

EXTRA INNINGS NEWSLETTER

The Official Publication of Extra Innings

"All Star Issue"

Vol. 2 No. 2

Improvements in 'EI' - New Charts... New Pitcher Ratings for Walks and Strike Outs

Players Association Blows Whistle on 'EI'

On May 8 the Major League Baseball Players Association wrote to "Extra Innings" that we should be aware, "the unauthorized exploitation of players' property rights is in violation of Section 50 of the Civil Rights Law of New York and similar 'privacy' laws of other states, and you are thereby subject to civil and criminal sanctions." The letter, from Richard M. Moss, Counsel, went on to invite discussion.

As we had a trip to New York scheduled a few days later, we phoned and obtained an appointment with Mr. Moss.

Actually, we'd anticipated something of this sort would eventually happen. BLM had hashed the situation over rather thoroughly in "All Sports Digest" and we'd noted price increases that seemed related to royalty payments by other companies.

So, we went to the big city. We had a most pleasant meeting with Dick Moss. He seemed as amused as we were with the David vs. Goliath matchup. He'd not known that our venture was a hobby sort of thing, squeezed into a few spare hours and operated on a shoe string budget. Actually, as he explained, he and Marvin Miller hadn't been scanning the ads in TSN and Baseball Digest to seek out new games. He was acting on complaints made to him by two of the licensed games.

The situation is this: If you want to use the players names and records with impunity, you get yourself licensed. As part of the deal, the MLBPA will take legal action against unlicensed companies who don't go along with this agreement.

The whole thing is worked out this way: the company agrees to pay a 5% royalty on sales, with a minimum annual payment of \$2,500 for direct mail games and \$5,000 for retail games.

We're a direct mail game and the minimum payment represents half our gross volume! We can only handle 500 sales a year and don't want more. This is why we limit our advertising.

Actually, we find it difficult to

fault the Major League Baseball Players Association. We think the players are entitled to compensation for games which specifically identify players in their advertising. We think the players deserve compensation for use of their pictures on bubble gum cards and other merchandising. We don't begrudge the players for wringing every dime they can from their short careers and brief celebrity.

We have rather substantial legal opinion that "Extra Innings" does not operate under quite the same circumstances as do other games. The primary difference is that "EI" tells the buyer of the game exactly how to work out data from any set of statistics...from 1876 to the present, for minor league teams, Little Leaguers, etc. We provide prepared rosters as a matter of convenience. We don't hide our data in codes and compel customers to subscribe to more coded data to keep playing the game.

As to whether a players' record, as published in countless guide books, newspapers, etc. is his own personal property, we leave it to your own sense of proportion (and humor) to judge.

We've commented more on this matter in our editorial (next page) "From The Bench." When we selected that title we'd been thinking of "the bench" as the managerial perch. Now we see it takes on judicial connotations and might even prompt a letter from the attorney of a certain Cincinnati catcher.

Given other circumstances we might have said the hell with it. However, we have been growing more and more annoyed with the fatuous fumings of the several games companies who seem to feel ordained to dispense data as though it had been handed down from the heavens on tablets graven by the hand of a Deity.

So, we'll stretch the shoestring further and keep "EI" on the market and give table baseball game players a choice...a game they can handle anyway they like.

This issue of the newsletter contains newly designed First Roll and Second Roll Charts. It was necessary to alter those originally created for "Extra Innings" to accommodate a number of changes we have decided to introduce into the play of the game.

The basic method of the game, in obtaining accurate batting averages and power hitting remains unchanged. However, in the several years since we developed "EI" we have been urged by many astute games players to provide more accurate means of rating pitchers and handling defensive play.

Last winter we re-worked many aspects of the game and then circulated these proposed changes among a number of skilled table baseball players for reaction. Not all of them identify with "EI". We obtained valuable input from many who relate to BLM, S-O-M, and APBA. The reaction was quite favorable, although we still couldn't find total accord in the treatment of some areas of play.

We are still working on revisions which won't become final until the eventual emergence of the third edition of "Extra Innings." However, we feel these changes are too important to keep under wraps. We decided to incorporate the new methods for controlling walks and strike outs by pitchers in the 1948 American League rosters (which accompanies this issue of the newsletter).

As they couldn't be utilized with the original First and Second Roll Charts, this required that we reorganize these. Since these also included new treatments for double plays and errors, it became necessary to make available new charts for those situations.

As the charts themselves are prepared in the briefest form possible, some text explanation is necessary.

One of the techniques of "EI" which has long seemed inadequate to its designer, has been the issuing of walks and obtaining of strikeouts. It has been almost a "chicken and the egg" proposition. Actually, both the batter and pitcher contribute to these circumstances. However, the results are more controlled by the pitcher than the batter. While we recognize that certain batters swing freely at

pitches outside the strike zone (Sanguillen, for example) and take few walks, and others register high or low percentages of strikeouts, we are reserving treatment of these types of hitters for a future newsletter and concentrating, at this time, on the pitcher's contributions to walks and strike outs.

WALKS: Each pitcher will be rated on future rosters for his percentage of bases on balls for batters faced. (See 1948 AL). We determine BFP (batters faced by pitcher) with the formula $3 \times \text{Innings Pitched}$, plus hits, plus walks. We divide the total BFP into 90% of walks issued (leaving 10% for intentional walks and Special Players).

Illustration: Mickey Lolich, 1969 Tigers, pitched 281 innings $\times 3 = 843 + 214 \text{ hits} + 122 \text{ walks} = 1179$ divided into 90% of his walks $(110) = .093$. Consult the "Master Chart" and .093 is the 20th line. This is 1-4-2 on the dice. Lolich, in 1969, would issue a walk on the First Roll Chart from 1-1-1 to 1-4-2. On the roster, the notation 1-4-2 would be added to Lolich for walks.

At this time we are leaving the designation "SP" (Special Player, those with 100 or more walks a season, unchanged). We'll provide you with a new treatment in the October newsletter which will be used with the new First Roll Chart. Meanwhile, just use the present SP method.

