

EXTRA INNINGS

The ultimate in table baseball!

The Official Publication of Extra Innings

VOL. 1, No. 1

NEWSLETTER TO SUPPLY ROSTERS



Maybe it's because it's a "mechanical game," but Charlie Gehringer, whom they called, "the mechanical man," is leading "EI's" own league, "The Twi-Light Zone League" with a .339 average.

'Twi-Light Zone' League

Many players of "real life" table games find it difficult to re-play an entire season. Before all the games can be played, another year has arrived. Further, the player who sets out to re-play an entire league schedule finds games among tail-enders straining his enthusiasm.

Here is our answer to the problem of providing a method for achieving full season play outs without being the captive of the calendar. We've set up a ten-year plan, although it won't effect the program if we manage to complete it in less time or if it takes more.

We've set up eight groups of eight teams each, selected from among the most interesting (to us) teams that have played. These have been arranged so that each grouping is made up of teams with very different characteristics. With a few exceptions, we've managed to avoid having the same player on more than one team in the same group. While one of the capabilities of table baseball is that the same player can simultaneously be on both teams in the same game, it strikes us as unreal.

We have two reasons for

playing the games at all: one, above all we are table baseball enthusiasts and enjoy playing such games; the other is that it gives us a first-hand opportunity to experiment with new ideas.

We're heading, eventually, for the "Ultimate World Series." Our eight season-long competitions will give us eight pennant winners. We'll then play a ninth season using just these winners. Then we'll add a tenth season, using teams which have played during the years we've been conducting our "Twi-Light Zone" League. This'll give us a final pennant winner, a contemporary team, which will then play the "Ultimate World Series" against the survivor of the elimination among the original 64 teams.

There are some obvious problems in obtaining "real life" results when a competition is played among teams, all of which were pennant winners. The quality of play will be much higher. There are no weak teams against which to fatten batting averages; no second division push overs to provide easy foes for potential 20 game winners. To obtain some gauge of what to

(Continued on Page 4)

1971 Majors Available In World Series Issue

One of the motivations we've had in instituting an "Extra Innings" newsletter was to provide a means whereby we could provide those who have bought the game in the past with an annual source of ready-to-play rosters for each major league season as it is completed. We're conscious of our promise: "You never have to buy another thing!" We offer this as a convenience service. While your copy of "Extra Innings" provides you with full knowledge of how to compute your own playing data, it still remains a time consuming job. Such time might be more enjoyably spent playing the game.

There will be three newsletters each year. The "World Series" issue will be mailed first class during October. It will contain ready-to-play rosters of all 24 major league teams based upon individual records of the season just ended.

The "Hot Stove" issue will be mailed, first class, in January and contain individualized data for players who performed with more than one team during the past season and individualized batting lines for all pitchers (for those who prefer to handle pitchers this way, rather than the all purpose pitcher's line which appears on the prepared rosters, with all pitchers averaged to hit .160).

The "All-Star" issue will appear in July and will feature a

minimum of 12 historic teams (one complete league, the balance a selection of historic teams.)

Naturally, there will be articles on the play of the game, commentary from the game's players, innovations for play, etc. While these features might well justify the existence of a newsletter (and, in future years, might well justify a more frequent schedule of issues) we feel, at this time, that the primary value is the distribution of prepared rosters.

The price will be \$2.75 for the three issues each year, payable in advance.

Should we be unable to deliver on our promise to provide you with prepared rosters, as a convenience factor, as the result of any future litigation brought by the Major League Professional Baseball Players Association, we will refund in full (or in part should we be forced to discontinue providing this service after it has been started.)

Such rosters will be prepared in the style of those included among the Historic Rosters sent you with your copy of "Extra Innings" second edition. This means you'll get batting data against "C" Pitchers only. As the majority of players now seem to be using the "Pro-Level" version of the game, with the adjusted ERA chart, the need to adjust to A thru E grade pitching on the rosters becomes less necessary and presents space problems.

Order Newsletter Now

Send "Extra Innings" newsletter to me. Enclosed is \$2.75 for the next three issues. I understand these will be mailed, first class, in October, January and July and will contain prepared rosters of all major league teams. Further, should you be prevented from providing such data, my subscription will be canceled and my money refunded.

Name _____

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From the Bench

From the tone of letters which come to us, we seem to have projected an "image" of being a large, monolithic company, specializing in table games, of which "Extra Innings" is one.

