



# Solitaire Illustrated



Official Magazine of the "Solitaire Leagues of the MFCFA

Volume 1 Issue 6

August 11, 2013

# MFCFA CONVENTION 2013

## THE CONVENTION REPORT

### The SCPC NATIONAL CHAMPIONSHIP



Fifty Years Honoring  
the History of  
Professional Football

HISTORY OF THE  
HALL OF FAME GAME

Electric  
Football Joins  
the World of  
Fine Art

## BOWL GAME REPORTS

### Solitaire Coaches



Points Challenge  
Update



From the Locker  
Room

The Offensive  
Coordinator

The Defensive  
Coordinator

Special Teams



# Solitaire Illustrated



Official Magazine of the "Solitaire Leagues of the MFC"

## From the desk of the Editor

Chris LeMay



### **It's over and we have our first ever "Solitaire Coaches Points Challenge" National Champion.**

In our last issue the SCPC's SCBCS Division Championship Game participants were announced and coaches were given the remainder of the month of July through the first weekend in August to play and complete their games. This was to coincide with the MFC's Annual Convention and TOC Tournament held the weekend of Aug 2 – 4, in Cleveland, OH.

Ever since its inception, the MFC Convention has been held in the Canton or Cleveland, OH area the same weekend as the Pro Football Hall of Fame's Enshrinement Festival. Attendees to the MFC Convention also have the opportunity to tour the Pro Football Hall of Fame, attend the Class of 2013 Enshrinement Ceremony and the Hall of Fame Game, the NFL's kickoff to the pre season schedule. This year the Hall of Fame is celebrating its 50th Anniversary.

This was of special interest to myself, because the company that I work for, 1220 Exhibits, was chosen to do the remodel and fabrication of the new exhibits featured in the rotunda of the Hall of Fame, more affectionately known as the "juicer". We were also chosen in 2009 to do the exhibit work for the "Lamar Hunt Super Bowl Gallery" and the new entrance exhibits completed in 2012.



The MFC has its own Hall of Fame and two more members were enshrined at the Friday Night Awards Dinner. The Board of Directors also made their annual presentation of the "Lee Payne" award..

### **The world of electric football saw two other significant events take place during the month of July and the first weekend in August.**

In July, the long awaited book by Earl Shores and Rody Garcia "The Unforgettable Buzz : The History of Electric Football and Tudor Games" was released for sale and Aug 2nd, the ADA Gallery in Richmond, VA featured electric football in its "The Electric Football Game Art Show".

September 1,2013 begins Season Two of the Solitiare Coaches Points Challenge. It is already looking to be bigger and more exciting than Season One. I have had several emails. private messages and personal converstaions wih coaches interested in joining the competetion and we have added another sponsor for one of the SCBCS Division Championship Bowl Games.

I also want to take this opportunity to thank all the coaches who participated in Season One. The number of games entered, teams registered and coahces participating far exceeded our expectations and most of all helped us to fulfil the goal of the SCPC by bringing to light the role that the Solitaire Coach plays in this great game and hooby.



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Chris LeMay

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## SCPC RULES COMMITTEE

Commissioner  
*Chris LeMay*  
Rules Committee  
*Derrick Gross, Chairman*  
*Al Dunham*  
*Ed Morgans*



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We would like 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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## Fifty Years Honoring the History of Professional Football

September 7, 2013 will mark the 50th Anniversary of the opening of the Pro Football Hall of Fame. Opened in 1963, the Hall of Fame has sought to:

- **HONOR** individuals who have made outstanding contributions to professional football,
- **PRESERVE** professional football's historic documents and artifacts,
- **EDUCATE** the public regarding the origin, development and growth of professional football as an important part of American culture,
- **PROMOTE** the positive values of the sport.

In honoring the individuals who have made outstanding contributions to professional football the Hall has selected an annual class of enshrines from the athletes who have played the game, the men who have coached the game, and other individuals who in some way have made significant contributions to the game of professional football.



**The Hall of Busts**

Every enshrinee is honored with a bronze bust housed in the Rotunda of the Hall of Fame.

In preserving the historic documents and artifacts of professional football, the Hall is home to an extensive library of scrapbooks, media guides, game programs, game stories, game summaries, player files, team files, subject files and news media related to all facets of professional football.



The Ralph Wilson, Jr. Pro Football Research and Preservation Center houses and preserves the more than 20 million document pages and 3 million photographic images in the Hall of Fame's collection.



The Hall's collection of artifacts and rare documents currently exceeds 50,000 of which only about one third is on display.

In educating the public regarding the origin, development and growth of professional football as an important part of American culture the Hall sponsors an educational outreach program.

The Educational Outreach Program aims to integrate the pro football story and museum experience with classroom studies. It is through this creative programming that the Hall of Fame's educational assets are provided to students across North America.

These educational programs are designed to strengthen core curricular areas such as the Arts, Geography, Health, History, Language Arts, Math and Science.



The Hall's Educational Outreach Program is supported by an Educational Advisory Panel made up of an Educational Programs Coordinator and local educators.

In preserving the positive values of the sport, the Hall has, through the years produced exhibits and articles that show how professional football has mirrored the culture of America. In many ways the positive values of the sport have helped society move forward and bring about change.

