

THE MINIATURE FOOTBALL COACHES ASSOCIATION

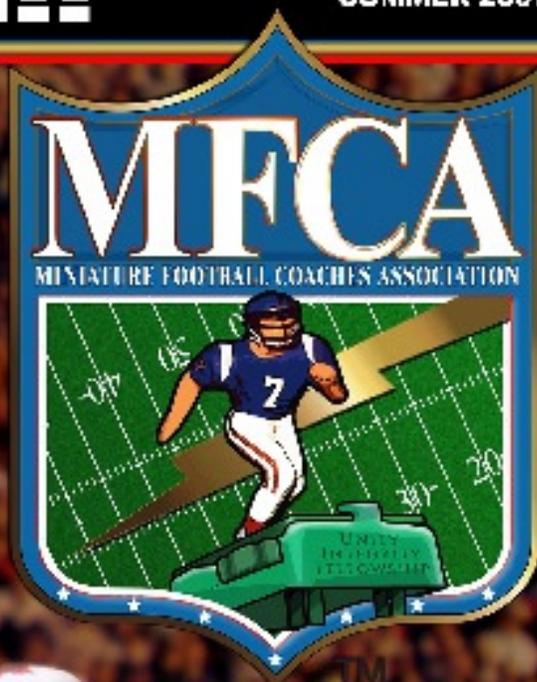
THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCFA

FIRST EDITION!!

MINIATUREFOOTBALL.ORG
SUMMER 2007

**Arena Ball
Plays BIG!**



**TWEAKING
REVEL-ATION**

INTERROGATIONS
"KANSAS BILL GETS GRILLED"

**LomaX's & O's
Formation Chalk Talk**

Fab 5 Creator

MEET THE

The 12 Coaches of the
MFCFA Startup Committee

**DIRTY
DOZEN**



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCFA

WELCOME FROM THE PRESIDENT



An exciting new era in Miniature Football has just begun!

I am happy to announce the official organization of the Miniature Football Coaches Association (The MFCFA).

The idea of an association has been around since Miggle created the first online electric football message board years ago. One by one, each of us found one another through the message board and shared the stories that we all know so well. Stories of how we played as kids, maybe put the game aside through our teens and then suddenly rediscovered it years later and found that we were not alone.

As time went by we got to know each other online and through various league and national tournaments. It became obvious that there was interest in a nationally organized association but in our newness there was little opportunity to start something of this scope.

Here we are today, with thousands of electric football games sold across the world, hundred's of solitaire, city, state and national coaches and hobbyists in every corner of the country. A number of companies are creating everything from custom stadiums to face masks. Creative hobbyists are taking the manufacturers

goods and making identical replicas of their favorite players down to the smallest details. The timing is finally right for the Miniature Football Coach and Hobbyist to come together under one banner, the MFCFA.

The MFCFA represents all the history as well as the advancements in the hobby including debated items such as boiled bases, weighted figures, types of rules and figure size. The MFCFA recognizes all of them as being integral parts of Miniature Football.

So what are the goals of the MFCFA and what does it hope to bring to the Miniature Football game table?

My first answer is unity. A chance for all of us to say that no matter what style of play we choose or how detailed our teams and fields are or what differences we have as individuals, we can say that we are part of a grander scheme which is dedicated to supporting the coaches and leagues that make up Miniature Football.

The second part to my answer would be that as an association, we can better provide education to the public, promote greater opportunities for promoting the hobby and establish friendly and competitive competitions based around creativity and specific skills.

Lastly, the MFCFA will

work towards preservation of Miniature Football history and creation of the Miniature Football Hall of Fame.

All these things can be done individually. Many have attempted it but there is strength in numbers. An association such as the MFCFA needs to be there financially and physically to support the large effort that it will take to accomplish the many goals that the MFCFA has set for itself.

Ultimately, this is your Association and the people you elect to serve as your representatives must carry the shield forward and carry out the wishes of the MFCFA membership. The goals that we see as important now will change as the Association does. It will take the involvement and dedication of the Miniature Football community to make this effort a success.

As interim president of the MFCFA, I look forward to the challenge of creating and developing what I see as an important step in the growth and preservation of the Miniature Football hobby.

Lynn Schmidt, MFCFA President

THE TWEAK is your magazine!

We are currently looking for stories, articles, league news and any ideas for the Fall 2007 issue.

If you would like to join our staff of writers or if you have something you would like to see in the next issue, please call editor Matthew Culp at 574-722-1204 or e-mail: mmmculp@comcast.net. Any and all suggestions are welcome!

The Tweak Fall edition ad submission deadline is August 1, 2007

THE TWEAK

OFFICIAL MAGAZINE OF THE
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WHERE'S RAIDERMAN?
(Kinda like the "Where's Waldo" game)

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LETTERS FROM THE EDITORS



by *Matthew Culp*

It is with the greatest excitement and joy that I say greetings to all miniature football coaches from around the country. This first issue of *The Tweak* is the beginning of a new era in the history of our hobby and I would like to give everyone my thanks and gratitude for their support of the Miniature Football Coaches Association. This newsletter is going to be our vehicle to making our hobby much more than it has ever been. I would like to let the entire miniature football community know that myself and the entire startup committee is committed to making this organization a success, but more important...we are committed to serving you. One goal of the newsletter is to help coaches reach out to newcomers and give them the resources and information to help leagues expand with more coaches. The league directory in this issue is meant for the sole purpose of getting people in contact with each other, especially potential new coaches. It is our goal, in the MFCA, to go to events outside miniature football events and look to spread the word about our hobby (Gen-Con for example). Another goal is to show what coaches from around the country are doing in this hobby. This includes detailing, painting, rules, tournaments, events...everything and anything that has to do with miniature football. With that said I hope everyone enjoys this first issue and I am looking forward to serving all of you. Remember...this is our organization...it is run by coaches, for coaches and it will

take all of us to make it an overwhelming success. If anyone would like to join our staff of writers to write articles for future issues, please do not be shy. Contact us we would love to have you as a part of our team and...long live miniature football!!



by *Al Dunham*

Electric football. You say the phrase and instantly you think of a vibrating board with little plastic players moving around. It's the essence of our hobby. It is our hobby. It is what we have been playing for the last 20, 30, 40, and for some, 50 years or more.

The phrase has become so ingrained with this hobby, that it has joined other words that have transcended their product, and simply represent everything that has to do with what they are. Words like Coke. How many of us go into a restaurant and just order a Coke? It doesn't mean that we want a Coca Cola Coke. No, we just want a cola flavored beverage, but instead we say Coke, because it has become synonymous with any cola flavored soft drink. And the same can be said with Kleenex and Q-Tips. Because of the loyalty and dedication of hundreds, if not thousands of coaches throughout the years, electric football has joined this elite club.

But there are drawbacks. First, electric football is a registered trademark of the Miggle company. Secondly, mention electric football to most people outside the hobby, and they give you an odd look and say "What's that?" As soon as you start to describe it they invariably say "Oh, yeah,

I remember it now, that's where all the guys run around in little circles, right?" And so it is, we have entered the dark side of the hobby. We spend the next few minutes trying to reeducate them, but deep inside they are still thinking 'little circles'.

When the founding members of the MFCA were looking for a name, we wanted to use electric football. Because of its trademark, it was decided to go a different direction. It became apparent that we needed to find something else that would be instantly identifiable with players moving on a vibrating field. No matter how hard we tried, nothing measured up to electric football. We finally decided on miniature football. It is as close as we're going to get. But you know, the more I thought about it, the more I liked it. In fact, I think I actually prefer it to electric football. Why? For one, it isn't a phrase owned by anyone. It stands alone, proud and tall. It encompasses everything that our hobby has come to be. Big boards, little boards, custom or stock players, stadiums, it covers them all. And secondly, it carries no stigma with it. When you mention miniature football to a stranger, they're not sure what it is that you're talking about. Now you have the chance to educate them about how the hobby has changed and evolved. You can explain that it is different than when they were young. The figures don't just spin in circles, you have control over them. You coach them to run plays, or to play gaps on defense. You have the chance to show them that miniature football is just that, football played in miniature.

I ask you all, now, to take that giant step with me. Release the phrase electric football and let it slip into the past. Embrace the term miniature football as the modern day equivalent. Let this day be forever remembered as the day that all the coaches in the country proclaimed our independence, that we shall not be controlled or influenced by any particular manufacturer. In your best Scottish accent, repeat after me....."I want me freedom!"