Actually, "Extra Innings" has no counterparts in other sports games produced by us. While we've sketched out the basics of games dealing with most other sports, we lack the time and inclination to pursue these objectives. The truth is that "Extra Innings" sort of "just happened." Like most players of such games, we'd worked out a form of "table baseball", played with a deck of cards, when we were in our sub-teens; improved it a bit, then discontinued the playing of our league and the keeping of records, as the demands of marriage and a business career required most of our effort.

In 1969 a next-door neighbor attempted to interest us in joining a league, playing table baseball (APBA). We played a number of games and became intrigued, but not to the point of wanting to participate. There were a number of reasons: mostly, we just couldn't schedule our evenings to fit a schedule of 162 games played with others. Also, while we follow contemporary baseball closely, we'd reached an age where we were nostalgic about the performers and teams of our youth (when there were eight teams in each of two leagues).

Also, we rejected the idea of a pre-digested game, with the necessity of purchasing annual data cards to keep the game current. While we were on the wrong side of the "generation gap", we, too, wanted to "do our own thing." A period of several months went by with efforts made to convert the game of our teen years to a real-life form. That was unrewarding.

The "inspiration" of how to do it came, in all places, in Cooperstown, N.Y. (abeted by the shade of Abner Doubleday, perhaps.) We'd stopped for a day on our way back to New England, having driven our daughter to her college in Buffalo, N.Y. That night, having slaked our thirst for nostalgia at the Baseball Hall of Fame, the concept on which "Extra Innings" is based popped into the mind. We thought about this

while driving the rest of the way home and, in a few days, had the basic concept down on paper. The rest was a matter of working with statistics. (By the way, we'd purchased a copy of MacMillan's "The Baseball Encyclopedia" at Cooperstown, it being a pre-publication offering.)

We were fortunate in having access to mathematicians and computer technicians at Providence College, where we were then on the administrative staff. Many of them knew little about baseball, but they could untangle the jungles of math we'd stumbled into.

What emerged was a game which suited our needs. It permitted competition among teams of the past or present. It was precise in obtaining offensive results on a "real life" basis and obtained realism among pitchers; at least to the extent, that the best and worst performed that way.

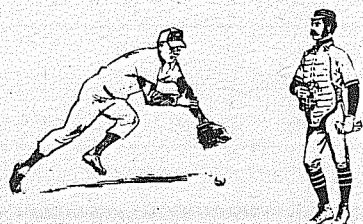
Not anticipating that the table baseball field was about to become overwhelmed with "real life" games (we knew of four others when we started and now are aware of more than a dozen), we put a little risk capital forward and put our toe in the water. Today we're up to our knees, but resisting the undertow that will get us in up to our necks, perhaps in fear we'll get in over our head!

We've moved slowly because we wanted to find where we were going. We've learned several very important lessons. The first is that no table baseball game is going to satisfy everyone and the second is that no game is going to satisfy anyone unless it is enjoyable to play.

It is our objective to pace ourselves slowly, making changes in the game as we go.

We meet no weekly payrolls and advertise the game only often enough to keep a manageable flow of inquiries and orders coming in.

We feel we've succeeded in achieving what we wanted to do: we've provided table baseball enthusiasts with an option. They can now have a game which requires no further purchases of coded data. They now have a basic game and can make any changes in it that makes playing the game more enjoyable to them. After all, that's the whole reason for taking up this, or any hobby, just to have fun.



Playing Ideas, Tips and Data

Advancing On Singles:

The red dice does not figure in the interpretation. Read only the white and green dice as they have been rolled to establish the batter has singled. (The second roll). White Dice (second read)
1 and 2, single to left field
3 and 4, single to center field.
5 and 6, single to right field.

With less than two out: a single to left advances a runner from first to second base only. A single to center or right advances a runner from first to third. All singles score all runners (regardless of running rating) from second or third.

With two out. Any single advances any base runner two bases.

Exception: When the green dice (read third) is exactly the same number as the white dice, it is an infield single, all runners advance one base, regardless of running rating or the number of outs.

Playing Runners "Safe."

At any time the team at bat can announce it is playing all base runners "safe." Pickoff plays are eliminated. However, base runners can advance only one base on all singles and doubles, regardless of the runner's rating. Also, when the game situation motivates the manager to "play safe" he isn't going to opt for stolen bases and hit and run plays. But, for the record, no stolen base attempts or hit and run plays when the team is "playing runners safe."

