



EXTRA INNINGS NEWSLETTER

The Official Publication of Extra Innings

"World Series Issue"

Vol. 1, No. 2

1971 Ready-To-Play Rosters Right Now!

Why Table Games? ? ?

The popularity of table games is undeniable and is evidenced by the number of games on the market. Baseball, football, basketball, golf and horse racing table games are all available. What motivates people to play such games?

That people do play such games has been noted in modern literature. In Jack Kerouac's *DESOLATION ANGELS* the author recounts the progress of a solitaire baseball game, played with a deck of cards, while he was serving as a fire spotter high atop a mountain in the northwest. Robert Coover's protagonist in *THE UNIVERSAL BASEBALL ASSOCIATION, INC.*, J. HENRY WAUGH, PROP. plays a game of his own devising in which, year after year, eight baseball teams struggle for supremacy. But it is more than a game, it is a microcosmos with Waugh as the creator. (J. Henry Waugh-JAHWEH). Players come into the league as rookies, succeed or fall back, retire and die. When Waugh's favorite player, a pitcher, is killed by a line drive (three successive 1-1-1s on the special situation chart) Waugh's personality disintegrates; he cheats while playing the game, loses his job and succumbs to alcohol. Coover's meaning is theological: a commentary on the decline of Christianity and the emergence of the post-Christian era; but the game is central to the book.

My own psychological motivation for becoming addicted to table baseball is clear enough.

In opposition to Freud and Adler Dr. Carl Jung saw man's greatest need as the need for meaning in his life. Jung's appraisal is correct, I suspect, in my case at least.

Exposed to the revelations of modern Science and Philosophy (Language Analysis, Logical Positivism, Existentialism) I can see no meaning in existence or certainties in the universe. But if, while playing Extra Innings, I throw 1-1-1 with Ruth at bat the result is invariably a home run. The pitcher's sin (a bad pitch) is punished and Ruth's virtue (the power of his swing) is rewarded always and invariably.

Someone wrote recently, and I wish I had clipped it, that the more complex the mind the greater the need for the simplicity of games. It's as simple as that.

- R. H. Bucknam



"...The pitcher's sin (a bad pitch) is punished and Ruth's virtue (for power of his swing) is rewarded always and invariably."

Playing A Schedule

The first consideration in playing out a league competition is to project how much spare time will go into the activity. How many teams and how long a schedule, follows.

If ambition is unlimited, a full major league schedule can be followed; two divisions of six teams each, all teams playing 162 games. The schedule can simply be followed from those which are printed in baseball guides, TSN etc. at the start of a season, etc.

A variation on this is to play all the games of one (or several) favorite teams.

The eight team league, playing 154 games (pre-expansion norm), is a popular one. Here is an easy to follow formula which has each team meet all opponents 22 times (11 home games and 11 away games).

a - b	a - c	d - a	a - g
c - d	b - d	c - b	b - h
e - f	f - g	g - e	c - e
g - h	h - e	f - h	d - f

a - e	a - f	a - h
b - f	b - g	b - e
c - g	c - h	c - f
d - h	d - e	d - g
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Play the above schedule through once, playing three game sets. Now, play the schedule through again, playing five game sets (three single games and one double header in each series). However, reverse the visiting and home teams.

Now, play through the schedule again, in three game sets, with the visiting and home teams in the order they appear above. That brings us to a mid-point mark of 77 games.

For the second half of the season, just reverse the first half in terms of home teams and visiting teams. Again, your five game set will provide for double headers.

You have the latitude of making any three game set play as a single game and a double header, of course.

As the final stats appeared for the just-ended 1971 major league pennant races, the preparation of ready-to-play rosters began. They are available with this, the World Series issue, of the "Extra Innings" newsletter.

They are printed, three to a side of each folio page. There are eight pages in all. None of the rosters is positioned so that, if cut apart, you'll lose part of a roster on the back side. Some players will want to keep them intact; others cut them apart. As in other respects, "Extra Innings" offers you an opportunity to do things the way you want to do them.

