



Devoted exclusively to the
Strat-O-Matic Game Fan,
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Strat-O-Matic Game Co.

STRAT-O-MATIC REVIEW

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Jimmy Foxx Leader In Readers' Poll

Here Are Hall-Of-Fame Choices

An outfield carved out of the recent past, a first baseman with an "XX" slugging rating and a pair of teammates from the New York Yankee powerhouses managed by Casey Stengel will all be part of the next Hall-of-Fame baseball card set issued by the Strat-O-Matic Game Co.

Review readers in a recent poll have made their choices known as to whom they would like to see on the roster of the new American and National League HOFs. S-O-M fans would like to see, for instance, an outfield of Willie Mays, Hank Aaron and Roberto Clemente in the NL, Jimmy Foxx--the top vote-getter of all--in the A.L. infield and former Yankee sluggers Yogi Berra and Mickey Mantle handling the catching and outfield duties, respectively, for the A.L.

With 96 votes, Foxx was three ahead of Mantle and four in front of Berra when the final tally was tabulated. Second baseman Charlie Gehringer polled 91 votes, putting him fourth in the A.L. Over in the National, catcher Gabby Hartnett was the top choice with 91 votes, with Jackie Robinson second with 82.

The A.L. had a 1930s and '40s look to it, but the N.L. had a more modern appearance. Eddie Mathews, for instance, was another top pick in the infield, as was Ernie Banks, while Don Drysdale was one of the hurlers selected.

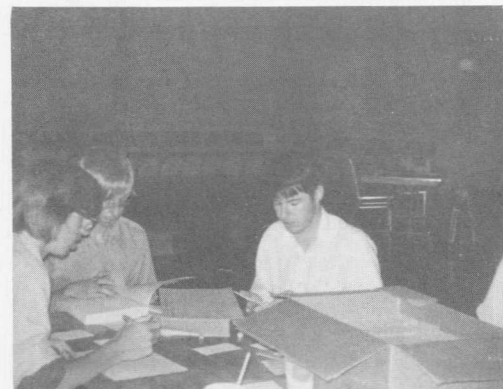
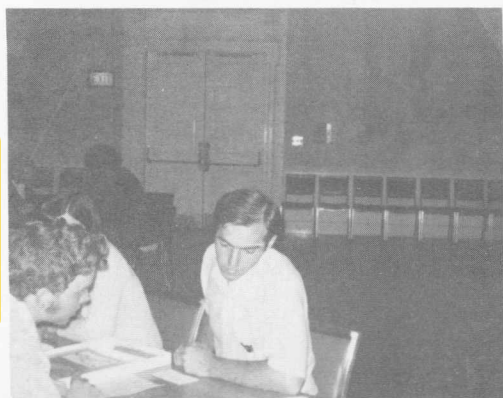
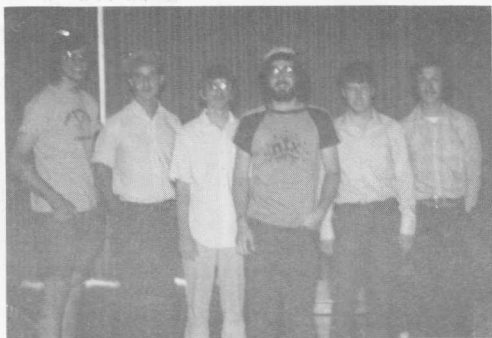
It's also interesting to note that as many as five black ballplayers will be included in the N.L. card set, yet only Elston Howard (a distant third in the A.L.'s voting for catchers) received much support in the American. Of course, many outstanding black athletes have not retired yet and aren't eligible for the Hall-of-Fame teams (remember, Aaron was allowed on the ballot because the current season is expected to be his last).

(continued on back page)

(Right) Three-year convention vets J.G. Preston (from left), Brad Furst, Bryan Simmons, Wolfman Shapiro, Robert Henry, Larry Steinberg.

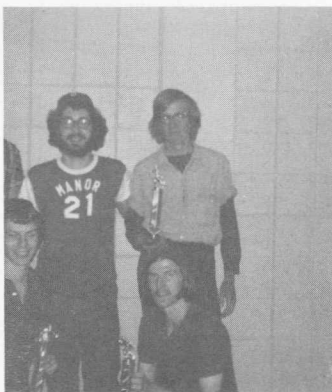
(Below) Steve Walters, right, cheered on by his wife, plays Randy Popp in elementary baseball game.

(Also below) Robert Henry (right) plays Robert Anderson in elementary baseball game. Jim Chanos is in center of picture. Box contains teams from Henry's mammoth S-O-M team collection.



Look At 1974 S-O-M Convention

(Below) Rick (Wolfman) Shapiro shown with three champions produced at summer convention at Champaign-Urbana, Illinois. Top right is Anderson (Chicago, IL), elementary baseball winner. Bottom left is Bart Ewing (Kansas City, MO), advanced basketball king. And bottom right is Harold Roughton (Urbana, IL), winner of the advanced football tournament.



Strat-O-Matic Spotlight

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PLAYERS REACT TO S-O-M CARDS

Mark Robley is more than just your average autograph hunter. He's joined the ranks of those who play Strat-O-Matic games and seek out players to sign their own S-O-M cards.

Robley, who lives in Salt Lake City, home of the Pacific Coast League Salt Lake Angels, made a summer project out of securing autographs from former major leaguers, having them ink their own S-O-M card. He also got the reaction of the players to the card and, in some cases, the game itself.

Many players such as Rich Hand, Chuck Dobson, Dave Sells, Ted Ford and Jerry Bell had no reaction at all. But, some of the others were quite interesting. Here are a few:

Eddie Bane - "Don't use me, I'll bomb!"

Mike Adams - "Is this for real?"

Mike Kekich - "What a [expletive deleted] year!" (He was referring to his 1972 card).

Gorman Thomas - "These [statistics] can't be real."

Mike Strahler - "A 4.37 with the Tigers?"

Brent Strom - "I'll bet you don't use me."

The most bizzare of all the autographs and ensuing reaction came from Ken Sanders, the former Fireman of the Year in 1971.

He signed the card, looked up and said, "What does this go to?" Robley answered that it was part of Strat-O-Matic, a table-top baseball game. Sanders then queried if the game was available in Salt Lake and Robley answered, "No, you've got to get it through the mail."

Sanders' reaction: "Well, next time you come to a game, just call me at [his number] and I'll get you tickets. Just bring the needed information and I'll buy that game. It looks interesting enough."

Robley did just that, brought Sanders the information about S-O-M. Whether Sanders is part of the Strat-O-Matic Family (and there are quite a few major leaguers in all of the professional sports world who do play the games) isn't known by Robley. He sure hopes so, though. "It couldn't happen to a nicer, more personable ballplayer."

THE 'BRAIN TRUST'

The Fly-By-Night Baseball Association (FBNBA) is an eight-player draft league that originates out of Hutchinson, MN. One notable difference in this league from many others is that all eight members graduated from high school this past spring, all are going to college and six were high school honor grads.

The league's membership consists of David Smith, Warren Potter, Wayne Mattsfield, Dan Prochnow, Randy Popp, Brian Wegner, Tom Getzke and John Olson. Olson, incidentally, graduated with the highest honors in a class of 202. Randy Popp went to the top of the class, however, when it came to S-O-M as he guided his Moscow Marauders to first place in the National League (over a 77-game season) and then won the league's world series. Popp's charges won 67, lost only 10. Tom Seaver, Jon Matlack, and Jim Rooker were outstanding pitchers, while the hitting assault was sparked by Pete Rose, Ralph Garr, John Grubb, Jose Cardenal, Ron Fairly, Doug Rader, Ron Santo, Nate Colbert, Ted Simmons and the team's "designated walker" Dick Dietz.

Jim Colborn of Mattsfield's Cairo Sheiks just missed a perfect game, facing 28 batters on the way to a no-hitter. Of all things, he walked Manny Sanguillen (who seldom walks) with two outs in the ninth inning. The league's other no-hitter was recorded by George Stone of the Hawaiian Diamonds (managed by Wegner).

SHORT SHAKES

...Roger Fahey of New York, NY, matched the new Old-Timer baseball teams in seven-game series' this summer and the 1911 A's turned out to be the champs.

