

ALL-STAR REPLAY

featuring Sports Illustrated Games



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In This Issue:

INTRODUCING:
PRO GOLF!

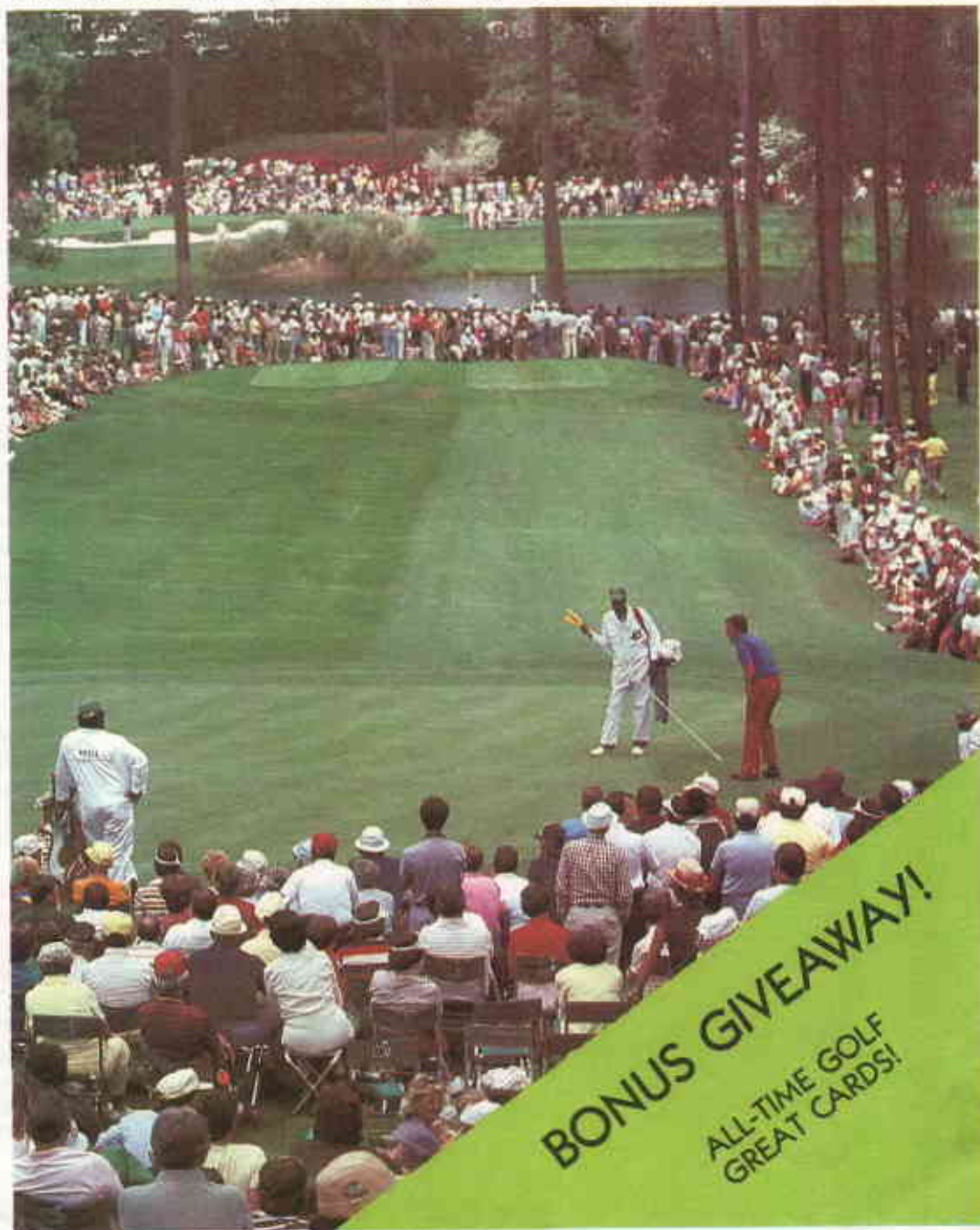
THE MASTERS!

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ALL-STAR REPLAY

ALL-STAR REPLAY is a publication of the Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of games. In addition, articles dealing with sports history as it relates to the games are published.

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THE DUGOUT

By Tom Shaw, Executive Editor

It's been a long winter for most of us, so it is a welcome relief to see a bit of green peeking through as this issue goes to press. This issue contains a lot of green as we focus on PRO GOLF, our latest new entry into the growing Sports Illustrated line. PRO GOLF is hardly one month old, yet we are already preparing additional players to meet the expected deluge of demand for the same. It seems that our more popular sports games are those relating to statistical replay systems. PRO GOLF fits perfectly into this mold. In fact, we think so highly of our brand new golf game that we gave it priority over PRO TENNIS, although the latter has been in the design stage for a longer period of time. As of this writing, we have not as yet announced an official publication date for PRO TENNIS as it has advanced to the final playtest stage. It could very well see retail distribution before the end of 1982.

A QUICK FIX FOR FOOTBALL FANATICS

To some footballers, football is never out of season. Sympathetic to the fullest, I feel it my duty to help satisfy the insatiable desire for football newsworthy items to those who suffer the hardest during the "off-season."

This may or may not be considered newsworthy, but I must relate a comment about Ken Anderson's ability as the Bengals' quarterback as reported in a national sports magazine. It claimed that Anderson was a "strong downfield passer."

Does this mean he throws better downhill than uphill? Assuming most gridirons are not slanted, they must mean he doesn't throw too well behind him. Where else in the world would a quarterback throw if it wasn't downfield toward the goal line? I could fill this entire magazine with equally dumb cliches gleaned from sports magazines waxing eulogistic on the various attributes of professional players, I'm sure. Instead, I'll repeat some dumb cliches spoken during the Avalon Hill FOOTBALL STRATEGY League Season that, again, found your editor "a bridesmaid, never a bride." For the 9th year in a row, I did not win the Superbowl trophy. "On any given day, any team in our league can beat any other team," except I didn't happen to play that "other

team" in my 16 to 10 loss to Doug Burke's Cleveland Browns in the AFL championship game. "It's a game of inches," responded Doug charitably as he held me twice, two yards from the goal-line and the winning score in the last minute of play. "There's always next year," I said to myself while stomping up and down on the last office copy of FOOTBALL STRATEGY. "A great defense is your best offense," chorused Rich Larson, whose Washington Redskins scored 35 points before giving up a TD to Burke in his Superbowl victory. This was a deserved win, as Rich led all 28 league members on defense-giving up the fewest points this season. If you are interested in knowing more about how we conduct our league, send Don Greenwood a self-addressed envelope with current first-class postage and we'll send you a copy of our 1981 FOOTBALL STRATEGY Season Booklet, a 16-page manual full of statistics, by-laws, and rules revisions to this happy winter madness.

SPORTS GAMES GOING COMPUTER

Wall Street analysts have begun to sit up and take notice of the potential of "small companies" like Avalon Hill. To our great glee, a certain highly-regarded money market pundit—Randall Rose, of Randall Rose & Co.—touted Monarch Avalon, Inc. as the number one small company to watch. Yes, sports, fans, Avalon Hill is better known to investors as Monarch Avalon, with common stock traded over the counter on the NASDAQ system. Be forewarned; this is not a gambit to get you, dear reader, to invest in our stock. Rather it is to inform you that "computer electronics" is the glamour industry of the future and that Avalon Hill has gotten in on the ground floor of this burgeoning new industry with both feet.

Avalon Hill's new Microcomputer Games division introduced five brand new games programmed on cassettes in July 1980. That number is now 19 games with many more to be introduced in 1982. Of that number, six will relate to the sports scene. Our first sports Microcomputer game was introduced at the offices of Sports Illustrated in the Time-Life building last summer—COMPUTER MAJOR LEAGUE BASEBALL,

ready to run on the TRS-80 and Apple computers. Both versions contained all 700 big league players in the computer's memory. Based on the board game of the same name, play of the Microcomputer version was much quicker. At the touch of the keyboard, feedback was instantaneous.

Initial success of this game presaged software games for the following Avalon Hill board games: FOOTBALL STRATEGY, BASEBALL STRATEGY, and TITLE BOUT. In addition, we are expanding to include proprietary games not based on any existing board game. They include: GRIDIRON, ROAD RACER, and BOWLER; the latter two packaged in an **Arcade Pak** as they are oriented towards the hand-eye-coordination buffs.

FOOTBALL STRATEGY and BASEBALL STRATEGY are programmed both for head-to-head play and solitaire. In the solitaire version, the computer has been programmed to play you "smart." And it reacts to overcalls! For example, while demonstrating FOOTBALL STRATEGY in our New York showroom in the 200 Fifth Avenue Toy Building, I defied the computer to stop me on Play #17. Did I get nailed! Defense "I" came up quite frequently, and my switch to Plays #4, #10, and #6 proved fruitless—the computer was there with the right defense—namely "D" on my very first Play #6 call. In a two-player game of FOOTBALL STRATEGY the computer acts as the book-keeping agent; it even gives a stat summary after each period. A really fine software conversion!

These games are available in most video and electronic games outlets, as well as direct from Avalon Hill. Credit card purchasers may use our toll free number, 800-638-9292, for instant pricing and shipment particulars.

ANOTHER NEW EDITOR

The Microcomputer Game division isn't the only growth area for Avalon Hill; we seem to add a new editor every issue. Our new Editorial Editor, Bruce Shelley, weighs in at 235 pounds, bats right and throws right, and is still young enough to circle the bases without the aid of a respirator (as is the case with a certain left-handed hitting editor). Bruce returns to the home diamond of his youth—Baltimore—with stopovers at the University of Virginia in Charlottesville, and Syracuse University in upstate New York.

At 6'2" Bruce naturally opted for high school basketball and football as a participant; but when told that he was . . . "too easy going" by his coach George Young (now in the Front Office of the New York Giants), Bruce converted to Lacrosse

—where mayhem takes on a more artistic form. Ultimately, Bruce was to play on the Syracuse lacrosse team that won the Central New York Lacrosse League and was ranked in the top college-10 nationally. Bruce also joined the Syracuse rowing crew, mainly because it was the quickest way to get across to the girls college on the other side of the river.

Bruce brings to Avalon Hill a personal passion for all major sports; listing the Baltimore Orioles as his favorite professional team. He will be helping Joe Balkoski and myself in the production of this magazine and accessories to existing sports games. Meet and greet Bruce Shelley at ORIGINS '82—July 23-25—as he simulates a brick wall in the Avalon Hill versus The World touch football game. The less vicious among you may settle any disputes by entering the annual Origins FOOTBALL STRATEGY championships scheduled at this national gaming convention, University of Maryland, Baltimore County campus—for details write this station, or call on the ORIGINS Hotline: 301 539-4634.



Bruce Shelley, new Avalon Hill employee, in his office.

GAME ACCESSORIES IN PROGRESS

At this point in spring, the new STATIS-PRO BASEBALL Player Cards—reflecting the abbreviated 1981 season—are available for \$12 plus 10% postage.

1981 Season PAYDIRT Team Charts and STATIS PRO FOOTBALL Player Cards are scheduled for August and September respectively; each \$12 plus 10% postage.

For TITLE BOUT, the "new" 1981 Boxer Cards are now available—as opposed to the "old" 1981 Boxer Cards. The "old" reflected 1980 statistics and should not have been

labeled as 1981. The real 1981 Boxer Cards are printed in blue and reflect true 1981 matches.

There was no attempt to print and publish USAC AUTORACING Driver cards for the 1981 Indy 500 due to the controversy which eroded the respectability of that scene. Perhaps we'll have a 1982 set, but please await official announcements later on in the year for this item.

As to PRO GOLF; this brand new game will reflect 1981 play, so purchasers of this Sports Illustrated game will be getting the most up-to-date version.

FINAL PREDICTION

Toronto will finish the season!

FROM THE GRAPEVINE . . .

By Joseph Balkoski, Managing Editor

I would appreciate hearing the views of anyone in the sports gaming world concerning a new baseball simulation that we are considering placing in the works here at Avalon Hill. Tentatively entitled simply TAKE ME OUT TO THE BALL GAME!, this game would intend to allow players (or, quite simply, a solitaire player) to recreate an *entire* baseball season—either contemporary or from the past—in a very reasonable amount of time: say, a day or two of full playing. We intend to make this possible by having individual games resolved only by a short series of die rolls, taking a number of different baseball fundamentals into account. Players *would not* be represented on individual players cards; instead, each team would be evaluated on separate sheets in the manner of PAYDIRT! Of course, a major part of the game will involve long-term planning rather than individual game strategy. Planning pitching rotations, making trades, sending players to the minors and bringing up new prospects will all be important elements of the simulation. Real schedules from the chosen season will be in effect as well as all of the amazing variables of baseball, such as the weather and injuries. We were thinking of orienting this game more towards a series on great baseball seasons of the past, but if the players desire it we could easily orient it towards the contemporary scene. What do you think? Do you love it or do you hate it? We would really appreciate hearing your views! And if you do write, thanks in advance in case we are unable to individually respond to each letter.

THE MASTERS



Gene Sarazen, winner of the 1935 Masters; Sarazen's double-eagle on the 15th is one of the great moments in Masters history.

At the annual Augusta National Golf Club stockholders' meeting immediately preceding the 1966 Masters Tournament, a unanimous resolution was adopted and read aloud to the members. It read:

"It has been well and truly said that 'Every great institution is the lengthened shadow of a man.' So it is with the Augusta National Golf Club: the man being Robert Tyre Jones, Jr. His was the established and unique leadership position coupled with remarkable ability which was principally responsible for the organization and development of the Augusta National Golf Club and the Masters Tournament. He exemplifies the highest standards of sportsmanship and his position is pre-eminent throughout and beyond the golfing world . . . Now, therefore, be it resolved that the by-laws be amended to provide for the position of President in Perpetuity as a lasting tribute to Robert Tyre Jones, Jr., and he be the only person ever elected to that position. Resolved, further, that the name of Robert Tyre Jones, Jr., President in Perpetuity, be carried on the letterhead and masthead of the Augusta Nation Golf Club as long as it continues in existence."

THE HISTORY OF THE WORLD'S GREATEST GOLF TOURNAMENT

BY JOSEPH BALKOSKI

THE BIRTH OF AUGUSTA NATIONAL

Robert Tyre Jones ("Bob", but never "Bobby" to his friends) was considered by most golf historians as the greatest golfer of all time. Jones never won a cent playing golf—he was an amateur throughout his 14-year career—but he established a record of such superlative dimensions at such a young age (he was successfully competing in national tournaments at age 14) that there were very few worlds left for him to conquer by the time he was 28 years old. All the while, Jones managed to obtain a B.S. degree from Harvard in 1924 and a law degree from Emory University in 1927. His greatest accomplishment—one that was once voted as the greatest all-time sports achievement ever by the Associated Press—was without doubt his "Grand Slam" of 1930. From May through September of that year, Jones captured the four most prestigious golf tournaments of his day: first, the British Amateur at the "Old Course" of St. Andrews, Scotland (May 26-31); second, the British Open (June 16-20); third, the United States Open at Interlachen Country Club in Minnesota (July 10-12); and finally, the United States Amateur at Merion Country Club in Ardmore, Pennsylvania (September 22-27).

"The Emperor Jones" (a name coined by the ever-increasing throng of newspapermen covering Jones' exploits) retired from competitive golf soon after his Grand Slam triumph. Although this announcement



Ben Hogan, one of the greatest golfers of all-time, and winner of the 1951 and 1953 Masters.

shocked the golfing world, Jones had another trick up his golfing sleeve. This time, Jones and a small group of acquaintances decided to establish a new golf club somewhere in the south for winter play only. It was the club's intention to create a beautiful, natural (rather than full of obvious man-made features), yet not exceedingly difficult golf course. A site was chosen in the beautiful countryside of eastern Georgia in the town of Augusta, a fashionable winter resort. In the words of Jones, "It was essential to our requirements that we build a course within the capacity of the average golfer to enjoy. This did not mean that the design would be insipid, for our players were expected to be sophisticated. They would demand interesting, lively golf, but would not endure a course which kept them constantly straining for distance and playing out of sand."

The result was a revolutionary golf course that quickly won the admiration of great golfers everywhere. Byron Nelson, a two-time winner of the Masters (1937 and 1942) labeled the course, "The most beautiful one we play, requiring our best efforts in skill and judgement. Each hole presents an entirely different picture and a different problem." By future course standards, Augusta

National is by no means long, being only about 6,400 yards in length as opposed to the common 7,000 yard courses of the 1960's. Perhaps most shocking to the golf world was the fact that the course possessed only 29 bunkers, including one hole (the 14th) with no bunkers at all—a first in American golf history. It is said that this innovation initiated a change in other courses around the country—one club removed 200 of its bunkers only to have 200 still remaining!

The Augusta National Golf Club was born in 1930—in the middle of a national depression. As a result, the financial end of Augusta National's stick was very shaky initially. The purse of the first Masters in 1934 was \$5,000, \$1,500 of which went to the winner. And to pay this prize money, the Club's membership had to pass the proverbial hat around! Grantland Rice, the great Tennessee-born sports writer (an avid golfer and a member of Augusta National) proposed in early 1933 that Jones, the Club President, be allowed to run the Club completely as he saw fit without the bother of constant reports and membership meetings. The members adopted this proposal readily despite Jones's wish to make the Club's business prim and proper!

The course was ready to be played in December 1932. After toying with the idea of holding the United States Open at Augusta National in late spring or early summer, Jones finally decided to hold an annual golf tournament of his own each April. Originally entitled the "Augusta National Invitational Tournament," the name was officially changed to "The Masters" in 1938—"A name," wrote Jones, "which was rather born of immodesty." Jones scheduled the first tournament for April 1934. What follows is a summary of some of the great Masters contests since the Tournament's inception:

1934

The first Masters ever was won by the veteran golfer Horton Smith who performed remarkably consistently over the four days of the Tournament. With scores of 70-72-70-72, Smith's 284 total edged out Craig Wood by one stroke. Bob Jones competed in his own Tournament, but was unable to break the top ten.

1935

This was Gene Sarazen's year. Poor Craig Wood (the previous year's runner-up) had a seemingly safe three-stroke lead well into the back nine of the last round of the Tourna-

ment. However, in one of the most dramatic moments in Masters history, Gene Sarazen holed his second shot on the 500 yard, par-5 15th Hole (using a 4-wood) for a double-eagle, tying him with Wood on the spot. That was how Sunday's round ended; Sarazen went on to win the Tournament on the next day in a playoff round.

1942

This was the year two of golf's all-time greats, Ben Hogan and Byron Nelson, finished in a 280 tie-score after four rounds of play. In a dramatic playoff, Nelson shot a 69 (despite starting the 1st Hole with a disastrous 6) to Hogan's 70, clinching the victory.

1949

This was Sam Snead's first (of three) Masters' Green Jackets. Shooting a 282, Snead won the Tournament with a comfortable three-stroke margin over runner-up Johnny Bulla.

1951

In his ninth try, Ben Hogan finally won the Masters. Hogan's accomplishment was made all the more remarkable considering the fact that he had suffered a near-fatal auto accident in the late 1940's. He was still suffering from severe symptoms of this mishap when he won the Masters crown. His 280 was enough to win the Tournament by two strokes over Skee Riegel.

1954

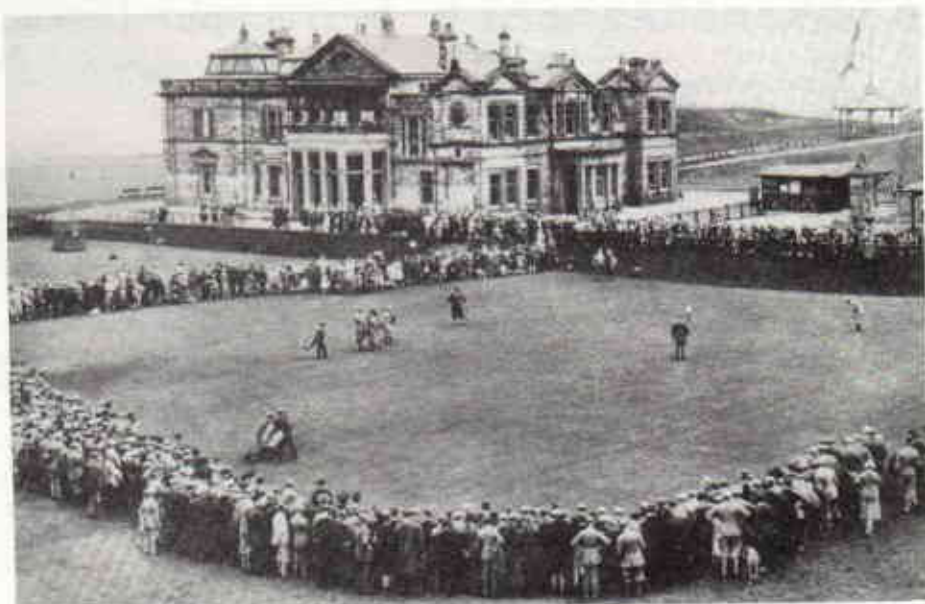
This was the year an obscure amateur golfer from North Carolina by the name of Billy Joe Patton stole the thunder from Hogan and Snead. With course conditions leading to high scores all-around (there were only three sub-70 rounds throughout the entire Tournament), Patton's two round total of 144 left him in the undisputed lead by Saturday morning. Despite a third round slip to 75 and third place (behind Hogan and Snead), Patton was still gunning to be the first amateur winner of the Masters. He started out the last round with a bang; on the 180 yard, par-3 6th Hole, Patton scored a remarkable hole-in-one! By the end of the front nine, he had passed Snead and was tied with Hogan. However, the back nine was to be Patton's undoing. On this stretch of the course, he shot a dismal 39, being passed in the standings by both Hogan and Snead. Patton was out of the picture (Snead eventually won the Tournament in a playoff over Hogan), but Billy Joe had almost single-handedly created one of the most exciting Masters of all-time—as well as a great day for amateur golf.

