

THE MINIATURE FOOTBALL COACHES ASSOCIATION



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCA

MINIATUREFOOTBALL.ORG
SUMMER 2008



MICHAEL LANDSMAN

GEORGE DIAMOND

DIRK THOMAS

REGINALD RUTLEDGE

THE 2008 MFCA HOF CLASS

LEE PAYNE

TOURNEY REPORTS

BRAWL
BASH
BUZZ
HOOSIER
HUDDLE

THE JENNINGS STORY

HOW TO'S
STRIPPING
PAINTING TIPS



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCFA

A Letter from Steve Martin, Great Lakes Regional Rep

Summer's here and the time is right, for dancing in the street or better yet, party time in the MFCFA! There is much to celebrate! Leagues and tournaments continue across the country. A national college league is taking shape, the College Bowl Series under the guidance of the master promoter and innovator Reggie Rutledge. Membership in the MFCFA continues to grow at a steady pace as we welcome our One Hundredth Sixty First (161) member. It would be awesome to go into 2009 with 200 active members! Coaches continue to offer fine MFCFA products such as MFCFA coffee cups done by Matt Culp and President Lynn Schmidt's awesome talents with the MFCFA banners. Innovations continue to abound with new decal sets from Bryan Nutt and others. New touch and distance passers and kickers have also been introduced by Geno and George Diamond has released his new Buzzball DDB bases. With the explosion of new products (and more on the way) and some of the old "standbys", has there ever been a time with so much equipment and products available to enhance your game?

The beginning of the summer kicks off in June with the Bama Blast, followed by the annual ten yard fight, the Seawall Brawl and Legends Ball in Portsmouth, Virginia. I have attended the first two Brawls and Jimbo Dunagan and Don Smith have some special surprises in store for this year. Who will take this year's Belt and

stake their claim as heavyweight champ? We have a very special event to look forward to on August 1-3 in New Philadelphia, Ohio. I have been to many miniature football conventions and events, but this one will be special, as it is the first MFCFA Convention and coaches challenge.

One of the other big reasons this is a special event is that we are partnering with the United Way and the Pro Football Ultimate Fan Association (PFUFA) to sponsor skill events and prizes for the kids.

I am really looking forward to presenting passing, kicking, speed and strength games for one to two thousand kids 16 and under. The focus will be on fun, as the kids will go from station to station, each earning a prize donated by MFCFA coaches and others. Hot dogs and drinks will also be provided at the J. Babe Stearn Center from 1 to 4 pm. Coaches who will attend that event will earn 100 points towards the Coaches Challenge. The focus of the Challenge is on giving back and fellowship (can you beat that?). Coaches will earn points not only for wins, but for playing under different rule sets. This is truly a unique format....Are you up to the Challenge? You'd better be. There



will also be a painting contest and MFCFA skill events and displays are free for any coaches to buy and sell their wares or just to display (no sign-ups needed!) Coaches may also attend the Pro Football Hall of Fame (free admission all weekend for MFCFA attendees!), and the 2008 enshrinement ceremony in nearby Canton, OH (Fred

Dean, Darrell Green, Art Monk, Emmitt Thomas, Andre Tippett, and Gary Zimmerman). We will also be introducing our first set of inductees in the MFCFA Hall of Fame. This has been a long time coming and our selection committee has established a fine list of inductees for this prestigious honor.

Can we squeeze any more goodies into the weekend? If you haven't made your arrangements, get on it as August is right around the corner. This will be a special weekend and the manifestation of what we all envisioned for our association. Our goal is to organize the hobby into one positive movement and become an organization by the coaches, for the coaches with a focus on fellowship and creativity. I hope to see many of you at the MFCFA Convention!!!

Treks1
a/k/a Steve Martin

THE TWEAK

OFFICIAL MAGAZINE OF THE
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LETTERS FROM



by *Matthew Culp*

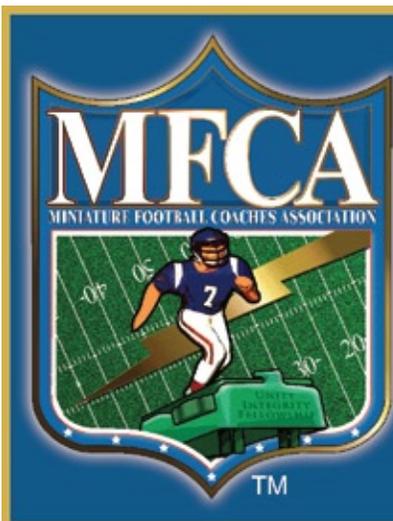
It is finally here...the 2008 MFCA Convention! The MFCA has been in existence for little over a year now and we have made a lot of progress. We have reached the 160 member mark, we have our first MFCA Hall of Fame class elected and we are about to enjoy our first convention...life is good! In this issue of The Tweak we are going to pay a visit to the great state of Ohio. We have a story about DeWayne Jennings and his story of how he created Electric Gridiron and all his products. We have painting and detailing tips from Columbus native Chris Fields, who did an outstanding job on

our first "Comic Book" style cover, paying tribute to the MFCA Hall of Fame class of 2008...thanks Chris! We will see highlights from the first ever Arch City Huddle and Great Lakes Skills competition that took place in Columbus, Ohio on May 17th.

In addition, we have had some great events over the last couple months. We will visit the 2008 Seawall Brawl with highlights provided by the "face" of the MFCA...Prettyboy himself-Corey Johnson and Ed Scott. We also have the 2008 Beltsville Bash, 2008 Buzzfest and Northeastern MFCA Skills Competition and the 2008 Hoosier Heartland Invitational. Couple that with some great painting tips by our very own Al Dunham and Green Bay Glenn; product reviews of the new Touch Distance Quarterback and Touch Distance Kicker made by Geno and getting to know Chris Markum of CLM Design...and I think we have a great Summer 2008 issue.

It is also my pleasure to provide all readers with the official MFCA Convention itinerary and information you will need to make your Canton Convention experience the most enjoyable event ever. Many people have been working hard to make this convention happen and we hope all of you can make the trip to Canton on August 1st. We also want to use the convention to get as many coaches together to discuss the future of miniature football. Some topics that will be discussed for our future will be a "National Boy Scout Miniature Football" day, national coaches ranking system, one rules set for introducing new coaches and young coaches and brain storming ideas for further promotion of the hobby. This first convention will help us setup our five year plan to grow our organization and how we want to promote the hobby to the masses...come and give us your ideas, this is important for the MFCA! The convention will also be a place of fellowship as we have the official MFCA tourney going on all weekend, the MFCA Hall of Fame induction banquet, the National MFCA Skills Competition, the PFUFA United Way event, the NFL Enshrinement Ceremony, the 2008 Hall of Fame game between the Colts and Redskins, the Pre-game cookout....whew...and if you are still bored there is the Hall of Fame itself with all the history and tradition of the NFL!

This is going to be a fun filled, action packed, life changing weekend...make your plans now and don't miss it...we will see you in Canton!



"Bringing together 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."

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THE EDITORS



by Al Dunham

“Are you sure you’re not putting on decals, then painting over them? Like a kid who traces pictures?” Now, being an old school, decal free, 100% hand painter, I could have been easily offended by that statement. As pretty much everyone knows, I take pride in my slightly crooked, but hopefully not too much so stripes, and the almost all exactly the same, but not quite logos. When you add in that I’ve heard this sort of thing before, I could have gone off like ‘Fat Man’ over Nagasaki.

Instead, I took into account the source, (a friend), and the nature of which it was said (jokingly). I didn’t get mad. On the contrary, I considered it a great compliment. To think that someone thought that my work was that close to decals... well, I guess for us died in the wool painters, it’s about as good as it gets.

To be honest, I don’t think of myself as a great painter. For the most part, I don’t really think I have all that much talent. My grandmother, now there was a woman with talent. She made her living by painting. I guess she must have known her limits, as I recall that she only painted desert scenes. Nonetheless, I remember being in awe of her skills, being able to take a blank canvas and transform it into a stunning panoramic view of some Arizona or New Mexico wilderness. I can barely draw stick figures.

So, how can a guy who can’t even draw, paint football figures? I’ll tell you. It takes the right tools, the right technique, and boatloads of patience. Together, they can help overcome a lack of skills. Hey, I’m living proof! Sure, decals look great, and no matter how hard you try, painting won’t match them, just like artists paintings won’t match photographs. But you know, there’s a certain satisfaction that comes from having someone ask if the helmet that you did is decaled or painted, because with the naked eye they can’t really tell for sure.

If you ever wanted to try your hand at painting, but didn’t think you had the ability to do so, then this Tweak is for you. Starting with this issue, I’ll be doing a series of painting articles with the beginning artist in mind. I’ll take you step by step and show you how to paint, starting with the Miami Dolphins. All I ask is that you have the desire, and the patience, that is required. I can’t give you either, you have to have those yourself. What I can do is teach you about the tools and techniques that will help you achieve your goals. Who knows, you just might be better than you thought!

THE 2008 MFCA HALL OF FAME



GEORGE DIAMOND
MICHAEL LANDSMAN
LEE PAYNE
REGINALD RUTLEDGE
DIRK THOMAS
DOC SMEBY



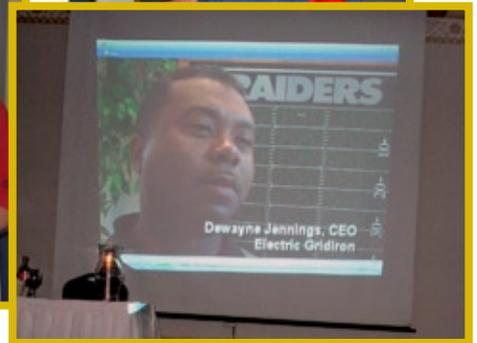
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THANK YOU FOR ALL YOU HAVE DONE
FOR THE HOBBY, GAME AND SPORT!

IN OUR NEXT ISSUE WE WILL DOCUMENT THEIR LIVES AND CONTRIBUTIONS AS WE
HONOR THEM AT THE 2008 MFCA CONVENTION

M.F.U. PRESENTS THE 2008

SEAWALL LEGEND'S BALL BRAWL



by Ed "Smoke Stack" Scott

This was my second trip to Portsmouth, Virginia to attend the Unity Event and Seawall Brawl in the past three years. I attended the inaugural event in June of 2006. I still have my souvenir Cock Island T-shirt to remind me. Manhattan Ray can tell you how much fun we had with this naming convention for the yacht race. This year's event had all the makings of an outstanding tournament. Admittedly not a fan of the strategy divider, I left thinking that I would just use this opportunity to get caught up on the goings on in the hobby. With all of the obligatory hype in the preceding three months before the event, I didn't know what to expect. The MFCA posts had touted the return of certain "legends" and spoke of show downs with such greats as Vince Peatros and others. While the shoot-out scenario fell a little short of the pre-tourney hype, a number of themes were noteworthy in my view and added to my enjoyment.

The first of these is family and fellowship. Although the latter word has been overused in our hobby of late and might be viewed as trite, I will site some of my personal observations to validate this theme. The second theme is location and venue. Third is recognition and respect. The last is pure emotion and competition. When you consider all of these – it is easy to wonder how anyone could not put the SWB on their yearly docket of must attend events.

I would be remiss if I did not mention the hard work of all who worked tirelessly to stage this great event. While not complete the list must include Don Smith and his lovely wife Lisa, Jimbo Dunagan and his beautiful wife, Mabel and daughter, Maylen. It always amazes me to see my fellow EF hobbyist's in different roles. If you haven't seen a Ken Allen, Paul "Raiderman" Bartels, Keith Chalmers and



his sons or a Larry Stoner with his wife and kids in tow (there are countless other examples), then you haven't truly grasped what it is to participate in this hobby. I view each one of these gentlemen and their families with reverence having seen them over the past ten years or so. Although I wouldn't rate myself as the worst father or husband (I am a grandfather today), I realize that I could have done much better had I emulated some of these guys. What sets them apart? They have their priorities in order. Love, God, Family, Values, Affection, and EF fall along a continuum where EF falls in the right tail.

So there is my take on family. When you consider the enormous level

or economic reasons. My thoughts truly go out to these people. While you were missed you were definitely in our thoughts. I have missed major events or the start of travel leagues due to finances. Having been through two periods of job transitions in recent years, I know what it is like to prioritize.

It is with that spirit that we traveled to and from Portsmouth. I traveled with two of my closest friends in the hobby and life (the National One—aka face of the Hobby and Brian Healey). Besides my anemic EF life time record and prowess of late, I will leave it up to you to guess what other 75% of the discussions were about

If you haven't taken the time to extend your hand or mingle outside of your box in the hobby, I can tell you that fellowship is contagious.

of planning and energy it takes to put on an event of this stature one quickly realizes that the difference between success and failure often lies with family. It is no different at a Buzz Fest (formerly Buzz Ball event) or a DFW extravaganza. How much longevity would a "Rip" Diamond or Reg Rutledge have without Wendy or Rose in their corner? Portsmouth offered the right blend of history and beauty to stage a mini-weekend getaway with your family or friends. I actually read some of the brochures in the lobby and stuffed into those folders they leave in your room. So for all of you would be event chairmen and chairperson's who have given any thought to staging an event. Give serious consideration to location. If it has some history as Portsmouth Virginia does – you are on the right path.

This year's event may have been one of the first where this economic malaise (okay deep recession thing...) may have impacted the decisions of many to attend. I would imagine that ten or more people needed to skip the event due to for deeply personal

in the SUV. Nonetheless we arrived safely, albeit a little late due to some diversions. Some were planned and some were not. The highlight on the way home was hearing the female voice in my Garmin say; "Recalculating"...as we traversed the famous Washington D.C. landmarks. We knew we were hopelessly lost, but really understood the gravity of the situation when she mouthed that ugly "R" Word. Problem was...we were not supposed to return to Southern NJ via this route. We lost about 35 minutes...Priceless. I began to think how much more meaningful it was to get lost (I get lost a lot) with your friends.

