



Solitaire Illustrated



Official Online Magazine of the "Solitaire Leagues of the MFCA"

Volume 1 Issue 1

November 22, 2012

Premier Issue

A League of Your Own

Reprinted from "The Tweak"

Solitaire Coaches



Points Challenge

Creating the SCPC

SCPC Official Rules and Regulations

Complete Game Results and Up-to Date Rankings



THANKSGIVING DAY FEATURES

Turkey and Football

Thanksgiving Day Classics

Future Issues

Coaches' Profiles

League Profiles

From the Locker Room

The Offensive Coordinator

The Defensive Coordinator

Special Teams



Solitaire Illustrated



Official Online Magazine of the "Solitaire Leagues of the MFC"

From the desk of the Editor

Chris LeMay



Welcome to the first issue of "Solitaire Illustrated"

This is a magazine for the coaches of the "Solitaire Leagues of the MFC". Our focus will be on those, who for whatever reason, choose to play the game of miniature football in a solitaire format.

Many members of the MFC classify themselves as "Solitaire" players or coaches. Due to reasons such as a lack of enough other coaches in a local area to form a "conventional" league, inability to travel (physically or financially), or just simply a personal preference for playing alone, these persons choose to enjoy the game and hobby of miniature football by forming "Solitaire" leagues and/or tournaments and creating teams to compete in these formats.

What makes a league or tournament "Solitaire"???

Solitaire may be defined as any game that is played by one person whether it be the popular computer card game or another online or board game that is played by one person.

In miniature football the term "Solitaire" has been applied to playing the game by one person using multiple teams. However it can also be applied to the "brother vs. brother" or "father vs. son" leagues where both players own multiple teams or the "ROW SHOW" where players operate conferences or divisions with multiple teams and enter game info into an online league that ranks individual team performances against each other. The "Postal League" is a solitaire league that operates by individuals mailing teams to other individuals to play against their teams.

And now the **Solitaire Coaches Points Challenge (SCPC)**. This is a solitaire league created and developed to give the solitaire player a points-based ranking system by which members of the MFC may compare the performance of their teams to that of the teams owned by other members of the MFC and compete for the title of **SCPC National Champion**.

Rules and Styles of Play

Solitaire miniature football may be played by any set of rules and any style of play. Some of the greatest innovations to the game of miniature football have evolved from solitaire play. These many variations have developed from the solitaire player's desire to create more realism, parity and more excitement to make the game more interesting to play. It simply amazes me the things that these players have come up with!

"Solitaire Illustrated"

Recently the desire to provide an online magazine devoted exclusively to the **Solitaire Leagues of the MFC** was suggested and through a series of online suggestions and polls from the MFC's Solitaire forum the name **Solitaire Illustrated** was chosen. This name is very appropriate as we will attempt to illustrate and provide information about the various leagues, tournaments, styles of play, and "Coaches" who play solitaire miniature football.

This is YOUR MAGAZINE, the **Solitaire Coaches of the MFC**. Please feel free to contribute to this publication in any way that you feel you are able. Thanks and I look forward to hearing from you ALL!!!!

Solitaire Illustrated

Official Magazine of the



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Table of Contents

Volume 1 Issue 1

November 22, 2012

| | |
|---------|--|
| Page 2 | From the Desk of the Editor |
| Page 4 | “Solitaire” A League of Your Own Reprinted from “The Tweak” |
| Page 9 | Creating the SCPC by Derrick Gross |
| Page 11 | The SCPC “Official Rules and Regulations” |
| Page 15 | The SCPC Report |
| Page 17 | Turkey and Football |
| Page 19 | Thanksgiving Day Classics |
| Page 21 | Future Issues |
| Page 23 | From the Files: My Archive of Miniature Football and Football Related Magazine Articles and Newspaper Clippings |

WE HOPE YOU ENJOY THIS PREMIER ISSUE

We would love to hear from you. If you have any questions, comments, suggestions, or concerns, please let us know.

You may contact any member of the SCPC Rules Committee or member of the MFCA Board of Directors through the MFCA’s website contact page:

<http://miniaturefootball.org/about-the-mfca/contact-the-mfca/>

Thank you for your support.

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SOLITAIRE

A LEAGUE OF YOUR OWN



BY AL DUNHAM,
CHRIS LEMAY
& CHRIS MARKHAM

Reprinted from "The Tweak" Spring 2010 Issue Twelve

Let's face it, sometimes you just want to be alone.

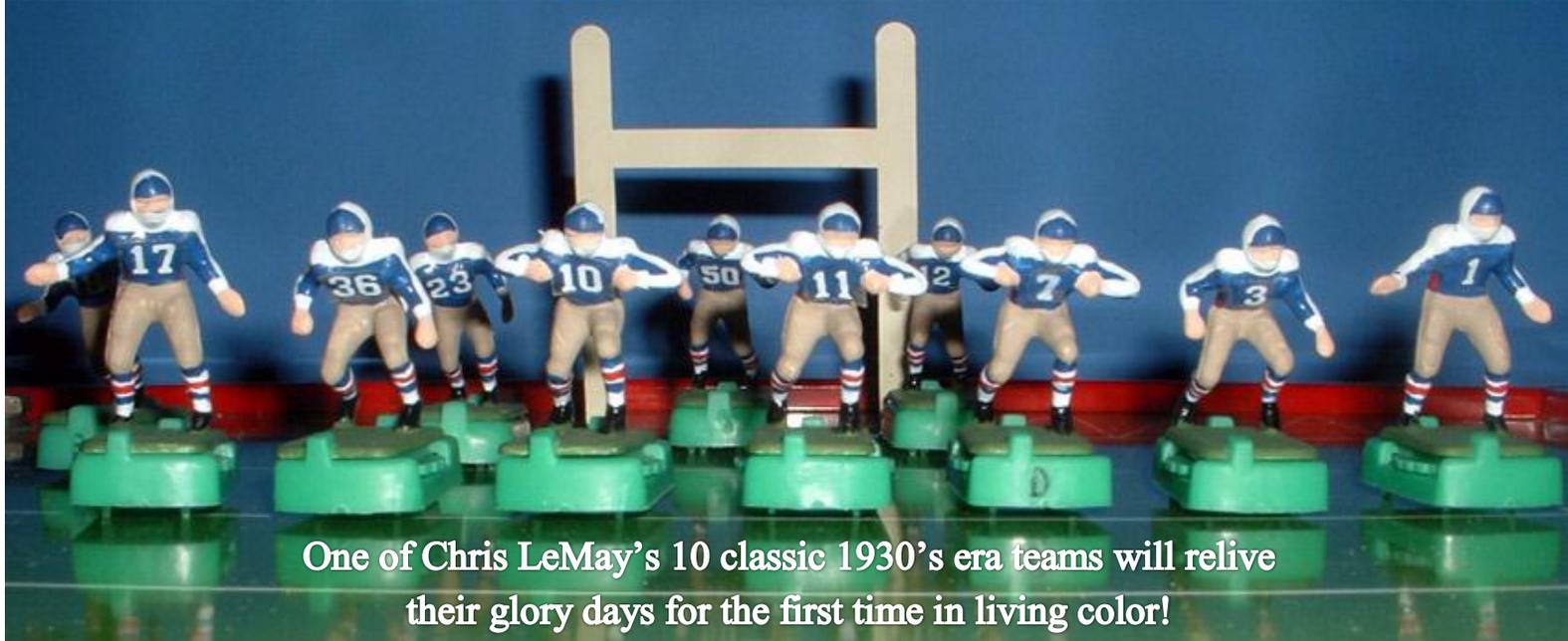
Whether it's because of league burnout, an unresolved dispute, isolation, or you just want to try something different; sooner or later everyone plays a game or two by themselves. Some find that solitaire play has certain benefits that league or tourney play lacks. You can play at your own pace, with your own rules, and without the stress that competition can bring. You can play with any teams you want, and you're not restricted to any time schedule. Changes can be made as you see fit. You're free to experiment with plays and rules without any objections. Yep, solitaire rocks!