The tumultuous 1960's saw the emergence of the black athlete as a role model for many young black Americans. Through the Hall's Educational Outreach Program, they have instituted the Black History Program which features many of professional football's black athletes who have overcome many racial stereotypes and racially motivated obstacles to achieve Hall of Fame careers.



### **America's Premier Sports Museum and Showplace**

The Pro Football Hall of Fame in Canton, OH is open daily from 9:00 am to 5:00 pm (closed Christmas Day) During the summer, from Memorial Day weekend to Labor Day, the Hall is open to 8:00 pm. Admission rates are from \$16.00 - \$22.00 but many special packages and admissions programs are offered throughout the year. You can visit the Hall of Fame's website at [www.profootballhof.com](http://www.profootballhof.com).

# A History of the Hall of Fame Game



Fawcett Stadium  
Pro Football Hall of Fame, Canton, Ohio

The Hall of Fame game is traditionally the start of the NFL pre-season schedule, is usually played the first weekend of August, and is part of the Pro Football Hall of Fame's Enshrinement Festival activities.

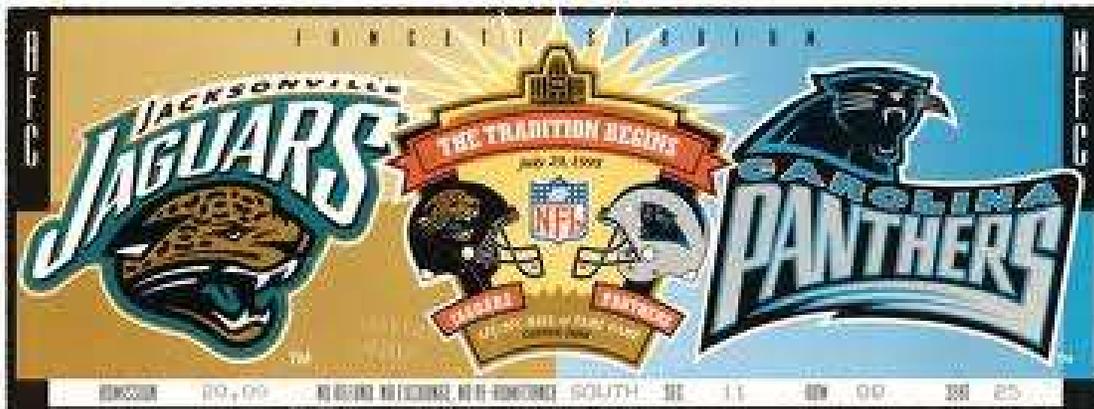
It is played at Fawcett Stadium, adjacent to the Pro Football Hall of Fame and the home field of the McKinley Senior High School Bulldog football team and the Timken Senior High School Trojans.

Although a meaningless pre-season game, it draws football fans from all over the country and has always sold out.

## GAME HISTORY

### DATE SCORE

8/11/1962	New York Giants 21, St. Louis Cardinals 21	7/30/1988	Cincinnati Bengals 14, Los Angeles Rams 7
9/8/1963	Pittsburgh Steelers 16, Cleveland Browns 7	8/5/1989	Washington Redskins 31, Buffalo Bills 6
9/6/1964	Baltimore Colts 48, Pittsburgh Steelers 17	8/4/1990	Chicago Bears 13, Cleveland Browns 0
9/12/1965	Washington Redskins 20, Detroit Lions 3	7/27/1991	Detroit Lions 14, Denver Broncos 3
	<b>1966 Not held</b>	8/1/1992	New York Jets 41, Philadelphia Eagles 14
8/5/1967	Philadelphia Eagles 28, Cleveland Browns 13	7/31/1993	Los Angeles Raiders 19, Green Bay Packers 3
8/3/1968	Chicago Bears 30, Dallas Cowboys 24	7/30/1994	Atlanta Falcons 21, San Diego Chargers 7
9/13/1969	Green Bay Packers 38, Atlanta Falcons 24	7/29/1995	Carolina Panthers 20, Jacksonville Jaguars 14
8/8/1970	New Orleans Saints 14, Minnesota Vikings 13	7/27/1996	Indianapolis Colts 10, New Orleans Saints 3
7/31/1971	Los Angeles Rams 17, Houston Oilers 6	7/26/1997	Minnesota Vikings 28, Seattle Seahawks 26
7/29/1972	Kansas City Chiefs 23, New York Giants 17	8/1/1998	Tampa Bay Buccaneers 30, Pittsburgh Steelers 6
7/28/1973	San Francisco 49ers 20, New England Patriots 7	A8/9/1999	Cleveland Browns 20, Dallas Cowboys 17, OT
7/27/1974	St. Louis Cardinals 21, Buffalo Bills 13	7/31/2000	New England Patriots 20, San Francisco 49ers 0
8/2/1975	Washington Redskins 17, Cincinnati Bengals 9	8/6/2001	St. Louis Rams 17, Miami Dolphins 10
7/24/1976	Denver Broncos 10, Detroit Lions 7	8/5/2002	New York Giants 34, Houston Texans 17
7/30/1977	Chicago Bears 20, New York Jets 6	8/4/2003	Kansas City Chiefs 9, Green Bay Packers 0
7/29/1978	Philadelphia Eagles 17, Miami Dolphins 3		<b>Game ended with 5:49 remaining in the third quarter due to severe lightning.</b>
7/28/1979	Oakland Raiders 20, Dallas Cowboys 13	8/9/2004	Washington Redskins 20, Denver Broncos 17
8/2/1980	Tie 0-0; Green Bay Packers vs. San Diego Chargers	8/8/2005	Chicago Bears 27, Miami Dolphins 24
	<b>Game ended with 5:29 remaining in the fourth quarter due to severe lightning.</b>	8/6/2006	Oakland Raiders 16, Philadelphia Eagles 10
8/1/1981	Cleveland Browns 24, Atlanta Falcons 10	8/5/2007	Pittsburgh Steelers 20, New Orleans Saints 7
8/7/1982	Minnesota Vikings 30, Baltimore Colts 14	8/3/2008	Washington Redskins 30, Indianapolis Colts 16
7/30/1983	Pittsburgh Steelers 27, New Orleans Saints 14	8/9/2009	Tennessee Titans 21, Buffalo Bills 18
7/28/1984	Seattle Seahawks 38, Tampa Bay Buccaneers 0	8/8/2010	Dallas Cowboys 16, Cincinnati Bengals 7
8/3/1985	New York Giants 21, Houston Oilers 20	8/7/2011	<b>Canceled due to 2011 NFL lockout</b>
8/2/1986	New England Patriots 21, St. Louis Cardinals 16		<b>Game was originally scheduled between the Chicago Bears and St. Louis Rams</b>
8/8/1987	San Francisco 49ers 20, Kansas City Chiefs 7	8/5/2012	New Orleans Saints 17, Arizona Cardinals 10
		8/4/2013	Dallas Cowboys 24, Miami Dolphins 20