These rosters contain the regulars and principal utility players. When a player has appeared with more than one team during the season, he is on the roster of the team with which he finished. His record, however, is a composite of his full season's performance.

The "Hot Stove Issue" of the newsletter, out in January, will contain a supplement giving the batting statistics, by team, of those who appeared with more than one team in the same league.

Also in the "Hot Stove Issue" will be the individual pitcher's batting lines. For now, they are standardized at an average of .160 for all pitchers. The January issue will also have the players rated for defensive characteristics, LD and SD.

For now, those of you who want to re-play the 1971 season, perhaps to learn if more adroit management (by you) will result in a favorite faring more happily, are ready to do so. It's a long winter ahead until the teams go to Spring training. You can pass those dreary days when snow covers the ball parks, or padded giants rip up infields with their cleats, by re-living the excitement of the just completed pennant races and the World Series. Other games are preparing their codes. They'll be selling games this Christmas still containing 1970 teams. While others are disappearing into the club house, you're ready to take the field anew and...PLAY BALL!

LIKE THE UNUSUAL?

See "hotstove" issue
(January) for added
"E.I." innovation
on unusual plays!

From The Bench

We were talking about this with Charlie Nelson (Dr. Charles Nelson to give him his full doctorate honors) and reached this conclusion. APBA, BLM, Strat-o-matic and Extra Innings, and possibly others we've not had an opportunity to evaluate over a period of time, all perform reasonably well when it comes to recreating true-to-life performances. That is, a Hank Aaron or a Frank Robinson will produce a batting average around .310 (or whatever he hit the season on which his stats are based) and closely approximate his home run totals, etc. Depending on the defensive characteristics of a particular game, a Brooks Robinson will re-earn his "golden glove" and Stanley Stonefingers will boot the ball around.

So, what makes the difference? Is one game better than another? Charlie Nelson, who has tinkered around with one of the longer established games to polish it to a point possibly beyond the expectations of its original designer, says that it is how a particular game is played that makes one please one player and fail to satisfy another. We think everyone will agree that, unless a table game is fun to play, it will go up on the shelf.

We've only had "Extra Innings" on the market for a little more than a year. We've not had so many customers or inquiries about the game that our records have had to be fed into a computer. After the game had been on the market a year, we cross checked names of players of other table baseball games, noting them as correspondents, advertisers, etc., in APBA Journal, All Sports Digest (BLM's publication) and Coaching Lines, serving a general market, and found over 200 apparently committed players of rival games had either bought "Extra Innings" or, at least, inquired about it.

This seems to confirm that even those who appear most satisfied with a game they've played for years are still searching for a game which'll gratify them even more. Some switch games, but many, we suspect, stay with a game which is giving them a basic satisfaction largely because they've already completed several seasons of play with that game.

Charlie and I have listed the appeals of table baseball and the different expectancies of players of these games.

Here are some of the ways the market can be sub-divided:

First, there's a choice as to whether the player wants to, or is forced by circumstances, to play his games on a solitaire basis or will manage a team in a league made up of other players.

Next, whether each game is to be played out in exacting detail; a pitch-by-pitch progression or a sequence of actions to determine where a ball was batted, how it was handled, how it was thrown, what the base runner did, etc. This style of play takes about as long to complete a game as does actual play on the diamond and means you can't expect to replay an entire league in a year's time (unless you do virtually nothing else.)

Most "real-life" games compress the action on a batter to one or two rolls of the dice and a game can be completed in a half hour or less. This offers the opportunity to play a league schedule, if you work hard at it.

The next consideration is the kind of competition. Most players, being teenagers, or, surely, under 30, relate to present day teams and players and want competitions based upon the most recently completed season or to make adjustments as the current season progresses. This can be done with "Extra Innings." With other games, players' data cards or roster entries can be moved to follow actual trades of players.

Other players, particularly older ones, relate to teams from the past of baseball. They use all-star competitions or past pennant winners or complete leagues from the past.