However, before you abandon your league mates and jump on the "Solo Express", keep in mind that solitaire play is not for everyone. There are traps and hazards that are not at first obvious. Playing a full season sans opponent can be both challenging and exhausting. It takes determination and dedication, something that not everyone has. Games can

border on the edge of repetition, especially if you are used to using the same offensive or defensive formations all the time. Constantly playing on the same field with the same teams can create a sense of boredom. Yep, solitaire can be a drag!

Just the right size

There are many things you need to consider before you start a solitaire league. The first thing is what teams you will use. How many and what teams should I use? This depends on how big a league you wish to have or whether you are recreating a current league, a historical league, college, high school, or fantasy league. Chris LeMay had this to say about his latest season..."In the past I have recreated the 1974 World Football League, the XFL, the USFL and my favorite teams from the NFL and AFL. My current league is the 1933-1939 NFL which has 10 teams divided into 2 divisions. I chose to do this league, because I wanted to paint the teams in historic uniforms and see these teams play "in color" since the only pictures from this time were in black and white. There were also many Hall of Fame players who played during this time



One of Chris LeMay's 10 classic 1930's era teams will relive their glory days for the first time in living color!

and defunct teams such as the Brooklyn Dodgers, Cincinnati Reds, and St. Louis Gunners only played during this time."

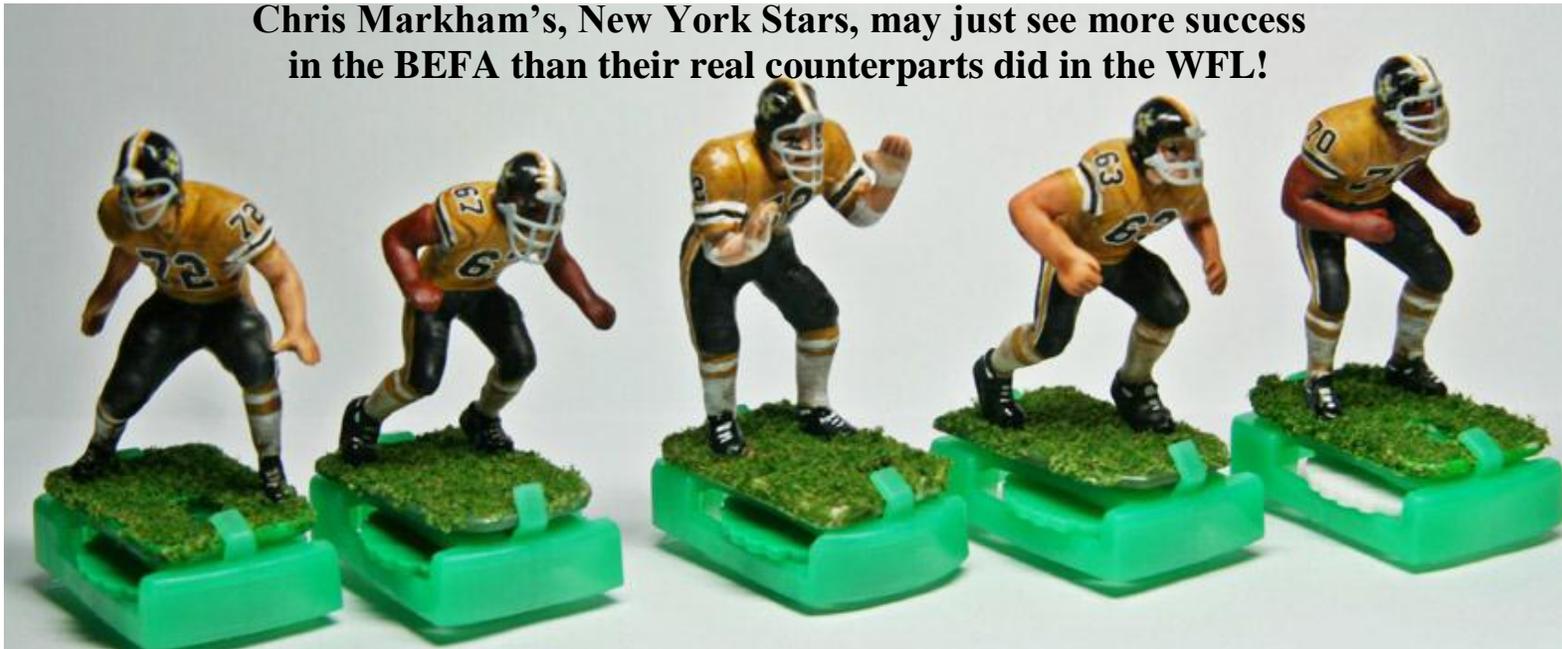
Al Dunham chose fantasy teams for his league. "My first season was with just 4 teams. It was short and sweet, but I wanted more for the next one. I doubled the number of teams to 8 (see Winter 2008 issue of *The Tweak*), and divided them into 2 divisions of 4 teams. Each team played the other teams in their divisions, twice, and the teams from the other division once for a 10 week season. I chose the two division winners and the two teams with the next best records for a 4 team playoff. For my next season, I'm adding 2 more teams for a 10 team league and will use the same playoff format, though the season will only be 9 weeks as each team will play the other teams once."

For Chris Markham's BEFA (Basement Electric Football Association), the USFL from the 80's and the 70's WFL were used because... "I wanted to use teams from the past,

because I can no longer see those teams play. I like to use every figure available... RR, Buzzball, Haiti repros, etc. I wanted to keep the teams simple, so I made it an iron man league as well. I created two divisions, one the USFL division with three teams and the other the WFL division, also with three teams. There would be a twelve game season cultivating with the Championship game pitting the two divisional winners against each other."



Chris Markham's, New York Stars, may just see more success in the BEFA than their real counterparts did in the WFL!



How long is long enough?

Now that you have picked your teams and determined what kind of league you want, you need to decide how many games you want your season to last. This is where many guys forget to do the math and soon get overwhelmed. Let's take a 12 team league as an example. Let's say that you split them up into 2 divisions, and want each team to play the other teams in the league once, for an 11 week season. Then you play a 4 team playoff and finally a championship game. The first week will consist of 6 games, as it takes two teams to play a game. By the time your regular season is finished, you will have played 66 games ($6 \times 11 = 66$). Now add in the playoffs and championship game and you are looking at 69 for your season. A full NFL schedule with 32 teams is 16 games per week \times 16 weeks which is a 256 game regular season and then an 11 game postseason. That requires quite a commitment and a lot of time.

Al had this little bit of insight from his last season, as he stated, "I played a 10 week schedule, with 4 games in each 'week'. My 'week' actually took two weeks, as I was able to play one quarter a night during the work week, and one game during the weekend. Then there were the stats and weekly write ups for the games, which usually took a couple of free nights. As the season progressed, I went from being enthusiastic to feeling like I just wanted to get the whole thing over with around the seventh 'week'. It wasn't because of boredom, but more of the fact that it was taking up a lot of my spare time. No matter how you look at it, 43 games can be a chore, especially when little projects keep popping up around the house, which has a higher priority."

A good rule of thumb might be that a smaller league can play a longer season; a larger league should have a shorter season. Think of a 16 team league playing 5 games each, for a total of 40 games, and an 8 team league playing 10 games each, which is also 40 games. Before you set up your league, you might want to do a little reverse engineering. By that, I mean guess at how many games you think you can handle in your season, then try and decide how many teams and weeks it takes to accomplish that. Let's say, for example, that you want to try playing 50 games. This can be done by playing 10 games for 5 weeks or 5 games for 10 weeks. This would require 20 teams for the 5 week season or 10 teams for a 10 week season. Another way to figure out your season could be to decide how many games (or weeks) you think each team should play. Let's say that you think the optimum schedule would be for each team to play 8 games. Now, you think you can only handle 32 games total. 32 games in 8 weeks are 4 games in a week. Since it takes 2 teams to play a game, then your league should have 8 teams. And all this time, you thought that those math classes you took when you were in school were a waste of time!