If you haven't taken the time to extend your hand or mingle outside of your box in the hobby, I can tell you that fellowship is contagious. I will be the first to admit to doing a complete 360 about certain people I had the opportunity to meet and spend face time with. Coach J is one. He isn't just the guy who goes all out to welcome each new member to the site. He is an accomplished

enthusiast and gentleman. Mantaray, what can I say? Did you ever see this guy's smile? Talk about infectious? Whether it is the realization of his broad acceptance in the hobby or for winning Mr. Unity 2008...this guy is always the same. He epitomizes what is good and pure in the hobby. There is no one more determined to

end you may have pondered a few questions from Don from his now infamous after dinner speech. Among the many tidbits was that: we should make every effort to genuinely understand each other if we have a dispute. Second, he challenged us to envision what elements of the hobby can be expanded as we consider the



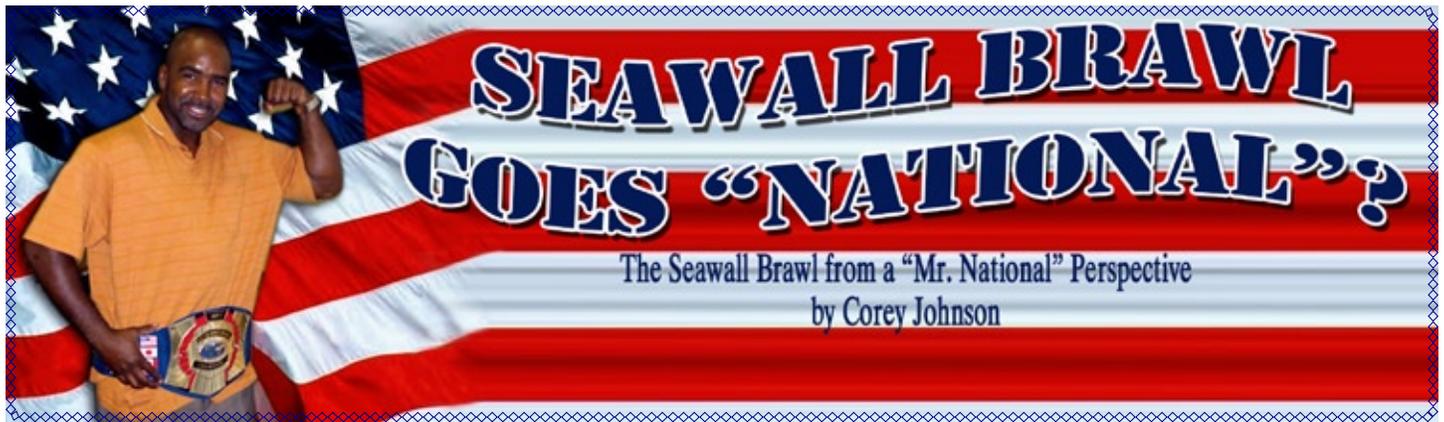
show that a level playing surface is all that is needed to compete. While not one of my stretch goals for the hobby... I now realize...that recognition and reward among your peers is important. Having been engaged for at least 12 years in organized electric football, there are few opportunities to be recognized and singled out for your contribution in the hobby. Although Don used a few terms to define why I was receiving my award, "beat-down", "like a zombie", "no matter how many times..." – well you get the picture. Nonetheless, I accepted my award with the full knowledge that someone indeed had validated that people in the hobby do matter outside the wins and loss column. Don and Jimbo are true observers in the universe of our hobby. They may not know you personally, but they know of you. So don't be surprised to get "outed" for being who you are and what you have accomplished in the hobby. It is refreshing to know that someone is watching.

shape and face of our hobby in the next 20 years or so. Obviously we have seen the impact of YouTube, Hi-DEF, PM, and free flow expression on chat boards. Only an old guy like me would think this are really new. This is from a guy that doesn't know that my current choice in sneakers dates me or that it is no longer appropriate to listen to music on a portable CD player.

I know I am out of order here, but I would remiss if I didn't mention fellowship. Let me first preface my remarks by saying that I am genuinely happy to see my league mates and their families each time we get together. Has it been a perfect ride? Absolutely not! Quick -- name ten friends that you continue to see on regular basis since you turned thirty. Some of you can do this. I can't without pulling in my EF extended family. This brings me to Mike Pratt, Jay-Boy, Will Travers and countless others I have met in the hobby. If you missed anything from the SWB week-

When I pondered what aspect of the hobby I thought distinguishes what we do - from any other hobby or pursuit - my mind began to wander as the weekend unfolded and the action turned up a few notches. It was then that I realized that even TV could do well to draw the uninitiated to our hobby – that is, to show the faces determination, deep thought, joy, deep disappointment, pride, fatigue, and confidence. I also knew that TV couldn't replicate the look of pride that young Chalmers displayed as he walked into the restaurant the morning of the semi-finals. It marked the transformation from youth to manhood. With the ever present white towel draped over his shoulder as a tribute to his own father, I suddenly saw in Robert's eye's and countenance what I have seen in many other champions in this hobby that I have encountered. If you have to ask what that is then it is likely you need a few more EF experiences under your belt. 





A WORD FROM MR NATIONAL

The Seawall Brawl is different for many reasons when it comes to miniature football tournaments. For one, it serves a purpose. The Police Unity Tour is the backbone of this tourney. Another reason that sets the Brawl apart is the "Belt". No trophy here folks...you win this title, you're going home looking like Ric Flair or Ali. In the three years of its existence, the Friday night dinner generates a buzz like no other tourney anywhere, bar none! Most coaches, to a fault, feel if they can't make the dinner, they don't come at all. First the food comes (which is always excellent), then after your table is cleared by the fine staff you see Jimbo laying out the medals and Don steps to the podium. Now other tourneys give out awards and medals, but the Brawl medals are special. They come from your peers, nominated by your peers and they are voted on by your peers. They have different groupings, there is the "Fellowship" category, you have the "innovators" and you have the "best coaches" group. In all there are 4-5 groups, with 3-5 coaches receiving medals. The NEFL which plays in Philly dominated the "Brawlsies". The league got National recognition for having 32 team/coaches. Several coaches were called up throughout the evening. This year you had for the first time, the Legends Ball. Wally Jabs, Lavell Shelton, Big Keith Chalmers, Anthony Burgess, Mike Pratt, and Darrian Ross were all recognized for years of service in the hobby/sport. Each coach received an autographed mini football.



The first of the two major awards is the "Mr. Unity" award, which was won by Mantaray Dre Gogdell. Coach J, John Merida, was the previous winner and he passed the duties to Dre. Each coach gave a short speech on what it means to be Mr. Unity. Dre, being the the person he is, called up his fellow commissioners of the B.A.M. League of NY to take in the celebration. The grand finale is the L.T.A. (life time achievement). FF.net owner Reg Rutledge took home the honor last year. This year it went to the classiest man in the hobby/sport. If we were all in that Pixar movie "Cars" DeWayne Jennings would be a Rolls Royce. He was an easy choice for this award. Electric Gridiron continues to put out cutting edge products for the hobby. There was a short piece done by DJ's good friend and league mate, AJ, that was shown on the big screen to the audience before DeWayne accepted his award. Thanks to everyone who put on the Seawall Brawl!



THUMBS UP TO...

To the MFU staff.
Mike Carr and Burgess for doing a great job of "reffin" all tournament.
MFCA skills challenge. Great job VP Will Travers



The kids tourney. They are the future. Lil Jerry beat Nigel to take home the hardware.

The great turnout for the "Who Got Skills" competition, sponsored by the MFCA.

Seeing Mike Pratt out and about. It's a miracle this guy can walk and there he was doing his thing all weekend.

Don Smith announcing that Corey is the "Face" of the hobby during the awards ceremony.

Reg Rutledge doing his promo work for the CBSMF. He did a piece featuring Butch Carter, you have to see it on YouTube.

That most of the games of the tourney were close and several went to overtime.

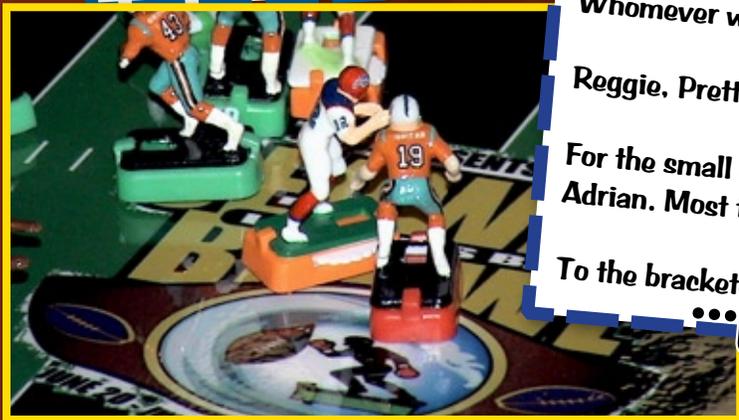
That everyone got to finally meet Mike Robertson of the DFW. This guy has a smile that can light up any room.

Watching Robert Chalmers defeat the 2-time champ DC in OT. The best game of the tourney!

Ray Fanara called in and everyone got a chance to talk to the first Mr. Unity as the cell phone was passed around.



BEST MOMENTS



Whoever was responsible for not having the Green Room Rumble Reggie, Prettyboy, and Dearell for not playing in the tourney
For the small attendance during the title game between Robert and Adrian. Most thought it would be a blow out, but it went to OT.
To the bracketologist, there were too many byes in the tourney.

THUMBS DOWN TO...

DID YOU NOTICE?

There was no power outage this year!

Tom Johnson came back from 0-14 to knock Michael Robertson out of the tourney.

All the vendors at the Brawl? Nobody was turned away from selling their product.

That Philly had as many coaches as any other area.

Robert Chalmers walking around with a towel around his neck like his daddy.

That Mr. National changed FOUR times on Sunday. He also ventured out of the hotel for the first time in SWB history.

That Damon (ForU2hate) Lucas does play MF. He won a few games.

That the brackets were not displayed for everyone to see.

Burgess was all business as the ref for the big game. He used a large magnifying glass to watch all pass attempts.

That CorEy used Will Travers video camera to film the last play of the DC vs Robert game.

That the final Four had a Beltsville feel to it. Tom, Adrian, Robert & Keith all play in the BEFL.

That it was DC's birthday weekend.

The 19th annual AT&T Bayou Boogaloo and Cajun Food Festival was going on in downtown Norfolk.

THEY SAID IT

Shawn Noble: "Don't go in there with him, he might tie you to a toilet." When Robert and his dad were going to the restroom before their match up in the final 4.

Joel Pritchard: "Yeah we got electric and running water too in SC." To Norbert, when he asked about playing in the Dixie League.

Don Smith: Whether you like it or not, "Corey is the face of the hobby."

Damon Lucas: "Normally I don't get this far in a tournament; all this winning is making me lose money". After reaching the elite 8.

Mike Pratt: "We are going to run with it". The notion of Corey being the face of the hobby.

Mr. National: "You look like Ed Hocalee" Referring to Burgess wearing a ref shirt with his arms all swollen.

Jimbo: "There goes that red base again". During his game vs. Damon, that red base was a thorn in his side.

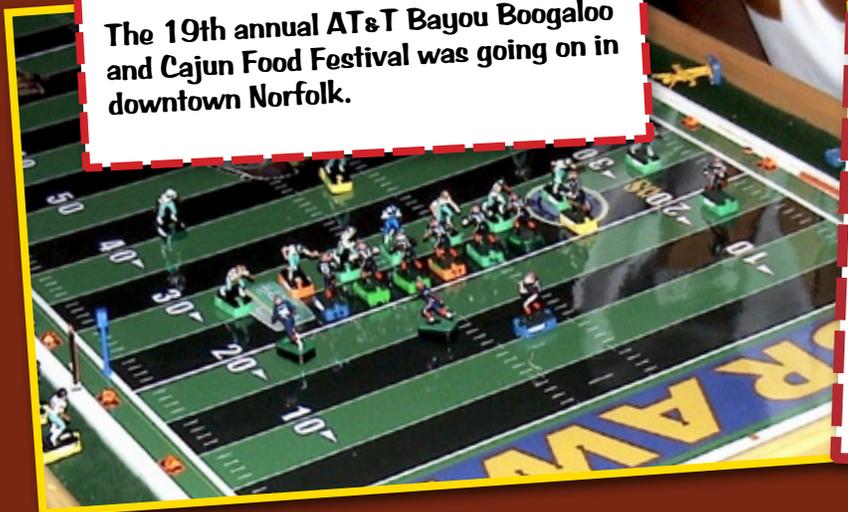
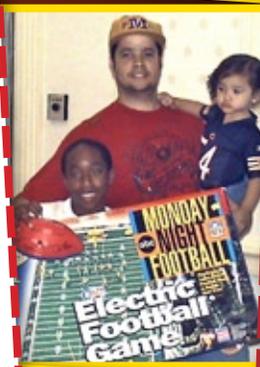
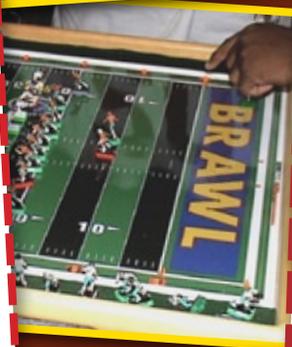
Big Keith: "You better not cry" To Dewayne, as he was getting a lil choked up during his award speech.

Coach J: "What do you guys do with that guy, he is hilarious" Talking about Ed Scott.

Ed Scott: "That's it, turn it up, turn it up, give daddy 6". During his game vs. Coach J. The whole room was silent right before he yelled that out!

Mike Carr: "I'm going to my room, and have a drink". After the final play of the DC vs. Robert game. That was a very tense game, and it was the last game being played, so everyone was watching.

Adrian Baxter: "Thanks for coming out, good night" After receiving his hardware for winning the SWB.



ALL EYES ARE ON OHIO

THE DEWAYNE JENNINGS STORY

by Matthew Culp

When I first met DeWayne Jennings many years ago, my first impression was the calmness about the man. It is somewhat hard to describe my first meeting with him...he was at the same time reserved, but welcoming. Those of us that have gotten to know him realize that behind his quiet demeanor lies a person with a heart of gold. When he greeted me for the first time, he shook my hand and with a somewhat bashful smile he began to show me his many highly detailed painted figures. I had brought my teams to the Miggle convention in hopes of maybe impressing a few people with what I had painted, but it was I who was impressed and when DeWayne opened up his case and began to show me his works of art...I found myself a bit humbled and it was then I realized I had a long way to go in this hobby. DeWayne Jennings is a treasure to miniature football...a treasure because of his gift of creating tremendously detailed figures...a treasure for his gift of vision for the hobby...a treasure because he continues to create new accessories to make the figures more realistic...but for me his greatest gift is just DeWayne himself. DeWayne Jennings is a man that gives all of himself to his family and to us and he is a great role model for the next generation of miniature football coaches.

DeWayne, like many of us, loves this hobby of ours, but he puts the human aspect of the hobby first before everything else. He brings fellowship to miniature football gatherings and it is because of this fellowship is why I am honored to tell his story. His legacy will also be innovation for the hobby, as well as, his quiet strength in creating fellowship among coaches. Like Michael Landsman, George Diamond, Reggie Rutledge and other innovators...DeWayne Jennings has made his mark on the hobby. From his facemask and chinstraps innovations, to his new highly detailed figures...for DeWayne it is all about making the figures as realistic as possible. He has achieved this through many hours of trial, hard work and determination to make it happen. With the help of great artist such as Chris Fields and by listening to suggestions from coaches, he uses his creations as a catalyst to continue with new ideas and innovations. He is simply the Michael Angelo of our hobby...he is the painting talent that is going to help bring miniature football to a national level and All Eyes Are On Ohio to see what he has in store for us next.



California, Youngstown and Football

Our story begins in Southern California, where DeWayne Jennings was born. The Jennings family origins were from the South, as DeWayne's family migrated to Ohio to work in the steel mills. Most of the Jennings family still lives in Ohio, however DeWayne's mother Delores moved to Los Angeles before he was born. DeWayne was in Los Angeles for only a very short time and eventually they moved back to Ohio... Youngstown, Ohio would be where he would grow up and begin to play football at a very young age. He loved to play football and the world



of miniature football was opened to him at the age of six years old. DeWayne, being an only child, got a new electric football game every Christmas...he recalls, "During the 70's it seemed like I would get a new set every Christmas, even though I received other toys and gifts...that electric football set was my pride and joy...the first game I ever got was a 620 set with the Vikings and the Chiefs...I was a big Vikings fan in the beginning, but then in 1975 I switched and became a Raiders fan and I have been one ever since."

