ALL-STAR REPLAY

featuring Sports Illustrated Games

Vol. II. No. 1 $2.00

In This Issue:

• • • • • • • • • • • •

SI BASEBALL ERRERS

Errors

• • • • • • • • • • • •

The New SUPERSTARS

• • • • • • • • • • • •

SPECIAL INSERT:

Stanford 1940 Team Chart

• • • • • • • • • • • •

1912 World Series
OR
Snodgrass Muffs Again

• • • • • • • • • • • •

Golf in the Rough!

• • • • • • • • • • • •

Perfidious Football
in England

• • • • • • • • • • • •

THE DUGOUT

This is the first issue of Volume Two of All-Star Replay, and you may notice that we've made lots of interesting changes since Volume One. For one thing, the cover price is now $2.00. This will not affect the price of a subscription, however. Incidentally, some of you will find a little note with this issue advising you that this is your final issue of your one-year subscription. Included with that note is a handy envelope so you can resubscribe. Please do this at once, to make sure that you do not miss a single issue of ASR, the magazine that everybody's talking about. And if you're undecided about whether or not you want to resubscribe, a gentle reminder— we know where you live. But seriously, we hope you will join us for another fun-filled year of sports games and other foolishness, because if you don't your friendly editor will be back out on the Great South Bay digging clams, and you wouldn't want that, would you?

Bruce Clark (no relation) of 11 Cliffside Park, Jamesville, N.Y., 13078, is putting together a list of all FOOTBALL STRATEGY leagues in New York State. If you are a member of such a league, or are aware of the existence of one in your area, he'd like to hear from you.

While we're on the subject of leagues, a very active group of sports gamers is OOPS (Organization of Pseudo Strategists) in Phoenix, Arizona. They are in their third year of frenzied gaming, with leagues in the old AH racing game GRAND PRIX, FOOTBALL STRATEGY, and SOM Baseball. For information, write to: Dave Slick, 8225 E. Sells Drive, Scottsdale, AZ 85251.

This issue contains two very exciting inserts. Steve Beadnell has given us the complete ratings for the players in the 1912 World Series, which accompanies a really interesting article by Mick Uhl. Also, the mysterious Francis Wyman Tyler presents his short monograph on the 1940 Stanford Indians, along with which we provide a sample team chart from our new BOWLBOUND TEAM SET II.

Moving along to other items, we now have available for sale (and hopefully advertised somewhere in this issue) the following: MAJOR LEAGUE BASEBALL (I'm almost certain that's on the back cover); TEAM SET II for BOWLBOUND, with 20 new college teams; 48 new player cards for SUPERSTAR BASEBALL, all of which represent current stars; RE-GATTA, our new sailing game; and also blank player cards for Statis-Pro NBA BASKETBALL.

Congratulations to Neil Shannon, coach of the Denver Broncos, for winning the seventh Super Bowl in the Avalon Hill Football Strategy League. Neil surfaced to the top of the 28-team league, beating Ken Vane's San Francisco team 37-17. Incidentally, interest in the Baltimore area in this game has grown to such an extent that now in addition to our regular Fall league there is a 16-member Summer league, composed in large part of people on the waiting list for the Fall league.

In this issue of ASR you will notice we have printed an advertisement for ORIGINS V, to be held June 22-24 at Widener College in Chester, PA. Although this is primarily a wargaming convention, sports gamers will find plenty to do there, too. We'll be sponsoring a 64-entry FOOTBALL STRATEGY tournament, as well as tournaments in SPEED CIRCUIT (a free track to each entry), WIN, PLACE & SHOW, and our new USAC game. I highly recommend writing to the sponsors for their registration form (which lists all the events) if you have the slightest bit of interest.

And now—THE ASR PUZZLE: This issue we have a metaphysical contest. The goal is to guess what's in the Official Avalon Hill Refrigerator. AH employees and playtesters not eligible. Winners will receive a one-year addition to their subscription for correctly guessing the oldest item in the refrigerator (to be verified by our panel of judges).

1912 World Series

by Mick Uhl

Almost 67 years have passed since 'Little Napoleon' McGraw's Giants met the young and brash Red Sox team in what can be called the closest and one of the most exciting world series ever played. A lot has happened since that pleasant week in October. Thirteen presidents, four major wars and a decade of depression have come and passed. A lot has changed on the ball diamond, too, since then—perhaps not for the better.

Turn of the century baseball is popularly referred to as the 'era of the pitcher' and not without good reason. The pitcher was the most popular and most important person on the team. Whereas most of the great hitting and fielding records would be set after the first World War, almost all of the pitching records were set in the first 17 years of this century. The great heroes like Christy Mathewson, Walter Johnson, Cy Young and Grover Alexander all carved out their records during this period. The pitcher flourished in a game which favored the hurler and penalized the batter (in relation, that is, to the modern game as we know it).

The pitcher's chief weapon was the 'dead ball', a unresponsive sphere which refused to travel very far no matter how hard batters whacked it. That was not his only advantage; a pitcher and his teammates were allowed much greater freedom to doctor the ball. They could and did spit on it, stain it, scruff it, sandpaper it, shine it, cut it and pound it. What a batter usually saw coming toward him was a dark, lopsided, scruffed and wet lump masquerading as a baseball which couldn't travel in a straight line even if the pitcher wanted it to. And to make matters worse for the batters, lights would not be used for another twenty-five years. Many games were played in the half light of dusk or poor weather. In fact, the Giants never started their games before late afternoon (4 p.m.) in order to cater to the stock exchange crowd. The pitcher never had it so good.

It didn't all go the pitcher's way, though. Gloves used were slightly larger than the fielder's hand with little or no webbing. Grounds up-keep was poor. For example, fans at the Polo Grounds were

The Boston Red Sox, winners of the 1912 World Series.

permitted onto the playing field after every home game. Even 'Lawn Doctor' couldn't keep up with that kind of pummelling. And the poor light which bothered the batting eye didn't exactly improve the fielder's eye either. The final result of all this was a greater number of errors. The average number of team errors for a 154 game schedule in 1912 was 250. By 1975, this had been reduced to 150 for a 162 game schedule.

The strategy of the game reflected the conditions under which it was played. Whereas in the modern game, most teams play for the big inning as the most efficient way to score runs, back then the 'dead ball' wouldn't permit it. Runs had to be planned one at a time. It took a couple of well-placed hits or bunts, a steal or two and perhaps a hit and run to accomplish what a smash downtown can do now. Brains became as valuable a commodity as native ability in a ball player. Physical errors were accepted as an unfortunate part of the game but mental errors were not tolerated. Everyone was expected to be totally familiar with all the stratagems used to make (or prevent) a score.

By the time of the 1912 World Series, an enlivened ball containing a cork center with a 1/8" layer of rubber surrounding it had been in use for two years. The improvement didn't yield immediate dividends. Its impact on the basic style of play would take a much longer time. Almost all batters still choked up on heavy (40+ oz.) bats trying to place the ball in the same way they had spent their careers doing with the 'dead ball'. It would be seven years before a young former

pitcher from Baltimore demonstrated the value of the home run as the primary offensive tool (and we all know who that was) but the new ball did cause one immediate change. Batting averages soared. In 1911 and 1912, the .400 batting mark was passed three times and the number of .300 hitters more than doubled. The result was what is now known as the 'golden age of baseball', an era where stellar pitching, great hitting and intelligent team play coexisted side by side.

As the 1912 season began, it looked like another three way battle for first in the senior circuit between the Giants, Cubs and Pirates. Between them they had captured first place every year since 1901. McGraw figured his Giants had the best chance. Not only were they the current pennant winner but they had the services of a secret weapon—Charles 'Victory' Faust, a middle aged fan who appeared from nowhere in the middle of the 1911 season. He collared McGraw with a wild story concerning a gypsy's predictions that he would pitch the Giants to the pennant. Ball players were very superstitious back then, and McGraw was even more superstitious than most. He put Faust on the team, without a contract or salary, as the unofficial mascot and good-luck piece. Faust warmed up before every game with a delivery that looked like a frenzied windmill. His pitches couldn't break a pane of glass at 50 ft. but he caught on with the fans. And, lo, if the Giants didn't break away from a tight race to win the pennant. When he appeared again the next spring he was warmly

welcomed back to the team. The story doesn't end here. Faust stayed with the Giants through 1912 and 1913, and both years they won the pennant. He became ill in 1914 and died the next year. The Giants did not win another pennant until the early 20's. Whether through Charlie Faust, just plain old-fashioned good play, or both, the Giants walked away with the championship, 10 games ahead of second place Pittsburgh. Chicago was 1½ games further back. The Giants led the league in team average, home runs, runs scored, fewest walks, saves, ERA and steals (a phenomenal 319). Their final record was 103 wins and 48 losses.

In the junior circuit, Boston came from a fifth place finish in 1911 to take first with a commanding 105 win and 47 loss record good enough to put the Red Sox 14 wins better than second place Washington. They led the league in runs scored, fewest runs allowed, doubles, home runs, slugging average, complete games pitched, fewest walks allowed and shut outs.

Each team had standout individual performances. Boston's ace pitcher, 'Smokey' Joe Wood edged out Walter Johnson in victories that season, 34 to 32. They also battled each other to a tie for the American League record for consecutive victories in a season (still standing) with 16 straight wins. While that record was being set, Rube Marquard of the Giants was setting the all-time Major League record for consecutive victories in a season with 20 straight wins. Rube also led the National League in wins with 27. The Giant rookie spitballer, Jeff Tesreau, led the league in ERA with an outstanding 1.96.

This was the first year that the Boston outfield of Harry Hooper in right, Tris Speaker in center and Duffy Lewis in left gained serious recognition. It would finally go down in baseball history as the greatest outfield ever. The Giants' leading hitter was their catcher 'Chief' Myers who hit .358, second only to Heinie Zimmerman of the Cubs who also captured the triple crown that year. Boston's leading hitter was Tris Speaker, who hit a commanding .383 to take third place behind Ty Cobb and 'Shoeless' Joe Jackson.

The Series opened at the Polo Grounds on October 8. In 1912 each team alternated as home team. They would play at one park, travel by night train and play the next day at the other park. Only Sunday was taken off. If the Series went to a seventh game, a coin flip determined the home team. In 1912, all games were played in the late afternoon starting at 3:00 p.m.

The first game of the Series pitted 'Smokey' Joe Wood against big Jeff Tesreau, the rookie spitballer. "McGraw deliberately held back his aces, Mathewson and Marquard, to pitch against a lesser opponent than Wood.[1] The game was close with the Giants coming to bat in the bottom of the ninth, trailing by two runs. With just one out, the Giants reeled off three straight singles, scoring a run and putting the Giants one run back. Somehow after 8 1/3 innings, 'Smokey' Joe was able to call upon a hidden reserve as he struck out the next two batters to preserve his win. Joe Wood recounted his feelings at that moment to Lawrence Ritter in his excellent baseball history, *The Glory of Their Times*. *"I started to get a little nervous only one run ahead and two Giants in scoring position. A sacrifice fly would have tied it and a hit would have beaten us. But I struck out both Art Fletcher and Otis Crandell and we won it. They say that was the first time Crandell ever struck out at the Polo Grounds. I fanned him with a fast ball over the outside corner. I doubt he ever saw it, even though he swung at it. The count was three and two and that pitch was one of the fastest balls I ever threw in my life."[2]* The second game moved to Boston the next day. Mathewson was set to pitch against Collins. This game was marked by errors on both sides, causing six unearned runs. Even greats such as Duffy Lewis weren't immune to mistakes. *"At Fenway Park in 1912 the wall known today as the Green Monster had not yet been erected. Instead, there was a much lower wall carrying billboard ads for products such as Bull Durham tobacco. But the striking feature of this left field region was an embankment which rose up in front of the wall, perhaps eight feet high, starting its rise about twenty-five feet from the fence. So the left fielder going back for a ball over his head had to run up this embankment while keeping his eye on the ball. The great trick was not to run up to the top of the embankment for a ball that was hit too high up the wall to catch, or for a ball hit short of the wall.*

"Duffy Lewis ordinarily played this hazardous terrain so well that the embankment became known as Duffy's Cliff. But this time he didn't."[3] The Giants scored two unearned runs. Unfortunately, the Red Sox scored four unearned runs. Mathewson had pitched a strong game going the eleven full innings but the game had to be stopped at a 6-6 tie because of darkness.

The next day, the second game was replayed in Boston. "The rules then provided an immediate replay of tie games on the same field where the tie occurred."[4] Rube Marquard was slated to pitch against O'Brien. Already McGraw's strategy had backfired. He was forced to use his two best pitchers to resolve one game while at the same time Joe Wood got an extra day's rest.

The third game was an exciting pitcher's duel. Going into the bottom of the ninth, Marquard had a five hit shutout. The Giants were leading by two runs eked out in the second and fifth innings. *"But in the bottom half of the ninth inning, the Red Sox made their move. As a result of a single by Duffy Lewis, a double by Larry Gardner, and a two base wild throw by Art Fletcher (Merkle the first baseman, was charged with the error), the Red Sox had one run in and runners on third and second with two out. The*

crowd was on its feet and everyone was yelling like mad.

"Forrest Cady, Boston's tall catcher, now slashed a long line drive into right center. Most of the crowd could only see Jake Stahl and Heinie Wagner, the runners on base, cross the plate; they thought they were bringing in the tieing and winning runs. Meanwhile out in right center field, little Josh Devore ran full speed with the crash of the bat, snatched the ball on the fly, and, without losing a step, kept running to the center field clubhouse. Because of the gathering darkness and the fog, only a part of the crowd could see what happened. Most thought the Sox had won and were cheering a Red Sox victory.

"It was to be like that all through the Series. Everything could and did happen. The third game victory by the Giants was the only one the New Yorkers won out of the first five, including the tie, but the Giants wound up only a half-inning from being the Series victor and drawing the big checks, which in 1912 amounted to something over four thousand dollars—more than a lot of the players received for their entire season's work, and a sum regarded by ordinary working men as a king's ransom."[5]

The fourth game returned to the Polo Grounds. Joe Wood was ready to take his second crack at the Giants. To pitch against him was his previous opponent, Jeff Tesreau. Like in the first game, the Giants outhit the Red Sox, 9 to 8 and again like in the first game, Wood was able to pitch his way out of some jams with his blazing fast ball—throwing 8 strikeouts. The final score, Boston 3, New York 1.

Matty started the fifth game for the Giants against Hugh Bedient, "a young right-hander from Falconer, New York who in his boyhood days had been a Mathewson hero worshipper. It now was his job to down the mighty Matty.

"Matty gave it everything, but it wasn't enough. Young Bedient gave up only three hits to the N.L. Champs while Christy yielded five, but two of them were back to back triples by Harry Hooper and Steve Yerkes in the third inning. Steve scored the second run of the inning on Doyle's fumble of Speaker's grounder. New York's lone run came on a Red Sox error. The Red Sox took it, 2-1."[6]

Boston now had a strong three to one game lead. With the next day off, the team expected to return to the Polo Grounds Monday with Wood ready to finish off the Giants. But something happened on the Sunday train ride to New York and the decision was made to pitch O'Brien instead. He had given up only two runs in the third game and if he lost, Wood was still available to pitch the next game back in Boston. The Red Sox players, seeing the fat Series paychecks almost in their hands, were not too happy about this new decision.
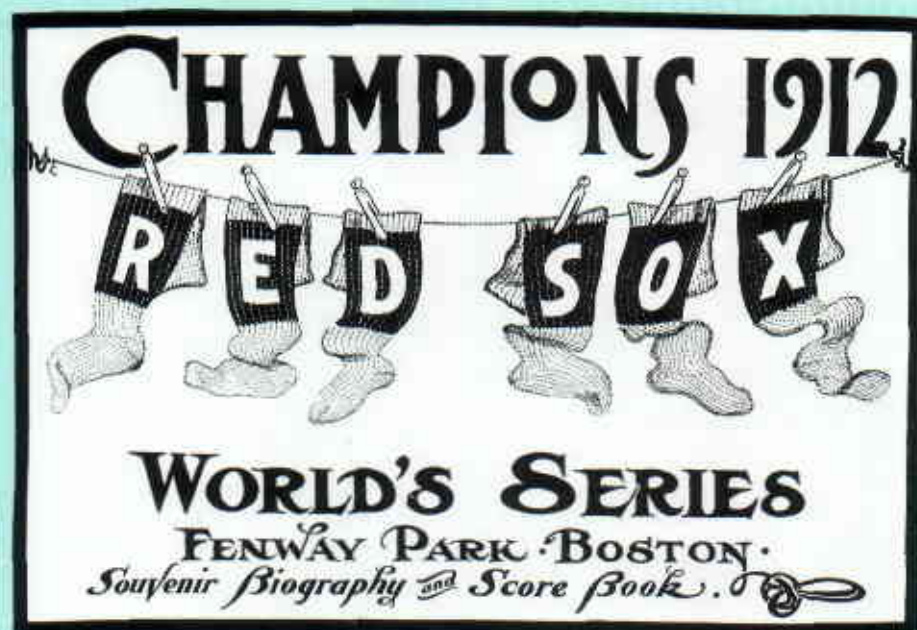
Price, 10 Cents

"Perhaps the feelings of his teammates upset O'Brien when he walked out to start the sixth game at New York's Polo Grounds. He showed none of the stuff that he had in Boston and was knocked out in the first inning when the Giants rushed five runs over the plate. After that, left hander Ray Collins held the Giants scoreless, but Rube Marquard, pitching another strong game, won handily by a score of 5-2.

"The seventh game proved one of the 'Days of Infamy' in Boston's baseball history. With Boston still ahead, three games to two, Wood was supposed to wrap it up. He didn't. The fault was in Boston's business office. By an incomprehensible blunder, they sold out the pavilion seats assigned for the earlier games to the Boston Royal Rooters, whose leader was the top-hatted Boston politician John "Honey" Fitzgerald, father of Rose Fitzgerald Kennedy and grandfather of President John Fitzgerald Kennedy. The Royal Rooters were an institution in Boston. In 1897-98, marching and parading, they sang to victory the old Boston Nationals who nosed out Baltimore in those years. They early adopted the Red Sox when the American League invaded Boston in 1901; in 1903 when Jimmy Collins' team won Boston's first American League pennant, they sang and marched through a two week-long, eight game victory over the Pittsburgh Pirates, National League champs of that year.

"In games two, three, and five of this 1912 Series the Royal Rooters had backed Stahl's Red Sox with every ounce of energy in them. Now, when they went out for the seventh game, they found total strangers in their accustomed pavilion seats. The business office, not expecting a tie game (the second), had sold to the Royal Rooters seats for the three games expected to be played at Fenway Park. The Rooters, believing their seats sacrosanct, did not go to the trouble of buying new tickets for the pavilion

seats for the fourth game at Fenway, the seventh game overall. Somebody in the business office had stupidly sold these seats on a first-come, first-served basis. It later was said that a minor clerk in the office had made this tragic mistake, but Treasurer Bob McRay was made the goat and caught most of the criticism.

"Just as Joe Wood walked to the pitching mound to start the game, the Royal Rooters, who had blocked the aisles and passageways in the stands, opened the gate to the playing field and marched through it, their band trumpeting their fight song and the men swearing and displaying their anger. They were some five hundred strong, with Honey Fitz at their head, parading around and around the field. Wood and the other Red Sox players retreated to the dugout. An attempt by foot police to drive back the Rooters failed. Then the captain of the foot police called in about a dozen mounted police trained to handle unruly crowds. Skillfully using the shoulders of their horses as rams, they cleared the field while the Royal Rooters cursed them and shouted their bitterness and anger at the Red Sox high command.

"After a half hour's delay Wood walked out to the pitcher's mound for the second time. While Joe stood around during the early part of the demonstration without a windbreaker, his arm had deadened. There was no smoke in his delivery, and the Giants hit him as though he were a batting practice pitcher. Whereas the New Yorkers had walloped Bucky O'Brien for five runs in the first inning of the sixth game, they now pounded the Pitcher of the Year for six runs in the first inning of the seventh game. As New York triumphed 11-4, there was mighty little solace for the Boston fans other than the unassisted double play of Tris Speaker, the center fielder."[7]

It looked like the Giants had finally come untracked and were playing the

brand of ball that had made them the heavy favorite to win the World Championship. Coming from two games behind, they had won two decisive victories and were going into the final game with their ace, 'Big Six' Mathewson. Boston still wasn't about to give up and was starting Hugh Bedient who had done such a masterful job in game five. As the players walked onto the field for the eighth and deciding game, little did they know they would be participants in one of the most exciting and controversial games ever played.

"Prior to the seventh game, the National Commission had held a meeting to determine where a deciding eighth game would be played in the event that New York should win the seventh game. Ban Johnson, the American League president, had called "Heads" and heads it was, so the eighth game was scheduled for Fenway Park. Had there been any collusion, it certainly would have called for the game to be played in New York, where the park capacity was greater.

"In Boston on the Wednesday morning of October 16 not only were the fans rabid, but many of Greater Boston's citizens were in a nasty mood. They were especially incensed at the treatment of the Royal Rooters by their own police. One newspaper compared the Boston police to Russian cossacks working over Moscow citizenry. McAleer and McRay and the entire executive department of the Red Sox were under attack for selling the Rooters' pavilion seats. On the streets were heard shouts of "The hell with the Red Sox" and "who cares a damn whether they win or lose!"

"The feeling was reflected in the size of the crowd—only 17,034 came to see the greatest, most talked-of World Series game ever played up to that point. The previous four Boston games had averaged crowds of 33,000. Not a single member of the Royal Rooters attended." [8]

The first two innings were scoreless. *"Matty went ahead, 1-0, in the third inning when little Josh Devore was walked by Bedient and later scored on Red Murray's double to center. In the sixth inning Larry Doyle was robbed of a sure home run that Joe Wood felt took the heart out of the Giants. 'Larry Doyle hit a terrific drive to deep right center, and Harry ran back at full speed and dove over the railing and into the crowd and in some way, I'll never figure out quite how, he caught the ball—I think with his bare hand. It was almost impossible to believe even when you saw it."* [9]

In the bottom of the seventh, the Red Sox broke Matty's shutout on a Texas Leaguer single by Stahl into left center, a walk and a double by Henriksen, batting for Bedient, down the third base line to score one run and tie it up.

Going into the eighth inning with the score even at 1-1, Stahl brought in Wood to relieve. This was no time to play around, and Stahl went with his best.

The final two innings went quickly, and at the end of nine full innings of play, the deciding game of the World Series was tied 1-1. In the top of the tenth with one out, Red Murray doubled, followed by Merkle who singled, scoring Murray. The next two batters were quickly out, ending the inning. But the Giants were out in front. Only three more outs and they would be World Champions.

Clyde Engle, pinch hitting for Wood, led off with a lazy pop fly to left center and Fred Snodgrass quickly settled under it. But for no apparent reason, he dropped it. As Fred recounts it, *"He hit a great big, lazy, high, fly ball halfway between Red Murray in left field and me. Murray called for it first, but as center fielder I had preference over left and right, so there'd never be a collision. I yelled that I'd take it and waved Murray off, and—well—I dropped the darn thing. It was so high that Engle was sitting on second base before I could get it back to the infield.*

"Well, Harry Hooper was the next batter. And in the 10th inning of a tie game, the last game of a World Series, we were certain that he would bunt to move the man over to third. So my position in center field was fairly close in behind second. Matty was holding Engle close to second, so that we could get him at third on the bunt, and I was in pretty close, figuring that if Matty threw to second and the ball got by second in any way I could still keep Engle from going to third.

