

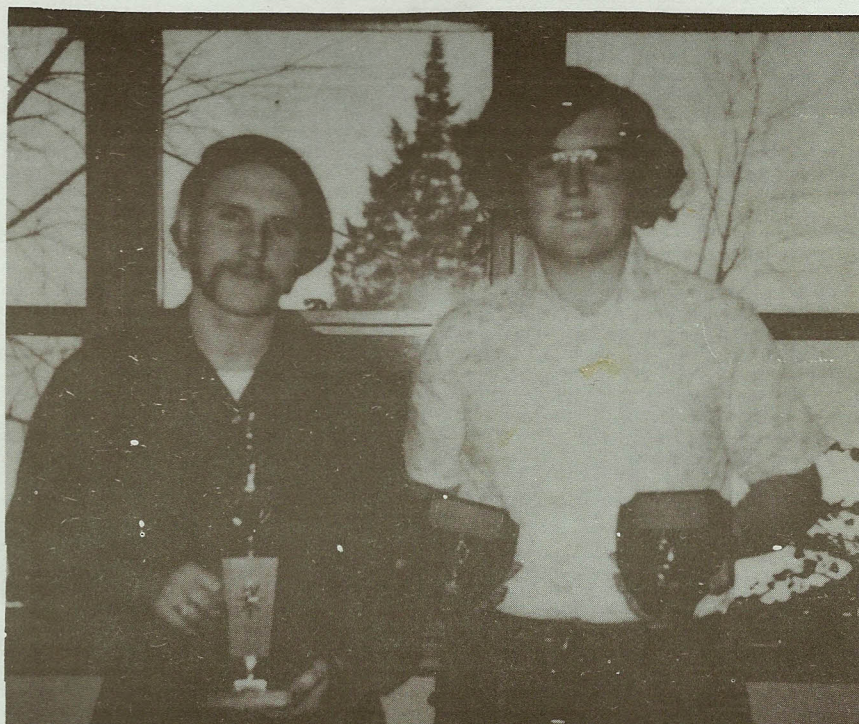


## STRAT-O-MATIC REVIEW



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

Vol. III-1 March 1973 40¢



After five baseball seasons and two football seasons, here are all of the GKSMC Champions. Jeff Sampson, left, displays a trophy from his second straight football triumph. Joel Wright, right, now one of the best known SOM players around the country, displays just two trophies of his five baseball conquests.

(Jeff Sampson's triumph ..... Page 2)

(Joel Wright's thoughts on drafting ..... Page 19)



ONE-MAN Rule In  
Football, TOO

Shades of Joel Wright!

Jeff Sampson, who last year won the first Greater Kalamazoo Strat-O-Matic draft football league, has done it again. Jeff took the Dallas Cowboys, the real-life Super Bowl champs and walked off with 'Super' honors again.

It's hoped, by the rest of the league's members, that Jeff isn't gearing for a domination of the football dice-rolling like Joel Wright, whose won the baseball crown in five straight replays. Joel, incidentally, did not play in the recently-completed football season, although he is back to try for championship #6 in baseball.

The grid league was again composed of eight coaches, with each mentor choosing a National and American Football Conference team in a draft. Dallas turned out to be the third choice in the draft, with Miami going first and Washington second.

Dallas had no easy road to the title, however, as it had to battle its way out of a playoff to reach the Super Bowl. At the end of the regular 14-game season (against teams in the league only), Dallas was deadlocked with Los Angeles (Mike Allison) and Washington (Cliff Sage) for first place.

The playoffs turned out to be wild and woolly as Dallas first edged out Los Angeles (Washington won a coin flip and did not have to play a first-round game) behind Roger Staubach's three touchdown passes. A 25-yard TD pass to Bob Hayes in the fourth quarter proved to be decisive, as Dallas battled back from a 20-7 halftime deficit. LA's last hope died when David Ray missed a 38-yard field goal attempt in the final minute.

Next game was just as rough for Dallas as the Cowboys had to go overtime before snapping a 20-20 tie when Mike Clark booted a 17-yard field goal after 13:15 had elapsed in the "sudden victory" session. Again Dallas was on the brink of defeat; Washington's Curt Knight missing a 27-yard field goal earlier in the overtime period.

In the AFC, surprising Pittsburgh (Warren Newell) deadlocked with Baltimore (Del Newell) for conference honors with 10-4 records. Pittsburgh, which had already nipped the Colts twice during the regular season in last-minute thrillers, came up with another spine-tingling ending that would have made Alfred Hitchcock gleeful when quarterback Terry Bradshaw, forced to run, sprinted seven yards for a touchdown with only 2:30 to play to sink Baltimore, 21-19.

Whereas the playoffs had been thrillers, the Super Bowl wound up a mismatch, however, Dallas, striking for a 21-0 first quarter lead, overwhelmed the Steelers, 52-7. Staubach had the greatest day a GKSML quarterback has ever experienced, completing 17 of 30 passes for 337 yards and a whopping six touchdowns.

As Warren sadly put it later: "I carried the championship trophy into the room where the Super Bowl was to be played. At least, I got to touch it before Jeff carried it out!"

So now Jeff, who guided the Kansas City Chiefs to the first GKSML grid title, is a two-time champion.

Standings and Leaders:

NFC	W L T	AFC	W L T
1. Dallas (Jeff Sampson)	9-5-0	1. Pittsburgh (WN)	10-4-0
2. Los Angeles (Mike Allison)	9-5-0	2. Baltimore (DN)	10-4-0
Washington (Cliff Sage)	9-5-0	3. Kansas City (DH)	8-5-1
4. Minnesota (Joel Block)	7-6-1	4. Oakland (JB)	7-7-0
Philadelphia (Del Newell)	7-6-1	5. Cleveland (JS)	6-7-1
6. San Francisco (Dale Holland)	6-6-2	6. Cincinnati (MA)	5-8-1
7. Detroit (Warren Newell)	6-8-0	7. Miami (BF)	4-9-1
8. Green Bay (Brian Fiebelkorn)	1-13-0	8. Denver (CS)	3-9-2



All members of the league lived in Kalamazoo, Otsego or Portage, Michigan. The league was head-to-head. Brian Fiebelkorn was a new member which, perhaps, explains why Miami finished in seventh place in the AFC race despite being the No. 1 draft pick and having explosive potential.

<u>Passing Pct.</u>			<u>Passing Yards</u>		<u>Avg Gain</u>	
1. Morton (Dallas)	95-157	60.3	1. Kilmer (Wash)	2606	1. Lamonica (Oak)	7.8
2. Staubach (Dallas)	143-239	59.8	2. Bradshaw (Pitt)	2553	2. Dawson (KC)	7.4
3. Unitas (Balt)	109-195	55.9	3. Dawson (KC)	2414	3. Morton (Dal)	7.3
4. Carter (Cincin.)	147-264	55.6	4. Gabriel (LA)	2250	4. Staubach (Dal)	6.8

<u>Touchdowns</u>		<u>Receiving</u>		<u>Receiving Yards</u>	
1. Kilmer (Wash)	26	1. Biletnikoff (Oak)	64	1. Taylor (KC)	1415
2. Nelsen (Clev)	18	2. Jefferson (Wash)	61	2. Biletnikoff (Oak)	1134
3. Brodie (SF)	17	3. Taylor (KC)	60	3. Shanklin (Pitt)	1094
Bradshaw (Pitt)	17	4. Jackson (Phil)	57	4. Washington (SF)	1026
Dawson (KC)	17				

<u>Rushing</u>			<u>Scoring</u>		<u>KO Returns</u>	
1. Little (Den)	312-1528	4.8	1. Yepremian (MIA)	118	1. Jessie	43.2
2. Csonka (Mia)	210-1275	6.5	2. Gossett (SF)	111	2. Morrison	31.1
3. Kelly (Clev)	250-1241	4.8	3. Cox (MN)	110		
4. Ellison (LA)	229-1218	5.3	4. Knight (Wash)	106		
5. Brown (Wash)	224-1121	5.0				
6. Willard (SF)	237-1084	4.5	<u>Punt Returns</u>		<u>Punting</u>	
7. Hubbard (Oak)	198-1037	5.2	1. Waters (Dal)	15.2	1. Wilson (KC)	45.7
8. Brockington (GB)	220-995	4.5	2. Duncan (Wash)	14.7	2. Walden (Pitts)	45.7
9. Bulaich (Balt)	165-961	5.8				

NOTE: Runners were not limited to longest gain as rules provide. Thus, some stats were inflated because of "long gains" off defensive cards.

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## What does a blocked punt count as?

When figuring punting statistics in your Strat-O-Matic Football replays, the best punter is the one who has the longest average distance per punt with a minimum of 35 punts.

All punts are measured from the line of scrimmage, of course, not where the punter was actually standing. A punt is measured to the spot where the ball was touched by the offense, is downed or where it goes out of bounds.

A blocked punt is only scored when the kicked ball fails to go beyond the line of scrimmage. A partially blocked punt which travels beyond the line of scrimmage is not a blocked punt. To clear up a question often asked in the Review, ON A BLOCKED PUNT, CHARGE THE KICKER WITH A PUNT ATTEMPT AND NO YARDS.

