ALL-STAR REPLAY

featuring Sports Illustrated Games

VOLUME IV, NUMBER 3/$2.00

IN THIS ISSUE:

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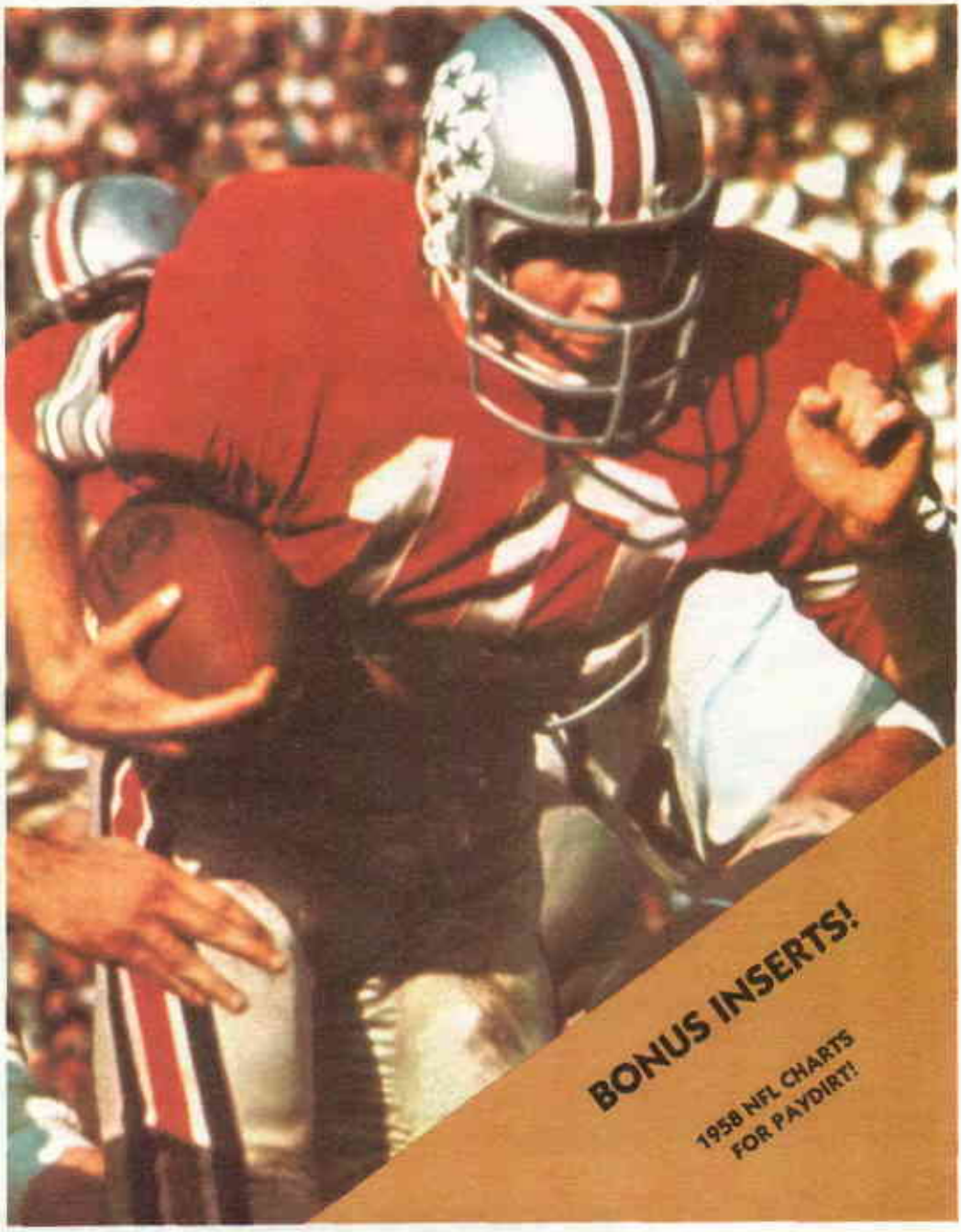

ALL-STAR REPLAY

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 games. In addition, articles dealing with sports history as it relates to the games are published.

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THE DUGOUT

By William T. Hughes

Just as baseball's pennant races are shifting into high gear for the home stretch at the time of this writing, so too has the sports department been working feverishly (would you believe "steadily"?) on a number of sports projects for your sports gaming pleasure.

For openers, the 1981 player card set for STATIS-PRO FOOTBALL is now available for $14.00. Re-create the incredible turnarounds of the 49ers and Bengals, not to mention the Giants and Jets. We really believe that this game is the most realistic football simulation on the market, especially if used with the revised second edition of the rules (available separately) and the Endurance Value ratings listed in this issue. Just take a look at the results of our replay of the Super Bowl between the 49ers and Bengals in this issue—the re-creation turned out to be extremely similar to the actual game!

The Super Bowl replay is the start of SERIES REPLAY, a section we want to become a regular feature in All-Star Replay. For each issue the editors are going to play one game in our sports repertoire and print the results and comments for the SERIES REPLAY section. Our aim is to show readers who may be unfamiliar with certain Avalon Hill sports games just how realistic, fun and easy to learn they are. (Remember, if the editors can learn the game, anyone can!) Next issue we may choose SPEED CIRCUIT or possibly STATIS-PRO BASEBALL, replaying the 1961 World Series between New York and Cincinnati. Incidentally, please note that the price of the '61 baseball cards is $15.00, not $12.00 as we erroneously stated in the last issue. We've also just recently released the 1957 player card set for STATIS-PRO FOOTBALL. 1957 was Jim Brown's rookie year and the season the Detroit Lions were upset winners in the NFL title game.
Other items that should be released by early October include the 1981 team charts for PAYDIRT! ($12.00), the 1981-82 player card set for STATIS-PRO BASKETBALL ($12.00), and the 1982 USAC Auto Racing driver cards (now $6.00).

For the microcomputer aficionado, Avalon Hill has been continually expanding and upgrading its sports line. Our COMPUTER STATIS-PRO BASEBALL

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"THE GREATEST GAME EVER PLAYED"

THE '58 NFL CHAMPIONSHIP

by WILLIAM T. HUGHES

Sports Illustrated called it "the best game ever played." The 1958 NFL Title Game between the Baltimore Colts and the New York Giants was a titanic struggle that went into sudden-death overtime—the first ever in a championship contest. The game was played before a wildly enthusiastic throng of 64,185 fans at Yankee Stadium on a pleasantly mild afternoon on December 28, 1959.

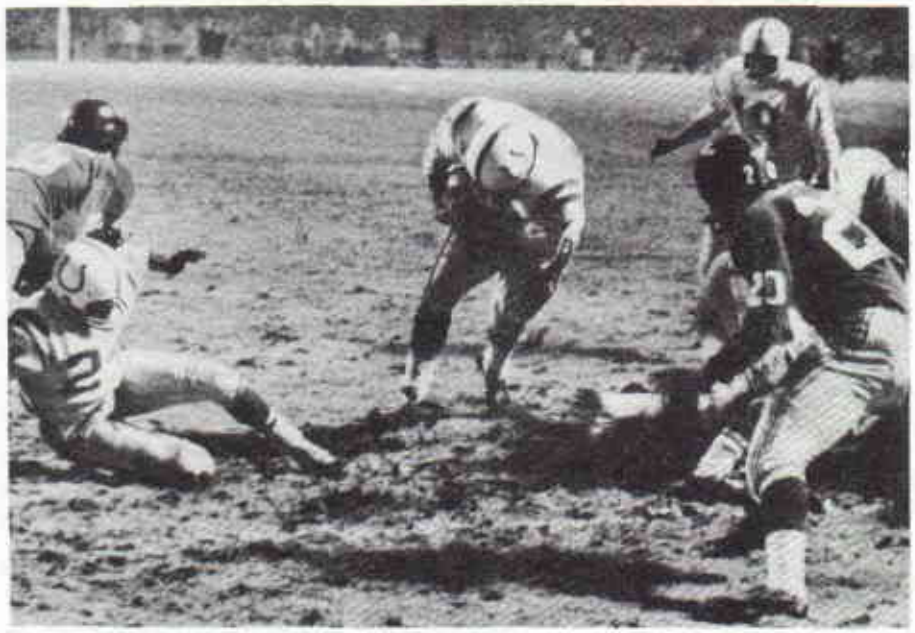
Television carried the game coast-to-coast to an estimated 45 million viewers (and there was also a radio hookup around the globe). The drama of the game captured the hearts of millions of sports fans and marked the beginning of pro football's rise to parity (superiority?) with baseball in popularity.

New York Giant defensive tackle Rosey Grier: "This was the game that really popped football. It was the most exciting game ever played in terms of strength, in terms of determination and teamwork, and in terms of going all out to win. This was the turning point in pro football."

The Road to the Championship

Neither team had an altogether easy time getting to the title game. In contention until the last game of the regular season in 1957, Baltimore was picked to be a strong contender for the championship in 1958. The Colts won their first six games of the season without much difficulty, but in the sixth game with Green Bay, Baltimore quarterback Johnny Unitas suffered a punctured lung and fractured ribs, and would be forced out of action for several weeks. Without their incomparable signal-caller, the Colts would really have to battle to maintain their conference lead.

The following week, reserve quarterback George Shaw fired three touchdown passes in a preview of the title game matchup against the New York Giants. But Shaw's attempt to pass for the winning touchdown towards the end of the game was intercepted, and the Giants won, 24-21. After the game, Giant quarterback Charlie Conerly said his team had "out-gutted" the Colts. This remark upset the Colts and later they would use the phrase as an additional motivator for the championship game.



Alan Ameche of the Colts goes over for the final score in the 1958 NFL championship game against the Giants.

The Chicago Bears had an opportunity to go into a tie with Baltimore for the conference lead the next week, but Shaw had another good game and the Colt defense held Chicago to 161 yards in a 17-0 shutout. Unitas came back for the next game against the Rams and Baltimore prevailed, 34-7. Against San Francisco, it looked like a repeat of the previous season's collapse when the Colts trailed 27-7 at half. But Unitas rallied his team for 21 points in the last quarter with the help of a brilliant 73 yard run by Lenny Moore, and Baltimore went on to win, 35-27. Pittsburgh defeated the Bears the same day and the loss gave the Western Conference crown to the Colts. The last two games of the regular season resulted in meaningless losses to the Rams and 49ers.

New York had a much tougher time reaching the championship game than Baltimore. The Giants and the Cleveland Browns would fight it out for the Eastern Conference championship, in the scenario of pre-season analysts, and they turned out to be right. After the first five games, the Giants had three wins and had to face the Browns in Cleveland for the first time that season. Conerly threw three touchdown passes and the Giants' defense "held" the great Jim Brown to 113 yards on thirteen carries in a 21-17 Giant victory. Following the 24-21 win over the Colts at Yankee Stadium, New York had a let-down and lost to Steelers, 31-10, the next week. Trailing the Browns by a game, the Giants could not afford another loss or their season would be over.

The Giants routed Washington and Philadelphia, but Detroit had them on the ropes the next week. Driving to the Giants' 20 yard line with 63 seconds left, the Lions had only to boot a field goal and they could pin a one-point loss on New York. But Giant linebacker Harland Svare charged in

to get a hand on the kick and preserved a 19-17 Giant victory. New York was still alive, but they would have to defeat Cleveland in the last regular season game to force a tie for first in the conference, and beat them *again* in a playoff the following week. It didn't seem possible that the Giants would be able to beat the mighty Browns three times in one season.

In a swirling snowstorm at Yankee Stadium, the Giants used the combination of option passes by halfback Frank Gifford and a 49-yard field goal with two minutes left to defeat Cleveland, 13-10.

With the Eastern Conference championship now directly in sight, Sam Huff and the Giants' defense played the game of their lives in the ensuing playoff. Holding Jim Brown to a mere 18 yards, the Giants went on to beat the heavily-favored Browns, 10-0.

The Teams

Baltimore coach Weeb Ewbank had assembled a real powerhouse. With Unitas back, the Colts had the most versatile attack in football. They scored 381 points for the season, leading the league. Unitas was simply the best there was. He threw 19 touchdowns, tops in the NFL, despite being injured for three games. Baltimore had brilliant receivers (Raymond Berry, Lenny Moore and Jim Mutscheller), an excellent fullback (Alan Ameche) and awesome protection. Berry led the league with 56 receptions (nine for touchdowns), and Moore was close behind with 50 for 938 yards. Besides catching the ball, Moore could also run for big yardage. The fleet flankerback ran for 598 yards, averaging an astounding 7.3 yards per carry, the best in football. Ameche, amassing 791 yards, was a bulldozer through the middle of the defense. The offensive linemen featured center Buzz Nutter, flanked by guards Art Spinney and Alex Sandusky, along with tackles Jim Parker and George Preas. Parker was gigantic—29-inch thighs—and was the only tackle in the league who could handle Giant defensive end Andy Robustelli.

The Colts also had a top-notch defense. The front line of Big Daddy Lipscomb (288 pounds), Art Donovan (270 pounds), Gino Marchetti (240 pounds), and Don Joyce (255 pounds) was the biggest in the league. The size of the line helped the Colts lead the NFL in fewest rushing yards allowed (only 1291). Ewbank acquired 275-pound ex-Giant Ray Krouse to relieve Lipscomb and Donovan when necessary. Leo Sanford was added from the Chicago Cardinals to help shore up the linebacking crew of Don Shinnick, Bill Pellington, Doug Eggers, and Jack Patera (now Seattle Seahawk headcoach). Rookies Johnny Sample and Ray Brown provided additional depth to the secondary of Milt Davis, Andy Nelson, Carl Taseff and Bert Reichichar. Steve Myhra and Ray Brown handled the kicking.

The Giants had an often-sluggish offense. New York scored only 246 points for the season, fourth worst in the NFL. The Giant strategy was to wait for the defense to establish good field position before allowing the offense to open up. New York's attack revolved mainly around multiple-threat halfback Frank Gifford and some timely passing by Charlie Conerly. Gifford could shred opposing defenses with his ability to run and throw the ball equally well on the pitchout play. He was New York's leading ground-gainer with 481 yards and he caught a team-high 29 passes. Alex Webster, the future Giant headcoach, and Mel Triplett provided the inside running game with 466 and 398 yards gained, respectively. New York had a solid blocking crew with linemen such as Roosevelt Brown, Jack Stroud and Ray Wietecha. Kyle Rote, Ken MacAfee and Bob Schnelker made up the very capable, if unspectacular, receiving corps. Schnelker led this crew with 24 receptions for 460 yards.

The strength of the New York team was the defense, which was centered by peerless middle linebacker Sam Huff. The Giants led the NFL in yielding only 183 points (Baltimore was second with 203). The defense was the league's stingiest in average yards per rush (only 3.6), pass completion percentage (45.7%), and total yards given up through the air (2130). Andy Robustelli and Jim Katcavage at end, along with Rosey Grier and Dick "Little Mo" Modzelewski at tackle, made up one of the most fearsome foursomes in football history. Harland Svare and Cliff Livingston complemented Huff at linebacker. Hall-of-Famer Emlen Tunnell, Jimmy Patton, Linden Crow, and Carl Karilivacz manned the secondary. Pat Summerall was the field goal kicker and Don Chandler did the punting.

THE GAME

Entering the contest for the NFL Championship, the Giants were physically and emotionally drained from their wars with Cleveland the past two weeks. By contrast, the Colts had time to rest their injured regulars after their comeback win over the 49ers gave them the Western Conference title.

Ewbank gave a very effective pre-game talk to his troops in the locker room. It wasn't a "Win One for the Gipper" type speech. Instead, the Baltimore coach spoke calmly to each Colt, pointing out that many of the players (14 out of 35 Colts) had been cast off by other teams, and that this game would be their chance to show their true ability to everyone. Coupled with the memory of Conerly's remark earlier in the season about "out-gutting" Baltimore, the impact of Ewbank's speech was tremendous. By game time, the Colts were sky-high.

First Half

Both teams' offenses played tentatively at the beginning of the game, probing the opposing defenses for weaknesses. Giant coach Jim Lee Howell used reserve quarterback Don Heinrich for the first few series. Heinrich's job was to wear down the

defense while Conerly, Howell and offensive coach Vince Lombardi picked out the plays that the defense was leaving itself vulnerable to.

But the Colt defense was yielding very few openings. Gino Marchetti, who was a demon on defense all day for Baltimore, interrupted the Giants' offensive timing in the very first series. Marchetti batted away Heinrich's pass on first down, and on third and three, Heinrich, wary of Gino's presence, could not connect with Rote over the middle. Colt ball. Alan Ameche: "Gino Marchetti was the best defensive end of his time . . . and today . . . and if there is pro football a hundred years from now he'd still be the best damned defensive end in the world."

The Giant defense answered back with a vengeance. Huff barrelled into Unitas and forced him to cough up the ball at the Colt thirty-seven yard-line.

But Heinrich was too eager to exploit this opportunity and gave the ball right back to Baltimore on a fumbled snap.

Both offenses were blowing chances to get on the board for the first part of the game. Karilivacz intercepted a Unitas aerial at midfield, but the Giants could not even get a first down, and had to punt. A sixty-yard bomb from Unitas to Moore brought the ball to the New York twenty-five. The Giants' defense stiffened and on fourth down Huff broke through again to block the field goal attempt.

Conerly came into the game for New York and, just as planned, the Giants started to move. The veteran quarterback directed a drive into Baltimore territory, highlighted by a Gifford sweep around left end for thirty-eight yards. The Giants missed a golden opportunity for a touchdown when Webster slipped at the Colt 5 yard line and could not reach a perfectly-thrown Conerly pass on third down. Summerall booted a thirty-six-yard field goal on fourth down and New York led, 3-0, with two minutes left in the first quarter.

New York soon got the ball back after a Baltimore punt, and right away Conerly sought to extend the Giant lead on a sideline pass to Gifford. But Ray Krouse and Big Daddy Lipscomb crashed into the Giant halfback and caused him to fumble on the New York twenty.

This time Unitas stuck to the ground and the strategy paid off. Five plays later, Ameche scored from two yards out behind blocks by Art Spinney and Jim Parker. Baltimore had taken the lead, 7-3, in the second quarter.

A short while later, a fumbled punt by the Colts' Jack Simpson on the Baltimore ten gave the Giants a shot to retake the lead. But on the very next play, Gifford gave the ball right back to the Colts, and again Unitas and the Colt offense took advantage of the miscue.

Gifford: "I really felt bad about that one because it was a fourteen-point fumble. The touchdown we were going to get, and the one the Colts got when they took the ball away. If I had to pick a spot when the game began to turn, there it was. And it was all my fault."

Most of the remainder of the second quarter was taken up with the ensuing Colt touchdown drive of 86 yards in 15 plays. On first down, Unitas could not hit backup half-back L.G. Dupre on a bomb. But the play succeeded in loosening up the Giants' defense. Alternating short passes to Berry with hand-offs to Ameche, Moore and Dupre, Unitas and the Colts marched steadily downfield.

The short pass to Berry was to haunt the Giant defense all afternoon. Huff was so frustrated at the inability of his defense to stop this play that he put a vicious tackle on Berry at the Colts' sideline after another in the string of pass receptions. Ewbank was so enraged at the way Huff hit the lanky Berry that he hit Huff on the neck after they had exchanged harsh words. Huff tried to go after the Baltimore head-coach but the Colt players restrained him. Huff: "If they hadn't pulled us apart, I would have hit him again because I didn't like the way I got him. I wanted to cream him. I was wild." If the emotional intensity of the game had not been obvious before, it was now.

The climax to the Colt touchdown drive came on a 15-yard pass from Unitas to Berry in the corner of the end zone. At half-time, Baltimore led, 14-3.

The half-time statistics underscored

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Baltimore's dominance thus far. The Colts had nine first downs to the Giants' two. Baltimore had the lead in total yardage, 198 to 86. The Colts were successful on 8 of 12 passes for 115 yards; the Giants' quarterbacks hit on 5 of 10 aerials for a mere 39 yards. Baltimore rushed for 83 yards to New York's 47.

Ewbank was not content with the 11 point lead at half. In the locker room the Baltimore coach told his team to play as if they were two touchdowns behind. He sensed the Giants were going to mount a comeback.

Over in the Giants' locker room, assistant coach Lombardi, whose ability to construct a sound game strategy was always under-rated (even in his glory years with Green Bay in the future), drew up a play to counter the swarming Colt defense. Lombardi noticed that the Baltimore defensive strategy was to key on Gifford. The Giants could turn this strategy to their advantage by using Gifford as a *decoy*, Lombardi reasoned. With Gifford occupying the majority of the Colt defense, the Giant offense would then have plenty of operating room for their players going to the other side. Convinced that they now had a plan to get them moving, the Giants charged out on to the field for the third period.

Second Half

The pattern of the first half seemed to be repeating itself at the start of the second. Baltimore got good field position at their 41 after a Giant punt. Unitas went to work immediately. First he hit Mutscheller on a long pass for thirty-two yards. Unitas found Berry open for eleven yards, and then Moore down the right sideline for twelve more, making it first down on the Giant three yard line. The Colts were on the verge of breaking the game open.

But the Giants' defense was always toughest when their backs were to the wall, and this time was no exception. Ameche got to the 1-yard line on first down. Wary of the slippery footing on this end of the field, Unitas tried a sneak but was racked up for no gain by Huff, Grier and Modzelewski. On third down, Ameche ran into a solid wall of Giants (led by Grier and Huff) up the middle and got nothing. Knowing a touchdown could put the game out of reach, Baltimore disdained the field goal on fourth down. Having tried the middle three times unsuccessfully, Unitas pitched out to Ameche on the right side, but the Giants' Cliff Livingston crashed through the Colt blockers and nailed Ameche before he could turn outside on the option pass. The Giant defense had held. New York still had life.

Normally the Giant offense played very conservatively when they were deep in their own territory. But given a big lift by the defense' goal-line stand, Conerly crossed up the Colt defense. With a third and two on the New York thirteen, the Giants put their half-time plan into play. The Baltimore defense was keying on Gifford. Conerly faked a pitch to the Giant halfback and passed the ball upfield to Rote at the Colt 45. Rote ran with it to the 25 before defensive back Andy Nelson pulled the ball loose. Alex Webster, trailing the play, scooped up the ball and got down to the 1 yard line before Carl Taseff caught him. Mel Triplett banged over from the 1 for the touchdown. The Colt lead had been cut to 14-10. Suddenly the Giants were back in the game.