The next splitting of interests comes from whether the player is primarily oriented toward hitting performance or pitching ability and defense. We'd expect that few players actually compute fielding percentages. The expected record keeping, after league standings, would be batting averages and won and lost records for pitchers. We think that ERA computations would either be beyond competence or outside the main sphere of interest of many players.

Some table baseball players get extra pleasure from computing statistics; most relate more to the play of the game itself.

It is the play of the game itself which ultimately must satisfy the player. The exercising of strategy options becomes important. Does the game afford complete discretion to the manager or is strategy "built in" creating some puzzling situations when a runner is thrown out attempting to steal when his team is seven runs behind in the bottom of the ninth?

And, finally, we come to the esoteric separations. One of the peculiarities rises from the tactile relationship to data. We suppose there are bibliophiles who would not touch a paperback edition of a classic. Certainly we know that there are table baseball players who must have the original data cards for a game, in mint condition. We know, for we number quite a few of these eccentrics among our friends, that the arrival of each year's data cards is awaited with the eagerness of an Audubon Society member peering for the first robin (they arrive about the same time as the data cards.)

There are those who build elaborate playing fields, sometimes replicas of actual major league home parks, and move tiny markers around the bases. (We'll not be surprised if someone doesn't construct a miniature "exploding" score board or one which flashes messages.)

It all adds up to a fascinating collection of diverse tastes to be gratified.

Actually devising a real-life game is no great task. We know of a dozen, or more, which provide recreations which are essentially

Playing Ideas. . .

INJURIES:

The rule about injuries, particularly the games lost because of them, came as something of an afterthought. Several of those who'd bought the first edition of "EI" wrote to say they missed having this touch of realism and a number of people, inquiring about the game, asked if this was a feature. We began to feel as though we were dealing with a blood-thirsty lot of fans, but, since we try to make the game apply to a wide variety of tastes, decided to add an injury factor.

Actually, we've got players leaving the game because of injuries at about a realistic rate (it being one of those factors for which no statistics are kept and we rely on our observations). It's the games lost because of the injury that is presenting problems to those conducting replays of entire seasons or a full schedule using selected teams.

Dr. William Bickel has provided a workable answer. He simply ignores injuries sidelining players for long periods if the injured player has appeared in all but ten of his team's actual games. Bill didn't say, but we'd suppose it would be fair to remove the player from the game in which he's been injured.

In the "Heard From The Grandstand Manager" section of this issue, Bob Wigglesworth recommends putting a player on the "21 day disabled list" and calling up a replacement. This raises the issue of calling him up from where? And what statistics to give him? While often a player comes up from the minors and flashes brilliantly as a replacement for an injured regular, much more often the replacement comes from the team's present utility personnel. What is needed is someone to replace the bench-warmer.

Actually, the rule would work

best for someone playing a competition using fictitious ball players. The same imagination which was used to create the original rosters can be employed to fill-in injury caused vacancies.

One circumstance that does require amplification is that we had not provided an injury factor for hit batsmen. Use this, if it suits your temperament: For teams from 1950 and later, if a batter is hit by a pitched ball (2-3-1 on the First Roll), roll again. A roll from 1-1-1 to 1-4-3 and the hit batter is injured. Roll to learn the games lost (and don't forget to put in a pinch-runner). For teams before 1950, a roll from 1-1-1 to 1-5-6 creates an injury. They might have been tougher, but they didn't wear batting helmets.

Frankly, we've been leery of the loss of time to injuries since we played the first game using this new rule and Lou Gehrig was injured and out for six games. The Iron Horse?

From Table Tops Here and There

"I would like to report a game in which Willie Mays hits three home runs, two doubles, two singles and went seven for seven with ten RBIs. It was the All-Time Greats against the living All-Time Greats which won 18-5.

"Also, Gaylord Perry, in a seven inning game between the '70 Giants and '70 A's, struck out 16 and won 1-0."

Kent Allen - Arlington, Va.
Comment: And so, thanks to "EI", Willie Mays joins Wilbert Robinson and Cesar Gutierrez in the seven for seven club.

true-to-life. It is the marginal areas which give one player pleasure and another a pain in the score pad.

