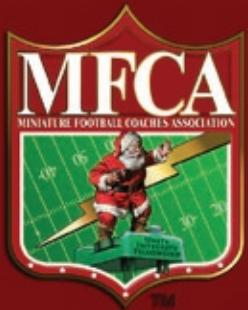


THE MINIATURE

FC ASSOCIATION



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MINIATUREFOOTBALL.ORG  
HOLIDAY EDITION 2010

MIKE TURNER  
WINS THE  
OPEN RUN!



**ALSO in this ISSUE**

The Law of the Land

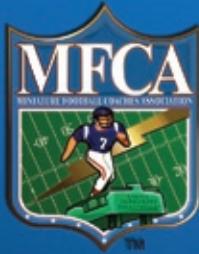
Get Off The Fence

2010 BAM Super Bowl III

Solitaire Blueprint

Sculpting with the French Guy

Understanding Vibration



## MARKETING MINIATURE FOOTBALL AND THE MFCA

A Message from MFCA Board Member & Marketing Director, Don Lang

It's been almost three years since my reintroduction to miniature football, and I must say that it has been a personal thrill ride for me. I see that same enthusiasm on the chat board as my football crazed brethren discuss the finer points of this hobby daily. A major point of conversation among the members is how to let the general public know that this hobby is still going strong, while growing our membership. Several of us have taken on the task of promoting the "Greatest hobby on earth for football enthusiasts". A marketing committee has been formed to come up with a plan to promote both the hobby and this association. Joe Greco, Corey Johnson, Tom Ruesnik, Eric Robinson, Steve Martin and myself will take this task head on to accomplish that.

Our mission will dovetail with, and support, the overall mission of the MFCA. That is to "Assist the miniature football hobbyist by promoting miniature football, educating the public and providing an association which recognizes and supports the diverse coaches and leagues". In order to do this, we will be researching our market, developing marketing and promotional tools for the

association membership to use, create marketing campaigns, etc., all of which will be a part of an overall marketing strategy. Efforts are already underway to have a preliminary plan in place by January 31st of next year, with

can create all the wonderful plans that we want but if the membership isn't enthusiastic about it and, more importantly, willing to lend a hand in making this effort successful, then it can't happen...in fact, it won't happen! So get on board



**MFCA Members promote the game and hobby during the MFCA Convention at the Pro Football Hall of fame in Canton, Ohio. Over 700 people received a quick education on miniature football and most took home cards and info.**

several phases ready to roll out. Of course, our major thrust will be centered around the 20011 convention and the MFCAL. We will be supporting various leagues and tourneys around the country as well.

Of course, the most important component in all of this is you. We

my friends as I truly believe we can make impressive strides in 2011. The marketing committee needs you...and the MFCA needs you!

Stay tuned!

Don "detroitchild" Lang  
MFCA Marketing Director

# THE TWEAK

OFFICIAL MAGAZINE OF THE MFCA

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# TABLE OF CONTENTS

Holiday 2010 Issue Fourteen

- 2 Letter From Don Lang** by Don Lang
- 4 The Law Of The Land** by Al Dunham
- 10 The Blueprint** by Reginald Rutledge
- 16 E&D's Open Run** by Lynn Schmidt, Eric Robinson & Cleon Tate
- 24 Sculpting The Perfect Arm Muscle** by Dimitri Matias
- 28 Build Your Own Chain Gang** by Dimitri Matias
- 32 Good Vibrations** by David Roller
- 34 Lessons Beyond X's & O's** by Al-Karim Campbell
- 36 Get Off The Fence** by Robert Slate
- 38 The BAM Superbowl III** by Robert Slate

# THE MFCA TOP 10

Name	Points	Games Played	Average Points Per Game (14 max)
Norbert Revels	97	7	13.85
Greg Hardmon	86	7	12.29
Chuck Lawrence	71	6	11.83
Jamel Goodloe	70	8	8.75
Jim Davis	59	6	9.83
Tom Ruesink	48	8	6
Will Shropshire	46	5	9.2
Joe Greco	45	4	11.25
Karim Campbell	39	8	4.88

**GET IN THE GAME!**

The MFCA is a 501c7 not-for-profit association the purpose of which is to promote the hobby of miniature football and to encourage participation of coaches across the country. The MFCA shall not be responsible for or in any way liable for the content of images, articles or any other information furnished by its advertisers. Said liability to include defamation in any form, copyright, trademark or patent infringement, license violations or other legal theories.

# THE LAW OF THE LAND

BY AL DUNHAM

**B**"Because I said so, that's why!" There isn't a man alive who hasn't heard those words when they were a child, asking their parents why a certain rule was in existence. Usually, the parent would try and explain why the rule was there. Maybe it was for the child's own safety. Perhaps it was because the parent was trying to have a little peace and quiet for a change. Or maybe it was to keep damage from occurring. Whatever the case, the parent would explain the consequences of what would happen if the certain rule was broken. For those occasions when the parent couldn't come up with a good explanation, the 'Because I said so' was used. In the dictatorship known as parental guidance, it is a good enough response. In a league or tournament setting, where you have several grown men playing football games, "Because I said so" doesn't cut it. They need some sort of rational reasoning for why certain rules exist.

Every game has rules. They have to, otherwise you would have utter chaos. The tricky part is, where do you draw the line? What makes

some circumstances ok to follow without guidelines, and others that require explicit step by step directions? How do you chose which rules are good, and which are bad? This is a dilemma faced by anyone who is trying to create a game. Too strict, and the game becomes tedious and not much fun to play. Too lax, and the game becomes a free for all, which can also lead to it being not very enjoyable to play. Somewhere in between the two is what you aim for. It's not an easy task. Many leagues run into this very same problem, causing friction and discontent among its members and eventual dissolving of the league itself. Rules need to be clear, concise, and fair to everyone. Most importantly, they need to make sense.

There are many different rules used by various leagues around the country. None are necessarily better than others, they are just



different. In some cases the differences are minor. Coaches can easily adapt their style of play between the two by making slight changes. Perhaps it's just a matter of weight, or maybe a change in passing technique. Other times the differences can be quite pronounced, causing frustration when a coach tries to play in a system that he is not familiar with.

For many years, there has been an effort to try and establish one universal set of rule for playing miniature football. Unfortunately, for just as long, such endeavors have ended up in failure. It seems that compromise just isn't within our reach. The funny part is, when

you get right down to it, about 95% of the game is the same, no matter who or where you play. You have an offense and a defense, both with 11 players, on a field that is turned on and the men run around until a tackle or score is made. Then you line up and do it again. It's the 5% that creates all the problems. For whatever reason(s), guys just can't seem to find that middle ground called compromise.

I'm not going to try and promote one set of rules over another. What I will do, is try and sort out the main differences that seem to keep our hobby from being unified. As you will see, all rules have specific purposes. Some work well together, and others don't. Hopefully, this will give everyone a better understanding of why certain rules exist, and why you can't randomly mix rules together.

## WEIGHING THE WEIGHT DEBATE

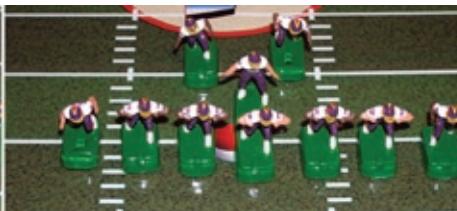
No other rule has had as much impact on the game as weight limit has. It is the most divisive issue in our hobby, yet the most important rule around. Simply put, weight makes a player stronger. Because of that, limits have been placed. For now, the main categories are 3.3 grams, 4.0 grams and unlimited. Each has its merits, as well as its detractions.

3.3 grams has long been the standard for many leagues. It is easy to follow. Paint your figure, put him on a base and there should be no problem, provided that you use figures that were designed for miniature football and aren't too heavy. Their main drawback is that they are easily deflected by vibrations, which can be a major problem when being used under a certain rule set, which we will soon discover.

4.0 grams is the latest limit, which has come about because of the larger 2X4 boards being used by the majority of players these days, and because of some heavier figures that are available that don't make the 3.3 cut. Their main drawback is it forces new people in the



No line gap



1/2 base line gap



1 base width line gap

hobby to acquire a fast learning curve to be competitive, which can be intimidating.

Unlimited is actually the easiest to enforce, as just about anything is legal. Unfortunately, heavy figures require stronger vibrations which may be beyond the limits of some boards. It can also be even more intimidating for coaches, both new and old.

## TWO STOP, OR NOT TWO STOP?

There has been a lot of discussions about whether or not there should be multiple stops, or just one, during game play. The old rule of thumb was to turn the board on and leave it on until the player with the ball was tackled, goes out of bounds or scores. Many leagues and tournaments play this way, and is the most popular way to play. The main complaint stems from player control. In this system, you need to be sure that your players are going where you want them to go. That is usually easier said than done. Because of the different slants and vibrations of the boards, not to mention the field covers placed on them, the players don't always react in a predictable manner. All too often, a player will be going straight down the field, only to suddenly turn and go out of bounds for no apparent reason. This can be frustrating for many coaches, and no doubt led to the innovation of using multiple stops.

The idea of multiple stops is easy. You run the board for a predetermined amount of time, then shut it off. You make your adjustments and do it again. This allows you to correct the players who are heading in the wrong direction. For some, multiple stop, makes the game more 'life like' as you don't have players running

randomly around. The downside to multiple stop is that every time you turn the board on and off, the players may 'jump' or fall over from the sudden burst of vibrations. This is especially true if you are playing 3.3 grams or less. Light players are more likely to be distracted from their intended route than heavier players. If you wish to play under this rule, you may want to go to 4.0 grams or heavier.

## I NEED MY SPACE

Many leagues seem to play with some sort of gap between offensive linemen. Others don't. How far you spread the line will

be determined by what you allow on defense. Let me explain. With no gap, or very little gap, you run the risk of having your games turn into rugby scrums. With the 5 linemen elbow to elbow, and the defense lining up the same way, you end up with what basically forms a block. It's hard for a running back to break through without being touched by a defender simply because there isn't much room for him to go by. So, the offense resorts to trying to push the pile by having the QB and both backs pushing from behind. The defense counters by having 3 safeties push back. You have 2 masses pushing against each other, so the stronger of the two slowly pushes the other side back.

To prevent this, coaches started to spread the linemen out. Most are between  $\frac{1}{2}$  to 1 base width apart. This will create more one on one blocking and holes to open for the backs to go through, provided that you set a rule for the defense that makes them line up opposite the offense. Otherwise, all the defense has to do is shoot the gap to get at the runner. So, most leagues who play with a base gap usually say that a defender on the line must also line up opposite the offensive player. This is evident in the strategy divider that some leagues use. Basically, it is a screen



*Butch Carter and Keith Chalmers compete against each other using a Strategy Divider at the Seawall Brawl.*





*Allowing the defense to shoot the gaps when playing base width gaps, could result in the defense having easy access to the backfield and making the running game difficult.*



that is placed between the offense and defense along the line of scrimmage. It is made as to where the linemen line up. It provides a gap approximately the same as the width of a standard base between players.

## THE GREAT WALL OF CHINA

Ok, it's not really from China, but the strategy divider remains another option for those looking to equalize the offense and defense. Basically, it is a screen that is set up between the offense and defense on the line of scrimmage. It is marked as to where to place the linemen, and spaces where the wide receivers are lined up. The object is to allow the offense to line up and have the running backs set up where the defense doesn't know exactly which direction they are set to run, so that the defense can't stack against it. This forces the defense to spread out and be prepared for just about anything the offense will try. When the divider is lifted, the defense is usually allowed to make one minor adjustment, most often a pivot by a safety. Drawbacks to the divider are they extra time involved in placing and removing the divider, and the risk of having it fall over and damaging a player.