Father of the Fab 5

Professor Lee Payne Jr. Industrial Designer



By Ray Fanara

Industrial design is partly an applied art and partly engineering concerned with making products more useable, more pleasing to the eye, marketable and producible using standard production methods. Lee Payne Jr. (1934-2003) used his background as an industrial designer to conceive the Tudor (Fab 5) figures for Electric Football games in the early 1960's. As one of the hobby's most recognizable figures, it is only fitting that the inaugural issue of the "The Tweak" pay tribute to this man and shed light on his whole career, before during and after making his contributions to Electric Football.

According to the Industrial Designers Society of America, Lee Payne Jr., attended the University of Georgia in 1953, played football on the freshman team, changed majors and graduated from the University of Cincinnati in 1958 with a degree in Industrial Design. After graduation he obtained a position at the design firm Walter Dorwin Teague and Associates in New York City where he worked on projects related to the 1964 World's Fair and of course the Tudor Metal Co. account. It was his attention to detail, form and function that led to the development of the five realistic football poses we all learned to play with as kids, but first, he had to sell Tudor on the design. In a letter to Paul Gardner in 1981 he explains, "In order to convince Tudor of our idea we sculpted players out of wax representing what I felt were typical poses of football figures - poses naturally representing an offensive

lineman, a lunging pose representing an end or defensive back, a figure with outstretched arms as if in a linebacking position, and a sprinting figure representing an end or defensive back. These figures were rather

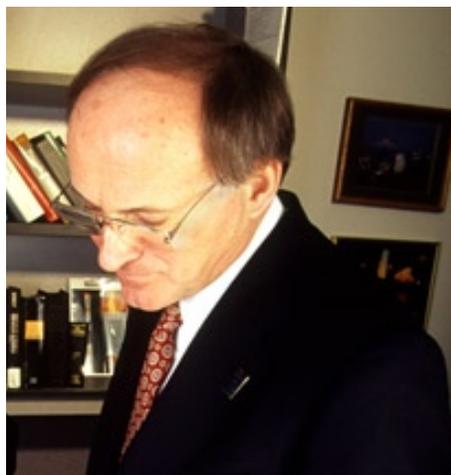


Photo: www.gatech.edu

crudely done, but the idea got across to Tudor." He then sold them on the idea of painting the figures using actual uniform colors and was instrumental in working with the Creative Services Dept. of the NFL to obtain the NFL license for marketing NFL looking teams that every boy in the 60's just had to have. By now he was working directly for Norman Sas of Tudor, as head of Product Development, he began tacking the game boards to new heights with more realistic fields and crowd backgrounds on scoreboards. He used a soft plastic material to develop the Triple Threat Quarterback that could run, pass, and kick. His creative genius is still appreciated today by electric

football hobbyists and collectors alike.

In 1968 he established his own design firm, Lee Payne Associates (LPA), in Jasper, GA, and consulted with many clients. From 1976 to 1988, he chaired the industrial design department at Georgia Institute of Technology in Atlanta. In 1981, he designed the original Smartmodem and chronograph for Hayes Microcomputer Products, Inc. that was featured in a book published by *ID* magazine, "Product Design-Award Winning Designs for the Home and Office." Later, while still at Georgia Tech as an associate professor he served on the Olympic Torch design teams for both the Atlanta (1996) and Salt Lake City (2002) Olympic Games. Professor Payne is pictured at left.

Without the creativity of Lee Payne, it would be difficult to imagine the growth in popularity of electric football and all the NFL pageantry he brought to the game. The original NFL style electric football games were, and still are the most beautiful toys ever created. If you are lucky enough to have some of these original works in "pristine" condition as designed by Lee Payne, please consider the priceless nature of these beautiful objects as partly an art form and partly an engineering wonder.

Ray Fanara, Contributing Writer, received his first Tudor "Grass Field" 620 model for Christmas in 1969, and still has it. He resides in Brookeville, MD just outside of Washington DC with his wife Julie, daughter Marcel, and son Raymond.

THE DIRTY DOZEN

THE 12 COACHES OF THE STARTUP COMMITTEE

by Al Dunham



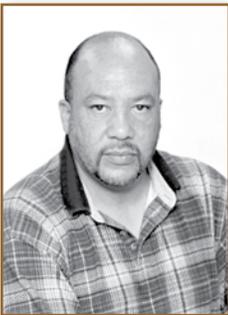
AL DUNHAM

Al Dunham grew up in San Jose, California during the 60's. After getting married, he and his wife moved to her hometown of Ravenna, Michigan. While living there, he found the Miggle board and adopted Ravenna as his new hometown. Known in the MF community as Ravenna Al, he currently resides in nearby Grand Rapids. Though an auto mechanic by trade, Al, 50, is best known for being one of the few 100% hand painters in the hobby and his unusual MF teams like the Canadian Sasquatch and Battlin' Bozos. The Rav man hopes that the MFCA will help to unite the hobby and that some day people will be able to see all the different styles of play and various types of boards and players in one convention. "I feel that MF is fragmented. Hopefully the MFCA will be able to gather up those pieces and put them together to create a strong hobby that will continue to grow for many years to come."



MIKE GUTTMANN

Mike Guttman, 39, is well know throughout the EFL community and is the current moderator for the Miggle chat board. He goes by the name MTGUTT. He can also be found at the Miniature Football board as GUTTMANN. A member of the Twin Cities EFL, his favorite part of MF is painting and decaling, as well as creating new teams. Though he was originally from New Hope, Minnesota, Mike grew up a Steelers fan. They are his favorite MF team. An accountant by trade, Mike found the love of his life and married her last September. Mike became a member of the MFCA hoping to help the hobby expand and that with proper advertising we can "Let people know that it's not just a Vibrating Football Game"



NAVILLE JOHN OUBRE, III

John Oubre, 50, is originally from Plaquemine, Louisiana and currently resides in Baton Rouge. He can be found on the Miggle chat board as "John Oubre" or on the MFF board simply as "Oubre". A photographer by trade, John works for Southern University and also freelances for the local daily newspaper. He is married, with 3 children and 1 grandchild and is a member of both the JOEFL and Gulf Coast EF. While his favorite part of the hobby is the fellowship and competition, when he's not busy playing with his New England team, he can be found either reading fictional novels or out on the greens playing a little golf. Nominated by Reggie Rutledge, John accepted his invitation to the MFCA with the hope that one day all the coaches will get together for a common goal, and that Miniature Football will continue to grow and become more recognized nationally.



LYNN SCHMIDT

Lynn "Weirdwolf" Schmidt is a 46 year old graphic designer living in Parkville, Missouri. Originally from Goessel, Kansas, Lynn is married to Sondra and has 3 children, Kiri, Haley and Joe. Lynn is a member of both the Tornado Alley EFL and the NHFL. When he's not busy playing with the KC Chiefs or his beloved Super Sumos, Lynn can be found designing logos for other coaches and their teams. Lynn is a member of the Pro Football Hall Of Fame Hall of Fans and is a big supporter of Ronald McDonald House Charities. He also volunteers at the Parkville Animal Shelter with his daughter. Since returning to MF, Lynn has dreamed of an association that can provide National and Regional competitions, historical archives, grading guides, a national convention promoting the hobby to the public and most of all provides a place to belong to and call home! "I hope that the MFCA will propel MF into new places and venues that many of us have never dreamed of."



JOHN MERIDA

Coach J, as he is known on both the Miggle and MFF chat boards, is a 41 year old business analyst currently living in Foster City, California. Though he grew up in nearby San Mateo, John's favorite MF teams are the Chargers and Colts instead of the 49ers and Raiders. Like many other coaches, John received his first MF game when he was 8 or 9 but lost interest in it when he was in high school. A few years later, John rediscovered MF when he saw a game while shopping for a new refrigerator at Sears. The rest, as they say, is history. John is the unofficial "welcome man" on the Miggle board. His, "Hi, I'm Coach J and welcome to the hobby", can be seen greeting all newcomers. John came onboard the MFCA to promote the hobby and make it better for everyone. His amicable personality is sure to help bring the hobby together.