In real-life a punter is never charged with a punt unless he actually kicks the ball. His foot, in other words, must make contact with the ball for it to be considered a punt.

## Readers Roll 'Em

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### WANTS DIFFERENT NUMBER METHOD

I am 23 years old and in my eighth year of Strat-O-Matic baseball play. I am sorry that I am but a recent subscriber to the Review and was not able to take part in your poll. I also am in favor of adding the catcher's throwing rating.

Another change I feel may be needed is another system in place of the split cards, which are not accurate in attaining realistic results unless the deck is shuffled after each drawing. I certainly can't remember what cards were drawn last or not, and this influences my judgment in whether to draw or not. Perhaps the use of a spinner divided into 20 equal parts may be the answer. How do the readers feel about this?

Robert Johnson  
Spokane, WA

EDITOR'S NOTE: The game company suggests shuffling the split card deck every two or three innings. Another method of achieving results off split number situations would be to use the three-dice system mentioned in the December 1972 Review. This system is now being used by the Greater Kalamazoo Strat-O-Matic Baseball League--and with very successful and speedy results.

### MORE ON SOM FOOTBALL

I would like to comment on Dave Brandell's letter in the November issue. He brings up a good point about the running game in SOM football. There are too many long runs (runs between 10 and 20 yards). An example would be Oakland's Marv Hubbard. His longest run was 20 yards. But on an off-tackle play, when called wrong, he had a 50-50 chance of a first down. Assuming the defense is average, his total chance of a first down is one in four.

Now how many times has Oakland given the ball to Hubbard on third-and-15? I doubt more than a rare occasion. IN SOM giving to Hubbard on third-and-10-plus isn't a bad call.

It is the same way when doing a lineback. Also, his longest run is placed on a seven.

The same problem occurs with Larry Csonka and Johnny Riggins, etc.

The rest of Brandell's letter I disagree with violently. How can a runner easily gain 100 yards a half? Unless he is playing against fools who call pass every play or solitaire, gaining that much is pretty hard to believe.

Also, what is wrong with Dawson's 10 interceptions in 1969? That comes to 8.33 percent. And since teams don't normally intercept at that rate, it should come down 0.4 points.

Even with the "faults" I mentioned, the game is still excellent, plus is fun to play. The scores come out good, too.

Jim Lampman  
Tacoma, WA

EDITOR'S NOTE: A playing tip suggestion that can be used if you feel that the "short gain" pops up too often to be realistic on third-down-and-long-yardage situations (obvious passing downs) when the run is called, is this: on third-and-five-or-more if a run is called and a "short gain" results, knock five yards off the gain. Use it only on third down and in the above mentioned situation, however. With this in effect, we think you'll find the offense is more likely to go to the pass on such situations--like it should be in real-life.

### IMPROVEMENT OF REVIEW

From what I have seen of the Review, it could use some suggestions that only the fans could give it. Its biggest problem is its length--it must print the most interesting things only.

Referring back to the July '72 issue and Scott Matheson's article in "Reader's Roll 'Em," I would have to say that I agree with him 99 percent. I am an average reader and SOM player and I don't even bother to read about other peoples' stats. The only thing I disagree with in his letter is the part about using the Review for things other than SOM. I believe it should stay devoted to SOM, and only SOM!

However, I do like hearing about special



games, especially football. Ones such as "...Then A Near Miss" on page 11 in the same issue, for example.

The advertisements are great, along with "This 'N That," and the Question and Answer Corner. The Readers Roll 'Em is also a necessity.

Don't get me wrong, I love your magazine, but there is room for improvement in everything on earth.

Gener Milener

#### WANTS YANKEE TEAMS

I am a Yankee buff and presently using three Yankee teams in my solo league. But I have a problem similar to Dave Mendonca (Dec., Review). I can't get a hold of the great Yankee teams of the '60s because of the prices asked by other Review subscribers.

As for the Editor's note following the article, I totally disagree with it. Lets face it, probably about 50 percent of the subscribers would jump at the opportunity if given the chance to purchase the teams of the '60s if the price was within the \$2.00.

Well, that's my opinion and I'm sure Dave would back me up on this. Incidentally, in my solo leagues, the Yankees dominate both the east and west.

Greg Friedman  
Staten Island, NY

#### BALKS AT REISSUING TEAMS

I would like to add a few comments on Dave Mendonca's letter in the December Review. Printing old card sets would probably help a lot of people, and might be a good idea. But what about people who have already bought those teams at their high prices?

Say somebody bought the 1962 cards for \$75, then the game company decides to print early sets, and people start buying the 1962 sets for \$12, that means this guy lost \$63, because he didn't wait awhile longer.

I can see Mr. Mendonca's point and a lot of people will agree with him, too. I myself would love to have a chance to purchase those cards at that price, but you have also got to think to of those

who would lose money. I think Mr. Mendonca's idea is pretty good, but it does have that one flaw.

Steve Zupan  
Elsinore, CA

#### LIKES MODIFICATIONS ADDING REALISM

Keep up "Readers Roll 'Em. and the articles presenting ideas for game modifications that provide added realism. I don't care much for my game reproducing players' records exactly. What I want is the opportunity to make realistic managerial maneuvers; this is something that SOM's new innovations provide for.

Some suggestions by game players that you've presented in the Review have been good, too, notably the suggestion in the August (I think) Review presenting a modified X-chart to individualize fielding. The individualized fielding factor is still probably the single most important thing that makes SOM superior to its nearest competitor.

Dave Butler  
Paynesville, MN

EDITORS NOTE: The X-Chart was revealed in the July, 1972 Review.

#### MORE ON ATTENDANCE

There are a few minor flaws in Mike Cummins' ingenious system of figuring attendance (January Review)--the American League has more "name" drawing cards than the National League, despite the fact that the NL outdrew the AL. Such great hitters as Johnny Bench, Willie Stargell, Willie McCovey, Pete Rose, Lou Brock, Ralph Garr, Richie Allen, Willie Davis, Glenn Beckert, Bobby Bonds and Rusty Staub were forgotten, although all drew fans.

Also, 10 percent should be taken away from all games played in Baltimore, Washington, Milwaukee and San Diego because of lack of fan support. Also, 10 percent attendance should be added if a team is on a losing streak of more than seven games).

Robert Routier  
Kensington, CA



## 'MAN OF YEAR'?

Through the SOM Review we are able to see the successes and failures of our fellow players. We also can see and read about our fellow players and their ideas and playing tips which help immensely our enjoyment of the games.

I would like to suggest, using the SOM Review as a guideline, that subscribers and non-subscribers alike vote for a SOM man (woman, or child) of the year. The voting would be based on that person's contributions to the game itself; such as suggestions, tips and new concepts.

This is only a start of course. My idea might be altered, but I feel it is a good one. Hopefully this can become an annual event. Perhaps a certificate of some kind could be awarded the winner. It surely would get more people to send in more material and thus create a greater fan participation in realization of this award.

Tim Cawley  
Downers Grove, IL

## REGIONAL CONVENTIONS?

Due to the recent discussion about a national SOM convention on the East coast, I was prompted to write this letter. Many people all over the country cannot go that far to play SOM. So why not have several regional conferences of 35 to 50 people from three, four or five states who put money (say \$5) into a pot and then have a playoff, with the winner receiving money toward a trip to the national convention?

A number of regional conferences of this type would result in \$175 for the winner, lots of fun for the other 34, and 15 or 20 people at the national convention who wouldn't normally be there. This would involve many more people than normal and could turn into a great thing.

Let me get the ball rolling by having anyone in the Southwest who could come to a conference in a central city of the Southwest write me. I will answer all letters and try to find a central site for the Southwestern conference. If you want to sponsor a convention in your geographical area, write me. If you want to find other people in your area who want a regional convention, write me. I will forward all names and addresses of each area to an area sponsor near you. Just write me,

wherever you live, and we'll get the ball rolling.

Dennis Ross  
2045 E. Manhattan  
Tempe, AR 85281

EDITORS NOTE: Plans for a national convention for 1973 have not been finalized as yet. It appears, however, that such a convention is ricketed for either New York city or Kalamazoo MI, site of last year's gathering. As far as organization of regional conventions is concerned, there's a great deal of work and time involved. Site selection (including rental of the site), correspondence with possible conventioners, organization of the actual convention itself; these are all areas that have to be considered when planning such a gathering, whether it be on a large or small scale.

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Tim Cawley's suggestion of Man of the Year we feel has merit. So, next January we will be taking votes for who you think should be the SOM Man (Woman) of the Year.

The person voted this award will receive a free one year subscription to the Review. So, league commissioners and just SOM players, be sure to send in your Strat-O-Matic stories of interest and replays and, remember, the Review is requesting more pictures as we hope to give a more complete coverage of the SOM world.

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Q: WHAT IS THE INTERPRETATION OF THE ADVANCED PASS RUSH CHART WHEN SITUATIONS SUCH AS BOTH OFFENSIVE AND DEFENSIVE RATINGS OF "5" AND DICE ROLL OF "2" ARE ENCOUNTERED? THE RESULT: "1\*", +12, +27 or "X" DOES NOT SEEM TO MAKE SENSE.