"But instead of bunting, Hooper cracked a drive way over my head. I made one of the greatest plays of my life on it, catching the ball over my shoulder while on the dead run out in deep left center. They always forget about that play when they write about that inning. In fact, I almost doubled up Engle at second base. He was turning third when I caught the ball. He thought it was gone, you know, and the play was very close." [10]

HOW TO CATCH FLIES
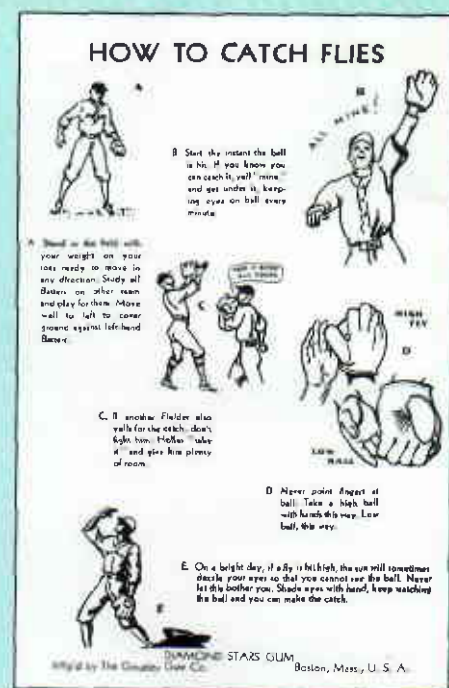
Harry Hooper corroborates Fred, *"On the next pitch I hit a line drive into left center that looked like a sure triple. Ninety-nine times out of a hundred no outfielder could possibly have come close to that ball. But in some way I don't know how, Snodgrass ran like the wind, and dang if he didn't catch it. I think he outran the ball. Robbed me of a sure triple."* [11]

Snodgrass remembers what happened next. *"Then Matty walked Steve Yerkes, unfortunately with what proved to be the winning run. Two men on and only one out. And up comes Tris Speaker, one of the greatest hitters in the game. The crowd was making so much noise it was deafening.*

What does Speaker do but take a swing at the ball and hit a nice easy pop-up, a foul ball, over near first base. Suddenly the crowd was so quiet you could have heard a pin drop." [12] Fred Lieb who was chief scorer remembers. *"It was clearly first baseman Merkle's ball, but it was a windy day and the wind had been playing tricks with foul flies. Catcher Chief Myers also came down from the plate to take it.*

"Mathewson moved over just into foul territory, and I thought it was he who called out, 'Take it, take it, Chief, you take it.' I later heard it was Speaker, the base runner, who offered this 'advice'. Anyway, confusion reigned and the ball fell in foul territory in the middle of the triangle formed by Merkle, Myers and Mathewson. In returning to the batter's box, Speaker passed Mathewson and whispered, 'Matty, that play will cost you the game and the Series.'

Tris was as good as his word. His batting life saved, he rammed a long single to right, easily scoring Engle with the tying run and sending Yerkes to third. In desperation McGraw ordered

The 1912 World Series will be forever remembered as the Series with the "$30,000 muff" (That's what Snodgrass' dropped catch cost the Giants in winnings). But as readers of this article realize, the 1912 Series had much more to be remembered. It presented in microcosm those ingredients which made baseball what it was in the first decades of this century—strong doses of good pitching, powerful hitting, sparkling fielding and intelligent teamwork with just a dash of humanity to make it all real.

"Smokey Joe" Wood won three games in the 1912 Series

Note: Enclosed with this issue of ASR are individual player cards for the 1912 World Series. These were specially done for us by Mr. Steve Beadnall, of Kensington, Ohio. Mr. Beadnall provided the original inspiration for both the above article and the player cards.

MIDWEST SUPER BOWL II

by Gary Pisarski

The second annual tournament between the International Football League (IFL) of Milwaukee and the Pigskin Football League (PFL) of Chicagoland took place in Milwaukee on February 17th as this Midwest Football Strategy classic continued for its 2nd year in Midwest Super Bowl II.

It all started when I saw the IFL's ad in the first issue of ALL-STAR REPLAY and wrote to IFL Commissioner Mark Maticek inviting his league to Chicago for what turned out to be Midwest Super Bowl I (ASR #3). That meeting between Maticek's 15-year old IFL and my 7-year old PFL became the first of its kind between two Football Strategy based leagues. The IFL won two out of three games to win that first tournament, and in the game of Champions, IFL Champ Jim Roubal defeated PFL Champ John Naglak 27-7 to become Midwest Champion.

Well, a year had passed. Naglak moved to Little Rock, Arkansas in disgrace, and a rookie named Greg Suwanski won the PFL Championship as a cinderella success story, beating a heavily favored opponent 21-14 in the PFL Super Bowl. His opponent, Frank Dworak, had just finished his second straight season undefeated, while Suwanski won his division one game under .500! But like the year before, Dworak (clearly the best player in the PFL with an .875 career winning percentage) lost the **BIG GAME**, and we started comparing him to Frank Tarkenton of the NFL's Vikings.

At the same time, the IFL Championship was also won by a rookie, John Draves, who went into the IFL playoffs as their wild card team and upset Jim Roubal (who had the IFL's best record) 23-20 in their Super Bowl. So the stage was set. The Midwest Championship game would be played between two rookies who had made good their first years, and at least four other games were expected to round out the tournament competition in Midwest Super Bowl II.

The five of us making the trip up to IFL territory started the morning with a hearty breakfast at a well known pancake house.

"Who am I playing?" asked Darrell Betters, who had turned in the only PFL victory in MSB I.

"It all depends on whether Roubal shows," I answered, bringing out Maticek's latest letter, listing the IFL'ers who would be there. We had planned to match up the non-champion players by winning percentages for the season.

"Mark says he has six guys coming for sure," I continued "with two more as maybe's. Roubal is a maybe. If he doesn't show Frank plays Tom Wollersheim and Darrell plays Gary Keller. If Roubal does show, then he plays Frank, and Darrell plays Wollersheim."

"I want to play Roubal no matter what," Frank Dworak said, remembering Jim's 27-7 win the year before over our Champ Naglak. Dworak had gone undefeated last year only to lose to Naglak in the PFL Super Bowl 9-7, and there were many times he thought to himself that had *he* won the Super Bowl and played Roubal in MSB I, he would have beaten Roubal. Dworak had something to prove to himself.

"Who do I play?" asked Rich Anderson, called the "Bear" because of his 250 pounds. The Bear was an enthusiastic PFL rookie who finally won his last game of the season after six straight losses. (We play a 7-game season, the IFL plays a 14-game season).

"Probably this guy who was 4-10 for the year," I answered, pointing out a name on Mark's list.

"But if Mark gets the turnout he's expecting, they may have to double-team on a couple of games because they'll have more players."

"How will that work?" he asked.

"We'll see when we get there!" I answered seeing that the waitress was bringing our food. "Let's just concentrate on eating for now." I didn't get any argument from the Bear on that one.

After an enjoyable breakfast and a pleasant ride, we arrived on schedule at Tom Wollersheim's apartment in Milwaukee where the tournament would take place. We had only met the IFL guys once, but when we greeted one another, it

was a greeting of old friends, and all of us felt relaxed and at home with one another.

Unfortunately there were only three IFL'ers present to the disappointment of Maticek who then hit us with the bad news that John Draves, their Champion, wouldn't be there because of business responsibilities. That cancelled the game between the Champions. Luckily Jim Roubal showed a few minutes after we arrived to the delight of Dworak and we went on with the tournament. Dworak (7-1) and Roubal (11-5), the masters, set up a card table to play their game on the other side of the room away from us mere mortals. Darrell Betters (5-2) sat down to play IFL host Tom Wollersheim (7-7), and next to them at the same table PFL Champ Greg Suwanski (4-4) went against Gary Keller (6-8), winner of a game in MSB I (he beat me). And the Bear (1-6) and I (3-4) setup our game at a coffee table where we would double-team Mark Maticek (6-8), the only IFL'er to lose in MSB I.

Well, the Bear and I played like the Laurel & Hardy of the PFL, losing 31-9 to Maticek in a laugh filled game that I feel was lost by our weak defense (the Bear) while he felt it was lost by our impotent offense (me). The next game to finish was that of Tom and Darrell with the IFL host winning (24-10). Tom is retiring from the IFL because he reportedly isn't thrilled with playing Football Strategy but he *could* play. Darrell has a habit of doing the unexpected and with nine minutes left in that game, trailing Tom 17-10, 4th & 12 at Tom's 17-yard line, he passed up a possible three points via a field goal by trying unsuccessfully to convert to a first down. At that point the IFL led two games to zip.

Gary Keller stopped a late drive by Greg Suwanski to win 17-10, clinching the tournament for the host league while becoming the first IFL-PFL player to win two games in MSB competition.

Everyone's eyes turned to the last remaining game, which to the surprise of all of us was still in the 3rd quarter. Since we all started at the same time this was astonishing to those who weren't familiar with Jim Roubal's rate of play, (he also has the IFL's highest career winning percentage, .661, so one can't fault his time-taking). The first half had ended scoreless but 3rd quarter field goals made it 3-3. About an hour later the game finally ended Frank defeating Jim 13-3 to salvage one for the PFL. Final score in the tournament: IFL 3-PFL 1.

All of us came out winners, however, because we thoroughly enjoyed ourselves, and those of us in the PFL felt every mile of the trip was worth the fun we had that day. Much of our conversation on the drive home concerned the games we had played (the Bear claiming he would have beaten Maticek had he played Mark alone, and me making the same claim in defense) and the IFL's trip to Chicago for MSB III next year.

The dedication both of our leagues have shown in continuing the MSB games inspired me to donate two handsome trophies for the annual competition. The "Thomas N. Shaw Trophy" (or the Tommy) will go to the winner of the Champion vs. Champion game and is named in honor of the designer of Football Strategy, who himself has been one of the top players in the Avalon Hill Football League while finishing first in a couple of National competitions (Origins). That pass-around trophy will be held by PFL Champ Suwanski until MSB III since IFL Champ John Draves could not make this year's MSB.

The second trophy, the "J. Alexander Claybourne Cup", named after the fictitious Commissioner of the IFL, will also be a pass-around trophy going to the Champion League of the Tournament. This will be held by the IFL at least until next year, when the PFL will try to even the cumulative standings (the IFL has won both tournaments, and leads 5 games to 2). These trophies should add a tangible reward to the MSB tournament and enhance the competitive rivalry between the IFL nad PFL, an inter-league action that would have not been possible if it wasn't for the publication of ALL-STAR REPLAY magazine, because it made us aware that other leagues like ours do exist.

I whole-heartedly recommend inter-league competitions like that of the IFL-PFL Midwest Super Bowl, which not only gave us a chance to learn from another league's operation but also enhanced the interest and pride in our own league. And even if you don't need more players in your league, whether it be football, baseball, basketball, or anything else, but you would like to play another league, take out an ad in ALL-STAR REPLAY, telling something about your organization while indicating your desire for inter-league action; the IFL-PFL tried it, and we haven't been sorry.

dice around and roll them anytime the flow of events requires something to happen without moving the clock. This is easy enough, if you don't mind the effort of rolling the dice and the troubles they may cause. Nothing is quite so frustrating as hunting a missing die, or so aggravating as arguing about one that landed with a tilt against the game board or some obstruction. To avoid this, you may use flip cards which are not part of the timing deck. The 27 cards removed from a pro deck before play are good. You could also use any cards which have already been used and discarded, or you can take a card from the timing deck, use it and then "bury" it back in the deck. This is easiest when there are many cards in the deck.

The flip deck can also provide an easier way of playing by the Alternate Timing of the Tournament Rules. If 200 shots constitute a game, 200 cards can be used for the shots, one each. The 24-second clock must still be kept by the ordinary method but the flip cards will ease the pain of knocking the timing chit off the spot when there are only 30 or so shots left. I'm sure you know what that's like.

For overtime periods, the number of cards depends on the rules you use. A 15 minute OT period is, of course, 225 cards long. An 8 minute OT, such as some high-school competition uses, is 120 cards. A 5 minute period is 75 cards and a 10 minute period runs 150 cards. If you play by rules requiring some other length, the number of cards to use is 15 times the number of minutes to be played.

There you have it. I hope that his can urge some more of you to try *Basketball Strategy*, a fine game too long neglected because it takes so much time.

Not any more.

Bibliography for 1912 World Series Article
(accidentally misplaced)

The primary sources for Mr. Uhl's article were Lawrence Ritter's "The Glory of Their Times" and Fred Lieb's "Baseball as I Have Known It." Space unfortunately prevents listing specific page numbers from these two excellent works, but those of you who wish to have them should send a self-addressed, stamped envelope to Mick Uhl c/o Avalon Hill and we will see that you receive it.

SUPERSTAR BASEBALL—SET II

Robert J. Biscontini

The National League hitters are a bit more explosive, and the American League pitchers display better control, but overall, the confrontations should be exciting. *Set II*, with 48 current major league stars, has been developed for use with *Superstar Baseball*.

The selection of players was a difficult task. First of all, it was necessary to provide each team with sixteen hitters and eight pitchers. Secondly, to account for injuries, each roster had to include at least two players for each position. These steps were taken to insure realism in case the game player wishes to keep *Set II* independent from the original 96-player set. The choice, of course, is yours.

The American League, unsettled over the boasting of the National League in regard to recent All-Star Game success, states that the game means as much as the annual Hall of Fame Game in Cooperstown, and issues an open challenge. The World Series is over, the pitchers are rested, and it is billed simply as "The Best of Eleven."

Here are the rosters:

American League	National League
Batters	*Batters*
George Brett	Johnny Bench
Bert Campaneris	Larry Bowa
Rod Carew	Lou Brock
Carlton Fisk	Dave Concepcion
Toby Harrah	George Foster
Larry Hisle	Steve Garvey
Reggie Jackson	Greg Luzinski
Ron LeFlore	Bill Madlock
Fred Lynn	Willie McCovey
Don Money	Joe Morgan
Thurman Munson	Dave Parker
Graig Nettles	Tony Perez
Jim Rice	Pete Rose
Mickey Rivers	Mike Schmidt
George Scott	Ted Simmons
Carl Yastrzemski	Willie Stargell
Pitchers	*Pitchers*
Vida Blue	John Candelaria
Rollie Fingers	Steve Carlton
Ron Guidry	Charlie Hough
Jim Hunter	Tug McGraw
Sparky Lyle	Andy Messersmith
Jim Palmer	Gaylord Perry
Nolan Ryan	J. R. Richard
Frank Tanana	Don Sutton

A number of great players, mostly outfielders, had to be omitted because of the reasons stated above. Sal Bando, Willie Horton, Joe Rudi, Gary Matthews, Cesar Cedeno, John Hiller, Tommy John, Dennis Eckersley, etc. would add a spark to any roster. Perhaps there will be a *Set III* to accommodate these stars.

With players of this caliber, managing should be a breeze, right? It is fortunate for you that there is no "personality factor" in *Superstar Baseball*. Consider the repercussions as the result of choosing between Fisk and Munson.

Presented below, subject to your approval, are several lineups:

A.L. vs. Left-handers	A.L. vs. Right-handers
LeFlore CF	Rivers CF
Carew 2B	Munson C
Rice LF	Carew 2B
Hisle RF	Jackson RF
Fisk C	Yastrzemski 1B
Scott 1B	Rice LF
Brett 3B	Nettles 3B
Campaneris SS	Campaneris SS

N.L. vs. Left-handers	N.L. vs. Right-handers
Madlock 3B	Brock CF
Morgan 2B	Morgan 2B
Parker RF	Parker RF
Foster CF	McCovey 1B
Luzinski LF	Stargell LF
Garvey 1B	Madlock 3B
Bench C	Bench C
Concepcion SS	Concepcion SS

(Note: In case the printer does not catch an "error of omission" in time, please add the defensive rating CF on George Foster's card.)

All player cards were carefully developed to reflect statistical accuracy. It should be noted, however, that due to the inception of the designated hitter rule in the American League in 1973, pitchers Ron Guidry and Frank Tanana have never batted in league competition. To avoid confusion, batting charts were designed for them, based upon estimates of their overall athletic ability, and also upon batting norms for all pitchers. The estimates will not affect statistical realism.

The well-balanced pitching staffs are a manager's fantasy. To assist you in establishing your rotation, each hurler's automatic outs and bases on balls are printed below:

American League	Aut. Outs	BB
Nolan Ryan (S)	51	30
Ron Guidry (S)	44	15
Rollie Fingers (R)	31	14
Jim Palmer (S)	31	17
Jim Hunter (S)	29	14
Frank Tanana (S)	28	14
Vida Blue (S)	28	16
Sparky Lyle (R)	25	16

National League	Aut. Outs	BB
Charlie Hough (R)	44	27
Andy Messersmith (S)	38	19
J. R. Richard (S)	36	26
Tug McGraw (R)	31	21
Don Sutton (S)	28	13
Gaylord Perry (S)	27	13
John Candelaria (S)	27	13
Steve Carlton (S)	25	17

The stars of *Set II* have been rated according to performances during their "prime" seasons. In those cases in which players have been performing for only a few years, and in those instances in which consistency has been displayed throughout the career, lifetime statistics were used. Players with experience in both leagues were rated on their performances in the league which they represent (e.g. Perry, Messersmith).

Fans of the out-of-print *All-Time All-Star Game* will note that the following players in *Set II* also appear in that game: Campaneris, Carew, Jackson, Yastrzemski, Palmer, Bench, Brock, McCovey, Perez, Rose, Stargell, and Perry. Their cards have been revised to reflect performances through the 1978 season. For example, you will find that Rod Carew's card is much better than his chart in the *ATLAS* Game.

Concerning the original player cards, if you are wondering why Jackie Robinson cannot hit, it is because his card was erroneously copied from the ATLAS Game. A new, accurate Robinson card has been included as a bonus in *Set II*.

With the talent available in *Superstar Baseball*, the manager would surely appreciate the opportunity to utilize the hit-and-run play. It is recommended that, if you possess a copy, you use the Hit-and-Run Chart illustrated on page 26 of *All-Star Replay* (Vol. 1, No. 3). Also, you may choose to experiment with the proposal described below.

The key to winning baseball is oftentimes the calculated establishment of a pitching rotation. *Superstar Baseball* is a great game, but there is no provision for overworked staffs or pitcher fatigue. The simple charts below will add a dimension of realism to the pitching rotation.

Many baseball games on the market penalize a pitcher when he allows a certain number of runs in one inning.

Super Speed Circuit

by Dave Pickering

Okay, all you members of the Grand Prix Drivers Association, here are some more optional rules to make Speed Circuit realistic. The best way to find out the starting positions for a race still is qualifications, but the results are abstract. Through some manipulations of figures, I have a system for calculating the speeds. To find the 1-lap qualification speed for any car, record the number of turns in the lap, the speed that the car crossed the finish line at and the number of spaces across the finish line that the car traveled. Now, each turn is 7.74 sec and 1 space is 0.043 mi. You multiply the number of turns by 7.74 to get the number of seconds it took to run the lap. However, since you only need to get to the space that touches the Finish line, the time it took to enter the extra spaces should be subtracted from the following table:

TIME TO TRAVEL

SPEED	1 SPACE
200 mph	0.774 sec
180 mph	0.86 sec
160 mph	0.968 sec
140 mph	1.106 sec
120 mph	1.290 sec
100 mph	1.548 sec
80 mph	1.935 sec
60 mph	2.580 sec
40 mph	3.870 sec

Multiply the number of extra spaces across the finish line by the time it took to travel each one of them, subtract it from the original time and you will have the number of seconds it took for that lap. Divide the lap time by 3600 (The number of seconds in an hour). Then divide the distance of the track time by the lap time (in hours) and you will have the 1-lap speed for that car. If two cars have identical lap speeds, the car with the highest speed during the last turn receives the better starting position. If two cars have identical lap speeds and last-turn speeds, roll one die and add it to the last digit of each car's speed. If the die rolls are the same, re-roll. For a total-race speed, do as a qualification lap, but multiply the number of laps by the length of the track. For a one-lap speed during a race, you may have to add the time for extra spaces across the finish line.

Campaign race or how to become rich

Most Speed Circuit games last no more than 10 laps because of the time and how dull it could get. However, Grand Prix races are at least 40-50 laps in length. So, to make a 40 lap race good, put money into the game. First, decide on how many laps to do and then set up lap prizes. $1000 per lap. First place prize money should be about total lap prize money-$10,000. Second place 1/2 of the first place money; Third place 1/3 of 1st place money and so on. Then give out the points for money totals rather than the finish at the end of the race.

Strategy

Unless you are running a long race with the money rules, there is no need to be in first place for the first few laps. What is crucial is second place because the other cars have to get by you and the first place car to win. Slipstream the first place car as much as possible and then make your move. The best place to take over first place is the last turn on the final lap using the slipstream. If you get ahead or use the inside position there you will win. Also, on tracks like Monaco, it is always wise to use a wear point and leave the red line prematurely so that you can start on another. Another good idea is to conserve as many wears as possible during the first few laps without falling behind the field and then burn them all up during the last lap or two. Never roll the dice on any table during the race because you could get burned. However, never take an automatic spinout if you can, because it's possible to win a race by taking the last turn at 60 mph over the speed limit, do it and roll on the chance table. Unless it will put you far behind it's good to pit for rain tires, but you'll have to build up a good lead before the track dries and the tires begin to shred and chunk.

Another idea for Speed Circuit is to make some more tracks to run on. The best way to do this is to get hold of some racing books with track diagrams and compare the curves in the diagrams with the Speed Circuit curves and then put the straights in. If you will excuse me, I've got to go racing.

P.S. *According to my figures, Watkins Glen is 2.795 mi., Monaco is 2.967 mi., and Monza is 3.698 mi.*

REVISED HAZARD TABLE or How to have a section of a track named in your memory. Whenever a spinout is indicated for a car, the driver may elect to take the spinout or roll two dice on the following hazard table.

DICE ROLL	RESULT	EFFECT
2	*No Effect*	
3	*No Effect*	
4	*No Effect*	
5	*No Effect*	
6	*Spinout*	See Rules #9
7	*Hit Curb*	Deflating tire. Lose 1 turn in pits to change tire.
8	*Crunch nose on guardrail*	Car loses aerodynamic effectiveness. Reduce top speed by 20 mph, reduce all cornering posted speeds by 20 mph.
9	*Ignition difficulties*	Lose 2 turns in the pits to change the spark plugs.
10	*Blown engine*	Car is out of race. Oil slick is in the first space with a posted speed limit for this turn and the next 3 turns. All cars that enter the slick must roll on the Chance Table.
11	*Brake failure*	Car's deceleration is now 20 mph. If it corners above the posted speed limits, it pays double wear penalties.
12	*Multi-car crash*	Car is out of the race. All cars directly behind the crashed car also crash. If two or more cars crash, the race must be restarted.

On the dice rolls of 7, 8 and 9, the affected car also spins-out.

Upon allowing X number of runs, his rating goes down. This is unfair and unrealistic simply because the pitcher's rating reflects his *average* performance. Bad outings *also* figure into an average. When the rating is lowered as the result of a poor inning, the purpose of an average rating is defeated.

However, if a pitcher is overworked, it is *not* unfair to lower his rating, since he is working under less than optimum conditions. If you follow the rules suggested below, your friend will no longer be able to use Hoyt Wilhelm for 11 innings of relief. Please note that effectiveness is reduced either *immediately* or *during the next appearance.* Included along with the effectiveness reduction tables are other suggestions for pitching staff realism.

Guidelines for Starters

(1) If a starter, during a scheduled start, pitches one inning or less, he may start the following day.

(2) If he pitches more than one and less than four innings, he must rest at least one day before starting again.

(3) If he pitches between four and eleven innings, he must rest at least three days between starts.

(4) If he pitches between 11 and 12 innings, his effectiveness is reduced 30% immediately (see chart).

(5) If he pitches more than 12 innings, his effectiveness is reduced 50% immediately.

Guidelines for Starters Used in Relief

(1) A starter without a relief rating may not pitch at all the day before a scheduled start.

(2) If a starter without a relief rating relieves at all between starts, he must rest an extra day. If he pitches more than one inning, add one more day. If he pitches more than two innings of relief at one time, and he hasn't had three days rest, reduce effectiveness 50% immediately upon completion of the second inning of relief.

(3) Starters with relief ratings (e.g. Hubbell, Alexander) may pitch no more than three total innings between starts. They *may* pitch the day before a start. If they pitch more than three innings, they must rest an extra day before their next start, or reduce effectiveness 50% in that appearance.

(4) If a starter with a relief rating pitches more than four innings of relief at one time, without three days rest, reduce effectiveness 30% immediately.

Relief Pitchers

(1) A relief pitcher who hurls more than 3 2/3 innings must rest one day, or reduce effectiveness 30% in the next outing.

(2) If he pitches more than 4 2/3 innings, he must rest one day, or reduce effectiveness 50% in the next outing.

(3) If he pitches more than 5 2/3 innings in two successive days, he must rest one day, or reduce effectiveness 50% during the next appearance.

(4) Any relief pitcher who is used exclusively in relief may not pitch more than six innings at one time. If he does, reduce effectiveness 50% immediately.

As mentioned before, the possibility of the development of *Set III* exists. Another possibility is the development of player cards for great championship teams. Several possibilities are the 1961 Yankees, 1976 Reds, 1955 Dodgers and 1970 Orioles. Players would be rated according to performances in that one season only. If you would be interested in these championship teams, please write to the editor, Bruce Milligan, and express your feelings.

50% Reduction Chart

30	35	
31	36	
32	37	
33	38	(See explanation above.)
34	39	

30% Reduction Chart

Nos.