Size matters, or does it?

Next, you might want to ask yourself, "How many players should I have on a team and what figures and bases should I use?" This is purely a personal preference (and probably a financial preference) and depends on whether you want full offensive and defensive units, special team players and/or skilled position players. When asked about his league, Chris LeMay replied, "Personally, I prefer 11 player iron-man teams,

which fit in well with my current league, since players in the 1930 have played both ways (and that's what I can afford). For the most part I only use the "Fab 5" figures – Tudor/Miggle or Haiti Repros. I have used Buzzball or a combination of "Fab 5" and Buzzball. I want my teams to have a consistent look and I usually use the same poses for each position on each team. This saves a lot of time when setting up teams. But you can use what you want. Do a full team of customized players if that's what suits you. Bases, too, are merely a question of personal preference. This is where you can experiment and gain a lot of experience with tweaking methods."

Because that's the rules!

What rules do I use? This is only limited by, and restricted to, your personal preference and imagination. Some of the greatest innovations to the game of electric football have come about by playing solitaire and the desire to add more realism to the game, such as the "box" for fumbles, penalties, and injuries, play charts and pass simulation. Chris LeMay developed 'The Kicking Game' kick placement cards because he wanted to add more excitement and realism to his kickoffs and punts and to take advantage of the "no fair catch" rule that the XFL came up with in their attempt to add more excitement to the game of football. It is generally best to keep it as simple as possible and be consistent in enforcing rules.



When determining the rules for your league, one thing to keep in mind is 'balance'. There is a fine line between letting the offense be able to move the ball, and having the defense stop it. Ideally, you should set up your rules so that the offense can run the ball with some success, but not too much. You don't want to have your games become strictly passing affairs, nor do you want them to be running marathons where passing is non-existent. The defense needs to be able to stop the offense from moving the ball up and down the field at will, yet you don't want every drive to be three and out either. Careful consideration is needed in determining which rules you want to use, as some are more conducive to the running game versus the passing game, and some favor the defense more than the offense. Some rules mix well together, and some don't. Let's examine some of the more common rules that are used around the country.

First, let's look at front of base tackling and any touch tackling. Which one will work better for you will depend on a few other factors. Will you be setting up your offensive line with a gap between players, or will they be side to side? If you are setting up with a gap, can the defensive players shoot the gap, or do they have to set up opposite the linemen? Can the defense stack, or double stack with the safeties? Can the QB block, and can you set up the running backs in a wedge? Will you be playing on a 500, 620, 2X4 or full scale board? It's hard to play on a small board with a spread out team and, conversely,

playing on a large board with a compacted line. For example, let's pretend that you are using a 500 board, playing with a base width gap between offensive linemen, the QB cannot block and the backs cannot be set in a formation that creates a wedge, the defense can line up in the gaps, they are allowed to stack as much as they want, and you decide to play any touch. In this scenario, the defensive linemen will often find themselves getting into the backfield frequently, often untouched as there are no offensive linemen opposite them to block. Since this is an "any touch" situation, more than likely, you will find that you will have trouble running the ball, and resort to passing on every play.

Now let's try playing on a full scale board, the offense can line up side to side with no gap, the running backs can form wedges with the QB lead blocking, the defense cannot stack and must line up directly opposite the linemen and you play front of base tackle. With the QB and running backs free to double up on the heels of the offensive linemen, combined with the defense being spread out because they were not allowed to stack, more than likely you will have a running mass of players overpowering the defense. You may find that your TTQB is gathering cobwebs because you never need to use it. You don't want your games to become boring. You will want to have a nice mixture of offense and defense, running and passing. It's not always easy, and may take a while to sort out. Don't be afraid to make changes. Try playing a few sample games and change the tackling, or set ups around until you find the right combination of rules that work with the board that you are playing on.

Parity

How do I create "equal" teams? How do I not show favoritism to one team over the others? Do I really want teams to be equal? This is perhaps one of the greatest challenges to playing solitaire. One way is to just create teams that use all the same figures and the same pose for each position on each team and to use the same type of base and tweak bases the same for each player at each position.

Even if you do manage to make each team the same way, usually, as the season progresses, one team or more seems to emerge as being dominate over the others anyway. The only time you really need to have a concern is when one team just consistently under performs to your expectations. Then you can simply make adjustments to that team.

One advantage to playing by yourself is that you don't need to have the strongest or fastest bases for every team. As long as the player goes in the direction that you want, and is the same relative strength and speed as the others, you're fine. Minimal tweaking is required, because you are making the teams equal to each other, not to someone else's teams. This approach can save you a lot of time, especially if you are playing with many teams, or teams with large rosters.

Scheduling games

Once you have your teams set, you may find yourself asking "How do I create a schedule"? Scheduling can give you a headache. First of all, always have an even number of teams, and just have each team play each opponent once, or a home and away against each team. Again, it just depends on the size of your league and how many games you want to play. Usually, a little trial and error will figure it out. For a large league, you could try a free online schedule maker like <http://www.sportsschedulemaker.com/>

Now that you have a schedule, teams and rules, there's one last thing to consider, how long should a game last? The length of games will depend on the methods being used, whether there is an actual clock or if you are using a play count. Which to use is entirely up to you. Some guys like to play with a clock because it makes it easy to finish a game within a set time frame. Others like to use a set number of plays, because they don't always get a chance to play straight

through, stretching the game out over a few days playing a little here and a little there. The number of plays per quarter vary from coach to coach, some use 8 plays per quarter, some as high as 20. Generally speaking, the average is around 12 plays per quarter. How many to use will depend on how quick you like to play, and how close (statistically speaking) to an actual game you want your games to be.

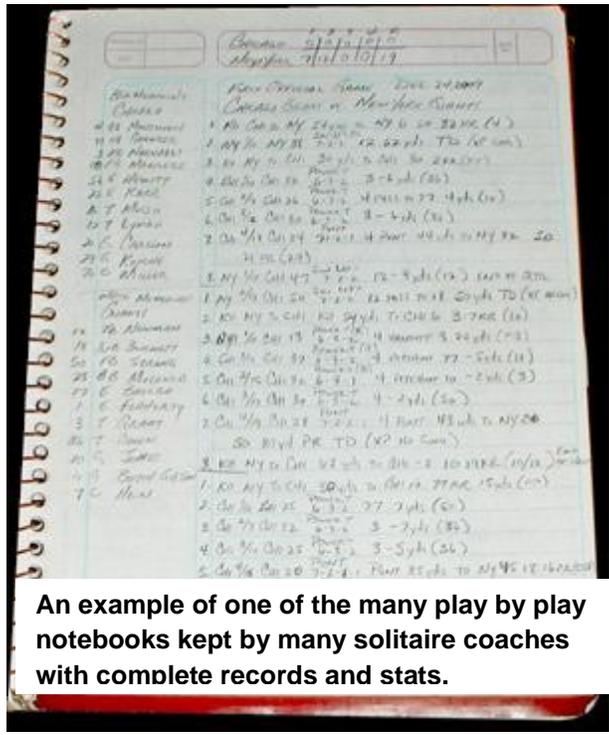
How much time you spend recording the game effects how long a game lasts as well. Do you really need pictures of every play or to video every play? These are great for sharing with others, but they can take away from the game itself. Another consideration is how many stats you want to keep. Lots of stats are great, but they also require lots of time writing them down and organizing them. Whichever way you want to do it, it is usually best to

keep it simple and quick.

Phantom coaches

One of the biggest drawbacks to solitaire is the fact that you are the only coach calling the plays. Since you already know what the offense is going to do, the natural reaction is to load the defense up to stop it. In real games, the defensive coach has no idea what the offense is doing, and can be caught off guard. So, how do you avoid over coaching?

