ALL-STAR REPLAY

featuring Sports Illustrated Games

Vol. III, No. 3 $2.00

In This Issue:

Introducing: Statis-Pro Football

Rating Title Bout Boxers

1967 NFL Championship—Plus inserts!

Gopher Ball Artists in MLB!

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Harness Racing

Grand Prix Racing

The Avalon Hill Game Co
4517 Harford Road
Baltimore, MD 21214

ALL-STAR REPLAY

ALL-STAR REPLAY is a publication of The Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

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ALL-STAR REPLAY welcomes articles from subscribers for consideration for publication. Articles should be type-written, double-spaced, and well-written. The editor reserves the right to correct poor grammar and hopeless spelling. There is no limit to word length. Accompanying examples and diagrams should be captioned and neatly done in black or red ink. Photos should have caption and credit line written on back. Rejected articles and photos will be returned whenever possible. Try to put your name on everything you submit.

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Purchases of games and game parts: **Order Dept., Christy Shaw**

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IF YOU CHANGE YOUR ADDRESS please notify Gertrude Zombro in our Subscription Dept. as soon as possible. Please state your old and new address.

THE DUGOUT

Thomas N. Shaw, Editor Pro-tem

Many of us here at the game place are coffee-holics. The Bunn Company supplies us with all necessary coffee making paraphernalia, and brewing our own has cost us about 10¢ a cup over the past few years.

Then one day our secretary posted a sign that read, *"coffee is now 15¢ a cup."*

"That does it, I quit," replied sports editor Bruce Milligan,

That's why I am the temporary new editor of this magazine. Bruce is now in Poughkeepsie, New York, enjoying the environment of Vassar College.

Funny thing, Bruce never even drank coffee. But *I do*; and with everything going up, it's the perfect lead-in to an editorial I've always wanted to write.

WHO WILL PAY FOR THE BASEBALL STRIKE?

What's the big deal? With all the escalation of player salaries, the average ticket price to a baseball game still hovers around $4.10 a pop. Yet, movie tickets average $4.50 and up. Stage plays in New York average $27 each. And while no one goes to a stage play every week, we can make a proper comparison between movie and ballgame attendance. No one seems to object to Hollywood stars making $2 million a picture; witness Marlon Brando's getting $2 million for a cameo appearance in Superman, and Robert Redford's similar asking price for his services. Let's face it, baseball is simply catching up to the Hollywood star syndrome which has been accepted without question by the public for many years.

Baseball watchers were simply spoiled all these years, and didn't know it. A movie that costs $4.50 lasts less than two hours, may be dull and boring, and you can't get your money back if you get up and walk out in the middle of it.

A baseball game is unique; no two games are alike; some last far beyond two hours, providing excitement clear up thru the final out. And you can get your money back in the middle of the game if it's rained out!

At today's values, baseball is still a tremendous entertainment buy compared to alternate forms of pay-entertainment.

Now for the other side of the coin *(pardon the pun)*. How high will ticket prices go in the near future? $4.50, $5.00 . . . $9.00 a game?

At what price level will the consumer finally balk? So far spectators are coming out to watch baseball in record numbers. The more we pay the players, the more we are willing to pay to see what it is they do to command such salaries. Yes—ultimately, we the consumer will pay for whatever escalation in ticket prices player salary demands bring. I submit, however, that the amortization of higher player salaries among the tremendous number of people attending games will be minimal, and average ticket prices will stay in the $4 range for years to come.

By the time you read this, the 1981 baseball season will be history. Next, there is the prospect of a football strike looming on the horizon. And down the road, hockey, basketball . . . who knows what next!

WHAT DOES ALL THIS HAVE TO DO WITH BOARD GAMERS?

A lot! A disenchanted populace could have a very adverse effect on the sale of statistical replay games, particularly our best selling Major League Baseball.

We read constantly how the fans have been turned off by the player/owner strike. And while there has been a settlement, believe me it's still *"tentative."* The revolution is yet to come, according to many observers.

Personally, I'm optimistic. I don't believe *that* many fans will be turned off to cause a dramatic decline in sports board game interest. Surely, you the reader will not be, as you are representative of a very elite hard core fraternity of board game players who would continue to support major league baseball even if Bowie Kuhn was replaced by Hermann Goring.

Our concern is the large group of impulse buyers. The fringe board gamers who get into board game action because of "good PR"! Well, who knows how much "bad PR" this strike situation has caused; especially at store level where retail store buyers are reluctant to order merchandise that may conceivably sit on the shelf.

During the strike the sale of baseball games actually went up due possibly to the fact that board baseball games were turned to as a viable alternative to watching the real

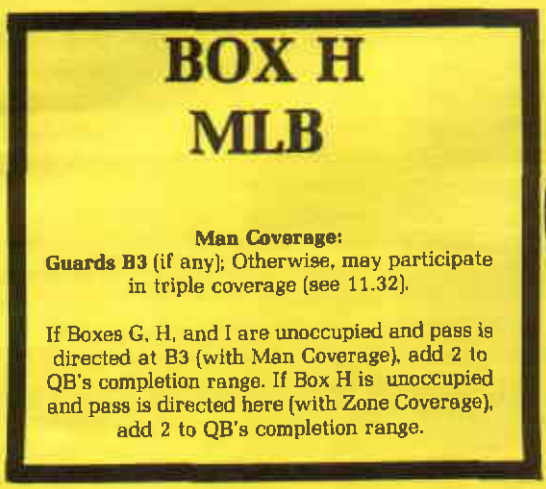
Cont. Page 30

YOUR ATTENTION PLEASE, LADIES AND GENTLEMEN!

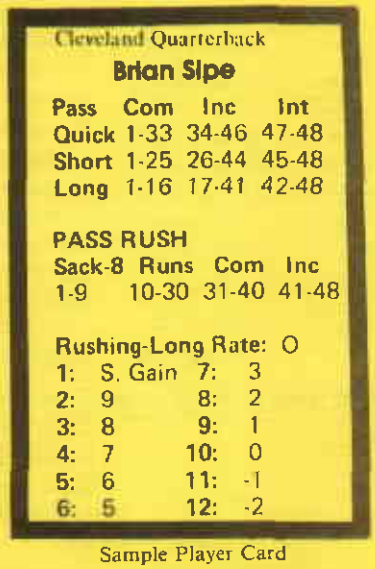
NOW ENTERING THE GAME FOR THE AVALON HILL SPORTS LINE IS . . .

STATIS-PRO FOOTBALL

At long last, it's here! The definitive simulation of NFL football as it is really played—an intensely scientific sport requiring scrupulous teamwork, precise execution, and crafty strategy. STATIS-PRO FOOTBALL is all of this and more. Every single player in the National Football League has been carefully analyzed to block, tackle, run, pass, catch, and kick as he really did in the 1980 season. 1500 player cards are included in the game so that every facet of the game can be accurately represented. As the coach of any of the 28 teams in the NFL, you get to choose your starting lineups, your general game plan, individual offensive and defensive plays, and various special strategies. Do you think that Earl Campbell may run roughshod over you when playing the Oilers? Well, compensate by keying on Earl with your linebackers and switch to a 4-3 alignment rather than the new 3-4. But you'd better watch out for those quick passes from Stabler! Do you think you have a strong blocking tight end? Well, run to this side of the line to find out! Have you got a superb offensive lineman like John Hannah of the New England Patriots on your team? Well, running plays behind him will almost certainly be a profitable venture! Have you got a Lester Hayes in your defensive secondary? Assign him to the opposition's best receiver with Man-to-Man coverage and see if he can pick off the pass! (Or, if you're worried about the long bomb, switching to zone coverage might be smarter.) Think a drop-back pass is coming up? Maybe you'd like to blitz with a superb pass rusher like Ted Hendricks (but watch out for the draw play!). Essentially, STATIS-PRO FOOTBALL is the long awaited partner of Avalon Hill's MAJOR LEAGUE BASEBALL and PRO BASKETBALL games. Start your own leagues, trade and draft players, draw up your own schedule, or simply play the real 1980 season over again. One thing's for sure—you'll never play a more enjoyable and realistic game about professional football.



Sample Defensive Box



Sample Player Card

ORDER NOW DIRECTLY FROM AVALON HILL. AS A SPECIAL PRE-PUBLICATION OFFER (GOOD ONLY UNTIL DECEMBER 31, 1981), STATIS-PRO FOOTBALL IS BEING MADE AVAILABLE FOR ONLY $20! SEND FOR YOUR GAME NOW!

STATIS-PRO FOOTBALL, 1980

A Team-by-Team Analysis of Avalon Hill's Exciting New NFL Game

by Joseph M. Balkoski

Concurrently with the printing of this issue of ALL-STAR REPLAY, Avalon Hill will be releasing (hopefully) its long-awaited unique and thrilling NFL gridiron game: STATIS-PRO FOOTBALL. At last, statistical sports buffs will have a football game available to them that should satiate their most fervent desires to re-create professional football in all its numerical glory. This is the first football game available on the mass market that individually evaluates every single player in the NFL on separate player cards—including offensive and defensive linemen, linebackers, placekickers, punters, quarterbacks, or what have you. Recreate the 1980 NFL season as it was really played or form your own teams and leagues through massive drafts of the 1,500 player cards that are made available in the game. Finally—and perhaps most importantly—STATIS-PRO is above all an amazingly accurate simulation of professional football that is not blindly limited to reproducing actual statistics as exactly as possible. Instead, it covers critical areas of the game that have never been simulated in a game before: zone and man-to-man coverage, double and triple-teaming receivers, play-action passes, coffin corner punts, and much more. What follows is a team-by-team analysis of the 28 clubs in the NFL as represented in the STATIS-PRO game. For those of you who own the game upon reading this, this study should simply be considered a guide as to how to play each club to its best advantage. For those of you who don't own the game, simply take this analysis as an example of what the game is and what it's trying to do.

NATIONAL FOOTBALL CONFERENCE

NFC EASTERN DIVISION

Philadelphia Eagles

The Eagles may have strong claim to be the best team in the National Football League.

Minus a few annoying weaknesses, they approach being a super-team and are certainly a desirable club to coach in STATIS-PRO. They possess an awesome defense and, without doubt, scoring against this team will be a mighty task. Even though they operate with a 3-4 defensive formation, running against the Eagles' line will be tough. (Moreover, their pass rush is unusually strong from this formation.) The linebackers are well-balanced against both the run and the pass and the secondary, led by nine-year veteran safety Randy Logan, is one of the most impenetrable in football. Offensively, quarterback Ron Jaworski would be hard to better. He is dangerous at any range and is intercepted only rarely. The running game is good—halfback Wilbert Montgomery always represents a breakaway threat. The only true weaknesses of this team are its less-than-dominating blocking and its only average bench. Due to the high level of skill on this team, the Eagles can be coached with a wide variety of strategies, almost all of which will be successful. Be conservative, but don't hesitate to experiment if you're running into a brick wall.

Dallas Cowboys

The Cowboys come up with a powerhouse every year, despite the experts' constant foretelling of their demise. In 1980, the retirement of Roger Staubach was supposed to have had disastrous effect. As it turned out, in stepped Danny White to more than fill Roger's shoes. Accompanying White on this potent offense is running star Tony Dorsett and a talented set of receivers, oriented more towards the short passing game rather than the long bomb. Dallas' offensive line is nothing short of phenomenal, both in terms of run and pass blocking. The Cowboys' defense, however, is only adequate. Against the run, their line will yield more than the average number of yards per game. Versus the pass, the secondary is surprisingly strong, led by safety Charlie Waters, an 11-year veteran. Generally, the Cowboys will be a profitable team to coach. You should score a lot of points with this club, but be extremely sensitive about the opposition's ground game if you want to stay even with the Eagles.

Washington Redskins

The Redskins are one of those "all-or-nothing" teams: they'll kill you defensively and then fall flatter than a pancake on the attack. Nevertheless, a defensively-oriented football team can't be all bad and can easily pull off some startling upsets (witness the Redskins' 40-17 shattering of the Chargers last year). Washington's forte is pass defense. Their secondary is on the same level as that of the Eagles and the Rams, not to mention the fact that the Redskin defenders will pick off more passes than any team in football. (Perhaps you should gamble with a little more man coverage than usual with this team.) Washington won't stop the run too effectively, so try to compensate for this by playing your linebackers on the line occasionally. Joe Theismann is a better-than-average quarterback, but he will be throwing to receivers that are not nearly up to par with the NFL's great ones. The running game is just OK, although back Wilbur Jackson does provide a dangerous long-gain threat. Blocking is simply average. Like the Buffalo Bills, winning big with the Redskins will depend somewhat on offensive gambling. The defense will handle itself. Getting more out of Theismann and his receivers will be your ultimate goal.

New York Giants

The Giants are arguably the worst team in football and it will be an arduous task to do

better than the real 1980 season in STATIS-PRO. But wait! Perhaps there is hope! After all, how do you explain the Giants' 38-35 shocker over the Dallas powerhouse last year? Maybe that hackneyed football cliche, "On any given day when two football teams meet . . .," is the only means by which this can be explained. Whatever the reason, the Giants are just not in good shape. Without doubt, they have the most anemic attack in professional football. Quarterback Phil Simms won't perform any magic for you, and there is no receiver or running back who'll gain big yardage. The offensive line, led by left guard Roy Simmons and right tackle Vern Holland, is just acceptable. The defense will give up the big play often (look out for the long bomb against that secondary), but there is a glimmer of hope in the linebacking corps, led by the strong left side linebackers Harry Carson and Brad Van Pelt.

St. Louis Cardinals

The Cardinals are one of those teams that never seem to live up to the potential of their personnel. Perhaps for this reason—especially if you have all of the classic symptoms of the Monday Morning Quarterback—St. Louis would be a desirable team to coach in a STATIS-PRO football league. The Cardinals possess a superb defense against the run. Their 3-4 alignment will be extremely difficult to move the ball against, as all seven players in this formation are extremely talented (especially veteran linebacker Mark Arneson). Unfortunately, pass defense is truly weak. The Cardinals will be very vulnerable to the quick pass, so perhaps a little more man coverage than usual is called for. Don't look for many turnovers—St. Louis will pick the ball off less often than almost any team in football. The Cardinals' offense is adequate but unexciting. Fullback Otis Anderson is a magnificant runner, but he is not supported by first-class blocking. Jim Hart is an average passer, but is intercepted a bit too frequently. He has an excellent long threat in receiver Mel Grey, but the tight end position is very weak. Overall, if the Cardinals can concentrate on controlling the opposition's aerial game, Anderson and Hart can keep the team in contention against almost any team.

NFC WESTERN DIVISION

Atlanta Falcons

If the Falcons could improve in one key area (pass defense), they would develop into a veritable "Big Red Machine". If this shortcoming is compensated for in STATIS-PRO, they could develop into the best team in the league. A sensational offense, led by quarterback Steve Bartkowski, is Atlanta's key. Bartkowski throws to an excellent all-around set of receivers—a long-bomb threat in Wallace Francis, a tremendous tight end in Junior Miller, and an additional star in Alfred Jenkins. Although not explosive, running back William Andrews is a superb ball carrier and is supported by more-than-adequate blocking. Defensively, Atlanta possesses one of the best sets of three linemen in football (Jeff Yeates, Wilson Faumunia, and Jeff Merrow), supported by a decent set of four linebackers. Despite this strength, the defensive secondary must be spruced up, for aside from free safety Tom Pridemore, there are weaknesses. Essentially, coaching the Falcons will be a job of letting the team do what it does best, while compensating on defense by calling more pass defenses and zone coverages than normal.

Los Angeles Rams

The Rams are similar to the Falcons, but just a mite better. Both teams are tremendously explosive offensively, but lack an all-around defense that is strong enough to make them a super-team. Unlike Atlanta, the Rams *do* possess a superb secondary that will choke a good passing attack and turn the ball over with interceptions more frequently than the norm. Free safety Nolan Cromwell leads this pack. The linebackers are good, but the defensive line is no more than adequate in stopping the rush. However, what makes this team so desirable to coach is that compensating for a weak defensive line is far more simple than making up for a weak secondary. Keep this very important point in mind when coaching the Rams in STATIS-PRO. Offensively, the Rams are hard to stop. Quarterback Vince Ferragamo is both a high percentage and a long-bomb

thrower. His receiving corps, although not possessed with the sweetest hands in the league, is very strong in depth. Even more optimistically, the Rams have perhaps the highest quality rushing attack in football. *Three* fine ball carriers are available for use at all times—fullback Cullen Bryant, halfback Elvis Peacock, and the young phenom, Jewerl Thomas.

San Francisco 49ers

The 49ers are a team on the rise. Despite some absolutely glaring weaknesses, they have an excellent (albeit unstable) team. First, the good news. Although in reality, the 49ers couldn't decide on their starting quarterback for most of 1980, Joe Montana is, in fact, one of the most underrated passers in the game. He's a high percentage thrower who is rarely intercepted, passing to sure-handed receivers—usually for short yardage. In fact, all 49er running backs are chosen as passing targets just as readily as the wide receivers and tight ends. However, don't expect the long-bomb to work too well for Montana. The running game is good and is particularly well-supported by fine blocking tight ends (you might want to employ a two tight end offense a bit more than usual—in fact, maybe all the time). And now for the bad news. The 49er defensive secondary is one of the most ineffective in the league and, combined with the lethargic pass defense capabilities of the linebacking corps, can lead to disaster very quickly. The defensive line is only average. All in all, a conservative quick pass offense with a halfway decent running game should keep the 49ers on the scoreboard in all of their games. However, keeping them *in* the game will be a matter of compensating for the weak secondary by utilizing pass defenses more than usual—all the while making sure that the opposition doesn't blow you away on the ground. A difficult task indeed.

New Orleans Saints

The Saints are a one-shot team. Quarterback Archie Manning is that shot and after him—the deluge. Manning is an amazingly effective quarterback for such a poor team—he is a very high percentage passer, can throw for the long-bomb, and is not intercepted too often. Unfortunately, the running game is pitiful despite more-than-adequate blocking from the line and the ends. The defense is, without doubt, the worst in football. With scientific precision, the Saints will be steamrolled by the opposition's ground game and picked apart by his aerial attack. Aside from Tommy Myers, a superb 10-year veteran safety, the defensive secondary is in bad shape. Essentially, playing with the Saints will be the one-shot deal that it is in real life. Optimize Manning's skills with a free-wheeling, liberal offense. Gamble with blitzes and man coverage on defense and you just might be in the game. That's about all.

NFC CENTRAL DIVISION

Minnesota Vikings

The fact that the Vikings are perennial playoff representatives from the Central Division is probably due more to the fact that this Division is the weakest in football rather than to the skill of this team. To be honest, Minnesota is not a very good club and probably should be blown out by a powerhouse like San Diego or Philadelphia. The reason? Clearly, it is the Vikings' weak defense. There is no doubt about it—the opposition is going to run roughshod over the Vikings and pick holes in its secondary like Swiss Cheese. The defensive line is just not up to par with the rest of the NFL and the secondary is certainly worse than average. Just to keep in the game, the offense will have to be dynamic. Very fortunately for the Vikings, it is. The quarterback, Tommy Kramer, is an all-around threat who has the capability to throw long. His receivers are probably the most exciting in pro football—wide receivers Sammy White and Ahmad Rashad provide the bomb potential, while tight ends Bob Tucker and Joe Senser supply fine blocking and pass catching ability. These receivers provide a real threat running with the football as well. On the ground, running back Ted Brown provides decent yardage plus explosiveness. However, the offensive line is quite weak. All in all, however, it will be hard to make the Vikings anything more than a mediocre team. But take heart—coach Bud Grant seems to do this in the real world every year. Duplicate his feats and you will be doing a great job.

Detroit Lions

How the Lions managed to get beaten out of the Central Division championship last year is puzzling, for they are a fundamentally sound and well-balanced football team. Oh, don't get the wrong idea—they have their share of problems. Their secondary is weak and a lot of yardage will probably be yielded in the air. However, their linebacking corps and front four are uniformly excellent, and ground defense will be quite stingy. Quarterback Gary Danielson is a great passer who is intercepted less often than anyone in football except Cleveland's Brian Sipe. Although his receivers tend to be moderate yardage threats rather than "bomb catchers", he has a very varied group of targets to throw to. In fact, running back Billy Sims is truly a double-threat ballplayer. On the ground, he'll grind out the yardage like a workhorse fullback. Yet, when he is in the game, he's potentially as effective as an extra wide

EARN UP TO $1000

In Your Spare Time at Home—
Doing Neat Stuff for All-Star Replay

No, we don't want you to stuff envelopes for us—that's the editor's job. What we *do* want is people who can write good articles about any of the almost-twenty Avalon Hill/Sports Illustrated games (*including Statis-Pro games*).

New rules you'd like to see, articles about great teams of the past (for which we often print team or player cards right in the magazine), information about leagues, and much more can be found in each full-color quarterly issue. **Recent issues have included such bonus inserts as: complete player cards for 1970 NBA Championship for SP Basketball, full-color team chart for 1940 Stanford Indians (the first team to use the T) for our BOWLBOUND game, new tracks for our SPEED CIRCUIT game, and complete SP Baseball ratings for the 1912 World Series Teams.**

Now, about that thousand dollars. At our current rate of $5.00 per running 10" column of copy, or $15.00 a page, that would be . . . let's see now . . . that would be about 378 pages of typed, double-spaced copy. You can do that in no time.

receiver. Unlike other backs, he can even go deep—truly, one of the most versatile players in the game. In addition, Detroit's running game is ably supported by veteran Dexter Bussey, who led the NFC with an average of five yards per rush. Overall, with proper compensation for their major weaknesses, the Lions should be far better than just a .500 football team.

Chicago Bears

The Bears are like a country with a "one-crop" economy—they are so dependent on a single player (Walter Payton) so that when they're hot, they're very, very hot, and when they're bad, they're horrific. Payton is probably more versatile than Detroit's Billy Sims—and is a better runner to boot. However, major problems on offense arise when the opposition begins to key on Payton too much—there are really no supporting runners to take the pressure off the Bear star. To make matters worse, Chicago's passing game is one of the weakest in the league. Quarterback Vince Evans is an acceptable passer and is capable of throwing long, but he is intercepted far too often. Moreover, his corps of receivers is not too sure-handed. On defense, the picture is a bit more optimistic. Chicago's defense against the run and the pass are both steady but unspectacular. The defensive line, led by tackle Jim Osborne, is effective against the run and has the best pass rush capability of any team in the NFC. The secondary is adequate, but it turns the ball over through interceptions less than any team in football. All in all, try to vary your attack by not using Payton as much as the opposition would normally expect, making up for him by opening up a short, conservative passing game. Try not to gamble on offense too often with Evans.