In one early matchup, unheralded catcher George Gibson of the '09 Pirates throttled the '09 Tigers on the basepaths by cutting down nine of 16 would-be stealers. Donnie Bush was an "out" victim six of seven times, while even the

great one, Ty Cobb, was thrown out once. Chief Bender of the '11 A's pitched a no-hitter, while during one 16-game stretch the '05 Giants lost 12 games, with only Christy Mathewson able to chalk up wins...Detroit's Dick Sharon has no reputation as a power hitter. Yet he slammed four consecutive home runs, '73 season cards, not long ago as Jeff Russaul, Montoursville, PA, watched in amazement. Sharon hit three in one game, all off his own card against left-handed pitching (two off 3-5 and one off 3-6), and one against Bob Veale in the next game, off 5-10...Another close, but no cigar award goes to Mel Stottlemire of the 1973 New York Yankees. Mel gave up only one lonely hit to Chicago's Pat Kelly, a single, and it ruined his no-hit bid. Jeff Banks of Philadelphia, PA, was the gamester who shared Stottlemire's disappointment...While on the subject of autographs, Steve Irolla, who resides in New York state, not long ago got Duffy Dyer's signature on his New York Met card...Jim Marshall of Ocean City, NJ, keeps a continuous 63-team (1905-1973) league going in S-O-M Baseball. In eight years of solitaire play he's watched Walter Johnson record 10 shutouts, Christy Mathewson win 22 straight games, Warren Spahn pitch a 12-inning no-hitter, only to lose to the '67 Boston Red Sox in 15 innings, 2-1, Eddie Watt ('69 Orioles) win 17 games in relief, Ed Walsh pitch 37 consecutive shutout innings, the '62 Giants win 18 straight games, Ty Cobb steal seven bases in one game and Don Mueller ('54 Giants) sock three homers in one game...Jeff Dirgo, president of the North American Baseball Association, sent the Review a corrected version of his baseball rating system that earlier appeared in the June Review. Space doesn't permit a reprinting of his entire system, but needless to say his dice percentage figures are correct now...If you play the '72 Detroit Tigers you will never have to worry about an injury wipeout at first base. Tim Cawley, Downers Grove, IL, points out, counting the extra players, that the Tigers have eight players (Ike Brown, Norm Cash, Bill Freehan, Frank Howard, Paul Jata, Al Kaline, Jim Northrup and Tony Taylor) who can play the initial sack. Six of the eight are "4's", however...Victor Piacentile Jr. has been an S-O-M buff for the past four years, during that time playing over 5,000 games in head-to-head league and solitaire competition. He's had some noteworthy happenings, as you can well imagine. One was Ty Cobb's stealing 99 bases in a 100-game season, missing his 100th when he pulled a "12" while trying to swipe third base in the season's finale. Cobb stole 99 out of 116 attempts. Also, Piacentile reports he's witnessed six home runs in two successive games off the bat of Nate Colbert, Bob Feller striking out 17 in one game and no-hitters by Walter Johnson, Bucky Walters, Al Downing and Steve Carlton...The Miami Dolphins showed the N.Y. Jets and S-O-M gamester Robert Kutzik (Philadelphia, PA) why they went through the '72 season unbeaten as they crunched the Jets, 72-13. The Dolphins scored every time they had the ball but once in the first half. Larry Csonka gained 113 yards, Mercury Morris 118, Earl Morrall threw for two TDs and Bob Griese three as Miami rolled up 624 yards on offense...

What's Available At S-O-M?

FOOTBALL

- 1972 - All teams available. Cost \$10.50 for entire set; 75¢ per team.
1971 - All teams available. Cost \$10.50 for entire set; 75¢ per team.
1970 - Teams available include: Atlanta, Chicago, Green Bay, Los Angeles, New Orleans, N.Y. Giants, Philadelphia, St. Louis, Washington, Boston, Buffalo, Cincinnati, Cleveland, Denver, Houston, N.Y. Jets, Pittsburgh, San Diego. Cost \$7.50 for entire set of teams available; 75¢ per team.
1969 - Only teams left are Buffalo, Cincinnati, Denver, Houston, Miami, San Diego. Cost is \$3.75 for entire set, 75¢ per team.
1968 - Atlanta and New Orleans only teams available. Cost \$1.25 for both.

BASEBALL

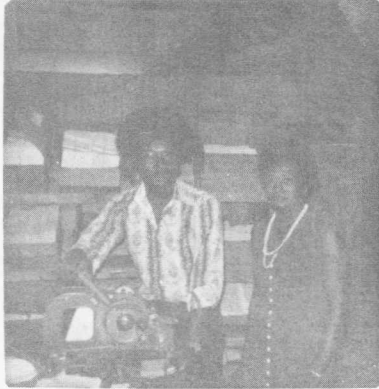
- 1972 - All teams available. Cost \$9.75 for set, 60¢ per team. 96 additional players are no longer available.
1971 - All teams available except San Francisco Giants. Cost \$9.50 set, 55¢ per team. All orders should be placed with the Strat-O-Matic Game Co., Inc., 82A S. Bayles Ave., Port Washington, NY 11050 (include 25¢ handling)

Mother-Son Team Part Of S-O-M Family

Can a French major who minored in chemistry and economics in college find happiness in the world of sports table games?

And can a woman, with a growing family to raise, climb the step ladder of success and find happiness in a position with supervisory duties over almost an entire male work force?

The answer to both questions is an affirmative "yes" regarding James Williams, one of the key personnel in the Strat-O-Matic Game Co. hierarchy under owner Harold Richman, and his mother, Mrs. Pauline Williams, who has been with S-O-M the longest of any of the employees.



Mrs. Williams once upon a time worked as a housekeeper for the Richman family. She joined Hal and S-O-M in 1962, working part-time when the work load of processing orders became too much for one person. In 1964 she became the first full-time employee of the game company and as the company grew her responsibilities increased until now she is in charge of the shipping department.

"January is probably the busiest time of the year for me," says Mrs. Williams, "because that's when the baseball cards are being collated for shipping. Actually, new card time any part of the year is a busy time."

It's Mrs. Williams and a small work force of family and friends who collate all the cards when they come back from a New York city printer. Individual player cards come back in groups of 500 and have to be sorted or collated into teams--a mighty

large undertaking. All the collating is done in her home, in Brooklyn, NY, and once Mrs. Williams relates some one broke into the truck with the boxes of players and stole a box containing all Lou Brock cards. "Can you imagine a person going around trying to sell packets of 500 Lou Brock cards? They were of no value to them. Now, people seldom bother us as far as theft, although not long ago wires were ripped out of the company's new van when frustrated thieves tried unsuccessfully to steal the van parked in front of my house."

Collating usually takes three to four weeks to complete, and then the cards, assembled into teams, are taken to the game company and ready for shipping. "Besides the collating, the hardest part of my job is training new people to work in the shipping department," relates Mrs. Williams. "Every part of the country has different shipping rates--most of which I know by now by heart--but it takes time to have others learn it."

In addition to her son, Mrs. Williams also has her sister Dorothy working (she makes up complete games for shipping), while her husband drives the S-O-M van on its many journeys picking up games and cards in New York, delivering retail orders to the nearby area, etc.

James, 27, and according to S-O-M insiders the best of the game company employees at playing the S-O-M Football game (Richman admits there are many others who play the game better than he does), has a multitude of jobs...handling correspondence, testing the games (all of which he's good at), plus he was the first to contact stores in the New York area for retail sales of S-O-M games.

James has been with the game company now full-time for four years. He had worked summers prior to that, mostly typing orders and doing some shipping, while attending Johnson C. Smith College in Charlotte, NC, where he graduated with the French major and chemistry and economics minors. "I was a case worker for two months after graduation, and then I was drafted," relates James. "When I came back from the service I decided I wanted to make S-O-M my future, and here I am."

James speaks glowingly of his boss: "He (Richman) is a genius when it comes to creating games. Right now he's working on a college football game that's totally different than anything S-O-M has put out so far."

Richman is quick to give the Williams family accolades for the smooth-working operation and quick service S-O-M gamemasters all over the world have come to know and expect. "Hal doesn't come into the shipping area much anymore," laughs Mrs. Williams. "He has so many other things to attend to, plus I'm not so sure he knows how to ship out orders anymore," she says with a smile.

One thing Richman does know without a doubt (in addition to how to create games) is the importance of the Williams family to the growing success of S-O-M. Richman and the Williams family have made a great team since the early days of S-O-M and will continue to do so in the future.

Editorial Viewpoint

What About Re-Issuing Old Cards?

One of the burning issues that has been flaming across the pages of the Review month after month deals with the question of re-issuing Strat-O-Matic teams of the 1960s.

This summer Review editor Del Newell and his wife Mary Jane had the pleasure of visiting the Richman family (Hal, Sheila and children Ann and Adam) in Port Washington, NY, where they make their home and also where the game company is located.

The question was posed to Harold Richman as to whether the game company would re-print old card sets? Excluding the financial reason (that it would cost the company too much to reproduce old card sets) which the Review had emphasized in the past, Richman mentioned another reason--what he considers the key to the whole debate.

"People, whether they bought S-O-M games and card sets in the 1960s or today are making an investment in the company," points out Richman. "The success of the company makes these investments worth more as time goes along (ads in the Review point out how much more early card sets are worth than what was paid for them). Sure, when the games and cards were first bought the pleasure from using them was the big thing. But the next year the investment in last year's cards isn't a total loss because the value remains the same. People know they can still get the same price they paid for selling the cards they invested in. The longer they have the cards, the more likely the value of their investment will increase. And, that goes for people who have just bought S-O-M products and were unable to buy them earlier. To re-issue old card sets would make, in a sense, all of those previous investments worthless."

Although Richman did not mention the logistics of trying to reproduce old card sets, it was obvious from viewing the game company that it would be impossible to store and be able to ship card sets for the past 13 years in baseball and five in football. Remember the collating process used as mentioned in the story about Pauline Williams? How could this be done for all those teams every year?

Also, many thousands of gamemasters who own older card sets have no doubt remained silent during the debate for fear of being labeled "fat cats" who are lording it over the "have nots". But, still, their investments should be protected, too. Many people are collectors; stamps, older model cars, etc. To re-issue what they have been collecting for years, and probably at great expense, would be unfair.

The Review's stand has and continues to be one of, perhaps an all-star team from both the American and National Leagues of the 1960s. That way younger S-O-M fans could play the greats of yesteryear and the collectors and investors could still be protected.

Although some S-O-M players are still not going to be convinced that all the game company has to do to recreate teams of the past is push a button, hopefully most will realize that this is the only course the game company can take--not re-issuing teams of the past.

