



EXTRA INNINGS NEWSLETTER

The Official Publication of Extra Innings

"All Star Issue"

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New ERA Adjustment Chart Alters Hitter's Power Lines

	HR	3B	2B	ERA
	8	3	6	0.84
	6	3	5	1.68
	5	2	4	1.79
	4	2	4	1.89
	4	2	3	2.00
+	3	2	3	2.11
	3	1	3	2.22
MINUS	2	1	2	2.34
	2	1	2	2.46
	1	1	2	2.59
-	1	-	2	2.72
	1	-	2	2.85
	-	-	1	2.99
	-	-	-	3.13
	-	-	-	3.27
	-	-	-	3.42
S	-	-	1	3.57
	1	-	2	3.73
	1	-	2	3.89
	1	1	2	4.06
	2	1	2	4.23
+	2	1	2	4.40
	3	1	3	4.58
PLUS	3	2	3	4.77
	4	2	3	4.96
	4	2	4	5.15
+	5	2	4	5.35
	6	3	5	5.56
	8	3	6	5.77
				10.27

While the Adjusted ERA Chart does a lot for providing good pitchers with an edge and penalizing less effective hurlers, it is designed to take away singles only. It can be argued (and fairly well demonstrated) that low ERA pitchers also limit extra base hits and high ERA pitchers get those detrimental stats by being touched up for homers and other fence rattlers.

From time to time a plaintive voice has been heard from "The Grandstand Managers" asking that a method be introduced to provide a means to effect power hitting as well as singles to the Adjusted ERA Chart.

Dave Terry, Severn, Md., sent in a suggested chart and I decided to do something about this problem. The chart which is printed in this issue of the newsletter is not Dave's chart. It might be something like it. Frankly, I put Dave's entry in a file box and, at time of writing this issue, can't locate it. The usual confusion is more rampant than ever following our move from one house to another. I did a fairly organized job of packing but the circumstance that the two houses are only about five miles apart meant that many trips with cartons could be made. As carton followed carton they became jumbled. Then we were hit by vandals who, thinking there

might be something of value in those boxes piled up in the basement, dumped everything on the floor and there went any pretense of organization. That's a long-winded explanation as to why the chart will have to be defended by its creator.

Frankly, it's entirely subjective and speculative. There just aren't any stats which tell how many doubles and triples a pitcher gives up. Home Runs allowed is now a published stat but was introduced in fairly recent years.

Where we think this chart will have most value is in competitions between teams from the dead ball era and the lively ball. Teams from the early years do very well except even a low ERA pitcher gets tagged for extra base hits ringing off more modern bats. This chart will keep punch and judy hitters from defeating the likes of Mathewson, Johnson, Alexander, Brown, etc. Yet, it won't take the bat out of the hands of Ruth, Gehrig, Foxx and other sluggers. They'll hit fewer homers against the great pitchers and balance it off with more against the less effective hurlers in re-plays.

We telescoped the projections at the extreme of the chart. When you get to those points (rarely) the extra base factors are pretty much predictably the same.

This chart is an optional element in "EI" play. In fact, the ERA Adjustment Chart itself is optional. We prefer to leave it to the choice of the individual table gamer whether such embellishments are to be utilized. Admittedly, it takes a bit of extra time to cross check a chart like this. With some the speed of play, resulting in a great number of games to tabulate and arrange into seasonal stats is the prime motivation for playing table baseball. With others the flavor of reality raised to the highest degree is more satisfying.

We've set 3.27 - 3.41 as the median for the chart. We don't think it necessary to adjust the plus and minus extra base hits if you are using another level as the starting point for using the chart. However, if you were replaying an entire league schedule it would be more accurate if you were to shift the plus and minus levels so that each player's extra base output remained the same as it had in that season.

"E I" Drops MLBPA... Current Players Out

NOTE: The following news release has been sent to table game and sport publications.

"Extra Innings," a table baseball game which provides its owners the opportunity to "manage" actual teams and players in simulated contests, has notified the Major League Baseball Players Association that it will no longer provide materials with the game which include members of the Players Association.