This is not surprising. Leaving out those who acquire a table baseball game simply as another Christmas package under the tree and play a desultory game or two some rainy afternoon, the ones who are moved to set up leagues, keep statistics, etc. are sort of freaky to start with. We can say this as we've been in that category since our early teens (when Leo Durocher was still the Cardinal's shortstop and not the highest paid beneficiary of the player's pension plan). So, it is not surprising that this unusual segment of the population, and a minor splinter group of baseball fandom in general, will search for individualistic gratifications among available games.

We hold the warmest of regard for such games as APBA, Strat-o-matic, Big League Manager, Be A Manager, Pennant Winner II, Sports Illustrated Baseball, Dodeca, to name a few. We chide them a bit, but that's all in good merchandising fun. (After all, "All Sports Digest" the house organ for BLM and Negamco left us off the list of other table baseball games in their questionnaire. . . and it hurt, fellers.)

It's unrealistic to claim that one game is better than all others for all players. We like to think "EI" can please a larger share of the market than any of the others but the games named above are all darn good games. There are some lemons not mentioned (law suits are not desired) but, put it this way, we've never seen a table baseball game that purported to be the creation of some super star that was worth a damn. We've examined such games and decided that today's ball player would put his name on anything for a buck. A far cry from when Honus Wagner created the great scarcity in early baseball cards by refusing the use of his picture by a tobacco company. And, we'll except Ethan Allen's identification to the Cadco-Ellis game. And, going a long way back, there a 1928 copyrite game, the Danny MacFayden Baseball Game which had charts to be used in different base runner situations (ah, there APBA!)

We sometimes sit here and ruefully wonder if they think of us in Lancaster or Duluth. Does Dick Seitz, APBA's inventor, know we were in basic training together, at Ft. Eustis, Va., in 1942?

Heard from the Grandstand Managers

Note: The following letters are reprinted because they raise some interesting questions (provoking some interesting, we trust, answers) and because most are rather laudatory.

"Congratulations on the creation of a superior baseball table game! I have played them all, including APBA, which I considered tops until I was introduced to your game. I am submitting my order for another game. My pages are sort-of dog-eared" from so much use.

"I have a suggestion that you incorporate the '21 day disabled list' for injuries. The player could then be replaced allowing the team to 'call up' a player from the minors, etc.

"There is one other suggestion. With a rumer on second (third unoccupied), why not let him try for third on a fly hit deep to right field (only). The play would most likely be a relay taken by the second baseman or short stop and then on to the third baseman. Use the 'Sacrifice Fly Option' chart as it is."

Robert A. Wigglesworth
Brockton, Mass.

Answer: Golly!!! A re-order! We'll hold on answering re-injuries and deal with that in length in a separate column in this issue. Some other players have provided some concepts for this, too. We added a provision for runners advancing from second on a sacrifice fly in the last issue of the newsletter. We'll incorporate your idea that, on a fly to right, the ball be relayed by the second baseman and the play, on a put-out, go 9-4-5, rather than 9-5. We'll also amend and let any player try for third on a fly to right; but still limit attempts on flies to center to those rate AAR or S. (How about that, now we're getting revisions to the revisions!)

"Your game is very realistic. There is no other game like it. Not even 'Sports Illustrated' or 'Strat-o-Matic' are as realistic as 'Extra Innings'."

"I have completed a tournament with the 60 teams which came with the game. The '69 Orioles defeated the '43 Yankees in six games in the final. (An elimination sheet accompanied showing the last surviving 16 teams. The semi-finalists were: '69 Orioles, '70 Mets, '27 Pirates, '43 Yankees. The '27 Pirates won the consolation series for third place from the Mets.)

"I have a suggestion which concerns home runs in several different ball parks. For instance Boston would be a plus 3 on the green die; Yankee Stadium would be a minus 3 on the green die; all the new parks would be rated 0 because of the similarity of fence distances.

"Also you should not put so many players on the team rosters. Lewis on the OaklandA's only got up 8 times! With a home run rating of 1-5-3!"

Michael Dougherty
Baldwin, L.I.