Guest Columnist

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How Play-By-Mail Leagues Operate

BY JEFF GUTERMAN
Roslyn, NY

Probably the most often asked question posed lately by Review readers has been about how to operate a play-by-mail league. Many articles have attempted to describe the process, but most have left readers with some degree of uncertainty. Hopefully, this article will satisfactorily describe the PBM method.

There are many types of leagues that may be set up. Whether for baseball, football or basketball, different variations may be utilized. I will attempt to explain these variations in depth.

In baseball, first of all, a draft league can be held. In solitaire play it is simple--each manager is present at draft time and it is held. When holding a draft by mail, draft lists have to be used. Every manager must send such a list of all players eligible. If there's to be 10 teams, with 25-man rosters, every manager should list his top 250 players in order of preference. Then the first, second, third, etc. picks are given at random. In your draft you may limit the selections from one league, to one division, or use all the teams in both leagues.

STRAIGHT TEAMS LEAGUE

The second type of baseball league is the straight team league. Trading should be allowed usually, and you should have a waiver list. Weaker teams are thus given an opportunity to strengthen themselves. If not, managers of such teams as San Diego or Texas might quickly lose interest and drop out.

HI-LO LEAGUE

The third type of league is called "hi-lo". It works in the following manner: Each manager sends a list of every team available. When the draft is held it is on a team basis and each manager receives two teams--usually a top (or hi) finishing team in real-life and a lower (or lo) and from both must select 25 players. For instance, an excellent draft under the hi-lo system would be the New York Mets (strong pitching) and the Atlanta Braves (strong hitting). The strength of one would offset the weakness of another, and vice-versa.

HOW TO PLAY BY MAIL

In football and basketball, the above mentioned leagues can be followed. The only difficulty would be a draft football league. I know of some leagues that use a draft by selecting different lineback and flat pass defensive cards, etc., as well as individual cards on offense and names (accompanied by ratings) for the linemen and the defense.

Now that you have an idea how the different types of leagues are set up, next I will explain the play-by-mail process, something that requires a great deal of organization but also something that can bring great satisfaction to both league commissioners and managers.

A play-by-mail league really begins with a commissioner's dream, and usually an ad in the Review. As soon as replies to the ad are received, the league is launched. An address sheet should be sent to all members and any rule changes from the printed Strat-O-Matic instructions should also be included in one of the first mailings. It should be noted that a league fee will be necessary in most cases, especially if a newsletter is published. The entry fee should be somewhere between \$2-5.

If a draft or "Hi-Lo" selection is being held, you must hold the draft as soon as possible. If a straight teams league, trading should begin after a period of one to two weeks. If you wish, trading could be permitted during the season. After this, the schedule should be made and distributed. A draft or "Hi-Lo" league must set up its own schedule, but a straight teams league may follow the real-life schedule.

A FUNCTIONING LEAGUE

For every series a manager has away, he must send an instruction sheet. Whether the series be for three or as many as 12 games, the instruction sheet remains basically the same. You list your starting pitchers, when to relieve, whom to relieve with, lineups, pinch-hitters, and what strategy to use (regarding infield depth with a runner on third, stealing bases and having runners advance the extra base, etc.). When you are the home team, you follow your opponent's instruction sheet. In football it is similar. You list lineups, where to run (side of line), whom to pass to, etc. Basketball is the most difficult to put on an instruction sheet. You must list lineups, when and whom to substitute for, etc. More strategy situations arise in pro basketball than any other sport.

WHAT ABOUT STATISTICS?

This is an area seldom mentioned by others who have discussed play-by-mail leagues. Probably the best method would be to have every manager compile his own statistics. After every series he compiles his stats. Many times the league commissioner wants a copy of the stats after each series. Some leagues have the commissioner keep a set of every team's stats, as this provides a double-check on the accuracy of the records.

GUTERMAN'S OWN EXPERIENCES

The play-by-mail baseball league that I belong to is G.U.S.S.O.M.O., or the Greater United States Strat-O-Matic Organization, whose commissioner is Jeff Fleischman, a 19-year-old sophomore-to-be at Temple University. The league is a 24-team straight setup, allowing trades. It has been in existence since 1972 and now is in its third season.

My second league is the Mid-Coastal Football league (MCFL). Tom Nelson, 24, and a earth science teacher, and Emery Kurts, 25, an employee of the Santa Maria Times, formed the league back in 1971 with Steve Kepplinger, who was forced to drop from the league in 1972. The ages of the league's members range from 15, to a 24-year-old lawyer. Such well-known S-O-M personalities as Brad Furst and J.G. Preston also belong to the MCFL as it enters its fourth season.

Rating The Old-Timer Teams

The power-hitting 1965 Minnesota Twins and the pitching-rich 1965 Los Angeles are in Mike Gilbert's Old-Timer baseball team spotlight this month. Remember those two contrasting teams? They won their respective American and National League flags that season and the Dodgers finally emerged triumphant in the World Series, four games to three.

Remember when looking over the ratings, they are taken as an average on a straight curve from all the Old-Timer teams. Exceptions are for pitchers (both starters and relievers) and bench, both of which Mike has based on his own opinion. The rating scale used is as follows: 1--Poor; 2--Fair; 3--Good; 4--Excellent. Note also that the first column in each category refers to team average and the second (in parentheses) to individual average.

1965 Los Angeles Dodgers

Average	-	1.0	[.257]	Lineup to think about:	
Stealing	-	4.9	[C+ .75]	1. Willis	SS-2
Running	-	3.9	[1-14.2]	2. Davis	CF-1
Power	-	1.5	[7.9 HRs]	3. Gilliam	3B-3
Fielding	-	2.4	[2.2]	4. Fairly	RF-2
Starters	-	4.9	--	5. Johnson	LF-3
Relief	-	4.0	--	6. Lefebvre	2B-3
Bench	-	2.0	--	7. Parker	1B-1
				8. Roseboro	C-2
Totals	-	24.6			

[continued on following page]

Average	-	1.5	[.268]	<u>Lineup to think about:</u>	
Stealing	-	3.7	[D+ .75]	1. Versalles	SS-2
Running	-	2.1	[1-42.7]	2. Hall	CF-2
Power	-	3.8	[17 HRs]	3. Oliva	RF-2
Fielding	-	1.5	[2.7]	4. Battey	C-2
Starters	-	1.5	--	5. Killebrew	3B-4
Relief	-	3.3	--	6. Mincher	1B-3
Bench	-	3.0	--	7. Allison	LF-3
Totals	-	20.4		8. Rollins	3B-4

Comments: This is an all or nothing lineup that either scores a lot or doesn't score at all. The trick is to hit home runs when runners are on base and try to avoid doubleplay situations. Jim Kaat and Camilio Pascual are the only decent starters, but they are backed by a good duo in John Klippstein and Al Worthington. Pull the usual defensive trick of taking out whoever you can if you are leading, trying to make the infield sieve a little tighter.

Next month: The 1967 St. Louis Cardinals and Boston Red Sox.

Russell Inserra, who heads up a small five-team baseball league in Terre Haute, IN, has taken a cue from Rusty Staub's plight in last year's World Series and created a different type of chart for regulating injuries.

Since Staub was injured but yet was able to play, Inerra set up his chart to provide for players to still be in the game, although injured, but their fielding, throwing and running to be sub-par. Remember Staub played--in fact he had 11 hits--but his throwing arm was almost nil because of his injury.

Here is the chart: [if injury occurs, first roll two die]

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2 or 12 -- Pick split number for amount of games injured.  Player may be used as
           pinch-hitter while injured.
3 or 4 -- If an outfielder or catcher, deduct two from throwing arm; or if
           throwing rating is "0" or above, add two to rating.  If infielder,
           deduct one from fielding rating [if already a "4", just pick for
           injury].  If pitcher, deduct two from point of weakness.
5 or 6 -- Deduct one from fielding rating [or add one, depending].  If rating
           is "4", just pick for injury.
7-10 -- Pick split card for injury.
11 -- Deduct three from running and deduct one letter from stealing.

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Note: On Nos. 3, 4, 5, 6, 11, pick split number for number of games injured, after limitations of injury are known.

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New Look To S-O-M Fielding

Here's Chart For Errors, Range, DPs

BY MIKE ABBEY

When Steve Barkan's article, "How S-O-M Ratings are Computed," appeared, it was a fine gesture on the part of the game company, especially since their formulas must remain proprietary to guarantee continued success and divulgements, such as Mr. Barkan made, show just how highly S-O-M values its customers.

The so-called Grich controversy can be easily solved. The Fielding Chart is constructed so that three divisions can be made from 1-18; 1-6 can be termed a "Range" section and contain only hits and outs; 7-12 can contain only outs and errors and be termed the "Error" section; finally we could have the "Double Play" section where the ground outs go from six DPs for a "4" fielder, to zero DPs for a "1" fielder.

In 1973, Grich and Tito Fuentes both had excellent years as far as avoiding errors. However, Morgan, based on what S-O-M research found, is a superior glove man. In my system, Morgan's fielding "1" would become a 1-1-1, but Grich would be a 2-1-1 (range-2, error-1, DP-1), since he led the AL and even Morgan in DPs.