Being an only child had it's advantages. DeWayne would play hours upon hours by himself, eventually he would begin to play against the neighborhood kids. It was also in his early years that he began to experiment with painting...he explains, "in my early years I learned a lot from the older kids in terms of painting and customizing figures, as well as base tweaking...these guys were using clay and Testors paints to create their favorite individual players and teams...and of course pliers and heat were used to



manipulate the bases.” As with a lot of us who enjoy the hobby, DeWayne played in one organized league from adolescents up until he became a teenager. Most of the kids in his neighborhood collected the NFL teams by ordering them from the JCPenney catalogue, which meant there was never a shortage of games. DeWayne continues, “We would play along side the actual NFL season, much the way the Great Lakes leagues does and wrap it up once the NFL season ended. Often times I would meet up with a good friend of mine who was hearing impaired and we would play 2 or 3 games in a single sitting. During this time we pretty much followed the Tudor rule book with some variation as we tried make the game more exciting.”

In addition, to his electric football career he also played organized little league football and continued to play all the way through High School. As DeWayne got older his interest switched more to playing multiple sports and less time was spent on the electric gridiron. His time was spent more on working out and less on painting and tweaking bases. DeWayne became an outstanding football player. Many people are not aware that he starred on his high school football team playing free safety. His senior year in high school he lead the city of Youngstown in interceptions. He conditioned with the Ohio State football team after high school, but never played. He also went to high school with some future NFL players. One of his friends was Shermin Smith, who went on to play in the NFL and became the first 1,000 yard rusher for the Seattle Seahawks. Another friend of his was Garcia Lane, who starred at Ohio State before going on to the USFL Philadelphia Stars and eventually played along side Hershal Walker. His high school head coach was also the uncle of current head coach for the Oklahoma Sooners Bob Stoops and being a native of Youngstown, Ohio...DeWayne was in the heart of a

high school with a great football tradition. It was easy for him to fall in love with the sport of football, being surrounding by great coaches, great players and great tradition.

As high school came to a close and as he prepared to leave home for college, he turned over his entire electric football collection to his younger cousin, who had become fond of the hobby himself. It was his junior year in high school that he became dis-interested and at this point that miniature football exited his life, as his focus turned to his career and his future. He continued to paint up until college, but eventually that came to an end...the hobby was out of his life from 1985-2000.

Hank Jennings, Slot Cars and the Danbury Mint

As I talked with DeWayne about his past and his life with football, there are two people that made a huge impact on his life and lead him to where he is today in the hobby. The first person who he gives tremendous credit too for helping him with the “details” of painting and the high end hobbies...that person is Hank Jennings. DeWayne’s older cousin, Hank, took him under his wing and exposed him to a lot of “high end” hobbies, as he was growing up. He exposed him to HO slot cars, HO trains...and he showed DeWayne how to make these hobbies more realistic. Train sets are fun...but train sets with detailed landscapes are better and that is the same for slot cars. It was through his hours of learning from Hank that DeWayne developed his skills for making miniature football more realistic. He also was commissioned to paint individual players and teams of his neighborhood friends during his teenage years, who played football with him in high school. He also began to paint custom teams during this time period and he even painted the Youngstown Hard Hats...which was a semi pro team in which his uncle was a standout defensive end.

In addition to Hank Jennings, DeWayne was also influenced by his mother Delores. A company known as the Danbury Mint began to produce detailed figurines of NFL and Major league baseball players. It was the Danbury Mint that sparked DeWayne’s imagination and need for more detailed miniature football figures. DeWayne explains, “Once again I owe much credit to dear old mom, because it was she who presented me the Danbury Mint Sports collection that started it all. I had always wanted to get my hands on more realistic figures to play with on the electric gridiron, but of course at this time no such figures existed.” As a kid DeWayne got just as much enjoyment painting and detailing figures as he did playing games, today we all benefit from his imagination and skills with a paint brush and design.

The Hobby’s New Beginning

As with most of us, who put our games away at the beginning of adulthood, we all eventually found ourselves back in the hobby. For DeWayne that magic moment came during the holiday season of 2000. DeWayne credits his mother for helping him to rediscover the hobby. Both of them were sitting pondering over holiday gift ideas for DeWayne’s oldest son, when his mother came across electric football sets in the JCPenney catalog. She ordered a set with the ABC Monday Night Football stadium and the rest was history. When he saw

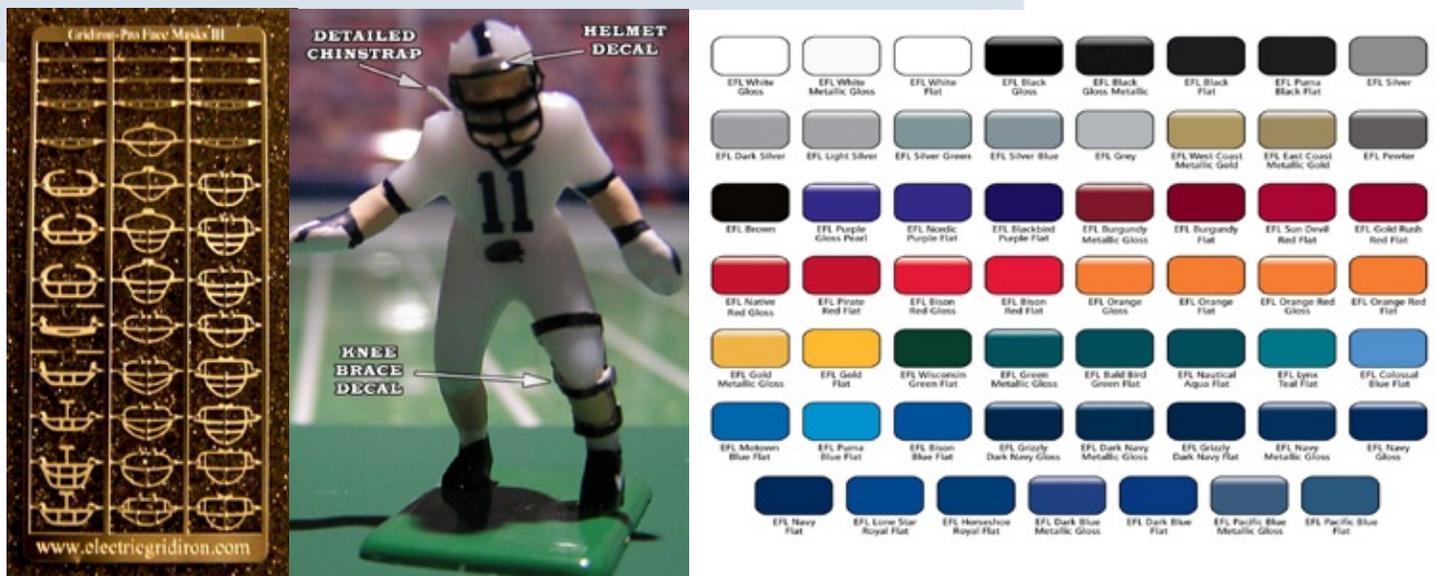
they were still out there, he immediately began to search the internet for anything related to electric football and the creative process was reborn. In less than a month he found the local league in central Ohio. He also ordered blank figures off the Miggle website and began painting again. He wanted to make a good impression when he met the guys from the new league he just found... but it would be him who would be blown away. When he first met Jeff Priest and Aaron Johnson (better known as "AJ") he was completely blown away at their figures... he was immediately hooked. DeWayne had painted up a Chicago Bears figure and showed it to AJ when they first met... AJ took a look at it and had nothing to say... he then pulled out his works of art and blew DeWayne away with the decals, paint scheme... everything. AJ help to reintroduce DeWayne to the hobby and opened him up to all the new products... DeWayne could not believe it. But the absolute clincher for DeWayne came just weeks later in the football capital of the world-Canton, Ohio.

He attended his very first convention at the 2001 Miggle Convention in Canton. While at the Convention he met all of us and he went into information over load when he saw all the figures, boards and coaches. DeWayne remembers, "I remember walking in and being blown away by the works of Terry Popham, Steve Martin, "G-man", George Diamond... this was my moment... this was the moment I knew there was no going back-I was hooked". Immediately in the months and years that followed, DeWayne became a kid again and began to form relationships with coaches from all around the country. He began to reopen ideas from his teenage years and ask the question... what can I contribute to make this hobby better?

Roots of Electric Gridiron

The formation of Electric Gridiron had its' roots back in the 1980's. DeWayne's last custom painting job was as a freshman in high school when he painted the "Orange Crush", a custom Denver Broncos team complete with handmade face masks... DeWayne recalls, "the "Orange Crush" project was quite a tedious project... it took me a while to figure out how to make face masks out of twisted tie wire... but it was a great learning experience and helped me later on." For the most part, DeWayne simply picked up where he left off so many years ago. In 2001 DeWayne was ready to dive into producing his own figures and accessories. With his family behind him and ready to release his creativity, he began to plan out what he would like to create... DeWayne explains... "Without knowing what was about to hit the market soon after in terms of Buzzball and Miniature Football Figures, I took a nose dive to develop my own figures and accessories. I spent countless hours searching for the right sculptors and factory in order to produce the first realistic miniature football figures in the history of electric football. In the meantime I was derailed to the point that I developed the first 3-D face mask, shoe and cleat decals and adhesive vinyl chin straps to hit the market. While promoting and selling these particular accessories, I was approached to create a collectible set for the Ohio State University 2002 National Championship Team, thus the figures that were originally being sculpted for electric football are now a limited production OSU team set. In 2007 I decided to get back to the drawing board and take what was learned from the production of the OSU team set and produce separate model kits of individual figures by position and in January of 2008 we introduced the first model kit for electric football."

As many of us have seen... his figures are not only versitale, but they are unique. In addition, his facemask and chinstraps have become very popular among coaches in the hobby and his innovative throwback facemask has become an instant hit. Currently he sells three styles of facemask ranging from throwback, current and "revolution" styles. His vinyl chin straps are the most sought after chin strap on the market, being that he was the first company to bring this accessory to the electric football community. The Electric Gridiron brand is the only chin straps designed with integrated snap detail. In addition, he has also added high end water based acrylic paints for NFL teams, which are distributed through Miggle Toys and are intended to be used by highly skilled individuals, as they are superior to craft paints in terms of coverage and adhesion. You can go to Miggle Toys online store to see more of his products. Some other products that people may not know about is his helmet pad decals for the front and back of the helmet, to give the helmets a real look of padding. He also sells knee brace decals, to give offensive lineman a much more unique look and my personal favorite is his facemask shields which he sells in both clear and smoke. All of these innovations bring the figures to life and adds a tremendous amount of detail, not to mention it



gives each coach a lot of options when customizing a figure.

Furthermore, it is hard to imagine this hobby without Electric Gridiron and the many talents of DeWayne Jennings and as I said before the treasure is all of ours.

MFCA, Rules and the Future

As I continued to interview DeWayne we began to talk about the future of this hobby and we both agree...it is a very bright future. For DeWayne the goal is three-fold. The first goal is to bring this hobby to the level of detail we see in such games as Warhammer and other 3-D games. The more realistic products that come out, the more options people have, the higher the level of customization. This is goal number one.

Goal number two is promotion. DeWayne shared his vision that for national promotion to expand we need to continue to get more involved in the MFCA...DeWayne explains, "the MFCA is critical in the hobby for promotion and growth and we need to continue to ask ourselves some basic questions...what will happen in the next three to five years?...What about the next generation?...How do we advertise to the masses? Promotion needs to happen now on a much broader scale and it needs to reach a true retail status to help the hobby survive...we need to be in toy stores. Promotion through a national organization is the key and we cannot put all the promotion on a few manufacturers...it is time for us to help."

Goal number three is a single rules set. DeWayne expressed his opinion about one single rule set to help promote the hobby on a national scale... "we need to get a single rule set and stick with it to promote the hobby, by doing this we can make it easier for new coaches joining for the first time and simplifying can only help bring the next generation along...we need to make a show of ownership." DeWayne's basic message is this...it is all up to us and there is no limit, but our imaginations and determination.



DeWayne Jennings Legacy

DeWayne Jennings the man is many things and he wears many hats. He graduated from Ohio State University with a BA in Computer Graphics and works for the Defense department. He is married and has two boys-Darrien and Dijon and one daughter Deja. He is a committed family man and a great father to a great group of kids. So what will his legacy be...is it his facemask, chinstraps, decals or perhaps it is his new figure sets? His family? I think it is all of these and the valuable friendships he has made through miniature football. I caught up with some of his closest friends and this is what they had to say...or at least some good stories....

Chris Fields explains... "DeWayne is a great guy and he has provided us with some great story material. For example, he shows up for our first season of the Mid-Ohio MFL, after everyone else had already played six games...with a Raider team that only had numbers on half of his team. One week, his star running back was Marcus Allen, the next week it was Charlie Garner (it was the same figure). He also had a wide receiver that was suppose to be Jerry Rice, but he slipped up when telling us who he was...since he was not marked...he said 'Gary Rice'. So now, there is a Jerry Rice on his team and a Gary Rice! We had to implement a rule because of him stating that every player should be marked with at least a number...he also kept shouting out "win or go home" our entire run of the playoffs that first season...we still laugh about it till this day.."

Jeff Priest's turn... "I really do not know what to say about DeWayne. He is a true friend that I can rely on whenever I need something. For example, he helps me run the league along with Chris Fields. I could not do anything without them. DeWayne is a genuine person that stays true to his word. He is starting to become a very good miniature football coach. The one thing DJ has finally done is play an entire season this season. In the past DeWayne was known as almost a ghost, he was always around MF, but never seemed to play a complete season. If you can catch DeWayne when he is about ready to introduce a new product, such as when he started making face masks or chin straps...he will give them out for free, I have many, many sets of chinstraps and chinstraps. DeWayne is a family man first, if you noticed when DeWayne is going to a tournament or even our league games, he always

brings his family. He took the entire family to the Miggle convention in Detroit and the Seawall Brawl. He usually shows up with his youngest son for our league games, most of the time he will bring both of his sons, funny thing is DeWayne's youngest son might know more about football than DeWayne."

All eyes will remain on Ohio, as the future of miniature football unfolds before us, people like DeWayne Jennings will continue to thrill us with new ideas and new figures and the man will continue to invoke feelings of fellowship and friendship. The MFCA salutes DeWayne for all of his accomplishments both on and off the electric gridiron.



PAINTING 101

by Al Dunham

I can't paint! How many times have you told yourself that? I know I said that to myself too many times to remember when I was young. Building models was easy for me. Just follow the directions and be easy with the glue. When it came to painting, I tried just about everything. Spray cans, bottles, marking pens...nothing worked. My cars and planes came out looking like they were done by an overcaffinated, spazzed out 10 year old laying on a vibrating bed during an earthquake, which, basically, they were. Things didn't change until I met a guy named Jim Jones when I was 18. He got me interested in miniature football again, and he taught me how to paint. Basically, he showed me some fundamental techniques for painting that I have been using ever since.

