ALL-STAR REPLAY

featuring Sports Illustrated Games

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(With Player Cards!)

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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 sports games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

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

THE DUGOUT

I began this column in the last issue of ASR by apologizing for it being so late. Not long after that my grandmother called me from Long Island to tell me that an editor must never apologize, especially for a late issue. "Let *them* figure out why it's late," she said. Seems like a good idea to me, especially since this one is a little late, too (did I really say it would be mailed out in September?). You'll notice that this issue includes our second insert, in the form of player cards for STATIS-PRO NBA BASKETBALL. We hope to be doing a lot more of this sort of thing in the future, depending upon the reaction of our subscribers.

What's New at AH—USAC, our reissue of the popular STATIS-PRO Indianapolis 500 game, is on the verge of going on sale. It is a very exciting, part-statistical, part-strategy game with individual cards (and cars) for 33 top Indy drivers, each with a full-color photo of the driver on the back. No bubble gum included with the game. We also have the 1977 PAYDIRT charts, with some revisions to the rules (which we include) which are explained by Dr. Nicely in an article in this issue. 20 new college charts should be on sale in the Spring, with teams ranging from the 1940 Stanford Indians (where the T formation first appeared) up to the present.

STATIS-PRO BASEBALL is to be put in a box, just like NBA BASKETBALL, and will have a playing board with the most important charts used in the game on it, along with a small diamond and other data. I wish that some of you SUPERSTAR BASEBALL fans who write to me almost daily asking for current players would give this game a try, because it includes all current players. Not only do the players perform exactly the way they did in real life, but you as manager can make all of the decisions really made, such as deciding whether to play your infield in or back, when to steal, when to try to stretch a base hit, and much more. There's no denying that SUPERSTAR BASEBALL is a lot of fun, but when this game comes out you should take a close look at it.

TITLE BOUT is another game that looks really good, with individual cards (with biographies on the back!) for about 320 boxers both current and past, and ratings for about 120 additional boxers. All of the great boxers from the past are in the game, with heavyweights, as the most popular division, being most highly represented (over 100!), but with boxers from every weight class available. Although originally designed to be played solitaire, Jim and Tom Trunzo, the game's designer's have come up with a unique "strategy" option which permits opposing managers to do things such as: Fight inside, fight outside, cover up or go for a knockout. Each has its own advantages and risks, and using them the game truly becomes just as exciting for two players as for one. Besides doing things such as taking a fighter and fighting him through his career against all of his historic opponents, you can pit greats of the past against those of the present (with *two* Ali cards, one at his peak and one at his current level, you could even have Ali fight himself!), have "stables" of fighters going against each other, and much more. And of course we'll be offering annual updates of boxer cards.

In the last issue there was a "contest" of sorts in which you were asked to guess the identity of a "mystery player" from SUPERSTAR BASEBALL. Since several readers wrote in telling me they had guessed the player, and wanted to know what their prize was, I should point out that the only prize was permission to use the card. And for those of you who did it, you weren't supposed to *send* me the card, but to play with it!

Those of us who consider football to be purely an American (pardon me—and Canadian) game might be interested to know that recently there has come into existence the Perfidious Albion American Football League, a group of six or seven devoted FOOTBALL STRATEGY enthusiasts in England. But wait, there's more! These guys actually play the game over the telephone, by use of a system that is remarkably quick and efficient, considering the fact that the game was not designed for telephone play. In our next issue there will be an extremely interesting article by C.H. Vasey explaining how they do it.
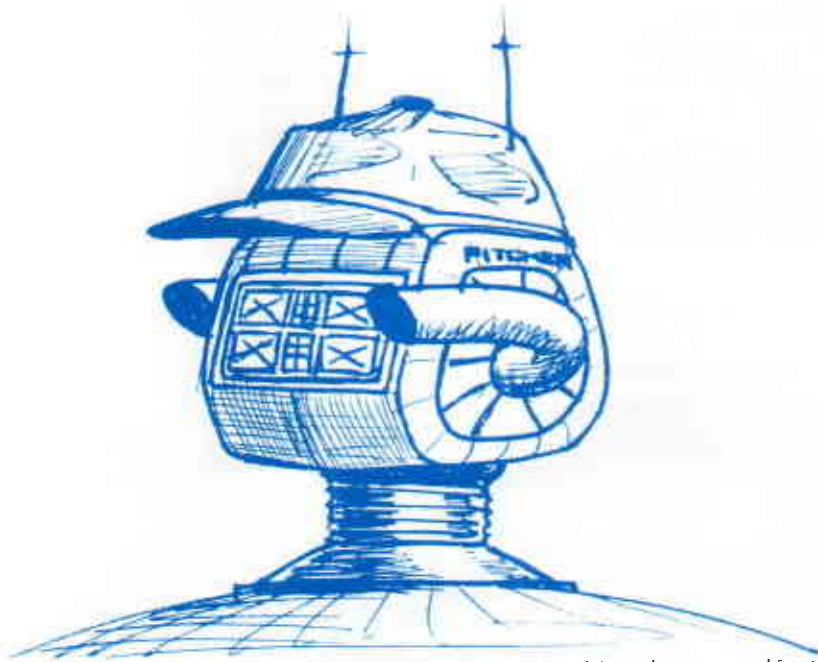
HOME RUN DERBY

FIG. 1 Ambidextrous Pitching Machine Mark IV—*Throws right or left; can be programmed for strikes, balls, spitters, and beanballs*

Bob Norgard

The Sports Illustrated dice cascade onto the table cover and up comes "26." James Emory Foxx, the Maryland Strong Boy, has just hit a drive toward Section 5 in left. A second roll of the dice . . . and it's a "39." Which means Foxx's drive went over the 360-foot mark and has traveled a distance of 400 feet.

Foxx pauses a moment as the S.I. scoreboard adds another marker to his total and steps back into the right hand batter's box. Kneeling in the on-deck circle, his big hands cupped on the small end of his 42-ounce bat, is Foxx's opponent in this battle of titans, the Sultan of Swat, George Herman (Babe) Ruth.

Apart from these two stalwarts, there are no athletes on the field. Two or three ball boys can be seen patrolling the outfield, ready to retrieve any balls which might be hit on the ground or fall short of the fences.

The well-manicured infield is bare except for the pitcher's mound. Here, a mechanical pitching machine, at precisely eight second intervals, propels a baseball at up to 86 miles per hour across the intervening 60-feet 6-inches to the plate,

entering a pre-set target area within the strike zone.

It was just a few decades ago, when the sports pages were emblazoned with the slugging prowess of baseball heroes like Ruth, Lou Gehrig, Foxx, Hank Greenberg and others, that early arriving fans at the ball park were treated to distance-hitting contests between the greatest hitters of the rival teams. These pre-game exhibitions provided excitement that equalled the thrills of the games which followed.

It was the memory of these pre-game contests, as well as the desire to transfer outdoor sports to the parlor that prompted us to come up with a reasonable facsimile.

For starters, we chose Sports Illustrated's baseball diamond (Fig. 3) for its symmetrical proportions and SI's game dice to call the shots. Then we added the aforementioned pitching machine (Figs. 1 and 2) to replace the old batting practice pitcher. This will not only insure that each pitch will be to the batter's liking but will no doubt discourage arguments.

Two can play Home Run Derby, but if

you lack opponents, you can have just as much fun because there's no pitcher-versus-batter confrontations, bases on balls, sacrifice, hit-and-run, or any of the strategy associated with regular baseball; just raw power and the ability of the all-time great sluggers to hit it over the wall!

True, in Home Run Derby there are three outs to the inning and nine innings for a game; however, the only way to score is to hit the ball out of the park. Any result other than a homer such as a swing-and-a-miss, grounder, foul ball, pop-up, are scored as outs. The object of the game is to hit as many home runs in each of the nine innings as you can before three outs are made.

At S.I. Stadium, it's 330 feet down the lines and 410 feet straightaway. The outfield is divided into 17 sections, each section a different distance from home plate.

On the first roll of the dice, the player refers to the Batter Swings Table (Table One), which determines automatic outs or the direction of hits. When the result is a fly ball to one of the 17 outfield sections, the batter rolls again and refers to the Distance Table (Table Two). If the result in the Distance Table is equal to or greater than the distance to the fence, it is a Home Run. Any ball which fails to clear the fence is scored as an out.
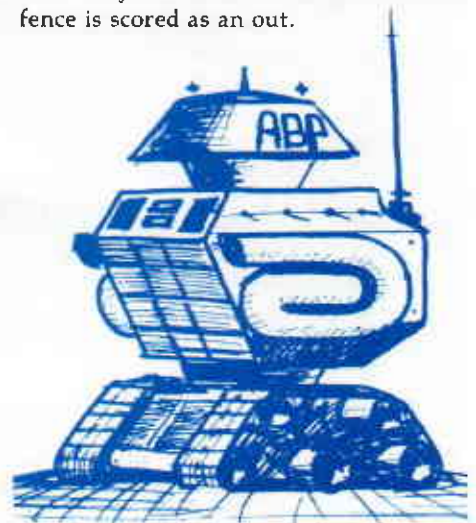

FIG. 2 Super De Luxe Pitching Machine—*Fields bunts, runs down base runners (and slow umpires), kicks batboys and mows infield grass twice a week.*

Whenever a ball is hit down the lines, there is a possibility of it going foul. Therefore, on a fly ball hit to Section 8, the batter rolls the two white dice. If he rolls a "4" it is a foul and scored as an out. If any other number comes up, it is a fair ball and he rolls for distance.

Still referring to the Batter Swings Table, right hand batters hit to left field, left handers to right. The only exception to this rule is when "O.F." appears. In this case, the batter has hit to the Opposite Field, and ten feet is subtracted from the result in the Distance Table.

For realistic results, the Distance Table is divided into three parts to accommodate sluggers with varying degrees of skill.

Table Three is a roster of the all-time great sluggers. It indicates whether they are right or left hand hitters and gives the appropriate distance table to refer to.

You will note that Distance Table A is reserved for only two players, the immortal Babe Ruth, who produced one home run in each 11.76 times at bat, and Josh Gibson, the 6-foot 2-inch catcher who played in the Negro leagues in the 30s and early 40s. In 1931, at the age of 20, this Hall-of-Famer smashed 75 home runs while playing with the Homestead Grays, and in 1934 while playing with the Pittsburgh Crawfords, Josh hit the only fair ball ever knocked out of Yankee Stadium!

You may want to promote contests between players who are not included in Table Three. In this case, always refer to Distance Table C.

There are four magic numbers in the Distance Table which result in tape measure home runs. You may want to

keep a separate set of statistics for longest hits. When the result on the second roll is 10, 18 or 29, the ball has not only gone over the fence in the particular section indicated on the first roll, but has traveled 150 feet beyond the distance marker on the fence.

For example, if the ball went over the 350-foot mark, which is Section 6, it would be a 500-foot home run. However, if the result on the second roll is 19, the ball has gone 200 feet beyond the fence. Therefore a ball hit over the 350-foot mark would be a 500-foot homer. It is possible, then, to hit one the prodigious distance of 610 feet at S.I. Stadium if one connects to straightaway center field!

Giving the game a name was the easy part of creating a facsimile of those old-time Home Run Derbies. Working out the

TABLE ONE BATTER SWINGS TABLE		TABLE TWO DISTANCE TABLE "A"		DISTANCE TABLE "B"		DISTANCE TABLE	
No.	Result	No.	Result	No.	Result	No.	Result
10	Misses ball—out	10	HR plus 150 feet	10	HR plus 150 feet	10	HR plus 150 feet
11	Fly O.F. Section 6	11	390 feet	11	380 feet	11	370 feet
12	Fly O.F. Section 8	12	410 feet	12	400 feet	12	390 feet
13	Grounder—out	13	400 feet	13	390 feet	13	380 feet
14	Grounder—out	14	380 feet	14	370 feet	14	360 feet
15	Grounder—out	15	370 feet	15	360 feet	15	350 feet
16	Grounder—out	16	400 feet	16	390 feet	16	380 feet
17	Fly O.F. Section 4	17	360 feet	17	350 feet	17	340 feet
18	Fly O.F. Section 2	18	HR plus 150 feet	18	HR plus 150 feet	18	HR plus 150 feet
19	Fly O.F. Section 1	19	HR plus 200 feet	19	HR plus 200 feet	19	HR plus 200 feet
20	Fly O.F. Section 7	20	370 feet	20	360 feet	20	350 feet
21	Foul—out	21	410 feet	21	400 feet	21	390 feet
22	Foul—out	22	350 feet	22	340 feet	22	330 feet
23	Fly Section 4	23	340 feet	23	330 feet	23	320 feet
24	Fly Section 4	24	320 feet	24	310 feet	24	300 feet
25	Fly Section 5	25	330 feet	25	320 feet	25	310 feet
26	Fly Section 5	26	310 feet	26	300 feet	26	290 feet
27	Pop up—out	27	360 feet	27	350 feet	27	340 feet
28	Fly Section 3	28	390 feet	28	380 feet	28	370 feet
29	Fly O.F. Section 3	29	HR plus 150 feet	29	HR plus 150 feet	29	HR plus 150 feet
30	Fly Section 3	30	370 feet	30	360 feet	30	350 feet
31	Fly Section 3	31	380 feet	31	370 feet	31	360 feet
32	Fly Section 0	32	350 feet	32	350 feet	32	330 feet
33	Fly Section 7	33	340 feet	33	330 feet	33	320 feet
34	Fly Section 2	34	320 feet	34	310 feet	34	300 feet
35	Fly Section 6	35	330 feet	35	320 feet	35	310 feet
36	Fly Section 8	36	310 feet	36	300 feet	36	290 feet
37	Fly Section 1	37	360 feet	37	350 feet	37	340 feet
38	Fly Section 1	38	390 feet	38	380 feet	38	370 feet
39	Fly O.F. Section 5	39	400 feet	39	390 feet	39	380 feet

Numbers 10, 18, 19 and 29 are Automatic Home Runs and call for a tape measurement. Add bonus distance indicated in the Distance Table to the distance from home plate to the fence. Example: If ball went over the 350-foot mark and a 10, 18 or 29 is rolled in the distance table, the ball travelled a total of 500 feet. If a 19 is rolled in the distance table, the ball carried 550 feet.

O.F.—Opposite Field. Subtract ten feet from result in Distance Table.

On hits to Section 8 (no's 12 and 36), roll two white dice. If a 4 is rolled, ball is foul.

percentages was the crux of the matter. For example, the results in the Batter Swings Table will reflect the frequency hits made to certain directions. Hitters will stroke more frequently to the power alleys in Section 3, 4 and 5 than down the lines or to center.

If you've ever thrilled at the sight of the ball disappearing over a distant outfield fence; if you've ever pondered over the results of an out-and-out slugging match between the great sluggers, here's the game that will come close to giving you the answers.

In Home Run Derby, you are the spectator. No strategy, no skill, except in the powerful strokes of the masters. The great power hitters of all time are performing. And you are there!

TABLE THREE
ROSTER

Player	Bats	Distance Table
Hank Aaron	R	B
Ernie Banks	R	C
Jimmie Foxx	R	B
Lou Gehrig	L	B
Josh Gibson	R	A
Hank Greenberg	R	B
Harmon Killebrew	R	B
Ralph Kiner	R	B
Willie McCovey	L	B
Mickey Mantle	B	B
Eddie Mathews	L	C
Willie Mays	R	C
Johnny Mize	L	C
Mel Ott	L	C
Frank Robinson	R	C
Babe Ruth	L	A
Willie Stargell	L	C
Ted Williams	L	B
Joe DiMaggio	R	C

and true hits with the shot, and play accordingly. When the dice fall right, you can often birdie a hole. The problem, of course, is the disaster when the dice fall wrong.

EINSTEIN: so named because one plays the averages, by mathematics. Look for the probability result, avoiding trouble on all 10-20% secondary results, and trying to avoid problems if a 5-10% result pops up. In a typical 70-odd shot game, only results with 1% or higher probability will likely appear, and only a couple results in the 1.4-5% range are expected. This "bad luck" has to be expected, and you just hope to get out of trouble as quickly as possible.

WALTER MITTY: the ultimate in caution. Here you try to avoid trouble on any possible result. Very often a somewhat shorter-ranged Iron is used, for better accuracy and less danger. True shots may not result in good lies, as you are lining up to make sure that any slices or hooks don't fall in hopeless positions.

Choosing Your Game

The usual technique in GftG is to start out playing an Einstein. If your luck is bad, you then play catch-up with a Banzai. If your luck is good, and your opponents are doing poorly, you can switch to the Walter Mitty.

Variations are possible. For example, you might go Banzai on any apparently easy hole, and play more carefully only on the hard ones, until you build a commanding lead and can afford to fall back on Einstein or Walter Mitty. If your early Banzais work out badly, you just continue to Banzai, hoping for a break in your luck. Starting with a Walter Mitty is profitable if everyone else seems inclined to Banzai, so you can judge your risks in the middle and later holes depending upon the fortune of your opponents.

It is very unwise to stay entirely with a Banzai or Walter Mitty, since sooner or later the odds catch up with you and do you in. It is possible to play the entire game with an Einstein, sometimes with good results. However, strict play of the probabilities rarely leads to victory, as one of your opponents is bound to make a lucky gamble and grab an extra birdie or two. The trick is to know when to take the risks.
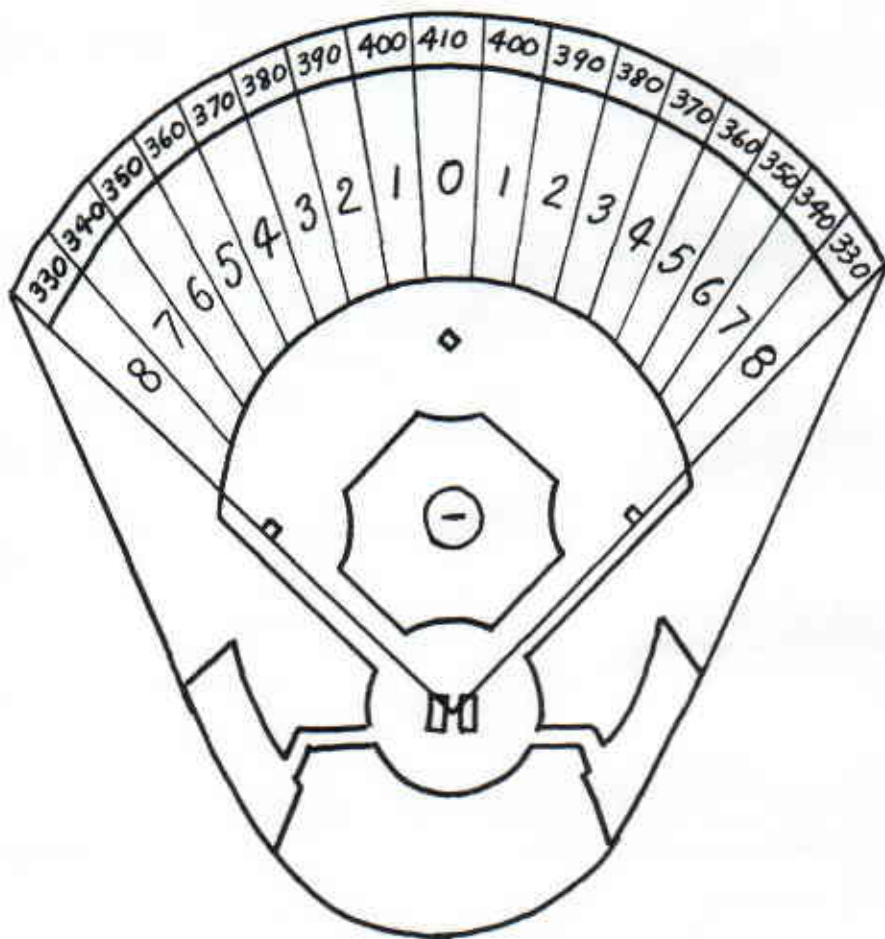
GO FOR THE ANALYST

Woods, Irons, Chips & Putts
in Go for the Green

by Arnold Hendrick

GO FOR THE GREEN is a study in golfomania. Unless you have a statistician's instincts and a talent for probability analysis, knowledge of golfing lore is a major advantage. The quirks of each club faithfully appear, and without aids the neophyte will consistently lose to the expert.

My own golfing career came to a glorious and triumphal conclusion some years ago—when I finally broke 100—on nine holes. My only hope in GftG lay in mathematics, so I began work on the arcane probabilities of Sports Illustrated's 10-39 dice system. Happily, beasts with printed circuits and LEDs can speak that language, with a bit of prompting. Soon my pocket calculator was spewing out reams of results. This improved my own game almost 300%, but unfortunately irked ASR's poor editor, who promised to use that very same calculator as his tee in the next round of the Avalon Hill Pro-Am Open. Fortunately, the traps of that course were still being refilled with used wargame counters (much more difficult to blast from than sand), and I had an opportunity to revise my presentation.

For those unfamiliar with GO FOR THE GREEN, the game depicts in stunning green, blue, and white eighteen of America's most difficult golf holes. Using a plastic template you line up your shot, select a wood or iron, roll the fancy dice, and consult the table. The shot travels so many scale yards, in one of five directions, as shown on the template. These five different directions are "A" for an arrow-straight true shot, "M" a badly mashed hook to the far left, "L" a slight left hook, "R" a slight slice to the right, and "P" a big pastrami slice to the far right, into a spectator's hero sandwich.