STRIKE OUTS: Each pitcher will be rated for his strikeouts by determining batters faced $(3 \times \text{InP} + \text{Hits} + \text{Walks})$. Note: This formula does not include all means for batters to reach base, contributing to the total number of batters faced, as it excludes those reaching on errors, hit batsmen, catcher's interference. However, this is offset by runners who are erased on double plays, out stealing, picked off base, etc. The $3 \times \text{InP} + \text{Hits} + \text{Walks}$ formula will work quite closely when the stat BFP is not available.

(We'd like to inject here that we feel obliged to limit the use of stats to those included in Mac-Millan's "The Baseball Encyclopedia" in developing "EI" for play.)

Divide the BFP into strikeouts. Convert this percentage into lines via the "Master Chart." Illustration: Koufax in 1965

(Continued on Page 7)

July, 1972 - Vol. 2, No. 2
 Edited and Published by
 Jack Kavanagh, designer of
 'Extra Innings'

From The Bench

Editorial

When told we must pay a licensing fee to the Major League Baseball Players Association for the use of the players' names, our reaction was more one of amusement than indignation.

The incongruity of being the "next worthy opponent" of Marvin Miller's challenges in behalf of the players appeals to our sense of the ludicrous. After all, it is rather flattering to a "business" which is squeezed into a few spare evenings and weekend hours to be accorded a place on the priority list which includes the Major Leagues themselves, network television, games companies with volume many times the size of little old Extra Innings, etc.

We've had to reassess our own position. As those who have read this newsletter, or corresponded with us, know by now... "EI" was marketed for the purpose of providing an eventual retirement project for its designer; one that would provide a nominal amount of activity and, hopefully, produce a nominal supplementary income. It has never been our concept that we would grow into a major industry. We have no intention of assuming the financial and moral responsibilities of a staff of employees, getting involved with facility leasing, distribution mechanics, and other necessities of expansion which would find the retirement years turning into an extension of a career of management which has this tiring body yearning for a slower pace.

But, there's enough of the old fighting spirit left to deny the real opponents, those games companies who want to protect their market, an easy victory.

Here's the way we see the situation: First, the legal and moral issues involved in using the players names and records:

Players' names are part of their records and are, undoubtedly a matter of public information. However, it would be improper to stress the personalities of the players in advertising without compensating such players.

There is a very significant difference between "Extra Innings" and all other "real life" games. We show exactly how to compute all playing data; all others hide this data in codes. You must have the coded information in order to play the game. More so, you have to re-subscribe to coded data to con-

tinue to play the games in the future.

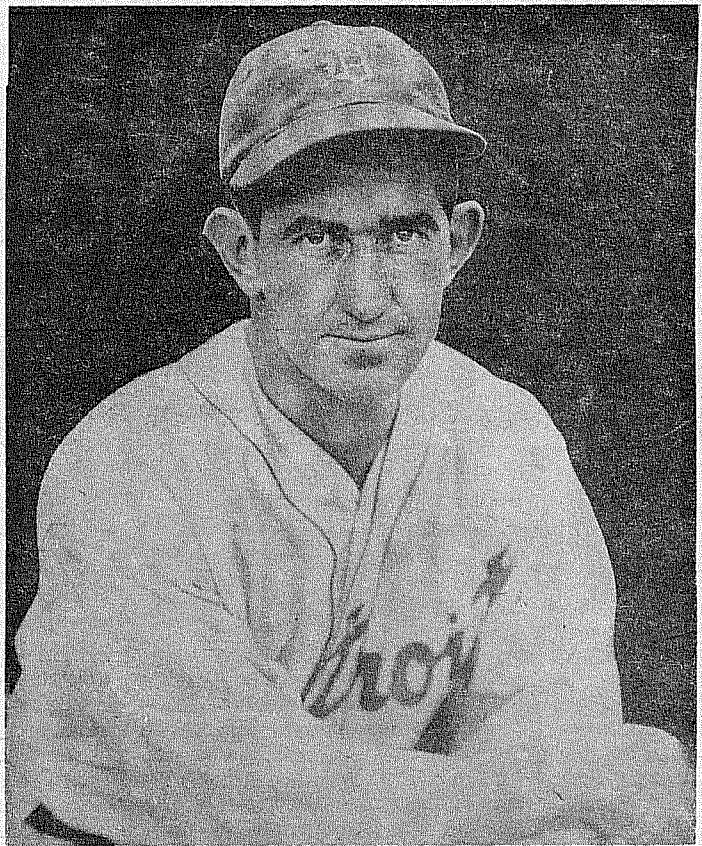
It is our contention that we provide prepared rosters as a convenience factor. After all, the owner of the game has the knowledge of how it is done. If he prefers, he can work out the rosters for himself. It would be a rare player who'd want to work out all twenty-four major league teams, season after season. We'd expect most would work out a favorite team, maybe a division, maybe a league....at most.

We have the option of simply ignoring the threats of law suits, letting them happen and defending against them. In this circumstance it isn't the apprehension that we would lose which inhibits us, it is the cost of litigation and the time it would take, which deters us. The stakes simply aren't high enough. It's like mailing in a parking fine, even when you know the meter was broken and can prove it. It's simpler to pay the fine than to spend half a day in court defending oneself against the injustice.

We introduced the newsletter to serve as a means to provide those who own "EI" with prepared rosters for future seasons. We believe most who have found "EI" a satisfactory game would rather get their future rosters "ready-made" than take the time to work them out themselves.

At this point, we are attempting to side-step litigation. To avoid inviting it, we are discontinuing the concept of printing rosters for future seasons in the newsletter. Instead, we are turning our mailing list over to a non-profit organization. That organization will distribute prepared rosters in the future in exchange for a donation. They will mail the rosters to Newsletter subscribers at the end of the 1972 season. If you are now a subscriber, a part of your subscription cost will be directed to the National Association for Retarded Children. You will get your 1972 rosters, mailed separately. The rosters will be prepared by the methods provided with "Extra Innings", from the publicly printed performance records of the players.

Meanwhile, the Newsletter will continue to provide you with rosters from teams and leagues of earlier years, pithy comment about the world of table games, playing suggestions gleaned from other players, and other content we trust will justify your continued readership.