Jack Kavanagh, designer of "Extra Innings" and owner of the copyright for the game, has notified Richard Moss, Esq., counsel for the MLBPA of this decision following several years of correspondence.

It has been the contention of the MLBPA that its members are legally entitled to proprietary rights in the use of the names and playing accomplishments and that the Players Association, acting for some 850 members, both current and immediately past active players, can license table game companies for the use of the players names and records. Further, a minimum license fee of \$2,500 has been established with a 5% royalty being charged for each game sold.

"Extra Innings" has not contested the claim that players are entitled to share in the returns to a company whose product includes the use of MLBPA members but has attempted to challenge the minimum of \$2,500 each year as prohibitively high for a new company wishing to enter the table game market. It is argued by Jack Kavanagh that a game which is offered for \$9.95 must sell 5,000 copies a year in order to match the minimum license fee of \$2,500 for a mail order game (the fee for a retail sold game is \$5,000).

The case for the Players Association was determined in their favor in 1970 in United States District Court, Minnesota, when former major league player, then a member of MLBPA, Ted Uhlaender, in a class action suit in behalf of all members of MLBPA, obtained a court decision against Keith T. Henricksen and Kent L. Henricksen and their products, Negamco Baseball and Big League Manager Baseball, table games.

The following is a synopsis of the findings of the court: "Action by major league baseball players and players' association to enjoin manufacturer of baseball table game from using players' names without entering into royalty or license agreement. The District Court, Neville, J., held that players and association had proprietary or property interest in their names, sporting activities and accomplishments sufficient to enable them to enjoin use thereof for commercial purposes. The Court further held that plaintiffs were not barred from injunctive relief under theory of unclean hands where licenses with other baseball game manufacturers were not shown to have constituted conspiracy under Sherman Act."

"Extra Innings" differs from other "real life" games in that it provides the owner of the game with all formulae necessary to convert any playing statistics, from Little League to Major League, into playing data. Other games convert such statistics into codes. Owners of such games, if they wish to extend use of the game into future seasons, must purchase new data, usually on individual player cards, each year.

"Extra Innings" differs from other games in that it does not represent the principal source of income for its designer and marketer, Jack Kavanagh. The purpose of marketing the game has been to provide a form of table baseball designed for the most sophisticated table gamers and its designer with a hobby-like venture conducted from the basement of his home. He is employed full time as an executive in administration of services for the mentally retarded in Rhode Island and advocacy action for a private non-profit group, mostly parents of retarded citizens. He is, himself, the parent of a retarded son.

Since "Extra Innings" has no expectations of ever reaching a sales volume which would afford meeting the minimum fee of \$2,500 per year as a license requirement of the MLBPA, the decision to continue to market the game without offering purchasers the convenience of prepared rosters for current teams, has been made.

"Extra Innings" simply does not need the MLBPA to produce enough sales to sustain itself," explained Jack Kavanagh. "Since the game was first offered to table gamers in 1970, "EI" has obtained a respected place among the various 'real life' games now available. Although only a minimal advertising effort has been made each year, less than \$1,000 in advertising space costs in three baseball

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January, April, July, October

\$4.00 per year

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From The Bench

Inevitably, this editorial comment must address the lead story in this issue of the newsletter; the effect of the MLBPA on "EI" and the table baseball market in general.

Our front page story is the same as that sent to table game publications and general sports publications. It deals with the situation factually and without personal feelings showing through too strongly (we hope). Here, in our editorial niche, we can speak more personally to the issues.

First, some background: When we set about designing and marketing "Extra Innings" in 1970 we did not anticipate that the present major league players would claim a share of the revenue.

If we thought about it at all we considered playing stats as public information. If we thought about it further, we'd think that a player's name as part of the stats. More, if the stats belonged to anyone, it'd be to the major leagues which compile them for official release.