If you are unlucky and land in the rough, trees (deep rough), or sand (trap), you have certain restrictions and must make a special penalty table roll and lose some distance from your normal shot, which you then take.

"It's from the Queen. She says that if we keep beheading our caddies she'll take away our green privileges."

In short-range approach (chip) shots from the fairway or rough you state the range desired and go to a special table. You are assumed to select a club appropriate to the range. The table indicates if you are dead on, over, or short, and by how much. You may also slightly hook or slice the ball. When chipping from rough or sand, these inaccuracies increase in all directions.

Once your ball lands on the green, you go to a series of putting tables and roll the dice until that wandering white thing finally finds the hole. You have no control over the putting game, save what part of the green you begin putting from. The green is divided into Zones from "0" to "6" for this purpose.

Most of the game is selecting the proper, clubs and then lining up your fairway shots. Most of the time you'll get predictable, friendly results. But in any game you'll get a dozen or so minor irritations, and a couple of real disasters, at the very least. Then you have to play catch-up, getting yourself out of trouble in the minimum time. The trick is to minimize your risks in the first place, so

that if bad luck strikes you won't be in an impossible position. Then if Lady Luck does distract your shot, you need even more skill to make a good escape, and do no more than bogie the hole. Given the difficulty of the course, birdies are rare, and eagles almost unknown. In fact, if you make par, you are doing very well indeed.

As an aid to your endeavors, the following is a summary of a full probability analysis of the Men's pro charts. If you don't like numbers ruining your game, go to the women's charts!

Woods in General

Woods are the long-range artillery, used for the opening shot on all but the super-short holes. On a few very long holes your second shot will also be a wood. However, woods are less accurate than clubs, and have a strong tendency to hook. On the plus side, long-range woods tend to slice less than long-range clubs. All woods have a 0.9% chance of a botched short-range drop shot. Assuming you only use woods a couple of dozen times on a course, there is only one chance in four that you'll ever see this disaster, and so it can normally be ignored.

#1 Wood

This is the big boomer, a favorite for opening shots looking for long-range. It is the most inaccurate of clubs, but the difference is minor compared to other woods, and the gain in distance more than balances. On dog-leg holes the #1 Wood is especially useful, as the extra range often gives a much more attractive angle around the corner.

STATISTICS:

Average range 250 yds. Hits 240-290 yds true 42.1% of the time.
M lies 11.1% of the time, average 241 yds (ranges from 210 to 260)
L lies 27.0% of the time, average 248 yds (ranges from 220 to 270)
A lies 50.0% of the time, average 256 yds (ranges from 170 to 290)
R lies 6.4% of the time, average 246 yds (ranges from 230 to 260)
P lies 5.5% of the time, average 239 yds (range 220, 240 or 250)

#3 Wood

This is the favorite second banana, used when the #1's long range hurts more than it helps, such as putting you into a forest past a dog-leg. In addition, the chance of the big pastrami slice to the right is only 58% of #1's, a great advantage to the cautious player who can't afford the normal risk with the #1, and

doesn't mind sacrificing a couple of dozen yards for that safety.

STATISTICS:

Average range 226 yds. Hits 220-260 yds true 45.9% of the time.
M lies 10.7% of the time, average 219 yds (ranges from 200 to 230)
L lies 25.0% of the time, average 222 yds (ranges from 190 to 250)
A lies 55.1% of the time, average 231 yds (ranges from 150 to 260)
R lies 6.0% of the time, average 221 yds (ranges from 210 to 230)
P lies 3.2% of the time, average 202 yds (ranges 190, 210 or 220)

#4 Wood

This specialty club is normally inferior to the #2 Iron, as the latter has better accuracy and equivalent range. However, the #2 makes slight right slices almost twice as often, though it only has 2/3 rds of the serious left hooks that plague the wood. The bad shots from the #2 Iron tend to travel somewhat further than those of the wood. The #4 Wood is therefore useful if you must avoid areas to the right, can afford many slight hooks, and prefer to undershoot if you do slice or hook.

STATISTICS:

Average range 213 yds. Hits 200-240 yds true 46.8% of the time.
M lies 9.7% of the time, average 209 yds (ranges from 190 to 220)
L lies 25.1% of the time, average 210 yds (ranges from 180 to 230)
A lies 56.0% of the time, average 216 yds (ranges from 140 to 250)
R lies 6.0% of the time, average 211 yds (ranges from 200 to 220)
P lies 3.2% of the time, average 192 yds (ranges 180, 200 or 210)

#5 Wood

This is another specialty club, similar to the #4 Wood. Here the #3 Iron is normally used instead of the #5 Wood, for the same reasons the #2 Iron is better than the #4 Wood. However, the special conditions for the #4 Wood apply here for the #5 as well, at slightly shorter ranges. The tendency for hooks and slices to short-fall is quite pronounced with this wood, a notable advantage. However, when this wood does slice, serious ones are as common as slight ones, a very bad situation that all too often leads to a mouthful of unwanted pastrami.

STATISTICS:

Average range 203 yds. Hits 190-230 yds true 50.1% of the time.
M lies 9.7% of the time, average 195 yds (ranges from 180 to 210)
L lies 23.2% of the time, average 197 yds (ranges from 170 to 220)
A lies 58.0% of the time, average 208 yds (ranges from 130 to 240)
R lies 4.6% of the time, average 200 yds (ranges from 180 to 210)
P lies 4.5% of the time, average 186 yds (ranges 170, 180 or 200)

Woods in the Rough

Woods suffer greatly in any sort of bad ground. Given the major range loss, and the basic inaccuracies of woods, an Iron is often your better choice. However, in rare circumstances you may need the exceptional range of a #1 Wood (which even from the rough is better than a #2 Iron), or desire the rarity of slices that a wood confers.

STATISTICS:

In light rough: Average –13.2 yds range loss (varies from no loss to –30 yds)
In deep rough: average –19.5 yds range loss (varies from –5 to –35 yds)
In sand trap: average –14.7 yds range loss (varies from no loss to –30 yds, 1.8% trapped)

Irons in General

Irons are the mainstay of your game. They are invariably needed to get from the fairway to the green. On short holes you may dispense with woods altogether and start with an Iron. Traditionally the #2, #3 and #4 are long range irons, the #6, #7 and #8 short-range. The #5 is a middle-of-the-road club, grouped with the long rangers in GftG for convenience. The #9 "wedge" is a special purpose club with serious disadvantages, and rarely used. It is classed among the short range irons in GftG.

Irons tend to have slight divergences, but rarely suffer extreme slices or hooks. Irons tend to slice more than woods, but the longer-ranged irons still hook more than they slice. As the number increases, and range decreases, chance of hooks begins to drop and slices to rise, while extremes to either side all but disappear. The result is the #8 and #9 iron looking very much like chip shots: almost no extremes, slight hooks and slices almost equal probability, and by far the majority of shots going true.

Average range 212 yds. Hits 200-230 yds true 44.0% of the time.
M lies 6.9% of the time, average 209 yds (ranges from 190 to 220)
L lies 19.1% of the time, average 215 yds (ranges from 190 to 230)
A lies 60.2% of the time, average 212 yds (ranges from 125 to 240)
R lies 10.1% of the time, average 215 yds (ranges from 190 to 230)
P lies 3.7% of the time, average 204 yds (ranges from 190 to 210)

#3 Iron

Similar to the #2 Iron, but with somewhat less range. Again, superior to equal ranged woods on most occasions. As with the #2 Iron, this club tends to fall long on any slices or hooks except those to the extreme right. This characteristic can be exasperating, because the increasing curve away from true as range grows, but the probabilities are so low that only the super-cautious need worry.

STATISTICS:
Average range 203 yds. Hits 195-220 yds true 45.9% of the time.
M lies 6.4% of the time, average 200 yds (ranges from 180 to 210)
L lies 17.5% of the time, average 203 yds (ranges from 180 to 220)
A lies 62.2% of the time, average 205 yds (ranges from 120 to 230)
R lies 9.7% of the time, average 207 yds (ranges from 190 to 220)
P lies 4.2% of the time, average 190 yds (ranges from 180 to 200)

#4 Iron

This is the first of the specialty clubs, which must be used if you are looking for a certain range. In this case, if you seek 190 to 200 yds, give or take a bit, this is the proper choice. Inaccurate shots tend to fall long, especially those slightly to the right or left, but there is no easy alternative to the #4.

STATISTICS:
Average range 191 yds. Hits 185-210 yds true 46.8% of the time.
M lies 6.1% of the time, average 190 yds (ranges from 180 to 195)
L lies 17.6% of the time, average 195 yds (ranges from 180 to 210)
A lies 63.9% of the time, average 190 yds (ranges from 160 to 210)
R lies 8.7% of the time, average 194 yds (ranges from 180 to 200)
P lies 3.7% of the time, average 188 yds (range 180 to 190)

#5 Iron

This club is for hitting at 170 to 190 yards. The tendency of slight inaccuracies to fall long is starting to disappear. Serious hooks and slices tend to fall very short, especially a big hook. This is rather advantageous, as the low range often minimizes the damage, explaining the popularity of the #5 Iron.

STATISTICS:
Average range 178 yds. Hits 170 to 190 yds true 52.9% of the time.
M lies 5.4% of the time, average 165 yds (ranges from 160 to 170)
L lies 16.2% of the time, average 179 yds (ranges from 165 to 190)
A lies 67.7% of the time, average 179 yds (ranges from 160 to 200)
R lies 7.9% of the time, average 180 yds (ranges from 170 to 185)
P lies 2.8% of the time, average 172 yds (ranges from 165 to 175)

Long-Range Irons in the Rough

When using a #2 to #5 Iron from the rough, a certain range loss is naturally expected. However, in the light rough, the loss is so small that no change in your club selection is needed, unless you are using a difficult Iron on the borderline with a better and longer-ranged one. From traps the loss is about half the difference between Iron types, so in all borderline situations it's wise to look for more range. In the deep rough, the difference is equivalent to an Iron, and you must revise your choice.

STATISTICS:
In light rough: average –6.1 yds range loss (varies from no loss to –20 yds)
In deep rough: average –17.3 yds range loss (varies from no loss to –35 yds)
In sand trap: average –10.5 yds range loss (varies from no loss to –25 yds, 1.8% trapped)

#6 Iron

This specialty iron is the normal choice at 155 to 175 yards. Hooks and slices tend to land at the same range as a true shot, except the big shot which falls a trifle short. However, the most notable tendency with this iron is the big chance of slices, much greater than the #5. As a result, either the #5 or #7 is often a better choice, especially if you wish to avoid dangers on the right, or cannot afford the probability of a bad hook or bad slice.

STATISTICS:
Average range 163 yds. Hits 155 to 175 yds true 52.9% of the time.
M lies 5.1% of the time, average 163 yds (ranges 160 or 165)
L lies 12.5% of the time, average 165 yds (ranges from 155 to 175)
A lies 68.2% of the time, average 163 yds (ranges from 140 to 180)
R lies 9.6% of the time, average 164 yds (ranges from 145 to 175)
P lies 4.6% of the time, average 158 yds (ranges 155 or 160)

#7 Iron

This specialty iron is the normal selection at 140 to 160 yards. Most hooks and slices land somewhat beyond the average of true shots, save the very rare extreme slice, which lands thankfully short. However, the overall accuracy of this Iron, especially compared to the #6, makes it a superior choice in all cases of range overlap.

STATISTICS:
Average range 149 yds. Hits 140 to 160 true 55.6% of the time.
M lies 4.1% of the time, average 152 yds (ranges 145 or 150)
L lies 12.6% of the time, average 154 yds (ranges 135 to 160)
A lies 69.9% of the time, average 148 yds (ranges 125 to 165)
R lies 10.7% of the time, average 151 yds (ranges 140 to 160)
P lies 2.7% of the time, average 143 yds (range 140 or 145)

#8 Iron

This short-range iron is the normal choice at 125 to 145 yards. It is very accurate, with miniscule chances of extreme divergence from course. However, the chance of moderate hooks and slices is almost equal, a natural result of a trend in higher numbered Irons toward a left-right equalization. Therefore, the usual rule for "lining up on the L and A" no longer applies. One must pay attention to L and R results while lining up the A. When hooks or slices do occur, the final range result is almost the same as a true shot.

STATISTICS:
Average range 134 yds. Hits 125 to 140 true 58.9% of the time.
M lies 2.3% of the time, average 133 yds (range 130 or 135)
L lies 12.9% of the time, average 134 yds (ranges 120 to 145)

A lies 71.9% of the time, average 134 yds (ranges 115 to 150)
R lies 11.0% of the time, average 133 yds (ranges 120 to 145)
P lies 1.9% of the time, average 129 yds (range 125 or 130)

#9 Iron (Wedge)

This wild beast is normally used at 110 to 130 yards. However, it has an exasperating tendency to go 130-155 yards when fired true (a whopping 16.7% of the time!). Meanwhile, if you hook or slice, it will tend to fall short instead. When firing for a small green, the results are often disastrous. Therefore, at the longer end of this range band, the #8 is a better choice, while at the short end a chip shot is usually superior.

Those familiar with the wedge know that it has one excellent trait: in the deep rough or in sand it tends to cut through rather than push the junk, giving excellent "blasting" effects and very nice results. At 105-125 yards range a wedge is superior to a chip from deep rough or sand. It is more likely to fall true (73.9% to 67.1%), and the chances of extreme slice or hook are only 2.3%—negligible. Of course, the distance variation can be irritating at times, and if you cannot afford an overshoot, a chip may still be better.

STATISTICS:
Average range 121 yds. Hits 110-130 true 56.9% of the time.
M lies 1.4% of the time, average 116 yds (range 110 or 120)
L lies 12.9% of the time, average 119 yds (range 105 to 130)
A lies 73.9% of the time, average 122 yds (range 100 to 155)
R lies 11.1% of the time, average 118 yds (range 105 to 130)
P lies 0.9% of the time, average 115 yds (range 115 only)

Short-Range Irons in the Rough

Firing a #6 through #9 Iron from light rough or a sand trap is an everyday no-bother situation. Range loss is slight to nonexistent. Deep rough does present some problem, but a new selection is only necessary if the range situation was already close to the borderline. In sand and the deep rough a #9 wedge has special advantages over chip shots at ranges just over 100 yards (see above).

STATISTICS:
In light rough: average -4.7 yds range loss

(varies from no loss to -20 yds, 49.5% no loss)
In deep rough: average -10.5 yds range loss (varies from no loss to -25 yds, 9.5% no loss)
In sand trap: average -4.3 yds range loss (varies from no loss to -15 yds, 34.7% no loss)

Approach Shots (Chips)

In the fairway or light rough, any time you are within 115 yards of the target, and a shortfall of 5 or 10 yards will not spell disaster, use an approach shot. There is no chance of serious slices or hooks, in itself a great advantage. Furthermore, the probability of a true shot is 80.8% over 50 yards, rising to 86.6% at 30-50 yards, and a huge 95.5% at 5-25 yards. Range wander is only about 5 yards short or long, sometimes more, with short tending to be more common. The chance of slices and hooks are about equal, and some account of them is necessary at medium and long ranges.

In the deep rough chips are more difficult. Range and true line accuracy fall off, and variations of 10 yards or more in range are not uncommon, although short is still more likely than long. In the deep rough, slices are more common than hooks, a very queer situation worth remembering, and quite important at 55-110 yds, where true line hits are only 65.7%! Under 55 yards accuracy improves in all ways, and one can begin to play normally. Perhaps the worst chip is at 55-95 yards from the deep rough, as over 95 yds one can use a wedge instead.

Chips from sand traps are also nasty. Fortunately, the usual favoritism of hooks over slices is present. However, straight-line accuracy and range wander from traps is about the same as from the deep rough, and traps at 5-25 yds range don't have the additional accuracy possible when firing from the deep rough. The usual procedure is to pick your range, roll the dice, and pray like crazy.

Putting

The number of putts needed before the ball rolls in depends entirely on which zone you start from, and your luck. Zone 0 is the clear favorite, and Zone 1 the next best by far. Zones 2 and 3 are almost exactly equal. Actually, Zone 3 is slightly superior, since if you fail on the first putt, from Zone 3 your chances of doing better on the second are marginally better than from Zone 2. Next comes Zone 4, and finally Zones 5-6. Zone 6 is slightly

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superior to Zone 5, since again if one misses the first putt, in Zone 6 one is more likely to score on the second than in Zone 5, where you are a trifle more likely to need a third.

The average number of putts needed, from any zone to the hole, are:

Zone 0—1.54 putts
Zone 1—1.78 putts
Zone 2—1.96 putts
Zone 3—1.95 putts
Zone 4—2.01 putts
Zone 5—2.16 putts
Zone 6—2.12 putts

As can be seen, the difference between Zone 0 and 1, or between 1 and 2-3, is equal to the entire spread between Zones 2-3 and 5-6. In other words, if you fail to get Zone 0 or Zone 1, you are hurting. Although 2-3 are better than 4, and 4 better than 5-6, it is worth a risk to go for 0 or 1, even if you may wind up in 5-6. Note that the chance of needing 3 or 4 putts is quite unlikely, and the possibility of needing only one can be dismissed unless you happen to land in Zone 0.

Strategies

Use of these probabilities leads to three basic game strategies for any given shot:
BANZAI: better known as "the gambler". One ignores the dangers of hooks or slices and makes no compensations when lining up. You expect average range

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"Only the Lonely . . ."
Some Sensible Solitaire Suggestions

by David Minch

The baseball season has just ended, the country is immersed, now, in its winter fling with football, hockey and basketball. You, though, are a passionate fan of the Milwaukee Brewers and convinced that you could have closed the gap that kept them out of first place in the AL East and you want the opportunity to prove it, to yourself, at least.

So, you haul out your favorite baseball table game and settle in to replay the Brewer's season and . . unless you live in Milwaukee, there's no one within 500 miles who would like to play the games with you. What now?

All of us who like to play games have had this problem before. There are times when no one else is in the mood to play, no matter how anxious you may be. There are only two possible solutions to the dilemma. You can forget about the game or you can find a way to play without an opponent.

The easiest way to do this is simply to play both sides yourself. This is not suited to all games but it works with most, if you can get past the natural human urge to "cheat" a little bit. It's so easy to acquire a feeling for one team or player and, consciously or not, have the defense let down just enough . . and the '61 Yankees go undefeated while Roger Maris hits 72 homers: Mantle gets 65. A case like this (which actually happened once) could hardly be called realistic, no matter how earnest the player was in his intentions.

To overcome human fallibilities, there are several tricks. First and foremost is to imagine, each time you switch sides for some decision, that a good friend of yours started this game, against someone whom you dislike. Your friend was called away and left you to finish for him. Play as if it means something and it becomes harder to favor one side or the other. In a game like baseball, where there are relatively few decisions, it can work well.

As usual, this method won't work for everyone and it won't have the same success for one player in different games. Some table games play better solitaire than others and some sports are better suited to solitaire gaming. This makes for another suggestion: pick the right game for solitaire play and/or pick a sport which is suited to solitaire gaming.

Football, as one instance, is not suited to solitaire gaming. Solitaire systems do exist for many football games and some

even work. Since the emphasis of most table football games is on the match-up of a defense and offense, both secretly selected, it imposes some problems to get such a game working with only one player.

For games which require, at any point, that you do something like this, there is an easy way to accomplish it. Choose the play for one team by the best use of your skills and then choose the other team's play randomly. FOOTBALL STRATEGY suggests such a method in its rules and it *can* work.

The drawback is that, for such a method, all of the plays from which you randomly select one should have equal application to the situation on the field. With Ohio State first and goal on your five yard line, a pass defense is suicidal. In the same situation against the Pittsburgh Steelers, a pass defense *might* make sense; no telling what Bradshaw might do.

The best way around the possibility of lining up to receive a punt on first down is to "weight" the chances of any play being selected at random, in order to give precedence to those most likely to do some good. Football has common wisdom which will help you to make the choices. On first down, a team is open to any option besides those exclusively aimed at short yardage. Therefore, the defense should have about the same chance of drawing a run or pass defense and, in games where there are a variety of each, these should be aimed at stopping long gains. Kicking defenses, goal-line stands and nickel defenses have little, if any, place here.

Third down also has some common wisdom of coaches. Short yardage usually means a team will run and long yardage is a passing situation. Defenses featuring these as targets are best suited to use here, though it makes sense to keep yourself honest by throwing in one or two possibilities of defense against the "unexpected" play. A team with a good passer might choose a screen or flare pass on third and short, leaving the opposition standing if they've lined up to face a short run.

The quickest and easiest way to do all of the choosing is to make up a chart which matches the appropriate defenses against the roll of dice. Since such charts exist for many games—football in particular—it's a simple matter to modify

one to fit the game you're playing. Of course, the ones you write yourself are usually better suited to your own style of play.

Some sports also produce games where no chart is necessary, or where the defensive options are more general and easier to choose amongst. Baseball is an example.

A major league manager has many options for defense open to him but most of these are things which are not part of the model in table games. Few games will require you to deploy your outfielders, so a "Boston shift" is not among the things you'll need to consider. Likewise, many table baseball games ignore the differences of left-handed batters facing lefty pitchers, so the considerations a big league manager would have to attend will be minimized for you.