Now, I've never made claims to being a great painter, by any means. On the contrary, when it comes to drawing, I have very little talent. Stick figures are about my limit. What I do have, is 3 little things. The first is the proper tools. The second is technique, and the third is patience. I found a long time ago that proper tools, patience and good technique can help to overcome lack of talent. If you gave up (or just never tried) painting your players because they came out looking bad, then this is for you. Get the equipment, practice the painting styles I've outlined and most of all... give yourself a chance. They may not be perfect, but I promise that your painted stripes will be straighter and your logos better looking than you thought possible.

For this first lesson, I'm going to show you how to paint the Miami Dolphins. They are a surprisingly easy team that shows well. (If you don't want to paint the Dolphins, then you can still use the basic techniques to do some other team). Before we start, we will need a few things.

THE TOOLS

1) Brushes: There are many different sizes to choose from. Typically they range from #3 down to a #10-0 style brush. You will find that the size will also vary depending on the brand of brush. What may be considered a #1-0 in one brand could be a #3-0 in another. Your best bet is to look them over very carefully, picking a couple of brushes in each size. Use a brush as close to the width of the stripe that you are painting. If you can afford it, get 2 of each of these sizes, #0, #1-0, #2-0, #3-0 and #5-0. If you are painting some really thin stripes, then get a couple of #10-0 brushes. The reason for getting 2 of each size is so you can keep them separated by color. I found that if you keep one brush for yellow and white, and another brush for the other colors, then there will be less chance of having a color bleed into your white. No matter how careful you are when washing the brushes, there always seems to be a little bit hidden in the bristles that sneak out, and instead of having a nice vibrant white, you get a little red or blue tint mixed in. Best to keep them separated. If you are going to clear coat your figures, I would

also suggest that you buy one or two brushes that are only used for that purpose. No painting with them!

2) Magnifier: A good magnifying glass or lit magnifier is one of the best investments you can make, no matter what you're painting.



It's best to have a good selection of different size brushes to choose from.

the glass, it'll look fantastic when viewed normally. Whatever type of magnifier you get, it will be worth it.

3) Holder: If you have shaky hands, you definitely need one of these. The Excel Hobby Blade Co. makes a sturdy, simple to use device called the X-tra Hands w/Magnifier. It can be found at most hobby stores for around \$19. This tool allows you place your figure into its alligator clips so that you can use your non-painting hand to hold your other hand steady. If you want to use both magnifier and holder, I would suggest getting two, because trying to set up the glass at the right angle while setting up the holder is difficult with just the one. Having two makes it easy to set up the player in one, while having the glass already in the right position in the other.

4) Lights: It is very important to have good lighting while you paint. One or two table lamps with higher 75 or 100W bulbs will make it easier to see what you are doing.

5) Paints: The choice is yours as to which type of paint you want to use. Acrylics are a popular choice, as there are many different colors available. You can always find a shade that is a perfect match for whatever team you are painting. Clean up is easy, as you only need water to wash the brushes off. The main drawbacks to them are that sometimes you need to have 2 or more coats to cover, and the paints are more prone to flaking off. This can be alleviated for the most part by clear coating them after you are done.

I've always painted with enamels, Testors brand to be specific. The color choices are more limited, and the cleanup is more work. Their strength is that they usually cover in just one coat, and when dry they are tough as nails. You can clear coat them, but you don't have to. I have teams that are over 30 years old that were never

clear coated and they still look as vibrant as they did when new, plus the paint has never come off.

For this Dolphins team, I used Testors gloss white #1145, gloss green #1124, gloss orange #1127, sky blue #1162, gloss dark blue #1111, light tan #1170, and Model Master Italian dark brown. If you are going to use these enamels, also get a bottle of paint thinner. To make the teal, take the sky blue, and add just a little bit of green to it. Also add about an equal amount of dark blue. Shake it up and check to see if it looks teal enough. Use a picture of the Dolphins for comparison. If it isn't quite there, keep adding small amounts of green and dark blue until you're happy with it. It took me all of about 2 minutes to get the mixture right.

6) Toothpicks and pins: Many guys use pins or needles for their small detail work. These work great because of their tiny points. Their main drawback is that they are extremely skinny, and can be hard to hold, especially as you get older. One tool that I found that works for me is a pencil drill. Basically, it's the size of a mechanical pencil and at the end you can put different size drill bits. I found that a round toothpick fits perfectly. The advantage to a toothpick is that you can shave the end down to make it as skinny or fat as you want. If you can't find a pencil drill, another item that works well is nail care sticks. These are wooden sticks used for cuticle care. They are about the same diameter as most paint brushes so they are easy to hold and you can still shave the end as skinny as you want. If you can't find them, just ask your wife. You will also need an Exacto knife or straight razor blade to sharpen those picks.

TECHNIQUE

1) The basics: I've said it before and I'll say it again. Do not, I repeat, do not drink coffee, cokes, teas or any other drinks that have caffeine in them. You want your hands to be as steady as possible and caffeine will make you jittery. Too much sugar can also have an adverse effect on painting, so try not to eat too many sweets before you start.

There are several different ways to paint. Myself, I've always been a 'lid' painter. That is, I shake up the paint bottle, take the lid off and place it on the table with the open side up. I then use the paint in the lid to do my painting with. I would recommend not dipping the brush into the bottle. You want to have paint on just the tip of the brush. It's too hard to judge how much paint is getting on the brush when you dip into the bottle. Using the lid allows a



By using the paint that is left in the lid, it's easy to control just how much paint you are getting on the brush.

much better view and control of just how much paint is being applied. When you put the tip into the paint, you'll find that that there will be a little 'ball' of paint on the tip. Gently touch the tip on a lip of the lid. This will get rid of the 'ball' and leave the paint in the end of the bristles where you want it. If you don't, when you first

put the brush on the player it will blotch and you will end up with a bulge in your stripe or logo.

Clean your brush every so often. You will find that after a few minutes of painting that the paint in the lid will start to get a little tacky. This is a good time to put the lid back on the bottle and shake the paint again. It's also a good time to clean the brush, as the old paint in the bristles will also be hardening up. You want fresh, smooth, easy flowing paint. Old paint gets sticky and leaves little spider web-like trails behind. If you're using enamel paint, you may find that you need to add a drop of paint thinner every so often to keep the paint from getting too thick.

One tip to keep in mind: when cleaning your brush, don't drop it into the paint thinner bottle. You may end up damaging the end if you do. Instead, put it in about half way and gently stir it around some. Then, using a paper towel, gently squeeze the brush between your thumb and forefinger into the towel. Do not twirl the brush. Just gently squeeze it. Repeat dipping and squeezing until the paper towel doesn't show any of whatever color you were just painting with.

2) One hand vs. two hands: This is simply a matter of choice. Use whichever method is the most successful for you. If your hands are steady enough you may want to hold the figure with one hand and paint with the other.

If your hands are just too shaky to paint that way, then you will want to use a holder to keep the figure in place and use one hand to hold the other in order to keep the shakes to a minimum.



If your hands are too shakey, get a holder like this one. You can then use your free hand to steady the other one.

3) The grip: You'll want to hold the brush so that the tip is close to your fingers. The further away it is, the more movement the brush will make. Think of it as in Little League when the coach would tell you to "choke up" on the bat...same principle. The closer you hold it, the better control you will have.

4) Strokes: We are interested in painting the straightest lines possible. Generally speaking, this will be accomplished by painting one of 3 different directions, top to bottom, bottom to top and left to right for right handed painters. For you lefties, it'll be right to left. Sounds simple enough, but it's surprising how often a person will get into the bad habit of only painting in one direction. As you will find out, different stripes on different body parts will require you to be able to get at them from different angles. Practice the strokes when you're painting the main colors, such as the jerseys or pants. The more adept you are at the strokes, the better the stripes will be.

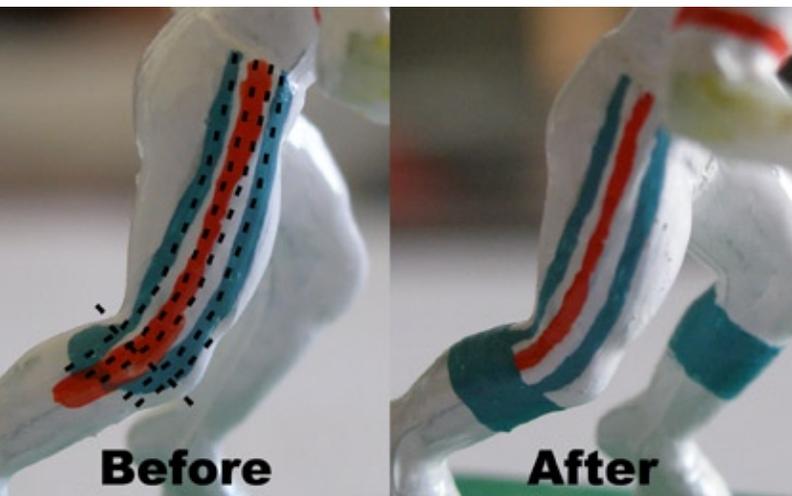
5) Base it up: Figures can be a little slippery trying to hold them while painting. Some guys will temporarily glue or tape the figure onto a block or piece of cork or some other object to give them a larger form to hold. One little trick my friend showed me is to simply base up your figure. Everyone ruins bases while tweaking. Well, now you have a use for them. Attach your figure to the base

and it will be much easier to handle. I have a whole set of these that I use just for this purpose. Another idea is to add some lead weight to the base. This way, you can just set the figure down and paint it without worrying about the brush knocking the player over or moving it around.

6) Touch-ups: This is where the patience pays off. No matter how hard you try, mistakes are bound to happen. Don't get upset and don't panic. Mistakes can be corrected, often very easily. As an example, I'll show you how to fix a really crooked stripe.

As you can see in the first photo, the orange center stripe is blotched out near the top of the pants by the hips, as well as at the bottom near his knee. The white is missing at his knee and is also covered by the orange blotching. If you look at the outer part of the teal stripes, then you will see they aren't too bad except for a slight bulge at the knee.

The first thing we must do is let the paint dry thoroughly. Best to let the figure sit overnight. Now, looking at the second picture, we can envision how we want the stripe to look. The dotted lines are where the edges should be. Using the toothpick tool that has



been shaved to a very fine point, we 'erase' the orange that is over the dotted lines, creating more uniform white stripes in the process. We also trim down the teal bulge at the knee, until it looks like the last picture. You will note that when we paint the sock after straightening out the leg stripes, that it gives a nice, crisp look to the pants. We also do the same at the top of the stripes with the white jersey paint to make them stand out as well. Though they might not appear as good as decals under the magnification of the camera lens, when viewed by the naked eye they can look pretty close

This is basically the touch-up process. The same principle can be used whether it's stripes, numbers or logos. Simply look at where the mistake is, and 'erase' it with the other paint. Now, if you think you're ready, we'll start with priming your figures. For that, I'm going to give you to my buddy...Green Bay Glenn (see Stripping-it is not what you think on page ?).

OK, your figures are all cleaned and primed. In the immortal words of Al Bundy, the greatest running back in Polk High's history, and who once scored 4 touchdowns in a single game.... "Let's Paint!"

STEP 1 THE MAIN PARTS

If nothing else, I want you to remember two things. One, there is a time and place for neatness, and two, it doesn't matter what the figure looks like while you're painting it, it's what it looks like when you're finished that counts.

We're painting the Dolphins in white jersey and pants. In this first step, we need to cover lots of ground. Helmet, jersey, pants, socks, shoes.... pretty much the entire figure gets a coat of white



Yeah, they're ugly, but we've only just begun!

paint. Don't worry if you get some on the arms or base. What I mean is, try and be as neat as you can, but you don't have to spend a lot of time being picky at this point. Remember, there's a time and place....

STEP 2 THE STRIPES

Now time for some stripes. I'm an outside-in painter. The Dolphins have an orange stripe in the middle with 2 teal stripes on the sides. What we're going to do is paint a wide teal stripe. Then we're going to paint a white stripe that's a little thinner than the teal stripe was, followed by one thin orange stripe in the middle of the white stripe. The teal stripe is going to be about as wide as the clip on a rookie base. For the pants, start at the top and make a smooth, fluid line down his leg until you get to where the sock will be. You may want to start with the easier figures like the standing Miggle man, and work your way to the running man figure after you've done a few. It is important to get the stripe under his hand, as close to the leg as possible, which can be difficult. You're bound to get some paint onto his arm, but don't fret. This is why we're going to paint the flesh later.

To get the straightest stripe on the helmet, this is what I do. Start with the front and paint part way towards the rear.

Then, from the bottom of the back of the helmet, paint a little towards the front.

While looking straight down on the helmet, connect the two lines into one straight line.

Let the figures dry overnight, then repeat the process with the white stripes.

Again, we let the paint dry and then apply the orange stripe. We're also going to do a single orange stripe on the jersey sleeve. This is the uniform I found from an early 80's picture of Mark Duper.



A little up the front, a little up the back, eyeball the two, now connect the two together.

Using our touch-up technique mentioned earlier, we straighten out the stripes as best as we can (remember to let them dry first). Once those are finished (and dry), we paint one solid teal sock on each leg. You will note that when we paint straight across the stripes by the knee, it makes a nice, crisp looking line. Next, we take a small



Next we add some white, then the orange..

brush and, using white paint. Make sure to do the same where the jersey meets the pants to get a nice, straight cut off for the stripes. We also do the same thing for the stripes at the front and back of the helmets using white paint. At this point, we have figures that still look a little ragged, though with nice socks and stripes. Time for a little confidence booster.



Getting better, but still a little ragged.

STEP 3 SKIN AND BASES

Using the regular green we paint the bases. Here, is the first time we really need to be careful... neatness counts starting now. When you have finished the bases and they have dried, paint the flesh tones. Light tan for the white guys, and dark Italian brown for the black guys. If you have other colors you like better, then by all means use those. Concentrate on making straight lines where the flesh meets the jersey, and the neck area. Caution must be used when doing the running back figure, as his right hand is very close to the pants. I use a #5-0 brush, or the skinniest one I can find, and starting near his elbow where the gap is larger, gently apply the brush against his arm. While continuing to press outward with the brush, I make a stroke down his arm to his fist. It's a tight fit, but you should be able to just get the paint on his arm without touching the pants. I would suggest practicing a few times with some spare figures until you can do it without getting any paint on the legs. Once you have that mastered, come back to the Dolphins and continue on.



Now they're starting to look like something.

STEP 4 THE LOGOS

Using the photo as a guide, make a small orange circle as shown on both sides of the helmet and let dry. This is best done using the toothpick or pin. Now, for the right side circle, make a small mark (using the teal) at about the 7 o'clock and 2 o'clock positions. Next, make a circular/curved line connecting the 2 marks inside the circle. From the 7 o'clock mark, make a short line down and then an upside down 'V' for the tail fins. When finished, you should have something like this ...



Repeat for the left side, only make your marks at the 5 and 10 o'clock positions (touch up as needed, later, when they have dried). When you're finished, paint the facemasks, then that's it! You now have a team ready to put numbers on. For now, you can use 'stickons' or decals. Next time around, we'll try our hand at painting some two-tone numbers, as well as doing necklines. Until then, keep your thoughts clean, and your brushes even cleaner!

Try to keep the circle proportional to the helmet. Not too big, not too small.