COREY JOHNSON

Corey (with an 'E') Johnson works in the construction industry. He still lives in Philadelphia, Pennsylvania where he was born and raised. Prettyboy, as he is known on the Miggle and MFF chat boards, is a member of the NEFL, PEFL, BEFL and the NHFL leagues. In addition to belonging to all these leagues, Corey likes to go to as many tournaments as possible. It's no wonder that he has earned the nickname "Mr. National". He uses his beloved 49ers team whenever he can. The oldest of 3 boys, he was always into sports growing up. Like many of us though, he went away from MF during the 80's only to return with full vengeance. When asked to be part of the MFCA, Corey readily agreed, vowing to give 110% effort to make sure this association is a big success. "We are trying to use the 3 'E's!! Enlighten, Entertain and Educate the nation about Miniature Football!"



WILL TRAVERS

Will Travers is a retired social worker now working in elementary education. He is happily married with 2 girls and 1 son, all grown, and has 5 grandchildren. A member of the MEFA, BMEFA, BEFL and MPFL, he can be found on the Miggle board as Williestyle or the MFF board by his proper name, William Travers. His favorite MF teams are the Raiders and Redskins, no doubt a result of growing up in Washington DC and currently living in Fort Washington Maryland. An athletic man, Will played football, basketball, track and tennis in high school and college, as well as playing some semi-pro football. These days, at the age of 52, he would rather be out on the greens playing golf. Will joined the MFCA because he wanted to bridge a personal link between himself and the rest of the MF community, that we could take the hobby another step further and separate ourselves from any one manufacturer, and collectively have our ideas reflect what's important to us.



ANDRE COGDELL

Andre Cogdell, 43, is a native New Yorker who grew up across the street from the old Tudor factory. Though he played MF in the 70's, it was his dealings with Reg Rutledge and his figures that got him back into the game. Andre currently works in a department of the FBI, and can be found on the Miggle board as NYNEWTALK or the MFF board as BROADWAY-DRE. He loves all aspects of the hobby, especially when he gets to play with his Mantaray team. Andre came aboard the MFCA to "Form a new day, and bring order to a confused MF galaxy".

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MATT CULP

Matt Culp is a member of the Hoosier Heartland EFL. A big Cowboys fan, he goes by the name of Silverhorse 228, a combination of his 2 favorite players, Emmitt Smith #22 and Troy Aikman #8 and his families CB handle, "Silverhorse". Originally from Warsaw, Indiana, Matt currently resides in Logansport, where he is a Production Associate at Subaru Automotive. Matt doesn't love just miniature football; he loves football in all forms, having been part of a team that won the state championship in Nevada. At 38, those days are well behind him as Matt prefers the joys of solitaire play which brings him back to a simpler time in his life. He hopes that the MFCA is a huge success and that coaches from around the country want to be a part of this organization. "I think those who choose to join are going to see a new level of fellowship and expansion in this hobby".



STEVEN MARTIN

Steve Martin, originally from Lansing, is a graduate of Michigan State University and the Syracuse College of Law. He currently lives and practices law in Waterford, Michigan. At 39 years of age, he has been married for 6 years, and has 2 children aged 4 and 2. He goes by the name of Spartacus on the Miggle board and Treks1 on MFF. Steve met Michael Landsman at a sporting goods convention in Chicago and introduced an idea for a new version of an electric football stadium. With the help of Russell Baltimore, Steve created the Miggle Toys Monday Night Football Stadium. He has been to all but one of the Miggle conventions and is proud to have inspired others to paint and develop their own products. Still the current Green Room Rumble champion, he is a member of one of the toughest leagues in the country, the Great Lakes EFL. He usually plays with one of his favorite teams, either the Browns or Lions for NFL, or the MSU Spartans or Boise State for college. As a member of the MFCA, Steve hopes to help to put a national "face" on this hobby, in the hopes that people who are unfamiliar with the game can see that is organized, has champions, a history and national events. He would like to see the MFCA be one, unifying, coaches organization developing a set of recognized, standard rules, an EFL Hall of Fame, a circuit or national tournaments and events and a national ranking system.



JAMAL X. LOCKHART

Jamal X. Lockhart, known as Biglock on both the Miggle and MFF boards, Jamal is married, 38 and in the law enforcement profession. He is a member of the South Florida EFL of Champions and their 2 times title holder. Originally from Newark, New Jersey, he now resides in sunny Miami, Florida. Biglock's enthusiasm and passion for the game is well known throughout the hobby. Considered to be a relative newcomer to the game, in actuality he has been playing since 1986. He enjoys customizing figures, painting and playing with his favorite all time team, the 1933 Steelers. He joined the MFCA in hopes that as a group, we can make the hobbyist aware of their choices and the different ways to enjoy the game, and that people will take us more seriously, and show our unity as a whole. "I love this game. I hope the MFCA brings us together to show that we're not that much different after all".



BRYAN NUTT

Bryan Nutt is more commonly known as Beenutt on the chat boards. He is a deacon in his church, and is the president of a small engineering consulting company for the railroads. Though Bryan has spent his 44 years living in Spartanburg, South Carolina, his favorite MF team is the Cowboys. He is a member of the Dixie EFL where he prefers the fellowship and strategy involved with playing. Beenutt is the creator of the Miniature Football Forum, and has been instrumental in helping many coaches paint their teams with his decals. Bryan joined the MFCA to help bring the EF community together under one umbrella and to help promote the hobby.

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INTERROGATIONS

WITH RAVENNA AL

Kansas Bill Gets Grilled

Larry William Brent, aka: Kansas Bill lives in Wichita Kansas. He's the co-creator of the F5 Tornado Alley base and is a member of both the Tornado Alley League and the NHFL.

RA: Ok, are you ready for the first question?

KB: Yeah

RA: If a train leaves Chicago traveling east at 40mph and another train leaves New York heading west at 60mph and its 1200 miles between the two cities, where do the two trains meet?

KB: (long pause) Uh... could you say that again? Let me see if I can work this off the top of my head. If you got a train going 40 mph and another one going 20 mph faster.....

RA: That's ok Bill, it's sort of a trick question. Actually, the correct answer is they meet at a Motel 6 just outside of Akron, Ohio. I just happen to personally know both conductors..... they have a little "thing" going on

KB: Ohh ok, so the train going out of Chicago is going east then..... I thought they were both going west and I thought just how long will it take to pass it going 20 mph faster.

RA: Maybe we should just skip to the next question. Why Wichita?

10 SUMMER 2007 THE TWEAK

KB: Because there's a woman here

RA: I notice that your first name is Lawrence...

KB: Larry

RA: Ohhhh, Larry, and your middle name is William but you go by the name of Bill. Why is that?

KB: If your name was Larry you'd go by Bill, too!

RA: If you could live anywhere in the world, where would you live?

KB: Shawnee, Kansas. That's where I grew up.

RA: An Altoid is a) a mint b) an object flying through space or c) a medical condition that I'd rather not talk about

KB: It's 'A', a seriously strong mint, at least that's what they advertise it as.

RA: Blue jeans or dress pants?

KB: Blue jeans

RA: Beach boys or Beatles?

KB: Beatles

RA: So, you like your music imported eh? American music not good enough for ya?

KB: (chuckles) No, I just don't like the Beach Boys. Now if you'd said Bad Company or Beatles I'd have picked Bad Company.

RA: Ok, what's the one thing you liked most about the 60's?

KB: The Chiefs won the Superbowl. No wait a minute. I guess I'd say that the 60's was when I became a football fan.

RA: What was the biggest mistake you ever made in your life?

KB: There's too many to pick just one.

RA: I thought you were going to say agreeing to answer these questions.

KB: That might be the dumbest thing. Gosh, there's just so many dumb things I've done....

RA: What's your favorite holiday and why?

KB: Holliday? Ummm.... Christmas. It just brings back good memories from when I was a kid.

RA: OK, I'm going to ask you a few EF questions now. What made you decide to create a new base?

KB: What made me and Geno decide to create a new base? Because I lost my mind. (both of us laughing) Um, probably because the strongest current available base, we had to mix and match between two different styles of bases that really didn't fit too well together.

RA: Front of base, or any touch?

KB: Any touch

RA: What team, of all the teams out there, is the one team that you want to play against?

KB: Of anyone in EF?

RA: Yeah

KB: Probably Corey, Mr. National, because I know I'd be laughing my ass off even if he was kicking my butt. And the thing is, I just might get my wish because I might play Corey in the NHFL playoffs.

RA: What's the one thing that would make your EF collection complete?