Admission ticket from the 1995 Hall of Fame Game featuring the expansion Jacksonville Jaguars and Carolina Panthers, the only appearance to date by these 2 teams, The Washington Redskins have appeared 5 times and won all 5 games. The Baltimore Ravens have yet to appear in a HOF game.

# Electric Football Joins the World of Fine Art



**AUGUST 2013**  
ADA GALLERY 228 W. BROAD ST RICHMOND, VA

Electric football has joined the world of fine art with the opening in Richmond, VA of

**“The Electric Football Game Art Show”**  
Presented by Chris Bopst and the ADA Gallery

Invented in 1947, the electro-magnetic tabletop game “Electric Football” was the analog precedent to the modern day video game. Famous for its vibrating board (& humm) the players wended their way across the field in a slow and wiggly, quivering style. It had a huge resurgence in the 1970’s and with its various versions over time, Electric Football has continued to inspire legions of enthusiasts, appreciation societies, and playing leagues which are active today. It’s easy to see the charm of this game, through its grand sense of history, nostalgia, and culture for bygone eras with its old school mechanical, hand-held controls versus the blinding speed of current video games which often leave too little space for the imagination to roam.

Many of these Electric Football enthusiasts paint in painstaking detail the plastic figurines and boards which they buy online or hobby shops, whether vintage or new, creating miniture replicas of their heroes, favorite team

or conference. Some of these artists hand-carve plastic or wood creating completely home-made figures. These artists, hobbyists, players & fans keep the game alive and provide a link to an earlier, perhaps more innocent lost era of American culture in which the collective dreams of small, tightly-knit communities and families lived and breathed these pastimes, sharing glory or defeat. In its miniaturized version personalized for the home, each individual player is able to deploy his or her own abilities in the game’s cerebral chess-like strategy and maneuvers along to the switched-on hum of the game’s electric motor, in a captivating approximation of the true, physical game of football it is modeled from.

From the now quaint, old-fashioned leather-helmeted styles of mid-twentieth century adornments to the fully padded and highly designed professional gear and uniforms of today, Electric Football has changed with the times. Among many artifacts collected for this exhibition, THE ELECTRIC FOOTBALL GAME ART SHOW will also display approx. 1,000 hand painted figurines offering glimpses into the evolution of the game and the culture within.

We hope the current exhibition will appeal equally to long-time enthusiasts of the game and to those learning of it here for the first time.

In conjunction with the art gallery opening, Chop Suey Books featured a book signing with Earl Shores and Roddy Garcia, authors of “The Unforgettable Buzz.



# THE ELECTRIC FOOTBALL GAME ART SHOW



**OPENING NIGHT: FRIDAY AUGUST 2ND 7-9 PM  
ADA GALLERY 228 W. BROAD ST. RVA**

FEATURING GAME BOARDS, FIGURES AND TEAMS FROM THE POPULAR 20TH CENTURY BOARD GAME, "THE ELECTRIC FOOTBALL GAME ART SHOW" WILL SHOWCASE ARCHIVAL ITEMS AND PRESENT-DAY CREATIONS FROM ARTISTS FROM ALL OVER THE COUNTRY. OPENING NIGHT FEATURES AUTHORS EARL SHORES AND RODDY GARCIA AND DESIGNER MICHAEL KRONENBERG (MARVEL COMICS), OF THE RECENTLY RELEASED, 633 PAGE HISTORY OF THE GAME "THE UNFORGETTABLE BUZZ" AND A LIVE GAME DEMONSTRATION. THE MINIATURE FOOTBALL COACHES ASSOCIATION WILL RAFFLE OFF CUSTOM FIGURES. THE EXHIBIT RUNS UNTIL SEPTEMBER 13.