## STACK 'EM UP!

This is another rule that has caused some controversy over the years. The concept is simple, if one man is strong, then two must be stronger. Stacking is just that, line 2 , 3 or more men up and let them push. The idea is to overpower the offense to allow penetration into the backfield. Many leagues have outlawed it for just this reason. Given that both the offensive and defensive lines are of equal strength, stacking would not be necessary. It's when the offense is pushing the defense backwards that stacking becomes not just a viable option, but a necessary one. If the rules permit it, most guys will use it. Stacking will usually cause one or more defenders to push their way into the offensive backfield, often



*Requiring the defense to line up opposite the offensive linemen will help create holes for the running back to run in, making it easier for the rushing game.*



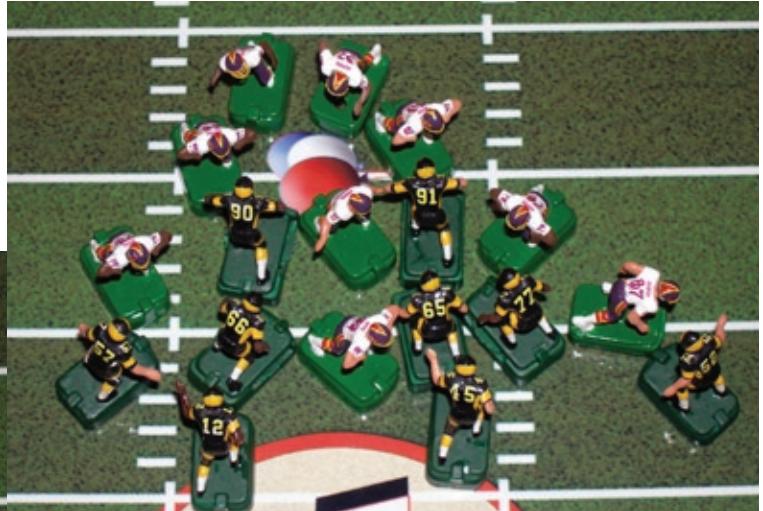
*Stacking the line on defense can force the offensive players to go backwards, and give the defensive tackles the chance to get into the backfield before the running backs can get back to the line of scrimmage. Best to go with FOB here.*



causing the running game to struggle just to make it back to the line of scrimmage, which has led to the next rule....

## ARE WE PLAYING TOUCH OR TACKLE?

In the original Tudor rules, any touching of the base between the ball runner and a defender constitutes a tackle. This is the way that the game has been played for over 60 years. Recently, many guys have adopted a different way to play, and that is front of base tackle, or FOB. Any touch is easy to determine, anytime the ball



runner and a defender's base touch, the play is over. This can be frustrating, as the ball carrier can run into the back of a defender or glance off the side of a passing player and he is considered tackled. This is especially true if you allow stacking or shooting the gaps, as the defender simply has to appear in the backfield and the runner is almost guaranteed to run into him. Because of that, FOB was developed. In FOB, the defender must hit the ball carrier with the front of his base to make the tackle. If the runner hits him from behind or the side, the play continues.

## PASSING FANCIES

Most leagues play using the TTQB. This requires the coach to be a part of the team, as his skill at using the TTQB to pass is a large factor in the games. Not all coaches are adept at using the TTQB. Arthritis, injuries or other handicaps make it difficult, if not impossible for some to use the TTQB. For them, passing sticks were developed.



*Jerome Bettis, #36, is FOB tackled by #77 and #91. In some leagues, this would cause a fumble.*

Passing sticks is a system that does not require the eye/hand coordination of the TTQB, but has its own unique requirements. Depending on the distance from the QB to the intended receiver, a stick of predetermined length is used and a marker is placed to mark the spot where the ball is thrown. The receiver then must hit the marker to make a completed pass. If a defender gets to the marker first, the pass is intercepted. If there is a main drawback to using sticks, it is that you must account for the distance stick being used to determine whether or not a receiver is really open, as opposed to the TTQB method where the receiver is generally considered to be open if there are no defenders between the QB and receiver.





## THE CENTRAL PARK DEFENSE

Most leagues allow the defense to mug the receivers at the line. The reason is because too many coaches are so good at passing, that any receiver that gets open is almost guaranteed to complete the pass. Mugging the receiver is the defenses' best hope to prevent this. Some coaches prefer to let the receivers run their routes. Their contention is that in real life, defenders aren't allowed to hold the receivers. They get 1 shot before the receiver runs 5 yards and can not touch him from there. The problem lies in that a coach who is good with the TTQB will tear the defense apart. What is a person to do?

Since the players are plastic and can not think for themselves, mugging at

**Many coaches prefer to stack against the receivers to prevent them from getting open.**

the line remains the best option, unless passing sticks are used. With sticks, mugging is probably the worst way to play. If a receiver breaks free, there is no one to catch up to him. Letting the receivers run their routes also means that the defenders will be out running with them. You will find that the defense can cover better because of the fact that the offense must place the distance stick at a spot that is usually within striking distance of at least one defender.

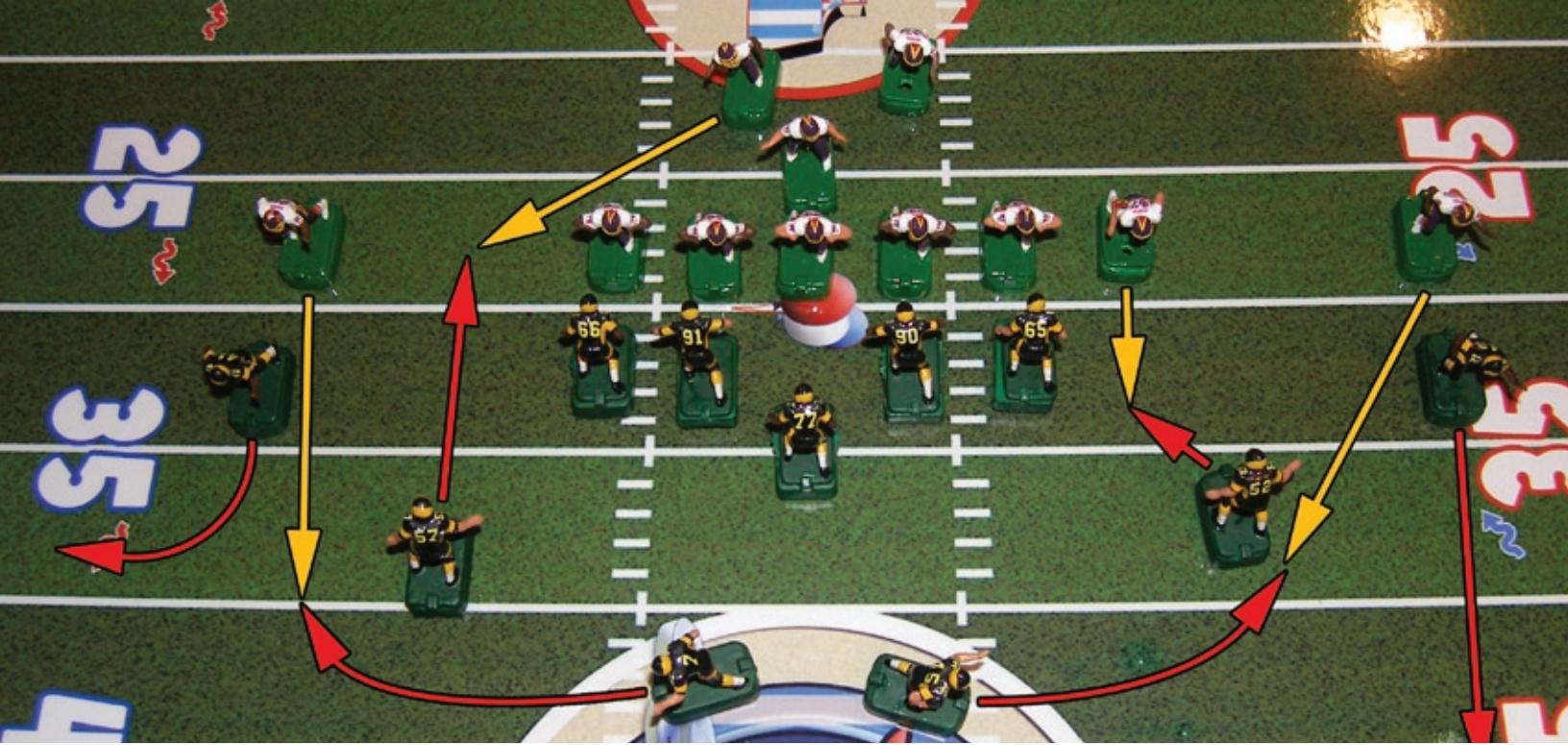
## CRYING FOUL!

Another heated matter revolves around penalties, fumbles and injuries. Some guys like them, others don't. No matter which side of the fence you're on, you have to admit that in real life, these things happen. Players lose the ball, the ref's throw flags, and guys get hurt, sometimes for the year. If you want realism, you must include these things. Now, in defense of those that don't want their games to depend on fate, you have to take into account how the game is being played. If the games are short, say 10 plays per quarter, then it may be best to play without these things happening. Since the teams have a small number of plays to run, it makes sense to let the players determine what happens, rather than having fate intervene. If you're playing longer games, say 20 or 25 plays per quarter, then you might find that fumbles and penalties add another dimension to the game, as you will find that some teams handle adversity better than others.

Some people don't object as much to fumbles and penalties taking place, but more as to how they occur. Many leagues that have fumbles and penalties use dice to determine when they happen.

They roll one or more and depending on what comes up, a penalty or fumble may take place. For them, the randomness of the dice is no problem. For others, they want the players actions to determine the outcome. For those people, they may have a designated defender picked as the fumble man. If he makes the tackle, then the offensive player fumbles the ball. Or, they may have a rule that if 2 or more defenders hit the ball carrier with the front of their base, then a fumble occurs.





*Using dice or sticks allows the defense to play zone coverages and the receivers to run their routes.*

penalties to a minimum, but they will not see the more common penalties that occur during real games, such as holding, personal fouls, illegal motions, pass interference, illegal use of hands etc. In order to get those, you will need use a system that can generate random flags to happen, like dice, cards, a random generator set up on a computer that runs while the coaches play etc.

## TIME IS ON MY SIDE

How long a game should be and how to keep track of it will vary from person to person. Many leagues have time limits for the games, as well as time limits for setting up the plays. These are usually the result of some coaches taking quite a bit of time to set up one play. This can draw a game out to several hours. To prevent this, 30 or 40 second time limits to set up the players have been used to keep the games from becoming marathons.

## SETTING YOUR OWN STANDARDS

Another method is to use a set number of plays per quarter. These usually range from 10 to 25 plays, with 12-15 being the most common. Using this method let's the coaches play at a more relaxed pace, and guarantees a consistent number of plays per game. If time isn't a concern, using a play sheet might be for you.

There are those who like to follow the NFL or NCAA and adopt their rules to their games. They will say that if it is legal in real life, then it should be legal in MF. To an extent, they are correct. However; what they sometimes fail to take into account, is that in MF, the players are made of plastic and can not think for themselves. This is a game, not real life. It can be frustrating, but you have to be willing to make adjustments because of that.

When making rules for your league, try and use those that work together. If you want to play multiple stops, you should also go with heavier teams to keep the sudden vibrations from spinning the players around causing them to go in the wrong directions. You may like the idea of allowing stacking on defense, but if you do, you will probably want to use FOB to allow the offense to be able to run the ball. Letting the defense shoot the gaps on the line is fine if you also allow the offense to line up elbow to elbow, but not with a base width between players. You may also take into consideration the size of board you are playing on. If you are using Tudor or Miggle boards, especially those that are smaller than the 620's, you may want to reconsider gaps in the line and limit them to about  $\frac{1}{2}$  base width, as wide gaps will intrude on the space available for the wide receivers. Conversely, playing with no gaps on a 2X4 board will leave large, open space between the O line and the side lines.

Penalties and fumbles are ok when playing longer games, but may prove to be detrimental if using a shorter, tournament style format. TTQB's can be fun when used by an experienced coach, but if you have a lot of newer players, or some with physical handicaps, you might want to switch to passing sticks, or at least allow those coaches the option to use them while the more experienced coaches use the TTQB. If you like the spread linemen with no stacking and no shooting of the gaps, or using the strategy divider, you might find that any touch is best, as FOB may lead to long runs under those situations.

Whatever rules you decide on, be sure that they are fair to everyone and allow for the games to be fun to play. Rules that are too restrictive or difficult to follow will cause people to lose interest in playing, which is not a good thing. Keep it simple, easy and fun, and your league will enjoy success.