PLAYERS WITH DEPTH

By Chris Fields

Painting miniature figures has been a hobby of mine for a number of years. I prefer the war gaming style of painting on a figure that has detail because it gives an illusion of depth that is not captured with a solid-toned paintjob. Even though they are three-dimensional figures, they cannot cast enough shadow or create enough of a highlight to appear to be in scale, so we try and help it along in an illustrative fashion using paint, ink, dry-brushing, washes, stains, whatever we can come up with to accomplish the depth that we desire in our paintjobs. In this session, we will be working strictly with acrylic paint. The process that follows will work with most paints, but I

For the deep yellow...use terracotta for the shadow and a light green/yellow for the highlight. (see fig. A) These colors complement each other and will give the figure an overall feeling of uniformity.

Second, brushes. My personal favorites are Princeton Art & Bristle Co. 2/0 shader, and a Loew-Cornell Taklon fine brush. I use old, worn out Princeton brushes as my “rag” brushes. (see fig. B)

Third, start painting. In this article, I will be using figures that I have cast and created myself. Today will be a Quarterback figure. The figure is based



B.



A.

out in white and has a blue/grey wash over it to show the detail; it also has the flesh tones already painted in (see fig. C).

I always apply primer to my figures. Some of the dry brushing can be pretty harsh, so I do not want any of the paint scraping off in the process. I also always try to start

out on a white surface. The white allows the colors to remain rich and saturated. Applying some colors over top of others will result in muted, dirty, and sometimes distorted colors. Applying over top of a clean, white surface is always the best.

Using my 2/0 brush, I first apply 2 solid coats of the deep yellow. I use yellow first because yellow is inherently transparent and tends to shift out to whatever color it is applied over top of. Next, two solid coats of the navy blue are applied. The figure should resemble figure D.

have found that it works best with hobby paint.

First, colors. This session we will be working with navy blue and deep yellow as our base colors. The yellow will be applied to the pants, while the navy blue will be applied to the jersey and helmet. The first thing that is necessary is to formulate which colors to use for the shadows and highlights. For the navy blue, I have chosen black as my shadow, and turquoise as my highlight.



C.



D.

Fourth, apply the shadows.

In order to do this step, we will use what is known as a 'wash'. A wash is simply paint, in this case acrylic, thinned down to the consistency of ink. My formula for doing this with acrylic paint is 50% paint, 50% water. After getting my desired paint consistency, I use my Taklon brush and apply the shadow colors into the recesses of the figure. In this case, black is applied into the recesses of the jersey, and terracotta into the recesses of the deep yellow (see fig. E). For now, let's not apply any extra colors to the helmet.

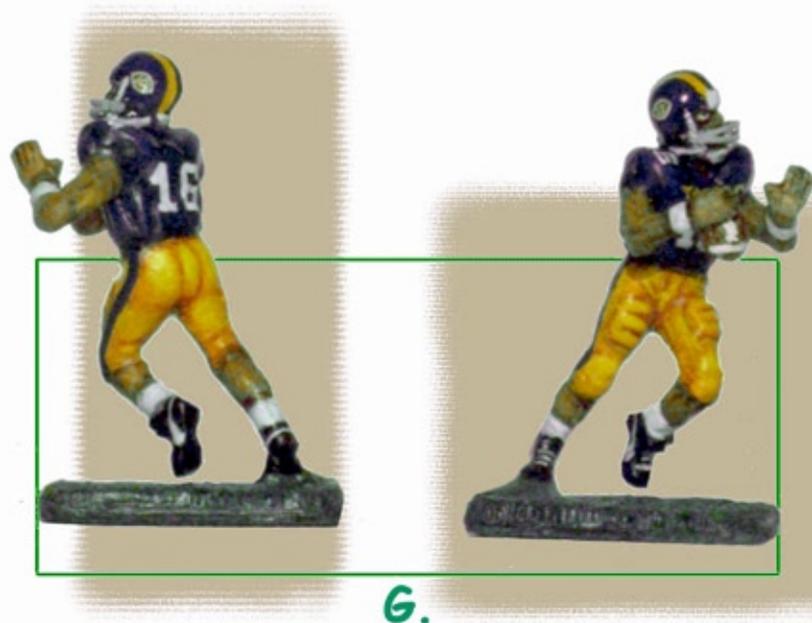
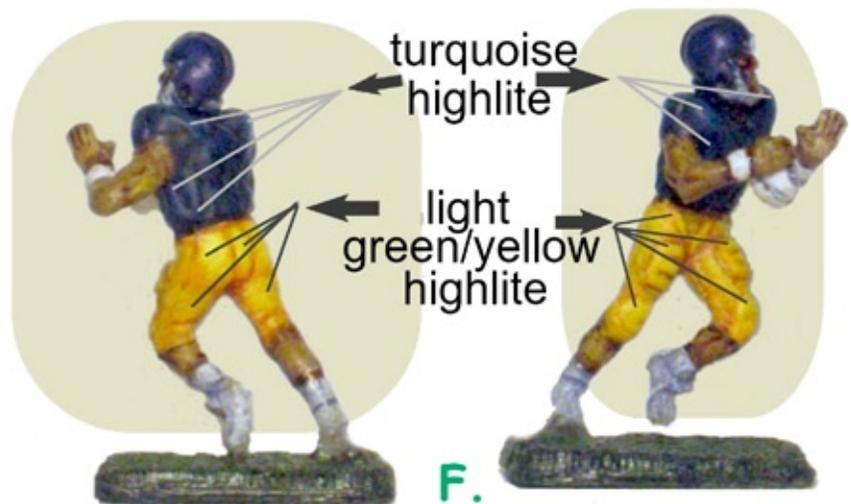
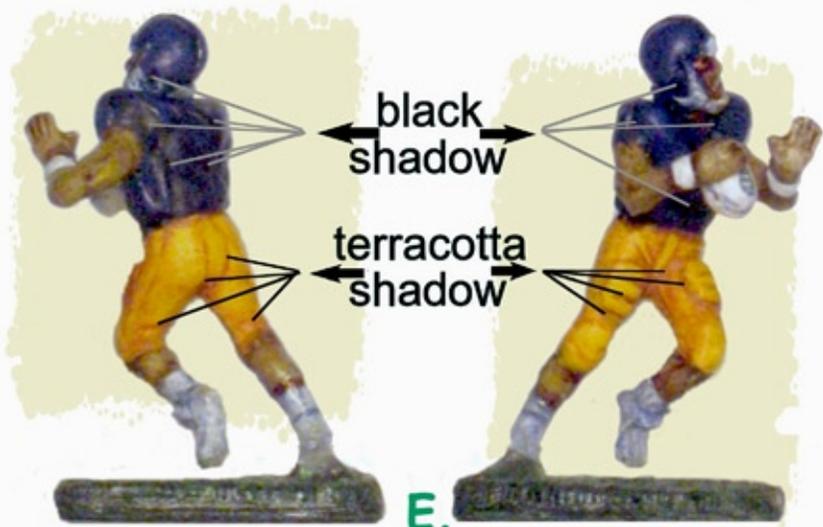
Fifth, it is time to dry-brush.

Dry-brushing is an old trick used to bring out the high spots on 3-dimensional objects. Dry-brushing is very hard on a brush, so make sure NOT to use your best, most expensive brush to do this, or you will be cursing me and this process. I use old, beat up "rag" brushes that cannot hold their shape any more for the majority of my dry-brushing. Dry-brushing is simply a process where the brush is dipped into the paint, and then the paint is wiped off onto a cloth or paper towel. A small residue of paint is left behind on the bristles, and when swiped across a dimensional object, the remaining paint is picked up on the high-spots of the piece and leaves the rest of the piece undisturbed. For the navy blue, turquoise is used as the highlight color, and a light green/yellow is used on the deep yellow as a highlight (see fig. F)

Finally, detail your figure the rest of the way.

Whether you hand paint or use decals, the more details the better. These styles of paintjobs in particular look best if finished in either flat or satin. I prefer flat for the skin tones, satin for any clothes and gloss for the helmet. Figure G is where mine ended up, what about yours?

Next time-How to paint realistic skin tones.



A FIELD FOR ALL SEASONS

BY CHRIS FIELDS

Sometimes projects take on a life of their own!

On December 20, 2007, I was consulted, via e-mail, by Ken Tamashiro to build an Ivy League Board. Being drawn to the war gaming style that I tend to work in, he desired for his board to reflect that same style.

Initial plans were somewhat basic, 1 board 24" X 48" with sideline room, 2 motors (powerful), on/off switches at the ends and a brick wall with ivy covering it surrounding the board. I pitched the idea to give approximately 3 inches of space around the entire board for extra figures. He agreed. He then expressed interest in old fashioned figures for a 1940's period "feel", leaving some room for interpretation. Cheerleaders...fully painted for all 8 of the Ivy League teams, 44 sculpted "leatherheads" players, ref-



erees and a manually powered scoreboard with working clock/game-play counter option and a scorekeeper were agreed upon.

The paint job on the field is partially inspired by terrain flocking used in model railroads and war gaming and from actual photos and film that I researched while working on this piece. The hash marks are extra wide, a period specific theme that was not changed in the college ranks until 1972, which were brought closer to the center of the field to accommodate a smaller goalpost that was being utilized. The field also features numbers that are very close to the sidelines and hashes outside of the sideline





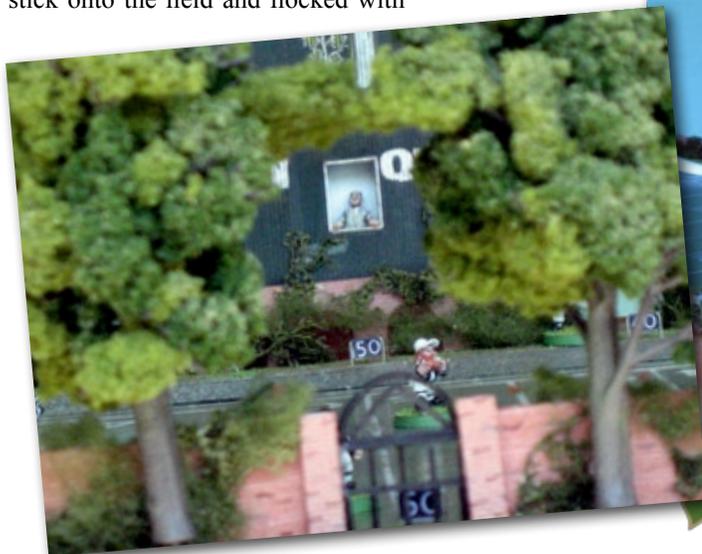
markers...something that I had seen in an old film of Marion Motley. The outer rails are flocked with a mixture of homemade model grass and war gaming static grass. I chose to fabricate the brick wall by using strips of plastic, painted as bricks and glued in a slot. Railroad lichen and green, fluffy covering was then applied to suggest ivy.

Early check-up e-mails that included pictures of the painted board inspired Ken to challenge me, with a changing of the seasons. He gave me the idea for the trees, but it was up to me to figure out how to utilize them with this particular board. Spring and summer display green, full trees. I drilled holes into the solid, cherry frame to accommodate for this. Autumn displays red and gold fall foliage for the trees, as well as railroad lichen to fill them out. Winter was more difficult. The trees remain bare, but incorporating snow banks and a snow covered field harbored the real challenge. The snow banks are carved out of Styrofoam and sealed with resin, secured with magnets to stick onto the field and flocked with

railroad snow. The outer snow bank is foam mounted to plastic strips which fit snugly around the board. However, all of my attempts to replicate a snow cover failed. Luckily, Ken had an ace up his sleeve. He contacted Lynn "Weirdwolf" Schmidt to design a snow cover for him, and then had Paul "Raiderman" Bartels (who was already slated to paint the figures that I had sculpted for Ken) print it into a magnetic field cover. It was a perfect solution. A third motor was added for a little extra umph, and proved to be the final piece needed for completion.

Once assembled, the entire field came to life in ways that I had never imagined. What started as a simple request for a board, took on a life of its own, and came out the other side as a truly, one of a kind piece.

P.S. My wife says that it's no accident that my last name is Fields.



KICK OFF - G FORCE VS AL'S SLK

BY AL DUNHAM

The TTQB has been around longer than most of us have. When Tudor first came out with it, many people hailed it as an ingenious invention, capable of either passing the ball, or kicking field goals. The original ones were undoubtedly the best. The plastic was the perfect blend of polymers that allowed the figure to bend at the ankle a multitude of times without breaking. Their main weakness was the tab on the kicking leg. After a number of kicks, the plastic would weaken and bend, resulting in a leg that would barely move. Something needed to be done.

Enter the late 80's, Tudor tried a few different molds, making slight modifications in the design of the figure. Unfortunately, the results didn't change anything. The tabs still bent and weakened. When Miggle acquired the electric football products from Tudor, they again made slight changes to the figure. They also experimented with the plastic itself, trying a harder compound. This still didn't solve the problem. In fact, it has created another. The figures break their legs at the ankles with relative ease. As great and simple a design as the TTQB is, major renovations are needed.

As any MF enthusiast, who has been active on the chat boards knows, there is one person in the hobby whom has been modifying the kickers for many years. Using the spring out of a ball point pen, Ravenna Al has been fabricating little springs that wind around the kicking leg, removing the tab in the process. The result is the SLK (Spring Loaded Kicker), a more dependable and stronger kicker that will last 10, 20, 30 years or more. Indeed, his older teams are approaching 35 years of age and the kickers work just as they did when he first made them. The only setback is that many leagues don't allow them in their play, mostly due to the scarce availability. That situation has been addressed by another, a man known as Geno.

There have been many guys who have toyed around with their kickers, dreaming about different ways to get the TTQB to work better. Geno did more than just dream, he built one! He thought long and hard about different ways to make a simple and effective kicker. The result is the TDK (Touch Distance Kicker). The design is nothing short of sheer genius. First, he redesigned the entire figure, making it a much more realistic pose. Then came the really clever part. The upper part of the kicking leg is a small spring itself. The lower leg is plastic. Together, the leg moves in a smooth, fluid motion. A piece of what appears to be fishing line is attached to the back of the ankle of the kicking leg. You simply pull the line back and let it go. The result is a leg that snaps forward, kicking the ball. For a short kick, just pull the line back a little. For a longer kick, pull it back



further. That's all there is to it.

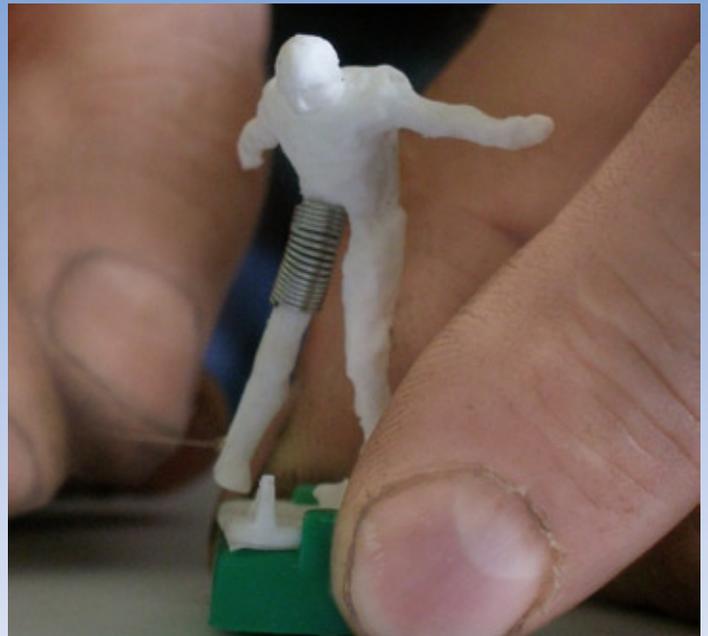
I bought one of the TDK's out of curiosity more than anything else. I already have my SLK's, one for each of my teams. I wanted to know how it would stand up in a toe to toe showdown. I chose the "Fairies" (Fantasy Team) kicker for the test. He is one of the newer Miggle TTQB's, but modified with customary spring added and the kicking tee having been repositioned for accuracy...the result is he never misses.