Using Mr. Barkan's example of Ted Kluzewski, Big Klu would be a 4-1-1 (bad range, few errors, DP in doubt so use S-O-M figure), but guys like Dick (Dr. Strangelove) Stuart and Marv Thorneberry would be 4-4-4. This system is especially applicable to 1973 where Harmon Killebrew (F-4) and Spencer (F-2) both had excellent fielding percentages (.998 and .999, respectively). Killer would now be a 4-1-4 and Spencer a 2-1-2.

More on double plays: Kansas City led the majors in DPs last year but, with Cookie Rojas and Fred Patek only "2s", it isn't likely they could do the same in an S-O-M replay. With my system, they would be 2-2-1. Double plays and errors are both based on statistics and can safely be added to the game by the gamer without affecting its accuracy. Range, however, is best determined by the game company which is capable of research beyond the scope of the majority of game players. S-O-M's determination of range, as described by Mr. Barkan, points out how misleading stats can be.

A rival game company, for instance, determines fielding solely on the fielding percentages and throwing strictly on outfield assists, leading to some very unrealistic player ratings. It was because of this shortcoming of stats that I was reluctant to change Grich to a "1" as the article said a gamer might do. This is the same as saying all S-O-M's research was done in vain and that errors alone determine the fielder's value.

Here is a sample fielding chart for Shortstop:

Split #	F-1	F-2	F-3	F-4	
1	A	S-1	S-2	S-2	
2	A	S-1	S-2	S-2	
3	A	C	S-1	S-2	<u>RANGE</u>
4	A	A	C	S-2	
5	A	A	C	S-1	
6	A	A	A	S-1	
7	A	1E1	1E1	1E1	
8	A	2E2	2E2	2E2	
9	1E1	A	A	1E1	<u>ERROR</u>
10	A	A	A	1E1	
11	1E1	A	1E1	B	
12	A	1E1	A	B	
13	A	A	A	B	
14	A	A	A	B	
15	A	A	B	B	<u>DOUBLE PLAY</u>
16	A	A	B	B	

(continued)

17	A	C	C	C	<u>DOUBLE PLAY</u> con't
18	A	C	x	C	
19	A	A	x	C	
20	A	A	x	B	

Where A, B, C - refer to ground ball chart on game box cover.

x - means pick another split card.

1E1 - means one base error with one base advance.

S-1 - means single with one base advance.

Advertisements

Rates per issue will be as follows: First 30 words--50¢; 31-50 words--70¢; 51-70 words--\$1.00; 71-100 words--\$1.50; 101-120 words--\$1.80; 121-150 words--\$2.00; 151-175 words--\$2.50; 176-200 words--\$3.00. When you send in ads, specify either **WANTED**, **FOR SALE**, or **LEAGUE FORMING**, and name card sets by the year upon which they were based. Note: only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. No other brand names may be mentioned or advertised. Also, no advertisements concerning photocopied Strat-O-Matic player cards or related products will be accepted. If, in responding to ads, you find photocopied cards being offered, contact the Strat-O-Matic Review or Strat-O-Matic Game Co., as patent rights are being violated by any such reproduction of original cards. Ads, to be included in the next issue of the Review, must be in by the third of the month. Those people accepting bids for items should try and give everyone a reasonable amount of time to respond. The mail is notoriously slow to some areas, thus people often respond later to ads. Also, money sent in for ads will not be refunded. If you have already sent money in and do not want an ad to run, notify us and the money will be credited to your subscription.

Wanted

WANTED: 1970 Cardinals and Reds, and 1970-71 extra players. Will pay your price or trade '72-73 basketball; complete, mint condition. Mickey Wilson, Box 132, Alstead, NH 03602

WANTED: 1967 American League Football teams. Must be in playable condition. I will buy, or will trade these teams: '69 Rams, '69 Cleveland, '69 Steelers, '69 Colts, '67 Giants, '67 Saints, or the Old-Timer baseball teams. All teams in good condition. Kevin Duggan, 20139 Delita Dr., Woodland Hills, CA 91364

WANTED: 1968 Chicago Bears, '63-70 Cubs, '69 Mets, Pirates, Orioles, '70 Pirates, Reds. Send bids to: Phil Grenier, 10350 Michael Todd Jr., Apt. 2N, Glenview, IL 60025

WANTED: Cub teams based on '65, '66, '67, '68, '69 and '70 season, and additional players. Accept lowest bid. Jeff Evenson, 3606 Pheasant Drive, Rolling Meadows, IL 60008

WANTED: Three Strat-O-Matic teams, the 1970 Cincinnati Reds, 1970 Baltimore Orioles and the 1970 Washington Senators. If you have any or all of these teams and would like to sell them, please contact: Charlie Martel, 6001 Copley Lane, McLean, VA. I would like to know what you would charge for the teams.

WANTED: I would like to acquire the extra players for the years 1969 and 1970, for baseball. Will pay current price of extra players for both years. Randall L. Scott, 2973 Richardson Circle, El Dorado Hills, CA 95630

WANTED: 1963-67 Mets and '62-64 Houston. Also, '62-65 Angels, 1968 Dodgers. I will take lowest price on any or all teams. Write to: Mark Nagy, 22828 Jose St., Canoga Park, CA 91307

WANTED: The '70 Reds and pre-'71 Johnny Bench. Price, \$2.00 for Eds, \$2.50 with extra, 25¢ for Bench(s). Don Browning, Box 164, Whitman, WV 25652 (phone 239-2067).

WANTED: Football--1967 set; 1968 set except Jets and Colts; 1969 set except Jets and Giants. Baseball--Any individual teams or preferably individual leagues or complete sets prior to 1971. Extra players from 1971 and/or 1972. Big two for one deal--will trade 1950 N.Y. Yankees [world champs] and 1972 Oakland A's [world champs] for 1941 N.Y. Yankees. Scott Einhorn, 2625 E. 13th St., Brooklyn, NY 11235

WANTED: Football--1967 Packers, Jets, Chiefs, Bears; 1968 Jets, Chiefs, Bengals. Baseball--1962 Cardinals, 1965 Yankees, 1968 Tigers and Cardinals. Lowest bid accepted. Will pay well. Send to: Ed Robertaccio, 2502 37th St., Astoria, NY 11103

WANTED: Information regarding the whereabouts of 1972 Tigers and White Sox, which were lost at recent S-O-M Convention in Champaign. Also lost was two dice, a mini X-Chart and an advanced strategy chart, but the teams are most important. If you found them, please notify: Larry D. Steinberg, 9409 N. Lorel Ave., Skokie, IL 60076. No questions asked. Reward. Owner desperate!

WANTED: 1971 Giants, '68 Tigers and Indians. Probably will accept first offer if good. Will pay well if extras included. Also wanted, extra players for '70 Orioles, Cubs, Reds and Red Sox, '72 Angels and A's, '71 Pirates and '67 Cards. Write: Peter Lucas, 4111 Azeele St., Tampa, FL 33609

WANTED: Additional players from the sets 1969 and 1970 [baseball game] only. Will pay \$2.50 for each set. Write: R. Scott, 2973 Richardson Circle, El Dorado Hills, CA 95630

WANTED: 1967 Angels, Twins, Tigers, White Sox; '68 Tigers, Red Sox, Cardinals, Reds; '69 Astros, Expos, Dodgers, Pilots. Lowest offer answered. Send price to: Chris Jones, 49 Mayflower Rd., Needham, MA 02192

WANTED: 1968 Detroit Tigers. Will pay any price. All letters answered. Brian Denemy, Rt.#1, West Branch, MI 48661

WANTED: All back New York Mets' teams from 1963 to 1971. Send offer to: David Liebeskind, 291-6th Avenue, Brooklyn, NY 11215. All replies answered.

WANTED: 1970 Cowboys and Colts. Will take first reasonable offer. Write to: Bill Radcliffe, 2628 Evergreen, West Covina, CA 91791

WANTED: Complete 1967 AFL-NFL Football set. Please state prices and condition. Write: Mike Cummins, Mobile Park G St. #58, Pana, IL 62557

For Sale

FOR SALE: 1967 baseball teams--Cubs, Dodgers, Reds, Braves, Mets, Pirates, Astros. Excellent condition. Best offer accepted. Write: Mike Cummins, Mobile Park G St. #58, Pana, IL 62557

FOR SALE: Being a true baseball fan and Strat-O-Matic Game player for many years, I believe as most do [particularly S-O-M players] that statistics are an essential ingredient of the game. Because of this I will answer any statistical questions plus definitions and interpretations of baseball rules regarding the major leagues; i.e. complete individual or career stats on any player, pitcher, manager, etc.; any world series result, stats, records, etc.; all-star game stats; all-time records, season leaders, team record, all-time team leaders. General examples of prices: 25¢ for complete stats on player for a particular year; 40¢ for complete lifetime stats year-by-year on any player; 50¢ complete team personnel and stats for specific year. As many of your questions will vary, use your own judgement in regards to price as I am easy to get along with. Be specific in regards to what answer is required. No SAE--send only 10¢ to cover return air mail answer. For much, much quicker reply send letters air mail. All letters answered on same day received. Good luck to all fellow S-O-M game players. Wayne Schreiner, General Delivery, Enderby, British Columbia, V0E 1V0.

FOR SALE: S-O-M Football teams, American and National Leagues. 1967--all teams [\$25]; 1968--all teams [\$25]. All teams in good condition. Steve Street, 1215 James Place, Danville, IL 61832

FOR SALE: Meet the all new Strat-O-Matic Stats Bureau. We do basketball, baseball and football stats at 5¢ a game. All stats come typed and always accurate.