Now the crowd in Yankee Stadium was roaring, "Go Giants! Go Giants! Go Giants!" And indeed the Giants started to go.

After the kickoff, the fired-up Giants' defense limted the Colts to three plays and a punt. Back on defense, the Colts were still keying on Gifford. Having burned the Colts on the last drive with the decoy to his halfback, Conerly came right back with the same call. This time he switched from Rote as his favorite target to Schnelker. Faking the pitch to Gifford, Conerly hit his tight end with a 17 yard pass. Confident that his team could move the ball against the Colts, Conerly connected with Schnelker again on a picture-perfect pass for forty-six yards to the Colt fifteen. The Colts' defense now had to concentrate on Schnelker, leaving Gifford open to catch a pass in the corner of the end zone for the touchdown. The Giants had battled back to take the lead, 17-14, at the top of the fourth quarter.

There was still plenty of time left. The Colts managed to drive to the Giants' thirty-nine after the ensuing kickoff, but the New York defense stiffened and Baltimore missed a forty-six yard field goal attempt.

Drawing strength from the cheers of the crowd, the Giant defense, and their own momentum, the New York offense mounted another drive into Colt territory. Ken MacAfee caught a pass good for

fifteen yards. Triplett ran for seven. Gifford made ten yards and then four more on the next play to the Baltimore forty-two yard line. Now it was the Colts' defense on the ropes.

Right then the Colts got the reprieve they needed. Reserve Giant fullback Phil King fumbled, and the Colts' Ordell Braase wound up with the ball on the New York forty-two. Unitas was eager to take advantage of the sudden break. Lenny Moore went deep down the sideline to the New York goal line, where he turned and hauled in a Unitas pass for an apparent touchdown. But Noooooo! The referee ruled that Moore had been out-of-bounds when he caught the ball. Moore was livid. He argued with the referee, but to no avail.

Still, the Colts were able to penetrate deeper into Giant territory. Berry caught a pass for eleven yards, and Dupre made four more to the Giant twenty-seven. Once again the pressure was on the Giant defense.

They were equal to the task. On the next play, Andy Robustelli stormed in and threw Unitas for an 11-yard loss. Third down. This time it was Dick Modzelewski's turn to reach the Colt quarterback for a nine yard loss back to the Giant forty-seven. Out of field goal range, Baltimore had to punt.

There were only a few minutes left. The Giants could run out the clock with a sustained drive. Now it was all up to the Baltimore defense.

The Giants got the ball on their own nineteen. On third down, Webster caught a short pass for a ten-yard gain and a first down. The clock was running. One more first down and the Giants could run out the game. Conerly kept the ball on the ground. Webster got a yard. Gifford made five on second down. Third and four. The next play meant the ballgame.

Conerly called for the Giants' "bread and butter," Gifford, to try and get the first down. Gifford ran a sweep to the right side, and was slowed down by the lunging Marchetti. Lipscomb piled on both of them, landing on Marchetti's ankle and breaking it in the process. It was very close to a first down. Did Gifford make it?

Giant offensive lineman Jack Stroud: ". . . the referee was standing there, picking up the ball by his right foot, putting it down by his left foot. His right foot was toward the goal line we were going to, and his left foot the other way, and instead of making the first down by a foot and a half we were four inches short. He was standing right by the sideline, and his back was to the chains, and the referee looked over his shoulder, took a reading and just put it down arbitrarily."

Gifford: "I had that first down made. If that referee hadn't been so concerned about helping Marchetti and had marked the ball first, we'd have had the first down and the championship. But he took so much time getting Marchetti out that by the time he put the ball down we were still a few inches short of the first down. It was a rotten call."

Marchetti: "Frank says he's sure he's made the first down? Well, Frank doesn't know what he's talking about. From where I was laying, he didn't make it."

The call is controversial to this day. Anyway, it was ruled to be fourth down and inches. Time for another crucial decision. Should the Giants go for the first?

Stroud: "We only needed four inches. We would have run through a brick wall at that point. Besides, Marchetti was out, and whoever they put in for him couldn't have been as good."

But Giant coach Howell elected not to gamble. He wanted to make Baltimore have to go a long distance to penetrate the staunch Giant defense.

Don Chandler kicked the ball to Carl Taseff on a fair catch at the Colt 14. There was less than two minutes to play; the Colts were behind three points and positioned 86 yards from the goal line. To make matters worse, the Colts had no time-outs remaining. The crowd was going crazy.

But Unitas was used to working under pressure. Wary of the long pass to Moore, the Giants aligned themselves in a "prevent" defense, playing back to protect against the bomb while also guarding the sidelines. Stroud: "I've never seen that defense work yet." To this day it seems that most of the time all the "prevent" defense does is keep the team employing it from retaining its lead.

Unitas: "Two things were important here. We had to concentrate on getting the ball up the field, which meant we had to pass, not eat up the clock by running. But the Giants knew that. So we had to pass in a way they wouldn't expect."

Unitas' response to the Giants' "prevent" alignment was to throw short passes over the middle. The New York defensive line was teeing off with each snap of the ball, mounting a fierce pass rush towards Unitas. The Giant rush hurried Unitas' first down pass to Mutscheller, causing it to fall incomplete. Dupre dropped a short pass on second down. On third down, Unitas, going to his bag of tricks to cross up the fast-charging Giants, handed the ball off to Moore for eleven yards and an immense first down.

A bit shaken in the wake of Unitas' unpredictable play-calling, the Giants' defense seemed to grow a little more tentative with each play. Unitas went back to the air, and his next pass attempt to Dupre fell incomplete.

At that point, Unitas decided to stick with his team's "bread and butter" man, Berry.

Huff said of Berry: "He'd come across that middle, knowing the linebacker was going to hit him, and if he got past that linebacker the next one was going to hit him. Most receivers will not come across the middle like that and catch the football. Berry was one who would do it, and Unitas knew it. When he needed the yardage, he'd go to Berry."

And Berry got him the yardage. With cornerback Carl Karilivacz playing back to guard against a long gainer, Berry cut over the middle, snared the Unitas pass, and fought his way to midfield for a twenty-five yard pickup. On the very next play, Berry ran a similar route over the middle, except this time he cut back in front of Karilivacz for a fifteen yard gain to the Giant thirty-five. Once more the lanky receiver went out across the center for the pass, and with the Giants' secondary still expecting a throw to Moore, Berry was able to haul in the ball at the twenty-five and battle all the way to the New York thirteen yard line. Another first down. But there was under 30 seconds remaining and the clock was running. Ewbank hollered for the field goal unit, led by kicker Steve Myhra.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Reed St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Lenny Moore: "Steve hadn't been the world's greatest field goal kicker that year . . . and in a situation like that, any kicker could feel the pressure. When he finally kicked it . . . there was some doubt he'd get if off at all because the clock was running . . . well from the trajectory I knew it was long enough. But I had no way to tell if it was true enough. We didn't know that until we looked at the official. From an angle we couldn't really tell, it was kind of near one of the uprights, and I was just scared to death it would sail at the last second. But he (the referee) called it good, and we were tied."

The Myhra kick from the nineteen went through with only seven seconds left, and tied the score at 17-17. It was the first overtime situation in the history of NFL title games.

Overtime

Though the score was dead even, the attitudes of the two teams as they waited on the sidelines for the three minute rest period were vastly different. Conerly: "When it went into overtime, I was let down. I just felt like we were beat. It looked like we had them beat, and we let them tie it. I think the punch was all gone from us."

Moore: "Running back onto the field, I knew we were going to win. We had been dog-tired in the fourth quarter, but then the adrenalin started flowing again and we felt fresh and new."

The crowd, exhausted from the force of their cheers throughout the game, awaited the resumption of play with tense anticipation.

The officials held a coin toss to determine who would get the first chance to move the ball. Referee Gibbs made the toss, Unitas called "tails," but it came down "heads." It would prove to be his last wrong call of the day. Knowing that any kind of score would win the game, the Giants elected to receive.

Don Maynard, who would go on to much greater fame with the New York Jets (whose upset of, ironically, the Baltimore Colts, in Super Bowl III stunned the pro football world), took the kickoff and returned it to the 20. A run around right end by Gifford on first down was held to four yards as Don Joyce and Ordell Braase, replacing Marchetti, brought him down. Conerly couldn't connect with Schnelker on second down. On third down, Conerly faded back to pass, and with his receivers covered and the Colts' linemen closing in, the Giant quarterback decided to try and run for the first. But he was tripped up just short. As before, the Giants needed a mere foot to keep the ball. This time there was no question about the decision. The Giants would have to punt.

Chandler's kick was a good one, and the Colts took over 79 yards away from the goal line. Without having to worry about the clock, Unitas was able to mix his plays brilliantly, cutting up the Giants' defense with surgical precision. His first play was an end run, and Dupre picked up eleven yards to the 30 and the first down. On the next play the Colt quarterback went for the whole ball of wax on a deep sideline pass to Moore, but Lindon Crow was there to tip the ball away. Dupre carried for three yards on second down. Third and seven.

The Giants' defense, burned time and again by the slant-in pass over the middle to Berry, shifted in an attempt to stop the pattern. Harland Svare, the New York outside linebacker, moved in toward the middle and Huff dropped back in the same area. Undaunted, Unitas calmly flipped a short pass to the "safety valve", Ameche, coming out of the backfield for seven yards and a drive-saving first down.

Unitas: "In football, as in everything else, each move has its cause and effect. You move over a little to protect against something that has been damaging you all day and you expose a weakness somewhere else."

Dupre swept around right end on a repeat of the first play call of the drive, and the Colt halfback picked up seven yards behind the blocking of Mutscheller against Giant defensive end Jim Katcavage. On second down Modzelewski stormed in and sacked Unitas before he had time to look for his receivers. Another third and long situation.

Once again, Unitas reached into his bag of tricks and brought the Colts out in a formation that had not been used that afternoon. Moore was in a slotback position on the right side. Mindful of the long pass attempt to Moore earlier in the drive, the Giants shifted to stay with the fleet receiver step for step. With Moore covered, it was up to Berry to get open. He did, catching a Unitas aerial complete to the New York 43. First down.

On the next play, as he came up to the line of scrimmage, Unitas noticed that Huff had dropped back again to cover the slant-in to Berry. Johnny could just feel Modzelewski waiting to blow in past the Colt line. So Unitas switched to a trap play at the line, inviting Modzelewski to come in. When he did, Art Spinney, the Colt guard, exploded into the Giant defensive end and knocked him out of the play. George Preas, the tackle, was able to get to Huff while he was hanging back, clearing the way for Ameche to plow through the gap for twenty-three yards to the New York twenty.

Now the Colts were in excellent field position for a game-winning kick. But Unitas wanted to get even closer. The Giant defense rose up for the last time and stopped Dupre for no gain on the sweep. Berry caught a Unitas pass over the middle for twelve yards and a first down at the Giant eight yard line. The reception was Berry's twelfth of the afternoon for a total of 178 yards. Ameche got a yard on the next play. The Giants expected the Colts to try a few more runs over the middle and then go for the field goal. However, with a play-caller such as Unitas, the cliche, "expect the unexpected," was never more accurate. The Colt quarterback daringly sent Mutscheller slanting wide to the right sideline and lofted the ball over the head of Giants' linebacker Cliff Livingston. Mutscheller reeled in the pass and got to the one. When questioned about the wisdom of this call after the game, Unitas said confidently, "If you know what you are doing, you don't get intercepted."

On the next play, the 13th of the drive at 8:15 of overtime, Ameche charged through a huge hole over the right side behind the blocking of Mutscheller, Preas and Moore. Baltimore had won the sudden-death overtime, 23-17, in the most dramatic finish in the history of NFL championship games!

In analyzing the statistics for the game, on the surface it seems remarkable that the Giants came as close as they did to winning. Baltimore amassed 139 yards on the ground to 88 for New York. The Colts were even more dominant through the air, gaining 361 yards to the Giants' 200. The total yardage for each team amounted to 500 for Baltimore and only 288 for New York. The Colts' long scoring drives on their last two series helped them pile up 27 total first downs to New York's 10.

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SERIES REPLAY!

SUPER BOWL XVI

HOW YOU GONNA KEEP THE 49ers DOWN ON THE FARM?

BY JOSEPH BALKOSKI

In this issue of ALL-STAR REPLAY, we are introducing a new feature called SERIES REPLAY. This is simply the detailed recreation of a famous sporting event through the playing of an Avalon Hill sports game by staff members. In this way, we hope to demonstrate to you—the gamers—exactly how a given Avalon Hill sports game works (in case you don't own it already) or (if you already DO own it) how to use certain tactics to make your game playing better and more realistic. Of course, it is also extremely interesting to see how the Avalon Hill recreation compares with the event in real life. Accompanying each article will be various detailed charts, delineating the flow of play and pointing out the strengths and weaknesses of the competing teams.

We are initiating SERIES REPLAY with a recreation of Super Bowl XVI between the San Francisco 49ers and the Cincinnati Bengals. This contest was replayed with Avalon Hill's new STATIS-PRO FOOTBALL, utilizing the brand-new set of 1981 players cards, right off the presses. The game was played on 19 August 1982 between Avalon Hill staffers Bill Hughes (49ers) and Joe Balkoski (Bengals). Please note that the 1982 edition of STATIS-PRO contains a second edition of rules which greatly simplifies and clarifies the original set, as well as making the game more realistic. If you own the original version, you can order the Second Edition rules by consulting our parts list and specifying "SECOND EDITION STATIS-PRO FOOTBALL RULES" on your order. All of the Second Edition rules as well as the Endurance Values and suggested optional rules listed in an accompanying article in this same issue of ALL-STAR REPLAY were used in this recreation. And now take your seats for the Joe Montana/Ken Anderson show . . .

HOWARD: Alright! I'm here in the 49er clubhouse following their prodigious conquest of the Bengals in Super Bowl XVI, a spectacle that dazzled the eyes of even this veteran sports reporter! That great man, Vince Lombardi, once told me back in '67 that in order to win football games, you've got to run, block, and tackle successfully, and the 49ers definitely did that today. Their execution of rudimentary football fundamentals was superlative! A couple of kids in their defensive backfield turned things around for them early and they never lost the initiative. Initiative. That's what wins football games. Ask anyone who's watched football as long as I have and he'll give you the same answer. Bill! Where's Coach Bill Hughes? Let Bill get up here on the platform! Let's get Bill over here! Coach, this has got to be it, this is your first time! Congratulations on that fabulous 49er victory!

BILL: Thank you, Howard.

HOWARD: Bill, let us reflect back nostalgically on the past. Less than 24 hours ago you were a lowly sports magazine editor in Baltimore. Then, when Ed DeBartolo called you up last night to ask you to take over from Coach Walsh on the eve of the Super Bowl, surely you must have felt even the most minute feelings of anxiety?

BILL: Not at all, Howard. You only go around once in life—you gotta grab for all the gusto you can!

HOWARD: These are the words of a truly dedicated man and football coach. Tell me, Bill, can you give the public populace any idea about your future plans? Are there more Super Bowl rings in store for Coach Hughes? Can you verbalize your cogitations?

BILL: What?

HOWARD: Thank you Coach Hughes. Let's go to Dandy Don in the losing clubhouse. Come in, Dandy!

DANDY DON: Whoa boy! What a game, Howard! Almost as much fun as ridin' the range on my horse, ol' Nellie! That was some kind of football game! Whaddya say, Coach Balkoski? How do you think your team played today?

JOE: Rotten, Don!

DANDY DON: Thank you, Coach. Now back to you, Howard!

HOWARD: Thanks, Dandy! Now let's delve into this singularly uncommon football game so that we can tell it like it is. Coach Hughes told me not more than a few moments ago that his game plan was to consistently eat away at the Bengals defense with quick passes into the Cincinnati linebacking zone, particularly to tight end Charlie Young—one of the most underrated players in football. Then, to keep the Bengals honest, he would maintain a secondary running attack behind All-Pro guard Randy Cross, with an occasional bomb to his superlative receivers, Dwight Clark and Freddie Solomon. Cincinnati's response was to maintain a man-to-man pass coverage throughout most of the game, double-covering Clark and Solomon by employing five safetymen quite frequently. Even with the addition of this fifth back, 49er quarterback Joe Montana ate up the Bengals' secondary, completing 21 of 27 passes for 264 yards. Clark was particularly remarkable, twice catching critical third-down passes when triple-covered by safeties Bryan Hicks, Bobby Kemp, and linebacker Reggie Williams. Dandy, what about the Bengals' offensive game plan?

DANDY DON: Howard, the Coach just told me that his basic plan was to establish a firm running attack to the left side of his line with Pete "Tank" Johnson, one of the most durable players in football today. On this side, two of football's best blockers, tight end Dan Ross and right tackle Anthony Munoz would run interference for Johnson against 49er right end Dwaine Board (the 49ers employed the 3-4 defense in this game). It was only after the 49ers began to compensate for this mismatch by bringing up linebacker Jack Reynolds to the line of scrimmage that alternate offensive plans were sought out—particularly running halfback Charles Alexander on inside right runs against a hole between 49er nose tackle Archie Reese and left end Fred Dean. On the aerial side of the coin, quarterback Ken Anderson was instructed to throw to flanker Isaac Curtis and tight end Dan Ross in the expectation that

the 49ers would come out looking for passes directed at super-rookie Chris Collinsworth. This strategy was seemingly effective (Anderson went 19 for 28 for 253 yards on the day), but the four spectacular interceptions made by rookie cornerback Ronnie Lott and veteran safety Dwight Hicks turned the tables on the Bengals' game plan. This was definitely the difference in the ballgame.

HOWARD: The game did not begin auspiciously for the Bengals, as returnman David Verser fumbled the kickoff on his own 15 yardline. Verser, however, made up for his erratum by falling on his own fumble. The Bengals did not look impressive, as fullback Pete Johnson was repeatedly keyed upon by linebacker Jack Reynolds for little or no gain. An unlucky break for Cincinnati occurred when flanker Isaac Curtis suffered a concussion *only three minutes into the game* and had to be helped off the field, lost to the Bengals for the day. His replacement, however, was Steve Kreider who was more than adequate in filling Curtis' shoes, as we'll see. Dandy?

DANDY DON: Howard, for the next six minutes, both the 49ers and the Bengals showed no pop as they traded a few punts after feeble efforts to get their respective game plans going. The Bengals got the best of this exchange, however, as punt returner Mike Fuller showed some nice legwork on 16 and 11-yard returns. After the second return, the Bengals got good field position at the 49er 45. A Ken Anderson-to-Dan Ross sideline pass quickly put the ball to the 25, but then disaster struck. Let's go to the videotape . . .

GIFF (Announcing): "Collinsworth and Kreider both split left, looks like double coverage on the Bengal rookie . . . Anderson takes the snap-back, fires over the middle . . . INTERCEPTED BY THE 49ers! DWIGHT HICKS HAS THE BALL! HE MAY GO ALL THE WAY! HE'S BEING OVERTAKEN, DOWN TO THE BENGAL 35, 30 . . . HE'S FINALLY BROUGHT DOWN! 25-YEAR OLD DWIGHT HICKS HAS JUST BROUGHT THIS CROWD TO ITS FEET WITH A SPECTACULAR 54-YARD INTERCEPTION RETURN!" (Click!)

DANDY DON: How d'ya like those potatoes? Back to Howard in the 49er clubhouse!

HOWARD: Capitalizing on the breaks! That's what wins football games. Ask anyone who's watched football as long as I have and he'll give you the same answer! Let's go to the tape to see San Francisco's first score.

GIFF (Announcing): "First and ten from the Bengal 14. Montana drops back to pass, looks into the end zone . . . WAIT!

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HOW TO SUBMIT ARTICLES TO ALL-STAR REPLAY

If you are submitting an article to ALL-STAR REPLAY for potential publication, there are certain rules that must be followed in order to make things easier for us on this end of the stick. Failure to follow these guidelines will make your loyal editor cry:

1. ALWAYS TYPE YOUR ARTICLE, and neatly too. Double or triple space between lines is a must. Have only a small amount of *handwritten corrections* on each page if you have made typing mistakes.

2. DO NOT SEND US YOUR ONLY *COPY OF THE ARTICLE, as the article* will not be returned to you unless special arrangements have been made with the editor. This applies whether the article has been accepted for publication or not.

3. INCLUDE AN INDEX CARD (OR SOME SUCH PIECE OF PAPER) WITH YOUR NAME, ADDRESS, AND PHONE NUMBER. This is so that you can be sought out, located, and paid if the article is eventually published. Occasionally, we have not been able to find our own authors!

4. ALL CHARTS, TABLES, GRAPHS, OR OTHER ILLUSTRATIVE ELEMENTS OF YOUR ARTICLE MUST BE NUMBERED, LABELED, AND PLACED ON INDIVIDUAL PIECES OF PAPER. Do not place them in the body of the article. This makes it hard for the editors and the typesetters.

5. IF YOU HAVE ANY PHOTOGRAPHS, SLIDES, OR LINE ILLUSTRATIONS THAT WOULD FIT NICELY WITH YOUR ARTICLE, THESE WOULD BE GREATLY APPRECIATED. We can return these to you and you will be *paid for their use* if the article is published.

6. Putting ALL-STAR REPLAY together is usually an unplanned *adventure. We only have the barest* notions of what articles will be appearing in the next few months and, as a result, sometimes even superlative articles have a long waiting period *before publication.* Remember that each issue is supposed to have a balance of articles dealing with a wide variety of sports, and if your article happens to deal with a sport that is already heavily covered there will usually be a long waiting period if the article is accepted. Due to the aforementioned reasons, we usually do not get back to the authors of potential articles that have been submitted to ALL-STAR REPLAY. For the most part, you'll hear from us right before the magazine in which your piece is published goes to press – assuming of course that the article is acceptable.

7. We (the editors) reserve the right to use our judgement in correcting faulty English in submitted pieces, as well as altering their format and titles.

8. Do not let the above guidelines intimidate you in any way. ALL-STAR REPLAY is for and by the readers. Avalon Hill thanks all of you who have taken the time to prepare and submit articles for publication. We may be slow sometimes, but we are never not caring. Thanks again for your wonderful help. In the immortal style of Yogi Berra, "We'd like to thank you all for making this magazine necessary!"