**THE UNFORGETTABLE BUZZ BOOK SIGNING**  
6-7PM  
**CHOP SUEY BOOKS 2913 W. CARY ST RVA**



BEFORE THE OPENING, MEET THE AUTHORS OF THE UNFORGETTABLE BUZZ AT CHOP SUEY BOOKS. "The Unforgettable Buzz is a thoroughly researched and cleverly written study of electric football. Every Baby Boomer who played the game - and that's all of us - will love this book."  
Ray Didinger  
Pro Football Hall of Fame Sportswriter and NFL Films Emmy Award Winning Writer and Producer

**THE ELECTRIC FOOTBALL EXHIBIT AFTER PARTY WITH DJ DAKKULA**  
10:30PM 21+ FREE  
**BALLICEAUX 203 N LOMBARDY RVA**



# MFCA CONVENTION 2013

Cleveland, Ohio was once again the place to be for the annual MFCA Convention (CON.6). This year's event took place at the Holiday Inn Cleveland Airport the weekend of August 2 – 4.



Coaches begin to arrive Thursday night and Friday morning in anticipation of the weekend's events.



**(Left) Al Dunham talking to some early visitors.**

Coaches could begin to register their teams for the TOC Tournament during the day on Friday and then enjoy the fellowship of other coaches until that evening.



The MFCA CON.6 TOC (Tournament of Champions) is the final event of the years TOC Tournaments.

Friday evening brought coaches and guests together for the annual MFCA Welcome Dinner, Hall of Fame Inductions and MFCA Awards Ceremony.

**(Right) Chris LeMay and Al Dunham entering the banquet hall for the Friday evening festivities.**



Jerry McGhee, MFCA Board of Directors Chairman, welcomed everyone to the Convention and Welcome Dinner and made a presentation of the schedule for the weekend's events.

Then came the Dinner. WHAT A SPREAD!!!!



**Jerry McGhee, Chairman of the BOD**  
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This year's MFCFA Hall of Fame Inductions took place next with Ray Fanara making the announcements. This year's enshrines were Paul "Raiderman" Bartels and Corey "National" Johnson. "Raiderman" was not in attendance so Ray Fanara made the presentation and read a speech prepared by "Raiderman". Here are some quotations.

**"It is with great honor that I accept the award of being voted into the MFCFA Hall of Fame...Although my passion has moved to spreading the gospel of Jesus to the inner city of Harrisburg electric football will always be a part of my life...Electric football has been a part of my life since I was**

**eleven years old...This hobby has provided me with years of enjoyment, an amazing fellowship of friendships as well as an avenue to reach out to the younger generation...God has a calling on my life and He needs to come first. I would pray that all of you find the calling that God has on your life as well if you have not already...Have fun, play hard and make friendships that will last a lifetime. Thank you."**



Corey Johnson, aka "National" and "Face of the Hobby" was presented by Ed Scott. Corey has been a member of the MFCFA Board of Directors and runs one of the largest leagues in the country, the PEFL (Philadelphia Electric Football League.)



Other awards of the evening was presented by the MFCFA BOD. The winner of this years "Lee Payne" Award was received by Chris LeMay and the MFCAL Seasn Champion went to Charles Lane.



The highlight of the evening was a presentation by Doug Strohm of Tudor Games. Tudor will resume hosting an electric football tournament in January of 2014 and is working on re-obtaining the NFL License with an announcement hopefully coming in October. Doug has been very supportive of the MFCFA and the Solitaire Coaches Points Challenge and Sponsor of the Season One SCBCS National Championship Trophy.



Saturday began with coaches continuing to check in teams and registering for the TOC Tournament , vendors setting up tables and more fellowship as new friendships were forged and old friendships were renewed.



After a brief coaches meeting and rules Q & A, the TOC Tournament began with round robin play!!!!



# The Elite Eight

## Fellowship Tournament, Skills Competitions and other Award Winners

After the completion of the Round Robin Tournament the following coaches made to the "Elite Eight":

**Jim Davis**  
**Antonio Jones**  
**Adrian Baxter**  
**Charles Lane**  
**Pep Woods**  
**Barry Stephenson**  
**Will Chalmers**  
**Rayfiyq McDanul**



Coaches who did not advance to the elite eight had the chance to compete in a fellowship tournament.



**Gary Pate winner of the Fellowship Tournament**



### The Skills Competitions

Coaches also had the opportunity to compete in the annual MFCA Skills Competitions.