Green Bay Packers

The Packers are not going to get you to the Super Bowl, but they possess a surprisingly potent attack for a team with such consistently impotent seasons. I suppose that says enough about the weaknesses of the Green Bay team, of which there are many. Essentially, the Packers will be unable to prevent the opposition from grinding out consistent yardage. The defensive line, the linebackers, and the secondary have no star player around which the squad can gel and, although certainly not the worst unit in football, there is tremendous room for improvement. In order to keep the Packers in the game with this defense, you're definitely going to have to gamble more often than you'd care to. With a modicum of success on

defense, Green Bay's offense can make the game close if it is worked properly. Quarterback Lynn Dickey is a highly effective passer, and his receivers are certainly better than average. (In fact, some say that split end James Lofton is the best receiver in football.) Running backs Eddie Ivery and Gerry Ellis are both skillful, but are rather reminiscent of the "three yards and a cloud of dust" theory of rushing. It says something that the Packers pulled off no startling upsets last year and, in fact, got blown out in most of the games that they lost (including a 61-7 thrashing by the Bears). Don't get your hopes up with this team, but if you must, gamble, gamble, and gamble some more if you want to win.

Tampa Bay Buccaneers

The Bucs are a consistent team that is terribly weak nowhere. Unfortunately, they are strong nowhere as well, and as such can be labeled nothing more than an average team. The problem with leading Tampa Bay to the Super Bowl is that they have no superstars around which a gambling offense can evolve. In addition, the defense has a similar shortage that will lead to very few critical turnovers at important points in the game. The bottom line may be that it will be difficult to make the Bucs any better in STATIS-PRO than they really were. The Bucs have a talented but very low percentage throwing quarterback in Doug Williams. When he can manage to complete a pass, he will throw to a wide selection of good receivers, including a fine bench. The running game is very weak and won't do much for the Bucs no matter how crafty your strategy. Defensively, Tampa Bay can stop the rush about as well as the best of them, but their pass defense—especially among their linebackers—is atrocious. Without compensating for this shortcoming, the opposition will quick pass the Bucs to death. Essentially, the Bucs are a sub-.500 team that might achieve this magic plateau with good coaching. However, to do so will involve taking considerable risk and the more likely result will be disaster.

AMERICAN FOOTBALL CONFERENCE

AFC WESTERN DIVISION

Oakland Raiders

This is a finely-balanced team that is exceptionally strong in some areas and weak in none. Perhaps the Raiders' strongest suit is defense. The starting three defensive linemen and four linebackers are, without doubt, the most difficult defense to run against in the NFL. Defense against the pass, however, is only average, although the

Raiders possess the league's top interception threat in their exceptional left cornerback, Lester Hayes. Offensively, the Raiders revolve around two better-than-average quarterbacks in Jim Plunkett and Dan Pastorini. The corps of receivers is strong, with a tremendous long-bomb threat in Cliff Branch and a fine tight end in Raymond Chester. The running game is particularly strong—not so much because of the runners themselves, but because of the amazing offensive line, containing such veterans as Gene Upshaw, Art Shell, Dave Dalby, and Henry Lawrence. In addition, halfback Kenny King will keep the defense honest by occasionally exploding for breakaways on the ground. All in all, the Raiders are a strong—although not top-notch—team. In STATIS-PRO, you can be somewhat conservative when coaching them, for their talented personnel don't require complicated risk-taking and gambling in order to get ahead. Let them do for you what they do best, and don't get fancy.

San Diego Chargers

The Chargers are also a finely-balanced team—probably more well-rounded than any team in the league. Without a doubt, the team's strength lies in its passing game, led by its prolific quarterback, Dan Fouts. The three San Diego receivers are probably the best in the league—characterized by exceptional blocking and an effective long threat (even to the tight end, Kellen Winslow). Inevitably, the running game is not nearly as dynamic, but still remains strong. Halfback Chuck Muncie is an explosive runner and is well-supported by a fine offensive line and good blocking backs. Defensively, the Chargers are extremely difficult to run against and possess perhaps the best pass rush in football. Unfortunately, the secondary is only average. Overall, it probably won't take great coaching to make a winner out of the Chargers in STATIS-PRO. Simply using the players' many skills to best advantage should be sufficient.

Denver Broncos

The Broncos are a strong team in almost all important areas except pass defense. This deficiency is serious, especially in the face of an opponent's aerial game oriented heavily towards quick passes. Aside from seven-year veteran Louis Wright—one of the best pass defenders in pro football—Denver is exceptionally weak in this area, especially in its linebacking corps. To stop the quick passes, man coverage will have to be employed a bit more often than usual, although getting burned on the long bomb may be the inevitable result. After this inadequacy, Denver maintains a potent defense against the rush (notwithstanding their poor pass defense, linebackers Randy Gradishar and Tom Jackson are exceptional in this area) and a powerful offense. Quarterback Craig Morton is an excellent helmsman, although the offense may be a bit too conservative. The long threat, both in the air and on the ground, is poor. The Broncos are oriented more towards the traditional running game (their offensive line is good and their backs and receivers block exceptionally well) and a short yardage aerial attack.

Kansas City Chiefs

The Chiefs are not a top-notch football team, but they are certainly not hapless. Defense is their strong suit, with a powerful defensive line and a potent linebacking corps. Despite a weakness against the quick pass, their pass defense is also good. The secondary is perhaps the best in football, with free safety Gary Barbaro the best of the lot. To top off this pass defense, the Chiefs will intercept a lot of throws. Offensively, Kansas City leaves a lot to be desired. Their rushing is poor despite an adequate offensive line. Steve Fuller is an excellent quarterback and wide receivers Henry Marshall and J.T. Smith are above average. Nevertheless, the passing game will lack punch. To win big with this team, you're going to have to be a little more liberal with your aerial game than the Chiefs really were in 1980. Don't hesitate to gamble with the long bomb. No matter what, your defense is going to keep the score down.

Seattle Seahawks

The Seahawks are the weakest team in the AFC West. Nevertheless, a glimmer of optimism must occur when examining their strong points. Unfortunately, there are very few of these. On the plus side, the team shows good potential to stop the rush. The Seahawks employ the traditional 4-3 defensive formation—a tactic that is dying out in the National Football League, but which is certainly tougher against the grinding running game than the newfangled 3-4. Unfortunately, pass defense is extremely weak and there is no single player around which the secondary can anchor itself. In addition, Seattle's pass rush is impotent. On the other side of the coin, quarterback Jim Zorn is more than adequate and leads a potent passing attack that possesses both long and short range threats (plus a good bench). On the other hand, the running game is very anemic with no breakaway threats and only average blocking. Also, when passing, beware of the sack—the offensive line is not very protective! All in all, a lot of points are going to be scored against Seattle, so to keep in the game you're going to have to use Zorn for what he does best—pass, pass, and pass some more.

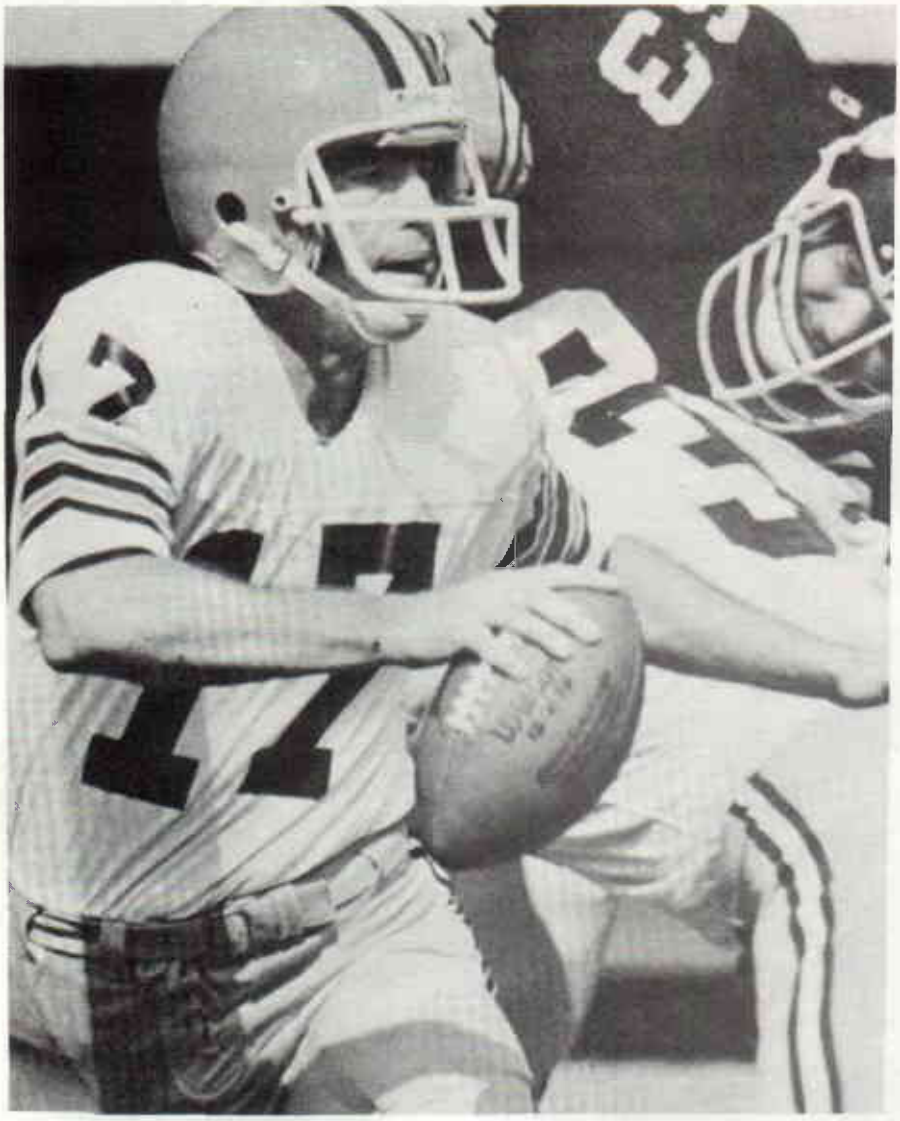
AFC CENTRAL DIVISION

Pittsburgh Steelers

What a difference a year makes! Despite their consistently normal top-notch performances in some areas, the Steelers totally collapsed in others and, as a result, fell from grace in the NFL. Defense is still strong. The defensive line should be its typical stingy self and the secondary, led by 12-year veteran Mel Blount, is similarly effective. Unlike most other pro teams, Pittsburgh's linebacking corps contributes equally to the effectiveness of both the running and passing defenses, starring (who else?) middle linebacker Jack Lambert. Offensively, quarterback Terry Bradshaw had very much of an off-year, and Pittsburgh's formerly superb rushing and receiving corps is now just plain average. On the ground, no one (Franco Harris included) is capable of making a game-breaking long-gainer, and the offensive line's blocking may no longer be first-class. Lynn Swann is still an all-around threat, but the rest of the receivers have declined (although two fine blocking tight ends are available in Benny Cunningham and Randy Grossman). Overall, the Steelers are still alive and kicking. Because of their amazing defense, they'll be in every game they play. The problem is that they may not score enough. Perhaps this can be made up for with a more daring offense than the Steelers would ever have dreamed of in their glory days of the 70's.

Cleveland Browns

The Browns are an anomaly. Statistically, they are good—but not great. Nevertheless, they had the best record in the AFC Central Division last year. Brian Sipe is probably the best quarterback in the NFL and around him a rather *ad hoc* offense revolves. The passing game is paramount—primarily, the offensive line gives Sipe more time to throw than any other quarterback in the conference. As a result, both the short and long passing games are effective. Sipe throws to everyone effectively (even his backs), producing the most well-balanced set of receivers in the league. In addition, Sipe is almost never intercepted. However, the Browns' rushers are decidedly unspectacular. On defense, Cleveland's anti-running game is more than adequate, but their pass defense is abysmal



Cleveland quarterback Brian Sipe, the Most Valuable Player in the NFL in 1980.

(including a truly lethargic pass rush capability). Essentially, be sensitive about pass defense when playing the Browns in STATIS-PRO. Blitz more often than usual. Let Sipe be himself and you'll have a contending team on your hands.

Houston Oilers

The Oilers have a team that could make any coach jealous, but by no means is it perfect and, in fact, contains a few serious wrinkles. Primarily, Houston is an offensively-oriented team. They possess far and away the best runner in pro football in Earl Campbell, not to mention a powerful blocking corps comprising not only the offensive line but the backs and ends (particularly Mike Barber and Dave Casper) as well. Ken Stabler is one of the highest percentage throwers in the NFL, and he possesses both long and short threats among his receivers. Unfortunately, Stabler is intercepted incredibly often—the Oilers' near-perfect offensive machine being seriously marred by this drawback. Certainly, the defense does not shine as brightly as the offense. It is not too strong against the run, with a weak defensive line—partially made up for by a strong linebacking contingent. When playing the Oilers, using the traditional 4-3 formation rather than the 3-4 would perhaps be more effective in the long run. In terms of pass defense, however, Houston is potent. The secondary, led by strong safety Vernon Perry, is one of the best in football. Incidentally, Houston possesses one of the strongest placekickers in the game in Toni Fritsch. Overall, Houston should be played conservatively, employing Campbell as much as possible. If this tactic becomes overused, Stabler should be employed for what he does best: high percentage passing for short yardage with little chance of interception.

Cincinnati Bengals

For a team with such individually fine talent, it is surprising that the Bengals don't win more often. Perhaps it's the tough division that they play in. More likely, the problem lies in the fact that their varied areas of talent don't mesh with each other very smoothly. For example, the Bengals possess a fine leader in quarterback Ken Anderson, a good corps of receivers (including an excellent bench), a breakaway running threat in fullback Pete Johnson, and an acceptable offensive line. Defensively, the Bengals will be extremely difficult to run against, possess an excellent linebacking corps led by ten-year veteran Jim LeClair, and maintain an adequate secondary. Why didn't they win more in 1980? Bad breaks, perhaps? No matter what the case, Cincinnati would be an interesting team to coach in a STATIS-PRO league. With good leadership, they will be a dark-horse candidate and will most likely yield surprisingly effective performances.

AFC EASTERN DIVISION

Buffalo Bills

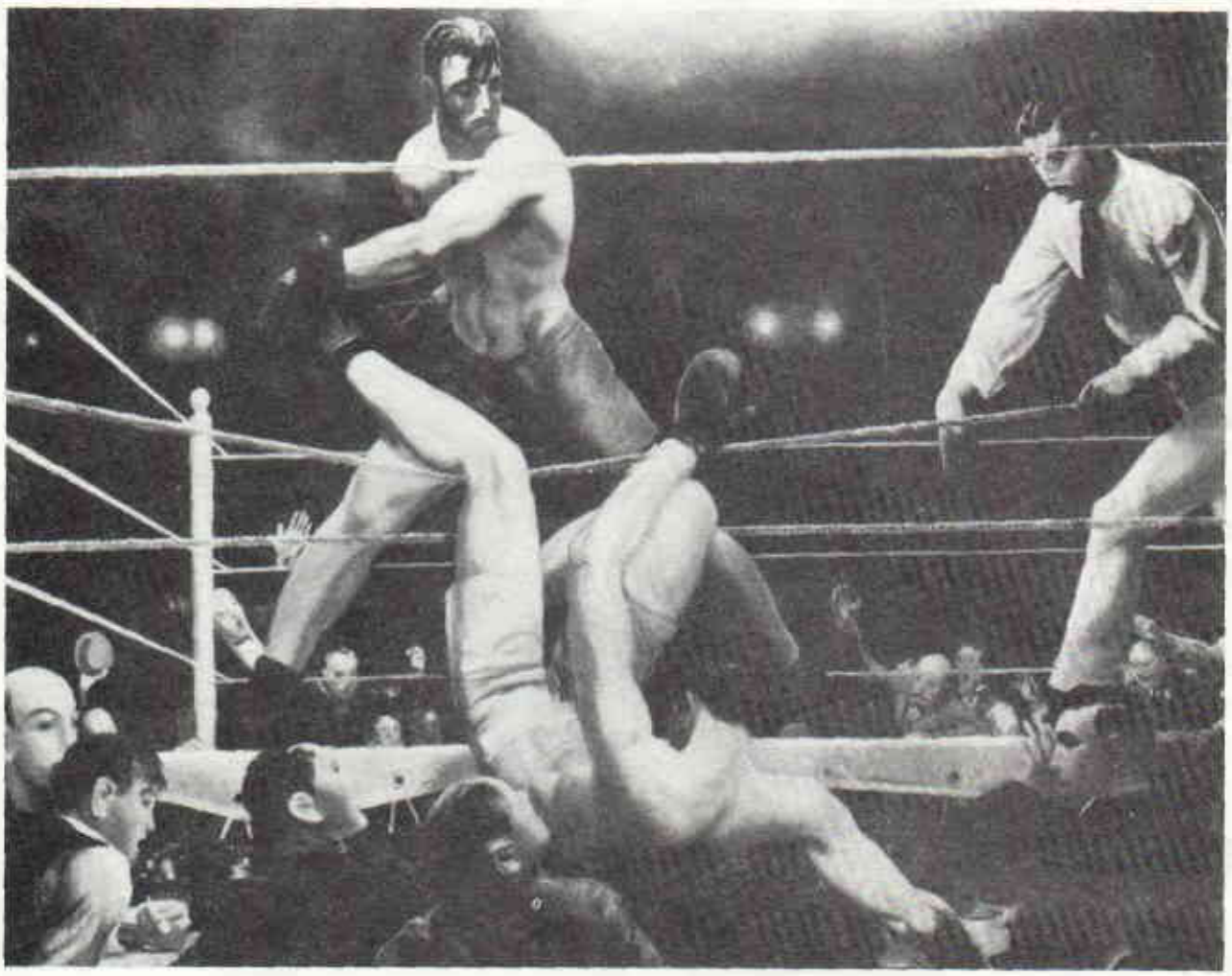
"Feast or famine" is an appropriate motto for the Bills. Whereas they possess one of the most impressive defenses in pro football, their offense leaves very much to be desired. Nevertheless, if it is around defenses that dynasties are founded, then the Bills have the potential to become a super-team. Almost without doubt, Buffalo possesses the finest linebacking corps in the business. Led by Shane Nelson and Jim Haslett, the Bills' linebackers are impressive against both the run and the pass. Essentially, Buffalo will be extremely difficult to run against and almost as difficult to pass against. Overall, the defense will be exceedingly stingy. Unfortunately, the offense is as weak as the defense is strong. This is not to say that the quarterback, Joe Ferguson, is ineffective. On the contrary, he's a good thrower, but mostly for short yardage. It might be best to employ a two tight end offense, as the Bills possess two fine blocking ends in Reuban Gant and Mark Brammer. This tactic will be mandatory if the Bills expect to get anything out of their running game, which is hardly spectacular. It possesses no breakaway threat, and even though Joe Cribbs is a workhorse, he has a poor rushing average. Nevertheless, playing the Bills in STATIS-PRO can be rewarding. The defense will handle itself,

Cont. Page 29

Performance Points:

Rating and Ranking Title Bout Boxers

by Mike Stephens



If you score your fights by rounds, here is a method for evaluating a boxer's performance. The basic idea comes from the suggestion given in the paragraph on Boxer Ratings in the instructions—"give a fighter points equal to the Boxer Ratings of all opponents he has beaten, . . . keep a running total and rank your fighters accordingly." This basic concept can be expanded to take into account the performance of the loser and the quality of each fighter's effort. For example, a fighter with a Boxer Rating of 9 could beat a 7 twice but in very different ways—he could coast to an easy win one time but find himself in the fight of his life in the rematch. The method presented here weights the performance of *each* fighter to reflect his level of achievement in each bout.

The essential idea of this method is to multiply the rounds won (total of all three judges' cards) by a boxer times his opponent's Boxer Rating (BR) and then divide by the number of rounds fought times 3. In other words:

$$\frac{\text{Rds Won} \times \text{Opp BR}}{\text{Tot Rds} \times 3} =$$

Performance Points (PPr)

Round the result off to one or two decimal places—I prefer two.

As an illustration here are results of two fights:

	BR	Rnds Won J1	J2	Ref	Tot Rds Won	Tot Pts from Punches Landed
Smith	10	6	7	6	19	100
Jones	9	2	1	2	5	70
Smith	10	6	5	5½	16½	105
Williams	5	4	5	4½	13½	98

As you can see, Smith scored an easy win against Jones, a tough opponent, but struggled to a close decision over the much weaker Williams. The Performance Points system evaluates the quality of all the performances. In the first fight Smith scores 7.12 PPr (19 rds won × 9 opp BR div by 8 rds fought × 3). Jones would score 2.08 PPr (5 × 10 div by 24). In the second fight Smith struggles to score 2.75 while Williams' strong effect is rewarded with 4.50. You can see that the harder it is to win a round from an opponent (i.e. the better he is), the more that round is worth in Performance Points. It's actually possible (as in the second fight) for the winner to perform so poorly that he scores fewer PPr than his weaker opponent. Thus, even though an underdog might have little chance of actually winning a fight, he can still be rewarded for an outstanding effort.

After you've awarded PPr in a particular bout, you can determine Performance Rating (PRr), the statistic used to rank and compare all your fighters on a continuing basis.

$$\frac{\text{Boxer's Total PPr (for all fights)}}{\text{Boxer's + Opponents' Total PPr}} =$$

Performance Rating (PRr)

Round to two or three decimal places—I prefer three.

PRr is obviously a percentage. After the first fight above, Smith would have a PRr of .774 (7.12 div by 7.12 + 2.08); after the second fight his PRr would drop to .600 (7.12 + 2.75 div by 7.12 + 2.08 + 2.75 + 4.50). Jones would have a PRr of .226 and Williams a .621 as each waits for his next fight. To put these numbers into perspective: a .500 PRr is average, .625 is very good and .750 is just about the upper limit for a great fighter meeting both good and poor competition over a long series of bouts.

A second method of awarding Performance Points is possible although the calculations are somewhat more involved. There are several advantages to this alternate method, however, and it is the way I've chosen to evaluate my own fights. First of all, it can be used whether a fight is scored by rounds or by one of the "must" point systems because the formula requires the points scored in the fight by all punches landed. Secondly, this method takes advantage of the fact that, over a long series of bouts, the punches landed points (PL pts) scored by the fighters are almost exactly in proportion to the ratio of their Boxer Ratings. In other words, a fighter with a BR of 12 should score twice as many PL pts as an opponent rated 6. Against a 10, however, he should score only 54.5 percent of all the points scored in the fight (12 div by 12 + 10). With the use of an adjusting factor, Performance Points will also be directly proportional to the BRs (see Note 1).