The things you'll have to watch are easy, in baseball. For one, you'll have to track your pitchers. If the game you play has a limitation on a pitcher's stamina, limiting how long the opponents can feist off any ineffectiveness he may show, it will be easy to decide when to pull him. Once he reaches his limit and loses his remaining ability, as in Statis-Pro baseball, out he goes! To make things a little more chancy and limit the possibility of unfairly treating a pitcher and his team, you can roll the dice or pick a card or otherwise get a random number to tell you, first, whether the manager will pull him early or late and, second, how much earlier or later. I favor rolling a die. If the first number is even, the pitcher will leave early that day. If it's odd, he'll stay a little too long. The second die roll will tell how many points should be removed from his staying power if he's set for an early shower, or how many extra batters he will face if the manager is scheduled to ignore his imperfections.

Next most important to play is the choice of playing for one run or for the "big inning". Should you sacrifice the runner to second? Should you pinch-hit for the pitcher? Should you let Bucky Dent bat when the Yankees are down by two with two men on base? These are not things which can be conveniently decided at random, since there are a great number of factors influencing a real manager who faces such a choice.

In the case of baseball, and to a lesser

extent basketball, the defense is "passive", in comparison to the offense, at most times. This means that the easiest way to play a solitaire game is to consider yourself at all times as the manager of the team on offense and let the defensive choices be made by some other method. For a baseball game, this will simplify things considerably. Make the choice of how to play, when to pinch-hit or sacrifice, by the best use of your strategic instincts. Then flip a coin, roll the dice . . . select the defense.

If you can make that choice by yourself, you're two steps ahead. If you can't, write a table to do that randomly, basing it on the common wisdom of baseball. For example, playing the infield in its never done except to prevent a run from scoring. With runners on first and third, or with the bases loaded, the choice of setting the infield *in* to get the runner, or *back* for the double-play grounder, is governed mostly by the score. In a tight game it's *usually* better to get the runner coming home, though this can be modified by other considerations. A team with a weak offense and a big lead is more apt to go for the double-play, sacrificing a run for the sake of keeping a wide margin on the opponent. Conversely, a team with little ability in the relief corps will most often want to stop *any* run from scoring; a big inning for the opposition could start any time.

There are two other defensive choices commonly encountered that may require a choice to be made. First is the option of intentionally walking a batter.

This is commonly done to get past the "big swinger" in the order, to get to the pitcher, who is usually thought an easy out, or to set up a possible double-play. Again, managerial choice will be influenced by many factors and there is no easy way to frame a set of charts to randomly make the decision (it can be done, though). The biggest factors to consider are the margin in the game and ability of the following batter(s), just as with decisions to move the infield in. The St. Louis Browns once sacrificed a shutout and walked Babe Ruth with the bases loaded in the ninth. Wally Pipp, batting behind Ruth, grounded out and the Browns won, 3-1. Not every manager would do that and not every manager will *make the right choice, no matter what it is*. When designing a chart to make the choices or when making them yourself, all you can do is make the best decision you can in a given situation. Sometimes it works, sometimes it doesn't. Even the best managers lose a third of their games.

The second decision encountered in many table baseball games is where to throw a ball hit to the outfield. This choice *implies* many others, made earlier, but it is usually easy to make, itself.

Among the implied choices, the most important is where to position the outfielder with the best defensive ability and/or the best throwing arm. Also, where should you put a player like Dave Kingman, whose position has been described as "outfield target"? The common wisdom of baseball is that the strongest fielder should go in center, the best throwing arm to the opposite field from the heart of the opponent's line-up (left field against right-handed hitters, right field against lefties) and the third outfield spot should be filled, if unavoidable, by the weakest fielder. That's why fielders like Burroughs, Luzinski and Kingman commonly vacation in left field, between at-bats.

In many games, such as Statis-Pro baseball, the choice of cutting off the ball or relaying to try for the runner is contained within the chart which decides success if a runner tries to stretch a base hit. So, the *defensive* choice of where to throw becomes an offensive choice of challenging an outfielder's arm or taking the base awarded by the hit. This has an easy simplification for us, since we have already assumed that all choices we make must be on offense, where they are easier to make. In the case of a game where the operating choice must be made by the defense, the decision to concede the run or allow trailing runners to advance should be made using the same criteria that are used to judge the decisions for playing the infield in or back and suchlike. It is, because of the general nature of such situations, possible to write a chart which incorporates most defensive choices and giving a yes/no answer for the option to try for the batter or the runner(s) behind him. One such chart appears on Figure I.

"Continuous action" sports, like basketball and hockey, are most often modelled using a "fast-action" or "flip" deck. All of the Stats-Pro titles use this as a means of producing the random numbers and results which keep the games going. Flip decks have some advantages which can be applied to games and they make a good way of choosing defenses.

An example of how to use the flip deck, in a game which has one, can be furnished by Statis-Pro basketball. Avalon Hill's latest version of this game provides some defensive choices for players which can be included, for a little effort, in the solitaire version, which is one of the cleanest and easiest solitaire games around. The defensive choices are just an extra dash of realism, for those who want it.

In the new SP basketball, there are three possible defenses for a team to use. For a team well ahead late in the game, there is the option to play "loose", avoiding fouls while leaving the other team free to shoot. The decison to play loose is more an offensive than a defen-

sive decision and it should never be done by a team which doesn't have a lead. How much of a lead a team should have is open to question, of course. To guide you in making the decision to play loose, use the following criteria—unless you have others you prefer.

Playing loose should only be selected by a team on offense. Once it is selected, the team will see little of the ball, so there are some restrictions on when it should be chosen. To do this, compare the team fast-break ratings and get the resultant fast-break rating for the opposing team. If the team has a rating of D, a lead of ten points is sufficient to play loose in the fourth quarter, fifteen points in the third quarter. A C rated team must be led by fifteen points, or twenty-five points in the third quarter. If your team is B rated or better on fast break, you may play loose against a team that is also B rated but only if you lead by thirty or more in the fourth quarter. Against an A rated team, there is only one situation in which you may play loose; your team *must also be* A rated, you must have a lead of at least five points and at least half the cards must be gone in the fourth quarter. When you choose to play loose, remember that this option does not become available immediately, only when you go on defense the *next* time. The choice to play loose can only be made when you are on offense.

The other two defensive choices are the "sag" and "double team" modes. These two defenses are logically and mechanically exclusive of playing loose but *not* of each other. This means that you cannot both double team or sag *and* play loose but you *can* sag and double team. Both options are open to a team on defense and Figure II gives a chart for deciding when to use either or both. This is a mechanical system which will relieve you of the necessity of making those choices on your own but you should know that this is just one of many possible charts. Others can be constructed to suit your preferences.

One more method of making the choices on defense exists, for some games. You can, for a small cost in money and effort, make a flip deck for a game that uses dice. All of the defensive choices can be included in yes/no form on a flip card and the decision made by simply turning one and reading. As an example, here's how to make a flip deck for an SI game which ordinarily uses the SI dice, giving numbers from 10 to 39.

You'll need some file cards—216 of them, to be precise. Take them and, on each write one number from 10 to 39. Table III shows you how many of each you'll need to make. For SI baseball or any other table game of a sport that is *not* timed, this will be more than enough. In the odd case when it isn't, just shuffle the deck and start using them again. In a

timed sport, you'll need to determine how many cards you'll need to turn to complete one period and make at least that many; extras won't hurt. There must be as many of each possible die roll in the deck as you would expect to get from as many rolls of the dice. If you were using two cube dice, you would need thirty-six cards, or some multiple of that number. In each group of thirty-six, there should be one 2, one 12, two 3's and 11's, three 4's and 10's and so on, to six of the number 7.

Once you have the numbers established, take the cards and divide the deck in half at random. Write "Yes" on half the cards and "No" on the rest. This will be your decider for defensive choices. If you like, you might also put numbers from 1 to 6 or 1 to 10 on the cards, in the proper proportions, to use in deciding defense by a chart or you may want to split the Yes's and No's some other way than fifty-fifty.

Using the excellent flip decks from SP games as a model, it is wise to include a random result for each possible event which may need a decision on every card. To find a result for anything, just turn the next card and read the appropriate item.

There you have it. It is possible to play sports games when there's no one else around. All it takes is a little imagination and, naturally, some determination.

		-.3/-.2	-.2/-.1	-.1/0	0/.1	.1/.2
-1	*	5	6	6	6	5
0	*	5	6	6	5	4
1	*	3	5	6	4	3
2	*	2	5	5	3	2
3	*	2	3	5	2	1
4	*	1	3	3	2	0
5	*	0	3	2	1	0

Figure I

To use this chart, take the ERA of the pitcher for the team which is batting and divide it by 9. Then calculate the number of runs allowed by the pitcher divided by the number of innings he has pitched. Subtract the second number from the first. That number will give you the column. The row is determined by the number of runs by which the team in the field is leading the team at bat. The first row, -1, is used if the team in the field is trailing. If the number, in any case, which you calculate to find the proper row and column is larger or smaller than those in the chart, use the next closest numbered row or column; a lead of 10 runs would give you row 5.

To find what to do, take the number at the intersection of the proper row and column, then roll one ordinary die. If the die roll is higher than the number given by the chart, play to concede the run and get the trailing runners. With a man on third, this would mean infield back. If taking a throw from the outfield, it means making

the cutoff. If the choice is whether to walk a man intentionally, it means walk the runner. In this last case, you may wish to modify the die roll, adding or subtracting 1 from the roll if the next batter is much worse or much better than the batter who may be passed.

Figure II
Double Team

Double teaming is used almost exclusively against the other team's best shooter, though if you are keeping statistics, you may prefer to double team whichever opponent is hot in that game. To decide whether a team on defense will double team an opposing player, compute the following numbers (using the SP base-8 number system) and add them. Then use a number from either a discarded flip card or from a flip card used for an Action of Z reading. If the number is greater than the number computed, the defense will begin to double team. They will continue to double team the opponent until one of three things happens: 1) the quarter ends 2) the opponent being double teamed fouls out or any defender fouls out 3) a new check against the numbers for double teaming indicates that they will not double team. A team on offense will resume double teaming when they go back to defense unless they have taken the lead while on offense. The choice of which two defenders will double team a player is a question for honest use of your strategic senses.

Compute and add—

1) the opponents's score minus the defender's score

2) the opponents's best shooter's field goal rating minus the defender's best shooter's field goal rating

3) the opponent's best rebound rating

4) add 10 if the defender is at home; subtract 10 if they are visitors

5) 5 points for every quarter of play completed

6) 2 points for every foul by the opponent's best shooter

7) subtract 4 points for every defender who has fouled out

8) add 10 points if the opponent is playing loose

9) add 10 points if the opponent has double teamed the defender

Sag

The sag defensive involves a trade of defense on shots for rebound power and position. Since this is purely a defensive choice (for our purposes), the rebounds will be from the defender's backboard. Consequently, using this option requires good offensive power for the team on defense or else the opponent may run

away with the game. To decide whether a defender has opted to sag, compute and add the numbers below, then make a test against a flip card, just as for double teaming. A team which uses the sag and is leading will not resume the sag when they come back to defense. A team which is trailing and uses the sag will continue to use the sag every time they go on defense until: 1) they take the lead 2) a check against the numbers shows they will not sag 3) either team's leading rebounder leaves the game, for any reason.

Compute and add—

1) the sum of the opponent's rebound ratings minus the sum of the defender's rebound ratings

2) the opponent's score minus the defender's ratings

3) 10 points for each quarter completed

4) the sum of the defender's field goal ratings minus the sum of the opponent's defense ratings

5) subtract 10 points if the opponent has a fast break rating of C, 20 points if the opponent is rated B or 25 points if opponent is rated A

Col. 1	Col. 2	Col. 1	Col. 2
10	2	25	12
11	3	26	8
12	4	27	6
13	5	28	4
14	6	29	2
15	6	30	6
16	4	31	9
17	3	32	12
18	2	33	15
19	1	34	18
20	4	35	18
21	6	36	12
22	8	37	9
23	10	38	6
24	12	39	3

Figure III

Column 1 shows the number to be put on the flip cards. Column 2 shows the number of cards on which that number should appear. For example, there should be one card bearing number 19, twelve which are numbered 36 and so on.

OOPS BASKETBALL, Continued from p. 28

which indicates that you are clearly a dull person with little imagination), use the following: for all centers and forward-centers, use the OI rating as the offense rating except that no player may have a 4 (they become 3's); for all guards and guard-forwards, use the OO rating as the offense rating except that no player may have a 4 (they become 3's), or in the alternative, allow them to be rated as 4's only for shots from E, F or G;for all forwards, use the higher of the two ratings as the offense rating except that no player may have a 4 (they become 3's), or in the alternative, allow them to be rated as 4's only for shots from E, F or G.

REBOUNDING: The rebound ratings work exactly as in the AH game, and have the same range as well (1-7). I am currently working on the possibility of offense and defensive rebound ratings, but will not have such creations ready for this year's ratings. Maybe next year. Worth noting that Moses Malone is the only 7 rated rebounder in the NBA last year.

I might also mention that although the upper limit this year is 7, the rating system permits rebound ratings that are even higher. In his best rebounding year, Wilt Chamberlain would have been a 10!!

PASSING (or Ball handling, if you must): The passing ratings also work exactly as they do in the AH game.

FREE THROWS: Here's where I really throw you for a loop. The AH system (in my humble opinion) provides for insufficient differentiation of free throw ratings (the same can actually be said of the offense ratings, but more on that next year, too—maybe). So, the free throw rarings provided here are based on adjustments to the white die only. All ratings are additions to the white die (or "boxes" on the shooting chart), except the ratings which are negative or minus ratings, which are subtractions from the white die.

These ratings can also be converted to a combination of colored and white die adjustments if you like. For example, a +9 equals +1 on the colored die +3 on the white die (or +1+3). The -7 would become -1-1 (that's *pitiful*).

The free throw ratings are based on the player's actual free throw percentage, rounded off to the nearest "box" on the shooting chart. Again, for you AH

purists, you can convert the ratings given to the AH 1, 2 or 3 system as follows: everyone who has a free throw rating which is a negative becomes a 1; everyone with a rating of 0 to 5 becomes a 2; everyone with a rating of 6 or more becomes a 3.

SOME FINAL NOTES

To make sure there is no confusion about this, the ratings presented here are based on the actual performance of the players involved for the 1977-78 NBA season. They are designed for use in the 1978-79 board game competitional season. I have indicated the 1977-78 NBA team that each player was on (this will permit use of actual NBA teams, if you like).

Our club (previously known as "OOPS", now known as "Re-OOPS") utilizes an even more complex game system with individual player ratings for some abilities not rated by AH. Each player has five defensive ratings (inside, outside and against penetration shots, blocked shot and steal ratings), five offensive ratings (inside, outside, penetration, tip-in and free throw), three rebound ratings (offensive, defensive and total rebound ratings) and three passing ratings (basic as in AH, assist rating and outlet pass ratings for fast breaks).

Since we have modified the AH shooting chart to a percentage table, and since the ratings for offense and defense are broken down to the nearest one percent, we can produce fairly accurate ratings for each player. As good as the AH system is, we feel that it can be improved on and that we have done so with these additional ratings. Perhaps, time and space permitting, a closer examination of these additional ratings can be presented in some future article.

In the meanwhile, as an enticement to possible draft league coaches, let me leave you with this thought: if you were playing in a league with actual NBA players from the foregoing list, maybe you too could field a starting line-up of Center Dave Cowens (2/4-3/3-5-2-12), Forwards Bob McAdoo (1/1-3/3-5-2-8) and Lloyd Neal (2/2-4/3*-5-1-7), and Guards George Gervin (1/1-4/3-2-2-11) and Ricky Sobers (3/1-2/1-2-3-11). That's the starting line-up that my OBA New York Knicks will field in the upcoming 1979 OOPS Basketball Association season. I can hardly wait for it to start.

Getting *Win, Place* *& Show* into Harness

by Patrick M. Premo

An exciting new dimension has been added to W, P & S—racing Standardbreds, those sturdy breeds who race in harness pulling a light-weight sulky (bike or buggy, as it is sometimes referred to) which carries a driver. There are two types of Standardbreds (or Harness Horses): trotters and pacers. The former races in a diagonally gaited motion—the front right and rear left legs move together and the front left and rear right legs move together. Pacers, on the other hand, race in a laterally gaited motion—the right front and right rear legs move together and the left front and left rear legs move together. The tendency to trot or pace is generally inherited; only a few Standardbreds have been known to do both well. Pacers have the edge on trotters insofar as speed goes and the two types rarely race against one another except at fair matinees.

Due to these forced gaits, harness horses occasionally "break stride"; they must be put back in stride by their drivers as soon as possible or face possible disqualification. While attempting to put his charge back in stride, the driver must

move to the outside of the track to avoid interfering with oncoming horses—or again face disqualification. Should a horse break stride crossing the finish line, he will generally be disqualified unless he has a considerable lead over the next horse. Pacers, incidentally, are less inclined to break stride than trotters.

Some modifications of the rules have been made to adapt harness racing to W, P & S (see RULES insert), but the basic rules remain the same.

To enable you to start enjoying the exciting world of harness horse racing, this article will feature not only one of the greatest harness trotting races of all time, but also a look at three of the greatest trotters the world has ever known. Although most harness races are run at one mile, occasional championship events are run at distances in excess of that; such is the case with the race featured in this article. The horses found in this program will be able to run against other harness horses to be found in upcoming harness races. You will also notice that there are 12 numbers for harness horses in this 1¼

mile race (versus the 10 used in Vic Hasselblad's thoroughbred races); this is to simulate the fact that harness horses do not run as fast as thoroughbreds.

Harness horses in general and trotters in particular have long been a part of our American heritage. Lady Suffolk was the first trotter to run a mile in less than two minutes and thirty seconds; she was also the famous "Old Gray Mare" immortalized in folk song. Lady Suffolk was more than a folk song, however; she was a champion in her own right: in 162 heats she won 89 of them and was worse than third only 11 times! Flora Temple was another popular mare in the 1880's; she was Stephen Foster's bob-tailed nag in "Gwine to Run All Night." In addition, she was the first trotter to break two minutes and twenty seconds. Out of 112 heats, she won 96 and was worse than third only twice! And then there was perhaps the greatest mare ever to trot in America— the legendary Goldsmith Maid. She won 350 of 426 heats, set a world record in 1874 (at age seventeen) of two minutes and fourteen seconds for the mile, was unbeaten from 1871 through 1874, and

Une de Mai crossing the finish line in the 1969 International Trot (photo courtesy Roosevelt Raceway.)

raced until age twenty.

The early 1900s saw new champions. Peter Manning was unbeaten in 17 races and his record of 1:56¾ was untouched for sixteen years. In 1926 Guy McKinney won the first Hambletonian in two straight heats. And then the great "Grey Ghost," Greyhound, burst upon the trotting world. Winning 71 of 82 races during a six year racing career, this mighty gelding set twenty-five world records. Not only did he trot a mile in less than two minutes twenty-five times, but his mark of 1:55¼ was unchallenged for thirty-one years!!

It wasn't until the late 1960s when Nevele Pride trotted his way into harness racing history with a mile time of 1:54 4/5 that Greyhound's record fell. Nevele Pride was driven by Stanley Dancer during practically all of his three year career and it was rare for this dark brown colt not to be in the front. He loved to go to the front and stay there; out of 67 heats, he did just that 57 times. Nevele Pride's two year old season was superb as he won 26 of 29 heats and was named Harness Horse of the Year—the first two year old trotter ever to be so honored since Harness Horse of the Year voting began in 1947. (The only other two year old ever to be named Harness Horse of the Year was that great pacer, Bret Hanover.) Purchased as a yearling for $20,000, Nevele Pride won over $222,000 as a two year old— more than any two year old Standardbred had ever won.

In 1968, Nevele Pride's three year old season was even better than his previous year: winning 21 of 24 heats, his earnings were over $427,000—more money than any harness horse had ever won in one season. Not only did he become the fourth Trotting Triple Crown winner (winning the Hambletonian, the Yonkers Futurity, and the Kentucky Futurity), but he also captured the Dexter Cup and the Colonial to round out the so-called "Big Five" of trotting. So once again Nevele Pride was named Harness Horse of the Year—only the second trotter to be so honored (the first was Scott Frost in 1955 and 1956).

At four, Nevele Pride won 10 of 14 races (and an additional $222,000) and was named Harness Horse of the Year for an unprecedented third time—no other trotter before or since has been so honored. (In all fairness to the pacers, it should be noted that Bret Hanover was the only pacer to be named Harness Horse of the Year three times.) It was in 1969 that Nevele Pride met his severest challenges: Fresh Yankee finished ahead

Nevele Pride, heavily favored to win the 1969 International Trot, being put through his paces (photo courtesy U.S. Trotting Association).

of him twice Une De Mai beat him to the wire once. All in all, however, Nevele Pride had a phenomenal career as a racer and already one of his offspring, Bonefish, has won the Hambletonian.

Fresh Yankee was a stalwart mare who was foaled in 1963 and raced through age nine. Purchased for $900 as a yearling, she won over one million dollars by the time she retired—how is that for a return on your investment? Fresh Yankee seemed to improve with age; she was voted Aged Trotter of the Year in 1969, 1970, and 1971 (ages 6, 7, and 8)—she was also voted Harness Horse of the Year in 1970—only the fourth filly or mare to have that distinction (the others were Proximity in 1950, Stenographer in 1954, and Emily's Pride in 1958—all trotters). She raced in Europe as well as the United States and Canada and became an international star. She ran in more Roosevelt Internationals than any other horse: second in 1967 to France's great Roquepine; third in 1968 behind Roquepine again; third in 1969 behind Une De Mai and Nevele Pride; winner in 1970 over a crack field including Une De Mai; second in 1971 to Une De Mai; and second in 1972 to Speedy Crown. Out of six Internationals, she won one, was second three times, and third twice—against the best trotters in the world! When she retired in 1972, she had become the first North

American trotter to win over one million dollars (it wasn't until 1977 that Savoir's $1.3 million finally surpassed her).