29	If the pitcher rolls an automatic out (including
32	defensive outs), roll the dice again. If one of
33	the numbers on the left appears, ignore the auto-
34	matic out and have the batter swing (roll dice again).
35	If any other number appears, the automatic out stands.

ORDER BY PHONE

We will now accept game orders by phone from those individuals with currently valid MASTERCHARGE, BANKAMERICARD (VISA), or AMERICAN EXPRESS credit cards. The number to call is 301-254-5300. Ask for Ron La Porte or ext. 63 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. Phone orders are available every Monday–Friday from 8:30 AM to 5 PM. Absolutely *no* collect phone calls can be accepted.

LETTER

It's third and goal at the two. A sixty-seven yard drive in the closing two minutes has put me face-to-face with paydirt. A scant 15 seconds remain on the clock as I use my last time out. Losing 10-6, the past two hours of battle now hinge on one final play. My opponent fidgets as we exchange searching glances hoping for a clue to that final call. One will taste victory; the other, sudden defeat. My foot taps uncontrollably as my already cold and clammy hands rub firmly together as if hoping to wring out the correct call for paydirt. Plays flash through my head, and then doubt, as my opponent announces "set" with shallow confidence. My pounding heartbeat silences the soft background music. I call out my decision. Hastily I search my opponents face for that tell-tale emotion—and then I know!

Anxiety and victory are just two of the many things I've encountered, in this my first season with Avalon Hill's—FOOTBALL STRATEGY. Its realism is astounding, and yet, you are your own quarterback, linebacker, coach, and leader as you match strategy and skill with your opponent.

Having always been a solitaire sports gamer, I happened upon All-Star Replay magazine when Statis-Pro became part of Avalon Hill. In that issue was Part II of Tom Shaw's article on The Genesis of FOOTBALL STRATEGY. Enjoying the story, I read further and noticed an advertisement for a local league. After numerous phone calls and league approval, I became the tenth member of the—International Football League: Commissioner—Mark J. Maticek. The league includes eight Milwaukee area members, one Chicago, one Kewaunee (100 mi. no. of Milw.) and a franchise holder in South Carolina. All our members are of mixed game experience ranging from 1 to 16 years.

After hours of studying, I played the league champion in my only exhibition game and was promptly destroyed, 34-13. In the fourteen game season to follow, I went from a random play selecting novice to a nervous, ultra-conservative loser, and finally a calculating ball-control winner. The final possession in eight games spelled the difference between success and mediocrity. Each game was a grueling test of mental skill and cunning.

Solitaire games are fun and in some cases statistically accurate, but they are not the challenging event that FOOTBALL STRATEGY created in head-to-head competition. Whether you're a strategy gamer, a football fan, or hero, you have no advantage. Only your ability to out-think your opponent gives you the football gaming challenge of a lifetime.

Thank you, Avalon Hill and Tom Shaw, for the hours of fun and challenge with FOOTBALL STRATEGY.

John A. Draves
Indianapolis Racers
International Football League

Change for the Time

by David Minch

Basketball Strategy takes too long to play. Oh, you knew that? I'm not surprised. That's the complaint most gamers have, though it's a pretty good game. Each event involves checking the Passing Matrix or the defense card, moving the ball (at least in your head), then rolling the dice and checking the Shooting Chart, or repeating the first train of events. All the while, there are two clocks to track! the 24-second clock and the time clock for the game. All of this is time consuming (pun optional) and there must be a better way.

There is. In many other games, notably the Statis-Pro simulations, the action is governed by a flip-deck. In timed sports, like basketball, the deck substitutes for the clocks, simplifying and speeding play tremendously. Let's apply the flip-deck that activates *SP Basketball* to *Basketball Strategy*. It could bring the time of play down from the typical 90 minutes to "real time" for basketball.

Time in *Basketball Strategy* is measured in discrete 4-second intervals and each pass or shot on the board consumes one or two of these intervals. A single period of play in the pros is 15 minutes, so a period is divided into 225 4-second periods. When all have passed, the period ends.

In each 4 or 8-second interval on the floor, the offensive coach may elect to pass or shoot. Passes are easily checked with the Passing Matrix or the defense card played by the other coach. They require no other check or dice roll. Shots, however, require that the dice be rolled, a process which takes time and can cause the dice to end-up under the refrigerator. It would be nice to do away with that problem, so let's make the dice un-neccessary.

There are 36 different rolls that can come about with these dice, ranging from 1-1, 1-2, 1-3 . . . 2-1, 2-2 . . . to 6-6. If you were to take some small cards, such as file cards, you could mark each one with a different roll, until you had seven of each for a total of 252 cards. These will substitute for both the dice and the clocks.

At the beginning of play, remove any 27 cards from the deck and shuffle the rest. Place these face down where they are accessible to both coaches. To begin play with a jump ball, roll the dice (I hope you've kept them around; they'll come in handy) or turn over one of the 27 discards. This, adding the numbers from the dice, will determine who gets the ball at the tip-off.

The offensive coach then announces what he intends to do with the ball and turns over one or two cards, depending on whether the action is to take 4 or 8 seconds. If the action is a pass, ignore the numbers on the last card turned and consult the Matrix or the other coach's defensive card to find the result. If the action was a shot, use the numbers on the top card (the one you've just turned) as the dice roll for the shot, making sure to make any modifications to the roll for TDR or anything else. Result of the shot is found conventionally, from the Shooting Chart. To begin the next sequence of events, the coach whose player now possesses the ball announces his intention to pass or shoot and turns one or two cards. The end of the period is signalled by running out of cards. The deck replaces the time clock.

It also replaces the 24-second clock. To trace the flow of the shot clock, lay the cards you turn in each offensive possession beside the deck, face up, in a row. Since each card represents the passage of 4 seconds, six of them are 24 seconds. Thus, if a shot is not attempted on or before the turning of the sixth card, the 24-second rule has been violated and possession of the ball is lost. After each shot attempted, or turnover, the 24-second clock is reset by picking up the cards in the row and placing them with the discards. To reset the clock to 12 seconds, if required by a passing result, pick up and discard any cards in the row in excess of three. It is much easier to read the clock this way and it saves a lot of extra effort to use the flip-deck to keep time.

No change is made to the rules governing the 4 and 8 second intervals for all plays on the floor. As before, the first pass of any possession requires 8 seconds unless it was from the backcourt. Subsequent passes, passes from the backcourt and shots take 4 seconds. The Routine of Play specified in the Basic Game Rules, on pages 1 and 2 of the rules booklet, is unchanged.

If you prefer to play high-school or college roundball, the flip-deck system is essentially unchanged, except for possible elimination of the 24-second clock. However, you'll need to tailor a deck of flip cards to fit the length of the different periods.

In high-school play, four 12 minute periods are played. Each 12 minute period is represented by the passage of 180 cards. You may just deal 180 cards out of the 252 card pro-style deck, or you may prefer to construct a seperate deck, having five of each of the 36 distinct rolls of the dice.

College play will necessitate cards for two 20 minute halves. Each half is 300 cards long. The easiest way to keep a college half is to start with 324 cards, nine each of the 36 rolls, and discard 24 before play begins. In fact, it is really easiest of all to start with 324 cards and use only as many as you need for the type of game you're playing.

This may seem like a problem. It does represent some effort to count off 180 or 225 cards before playing. With practice, you can become good at "guesstimating" the number of cards you'll need and that's enough.

At any level of play, the game of basketball varies tremendously. To divide the play of a "typical" game into 4-second intervals and expect this to serve for each and every game is a bit much. While the number of shots and passes will vary in each game, despite the 4-second quantization, the "feel" of the game on a given day will be lost. Sometimes, you just don't play as sharp or as fast. Other days, everything is finely honed and quick. This kind of day-to-day, game-to-game difference can be important in playing a league series. The estimation of the number of cards for use in a game or period will bring you this kind of slight uncertainty, which can be a tasty spice for your matches. Don't count the cards, just guess close.

Jump balls, free throws and anything else, such as injuries, which require a roll of the dice but don't consume time must be handled outside of the flip-deck. There are two ways to do this. One is to keep the

CHANGES

of all kinds

by David Minch

The rules of every sport change, constantly. This is not always obvious but it is certainly so. In the last twenty years, baseball has been radically changed by rule alterations regarding the strike zone (remember 1968—"the year of the pitcher"?), the height of the mound, the designated hitter and the alignment of the leagues into divisions, with a playoff to qualify for the World Series. In basketball, the opening jump has disappeared after the first quarter and football has been transformed by a multitude of large and small changes, such as moving the goal posts to the end line.

This illustrates that the rules of the game—any game— are not sacred and immutable. Rules change to attract the interest of fans and to preserve competitive balance. Though those are two reasons that don't affect table sports, there are plenty of other reasons and better opportunities to change the rules on your kitchen table.

The rules of table games are of two types. First, the rules of the sport being modeled are always applied and, second, there are rules which handle the way the table game will be played. There's little reason to meddle in the way a game operates but there are some real rewards from changing the rules of the sport. Some sports would be a lot more interesting with a few changes.

Take baseball, for an example. The designated hitter rule points one direction that you might take; free substitution.

You baseball purists in the audience may not like the DH rule but for table contests, there's no real reason not to use it or some variant. Why not allow platooning of entire squads in baseball? It would certainly change the complexion of the sport and trying it in a game is an easy way to find if you like the idea or not. If you don't feel quite that extravagant, here are a couple of less visionary options.

"Wild Card" players have been suggested at several times in baseball's history. The two most common (and least profligate) proposals are these.

Why not allow managers to designate one player as a "reusable" pinch-hitter? Under the current rules of major league baseball, a player may be inserted as a pinch-hitter *once*. As soon as the inning during which he was inserted ends, he may not be used again, in any capacity, unless he is inserted immediately as a substitute for a fielder. The rule has had a number of subtle effects on the strategies of baseball. Imagine the changes that might be wrought if an aging batting star like Willie McCovey could be held as a reserve for the sake of his bat in clutch situations. Imagine the ways a player with Dave Kingman's lack of defensive ability could contribute as a wild card batter.

There are several ways to treat wild card batters and their cousins, wild card runners. Allowing a manager to designate such a player as a reusable pinch-*runner* has been suggested almost as many times as the wild card batter. The advantages of using such a player should be obvious. There is a difference, though, between imagining this change and putting it to work in a game. When you change a rule, you *must* have a clear and complete replacement ready. The wild card rule needs some foundation.

For one thing, will you require that a player for whom a wild card runner or batter substitutes be removed from the game? It makes quite a difference whether or not it is so. Next, will you limit the number of times a wild card player may be used in a game? Around the country, different table top leagues use such rules; most of them favor a limit of some kind on the number of times a pinch-batter or runner may be used. Three times seems to be a popular limit. Last of all, will there be any special limitations on using wild card players? Can a wild card runner, for instance, go in for a wild card batter, or for any pinch hitter? If the DH is not employed in your league, will a wild card batter be allowed to substitute for the pitcher? Will a wild card player be allowed to go into the field as a defensive replacement? All of these things can have effects on strategy and some rule to cover the eventualities should be made before

an unpleasant surprise comes up in play. A good rule for all table sportsmen is to make sure both sides know the rules *before* the game begins. It saves so many arguments. As a possible answer to the questions raised above, the DH rule of the American League is exemplary. It says that using a DH as a defensive replacement ends the role of the DH and the pitcher must afterwards bat in the position vacated by the DH.

A couple of other changes to baseball rules could be incorporated in table baseball games. As long as we're discussing wild cards, how about the wild card fourth out? At any time that there are two or fewer outs in an inning, the manager of the team at bat may announce that he intends to use a fourth out. This may only be done *once*. This would afford a chance to make a big inning last a bit longer. With an extra out, a double play that leaves a runner on third wouldn't necessarily close off the scoring. A sacrifice fly might still produce. The strategy options are very involved. Should you use the extra out to aid you in playing for one run, or in going for the big inning? Should you use it early or save it to play catch-up? You'll find a dozen right answers, if you use this rule, and a dozen more wrong answers.

Last of all, there are a lot of odd changes that we can lump together as "weirdies." They are all small changes with large effects that may appeal to those of you with perverse senses of humor. To run through a list, why not award two bases to hit batsmen or on intentional walks? If you like triple plays, why not do away with the Infield Fly rule? What if umpires were empowered to award or repeal bases as penalties for rules infractions? Or, in extra innings, games could be "sudden death," giving the advantage to the visitors.

Baseball is not the only game which has fertile ground for rules changes. Virtually every American sport has some possibilities. Since there are two fine basketball games in the Avalon Hill lineup, let's think of some things we can do to this sport.

The old American Basketball Association had one good idea; the 3-point basket. On ABA courts, a real keyhole was drawn in the area figuratively called the "key." It was a couple of feet wider than the area marked by the free-throw lane and it was topped by a loop much larger than the restraining circle. It covered the territory from which the majority of field goal attempts are made. A successful basket from within the key counted 2 points.

14

Shots from outside the key counted 3. To add this to *Statis-Pro Basketball,* use the two ratings for field-goal and secondary shooting. Shots made with the secondary rating are from outside, worth 3. If a player has no secondary rating, he can't shoot from outside.

Have you ever thought of basketball with "power plays"? If substitutions were limited and could only occur when the play was interrupted by a time out or for a free-throw, there would be several changes in strategy. Another possibility, which would also make the game more like hockey, would be to call two minute or five minute penalties on players, rather than fouls. How do you think Dr. J and the '76ers would be for killing penalties? Would Artis Gilmore be effective as an intimidator?

Basketball derives much of its character from the rules governing fouls and possession of the ball. Small changes here could either speed the game or slow it down, as you prefer. The old rule for fouls, "no harm—no foul" that prevailed in the NBA years ago would probably halve the number of fouls and double the scoring opportunities if it were in force today. If you want to try it, just mark the foul indications on about half of the flip cards in SP basketball as ones to be ignored. Something similar could be done with most other basketball games.

The 24 second and 3 second rules of pro basketball could be changed but not every table game will permit this. If there were no 24 second clock to require a shot from the ball handlers, the game would take on the flavor of keep-away. That may, or may not, be your idea of a good change. In SP basketball, the change is easy to make; just ignore the requirement to take a shot after drawing two cards to work the ball downcourt.

How about adding the zone defense to pro ball? What if you add a "goalie"? A sixth man could be put on the floor whose rating for blocked shots must be consulted on every field goal attempt. To play a zone defense, one player could be assigned to the pivot and removed from his defensive assignment. He would have the opportunity to block any shots while he is in the zone but it would leave one player on the opposition undefended. You may see why the NBA forbids the zone if you try it.

If you have a favorite hockey game (while awaiting one from Avalon Hill), you might want to try reversing the changes to make hockey more like basketball. What if there were foul shots on penalties instead of timed penalties? The

NHL *has* a rule for foul shots but it hasn't been employed in many years. There is also an NHL rule providing for overtime to settle tied games. The overtime rule was suspended at the beginning of World War II, because of difficulties with train schedules during the emergency. Perhaps someone should tell the Board of Governors that the war is over.

Changes could be made to football, too. Many of the rules changes are too subtle to be incorporated in a table game but there are a lot of possibilities yet. A few seasons back, the NFL moved the goal posts to the end line, from the goal line, making field goal tries 10 yards longer. Moving the goal posts in *Paydirt!, Bowl Bound* and *Football Strategy* would be quite easy. Other changes could be borrowed from the rules of the old AFL or the ill-fated WFL.

In the days when the NFL was king and the AFL was the upstart challenger, the AFL rules committee decided to emphasize passing and widen the scope of offensive choices. One example of what they tried was to borrow the 2-point conversion from college football.

Pro defenses are stronger, usually, and quarterbacks too valuable to scramble, so the AFL 2-point conversion was little used. Nevertheless, the 2-point conversion frequently provides an exciting choice in college play. Cardboard quarterbacks are less valuable and table game owners are less conservative, so why not add the rule to your league? In the WFL, five years ago, touchdowns were worth 7, and the only conversion you could make was by running or passing for 2. Not a bad idea, which deemphasizes the importance of the field goal.

If you like field goals and want to do more than move the goal posts back, you can borrow from Canadian football. The CFL has, in the past, scored 4 points on field goals from outside the 35 yard line. It might suit your fancy to score 1,2,3,4 or more points on field goals, depending on the line of scrimmage when they are kicked. That would have a definite effect on strategies. As long as we're on the subject of Canadian football, why not adapt some of their rules to the American game.

For instance, there is no fair catch on punts up north. Every punt must be run back, or at least securely downed. To add this feature (approximately) to *Paydirt!* or another football game, make every indication of a fair catch a fumble, with a chance for either team to recover.

Canadian football, which allows but three downs to make ten yards, is a much

more demanding game. It also lacks the touchback. If you take the ball in your own end zone, you *must* run it out. If you don't, it scores one for the opposition (it's called a "rouge point") and you have to put the ball in play with a kick, just as with a safety.

The rules on kickoffs are subject to a variety of changes. Here are a few ideas that would make some subtle (and not so subtle) changes in strategy.

For instance, why alternate kickoffs at the halfs? Why not trade possession, with the last team to hold the ball at the end of the first half kicking to open the second half. Why not trade ends of the field *and* possession of the ball at the end of quarters? Either of these changes would promote the now lost "quick kick" and might also increase the number of elected safeties.

What about alternate kickoffs after scores? Beginning with the kick to open the half, the teams will alternately kick and receive after touchdowns and field goals. Most people agree that close games are more interesting than runaways. If you want to keep your tabletop games tighter, try this rule change.

The team behind in a game will *always* receive the kickoff. If the score is tied (after the TD or field goal), the team which scored kicks to the opponent. This way, the team at a disadvantage always has the first opportunity to score. In the "Hula Bowl," a college all-star game played annually in Honolulu, this rule has been used and it does tend to keep the games close.

If you especially dislike the superiority of passing in modern pro football, you could try this adjustment to the rules. Require 15 yards for a first down made passing and only 10 yards for a ground gain. Imagine the decision on third down; it's only 6 yards if you run but 11 if you pass. What do you do in that case? You should note that this rule requires a very careful framing. Does a 9 yard pass, followed by a 1 yard run, count as a first down? What if you run for 9 then pass for 1? It makes a critical difference.

These are only a few of the many ways to alter the sports you play on a tabletop. There are a large number of other changes you can make. All you'll need to do is think of them.

In many cases the rules of a sport are terribly inefficient, occasionally unfair. With a table game, you can change all that and rebuild a sport to suit your own vision of how it should be.

Does life offer any other opportunity that broad and at such a low cost?

THE SPORTS GAME DIGEST

BRIDGE

by Jared Johnson

In the last issue of All-Star Replay, we gave a brief rundown on duplicate bridge and how it differs from regular rubber bridge. The essence of duplicate (tournament) bridge is that the same hands are played over and over again by different sets of opponents and the scores compared at the end of a session. The hands are not messed up by gathering tricks in the center of the table. A hand is bid and played and then handed intact to the next table.

If you and your partner sit North-South, all the other North-South pairs will get the exact same cards as you do and you will be scored only in comparison to those pairs, thus eliminating much of the luck element. It doesn't matter whether you hold good or bad cards.

One way to get an introduction to duplicate bridge, other than heading for your nearest duplicate bridge club, is to pick up a copy of Avalon Hill's "Challenge Bridge." But before we get to "Challenge Bridge" here are a few odds and ends on duplicate:

• An average session of duplicate bridge will run a little over three hours during which time you will play 24 to 28 hands.

• You will play against a number of different opponents during a single session. Usually the North-South pairs remain stationary, while the East-West pairs move from table to table as do the boards.

• You needn't be an expert to play at one of the bridge clubs in your area. The players will range from beginners through life masters, and there are often special games just for novices.

All vulnerable, West dealer.

```
                          NORTH
                          S-K J 8
                          H-K J 10 8 2
                          D-A Q 7
          WEST            C-6 4                    EAST
          S-Void                                   S-Q 10 9 7 5 4 2
          H-Q 7 4                                  H-9 6 5 3
          D-K 10 3 2                               D-8 6
          C-A K J 10 9 8   SOUTH                   C-Void
                          S-A 6 3
                          H-A
                          D-J 9 5 4
                          C-Q 7 5 3 2
```

One of many auctions:

West	North	East	South
1 Club	1 Heart	1 Spade	1 NT
2 Clubs	Pass	2 Spades	Dbl.
3 Clubs	Dbl.	3 Spades	Dbl.
3 NT	Dbl.	Pass	Pass

Other East-West contracts: Three clubs doubled, four hearts doubled, four diamonds doubled, four spades doubled, five clubs doubled, five spades doubled.

• One advantage of duplicate is you never have to worry about hunting up a foursome. Just show up at the club with your partner or alone and let the club director find you a partner.

• As the hands are played over and over again, scores accumulate on the traveling score slips that accompany the boards and one is afforded an immediate comparison with the results of other players. If you did poorly you can probably figure out why. Did other pairs bid less, play better or what? At rubber bridge you may never realize your errors, but since mistakes rarely go unnoticed at duplicate, both your bidding and playing technique are bound to improve immeasurably.

• At both club games and tournaments, each player fills out a convention card which is a general description of the bidding system used by a partnership. During the game the opponents have the right to know what your bids mean and

you have the right to know what their bids mean, especially the unusual ones, and the convention cards help.

These convention cards take time to fill out, even for experienced players. At your first game, you should attempt to fill the card out as soon as possible, but if you have trouble with it, at least write your name across the top so people will know who you are. Then, unless you are playing Precision or some other fancy system (unlikely for new duplicate players) just write "Standard American" at the top of the card, and note whether you play weak or strong two bids and four or five card majors. That should get you through your first session.

The reverse side of the convention card has room to keep track of the contract and your score on each board, thus allowing you to make estimates (good board, bad board, average board) as the game progresses.

• A major incentive for duplicate players is the awarding of master points or fractions thereof (rating points) for winning or placing in various events, both local club games and tournaments. Duplicate players are ranked nationwide according to their masterpoint holding.

• Life Master is the highest ranking awarded by the American Contract Bridge League, for which you need 300 masterpoints of which at least 50 must be red-gold and at least 25 gold. Gold and red points are won only at demanding regional and national tournaments.

So now you'd like to try duplicate bridge (I hope I've talked you into it). If you would like to get an even better idea of what duplicate is all about before heading for the nearest tournament or venturing down to the local club, purchase a copy of Avalon Hill's unique "Challenge Bridge." With it you and three friends can have a bridge tournament in your own living room, yet compare your results on each hand against the experts who originally played the same hands in major tournaments.

It works like this. The game comes with a special deck of cards and an unusual card selector, the viewing window of which instantly reveals the direction (West, North, East, South) to which each card is to be dealt. When the entire deck has been dealt from the selector the four hands will be identical to those played by the tournament players.

You then bid and play the hand yourselves and refer afterwards to the reference manual which gives the full layout, matchpoints results and comments by Oswald Jacoby for each of the 100 different hands. The manual also gives tips on duplicate scoring and strategy for rubber bridge players.

All in all "Challenge Bridge" is an excellent way to play duplicate bridge at home with just four people as well as to introduce your rubber bridge friends to the fascinations of duplicate.

And after you have played the first 100 hands you can order "Challenge Bridge II," another 100 hands with reference manual and another set of "computerized" deal cards.

Other ways to learn duplicate bridge include picking up a book on the subject. Among the best are "Duplicate Bridge: How to Play, How to Win" by Edgar Kaplan, "Duplicate Bridge" by Alfred Sheinwold and "The Complete Book of Duplicate Bridge" by Kay, Silidor and Karpin.

Better yet, combine an introductory book on duplicate with "Challenge Bridge" because no book is going to give you the actual first-hand experience that "Challenge Bridge" does.

Also, the American Contract Bridge League (2200 Democrat Road, Memphis, Tennessee, 38116) has an "Easy Guide to Duplicate Bridge" which they will send to anyone on request. I also have copies of this free booklet which I will gladly send to anyone who wants one. Write me at 13574 West Virginia Drive, Lakewood, Colorado 80228.

Misfits can be interesting at the bridge table. No, I'm not talking about obnoxious players but rather those occasional hands that it seems impossible to stay out of trouble with. Such was the case for the East-West pairs on the diagrammed hands.

In fact, this hand demonstrates one of the things that makes duplicate bridge so much fun. At rubber bridge the hand would be dealt out, played once, East-West would lose a few hundred points and that would be the end of it—on to the next hand.

At duplicate bridge the same hand is played over and over again and the fascination is watching what many different sets of opponents do with the same hand.

By looking at all the results on a hand at the end of the game, one might even determine what he and his partner did

"Misfits can be interesting at the bridge table."

wrong. On this hand from a club game the message was clear: As soon as a misfit is diagnosed, shut up! Further bidding in an effort to improve the contract is only likely to result in a bigger minus.