Performance Points (PPp) for each fighter are calculated by multiplying two times his points from punches landed times his own Boxer Rating times his opponent's Boxer Rating divided by the sum of the PL points of both fighters times the sum of the Boxer Ratings of both. Or:

$$\frac{2 \times \text{PL Pts} \times \text{BR} \times \text{Opp BR}}{(\text{PL Pts} + \text{Opp PL Pts}) \times (\text{BR} + \text{Opp BR})}$$

= Performance Points (PPp)

In the fight examples above, Smith would score 5.57 PPp (2 × 100 × 10 × 9 div by 170 × 19) and 3.45 for his two fights while Jones would score 3.90 and Williams 3.22. Performance Ratings (PRp) are found using the Performance Rating formula previously given, so Smith would have a PRp of .559 after his two fights, Jones, .382 and Williams, .452.

It was stated above that the PPp and BR are directly proportional. This, of course, may not be the case in any particular fight, but it can lead us to make an accurate prediction of a fight's outcome simply by comparing the Boxer Ratings of the two fighters. For example, in the Smith-Jones fight we could predict that Smith would score .526 of the total PL Pts and the total PPp because his BR is .526 of the sum of his and Jones' BRs (10 div by 19). In fact, he actually scored .588. The difference between the actual and predicted percentages can be called the Performance Differential (PD) and can be a useful statistic in judging whether or not a fighter is doing as well as he should be (see Note 2).

The formula for Performance Differential for any one fight is:

$$\frac{\text{PP}}{\text{PP + Opp PP}} - \frac{\text{BR}}{\text{BR + Opp BR}}$$

and for all a fighter's fights:

$$\text{PRp} - \frac{\text{Tot BR*}}{\text{Tot BR* + Tot Opp BR}}$$

(*i.e. BR × number of bouts)

In our examples, Smith has a PD of +0.62 for his fight with Jones (.588 actual PRp—.526 predicted), but a −.150 for his performance against Williams (.517 actual—.667 predicted) and a cumulative PD of −0.29 (.559 actual—.588 predicted). Obviously a positive PD is desirable since it means the boxer is doing better than expected.

Note 1: The reason you can't simply use a formula similar to the original for PP but substituting PL points for rounds should be clear if an example is studied. Say Smith (with his 10 BR) meets Williams (BR of 5) in a rematch, but this time outscores him 80 to 40 in punches landed points before winning on a KO. Since Smith's BR is twice that of Williams' and since he scores twice as many points, it follows that he should be awarded twice as many Performance Points. Using the original formula but modified for PL points (i.e. points scored × opp BR div by total points), Smith would score 3.33 PP (80 × 5 div by 120). But Williams would also score 3.33 PP (40 × 10 div by 120) and each would end up with a PR of .500. This is clearly wrong since Smith should have a PR of .667 and Williams a PR of .333. An adjusting factor is obviously needed and it is contained within the more complex formula, PPp.

Note 2: Performance Differential is a statistic developed for use with the Performance Ratings found by counting punches landed points. You *could* use it with the original, "rounds" (PRr) method but the accuracy of it will not be as precise simply because there is not as great a correlation between rounds won and Boxer Rating as there is between PL points scored and Boxer Rating. The latter correlation, as mentioned previously, is one to one. A Performance Rating based on rounds won, however, will tend to overrate the favored boxer by about .050 compared to the PR found by using PL points. It's still close and considering its simplicity, the PRr formula might be your choice—it all depends on how much accuracy you want. Personally, I prefer the PRp formula—an electronic calculator makes short work of the more complex math, leaving me with an evaluation system that gives a thorough, accurate picture of how my fighters are performing.

Another idea I would like to offer is a tip to speed up the mechanical process of shuffling and counting the Fast Action Card deck every two rounds. FACs are far superior to

dice or spinners in terms of giving a more realistic feeling of continuous action to sports like boxing, but they do have certain shortcomings.

First, you have to shuffle the deck every two rounds and then count out forty cards for the first round of the two round set. This is time-consuming and interrupts the flow of the game. Secondly, shuffling itself is a problem since cards tend to stick together in groups and then reappear in the same sequence as they did earlier. The number-generating process is already less random with FACs compared to dice, and to have cards reappearing together time after time just compounds the problem.

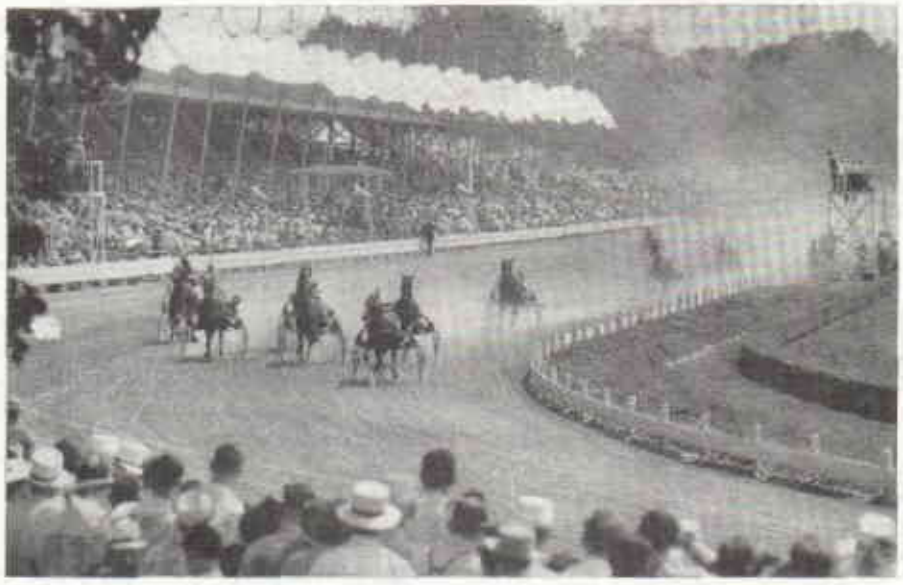
My suggestion is to make four discard sheets which will be used instead of the Discard Pile space on the playing board. Each of the discard sheets (which can be made of cardboard or heavy paper—construction paper works well) is 10 inches wide and 12 and ¾ inches long and is divided into four columns and five rows (for a total of 20 rectangular spaces), each of which is 2½ inches wide and 2 and ¾ inches long. Used FACs are then placed on the discard sheets starting at the upper left hand space and working to the right. Then the second row is filled in the same left-to-right pattern, and so on. When you've filled the first sheet, the first round is half over; a discard sheet for the second half of the round is then placed on top of the first and the process continues until the round ends with the 40th card being placed on the lower right hand space. The second round proceeds in the same manner.

As you can see no counting of cards is necessary since the sheets tell you when the round ends. You also get a better idea of where you are in a particular round with this method than you do from estimating from a pile of used cards. You might even write the elapsed time on each space so you know exactly what the clock reads at any given point.

When both rounds have been played, you simply pick the cards up in random *columns*, which is easily and quickly done since the cards overlap slightly. Note that you laid the FACs down left to right but are picking them up top to bottom (or vice versa), which means that the cards are being separated in what amounts to a thorough, preliminary shuffle. Shuffle them normally several times and you're ready for the next two rounds. ■

NIATROSS comes to W P & S!

(along with other all-time great harness horses)



by Patrick M. Premo

Niatross became a household word in 1980. In 1979 the great Standardbred Pacer won all 13 of his races and was voted Harness Horse of the Year as a two-year-old—a feat that only two other horses achieved: Nevele Pride and Bret Hanover. Not only was Niatross undefeated as a two year old, but he also won more races in under two minutes (11) than any two year old in history; and, to top off the year, his $604,900 in earnings are the most for any two year old of any breed, including Thoroughbreds! 1980 brought bigger and better things for Niatross. He won 24 of 26 starts (all under two minutes except for one 1 1/8 miles race) and was once again named Harness Horse of the Year—a dual feat accomplished by only six other Standardbreds. His two losses are inexplicable—in one race he fell over the rail (fortunately neither he nor his driver, Clint Galbraith, were hurt) and then in his very next race he finished fourth. But he never lost again. He earned $1,414,313 as a three year old and brought his career total to $2,019,213—more money than any Standardbred in the world has ever won and , perhaps most impressive, more money than *any* breed of horse has *ever* won in two short years of racing! Impressive as these accomplishments were, it is likely that Niatross will be remembered more for his pure speed on the race track. He holds the World Race Record for the mile on a half-mile track of 1:54.4 (one minute, fifty-four and 4/5th seconds) plus the World Race Record for the mile on a mile track of 1:52.1. And if that is not enough, Niatross ran a Time Trial at Lexington's Red Mile in 1:49.1 for the mile—he smashed the former world record by 2 4/5ths seconds!! This last feat is comparable to someone hitting 20 more home runs than Babe Ruth's record in a single season! Niatross is certainly one of the great ones of all-time and, to many peoples' way of thinking, perhaps the greatest Standardbred ever.

Niatross also accomplished one more feat as a three year old that was not mentioned above—he was the first Pacer Triple Crown Winner in ten years. Although most people think only of Thoroughbreds when the Triple Crown is mentioned, Standardbreds also have their Triple Crowns (yes, that is plural!): Trotters and Pacers each have their own Triple Crown events. In fact, with Niatross' Triple Crown victory in 1980, each class of Harness Horse now has six Triple Crown winners in its history (if that isn't an ideal set-up for WP&S, then I don't know what is!). As with the Thoroughbreds, the Harness horse Triple Crowns are only open to three year olds. Unlike the Thoroughbred races, however, all of the Harness events are at the classic Standardbred distance of one mile.

The Pacing Triple Crown consists of the following three races:

1. *Little Brown Jug,* Delaware Race Track, Ohio (first run in 1946)

2. *Cane Pace,* Yonkers, New York (originated in 1955)

3. *Messenger Stakes,* Roosevelt Raceway, New York (started in 1956)

Unlike the Thoroughbred Triple Crown races which are run over a space of five weeks, the Harness races are generally spread over two to three months. The above three races are usually raced from late August to early November; however, they have started as early as May and finished up in November (Bret Hanover's year in particular). To keep a horse in the top of his condition for that length of time is a training feat in itself! There is one other distinguishing feature about Harness races in particular that should be mentioned. Oftentimes, a horse has to win *TWO* one mile races (called "heats") in order to be declared the RACE winner. (Should three different horses win the first three heats, then all the other horses are "ruled out" and the three heat winners go at it *one more time* to determine the heat winner. Thus, the horses could run as many as FOUR MILES all in one afternoon—with only brief rests in between heats—before the winner emerges. Now *that* is stamina!) In the Pacing Triple Crown series, only the Little Brown Jug requires the winner to take two heats—the other two races are only one heat each. The six winners of the Pacing Triple Crown and their lifetime statistics are as follows:

TC YEAR	HORSE	*RACES*		*1st*		*2nd*		*3rd*		*UNP*	*EARNINGS*
1. 1959	*Adios Butler*	50	=	37	—	4	—	1	—	8	$ 509,844
2. 1965	*Bret Hanover*	68	=	62	—	5	—	1	—	0	922,616
3. 1966	*Romeo Hanover*	44	=	36	—	2	—	4	—	2	658,505
4. 1968	*Rum Customer*	141	=	52	—	27	—	25	—	37	1,001,548
5. 1970	*Most Happy Fella*	40	=	22	—	10	—	3	—	5	419,033
6. 1980	*Niatross*	39	=	37	—	0	—	0	—	2	2,019,213

These six horses are featured in a special WP&S program at the conclusion of the article. Truly a line-up of all-time great Pacers—and which horse would win a dream race of this nature? Now you can find out for yourself!

The Trotting Triple Crown's three races are:

1. *Kentucky Futurity,* Lexington's Red Mile, Kentucky (originated in 1893)

2. Hambletonian, The Meadowlands, NJ (first run at Syracuse, NY, in 1926; until 1957 it was held primarily at Goshen, NY; DuQoin State Fair, Illinois sponsered the race until 1981).

3. *Yonkers Trot,* Yonkers Raceway, New York (first run in 1955)

The Trotting Triple Crown races are usually run from late July through October. While the Pacing Triple Crown races have only one race requiring the winner to take two heats, the Trotting races include two, the Hambletonian and the Kentucky Futurity, that require the winner to win two heats. (It might also be noted here that occasionally, if the number of horses entered is quite large, then there will be two *separate* first heats and the first four or five finishers in each will then race in a third heat. Again, should a horse other than one of the first two separate heat winners take this "third" heat, then all other horses are "ruled out" and the three heat winners go again.) The six Trotting Triple Crown winners and their lifetime statistics are:

TC YEAR	HORSE	*RACES*		*1st*		*2nd*		*3rd*		*UNP*	*EARNINGS*
1. 1955	*Scott Frost*	71	=	56	—	10	—	4	—	1	$ 310,685
2. 1963	*Speedy Scot*	57	=	44	—	3	—	0	—	10	650,909
3. 1964	*Ayres*	30	=	20	—	4	—	3	—	3	254,027
4. 1968	*Nevele Pride*	67	=	57	—	4	—	3	—	3	873,238
5. 1969	*Lindy's Pride*	47	=	25	—	9	—	4	—	9	396,209
6. 1972	*Super Bowl*	51	=	38	—	8	—	1	—	4	601,006

These six horses are also featured in a WP&S special race program. Once again a line-up of truly great Trotters are at your disposal to determine which of these is the greatest ever. For those of you who might wish to race Pacers against Trotters, please remember that Pacers are slightly faster in real life and the same is true here—but you are free to take your chances!!

(For those of you who missed the Harness Racing article and Harness Racing Rules for WP & S in vol. 1, no. 4 of ALL-STAR REPLAY, these rules are being reprinted here (with a slight modification in Rule 14.5) for your convenience in running the following two special race programs.)

HARNESS RACING RULES

14. HARNESS RACING

14.1 The Start. The majority of harness races are at a distance of one mile. To begin one mile races, place the horses in the blocks just behind the FINISH. (To date, AH has not manufactured plastic harness horses, so you will have to use the thoroughbreds and a little imagination.)

14.2 Bonus Number. For harness horses, the bonus number adds only TWO spaces to the Running Stength (rather than the three awarded to thoroughbreds).

14.3 Sulky Drivers. Harness drivers may be classified as "apprentice" and "veteran" for this game, but the advantages to the "veteran" would be in changing lanes and at the finish (as indicated in the original rules); there would be *no* two space bonus awarded to an "apprentice" driver.

14.4 Breaking Stride. Due to the forced stride of both trotters and pacers, these horses are prone to breaking stride and losing ground in the race. Whenever a horse's total COUNT (Running Strength plus white die plus Bonus Number two spaces, if any) in a particular turn equals or exceeds 15 for trotters and 16 for pacers, the horse is susceptible to breaking stride. Whether the player actually uses all of this COUNT or not (through forfeiture from being blocked or electing to end on a passing space) is immaterial. *Before* moving his horse, the player would roll the RED die and if that horse's POST POSITION number is rolled, then the horse has broken stride. This results in:

a. A two space penalty which is subtracted from the original COUNT for that turn; and

b. Immediately upon completion of his move for the turn, the player *must* move his horse SIDEWAYS toward the outside of the track sufficient lanes so as to avoid any oncoming horses. THIS IS TRUE EVEN IF THE HORSE IS IN A TURN. Since the blocks in the TURNS do not coincide from lane to lane, the player may have to move his horse sideways and back—NEVER forward—when avoiding oncoming horses. Even if a horse cannot move forward at all because he is blocked, he must move sideways to avoid any oncoming horses. (If the horse breaking stride is the last horse in the field *after* moving his allotted spaces, he need not move sideways since there are no oncoming horses behind his.) The horse will then move as usual in the next turn of the race. If he had been forced into an outside lane on a TURN, he must now stay in that lane until he moves out of the TURN.

14.5 Heat Races. Many of the more prominent harness stakes races (such as the Hambletonian and the Little Brown Jug) are decided by the first horse to win *two* one mile heats.

a. In the second heat, the winning horse from the *first* heat will start from the Post Position #1 spot, the second horse from the PP #2 spot, etc. (You should retain each horse's ORIGINAL Post Position NUMBER, but line up the horses to start according to the order of finish in the previous heat.)

b. In the event that three different horses win the first three mile heats, all the other horses are "ruled out" and the three winners run in one more mile heat to determine the race victor.

c. It should be noted that races of over one mile are not generally heat races.

14.6 Trotters versus Pacers. Trotters and pacers do not usually compete against one another in major races since pacers are slightly faster. The same realism applies here, but feel free to mix 'n' match! ■

PACING TRIPLE CROWN WINNERS

DISTANCE: 1 mile

1959	2	3	4	5	6	8	8	7	6	6	5
1	**ADIOS BUTLER**										BONUS #
ODDS 5-2	Veteran Clint Hodgins					Class: 55 Speed: 49					
1965	4	4	6	6	6	6	6	6	7	7	6
2	**BRET HANOVER**										BONUS #
ODDS 7-5	Veteran Frank Ervin					Class: 58 Speed: 51					
1966	6	6	6	6	5	5	4	4	6	6	9
3	**ROMEO HANOVER**										BONUS #
ODDS 7-2	Veteran George Sholty					Class: 54 Speed: 48					
1968	2	2	2	3	9	8	8	6	6	6	3
4	**RUM CUSTOMER**										BONUS #
ODDS 8-1	Veteran William Haughton					Class: 52 Speed: 46					
1970	1	1	2	2	4	6	10	10	10	7	10
5	**MOST HAPPY FELLA**										BONUS #
ODDS 6-1	Veteran Stanley Dancer					Class: 53 Speed: 46					
1980	10	8	6	4	4	4	4	5	7	7	7
6	**NIATROSS**										BONUS #
ODDS 6-5	Veteran Clint Galbraith					Class: 59 Speed: 52					

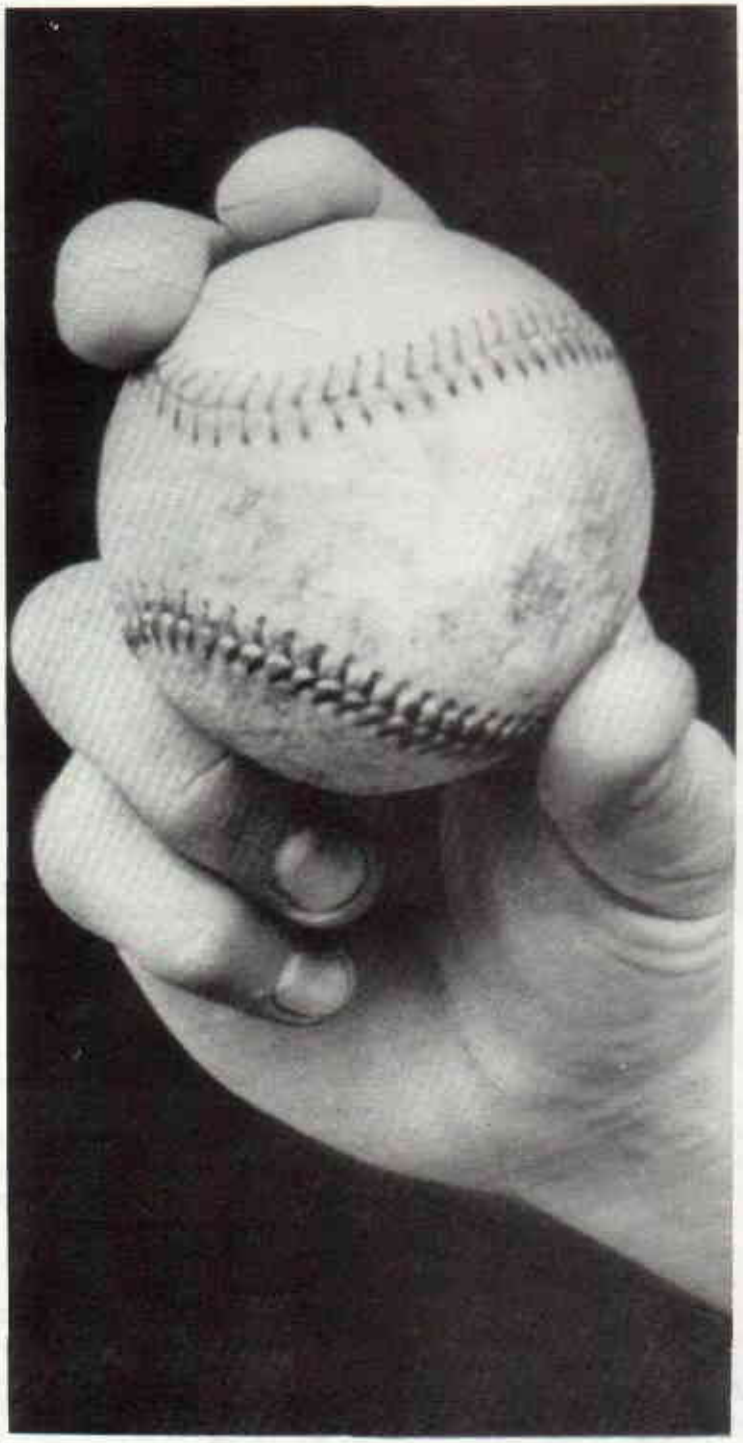
TROTTING TRIPLE CROWN WINNERS

DISTANCE: 1 mile

1955	6	4	4	4	4	6	8	7	6	6	6
1	**SCOTT FROST**										BONUS #
ODDS 8-5	Veteran Joe O'Brien					Class: 55 Speed: 49					
1963	2	2	3	4	4	6	8	8	8	7	5
2	**SPEEDY SCOT**										BONUS #
ODDS 3-1	Veteran Ralph Baldwin					Class: 52 Speed: 45					
1964	4	4	5	6	4	4	4	8	6	6	9
3	**AYRES**										BONUS #
ODDS 4-1	Veteran John Simpson, Sr.					Class: 51 Speed: 45					
1968	9	8	6	5	4	4	4	4	6	6	7
4	**NEVELE PRIDE**										BONUS #
ODDS 7-5	Veteran Stanley Dancer					Class: 56 Speed: 50					
1969	5	4	4	4	4	4	6	6	6	7	4
5	**LINDY'S PRIDE**										BONUS #
ODDS 5-1	Veteran Howard Beissinger					Class: 50 Speed: 43					
1972	6	6	4	4	4	4	6	6	7	6	8
6	**SUPER BOWL**										BONUS #
ODDS 2-1	Veteran Vernon Dancer					Class: 53 Speed: 47					

Rating Pitchers for Home Runs Allowed in Major League Baseball

by David LeSueur



Avalon Hill's Major League Baseball game is my favorite table top baseball game because it incorporates so many realistic features into the game and is still very playable. In fact, there are very few statistics kept in baseball which are not reflected in the AH game. One such statistic which is not in the game is the number of home runs allowed by individual pitchers. So naturally, I tried to devise a method to rate pitchers for home runs allowed which would not interfere with the ease of play the game now has.

