



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-5, July, 1973 40¢

Countdown Begins

The countdown to the second annual Strat-O-Matic Convention is well under way. Only a matter of days, not months, remain before a throng of Strat-O-Matic buffs gather at Abraham and Straus Department Store in Brooklyn, New York, for two days of game-playing, browsing, conversing and card trading.

Friday and Saturday, July 27 and 28, are the target dates for the convention, which will be drawing people from all over the country. Early reports to the Review, for instance, indicate that gamers from as far away as California will be in attendance. "Go West, Young Man, Go West" may have been the cry of the late newspaperman Horace Greeley, but in regards to the Strat-O-Matic Convention its "Go East, Young Man (Women, too), Go East."

The actual site for the convention will be at the ASS convention hall in the Brooklyn store at 420 Fulton St., on the corner of Hoyt St.

Again, as mentioned in the June Review, you are asked to send a \$1.00 reservation fee if you are planning on attending, since the convention hall has room for only a limited number of people. You should fill out the coupon on the back page of the Review and send a check or money order payable to ASS, in care of the address on the coupon. Do not send the fee to either the game company or the Review. ASS will send you an admission ticket by return mail.

On both days, Friday and Saturday, the convention will begin at 10 a.m. and last until 6 p.m.

Tournaments will be held in baseball and football, in both the basic and

PREVIEW OF NEW S-O-M BASKETBALL GAME ON PAGE 3

and advanced versions. Those people planning to play in the tournaments should bring their own games, as there may be a problem if neither player in a specific game doesn't show up with one. The tournaments will be held on both days, with prizes and trophies going to the winners.

Tournament play will not start immediately on Friday, however, so don't become alarmed if you become caught in traffic on the way to the convention. Don't delay too long, though, since prizes for winning the advanced-game tournaments include television sets.

A question-and-answer session, similar to the one held a year ago, will be another feature of the convention. This time, look for almost the entire staff at Strat-O-Matic to be on hand, including the game company's creator Harold Richman and his wife Sheila.

Many of the names you've been reading about in the Strat-O-Matic Review will also be there. The editors of the Review, Mike Allison and his wife Jan and Del Newell and his wife Mary Jane, will be part of the scene. You'll meet J.G. Preston, Rick (Wolfman) Shapiro, Donna Chevrette, Brad Furst and many, many others.

A year ago, in Kalamazoo, MI, the first Strat-O-Matic convention was held. It was a success as people came from not only throughout the Midwest, but also as far away as Jackson, MS, Pittsburgh, PA, New York and New Jersey. It was only a one-day affair with tournaments conducted and champions crowned in both football and baseball. In case you were wondering, Ken O'Bryan, who attended the University of Kentucky at Louisville this past school year, and Don Nadeau, a high school student at Chelsea, MI, emerged the victors in football and baseball, respectively.

There will be something for everyone, however, so if playing S-O-M in tournaments isn't your thing, remember there will be plenty of opportunity to just talk informally with gamers like yourself, trade, sell and buy old card sets, plus, who knows, meet people that might lead into joining a play-by-mail league.

In fact, many leagues are planning on using the convention as an opportunity to hold meetings of their own and enable the various managers a chance to meet one another for the first time in person.

And so the countdown to the second annual convention begins. Remember it's Friday and Saturday, July 27 and 28, at Abraham and Straus department store, Brooklyn, NY. See you then!!!

Coming Next Month...

A look inside the United States Army Band's 1973 SOM Baseball Yearbook, a professionally done, 42-page galaxy of records...First report on the newest Strat-O-Matic game, basketball, and the reaction of the fans to it... The results of the poll on how Review readers picked the 1973 pennant races and the MVPs. The readers, incidentally, were amazingly close with their choices for 1972...A closer look at a few of the many play-by-mail baseball leagues scattered around the country...All coming your way in the August issue!...

Playing Tip

Last year my playing tip regarding rainouts was printed. Unfortunately, not many rainouts occurred. So, after much experimenting with the matter, I now suggest that the home manager rolls three dice before the game and if 1-1-1 or 4-4-4 shows up, the game is postponed. If 5-5-5 or 6-6-6 show up, the game is played under threatening conditions and at the beginning of each inning, except the first, the dice are rolled again and if any combination of the same three numbers comes up then the game is stopped.

Tim Cawley
Downers Grove, IL

BASKETBALL READY

Newest SOM Game

3

A new member has been added to an exclusive club. Strat-O-Matic Pro Basketball is ready to make its first appearance on tabletops all over the country. After over two years of extensive research and testing, Strat-O-Matic has released its newest game, making possible year-round S-O-M play on a seasonal basis.

Hundreds of thousands of sports fans all over now will have the opportunity to play realistic baseball, football and basketball games without a break in the action from January through December.

Early indications on the basketball game make it appear that the hardwood sport will be just as big a hit as the others, too.

Unlike so many other basketball games, it won't be just a shooting contest. Players will shoot and often, sure, but you, as coach, often can pick the player (providing he's eligible) releasing the shot and whether it'll be from the outside or on a penetration. Offensive players will be rated in both categories.

Defensively, players will be rated against outside shots and also penetration or driving shots. Bill Bradley of the New York Knicks, for instance, will be a "tiger" against an outside shooter, but will be "mauled" by an aggressive, hard-driving, big forward. The top defensive centers, like Wilt Chamberlain, Kareem Abdul-Jabbar and Nate Thurmond will not only affect their opposing center's offensive abilities, but also influence the action of the opposing guards and forwards.

Team defense will also be important, with double even triple-teaming part of the advanced version of the game.

Rebounding and passing are also intergel parts of the first edition of the Strat-O-Matic Basketball game.

Actually the game is two games in one: A basic game which is geared to be played by 10 to 13 year olds; and an advanced game to be played by adults. In the basic game, only shooting and defense are individualized. However, in the advanced game, passing and rebounding are also individualized on a high-lighted basis. Key passes and "tough" rebounds are credited to each player who makes an outstanding play.

Altogether 170 individual player cards will be included, representing the 17 teams in the National Basketball Association. The ABA will be a possibility for next year but, as when the football game first came out, only one league is included initially.

The most unique feature of the basketball game is the total visual dimension allowed defensively. By moving pawns (you will be allowed two moves on each play) on a large playboard you will actually be able to see your strengths and weaknesses, as will the opposing coach, at a glance.

On the chart there are defensive positions for "close" or "back" for all five players, plus a double-team area. The offensive breakdown will provide for a so-called "rebounding forward, shooting forward, playmaking guard, shooting guard and center," used either inside or outside. Five spaces for the individual player cards are provided at both ends of the double-court setup, while time is kept at one side of the playing board and a running score (for both teams) at the other.

The individual player cards are two-sided: a basic player card, which includes a statistical breakdown of the previous year's season; and an advanced player card.

On Walt Frazier's advanced card, for example, you will find that he should be rested three minutes in every game; his foul shooting rating is 2-8, 11, 12; his defensive rating is 1-2 (Inside) and 1-6 (Outside); his defensive rebounding is 1-6 and his offensive rebounding 1-6 as a guard; and that his eligibility rating in shooting is 1-6. The shooting is broken down into two areas: outside and penetration. For each there are three columns dealing with whether the defense is "close", "back", or "double-teaming".

In addition, there is a passing rating (not shown on sample card) and a "wildcat" rating which makes Frazier especially valuable in crucial passing and rebounding situations.

