



2 BLM '66 AFL Teams

1966 DENVER BRONCOS

	PRB Return	FC Rate	PRB Run
Odeh Barry	1-28	1-11	22
David Haynes	29-47	1-10	18
Gerry Bussell	48-50	1-17	29
	KO Return	KRB Run	Punt Rate
Abner Haynes	1-26	35	
Odeh Barry	27-46	25	
Gerry Bussell	47-50	13	
Bob Scarpitto			22
John McCormick			8
	EP		FG
Gary Kroner	1		28

Team Ratings:	FUM-11	Kick-Off	36
Penalty	11	On Side Kick-Off	3
Injury	6	Def. Fumble Rec.	26

1966 DENVER BRONCOS

	Pos	IX Rate	XRB	Ace Rating
Ed Cooke	DLE	36	55	
Ray Jacobs	DLT			
Charlie Janerette	DRT	1	18	
Leroy Moore	DRE			
Tom Erlandson	LLB	3	2	
Ed Cummings	MLB			
John Bramlett	RLB	50	4	
Willie Brown	LCB	25	4	
John Griffin	RCB	50	8	2
Jim McMillin	LS			
Goose Gonsoulin	RS	41	14	
Nemish Wilson	CB	50	7	
John McGeever	S	50	2	
Miller Farr	CB	33	4	
Jerry Hopkins	LB	15	2	

1966 SAN DIEGO CHARGERS

	PRB Return	FC Rate	PRB Run
Les Duncan	1-39	1-15	38
Ken Graham	40-46	1-13	14
Dick Harris	47-50	1-9	1
	KO Return	KRB Run	Punt Rate
Les Duncan	1-26	25	
Kern Carson	27-40	14	
Miller Farr	41-50	7	
John Hadl			33
Rick Redman			40
	EP		FG
Herb Trantenio	1		20

Team Ratings:	FUM=8	Kick-Off	41
Penalty	11	On Side Kick-Off	5
Injury	7	Def. Fumble Rec.	27

Chicago is Back

Chicago is back in the NBA for the third time under the guidance of Dick Klein, a former college and pro player. The Bulls secured John Kerr and Al Bianchi from the Bullets and 76ers to serve as coach and assistant coach respectively.

Primarily the strength on the roster comes from the NBA pro draft which saw each of the nine clubs sending two players from their roster to the Bulls. After early cuts it appears that the veterans Bob Boozer, late of Los Angeles; Barry Clemens, former Knick; Don Kojis from the Pistons; the ex-Warrior McCoy McLemore, and former St. Louis Hawks' player Jim Washington will comprise the front court for Kerr.

Rookie forward Eddie Bodkin, out of Eastern Kentucky, has looked well in early exhibition games. John Kerr, who should know a center when he sees one, sustained a tough blow when rookie Nate Bowman, obtained from the Cincinnati Royals in the draft, went out of action with a fractured leg. As a result, Len Chappell who was a high scorer for the New York Knickerbockers three years ago is manning the pivot post, backed up by rookie Irwin Mueller, 6'8," from the University of San Francisco.

The number one draft choice Dave Schellhase of Purdue, the leading scorer among the major colleges last winter, averaging 32.5, is learning the ropes in the back court and will take time to adjust to his new position. Kerr is pleased in obtaining Guy Rodgers an all-league veteran, from the San Francisco Warriors to buttress his backcourt. Others in training camp who are fighting for guard positions include the 6'5" Keith Erickson obtained from San Francisco, Jerry Sloan ex-Baltimore Bullet, and Jerry Ward defensive ace who came to the Bullets from Philadelphia.

Klein is realistic about his team's prospects and feels that it will take a few years for the Bulls to get within striking distance of contention for the championship.

Words of Wisdom

Gino Cappelletti, a seven-year pro veteran: "Speed is over-emphasized. Sure it's great to be fast, it is not one of the primary things you need to be a good receiver. 2 things count. The ability to get open and the ability to catch the ball."

Hank Stram: "It always boils down to the fact that the team that makes the fewest mistakes will win."

1966-7 NBA Schedule

[illegible][illegible]

The Mail Sack

The Mail Sack is composed of letters and letter-orders plus, at times, appropriate comments and answers by ASD's editor to questions posed by the correspondents. Contributing letters to this section, at this time, are: All Sports Digest, BLM, and Negamco.

Peter Bolduc's Letter (Cont'd from Oct.)

The APBA Game Co., Inc. is advertising a product for the "died in the wool" sports fan. Yet, their product is failing these people. Their players are rated, only in a very general way. I have seen players in the same set with almost identical records rated with different strengths. Also, I have seen pitchers like Mel Stottlemyre in his rookie year(ERA 2.06) get a Grade "C." I have also seen some with ERA's slightly over 4.00 get a "C" also.

Now sir, I have already sent for Negamco's NFL game. I have gotten good recommendations on this game. I'm really anxious to try it. If it is not what I'm after, I will try BLM. I know one of the two will be what I want. I will also soon send for Negamco Baseball, as I like a spontaneous baseball game. If that doesn't work out, I am working on a short version of my own for BLM. However, it works out, I wish to do business with those people.

Now let me say, I did not mean to run down APBA purposely, but was rather stating facts which I know to be one hundred percent TRUE! They have a decent product for some people, but not me. On the other hand, they can not say they blame me with the treatment I was given. You know as I, that when you deal with people in sales of any kind(which I've done and feel I have done right), you must cater to the poor customers sometimes. But even more so, you must try especially hard to keep the good ones. A little thought on his part on one occasion or another, was at the most all I asked for. Is this too much? Or, IS IT TOO DIFFICULT? I don't think so, and I don't think you do either.

All I want in a table game is for the players to be rated accurately, or as accurately as possible. If two years ago, Davis had performed the way he did with a true rating, I would have marveled over it. By the same token, had he over performed his rating, I would have been very excited... This is what really makes table sports games. The fact that a player can perform accurately, or to either extreme. This excites me. You might say it is clutch or choke much the same as real life. So you see, I do not ask for the impossible. But I am a perfectionist in the sense that I at least want each player to start with a mathematical chance of hitting his true record. Also, too often I feel APBA players are rated on personal opinion. Too often it shows in the fielding ratings.

In closing, I would like to congratulate you as well as the two companies for your unbelievably refreshing attitude towards your customers and their problems. You have been born with something another company just simply could never learn. You have that age old advantage, TACT. In the future I won't worry about problems I might run into, because I know that should that ever happen, you will at least be there to try and help.

Peter A. Bolduc, Worcester, Mass.