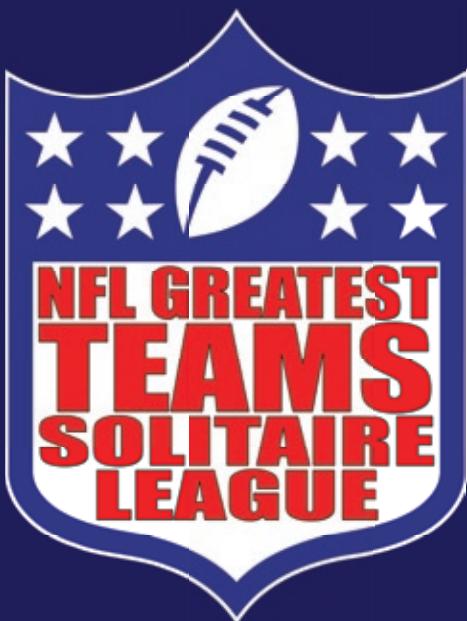
# THE BLUEPRINT FOR THE ULTIMATE MINIATURE FOOTBALL SOLITAIRE LEAGUE

by Reginald Rutledge

**W**hen Lamar Hunt and several potential owners approached the 12-team NFL under commissioner Bert Bell, they were rejected. The Chicago Cardinals were for sale, looking for an owner, and wanted to relocate to a different region. On Hunt's return home from the meeting, he conceived the idea of an entirely new league. Contacting others who had expressed an interest in the Cardinals as well, Hunt sought their input and interest in establishing this new league that would be in direct competition with the more established NFL. On August 14, 1959, the first league meeting was held and charter memberships were given to the various cities. Eight days later, the league's official name of the American Football League was established.

Like any new venture, rules had to be put in place. A talent pool had to be determined. Games had to be played in venues either new or used. Every minute detail had to be tended to so that the fledgling league could have a chance.

The game had to be made exciting to capture the imagination of the fan. Television contracts had to be aggressively sought. The NFL was considered the "old guard" where games were played in three yards and a cloud of dust. The AFL would be



its polar opposite, using high-maneuver aerial shows with players the likes of Lance Alworth and Joe Namath. This exciting new style that the AFL presented along with its players would make a major impact on the landscape of professional football.





*This is the type of spectacle the NFLGTS was conceived to be!*

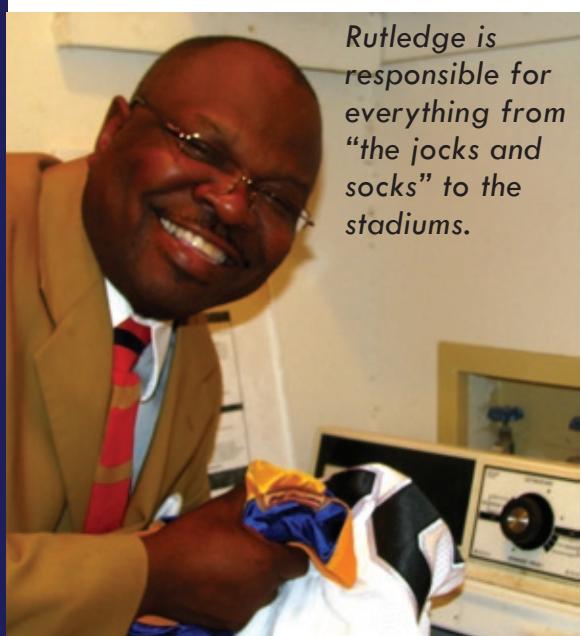
In the state of Texas, the conception of the newly formed National Football League Greatest Teams Solitaire League was an idea carved out of the same thoughts as Lamar Hunt and his new found AFL. The founder of the NFLGTS, Reginald Rutledge, had been considering creating a solitaire league for many years. Having played alone while in college at the University of Tennessee, Rutledge saw that he had lost so much passion for competition miniature football after having founded competition leagues while living in Texas. "Every time I hear complaining or see questionable behavior, it steadily drives that stake through my heart", said

Rutledge. Always passionate about the game and wanting to stay involved in the game, Rutledge drew up the blueprints on the creation of the NFLGTS while on a plane from Norfolk, Virginia.

Similar to Lamar Hunt's AFL, Rutledge wanted to create a league where he had access to all the players he wanted, any stadium, television contracts, media outlets and newspapers. He wanted to know that every team on board supported his idea and product 100%. The only way this could be done is through the use of solitaire play.

## THE ESTABLISHMENT OF THE LEAGUE NAME AND ITS SCOPE

In the summer of 2009, the initial groundwork was laid with the conceptual name of the National Football League Greatest Teams Solitaire League. The thinking was to create a league where great players and teams from different eras could compete in a 32 team league with the opportunity to play for a the NFLGTS Championship Trophy.



Rutledge is responsible for everything from "the jocks and socks" to the stadiums.

ET  
stET  
st

*Commissioner Reginald Rutledge holds press conference introducing the NFLGTS*

Most important for the support of the league was to know that all the teams would be supported with Footballfigure.net products, ranging from the athlete to the stadium. With that type of backing, the scope of the league would be to finally show the true genius of creating the ultimate miniature football package, complete with realistic stadiums complete with lights and crowd effects, custom players and game boards, television contracts, press conferences, highlight shows, and many more things that most people find as overkill.

### THE ATHLETES

Like the AFL, the NFLGTS felt that players would be very important to the survival of the league. In the AFL, their first draft went 33 rounds. For the NFLGTS, the draft continues until all teams are properly fitted. After all teams have been established, there is an agreement to upgrade teams weekly until Week 6 of the inaugural season. The franchises are supported by Footballfigure.net. Each team has more than 80% custom figures on its team. Rarely will there be two players that look alike. In the NFLGTS concept, the athlete is equivalent to the figure plus the base. Players are created based on how Rutledge viewed that particular player in history. If he was a Hall of Fame-type player,



*Great athletes had to be made by customizing to perform. The league is based on superstars such as Johnny Unitas, Lawrence Taylor, Reggie White, Ronnie Lott and the incomparable Jim Brown.*



that player would be more apt to have a very appealing look with more weight under the base. The greater the player, the more weight a player usually had. This league would be "super-star" driven based on weight and base quality. Players such as Jim Brown, Jerry Rice, and Lawrence Taylor, would be more than likely, some of the biggest impact players in the league.

## THE TEAM CONCEPT

Imagine watching the 1957 Cleveland Browns play the 1974 Pittsburgh Steelers. Imagine the 2006 New England Patriots taking on the 1977 Dallas Cowboys. Things like that would never be possible in the real world, as Father Time just don't allow that. In the miniature world, all things are possible. The concept of "greatest teams" was based on Rutledge's desire to go back in time and remember the good feelings of having these great teams and players at his disposal while holding on to a bit of the current. By having an unlimited access to the athletes he would need, the "greatest teams" concept would no longer just be a concept, but instead a reality.



## THE RULEBOOK

Like any league, games must be governed by a set of standards called rules. For the NFLGTS, the league would be established under the Texas Shootout Solitaire Rulebook. For many throughout the country who play under the Texas Shootout system, the same concepts apply. The only difference would be that games are governed by 100 different formations. On every play, an offensive scheme is created based on the roll of the dice in what is known as "The Box". "The Box" consists of a 3 sectioned plastic clear box which stores a combination of dice used to simulate action situations during the course of a game. Such actions as penalties, injuries, and fumbles are considered the hallmark of the Shootout rule set and thus applies in a miniature setting as well. With the possibilities of minor injuries of one play to season ending injuries, the excitement for the league is filled with intrigue and suspense from game to game.

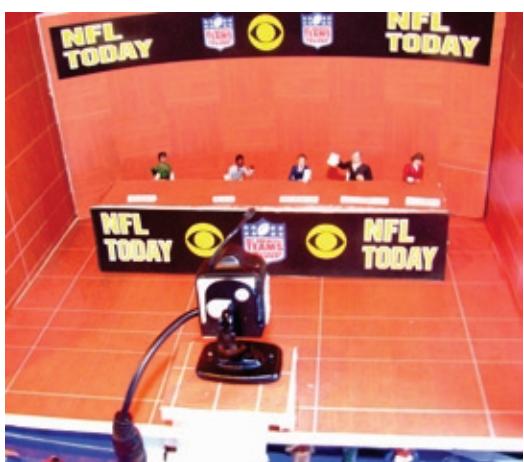
## THE SETTING

Picture the setting of the 1958 Cleveland Browns with the legendary Jim Brown and Hall of Famers Gene Hickson and Frank Ryan and the 2006 New England Patriots playing host before 5,000 miniature football spectators in snowy Foxboro, Massachusetts under the lights with Brent Musburger, Irv Cross, and Phyllis George alongside Jimmy the Greek reporting on the game. While miracles like these would never happen, they are ever so possible in the world of solitaire miniature football. The NFLGTS wanted to create the excitement of knowing teams could play in any stadium from the LA Coliseum to Lambeau Field. No stone was left unturned with the addition of lights, sound effect, and miniature NFL CBS Today Broadcast sets with Musburger and friends. With audio effects, you can hear the actual game analysis of this broadcast team from yesteryear. This bit of nostalgia further adds to the feel of days gone by. The NFLGTS wanted to have all the elements of reality in that the national anthem, pregame shows, and player introduction are commonplace in big games. Such events give an ordinary game a big-time production feel unseen anywhere else in the game.

## THE GAME

Whether it's the 1972 Dolphins and the 1985 Bears or the 1983 Los Angeles Raiders and the 2006 Carolina Panthers, the games remain competitive and intense. One of the great things about solitaire is that you are under no pressure to finish a game. Your season is yours and yours alone! In the NFLGTS, with 32 teams playing a 16 game season, the projected finish is 3 years. The games last roughly 2.5 to 3 hours with 100 plays. Each team is competitive with superstars spread throughout each team. Weight distribution is based on impact status. The great players usually weigh more whether its a running back or defensive lineman.

*The NFLGTS even decided to bring back the cast of the NFL Today featuring Brent Musburger*



# "THE BOX"

Snake Eyes!!		Deuces!		Double Threes!		Double Fours!		Double Fives!		Double Six's!	
FUMBLE		INCOMPLETE		INJURY - Minor		INJURY - Major		PENALTY - Minor		PENALTY - Major	
ODD (1, 3, 5) to the Offense EVEN (2, 4, 6) to the Defense		Dropped pass whether catch or interception.		ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense		ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense		ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense		ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense	
PLAYER INJURED	PLAYER INJURED	Offense	Defense	Offense	Defense	Offense	Defense	Offense	Defense	Offense	Defense
Kicker	[1]	Punter	[1]	Punter	[1]	Kicker	[1]	Punter	[1]	Kicker	[1]
QB	[2]	DT-R	[2]	DT-R	[2]	QB	[2]	DT-R	[2]	QB	[2]
FB	[3]	DT-L	[3]	DT-L	[3]	FB	[3]	DT-L	[3]	FB	[3]
TB	[4]	DE-R	[4]	DE-R	[4]	TB	[4]	DE-R	[4]	TB	[4]
TE	[5]	DE-L	[5]	DE-L	[5]	TE	[5]	DE-L	[5]	TE	[5]
WR-R	[6]	LB-M	[6]	LB-M	[6]	WR-R	[6]	LB-M	[6]	WR-R	[6]
WR-L	[7]	LB-R	[7]	LB-R	[7]	WR-L	[7]	LB-R	[7]	WR-L	[7]
C	[8]	LB-L	[8]	LB-L	[8]	C	[8]	LB-L	[8]	C	[8]
RG	[9]	CB-R	[9]	CB-R	[9]	RG	[9]	CB-R	[9]	RG	[9]
LG	[10]	CB-L	[10]	CB-L	[10]	LG	[10]	CB-L	[10]	LG	[10]
RT	[11]	RS	[11]	RS	[11]	RT	[11]	RS	[11]	RT	[11]
LT	[12]	LS	[12]	LS	[12]	LT	[12]	LS	[12]	LT	[12]
LENGTH of INJURY		LENGTH of INJURY		LENGTH of INJURY		LENGTH of INJURY		LENGTH of INJURY		LENGTH of INJURY	
1)	One Play	1)	2 Weeks	1)	Offsides	1)	Offsides	1)	Pers. Foul 15 Yds	1)	Pers. Foul 15 Yds
2)	Two Plays	2)	3 Weeks	2)	Neutral Zone	2)	Holding 15Yds, Repeat	2)	Holding 15Yds, Repeat	2)	Holding 15Yds, Repeat
3)	Three Plays	3)	4 Weeks	3)	Delay of Game	3)	Unsportsmanlike, 10 Yds	3)	Unsportsmanlike, 10 Yds	3)	Unsportsmanlike, 10 Yds
4)	Four Plays	4)	5 Weeks	4)	Encroachment	4)	Chop Block, 15 Yds	4)	Chop Block, 15 Yds	4)	Chop Block, 15 Yds
5)	One Quarter	5)	6 Weeks	5)	Illegal Rcvr Dwnld	5)	Clipping, 10 Yd, Repeat	5)	Clipping, 10 Yd, Repeat	5)	Clipping, 10 Yd, Repeat
6)	5 Plays	6)	7 Weeks	6)	Illegal Motion	6)	Illegal Crikbl, 10 Yds	6)	Illegal Crikbl, 10 Yds	6)	Illegal Crikbl, 10 Yds
7)	Seven Plays	7)	8 Weeks	7)	Pushing	7)	Illegal Block, 10Yds	7)	Illegal Block, 10Yds	7)	Illegal Block, 10Yds
8)	Nine Plays	8)	9 Weeks	8)	False Start	8)	Taunt/Celeb 10 Yds	8)	Taunt/Celeb 10 Yds	8)	Taunt/Celeb 10 Yds
9)	10 Plays	9)	10 Weeks	9)	Illegal Shift	9)	Player Ejection 10 Yds	9)	Player Ejection 10 Yds	9)	Player Ejection 10 Yds
10)	Two Quarters	10)	12 Weeks	10)	Illegal Formation	10)	Illegal Use of Hands	10)	Illegal Use of Hands	10)	Illegal Use of Hands
11)	Three Quarters	11)	14 Weeks	11)	Tripping	11)	Illegal Contact, 10 Yds	11)	Illegal Contact, 10 Yds	11)	Illegal Contact, 10 Yds
12)	Out for the game	12)	Season Ending	12)	Off Setting Penalties, repeat	12)	Interf w/ Rcvr, 10 Yds	12)	Interf w/ Rcvr, 10 Yds	12)	Interf w/ Rcvr, 10 Yds