Chris LeMay says, "I just play whatever offense I want against basic defenses with a few situational formations. For example I only play a basic 4-3 or 3-4 defensive alignment with zone pass coverage between the red zones and a 5-4 inside the red zones with 6-3 or 7-4 alignments on obvious short yardage or inside the 10 yard line. In my current league, since I am recreating the style of play from the 1930's , offenses are run from the Single Wing and Double Wing formations with very little passing and defenses are mostly 7-2-2 and 6-3-2



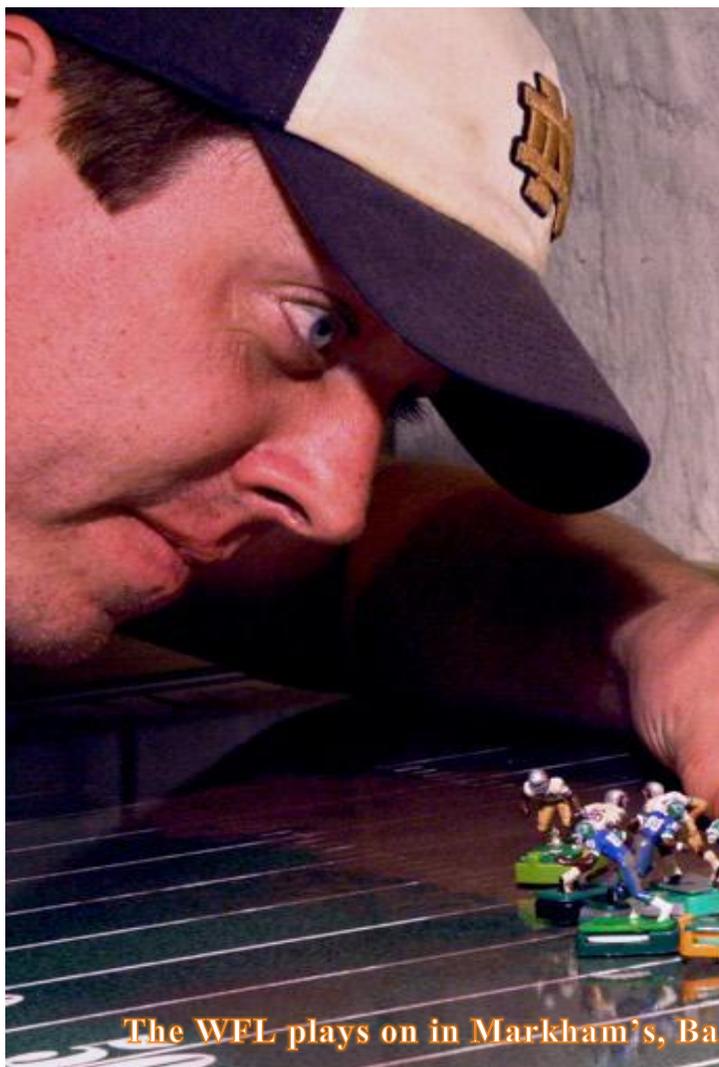
An example of one of the many play by play notebooks kept by many solitaire coaches with complete records and stats.

alignments. Offensive line blocking is either slanting right or slant left with the defense countering with either slant right or slant left pursuit.”

Chris Markham wanted to create a solitaire game where neither team would have an advantage. “That is when I decided to create the play charts. This allows the dice to determine what plays would be run by both the offence and defense and letting the players decide the outcome of the plays. I just roll the dice before the play, set the guys up and let them have at it.”

Al likes to use a defense chart, but calls his own offensive plays. “I like to be the offensive coach going against a phantom defensive coach. I line the offense up, and then roll a dice to see what the defense does. I have a chart with about 18 different defensive schemes. Occasionally, the dice will come up with a defense that is obviously not well suited for the play situation. In those cases, I’ll override the dice and use a basic 4-3, 3-4 or 5-2 set up, depending on the down, distance etc. For my next season, I’m thinking of reversing everything and be the defensive coach and let the charts determine what the offense does.”

There are many ways to play solitaire miniature football. Too often people want to play full season schedules with every team in a league and only get a few games played until they realize the time and commitment involved with completing this task, plus getting too caught up with rules and trying to keep everything equal, that they give up and never complete their seasons.



The WFL plays on in Markham’s, Basement Electric Football League

Chris Markham had this to say. “Surfing the message boards on the MFCA web site allowed me to look at other leagues throughout the US and create my own set of rules, to which even this day I am adjusting. That brings me to the present day. Now ten teams strong, I continue to tweak the team’s bases to make them even, while adjusting the way I play the game. My only problem now is that my league is getting too big. Will I be able to play all the games? Are all the teams evenly matched? These questions, I feel, is the beauty of solitaire football, making every season more exiting and better then the next.”

Al offered this bit of advice: “However you want to run your season is entirely up to you. Try to keep the games entertaining and the season long enough for the better teams to show themselves, but not so long that you dread playing the games. Keep the rules simple, and don’t be afraid to try different things, like adding penalties and fumbles. Remember, variety is the spice of life!”

For Chris LeMay, “The best advice I can give is to keep it simple and not get caught up in trying to keep everything realistic. The main thing is just to play the game and have fun with your season and enjoy the hobby.”

The Symbols of the MFCA Solitaire Logo



- Numerous stars across the top symbolize the many Solitaire coaches across the country.
- Single star at the bottom represents the individual coach.
- 7 watermarked stars behind the word solitaire and on the red and white stripes represent the 7 regions of the MFCA
- MFCA logo on cap. Solitaire logo on chest
- Number 1 on player shadow symbolizes solitaire
- Shadow driving forward in anticipation of the goal.
- Red, white and blue for the USA

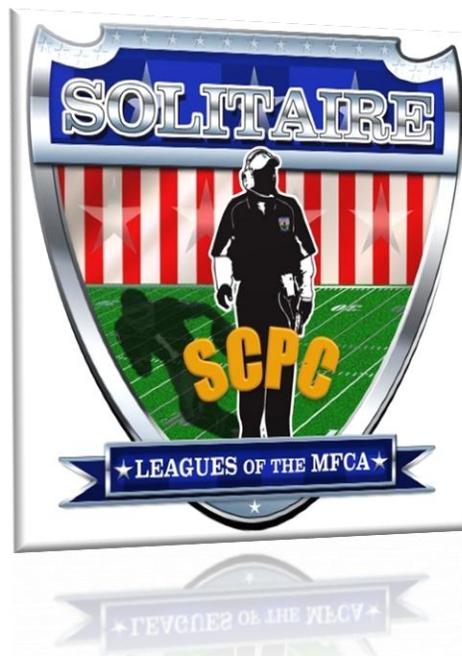
CREATING THE SCPC

by Derrick Gross

The Solitaire Coaches' Points Challenge (SCPC) is nearly two months into its first season and appears to be a success. Even better, this, the first issue of **"Solitaire Illustrated"** is promoting not only the SCPC, but the MFCA, specifically focusing on solitaire play. The purpose of both this publication and the SCPC is the same; in conjunction with the MFCA the primary goal is *'assisting the miniature football hobbyist by promoting miniature football, educating the public and providing an association which recognizes and supports the diverse coaches and leagues.'* More specifically, **"Solitaire Illustrated"** and the SCPC strive to bring the world of solitaire to the masses and bring solitaire coaches together so that they are truly 'not alone'.

The idea of creating the SCPC is actually an idea I had in the back of my mind for a long time. My motivation was simple. Solitaire play was and is my primary option for involvement in the MF community. As much as I enjoy solitaire play I found that posting my league results and following other solitaire coaches' leagues was fun, but not competitive. The idea for an inclusive solitaire league was something that I had jotted down on my 'Great Ideas' list. It was a concept I thought about from time to time, but didn't feel I was in a position to take action due to my overall lack of experience and time.

The chance to compete via solitaire play in both Mantaraydre's Helmet Row Show and Al Dunham's Postal League helped me further develop the idea. Such a solitaire league would have to be something coaches could participate in regardless of location or play style, like the Row Show, while at the same time promote more interaction between solitaire coaches via sharing teams, like the Postal League. In addition, this new solitaire league would have to allow for an unlimited number of coaches to participate using any rules sets, and teams they prefer; in other words, it would have to be pretty much an 'anything goes' format. Easier said than done!