Partly from taste, we never indulged in fanciful stirrings of childish imaginations by claiming in our advertising that you could manage actual teams and players, naming them like a huckster attracting attention by utilizing the familiar and desirable. We limited ourselves to stating simply that you got all rosters for the past season for all 24 major league teams. Sure, we could've sold more games by using the advertising techniques of the larger companies in the table baseball field. But, as we keep pointing out, the paradox is that we don't want to sell more games than we do now because it would then cease to be a spare time hobby and become a major business enterprise.

A number of "EI" players, hearing about the problem, have rallied to the cause. The general reaction is that the players are selfish, money grabbing, etc. Actually, we don't feel that is totally true. We doubt if any member of the MLBPA knows very much about table versions of the sport. We are certain that Marvin Miller and Richard Moss of the MLBPA have little conception of the scope of the "real life" table game market. It is an ancillary income source but we doubt if they've given it any penetrating study.

Much as those of us who are part of this market, either as games players or designers, would like to think it rivals the general output of games companies, it simply doesn't. The largest company in this field is a small business.

No, I'd have to figure that "EI" simply got hit by a natural disaster. There is no plot to drive us from the market. (Well, it's certainly an advantage to those table game companies which advertise extensively and depend on their games for a livelihood to have one less minor game company nibbling at sales).

However, the reality is that most of our sales are made to the dissatisfied customers of other games companies.

We'd known that the MLBPA had won a court decision over Big League Baseball and Negamco. However, we'd not known that Mr. Henricksen had tossed violation of the Sherman Anti Trust Act into his defense. We'd held that the imposition of a minimum license fee of \$2,500 was restraint of trade. We were prepared to battle this out in Congress. We'd already made contact with the Senate Judiciary Committee and were mounting the barricades when our attorney, an "EI" table gamer, got the whole record of the case and found that anti trust had been brushed aside by a judge who sympathized with the players.

For the past several years the issue has been handled by letters between Richard Moss, attorney for the MLBPA and your editor; mostly by ignoring them. This year the case was put in the hands of a New York law firm and we knew the battle was drawn.

Frankly, we sort of looked forward to it. Aside from our own personal involvement, we are fed up with the bigness syndrome which afflicts our consumer public. A man can't open a hamburger stand without having to tackle heavily financed giants who stick another plastic MacDonald's across the street.

However, the reality was that we would have to stand up to a class action suit in behalf of the MLBPA members (brought by a Rhode Island resident who belongs to MLBPA). We'd have to expect the Minnesota precedent would be upheld and then appeal to a higher court. We just couldn't rationalize the legal costs against the modest expectations of a "business" that grosses about \$5,000 in a good year.

It is tempting to make the players the subject of scorn in this situation. Yet, it isn't fair. What has happened is simply the result of blindly grabbing for every dime available. The "public hero" who blithely sticks a stipend in his pocket for having aided some charitable organization attract people to a fund raising dinner, isn't going to moralize that the few dollars he gets from royalties is going to come out of the pocket of the person who buys the game.

Assuming there are 850 members of the MLBPA, the license fee of \$2,500 demanded from "EI" comes to \$2.94 for each member. How big is the total market? I don't know but would have to believe that

First "Real Life" Game In 1931? ? ?

Jack Urban, a Wisconsin card collector turned up at the Indianapolis Baseball Collectors meeting last month with 121 cards which bear a striking similarity to the standard APBA playing cards.

Table gamer, Ted DeVries, was present and his eyes popped. These cards were from a game introduced in 1931 and reportedly advertised in *BASEBALL Magazine* that year. On Ted's suggestion, Mr. Urban contacted me, sending reproductions of seven of the cards and the back of one. This shows the name of the game: "National Pastime."

We called Mr. Urban but, as we feared, all he had were the cards. The game itself, the translation of the coded data, etc. was missing. He'd obtained the cards from a man in Green Bay, Wis. who had them along with other old baseball cards.

So, now the search is on for a complete copy of "National Pastime." We want to match up those codes. Surely, a one following 1-1 and 6-6 is a home run as it is present on the illustrated cards for Hack Wilson, Gabby Hartnett, Rogers Hornsby; but not used for less powerful hitters, Pie Traynor and Paul Waner.