WALT FRAZIER NEW YORK KNICKS			Height 6.04	Defensive Rebounding 1-6				
Rest 3 minutes			Guard	Wildcard (22)				
Foul Shooting 2-8, 11, 12			Offensive Rebounding 1-6					
Defensive Rating			Shooting 1 - 6					
Inside 1-2								
Outside 1-6								
OUTSIDE SHOT			PENETRATION SHOT					
Close	Back	2Tmd	Close	Back	2Tmd			
2. opponent defensive rtg X or no good			2. X and foul (1) foul (1)					
3. X	X		3. X and foul 1 offensive foul					
4. foul (1)	foul (2)	foul (1)	4. X					
5.	X		5. opponent defensive rtg X or no good					
6. opponent defensive rtg X or no good			6. center defensive rating X or no good					
7. X	X	X	7. X X					
passing situation for opposing team			passing situation for opposing team					
8. shot missed rebound situation			8. shot missed rebound situation					
9.			9. foul (1) foul (2) foul (1)					
10. foul (1)	++	foul (1)	10. TURNOVER					
11. TURNOVER			11. foul (2) ++					
12.	X	turnover	12. OFFENSIVE FOUL					

ADVANCED CARD - WALT FRAZIER

FRED CARTER Shooting Frequency 1-2 Foul Shooting 2-7, 9		PHILADELPHIA 76ers Height 6.03 Position (s) Guard Forward Rebounding 8	
Defense Rating 3			
MAN TO MAN DEFENSE		DOUBLETEAMED	
2. offensive foul		2. offensive foul	
3. Foul (1)		3. Foul (1)	
4. X		4.	
5. X only if another player is being doubleteamed		5.	
6. X		6. X	
7.		7.	
8.		8.	
9. X 1-9 Turnover 10-20		9. Turnover	
10. Turnover		10. Turnover	
11. Foul (2)		11. Foul (2)	
12. X and (1)		12. Foul (2)	
1972-1973 STATISTICS			
GAMES	MINUTES PER GAME	FIELDGOAL ATTEMPTS PER 48 MINUTES	FIELDGOAL PERCENT
81	37	26	42.1
FREETHROW PERCENT	REBOUNDS	ASSISTS	AVERAGE POINTS
70.4	485	349	20.0

BASIC CARD - FRED CARTER

Keeping Frazier's card in mind, let's take a shot. You, as the offensive coach, have picked him to shoot an outside shot. You mark your play accordingly, then the defense can move two players [if desired] to try and thwart the play. After both coaches have revealed their decisions, three dice are rolled. The white die always indicates the eligible shooter for the next play, while the red die are added together to determine the shot's result. Let's say Frazier, shooting from the outside and the defense back, totals a "5" with the red die. Checking his card you would find an "X", meaning the shot was good--two points. But if the defense had been playing him "close" or double-teamed him, the shot would have been missed.

The white die comes into play by determining who can shoot the next shot and in some instances the outcome of rebound struggles and individual player defensive action.

A player's shooting eligibility is found at the upper right hand corner of his card. A 1-4 rating, for instance, means that player can shoot on the next play if on the play preceding the white die registered either 1, 2, 3, or 4. If the white die was a 5 or 6, someone else must take the shot. Note that double-teaming on defense is permitted only when four players are eligible to shoot.

Provisions are provided in the game for situations when the shooter's defender is off double-teaming someone else, too.

LESS THAN 60 MINUTES!

Another outstanding feature of the game will certainly be the rapid time in which a complete game can be played. The basic game averages around 45 minutes, with the advanced taking about an hour. The game company, however,

reports that a recent game played there took only 48 minutes, and that included comprehensive statistics in every area, including rebounding and assists. Once a coach knows his players, especially defensively, the game will move just like the real thing. There will no doubt be many gamesters who will complete games in 40 minutes or less.

The reason why Strat-O-Matic has been able to cut the time down, where so many other games go on and on, is that much of the methodical passing, routine rebounding and ordinary defensive action have been eliminated. Don't worry, however, complete statistics in rebounding and assists can still be kept, but in the actual game only the key passes and rebounds are highlighted.

Like in real basketball, centers will play key roles on defense. Some centers will so affect driving attempts by any of the offensive players, that the opposing coach may elect to shoot mostly from the outside.

In general when a defender is playing "close", the offensive player's outside shooting efficiency is reduced, his penetration effectiveness is increased and the defender will incur more personal fouls. In a "back" position, the offensive player's outside shooting efficiency increases, his penetration ability decreases and he's less likely to incur personal fouls.

Turnovers and offensive fouls are also part of the game, plus there will also be injuries. Players should be used the same as in real-life (at the bottom of each player's card will be found the number of minutes he played each game, as well as the number of field goals per game attempted, etc.).

Cost of the game will be in line with the baseball and football games. For the "Deluxe Set", which includes all 17 NBA teams and all game parts and instructions, the cost is \$40.50. A "Gift Special Set" (that includes the New York Knicks, Boston Celtics, Baltimore Bullets, Milwaukee Bucks and Los Angeles Lakers) is offered at \$5.50, plus there is also a "Selector Set", where you can pay \$5.75 for the first five teams and 50¢ for every additional team. All game parts and instructions are included with both the "Deluxe" and "Selector" sets.

MILWAUKEE BUCKS 1972-73 DEFENSE ELEMENTARY	
MAN TO MAN DEFENSE	DOUBLETEAMED
2. offensive foul	2. offensive foul
3. Foul (1)	3. Foul (1)
4.	4.
5. X only if another player is being doubleteamed	5.
6. Defense rating needed for outcome of shot	6.
7. X, 1-15 shot missed 16-20	7. X, 1-6 shot missed 7-20
8. Shot missed - rebound situation	8. Shot missed - rebound situation
9. X, 1-15 turnover 16-20	9. X, 1-15 turnover 16-20
10. Turnover	10. Turnover
11. Foul (2)	11. Foul (2)
12. X and (1)	12. Foul (2)

DEFENSE SELECTION	
MAN TO MAN	DOUBLETEAM
<input type="radio"/>	<input type="radio"/> LG <input type="radio"/> RG <input type="radio"/> C <input type="radio"/> LF <input type="radio"/> RF

MILWAUKEE BUCKS

BASIC GAME DEFENSIVE CARD

NOTE: IN THE ADVANCED GAME,
DEFENSE IS INDIVIDUALIZED

Readers Roll 'Em

NON-BELIEVER

A PROPHET!

I would like to comment on the article 'Smokin' Dice' in the May Review.

I don't see how it could be possible for Dave Surdam to have played those games at such a pace. An average of nine minutes per game is almost unbelievable. It takes me at least an hour to complete one game, and the only statistics I keep are for the pitchers.

Jon Stuart

Editor's note: Jon's reference is to Dave Surdam's claim as to having played 69 games of Strat-O-Matic Baseball within a 10-hour, two-minute span. We've seen or been part of games that have been completed in 12 minutes, sometimes less, and that includes keeping complete stats. So, Dave's feat wouldn't be out of the realm of possibility. Still, the idea of turning out game after game every nine minutes for over 10 hours does seem a mighty physically-testing feat.

FOOTBALL OLD-TIMERS

In the May issue of the Review, an article appeared suggesting that Strat-O-Matic make old-timer football teams of both great pro teams of the past and also great college teams of the past.

I disagree with the latter part of this suggestion. Aside from S-O-M being traditionally a pro game, the college teams could not realistically play the pro teams on an equal basis. This would make S-O-M two different games: college and pro.

If S-O-M did decide to make college teams, more than 20 teams would have to be made because if fewer, the same teams would have to be used over and over.

However, I think the old-timer pro teams should be put out, mainly because they would have competition from present-day teams. If S-O-M decides to put out any old-timer football teams, which it should, they should be pro teams.

Chris Ranken
Lafayette, IN

Having seen the rosters from the GKSM draft [March, 1973], I predict Del Newell will be a top contender. With Dick Allen, Andy Messersmith, Sparky Lyle, Bobby Murcer, Lou Piniella and Luis Tiant, he can't go wrong.

Some other comments I would like to make regarding Strat-O-Matic and the Review are:

First of all, the magazine is excellent. Even though there are a few weak spots. I love to read through a magazine in which I can sit constantly dreaming of ways to make S-O-M more enjoyable.

I agree with the letters from Charles Kilgus and Richard Gant saying that hockey is the game of the future. Hockey is a great sport.

The lack of a good hockey table game is a sad fact. I am interested in how many people would like to have a hockey game [I'll buy the basketball game, anyway].

The no-hitter column is boring and should be eliminated--especially when news about the basketball game starts appearing.

Stephen Marquez

Editor's note: How right you are, Steve, about the GKSM baseball winner. See the story about the newly-crowned champion in this month's Review.

Regarding no-hitters: The comment that the column should be eliminated has been voiced before. However, between 40 and 50 per cent of the letters to the Review contain news about no-hit feats. So, apparently what is boring to some, is the pride and joy of many.

HISTORY OF S-O-M

I live in Roslyn, New York, near the Strat-O-Matic Game Co. (Port Washington, NY) and I think if the Review would construct a pamphlet pertaining to the history of the game company, what it looks like,

etc., it would be a great thing. Since it would not be one of the monthly issues of the Review, you could enclose many pictures (the game company itself, Harold Richman, Steve Barkan, etc.).