PLAY-BY-PLAY SUMMARY OF SUPER BOWL XVI

PLAYED WITH AH'S STATIS-PRO FOOTBALL, 19 AUGUST 1982

TEAM	PLAY	DOWN/TO GO (BALL POS)	RESULT	PLAYER
CN	KOR	—	9yds	Verser
CN	SL	1/10(C18)	1yd	Alexander
CN	QCP	2/9(C19)	7yds	Anderson-Collinsworth
CN	IR	3/2(C26)	2yds	Johnson
CN	SL	1/10(C28)	-3yds	Johnson
CN	QCP	2/13(C25)	INC	—
CN	SHP	3/13(C25)	12yds	Anderson-Ross
SF	PR	—	9yds	Hicks
SF	SHP	1/10(S32)	3yds	Montana runs
SF	IR	2/7(S35)	6yds	Cooper
SF	SR	3/1(S41)	-2yds	Easley
CN	PR	—	16yds	Fuller
CN	SL	1/10(C39)	2yds	Alexander
CN	ILD	2/8(C41)	2yds	Johnson
CN	ILD	3/6(C43)	3yds	Johnson
SF	PR	—	3yds	Hicks
SF	IR	1/10(S16)	2yds	Patton
SF	IR	2/8(S18)	-2yds	Cooper
SF	SHP	3/10(S16)	-1yd	Montana sacked
CN	PR	—	11yds	Fuller
CN	LGP	1/10(S45)	20yds	Anderson-Ross
CN	SL	1/10(S25)	1yd	Alexander
CN	QCP	2/9(S24)	INT	Hicks
SF	LGP	1/10(C32)	INC	—
SF	IRD	2/10(C32)	8yds	Cooper
SF	SHP	3/2(C24)	PEN(5)	San Francisco
SF	QLP	3/7(C29)	15yds	Montana-Young
SF	SHP	1/10(C14)	INC	—
SF	IRD	2/10(C14)	14yds	COOPER (TD)
SF	—	—	—	Wersching (EP)
CN	KOR	—	15yds	Verser
CN	SL	1/10(C40)	10yds	Alexander
CN	SR	1/10(50)	2yds	Johnson
CN	IL	2/8(S48)	0yds	Johnson
CN	QRP	3/8(S48)	6yds	Anderson-Curtis
SF	PR	—	9yds	Hicks
SF	SL	1/10(S17)	-3yds	Patton
SF	IRD	2/13(S14)	4yds	Cooper
SF	QLP	3/9(S18)	3yds	Montana-Young
CN	PR	—	0yds	Fuller
CN	LGP	1/10(C34)	24yds	Anderson-Kreider
CN	LGP	1/10(S42)	INT	Lott
SF	QRP	1/10(C44)	7yds	Montana-Clark
SF	IR	2/3(C37)	9yds	Patton
SF	QCP	1/10(C28)	28yds	MONTANA-CLARK (TD)
SF	—	—	—	Wersching (EP)
CN	KOR	—	16yds	Verser
CN	LGP	1/10(C19)	27yds	Anderson-Collinsworth
CN	LGP	1/10(C46)	INC	—
CN	IRD	2/10(C46)	10yds	Johnson
CN	SR	1/10(S44)	5yds	Johnson
CN	SR	2/5(S39)	7yds	Alexander
CN	SL	1/10(S32)	4yds	Johnson
CN	IRD	2/6(S28)	0yds	Johnson
CN	IL	3/6(S28)	PEN(5)	San Francisco
CN	SHP	3/1(S23)	14yds	Anderson-Ross
CN	QCP	1/G(S9)	9yds	Anderson-Collinsworth (TD)
CN	—	—	—	Breech (EP)
SF	KOR	—	14yds	Ring
SF	IR	1/10(S20)	9yds	Patton
SF	LGP	2/1(S29)	INT	Breeden
CN	QCP	1/10(S48)	4yds	Anderson-Kreider
CN	SL	2/6(S44)	4yds	Johnson
CN	SL	3/2(S40)	9yds	Johnson
CN	SL	1/10(S31)	3yds	Alexander
CN	IRD	2/7(S28)	8yds	Johnson
CN	QRP	1/10(S20)	1yd	Anderson-Johnson
CN	SL	2/9(S19)	7yds	Alexander
CN	QCP	3/2(S12)	7yds	Anderson-Collinsworth
CN	SL	1/G(S5)	-5yds	Griffin
CN	ILD	2/G(S10)	-1yd	Johnson
CN	SHP	3/G(S11)	INC	—
CN	—	—	—	Breech (FG)
SF	KOR	—	18yds	Lawrence
SF	LGP	1/10(S23)	INC	—
SF	LGP	2/10(S23)	20yds	Montana-Clark

END OF HALF

CINCINNATI OFFENSE/SAN FRANCISCO DEFENSE

Eric Wright **RCB**
Keene Turner **RLB**
Dwaine Board **RE**
Dwight Hicks **FS**
Jack Reynolds **IRLB**
Archie Reese **NT**
Carlton Williamson **SS**
Dan Bunz **ILLB**
Fred Dean **LE**
Ronnie Lott **LCB**
Willie Harper **LLB**

Dan Ross **TE**
Anthny Munoz **LT**
Glenn Bujnoch **LG**
Blair Bush **C**
Max Montoya **RG**
Mike Wilson **RT**
Chris Collinsworth **SE**

Isaac Curtis **FL**
Pete Johnson **FB**
Ken Anderson **QB**
Charles Alexander **HB**

SF	KOR	—	26yds	Lawrence
SF	LGP	1/10(S30)	36yds	Montana-Solomon
SF	QCP	1/10(C34)	5yds	Montana-Clark
SF	SHP	2/5(C29)	9yds	Montana-Cooper
SF	SHP	1/10(C20)	INC	—
SF	IRD	2/10(C20)	0yds	Patton
SF	SHP	3/10(C20)	7yds	Montana-Clark
SF	—	—	—	Wersching (FG)
CN	KOR	—	31yds	Verser
CN	SHP	1/10(C37)	7yds	Anderson-Alexander
CN	LGP	2/3(C44)	INT	Lott
SF	IR	1/10(S36)	2yds	Patton
SF	IRD	2/8(S38)	9yds	Cooper
SF	SR	1/10(S47)	4yds	Patton
SF	QLP	2/6(C49)	2yds	Montana-Young
SF	QLP	3/4(C47)	5yds	Montana-Young
SF	SR	1/10(C42)	9yds	Patton
SF	QLP	2/1(C33)	4yds	Montana-Patton
SF	QLP	1/10(C29)	25yds	Montana-Cooper
SF	IR	1/G(C4)	PEN(5)	Cincinnati
SF	IR	1/G(C2)	2yds	PATTON (TD)
SF	—	—	—	Wersching (EP)
CN	KOR	—	22yds	Verser
CN	SL	1/10(C21)	2yds	Johnson
CN	IRD	2/8(C23)	5yds	Johnson
CN	SL	3/3(C28)	PEN(5)	San Francisco
CN	ILD	1/10(C33)	10yds	Johnson
CN	SR	1/10(C43)	5yds	Alexander
CN	SL	2/5(C48)	-5yds	Johnson
CN	SHP	3/10(C43)	10yds	Anderson-Kreider
CN	LGP	1/10(S47)	INC	—
CN	SHP	2/10(S47)	-2yds	Anderson sacked
CN	LGP	3/12(S49)	22yds	Anderson-Kreider
CN	LGP	1/10(S27)	INT	Hicks
SF	QCP	1/10(S27)	6yds	Montana-Clark
SF	LGP	2/4(S33)	57yds	Montana-Solomon
SF	IR	1/10(C10)	PEN(5)	San Francisco
SF	QCP	1/15(C15)	2yds	Montana-Young
SF	IRD	2/13(C13)	7yds	Patton
SF	SHP	3/6(C6)	INC	—
SF	—	—	—	Wersching (FG)
CN	KOR	—	20yds	Griffin
CN	SHP	1/10(C20)	12yds	Anderson runs
CN	IRD	1/10(C32)	9yds	Johnson
CN	LGP	2/1(C41)	INC	—
CN	IR	3/1(C41)	2yds	Johnson
CN	ILD	1/10(C43)	7yds	Johnson
CN	SL	2/3(50)	9yds	Johnson
CN	LGP	1/10(S41)	32yds	Anderson-Kreider
CN	SHP	1/G(S9)	9yds	Anderson-Collinsworth (TD)
CN	—	—	—	Breech (EP)
SF	KOR	—	18yds	Lawrence
SF	SHP	1/10(S26)	PEN(10)	San Francisco
SF	IR	1/20(S16)	-3yds	Patton
SF	ILD	2/23(S13)	8yds	Cooper
SF	IRD	3/15(S21)	6yds	Patton
CN	PR	—	3yds	Fuller
CN	LGP	1/10(S46)	20yds	Anderson-Collinsworth
CN	SHP	1/10(S26)	12yds	Anderson-Ross
CN	QCP	1/10(S14)	10yds	Anderson-Collinsworth
CN	IR	1/G(S4)	4yds	ALEXANDER (TD)
SF	KOR	—	0yds	Touchback
SF	QCP	1/10(S20)	5yds	Montana-Clark
SF	IL	2/5(S25)	0yds	Cooper
SF	QCP	3/5(S25)	7yds	Montana-Clark
SF	QLP	1/10(S32)	4yds	Montana-Patton
SF	QRP	2/6(S36)	5yds	Montana-Young
SF	QCP	3/1(S41)	7yds	Montana-Clark
SF	IR	1/10(S48)	6yds	Cooper
SF	SL	2/4(C46)	2yds	Easley
SF	QCP	3/2(C44)	5yds	Montana-Young
SF	IR	1/10(C39)	PEN(5)	Cincinnati
SF	IR	1/5(C34)	-3yds	Cooper
SF	IR	2/8(C37)	-1yd	Montana
SF	IR	3/9(C38)	-1yd	Montana

END OF GAME

Abbreviations: KOR: Kickoff Return; PR: Punt Return; SL: Sweep Left; SR: Sweep Right; IR: Inside Right Run; IL: Inside Left Run; QCP: Quick Center Pass; QRP: Quick Right Pass; QLP: Quick Left Pass; SHP: Short Pass; LGP: Long Pass. Player names in capital letters represent touchdown plays.

SAN FRANCISCO OFFENSE/CINCINNATI DEFENSE

Ken Riley **RCB**
Glen Cameron **RLB**
Bryan Hicks **FS**
Reggie Williams **IRLB**
Bobby Kemp **SS**
Jim Leclair **ILLB**
Louis Breeden **LCB**
Bo Harris **LLB**
Ross Browner **RE**
Wilson Whitley **NT**
Eddie Edwards **LE**

Charlie Young **TE**
Dan Audick **LT**
John Ayers **LG**
Fred Quillan **C**
Randy Cross **RG**
Keith Fahnhorst **RT**
Dwight Clark **SE**
Freddie Solomon **FL**
Ricky Patton **HB**
Joe Montana **QB**
Earl Cooper **FB**

DRAW PLAY TO COOPER! EARL COOPER BUSTS UP THE MIDDLE INTO THE END ZONE FOR A TOUCHDOWN! NOBODY LAID A HAND ON COOP AS THE BENGAL LINEBACKERS WERE ALL LOOKING FOR THE PASS!" (Click!)

HOWARD: Surprise! That's what wins football games. Ask anyone who's watched football as long as I have and he'll give you the same answer. Dandy?

DANDY DON: Howard, the Bengals couldn't seem to get untracked as the first quarter drew to a close. To make matters worse, in their first drive in the second quarter, Anderson was intercepted again by rookie cornerback Ronnie Lott. Lott returned the ball 34 yards to the Bengal 44, where only three plays later Joe Montana hit Dwight Clark over the middle for another score. Down 14-0 after only sixteen minutes of play, the Bengals had to bounce back. Howard?

HOWARD: Bouncing back! That's what wins football games. Ask anyone who's watched football as long as I have and he'll give you the same answer! In an extraordinary drive starting deep in his own territory, Kenny Anderson put the Bengals on the scoreboard after nine plays on a 9-yard pass to Chris Collinsworth. The key play in this drive? Without doubt, a marvelously-engineered play-action bomb to Collinsworth—you're now watching it on our videotape—that caught the young 49er secondary completely off-guard. Dandy?

DANDY DON: Howard, now it was the Bengals' turn to get their offense moving. Following a critical turnover by . . .

HOWARD: Turnovers! That's what wins football games! Ask anyone who's watched football as long as I have and he'll give you the same answer!

DANDY DON: Eh, thank you, Howard. Anyway, following a spectacular interception of a Joe Montana pass by the Bengals' Louis Breeden, Kenny Anderson led his Cincinnati squad downfield to the 49er 5-yardline, where the San Francisco defense buckled down and made a sensational goal line stand. On one critical play, 49er linebacker Jack Reynolds brought down Heisman Trophy winner Archie Griffin for a loss of 5 yards. Cincinnati had to settle for a field goal as the first half expired, sending the clubs to the clubhouses with the score standing San Francisco 14, Cincinnati 10.

HOWARD: Without doubt, defense was the hallmark of the first half for both teams. San Francisco's constant keying on Pete Johnson was shutting off Cincinnati's running game, and Kenny Anderson had to compensate by opening up his offense with an aerial attack. This led directly to the two critical 49er interceptions by Lott and Hicks. On the other side of the coin, the 49er offense never really got untracked. Their longest consecutive possession of the ball was five plays! The Bengal's tactic of employing five defensive backs and constantly double-covering Clark and Solomon—daring the 49ers to run—seemed to be working. Dandy?

DANDY DON: Howard, as the second half opened, the 49ers drastically changed their game plan. To put it mildly, Joe Montana came out smokin!! He directly challenged the strong Bengal pass defenses by throwing most of the time. On the first play of the third quarter, a 40-yard play-action bomb to Freddie Solomon, followed immediately by two consecutive completions to Clark and Cooper, put the 49ers into scoring position. They had to settle for a field goal, however, making the score 17-10. Then, the Bengals—who had gotten the ball moving well as the first half was drawing to a close—went back to their old mistakes of the first quarter. On a long bomb to Collinsworth, 49er rookie Ronnie Lott intercepted his second pass of the game. This was the third interception off Anderson already, who had only been intercepted ten times all year! Then, Joe Montana went back to work on his increasingly dynamic second half game plan. With a strict ball-control offense—usually inside runs and swing passes to Cooper or Ricky Patton—Montana drove 64 yards for another 49er touchdown, making the score 24-10 in favor of San Francisco. Howard?

HOWARD: At this point, Dandy, there really was a lot of scoring going on down there on the field and, if I'm not mistaken, it really affected the outcome of the ballgame! Cincinnati got the ball back and promptly lost it again on yet another interception off Kenny Anderson, his fourth of the day. And, as had been the case in each of the other interceptions, San Francisco promptly drove for another score—this time only a field goal, making the score 27-10. The big play in this drive was a 60-yard bomb from Montana to Solomon, who was only covered singly on the play by Louis Breeden due to some mix-up in the Bengal defense. At this point, the game was beginning to look like a blowout!

DANDY DON: With only about 12 minutes to play in the game, Kenny Anderson knew that he had to move fast and that's exactly what he did. With the San Francisco defensive backs and linebackers looking for the long pass, Anderson crossed them up with a few draw plays to Johnson, gaining a quick 30 yards or so. Then a bomb to Steve Kreider, immediately followed by a short pass to Collinsworth in the end zone led to the Bengals' first touchdown of the second half. With only about nine minutes left to play, the score was narrowed to 27-17. In order to get back in the game, the Bengals' defense would have to hold firm and get the ball back for Anderson as quickly as possible, and that's precisely what happened. One offensive holding call and three ineffective running plays later, the 49ers had to punt from deep in their own territory. The Bengals threw an intense ten-man rush in to block the punt and, although the kick got away, it was shanked for only 19 yards! Cincinnati had the ball back with 7½ minutes to play on the 49er 46 yardline! Howard?

HOWARD: When the going gets tough, the tough get going! That's what Kenny Anderson told me before the game. What a competitor that Kenny Anderson is! Four plays later, the Bengals were in the end zone for another touchdown, thanks to three sensational throws by Kenny and a 4-yard run by Charles Alexander. Fourteen points in 3½ minutes! That's what put the Bengals in the Super Bowl! With the score 27-24 with six minutes remaining, this was turning into one of the most exciting Super Bowls ever! Dandy?

DANDY DON: Howard, after the 49ers received the Bengals' kickoff, there was only one thing in Joe Montana's mind: eat that clock up! In a spectacular example of cool leadership and daring on the field, that's exactly what he did. On a critical third-and-five on their own 25 yardline, Montana went to the air and hit Dwight Clark for the first down. Clark fumbled the ball and in a thrilling scramble, 49er guard Randy Cross fell on it to retain possession, with a first down! Three plays later, in

another critical third down situation, Montana again dared to throw and again hit Clark for 7 yards and the first down! Only three minutes to play now, so Montana went to the running game, and in a frustrating defensive collapse—perhaps due to exhaustion—the Bengals could not stop this long 49er drive. Another first down plus a penalty against Cincinnati put the ball in Bengal territory with only 90 seconds to play. The Bengals had used up all their time outs, so Montana ran one sweep to Earl Cooper and then fell on the ball twice as the clock expired. The game was over and the 49ers were Super Bowl champions! Howard?

HOWARD: Dandy, this was one of the most enrapturing Super Bowls in modern memory! Words fail me! This game brought back nostalgic memories of the 1951 NFL championship, when the great Norm Van Brocklin led the Rams to a thrilling 24-17 victory over Otto Graham and the Cleveland Browns! Montana and Anderson are the modern-day Van Brocklins and Grahams! The quintessence of perfection! The paragons of . . .

DANDY DON: Er, thank you, Howard. This game has been brought to you by . . .

AUGUST 19, 1982
SUPER BOWL XVI

San Francisco	7	7	10	3-27
Cincinnati	0	10	0	14-24

SCORING

San Francisco: Cooper, 14, run (Wersching, kick).
San Francisco: Clark, 28, pass from Montana (Wersching, kick).
Cincinnati: Collinsworth, 9, pass from Anderson (Breech, kick).
Cincinnati: Field Goal, Breech, 28.
San Francisco: Field Goal, Wersching, 30.
San Francisco: Patton, 2, run (Wersching, kick).
San Francisco: Field Goal, Wersching, 21.
Cincinnati: Collinsworth, 9, pass from Anderson (Breech, kick).
Cincinnati: Alexander, 4, run (Breech, kick).

TEAM STATISTICS
(Real Super Bowl stats in parentheses)

FIRST DOWNS	S.F.	CIN
Total	14(20)	22(24)
Rush	2(9)	10(7)
Pass	11(9)	11(13)
Penalty	1(2)	1(4)
THIRD DOWN %	8-12 (6-12)	5-11 (8-15)
TOTAL YARDS		
Total	358(275)	384(356)
Offensive Plays	59(63)	62(63)
Average Gain	6.1(4.4)	6.2(5.7)
Rush Yards	94(127)	131(72)
Rush Plays	28(40)	33(24)
Average Gain	3.4(3.2)	4.0(3.0)
Pass Yards	264(148)	253(284)
Passes	21-27-1	19-28-4
Average Gain	9.8(6.4)	9.0(7.3)
Punt Average	36(46)	41(44)
Punt Returns	3/21(1/6)	2/27(4/35)
Kick Returns	4/76(3/40)	6/113(7/52)
Int Returns	4/118(2/53)	1/12(0/0)
Penalties	5/30(8/65)	2/7(8/57)
Fumbles/Lost	2/0(2/1)	2-0(2/2)

INDIVIDUAL STATISTICS

SAN FRANCISCO RUSH
Cooper ..... 10-50(9-34)
Patton ..... 12-44(17-55)
Easley ..... 2-0(0-0)
Montana ..... 4-0(6-18)

CINCINNATI RUSH
Johnson ..... 22-84(14-36)
Alexander ..... 9-40(5-17)
Griffin ..... 1 – (–5) (1 – +4)
Anderson ..... 1-12(4-15)

SAN FRANCISCO PASS
Montana 21-27-1-264
CINCINNATI PASS
Anderson 19-28-4-253

SAN FRANCISCO RECEIVING
Clark ..... 8-87(4-45)
Young ..... 8-42(1-14)
Solomon ..... 2-93(4-52)
Cooper ..... 2-34(2-15)
Patton ..... 2-8(1-6)
CINCINNATI RECEIVING
Collinsworth ..... 7-89(5-107)
Kreider ..... 5-92(2-36)
Ross ..... 4-58(11-104)
Alexander ..... 1-7(2-3)
Curtis ..... 1-6(3-42)
Johnson ..... 1-1(2-8)

SAN FRANCISCO INTERCEPTIONS
Hicks ..... 2-74(1-27)
Lott ..... 2-44(0-0)
CINCINNATI INTERCEPTIONS
Breeden ..... 1-12(0-0)

SAN FRANCISCO PUNT RETURNS
Hicks ..... 3-21(1-6)
CINCINNATI PUNT RETURNS
Fuller ..... 2-27(4-35)

SAN FRANCISCO KICKOFF RETURNS
Ring ..... 1-14(0-0)
Lawrence ..... 3-62(1-17)
CINCINNATI KICKOFF RETURNS
Verner ..... 5-93(5-52)
Griffin ..... 1-20(1-0)

SAN FRANCISCO PUNTING
Miller ..... 4-36(4-46)
CINCINNATI PUNTING
McInally ..... 3-41(3-44)

STATIS-PRO FOOTBALL 1982
PLAYER ENDURANCE AND FUMBLE VALUES

The 1982 edition of Avalon Hill's classic STATIS-PRO FOOTBALL, simulating the fabulous 1981 NFL campaign, is now available! SPF offers all that it did in its original '81 edition, plus lots more. Without question, this is still the game for the TRUE football enthusiast—he who cares about how each play works on both offense and defense, he who cares about the unsung heroes of a football team, not just the flashy passer or the crazy-legged runner! Sure, this game may take a long time to play (2½-3 hours), but what you'll learn about the game of football will be more than worth it. In the '82 edition of STATIS-PRO, you'll get a new rules booklet, which not only simplifies and clarifies the original rules, buts adds new concepts to increase the realism of the original effort. In addition, a special four-page insert, summarizing all the options available on each play to both the offensive and the defensive player, is included to help speed up play.