A: Intercepted 12 yards on short pass but must have at least one man blitzing or intercepted 27 yards on long pass but must have at least one man blitzing. With no one blitzing a pass it is incomplete.



EDITORS NOTE: In recent issues of the Review the subject of how to set up a league has been discussed. This month, Ed Grant of Highland Park, IL, commissioner of the two-year-old Continental Football Association, tells how his league came into being and the secrets for its successful functioning.

## ABC'S OF LEAGUE PLAY

by Ed Grant

When I started the league, I took the first 25 people who sent their letters in and gave them teams. This was a mistake! When starting a league, you should really wait until you get all the applications in, and then pick from them.

As a general rule, older people are better players (15 on up), not only because they are more dependable, but because they are more fair. An example of this is last year, our average age was about 15.3 and the home teams won more than 70 percent of the games.

This year the average age is 17, and after 11 weeks the home teams have won 58 percent of the time--quite a change.

I don't mean that you should automatically forget about using younger people, because other things like personality (gathered from application for joining league) and qualifications are very important, too.

In our league, we keep a performance chart on each player on things like promptness in sending games in, sending game plans, and record in home games. This is all reviewed at the end of the year and from this we decide whom to keep and whom to drop. This year we only had 11 holdovers. Of the 15 that were dropped, six left involuntarily.

It is a tough decision deciding whom to keep on the basis of won-lost performance, because if you say that you should kick out a player with a 5-2 home record for a team that was 2-5 in real-life, this defeats the whole purpose of league play.

Only in extreme instances or when a player gets all his games in late, should you give a player the "thumb".

In our league we have almost no problem getting people to pay their entry fee, but you should make sure it is paid at the outset of the league. This is another important factor as to the choosing of players.

Also, as a player of both football and baseball leagues, I have found that you are better off just playing with the regular teams and standard SOM rules. This is because you can run into so much trouble with people losing their trade sheets and supplementary rules that it isn't worth the time and trouble. So for simplicity sake, we steer clear of all this.

In our league I do the NFC stats and another person does the AFC. This works well. The other person then sends the stats to me to put in the newsletter. The stats are always one newsletter behind, but this is better than having just one person do them, and taking up all their spare time.

We run a 14-game schedule, with games one week apart. Players are to get their games in within a week after the game, with newsletters coming out every other week.

Another important thing is the playoffs. This should always be played by the head of the league, because if you have each coach play half of the game you will find your playoffs will take two or three times as long as you wanted.

One other thing that is very important is that you start a football league, at the latest, within a couple weeks after the pro season starts. I noticed in the last issue of the Review that there was an abundance of football leagues starting. I'm afraid these people will be disappointed. The football season is over now and I'm afraid interest will be also, very shortly.



## TRY THESE TIPS in '73

Since baseball season is just a dice throw distance away, the editors of the Review are going to again turn the playing tip stage over to Victor Garcia of Fort Thomas, KY. Victor, whose had his tips published before in the Review, always strives to add something new or different to the baseball game.

Here are his newest playing tips and suggestions:

\* Pinch-running rule---If you believe a pitcher should have a different running rating than listed on the standard hitting cards, you might do this: for a "1" or "2" hitting pitcher, give him a running rating of 1-12, and for a "3" or "4" hitting pitcher, make it 1-14. These changes should be used only when you feel a pitcher is more deserving of a higher running rating (evidenced by his being used as a pinch-runner in real-life).

\* Home Field Advantage---For pitcher's hitting cards, change to stealing "D", running 1-12 and fielding "1". On the road, however, give a pitcher a stealing rating of "E", running 1-8 and fielding "3".

\* Catcher's X-Chart---Change following on split No. 1: For a "1" fielding catcher, instead of a strikeout the play reads strikeout but with the ball getting away from the catcher. Batter is out at first, for "2" and "3" rated catchers, the runner is also out at first but any runners forced advance an extra base. For a "4" rated catcher, the runner is safe at first and runners advance as well.

\* Catcher's X-Chart---If you get two results and both read "select another split card," consider it interference on the catcher. Batter goes to first base and any runners forced advance one base.

\* Stealing---If you pick exact number needed to steal (example, 1-13 and you pick 13), call it a successful steal but also that catcher overthrows on play and that runner advances an extra base.

\* Drag Bunt---Can be tried only with bases empty. Offense must call play. Three dice are rolled. Check following chart to see if play is contradicted:

Result		Change To
Flyball CF	-	Popout 2B
Flyball RF	-	Popout 1B
Flyball LF	-	Popout 3B
Flyball CF X	-	Groundball 2B X
Flyball RF X	-	Groundball 1B X
Flyball LF X	-	Groundball 3B X

If result is to determine hit or out, add following to hit chance according to stealing rating: AAA & AA = +6; A = +5; B = +4; C = +3; D = +2; E = +1.

If infield is "in," expecting bunt, subtract one number from each of above. Also, if infield is "in" and a "groundball +" comes up, it is a hit. One final thing, all base hits are just bunt singles when the drag bunt is called. That means doubles, triples and home runs, too.

\* Pickoff Play---May only be used once per inning.

Pick Split Number		Result
1-5	-	Balk, runners advance one base
6-7	-	Ball overthrown by pitcher, runners advance one base.
8-10	-	Runner must steal next base.
11-20	-	Pick another split number. If number is within runner's rating, runner returns to base safely. If number is not, then runner is picked off.

\* Suggestion---Place Strat-O-Matic dice in a see-through plastic jar with flat bottom. Just shake dice and get result, with no lost dice, etc.



## SOM POEM

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Jim Belza of Louisville, KY, isn't your average Strat-O-Matic game player. He's already played an SOM baseball game via the telephone (won by the 1970 Cincinnati Reds, 9-4, over the 1971 Atlanta Braves), plus the street he lives on, Tiverton Way, has to rank as a close second to Hillsdale Road as far as number of SOM players (7) who live on it.

Jim also is a poet of sorts. In fact one of his hobbies is writing poetry about sports. Jim's got talent, too. He sent along a poem about Strat-O-Matic and its creator Harold Richman and we think it's pretty good:

SIR RICHMAN

by Jim Belza

One afternoon my nerves were fraying,  
As I sat at my desk playing  
Strat-O-Matic baseball for the 27th time that day--  
While I sat there, glumly musing  
Over teams that I was using,  
I noticed that the Sox were losing--  
Losing by a monstrous score!  
"Why," I thought, "must they keep losing--  
losing by a monstrous score?"  
Can it be they'll win no more?"

As I sat there in my sorrow  
I thought that maybe I could borrow  
Some pitcher that the Sox could hit against and maybe  
win once more;  
I promptly tried the Red's Jim Merritt,  
And once again I could not bear it;  
I grabbed my hair and tried to tear it--  
As he beat them 9 to 4!  
"How," I cried, "could this poor pitcher beat the  
White Sox 9-4?"  
Then a voice cried, "Fear no more!"

As I watched in sheer amazement,  
Coming upstairs from my basement  
Came a man in spirit form with aid and wisdom  
to outpour--  
"Certainly," he said, "you know me,"  
And he told me he would show me  
Why these other teams did mow me and my White Sox  
to the floor.  
I marveled at this stranger who could lift my  
White Sox from the floor.  
"I'm Harold Richman!" he did roar.



"Harold Richman," thought I, trembling;  
 My set I then began assembling,  
 So this brilliant man could help the record of  
 My Sox to soar;  
 I laid my White Sox out before him,  
 Then I started to implore him.  
 Hoping there was something for him left to do  
 To change the score.  
 "Mr. Richman," I then asked him, "will they still  
 lose games galore?"  
 Quoth Sir Richman, "Nevermore."

Now I felt some hope returning  
 As the reasons I was learning  
 Of my White Sox' failure to triumph in all the  
 games before---  
 This man's advice I had to take;  
 I learned I'd made just one mistake--  
 Which, when corrected, would remake the record of  
 my Sox once more.  
 Then he spoke, and told the secret that would help  
 my Sox once more:  
 "Don't bat Horlen number four!"

## NO-HITTERS

John Peterson, Montpelier, VT, now in his third year of Strat-O-Matic baseball, experienced his first no-hit thrill not long ago when Jerry Koosman of the 1969 Mets accomplished the feat against the 1967 Boston Red Sox.

Site for the historic game was at school, and a crowd of five people were witnesses to Koosman's feat. Gary Bell did the hurling for Boston, allowing only three hits, but a sixth-inning error by Bell and four consecutive walks led to his downfall by a 2-0 score.

Koosman in the ninth inning, and with Peterson shaking with every roll of the dice, struck out Reggie Smith, forced pinch-hitter Jerry Adair to fly out and then retired another pinch-hitter, Dalton Jones, on a grounder to second base.

Koosman finished with 11 strikeouts and walked only one batter.

Youngest no-hitter, at least from the dice-rolling end, belong to Randy Stukes, age 9, who watched Clay Kirby, 1971 San Diego, blank Houston, 1971, 2-0. Kirby fanned 11 and only one Astro reached base--John Edwards on an error by Enzo Hernandez. Losing pitcher Jack Billingham gave up six hits, but struck out 13.

The I-Never-Thought-I-Would-Do-It award, as far as no-hitters, goes to Mike Waldrip, Walls, MS, who, after five one-hitters, finally got a cherished no-hit job from Sandy Koufax of the 1965 Dodgers. Koufax did it against the 1965 Minnesota Twins, whiffing 13 and walking only one--Bob Allison.