Jeff Guterman
Roslyn, NY

Editor's note: Late this summer the Review plans additional feature stories on the game company, complete with pictures. These stories will run after the Strat-O-Matic Convention is held in New York, July 27 and 28. Earlier issues of the Review, incidentally, did contain a three-part history of the founding of the game company by creator Harold Richman, plus additional articles were printed after Review co-editors Mike Allison and Del Newell visited the Port Washington table-game factory in April, 1971.

'POE(T'S) TOUCH

The Strat-O-Matic poem that appeared in your March issue, written by Jim Belza, wasn't just pretty good, it was fantastic! Even though it's modeled along the lines of Edgar Allan Poe's poems (which makes it even better), it still takes a great deal of skill and imagination to write something like that.

You'll probably start getting a flood of poems sent in now!

Gerald Black
646-69 Ave.
Laval, Quebec

SOLITAIRE BLUES

I am a very avid player of both the football and baseball Strat-O-Matic games. I have no complaints about the baseball version, but there is one thing wrong with the solitaire chart of the football game. There is no way to tell when to key a runner or double team a receiver. Since I usually play this way, the third column on my cards are useless.

My friends have suggested

solutions to this problem, but they didn't work very well. I suggest that the Review take a look at this problem and print a column about it for I'm sure I'm not the only one with this problem.

Steven Georgeson

PATIENCE AND DEFENSE

I have come to the conclusion that the Minnesota Vikings of 1969, '70 and '71 are not getting a fair shake by people playing those teams. Since playing S-O-M Football, I have made it my business to know what each team does best in the National Football League. I usually see people handling the Vikings like the New York Jets or San Francisco 49ers. If anyone has a lack of patience when it comes to scoring, they should play the other two teams, not Minnesota.

I am a defensive nut and the '69 Vikings had the best all-around defense of any team made by S-O-M. The secret to their offense was there, in the defense. Some games Minnesota would win, 17-3, after trailing 3-0 at halftime. The not-so-secret secret is to run, run, run and pass very little--and mostly in the flat zones when you do. Sure, you may have to punt a lot, but usually the strategy of letting the defense force the other team into errors on offense will work for the Vikings.

Also, remember that in '69, Minnesota's two losses came at the hands of the New York Giants, with Joe Kapp not playing for the Vikings, and the Green Bay Packers. The New York loss was understandable, with Kapp out, while the Packer loss was a signal of things to come against Kansas City in the Super Bowl. This is because both Green Bay and Kansas City were physical teams--much like the Vikings.

Still, if you want to play a solid defensive team, play the Vikings. Handle the team conservatively on offense and be patient.

Tom Nelson
188-20 Nashville
Springfield Gardens,
NY

LIKES S-O-M FOOTBALL

The letters to the Review concerning the lack of realism in Strat-O-Matic Football amuse me somewhat. For one thing, it is a very difficult procedure to transpose the occurrences of a real-life sport (particularly statistics) to a table-game replica. However, from the season replays that I have read about (I only play random games, and therefore cannot personally attest to accuracy), the statistics appear to conform to real-life.

However, my main purpose in writing is to praise the excitement and strategy of Strat-O-Matic Football. The opportunity to direct running plays to either side of the line, to key on runners and double-team receivers in a variety of ways, to strengthen different defensive zones--these help to make, for me at least, my appreciation of the real grid game that much more.

Also, Strat-O-Matic Football allows one to incorporate his own ideas (an extra tight end for blocking purposes, for example) effectively and efficiently into the game itself.

Admittedly, Strat-O-Matic Football is not ideal, as is every other football game, because it, as the others, does not allow for audibles at the line of scrimmage, which is an extremely vital facet of real football. However, for a game to incorporate audibles would be a difficult, if not impossible, task, and might make such a game too complicated to be enjoyed.

Therefore, until a game comes along that incorporates audibles easily and realistically, and keeps the rest of the game filled with excitement and strategy, I'll take Strat-O-Matic Football over any other grid game.

David Bendau
Columbus, OH

REALISM A-OK

I'd like to take issue with the article regarding realism in Strat-O-Matic Football.

In my second S-O-M season,

the Vikings won the Central Division. But the thing that proved how great a game S-O-M is was the defensive championship. With 10 games played the Vikings had allowed 139 points and the Baltimore Colts had allowed 102. With four games to go it looked all over in the defensive race.

But in the final four games, the Colts gave up 52 points and the Vikings beat Atlanta, 19-3, San Diego, 20-0, Detroit, 19-10 (Detroit's only TD was a kickoff return by Ron Jessie), and the Chicago Bears, 29-0. The Vikings wound up with 152 points and the Colts with 154.

In real-life the Vikings beat out the Colts by one point. Incidentally, the top four defensive teams finished in their real-life places.

Danny Aguilar
Tulsa, OK

1960s REVISITED

I have submitted this idea before, and it was ignored. It is to re-issue the teams of the 1960s in baseball that have been previously issued and issue them this time mimeographed. This would cut down on printing cost and would still leave some value to the teams that were "originals".

Also, I am still in favor of pitcher's hitting cards, but it looks like the American League has taken care of that controversy for us. I think that pitchers who batted over 25 times, however, should be sold as a separate set, like the additional players, if the National League doesn't adopt the designated hitter rule.

I am glad to see that S-O-M has come to grips with August "waiver" deals of regular players, such as Matty Alou. I think the method used with Duke Sims is the best one. Many times teams have come up short of at-bats because of late-season transactions.

Will Schmidt
503 S. Garth
Columbia, MD

Allen, Murcer Dynamic Duo **New GKSMML Champ**

There was no burglarizing nor bugging of Joel Wright's game room, despite the fact that for once the five-time champion of the Greater-Kalamazoo Strat-O-Matic Baseball League failed to repeat in the recently-completed American League draft replay.

Joel, for those of you new to the Review, had won the GKSMML baseball championship five straight times, and received almost as much media exposure for his dice-rolling feats as a top roller at the casinos at Las Vegas.

That was before this season. Joel's reign as GKSMML kingpin came to an abrupt end as Del Newell, co-editor of the Review, emerged the new champion in a hotly-contested replay that found only one game separating the first and second-place teams.

Del, a sixth-place AL finisher the year before, selected Dick Allen as his first pick of the opening round of the draft...and it turned out to be a pennant-winning choice. Allen, with the Chicago White Sox in 1972 after a trade from the National League, thus eligible for the A.L. draft (as were Gaylord Perry and Nolan Ryan, who were also traded from the N.L. to the A.L.), walloped an amazing 54 home runs--a GKSMML record--knocked in 121 runs and batted .302 for the new champions.

He, plus Bobby Murcer, gave Del a great one-two punch, one that accounted for 422 of the team's 631 runs. Murcer, a bitter disappointment the year before when he hit only .280 (real-life he was .330-plus), came through with a league-leading .323 mark, plus he led the A.L. in hits (189), triples (14), runs scored (106) and was runnerup in home runs with 39.

Cliff Sage of Otsego, MI, finished second, just a game behind. He put on a whirlwind finish that almost caught Del, winning 14 of his last 16 games. A home run by Boog Powell in the bottom of the ninth inning with the score tied spelled defeat for Cliff in the 152nd game of the season, putting him two games out with only two remaining. A victory by Del in the next game clinched the pennant, although a final game victory by Cliff narrowed the gap to a single game at the finish.

An eighth-place finisher the year before, Cliff got a lot of mileage out of his No. 1 draft choice--Nolan Ryan. The former "wildman" of the N.L. did issue a whopping 155 walks, but on the other side of the ledger he compiled a nifty 29-8 record--tops in the league--yielded 100 less hits than innings pitched and struck out 340 batters, plus had a miserly 1.94 ERA.

Although Del had the power, leading the league in team home runs (160), doubles (207) and triples (48), Cliff kept it close with the work of Ryan, Bert Blyleven (14-11) and Terry Forster on the hill and the hitting of Steve Braun (.315), Tommy Harper (.288, with 89 RBI), Amos Otis (.287) and Mike Epstein (30 homers). Cliff's outfit had a team batting average of .263 [Del was second at .245] and was second with an ERA of 2.82 (Del was third, 2.87).

Del's pitching staff was built around Joe Coleman (19-11), Andy Messersmith (12-6), Luis Tiant (11-9), Jim Lonborg (13-9) and relief "stopper" Roric Harrison (12-4, 1.55 ERA).

Top pitching staff, at least on paper, belonged to Dale Holland, also of Otsego, who had the "Terrible Trio" of Jim Hunter (17-14), Gaylord Perry (23-14) and Mickey Lolich (19-19). He finished third, but had the low ERA of 2.71 in the team pitching statistics.