KB: A million dollars

RA: Strong and slow, or fast and weak?

KB Strong and slow

RA: And your girlfriend? I just want to know for my own personal records.

KB: Strong and slow

RA: Do you get upset when guys constantly refer to you as the ugliest

guy in EF? I mean, does that make you mad like you want to go and blow up congress or something?

KB: Oh nooo... I want to blow up congress anyways. Who said I was the ugliest guy in football?



"Kansas Bill" gets his wish in the NHFL playoffs as he takes on "Mr. National". April 2007

RA: I promised Geno I wouldn't mention his name. {Editors note: Bill is not the ugliest man in EF. As long as I'm around

he will always be the bridesmaid, but never the bride!}

RA: What's the one EF skill you wish you had?

KB: Passing

RA: Decaled, or hand painted?

KB: Oh man, I'm going to piss you off. Decaled

RA: Will you still play EF when you're 75 or 80 if you live that long?

KB: I'll play EF until the day I die

RA: This is the last question. Incureable disease or Weirdwolf?

KB: I'll take the disease.



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The *kid iNSIDE* All of Us Lives On

by Matthew Culp



The hobby of miniature football...for some of us this hobby started at a young age. Maybe under a Christmas tree when we were all still young, you know the story...big long box and then it happens...a football field, plastic men and non-stop fun. For some of us it is a rebirth of sorts, we played it as a kid, but never really gave it much time, until a few years ago, when we found out that the fields have never went silent. The stories are all different, but the theme is all the same and that theme is this...we all have a passion for football. For me it started on Christmas 1973 in Warsaw, Indiana at the age of 4. You see miniature football was a tradition in my house hold and with 3 brothers it became down right competitive. We spent countless hours at the kitchen table, replaying plays from that day's real games on TV or we just played for the sheer pleasure of victory. This hobby gives all of us youth and allows the

kid inside of us all to live on and that concept is important in today's world of meeting deadlines, working overtime, kids and responsibilities.

Furthermore, as I was growing up miniature football became a part of who I am. My family moved around a lot, as a matter of fact, from fifth grade through my sophomore year in high school, we moved a total of 19 times. Through every move I always had an anchor, since I had little chance to have any real friends, I could always pull out my board and play a game to give me a break from life. Miniature football helped me to bond with my brothers and it was a great escape from life's little down turns. As I talk with coaches today from around the country I hear stories similar to mine. Some of us just simply love football and miniature football is just an extension of that. Some of us enjoy the painting and decaling, while some of us play the game for the strategy. Whatever the story is most of us are either 30, 40 or 50 years of age, but you would never know it because we are all kids at heart and that is the common thread we all share...we refuse to get old!

Moreover, my brothers and I are now spread out all over the country. We still get together and play some miniature football, but it is not nearly enough, but that does not get me down. I have made new brothers in all of you and anyone who shares this hobby I consider to be a brother. Furthermore, like my family, all of you-my brothers are spread out across this great nation of ours and it is with great excitement that with the MFCA we are all going to get to know each other better and come together as a family. For years I kept this hobby to myself, playing solitaire league games, but 10 years ago all that changed. By chance I read an addition of Outside the Lines written by Jim and Annette Jackson. The newsletter was an eye opener for me and an attempt to bring all miniature football coaches together, to start a nation wide campaign to make miniature football something a little bigger. I thank them for the newsletter and I want to make their vision a reality. In addition to the newsletter by the Jackson's, the Miggle Conventions brought me together with some great people, which I am also forever grateful. We have a real opportunity to make this hobby into a family, into a fellowship and into a nation wide organization of 30-50 year old "kids"...we have an opportunity to let the kid inside all of us live on. This is an exciting new era in our hobby and some days I feel like that 4 year old from so long ago...waiting and anticipating...the gift of fellowship is ours for the sharing.



The future of Miniature Football. Hill City, Kansas youth play miniature football for the first time as part of sports week.



Matt Culp as a youth above and now, sort of grown up!



SOLO MIO

TIPS FOR SOLITAIRE PLAY

by Al Dunham

Kick offs. There's one to start every game, as well as every second half and after every score. It's an important aspect of the game, but one that is often overlooked or ignored. Many of us simply place the ball on the 20 yard line and go from there without kicking. For many years I used a chart for kicks and returns. I'd simply roll the dice and go with what came up. Some leagues use the TTQB to actually kick. The only drawback is when the coach has a kicker who can kick it out of the end zone every time. There's also LeMays kicking cards. The cards are nicely made and work well, but there are no out of bounds or touchbacks. Some coaches put the ball at the goal line and return it from there, but that means that the kick is the same every time. So what can a coach do to get the best simulation for kicks?

Here's one idea. I made a chart of 36 squares, 6 rows across and 6 rows down. In each square is a different length kick, with TB being an automatic touchback and OB being out of bounds. I then roll 3 dice (having 3 different colored or size dice works best, but can also be done with 1 or 2 dice) One die is designated as being across and one as down and the third die spots the ball on the field. Here is how it works. Let's say I rolled a 5 - 3 - 4. According to the chart, 5 across and 3 down is a 58 yard kick. From the 30 yard line that means the ball is caught at the 12 yard line. But where on the 12? That's where the third die comes into play. A '1' would place the ball near the right side line. A '2' halfway between the right sideline and right hash mark. '3' is at the right hash mark, '4' the left hash mark, '5' half way between the left hash and left sideline and '6' is near the left sideline. In this case, you would place a magnet on the 12 yard line at the left hash mark. Then you place the return man on the magnet and set up your return team. The kicking team lines up his men at his 30.

	1	2	3	4	5	6
1	OB	68	70	66	60	TB
2	71	65	57	64	59	69
3	TB	77	61	72	58	OB
4	60	58	68	71	77	60
5	64	51	OB	70	63	66
6	59	TB	55	58	69	79

Now you are ready to turn the board on. But for how long? Most coaches run the board between 3 - 5 seconds and then shut it off. The biggest problem with this, is that different boards and coaches run at different speeds. On one board 4 seconds could mean that the kicking team hasn't even reached the 50 yard line, while on another board 4 seconds will have the kicking team into the opponents end zone. How do you regulate the time to leave the board on so that you can get a realistic return? Here's what I do. I run the board until one of the kicking teams players reaches the return teams 40 yard line. Then I shut it off, take the return man off the magnet and turn any player not engaged in a block. Then I turn the board back on until the return man is tackled, goes out of bounds or scores. Using this method, I've found that my average return is to the 20 - 25 yard line, though sometimes I'm lucky to get to the 10 and other times I get out past the 30 or even score. Occasionally the kick is a touchback or goes deep enough that the return team has to decide whether to return it or take it at the 20. Getting an out of bounds is a bonus as you get to take the ball at the 40, just like in the NFL.

If you're looking for something different to spice up your game, give it a try. As I said earlier, for many years I just used my dice for both kicks and returns. When another coach showed me how he did returns, I combined the two. I never knew what I was missing. Now, I couldn't imagine doing kickoffs any other way.

The National League Directory

Presented by The Miniature Football Coaches Association

Welcome to the National League Directory, a service provided by coaches from around the country and your MFCA. The purpose of this directory is to provide key information to everyone interested in the hobby of miniature football, especially newcomers to the hobby. This directory will be available in every issue of *The Tweak* and it is our hope to continue to add leagues to this list. If you do not see your league in this list and you would like to be in the next issue, then please contact the staff of *The Tweak* and we will make sure you are in the next issue...Thank You.



Presenting the Tornado Alley EFL celebrating their 2nd year of great electric football!

League contact: Bill "Kansas Bill" Brent 316-945-5950

League website: <http://www.leaguelineup.com/welcome.asp?url=taefl>

Number of members: currently 6 members

Location: Kansas, Missouri, Nebraska, Oklahoma, Colorado, Iowa

The TAEFL was formed in 2006 when long time solitaire players, Bill Brent and Terry Redding joined with new players Geno and Flynt Hendricks and veteran coaches Lynn Schmidt and Robert Thomas to form the new league. Lance Williams joined after season one. The league is also the great Plains Division of the NHFL. 2-4 new players who competed in the now defunct Great Plains EFL as well as others from Geno's area are joining for season 2. Any coaches from Missouri, Kansas, Nebraska, Oklahoma and Iowa are welcome in the TAEFL. We play a slightly revised version of the NHFL rules. We allow 3 backs beside the QB in the backfield. We call it the "Stram Rule" in honor of the late Hank Stram. We also play a different OT rule and do not have a layering rule as described in the NHFL rules



In order L to R: Kansas Bill Brent, Flynt Hendricks, Terry Redden, Lance Williams, Lynn Schmidt, Geno Hendricks, Robert

Presenting the Harrisburg Buzzball League celebrating their 7th year of great electric football from the state of Pennsylvania!