This hand was played 26 different times. Some of the things that happened in order of increasing severity were (and please keep in mind these are all East-West results):

Two clubs, two spades, three spades and four spades, all undoubled for down 200. Two clubs, down three undoubled and three clubs, down three undoubled for minus 300. (This was the most common result and the cut-off for above average scores East-West).

Three spades, down four undoubled for minus 400. Four diamonds (yes, diamonds), doubled, down two for minus 500. Three spades, down six undoubled for minus 600. Three clubs, doubled down three for minus 800. And it gets worse.

Four spades, doubled down four for minus 1100. Three spades, three no-trump, four hearts and five clubs, all doubled and all down six for minus 1,700. And the grand finale: Five spades, doubled, down eight for minus 2,300! This happened twice!

It is clear you can't get to five spades on any sane auction but it was amazing that in one 13 table section there was not a single plus score East-West. One North-South pair expected a good result for making two no-trump on their cards and ended up with a bottom board because all the other North-South pairs received bigger scores when their East-West opponents got into trouble.

Note: In last issue's bridge column it was suggested that East-West might be able to make three spades on hand A, but this would only be on bumbling defense by North-South. With two heart ruffs, N-S can put three spades two under. One heart ruff still gives E-W minus 100 but that's preferable to minus 110 or 120.

In fact at matchpoint duplicate there may not be a huge difference between minus 120, minus 200 and minus 500 (three spades, doubled, down two). All will be bad scores and E-W may be justified in risking minus 200 or 500 in the hopes of getting out for minus 100 or (on a particularly good day) plus 140.

The Stanford Indians 1940

Taking the "T" to the Top

by Francis Wyman Tyler

Okay gang, it's football quiz time. I'll list all the ingredients, and you try to guess what the results are. First take a team that was 1-7-1 in its previous season, not winning a game against conference opponents. Then add a coach whose record at his previous school was a dismal 2-6, in that institution's final season before dropping football forever. Top the whole thing off with a formation of which the legendary Pop Warner said, "If (they) win a single game with that crazy formation, you can throw all the football I ever knew into the Pacific Ocean. What they're doing is absolutely ridiculous."

Now, throw in some quick linemen, a powerful fullback described as "gifted by the gods" and a shifty, left-handed quarterback who weighs just 170 pounds and who can punt an average of 52.6 yards, and what do you wind up with? Only an undefeated season and a Rose Bowl victory, with a Number Two national ranking to boot—not bad, hey?

If you haven't guessed by now, or have somehow managed to miss the insert that should be included with this issue of ASR, I'm referring to the amazing Stanford Indians of 1940. They weren't the very first team to use the "T" formation, as is often believed, but they were the first to use it as their primary offensive formation, and they were so successful with it that only ten years later there were only about half a dozen major college teams still using the once-renowned single wing.

1940 was Clark Shaughnessy's first year as head coach at Stanford. Prior to that, he had served first as an assistant coach at Minnesota and then as head coach at Tulane, where in 11 seasons his teams put together a 58-27-6 record. So although today it seems as if he and the Indians came out of the woodwork at the same time, in fact Clark Shaughnessy had been a very successful coach for years. In fact, his 1925 team had a record of 9-0-1, and were invited to play in the Rose Bowl (an invitation which was declined by the president of the university).

In 1946 the Associated Press called Clark Shaughnessy "football's man in motion", and that he was. In the years he was a college coach, he served, at various times, as coach at Loyola of New Orleans, Chicago, Stanford, Maryland (at two different times), Pittsburgh, and of course Tulane and Minnesota. In addition, he also found time to do stints with the Bears, the Washington Redskins, and the Los Angeles Rams (whom he coached to a division championship in 1949). Up until 1962 he was a technical advisor with the Bears. What a career!

The "T" formation that was hailed as "new" and "sensational" was actually not a new formation at all. As a matter of fact, it was the *original* formation of football. According to Andy Kerr, great Colgate coach of the thirties (his 1932 team didn't allow a single point scored against it in nine victories), this formation was known as the "regular formation", and the only change was the innovation of the man in motion.

As with most innovations, Shaughnessy's introduction of the "T" was seen by many others as a ridiculous, new-fangled idea doomed to failure. Pop Warner wasn't alone in his low opinion of the "T". Another coach was heard to describe it as "no formation at all", and even after

Stanford had trampled a series of opponents their victories were credited more to an outstanding offensive line and superb ball handling than the "T". But like the old saying goes, "Everybody laughed when I sat down to play." The fact that after Stanford's amazing success teams all over the country scrambled to adopt the "T" shows that it was more than just the personnel—players, incidentally, who for the most part were holdovers from the previous season's 1-7-1 team.

The same team that had been torn to pieces by USC in the previous season 33-0 came back to whip the Trojans 21-7 in 1940 and end USC's 17-game winning streak, and it had to be the new offense that made the difference. Here is how Clark Shaughnessy described the new style of football:

> "Always in the past the offense tried to coil up power in a ball, then explode it, splitting the defense. The effort was made to stretch the defense thin, then penetrate it. That was the idea of Pop Warner's single wing and Rockne's shift. Our approach at Stanford is different. We coil up the defense in as small an area as possible, then run around it or throw over it. We shuttle tackles and ends back and forth along the line laterally, shifting the guards sometimes in an unbalanced line and sometimes in a balanced line. Shuttling tackles and ends, shifting guards, and setting a man in motion—away from the play—force the defense out of a set position. It makes old set defenses obsolete."

As soon as Shaughnessy got to Stanford, he began to work on the new formation. Other coaches in the Pacific Coast Conference (in which Stanford was ranked fifth before the season began) knew of the installation of the "T", but

We couldn't find any photos of the 1940 Stanford Indians, but from a distance of several hundred feet they probably looked a lot like this.

didn't attach much significance to it. And when the "T" was first introduced to the team, they were as baffled as the Indians' opponents were soon to become.

Hugh Gallerneau, slashing right halfback for Stanford, put it this way: "We were skeptical. At our first meeting, Shaughnessy reminded us his name wasn't Shag and told us to call him coach or mister. He sounded like a professor. But he had enthusiasm. He'd diagram a play and say, 'This play will score fifty touchdowns.' That sounded great to me, but when he said we'd be going into the line without blockers, I thought he was crazy."

In their first game of the season, the Indians showed that Shaughnessy might not be crazy after all, as they whipped the University of San Francisco by a convincing 27-0 score. By the second game, against Oregon, the mystique that was to grow around this team began to take shape. The headline in the Los Angeles Times read, "Stanford uses Hocus-Pocus to Defeat Oregon, 13-0," "Lightning thrusts", a "mystifying assortment of plays", and "sensationally tricky" plays were all credited to the Indians, in what

was labelled an "exhibition of 'now you see it, now you don't'" football.

Previous formations had almost invariably relied on the application of brute power at one point or another, and this new emphasis on deception instead was just as confusing to spectators as to Stanford's opponents. Time and again opposing crowds would cheer to see one of their tacklers pull down a Stanford running back, only to discover too late that the real ball carrier was fifteen or twenty yards downfield.

After Oregon fell Santa Clara was the next victim, as 60,000 fans saw the Indians "bamfoozle" the undefeated and highly regarded Broncs. The next victim was Washington State, who never had a chance against the passing and deception of Frankie Albert and the smashing running of Norm Standlee.

Next on the list was mighty USC, who were riding on the crest of a 17-game winning streak and were expected to return to the Rose Bowl for the third year running at the beginning of the season. Stanford won (but you knew that already) 21-7, and the Times gave credit to the "T",

and the "double threat of Standlee running with the ball and Albert passing it," also giving a nod to the Stanford defense, which it said made the Trojan runners look like "handcuffed high school runners."

On they went. UCLA, with the great Jackie Robinson at halfback (that's right—he played football too, and was one of the best), fell 20-14, and then Washington, which had at least managed to get a 10-0 lead, couldn't hang onto it and lost 20-10. Hugh Gallerneau's running and Pete Kmetovic's pass receptions combined with more great defense won the day. As anyone who ever played on a high school team with an 18-man roster knows, all *real* football players go both ways, and the winning Stanford touchdown was set up by QB Frankie Albert's interception of a Washington attempt at the "Statue of Liberty" pass which went awry. Then with fourth down and two yards to go, Hugh Gallerneau carried the ball in for the tying touchdown that broke Washington's morale.

Stanford 28-Oregon State 14. Stanford 13-California 7. And then the Indians were in the Rose Bowl. Biff Jones, the

SINGLE WING
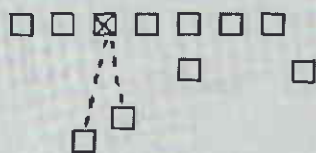
When Stanford went on the rampage in 1940, the single wing was the dominant formation in both college and pro football. Unbalanced either to the right or the left of the center (with either both guards or both tackles on the same side), the single wing was predominantly a running formation.

Each play would begin with the center snapping the ball back to either the tailback or the fullback, and generally on running plays two offensive linemen would pull out of the line to block on a sweep to the right or left. The single wing was a good formation for deception (to a point) and power running, but poor for long passes and the length of time it took for plays to develop—time in which the defense could react.

STANFORD "T"

The Stanford "T" was different from the original "T" in that the backs would often be in motion and running at or near to their full speed when they received the ball from the quarterback, who was stationed directly behind the center. This meant both that plays developed more quickly and that the defense has less time to react. Also, there was much more deception, because often the quarterback handed off with his back to the defense, so they were never entirely sure which of two or even three potential ballcarriers might actually have the ball.

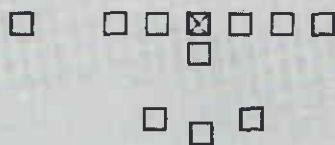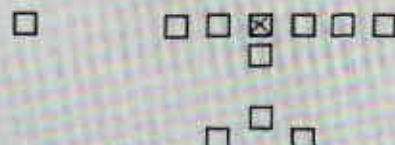Passing was also stronger, because now the quarterback could drop straight back into a pocket of blockers, or could even just stand up and throw a quick pass across the middle to one of his ends. More flexibility, better blocking, deception—these were just a few of the causes for the almost complete changeover to the "T" after 1940.

THE WISHBONE

One of the newest offenses, the wishbone first achieved fame when Darrell Royal's Texas teams began tearing up opponents with it. Sometimes also called the "triple option", the wishbone actually allows the quarterback, if he doesn't immediately hand off the ball, to do one of three things: He can pass the ball, keep it and run with it, or hold onto it until he is about to be tackled and then pitch the ball out to one of his running backs.

This formation sometimes tends to have a paralyzing effect upon defensive cornerbacks, because they have to hesitate for a second to decide whether to tackle the quarterback (and then risk a pitchout and a long gain to the outside) or to wait, in which case the quarterback himself might sweep past them with the ball. Wishbone teams don't pass too much, and also are extremely susceptible to injuries, as there are few quarterbacks with the sense of timing needed to be successful. And of course there are many fumbles. Still, it's a powerful formation.

CONTINUED FROM PREVIOUS PAGE

Nebraska coach, decided that if his team was going to play Stanford he'd better scout out the "T" formation. So he went to see the NFL title game between the Chicago Bears and the Washington Redskins. The Bears won 73-0, which could hardly have boosted his confidence, since Shaughnessy had been an assistant coach with them not long before.

Stanford won the Rose Bowl 21-13, to cap one of the most surprising turnarounds in football history. After the 1941 campaign, in which his Indians were 6-3, Clark Shaughnessy picked up his stakes and resumed his career as the original football gypsy. And the "T" came into prominence all over the country. And as your final quiz question, guess which team was the last to convert to the "T"? How about a hint. They're the only team to win three Super Bowls.

Varying the Plays in Sports Illustrated Football

by James C. Gordon

"Drop kick, on three!"

Off-tackle vs. Standard. End Run vs. Standard. Dropback Pass vs. Pass Prevent Short. Draw vs. Spread. End Run vs. Short Yardage. Line Plunge vs. Blitz. End Run. Standard. Sprintout Pass. Pass Prevent Long. Option. A. #3. C. #7. E. #4. B. #1. . . No matter how they are mixed together, there are only 54 combinations of Offensive plays and Defensive formations in Sports Illustrated football games. For a good number of years these sufficed to fill many afternoons of interesting games, full of thrilling victories and agonizing defeats; but that wasn't enough.

My search for more flexibility in SI football began with the option play on the College charts. The first play variation to evolve was a pure triple-option running play, which led to a number of other combinations to create still more plays. These plays can be used for the Pro Football game, as well as the College, although some applications will vary between the two types of game charts.

When running these variation plays, Penalties, Fumbles, lost yardage (-#) results and/or TD's take priority, in that order, often suspending any continuation of the play variation.

Running Triple-Option

The College option play included on the charts is really a triple-run, multi-pass option play that can involve any of the "ballhandling" positions in more ways than one. Play results are not individualized, but either back may carry the ball, or receive it, any of the ends might be thrown a pass, and the quarterback has two chances to keep the ball himself (on play #5 and #7 or #8).

To operate a true ground-oriented triple-option involves combining the three standard running plays (#1, #2, #3) into one running option sequence. The Offense calls "option", rolls for play #1, and combines the play result, as usual, with the Defensive result. As stated

before, if the result (at any time during the sequence) is a Penalty, Fumble, (-#) or TD, the option sequence ends with that play. When a Penalty occurs, the choice of taking the Penalty or the "current" play result is the same as in normal play.

Any yardage-lost or -gained result gives the Offense the choice of taking that play, or opting for the next in the sequence. Once a play result has been rejected, and the next play rolled for, it cannot be retrieved. The Defense must keep the same formation but rolls separately for each play used in the sequence.

Halfback Pass Option

Another piecemeal option play is the Halfback Run-Pass Option, combining an end run with a Sprintout, Bootleg or Dropback pass (with the College game), or any play except the screen (in the Pro game). As with the triple-option play, when the end sweep is rolled, a Penalty, Fumble, etc., result precludes any advance to a pass play. With any other result, the Offense has the option to take the end run or roll for a pass. Again, the Defense gets a second roll if the Offense throws a pass.

Flanker Pass

The Flanker Pass is a derivation of the Halfback Pass, but without the run option segment. The first step is to roll for the screen pass, simulating the lateral pass out to the flanker. All penalties take priority over the final outcome, but the play is completed before deciding to inforce the penalty. Any Interception result is used as an Incompletion, and all fumbles take place two yards behind the line of scrimmage (where the flanker is positioned). A result of any completion (yards gained or lost) means that the flanker has caught the ball, which he then throws using plays #7-9, for College, and #6-9, for Pro.

Tight End, Wingback, Flanker Reverse

Even though the End Run play is intended to simulate a reverse also, a trilogy of reverses from scrimmage are designated as an averaging of net results from two dice rolls. For the Tight End Reverse, play #2 is used twice; for a Flanker Reverse, play #3 is rolled for twice. A wingback reverse rolls first on play #2, and then on play #3. The defense rolls twice for each reverse, though it cannot change its formation, and all averages are rounded in favor of the Defense (e.g., a two-yard gain and a one-yard gain average to a one-yard gain). Penalties do not halt the sequence of the reverse (they are assessed after completion of the play), but Fumbles, (-#), and TD's do.

Special Team Reverses

The two-roll averaging for a reverse result can be extended to the Special Teams as well. Kickoff and Punt Returns can be "reversed" (rolled for twice), and the two results averaged for the final distance on the return. The "Terrible Trio" (Penalties, etc.) and TD's have the same effect as during the "scrimmage line" reverses.

This two-result average can also be applied to the interception return, simulating a lateral pass during the return from one defender to another.

Short Yardage Play (QB Sneak)

A real test of nerves is involved in the Short Yardage Play. When this play is used, the Offense will roll the *Defense* dice and add the face value of the figures rolled. The Defense will do likewise, unless they had called Formation D or E. If

either side rolls a four, a fumble occurs at the end of the play. A roll of five results in a five-yard penalty against the opposition.

Quarterback Draw/Run

Twice per game, the Offense can call a Quarterback Draw/Run play, a term indicating a play where the quarterback intentionally carries the ball on his own right from the snap. It involves rolling for a draw, a QR and a QT, and combining the three totals, plus the Defensive result on the draw play.

The same combination, minus the Defensive result, is used when a fake kick—field goal or punt—is called, and a running play chosen. To pass off of a fake kick combines the QR, QT and Screen Pass into one total (an Incomplete or Interception result is treated normally).

Running to Daylight

Once during each series of downs, the Offense can add a little more flexibility to the running play that they called by "running to daylight". After rolling for a standard running play (#1, 2, or 3, but no variations) the Offense can opt for the next higher or lower play, allowing changes within the following restrictions:

a) *roll for play #1; switch to play #2*

b) *roll for play #2; switch to play #1 or #3*

c) *roll for play #3; switch to play #2*

When the option is taken, the Defense rolls a second time for the play chosen, and an additional one yard is automatically subtracted. Penalties, etc., negate any use of this option.

Second Effort

To add a chance for extra effort to play its part, each team can try to change an adverse play in their favor. This "Second Effort" roll can be used twice per half, by each team, on Offense, Defense or Special Teams. On a running play, the face value of the respective dice (less the black die for the Offense) can be added to, or subtracted from, the play result, or used to run the ball out-of-bounds, or into field goal position. (If a field goal is attempted on the next play, after running into position, the face value is added to the distance on the kick.)

When used with a pass play, the (two) Offensive dice can turn an incompletion into a completion (using the face value for the yardage gained), can add to the completion or QR yardage, subtract from QT losses, or from a pass that is "too long". The Defense dice can be added/subtracted in the opposite manner in each circumstance.

In addition, a roll of five on the Defensive dice results in a Fumble, on running plays, or Interception, on passing plays. A roll of 9 by the Offense produces a TD.

On the Special Teams, the face value of the Offensive dice can add to the length of a Kickoff or Punt (which can't be returned), to all kick returns, and to the length of a field goal (this is available only once per attempt, through second effort, by the kicker, or on the previous running play). On all returns, a roll of 9 results in a TD.

The last opportunity for Second Effort to affect a play is on fumble recovered results. Once per half, each team can call for a "loose ball" situation on a fumbled play. In that case, each side rolls the Defensive dice, with the ball going to the side with the highest roll. If a tie results, the dice are rolled again. A roll of five gives the recovering team a "free" interception return.

Two-Minute Offense

In the Advanced section of the revised SI Football rules are provisions for a "two-minute" offense to conserve time by "throwing away" a down. An alternative to this is for the Offense to "call" two plays at the same time (writing the second down). If the first does not stop the clock, in the course of play, the second can be run (without a huddle), reducing the first play to ten seconds. The Defense can change formation each play, and the Offense need not stay with its second play, unless they still want to conserve the time.

Blocking Kicks

In addition to the blocked kicks that appear on the Special Teams charts, any team can try and increase its chances. On any kicking situation (punt, field goal, extra point), the non-kicking team can roll the Defensive dice, and add the face value. If this total is higher than the face value of the three Offensive dice, rolling for the

kick result, the kick is blocked, ten yards behind the scrimmage line. Once per game, each team can roll the Offensive dice as their "kick block play", and calculate the result in the same way.

Reading the Play/Direction

The majority of the variation plays work to aid mainly the Offense. Here, the Defense gets a chance to retaliate by "reading" (predicting) the Offense's plays and "reacting" to them faster, possibly resulting in a better Defensive result. Before the Offense reveals its play selection, the Defense picks the one that they expect (from the nine standard, plus any variations being allowed). If they choose correctly, they have a choice of a) an automatic loss of one yard from running plays, and two yards from passes (and QT's), or b) taking the best result from two dice rolls. If they pick "part" of the play—part of an option, reverse, etc.—they get only option "a", or the normal dice result.

An alternative, or complimentary, method of "reading" the play is for the Defense to a) pick the type of play, (run, pass or option) *and* b) pick the play direction, which the Offense does also. In the chart below, each play has been categorized by the direction(s), left, right or center, that it can be run in. Variation play directions are taken directly from those standard plays that they are composed of:

	College	Pro
center	1,4	1,4
left/right	2,3,7,8	2,3,9
left/center/right	5,6,9	5,6,7,8

If the Defense picks the correct type of play *or* the correct direction, they have the same option as before, a one or two yard loss or the best of two results. If they're wrong on both counts, there is no effect

Kick Return Direction

The directional flow of play can also be a direction; the returning team for the kicking team for the intended direction of return is found on the chart below: applied to kick returns. Both sides choose actual direction on the return, and the the kick, and coverage. The effect on the

Kick/Punt/Field Goal

	left	left-center	right-center	right
left	-4/-3/-2	-3/-2/-1	+3/+2/+1	+4/+3/+2
left-center	-2/-1/0	-1/0/0	+1/0/0	+2/-1/0
right-center	+2/+1/0	+1/0/0	-1/0/0	-2/-1/0
right	+4/+3/+2	+3/+2/+1	-3/-2/-1	-4/-3/-2

"Vince Lombardi— We are Here!"

Or The Rings of Victory—Playing FOOTBALL STRATEGY by Telephone
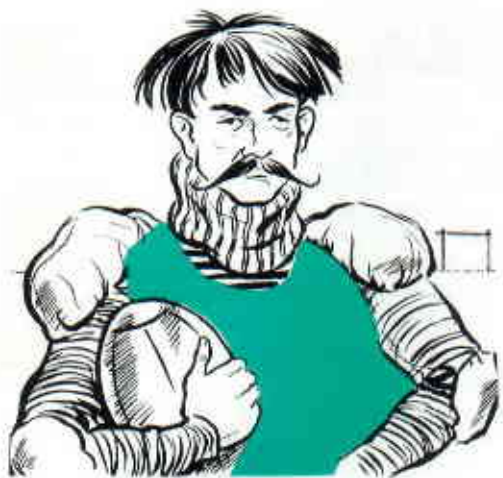
by Charles Vasey.

Charles Vasey (shown above in a sketch provided by the author) lives in England. where his principal recreation appears to be playing FOOTBALL STRATEGY by telephone. Mr. Vasey and I are currently engaged in a game of FOOTBALL STRATE- GY by mail, which I am winning 7-0, having just returned his intercepted pass 85 yards for a touchdown.

Now as any sensible person knows soccer is the finest team game in the world, and it monopolises much of England and Europe, where it is weakest, then Rugby Football seems to take over. What then should an Englishman be doing interested in American Football? Both Soccer and Rugby are much more flowing than American Football, and to those brought up to play these games the idea of plays can be incomprehensible. To make matters worse we see precious little of the game over here, Hollywood occasionally giving us some glimpses (as in *MASH*, for example). Even *The Times* (author crosses himself reverently) fails to give NFL scores regularly, despite giving baseball scores interminably. The cause of my interest was * * * (it is OK to say * * *isn't it?). * * * designed *Scrimmage* and dropped it on us subbers. Now *Scrimmage* gets it in the neck from both sides. You Americans know just how much is missing, the Brits did not even know what was included. The tiny percentage over here willing to try the game were totally bemused by the rules. It also suffered over here because folks like to keep boardgaming in another pigeonhole from sport. Although anyone attending an English football match might think himself in a form of tribal warfare that rivals many a boardgame! Anyway, not knowing better we played about a dozen games (in our innocence never really altering the defensive formation). Things sagged until ITV (our commercial network) put on the highlights of a Super-

Bowl. I think it was a Vikings Bowl, anyway Tarkenton was in it, and he lost (so what's new?). This really stirred my interest and I returned to *Scrimmage* only to realise its many deficiencies. Even my father, a cricketer by choice, watched the Super Bowl next year when we actually got an hour's highlights. This year we even got 30 minutes of the Rose Bowl (although we had to listen to a load of patronising anti-American rubbish from the presenter—beggars cannot be choosers!). This continuing interest was brought to a head with *All Star Replay* (a modest little journal) and we decided to purchase our first copy of *Football Strategy*.

Well that was our first mistake! At the time we did not know what we were getting. The game was well-spoken of but most sports games seem to place a premium on being as juvenile as possible. Cannily Alan Watson and I only bought one copy between us (Avalon Hill stock plummets!). We arranged to meet at a half-way point between our homes and the first game was played in the library of a local college (to the obvious amazement of the inmates). As we opened our first attacks and defenses we began to realise that this was one of the finest games ever invented. Tom Shaw has constructed a system that really pits you against your opponent. No-one stands in the way of this total clash of wills, you cannot complain you played the Italians, or you were Tampa Bay. No sirree, it's you against the ugly rat over the table in the nearest thing to conflict without blows being landed. We ended the game drained of energy. In the following weeks we gradually began to grasp the intricacies of the game; punting became very devious, I did my two Razzle Dazzles (including a 95 yarder off my 10—I believe in open football!). We were really absorbed by the game. Indeed my co-editor Geoff Barnard

suffered the ultimate indignity of having to buy us football shirts when he attended *Origins '78*. Having been hooked on the game we looked around for other addicts to form a league. Here we hit the big problem—lack of players. Alan and I live 50 miles apart and neither of us knew any other gamers. We considered a postal league and put an advert in my wargaming 'zine *Perfidious Albion* and got four replies; Bill Watt was an experienced player, Clive Booth and Doug Ryder were novices and Richard Wilkins a real football nut. Richard helped us immediately with the rules of the game, and many is the time a desperate phone call would call him away from his computer to answer questions about time-outs and touchbacks! Six players was enough for an experiment to test the system—great, now all we needed was a system!