As we did last year, the following article lists the ENDURANCE VALUES of all the potential offensive ball carriers in the NFL. The employment of these numbered and lettered values makes STATIS-PRO even more realistic and we suggest that you copy each player's value directly onto his individual player card in the upper right-hand corner. The numbers and letters have the following meanings:

A. The listed player is a starting quarterback who may start or enter the game at

any time. A maximum of one run per HALF may be directed to this player and when doing so, three must be added to the run number when resolving the play (this addition is not called for when the quarterback runs due to a pass rush).

B. The listed player may only enter the game if a player indicated on the team's starting lineup card has suffered an injury. This player may only play at this position for the duration of the starting player's injury. If the player is a quarterback, he assumes an Endurance Value of "A" when he is in the game. If he is a non-quarterback, he assumes an Endurance Value of "3" (see below). NOTE: Players may wish to allow "B" rated players to enter the game in the 4th quarter if their team is ahead or behind by at least 21 points, regardless of injuries.

0. The listed player may have a play directed at him an unlimited number of times per game without adverse modification.

1. The listed player may only have a play directed at him if the IMMEDIATELY PRECEDING play was not directed at him. (NOTE: The "immediately preceding" play is ANY play that involves the flipping of Fast Action Cards, be it an extra point, penalty, an opposition offensive play, or a friendly offensive play.) If a play is directed at this player before his proper period of "rest", then two is added to the run number (if the play is a run) or five is subtracted from the QB's completion range (if the play is a pass). Please note that Endurance Values apply only to the ORIGINAL play directive as made by the offensive player. If the Fast Action Card directs the play to a player who is different than the original directive, no modifications to the quarterback's completion range due to Endurance Values are EVER made on that particular play.

2. The listed player may only have a play directed at him if the TWO IMMEDIATELY PRECEDING PLAYS were not directed at him. Penalties for violating this rule are identical to #1, above.

3. The listed player may only have a play directed at him if the THREE IMMEDIATELY PRECEDING PLAYS were not directed at him. Penalties for violating this rule are identical to #1, above.

(S). The listed player is a SURE-HANDED ball carrier who will fumble less than most offensive players (see "Sure-Handed" rules in this article).

(+1) or (+2) or (+3) or (+4) or (+5). This number applies to receivers only. If a SHORT or LONG pass is directed at a receiver possessing such values, then the indicated number is ADDED to the quarterback's completion range when resolving the play. Such a modification is never made on QUICK passes.

ENDURANCE VALUES
(Teams listed alphabetically)

ATLANTA FALCONS
A. Bartkowski
0. Andrews, Jenkins (+3)
1. Cain (S)
2. Francis, Miller, Jackson
3. Strong, Robinson, Mayberry, Mikeska
B. Moroski, Jones

BALTIMORE COLTS
A. Jones (S)
0. NONE
1. Dickey, McMillan (S)
2. Butler, Carr
3. DeRoo, Shula, Dixon, Franklin, McCall, Sims, Burke, Williams, McCauley, Sherwin
B. Humm, Landry

BUFFALO BILLS
A. Ferguson (S)
0. Cribbs, Lewis (+3)
1. Butler (+1)
2. Leaks (S), Brammer
3. Franklin, Jessie, Piccone, Barnett, Brown, McCutcheon, Hooks
B. Robinson

CHICAGO BEARS
A. Evans
0. Payton
1. NONE
2. Suhey, Margerum, Baschnagel
3. Earl, B. Williams, Harper, Cobb, Anderson, Watts, McClendon
B. Avellini, Phipps, D. Williams

CINCINNATI BENGALS
A. Anderson
0. Johnson (S), Ross (+3), Collinsworth (+2)
1. NONE
2. Alexander, Curtis, Kreider
3. Griffin, Verser, McInally, Bass, Hargrove, Harris
B. Schonert, Thompson

CLEVELAND BROWNS
A. Sipe
0. M. Pruitt (S), Newsome (S/+2)
1. NONE
2. G. Pruitt, White
3. Miller, Feacher, Rucker, Hall, Oden, Adams, Fulton
B. Hill, McDonald

DALLAS COWBOYS
A. White
0. Dorsett
1. Springs (S)
2. Pearson, Hill
3. DuPree, Saldi, Cosbie, Donley, Johnson, Newhouse, Newsome, Jones
B. Carano

DENVER BRONCOS
A. Morton (S)
0. NONE
1. Parros, Preston, Watson (+2)
2. Reed, Upchurch, Odoms
3. Moses, Manning, Lytle, Wright, Canada, Egloff
B. DeBerg

DETROIT LIONS
A. Hipple
0. Sims
1. Scott (+1)
2. Hill, Bussey
3. Kane, King, Porter, Norris, Nichols, L. Thompson
B. Danielson, Komlo, V. Thompson

GREEN BAY PACKERS
A. Dickey
0. Ellis (S), Lofton (S/+3)
1. Coffman (+1)
2. Huckleby, Jefferson
3. Nixon, Jensen, Torkelson, Middleton, Lewis, Cassidy
B. Ivery, Whitehurst, Campbell

HOUSTON OILERS
A. Stabler
0. Campbell
1. NONE
2. Casper, Renfro, Burrough
3. Smith, Barber, Holston, Brooks, Tomaselli, Armstron, Coleman, Wilson
B. Reaves, Nielsen

KANSAS CITY CHIEFS
A. Kenney
0. Delaney
1. Smith (+2)
2. Marshall, Jackson (S), Hadnot
3. Murphy, Rome, Carson, Dixon, Scott, Williams, McKnight, Bledsoe
B. Fuller

LOS ANGELES RAMS
A. Haden
0. Tyler
1. NONE
2. Guman, Dennard, Waddy, Bryant (S)
3. Thomas, Miller, Moore, Arnold, Childs, Hill
B. Kemp, Rutledge, Pastorini

MIAMI DOLPHINS
A. Woodley
0. NONE
1. Harris (+1), Franklin, Nathan (S)
2. Vigorito
3. Lee, Rose, Moore, Cefalo, Hardy, Bennett, Hill, Howell
B. Strock

MINNESOTA VIKINGS
A. Kramer
0. Brown (S), White (+2), Senser (+3)
1. Rashad (+1)
2. NONE
3. Lewis, Redwine, LeCount, Bruer, Galbreath, Young
B. Harrell, Dils, Wilson

NEW ENGLAND PATRIOTS
A. Cavanaugh (S), Grogan
0. NONE
1. Collins
2. Jackson, Johnson, Hasselbeck, Morgan
3. Toler, Westbrook, Ferguson, Pennywell, Dawson, Calhoun, Cunningham
B. Owen, Tatupu

NEW ORLEANS SAINTS
A. Manning (S)
0. G. Rogers
1. NONE
2. Wilson
3. J. Rogers, Tyler, Holmes, Thompson, Merkens, Harris, Brenner, Hardy, Martini, Groth, Stauch
B. Wilson, Scott

NEW YORK GIANTS
A. Simms
0. Carpenter (S)
1. Perkins (+1)
2. Shirk
3. Mistler, Gray, Young, Pittman, Friede, Kotar, Jackson, Forte, Mullady, Perry, Bright
B. Brunner

NEW YORK JETS
A. Todd
0. NONE
1. NONE
2. Walker, Barkum, McNeil, Harper
3. Augustyniak, Dierking, Long, Newton, Lewis, B. Jones, L. Jones, Stephens, Gaffney
B. Ryan

OAKLAND RAIDERS
A. Wilson Plunkett
0. NONE
1. Ramsey (+1), King
2. Jensen (S), Branch
3. Chester, Christiansen, Barnwell, Chandler, Bradshaw, van Eeghen, Willis, Hawkins, Whittington
B. NONE

PHILADELPHIA EAGLES
A. Jaworski (S)
0. Montgomery (S)
1. Carmichael (+2)
2. C. Smith*
3. R. Smith, Parker, Krepfle, Campfield, Giammona, Russell, Harrington, Oliver, Spagnola
B. Murray, Pisarcik

*Ron Smith card should read Charles Smith and vice versa.

PITTSBURGH STEELERS
A. Bradshaw
0. Harris (S)
1. Stallworth (+2)
2. Swann, Pollard, Cunningham
3. Smith, Grossman, Sweeney, Moser, Hawthorne, Davis, Thornton
B. Stoudt, Malone

ST. LOUIS CARDINALS
A. Lomax, Hart
0. Tilley (+2), Anderson
1. NONE
2. Green, Morris (S)
3. Gray, LaFleur, Marsh, Combs, Harrell, Love, Stief
B. Mitchell

SAN DIEGO CHARGERS
A. Fouts
0. Winslow (+5), Joiner (+3), Chandler (+2), Muncie
1. NONE
2. Brooks
3. Scales, Sievers, Holohan, Bauer, Williams, Cappelletti
B. Luther

SAN FRANCISCO 49ers
A. Montana (S)
0. Clark (S/+5)
1. Solomon (+1), Patton (S)
2. Davis, Cooper, Young
3. Hofer, Shumann, Easley, Wilson, Elliot, Ramson, Lawrence
B. Ring, Benjamin

SEATTLE SEAHAWKS
A. Zorn (S)
0. Largent (+4)
1. Brown
2. McCullum
3. Hughes, Lane, Raible, McGrath, Tice, Sawyer, Johns, Smith, Jodat, Ivory, Doornink
B. Krieg, Adkins

TAMPA BAY BUCS
A. Williams
0. NONE
1. Eckwood (S), House (+1)
2. Owens (S), Giles, Wilder
3. T. Bell, R. Bell, Obradovich, Carter, Jones, Davis
B. Fusina

WASHINGTON REDSKINS
A. Theismann
0. Washington
1. Riggins (S), Monk (+1)
2. NONE
3. McCrary, Caster, Walker, Wonsley, Jackson, Giaquinto, Metcalf, Harmon, Thompson, Seay, Warren
B. Flick, Claitts

OFFICIAL AH RULES CHANGES

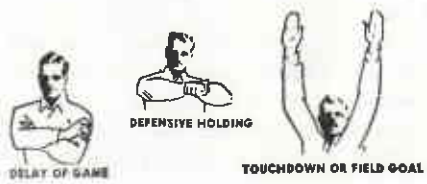
1. Remember that each player is only allowed to employ 45 players per game. Before the start of the play, each player should choose a 45-man roster by "cutting" any players over this limitation. Of course, the choice of which players to remove is left to the owning player.

2. Change all DOUBLE and TRIPLE "Z" results on the Fast Action Cards to **FUMBLE (S)** results. A FUMBLE (S) "Z" result means that a fumble occurs normally at the conclusion of the play UNLESS the ball carrier is a "sure-handed" player (that is, one who possesses an "S" value on his player card according to the instructions of the accompanying article). If a FUMBLE (S) "Z" result occurs and a sure-handed player ends the play by carrying the ball, nothing happens—proceed to resolve the next play normally.

3. Any offensive run or pass that results in a gain of 35 or more yards may instead be converted to a **TOUCHDOWN** result. Flip a new Fast Action Card and refer to its Pass Number. If the number is 1,2,3,4 or 5 the play results in a TOUCHDOWN, no matter how many yards the line of scrimmage is from the goal. If the number is between 6 and 48, the original play results stands.

4. Convert all INJ-BC "Z" results on the Fast Action Cards to **PEN-1.01/2.01/3.K11/4.K11 results.**

NOTE: These changes to STATIS-PRO FOOTBALL were made too late to be inserted into the SPF second edition rules booklet. Nevertheless, they are official Avalon Hill rules changes and will be inserted in the 1983 edition of the game.



TURN ON THE "HEAT"!

THE GOOD OL' DAYS OF HEAT RACING IN WIN, PLACE, AND SHOW!

by PAT PREMO

"Ah, for the good old days of yesteryear when men were men and horses were horses!" is a phrase that has been repeated many times during the course of history. Many will argue that men were always men and will always be men and the "good old days" are but a figment of some senile old codger's dreams. The "good old days" just *seemed* that way, the argument goes. In horse racing, however, there is some truth to the phrase.

Today's Thoroughbred race horses are bred for pure speed and they exhibit that speed at races of 5, 6, and 7 furlongs (one furlong equals one-eighth of a mile—thus there are eight furlongs in one mile) along with races of 1 mile, 1 ⅛ miles, and 1¼ miles being the most common. Occasionally, races of 1½ miles and maybe even a rare 2 mile race are seen. Prior to the Civil War, it was a different story. In those days, heat races were run—races in which the victor had to win TWO heats. And the heats were often of the four mile variety—so at least EIGHT miles (sometimes more) had to be run in one afternoon!! Let us now go back and explore those wonder days of yesteryear when horses really were horses!

As can be surmised, heat racing required a great deal of stamina and endurance. The first horse noted for this durability was FLYING CHILDERS of England. This great horse was foaled in 1715 and supposedly never lost a race. Records are quite skimpy for those early days, so not much is known about FLYING CHILDERS (not even the name of a jockey can be found), but what was recorded was that he was a marvel on the track and that no horse could come close to him. Records were better kept over the next 50 years in England and give us quite a bit of information about a horse that many claim is the best heat racer ever—bar none. His name was ECLIPSE and he was foaled in 1764. Not only did he win all 18 races that he ran in, but he won them with ridiculous ease—the phrase, "Eclipse first, the rest nowhere" came about because of his pronounced superiority on the track. ECLIPSE beat his rivals so badly that he was said to have "distanced" them. (In heat racing, when a horse defeats another horse or horses badly (by anywhere from 50 to 200 yards), those horses are "distanced" and are barred from racing in further heats. Should a horse "distance" all of his opponents in the first heat, then no further heats are run and the victor has won the race in a rare one heat event!) ECLIPSE apparently did this quite often. The moot question as to whether or not FLYING CHILDERS or ECLIPSE would have won in a "dream" match race has caused controversy for years in British horse racing circles.

The last great heat racer of England that we shall discuss is a horse perhaps better known for his breeding ability after he was shipped to the Colonies—DIOMED. This mighty chestnut colt not only won the first running of the Epsom Derby (one of England's premiere racing events) in 1780 but won every one of his first ten races. Many were beginning to compare him to the mighty ECLIPSE. But in his next nine races, he could only manage one victory and was retired. In 1798 (at age 21), he was shipped to America where he became quite successful as a sire. FLYING CHILDERS, ECLIPSE, and DIOMED—probably the three greatest heat racers ever to run on the English turf—were the foundations, as it were, for the advent of heat racing in the American Colonies.

Governor Richard Nicolls, the first governor of New York, has been called the "Father of the American Turf" primarily for his efforts in building America's first formal race course. This track was located on Long Island upon what was known as Salisbury Plain in what is now Nassau County. Although there were horse races in America before Governor Nicolls' track was built in 1664, they were sporadic and informal. For one thing, many of the races in the early Colonial days were "Quarter horse" races—that is, of short or ¼ mile distances—primarily because there just wasn't room for longer races. Clearing land during the early days was hard work and there were better reasons than racing horses for cutting down the dense undergrowth—not the least of which was the planting of crops. Other race courses gradually appeared and inter-colony rivalries sprang up before the Revolution. Heat racing in the Americas was in full swing and the "Quarter horse" races moved west with the pioneers.

During the time of the American Revolution, heat racing in England was dying out and was being replaced by single "dashes" to determine a race winner; these dashes

were also much shorter than the heroic 4 mile heats once so prevalent there. In America, however, the heat races were gaining more and more in popularity. The first great American heat racer of note was, ironically, the son of the imported DIOMED and his name was SIR ARCHY. As a three year old, SIR ARCHY caught distemper; before he was fully recovered, he raced in two races and was promptly defeated in both of them. After these defeats he was sold and his new owner did not race him again at three in order for him to completely recover from his bout with distemper. At the age of four, SIR ARCHY came into his own and won four out of five races (finishing second in the one he lost—in fact, the one he lost was so close that many said he had won!) before being retired to stud. It might be of interest to note that the horse that beat SIR ARCHY at four, WRANGLER, lost on two other occasions to SIR ARCHY—and in one of them he was distanced! The owner of SIR ARCHY declared that he felt SIR ARCHY was the best horse he ever saw. Another offspring of DIOMED also gained prominence during the early 1800s—a filly named HAYNIE'S MARIA who was foaled in 1808. Winner of twelve straight races, this gallant filly gained immortality by becoming the nemesis of Andrew "Old Hickory" Jackson. Andrew Jackson loved horse racing and he loved winning with his horses. But he couldn't beat HAYNIE'S MARIA even though he tried with no less than eight different horses! Once when Andrew Jackson was asked in his later years whether he ever failed in any undertaking, he replied, "Nothing that I can remember except Haynie's Maria; I could not beat her." This gallant filly, incidentally, did not lose a race until at age nine she lost her very last race; however, she was no longer being trained or ridden by her early unbeatable handlers.

In 1814 a horse that was to become a legend of the American turf was born—a horse called AMERICAN ECLIPSE. Like his British namesake, AMERICAN ECLIPSE never lost a race. Racing until the age of nine, no horse could touch him except for the hope of the South, SIR HENRY. In the first of a number of great North-South match races, SIR HENRY challenged AMERICAN ECLIPSE to the best two out of three four mile heats. An all out SIR HENRY beat AMERICAN ECLIPSE in the first heat, but the latter came back strong (after a jockey change) to win the next two and take the race. He may not have "distanced" his opponents the way ECLIPSE did over 50 years before, but he did all that was asked of him during a long career—he never lost a race.

Many historians of the Turf proclaim BOSTON as the greatest of the heat racers primarily because he raced for a longer period of time (until age 10) and had more races (45) than most heat racers. BOSTON was born in 1833 and was a very mean and vicious horse. Out of the 45 races BOSTON contested, he won 40 of them (and 30 of those were 4 mile heat races)—once winning 15 straight. It might be noted that BOSTON was the grandson of SIR ARCHY. Two of BOSTON's few defeats came at the hands of a game filly called FASHION. Foaled in 1837, FASHION won 32 of 36 races and was second the other 4 times. The first time she beat BOSTON the latter had not fully recovered from a tough victory the week before and was not up to the race. The second defeat was in a special North-South match race with FASHION representing the North. BOSTON not only carried 15 more pounds than FASHION, but he also cut his hip badly before the first heat. Nevertheless, BOSTON pushed FASHION to a world record time and a length win. In the second heat, FASHION took over after 3 miles and pulled away with BOSTON's jockey easing the great horse when he saw he could not win. The two heat racing greats never met again. But another challenge for FASHION was just around the corner—a huge filly named GLUMDALCLITCH. The latter was born in 1839 and was later named PEYTONA. FASHION and PEYTONA met in another North-South clash and PEYTONA won in two straight heats. They met once more and this time FASHION won; unfortunately they did not meet again to settle the "rubber match."

A number of years passed before a truly outstanding heat racer appeared—and then two were foaled in the same season: LECOMTE and LEXINGTON. Not only were they born the same year, but BOSTON was the sire of both! The first time they met, neither had ever tasted defeat: LEXINGTON won handily, taking the race in two straight heats. A week later they met again (LEXINGTON's trainer had not prepared for this but the owner ran him anyway and LEXINGTON was less than ready) and LECOMTE won easily in straight heats, shattering FASHION's world record by over 6 seconds. A year later they met again, but LECOMTE had a case of colic and was no match for LEXINGTON who won in a new record, knocking over 2 seconds off LECOMTE's time. They never met again. LEXINGTON was going blind and had to be retired; LECOMTE lost four of his last six races. In LECOMTE's last race (in England) he lost badly, was found to have a severe case of colic, and died shortly thereafter.

The last great heat racer before the Civil War was PLANET. This grand horse was foaled in 1855 and was a grandson of BOSTON. He won 27 of 31 races (second in the other 4) in a career cut short by the Civil War. After the Civil War, heat racing all but vanished. It had been on the decline in recent years (especially the longer heats of 3 and 4 miles) and the Great War was the

proverbial "straw that broke the camel's back."

The twelve heat racing stars discussed above are featured in two "dream race" programs adaptable for WIN, PLACE, and SHOW. Remember, the race victor must win TWO four-mile heats. You can stage all sorts of dream match-ups with these programs: pick any two or three horses, have the victors of each program square off in a best two out of three match race, have two by two elimination races, etc.

MORE ABOUT HEAT RACING

Most heat races called for the winner to win TWO heats in order to be awarded the victory. However, it was possible to win a race by "distancing" your opponents. "Distances" were set depending upon the length of the race heats. For example, four mile heats had 170 yard "distances," three mile heats had 130 yards, two mile heats had 90 yards, and one mile heats had 50 yards. A red flag was usually placed on the track the appropriate number of yards back from the finish. Any horse that had not reached the red flag when the winner crossed the finish line was eliminated (said to be "distanced") then and there. Obviously, if all opponents in the race were "distanced," then the heat winner had automatically won the race and a second heat was not needed. The question of determining "distance" in WP&S is covered in the HEAT RACING RULES SUPPLEMENT accompanying this article. The heat races were either one mile, two miles, three miles, or four miles as noted above, but the race programs provided are of the more classic four mile type. Although most heat racing fields were fairly small, the question of what to do if three different horses were to win the first three heats always came up. Usually, all other horses were "ruled out" and the three heat winners would go one more time to determine the ultimate race victor. It is recommended that you follow this procedure with your races, but you can keep going until one horse wins TWO heats. More detailed guidelines for heat racing is provided in the HEAT RACING RULES SUPPLEMENT.