Also, while on the subject of no-hitters, Jack Little (2733 Upton Ave., Toledo, OH 42606), says that he finds them a fascinating subject, one he would like to research in some detail.

Jack, whose had three no-hitters of his own (Jim Merritt, 1967; Bob Gibson, 1968; and Tom Seaver, 1969), would like to act as sort of a clearinghouse for no-hitters

(Continued on page 18)



EDITOR'S NOTE: Many people write the Game Company each year requesting old teams, and many times these are teams that the Game Co. does not have. So to save you a wasted letter, Steve has decided to let you in on just what oldies you can get from the Game Co. Remember if you order these teams, send your order to the Game Co., NOT the Review. Their address is, 82A South Bayles Avenue, Port Washington, NY 11050.

## NOTES FROM GAME COMPANY

by Steve Barkan (Strat-O-Matic Game Company)

Nobody really asked but the following teams are still available and may be purchased from the Game Company directly.

### FOOTBALL:

No teams are available from before the 1967 season.

The following 1967 teams are available and may be purchased: Buffalo, Miami, NY Giants, Philadelphia, Pittsburgh, St. Louis, San Francisco, Atlanta, Minnesota and New Orleans. The entire ten team set may be purchased for \$5.00.

All the 1968 teams are available with the exception of Baltimore, Cleveland, Dallas, Los Angeles, Pittsburgh, Houston, Kansas City and the NY Jets. The remaining 18 teams may be purchased for \$7.50.

All the 1969 teams are available with the exception of Cleveland, Dallas, Los Angeles and Minnesota. The remaining 22 teams may be purchased for \$8.50.

All the 1970 and 1971 teams are available and may be purchased for \$10.50 for each of the 26 team sets.

Individual teams that are available may be purchased for 75¢ each or in multiples of two for \$1.25.

### BASEBALL:

No baseball teams are available from before the 1969 season.

The 1969 teams are all available with the exception of the Twins, Braves, Mets, Pirates, Cards, Giants and Padres. The remaining teams may be purchased for \$6.00 for the 17 team set.

The 1970 teams are available with the exception of the Reds, Cards and White Sox. The remaining 21 team set may be purchased for \$7.00.

No addition players are available from the 1969 or 1970 seasons.

All the 1971 teams are available and may be purchased for \$9.50 for the 24 team set.

The additional players are available from the 1971 set and may be purchased for \$2.25. Individual teams may be purchased from the 1969 and 1970 seasons for 50¢ each plus the 25¢ handling charge and sales tax for New York residents. The 1971 teams may be purchased for 55¢ plus handling charge and tax.

If there are any teams you desire that we do not have, the ONLY way to get them is through the ad section of the Strat-O-Matic Review.

We have received many inquiries as to why we do not reprint the sold out editions of the baseball and football cards. We simply feel that the demand for these cards is not enough to warrant the extremely high cost of printing up teams in a limited amount.

We have also received inquiries as to why we do not convert the old-timer teams to the advanced game method. In the January issue of the Review, in this column, we stated that the advanced game is made up by using the play-by-play of each game. An example of what the play-by-play encompasses is provided in the Baseball Guide, each year, for the World Series and All-Star Game. The company which keeps this play-by-play would not allow anyone to use it in any other season except the one which is currently being played. This would rule out our using it for any of the old-timer seasons. We do not know why they insist on this policy but we must respect their reasons for doing so.



# -LIONS CHAMPS- BELIEVE IT OR NOT

12

by Frank Fortin

It was the Year of the Receiver as Richard Borts and I have completed a replay of the 1971 football season. Patriot rookie Randy Vataha nabbed 94 passes for over 1900 yards as the Patriots made a surprising bid for a playoff spot. As expected, Dallas (10-4-1) won the Capitol-East, by two games over Washington (8-6-1). Minnesota's punchless offense finished eight games off the pace. Defense enabled the Kansas City Chiefs to win the Capitol-West over Miami by 1½ games with an 8-5-2 record. The Dolphins', with a cellophane defense and a 7-7-1 record, chugged home one-half games ahead of New England. Larry Csonka finished second in rushing, one yard behind Larry Brown, and Paul Warfield caught 89 passes. New England, with a 5-3 second half, finished at 7-8, with Jim Plunkett finishing fifth in passing.

The Century Conference saw the San Francisco 49ers finish undefeated--12-0-2--and winning the Eastern Division, behind John Brodie, Vic Washington, and its defense. Greg Landry ran and passed Detroit to a second place 8-4-2 record, over the passing poor LA Rams, a distant 7½ games off the pace. Baltimore's 5-6-3 record was good enough to win the Century-West, ahead of 5-9 Cleveland. George Blanda's off-target toe prompted Oakland's (3-11-0) demise.

The playoffs saw Dallas whip Miami, Washington upset Kansas City, and Detroit and San Francisco defeat Baltimore and Cleveland, respectively, with late, last-minute scores. In the Conference Championships, Detroit rallied to give San Francisco its first defeat, 22-14, while Dallas refused to allow the same to Washington, 17-14.

The Super Bowl matched heavily favored Dallas against Detroit. After a fairly even first half, which saw Detroit lead 17-14, the Lions, aided by Steve Owens' running, ran up a 31-21 lead. But Dallas refused to quit. Mike Clark chipped in a 21-yard field-goal to cut the margin to seven, as the fourth quarter began. A series of fumbles late in the quarter gave the ball to Dallas with exactly two minutes remaining. The first play was disaster---a nine-yard sack for Staubach. But coolly, Staubach fired two short passes to Hill and Thomas, send Hill rolling on a 15-yd rush, and with 45 seconds left had first and goal in the Detroit six. But inexplicably, Detroit pulled in its defense, expecting a run, giving Hayes room to catch his third TD pass. The score was tied, 31-31. Giving Hayes room to catch his third TD pass.

Dallas got a big break early as Mann missed a 21-yarder. Now fired up, Dallas started to drive, but Staubach lofted his third interception, and shortly afterwards, Mann booted a 42-yarder to give Detroit a 34-31 upset victory.

<u>CAPITOL-EAST</u>		<u>CAPITOL-WEST</u>		<u>CENTURY-EAST</u>		<u>CENTURY-WEST</u>	
Dallas	10-4-1	Kansas City	8-5-2	San Francisco	12-0-2	Baltimore	5-6-3
Washington	8-6-1	Miami	7-7-1	Detroit	8-4-2	Cleveland	5-9-0
Minnesota	2-12-1	New England	7-8-0	Los Angeles	5-8-1	Oakland	3-11-0

<u>RUSHING</u>	
Brown, Wash. (Cap)	1247 yds
Ellison, LA (Cen)	1757 yds

<u>RECEIVING</u>	
Vataha, NE (Cap)	94
G. Washington (SF) (Cen)	74

<u>MVP AWARD</u>	
Staubach, Dal (Cap)	
Ellison, LA (Cen) and	
Landry, Det (tie)	

<u>PASSING</u>	
Staubach, Dal (Cap)	58.7%
Brodie, SF (Cen)	56.5%

<u>SCORING</u>	
Cox, MN (Cap)	121 pts.
O'Brien, Balt (Cen)	129 pts.

<u>OFF. ROOKIE</u>	
Vataha & Plunkett, NE (Cap)	
Washington, SF (Cen)	

<u>PUNTING</u>	
Wilson, KC (Cap)	51.7
Weaver, Det (Cen)	45.8

<u>INTERCEPTIONS</u>	
Bryant, MN (Cap)	14
C. Scott, Clv. (Cen)	12

<u>DEF. ROOKIE</u>		<u>DEF. MVP</u>	
Adams, NE	C. Scott, Clev.	Bryant, MN	Hardman, SF



## 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: Issues 1-1 through 1-6 of SOM Review. State your price. Also, for sale, 1970 SOM football--Giants, Jets, Vikings, Oilers and numerous Topps Baseball Cards. Kevin Barnes, 2263 Coronet Way, NW, Apt. X-12, Atlanta, GA 30318

WANTED: Will pay \$1.00 each for '68 cards & Tigers. Must be in good condition. Greg Feeney, 189 Joline Rd., Port Jefferson Station, NY 11776

WANTED: SOM Reviews of March, May and June of 1972. Will pay \$1.50 for one, \$2.50 for two and \$3.50 for three. If you sell all three, it's a \$2.55 saving. Send offer to: Jeff Guterman, 28 Emm Lane, Roslyn, NY 11576

WANTED: Any pre-'69 Chisox teams. Must be in good or better condition. State condition and price. For Sale: baseball '71 NL set. Mint. With 96 extras. Highest bidder wins. Tim Cawley, 3808 Wilcox, Downers Grove., IL 60515

WANTED: 1968 Baseball SOM. Must be in mint condition or near mint and include the extra players and roster sheet. Will pay \$20 if in mint condition. Write: Richard York, 19171 Derby St., Detroit, MI 48203

WANTED: Will pay \$7.00 for 1963 Yanks & Reds or \$3.00 apiece or will trade teams '63-'71 for them. Robert Henry, 15919 Ferguson, Detroit, MI 48227