The original idea was to simply duplicate the MFCAL for solitaire games and call it the Miniature Football Coaches Association Solitaire League or MFCASL. However, after looking into how the MFCAL actually worked it was apparent that the MFCASL would have to

be different. The primary reason is simply that the basic premise of the MFCAL is ranking the coaches of individual teams. In a solitaire league there are not unique coaches for each team. A solitaire league of this kind would have to rank not the coaches of the teams but the teams themselves. I began devising a points system to rank solitaire teams.

In July, I decided it would be great to get this idea going, set up, and ready to be unveiled at the MFCA Convention in August. I threw

together an outline of the plan I had in mind and sent it to Lynn Schmidt. Lynn presented the plan to the BOD. Chris LeMay liked the idea and joined me in the planning process. We recruited Al Dunam and Ed Morgans to serve on a committee.

Through two months of planning, research, and dozens of emails back and forth Chris, Al, Ed, and I came up with what is now known as the Solitaire Coaches Points Challenge (SCPC) – it was not ready in time for the convention.

With the help of Chris, Al, and Ed my initial idea developed into a full blown solitaire league that blends the advantages of solitaire play with the excitement of competitive league play, yet still allows any and all solitaire coaches to take part using any rules and teams they choose. In the SCPC we rank teams instead of coaches of teams. We use the term ‘owner’ more than ‘coach’.

Each owner can enter as many teams as they wish. Each team can enter up to ten games. It is up to each owner to manage their teams’ schedule in such a manner as to amass as many SCPC points as possible. Teams can earn points in multiple ways. At the most basic level teams earn points simply for the number of games played up to ten. Points are also earned for offensive production - points scored, and defensive performance - points allowed.

The SCPC goes further though. Since any kind of team can be entered – tweaked, un-tweaked,

3g, 4g, weight distribution, 11 man, Canadian, arena, etc, etc – owners select one of four divisions for each of their teams based on weight and tweaking. Additional points can be earned for playing and defeating a team from a higher division. This encourages individual coaches to mix and match their teams, play games with teams across their own league lines, and SCPC division lines.

That’s not all. Additional SCPC points can be earned by playing teams owned by others and having other people coach a game(s) using your team(s). This encourages solitaire players interacting with each other via sharing teams.

Teams are ranked via the total points earned. Owners have until the end of June to register teams and game results. At that time highly ranked bowl eligible teams will be selected to take part in the SCPC Bowl Championship Series (SCPCBCS).

It all adds up to the Solitaire Coaches Points Challenge. The purpose of which is to give solitaire coaches a format similar to the MFCAL by which coaches, teams, and game results may be entered into a database and earn points towards being recognized as the MFCA’s Solitaire Coaches Points Challenge National Champion.

It is the belief of the SCPC Committee that the SCPC is a positive addition to the pursuit of the goals of the MFCA. It will offer the opportunity of competitive fellowship among any and all members, whether they are unable to, or simply choose not to, take part in head-to-head leagues and tournaments. Among these individuals are some of the most talented and dedicated members we have. The SCPC is the means by which the MFCA officially sanctions and supports what it is these members do, play solitaire electric football.

Derrick Gross is a school teacher and football coach from Northern Minnesota. A member of the MFCA since November of 2010 (Drk on the forum), Derrick, along with his Sixth Graders, is the primary author of the “Miniature Football Class Project” on the MFCA forum, an electric football game board restoration project

(<http://www.miniaturefootball.com/forum/showthread.php?21203-Miniature-Football-Class-Project>) that is both entertaining and inspiring.



**Solitaire Coaches Points Challenge
And
Solitaire Coaches Bowl Championship Series**



Solitaire Leagues of the MFC Solitaire Coaches Points Challenge



Official Rules and Regulations

The Solitaire Leagues of the MFC's **Solitaire Coaches Points Challenge (SCPC)** is a points-based ranking system developed by the **SCPC Rules Committee** by which teams owned and coached by MFC members may register their solitaire league and team game results into a national data base and earn points towards becoming the **SCPC "National Champion"**

1. Office of the Commissioner

The Commissioner of the SCPC shall be a member of the MFC's Board of Directors (BOD) appointed and approved by a majority vote of the BOD. Duties of the Commissioner will be to oversee the overall operation of the SCPC, appoint members of the SCPC Rules Committee and moderate meetings of the SCPC Rules Committee. The Commissioner will make rulings regarding questions and interpretations of the SCPC Rules and Regulations.

2. SCPC Rules Committee

The Rules Committee shall be comprised of at least 3 members of the MFC, appointed by the Commissioner and approved by a majority vote of the BOD. One member of the Rules Committee will serve as Chairman and will aid and assist the Commissioner in the operation of the SCPC. Members of the Rules Committee must be MFC members in good standing (membership dues maintained and paid up-to-date). Duties of the Rules Committee will be to develop the initial Rules and Regulations of the SCPC, review and recommend changes to the Rules and Regulations annually and aid and assist the Commissioner and Rules Committee Chairman in the operation of the SCPC.

3. Participation

To participate in the SCPC, solitaire owners/coaches must be members of the MFC in good standing (membership dues maintained and paid up-to-date). Solitaire owner/coaches may register any number of teams used in their solitaire play. Registration is completed by entering game result information on the Official SCPS Game Registration Form (<http://miniaturefootball.org/mfcasl/enter-scpc-game-info-here/>).

4. Divisions

Through information gathered by the Rules committee, it has been determined that solitaire play is conducted in several distinct styles and use of certain equipment. Using this information we have established the following divisions:

- Division 1. 3.3g Limited (Players – figure and base - weighing less than or up to 3.3 grams with little or no base tweaking.)**
- Division 2. 3.3g Tweaked (Players – figure and base - weighing less than or up to 3.3 grams with heavily tweaked bases.)**
- Division 3. 4.0g Inclusive (Players – figure and base – weighing up to 4.0 grams with heavily tweaked or little or no tweaked bases.)**
- Division 4. Unlimited (Players – figure and base- with no weight or tweaking limits.)**

During the game registration process coaches will be asked to assign their teams to one of the above divisions.

5. The SCPC Points System

The following point system has been established and will be used to rank teams according to the number of games played, offensive and defensive performance, game scenario, and strength of schedule. Teams will be ranked based upon total SCPC points earned.

1. Games Played

1 point awarded for each game played (up to a maximum of 10 games).

2. Offensive and Defensive performance

Offensive points scored

| | |
|---------|----------|
| 0 - 3 | 0 points |
| 4 – 10 | 1 point |
| 11 – 17 | 2 points |
| 18 - 24 | 3 points |
| 25 + | 4 points |

Defensive points allowed

| | |
|---------|----------|
| 25 + | 0 points |
| 24 – 18 | 1 point |
| 17 – 11 | 2 points |
| 10 – 4 | 3 points |
| 0 – 3 | 4 points |

3. Game Scenario Bonus Points (GSBP)

The winning team receives bonus points based on the following game scenario criteria:

| | |
|---|----------|
| The winning team and losing team are owned by the same person and coached by the same person. | 0 points |
| The winning team and losing team are owned by the same person but someone else coached the game. | 1 point |
| The winning team and losing team have different owners and the winning team's owner coached the game. | 2 points |
| The winning team and losing team have different owners and the game was coached by someone else. | 3 points |
| The winning team and losing team have different owners and the game was coached by the losing team's owner. | 4 points |

4. Strength of Schedule

A. Division Bonus Points (DBP)

Teams playing and defeating teams in a higher division will receive Division Bonus points based as follows:

Division 1 team defeats a Division 2 team = 1 points

Division 1 team defeats a Division 3 team = 2 points

Division 1 team defeats a Division 4 team = 3 points

Division 2 team defeats a Division 3 team = 1 points

Division 2 team defeats a Division 4 team = 2 points

Division 3 teams defeats a Division 4 team = 1 points

Teams playing and defeating teams in the same or a lower division **do not** receive Division Bonus Points.