Answer: For our thoughts about being better than other

games, see editorial, "From The Bench" in this issue. The home run advantage is sort of built into the game since the percentages derive from the stats. Yet, a Red Sox player is as likely to homer on the road as in friendly Fenway Park. The home team advantage factor we proposed in the last newsletter puts this in better perspective. We're tempted to hone this a little finer, but will hold off. For example, your illustration of the Yankee Stadium is inappropriate for left hand hitters (Ruth, 60 and Maris 61*) but realistic for left and center field in that park. Consider this "in the hopper" for the further development under the "pro level."

Oakland's Lewis provided a special problem. We do include a lot of fringe players, but leave off the "cup of coffee" players as a rule. However, Lewis appeared in 25 games, mostly as a pinch runner (is rated S) and stole seven times. In a season's replay he should only be used sparingly (eight at bats) and not as a full-time player, of course. But, if you were "managing" the OaklandA's in a competition, you'd want the opportunity to use him, as he was in real competition, as a pinch runner in strategic situations. And thank you for the kind words, Michael!

"I would like to take this opportunity to tell you how pleased I am with the 'Extra Innings' game I purchased from you last March. First of all, the service you gave me was amazing; I received the game less than a week after mailing my order.

"The accuracy of the game cannot be doubted...My 'Strat-o-matic' minded friends are shocked when I laugh at the immaturity of Strat-o-matic. I find no security in little cards and fielding charts.

"I would like some information on the 'Extra Innings' newsletter mentioned in the Historic Teams section of the game."

Gary L. Munn
Kinnelon, N.J.

Answer: Again, the last issue had the info about the newsletter. An order coupon is in this issue, too.

"I want to commend you on your fantastic game. I have constant sessions with Kenny Mair, who got me interested in your game, and they are great! I never thought a table baseball game would be so exciting and realistic. Babe Ruth (my man!) hits home runs, Maury Wills steals bases and Bobby Murcer is fielding tremendously.

"I have only one complaint. The charts are all on the back of important information. This is a disadvantage because I post these charts on a board so they are convenient during a game."

Mitchell Kagen
Monsey, New York

Answer: We goofed. Next edition will have the charts without any back-up. We, too, tack them up. At least we were

smart enough not to put the charts on back of other charts in the book.

"Please place a notice in your newsletter as follows:

"Forming a play by mail league for owners of 'Extra Innings.' This will be a draft league with all players rated by 'Extra Innings' and all players we rate ourselves eligible. If interested write Jim Powell, 1155 Sir Francis Drake, Kentfield, Calif. 94904."

Answer: It's done! Let us know how it works out. We've observed from reading ASD and APBA Journal that these leagues are quite difficult to regulate. Let us know when your season opens, metaphorically speaking, we'll throw out the first dice.

"I am happy to inform you that things have been working out. Now, in 45 games the Mets have 71 doubles and they have 23 home runs. You were right about the dice finally averaging out. The Mets team batting average is .266 and their ERA is 3.28. Their record so far is 26-19. Since I am now playing a whole season and I use rookies how often do you suggest I change their ratings?"

Burt Fried
Queens Village, N.Y.

Answer: The optimum would be to make weekly changes from the stats in The Sporting News. From your previous letter, when the Mets had hit only three home runs in 16 games, and the address on this one, you'd have daily access to batting average and ERA fluctuations in the metropolitan New York daily papers. If I were playing it your way and had the time, I'd try to stay two weeks behind actual play (so I could adapt stats from TSN) and play a week at a time. I'd use the actual boxscores as they appear in TSN for my starting lineups, pitching rotation etc. We did use actual boxscores and lineups when we replayed the 1941 National League season as the final test of the rules of the game at Providence College. Got fantastic results since there was no way to mis-handle actual pitching rotations, injuries were automatically taken care of, etc.

"I learned of your game from a friend. My brother and I had previously been playing another well known table top baseball game. When my friend introduced 'Extra Innings' to us, we found our game to be no match for it. Of all the table top baseball games I have ever seen and played, 'Extra Innings' wins hands down.