WANTED: Individual teams before '69. will pay up to \$1.00 for earlier teams. Also wanted to buy 1967 NY Giants football team. Ted Gartner, 12 Homer St., Parsippany, NJ 07054

WANTED: The NASDL (North American Summer Draft League) needs 8 mature, interested and dedicated managers for expansion teams. Players on National League rosters (all 12 teams) will be the basis of the draft. The current 8 teams are stocked with American League players. If interested, reply to this ad stating your name, address, age and telephone number. Michael L. McLawhorn, P.O. Box 27804, Raleigh, NC 27611

WANTED: '68 Colts, Bears, Browns, Cowboys, Rams, Vikings, Cards, Jets, Raiders, Chiefs Chargers. Will only buy as set, not individually. Also asset '69 Colts, Browns, Chiefs, Jets, Raiders, Chargers, Cowboys, Rams, Lions, Packers, Vikings. Need these teams. Will pay reasonable price. Teams must be in good condition. Best bid wins. All requests answered. Send bids to: Danny Aguilar, 10833 East 7th Street, Tulsa, Oklahoma 74128

WANTED: Pre-'71 baseball teams; especially interested in Tigers, also I need issues I-1 to II-V of Review. Please send lists to Everett Sumner 18912 Patton, Detroit, MI 48219

WANTED: 1961-1964 complete baseball sets in usable condition. Give price on complete set with year. Nite Mahan, 1596 S. Quiero Ct., Denver, Colorado 80223

WANTED: I will pay ANY price for the following individual players, '64 Dean Chance, '65 Willie Mays, '64 Boog Powell, '64 Ken Boyer, '62 Tommy Davis, '68 Dave McNally, '62 Don Drysdale, '63 Whitey Ford, '63 Dick Ellsworth, '62 Dick Donovan, '66 Felipe Alou, '64 Juan Pizarro, '66 Gary Peters, '69 Larry Dierker. Will buy entire team if necessary. Send to: Chuck Reubens, 210 Jordan, Rochester, NY 14606

## For Sale

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FOR SALE: By trade ONLY. Football: '70 Lions, Bears, Packers, Dolphins, Bengals, Vikings, 49ers, Oilers. Wanted: baseball teams before '69. Max Weder, 505 Garrison Crescent, Saskatoon, Saskatchewan S7H 2Z9 Canada

FOR SALE: Latest edition, '72 SOM baseball game. Cards in mint condition. Cards are \$8.00, entire game \$10.00, approximately \$5 less than new. Write to: Bill Vargus, 301 Bliss, Urbana, Illinois

FOR SALE: Football teams from '67, '68, '69, '70; plus baseball teams - '68. For information and order blank send 8¢ in stamp or money to: John Tolan, 2671 Wahl, Milwaukee, WI 53211

FOR SALE: Baseball '67 Braves (8 men-145HR) Pirates (Clemente .357); Cubs (Holtzman 9-0); Yanks (Mantle 22 HRs); Astros (Belinsky 3-9); Mets (seaver 16-13). '66 Phillies (Allen 40 HRs); Braves (Aaron-Torre 80 HRs); Orioles (F. Robinson 49 HRs); Twins (Kaat 25-13); Angels; Senators; Indians. All teams excellent condition. Also '63 Yanks good condition, and many semi-complete teams (some missing one or two players) and over 1000 individual cards for 1962-67. Highest offer of trade for '70 Bob Griese (destroyed in fire). Send bids or inquiries to Tim Lubeck, 323 Monte Vista Ave., Oakland CA 94611

FOR SALE: Sets only, none sold individually, '70 (49ers, Giants, Rams, Dolphins, Vikings, Browns) '70 (Yanks, Orioles, Angels, Chisox) (Card, Cubs, Reds, Braves). Also old copies of the Review available. Everything is in good condition. Just send request plus bid and stamped envelope to Pat Shandorf, 61 Lincoln Ave., Amsterdam, NY 12010

FOR SALE: All 1971 SOM football teams except Green Bay Packers. All teams in very good condition. I'll pay postage. James Ianni, 83 Greenfield St., Wethersfield, CT 06109

FOR SALE: Complete SOM baseball game with '71 season cards and various 1970 teams - \$15.00. Also Hall-of-Fame - \$2.50. First Come first served. Bill Glasscoe, 8505 NW Old Orchard Drive, Vancouver, WA 98665

FOR SALE: 1969 football, 26 teams, good condition. 1970 football, 26 teams, good condition. SOM Review, Vol. I-6 thru II-11 (Aug.'71-Jan'73). 1970 baseball NL & AL plus extra players in mint condition. 1968 baseball - cubs, astros, phillies, A's, Angels, White Sox, Senators, all in good condition. Send bids to: Marshall Masseng, 600 Saylor Way, Las Vegas, Nevada, 89107

FOR SALE: Large bid sheet available, over 50 baseball teams listed, many pennant winners. Please send 10¢ for list to: J. Schmitt, B327 Bigelow Hall, WMU, Kalamazoo, MI 49001

FOR SALE: The following SOM baseball teams: '64 Yanks, '64 Indians, '64 Angels. '66 Orioles, '66 Angeles, '66 Athletics, '66 Red Sox. '67 Red Sox, '67 Braves, '67 Cards, '67 Yanks, '67 Angeles, '67 White Sox. Among these 13 teams are 4 pennant winners. I will accept bids for each team. But if someone can give me a good offer for all 13 teams, I will sell them together, only winning bidders will be notified. The '66 Angels are in fair condition, the rest are in good condition. Write: Barry Green, 2916 Brighton, 7th St., Brooklyn, NY 11235

FOR SALE: 1970 football complete, only \$9.50 in very good condition. Also 1969 football, Minnesota, San Francisco, Detroit, Baltimore only .50¢ apiece. Matt Elwart, 24705 Almond, East Detroit, MI 48021

FOR SALE: 1968 NFL compete, as unit only, to highest bid. Post-paid. 1965 baseball - all teams-no extras. 1966 thru 1971 - all teams-with extras. Sold by league or season only. Nite Mahan, 1596 So. Quietto, Ct., Denver, Colorado 80223

FOR SALE: 1969 American and National baseball cards sold to highest bidder. Also wanted 1967 and 1969 football cards. Baseball cards, good condition and only want offers for football cards in good or better condition. Also, anyone in Freeport area interested in face-to-face league or etc., contact me. Write: Randy Krahmer, 1535 W. Logan, Freeport, IL 61032 (815) 232-0041



FOR SALE: Every issue of SOM Review ever printed. All 24 copies from March '71 to February '73. Sold as a group to highest bidder. Steve Carrico, 1825 S. Dawson, Indianapolis, IN 46203

FOR SALE: 1966 National League baseball teams. 10 teams in full. Excellent condition. Opening bids must be at least \$20. Ted Kusaka, 322 West South Street, Anaheim, CA 92805

FOR SALE: Plenty of SOM football and baseball teams. 32 baseball teams, 7 football teams. Teams date back to 1969. Other "junk" is listed, too, just in case you like "junk". Send 25¢ for a list. Dave Surdam, Route 8, Box 728, Pleasant Hill, Oregon 97401

FOR SALE: 1971 baseball teams. Braves, Tigers, Yanks and Orioles. Each team has from 22-24 players. Selling for 50¢ a team. Also 1970 football teams Colts, Raiders, 49ers and Cowboys to highest bidder. Pat Hoepf, R.R. 4 Box 356, Tiffin, OH 44883

FOR SALE: 1966 American League baseball teams. 10 teams in full. Excellent condition. Opening bids MUST be at least \$20. Ted Kusaka, 322 West South Street, Anaheim, CA 92805

## League's Forming

LEAGUE FORMING: PBM LEAGUE forming. If interested please furnish name, address, phone, age, occupation, PBM experience, SOM experience, 6 teams you prefer. We will reply with outline of our league plans, objectives, costs, etc. George Patton, 1841 Suffolk Rd., Columbus, OH 43221

LEAGUE FORMING: I am forming a play-by-mail baseball league using the SOM old-timer set. We will start as soon as I have enough interested players. Cost is \$3.00. For more information, contact, Bill Kahl, 76 East Genesee Street, Auburn, NY 13021

LEAGUE FORMING: Play-by-mail 72 replay with the following teams: Yanks, Dodgers, Astros, Orioles, Red Sox, Pirates, White Sox, Reds, A's, Mets. Send in preferences. And, any playing innovations you have. Trading will be allowed, also each manager drafts one player from teams not used. Send in a list of ten players you want. Additional players needed. Write to Billy Debiec, 35 Willow St., Bayonne, NJ 07002

LEAGUE FORMING: Baseball league starting as soon as new cards come out. Play-by-mail league with new cards. If interested please contact: Barry Gosselin, 140 Maple St., Danvers, MA 01923

LEAGUE FORMING: A play-by-mail 162-game league will be played as soon as the teams come out. The teams left in the draft are the Atlanta Braves, Montreal Expos, Cleveland Indians, Kansas City Royals, Milwaukee Brewers. Write first pick, second and third. Send Picks to Tom Cow, 16 Frencek Place, Duluth, MN 55376

LEAGUE FORMING: Mail league forming to use new 1972 baseball cards. Need 5 managers. Prefer experienced players. Send stamp for information on membership. Jim Belza, 9111 Tiverton Way, Louisville, KY 40222

LEAGUE FORMING: I am forming an eight team play-by-mail draft league with a set-up similar to that of the GKSM. We will use the new cards, starting with the National League, but if there are enough replies, we could expand to use the American League also. There will be many innovations and any playing tips are welcome. If you're interested, write: John Spellman, 19 Edgemere Drive, Cranston, RI 02905

LEAGUE FORMING: The Pierpont Play-by-mail Baseball League has 8 spots open. There will be a \$1.00 entry fee, to be collected later. RELIABLE MEMBERS ONLY. We will use the basic game side of the old cards. For more information write: Jeffrey Even, 1814 Dixon Avenue, Missoula, Montana 59801. Enclose a self-addressed stamped envelope.