### Winners of the Skills Competitions

**Fastest Man**  
39 participants  
1st-Barry Stephenson 28 5/8  
2nd-Bill Klingbeil 27 5/8  
3rd-Ajah Patterson 25 5/8

**Strongest Man**  
18 participants  
1st-Dearell Brevard 16 2/8  
2nd-Keith Chalmers 16  
2nd-Dru Sparks 16  
3rd-Mark Klingbeil 15 2/8

**Passing**  
10 participants  
1st-Kalik Bey 140 pts  
2nd-Jerry McGhee 130 pts  
3rd-Pep Woods 100 pts

**Kicking**  
10 participants  
1st-Joe Greco 300 pts OT Kickoff  
2nd-Ed Roche 300 pts  
3rd-Carl Coley 260 pts

**Painting/Customizing**  
Custom Enhanced  
Derrick Reece-Owned by Antonio Jones  
Custom Classic  
Brian Healey

### The Great Tweak Off

**Strength**  
1st-Keith Chalmers 9 7/8  
2nd-AI Dunham 8  
3rd-Brian Healey 6 6/8

**Speed**  
1st-Keith Chalmers 27 6/8  
2nd-Brian Healey 24 2/8  
3rd-AI Dunham 19 7/8

# The Final Four and TOC CHAMPIONSHIP

## The Final Four Coaches

**Jim Davis**  
**Andrian Baxter**  
**Barry Stephenson**  
**Will Chamers**

In the Final Four Games Jim Davis defeated Adrian Baxter and Will Chamers defeated Barry Stephenson.



That Set up the TOC CHAMPIONSHIP GAME between Will Chamers and Jim Davis.



## JIM DAVIS WINS!!!!



## Congratulations to the HULK





# PRO FOOTBALL ULTIMATE FAN "S Charity event @ the J. Babe Stern Center

As part of the MFCFA Convention members of the MFCFA volunteer to set up an demonstrate electric football at the PFUFA Charity event at the J. BABE STERN CENTER

This year Lynn "Weirdwolf" Schmidt, Doug Strohm of Tudor Games and Solitaire Coaches Al Dunham, Mark Francis and Chris LeMay made the trip down to Canton for this event.



# Tailgating @ the PARKING CZAR'S

The final event and what has become a convention tradition is the Tailgate Party and HOF Game.

This is where coaches unwind and enjoy great fun and fellowship after a weekend of intense competition with friends and family.



# The Quest for the NATIONAL CHAMPIONSHIP

**The Solitaire Coaches Points Challenge Season One reached its conclusion with the Solitaire Coaches Bowl Championship Series Season One Division Bowl Games.**



**Game Report by Al Dunham**

The SCPC Limited Division championship game between Al Dunham's That 70's Rams Team and Mike Veliky's 49ers was played Friday night at the MFCA Convention in Cleveland. Phil Gilliam stepped in to coach the 49ers and the game was played using a basic solitaire format. It was any touch, base width gap between linemen, no stacking, passing sticks, limited stops with penalty and fumble dice, 20 plays per quarter, punts and kickoffs using charts.

The Rams won the toss and received the opening kick. After 2 runs, #53 of the 49ers stepped in front of a Pat Haden pass for an interception at SF's 41 yard line. 3 plays later Pat Thomas returned the favor giving the ball back to the Rams at the 49ers 33. Once again Haden threw a pick as #82 gave the Niners the ball at their 14. San Francisco managed to get the ball out to midfield where Bill Simpson leveled Roger Craig, forcing the ball loose giving the Rams the ball at the 50. From there, it only took 4 plays for the Rams to score when Haden hit John Cappelletti from 34 yards out to make it 7-0 Rams.

The 49ers were stopped again when Fred Dreyer intercepted a Joe Montana pass at the SF 37. The Rams went conservative, and on 4th and 1 Lawrence McCutcheon was stopped short of the first giving the ball back to the Niners. San Francisco went 3 and out and pinned the Rams at their 19 with a punt. On 2nd and 4, Haden hit Ron Jessie, who outran the Niner secondary 64 yards to

give the Rams a 14-0 lead. Getting a great kick return, San Francisco moved the ball to the LA 33, where they settled for a 50 yard field goal to end the half with the score LA 14 - SF 3.

San Francisco received the second half kick. Back to back penalties pushed them back to a 1st and 25. The Rams forced them to punt and blocked it, recovering the ball at the 49er 22. Once again it was Haden and Jessie teaming up with a 10 yard TD pass making it 21-3. San Francisco moved into Ram territory when Simpson knocked the ball out of Tom Rathman's hands and Dreyer scooped up the ball and rambled 20 yards to the Niner 40 as the 3rd quarter came to a close.

The Rams then ran 5 plays in a row with Cappelletti scampering 9 yards for a 28-3 lead. John Brodie took over for Montana, and the Niners responded as he completed 5 of 6 passes to give them a 1st and goal at the Rams 8. Looking for a score, Thomas had other plans and picked off Brodie at the one yard line. McCutcheon broke loose and ran to the SF 1 yard line and then ran out of bounds where Haden took a knee to end the game. Final score: Rams 28 49ers 3

The Rams ran for 201 yards on 23 carries. Haden was 3-7-2 for 110 yards. Though he only completed 3 passes, all 3 were for TD's. San Francisco was held to just 36 yards on 12 carries. Montana and Brodie combined for 14-22-3 passing and 196 yards. The game was tougher than the score indicated. The difference was turnovers, as the Niners couldn't overcome their 3 interceptions and 2 fumbles. The Rams played in true Chuck Knox fashion, as their offensive line wore the Niners down, grinding out yard after yard.