We'd deduce, since Hubbell's card appears to be a batting card, that the pitcher didn't effect the outcome. Of course, when we track down the complete game we might find another technique used to do this.

Of the cards in Mr. Urban's possession all are for National League players. There are cards listed for George Sisler and Harry Heilmann. These two American League stars moved to the National League in 1930 and is used to date the game. We really can't put the year or years of

"National Pastime" too exactly. We were told by Jack Urban he'd seen an ad for the game in a copy of "Baseball Magazine" and that it was a 1929 issue. However, we've asked Cliff Kachline, Historian for the Baseball Hall of Fame for assistance and he's written that looking through 1929 issues didn't turn up an ad for the game. So, now we expect the game must be circa 1930 or 1931.

In our eagerness to find a copy (complete) of the game we ran an ad in the July 13 issue of *TSN* offering \$100 for a copy. (No response as this is written).

It is our intention to write a definitive history of table baseball (someday). If "National Pastime" was the first "real life" table baseball game it marks a definite place in the history of table forms of baseball. We'd accepted the Ethan Allen "Cadaco Ellis" game, with discs representing the players and copyrighted 1948 as the first such game to reach the market.

We've had some very valuable help in searching out the earliest forms of table baseball from John McArdle a patent attorney from Indianapolis. John, an "EI" player, has been kind enough to search out patent information while in Washington and has sent us reproductions of the drawings for some of the earliest games as well as a list of hundreds of patents assigned to table baseball games. Of course, many games were copyrighted, rather than patented. It isn't necessary to find the actual games if you can obtain the patent or copyright information. It's a big job of research but, if nothing else turns up, we have a hunch that part of next year's vacation will be spent in the archives of the Library of Congress digging into "National Pastime."

after the melon is sliced 850 ways, each player gets less than \$50 income from all the table games involved.

Right now "EI" is in a holding pattern. We continue to accept newsletter orders. If we have to withdraw the game from the market, we'll have to drop this publication, too. However, refunds will be made on any unexpired portion of a subscription.

We've had several suggestions come in that we set up an exchange of rosters among "EI" followers for 1974 rosters, and future years. We just don't want to be part of any evasions of the current situation with the MLBPA. Big League Game Company has skirted the problem by publishing cards with their games which do not show the player's name. Instead, blank spaces with a letter count equal to his surname, and his uniform number, are given. Then, in their house organ, "All Sports Digest," they print rosters with the player's name and uniform number (*TSN* and *BB Digest* also print rosters giving each player's uniform number). This automatically increases the "cost" of the game as you must now buy data which carries uniform numbers.

We just don't want to do this. We'd rather break clean with the MLBPA. It's not so much a matter of washing our hands of connecting "EI" with today's players, it's that we believe the court decision is clear. We also think it is unfair to tax the abilities of a new company, or one which prefers to remain small, by imposing a large minimum license fee. We have never argued that a company which exploits the identities and personalities (offering a star player's card as a premium inducement, for example) is not obliged to compensate the players. We offered to go along with the 5% royalty with a waiver of the minimum license fee. In fairness, Richard Moss said he'd ask the licensed companies to agree. I asked him not to. It'd be as futile as asking a major oil company to make a concession to an independent.

Even if we take the game off the market we'd hope that for many years to come present "EI" owners would continue to enjoy the game. Maybe we're destined to become something like an Edsel owners club. We hope not.

Look Familiar?

HANK WILSON OUTFIELDER		
BATS RIGHT	THROWS RIGHT	
11-1	31-8	51-9
12-25	32-24	52-32
13-14	33-1	53-28
14-27	34-31	54-19
15-7	35-14	55-7
16-13	36-13	56-29
21-30	41-24	61-9
22-6	42-40	62-13
23-25	43-13	63-12
24-13	44-6	64-40
25-8	45-14	65-26
26-32	46-33	66-1

CAREY HUBRELL PITCHER		
BATS BOTH	THROWS LEFT	
11-7	31-13	51-23
12-27	32-34	52-25
13-32	33-7	53-13
14-34	34-29	54-28
15-13	35-40	55-22
16-26	36-13	56-33
21-32	41-24	61-13
22-8	42-13	62-37
23-13	43-29	63-31
24-28	44-8	64-29
25-40	45-14	65-35
26-12	46-30	66-6