What happened to Joel? Well, he left a floundering ship at mid-season, citing work commitments as the reason for his departure. He was 12 games behind the pacesetters at mid-season and his team, later guided by Joel Block, sank into seventh place--24 games behind.

Interesting note about the league's final results was that the three cellar-dwellers of a year ago all jumped to the top of the standings. The draft no doubt played a key role (it was in reverse order of finish from the

1972 season), as each manager was allowed to "protect" 15 players from his previous year's roster and then draft 10 new players from those discarded by other teams, traded in real-life from one league to another, or those with cards but who did have one in 1972.

Allen turned out to be a gold mine. He slammed nine home runs as Del won 10 of his first 13 games, had a whopping 29 at the 81-game mark and came through time and time again in the clutch with a souvenir for the bleacher fans. Del, and especially his opposition, quickly found out why Allen's paid that stupendous salary.

Here are the final GKSML standings and batting and pitching leaders:

	Won	Lost	GB	Batting	Hits
Del Newell	93	61	--	Murcer [DN] .323	Murcer [DN] 189
Cliff Sage	92	62	1	Chambliss [JH] .314	Carew [WN] 163
Dale Holland	80	74	13	Carew [WN] .311	Alomar [MA] 162
Warren Newell	76	78	17	D. Allen [DN] .302	
Mike Allison	71	83	22	Harper [CS] .288	
Jack Hills	70	84	23	Otis [CS] .287	DOUBLES
Joel Block	69	85	24	C. May [DH] .283	Otis [CS] 36
Jeff Sampson	65	89	28	R. Smith [JH] .278	Murcer [DN] 34
					Chambliss [JH] 32

Triples		STOLEN BASES		RUNS	
Murcer [DN]	14	Campaneris [JH]	79	Murcer [DN]	106
Rodriguez [CS]	13	Nelson [JS]	70	D. Allen [DN]	101
Stanton [WN]	10	R. Smith [JH]	37	Otis [CS]	98

Home Runs		RBI	
D. Allen [DN]	54	D. Allen [DN]	121
Murcer [DN]	39	Murcer [DN]	94
Epstein [CS]	30	Harper [CS]	89
Briggs [JB]	30	Epstein [CS]	88
Powell [JS]	29	Jackson [DH]	88

Won-Lost		ERA		Complete Games	
Ryan [CS]	29-8	Wood [JB]	1.93	Perry [DH]	22
Wood [JB]	26-14	Ryan [CS]	1.94	Dobson [JS]	21
Perry [DH]	23-14	Hunter [DH]	2.17	Ryan [CS]	19
Coleman [DN]	19-11	Nelson [JS]	2.22	Hunter [DH]	19
Lolich [DH]	19-19	Dobson [JS]	2.25		
Hunter [DH]	17-14	Perry [DH]	2.26		
Bradley [CS]	17-14	Palmer [JH]	2.28		

Strikeouts		Innings Pitched		Home Runs Off	
Ryan [CS]	340	Wood [JB]	357	Hunter [DH]	29
Lolich [DH]	241	Perry [DH]	351	Kline [WN]	29
Coleman [DN]	208	Lolich [DH]	323	Woodson [MA]	29
Wood [JB]	206	Hunter [DH]	299	Lolich [DH]	28

Top Relief Performances	Won	Saves	Shutouts	
Horlen [CS]	4	20	Perry [DH]	6
Locker [WN]	6	17	Wood [JB]	6
Forster [CS]	10	13	Six tied with 5	
Fingers [JB]	9	13		
Harrison [DN]	12	9		

REMEMBER!! The second annual Strat-O-Matic Convention isn't far off. It'll be held on Friday-Saturday, July 27-28, at the Abraham and Straus Department Store at 420 Fulton St., Brooklyn, NY. The editors of the Review, Mike Allison and Del Newell, and their wives will be there. See you then!!

Questions & Answers

QUESTION: Will there be 21 players on the rosters for American League teams next year to compensate for the "designated hitter"?

ANSWER: No. Strat-O-Matic will continue to put out a basic 20-player roster. However, what you will probably see is a reduction in the pitching staffs. Instead of a 12-8 breakdown, it will more likely be 13-7. This will provide for the "designated hitter" and also for the fact that less pitchers will be used. With the "designated hitter" pitchers are no longer being removed in close games for a pinch-hitter, like before, thus are pitching more innings.

QUESTION: Will players who do not play a position (are used only as a designated hitter) be given a fielder's position and rating, although they never play defense?

ANSWER: Early in the American League season Tony Oliva and Orlando Cepeda, among the "designated hitters", had not played at all defensively. All the others had been used on defense. If Oliva or Cepeda, or any others later, have not played defense, they will be given a card with "pinch-hitter" printed on it, similar to the card for Detroit's Gates Brown a few years ago.

QUESTION: Are 1972 Stan Bahnsen's and Tom Bradley's endurance factors correct? Both pitched over 250 innings, yet have endurance factor ratings of "6".

ANSWER: Yes the ratings are correct. Despite the large number of innings pitched, the two did not rank high among hurlers who started and pitched as long as seven, eight or nine innings. The average for them, when grouped with other starting pitchers in the A.L., found them at the "6" rating level.

QUESTION: What is the proper result for a "groundball B" with runners on first and second? With the bases loaded?

ANSWER: The lead runner is forced out in both situations. The batter is safe on a fielder's choice.

QUESTION: Why was Don Carrithers included in the 1972 San Francisco Giant roster, giving the team an 11-man pitching staff? In real-life most teams have only a 10-man staff. Why wasn't a card printed for Jim Ray Hart instead?

ANSWER: It was felt that Carrithers made more of a contribution. Also the fact that Jim Ray Hart spent most of the season in the Pacific Coast League.

QUESTION: On Reggie Jackson's 1970 card there is a "DOUBLE*" for column

three, number five [No. 1-6]. But there is only a "Flyball [rf]" for 7-20 with no other listing. Should that be a "Flyball B"?

ANSWER: Yes.

QUESTION: When the new Strat-O-Matic Basketball game becomes available, will both the NBA and ABA be included?

ANSWER: For the first year, based on the 1972-73 season, only the NBA will be available.

QUESTION: Why wasn't Rusty Staub included the 20 players on the New York Mets' roster for this season? He had 239 at-bats.

ANSWER: Staub was included among the 96 additional players only after great debate at the game company. It boiled down to either Staub or Mays. Willie Mays did bat 244 times, plus he had more playing time than did Staub.

QUESTION: How does the Strat-O-Matic game company determine where to place the injury on a card? Frank Robinson, aging and more fragile, has his on a "5" this year. But Bill Melton, who missed most of last season because of injuries, has his on just a "2". I'd like to make full use of the injury ratings, but am leery of doing so. Can you explain how the ratings work?

ANSWER: The rating is set up to determine the frequency of injuries. An oft-injured player will have a number that occurs more frequently. The injury rating doesn't include a player (players) who had one injury and missed all or almost all of the season--like in the case of Bill Melton.

QUESTION: If, on a pitcher's point of weakness, is it three walks and/or three hits that determines that this has been reached? Or is it a combination of two hits and one walk, etc., totaling three, when a pitcher gets to his weak inning that determines the point of weakness has been reached?

ANSWER: A point of weakness is reached with a combination of three hits and walks.

QUESTION: I would like to clarify an answer you gave to a question in the March Review. You stated that when the quarterbacked was sacked the yardage loss was deducted from the QB's yardage. This is true when figuring the team's net passing yardage, but not when compiling the QB's individual passing yardage. He gets what he passes for. In college and high school losses attempting to pass are deducted from a quarterback's rushing yardage.

ANSWER: The clarification is correct. Sacks count when figuring team passing totals but not when figuring individual quarterback's net yardage.