For the test, I set up each kicker from 30, 40, 50 and 60 yards out. I set them up in the middle of the field and from both hash marks. Using felt balls, I alternated each kicker. I took a few practice kicks with the TDK to get used to it. It soon became apparent that the slightest difference in pull, resulted in an increasing difference in distance. After awhile, it was easy to regulate the distance I wanted. As I went through the kicks, I realized that I was going to have to find some other way to measure these two. Kick for kick, the ball sailed through the bars, never straying. I tried something different. I set a ruler on edge. From the 50 yard line, and aiming at a target that was only an inch wide, the Fairies kicker hit the ruler 3 times in a row. I set up the TDK and hit it twice, then missed the third time, the ball sailing to the left. I wasn't sure what happened, so I set about examining the situation. I realized that on the third attempt, I hurried the kick. When I did that, I didn't pull the line back straight, instead having my hand slightly off to one side. This caused his leg to kick to one side, making the ball go off crooked. Hmmm, this could be interesting. I played around some more and found that you can do pooch kicks, on sides kicks, coffin corner kicks, all kinds of kicks. This was so cool.

In the end, you could say that the Fairy kicker won the contest by the slimmest of margins. You could also say that the TDK won by virtue of his versatility. My SLK is good for field goals, but that is about all. The TDK can punt, kick off, and on-sides. The only drawback is that in a critical situation, if you're playing in a

game that has time constraints and you're hurrying to get the kick off in time, you may forget to be sure that the line is pulled back straight and have the kick go wide. Then again, I guess that's part of the fun of playing, knowing that nothing is certain.

If you're tired of missing field goals and extra points, or you want to use the kicker for punts and kick offs instead of using charts, then you need the TDK. Some may find the price a little steep, at \$15 each. I say it's a bargain. Here's a kicker that can handle every kicking situation, and will continue to do so for the next 10, 20 30 years or more. The TDK will outlive most of us! Add in the fact that it is readily available and there should be no excuse for any league to not allow its use in league or tournament play. I remember when Miggle raised the price of it's NFL teams to \$8.50 and many guys complained that it was too much. Now, there are no NFL teams from Miggle and the ones that are coming from Excaliber will set you back \$20! For years guys have complained that the TTQB won't kick. Now Geno has produced one that does. Anyone that complains about the price should go back and remember about how they complained about Miggles price on NFL teams. There's a lesson to be learned there.



A NEW THREAT "FINALLY" FROM THE AIR
by Bill Brent

After years of wishing, hoping and some may have even prayed for, the wait is finally over, as a new, more consistent passing figure has finally come in the form of the new G-Force TDQ quarterback. The Tudor/Miggle TTQB, a fine piece of workmanship and plastic injection molding has been the quarterback of electric football since the 1960's. Mastering the TTQB takes time, patients, some effort and a little luck. I've likened the mastering of the TTQB to a golf swing. Many factors and actions must be perfect for a successful pass completion. Picking your QB, the way you hold the QB, where you hold the QB, prepping the ball, placement of the ball, pulling back on the arm (backswing) and the point where you release the arm.

The new TDQ (Touch Distance Quarterback) eliminates the guesswork of which QB to use. While the tried and true TTQB can be mastered by some, finding consistency has always been a hit and miss proposition between each TTQB. The smooth throwing motion of the TDQ vs. the "jerk" motion of the TTQB makes a huge difference in accuracy. The "bull's eye" with the TDQ is much tighter as well, allowing you to thread the needle with a pass attempts you most likely would not have made in the past.

The TDQ has definitely evened up the score in the passing game. Even at that...nothing is automatic. The success or failure of each pass attempt still lies in the hands of the EF player. In my humble opinion, the TDQ is the most innovative change in electric football in decades. No longer is passing for just a few and all things considered, resistance to allowing the TDQ in all leagues would have to come down to fear. The \$15 price tag of the TDQ is small considering the number of TTQB's you'll go through to find a "good one".

Bottom line...is the fun factor and in the Tornado Alley EFL, win or lose...the game is much more fun with the TDQ and the new passing rules we've incorporated. I give Geno and the TDQ an A+.

BELTSVILLE BASH "08"

by Ray Fanara

There was no shortage of miniature football talent or lack of electric football enthusiasm at the Beltsville, Maryland Clubhouse on the weekend of May 16th, 17th and 18th- 2008, as twenty-three coaches competed in the double elimination style tournament. The event kicked off Friday night, as eighteen coaches took part in the Greenroom Rumble. The field was a collection of local and national level talent using "single-possession" games and a slightly modified tournament rule-set to determine the two finalists. In about two hours and many close and exciting games later, two EF titans remained, one new, one old. Joe Greco narrowly escaped a first game setback and passed his way into the finals against Big Keith Chalmers who used his speed and strength to power his way to the final game. Using a full 12-play per half style game, Big Keith kept Joe Greco just beyond reach of victory to capture the Beltsville Greenroom Rumble. The Beltsville Tournament officials provided an elegant glass trophy to Big Keith to help complete his collection of about a thousand EF trophies. In Greenroom tradition, a small pool of money was collected from the participants, allowing the winner to and runner-up to cover their Bash Tournament entry fees. Later I learned, Joe Greco donated his winnings to the Bash Tournament to help with the cost of staging the event. Thanks Joe, for re-investing your resources and talent into our hobby and congratulations to Big Keith for his Rumble win.

Saturday morning brought back some bleary eyed coaches and more from the New York/New Jersey/Pennsylvania areas for a total of twenty-three coaches to take part in the double elimination main event. The tournament kicked off promptly at "0900" with the room abuzz with nine first round games. The tournament showcased a front-of-the-base tackle style combined with a less restrictive play-call where the threat of passing and running was in effect on every play. Reminiscent of an earlier era of EF play, the defense always seemed to be at a disadvantage and had to mentally focus on covering all the possibilities and field at the same time or have their lunch handed to them. With the potential for additional creativity on offense, scoring 35 points a game by both sides was not out of the question. Making positive showings during the event were; Keith Chalmers, Tom Ruesink, Ty Ware, Anthony Hough, Kevin Bodie, Morgan Scott, and Joe Greco. Tom Ruesink flew in from Minneapolis to make his annual appointment with Big Keith and Anthony Hough went deep until he got KO'ed by K-Lo, setting up a second meeting with Kevin Bodie. To reach the finals you had to get by one or more of these talented coaches and that is what Adrian Baxter and Kelvin Lomax did to reach the final game set. Adrian came out of the winner's bracket and Coach K-Lo survived the loser's bracket to match-up in the finals and boy did they match-up well. For every creative play executed by Coach Lo, Baxter had an answer, for every TD drive staged by Adrian, Lomax had the equalizer. Adrian only had to win and the Bash title would be his, unfortunately a missed opportunity late in the game gave Baxter his first loss of the tournament late Sunday afternoon. Thus a second game was necessary and the same scenario played out, but this time an exhausted Adrian would finally claim his prize over an equally exhausted Coach Lomax. Both coaches were gracious in winning and in defeat as tournament organizer Tom Johnson made the awards.

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BUZZBALL, owned by George Diamond, is one of the premier manufacturer's of miniature football products and each year holds an annual event known as Buzzfest. This event is to determine the Buzzball World Champion! Buzzfest, now 7 years old, has always been one of the most anticipated events of the miniature football tournament circuit. If you have ever attended any miniature football tournament you will know that there are always 1 or 2 special moments that you will never forget. Because writing is not my strong suit, I called on my friends Tom Ruesink (also my Buzzfest 'roomy') and George Diamond (the Buzzfest Numero Uno himself) to help share some of their memories of Buzzfest 2008.

George Diamond

The 2008 BuzzFest was a fun event that was made that way by the participants. This year's Fest had a warm family atmosphere. It was great to see old friends and meet new ones, putting faces to names I have conversed with via email and the phone.

As with previous tournaments, I was running around like a backwards Buzzball Mr. Everything on a three pronged base. The stress of holding an event is heavy to say the least. Added pressure was also applied due to the fact that my regular staff would not be present to help run Buzzfest.

Thanks to the incredible organizational talents of Mike Guttman and the clerking ability of my daughter Priscilla, the event luckily went smoother than ever! I also had help setting up and preparing fields for play from my league mate from the Harrisburg BuzzBall League, Jeff Lau. Jeff was also instrumental in helping me unveil the new 2008 PD-2520 board (stay tuned for a new PD-2620 table top model).

For me, the pressure starts to dissipate after we get the first round of eliminations out of the way AND still be on time. Somehow, when I saw Lynn Schmidt aka Weirdwolf with an adult beverage early Friday morning, (note: It was 12:01 George) I was able to relax and knew it was going to be a great event.

The competitions were close as always and there were some notable games. The Custom Division Championship Game came down to a tight one with Anthony Hugh (pronounced HUFF) coming out on top of Mike Carr. In the No-Weight Division, Paul (aka Raiderman) "Don't Ever Call Me Paul" Bartels defeated Joe "I'll Make You A Champion" Greco for his second Buzzfest championship!

One of my fondest memories of this year's Fest was observing the Youth Division tournament. This year the kids put on a show for all adults to take note of and played very well together, refereeing their own games. Paul "Spike" Diamond went on to win the Youth Buzzfest Championship.

Tom Ruesink

This is probably the 8th or 9th George Diamond/Buzzball hosted event (between Summer Slam and Buzzfest) that I've attended. Each one has been special in its own way. For many of us, the memories of a tourney come not from the matches we played, but fall instead into one of two camps. The first camp is the "Oh my gosh, that is so cool" camp when we see all the creativity and innovation of the many miniature football faithful. One of these moments happened for me when I wandered into Room 206 and saw what could be described as a melding of Frankenstein's Lab and Henry Ford's Assembly Line as Damon Lucas and Shawn Nobles were busily grinding, slicing, drilling and forming together all sorts of incredible poses with hundreds of separated heads, arms, torsos, and legs. Some poses I've seen through the years in fact resembled a bad looking Frankenstein's monster, but these poses were in a class level with renowned customizer, Chris Robinson. The swivel QB and other swivel poses were certainly innovative.

The second camp is the "This is what it is all about" camp. Our ladies usually refer to it as "male bonding" (it is one of the nice ways they refer to our hobby). Like my friend, Ed Scott, says, "When you walk into a tournament room, it is like driving 100 miles to hear an obscure band whose music you love. When you walk into that small bar, you know that others hear the same thing you do. There's something special about all of us getting together." Here are some examples of what takes place during these two day "male bonding" fests.

- Weirdwolf told of a college rock band that he and his friends invented (though none of them could play an instrument). They'd put up posters for obscure bars 100 miles away figuring no one would ever show up there, but they could still be studs on campus. (Long Live the Billy Boner band!).
- Big Keith couldn't watch his final play against Jerry McGhee. His receiver needed to run to the ball and Keith was hiding behind the guy holding the controller just peering out.
- Raiderman was telling stories about his child flushing his underwear down the toilet before he took me back to the airport.
- Dale Carter trying to explain to the guys in his hotel room the difference between Tudor men and the "Fab 5".
- Raiderman asking if he wins the kids trophy, after the age of his first three opponents didn't add up to the fourth opponent.

As far as playing the game, the story I'll share took place a few years ago. Tom Johnson was down to the last play. He needed his guy to run to a stick to win the game. We all gathered around. Tensions were high. He grabs the controller and turns on the board. The guys on the next board yell, "hey"...he grabbed the wrong switch and turned on the next table's board.



Lynn Schmidt

For me, going to Buzzfest or any tournament isn't about coming home with a trophy. I am not at that level yet. It is more about the camaraderie, fellowship and respect that is shared between each of the coaches in attendance. A great example for me happened a moment after an incredibly exciting game that pitted me against well known and respected tournament coach, Dearell Brevard. The game came down to the final play and Dearell needed to score to win. It was anybody's game and on the previous play, Dearell had almost scored on a kickoff return. At this point in the game, I didn't care who eventually would win because of the fantastic plays that had happened on both sides of the field and the fun I had had playing. As luck would have it the final play came out in my favor as the tackle was made stopping Dearell's drive. Handshakes were exchanged and in a final moment of respect for the game just played, Dearell tossed me his two exceptionally tweaked looper bases along with the words, "you earned these".

This is the essence of what a good tournament like Buzzfest is all about. Coaches competing, sharing stories, oooing and awing over the latest innovation, watching your kids play and compete and teaching the new coaches a few tricks. Winning is great, but for the majority of us the wins come in the time shared and the stories we take home with us!

BUZZ ON!



The MFC North East Regional held during Buzzfest ran under a slightly new format. Rather than pitting figure against figure we went with a figure against clock format in the strength and speed competitions. In past competitions there were issues with lanes being faster or slower resulting in inaccurate results. The new format definitely improved the results and also eliminated the problem of setting aside a separate time to run the events. We do lose some of the thrills that come with figure against figure racing but the ultimate goal is to find the truly fastest or strongest figure.

Passing-We had our first perfect scores with Tom Ruesink and Andrew Stewart posting perfect 300's. The tiebreaker took 3 passes at extra long distances but Tom won as Andrew just barely bounced his last pass attempt. These guys can really smack the bull's eye and proved that practice makes perfect!

Kicking-More perfect scores, four of them to be exact! Tom Ruesink, Mike Guttmann, Brian Healey and Joe Greco each scored 300. We moved back to the 40 yard line where Mike and Brian connected. They stepped back 10 more to the 50 and only Brian was able to put it through. Brian Healey could put on one of those kicking exhibitions that you see during the Pro Bowl as he displayed early on with perfect shots from the 63 and beyond. I truly think he could call, off the lampshade, over the soda, hit the crossbar and through and make it!

Fastest Man-We used a different format this time around as men raced in a single lane controlled by an automatic shutoff which ran the board for 2 seconds. Greatest distance covered in two runs combined was the winner. Two Raiders of the total 15 entries made it to the end of the 40 yard dash runway in 2 seconds on both runs. Jim Davis's #25 and Raidermans #32 ran a final race at a shortened time of 1.7 seconds and Davis won 17 1/4 inch too Raiderman's 16 3/8

Good showings were also made by Keith and Robert Chalmers as they just missed getting in the final run by 5/8 of an inch.

Fastest Man Enhanced (over 3.3 weight)

We had five entries in this category and Kevin Bodie took home the prize with a combined total of 34 7/8 inches. A full inch more than Adrian Baxter's second place finish.