League Contacts: Raiderman (717) 599-5133 or e-mail
RAIDERMAN110@HOTMAIL.COM

League Website: www.leaguelineup.com/hpbl

Number of members: 10-16 Coaches

Locations: Camp Hill/Harrisburg, Pennsylvania



The Harrisburg Buzzball Leagues have been in operation for the last 7 years. We play with NFL teams in the winter and NCAA teams in the spring. Our regular season is typically 8 games and then we have the playoffs or bowl games, depending on which league we are in. We have coaches that vary in age from 10 years old to 45 years old. We always welcome new coaches and take them under our wing until they become competitive on their own. We have anywhere from 10-16 coaches in any particular league. Our playing location has changed many times in 7 years, but we currently play at JoJo's Pizza in Camp Hill, PA. Our rules are pretty much what is used in the Buzzball Tournament here in Harrisburg, PA. The one major change is that we allow the player to run after being hit with the TTQB. Everyone is welcome.



Harrisburg Buzzball League...From the left: Dave Bartels (On the chair), George Diamond, Raiderman, Donte Vaughn, Charles "Ab" Vaughn, Aaron Stewart, TJ Dietsche and Paul "Spike" Diamond.



Presenting the Hoosier Heartland EFL celebrating their 2nd year of great electric football from the state of Indiana!

League Contact: Matthew Culp 574-722-1204

League Website: www.leaguelineup.com/hhefl

Number of members: 4 coaches...Matthew Culp, Matt Wavra, Sergei Chernetsky and Mike Robinson. 4 Honorary Coaches... Tim Newell, Mike and Tanner VanDerGoore, Rob Vector

Locations: Logansport, Kokomo, Anderson and Indianapolis, Indiana

The HHEFL was formed actually when Matt Wavra and Matthew Culp got together to begin playing. A friendship was born during the Miggle Convention in South Bend at the College Football Hall of Fame, when the two "Matts" first met. Since that day the HHEFL has been meeting monthly for some great electric football sessions. In September of 2004 Sergei Chernetsky joined the league and in April 2006 the HHEFL opened their website and began planning for their first HHEFL season. Mike Robinson joined in 2006 and the HHEFL plans on their next season to begin in August 2007. Everyone is welcome to come join our league and share in the electric football experience.



On left: Matt Culp, Sergei Chernetsky and Matt Wavra engage in a scrimmage game.

On right: Matt Culp enjoys a moment with Mike Robinson after their first game April 22, 2006.



Presenting the Great Lakes EFL celebrating their 7th year of great electric football from the states of Michigan and Ohio!

League Contacts: Commissioner Steven E. Martin (248) 821-0375,

Commissioner Greg Hardmon (419) 508-8994,

Commissioner Kenny Allen (248) 252-3623

League Website: <http://glefl.com/>

Number of members: 23 Coaches

Locations: Ann Arbor & Detroit, Michigan area

Characterized by many great base "tweakers", such as Jim Davis and Norbert Revels, many consider the Great Lakes to be a strength league. One coach coined the phrase "where the strength is", but the strongest teams have not always won the Championship. No coach has repeated as the G.L. Champion. We are entering the 7th season as the "Great Lakes", in Season V Patrick Casey (Jacksonville) went undefeated, a truly great feat in a very competitive league. Simmie Lassiter is our current Champion (Cardinals). We also boast many talented painters and figure makers as well. The League formed from the combination of an Ann Arbor league and a Detroit league. As for coaches, we have approximately 23 coaches who plan to play next season, but expect more by September, 2007...the start of season 7. Our games are generally played at Taylor Lanes, a bowling alley in Taylor, MI and coaches come from cities as far as Akron, Ohio and Toledo, Ohio to play their games. As for our type of play...games are played with play boxes, 16 boxes per quarter. A two (2) box play represents a play that keeps the clock running. Front of base tackles on running plays and 3x threat Qb throwing the ball. We use League Daddy, a great statistical web site that tracks league leaders, team and individual statistics.



Left to right, KNEELING DOWN, Norbert Revels, Greg Hardmon, Andre Riggs, Jamel Goodloe, Steve Martin, KNEELING DOWN BEHIND GREG IS Simmie Lassiter.

STANDING, Phil Gilliam, Damon Lucas, Jim Davis, Bryan Perry, Chip Burgess, Chuck Lawrence



Presenting the Los Angeles EFL celebrating their 8th season of great electric football from the state of California!

League Contacts: Earl McMillian (909) 574-9576 or e-mail at revemac@hotmail.com

League Website: www.laeff.com

Number of members: 14 Coaches

Locations: Los Angeles & San Diego, California

The LAEFL is a league that encompasses all things electric football, from the modeling standpoint all the way to competitive play. We feature custom poses, all types of bases, custom fields and a championship ring. Our championship game is called "The Show" We are located in Los Angeles, CA and we currently hold our gamedays at the Sherman Oaks Galleria. We have coaches who travel all the way from San Diego to play. We are entering our eighth season with fourteen (14) coaches who represent all walks of life. The LAEFL uses the Dallas-Fortworth (DFW) style of play. This style includes game clocks, as well as penalties and fumbles through the use of the "Action Box".



Presenting the MWEFL celebrating their 8th season of great electric football from the Chicago Land Area!

League Contacts: Jimbo Dunagan e-mail jmdunagan@yahoo.com

League Website: www.leaguelineup.com/mweff

Number of members: 8 coaches

Locations: Chicago Land area-Illinois and Indiana

The MWEFL consists mainly of coaches from the Chicago land area, namely Illinois and Indiana, although we have had a few guest appearances by coaches from Texas, Iowa, Michigan and Virginia! Officially, as a league, the MWEFL is currently in its 8th Season, and we have 8 solid Coaches who play in both our College and Pro Seasons. Our league is 1 of 2 leagues (TBA in Virginia) that setup using a Strategy Divider(TM) between our Offense and Defense. Most people think it's hide-n-seek, but if you know that the 5 offensive linemen lineup in their lettered slots every play and you're told which numbered slots the receivers are in and you know the QB is behind center and the running back(s) are between the tackles, now all you have to do is play a solid, balanced defense and learn to play your opponent's tendencies rather than mirroring what the other team does in "open" styles. Nothing is hidden, just the huddle. Same as real football.



Presenting the Twin Cities EFL celebrating their 7th season of great electric football from the Minneapolis, Minnesota area!

League Contacts: Michael Guttman (612) 720-4127 or e-mail at mygutt@yahoo.com

League Website: www.leaguelineup.com/tceff

Number of members: 10 coaches

Locations: Minneapolis, Minnesota

The Twin Cities Electric Football League has been together now for about 7 years. The league originally started at Grace Church but has moved to playing at Coaches houses due to family commitments. Our league is one of convenience. We don't designate any night of the week to play our games. Everyone's first responsibility is their familys, so our season lasts around 9 months. This way, no one feels obligated to be at a certain place at a certain time. The Joy of Electric Football is playing with Joy. If you're forced to play, there may not be much happiness in the game.



Presenting the Tidewater Miniature Football League celebrating their 6th season of great electric football from the Tidewater area of Virginia!

League Contacts: Don Smith (757) 407-0926

e-mail DrBuzznstyne@aol.com

Number of members: 27 coaches

Locations: Portsmouth, Virginia

The TMFL welcomes players of all ages. We have an adult division as well as a kids division. Our regular season lasts from mid March to the end of July, and our games are played on Saturdays. Our league was established in 2001, and has yet to have a back-to-back Champion. Though the competition is tough our weekly gatherings are catered events that generate a party atmosphere conducive to genuine fellowship. Our league is located throughout the Tidewater area of Virginia. We have 27 members in the adult division and our league has been in existence for 6 years. The TMFL uses the Divider style of play and are the originators of the Fumble-Man rule, and Offense and Defense in the Dark and Light jersey concept that most tournaments use today.