(Ed) 1) You would have to have insulted them before they would say they no longer wanted your business. As a commercial enterprise, they really have no right to refuse to sell, provided you meet their prices, and they have the means to fill your order. I doubt if they intentionally discouraged you. It appears from many similar letters I have received, and other letters that give an opposing view, that the APBA owner is very kind and generous to those who pat him on the back, and who do not make complaints. To those who complain, a curt, usually unsatisfactory reply is given, or none at all. He may do this because time is important, and if it appears the customer will never buy again--why waste time on him. Much bigger companies than APBA would do the same. Considering his games and your requests, he didn't have any way(it seems to me) that he could satisfy you. I would not blame him too much for your disappointment. If you had not believed his ad-

vertising line, as you really shouldn't have(at least not as long as you did) you would not have been disappointed. You should have said (to yourself)... "I bought the game, I played it, had fun, the results were okay, and that is all I can really expect from it."

You are an enthusiast, and therefore I think you let your hopes get too high. The APBA inventor just couldn't fulfill them for you.

2) I cannot say that APBA was going to produce a deluxe version. I wonder if you didn't change an APBA inference to an actual APBA commitment to produce. I recall vaguely that APBA mentioned a master game, but I never expected them to produce it. At the time, I thought his mention of it was an advertising gimmick... I still do. Why did I feel that he would not produce it? A) an expanded game based on the present principles, would not match BLM's game in realism until its cost had soared out of sight. The few innovations he has added in the last few years amply illustrates this fact. There is no practical way to improve the game. B) Even if it were practical to improve the game, the changes would be substantial enough to out-date all previous editions. The benefits of an all new game might very likely be out-weighted by the disadvantages. It doesn't need improvement to satisfy all people. Some people are willing to play the game as it is. You are unusual. One, you want a really realistic game. APBA is not the game for you. But yet, you played it for years. This(if your desires are correctly expressed) you shouldn't have done. You should have sought BLM sooner.

For others who are not so rabidly realistic minded, APBA is alright. Therefore, if he changed the game to make it slightly more realistic, he would gain nothing. 1) he would admit he had been selling an inferior game. 2) his price would have to be increased. 3) his price would put him at a further competitive disadvantage. I believe the higher price would easily push the game out of the reach of most buyers. A reduction in baseball sales would almost immediately lead to a similar reduction in other game sales, and a weaker position for future sales, and future products.

You should have realized sooner than you did that the game was not aimed at the truly rabid baseball fan. It is aimed at the person who wants to play fast, and is not concerned that this limits the game's realism.

3) Naturally, he could not say that he was going to follow your suggestions. However, he might have given you a full explanation, but then a full explanation of why he couldn't initiate any of your ideas would not have satisfied you. His short answer seems to have just irritated you further. Possibly it should not have--for taken (without regard to your years of frustration and its inference of disconcert) he simply and economically stated... What I will have for sale, I will have for sale, and that is all I can do. In your state, his words were the wrong ones. Because of his statement, you bought BLM. Unknowningly, by irritating you further, he did you a favor.

4) As the old saying goes, "You can not have your cake and eat it too." I think BLM plays fast enough. There are ways to speed it up. See comment #7.

5) Majority Views? That's where the money is. It sounds awfully crass, but if you consider this, it doesn't. A profitable company can help its customers, because it has the money to do so. A marginal company can not! It can not afford to spend too much money on servicing customers. A profitable company can. The customer gains when it deals with a company that can supply the extras in both service and marginal products. However, some companies have the profits to give both, but don't. Some companies can never make the grade. This is a very involved subject. It includes employee personalities, business objectives, owner's aims, hopes, and character, and how the service translates into a better, growing business.

As you mention, some people have it naturally, and therefore the businesses they conduct have it, too. There is however, as in everything, a limit. Each business must decide how best to serve the individual customer, and all its customers as a group, and how that policy serves the company. The object is to keep any adverse effects to a minimum. Considering APBA's customer relations with your record, they don't appear to do such a bad job. You lasted 9 years. Then after being thoroughly disgusted coughed up another \$14.00 in the tenth year, anyway.

If the ratings were off he could have said so. But, it hardly seems likely that he would do so. What would he gain. He couldn't do anything about the mistake. It is just your word against his, and I feel that most loyal APBA fans if they knew of your statements would support him. If they had the ability to refigure the ratings, they would not spend the time to do so. If they spent \$10.00 for the game why would they be eager to believe or prove that they had made a mistake!

One more word on people who buy. People who see an ad, get the brochure, and then buy without seeing the game, or getting a real chance to examine the game. APBA advertises its game as if it were really the most realistic. If they had the most realistic, the advertising wouldn't change. So how could sales be affected. These people only need to believe the statements in the brochure to buy. They can not challenge the statements. The game is good enough, and mysterious enough mathematically to eliminate the average person's apprehensions about its realism. Most youngsters don't have the knowledge to challenge his claims. He offers enough materials, and a good enough game to warrant a \$11.25 price, and if it is played it will return \$11.00 worth of enjoyment. Non-truth statements and exaggerations can not change this. But, they do help sell the game. The trouble is if the game is not illustrated well enough or explained truthfully enough to give a complete and accurate picture, the buyer can not make a valid decision on which game will fulfill his desires best. If the buyer makes a mistake, he may be so discouraged that he won't look elsewhere, or he won't have the money, or if he does he may not allow himself to believe again. That is the real tragedy about exaggerated advertising... some people not only get stung, but lose a real opportunity to enjoy themselves by not picking the right game, the first time.

6) In football from a mathematical standpoint, it may be that even one complete season is not enough. Each NFL team plays just 14 games per season--anything can happen. In 14 games, a punter has approximately 50 attempts (a very small number of repetitions). For the laws of probability to operate many more repetitions are needed for really valid comparisons.

However, the game can be dissected, as you seem to have done, and if done properly you can determine if the ratings given to players are correct. Most people can not do this successfully. I would not suggest that anyone try to do so. But, if you did do it accurately(as you said you did), and reported your facts and results to Mr. Seitz, and after checking your solution with his own he found that you had made an error or were correct, he could have either explained your error, or said--you are right, but there is nothing I can do, now. It seems strange that Davis couldn't punt for more than a 46 yard average with the rating given. I know that under the principles that BLM works with, all players are capable of performing(in best possible situations) much better than their real life averages.