(1700-1825)
HEAT RACING THOROUGHBREDS
[Winner must take *Two* 4 Mile Heats]

DISTANCE: 4 miles

ENG. 1	19	19	19	16	15	20	19	18	16	16	16	16	16	16	16	15			6
FLYING CHILDERS																			BONUS #
ODDS 2-1	Veteran ?												Class: 272 Speed: 257						
ENG. 2	13	10	10	18	18	18	18	18	20	21	22	24	16	16	17	16			7
ECLIPSE																			BONUS #
ODDS 1-1	Veteran J. Oakley												Class: 275 Speed: 259						
ENG. 3	20	20	18	16	16	18	18	18	21	15	15	15	15	15	13	13			4
DIOMED																			BONUS #
ODDS 15-1	Veteran S. Arnull												Class: 266 Speed: 253						
U.S. 4	22	20	17	15	15	15	15	19	19	19	17	17	16	15	14	14			5
SIR ARCHY																			BONUS #
ODDS 6-1	Veteran S. Purdy												Class: 269 Speed: 255						
U.S. 5	16	16	16	16	18	18	18	18	22	22	18	17	16	12	12	12			9
HAYNIE'S MARIA (Filly)																			BONUS #
ODDS 10-1	Veteran "Monkey" Simon												Class: 267 Speed: 255						
U.S. 6	18	18	18	18	18	16	16	20	20	20	18	17	13	13	14	15			8
AMERICAN ECLIPSE																			BONUS #
ODDS 5-2	Veteran W. Crafts												Class: 272 Speed: 257						

Facts on Horses included in Race Programs

Foaled	Horse	Started	Won	2nd	3rd	UNP	Money
1715	Flying Childers	7	7	0	0	0	$?
1764	Eclipse	18	18	0	0	0	?
1777	Diomed	19	11	7	1	1	?
1805	Sir Archy	7	4	1	0	2	?
1808	Haynie's Maria	13	12	0	1	0	?
1814	American Eclipse	8	8	0	0	0	56,700
1833	Boston	45	40	2	1	2	51,700
1837	Fashion	36	32	4	0	0	41,500
1839	Peytona	8	6	1	0	1	66,000
1850	Lecomte	17	11	4	1	1	12,360
1850	Lexington	7	6	1	0	0	56,600
1855	Planet	31	27	4	0	0	69,700

(1826-1860)
HEAT RACING THOROUGHBREDS
[Winner must take *Two* 4 Mile Heats]

DISTANCE: 4 miles

U.S. **1** ODDS 8-5	17	10	10	18	18	18	18	20	22	23	18	16	16	16	16	17		7
	BOSTON — Veteran G. Patrick — Class: 273 Speed: 256																	BONUS #
U.S. **2** ODDS 4-1	14	14	16	18	20	20	20	26	20	16	15	15	12	14	14	16		8
	FASHION (Filly) — Veteran J. Laird — Class: 270 Speed: 254																	BONUS #
U.S. **3** ODDS 6-1	12	18	24	21	20	17	17	17	15	15	15	18	16	15	15	14		5
	PEYTONA (Filly) — Veteran B. Palmer — Class: 269 Speed: 255																	BONUS #
U.S. **4** ODDS 10-1	15	18	18	18	18	18	18	18	21	18	18	16	14	13	13	13		4
	LECOMTE — Veteran "Abe" Hawkins — Class: 267 Speed: 254																	BONUS #
U.S. **5** ODDS 3-1	21	21	18	16	16	16	16	20	18	18	17	16	14	14	15	15		6
	LEXINGTON — Veteran H. Meichon — Class: 271 Speed: 256																	BONUS #
U.S. **6** ODDS 8-1	11	13	18	28	21	21	20	18	17	16	15	15	15	15	13	12		9
	PLANET — Veteran T. Patton — Class: 268 Speed: 256																	BONUS #

HEAT RACING RULES SUPPLEMENT

1. The Start: In heat racing, the first horse to win TWO four mile heats is the race winner. Each four mile heat will begin at the one mile start position (the blocks immediately behind the FINISH line). The horses will, of course, have to go around the track four times to complete a four mile heat.

2. Post Position: In the second heat, the winning horse from the first heat will start from the Post Position #1 spot, the horse that placed second in the first heat will start from the Post Position #2 spot, etc. (You should retain each horse's ORIGINAL Post Position NUMBER and COLOR, but line up the horses to start according to the order of finish in the previous heat.) The same rule applies for a third heat, etc.

a. Should three different horses win the first three heats, it is recommended that you eliminate all the other horses and have the three heat winners race one more time to determine the race victor. Post Position (NOT NUMBER nor COLOR) can be determined by a coin flip or dice roll.

b. As an option to eliminating the non-winning horses after three heats, you may continue racing four mile heats until *one* horse finally wins TWO heats and the race.

3. Distancing Opponents: If a heat winner were to defeat one (or more) of his opponents by a certain distance, that (those) opponent(s) was (were) eliminated from further heat competition right then and there. If a heat winner were to defeat *all* of his opponents by a certain distance, then he was considered the race winner immediately and no further heats were considered necessary (this applies to first heats only since a horse who has won at least one heat can never be eliminated). To apply this realistic feature to WP&S, a winning horse is considered to have "distanced" his opponent(s) if he wins a heat by fifteen (15) spaces or more.

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The Fistic Scene

TOMORROW'S CHAMPIONS TODAY

BY JIM TRUNZO

It is the natural order of things that the weak die off and are replaced by the strong; this basic precept allows for the continuation of the species (for better or for worse) as we know it. Thus, since the world of sports is, as has been stated so many times, just a microcosm of life, the same principles apply to sports as well as to life. In boxing, as in other sports, age erodes the skills of the participants and, as always, "youth must be served". Yesterday's champions, the Ali's, Duran's, and Galindez's, must give way to those youthful, mirrored-images of their past: today's contenders . . . tomorrow's champions.

This being the case, while the current boxing scene is dominated by the names of Leonard, Hagler, Holmes, Cooney, Arguello, Spinks, and Hearns, to name just a few of those in the pugilistic spotlight, a number of new stars have burst upon the fistic firmament. Strong and talented and, in some cases, charismatic, these "young lions" appear ready to discard the label of "promising young talent" and advance to the status of serious title contender.

There are two distinct groups of young fighters presently waging wars in rings around the world: the first group consists of fighters like Ray Mancini, Jaime Garza, Edwin Rosario, DuJuan Johnson, Tony "Torito" Ayala, etc., who have established themselves and are already highly rated. In fact, Mancini has already claimed a title and several others among the group named have either already been involved in a title fight or will be by the time this article reaches publication. These fighters were included in the recently released card set for use with TITLE BOUT.

The second group of fighters making up "tomorrow's champions" are an impressive bunch who are just coming into their own. Of these, Bobby Czyz, Alex Ramos, and Davy Moore are receiving noticeable publicity (Moore recently annexed the WBA Jr. Middleweight title). Others such as welterweight Donald Curry and Bobby Joe Young, featherweight Bernard Taylor, and bantomweight Richie Sandoval are just beginning to punch their way into prominence.

What follows are capsule summaries of some of boxing's most talented newcomers. Briefly, their strengths and weaknesses will be examined, and a prognosis of their future will be attempted. Also, as has been the case in the past, ratings will be provided enabling you to create cards for the boxers. These ratings are representative of the fighters' current level of proficiency and should further enhance your TITLE BOUT game.

BOBBY CZYZ

Division: Middleweight
Record: 19-0 (14 knockouts)
Biggest Strength: strong chin, "heart"
Biggest Weakness: defense
Prognosis: Czyz could have trouble staying in the middleweight ranks. He's having some trouble maintaining weight and could outgrow the division. Czyz will win fights he should lose because of his determination and "guts" but a veteran, ringwise fighter who can take a punch will give Czyz fits if he can box smoothly. Czyz could end up a "Yaqui Lopez" type . . . always a top contender but never a champion.

BERNARD TAYLOR

Division: Featherweight
Record: 15-0 (9 knockouts)
Biggest Strength: good chin, quickness and handspeed
Biggest Weakness: questionable punch
Prognosis: Taylor can improve his punch somewhat with training and experience. A fine boxer, Taylor is ready for good fighters like Lockridge, who he'd beat, and LaPorte, who would be a very tough fighter for him. Pedroza would chop him up at this point and Gomez would stop him. In time, he could be champ.

GARY GUIDEN

Division: Jr. Middleweight
Record: 37-5 (34 knockouts)
Biggest Strength: true power puncher
Biggest Weakness: only fair defense and punching accuracy
Prognosis: Guiden will always have the proverbial "puncher's chance" but doesn't have the all-around skills needed to be champion. His boxing leaves much to be desired and his chin hasn't been tested.

MARLON STARLING

Division: Welterweight
Record: 22-0 (7 knockouts)
Biggest Strength: fine boxer with good movement; excellent defense at this stage
Biggest Weakness: only fair power and chin
Prognosis: Starling will go as far as the division allows him to go. If the better fighters ahead of him leave the division, he might make it. Right now, fellow welterweights like Young and Curry will block his path to a crown.

DAVEY MOORE

Division: Jr. Middleweight
Record: 11-0 (8 knockouts)
Biggest Strength: World class power
Biggest Weakness: porous defense and susceptibility to cuts
Prognosis: Moore's a champion already and seems to be improving as a boxer. This is essential because Moore gets hit *too much, too hard.* His reign will be a short one if he is matched against the wrong fighters at this stage (like Ayala or Benitez) but can handle everyone else in the division while he learns his trade.

ALEX RAMOS

Division: Middleweight
Record: 16-0 (11 knockouts)
Biggest Strength: Intelligence, fine boxer with excellent jab
Biggest Weakness: Lack of aggressiveness and questionable chin
Prognosis: Ramos could be an excellent champion someday. He is patient and willing to learn. Many skills and a fine all-around fighter. As an amateur, Ramos went down rather easily, which, of course, could be fatal in the pros. It hasn't happened yet, however. Right now, could take Hamsho, Parker, Davison, Scypion, and their ilk. Fletcher is a possibility if Ramos could handle that type of pressure at this stage.

BOBBY JOE YOUNG

Division: Welterweight
Record: 16-2 (15 knockouts)
Biggest Strength: Awesome power with bonus of accurate punching ability at this point of his career
Biggest Weakness: Endurance and defense
Prognosis: Young will be a force to be reckoned with in the welterweight division. The youthful competition is fierce, however. Young can be outboxed right now and needs to improve his defense before challenging for the title. His competition hasn't been bad but he needs polishing. Still, his power always makes him a threat and his weaknesses can certainly be corrected. Could be champion within two years.

DONALD CURRY

Division: Welterweight
Record: 12-0 (9 knockouts)
Biggest Strength: All-around ability; decent in every area and improving
Biggest Weakness: no one area stands out; lack of good competition
Prognosis: Better all-around than Starling or Young but not as powerful as Young or as fast as Starling. Curry would be my bet to win the welterweight title and can handle most of the top contenders right now. I would take him over Stafford or Cuevas at this point in his career.

TONY TUCKER

Division: Heavyweight
Record: 10-0 (10 knockouts)
Biggest Strength: legit heavyweight power
Biggest Weakness: terrible defense and possible lack of desire to "pay the price"
Prognosis: A long ways away! Needs improvement in all areas and just doesn't fight enough to really evaluate with accuracy.

JACKIE BEARD

Division: Featherweight
Record: 12-1 (9 knockouts)
Biggest Strength: Good, accurate puncher
Biggest Weakness: Only fair defense, small in stature
Prognosis: Beard has possibilities but fights out of the Kronk stable and has been hand-fed thus far. Needs to fight a better calibre of opponent in order to be accurately judged.

ROGER STAFFORD

Division: Welterweight
Record: 20-2-1 (10 knockouts)
Biggest Strength: Good endurance; decent hitter
Biggest Weakness: Could be a more accurate puncher
Prognosis: Stafford made his mark by *stopping former champion Pipino Cuevas* on national television. Since then, he has continued his winning ways and was scheduled to meet Leonard and fight for the crown. Stafford is a solid, all-around fighter. He has no glaring weaknesses but conversely, he has no standout quality, either. His chin is a very good one, taking all that Cuevas threw his way; but the question is whether he is a good enough boxer to outpoint a Leonard or if he is a good enough slugger to trade with a Hearns. I don't think he is either one. A top contender deserving of a title shot? Yes. A champ? Doubtful.

RICHIE SANDOVAL

Division: Bantomweight
Record: 13-0 (11 knockouts)
Biggest Strength: Ability to throw punches nonstop
Biggest Weakness: Inability to pace, stamina, defense
Prognosis: Sandoval hopes to do what his brother, "Superfly" Alberto Sandoval, could not . . . win the bantomweight title. Sandoval hits hard enough and seems to have the chin to accomplish the feat. He has won two fights against tough Harold Petty, both of which have gone the distance. In a division containing two tough champions and several fine contenders, Sandoval must bide his time.

ROBBIE SIMS

Division: Middleweight
Record: (unavailable, but only loss was to Bobby Czyz)
Biggest Strength: Hand speed and punching accuracy
Biggest Weakness: Lack of above average power
Prognosis: Sims appears to be a good fighter, who like so many others, comes up, a little short of championship material. He will beat his share of middleweights, especially brawlers that he can outbox. However, he is a cut below the top contenders and I don't see him making it to the top like his brother-in-law, Marvin Hagler.

HECTOR CAMACHO

Division: Jr. Lightweight
Record: 13-0 (6 knockouts)
Biggest Strength: Fantastic hand speed
Biggest Weakness: No punch to speak of
Prognosis: Camacho is still a young kid (19 yrs. old) who probably will outgrow the Jr. Lightweight division before he can fight for the title. Too bad because it isn't

an overwhelming division talent-wise and with experience, Camacho could probably grab a title from the likes of Bazooka Limon, Rolando Navarette, etc. Superfighter Edwin Rosario would end all his hopes of unifying a title (Rosario isn't a title holder yet, but you better believe it's just a matter of time!). Camacho can definitely outbox the boxers but the big bombers in the lightweight division like Arguello and Mancini would be too much for him at this time.

KIKO BEJINES

Division: Bantomweight
Record: (unavailable)
Biggest Strength: impressive knockout record, but . . .
Biggest Weakness: questionable chin
Prognosis: An enigma and thus hard to rate, Bejines supposedly has excellent power but the "warm bodies" he has put away make it questionable to say the least. Against fighters who could at least move, Bejines has landed some clean shots but failed to put anyone down, let alone out. Possibly, he is a better boxer than a slugger, which he tries to be. Lots of publicity but not the real thing, in my opinion.

UPDATES AND REVISIONS FOR NEW TITLE BOUT PLAYER CARDS

Heavyweights:
1) Larry Holmes: CFS: 11.
2) Gerry Cooney: CFB: 9; CFS: 10; KOR: 2; END: 85; DEF: +2; PL: 1-41.
3) Randy Cobb: CH: 5.
4) Trevor Berbick: DEF: Even; PL: 1-39; CFB: 9; Rating: 8.
5) Scott LeDoux: KDR 1: 5; CH: 6.

Light-Heavyweights:
1) Dwight Braxton: CFB: 10; CFS: 11; Rating: 10.
2) Saad Muhammad: CFS: 9; KDR 1: 3; KDR 2: 2; KOR: 2; TKO: 2, PL: 1-39; Rating: 8.
3) Mustapha Wassaja: KDR 1: 4.

Middleweights:
1) Ron Harris (note: ratings are based on past performances-inactive as of late).
2) Dwight Davison (the following ratings are based on this fighter's performances, not on his skills and potential): Rating: 8; Agr: 5; HP: 8; CFB/S: 8/8.
3) Curtis Parker: CH: 5; END: 105; KOR: 1.
4) Frank Fletcher: CH: 6; END: 110; TKO: 1; KOR: 1; DEF: +4.
5) Mustapha Hamsho: Rating: 9; CFS: 9; PL: 1-41.
6) "Caveman" Lee: Rating: 6; KDR 1: 4.
7) Alan Minter: (now retired) KDR 1: 5; KOR: 4; KDR 2: 3; DEF: Even.
8) Vito Antuofermo: (now retired) CH: 8; CFB: 8; PL: 1-36.

Jr. Middleweights:
1) Roberto Duran: CFB: 8; CFS: 9; HP: 7.
2) Tony Ayala: KOR: 1.
3) Charlie Weir: KDR 1: 5; KOR: 2; Rating: 8.
4) Tadashi Mihara: CFB/S: 9/8; KOR: 4.
5) Thomas Hearns (as a Jr. Middleweight): HP: 8; DEF: -2.

Welterweights:
1) Sugar Ray Leonard: HP: 9.
2) Thomas Hearns: DEF: -2.
3) Randy Shields: CFS: 8; KDR 1: 3; CH: 7; Rating: 8.
4) Roberto Duran: HP: 7; CFS: 9.
5) Bruce Finch: KDR 1: 6; KOR: 4; Rating: 6.
6) Babs McCarthy: PM: 39-62; CL: 63-71; RM: 72-78; FI: 2; FO: 1; CU: 2; KO: 1.
7) Clint Jackson (now fighting as both a jr. middleweight and middleweight): Rating: 9; CFB: 9; CFS: 9; HP: 8; KDR 1: 2; KDR 2: 1; KOR: 2; AGG: 9.

Jr. Welterweights:
1) Saoul Mamby: Rating: 9; CFB: 10; CFS: 9.
2) Lennox Blackmore: CFS: 9; KDR 1: 4.
3) Jo Kimpuani (correct spelling).

Lightweights:
1) Roberto Elizondo: CH: 5.
2) Edwin Viruet: CFB/S: 8/9; Rating: 7.
3) James Watt (retired).

Jr. Lightweights:
1) Cornelius Boza-Edwards: DEF: +2; KOR: 2; CH: 5.
2) John Verderosa: CFB/S: 9/9; KDR 1: 4; DEF: +4.
3) Rolando Navarette: HP: 8.

Featherweights:
Eusebio Pedroza: Foul: C.

Jr. Featherweights:
1) Leo Cruz: Rating: 8; CFB/S: 10/9.

Bantomweights:
1) Jeff Chandler: HP: 8.
2) Lupe Pintor: KDR 1: 2.

Flyweight:
1) Candido Tellez: Rating: 8; Style: Boxer.

RATINGS: Where number ranges are used, only the final number of the range is given. Simply follow the numerical sequence to establish the range. For example, if a fighter's Hook was H3/2 (26,31), his Hook ranges would be (?-26) for his three point range and (27-31) for his two point range. The ? would be replaced by the number following the fighter's last 2-point JAB number. Also, the second KO heading is the column used for knockout strategy.

NAME	CFB/S	HP	KI	K1	K2	KO	CO/H	TKO	AGR	END	DEF	FI	FO	CU	KO	PL	PM	CL	RM	F	J3/2	H3/2	CR3/2	CB3/2	UC3/2	S/R
RAMOS	9/9	8	4	4	2	2	6/3	3	6	90	E	2	3	2	2	43	61	70	78	A	10/20	21/33	41/53	56/64	68/80	B/S-9
YOUNG	9/9	9	6	3	1	2	6/3	2	8	80	+2	2	2	2	2	39	63	69	78	A	7/15	23/31	43/50	63/70	75/80	B/S-9
CURRY	9/9	8	5	3	1	2	5/3	3	7	90	E	2	2	2	2	41	61	68	78	A	9/23	30/40	47/59	62/74	76/80	B/S-9
TUCKER	8/8	9	6	3	2	3	5/3	3	7	75	+6	2	2	2	2	39	62	72	78	A	4/12	24/35	38/50	55/65	68/80	S-7
BEARD	8/8	7	5	3	2	2	6/2	3	8	90	E	2	3	2	1	41	61	69	78	A	6/14	22/33	39/47	53/69	71/80	B/S-7
CZYZ	9/9	8	6	2	1	1	5/4	2	9	95	+5	3	2	1	2	38	64	72	78	B	5/13	21/33	41/53	61/73	76/80	S-9
TAYLOR	9/9	6	5	2	2	2	5/4	2	7	85	-2	1	3	2	1	41	60	68	78	A	4/20	24/35	38/50	53/67	69/80	B-9
GUIDEN	8/9	9	6	3	1	3	5/5	3	8	85	+2	3	1	1	3	39	63	71	78	B	3/15	18/29	32/44	48/65	68/80	S-8
STARLING	9/9	7	5	3	2	2	6/2	3	8	85	-2	2	3	2	1	43	61	68	78	B	9/20	27/41	44/54	57/69	71/80	B/S-9
MOORE	9/9	9	7	3	1	2	5/4	2	9	80	+4	3	2	1	2	38	64	71	78	B	5/13	22/34	39/47	52/65	71/80	S-9
STAFFORD	10/10	8	6	2	2	2	5/3	2	9	90	+2	3	2	1	2	38	63	69	78	B	3/10	18/34	40/54	56/67	70/80	B/S-10
SANDOVAL	9/9	9	6	2	2	2	6/3	2	9	75	+2	2	2	2	2	39	62	71	78	B	9/18	26/34	39/47	52/68	72/80	S-9
SIMS	9/9	7	4	3	2	3	5/3	2	8	85	E	2	2	3	1	41	61	68	78	A	3/15	18/29	32/44	48/65	69/80	B-8
CAMACHO	8/9	6	4	2	2	2	6/2	3	8	85	-2	2	3	2	0	43	61	68	78	A	4/21	25/42	44/50	54/65	68/80	B-8
BEJINES	8/9	7	6	3	1	2	5/4	2	9	90	E	3	1	2	2	41	62	69	78	B	8/20	26/34	39/47	52/67	70/80	B/S-8
Bonus Fighter:																										
Art FRIAS	8/8	7	5	4	2	3	5/6	3	9	90	+4	3	2	1	1	39	63	71	78	B	6/15	18/34	39/50	52/65	71/80	B/S-6

THE SPORTING MUSE . . .

RAMBLINGS ABOUT THE GREAT BASEBALL TEAMS OF THE PAST

By RICHARD BERG

It is now my favorite time of the year—World Series (or thereabouts . . . humor me for the sake of argument). The air is crisp—although if Montreal is in the Series it might be a bit too crisp—and the tension is thicker than Ted Turner's wallet. And with the World Series comes the usual talk of "dynasty", the media's flashword for the hype it bestows on the World Series winner, mostly for the purpose of getting you to read their paper, that this year's winner was the greatest, this year's Series the best, or whatever.

All of this led me to ruminate the other day about what actually were baseball's best teams. Initially I thought that this would be a fairly easy thing to decide; ultimately it proved to be very difficult. After coming up with an initial list of 30-plus teams I could see that this was going to be relatively unworkable unless I set some guidelines. I therefore decided to use the decades (e.g., 1901-1910, 1911-1920, etc.) as natural dividing lines to guide selection.

Remarkably enough, each decade seems to have its own particular flavor. Avoiding baseball's formative years (1876-1900), if only for purposes of sanity and brevity, we find the modern era's first decade dominated by pitching and speed; the teens as a transitional period of relatively little flavor or drama; the twenties as the emergence of the long ball and the growth of baseball into its status as the national pastime; the thirties as the era of the heavy—and prolific—hitters; the forties as a period of, for lack of a better word, regression; the fifties as "The Golden Years" (unless you lived outside New York); the Sixties as the Expansion Years; and the Seventies, the consolidation of power and speed into the Age of the Specialist.