In ALL-STAR REPLAY, Volume II, No. 4, I gave a formula for rating pitchers for home runs allowed. Unfortunately, the system I developed to use the formula was too cumbersome, and did not allow much differentiation between pitchers. In this article, I am presenting a new method to reflect home runs allowed by pitchers accurately, and which should not significantly increase the playing time of the game.

The basic idea is to double the number of home run numbers on the batter card, and then when a home run number occurs, there is only a **chance** that a home run has actually occurred. The probability of it being a home run depends on the HRA (home runs allowed) rating of the pitcher on the mound. On the average, a home run will occur 50% of the time, yielding correct home run statistics for the batter. But some pitchers will be tough to hit home runs against, while others will yield many "gopher balls" just as in real life.

Here is how it works:

1. Each batter will have a home run range that is twice what is currently on his card. The new range will be the current home run range plus as many singles on his card as he has home run numbers. Suppose, for example, that a batter has a home run range of 25-28 (4 numbers). Then 11-14 (also 4 numbers) will be an additional home run range. Anytime the numbers 11-14 or 25-28 occur off of the batter card, draw another Fast Action Card and refer to the random number. The pitcher on the mound will have an HRA (home run allowed) rating such as 11-58. If the random number is within the range, the hit was a home run. If it is outside the range, the hit was a single.

2. If the batter has more home run numbers than singles numbers, then the extra home run numbers are **automatic** home runs, without checking the HRA rating of the pitcher. For example, suppose the singles range for the batter is 11-16 (6 numbers), but the home run range is 31-38 (8 numbers). If the result on the batter card is 11-16 or 31-36, there is a possible home run and you would check the next Fast Action

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SPEED CIRCUIT

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GRAND PRIX: THE CLASSIC YEARS — 1950-1958

by Dr. Rich Oksas

While I greatly enjoy playing most of the Avalon Hill sports simulation games, I must admit to being an auto racing fan first and foremost. Most sports lend themselves to being re-created in terms of simulations due to the fact that historical statistics are readily available. I've often yearned for the chance to recapture all the features and excitement of grand prix racing in a similar manner. At last, I'm able to share the results of my many long hours of personal research in preparing SPEED CIRCUIT car specifications for the truly great Formula One machines from the past. Hopefully, it will allow SPEED CIRCUIT owners to re-create the sophisticated driving skills that were required to pilot these classic cars, as well as comparing these skills to those of their modern counterparts.

If this presentation proves to be popular, I plan to present further documented grand prix racing information in the future—especially those from the most closely fought championship seasons. In this manner, it will be possible to replay all of these races yourselves in order to determine, for example, if Graham Hill was really a better driver than Jim Clark in the exciting season of 1962. In going back to the "good ol'days" from whence the World Driving Championship originated, the story was, however, vastly different—usually a single driver and team completely dominated the action. This being the case, I have elected to begin this series with a brief description of only the best championship cars from the first eight years of grand prix racing.

In reviewing this Golden Era of grand prix racing, it should be made clear that many of the aspects of the sport as it was then performed appear quite foreign by today's standards. Primarily, the races were longer (three hours) and slower (lap speeds over 100 mph were rare)—often necessitating extensive pit stop strategy. Safety was unheard of—drivers wore plain shirts and pants, aviator's goggles, and no seat belts. In addition, the courses were lined only with haybales and wooden picket fences! The cars were front-engined, drum-braked, and sausage-shaped, with wire wheels, knock-off hubs, thin-treaded tires, and roomy, upright cockpits. The drivers were a bizarre combination of pre-war veterans, team-sponsored amateurs, and rich playboys. The team entrants were major car manufacturers of various nationalities who were intensely interested in creating a "road car image" to sell their products more effectively to affluent spectators. The result? One of the most exciting periods in racing history.

In actual fact, the record books show that the grand prix seasons were often processional and dull due to the consistent dominance of a single car-make (in much the same manner as the McLaren Racing Team during the early CAN AM). Of course, there were exceptions to this rule; Hawthorne's brilliant victory in France in 1953, Moss's come-from-behind win in Great Britain in 1957, and perhaps the most spectacular of all—Fangio's great upset win during the 1957 German Grand Prix. However, their performances were rare. Essentially, the championship winner each year was usually the car company that spent the most money on their individual team project. Therefore, it was not uncommon to see a team retire in glory rather than incur the cost of a repeat defense of their crown. Only *Ferrari* fielded a competitive team continuously throughout the course of several grand prix seasons.

In terms of the drivers themselves, it was an entirely different matter. These were the years of the great Argentine driver Juan Manuel Fangio. Fangio won no less than five driving championships during the 1950's—a record that has yet to be broken! There is no question that this man was superbly talented in his driving ability, but perhaps more importantly, Fangio had the uncanny intuition to pick the right car team

for their combined years of dominance. His competitors often stayed with one team or left prematurely for a variety of reasons. In comparing Fangio's racing skill with those of his peers, statistics tell the story:

Driver	Champ	Total Races	Poles	Total Wins	Total Points	Points/ Race	Win %
J. Fangio (Arg)	5	51	28	24	277	5.43	47.0
A. Ascari (It)	2	31	14	13	139	4.50	41.9
G. Farine (It)	1	33	5	5	128	3.82	15.2
M. Hawthorne (UK)	1	45	4	3	127	2.83	6.7
S. Moss (UK)	0	66	16	16	186	2.87	24.2

What makes Fangio's feats all the more amazing was the fact that he retired at 47 years of age in 1958! Equally surprising is the fact that Sterling Moss was a championship runner-up four times and came in third place twice—yet never won the crown! Of course, this was partially explained by the fact that he was Fangio's teammate on several occasions.

The following charts indicate SPEED CIRCUIT specifications for the winning championship car from each of the years between 1950 and 1958. Two cars are listed for 1958 because of the closeness of the title battle. Sterling Moss lost that year by one point to Mike Hawthorne, yet his team *(Vanwall)* beat *Ferrari* for the Manufacturer's Cup!

While driving these cars, you should note that they are sluggish and slow in comparison to even the most modest of modern race cars. On the otherhand, due to a lack of wears and brakes, a driver had to be very precise in decelerating and cornering. Spins and crashes befell the unwary!

The SPEED CIRCUIT courses upon which these cars raced included Argentina (Fangio's homecoming benefit), Monaco, Zandvoort, Silverstone, and Monza, Other tracks had yet to be even built! (**Next article:** BRABHAM and Cooper, 1959).■

SPEED CIRCUIT SPECIFICATIONS

Formula One, 1950-1958

Car Name	Year/Champ	Start Speed	Accel	Decel	Top Speed	Wear
Alfa 158(1.5)S/C	1950/Farina 1951/Fangio	40	60	20	140	0
Ferrari 500(2.0)F2	1952/Ascari 1953/Ascari	40	40	20	140	0
Mercedes W196(2.5)	1954/Fangio 1955/Fangio	60	40	20	160	1
Lancia Ferrari	1956/Fangio	40	40	20	160	1
Maserati 250F	1957/Fangio	40	40	20	160	2
Ferrari 246	1958/Hawthorne	40	60	20	160	2
Vanwall(2nd)	1958/Moss	40	40	40	160	2

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LOMBARDI'S FINAL TRIUMPH:

THE 1967 NATIONAL FOOTBALL LEAGUE CHAMPIONSHIP GAME

by Joseph Balkoski

Vince Lombardi (backed by Ray Nitschke).

With the football on the 2-yard line and 40 seconds to play in the National Football League's championship game at the Cotton Bowl on New Year's Day, 1967, the Dallas Cowboys were about to make a final 4th down attempt to tie the game against the mighty Green Bay Packers. The winner of this contest was to report two weeks later to Pasadena, California to represent the NFL in the first Super Bowl game ever. In the Dallas huddle, 28-year old Don Meredith called for a quarterback option, rolling towards the right sideline—an unusual yet appropriate call in this desperate situation in which the Cowboys trailed by 7, 34 to 27. By sprinting to the right side, Meredith reasoned that the Packers' left-side linebacker, Dave Robinson, would either have to commit to pass coverage of the Dallas tight end—in which case Meredith could race for a touchdown himself—or he would have to pursue the Cowboy quarterback directly, in turn freeing a Dallas receiver in the end zone to catch the short lob that would be necessary to bring this title game to sudden death overtime.

The opposing lines dug in and set. The ball was snapped and Meredith immediately sprinted towards the right sideline with the football poised in his right hand. Robinson, however, never hesitated in his defensive decision. As soon as he saw Meredith rolling to the right, he pursued him as vigorously as possible—ignoring pass coverage of the Dallas tight end. For a heart-stopping two or three seconds, the hunter and the hunted ran evenly, step-for-step towards the sideline. Meredith began to cock his right arm as Robinson lunged toward him, grabbing the Cowboy quarterback around the waist and pushing him backwards violently. Meredith managed to get off an erratic throw just as he was falling to the ground under Robinson's full weight. The ball wobbled crazily and landed directly in the arms of Packer safetyman Tom Brown. The ballgame was over; the upstart Cowboys would have to wait another year for a fresh crack at Vince Lombardi's "team of the sixties".

The Cowboys' chance would come exactly 364 days later and in one of the most exciting and hard-fought NFL championship games ever, this rematch would again come down to the final seconds of play near the goal line with one side needing a touchdown to win and the other digging in for one final goal line stand in order to maintain their precarious lead.

THE TEAMS

The two classic confrontations in the mid 1960's between the Green Bay Packers and the Dallas Cowboys were struggles between two fundamentally different, although equally successful teams. Green Bay was a veteran group (over one-quarter of its 40-man roster had ten or more years experience in the NFL) that was the epitome of a football dynasty. Since the arrival of Vince Lombardi as coach in 1959, the Packers had improved from a dismal 1-10-1 record in 1958 to the NFL's Western Conference champions in 1960. Twenty-six victories and 4 losses later, the Packers had garnered two NFL championships, creating All-Pros out of former unknowns and establishing a football style that would be imitated by many teams in the future.

Despite missing championship action in 1963 and 1964, the Packers managed to maintain a highly respectable 19-7-1 record over these two seasons. However, it would be in the next three years that the Packer machine would truly reach its zenith. Compiling a 31-9-2 record over this time, Green Bay captured the NFL championship in 1965 (defeating Cleveland, 23-12) and again in 1966 (beating Dallas, 34-27). Its confronta-

tion with Dallas on December 31, 1967 would be Green Bay's shot at a third straight championship—a feat that had not been accomplished since the Packers themselves had turned the trick in 1929, 1930, and 1931. However, Lombardi decreed to his players in his inimitable Pattonesque style that "the Little Sisters of the Poor could have won it then."

The only potential problem with the Packers at the beginning of the 1967 season was age: the heart of both their offensive and defensive squads had been playing together since the late 1950's, and many of their stars were on the verge of retirement. Even so, Green Bay was an extremely potent force in 1967. Offensively, the Packers ran very much of a balanced attack; they led the league in virtually no offensive categories, yet usually finished among the top five teams in every offensive statistic that was considered important. Leading the Packer offense was quarterback Bart Starr. According to AFL coach Sid Gillman, "Starr is in a class by himself—nobody can touch him. He's as good as there ever has been." Contributing to Green Bay's forceful offense was a superb offensive line, including ten-year veterans Jerry Kramer, Bob Skoronski, and Forrest Gregg, and an almost equally experienced set of receivers, including Carrol Dale, Boyd Dowler, and tight end Marv Fleming. The running backs were more youthful, depending primarily on second year bonus babies Donny Anderson and Jim Grabowski, and an explosive rookie named Travis Williams. In 1967, Williams returned four kickoffs for touchdowns, including two in one game.

Similarly, although the Packers' defense was a strong suit in 1967, it certainly was not the league's most dominant. Both the Baltimore Colts and the Los Angeles Rams yielded fewer points throughout the season, and in terms of containing the opponent's ground game, 12 of the league's remaining 15 teams were more effective than the Packers! However, it was in the realm of pass defense that the Packers' talents truly shone. Green Bay's domination in this area was truly remarkable. The Packers yielded over 400 fewer passing yards than their nearest rival (Detroit) and 1500 yards less than the Cowboys. Cornerbacks Herb Adderly and Bob Jeter, along with safeties Willie Wood and Tom Brown were responsible for this stingy defense. Linebackers Lee Roy Caffey (right), Ray Nitschke (middle), and Dave Robinson (left) were rated by Sports Illustrated that year as "the best in football." In addition, the Packer front four maintained a strong pass rush with All-Pros Willie Davis and Henry Jordan, alongside of Lionel Aldridge and Ron Kostelnik.

Essentially, at the beginning of the 1967 season, the Packers were considered by experts as one of the greatest football teams of all time albeit well past its prime. Lombardi disagreed: "My team has been called old by some people, but as long as the players win, they are not old," he said. "Our strongest point is experience—and I just don't mean years in the league, but the experience of the types of games these people have been through. Championship game experience. Anyone who did not value that type of experience would be a fool."

Basically, the Dallas Cowboys were a different type of football team than the Packers. 1967 was only their eighth year in the NFL. Their first campaign (1960) had ended with a disastrous 0-11-1 record—the same year that Lombardi won his first conference championship. Nevertheless, within a few seasons, the Cowboys were already on the rise under the cool leadership of coach Tom Landry. In 1966, Landry and the Cowboys put it all together, compiling a league-leading 10-3-1 season and losing to the Packers in the final seconds of the

Dallas Cowboy Head Coach Tom Landry.

Donny Anderson carrying the ball with the ever-present Mr. Kramer.

aforementioned NFL championship game. "Landry is a genius," said Don Meredith. "He knows just what he wants to do and just how he wants to do it. Not many people do."

In 1967, Dallas was a young team (only two players had ten or more years experience) which, like Green Bay, was not statistically dominating in the NFL. The Cowboys ranked sixth in both points scored and points allowed that year, although their real strengths fell into two areas: offensive explosiveness and a rock-hard defensive line. Quarterback Don Meredith combined with receivers Bob Hayes (a former Olympic sprinter), Frank Clarke, and Pettis Norman for over 3,000 yards in the air—or 221 yards per game. Some observers called Hayes the most exciting player in the league. He caught 62 passes for 1,232 yards during the season, including a long bomb for an incredible 95 yards.

Defensively, the Cowboys gave up fewer yards on the ground than any other team in the NFL in 1967. The superb defensive front line (Bob Lilly, Jethro Pugh, George Andrie, and Willie Townes) also was responsible for 45 sacks (second in the league). Contributing to this excellence was All-Pro outside linebacker Chuck Howley. Essentially, the Cowboys were just beginning to gel into a dominant force in the NFL. "After several painful years in Dallas," Sports Illustrated presciently wrote in September 1967, "Tom Landry may finally have fashioned what may become a dynasty."

FOOTBALL IN THE 1960'S

"Football is not a subtle game," wrote Vince Lombardi in the early 1960's. "It is two things: blocking and tackling. The winner is the team that blocks and tackles best." By implementing this philosophy perfectly, Lombardi's Packers instituted a quiet revolution that would slowly gain favor among other NFL coaches and, in fact, would begin to eventually dominate football strategy.

The early 1960's witnessed an increased explosiveness in pro football that was best typified by the daring aerial heroics of quarterbacks such as Johnny Unitas, Sonny Jurgensen, Y.A. Tittle, and Fran Tarkenton. These helmsmen opened up the game considerably and brought the "long bomb" back into vogue among the excited fans. In 1957, the most passes attempted by any NFL team was 361 (Detroit) and the most yardage gained in the air was 2,600 (Baltimore). Only six years later (1963), every team in the NFL passed over 300 times during the season, and 50% of those squads passed over 400 times. Moreover, teams were beginning to throw for over 3,000 yards per season consistently.

However, it is clear that Vince Lombardi did not support these increasingly dynamic football theories. Instead, he instituted a brutally physical ball-control offense that was scientific in its planning and methodical in its execution on the football field. Lombardi's philosophy was best illustrated by his famed "power sweep"—simply an end run aided by pulling guards running interference downfield for the ball carrier. However, a typical Packer game was definitely not a grinding scheme of "three yards and a cloud of dust"; instead, a balanced attack of running and judicious passing was Lombardi's secret formula, a plan that did not come into focus for other NFL coaches until they tried to imitate the Green Bay attack without success.

Green Bay's balanced offense made both its running and its passing game individually more effective. Packer quarterback Bart Starr consistently completed well over 60% of his passes and was rarely intercepted (in 1966, Starr was intercepted only three times). Yet, the fact is that Starr was still something of a gambler—he did not hesitate to throw long on third-and-inches situations, invariably taking the defense by surprise and occasionally resulting in a quick six points for Green Bay. Possession of the ball for long periods of time—hopefully followed by a score—was Lombardi's remarkably simple philosophy.

THE GAME

As far as the experts were concerned, the 1967 NFL regular season yielded no surprises. In a remarkably clairvoyant article in the summer of 1967, the influential Street and Smith's Football Guide wrote, "There are only two cities with truly magnificent football teams. These are Green Bay and Dallas . . . As sure as the national debt is going up, the Packers and the Cowboys will end the year of 1967 with the best records in the NFL . . . The championship between these two teams will be a replay of 1966. That game, on the Cowboys' home field, was even. A fumble decided it for Green Bay. This year, playing in their own home refrigerator, in elements to which they are better suited, the Packers are the pick." In their annual football review, Sports Illustrated added, "Last season, the Dallas Cowboys came within one furious last minute yard of tying the Green Bay Packers in the NFL championship game in the Cotton Bowl. This year, the margin may be even narrower."

Surely, the 1967 NFL championship must have yielded at least some small feelings of *deja vu* for those fans who could recall the last year's game. As Street and Smith's predicted, Green Bay's Lambeau Field was a refrigerator—or more accurately, a freezer—as the game time temperature was an unbelievable 13 degrees below zero. "The cold was incredible," wrote Packer guard Jerry Kramer. "It cut right through us, turning each slight collision into a major disaster." Nevertheless, more than 50,000 die-hard Green Bay fans packed the stands to watch their heroes play for their third straight championship.

Dallas won the toss but was incapable of moving the ball on its first series of downs. The Packers took over and immediately proved that the cold was no obstacle to their offense. Starr combined an up-the-middle running attack with short passes to Carrol Dale and Donny Anderson, driving quickly to the Dallas 8. On the next play, Boyd Dowler ran a post pattern into the end zone, beating Cowboy cornerback Mike Johnson for a touchdown. No more scoring occurred in the first quarter, and with the Packers leading 7-0, Lombardi's methodical attack seemed to be working in contrast to the Cowboys' lethargic offense.

Early in the second quarter, Starr crossed up the Dallas secondary by gambling, as he had done so many times in the past, on a long pass on a third-and-inches situation at midfield. The gamble worked perfectly. As fullback Chuck Mercein hit the line—empty

handed—the Dallas cornerbacks shortened up to support their front four and linebackers to stop the expected rush. Starr neatly tucked the ball behind him, dropped four steps back, and fired a bullet to Dowler, who went all the way for the score easily. The 14-0 Packer lead was beginning to look insurmountable.

Four minutes into the second quarter, however, things began to go Dallas' way. Dropping back to pass, Starr was viciously tackled by Willie Townes, a Cowboy end. Starr fumbled, and Townes's teammate, George Andrie, picked up the ball and ran for an easy Dallas score. "We had been victimized by these stupid plays—scooped-up fumbles, deflected passes, blocked kicks, high school tricks—so many times during the season that I felt murderous," wrote future Green Bay diarist Jerry Kramer.

Within minutes, the Packers again fell prey to a frustrating misplay that put the Cowboys right back into the thick of the game. This time, on a Dallas punt, Packer return man Willie Wood dropped the kick while attempting to make a fair catch in the swirling winds of Lambeau Field. A Cowboy special team member fell on the ball on the Green Bay 17. Although the Packer defense steadfastly denied Dallas a touchdown, Dallas placekicker Danny Villanueva booted a field goal to narrow the score to 14-10 in favor of Green Bay at halftime.

In the second half, the Cowboys seized the momentum immediately, stifling all Packer drives effectively, while sacking Starr over and over again (he was sacked eight times during the day). In addition, Dallas put together two offensive drives in the 3rd quarter that were frustrated by a Don Meredith fumble on the Green Bay 13-yard line and by a missed Villanueva field goal from the Green Bay 39. Then, on the first play of the 4th quarter, lightning struck. From midfield, Meredith handed the ball off to halfback Dan Reeves, who appeared to be running a simple left end sweep. Suddenly, Reeves halted, cocked his arm, and fired a perfect strike to split end Lance Rentzal. Rentzal was running a straight fly pattern downfield and had five steps on the bewildered Packer safety, Tom Brown. Rentzal gathered in the ball easily and went all the way for the score. The stunned crowd looked up at the scoreboard: Dallas 17, Green Bay 14.

Green Bay remained offensively impotent for ten minutes into the 4th quarter, although its defense held Dallas in check without letting excessive amounts of time expire on the precious clock. Finally, with 4:54 remaining to play, the Packers took over the ball on their own 32. All of the players and fans realized that this could be the last drive that Green Bay would undertake, and that if the Pack didn't score, the Cowboys would be able to easily run out the clock for their first NFL championship ever. Starr opened his drive with a series of short passes to his running backs and an up-the-middle running play for two quick first downs to the Dallas 42. Despite a disastrous 10-yard loss on a busted running play to Donny Anderson, Starr re-initiated short safety-valve passes that had proved to be effective earlier in the day against the slipping and sliding Dallas linebacking corps. On three consecutive throws—two to Anderson and one to Chuck Mercein—Green Bay gained 39 yards, placing the ball at the Dallas 11, first and ten, with only a minute and a half to play in the game.

Three running plays later (including an 8-yard burst by Mercein on a "sucker" play), Green Bay had a first down on the Dallas 1, with two time outs remaining. Without hesitation, Starr attempted two identical quick openers to Anderson to force Green Bay's way into the end zone by means of brute strength. Both attempts failed, however, with virtually no gain. After each failed attempt, Starr was obligated to call a time out, leaving the ball on the Dallas 1-foot line with 16 seconds to play and no time outs remaining. Realizing that a touchdown would win the game and a field goal only tie it, Lombardi opted for the win by allowing Starr to call his own play in the ensuing huddle. Remembering that in the same situation a year ago, Cowboy quarterback Don Meredith had rolled right and attempted a pass, most observers felt certain that this was what Starr was going to do—after all, an incomplete pass would simply stop the clock and allow the Packer field goal team to come onto the field for the kick that would tie the game.