## PENALTY - Expanded Explanations

- Personal Fouls: 15 Yds, Loss of Down
- Holding: 15 Yds, Repeat Down
- Unsportsmanlike Conduct: 10 Yds, =>automatic 1st Down or Loss of Down
- Chop Block: 15 Yds, Loss of Down
- Clipping: 10 Yds, Repeat Down
- Illegal Crackback Block: 10 Yds, Loss of Down
- Illegal Block: 10 Yds, Loss of Down
- Taunting/Excessive Celebration 10 yds
- Player Ejected: 10 Yds and \$1.00 Fine to League
- Illegal Use of Hands: 10 Yds, =>Repeat Down
- Illegal Contact: 10 Yds, 1st Down
- Illegal Contact, 10 Yds
- Interf w/ Rcvr, 10 Yds

October 2, 2009

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by Eric Robinson,  
Lynn Schmidt  
& Cleon Tate

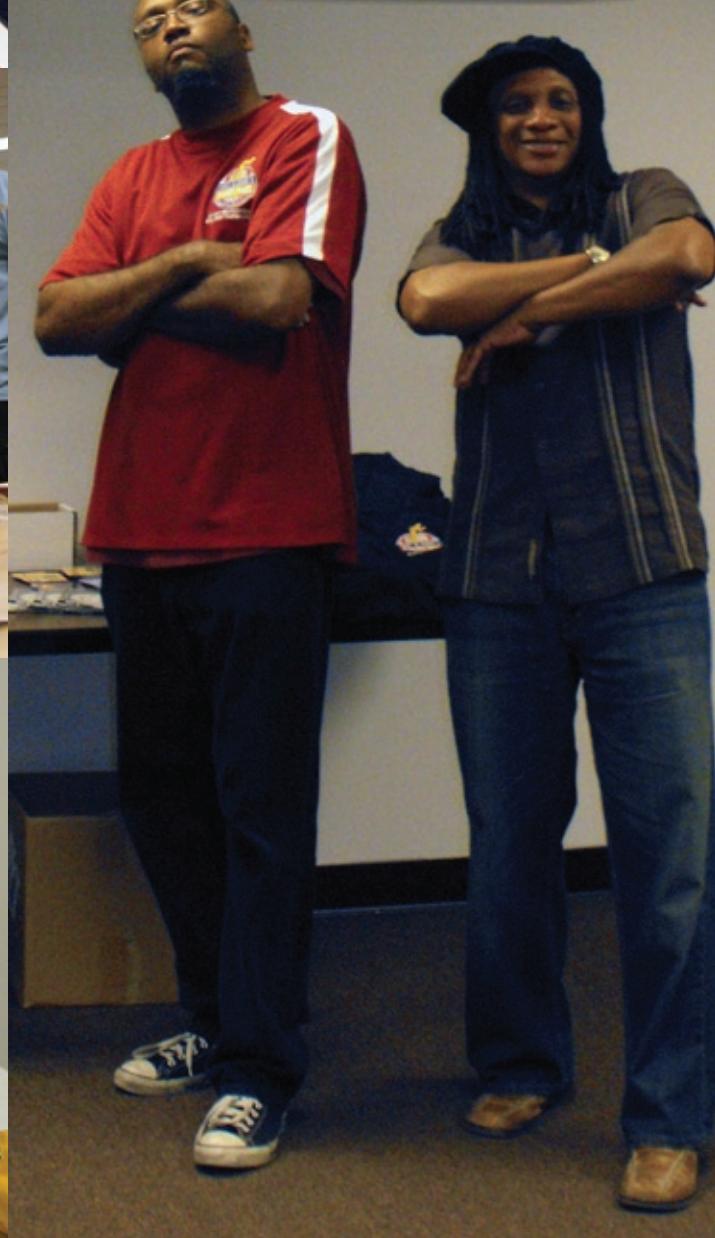
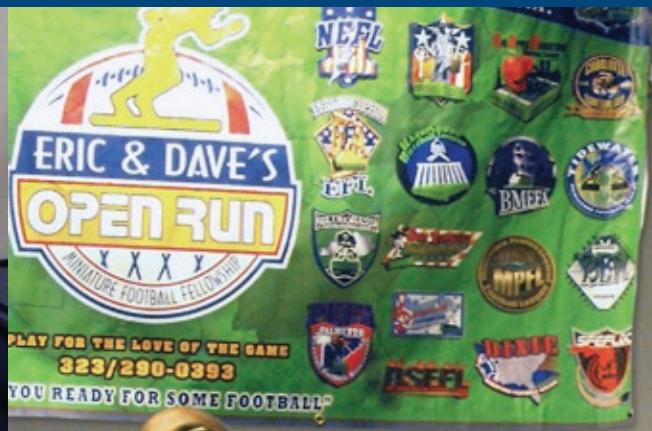
JAMES PARTIPILO  
ANDRE COGDELL  
ROBERT RUNNELS

DAVE CAMPBELL  
AJAH PATTERSON  
MATT RILEY





# THE OPEN RUN WEIGH-IN



Dave and Eric (arms crossed) started the Open Run in 2008 and operate it with a firm, but gentle approach that keeps the games flowing, with little complaining and a whole lot of fun! Top-James Partipilo and Cleon Tate were the soldiers for the event as they set up the room and got prepared for the rest of the group as well as handled much of the weigh-in. Middle-Second time Open Runner, Corey "National" Johnson gets his 49ers "Florida State" team ready to face the scales. Bottom-Dave checks Robert's Utah squad. Utah eventually made it to the final four.



# THE OPEN RUN PRELIMS

Mike Turner was relaxed and confident this year as he awaited his first opponent and the opening gun. Prelims were run with every game starting at the same time and ending at the same time. This made it possible to stay on a strict schedule with little to no delays.

Jeff Eby, who was not in attendance this year, had prepared a talking game clock, running on a laptop, which showed the time, announced the time at the minute marks as well as a final one minute countdown and played college fight songs in between. It was extra special and made it feel like Jeff was in the room. Jeff had also loaned his San Diego team to me since I didn't have a 4.0 college team to bring, which furthered the feeling that Jeff had not missed the event.



Dave Campbell faced off in a prelim game against Matt Riley.

Prelims were a round robin setup with three groups of four coaches. Visiting coaches were placed in separate groups from each other. This way we each got to play three one hour games against people they may not have played before.

This is an excellent way to run an event, especially with coaches coming in from out of town. Often travelling coaches get to an event, draw a game against someone from their home area and if they lose, they are done for the weekend unless they pick up some action outside of the organized event.





# THE OPEN RUN COACHES



Top to bottom and left to right

Robert Runnels-Utah Mike Turner-Boise State Marcello Troilo-UCLA Dave Campbell-Michigan

Cleon Tate-USC Eric Robinson-Black College All Stars Ajahaana Patterson-Southern James Partipilo-Clemson  
Corey Johnson-Florida State Andre Cogdell-Illinois Matt Riley-Nebraska Lynn Schmidt-San Diego State



# THE OPEN RUN ROUNDS 1, 2 & 3

## Round 1

(5) Eric Robinson HBCA - 14  
(12) Cleon Tate USC - 7

(6) Matt Riley Nebraska - 20  
(11) Andre Cogdell Illinois - 7

(7) James Paripilo Clemson - 14  
(10) Lynn Schmidt SDSU - 6

(8) Corey Johnson Florida St. - 0  
(9) Ajah Patterson Southern - 7

## Round 2

(1) Mike Turner Boise - 21  
(5) Eric Robinson HBCA - 0

(2) Marcelo Troilo UCLA - 14  
(6) Matt Riley Nebraska - 7

(3) Dave Campbell Michigan - 14  
(9) Ajah Patterson Southern - 13

(4) Robert Runnels Utah - 14  
(7) James Paripilo Clemson - 0

## Round 3

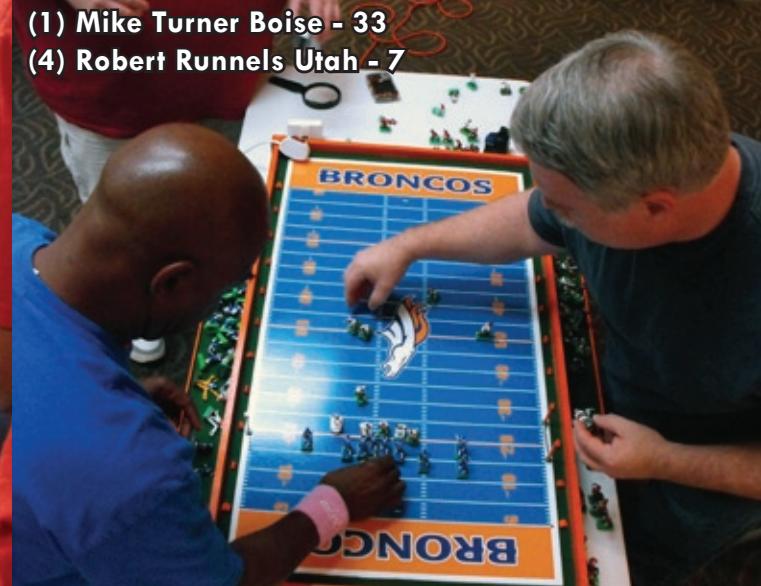
(1) Mike Turner Boise - 33  
(4) Robert Runnels Utah - 7