Presenting the Dixie EFL celebrating their 1st year of great electric football based in South Carolina and founded July 15, 2006!

League Contacts: Commissioner Bryan "Beenutt" Nutt

League Website: www.miniaturefootball.com/forum

Number of members: 16-24 Coaches. Chris Lemay, Lavell Shelton, Kyle Nutt, Charles Lane, Brian Redmond, Ben Kilgore, David Redmond, Steve Miles, Bryan Nutt, Jasper Scott, Adrian Baxter, David Nickles, Bennie Gibson, and Tony Lott.

Locations: Spartanburg, South Carolina

Welcome to the Dixie Electric Football League based in Spartanburg, South Carolina and founded 7/15/06. We are a group of individuals that enjoys good Christian fellowship through the avenue of playing electric football. 2006 was our inaugural year with 16 members. This year, we expect the number of coaches to be about 24. Brian Redmond is our reigning Dixie League Champion. Some unique facts about our league...we only meet twice a year to accommodate people coming in from out of town. The first meeting is the regular season and the second meeting is the playoffs and championship. The champion is presented with a rotating trophy which he will get to keep for one year. All of the past Dixie league champions have their names inscribed on the trophy forever similar to the Stanley Cup. We have real time stats throughout the day projected on the wall during play so everyone can see how they are doing. Trophies are awarded at the end of the year for each statistical category. League entry fee is \$30. The 2007 season will be played one weekend in July and the championship weekend will be in August!



Presenting the Beltsville Electric Football League Celebrating their 5th season of great electric football from Beltsville, Maryland!

League Contacts: Tom Johnson (240) 304-8955 or

e-mail at footballwork1@verizon.net

League Website: www.Beltsville-EFL.com

Number of members: 30-35 Coaches

Locations: Beltsville, Maryland

Welcome to the BEFL! The Beltsville Electric Football League has been in existence since 2002. With some of the regions best coaches... the BEFL offers some of the most competitive leagues. The BEFL runs three separate leagues, a summer league, a college league and a pro league. The BEFL also offers two tournaments throughout the year including the popular "Columbus Day Bash" held this year on October 5th-7th at the Beltsville Boys & Girls Clubhouse in Beltsville, Maryland. With 30-35 coaches, the BEFL continues to grow and is proud of the tradition that has been created. One unique goal of the BEFL is to make a level playing field for all coaches and one way this is done is to help out low income coaches with equipment that they need, such as bases and figures. This opens the door of miniature football to everyone. The BEFL meets at the Boys & Girls Clubhouse at 11705 Robey Rd in Beltsville, Maryland. The style of play is by number of plays and the "front of the base tackle" rule is used, except for in tournaments when any part of the base is used. Check out the BEFL website or call Tom Johnson for more information to join.

The MFCA is divided into 7 regions shown at right. Each region will send representatives to a National Skills Competition held annually, and will have 2 elected representatives to the National MFCA Board of Directors.

International Members may choose which region they wish to be a part of based on their proximity and ability to travel to a selected region.

Regions may be adjusted by the Board of Directors based on MFCA membership dispersion





THE BIRTH OF MINIA TURE ARENA FOOTBALL

by Jimbo Dunagan

After figuring out the differences of this new form of football, thanks to TV analysts Lee Corso and Bob Rathbun, I immediately cut 3 guys from each team so that I'd have 8-on-8, like this new game called for. Then I had to cordon off half of my Super Bowl field so as to only have 50 yards to play on. Then I needed something to represent the net! That's when my brain kicked into overdrive because back then Michael's wasn't that big a part of my life as it is today for all of my hobby needs, so wedding tulle and foam board weren't at my disposal. Aluminum foil and a wire hanger were though! I must say, by the time I had concocted an end-zone net, the game was nearly over, a few friends had come over, and my mom would be home soon after. So, suffice it to say, after "running" a few plays – because "passing" wasn't fathomable back then, I lost interest in both versions of ARENA Football.

Sure, over the next 15 years I occasionally caught a glimpse of a game or two, and in particular tried to actually commit to watching a few ARENA Bowls, but to no avail. This new-fangled game just didn't catch my interest. That is not until 2001, where one of my All-Time favorite players decided to become part-owner of the Chicago RUSH. I figured if ARENA Football was good enough for Walter Payton (RIP), it had to be good enough for me. So, instead of resorting to watching a game or two on the tube, I bought some tickets and went to my very first game. Fred McNair, big brother to Steve "Air" McNair and the Carolina COBRAS were in town for Chicago's first regular season home game. I missed the Detroit FURY game, which was only a pre-season game, but nonetheless I was there for their first Home game and after finally "getting" it, I WAS HOOKED!

A few hours after getting home, my Miniature ARENA Football League was born. Carolina and Chicago were naturally my first two teams and one of my Super Bowl boards got halved with a gloss green marker brush, meaning I painted over every other hash mark and 5-yard line to make somewhat of a messy looking field. Within the week my league had grown to 5 teams with the addition of Indiana, Grand Rapids and New York, as well as, my Miniature ARENA Football Rules v.1.1. I attempted to paint Detroit, but they had black and purple jerseys that just hurt my eyes to paint, so I put them aside to further perfect The Fastest Game on Vibro-Turf!

Within 2 weeks of going to my first game, I had 5 hand-painted teams of 10 players each, a hodge-podge field, sideline walls, end-zone nets and a rough draft of the Rules adapted to the miniature. It was time to really learn how to play this game and then get someone to play with me. I wanted to make this game as entry-level as possible and decided to just use a standard bag of 11 Fab-5 figures and cast aside the 3rd "blocker" which limited the roster to 10 players. I then assigned the "croucher" figures to serve as the QB and the Offensive Specialist; the "split end" figures as a WR/LB and a WR/DB; the "running back" poses as a FB/LB and TE/DE and lastly, the two "DBs" as Defensive Specialists. The bottom line of the game is that 6 players play both ways, while the 4 specialists play their respective sides of the ball. The object of the game is the same as the big game, only the size of the field is 50 yards instead of 100, and those nets in either end-zone add an exciting twist, or bounce, as any balls kicked or bounced off of them are live. The best example of this is on Kick Offs, where after running the board for 3-4 seconds to simulate hang time and using the TTQB, a well practiced Kicker can ricochet the ball off the net and hit one of his own players, who can then run it in for a score. Aside from that, TTQB astuteness is a premium, as passing will prove to be the key to many victories or defeats.

It probably wasn't until 2002 in preparation for *AJ's 3rd Annual College Tournament* in Columbus, Ohio that I coerced someone to finally play a game with me. Up until then the only interest I got was online on Miggle's Chat Board. So between Rounds, while waiting

for my FIGHTING ILLINI'S next victim, RAIDERMAN's Orlando PREDATORS hosted my newly decaed Chicago RUSH on a brand new RM100 with field cover to boot! After playing a half and with the score a whopping 6-0, we decided to call the game and focus our attentions on the matter at hand – College Football. Both of RM's teams proved to be too much that weekend as his IRISH also won the Tournament.

After such a disappointing first run in public, I came to the conclusion, that despite being more to scale in size to electric football players, the bigger fields just didn't allow the high scores that ARENA was known for. A combined score of 100 was the goal, not to mention a few teams have scored 100 on their own! So, out came the Model 500 and another gloss green marker brush to test my theory. In a few solitaire games I achieved cumulative scores of 60-70 points, which was more to my liking. Unfortunately by then, the few Miniature ARENA Coaches that existed had all converted their 620s, so in a show of *esprit de corp*, I too, conformed and had a custom cover made to fit my 620, as did Ron for his SABERCATS.

The following year at Miggle's South Bend Convention, instead of playing in the famed Green Room Rumble, I demonstrated my Miniature ARENA Football and found a few more enthusiasts. Those coaches were Chris LeMay, with his beloved Nashville KATS and Matt Miller and his Iowa "Steelers", I mean Hawkeyes. He hadn't yet shown his home state BARNSTORMERS' colors, but much to my dismay, they would soon prove to be a thorn in my Electric ARENA Football career.

Last Labor Day Weekend I had plans to demonstrate EAF at the *Texas Shootout*, but the founder and close friend of mine, Reginald Rutledge, went so far as to underwrite the 1st ever Miniature ARENA Football League (MAFL) Tournament to be played in a custom made American Airlines Center. Personal matters prevented me from being there, so that event has been rescheduled for *The Seawall BRAWL* in Portsmouth, Virginia this coming June 29 through July 1.