Une De Mai was one of the greatest mares ever to come out of France. She was foaled in 1964 and not only raced in the United States and Canada, but also toured Europe, including such countries as West Germany, Belgium, Holland, Italy, and Sweden. Most of her races and victories came in her home land of France, of course, where she won the Prix de Paris twice. Although she won the prestigious Roosevelt International twice in four attempts, she could not win Europe's most prestigious and important event— the Prix d' Amerique. In four tries, she managed one second, one third, and two fourths. When she retired at age 10, she had the distinction of being not only the world's leading money winning trotter, but also the world's leading money winning harness horse with over $1.6 million. She held that record until 1977 when France's Bellino II surpassed her when he retired with earnings in excess of $1.96 million. (The only race horse who has earned more is that legendary thoroughbred, Kelso, who retired with earnings over $1.97 million.) Une De Mai still has the distinction of being the world's leading money winning mare— harness or thoroughbred.

These three were the prime contenders for the 1969 Roosevelt International Trot. The Trot is an annual event held at the famed Roosevelt Raceway on Long Island, New York. Horses running in this event do so by invitation only; practically every nation in the world has had representatives in the International. The United States and France have produced all the winners except for Italy's win in 1977 with Delfo.

Many were calling the 1969 International the "Trot of the Century"—and no one went away disappointed. Nevele Pride surged to the early lead with Une De Mai "parked out" (ran outside of him and thus took the long way around) right next to him. These two stayed this way for over a mile in this 1¼ mile test. Every time Une De Mai tried to get by him, Nevele Pride dug in and held her off. Fresh Yankee was third in excellent striking position. The others never really had a chance or posed a threat. In the stretch, Une De Mai once again came at Nevele Pride and this time the gallant colt could not hold her off. The French mare went on to win by about a length and a half. Tired though he was, Nevele Pride held off Fresh Yankee by about the same margin. The fact that Une De Mai was parked out the entire distance means that she ran about 80 feet more than Nevele Pride and still beat him!!

The lifetime records of the three featured horses plus the race program for "Win, Place & Show" follow.

NEVELE PRIDE (1967-69) $873,238

Age	Starts	Won	Second	Third	Unplaced
2	29	26	2	0	1
3	24	21	0	2	1
4	14	10	2	1	1
Total	67	57	4	3	3

FRESH YANKEE (1965-72) $1,294,252

2	12	4	3	0	5
3	20	11	3	4	2
4	20	1	8	3	8
5	26	8	6	5	7
6	25	14	2	6	3
7	31	20	11	0	0
8	30	18	8	3	1
9	25	12	3	3	7
Total	189	88	44	24	33

UNE DE MAI (1966-74) $1,660,627

France	90	43	20	7	20
Italy	25	19	3	1	2
USA	17	4	4	6	3
Canada	2	0	1	1	0
Total	134*	66	28	15	25

*these totals do not include racing in four other European countries; information from these countries has not been available.

1969 Roosevelt International Trot

PURSE: $100,000   **1¼ MILES**

1st $60,000   2nd $25,000   3rd $10,000   4th $5,000

1 ODDS 10-1 — **EARL LAIRD**

1	2	3	4	5	6	7	8	7	6	5	4

VETERAN J. Cruise   BONUS # 9

2 ODDS 10-1 — **FRESH YANKEE**

4	5	5	5	5	5	5	6	6	6	6	7

VETERAN J. O'Brien   BONUS # 8

3 ODDS 15-1 — **KENTUCKY FIBBER**

3	3	4	4	6	7	4	5	5	6	6	6

VETERAN K. Lindblown   BONUS # 4

4 ODDS 5-1 — **UNE DE MAI**

6	5	5	8	4	5	6	8	4	5	6	7

VETERAN J. R. Gougeon   BONUS # 6

5 ODDS 50-1 — **THETIS IV**

1	1	2	3	5	5	6	6	7	8	9	9

VETERAN R. DeWulf   BONUS # 5

6 ODDS 3-2 — **NEVELE PRIDE**

9	8	6	6	6	5	5	5	5	5	4	4

VETERAN S. Dancer   BONUS # 7

Cut out, trace, photocopy, or memorize.

HARNESS RACING RULES

14. HARNESS RACING

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

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

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

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

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

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

14.5 Heat Races. Many of the more prominent harness stakes races (such as the Hambletonian and the Little Brown Jug) are decided by the first horse to win *two* one mile heats. In the event that three different horses win the first three mile heats, all the other horses are "ruled out" and the three winners run in one more mile heat to determine the race victor. It should be noted that races of over one mile are not generally heat races.

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

THE SPORT OF KINGS (AND QUEENS)

Win, Place & Show Preserves Family Unity

BY R. M. FRAWLEY

You say the score was one—zip, Yanks trailing . . . two out, bottom of the ninth . . . nobody on . . . Reggie Jackson swaggers to the plate . . . and the manager calls for a sacrifice bunt.

Ah, you poor schnook, you've been playing Statis-Pro Baseball with your wife again. Now dry those tears . . . and pounding your head on the table isn't going to solve a thing. Get hold of yourself . . . that's better. Goodness knows you tried, but now it's time to regroup. Not only is this insane effort destroying your mental health and your marriage, but at this rate you are going to have the only league in the country where Rod Carew bats .086.

My gaming partner, Dennis Schlotzhauer, and I were faced with a similar situation recently. Dennis and I have compiled volumes of data to determine a league leader in batting or passing or rebounds. We have experienced countless thrills as we brought the Raiders, Trail Blazers, and Yankees to their respective championships. BUT . . . there was a rather large fly in the ointment. Both of our wives love games, and they didn't appreciate being banished to the T.V. room while we replayed the previous season. Both girls would be pleased to completely annihilate you in a game of *Feudal* or *Rail Baron*. However, neither of the girls are sports-minded and *Feudal* and

Rail Baron, although excellent games, hardly lend themselves to league play or statistical gaming. A search for a game the girls would understand and enjoy and that we could keep stats in was under way.

"The Open Man"
The NBA Playoffs for 1969-1970

This issue contains an ASR first—player cards for the 9 top players on each team in the 1970 NBA Championships. All you have to do is cut out the individual cards and start playing. The following article by ASR staffer Jim Skinner will give you a bit of an overview on the playoffs if you're not too familiar with them (or if you've forgotten a team that won 22 out of its first 23 games, including 18 in a row!).

Jim Skinner

Injuries play a big part in any sport, and basketball is no exception. On November 2nd, 1969, one injury on the Los Angeles Lakers team virtually dashed their hopes for a championship. The injured player was Wilt Chamberlain, the best basketball player in NBA history. That day, Wilt ruptured a tendon in his right knee, undergoing surgery. No one expected Wilt to play again that season.

But with three regular games left in the season, Wilt was back on the boards. His teammates, playing for so long without him, had trouble adjusting to his return. In the playoff against Phoenix, that lack of adjustment gave Phoenix a 3-1 lead in the series. Then things began to click for the Lakers. Wilt scored 36 points in a 138-121 victory, and in a 104-93 win he blocked 12 shots and grabbed 26 rebounds. His teammates clicked with numerous steals and points. They went on to win the playoff, in an unbelievable 4-3 comeback. Coach Joe Mullaney stated the obvious, "Wilt turned the series around."

The Lakers moved on to battle the Atlanta Hawks. Atlanta's big threat was their fast break; but with Chamberlain's rebounding, and a more alert defense, the Lakers swept with four straight wins. They were on their way to the championship.

The New York Knicks were not a star team. Their power did not come from the likes of the Laker's Wilt Chamberlain, or the Bullet's Wes Unseld, or the new bright star, Lou Alcindor, from the Milwaukee Bucks. Their forte was teamwork: teamwork so smooth that even the stars had trouble winning against them. One of the key players for the Knicks was Willis Reed; his play was a pivot point for the

Willis Reed shoots over Lew Alcinder as the Knicks handle the Bucks easily in five games.

Knick team. In the playoffs, they faced Baltimore, and Wes Unseld. Reed's job was to stop Unseld. Reed was a small player, but his cleverness and agility helped his team stop the Bullets, edging into the semi-finals, 4-3.

After Baltimore, the Knicks faced the Milwaukee Bucks, a formally poor team sparked into life by the lucky aquisition of Lew Alcindor. Once again, Reed, with his entire team behind him, had to face a superstar.

The Knicks won the Milwaukee series, 4-1, with excellent defensive play, and some incredible outside shooting. For example, in the fourth game of the series, the Knicks shot 17 out of 31 outside shots in the first half, and 10 out of 15 in the last period. The Knicks proved to be too finely tuned for Alcindor to beat.

The Championship was shaping up: the star-oriented Lakers, with Wilt, and the team oriented Knicks, with Reed going against still another, and perhaps the best, superstar, "Wilt." Reed said, "I haven't seen him for a long time."

The keys to the playoffs for the Knicks were their outside shooting and Reed. His chronically sore left knee was flaring up. He had faced Unseld, and Alcindor, and now Wilt. Could he hold up?

To get by the superstars, Reed would move to the outside and shoot over. This maneuver caused problems for his teammate Walt Frazier; the move stopped Walt from penetrating up the middle. Frazier had to go to the sides, which limited his shooting possibilities. They had to depend on their outside shooting.

Laker Jerry West said, "They are such a very, very intelligent team. Reed is so active, and they recognize this, and use him so well in their offense.

And they just all can hit. They work for an open 15-foot shot, and if this man isn't open, a passes to another, and another . . . "

LA had to depend on Wilt for offense, and West for defense.

Reed decided that Wilt's injury would leave him vulnerable on defense, so he went right at Chamberlain, the result being 37 points and 16 field goals for Reed. However, he risked being in the rest of the playoffs by injuring his shoulder in the maneuver. New York won, 124-112.

The second game saw the Lakers squeak in a win at the last seconds, 102-100.

Third Game

By halftime, the Lakers had a large 56-42 lead. As the halftime buzzer sounded, Erickson hit a 40 foot shot. The Knicks were cold; they were shooting 33% (25% without Reed) and the bench was useless. Despite this ideal situation, the Lakers couldn't go in for the kill; they let the Knicks come right back at them. The Lakers began to tire: their defensive star, Jerry West, was plagued by an injured hand. West's man, Barnett, led the New York rally until it was 100-100 with 12 seconds left. Barnett passed to De Busschere, who put the shot in to give the Knicks the lead. Wilt, with the ball out of bounds, looked at the clock: three seconds left. Three dribbles, and Reed was there, in front of him. 63 feet from the basket, Wilt shot and scored.

In overtime, the Lakers were uninspired and could not rally. Barnett eventually put in the deciding basket, off the tired West, to win for the Knicks.

Game 4

The next night, and the afternoon following, West pampered his hand. He felt he could give it a try. In 52 minutes, he shot 13 for 26, 11 for 12 free throws, got 5 rebounds, and assisted in 18 of the Laker's other 33 baskets. Baylor played his best game, too, with 30 points. Despite leading virtually all the game, the Lakers let Barnett and De Busschere bring the Knicks back. The Lakers came close to winning, except Frazier missed at the buzzer. Once again, a tie score, and overtime.

In this overtime, the rested Laker John

Tresvant responded enthusiastically, making steals, getting rebounds, starting fast breaks, passing, drawing fouls, giving them, and generally inspiring his teammates to a Laker 121-115 victory.

In the fifth game of the series, with eight minutes into the game, Reed turned to drive down the lane for a layup; he strained two muscles in his right thigh and fell in distress.

Despite the loss of Reed, the Knicks came back and won to go ahead 3-2 in the series.

During the sixth game, Reed watched helplessly from the sidelines, as Wilt muscled his way to 45 points. The Lakers won in a smooth rout.

THE SEVENTH AND DECIDING GAME

Back in New York, the crowd responded wildly as the injured Reed walked onto the court. All the Knicks were practicing on the court, but not Reed. He stayed on the sidelines getting painkiller and cortisone shots for his knee. On the Laker bench, Jerry West was also getting shots for his injured left hand and his newly injured right hand.

On the first play, Reed shot one in. Soon, though, he was hobbling around the court. Wilt realized that the injured Reed could not defend if he moved to the right. So, moving to the right, Wilt got the ball 17 times with 3:05 left in the half.

Reed was able to contain him, however, and West's defensive play was hurting, and the Knicks were able to hang together to win the championship, 113-99.

Questions & Answers:

STATIS-PRO
NBA BASKETBALL

Q: The rules state that "A player can only exceed his stamina when a sub has also used up his." In a game that I played I had a choice between using two subs at center; one with stamina of 7 and the other of 1. Could I have used the sub with a stamina of 1 and then put in my starter again?

A: *A regular can exceed stamina when his main sub has used up his. The key word here is "main". The idea is to make sure that regulars play only to an extent that shows realism, and proper use of subs does this. That being the case, always use the sub with the highest stamina at a particular position being*

subbed for before going to someone else.

Q: When a substitute, rather than a regular, has used up his stamina, does that bar him (the sub) from returning to the game?

A: *A sub can exceed his stamina if the regular has also, even if there are other subs available at the same position. If a sub does re-enter the game, then we suggest that he always shoot at SECONDARY and his Defense Rating automatically becomes PLUS 5.*

Q: What happens if a Z-rating card comes up directing that 15 cards be skipped, and there are only 15 (or less) cards left?

A: *When a skip card comes up, this is mandatory, and if only 15 cards are left*

(or fewer), the game ends abruptly.

Q: When a player is forced to rest does that permit his replacement to use up his stamina rating and stay in the game?

A: *Yes. Sometimes a player will be a victim of forced rest the entire game, in which case you must play his sub past his stamina rating.*

Q: Can Double Team be called any time?

A: *Yes, but when it is called it must remain in effect until (A) ball is turned over or (B) a shot is taken. You can remove it during that sequence of play as one man is always left open.*

NOTE: *Although the rules say that it is "okay to mix colors", in actual fact you should mix them as much as possible, to insure a better statistical balance.*

KINGS & QUEENS,
Continued from p. 17

Our first efforts met with results similar to those above. Strategy employed in football, baseball and basketball is acquired over years of participating in and watching the sports. When this knowledge is force-fed overnight misunderstandings and frustration result and as a direct result your record books go haywire.

We thought our search for common ground was doomed to failure until Avalon Hill brought back 3Ms classic *Win, Place & Show*.

At the stretch Steve Cauthen brings Hot Spook off the rail to find a hole between horses, applies the whip to his mount, holds off a late challenge from Willie Shoemaker aboard Born Loser, and wins handily, covering the five furlong distance in an excellent 58 2/5.

Apprentice Ron Hirdes made an apparent bid coming off the turn, but his lack of experience hurt him and he found himself jammed in traffic.

"Aha," you say, "the second race at Belmont."

No sir, that was the fourth at Muffin Meadows, our table top park. Incidentally, the winning pony was a resident of my wife's stable.

Here at last was the common ground that we had searched for. Dennis and I have our statistical game, keeping track of horses' money earnings, jockey standings, horses' past performances, track records for time at each distance and money earned by each owner. We even have our version of the "Daily Racing Form." Meanwhile our wives have readily grasped the strategy of the game and have become fine judges of horseflesh, shrewd jockeys, great handicappers and have acquired a real flair for front office management (an important part of our league version of the game).

As fine a game as WP&S is in its basic form, we just couldn't resist the urge to do a little customizing. First, in order to make it a league-type game, we changed (bent?) the rules pertaining to the auction. Rather than issue $50,000 before each game, we issued $200,000 on account to each owner to open the league. The racing season is then divided into a series of ten day (each complete program is one day) meets. At the opening of each meet an auction is held and all the horses on the program are sold before the first race takes place. The horses now belong to the purchasing stable until the end of that ten day meet, when they are returned to the racing

commission and resold to open the next meet.

An ongoing money record is kept for each owner with a ledger like a savings account passbook with columns for withdrawals, deposits and balance. At the opening of a racing day an owner withdraws from his account as much money as he feels he needs to make his wagers. At the end of the day he returns his earnings to be redeposited in his account. Should an owner "go broke" he can continue to race his horses to the end of the meet in an effort to raise funds. If a stable desires a loan, he gets it from the racing commission at the opening of a meet. Loans are always in multiples of $5,000, and payments must be in multiples of $5,000. Interest is 10% of the unpaid balance per racing day.

We kept the racing program as it stands except for the addition of a third race exacta (see chart) and the two races that appeared in "All Star Replay" (the 1957 Kentucky Derby and the 1967 Woodward) that are run as the seventh and eighth races with purses of $50,000 distributed as in the sixth race.

We keep records of jockey standings (each stable drafted a pair of jockeys at the opening of the league, designating one as their veteran and the other as their apprentice) and past performances of

horses in the same manner as the "Daily Racing Form."

Track records for time at each distance are established by the number of turns required for the winner to finish and the number of lengths the horse passed the finish line by. We used track records from Bay Meadows as a standard and gave each length a value of 1/5th second. For example, the track record at Bay Meadows is 1:08 for a six furlong race. After wearing out a pair of calculators and countless erasers, we assigned 1:08 a value of five turns and twelve lengths. Therefore, five turns and eleven lengths would equal 1:08 1/5, five turns and thirteen lengths would equal 1:07 4/5 etc.

We have found our customized version of *Win, Place & Show* to be a very satisfactory league game. Now instead of chasing after a sixty home run season, we pursue elusive track records, fight our way up through the jockey standings and try to turn our stables into multi-million dollar enterprises. We are also in the process of designing a breeding program (using a point system like the one used in Speed Circuit for designing cars) and a superfecta. In short we are becoming so much like real Kentucky thoroughbred owners that I am debating on showing up for the next meet with a mint julep and a coon dog.

The following is an excerpt from our "Daily Racing Form" our league newsletter which is edited by our racing commissioner and serves as a record of each racing day, a guide to horses past performances for handicapping and purchasing.

MUFFIN MEADOWS * THIRD RACE * 1¼ MILES (2:01)
SECOND MEET * FIFTH DAY

HORSE	JOCKEY	¼	½	STR.	FIN.
EGG YOLK	*RIVERA*	2nd—1*	1st	1st	1st
DUNCE CAP	*HIRDES*	5th—6	4th—8	2nd—6	2nd—nose
STAMPEDE	*CAUTHEN*	3rd—1½	2nd—3	3rd—8	3rd—5
L'TL MISS MUFT	*CRUMP*	6th—7	6th—9	4th—10	4th—5½
NUMERATOR	*SHOEMAKER*	1st	3rd—4	6th—14	5th—7
BONE BRUISE	*SELLERS*	4th—3	5th—8½	5th—13	6th—9

$1,000 Mutual Prices	EGG YOLK	$5,000	$3,000	$2,000
	DUNCE CAP		$2,500	$2,000
	STAMPEDE			$3,000

TRACK: FAST
TIME: 2:01 3/5

EGG YOLK owned by Colonel Morris Muchmoney

EGG YOLK passed NUMERATOR to take the lead coming into the back str. and led the rest of the way out. She was caught at the wire by a hard charging DUNCE CAP but held out to win by a nose. NUMERATOR got the whip twice early but faded. BONE BRUISE got tangled up in early traffic and lost ground.

*show position of horse at each call and number of lengths behind the leader.

"THE CLOCK"

Keeping track records at Muffin Meadows has been one of the big pluses of our game. We set the following chart using the actual track records at Bay Meadows as a standard. The first number indicates the number of turns required for the winning horse to cross the finish line, the second indicates the number of lengths the horse passed the line by. (Example— 4/15 = four turns, fifteen lengths.