For more information write: Roger Simmons, 84 Luquer R.O., Plandome Manor, NY 11030

FOR SALE: Football--1967 Giants, Jets, Packers (First Super Bowl winner); '68 Giants, Cowboys, Browns, Colts, Rams, Raiders; '70 Giants, Jets, Raiders, Rams, Colts, 49ers, Cowboys, Chiefs; '72 Dolphins (14-0), Giants. Basketball--1972-73 Knicks, Hawks, Bulls, Lakers, Bullets, Warriors, Celtics, Bucks. Also, complete S-O-M Basketball game and all unopened materials. Sold individually or group. Mint condition. Send bids to: Martin Feinberg, 517 Riverdale Ave., Yonkers, NY 10705 (914-965-4651)

FOR SALE: Will accept price (per team) in parentheses or best offer on the following teams: 1970 and 1969--all teams [\$1.50] except pennant winners [\$3] and other division winners [\$2.25]; 1968--all teams [\$2.50] except Cardinals and Tigers [\$4]; 1967--all teams except A's and Reds [\$3.50]; 1966--Boston, Chicago, Cleveland, Yankees, Braves, Cubs, Giants [\$4.50]; 1965--Baltimore, Detroit, White Sox, Dodgers, Pittsburgh [\$5.50]; 1964--Reds, Braves, Mets, Phillies, Giants, Tigers [\$6.50]; 1963--Baltimore, Boston, Athletics, Twins, Senators, Cardinals [\$7.50]. If you can't afford these prices, risk underbids. If you enclose check or money order for amount in parenthesis or more, you stand better chance. Make offer (on any or all) for extremely rare, high-quality (excellent/mint) 1963 teams (all except Yankees, Dodgers, Giants) and 1967 Football. All 25 1967 teams available individually. WANTED: 1960 and 1961 baseball. Robert Henry, 15919 Ferguson, Detroit, MI 48227

FOR SALE: 1973 Rating Books still available at \$1.50. Want to trade or sell your 1968 extra players and a 1967 Rod Carew card? Or any pre-1967 cards? I've got many 1969-73 (mint) teams to trade. Plus many 1972-73 NBA teams and several 1970-72 NFL teams. For details send SASE to: Dave Surdam, Route 8, Box 728, Pleasant Hill, OR 97401

FOR SALE: Complete AFL and NFL Football teams (mint condition). Will sell for \$25 or trade for any two complete baseball card sets from 1971 through 1973 (with additional players). Also, have complete 1967 Football teams in fair but playable condition. Write: John Hooper, White Stone, VA 22578

FOR SALE: Baseball--1965 Giants, Twins, White Sox, Dodgers; 1966 Pirates, Reds, Mets, Braves, Baltimore, Twins, Yanks; 1967 Reds, Braves, Dodgers, Cubs, Phils; 1968 Tigers, Baltimore, Oakland, Yanks, Reds, Astros, Cubs; 1969 all teams with extra players; 1970 Cubs, Phillies, Giants, Oakland, Cards, Yankees, Angels, Baltimore, Brewers, Twins, Dodgers. Individual cards from '64 through '70. Football--1967 Packers, Cowboys, Rams, Colts, Eagles, Giants, Chargers, Browns, Broncos, Dolphins; 1968 Chiefs, Browns; 1969 all teams; 1970 all teams. Send bids and a stamp to: Bill Duffly, 409 Hillside Road, Ridley Park, PA 19078

FOR SALE: Sell or trade all 1970 Football teams as a set or each team. Bidding closes end of October. Or I will trade all '70 Football teams for '69 or '68 complete baseball sets. Send to: Rick Arroyo, 1812 Dayton Avenue, San Leandro, CA 94579

FOR SALE: 1965 through 1973 baseball sets to highest bidder. All in excellent condition except 1965, which is in good condition. All complete except 1966, which is missing 53 cards. All have extras except 1965 set. Also have 200 loose cards from 1967 set. Nite Mahan, Box 3413, Boulder, CO 80303

FOR SALE: 1970 AL Baseball teams. Will go to highest bidder. Bids start at \$8.00. No personal replies unless 10¢ stamp enclosed. Ray Komow, 613 Walnut St., Newton, MA 02460

FOR SALE: Baseball cards based on 1961, 1962, 1964 through 1970 seasons, and four teams from 1963 season. To be sold on auction basis. Send stamped self-addressed envelope for details to: Steve Constant, 3701 Humble, Midland, TX 79701. Cards in very good to excellent condition; glued on index cards for longevity.

League Forming

LEAGUE FORMING: The Old-Timers Baseball League (OTBL) is now being organized. It will be a play-by-mail league. All members must have the 1920 to 1960 "B" teams. It will be a draft league. For more information, send \$3.00 franchise fee along with your name, address, phone number, age and S-O-M experience to: Steve Kendall, 101 Meadowdale Ct., Apt. 207, Carpentersville, IL 60110

LEAGUE FORMING: Attention all S-O-M baseball fans! Starting well-run, 24-team play-by-mail league, using the new 1973 baseball cards. Must own 96 additional players. Will play 162-game season. Would like reliable managers. An entrance fee of \$3.75 covers trophies, newsletters, postage, etc. Send summary of yourself and any S-O-M experience you have, and I will send you a copy of our constitution, to: John Kirkbride, 510 Glen Valley Drive, Norristown, PA 19401 (or call [215] 275-3342).

LEAGUE FORMING: I want some reliable people to help me replay the 1972 National League season. No entry fee, just want some help. Send list of teams you'd prefer to play with. Write to: Jeff Merklin, 5520 King Pike N.E., West Jefferson, OH 43162

LEAGUE FORMING: Wanted eight managers for a different type of Old-Timer play-by-mail league. You make up your own all-star team from one of the following decades: 1900, 1910, 1920, 1930, 1940, 1950, 1960A, 1960B. The 1960A consists of the 1960 Pirates, Yankees, Reds, Tigers, mets; 1960B consists of the other five teams. Send top eight decade choices to: Wesley Clark, 1386 Esser Ave., San Leandro, CA 94579

LEAGUE FORMING: Starting a new play-by-mail using Old-Timer teams. Send a list of Old-Timers (teams) you own with a suggested name for the league to: David Liebeskind, 291-6th Avenue, Brooklyn, NY 11215. For full details. All replies will be answered.

LEAGUE FORMING: New play-by-mail football league. I plan on a 26-team, 14-game season with the new cards, but I am open to suggestions on the type of league you want. This is a new league

and I'm open to suggestions on anything. Send your picks of teams and suggestions to: John Adams, 3 Cayuga Street, Auburn, NY 13021

LEAGUE FORMING: Need replacement managers for SABA and SNBA. Both leagues use '74 cards ('73 season). Starting Jan. 1, 1975. Trading and eight-player draft. All 24 teams used; four or five openings. \$5.00 fee collected later. Second-year league. Contact: Gary Callahan, 5820 Flambeau Apt. 1, RPV, CA 90274 [1-213-377-8533].

LEAGUE FORMING: New football league, SNFA, sponsored by SNBA, will start with new cards and trading. Will use 26 teams. Managers may be required to manage two teams. New non-cheat PBM method used. All managers will get to play all teams. Fun, new, experienced commissioner. Send 26 picks to: Gary Callahan, 5820 Flambeau Apt. 1, RPV, CA 90274 [1-213-377-8533].

LEAGUE FORMING: Think you can manage an Old-Timer baseball team to victory? Find out in a new, different, and exciting play-by-mail draft league. Send age and experience to: Keith Walker, 905 E. Park #21, Carbondale, IL 62901

LEAGUE FORMING: The Greater American S-O-M League is starting its second successful season using the advanced basketball game. We will play with all 17 teams and will play an 82-game schedule. A newsletter will be put out every five days and every third issue will be jam-packed with stats and highlights. Due to the fact I am a copy machine owner, the newsletters will be on time and neatly done. The requirements for the league (other than being reliable) are owning all 17 teams of the new cards and being able to pay a \$3.50 entry fee, which will cover postage and prizes. The winner of the league will receive next year's cards! If you enclose the \$3.50 fee in your letter you are assured of a position. However, it is not essential for you to send the money now. You must be able to play two-four games per week. Upon receiving your letter I will send all league essentials. Send to: Ted Gartner, 12 Homer St., Parsippany, NJ 07054. Hurry! Enclose a stamp.

LEAGUE FORMING: S-O-M Baseball with a new twist. We'll draft the worst 100 players for a 60-game season. Must have extra players. Five teams available. Victor Garcia-Rivera, 5862 Windermere Lane, Fairfield, OH 45014

No-Hitters

15

Mathewson Quiets Bats Of Yankee Greats

No-Hitters are nothing new to Christy Mathewson, the New York Giant Hall-of-Famer. Many such incidences reported in the Review might be questioned by saying, "Who do he pitch it against?" Many times the opposition turned out to be a soft touch.

Mathewson's latest doesn't fall into this category, however. Pitching for Mitchell Anderson, and with a team of Old-Timer Giant players backing him, Mathewson hurled a perfect game against an Old-Timer Yankee squad. Not one of the powerful Yankees reached base as Mathewson struck out 13, including the first six batters. Willie Mays' two-run first inning homer was the big offensive wallop in a 3-0 Giant victory.

Other no-hitters sent to the Review recently included:

* Ken Holtzman and Jon Matlack both tossed no-hitters this summer in the UBAB (Union Baseball Association of Bellmore). It was the Mets who were no-hit victims of Holtzman, before they rose up and, behind Matlack, tamed the L.A. Dodgers as big Jon walked only three. Andy Weiner reported the no-hit happenings.

