

THE F-B-NBA REPORT

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NATIONAL LEAGUE



EAST	WON	LOST	GB	L10	STREAK	SOLITAIRE		FACE/FACE		
						HOME	AWAY	HOME	AWAY	
New England	18	14	-		WON 2	7-5	4-4	4-2	3-3	
Connecticut	17	15	1	3-7	LOST 2					
J & B	17	15	1	7-3	WON 1	10-3	4-11	3-1	0-0	
BRUNO'S	16	16	2	4-6	WON 2	5-3	3-5	5-3	3-5	
Salem	8	14	5		LOST 2					
WEST										
East Meadow	23	13	-							
TEEM	19	13	2.5	7-3	WON 1	11-7	8-6			
Lake Wobegon	13	7								
Dragons	12	12								
Duke	18	18		4-6						

LAKE
WOBEGON



JUST THE FACTS:

AVE.		RBIS		HRS	
Bulter (DR)	.382	Parker (EM)	40	Parker (EM)	15
Mttingly (TE)	.372	Mttingly (TE)	36	Mttingly (TE)	8
Knight (BR)	.368	Puckett (JB)	28	Horner (TE)	7
Boggs (JB)	.345	Horner (TE)	27	Ripken (DR)	7
three @	.333	Brunsky (CT)	25	Carter (DU)	7



RUNS		DOUBLES		TRIPLES	
Herr (TE)	29	Mttingly (TE)	15	Wilson (DU)	3
Mttingly (TE)	22	Barrett (NE)	9	Carter (DU)	3
Gladden (BR)	18			Strwbry (TE)	3
Carter (DU)	17			Daniels (NE)	2
Horner (TE)	17				



WON LOST		ERA		STRIKEOUTS	
Sutton (DU)	6-0	Rhoden (CT)	2.25	Morris (JB)	45
Hurst (NE)	6-0	Power (DR)	2.42	Viola (EM)	45
Alexnder (DR)	5-2	Hrshser (CT)	2.72	Gooden (BR)	44
Palmer (TE)	5-2	Morris (JB)	2.78	three at	41
Farr (BR)	5-3	Drvcky (JB)	2.84		

MUSTANGS

TEEM

SAVES		GAMES		STOLEN BASES	
Franco (DU)	10	Nelson (BR)	17	Gladden (BR)	13
Robinson (EM)	6	Farr (BR)	15	Griffen (DU)	12
Qussnbrry (JB)	5	Williams (TE)	14	Herr (TE)	10
Farr (BR)	5	Dawley (TE)	14	Uribe (JB)	9
				Whitaker (JB)	9

HITS	
Mttingly (TE)	51
Parker (EM)	42
Knight (BR)	42
Boggs (JB)	41
Hornerr (TE)	38



AMERICAN LEAGUE EAST

	WON	LOST	GB
Galactic	24	8	-
Grand Fuzz	11	9	
Jupiter	4	4	
Florida	18	22	
Richmond	4	28	20

AMERICAN LEAGUE WEST

	WON	LOST	GB
Munson's	19	13	-
Cincinnati	15	13	2
Wallingford	6	10	5
Yorktown	6	10	5
California	9	17	9

JUST THE FACTS:AVE.

Hernandez (MM)	.365
Bernazard (CQ)	.364
Snyder (FE)	.318
Dykstra (WT)	.313
Bream (FE)	.308

RBIS

Snyder (FE)	43
Hernandez (MM)	36
Stubbs (FE)	22
Bream (FE)	22
Brown (RR)	20

HRS

Snyder (FE)	16
Stubbs (FE)	10
Hernandez (MM)	5
Kingman (RR)	7
three with	6

RUNS

Snyder (FE)	43
Hernandez (MM)	24
Stubbs (FE)	22
Bream (FE)	22
Randolph (MM)	16

DOUBLES

Hernandez (MM)	13
Bream (FE)	10

TRIPLES

Many with	1
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WON LOST

Youmans (FE)	6-2
Witt (MM)	5-3
Higuera (MM)	5-3
Huisman (FE)	3-0
Blue (CQ)	3-2

ERA

Welch (MM)	2.40
LaCoss (WT)	2.89
Youmans (FE)	3.36

STRIKEOUTS

Youmans (FE)	82
Witt (MM)	68
Clemens (MM)	58
Darling (CQ)	44
Scott (WT)	34

SAVES

Kerfeld (FE)	7
Drabek (CQ)	3

GAMES

Kerfeld (FE)	13
Allen (FE)	11

STOLEN BASES

Canselosi (RR)	20
Brown (RR)	17
Pettis (MM)	8
Bernazard (CQ)	6
two with	5

HITS

Snyder (FE)	49
Hernandez (MM)	46
Bream (FE)	41
Phillips (FE)	38
Bernazard (CQ)	37

* When you have two cards for one player you combine their totals for these leader pages.