Instead, almost incredibly, Starr called for a quarterback sneak—the failure of which would have forfeited any chance for a Packer win or tie because the clock would have run out before another play could have been run. The ball was snapped, and in the words of Jerry Kramer, the Packer guard blocking directly in front of Starr, "Bart churned into the opening and stretched and fell and landed over the goal line. It was the most beautiful sight in the world, seeing Bart lying next to me and seeing the referee in front of me, his arms overhead, signaling the touchdown." With this dramatic score, the fans in Lambeau Field went wild as the clock expired: Green Bay 21, Dallas 17. The Packers had won their third NFL championship in a row. "It was an amazing gamble," was all Tom Landry could mutter.

Although they did not yet realize it, the Packers were to see their dynasty come to an abrupt end after this emotional season. Within two weeks, they handily defeated the Oakland Raiders in Super Bowl II by a score of 33-14. However, Lombardi retired soon afterwards, and the Packers suffered through a period of decline from which they have yet to recover. On the other hand, the Cowboys continued their meteoric rise to prominence in the NFL, missing the postseason playoffs only once between their battle with Green Bay in 1967 and 1980. In addition, they won Super Bowl VI against the Miami Dolphins in 1972. Perhaps these

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Bart Starr handing the ball off to Travis Williams. Blocking is Jerry Kramer.

The Fistic Scene

HEARNS VERSUS LEONARD:

An Analysis of a Welterweight Classic

by Jim Trunzo

The upcoming bout between WBC champion Sugar Ray Leonard and WBA champion Thomas "Hitman" Hearns has been called the welterweight version of Ali-Frazier. It has been dubbed "The Showdown" by the publicity people. It has already, before a single punch has been thrown in anger, been entitled the 1981 version of The Fight of the Decade. And by the time you read this article it will be called "over", since the fight will have already taken place. However, aside from that minor flaw, this article should prove timely, informative, and hopefully, correct in its assumptions. As in the past, this piece will first analyze the two fighters in all the major categories and then provide you with updated boxer cards of the participants, in this case Leonard and Hearns.

The Leonard-Hearns bout is significant for several reasons. The obvious attraction of the skilled boxer pitted against the powerful puncher (which has led to the Ali-Frazier comparisons) makes this fight a natural. A second feature that raises this contest above the rest is that it is a unification bout, something sorely needed in boxing today. The winner of this contest will be one of only two fighters who can claim a world crown, the other being Marvin Hagler, World Middleweight Champion. Finally, the boxing public is a fickle bunch and often a cynical group of fans. They insist that their champions prove themselves, and rightly so, in all areas. Ali was never given his just due by many fight fans until he demonstrated his ability to take a punch against Joe Frazier. Today, Gerry Cooney faces much the same problem—how will he handle a solid shot from a fighter of note? Hearns, to many, must answer that question also. Can he withstand a damaging punch? Will he be able to adapt to a skilled boxer with hands faster than his after having had so much trouble with talented Randy Shields? Leonard, on the other hand, faces a different question. Does he have the discipline to submerge his ego and follow a solid fight plan? He failed to do so against Duran in their first meeting and lost. He fought the fight he should have in the rematch and not only won the fight but accomplished the unthinkable—making Duran say "no more!"

Here, then, is a look at both fighters "up close and personal" to use the words of an infamous boxing commentator.

PUNCHING ACCURACY

Leonard has the edge here, although not as great an edge as one might be led to believe. Possessing the fastest hands in boxing, Sugar Ray not only hurts his opponents with his sharp combinations but often flusters them with his flurries, which annoy and upset more than damage. Hearns also can claim excellent hand speed and accuracy but due to his awesome power, this quality is often overlooked when discussing the WBA champ. Hearns lands often with a hard jab, accented by his near heavyweight reach.

POWER

Leonard has developed a legitimate punch over the last few years. His demolition of Dave Green and Andy Price, to name a few, attests to the fact that Leonard can hit. In addition, Leonard has shown a willingness to trade punches, confident that he can hurt an opponent (which will be suicide against Hearns if Leonard would opt for that type of strategy—which he won't). Still, Leonard hurts opponents with punches in bunches rather than one take-out shot. Hearns' power has been frighteningly documented on the chins of opponent after opponent, most significantly on the jaw of Pipino Cuevas. He owns a bazooka for a right hand but can end a fight with his left also. A solid edge to Hearns.

DEFENSE

Sugar Ray Leonard is a fine defensive fighter, without question. However, as of late, perhaps in part due to his newly shown inclination to punch rather than box, he has been reached more often than in the past.

Very good at the subtleties of defense, such as spinning his man, Leonard has not been slipping and blocking punches nearly as well as before. Again, his choice of less movement (which makes him almost unhittable) may be the reason that both Duran and Kalule scored well against Leonard. Hearns' defense is basically his overwhelming offense plus his exceptional reach. He proved that he can move and keep off the ropes, yet he still carries his left too low and he was hit often by Shields, a sharp-shooting, powder-puff boxer. At best, Hearns is an average defensive fighter while Leonard is well above average, if not in the class of Benitez. Solid edge to Leonard.

ABILITY TO FINISH AN OPPONENT

Killer instinct. Both Leonard and Hearns are adept at finishing off opponents. Though Hearns' power makes him more deadly in this area, Sugar Ray puts his punches together with such speed and accuracy, they are close enough to call this area even.

ABILITY TO TAKE A PUNCH

Leonard has proven that he can take a punch several times over. Duran, not the puncher he was as a lightweight but still a solid hitter, couldn't put the Sugar Man down and really only seemed to hurt him once in both their fights. Both Benitez and Kalule nailed Leonard flush but he barely flinched. Of course, neither of those fighters are considered hard hitters but both are capable of punching with authority at times and Benitez' paralyzing 12th round knockout of tough Maurice Hope, accomplished with a lethal right, adds legitimacy to Leonard's ability to absorb punishment. And what about Hearns? Well, who really knows? He's never been tested. Cuevas was to be the man who would supply the answer to the questions about Hearns' chin but he wasn't around long enough to land a solid punch. Otherwise, Hearns has met even lighter punchers than Leonard (fighters such as Shields, Colbert, etc.). On a lack of evidence about Hearns, an edge to Leonard.

SUSCEPTIBILITY TO CUTS

The "Hitman" has shed blood in the ring. Not much and nothing that affected his fighting, but he has bled. Curry had him bleeding and so did Randy Shields (Hearns claimed a butt not a punch did the damage, which may be correct). Leonard, on the other hand, was elbowed, butted, and punched by Duran, and Davey Green rough-housed him—yet his skin held up exceptionally well, meaning he didn't bleed! Again, a slight edge to Leonard.

FIGHTING AT 147 POUNDS

This category may not be as relevant as the others but must be taken into consideration. Perhaps this should have been called Physical Conditioning, but since both fighters never come into the ring unprepared the only real question is the weight matter. Hearns really isn't comfortable at 147 anymore, while Leonard doesn't have much difficulty coming down from his Jr. Middleweight limit to the 147 welterweight mark. The edge to Leonard here is so slight that we won't allow it to stand in light of the importance of the other categories. Still, it's worth mentioning in a fight that appears to be so close in other regards.

MOVEMENT

No question here that Leonard is a master WHEN HE WANTS TO BE! There's the rub! Sugar is oh-so smooth when he gets up on his toes and dances. As mentioned before, however, against Duran in their first meeting, he was not so inclined. It's always a question of ego with Sugar Ray—though it might be a question of survival against Hearns. Leonard must use this potent weapon and great skill to his best advantage. Hearns is no plodder but he's no Leonard either. Big edge to Leonard.

REACH

Here is Hearns' equalizer to Leonard's speed of foot. Not only does Hearns have the advantage of superior reach over almost all of the opponents he has and will face, he knows how to use it. Hearns can pop the jab! Leonard is not short-armed but he is definitely on the short end in this match-up. Solid edge for Hearns.

RING SAVVY

The intelligence factor could determine the outcome of the fight. I know this is repetitious, but will Leonard fight the smart fight? He's certainly capable. While he could ignore his strong points like movement against a light-hitter like Kalule and get away with it, he won't be so lucky against Thomas Hearns if he chooses the wrong time to get cocky. Kalule, while a fine fighter, shouldn't have been so tough as he was for Leonard—who made the fight more difficult for himself. Conversely, Hearns is very cool and very patient. He seems to settle on a specific way to go about attacking an opponent and sticks to it. Both fighters, more so Leonard, seem to be able to adjust in the ring if necessary. Call it even, with Leonard's ego balanced by Hearns'—no, on second thought, give a tiny edge to Hearns.

ENDURANCE

Hearns has never gone what is called the Championship Distance (rounds 11-15). Leonard has proven that not only will he be there in the late rounds but he'll be there fighting—witness his 14th and 15th round efforts against Roberto Duran. Yet, Hearns is an extremely well-conditioned fighter who trains willingly and has given only one indication that he may tire, this in an early fight against Alphonso Hayman. For the same reason, lack of evidence, a slight edge to Leonard.

INTANGIBLES

Don't expect a choice here. By its very nature, this area can't be dealt with with any degree of confidence. Both men are champions. Both have much to gain and much to lose. Hearns is undefeated; Leonard has lost only once. Leonard has fought a better caliber of opposition but Hearns has handled his opponents, as a whole, easier than Sugar Ray. Leonard is lightning with his hand speed, but Hearns is thunder with his punching power. The leverage Hearns gains due to his height must be taken into consideration. Hearns can take out anybody, Leonard included, with the right shot. Leonard will not be able to stop Hearns with one punch.

THE BIG "IFS"

IF Hearns can land with the left jab, nullifying Leonard's own jab, Sugar Ray will be forced to take the fight inside. This may or may not be an advantage for Hearns. Leonard is a fine fighter on the inside. He knows how to go to the body and if successful this can hurt Hearns since his reach will be a disadvantage at close range. The flip side of that is that Leonard gives up a great asset also—his mobility—by fighting on the inside. IF Leonard can avoid Hearns' jab, will he stay outside, content to box, content to stick and move? IF Leonard is tagged by a Hearns right, will his legs turn to jelly? Remember, Cuevas had never been on the canvas either until he met Hearns. IF the prefight pressure builds to the anticipated peak, can Hearns handle it? Leonard's been through it twice against Duran.

Well, there you have it. The analysis, the questions, and a few answers. Here, then is our prediction on a fight that is very, very tough to call. TITLE BOUT will go with Leonard on a decision. Hearns' frightening power is the equalizer to many of the categories in which Leonard had an edge because 15 rounds is a long time to avoid the kind of one-punch power Hearns carries. Still, Leonard has proven himself. If he's smart, and we think he will be, he'll be around to hear the decision and it will be one that he's sure to agree with!

What is in the future for Hearns and Leonard? Will there be a second fight? Possibly, but we don't think so. Since you'll know the outcome of our prediction as to the winner of the Leonard-Hearns fight immediately (at which point we will look like geniuses or fools), here are several predictions for the future:

1) Hearns will go on to become the Middleweight champion of the world.

2) Wilfred Benitez will dominate Roberto Duran, sending The Hands of Stone into permanent retirement and setting the stage for a second Benitez-Leonard fight, which very well may be at the Jr. Middleweight category as opposed to the Welterweight division.

3) No comment on the outcome of Benitez and Leonard rematch at this time (we'll need material like that for another article!).

Below are completely updated cards of Leonard and Hearns enabling you to recreate what is certain to be a classic fight. Also, out of the goodness of our hearts, you will find updates of both Duran and Benitez to round out the big four. You're welcome.

SUGAR RAY LEONARD—(B/S)

CFB/S:	10/11	CO/CH:	6/2
HP/KI:	8/6	TKO:	2
KDR 1:	1	AGG:	8
KDR 2:	1	END:	100
KOR:	1	DEF:	-4

FI: 3 FO: 3 CU: 2 KO: 1

ACTION

Punches Landed:	1-45	
Punches Missed:	46-59	
Clinching:	60-66	
Ring Movement:	67-78	
Foul Rating:	79(A)	
HITTING VALUE	3	2
Jab:	1-15	16-26
Hook:	27-37	38-44
Cross:	45-50	51-54
Combination:	55-66	67-74
Uppercut:	75-78	79-80
In Corner/On Ropes:	1	

AVALON HILL/TITLE BOUT 1980

WILFRED BENITEZ—(B)

CFB/S:	10/11	CO/CH:	6/2
HP/KI:	7/5	TKO:	2
KDR 1:	3	AGG:	7
KDR 2:	2	END:	100
KOR:	1	DEF:	-6

FI: 2 FO: 3 CU: 3 KO: 1

ACTION

Punches Landed:	1-45	
Punches Missed:	46-60	
Clinching:	61-69	
Ring Movement:	70-78	
Foul Rating:	79(B)	
HITTING VALUE	3	2
Jab:	1-8	9-21
Hook:	22-25	26-34
Cross:	35-39	40-50
Combination:	51-55	56-65
Uppercut:	66-69	70-80
In Corner/On Ropes:	0	

ROBERTO DURAN—(B/S)

CFB/S:	9/10	CO/CH:	5/4
HP/KI:	7/7	TKO:	3
KDR 1:	2	AGG:	9
KDR 2:	1	END:	95
KOR:	1	DEF:	Even

FI: 3 FO: 2 CU: 1 KO: 2

ACTION

Punches Landed:	1-39	
Punches Missed:	40-62	
Clinching:	63-71	
Ring Movement:	72-78	
Foul Rating:	79(C)	
HITTING VALUE	3	2
Jab:	1-8	9-15
Hook:	16-24	25-28
Cross:	29-42	43-46
Combination:	47-58	59-63
Uppercut:	64-75	76-80
In Corner/On Ropes:	3	

THOMAS HEARNS—(S)

CFB/S:	10/11	CO/CH:	5/3
HP/KI:	10/8	TKO:	2
KDR 1:	3	AGG:	9
KDR 2:	2	END:	90
KOR:	1	DEF:	Even

FI: 1 FO: 2 CU: 2 KO: 3

ACTION

Punches Landed:	1-41	
Punches Missed:	42-60	
Clinching:	61-71	
Ring Movement:	72-78	
Foul Rating:	79(A)	
HITTING VALUE	3	2
Jab:	1-13	14-20
Hook:	21-32	33-37
Cross:	38-52	53-62
Combination:	63-64	65-68
Uppercut:	69-75	76-80
In Corner/On Ropes:	2	

AVALON HILL/TITLE BOUT 1980

WHO'S ON FIRST?

A QUIZ FOR BASEBALL FANS CONCERNING THE REMARKABLE 1961 BASEBALL SEASON

by Joseph Balkoski

In the near future (hopefully), Avalon Hill will be releasing a complete set of Player Cards from the 1961 baseball season for its popular MAJOR LEAGUE BASEBALL game which will enable sports game fanatics to re-create this entire year in all its statistical glory. For the fan oriented towards offensive baseball, 1961 was truly nirvana as players knocked the ball out of the park at an alarming rate: 2,740 homers overall, or over 150 per team! Pitchers got knocked out of the box before they knew what hit them during this remarkable year. Over four earned runs per game were scored by each team on the average during '61. Only seven years later, this average was well below three. For those of you who are baseball trivia fanatics, this quiz should be a challenging test of your knowledge of the grand ol' game. For those of you who aren't, interesting facts, figures, and baseball tidbits can at least be garnered.

Here's how to play: The quiz is divided into four sections: Teams, National League players, American League players, and Photo Intelligence. There are 50 questions in all, each with four clues. The clues are presented in levels of difficulty—the hardest clues being first and the easiest last. Take each clue individually. If you can name the team or player called for after the first clue, take four points. Take three points if you get the correct answer after the second clue, two points after the third, and a single point if you get it right after the last clue. The answers are provided at the end of the quiz. Maximum score is 200 (and if you score this figure, you should be writing this column). If you score from 180 to 199, you're definitely a baseball trivia genius and have probably spent a good deal of your life watching and reading about baseball (maybe too much); If you score from 160 to 179, you are still a complete baseball nut just a shade below the trivia demi-gods in skill; If you score from 140 to 159, you're a good, old fashioned baseball fan who really knows his stuff and can get into a good barroom baseball discussion with the best of 'em; If you score from 100 to 139, you're in excellent shape as a baseball fan, but keep pluggin'; If you score from 50 to 99, you're an average "baseball-aholic" who probably tries to memorize all of these useless facts, but can't always do so successfully; If you score from 5 to 49, you're a good baseball fan with a bad memory; And finally, if you score below 5, you should probably be watching Earl Campbell instead of Reggie Jackson. Well, there it is. Good luck!

TEAMS

1. (4) A truly multi-talented super-team in '61: It led its league in slugging percentage, fielding, and saves; (3) It hit 240 homers in '61, 51 more than its nearest rival; (2) Ralph Houk was its manager in '61; (1) Its .673 winning percentage was the best in baseball since 1954.

2. (4) Its .305 winning percentage was the lowest in baseball since Pittsburgh's .273 in 1952; (3) It had not been in a World Series since 1915; (2) Its manager in '61 was Gene Mauch; (1) It played in Connie Mack Stadium.

3. (4) It was the last club to sign Black players, the first of which (Pumpsie Green) still played on the team in '61; (3) It hadn't won a World Series since 1918; (2) Its manager in '61 was Pinky Higgins; (1) The "Green Monster" was (and still is) very evident in left field.

4. (4) It was the best hitting team in baseball in '61, boasting three regulars hitting over .300, including a league leader; (3) It had an incredible double play combination, '61 marking the third straight year it led baseball in turning over the DP; (2) Its 75-79 record in '61 was a major disappointment considering the pinnacle it had reached the year before; (1) Forbes Field was its home park.

5. (4) '61 was true to form, marking the 15th straight year it didn't finish over .500; (3) Its "rotating" manager system was an experiment that died a quick death; (2) Despite its dismal performance, there were some bright spots—four players hit over 20 homers and it boasted the NL's Rookie of the Year; (1) No night games were ever played in its park.

6. (4) It won over 100 games, but didn't enter any post-season play; (3) '61 was an anomaly—it never finished above fourth place in the 50's, losing 104 games in '52; (2) Two of its players hit over 40 homers, including the AL's leading hitter in '61; (1) Its manager was Bob Scheffing.

7. (4) Although it didn't even possess a 15-game winner in '61, its 3.74 team ERA was the lowest in the NL—a large contribution being made by a future Hall of Famer; (3) It boasted the oldest starting player in the majors, another future Hall of Famer; (2) Picked by many to win the NL crown in '61, after a disappointing start manager Solly Hemus was replaced by Johnny Keane; (1) Its home park was Busch Stadium.

8. (4) True to form, '61 was the 11th straight year it finished well over .500, but ironically won the pennant only one of those years (and lost the World Series); (3) A fast team by the standards of its day, it led the AL in stolen bases in '61, as it had for the past 11 years; (1) Al Lopez was its manager; (1) It played its games in Comiskey Park.

9. (4) The first non-expansion team in baseball history to finish lower than eighth place; (3) The weakest hitting team in '61 with only 90 homers and no player with over 20; (2) '61 was the ninth straight year of sub-.500 play—in fact, the last time it finished over .500, it played in a different city; (1) It lasted only 13 years in its '61 city, leaving this locale in '68.

10. (4) The NL's most powerful club with 188 homers and three players with over 30; (3) A true powerhouse since moving to this city in the early 50's, '61 was a year of disappointment, marking the first time the team finished lower than third since '52; (2) Chuck Dressen managed it for most of the year; (1) It played only four more seasons in this city before moving south.

11. (4) It was second in the AL in homers in '61 with 189, including five players with 20 or more; (3) It didn't finish over .500 until '62, and, in fact, has only been in post-season play once in its history; (2) Bill Rigney was its manager; (1) An expansion team in '61.

12. (4) It played ten more seasons in this city before moving to greener pastures; (3) In '61, it was managed by Mickey Vernon; (2) It played in Griffith Stadium; (1) An expansion club in '61.

13. (4) '61 marked the 93rd year of continuous existence as baseball's first professional team; (3) It hadn't won a World Series since 1940; (2) Fred Hutchinson was its manager in '61; (1) It improved its '60 performance by 26 games to capture the NL crown in '61.

14. (4) '61 marked the eighth season in this city; (3) A strong third-place finisher in its league race with 95 wins, the highest in club history; (2) Superb defense and pitching were strong points in '61, much as they still are today; (1) Played its games in Memorial Stadium.

15. (4) Although mediocre in '61, only seven seasons before it won more games than any team since the 1906 Cubs; (3) The best hitting team in the AL in '61; (2) Managed for most of the year by Jimmy Dykes; (1) Its Municipal Stadium had the largest seating capacity of any stadium in the AL.

16. (4) A second place finisher in the NL in '61, it had finished under .500 only once in the past 17 years; (3) Always known for strong pitching, '61 marked the 14th straight year it led the league in strikeouts; (2) '61 was the last year it played in a park not at all suited to baseball, moving to a modern park in '62; (1) Managed by Walter Alston.

17. (4) The only non-expansion team to play in a new park and city in '61; (3) It hadn't finished above .500 for nine years and hadn't won a pennant since '33; (2) It took a new team name in '61; (1) Managed by Cookie Lavagetto and Sam Mele in '61.

18. (4) It had the highest slugging percentage in the NL in '61, including two top home run hitters—both with 40 or more; (3) A third place finisher with an 85-69 record in '61, it went on to win the NL crown in '62; (2) Al Dark was its rookie manager in '61; (1) Its ball games were played in windy Candlestick Park.

NATIONAL LEAGUE PLAYERS

19. (4) The NL's Most Valuable Player in '61; (3) Fourth on the all-time homer list with 586; (2) NL Rookie of the Year in '56; (1) The first Black manager in baseball history.

20. (4) Led NL in homers (46) and RBI (142) in '61; (3) NL Rookie of the Year in '58; (2) Nicknamed "Cha-Cha"; (1) Traded in '66 to St. Louis where he went on to become NL MVP in '67.

21. (4) Threw the only no-hitter in either league in '61; (3) Fifth on all-time games won list with 363; (2) Turned 40 years old in April '61, which was his 17th year of major league ball; (1) A member of the Hall of Fame.