1958

Arnold Palmer won the first of four Masters titles in an exciting one-stroke victory over Doug Ford. In a tight field (11 golfers finished within five strokes of the lead), Palmer patented his famous fourth-round "charge" heroics as his golfing trademark.

1961

Gary Player won the first of three Masters' Green Jackets despite a near-disastrous 74



Bobby Jones putting on the "Old Course" at St. Andrews, Scotland during the British Amateur Tournament of 1930.

fourth round score. Player was blowing away the rest of the field after Saturday's round with three consecutive sub-70 scores, but Arnold Palmer began his famous "charge" on Sunday afternoon. In fact, Player was already in the clubhouse when Arnie played the 18th Hole—needing only a par 4 to take the Tournament title and a bogey 5 to tie. However, scoring a horrible double-bogey 6, Palmer handed the victory to his South African opponent.

1963

Jack Nicklaus scored the first of five Master's triumphs during this year's competition. Persevering in another tight field, Jack's 286 was enough to win the Green Jacket by one stroke over "Champagne" Tony Lema.

1965

Nicklaus won his second Masters with a course record 271 total (including a one round record of 64 on Saturday). His nine-stroke victory margin over runner-up Arnold Palmer is also a course record. In his Saturday round, Nicklaus scored eight birdies and ten pars. There was not one score of 5 on his scorecard!

1968

This was the year that the Tournament was handed to Bob Goalby in the face of an apparent four-round tie and ensuing playoff with the Argentinian golf great, Roberto de Vicenzo. However, at the completion of the last round, Masters officials announced that de Vicenzo's scorecard was inadvertently in error: he had recorded a 4 instead of his actual score of 3 on the 17th Hole. Because de Vicenzo had signed the card at the close of the round—making it official—this score was forced to stand, placing de Vicenzo one stroke behind Goalby at the end of Sunday's play. "What a stupid I am!" was all de Vicenzo could mutter.

1976

Ray Floyd captured the 40th Masters with a course record 271 (actually tying Jack Nicklaus's 1965 total). This was enough to clinch an eight-stroke victory over the nearest finisher, Ben Crenshaw.

1977

It might have been called the "Changing of the Guard," as Tom Watson persevered in a head-to-head challenge with "Golden Bear" Jack Nicklaus, winning the Masters by one stroke with a four round score of 276. Within the next four years, Watson went on to establish himself as the premier golfer of the late 1970's.

1978

Gary Player won his third Masters crown in one of the most remarkable comebacks in golf history. At the start of Sunday's round, Player stood seven strokes behind leader Hubert Green. Shooting a course record 64 (while Green was shooting 72), Player snuck in and won the Tournament by one stroke. The South African golfer shot a 30 (another course record) on the back nine.

1981

Tom Watson won his second Masters with a 280, a two-stroke victory margin over veterans Johnny Miller and Jack Nicklaus. ■



**THE MASTERS
TOP 20**

The following evaluation of player performance at the Augusta National Golf Club since the inception of the Masters in 1934 rates the golfers in terms of how many times they finished in the final ten in each Tournament. Ten points were awarded for a championship, nine for a second-place finish, eight for a third-place finish, seven for fourth, six for fifth, and so on.

PLAYER	SCORE
Jack Nicklaus	133
Sam Snead	108
Ben Hogan	98
Gary Player	96
Arnold Palmer	88
Byron Nelson	78
Lloyd Mangrum	75
Jimmy Demaret	59
Cary Middlecoff	47
Billy Casper	45
Tom Weiskopf	43
Tom Watson	41
Henry Picard	38
Craig Wood	37
Jackie Burke	36
Gene Littler	36
Julius Boros	35
Paul Runyan	34
Ed Dudley	33
Harry Cooper	32
Johnny Miller	32

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

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

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

THE MASTERS TOURNAMENT: ORGANIZATION, RECORDS, AND TRADITIONS

The Masters is structured like many other golf tournaments: four consecutive daily rounds from Thursday through Sunday, followed by a single, 18-hole playoff round on Monday if there is a 72-hole tie score between two or more golfers. Each round consists of a complete playing of the Augusta National Golf Course, providing a 72-hole match with 288 as par. At the end of Friday's round, only the top 44 golfers are allowed to continue to compete. Of course, the winner of the Tournament is the player who possesses the lowest four-round score. The current purse (1981) is about \$360,000, from which the winner receives \$55,000 (plus, of course, a myriad of other various accolades, including the coveted "Green Jacket").

Since the commencement of the Masters in 1934, an enormous amount of records have been compiled concerning the best (and the worst) performances by the Masters field along the links of the Augusta National Golf Club. The most important of them follow:

1. **LOWEST FOUR-ROUND SCORE:** 271 (Jack Nicklaus, 1965; Raymond Floyd, 1976).
2. **LOWEST 18-HOLE SCORE:** 64 (Lloyd Mangrum, 1940; Jack Nicklaus, 1965; Maurice Bembridge, 1974; Hale Irwin, 1975; Gary Player, 1978; Miller Barber, 1979).
3. **HIGHEST WINNING FOUR-ROUND SCORE:** 289 (Sam Snead, 1954; Jackie Burke, 1956).
4. **LOWEST FRONT NINE (1-9) SCORE:** 30 (Johnny Miller, 1975).
5. **LOWEST BACK NINE (10-18) SCORE:** 30 (Jimmy Demaret, 1940; Gene Littler, 1966; Ben Hogan, 1967; Miller Barber, 1970; Maurice Bembridge, 1974; Gary Player, 1978).
6. **BIGGEST WINNING MARGIN:** 9 strokes (Jack Nicklaus, 1965).

Of course, one of the most revered aspects of the Masters Tournament is its hallowed traditions. Although the Masters is the most junior of the "Big Four" golf championships (Masters, U.S. Open, British Open, and the PGA championship), there is no golf tournament in existence that can rival the aura that one witnesses on the fairways of Augusta National. The course is by no means the

most difficult in the world; nor is the purse the most financially rewarding. Nevertheless, over the past fifty years, the directors of the Augusta National Golf Club—and in particular, the great Bobby Jones—have effectively created the means by which great contemporary golfers can spiritually keep alive the memories of the great golfers of the past, including Jones himself, Gene Sarazen, Byron Nelson, Sam Snead, Ben Hogan, and Arnold Palmer. Not only does the Masters establish a method by which all of the superb golfers in history can be compared, but it also in a sense epitomizes the timeless, never-changing aspects of the sport of golf, a characteristic that, in and of itself, attracts many of us to the game. In fact, the Masters is a microcosm of golf: blending the old and the new into a product that has a ceaseless fascination.

Without doubt, the most famous tradition at Augusta National is the custom of awarding the Masters champion the "Green Jacket" in a short ceremony upon the completion of the Tournament. This practice did not start until the 1949 Masters, when Sam Snead was awarded the Jacket after his first Masters

victory (he later went on to win two more). However, the roots of this tradition go back to 1937, when all members of the Augusta National Golf Club were issued a kelly-green sport jacket as a symbol of their membership. Although not popular at first, these jackets soon became a status symbol as the prestige of the Masters grew in leaps and bounds. In '49, it was decided to award the winner of the Tournament with a member's jacket, a practice which has continued up to the present day.

Some of the other quaint and prestigious awards given out at Augusta National each April include a gold medal (portraying the clubhouse on the grounds that was once a plantation), a sterling trophy, a silver cigarette box to the winner; a silver medal for the runner-up; a crystal vase for the golfer possessing the lowest score on each of the four daily rounds; a pair of crystal goblets for each golfer that achieves an eagle during the Tournament; a gold medal and silver cup for the best-scoring amateur of the competition; and, finally, a silver medal for the second-best scoring amateur of the Tournament. ■



Lloyd Mangrum pitching out of the sand. Mangrum's 64 one-round score in the Masters has never been bettered.

HOW THE "MASTERS" HAVE BEEN CHOSEN

Once the decision to make the Augusta National Golf Tournament an *invitational* event was made by Bobby Jones in the early thirties, a series of guidelines had to be drawn up by the Tournament directors declaring who exactly would be invited to the competition each April. Initially, Jones informally established the policy of the Augusta National Golf Club by opening up the Augusta National field to the following competitors:

1. The current and past United States Amateur champions.
2. The current and past British Amateur champions.
3. The current and past United States Open champions.
4. The current and past British Open champions.
5. The current and past United States Professional Golf Association (PGA) champions.
6. The current members of the U.S. Ryder Cup team.
7. The current members of the U.S. Walker Cup team.

By 1935, Augusta National had made these guidelines formal by establishing a series of "Qualification Regulations", all of which—for the most part—are still in effect today. These Regulations are structured as follows:

1. All Masters champions of the past.
2. The five most recent winners of the United States Open championship.
3. The two most recent winners of the United States Amateur championship.
4. The five most recent winners of the British Open championship.
5. The five most recent winners of the Professional Golf Association championship.
6. The two most recent winners of the British Amateur championship.
7. The professional members of the U.S. Ryder Cup team.
8. The amateur members of the U.S. Walker Cup team.
9. A number of top finishers (usually 24) in the preceding year's Masters.
10. A number of top finishers (usually 16) in the preceding year's United States Open championship.
11. A number of top finishers (usually 8) in

the preceding year's Professional Golf Association championship.

12. A number of top finishers (usually 8) in the preceding year's United States Amateur championship.

13. Six professional golfers who are not eligible according to the above criteria who have established the best playing records on the TPA Tour over the past year.

14. A number (usually undetermined, but about a dozen) of foreign professional and amateur golfers who usually do not participate in the TPA Tour.

15. Finally, a single player who is normally not eligible according to the above criteria (either amateur or professional) who is chosen to participate through the ballot of all former Masters champions.

Of course, the above Regulations lead to a great deal of overlapping through multiple qualifications for entry among individual golfers in the fifteen categories. For example, it is not unusual for a single golfer to qualify in as many as one-third of the above categories. As a result, the absolute limit of about 130-140 golfers in the Masters field is never achieved.

PRO GOLF

SOME NOTES BY THE GAME'S DESIGNER BY RICK BYRD

I don't know where the designers of other sports games got their motivation, but when I first started to develop what is now known as PRO GOLF, the thought of marketing a product for profit was not in my mind. My motivation came from an interest in realistic sports games and an interest in playing the game of golf, as well as watching the professionals perform.

My first thought was not one of creating a game, but to go out and buy one if one was available on the market. After a little bit of hunting, I found and purchased a realistic golf game from the APBA Game Company. I was quite disappointed in the game, however, because I didn't feel that it achieved realistic results. It also was quite tedious to play; usually it took several hours to complete 18 holes for one foursome. That made it almost impossible to play a tournament in any reasonable amount of time.

So, just to satisfy my own desire for a realistic golf game, I started to experiment with a few ideas of my own and the game began to develop. Like anything that starts from scratch, this game has undergone countless revisions to reach its final form. There are, however, several aspects which were basic to the game as I first envisioned it.

My first version of the game featured dice roll results on both the player card and the hole card, instead of just the player card as it is now. At that time I utilized three dice: one of those dice would tell you whether to look at the player card or the hole card to determine the result of your shot. I soon dropped the results from the hole card because I felt that it took too much skill away from the player and placed a little too much emphasis on the hole. As it now stands, the hole card exerts its influence on the shot, but the

player's ability to hit that particular type of shot is most important.

One of my chief objectives was to create a game that could be played rather quickly, and as it turns out this game can be played in about 20 minutes once the player is familiar with the rules. In line with that thought, I felt that the player should be able to determine the result of each shot directly from the player's card and not have to look at several charts or plot the flight of the ball on a graph. With a couple of exceptions, I was able to accomplish this objective, thus making the game simpler and quicker to play.

For instance, I began with the driver, and decided that there should be three possible drive distances: short, medium and long. When I combined those distances with three possible directions (left, center and right), it gave me nine possible drive locations. I felt

like this was enough to achieve the realism that I was looking for in the game.

My next concern, assuming that I was playing a par four, was the shot to the green. The shot could end up in the hole (very rarely), on the green at varying distances from the hole, or off the green. It really was not too difficult to determine the results of those shots. Most of the results occur in footage from the hole. Naturally, a short iron shot stands a much better chance of hitting the green than a long iron shot, and each card reflects that difference. The little difficulty that I had was in shots that missed the green. Obviously, you cannot just put on the player's card that a shot ended up in the sand, because that particular hole may not have a sand trap on it. The same is true of other hazards, such as water or rough. I finally decided to tell what type of shot was left to the green, usually a chip but sometimes a pitch, and then I told the location of that shot in relation to the green, such as "short left". The player would then refer to the hole card to see if a hazard of any type was in that location. If not, the player would proceed with his pitch or chip; if so, he would hit the shot dictated by the hole card. This addition gave the hole card some influence on the outcome of each player's score.

Putting was a little more difficult than the other shot-types. The method that I finally chose does a great deal to speed up the game, yet does not sacrifice the realism that is so important. Very simply, the roll of the dice gives you a number expressed in footage. If your putt was that distance or shorter, your putt was good. If your putt was longer than the resulting footage, but was not followed by a letter, the second putt was automatically good. Determining the distance of the second putt could be achieved. Although this broke from my philosophy of having any additional charts to refer to, it proved to be the best method. And the second putt card does not have to be used a great deal of the time. The pros are such proficient putters that three putts are quite rare.

A par three hole was quite easy to develop. The player simply refers to the hole card to determine which club to hit to the green and then proceeds to play the hole in the aforementioned manner.

Par fives posed quite a different problem, because second shots on par fives rarely reach the green and all the results in my game, from the fairway wood through the pitches, are designed to reach the green. I then developed a conversion chart, which appears on the hole card, that converts the shot to the green into the type of shot remaining for the player's third shot. For ex-

ample, a fairway wood with a result of 15' from the hole might convert to a pitch shot, depending on the length and difficulty of that particular hole. Of course many par fives are reachable in two, particularly following long drives, so in some cases a conversion need not be made. Some par fives also offer the option of going for the green in two or laying up short, and this made the hole more interesting to play.

The next step was the most important one in the development of a realistic golf simulation. That involved putting figures in the columns of driver, fairway wood, long iron, medium iron, short iron, pitch, sand, chip and putt that would fairly reflect an individual's ability. At first, the task seemed impossible. It would require the subjective judgement of someone, or a group of qualified people, and although I was an avid follower of the Tour, I was not familiar enough with the top 36 golfers to rank them in all aspects of their games. Then the PGA Tour, now called the TPA Tour, came out with their statistics format, and although some personal judgement is still required, the job is much easier than it would have been.

For example, the Tour's statistics of driving distance and driving accuracy make the drive column quite easy to compile. Fuzzy Zoeller will have many more long drives than John Mahaffey, but Mahaffey will hit a much higher percentage of fairways. The Tour's greens-hit-in-regulation statistic is the most important determinant in the columns of the fairway wood through short iron. Obviously, a short hitter who hits a lot of greens in regulation, like Tom Kite, will be excellent with his fairway woods and long irons.

The columns of pitch and chip were a little more difficult to determine, but obviously an individual who missed a lot of greens but maintains a low scoring average is excellent in his play around the green. A person with a low number of putts per round is usually adept at getting the ball up and down from the green. The Tour's sand-saves statistic made the figuring of the sand column quite simple. The top sand players will get up and down in one putt a little more than half the time.

The putting column is determined by a combination of two statistics. Number of putts per round is obviously a good indicator of a player's putting ability, but can be misleading because an individual who does not hit a lot of greens in regulation will often pitch or chip the ball close to the hole and have only one putt. The Tour's birdie conversion rate, or the number of putts per green hit in regulation, is probably a better indicator of a player's overall putting ability

and weighs heavier in the determination of that column of the player's card.

These columns, from drive through putting, underwent many revisions before I was satisfied with the realism of the results. I played several tournaments and kept statistics on fairways hit in regulation, greens hit in regulation, putts per round, etc. before I determined that the game was as close to the real game as I could make it. This realistic aspect was uppermost in my mind throughout its development. It is the primary reason that the game has very few decision making elements to it. The more input that you or I have lessens the chances of achieving a realistic result.

The choice of Augusta National as the course was one made of convenience and sentiment. I have attended all but one of the Master Tournaments since 1971 and have walked each hole many times. It is the only famous course that I had first-hand knowledge of so that I could determine what clubs should be hit at each hole. There are several holes where a difference of opinion could exist regarding what club is most often hit after a drive of, say, medium length, but that is unavoidable. I have been extremely satisfied with the statistical results the game has produced. They compare very favorably with actual hole-by-hole comparisons made at the Masters.

I had now reached the point where I, and several of my friends that had played the game, felt that it was a marketable product. But I was uncertain as to the method by which I should market the game. I decided to write the director of marketing of the PGC Tour, Art West. Mr. West and I met at the 1981 Masters, and he suggested that I contact a nationally known distributor. The first and only letter that I wrote was to Avalon Hill because of their reputation as a quality company. To make a long story short, Avalon Hill was looking for a realistic pro golf game, and was pleased enough with my game to decide to market it.

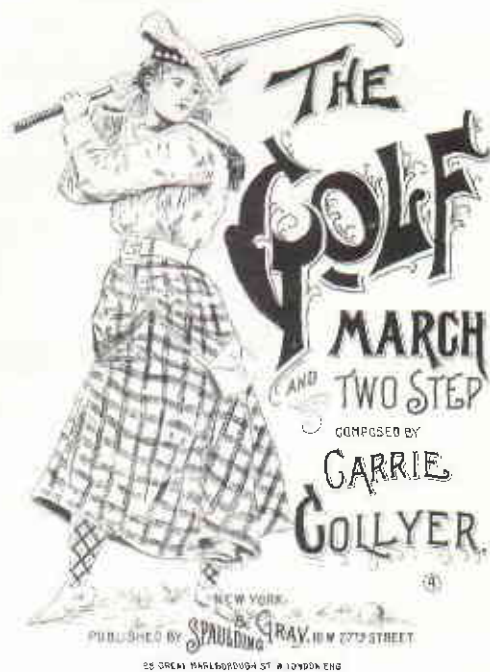
The final product is now available in stores throughout the country, and I hope it will provide a lot of people with a great deal of fun and entertainment. As I said earlier, I didn't start out to create a game that could be marketed and sold, and I sometimes can hardly believe that it turned out that way. I will continue to work with Avalon Hill in future editions of the game, by updating player cards, adding new courses, and making improvements and additions that will add to the enjoyment and realism of the game. ■

THE HOLDERS OF THE GREEN JACKET

MASTERS CHAMPIONS, 1934-1981

YEAR WINNER(SCORE)	RUNNER-UP		
1934 Horton Smith(284)	Craig Wood	1960 Arnold Palmer(282	Kev Venturi
1935 Gene Sarazen(282)*	Craig Wood	1961 Gary Player(280)	Arnold Palmer, Charles Coe
1936 Horton Smith(285)	Harry Cooper	1962 Arnold Palmer(280)*	Gary Player, Dow Finsterwald
1937 Byron Nelson(283)	Ralph Guldahl	1963 Jack Nicklaus(286)	Tony Lema
1938 Henry Picard(285)	Ralph Guldahl, Harry Cooper	1964 Arnold Palmer(276)	Dave Marr, Jack Nicklaus
1939 Ralph Guldahl(279)	Sam Snead	1965 Jack Nicklaus(271)	Arnold Palmer, Gary Player
1940 Jimmy Demaret(280)	Lloyd Mangrum	1966 Jack Nicklaus(288)*	Tom Jacobs, Gay Brewer
1941 Craig Wood(280)	Byron Nelson	1967 Gay Brewer(280)	Bob Nichols
1942 Byron Nelson(280)*	Ben Hogan	1968 Bob Goalby(277)	Roberto DeVicenzo
1943, 1944, 1945: NO TOURNAMENT TAKES PLACE		1969 George Archer(281)	B. Casper, G. Knudson, T. Weiskopf
1946 Herman Keiser(282)	Ben Hogan	1970 Billy Casper(279)*	Gene Littler
1947 Jimmy Demaret(281)	Byron Nelson, Frank Stranahan	1971 Charles Coody(279)	John Miller, Jack Nicklaus
1948 Claude Harmon(279)	Cary Middlecoff	1972 Jack Nicklaus(286)	B. Crampton, B. Mitchell, T. Weiskopf
1949 Sam Snead(282)	Johnny Bulla, Lloyd Mangrum	1973 Tommy Aaron(283)	J. C. Snead
1950 Jimmy Demaret(283)	Jim Ferrier	1974 Gary Player(278)	Tom Weiskopf, Dave Stockton
1951 Ben Hogan(280)	Skee Riegel	1975 Jack Nicklaus(276)	John Miller, Tom Weiskopf
1952 Sam Snead(286)	Jackie Burke	1976 Ray Floyd(271)	Ben Crenshaw
1953 Ben Hogan(274)	Ed Oliver	1977 Tom Watson(276)	Jack Nicklaus
1954 Sam Snead(289)	Ben Hogan	1978 Gary Player(277)	H. Green, R. Funseth, T. Watson
1955 Cary Middlecoff(279)	Ben Hogan	1979 Fuzzy Zoeller(280)*	Ed Sneed, Tom Watson
1956 Jackie Burke(289)	Ken Venturi	1980 Seve Ballesteros(275)	Gibby Gilbert, Jack Newton
1957 Doug Ford(282)	Sam Snead	1981 Tom Watson(280)	Jack Nicklaus, John Miller
1958 Arnold Palmer(284)	Doug Ford, Fred Hawkins		
1959 Art Wall(284)	Cary Middlecoff		

*WON TOURNAMENT AFTER ONE-ROUND PLAYOFF
(two rounds in the case of 1935 winner, Gene Sarazen)■



DIAMOND DUST

JUICY TID-BITS CONCERNING AVALON HILL'S OFTEN-OVERLOOKED SUPERSTAR BASEBALL GAME

by Bob Norgard

If John Kerr had not laboriously worked out the actual game averages of players in SUPERSTAR BASEBALL on pages 24 and 25 of ALL-STAR REPLAY (Vol. 1, No. 3), there's no telling how long that injustice to Jackie Robinson would have gone unnoticed. I refer to Robinson's actual SUPERSTAR BASEBALL average of only .186 compared to his career average of .311. When Mr. Kerr said something was wrong he was right. Robinson's dice roll numbers were copied wrong from the old All-Time All-Star Team Chart. The numbers in columns 10 through 24 are Robinson's alright, but those in columns 25 through 39 belong to Jackie's old teammate, Pee Wee Reese. Thus, 65% of the results on Robinson's card are those of the more modest-hitting Reese. (In case you're wondering, Reese did not benefit a lick from the copying error. The numbers on his card accurately reflect his .269 lifetime average.) Here, it should be pointed out that AH (Always Helpful) has already printed a new and hopefully accurate Robinson card which is included as a bonus in SS BB Set II. I've also included one with this article which you can use temporarily.