"Your seven to 10 day delivery is a welcome change from the four to six week drudgery of other game companies."

Nicholas Galotti
Bronx, N.Y.

Answer: If other companies did the low volume of business we do, they'd probably hand deliver. A running gag with my next door neighbor, an incorrigible APBAer, is that he keep pretending I'm about to acquire his house and lot to build the 'Extra Innings' office and warehouse. So far, my basement recreation room and two car garage suffices for storage and shipping (and I don't even have to leave the cars in the driveway!) Maybe in the next issue I'll write a bit about running a family business.

Michael Rubin, Culver City, Calif. reports a losing one-hitter by Tom Seaver, pitching for the 1971 Mets (on a mid-season roster recomputation) against San Diego. The only hit was a one out home run in the ninth by Al Ferrara (before traded), pinch-hitting for starter Dave Roberts who'd blanked the Mets on six hits to that point. Steve Arlin completed the whitewash of the Mets in the ninth so that Seaver lost a one-hitter with the only hit being a home run. Mr. Rubin then wondered if any pitcher had ever lost a no-hitter with the only safety being a four bagger. Allan Roth we're not, but after much thinking about it, the nearest we can recall was the Harvey Haddix perfect 12 inning game. In the 13th there was an error, a sacrifice, an intentional walk and then Joe Adcock hit what was first scored as a home run, but later reversed to a double by the league president. Our source is a recent interview with Haddix by Providence, R.I. Bulletin sports columnist, John Hanlon, recalling that game.

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 January, July and October 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 _____
Address _____
City _____
State _____
Zip _____

More from the Grandstand Managers. . .

As we said, in starting this feature in the previous issue of the newsletter, we use the term "grandstand manager" in the most praiseworthy way. So many great minds have bent themselves to various aspects of honing fine points on "EI" that we're astonished and overwhelmed, not only by the response, but, too often, by the areas of math involved. We're great at compiling expense accounts and various devious employments of rather simple math, but get lost in the labyrinths some of our respondents lead us in to.

We've fenced with one of the most intriguing of all table game fanciers, Mitch West of Oak Park, Ill., for many months. He took early aim at our admittedly cumbersome method of figuring out the hit lines for each batter (as described in the "EI" text.) We've never really liked it either, but it was the only way we had figured out that would apportion extra base hits correctly. Too much rounding off to provide absolute perfection, yet we console ourselves with the expectancy that no batter will hammer out enough extra base hits in a season to have the averages truly level off.

One of Mitch's peculiarities is that he seems to assume that everyone has a copy of "Batting and Pitching Averages At A Glance" on hand. They don't, I'm reasonably sure. However, if enticed by Mitch's preambulations, they can order copies from "The Sporting News."

Now, you must understand that a man who opens his very first letter to this staid and respected firm with a banner headline: "The White Sox Will Rise Again!" is going to prove somewhat troublesome. This has proved to be the truth. Mitch writes in sort of a Marcel Proust fashion, sort of free-form dialogue, interspread with asides on the super stardom in the immediate future of Bee Bee Richards, pennant predictions which later prove highly inaccurate, etc.

However, I can not deny that Mitch has projected a simpler way to figure out extra base hit lines. It's not quite as rapid as Bee Bee Richards, but several steps faster getting down to first base than our method. (Probably because I swing from the right side of the plate and, if ever I sensed a left-hander, it's as my friend Mitch.)

It is Mitch's proposal that we simply multiply home runs (or triples or doubles) by 216 and divide that by the number of at bats! The formula:

$$\frac{HR}{AV} = \frac{X}{216}$$

Now, if you do happen to be the one in 438 table baseball players who owns that publication: "Batting and Pitching Averages At A Glance" (or want to order one, probably sending some pensioner of the Spinks off into the back room, muttering "I saw one of those back here in 1939 when some youngster named Red Barber ordered one.") you can whiz along without working out much of the math.