7) Here are two quick ways to speed up BLM Baseball. They can be used separately, or in combination. a) if you use a spinner(and not the random number book) to obtain random #'s, use three spinners, spinning all three at once. One number for the walk chance, one for the hit, and one for the strikeout-out result. Keep a list of the #'s and after 50 or so begin using the numbers over again for the error possibilities (this would eliminate one spin). If you use the RN book, it speeds up play, too. b) instead of looking up the walks, hits, and strikeouts on the BLM boards, you would use the final-success with the random number as illustrated: Walk--final success rate 10. This would be read as 1-10. Check spun number, and if it is a 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10 a walk is given, if

Extra College Football Teams

The teams to the right make up the #12 unit of Negamco College Teams for 1966. # 12 is the Middle Atlantic Conf. unit with ten teams rated. You play with the Negamco Football Game. If you do not have the college rules and the college master chart you must obtain these before you can play.

The Negamco Master Chart for college play is given free with each purchase of a college unit. See the Negamco Football ad in the August issue of ASD, or the BLM, Negamco, ASD Fall Co-op circular. A complete listing of available college football teams is printed therein. The prices are listed, too.

In the September issue, we printed the #11 unit, and in the October issue the #10 unit, or the Independents.

The Mail Sack

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any other number-no walk. Hit--final success 24. Check spun number with numbers 1 thru 24. Strike-out the same. However, if the batter fails to walk, fails to hit, fails to strikeout, you would determine the out by using the #1 and # 2 columns on the boards with a fourth spun #. Use the 1 column if the strikeout rate(final rating) is odd, and the #2 column if the final strikeout rating is even. Errors would be determined the same as walks, hits, strikeouts. The error rating would be for numbers 1 to the error rate inclusive.

Remember, for each chance possibility a new random number must be obtained. For speed, use the random number booklet, or a row of spinners.

This method will speed up play. It will not affect the results of play. But, some people feel that it eliminates some of the suspense. For instance, if 100 is spun, you know automatically that your batter failed. But for ex-APBA players, this shouldn't really matter... should it? Not only will it speed up play by eliminating the need to look at the boards, but after awhile you will memorize many ratings and out situations and that will speed up play even more.

I would like to thank Peter A. Bolduc of Worcester, Mass. for his letter. Peter, if you have been waiting for a reply, you waited a little longer, because it is difficult to provide enough space in ASD for such a lengthy letter, especially when comments often longer than the original statement have to be included in order to be fair to all sides, and give all readers as true a perspective as possible. Asd is always pleased to hear comments on all games, and game companies. Comments on letters in the Mail Sack, and editorials are welcome.

Editor's Comments on William Parillo's Letter (From October, 1966 issue)

1) Most plays in pro football are combination plays. In the normal circumstance, the quarter-back assigns various pass patterns, and primary and secondary targets. At the line of scrimmage he checks the defense, and has the option to call an audible as well. The defense harasses the offense with stunting, and if the individual defensive men are good they can break up and mess up almost every conceivable offensive play. How often does this happen--often. What appears to be a tremendously well executed play, almost invariably turns out in retrospect to be the error of some player. Maybe some of you saw this play. Even I was surprised. Starr fades for a pass. SF rushes. Starr is caught and thrown for a loss of 11. Normal? How about the next play. Starr fades; SF rushes; Starr is caught; A SF tackler misses Starr; Starr evades, moves up field 5 yards, is trapped

Cont'd Page 5, Col's 1, 2 & 3.

#12- MIDDLE ATLANTIC CONFERENCE

Conference Teams		QB		Running Plays		Pass		Pass Gains		P		PRB		KRB		FC		EP		XRB		Star Strength	
Bucknell	Offense N	L	M	M	LH	M	RE	LB	RH	LH	FB	P	A	L	C	M	P	A	U	QB,HB			
Delaware	Offense U	V	T	U	T	Y	U	U	U	X	S	S	P	Q	R	R	R	E,					
Hofstra	Offense Q	R	P	Q	P	T	P	T	P	S	R	R	K	O	X	O	R	QB,HB,C					
Lafayette	Offense S	T	R	S	Q	U	U	T	S	L4	G	O	Q	O	Q	T	O	QB,					
Gettysburg	Offense R	S	T	S	S	V	V	L4	L6	R	I	Q	Q	O	S	T	S	E,G,HB					
Lehigh	Offense W	U	U	S	T	X	T	L6	L4	W	K	S	R	Q	S	U	G,						
Temple	Offense U	S	S	Q	Q	T	T	L3	L5	P	G	V	P	O	Q	T	O	HB,E					
Cincinnati	Offense U	S	Q	R	R	V	R	L5	L6	U	G	V	P	O	Q	T	O	None					
Tulsa	Offense G	G	H	F	G	I	I	R10	R6	G	A	R	G	P	H	K	R	E,					
Brigham Young	Offense U	U	V	T	U	Y	W	R7	R6	X	M	U	R	T	Y	T	V	QB,					

Star Strength	XRB	A	U	QB, HB	QB, HB, C	QB, HB	G	HB, E	None	E	QB
EP	P	R	R	U	T	S	U	T	T	R	QB
FG	M	R	R	O	O	Q	S	Q	Q	H	T
KRB	C	P	Q	X	O	O	Q	R	O	P	Y
KO	L	P	P	O	Q	Q	R	V	P	G	T
PRB	A	S	S	K	O	Q	S	V	V	R	U
P	V	S	S	R	G	I	K	G	G	A	M

1966 SAN DIEGO CHARGERS

	Pos	IX Rate	XRB	Ace Rating
Earl Faison	DLE	50	18	3
Ernie Ladd	DLT			3
George Gross	DRT			
Bob Petrich	DRE			
Dick Degran	LLB	3	5	
Chuck Allen	MLB	1	2	
Frank Buncom	RLB			1
Les Duncan	LCB	18	9	1
Jim Warren	RCB	23	10	
Ken Graham	LS	48	9	1
Bud Whitehead	RS	44	16	
Rick Redman	LB	33	2	
Dick Westmoreland	RCB	50	2	
Dick Harris	LCB	1	2	

INDIVIDUAL RATINGS for TWO AFL TEAMS

SAN DIEGO CHARGERS

NAME	HT	WT	POS	RUN	PASS	IX or	GAIN	FUM	NP	NP-RUN
J. Hadl	6-1	210	QB	1B	13	P1	8	8	3	25
D. Breaux	6-1	200	QB	1B	15	P7	8	8	3	32
K. Lincoln	6-1	213	FB	26B	11	42	8	8		
P. Lowe	6-1	205	HB	35A	9	17	8	8		
D. Norton	6-1	195	SE	-	17	25	8	8		
L. Alworth	6-0	185	FL	-	34	43	8	8		
D. Kocourek	6-5	245	TE	-	14	21	8	8		
J. Allison	6-0	223	FB	20B	4	39	8	8		
Gene Foster	5-11	212	FB-HB	27B	9	35	8	8		
S. Taylor	6-0	190	FL-SE	-	1	21	8	8		
J. Mackinnon	6-4	250	TE	-	3	34	8	8		