Mr. Kerr's chart is too valuable a scouting report to be left in erratum. With the aid of Jackie's true dice roll numbers, the author's formula, and my dog-eared copy of ASR's charter issue, I have taken the liberty of amending Robinson's card and game figures:

CA(VS.L)	CA(VS.R)	TCA	AGA	LIFE
.347	.315	.325	2.63	.311

Mr. Kerr observed that the actual game averages of players in SUPERSTAR BASEBALL are usually lower than the lifetime averages. This is no accident nor is it due to any inadequacy in game design. On the contrary, it verifies its accuracy. Those career averages were achieved in competition with all kinds of pitching and fielding skills. In SUPERSTAR BASEBALL, the pitching is of the "top shelf" variety and perhaps a better comparison would be supplied by some World Series records, because in these championship games, the pitching is usually above the average which the batters face throughout the regular season.

A Study in Averages

Table I shows 15 Superstars who had at least 100 at bats in World Series play, with their Series averages, career averages and "AGA."

Only Gehrig and Reese bettered their lifetime averages in World Series play, and note the similarities in the WS and AGA of Cochrane, Dickey, Mantle and Campanella. Especially Campanella, who hit Mr. Kerr's AGA figure right on the nose.

This experiment proves that batting averages versus superior pitching and fielding will fall substantially below lifetime averages and that John Kerr's Actual Game Average Table (or lifetime averages minus about fifty) is the most satisfactory basis for the drafting of players, *short of a final average sheet compiled at the close of a complete season schedule.* This latter method, of course, would be the most foolproof, and I'm surprised that someone hasn't come up with the idea of a composite batting average chart from all the SUPERSTAR BASEBALL leagues who keep records!!

TABLE I

	WS Games	WS AB	WS Hits	WS Avg.	Career Avg.	AGA
Babe Ruth	41	129	42	.326	.342	.288
Lou Gehrig	34	119	43	.361	.340	.284
Eddie Collins	34	128	42	.328	.333	.264
Jackie Robinson	38	137	32	.234	.311	.263
Frankie Frisch	50	197	58	.294	.316	.261
Mickey Mantle	65	230	59	.257	.298	.258
Mickey Cochrane	31	110	27	.245	.320	.251
Bill Dickey	38	145	37	.255	.313	.249
Duke Snider	36	133	38	.286	.295	.249
Yogi Berra	75	259	71	.274	.285	.240
Roy Campanella	32	114	27	.237	.276	.237
Gil Hodges	39	131	35	.267	.273	.232
Phil Rizzuto	52	183	45	.246	.273	.228
Joe Gordon	29	103	25	.243	.268	.225
Pee Wee Reese	44	169	46	.272	.269	.214
COMPOSITE AVERAGES				.275	.301	.250



With the cooperation of you league statisticians and the people at Avalon Hill, I would like to volunteer to compile such a chart for all to see. If you will send me a copy of your final averages (which does not have to be returned) I will send ALL-STAR REPLAY a digest of my findings. In the case of hitters you should include times at bat, hits, batting average, home runs, RBIs and any other info you feel is important. Pitchers' records should include games started and completed, won and lost records, ERA and if possible the number of walks, strikeouts and hits allowed. A good deadline would be, say, a month from the day you received this issue of ASR. The address is Bob Norgard, 1516 N. Edgewater Dr., Port Clinton, Ohio 43452. You might also include final team standings and the number of games played in your season schedule.

The Clipper Flies Again

The addition of Joe DiMaggio, albeit incognito, to the Superstar Baseball roster was long overdue. The Yankee Clipper was admitted via a mystery card which appeared on page 13 of ASR Vol. 1, No. 3. Many other stars belong, a subject to which I will return in detail in a later paragraph. For example, I give you Jimmy Collins, Hack Wilson and Herb Pennock. Jimmy Collins is one of the names old-timers toss at you when all-time third basemen are considered. He and Pie Traynor and "Home Run" Baker. Wilson was the slugger from the Babe Ruth era who batted in a record 190 runs and swatted 56 homers in 1930, and Pennock was a left-handed Mathewson with real class. At the conclusion of this article I am including performance cards for these three all-time greats plus the corrected Jackie Robinson card. These additions, counting DiMag, rounds out the "original" SUPERSTAR BASEBALL roster at an even one hundred.

I made these performance cards from the All-Time All-Star Team Charts.

Cutting Cards

If you like to create your own teams with players from the long-gone All-Time All-Star Baseball Game but find the charts unwieldy to handle in going through your lineups as John Nedby did (See *The 1916 All-Stars*, page 28, ASR Vol. II, No. 1), you can have a ball making up your own player performance cards to use on your Superstar Baseball game board. My Conversion Table (see Table II) will make this task much easier.

Making up your own cards is merely a matter of copying the necessary information from the charts to a piece of cardboard cut the same size as the original cards. Color is the key to determining right or left handed hitters and pitchers and bunting ability. A number inside the star denotes each player's speed rating. But things get sticky when it comes to the dice roll results because the symbols for SUPERSTAR BASEBALL differ from those for SI Baseball. Referring to Table II, the columns on the left contain the SI Baseball symbols, while those on the right display the SS BB legends.

Because the table is not in living color like the legends in the SI Baseball and SUPERSTAR BASEBALL games, you should take a crayon and color the boxes marked as follows: **y = yellow box**, **b = blue box**, **g = green box**. Also, note that a player's Running Rating is included inside the star to the left of the players' names. In addition, the color of the star indicates the player's Bunting Ability (Green = A, a good bunter; Red = B, an average bunter).

Old-Timers Set II?

As mentioned before, many other stars belong. The addition of SUPERSTAR BASEBALL SET II (see Vol. II, NO. 1) was cause for celebrating, and is my cue for soliciting votes for another old-timers set, one that would include some stars that had to be neglected when the original 96 were chosen.

Bravely, and without fear of contradiction, I give you my choices for a second set of All-Time Stars which might be called OLD TIMERS SET II or something else more appropriate. They include the aforementioned DiMaggio, Collins, Wilson and Pennock, and a host of other stalwarts, most of whom are Hall of Famers. I've included team affiliation, position and defensive ratings for the hitters and automatic outs and walks for the pitchers, for the benefit of the owners of the ATAS charts who can pit these two clubs against each other whilst awaiting the new performance cards from Avalon Hill (if they are ever published).

Automatic Outs Defined

Automatic Outs are outs that occur as a result of the pitcher's dice roll. There are three ways a batter can be retired without his having the opportunity to cast his dice. Strikeouts (indicated by blue squares in SI BB and just plain SO in SUP), flyouts and groundouts (indicated by F or G in both games).

Technically there is a fourth way. Outstanding fielding plays, governed by the fielding team's defensive rating, also contribute to a pitcher's automatic outs. However, every pitcher on the staff benefits equally from his team's superior fielding and nothing would be gained by including these outs in the pitchers' stats. Also, to help dispel any arguments, it could be said that these put-outs are a result of outstanding plays on batted balls that would ordinarily have gone for base hits.

The automatic outs and bases on balls in the page 13 rosters are from the ATAS charts. Kid Nichols, for example, has 56 automatic outs and 10 walks. Chances of Nichols fanning a batter on the first die roll are 8 in 216 attempts, or 8/216s. Chances of his causing the batter to either fly out or ground out are 48 in 216, making a total Aut. Out percentage of 56/216s. 216 is the common denominator for SI dice rolls because there are that many possible results. But we list only the top number, or numerator, of the fraction, to keep it simple.

The walks are figured the same way. Chances of a batter drawing a base on balls on Nichols' first die roll are 10 in 216. Hence, his walk figure of 10. If you prefer a percentage figure, merely divide 216 into the top number of the fraction.

TABLE II

Batter's Legend	Pitcher's Legend		
HR	HR	g	
3	3	D	DR
2*	2+	K	K
(2)	2M	1+	1+
2	2	G	G
1*	1A	F	F
(1+)	1D	y	BB
1+	1+	H	HB
(1)	1M	WP	WP
1	1	PB	PB
E	E	X	X
(SF)	MS	b	SO
SF	SF		
(F)	FM		
F	F		
G*	G*		
G	G		
DP	DP		
y	BB		
H	HB		
b			

TABLE III

NATIONAL LEAGUE

Batters	Team	Pos.—DR
Cap Anson	CH	1B+1/3B-3/C-4
Jim Bottomley	SL	1B+2
Johnny Evers	CH	2B+5
Bill Mazerowski	PT	2B+13
Rabbit Maranville	BO	SS+9/2B+4
Joe Tinker	CH	SS+8/3B
Pee Wee Reese	BR	SS+12/3B+2
Jimmy Collins	BO	3B+11
Ralph Kiner	PT	OF-1/1B-3
Hack Wilson	CH	CF/OF
Chuck Klein	PH	OF/CF-1
Joe Medwick	SL	OF
Lloyd Waner	PT	CF+7/OF+4
Kiki Cuyler	CH	OF+3/CF+1
Roger Bresnahan	NY	C+6 I
Johnny Kling	CH	C+9

Pitchers		Aut. Outs	BB
Kid Nichols (S)	BO	56	10
Amos Rusie (S)	NY	39	17
Dazy Vance (S)	BR	26	11
Burleigh Grimes (S)	BR	25	13
Rube Marquard (S)	NY	20	11
(R)		35	12
Lew Burdette (S)	BO	19	7
Ron Perranoski (R)	BR	33	16
Jim Konstanty (R)	PH	28	11
Jesse Haines (S)	SL	14	10
Charlie Root (S)	CH	15	13

TABLE IV

AMERICAN LEAGUE

Batters	Team	Pos.—DR
Hal Chase	NY	1B+10/OF
Stuffy McInnis	PH	1B+6
Tony Lazzeri	NY	2B+3/3B/SS-2
Nellie Fox	CH	2B+7
Luke Appling	CH	SS+8/3B+4
Joe Sewell	CL	SS+2/3B+2
Willie Kamm	CH	3B+11
Ken Keltner	CL	3B+3
Heinie Manush	WA	OF/CF-2
Joe DiMaggio	NY	CF/+7/OF 9
Joe Jackson	CL	OF+1
Goose Goslin	WA	OF
Earle Combs	NY	CF+4/OF+2
Sam Rice	WA	OF+5/CF+3
Jim Hegan	CL	C+14 I
Birdie Tebbets	DT	C+5

Pitchers		Aut. Outs	BB
Red Ruffing (S)	NY	27	14
Jack Chesbro (S)	NY	35	12
Lefty Gomez (S)	NY	32	17
Red Faber (S)	CH	29	14
Herb Pennock (S)	NY	23	11
Jim Bunning (S)	DT	22	11
Stu Miller (R)	SL	35	16
Wilbur Wood (R)	CH	34	10
Tommy Bridges (S)	DT	22	16

The Faith of a Fundamentalist

I am a fundamentalist. A number of SUPERSTAR BASEBALLERS have adopted the 162-game schedule and some are even using the designated hitter. They have, thank heaven, written no wrinkle on my innocent brow, nor affected my orthodoxy in the slightest degree. I still believe that a baseball team should consist of nine active players and that the pitcher—good hitter or bad—should take his turn in the batter's box until such time as the manager decides to go to the bullpen.

Also, I am reluctant to relinquish the old 154-game schedule in my table-top games. Many a major league record would stand today were it not for the extended season.

I do not wish to be uncharitable and condemn those who opt for the new rules. I regard them merely as misguided, and all their arguments slip off me as easily as water off a duck's back. But I grew up in the 30's, and therefore my dice-rolling has been done to the tune of the old rules for more years than the new rules have been around. So let me compromise to the degree that, in games

featuring present-day athletes, the DH and the 162-game season can be tolerated. But in contests starring the pioneers who performed during baseball's first hundred years, the "old" rules should be applied. In other words, "play it like it was."

SUPERSTAR BASEBALL, like its predecessor, SI Baseball, is an instrument for reproducing actual game and player statistics, give or take a few percentage points. It's not so all-fired important, however, that Ty Cobb hits his career average of .367 or that Babe Ruth connects for 50 or 60 homers per season. But we fundamentalists *do* expect Cobb to out-hit his rivals and steal the most bases, and the Babe to be top dog in the home run department. SUPERSTAR BASEBALL has not let us down in this respect. Each player's performance card reflects his lifetime ability, which means he may be better some years than others. But overall, each star will shine with approximately the same brilliance as he did in the dust of the diamond.

Epilogue: The Mel Famey Story

Old-timers say Mel Famey would surely have made it to the majors with that fork ball

of his, plus a wide assortment of other junk pitches had it not been for his liking for beer. But Mel was content to remain on the sandlots of Milwaukee, where he became the ace of the Sox mound corps. Here he could continue to play ball while enjoying his favorite beverage. Mel always brought several cans of "suds" along to the ball park, and these he would consume in the course of a game.

One hot afternoon in the dog days of August, Mel Famey was hooked up in a pitching duel with the ace of the rival Bears club. After eight-and-a-half innings there were nothing but goose eggs on the scoreboard and the Bears were coming to bat in the last of the ninth.

Mel had the usual cold one in his hip pocket and because that day was a real scorcher, he had consumed a larger quantity of beer than usual.

Suddenly Mel lost his control and before anyone realized it he had walked the bases full with two men out. The next batter worked the count to three-and-two.



Mel Famey went to the resin bag, and then the hip pocket for another swallow. Now the windup . . . the pitch . . . ball four! He had walked in the winning run!

Crestfallen, Mel started for the dugout. There in the dust of the diamond lay the empty beer can which had fallen from Famey's hip pocket.

The Bears' manager pointed and uttered the words which are still remembered today: "That was the beer that made Mel Famey walk us!" ■

2+	2+	BR 2 A	1+	1+
G	HR		DP	DP
3	3		F	F
HR	E		F	F
G	2		SF	SF
G	FM			G
2M	FM		MS	MS
E	2M		SF	SF
E			G	G
1+			DP	F
1D			F	DP
1	1D		G+	G+
2	1		F	G+
1M	1M		G+	G
1A	1A	G+	G	

Jimmy Collins (NL)
3B + 11

2		BB 0 A		
1A				
1A				G
DP				DP
DP				DP
DP				MS
DP				FM
1D				SF
2M				G
HR				G+
DP				F
1M				F
1+				G
1				G
DP			E	

Herb Pennock (AL)



2+	2+	BR 4 A	G+	1+
3	3		1	1
E	2M		DP	G
2M	HR		1D	DP
HR	G		1+	SF
G+	1D		DP	DP
	2		G	1M
G+	2		1+	DP
SF	G		1A	MS
HB	HB		G	G+
FM	E		F	F
FM	G		MS	SF
2			F	F
1M	FM		DP	G
SF	1A	DP	G+	

Jackie Robinson (NL)
2B + 5, 3B + 2, 1B + 2, OF

2+	2+	BR 1 B	DP	
3	3		1M	1M
2M	2M		1	1
	G+		HR	HR
G+	G+			DP
2	2		F	F
1D	1D		HR	HR
E	E		G	G
FM	DP		SF	SF
2	2		F	F
1A	1+			DP
1A	1+			MS
FM	MS		MS	FM
1+	1A		G+	
DP	MS	G+	G+	

Hack Wilson (NL)
CFOF

DR		(AL) L		
DR				
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Herb Pennock
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ERA 3.60

THE BEST THOROUGHBREDS OF 1981

are at the gate for Win, Place & Show

by Patrick M. Premo

The classic races of 1981 have been run. The stirring stretch battles are over. All the photo finishes have been developed. Now is the time to cast votes and decide who the Champions of 1981 are. The prestigious ECLIPSE awards, signifying the best of the best in a given year, are cherished by owner, trainer, and jockey alike. But just who is behind these illustrious awards? Voting for Thoroughbred champions began in 1936 and included such polls as the "Turf and Sport Digest" sports writers' poll, the DAILY RACING FORM staff's poll, and (starting in 1950) the handicappers for the Thoroughbred Racing Associations tracks. As a result of these different polls, five years saw co-champions:

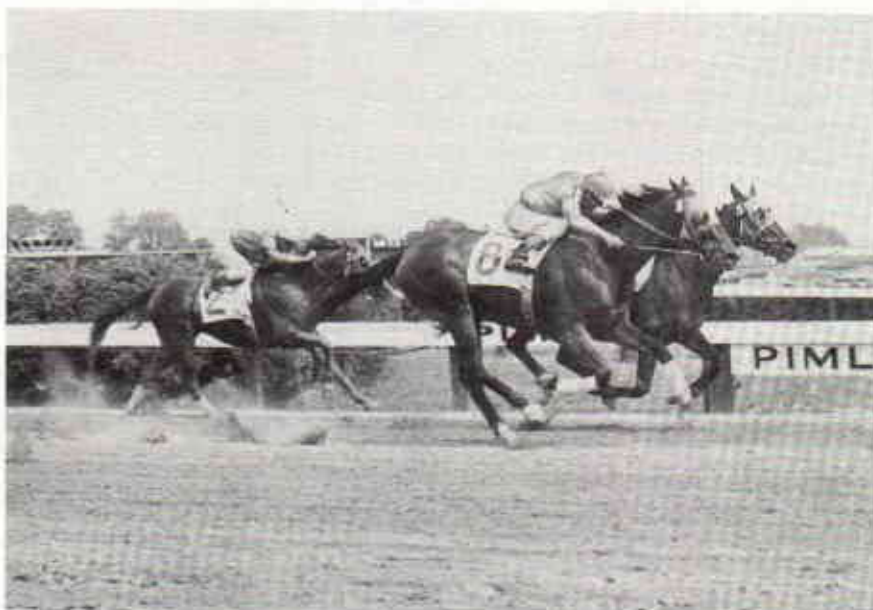
1. 1949 *Capot and Coaltoron*
2. 1952 *Native Dancer and One Count*
3. 1957 *Bold Ruler and Dedicate*
4. 1965 *Moccasin and Roman Brother*
5. 1970 *Fort Marcy and Personality*

To eliminate having more than one horse declared the "best" in any given year, the ECLIPSE Awards were initiated in 1971 when Ack Ack was selected as Horse of the Year. ECLIPSE voting is done by members of the National Turf Writers' Association, representatives of the DAILY RACING FORM, and the Thoroughbred Racing Associations tracks' delegates. The ECLIPSE Horses of the Year, then, have been:

1. 1971 *Ack Ack*
2. 1972 *Secretariat*
3. 1973 *Secretariat*
4. 1974 *Forego*
5. 1975 *Forego*
6. 1976 *Forego*
7. 1977 *Seattle Slew*
8. 1978 *Affirmed*
9. 1979 *Affirmed*
10. 1980 *Spectacular Bid*

Specifically, the ECLIPSE Awards are broken down into a number of categories from which the ONE Horse of the Year is selected. Briefly, each category and the 1981 contenders and ultimate winner will be reviewed.