(2) Marcelo Troilo UCLA - 7  
(3) Dave Campbell Michigan - 6

**(3) Dave Campbell Michigan - 14**  
**(9) Ajah Patterson Southern - 13**

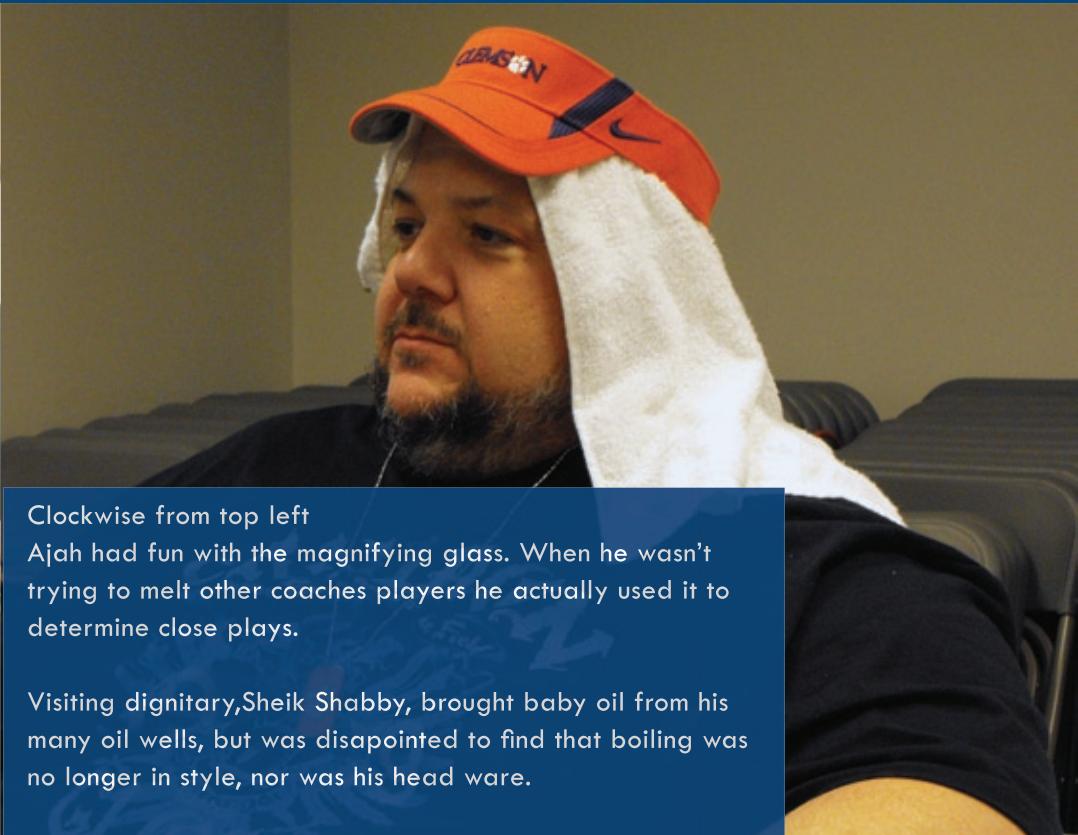


**(1) Mike Turner Boise - 33**  
**(4) Robert Runnels Utah - 7**





# SOME OPEN RUN FUN!



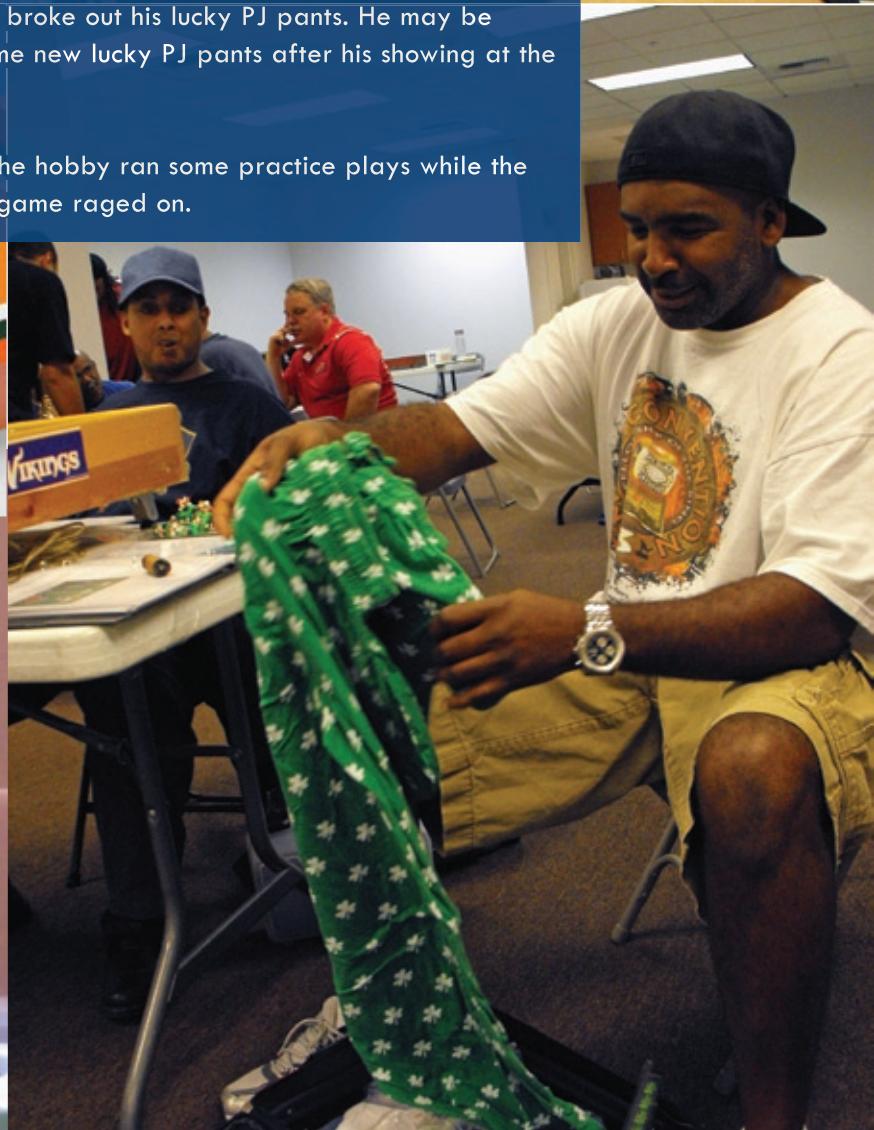
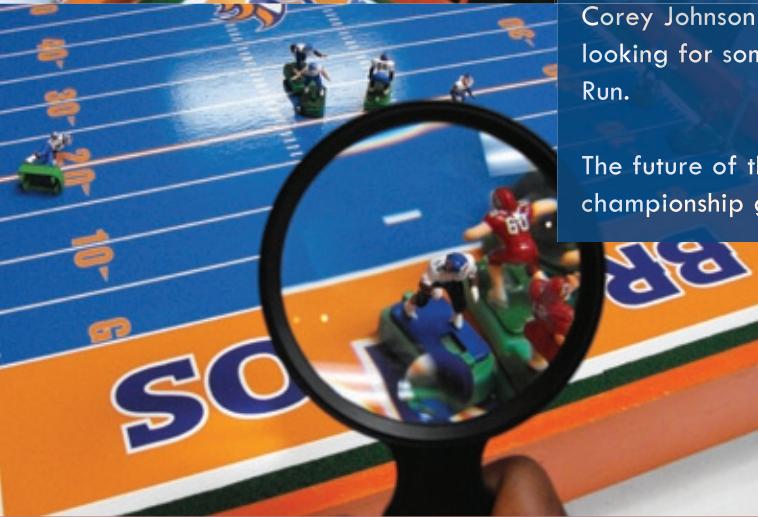
Clockwise from top left

Ajah had fun with the magnifying glass. When he wasn't trying to melt other coaches players he actually used it to determine close plays.

Visiting dignitary, Sheik Shabby, brought baby oil from his many oil wells, but was disappointed to find that boiling was no longer in style, nor was his head ware.

Corey Johnson broke out his lucky PJ pants. He may be looking for some new lucky PJ pants after his showing at the Run.

The future of the hobby ran some practice plays while the championship game raged on.





# THE OPEN RUN CHAMPIONSHIP

This was the third Open Run Tourney. Started in 2008 in Los Angeles with the contribution of league members of the LAEFL, and sponsorships from Miggle Toys, Excalibur and Bud Light.

**2008 Open Run Champion** - Mike Robertson Texas SWC

Runner-up – Mike Turner

**2009 Open Run Champion** - Perry Burke Penn State Mountain West

Runner-up – Marcelo Troilo

**2010 Open Run Champion** - Mike Turner Boise State Mountain West

Runner-up – Marcelo Troilo



The Pac-10 placed two top teams and coaches in the finals for the first time to decide who would walk away with the Open Run title. Hall of Famer, Mike Turner and the Boise State Broncos took on Marcelo Troilo and his Pac-10 champion UCLA Bruins. They were the top two teams during the weekend so it was only fitting that they met for the title.

The last time they met Marcelo took the game and hasn't looked back. On this day he was looking over his shoulder as the Broncos were making noise! Mike and Marcelo are known for being some of the top passing coaches in the country. Today they didn't have it. Marcelo's Troy Akiman (CBSMF Hiesman trophy winner) went 4 of 14 for 148 yds. Mike's QB was 9 of 18 for 253 yds. 19 missed passes in one game for both coaches! Neither coach missed that many passes leading up to the championship game. With both teams struggling to get the passing game going the running game became a key attack. UCLA's Skip Hicks gained 109 yds and scored on a 62 yd blast and Freeman McNeil scored on a 5yd toss. UCLA lead at the half 14-10.

The slobber knocker continued in the second half. Missed passes, fumbles, untimely sacks and missed opportunities. Boise State didn't convert a third down the whole game. They also went 0 for 2 on fourth downs. UCLA didn't fare any better, going 1 for 7 and 0 for 1 respectively. Even though they were able to get 2 turnover's, UCLA wasn't able to win the field possession game. The second half was played on their side of the field. As a result the game winning score came on a 42-yd pass that came off a bad punt.

Mike Turner became the third winner of the Open Run College Football Tourney. Past winners Michael Robertson – Texas from the SWC, Perry Burke – Penn St from the Mountain West and our new champ also from the Mountain West Mike Turner. Thanks go out to all the coaches who helped with the tourney fans for coming and coaches for coming together for fellowship and the game we all love. Miniature Electric Football.



## THE OPEN RUN PAST & FUTURE

Open Run was a concept started by David Campbell and Eric Robinson. In 2008, they decided to take time off from league play to focus on a monthly game day and clinic for new and veteran coaches. The main focus would be coaching/game strategies, tweaking, team building, scrimmages and many other aspects of the game and hobby. Eric & Dave's Open Run College Tournament came about when they decided to put on a tournament for Open Run participants which would give coaches a chance to compete and utilize their enhanced skill set.

Eric & Dave's Open Run College Football Tourney offers coaches of all skill sets an opportunity to play six games before the single elimination rounds begin, which is great for coaches who travel. After the six round-robin games have been played, the seeding is set for the single elimination rounds. Everything is scheduled, and planned out to flow efficiently. Coaches are courteous, and respectful of the rules and their opponents. I can't say that it is a total EF/MF Utopia (if that exists), but I can say that the majority of participants do their best to be fair and make sure that everyone has a good time...without having that ugly win at all cost mentality show its face.

David Campbell and Eric Robinson are looking to take The Open Run to the next level by finding major sponsors who will purchase ad space on field covers, tee shirts and a miniature blimp that will cover the event from the air. The plan includes each coach having an individual sponsor. It will be great once that level is reached and funds are available, so that neutral boards, along with all equipment needed is purchased with sponsors dollars. Open Runs immediate goal is to host the tournament front and center in one of Los Angeles' busiest malls. The larger goal is to gain sponsorship, do a MS Fundraiser, bring in former College or Pro Football Players/celebrities and charge spectators a small fee to run an offensive play against the celebrity.

# SCULPTING PERFECT ARM MUSCLES

a tutorial of epic proportions...

In this new series of articles, we'll present a way to dramatically improve the look of your miniature football figures. Using some basic tools and professional sculpting putty, you'll be able to make very detailed figures the easy way. Best of all, this technique is compatible with any figure brand.

We'll start with one of the best ways to easily improve the look of your athletes: boosting up the arm muscles. Watching either professional or college football, you see that these athletes are strong, in fact often bigger than some of the figures available on the miniature football market. Let's see how we can reproduce that... in miniature!

## Step 1

### The needed tools...

You'll need a couple of basic sculpting tools. Of course, you can make your own tools, use dental tools or whatever. But I believe, from a beginner's point of view, that starting with the right tools will help you to progress faster and better.

Here's what you will need (pic 1):

#### A metal carving tool:

One of the ends looks like a sort of miniature spoon. If you have to buy ONE tool, this is it. You can find it in wargaming stores, hobby shops, or on Ebay easily.

#### Sculpting Putty:

Some green stuff professional sculpting putty. This putty is sold in 2 colors (yellow and blue) in a side-by-side ribbon. You can easily find it on Ebay or at wargaming and modelling shops. That putty is also known under the names of "Duro" and "Kneadatite",



Above: Tools needed - metal carving tool, rubber brushes, hobby knife, sculpting putty and a bottle of oil.  
Below: Roll up the green stuff into small balls which represent each muscle group.