MILVIN OTT OUTFIELDER		
BATS LEFT	THROWS RIGHT	
11-4	31-9	51-10
12-27	32-12	52-25
13-20	33-5	53-32
14-24	34-29	54-28
15-8	35-9	55-7
16-26	36-14	56-33
21-32	41-24	61-32
22-6	42-40	62-13
23-31	43-29	63-31
24-28	44-7	64-14
25-8	45-14	65-35
26-12	46-30	66-1

ROGERS HORNSBY INFILDER		
BATS RIGHT	THROWS RIGHT	
11-1	31-8	51-8
12-25	32-13	52-32
13-14	33-4	53-28
14-27	34-31	54-30
15-7	35-9	55-7
16-28	36-33	56-29
21-30	41-24	61-9
22-6	42-14	62-20
23-35	43-27	63-12
24-13	44-6	64-40
25-7	45-14	65-26
26-32	46-13	66-1

CHARLES HARTNETT CATCHER		
BATS RIGHT	THROWS RIGHT	
11-1	31-9	51-8
12-25	32-28	52-32
13-14	33-6	53-28
14-27	34-31	54-30
15-7	35-18	55-7
16-28	36-33	56-29
21-30	41-24	61-9
22-6	42-13	62-13
23-35	43-27	63-12
24-13	44-7	64-40
25-8	45-14	65-26
26-32	46-33	66-1



HAROLD TRAYNOR INFILDER		
BATS RIGHT	THROWS RIGHT	
11-5	31-9	51-9
12-25	32-24	52-32
13-14	33-5	53-28
14-27	34-31	54-30
15-8	35-10	55-8
16-28	36-33	56-29
21-30	41-24	61-40
22-7	42-39	62-17
23-35	43-27	63-12
24-31	44-7	64-37
25-9	45-14	65-28
26-32	46-33	66-4

PAUL WANER OUTFIELDER		
BATS LEFT	THROWS LEFT	
11-4	31-9	51-9
12-27	32-34	52-25
13-40	33-8	53-32
14-34	34-29	54-20
15-8	35-11	55-8
16-26	36-14	56-33
21-32	41-24	61-24
22-7	42-9	62-26
23-31	43-29	63-31
24-28	44-7	64-13
25-8	45-14	65-35
26-12	46-30	66-3

Book Marks: "Where Have You Gone Eddie Gaedel?"

New Encyclopedias Disappointing As Table Game Resources

The reaction to the appearance of a new comprehensive statistical volume, "The Sports Encyclopedia: BASEBALL" and an updated version of MacMillan's "Baseball Encyclopedia" is somewhat negative when viewed from an "Extra Innings" attitude.

We tend to look at such reference works as resources for producing data for replays of teams from the past. Neither of these volumes is comprehensive enough to meet that requirement.

"The Sports Encyclopedia: BASEBALL" gives a tremendous amount of data for the price (\$5.95, soft cover). The book is interestingly conceived. It lumps all baseball prior to 1901 (start of American League) into one section without much stat detail. From 1901 on it provides a handy source for computing data for teams and leagues of the past. The whole league for each season is compressed to two facing pages with World Series data also appearing. You get all the offensive stats and pitching stats you need to rate teams for "EI" play. But, there is no batting data for pitchers and no defensive data appears anywhere in this volume.

We had the unusual opportunity for a reviewer with some negative attitudes when we met David Neft, one of the four co-authors at the Society for American Baseball Research

Convention in Philadelphia in June. He explained that a major marketing objective was to keep the price at \$5.95. The editors consulted with the printers and it was determined that the format could not include defensive stats or pitcher's batting records. (The quality of the paper also seems to be a compromise to hold the price line).

If you are one of "EI's" players who rate your own teams and leagues of the past, "SEB" will be a boon if not a total source. It makes unnecessary S.C. Thompson's "All Time Rosters of Major League Baseball Clubs."