TWO-YEAR OLD COLT. There were no real standouts among the two-year olds in 1981. Of the nine top stakes events for two-year old colts; two horses each won a pair: Deputy Minister and Timely Writer. The



other five races were won by five different horses. Deputy Minister won six straight races before an injury forced him to the sidelines; after an 11 week layoff he came back to the races and was beaten by Timely Writer (the only time the two met). Timely Writer raced no more in 1981 while Deputy Minister raced twice more and won both times. As a result, Deputy Minister's eight wins in nine starts won him the Two-Year-Old Colt honors.

TWO-YEAR OLD FILLY. The decision here seemed easier. Before Dawn was an unbeaten filly—every race in which she ran against two-year-old fillies she won—five in a row. Then her owners decided to try her against the colts (*something rarely done*); it proved her undoing as she lost to Timely Writer in the same race in which Deputy Minister lost. But among the fillies, Before Dawn had no equal and was voted Champion of her division.

THREE-YEAR OLD COLT. The three-year-old season started out with a bang. Lord Avie looked very good in Florida in the Spring until he got hurt. Tap Shoes then took over but did nothing from the Kentucky Derby on. Proud Appeal was tearing up the New York tracks, beating the supposedly invincible Cure the Blues; Proud Appeal had won five straight coming into the Derby—he struggled home 18th and

never won another race. Pleasant Colony won the Wood Memorial prior to the Derby, but only his trainer, Johnny Campo (the Fat Man) believed. And Pleasant Colony did his job—winning the Derby from a fast-closing Woodchopper and then nailing the speedy Bold Ego in the Preakness. These two grueling races took their toll, however, as he could not catch a fresh Summing in the Belmont Stakes. After a rest, Pleasant Colony came back to defeat top older colts (and filly Relaxing) in the Woodward. He finished fourth to Noble Nashua in the Marlboro Cup, but his credentials still earned him the top three-year old votes.

THREE-YEAR-OLD FILLY. This was a wide-open division and the three top contenders were Heavenly Cause, Truly Bound, and Wayward Lass. Heavenly Cause started out the strongest, winning the Kentucky Oaks, but she then lost to Wayward Lass in three straight races. Truly Bound had defeated Wayward Lass early in the season, but she finished fourth to Heavenly Cause in the Kentucky Oaks (Wayward Lass was third). Truly Bound then defeated Heavenly Cause later in the year, but lost a tough race to the older mare Glorious Song. So Wayward Lass's consistency, especially her three straight wins over Heavenly Cause, gained her the three-year-old filly honors.

STEEPLECHASER. This little publicized aspect of Thoroughbred racing was won for the second straight year by Zacchio who clinched the division by winning the prestigious Colonial Cup International Steeplechase Handicap at Camden, SC, by eleven lengths over a crack field.

SPRINTER. Which horse is the most consistent in winning races of one mile or shorter? A dubious honor at best, this year's winner was appropriately named, Guilty Conscience.

TURF (GRASS) MALE. Although most of the so-called big races in the US are run on dirt (unlike Europe where grass is the only surface raced upon), more grass races are gaining prominence not the least of which was the inaugural running of the Arlington Million in Chicago. This race attracted top grass runners from all over the world and America's John Henry charged up in the stretch to win by the barest of noses over The Bart. John Henry lost only once on turf and he was voted top grass horse (male) of the year.

TURF FEMALE. De La Rose demonstrated the consistency needed for her to be voted the top female runner on grass in 1981. She didn't show much promise on the dirt, so her trainer tried her on the grass and she rarely lost. Not only did she beat other fillies and mares, but she also defeated the boys. Her most convincing win was in the Hollywood Derby when she took on the males and beat them; this race undoubtedly clinched the grass award for her.

HANDICAP MALE. This division honors the top horse (male) that is four-years-old or older. John Henry again was the standout. Losing only one dirt race during the year, John Henry took on all comers. His most exciting dirt win (as opposed to his exciting grass win in the Arlington Million noted above) was his victory in the Jockey Club Gold Cup when he charged to the lead at the top of the stretch and held off the late run of Peat Moss. John Henry's 1981 earnings were a record \$1,798,030; his lifetime winnings also broke the three million mark—more money than any horse, any breed, has ever won. John Henry was unquestionably the top older male horse in 1981.

HANDICAP FEMALE. As with the males, this honor recognizes the best female horse four years old or older. (Note: a female horse is a filly through age four; she is referred to as

a mare from age five and up.) There was no question as to who should get this division. Relaxing defeated every filly or mare she met. Even more impressive was that she ran five times against the males—two races she won outright and the other three were two thirds and a fourth. Her fourth was to Pleasant Colony's Woodward Stakes and one of

her thirds was behind John Henry in the Jockey Club Gold Cup. These impressive performances gained her the Handicap Mare title.

Thus we have our ten individual winners; actually, there are only nine horses because John Henry was voted best Grass Male and

GREAT THOROUGHBREDS OF 1981												
DISTANCE: 1 1/4 miles												
1 ODDS 8-1	2	2	4	6	8	8	10	12	12	7	9	DE LA ROSE BONUS #
	Veteran E. Maple Class: 71 Speed: 64											
2 ODDS 8-5	9	8	6	6	6	8	8	9	8	8	7	JOHN HENRY BONUS #
	Veteran W. Shoemaker Class: 76 Speed: 68											
3 ODDS 5-1	7	7	7	7	7	7	8	8	7	7	5	NOBLE NASHUA BONUS #
	Veteran L. Pincay, Jr. Class: 72 Speed: 65											
4 ODDS 2-1	4	4	6	6	8	9	10	10	10	8	6	PLEASANT COLONY BONUS #
	Veteran J. Velasquez Class: 75 Speed: 67											
5 ODDS 7-2	6	6	6	6	6	9	10	8	8	8	8	RELAXING BONUS #
	Veteran A. Cordero, Jr. Class: 73 Speed: 65											
6 ODDS 10-1	10	9	8	6	6	6	6	6	7	7	4	WAYWARD LASS BONUS #
	Veteran C.B. Asmussen Class: 71 Speed: 64											

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THE 1978 USAC RACING SEASON

A FUN-FILLED SEASON WITH AVALON HILL'S PROFESSIONAL AUTO RACING GAME

by TOM RUESINK

Avalon Hill's USAC AUTO RACING game is an increasingly-popular simulation of professional racing based on the actual performances of professional drivers over the past few years. As such, USAC stands equally with Avalon Hill's other statistically-oriented games, such as STATIS-PRO BASEBALL, FOOTBALL, and BASKETBALL. Want to learn the ins and outs of the professional auto racing world? Then USAC AUTO RACING is the game for you, as is ably demonstrated by Mr. Ruesink in the following article . . .

Last racing season while I was watching a CART race, I thought to myself, "Why not have a racing season? It would certainly beat the periodic races and the annual Indy." That idea turned out to be a great way to pass time.

My first task was to choose the drivers. I narrowed the field to 12 drivers since I didn't like the continuous jam ups of a full field. I had time trials that determined the twelve lucky drivers. The fastest time recorded was by none other than Tom Sneva. The last qualifier was Mario Andretti.

My next problem was to figure out the races that would be run. I decided on 12 races of five different distances: 100 miles, 150 miles, 200 miles, 300 miles and 500 miles. Then I made up names for all of the races.

Next I had to decide on how many points would be awarded per race. Using no scientific system, I decided that the system would be arranged according to the Figures in Table I.

I played most of my races with my friends. I only played one race, a 150 miler, alone. The races usually come down to the last turn unless Sneva was still in the field. Every race he won was by a margin of at least one lap.

Accidents took their toll, and many races ended up with three or less drivers left. Usually during a 500 mile race there were less than half of the racers left by the halfway mark. Personally, I think the most exciting races are the races where only a few drivers



remain. The Final standings are listed in Table II.

The season was an exciting one! Tom Sneva won the first three races and took a commanding lead over the rest of the pack. It looked as if it were going to be a breeze for Sneva, but accidents can happen, and they did. A slow pit stop ruined his chances for his fourth win, and from the fifth race on, Danny Ongais mounted an incredible surge and finished no worse than 3rd place. He had four wins during that stretch, including two 300 mile races and one 500 miler. He sur-

passed a faltering Sneva and had a comfortable 19 point lead going into the last race, the Mini-Indy 500. All he needed was an 8th place finish to clinch the title, and that was only if Sneva finished 3rd or higher. If Sneva had an accident or Ongais finished better than 9th, Ongais would be the champion.

The Indy started. I played with three other friends. I represented Ongais while a friend, Dan Eckert, represented Sneva. Sneva darted out into the lead. Ongais wasn't worried, just keeping pace in 3rd.

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THE AUGUSTA NATIONAL GOLF CLUB

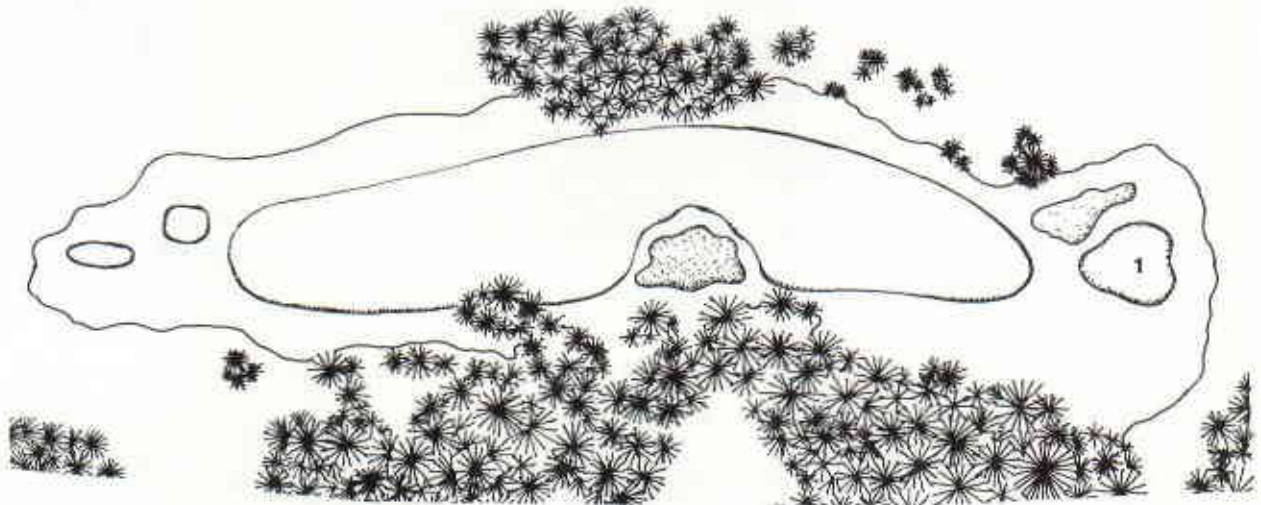


A HOLE-BY-HOLE ANALYSIS OF THE HISTORIC LINKS OF THE MASTERS

BY JOSEPH BALKOSKI



Avalon Hill's latest venture into the world of professional sports is its new PRO GOLF game. This simulation evaluates the top 36 golfers of the 1981 Tour in ten separate categories while recreating the historic Masters golf tournament, which takes place in Georgia each April. What follows is a hole-by-hole analysis of the hallowed links of the Augusta National Golf Club, the site of the Masters since its inception by Bobby Jones in 1934. This article should serve a dual purpose. First, it should provide helpful hints for the play of each hole during the course of a game of PRO GOLF. Second, and perhaps more importantly, it will probably introduce to many of you all of these subtleties and intricacies of the professional golf course—all of which combine to create the beauty of the Masters and its historic links. Then and only then will the sport of golf be elevated to its rightful position in the sports gaming world.



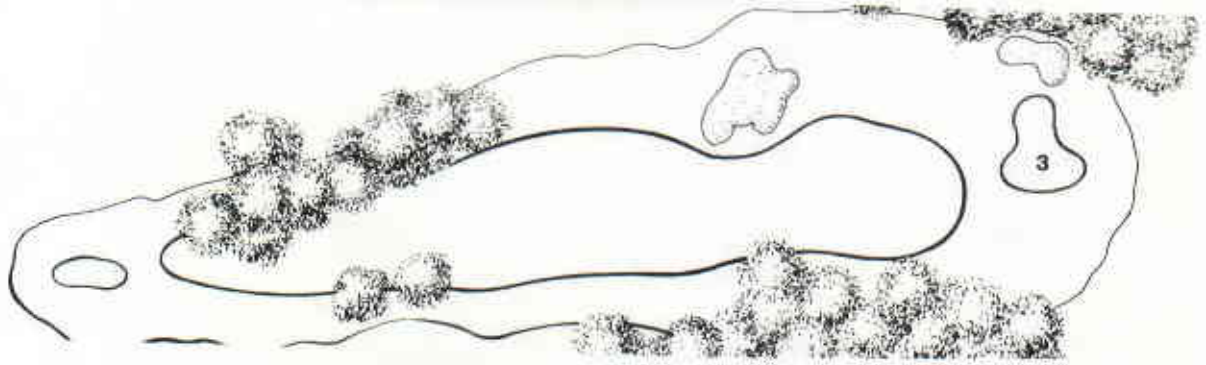
HOLE #1 ("White Pine" or "Tea Olive", Par 4, 400 Yards)

A par-4 of average length that demands straight driving off the tee. Slicing to the right on the opening shot can be especially disastrous. The green is not particularly dangerous to shoot for, as it possesses only a single bunker nearby—and that in an unobtrusive location. In the last round of the '68 Masters, the Argentinian golfer Roberto De Vicenzo scored a spectacular eagle on this hole, only to end up losing the Tournament in a spectacular and controversial finish (see Masters article in this issue).



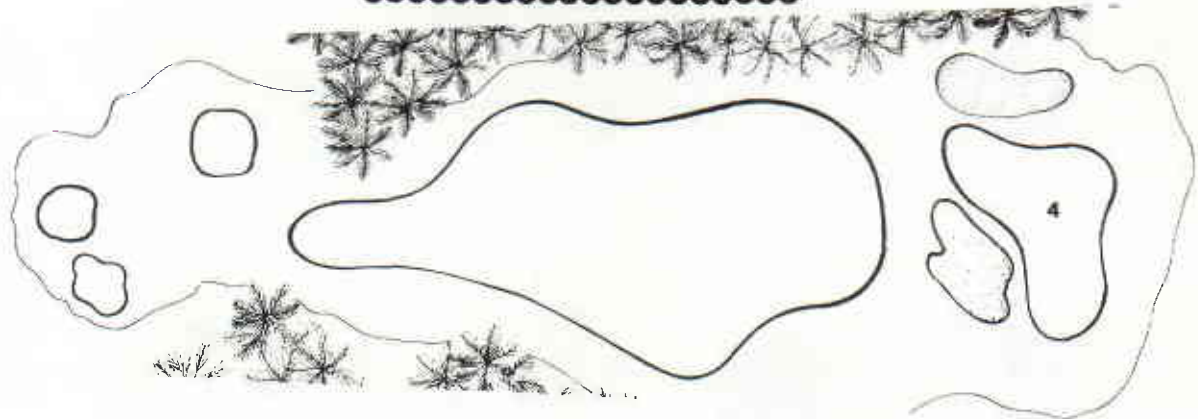
HOLE #2 ("Red Dogwood", Par 5, 555 Yards)

The longest hole at Augusta National, but one that is considered to be a prime candidate for a birdie. The fairway is wide and mostly downhill, with a graceful dog-leg to the left. The only major problem—and one to look out for off the tee—is the dense treeline on the left side of the fairway. Long drivers will have a big advantage here as it may even be possible to go for the green in two *with an iron* after a particularly impressive drive. The green itself is tough, being protected on the path of approach by two small bunkers. Essentially, this is a hole where the best golfers will start pulling away from the rest of the field with birdies—if not eagles.



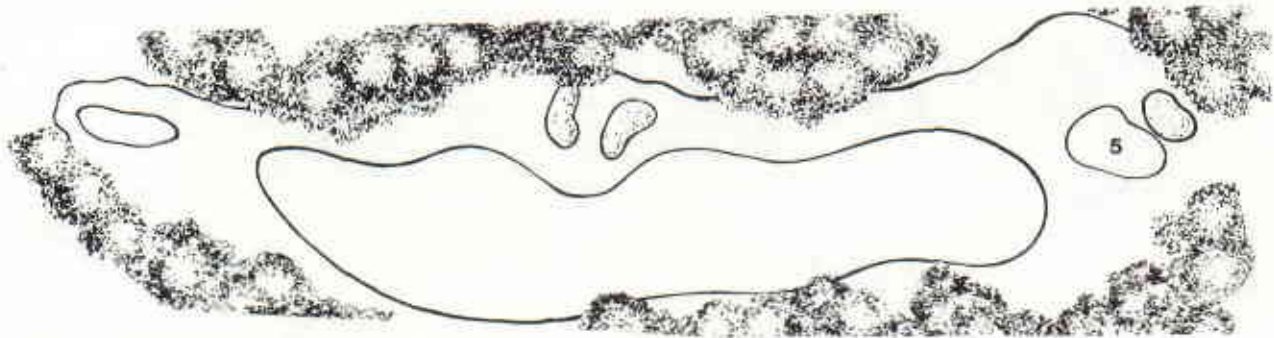
HOLE #3 ("Flowering Peach", Par 4, 360 Yards)

The shortest par-4 at Augusta National (along with the 7th), although it is not nearly as easy as it looks. The fairway is not particularly tight, but there is a huge fairway bunker that takes a high toll of shots off the tee. However, the real difficulty on this hole comes when shooting for the green. Although there is only one rather innocuous-looking bunker near the pin, the green itself is very small and irregular—and very tough for the ball to hold onto.



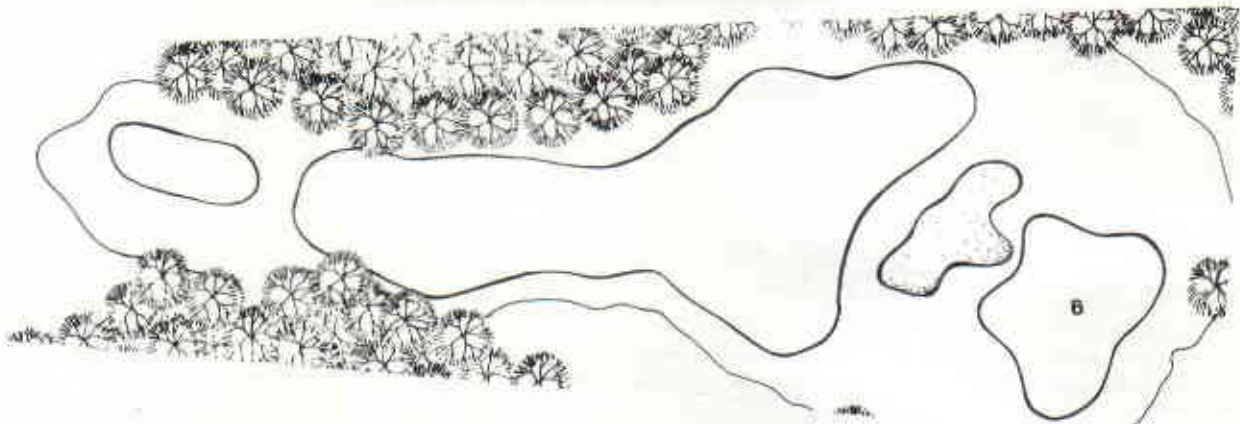
HOLE #4 ("Flowering Crabapple" or "Palm", Par 3, 205 Yards)

This is the first of Augusta National's four par-3's (and the only one, incidentally, which has never been aced). What makes this hole tough is the extremely dangerous pair of bunkers that guard the front and left-hand sides of the green. Hit one of them and you will have trouble making par. Moreover, the green itself is tricky and hard to hold. Essentially, this hole is the most difficult of Augusta National's par-3's.