The team at bat can also elect to play a runner at third safe if the team in the field is playing shallow. When this situation is in effect, ground balls are handled as they appear on the Second Roll Chart. The runner on third cannot be played safe when the bases are loaded, only when he is not forced.

When, with the infield drawn in, the team at bat elects to play its base runner(s) safe, and there are runners on first and third, on a ground out the batter is retired at first with the runner from first moving to second. If runners are on second and third, both remain there while the batter is being retired.

Should an optional sacrifice fly opportunity present itself with the runners playing safe it may be used.

Reduced Pitching Effectiveness

It figures that the longer a pitcher works in a game the less effective he will be in late innings. After a pitcher has worked seven innings, move him one grade. If he had entered the game as a "C" pitcher, he becomes a "D" pitcher for the next two innings and an "E" pitcher for all innings after that. If you are using the adjusted ERA chart, move downward with each inning pitched. If he had an FRA of 3.60 (plus 0/0/1) after working seven innings he'd drop to

(plus 0/0/2) the next inning he worked and (plus 0/0/3) the next inning, and so on.

Any A and B pitcher is not reduced in effectiveness until after he has worked nine innings. If still pitching, he would drop a grade for each two innings worked, etc. etc.

This play comes from the fertile imagination of Sherm Strickhauser.

Hit and Run.

All "hit and run" instructions which appear in the text of "EI" are in effect. However, we think the following additional rule will add a bit more realism. In any situation which has a base runner scoring on the play (in the event there is more than one base runner, apply this to the runner on first) consult the green dice. If it is one through four the runner scores (there'd be no change in anything as it now appears in the text). If the green dice is a five and the hit is a single (only) the runner is out at the plate* and the batter advances to second on the play. If the green dice is a six, and the hit is a single (only), the runner is safe at the plate and the runner is out at second.**

* First determine whether single was to left, center or right (see new chart on advancing on singles printed above). That fielder gets an assist, the catcher the put out.

** Again determine which outfielder handled the ball. Consider the first baseman as the "cut-off" man; give the put out at second to the second baseman. A single to left, ending in a six on the green dice, would be scored 7-3-4.

Home Team Advantage

This effects the power lines only. Add one line to the extra base separations within each home team player's hitting structure. If his extra base range was (1-1-1) to 1-2-1 for home runs, it would become 1-2-2; you'd add a line onto his triples and doubles, but not his singles.

At the same time, you'd deduct one power line from each hitter on the visiting team. If a player's extra base range was (1-1-1) to 1-2-1 for home runs, it would become 1-1-6 when on the road. You'd deduct a line from his triples and doubles, but not his singles. This variation will provide a subtle enough shift in the effectiveness of the home and visiting teams to satisfy those who want the home team to possess an edge in competition.

Sacrifice Fly with Runner on Second

When a runner on second base is rated Above Average or Superior Runner, the Sacrifice Fly Option can be used on fly outs to center and right field when marked with an asterisk (*).

Profiling the Pitchers

"Extra Innings" was devised from a batting point of view. The basic concept on which the game is based is to project accurate batting averages and power hitting characteristics.

With this in mind we identified the average pitcher (grading him "C") and then designed two categories above and two below the average, using ERAs to establish the difference in quality.

Assuming a balanced diet of pitching will be presented, with a typical staff having an A pitcher, a B pitcher, a majority of C pitchers and a sprinkling of D and E pitchers, and that the staff works about the same number of innings they did in real performance, the total pitching will be that of the average C pitcher.

Problems of Profiles

The approach works, but it does not meet the exacting standards of those who want each individual pitcher to issue walks at his real-life rate. Keying walks (and hit batters and wild pitches) to a pitcher's ERA correlates well with actual performance. However, there are always exceptions. The problem which confronts "EI" is simply this: the more exacting we are in creating profiles of each player, the more time we must take to do this. We started out to design a game which would be readily playable by those who use current teams as soon as a season ended. We also put all instructions into the book so that any "EI" owner could compute his own data and not be forced to rely on purchasing it from us. So, if we begin to design pitching grades, and subdivisions within them, to account for a low ERA pitcher who also happens to give up a large number of walks, or, the reverse, a high ERA pitcher who yields few walks, we'll find ourselves taking additional months computing each season's rosters and having to be compensated for the time spent in doing this.