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 ads, specify either WANTED, FOR SALE, OR LEAGUE FORMING, and 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: Baseball teams and individual cards for 1960 through 1971. I will pay well for any pre-1965 teams or cards. Send offers to: Larry Wolf, 7602 Redding, Houston, TX 77036

WANTED: 1964-1967 baseball teams. I prefer complete baseball sets. Must be in good condition. Remember, your hopes may look dim, 'til you deal with Jim. Jim Totz Jr., 952 Washington, Grosse Pointe, MI 48230

WANTED: 1966, 1967, or 1968 National League set, with or without extra players. Will pay to lowest bidder. Also, for sale, Reviews: Nov., '72 [fair condition], 50¢, and March, '73, 60¢. Mike Poweleit, 7 Low Gap Rd., Cold Springs, KY 41076

WANTED: All 1967 football teams except Cardinals, Eagles, Saints and Steelers. I need these 21 teams DESPERATELY! Will pay very, very well. I will buy them in any usable condition. Will answer all replies. I pay postage. Send your price to: Kevin Ranken, 1892 Channing, Palo Alto, CA 94303

WANTED: 1969 Expos, 1969 Mets, 1968 Tigers. Extra players included, good condition. Will consider reasonable prices, on one or all teams. John Elston, 56 West St., Moncton, New Brunswick, Canada

WANTED: Attention league presidents! UPBML [United Play-By-Mail Leagues] invites your league to become a member. UPBML activities will include a play-by-mail world championship tournament. Member leagues can also exchange

ideas for the improvement of their leagues and UPBML. For more information write: Jeff Even, 1814 Dixon Ave., Missoula, MT 59801

WANTED: 1962 Twins, \$2.50; '66 and '68 Twins, \$1.50 apiece. Write: Steve Alms, 591 East Seventh St., Red Wing, MN 55066

WANTED: Interested in selling the '67 Mets? I am interested in buying them. Please send your offers to: Joe Segall, 70-51 153 St., Flushing, NY 11367 [good condition of cards preferred]

WANTED: The complete 1965 baseball season, and the 1964 Dodgers, Pirates and Red Sox. Send complete descriptions and prices to Jim Reynolds, 205 North College, Warrensburg, MO 64093

WANTED: Complete teams--National and American Leagues, from 1960 thru 1967. Will accept any bids. Send offers to Michael Jeffries, 5129 Southgreen Drive, Indianapolis, IN 46227

FOR SALE

FOR SALE: Football, 1969 complete set; 1968, all teams except Falcons, Saints, Bears, Giants, Cowboys, Browns [both sets in mint condition]. 1967 AFL, fair condition. Send bids to: Kevin Canfield, 306 Desmond Drive, Tonawanda, NY 14150

FOR SALE: Baseball, 1971 complete set, some extras included [good condition]; 1969, all teams except Braves, Yanks, Giants, Cards, Padres. 1968 and 1967 many individual teams available. Old-Timers: 1922, 1954 Giants, 1931, 1950 Phillies, '27 Yanks, '24 Senators, '34 Cards, '35 Cubs, '53

Dodgers, '57 Braves, '60 Pirates. Hall-of-Famers (AL and NL), all cards in fair to good condition. Send bids to: Kevin Canfield, 306 Desmond Drive, Tonawanda, NY 14150

FOR SALE (or trade): 1963 White Sox, Bosox, Orioles, Senators. Fair condition. Will trade one for one for any of following: Any 1962 except Mets, Giants; 1963 Cubs, Cards, Braves, Angels; 1964 Angels, Tigers, Twins, Yankees, Cubs, Reds, Dodgers, Pirates, Cards. Or bids. Tim Brace, Hoag Lane, Fayetteville, NY 13066

FOR SALE: Football--one game set. 1969 Raiders, Chargers and Jets. 65¢ per team, excellent condition. \$2.00 for game set, also in excellent shape. Baseball: Excellent shape, 50¢ cash; and '22 Giants, '27 Yankees, '34 Cardinals, '35 Cubs, '41 Dodgers, '53 Dodgers, '54 Giants, '70 Twins, '71 Angels and the '69 Mets for 70¢. Send to: David Althaus, 181 Haas, Frankenmuth, MI 48734

FOR SALE: 1968 American League baseball teams. 10 teams in full. Excellent condition. Teams will go to the highest bidder. Ted Kusaka, 322 W. South St., Anaheim, CA 92805

FOR SALE: Baseball cards from 1967, 1969 and 1970. All are in good condition and complete. 1970 has some of the extra players. It is missing five or six. Also football from 1968, 1969, 1970 and 1971. Complete and in excellent condition. By bids only. I also have the 1968 set of baseball cards for sale, plus an extra set of Detroit Tigers and the St. Louis Cardinals. I also have some baseball and football score sheets. \$1.50 each postpaid. Have some miscellaneous cards from 1971, about 200 which I am selling for \$5. Write: Richard York, 19171 Derby St., Detroit, MI 48203

FOR SALE: Over 3,000 SOM Baseball cards. 1963-1973 inclusive. Send names of the players you want, then I'll send you a list of the cards you want that I have. They are

2¢-10¢ a card, except for a select few. First come, first serve. Timothy Lee Baker, 629 E. Washington St. Sandusky, OH 44870

FOR SALE: Strat-O-Matic fans, make the great game of Strat-O-Matic Football even greater! Send today for your complete kit of rules and variations which make the game more realistic than ever. The kit includes over 20 major tested and proven rules and over 20 easy to use charts. All rules are explained in detail. The kit contains such things as tackles for defensive players, numerous offensive and defensive formations, penalties, and much more. Guaranteed well worth its price. Don't delay, send \$2.00, plus 25¢ postage, for complete kit. Send to: James W. Potter Jr., RD-1, Coventry Rd., Greene, NY 13778

FOR SALE: 1968 complete NFL-AFL, all eight playoff teams from 1970 and 1971, the top eight teams from 1969, and the 1967 Cowboys. All are in excellent-mind condition. Also the following baseball teams: original 1965 Twins and Dodgers, 1968 A's, 1970 Chisox, Tigers, Astros, Padres, Giants, Indians, Cardinals, 1969 Senators, Bosox, Cardinals, Tigers, Dodgers, Reds, A's, and Astros. I'm also selling the complete football game parts and the Reviews from June 1971 to June 1973. First consideration given to trades involving 1964 and 1966 AL-NL, 1968 Pirates and Reds, and 1967 Indians, Orioles and A's. Will answer only winning bids. Jon Guinn, P.O. Box 695, Centralia, WA 98531

LEAGUE FORMING

LEAGUE FORMING: Teams still open for replay of new baseball American League and extra players. \$2.00 entrance fee. Send top six picks to: Dave Althaus, 181 Haas St., Frankenmuth, MI 48734

LEAGUE FORMING: Play-by-mail Baseball with the '73 teams, American League only. Oakland and Detroit have been taken. Send list of teams in order you want them. \$2.00 entry fee. Advanced side of cards will be used. Contact: Jeff Wheeler, 6 Putnam St. Danvers, MA 01923

LEAGUE FORMING: Enthusiastic and avid S-O-M player, 22, seeks experienced and mature players in the New York city area, for one or two evenings a week [and] or weekends, to form a face-to-face league, which would start as soon as possible, using the 1972 baseball teams. Please include your phone number and age. Write to: Gerard Morsut, 110-20 71st Ave., Forest Hills, NY 11375

LEAGUE FORMING: S-O-M play-by-mail baseball league using S-O-M Old-Timers. Send list of teams in the order you want them. The league will start as soon as possible. Send to: Chuck Reubens, 210 Jordon Ave., Rochester, NY 14606

LEAGUE FORMING: Please include in league forming section. I am forming a play-by-mail league using the following teams: Angels, Twins, Pirates, Reds and Dodgers. We will use the basic game side of the 1973 cards. Send list of two teams you want to: Todd Semeraro, 15 McKinley St., Lincoln Park, NJ

LEAGUE FORMING: ASDMA (American S-O-M Assoc.) will play its first draft season this summer. We will draft from the new American League cards and play the basic game. ASDMA special: We will have both a Major League and a Minor League. Each league will have six teams. Write: Jeffrey Even, 1814 Dixon Ave., Missoula, MT 59801. Specify which league you would like to join.

LEAGUE FORMING: I am forming a PBM basketball league with the new teams when they become available. We will start as soon as everyone becomes familiar with the game. If interested list teams in order of preference and send to: Dan McSweeney, 27 Stratford Rd., East Brunswick, NJ 08816

Spotlight...Strat-O-Matic

NEW DIRECTORY READY

The newest and most complete Strat-O-Matic Directory will be coming your way starting June 30th. Cost will be 50¢ for the purchase of the booklet that will include a listing of Strat-O-Matic game players throughout the country, Canada and other foreign nations as well.

The listing, like the first edition, will be by states. A gamester's name, age, address, games he plays and leagues he belongs to will all be part of the information included.

In addition, there will be a special section listing the different leagues around the country.

If you enjoyed the first Strat-O-Matic Directory, you'll love the second edition. If you've already sent in your money, the Directory will be hitting the mails June 30th.