Within those periods of time there was usually one team that stood out, one team that dominated play. This is not to say that other teams were not good, or even great. For example, this method eliminated one of my favorite teams, the 1922 St. Louis Browns; probably the best team to not win a pennant. The Browns led the A.L. in hitting (.313), slugging (.455), ERA (3.36), stolen bases (135) and were second in double plays. George Sisler hit .420, the outfield of Jack Tobin, Baby Doll Jacobson and Ken Williams hit .331, .317 and .332 respectively, with Williams leading the league with 39 homers. Urban Shocker (24-17) and Elam Vangilder (19-13) led the league's top staff. Yet they finished one game behind what I consider to be a relatively mediocre Yankee squad. All of which, if nothing else, points out the futility of statistics.

1901-1910

From 1901 to 1913 three teams completely dominated the National League; the Pittsburgh Pirates, led by the incomparable Honus Wagner, John McGraw's New York Giants, and our subject in question, the Chicago Cubs. No other NL team won a pennant during those years, and the rivalry reached its zenith in the fabulous year of 1908, when the Cubs, thanks at least partly to the infamous Merkle-fails-to-touch-second incident, finished only one game ahead of both the Pirates and the Giants.

Perhaps the best team of all in those early years was the 1906 Chicago Cubs, the team with the most single season wins (116) and highest winning percentage (.763) of any team in modern history. That they lost the World Series in six games to the "Hitless Wonders" across the city, the White Sox, does not in any way dim their luster as the finest team of the decade. The Cubs dominated the league in virtually every area. On the field and at bat they were led by "The Peerless Leader", first baseman Frank Chance (who also managed the club!). Hall-of-Famer Chance hit .319, scored 103 runs (in a non-offensive era in which *teams* sometimes averaged little over than two runs a game!) and stole a league-leading 57 bases. The middle of the infield was bolstered by the somewhat over-hyped Johnny Evers and Joe Tinker, with the under-rated Harry Steinfeldt (.327 and a league-leading 83 RBIs) at third. Wildfire Schulte, the team "slugger", played left and hit .281 with 7 HR's (third best in the league) and 13 triples, which led the league, while Johnny Kling did most of the catching while batting .312.

To today's fans, none of these figures will seem overly exciting. However, you have to remember that, while the basic rules remain unchanged, it was, in many ways a different game. Fielding gloves were small, stiff and used almost solely for protection rather than the ability to catch the ball. Then there was the ball itself: it remained in play until it got lost, which meant that, unless someone hit it deep into the stands (fans were required—often by force—to return all balls hit into the stands!), the same ball remained in play. Adding the fact that the inner core of the ball was not wound as tightly as it is today, giving it less of a "hop", by the middle innings the ball was scruffy, dirty and banged up. It wasn't easy to hit. This produced a style of play in which as soon as someone got on base, the standard theory of the day was to use speed (stolen base, hit and run) or guile (a *lot* of bunting) to get him into scoring position. Essentially, teams rarely, if ever, played for the Big Inning; one run was often enough to win.

This type of play fit especially well with the Cubs' marvelous pitching staff. The team ERA was a mind-boggling 1.76, virtually a half-run better than the nearest team. The dean of this incredible pitching staff was Mordecai "Three-Finger" Brown (actually known in those days as "Miner" Brown), an athlete whose disfigured hand (yes, he did have only three fingers) enabled him to

throw all sorts of unusual stuff. In 1908 Brown had his greatest year, winning 26 of 32 decisions with a stunning 1.04 ERA. Jack Pfiester also won twenty for the Cubs (20-8, 1.56) while young righty El Reulbach chipped in with a 19-4 mark and a 1.65 ERA. Rounding out this deep staff were Carl Lundgren (17-6, 2.21) and two mid-season arrivals: Orvie Overall and Jack Taylor, both 12-3. The staff allowed an average of only 6.64 hits per nine innings, the lowest figure in major league history. And if consistency is your bugaboo, the Cub staff in this era has the three lowest team ERA's in modern history (1907, 1.72; 1909, 1.75 and 1906 with 1.76). Only Connie Mack's great Athletic teams of 1909-10 come anywhere near these numbers. (Chicago's team batting average of .262 was best in the league and 23 points higher than the league average, while they also led the league with 212 stolen bases and fewest errors. As a matter of fact, they committed 143 errors fewer than the hapless Cardinals, who "boasted" a regular shortstop with a Fielding Average of .860!)

And if dominance is your yardstick, the second place Giants finished 20 games out.

1911-1920

Of all the decades, this one posed the most problems. Baseball was slowly evolving into the style and feeling of the game as we now know it: gloves were starting to look like mitts, the ball had a bit more juice in it, and hitting stats started to reflect better balance between pitching and hitting. In the National League, a whole variety of teams, few of them outstanding, vied for the top spots, while in the American League, three teams stand out. At the beginning of the decade, the Philadelphia Athletics and their "Million Dollar infield" (Stuffy McInnis, Ed Collins, Jack Barry and Frank Baker) were the team to beat, while at the end of the era it was the White Sox, led by Joe Jackson and Eddie Collins (again), with great help from pitcher Ed Cicotte, who looked like the team of destiny (until the volcanic tragedy of 1919). But firmly wedged right in the middle were the Boston Red Sox. Now while I would dearly like to list the Babe Ruth Red Sox as the team of destiny, I'll somewhat reluctantly cast my vote for the earlier, and probably better, 1912 Red Sox. The 1912 Red Sox won 105 games, with the Senators a distant (14 games) second, then went on to beat the Giants in the Series 4 games to 3.

While not an overwhelmingly dominant team like the '06 Cubs, the Red Sox were still a team to reckon with. At the plate, their star was Tris Speaker, who hit .383 (3rd in the league behind Cobb and Jackson) with 53 doubles (best) and 9 HR's (2nd best). He also led all outfielders in assists, DP's and chances. While clearly the MVP of the team (and the league, for that matter), he got immeasurable help from first-baseman, manager Jake Stahl (.301), third-baseman Larry Gardner (.315 with 18 triples) and young Duffy Lewis in rightfield. Young Harry Hooper, also a future Hall-of-Famer, was in left but had an off-year with a .242 average. Matching Speaker's performance at the plate was one of baseball's greatest pitching years, that of the 22-year old Smokey Joe Wood. Smokey Joe, who would hurt his arm only a few years later and end up as an outfielder on the pennant-winning 1920 Indians, won 34 and lost 5, with a 1.91 ERA and 35 complete games. For good measure he added 10 shutouts. And these weren't just early-era, pre-hitting numbers; the league batting average was a respectable .265 and teams averaged 4-5 runs a game. Wood simply was overpowering (although not alone that year; Walter Johnson went 32-12 with a 1.39 ERA and 303 K's). Wood was joined by 20-9 Hugh Bedient (2.92) and 19-game winner Buck O'Brien (2.57).

And a bit of nostalgia: 1912 was not only Boston's first pennant, it was the first year in Fenway Park.

1921-1930

If baseball was worried in the first decade whether anyone was ever going to get on base, by the end of its third modern decade they were worried whether they could keep anyone off. Whereas pre-1920 team ERA's in the low 2.00's were common, and teams scrounged for one run at a time with batting averages that resembled the weights of running backs, by 1930 you had the phenomenon of seeing a squad with a team batting average of .315 (Philadelphia Phillies) and a player of such immense talents (Chuck Klein) that could produce 59 doubles, 40 HR's and a .386 average and finish dead last!! (Of course, the team's "world's worst" ERA of 6.71 is more indicative of the Phillies' merits than their batting average; then again, the '30 Phillies are a story unto themselves.) What had happened? They had hopped-up the baseball so that just to hit it meant to send a rocket screaming into the farthest reaches of the Stadium. And who was responsible for this change? One man, the single man most responsible for baseball as we know it today, George Herman "Babe" Ruth. No need to chronicle the saga of Ruth, except to note that with his rising star rose the fortunes of the New York Yankees. Winning their first pennant ever in 1921 (when Ruth slugged at an .846 clip, helped greatly by his 59 HR's), the erstwhile Highlanders captured six of the decade's pennants, along with four World Series. The high-point of this streak was undoubtedly the ferocious 1927 Yankees. Suffice it to say that in winning 110 games to finish 19 games ahead of the Athletics (whose roster boasted seven future Hall-of-Famers!), the Yankees led the league in runs, RBI's, triples, homers, walks, and batting and slugging average. Oh yes, they also led the league in ERA. They were never out of first place for a single day, and in October they simply blew away a capable Pirate team in four straight. Awesome.

1931-1940

If offense is your cup of tea, then the thirties were your idea of baseball heaven. The HR may not have been king, but a goodly number of players were starting to belt the ball all over the lot. While hitters never quite reached the empyrean heights of 1930 they certainly did their best trying. The feats of such greats as Simmons, Greenberg, Terry, Gehrig, Manush, etc., are (fairly) well-known. But look at the stats of some of the lesser-known players. In 1930, the Indians came up with a young firstbaseman named Eddie Morgan, who hit .349 with 47 doubles and 26 HR's. He followed this with a .351 season including 33 doubles and 11 HR's. He then quickly faded from view only to be replaced by the ill-starred Hal Trosky who, in his rookie year, belted out 45 doubles and 35 HR's to go with a .330 average. Two years later he

was up to .343, 45 2B, 9 3B and 42 HR's. And how many of you remember Dale Alexander? He broke in with the Tigers in 1929 with a .343 year, 43 doubles, 15 triples and 25 HR's, to go with a league-leading 215 hits. Succeeding years of .326 and .325 led up to his league-leading 1932 season at .367. By the end of 1933 he was out of baseball (and not with an injury!). And then there were the St. Louis Browns, who managed to attain a team ERA of over (*way* over) 5.00 for six years running (or rather walking).

In picking the best team around, I am forced to bypass the excellent Giant and Athletic teams of the decade, and even relegate the Gas-House Cardinals to a back seat to choose the second generation of the Yankee dynasty, as exemplified by the Joe McCarthy-led 1936 Yankees. Here we find Gehrig in typical form with a .354 year, coupled with 49 HR's and 152 RBI's (Trosky's 162 took the title). Bill Dickey chipped in behind the plate with a .362 clip, while rookie phenom Joe DiMaggio slammed 29 HR's, a league leading 15 triples (to tie with team-mate Red Rolfe), and a .323 average. Seven men hit ten or more homers and the infield of Gehrig-Lazzeri-Crosetti-Rolfe was flawless. As a team, the Yankees hit an even .300 and led the league in runs and homers (182).

The pitching was not quite up to super standards, although the team ERA of 4.17 led the league. Red Ruffing won 20 games, and the rest of the rotation included Lefty Gomez, Monte Pearson and Bump Hadley. They finished 19½ games ahead of second place Detroit (which lost both Greenberg and Cochrane to injuries in the early going), and they took the Giants in the series 4-2. This team then went on to win three more consecutive championships and in that stretch lost only one game to the National League winner.

1941-1950

Ah yes, the 40's. The war era. The Browns finally won a pennant and everyone put it down to the war. The Browns play a one-armed left-fielder named Pete Gray, who proceeded to hit better with one arm than seven other regulars with two. The Cubs and Tigers played a World Series (1945) which prompted one wag, when queried as to who he thought would win the Series, to answer "no one." Unfortunately, most of the play during that Series tended to bear him out. Forty-plus wheezers showed up in regular positions, and sand-lot bummers of the 30's, like Sig Jakucki, surfaced to have solid, respectable years. Conversely, some rather spectacular careers have been obscured by the "war era" stigma: Detroit's Hal Newhouser strung together six marvelous years from 1944 to 1949, including three when he won a total of 80 games and two consecutive MVP awards to go with two consecutive sub-2.00 ERA championships. He eventually won more than 200 games. How often do you hear his name? Then, of course, there was the glorious Jackie Robinson, whose appearance certainly does much to brighten the tarnish of this unusual decade.

As for the best team, I'll have to opt for the mid-decade St. Louis Cardinals, who won four league titles (and three Series) and finished second in five other years. All four winners were about the same—the Cardinals won mostly on consistency rather than spectacular play—but for argument's sake we'll single out the '43 squad. The beacon of this great Cardinal team, which won 105 games and finished 18 games ahead of a patchwork Cincinnati squad, was the young Stan Musial, who batted .357, to lead the league along with his top totals of 48 doubles and 20 triples. No other regular hit below .280 (and Slaughter was in the army to boot) with Walker Cooper chiming in at .319 and Harry "The Hat" Walker spraying hits for a .295 mark. Kurowski (.287), Musial and firstbaseman Ray Sanders (.280) provided what passed for power in those days with 13, 13 and 11 HR's respectively, while Marty Marion and Lou Klein anchored the infield. The pitching was far and away the best in the league, with an ERA (2.57) a full half-run better than the next best team. Mort Cooper won 21 with a 2.30 ERA, while Max Lanier posted a 1.90 ERA while chalking up 15 wins. Young Howie Pollett captured the ERA title with a 1.75 mark.

Surprisingly, this strong team got plowed under by one of the least distinguished Yankee winners of all time. (How many of you remember such Yankee stalwart regulars as Bud Methany and Butch Wensloff?) Who knows.

1951-1960

I don't care how many Series the Yankees won during the fifties (it was five), the team of the fifties was the Brooklyn Dodgers. While they were certainly a strong squad from 1946 on, they reached their zenith in the middle of the decade, culminating with their World Series victory in 1955. From 1946 through 1956 (and excluding only 1948 and 1954) the Dodgers either won the pennant or lost it on the last day. This was a team that did not have an overpowering pitching staff. Sure, they had Newcombe, Erskine, Joe Black, Preacher Roe, Johnny Podres, Clem Labine, and others. But none of the above were noted for consistency, and some were having great years while others were imitating Boom-Boom Beck. No, the Dodgers did not persevere on pitching. They won on defense, speed and, given the relativity of the eras, one of the best hitting teams of all time.

And to highlight that fact is the most ferocious of the fifties Dodger squads, the '53 Dodgers. Let's face it, when your eight hitter has numbers like .291 and 10 HR's you know you're going to score lots of runs. The Dodgers did that with consummate ease, scoring almost 200 *more* runs than the next best squad! As a team they batted .285 and slugged 208 HR's; eight members of the team hit 10 or more HR's. They also led the league in stolen bases and finished second in doubles and triples. They were simply awesome.

Lead-off man Junior (he wasn't Jim yet) Gilliam hit .278, had 100 walks and 21 SB's, and led the league in triples with 17. Pee Wee Reese followed at .271, 22 SB's and a sneaky power that lead to 13 HR's. (When the Dodgers won the pennant in 1947 Reese led the team in homers; how many of you knew that?) The great Duke Snider had one of his typical years, batting .336 with 38 doubles, 42 HR's and 126 RBI's followed by clean-up man—and MVP—Roy Campanella, who hit .312 with 41 HR's and a league-leading 142

RBI's. Rifle-armed Carl Furillo batted fifth and lead the league with a .344 average (despite breaking his hand in a fight with the Giant's Leo Durocher), plus 38 doubles and 21 HR's. Big Gil Hodges hit sixth, at .302 with 31 HR's and 122 RBI's with Jackie Robinson batting seventh with a .329 mark, 17 SB's and a .500-plus slugging percentage. That number eight man mentioned above? Billy Cox. And on the bench, Wayne Belardi slammed 11 HR's in only 163 AB's.

And if you grew up in the fifties (as I did), you got to watch them in one of baseball's great parks, Ebbett's Field.

1961-1970

The Sixties was a remarkable decade for baseball, the decade when the face of the baseball world was completely rearranged. It was also a decade of equally remarkable occurrences, such as the almost total collapse of the Yankee dynasty, the spectacular three-way American League pennant race in 1967, and, in a fitting irony for what was being considered baseball's centenary year, the triumph of the New York Mets, a team previously so incomparably bad that Jimmy Breslin once wrote. "They lose a lot of games by 1-0, 2-0 scores, the sign of a bad team; they also lose a lot of 14-0 games, the sign of a really dreadful team."

Perhaps indicative of the whole topsy-turvydum of the decade was the first successful race to beat the "unreachable" single season home run record of the immortal Ruth. And that year also produced the decade's finest team, the 1961 New York Yankees. Granted a lot of the league numbers for 1961 were inflated by some incredible personnel dredged up by the two expansion teams, but the Yankees were a powerhouse, regardless of the opposition. They won 109 games and walloped a record-setting 240 home runs. Roger Maris, as we all know, led the onslaught with 61 gophers, along with a league-high 142 RBI's. Teammate Mantle chimed in with 54 and a .317 batting average and 126 walks. Elston Howard led the team with a .348 mark, plus 21 HR's, while Skowron (28), Berra (21) and Blanchard (21—in only 243 AB's!) all hit more than 20. They also had great defense, with Bobby Richardson, Tony Kubek and Clete Boyer in the infield. On the mound, the old master, Whitey Ford, aided by a great bullpen year by a journeyman reliever named Luis Arroyo (15-5, 29 saves, 2.19 ERA), had the best year of his career; 25-4, 3.21 ERA. Six Yankee hurlers had better than 10 victories apiece (Terry, 16-3, Stafford, 14-9, Coates and Sheldon both 11-5) and only the sore-armed, bad year of Bob Turley stopped this from being one of the better Yankees staffs, stat-wise. It was an impressive debut for rookie manager Ralph Houk.

1971-1980

In the last ten or so years (including the present), it has been interesting to watch the developments in baseball as a game. It is my feeling that baseball has become a remarkably balanced game. No longer does the homer rule (except in Milwaukee); speed and the stolen base are again prevalent; batting averages are respectable, if not stratospheric, and the good pitchers still get mostly everyone out. It probably won't stay that way (nothing ever does), but it should be nice to watch for a few years.

In any case, the standout team of the last decade was fairly easy to determine: Cincinnati's Big Red Machine. And the best of the Red's era was the 1976 Reds who won 102 games, galloped past the Phillies 3-0 in the playoffs, and then blew the Yankees out of the park in the Series, four games to none. The Reds were almost perfectly balanced: they combined exceptional speed and power with great hitting, aided by an able staff and good defense. There were no outstanding hurlers on the Reds that year, yet seven men won 10 or more games. The young veteran, Gary Nolan, led the way with a 15-9 mark, while Pat Zachry led the staff with a 2.74 ERA to go with his 14 wins. The rest of the starting rotation included Don Gullett (sore-armed as usual), Fred Norman, Jack Billingham and Santo Alcala. Rawly Eastwick and Pedro Borbon anchored a tough bullpen.

It was at the plate, however, that the Reds excelled. The Reds as a team led the NL in every major offensive category, from homers to stolen bases. Joe Morgan had a fabulous year, hitting .320 with 30 doubles, 27 HR's and 60 SB's, while Pete Rose led the league in doubles (42) and runs (130) while batting .323. All three outfielders hit over .300 (Griffey, .336, Geronimo, .307, and Foster, .306) with Foster chipping in 29 homers and a league-leading 121 RBI's. Johnny Bench had an off-year behind the plate (but not in the Series, where he destroyed Yankee pitching), but Tony Perez at first base and Dave Concepcion at shortstop rounded out an excellent infield. The Reds also got maximum mileage from their bench, which included Dan Driessen, Doug Flynn and Bob Bailey. It's hard to see how they ever lost.

"GENTLEMEN, START YOUR ENGINES!" THE 1982 INDY 500

by WILLIAM HUGHES

The 1982 Indianapolis 500 was one of the most exciting races in Indy history. Gordon Johncock, driving his STP Wildcat-Cosworth, moved into the lead by lap 187 and barely hung on for the last 13 laps to edge out the fast-charging Rick Mears, who was the heavy favorite in his Penske-Ford, by a mere .16 of a second.

This year's race had its usual share of controversy, this time even before the start. On the fourth turn toward the green flag for the start, Kevin Cogan, in the front row with his Penske racer, abruptly swerved to the right, slamming into A.J. Foyt on the outside pole. Upon impact into Foyt's March, Cogan's car spun out, directly in the path of Mario Andretti's Wildcat. Andretti couldn't possibly avoid colliding dead center into Cogan's car. As a result of the crash, Andretti and Cogan were taken out of the race. Foyt was able to continue after getting the left front steering tie rod on the suspension of his car replaced. The collision also caused Dale Whittington's March to plow into Rick's brother Roger Mears' Penske from behind, putting both cars out of the race entirely. Andretti accused Cogan of incompetent handling of his Penske in the face of the pressure of his front row position. Cogan attributed the swerve to a broken constant-velocity joint on his right rear axle. Whatever the reason—the Indy had once again lived up to its reputation as a never-ending source of surprises.

Despite the mishap, the 1982 Indy developed into a true thriller once the race got under way for keeps. Foyt forged into the lead for most of the first 35 laps of the race, with Rick Mears, Johncock and Tom Sneva the closest in pursuit. But A.J. soon noticed some trouble with his gearbox, and began to fall out of the lead. Johncock took over first place at the halfway point, but he too was experiencing difficulty, having to wrestle the steering of his Wildcat for all he was worth. Foyt had been forced to pull out of the race by this point when his pit crew could not coax the gearbox to get out of third at lap 95. Before departing, Foyt did manage to put on a show for the fans, motioning his crew to stand aside while he flailed away at the gearbox with a mallet in typically flamboyant fashion. Meanwhile, Mears, whose Penske-Ford had posted a record 207 MPH qualifying record, used this opportunity to charge into first place by lap 110.

The rest of the race quickly developed into a duel between Mears and Johncock for first. Sneva fell out of contention when refueling problems in the pit at lap 154 cost him a full 54 seconds before he could take his Texaco Star back into the race. A blown engine later wiped out any chance for Sneva to win. Johncock, temporarily able to regain perfect control of his Wildcat, retook the lead from Mears on lap 160 (after a yellow light), beginning a thrilling two-man battle to the wire for the last 100 miles. Almost as soon as he had assumed the lead, Johncock felt the handling start to go again. An overheated left rear tire was causing Johncock's car to "push" through every turn, allowing Mears to get closer to the lead with each lap.

By that point, Johncock must have been wondering if the Indy was designed exclusively to torment him. The only Indy he had ever won previously was in 1973, when continual rain shortened the race to 332.5 miles and two people died in the wake of a fiery collision. He was leading the 1977 Indy with only 10 laps left, when a broken crankshaft forced him out of the race.

But Johncock was not to be denied this time. Mears gave him a reprieve at lap 183 when he took 22 seconds in the pit. He couldn't avoid bumping into Herm Johnson's car on entrance while his crew cost him precious seconds by unnecessarily filling up the tank on Mears' Penske. By contrast, Johncock breezed out of the pits in 13 seconds on the next lap. Still, Mears continued to close the gap until, at the last lap, Johncock's lead was less than .8 of a second. By now, the handling on Johncock's car had deteriorated to the point where it was as strong an opponent as Mears. But Johncock showed his true driving skills by blocking off Mears' attempt to slip past him on Turn 1 and winning by a car length.