Varying Attitudes

Yet, we feel an obligation to those who want that much realism in their games, to give them this. If we may digress: a major problem we've encountered is that it is evident that attitudes toward playing table baseball vary widely. One person will delight in computing data for rosters; another will have no taste for this. Some are attracted by the mathematics of "EI", others have no aptitude for figures. Many players are highly sophisticated in their knowledge of baseball, other don't fully understand strategy, scoring techniques, etc.

Yet, we accept an obligation to every level of interest and competence. The game itself is understood by us to be as much of a tool with which a player can find the form of play which suits him best as it is a finished product. You'll read elsewhere in these pages of refinements discovered by "EI" players and

reported to us and, via the "newsletter", passed along to you.

So, back to "profiling the pitchers." If you want to take the time, you can add information to your rosters to obtain a more true life situation on the issuing of walks. It's very simple. Don't use the pitcher's ERA to establish the number of walks he will give. Use his ERA for all other concepts of the game, but, when it comes to walks, use the pitching grade which comes closest to his actual walks per nine innings in real life.

Use the "Stats"

This means you'll have to establish this from the stats. It is done this way. Divide the number of innings pitched by nine to learn the equivalent number of games pitched (not game appearances). Divide this into the total number of walks given to find the average number of walks given per nine innings pitched.

Now, you locate the grade of pitching which comes closest to the number of walks per nine innings you require for that pitcher. Therefore, a pitcher who is rated "C" on the basis of ERA, may, for purpose of issuing walks only have a higher or lower pitching grade. A grade A pitcher will yield 1.2 walks per nine innings; A grade B pitcher, 1.5; Grade C, 3.2; Grade D, 4.0; Grade E, 5.5.

The walks lines on the first roll chart could be subdivided more finely, but it wouldn't be justified. The percentages just won't work out to that fine a degree with the limited number of innings most pitchers will work, even in a full season replay.

Proper Ratios

Your regular pitchers, working 200 or more innings, will have no difficulty in falling into the proper ratios. That is, Grade A or B pitcher will average less than two walks per game; the Grade D and E pitchers, however, will rarely log enough innings as individuals for the percentages to find themselves for close correlation by each pitcher. The Grade C pitchers, who make up the largest number of pitchers and who, collectively, pitch the most innings, will issue slightly more than three walks per game (statistically in keeping with current walks per nine innings and not too extreme a departure from low and high norms of the past).

So, if you want to apply this adjustment to individual pitchers, you are free to do so. As we'll probably keep repeating in each newsletter, we can't design each player according to pitching (or defensive) characteristics without becoming another table baseball game which does this for you, takes many months to do it and then must sell you the results so as to be compensated for the labor, subjective decision-making and printing, production and distribution costs.

Coaching Lines

The following "game critique" is printed in its entirety from "Coaching Lines" a monthly publication from Toronto, edited by Michael Zimmerman. We were contacted and asked to send a game for review purposes. We did and we were blushing appreciative of the kudos. At the bottom of this page you'll find a coupon to be used should you wish to

subscribe to "Coaching Lines". The publication covers the full spectrum of sports and war table games and is well worth the interest of any hobbyist. There's no connection between "Coaching Lines" and "Extra Innings." In fact, Mr. Zimmerman markets his own baseball game, along with other sports games.

A new concept in tablegaming has been introduced with the second edition of Extra Innings Baseball. Beside the quality of its mathematical accuracy, two stand-out innovations mark this game as a "winner". It is probably the first table sport game to be presented in book form and, most important, the complete formula for the rating of players is explained. Like their brochure says, "You never have to buy another thing". The fact that they provide more rated players on their roster sheets than other games is really irrelevant when you realize that with the rating system explicitly discussed, you can rate and play with any rookies, fringe players or old-timers you wish.

Speaking of old-timers, for fans of past eras this is the game to own. Not only can you rate any old-timers you want but the game comes with thirty-six famous teams included in the regular price. Special rules compensate for the changes in playing styles of the older teams.

However, like all accurate, well thought-out games, Extra Innings faces the old problem of explaining the playing rules. The fifteen pages of instructions have everything you need to know and provide an interesting commentary but can be quite confusing at times. A great deal of pitcher individuality is lost but is made up for with several unique rules (for the first time it will actually pay to platoon your players). The fielding system is not the best in the world and runners are categorized.

Your ratings can be as up-to-date as your copy of The Sporting News!

In conclusion I would strongly urge any game fan to take a good look at Extra Innings. It is certainly a milestone in tablegaming because it lets the fan know what's going on behind the scenes by explaining the rating formula. If you're looking for a truly fascinating tablegame, Extra Innings certainly warrants your attention.