* Mike Ewen, Rochester, MN, has had three no-hitters in six years of rolling S-O-M dice. Fergie Jenkins, '68 Cubs, got the only perfect game when he set down the '68 Cards, 7-0, with strikeouts. Denny McLain (where is he now?) got a no-hitter in his '68 form, striking out 12, walking one and facing only 27 men in a 3-0 blanking of Baltimore. Bob Lemon of the '48 Indians notched the third by setting down the '46 Red Sox, 3-0, allowing only two walks.

* Ken O'Connor of Rolling Meadows, IL, who had a near-miss no-hitter not long ago, struck no-hit gold recently--or, at least his brother Mike did. It was Mike who operated the dice when Waite Hoyt of the '27 Yankees mowed down the hapless '62 New York Met lineup, 4-0.

* Ken Boyer's grab of a base hit-bound liner off the bat of Wes Covington preserved a no-hitter for Bob Gibson in a recent game played by Dave Mendonca of San Jose, CA. Covington, who had walked in the fifth, rolled a "single 1-16, line-out 17-20" in the seventh and it appeared Gibson's no-hit bid was over. But the split number draw was a big "20" and Gibson had Mendonca's first NL no-hitter ever and seventh overall. Gibson, incidentally, struck out eight plus hit a two-run homer in the 3-0 outcome.

* Arthur Stacey recently experienced two no-hitters. Stacey, who resides in Winnipeg, Canada, watched Gaylord Perry do it all, offensively and defensively, tossing a no-hitter at Baltimore (using the '72 cards) and hitting a home run in a 1-0 triumph. Perry struck out eight and walked one, while losing pitcher Jim Palmer yielded only two hits. Less than three weeks later, Paul Splittorf's '72 card was untouchable as he stifled the New York Yankees, 8-0, retiring the first 24 batters before an error ruined his perfect-game try.

* Jack Busick, commissioner of the JBPSOML play-by-mail league based in Baltimore, MD, mentions that there have been two no-hitters this summer. Jim Rooker pitched a perfect game for the Pirates against the Cubs, aiding his cause with a three-for-four batting performance, while Montreal's Steve Rogers, helped by a grand-slam homer off the bat of Bob Bailey, issued only one first-inning walk in another against the Cubs.

* Rogers racked up another no-hitter, this time for Gavin Gee, Edmonton in Alberta Province in Canada, who had gone a span of 1,245 games prior to that without such a mound happening. Rogers did it against the New York Mets and Tom Seaver (the Mets had Jerry Grote, Wayne Garrett and Cleon Jones out with injuries, however), striking out 6 and walking only two. Seaver fanned 12 in a 2-0 loss.

* Eric Laycock, Saltcoats, Sask., Canada, wasn't overjoyed when he got his first S-O-M. That's because Harry Parker of the Mets did it against his favorite team, the Los Angeles Dodgers. In new card form, Parker struck out seven, walked three in besting Al Downing, 4-0.

* Billy Thompson of Thayer, MO, playing an Old-Timer replay, adds his name to eye-witness reports regarding no-hitters. It was Bucky Walters of the '40 Reds who was on the throwing end, upping his replay won-and-lost record to 14-7 by shutting off the '54 Giants' attack without a safety. Walters lost his perfect game in the eighth inning when Dusty Rhodes walked. He struck out six and ended with two walks.

Readers Roll 'Em

TAKE THAT, REVIEW!

I completely agree with Jack Regan and Craig Haynes in their statements that the Review is prejudiced. The reason is simple, because since I've been receiving the Review since January I have seen the same names over and over again. I am one of the little people that wants to be heard.

I feel that I have contributed worthwhile articles that would be of interest to many readers and not only me but I feel that many other little people have contributed worthwhile ideas only to see pages of space taken up by a silly union and clearinghouse idea, Dave Suram's sadness in the PCL and last, and most certainly least, the ridiculous long distance phone all game between Jeff Fleischman and Jim Chanos. Look at it logically, would the average and better than average gamester actually spend what must have been at least \$50 to play a league game? I know that league ties are strong, but who are you kidding?

Also, in the letter section you stated that as the Review material is evaluated you casually notice the name. I find that hard to believe also. Immediately after writing this letter to you intend to take a small but revealing poll of Review readers to get their feelings on one of the biggest topics that the Review has covered lately.

Neil Schulman
Brooklyn, NY

Editor's note: The long distance telephone S-O-M League game we thought, and still believe, was of interest to the majority of S-O-M fans. The cost of such a game no doubt was high, but it shouldn't detract from its appeal to the S-O-M public nor its uniqueness.

DEFENSE OF THE REVIEW

Craig Haynes may be correct in his conclusion that the S-O-M Review is "prejudiced," but I

believe he is guilty of stereotyping. He cannot make such generalizations based on his own personal experiences.

I speak as the voice of the Mid-South S-O-M League which has been treated very well by the Review. Twice the league has entrusted an article with the Review and twice we have been in the Review (Nov. '73 and unknown '72)--one in "This 'N That" and once in J.G. Preston's column.

I personally sent in results of a basketball tournament which I had and it can be found in the Oct. issue of '73. I believe it's time for the "little guys" who have been recognized to speak up and defend the Review.

Richard Mayhan
Little Rock, AR

Editor's note: It's nice to hear a kind word, but the significant point here is that the Review can not accommodate everyone who sends in a replay, playing tip, spotlight item, etc.; space prohibits it. We hope the readership does not judge the Review and its contents strictly on the basis of whether or not their personal replays, etc. were in the Review. The Review is intended for everyone, but to print all material submitted each month would result in a publication well over 100 pages in length. We encourage everyone to send in letters, replays, tips, etc., but we cannot promise anyone that their material will appear.

CRITIQUE OF REVIEW

I would like to make a few comments on some of the things that appear in the Review. The first is Mike Gilbert's rating of the Old-Timer teams. I find this section not very helpful. This is not to put him down for I am sure he really puts an effort into the articles, but the idea of the averages and power based on a straight curve is ridiculous. You have to base it on the league as a whole in that year. Hitting 10 home runs in 1973 is not the same as hitting 10 home runs in say 1922.

What really was funny was his article on what batting lineup to use. He says the chances of rolling the same column twice in a row is small. The dice have no memory. Having rolled "1", it is just as likely that the next roll will be column "1" as columns "2" through "6".

And he says the lineup is not essential in baseball. It is essential in real baseball, and Strat-O-Matic is supposed to be just like real baseball.

Another point, the "Questions and Answers" should be kept to questions about the Strat-O-Matic games. If I want to know some rule I can look it up, and not ask something like what is an earned run. This is a baseball rule, not a question on the Strat-O-Matic game.

The playing tips are good, but too many are on odd play charts. The Supplementary X chart was about the best playing tip, but there many others. An article that really interested me was the one in the Sept. 1973 issue about the fielding by Dave Surdam. Using it I found wild pitches to be way off. A team in real-life gets about 50 a year, but in the game a team with a "1" catcher would get about eight, if everytime the [c] X came up there was a man on. A "2" catcher even has less.

All in all your Review is a good publication but many of the things printed in it do not meet up in standards with the rest of it.

Mike Ferraro
31 Beech Ave.
Farmingville, NY

TAKE A BOW, MIKE GILBERT

The articles written by Mike Gilbert are the best things in the Review at this time. When he finishes the Old-Timer teams, how about asking him to rate the '66 Orioles, '68 Tigers, '69 Mets, '70 Orioles, '70 Reds, '71 Pirates, '71 Orioles, '72 A's and the '73 A's? I think the other readers could name several teams they would enjoy seeing Mike Gilbert analyze.

Kelly Huey
Nashville, TN

ENJOYS REVIEW

I've enjoyed your publication immensely, especially the reports of your league and other leagues. I'm in Tom Swank's 24-man league and I would never have been able to get as much enjoyment out of the game as I do now, without the Review's help.

Keep up the good work.

Tom Craighead

HOLD OFF ON OLD-TIMER TEAMS

I've read the letters endorsing Old-Timer basketball teams and I'd like them, too. But I don't think it would be too smart for S-O-M to put out such teams while the game is undergoing major revisions. The company should wait and see what the reaction is to the new rules.

Steve Gross
31 Eaton Rd.
Syosset, NY

'SINGLE' OR 'DOUBLE'?

I'm writing in regard to a statement you made in the June issue of the Review, in which you inferred that a single with no asterisks and no one on base that the batter could not "dig for two". I've checked the S-O-M rules carefully and found nothing to indicate that you couldn't do it. I wish other Review readers would tell which way they play, although I'm certain at least 95 per cent of them play my way.

It also appears to me that the Review is adding another dimension to S-O-M, as it has indirectly led to the improvement of all three games. My only complaint is that the Review never says anything bad against the game company; it always seems to go along with whatever the policy of the game company is. An example of this is the company's refusal to reprint teams from the 1960's because it's not economically feasible. Most people would jump at the chance to buy those teams, as indicated by the way the teams sell in the want ads.

Martin Nathan
6 Tamuck Terrace
Worcester, MA

Editor's note: A single, followed by no asterisk, regardless of whether or not other runners are on base, is still just a single, according to the game company. The batter cannot "dig for two" on such a play. Hopefully, 95 per cent of the S-O-M gamers are not playing the game wrong in that respect.