Thanks to Mike Veliky and Phil Gilliam, who did a great job filling in as coach. I hope the Niners can repeat and get a rematch next year.

"Thanks Al. As always turnovers are very key in winning and losing of games. My 49ers are an exceptional team and when they lose in my league it usually because of turnovers. In this game the turnovers all came at a costly time and in the red zone. The defense gave up some big plays as well. The Niners are back home safely and are ready to move on in my Super Bowl 56 Tournament which will resume soon. I am honored to have been a part of season 1 of the new league. A battle between two arch rivals the Rams and the 49ers was a great match up for the first Championship Game. My thanks to all." - Coach Mike- NJLMFL



Commonwealth Field played host to the SCPC 3.3 Tweaked Division Championship Game, sponsored by 4Buzzball.com, that began yesterday afternoon.

The contest features two teams from ECFA's Season 3 - the Southwest Conference ... the Arkansas Razorbacks (7-2) and the Baylor Bears (6-3).

The teams met once in Season 3, with Baylor winning, 45-27, a game that ended up being the tiebreaker the Bears needed to capture the SWC championship and a Cotton Bowl bid.

Arkansas, however, moved up in the rankings after defeating Row Show 4.0 team Oklahoma State. Baylor lost to Oklahoma State. Both games went multiple overtimes.

Amid overcast skies and a light wind blowing through the window, Arkansas received the first-half kickoff and a short return left them starting at their own 16.

On the first play, the Razorbacks crossed up the Bears, who expected the SWC's leading rusher, Darren McFadden, to get

the ball. Instead, Gary Anderson ran for 7 yards. McFadden then gained 17 on his first carry, making it 1st-and-10 from the 40. But McFadden then got just 5 yards on 2 rushes, and Joe Ferguson's first pass was incomplete. Baylor took over at its 22 following a punt.

The Bears needed just two plays to get a first down, on a 15-yard pass from Robert Griffin III to Walter Abercrombie. But on 3rd-and-4 from the 47, Frank Pollard was stopped a yard short on a run. Arkansas, however, was guilty of a 5-yard penalty, keeping the drive going. The Bears took advantage when Abercrombie scored on a 30-yard run to give Baylor a 7-0 lead with 3 minutes left in the first quarter.

Things went from bad to worse for the rankled Razorbacks two plays later, when McFadden fumbled after an 8-yard run. Bill Glass' tackle forced the fumble, and Santana Dotson recovered at the Arkansas 34. But the Bears were unable to capitalize and when Matt Bryant missed a 43-yard field goal, momentum began to flip to Arkansas.

In fact, the Razorbacks needed just four plays to tie the game as the second quarter opened. Following a Ferguson incomplection, he found McFadden for a 10-yard gain and a first down. Then, McFadden took off around left tackle on a run, followed a wall of blockers, and scampered all the way to the Baylor 5. He was rewarded on the next play, as he again went over the left side, got a key block from Glen Ray Hines, and scored the tying touchdown.

Baylor drove deep into Arkansas territory on its next possession, with Griffin looking like he was going to score on a run from the Razorbacks' 20. But he was caught at the 3 by Steve Atwater and that turned into disaster for the Bears. First, Griffin was sacked by Fred Williams for a 10-yard loss. Then, on 3rd-and-goal from the 13, he was intercepted by Dan Hampton at the 10.

With 4:30 to play, the Razorbacks started on their final drive of the half, with Anderson running for 13, Ferguson 6, and McFadden for 7, before Ferguson earned 5 on a scramble. This set up 2nd-and-5 at the 42 with 2 minutes to go. The Razorbacks would need no more time, however, as Ferguson threw an out pattern to the right side for Lance Alworth, who turned up field and scored on a 58-yard reception to give Arkansas a 14-7 lead.

That's where we stand at halftime, after Bryant missed a 55-yard field goal for Baylor to end the first 30 minutes.

At the half, McFadden has run for 94 yards on 7 carries, with a touchdown. Ferguson is 3-for-5 for 77 yards and a touchdown. RG3 is 9-for-12 for 96 yards with 1 interception. Arkansas has outgained Baylor in total offense, 170 yards to 147.



Down 14-7 to start the third quarter, Baylor took over at its 47 after a long kickoff return. Immediately, Robert Griffin III hit his usual target, Frank Pollard, for an 18-yard gain. Two runs by Walter Abercrombie picked up 7 yards each, and RG3 completed passes to Pollard and Del Shofner for 6 and 5 yards, respectively, putting the Bears into 1st-and-goal at the 10.

But again, deep in Arkansas territory, the wheels fell off for Baylor. Two RG3 incompletions bookended a 2-yard pass to Pollard, and the Bears had to settle for a 25-yard field goal to make it 14-10, despite taking 6:30 off the clock.

Arkansas made Baylor pay just 4:30 later, as the Razorbacks drove 61 yards in 5 plays (helped by a 10-yard Baylor penalty), culminating in Gary Anderson's 24-yard touchdown run. Anderson started left, but then cut back right, and was free. With 4 minutes to go in the third quarter, Arkansas led, 21-10.