FIVE FURLONGS	SIX FURLONGS
Bay Meadows record: :57 3/5	Bay Meadows: 1:08

4/15 = :57	5/15 = 1:07 2/5
4/14 = :57 1/5	5/14 = 1:07 3/5
4/13 = :57 2/5	5/13 = 1:07 4/5
4/12 = :57 3/5	5/12 = 1:08
4/11 = :57 4/5	5/11 = 1:08 1/5
4/10 = :58	5/10 = 1:08 2/5
4/09 = :58 1/5	5/09 = 1:08 3/5
4/08 = :58 2/5	5/08 = 1:08 4/5
4/07 = :58 3/5	5/07 = 1:09
4/06 = :58 4/5	5/06 = 1:09 1/5
4/05 = :59	5/05 = 1:09 2/5
4/04 = :59 1/5	5/04 = 1:09 3/5
4/03 = :59 2/5	5/03 = 1:09 4/5
4/02 = :59 3/5	5/02 = 1:10
4/01 = :59 4/5	5/01 = 1:10 1/5
5/19 = 1:00	6/21 = 1:10 2/5
5/18 = 1:00 1/5	6/20 = 1:10 3/5
5/17 = 1:00 2/5	6/19 = 1:10 4/5
5/16 = 1:00 3/5	6/18 = 1:11
5/15 = 1:00 4/5	6/17 = 1:11 1/5
5/14 = 1:01	6/16 = 1:11 2/5
5/13 = 1:01 1/5	6/15 = 1:11 3/5
5/12 = 1:01 2/5	6/14 = 1:11 4/5
5/11 = 1:01 3/5	6/13 = 1:12
5/10 = 1:01 4/5	6/12 = 1:12 1/5
5/09 = 1:02	6/11 = 1:12 2/5
5/08 = 1:02 1/5	6/10 = 1:12 3/5
5/07 = 1:02 2/5	6/09 = 1:12 4/5
5/06 = 1:02 3/5	6/08 = 1:13
5/05 = 1:02 4/5	6/07 = 1:13 1/5
5/04 = 1:03	6/06 = 1:13 2/5
5/03 = 1:03 1/5	6/05 = 1:13 3/5
5/02 = 1:03 2/5	6/04 = 1:13 4/5
5/01 = 1:03 3/5	6/03 = 1:14
	6/02 = 1:14 1/5
	6/01 = 1:14 2/5

1¼ MILES*
Bay Meadows: 2:00 2/5

	8/19 = 2:03 3/5
7/15 = 2:00	8/18 = 2:03 4/5
7/14 = 2:00 1/5	8/17 = 2:04
7/13 = 2:00 2/5	8/16 = 2:04 1/5
7/12 = 2:00 3/5	8/15 = 2:04 2/5
7/11 = 2:00 4/5	8/14 = 2:04 3/5
7/10 = 2:01	8/13 = 2:04 4/5
7/09 = 2:01 1/5	8/12 = 2:05
7/08 = 2:01 2/5	8/11 = 2:05 1/5
7/07 = 2:01 3/5	8/10 = 2:05 2/5
7/06 = 2:01 4/5	8/09 = 2:05 3/5
7/05 = 2:02	8/08 = 2:05 4/5
7/04 = 2:02 1/5	8/07 = 2:06
7/03 = 2:02 2/5	8/06 = 2:06 1/5
7/02 = 2:02 3/5	8/05 = 2:06 2/5
7/01 = 2:02 4/5	8/04 = 2:06 3/5
	8/03 = 2:06 4/5
8/22 = 2:03	8/02 = 2:07
8/21 = 2:03 1/5	8/01 = 2:07 1/5
8/20 = 2:03 2/5	

WIN, PLACE & SHOW THIRD RACE EXACTA*

COMB.	$1,000 BET PAYS	$2,000 BET PAYS	$3,000 BET PAYS	$4,000 BET PAYS	$5,000 BET PAYS
1-2	11,000	22,000	33,000	44,000	55,000
1-3	12,000	24,000	36,000	48,000	60,000
1-4	15,000	30,000	45,000	60,000	75,000
1-5	11,500	23,000	34,000	46,000	57,500
1-6	15,000	30,000	45,000	60,000	75,000
2-1	7,500	15,000	22,500	30,000	37,500
2-3	6,500	13,000	19,500	26,000	32,500
2-4	9,500	19,000	28,500	38,000	47,500
2-5	5,500	11,000	16,500	22,000	27,500
2-6	9,500	19,000	28,500	38,000	47,500
3-1	9,000	18,000	27,000	36,000	45,000
3-2	7,000	14,000	21,000	28,000	35,000
3-4	10,000	20,000	30,000	40,000	50,000
3-5	7,500	15,000	22,500	30,000	37,500
3-6	10,000	20,000	30,000	40,000	50,000
4-1	20,000	40,000	60,000	80,000	100,000
4-2	18,000	36,000	54,000	72,000	90,000
4-3	19,000	38,000	57,000	76,000	95,000
4-5	18,500	37,000	55,500	74,000	92,500
4-6	21,000	42,000	63,000	84,000	105,000
5-1	8,000	16,000	24,000	32,000	40,000
5-2	6,000	12,000	18,000	24,000	30,000
5-3	7,000	14,000	21,000	28,000	35,000
5-4	10,000	20,000	30,000	40,000	50,000
5-6	10,000	20,000	30,000	40,000	50,000
6-1	20,000	40,000	60,000	80,000	100,000
6-2	18,000	36,000	54,000	72,000	90,000
6-3	19,000	38,000	57,000	76,000	95,000
6-4	21,000	42,000	63,000	84,000	105,000
6-5	18,500	37,000	55,500	74,000	92,500

*To win an exacta bet you must pick the winning and placing horses in the correct order.

*In the seventh and eighth races (1957 Kentucky Derby & 1967 Woodward) ten smaller turns are used as compared with eight larger turns on the basic program. To determine time in these races subtract two from the number of turns required to finish.

BRIDGE

by Jared Johnson

Have you ever tried duplicate bridge? The vast majority of bridge players in this country are rubber bridge players yet it is duplicate bridge that is the ultimate test of your bridge-playing skill. In fact, most rubber bridge players would probably enjoy duplicate immensely if they gave it a try.

In this article we will explain some of the differences between duplicate bridge and rubber bridge and, of course, urge you to give it a go. You can always start off at a bridge tournament (where duplicate bridge is played almost exclusively) but perhaps you would rather ease into it, at your local club.

A sample evening at one of the bridge clubs in your home town (check the Yellow Pages) might go like this. After calling ahead for game times, you walk in with your partner and sit down at a table. If you arrive alone, the club director can usually find you a partner.

Suppose there are 36 people that evening. That comes to nine tables. You are North, your partner South. At the beginning of the evening you will be assigned a pair number. The director will bring the duplicate boards. Each board has markings on it indicating vulnerability. Vulnerability on each hand is determined solely by the markings on the board, not by the results on any previous hand. Each deal is a separate entity at duplicate.

A hand will be dealt, bid and played out. As the cards are played, instead of gathering up tricks in the center of the table, you will lay each card face down in front of you. This way at the end of play, everyone can gather up the hands and place them back in the four pockets of the duplicate board. The board will then be passed to another table where another set of four players will bid and play the same hand.

Hand A: East-West vulnerable, South dealer.

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

The bidding at
Table A:

	South	West	North	East
	1 C	1 S	Dbl	2 S
	2 NT	Pass	Pass	Pass

Table B:

	South	West	North	East
	1 C	1 S	2 H	2 S
	3 C	Pass	Pass	Pass

Opening lead at both tables: Three of spades

HAND B: None vulnerable, South dealer.

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

The bidding:

	South	West	North	East
	1 S	Pass	2 C	Pass
	2 H	Pass	3 C	Pass
	3 NT	Pass	Pass	Pass

Opening lead: Jack of diamonds

This means everyone else sitting North-South that evening will get the same cards as you and your partner, eliminating much of the luck element. It also means you can no longer complain about getting "bad cards." The idea is to make the most of what you are dealt.

If you get a hand overflowing with aces and kings you must win more with those cards than anyone else. If you take only 12 tricks with your magnificent collection, while everyone else rakes in 13, you will get a poor score.

Conversely, if you are dealt an anemic collection of deuces and treys, your task is to lose less with those miserable cards than anyone else. If you manage to take just one trick with such a grisly array

while no one else takes any with the same rotten hand, you may get a very good score.

This makes each hand a challenge, whether you hold good or bad cards.

As each board is played and before it is passed on to the next table, the score is entered on a traveling score slip that accompanies the board. At the end of the evening your score on each board will be compared to the scores of everyone else playing the same hands.

The score slips are matchpointed. You receive one matchpoint for every pair (sitting the same direction and therefore holding the same cards) whose score you beat on a hand and half a matchpoint for every pair you tie. The total matchpoints earned for all boards played, determines the winner.

Example: 36 players make up nine tables, nine East-West pairs and nine North-South pairs. You are competing only against the pairs sitting the same direction as you and your partner. The top matchpoint score on each hand would be eight, the top pair having beaten every other pair in their direction. Since a nine-table session usually plays 27 hands, the average would be 108.

This may all sound very strange right now, but it falls into place very quickly after a game or two.

50 percent of the theoretical maximum is an average game. 60 percent (about 130 on a 108 average) will probably win. 40 percent means you want to be out the door before the scores go up, but don't get discouraged by your first few games. It takes a while.

Because there are no rubber scores, game and part score bonuses are added immediately for each hand. In addition to the normal trick score you get 300 points for a non-vulnerable game, 500 for a vulnerable game, 50 for a part score, plus the usual bonuses for slams and for setting the opponents (undoubled, doubled, redoubled, etc.). Honors aren't counted at duplicate.

Small differences in "raw scores" make big matchpoint differences. You may get as many matchpoints for making one measly overtrick in a part score contract as you would for setting the opponents 1400 points or bidding and making a grand slam while everyone else is in six.

Hand A is a good example of duplicate scoring. The extra points for playing in no-trump are often worth their weight in gold.

At table A, a bold declarer risks playing no-trump with a doubtful spade stopper,

hoping to run his clubs. (North's double was "negative" showing hearts and diamonds.) The opponents take the first five spade tricks and South takes the rest for plus 120 (70 trick score plus 50 for the part score).

At table B, declarer plays it safe by playing in clubs. With the spade lead, he will take six trump tricks, one spade ruff in dummy and two aces for a total of plus 110 (60 trick score plus 50 for the partial), losing out to anyone scoring plus 120 at no-trump. That 10 point differential may mean the difference between a bad board and a near top at matchpoints.

Even in clubs there are other possibilities. A spade out and a spade continuation instead of switching to a club (terrible defense) will let South take 10 tricks, since he now gets two spade ruffs in dummy. Plus 130 will probably be worth a top matchpoint score.

If West opens a trump, South goes down. He wins the opening lead, concedes a spade trick, gets another club back and says goodbye to dummy's ruffing power. South takes only eight tricks in his nine-trick contract for minus 50. This time East-West get the good matchpoint score.

Even at Table A, South has been extremely lucky to find his partner with two aces or he might be going down in his no-trump contract as well, but then the purpose of the example is to demonstrate how matchpoint scoring works, not to recommend South's bid. For that matter, perhaps E-W should bid more. They can make three spades if they pick up the queen, not hard to do after a no-trump bid from South.

In short, matchpoint scoring at duplicate greatly affects bidding strategy.

As mentioned earlier, at duplicate every hand is a challenge, with each hand counting equally toward the final result. Except for Swiss team and knockout events at tournaments (a whole different subject) a couple of big "swings hands" don't determine the entire game as they might at rubber bridge. At rubber bridge the opponents can bid and make a grand slam on the very first hand and you spend four hours trying to catch up.

Even the otherwise boring hands take on new interest at duplicate. Passed out at one heart in rubber bridge, everyone looks at each other thinking, "Do we really have to bother playing this?" At duplicate, taking nine tricks at your part score contract while everyone else takes only eight, gets you the same top matchpoint score on that board as does the

player who bids and makes a difficult grand slam on another board while everyone else is taking it easy in six.

A four hearts contract may be dull at rubber bridge. The contract is cold, slam was out of the question, and nobody could care less about an overtrick. At duplicate that overtrick can be worth its weight in gold, and unlike rubber bridge, where safety of the contract is paramount, one may jeopardize his contract in an effort to score that extra 20 or 30 points.

Hand B is a good example. With a diamond lead—with any lead for that matter—three no-trump is cold. Declarer takes the standard safety play of ducking the first round of clubs and is assured of scoring five club tricks, two diamonds and the two major aces.

At duplicate, one must of necessity be a bit greedier. Even at the risk of going down in his contract, the duplicate player will try to run the whole club suit, hoping they split three-two, a roughly two thirds chance.

On this hand declarer will be most annoyed when clubs fail to break. He will take only three club tricks (instead of five or six) and dummy will be dead forever, but he will have plenty of company as he goes down in his contract.

The key again is in the duplicate method of matchpoint scoring. Clubs will split two times out of three. At rubber bridge it isn't worth jeopardizing the contract for an extra 30 points. On the average three deals, you would score one minus 50 and two games with an overtrick, as compared with three games (when you take the safety play), a net loss.

At duplicate you do better to spurn the safety play. You will get a good board two thirds of the time, and a bad board about one third of the time, for a net plus.

Matchpoint scoring also affects defense strategy. At rubber bridge you go all out to set the enemy contract, even at the risk of letting him pile up the overtricks if you are unsuccessful. At duplicate one may reasonably surrender all chances of setting the contract in order to be sure that declarer makes no overtricks.

That should give you some idea of what duplicate bridge is all about. Next issue we will wrap up a few odds and ends and then tell you how you can have a duplicate bridge tournament in your own living room with Avalon Hill's unique "Challenge Bridge."

THE BOSTON CELTICS
1956-57

Preview of a Dynasty
by Ken Close

This is the first in a series of articles by Ken Close about great teams of the NBA. Each will give a general description to the team along with player ratings for AH BASKETBALL STRATEGY.

Since the introduction of the 24 second clock and the demise of the Minneapolis Lakers, the NBA had become a real free-for-all. Every year there would appear a new champion, only to be promptly dethroned the following season. The 1956-57 season figured to be no different until coach Red Auerbach of the Boston Celtics drafted a 6'9" rookie center named Bill Russell. Russell was expensive (for those days), and could not even play until mid-December, after the Olympics.

But when Bill Russell did make his debut into the pro ranks he brought with him a new order to this delicately balanced league. He dominated the game with incredible defensive feats, shot blocking and rebounding. More importantly, he was the missing ingredient the Boston Celtics needed to win their first championship.

Everyone knew that Boston would be a threat for years to come. But no one could have foreseen the total dominance they would eventually exert over the league. They failed to retain their title the next year when Russell injured his ankle in the third game of the championship series. But starting in 1958 the Celtics became an invincible team, who virtually owned the NBA championship. While the 1956-57 Celtics were not the best of these teams, they were the first. This team was the nucleus of a legend known throughout sporting history. They are the men who created "Celtic Pride".

OFFENSE—Good outside shooters were rare in the 50's, most points were scored on fast breaks, set plays, and from offensive rebounds. Boston did possess an exception to this in Bill Sharman, the best outside shooter in the league. Bob Cousy

averaged over 20 points per game, but required a 38% FG rate to do so. His assist capability helped everyone on the team score. Bill Russell could score on 43% of his shots, but preferred to do his thing on defense. He started several fast breaks with his rebounding and recorded a good assists record. Tommy Hiensohn shot often averaging 16.2 points per game with a 40% FG rate. Bench scoring was provided by the famous "sixth man," Frank Ramsey. Boston led the league in scoring with 105.5 points per game.

DEFENSE—Bill Russell's acquisition provided Boston with instant defense. His mere presence on the court was enough to intimidate the best shooters in the league. The rest of the Celtics rallied behind Russell's defensive leadership. Jim Loscutoff helped win battles near the hoop while Bob Cousey constantly harrassed the opposing ball handlers. Every Celtic was in top shape, which allowed them to play tough defense for 48 minutes per game. Celtic opponents averaged 100.2 points per game this year.

REBOUNDING—Rebounding in the 50's was a dangerous venture. This was the era of "no harm-no foul", when basketball courts sometimes resembled football fields. The men from Boston were the best rebounders in the league. Bill Russell was the reason for this, averaging 19.6 rebounds per game. Both Heinsohn and Loscutoff helped at the forward position

Rookie center Bill Russell was a key factor right from the start in the Celtic dynasty.

by averaging about 10 rebounds per game each. Arnie Risen and Lou Tsioropoulos provided rebounding support from the bench. Boston's guards rarely "crashed the boards" since no need to do so existed. Instead they were constantly on the run cashing in on the fast breaks made possible by great rebounding.

PLAYER RATINGS—

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Bill Russell	4	2	7*	2	1
F	Tom Heinsohn	3	2	5*	2	2
F	Jim Loscutoff	4	1	5	2	2
G	Bill Cousy	4	2	1	3	3
G	Bill Sharman	3	3	1	3	3
C	Arnie Risen	3	2	3	2	2
C-F	Jack Nichols	2	2	3	2	2
F	Dick Hempric	2	1	3	1	2
F	Lou Tsioropoulos	3	1	4	1	2
G-F	Frank Ramsey	3	2	3	2	3
G	Andy Phillip	3	2	1	3	2

The Ken Close Rating System for "Basketball Strategy"

1. NBA coaches utilize players commensurate with their abilities. For example, a forward averaging 40 minutes per game will be better than a forward on the same team who averages 20 minutes per game.
2. Players can generate better personal statistics if they play fewer minutes per game (less fatigue).
3. Inferences about individual abilities can be made from team statistics.
4. The ratings reflect both college and professional abilities.

Rating System:

1. Project players' personal statistics onto a 40 minute standard by using the following multipliers:

Minutes Per Game	Multiplier
40	1
36	1.1
30	1.3
28	1.35
25	1.5
22	1.7
18	2
15	2.4
12	3
9	4
6	6
4	8

Adjust ratings so they match historical references, account for external influences (injuries, old age, etc.) and account for Assumption #1.

2. Use the adjusted statistics to rate the following abilities:

Free Throws	Rating	FT %
	3	80%+
	2	79%-62%
	1	60%-

Rebounds	Rating	Rebounds Per Game
	7	18+
	6	15-17
	5	13-14
	4	11-12
	3	8-10
	2	6-7
	1	5-

Offense	Rating	FG% Points Per Game
	3	40% / 20+ or 44% / 15 or 48% / 10
	2	37% / 20+ or 41% / 14 or 45% / 8
	1	All other statistics

Ball Handling	Rating	Assists Per Game
	3	4+
	2	2-4
	1	2-

Defense	Rating	Interferences
	4	Member of "all defensive" squad that year, some all stars, reputation as tremendous defender.
	3	Excellent defender, good defender who is on a great defensive team, all star, reputation as tough defender.
	2	Average defender, good defender on poor defensive team, poor defender on great defensive team.
	1	Poor defender, old players, rookies, etc.

Award-winning photo by L. McCauley

The Pro Style Draft League For AH Basketball Strategy

In our first issue we published the OOPS BASKETBALL STRATEGY ratings for players which were so popular that we are running ratings for the 1978 players, along with an incisive article by Jim Reilly.

by JIM REILLY

INTRODUCTION

When I was a kid, I dreamed that I would grow up to be a professional baseball player. Unfortunately, nature played a dirty trick on me. When I "grew up," I was 5'6" tall, nearly as big around, half-blind, slow of foot, weak of arm and only slightly more coordinated than a penguin. Now that I *am* grown up (or as close to that mythical state as it appears I will get), I dream that when I grow *old*, I'll be able to *own* a professional sports team. I have no doubt that I will succeed in growing old. It will probably be the lament of my old age that I also ended up insufficiently wealthy to fulfill this latest dream.

In the meanwhile, I have discovered a way of at least partially fulfilling my otherwise frustrated athletic daydreams. A way of "owning" such superstars of the sports world as Chuck Foreman, Ken Anderson and Randy Gradishar of the NFL; Ron LeFlore, Burt Hooton and Dennis Leonard of Major League Baseball; and Dave Cowens, Bob McAdoo and George Gervin of the NBA. My means of accomplishing this is, of course, the Pro Style Draft League for table top sports games.

THE PRO STYLE DRAFT LEAGUE

This article will relate primarily to the game of Basketball, though the basic concept of the pro style draft league can be applied to any professional team sport. Basketball will be used here because: (1) it has a relatively small list of professional players; (2) these players can be "rated" for their professional abilities rather easily; and (3) basketball happens to be the only sport for which I have rated the players for use in the Avalon Hill game system.

Some of you (that small percentage among you who revels in the retention of insignificant, useless information) may recall that my club and I played a small (but not uncontentious) role in the playtesting of Avalon Hill's Basketball Strategy game in 1974. In that year, we formed what was undoubtedly the first AH Basketball Strategy League, the 1979 version of which will be forthcoming shortly. Over the years, we have modified the game somewhat, expanding the categories of individual player ratings and making some changes in the play mechanisms of the game.

But, the single most successful change we made came in 1977 when we abandoned the AH system of using abstract players and instituted a series of ratings of the actual NBA players for use in our league. With a few minor changes, which will be explained below, the AH game makes an excellent basis for a pro style draft league. All you need are a few crazy friends for coaches, a copy of this article and the player list which accompanies it. Oh, you might want to buy a copy or two of the game, too.

THE PLAYERS

This article will not attempt to set forth the procedures which you might want to use to set up and maintain a draft style league. Suffice it to say for now, that the most important characteristic of the draft league is the retention by each team of the rights to players from year to year. This increases the enjoyment not only of the game playing, but also of the pro sport watching. Somehow watching pro sports is a more satisfying experience when you have a personal stake in the performance of at least some of the players.

Some rule changes are necessary to utilize the players with the ratings provided. These rule changes are neither difficult to understand nor unduly time consuming. But, for those who want to make no changes in the rules, alternatives are presented after each which will allow modification of the ratings to conform precisely with the AH game as it comes out of the box.

THE RATINGS

As in the basic AH game, each player is rated for five characteristics—defense, offense, rebounding, passing and free throws.

DEFENSE: The defense ratings are broken down into two different ratings—Defense Outside (DO) and Defense Inside (DI). The DO rating is used whenever the player being guarded takes a guarded shot from an outside shooting zone (the inside/outside differentiation is explained in the Offense Rating section below). The DI rating is used whenever the player being guarded takes a shot from an inside shooting zone.

The range of defense ratings provided is from 0 to 4. This, of course, varies slightly from the AH game, where a player can never have a defense rating of less than 1 unless he is playing out of position. Players with defense ratings of 0 add +3 to the white die on any guarded shot taken against them. By the way, a defense rating of 4 results in a total adjustment of –1 on the colored die and –3 on the white die (or 9 "boxes" on the shooting chart), a fact which is not explained in the B-ball rule book. If you desire not to play with ratings of 0 on defense, simply adjust all players rated as 0 to 1.

Certain forward-centers have DI's which are too high when they are playing at center. These players have a double asterisk (**) following their DI rating. When a player with this notation is playing at center, or if he is playing forward but guarding against a center under any optional rule of man-to-man or double-team guarding assignments, reduce the DI of this player to 2. Note that this rule applies only if the player being guarded is a straight center. Do not reduce the DI if the opposing center is a forward-center playing at that position.