22. (4) The best fielding shortstop in the NL in '61, a defensive star for his entire career; (3) Spent most of his career with Reds, but '61 was his first of three full seasons with Braves; (2) He only hit over .270 once in his 16-year major league career; (1) Ended his career with Mets and later became their manager.

23. (4) Milwaukee's superlative first baseman in '61 who finished fourth in the league in homers with 35; (3) Completed a 17-year career in '66 with a life-time total of 336 homers, 36th on the all-time list; (2) A superb fielder, he led NL first basemen in fielding in both '60 and '61; (1) Had a one year career as manager of the Indians in 1967.

24. (4) NL strikeout leader in '61 with 269 whiffs—he finished second in '60 and third in '59; (3) 12-year career got off to a rocky start in '55, but he ended up in the Hall of Fame; (2) Career reached zenith after '61 as he led NL in ERA for each of the five years remaining in his career; (1) Pitched four no-hitters, including a perfect game.

25. (4) Cardinal third baseman who was third in NL in hitting in '61, batting .329; (3) NL's MVP in '64; (2) Cardinals' manager from '78-'80; (1) Two brothers played major league ball as well.

26. (4) Pitcher who had most disappointing year in 14-year stint with Phils, with 1-10 record in '61; (3) Won 20 or more games six consecutive years ('50-'55); (2) Traded to Orioles after '61 season; (1) Member of the Hall of Fame.

27. (4) NL's Rookie of the Year in '61; (3) Played 1117 consecutive games during 16-year career, third on all-time list; (2) '61 marked first of 13 consecutive years with 20 or more homers; (1) Played from '61 to '74 with Cubs, then traded to A's.

28. (4) Tied for NL lead in wins (21) in '61, marking first year he ever won more than 9; (3) Career ended at age 31 in Atlanta after having won only 54 more games; (2) '61 was first season with Reds, having played with Braves since '53; (1) In '61, he won 1 and lost 1 in the World Series for Reds.

29. (4) Oldest starting player in NL in '61 at age 40; (3) Fourth on all-time hit list with 3630; (2) Played with one team for entire career—23 years, 3,026 games; (1) Nicknamed "The Man."

30. (4) Much-heralded Dodger rookie who had disappointing '61 season, hitting .254 with 12 homers; (3) 23rd on all-time stolen base list with 397; (2) Once made three consecutive errors in outfield for Dodgers in '66 World Series; (1) Ended career with '79 California Angels.

31. (4) NL's leading hitter in '61 with .351 average; (3) Ended career with exactly 3,000 hits and is a member of the Hall of Fame; (2) Played entire career (18 years) with Pirates; (1) Tragically killed in airplane crash in December '72.

32. (4) NL leader in saves in '61 with 17; (3) 15-year career as relief specialist leaves him in fourth place on all-time saves list with 197; (2) One of the smallest major leaguers in history at 5"7", 155 pounds; (1) 802 of 804 games pitched in were with Pirates.

33. (4) A highly-touted rookie who was Braves' regular backstop in '61, hitting .278 with 10 homers; (3) NL's MVP in '71; (2) Older brother Frank played in NL from '56 to '63; (1) Current manager of the Mets.

AMERICAN LEAGUE PLAYERS

34. (4) His incredible year was overshadowed by other stars' sterling performances—he hit .302 with 46 homers (more than any other first baseman in the AL) and 141 RBI; (3) His five grand slams in '61 are the most ever hit in a single season; (2) Nicknamed "Diamond Jim"; (1) Broke in with Dodgers, played in '61 with Orioles, and ended career with Indians in '66.

35. (4) Orioles' relief pitcher who was second in AL in saves in '61 with 18; (3) Started career as 18-year old star with NY Giants in '52; (2) 21-year career ended in '72 after playing with nine different clubs; (1) Was a master of the knuckleball.

36. (4) AL MVP in '61 as he was in '60; (3) Yankee rightfielder in '61—an offensive-oriented star whose glittering defensive skills were often overlooked, (2) Led AL in homers and RBI in '61; (1) His 61 homers in '61 broke Babe Ruth's record.

37. (4) The only pitcher who played in '61 who is still active today; (3) Pitched in the '65 World Series for the same team he played for in '61; (2) Currently 18th on the all-time win list with 278; (1) Spent most of his career in AL (winning 20 or more three times) until dealt to Phils in '76. Currently plays for Cardinals.

38. (4) Much-heralded Red Sox rookie leftfielder in '61, batted .266 with 11 homers; (3) AL MVP in '67; (2) 10th on all-time hit list; (1) Only non-pitcher who played in '61 who is still active today.

39. (4) Incredibly, finished '61 *third* in RBI with 140 and *fifth* in homers with 45; (3) 14-year career started with Indians in '55, ended with Dodgers in '68; (2) Played with Tigers in '61; (1) Ended career 24th on all-time homer list with 374, but never played in a World Series.

40. (4) 15-year veteran who hit two homers in first opening game ever for expansion Los Angeles Angels in '61; (3) Spent most of career with Reds, but later played with Pirates, White Sox, and Angels; (2) Hit over 40 homers three straight years ('53-'55); (1) Incredibly, never played a game at any position except first base.

41. (4) In '61, had one of the most productive years of all-time: batted .361 (leading AL), hit 41 homers, and knocked in 132 runs; (3) Player in both the '59 and '68 World Series; (2) Played 13 seasons with Tigers after '61; (1) Played 1,272 games at first base during his career.

42. (4) AL's Rookie of the Year in '61, winning 15 games; (3) Played with Red Sox in '61, but only lasted another year with them; (2) Was never effective after '61 and his career ended in '67; (1) Ended career with Braves after having been converted to a relief pitcher.

43. (4) One of the best fielders in history, this player led AL shortstops in fielding in '61 as he had the two previous years; (3) 18-year

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career was spent entirely in AL; (2) Played for White Sox in '59 World Series and Orioles in '66 World Series; (1) A Venezuelan, he was nicknamed "Little Louie."

44. (4) Second in AL in wins in '61 with 23, marking second time in his career that he won over 20; (3) Nicknamed "The Yankee Killer"; (2) Spent virtually his entire career with Tigers; (1) Ended career in '65 with White Sox and Mets.

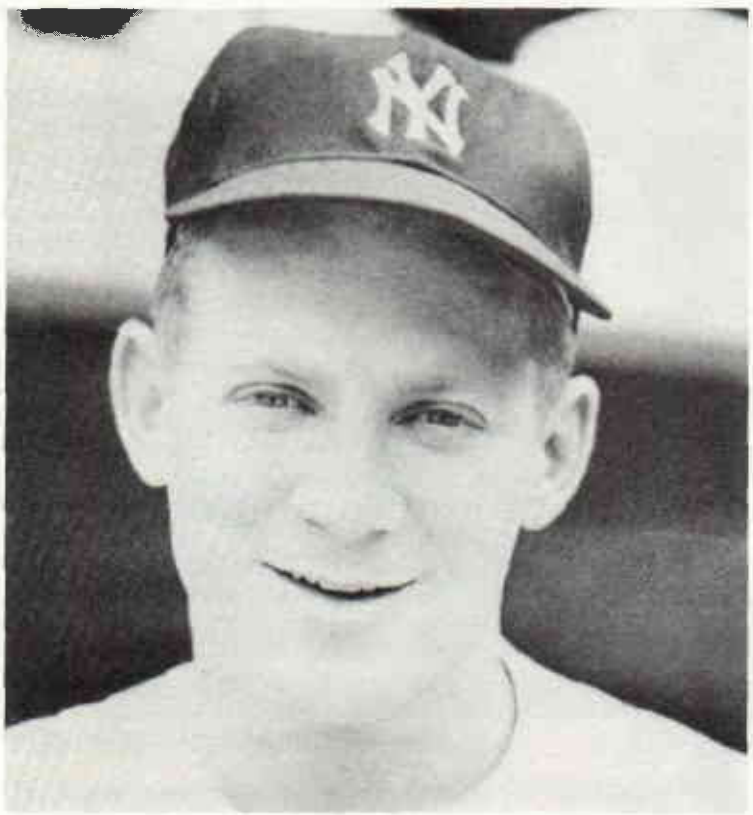
45. (4) Fleet-footed, golden-gloved Indians center-fielder who hit .322 in '61, third in AL; (3) Played seven tempestuous years with the Red Sox before being traded to the Indians in '59; (2) When he hit his 100th career homer for the Mets in '63, he ran around the bases backwards; (1) Subject of a Hollywood film entitled "Fear Strikes Out," starring Tony Perkins.

46. (4) AL's strikeout king in '61 with 221, a feat he repeated the next two years; (3) Pitched and lost a game in the '65 World Series; (2) Nicknamed "The Little Potato"; (1) Learned to play ball in Havana, Cuba.

47. (4) Highly-touted rookie shortstop for the Twins in '61, batting .280 with 7 homers; (3) Starred in '65 World Series with 8 hits, 4 RBI, and 1 homer; (2) AL's MVP in '65; (1) Nicknamed "Zorro."

48. (4) AL leader in saves (29) and games pitched (65) in '61; (3) Came up as a 28-year old rookie in '55 with Cardinals, but career only lasted seven more years; (2) Won a game in relief for the Yankees in the '61 World Series; (1) Nicknamed "Yo-Yo."

PHOTO INTELLIGENCE



49. (4) Identify this player; (3) Cy Young award winner in '61; (2) Member of the Hall of Fame; (1) Has won more World Series games than any other pitcher in the history of baseball.

50. (4) Identify this player; (3) Pitched with White Sox in '61, winning 8 and losing 2; (2) Member of the Hall of Fame; (1) Won exactly 300 games in remarkable 23-year career, ending with the Indians in '63.

ANSWERS

1. New York Yankees; 2. Philadelphia Phillies; 3. Boston Red Sox; 4. Pittsburgh Pirates (The .300 hitters were Dick Stuart, Roberto Clemente, and Smokey Burgess. The double play combo was Bill Mazeroski and Dick Groat.); 5. Chicago Cubs (The 20-homer hitters were Ernie Banks, Ron Santo, George Altman, Billy Williams.); 6. Detroit Tigers (The 40-homer men were Norm Cash and Rocky Colavito.); 7. St. Louis Cardinals. The future Hall of Fame pitcher was Bob Gibson); 8. Chicago White Sox; 9. Kansas City Athletics (It moved there from Philadelphia in '55 and later moved to Oakland in '68); 10. Milwaukee Braves (The three 30-homer men were Hank Aaron, Joe Adcock, and Eddie Mathews.); 11. Los Angeles Angels (The five 20-homer men were Steve Bilko, Lee Thomas, Earl Averill, Ken Hunt, and Leon Wagner.); 12. Washington Senators (Later, they became the Texas Rangers.); 13. Cincinnati Redlegs; 14. Baltimore Orioles; 15. Cleveland Indians; 16. Los Angeles Dodgers; 17. Minnesota Twins; 18. San Franciso Giants (The two 40-homer men were Willie Mays and Orlando Cepeda.); 19. Frank Robinson; 20. Orlando Cepeda; 21. Warren Spahn; 22. Roy McMillan; 23. Joe Adcock; 24. Sandy Koufax; 25. Ken Boyer; 26. Robin Roberts; 27. Billy Williams; 28. Joey Jay; 29. Stan Musial; 30. Willie Davis; 31. Roberto Clemente; 32. Elroy Face; 33. Joe Torre; 34. Jim Gentile; 35. Hoyt Wilhelm; 36. Roger Maris; 37. Jim Kaat; 38. Carl Yaztremski; 39. Rocky Colavito; 40. Ted Kluszewski; 41. Norm Cash; 42. Don Schwall; 43. Luis Aparicio; 44. Frank Lary; 45. Jim Piersall; 46. Camilo Pascual; 47. Zoilo Versalles; 48. Luis Arroyo; 49. Whitey Ford; 50. Early Wynn. ■

SP Football, cont.

while adroit strategy on the offense can make the skillful quarterback more valuable to his team than he was in reality.

New England Patriots

The Patriots are a good, steady team—perhaps one of the best-balanced teams in the NFL. The problem is that, even though there are no serious deficiencies, the team is not particularly exceptional in any one area. Certainly, the offensive line is superb (left guard John Hannah is one of the most valuable cards in the game), but the running backs lack explosiveness. The passing game is also far better than average, with quarterback Steve Grogan and a set of three fine receivers teaming up for perhaps the most potent long-bomb threat in the league. (However, be careful with Grogan—he is intercepted far too often.) Russ Francis is a sensational tight end who can both catch and block extremely well. Moreover, the receivers can surprise the opposition by running with the ball occasionally. Defensively, the Pats are a little better than average at stopping the rush (the line, consisting of Julius Adams, Ray Hamilton, and Tony McGee, is superb, but the linebackers are only fair). After Mike Haynes (one of the best cornerbacks in football) and Tim Fox, the secondary is only average. Overall, you will probably want to maintain an exciting, wide-open offense with the Pats, but this may not be sufficient to win the game for you. The defense may just not hold.

Miami Dolphins

Statistically, the Dolphins are not at all a powerful team—it seems likely that their 8-8 record last season was slightly over their heads. Miami's offense is particularly anemic. The running attack is poor (despite the rather rare explosiveness of Delvin Williams) and there are severe problems in the passing game. Quarterback David Woodley is not very dynamic and his receivers are certainly not long-bomb threats. There is also a deficiency at tight end, both in terms of catching and blocking. The defense is a little better off, but not by much. Despite a strong defensive line, opponents will be able to successfully run against the Dolphins due to the fact that the four-man linebacking corps is weak all-around. The secondary is acceptable but, like the line, it is not given much support by the linebackers. Perhaps the best suggestion to be made when playing the Dolphins is to maintain a conservative offense (no long bombs!) and a gambling defense (plenty of blitzes).

Baltimore Colts

The Colts aren't too good—but they aren't too bad either. They have a talented quarterback in Bert Jones and three good receivers to catch him (unfortunately, the long bomb threat is not too strong). The running backs are multi-talented, including the superb runner Curtis Dickey and the surprisingly fine pass catchers, Joe Washington and Don McCauley. The defense is clearly not as well off. The defensive line and linebackers are steady but unspectacular. Similarly, the secondary is acceptable, but a little weak in pulling off the critical turnover through interceptions. There is little more that can be said about this very average team. When playing the Colts in STATIS-PRO, you will have to gamble a lot more than usual on both offense and defense in order to improve on the Colts' 7-9 performance in 1980.

New York Jets

The Jets have to be rated as one of the most puzzling teams in professional football. Picked by many to win the Super Bowl in 1980, they finished with a dismal 4-12 record! Upon close examination, however, it can be readily understood that the misled pundits who picked the Jets for glory were not as blind as they may now seem—for the Jets truly shine in some key elements of the game. Primarily, the offensive line is one of the best in football, led by tackles Marvin Powell and Chris Ward. In the same vein, the defensive line shows an equal potential in stopping the rush. Unfortunately, after these two positive characteristics, skills are hard to find. The Jets have one of the most ineffective secondaries in football, even if they are helped out a bit by a good linebacking corps (led by six-year veteran Greg Buttle). New York's runners are completely unexplosive and they are not helped by weak blocking in the backfield and at the tight end position. At quarterback, Richard Todd is an acceptable passer, but he has a distressingly frequent habit of throwing the ball to the wrong team. The corps of receivers is not very sure-handed and it will be quite difficult to pick a good starting three. However, the long bomb threat will be present. Overall, utilize the few strengths of this team to maximum advantage when playing STATIS-PRO. In addition, try to make up for its weaknesses through crafty strategy—avoid the tempting long bomb, for example, and keep the opposition from employing a similar weapon by utilizing zone coverage a bit more than usual. ■

thing. But now that the real action has resumed, will there be a reversal of trend? Will board game sales drop off to nothing?

There is good reason to believe this may happen! And if it does, it will effect Avalon Hill and you, the loyal consumer. A dramatic decrease in game sales would lead to a big rise in the retail price of games and accessories to offset the affect of lower volume.

"Ahah," you say. *"What a clever way of telling us about a big price increase!"*

Not really! But the overall acceptance of sports games in general could seriously be impaired by all the bad vibes the industry is hearing. We're as much interested in keeping prices down as you are. Equally important, we don't want to see our merchandise shut out of traditional game stores because of lack of demand. That could happen if the majority of game players become totally turned off by the adverse nature of player and owner demands.

SPORTS ILLUSTRATED'S MUSCLE

Fortunately, Avalon Hill has a powerful ally in Sports Illustrated Magazine. Full page Avalon Hill sports game ads grace issues of this popular magazine just about every other issue. A majority of these ads are Dealer Listings, which promote retail outlets that stock at least 10 of our 16-game sports line. Any dealer who *does* carry this stock is eligible for a FREE listing year 'round. Sports Illustrated is printed in four geographic regions; and the Dealer Listings are broken down accordingly. We humbly suggest you consult the stores listed nearest you for your immediate sports game needs. And if you happen to be a store owner interested in carrying the Sports Illustrated line of games, write to Avalon Hill and ask for Dealer Listing information. New listings are prepared in the spring of every year.

WHAT'S THAT NEW GAME I SEEN YOU WITH LAST NIGHT?

Statis-Pro Football! The long-awaited player-oriented football game is now a reality. The pre-publication price of $20 is a steal considering what you get for the money. Stuffed tightly into our traditional bookcase game box are more than 1300 Player Cards. All teams are represented; all players are there—including offensive and defensive linemen.

Based on the highly successful "Fast Action Card" system, this latest gem from creator James A. Barnes, is to pro football what his Major League Baseball Game is to baseball. Some novel design twists, not found in any other statistical replay game, make this game unique among all games that pretend to recreate the heart and soul of the real thing. Yes—the game tends to play itself up to a point; but you have the same control over the flow of the game as does the typical pro team coach.

This brand new game will, of course, carry the latest (1980-81 season) statistics yearly, just as he does with the other great Statis-Pro sports games for which he has earned quite a nationwide reputation. He is now the "stat man" for the *Austin Edge*, a famous sports handicap house out of (where else?) Las Vegas, Nevada. His "Sportography" column has been syndicated in hundreds of newspapers throughout the United States; and recently his statistical research graphs appear in several prominent sports magazines. All of which is indicative of the fact that James A. Barnes is probably the most knowledgeable of the country's sports statistical aficionados; adding great confidence to our feeling that the Statis-Pro sports games are the most accurate and thoroughly researched games available to the public. We hope you concur!

DOWN THE ROAD

Challenge Golf, the game we inherited from 3M, is just about out of stock. We've decided to replace this game with a new statistical replay game, *The Masters*, which homes in on the famous Augusta, Georgia course. We carry forward the popular theme of re-creating real players; *The Masters* does just this in a game that is undergoing extensive test play at this time. Its scheduled publication date is early 1982.

Also at about this time will be *PRO TENNIS*, a player-oriented "Fast Action" system created by the same people that brought us Title Bout.

Several hockey games are under playtest; but none has yet emerged as "the best" so we cannot at this time announce any specific publication date.

Also down the road is a greatly expanded sports department.

WHO'S REALLY THE EDITOR OF ALL-STAR REPLAY?

Obviously not Bruce Milligan! The former editor wrote more articulate copy than what you've read so far, so management tells me!

Besides, the job of the editor is not so much to write scintillating stuff, but to provide a diversity of material that appeals to the majority of the subscribers.

So what is it you really want?

You tell us!

Fill out the SURVEY form that accompanies this article. As an incentive for you to do so, we've created a contest that kills two birds with one stone: people always want to know what the editor looks like, so while you are completing the SURVEY, take a shot at guessing which player in the team picture is me. Simply draw a circle around my head. Twenty-five winners will be selected; each to get a 1-year extension of their subscription to All-Star Replay.

The Mystery Photo

SURVEY

As a bonus, we'll throw in a $25 gift certificate toward any Avalon merchandise to the first ten people who can identify the team, the city, the state, and the year. *(HINT: it's not the Maryland All-Ugly All-Stars, nor the resident varsity of the State Pen in Green Bay.)*

Help! Tell us what we are doing right (and wrong).

Check 1 box per line:

I would like to see:	More	About the Same	Less
a) Humor	☐	☐	☐
b) Photos of pro players	☐	☐	☐
c) sports history	☐	☐	☐
d) statistics	☐	☐	☐
e) Suggestions on improving game playing skills	☐	☐	☐
f) Rationale behind why games are designed the way they are	☐	☐	☐
g) Game Club news	☐	☐	☐
h) Accessories and add-on material to existing games	☐	☐	☐
l) Letters to the Editor	☐	☐	☐

From among our current line of Sports Illustrated Games, number them according to your favorite(s), 1 for your favorite, 2 for your 2nd favorite, etc. Number only those games you enjoy playing.

____ *Baseball Strategy*
____ *Football Strategy*
____ *Basketball Strategy*
____ *Bowl Bound*
____ *Superstar Baseball*
____ *Paydirt*
____ *Major League Baseball (board game)*
____ *Major League Baseball (computer version)*
____ *Pro Basketball (formerly NBA Basketball)*
____ *Regatta*
____ *Title Bout*
____ *USAC Auto Racing*
____ *Go for the Green*
____ *Speed Circuit*
____ *Win, Place & Show*
____ *Challenge Football*
____ *Challenge Golf*

Finally, write in your comments on what you would like to see appear in future issues:

_____

_____

_____

Don't forget to enter the contest. It's FREE! Just circle the head of the player you think is actually the writer of this article; you might win an extension of your subscription to All-Star Replay. And if you've got a great memory, fill in the blanks below—you might even win $25 worth of Avalon Hill merchandise.

NAME OF TEAM _____

CITY _____ *STATE* _____ *YEAR* _____

MAIL ALL SURVEYS TO:
SURVEY—ALL-STAR REPLAY
The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

One Survey Response per subscriber only!

Lombardi, cont.

contrasting fates are what made the 1967 championship such a dramatic and critical milestone in National Football League history: youth versus age, freshness versus experience—a team from a past generation battling against a newly rising star. At least in this 60 minutes of football in the Green Bay icebox, youth had its fling, but the crafty old pros of Green Bay came out on top.