DENVER BRONCOS

NAME	HT	WT	POS	RUN	PASS	IX or	GAIN	FUM	NP	NP-RUN
M. Slaughter	6-0	190	QB	2B	14	P5	11	11	2	44
J. McCormick	6-1	210	QB	1B	8	E	11	11	2	2
C. Gilchrist	6-3	251	FB	23A	10	23	11	11		
W. Harris	6-1	195	HB	25A	13	36	11	11		
J. Lee	6-1	187	QB	1B	15	M4	11	11	4	29
L. Taylor	6-2	215	SE	-	46	22	11	11		
A. Denson	6-2	208	FL-SE	-	5	15	11	11		
H. Dixon	6-1	217	TE	-	14	25	11	11		
A. Haynes	6-0	190	HB	25A	14	22	11	11		
O. Barry	5-10	180	SE-FL	-	1	1	11	11		
B. Scarpitto	5-11	196	FL	-	17	36	11	11		

*-Special Note--for all AFL teams use Team Fumble Rating for all players and plays. Blank BLM Football player cards available at 30 for \$1.00

The Mail Sack

from Page 4

again on his own 25--(11 from the line of scrimmage); he is hit, drops the ball; SF's Hazeltime picks it up on the 22 and runs for a touchdown. That play was not called anywhere at anytime, it just happened. I guess I have no room for more of these plays, but I have four more from the few games I have been able to see this year, and all four are beauts!

What am I saying...I say that in the pros, a quarterback can not call a long pass; send his runners down field, and have much of a chance of hitting...not if he is in a spot where the long bomb is his only salvation. As in BLM, you call your play and you take your chances on how far the play goes. You can not think, I need a 40 yard play, call the long pass, and then if complete you have a 40 yard gain. It just doesn't work that way. In my experience, the long bomb is set up, when the defense is trying to stop one guy, and another gets loose long for the big gain.

Pro football is chance, chance, chance. The only difference between a good team and a bad team is that the good team takes advantage of the chances because it has the superior players. The good team can give itself additional opportunities on offense by retaining possession, and if it has a good defense as well--stop the other team sooner giving its offense even more cracks with the ball. The poor team gives up more chances, makes more errors, and when chance falls its way can not take advantage as well.

As for Negamco defenses...Negamco has 3 defensive formations. Some teams like Green

Team Ratings

From Page 1

ASD presents AFL teams for 1966. These teams and the player ratings are based on the 1965 AFL season. These teams are printed with BLM's permission, and the ratings are furnished to ASD by BLM.

You play these teams with the BLM Football game, the '65 or '66 editions. You use the same rules as in BLM NFL Football except where AFL rules might differ from the official NFL rules.

ONE EXCEPTION

The use of the player ratings. No players have fumble ratings. You must use the team fumble ratings for all men and all plays.

We are going to print two teams each in the September, October, November and December issues of ASD. These teams will be for replay only. No Miami rating is contemplated at this time, nor are any rookie ratings contemplated.

covered 83 yards and a touchdown, how would your imagination re-inact that play. Well, just don't sit there--write me how it happened!

Comment # 2) You should not wait. If you wanted BLM cards you should have ordered them. BLM cards for their football game are ready August 1st of each year. This year due to some delays they were not ready 'til August 5th, but that was still 50 days before you received the announcement. Many fans did not wait. Two fans came to BLM headquarters and bought personally. Chris Hayes, formerly of Duluth, was home visiting(the now lives in Pa.) and he came over to see us. We were glad to see him. The other young man who came to Duluth was Lauren Udden of Fergus Falls, Minn. His story is rather interesting. His story possibly illustrates how good BLM Football really is. He purchased the game around Sept. 1st, 1965. As many of you know BLM had production difficulties last year with the football game. You can imagine that by October 10th, Lauren was pretty disturbed(conservatively speaking) about not having received his game. He even cancelled his order, and since it had not even mailed his cancellation was accepted, and his money refunded. To BLM's surprise, the check was returned by Lauren uncashed. It wasn't that he thought BLM had such a good football game(he hadn't seen it as yet, but it was so late in the season he had decided that to get another game was just as bad as having to wait for BLM. He finally received his game, as did everyone else. Now, there is no greater handicap in mail order than to be late with advertising or late in filling orders--speed is essential. So when Lauren received his game, I can just imagine what he would have said(all other buyers, too) if it had turned out to be lousy! Luckily for BLM it is a great game, and although the long wait was unfortunate, and never to be repeated (they hope), Lauren must have enjoyed the game. This August, one year after his long vigil, he came in person(with parents, younger brother, and three sisters) and picked up his 1966 set of cards and team rosters, and seemed quite happy with BLM once again. To Lauren--and others--our very best wishes for many long hours of fun playing table sport games.

Advertising is another complex field. I don't know to what extent APBA advertises. I know that there are many points of argument, even among experts, as to how, where, and why to advertise. This indicates that there is more than one way to do it, and indicates the possibility that no two companies will do it the same way.

It appears that your comments are basically accurate. See some of the comments following

From Page 5

Peter Boiduc's letter--those pertaining to brochures. APBA has a good colorful brochure. It is possible to criticize it, but not as a piece of advertising. It touches all the bases. As far as magazine ads go, the three companies have opposing views, and consequently, I don't think you have the complete picture. Actually, Negamco is not behind APBA, rather they may be ahead(ahead in time). You(Bill Parrillo) did not buy a Negamco product until 1964. Therefore, when Negamco was doing its really big advertising you didn't see the ads. Negamco, in 1961 (I believe), had 4 color 4th cover(back cover) ads in Dell Sports, and in other magazines, too. Their ad budget must have been twice(would you believe 3 times) as high then as now. So you see to analyze their motives you would have to have a history of the company, before criticism can be rightly placed. Actually, their thoughts and policies on advertising are not firm even now, and keep changing size, copy, and placement of ads.