In the event that you do not desire to use the split defense ratings and want to have just a single rating ala AH, use the following: For all centers and forward-centers, use the DI as the defense rating; for all guards and guard-forwards, use the DO as the defense rating; and for

forwards, use the higher of the two ratings as the defense rating.

OFFENSE: The offense ratings are also broken down into two different ratings— Offense Outside (OO) and Offense Inside (OI). The OO rating is used whenever the player is taking a shot from an outside shooting zone. The OI rating is used whenever the player is taking a shot from an inside shooting zone. Note that this rating is used on *all* shots, open and guarded.

FORWARDS

#	Name	DO/DI	OO/OI	R	P	FT	1977-78 NBA Team
1	Abernethy, Tom	3/1	3/1	3	2	11	Lakers
2	Ballard, Greg	2/2	2/1*	5	1	9	Bullets
3	Bantom, Mike	1/1	2/2	4	2	8	Pacers
4	Barry, Rick	3/1	3/1	2	3	15	Warriors
5	Bradley, Alonzo	1/0	3/1	2	1	8	Rockets
6	Bristow, Allan	2/0	2/1	3	3	8	Spurs
7	Brown, John	3/1	2/1	3	1	11	Hawks
8	Calhoun, Corky	3/2	2/1	3	1	13	Trailblazers
9	Carr, M. L.	4/1	2/1	4	1	8	Pistons
10	Dandridge, Bob	4/1	3/2	3	2	10	Bullets
11	Dantley, Adrian	1/1	3/2	3	2	10	Lakers
12	Davis, Walter	3/1	3/2	3	2	11	Suns
13	Dietrick, Coby	2/2	2/1	3	3	10	Spurs
14	Drew, John	1/0	4/2*	4	1	9	Hawks
15	Ellis, Bo	2/1	1/1	4	1	6	Nuggets
16	Erving, Julius	2/1	3/2	3	3	12	76'ers
17	Gerard, Gus	2/1	2/1	3	1	7	Pistons
18	Green, Steve	2/1	2/1	3	1	7	Pacers
19	Gross, Bob	4/1	3/2	3	3	10	Trailblazers
20	Heard, Gar	2/3	1/1	5	1	3	Suns
21	James, Aaron	1/1	3/2	3	1	8	Jazz
22	Johnson, John	2/1	3/1	3	3	9	Supersonics
23	Johnson, Marques	3/2	2/2*	5	1	8	Bucks
24	Johnson, Mickey	2/1	2/2	4	2	11	Bulls
25	Johnson, Ollie	3/1	3/1	2	1	12	Hawks
26	Jones, Bobby	4/3	3/3	4	2	9	Nuggets
27	Jones, Wil	3/1	2/1	3	1	7	Braves
28	Kenon, Larry	1/1	3/2	4	2	12	Spurs
29	King, Bernard	1/1	3/2	4	1	6	Nets
30	Knight, Toby	1/1	2/2*	4	1	5	Knicks
31	Lucas, Maurice	4/3	3/2	5	2	9	Trailblazers
32	Maxwell, Cedric	2/1	2/2*	5	1	9	Celtics
33	May, Scott	2/1	2/1	3	1	11	Bulls
34	McMillian, Jim	3/1	2/1	2	2	12	Knicks
35	Nash, Bob	1/1	3/2*	3	1	8	Kings
36	Porter, Howard	1/1	3/2	3	1	10	Nets
37	Reid, Robert	2/1	2/1	3	1	5	Rockets
38	Roberts, Anthony	2/1	2/1	4	1	8	Nuggets
39	Robinson, Truck	3/3	3/2	6	1	5	Jazz
40	Robinzine, Bill	1/0	2/2*	5	1	9	Kings
41	Russell, Campy	1/1	2/1	3	2	9	Cavaliers
42	Saunders, Fred	2/1	2/1	3	1	8	Jazz
43	Scott, Alvin	3/1	2/1	4	1	6	Suns
44	Seals, Bruce	2/1	3/1	3	1	4	Supersonics
45	Sheppard, Steve	1/1	2/1*	3	1	5	Bulls
46	Smith, Bingo	2/1	3/1	2	1	10	Cavaliers
47	Walker, Wally	2/1	2/1	3	1	4	Supersonics
48	Wedman, Scott	4/1	3/2	3	1	13	Kings
49	Wilkes, Jamaal	2/1	2/1	4	3	7	Lakers
50	Williams, Nate	1/1	2/1	3	1	12	Warriors
51	Willoughby, Bill	1/1	2/1	3	1	10	Braves

*Tip-in

GUARDS

#	Name	DO/DI	OO/OI	R	P	FT	1977-78 NBA Team
1	Allen, Lucius	2/0	2/1	2	3	10	Kings
2	Armstrong, Tate	1/0	2/1	2	2	11	Bulls
3	Averitt, Tate	1/0	2/1	1	3	7	Braves
4	Beard, Butch	2/1	2/1	2	3	11	Knicks
5	Bibby, Henry	3/0	2/1	2	3	10	76'ers
6	Bing, Dave	1/1	2/1	2	3	11	Celtics
7	Birdsong, Otis	1/1	3/1	1	2	7	Kings
8	Boone, Ron	2/1	3/1	2	3	12	Kings
9	Bratz, Mike	1/0	2/1	2	3	11	Suns
10	Brown, Fred	2/1	3/1	2	3	14	Supersonics
11	Buckner, Quinn	4/2	1/1	2	3	5	Bucks
12	Buse, Don	4/2	2/1	2	3	11	Suns
13	Calvin, Mack	1/0	2/1	1	3	12	Nuggets
14	Carr, Austin	2/1	2/1	1	2	11	Cavaliers
15	Carrington, Bob	2/2	2/1	2	1	9	Pacers
16	Cleamons, Jim	3/1	2/1	2	3	10	Knicks
17	Collins, Doug	3/2	3/2	1	3	11	76'ers
18	Criss, Charlie	3/0	2/1	1	3	10	Hawks
19	Dampier, Lou	0/0	3/1	1	3	9	Spurs
20	Davis, Brad	1/0	1/1	2	3	9	Lakers
21	Davis, Johnny	2/0	2/1	1	2	11	Trailblazers
22	Dudley, Charles	3/1	1/1	3	3	7	Warriors
23	Flynn, Mike	2/0	2/1	2	3	2	Pacers
24	Ford, Chris	3/2	3/1	2	3	8	Pistons
25	Frazier, Walt	2/1	3/1	2	3	12	Cavaliers
26	Free, Lloyd	1/1	2/1	2	3	8	76'ers
27	Gale, Mike	4/2	2/1	2	3	13	Spurs
28	Gervin, George	1/1	4/3	2	2	11	Spurs
29	Glenn, Mike	1/0	4/2	1	2	10	Braves
30	Goodrich, Gail	1/0	3/1	1	3	10	Jazz
31	Green, Ricky	2/0	2/1	2	3	3	Warriors
32	Hassett, Joe	1/1	3/1	1	2	12	Supersonics
33	Henderson, Tom	3/1	2/1	1	3	8	Bullets
34	Hill, Armond	3/2	1/1	1	3	12	Hawks
35	Holland, Wilbur	2/0	2/1	2	2	10	Bulls
36	Hollins, Lionel	4/1	2/1	2	3	8	Trailblazers
37	Hudson, Lou	1/1	3/1	1	2	9	Lakers
38	Johnson, Charlie	3/0	2/1	2	2	10	Bullets
39	Johnson, Dennis	4/2	1/1*	2	2	8	Supersonics
40	Johnson, Eddie	3/1	2/1	1	3	11	Hawks
41	Jordan, Ed	1/0	2/1	2	3	10	Nets
42	Kuester, John	1/0	2/1	2	3	11	Kings
43	Layton, Mo	0/0	3/1	1	3	15	Spurs
44	Lee, Ron	3/2	2/1	2	3	8	Suns
45	Lucas, John	2/1	2/1	1	3	9	Rockets
46	Maravich, Pete	1/1	3/1	1	3	13	Jazz
47	Marsh, Ricky	1/1	2/1	1	2	7	Warriors
48	McLain, Ted	3/1	1/1	2	3	10	76'ers
49	McElroy, Jim	2/1	2/1	1	3	8	Jazz
50	Mengelt, John	2/1	2/1	1	3	9	Bulls
51	Money, Eric	2/0	3/1	1	3	7	Pistons
52	Monroe, Earl	1/1	3/2	1	3	11	Knicks
53	Murphy, Calvin	2/0	3/1	1	2	15	Rockets
54	Nixon, Norm	1/0	2/1	1	3	7	Lakers
55	Porter, Kevin	2/0	2/1	1	3	9	Nets
56	Price, Jim	3/1	2/1	2	3	10	Pistons
57	Robertson, Tony	2/1	2/1	1	2	7	Hawks
58	Scott, Charlie	2/2	2/1	2	3	8	Lakers
59	Simpson, Ralph	1/1	1/1	2	3	11	Nuggets
60	Skinner, Al	2/1	2/1	2	2	10	Pistons
61	Smith, Phil	2/1	2/1	2	3	11	Warriors
62	Smith, Randy	3/2	2/1	2	3	10	Braves
63	Sobers, Ricky	3/1	2/1	2	3	11	Pacers
64	Stacom, Kevin	1/1	2/1	2	2	9	Celtics
65	Twardzik, Dave	3/0	2/1	1	3	10	Trailblazers
66	Van Lier, Norm	4/2	1/1	2	3	9	Bulls
67	Walker, Fools	3/0	2/1	2	3	7	Cavaliers
68	Walton, Lloyd	2/0	1/1	1	3	5	Bucks
69	Watts, Slick	3/0	1/1	2	3	3	Jazz
70	Westphal, Paul	2/1	3/2	1	3	11	Suns
71	White, Jo Jo	2/1	2/1	2	3	12	Celtics
72	Williams, Chuck	2/1	2/1	1	3	11	Braves
73	Williams, Gus	3/0	2/1	2	2	11	Supersonics
74	Williams, Ray	1/1	2/1	2	3	7	Knicks
75	Williamson, John	2/1	3/1	1	2	12	Nets
76	Winters, John	3/1	3/1	1	3	12	Bucks
77	Wright, Larry	1/0	2/1	1	3	7	Bullets

*Tip-in

FORWARD CENTERS

#	Name	DO/DI	OO/OI	R	P	FT	1977-78 NBA Team
1	Adams, Alvan	2/2	2/2	5	3	8	Suns
2	Barnes, Marvin	1/1	2/1	4	2	7	Braves
3	Bassett, Tim	3/2	1/1	4	1	0	Nets
4	Behagen, Ron	1/1	2/2*	5	1	8	Pacers
5	Boswell, Tom	1/1	3/2	4	1	9	Celtics
6	Brewer, Jim	3/4**	1/1*	4	1	-2	Cavaliers
7	Chones, Jim	3/2	3/2	5	1	7	Cavaliers
8	Coleman, E. C	3/3**	2/1	3	1	8	Warriors
9	Douglas, Leon	1/2	1/2	5	1	5	Pistons
10	Elmore, Len	1/2	1/1	5	1	6	Pacers
11	English, Alex	2/1	1/3	4	2	8	Bucks
12	Ford, Don	3/2	2/1	3	2	9	Lakers
13	Green, Mike	2/2	2/2	4	1	9	Spurs
14	Griffin, Paul	2/2	2/1*	4	2	7	Jazz
15	Hawes, Steve	1/2	2/2	5	2	11	Hawks
16	Hayes, Elvin	3/3	2/3	5	1	4	Bullets
17	Haywood, Spencer	1/1	3/3	4	1	7	Knicks
18	Hillman, Darnell	2/3**	2/2	5	1	3	Nuggets
19	Jones, Dwight	2/2	1/1	4	1	9	Rockets
20	Kupchak, Mitch	2/2	3/3*	4	1	7	Bullets
21	Lambert, John	1/1	2/1*	5	1	2	Cavaliers
22	Landsberger, Mark	1/1	1/2*	5	1	2	Bulls
23	Lloyd, Scott	1/1	2/1	3	1	7	Braves
24	Malone, Moses	1/2	1/2*	7	1	7	Rockets
25	McAdoo, Bob	1/1	3/3	5	2	8	Knicks
26	McGinnis, George	1/2	2/2*	5	3	7	76'ers
27	McMillen, Tom	3/1	3/2	4	1	10	Hawks
28	Meriweather, Joe	1/2	2/2	5	1	5	Jazz
29	Meyers, Dave	2/3**	2/1	4	2	8	Bucks
30	Mix, Steve	2/3**	3/2	3	2	10	76'ers
31	Neal, Lloyd	2/2	4/3*	5	1	7	Trailblazers
32	Olberding, Mark	2/2	3/2	3	2	11	Spurs
33	Pondexter, Cliff	1/1	1/1	4	3	7	Bulls
34	Poquette, Ben	1/1	2/1	4	1	7	Pistons
35	Robisch, Dave	1/1	2/1	4	1	9	Lakers
36	Roundfield, Dan	2/3**	3/2*	5	2	8	Pacers
37	Shelton, Lonnie	2/3**	3/2	4	2	8	Knicks
38	Shumate, John	1/2	1/2	4	1	10	Pistons
39	Sikma, Jack	1/3	2/2	5	1	9	Supersonics
40	Silas, Paul	2/3**	1/1*	5	1	3	Supersonics
41	Unseld, Wes	3/3	1/2	6	3	1	Bullets
42	Washington, Kermit	2/3**	1/2*	6	1	6	Celtics
43	Washington, Richard	2/1	3/3	5	1	9	Kings
44	Washington, Wilson	2/1	1/2	4	1	1	Nets
45	Wicks, Sidney	2/1	2/1*	4	1	5	Celtics

**

DI
reduced to 2 when playing center

*Tip-in

CENTERS

#	Name	DO/DI	OO/OI	R	P	FT	NBA Team
1	Abdul-Jabbar, Kareem	3/4	2/4	6	3	10	Lakers
2	Awtrey, Dennis	1/3	1/1	3	2	4	Suns
3	Benson, Kent	1/1	2/2	4	2	5	Bucks
4	Burleson, Tom	1/2	1/2*	5	2	10	Kings
5	Cowens, Dave	2/4	3/3	5	2	12	Celtics
6	Dawkins, Darryl	1/2	3/4	5	1	7	76'ers
7	Edwards, James	1/2	2/2	4	1	5	Pacers
8	Forrest, Bayard	1/1	1/1	5	3	-1	Suns
9	Gianelli, John	2/2	2/2	4	2	5	Bucks
10	Gilmore, Artis	2/4	1/4*	6	2	7	Bulls
11	Hughes, Kim	1/3	1/1*	5	1	-7	Nets
12	Issel, Dan	1/2	3/3	5	2	10	Nuggets
13	Johnson, George	1/2	1/1*	5	1	7	Nets
14	Jones, Caldwell	2/3	1/1*	6	1	4	76'ers
15	Kelly, Rich	1/1	1/2*	6	2	10	Jazz
16	Kunnert, Kevin	1/1	2/2*	5	1	6	Rockets
17	Kupec, C. J	2/1	2/1	2	2	11	Rockets
18	Lacey, Sam	1/2	2/2	5	3	7	Kings
19	LaGarde, Tom	1/1	1/1	4	1	9	Nuggets
20	Lanier, Bob	1/3	4/4	5	2	9	Pistons
21	Nater, Swen	1/2	1/3*	6	2	9	Braves
22	Owens, Tom	1/2	3/2*	5	2	8	Trailblazers
23	Pace, Joe	1/1	1/2*	5	1	4	Bullets
24	Parish, Robert	1/2	2/2*	6	1	4	Warriors
25	Paultz, Billy	1/2	3/3	4	2	9	Spurs
26	Ray, Clifford	2/3	1/3*	5	1	3	Warriors
27	Rollins, Tree	1/2	1/2*	6	1	7	Hawks
28	Smith, Elmore	1/2	1/3	5	1	5	Cavaliers
29	Walton, Bill	3/4	2/3	6	3	7	Trailblazers
30	Webster, Marvin	1/4	2/2*	6	1	4	Supersonics

*Tip-in

GUARD-FORWARDS

#	Name	DO/DI	OO/OI	R	P	FT	1977-78 NBA Team
1	Bridgeman, Junior	2/2	3/2*	2	2	11	Bucks
2	Bryant, Joe	1/2	2/1*	4	2	9	76'ers
3	Chaney, Don	3/2	2/1	2	2	12	Celtics
4	Furlow, Terry	1/1	2/1	2	2	14	Cavaliers
5	Gondrezick, Glen	2/2	2/1*	4	2	6	Knicks
6	Grevey, Kevin	2/2	2/1	2	2	10	Bullets
7	Grunfeld, Ernie	2/2	2/1	2	3	5	Bucks
8	Havlicek, John	3/2	3/1	2	3	12	Celtics
9	Knight, Billy	1/1	3/2	3	2	11	Braves
10	Newlin, Mike	3/2	2/1	2	3	13	Rockets
11	Parker, Sonny	3/3	2/2*	3	2	7	Warriors
12	Ratleff, Ed	2/2	1/1	2	3	11	Rockets
13	Steele, Larry	3/2	3/1	2	2	11	Trailblazers
14	Tatum, Earl	1/1	3/1	2	3	10	Pacers
15	Thompson, David	2/1	3/2	2	2	10	Nuggets
16	VanBreda Kolff, Jan	3/3	1/1	3	2	7	Nets
17	Wilkerson, Bobby	3/2	1/1	3	3	8	Nuggets

*Tip-in

For use of these ratings, the following rules apply:

1) Centers may never be stationed in zones A, E, F or G. This means any player playing the center position, whether he is a center, a forward-center or some other player playing out of position. Centers use thier OI rating for all shots from zones A and B only. For all shots from zones C, D, E or F, use the OO rating. Note that under this rule, a center can never take a shot from G.

2) Forwards may be stationed in any zone except A. This means any player playing at a forward position. Forwards use their OI rating for all shots from zones A and B only. For all shots from zones C, D, E, F or G, use the OO rating.

3) Guards may never be stationed in zones A or B. This means any player playing at a guard position. Guards use their OI rating for all shots from B, C or D. For all shots from zones E, F or G, use the OO rating. Note that under this rule, a guard can never take a shot from A.

The range of offense ratings provided is from 1 to 4. This also varies slightly from the AH range of only 1-3. Players with offense ratings of 4 add +2 to the colored die on any shot. (An alternative you may want to consider is that a 4 rated shooter adds +2 to the colored die only on a guarded shot, with an addition of +1 on open shots.) If you desire not to play with ratings of 4 on offense, simply adjust all

players rated as 4 to 3.

Some players are rated for tip-ins. They have an asterisk (*) following their DI rating. This works the same as under the AH rules. Note, however, that some players rated as forwards, guard-forwards (and, this year at least, even one guard) have tip-in ratings. If you find this offensive, you can eliminate the tip-in rating for players who are guards, guard-forwards or even forwards if desired.

In the event that you do not desire to use the split offense ratings and want to have just a single offense rating (a desire

Who's Playing Today?
Random Lineups for Statis-Pro Baseball

By Al Simon

If you're playing through the season of one particular team, or just playing two teams against each other in an individual game, then you might be interested in a system I've come up with to determine the lineups for any particular game. The

STATIS-PRO NUMBER CHART

A	B	A	B
1	11	33	51
2	12	34	52
3	13	35	53
4	14	36	54
5	15	37	55
6	16	38	56
7	17	39	57
8	18	40	58
9	21	41	61
10	22	43	62
11	23	44	63
12	24	45	64
13	25	46	65
14	26	47	66
15	27	48	67
16	28	49	68
17	31	50	71
18	32	51	72
19	33	52	73
20	34	53	74
21	35	54	75
22	36	55	76
23	37	56	77
24	38	57	78
25	41	58	81
26	42	59	82
27	43	60	83
28	44	61	84
29	45	62	85
30	46	63	86
31	47	64	87
32	48	65	88

advantages of this, as far as realism goes, are that you get to face players who may not have been daily starters but who did play during the season, and also you get more of a balance relative to the opposition your team is facing. Otherwise, the primary team (yours) would only face the very best of each opponent over the course of the season, and this could have an unrealistically negative effect on your replay.

To figure out who's going to be facing your team in a game, I've devised something I call the STATIS-PRO NUMBER CHART (see diagram). The basic idea of this chart is to provide opposing teams that are representative of the season-long strength of those teams, instead of the players they might have had in their lineup on their best day. This applies especially to pitchers, where the chart will reflect the appearance of the relief pitchers who usually played—but since your're not playing an entire season there is always a chance that the other team's ace reliever is not available that day. Let the random number have its effect.

How To Use the STATIS-PRO NUMBER CHART

When trying to obtain an objective starting team for any opponent, first add up all the totals of games played at the specific position by all the players involved.

Next, divide that total into each player's number of games played to get the percentage played for the season.

Next, multiply the percentage times 64 to get a number for Column A. You use "64" because with the SP random number system there are 64 possible numbers. Add each successive series of numbers on to the previous until all 64 numbers are used up.

Ranges are established by matching Column B numbers with Column A, i.e., 1 to 8 from A equals 11-18 from B, etc.

For pitchers use games started or games relieved instead of games played.

Example: For first base, Player X had 16 games played, while Player Y played 146 games at the same position. 16 + 146 = 162. 162 divided into 16 = 10% (approx.), and 162 into 146 = 90%. Next, 64 x 10% (or .10) =6. "6" means you use a range of 1-6 in Column A, which becomes 11-16 in Column B.