We'd used Thompson's work to provide us with a total roster, then leafed through MacMillan's to obtain stats. "SEB" gives you the complete rosters (from 1901 on - if you are back in the nineties and earlier, you'll still need Thompson's book).

With "SEB" there'll be no need to leaf through MacMillan's and pull player stats for individual years from career records.

You'll still need MacMillan's to give you team defensive stats so you can rate the team for DPs and Errors. However, if you wish to rate each pitcher for individual hitting, you're in trouble unless you have the 1969 edition of MacMillan's and Baseball Guides since then. Maybe its the insidious influence of the Designated Hitter and the editors of baseball encyclopedias think that interest in a pitcher's batting statistics will become as obsolete

as the annual egg yield of the passenger pigeon. Most likely it's a deletion to hold the printing cost down. Maybe no one cares except table gamers.

Now for the back of the hand to MacMillans. From the time they began advertising the revised edition, I began to worry. I didn't see how the new volume, covering the addition of five major league seasons, could have fewer pages. Now we know. In the 1969 edition they gave batting records for everyone; every pitcher and every "cup of coffee" player who ever stepped into a major league batter's box. In the 1974 edition only super star pitchers have had their batting achievements retained and fringe players have been grouped with the barest acknowledgement they ever got into a lineup.

Walt Alston's one time at bat no longer entitles him to his own career listing. Eddie Gaedel's physical characteristics have disappeared. Possibly this is just as well and will save the editors at MacMillan future correspondence with readers who will think that three foot, six inches is a typographical error, not the description of the midget who batted once for the St. Louis Browns. (They might even think the "Browns" are a typographical error).

When MacMillan published "The Baseball Encyclopedia" in 1969 they produced a monumental work which stood as a definitive

publishing project. We understand they lost money on the project and are to be commended for reissuing the volume. The price in 1969 was \$25.00 and, perhaps, was too high to obtain sales in sufficient volume. The price of the new edition is \$17.95. Frankly, we think this is too high for the casual baseball fan. The kind of addict who'd pay \$17.95 would most likely pay seven dollars more for a more comprehensive work.

The 1969 MacMillan was about as definitive a work as you can ever hope to get in one volume. The 1974 edition relinquishes that role. It is now one of several major sources of statistical information. It provides each player's career record ("SEB" does not give you that service, although you could dig it out from the year-by-year details).

If you don't have the 1969 edition, we'd recommend you get the 1974 version. If your intention is to rate teams or leagues from the past for "EI" replay competitions, you'll need a couple of books, depending upon your wish to include fringe players and have pitchers hit according to actual performance rather than to a generalized "pitcher's batting line."

The foregoing comments are based upon a table gamer's attitude toward stats. Both books deserve lavish praise. If ours has been somewhat stunted it is because we hold a particular attitude toward such works.

"E I" Drops MLBPA cont.

publications, sales have increased to a point where they are something of a burden to a one-man operation, limited to a few evening and weekend hours.

"Further, while a substantial part of the response to the game has related to contemporary players, a sufficient segment of the market has no wish to play contests using today's players. Instead, they prefer to relive the past with teams and players from earlier eras who are not members of the MLBPA.

"Sales of 'Extra Innings' and ancillary materials, such as prepared rosters for major league teams for the most recently completed season, and a special supplement of 39 Historic Teams, going back to the 1894 Baltimore Orioles and utilizing the most popular and best teams of the 20th century, plus all members of the Hall of Fame, show about an even split in interest.

"We feel," continued Jack Kavanagh, "that we can continue at our present intentional low sales volume, which does not exceed 500 games sold a year, without inclusion of members of the MLBPA. Those who wish to compute their own playing data from statistics provided by the Major Leagues and published in complete form in Baseball Guides, can do so. We have provided this already done as a matter of convenience. As we have no secret codes and provide all instructions to do this, a table gamer who wants to convert the statistics of a current player is free to do so.