Despite the potent bats of Greenberg and Gehring, Mickey Cochrane's 1935 Detroit Tigers, handicapped by a high staff ERA, ended in the cellar of the "Two-Light Zone" League.

'Two-light Zone' Pennant Won by Black Sox - Honest!

The 154 game schedule, using eight teams from widely varying eras of baseball, ended with the 1919 Chicago American League team as winners. They edged out the 1969 Orioles by one game.

For awhile we had our suspicions that the scandals of 1919, when the White Sox threw the World Series to the Cincinnati Reds (and became identified ever after as the "Black Sox"), would be repeated. With seven games to play, the Sox lost a three-game lead, but recovered as Baltimore faltered. (No suspicion there, however.)

Even in such vaunted company as the 1951 Giants, 1953 Yankees, 1963 Dodgers, 1942 Cards, 1906 Cubs and 1935 Tigers, the 1919 Chicago team stood out. This was one of the truly great teams of all time. The honest members of the team have contributed three members to the "Hall of Fame." Such all-time stars as Eddie Collins, Ray Schalk and Red Faber were on that team. Among the "eight men out" who sold out to the gamblers were those who surely would have been elected to the "Hall of Fame," Joe Jackson, Eddie Cicotte, Lefty Williams and Buck Weaver.

We undertook the competition to see what the outcome would be when teams from the dead ball and lively ball era met. We played at the "pro-level" with adjusted ERAs. The result was that the pitching was dominant and batting averages were depressed. As we reported at the mid-season point (See September, 1971, vol. 1, no. 1), we anticipated results similar to World Series averages. The composite batting averages for World Series performances is .236. The composite BAs for the "Two-Light Zone" League was .234. Consequently, there was a dearth of .300 hitters, with a dead heat for the batting champion-

ship between Joe Jackson, 1919 White Sox and Gene Woodling, 1953 Yankees at exactly .300. Charlie Gehring, 1935 Tigers, earned a "technical" .300 with a .2997.

Mordecai "Three Finger" Brown, of the 1906 Cubs, pitching from an ERA of 1.04, hurled eight shutouts while winning 20 games. Eddie Cicotte, pitching 360 innings (he'd worked 306.2 in the abbreviated 1919 season when the league played only 140 games in a WW1 shortened season) racked up the most wins, 23.

Modern fans will be happy to know that Sandy Koufax, who with Brown and Cicotte, reached the 20 win mark, led in strikeouts with 291.

Hand Greenberg of the 1935 Tigers, mopped up in the slugging areas, hitting 59 doubles (actual in 1935, 63); home runs 28 (actual in 1935, 26) and RBIs with 120 (actual in 1935, 139).

There were many individual highlights: Koufax and Drysdale each pitched a no-hitter; Monte Irvin (1951 Giants) hit three HRs in one game on two occasions; Charlie Gehring hit safely in 11 consecutive times at bat. We had our first triple play, pulled off, of course, by "Tinker to Evers to Chance" of the 1906 Cubs.

The competition was squeezed into odd moments and, as table baseball is supposed to do, provided hours of relaxation and fun. We thought it fitting that we completed our season early in April. There we were enjoying our baseball games while the nation's baseball fans waited for the players and owners to settle the strike which shut down the major leagues.

The final standings: 1919 White Sox, 85-69; 1969 Orioles, 84-70; 1951 Giants, 78-76; 1953 Yankees, 78-76; 1963 Dodgers, 77-77; 1942 Cards, 75-79; 1906 Cubs, 71-83; and 1935 Tigers, 68-86.

Heard from the Grandstand Managers

Ed. Note: As it is our policy to respond to all correspondence, we attract some fascinating (to us, anyway) letters. We reprint parts of them here: some having the value of presenting game ideas, many simply verifying that the world of table baseball is populated by some of the most interesting people in the universe.

"...if you want to add to your income, I believe I can guarantee you immediate success if you write a booklet for parents telling us how to channel the mental energy and mathematical ingenuity our sons pour into these baseball games, and teach us how to get them to apply it to school work. My son can mentally multiply three digit numbers and quickly compute averages in his head, but got a C in geometry." — Mrs. Gretchen Chapler, Iowa City, Iowa

The following are some excerpts from the inquiries our ads attract:

"Please send me free details about the extra innings for my team of Kennedy high school."

"Please send me details about 'Extra Innings' you said that you would of a Binder to."

"Please send details about 'Extra Innings' please send me all the stuff it tells in the book that you'll send to me. Please send me a lot of stuff in big packages."

Ed. Note: Well, they all said, "please."

"Enclosed is a check for the game and the newsletter. With the exception of the games carrying the baggage of some star players' name which I never fell for, I have ordered and tried literally every game that I have ever heard of or seen advertised. I've gotten the good ones and pretty thoroughly know all the comparative strengths and weaknesses of them all, and I have been gypped many, many times — about once a year at least by the ripoff artists that offer a "super" game that turns out to be nothing and the company can't be found again. I primarily use Stratomatic with some personal refinements. I have no question from your writing that the game will be good. I am 33 and am Program Director for a 14 county Head Start program serving 5300 children from 3 to 5 years of age. I started playing APBA in 1954 and played an entire season for both leagues. I correspond a great deal with "gamesters" everywhere and enjoy swapping tales and arguing games with others of this weird breed." — Don Miller, Jackson, Miss.

"I've been following the Mexican League for several years now and thru 'EI' and with some work, I just might be able to play a league season on a relative realistic basis. I am a Math teacher at De LaSalle H.S. (Christian Brothers) and score football, basketball and baseball and, sometimes, write a column in the Times-Picayune." — Henri J. Roca, Jr., New Orleans, La.

"In April of this year, as you may remember, I re-ordered a copy of 'Extra Innings'. At that time I explained that I wanted to have a game available as a sort of "back-up system" in case anything ever went wrong with APBA.