It was a great victory for Johncock. His average of 162.076 MPH was only .936 short of the Indy 500 record. At last, Johncock would get his due as one of the great drivers in auto racing.

Below are the official prize lists, times and averages for the 1982 "500." Avalon Hill's new set of 33 driver cards for its USAC AUTO RACING game, reflecting this exciting Indy, are now available for purchase. Recreate Gordon Johncock's thrilling victory or—with just a slightly different turn of events—see Rick Mears come from behind to win the race! If you're interested in the Indy 500, then USAC is for you. Each of the 33 driver cards is front and back-printed with accurate driving statistics and a full-color photo, respectively. The set is available for only $6 from Avalon Hill, 4517 Harford Road, Baltimore, Maryland 21214. GENTLEMEN, START YOUR ENGINES!

OFFICIAL PRIZE LIST, TIMES AND AVERAGES FOR THE 1982 "500" MILE RACE

FINAL POS.	DRIVER	CAR NAME	TIME	LAPS	MPH	TOTAL PRIZES
1	Gordon Johncock	STP Oil Treatment Special	3:05:09.14	200X	162.029	$ 290,609.10
2	Rick Mears	The Gould Charge Penske	3:03:09.30	200X	162.026	215,859.09
3	Pancho Carter	Alex Foods Special	3:05:50.96	199X	160.614	103,559.09
4	Tom Sneva	Texaco Star	3:03:55.17	197	160.668	88,309.09
5	Al Unser	Longhorn Racing, Inc.	3:05:42.78	197X	159.116	60,325.75
6	Don Whittington	The Simoniz Finish	3:06:02.38	196X	158.031	57,159.09
7	Jim Hickman	Stroh's March	3:05:42.25	189X	152.662	59,209.09
8	Johnny Rutherford	Pennzoil Chaparral	3:01:03.85	187	154.917	50,329.09
9	Herm Johnson	Menard Cashway Lumber Special	3:05:26.92	186X	150.446	53,454.09
10	Howdy Holmes	Domino's Pizza/Team Shierson	3:05:32.63	186X	150.369	48,679.10
11	Bobby Rahal	Red Roof Inns March	2:51:00.78	174	152.620	47,989.10
12	Gary Bettenhausen	Kraco Special	2:44:43.33	158	143.879	49,679.09
13	**Hector Rebaque	Carta Blanca	2:41:10.39	150	139.601	55,115.76
14	Danny Sullivan	Forsythe-Brown Racing	2:23:11.57	148	155.036	46,889.09
15	Chip Ganassi	First Commercial Corp. Special	2:36:20.66	147	141.035	45,819.09
16	**Bill Whittington	Whittington Warner Hodgdon	1:59:58.01	121	151.292	43,779.09
17	Michael Chandler	Freeman/Gurney Eagle	1:45:23.08	104	148.029	48,269.09
18	Tom Bigelow	H.B.K. Racing/Vollstedt Eagle	2:24:09.81	96	99.887	44,289.09
19	A.J. Foyt, Jr.	Valvoline-Gilmore	1:32:26.54	95	154.150	71,239.09
20	Johnny Parsons	Silhouette/Tombstone Pizza/WIFE	2:08:12.03	92	107.644	42,919.09
21	George Snider	Cobre Tire	1:23:29.98	87	156.288	41,529.09
22	Danny Ongais	Interscope Racing	54:18.19	62	171.261	41,319.09
23	Jerry Sneva	The Great American Spirit	54:22.42	61	168.280	40,839.09
24	Chet Fillip	Circle Bar Truck Corral	1:06:44.75	60	134.840	40,539.09
25	Pete Halsmer	Colonial/Pay Less/WISH/Arciero	44:14.98	38	128.815	41,269.09
26	Tony Bettenhausen	Provimi Veal	31:13.96	37	177.699	40,429.09
27	Dennis Firestone	B.C.V. Racing	52:37.90	37	150.450	41,319.09
28	Geoff Brabham	Pentax Super	9:51.12	12	182.704	42,139.09
29	Josele Garza	Schlitz Gusto	1:00.75	1	148.148	40,489.09
30	Kevin Cogan	Norton Spirit Penske	00	0	000	44,769.09
31	Mario Andretti	STP Oil Treatment Special	00	0	000	44,279.09
32	Roger Mears	Machinists Union Racing Team	00	0	000	40,355.76
33	Dale Whittington	Whittington Warner Hodgdon	00	0	000	3,000.00
						$2,067,475.00#*

X — Cars running at finish
— New all-time record
* — Includes lap prize money and cash accessory awards
** — Penalized two laps—yellow passing violation

INDEX TO ALL-STAR REPLAY

A COMPLETE LIST OF ARTICLES THAT HAVE APPEARED IN AMERICA'S GREATEST SPORTS MAGAZINE

Compiled by William T. Hughes

FINALLY, we have gotten around to indexing all of the wonderful material that you have been reading all these years in ALL-STAR REPLAY! Want to know everything about the 1912 World Series and impress your friends with your incredible baseball knowledge? Then read Mick Uhl's fascinating article in Volume II, Number 1! Want to learn how to play Avalon Hill's classic boxing game, TITLE BOUT, by mail? Then read Craig Ransom's piece in Volume III, Number 1. We have arranged this article index by game title, in alphabetical order. Back issues of ALL-STAR REPLAY are available for $2.20. When ordering, make sure to specify Volume Number, followed by Issue Number. If the issue you want proves to be out of stock, we will photostat the article(s) you'd like to have. Specify the issue the article appears in, its title, and its author. There is a $1.00 photostat charge per page and a $5.00 minimum photostat order. If you have any further questions about back issues, do not hesitate to call Avalon Hill. Alternatively, you can write to us here in Baltimore, but please make sure to include a stamped, self-addressed envelope for us to reply in. ENJOY!

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1957 STATIS-PRO FOOTBALL CARDS ARE HERE!

1957 was a very unusual year in the annals of the NFL. Cleveland and Detroit met in the title game, and the Lions came out a surprisingly-easy 59-14 winner at Detroit's Briggs Stadium over the heavily-favored Browns.

Neither Detroit nor Cleveland was supposed to be in the championship picture, according to pre-season forecasters. The New York Giants and Chicago Bears were the favorites to meet in a rematch of the previous year's NFL title battle. But the Bears and Giants both had disappointing years in 1957, finishing three and two and one-half games out, respectively.

Detroit had a stormy path to the championship. Head coach Buddy Parker, frustrated with his team's lack of effort and motivation in training camp, abruptly resigned before the start of the season and was hired to coach the Pittsburgh Steelers. Assistant coach George Wilson was named to replace Parker. The sudden change woke up the talented Lions. Wilson used his team's depth to maximum advantage, even at quarterback, where he alternated Bobby Layne and Tobin Rote throughout the season. The system paid off when Rote was able to step in capably for the last few games of the year when Layne had gone down with an injury. John Henry Johnson was the team's leading ground-gainer with 128 carries for 621 yards, fourth best in the league. The Lions' strong point was their defense, which was led by Joe Schmidt and Jack Christiansen. Christiansen led the NFL with 10 interceptions and the Lions yielded the fewest yards per pass completion in the league (12.9).

The Lions won their last three games of the regular season to tie the San Francisco 49ers for the Western Conference title with an 8-4 record. Detroit was given up for dead when the 49ers took a 27-7 lead at halftime of the one-game playoff, behind the passing of Y A. Tittle and the running of Hugh McElhenny. But Rote rallied his team in the second half to post a 31-27 victory over the 49ers.

The major reason for Cleveland's turnaround from a 5-7 mark in 1956 to a 9-2-1 record and Eastern Conference crown in 1957 can be summed up in two words: Jim Brown. The fullback out of Syracuse took the league by storm in his rookie year, topping the NFL with 942 yards on 202 carries, 9 for touchdowns. Brown had the strength to out-muscle defensive linemen and the speed to elude defensive backs. He was the best runner of all time. Coach Paul Brown used his star fullback to wear down opposing defenses. With Brown occupying so much of the other team's attention, Cleveland had an easy time on those occasions when they chose to pass, picking up an NFL-high 9.6 yards per pass attempt. Tom O'Connell and Milt Plum were the quarterbacks; Ray Renfro was the team's deep threat, averaging an incredible 28 yards per catch. Lou "The Toe" Groza led the league by hitting 15 of 22 field goal attempts for 68.2%.

Cleveland also had an outstanding defense, though no doubt it was helped out by the offense's ability to control the ball for many minutes at a time behind the running of Brown. The defense gave up the fewest points in the NFL, 172. Cleveland yielded the lowest total passing yardage (only 1300).

There were plenty of other individual stars in 1957. Frank Gifford was a double threat for the New York Giants, rushing for 528 yards on 136 carries and catching 41 passes for 588 more. Tittle, McElhenny and Billy Wilson formed the nucleus of the 49ers' potent passing game. Tittle led the NFL in completion percentage (63%), and Wilson topped the league with 52 pass receptions. McElhenny caught 37 for 458 yards and rushed for 478 on 102 carries. The Baltimore Colts had their aerial attack in high gear in 1957. Quarterback Johnny Unitas threw for an NFL-high 2550 yards, with Raymond Berry accounting for 800 of those yards on 47 receptions.

The leading all-purpose yardage-gainers in 1957 were Woodley Lewis and Ollie Matson of the Chicago Cardinals and Jon Arnett of the Los Angeles Rams. Lewis gained 682 yards on kickoff returns, 175 on punt returns and 424 yards on pass catches. Matson was the Cards' top rusher with 577 yards, and he added 451 on pass receptions, 154 on kickoff returns, and 54 on punts. Arnett picked up 504 yards on kickoff returns plus 347 more rushing; the Ram halfback gained 322 yards on top of that on pass catches and capped his yardage accumulation with 85 more on punts.

There were other noteworthy happenings in 1957. It marked the last year for Elroy "Crazy Legs" Hirsch, the great receiver for the Rams. 1957 was quarterback Sonny Jurgensen's rookie season. Although Green Bay finished last again in the Western Conference, there were portents of better things to come. Bart Starr took over the top quarterback spot, Paul Hornung was the number one draft pick out of Notre Dame, and linemen Forrest Gregg and Bob Skoronski were finishing up their obligations in the military.

To get your set of 12 teams and 396 player cards for the 1957 season, send your check or money order for $15.00 plus 10% postage (20% in Canada, 30% overseas) to: THE AVALON HILL GAME COMPANY, 4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214.

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1958, CONT'D.

Unitas was a deserving winner of the game's Most Valuable Player award. The Colt quarterback completed 26 of 40 pass attempts for 361 yards and 1 touchdown. His favorite target, Berry, led all receivers with his total of 12 catches for 178 yards. Moore had 5 receptions for 99 yards. Ameche was Baltimore's top ground-gainer with 59 yards on 14 carries. For New York, Conerly and Heinrich combined to hit on 12 of 18 for 200 yards and 1 TD. Rote caught 2 passes for 76 yards and Schnelker a couple for 63. Gifford rushed for 60 yards on 12 carries and had 3 pass receptions.

But the statistical one-sideness was in no way a reflection of the competitiveness of this game.

Gifford: "We were playing a better team, yet we made them work harder than they ever did before they were able to win . . . The challenge of competition is to put every ounce of energy into your job, to keep fighting until there's no more time left. I don't think those ideals were ever reached quite as completely as we reached them that afternoon."

The impact of the game on the fans, players, and pro football in general was tremendous.

Webster: "The first five years I played, nobody knew who I was. I could walk down the street unnoticed. But right after that game, none of us could go anywhere without being stopped. We were in demand to make public appearances. One guy stopped me in the street just to say thank you. He said that game had been his greatest moment."

Interested in replaying this classic confrontation between the Colts and Giants? Then just turn to each team's charts—included in this issue—and use them with Avalon Hill's PAYDIRT game. Don't forget about a few differences in the rules that football went by in 1958. At that time, the goal posts were situated on the goal line of the end zone, not the back line. Also, all kickoffs were to take place from the 40 yard line rather than the 35. In addition, remember that after a missed field goal attempt, the ball was put in play at the 20 yard line, not the line of scrimmage.

INDEX, CONT'D.

"Advanced Rules for USAC Auto Racing." Dr. Rich Oksas. Volume II, Number 2

"Some Thoughts and Ideas on USAC or "Where do I go after Indy?" By Kyle Kristiansen. Volume II, Number 4.

"Turbo-Charged Rules For Auto-Racing." By Gordon Ashacker. Volume III, Number 2.

"The 1978 USAC Racing Season—A Fun-Filled Season With Avalon Hill's Professional Auto Racing Game." By Tom Ruesink. Volume IV, Number 1.

WIN, PLACE AND SHOW

"Win, Place and Show: A Review, Sort of." By Richard Sharp. Volume I, Number 1.

"Win, Place and Show—The Function of the Variables." By Tom Divoll. Volume I, Number 2.

"When Dice Talk, Horses Listen." by Tom Divoll. Volume I, Number 2.

"Getting Win, Place and Show into Harness." By Patrick M. Premo. Volume I, Number 4.

"The Sport of Kings (And Queens)—Win, Place and Show Preserves Family Unity." By R.M. Frowley. Volume I, Number 4.

"Quarter Horse Racing—Pure Speed Comes To Win, Place and Show." By Patrick M. Premo. Volume II, Number 2.

"Anybody Want A Piece of the Action?" By Lee Enderlin. Volume II, Number 2.

"Spitting the Appaloosas." By Patrick M. Premo. Volume II, Number 3.

"Win, Place and Steeplechase—or Where's Pegasus Now That We Need Him?" By Patrick M. Premo. Volume III, Number 1.

"Win, Place and Show—Horsing Around with the Formulas." By Matis Gottlieb. Volume III, Number 1.

"The Legend of Big Red." By Patrick M. Premo. Volume III, Number 2.

"Purchasing Stables in Win, Place and Show." By Kenneth G. Waido. Volume III, Number 2.

"Niatross Comes to Win, Place, and Show! (along with other all-time great harness horses)." By Patrick M. Premo. Volume III, Number 3.

"The Best Thoroughbreds of 1980." By Patrick M. Premo. Volume III, Number 4.

"The Best Thoroughbreds of 1981—are at the gate for Win, Place and Show." By Patrick M. Premo. Volume IV, Number 1.

"Horse Racing: An Informal History—A Background For Win, Place and Show Fans!" By Patrick Premo. Volume IV, Number 2.

DUGOUT, CONT'D.

game has undergone a complete re-write and is now vastly improved. It maintains all the realism of the board game, only it plays quicker to maximize your enjoyment. The game is $30.00 on disk and is adapted for computer TRS-80 models 1 and 3. For football buffs, our computer FOOTBALL STRATEGY game is available on disk for $21.00. Luck won't help in this game—it's up to you to "outthink" your opponent. You can even challenge the computer itself if you elect to play solitaire; the program will also provide stat totals in a two-player game. Similarly, BASEBALL STRATEGY faithfully re-creates the board game and is also programmed for solitaire or head-to-head play. By the way, an IBM version of FOOTBALL STRATEGY should be out by October 1st.

For arcade pak enthusiasts, Avalon Hill has two games out which will really test your hand-to-eye coordination. KNOCKOUT is a simulation of boxing which features high resolution color graphics where each player can control every action by his boxer with his joystick apparatus. It's so realistic you'll cringe each time your boxer gets hit. Available for your ATARI 400 or 800 with just 16K for $20.00. Avalon Hill is also offering a duet pak called ROADRUNNER/BOWLER. ROADRUNNER allows one or two players to select a type of race track and a time or lap race—then it's up to you to navigate the sharp turns while accelerating up to 200 MPH on the straightaways. BOWLER allows one to four players to simulate ten pin bowling while actually controlling the direction of the ball as it rolls down the lane! Now available for your ATARI 400 or 800 with 16K or 8K for PET CBM, 2001 for $15.00. As with all our products, with Avalon Hill's computer games, the word is "quality". Try them and you'll see.

While this issue features football as its theme (the 1958 article, Super Bowl recreation, Endurance Value ratings, etc.) and also includes the long-awaited INDEX to All-Star Replay, the next will center on horse racing. There will be a special article on the Triple Crown for WIN, PLACE & SHOW by our horse racing expert Pat Premo. In addition, as already noted, the SERIES REPLAY will be either a recreation of the '61 Series or a race for SPEED CIRCUIT. Speaking of SPEED CIRCUIT, we may be getting in additional tracks for the game in the not-too-distant future. It's also very possible that the next issue will contain an article on improving the ALL-TIME ALL-STAR BASEBALL/SUPERSTAR BASEBALL game, by the designer. And stay tuned to the pages of All-Star Replay for further developments with PENNANT RACE, our simulation game for replaying an entire baseball season.

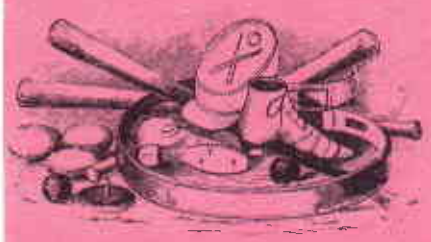
THE VICTORY OF MUSCLE OVER MIND

EXTRA! EXTRA!

ADVERTISE FOR LEAGUE MEMBERSHIP IN ASR!

If you are running (or thinking of running) an Avalon Hill sports game league, then why not run a free advertisement for league members right now? This ad will be seen by thousands (well . . . maybe hundreds) and could quickly turn you into the most popular person on the block! Just adhere to the format below and your ad will eventually see the light of day. Send to: Avalon Hill, 4517 Harford Road, Baltimore, MD 21214. THANKS!

FOUNDED:
TEAMS:
ACTIVE MEMBERS:
DUES:
ACTIVITIES:
REQUIREMENTS:
CONTACT:
MISCELLANEOUS:



Opponents wanted for: USAC, SC and/or REG within 30 miles of Bellevue, Washington. Chris Cunningham, 4526 150th PL. S.E., Bellevue, Washington 98006.

MLB Players! Play with the great teams and players from the past. Any team from 1876 on. $2.00 each; 10 or more teams, $1.50 each; individual players, .10¢. I use extensive research and stats. Chris Webb, Rt. 2, Wildwood Estates, Englewood, Tenn. 37329, (615) 745-5637.

TO BUY

For Sale: The all-time greatest pennant race—1915 Federal League. MLB ratings for all 218 players only $10. Write for info. Douglas Giles, 10217 Valley Forge, Maple Grove, MN 55369.

For Sale: MLB, SP PRO FT, AMOEBA WARS, GLADIATOR, MAGIC REALM, NBA, & many more—like new. Wanted or will trade for 1969 PD season. Send for details. Patrick M. Premo, 1240 Chipmonk Road, Allegany, NY 14706.

For Sale: 76, 79 MLB excellent condition. 78 NBA also excellent condition. Best offer, but will accept nominal price. K.A. Schmitt, 200 Bower #20, Bridge City, Texas 77611.

For Sale or Trade: 1979 KO excellent condition; $12 or will trade for MLB. Tony Davis, Rt. 2 Burton Road, Rogersville, TN 37857.

For Sale or Trade: BB ST excellent condition, for USAC. All-Star Replay: Vol. 1, No. 1; good condition—contest cutout. Make offer. Leon Crawford, 1114 Bell St., Beatrice, NB 68310.

For Sale: SP MLB cards, '50 AL, '64 NL, '67 AL, '55 World Series teams, '78, '79, '80 Major Leagues. Also 2 1978 Japanese teams. I have a long list of items of SP MLB, all in good condition. For more information call or write: Matt C. Ketter, 1523 Karin St., Ironton, Ohio 45638, (614) 532-4821.

AMERICAN BOXING ASSOCIATION

Founded—Now forming.

Teams—As many players as possible.

Active Members—3

Dues—T.B.A., no more than a few dollars.

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Contact—
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NOW AVAILABLE!

2nd EDITION STATIS-PRO FOOTBALL

...otball

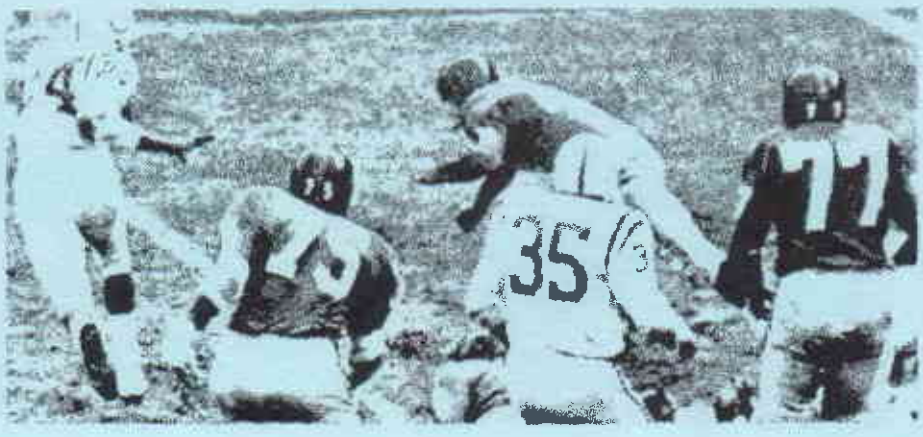
REPLICA
Generat Magazine Insert
X Mint ___ Cut ___ Photocopy
1958 SUPERBOWL
CHARTS FOR PAYDIRT
MINT
8.95

The remarkable 1981 ... s to recreate in Avalon Hill's ... LL! Upon its release in Augu... as the most highly detailed ... ket. With over 1500 players e... ate offensive and defensive ... ese players, the game was s... the amazing intricacies that ... As a coach, you can try to ... by repeatedly running plays ... ou might want to double-tea... ...om wreaking too much damage on your defense. It's all here—from two-tight end offenses to zone and man-to-man pass defenses. Blitz with your linebackers or defensive secondary, or fool 'em all with a play-action pass on 3rd and 1!

The 1981 season was astounding to most football fans in that the two Super Bowl participants bounced from rags-to-riches in some of the most exciting and grueling competition in the history of the sport. As coach of the Cincinnati Bengals or the San Francisco 49ers, you will be hard-pressed to duplicate their spectacular performances, but a quick glance at the 45 individuals that make up each of these two teams will tell you the best way to go about it. DID THE BEST TEAM WIN THE SUPER BOWL? Play the season and find out!