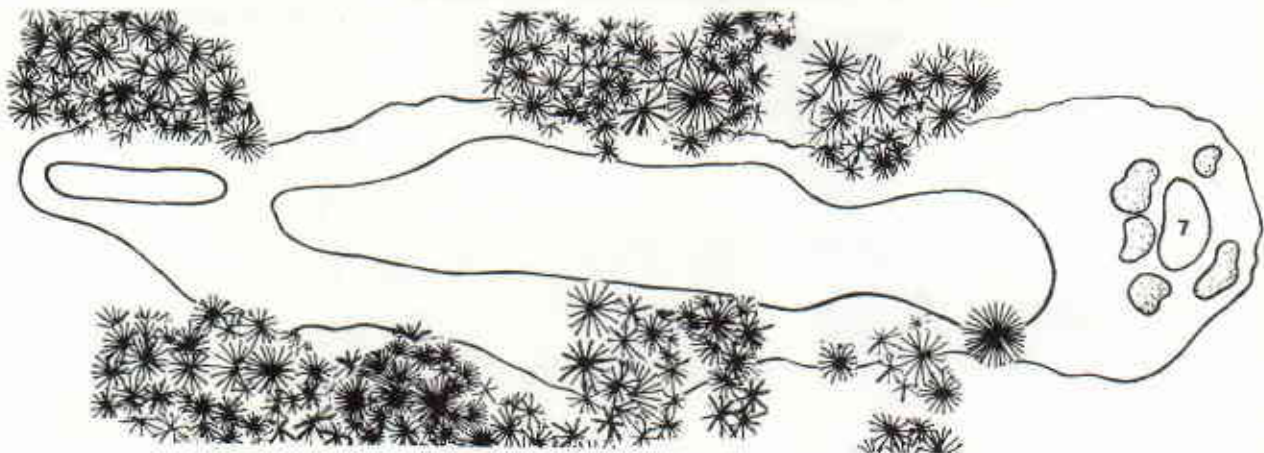
HOLE #5 ("Magnolia", Par 4, 435 Yards)

This par-4 of average length dog-legs slightly to the left. The fairway is moderately narrow with the most obvious danger off the tee being the two fairway bunkers and the thick belt of trees lining the left-hand side. Going for the green does not represent a major problem, as only a single out-of-the-way bunker guards this area. Nevertheless, shooting directly for the pin is still a problem because the green is very hard to hold. Oftentimes, accurate shots will roll or bounce well past the cup.



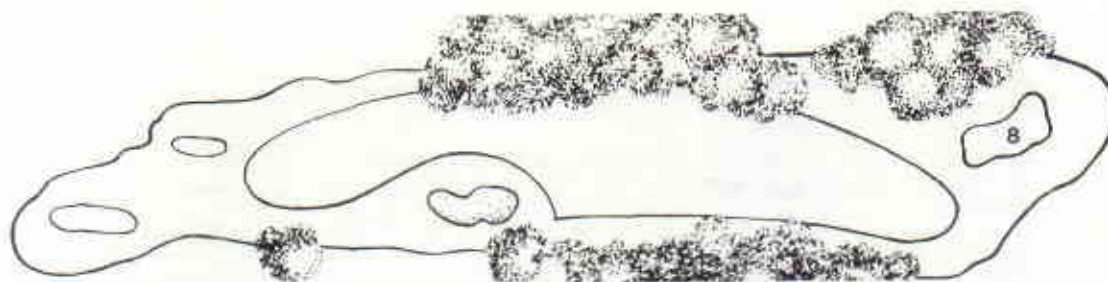
HOLE #6 ("Juniper" Par 3, 180 Yards)

The second of Augusta National's four par-3's, this hole is made quite difficult by the large bunker guarding the front of the green. If you hit your 4, 5, or 6-iron tee shot short, you will run into serious trouble. The green is elevated and large. In the famous 1954 Masters, Billy Joe Patton—until that time an obscure North Carolina amateur—aced this hold in the final round to take a one-stroke lead over golf greats Ben Hogan and Sam Snead. By day's end, however, Patton ended up in third place.



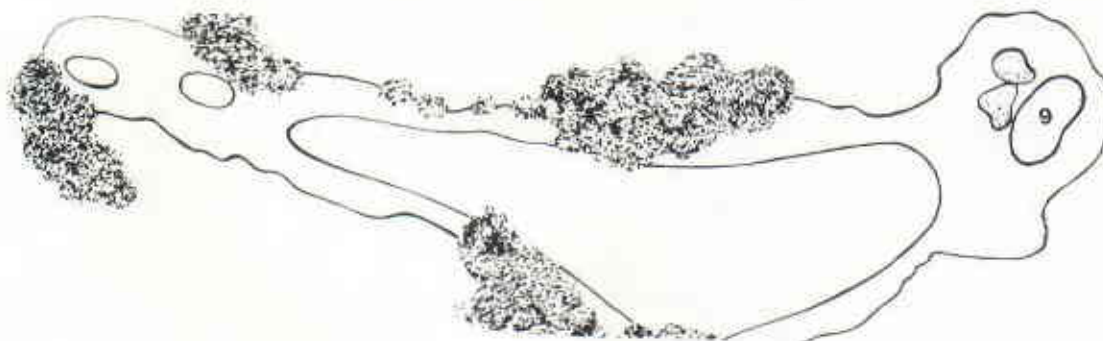
HOLE #7 ("Pampas", Par 4, 365 Yards)

Along with the 3rd, this is the shortest par-4 at Augusta National. However, it is also one of the course's most difficult holes. The fairway is extremely narrow and fraught with dangers down both the right and left sides. If you blast the ball long and straight off the tee, you should only leave yourself a pitch to the green. However, the green is small, elevated and surrounded by five bunkers. The good all-around golfers with pin-point accuracy and power should usually persevere.



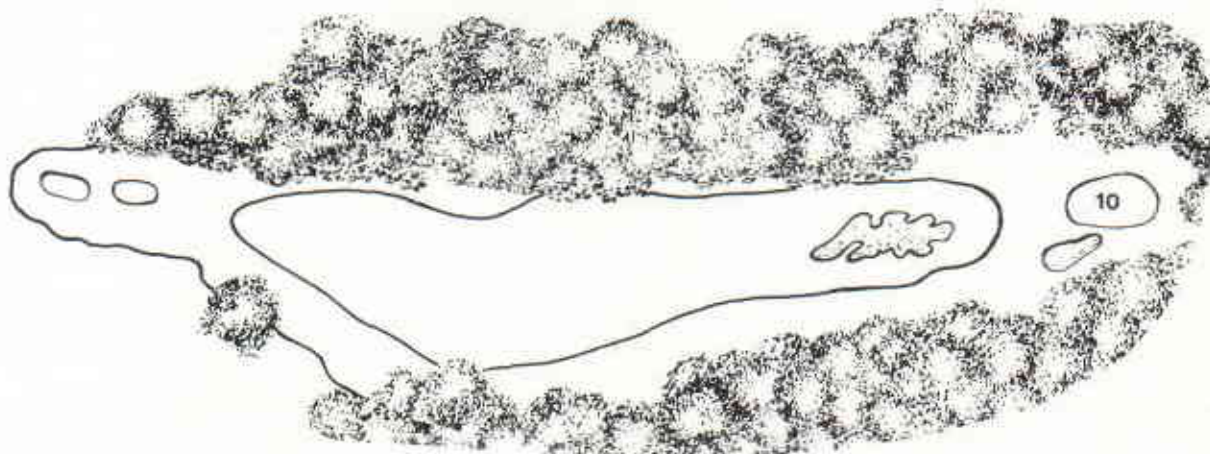
HOLE #8 ("Yellow Jasmine", Par 5, 535 Yards)

The second of Augusta National's four par-5's. This hole is a straight, seemingly simple example of a typical par-5. It has virtually no danger points (aside from a single fairway bunker that presents some difficulty off the tee) and yet it is birdied less than any of the other par-5's on the course. The powerful drivers and good fairway wood players should have the best shot at birdies here, while short, accurate hitters may be at a severe disadvantage. One pro golfer once played this hole 72 consecutive times without going over par.



HOLE #9 ("Carolina Cherry", Par 4, 435 Yards)

A rather unusual hole in that the fairway starts out narrow and constricting, but widens drastically about 250 yards off the tee. As a result, those golfers that blast the ball with their drivers will have an advantage here since long-range accuracy is not particularly vital off the tee. A good drive should set up a 6 or 7-iron second shot to the green. The fairway makes a considerable dog-leg to the left about 100 yards short of the pin. The green is protected by two dangerous bunkers on its left-hand side. Somewhat surprisingly, this hole (along with #4) has given professional golfers the most trouble on Augusta National's front-nine in recent years.



HOLE #10 ("Camellia", Par 4, 485 Yards)

This hole marks the commencement of Augusta National's famous (or infamous) back-nine. This hole is truly monstrous! It is the longest par-4 on the course—20 yards longer than the par-5 13th! Teeing off on this hole should be no problem as almost no danger points make themselves felt within 300 yards of the tee. Drive short, however, and you will leave yourself a fairway wood shot to the green. Without question, the critical shot on this hole is the second. There is a large bunker smack in the middle of the fairway about 80 yards off the green, as well as a single, smaller bunker protecting the green's right-front. Essentially, only superlative iron players will consistently prevail here.

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The Fistic Scene



COONEY VERSUS HOLMES:

Finally, a Heavyweight Happening!!!

by Jim Trunzo

Historically, the heavyweights have been the glamor division in the sport of boxing. The heavyweight division has always had such a disproportionate amount of attention paid to it that, to paraphrase an old boxing adage, "As the heavyweight division goes, so goes boxing!" As any true follower of boxing today knows, however, the adage is no longer true. With the passing of vintage Muhammad Ali (read that as after the third Ali-Frazier fight), the heavyweight division just hasn't excited that much interest. Where does the fault lie? The obvious blame falls upon the overall lack of talent in the heavyweight ranks over the last five or six years. Neon Leon Spinks made more headlines with his traffic problems than he did as heavyweight champion. Pretenders like Gerrie Coetzee, Bernardo Mercado, James "Quick" (to run) Tillis, fail to stir the imagination. Old familiars like Ken Norton, Jimmy Young, and Earnie Shavers have either retired or are just playing out the string. Talented fighters like Greg Page and Michael Dokes seem to be lacking in at least one key area, be it power or charisma. So where does it leave the once dominating heavyweight division? In the hands of two talented fighters, that's where! In the hands of Champion Larry Holmes and top contender Gerry Cooney.

Larry Holmes is the heavyweight champion of the WBC, officially. Unofficially, he is the heavyweight champion of the world, since he has defeated Mike Weaver who subse-

quently went on to win the WBA version of the heavyweight crown. The lack of prestige in which the heavyweight division is currently held can in no way be blamed on Larry Holmes. He has been a fighting champion, one who has ducked no one during his reign. He has met and defeated, usually by a knockout or TKO, the top fighters in his division. Holmes has not been given his due as champion because he can't get rid of the specter of all-time great Muhammad Ali and because critics claim that the caliber of his opponents are really no measuring stick, something that is out of Larry's control. Holmes has discovered the difficulty in replacing a legend (Ali) no matter how talented you are in your own right. And make no mistake, Holmes is talented . . . but he's also 32 and quite possibly on the downward side of his career, a little past his peak.

Gerry Cooney, the young, smiling Irish contender, is the challenger for Holmes' title. Cooney typifies what a heavyweight is thought to be by fight fans. Physically, he is a very big man. While he has a good jab, he is a fighter whose style is more slugger than boxer. Most of all, Cooney has power. Awesome power! Rib-breaking power! Ask Ron Lyle. It is this power that is symbolic of the heavyweight division. When you think of the great heavyweights, you think of Louis, Marciano, Dempsey, Frazier—all power punchers (Ali, by the way, could have been a much more powerful hitter had

he decided to ignore his gifts of speed and agility, which he wisely did not do). Cooney fits nicely into the mold fight fans have shaped for the heavyweight champion.

Thus the stage is set for the first heavyweight bout in a long time that really generates legitimate interest. A heavyweight happening of the first magnitude! In spite of Cooney's lack of experience and the dearth of quality opponents, he is considered to be the supreme test for Holmes. Holmes, on the other hand, is to be the fighter who will answer the mountain of questions existing about Cooney. Both fighters seem to genuinely dislike each other, which certainly doesn't hurt the pre-fight publicity, and finally, in case you haven't noticed—Gerry Cooney is white . . . as in Caucasian. **THAT STATEMENT IS NOT TO BE TAKEN AS A RACIAL BIAS**, nor was it meant to degrade or slur any other race. The color of Cooney's skin has drawn attention, not because of any white supremacy sentiments, but because he must be considered somewhat of an oddity. It has been 26 years since a white American (Ingemar Johansson, a Swede, temporarily interrupted the string with a 1 year reign) has held the heavyweight crown! Not since Rocky Marciano retired has the heavyweight division been topped by an American member of the Caucasian race. This entire matter is brought up only because there can be no denying that financially and psychologically, the color of Cooney's skin will be an impor-

tant factor in the fight. Though Cooney hates the term and refuses to discuss it, he is looked upon as the latest "White Hope", a term that, thankfully, has lost much of its racial sting. However, the closer it gets to fight time, the more of a factor it's going to become. Holmes has called Cooney "the Great White Dope", not, in most people's opinion, because Larry Holmes is prejudiced, but because he feels that it can be used as a psychological weapon against Cooney . . . and it hypes the gate! To both of the fighter's credit, at least at this point, the color of Cooney's skin has not been an issue.

Now, once again, it is time for THE FISTIC SCENE to bravely venture forth into the dangerous realm of PREDICTIONS and analyze the upcoming mid-May bout, intrepidly selecting a winner.

PUNCHING ACCURACY

Holmes possesses an excellent left jab, possibly his most potent single weapon, along with his combinations. When moving in the ring and flicking out the jab, Holmes is very accurate. He becomes less so in latter rounds when he has shown a tendency to box less and slug more. Larry's combinations, when he is sharp, are accurate and deadly. Cooney, surprisingly enough for a slugger, is fairly accurate, also. His accuracy is due to his style of fighting in close and going to the body, an easier target to hit than the head. Cooney has shown discipline and avoided the problem of throwing wide, looping punches, something that plagues many big hitters (like George Foreman). EDGE TO HOLMES.

POWER

Holmes can hit. Cooney can destroy! While Larry Holmes has a legitimate heavyweight punch, he can't compare power-wise to Irish Gerry Cooney. While Holmes has admittedly demonstrated that he can take out a fighter with one punch (see Mike Weaver about this), it isn't something that he can do consistently. Holmes wears down an opponent and finishes him off. Cooney is a wrecking ball. Norton said after his early demise, "I knew he could hit hard, but not THAT hard!" Cooney broke Ron Lyles ribs with an awesome body shot, causing Lyle to comment that nobody, not even George Foreman, had ever hit him with the force of Cooney's blows. It is Cooney's power that makes this fight so attractive. BIG EDGE TO COONEY.

DEFENSE

The Champion can, at times, be an exceptionally skilled defensive fighter. However, he has not been able to sustain a strong defensive profile over the course of a fight for several years. Holmes cannot dance over 15 rounds. He has been solidly tagged in all of his title fights (with the exception of the Ali bout) and has been hit with fair regularity. Still, overall his defense is better than average. Cooney hasn't been in the ring long enough with any recent opponents to indicate that he has or hasn't any defense to speak of. The old saying, "The best defense is a strong offense" seems to apply here. Cooney appears to be well-schooled in the basics, but as is the case in so many categories concerning Cooney, no one really knows. EDGE TO HOLMES.

ABILITY TO FINISH AN OPPONENT

Holmes is one of the best at finishing off an opponent once he gets him in trouble. Larry consistently has demonstrated that he has the physical tools and, more importantly, the professional know-how to end a fight. He stays cool and measures his hurt opponent. Cooney is a really nice guy. Don't let that fool you for a minute! Though many questions exist about him, no one doubts that he has the inherent killer instinct that all dangerous fighters possess. Cooney knows how to take out his men. RATE THIS CATEGORY EVEN.

REACH

This category is clear cut. Either a fighter has the reach advantage or he doesn't. In this case neither man has enough of a reach advantage to give him an edge. EVEN.

ABILITY TO TAKE A PUNCH

This is a crucial category. Holmes goes down. There can't be any question about it. Weaver planted him. Renaldo Snipes, a light hitter compared to, say, a Cooney, put him down heavily. Others have had him down. However . . . he has always gotten up! It's a bit of a paradox in Holmes. He goes down with alarming frequency for a fighter of his caliber. Paradoxically, he displays his ability to take a punch by shrugging off the effects and coming back to take out his man. Holmes' detractors say that he has never been hit by a Cooney. Probably not, but Ernie Shavers isn't what you would call a powder puff hitter and nailed Holmes with a

beauty, but couldn't put him away. Cooney has never been tested so far as his chin is concerned and he sticks it right out there. How will he react when he catches a good shot? Can he fight hurt? No one really knows. His camp says that they have seen him absorb heavy blows from his sparring partners without any ill affect. So they say. Lack of knowledge gives us no choice: EDGE (slight) TO HOLMES.

SUSCEPTIBILITY TO CUTS

Neither Cooney nor Holmes has given any indication that they are bleeders. Holmes skin has weathered many a blow and stood up well. Cooney doesn't appear to be susceptible to cuts either, a fact borne out by his style of fighting (going inside where he would be susceptible to butt cuts, etc.). RATE THIS CATEGORY EVEN.

MOVEMENT

Unlike the Duran-Benitez fight or the Hearn-Leonard fight, movement will not play a major role in this bout. Holmes is the matador to Cooney's bull, no doubt. However, Holmes cannot, nor will not, run for 15 rounds. His early strategy, one would think, would be to stick and move while Cooney will aggressively try to cut off the ring. Eventually, though, Holmes will come off his toes and that will determine the winner of the fight. Holmes has better movement, which would appear to give him the edge, but for the reasons given above, movement won't be enough of a factor to allow Holmes a significant edge. RATE THIS CATEGORY EVEN.

RING SAVVY

Holmes has been to the well more than once. With 39 professional bouts under his belt, he has fought almost as many fights as Cooney has fought rounds! While Gerry has fought in 25 pro fights, he has only fought 47 or so rounds! Most of Cooney's fights don't go beyond 3 rounds and the longest that he has been in the ring is 8 rounds, a distance he has gone twice. Holmes, on the other hand, has gone 10 or more rounds ten times during his career and you learn an awfully lot about the fight game and yourself during what is aptly termed "the championship rounds" (rounds 10 through 15). Holmes is a smart fighter. Cooney may be one, too. But experience, plus Holmes' greater versatility in the ring, get the nod from this corner. SOLID EDGE TO HOLMES.

ENDURANCE

For many of the reasons documented under Ring Savvy, Holmes comes out on top here also. The champion has proven that he has the ability to take punishment yet bounce back in the late rounds to win a fight as he did in the 12th against Weaver and the 11th against Shavers (of course, that was three years ago). Cooney has never been extended. He trains hard and is extremely dedicated, from all appearances. Yet, what goes on inside a gymnasium and what goes on inside a boxing ring are two different things. **EDGE TO HOLMES.**

FIGHTING INSIDE

This category has never been used in prior articles of this nature, but it simply can't be ignored when critiquing the Cooney-Holmes match-up. Without question, Cooney is the best body puncher among the heavyweights today, if not in all of boxing. Body punching is a lost art. While "Kill the body and the head will die" is a well-worn boxing cliché, it is, nevertheless, still true, and nobody kills the body better than Gerry Cooney. Holmes can hook to the body and has shown the ability to alter his attack, working both high and low. Yet, he is primarily a head-hunter. Cooney's body attack is a throwback to the days of Marciano, Frazier, and Duran in his prime as lightweight king. It must be noted that punches to the body are a completely different animal than punches to the head. Body punches destroy the will as well as the *physical*. Body punches take their toll when delivered but extract even more of a cost as the fight progresses and the accumulative effect of body shots begin to sap a fighter's strength and desire. A good body shot can take a fighter out just as well as a solid head shot. **BIG EDGE TO COONEY.**

THE INTANGIBLES

Again, this category doesn't lend itself to choosing one fighter over another. It simply points out all the things that can't be measured. And yet will be factors in the outcome of the fight. Holmes first: Larry is the champion and has the heart of a champion. He still has the desire to win because he still needs, unjustly so, to prove himself. He beat Ali and thought that that would end the ghost that chased him, but he beat an empty shell of a fighter and proved nothing. Holmes will go down as one of the better heavyweight champions when history deals

with him. Presently, he still isn't held in high regard. He may be if he can destroy Cooney. Larry has the style to beat a fighter like Cooney in that he is a much better boxer. Finally, Holmes is big enough to cope with Cooney's size.

Cooney has some intangibles going for him, too. He is a big, agile man. Two inches taller than Holmes with a two inch reach advantage, Cooney uses his size to give him the tremendous leverage that translates into awesome power. He is younger than Holmes by 6 years (Holmes will be 32 and Cooney 26 when they meet). Cooney's body punching represents the ability to slow down Holmes enough for the kill. And, lastly, Cooney truly believes he can beat Holmes. This is why there is no concern in Cooney's camp about the lack of a tune-up bout before the Holmes fight. After seeing the Holmes-Snipes affair, Cooney's people are very confident and don't want to risk a freak accident (such as a butt cut, etc.) that might postpone the title fight.



SUMMARY

Holmes has the edge in 5 categories, Cooney is given the nod in 2 categories, and 4 categories are rated as even. Both fighters carry undefeated records into the ring and the analysis seems to indicate that Holmes will carry a spotless record out of the ring. This is not our prediction, however. In the face of sound logic and statistical evidence, **THE FISTIC SCENE** boldly hurls a gut feeling. Though I have great respect for Holmes as a man and as a fighter, he is ready to be taken. Though his legs aren't gone, they are going! I don't feel that he can keep Cooney away from him. I don't think Holmes can avoid the punishing body attack that Cooney will pursue in the early rounds. This factor coupled with the fact that Holmes' chin can be reached forces me to pick Cooney over Holmes. Cooney will start fast, something Holmes doesn't like to do, but will be forced into (forget the 3 round exhibition against Neon Leon, who isn't a true heavyweight to begin with). Holmes will fight back valiantly but succumb to the power of the next heavyweight champion of the world, Gerry Cooney—winner and champion on a knockout inside ten rounds! (Then look out Mike Weaver!)