"The first time I examined your game I made the mistake of considering it on a purely comparative basis—I've been an APBA player since 1956, so I suppose that this is a natural, albeit unfair, course to follow. This time, realizing I had flunked "Objectivity I", I decided to study carefully for my "exam". I'm glad I did. Considering "Extra Innings" only for itself and avoiding comparisons as much as possible, I was rewarded by discovering that I had more than an "emergency auxiliary system." I had found something new and interesting. Good luck and thanks for making a game that's too good to be relegated to a "bullpen" role." — Jim Cummins, Salisbury, Md.

Ed. Note: Jim had bought "EI" a year or more ago and returned it with a critique. We accepted the return with as much grace as one can whose "brain child" has been put down. Lo, a year later, Jim decided he'd better have "EI" after all, pointing out, "One of 'Extra Innings' strongest points is that it frees the owner from absolute dependence upon a company." We're pleased that Jim has found room in his life for more than one game.

"You mentioned you were undecided as to whether to list the (Hall of Famers) career totals or list the best year of a career. I would rather you print the best season instead. However, certain problems can arise. Take Babe Ruth for example. What would you consider his best season? 1927 when he socked 60 home runs? Or, how about 1924 when he led the league in batting with a .378? Or, even 1923 when he almost hit .400 (.393)?" — Maverick, Truro, Nova Scotia.

Ed. Note: It was the difficulty of deciding among many fine seasons for so many Hall of Famers (who are elected, in large part, for career consistency) that decided us to use career records. I'd opt for Ruth's 1921 season when he hit 59 HRs, scored 177 runs, batted in 170 and hit .378 to finish third among a top five which included Heilmann, Cobb, Sisler and Speaker (what company!).

"Thanks for your letter and publications here today...at the time UBA was published, I worked up an "Extraordinary Occurrences Chart" for my publishers; they reproduced a couple dozen copies, which quickly became collectors' items, and I may still have one in storage in the States. If so, when we return, I'll send it. I'll also be glad to pass on your address to people who write about the book, wanting rules, etc. Your newsletter will, no doubt, appeal to them (though, incidentally, you should date them in your masthead). — Robert Coover, Kent, England

Ed. Note: Dated as of this date. Should the "Extraordinary Occurrences Chart" arrive, we'll reprint it (with permission). Recently, while browsing NYC bookstores, we found four copies of the paperback Signet edition of "The Universal Baseball Association, J. Henry Waugh, Prop." (All gone, sorry...to potential J. Henrys).

"When will the next newsletter be? Which baseball team do you owe your alliance? What do you think the Yanks need this year? — Bob DeCandido, Bronx, N.Y.

Ed. Note: Bob has supplied us with many baseball quiz questions which space does not provide for in this issue. Replies to his questions: July (this is it), next is October, then January. I have no alliance, although I share a community interest in the fates (if not the fortunes) of the Red Sox. What the Yanks need this year are the Yanks of yesteryear.

"...I am in a play by mail league with Jim Powell. I still listen to games on American Forces Radio and play E.I. very frequently. How about having more detailed defensive ratings?" (excerpts from a letter from Brian Kemp, reporting a change of address to c/o 1 Drake Court, Poole, Dorset, England. Brian would like to correspond with games players, baseball fans, etc.

Comment to the following letter: When we read Robert E. Schmierer's booklet, "Forty Years of APBA," we took exception to a claim in this excellent study of a table game operation and biography of its founder and owner, Richard Seitz (rhymes with fights). We asked to be excluded from the statement, "all competitors of Seitz are former customers of APBA." (After all, we designed "EI" to avoid being a customer.) We also felt that the Cadco-Ellis "Ethan Allen Baseball Game" was the earliest of "real life" games to be marketed, copyright 1948. While its disc method is decidedly primitive, it did apportion extra base hits, batting averages, etc. to an approximate sense of values.

By the way, Bob's reference to the 1948 season, together with Ted DeVries dogged efforts to complete his replay, tipped the scales in favor of using the 1948 American League as the first complete league rosters to be published in the newsletter (this edition). We favored the 1941 American League, with Williams .406 and DiMaggio's 56 game hitting streak. Probably the next time.

Dear Mr. Kavanagh:

Thank you for your letter of March 16 and your most interesting comments about "Forty Years of APBA" and the evolution of Extra Innings.

First, if the book goes to future editions, I will make the adjustment you requested re competitors of Seitz and being former customers. It is interesting, though, that MOST if not ALL competitors WERE former APBA users. On that

note, incidentally, I do not consider you a direct competitor of Seitz in the true sense of the word.

For instance, when I purchased your Extra Innings game it was not to duplicate APBA, but to fill in for those years for which there was no APBA representation. Much the same reasons for your developing the game, according to your letter.

The 1948 Braves and Indians, as marketed by APBA, are excellent representations of those teams. But, I felt a need to use, for example, those '48 winners in context; that is, with their contemporary teams. Your Extra Innings thus provides an APBA fan like myself with the opportunity to experiment with leagues in the pre-1950 era, not just the pennant winner.

You may be interested to know that your game is the only other I have purchased since beginning with APBA in early 1954. Oh, I have seen all the others. But yours was really the only other game to come down the pike that offered something new. Admittedly, I've never played a full season with Extra Innings to compare the results with APBA. But why compare an apple with a peach?

I was intrigued by your statement, "I do wish you hadn't been quite so vehement in a needless defense of the APBA position." (Ed. Note: Re refusal by APBA to re-issue cards for past seasons, now out of print.) Perhaps because I saw it more as an explanation of an unknown than a defense for an unpopular position. But, each reader has his own view, right?

Robert E. Schmierer North Hills, Penna.

Why the July Issue is late

While it will still reach you before the end of the month and "about All Star Game time," we created a problem for ourselves which made us miss the "early July" date we'd expected.

We just couldn't resist including the new ratings for pitchers for walks and strikeouts when we did the 1948 AL. Incidentally, we were greatly aided in getting those rosters done through the kindness of Dr. Ted DeVries, Evansville, Ind. who sent us his from his replay league. When we added the new ratings, we found we had to produce revised First and Second Roll Charts...then a new Double Play Chart.