A LOOK AT TEAMS OF THE 1960S

As I read each issue of the Review I see an increasing demand for the reprinting of the early 1960 baseball teams. Since it would cost too much

for the game company to reprint these I have an idea that might be worth looking at. I would love to have some of the early players, but I wouldn't run a complete replay of each year.

Here is my idea: Starting with 1960, print up the best 25 players in each league for that year, or if it's too many cards, the best 25 players from each league for the decade. That would give us the likes of Tommy Davis, Harmon Killebrew, Bob Gibson, and many other greats from this era.

Dan Olson

SUBJECT OF REPRINTS

In your July issue of the Review, Wayne Schriener stated that S-D-M has the poorest reproduction output of any table-game and you said that you know of no other table-game company that has reprinted entire past seasons. I know of one company that has seasons available from back to the 1956 season. They may not have been reprinted all at once, but they show either a good stock of teams from the original printing, various intervals of printing, or poor demand.

Another game company presented to its "fans" a complete baseball set based on the 1949 season, the year before they issued their regular sets.

It's not that there is a lack of teams to purchase--you said that yourself. It's just knowing that you own these players and teams and that you can match Bill White, Ken Boyer and Dick Groat against Richie Allen, Cookie Rojas and Johnny Callison on teams and not as just a set of all-stars.

I agree that most people wouldn't play a full-season replay with all of the teams. But a large number would take their favorite team and play one season from each year. To do this you need all the teams from that year.

The supply is growing smaller and the demand is growing larger for these teams. Not many people are selling these much sought after teams anymore.

According to the poll results in the Jan. '73 issue, the average age of an S-D-M player is about 17. To have bought the card set based on the 1965 season, the average S-D-M player would have been about nine years old.

I am sure that if the game company tried hard enough they could find a place to store the teams and I'm sure that it would pay off financially, plus contribute to the enjoyment and happiness of the S-D-M game player, which is what it's all about.

Billy Thompson
Thayer, MO

Editor's note: See this month's Review editorial comment on the re-issuing of old S-D-M card sets.

QUESTIONS RATINGS

While thumbing through a stack of Reviews I came upon article in the "Question & Answers" section asking why Lou Gehrig's 1934 statistics were used in the Hall-of-Fame set instead of 1927 when he had a better season. The answer was "because he won the triple crown in 1934 and in 1927 he was overshadowed by Babe Ruth." Just because Ruth hit more homers than Gehrig means nothing. Babe has nothing to do with Lou Gehrig's statistics.

The question and answer section is having, in my opinion, a dismal season, especially in the area of fielding ratings. Just because a player missed the Golden Glove award by three or four votes should not make him a "2" or "3". Lou Gehrig in 1927 fielded .991 and got a "2" fielding rating. In 1934 he fielded .994 and got a "3". Also, in 1934 Gehrig made eight errors while in 1901 Nap Lajoie made 30 errors and fielded .964. Maybe I just don't understand about fielding ratings, but it looks like something is wrong. I hope your average will improve in the future.

Paul Madarasz
126 Glenwood Road
Glenwood Landing, NY

Editor's note: First of all, the Review does not do the fielding ratings, the Strat-O-Matic Game Co. does. Secondly, the game company has pointed out in many instances that fielding percentages have many times little to do with how a rating is arrived at and also how good a fielder really is. Remember the outfielder who fielded 1,000, but moved little and thus many base hits fell around him.

Garo Gives Boot To Cowboys In Overtime 19
Miami '72 Tourney Champ

Terry Hickman of Pacifica, CA, has a lot in common with many Strat-O-Matic Game players--an enthusiastic in playing them but a shortage of time to complete large tasks such as full-season replays. Mr. Hickman also is a married man and has found that his wife less than shares his enthusiasm for the dice-rolling sport.

S-O-M runs in his blood (none has been spilled over it, however) and as a result he had to get a "feel" of the 1972 football teams--at least the better ones--and so, with a friend, played a double-elimination tourney with the 16 top teams.

Some of the early-round highlights found Green Bay upsetting Cincinnati, 28-23; Detroit, with its atrocious defensive cards, styming powerful Oakland, 20-13; Miami edging Pittsburgh in a bruising defensive game, 6-3, and Miami rallying for a 41-31 triumph over San Francisco after trailing 14-0 in the first period.

A 24-17 setback at the hands of Dallas dropped Miami (remember the Dolphins were unbeaten in '72) into the loser's bracket. Meanwhile, Cincinnati kept its hopes alive by ousting Pittsburgh, 22-20, when the Steelers missed a 35-yard field goal on the final play. Then Miami submerged the Bengals, 35-10, to head into the championship series with the unbeaten Cowboys.

The first game [it turns out Hickman planned a best two-of-three-game championship series] was a thriller. Miami scored with less than three minutes to play to grab a 17-13 lead...only to see Dallas strike three plays later on a Roger Staubach to Bob Hayes 80-yard TD "bomb" and pull out a 20-17 squeaker.

Game two was all Miami as Larry Csonka rushed for 128 yards in 25 carries to key a 35-17 triumph.

The championship game was such a pulse-pounder that every S-O-M buff would have to rank among the all-time great classics (everyone, that is, except Hickman's spouse). Dallas trailed 13-3 as the fourth quarter and it appeared Miami would repeat its real-life championship grab. Dallas roared back with the pressure on, however, and a 15-yard pass from Staubach to Ron Sellers closed the gap to 13-10. Again Dallas' "Doomsday Defense" held and on the attack again went the Cowboys, driving to the Dolphin 10 where, with 1:45 left, a tying field goal was booted.

So, it was overtime!

Dallas threatened to end the game numerous times as it drove to the Miami 29 and had a field goal misfire. Then the attack stalled on the 31. Again another miss. Then the 24, and still another miss. Finally, a Staubach pass was intercepted and returned 20 yards to the Dallas 27. From there, with 6:30 left in the sixth quarter, Garo Yepremian booted a three-pointer to end the marathon.

In that final game, Dallas had a wide 480 (362 via the air) to 295 advantage in total offense. Staubach completed 26 of 47 passes, with two interceptions, while Mercury Morris rushed for 119 yards in 22 cracks for the Dolphins.

S-O-M Solitaire Defense Chart Variations

Remember Frank Kastelic's solitaire defensive chart for Strat-O-Matic Football that was printed in last month's Review? Well, Joe Meusey, who lives in Omaha, NB, and is a confidant of Kastelic, having corresponded with him for over three years, has a solitaire defense chart of his own which will gives S-O-M gamers even more variations to experiment with.

"My chart should not change the statistical accuracy of the advanced game," points out Meusey. "The better defensive teams will be in a position [with the use of this chart] to utilize the talents of standout individuals and place more emphasis on comparative weak points. For example, a team with excellent corner backs can call the 'corner defense' for balanced and passing situations. The free safety would come up into the short pass zone, leaving deep responsibility to the corner backs and the tight safety, man on man. (continued)

"A defense with an excellent front four can keep the linebackers in a zone pass coverage and rely on the down linemen to contain the expected rush. A weaker team against the rush will probably have to gamble by shooting linebackers in order to stop a strong ground game."

The chart is used as follows: First the defense selector chart is used to mark the defense. Offense calls play. Four dice are thrown. The "green die" determines right-wrong, or number of defenders in applicable zone. If pass rush result appears, throw the green die again and refer to the pass rush chart for that defense.

Also, in order to stop an outstanding runner or receiver, the defense may use the key and double-team defense. Before each game, fill out a slip of paper with six slots for each team. Each slot need not be used. If not used, the defense is a 1-3 run; 4-6 pass; 1-3 free safety up, 4-6 free safety back. However, the use of the defense waives the rule against passing to the same receiver twice in succession, or using a back three times in a row for the remainder of that offensive possession only.

When inside the 10, increase the number of linebackers in a zone by two, except no increase in a short yardage or goal line defense.

Mausey makes one last point before giving you a peek at his charts: "Since the chart is relatively easy to memorize, the necessity to choose defenses has not prolonged playing time. Also, since the chart is not tied to down and yardage, the defense selected should take into account score, field position, time remaining and ability of individual players, as in real-life situations."