Now, for the other player, 64 x 90% (or .90) =58 (adding 58 to 6 = 64, but numbers in Column A begin at 7, so the range for Player Y is 17-88).

Actually, it is better to begin with the larger portion first, so you should use 1-58 first, or a range of 11-82 for Player Y, and 59-64, or a range of 83-88 for Player X.

Using this system, you should find that your individual games and your replays of one team through an entire season should be both a lot more realistic and a lot more fun.

"Anyone for a game of squash?"

MORE SPEED (Circuit)

BY MARK J. MATICEK

With the 1978 Grand Prix season just concluded, it seems like a good time to update the Formula One car specifications included in issue #2 of ALL-STAR REPLAY. These specs will allow SPEED CIRCUIT owners to approximate the performances and point standings of the just concluded championship. There are now six tracks available for SPEED CIRCUIT with (hopefully) more on the way. This will permit players to eventually run the entire series with the accompanying challenge of setting up cars for the different tracks.

1978 was the year of the black and gold cars from Norwich, England and a naturalized American from Trieste, Italy. Lotus cars and Mario Andretti won the world driving championship in a dominating way. Three times, Andretti and his deceased teammate, Ronnie Peterson, finished 1-2. Peterson finished second in the points standings and had an outside chance of winning the championship until he was tragically killed at Monza.

Andretti set lap records at nearly every race. The radical Lotus 79 was an awesome performer, far and away the most outstanding design in years. By funneling air through side pontoons, a negative lift was created under the car, in effect, creating a suction effect. This drastically improved cornering speed without sacrificing top speed.

Even though the year was totally dominated by Lotus and Andretti, other teams did have their moments. Patrick DePallier won his first Grand Prix at Monaco. Gilles Villeneuve became the first Canadian to win his own Grand Prix. Nicki Lauda won the Swedish Grand Prix in the debut race of the Brabham "Fan Car." The car was outlawed three days later. The giant fan at the rear of the car created the same effect as the Lotus. However, it was a movable aerodynamic device, a definite no-no.

There are two ways to use the Spec Chart. You can use the individual car parameters listed on the chart. Or, if you are a blood lust competitor who wants to simulate the performances of the cars in only a general way and think you can set up a car better than your opponent, use the Preparation Points Column to do your own thing.
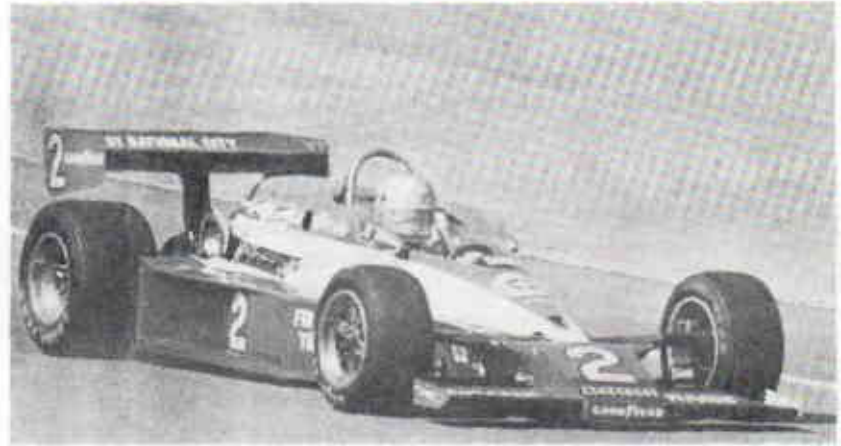
TEAM—CAR—DRIVER (NATIONALITY)	Prep Pts.	Start Speed	Acceleration	Deceleration	Top Speed	We
John Player Special Lotus—79—Ford V-8 Mario Andretti (USA), Ronnie Peterson (S), Hector Rebaque (Mex)	8	60	60	40	180	7
First National City Elf Tyrrell 008—Ford V-8 Patrick DePallier (F), Didier Pironi (F)	6	60	40	40	180	5
Ferrari 312T3—Fiat 12 Carlos Reutemann (AR), Gilles Villeneuve (Can)	6	40	60	40	180	6
Parmalat Brabham BT46—Ford V-8 Nicki Lauda (A), John Watson (IRL)	5	40	60	40	180	5
Wolf WR3—Ford V-8 Jody Schecter (ZA)	5	60	40	40	180	4
Gitanes Ligier JS9—Matra V-12 Jaques Lafitte (F)	5	40	60	40	180	4
Copersucar—Ford V-8 Emerson Fittipaldi (BR)	4	40	40	20	180	4
Texaco—Marlboro McLaren M26—Ford V-8 James Hunt (GB), Patrick Tambay (F)	4	40	40	40	180	4
Surtees TS19—Ford V-8 Vittorio Brambilla (I)	3	40	40	20	180	4
Williams—Ford V-8 Alan Jones (Aus)						
Arrows—Ford V-8 Ricardo Patrese (I)						

1977 PAYDIRT CHARTS—
A Detailed Analysis by the Chart Designer

by T. R. Nicely

At this moment, the latest team charts for PAYDIRT, based on the 1977 NFL season, are coming off the presses and ready for sale. In addition, there are some alterations and additions in the rules. In this article, I will try to describe (1) Improvements and new features in the design of the team charts, and (2) The nature and effect of the changes in and additions to the rules.

First of all, the 1976 team charts suffered from one disadvantage which will not again recur: the decision to produce them was not made until after the end of 1976 season, and consequently the data base available did not have the depth which I would have liked. As many of you have noted, penalties were not properly represented on the offensive charts, and not at all on the special team charts; breakaway columns were identical on all charts; the fumble numbers were the same on all punt return columns, etc. The difficulty was that certain information is much easier to collect while the season is in progress, and was not available at the time of the design of the 1976 charts. Furthermore, due to the late start and the difficulties of setting up a production procedure for the first time, considerably less design time was available than would have been preferred.

Nevertheless, I believe the primary goals of design were achieved in the 1976 charts: (1) The charts were designed so that each team played at or near its generally accepted level of ability, based on the 1976 NFL standings; (2) Each team had at least the tactical potential of winning any game, for there was always a non-zero probability (in some cases very *close* to zero, of course), both on offense and defense, of scoring at any time or of stopping any offensive result.

As discussed in a previous issue, the design philosophy of the 1976 charts was a departure from that of the 1969-1972 charts. The older charts attempted to reproduce the relative frequency of each result of each type of play as it occurred during the season; the overall strength of the chart was a secondary consequence.

The 1976 charts attempted, first and foremost, to peg each team at the proper overall strength, and attempted secondarily to accurately simulate the results of each type of play. The latter objective was hampered considerably by an inadequate data base.

A much richer available data base for the 1977 charts has allowed a design which accomplishes both objectives well. First consideration is still given to the overall strength of the chart; but now full simulation of penalty and turnover frequency is accurately incorporated, on offense, defense, and special teams. The 1977 charts once again employ some of the more desirable features of the old charts, such as the parenthesized yardage-gains on defense, and the Priority Chart has been revised to account for this. A cursory inspection of the new charts will reveal a striking resemblance to the 1969-1971 charts, but again, overall strength was the fundamental parameter of design. Notable changes from the 1976 charts to the 1977 charts include the following:

(1) *Penalties are fully represented on both offense and special teams.*

(2) *Defenses feature parenthesized gains ((#) in a green box), some of which are advantageous to the defense, others of which penalize the defense. Also, parenthesized losses other than (1) in red (such as (0) or (2) in red) are included.*

(3) *The uniformity of certain aspects of the defensive charts evident in the 1976 set (as on the blitz against the rush, for example, or on Defense A against the draw and screen) has vanished, as the extra data has made possible a much richer and more interesting variety of defensive designs;*

(4) *A roll of 19 no longer necessarily produces a "magic" result for the offense (although it generally produces some unusual outcome).*

(5) *Breakaway columns (except for a TD on 19) now have as upper limits on yardage the team's longest run (by a non-quarterback) from scrimmage during the season.*

(6) *The QT columns now have as an upper yardage limit the team's longest rush of the season by a quarterback.*

(7) *The Kick-off Return is now designed to reflect the return capability of the team on deep kickoffs only (not squibs or onside), and is consequently much more potent (see Miami and New England charts). The use of squib and onside kickoffs will be almost a necessity against such teams.*

(8) *Capsule summaries of the season for each team now appear on the bottom of the team chart, as in the 1969-1971 charts (due to unresolved legal technicalities, player names and team nicknames are verboten).*

(9) *The Special Block Option has been replaced by a Free Block Option, and a Wild Card Defense is allowed for certain teams (see Rules Changes, below).*

RULES CHANGES

A number of minor—and a couple of major—rules changes have been effected, some due to the design alterations mentioned above, and some to bring PAYDIRT rules more into line with actual NFL rules and practices.

First of all, the Priority Chart has been altered to account for the presence of parenthesized gains and (TD) entries. Also, parenthesized losses other than (1) in red appear on the 1977 charts, so the (1) in red column has been replaced by a (#) in red on the Priority Chart. The Squib KOR chart now features penalty numbers.

The basic rule on marking off penalties (Basic Rule VI, Section (3), Paragraph (C)) has been revised. The changes are: (1) If a play gains yardage, DEF15 penalties are marked from the end of the play; (2) Five- and 15-yard penalties, both occurring prior to a change of possession, are not offsetting—the 5-yard penalty is cancelled and the 15-yarder is marked (new NFL rule); (3) Special team penalties are now explained in a Supplement—see next paragraph.

Offensive penalties on returns are now marked from the "half-way point", half way from the beginning to the end of the return—if this point is within the returners' End Zone, a safety occurs. Double fouls on returns give the return-

ers possession at the spot where the return began (NFL rule). DEF5 and DEF15 penalties on extra points (successful) are marked on the kickoff following.

In Adv. Rule 8, the following additions were made: Plays on which first-down yardage is made *exactly* consume 30 seconds; and all extra-point attempts consume zero seconds.

In Adv. Rule 10(C) (Coffin Corner Punts), a fair catch is no longer awarded on punts out of bounds. This change is also effected at the end of Adv. Rule 10(D) (Free-Kick FG attempts).

The third paragraph of Adv. Rule 11(A) has been altered to make it clear that the RT may return a blocked kick. The remainder of Adv. Rule 11 (Fake and Block Options) has been rewritten to eliminate the Special Block Option; this has been entirely replaced by the Free Block Option. Teams receiving this privilege have the letters "FBO" printed in the upper left corner of their defensive charts. Furthermore, teams from the 1976 set (including Washington) which had the SPBO may now exercise the FBO. Finally, the Rulings in Adv. Rule 11 now state that the contacting-the-kicker penalty is cancelled if the kick was a Quick-Kick.

Adv. Rule 12 now states that "The safety may not be elected after the ball is dead on 4th down, *or while the ball is free.*" In Adv. Rule 13, erroneous references to the Basic Rule V have been corrected.

The most noticeable change will be the

addition of Adv. Rules 14 and 15, described below:

Advanced Rule 14 explains the WILD-CARD DEFENSE, which may be exercised only by (A) Teams with a black W in the upper left corner of their defensive charts, (B) Cincinnati, Dallas, Oakland, Pittsburgh, and Washington from the 1976 Team Charts, and (C) All team charts dated 1974 or earlier.

The Wild-Card defense is an additional defense in which the player attempts to guess the EXACT PLAY which the offense will run. This is done by placing the play-selection pawn on the offensive play square, or by calling out the play after the offense has made its selection. If the defense guesses CORRECTLY, there are no dice rolls by either player, and the play is stopped cold (no gain or incompletion). If the defense guesses INCORRECTLY, the defensive result is simply a white box (No Change), and only the offense rolls to determine the outcome of the play. The Wild-Card Defense has no effect on the Razzle-Dazzle, unless the Razzle-Dazzle itself is Wild-Carded.

Advanced Rule 15 gives some advice for playing games in which 1969-72 team charts are opposing the newer charts. The older charts all receive the Wild-Card Defense, in order to make their level of strength more compatible with the newer charts. Extra points are attempted on the old charts using the FG column; it is pointed out that on charts copyrighted 1973 or earlier, ten yards must be added to

the line of scrimmage before comparing with the yardage numbers in the FG columns, as the goalposts have been moved back 10 yards since that time.

IN CONCLUSION

My playtesters have been most pleased with the design of the 1977 charts, and I hope that you will find the improved design and revised rules provide added enjoyment for yourself as well. In any case, I would find your comments and opinions most useful in evaluating the design procedure. And as always, we are happy to answer questions concerning the rules.

In closing, let me mention one point that has arisen during playtesting of both the 1976 and 1977 charts. Over a long period of time, the combined score of both teams has averaged about 44 points per game, compared to the actual 34.6 points per game actually observed in the NFL last year. The question arises, is this due to a deficiency in design? I think not. I believe instead that the excess scoring is due to the fact that PAYDIRT players are more inclined to risk-taking and innovation than those hidebound conservatives of the NFL, thus producing more scoring. Of course, we don't have tens of thousands of dollars riding on the outcome! What do you think?

THE ELEVEN-MAN RUSH

by T. R. Nicely

In this article, I will review the procedure explained for kick-blocking attempts and fake-kick plays in the revised rules for BOWLBOUND and PAYDIRT, and suggest an optional procedure for simulating an 11-man rush.

Any team in either game may attempt to block any scrimmage kick (but not kickoffs or free kicks, or PAYDIRT PATs). The procedure is as follows:

(1) Receiving Team (RT) must announce its intention prior to any dice rolls.

(2) Kicking Team (KT) may designate any one dice total, 10 through 39, as a FAKE-KICK NUMBER, or may decline this option. The KT also announces at this time the amount of yardage, if any, to be subtracted from the chart result.

(3) RT rolls the offensive dice. The total is designated as the BLOCKED-KICK NUMBER (hereafter referred to by the abbreviation BK#; the Fake-Kick Number will be referred to as the FK#).

(4) The KT rolls the offensive dice to execute the kick. If the total matches the BK#, the kick is blocked 10 yards behind the line of scrimmage, and the result on the Special Teams Chart is cancelled.

(5) If the KT total matches the FK# but not the BK#, the result on the Special Teams Chart is cancelled, and the KT executes an offensive play against no defense (see below for play selection). Teams which are granted the FREE BLOCK OPTION (FBO) may exercise the above option without any disadvantages; this includes teams from the 1976 PAYDIRT charts which were marked "SPBO", plus Washington.

All other teams suffer the following

disadvantages when they exercise the block option:

(1) The kick may not be returned (but may be fair caught).

(2) If the BK# and the KT total differ by EXACTLY ONE, the RT is penalized for contacting the kicker (in PAYDIRT; 5 yards and automatic first down) or roughing the kicker (in BOWLBOUND; 15 yards). The Special Teams Chart is still read as usual, and the penalty is cancelled if the kick is blocked, the snap is fumbled, or the KT rolls the FK#.

(3) The RT loses the option of letting the ball roll (near their goal, in hopes of a touchback).

(4) The KT is allowed to use ANY offensive play (1 through 9) if the FK# is rolled. The play is called by the offense after the FK# is rolled but before the offensive play is executed; the defensive result is automatically a white box, "No

Change." (If the RT had the FBO, the KT may only use Plays 3 or 9).

ALL teams are granted the FBO in certain situations—to wit:

(1) If the KT attempts a FG with time conserved.

(2) If the KT punts when the line of scrimmage is on or within its own 4-yard line, on 4th down.

(3) When the KT attempts a FG using the Punt Column (Bowlbound). Also, all teams are entitled to call a FK#, whether the RT attempts to block or not, on all scrimmage kicks except PAYDIRT PATs. If the RT does not attempt to block, only plays 3 or 9 may be used for the fake play.

From a strategic viewpoint, teams without the FBO generally attempt to block whenever (1) their return is poor, or (2) the punt column of the KT allows few returns, or (3) the KT has nearly a 100% chance of success on a FG attempt, or (4) in desperation situations. On the other hand, it is nearly always to the advantage of the KT to call a FK#; most commonly, totals that correspond to a blocked kick, fumbled snap, shanked punt, missed FG or PAT, or OFF15 penalty are used as FK#. On quick kicks, or on 4th-and-short, one might occasionally even call 34 or 35 the FK#, to try for the fake.

Incidentally, if the KT (intentionally or accidentally) rolls their dice (to execute the kick) before a team with the FBO has a reasonable opportunity to roll for the BK#, then 35 is designated as the BK#.

The block options described above were designed to simulate the use of either a nine-or ten-man rush on the kicker. Occasionally, however, in both college and pro football, desperation prompts a team to rush all 11 men in an effort to block a kick. This occurred in the infamous Detroit-Baltimore game in December, 1977, when the Colts, leading by 3 points in the final seconds, ignored the wisdom of an intentional safety and attempted to punt from deep in their own territory. Rushing all eleven men, the Lions blocked the punt and returned it for a winning touchdown.

Of course, the 11-man rush is hazardous to the RT as well, for if the KT spots it in time, a simple short pass will break for a touchdown; but it is rarely undertaken except in desperation.

The 11-man rush can be simulated in both BOWLBOUND and PAYDRIT as follows:

(1) RT announces the 11-man rush.
(2) KT is allowed to call THREE FK#.

(3) RT rolls offensive dice. The total, and the TWO ADJOINING NUMBERS, are all BK# (for example if the RT rolls 30, then 29, 30 and 31 are BK#).

(4) KT rolls offensive dice.

(5) If the KT total matches a BK#, the kick is blocked, 10 yards behind the line of scrimmage.

(6) If the KT total and the RT total differ by exactly TWO (30 and 32, for example), the RT is guilty of roughing the kicker (15 yards, and in PAYDIRT, an automatic first down); if this KT total is a FK#, the penalty still occurs (personal foul); but the Special Teams Chart is read as usual, unless the KT total is a FK#.

(7) If the KT and RT totals differ by three or more, and the KT total is not a FK#, the Special Teams Chart is read as usual.

(8) The KT gains the following advantages, and the RT suffers the following disadvantages:

(A) If a FK# is rolled by the KT, they are allowed an UNOPPOSED RAZZLE-DAZZLE (KT rolls offensive dice again, consults its Offensive Team Chart, and may accept the result of ANY of Plays 1-9 opposite that dice total; RT does not roll any dice, and defensive result is a white box, "No Change.")

(B) The RT is allowed no return, and may not fair catch.

(C) ALL PENALTY BOXES ON THE SPECIAL TEAM CHART count as DEF15 PENALTIES (Roughing the kicker or personal foul).

(D) The KICKING TEAM is now the one allowed the Let-The-Ball-Roll Option, and may exercise it to cause the kick to roll closer to the RT's goal.

(9) Even if the RT possesses the FBO or SPBO, or even if the situation allows on FBO or SPBO, the RT is granted no exemption from the above sanctions if they choose to use the 11-Man Rush instead.

(10) If this option is allowed, it is recommended that when the Punt column is used for FG attempts (as explained in BOWLBOUND rules), the RT be allowed a FREE 11-Man Rush (No FK# allowed; no penalty for missing by two; fair catch and return allowed; penalty boxes read as printed; RT exercises let-the-ball-roll option).

As a final point, I will note that the probability of blocking a kick using the Regular Block Option is about 5%, while with an 11-man rush it is approximately 12%. Plan your strategy accordingly!

Effective immediately, the following changes and corrections are to be made in the revised (August 1978) rules for BOWLBOUND!:

(I) ALTERATION: On the PRIORITY CHART, the boxes opposite QR (Offensive Result) and below the Defensive Results (# in red) and (white box) should be changed from "ADD" to "QR." In other words, defensive yardage can ADD to a QR, but can NEVER subtract from a QR. (Applies to gameboard Priority Charts as well)

(II) ALTERATION: In line with the above change, Example 4, Basic Rule IV, should read as follows:

EXAMPLE 4: Offensive result was a QR in a white box, defensive result was a 2 in a green box. *Priority Chart says ADD; offense rolls its dice again, finds the result in the QR column of its offensive team chart, and adds 2 yards for the final outcome.*

(III) CORRECTION: Due to a misprint, Advanced Rule (7) contains an error. Paragraph (H) should read as follows:

(H) AFTER the offensive result is chosen, the defensive team rolls the defensive dice and looks up the defensive result, opposite the offensive play finally chosen and their own previously called defensive formation.

Note that the only *effect* of the one rules change is to prevent the defense from SUBTRACTING yardage from a QR result. The *rationale* is that the negative yardages on the pass defenses were designed to restrict PASSING yardages, but not rushing yardages. The *net effect* is to bring into proper balance the strength of teams which rely on a running, rather than passing quarterback (e.g., 1966 Michigan State; 1955 Oklahoma; 1977 Kentucky).

NBA RULE CHANGE

Owners of STATIS-PRO NBA BASKETBALL should note that due to a recent NBA rules change the Defense should be given a credit for a rebound after a blocked shot (and of course this would affect stamina, too).

HEAD TO HEAD

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

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

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

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

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

Baseball Strategy=BB ST, Basketball Strategy=BK ST, Challenge Football=CHAL FT, Challenge Golf=CHAL GF, College Football=COLL FT, Football Strategy=FT ST, Go for the Green=GFG, Paydirt=PD, Speed Circuit=SC, Statis-Pro Baseball=SP BB, Statis-Pro Basketball=SP BK, Superstar Baseball=SB, Track Meet=TM, Win, Place & Show=WPS.