Playing Infield shallow

Change instructions on ground balls (page 11 of original text of "EI") as follows: For interpretation read the third (green) die.

Ground ball to third: 1-2-3-4 out at plate; 5 and 6 safe.

Ground ball to short: 1-2-3-4 out at plate; 5 safe; 6 safe (batter out 6-3).

Ground ball to second: 1-2-3 out at plate; 4 safe; 5 and 6 safe (batter out 4-3).

Ground ball to first: 1-2-3-4 out at plate; 5 safe; 6 safe (batter out 3 UA).

Ground ball to pitcher: 1-2-3-4-5 out at plate; 6 safe

Revised First Roll Chart

1-1-1 thru 1-5-6	(See pitcher's rating for walks issued)
1-6-1 thru 2-2-6	(Walks for Special Players only) If pitcher's rating for walks is 1-6-1 or higher, batter walks whether SP or not.
2-3-1	Hit Batter, Switch Hitters Only
2-3-2	Hit Batter, only when pitcher and batter are both right or both left-handed.
2-3-3	Passed Ball - all catchers
2-3-4	Passed Ball - all catchers except rated SD
2-3-5	Pickoff - By pitcher if runner(s) are at first or runners on first and second. If first and second, runner at second is picked off - (1to6)
2-3-6	Pickoff - By catcher if runner(s) on first or third. If catcher rated SD, pickoff of lead runner at any base, regardless of number of base runners.
2-4-1 thru 2-4-3	Wild Pitch when runner on first only.
2-4-4	Wild Pitch runner(s) on any base.
2-4-5	Wild Pitch runner on third and any other bases.
2-4-6	Wild Pitch only when bases loaded.
2-5-1	Balk - runners on any base.
2-5-2	Balk - runner on third and any other base. (a runner must be on third, other bases can also be occupied).
2-5-3	Interference by catcher if batter strikes out on roll from 6-5-1 thru 6-6-6.
2-5-4	Injury - if followed by single (consult injury chart)
2-5-5	Injury - if followed by double (consult injury chart)
2-5-6	Injury - if followed by triple (consult injury chart)
2-6-1	Injury - if followed by force play at second. (consult injury chart)
2-6-2	Injury - if followed by tag play at plate. (consult injury chart)
2-6-3	Injury - if followed by foul out (consult injury chart).
2-6-4	Injury - if followed by outfield fly (consult chart)
2-6-5	If batter singles with runner on first, ball hits runner who is automatically out.
2-6-6	Ground Rule Double - If followed by double, triple or home run. Any base runners limited to one base advance; triple or home run is reduced to double.
3-1-1 thru 3-5-6	DOUBLE PLAY RANGE (See Defensive Team Rating and Double Play Chart).
3-6-1	Triple Play - 2 or 3 men on base. If followed by In. F. fair fly ball.
3-6-2	Triple Play - bases loaded only. If followed by In. F. fair fly ball.
3-6-3 thru 4-6-6	ERROR RANGE (See team rating and Error Designation Chart)
5-1-1 thru 6-6-6	(Reserved for "rare events")

► The implications of Sports Illustrated's sports games venture

Before pontificating, we must point out that there seems to be some sort of a problem effecting the availability of Sports Illustrated's Baseball Game.

A close friend (next door neighbor, actually) ordered the 1972 version of the game when it was advertised in the Street and Smith Baseball Annual at the end of March. A few weeks later he received a printed notice that the shipment of the game was delayed due to printing difficulties and it would be sent about May 1. He still hadn't received it by July 1.

We had a note from Michael Zimmerman the other day.

Michael edits that excellent publication for table sports games, "Coaching Lines." He mentioned his latest issue was held up as he wanted to critique "Sports Illustrated Baseball" but hadn't been able to buy a 1972 copy yet.

However, let's assume that the game will reach the market... or has and the post office is slow. Anyway, here's "Sports Illustrated Baseball!"

Is it a good game? The best game? It really doesn't matter. It can be assumed it will produce reasonably accurate results. After all, just take a baseball-minded bright young man from

MIT or Cal Tech... or practically anywhere (Providence College, even) and instruct him to design a game. Give him the use of computer resources and he'll give you a game which will be somewhat different than other games, but will still represent a combination of the laws of average and the laws of chance.

From Bob Schmierer's book, "40 Years of APBA", we get some insight about how Sports Illustrated brought its game on the market. After establishing that a midwestern company had offered to purchase the APBA Company for \$650,000, and been turned down, we are told that

Sports Illustrated discussed an arrangement whereby Mr. Seitz would sell his APBA games to them, and remain as the manager of the business. The advantages of advertising backup in the Time-Life publications (Sports Illustrated being but one of these), were cited. However, the deal was called off when the board of Time-Life instructed Sports Illustrated to design and market its own line of sports games. Apparently, this has been done. And, remember what Bruce Barton, a sage of advertising, urged: "Sell the sizzle, not the steak!"

If you have a copy of the Street & Smith "Baseball 1972", leaf through the pages and look at the

Playing Tips and Ideas

From Ric Riccelli of Wilmington, Mass., comes a wonderful idea for speeding up the play of any dice game. He proposed putting the dice in a glass jar. We experimented, raiding the accumulation of various kinds of jars stock-piled in the garage, on their way for recycling as part of my daughter's dedication to ecology concepts, and found none quite satisfactory.

Then we raided the wife's pantry for a clear-vue plastic container which had originally contained Borden's Cream Cheese Relish. It has a tight-fitting cap. Three inches high and two inches wide at the base, it handles three dice. Now, we hold that in our left hand, while the right hand clutches the pencil.

A shake with the left hand, let the dice come to rest and read them. No more putting down the pencil, picking up the dice, shaking them, rolling them—searching on the floor for the one which bounced off the table, etc. It has reduced our playing time per game considerably. Much thanks to Ric (whose mathematical and conceptual contributions are even more valuable, and valued) and the idea is passed along for those who would wish to try it.

The following is a letter from Barry Ellis, Calgary, Alberta, Canada:

"I would like to express my appreciation to you for inventing and developing a very worthwhile sports game product. The idea of having all the charts and instructions in an attractive binder was a novel idea.