** PENALTY POINTS:

Yorktown	3	Jupiter	3
Lake Wobegon	3	Galactic	1
Grand Fuzz	1	Salem	1

THE F-B-NBA REPORT



N.L. EAST	WON	LOST	GB	N.L.	WON	LOST	GB
New England	25	17	-	East Meadow	23	13	-
BRUNO'S	25	19	1.5	Lake Wobegon	15	9	
Connecticut	23	21	2.5	TEEM	19	13	
J & B	21	23	4.5	Duke	18	18	
Salem	14	20	7.5	Dragons	12	12	

THE FLY-BY-NIGHT INSIDER

The 1987 baseball campaign is under way. It appears we will have exciting pendent race's in the F-B-N this year. The F-B-NBA REPORT will try to bring some of the excitement home to you. To help me I'm asking for your questions, comments, and criticism. I'm asking managers to feel free to mail me any articles for the REPORT. If you want to you can make them a regular issue for each REPORT. I hope the REPORT becomes our vehicle to reach each manager in the league.

California: Predictions:

Galactic, Jupiter, Grand Fuzz, Richmond, Florida.
 Wallingford, Munson's, Cincinnati, California, Yorktown.
 J & B, Connecticut, BRUNO's, New England, Salem.
 TEEM, Dragons, Duke, Lake Wobegon, East Meadow.

BRUNO'S: The 1987 BRUNO Red Skins opened the season with high hopes returning as division winners. However, Opening Day proved to be a cruel day. The Red Skins lost their opening day game against Jupiter Hellbellies 9-3. It was the first of three terrible outings for Dwight Gooden.

The Red Skins are not blessed with super talent but they do have proven performers at each position. Twenty players who were a part of the '86 Red Skin team that went 92-70, are on the roster in '87. The addition of Gladden, Madlock, Deshaies and Tewksbury should make BRUNO'S even better for '87.

Predictions: BRUNO'S, Connecticut, New England, J & B, Salem.
 TEEM, E. Meadow, Lake Wobegon, Dragons, Duke.
 Galactic, Jupiter, Florida, Grand Fuzz, Richmond.
 Munson's, Wallingford, Yorktown, Cinn., California.

East Meadow: I believe my schedule is mixed up series 3 & 4 switched and 5 & 9. (I called the commissioner and you are right. Just play them as listed and NO PENALTY POINTS.)

TEEM: I noticed a major problem in the schedule. (the same kind of mix up here between Lake Wobegon & Duke. No PENALTY POINTS for lateness) My team is playing well. Herr and Horner have been surprises (especiply Herr); Mattingly continues to rack up statistics and Molitor, Strawberry and Reed have been disappointments. My bullpen has been strong, especially Dawley. Rasmussen has struggled along with Tibbs.

Schedule:

Series 1-2 (5/4), 1-4 (5/18), 1-6 (6/1), 1-9 (6/22), 1-11 (7/20), 1-13 (8/03), 1-16 (8/17), 1-18 (8/31), 1-19 (9/14), 1-21 (9/28), 1-23 final (10/12).

One penalty point for being late. Three penalty points for missing a due date completely !

8 June 1987



Rob,

I've enclosed the injury chart you requested last month. Also have enclosed an editorial letter for your newsletter concerning injuries.

Dear Fellow F&N Managers,

Some of you may remember voting last year on a proposal to adopt a new injury chart. This proposal was voted down but only a handful of managers actually voted so I'm bringing up the matter again and hoping for a better response. If you look closely at the chart you will see that a player who tends to play less because of injury is more likely to be injured; which is the purpose of an injury chart. Our current system in the F&N league requires that a player leave the game every time an injury occurs. We already are bound to use a player according to his A/B/C's or innings pitched which takes into account injury frequency. Having a player leave the game and miss as many as 4 additional games every time an injury occurs is placing the manager in double jeopardy. If we were to adopt this new injury chart we would not eliminate the possibility of a player having to leave the game due to injury. What we would be doing is adding the possibility of a player being injured but still being able to remain in the game and play through the injury. How often does an injured player actually leave the game in M&BB? The chart also adds a few other situations which add a certain amount of realism to the game. We may wish to adopt this chart as is, or we may want to modify it to suit our own needs. For example the chart includes provisions for Run-Backs.

and rain outs. I've played in leagues where we used this chart but ignored Rain situations.

I've sent a letter to our Commissioner requesting a vote on using a new injury chart. Some one else may have a different idea. If so lets hear it, but lets do something. I think our injury system needs to be changed for the better.