THE GAME

Green Bay	7	7	0	7 —21
Dallas	0	10	0	7 —17

GB		Dal
80	Rushing Yds	92
191	Passing Yds	109
58	Yds on Penalties	10
329	Total Yds	211
29	Avg Punt	39
18	First Downs	11
1	Interceptions	0
2	Fumbles Lost	1

THE GREEN BAY PACKERS, 1967

Name	Pos	Years	College
Herb Adderley	CB	7	Mich St
Lionel Aldridge	DE	5	Utah St
Donny Anderson	RB	2	Texas T
Ken Bowman	C	4	Wisc
Zeke Bratkowski	QB	12	Georgia
Allen Brown	TE	2	Miss
Bob Brown	DT	2	Ark AM
Tom Brown	SS	4	Maryl
Lee Roy Caffey	LB	5	Tex AM
Don Chandler	K/P	12	Florida
Tom Crutcher	LB	4	TCU
Carroll Dale	SE	8	VPI
Willie Davis	DE	10	Gramblg
Boyd Dowler	FL	9	Color
Jim Flanigan	LB	1	Pitt
Marv Fleming	TE	5	Utah
Gale Gillingham	G	2	Minn
Jim Grabowski	RB	2	Ill
Forrest Gregg	T	11	SMU
Doug Hart	CB	4	Arling
Don Horn	QB	1	SD St
Bob Hyland	C	1	Bos Col
Claudis James	SE	1	Jackson
Bob Jeter	CB	5	Iowa
Henry Jordan	DT	11	Virg
Ron Kostelnik	DT	7	Cin
Jerry Kramer	G	10	Idaho
Bob Long	FL	4	Wichita
Max McGee	SE	12	Tulane
Chuck Mercein	RB	3	Yale
Ray Nitschke	NB	10	Ill
Elijah Pitts	RB	7	Ph Smith
Dave Robinson	LB	5	Penn St
John Rowser	SS	1	Mich
Bob Skoronski	T	10	Ind
Bart Starr	QB	12	Ala
Fuzzy Thurston	G	10	Valpar
Jim Weatherwax	DT	2	LA St
Travis Williams	RB	1	Ariz St
Ben Wilson	RB	4	USC
Willie Wood	FS	8	S Cal
Steve Wright	T	4	Ala
Vince Lombardi	Head Coach		
Ray Wietecha	Asst Coach		
Red Cochran	Asst Coach		
Phil Bengston	Asst Coach		
Jerry Burns	Asst Coach		
Bob Schnelker	Asst Coach		
Dave Hanner	Asst Coach		
Tom McCormick	Asst Coach		

THE DALLAS COWBOYS, 1967

Name	Pos	Years	College
George Andrie	DE	6	Marq
Craig Baynham	SE	1	Geo T
Jim Boeke	T	8	Heidlbg
Phil Clark	CB	1	Nwstrn
Frank Clarke	SE	11	Colo
Mike Connelly	C	8	Utah St
Dick Daniels	CB	2	Pacific
Harold Deters	K	1	NC St
Leon Donohue	G	6	S Jose
Dave Edwards	LB	5	Auburn
Mike Gaechter	SS	6	Oregon
Walt Garrison	RB	2	Oakl St
Pete Gent	FL	4	Mich St
Cornell Green	CB	6	Utah St
Bob Hayes	SE	3	Flo AM
Harold Hays	LB	5	Miss So
Chuck Howley	LB	9	W Virg
Mike Johnson	CB	2	Kansas
Lee Roy Jordan	LB	5	Ala
Bob Lilly	DT	7	TCU
Tony Liscio	T	4	Tulsa
Don Meredith	QB	8	SMU
Craig Morton	QB	3	Calif
Ralph Neely	T	3	Oakl
John Niland	G	2	Iowa
Pettis Norman	TE	6	JC Smith
Don Perkins	RB	7	N Mex
Jethro Pugh	DT	3	Eliz C
Dan Reeves	RB	3	S Car
Mel Renfro	FS	4	Oregon
Lance Rentzel	FL	3	Oakl
Jerry Rhome	QB	3	Tulsa
Les Shy	RB	2	L Beach St
Sims Stokes	SE	1	No Ariz
Willie Townes	DE	2	Tulsa
Dan Villanueva	K/P	8	N Mex St
Malcom Walker	T	2	Rice
John Wilbur	G	2	Stanford
Rayfield Wright	DE	1	Ft Vly
Tom Landry	Head Coach		
Ermal Allen	Asst Coach		
Ernie Stautner	Asst Coach		
Jim Myers	Asst Coach		
Dick Nolan	Asst Coach		
Jerry Tubbs	Asst Coach		

Pitchers, cont.

Card random number against the HRA rating of the pitcher. However, a result of 37 or 38 would automatically be a home run.

That's all there is to it. The only extra step involved is when a home run occurs (or a single in the first few singles numbers). Obviously, it does require more time to play the game, although I have not found it to be noticeable. I have found that it helps to write somewhere on the batter card the singles range which has to be checked for a home run possibility. Otherwise, that is the most time-consuming part of my method.

Rating the Pitchers

Calculating the pitcher rating is easy:

1. Calculate the league average of home runs allowed per batter faced.

2. Calculate the individual pitcher's average of home runs allowed per batter faced.

3. Divide step 2 by step 1 to get a ratio: "R".

4. Calculate the pitcher's HRA rating:

Rating = R × F where F depends on the PB rating of the pitcher in the following chart:

PB	F
2-9	98
2-8	59
2-7	38
2-6	28
2-5	22

The rating is the number of random numbers on the 11-88 scale, so it must be converted to the range. (For example, a rating of 32 implies a range of 11-48; a rating of 64 implies a range of 11-88.)

Example: Assume Pitcher A Allowed 20 home runs while facing 1000 batters. The league average allowed 15 home runs per 1000 batters. Pitcher A had a PB rating of 2-7. His HRA rating is calculated as follows:

1. League avg. $= \frac{15}{1000} = .015$

2. Pitcher A avg. $= \frac{20}{1000} = .020$

3. $R = \frac{.020}{.015} = 1.33$

4. Rating = 1.33 × 38 = 51

When converted to the 11-88 range, this becomes 11-73.

Ratings When No Statistics Are Available

Many seasons in the past do not have home runs allowed by individual pitchers readily available. How can ratings be determined for those years?

One alternative is to make no adjustment at all to the current system, and so the PB ratings determine home runs allowed. The chart below shows how pitchers for each PB rating compare to the league average for allowing home runs in the current game method:

PB	Ratio of Home Runs Allowed to League Avg.
2-9	.33
2-8	.54
2-7	.83
2-6	1.15
2-5	1.46

Based on the research I have done, 2-9 and 2-8 pitchers do not give up as few home runs as shown in the chart in general. And 2-5 pitchers generally do not give up as many as the AH game will give them. But by using the formula shown above, we could choose any ratio we wanted for each PB rating and calculate a general rating for all pitchers in a PB group. You have to be careful, however, that in assigning ratios to the various PB groups that the total number of home runs will still be correct. Here is the generalized rating system that I use for years where I do not have statistics for home runs allowed:

PB	'R' (Ratio to avg.)	HRA rating
2-9	.70	11-88
2-8	.80	11-67
2-7	.95	11-54
2-6	1.05	11-45
2-5	1.20	11-42

Theory Behind Formulas

For a more in-depth analysis, you may refer to my article in **ASR**, Volume II, No. 4. I have actually simplified the formulas here slightly by ignoring the effect of wild pitches, balls and passed balls on the ratios. But the error is very slight.

Suppose that the batter card has twice as many home run numbers as normal with the expectation that one-half of them will be home runs, the other half singles. Then, for any pitcher,

$$HRA = (1-p) \times (BFP) \times \frac{hr \times K}{64}$$

Where: HRA = actual home runs allowed
BFP = batters faced pitcher
hr = home runs on the average batter card
K = percentage of home runs pitcher will allow on home run numbers
p = percentage of results on pitcher card

Then: $K = \frac{HRA}{BFP} \times \frac{64}{1-p} \times \frac{1}{hr}$

If R = ratio of home runs allowed by this pitcher to the league average, then:

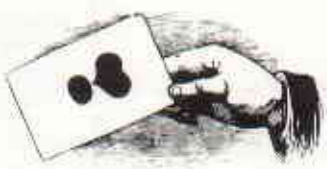
$$\frac{HRA}{BFP} = \frac{R \times .5 \times hr}{128}$$

So, making the substitution, $K = \frac{R}{4(1-p)}$

To get the formula given above in the "Rating the Pitchers" section, you must also know that the values of "p" for the PB grades are: 2-5 (.271), 2-6 (.423), 2-7 (.583), 2-8 (.729), 2-9 (.837).

Final Comments

This method does require a little extra work, but the ratings are easy to calculate, and it is just another realistic feature to add to an already excellent game. One way to simplify the method would be to redesign the batter cards so that the card showed the "home run or single" possibility range together instead of having to do that in our head. ■



★ ★ ★ *cut along dotted line or photocopy* ★ ★ ★

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, Major League Baseball = MLB, NBA Basketball = NBA, Superstar Baseball = SUP, Title Bout = KO Track Meet = TM, USAC = USAC, Win, Place & Show = WPS.

_____

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Name _____

Address _____

City _____

State _____ Zip _____

Wanted: A tough opponent who would promise me a good game at either PD, FT ST, MLB, NBA, or SC. Anyone who would like to give me a try please write as soon as possible. Contact: Dan Dudenhoeffer, 27 Quantico, Mexico, Mo. 65265.

Would like detailed information on all aspects of Statis-Pro Baseball. Contact: Greg Wymer, 30 Pleasant Garden Rd., Canton, Mass. 02021.

MLB Players—I am in the process of rating all minor league teams of Class A, AA, AAA—all leagues (including Mexican) for the 1980 season. Send SASE for price list or call (304) 456-4736 for information. Contact: Sean Milliner, P.O. Box 73, Durbin, WV 26264.

Attention: Looking for 10 prompt, stat-minded baseball fans who want to join a 1980 MLB play-by-mail league. First come, first serve. For more information, contact: Steve Goss, 311 Pinesap, Houston, Texas 77079.

Mature opponents for MLB, NBA, PD, USAC, COLL FT, and SC. Am also interested in starting or joining a league. Contact: Don Dudenhoeffer, 27 Quantico, Mexico, Mo. 65265 (314) 581-4002.

TO BUY

For Sale: COLL FT and KO, excellent condition. Would like to start a MLB and NBA play-by-mail league: '78 or '80 MLB; '77 and '78 NBA. Ed Booth, 673 Elsinoor Lane, Crystal Lake, Ill. 60014.

For Sale: 1973 (copyright) PD charts in excellent condition. 3M SC in excellent condition. $15. Will trade PD charts for '80 season NBA player cards or SC Grand Prix Acc. pack. Leon Crawford, 1114 Bell St., Beatrice, Neb. 68310.

For Sale: 1970 PD team charts (1971 copyright) and rules. First money order for $15 or best offer within two weeks of receiving this issue. Teams are in mint condition. Contact: Mike Gumkowski, 315 Maureen Drive, Wheeling, Ill. 60090 (312) 537-4631.

For Trade: KO in excellent condition for PD or MLB in good condition. Contact: John H. Miller, 16352 Nauvoo Road, Middlefield, Ohio 44062.

For Sale: PD 1979 teams, never used. MLB 1980 teams, never used. NBA 1978-1979, used (very little), and SUP. All games include scoresheets and are in mint condition. Contact: Dick Hunt, 306 S. Lansing, Apt. 4, St. Johns, MI 48879 (517) 224-4911.

Wanted: ASR Vol. 1, No. 4. For Sale: 3M Thinking Man's Football, Regatta, and Mr. President. All of these games are unused. *Contact: Charles Whitman, 216 E. Mifflin* St., Lebanon, Pa. 17042.

Want to Trade: USAC or KO in excellent condition for FT ST, MLB, GFG, or CHAL FT. Must also be in good condition. Contact: Rejean Roy, 1098 Lamartine, Mascouche, Quebec, Canada J0N 1C0

Wanted to Buy: ASR Vol. 1, Nos. 1 and 4. Will pay good price if in excellent condition. Contact: SN Louis J. Giagliano, USS McCandless (FF-1084), FPO, NY 09578.

NATIONWIDE ASSOCIATION FOR MLB ENTHUSIASTS

Founded—1981

Teams—9, hope to get 16

Active Members—9, need 7 more for this season

Dues—$5 per season

Activities—NAME will start its first season. It will start in mid-August. We will use 1979 cards. We will play 147 games if we get 16 members. The league will be divided into the NL and AL with 8 teams in each. We have a regular season, All-Star Game, Playoffs, and a World Series. No inter-league play except in *All-Star Game and* World Series.

Membership Requirements—Must own MLB. Can live anywhere in North America. No age limits. Honesty and promptness very important.

Contact—
Tom Ruesink (AL)
715 E. Madison St.
Oconomowoc, Wi. 53066
or
Pres Glenn (NL)
901 Valley Creek Drive
Plano, Texas 75075
(214) 596-4968

NATIONWIDE ASSOCIATION *FOR MLB ENTHUSIASTS*

MALABAR BASEBALL LEAGUE

Founded—1981

Teams—Any that can be found

Active Members—2

Dues—$1 to start, 50¢ per month

Activities—MLB. Choose team and send ratings with dues. Need this in case I or anyone else doesn't have team. I will send photostat copies to members. Also send a list of all card sets owned.

Membership Requirements—Pay dues, own MLB, own team, and be honest. Must complete season and send in stats.

Contact—
Earnest W. Padgette, Jr.
MBL Commissioner
135-B Jasmine Ave.
Satellite Beach, Fl. 32937
(305) 777-1029

MALABAR BASEBALL LEAGUE

GREELEY AH SPORTS GAME LEAGUE

Founded—July 1981

Teams—As many as there are members

Dues—$1 to $5

Active Members—1, hoping to expand

Activities—To play Paydirt! and NBA seasons. Season length depends on number of members.

Membership Requirements—Should live in Greeley vicinity. Must be a good sport and have fun. Should have one of the above games. If you don't have either, a $2 fine will be imposed. Must attend each weekly meeting.

Contact—
Kirk Woerner
2028 Buena Vista Court
Greeley, Colorado 80631
(303) 330-0223

GREELEY AH SPORTS GAME LEAGUE

WORLD WIDE BASEBALL ASSOCIATION

Founded—1981

Teams—16 to 20

Active Members—One

Dues—$8

Activities—Will play full 162 game season with Playoffs, World Series, and All-Star Game. Draft for first season with players to be kept each year and trading encouraged. Awards and trophies to World Champion. Newsletter about every three weeks.

Membership Requirements—May live anywhere in the world. Must own MLB with 1980 player cards. Must be willing to complete the season with promptness and honesty.

Contact—
World Wide Baseball Association
Bradley J. George
2019 South 78th St.
West Allis, Wi. 53219

WORLD WIDE BASEBALL ASSOCIATION

MARYLAND SPORTS LEAGUE

Founded—Now

Teams—Up to 12

Active Members—1, need up to 11 more

Dues—$2.50 covers postage, stat sheet

Activities—We will play a whole season of NBA. The object is not to win but to replay season. Games will be assigned randomly. Play-by-mail solitaire is how we will operate. Perhaps to expand to Paydirt! or Major League Baseball.

Membership Requirements—Must own NBA. Willing to play whole season. Honesty very important.

Contact—
Bryan Ziegler
123 Pemberton Drive
Salisbury, Md. 21801

MARYLAND SPORTS LEAGUE

UNITED FOOTBALL FEDERATION

Founded—March 1981

Teams—10 to 12

Active Members—3

Dues—None

Activities—We will be having a PBM league in Paydirt! or other football simulation games. Maybe a basketball league also!

Membership Requirements—None; All ages welcome

Contact—
Jay Wekler
14 Jackson Ave.
Peabody, Mass. 01960

UNITED FOOTBALL FEDERATION

EVANSVILLE BASEBALL ASSOCIATION

Founded—1980

Teams—As many as members

Dues—$3 per season

Active Members—5

Activities—The EBA is starting its second season. It uses the PBM system. We will play a 60-game schedule, World Series and Playoffs.

Membership Requirements—Must own MLB. Can live anywhere in the world. Honesty and promptness very important.

Contact—
Evansville Baseball Association
Jim Tooley
404 Greenfield
Evansville, In 47715

EVANSVILLE BASEBALL ASSOCIATION

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NEED NEW MEMBERS FOR YOUR LEAGUE?

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And some of them can even read. If your league is looking to expand, or just wants to replace retired or blackballed members, then you could hardly do better than to give us your ad to run on this page—free! The only requirements are that you adhere to the format given below, and that your league is involved with one of our Sports Illustrated/Avalon Hill games.

To see your ad in the next issue, just send in your information today. Please print or type.

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:

ALGOMA FOOTBALL LEAGUE

Founded—Now Forming

Teams—28

Active Members—4 or 5, looking for 28

Dues—To be decided when league starts

Activities—Each member will draft one or more of the 28 Paydirt! teams. Each team plays a 16-game season, ending with playoffs and Super Bowl. The champion will win all of the dues.

Membership Requirements—No age limit. Must live in Sault Ste. Marie, Ontario, Canada or surrounding area and be willing to drive to SSM. Must devote one night per week to team play and be dedicated to a full season.

Contact—
Jon Bye
179 Woodward Ave.
Sault Ste. Marie, Ontario, Canada P6A 3T6

ALGOMA FOOTBALL LEAGUE

AMERICAN STATIS-PRO LEAGUE

Founded—May 1981

Teams—Minimum: 16; Maximum: 26

Active Members—One or two

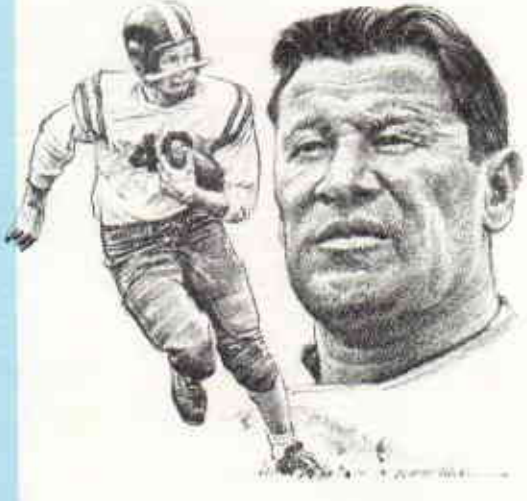
Dues—To be announced

Activities—Each member will play an entire season of around 160 games. We will set up the draft of players and get ready so we will be able to start for next summer. Along with the player draft, we will have trading, an All-Star Game, Playoffs, a World Series, awards, and other miscellaneous things including a newsletter.

Membership Requirements—Can live anywhere in the world and be of any age. Must own MLB and the 1980 set of playing cards (fringe players too). Must be honest, prompt, and serious or need not apply. Also, should be dedicated enough to finish the season.

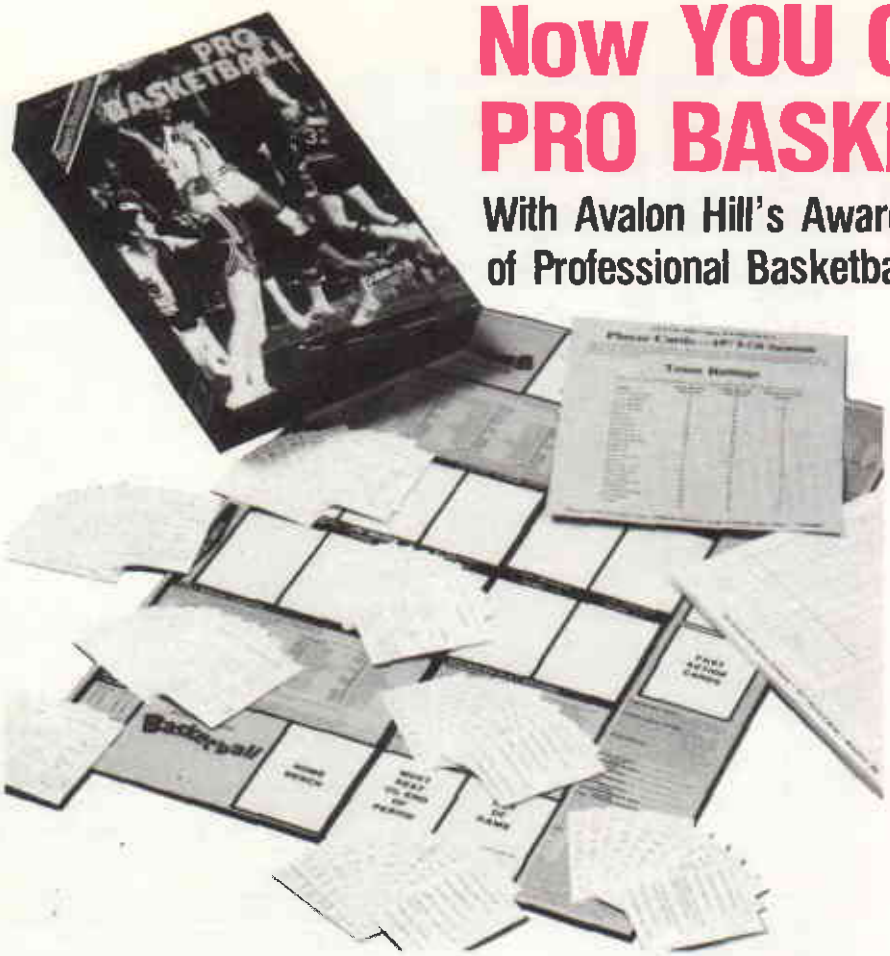
Contact—
Grer Wymer
30 Pleasant Garden Rd.
Canton, Mass. 02021

AMERICAN STATIS-PRO LEAGUE



Now YOU Can Play PRO BASKETBALL

With Avalon Hill's Award-Winning Game of Professional Basketball!



Widely acclaimed as the best tabletop basketball game ever produced, the latest version of **Pro Basketball** is even better than ever! Inside the sturdy gamebox you'll find everything you need to recreate an entire pro season, including a full-color gameboard and individual player cards for 224 top players.

Everything that Happens in the Real Game

Each Pro Player Card has been individually made up using our comprehensive computerized rating system. We give you every one of the pros and his EXACT TALENTS AND ABILITIES and then let YOU BE THE COACH!

Each Player is rated for the following categories: **Field Goal Shooting Ability, Free Throw Ability, Rebounding, Fouls** (both causing and drawing them), **Blocking Shots, Stealing the Ball, Assists, Defense,** and **Stamina.** In addition, each TEAM is rated for its **Defense** and **Fast Break** abilities. There are also special rules representing **Home Court Advantage,** and much more.

Ideal for Solitaire Play

Pro Basketball was designed specifically with the solitaire gamer in mind. The amazingly fast play of the game and the incredibly accurate depiction of the real players' abilities guarantees that you will have as exciting a game by yourself as with your friends. But it's also a great game to play in person, as you and your opponent set your lineups, feed players in and out of the game, speed up or slow down the pace of play, all according to the way YOU think the game should be played! And you can even make up your own leagues, by each taking your favorite team, or by drafting for your own rosters.