# 3

*Apply the green stuff to the figure in simple crudely shaped balls first. You'll shape them into their final forms in later steps.*

which are their respective brand names.

#### **X-acto knife:**

Any sharp scalpel knife will also do. You can find it in craft stores, hobbies stores, etc.

#### **A couple of rubber brushes:**

These are also known as Color Shapers (brand name). Personally, I use a round 0 sized "Taper Point Firm" model, and one 0 sized "Flat Chisel Firm" model.

#### **A bottle of oil:**

You can use anything which will not stick to

the tools and the green stuff. Green stuff is very sticky, without that oil you'll see it's really difficult to work. Personally I'm using some liquid vaseline. You can find it in hobby stores (it 's used for molding).

#### **TIP:**

Just put some on a paper clothe, and rub your sculpting tools on it. Be careful not to put oil on the figure itself, because the putty will not stick to it. The goal is just to have sculpting tools not sticking to the putty.

## **Step 2 Basic Sculpting...**

First, wash your figures with soap and water (or alcohol) to remove any molding grease.

At our scale, we need to represent just a few of the arm's actual muscles. We'll start to represent basically 3 muscles or muscle groups :

*Biceps*

*Triceps*

*Deltoid*

*Radio brachial + long radial group*

*Optional: brachial (keep that for real big athletes or to represent "Comic super heroes" style figures).*

So, let's start sculpting! Mix some green stuff together. Then, make 3 little round balls and one oblong ball (pic2).

#### **TIP:**

You can put 60% of yellow +40% of blue to have a softer putty to work with.

Now, with your fingers, apply the round balls on the figure's shoulder, biceps, and triceps area. Apply the oblong ball on the first part of the arm or forearm (pic3).

#### **TIP:**

If you're using that technique on ff.net figures, first remove the rounded edges on the arms On some other brands, you'll have to do the same, removing the plastic edges that will be annoying to put the putty on.

Don't try to make this a good looking final product. We're not for that at this point. Just be sure the putty sticks to the arms. Now, with the carving tool, start to integrate the putty to the figure. The result you want to obtain: no edges or "frontier" between the green stuff putty and the figure plastic. Seeing it, you have to not notice where the



Above: Press your edges flat with your carving tool.

Below: Smooth the edges with your rubber brush.



Below: Continue shaping with your other rubber brushes.



putty starts and where the plastic ends. It's really important to make a clean nice job.

For that, rub first your carving tool on an oiled paper towel, then press it (rounded side) on the putty edges, to make them flat (pic 4).

Then, with the round rubber brush, press it on the space between muscles, to make it as smooth as possible. Don't use your brush on a 90° angle, use a 30° angle, just like in the picture. If you press it directly from the top, you'll not be able to make a smooth effect, and you'll leave some "foot prints" on the fresh putty (pic 5).

Now, with the flat rubber brush, we'll take care of the muscle surfaces. You want it as smooth and regular as possible. Pressing on the tool, you can correct defects and non desired marks or edges.

Again, start from a 30° angle, and take your time. It's better to gently pass 3 or 4 times the tool on the putty than one strong time. (pic 6).

#### TIP:

Use a good hobby light, or real light, to see the defects. Turn the figures in your hands, to "catch the light" and see what you should correct. (watch out for touching the fresh putty with your fingers now! You probably better use a figure stand, like an old paint bottle, camera cartridge filled with sand, etc... Just apply some double sided tape on it and stick your figure on). It's a very important step.

### **Step 3** **Optional Details...**

When you're comfortable with these basic techniques, you can add some details on the figure. Add some nerves, some new muscles (just look in anatomic books or wikipedia, for examples). You can also make a "fiber effect" on muscles, to represent an athlete which is really, really both muscled and thin.



7

For that, you need the round rubber brush, gently apply some pressure on the muscles, to create thin hollows in it. You can also use this technique to separate some muscle groups (like the radio brachia I + long radial we spoke about). It's useful for nerves too (pic 7).

Remember to keep the forearm not too muscled. It's important not to make your athletes look like Popeye !



8

**TIP:**

For more details on the forearm, you can also "pull" the putty with a pretty strong pressure of your carving tool on it. The goal is to make fibers, nerves, veins effect. To give you an idea of the result, the putty on forearm should be almost transparent on the bottom of it. Watch your own arm to see what I'm talking about! If you're not muscular enough or too fat... hopefully Wikipedia exists!

***The Final Step  
The results...***

(Pic 8, pic 9)

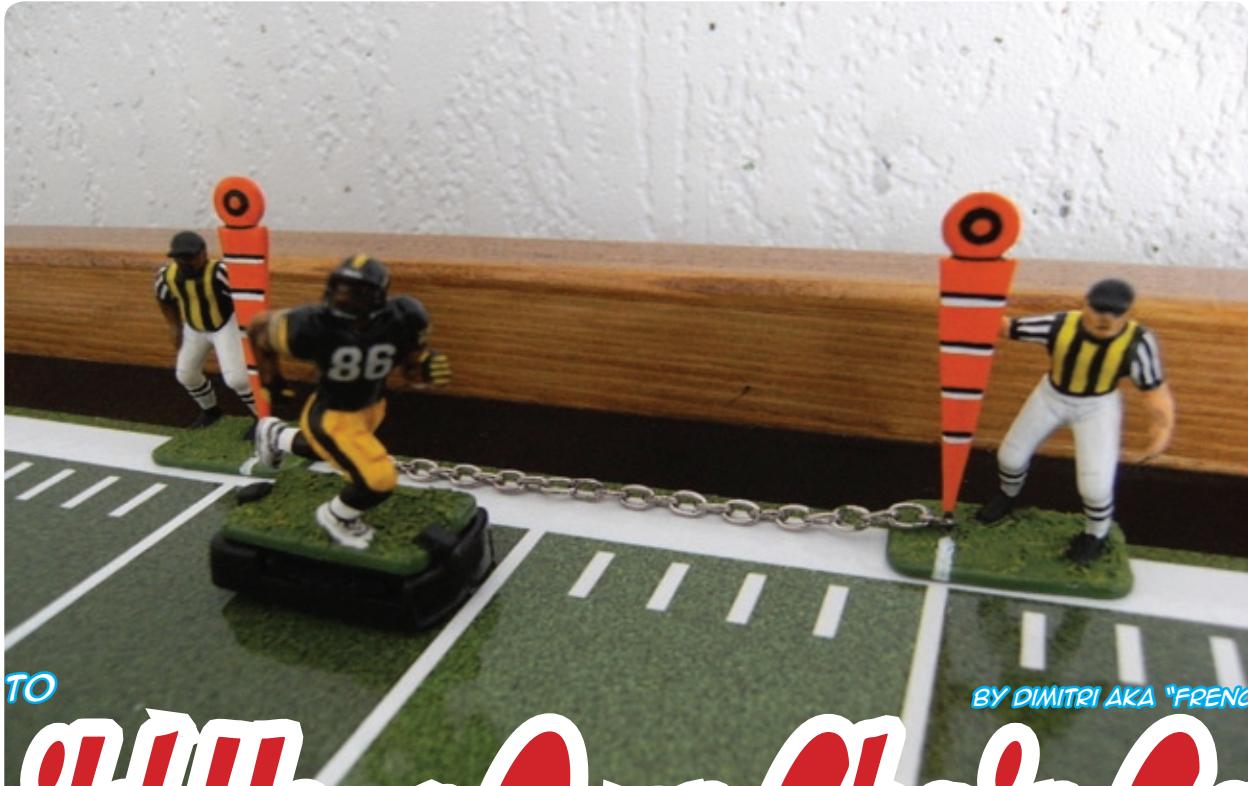
Now you see that sculpting arms muscles is not as complex as you may think. The key is to not cover your figure with putty, but to add little touch's only. The figure is already a sculpted piece. Adding little touches (even for big linemen) is really important. On the last pictures, you can see that even if I sculpted a really strong athlete for the tutorial example, YOU CAN SEE the figure's plastic under the muscles.

The "little putty balls" is the key for a lot of different sculpted details. I'll explain all that to you in the next Tweak magazine issues, so stay tuned!



9

Dimitri



HOW TO

BY DIMITRI AKA "FRENCH GUY"

# Build Your Own Chain Gang

Above: Tools needed - metal carving tool, rubber brushes, hobby knife, sculpting putty and a bottle of oil.  
Below: Roll up the green stuff into small balls which represent each muscle group.

This article will be the first one of a complete series speaking about miniature football gaming accessories. With these instructions and a little work, you can make field accessories as detailed as your team's figures!

(superglue, pva glue, cutter, X-acto knife, acrylic paint, spray primer, sandpaper, etc...), and a bit of metal chain (you can find it in modeling shops, or craft stores such as Michaels.

least one arm positioned high. Remember that you need one figure with left arm up, and one figure with right arm up, since they will be placed together on each side of the chain.

## MATERIALS NEEDED:

Two Fab 5 type figures (tackle model, or at least defensive back) (pic 1), Sculpting set (green stuff putty, color shaper, firm rubber brushes, metal carving tool, oil) (pic 2), cardboard or plasticard, Basic modeling tools

## STEP1, MODELING-SCULPTING :

First, cut off the figure from their platforms. Then, with a lighter, heat and bend the figure, or use your cutter and superglue to cut and re-glue, to customize the pose. The goal is to create a stand up figure, with at

Once it's done, sand the feet of the figures to make it even, so the figure will stand nicely (pic 3). Then, with the X-acto knife, remove the body armor sculpting on the figure; shoulder and leg pads, helmet, etc... (pic 4).

Next, sand the defects with some fine sand papers. The basic officials are ready (pic 5).





4



5



6



7



8



9

Now, take a bit of green stuff. Fix the last anatomic defects with it (you can use the other article on arm muscle sculpting to help you), and make a rough cap on each figure. You don't need to make it really realistic. You can also add some extra details. Personally, I added some belly on one of the figures.

Finally, re-glue the figures laterally on the platforms. Be careful to put the platform's holes on the chain side of the figure (pic 6). Now, once it's dry, with a curved scissor (or X-acto knife) cut the cap shape the way you want. If the green stuff comes off the figure, simply re-glue it with superglue (pic 7). Finish the caps with some fine sandpaper, and you're done (pic 8)!

Now, put a primer coat on the figures, using a white or grey primer. Fix the last defects that the primer will reveal (pic 9).

Then, take a metal paperclip. With flat pliers, bend the paper clip to make it straight (pic 10). Now, glue the bars on the figures hands, with the bar's bottom end in the platform hole (pic 11). Then cut the bars to the correct size. I don't give measurements, simply use your common sense to find a good length. Look for pics of real officials on the internet.

Now using plasticard (you can find it in modeling stores, but you can also recycle old credit cards or other plastic cards) or cardboard, draw a yard marker on it (pic 12). Then, cut it with your X-acto knife. You don't need to perfectly cut the circle part of it, just remove the angles (pic 13). Now, with fine sandpaper, remove defects, and make the circle part of it rounder (pic 14). Then, with superglue, glue these on the figures' bars, and paint them orange (pic 15, 16).

#### STEP 2, BASIC PAINTING:

First, paint the figures in white. Then, with a fine modeling brush (000 or 00 size) and black paint, make the stripes on the arms, paint the sock stripes, caps and shoes.

To make the strips, you can mix your black acrylic paint with some black ink; it will stay very opaque, but it will be a lot easier to paint. You can find ink in modeling and arts supplies stores. You can also dilute your paint with water, but the risk is you might lose the opacity of the paint.

On the yard marker, do the same thing, adding the stripes to it. For the round part of the marker, make a black circle first. Then, once it's dry, simply add a dot of orange paint in the center with a medium size brush (pic 17).

Now, we'll do the yellow vest. First paint in flat light yellow the figures chest (pic 18). Then, make the vertical black stripes on it, using the same technique we used for the figure arms and socks. Finish the basic painting with skin tone, and put a gloss varnish coat on the yard marker (pic 19).

You can stop your painting here, if you're not feeling comfortable with advanced painting techniques... If you want to give it a try, read the following steps!

#### STEP 3, ADVANCED PAINTING:

Now, with a dark skin tone paint (diluted with a lot of water) or ink wash (diluted with a small drop of water), paint the arm muscles, nose, and other details you want. The goal is to mark the hollows of the figure, or simulate details where there are no dimensional details.