Concludes Jack Kavanagh, "Extra Innings" can continue to be a hobby-like venture for its designer and still serve the more sophisticated table gamer. A substantial number of such table game players have little interest in today's players. Catering to those who identify with today's players has been a cost factor in producing the game, requiring printing new rosters each year for 24 major league teams.

It is not the intention of "Extra Innings" to disparage the efforts of the MLBPA to obtain all ancillary income possible for its members. However, it is believed that "real life" table games, the best known of which are really only small businesses, has been assumed by the Players Association to be a highly remunerative field, comparable to the income obtained from the bubble gum card industry.

Designing new forms of table baseball is not particularly difficult. Each year new table baseball games appear. Too often these are the efforts of those who lack capital and marketing capability. When confronted with a demand for a minimum fee of \$2,500 by the MLBPA the game is almost always withdrawn from the market.

It is also recognized that table gamers themselves have been plagued with offerings of new games which, at best, are imitative of existing games, and, at worst, inaccurate, poorly designed and prepared products. The intent of the MLBPA is to protect the public in these circumstances.

It cannot be expected that the MLBPA can anticipate the marketing of new games and forewarn their designers of the necessity of licensing before money is invested in printing, packaging and advertising.

Publicity in publications which are read by those who might, in naive enthusiasm, present a new form of "real life" table baseball - or any sport, for the restrictions effect football, basketball, hockey, etc. will alert those who would market new games of the licensing requirement.

SABR Meeting In Philly. . .

We had a wonderful time at the annual meeting of The Society for American Baseball Research, June 22, 23, in Philadelphia. More than 100 baseball fans gathered to swap information, talk and talk and talk. We were there as part of a mini-vacation which began by driving from Providence to Hartford and picking up SABR member and fellow rare baseball book collector, Tom Zocco.

We drove to New Jersey and stayed overnight with Steve LeShay and his family (wife Sher for whom Sher-co Baseball is named and three-year-old daughter Amy).

We were privileged to have a preview of Steve's revised "Sher-Co Baseball" game. We've reviewed this excellent game in a previous issue of this newsletter and can alert table gamers to the future marketing of an improved game. This is an excellent play-by-play progression type of game which utilizes a grid game board. It is a game almost limited to two-handed play and traces the movement around the board, offering options to stretch hits, cut down runners, etc.

We arrived in Philadelphia early Friday and soon were greeting old friends and meeting

new ones. Arrangements for the meetings had been taken on by Ben Weiser and Dick Cramer. Ben's home is Philadelphia and he attends Brown University in Providence. Ben is co-editor of "APBA Journal." Later that evening we witnessed the most intricate table baseball game we've ever seen. It is designed by Dick Cramer and will probably never reach the market. Games take many hours to play and it is not only a pitch-by-pitch progression but pitches can be aimed into certain sectors of the strike zone. Ben, who'd had a previous exposure to the game, and Dick played several demonstration innings while we puzzled over the intricacies of it.

The SABR presentations included a Friday night double session: Gene Kelly (the sportscaster, formerly play-by-play man for the Phillies and Reds, not the tap dancer) showed a fascinating collection of photos in a slide presentation.

Then Ted Page, one of the great black players of the 1930's and 1940's gave a report on baseball in the Negro Leagues and gave personal insights into the backgrounds of many super stars. Among other anecdotes

Page gave a first hand account of the report that Josh Gibson had hit a ball out of Yankee Stadium.

According to Page, who was there, the hit came in an All Star game and cleared the wall then in left field. At that time 1930, the bull pen was in left field, not in dead center as in recent years. The ball carried over the bull pen and hit a distant wall about 450 feet from home plate. Technically, the ball was within the Stadium but had left all recognized portions of the ball park.

Saturday's luncheon speaker was Fred Leib. Now 86, Fred's home was Philadelphia and he was in the city, from his home in Florida, visiting a sister. He began writing baseball in the early years of this century and has authored many books. He talked about the value of baseball statistics and included several fascinating stories to demonstrate that these are not always as sacred as their inclusion in permanent records might indicate.

He explained that Ty Cobb's third four hundred season, .401 with Detroit in 1922, was actually a .399 average. What happened, according to Leib, was that the Howe Bureau took his scoring on a fumbled ground ball and put it on the wire services as a hit.