Name _____

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State _____ Zip _____

Forming small game club to meet regularly each month, attend conventions, compete with other clubs, and plays games including SC, WPS, CHAL GF, TM, and Rail Baron. Jeff Cornett, 11 Robert Frost Drive, Shelton, CT 06484.

Wanted: all time All Star BB; game or just player charts. Will buy or trade. George Falcone, 8 Mt. Pleasant Rd., West Haven, CT 06516.

Opponent Wanted for SP-BK Bucks County Area and surrounding. Drafts, All-Star game, etc. Jim Karustis, 963 Wilson Crt., Warrington, PA 18976, 343-4170.

Experienced gamer looking for mail league or face-to-face play— SP-BK or SP-BB. Bill Parks, P.O. Box 6661, Toledo, Ohio 43611.

Wanted: join league or find opponents for SB, Paydirt or Pennant Race. James R. Bissell, 1183, Cincy, Ohio 45240.

Looking for opponents for PD, Coll FT, FT ST, SB, WPS and SC. Would like to form FT ST League. Phone: 348-7025 (prefer Plattevill Area). Brad Gehrke, RFD #2—Box 102, Lancaster, WI 53813.

COAST TO COAST BASEBALL ASSOCIATION

Founded—1978

Teams—8-16

Active Members—2 for sure, possibly 6

Dues—$5.00

Activities—We are currently in a 160 game season with Statis-Pro Baseball.

Membership Requirements—The only requirement is that the member be dedicated enough to play out the season.

Contact—
Scott Campbell
13219 Clydepark Ave.
Hawthorne, California 90250
1-213-675-4119

COAST TO COAST BASEBALL ASSOCIATION

PHILADELPHIA & SUBURBAN STATIS-PRO BASKETBALL LEAGUE

Founded—Not yet.

Teams—Hoping to work up to 22 teams, therefore able to follow NBA schedule.

Active Members—Undefinite as of yet.

Dues—$3.50 when formed.

Activities—Drafting of players, trading allowed until March 1st. All Star game. College Draft.

Membership Requirements—No age limit. Must be loyal enough to finish season. Should live within twenty or fifty miles of Warrington.

Contact—
Jim Karustis
963 Wilson Crt.
Warrington, PA 18976

PHILADELPHIA & SUBURBAN STATIS-PRO BASKETBALL LEAGUE

WESTERN WASHINGTON FOOTBALL LEAGUE (W.W.F.L.)

Founded—Sept. 1978 (New League)

Teams—S.I. Paydirt, College Football games.

Active Members—W.W.F.L. is now accepting applications for new members.

Dues—No dues as of now. Dues will be discussed at the W.W.F.L. League meeting Jan. 1979.

Activities—We will be using S.I. Paydirt, College Football games. All other activities will be discussed at W.W.F.L. League meetings.

Membership Requirements—Member must be dedicated enough to play the games to the season's conclusion. Members should live in a 15 mile radius of Pierce County.

Contact—
Robert L. Baker
870 10th Lane
Fox Island, Washington 98333
1-549-2191

WESTERN WASHINGTON FOOTBALL LEAGUE

ALL-STAR REPLAY

INTERUNIVERSAL WIN, PLACE & SHOW LEAGUE

Founded—1978

Teams—None

Active Members—One, me

Dues—None

Activities—Plenty of horse racing, possible Triple Crown at the end of the year. New method of racing using over 70 horses.

Membership Requirements—Members need not own a Win, Place & Show game. Must only live in West LA Area and be ready to play on a regular basis.

Contact—
David Howlett
2661 Malcolm Ave.
Los Angeles, CA 90063
(213) 474-3406

INTERUNIVERSAL WIN, PLACE & SHOW LEAGUE

HENNEPIN COUNTY FOOTBALL LEAGUE

Founded—Not yet but soon.

Teams—Hoping for at least 20.

Active Members—At least one, possibly two or three.

Dues—Not yet but possible.

Activities—Paydirt football season, duration and schedule to be decided later, hoping to expand into other sports games in the future.

Membership Requirements—Must live in or around Hennepin County, Minnesota. Must be dedicated enough to finish entire season, to contribute time and energy to the league and be willing to participate in football at its finest. No age limit.

Contact—
Douglas Giles
10217 Valley Forge Lane
Maple Grove, Minnesota 55369
(612) 425-7157

HENNEPIN COUNTY FOOTBALL LEAGUE

EAST-WEST BASKETBALL LEAGUE

Founded—1978

Teams—8

Active Members—One, seven openings.

Dues—$5.00 per year.

Activities—Play-by-mail league with Statis-Pro Basketball. 56 games per team and playoffs.

Membership Requirements—Only dedicated members apply. Hi-Lo based on 77-78 season. Send top 5 choices, earliest post mark break ties. Extra players drafted. Unlimited trading ; send SASE.

Contact—
Steve Beadnell
P.O. Box 92
Kensington, Ohio 44427
1-216-223-1332 (Evenings)

EAST-WEST BASKETBALL LEAGUE

THE VICTORY OF MUSCLE OVER MIND

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

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

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Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:

RE-ORGANIZED OOPS ("Re-OOPS")

A club primarily devoted to sports gaming. Originally known as the Organization of Pseudo Strategists ("OOPS"), the club was formed in 1969. Comments applicable to all leagues within the club.

Dues—None, but entry fees are collected for each league each year. Currently $10 a year, $2 of which goes into club general fund, $8 into prize fund for that particular league.

Activities—Highly organized, league format competition in each of the indicated sports. Meetings are held every other week (more or less) during each competitional season. Minor tournaments are also held sporadically featuring other games such as Origins of World War II, OOPS variant of Risk, some wargames. Re-OOPS also hosts an Avalon Hill Football Strategy Tournament at each of the two area conventions (Greater Los Angeles Simulations Convention, GLASC, in Northridge, and Orange County Simulations Convention, ORCCON, in Fullerton).

Membership Requirements—Adults only (with a few exceptions) , serious minded players willing to devote substantial time and effort to high quality sports game competition. Must reside in Los Angeles/Orange County Area.

Active Members—25 in club, not all participate in each league.

Contact—
Alan Davis
2447 Deodar
Santa Ana, CA 92705
(714) 542-2764

or
Paul Mankiewicz
9748 Bellder Drive
Downey, CA 90240
(213) 861-2151

OOPS FOOTBALL LEAGUE

Founded—1969, now in 10th year of consecutive competition.

Teams—16 in 1978, no limit.

Format—Draft League based on OOPS variant of Strato-Matic Football. Teams retain rights to players from year to year.

OOPS BASEBALL LEAGUE

Founded—1977

Teams—20 in 1978, no limit.

Format—Draft League based on OOPS variant of Big League Manager baseball. Teams retain rights to players from year to year.

OOPS BASKETBALL LEAGUE

Founded—In 1974 during AH B-Ball Strategy Playtest, now in preparation for 6th consecutive year (1979).

Teams—12 in 1978, no limit.

Format—Draft League based on OOPS variant of AH Basketball Strategy. Teams retain rights to players from year to year.

OOPS GRAND PRIX CIRCUIT

Founded—1974 (1979 Circuit will be 5th in series which is not run every year).

Teams—9 in 1976 (last running).

Format—Design-your-own-car variant of AH Le-Mans game, with several new tracks (Long Beach, Jarama, Monte Carlo, Brands Hatch).

("Re-OOPS")

STATIS-PRO BASKETBALL
1969-1970

Elgin BAYLOR

Hgt 6-5   School Seattle

Position F   Games in 54

FIELD GOAL: 11-46
SECONDARY:
FREE THROW: 11-67

REBOUND: 26
Foul Range: 11-15
Foul Drawing: 12

Block: 4   **Assist:** 11-55
Steal: 3   **Stamina:** 29
DEFENSE RATING: –2

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Happy Hairston

Hgt 6-7   School N.Y.U.

Position F   Games in 56

FIELD GOAL: 11-44
SECONDARY: 11-38
FREE THROW: 11-64

REBOUND: 26
Foul Range: 41-47
Foul Drawing: 12

Block: 4   **Assist:** 11-43
Steal: 3   **Stamina:** 13
DEFENSE RATING: –4

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Wilt CHAMBERLAIN

Hgt 7-1   School Kansas

Position C   Games in 12

FIELD GOAL: 11-53
SECONDARY: 11-27
FREE THROW: 11-42

REBOUND: 47
Foul Range: 55-57
Foul Drawing: 23

Block: 5   **Assist:** 11-43
Steal: 3   **Stamina:** 41
DEFENSE RATING: –4

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Jerry WEST

Hgt 6-3   School W. Virginia

Position G   Games in 74

FIELD GOAL: 11-46
SECONDARY:
FREE THROW: 11-73

REBOUND: 8
Foul Range: 16-22
Foul Drawing: 26

Block: 2   **Assist:** 11-71
Steal: 5   **Stamina:** 30
DEFENSE RATING: –3

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Dick GARRETT

Hgt 6-3   School Tenn. St

Position G   Games in 73

FIELD GOAL: 11-51
SECONDARY: 11-43
FREE THROW: 11-78

REBOUND: 9
Foul Range: 58-66
Foul Drawing: 5

Block: 1   **Assist:** 11-53
Steal: 2   **Stamina:** 18
DEFENSE RATING: –1

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Mel COUNTS

Hgt 7-0   School Oregon St

Position C   Games in 81

FIELD GOAL: 11-45
SECONDARY: 11-32
FREE THROW: 11-71

REBOUND: 14
Foul Range: 48-54
Foul Drawing: 6

Block: 3   **Assist:** 11-45
Steal: 1   **Stamina:** 16
DEFENSE RATING: 0

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Dick ROBERSON

Hgt 6-9   School Cincinnati

Position C   Games in 74

FIELD GOAL: 11-43
SECONDARY: 11-36
FREE THROW: 11-76

REBOUND: 35
Foul Range: 23-38
Foul Drawing: 6

Block: 3   **Assist:** 11-42
Steal: 3   **Stamina:** 15
DEFENSE RATING: 0

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Keith ERICKSON

Hgt 6-5   School UCLA

Position F-G   Games in 68

FIELD GOAL: 11-52
SECONDARY: 11-41
FREE THROW: 11-82

REBOUND: 3
Foul Range: 67-76
Foul Drawing: 7

Block: 1   **Assist:** 11-51
Steal: 2   **Stamina:** 4
DEFENSE RATING: +2

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Johnny EGAN

Hgt 5-11   School Providence

Position G   Games in 72

FIELD GOAL: 11-45
SECONDARY: 11-42
FREE THROW: 11-75

REBOUND: 26
Foul Range: 77-88
Foul Drawing: 16

Block: 0   **Assist:** 11-56
Steal: 2   **Stamina:** 10
DEFENSE RATING: +3

L. A. Lakers

STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970
Bill BRADLEY	**Dave DeBUSSCHER**	**Willis REED**
Hgt 6-5 School Princeton	Hgt 6-6 School Detroit	Hgt 6-9 School Grambling
Position F-G Games in 67	Position F Games in 79	Position C Games in 81
FIELD GOAL: 11-44	**FIELD GOAL:** 11-43	**FIELD GOAL:** 11-46
SECONDARY:	**SECONDARY:** 11-38	**SECONDARY:** 11-41
FREE THROW: 11-74	**FREE THROW:** 11-62	**FREE THROW:** 11-67
REBOUND: 12	**REBOUND:** 31	**REBOUND:** 34
Foul Range: 11-16	**Foul Range:** 37-44	**Foul Range:** 17-23
Foul Drawing: 7	**Foul Drawing:** 10	**Foul Drawing:** 13
Block: 0 **Assist:** 11-57	**Block:** 3 **Assist:** 11-48	**Block:** 4 **Assist:** 11-51
Steal: 2 **Stamina:** 19	**Steal:** 3 **Stamina:** 31	**Steal:** 3 **Stamina:** 38
DEFENSE RATING: +2	**DEFENSE RATING:** –5	**DEFENSE RATING:** –5
N. Y. Knicks	**N. Y. Knicks**	**N. Y. Knicks**

STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970
Dick BARNETT	**Walt FRAZIER**	**Mike RIORDAN**
Hgt 6-4 School Tenn St	Hgt 6-4 School S Illinois	Hgt 6-4 School Providence
Position G Games in 82	Position G Games in 77	Position G Games in 81
FIELD GOAL: 11-46	**FIELD GOAL:** 11-47	**FIELD GOAL:** 11-47
SECONDARY: 11-42	**SECONDARY:**	**SECONDARY:** 11-42
FREE THROW: 11-72	**FREE THROW:** 11-71	**FREE THROW:** 11-85
REBOUND: 5	**REBOUND:** 18	**REBOUND:** 15
Foul Range: 55-62	**Foul Range:** 24-27	**Foul Range:** 63-68
Foul Drawing: 11	**Foul Drawing:** 11	**Foul Drawing:** 6
Block: 1 **Assist:** 11-48	**Block:** 2 **Assist:** 11-63	**Block:** 1 **Assist:** 11-51
Steal: 4 **Stamina:** 20	**Steal:** 5 **Stamina:** 24	**Steal:** 2 **Stamina:** 13
DEFENSE RATING: –2	**DEFENSE RATING:** –4	**DEFENSE RATING:** –1
N. Y. Knicks	**N. Y. Knicks**	**N. Y. Knicks**

STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970	STATIS-PRO BASKETBALL 1969-1970
Cazzie RUSSELL	**Dave STALLWORTH**	**Nate BOWMAN**
Hgt 6-5 School Michigan	Hgt 6-7 School Wichita St	Hgt 6-10 School Wichita St
Position F Games in 78	Position F Games in 82	Position C Games in 81
FIELD GOAL: 11-47	**FIELD GOAL:** 11-46	**FIELD GOAL:** 11-38
SECONDARY: 11-43	**SECONDARY:** 11-41	**SECONDARY:**
FREE THROW: 11-66	**FREE THROW:** 11-84	**FREE THROW:** 11-65
REBOUND: 16	**REBOUND:** 28	**REBOUND:** 34
Foul Range: 28-36	**Foul Range:** 45-54	**Foul Range:** 71-88
Foul Drawing: 12	**Foul Drawing:** 6	**Foul Drawing:** 8
Block: 1 **Assist:** 11-47	**Block:** 3 **Assist:** 11-42	**Block:** 4 **Assist:** 11-46
Steal: 2 **Stamina:** 10	**Steal:** 3 **Stamina:** 13	**Steal:** 2 **Stamina:** 7
DEFENSE RATING: +0	**DEFENSE RATING:** –3	**DEFENSE RATING:** –3
N. Y. Knicks	**N. Y. Knicks**	**N. Y. Knicks**

STATIS-PRO BASKETBALL
1969-1970
Bill BRADLEY

Hgt 6-5   School Princeton

Position F-G   Games in 67

FIELD GOAL: 11-44
SECONDARY:
FREE THROW: 11-74

REBOUND: 12
Foul Range: 11-16
Foul Drawing: 7

Block: 0   **Assist:** 11-57
Steal: 2   **Stamina:** 19
DEFENSE RATING: +2

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Dave DeBUSSCHER

Hgt 6-6   School Detroit

Position F   Games in 79

FIELD GOAL: 11-43
SECONDARY: 11-38
FREE THROW: 11-62

REBOUND: 31
Foul Range: 37-44
Foul Drawing: 10

Block: 3   **Assist:** 11-48
Steal: 3   **Stamina:** 31
DEFENSE RATING: –5

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Willis REED

Hgt 6-9   School Grambling

Position C   Games in 81

FIELD GOAL: 11-46
SECONDARY: 11-41
FREE THROW: 11-67

REBOUND: 34
Foul Range: 17-23
Foul Drawing: 13

Block: 4   **Assist:** 11-51
Steal: 3   **Stamina:** 38
DEFENSE RATING: –5

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Dick BARNETT

Hgt 6-4   School Tenn. St

Position G   Games in 82

FIELD GOAL: 11-46
SECONDARY: 11-42
FREE THROW: 11-72

REBOUND: 5
Foul Range: 55-62
Foul Drawing: 11

Block: 1   **Assist:** 11-48
Steal: 4   **Stamina:** 20
DEFENSE RATING: –2

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Walt FRAZIER

Hgt 6-4   School S. Illinois

Position G   Games in 77

FIELD GOAL: 11-47
SECONDARY:
FREE THROW: 11-71

REBOUND: 18
Foul Range: 24-27
Foul Drawing: 11

Block: 2   **Assist:** 11-63
Steal: 5   **Stamina:** 24
DEFENSE RATING: –4

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Mike RIORDAN

Hgt 6-4   School Providence

Position G   Games in 81

FIELD GOAL: 11-47
SECONDARY: 11-42
FREE THROW: 11-85

REBOUND: 15
Foul Range: 63-68
Foul Drawing: 6

Block: 1   **Assist:** 11-51
Steal: 2   **Stamina:** 13
DEFENSE RATING: –1

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Cazzie RUSSELL

Hgt 6-5   School Michigan

Position F   Games in 78

FIELD GOAL: 11-47
SECONDARY: 11-43
FREE THROW: 11-66

REBOUND: 16
Foul Range: 28-36
Foul Drawing: 12

Block: 1   **Assist:** 11-47
Steal: 2   **Stamina:** 10
DEFENSE RATING: +0

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Dave STALLWORTH

Hgt 6-7   School Wichita St.

Position F   Games in 82

FIELD GOAL: 11-46
SECONDARY: 11-41
FREE THROW: 11-84

REBOUND: 28
Foul Range: 45-54
Foul Drawing: 6

Block: 3   **Assist:** 11-42
Steal: 3   **Stamina:** 13
DEFENSE RATING: –3

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970
Nate BOWMAN

Hgt 6-10   School Wichita St.

Position C   Games in 81

FIELD GOAL: 11-38
SECONDARY:
FREE THROW: 11-65

REBOUND: 34
Foul Range: 71-88
Foul Drawing: 8

Block: 4   **Assist:** 11-46
Steal: 2   **Stamina:** 7
DEFENSE RATING: –3

N. Y. Knicks

STATIS-PRO BASKETBALL
1969-1970

Elgin BAYLOR

Hgt 6-5   School Seattle

Position F   Games in 54

FIELD GOAL: 11-46
SECONDARY:
FREE THROW: 11-67

REBOUND: 26
Foul Range: 11-15
Foul Drawing: 12

Block: 4   **Assist:** 11-55
Steal: 3   **Stamina:** 29
DEFENSE RATING: –2

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Happy Hairston

Hgt 6-7   School N. Y. U.

Position F   Games in 56

FIELD GOAL: 11-44
SECONDARY: 11-38
FREE THROW: 11-64

REBOUND: 26
Foul Range: 41-47
Foul Drawing: 12

Block: 4   **Assist:** 11-43
Steal: 3   **Stamina:** 13
DEFENSE RATING: –4

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Wilt CHAMBERLAIN

Hgt 7-1   School Kansas

Position C   Games in 12

FIELD GOAL: 11-53
SECONDARY: 11-27
FREE THROW: 11-42

REBOUND: 47
Foul Range: 55-57
Foul Drawing: 23

Block: 5   **Assist:** 11-43
Steal: 3   **Stamina:** 41
DEFENSE RATING: –4

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Jerry WEST

Hgt 6-3   School W. Virginia

Position G   Games in 74

FIELD GOAL: 11-46
SECONDARY:
FREE THROW: 11-73

REBOUND: 8
Foul Range: 16-22
Foul Drawing: 26

Block: 2   **Assist:** 11-71
Steal: 5   **Stamina:** 30
DEFENSE RATING: –3

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Dick GARRETT

Hgt 6-3   School Tenn. St.

Position G   Games in 73

FIELD GOAL: 11-51
SECONDARY: 11-43
FREE THROW: 11-78

REBOUND: 9
Foul Range: 58-66
Foul Drawing: 5

Block: 1   **Assist:** 11-53
Steal: 2   **Stamina:** 18
DEFENSE RATING: –1

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Mel COUNTS

Hgt 7-0   School Oregon St.

Position C   Games in 81

FIELD GOAL: 11-45
SECONDARY: 11-32
FREE THROW: 11-71

REBOUND: 14
Foul Range: 48-54
Foul Drawing: 6

Block: 3   **Assist:** 11-45
Steal: 1   **Stamina:** 16
DEFENSE RATING: 0

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Dick ROBERSON

Hgt 6-9   School Cincinnati

Position C   Games in 74

FIELD GOAL: 11-43
SECONDARY: 11-36
FREE THROW: 11-76

REBOUND: 35
Foul Range: 23-38
Foul Drawing: 6

Block: 3   **Assist:** 11-42
Steal: 3   **Stamina:** 15
DEFENSE RATING: 0

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Keith ERICKSON

Hgt 6-5   School UCLA

Position F-G   Games in 68

FIELD GOAL: 11-52
SECONDARY: 11-41
FREE THROW: 11-82

REBOUND: 3
Foul Range: 67-76
Foul Drawing: 7

Block: 1   **Assist:** 11-51
Steal: 2   **Stamina:** 4
DEFENSE RATING: +2

L. A. Lakers

STATIS-PRO BASKETBALL
1969-1970

Johnny EGAN

Hgt 5-11   School Providence

Position G   Games in 72

FIELD GOAL: 11-45
SECONDARY: 11-42
FREE THROW: 11-75

REBOUND: 26
Foul Range: 77-88
Foul Drawing: 16

Block: 0   **Assist:** 11-56
Steal: 2   **Stamina:** 10
DEFENSE RATING: +3

L. A. Lakers