B. Quality Win Bonus Points (QWBP)

At the end of the season, teams will be awarded 2 points for every win that an opponent they defeated won during the season.

5. SCPC Regular Season and Post Season

A. Regular Season

Season One of the Solitaire Coaches Points Challenge will begin **Oct. 1, 2012** and end on **June 30, 2013**. Qualifying games must be played during this time period and game result information entered on or before **June 30, 2013**. It is recommended that game information be entered as soon as possible after the completion of a qualifying game to allow the Rules Committee adequate time to update the data base and to give participating coaches the opportunity to follow the progress of their teams throughout the season.

Season Two and subsequent seasons will begin on **Sept. 1** and end on **June 30** of that year. This is to allow the Rules Committee to review the past season and make any changes needed to the Rules and Regulations for the following season.

B. Post Season

On **July 4th** of each season, final point totals will be posted. The top team in each division will be announced and given the first opportunity to participate in one of four post season bowl games, the **Solitaire Coaches Bowl Championship Series (SCBSC)**.

Teams that have completed and won 6 or more games are eligible to participate in one of the four bowl games. Being bowl eligible does not guarantee a bowl bid.

Bowl Game participants will be selected by the SCPC Rules Committee matched up in such a manner to promote fair, evenly matched, competitive and entertaining games as possible and such that they have the potential to effect the final rankings. Location, rule set to be used and actual coaches of the game must be mutually agreed upon and approved by the SCPC Rules Committee.

Bowl Games must be played in the month leading up to or at the Annual MFCA Convention in August of each year.

All bowl games will be scored using the SCPC Points system. Upon completion of all bowl games, rankings will be recalculated and the number one team will be named the **SCPC Champion**.

6. Sponsorship

It is the desire of the SCPC Rules Committee to have sponsorship for its **SCBCS** Bowl Games. Any company or person wishing to sponsor a Bowl Game should contact the SCPC Commissioner or Rules Committee. Sponsorship may include but not be limited to providing a bowl game trophy and/or other prizes approved by the SCPC Rules Committee.

7. Code of Conduct

It is the goal of the SCPC to provide a competitive, fun and entertaining form of participation for those MFCA members who classify themselves as "Solitaire Coaches" To maintain and insure the MFCA's motto of "Unity, Integrity and Fellowship" the MFCA's Code of Conduct will be enforced.

Any person or persons found to be or suspected of conspiring to enter false information in regards to SCPC game information and participation will be subject to MFCA membership suspensions and possible membership bans according to the MFCA's Code of Conduct as contained in the MFCA's Bylaws. (<http://miniaturefootball.org/about-the-mfca/bylaws/>)

SPONSORS WANTED

Sponsors are needed for the SCPC Bowl Championship Series Bowl Games

- Each Division of the SCPC will hold a Postseason Bowl Game to determine the Champion of that particular division.
- Sponsors will be responsible for providing a trophy and/or other prizes (approved by the SCPC Rules Committee).
- Free advertising in **Solitaire Illustrated** the Official Magazine of the "Solitaire Leagues of the MFCA".

For more information contact

Any member of the

SCPC RULES COMMITTEE



The SCPC Report

as of 11/20/12

With almost 2 months on the books, the SCPC is shaping up to be in for some great competition as league owners race to be on top of the rankings board. Who can maintain the top teams for the longest? What team will be the first to reach 10 games completed? What league will have the most teams eligible for a post season bowl bid? Why aren't there more 3.3 Tweaked, 4.0 Inclusive and Unlimited Division teams registered?

MIKE DITKA and DON CORYELL COACHING MINIATURE FOOTBALL NOW???? REALLY????

These are just some of the questions that have arisen!!!!

With 50 games entered, 55 teams registered, representing 7 leagues with 3 independents and 8 owner / coach / league operators our statistician (SPCS Rules Committee Chairman, Derrick Gross) is staying busy. Let's keep him that way. I have the easy job as Commissioner, all I have to do is review the progress and write these cool reports.

I will say, with much appreciation, that Derrick has done a fine job of reporting the progress on the Solitaire Forum. <http://www.miniaturefootball.com/forum/showthread.php?26049-Solitaire-Coaches-Points-Challenge>

A majority of the most active leagues of the "Solitaire Leagues of the MFCA" are participating. We are seeing games and teams from the following:



Al Dunham's WMLMF (Western Michigan League of Miniature Football), perhaps the most unique league in all of miniature football, with Flaming Fairies, Zombies, Cadavers, Werewolves, Sasquatch, Mennonites,

Union Jacks, the Third Reich, Super Somos, Battlin' Bozos, Sharks, Rams,

Cows, Killer Bees, Arctic Tundra, Toxic Waste and RA (the Egyptian Sun God).



Charles Angell – capanther's Electric Football League of "Tudor Classic" AFC and NFC teams of the NFL.



Reginald Rutledge's
NFLGTSL (NFL Greatest
Teams Solitaire League)
featuring customized

recreations of some of the Greatest Teams and Player Legends of the NFL played in model stadiums with lights and scoreboards and all the hype, innovations and video that only Reggie can create.

Owen and Derrick Gross's father vs. son games and the MPANMMEFSL (nine man football).

The coaches of the Postal League (or Mail Order Football League) were teams are mailed around the country.



And of course my AFL vs. NFL vs. WFL Championship Series league, featuring the championship game teams of the 1966 – 69 AFL and NFL and the 1974 WFL, competing for the "World Champions or American Professional Football" trophy.



But where is Mantaray'Dre's
Helmet Row Show teams,
dogwood30's NJMFL 64
teams now in their 55th
Super Bowl Tournament,
Beenutt's 120 team college

tournament and numerous others who
operate solitaire leagues and tournaments.

Don't miss out on this inaugural season of
the SCPC.

For more complete and up-to-date results
check out the SCPC Season 1 Points
<http://miniaturefootball.org/scp/scps-season-1points/> and Season 1 Games
<http://miniaturefootball.org/scp/scpc-season-1-game-report/> results data base on
the MFCAs website.

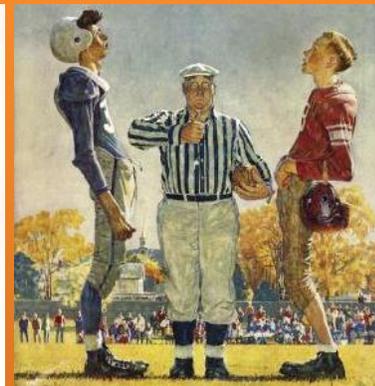
Enter your Game Results here:

<http://miniaturefootball.org/scp/enter-scpc-game-info-here/>

Turkey and Football

Thanksgiving Day has long been a day not only to give thanks for the many blessings received throughout the year but also as a day to enjoy the game of football.

All across the United States, not only has dinner with family and friends become an important part of the Thanksgiving tradition, but attending a football game, watching a football game on TV or playing a game of backyard football has also become a part of this holiday tradition.



Illustrations by Norman Rockwell

Some of my earliest memories of Thanksgiving Day involve football. The first football game that I can remember attending was on Thanksgiving Day of 1964. The Clinic Bowl was an annual game sponsored by the Nashville Area Junior Chamber of Commerce, played at Vanderbilt University's Dudley Field and featured two high school football teams from the mid-state area of Tennessee. In 1964 the game featured the Lawrence County High School Wildcats of Lawrenceburg (my hometown) and the Glenclyff Colts of Nashville.

This game was especially significant to my family because my mother's first cousin was playing in this game. The

game ended in a 7 - 7 tie and I just couldn't understand why the game was allowed to end without a winner??? (Hey, I was only 7 and way before the era of overtime rules in high school football).