Over the past few years, my RUSH have battled the likes of Ron Christianson's SABERCATS and DESPERADOS; Edgar Downs' FIREBIRDS and FORCE; as well as a few run-ins with Matt Miller's dreaded BARNSTORMERS. Just this last April, Kurt Warner led Matt's BARNSTORMERS to a last play win with a 40-something yard screen down the sideline wall. Iowa won 37-34 and that game proved to be the highest scoring game of EAF to date, despite us playing on a 620.

I have since then deemed - by taking a National vote online - the classic Model 500 to be the OFFICIAL MAFL board again and recently outfitted one to represent Chicago's Allstate Arena along with a Miggle Stadium. I am also in the process of retrofitting all 19 AFL teams onto *ff.com* figures, which will naturally allow for games to be played at higher speeds as opposed to adding weights to lighter figures.





Norbert Revels from Detroit, Michigan, has been playing miniature football for over 35 years and plays in the Great Lakes EFLand is a winner of countless tournaments. Included in his wins are the 2005 Miggle Super Bowl, 2006 Buzzball World Championship, 2006 Michigan BCS National Championship and the 2007 MWEFL National College Championship. He is well known in the miniature football community, as one of the greatest “tweakers” to ever touch a base. He is legendary for his strong running game and incredible push he gets from his offensive lines, not to mention his deadly passing game. Ask anyone and they will tell you...to beat Norbert in competition is an accomplishment...it is like beating Michael Jordan in a one-on-one game. I’m Mathew Culp and I have had the pleasure of playing Norbert and I can tell you first hand, he is tough and yes...he killed me. The MFCA is proud to have such a great coach, as part of our miniature football family and Norbert was kind enough to give us some of his top secret tweaking tips.

Norbert Revels’ Tweaking Tips

Part 1 *Choosing the right shells.* Shells are an important part of tweaking; here is my list in order of power.

1. Original Frosty (light green) 2. 1st run Polo’s 3. 1st run Blues 4. Superior 5. Original “Frosty” (dark green) 6. Orange 7. Widetop 8. 2nd run polo 9. 2nd run blue 10. 2nd run “Frosty’s” 11. Miggle green 12. Proline (memory in the shell prongs is just too strong), these have to be plated or re-tweaked to often.



The 1st run blues and polo shells are a bit darker. When tweaked the back prongs will have a dull look. The 2nd runs will have a shine to them when tweaked. The 1st run dials have a chalky look to them and are a bit thicker with some plastic flashing around the outer rim of the dial. Original “frostys” are dull light green, 2nds are shiny.

Part 2 *Choosing the right dials.* Dials are important, because you want durability and consistency. Here is my list in order of power.

1. ProLine strong, pure power.
2. Soft thick dark green-superior and outstanding power.
3. 1st run white-if cut and tweaked right have excellent power.
4. Widetop-cut and tweaked right have excellent power (MOST DURABLE).
5. 2nd run white
6. Miggle green

Part 3 And now to the tweaking...
Tweaking TTCs FOR POWER (two prong dials only-white/green)

Tweaking the front prongs

Squeeze the front prongs, but not to much. Clip the ends with your straight cut nail clippers and sand two or three times. For Pro Line dials, squeeze very hard just like was done on the back prongs and use same method as for two prong dial.

Tweaking the back prongs

Tweak the back prongs (squeeze very hard). Flatten them. They will have a natural curve in them,. To take that out grasp the entire prong with your flat nose pliers and angle your wrist upwards as you're pulling down gently. That will get the prongs straight again. With

a straight cut nail clippers clip the back prongs tips even with each other. Finish with some fine sandpaper or a hard sponge and run it over the back prongs two or three times.

Part 4 Tweaking TTCs For Speed (two prong dial only-white/green)

Tweaking the front prongs

Give the front prongs a minor squeeze then brush forward OR as your tweaking, angle the prongs slightly forward.

Tweaking the back prongs

Have the back prongs going straight down, not angled to the back. That look is a "no no". Now, if your base is not running as smooth as you want, then you may have to angle back prongs just a bit and clip even. Otherwise, don't clip prongs front or back.

Part 5 Setting up your team for strength I

pass 95% percent of the time. The placement of strength bases should be setup in the order shown below. Power should be at the middle first and then branched outward, even if your a run team. If your league uses the "front of the base tackle" rule, then set your team strength up like this.

1. Nose Guard
 2. Center
 3. Defensive End
 4. Defensive End
 5. Guard
 6. Guard
 7. Tackle
 8. Tackle
 9. Middle Line-backer
 10. Strong Safety
 11. Outside Line-backer
 12. OutsideLine-backer
- Rest of team, TTC flyers

If your league uses the "any touch tackle" rule, then set your team strength up like this.

1. Defensive Tackle
 2. Defensive Tackle
 3. Center
 4. Guard
 5. Guard
 6. Tackle
 7. Tackle
- Rest of team, TTC flyers

Thank you Norbert from the MFCA family and Happy Tweaking everyone!



BUZZBALL

Good Luck MFCA!

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LOMAX'S AND O'S FORMATION CHALK TALK BY KELVIN LOMAX

As our sport/hobby turns 40, I thought it would be fitting that I would be able to share some principles and concepts that have worked for me and can work for you, too. This report is not about any style of play, but more of a study of successful points of attack that both offense and defense can use to win games. I will not be going into details about base tweaking, or what figures work best at each position. I will get into bases from a player stand point and their real needs. I will also get into basic line play and how to find a work-horse running back (RB). I hope that this article is informative and provides another angle or pivot to your game play. Okay let's get started.....

I could talk about bases for days on end, but what I want to do is just break down some of the ingredients of an offensive team and a defensive team. You will need to go through all of your resources of bases before you can build your team. Knowing how fast a base is, how long before it turns left or right, whether it turns left/right, how strong, what is the looping circle...all of these things will be found out after going through your bases as you select them for your team.

In **Figure 1 at right**, you see an offensive set. If each player is running in a direction that is unknown to you the coach, how can you expect to play a scheme that is going to work? One way is to test every base. It is recommended to be done, so the coach can make better use of his players and to execute plays based on the knowledge of his bases



BASIC LINE PLAY

After watching the Pros, you can see the importance of the offensive line to play great if you want to do the things necessary to win. The defensive lines also must play well to have the rest of the defense work like you draw it up. After testing of all the bases that are available, use the strongest to play on the offensive line.

Wedge Blocking is where the line left of the center is blocking towards the center and the right side of the line does the same. This is an effective line play, but it is limited to squeezing the defense inside to enable the RB to "bounce" outside. **TRAP Blocking** is where instead of going towards the center, your line is kicking out with the exception of the center and he goes where he normally goes. You don't have to change the player's direction if you don't want, just switch the left side with the right side of the O-line and you have changed the blocking to the outside. If you only switch the guards, then you want to run inside. If you only switch the tackles, run outside off-tackle. Depending on what the defense is doing, then that will decide which hole to run in.

CREATING RUNNING HOLES

TTC bases (total control-bases with dials) work better for linemen that must do more than just kick outside on a given play. To run all the different kinds of blocking needed, it is just good to use these types of bases. You can make them pull, drop back, seal-block (facing forward but running backwards).

On Defense you can use some of these tricks too. You can stunt, drop-zone, slant...use your imagination. All these things are possible. When pulling a man on a sweep or roll-out, I like to use the guards and have the tackles block down on his man and the FB clean-up. This also puts more people out in front of the play. During any game, some plays will work better than others. The true secret is putting together plays that gain positive yards and continue to move the chains until you can hit the "to the house" plays.

Pass Blocking is no different than run-blocking. Some coaches like to run screen plays, we have a few, and they can be great at the right time and unseen by the defense. Normal pass blocking is just man-to-man scheme. There will be times that you need to adjust to pick up the blitzes that will be coming. Experiment with your offensive line as a unit to find what they do best and build the rest of your offense to fit their strengths.

SKILL POSITIONS

Having your skill players doing their job the way you draw them up is most critical to the timing and execution of any play. Let's start with the **QB**. Again, I like to pattern my teams after the NFL counterparts. So the base I would use for a "Steve Young" would not be the same base that I would use for say a Dan Marino. You want your **QB** to be able to do the following: 1) drop back-with the base in the forward-facing direction. 2) Be able to roll-out: to one or both sides of the field. 3) Lead a play into the hole.