With Cobb at bat, and playing on a muddy field at Yankee Stadium, a ground ball was fumbled by shortstop Everett Scott. Leib, who was scoring for the Associated Press, regarded it as a hit, figuring Cobb would have beaten it out. In those days a running line score was put on the wires for the early evening editions of newspapers. The official boxscore wasn't available until after the end of the game. The official scorer that day was a young New York Times reporter, John Kieran, later famous as the encyclopedic minded panelist on "Information Please."

Kieran scored the grounder as an error. However, the newspapers continued to credit Cobb with the extra hit. When the official league records were compiled after the season Cobb ended with a .399 average, not the .401 he'd been assumed to have hit according to the newspapers.

According to Leib this created a split among the members of the Baseball Writer's Association, a majority voting to sustain Kieran's official scoring. However, the editors of both the Spalding and Reach Guides preferred to sustain the unofficial record and Ty Cobb went into the books as a three time .400 hitter.

Even more arbitrary was a decision by an official scorer in 1915 who discovered his tabulation of hits in a game didn't check with the number of hits credited to the New York Giants in the inning by inning boxscore. When the discrepancy was called to his attention several weeks after the game had been played, the scorer, a rather nonchalant writer to be given the responsibilities of an official scorer, reconsidered the game in question. Unless he could account for the extra hit given the Giants in the line score, team records would be amiss. He decided the simple way was to credit one of the Giants with a base hit. He discovered that Larry Doyle had reached base at one point on an error and blithely changed it to a base hit. And that's why Larry

Doyle led the National League with a .320 batting average instead of .318. Fortunately no one else was close to Doyle's league leading average.

We had the opportunity to talk with Fred Leib after lunch. Having driven to Philadelphia we had a car available and we were more than happy to drive the guest of honor back to his sister's home in suburban Haverford. On the way we had the chance to question him about the 1919 World Series which he'd covered. We'd wondered at what point the sports writers suspicions had become aroused.

According to Fred the odds favoring Cincinnati when the series opened was the first suspicious circumstance. Fred said: "The odds were 6 to 5 in favor of the Reds when by any standard they should have favored the White Sox by close to two to one."

A fly ball which was allowed to drop between two of the fixed players, Joe Jackson and Happy Felsch was too peculiar for Leib, it not being one of those situations where two fielders shy away from a collision but rather something that looked like neither wanted to make the put out.

Before the final game of the series, Fred recalls, he was in the men's room and noticed a number of known gamblers standing outside talking about the uncertainty of the game. As Fred came out one of their number rushed up and said: "It's OK, they'll let them score big in the first inning." When the Reds tallied four tainted runs Fred accepted the certainty that the series had been fixed. By common consent the writers covering the series left it for Hugh Fullerton, Jr. to develop the story of the Black Sox Scandal.

Our across the table luncheon partner on Saturday was David Neft, one of four co-authors of "The Sports Encyclopedia: BASEBALL." In a separate review article we've recounted part of that conversation. However, as a table gamer we were most intrigued to learn that Dave is the designer of the Sports Illustrated baseball game and their other sport games.

We had assumed that SI had commissioned someone to design their sports games and Dave partially confirmed this. When the management of Time, Inc. broke off negotiations with J. Richard Seitz to purchase the APBA Company and, instead, elected to market their own line of games, they contacted Dave's company, Sports Products, Inc.

According to Dave, the baseball game was one he'd designed in 1952. (He'd not seen the APBA game at the time he invented his own table game). The game remained on the shelf until Time, Inc. decided they wanted to get into the table sports game business. Dave says the other sports game in the line were designed under contract to Time, Inc. He explained the absence, by identity, of some of the super stars from the All Time Team lineups as royalty difficulties. He pointed out that Joe DiMaggio once sued Time, Inc., as publishers of LIFE Magazine, for one million dollars and, apparently, Joe hasn't forgiven them yet. Brother Dominic is also a "mystery" performer on the All Time Red Sox.