**Glenclyff celebrates after the 1964 Clinic Bowl
(from ihigh.com)**

Thanksgiving was also a time when my family made an annual trek to New Boston, Ohio to visit my mom's brother and family (Uncle Shorty, Aunt Sue and cousins, Tim and Pam). It was about an 8 hour drive from Lawrenceburg to New Boston and we always left at around 4 o'clock in the afternoon on Wednesday, arriving in the early morning hours of Thanksgiving Day.

house for Thanksgiving Dinner and watching football on TV.

Thanksgiving Day now consist of going to my Sister-in-Law's house in Mt Juliet, TN (about 45 minutes from Spring Hill) watching football on TV (or more accurately sleeping through football after a wonderful turkey, ham and all the trimmings dinner) and finally returning home to fall asleep watching football.

After a few hours of sleep, breakfast and then watching the Macy's Thanksgiving Day Parade, it was outside to play football. It was usually just me, my older brother Chuck, and my cousin Tim but we had some very fierce and competitive games of "pass" football with my brother as "all time" quarterback and my cousin and me alternating as receiver and defensive back. Then it was back in the

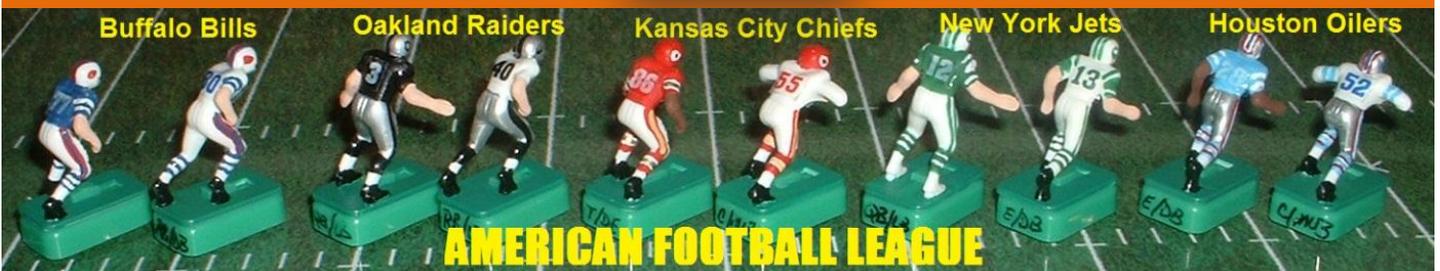
But I have also added a new tradition to my Thanksgiving Day holiday weekend. Rather than joining the crowds of "Black Friday" shoppers, I am content to just stay home paint some miniature football figures and play several games of miniature football. After all that's what Thanksgiving Day is all about "Turkey and Football".



The teams of my current AFL vs. NFL vs. WFL Championship Series League will be playing games this



Thanksgiving Day and throughout the weekend. Game results will also be entered in the SCPC.





Thanksgiving Day Classics

From its beginnings, Thanksgiving Day has been a day for the teams and leagues of professional football to play either Championship games or marquee matchups.



It began in the 1890's and carried over into the early 1900's when the New York Pro Football League played most of its Championship Games from 1908 to 1919 on Thanksgiving Day. Other professional football teams that played during this period and prior to the formation of the APFA in 1920 (forerunner to the NFL) also played games on Thanksgiving Day.

Beginning in 1934, the NFL instituted the "Thanksgiving Classic" series with the Detroit Lions traditionally playing at home on Thanksgiving Day, later joined by the Dallas Cowboys in 1966. In 2006, the NFL added a third "Thursday Night Football" game to this series schedule with a rotating host team.

Other rival professional football leagues, hoping to capitalize on this holiday tradition, played Thanksgiving Day games with the original AFL playing in 1926, the AAFC during the 1940's, and the last AFL during the 1960's. In 1974, the World Football League planned to play its championship game, WORLD BOWL I on Thanksgiving Day.

The First Thanksgiving

The following is a reprint of an article from profootballhof.com chronicling Thanksgiving Day in the NFL.

Thanksgiving and the NFL

Thanksgiving Day football, once a tradition among the high schools and colleges of America, has more or less faded into oblivion in most sections of the country.

But it is still alive in the National Football League in two franchise cities, Detroit and Dallas, where Thanksgiving Day football has become a normal, expected way of life. Beginning in 1966, Dallas has missed playing on the holiday only in 1975 and 1977.



G.A. Richards

However, when it comes to Thanksgiving Day football, NFL style, most fans first think of the Lions and the tradition that was started in 1934. It was their first year in Detroit after a local radio executive, George A. Richards,

had purchased the Portsmouth (Ohio) Spartans and moved the team to Detroit. The Spartans were members of the NFL from 1930 to 1933.

With the Spartans, not only was Richards bringing a proven, quality team to Detroit, he was also bringing at least one super-star, Earl "Dutch" Clark, one of the most versatile backs ever to play the game. Clark had an outstanding supporting cast in the Detroit backfield with a big, talented line anchored by Frank Christiansen.

Even though he knew there was some risk in scheduling a game on Thanksgiving Day, Richards also recognized that his Lions were taking a back seat to the baseball Tigers on the sports pages. So as one way of attracting Motor City fans during the team's first season, he opted for the Thanksgiving Day contest.



The Lions battled the Bears on Thanksgiving Day in 1934.

The matchup between the Lions and the World Champion Chicago Bears proved to be an all-time classic. The 1934 Lions had not allowed a touchdown until their eighth game and entered the game with the Bears with a 10-1 record. But with 11 straight wins, Chicago had an even better record. Still a win would put the Lions into a first-place tie with the Bears with only a game left, a repeat clash with the Bears in Chicago, just three days later on December 2.

The 26,000 tickets, for the Turkey Day clash in the University of Detroit Stadium, were sold out two weeks in advance of the game. It was estimated that another 25,000 would have attended had there been seats available.

The Bears edged out the Lions 19-16 in the classic holiday struggle and then prevailed 10-7 three days later to clinch the NFL Western Division crown.

Not despondent over the last two losses, Richards reasoned that his team had done well in its first year in Detroit. His confidence was rewarded the next year when the Lions won the 1935 NFL Championship. The key game in the title drive came on Thanksgiving Day, when the Lions defeated the Bears 14-2 to clinch the West championship.

Thus the football-on-Thanksgiving tradition became firmly established in Detroit. With the exception of a six-season gap from 1939 to 1944, the Thanksgiving Day game has been played with no interruptions.

The Detroit Lions Thanksgiving Day heritage gained national attention in another way, starting with the very first game in 1934. Knowing the publicity potential of radio, Richards along with NBC Radio, set up a 94-station network to broadcast the Lions-Bears showdown. The famous announcing team of Graham McNamee and Don Wilson described the action.

One other note of historical interest

After doing more research for this article, and being under the impression that the game in Detroit was the only NFL game played on Thanksgiving Day prior to 1966 when the Dallas game was added, I discovered that this was not true. This article, also from profootball.com gives the entire schedule and results of Thanksgiving games from 1920 to the present.

<http://www.profootballhof.com/history/stats/thanksgiving.aspx>

This is my recreation of the 1934 Thanksgiving Day game between the Detroit Lions and Chicago Bears.



It was played as a part of my 1933 – 1939 NFL “Classic Tudor” Solitaire League.



It was played on a vintage 1959 “Tudor Games Electric Football” game board. The game ended in a 7 – 7 tie and gave the Lions a 1-3-1 record and the Bears an 0-3-2 record in the last week of the season.

Review this thread on the MFCA Solitaire Forum for a complete report of this league. Just one of many “Solitaire Leagues of the MFCA”.

<http://www.miniaturefootball.com/forum/showthread.php?15620-Solitaire-Games&highlight=1933+1939>



Solitaire Illustrated

Future Issues

Future issues of “**Solitaire Illustrated**” will depend on contributions from the membership of the MFCA to ensure its continued success. I have tried in this “**Premier Issue**” to present my ideas for what I think this magazine should be and the type of content it should contain and that is to showcase the players, coaches and owners of the “Solitaire Leagues of the MFCA.