We were considering a form of postal game with an umpire. This had numerous problems. First, you can only give one play a time *unless* you risk unknown conditional plays—not for those vital fourth down plays thought I. Second, it takes about 2 weeks to do the round trip player-referee-player, which gives an average game time of four years! (Which would make a Super-Bowl the game of the century!). Third, it costs about 20 pence to post a letter and to cover the return postage (that's about 40 cents), each game would therefore cost around 55 bucks! Even I could see we were into a terminal situation; we needed a cheaper method, a faster turnround and an instantaneous response system. That might seem a tall order but don't forget that you are dealing with a genius *(sic)*. My roving eye alighted upon the telephone and my brain slowly began to work.

In England a one minute call to any part of the Island, after 6 pm, costs 3 pence a minute (about 6 cents). If we could use the

phone for orders we could reduce the costs by a seventh, and we also had the possibility of a fast response. You really could get your answer within a minute. However there were still problems. First, if you rang before your opponent had rung with his answering play you had wasted a call and doubtless blocked him. Well that was easily dealt with, I devised a system whereby every player referees four games and plays in eight. The referee, *not* the players, does the phoning. This means it is done in the correct order, and the ref uses time when the phone is down to keep records, consult rules and cross-check results.

This system, called the Triangle as it requires multiples of three—one referee and two players, also meant everyone refereed the *same* number of games, thus no-one had to pay anyone any money for the phone-calls. Each gamer knows that for every game he referees he will be refereed, for free, in two games. Cost had to be kept fairly stable to allow the Triangle to work; if one set of players cost more to umpire there would be complaints. One of the biggest problems with this was the timing system. Originally a player who threw lots of passes would inevitably get lots of incompletes and each one of these 15 second plays required the same time to umpire as a 45 second long pass. Certain players were renowned as 'chuckers'—obviously the fellow who had to umpire them was going to have to pay through the nose!

The answer came, oddly enough, from cricket. Usually matches are three or five day events. This leads to cricket being one of the slowest and most boring games I have ever had the misfortune to play in. Recently sponsors moved into cricket and encouraged one day cricket using a limited numbers of overs (that is a limited number of balls may be bowled). We therefore adopted this system, naming the result after one of the sponsors as Gillette Cup Football. We decided to have a number of plays *irrespective* of time on the clock. We chose 50 plays on the splendid principle that it was the first number to enter my head (although I did base it on statistics). In the first three games we found those fifty plays gave real time games of 22 to 25 minutes. Next season we may go up to sixty plays a game to get nearer to a full half, or possibly have a mixed system of 45 plays plus two minutes final time. At this moment we are happy with the results and are simply awaiting results and opinions from the managers.

Now even 50 plays at one question a time one is going to need 100 phone calls—that's about six dollars basic. I wanted a system whereby one phone call made one complete play. In fact my system needs 51 calls for 50 plays but I'm still pretty proud of it. Let's start a game and run through a few plays.

First Call

Ref: *Hello Charles—you kicked on-sides, it's your ball on the 50. Can I have your first attack?*
Me: *Power up middle.*
Ref: *Thanks, goodbye.*

Second Call

Ref: *Hello Alan, Charles is on-sides kicking, on his 50 with the ball. I'll need your first defense.*
Him: *I'll play G.*
Ref: *He played Power up the Middle, and he made 3 yards, 2nd and 7, next defense please.*
Him: *I'll go for E.*
Ref: *Thanks, goodbye.*

Third Call

Ref: *Hello Charles, he played G to your 1, you made three yards, 2nd and 7, next attack please.*
Me: *Slant, 4.*
Ref: *You made four yards from his E, third and three, can I have your next attack.*
Me: *10, Flair Pass.*
Ref: *Thanks, goodbye.*

And so on, note the form of a result given/a play answered/and a play unanswered. Those three phone calls each took less than a minute and they achieved my target with two complete plays. Note that in *no* case did a player have to give a play without knowing the result of previous plays (which removes the problems of the conditional orders). However, to increase plays even more we use a system of standard orders; these are phoned through by the players when they let the ref know which days they can play on. These cover such items as whether you will take the yardage or the penalties (depending on whether you are defense or offense), whether you take the runback or touchback, which kind of kick-off you will make, which offense chart you will use and anything else you can think of. Umpires also have a series of dice results already generated, this speeds up response. In this way one can inform a player who has touched-down, how his extra point was, and how far he kicked. Such plays do not count towards the 50 plays as they require no phone call, and of course you can change these standard orders (pulling out that Ball Control specialist and rushing in the Aerial Game player). Working at a steady pace calls can be achieved at under the minute point— and remember you pay for the minute whether you use it or not. I've never

found I needed more time to respond to results. This means each game costs £1.53—thats about three bucks. So playing in our eight game season and refereeing four games costs about seven pounds (fourteen bucks) at the outside, that is about $1.60 for each game played. We might look at the cost of playing in a Diplomacy game where many English 'zines would charge a basic game-fee of about three bucks, plus letters for orders, phone-costs and postage costs for actual diploming, not to mention the sub to the GM's magazine. Let's be honest, you may think a buck sixty is too much, me—I think it's one hell of a lot cheaper than motoring fifty miles. And you cannot beat that feeling of tension as you sit by the phone examining your opponents' past statistics and making notes of likely plays, then comes that awful ringing noise.

So there we were with a telephone system, each game costing about the same as two or three beers over here. We now organised the divisions and worked out a random schedule for our first year. Each player had to tender names for team and stadium that conformed to American practice. (This is not a game for xenophobes). The names were obviously based on favourite teams, and in some cases, were very funny *if* you knew the district in question. The Eastern Division consists of Bill Watt's Aberdeen Oilers (Aberdeen being Scotland's oil capital), Alan Watson's Darlington Rockets (named after George Stephenson's engine which first ran from Darlington to Stockton inaugurating the first regular passenger service), and my own Cleveland Steelers (yes, my county is actually called Cleveland, despite the amazement of many natives of Ohio, the steel industry is no longer quite what it was but its memorials still scar parts of our landscape, and have become absorbed into other areas). Two of those bear marked resemblance to certain teams—no need to ask what colour my Steelers wear! The Western division, which is full of rogues and louts, consists of Richard Wilkins' Bowness Bay Lakers (he claims to have named these after the Lake District, in which he lives, but Packers' fans will know better), Doug Ryder's Solihull Motors (who use the Chrysler badge on their helmets as Doug works for that august corporation), and Clive Booth's Derby Ramjets (named after the local Rolls Royce industry, and the legendary Derby Ram or Tupp).

We felt that as we were so far apart we needed to encourage our managers to feel

part of the same group, the result was our own league magazine. Alan, who previously had edited *Sword & Lance* with a circulation of thousands now found himself editing *Punt & Pass* with a circulation of 7! *(Ed: Make that 8)* Each issue contains the stats and a report from each game, game predictions, press from managers, NFL scores and NFL reports (courtesy of our American friends). The result is a certain measure of increased interest in results as players argue over their relative position—a favoured tactic being to denigrate your own team so as to make victory seem even greater! Divisional winners meet at the Super Bowl in February. To finance the league each player throws two bucks into the hat and hopefully this should leave enough for one player to be paid to umpire the Super-Bowl. The League plays 24 games a season between September and February. Each 'round' of games—a round being where every gamer plays or refs a game—lasting two weeks. In practice each game takes about one and one half hours to play, often played over two nights to prevent inconvenience to others wishing to use the phone. Indeed as the phone is only in use for thirty to forty second periods little trouble has been experienced with other callers. The two week period allows such

problems as evening classes, 'zine editors production days, and shift working, to be overcome. Even better we have stumbled on the AFN radio service with its excellent games on Sunday evenings. In the UK you should tune to 340 metres Medium Wave, reception is variable from 6 o'clock on, but excellent after 9 o'clock, on, although they occasionally broadcast a funny game called baseball! College football is on at the same time on Saturdays.

As I write this, with the Dolphins and Patriots locked in battle in the background, we have had six games with few problems. The system has worked perfectly, and the certain length of games means umpires are less keen to slam the phone down if one player is a trifle muddled (like when his on-sides kick brings a 100 yards run-back!). One player wondered if enough plays existed for sufficient scores. Well the first games at 7-0 and 7-6 were a little worrying, but they were followed by a 20-10 and a 14-7, the most recent results at 10-7 and 3-0 demonstrate the range of scores. We feel we are approaching the optimum amount of play-time as against on-phone time. Sixty plays may well come in next season, as two-night matches could easily absorb the extra five plays a night. We will just have to see how the managers vote.

In conclusion I feel we have found a system that may be of great use to those of you living some distance from fellow enthusiasts—and many American states must suffer from those conditions. Its disadvantages are (1) the costs—at a maximum of two bucks a game, and they may be higher in the States, (2) the reduced play-time, you really only get half a game, (3) the time factor is ignored, and this is a big feature gone, although you do get the steady loss of plays which results in some wild passes late in the game. Its advantages are that (1) You get to meet others players in your favourite game, (2) it gives real competitive purpose to the game, (3) the costs—I think they are cheap! I hope you'll try my system, and remember as it's copyrighted you'll have to pay me royalties—I'll charge you a beer, to be consumed next Origins. Any UK readers who are interested in joining next years season should write to me at:

5, Albion Terrace,
Guisborough, Cleveland TS14 6HJ. UK.

We would like at least twelve players next year, and we do have a novice sheet that explains the game in english English. It can only be a matter of time before an Englishman takes a Super Bowl at an Origins, one thing's for sure—it isn't going to be me!

The More the Merrier

Less is More with the Dispersion Draft

by James C. Gordon

You've finally gotten together plenty of friends with a long summer to kill and lots of enthusiasm for a baseball season (pick any game you like, Sports Illustrated, Statis-Pro, Stratomatic, etc.). Your group is the imaginative type, you like trades, injuries, and inactive list—in other words, you want a game that you can play *with*, rather than just play. What can you do if you only have twenty-five (or fewer!) men on your rosters?

Short of creating players out of thin air, there is (at least) one alternative; run a dispersion draft. When I originally devised this drafting system it was with the Sports Illustrated Baseball game system in mind. My edition had only nineteen and twenty man rosters, and these smaller rosters forced me to disperse more teams (eight) than would ordinarily be necessary. The number of teams to dismantle will usually depend most on the number

of people available to participate, but I recommend enough teams be dispersed to provide full rosters plus five or six extra players for the inactive list. If there are more reserves than this it is unlikely that they will all get a reasonable amount of playing time.

To initiate the draft, each player is assessed according to his relative capabilities and strengths, within the game system, to arrive at a single point total; his 'cost' in the draft. Adding the individual player totals together and dividing by the number of teams drafting gives the base number of drafting 'points' available to each team. Added to this base figure is an extra ten percent, to offset an artificial inhibition that can arise during the draft. When the total is left at the base figure, the drafting can degenerate into fishing around in the pile for players solely on the basis of their having the 'right' number (to

add up exactly), rather than for team needs, much less preferences. With only a ten percent increase, no team will be able to collect all top players and still keep a full roster, plus inactive list.

The order in which teams pick is based on the winning percentage for a given year, with the worst team chosing first. In case of a tie, the determining factors are a) most wins, b) fewest losses, c) highest ranking in own division, d) highest ranking in own league, e) give up and rotate them. The world series loser and winner occupy the last two spots, respectively.

Several tests of various methods led to the conclusion that a simpler procedure was the most logical, since the purpose is not to complicate the draft but rather to set up a workable system. Conversely, a simpler system may be easier to manage, but a more detailed evaluation may be a

Sometimes a dispersion draft can lead to very interesting results.

fairer representation of a player's true abilities. In either case, since all baseball games have certain standards in common (there is only *one* game of baseball), with minor mechanical differences, this drafting idea can easily be adapted to any of them.

The "universals" that every game carries include (but are not restricted to) for fielders: the number of defensive positions that a player can play, his defensive rating at those positions, base running and stealing abilities, bunting and/or sacrificing, switchhitting, and hitting results, often divided versus left- and righthanded pitchers.

Two factors that are the easiest to assess are defensive positions and defensive ratings. The first adds one point to the player's total for each position that he can be used at. The second adds the numerical value of his defensive rating at each of those positions (either positive or negative). If, within the system of the game being used, a lower number reflects a better rating, they can be reversed, for the purpose of the draft, to give the better player the higher rating (e.g. changing a best-to-worst line from 1-2-3-4 to 4-3-2-1).

All running and sacrificing ratings can be assessed in one of three ways. The simplest method is a straight addition of a numerical value that each player possesses, or if there is an "alphabetical" rating for these abilities, they are "numbered" accordingly, worst to best. A second plan is to calculate the odds percentage for the additional chance of success by the higher rated players, or merely the number of additional successful attempts. The last method is to pick three "average/random" numbers which,

as the name implies, are picked at random from among those most often obtained in the course of play. Each successful attempt on these numbers awards the player three points, while an unsuccessful try nets him one.

The ability to switchhit adds a standard two points to the player totals, much the same as the defensive position and rating totals.

To assess hitting ability fairly requires more than for fielding or running because a majority of all possible results will be derived from a player's performance at the plate. The initial step is to add up the number of total bases that appear on the player chart, excluding walks, errors and hit-batsman results. From this total are subtracted the number of outs that are on the chart, with double plays counting as two. An advancement of this idea is to also make separate calculations for hitting versus right- and lefthanded pitchers and then averaging the two totals.

If adding total bases seems to be more work than is warranted, the system of using three "average/random" numbers can be substituted. One variation of this is to use the three numbers that are mathematically rolled most often, and the three rolled least often, and then add these six totals as outlined previously.

Pitchers use the same procedure above for their hitting and fielding abilities, plus the following assessments for their pitching capabilities.

As with switchhitting, each pitcher receives two points "free" if he can both start and relieve. All walks and wild pitches given up add one point each. If there is any allowance made for the ability to hold runners, a numerical rating system similar to that for running ratings

can be employed.

On the pitcher's chart, the total bases and automatic outs are also added, but with slightly different criteria. All outs have a basic value of one point, which is increased to three if base runners cannot advance on the play, and to five if a double play is obtained. From this total is subtracted one point for each automatic hit that the pitcher can give up.

Many options have been offered as this is merely an outline for a system that can be adjusted in an infinite number of ways. The only "rules" here are those agreed upon by the participants. Various games may also have a number of factors to be considered that I have not mentioned, but there are suggested guidelines that can be applied to all of them.

As stated before, I found the smaller totals to be more convenient to use, which leans toward using the three "average/random" numbers rather than adding up the entire chart. However, adding up all results on a player chart would seem to be a fairer representation of that player's ability, and value.

After making the player evaluations, and after running through the draft, the increased rosters give the managers much more to think about. When a player is injured, who should replace him? When a marginal player is in a slump, should he be sent down, possibly to be replaced by another marginal player? When the chance comes to trade for a big name, with a big talent, how much is he worth?

To give the managers additional headaches, a minimum time limit can be established for the inactive roster, a deadline for trades, and a limit for the number of trades within a certain time frame. The dispersion draft needs a long season to reach its potential, just like a lot of players. With 162 games in a season, full of injuries, slumps and trades, a manager really does have to plan ahead, and learn how to shuffle a lineup.

NEW HEAD COACH
FOR SWALLOWS

Baltimore—In a surprise development, head coach Tom Shaw (2-0-1) announced his retirement as leader of the Avalon Hill Swallows, saying that it was time to "give the younger fellows a chance." Claiming he was "tired of winning," Shaw relinquished the post to Avalon Hill playtester and cleanup hitter Wes Coates.

The whereabouts of Mr. Coates have been a mystery since he received news of the announcement.

The Portland Trailblazers 76-77
A Shooting Star

by Ken Close

Will there ever be a dominating force in the NBA like the Boston Celtics of the 60's? Most experts said no, that a 22 team league filled with excellent players and "free agent" provisions would cause the championship to be rotated every year. But in 1976 a team emerged to change this train of thought. After the 1976-77 Championship some people believed that the Celtics had been reincarnated, as the Portland Trailblazers.

The similarities between these teams are significant. Each team had an outstanding center who doubled as the team leader. Both teams played tenacious defense and liked to run. Neither team was comprised of "superstar" type players, and both teams had excellent benches.

Unfortunately for the Trailblazers, they did not possess the Celtic's durability. Portland began last season as true champions, thrashing every opponent in sight. When the season was half over they appeared capable of topping the NBA win record of 84.1% (set by L.A. in 1972). Then it happened, injuries benched the starting center and both forwards while their early season momentum allowed them to capture the Pacific Division with a 70.7% win percentage. They were too depleted to defend their title against Seattle.

So like the shooting star the Trailblazers quickly appeared, blinded everyone with their brilliance, and then disappeared from sight. But who knows, perhaps they were really a comet and will reappear every few years! Only time will tell.

PLAYER RATINGS—

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Bill Walton	4	3	6*	3	2
F	Maurice Lucas	3	3	5*	2	2
F	Bob Gross	3	3	2	2	2
G	Lionel Hollins	4	2	1	3	2
G	Dave Twardzik	3	3	1	3	3
C	Robin Jones	3	2	3	2	2
C-F	Lloyd Neal	2	3	3	1	1
F	Corky Calhoun	3	2	2	1	2
F	Wally Walker	3	2	2	1	2
G-F	Larry Steele	3	3	1	2	3
G	Herm Giliam	3	2	1	3	2
G	Johnny Davis	2	3	1	2	2

OFFENSE—The Trailblazers had several scoring threats. Bob Gross, Larry Steele, Bill Walton and Dave Twardzik each had FG% of over 50%. Maurice Lucas shot "only" 46.6%, but averaged over 20 points per game. Lionel Hollins was a streak shooter who averaged almost 15 ppg while shooting 43%. Both Lloyd Neal and Johnny Davis provided scoring from the bench. Portland scored from the outside, inside, and on the run. Assists were common to their method of scoring, which has to be categorized as unselfish. The Trailblazers averaged 112 points per game during this season.

DEFENSE—Bill Walton was the key to the Blazers' defensive success. He clogged the middle, intimidating any enemy shooters who penetrated the outer defenses. Walton averaged over 3 blocked shots per game. Lucas helped him by covering big forwards, while Gross handled the smaller forwards. Both Hollins and Twardzik were extremely aggressive at the guard position, as the L.A. Lakers discovered during the playoffs. This team had four players with over 100 steals each, a tribute to their speed and pressing defense. The bench also provided excellent defense, and coach Jack Ramsay substituted freely to keep his players fresh.

REBOUNDING—This is a two man show: Walton and Lucas. Bill Walton was first in the league in rebounding while Maurice Lucas was ninth. The rest of the team was off and running on fast breaks. Walton not only rebounded, he also made precise outlet passes. The only trouble with this system was its dependence upon only two men. When they became injured the next season the system, and the team, collapsed.

THE 1916 ALL-STARS

by John Nedby

"Baker's coming to bat now. The bases are empty in the bottom of the eleventh inning . . . Here's the first pitch . . . Low, ball one! . . . Alexander's probably getting pretty tired now, this being his eleventh inning of work . . . The next pitch is high . . . ball two! . . . This is a must win for the National League. They're down three wins to none and need this one to stay alive. They looked like they had this game in hand until Ray Chapman's double in the seventh scored Baker and Collins to tie the score . . . . Low, ball three! Alexander's going to have to come in with something now . . . . Let's see if Baker's taking . . . . He does and the pitch is right across the plate. The count goes to three and one. Baker will be swinging for sure now . . . . Here's the pitch . . . and Baker hits a deep fly to right! Wheat's backing up . . . he's backing up. His back's to the wall

. . . . But it's no use, it's out of here!! That's it! Baker's blast gives the 1916 American League All-Stars a four-game sweep of this All-Star series . . . ."

What's going on here, you might ask. Only my mythical All-Star series in which teams consisting of stars from the teens battle in a best of seven series to establish their major league supremacy. This time the "junior" circuit with stars such as Ty Cobb, Tris Speaker, Eddie Collins, Walter Johnson and Frank "Home Run" Baker swept the Nationals in four. And YOU too can now coach one of these All-Star teams to victory (as they might have put it in an old Avalon Hill advertisement) by use of the All-Time, All-Star Teams from the Sports Illustrated game and the rosters printed below.

The current All-Time teams consist of players from every era of baseball history

grouped according to which teams they are most identified with and/or for which teams they had their best years. However, there's nothing preventing you from forming new teams and playing them any way you want. That's just what I've done. Never being much enthused with the idea of playing stars from different eras against each other I decided to form teams of players who played, or could have played, against each other. My original concept was to form "Teams of the Decade" but too many critical players' careers cut across neat decade limits that my use of rigid cut-off rules resulted in too many players at some positions and not enough at others. I finally settled on choosing one year which seemed most representative of the era and also during which the greatest number of players rated on the team cards were still active.