## NEW CARDS Have Arrived

The new cards are out, and all ready the dice are rolling for the new baseball season. After looking at the cards, two SOM fans could spend the better part of a day discussing how the different players and teams look. For those who haven't received their cards yet, even for some of those who have, here is a short look at SOM baseball for '73.

First, let's get a couple of printing errors out of the way. These errors will only appear on the first sets sent out, as new cards have been printed with the corrections made. Norm Miller has no Hit & Run rating on his card, and that should be "D". Eddie Leon, George Hendrick, Jose Pagan and J.C. Martin have no power ratings on their cards and they should be as follows: Eddie Leon -- L-W R -N, George Hendrick -- L-W R-N, Jose Pagan -- N (both ways), J.C. Martin -- W (both ways).

Those who purchase the extra 96 players get an added bonus. Although the Game Co.'s usual policy is to put a player on the team that he ended the season with, this year the company has made three exceptions. Matty Alou and Dal Maxvill, who each played in over 100 games with St. Louis before being traded to the Oakland A's, are given cards with no team name printed on them, so you can place them on either the Cards or A's. However, their National League stats are at the bottom of the cards. Obviously the Cardinals would be in bad shape without Alou and Maxville and we think the game company should be commended for thinking of those who strive for replay accuracy. And for the first time ever, a player has two cards. Duke Sims has one printed for his National League stats and one for his American League stats. As the Game Company says with regards to the use of Sims "use his Detroit card if you place him on the Tiger roster or his Los Angeles card if you place him on the Dodger roster."

As for the league picture, the American League is pitching rich, with the outstanding pitchers being Nolan Ryan, Gaylord Perry, Jim Hunter, and Luis Tiant. Let me mention here there are many other pitchers with great cards in the junior circuit, some to even rival the four mentioned above. As for hitters, one stand alone among the regulars, Dick Allen. However, for on base percentage its hard to beat Duke Sims' American League card, better than 50% chance of reaching base from his card, (almost 61 out of the possible 108 on-base points). American League fielding can be rated from good to great.

Meanwhile, the National League presents a much different style of play. Few great starting pitchers, many great relievers, lots of good hitters, and more than its share of bad fielders. If you dig high scoring games the National League should provide the most excitement. Most outstanding relief pitching card award would have to go to Jim Brewer (78 1N -- 1.27 ERA) a lefthander, who doesn't even allow the righties on base from his card.

All in all, '73 should be a very good year.

## Convention Dates Set

This was the issue we had hoped to give you the final plans for the second annual S-O-M Convention, unfortunately, though, we can't. However, set aside the weekend of July 21st & 22nd. This is definitely the weekend of the next convention.

What's the hang-up? A convention site. As mentioned before either Kalamazoo, MI, or New York, NY. New York is the probable, but as of this printing, the Convention Hall is still in doubt. Some have complained that New York seems unreasonable because it is not centrally located like Kalamazoo. True, but the greatest number of SOM players is on the east coast. Also the Game Company is there. For you statistics nuts, present odds are 60-40, New York.

If in New York, the Convention will probably be a two day affair, with various tournaments for both elementary and advanced versions of both the football and baseball games. Of course, if the convention is in Kalamazoo we hope to have many of these same features.



## In The Strat-O-Matic Spotlight

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### SOM ONLY A HAIRCUT AWAY

A funny thing happened to Richard Stone of Norristown, PA, while at the barber shop back in 1969...he was introduced to Strat-O-Matic.

It all came about while Richard was leafing through a sports magazine and waiting to receive a haircut. In the magazine he spotted an ad referring to SOM, became excited about the game and was all set to cut out the ad and send in for the brochure of the game.

His grandfather intervened, however, telling him not to cut it out since the magazine did not belong to him. While grandfather was in the chair having his hair clipped, Richard did a little clipping of his own, removing the ad.

He sent away, received the brochure, became hooked and has been a Strat-O-Matic table game buff every since.

We don't think Richard's story is unusual, but we do believe that stories of how people became acquainted with SOM are interesting, and that they should become a monthly feature in the Review.

From our own standpoint, Del Newell first bought a baseball game back in 1963--the first SOM year put out all the teams after two previous all-star editions--purchased the first football game in 1968 and has been a regular customer of the game company for years. Mike Allison, like Del, a co-editor of the Review, was introduced to SOM in 1968 by Del and, after making the transformation from another game in whirlwind fashion, has also been hooked completely.

Del, 31 and a sports writer at the Kalamazoo Gazette, said he really wasn't sure how his SOM start unfolded. "Previously I had played another baseball game, but lack of time and college looked like they were going to bring my dice-rolling career to a premature end. I wasn't really that dissatisfied with the other game (although the way the pitchers were rated and the high number of runs-batted-in bothered me), but I found the old interest seemed to be lacking when I make a half-hearted effort to go through an American League replay of the 1961 season (the year that Roger Maris hit 61 home runs).

"In the spring of 1963, I spotted an ad in a sports magazine and, somehow, an old fire was rekindled inside of me. So I sent for the brochure...the first burned brighter... and soon, very soon, sent for the game. And that was done despite the fact I was finishing up my senior year of college, been married just about seven months, and without a doubt, didn't have the time to resume my dice-rolling again.

"So what happened? I played an entire National League replay that summer (there have been many others since, plus the GKSM draft replays)...it seems there was time after all.

"I was fascinated by the separate cards for batters and pitchers and the duel that took place on every dice roll. If a good pitcher was having things his own way (rolling his card), he could tame the hardest of hitters. But you also knew that the best of pitchers could be belted on given days, just like in real-life.

"Now ten years later and with many changes incorporated into the game, I still play it as enthusiastically as ever. Not only that but I have a nine-year-old son, Todd, who recently received his first SOM baseball game, meaning the family tradition will carry on for years to come."

### THIS 'N THAT

...Rick (Wolfman) Shapiro, Skokie, IL, has a 16-game play-by-mail, all-star baseball series going with Donna Chervette, Plainsfield, CT. She's managing the American League 'stars from 1971, he the National League. Rick (we've always wondered about that nickname) says he's won three of the first four games so far, and that he'll be sending along complete results when the series is over....Give a tip of the topper to Michael Kaplan, Brooklyn, NY, as he sent to the Review a method of rating SOM players that was very similar to that of Jack Molino and Fred Neal which was published in the February Review. Michael's, because

Review. Michael's, because repetition was involved, just didn't have his printed, that's all....With plans starting to be finalized for this summer's SOM Convention, now would be a good time to start thinking about possible trading of old SOM cards. Dean Amrhein, West Mifflin, PA, was one who felt that was the biggest shortcoming of last year's convention--that almost no one came prepared to buy, sell, or trade teams....Move over Miami, as far as unbeaten football seasons go. Mark Esposito, Franklin Park, IL, says that his Kansas City Chiefs, 1971 vintage, rolled through regular-season foes with a 14-0 record, then defeated Pittsburgh, 16-0, in the playoffs and Dallas, 23-3, in the Super Bowl. The Chiefs, obviously, are Mark's kind of team as they've won 37 games, lost only 3 and tied 2 over the three-year period....Pete Crockett, Elgin, IL, is laboring away on a 1971 baseball replay, playing about 1173 with close to 500 more to go. Wilbur Wood (20-5), Vida Blue (21-6) and Mickey Lolich (20-6) are all 20-game winners so far, while Gene Tenace of Oakland, the World Series hero in real-life, has hit five home runs, three of them grand slams. Jim York has given up eight homers, three grand slams, while Curt Blefary, pinch-hitting, has stroked seven home runs.

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(Continued from page 10)

that will eventually be published in the Review.

"I'll compile a list of no-hit games and come up with some bests and mosts and then report to the Review," says Little. "All that would be needed (from readers who send in their no-hitters) is the pitcher, his team, the victim, final score, date if possible and also a copy of the scoresheet would be helpful, also."

And, although there are many happy endings to no-hit bids, there are others that end on a sad note and unsuccessfully. Allen Young, Gibbstown, NJ, had one of the latter. After playing Strat-O-Matic for over four years (about 500 baseball games) and never coming close to a no-hitter, Young thought he had a "live" bid going when Bert Blylevel, Minnesota 1972, put the California Angeles down successfully through eight innings. In the ninth, however, with two out and Young poised for a celebration, Roger Repoz spoiled the "whole thing" with a "5-5" roll.