Strongest Man - We used a timed format similar to the speed contest in this event, as men pushed a 7 gram no prongs base for 10 seconds on two runs for a combined total. Jim Davis took home first and second in this contest with a combined total push of 22 3/4 inches for first and 21 1/8 inch for second. Coach Karim made a great showing also with two separate entries both pushing 20 3/4 inch.

Strongest Man Enhanced (over 3.3 weight)

There were only four entries in this one but they were impressive as all contestants pushed for over 30 combined inches. Adrian Baxter, Mike Guttmann and Jim Davis with two submissions rocked the 7 gram base forward with ease. The final winner was Adrian Baxter with a total of 35 inches. 3 1/2 inches further than any of the other contestants.



On May 17th, 2008 a gathering of coaches from around the Great Lakes area took place. For the first time in miniature football history or at least the Great Lakes area region, we had coaches representing four different leagues from around the mid-west getting together for a Skills Competition and a great day of fun. This was not as great a gathering as the Miggle Convention or the Seawall Brawl with the number of coaches present. There was no press coverage or products being sold...this was simply just a gathering of guys for one day of fellowship and fun. The 2008 Arch City Huddle took place in Columbus, Ohio...a city rooted in great history and football tradition. It is a city home to many famous individuals, but in our corner of the world and for our hobby, it contains some very special coaches.



The four leagues that were represented in this year's "Great Lakes" area get together were the Mid-Ohio Electric Football League, the Akron Electric Football League, the Great Lakes Electric Football League and the Hoosier Heartland Electric Football League. The Great Lakes EFL was represented by Steve Martin and Jim Davis, two outstanding "tweaker" coaches from one of the Nation's toughest leagues. The Mid-Ohio EFL and the league that played host was represented by Jeff Priest, DeWayne Jennings and Chris Fields...three of the most "artistic" coaches I have ever met. The Akron EFL was represented by John Martin and Will Shropshire...two coaches with some great electric football skills, as they dominated the Great Lakes Skills Competition. And I represented the Hoosier Heartland EFL...an up and coming league in the Mid-west.



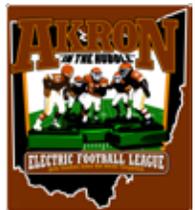
The day began with the 2008 MFCA Great Lakes Skills Competition and although I had never run one of these competitions, it was truly a lot of fun. We began with the passing skills competition.



Will Shropshire got things started and immediately set the bar high, missing only two pass attempts and finishing with 230 points out of 300. Chris Fields came close with 220, but I was the last to go and I narrowly missed the 50 point target on my last attempt, that would have forced a run-off between myself and Will...watch out for Will at the Nationals! We then went to the kicking competition and this was all John Martin. Every kick went right down the middle... same spot...same result everytime...John finished with a perfect score and won easily, with what he called his "gorilla" kicker (the ball just seemed to float through the goal post). Next up was the strongest man competitions. In the 3.3 and under



category it was Will Shropshire who easily ran over the competition, defeating Steve Martin in the finals...medal number two for Will. In the enhanced division, it was a different story, but the same league dominated. This time it was John Martin and Will who met in the final matchup and after a few moments of hard pushing, it was John Martin, who hung on for the win. The final event of the competition was the two divisions for the fastest man. This was by far the most fun event. Will picked up medal number three, as he made his way through the heats and defeated Chris Fields in the final run to win the 3.3 and under. The enhanced division was a one run event, as everyone agreed to bypass the heats and have a "winner take all" race. Jeff Priest, who was not going to participate, broke out a figure and entered in this event...and to everyone's amazement, he narrowly defeated the field by millimeters to win a medal. It was a great event and congrats to all the winners!



Although the skills event was time well spent, the Arch City Huddle tourney had it's share of great moments. As coaches were matched up for the tourney, some great moments took place, such as Jim Davis and his comeback win over John



Martin. I finally got to play my Cowboys against Steve Martin's Browns and it took all I had to beat Steve. I got to play against Chris Fields and DeWayne Jennings... and

out of nowhere and made the tackle and I got the whole play on film to boot! We were playing in the back room of a



that was hard, because all I wanted to do was look at their figures! Chris Fields is a master painter...I have never seen so much detail go into a miniature football figure, I was like a kid at Toy's R Us. Furthermore, as the preliminary rounds came to a close, we had our final four for the final push for the tourney. John Martin and Jim Davis qualified for one semi and it was myself against Chris Fields in the other semi's. First, John and Jim. It was a very hard fought game the entire way and defense dominated, but it was Jim Davis who nailed a 47 yard field goal at the end of the game that pushed him into the championship game. In the other semi finals, Chris took an early lead on me, but I came back to tie the game up. However, Chris scored in the second half and kept me out of the endzone...I was driving and had a man open on the final play of the game that could have won it for me, however I missed the pass...it is just as well... we ran the play on through and Chris stopped me at the five yard line...a theme we would see in the Championship game.



In the Championship game it was the Raiders, coached by Jim Davis versus the Saints, coached by Chris Fields. It was defense all the way, as the Raiders kept up the pressure and the Saints shutdown the Raiders running game. Regardless, the Saints managed two field goals and lead 6-0 going into the fourth quarter. The fourth quarter was a "classic". I cannot recall such a great drive since maybe the Broncos "drive" to end the 1989 AFC Championship. Jim Davis drove his Raiders 70 yards, all the way to the Saints five yard line. The Saints defense then got some big stops...the games' final play was for the Championship and Jim Davis looked to Marcus Allen for the heroics...it was not meant to be. From his nine yard line, the Raiders ran a sweep to the right...a huge hole opened, but at the last second a Saints player came

Pizza place and all anyone could hear was Jim Davis yelling... "NO...NO...always a bridesmaid never a bride!" It was one of those electric football moments that I will never forget and I had never laughed so hard in my life! Jim Davis was a gracious loser and congratulated Chris on his win...I congratulated both of them for a great game.

So there you have it...the 2008 Arch City Huddle...four leagues, great games and great memories. My only regret is that it only lasted for one afternoon, but sometimes it is the quality of the time you spend with friends and not the quantity of time, that is important. I also made some new friends in Jeff Priest, Jim, John, Will, DeWayne and Chris, coaches that I never really got a chance to know until that afternoon. Every one of these guys offer something for the hobby...DeWayne and Chris are great with a paint brush and sculpting... John and Will are talented in the fine art of passing and kicking... Steve and Jeff are two of the nicest guys you will meet and then there is Jim Davis...ahh Jim...Jim Davis is a competitor, great tweaker and is one of the funniest guys you will meet...he made my day, thanks Jim!



Finally, I enjoyed myself and I wanted to tell this simple afternoon story, because this is what goes on all around the country on any given weekend. If you are a newbie and reading this article, please...take time out and consider miniature football as a hobby and all that it has to offer. It offers strategy, customizing, and sportsmanship. But above all it offers fellowship and friendship. I consider John, Steve, Will, Chris, DeWayne and Jeff all friends of mine and I look forward to next year's Great Lakes area get together...

long live football!

STRIPPING

IT'S NOT WHAT YOU THINK!

BY GREEN BAY GLENN



Just when you thought it was safe to let the kids enjoy the hobby...let me introduce you to some dangerous and hazardous practices! This is the hardest part of the hobby, as far as I'm concerned and it is a messy, thankless job to boot. Taking paint off players so that you can paint them again seems crazy, but sometimes it's a necessary evil. For example, you have a stash of players loitering around doing nothing, not getting used for games, displays or even practice—dudes just collecting dust. Worse, they could easily be heckling your existing players and disrupting games. Enough of this nonsense, you say? So, you decide to repaint them into a useful team. Now, with your best Donald Trump pursed lips, say "Here's what we're going to do," and get jiggy with the following suggestions.

There are basically two methods of paint stripping which are most effective for painted electric football figures. One is to use brake fluid and the other is to use Easy Off Oven Cleaner. Of course, if you are not into making messes, the easier ticket out could be to simply use a primer cover painted figures which bypasses stripping altogether. But, if you gotta strip, here's how using the

BRAKE FLUID METHOD:

- 1) Put the figures in a small or medium container, preferably plastic.**
- 2) Fill with brake fluid. Be sure to completely cover the figures. Make them swim! If you are a younger coach, get a parent to help you.**
- 3) Let soak for a few days (2-4). Check periodically.**
- 4) Use a tooth brush or a small/fine wire brush to take off the loose**

paint. You will need to use a hobby knife such as an Exacto (again parent supervision), in the difficult areas of the figures like the arm pits and crotch. I get a tad nervous just thinking about an Exacto knife near the crotch, but hey, that's just me. This should get most of the paint off, but it will not get all of it. Wear some eye protection too since you don't want paint chips lodging into your pupil!

5) Wash the players off warm, soapy water. Rinse in cold.

6) Let dry.

7) Paint. You may wish to spray with a white primer.

There's a boatload of information on my website about this and other aspects of the hobby. Just type in this link for stripping <http://hefl.homestead.com/stripping.html> and on this one for other tips in the hobby <http://hefl.homestead.com/WORKSHOP.html>

Now here's the how-to on the

EASY-OFF OVEN CLEANER METHOD:

Here you are best off donning a HAZ MAT uniform! LOL! In lieu of that, you can simply use rubber gloves and hold your breath for extended periods of time. Make sure you are in a well ventilated area or you run the risk of killing off plants, animals and humans. It's important to know that Easy-Off Oven Cleaner contains caustic soda and will burn your skin as well as irritate your eyes and lungs. Same thing happens if you stand behind me after I've thrown down a hearty Mexican meal! Now the advantage of Easy-Off is that it usually works quicker than brake fluid. Here's the lowdown:

1) Put the figures in a small/medium container, preferably plastic.

2) Fill with Easy-Off Oven Cleaner. Make sure figures are completely covered. Foam those puppies up like there's no tomorrow!

3) Let soak for one day or maybe two days, but no more. Easy-Off is so potent it could actually start melting your figures, so be careful with this stuff. Keep a sharp eye peeled on these guys!

4) Once out of the cleaner, get after the guys with a scrub brush.

5) Wash them off in warm/soapy water. Rinse in cold.

6) Let dry.

7) Prime or just paint

PRIMING THE EASIEST OPTION:

Of course, by far the safest option is to do neither of the above. It will prolong your life! If you would like to just paint over the teams, then just leave the painted figures as they are and spray them with a white primer. Floquill has a good primer. If you can't find that you can use Krylon Flat white. They also have a primer. Both will work.

THE EVEN-EASIER-THAN- EVERYTHING-LISTED-SO-FAR METHOD:

Just buy some brand new, unpainted teams! This will save you a whole lot of trouble and mess. Stripping figures is not really a fun thing to do. But if you have to do it, at least now you have a guideline to follow. Keep up the MF!!!

MAKING HIS MARK! Chris Markum

by Al Dunham and Chris Markum

Every so often, a new person arrives on the scene of the MF chat boards and makes an immediate impact on the hobby. One of those people is Chris Markham. A landscape architect, husband and father of two girls, Chris grew up in Sparta, Michigan, but currently lives in Grand Rapids. I've had the pleasure of visiting Chris several times and I am constantly amazed at his increasing knowledge of the history of the game, as well as, his painting skills. What impressed me most, though, is his continual efforts to improve his skills, whether it's designing his own decals, or hand painting an entire team. Although a relative newbie as far as the chat boards are concerned, Chris, like most all of us, has a deep history when it comes to MF in general. Here, in his own words, is his story....

Third down and four from the Cowboy thirty yard line. Is the Cowboys defense up to the task of shutting down the Steelers? The Pittsburgh Steelers dial up a run play and Franco Harris blows through a big hole created by the offensive line. Then, as if a gust of wind comes by, he suddenly darts out of bounds at the five yard line. Are you kidding me? He had a clear shot to the end zone! The year was 1979, I'm a eleven year old boy and a big time Pittsburgh Steelers fan. I am playing electric football for the first time, Pittsburgh vs. Dallas. Much like a lot of young men of my generation, that is how it all started. It was a game long before the days of Madden, ESPN and other Playstation and XBOX football games. It was a game that allowed a kid to create players, be the coach, general manager, owner, statistician, and the fan. All of which I wanted to be when I was a young boy. As time went on, I suddenly realized that I needed more teams to have a really competitive game. With my extra money that I had received from cleaning the house, I was able to get Kansas City, Tampa Bay, NY Jets and a few others.

Now I was all set. Many teams, a season, more stats...I was in football heaven. Electric football would be a staple in my life for the next five years or so. Compiling stats for all the teams, creating Super Bowl champs, having an All Star Game, you name it, I would try it with my electric football teams. As I grew older the game became less interesting to me and I put it away. It would be away in my parents' basement for the next twenty plus years never to be heard of again. At least not until my parents decided it was time to clean their basement and give back the stuff that I had left behind. I suddenly had a wealth of old toys, sports memorabilia, comic books and, of course, electric football. Well, I had no need for this stuff. I was a grown man, I didn't need to play with any of these things. So, off to E-bay they all went. I started to post a handful of teams on E-bay just to see if I could get rid of them. Well, did I ever. I would receive questions like "Are there burrs on the bottom?" or "Is there a Hong Kong stamp?" I didn't have a clue on what I had or how much they were worth. It wasn't until a man named "Capanther" (Charles) would teach me all about the history of electric football did I understand what it was that I was selling. Charles would go on to give me a history lesson of the years players were made, where they were made, what the value would be, etc. To this day I give him 100% credit for bring-

ing me back into the hobby. There are a lot of people that would have never told me what I had in my collection, but Charles was up front and honest.

After I had sold most of my collection, except the Buccaneers, I had



the E-bay bug and I needed to sell more teams. I had placed an ad in the local paper to see if anyone had some teams that they wanted to sell. Well, one gentleman did, twenty six teams in all, and I was off selling again. From there I started to wonder about USFL teams. Wouldn't it be cool to have a whole league of USFL teams? But how do I create those teams? That is when I discovered Miggle and the web page. I had no idea that Miggle provided unpainted players. The very first team that I ever painted was the Tampa Bay Bandits. To this day it has been on my shelf as a reminder of where I started. My next venture was to paint the Houston Gamblers and Portland Breakers, two more USFL teams. It was at this time that I started to feel remorse from selling off all of my childhood memories. I decided that I would try and rebuild my old collection of teams. I shopped around E-bay and began to pick out the teams that I wanted. This time, I was loaded with information.... Haiti, hog legs, "Hong Kongs" ...I sifted through the site and only chose the teams that I was interested in. As I started buying back teams, I realized that I no longer wanted the USFL teams. I put up the Gamblers and Breakers for sale but kept the Bandits for prosperity. As the auction days passed, I was inundated with requests. "Do you paint NFL teams? Can you paint college teams? How much for a custom team?" I now had a side hobby.

I began to wonder how to make these figures look better. I came across a young man, Adam McFarlane, who was painting McFarlane figures. In talking with Adam I discovered the world of decals. We would chat daily on how to paint figures, what paints to use, what sealers, where to find decals, I was off and running. This brings us to present day. I now paint team for folks all across the US, from college to pro to make believe teams. I have learned from many people in this short period of time how to

make my players better and more realistic. I have also learned some hard lessons along the way, namely, be careful of NCAA and NFL trademarks.