Thanks,

Burt
New England Line Sox

SPLIT	600+	500	400	300	200	150	100	50-	1 -
	250+	599	499	399	299	199	149	99	49
		200		150		100		50-	1 -
		249		199		149		99	49

At-Bats as shown on batter's card.

Innings Pitched as shown on Pitcher's card.

WHEN INJURY ROLL OCCURS, CHECK AT-BATS/INNINGS, THEN ROLL/DRAW SPLIT, AND CHECK BELOW FOR MEANING...

1	A	I	W	V	U	S	@	F	gm.
2	I	Y	I	U	S	@	K	gm.	gm.
3	X	J	U	I	@	Y	gm.	gm.	#
4	\$	W	F	\$	I	gm.	gm.	#	+1g
5	W	S	\$	S	gm.	I	#	+1g	+1g
6	V	\$	S	#	+1g	#	I	+1g	+2g
7	Z	V	gm.	S	+1g	+1g	F	I	+2g
8	M	gm.	S	#	S	+1g	+1g	+2g	I
9	gm.	U	#	gm.	+1g	S	+1g	+2g	+3g
10	U	#	gm.	F	H	M	S	B	+3g
11	#	F	S	T	*	Z	B	G	C
12	F	gm.	€	+1g	F	+2g	+2g	+3g	+4g
13	S	M	+1g	Z	+2g	B	+2g	+3g	+4g
14	&	S	M	+1g	B	+2g	H	I	D
15	P	+1g	+1g	B	+2g	H	+3g	+4g	+5g
16	R	H	B	+2g	Q	+3g	+3g	+4g	+5g
17	gm.	B	+2g	H	+3g	O	M	S	E
18	B	+1g	H	+2g	P	+3g	+4g	+5g	+6g
19	H	Z	+2g	M	+3g	L	+4g	+5g	S
20	gm.	+2g	P	+3g	M	+4g	N	+6g	+6g

gm. = batter injured for remainder of game

+9g = batter injured for remainder of game, and number of games shown here

I = Rain delay, both pitchers must leave the game at this point

@ = Firstbase Coach ejected from game

= Batter is ejected from the game.

\$ = Thirdbase Coach is ejected from game

Z = Manager (of batter) is ejected fm game

€ = Catcher (on field) is ejected fm game

& = Shortstop (on field) is injured for remainder of game

* = Bench clearing brawl, both Managers, Pitcher (on field) and batter are all ejected from the game

S = Rain... Game called at this point!
[All MLBB Rules apply to Rainouts]

A = Player in on-deck circle is injured, and must leave the game

B = Rain delay..., subtract 1-inning from both P'ers endurance factor

C = Thirdbaseman (on field) is injured catching foulball, leaves game

D = Firstbaseman (on field) is injured catching foulball, leaves game

E = Fan ejected for interfering with foulball, NO OUT RECORDED!

- F = Runner on firstbase is picked off if his 1st Steal Rating is 13, or BELOW
 - G = Runner on firstbase is picked off if his 1st Steal Rating is ABOVE 13
 - H = Fan interferes with pop-up. Batter is out, fan is ejected from the game.
 - I = Catcher's Interference, batter is awarded firstbase
 - J = Centerfielder catches flyball, but hurts shoulder crashing into fence, and leaves game
 - K = Rightfielder catches flyball, but hurts ankle crashing into the fence, and leaves game
 - L = Leftfielder catches flyball, but hurts hip crashing into fence, and must leave the game
 - M = Batter thrown at, but not hit. Warning given, and next batter hit by either pitcher now in the game will result in that pitcher's being ejected from the game
 - N = Balk called. if runner(s) on-base, they move up. If no one on, ball -4 on batter!
 - O = If lead runner on-base has 12+ chance of stealing, interference called on batter, runner out
 - P = Player on bench, of defensive team, with lowest at-bats allowed, is ejected from game
 - Q = If Relief Pitcher in game, he is ejected for arguing balls and strikes
 - R = If pitcher on mound has already hit a batter, he is ejected for throwing at this one
 - S = If roll occurs on foulout/pop-up, fielder drops ball, and PH'er bats for injured batter
 - T = Large busted female runs onto field and kisses [P'er/SS/lb/c/umpire... pick one]!
 - U = If in extra innings, game suspended due to curfew, and resumed tomorrow with new pitchers
 - V = That was just your bat breaking dummy, get up there and hit the ball!
 - W = Secondbaseman goes over the fence catching foulball, rings bell, and takes rest of day off
 - X = Infield Fly Rule... batter out & runner(s) advance according to steal instructions, w/O arm
 - Y = Spectator injured by foulball... timeout while batter collects thoughts, and fan removed
 - Z = Player, on bench, of offensive team, with least at-bats allowed, is ejected from game
- Infield Fly in effect with runners on 1b & 2b, or bases loaded, & O, or 1 out... ONLY!