TRIBUTE TO CLEMENTE

Dan Molella, Lake George, NY, is another who pays tribute to Roberto Clemente, the Pittsburgh superstar who died in a plane crash this spring on a relief mission to aid earthquake victims.

"I really miss him," says Dan. "He has been without a doubt the best S-O-M player and the most consistent I have had since I started playing the game back in 1968. He's always hit over .300. It will take time for S-O-M players to get adjusted to a lineup without Clemente as well as the real-life

Pittsburgh Pirates to get used to being without him."

RECORDS, RECORDS

Steve Inkles would like to keep a record of the best Strat-O-Matic performances in baseball (eventually to expand into football and basketball also). Since he doesn't have a great deal of time, Steve admits he's been unable to complete many 162-game baseball seasons.

Such things as highest batting average, lowest batting average, most home runs, etc. will be part of Steve's record-keeping. But all records must be based on complete seasons.

Currently, Steve keeps track of 61 different hitting and pitching categories. For instance, highest batting average compiled was by Ralph Garr, .363, in the 1971 season.

The Review, once upon a time, printed a records section. But unrealistic results and results based on shortened seasons quickly blew the records into the realm of the unbelievable. Some of the records weren't just all-time marks, they seemed to be all-world.

Despite the problems that might crop up, Steve wants to give the record-keeping a try. So if you're interested, and think you have records that should be included (remember, based on an entire season), send them to Steve Inkles, 42 Hurtin St., Port Jefferson Station, NY 11776. Steve, in turn, will be informing the Review as to the nature of the records and later a story will appear.

THIS 'N THAT

...With all the talk in the Review about marathons and the speed in which games are played, Kent Mitchell of Long Beach, CA, provides a change of pace. He has to rank as one of the slowest S-O-M players. In March, '74 he received his '70 cards and began a National League replay immediately. By the end of four months he had played close to 70 games per team. Then he bogged down. Finally, 25 months after receiving his cards, he's passed over the 104-game mark for each team. He's still rolling...Chris Ranken, West Lafayette, Ind., tried a lineup of '68 all-stars against an "all-flop" team in Strat-O-Matic Football. The result, as expected, was a 98-7 slaughter, with the 'stars scoring 35 points in the third quarter alone. Joe Namath completed 20 of 29 passes for 672 yards and an amazing 12 touchdowns, while the 'Flops" tried 16 rushes and came away with a minus four yards in a futile effort...Correction department: In the June issue of the Review, one of the numbers was misprinted in Larry Thompson's split number chart. Change the No. 7 (red die) roll, 3-Col. to read a "2" instead of a "1". There should be 10 chances for each number, 1-20, and now there will be...A Strat-O-Matic windbreaker? That's what Gary Pelligrinelli of Windsor, CT, saw when he attended a New York Yankee-Baltimore Oriole double header at Yankee Stadium on May 13. Four teenagers were wearing the green windbreakers, with "Strat-O-Matic" written on the back. Who were those people, anyway?...Baylor Moore of Montreal, who has an excellent strikeout card, breezed a third strike past seven batters in a row, fanned 11 of the last 14 batters and finished with 17 against the New York Mets in a recent performance for Mike Romatowski..."Baby Hamsters" is the battle cry in the BHFL (Football), reports Gene Milener of Oneonta, NY. "Baby Hamsters" was a common expression used during the league games--so that parents would not discontinue league play due to abusive language."

REMEMBER!! The second annual Strat-O-Matic Convention will be held on Friday-Saturday, July 27-28, at the Abraham and Straus Department Store at 420 Fulton St., Brooklyn, NY.

Run To Glory

If the recent trend continues, it won't be long before 1,000-yard rushers in professional football outnumber .300 hitters in baseball.

The increase in the rushing punch packed by pro grid teams will be reflected in the 1973 Strat-O-Matic Football cards, soon to be made available to the public.

What the game company has done is to provide the opportunity for a "short gain" to occur in the guessed "right" column, on some situations, for the more outstanding rushers. Average gain will still come out the same for all the runners, like in the past, but there will be that chance to "break" the play on guessed "right" situations.

"The change will reflect the fact that there were a large number of outstanding runners last year," points out Steve Barken of the Strat-O-Matic Game Co. "The change will make it possible for some of the better runners, like O.J. Simpson, Larry Brown, Larry Csonka and Franco Harris, for example, to 'break' a play on third down and short yardage, even when guessed 'right'."

The change will also make it possible for the better runners on a sub-nothing passing team to attain their real-life statistics. Some coaches, finding all an opponent had on the attack was a running game, called "run defense" on almost every play trying to shut it off. Now, with the change, certain runners will still be able to move overland despite a run-oriented defense.

The extra dimension to the running game is the only change planned in Strat-O-Matic Football for this fall. The readying of the Strat-O-Matic Basketball game occupied a great deal of time and prevented any additional changes from being made.

A number of readers have sent in ideas regarding S-O-M Football, however, and some we feel are worth a closer look.

Pass interceptions is one area spotlighted, with some of the suggestions covering charts for which player makes the interception, the amount of yardage returned, and how frequently certain players grab off stray passes.

Tom Crabtree, a devotee of S-O-M Football for four years and currently head coach of the Kansas City Chiefs and the Commissioner of the Lewis and Clark Law School Football League (which includes eight teams) out of Portland, OR, for instance, has provided for a more-varied interception return.

"It seems unfair and unrealistic that a nobby-kneed linebacker has the same chances of returning a pass for a touchdown as do the fleetest of defensive backs. Consequently I have devised an alternative to the single interception return chart now in operation. First you give each linebacker and defensive back a pass return rating of either A, B, C, or D. Here are the returns I have suggested:"

A	B	C	D
2 - Touchdown	Touchdown	Touchdown	35 Yards
3 - 22 Yards	Flat Pass TD or 15 yards	Flat Pass TD or 15 yards	22 Yards
4 - Flat Pass-Long Gain, or 15 Yards	20 Yards	9 Yards	Flat Pass-Long Gain, or 15 Yards
5 - 0 Yards	10 Yards	Short Gain	Short Gain
6 - 12 Yards	Short Gain	10 Yards	5 Yards
7 - Short Gain	5 Yards	0 Yards	0 Yards
8 - 5 Yards	0 Yards	4 Yards	4 Yards
9 - Flat Pass-TD, or 10 Yards	Flat Pass-Long Gain, or 10 Yards	8 Yards	10 Yards

10 - 25 Yards	4 Yards	15 Yards	7 Yards
11 - 35 Yards	30 Yards	Flat Pass-Long	0 Yards
		Gain, or 10 Yards	
12 - Touchdown	Long Gain	35 Yards	25 Yards

Next, as Crabtree points out, is to determine who got the interception. First rule: any time a pass intercepted is a flat pass and there is a defender in that zone, the theft goes to that person regardless of who the receiver's defender is. Next rule: if there is no one in zone, the interception goes to the receiver's defender. If the receiver's defender was blitzing, the interception would go to the nearest defender. Thus, if the pass were a flat pass left, it would go to the right cornerback; a look-in, to the tight safety, etc.

A short pass interception would always go to the defender. If he was blitzing it would go to the right cornerback (halfback) and left cornerback (fullback). On a long pass the free safety would always get the interception if he is in the zone. If blitzing, it would go to the defender and, if he was blitzing, to the alternate defender listed above. One exception to these rules would be if the free safety was double-teaming the receiver, then the defensive coach would have the choice of giving the interception to the free safety or the defender.

An alternative suggestion regarding pass interceptions has also been put forth by Frank Kastelic of Berkeley, CA. He's devised a chart to determine defenders and/or interceptors on passing plays, a chart which will help the solitaire player to avoid throwing passes into the defensive area of the weakest linebacker, plus it also gives the defensive linemen a chance to plunge goalward with a stray aerial.

The following chart, dealing with the flat pass, refers to player in question on a result of "linebacker in zone or X" on defensive cards, or interception on either offense or defensive cards. The "short and long pass" portion of the chart refers to identify of player making interception only; defenders are as normally indicated in the S-O-M Football rules.

The chart: Throw one die.