"I use the game in a way that I've never seen discussed in any table top newsletter. I'm rather surprised at this because there must be other game players who use methods similar to this one. Before I tell you exactly what it is, I would like to mention a few pros and cons. The only disadvantage I can see is that some people would find in this system, is that true to life statistics (batting averages, stolen bases, ERAs, etc.) would be lacking because there is not a uniform number of games played by all the teams. However, I cannot see any real enjoyment in playing a 162 game schedule for each team, merely to see how all the players duplicated their real life statistics. When I purchase a table baseball game, I expect that the ratings given for all the players are fairly accurate, and I am not going to play a rather lengthy schedule in an attempt to prove that the ratings are not too accurate. I simply expect that each player rated is capable of performing in a manner similar to his real life counterpart, in any given game or series I might wish to play.

"The advantages of my system are as follows:

1. The entire past season can be reproduced in a few (about 50) or as many games as the player wishes.

2. Every game played has all the excitement of a World Series or Pennant Playoff because it could mean the elimination of one of the contenders

3. The lower a team finished in the standings, the harder it will be for them to attain league or world championship.

"I do not believe my method to be that uncommon or complex. It simply involves getting the record of final team standings of a given year, and having a two out of three, three out of five, or any series of x out of 2x minus one games, for every team in the competition.

"You start every series at the bottom of the league or division. The winner of each series goes into another series with the team next highest in the standings. To illustrate: Western Division, 1971 National League. The teams finished, from top to bottom, Giants, Dodgers, Braves, Astros, Reds and Padres. First you pit the Padres against the Reds in an elimination series. (Personally, I use a three out of five game series). As soon as the Padres or Reds win, they go into a series with the Astros. The winner of that series meets the Braves, and so on, to the Dodgers and Giants. As you can see, the Giants need only win the final series to face the NL East Division Champs. The Padres must win 15 games to reach the same position. Incidentally, there is a rule that a pitcher must rest for three games if he is used for more than one inning.

"Well, what's your verdict? Do any game players favour my method or do they all prefer the 162 game routine?"

Ed. Note: We have reprinted Barry's letter because it demonstrates another approach to games play. Personally, we favor a full season competition, using a complete league. But many who write us favor elimination series, despite their short-comings in reproducing real-life stats. But, it is our contention that table baseball is intended to gratify the wide variety of preferences among players. We've designed "EI" to allow everyone to have whatever kind of competition satisfies him the most.

The following is from Thomas Smith, Highland Park, N.J.

Mr. Kavanagh:

"Just thought you might be interested in the individual pitching ratings I have developed for play. Enclosed is a sample and a brief explanation of the ratings and how I arrived at them.

"After much thought and a great deal more calculating and 'figuring' I have assigned four factors to each pitcher which reflects his ability in the areas of hits allowed, control and home runs allowed, plus stamina.

"I had always felt that with a finer separation among pitchers the game would find a somewhat more equal statistical balance. The power hitters will still hit the homers and the high average hitters will still get their base hits, but now they will do it against a wide variety of individual pitchers.

"Here's the illustration, using Jim Palmer, 1971 Orioles:

DF 9 Distance Factor of 9

(Continued on Page 7)



Ted Lyons, on his way to eventual "Hall of Fame" election, hurled a no-hitter in 1924. Bob Bucknam was there!

I Was There... By R. H. Bucknam

This starts a new series. Readers are invited to recount their first-hand (not TV seen) experiences. Bob Bucknam's recollections start the series:

The sky was never so blue, the grass so green, or the aroma of tobacco drifting out from under the grandstand roof so delicious as a day in 1920 when my father took me to my first Major League baseball game. The place was Fenway Park in Boston and I was ten years old. I remember little about the game; but I was hooked. Fifty-two years later I'm still hooked.

In 1926 two events took place at the Fens that made history and I was lucky enough to witness both. On August 21st Ted Lyons, of the White Sox pitched a no-hitter winning 6-0. Five days later, Emil Levensen of Cleveland became the last pitcher to date, to pitch and win both ends of a doubleheader while going the route in both games. Both games were four-hitters and the scores were 5-1 and 6-1. My greatest impression of these two events, however, was not the virtuoso performances of these two hurlers. Rather it was of the total ineptitude of the Red Sox. I had seen these clowns play three games within a week and they had managed a total of eight hits and two runs. It took something to be a Red Sox fan in those days. (Editor's Note: It still does!)

The year 1934 was a vintage one for me. I was living in Connecticut at the time, within easy driving distance of the Stadium and the Polo Grounds. In June, I saw the Tigers take both ends of a doubleheader from the Yanks at the Stadium. The pitching matchup, Rowe and Bridges vs Ruffing and Gomez. I remember that Charlie Gehringer, the Mechanical Man, hit a long homer into Ruthville in the first game. The Tigers, after a 25-year

drought, had put together a team that was to win pennants in '34, '35, '38 and '40.

July 10 of that year I paid \$5.50 for a box seat at the Polo Grounds to see the All Star Game. Fifty was a helluva price in those Depression days; but I got my money's worth. This was the game in which Carl Hubbell struck out Ruth, Gehrig, Foxx, Simmons and Dickey in succession. The A L won 9-7, after Hub left, largely due to the hitting of Averill who hit a double and a triple and drove in three runs. From the standpoint of the talent on display by both teams, this was probably the greatest game every played. In addition to the aforementioned sluggers, the A L showed Cochrane, Dickey, Manush, Gehring and West with Gomez, Ruffing and Harder doing the pitching. Warneke, Mungo and Dizzy Dean helped Hub on the mound for the N L and they were backed up by such stars as Frisch, Herman, Traynor, Medwick, Klein, Cuyler, Ott, Berger, P. Waner, Jackson, Vaughan, Hartnett and Lopez. I wonder what those two teams would bring on the market today?

EXTRA INNINGS with the help of The Baseball Encyclopedia and All Time Rosters enables me to re-create these games and hundreds of others I have seen over the years in Chicago, St. Louis, Kansas City and Detroit.