SOLITAIRE DEFENSE SELECTOR

Balanced Defenses	--	1-DEEP	2-CORNER
Run Defenses	--	[LBs] 3-SHOOT GAP	4-ZONE PASS
Pass Defenses	--	5-FREE SAFETY DEEP	6-CORNER DEEP 7-BLITZ
Special Defenses	--	8-PASS PREVENT	9-KEY & DOUBLE-TEAM
		10-SHORT YARDAGE	11-GOAL LINE

S-O-M SOLITAIRE DEFENSIVE FOOTBALL CHART

	Play guess right on dice read:		Linebackers-- All runs #men in zone is		Flat & Look-In Pass #men		FREE SAFETY short deep zone zone		PASS RUSH #men blitz- ing. Dice read	
	RUN	PASS	2	SS 1	0	1			3	2 1 0
Balanced Deep	123	456	12	3456	12	3456	12	3456	1	2 34 56
Balanced Corner	123	456	1	23456	1	234 56	1234	56	1	234 56
Run-LBs shoot gap	1234	56	123	456	123	456	123	456	12	34 56
Run-LBs zone pass	1234	56	1	23456	1	23456	123	456	1	234 56
Pass FS Deep Cov.	12	3456	1	23456	1	23456	1	23456	1	234 56
Pass CB Deep Cov.	12	3456	1	23456	12	3456	1234	6 5	1	2 34 56

(continued on following page)

	Play guess		LINEBACKERS				FREE SAFETY		PASS RUSH				
	right on		All runs #men				Flat S		#men blitzing				
	dice read:		in zone is:				Look-In		dice read:				
	<u>RUN</u>	<u>PASS</u>	<u>2</u>	SS	<u>1</u>	<u>0</u>	<u>1</u>	<u>short zone</u>	<u>deep zone</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>
Pass LB Blitz	1	23456	1234		56	1234	56	1234	56	12	3	4	56
Pass Deep Prevent	-	123456	-		1234	12345	6	*	1234	NONE			
			Flat pass check wrong		56				56				
Short Yard. Defense**	123		1234		56	-	123	12345	6	NONE			
	456						456						
Goal Line	1234	456	1234		56	Disregard		123456	--	1	2	3	456

Key S													
Double Tm. 123													
1	K		12	3456	12	3456	123	456		1	34		
2	K		12	3456	12	3456	123	456		2	56		
3	K		12	3456	12	3456	123	456		12	3456		
4		456											
		2T	1	23456	1	23456	See Game Co. rules regarding double coverage by FS				1	234	
5		2T	1	23456	1	23456					56		
6		2T	1	23456	1	23456					1	234	
											56		

* Linebackers drop to help coverage count as fourth man in zone.
** Use only on third down or as goal line defense inside five-yard line.
SS For linebacks, read columns 3-men and 2-men, respectively.
Note also, only overlapping right number is the "4" of the goal line defense, reflecting the ability of the defense to react correctly when defending a limited area.

Looking For Back Issues Of Review?

The following back issues of the Strat-O-Matic Review may still be purchased.
Send to the Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078

1974 -- June, May, April, Jan; 40¢ per issue. Note: Feb., March, July, August and September were complete sellouts.
1973 -- Dec., Nov., Oct., Aug., July and April; 40¢ each.
1972 -- Dec., Nov., Aug.; 35¢ each.
Some months are in extremely short supply so please list a second choice in case your first is no longer available.

ADDITIONAL LEAGUE FORMING AD

LEAGUE FORMING -- Play-by-mail draft league organizing now so play can begin promptly shortly after the 1974 season baseball cards are released next year. All interested persons are asked to send 25¢ for questionnaire, sample newsletter and description of the league to: David L. Smith, P.O. Box 514, Hutchinson, MN 55350

Brooklyn Trio Completes '72 Grid Replay

A Brooklyn, N.Y. trio of Scott Einhorn, Gordon Stein and Lee Weiser wanted to replay a Strat-O-Matic Football season, yet set it up so each could get a look at and play each of the 26 NFL teams. So, through a 182-game schedule the three tossed dice, rotating teams each game and giving each coach a chance to guide each of the teams and for the teams to benefit (or suffer) from different coaching techniques.

When it was all over--a full replay of the 1972 season--15 per cent of the teams had exactly the same record as in real-life and close to 70 per cent were less than two games off their '72 won-and-lost pace.

Here are the league's standings and a brief listing of individual leaders:

NFC

East	Won-Lost-Tied	Central	Won-Lost-Tied	West	Won-Lost-Tie
Dallas	12-2-0	Chicago	10-3-1	S. Francisco	8-5-1
Washington	10-2-2	Green Bay	8-6-0	Atlanta	7-5-2
N.Y. Giants	7-5-2	Detroit	6-7-1	Los Angeles	8-6-0
St. Louis	4-10-0	Minnesota	4-9-1	N. Orleans	2-12-0
Philadelphia	2-11-1				

Note surprise in Central Division, with Chicago winning and Minnesota finishing last. Green Bay won division in real-life.

AFC

East	Won-Lost-Tied	Central	Won-Lost-Tied	West	Won-Lost-Tied
Miami	12-1-1	Pittsburgh	11-3-0	Oakland	10-4-0
Buffalo	4-8-2	Cincinnati	8-4-2	K. City	9-4-1
Baltimore	4-9-1	Houston	5-9-0	San Diego	5-8-1
New England	4-9-1	Cleveland	3-9-2	Denver	5-9-0
N.Y. Jets	4-10-0				

PLAYOFFS

Washington 20, San Francisco 6. Miami 33, Kansas City 10.
 Dallas 19, Chicago 13. Pittsburgh 16, Oakland 10.
 Washington 27, Dallas 14. Pittsburgh 25, Miami 19.
 SUPER BOWL: Pittsburgh 16, Washington 13.

Rushing	Att.	Yds.	Avg.	Receiving	No.	Yds.	Avg.
R. Johnson	288	1414	4.9	Tucker	68	615	9.0
Harris	229	1394	6.1	Caster	60	1266	21.1
Hubbard	219	1313	6.0	Gilliam	58	1015	17.5

Directory Additions

Roger Simmons, 84 Luquer Rd., Plandome Manor, NY 11030 [516] 767-0617; age 13; plays baseball, in play-by-mail league.

Steve Wicks, 5806 S. Webster St., Kokomo, IN 46901 [317] 453-2091; age 16; plays baseball and football.

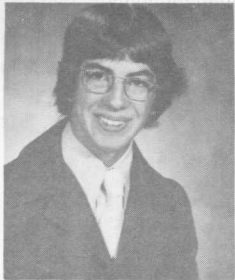
Jim Criscione, 11042 E. McGirk, Elmonte, CA 91731; plays baseball and belongs to two play-by-mail leagues.

Pierre Dufort, 44 Alexandra, Saint-Lambert, Quebec, Canada; age 23; plays both football and baseball but prefers baseball.

Ron Campbell, 211 Wiltshire Rd., Berkley, MI 48072 [313] 544-1451; age 16; owns all three games, plays baseball most often; member of three-manager face-to-face draft baseball league called BSOML.

Strat-O-Matic Profile

LARRY FRYER



A senior at Hamburg Area High School, Hamburg, PA, who has been playing Strat-O-Matic Baseball for eight years and Football for seven...also played the basketball game one year...a friend introduced him to S-O-M Baseball back in 1967...currently president and statistician of the Scholastic Strat League, which plays all its games during school lunch hour...recently won the league championship using the Pittsburgh Pirates, based on the '72 season...a statistic freak. ..some day wants to join the Pennsylvania State Police.

RICHARD REISS



An ambitious 12-year-old who lives in Passaic, NJ...struck it "rich" in Nov., 1973, when a friend told him about Strat-O-Matic...ordered and received the basketball game in Dec. of that year...ambitious because he's embarked on (he's still working on it) 16-game, all teams replay with hardwood game...attends Collegiate School..."I am really really impressed with S-O-M Basketball. I truly admire its realistic aspect.

STEVE SCHUMACHER

An eight-year veteran at Strat-O-Matic who's addicted to the baseball game...23 years old and a computer programmer for Texas Instruments, Inc., in Houston, TX. ...president of the GHSML (Greater Houston Strat-O-Matic League)...painted his own game-board "ball-park" a year after being introduced to the baseball game in 1967...built Brays Bayou Stadium in Aug., 1972 (see picture) and electronic scoreboard (under flag in picture) in Feb., 1974...GHSML is part face-to-face and part solitaire league. ..plays all three games but likes baseball by far the best...most memorable moment in baseball occurred when Bob Gibson, pitching for the '69 Cardinals, hurled a no-hitter against a combined team of Mets and Giants...also served as dice-roller and scoreboard operator for '74 All-Star slugfest between



A.L. manager John Hardey and N.L.'s Chris Siller, both of Houston. Willie Stargell hit a two-run homer in first inning for N.L., had solo shots in the fifth and seventh and then unloaded a two-run blow in the ninth, breaking a 6-6 tie and seemingly giving the N.L. a win. To the amazement of all, the A.L. struck back behind three walks, two singles and a sacrifice fly to score three times and win a 9-8 classic.

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Review's Price To Increase!

Remember the Strat-O-Matic Review will be raising its subscription prices beginning with November, 1974. The new prices will be as follows: 3 months, \$1.35; 6 months, \$2.50; 1 year, \$4.70.

Hall-Of-Fame Poll Results

[continued from page 1]

Although the final decision still rests with the game company as to the players selected (in some instances there was a problem over what position a player should be put at), the Review is certain the voice of S-O-M fans will again be heard and also to thank all those who contributed votes for the sincere and often painstaking efforts that went into their choices.

American League: Pitchers - Chief Bender, Jack Chesbro, Early Wynn, Lefty Gomez, Stan Coavaleski, Hal Newhouser, Red Ruffing, Bob Lemon; Catchers - Yogi Berra, Ray Schalk, Elston Howard; Infielders - Jimmy Foxx, Charlie Gehringer, Hank Greenburg, Luke Appling, Frank Baker, Lou Boudreau; Outfielders - Mickey Mantle, Al Simmons, Harry Heilman, Joe Jackson, Heinie Manush.

National League: Pitchers - Mordecai Brown, Joe McGinnity, Dazzy Vance, Don Drysdale, Robin Roberts, Burleigh Grimes, Kid Nichols, Rube Marquard; Catchers - Gabby Hartnett, Ernie Lombardi; Infielders - Jackie Robinson, Ed Mathews, Ernie Banks, Cap Anson, John Mize, Arky Vaughn; Outfielders - Willie Mays, Hank Aaron, Roberto Clemente, Joe Medwick, Hack Wilson, Ralph Kiner.

Note: Players are listed, by position, in order of votes received.