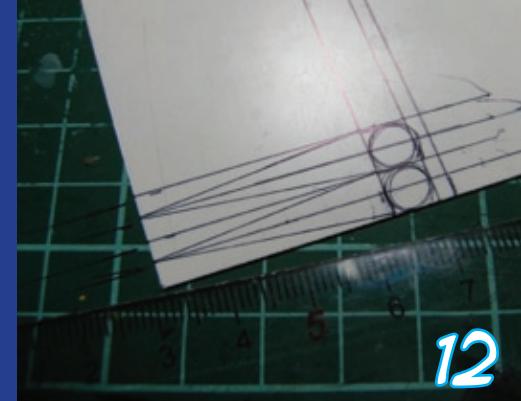
Then, using a very thin (000 or even 5/0) detail brush and black ink (or a mix of 50/50 black paint + black ink if your black ink is not opaque enough), add some anatomic details : eyes, ears, mouth, or even fingers if desired. To paint detailed eyes first, paint the eye shape in plain black. Then, with a fine tool, apply a white paint dot inside it.



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Finish the eye making a small black (or other color) dot in the center of it. It seems difficult, but just stay calm, relax, and it will be ok! Now, using a very light grey paint (you can add a tiny bit of black in some white paint, if you don't have any grey paint available) and a thin brush, you can add details on jerseys.... And the figure is finished!

Remember to make small and incremental additions with your detail work. Too many details can ruin the effect. If you don't feel comfortable, make a basic clean set, it will always be better than a non-masterized advanced paint work.

Now, apply a coat of matte/dull/flat acrylic varnish on the figure (not including the yard

marker you already varnished in gloss, of course) (pic 20).

#### STEP 4, CHAIN INSTALLATION

You remember that we left the platform hole empty with the marker bar inside it. We did that to be able to insert the chain on the marker bar easily. The goal is to let the chain be able to freely move around the yard marker, like a real one.

So, just put the chain ends on the bars, and now, fill the platform holes with green stuff putty. It will help to make the yard marker bar attached more strongly to the figure, it will also seal the chain on the figure so it will not go off the figure. Don't try to make

a perfect flat green stuff addition. Just fill the hole (be careful to not put green stuff on the yard marker bar), let the figure dry, and then with your X-acto knife, cut off the excess putty (pic 21)

#### STEP 5, PLATFORM FINISHING

Now, we'll take care of the platforms. Apply some pva glue (white glue you use to glue wood will work great) on it, and then spread some modeling flock (fine turf) on it.

Personally I use some wood sawdust. Free stuff (you can ask for it at your local hardware store, or recycle the sawdust you have in your personal workshop) you can easily paint (it's what I use for my teams too, by



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the way). Don't pay attention to the modeling flock/sawdust on the figure itself. Let it dry fully, using something (a brush, a bit of plastic, etc...) to keep the chain out of the fresh glue (pic 22). Now, paint the whole thing in green, trying to match your game board turf color. Use the same technique we spoke about to avoid putting green paint on the chain (pic 23)!! You can also put a coat of diluted (water) pva glue on the modeling flock before you paint it in green. It will make your figures more sturdy (it's another technique I use on my teams, to avoid the flock coming off when I change my bases).

Then, apply a slight yellow dry brush on the platform turf edges. For that, use an old brush, put it in yellow paint, then remove the excess with a piece of paper towel. In that particular case, we'll use a "wet" dry brush,

we'll keep the brush a little wet (pic 24).

Now, slightly brush the paint on the platform grass. You'll see that the yellow paint will stay only on the edges, bringing a nice effect and giving some depthness to it (pic25).

Once it's done, apply a coat of dull/mate varnish on the platform's sides, to keep it sturdy during gaming handling (pic26)

#### FINISHED PRODUCT

Your 10yard chain marker is now completed! According to your detailed customized teams and your custom big board, you needed some gaming accessories with the same level of details and commitment...Now it's done!

The accessory is also full playable, and useful for gaming. Since you can cut the chain exactly to your board measurements, you're sure to have a perfect match.

To keep it in place on your board, if you're using a fiberboard or pvc board, simply add some sticky putty (poster tac) under the platforms.

If you're using a metal board, you can buy soft magnetic plastic sheet in hobby stores, or simply recycle some soft pvc fridge magnets, cut it to the size of the platforms, and glue it under them.

Dimitri



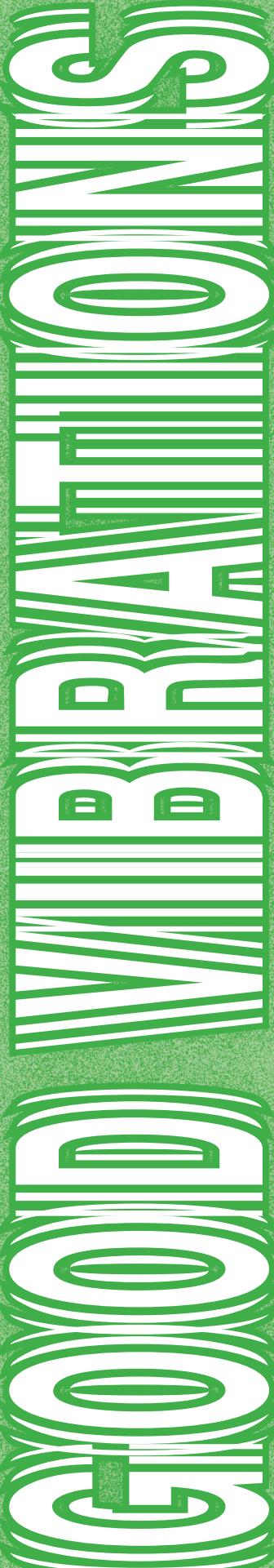
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## BY UNDERSTANDING HOW YOUR GAMEBOARD WORKS YOU CAN UNLOCK YOUR BOARDS TRUE POTENTIAL

So you've assembled your team; painted and decaled them to perfection, and you're ready to play except for one thing: Your gameboard runs like a Yugo. We've all been in this situation. Our gameboards have deadspots, hotspots, run too violently or they're as weak as watered down kool-aid. But what is a coach to do? Understanding vibration and how your gameboard moves is key in solving your dilemma.

### GAMEBOARDS AND VIBRATION

Miniature Football gameboards operate by using a small electric motor to provide vibration to a rigid field surface. This motor most likely is one of two designs: The classic linear variety (Tudor, Mingle, Gotham) or the rotary design (308, Rollerboard, Pit Couture). The board surface is most likely either metal, fiberboard, or even plastic. These differences are notable and we'll explore those later. However, for now, we can move forward with a discussion of vibration. No matter the design, the principle is still the same. A small vibrating motor applies a vibration to a field surface.

Your gameboard operates by generating vibrations. These vibrations are energy waves travelling thru the gameboard. Manipulating these waves is how we are able to control the performance of a gameboard.

First, we need to understand what causes the common problems we all experience with homebuilt, custom, or factory built gameboards.

### DEADSPOTS

Deadspots are a very natural and almost unavoidable part of MF. Deadspots occur due to the very way in which our gameboards are powered - through vibrations. Your gameboard operates by generating vibrations. These vibrations are actually standing energy waves travelling through the field surface. These standing waves possess a unique feature that cause deadspots. This feature is called a node. Nodes are points along a standing wave which do not move.

In order to visualize a node, think of two people holding a jump rope. As they begin to turn the jump rope, the rope goes up, then down, much as the rise and fall of a wave would. However, at either end, the rope is stationary, held in place by the two people holding the ends of the rope. The two ends that do not move are called nodes.

There are two different ways to deal with deadspots depending upon the type of motor you have. If you have a rotary motor with an adjustable speed control, simply turning the motor speed up or down will change the pattern of vibration and the location of deadspots. Increasing the motor speed will create more smaller standing waves on your gameboard while decreasing motor speed will create larger and therefore less standing waves.

If you have a linear motor, the reduction of deadspots is trickier due to the fact that the motor only runs at one frequency. However, by introducing artificial nodes you can attempt to alter the deadspots locations. One method is to move the motor to a new location. Another is to introduce magnets or other methods of "touching" the field surface to deaden some locations to shift the nodes along the gameboard's surface.

## THE EARTHQUAKE EFFECT

The earthquake effect occurs when almost everyone on the field falls over the moment the board is turned on. This usually happens because of the following scenario:

Your players run too slow, so you turn up the board, but as soon as you turn it up the players all fall over. There just isn't that happy medium.

Do you remember that your gameboard is powered by energy waves? Well, those waves, much like sound waves coming out of your stereo have a volume or amplitude. Amplitude describes the strength of a wave and more importantly it describes how much a wave oscillates. Higher amplitude means stronger vibration. Lower amplitude means very light vibration.

On a gameboard powered by a rotary motor the amplitude is controlled by the size of the counterweight. A small counterweight will have a low amplitude and a large counterweight will produce a high amplitude. More power is not the goal. The ideal counterweight size should produce quick action without any players falling over, even at the lighter weight limits. If your players are barely moving even at high motor speeds, you should increase the size of the counterweight. If your players are falling over, you should decrease the size of the counterweight.

The uppermost waveform shows a vibration between both ends of a string. As you can see, the amplitude of the vibration is the greatest in the exact middle of the string.

The second waveform shows a very different vibration. It's as if the string is divided in half, by a point in the exact middle where no vibration takes place! The string does vibrate on either side of this point, but in that particular spot, the string doesn't move at all.

The counterweight size will also vary depending upon design of the gameboard and the field surface material.

On a linear motor powered gameboard the amplitude is controlled by the speed control screw. This adjustment is at your fingertips and easy to attempt.

## MOTOR LOCATION

So far we've covered deadspots and getting the right amount of vibration.

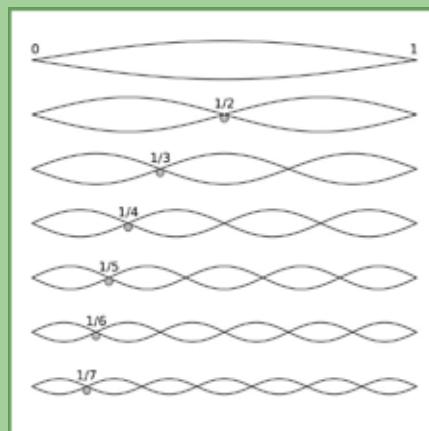


A photograph of a string wave which shows the flow of the vibrational wave and is similar to how a gameboard performs.

But, to get the board running just right we need to give it some finishing touches.

The first thing we'll hit is motor location. Motor location is a subject that elicits responses from many coaches more akin to black magic than actual science. So, where is the best location? The answer is to place the motor in the location that produces the best result. I know that sounds like a non-answer, but it's the truth. However, that being said, I do recommend several locations that generally produce consistent results.

**Metal and PVC fields:** Mounting the motor at midfield at about 2-3 inches from the frame produces smooth and



consistent results. If the vibration is too light, try moving the motor a little further away from the frame.

**Fiberboard fields:** Try mounting the motor at dead center. If you are using a rotary motor you will also need a slightly larger counterweight than you would if you were using a metal or pvc field.

I like using double-sided foam tape to mount motors. The foam aspect helps to quiet the motor and the double sided tape is clean and easy to use. However, not all tape of this sort is created equal. For the best results use 3M Supermount adhesive strips available at Radioshack.

## THE ELECTRIC SLIDE

The Electric Slide occurs when the gameboard is switched off, but the board continues to run for just a split second causing the players to slide for a few yards after the play. This occurs in rotary motor powered gameboards due to the motor's ability to spin freely and an oversized counterweight. If the counterweight is too large, the momentum built-up from the weight spinning around the motor shaft is too great to stop on a dime when the power is cut-off. A smaller counterweight inherently builds up less momentum and therefore can stop quicker. If the motor has lighter duty magnets it will spin freely when manually turned and will be susceptible to The Electric Slide. A motor with medium spinning resistance works best.

## GETTING IT ALL TOGETHER

Employing the techniques used in this article take time and a lot of trial and error. Stay patient and keep at it. Eventually, you will be able to tweak your gameboard to perfection.

# MINIATURE FOOTBALL

## *Lessons that go Beyond the X's and O's*

By Al-Karim Campbell

As a young boy, I can remember that my parents always supported the options available for me to make decisions. "Do what was right", they said, "there would be a reward. Do what was wrong, and suffer a negative consequence."