1916 AMERICAN LEAGUE ALL-STARS

Player	(Team)	Throws	Overall Ratings	Strikeouts	Put-outs	Walks
Walter Johnson	(Wa)	R (s)	20.82	10.64	15.28	5.10
Ed Walsh	(Ch)	R (s)	14.92	9.36	10.19	4.63
		(r)	19.45	9.73	14.35	4.03
Ed Plank	(As)	L (s)	8.75	6.94	7.40	5.56
Red Faber	(Ch)	R (s)	6.94	3.70	9.72	6.48
Stan Coveleski	(Cl)	R (s)	8.33	3.24	10.65	5.56
Eddie Cicotte	(Ch)	R (s)	5.55	3.70	6.95	5.10
Joe Wood	(Bo)	R (s)	6.87	10.64	2.78	6.55
Urban Shocker	(SL)	R (s)	7.86	3.70	9.26	5.16
		(r)	10.63	3.70	10.03	5.16
Herb Pennock	(NY)	L (s)	5.54	1.85	8.79	5.10
*Carl Mays	(Bo)	R (s)	4.16	1.85	8.33	6.02

Player	(Team)	Bats	Speed	Average	Power	Position
Ray Schalk	(Ch)	R	2	253	0.2	C+1 (r)
Hank Severeid	(SL)	R	1	289	0.4	C+2
*Steve O'Neill	(Cl)	R	0	263	0.3	C+4
George Sisler	(SL)	L	4	340	1.2	1B+6
Eddie Collins	(Ch)	L	4	333	0.5	2B+13
Frank Baker	(As)	L	3	307	1.6	3B+2
Ray Chapman	(Cl)	R	3	278	0.3	SS+7/3B+1/2B
Stuffy McInnis	(As)	R	3	307	0.3	1B+6
Buck Weaver	(Ch)	S	3	272	0.4	3B+9/SS+5/2B
Donie Bush	(Dt)	S	4	250	0.1	SS+4/3B
Ty Cobb	(Dt)	L	5	367	1.0	OF+2/CF+1
Joe Jackson	(Cl)	L	3	356	1.1	OF+1
Tris Speaker	(Cl)	L	3	344	1.1	CF+14/OF+10
Harry Heilmann	(Dt)	R	1	342	2.4	OF+1B
Harry Hooper	(Bo)	L	3	281	0.9	OF+8
Clyde Milan	(Wa)	L	5	285	0.2	CF+5/OF+3
Sam Crawford	(Dt)	L	3	310	1.0	OF+1/CF+1B
*Burt Shotton	(SL)	L	4	270	0.2	OF+2/CF
*Jack Tobin	(SL)	L	3	309	1.0	OF+1/CF
*Bobby Veach	(Dt)	L	2	310	1.0	OF+1/CF

1916 NATIONAL LEAGUE ALL-STARS

Player	(Team)	Throws	Overall Rating	Strikeouts	Put-Outs	Walks
Pete Alexander	(Ph)	R (s)	23.68	7.67	18.98	4.17
		(r)	23.01	7.67	21.31	4.17
Christy Mathewson	(NY)	R (s)	22.22	8.79	16.06	4.63
Wilbur Cooper	(Pi)	L (s)	4.23	4.17	10.18	3.10
Chief Bender	(Ph) (As)	R (s)	8.36	7.41	6.02	5.07
		(r)	10.67	7.87	7.87	3.02
Hippo Vaughn	(Ch)	L (s)	6.72	6.94	8.80	6.02
Rube Marquard	(NY)	L (s)	4.16	2.48	2.78	5.10
		(r)	10.65	1.85	14.36	5.56
Eppa Rixey	(Ci)	L (s)	5.85	0.46	9.26	4.17
Babe Adams	(Pi)	R (s)	4.17	1.79	8.09	3.70
Slim Sallee	(SL)	L (s)	1.00	0.93	5.10	4.63
		(r)	4.17	1.39	7.41	4.63
Jeff Pfeffer	(Bo)	R (s)	2.93	2.32	6.15	5.56
*Art Nehf	(NY)	L (s)	3.34	1.39	6.95	5.10
*Ed Reulbach	(Ch)	R (s)	5.56	4.17	8.36	7.87
*Nap Rucker	(Br)	L (s)	1.40	4.03	2.32	4.04
*Dick Rudolph	(Bo)	R (s)	0.93	2.78	2.32	4.17
*Lefty Tyler	(Bo)	L (s)	2.31	3.70	3.93	6.94

Player	(Team)	Bats	Speed	Average	Power	Position
Chief Meyers	(NY)	R	1	291	0.3	C+2
Heinie Groh	(Ci)	R	2	292	0.4	3B+7/2B/C+3
Hal Chase	(Ci) (NY)	L	3	291	0.8	1B+10/OF
Larry Doyle	(NY)	L	3	290	1.1	2B+5
Rogers Hornsby	(SL)	R	3	368	2.1	SS+2/3B+3/2B+4
Honus Wagner	(Pi)	R	2	328	1.4	SS+17/3B+2/2B+4
						1B+4/OF+4
Jimmy Johnston	(Br)	R	2	294	0.4	3B+3/1B/2B/SS+1
Johnny Evers	(Ch)	L	3	270	0.2	2B+5
Rabbit Maranville	(Bo)	R	3	250	0.5	SS+9/2B+3
Joe Tinker	(Ch)	R	2	263	0.3	SS+6/3B
Max Carey	(Pi)	S	5	285	0.7	CF+9/OF+6
Ed Roush	(Ci)	L	3	323	0.9	CF+9/OF+6
Zack Wheat	(Br)	L	2	317	1.4	OF+3
Cy Williams	(Ph)	L	1	292	2.7	CF/OF
Ken Williams	(SL)	L	2	310	4.0	OF

Team Codes:

As = Athletics (AL)
Bo = Boston Red Sox (AL) or Braves (NL)
Br = Brooklyn (NL)
Ch = Chicago White Sox (AL) or Cubs (NL)
Ci = Cincinnati (NL)
Cl = Cleveland (AL)

Dt = Detroit
NY = New York Yankees (AL) or Giants (NL)
Ph = Philadelphia Phillies (NL)
Pt = Pittsburgh Pirates (NL)
SL = St. Louis Browns (AL) or Cardinals (NL)
Wa = Washington Senators (AL)

* = alternates
1 = played for Phila. (NL) but is on As card
2 = once played as a catcher, rating is arbitrary
3 = played for Cinc. but is on Yankees' card

As you have guessed by now, 1916 was the year. Every player on the rosters and a few others included as alternates were active in 1916, though not always as full-time players or with the teams on which whose cards they appear. Tinker (who managed the Cubs that year as well as played in spots), Doyle, Evers and Ken Williams were either over-the-hill by then or played sparingly for other reasons. Hal Chase, who appears on the Yankees card and for whom he was a star in earlier years, batted .339 for Cincinnati and led the league. He's included on the National League roster. So is Chief Bender, who appears on the As card. I was somewhat arbitrary in neglecting Nap Lajoie when selecting the two 25-men rosters, but he really belongs to an earlier era—as, in truth, do Tinkers and Evers—and the American League doesn't really need him.

Using the cards themselves is easy, if awkward. You just put the team cards in batting order before each inning and play as usual. Using the rosters below isn't difficult either but takes a little explanation. The pitcher's ratings come from my charts printed in the third issue of ASR. The higher the rating the greater the frequency of outs, or walks, will occur on the pitcher cards in that category. The overall rating represents the net "out-value" of the pitcher and is derived by subtracting the walk rating from the sum of the out ratings. The higher the overall rating the better the pitcher.

The hitters have three ratings. Their speed ratings come from the cards and are included to make the selection of game lineups easier. The batting average is the lifetime average of the player, while the power rating represents the player's career percentage of home runs hit per 100 at bats. (For example, a player with a 4.0 rating would average 20 homeruns in a 500 at-bat season.) The higher the rating the more homeruns the player hits.

I've listed some alternate players but I doubt that you'll find the need to add to the American League roster. Any team who could field an outfield whose "weakest" hitter batted .344 during his career and ranks as one of the greatest center-fielders of all time needs little help.
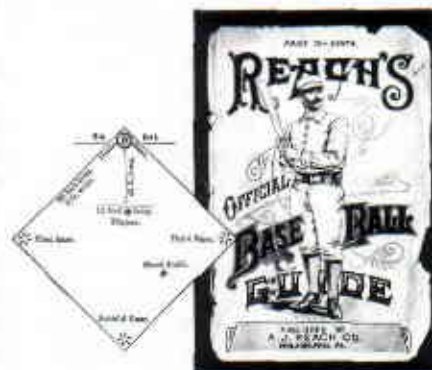
UNITED STATES AUTO CLUB
AUTO RACING
Official GAME of the United States Auto Club

Drive an Indy 500 Auto . . . YOURSELF!

Well, not exactly! But you can do the next best thing. In the play of this game you actually take the part of a real-life driver who was one of the 33 qualifiers at a recent Indianapolis 500. As such, you control his car in an attempt to match or better his actual performance.

Each of the 33 real-life qualifying drivers is represented in the game by a Driver Performance Card. Based on actual racing statistics compiled by USAC, each car will perform on the track pretty much as it did in real life—except that now YOU take the place of the driver!

Ideal Game for Solitaire Play

Unlike most board games, USAC Auto Racing can be just as enjoyable played by yourself as head-to-head. But of course the ultimate fun is getting all 33 cars on the track, each with a player acting as driver.

COLLECTOR'S ITEM: All 33 Driver Performance Cards include a full-color photograph of the championship driver on the reverse side—bound to be a valuable addition to your stock of baseball cards, football cards, World Team Tennis cards, jai alai cards, curling cards, and roller derby cards.

USAC Auto Racing is available at your favorite reliable game store or, even better, directly from Avalon Hill for just $12.00 plus $1.20 postage.

SI BASEBALL ERRORS

by Steven Vincent

Like most who play one of the Sports Illustrated baseball games, I have lost a considerable amount of sleep over the problem of how to assign errors to individual players. That's why I was so intrigued by Victor Vitek's article. "Throw Da Bum Out," in the March issue, in which he proposed two ingenious solutions. However, neither of these solutions did I find to be completely satisfactory, so I continued to lose sleep until I developed a system of my own. In order to explain, I will need briefly to recap the methods suggested by Mr. Vitek.

System Number 1: Mr Vitek compiled a table based on the percentages of errors committed at each position in the 1971 baseball season. These percentages are shown below:

Pos.	%	Chances on Dice
P	11.1	24
C	10.2	22
1B	9.8	21
2B	19.4	42
3B	11.1	24
SS	21.3	46
OF (LF & RF)	6.0 (each)	13 (each)
CF	5.1	11
	100.0	216

These figures, worked into a chart showing the roll of the game dice, make a very efficient and realistic way of determining who commits each error. Of course, this system does not take into account the players' defensive abilities, being merely an average, hence.

System Number 2: This method uses two factors to assign errors: 1) each player's defensive ability in relation to his team, and 2) the likelihood of each player making a play at his position. The team's absolute defensive rating is found by totaling the absolute values of each player (i.e., all negative values are treated as positive). The difference between this figure and each player's actual defensive value is multiplied by values taken from Mr. Vitek's "F" chart, shown below, which represent the possibilities of a put-out being made at each position.

Pos.	%
P	12.0
C	1.4
1B	26.4
2B	14.4
3B	9.3
SS	14.4
OF (LF & RF)	7.4 (each)
CF	7.4
	100.1

The resulting figures are summed and each figure is then divided by the sum to provide a percentage which represents each player's share of the team's errors. Multiply the percentages by 216 and you have the number of chances on the dice roll that each player makes an error. A typical line-up from the Superstar Baseball game is shown below:

Position	Abs. Value	Diff.
P Spahn (+3)	3	39
C Berra (+8)	8	34
1B Terry (+7)	7	35
2B Hornsby (+5)	5	37
3B Foxx (−1)	1	43
SS Boudreau (+10)	10	32
OF Ruth (+4)	4	38
OF Heilmann (0)	0	42
CF Mantle (+4)	4	38
	42	

F%	Diff. X F%	Error %
12.0	4.68	12.6
1.4	0.476	1.3
26.4	9.24	24.9
14.4	5.328	14.4
9.3	3.999	10.8
14.4	4.608	12.4
7.4	2.812	7.6
7.4	3.108	8.4
7.4	2.812	7.6
	37.063	100.0

This method does take into account the defensive abilities of each player, but I find the results rather unrealistic. Compare the error percentages of Bill Terry as computed above with the average figure for all 1971 first basemen determined by System Number 1. Terry was a superb

fielder, yet under this system, he makes about 2½ times as many errors as the average 1971 first baseman!

I believe that the difficulty lies in the use of the "F" percentages in the table above. Rather than using numbers representing the player's defensive value and the probability of there being a play at each position, I think that this system will work quite well using instead the player's defensive rating to modify the likelihood of an error being committed at each position. In other words, use the "E%" figures from the table in System Number 1, instead of the "F%". The line-up below shows the result.

Position	Diff.
P Spahn	39
C Berra	34
1B Terry	35
2B Hornsby	37
3B Foxx	43
SS Boudreau	32
OF Ruth	38
OF Heilmann	42
CF Mantle	38

E%	Diff. X E%	Error %
11.1	4.329	11.8
10.2	3.468	9.4
9.8	3.43	9.3
19.4	7.178	19.5
11.1	4.773	13.0
21.3	6.816	18.6
6.0	2.28	6.2
6.0	2.52	6.9
5.1	1.938	5.3
	36.732	100.0

The results obtained using this system are much more in line with actual performances, but having tried it for some time, I was still not quite satisfied. The main difficulty stems from the time required for the computation of the table and the need to recompute after each substitution. To compile the table and then assign the numbers on the dice roll takes anywhere from 15 minutes to half an hour, if you're proficient. Make two or three substitutions and the playing time

of the game can drag on to two or three hours. Note also that in the table above, at only two positions, 3B and shortstop, is the variation between the "Error %" column and the error percentages from the table in System Number 1 more than 1%. Only in the most extreme cases will there be a marked variation. Therefore, I continued to lose sleep until the inspiration for System Number 3 came to me.

System Number 3: This system involves the use of standard deviations. The standard deviation measures the amount of dispersion in a set of values and is equal to the square root of the mean of the squares of the deviations from the mean of the distribution. For those of you who couldn't quite follow that last sentence, I have computed the standard deviation for shortstops in the Superstar Baseball game below.

	Def. Value
Wagner	+17
Aparicio	+16
Reese	+12
Rizzuto	+12
Boudreau	+10
Cronin	+5
Arky Vaughn	+3
Banks	+1
	8)$\overline{76}$ = 9.5

Dev.	Dev.^{2}
7.5	56.25
6.5	42.25
2.5	6.25
2.5	6.25
0.5	0.25
4.5	20.25
6.5	42.25
8.5	72.25
	8)$\overline{246.0}$ = 30.75

Std. Dev. = $\sqrt{30.75}$ = 5.5

In the computations above, the sum of the defensive values is 76 and the mean is 9.5. The deviation of each player's defensive value from the mean is found and then squared. The sum of these squares is found to be 246 and the mean of these squares is 30.75. The square root of 30.75, about 5.5, is the standard deviation.

The far-sighted among you probably see what we are going to do next. We are going to split the shortstops into three groups, average, better than average, and worse than average. Initially I set the dividing line at one standard deviation on either side of the mean; in other words, all shortstops with defensive ratings less than 4 (9.5 – 5.5 = 4) were considered

Few home runs were hit during the Era of the Dead Ball.

worse than average, while all with defensive ratings greater than 15 (9.5 + 5.5) were better than average. However, in order to get more players to fall outside the average category, I have gone to using ½ standard deviation on either side of the mean, so that the average group now includes those with defensive ratings of 7 to 12. This procedure is repeated for all players at each position to find the standard deviations for each position. (I used only the player's defensive rating at his primary position; i.e., Schoendienst, a second baseman, also has a rating of +1 at shortstop. I ignored Schoendienst as a shortstop, feeling that to include players' secondary positions would create too great a spread to make the standard deviations meaningful.) The standard deviations and means for each position in the Superstar Baseball Game are shown below.

Position	Mean	Standard Deviation
P	0.8	1.2
C	11.4	3.0
1B	3.0	3.6
2B	9.75	3.3
3B	6.0	5.1
SS	9.5	5.5
OF	3.84	2.4
CF	7.5	4.6

By adding and subtracting ½ of each standard deviation from each corresponding mean, you can find the range which includes the "average" players at each position. For shortstops, for example, this range is 6.75 (9.5 – 2.75) to 12.25 (9.5 + 2.75), so that all shortstops with ratings of 7 to 12 inclusive fall in this category.

The next move is to compile a chart similar to the one Mr. Vitek produced for System Number 1. However, I elected to reserve a certain percentage of the chances (in this case 12%; I can't for the life of me recall what statistical procedure I used to determine this percentage, but it seems to work well) for those dice rolls that would be affected by an inferior defensive rating. This amounts to 26 out of 216 chances; the remaining 190 chances were multiplied by the error percentages from System Number 1 to determine the number of chances to assign to each position.

Next, out of the error chances for each position, I assigned the numerical equivalent of one standard deviation for each position to those chances that would be affected by a superior defensive rating. In other words, out of the error chances assigned to shortstops, 6 (reached by rounding 5.5 off) would be negated by a rating of more than 12. From these computations, the following table was compiled.

Dice Roll	Position	Dice Roll	Position
10	(LF)	25	2B
11	(C)	26	*
12	(1B)	27	CF
13	(3B)	28	3B
14	(SS)	29	P
15	SS	30	P
16	(CF)	31	RF
17	(2B)	32	C
18	(RF)	33	1B
19	(P)	34	SS
20	2B	35	2B
21	SS	36	3B
22	*	37	LF
23	*	38	SS
24	P	39	C

When an error is committed, roll the dice and consult the table to find out who made the boo-boo. If the result is * consult the chart below:

* Chart

1. SS Less than 7
2. 2B Less than 9
3. 3B Less than 4
4. P Less than 1
5. C Less than 10
6. 1B Less than 2
7. OF Less than 3
8. CF Less than 6

This chart lists the positions in order of error priority. Shortstops commit the highest percentage of errors (21.3%), so they are first in priority, while center fielders are last (5.1%). If your shortstop has a defensive rating less than 7, he gets the error. If, however, the shortstop has a rating greater than 7, give the error to the second baseman if his rating is less than 9; otherwise, assign the error to a third baseman with a rating of less than 4, and so on. If no player has a defensive rating less than his limit, give the error to the player coming equal to or closest to his limit. Use the above priorities if there is a tie.

If the result of your dice roll is a position in parentheses, use the chart below:

Use the * Chart for:

(SS) More than 12
(2B) More than 11
(3B) More than 8
(P) More than 1
(C) More than 12
(1B) More than 4
(OF) More than 5
(CF) More than 10

This chart lists the values marking a superior defensive rating. If your player's defensive rating is greater than this value, instead of assigning the error to that player, consult the * Chart to determine who gets the error. For example, Honus Wagner is the shortstop and the dice roll is 14, giving a result on the error table of (SS). Since Wagner's defensive rating (+17) exceeds ½ standard deviation greater than the mean for shortstops, as indicated on the chart above, the error is not charged to Wagner. Instead, use the * Chart to see who made the fumble.

This system, I feel, takes into account for both the likelihood that an error will occur at each position and the defensive abilities of each player. However, what about those unusual situations which add realism to the game, such as errors on outfielders, errors on the Manager's Decision Chart, stolen base attempts, and sacrifice bunt errors? For the first contingency, errors on outfielders, Mr. Vitek proposed an absolutely unacceptable solution. He suggested rolling the dice again and, on a roll of 39, award a two-base error, on 29, make it a three-base error, and on 19, charge a four-base error. This amounts to 6 chances out of 216 that an outfielder's error will result in extra bases; that's less than 3% of the time! My experience from watching the sport is that outfielders' errors quite often result in extra bases—especially with men on base and two out.

I propose rather a simple expedient: with less than two out, use the Manager's Decision Chart of advance batters and base runners an extra base. With two out, men on base will run without waiting to see if a fly ball is caught, so that all men on base automatically advance two bases. The offensive manager may also try to score a runner all the way from first; if the runner attempts to score from first, the batter must automatically try to go to second, and the defensive manager has the choice of which he wants to make a play on. If he chooses to try for the batter going to second, the run scores before the put-out is made. If the runner does not try to score from first, or if there is no runner on first, use the Manager's Decision to move the batter to second.

The following situation may illustrate how that last play might work. Suppose Honus Wagner (5 runner) is on first with two out and Willie Stargell (0 runner) swats a fly, to right, where it is booted. Wagner, off and running with the crack of the bat, motors around third heading for home, while Stargell lumbers for second.

The defensive manager now has a choice: he may try to cut down the Flying Dutchman at the plate or he may choose to concede the run to the swift Wagner and try to throw Stargell out at second to get out of the inning.

For errors which occur as a result of using the Manager's Decision Chart, the simplest method of assigning errors is to consider "E+" errors as throwing errors on the outfielder and "E" errors as errors on the fielder covering the base to which the throw is made. Determine which outfielder makes the throw by rolling the dice; for right-handed batters, 30 to 39 = LF, 10 to 22 = RF, and 23 to 29 = CF. For lefties, reverse the dice rolls for RF and LF. For stolen base errors except for steals of home, an "E+" is a throwing error on the catcher, and an "E" is charged against the infielder covering; at second base, this is the shortstop if the batter is left-handed and the second baseman for righties. Sacrifice bunt errors are easily determined by the following table:

Sacrifice Bunt Errors

12, 13, 35-19 = 3B
11, 31-34 = P
10, 24-30 = C
14-23 = 1B

Admittedly, none of the systems proposed above are quite perfect, but I think that they make an easy and realistic way of keeping track of this statistic.

on the play (they can't lose through this system). If they pick the correct direction, and the correct type of play (or specific play number, depending on the method being used), the Defense gets *both* a one or two yard loss and the best of two results. A five rolled during this sequence results in a fumble (-1 yard) or interception (+10 yards).

Conclusion

This may not be all possible variations that are hidden within the football charts, but it's a good start. Eight Offensive plays, three Special Team variations, Defensive initiative, a "hurry-up" Offense, and the intangible "second effort" and "run to daylight" are now available for use. The normal charts are good, but that doesn't mean they can't be better and I think these variations add a little more "personality" to SI football.

GO FOR THE GULLY

Ups and Downs in SI Golf

by Steven Dunn

The Sports Illustrated Handicap Golf Game has given me endless hours of pleasure. My major problem is that I live out in the sticks, so opposition is hard to find. This gave me time to think up this modification.

The only shortcoming of the course in Handicap Golf is that it is FLAT! Anyone who is a diehard golf fan has seen many of these holes on the boob tube, along with many comments on tricky uphill, downhill, and sidehill lies. I believe my system brings some of the uncertainty of these lies to Handicap Golf.

First, some general comments. If you are going to "contour" your course as I did, beware of a pitfall or two I encountered along the way. The first problem is that marking contour lines means marking up your course. Use a grease pencil LIGHTLY and any unwanted or excessive lines can be erased. A second, and more important problem relates to difficulty: these 18 holes are a BEAST of a course already, and any additional difficulty (contouring) will quickly make the course impossible. With this in mind, use the following guidelines when you draw your contour lines:

1. *Stick to areas around water hazards. This limits the amount of damage you can do.*

2. *Do NOT contour more than 30 yards around any water.*

3. *ALWAYS leave an area for drives and average second shots to land that is FLAT. Even the hilliest courses do this (if they are well designed.)*

I will use the 11th hole (Merion Golf Club) to demonstrate how the system works. The enclosed sketch shows the prime driving area and the approach to the green. The contour line is the dotted line running on both sides of the brook. The SLOPE of the ground is DOWN towards the water.

Before I contoured this hole, I used to haul out my driver and try to put the ball near the brook. This usually left me with a

Hole #11—SI Golf
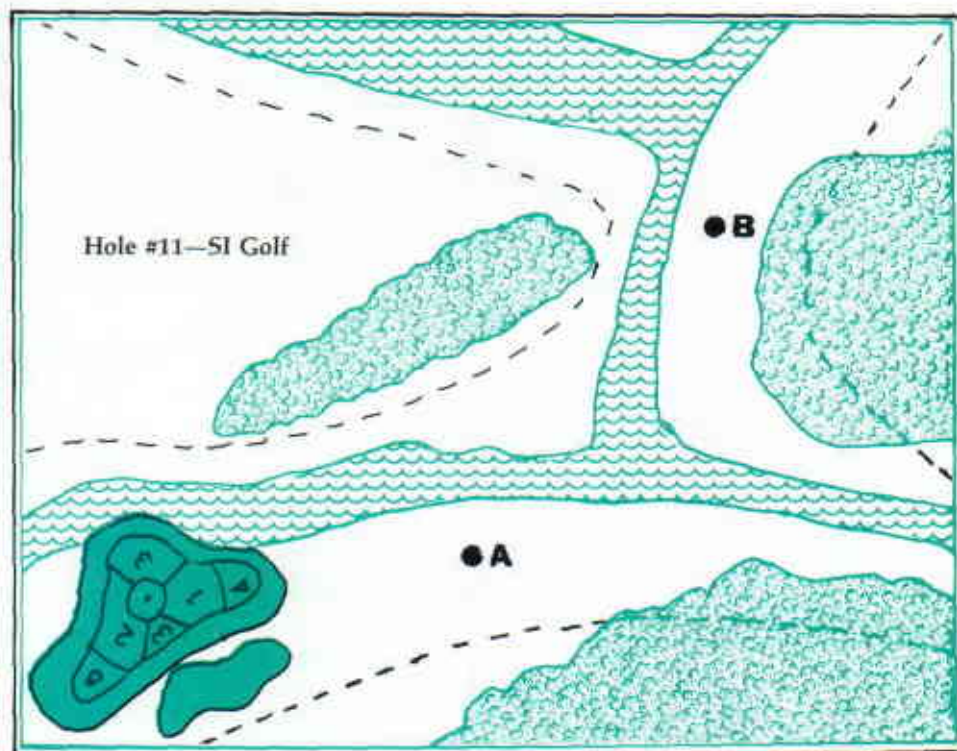
FWY/LR approach shot, which I felt was the only "safe" way into this green. NOW, with CONTOURING, my old strategy leaves me with a tricky sidehill or downhill lie, and the approach becomes very risky.

OOPS! I haven't said what happens when you land in a contour zone. This system assumes you are a right handed golfer. If a shot lands in a contour zone, you must imagine where your FEET are going to be in relation to the ball. In some cases it will be clear what situation you are in. Spot "A" is a sidehill lie with your feet above the ball. In many cases, however, things will not be so obvious. Location "B" is an example. In this case, take out the old arbitrator. Roll the BLACK die ONLY and compare the result with this table:

#3 = SIDEHILL LIE (you figure which way)
#2 = DOWNHILL/UPHILL LIE (as appropriate)
#1 = MIXED LIE (both penalties apply)

SO WHAT! What are these "risky" penalties? Check out these tables and see.

UPHILL LIE (shooting UP a hill)
APPROACH SHOT: *DOUBLE* ANY *NEGATIVE* DISTANCE CORRECTIONS
OTHER SHOTS: ROLL AN *EXTRA* LIGHT ROUGH SUBTRACTION.
DOWNHILL LIE (shooting down a hill)
APPROACH SHOTS: DOUBLE ANY *POSITIVE* DISTANCE CORRECTIONS
OTHER SHOTS: ROLL AN EXTRA LIGHT ROUGH CORRECTION,

BUT USE THE NUMBER AS *POSITIVE* YARDAGE.
SIDEHILL LIE—FEET *BELOW* BALL
APPROACH & SHORT IRON: BLUE AND GREEN RESULTS ARE TO BE TAKEN ON THE LONG IRON/WOOD SIDE OF DIRECTION FINDER.
LONG IRONS & WOODS: ALL BLUE RESULTS BECOME GREEN.
SIDEHILL LIE—FEET *ABOVE* BALL
APPROACH & SHOT IRON: RED AND YELLOW RESULTS ARE TO BE TAKEN ON THE LONG IRON/WOOD SIDE OF DIRECTION FINDER.
LONG IRONS AND WOODS: ALL RED RESULTS BECOME YELLOW.