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Heard from the Grandstand Manager

We use the term "grandstand managers" with a most laudatory sense, in no way derogatory. Our "grandstand managers" are the wonderful fans and players of "EI" who have presented ideas, worked out data, etc. We're sorry that space in this first issue of the newsletter won't permit us to cover all of the concepts and ideas; many being highly complex. We'll get to everyone and everything in future issues.

First I'd like to salute some of them: Dr. William Bickel of Yonkers, N.Y. who worked up a number of the rosters which appear in this Historic Team supplement and Sgt. John Swistak, stationed in the Aleutians where he has spent many of the long nights working out rosters, some of which appear among the Historic Team supplement.

Dr. Bickel's orientation runs toward the most unusual combinations. For example, he has played out a season in which he included the 1899 Cleveland National League team to ensure he'd get a certain cellar dweller. He did. He could hardly miss as this must be the worst team of all time, winning 20 and losing 134 in actual play. Bill has also worked up novelty rosters, such as a squad made up only of players named Collins. He's also produced rosters for minor league teams and then posed the interesting question of equating them against major league teams. We've not given this much deep thought but feel that a certain balance would be obtained by rating all minor league pitchers as "D" (ERA of 4.01 to 4.05) for walks and rating two infielder and two outfielder positions as limited defense and none for superior defense. We'd deduct six batting lines for each hitter on the minor league team when facing major league pitching. The question is: "How many table baseball players share Bill's interest in matching minor leaguers against major leaguers?" We're moved to mention it here as it illustrates the almost infinite areas of interest which exist and which "EI" is trying to cover without becoming totally unwieldy. However, Bill is an astute observer of the game and, quite early, pointed to a number of playing circumstances he felt were inadequately covered. We rectified some when preparing the second edition of "EI" and other are covered among the "Playing Tips" section of this newsletter. Still others will be acted upon in future newsletters and codified in the eventual third edition of "EI".

Sgt. Swistak, like Dr. Bickel, takes great pleasure in computing rosters. He has produced rosters for the National Association, 1871 through 1875. If you'd like to play the Fort Wayne Kekiongas against the Brooklyn Atlantics, you can do it. John used the data in MacMillan's "The Baseball Encyclopedia," of course.

But John is working on another idea which has really excited our interest and a number of other players who have heard of it. In fact, it appears to be the ultimate direction for "EI" - along with

the present ability to play among contemporary teams or historic teams.

Bill has projected a set competition among the top 400 players of all time. This'd provide eight 25 man squads, a full league, full rosters. The idea would be to take each player's best season and correlate it to the same standard. It is our idea that the decade which followed WWII saw major league baseball reach its peak. We'd take the averages for the period 1946 through 1955 as our median.

Incidentally, we base our contention on the favorable circumstances to performance that, because of WWII, minor leaguers were coming into the majors somewhat more mature, proven major leaguers were returning to resume careers. But, also, night baseball had not yet dominated the playing schedules; there were a maximum number of strong minor league circuits producing players (TV had not yet killed off the minors). Although franchises had begun shifting, they'd not yet spread to the west coast, creating time zone movement of players, and the travel hardships which effect today's players and reduce effectiveness. Also, while there were outstanding relief pitchers, the present emphasis on bullpen stoppers was not as wide spread as in today's game. Yet, gloves, playing fields, bats and the preponderance of home runs which dominates today's style was established.

At any rate, John feels a most interesting competition could be obtained. We feel that, by creating a sizable pool of really outstanding players, we would be justified in drawing infinite profiles of their all round abilities. They'd be well known players, of course. And, even if you went back to some of the super stars of the early years of the game, there is an adequate supply of information about them to know their defensive strengths and weaknesses, characteristics which cannot be taken with complete confidence from statistics as can batting averages and power and a pitcher's control factors.

We cannot promise a timetable for seriously knuckling down to the challenge which John's concept offers. We'd hope you understand that the developments of "EI" are limited by the circumstance that this game is a "spare time" project and our regular occupation (executive director for a retarded children's center having left the campus to take on this job) is much more than the usual 40 hour a week occupation.

Other "grandstand managers" we have come to know, either by mail, phone or having them drop by or stopping to see them when traveling, will be discussed in future newsletters. More importantly, the excellent ideas they've presented will be taken up for discussion.