Mitch, who has taken to being very explicit in spots, out of

respect for a graying gentleman whose math was knuckled into his head by a succession of nuns more concerned with my droning the multiplication table than helping the Berrigans raid draft boards, has stated it this way: "STEP ONE: Open "Batting & Pitching Averages At A Glance" to the appropriate page (according to at bats, of course). Then "divide" AB into HR, then T, then D.

STEP TWO: Check the chart, finding the various averages. In this step, all you're doing is

HR/AB	Use (No. of Hit-Lines)
.000 x 216 = 00.000 (0)	
.001 " 00.216 (0)	
.002 " 00.432 (0)	
.003 " 00.648 (1)	
.004 " 00.864 (1)	
.005 " 00.080 (1)	
.006 " 01.296 (1)	
.007 " 01.512 (2)	
.008 " 01.728 (2)	
.009 " 01.944 (2)	
.010 " 02.160 (2)	
.011 " 02.376 (2)	
.012 " 02.592 (3)	
.013 " 02.808 (3)	
.014 " 03.024 (3)	
.015 " 03.240 (3)	
.016 " 03.456 (3)	
.017 " 03.672 (4)	
.018 " 03.888 (4)	
.019 " 04.104 (4)	
.020 " 04.320 (4)	
.021 " 04.536 (5)	
.022 " 04.752 (5)	
.023 " 04.968 (5)	
.024 " 05.184 (5)	
.025 " 05.400 (5)	
.026 " 05.616 (6)	
.027 " 05.832 (6)	
.028 " 06.048 (6)	
.029 " 06.264 (6)	
.030 " 06.480 (6)	
.031 " 06.696 (7)	
.032 " 06.912 (7)	
.033 " 07.128 (7)	
.034 " 07.344 (7)	
.035 " 07.560 (8)	
.036 " 07.776 (8)	
.037 " 07.992 (8)	
.038 " 08.208 (8)	
.039 " 08.424 (8)	
.040 " 08.640 (9)	
.041 " 08.856 (9)	
.042 " 09.072 (9)	
.043 " 09.288 (9)	
.044 " 09.504 (10)	
.045 " 09.720 (10)	

NOTE: If you are perplexed, please write to Mitch West. We'll forward all letters, feeling the cost of the postage is well worth not having to serve as a go-between in any bouts between mathematicians.

multiplying the average obtained in step one by 216. (The chart does this for you.)

So, the equation is:

HR

AB times 216

= No. of Hit Lines.

We print the chart below with some trepidation. First, I've got to look the compositor in the eye (he already hates me for giving him a formula to set in type when I know damn well it upsets his character count - and his character, too, for that matter).