Plays as Fast as the Real Game

Using the unique system of FAST ACTION CARDS instead of dice, you'll find that **Pro Basketball** games can easily be played (and scored) in less than an hour. By matching the cards against the players' ratings you'll get instant results for every play, while at the same time the cards are serving as your timing system! It is this speed and ease of play alone which makes **Pro Basketball** by far the most enjoyable of the many table basketball games now on the market.

Perfect for Statistical Buffs

Since **Pro Basketball** duplicates all the actions of the real game, you'll probably want to keep records of your players. For this purpose we include a unique scorepad right in the game that allows you to record everything that happens—so that you can see exactly how close it comes to the real professional game.

Game Includes:

- Detailed Rules Folder
- Mounted Full-Color Playing Board with Reference Charts & Tables
- Set of Fast Action Cards
- Player Cards representing players from every Pro Team
- Scorepad

Game Includes Latest Player Stats

That's right! The game contains Player Cards showing performances of the very latest season just completed. If you already own the game from a previous year purchase, simply order the latest Player Card Set by itself.

Start YOUR Season Immediately!

Just enclose a check or money order with the coupon below, and we'll rush you your **Pro Basketball** Game. And we'll also put you on our customer list so you'll be informed next year when our updated player cards are available.

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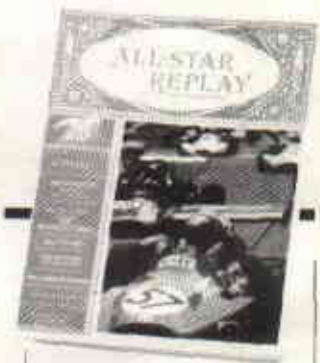
Order any two items (or two of the same item) shown in the coupon and we'll send you a full-year subscription to All-Star Replay, the new magazine that's to sports games what Chess Review is to Chess.



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1967 Dallas defense

RUSHING PLAYS — PASSING PLAYS

W	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED.	8 LONG	9 TIGHT END
A STANDARD 4-3-4	1				(1)	10	2	(7)	8	4
	2				(0)	2	2	4	8	4
	3	(2)	(1)			2	[illegible]	4	8	4
	4									
	5							INT 13	INT 41	INT 14
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(0)	(0)		(4)			(13)		
	2	(1)	(0)	(1)	(0)		3	(11)		
	3		(0)	(4)			(17)	(15)		
	4								(22)	
	5								(43)	
C SPREAD 4-4-3	1			(0)		6	2	1	8	4
	2			(1)		2	2	4	8	
	3	(1)	(2)			2	2	4	8	4
	4								(35)	
	5									24
D PASS PREVENT SHORT 3-5-3	1					3	(0)	5	9	(3)
	2					3	(3)	5	9	5
	3	(1)				3	3	5	9	5
	4	1	1							
	5			(17)				INT 12	INT 34	INT 1
E PASS PREVENT LONG 3-3-5	1					2	2			4
	2	1	1			2	2	4		4
	3	(5)	(5)			2	2	4	8	4
	4								INT 28	(16)
	5			(10)				INT 15	(32)	INT 2
F BLITZ	1	3		2					8	4
	2			2	(1)	4			25	
	3			6	(2)	19		2		10
	4	(1)	6		52					(28)
	5			36			INT 5	INT 9	INT 25	INT 18

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
61	17	23*	9	5	31	10
51	18	DEF 5		25	18	11
OFF 5	37	55	F + 16	1	22	12
57	20	47	OFF 15		OFF 10	13
56	23	DEF 5X	12	15	DEF 5	14
59	8	51	6		6	15
47	7	56	3	1	23	16
OFF 5	30	OFF 10	2	TD	30	17
67	32	31	1	TD	DEF 5X	18
72	DEF 15	49	DEF 15	TD	36	19
65	21	63	5		27	20
57	5	48	15		2	21
58	29	39*	2	26	F-6	22
62	22	OFF 5	17	F + 13	11	23
50	16	45	F	TD	13	24
63	27	35*	F + 3	7	15	25
58	15	41	13		7	26
52	9	34	22	1	29	27
68	28	52	44		26	28
69	F + 22	F-13	17		17	29
55		33	27	6	28	30
66	OFF 15	42	1	28	7	31
54	26	44	12	16	11	32
51	19	40	7	25	15	33
60	20	43*	5	OFF 15	20	34
64	21	37*	6		32	35
56	25	36	10		12	36
57	14	38	11	34	10	37
53	24	46	20	DEF 15	OFF 5	38
46	13	50	TD		BK -12	39

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1967 Cowboys offense

RUSHING PLAYS — PASSING PLAYS

# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED.	8 LONG	9 TIGHT END
10	OFF 10	DEF 15	2	OFF 15	8	11	17	DEF 15	INT 4
11	9	3	DEF 15	3	5	19	18	DEF 5X	OFF 15
12	3	OFF 5	3		25*	INT 7	DEF 15	DEF 5	DEF 5X
13	DEF 5	8	OFF 15	9	14	DEF 5X	14	INT 23	PI 5
14	F+1	DEF 5	4*		DEF 5	F+11	5*		6
15	7		F-2	OFF 5	4	OFF 5	10		QT
16	8			8	16	OFF 15	QT*	35*	32
17	2	1	1	5	7	DEF 15	19	32*	INT 12
18	OFF 15	OFF 10	8	DEF 15	F-10	8	16	PI 42	DEF 15
19	6	9*	OFF 10	5	OFF 15	PI 6	PI 19	PI 48	PI 14
20	4	4	3	OFF 10	6	16	DEF 5X	44	
21	5	F+5		6	13	5			OFF 5
22	3		DEF 5	8	OFF 5	5			OFF 10
23		1		7	12*	3	OFF 5		
24	4	6	1	1	6*	QT			
25	3	5	5	2	QT	7			
26	OFF 5	2		7	OFF 10	10		25	
27	2	2	7	F+2	3	13	OFF 10	20	24
28			OFF 5	9	15	17	F+15	47	45
29	DEF 15	OFF 15	8	1	12	8	18	OFF 15	INT 22
30		1	B*	DEF 5	F+2	12	16*	OFF 5	8
31	B	6	7	6	10	4	13*		4
32	4	8	3	1	5	7	11*	29	QT
33	5	4	9	4			7*	22	20
34	5	3	7*	4			14		13
35	7	B	B*	B			19	QT	12
36	4	7	1	7	7	9	QT	OFF 10	15
37	5	4	6	9	8	6*	12		9*
38	1			B	9	OFF 10	INT 9	TD	21
39	1	2	3	6	DEF 15	18	17	38	F+2

B	QT	# ON DICE
11	F+5	10
18	14	11
26	14	12
19	10*	13
13	5	14
10	6	15
11	2	16
16	11	17
18	F-12	18
12	3*	19
11	1	20
18	11	21
13	7	22
12	8	23
10	12	24
11	3	25
10	8	26
14	F-6	27
20	13	28
16	20	29
18	4	30
11	9	31
13	F+7	32
12	2*	33
11	8	34
10*	1*	35
14	6	36
17	8	37
29	10	38
30	29	39

Fumble: Recovered 10-28 • Lost Ball 29-39

1967 Packers offense

RUSHING PLAYS — PASSING PLAYS

	1	2	3	4	5	6	7	8	9
# ON DICE	LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED	LONG	TIGHT END
10	1	B	5	OFF 10	16	TD	OFF 15	DEF 15	
11	4	3	B	1	22	5	17	39	
12	7	3	9	2	9	DEF 5X	17	41	OFF 5
13	B		OFF 5	3	14*		OFF 5	OFF 5	
14	OFF 5	2	DEF 5		OFF 10	3	13*	26	
15	8	OFF 5	5*	2	12	8	17*	24*	
16	8	B	6	2	3	22	15	35	
17	4	B	5	5	OFF 5	1	19	36	DEF 5X
18	B	OFF 10	3*	1	21	26*	18	TD	OFF 15
19	DEF 15	DEF 15	DEF 15	DEF 15	14	PI 5	PI 11	PI 27	PI 13
20	4	B	2	2	15	OFF 10	16	32*	INT 11
21	1	4	B*	2	5	13	9	25	F+5
22	DEF 5		F+2	6	1	2	DEF 5X	F+21	OFF 10
23	4	DEF 5	2*	4	11*	6	11	34	
24		1	5	DEF 5	DEF 5				14
25	5	4	5	5					13
26	F-2	1	2	B		F+5	12	20*	
27	B	9	5*	F+2	6	11*	18	27	
28	9	B	1*	2	2	19	INT 16	22	45
29	OFF 10	B	5	6	23	35	DEF 15	OFF 15	37
30	3	F	3*	8	3	17	14		8
31	3	4	8	9	F+4		OFF 10	DEF 5X	10
32	7	2	1	7	8	7			15
33	4	7		2					16
34	6	3	4	7			QT	QT	20
35	2	5	7	5				QT	QT
36	5	6	6	B	7	5	8		12
37	3	4	B*	8	4	1	10	OFF 10	30
38	1	8	3	OFF 5	2	15	F+7		40*
39	5	B	OFF 15	2	26	OFF 5	19*	29*	35

B	QT	# ON DICE
20	5	10
10	7	11
40	15	12
12	4*	13
19	1	14
26	3*	15
52	13	16
37*	6	17
21	13	18
24	F-35	19
62*	16	20
21	2	21
15	9	22
11	10	23
12	6	24
11	2	25
11	12	26
17	4	27
80	7	28
19	14	29
20	7	30
16	5	31
11	1	32
10	F+5	33
10	11	34
10	10	35
12	4	36
13	2	37
33	8	38
18	21	39

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

1967 Green Bay defense

RUSHING PLAYS — PASSING PLAYS

W	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED	8 LONG	9 TIGHT END
A STANDARD 4-3-4	1				(1)	2	(4)			
	2				(1)	8	2	(7)	13	5
	3					2	2	3		6
	4	(1)	(1)							
	5								(48)	
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(1)	(0)	1		1	1			
	2	(0)	(0)		(0)			(12)		
	3	(0)	(0)		(0)			(15)		
	4					1	1			
	5			1			1	(21)	(TD)	
C SPREAD 4-4-3	1			(1)	1	5	2			
	2			(0)	3	4	(0)		18	7
	3		(1)	(1)	4	(0)	2	3		5
	4	(1)					INT 0	(17)	INT 23	
	5								(38)	
D PASS PREVENT SHORT 3-5-3	1									
	2	(10)	1	1		2	(4)	(7)	13	4
	3					2	(0)	3		7
	4				43				INT 32	INT 13
	5								(37)	(5)
E PASS PREVENT LONG 3-3-5	1	1	(7)	1	7				QT	
	2	1		1		5	2	QT		QT
	3	1		1			QT	3		
	4				17			INT 18	INT 36	INT 31
	5								(TD)	(5)
F BLITZ	1	2	[illegible]	4	(6)	(15)			QT	6
	2			9	(6)			QT	12	QT
	3			(24)			QT	3		8
	4			55		QT			INT 34	INT 3
	5			(17)				(34)	(TD)	

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
41	26	49	17		2	10
37	OFF 10	31	5	13	5	11
57	9	57*	34	DEF 15	11	12
67	20	28*	F		OFF 5	13
66	22	55	6	50	BK -11	14
70	27	53			13	15
55	45	47	38	OFF 10	DEF 5X	16
44	TD	OFF 10	12		OFF 10	17
46	6	48	OFF 10	34	7	18
54	DEF 15	30	DEF 15		57	19
59	TD	DEF 5	32		14	20
68	15	38	2		18	21
60	29	35	11	11	22	22
52	24	OFF 5	13	25	25	23
50	16	41	10	12	29	24
50	21	39*	9		27	25
57	F +22	44	14	5	25	26
60		45	5		16	27
51	42	33	30	F	15	28
45	31	32*	3		10	29
67	30	34	1		38	30
64	8	DEF 5X	10	35	22	31
50	18	46*	4	6	30	32
62	23	40*	7	10	33	33
65	24	43*	5	34	42	34
58	20	37*	9	13	34	35
69	25	42*	6	14	31	36
OFF 5	21	50*	OFF 15	2	24	37
56	OFF 15	36	20		DEF 5	38
47	TD	BK -14	17	OFF 15	50	39

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1967 Packers offense

	RUSHING PLAYS				PASSING PLAYS				
	1	2	3	4	5	6	7	8	9
# ON DICE	LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED.	LONG	TIGHT END
10	1	B	5	OFF 10	16	TD	OFF 15	DEF 15	
11	4	3	B	1	22	5	17	39	
12	7	3	9	2	9	DEF 5X	17	41	OFF 5
13	B		OFF 5	3	14*		OFF 5	OFF 5	
14	OFF 5	2	DEF 5		OFF 10	3	13*	26	
15	8	OFF 5	5*	2	12	8	17*	24*	
16	8	B	6	2	3	22	15	35	
17	4	B	5	5	OFF 5	1	19	36	DEF 5X
18	B	OFF 10	3*	1	21	26*	18	TD	OFF 15
19	DEF 15	DEF 15	DEF 15	DEF 15	14	PI 5	PI 11	PI 27	PI 13
20	4	B	2	2	15	OFF 10	16	32*	INT 11
21	1	4	B*	2	5	13	9	25	F + 5
22	DEF 5		F + 2	6	1	2	DEF 5X	F + 21	OFF 10
23	4	DEF 5	2*	4	11*	6	11	34	
24		1	5	DEF 5	DEF 5				14
25	5	4	5	5					13
26	F-2	1	2	B		F + 5	12	20*	
27	B	9	5*	F + 2	6	11*	18	27	
28	9	B	1*	2	2	19	INT 16	22	45
29	OFF 10	B	5	6	23	35	DEF 15	OFF 15	37
30	3	F	3*	8	3	17	14		8
31	3	4	8	9	F + 4		OFF 10	DEF 5X	10
32	7	2	1	7	8	7			15
33	4	7		2					16
34	6	3	4	7			QT	QT	20
35	2	5	7	5				QT	QT
36	5	6	6	B	7	5	8		12
37	3	4	B*	8	4	1	10	OFF 10	30
38	1	8	3	OFF 5	2	15	F + 7		40*
39	5	B	OFF 15	2	26	OFF 5	19*	29*	35

B	QT	# ON DICE
20	5	10
10	7	11
40	15	12
12	4*	13
19	1	14
26	3*	15
52	13	16
37*	6	17
21	13	18
24	F-35	19
62*	16	20
21	2	21
15	9	22
11	10	23
12	6	24
11	2	25
11	12	26
17	4	27
80	7	28
19	14	29
20	7	30
16	5	31
11	1	32
10	F + 5	33
10	11	34
10	10	35
12	4	36
13	2	37
33	8	38
18	21	39

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

1967 Green Bay defense

W	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED	8 LONG	9 TIGHT END
		RUSHING PLAYS				PASSING PLAYS				
A STANDARD 4-3-4	1				(1)	2	(4)			
	2				(1)	8	2	(7)	13	5
	3					2	2	3		6
	4	(1)	(1)							
	5								(48)	
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(7)	(0)	1		1	1			
	2	(0)	(0)		(0)			(12)		
	3	(0)	(0)		(0)			(15)		
	4					1	1			
	5			1			1	(21)	(TD)	
C SPREAD 4-4-3	1			(1)	1	5	2			
	2			(0)	3	4	(0)		18	7
	3		(1)	(1)	4	(0)	2	3		5
	4	(1)					INT 9	(17)	INT 23	
	5								(38)	
D PASS PREVENT SHORT 3-5-3	1									
	2	(10)	1	1		2	(4)	(7)	13	4
	3					2	(0)	3		7
	4				43				INT 33	INT 13
	5								(37)	(5)
E PASS PREVENT LONG 3-3-5	1	1	(7)	1	7				QT	
	2	1		1		5	2	QT		QT
	3	1		1			QT	3		
	4				17			INT 18	INT 36	INT 31
	5								(TD)	(5)
F BLITZ	1	2	3	4	(6)	(15)			QT	6
	2			9	(6)			QT	12	QT
	3			(24)			QT	3		8
	4			55		QT			INT 34	INT 3
	5			(17)				(34)	(TD)	

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
41	26	49	17		2	10
37	OFF 10	31	5	13	5	11
57	9	57*	34	DEF 15	11	12
67	20	28*	F		OFF 5	13
66	22	55	6	50	BK -11	14
70	27	53			13	15
55	45	47	38	OFF 10	DEF 5X	16
44	TD	OFF 10	12		OFF 10	17
46	6	48	OFF 10	34	7	18
54	DEF 15	30	DEF 15		57	19
59	TD	DEF 5	32		14	20
68	15	38	2		18	21
60	29	35	11	11	22	22
52	24	OFF 5	13	25	25	23
50	16	41	10	12	29	24
50	21	39*	9		27	25
57	F + 22	44	14	5	25	26
60		45	5		16	27
51	42	33	30	F	15	28
45	31	32*	3		10	29
67	30	34	1		38	30
64	8	DEF 5X	10	35	22	31
50	18	46*	4	6	30	32
62	23	40*	7	10	33	33
65	24	43*	5	34	42	34
58	20	37*	9	13	34	35
69	25	42*	6	14	31	36
OFF 5	21	50*	OFF 15	2	24	37
56	OFF 15	36	20		DEF 5	38
47	TD	BK -14	17	OFF 15	50	39

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1967 Cowboys offense

RUSHING PLAYS — PASSING PLAYS

# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED	8 LONG	9 TIGHT END
10	OFF 10	DEF 15	2	OFF 15	8	11	17	DEF 15	INT 4
11	9	3	DEF 15	3	5	19	18	DEF 5X	OFF 15
12	3	OFF 5	3		25*	INT 7	DEF 15	DEF 5	DEF 5X
13	DEF 5	8	OFF 15	9	14	DEF 5X	14	INT 23	PI 5
14	F+1	DEF 5	4*		DEF 5	F+11	5*		6
15	7		F-2	OFF 5	4	OFF 5	10		QT
16	8			8	16	OFF 15	QT*	35*	32
17	2	1	1	5	7	DEF 15	19	32*	INT 12
18	OFF 15	OFF 10	8	DEF 15	F-10	8	16	PI 42	DEF 15
19	6	9*	OFF 10	5	OFF 15	PI 6	PI 19	PI 48	PI 14
20	4	4	3	OFF 10	6	16	DEF 5X	44	
21	5	F+6		6	13	5			OFF 5
22	3		DEF 5	8	OFF 5	5			OFF 10
23		1		7	12*	3	OFF 5		
24	4	6	1	1	6*	QT			
25	3	5	5	2	QT	7			
26	OFF 5	2		7	OFF 10	10		25	
27	2	2	7	F+2	3	13	OFF 10	20	24
28			OFF 5	9	15	17	F+15	47	45
29	DEF 15	OFF 15	8	1	12	8	18	OFF 15	INT 22
30		1	B*	DEF 5	F+2	12	16*	OFF 5	8
31	B	6	7	6	10	4	13*		4
32	4	8	3	1	5	7	11*	29	QT
33	5	4	9	4			7*	22	20
34	5	3	7*	4			14		13
35	7	B	B*	B			19	QT	12
36	4	7	1	7	7	9	QT	OFF 10	15
37	5	4	6	9	8	6*	12		9*
38	1			B	9	OFF 10	INT 9	TD	21
39	1	2	3	6	DEF 15	18	17	38	F+2

B	QT	# ON DICE
11	F+5	10
18	14	11
26	14	12
19	10*	13
13	5	14
10	6	15
11	2	16
16	11	17
18	F-12	18
12	3*	19
11	1	20
18	11	21
13	7	22
12	8	23
10	12	24
11	3	25
10	8	26
14	F-6	27
20	13	28
16	20	29
18	4	30
11	9	31
13	F+7	32
12	2*	33
11	8	34
10*	1*	35
14	6	36
17	6	37
29	10	38
30	29	39

Fumble: Recovered 10-28 • Lost Ball 29-39

1967 Dallas defense

RUSHING PLAYS → | ← PASSING PLAYS

W	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED	8 LONG	9 TIGHT END
A STANDARD 4-3-4	1				(1)	10	2	(7)	8	4
	2				(0)	2	2	4	8	4
	3	(2)	(1)			2	2	4	8	4
	4									
	5							INT 13	INT 41	INT 14
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(0)	(0)		(4)			(13)		
	2	(1)	(0)	(1)	(0)		3	(11)		
	3		(0)	(4)			(17)	(15)		
	4								(22)	
	5								(43)	
C SPREAD 4-4-3	1			(0)		6	2	4	8	4
	2			(1)		2	2	4	8	
	3	(1)	(2)			2	2	4	8	4
	4								(35)	
	5									24
D PASS PREVENT SHORT 3-5-3	1					3	(0)	5	9	(3)
	2					3	(3)	5	9	5
	3	(1)				3	3	5	9	5
	4	1	1							
	5			(17)				INT 12	INT 34	INT 4
E PASS PREVENT LONG 3-3-5	1					2	2			4
	2	1	1			2	2	4		4
	3	(5)	(5)			2	2	4	8	4
	4								INT 35	(16)
	5			(10)				INT 15	(32)	INT 7
F BLITZ	1	3		2					8	4
	2			2	(1)	4			25	
	3			6	(2)	19		2		10
	4	(1)	6		52					(28)
	5			36			INT 5	INT 9	INT 25	INT 18

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT. RETURN	FIELD GOAL	# ON DICE
61	17	23*	9	5	31	10
51	18	DEF 5		25	18	11
OFF 5	37	55	F + 16	1	22	12
57	20	47	OFF 15		OFF 10	13
56	23	DEF 5X	12	15	DEF 5	14
59	8	51	6		6	15
47	7	56	3	1	23	16
OFF 5	30	OFF 10	2	TD	30	17
67	32	31	1	TD	DEF 5X	18
72	DEF 15	49	DEF 15	TD	36	19
65	21	63	5		27	20
57	5	48	15		2	21
58	29	39*	2	26	F-6	22
62	22	OFF 5	17	F + 13	11	23
50	16	45	F	TD	13	24
63	27	35*	F + 3	7	15	25
58	15	41	13		7	26
52	9	34	22	1	29	27
68	28	52	44		26	28
69	F + 22	F-13	17		17	29
55		33	27	6	28	30
66	OFF 15	42	1	28	7	31
54	26	44	12	16	11	32
51	19	40	7	25	15	33
60	20	43*	5	OFF 15	20	34
64	21	37*	6		32	35
56	25	36	10		12	36
57	14	38	11	34	10	37
53	24	46	20	DEF 15	OFF 5	38
46	13	50	TD		BK -12	39

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