My love for Baseball is not all nostalgia. Fielding and pitching are much better today than they were in the twenties, thirties and forties, but the hitting is much worse. The season today is too long and there are too many teams, and I am sorry for the decline of the minors which produced some fine baseball, as I found out while living in Kansas City in the thirties and forties. But the game is much the same. I hope it never changes.

Improvements in 'EI' New Charts - Ratings

(Continued from Page 1)

fanned 382. He had 335.2 Innings Pitched x 3 = 1006 + 216 hits + 71 walks = 1293 BFP. 1293 divided into 382 strikeouts equals 30%. Therefore, 30% of all outs when Koufax is pitching are Ks. This would be on the Second Roll Chart. As the 1-1-1 end of that chart is used to determine base hits, we will work from the 6-6-6 end and count from there. 30% of the 216 lines on the Master Chart is 65 lines. Koufax would get a K on all rolls from 5-2-2 through 6-6-6. (Regardless of what kind of a putout the Second Roll Chart designated opposite the rolls from 5-2-2 through 6-6-6, with Koufax pitching it would be recorded as a strike out. On the roster the notation 5-2-2 would appear with his name.

DOUBLE PLAYS: This is a team statistic. 27 (outs) times games played in a season. Divide this into team DPs to learn what percentage of putouts resulted from DPs. Comment: The absence of a "bottom of the 9th" in games won by the home team is offset by extra inning games over a season's play, so that 27 outs per game will be relatively correct.

We put double plays on the First Roll Chart to serve as a "signal" (much as errors are signaled on the First Roll Chart).

An elusive factor now confronting the game designer is "how often will there be a DP situation when a batter comes up?" There must be less than two out and a runner or runners on base. We've gone to the seat of the pants again and said, 50% of the time. Therefore, whenever any batter comes to the plate we would want to double the likelihood of his hitting into a double play as half the time he'll have no opportunity to do so. This is on "the high side" but balanced by the circumstance that EI's Second Roll might produce a hit and nullify the DP.

Illustration: 1965 National League. Pittsburgh played 162 games x 27 outs = 4374 divided into 189 DPs = .045. Double that to .090 and consult the Master Chart. It translates into 20 lines. On the new First Roll Chart we have set aside a total of 30 lines as the "Double Play Range." With the Pirates of 1965 as the defensive team, a roll from 3-1-1 through 3-4-2 (20 lines) would signal a double play as a possibility on the second roll. Obviously, this would only occur when there were less than two out and a runner on first...and a base hit on the Second Roll would erase the DP possibility. This is going to be one of those projections that only actual playing experience will

determine for accuracy. However, we believe it will work out in good approximation to actual stats and, it will certainly give a constant advantage to the team which did rack up a considerable number of DPs over a team which didn't.

VITAL: When a DP is signaled on the First Roll Chart, the only thing which can prevent it happening provided a DP situation exists, (at least one runner on base and less than two out) is a base hit.

If the batter hits safely on the Second Roll just follow the standard action. However, if he fails to hit, refer only to the new Double Play Chart. Use the action designations on that chart only.

ERRORS: A team's fielding average represents the balls handled cleanly. A team's fielding average is subtracted from 1.000 to learn the percentage of plays on which an error was made.

Illustration: In 1965 the Dodgers had a team fielding average of .978. They made errors on .022 of their chances. Consult the "Master Chart" and .022 represents five lines.

On the new First Roll Chart there is an "Error Range" from 3-6-3 through 4-6-6. With the 1965 Dodgers in the field, an error would be signaled on any roll from 3-6-3 through 4-1-1 (five lines). As is now the case, if the batter hits safely, the error would be added onto the play.

ERROR DESIGNATION CHART....

Your present **ERROR DESIGNATIONS BY POSITION** Chart should be amended as follows:

Column under "When Batter Has Made a Hit" remains unchanged.

Column under "When Error Replaces An Out" change to:
1-1-1 (1-1-4) 1-3-6 First Base
1-4-1 (1-5-2) 2-5-5 Second Base
2-5-6 (3-1-2) 4-3-1 Third Base
4-3-2 (4-4-4) 5-6-3 Short Stop
5-6-4 (5-6-5) 5-6-6 Right Field
6-1-1 (6-1-2) 6-1-3 Center Field
6-1-4 (6-1-5) 6-1-6 Left Field
6-2-1 (6-2-4) 6-3-2 Catcher
6-3-3 (6-4-3) 6-6-6 Pitcher

Eliminate last paragraph on present chart about stretching hits. Change rule about number of bases on error to: "If error by an infielder, pitcher or catcher, batter gets two bases if third dice (green) ends on a 5 or 6. If an outfielder, batter gets two bases if third dice ends in a 4, 5 or 6."

MORE TO COME: The October newsletter will provide new charts for other optional situations.

Playing Tips and Ideas...

(Continued from Page 6)

innings. (Palmer completed better than 50% of his starts—the league average was only 27%) Pitcher maintains listed rating for 9 innings after which RTG increases -0/0/2 and control decreases one grade.

RTG -0/5 Based on opponent's pct. of .221 against Palmer. (The league avg. for '71 season was .247 or 2-3-5). The .221 figure for Palmer represents a downward adjustment of five places or 2-2-6.

CON C Control Factor of C based on Approx. three walks per 9 innings. Decreases to Grade D if Palmer works more than nine innings.

HR Off -2 Palmer yielded 19 home runs on 231 hits, a figure of 8.2% of the total lists.

Using the Master Chart a yield of 8.2% on 48 hits (.222) would be 3.9 or 1-1-4. The AL Average for '71 season was 9.3% home runs or a 2-3-5 (League Pct. of .247) or 5.9% on Master Chart 1-1-6. Therefore, Palmer's figure would be a downward -0/2. The opposition's HR factor would decrease -0/0/2.

After calculating all pitcher's HR-Off factor and discovering that the range was from -0/0/4 to +0/0/3 I have applied this rating only to hitters with a HR range of 1-1-6 and up.

The ERA figure is still used in determining errors and double plays and, of course, SK (SK-1) and SD ratings still apply.