On brochures, although BLM's are not as colorful as APBA's, I believe that now BLM's 8 page brochures (one for baseball, and one for football and basketball) explain the BLM games better than APBA illustrates theirs. Inquirers really ought to know now what they are getting when they inquire to BLM. You would only know this if you had received one of their brochures recently, but you don't appear to have received even one BLM brochure, and since 1964 you haven't even seen one of the 4-time yearly co-op circulars. If you had seen the 1966 summer co-op circular you would have seen part of the football brochure. Your ideas on brochures, coincidentally, came to me only a few days after I had written by comments on Peter Bolduc's letter. We agree that game buyers should be well informed.

3) No new hockey game this year. Future game plans are not disclosed to me. They are always very concerned that their new products match, as much as possible, the accuracy, and the playability of their first games. They would never want to produce a game that was not right. This often takes time.

I have followed games for many years, and this was the first year, so many comments were made so quickly on a game being inadequate. Last January, Mr. Seitz of APBA told me, referring to his new basketball game... "I think I really have this right." This was in reply to my statement, that basketball was a tough sport to reduce to a table game. It appears now that for many, many people, even really good, loyal APBA customers, it wasn't right! The statements they have made, are emphasized and magnified by two facts: a) only people who previously purchased an APBA game have had a chance to purchase it. They naturally would be conditioned to accept the game better than a person who had not been happy with another of the company's games. That these loyal fans would find fault gives more credibility to their statements. b) compared to the few who have probably purchased the game, the complaints indicate a possible high percentage of disappointment. Obviously, he missed the boat--game wise--even if his sales and overall company profitability have not been hurt. But if it is as bad as they say--then it will sooner or later discourage alot of well-meaning enthusiasts.

BLM never wants to do this. If the sport is difficult, they will not bring out the game until it is made simple, easy to play, fairly fast, highly accurate, and maybe most of all--fun!