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## BASEBALL PLAYING TIP

Jim Lampman, Tacoma, WA, proposes a method of controlling the use of relief pitchers--an area that really hasn't been discussed much in the Review.

Jim's mainly interested in preventing the overuse of relievers. Right now most of the suggestions for regulating the use of relievers revolves around simply limiting the pitcher to the amount of innings on his card.

Lampman's suggestions are this: for every two innings pitched in relief, a relief pitcher must wait one game before pitching again. If the amount pitched is odd (three innings), add one inning, thus a pitcher who goes three innings must wait two games before coming out of the bullpen again.

Exception to this rule would be when less than two innings are pitched. In that case a pitcher can come back the next game. However, you add both games for determining how long he must wait before pitching again.

Using this system, the most innings a relief pitcher can work is 160 over a full season...and relievers don't pitch that many innings without starting.

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

A: No.



## Joel Wright Reveals Diamond Secrets

At least on paper, Joel Wright should never be able to win his sixth straight Greater Kalamazoo Strat-O-Matic Baseball League title.

But, unfortunately, for seven other members of the draft league setup, SOM baseball isn't just played on paper. The players are more real-life than they look; and Joel Wright...well, he just seems to keep winning in a style that goes beyond even real-life realism.

Before the GKSM held its first baseball meeting to launch the 1973 American League season, Joel was asked to put down on paper his thoughts on what he looks for before a draft approaches and then, after the draft is over, to reveal to the editors of the Review (GKSM members Mike Allison and Del Newell) what kind of team is "his team".

A little background is necessary to understand all the GKSM events that took place. First, all eight managers were allowed to "protect" 15 players from their rosters of a year ago; 10 players either being dropped, traded or simply not available because of retirement or injuries, thus no card. Then, from the players that were dropped, rookies and players who came over to the AL from the NL (Nolan Ryan, Gaylord Perry and Dick Allen, for example), a draft was held in reverse of the order of finish the previous season.

The league's managers, for the first time since the GKSM's inception, were all experienced and all veterans of SOM league play. In addition to Review editors Mike Allison and Del Newell, mentors included Warren Newell, Del's brother, and Joel, all of who are original league members; Jack Hills (sports editor of the Sturgis, MI, Journal), Dale Holland and Cliff Sage (both of whom live in Otsego, MI) and Jeff Sampson (two-time Super Bowl football champ).

Now back to Joel and his draft thoughts.

"Before the draft I was looking for a good outfielder to take the place of Jay Johnstone (bad year) or Rick Monday (traded to NL and thus lost). After looking over the eligibles, I decided there weren't any good prospects, so I traded for powerful Johnny Briggs (giving up pitcher Paul Lindblad to Warren).

"I generally look for players who have at least fair power and get on base a lot (walks, HBP, etc.). These players, like Mike Andrews, Al Kaline, Ed Kirkpatrick, help me more than a slugger with no walks would. I didn't find hardly any players like this in the draft, except for maybe Eddie Leon and Terry Crowley.

"I picked Rusty Torres and Ted Ford strictly for their future (players are kept from year to year in the GKSM), as I did with Don Baylor. Bill Slayback, Dick Tidrow and Dave Lemonds were my 'future' pitching picks, while I believe that Wayne Granger was my biggest bargain--being my seventh draft pick or 56th overall. "Terry Crowley, my last pick (also the last player picked in the whole draft), bats cleanup, usually against right-handed pitchers.

"I tend to disregard speed on a ball club because I never have been lucky stretching players on the basepaths anyway (Editor's Note: ha!). In the last league we had, I attempted to steal a whopping zero times."

A look at Joel's roster for the AL doesn't send chills down anyone's spine. The hitting, at best, is average, although the pitching has a solid blend of strength both from a starting and relief standpoint.

But Joel, who has relied on pitching mainly to carry him to five straight titles, doesn't have the "terrible trio" that Dale Holland possesses. Dale, with Catfish Hunter and Mickey Lolich on his hurling staff, added Gaylord Perry in the draft. How's that for a rotation?

One league member, after the draft, was heard to remark: "you've got to make Dale the favorite with that trio of starting pitchers. And, best of all, I don't think there's any way that Joel can win it AGAIN."

GKSM members have heard that before, however. Everybody else is always the favorite, and Joel is always the winner.

If you, as readers, were wondering what the makeup of the rosters looks like, here's a peek at each manager's top players and draft choices:

(Continued on page 20 )

## PITCHERS' INJURY CHART

Last month the Review printed a number of playing tips for both Strat-O-Matic baseball and football. Among the baseball suggestions, were two methods of tying injuries realistically to the amount of playing time a player actually missed.

Since the methods mentioned referred to batters, this month we are making available an injury chart for pitchers--both starters and relievers--that was constructed by Mike Feinstein, St. Louis Park, MN.

Here is the way Mike's charts work:

<u>Innings pitched (on card)</u>	<u>Maximum games injured</u>
350-up	0
330-349	1
315-329	2
280-314	4
265-279	6
235-264	7
210-234	10
209-below	any amount

Injuries to starters-relievers...

<u>Innings pitched (on card)</u>	<u>Maximum games injured</u>
150-up	1
130-149	2
110-129	4
85-109	5
70-84	7
55-69	10
40-54	12
39-below	any amount

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(Continued from page 19)

Joel Wright (93-61 last year) -- Protected--Wood, Fosse, Cuellar, Fingers, Pattin, McMullen, Patek. Drafted--Tidrow (8), Baylor (16), Lemonds (24).  
Mike Allison (84-70) -- Protected--White, Nettles, McNally, Berry, Alomar, Powell, J. Perry. Drafted--Woodson (7), Darwin (15), Seelbach (23).  
Jeff Sampson (83-71) -- Protected--P. Dobson, Blue, Wright, Blair, Blomberg, F. Alou. Drafted--Grich (6), Nelson (14), E. Rodriguez (22).  
Jack Hills (78-76) -- Protected--Palmer, Bradley, R. Smith, Petrocelli, B. Oliver, Campaneris. Drafted--Holtzman (5), Odom (13), Alexander (21).  
Warren Newell (73-81) -- Protected--B. Robinson, Fisk, Carew, Brinkman, D. May, Stottlemire, S. Kline, Yastrzemski. Drafted--Mayberry (4), Corbin (12), Scheinblum (20).  
Del Newell (72-82) -- Protected--Coleman, Messersmith, Lonborg, Lyle, Murcer, Munson, Piniella. Drafted--D. Allen (3), Tiant (11), Harrison (19).  
Dale Holland (70-84) -- Protected--Hunter, Lolich, C. May, R. Jackson, Freehan, Rudi. Drafted--G. Perry (2), second pick traded to Cliff, Jeffy Bell (18).  
Cliff Sage (63-91) -- Protected--Otis, Harper, Blyleven, Tovar, Parsons, Epstein, Killebrew. Drafted--Ryan (1), Fryman (9), Paul (10, trade from Dale), Forster (17).



## Keeping SOM Fresh, Exciting

by Stephen Marquez

There are generally three types of Strat-O-Matic baseball players: One type is the fanatic; the type that owns almost every team ever published. And, who plays about eight to ten series a year, keeping every statistic and average possible. Another is the dedicated fan who carefully plans a 162-game schedule and plays with precision and also a statistical mind. The other is possibly the smallest minority. The spurt player--the one who only plays a 40-game schedule because he gets tired from too many statistics. If there are many of this type of game-player, this column is for you, because I am one of you.

I am continually striving for ways to keep the game fresh and exciting. Here are some of my ideas to keep the game interesting:

(1) Limit the number of teams. Unless you want to entrust someone else to do the statistics and operate a league with you, you should use approximately eight to ten teams.

(2) Limit the schedule. Anywhere from 24 to 40 games is sufficient, depending on your division setup, etc. Statistics will most likely begin to look lifelike in the 30-40 span.

(3) Limit statistical categories. The most essential statistics are batting average, home runs, runs-batted-in, at-bats and hits; and for pitchers, wins and losses and earned run average (which means you must keep innings pitched and earned runs allowed). Not as important, but for interest's sake, are runs scored, doubles, triples, base on balls, strikeouts, stolen bases, and for pitchers, hits allowed, walks, strikeouts and home runs allowed. And, if you really want to indulge yourself, there are fielding averages, double plays, attendance, etc.

(4) Have a draft with weaker teams. This can be used if one does not want to use the extra players SOM offers. For the upcoming year I am going to order four extra teams--Minnesota, Montreal, California and Cleveland. From these the top teams are going to draft three hitters and two pitchers. Thus, superb players like Mike Marshall, Ken Berry, Nolan Ryan, Gaylord Perry and Rod Carew will be spread out in the league. Whether this will cause an overabundance of offense or pitching only time will tell.

But, out of this any kind of draft can be invented to satisfy your tastes.

Other miscellaneous changes I have made include: On the fielding chart, for the catcher's card, when a wild pitch and a passed ball has "followed by foulout" and "followed by popout" after it, cross out the foulout and popout. This stops a cheap out.

Also, the GKSM rule that no player can exceed his actual playing time is silly. Placing a five or ten percent addition on the total is much better. In addition, I change the fielding chart for a "4" outfielder, so that when a "20" is rolled an "inside-the-park" home run occurs.