However, I am open to any suggestions and ideas. The primary purpose and goal of this magazine is to promote the motto of the MFCA of “Unity , Integrity and Fellowship” and the mission of the MFCA by “Assisting the miniature football hobbyist by promoting miniature football, educating the public, and providing an association which recognizes and supports the diverse coaches and leagues. “

Football has been a large portion of my life’s experiences, playing backyard football while growing up, playing organized football in high school , watching football on TV, and watching football from the stands.

I spend a lot of time studying the history and rules of football, especially professional football as played in the United States and Canada and other countries where American football is played. I have an extensive library of football related books, magazines and other reference material as well as the world wide web of the Internet.

Miniature Football is much more than the game of “electric football” that we all grew up with and continue to enjoy as adults. It is also playing the many board games that tried to simulate the game of football before the advent of video games.

Miniature football is collecting the games and figures, painting the figures and recreating teams and leagues of the past and present. It is becoming a student of the game, studying the

offensive and defensive strategies that produce a successful game plan and how to simulate the different aspects of the game to make it more realistic and exciting.

All these things and more are the types of articles I am looking for and that may be written about. Nothing will be turned down if it pertains to football and miniature football.

And we need pictures and illustrations. One of the most important aspects of “Sports Illustrated” is the award winning photos contained within the pages of that magazine. As a teenager, I maintained a subscription to that magazine. It was the main resource of reference photos for the majority of my artwork that I did in high school. Yes, I used to be a pretty good artist, drawing the football helmets and football uniforms of the NFL even before I started painting miniature football teams. I did water color painting collages of several Super Bowls and MLB World Series using the pictures from “Sports Illustrated”

I have lots of material that I can, and will, contribute to the production of “**Solitaire Illustrated**” But I don’t want this magazine to be just about me or written by me. I want you the other coaches and players of the “Solitaire Leagues of the MFCA” to contribute. Every one of you has as much or more knowledge, ability and talent as I do to make this magazine a success.

Because this magazine is an online publication, there are virtually no deadlines. Content can be contributed up until the day before publication. And as soon as I figure out how to do it, even videos can be included in articles.

So there is no reason why each and every one of you cannot contribute something.

TO CONTRIBUTE ARTICLES, PHOTOS AND VIDEOS CONTACT:
efffanatic@charter.net

Planned Future Issues:

Happy Holidays 2012

Publication date: Week of December 25 - 31, 2012
Christmas Memories
New Year's Day Bowl Games



SUPER BOWL XLVII

Publication date: Sunday, Feb 3, 2013
Classic Super Bowl Games
AFL vs. NFL World Championship of Professional Football

Spring Football 2013

Publication date: Mid-April, 2013
College Football Spring Games
Past Professional Football Spring Leagues

Happy "Fourth of July"

Publication date: July 4, 2013
SCPC Season 1 Final Rankings
SCPC "National Champion"
SCPC BCS Bowl Game Preview



MFCA Convention 2013

Publication date: End of August, 2013
MFCA CON 6
SCPC BCS Bowl Game Results
SCPC Season 2 Preview

Planned Regular Features

The following regular features are planned for every issue:

Coaches' Profiles

Profiles featuring the Coaches of the "Solitaire League of the MFCA"

League Profiles

Profiles featuring the Leagues of the "Solitaire Leagues of the MFCA"

From the Locker Room

Innovations, Rules, Styles of Play, Painting, Customizing, Tweaking, MF Products, anything and everything to enhance your "Solitaire Game Play" experience.

The Offensive Coordinator

Offensive plays and strategy for the Miniature Football Player and Coach

The Defensive Coordinator

Defensive plays and strategy for the Miniature Football Player and Coach

Special Teams Coordinator

Special Teams plays and strategy for the Miniature Football Player and Coach.

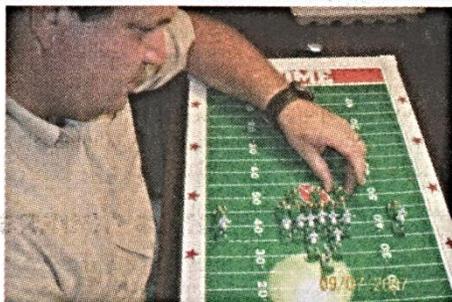
From the Files:

My Archive of Miniature Football and Football Related Magazine Articles and News Paper Clippings

While putting away one of my electric football game boards, I happened to come across this article in an old copy of "PLUGGED IN!", Miggle's "Official Newsletter of Electric Football". (Fall 2007)



IF YOU PLAY SOLITAIRE ELECTRIC FOOTBALL, YOU'RE NOT ALONE



Rob Plush

While Electric Football is continuing to grow and flourish in all corners of the U.S. these days—with leagues popping up literally everywhere—there still are areas and times when organized group play is just not possible. Rather than putting aside their figures and boards, however, a

multitude of EFLers in this situation have turned to playing Solitaire Electric Football—either as a relaxing and rewarding recreational pastime or in leagues they create for themselves or with relatives and friends living a large distance away.

So to keep pace with this growing Electric Football phenomenon, **PLUGGED IN!** asked some of the most frequent and adept "Solitairers" to share their strategies, gamesmanship and playing styles with us so more of our readers can take part in this fascinating and challenging style of the game.

Ray Fanara of Brookville, MD (rfanara@verizon.net) uses Passing Sticks (i.e., lengths of wood cut at varying lengths for quick measurements). Depending on the distance between the QB and the intended receiver, he uses a different length stick to gauge the distance between the receiver and the ball placed on the field. Commonly referred to as a "pass simulation" or a "pass placement," the sticks increase strategy and promote impartiality.

He also employs play-action on most downs, wherein the QB starts each play with the ball and has the option to pitch/hand-off, pass or keep the ball. This technique allows the play to develop on its own with the Solitaire coach taking the best option as it presents itself to resolve the play.

"If you are a coach who also competes in tournaments and/or regular leagues," shared Fanara with **PLUGGED IN!**, "when you play Solitaire, use the rule sets you generally play by to gain familiarity with them and to become accustomed to the rules you will be using in competition. To accommodate multiple rule-sets, set-up a short season using one set of rules, and then start another season utilizing another set of rules.

Fanara also recommends—when involved in Solitaire competition—that coaches use basic defenses against a wide variety of plays, both runs and passes, to improve their results and their enjoyment of the game.

Ralph Hawkins of Oklahoma City and his son Adam of Minot, ND, as well as **brothers Rob and Tim Plush of Colorado Springs, CO**, who also are the Hawkins' cousins, are all EFL Solitaire players, too. Their leagues and teams encompass current NFL, NCAA, Arena, CFL and even high school teams, as well as defunct leagues, such as the WFL and USFL—and in the future, they plan to add squads from the XFL and WLAF.

They point out that the most important rule in Solitaire play is to stay consistent with the way you play. "There are only so many offensive, defensive and special team formations that our 'league' allows," they told **PLUGGED IN!**, "so we all use the roll of the dice and an 'outcome chart' for passing, field goals and extra points."

The EFL quartet has their champions meet in title games once a year during the NFL Draft Weekend in late April in the Black Hills of Spearfish, South Dakota.

In their Solitaire play, there is no "stacking" allowed—which is several lines or "bunching up" of defenders at the line of scrimmage. There also is no "hooking" allowed, where a coach intentionally sets up a defender to hook the other player's arm when going into a pass route.

"If an offensive team is in a third or fourth down and long situation," stated **Ralph Hawkins** (Ralph.Hawkins@tinker.af.mil), "they must pass—as real teams would. If a team is losing by a significant margin, then they can exclusively pass—again, to emulate actual football strategy."

While an important and integral benefit of participating in Electric Football is the collective socializing aspect of the game, when that communal avenue is not open, then Solitaire EFL is certainly a superb alternative. Just ask all the Solitairers playing the game solo today! ■



Tim Plush

Action from around the Solitaire Leagues of the MFCA



dogwood30's NJLMFL