FLAT PASS							SHORT OR LONG PASS						
RECR.	1	2	3	4	5	6	1	2	3	4	5	6	RECR.
SE	RCB	RCB	RCB	RLB	FS	RCB	RCB	RCB	FS	FS	FS	FS	SE
TE	MLB	MLB	MLB	LLB	RLB	FS	MLB	TS	TS	TS	FS	FS	TE
FL	LCB	LCB	LCB	LLB	TS	LCB	LCB	LCB	TS	TS	TS	FS	FL
HB	RLB	RLB	S/N*	MLB	RCB	RCB	MLB	TS	TS	FS	FS	FS	HB
FB	LLB	LLB	S/N#	MLB	LCB	LCB	MLB	TS	TS	FS	FS	FS	FB

S/N* [Split number, throw one die again: 1-4--DRE, 5-6--DRT]
S/N# [Split number, throw one die again: 1-4--DLE, 5-6--DLT]

If you're still interested in more experimenting, Donald Frankfort, a 28-year-old graduate student in geology at South Dakota School of Mines who's working toward a Ph.D. and plans to teach at the college level, might have what you're looking for.

He also provides for interceptions by defensive linemen. Whenever a flat or look-in pass is intercepted, he rolls one die. If the number is 1, then a defensive lineman made the interception. Roll the die again; 1, 2, 3, or 4 correspond to LE, LT, RT, RE, respectively. If the original die roll was

2, 3, or 4, the linebackers have it; 5 or 6, it goes to the deep defensive backs.

Frankfort, who lives in Rapid City, SD, also suggests a method to provide for the frequency of interceptions by each player.

"I do not go by 'defender'. Next to the players' names I write down a series of numbers. These numbers, for the linemen, are for the roll of one die, again, only for an intercepted flat or look-in pass. For the other defensive players, the two digit number represents a roll of two dice, a red one and a white one. Read the red one first. Using this, a realistic frequency of interceptions results. For instance, Bill Bradley led the NFL with 11 interceptions in 1971. Note he has combinations 34-51 (10 chances) at an interception, while Leroy Keyes (23-32) has only six chances.

Sample team interception card:

Philadelphia Eagles, 1971 Int.

1	Richard Harris	DLE	0
2-4	Don Hultz	DLT	1
5	E. Calloway	DRT	0
6	Mel Tom	DRE	0
11-12	Steve Zabel	LLB	1
13-14	Tim Rossovich	MLB	1
15	Ron Porter	RLB	0
16-22	Al Nelson	LCB	2
23-32	Leroy Keyes	TS	6
33	Nate Ramsey	RCB	0
34-51	Bill Bradley	FS	11

Frankfort also made up a highly-realistic set of interception returns for players for the 1967, 1968 and 1971 seasons. He used the standard 2-12 two-dice roll, allowing for proper frequency for each particular dice roll. He also tried to include the actual long gain that the returner had as well [in 1971, for example, there were around 40 interceptions that were returned for 30-or-more yards, yet were not touchdowns].

This was done by subtracting off the player's longest runback, and then basing the rest of the rating on the average of the remaining interceptions and yardage. Charlie West, 1971, had seven thefts for 236 yards, for instance. Subtract the 89-yarder, and he had six for 147 yards, a 24.5 average.

Here are some samples, as provided by Frankfort:

<u>Charlie West, MINN.</u>	<u>Charlie Stukes, BALT ['71]</u>	<u>Jim Kearney, K.C. ['72]</u>
2. Long gain	2. Long gain	2. +32
3. +20	3. +22	3. +32
4. +15	4. +13	4. +43
5. +20	5. 0	5. +23
6. +89	6. +12	6. Touchdown
7. +25	7. 0	7. Touchdown
8. Long gain	8. +4	8. Touchdown
9. +22	9. +40	9. Touchdown
10. +15	10. +4	10. +65
11. +12	11. +25	11. +29
12. +12	12. +20	12. +29

Jim Kearney's card may seem awesome, but remember he returned four of five interceptions for touchdowns in 1971. His returns were for 43, 32, 23, 65 and 29 yards. Only the 23-yarder didn't go for a touchdown.

Obviously Frankfort's an S-O-M football buff. He's certainly spent many hours adding detail to the game. One other chart he has drawn up deals with fumble and blocked kick returns. The returns were based on approximate average for the 1974 season. Again roll two dice and add them:

FUMBLE AND BLOCKED KICK RETURNS

2. 0, or Short Gain, if [-]*	7. 0
3. +8, 2-7, 12	8. 0
Short Gain, 8-11	9. 0
4. 0, or TD if blocked kick	10. +5
5. 0	11. +1, or TD if [-]*
6. 0	12. Short Gain, 2-6, 9, 10
	Touchdown, 7-8
	+29, 11-12

* The symbol [-] refers to minus yardage. Use those results if a fumble is lost or a blocked kick recovered behind where the play began. Otherwise, on fumbles lost on plays of no gain or plus yardage, use the first entry. For a dice roll of 4, a fumble recovery is zero yards; a blocked punt is recovered for a touchdown.

Here are some other notes, tips and suggestions regarding the world of Strat-O-Matic Football:

* "Short Yardage Pass Defense" [Bob Cebelak, Grand Rapids, MI] -- Similar to the short yardage defense for runs, except it's geared to stop flat passes. The free safety moves into the short pass zone; cornerbacks may straddle the flat pass zones and tight safety can move into look-in zone. Only two of the backs may straddle on one play, however. Remaining men in short pass zone count as three men needed in zone. If pass is thrown to one of the zones with the extra defensive backs in them, and the dice throw comes up on the defensive cards, look under the two-men in zone column. But, if the defense would call a short pass and a defender was needed, the pass would be complete for the stated yardage. The defense must call a pass defense when using this defense.

* Tom Crabtree would also like to see S-O-M develop team punt return and kickoff return defensive cards, similar to their offensive counterparts. This would take into consideration the height that Donny Anderson, for instance, puts on his kicks, allowing for little if any return. It could be set up by using the odd die as 1, 2, 3 and being on the offensive returner's card; 4, 5, or 6 referring to the defensive specialty card.

* A number of readers have also suggested that the frequency of fumbles be based on individual rather than team performance. Problem here, and the reason for the current method of determining fumbles, is the fact that many times fumbles occur during handoffs, with the quarterback being charged with the bobble. Since QBs do little running in S-O-M, for the most part, it would be impossible to simulate the real-life team fumbling frequency if it were not done on this basis.

* Field goals: Victor Bobnick, Rotterdam, NY, would like to see the game company take a closer look at the field goal frequencies, particularly that many times kickers have a better chance of a successful boot at a longer distance than at a shorter. "Statistics should not be taken so literally," says Bobnick. "They should rather be used as a guideline in card makeup. It is my belief that the possibilities should decrease at least two out of the total 36 from one range to the one behind it. Combined statistics (all ranges) for one season are enough to judge the general abilities of the kicker, plus they should also show whether he is less effective, as he gets farther from the goal, to greater or lesser extents than the average kicker, and the magnitude of these extents."

Part III: NASDL

In the last two issues of the Review, the constitution of the NASDL [North American Summer Draft League] was presented almost in its entirety, marking the first time a comprehensive report was given in the area of play-by-mail baseball play.

This month, in the third and final part of the three-segment series, the league's final statistics and standings will be presented.

For those of you new to the Review, the NASDL Yearbook--34 pages worth--was submitted to the Review by Mike McLawhorn of Raleigh, NC. The league itself consisted of eight members, ranging in age from 16 to 36, and in occupation from a high school student (if you want to call that an occupation) to a pipefitter to a computer programmer.

The names of the league members and the teams they managed are as follows: James Culleton [Toronto Expos], Jeff Tranchetti [Bristol, CT, Vikings], Mike McLawhorn [Carolina, Raleigh, NC, Triangles], Don Larabie [Toronto Olympics], Ken Brinkley [Poplar, CA, Giants], Mark Elliott [Alexandria, VA, Clippers], Matt House [Western Loggers, Aloha, OR], and Bill Logan [Midland, Ontario, Huskies].

A 154-game regular-season was played and Culleton, who is 16, guided the Expos to the pennant with a 92-62 record. Bristol was second, two games back. However, when the two teams met in a post-season playoff, Bristol won the best three-of-five series, three games to one, as Frank Robinson banged out seven hits in 14 at-bats and Andy Messersmith, Fritz Peterson and Tom Bradley registered the pitching wins.

One noteworthy point about the team won-and-lost records was the fact that the home team emerged the victor 61.7 percent of the time. Seven of the eight teams had .500-or-better winning percentages at home, but on the road not a single team won more games than it lost. Even the Expos lost 45 of 77 road tilts.