STATIS-PRO FOOTBALL has recently been released in a revised second edition that not only clarifies the original game but adds exciting and new realistic rules as well. For example, the old Injury Table has been considerably modified, team fumble recovery ratings have been added, the kicking game has been made slightly more realistic, and the timing system has been changed. Most importantly, the new rules booklet contains a four-page insert PLAYER AID SHEET which enables the players to quickly and secretly choose their plays and strategies on each down without the bother and hassle of individual cards for each separate decision. Without doubt, all real students of the sport will not want to miss this game!

STATIS-PRO FOOTBALL (2nd Edition) is available now for $24 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for postage. See you at the Super Bowl!



1981 San Francisco Offense

SE	Clark
LT	Audick
LG	Ayers
C	Quillan
RG	Cross
RT	Fahnhorst
TE	Young
FL	Solomon
QB	Montana
RB	Patton
FB	Cooper

FUMBLES LOST 1-22

Defense 3-4

DLE	Dean
DRE	Board
DNT	Reese
LLB	Harper
LLB	Bunz
RLB	Reynolds
RLB	Turner
LCB	Lott
RCB	Wright
TS	Williamson
FS	Hicks

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San Diego TE - 1981

Kellen Winslow

Pass Gain

	Q	S	L		Q	S	L
1:	33	17	67	7:	5	11	27
2:	21	16	53	8:	5	10	25
3:	11	15	42	9:	4	9	24
4:	7	14	36	10:	4	8	22
5:	6	13	31	11:	3	7	21
6:	6	12	28	12:	3	7	20

BLOCKS: +3

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San Francisco QB - 1981

Joe Montana

PASSING

	Com.	Inc.	Int.
Quick	1-39	40-48	
Short	1-31	32-47	48
Long	1-21	22-45	46-48

PASS RUSH

Sack	Runs	Com.	Inc.
1-9	10-30	31-43	44-48

Rushing - Long Rate: P

1:	S. Gain	7:	3
2:	9	8:	2
3:	7	9:	1
4:	6	10:	0
5:	5	11:	-1
6:	4	12:	-2

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1958 New York 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	DEF 5X	DEF 5X	OFF 15	DEF 5X	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15
11	5	6	9	5	4	INT 7	INT 18	TD	INT 16
12	7	5	5	3	DEF 5	DEF 5	DEF 5	DEF 5	DEF 5
13	DEF 5	7	5	2	5	12	INT 15	TD	PI 11
14	F-1	2	5	7	OFF 10	OFF 10	OFF 10	OFF 10	DEF 5X
15	9	3		8	OFF 5	OFF 5	OFF 5	OFF 5	OFF 10
16	3	DEF 5	5	3	6	15	19	26	36
17	2	1	6	1	4	12	18	22*	22
18	6	3	DEF 5	DEF 5	10	17	8	INT 23	21
19	DEF 15	DEF 15	DEF 15	DEF 15	30	8	18	46	
20	8	6	9*	2		10	26	PI 30	23
21	B	F+6	3	6	11*	3	21	DEF 5X	3
22	1	5	6*	1	23*	PI 7	QT	24	34
23	5	8	8*	8		6		34	12*
24	3	3	1	7		8		23	11*
25	1	5	4	2				21	9*
26	6	7	3	3	5		PI 12	25	7
27	2		F-3	B	12*	6	16	32	6
28	OFF 5	OFF 5	OFF 5	OFF 5	9	15	20	27	25
29	OFF 10	OFF 10	OFF 10	OFF 10	INT -2	12	11	49	18
30	B	9	2	F+5	15*	7	15	36	4
31	4	5	2	B	*	7	22		
32	4	2	5*	1	2	8		QT*	
33	2	4	1				16		
34	3	B*					*11		
35	4	3	B*	4	5	5	16		
36	2	4	5	1	QT	QT	16		QT
37		5	8	5	1*	8	DEF 5X		8
38		1	7	9	F+2	DEF 5X	18	47	OFF 5
39		7	DEF 5X	5	OFF 15	OFF 15	OFF 15	OFF 15	OFF 15

B	OI	# ON DICE
14	14	10
12	11	11
16	13	12
14	7	13
13	3	14
12	4	15
10	8	16
11	10	17
12	13	18
46	9	19
18	1	20
17	7	21
15	3	22
11	9	23
13	2	24
10	9	25
14	2	26
19	6	27
13	7	28
15	12	29
53	2	30
18	5	31
13	6	32
10	8	33
12	7	34
13	1	35
15	F-8	36
16	F-7	37
46	8	38
12	3	39

Fumble: Recovered 10-26 • Lost Ball 27-39

1958 Giants defense

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
A STANDARD 4-3-4	1				(1)	1	1			
	2				1		1	(9)		
	3				1	6	(2)		(13)	4
	4			1		(1)				
	5	1	5	1				INT 16	(16)	1
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(1)	1	1	(1)					
	2	1	3	1	1					6
	3	1	4	1	(4)		(4)	(15)		9
	4						1	(16)	OT	OT
	5						1	(45)	(TD)	27
C SPREAD 4-4-3	1			(1)			1		17	
	2			(2)			1			
	3		1	(2)		6	(5)			
	4		1	(3)						
	5		1	(4)	1	12		(35)	(34)	1
D PASS PREVENT SHORT 3-5-3	1					1	1		18	6
	2						1			7
	3			(5)		8	(0)			
	4								(14)	
	5	3			7				(15)	1
E PASS PREVENT LONG 3-3-5	1					5	2		20	
	2									4
	3	(7)			(8)		(8)			
	4					(1)		(16)	INT 31	(11)
	5	3			3					INT 0
F BLITZ	1				3	(22)	1		OT	
	2				1	5	3			
	3			8		OT	OT	OT		OT
	4				7			(16)	INT 33	(15)
	5	5	(55)			INT -1		(42)	(TD)	(32)

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
66	16	14*	9	OFF 15	26	10
25	31	OFF 10		OFF 10	4	11
OFF 5	OFF 10	DEF 5	6	21	DEF 5X	12
65	17	DEF 5X		11	OFF 5	13
43	12	51	12		29	14
68	8	50			31	15
52	22	54	10	9	5	16
OFF 5	33	24*		8	28	17
48	14	23*		29	21	18
64	10	55	1	DEF 5X	25	19
44		BK 5	42	11	DEF 5	20
63	DEF 15	47	40		35	21
55	23	44		5	OFF 10	22
51	2	35	F-1	27	11	23
50	21	38	5		17	24
53	20	36	6		14	25
51	19	34	3	DEF 15	7	26
64	11	41	DEF 15	9	26	27
69	27	53	14	12	4	28
42	29	61		TD	NG	29
61	F	31			30	30
46	OFF 15	43	11	52	9	31
54	40	42	5		12	32
58	15	39	1	8	18	33
52	16	37	6	12	25	34
56	14	41*	9	29	25	35
48	18	40	OFF 15	4	15	36
60	24	OFF 5	OFF 10	28	10	37
50	10	56	10	21	BK 10	38
70	34	F-15		F	3	39

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1958 Colts defense

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
A STANDARD 4-3-4	1	1	1	1	(0)	(3)				
	2	1	1	1	(0)		(23)		(11)	
	3	1	1	1	(1)					(2)
	4		(1)						INT 22	
	5								(21)	
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(0)	(0)	1	(0)	(0)				
	2	(1)	(0)	1	(0)			(17)		
	3	(3)	(1)	(3)				(17)	QT	(22)
	4			1		QT	QT			
	5							(31)	(28)	
C SPREAD 4-4-3	1	1	1	3	1	7				
	2	1	1	6	1	(0)			(14)	
	3	1	1	7	(5)			(8)		(4)
	4	(7)	(1)	11				(16)	INT 39	
	5				8				(23)	
D PASS PREVENT SHORT 3-5-3	1	1	1	1	1	8	(0)			
	2	1	1	1	1	(0)	(0)		(12)	(8)
	3	1	3	1	1			QT		
	4	(8)			5					
	5	(28)			3		INT 3	INT 16		INT 4
E PASS PREVENT LONG 3-3-5	1	1	1	1	1					(10)
	2	1	1	1	1					
	3	1	1	1	1	(15)		QT	QT	
	4				3	(18)			INT 25	(27)
	5				3	(16)				
F BLITZ	1	1	(2)	1	1	(23)			QT	
	2	1		1				(8)		(12)
	3	1		1		QT	QT	QT	22	QT
	4			6	4				INT 35	
	5	13		(16)	7			(20)	(22)	(TD)

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
50	27	52	17	30	9	10
70	DEF 15	48	2		OFF 10	11
OFF 5	16	50	1	F	DEF 5X	12
52	F + 20	38*	F		28	13
56	OFF 10	31	DEF 15		15	14
62	21	44	5		7	15
49		46	7		18	16
66	54	17*	3		6	17
61	31	49	1		12	18
69	25	OFF 10	13	TD	40	19
61	14	DEF 5X	20		19	20
63	OFF 15	30	3		10	21
48	29	33	13	OFF 15	16	22
58	6	OFF 5	16		16	23
51	14	39*	8	21	19	24
58	19	38	2		22	25
53	12	32	15	DEF 15	OFF 5	26
64	22	43	14		36	27
OFF 5	26	55	17		25	28
71	32	51	OFF 10	2	17	29
59	24	DEF 5	7		30	30
51	15	42	12	18	F-7	31
50	17	36	13	9	BK -7	32
57	9	37*	4	15	24	33
48	25	40*	OFF 15	13	33	34
53	20	34*		14	29	35
54	16	35*	15		23	36
52	18	41	11	OFF 10	DEF 5	37
60	35	F-13	1		30	38
72	57	F-25	2		13	39

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1958 Baltimore 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	9	DEF 15	5	1	OFF 15	OFF 15	OFF 15	OFF 15	OFF 15
11	3	B	3	4	OFF 5	OFF 5	OFF 5	OFF 5	OFF 5
12	OFF 5	B	*	7	DEF 5	DEF 5	DEF 5	DEF 5	DEF 5
13	1	B	OFF 15	1	11	DEF 5X	DEF 5X	DEF 5X	DEF 5X
14	4	OFF 5	9	8	F + 3	6	13	42*	PI 14
15	4	DEF 5	1	7	8	13	11	41	F + 18
16	DEF 5	B*		3	15	9	INT 16	PI 25	16
17	7	2	8	3	14	16	PI 12	30	TD
18	8	3	6	2	19	INT 10	12	OFF 10	47
19	OFF 10	OFF 10	8	DEF 15	27	PI 9	INT 15	26	QT*
20	1		OFF 5	B*	10	9	16		INT 11
21	5	1	6	5	12	6	17	23	28
22	3	F	5	6	4	5	22	28	6
23	F	9	7*	9	3	8	15	24*	9
24	B	6	1	OFF 5	9*	8	19	29	8
25		8	5*	5	7*	8	18	22	10
26	6	1	4	4		8	14		17
27	5	1	9	5	6	9	12		29
28	2	3	DEF 5	7	13	5	13		23
29	DEF 15	4	7	OFF 10	26	7	21		2
30	5	2	2	9	17	8	16		4
31	6	8	3	F	1	9	20		15
32	4	3	F-1	8	2		14*		13
33	5	2	2	6					14
34	5	5	B*					QT	11*
35	5	4	B*	3				INT 35	7*
36	4	7	4	8					
37	3	9	1*	DEF 5	2	11	13	TD	
38	5	1	3	2	OFF 10	OFF 10	OFF 10	OFF 10	OFF 10
39	2	3	8	B	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15

B	QT	# ON DICE
16	12	10
34	5	11
10	2	12
25	17	13
21	15	14
17	10	15
48	7	16
30	2	17
11	6	18
23	3	19
30	3	20
11	16	21
19	9	22
12	13	23
15	9	24
13	8	25
20	2	26
12	10	27
34	9	28
25	6	29
18	1	30
15	F-9	31
10	14	32
12	8	33
10	11	34
12	5	35
16	3	36
13	5	37
23	7	38
48	4	39

Fumble: Recovered 10-25 • Lost Ball 26-39

1958 Baltimore 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	9	DEF 15	5	1	OFF 15	OFF 15	OFF 15	OFF 15	OFF 15
11	3	B	3	4	OFF 5	OFF 5	OFF 5	OFF 5	OFF 5
12	OFF 5	B	*	7	DEF 5	DEF 5	DEF 5	DEF 5	DEF 5
13	1	B	OFF 15	1	11	DEF 5X	DEF 5X	DEF 5X	DEF 5X
14	4	OFF 5	9	8	F + 3	6	13	42*	PI 14
15	4	DEF 5	1	7	8	13	11	41	F + 18
16	DEF 5	B*		3	15	9	INT 16	PI 25	16
17	7	2	8	3	14	16	PI 12	30	TD
18	8	3	6	2	19	INT 10	12	OFF 10	47
19	OFF 10	OFF 10	8	DEF 15	27	PI 9	INT 15	26	QT*
20	1		OFF 5	B*	10	9	16		INT 11
21	5	1	6	5	12	6	17	23	28
22	3	F	5	6	4	5	22	28	6
23	F	9	7*	9	3	8	15	24*	9
24	B	6	1	OFF 5	9*	8	19	29	8
25		8	5*	5	7*	8	18	22	10
26	6	1	4	4		8	14		17
27	5	1	9	5	6	9	12		29
28	2	3	DEF 5	7	13	5	13		23
29	DEF 15	4	7	OFF 10	26	7	21		2
30	5	2	2	9	17	8	16		4
31	6	8	3	F	1	9	20		15
32	4	3	F-1	8	2		14*		13
33	5	2	2	6					14
34	5	5	B*					QT	11*
35	5	4	B*	3				INT 35	7*
36	4	7	4	8					
37	3	9	1*	DEF 5	2	11	13	TD	
38	5	1	3	2	OFF 10	OFF 10	OFF 10	OFF 10	OFF 10
39	2	3	8	B	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15

B	Q1	# ON DICE
16	12	10
34	5	11
10	2	12
25	17	13
21	15	14
17	10	15
48	7	16
30	2	17
11	6	18
23	3	19
30	3	20
11	16	21
19	9	22
12	13	23
15	9	24
13	8	25
20	2	26
12	10	27
34	9	28
25	6	29
18	1	30
15	F-9	31
10	14	32
12	8	33
10	11	34
12	5	35
16	3	36
13	5	37
23	7	38
48	4	39

Fumble: Recovered 10-25 • Lost Ball 26-39

1958 Colts defense

	# ON DICE	1 LINE PLUNGE (RUSHING PLAYS)	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN (PASSING PLAYS)	6 SHORT	7 MED	8 LONG	9 TIGHT END
A STANDARD 4-3-4	1	1	1	1	(0)	(3)				
	2	1	1	1	(0)		(23)		(11)	
	3	1	1	1	(1)					(2)
	4		(1)						INT 27	
	5								(21)	
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(0)	(0)	1	(0)	(0)				
	2	(1)	(0)	1	(0)			(17)		
	3	(3)	(1)	(3)				(17)	QT	(22)
	4			1		QT	QT			
	5							(31)	(28)	
C SPREAD 4-4-3	1	1	1	3	1	7				
	2	1	1	6	1	(0)			(14)	
	3	1	1	7	(5)			(8)		(4)
	4	(7)	(1)	11				(16)	INT 39	
	5				8				(23)	
D PASS PREVENT SHORT 3-5-3	1	1	1	1	1	8	(0)			
	2	1	1	1	1	(0)	(0)		(12)	(8)
	3	1	3	1	1			QT		
	4	(8)			5					
	5	(28)			3		INT 8	INT 16		INT 4
E PASS PREVENT LONG 3-3-5	1	1	1	1	1					(10)
	2	1	1	1	1					
	3	1	1	1	1	(15)		QT	QT	
	4				3	(18)			INT 25	(27)
	5				3	(16)				
F BLITZ	1	1	(2)	1	1	(23)			QT	
	2	1		1				(8)		(12)
	3	1		1		QT	QT	QT	22	QT
	4			6	4				INT 35	
	5	13		(16)	7			(20)	(22)	(TD)

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT RETURN	FIELD GOAL	# ON DICE
50	27	52	17	30	9	10
70	DEF 15	48	2		OFF 10	11
OFF 5	16	50	1	F	DEF 5X	12
52	F + 20	38*	F		28	13
56	OFF 10	31	DEF 15		15	14
62	21	44	5		7	15
49		46	7		18	16
66	54	17*	3		6	17
61	31	49	1		12	18
69	25	OFF 10	13	TD	40	19
61	14	DEF 5X	20		19	20
63	OFF 15	30	3		10	21
48	29	33	13	OFF 15	16	22
58	6	OFF 5	16		16	23
51	14	39*	8	21	19	24
58	19	38	2		22	25
53	12	32	15	DEF 15	OFF 5	26
64	22	43	14		36	27
OFF 5	26	55	17		25	28
71	32	51	OFF 10	2	17	29
59	24	DEF 5	7		30	30
51	15	42	12	18	F-7	31
50	17	36	13	9	BK -7	32
57	9	37*	4	15	24	33
48	25	40*	OFF 15	13	33	34
53	20	34*		14	29	35
54	16	35*	15		23	36
52	18	41	11	OFF 10	DEF 5	37
60	35	F-13	1		30	38
72	57	F-25	2		13	39

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1958 New York 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	DEF 5X	DEF 5X	OFF 15	DEF 5X	DEF 15	DEF 15	DEF 15	DEF 15	DEF 15
11	5	6	9	5	4	INT 7	INT 18	TD	INT 16
12	7	5	5	3	DEF 5	DEF 5	DEF 5	DEF 5	DEF 5
13	DEF 5	7	5	2	5	12	INT 15	TD	PI 11
14	F-1	2	5	7	OFF 10	OFF 10	OFF 10	OFF 10	DEF 5X
15	9	3		8	OFF 5	OFF 5	OFF 5	OFF 5	OFF 10
16	3	DEF 5	5	3	6	15	19	26	36
17	2	1	6	1	4	12	18	22*	22
18	6	3	DEF 5	DEF 5	10	17	8	INT 23	21
19	DEF 15	DEF 15	DEF 15	DEF 15	30	8	18	46	
20	8	6	9*	2		10	26	PI 30	23
21	B	F+6	3	6	11*	3	21	DEF 5X	3
22	1	5	6*	1	23*	PI 7	QT	24	34
23	5	8	8*	8		6		34	12*
24	3	3	1	7		8		23	11*
25	1	5	4	2				21	9*
26	6	7	3	3	5		PI 12	25	7
27	2		F-3	B	12*	6	16	32	6
28	OFF 5	OFF 5	OFF 5	OFF 5	9	15	20	27	25
29	OFF 10	OFF 10	OFF 10	OFF 10	INT -2	12	11	49	18
30	B	9	2	F+5	15*	7	15	36	4
31	4	5	2	B	*	7	22		
32	4	2	5*	1	2	8		QT*	
33	2	4	1				16		
34	3	B*					*11		
35	4	3	B*	4	5	5	16		
36	2	4	5	1	QT	QT	16		QT
37		5	8	5	1*	8	DEF 5X		8
38		1	7	9	F+2	DEF 5X	18	47	OFF 5
39		7	DEF 5X	5	OFF 15	OFF 15	OFF 15	OFF 15	OFF 15

B	QT	# ON DICE
14	14	10
12	11	11
16	13	12
14	7	13
13	3	14
12	4	15
10	8	16
11	10	17
12	13	18
46	9	19
18	1	20
17	7	21
15	3	22
11	9	23
13	2	24
10	9	25
14	2	26
19	6	27
13	7	28
15	12	29
53	2	30
18	5	31
13	6	32
10	8	33
12	7	34
13	1	35
15	F-8	36
16	F-7	37
46	8	38
12	3	39

Fumble: Recovered 10-26 • Lost Ball 27-39

1958 Giants defense

	# 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)	1	1			
	2				1		1	(9)		
	3				1	6	(2)		(13)	4
	4			1		(1)				
	5	1	5	1				INT 16	(16)	1
B SHORT YARDAGE 6-1-4 OR 7-1-3	1	(1)	1	1	(1)					
	2	1	3	1	1					6
	3	1	4	1	(4)		(4)	(15)		9
	4						1	(16)	QT	QT
	5						1	(45)	(TD)	27
C SPREAD 4-4-3	1			(1)			1		17	
	2			(2)			1			
	3		1	(2)		6	(5)			
	4		1	(3)						
	5		1	(4)	1	12		(35)	(34)	1
D PASS PREVENT SHORT 3-5-3	1					1	1		18	6
	2						1			7
	3			(5)		8	(0)			
	4								(14)	
	5	3			7				(15)	1
E PASS PREVENT LONG 3-3-5	1					5	2		20	
	2									4
	3	(7)			(8)		(8)			
	4					(1)		(16)	INT 31	(11)
	5	3			3					INT 6
F BLITZ	1				3	(22)	1		QT	
	2				1	5	3			
	3			8		QT	QT	QT		QT
	4				7			(16)	INT 33	(15)
	5	5	(55)			INT -1		(42)	(TD)	(32)

special team

KICKOFF	KICKOFF RETURN	PUNT	PUNT RETURN	INT. RETURN	FIELD GOAL	# ON DICE
66	16	14*	9	OFF 15	26	10
25	31	OFF 10		OFF 10	4	11
OFF 5	OFF 10	DEF 5	6	21	DEF 5X	12
65	17	DEF 5X		11	OFF 5	13
43	12	51	12		29	14
68	8	50			31	15
52	22	54	10	9	5	16
OFF 5	33	24*		8	28	17
48	14	23*		29	21	18
64	10	55	1	DEF 5X	25	19
44		BK -5	42	11	DEF 5	20
63	DEF 15	47	40		35	21
55	23	44		5	OFF 10	22
51	2	35	F-1	27	11	23
50	21	38	5		17	24
53	20	36	6		14	25
51	19	34	3	DEF 15	7	26
64	11	41	DEF 15	9	26	27
69	27	53	14	12	4	28
42	29	61		TD	NG	29
61	F	31			30	30
46	OFF 15	43	11	52	9	31
54	40	42	5		12	32
58	15	39	1	8	18	33
52	16	37	6	12	25	34
56	14	41*	9	29	25	35
48	18	40	OFF 15	4	15	36
60	24	OFF 5	OFF 10	28	10	37
50	10	56	10	21	BK -18	38
70	34	F-15		F	3	39

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