Yes, *extra* light rough roll means that a downhill or uphill lie in the rough or a trap means one roll for the contour lie, one roll for the rough or trap and one roll for the shot.

In summary, this modification is not for the fainthearted, but for the diehard. It makes the course harder, but adds more strategy to the game, and THAT is what golf (and this game) is all about.

HEAD TO HEAD

If you're looking for opponents in any of our 12 sports games, we suggest you fill out the coupon below and send it in to us (with your subscription, if you're not already a subscriber). In your ad be sure to give your name and address, and mention the games you're interested in playing. In addition, if you wish to advertise discontinued or current games and components *published by Avalon Hill,* you may use the same coupon.

OPPONENT WANTED

1. Want-ads will be accepted only when printed on this form.

2. For Sale, Trade, or Wanted-to-buy ads will be accepted only for Avalon Hill/Sports Illustrated games, and only when they are accompanied by a token 25¢ fee.

3. Insert copy where required on lines provided and print name, address, and phone number (if desired) where provided.

4. So that as many ads can be printed as possible within our limited space, we request you to use the following abbreviations in wording your ad. Likewise with State abbreviations:

Baseball Strategy - BB ST, Basketball Strategy - BK ST, Challenge Football - CHAL FT, Challenge Golf - CHAL GF, College Football (Bowlbound) - COLL FT, Football Strategy - FT ST, Go for the Green - GFG, Paydirt - PD, Regatta - REG, Speed Circuit - SC, Statis-Pro Major League Baseball - MLB, Statis-Pro NBA Basketball - NBA, Superstar Baseball - SUP, Track Meet - TM, USAC - USAC (tricky, eh?), Win, Place & Show - WPS.

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Name _____

Address _____

City _____

State _____ Zip _____

The White Mountains Sports Association

This past football season, our group (all five of us) set up a football league. This was to be our first season. We used PAYDIRT! with the 1976 charts. We each chose two teams, and paid for the teams according to how each team had actually played that year. Each of us paid anywhere from 5¢ to $2.00 for the two teams. The teams were divided into two conferences, and a schedule was set up. In the schedule, every team played two games against each other's team in its conference, and one game against two teams in the other conference.

The season was quite interesting. There were some close games, such as Chicago, 20, San Francisco, 21, and some runaway games, such as San Francisco, 0, Dallas, 34. At the close of regular season play, New England and Pittsburgh were tied at 8-2 in the American Conference, and in the National Conference, Dallas cake-walked to an 8-2 record, and San Francisco came from the bottom of the league to finish second with a 5-5 record.

In the play-offs, New England knocked off Pittsburgh, and Dallas beat San Francisco. New England then went on to win the Super Bowl. The owner of the Patriots collected all the money paid for the teams at the beginning of the season.

We are presently working on a baseball league, using STATIS-PRO BASEBALL with the 1977 player cards. Next fall, we will be expanding the football league and also use the 1977 charts for PAYDIRT! After that, we will play STATIS-PRO BASEBALL using the 1978 player cards.

These five people are the ones who made this league possible, listed with their teams:
Charles Ryan, Pittsburgh and Los Angeles, also author of this article.
Robert Lyons, Chicago and Denver
Stephen McDonald, New England and Minnesota
John McDonald, Dallas and Oakland
David Ryan, San Francisco and Miami
    For additional information, contact:
      Charles Ryan
      169 Union Street
      Littleton, NH 03561

CENTRAL MASSACHUSETTS: Sports Opponents, especially W.P. & S. and Rail Baron wanted for face-to-face play and potential league organization. Contact Dave Lionett, 17 Nottingham Road, Worcester, Mass. 01609 (617-853-4368)

Forming list of all FT ST Leagues and players in N.Y. State. Send name and address now, and receive list upon completion. Want to hear from all! Bruce Clark, 11 Cliffside Park, Jamesville, New York 13078

Bowlbound players—I want to hear from you about the results of your games, leagues, etc. Please write: Tom Orsim, 219 S. John St., Hummelstown, PA 17036

Wanted opponent: for Bowl Bound pbm, ftf. Thomas Bowling, Rt. 5, Box 77, Cullman, Ala. 35055

Columbia BOWLBOUND Federation of Children (CBBFC) looking for new members. All ages welcome. Call (813-442-6791) and ask for John Dunn or call (813-442-5763) and ask for Bob Angus. We already have 7 members.

TO BUY

For Sale or Trade: BK ST, COLL FT, TM. Want SP BB or SP BK. Send offers to: Andy Paczkowski, Deerpath Rd., Tuxedo, N.Y. 10987.

For Sale: BK ST-$8.00. SB-$8.00, GFG-$7.00. All in excellent shape. BK ST only used twice. Will pay postage. Would consider trade for SP BB or SP BK (315)452-0392. Jeff Rogers, 5607 Bear Rd., Apt. N-1, N. Syracuse, N.Y. 13212

To Sell: SP BB, 1976 and 1977 season. Complete game. I will sell both sets for $20.00 and I will pay postage. I would also trade for back years of SP BK. Write or call: Martin Seeboth, 6003 Joyce Drive, Camp Springs, MD 20031.

Trade: Will trade set of 24 1971 SI BB charts never used, for set of 16 all-time all-star baseball charts or pay for photos of same and postage. Bob Norgard, 1516 Edgewater Dr., Port Clinton, OH 43452.

Want to trade or sell: SI SC, SI WPS, SI Thinking Man's Golf, Outdoor Survival. Will trade for any football, baseball or war games. Paul J. Roseman, 23710 W. Milton Road, Wauconda, Ill. 60084, (312-526-2819).

Wanted in perf. cond.: charter issue of ASR; orig. SI BB (w/plastic field); Pre-1971 SI Pro FB cards; Le Mans, B.W. Yules, 1579-E Pershing Dr., PSF, CA 94129.

Players wanted to complete COLL FT season. Potential players must play qualifying games to be approved for league play. Andy Estrada, 10802 Kingspoint #614, Houston, TX 77075.

IMPORTANT NOTICE

Lately we have been receiving many letters at ASR complaining about the lack of humor in the magazine. This is a serious complaint, and we have taken several steps to deal with it. To begin with, we have appointed a Humor Committee (headed by our normally dour editor, B.C. Milligan) to review all articles submitted to ASR.

From now on all submissions will be judged for Humor Quotient, Laugh Susceptibility, and Boffo Potential. Any material not meeting the rigid specifications of our Committee will be regretfully returned. This should result in a much more hilarious magazine, according to the readouts we get on the ASR computer. Of course, the computer also predicted that we'd have over 300,000 subscribers by our third issue, but what do you expect from a dumb machine? We're reprogramming it.

The Perfidious Albion American Football League

Founded—September 1978.

Teams—6 Charter, and six plus expansion teams.

Active Members—6 (Expansion teams just starting).

Dues—Five Pounds deposit and one pound plus for 'zines.

Activities—Playing *Football Strategy* by phone. Season consists of 8 matches a team, and each manager umpires four others. The season runs from September to March with play-offs and Super-Bowl fitting in after that. League publishes a 'zine with stats, reports and in-depth interviews with Tom Shaw. Possibility of holding a face-to-face convention sometime. New members join a Little League for one season before going into the major league, because once started the schedule is inviolable.

Membership Requirements—Members should be 20 years old and have a home telephone number. Members should live in the UK. Failure to pull one's weight will lead to confiscation of deposit which will be spent by other members in orgiastic rites.

Contact—
    Charles Vasey
    Cleveland Steelers Dugout
    5 Albion Terrace
    Guisborough
    Cleveland
    TS14 6HJ
    The United Kingdom of Great Britain &
    Northern Ireland

The Perfidious Albion American Football League

Statis-Pro Baseball Association (SPBA)

Founded—1971 (but we're starting again from scratch).

Teams—4 to 6.

Active Members—3, looking for at least one more.

Dues—Will be discussed during the first league meeting.

Activities—Will play a draft league, starting with Statis-Pro's 1977 season.

Membership Requirements—Looking for people living in or around the Grand Rapids area. Must be dedicated enough to play out the season.

Contact—
    Brian J. Borbot
    614 Lamberton, N.E.
    Grand Rapids, MI 49505
    (616) 361-2986

Statis-Pro Baseball Association (SPBA)

Lancaster Paydirt Football League

Founded—1979.

Teams—8 presently, hope to expand to 12 or 16.

Active Members—6 looking for 12.

Dues—to be determined.

Activities—Paydirt football.

Membership Requirements—Must live within 15 miles of Lancaster.

Contact—
    John Martino
    925 Virginia Ave.
    Lancaster, PA 17603
    (717) 393-8679

Lancaster Paydirt Football League

THE VICTORY OF MUSCLE OVER MIND

NEED NEW MEMBERS FOR YOUR LEAGUE? Why not try a free ad in ALL-STAR REPLAY?

If your league is looking to expand, or just wants to replace retired members, then you could hardly do better than give us an ad to run for you—free! The only requirements are that you adhere to the format given below, and that you are involved in any of the Sports Illustrated/Avalon Hill line of sports games. That's fair enough, isn't it?

To make it into the next issue, just send in your ad today, giving the following information:

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:

Delaware Valley Strategy Football League (DVSFL)

Founded—To be formed September 1979.

Teams—Minimum 6; Maximum 26.

Active Members—One; need a minimum of 5 more charter members to Kick-Off this League.

Dues—Yes—amount to be determined.

Activities—For football enthusiasts to complete a schedule of 12 to 16 games (depending on membership total) on a one night per week basis; playoffs and league Super Bowl, using AH's Football Strategy Game.

Membership Requirements—Adults only (21 yrs. or older). Living in Philadelphia and/or its suburbs and S.W. New Jersey.

Contact—
    DVSFL
    6148 Reach St.
    Philadelphia, PA 19111

Delaware Valley Strategy Football League (DVSFL)

Northern Illinois Football League

Founded—In process.

Teams—Up to 28.

Active Members—2.

Dues—Reasonable. To be established.

Activities—Will use PAYDIRT as game format. Regular season, playoff and Super Bowl. Possibly trophies and cash prizes. Statics will be maintained by club. Possible newsletter.

Membership—Each member should have to sign a one year (season) "dedication contract". In this contract the member puts down a deposit and if the member decides to quit the season, he or she will lose the deposit. Deposit will be refunded upon completion of the season. Members should live within a reasonable driving distance of the Chicago Metropolitan Area but other arrangements could be made.

Contact—
    Paul J. Roseman
    23710 W. Milton Road
    Wauconda, Ill. 60084
    (312) 526-2819

Northern Illinois Football League

North American Sports Club

Founded—In process.

Teams—To be determined by game format.

Activities—Any Sports Game. I personally am interested in Paydirt, Speed Circuit and Baseball Strategy and possibly Win, Place & Show and Outdoor Survival. Members joining the club would be expected to join one league (or game format), but could join as many leagues as they are interested in. Possibly trophies and cash prizes. Statics and newsletter should be maintained by club.

Membership—Residence location unrestricted. Each member should have to sign a season "dedication contract". In this contract the member puts down a deposit and if the member decides to quit during the season, he or she will lose the deposit. Deposit will be refunded upon completion of the season.

Active Members—2, corresponding with other prospective members.

Dues—To be determined.

Contact—
    Paul J. Roseman
    23710 W. Milton Road
    Wauconda, Ill. 60084
    (312) 526-2819

North American Sports Club

'40 Indians

defense

	F BLITZ		E PASS PREVENT (LONG)		D PASS PREVENT (SHORT)		C SHORT YARDAGE (WIDE)		B SHORT YARDAGE (GAPS)		A STANDARD		# ON DICE

special team

	KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT. RETURN	FIELD GOAL	# ON DICE

STANFORD, 1940... Clark Shaughnessy's change of head coaching jobs hardly seemed an historic occasion. He was leaving a school (Chicago) which was abandoning football after failing to score a point in conference play the previous season, and arriving at one which had finished dead last in the Pacific Coast Conference as the "Sick Indians" of 1939.

Shaughnessy, however, brought a little magic with him—the offensive system of George Halas' Chicago Bears, for whom he had been a part-time coach. Furthermore, he found at Stanford just the personnel he needed to run it. QB Frankie Albert, tailback Norm Standlee, halfbacks Hugh Gallarneau and Pete Kmetovic, and ends Stan Graff and Fred Meyer. Superior line play was provided by Vic Lindskog at center, sophomores Chuck Taylor and Dick Palmer at guards, and tackles Ed Stamm and Bruno Banducci.

Stanford thus became the first college team to install the "T-Formation" offense, and the Cardinals' backfield deception and speed blended with the quick line charge to make it go. In an era when the single and double wings reigned supreme, opponents were bedazzled by Albert's wizardry and Stanford's puzzling backfield motion and counter plays. As victory followed victory, Shaughnessy was hailed as a genius and his Indians were dubbed the "Wow Boys." They got by Santa Clara (7-6), Southern Cal (21-7, with two TDs in the last 4 minutes), UCLA (20-14), despite Jackie Robinson's brilliant play, and Washington (20-10) after trailing 10-0 late in the game). California fell 13-7 in "The Game," and the Cardinals finished a perfect 10-0 season by downing Big Six champ Nebraska 21-13 in the Rose Bowl.

The Cardinals were finally ranked #2 behind Minnesota, but they had captured the nation's imagination, and football would never be the same within 30 years, the single and double wings would be as extinct as the dodo—all because Clark Shaughnessy and his Stanford team were suited to a "T".

Fumble: Recovered 10-31 • Lost Ball 32-39

Chart Designer: Dr. Thomas R. Nicely

Game play chart: 1940 Stanford offense

1912 World Series

The attached player cards are for use with our new Major League Baseball Game (see ad on back cover) . . . and can also be used with the original Statis-Pro version.

Take a pair of scissors and cut along the dotted lines to separate the cards . . . then start playing.

STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL

Hugh BEDIENT
Throws: RIGHT Sac: DD E3 CD1

PB-2-7   SR-11   RR-6

1Bf: 11	K:	24-34
1B7: 12-14	W:	35-36
1B8: 15-17	PB:	
1B9: 18-23	WP:	37
BK:	Out:	38-88

Batting Card: 5
Starts/Relief: 28/13

1912 Boston Red Sox

© The Avalon Hill Game Co.

Ray COLLINS
Throws: LEFT Sac: CC E2

PB-2-8   SR-13   RR-7

1Bf: 11	K:	25-32
1B7: 12-14	W:	33-34
1B8: 15-17	PB:	
1B9: 18-23	WP:	
BK: 24	Out:	35-88

Batting Card: 9
Starts/Relief: 23/4

1912 Boston Red Sox

© The Avalon Hill Game Co.

Charley HALL
Throws: RIGHT Sac: BB E2

PB-2-7   SR-13   RR-7

1Bf: 11	K:	24-32
1B7: 12-14	W:	33-36
1B8: 15-17	PB:	41
1B9: 18-23	WP:	42
BK:	Out:	43-88

Batting Card: 9
Starts/Relief: 21/13

1912 Boston Red Sox

© The Avalon Hill Game Co.

Buck O'BRIEN
Throws: RIGHT Sac: CC E3

PB-2-7   SR-10   RR-5

1Bf: 11	K:	21-33
1B7: 12-13	W:	34-35
1B8: 14-16	PB:	
1B9: 17-18	WP:	
BK:	Out:	36-88

Batting Card: 6
Starts/Relief: 34/3

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL

Larry PAPE
Throws: RIGHT Sac: DD E2

PB-2-5   SR-16   RR-6

1Bf: 11-12	K:	33-42
1B7: 13-16	W:	43-52
1B8: 17-22	PB	53-54
1B9: 23-31	WP:	55-56
BK: 32	Out:	57-88

Batting: 8
Starts/Relief: 2/11

1912 Boston Red Sox

© The Avalon Hill Game Co.

"Smokey Joe" WOOD
Throws: RIGHT Sac: BB E1 CD2

PB-2-9   SR-11   RR-6

1Bf: 11	K:	21-33
1B7: 12-13	W:	34-35
1B8: 14-16	PB:	
1B9: 17-18	WP:	
BK:	Out:	36-88

Batting Card: 8
Starts/Relief: 38/5

1912 Boston Red Sox

© The Avalon Hill Game Co.

Neal BALL
2B-54 E2

OBR-C	SP-C	HR-2
CD-0	Sac-DD	Inj-7

1Bf: 11	3B8:	27
1B7: 12-13	HR:	28
1B8: 14-16	K:	
1B9: 17-22	W:	
2B7: 23	HPB:	
2B8: 24	Out:	31-88
2B9: 25-26	Cht:	RN
(BD Rating-0)		

1912 Boston Red Sox

© The Avalon Hill Game Co.

Hugh BRADLEY
1B-40 E2

OBR-C	SP-0	HR-0
CD-0	Sac-DD	Inj-8

1Bf:	3B8:	23
1B7: 11	HR:	24
1B8:	K:	25-28
1B9:	W:	31-35
2B7: 12-17	HPB:	
2B8: 18-21	Out:	36-88
2B9: 22	Cht:	RP
(BD Rating-0)		

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Hick CADY
C-43 E2 TB 1B-4 E2

OBR-C	SP-E	HR-0
CD-0	Sac-CC	Inj-7

1Bf:	11	3B8:	35
1B7:	12-13	HR:	
1B8:	14-15	K:	36-45
1B9:	16-17	W:	46-47
2B7:	18-21	HPB:	
2B8:	22-24	Out:	48-88
2B9:	25-34	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Bill CARRIGAN
C-87 E1 TC

OBR-C	SP-D	HR-2
CD-0	Sac-CC	Inj-7

1Bf:	11	3B8:	
1B7:	12-14	HR:	
1B8:	15-17	K:	
1B9:	18-27	W:	33-41
2B7:		HPB:	
2B8:	28	Out:	42-88
2B9:	31-32	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Clyde ENGLE
1B-25 E7 2B-15 E3
3B-11 E5 SS-2 E3 OF-1 E7

OBR-C	SP-C	HR-2
CD-0	Sac-DD	Inj-7

1Bf:	11	3B8:	25-26
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-21	W:	27-41
2B7:		HPB:	
2B8:	22	Out:	42-88
2B9:	23-24	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Larry GARDNER
3B-143 E2

OBR-A	SP-B	HR-2
CD-0	Sac-BB	Inj-4

1Bf:	11	3B8:	37-42
1B7:	12-22	HR:	43
1B8:	23-25	K:	
1B9:	26-27	W:	44-48
2B7:	28-32	HPB:	
2B8:	33-34	Out:	51-88
2B9:	35-36	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Olaf HENRIKSEN
OF-10 E3 T2

OBR-C	SP-E	HR-2
CD-0	Sac-BB	Inj-7

1Bf:	11	3B8:	34
1B7:	12-21	HR:	
1B8:	22-24	K:	
1B9:	25-27	W:	
2B7:	28-31	HPB:	
2B8:	32	Out:	35-88
2B9:	33	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Harry HOOPER
OF-147 E3 T4

OBR-B	SP-B	HR-2
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	27-28
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-22	W:	31-36
2B7:	23	HPB:	
2B8:	24	Out:	37-88
2B9:	25-26	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Marty KRUG
SS-9 E3 2B-4 E3

OBR-D	SP-D	HR-0
CD-0	Sac-BB	Inj-8

1Bf:	11	3B8:	37-38
1B7:	12-13	HR:	
1B8:	14-15	K:	41-44
1B9:	16-28	W:	45-54
2B7:	31	HPB:	
2B8:	32-33	Out:	55-88
2B9:	34-36	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Duffy LEWIS
OF-154 E1 T4

OBR-C	SP-D	HR-2
CD-0	Sac-CC	Inj-0

1Bf:	11	3B8:	34-35
1B7:	12-18	HR:	36
1B8:	21-22	K:	
1B9:	23-24	W:	37-42
2B7:	25-28	HPB:	
2B8:	31-32	Out:	43-88
2B9:	33	Cht:	RP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Tris SPEAKER
OF-153 E1 T5

OBR-A	SP-A	HR-2
CD-2	Sac-AA	Inj-1

1Bf:	11-12	3B8:	44-46
1B7:	13-15	HR:	47-48
1B8:	16-18	K:	
1B9:	21-31	W:	51-58
2B7:	32-33	HPB:	
2B8:	34-35	Out:	61-88
2B9:	36-43	Cht:	LP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Jake STAHL
1B-92 E1

OBR-B	SP-C	HR-0
CD-0	Sac-BB	Inj-7

1Bf:	11-12	3B8:	35-36
1B7:	13-15	HR:	37
1B8:	16-17	K:	38-41
1B9:	18-24	W:	42-45
2B7:	25-26	HPB:	
2B8:	27-28	Out:	46-88
2B9:	31-34	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Heinie WAGNER
SS-144 E2

OBR-B	SP-B	HR-1
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	34
1B7:	12-21	HR:	
1B8:	22-23	K:	35
1B9:	24-25	W:	36
2B7:	26	HPB:	
2B8:	27-28	Out:	37-88
2B9:	31-33	Cht:	RP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Steve YERKES
2B-131 E1

OBR-B	SP-B	HR-2
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	31
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-24	W:	32
2B7:	25	HPB:	
2B8:	26	Out:	33-88
2B9:	27-28	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

STATIS-PRO MAJOR LEAGUE BASEBALL

Red AMES
Throws: RIGHT Sac BB E3

PB-2-8	SR-11	RR-6

1Bf:	11	K:	26-34
1B7:	12-14	W:	35
1B8:	15-21	PB:	
1B9:	22-24	WP:	
BK:	25	Out:	36-88

Batting Card: 6
Starts/Relief: 22/11

1912 New York Giants

© The Avalon Hill Game Co

STATIS-PRO MAJOR LEAGUE BASEBALL

Doc CRANDALL
Throws: RIGHT Sac: CC E2

PB-2-6	SR-12	RR-6

1Bf:	11	K:	26-34
1B7:	12-15	W:	35-38
1B8:	16-22	PB:	41-42
1B9:	23-25	WP:	43
BK:		Out:	44-88

Batting Card: 8
Starts/Relief: 10/27

1912 New York Giants

© The Avalon Hill Game Co

STATIS-PRO MAJOR LEAGUE BASEBALL

Rube MARQUARD
Throws: LEFT Sac CC E1 CD1

PB-2-8	SR-13	RR-7

1Bf:	11	K:	24-34
1B7:	12-14	W:	35-37
1B8:	15-17	PB:	
1B9:	18-22	WP:	
BK:	23	Out:	38-88

Batting Card: 9
Starts/Relief: 38/5

1912 New York Giants

© The Avalon Hill Game Co

STATIS-PRO MAJOR LEAGUE BASEBALL

Christy MATHEWSON
Throws: RIGHT Sac: AA E1 CD1

PB-2-9	SR-12	RR-6

1Bf:	11	K:	23-26
1B7:	12-14	W:	27
1B8:	15-17	PB:	
1B9:	18-22	WP:	
BK:		Out:	28-88

Batting Card: 8
Starts/Relief: 34/9

1912 New York Giants

© The Avalon Hill Game Co

Jeff TESREAU

Throws RIGHT Sac DD E3

PB-2-9   SR-11   RR-6

1Bf:	11	K:	21-25
1B7:	12-14	W:	26-31
1B8:	15-16	PB:	32
1B9:	17-18	WP:	33
BK:		Out:	34-88

Batting Card: 5
Starts/Relief: 28/8

1912 New York Giants

© The Avalon Hill Game Co

Hooks WILTSE

Throws: LEFT Sac: CC E3

PB-2-7   SR-11   RR-6

1Bf:	11	K:	25-33
1B7:	12-14	W:	34-35
1B8:	15-21	PB:	
1B9:	22-24	WP:	
BK:		Out:	36-88

Batting Card: 8
Starts/Relief: 17/11

1912 New York Giants

© The Avalon Hill Game Co

Beals BECKER

OF-117 E1 T4

| OBR-B | SP-B | HR-1 |
| CD-0 | Sac-CC | Inj-6 |

1Bf:	11	3B8:	27-28
1B7:	12-13	HR:	31-32
1B8:	14-15	K:	33-34
1B9:	16-21	W:	35-44
2B7:	22	HPB:	
2B8:	23-24	Out:	45-88
2B9:	25-26	Cht:	LP

1912 New York Giants

© The Avalon Hill Game Co.