"As a computer operator with a working knowledge of the COBOL programming language I have given some thought to writing a usable program to compute the pitching ratings. Any comments and/or suggestions would be welcome."

Comment: We've tucked this into the file for the "third edition." We think it is a bit beyond the needs of most players, but will be welcomed by those whose sophistications run in this direction. The new methods of having pitchers issue walks, provided in this newsletter, can be used in place of the Control Factor.

Our major hangup is the utilization of pitcher's stats which are not available except in modern Guides. We find the table baseball world is divided between those who want to play with teams and stars of the past and those who wish to use today's players. So far as "EI" is concerned, we'll provide playing techniques only when they can be utilized by those who rely on MacMillan's as a primary source of stats. However, when we get a

solid idea like this, we'll incorporate it in the Newsletter so as to give it circulation among all players and let them benefit from the constant input of good thinking which abounds in the table baseball world.

From Table Tops Here and There

First, we wish to apologize to Bill Quinn, Columbus, Ohio for lack of space in this issue for the full schedule stats he supplied of the competition he has concluded with his 10-year-old son. (Bill gets EI's "Father of the Year" award!) Hopefully, next issue. Meanwhile, from Joe Lauria, Bronx, N.Y.

"After having received your great game in July of 1971 I have just now completed a 162 game schedule in which I matched a team of All-Time All Stars against a squad of All-Time New York Yankees. The All-Stars took the season with a 107-55 mark, with the games being played at the Pro-Level.

"I felt that I should write to you and thank you for a game which has provided me with many, many hours of enjoyment. Taking a quote from "EI", "A 162 game schedule for each team can be well beyond the leisure time of most of us." I still managed, by playing solitaire games right through the winter months, to complete the entire schedule, and I have no regrets.

"Ty Cobb took the batting crown with 250 hits in 725 times at bat (he led off every game for the All-Stars) for an average of .345! Ted Williams led the circuit in RBIs with 162, and Babe Ruth, despite being hurt for 21 games, managed to blast 52 round trippers to league the league.

"Grover Alexander was 26-8 with a 3.18 ERA and had 257 strikeouts, and the "Fireman of the Year," Warren Spahn was 8-0 with six saves and a 2.21 ERA! Lou Gehrig led in doubles with 47, Jimmie Foxx in triples with 15 and Ty Cobb swiped 71 bases in 94 attempts.

"I have had experiences with other table top baseball games and none can compare with "Extra Innings". It has provided the most realistic results imaginable.

"I am only 15 years old now and am looking forward to many more years of playing "EI."

Will buy sports collections large and small, especially interested in sports autographs, sports cards - gum and tobacco of baseball, football, hockey, basketball players. Spaulding and Reach Baseball Guides, Sporting News Guides and Registers, World Series and All-Star Game programs. Please contact: Dale R. Collett, 65 Merritt Road, Riverside, R.I. 02915.

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 —

Name _____

Address _____

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State _____ Zip _____

New Double Play Chart...

	Runner on 1st only or First & Third*		Runners on 1st & 2nd		Bases Loaded		Runners on 2nd & 3rd		Runners on 2nd only		Runners on 3rd only	
	No Out	One Out	No Out	One Out	No Out	One Out	No Out	One Out	No Out	One Out	No Out	One Out
thru 3-6-6	3 ua	3-6-3	3 ua ^A	3-6-3	3-2-3 ^D	3-6-3	3-5	3-4	3-6	3-4	3-5	3-5
4-1-1 thru 4-6-6	4-6-3	4-6-3	4-6-3 ^B	4-6-3	4-6-3 ^E	4-6-3	4-6	4 ua	4 ua	4-6	4-5	4-5
5-1-1 thru 5-4-6	5-4-3	5-4-3	5-4-3 ^B	5-4-3	5-4-3 ^E	5-4-3	5 ua	5-4	5-4	5-4	5 ua	5 ua
5-5-1 thru 5-6-4	1-4-3	1-6-3	1-5-4 ^C	1-5-3	1-2-3 ^D	1-2-3	1-5	1-6	1-4	1-6	1-5	1-5
5-6-5 thru 5-6-6	2-4-3	2-6-3	2-5-4 ^C	2-5-3	5-2-3	5-2-3	2-5	2-5	2-4	2-6	2-5	2-5
6-1-1 thru 6-6-6	6-4-3	6-4-3	6-4-3 ^B	6-4-3	6-4-3 ^E	6-4-3	6-4	6-5	6 ua	6-4	6-5	6-5

A - Runner on second remains there

B - Runner from second advances to third

C - Batter reaches first on fielder's choice

D - Runners from first & second advance to next base

E - Runner scores from third

* Runner from third scores on all plays.

NOTE: When first base not occupied, batter is always retired on a line drive and runner nearest home is doubled off base. Any runner not involved remains on his base.

UA - Unassisted Put Out

Next Newsletter...

World Series Issue - October, 1972 Vol. 2 No. 3

The newsletter was introduced with an issue in September, 1971 (Vol. 1, No. 1) and followed by the October, 1971 (Vol. 1, No. 2). With January we started Vol. 2, No. 1; and this issue, July, 1972, is Vol. 2, No. 2. We plan to continue with three issues per year (January, July and October). Trouble is, material overflows. But, time to accommodate editing more issues is lacking.

A few footnotes on the First Roll Chart

A few footnotes on the First Roll Chart might save a dozen letters of reply.

One line on the chart will produce too many hit batters.

Most batters are hit by a pitcher who throws from the same side they bat. Right-handed pitchers hit right-handed batters and lefties hit lefties (Hadley-Cochrane; Bowman-Medwick; Mays-Chapman, to name some of the ones which stay in the memory). This is because a curve ball is usually moving in

toward a batter and is easier to avoid (as well as hit) with a right-handed batter vs. a left handed pitcher. We provide one line exclusively for switch hitters, else they'd never get hit by a pitched ball as "EI" is designed. Okay? Don't write.

Injuries are really at your discretion. When we replay a full season we ignore these instructions and limit playing time to ABs and/or games played. That takes care of injuries which took players out of the lineup.