I hope this hobby becomes as large and popular as it was when we were kids. And as it grows, I hope to grow with it!

(Chris can be reached at his web site: <http://www.freewebs.com/clmdesigns/>)





HOOSIER HEARTLAND ELECTRIC FOOTBALL LEAGUE 2008 INVITATIONAL

BENEFITING THE BOY SCOUTS OF AMERICA

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2008

HOOSIER SCOUT MASTER?

THE 2008 HOOSIER

HEARTLAND INVITATIONAL

Presented by Al Dunham

The Scouts walked into the conference room at the Ramada Inn and sat down, each holding a bag containing a TTQB, a rookie base, a TTC base and a couple of figures. A little puzzled, they weren't quite sure what to make of their newfound treasures. They didn't have to wonder for very long....

I remember when I was young being a Cub Scout, then graduating to the Boy Scouts. There were pinewood derby's, rope tying skills, and camping trips. This was something different. I wasn't sure what I was getting myself into. The first annual Hoosier Heartland Invitational which took place on April 19,

ing to be the 'orange' group, the name coinciding with the color of the bases given to the kids. There was also a 'green', 'yellow' and 'teal' group, each going to a different coach, Matt Culp, Matt Wavra and Sergei Chernetsky rounding out the field.

We started out with the passing skill table. I had my own TTQB and tried my best to show them how to pass. In truth, it was a little bit like the blind leading the blind, as I had almost no experience passing with it. As most, if not all, of you already know, I use my passing dice in games. This was going to be as much of a challenge for me as it was for the kids. I set the ball

// These are the kind of events that make you wish every child in every country could take part of. Perhaps if they did, the world would be a better, happier place to live. //

2008 in Logansport, Indiana was a split event. The first half was dedicated to introducing several troops of Boy Scouts to miniature football. The second half was going to be a miniature football tournament for the coaches that helped out.

It's been a decade since I've had to deal with a bunch of 9 and 10 year olds, as my own son is 20 now. How would they react to miniature football? What would they think of something so archaic? In the 60's, Tudor Electric Football was the game. Heck, they even had television ads. It seemed like every boy had a game. But that was a different time, a different era. Those were the days of innocence. These kids were raised on Nintendo and Play Stations. Video games are so much faster paced, geared to keep their attention span. Would today's kids have any interest, or would they be bored to tears? I was about to find out.

I was handed a sheet of paper with 5 names on it. We were go-

up, leaned the TTQB towards the target and let the ball fly. The Miniature Football Gods must have been on my side that day, as I hit the first 10 yard target dead on and knocked it over. I tried again and nailed the 15 yard target. The kids ooo'd and ahh'd with my deadly accuracy. If they only knew the truth! I let them try their hands at it. One of the boys hit his fist pass, then hit the second as well. The other 4 struggled and I could sense a little frustration. I moved the targets closer and explained that most coaches start out that way and then gradually move further away. I wanted to make sure that each kid completed at least one pass to give them a little confidence.

Time flew by and our 15 minutes of passing was over too soon. Next we moved to the kicking test. Here, we found out that TTQB kickers and 10 year olds don't mix. Every one of the kickers legs became too weak to kick after the second or third try. Spring loaded kickers are the only way to go here. If Miggle

has any intention of continuing with this hobby, they would be wise to get a hold of Geno and incorporate the TDQ and TDK with their games. Passing and kicking, more than anything else, seemed to cause more frustration and difficulty with these young people.

Once again, our time went by too quickly and we moved to the play table. Here, I set up some players and tried to show the kids what you can do. Unfortunately, I wasn't familiar with which direction the players ran. I succeeded in running a decent play, but it took a few attempts. If I could do it over again, I'd have brought my own team and used them, as I know where they are going to go. As it was, the kids seemed to be happy just to watch their players move.

Our next stop was the strongest man competition. The kids came alive as the smack talking started. We had a couple of dud bases, and I used the opportunity to show them how to tweak the bases. They seemed surprised that just a little squeeze on the prongs could do such wonders. If we had the time, I'm sure they would have loved to have seen how clipping and flashing could have made the bases even stronger. The kids took turns lining up their men, each boasting how 'their' player was going to run over the other guys. You've seen NFL players yapping it up at each other, particularly corner backs and receivers. Believe me, they have nothing on these 10 year olds. They took turns at each other until only one player was left standing, his new 'owner' beaming with pride.

The last stop for my group was the fastest man competition. Again, bragging rights were up for grabs. All of the rookie bases ran fairly well, but one was consistently the fastest. After we had sorted out the best one, all of the groups got together and put up their fastest players. Our group laid claim to the fastest man, so each kid in my group got a special prize at the end of the session.

We had about a half hour to regroup and grab something to drink before the next group came in. We repeated the rounds and again finished with a fastest man contest. It became fairly obvious that the kids enjoyed the fastest and strongest contests the best. Anyone contemplating holding a similar event for their local Boy Scouts may want to keep that in mind.

At the end, Matt held a drawing and one lucky boy won a new Rose Bowl game donated by Miggle. You've never seen a happy face until you've seen a 10 year old win a prize. The winner and his father shared the moment, memories of which I'm sure neither will ever forget. These are the kind of events that make you wish every child in every country could take part of. Perhaps if they did, the world would be a better, happier place to live.

Matt W., Sergie and myself served as judges for the QB painting contest. A few weeks prior to the event, QB figures had

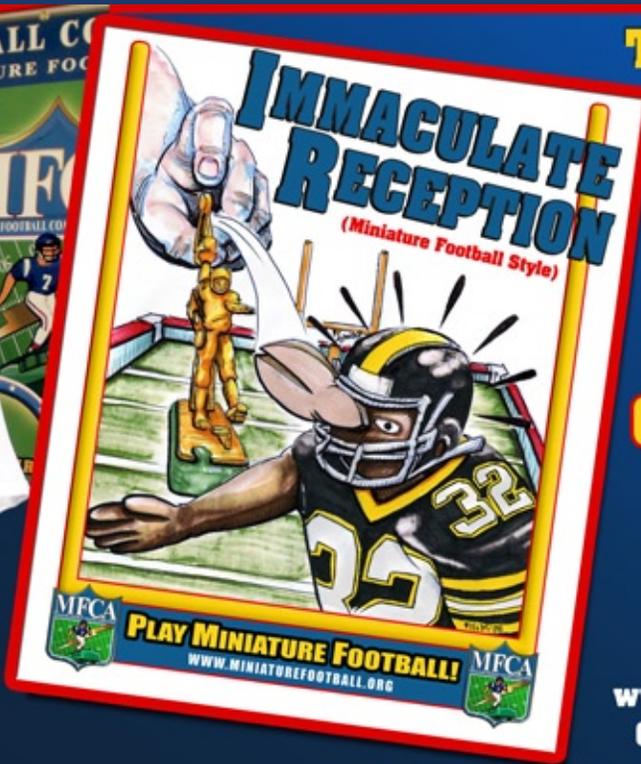
been handed out to the kids and told that they could paint them any way that they wanted. We picked out the John Elway figure as the most realistic, the Logansport High School QB for most detailed and one that looked like a Superhero as the most creative. The winners each received a trophy and well deserved congratulations.

After the last of the Scouts and parents had left, it was time to get serious and play some football. Whether it was the economy, high gas prices or just bad luck, there were several coaches that were no-shows for the tournament. Since Matt Wavra had to leave early, it came down to Sergie and myself to duke it out for the HHI championship. This completely ruined my plans to get bounced out in the opening round so I could just sit back and watch. I even forgot my teams and left them at home. As if that wasn't bad enough, I also forgot my reading glasses and left them at Matt's house. Now, I really had my back to the wall. I was going to have to use a borrowed team that I was not familiar with, play under a rule set that I had never played before, actually pass with the TTQB and do it within very strict time limits using a play clock, all while blind as a bat trying to see the players numbers. Hey, no problem!

The game itself went a lot better than I could have imagined. Sergie scored first on a long pass play. As soon as he completed the pass I could see what had happened. I had the two outside linebackers reversed. Instead of turning right and blocking the receiver, he turned left and let him get wide open. As it turned out, that wouldn't be the last time that I was going to do it. Down 7-0, I began to move the ball a little myself and completed my first pass for a long score to make it 7-6, as the extra point was blocked.

We took a break for the half and then resumed where we left off. Sergie scored to make it 13-6 and again at the end of the 3rd quarter to make it 20-6 when I, you guessed it, switched the linebackers. I went to a passing mode and actually completed a few and scored to make it 20- 12 and got within a single score. I tried an unside kick, but just missed. Sergie then ran out the clock and the final score ended up 20-12. It was an enjoyable game and Sergie is a nice young man. Just knowing I had him sweating bullets near the end was a victory in itself for me.

I hope that more coaches can make it next year. Introducing the Scouts to MF was an enjoyable experience, and seeing the smiles on their faces was worth all the efforts. A few of the fathers expressed an interest in playing as well. Hopefully, Matt Culp and the Hoosier Heartland Electric Football League will have a few more coaches after this. I also hope that Sergie can make it to next year's HHI and defend his title. I'm going to bring my own team, and my glasses. I'll be gunning for him, only prepared this time. As the Hulkster would say, "Whatcha gonna do brother, when Ravenna AI and the Battlin' Bozos run wild on you?" 



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2008 MFCA CONVENTION ITINERARY & RULES

FRIDAY, AUGUST 1ST

Coaches begin arriving. Those arriving early are encouraged to visit the HOF this day as we have a full schedule.

11 am – 2pm: MFCA officers meeting to discuss finances, direction, events for weekend...annual organizational meeting.

7-8 pm: Welcome dinner held in conjunction with PFUFA at nearby Elks Lodge Banquet Hall.

8-8:30 pm: Return to hotel for MFCA Welcomes and MFCA HOF awards.

8:30 pm-9:30 pm: MFCA HOF awards and MFCA Welcome Ceremony.

Begins 9:30 : Coaches Challenge play begins. Skills contest and painting/custom contest opens. Vendor setup

SATURDAY, AUGUST 2ND

6 am: Breakfast opens (free at hotel)

7 am: Continue coach check in for late arrivals.

8 am-11 am: Challenge continues, skills competition continues.

11 am – 12 pm: Travel to Canton. Lunch on own.

1-4 pm: United Way-PFUFA charity event (expect 500 kids and their parents.)

4-6 pm: Return to Hotel-Dinner on your own or you may attend the PFUFA Tailgate party for \$5.00 beginning at 6:00

6-9 pm: Hall of Fame enshrinement ceremony in Canton (Dean, Green, Monk, Thomas, Tippet, and Zimmerman)

6 pm: Continued Challenge play for those not attending the Enshrinement Ceremony.

Begins 10 pm: Continued Challenge play

SUNDAY, AUGUST 3RD

6 am: Breakfast opens (free at hotel)

9 am: Challenge play continues (lunch on own)

2 pm: Challenge closes. Awards handed out for skills and paint/custom competition and Challenge winners.

3 pm: Convention closes

3-7 pm: Tailgate at the home of John Martin

8 pm: Hall of Fame Game. Washington vs Indianapolis

COACHES POINTS CHALLENGE (CPC) RULES

To best explain the CPC you must first understand that the main goal of the MFCA Convention is to bring coaches together in fellowship, to have fun, to experience new ways of playing Miniature Football and promote the game and hobby of Miniature Football in all its amazing forms thus bringing us closer together in understanding and unity.

The CPC is not like the usual tournaments that we are all used to. From the moment you have completed your registration in the hotel lobby, up to 8 games played and attendance at the United Way will add points to your final total. The coach with the most points by 2:00 p.m. on Sunday is the MFCA Coaches Points Challenge Winner. In addition we will take the top 3 scorers from each region of the MFCA's seven regions, combine their totals and the region with the highest score will take home the MFCA Region Travelling Team Trophy which will be engraved with their names and passed on from year to year.

The rules of the CPC are as follows.

Coaches may play up to a maximum of 8 official challenge games over the course of the weekend. These can be played at any time, day or night. Coaches are responsible for issuing challenges and finding opponents to play. They can begin scheduling these games at any time. The rules used in the game are determined by the two coaches. Any rules set or variation of that rules set or "house rules" can be used but all changes to the rules set must be agreed upon by both coaches prior to the kickoff of that game. The MFCA will provide rules books which will include the current most popular rules sets played today. An official representative of each of these rules sets will be in attendance and will answer any questions which may arise. Their rulings on any question will be final.

A "game" is defined as a minimum of at least 3 offensive series by each coach. The game may be played out to the full extent of the rules chosen rather than just the 3 offensive series but this must be predetermined and agreed to by both coaches before kickoff.

A sheet will be provided that must be signed by both coaches and one witness to the game. The information on this sheet must include:

The name of the two coaches

The length of the game. (3 offensive series or full game)

The rules set used (any agreed upon variations of the rules or "house rules" should be briefly noted)

The score

The name of the winner

The signature of each coach and the witness.

These sheets will be turned into a challenge official at the completion of the game.

Before agreeing to a game the coaches should agree on:

Length of the game

Rules set and any variations or "house rules".

(Coaches should either have the equipment needed i.e. dividers, sticks, shaker box, etc or have access to that equipment before agreeing to a particular rules set) (the MFCA will attempt to provide sets of equipment for use but cannot guarantee their availability)

Weight of the players: 4.0 is suggested as the maximum weight but heavier weighted teams may be used as long as both coaches are in agreement. It is the responsibility of each coach to inspect their opponent's team prior to playing their game. Once a game has begun it is assumed that each coach's equipment is accepted by the other coach.

Points will be awarded as follows.

10 points for win

-10 points for loss

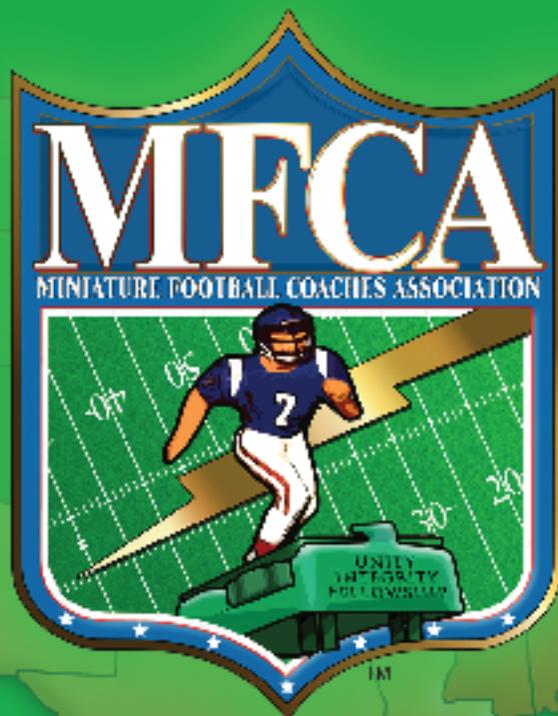
Winner gets one point for each point scored by their team

An additional 20 points each will be awarded for each different rules set played under over the course of the weekend. I.e. Play your 8 games under 4 different rules sets you will get an additional 80 points added to your total

Participating in the United Way event = 100 points

MINIATURE FOOTBALL COACHES ASSOCIATION

THE ELECTRIC AND MINIATURE FOOTBALL LEAGUES OF THE U.S.A.



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