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## DEAN SPARKS CARDS

Cy Young award winner Dizzy Dean chalked up a 25-6 record with a 2.10 earned run average in sparking the 1934 St. Louis Cardinals to victory in a six-team National League Old-Timer replay conducted by Rick Ward of Ketchum, ID.

Consistent pitching was the key throughout the 150-game season for the '34 Cards as Dizzy had plenty of hurling help from brother Daffy (Paul) whom, between the two of 'em, combined for 456 strikeouts.

Second-place went to the 1953 Brooklyn Dodgers who started slowly because of inconsistent pitching and never could overtake the '34 Cards.

## JOHNSON & MAYS Sparkle in Replay

Richard Zaborsky, Youngstown, OH, tried something a little different with a baseball replay. Instead of taking actual teams and playing through an entire season, he went to work on a 162-game season matching two of the finest teams ever assembled.

What he did was put four Hall-Of-Fame players (best year), eight Old-Timers and 13 players from 1963 or 1965-1970 on each team. Zaborsky called the teams "R" and "B". When the smoke of battle had cleared, team "R" won the pennant by an astounding 18 games. Walter Johnson of the winners was named most valuable player after compiling a 27-10 record, hurling 339 innings, striking out 273, tossing a pair of shutouts and ending up with a 3.96 earned run average.

Johnson's ERA was nothing to rave about, but it does indicate the batting strengths of the teams involved. Also, Johnson, often presented souvenirs to the bleachers in left and right field as he served up a whopping 69 home runs.

The combination of great pitching and hitting caused ERAs to balloon and also batting averages to take a drastic dip. Only four players cleared .300 in batting. But at the same time many of the power categories were well-stocked.

Here are the rosters for both teams and statistical leaders:

Team "R" - Honus Wagner (HOF), Rogers Hornsby (HOF), Roy Campanella (HOF), Johnson (HOF), Willie Mays ('65), Al Simmons ('31), Hank Aaron ('69), Richie Allen ('66), Willie McCovey ('69), Rico Carty ('70), Norm Cash ('61), Rip Collins ('34), Carl Yastrzemski ('67), Frankie Frisch ('22), Yogi Berra ('50), Rico Petrocelli ('69), Eddie Mathews ('57), Roger Maris ('61), Bob Gibson ('68), Juan Marichal ('69), Mike Garcia ('54), Tom Hall ('70), Ken Tatum ('69), Ted Abernathy ('67), and Ron Ferranoski ('63).

Team "B" - Nap Lajoie (HOF), Babe Ruth (HOF), Ted Williams (HOF), Sandy Koufax (HOF), Lou Boudreau ('48), Lou Gehrig ('27), Mickey Mantle ('61), Frank Robinson ('66), Tony Perez ('70), Johnny Bench ('70), Stan Musial ('46), Joe DiMaggio ('41), Gates Brown ('68), Rocky Colavito ('61), Joe Torre ('66), Ron Santo ('66), Billy Williams ('70), Dick McAuliffe ('66), Joe Gordon ('48), Lefty Grove ('31), Dizzy Dean ('34), Sam McDowell ('65), Steve Hamilton ('65), Wilcy Moore ('27) and Frank Linzy ('67).

<u>Average</u>		<u>Home Runs</u>		<u>RBI</u>		
Hornsby	.358	Mays	56	Hornsby	132	Hits - Simmons 230
Simmons	.344	Gehrig	47	Gehrig	129	
Wagner	.323	Mantle	45	Mays	126	Runs - Hornsby 129
Lajoie	.303	Ruth	45	Simmons	122	
Gehrig	.299	Aaron	41	Aaron	112	Doubles - Gehrig 40
						Triples - Wagner 21
<u>Wins</u>		<u>ERA</u>		<u>Strikeouts</u>		
Johnson	27	Johnson	3.96	McDowell	320	Steals - Wagner 27
Dean	18	Gibson	4.74	Koufax	316	Saves - Abernathy 16
Gibson	17	Dean	4.82	Gibson	296	Shutouts - Johnson 2
Grove	17	Grove	5.21	Johnson	273	Losses - Koufax 24
Marichal	16	Marichal	5.26	Dean	218	Innings - Johnson 339

Other highlights included Gibson unbelievably striking out, in succession, Perez, Bench, Grove, Lajoie, Boudreau, Musial and Ruth; Ted Williams and Honus Wagner each having five-for-five hitting games; and Mays, Aaron, Gehrig and Mantle each hitting three home runs in one game. The "B" team hit 301 homers and the "R" team had 294.



## REALISM-A MATTER OF VIEWPOINT

by Kelly Huey

I want to say I respect those people who play Strat-O-Matic and strive for the most realistic statistics they can achieve. It must be remembered that SOM is a game and that many people play it for pure enjoyment and fun.

To clarify my point, I recently played a football game between the Detroit Lions and Minnesota Vikings. This game was played solitaire and I had a very unrealistic result and I felt guilty about it. That's my point--the people who scream for realistic results, statistical accuracy and accurate sport simulations made me feel like I had committed some horrible transgression against SOM. I wonder if they have done the same to other people.

In the game Minnesota developed a strong running attack in the second quarter and it continued the rest of the game. Consequently, it scored three touchdowns and kicked three field goals and kicked off to Detroit seven times. Lem Barney returned one kick, one went for a touchback and Ron Jessie returned five. On those five rolls of the red dice, two turned up twos and one was a four. If you know Ron Jessie, you know what that means. Three long touchdown returns. Unrealistic, yes! Fred Cox would never kick the football to a man with the potential to run back kicks like Ron Jessie five times in a game, especially when he had already returned one.

My question is this: Am I supposed to roll the dice again when something unrealistic happens and keep on rolling until I get an acceptable result? I say no. By the way, Minnesota won the game, 30-28.

EDITOR'S NOTE: Keep rolling the dice for fun, Kelly, realistic results in most cases will take care of themselves. It may have been unrealistic for Ron Jessie to reel off three TD returns (the luck of the dice), but the end result (a Minnesota victory, which to long-suffering Detroit fans always happens) was very realistic. It also appears that the famed Viking defense was its usual stingy self--since only one touchdown came other than by a kickoff return.

Also, knowing how some coaches hate to get "burned" more than once on plays like that, you almost could expect (if the game was played between two coaches and not solitaire) that the onside kick would be used. Detroit would get good field position in most cases, true, but it would be easier for the Viking defense to contain the Lions from scrimmage than it would be on kickoffs.

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Q: DO LOSSES ATTEMPTING TO PASS (SACKS) FIGURE IN YARDS PASSING?

A: Yes. The yardage lost attempting to pass is deducted from the quarterback's passing yardage, the result being the net yardage passing.

Q: DO LOSSES ATTEMPTING TO PASS FIGURE IN A QUARTERBACK'S RUNNING STATISTICS?

A: No. Losses attempting to pass are deducted from passing yardage.

Q: IF THERE ARE RUNNERS ON FIRST AND THIRD BASE AND THE INFILDS IS BACK AND SOMEONE HITS A "GROUNDBALL (3B) B" IS THE RUNNER ON THIRD BASE OUT TRYING TO GO HOME, OR IS THE RUNNER ON FIRST BASE OUT GOING TO SECOND AND ALL OTHER RUNNERS ADVANCE ONE BASE, THEREFORE ALLOWING A RUN TO SCORE?

A: With infield deep - it's a fielder's choice - runner on first out at second, batter safe at first and runner on third scores.

### Coming Next Month...

Finalized Convention Plans....Shapiro-Chervette Battle of the Sexes...plus much, much more. Keep sending in your stories and replays, the Review always likes lots of stories.



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The Review is going to be compiling a new Directory with many more features than the last one. Our first Directory contained well over 300 names and addresses and this time we would like to go well beyond that. Just fill in the form below, clip out and send in.

We are also inviting any leagues around the country to send in an item for the Directory, include -- Name of League, How League is Played (play-by-mail or face-to-face, draft or actual teams, etc.), Names of League Officers (or just commissioners) and Addresses of Each Officer (telephone numbers too if desired).

Deadline date for your being included into the second SOM Directory is April 15, 1973. Even if you were included in the first directory, or have sent in your name since, you must re-submit your name and address to be included in this one.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

TELEPHONE \_\_\_\_\_

AGE \_\_\_\_\_

I PLAY SOM: \_\_\_\_\_ BASEBALL  
\_\_\_\_\_ FOOTBALL  
\_\_\_\_\_ BOTH

\_\_\_ I BELONG TO A FACE-TO-FACE BASEBALL LEAGUE.  
NAME LEAGUE (INITIALS WILL DO) \_\_\_\_\_  
\_\_\_ I BELONG TO A FOOTBALL FACE TO FACE LEAGUE.  
NAME LEAGUE (INITIALS WILL DO) \_\_\_\_\_  
\_\_\_ I BELONG TO A BASEBALL PLAY BY MAIL LEAGUE.  
NAME LEAGUE (INITIALS WILL DO) \_\_\_\_\_  
\_\_\_ I BELONG TO A FOOTBALL PLAY BY MAIL LEAGUE.  
NAME LEAGUE (INITIALS WILL DO) \_\_\_\_\_