George BURNS

OF-23 E2 T3

| OBR-B | SP-D | HR-0 |
| CD-0 | Sac-CC | Inj-7 |

1Bf:	11	3B8:	
1B7:	12-13	HR:	
1B8:	14-15	K:	38-48
1B9:	16-28	W:	54-65
2B7:	31-32	HPB:	
2B8:	33-34	Out:	66-88
2B9:	35-37	Cht:	RN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co.

Josh DeVORE

OF-149 E3 T2

| OBR-B | SP-B | HR-0 |
| CD-0 | Sac-BB | Inj-0 |

1Bf:	11	3B8:	25-26
1B7:	12-14	HR:	27
1B8:	15-16	K:	28-31
1B9:	17	W:	32-43
2B7:	18-22	HPB:	
2B8:	23	Out:	44-88
2B9:	24	Cht:	LN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co.

"Laughing Larry" DOYLE

2B-143 E3

| OBR-B | SP-C | HR-0 |
| CD-0 | Sac-CC | Inj-5 |

1Bf:	11	3B8:	34-35
1B7:	12-13	HR:	36-37
1B8:	14-15	K:	
1B9:	16-24	W:	38-44
2B7:	25-26	HPB:	
2B8:	27-28	Out:	45-88
2B9:	31-33	Cht:	LP
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co.

Art FLETCHER

SS-126 E2 2B-2 E3
3B-1 E5

| OBR-B | SP-C | HR-2 |
| CD-0 | Sac-DD | Inj-6 |

1Bf:	11	3B8:	37-38
1B7:	12-14	HR:	41
1B8:	15-17	K:	
1B9:	18-31	W:	
2B7:	32	HPB:	
2B8:	33-34	Out:	42-88
2B9:	35-36	Cht:	RN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co.

Heinie GROH

2B-12 E4 SS-7 E3 3B-6 E4

| OBR-B | SP-D | HR-0 |
| CD-0 | Sac-DD | Inj-8 |

1Bf:	11	3B8:	24-25
1B7:	12-13	HR:	
1B8:	14-15	K:	26-28
1B9:	16-17	W:	31-37
2B7:	18	HPB:	
2B8:	21	Out:	35-88
2B9:	22-23	Cht:	RN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Buck HERZOG

3B-140 E3

| OBR-B | SP-A | HR-2 |
| CD-0 | Sac-BB | Inj-5 |

1Bf:	11	3B8:	34-35
1B7:	12-13	HR:	36
1B8:	14-16	K:	
1B9:	17-26	W:	37-46
2B7:	27	HPB:	
2B8:	28-31	Out:	47-88
2B9:	32-33	Cht:	RN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Moose McCORMICK

OF-6 E2 T2 1B-1 E3

| OBR-D | SP-E | HR-2 |
| CD-0 | Sac-EE | Inj-7 |

1Bf:	11	3B8:	33-34
1B7:	12-18	HR:	
1B8:	21-22	K:	
1B9:	23-24	W:	35-36
2B7:	25-27	HPB:	
2B8:	28-31	Out:	37-88
2B9:	32	Cht:	LN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Fred MERKLE

1B-129 E1

| OBR-B | SP-C | HR-0 |
| CD-0 | Sac-DD | Inj-6 |

1Bf:	11	3B8:	31
1B7:	12-17	HR:	32-34
1B8:	16-21	K:	35-42
1B9:	22-23	W:	43-45
2B7:	24-25	HPB:	
2B8:	26-27	Out:	46-88
2B9:	28	Cht:	RP
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Chief MEYERS

C-122 E2 TC

| OBR-D | SP-C | HR-2 |
| CD-0 | Sac-CC | Inj-6 |

1Bf:	11	3B8:	44-45
1B7:	12-28	HR:	46-47
1B8:	31-33	K:	
1B9:	34-36	W:	48-56
2B7:	37-38	HPB:	
2B8:	41-42	Out:	57-88
2B9:	43	Cht:	RP
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Red MURRAY

OF-143 E2 T3

| OBR-D | SP-C | HR-2 |
| CD-0 | Sac-CC | Inj-4 |

1Bf:	11	3B8:	27-32
1B7:	12-14	HR:	33
1B8:	15-16	K:	
1B9:	17-18	W:	
2B7:	21-23	HPB:	
2B8:	24-25	Out:	34-88
2B9:	26	Cht:	RP
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Tillie SHAFER

SS-31 E4 2B-20 E3
3B-7 E5

| OBR-B | SP-C | HR-2 |
| CD-0 | Sac-CC | Inj-7 |

1Bf:	11	3B8:	
1B7:	12-18	HR:	41
1B8:	21-27	K:	
1B9:	28-35	W:	42-57
2B7:	36	HPB:	
2B8:	37	Out:	58-88
2B9:	38	Cht:	SN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Fred SNODGRASS

OF-116 E3 T4 1B-26 E4 2B-1 E5

| OBR-B | SP-B | HR-0 |
| CD-0 | Sac-BB | Inj-4 |

1Bf:	11	3B8:	26-27
1B7:	12-13	HR:	28
1B8:	14-15	K:	31-34
1B9:	16-18	W:	35-44
2B7:	21	HPB:	
2B8:	22-23	Out:	45-88
2B9:	24-25	Cht:	RN
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

Art WILSON

C-61 E3 TB

| OBR-D | SP-C | HR-1 |
| CD-0 | Sac-DD | Inj-7 |

1Bf:	11	3B8:	
1B7:	12-25	HR:	44-46
1B8:	26-31	K:	
1B9:	32-35	W:	47-53
2B7:	36-38	HPB:	
2B8:	41-42	Out:	54-88
2B9:	43	Cht:	RP
(BD Rating-0)			

1912 New York Giants

© The Avalon Hill Game Co

offense

1940 Stanford

# ON DICE	LINE PLUNGE (1)	COUNTER (2)	END + REVERSE (3)	DRAW (4)	OPTION (5)	SCREEN (6)	SPRINT-OUT (7)	BOOTLEG (8)	DROP BACK (9)	B	QR	QT	# ON DICE
10	7	F+3	B	F	3	INT 0	43	PI 9	OFF 5	42	9	5	10
11	5	1	B	7	9	DEF 5	OFF 5	56*	QT*	37	3	5	11
12	2	3	B*	1	6	1	13	60*	17	32	13	5	12
13	1	3	B	5	5	13	27*	34	14	17	F-2	19	13
14	2	F+10	B	4	1*	QT	15	INT 18	12	21	6	5	14
15	2	2	B	7		QT*	17	INT 5	16	14	1	15	15
16	1	1	B*	OFF 5	F+15	7	12	25	13	30	4	8	16
17	F+3	4	B	OFF 15	OFF 15	OFF 15	OFF 15	OFF 15	36	35	8	14	17
18	3	1	B*	5	OFF 5	OFF 5	F+6	OFF 5	36*	51	7	11	18
19	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15	TD	17*	F-19	19
20	9	2	4	1	F-6	6	39*	21	13*	27	10	8	20
21	1	5	*	B	2	14	14*	17	17*	10	2	8	21
22	3		DEF 5	B	BLP	QT	8	7	QT	12	2	12	22
23	5	4	8*	3	SOP	QT	QT	QT	QT	10	1	6	23
24	2	3	6	1	1		QT	QR	QT	29	8	4	24
25	F-1	5	4	5	7		QR	QR	OFF 15	14	10	9	25
26	2	2	OFF 15	6	2*		9	8	QT	26	3	5	26
27	3	OFF 15	9*	8	1	F+26		9	26	16	5	14	27
28	6	OFF 5	2	5	F-4	8	42*	5	PI 38	33	17	9	28
29	3	F+4	5	9	B*	24	9	F+13	F+17	52	11	6	29
30	DEF 5	9	B	2	4		INT 14		33*	22	7	3	30
31	8	7	1	8	BLP					15	4	5	31
32	OFF 5	1	7	2	BLP		QR*	QR		10	5	4	32
33	4	2	3*	2	B			QR		18	9	5	33
34	5	B	1		SOP		QR	QR	INT 31	11	6	12	34
35	1	B	2	1	3		QR	QR	INT 35	20		F-8	35
36	5	6	5	4	5			QR		15	12*	F-5	36
37	B	4	3	3	SOP					12	5	22	37
38		8	F+1	B*	8		INT 6		12	25	7	12	38
39	OFF 15	DEF 5	OFF 5	DEF 5	DEF 5		DEF 5	DEF 5	DEF 5	38	F-1	3	39

Chart Designer: Dr. Thomas R. Nicely.

Fumble: Recovered 10-31 • Lost Ball 32-39

STANFORD, 1940 . . . Clark Shaughnessy's change of head coaching jobs hardly seemed an historic occasion. He was leaving a school (Chicago) which was abandoning football after failing to score a point in conference play the previous season, and arriving at one which had finished dead last in the Pacific Coast Conference as the "Sick Indians" of 1939.

Shaughnessy, however, brought a little magic with him—the offensive system of George Halas' Chicago Bears, for whom he had been a part-time coach. Furthermore, he found at Stanford just the personnel he needed to run it: QB Frankie Albert, fullback Norm Standlee, halfbacks Hugh Gallarneau and Pete Kmetovic, and ends Stan Graff and Fred Meyer. Superior line play was provided by Vic Lindskog at center; sophomores Chuck Taylor and Dick Palmer at guards; and tackles Ed Stamm and Bruno Banducci.

Stanford thus became the first college team to install the "T-Formation" offense, and the Cardinals' backfield deception and speed blended with the quick line charge to make it go. In an era when the single and double wings reigned supreme, opponents were bedazzled by Albert's wizardry and Stanford's puzzling backfield motion and counter plays. As victory followed victory, Shaughnessy was hailed as a genius and his Indians were dubbed the "Wow Boys." They got by Santa Clara (7-6), Southern Cal (21-7, with two TDs in the last 4 minutes), UCLA (20-14, despite Jackie Robinson's brilliant play), and Washington (20-10, after trailing 10-0 late in the game). California fell 13-7 in "The Game," and the Cardinals finished a perfect 10-0 season by downing Big Six champ Nebraska 21-13 in the Rose Bowl.

The Cardinals were finally ranked #2 behind Minnesota, but they had captured the nation's imagination, and football would never be the same. Within 30 years, the single and double wings would be as extinct as the dodo—all because Clark Shaughnessy and his Stanford team were suited to a "T".

'40 Indians — defense

Rushing plays: # on dice 1–5 · Passing plays: # on dice 5–9

A — STANDARD (sub-plays 5,4,3,2,1) — rows by # on dice

# ON DICE	5	4	3	2	1
1		10	3		
2			5		
3					
4					
5	(2)	(1)			
6				(1)	
7			QR		
8		(33)	QR	26	
9		(18)	13	F+19	5

B — SHORT YARDAGE (GAPS) (5,4,3,2,1)

# ON DICE	5	4	3	2	1
1	3	2	(0)	(1)	3
2	3	5	2	4	1
3	3	2	6	1	4
4	1	2	4	1	
5	F-17			17	
6	QT	QT			3
7	QT	QT	INT 5	3	
8	QT	QT	INT 5	(19)	
9	QT	QT	1	(18)	

C — SHORT YARDAGE (WIDE) (5,4,3,2,1)

# ON DICE	5	4	3	2	1
1			2		
2	2	4	4	4	
3	F-4	4	4	7	
4		5	3	1	
5	24	1			
6					
7	QR				3
8	F-12			(29)	5
9					8

D — PASS PREVENT (SHORT) (5,4,3,2,1)

# ON DICE	5	4	3	2	1
1	(4)			4	
2	1	1	3		
3	F+11	1	1	3	
4	5	5	5		
5					
6	QT		2	2	
7	QT			5	
8	QT			2	
9	QT	9			

E — PASS PREVENT (LONG) (5,4,3,2,1)

# ON DICE	5	4	3	2	1
1		1		5	
2		2	1	1	
3		1	3	3	(16)
4		17	12		10
5					
6	QT		2	2	
7	QT	QT			2
8	QT	QT		2	18
9	QT	QT		(19)	INT 28

F — BLITZ (5,4,3,2,1)

# ON DICE	5	4	3	2	1
1	1	F-3	2	2	2
2	F	1	13		
3	F+14	F+16	2		
4	F		14		
5	F-24				
6	QT	QT	3	3	3
7	QT	QT	INT 8	QR	
8	QT	QT	INT 10	18	
9	QT	QT	INT 28	(19)	

special team

# ON DICE	KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT. RETURN	FIELD GOAL
10	34	5	14*	10		27
11	45	F+5	9	10		OFF 15
12	48	7	48	4		25
13	OFF 5	14*	18*	1		1
14	OFF 5	10	4	2		OFF 5
15	49	12	43	7		20
16	46	33*	65	10		23
17	45	OFF 15	9*	OFF 15		15
18	28	TD	18	22	DEF 15	29
19	19	TD	TD	TD		19
20	47	17*	22	16	19*	1
21	51	16	47	15	4	9
22	57	19	41	19*	22	8
23	59	22	55	9	9	4
24	62	25	58	8		8
25	61	26	38	12		7
26	54	F-21	42	13	F+8	17
27	49	17	30*	3		6
28	46	5	69	55		21
29	DEF 5	5	15	18		2
30	50	18	49	8	20	15
31	58	22	61	F-1	15	6
32	64	23	25*	F+6	14	3
33	65	28	34*	2	10	11
34	67	29	36		12	30
35	66	30	35*	17		33
36	63	22	50	8	OFF 15	BK-8
37	58	22	27*	OFF 5		5
38	52	17	17	11		13
39	45	DEF 15	17	10	35	DEF 5

1912 World Series

The attached player cards are for use with our new Major League Baseball Game (see ad on back cover) . . . and can also be used with the original Statis-Pro version.

Take a pair of scissors and cut along the dotted lines to separate the cards . . . then start playing.

STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL	STATIS-PRO MAJOR LEAGUE BASEBALL
Hugh BEDIENT Throws: RIGHT Sac: DD E3 CD1	**Ray COLLINS** Throws: LEFT Sac: CC E2	**Charley HALL** Throws: RIGHT Sac: BB E2	**Buck O'BRIEN** Throws: RIGHT Sac: CC E3

Hugh BEDIENT — Throws: RIGHT Sac: DD E3 CD1

PB-2-7   SR-11   RR-6

1Bf:	**11**	K:	**24-34**
1B7:	**12-14**	W:	**35-36**
1B8:	**15-17**	PB:	
1B9:	**18-23**	WP:	**37**
BK:		Out:	**38-88**

Batting Card: **5**
Starts/Relief: **28/13**

1912 Boston Red Sox

© The Avalon Hill Game Co.

Ray COLLINS — Throws: LEFT Sac: CC E2

PB-2-8   SR-13   RR-7

1Bf:	**11**	K:	**25-32**
1B7:	**12-14**	W:	**33-34**
1B8:	**15-17**	PB:	
1B9:	**18-23**	WP:	
BK:	**24**	Out:	**35-88**

Batting Card: **9**
Starts/Relief: **23/4**

1912 Boston Red Sox

© The Avalon Hill Game Co.

Charley HALL — Throws: RIGHT Sac: BB E2

PB-2-7   SR-13   RR-7

1Bf:	**11**	K:	**24-32**
1B7:	**12-14**	W:	**33-38**
1B8:	**15-17**	PB:	**41**
1B9:	**18-23**	WP:	**42**
BK:		Out:	**43-88**

Batting Card: **9**
Starts/Relief: **21/13**

1912 Boston Red Sox

© The Avalon Hill Game Co.

Buck O'BRIEN — Throws: RIGHT Sac: CC E3

PB-2-7   SR-10   RR-5

1Bf:	**11**	K:	**21-33**
1B7:	**12-13**	W:	**34-35**
1B8:	**14-16**	PB:	
1B9:	**17-18**	WP:	
BK:		Out:	**36-88**

Batting Card: **6**
Starts/Relief: **34/3**

1912 Boston Red Sox

© The Avalon Hill Game Co.

Larry PAPE — Throws: RIGHT Sac: DD E2

PB-2-5   SR-16   RR-8

1Bf:	**11-12**	K:	**33-42**
1B7:	**13-16**	W:	**43-52**
1B8:	**17-22**	PB:	**53-54**
1B9:	**23-31**	WP:	**55-56**
BK:	**32**	Out:	**57-88**

Batting: **8**
Starts/Relief: **2/11**

1912 Boston Red Sox

© The Avalon Hill Game Co.

"Smokey Joe" WOOD — Throws: RIGHT Sac: BB E1 CD2

PB-2-9   SR-11   RR-6

1Bf:	**11**	K:	**21-33**
1B7:	**12-13**	W:	**34-35**
1B8:	**14-16**	PB:	
1B9:	**17-18**	WP:	
BK:		Out:	**36-88**

Batting Card: **8**
Starts/Relief: **38/5**

1912 Boston Red Sox

© The Avalon Hill Game Co.

Neal BALL — 2B-54 E2

OBR-C   SP-C   HR-2
CD-0   Sac-DD   Inj-7

1Bf:	**11**	3B8:	**27**
1B7:	**12-13**	HR:	**28**
1B8:	**14-16**	K:	
1B9:	**17-22**	W:	
2B7:	**23**	HPB:	
2B8:	**24**	Out:	**31-88**
2B9:	**25-26**	Cht:	**RN**

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Hugh BRADLEY — 1B-40 E2

OBR-C   SP-0   HR-0
CD-0   Sac-DD   Inj-8

1Bf:		3B8:	**23**
1B7:	**11**	HR:	**24**
1B8:		K:	**25-28**
1B9:		W:	**31-35**
2B7:	**12-17**	HPB:	
2B8:	**18-21**	Out:	**36-88**
2B9:	**22**	Cht:	**RP**

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Hick CADY
STATIS-PRO
MAJOR LEAGUE BASEBALL

C-43 E2 TB 1B-4 E2

OBR-C	SP-E	HR-0
CD-0	Sac-CC	Inj-7

1Bf:	11	3B8:	35
1B7:	12-13	HR:	
1B8:	14-15	K:	36-45
1B9:	16-17	W:	46-47
2B7:	18-21	HPB:	
2B8:	22-24	Out:	48-88
2B9:	25-34	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Bill CARRIGAN
STATIS-PRO
MAJOR LEAGUE BASEBALL

C-87 E1 TC

OBR-C	SP-D	HR-2
CD-0	Sac-CC	Inj-7

1Bf:	11	3B8:	
1B7:	12-14	HR:	
1B8:	15-17	K:	
1B9:	18-27	W:	33-41
2B7:		HPB:	
2B8:	28	Out:	42-88
2B9:	31-32	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Clyde ENGLE
STATIS-PRO
MAJOR LEAGUE BASEBALL

1B-25 E7 2B-15 E3
3B-11 E5 SS-2 E3 OF-1 E7

OBR-C	SP-C	HR-2
CD-0	Sac-DD	Inj-7

1Bf:	11	3B8:	25-26
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-21	W:	27-41
2B7:		HPB:	
2B8:	22	Out:	42-88
2B9:	23-24	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Larry GARDNER
STATIS-PRO
MAJOR LEAGUE BASEBALL

3B-143 E2

OBR-A	SP-B	HR-2
CD-0	Sac-BB	Inj-4

1Bf:	11	3B8:	37-42
1B7:	12-22	HR:	43
1B8:	23-25	K:	
1B9:	26-27	W:	44-48
2B7:	28-32	HPB:	
2B8:	33-34	Out:	51-88
2B9:	35-36	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Olaf HENRIKSEN
STATIS-PRO
MAJOR LEAGUE BASEBALL

OF-10 E3 T2

OBR-C	SP-E	HR-2
CD-0	Sac-BB	Inj-7

1Bf:	11	3B8:	34
1B7:	12-21	HR:	
1B8:	22-24	K:	
1B9:	25-27	W:	
2B7:	28-31	HPB:	
2B8:	32	Out:	35-88
2B9:	33	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Harry HOOPER
STATIS-PRO
MAJOR LEAGUE BASEBALL

OF-147 E3 T4

OBR-B	SP-B	HR-2
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	27-28
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-22	W:	31-36
2B7:	23	HPB:	
2B8:	24	Out:	37-88
2B9:	25-26	Cht:	LN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Marty KRUG
STATIS-PRO
MAJOR LEAGUE BASEBALL

SS-9 E3 2B-4 E3

OBR-D	SP-D	HR-0
CD-0	Sac-BB	Inj-8

1Bf:	11	3B8:	37-38
1B7:	12-13	HR:	
1B8:	14-15	K:	41-44
1B9:	16-28	W:	45-54
2B7:	31	HPB:	
2B8:	32-33	Out:	55-88
2B9:	34-36	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Duffy LEWIS
STATIS-PRO
MAJOR LEAGUE BASEBALL

OF-154 E1 T4

OBR-C	SP-D	HR-2
CD-0	Sac-CC	Inj-0

1Bf:	11	3B8:	34-35
1B7:	12-18	HR:	36
1B8:	21-22	K:	
1B9:	23-24	W:	37-42
2B7:	25-28	HPB:	
2B8:	31-32	Out:	43-88
2B9:	33	Cht:	RP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Tris SPEAKER
STATIS-PRO
MAJOR LEAGUE BASEBALL

OF-153 E1 T5

OBR-A	SP-A	HR-2
CD-2	Sac-AA	Inj-1

1Bf:	11-12	3B8:	44-46
1B7:	13-15	HR:	47-48
1B8:	16-18	K:	
1B9:	21-31	W:	51-58
2B7:	32-33	HPB:	
2B8:	34-35	Out:	61-88
2B9:	36-43	Cht:	LP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Jake STAHL
STATIS-PRO
MAJOR LEAGUE BASEBALL

1B-92 E1

OBR-B	SP-C	HR-0
CD-0	Sac-BB	Inj-7

1Bf:	11-12	3B8:	35-36
1B7:	13-15	HR:	37
1B8:	16-17	K:	38-41
1B9:	18-24	W:	42-45
2B7:	25-26	HPB:	
2B8:	27-28	Out:	46-88
2B9:	31-34	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Heinie WAGNER
STATIS-PRO
MAJOR LEAGUE BASEBALL

SS-144 E2

OBR-B	SP-B	HR-1
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	34
1B7:	12-21	HR:	
1B8:	22-23	K:	35
1B9:	24-25	W:	36
2B7:	26	HPB:	
2B8:	27-28	Out:	37-88
2B9:	31-33	Cht:	RP

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Steve YERKES
STATIS-PRO
MAJOR LEAGUE BASEBALL

2B-131 E1

OBR-B	SP-B	HR-2
CD-0	Sac-CC	Inj-4

1Bf:	11	3B8:	31
1B7:	12-13	HR:	
1B8:	14-15	K:	
1B9:	16-24	W:	32
2B7:	25	HPB:	
2B8:	26	Out:	33-88
2B9:	27-28	Cht:	RN

(BD Rating-0)

1912 Boston Red Sox

© The Avalon Hill Game Co.

Red AMES
STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: RIGHT Sac: BB E3

PB-2-8   SR-11   RR-6

1Bf:	11	K:	26-34
1B7:	12-14	W:	35
1B8:	15-21	PB:	
1B9:	22-24	WP:	
BK:	25	Out:	36-88

Batting Card: 6
Starts/Relief: 22/11

1912 New York Giants

© The Avalon Hill Game Co.

Doc CRANDALL
STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: RIGHT Sac: CC E2

PB-2-6   SR-12   RR-6

1Bf:	11	K:	26-34
1B7:	12-15	W:	35-38
1B8:	16-22	PB:	41-42
1B9:	23-25	WP:	43
BK:		Out:	44-88

Batting Card: 8
Starts/Relief: 10/27

1912 New York Giants

© The Avalon Hill Game Co.

Rube MARQUARD
STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: LEFT Sac: CC E1 CD1

PB-2-8   SR-13   RR-7

1Bf:	11	K:	24-34
1B7:	12-14	W:	35-37
1B8:	15-17	PB:	
1B9:	18-22	WP:	
BK:	23	Out:	38-88

Batting Card: 9
Starts/Relief: 38/5

1912 New York Giants

© The Avalon Hill Game Co.

Christy MATHEWSON
STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: RIGHT Sac: AA E1 CD1

PB-2-9   SR-12   RR-6

1Bf:	11	K:	23-26
1B7:	12-14	W:	27
1B8:	15-17	PB:	
1B9:	18-22	WP:	
BK:		Out:	28-88

Batting Card: 8
Starts/Relief: 34/9

1912 New York Giants

© The Avalon Hill Game Co.