**NATIONAL HOCKEY
LEAGUE**

SCHEDULE 1966-67

1966	Score	Score	1967
1 Wed. Oct. 19	Chicago <i>at</i> New York	106 Thurs. " 12	New York <i>at</i> Boston
2 Wed. " 22	Detroit <i>at</i> Boston	107 Sat. " 14	Chicago <i>at</i> Detroit
3 Sat. " 22	Boston <i>at</i> Montreal	108 Sat. " 14	Boston <i>at</i> Montreal
4 " " 22	New York <i>at</i> Toronto	109 " " 14	Detroit <i>at</i> Toronto
5 " " 23	Chicago <i>at</i> Detroit	110 " " 14	New York <i>at</i> Chicago
6 Sun. " 23	Montreal <i>at</i> Boston	111 Sun. " 15	Montreal <i>at</i> Boston
7 " " 26	Toronto <i>at</i> New York	112 " " 15	Toronto <i>at</i> Chicago
8 " " 26	Detroit <i>at</i> Chicago	113 " " 15	New York <i>at</i> Detroit
9 Wed. " 26	Chicago <i>at</i> Montreal	Wed. Jan. 19	All-Stars <i>at</i> Montreal
10 " " 27	Detroit <i>at</i> Toronto	114 Thurs. " 19	Toronto <i>at</i> Boston
11 Thurs. " 27	New York <i>at</i> Detroit	115 " " 19	Chicago <i>at</i> Detroit
12 Sat. " 29	New York <i>at</i> Montreal	116 Sat. " 21	Chicago <i>at</i> Montreal
13 " " 29	Boston <i>at</i> Toronto	117 " " 21	Detroit <i>at</i> Toronto
14 Sun. " 30	Boston <i>at</i> Detroit	118 " " 21	*New York <i>at</i> Boston
15 Tues. Nov. 1	Boston <i>at</i> Chicago	119 Sun. " 22	Montreal <i>at</i> Chicago
16 Wed. " 2	Montreal <i>at</i> Toronto	120 " " 22	Toronto <i>at</i> Boston
17 Thurs. " 3	Toronto <i>at</i> Detroit	121 " " 22	New York <i>at</i> Detroit
18 " " 5	New York <i>at</i> Boston	122 Wed. " 25	Montreal <i>at</i> Boston
19 Sat. " 5	Detroit <i>at</i> Montreal	123 " " 25	Boston <i>at</i> New York
20 " " 6	New York <i>at</i> Toronto	124 Thurs. " 26	Boston <i>at</i> Montreal
21 Sun. " 6	Montreal <i>at</i> Detroit	125 " " 26	Chicago <i>at</i> Detroit
22 " " 6	Toronto <i>at</i> Boston	126 Sat. " 28	New York <i>at</i> Montreal
23 " " 8	Chicago <i>at</i> New York	127 " " 28	Chicago <i>at</i> Toronto
24 Tues. " 8	New York <i>at</i> Chicago	128 Sun. " 29	Montreal <i>at</i> Boston
25 Wed. " 9	Toronto <i>at</i> Montreal	129 " " 29	Toronto <i>at</i> Chicago
26 " " 9	Boston <i>at</i> New York	130 " " 29	Detroit <i>at</i> New York
27 Thurs. " 10	Toronto <i>at</i> Detroit	131 Wed. Feb. 1	Toronto <i>at</i> Montreal
28 " " 10	Chicago <i>at</i> Boston	132 " " 1	Boston <i>at</i> Chicago
29 Sat. " 12	New York <i>at</i> Montreal	133 Thurs. " 2	Boston <i>at</i> Detroit
30 " " 12	Toronto <i>at</i> Detroit	134 Sat. " 4	Chicago <i>at</i> Montreal
31 Sun. " 13	Montreal <i>at</i> Boston	135 " " 4	New York <i>at</i> Boston
32 " " 13	Toronto <i>at</i> Chicago	136 Sun. " 5	Montreal <i>at</i> Detroit
33 " " 13	Detroit <i>at</i> New York	137 " " 5	Toronto <i>at</i> New York
34 Wed. Nov. 16	Chicago <i>at</i> New York	138 " " 5	Chicago <i>at</i> Boston
35 Sat. " 19	Montreal <i>at</i> Toronto	139 Wed. " 8	Montreal <i>at</i> Chicago
36 " " 19	New York <i>at</i> Boston	140 " " 8	Detroit <i>at</i> Toronto
37 " " 20	Detroit <i>at</i> Chicago	141 " " 8	Boston <i>at</i> New York
38 Sun. " 20	Montreal <i>at</i> New York	142 Sat. " 11	Montreal <i>at</i> Boston
39 " " 20	Toronto <i>at</i> Detroit	143 " " 11	Chicago <i>at</i> Toronto
40 " " 20	Detroit <i>at</i> Boston	144 " " 11	*New York <i>at</i> Detroit
41 Tues. " 22	Montreal <i>at</i> Detroit	145 Sun. " 12	Montreal <i>at</i> New York
42 Wed. " 23	Chicago <i>at</i> Toronto	146 " " 12	Toronto <i>at</i> Boston
43 " " 23	Boston <i>at</i> New York	147 " " 12	Detroit <i>at</i> Chicago
44 Thurs. " 24	Montreal <i>at</i> Chicago	148 Tues. " 14	Detroit <i>at</i> Boston
45 " " 24	Detroit <i>at</i> Boston	149 Wed. " 15	New York <i>at</i> Toronto
46 Sat. " 26	Detroit <i>at</i> Montreal	150 Thurs. " 16	Boston <i>at</i> Montreal
47 " " 26	Boston <i>at</i> Toronto	151 " " 16	Chicago <i>at</i> Detroit
48 " " 27	*Chicago <i>at</i> New York	152 Sat. Feb. 18	Detroit <i>at</i> Montreal
49 Sun. " 27	Toronto <i>at</i> New York	153 " " 18	Boston <i>at</i> Toronto
50 " " 27	Chicago <i>at</i> Boston	154 " " 18	*Chicago <i>at</i> New York
51 Wed. " 30	Montreal <i>at</i> Toronto	155 Sun. " 19	Montreal <i>at</i> Detroit
52 " " 30	New York <i>at</i> Chicago	156 " " 19	New York <i>at</i> Chicago
53 Thurs. Dec. 1	Boston <i>at</i> Detroit	157 Wed. " 22	Montreal <i>at</i> Toronto
54 Sat. " 3	Chicago <i>at</i> Montreal	158 " " 22	Detroit <i>at</i> New York
55 " " 3	Detroit <i>at</i> Toronto	159 Thurs. " 23	Boston <i>at</i> Montreal
56 " " 4	New York <i>at</i> Boston	160 " " 23	Toronto <i>at</i> Detroit
57 Sun. " 4	Montreal <i>at</i> New York	161 Sat. " 25	New York <i>at</i> Montreal
58 " " 4	Toronto <i>at</i> Boston	162 " " 25	Detroit <i>at</i> Toronto
59 " " 4	Detroit <i>at</i> Chicago	163 " " 25	Boston <i>at</i> Chicago
60 Wed. " 7	Toronto <i>at</i> Montreal	164 Sun. " 26	Montreal <i>at</i> Chicago
61 " " 7	Boston <i>at</i> New York	165 " " 26	Toronto <i>at</i> New York
62 Thurs. " 8	New York <i>at</i> Detroit	166 " " 26	Boston <i>at</i> Detroit
63 " " 8	Chicago <i>at</i> Boston	167 Wed. March 1	Toronto <i>at</i> Montreal
64 Sat. " 10	Detroit <i>at</i> Montreal	168 " " 1	New York <i>at</i> Chicago
65 " " 10	Chicago <i>at</i> Toronto	169 Thurs. " 2	Chicago <i>at</i> Boston
66 Sun. " 11	Montreal <i>at</i> New York	170 Sat. " 4	Detroit <i>at</i> Montreal
67 " " 11	Toronto <i>at</i> Detroit	171 " " 4	Chicago <i>at</i> Toronto
68 " " 11	Boston <i>at</i> Chicago	172 " " 4	New York <i>at</i> Boston
69 Wed. " 14	Montreal <i>at</i> Chicago	173 Sun. " 5	Montreal <i>at</i> New York
70 " " 14	Toronto <i>at</i> Toronto	174 " " 5	Toronto <i>at</i> Chicago
71 " " 14	Detroit <i>at</i> New York	175 " " 5	Detroit <i>at</i> Boston
72 Thurs. " 15	Boston <i>at</i> Detroit	176 Wed. " 8	Montreal <i>at</i> Toronto
73 Sat. " 17	Chicago <i>at</i> New York	177 " " 8	Detroit <i>at</i> New York
74 " " 17	New York <i>at</i> Toronto	178 " " 8	Boston <i>at</i> Chicago
75 Sun. Dec. 18	Montreal <i>at</i> Boston	179 Sat. " 11	Chicago <i>at</i> Montreal
76 " " 18	Toronto <i>at</i> Chicago	180 " " 11	New York <i>at</i> Toronto
77 " " 18	New York <i>at</i> Detroit	181 Sun. " 12	Montreal <i>at</i> New York
78 Wed. " 21	Toronto <i>at</i> Montreal	182 " " 12	Toronto <i>at</i> Chicago
79 " " 21	Detroit <i>at</i> New York	183 " " 12	Detroit <i>at</i> Boston
80 " " 21	Chicago <i>at</i> Montreal	184 Wed. " 15	Boston <i>at</i> Montreal
81 Sat. " 24	New York <i>at</i> Toronto	185 " " 15	Detroit <i>at</i> Toronto
82 " " 24	Boston <i>at</i> Montreal	186 " " 15	Chicago <i>at</i> New York
83 Sun. " 25	Montreal <i>at</i> Detroit	187 Sat. " 18	New York <i>at</i> Montreal
84 " " 25	Toronto <i>at</i> Boston	188 " " 18	Chicago <i>at</i> Toronto
85 " " 25	New York <i>at</i> Chicago	189 " " 18	*Boston <i>at</i> Detroit
86 Tues. " 27	Chicago <i>at</i> New York	190 Sun. " 19	Montreal <i>at</i> Chicago
87 " " 27	Detroit <i>at</i> Boston	191 " " 19	Toronto <i>at</i> Detroit
88 Wed. " 28	Boston <i>at</i> Montreal	192 " " 19	Montreal <i>at</i> New York
89 Thurs. " 29	Detroit <i>at</i> New York	193 Wed. Mar. 22	Montreal <i>at</i> Toronto
90 Sat. " 31	New York <i>at</i> Montreal	194 " " 22	New York <i>at</i> Chicago
91 " " 31	Chicago <i>at</i> Toronto	195 Thurs. " 23	Toronto <i>at</i> Boston
92 " " 31	Boston <i>at</i> Detroit	196 " " 23	New York <i>at</i> Detroit
93 Sun. Jan. 1	Montreal <i>at</i> Detroit	197 Sat. " 25	Detroit <i>at</i> Montreal
94 " " 1	Toronto <i>at</i> New York	198 " " 25	Boston <i>at</i> Toronto
95 " " 1	Boston <i>at</i> Chicago	199 Sun. " 26	Montreal <i>at</i> Boston
96 Wed. " 4	Montreal <i>at</i> Chicago	200 " " 26	Toronto <i>at</i> New York
97 " " 4	New York <i>at</i> Toronto	201 " " 26	Chicago <i>at</i> Detroit
98 " " 4	Chicago <i>at</i> Detroit	202 Tues. " 28	Detroit <i>at</i> Chicago
99 " " 4	Detroit <i>at</i> Toronto	203 Wed. " 29	Toronto <i>at</i> Montreal
100 " " 4	Montreal <i>at</i> Boston	204 " " 29	Detroit <i>at</i> New York
101 " " 4	Chicago <i>at</i> Montreal	205 Thurs. " 30	Chicago <i>at</i> Boston
102 " " 4	Boston <i>at</i> Detroit	206 Sat. April 1	Chicago <i>at</i> Montreal
103 " " 4	Detroit <i>at</i> New York	207 " " 1	New York <i>at</i> Toronto
104 " " 4	Montreal <i>at</i> Boston	208 " " 1	Montreal <i>at</i> Detroit