Authors Note: These cards are exact replicas of the cards contained in the 1981-82 **TITLE BOUT** Player Card Set, which if not available by press time, will be soon after. The new player card set contains over 150 fighters, many for the first time and all updated for the 81-82 boxing year. ■



LARRY HOLMES—10 (BUS)	
Heavyweight: WBC Champion	
CFB/S: 11/10	CO/CH: 5/4
HP/KI: 8/8	TKO: 2
KDR 1: 4	AGG: 9
KDR 2: 0	END: 110
KOR: 2	DEF: -2
FI: 2	FO: 3
CU: 2	KO: 3
ACTION	
Punches Landed: 1-43	
Punches Missed: 44-57	
Clinching: 58-57	
Ring Movement: 89-78	
Foul Rating: 79(A)	
HITTING VALUE	
Jab: 1-12	13-19
Hook: 20-26	27-31
Cross: 32-42	43-50
Combination: 51-61	62-68
Uppercut: 69-75	76-80
In Corner/On Ropes: 1	
AVALON HILL/TITLE BOUT 1982	

GERRY COONEY—9 (S)	
Heavyweight: No. 1 Contender	
CFB/S: 10/9	CO/CH: 6/3
HP/KI: 10/8	TKO: 2
KDR 1: 3	AGG: 8
KDR 2: 2	END: 95
KOR: 3	DEF: Even
FI: 3	FO: 1
CU: 2	KO: 3
ACTION	
Punches Landed: 1-39	
Punches Missed: 40-62	
Clinching: 63-69	
Ring Movement: 70-78	
Foul Rating: 79(A)	
HITTING VALUE	
Jab: 1-6	8-13
Hook: 14-25	26-41
Cross: 42-46	47-54
Combination: 55-59	60-67
Uppercut: 68-72	73-80
In Corner/On Ropes: 2	
AVALON HILL/TITLE BOUT 1982	



REVISED BASKETBALL STRATEGY

HOW TO MAKE AVALON HILL'S CLASSIC ROUND BALL GAME INTO THE ULTIMATE BASKETBALL SIMULATION

BY DENNIS R. ROSE

In Volume III, Number 2 of ALL-STAR REPLAY, my article on BASKETBALL STRATEGY appeared. This article described in general terms the revisions I had implemented in the game. These revisions totally changed the defensive system employed in the original game. By replacing the defense cards with charts, the defensive abilities of the individual players are better represented and the guesswork that was inherent in the old system is eliminated. These charts are presented in detail in this article along with supplementary charts dealing with other aspects of the game of basketball. These aspects are: turnovers, players' ability to move on the court, fast breaks, the press, intentional fouls, and fouls in general.

Before I explain the various charts that are the focal points of these revisions, I will present an overview of how the charts are read and an explanation of the symbols on the charts. 1) The dice are read in the same manner that they are read to determine the result of a shot. 2) A roll of the dice will give the result of a Player's attempt to move the ball from one area of the court to another. 3) After declaring which zone he will attempt to move the ball to, the player on offense rolls two dice and consults the defensive charts. If the number rolled is equal to or lower than the number in the box which is in the column for the zone he is attempting to move to and greater than the box directly below it, he obtains the result that corresponds with that box on the chart. An example would be a player attempting to move the ball into Zone "C" against a "2" defender, while a 34 was rolled. Looking under the "C-D" column of the "2" defender chart (see Table I), he will see that 34 is less than 44 (the number in the "guarded" box) and greater than 23 (the number in the "open" box). This means the result of his attempt to move the ball to "C" is a guarded shot. If he had rolled a 65 the result would have been a turnover and he would consult the turnover chart. An "X" on any chart means that any dice roll which is greater than the number in the box below the "X" box yields the "X" result. A "-" on any chart means that the result in that box cannot occur (e.g., a guarded shot against a 1 defender cannot occur). The "N" on the

charts refers to the area on the court that is between zone G and the half court line. A player can never shoot from this zone, but it does provide a relatively safe place to pass the ball to if a player is in a bind.

The charts in Table I are used when playing the professional version of BASKETBALL STRATEGY where man-to-man defense is the only defense allowed. The numbers in the upper left hand corner of each chart represent the defensive rating of the man guarding the player who is attempting to dribble or the man guarding the player who is the recipient of an attempted pass. The ratings go from 4 to 0, with 0 being the rating given to a player who is playing out of position. These charts eliminate the need for constant defensive decision making, which is somewhat unrealistic (a team does not change defenses every four seconds) and can be somewhat time consuming (depending on how fast you and your opponent make your decisions). The results that are marked on the charts (turnover, pass again, offense ball, guarded, and open) have the same meaning as they do in the standard game of BASKETBALL STRATEGY.

The last chart in Table I is the double-team chart, which is used to modify the other charts when a player wishes to employ a double-team. This chart is not read in the same manner as the other charts in Table I. The numbers on the double-team chart are subtracted from the numbers in the defensive chart that is being used for the attempted pass or dribble. The numbers along the top of the double team chart refer to the defensive rating of the man who is double-teaming. An example of the use of the double-team chart would be: the left guard is a "3" defender and the right guard is a "2" defender. If the left guard is used to double team the man whom the right guard is guarding, you would subtract the numbers in column three of the double-team chart from the numbers in man-to-man defensive chart 2. If in this situation the offensive player was attempting to pass to the double-teamed man in zone "D", the numbers in chart 2 would be changed in the following manner: the 44 in the "guarded" row would be changed to a 32, the 51 in the "offense ball" row

would be changed to a 44, and the 61 in the "pass again" row would be changed to a 54. As in the standard game, a double-teamed man can never have an open shot. The man who is left unguarded because of the double-team always has an open shot, unless the number which is rolled when passing the ball to him (minus his offensive rating) is higher than 62. If this dice roll is higher than 62 the man is considered to have dribbled the ball off his foot out of bounds and the ball goes to the defensive team.

This brings us to the subject of turnovers in general. The way the type of turnover is determined in revised BASKETBALL STRATEGY is very simple. If the result of a pass or dribble is turnover a player rolls the dice and consults the turnover chart (Table II). The numbers along the top of the turnover chart refer to the offensive rating of the player who is the recipient of a pass or who is trying to dribble, minus the defensive rating of the man guarding him. A "3" offensive player being guarded by a "2" defensive player would look under the "+1" column of the turnover chart. The results on the chart have the same meaning as they do in the standard game.



The charts in Tables I and II represent just the basic revisions that I have made to the game. It is very possible and very enjoyable to play the game using only the revisions I have just detailed. In the remainder of this article, I will describe other changes and additions I have made which deal with some of the other inherent aspects of the game of basketball. These additions could be considered as optional rules which may or may not be used by a player at his discretion. If used in total, I believe revised BASKET-

BALL STRATEGY represents a highly realistic simulation of the game of basketball. The areas that I will discuss are: players' ability to move on the court, the fast break, the press, the pick, and fouls.

MOVEMENT RATINGS

In order to better represent the player's ability to move on the court and get himself open for a pass, I devised the moves rating, which is derived by adding a player's ball handling rating to his offensive rating.

Unlike the standard game, where any player can accept a pass in any adjacent zone and take a shot that is minus six on the white dice, the moves rating gives a better representation of the individual player's ability to be effective in more than one area of the court. The following chart represents the limitations of the various moves ratings:

MR=2—the player cannot move from the zone he is placed in.

MR=3—the player can move one zone, but any shot is minus six on the white die. Also any pass to him that does not give him a shot opportunity (pass again for instance) results in the ball going out of bounds—defense ball.

MR=4—the player can move one zone, but any shot is minus six on the white dice.

MR=5—the player can move one zone there is no shot adjustment.

MR=6—the player can move one zone with no shot adjustment, or he can move two zones with minus six on the white die if he shoots.

Using this system, one can easily see the advantages of having a team that can move well on the court as opposed to a slow plodding team.

FAST BREAKS

By doing away with the defensive cards of the standard game, I also did away with the only method for gaining fast break opportunities. In order to simulate the fast break opportunities that are so prevalent in basketball (especially the professional version), I devised two systems for determining a fast break opportunity. These systems utilize the charts found in Table III. The basic system is very simple to use. Whenever there is an interception result on the turnover chart and the white die is odd, the player rolls the dice and consults chart "B". The numbers along the top of chart "B" represent the types of fast breaks, which are shown in chart "A"; the numbers on the left of chart "B" represent the team moves rating of the team that has the fast break opportunity. (The team moves rating is the total of the moves ratings of each player on the offensive team.) The player looks across the appropriate row of chart "B" to find what type of fast break he will have. For example, a team whose team moves rating is 26 rolls a 31 to determine the type of fast break, this dice roll gives a 2 on 1 fast break result. To determine who takes the fast break shot, a player simply looks at the white die and checks chart "C".

The second system for determining fast breaks is also simple to use, but it can in-

TABLE I MAN TO MAN

4	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	44	46	51	53	55	61
Offense Ball	33	36	43	45	51	53
Guarded	25	33	36	42	45	52
Open	—	11	12	13	14	15

3	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	51	52	55	56	62	63
Offense Ball	36	42	44	51	53	56
Guarded	33	36	42	44	52	55
Open	11	13	14	16	21	22

2	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	53	55	61	63	64	65
Offense Ball	42	44	51	54	51	63
Guarded	35	42	44	51	55	62
Open	13	21	23	25	31	33

1	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	—	—
Pass Again	61	62	64	65	X	X
Offense Ball	52	54	61	62	65	66
Guarded	—	—	—	—	—	—
Open	43	46	53	56	62	65

0	A	B	C-D	E-F	G	N
Turnover	X	X	X	—	—	—
Pass Again	64	65	66	—	—	—
Offense Ball	62	62	64	—	—	—
Guarded	—	—	—	—	—	—
Open	53	55	62	66	66	66

Double Team	4	3	2	1	0
Turnover					
Pass Again	-3	-3	-2	1	
Offense Ball	-3	-3	-3	2	
Guarded	-9	-8	-6	-3	-3
Open	*	*	*		+3

■ guarded shot goes down 3
open shot goes up 3

*double teamed man cannot have open shot except when double teamer is a zero defender

crease the playing time of a game. It is suggested that this system be used by players who are looking for a very realistic simulation as opposed to a fast playing game. In the second system, which is used in conjunction with the first system, a player will check for a fast break opportunity after every rebound by a player whose rebound rating plus his ball handling rating is greater than six. (These players are almost always centers although a few forwards do have the ability to get off an outlet pass.) If such a player gets a rebound, the dice are rolled and chart "D" is consulted. The numbers along the top of the chart refer to the team moves rating, while the numbers along the left side are the rebound plus ball handling ratings. The numbers in the boxes of chart "D" are the numbers that the dice roll has to be equal to or lower than in order to obtain a fast break. For example, a rebounder who has a rating of 8 on a team with a team moves rating of 22 would have to roll a 23 or less to obtain a fast break. If there is no fast break opportunity, play resumes in a normal manner, if there is a fast break opportunity, the player should consult charts "B" and "C" to determine the type of fast break as described in system one. These systems provide for a reasonable number of fast break opportunities, while increasing the value of a player who is a good outlet passer.

THE PRESS

If a player wishes to apply a full court or half court press in order to produce a quick turnover he would use the following system. The players are to be forewarned, however, that the press is a gambling defense, and your team is just as likely to give up an easy shot or commit a foul as cause a turnover. If a player wishes to employ the press, he uses the charts in Table IV. When a player calls a



This man did not make the NBA.

press, he allows the offensive player to make passes across two zones or more (this is not allowed when the press is not being used); however, every pass that is more than 2 zones has "2" added to the white die for each zone over two (e.g., a pass from "E" to "A" covers 3 zones; therefore, 2 would be added to the dice roll). When an offensive player is working against the press, he does not use the normal defensive charts (Table I), but instead uses the charts in Table IV to make all his moves on the court. The chart he will use depends upon his action, but each chart is clearly labeled. One should note that while dribbling against the press has a smaller

chance of turnover than the pass, a pass, if successful, will result in an open shot. Instead, a man who is dribbling against the press will always be guarded. The small chart on the bottom of Table IV is the modifier chart which simulates the ball handlers ability versus the ability of the men applying the press. The "X" in the chart refers to the sum of the defensive ratings of the players applying the press (only two players can press). The ball handling rating of the man with the ball is subtracted from "X" and the modifier that is to be used is found under the column that represents "X-BH". Unlike other modifiers in revised

TABLE II TURNOVER CHART

OFFENSE -DEFENSE	+2	+1	0	-1	-2
Jump Ball	X	X	X	X	—
Interception*	56	62	64	65	X
Defense Ball	41	41	36	36	36
Offensive Foul	11	13	15	21	23

*consult Fast Break Chart after every interception if white dice is odd.



TABLE III FAST BREAK CHARTS

- A.
- 1 on 1 shot from interceptors zone +6
 - 3 on 2 shot from B +0
 - 2 on 1 shot from A +3
 - 3 on 1 shot from A +6

- C.
Who shoots on fast break—1 die

1-2	LG
3-4	RG
5	LF
6	RF

B.

FAST BREAK TEAM MOVES	1	2	3	4
10	42	55	X	—
15	35	51	63	X
20	23	33	53	X
25	13	23	44	X
30	—	16	36	X

D.

TEAM MOVES REB. +O.H.	10	15	20	25	30
7	11	12	13	15	16
8	12	14	21	23	26
9	13	16	24	26	33
10	14	21	26	33	36



BASKETBALL STRATEGY, this modifier is added to or subtracted from the dice roll itself and not the charts. When working against the full court press (i.e., when the ball is in the backcourt), the offensive player has two options: he can attempt a full court pass to any zone—a risky maneuver at best—or he can bring it up to zone "N". When working against the half court press (i.e., the ball is in the forecourt, the offensive

player can pass or dribble the ball in order to free a player for a shot.

THE PICK

If an offensive player wishes to try to run a pick play in order to free a player for an open shot, he would use the following system. This system has been designed to increase the chance of obtaining an open shot result, while at the same time increasing the

chances of a *pass again* result or *foul* result. This is caused by the great number of bodies that would be in one zone of the court when you run a pick play. In order to be able to run a pick play, the offensive team must move the player he wishes to take the shot into a zone with another offensive player, or have two players stationed in one zone. If the offensive team meets this requirement, the offensive player declares that he is running a pick play before he rolls the dice, and modifies the defensive chart he is using in the following manner: he adds 10 to the open result of the chart, while subtracting 10 from the guarded and the offense ball results of the chart. (These additions and subtractions are done in base 10 so that a 33 minus 10 becomes a 23, and not a 15 which would be the result if you were using base 6). This will increase the chance of an open shot and also increase the chance of a *pass again* result. The effect the pick has on fouls will be discussed in the next section.

FOULS

Since the non-shooting fouls were generated by the defense cards in the standard game of BASKETBALL STRATEGY, I needed to devise a method to generate fouls in the revised version of the game. Since I wanted to have the abilities of the players and the actions that they take on the floor be the main impetus in foul determination, I devised the following system.

TABLE IV
Press

Full Court Pass to Any Zone		Bring the ball up to "N"	
Turnover	X	Turnover	X
Guarded	34	Foul	53
Open	16	Successful	46
Dribble		Pass	
Turnover	X	Turnover	X
Foul	61	Foul	53
Guarded	46	Open	46

- 1) Two zone passes allowed
- 2) Every pass over two zones add (2) to white die
- 3) X = normal defender + extra man for press

X-BH	0	1	2	3	4	5	6	7
	-3	-1	0	+1	+3	+5	+8	+12



TABLE V
Intentional Foul

- X: Open shot any adjacent zone
- 62: No Foul—advance clock 4 sec.
- 43: Two shot foul (flagrant)
- 32: Non shooting foul (2 shots if team is in bonus)

FOUL CHART

Offense/ Defense	+2	+1	0	-1	-2
Offense Ball	D-23 O-26	D-21 O-23	D-15 O-21	D13 O-15	D11 O-13
Pass Again	D-21 O-24	D-15 O-22	D-13 O-16	D-13 O-22	D-13 O-24

This system although it may look complex at first, is easy to use and does not take long to get used to. Whenever the result of a pass or dribble is *offense ball* or *pass again*, the above chart is consulted. The numbers across the top of the chart refer to the result from subtracting the defensive rating from the offensive rating of the players involved. The numbers in the chart itself are the limits to the chances of the offensive or defensive player committing a foul. When the result of a pass or dribble is *OB* or *PA*, the offensive player rolls the dice and consults the foul chart, looking under the appropriate column (offense minus defense) in the row that corresponds with the result he obtained (*OB* or *PA*). The number next to *D* in the chart is the upper limit of the defensive foul range; the



number next to 0 in the chart is the upper limit of the offensive foul range (the lower limit of the offensive foul range is one greater than the upper limit of the defensive foul range). For example, in the +1 column of the *pass again* row, the defensive foul range is 11 to 15, and the offensive foul range is 16 to 22. If the dice roll is greater than the upper limit of the offensive foul range, then play resumes in a normal manner—there is no foul. As you can see in the charts, the better players will tend to cause fouls, while the weaker players will tend to commit fouls.

If for strategic reasons a player wishes to commit an intentional foul, he would consult the chart shown in Table V. Instead of rolling on the normal charts that are found in Table I, the offensive player rolls on the intentional foul chart. This chart is read like the charts in Table I and the results are self-explanatory. The defensive coach can declare his intention to foul at any time, and as many times as he wants. This option represents an extreme strategy and players are advised to use it with caution (players can foul out in a hurry if it is used too often).

In the section on the pick, I mentioned the effect this tactic had on fouls. This effect

is simulated by merely subtracting 3 from the foul determination dice roll whenever the result of a pick play is *pass again*. This represents the increased chance of a foul being committed as players try to fight through a pick. Also, if the result of a pick play is a turnover, then 1 should be subtracted from the red die on the subsequent turnover dice roll. This will increase the chance of an offensive foul. This simulates a player setting a moving pick and getting caught.

Many games of revised BASKETBALL STRATEGY have been played since I have made the aforementioned modifications, and everyone who has played the game believes that these revisions have turned a good game into an excellent one. If all the optional rules are used, revised BASKETBALL STRATEGY presents a highly accurate simulation of the game of basketball. Even if only a portion of the rules are used, the game is still very enjoyable and very realistic. When used in conjunction with the ratings for professional teams that often appear in ALL-STAR REPLAY, revised BASKETBALL STRATEGY clearly demonstrates the individual talents of the players in the NBA. I hope you will enjoy playing the game as much as I have enjoyed designing and playtesting it. ■



THE INTERSTATE BASEBALL LEAGUE

Founded—November 1981

Teams—16 (8 A.L., 8 N.L.). We hope to expand to 24 teams in 1982.

Active Members—3

Dues—\$6.00

Activities—Using a play-by-mail system, each team will play a 96 game season. Because we will be using the 1981 season player cards, the league will make photo-stat copies available to members. We will have playoffs and a world series; and there will be awards given to the winners of these events. There will be manager of the year awards.

Membership Requirements—League members may live anywhere in the U.S.A., but he must be honest and punctual. Members must also own the M.L.B. game. Applicants should send their name and address, the order of preference of the teams they wish to manage, and a 20 cent stamp to the league commissioner.

Contact—

I.B.L. Commissioner
Mark Eschen
250 Blackfield Dr.
Tiburon, Cal. 94920

THE INTERSTATE BASEBALL LEAGUE

MEXICO PROFESSIONAL SPORTS LEAGUE (MPSL)

Founded—Now Forming

Teams—Depending on members, either MLB, NBA, or PD.

Active Members—One, me.

Dues—None

Activities—Depending on game, we will be playing a full season of either MLB, NBA, or PD. Will have playoffs and championship series. Champions will receive prizes. Other activities will be planned at a later date.

Membership Requirements—One must complete an entire season. All league rules must be followed. Can live anywhere in US and Canada and no Play-by-Mail experience is necessary, but honesty is very important. List the game(s) you want to play a season in, plus the team choices in each. The quicker you get a hold of me, the better a chance you will get the team you want.

Contact—

Don Dudenhoeffer
27 Quantico Road
Mexico, Missouri 65265
314-581-4002

MEXICO PROFESSIONAL SPORTS LEAGUE (MPSL)

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FACTORY OUTLET

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

Thoroughbreds, cont.

best Handicap Male. It should be obvious who the HORSE OF THE YEAR winner was—JOHN HENRY. No horse dominated his rivals as did this gallant old gelding; racing as a six year old in 1981, John Henry seems to be getting better with age.