Arkansas made Baylor pay just 4:30 later, as the Razorbacks drove 61 yards in 5 plays (helped by a 10-yard Baylor penalty), culminating in Gary Anderson's 24-yard touchdown run. Anderson started left, but then cut back right, and was free. With 4 minutes to go in the third quarter, Arkansas led, 21-10.

**Baylor faced a key spot with 1 minute to go in the third quarter. Down 11, the Bears decided to go for it on 4th-and-2 from their own 48. The decision proved a good one, as Griffin hit Shofner for the required 2 yards and nothing more. Early in the fourth quarter, Baylor advanced to the Arkansas 25, but the Bears were again snakebit in key territory. After an incomplection, RG3 was sacked by Billy Ray Smith, Sr., #71. This left the Bears needing a 52-yard field goal to score on the drive, and Matt Bryant missed it.**

**The Razorbacks, however, weren't able to expand their lead. Taking over with 10:30 to go, they got one first down on a 17-yard pass from Joe Ferguson to Darren McFadden. But they went backward from there, losing a yard over the next three plays and having to punt. That punt was a touchback, and Baylor got it back at its 20 with 6:30 to play.**

**Needing two scores to win or tie, Baylor had to move quickly and the Bears did just that. After a 6-yard completion from RG3 to Abercrombie, Griffin dropped back and in the face of the rush found Shofner open down the left hashmarks, past the Arkansas safeties. The Razorbacks were finally able to catch him, but not before Shofner got the Arkansas 12, on a 62-yard pass play. Pollard ran it in over right tackle on the next play, and when Dennis Gentry caught a pass from RG3 on the two-point conversion, Arkansas' lead was just three points, at 21-18.**

**Again, the Razorbacks failed to put the game away. The first play was a 13-yard pass from Ferguson to Anderson, but then for one of the few times all season, Arkansas' running game failed them. McFadden got 6 yards on 1st down, but then Anderson was stuffed for no gain on second down by Baylor RDE Santana Dotson, and with a hole to run through on third down, McFadden cut right into the arms of LDE Bill Glass for just 1 yard. Facing 4th-and-3 from its 44, Arkansas punted one last time, leaving Baylor 1 minute and 83 yards to go to try to win it, or 50 or so to try and get a good field goal chance.**

**That chance at a field goal, however, disappeared on first down, when Griffin's pass was incomplete. Now, with time remaining for only one more play in this 3.3 Division SCPC Championship Game sponsored by 4Buzzball.com, RG3 would have to air it out.**

**Griffin did just that, narrow avoiding pressure from Smith, Sr., and throwing deep for Kendall Wright. Wright was wide open in the middle of the field, and caught the ball at the Bears' 49. Wright ran toward the numbers and down the left sideline, and looked for a brief second as if he was going to make Baylor walk-off winners. Then, coming up from behind and at a bit of an angle, Arkansas RILB Dennis Winston hailed Wright down from behind, spinning him around and down at the Arkansas 27. It was a gain of 56 yards, but it wasn't enough.**

**Dennis Winston was the hero, and Arkansas won the 3.3 Tweaked Division national championship, 21-18, over Baylor. It was a reversal of fortune for the Razorbacks, who lost to Baylor, 45-27, during ECFA Season 3 Southwest Conference, a loss that eventually served as the tiebreaker that gave the conference title and a Cotton Bowl bid to Baylor.**

**But the Razorbacks had the last laugh.**

**Both teams will participate in SCPC Season 2, beginning September 1, along with Kansas, Missouri, Iowa State, Notre Dame, Pittsburgh, LSU, Alabama, and 2 other schools to be named.**

**Pictures below of the final play and Arkansas' celebration, which included tearing down the goalpost and Winston being carried off the field.**