ROOKIE RATINGS

The Mail Sack

These rookie ratings will be up-dated in following fall issues. To have all the rookies rated in ASD get the issue from October '66 through December 1966. Always change the ratings as new ones for the players are published. Keep your ratings and rosters as up-to-date as possible for season-in-progress play!

NATIONAL FOOTBALL LEAGUE ROOKIES

NAME	TEAM	POS	RG	PG	PC	PRB	KRB
Lee	Colts	Punter-PK	Punt-D;				
Morin	Browns	TE	L				
Garrison	Cowboys	HB				B	
Kowalkowski(1)	Lions	OLG					
Todd	Lions	HB	Z	Z		S	M
Robinson	Lions	DHB	DR-0; DP-1;			W	S
D. Anderson	Packers	HB	B	Z		Y	P
Grabowski	Packers	HB	N	Z			W
Davis(1)	Vikings	ORT					
Lindsey	Vikings	HB		J		Y	G
D. Davis(1)	Giants	OLT					
Peay(1)	Giants	ORT					
Young	Giants	DRT	DR-2; DP-0;				
Gogolak	Giants	PK "O";					
P. Harris	Giants	HB					
Hawkins	Eagles	FL	E				U
Pettigrew	Eagles	DRE	DR-2; DP-0;				
Gagner(1)	Steelers	ORG					
Asbury	Steelers	FB	N				
Roland	Cards	HB	N	S		H	J
Shivers	Cards	HB				M	B
Harraway	Browns	HB	P				A
Phillips	49ers	HB				Y	
Jackson	49ers	HB					W
Barnes	Redskins	DRT	DR-2; DP-0;				
Gogolak	Redskins	PK "L"					

AMERICAN FOOTBALL LEAGUE ROOKIES

NAME	TEAM	POS	RG	PG	PC	PRB	KRB
Boozer	Jets	HB	Z	A			P
Purvis	Pats	DB	DR-0; DP-1;			C	F
Lammons	Jets	TE	V				
Garrison	Chargers	SE	D				
Mitchell	Raiders	SE	T				
Huarte	Pats	QB	B		U		
Garrett	Chiefs					L	L
Sellers	Broncos	DB	DR-0; DP-1;				

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AFL Rules

In the AFL, rules differ slightly from the NFL rules. I have found two that mean a change in your statistic-keeping procedures. There maybe others.

1) Try for point after touchdown: In the AFL, you can go for two points(as in college). The ball is placed on the two yard line. Method of scoring the two points is the same as if you were trying for a touchdown. If successful, you score 2 points, if unsuccessful none. Pass attempt, completion, receptions, rush, yds. gained, and points scored are credited as in a normal play. A) If attempt results in a safety score one point for the offensive team.

2) On kick returns--no "minus" yards are counted.

Complete rules for AFL can be found in the 1963 & 1964 editions of the AFL Guide. If you would like a copy, ASD has a few remaining copies, remit \$1.25 to ASD, and be sure and request either the '63 or '64 AFL Guide. (See Ad page 8 for the 1966 Guide.)

The Mail Sack

from Page 6

Speeded Up AFL Ratings

(From BLM)
Enclosed is \$10.50 which should cover the cost of your 1966 BLM Football Game.

Your game sounds very interesting and exciting, but I have one complaint--You don't have AMERICAN FOOTBALL LEAGUE ratings. Sure you have them in ASD, but what good is that when ASD is always 6 to 7 weeks late. I'm very interested in playing some AFL games, so I sure hope that they will print these ratings soon.
Jan Person, Buffalo, NY 14216

(ED) We are speeding up ASD, especially so BLM football fans can play the AFL teams and Negamco fans can get the rookie ratings and Miami and Atlanta ratings. I am re-thinking my ASD schedule to see if I can try and make ASD more worthwhile for readers and game owners. Any suggestions? I hope subscribers will not mind getting ASD so quickly this fall!

Solitaire Pack Aids Play

(From BLM)
I received the BLM Football Game recently, as yet haven't had the opportunity to play a full game. It however appears to be the best of its type I've had the occasion to play--and that takes in quite a few years of table game playing.

Enclosed is a check for \$3.25 for the defensive ace cards(66), key cards(15) and defensive

Football Questions Answered

(From BLM)
Just received BLM Football last week and needless to say it seems to be as delightful as the BLM Baseball.

I have several questions which I can not find answers for and would appreciate your answer as soon as possible.

1) There appears to be no allowance for the option play--how do you include this? (Ans) No option included as real statistics are based on either run or pass. Option play would inevitably give unrealistic results.

2) When combinations such as Unitas-Berry and Defense total more than fifty does reversing (say 66, then use 100-66 = 34) give the same results as you conceived it? (Ans) Any final pass rate or run rate over 50 is considered the same as 50, and you use column 50 on MPP.

3) When lateral occurs(on KRB) does it not matter to whom you lateral and their rating? (Ans) No, treat as per instructions in rule K, Section II.

4) There were no team rosters included in the game--(for info such as games played, etc.) (Ans) At present there are no sources available for this information and it is too costly for us to compile. Use injuries built into the game.

5) When using unrated player(in injury situation) rules state defensive rating of 0 and of-fensive rating of 1. Does this 1 apply for all nos. such as run-pass etc.? (Ans) Yes, but, in almost all cases you would have some offensive sub available with rating above 1 or at least 1.

6) Will there be any BLM Football ratings of in season rookies? (Ans) We are not rating rookies this year. Such a short season makes rookie ratings of limited value. We hope to be able to make our new rosters available earlier each year, and this is preferable.