In special recognition of these gallant champions of 1981, a special race program to be used with WIN, PLACE & SHOW accompanies this article. Since two-year-olds do not race against older horses, they had to be excluded from the program. And since Steeplechasers run a different kind of race,

Zacchio had to be excluded. And since sprinters only run in very short races, Guilty Conscience was omitted (and I don't feel the least bit guilty about that omission). That leaves five top horses. But, since WP&S's programs are for six horses, I thought that one more should be added. But which horse to pick? I decided that the horse that came the closest to winning a divisional title but didn't was Noble Nashua. This gallant three-year-old had an up-and-down year. He won seven of his fifteen races, including the Swaps Stakes and his impressive victory over Pleasant Colony in the Marlboro Cup.

But his eighth place finish to John Henry in the Jockey Club Gold Cup knocked him out of the running. For his gallant, albeit sporadic, efforts in 1981, Noble Nashua has been included in this 1981 Dream Race Program.

Indirectly, all of these horses raced against one another at least once. Directly, they never (obviously) all ran against one another at the same time. Now is your chance to see which horse can be guided to victory in this exciting Dream Race. ■

USAC, cont.

Tragedy struck! While coming into the third turn, Ongais shook a disastrous 12. He was moving normally at the time, so I had the pleasure of looking at the TA Chart. The first die I shook was a one. Ongais had a 50% chance of remaining in the race. My second die was also a one, and Ongais hit the wall, and was out.

Now all Sneva needed was a third place finish to tie, a second or first to win. It wasn't going to be easy, though, since Sneva had to

contend with A.J. Foyt, Rick Mears and a charging Pancho Carter. On lap fifteen, Carter's luck ran out, and his clutch failed him. That left Sneva assured of a tie.

Mears had the lead, and Sneva was just a few spaces behind, with Foyt on his tail. On lap 21, an unexpected 12 was rolled by Dan. He then rolled a one and a two, and Sneva's race was over. Mears ended up winning by three spaces over Foyt.

A playoff race was to be run. A 150 mile race was decided upon. Ongais took an early lead, but a faulty pit stop hurt him. Sneva rolled a 12, and two ones determined his unfortunate fate. Sneva was out of the race, and Ongais coasted to victory.

It was a very exciting end to a fun-filled USAC Racing Circuit. Try the game yourself and see! ■

→

TABLE I

→

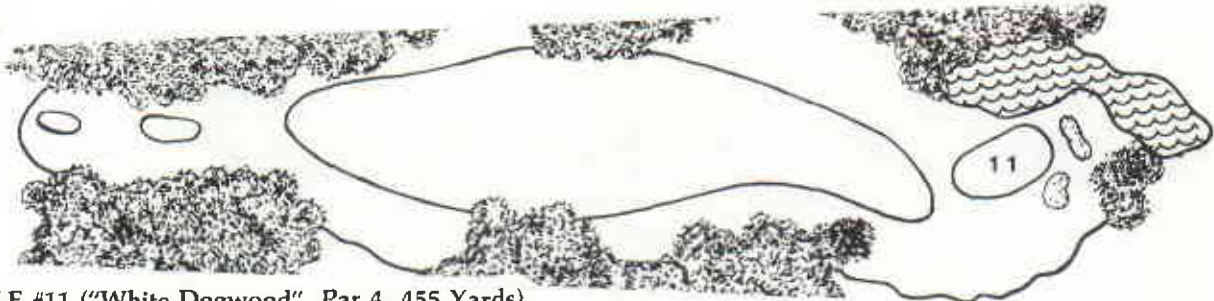
Place	10m	150m	200m	300m	500m
1	12	14	17	20	25
2	11	13	15	17	22
3	10	11	12	15	20
4	9	10	10	13	17
5	8	8	9	11	13
6	7	7	7	8	10
7	6	6	6	7	8
8	5	5	5	5	7
9	4	4	4	4	5
10	3	3	3	3	3
11	2	2	2	2	2
12	1	1	1	1	1



TABLE II ↓

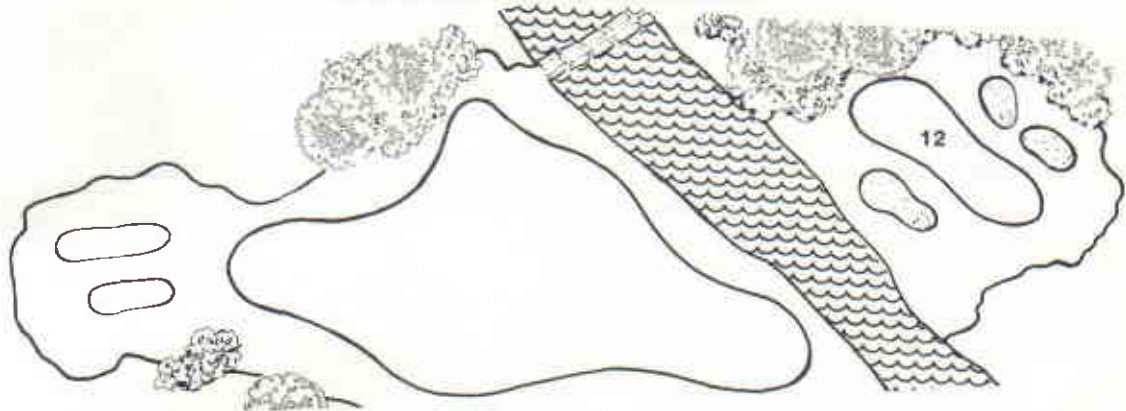
DRIVER	W	P	D	T	Day	UC	SJ	RM	UGP	Tal	UBT	Mi	PR	TOTAL POINTS
	100	200	500	150	500	300	150	200	500	300	100	500	500	
Ongais	9	6	2	9	1	1	3	2	3	1	1	12	1	161
Sneva	1	1	1	5	4	9	9	1	2	8	3	3	2	161
Mears	5	12	4	8	5	3	1	8	8	2	2	1	—	139
B. Unser	7	2	3	2	7	6	11	3	1	5	4	11	—	131
Carter	3	7	11	1	6	2	5	7	12	10	9	4	—	98
A. Unser	8	9	8	11	2	10	2	6	9	4	10	6	—	94
Foyt	2	10	12	4	10	5	4	11	6	11	5	2	—	93
Dallenbach	4	4	9	6	11	4	6	10	7	6	6	8	—	84
Rutherford	12	3	5	12	8	8	12	4	4	9	7	9	—	82
Johncock	10	8	10	3	3	11	7	12	10	3	11	10	—	74
Parsons	6	5	6	10	9	12	10	9	5	12	8	7	—	69
Andretti	11	11	7	7	12	7	8	5	11	7	12	5	—	63

KEY: W=Wonderful; P=Phoenix; D=Detroit; T=Trenton; Day=Daytona; UC=USAC Challenge; SJ=San Jose; RM=Rex Mays; UGP=USAC Grand Prize; Tal=Tallahassee; UBT=USAC Big 12; Mi=Min. Indy; PR=Playoff Race.



HOLE #11 ("White Dogwood", Par 4, 455 Yards)

The 11th Hole marks the start of Augusta National's infamous "Amen Corner" (a name aptly coined by the late professional golfer and *bon vivant*, "Champagne" Tony Lema). This hole is only a little shorter than its sister, the 10th, but even more difficult (most professionals consider a par here to be an admirable performance). Like its predecessor, driving here is no particular problem. Instead, it is the second shot to the green that will be critical. Two unobtrusive bunkers look innocent enough lying in back of the green. But if you hit your second shot long or to the left, you'll end up in Rae's Creek more likely than not—saddled with a water penalty.



HOLE #12 ("Golden Bell", Par 3, 155 Yards)

A legendary hole among golf aficionados the world over. The third (and shortest) of Augusta National's par-3's, it is also one of the courses most difficult challenges. Although only a 6 or 7-iron shot to the pin, anything goes on this hole. The most obvious danger is Rae's Creek, which meanders precariously near the front of the green. In addition, three bunkers and thick coppices of trees surround the green and demand pin-point accuracy when stroking the ball off the tee. In Masters history, two aces have been made on this hole. However, illustrative of the hole's variability was Tom Weiskopf's score of 13 here in 1980.



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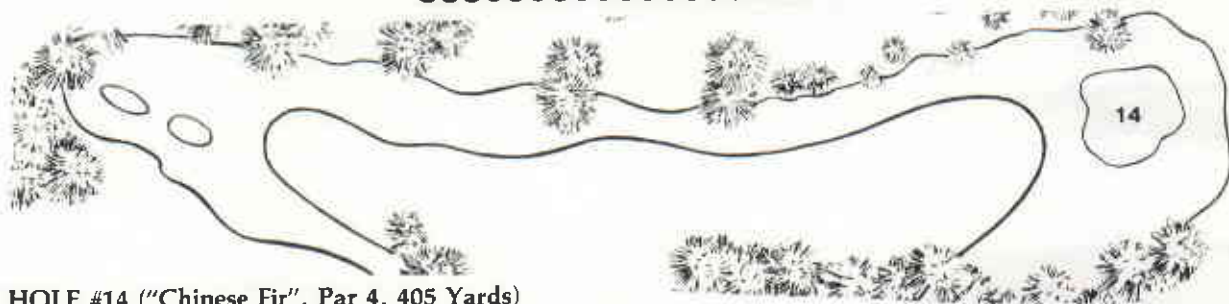
4517 Harford Road,
Baltimore, Md. 21214





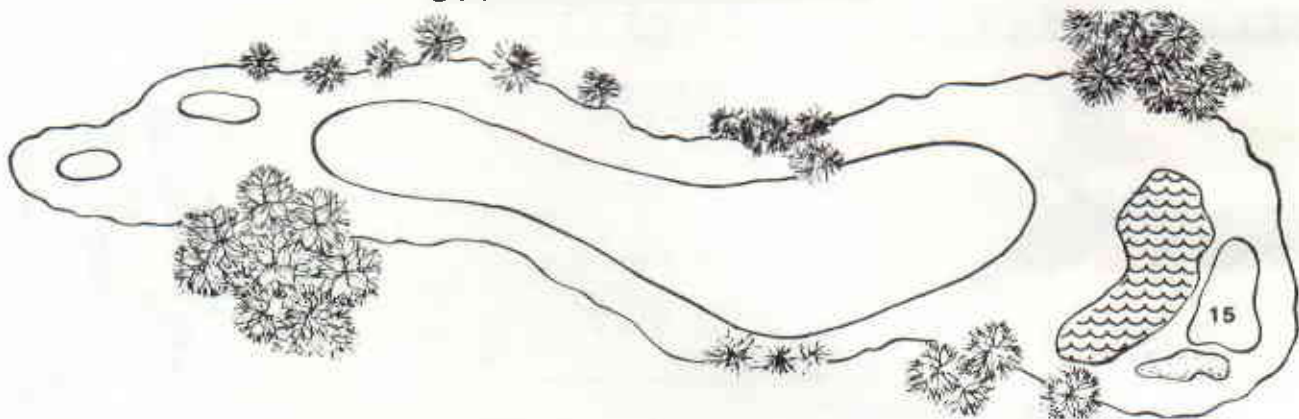
HOLE #13 ("Azalea", Par 5, 464 Yards)

Possibly the shortest par-5 seen on the Tour, but also one of the most challenging. The most obvious feature of this hole is the dramatic—almost 90°—dog-leg to the left about 200 yards off the tee. As a result, setting up a good second shot for the green will be exceedingly difficult, although by no means impossible. Adding to these difficulties is a green that is virtually surrounded by bunkers and the ever-present Rae's Creek. All in all, it might be safer to shoot short of the green with your second shot, setting up a simple pitch or chip to the pin with your third. As was the case with the immediately preceding 12th Hole, anything can happen here—from eagles to a 13 (a score which was actually achieved by a pro golfer in 1978).



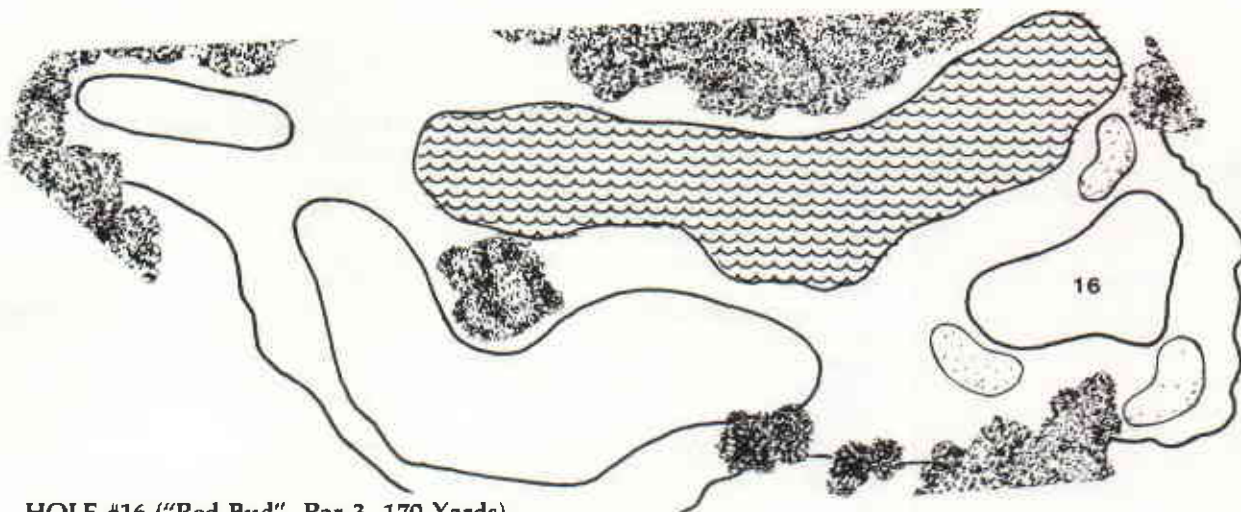
HOLE #14 ("Chinese Fir", Par 4, 405 Yards)

This hole is one that is moderately easy for the professional golfer, at least by the standards of Augusta National. Aside from the ubiquitous trees, there are no real dangers along the fairway or around the green. However, the 14th's multi-level green is considered to be one of the most difficult on the course—if not the Tour—for putting. Still, a lot of birdies should be obtained here.



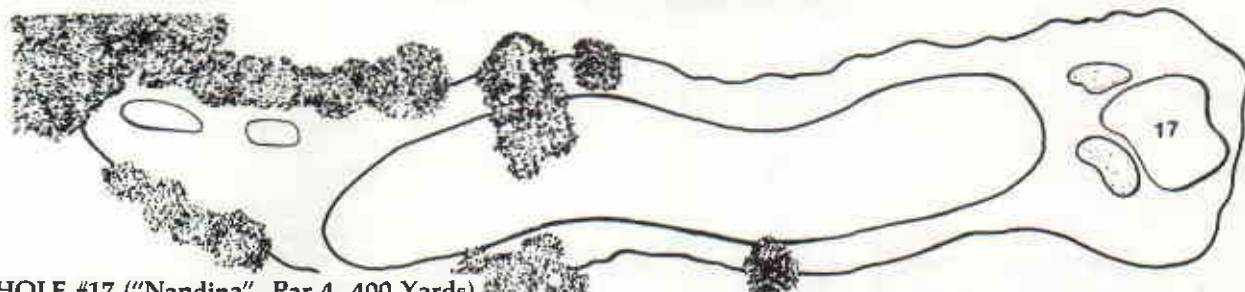
HOLE #15 ("Fire Thorn", Par 5, 500 Yards)

Like its immediate predecessor, this hole is not particularly difficult by the standards of Augusta National, but still has the potential to "make or break" a golfer coming down the stretch towards home. There is very little to worry about here when driving off the tee. Instead, the major decision to be made here is whether to go for the green with your second shot. And since the green is guarded by a large pond on its front-side, this is certainly a very dangerous proposition. Lying up in front of this pond and then pitching simply to the green is doubtlessly a safer bet but one that may not be satisfactory to a golfer who is closely trailing the leader at this point (especially in the final round).



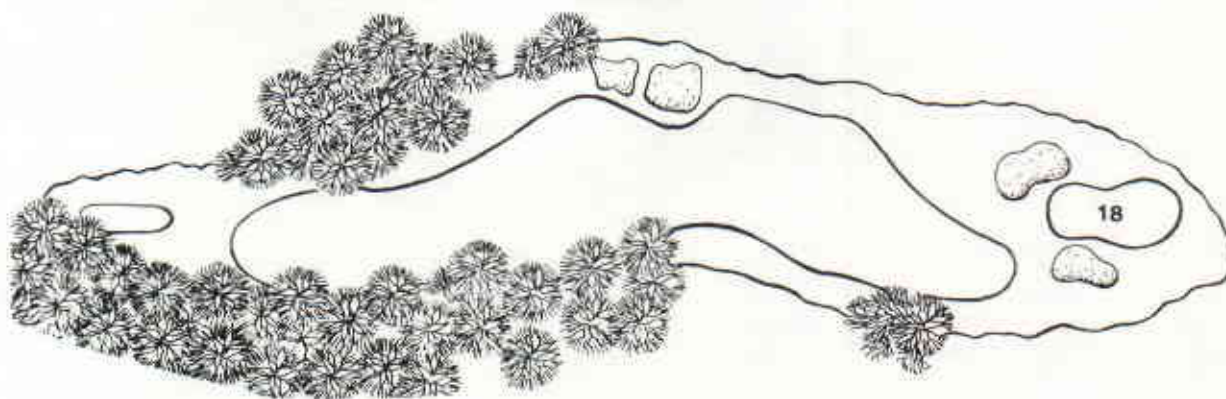
HOLE #16 ("Red Bud", Par 3, 170 Yards)

This is the last of Augusta National's par-3's and also the most frequently aced (five holes-in-one have been made here in Masters history). Your tee shot is probably going to be a 4 or 5-iron, hit directly over a 100-yard long pond. The green, however, is spacious and not as dangerous as it first appears because of the fact that it is set back a considerable distance from the water. Still, the combined effects of the three large bunkers protecting the green and the pond make this hole an exciting test of accuracy for the professional golfer.



HOLE #17 ("Nandina", Par 4, 400 Yards)

This is a hole that rewards powerful driving. A real blast off the tee should clear the trees that obstruct the fairway about 150 yards out. Then, an unobstructed 7, 8 or 9-iron shot to the green will be all that is necessary to put one near the pin. The green itself is guarded by two frontal bunkers. Essentially, this is a hole that is perfect for gambling if you are behind in the tournament at this stage. There really isn't much that can go terribly wrong here.



HOLE #18 ("Holly", Par 4, 405 Yards)

This is Augusta National's exceedingly tough finishing hole, mostly due to the extremely constricting fairway for 200 yards off the tee and the two large fairway bunkers jutting into the path of a golfer's drive. There is a real potential for disaster here, as Arnold Palmer found out in 1961 when he went into this hole in the fourth and final round leading the field. He scored a 6, which enabled Gary Player to sneak past him and win the Green Jacket by one stroke. ■

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Active Members—6

Dues—\$8; used to pay for player cards, All-Star Game Banquet and Championship trophy.

Activities—MLB playing a 25-35 game schedule; meet weekly; All-Star Game and full post-season schedule.

Membership Requirements—Must live in or near Stratford, Conn.; must be reliable, friendly and able to host game sessions once a month; must keep accurate statistics.

Contact—

Stratford Baseball League
c/o Ed Agvent, Commissioner
175 Colony St.
Stratford, Ct. 06497
(203) 377-8892

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ASTORIA TABLETOP SPORTS CLUB (ATSC)

Founded—1978

Teams—8 in baseball, 6 in football. Hope to add more in basketball.

Active Members—8

Dues—We have survived without any.

Activities—Play face-to-face league in Superstar Baseball (additional player cards are included in annual draft) and Football Strategy. Would like more members for Paydirt, Bowl Bound and Major League Baseball.

Membership Requirements—To be a faithful and enthusiastic about finishing the season. Must live in Northwest Oregon or Southwest Washington.

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Astoria, OR 97103
(503) 325-3257

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Founded—November 1981, Starting Season Jan. 1, 1982 (Trades done previous to this).

Teams—As many as there are members.

Active Members—2, but wanting 28.

Dues—\$1 initial fee, + \$1 for every season, covers postage and newsletters.

Activities—To play Paydirt and perhaps Statis-Pro Football. Might expand to NBA and MLB. Seasons length depends on number of members. We will use the PBM system. For Paydirt, we will use the 1980 team charts.

Membership Requirements—Must have experience, and must own game. Must be honest, prompt and willing to keep complete stats on every game.

Contact—

Rocky Mountain Sports League
Wes Cobb (AFC)
2142 26th Ave. Ct.
Greeley, Colo. 80631
(303) 330-2847
or
Kirk Woener
2028 Buena Vista Court
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ROCKY MOUNTAIN SPORTS LEAGUE

P.S.: Also wanting to purchase 1977 Denver Bronco Paydirt Team Chart. Willing to pay \$1.50 (see Wes Cobb).

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Founded—January 1980

Teams—10 presently, would like to expand to 12 or 16.

Active Members—10

Dues—To be announced.

Activities—Will use AH's Football Strategy as game format. Head-to-head competition every week. The number of regular season games will be determined. The season will end with playoffs and the UPFL Ultra Bowl World Championship Game, Awards and trophies to Champions, Newsletter.