I was not the super athlete, but I enjoyed competition so I started karate at age nine. I excelled in the arts so I always had the option to do different things.

### *Discovering the Game*

I started to race slot cars and soon I heard about a game that many of my sport savvy friends played called "electric football". I was never a football player, nor did I really understand the game, however, I always had a knack for strategy, especially in my martial arts training. Electric football was the outlet I needed when I needed to get away from my slot cars, karate, and life's pressures. It allowed me to

simply let my imagination go. I visited friends that played and I would watch them for hours apply various strategies to a "buzzing" metal field with 22 men on the field. After a few weeks of that I was hooked.

were excited to see that something had captured my attention and I was doing something safe and fun.

That game kept me focused for years to come. Eventually, I collected all of

the teams and gained respect in my neighborhood as a good electric football 'Coach'. I am still referred to as that today.

### *Growing Distractions*

Times changed in my home life and eventually, so did my interests. At age 16 I sold all of my electric football stuff and headed for the pitfalls and traps of the streets.

By the end of

I would save money to "purchase" teams. My mom helped by doing all of the mailing. When I got my first game, I was elated. I called all of my friends and we had a game day. I recall the game included the Steelers vs. Cowboys....a true classic. My parents

my 16th year I was a teenage father spending my time hanging out on the street. My life was absent of healthy alternatives.

Ironically, life panned out for the best because, by age 19, I was on a stage



Al-Karim Campbell pictured at right gives instructions to a group of students at a local area school.

as a graduate speaker for the New Jersey Youth Corps in Edison. I went off to college and with hard work, good role models and my parents; I learned to be a great father to my son.

## **MF as an Alternative**

Fast forward to 2005. I was working as a Family Liaison in a public school and I was faced with the task of working with a child who was on his way to being expelled. The principal called me into his office and said "Please create an alternative activity for this kid during lunch because, when he goes outside, he gets into trouble. If he doesn't straighten out, he will be expelled"

The light bulb went off in my head and the thought occurred to me. What I can do to keep this child's attention over a lunch period for the next six months is....Electric Football. The Alternative. I searched eBay and was able to purchase items I needed and started a mini league with this young fellow and a few friends. By month's end, we had a full pledged league. Two years later we had put together a sponsored league and the young student did not get expelled.

We held two banquets and arranged for many more game dates. While playing, participating children would open up and share stories about their lives and how this game has taught them patience, discipline, and good sportsmanship.

From 2005 until today, I have set up many children leagues. I also played as a pro, making it to various league play-



*Students get into the action during a martial arts demonstration conducted by coach Campbell.*



*Al-Karim Campbell addresses a crowded room of potential miniature football coaches.*



*Al-Karim Campbell pictured at center.*

offs and a trip to the New York League Super bowl in 2008.

## **Making the Difference**

I love to win. But the best alternative for me is watching and teaching the new junior coaches and empowering them with coping skills and tools that offer options or alternatives to life on the streets. We, as parents, must always be mindful that we may not understand the choices our kids make or even the games they like to play... but we may never know the impact that an alternative may have on the life of our children. And our impact might make all the difference. So listen to your children; they can teach you volumes.

I see the difference we make every day as Preventionists when we deliver programs like Footprints for Life™, Keys to InnerVisions or We're Not Buying It!. These programs are grounded in the theory of asset-based prevention and are designed to provide leadership, knowledge, and resources to promote healthy children, youth, and communities. Our programs help students to understand that by changing the way they think, they can change the

way they feel and behave in academic and social situations while also providing new skills that will help them make better choices.

GMKC

# Get off the Fence & Play Some Ball!

By Robert Slate

Do you have a few teams, or maybe more than a few, in your collection all based up and ready for action, but have no local league in which to play some games? Are there no football fanatics in your neighborhood interested enough to give miniature football a try?

Well, I have a suggestion for how you can satisfy your hunger for some miniature football action – a solitaire tournament.



**D**uring a recent down period between play weeks in the Big Apple Miniature Football League, I got me some real hunger to play. My usual between play-weeks training regimen with the Packers was just not fulfilling my needs. I had been thinking for some time about organizing a solitaire league, but I wanted to get something rolling right away and have a lot of different match-ups. Suddenly, it came to me — set-up my own solitaire tournament with my existing teams. I had a long weekend from work approaching, so the timing was just right to kick this thing off and play some ball.

## My Goals

In planning my tournament I had a few goals in mind: First, to play a lot of games. Second, to get in as many play reps as I could. Third, make the set-up for offense and defense simple and easy. Fourth, to complete the tournament in a three to four day span and finally, to get action shots and video to share on the MFCA forum.

## The Format

For the game schedule I decided to use a pool system with three teams in four different divisions. Each team played the two other teams in their division with the team with the best record from each pool moving on to the "knock-out" round. Rules for the games would be very similar to that used in the opening rounds of the Miggle tournament. Each team got to run four plays starting from the opponents' forty-yard line. The most touchdowns or total yardage gained would determine the winner of the game and no field goals allowed. All teams would be "iron man" eleven player squads. Each team would have to run the ball on at least one of their four play downs. The defenses all used a 3-4 defensive set-up scheme with no stacking allowed. No adjustments after the initial set-up — simply set and go.

## The Process

In the days leading up to the tournament week I spent some time checking the teams to see that each squad was fairly equipped with adequate backs and blockers. I set-up one stationary quarterback and selected one TTQB as the pass quarterback for each team and another as the kicker. I got the game field cleaned and ready for action and prepared both cameras for their appointed roles. I had my son draw the team names for division alignment to insure



action and prepared both cameras for their appointed roles. I had my son draw the team names for division alignment to insure



impartiality and then developed the schedule.

Friday afternoon rolled around and the action began. I was able to play nearly uninterrupted for most of the evening and got in the first game for all but two teams. Saturday morning I had a volleyball brunch to host, so games did not start-up until early afternoon and I was able to play throughout the day to complete all the pool play. On Sunday, my wife and I took in a nearby flea market and country Christmas craft sale. Once returning home, I resumed the tournament with the pool winners playing in the knockout round. In this round each team had two possessions and field goals were allowed if the offensive was inside the opponents thirty-yard line. Monday evening during the Monday Night Football pre-game show, the two surviving teams squared-off in the championship game wrapping up the weekend solitaire tournament.

## The Experience

At the outset of this venture I was not at all sure I would be able to complete the tournament in the one weekend as planned. However, I did get all the games in running more than 130 plays during the weekend, which more than satisfied one of my goals. I was quite happy with the format that I chose to use, as it allowed me to play and simply enjoy the games. Shooting pictures and video and the process of sifting through all the recorded action was time consuming but worthwhile, as I was able to review the plays and share with other coaches through the MFCA forum. Being able to run so many plays with different players was very interesting and allowed me to work on my passing skills and overall game approach to playing game.

So, if you have some time and teams but don't want to set-up and run a full-blown solitaire league — try the tournament format. As I outlined, you can fit it in and around the other events in your daily life and make it work. Choose a rule set and style that you will enjoy or want to try out and play some games. I am sure you will have fun and enjoy the simple joy of just playing the game!

# BIG APPLE MINIATURE FOOTBALL LEAGUE

Since 2008

## Superbowl III

December 11, 2010

by Robert Slate

**O**n Saturday, December 11th, the coaches of the Big Apple Miniature Football League gathered at the Toy Wiz in Nanuet, New York for the 2010 play-offs and Super Bowl III. As past champions Brian Healey (Super Bowl I) and Kevin Boddie (Super Bowl II) were not in the mix, a new champion would be crowned by the end the day. Nationally recognized Coach Joe Greco entered play as the #1 seed, having led his Jets to a perfect 8-0 regular season record. The Packers of Coach Slate were seeded #2 and received the other first round bye.

The opening round games had the sixth seeded Buccaneers of Coach Karim Campbell against the third seeded Rams of BAM newcomer John Wharton. The other game pitted the Jaguars of Scott Hooper (another BAM newbie) against the Raiders of Commissioner Morgan Scott. Both games were battles that went right down to the wire.

The Rams overcame an early 14-0 Buccaneer lead to pull out the win 22-20. The comeback was sparked by a 77 yard run up the middle on the last play of the half with a two point conversion making it 14-8. The Rams went up 15-14 in the third quarter and later made it 22-14. Coach Karim's Bucs responded with an 80 yard touchdown pass, however the two point conversion failed. The Rams recovered the onside attempt by the Bucs to seal the victory.



The Jaguars and Raiders battled back and forth trading blows like two heavyweight champions. Coach Hooper drew first blood and then, as happened throughout the game, the Raiders answered. Each team responded with big play after big play, big completions, kick-off returns, interceptions this game had it all. The Raiders took the lead 28-24 late in the fourth quarter, but the Jaguars battled right down to wire, just falling short of making it to the semi-final in their first season in the BAM.

## The Semi-Finals

Coach Morgan Scott's Raiders faced the number one seed Jets of Joe Greco in a match-up that quickly got out of hand. After being pinned at their five yard line on the opening kick-off, the Jets drove the length of the field to go up 7-0. On his first possession, Coach Scott had a pass intercepted and returned by the Jets defender for a touchdown – 14-0 Jets. On their next possession, the Raiders converted a critical third and long, but the box took the play away and the Jets returned the following punt to go up 21-0 at the half. After exchanging possessions to start the second half, the Raiders drove for key touchdown to take a commanding 28-0 lead, which would be the final score.

John Wharton and his Rams, fresh of their nail-biting victory over the Buccaneers, went right back to work taking on the number two seeded Packers. The Packers returned



**Bob Slate, (left) Packers Coach, shakes hands with Joe Greco, Jets Coach, prior to starting Superbowl III.**

the opening kick-off deep into Ram territory and were forced to settle for a field goal. Coach Wharton then drove his high-powered run game down the field, mixing in a few passes and converted on the two-point attempt to take the lead 8-3. After exchanging possessions the Rams took the ball down the field once again, driving inside the Packer 10 yard line, but four incomplete passes led to no points scored and a 8-3 halftime lead for the Rams. In the second half, the Packers defense stiffened and forced the Rams to give the ball up leading to a field and later a touchdown for the Packers who took a 13-8 lead. Coach Wharton went heavily to the pass game and just missed a long pass on the final play.

## SUPER BOWL III

The Jets of Joe Greco and the Packers of Bob Slate, the top two seeds survived, and advanced to Super Bowl III. The Packers won the coin toss and deferred to the 2nd half, giving the Jets first crack on offense and Coach Greco went right to work moving the Jets to the Packer 3 yard line, but the drive stalled there and Coach Greco kicked the field goal to take the early 3-0 lead. The Packers returned the ensuing kick-off deep into Jets territory and, on second and goal, ran the ball in from the 8 yard line to take a lead that they would never relinquish - 7-3.

On their next possession, the Jets turned the ball over near midfield via an interception. After gaining one first down the Packers attempted a long 60 yard field goal, but missed wide left, giving the Jets great field position. Unfortunately, the Jets went three and out, but the box came up big as the shake-punt pinned the Packers inside

their 5 yard line. The Packers were able to gain a first down and enough breathing room to run out the first half clock and take a 7-3 lead to the locker room.

After the presentation of a few league awards, the second half resumed with the Packers receiving the kick-off. The teams exchanged possessions and moved the ball just well enough to exchange field goals to make the score at the end of the third quarter, Packers 10 and the Jets 6. Early in the fourth quarter, #56 of the Packers registered his second interception of the day, which then led to another Packer field goal making the score 13 to 6. The Jets then began moving the ball down the field and had numerous receivers breaking free, fortunately for Coach Slate his Packer defense was able to keep most of the

open men in front of the defense. A couple of Coach Greco's receivers finally got behind the defense late in the game and he just missed connecting on two long pass attempts – one of which would have been a completion for a sure touchdown. The Packers took over on downs and were able to run out the clock to finish the game and give Coach Slate his first Big Apple Miniature Football League Championship.

Score by Qtrs	1	2	3	4	Final
Packers	7	0	3	3	13
Jets	3	0	3	0	6

The streaming online broadcast of the BAM Play-Offs and Super Bowl III was the first end-to-end, all day live Internet broadcast of an entire league championship including all play-offs rounds. Special thanks to Morgan Scott (Mozeek) for solving the technical issues which, allowed the broadcast.



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