If you can find a base that can give you these things at the minimum, your plays will have very good success of working properly. Changing the way the QB will be running during the game will allow you more "play-calling" options. Making him look like he is going to run one way, but he does something else is part of the play-calling magic that, hopefully, you will possess after reading this article.

In the picture at right (**Figure 2**), you will see the standard WING T Formation. This formation provides many advantages to the offense. As we know, if you do not have a balanced attack your offense will be easily stopped. The way it's used in Miniature football is a run-first formation. You force the OLB aka "the looper" to move out beyond the TE to make a play, but that creates more running room inside the TE. You will also notice the defense matching up one-on-one; this will make having stronger bases work in the coach's favor if his team is better. It is not always the case, but it helps. This is only one of many plays that can be run using this basic formation.

In this formation, both backs are running an off-tackle play to each side as the QB 'shows' a running posture to get in behind the center. All before the PIVOT happens. That is what will change the play or where the 'point of attack' will be.

In **Figure 3**, you can see that the RT and TE are doing 'kick-out' blocks as the RB gets the ball and follows the lead FB thru the hole. If the FB reaches the second level of the defense, this play should go for long way. As the offensive coach, you have to find out where your best options are against any opponent as quickly as possible so that you can move the chains to eventually score touchdowns.

One thing about offensive play calling, try to have 2 or 3 options on any given setup. You don't have to worry about the home run play because it will come in time. You want to be able to sustain drives that kill the clock or eats plays. Okay, now the show stopper – Money plays!

\$ MONEY PLAYS \$

Money plays are your team's best play that ALWAYS gets positive yards or scores touchdowns. The next picture (**Figure 4**) shows a goal line play that works only because the defense placed men out of position to make a play. There are 4 options on this play that can happen: **1** – Dive play to #28 **2** – Pitchout to #45 with a cutback to the hole between the TE and RT or going all the way to the outside then cut up field. **3** – Fake both of those plays and go with a pass to either side of the field because you get one-on-one coverage on each receiver **4** – Have the QB rollout to right of the formation on a bootleg and that has options. As you can see, this is a play that most would think they have it stuffed but with options the offense can change the play's direction without changing or pivoting any player. Another good formation is the **RUN-N-SHOOT** formation. The principle of this formation is to move the ball thru the air. You can still run, but it is a pass first formation. You need some of these ingredients to make it work. WR needs to be able to get open. The Ace Back must be able to run to both sides of the field and cut up field during the play. This will make the defense play you in either of these ways – blitz you from the outside and force an early pass or maintain their coverage on the outside.



As you can see (**Figure 5**), the defense chose to play it safe and not send pressure. If your WR cannot beat single coverage, you might be hurting in the passing game. To get the play to work, you have to try to take the short gains instead of the long ball.

The last picture (**Figure 6**) shows the resulting action from an option where the offense sent all the backfield to the right side of the formation and overloaded the defense. In this example, you can see that you have a couple of options. The QB and the FB lead the way and the HB is trailing in case there is a pitch to him. There are cut back lanes that are opening up as the play develops. Finding out where to run the ball is just an observation of what the defense will give you.

Thanks for reading along.....Coach K-LO



FROM THE ARCHIVES

1 Year ago - DC Smith of Suffolk, VA wins 1st Seawall Brawl, June 2006

4 years ago - Lee Payne passes unexpectedly at age 69, 10 May 2003

5 Years ago - Don Smith of Suffolk, VA wins BuzzBall World Championship, July 2002



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Product Review

Excel Hobby Blade Corp.

X-tra Hands w/Magnifier

Retail price: \$18.25

Available at most hobby stores

Are you finding it harder to see all the fine detail in your figure each time you paint? Are your stripes getting shakier? Do your hands cramp up on you after painting just one figure? You're not getting older, you're just getting Well, let's face it, you're getting older! But don't worry, there are lots of products out there that just might make life a little easier for you. The X-tra Hands w/Magnifier by the Excel Hobby Blade Corp. is one of them. This nifty little device combines a magnifying glass with adjustable alligator clips mounted on movable arms. "Sure, it sounds great in theory, but how does it work in real life?" you ask. I put one to the



task to find out.

First of all, there are no less than 6 different adjusting screws to help you position the figure you are painting. There are also 2 screws to help you set the magnifying glass where you need it. These are easy enough to maneuver by themselves. The tricky part is trying to get them to work together. Getting the arm adjusted to hold the figure at just the right angle and the magnifier set up in just the right spot is a bit frustrating, if not difficult. It can be done, but it is a little time consuming. I found that the two, much like man and wife, work best separately. Set the arms up and they will hold your figure securely, allowing you to paint smoothly. Being able to hold your painting hand with your other hand will give you much straighter stripes and easier detail painting. The football player stays steady in the grasp of the alligator clips as the base of the XHM is nice and heavy, preventing it from being moved around by your brush strokes.

The magnifying glass works equally well. Set it up with the arms out of the way and you will find that there is ample room to move the figure around with your hand while



you paint with the other. The image is nice and sharp, giving you the ability to get incredible detail in your helmet logos, or to place your decal in precisely the spot you want it to be. The nice part is that you can move the glass to different angles, something that isn't possible with larger table mounted magnifiers.

If your hands are shaky but your eyes are fine, you'll find the XHM a great tool to help you out. Once you get the clips adjusted where you want them, you can remove and replace the figures quickly and easily. If your hands are fine but your eyes are weak, the magnifying glass will be a big boost. It's much smaller and movable than the table mounted models and at \$18 a lot less expensive as well. If you're having trouble with both your eyes and hands, I would recommend either getting a larger table mounted magnifier to go along with the XHM, or getting 2 XHM's and using one for holding the figure and the other for the glass. If you're on a budget, the one will work but will require a little more patience. If this is the way you need to go, take one more tip from me. Once you get it set up, paint all the same type of figures at one time. In other words, paint all the blocker figures so that you don't need to re-adjust the arms until you do a different pose, then paint all the figures with that pose etc. The XHM is a well made, steady, durable tool to help you paint. At \$18 you can't go wrong.



OFF THE BENCH

In every issue we will be featuring custom work from our members.
If you would like to have your team displayed, send 6 to 8 high quality
photographs and some basic info to ravennaal@yahoo.com



CUSTOM GIANTS BY JIMBO DUNAGAN

The Miniature Football Coaches Association

Our Name: Due to the trade marking of the words "electric football" and "EFL" a name was chosen which the committee members felt best represented the game and hobby we have all come to love and play. It in no way is to be confused or assumed to be a part of any existing leagues and or companies which carry the use of the word, "miniature" in their title. The MFCA is an independent and all inclusive association open to all forms, rules, leagues, coaches and products which fall under the "Miniature Football" definition below.

Miniature Football Definition: Miniature football players on bases which are propelled over a miniature football field through the vibration created by an attached electric motor.

Our Logo: The number 7 represents the 7 regions which make up the MFCA. The player is a generic custom figure representative of the advanced detailing that now exists but also carries a somewhat traditional recognized miniature football form. A dialed base was chosen to show the ability to control the figures directions and the ability to coach the teams. The lightning bolt represents the power that propels these miniature men on their bases. Blue shield and red trim were chosen for the representation of the United States, green represents football and gold for the high standard and integrity that the MFCA will achieve. The shield represents the Association and defends our hobby. Seven stars, one for each region.

Our Mission: Unifying the miniature football hobbyist by promoting miniature football, educating the public and providing a unified association which recognizes and supports the diverse coaches and leagues.

Membership Costs: \$30.00 annually

Membership Benefits: (includes future and immediate benefits. Future benefits are marked with an *)

- Quarterly Magazine featuring tips, league announcements, coaches articles, photos and interviews.
- Membership Card
- Annual all inclusive MFCA educational event and convention with seminars, national awards ceremony, contests and vendors.
- Discounts to events and products
- National and Regional MFCA sponsored events with awards including painting/customizing, fastest man, strongest man, best passer, etc.
- Coach of the Year award
- League and members contact lists
- Regional elected representation to the National MFCA Board of Directors
- Bylaws regulating the workings, voting processes and procedures of the MFCA
- * Coaches Rankings *
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- * Promotional materials and tools for new leagues and coaches *
- * Educational, promotional and training DVD's *
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