Membership Requirements—Each member should have to sign a one (year) season "dedication Contract". In this contract the member puts down a three dollar deposit and if the member should decide to quit the season he will lose the deposit. Deposit will be refunded upon completion of the season. No age limit. Must live in Marquette county area. Must devote one night per week to league play and be dedicated to a full season.

Contact—

Upper Peninsula Football League
Bill Willour, Commissioner
2002 Bancroft Street
Marquette, Michigan 49855

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Founded—1982

Teams—26 (max.)

Active Members—2 need 24 more

Dues—\$5.00 (Trophy and mailings)

Activities—We will play a 162 game season with all the teams. There will be an All-Star Game and World Series. Trophy will be give out to the World Champion. You will get a stats sheet. There will be an MVP for every month and a Cy Young Winner.

Membership Requirements—Can live anywhere in the U.S. Must be high school age or older. Must own MLB and own 79 player cards. Please send in dues and a list of your top 26 teams. First come first served! Honesty and responsibility very important.

Contact—

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(309) 659-7195

or

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515 5th Ave., Box 104
Erie, Ill. 61250
(309) 659-7195

AULT'S HUNTER'S BASEBALL LEAGUE

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Founded—Punt & Pass Baseball Leagues

Teams—10—more wanted

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Membership Requirements—May live anywhere in the world and must own the relevant game.

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London
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Activities:

Membership requirements:

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Founded—Jan. 1982

Teams—2 currently, we need at least 15 or more.

Active Members—2

Dues—To be determined, not over \$5.00

Activities—We will be using the Statis-Pro Baseball game (the new edition when available). The season will begin in April.

Membership Requirements—No age limit, can live anywhere in the US or Canada. The only requirement is that you must be willing to complete the season. Only dedicated gamers need apply. Please. If baseball season goes well a Basketball League will be formed.

Contact—

Paul E. Adams
Rt. #3, Box 180
Clover, SC 29710

THE ADAMS, LONGSHORE SPORTS ASSOCIATION (ALSA)

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Founded—March 1980

Teams—7 now, need 9 more managers for next season.

Active Members—7

Dues—\$8.00 (postage and photocopies)

Activities—Every team is composed of players drafted from all the Major League Teams. A supplemental draft for additional players is held before each season. Players are maintained from year to year with trading encouraged. Each team will play 162 games (81 home). Statistics are kept for each player on an easy to use stat sheet. We have a World Series, All-Star Game and individual awards (MVP, Cy Young, etc.). There will also be a trophy awarded to the World Champion.

Membership Requirements—Must own Statis-Pro Major League Baseball and player cards for each season. Players can live anywhere in the U.S. Must be willing to complete all home games and keep accurate statistics. Responsibility and honesty are crucial.

Contact—

Steve Brown—American League President
712 East Dr.
Sheffield Lake, Ohio 44054

or

D. L. Engel—National League President
2202 East 15th
Hays, Kansas 67601

United States Professional Baseball League
Ed. J. Coss, Commissioner
744 Chestershire Road
Columbus, Ohio 43204
(614) 276-2736

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Founded—1980

Teams—As many as members

Active Members—12

Dues—\$3.00 per season

Activities—The EBA will start its second season April 1, 1982. The regular season runs thru August 31, 1982. We have a free agent draft, regular draft, newsletter, 60 game schedule, Playoffs, and World Series. The EBA uses the play-by-mail system.

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

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404 Greenfield Road
Evansville, Indiana 47715
(812) 477-9924

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BYRON NELSON

Overall: 22

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12	SC	SR-P	MR-Ch	SR-Ch	MR-Ch	LR-Ch	35	38	1-B
13	SC	SC-P	ML-Ch	ML-Ch	LR-Ch	ML-Ch	25	27	2-C
14	SC	SC-Ch	SR-Ch	LR-Ch	SC-Ch	42	18	23	2-D
15	SC	MR-Ch	LL-Ch	LC-Ch	MR-Ch	29	13	19	3
16	MR	LL-Ch	SC-Ch	MR-Ch	50	24	12	16	3
22	ML	LL-Ch	LR-Ch	53	36	21	11	13	4
23	MC	SR-Ch	47	43	31	19	10	11	4
24	MC	55	41	39	28	17	9	10	5
25	MC	46	37	35	26	15	8	9	6
26	MC	39	34	30	23	14	7	8	7
33	MC*	36	31	26	21	13	6	7	8
34	MC	29	27	23	19	11	5	7	9
35	MC	26	22	19	17	10	5	6	10
36	MC	23	19	17	14	9	4	5	12
44	MC*	20	16	15	12	7	4	5	14
45	MC	17	14	13	10	6	3	4	16
46	LR	13	11	10	7	5	2	3	22
55	LC*	10	8	7	5	3	2	2	35
56	LC	6	4	4	3	2	1	1	50
66	LC*	4	2	1	1	(1)	IN	IN	IN

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SAM SNEAD

Overall: 22

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SR-P	SC-P	SR-Ch	SR-Ch	SL-Ch	47	50	Miss-A
12	SR	SL-P	MR-Ch	SC-Ch	ML-Ch	LR-Ch	33	42	1-B
13	SC	SC-P	ML-Ch	MR-Ch	LR-Ch	ML-Ch	23	29	2-C
14	SC	SC-Ch	SR-Ch	LL-Ch	SC-Ch	42	16	26	3-D
15	ML	MR-Ch	LL-Ch	LR-Ch	MR-Ch	29	12	22	3
16	MR	LL-Ch	SC-Ch	ML-Ch	50	24	11	18	4
22	MC*	LC-Ch	LR-Ch	56	36	21	10	15	4
23	MR	SR-Ch	47	45	31	19	9	12	5
24	ML	55	41	40	28	17	8	11	6
25	MC	46	37	37	26	15	7	10	7
26	MC	39	34	32	23	14	6	9	8
33	MC*	36	31	28	21	13	6	8	9
34	MC	29	27	24	19	11	5	7	10
35	MC	26	22	21	17	10	4	7	11
36	MC	23	19	18	14	9	4	6	12
44	LR	20	16	16	12	7	3	5	15
45	LL	17	14	14	10	6	2	5	18
46	LC	13	11	11	7	5	2	4	24
55	LC*	10	8	8	5	3	1	3	40
56	LC	6	4	5	3	2	1	2	IN
66	LC*	4	2	2	1	(1)	IN	(1)	IN

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GARY PLAYER

Overall: 22

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SR-P	SC-Ch	SR-Ch	MR-Ch	45	50	Miss-A
12	SR	SC-P	SR-P	MR-Ch	ML-Ch	LL-Ch	30	36	1-B
13	SC	SR-P	LC-Ch	LC-Ch	LR-Ch	45	20	24	2-C
14	SC	LC-Ch	SR-Ch	SR-Ch	SC-Ch	29	14	20	3-D
15	SC	ML-Ch	ML-Ch	LL-Ch	MR-Ch	21	11	17	3
16	ML	SR-Ch	SC-Ch	ML-Ch	50	19	10	14	4
22	MR	SC-Ch	LR-Ch	LR-Ch	36	18	9	12	4
23	ML	LR-Ch	MR-Ch	53	31	17	8	10	5
24	MR	MR-Ch	49	42	28	15	7	9	6
25	MC	53	40	38	26	13	6	8	7
26	MC	41	37	34	23	12	6	7	8
33	MC*	37	34	30	21	11	5	7	9
34	MC	30	31	25	19	10	4	6	10
35	MC	27	25	23	17	8	4	6	11
36	MC	25	21	19	14	7	3	5	12
44	MC*	21	18	17	12	6	3	4	15
45	MC	18	16	15	10	5	2	4	18
46	LL	15	13	12	7	4	2	3	24
55	LC*	11	10	9	5	2	1	2	40
56	LR	7	5	5	3	1	1	1	IN
66	LC*	4	4	3	1	(1)	IN	IN	IN

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ARNOLD PALMER

Overall: 22

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SR-P	SR-Ch	SR-Ch	MR-Ch	45	50	Miss-A
12	SR	SC-P	SL-P	SC-Ch	ML-Ch	LL-Ch	30	38	1-B
13	SC	SR-P	LR-Ch	MR-Ch	LR-Ch	45	20	27	2-C
14	SC	LC-Ch	ML-Ch	LL-Ch	SC-Ch	29	14	23	3-D
15	ML	ML-Ch	SR-Ch	LR-Ch	MR-Ch	21	11	19	3
16	MR	SR-Ch	LC-Ch	ML-Ch	50	19	10	16	4
22	ML	SC-Ch	SC-Ch	56	36	18	9	13	4
23	MR	LR-Ch	52	45	31	17	8	11	5
24	ML	MR-Ch	43	40	28	15	7	10	6
25	MC	53	39	37	26	13	6	9	7
26	MC	41	36	32	23	12	6	8	8
33	MC*	37	32	28	21	11	5	7	9
34	MC	30	29	24	19	10	4	7	10
35	MC	27	23	21	17	8	4	6	11
36	MC	25	20	18	14	7	3	5	13
44	LC*	21	17	16	12	6	3	5	16
45	LL	16	15	14	10	5	2	4	19
46	LR	15	11	11	7	4	2	3	25
55	LC	11	9	8	5	2	1	2	41
56	LC	7	5	5	3	1	1	1	IN
66	LC*	4	3	2	1	(1)	IN	IN	IN

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BEN HOGAN

Overall: 22

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SR-P	SC-Ch	SL-Ch	SL-Ch	SL-Ch	51	50	Miss-A
12	SC	SR-P	MR-Ch	SR-Ch	MR-Ch	LR-Ch	35	42	1-B
13	SC	SC-P	ML-Ch	ML-Ch	LR-Ch	ML-Ch	25	29	2-C
14	SC	SC-Ch	SR-Ch	LR-Ch	ML-Ch	42	18	26	2-D
15	ML	MR-Ch	LL-Ch	LC-Ch	LL-Ch	29	13	22	3
16	MR	LL-Ch	SC-Ch	MR-Ch	49	24	12	18	3
22	MC*	LC-Ch	LR-Ch	53	34	21	11	15	4
23	MC	SR-Ch	47	43	28	19	10	12	4
24	MC	55	41	39	26	17	9	11	5
25	MC	46	37	35	24	15	8	10	6
26	MC	39	34	30	22	14	7	9	7
33	MC*	36	31	26	20	13	6	8	8
34	MC	29	27	23	18	11	5	7	9
35	MC	26	22	19	14	10	5	7	10
36	MC	23	19	17	13	9	4	6	12
44	MC*	20	16	15	11	7	4	5	13
45	LR	17	14	13	9	6	3	5	16
46	LC	13	11	10	6	5	2	4	22
55	LC*	10	8	7	4	3	2	3	34
56	LC	6	4	4	2	2	1	2	49
66	LC*	4	2	1	1	(1)	IN	(1)	IN

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GENE SARAZEN

Overall: 22

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SC-P	SC-Ch	SR-Ch	MR-Ch	45	50	Miss-A
12	SC	SR-P	SR-P	MR-Ch	ML-Ch	LL-Ch	30	36	1-B
13	SC	SC-P	LC-Ch	MR-Ch	LR-Ch	45	20	24	2-C
14	SC	MR-Ch	SR-Ch	SR-Ch	SC-Ch	29	14	20	3-D
15	SC	LL-Ch	ML-Ch	LL-Ch	MR-Ch	21	11	17	3
16	SC	LC-Ch	SC-Ch	ML-Ch	50	19	10	14	4
22	ML	SR-Ch	LR-Ch	LR-Ch	36	18	9	12	4
23	MR	ML-Ch	MR-Ch	53	31	17	8	10	5
24	MC	52	49	42	28	15	7	9	6
25	MC	44	40	38	26	13	6	8	7
26	MC	38	37	34	23	12	6	7	8
33	MC*	34	34	30	21	11	5	7	9
34	MC	27	31	25	19	10	4	6	10
35	MC	25	25	23	17	8	4	6	11
36	MC	22	21	19	14	7	3	5	12
44	MC*	19	18	17	12	6	3	4	15
45	MC	15	16	15	10	5	2	4	18
46	MC	12	13	12	7	4	2	3	24
55	LC*	9	10	9	5	2	1	2	40
56	LR	5	5	5	3	1	1	1	IN
66	LC*	3	4	3	1	(1)	IN	IN	IN

ALL-TIME GOLF GREATS

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Overall: 22

BYRON NELSON

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SR-P	SC-P	SL-Ch	SR-Ch	SL-Ch	51	Sd	Miss-A
12	SC	SR-P	MR-Ch	SR-Ch	ML-Ch	LR-Ch	35	38	1-B
13	SC	SC-P	ML-Ch	ML-Ch	LR-Ch	ML-Ch	25	27	2-C
14	SC	SC-Ch	SR-Ch	LR-Ch	SC-Ch	ML-Ch	42	18	23
15	SC	MR-Ch	LL-Ch	LC-Ch	MR-Ch		29	13	19
16	MR	LL-Ch	SC-Ch	MR-Ch			50	24	12
22	ML	LL-Ch	LR-Ch		53		36	21	11
23	MC	SR-Ch		43	31	19	10	11	4
24	MC	55	41	39	28	17	9	10	5
25	MC	46	37	35	26	15	8	9	6
26	MC	39	34	30	23	14	7	8	7
33	MC*	36	31	26	21	13	6	7	8
34	MC	29	27	23	19	11	5	7	9
35	MC	26	22	19	17	10	5	6	10
36	MC	23	19	17	14	9	4	5	12
44	MC*	20	16	15	12	7	4	5	14
45	MC	17	14	13	10	6	3	4	16
46	LR	13	11	10	7	5	2	3	22
55	LC*	10	8	7	5	3	2	2	35
56	LC	6	4	4	3	2	1	1	50
66	LC*	4	2	1	1	(1)	IN	IN	IN

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Overall: 22

SAM SNEAD

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SR-P	SC-P	SR-Ch	SR-Ch	SL-Ch	47	Sd	Miss-A
12	SR	SL-P	MR-Ch	SC-Ch	ML-Ch	LR-Ch	33	42	1-B
13	SC	SC-P	ML-Ch	MR-Ch	LR-Ch	ML-Ch	23	29	2-C
14	SC	SC-Ch	SR-Ch	LL-Ch	SC-Ch		42	16	26
15	ML	MR-Ch	LL-Ch	LR-Ch	MR-Ch		29	12	22
16	MR	LL-Ch	SC-Ch	ML-Ch		50	24	11	18
22	MC*	LC-Ch	LR-Ch		56	36	21	10	15
23	MR	SR-Ch		47	45	31	19	9	12
24	ML	55	41	40	28	17	8	11	6
25	MC	46	37	37	26	15	7	10	7
26	MC	39	34	32	23	14	6	9	8
33	MC*	36	31	28	21	13	6	8	9
34	MC	29	27	24	19	11	5	7	10
35	MC	26	22	21	17	10	4	7	11
36	MC	23	19	18	14	9	4	6	12
44	LR	20	16	16	12	7	3	5	15
45	LL	17	14	14	10	6	2	5	18
46	LC	13	11	11	7	5	2	4	24
55	LC*	10	8	8	5	3	1	3	40
56	LC	6	4	5	3	2	1	2	IN
66	LC*	4	2	2	1	(1)	IN	(1)	IN

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Overall: 22

GARY PLAYER

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SC-P	SC-Ch	SR-Ch	MR-Ch	45	Sd	Miss-A
12	SR	SC-P	SR-P	MR-Ch	ML-Ch	LL-Ch	30	36	1-B
13	SC	SR-P	LC-Ch	LC-Ch	LR-Ch		45	20	24
14	SC	LC-Ch	SR-Ch	SR-Ch	SC-Ch		29	14	20
15	SC	ML-Ch	ML-Ch	LL-Ch	MR-Ch		21	11	17
16	ML	SR-Ch	SC-Ch	ML-Ch		50	19	10	14
22	MR	SC-Ch	LR-Ch	LR-Ch		36	18	9	12
23	ML	LR-Ch	MR-Ch		53	31	17	8	10
24	MR	MR-Ch		49	42	28	15	7	9
25	MC	53	40	38	26	13	6	8	7
26	MC	41	37	34	23	12	6	7	8
33	MC*	37	34	30	21	11	5	7	9
34	MC	30	31	25	19	10	4	6	10
35	MC	27	25	23	17	8	4	6	11
36	MC	25	21	19	14	7	3	5	12
44	MC*	21	18	17	12	6	3	4	15
45	MC	18	16	15	10	5	2	4	18
46	LL	15	13	12	7	4	2	3	24
55	LC*	11	10	9	5	2	1	2	40
56	LR	7	5	5	3	1	1	1	IN
66	LC*	4	4	3	1	(1)	IN	IN	IN

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Overall: 22

ARNOLD PALMER

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SR-P	SR-Ch	SR-Ch	MR-Ch	45	Sd	Miss-A
12	SR	SC-P	SL-P	SC-Ch	ML-Ch	LL-Ch	30	38	1-B
13	SC	SR-P	LR-Ch	MR-Ch	LR-Ch		45	20	27
14	SC	LC-Ch	ML-Ch	LL-Ch	SC-Ch		29	14	23
15	ML	ML-Ch	SR-Ch	SR-Ch	MR-Ch		21	11	19
16	MR	SR-Ch	LC-Ch	ML-Ch		50	19	10	16
22	ML	SC-Ch	SC-Ch		56	36	18	9	13
23	MR	LR-Ch		52	45	31	17	8	11
24	ML	MR-Ch		43	40	28	15	7	10
25	MC	53	38	37	26	13	6	9	7
26	MC	41	36	32	23	12	6	8	8
33	MC*	37	32	28	21	11	5	7	9
34	MC	30	29	24	19	10	4	7	10
35	MC	27	23	21	17	8	4	6	11
36	MC	25	20	18	14	7	3	5	13
44	LC*	21	17	16	12	6	3	5	16
45	LL	18	15	14	10	5	2	4	19
46	LR	15	11	11	7	4	2	3	25
55	LC	11	9	8	5	2	1	2	41
56	LC	7	5	5	3	1	1	1	IN
66	LC*	4	3	2	1	(1)	IN	IN	IN

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Overall: 22

BEN HOGAN

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SR-P	SC-Ch	SL-Ch	SL-Ch	SL-Ch	51	Sd	Miss-A
12	SC	SR-P	MR-Ch	MR-Ch	MR-Ch	LR-Ch	35	42	1-B
13	SC	SC-P	ML-Ch	ML-Ch	LR-Ch	ML-Ch	25	29	2-C
14	SC	SC-Ch	SR-Ch	LR-Ch	ML-Ch		42	18	26
15	ML	MR-Ch	LL-Ch	LC-Ch	LL-Ch		29	13	22
16	MR	LL-Ch	SC-Ch	MR-Ch		48	24	12	18
22	MC*	LC-Ch	LR-Ch		53	34	21	11	15
23	MC	SR-Ch		47	43	28	19	10	12
24	MC	55	41	39	26	17	9	11	5
25	MC	46	37	35	24	15	8	10	6
26	MC	39	34	30	22	14	7	9	7
33	MC*	36	31	26	20	13	6	8	8
34	MC	29	27	23	18	11	5	7	9
35	MC	26	22	19	14	10	5	7	10
36	MC	23	19	17	13	9	4	6	12
44	MC*	20	16	15	11	7	4	5	13
45	LR	17	14	13	9	6	3	5	16
46	LC	13	11	10	6	5	2	4	22
55	LC*	10	8	7	4	3	2	3	34
56	LC	6	4	4	2	2	1	2	49
66	LC*	4	2	1	1	(1)	IN	(1)	IN

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Overall: 22

GENE SARAZEN

Dice	D	FW	LI	MI	SI	P	Ch	Sd	Putt
11	SL	SL-P	SC-P	SC-Ch	SR-Ch	MR-Ch	45	Sd	Miss-A
12	SC	SR-P	SR-P	MR-Ch	ML-Ch	LL-Ch	30	36	1-B
13	SC	SC-P	LC-Ch	LC-Ch	LR-Ch		45	20	24
14	SC	MR-Ch	SR-Ch	SR-Ch	SC-Ch		29	14	20
15	SC	LL-Ch	ML-Ch	LL-Ch	MR-Ch		21	11	17
16	SC	LC-Ch	SC-Ch	ML-Ch		50	19	10	14
22	ML	SR-Ch	LR-Ch	LR-Ch		36	18	9	12
23	MR	ML-Ch	MR-Ch		53	31	17	8	10
24	MC	52	49	42	28	15	7	9	6
25	MC	44	40	38	26	13	6	8	7
26	MC	38	37	34	23	12	6	7	8
33	MC*	34	34	30	21	11	5	7	9
34	MC	27	31	25	19	10	4	6	10
35	MC	25	25	23	17	8	4	6	11
36	MC	22	21	19	14	7	3	5	12
44	MC*	19	18	17	12	6	3	4	15
45	MC	15	16	15	10	5	2	4	18
46	MC	12	13	12	7	4	2	3	24
55	LC*	9	10	9	5	2	1	2	40
56	LR	5	5	5	3	1	1	1	IN
66	LC*	3	4	3	1	(1)	IN	IN	IN