We'd like to mention one young man, Steve Bergman. Steve and a friend pooled resources to purchase a first edition of "EI". Quite early in our marketing experience, we were rather shaken to get a letter which said: "Although I am 36 years old,

with a degree in electrical engineering, I cannot understand how to play your game." Our morale was restored when the next letter we read came from Steve and, after remarks which showed a complete understanding of the game and how to prepare rosters, and telling of the fun he and his friends were having with "EI", he concluded by saying: "You have made a group of 11 and 12 year olds very happy."

It demonstrated the circumstance we've come to understand that you just can't please everyone with the same game.

Another young man who has interested us is Brian Kemp who lives in England and is enamoured with baseball. It's as though a teenager in the United States had become intrigued with cricket and was trying to learn the game by subscribing to United Kingdom publications and enlisting his friends to play along with him. We hope there'll be space to reprint some of Brian's letters. We've sent him some

books, instructions on scoring etc. If you'd like to drop him a line his address is: Brian Kemp, 11 Market St., Stalybridge Cheshire, SK1 5 2AL England.

One of the rewards of having designed "EI" and marketed it, has been that the first year has rewarded us with the making of many new friends; of finding that our "brain child" has intrigued a wide variety of baseball enthusiasts; and that we have not gone to the poor house as a result of entering a highly competitive market.

We will keep "EI" moving right along. We're open for suggestions, ideas, etc. When we can, we'll implement them. The two major obstacles are printing and distribution costs for a game which is marketed on a limited basis and an effort to avoid making the game too cumbersome for those who want quick action. The evolution of the "Pro-Level" has provided us opportunities to include many innovations since their use is optional to the player and does not effect the general results obtained.

Twilight Zone League. . . (Continued from Page 1)

expect in terms of results, we computed the batting averages of all teams which played in World Series competition from 1901 through 1968. The composite batting average was .236. When champions meet, great pitchers sometimes get shelled from the mound and high average hitters often produce meager results. So, in many respects, we've got to expect less than real-life accuracy because the quality of the total competition has improved.

We have reached the half-way point (77 games of a 154 game

schedule) with our first grouping. It is intriguing to discover that the league batting average exactly is .236. The competition has been very close. The five games series which closed the first half saw the 1906 Cubs lose five straight. To that point they'd been last by eight games; now trail the pack by eleven. This tailender has an outstanding pitching staff but the lack of hitting power finds them losing many 1-0 and 2-1 games. Here's the league makeup and standings at this time:

1969	Baltimore Orioles	44	33	-
1953	New York Yankees	44	33	-
1919	Chicago White Sox	40	37	4
1951	New York Giants	39	38	5
1942	St. Louis Cards	37	40	7
1963	Los Angeles Dodgers	37	40	7
1935	Detroit Tigers	34	43	10
1906	Chicago Cubs	33	44	11

League Leaders:

Batting: Gehring, Det. .339
Home Runs: Irvin, Giants 23
Triples: Jackson, White Sox 9
Doubles: Gehring, Det. 23
Runs Batted In: Irvin, Giants 62

Games Won: Bridges, Det. 11
Shut Outs: Brown, Cubs 5
Strike Outs: Koufax, L.A. 134

The competition is being played at the "Pro-Level" using the ERA adjustment chart.

From Table Tops Here and There

Rick Dreyfuss of Philadelphia, Penna., reports a perfect game pitched by Whitey Ford in game game matching the 1961 Yankees vs. the 1906 Chicago White Sox (who lived up to their nickname, "The Hitless Wonders.") Ed Walsh was bested in the game, 6-0, with Mickey Mantle and Roger Maris homering for the Yankees.

Rick, a Pirates fan, has completed a single elimination tournament, inserting his favorite team (1970 version). The Bucs reached the finals before bowing to the juggernaut, the 1927 Yankees.

Les Goldberg, writes in from Los Angeles, that he opened a season of teams taken from many eras of baseball with a "head-to-

head" confrontation between Tom Seaver with the 1969 Mets and Christy Mathewson of the 1904 Giants. The two matched zeros through 14 innings when Seaver left for a pinch-hitter. Ron Taylor finally picked up the win in the 18th as Donn Clendenon homered off Iron Man Joe McGinnity who'd entered the game in the 16th for the Giants.

Les' very next game matched the 1969 Baltimore Orioles against their 1894 counterparts and base hits rained all over the place with the '94 team ultimately winning a "pitcher's battle" 14-11. Wilbert Robinson, who shares the record of seven hits in a game, rapped out five straight hits before flying out his last time at bat.