Here are the final NASDL's standings and batting and pitching leaders [based on American League, 1971 real-life season]:

	WON	LOST	GB	HOME	AWAY
Toronto Expos	92	62	--	60-17	32-45
Bristol Vikings	90	64	2	56-21	34-43
Carolina Triangles	89	65	3	51-26	38-39
Toronto Olympics	82	72	10	51-26	31-46
Poplar Giants	75	79	17	46-31	29-48
Alexandria Clippers	75	79	17	47-30	28-49
Western Loggers	70	84	22	45-32	25-52
Midland Huskies	43	111	49	24-53	19-58

BATTING

Murcer	[AC]	.320
Fosse	[BV]	.312
Oliva	[AC-TO]	.307
Uhlaender	[TE]	.292
Otis	[PG]	.291

HOME RUNS

Petrocelli	[BV]	42
F. Robinson	[TE]	36
Murcer	[AC]	36
Jackson	[PG]	36
Melton	[CT]	35

RBI

Petrocelli	[BV]	113
Murcer	[AC]	107
Cash	[CT]	93
Melton	[CT]	85
F. Robinson	[TE]	85

DOUBLES

Aparicio	[BV]	37
Rettenmund	[WL]	31
Smith	[CT]	30

TRIPLES

Carew	[TE]	14
Kennedy	[AC]	10
Blair	[TO]	10

RUNS

Murcer	[AC]	106
Patek	[AC]	89
Petrocelli	[BV]	86

HITS

Tovar	[WL]	184
Carew	[TE]	181
Murcer	[AC]	178

STOLEN BASES

Patek	[AC]	104
Otis	[PG]	86
Alomar	[MH]	56

GAME WINNING HITS

Jackson	[PG]	16
Nettles	[WL]	15
Petrocelli	[BV]	15
Horton	[TE]	15

ERA			GAMES WON			STRIKEOUTS		
Blue	[TE]	1.94	Wood	[TO]	27	Blue	[TE]	314
Lolich	[PG]	2.03	Blue	[TE]	26	Coleman	[MH]	255
Messersmith	[BV]	2.18	P.Dobson	[TE]	20	Lolich	[PG]	225
Wood	[TO]	2.31	Lolich	[PG]	20	Wood	[TO]	206
Palmer	[BV]	2.54	Palmer	[BV]	19	Blyleven	[AC]	199

INNINGS			COMP. GAMES			FIREMAN POINTS		
Wood	[TO]	343	Wood	[TO]	27	Lindblad	[AC]	28
Blue	[TE]	320	Blue	[TE]	26	Sanders	[BV]	17
P.Dobson	[TE]	290	Lolich	[PG]	24	Burgmeier	[TO]	15

Other categories: Most walks--Murcer [AC], 88; Most strikeouts--Jackson [PG], 151; Total bases--Murcer [AC], 324; Double plays hit into--Oliva [AC-TO], 29; Hit-by-pitcher--Bando [AC], 14; Walks allowed--Coleman [MH], 122; Shutouts--Lolich [PG], 9.

MVP: Bobby Murcer [AC]; Cy Young Award: Wilbur Wood [TO] and Vida Blue [TE], tie. Manager of Year: Jeff Tranchetti [BV].

Split-System

The start of the long, hot summer means that many readers are feverishly cooking up playing tips for Strat-O-Matic Baseball. Split systems seems to be the be thing right now, with a number of suggestions regarding various charts being presented.

Although most of the new charts are commendable and accurate (regarding the frequency of the dice rolls), we still regard the chart submitted by Bryan Baker of the Metropolitan Baseball Association (Dec., 1972) as the easiest to use. In fact, it's his chart that the GKSML uses.

The reason for using this chart is that it provides an easy breakdown of Nos. 1-20. For instance a roll of 1, 2, or 3 on the one die indicates you will come up with split numbers 1-10; 4, 5, or 6 Nos. 11-20. You immediately have a breakdown without even checking the chart.

Here again is Baker's chart for split numbers. Always roll three die.

No.	1	2	3	4	5	6
2	*	*	*	*	*	*
3	*	4	7	11	14	17
4	1	4	8	11	15	18
5	1	5	8	12	14	18
6	2	6	9	11	15	19
7	3	5	10	12	16	20
8	2	6	9	13	17	19
9	3	7	10	14	16	20
10	1	4	8	13	17	18
11	4	7	7	13	15	*
12	*	*	*	*	*	*

* Roll dice again.

Peter O'Leary of Plandome, NY, has another method, similar to Baker's, that you might want to use. He has three columns [1, 2, and 3], but adds 10 to the number on the chart if the roll on the one die is 4, 5, or 6.

No.	1 [4]	2 [5]	3 [6]
2	1 11	5 15	8 18
3	1 11	4 14	8 18
4	1 11	4 14	8 18
5	1 11	5 15	8 18
6	2 12	5 15	9 19
7	3 13	6 16	10 20
8	2 12	7 17	9 19
9	3 13	6 16	10 20
10	4 14	7 17	* *
11	4 14	7 17	* *
12	* *	* *	* *

No-Hitters

23

If no-hitters in Strat-O-Matic Baseball are a cause for merriment and reveling on your part, the following article's for you. If not, the article is bound to be a yawner.

But, because so many readers like to share their no-hit occasions with the Review, here we go again.

Grover Alexander of the National League Hall-Of-Famers should receive some type of award, as he hurled three of the no-hit beauties all within a six-month span. The first was a mediocre performance against a select group of low-hitting 1970 players. He won that one for David Lackey of Glens Falls, NY, by a whopping 16-0 count. He then no-hit the 1971 world champion Pittsburgh Pirates, however, and most recently tamed the 1969 New York Mets, also the world champs in their heyday.

Dave Mendonca, Milpitas, CA, has had five no-hitters--all by different pitchers--with three ending with pulse-pounding 1-0 scores. Lew Krausse [1968 A's] stopped the 1968 Kansas City Royals in the 636th game Dave played, with only Dick Green's error preventing a perfect game. In his 819th game, Jim McGlothlin [1968 Angels] throttled the 1968 White Sox, 1-0. Pinch-hitter Pete Ward, rolling a 3-7 with two out in the ninth, was just one number away from spoiling the whole thing.

New York Yankee pitchers had three of Dave's no-hitters. Stan Bahnsen ['68] checked the '68 A's, 8-0, in game No. 985; Fritz Peterson ['68] turned the no-hit trick against the Dodgers ['68], 1-0, spoiling Willie Davis' 11-game hitting streak, in game No. 1005; and Whitey Ford ['61] did in the Detroit Tigers ['68], 1-0. The no-hitters by McGlothlin, Bahnsen, Peterson and Ford were all perfect games.

Steven Georgeson of Flushing, NY, looked a little pale after he watched Tom Seaver of the 1970 Mets pitch a perfect game against the '70 Dodgers. The Dodgers came close to cracking both Seaver and Georgeson in the seventh inning when Willie Davis rolled a 2-7. Georgeson mistakenly looked under 3-7 and saw a single...and almost fainted. A quick double-check revealed the mistake, however, and Seaver was back on the no-hit path. Seaver finished with 15 strikeouts, whipping a third strike past Wes Parker and Tom Haller each three times.

And, speaking of strikeouts in no-hit games, Fritz Peterson whiffed dangerous Dick Allen three times on the way to a pitcher's delight for Jeff-rey Even, based on the 1972 season.

Other no-hitters sent in recently include:

* A no-hitter by Bob Gibson against Montreal, based on 1972 season, for Mitch Kaufman of Warwick, RI. Gibson, who has got a mighty tough card, struck out eight and walked two.

* Don Wilson was in the spotlight for John Conrad of Wausau, WI, throwing a perfect game against a makeshift lineup. A pair of fielding gems by second baseman Joe Morgan preserved Wilson's perfect performance.

* Knuckleballer Wilbur Wood got into the no-hit act for Bruce White of Bethlehem, PA, against the '72 Milwaukee Brewers. An error by second sacker Mike Andrews spoiled a perfect-game bid.

* Three years of waiting for a no-hitter came to an end for Alan Stoltz of Dubuque, IA, as he witnessed Dock Ellis' feat in whitewashing the '71 New York Mets.

* Wilbur Wood and Nolan Ryan [California] both notched no-hitters for Stan Hyatt of Fresno, CA. Wood fluttered a no-hitter past the Red Sox and Ryan silenced New York, both with the '72 cards.

* Ryan didn't so well in a duel against Kansas City's Dick Drago, however, with Joe James of Grosse Pointe, MI on the dice-rollin' end. It was Drago who got the no-hitter while Ryan, although striking out an amazing 19, lost by a 5-0 score and issued seven walks.

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