7) Is there anything available relative to making and setting up game plans? Also where 'o where can a NFL rulebook be gotten? (Ans) We will make information available to ASD relative to game plans as soon as possible. NFL scoring rules are being printed in the October issue of All Sports Digest.

8) How can an all-star team be played? What ratings on a team basis can be determined? Particularly defensive ratings & fumble ratings. (Ans) Use individual player ratings as listed including fumbles.

9) Does red(or white) numbers on MPB mean anything? (Ans) Generally red numbers indicate poor results.

10) When the defense overpowers the offense (say a M42 vs a FB rate of 37 = -5), do you like in BLM Baseball merely use # 17 (Ans) Yes! Thank you very much!

Albert M. Simon, New York, NY

formation cards(24) for playing the game solitaire.

In your brochure, I note one discrepancy with the game as received. 12 players per team are advertised, my game thus would appear short 3 players, 1 each from Baltimore, Los Angeles, and St. Louis.

Mike Huttless, Omaha, Nebr.

(ED) Right, the three teams you mentioned have only 11 players per team. Total players 165, not 168. Three blank cards are included to make 168 cards. Use the blank cards with NFL extras printed in the Sept. & Oct. 1966 issues.

NFL Results

(From Negamco)
I have just completed my first week of action with my Negamco Pro Football Game. It is a fantastic reproduction of big time football. I have both the NFL and the AFL team rosters.

Baltimore	24	Dallas	24
Minnesota	14	New York	17
Chicago	28	Phila	20
San Francisco	17	St. Louis	3
Los Angeles	17	Cleveland	34
Detroit	7	Washington	14
Randy Lockstedt, Victoria, Texas		Pitt	14

ATLANTA

The ratings for Negameco Pro Football which will be carried in All Sports Digest this fall will be of two types. Complete team ratings for Atlanta(NFL) and Miami (AFL) as printed below.

Each month ASD hopes to up-date these two teams for you. Therefore, you

should always use the ratings listed in the latest issue of ASD, and discard the previous month's ratings. We hope by using our latest ratings you will end up with a very accurate team and individual ratings for these two squads.

1966 Official AFL Guidebook
The new AFL Guide is now available. This guide contains all the statistics of the 1965 AFL season. It contains rosters for all the teams, pictures of the parks,

the players, the coaches, and descriptions of Championship contests, One Game Records, Single Season Records, 1964 results and other descriptive info.

Approximately 100 jam-packed pages--Send just \$1.15.

All Sports Digest
2309 E First St
Duluth, Minn 55812

MIAMI DOLPHINS

1966 Starting Offensive Team							Starting Defensive Team						
POS	NAME	RG	PG	PC	PRB	KRB	POS	NAME	DR	DP	XRB	PRB	KRB
C	Mike Hudock						E	Ed Cooke	2	1	1	Z	
G	Ernie Park(1)						E	LaVern Torczon	2	0			
G	Billy Neighbors(1)						T	Tom Nomina	2	0			
T	Norm Evans(1)						T	Rich Zecher	2	0			
T	Maxie Williams(1)						LLB	Tom Erlandson	2	1	Z		
TE	Dave Kocourek		W				CLB	Frank Emanuel	2	0			
E	Bo Roberson		A				RLB	Wahoo McDaniel	2	1	Z		
QB	Rick Norton	Z		Z			HB-S	Pete Jaquess	1	2			
LH	Joe Auer	K	Z		B		HB-S	Jim Warren	1	3	B	M	
RH-FL	John Roderick	Z	Z			S	S	Willie West	1	3	M		
FB	Rick Casares	L	I			S-CB	S-CB	Dick Westmoreland	1	1	Z		
									18	9			

Reserves					Reserves				
QB	George Wilson	J	A	Z	DB	Hal Wantland	0	1	
HB-FL	Wes Matthews	Z			DB	John McGeever	2	1	Z
C	Tom Goode			G	HB-S	Bobby Neff	1	1	
G-T	Jim Higgins				LB	Jack Rudolph	2	0	Z
G	Ken Rice				LB	Bob Bruggers	1	0	
FL-SE	Karl K Noonan		M		T	Alphonse Dotson	1	0	
FB	Billy Joe	L	U		E	Mel Branch	2	0	
FB-HB	Sam Price	H	Z						
FB	George Chesser	L	S						
QB	Dick Wood	Z	Z						
FL-E	Howard Twilley		A						
TE	Cronin								
SE	Frank Jackson								

Punter: George Wilson-L;
EP: Gene Mingo-A;
FG: Gene Mingo-N;
Team KO Rating: U;

ATLANTA FALCONS

1966 Starting Offensive Team							Starting Defensive Team						
POS	NAME	RG	PG	PC	PRB	KRB	POS	NAME	DR	DP	XRB	PRB	KRB
C	Frank Marchlewski(1)						E	Bob Richards	2	0			
G-C	Ed Cook(2)						E	Sam Williams	2	0			
G	Dan Grimm(1)						T	Joe Szezecko	2	0			
T	Don Talbert(1)						T	Chuck Stieminski	2	0			
T	Errol Linden(1)						LLB	Marin Rushing	1	3	Y		
TE	Billy Martin		Y				MLB	Tommy Nobis	1	1			
SE	Gary Barnes		P				RLB	Bill Jobko	1	1			
QB	Randy Johnson	N		S			LCB	Ron Smith	1	1		M	R
LH	Junior Coffey	J	G				RCB	Lee Calland	0	3	Y		
RH-FL	Alex Hawkins	Z	Q			I	LS-CB	Jerry Richardson	0	3	L		
FB	Ernie Wheelwright	G	A				RS	Bob Riggle	0	2			
									<u>12</u>	<u>14</u>			

Reserves				Reserves					
SE	Angelo Coia(inj)	A		E-T	Karl Rubke	2	0		
T-G	Jim Simon(1)			LB	Larry Morris	1	1		G
G	Lou Kirouac			LB	Ralph Heck	1	1		
C	Bob Whitlow(1)			CB	Ken Reaves	0	2	J	X
TE	Vern Burke	K		S	Billy Lothridge	0	1		R
QB	Dennis Claridge	Z	S	E-T	Jerry Jones	2	0		
FL	Glenn Glass	Z		S	Glenn Glass	0	1		
HB	Perry Lee Dunn	L	T						
FB	Charley Scales	H	A						
QB	Steve Sloan	Z							
FL-SE	Tommy Tolleson	Z	T						
FB	Bill Wolski	Z	Z						

Punter: Lothridge-L;
EP: Kirouac-B; Traynham-C;
FG: Kirouac-H; Traynham-Z;
TEAM KO RATING: T