.046 " 09.936 (10)	.094 " 20.304 (20)
.047 " 10.152 (10)	.095 " 20.520 (21)
.048 " 10.368 (10)	.096 " 20.736 (21)
.049 " 10.584 (11)	.097 " 20.952 (21)
.050 " 10.800 (11)	.098 " 21.168 (21)
.051 " 11.016 (11)	.099 " 21.384 (21)
.052 " 11.232 (11)	.100 " 21.600 (22)
.053 " 11.448 (11)	.101 " 21.816 (22)
.054 " 11.664 (12)	.102 " 22.032 (22)
.055 " 11.880 (12)	.103 " 22.248 (22)
.056 " 12.096 (12)	.104 " 22.464 (22)
.057 " 12.312 (12)	.105 " 22.680 (23)
.058 " 12.528 (13)	.106 " 22.896 (23)
.059 " 12.744 (13)	.107 " 23.112 (23)
.060 " 12.960 (13)	.108 " 23.328 (23)
.061 " 13.176 (13)	.109 " 23.544 (24)
.062 " 13.392 (13)	.110 " 23.760 (24)
.063 " 13.608 (14)	.111 " 23.976 (24)
.064 " 13.824 (14)	.112 " 24.192 (24)
.065 " 14.040 (14)	.113 " 24.408 (24)
.066 " 14.256 (14)	.114 " 24.624 (25)
.067 " 14.472 (14)	.115 " 24.840 (25)
.068 " 14.688 (15)	.116 " 25.056 (25)
.069 " 14.904 (15)	.117 " 25.272 (25)
.070 " 15.120 (15)	.118 " 25.488 (25)
.071 " 15.336 (15)	.119 " 25.704 (26)
.072 " 15.552 (16)	.120 " 25.920 (26)
.073 " 15.768 (16)	.121 " 26.136 (26)
.074 " 15.984 (16)	.122 " 26.352 (26)
.075 " 16.200 (16)	.123 " 26.568 (27)
.076 " 16.416 (16)	.124 " 26.784 (27)
.077 " 16.632 (17)	.125 " 27.000 (27)
.078 " 16.848 (17)	.126 " 27.216 (27)
.079 " 17.064 (17)	.127 " 27.432 (27)
.080 " 17.280 (17)	.128 " 27.648 (28)
.081 " 17.496 (17)	.129 " 27.864 (28)
.082 " 17.712 (18)	.130 " 28.080 (28)
.083 " 17.928 (18)	.131 " 28.296 (28)
.084 " 18.144 (18)	.131 " 28.296 (28)
.085 " 18.360 (18)	.132 " 28.512 (29)
.086 " 18.576 (19)	.133 " 28.728 (29)
.087 " 18.792 (19)	.134 " 28.944 (29)
.088 " 19.008 (19)	.135 " 29.160 (29)
.089 " 19.224 (19)	.136 " 29.376 (29)
.090 " 19.440 (19)	.137 " 29.592 (30)
.091 " 19.656 (20)	.138 " 29.808 (30)
.092 " 19.872 (20)	.139 " 30.024 (30)
.093 " 20.088 (20)	.140 " 30.240 (30)

There'll be more from the fertile Mitch. We've also got a fat file folder from Jeff Sagarin to digest, loaded with super statistics.

Jeff is a grad student in math at Ohio State. He designed the Adjusted ERA Chart and has

Worse, I've got to proof read it before it ends up printed in the newsletter.

Yet, I feel I owe it to Mitch. We've shared so much together, including devising the relief pitchers for a mythical team. Would you believe, Bull Penn (workhorse of the staff); Speedy Al Kerseltzer; the first girl major league pitcher, Anna Cyn (for fast, fast relief); Salvatore (Sal) Hapatica; Milka Magnesia and others too specific to mention in a family publication?

Here's Mitch's Chart:

.094 " 20.304 (20)
.095 " 20.520 (21)
.096 " 20.736 (21)
.097 " 20.952 (21)
.098 " 21.168 (21)
.099 " 21.384 (21)
.100 " 21.600 (22)
.101 " 21.816 (22)
.102 " 22.032 (22)
.103 " 22.248 (22)
.104 " 22.464 (22)
.105 " 22.680 (23)
.106 " 22.896 (23)
.107 " 23.112 (23)
.108 " 23.328 (23)
.109 " 23.544 (24)
.110 " 23.760 (24)
.111 " 23.976 (24)
.112 " 24.192 (24)
.113 " 24.408 (24)
.114 " 24.624 (25)
.115 " 24.840 (25)
.116 " 25.056 (25)
.117 " 25.272 (25)
.118 " 25.488 (25)
.119 " 25.704 (26)
.120 " 25.920 (26)
.121 " 26.136 (26)
.122 " 26.352 (26)
.123 " 26.568 (27)
.124 " 26.784 (27)
.125 " 27.000 (27)
.126 " 27.216 (27)
.127 " 27.432 (27)
.128 " 27.648 (28)
.129 " 27.864 (28)
.130 " 28.080 (28)
.131 " 28.296 (28)
.131 " 28.296 (28)
.132 " 28.512 (29)
.133 " 28.728 (29)
.134 " 28.944 (29)
.135 " 29.160 (29)
.136 " 29.376 (29)
.137 " 29.592 (30)
.138 " 29.808 (30)
.139 " 30.024 (30)
.140 " 30.240 (30)

projected a number more "goodies" that if me and my elderly nuns can ever get together over (they keep closing the parochial schools and re-routing Sister Agatha) we'll expose and explore in future newsletters.