**SCPC 3.3 TWEAKED DIVISION CHAMPIONSHIP GAME - "THE COMMONWEALTH BOWL" –  
SPONSORED BY 4BUZZBALL.COM**

**ARKANSAS vs. BAYLOR**



**ARK 0 14 7 0 - 21 (8-2)  
BAY 7 0 3 8 - 18 (6-4)**

## **SCORING**

**BAY - Abercrombie 30 run (Bryant kick)**

**ARK - McFadden 5 run (McClard kick)**

**ARK - Alworth 58 pass from Ferguson (McClard kick)**

**BAY - Bryant 25 FG**

**ARK - Anderson 24 run (McClard kick)**

**BAY - Pollard 12 run (pass good)**

## **TEAM STATISTICS**

**First Downs: ARK 12; BAY 18**

**3rd-Downs: ARK 0-3; BAY 3-8.**

**4th-Downs: ARK 0-0; BAY 1-1.**

**Rushing: ARK 19-159; BAY 18-80.**

**Passing: ARK 11-131; BAY 27-268.**

**Total Offense: ARK 30-290; BAY 45-348.**

**Penalties: ARK 2-10; BAY 1-10.**

**Fumbles-Lost: ARK 1-1; BAY 0-0.**

**Time of Possession: ARK 24:30; BAY 35:30.**

## **KEY PLAYER STATS**

### **ARKANSAS:**

**Ferguson: 7-for-11, 131 yards, 1 TD; 2 rushes, 11 yards.**

**McFadden: 11 rushes, 104 yards, 1 TD; 2 receptions, 27 yards.**

**Anderson: 6 rushes, 44 yards, 1 TD; 2 receptions, 22 yards.**

**Alworth: 2 receptions, 63 yards, 1 TD.**

**Duckworth: 1 reception, 19 yards.**

**Atwater: 7 tackles.**

**Smith, Sr.: 5 tackles, 1 for loss, 1 sack.**

**Smith, Jr: 4 tackles.**

**Hampton: 1 tackle, 1 interception.**

**Williams: 2 tackles, 1 for loss, 1 sack.**

### **BAYLOR:**

**Griffin III: 18-for-27, 268 yards, 1 INT.**

**Pollard: 6 rushes, 24 yards, 1 TD; 8 receptions, 79 yards.**

**Abercrombie: 6 rushes, 51 yards, 1 TD; 4 receptions, 47 yards.**

**Wright: 2 receptions, 65 yards.**

**Shofner: 4 receptions, 77 yards.**

**Glass: 7 tackles, 1 for loss, 1 forced fumble.**

**Dotson: 2 tackles, 1 fumble recovery.**

**“It was fun to do this a part of a national solitaire picture and it was cool that so many people participated. Hopefully more will do so when the new SCPC season starts September 1. Being able to do this from games I was already playing within the confines of my ECFA set up made this particularly cool.”**



## #4 Michigan vs #5 Minnesota Golden Gophers



# DIVISION CHAMPIONSHIP GAME

Game Report and Pics by  
Brian Witkop

### Mich BALL

1-10-9 11 yd run 41 OB  
1-10-20 35 yd run 23 Tkl 32  
1-10-45 7 yd run 98 Tkl 81  
2-3-38 13 yd run 41 Tkl 32  
1-10-25 18 yd run 23 Tkl 32

### 1-7-7 PASS INC

2-7-7 5 yd run 23 Tkl 99

**3-2-2 2 yd run 41 TD PAT GOOD 7 - 0 MICHIGAN**

Mich Kicks to Minn ret to 35 By #81 OB

**QTR OVER 7 to 0 Michigan**

### 2nd QTR

### MINNESOTA BALL

1-10-35 5 yd pen mich  
1-5-40 1 yd run 27 tkl 81  
2- 4-39 6 yd LOSS 14 **SACK** by 68  
3-10-35 10 yd LOSS 14 **sack** by 35  
4-20-25 **Minn Punts** OB to Mich 25

### Michigan Ball

1-10-25 3 yd run 23 tkl 81  
2-7 -28 8 yd run 23 tkl 88

**1-10-36 64 yd pass 4 to 84 TD PAT GOOD  
14 to 0 Michigan**

Michigan kicks to Minnesota ret by 81 to 30

1-10 30 **PENALTY MICH 10 yds**

1-10-40 15 yd pass 14 to 44 tkl 46

1-10-45 **15 yd PENALTY Michigan**

1-10-30 11 yd run 27 tkl 6

1-10-19 **PASS INC**

**2-10-19 19 yard run 14 TD PAT GOOD**

### FIRST QTR

**M kicks to Minn** ret to 20 by 32

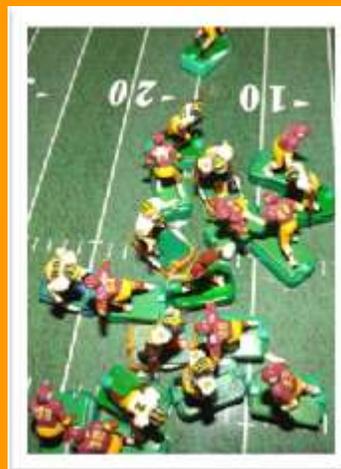
1-10-20 5 yd LOSS 14 tkl 60

2-15-15 55 yd pass 14 to 27 tkl 35

1-10-30 9 yd 32 ob

7 yd pass 14 to 88 Tkl 35

1-10-14 PASS **INTERCEPTED** BY M #2 returned to Minn 9 Tkl by Minn #88



**Michigan 14 Minnesota 7**

**Minnesota kicks out of EZ touch back**

**Michigan Ball**

1-10-20 4 runs for 32 yards **BUT FUMBLES recovered by #72 Minnesota**

**Minnesota Ball**

1-10-48 9 yd run 14 ob

2- 1 -43 **Pass inc**

3- 1-43 **Pass intercepted by Mich #6 then fumble BUT recovered By Michigan #6 at Minn 36**

**Michigan Ball**

1-10-36 **pass inc**

2-10-36 14 yd run 4 tkl 54

1-10-50 34 yd PASS 4 to 98 tkl 79

**1-10-16 33 yd FG GOOD**

**HALFTIME Michigan 17 Minnesota 7**

**3rd qtr action**

**Minn Kicks to Mich out of EZ**

**Michigan Ball**

1-10-20 30 yd PASS 4 to 1 OB

1-10-50 44 yd run 41 Tkl 80

**1-6-6 6yd run 23 TD PAT GOOD**

**Michigan 24 Minnesota 7**

**Michigan kicks to Minnesota** ret to Mich 20 (80 yds) OB

**Minnesota ball**

**1-10-20 20 yd run 32 TD PAT GOOD**

**Michigan 24 Minnesota 14**

**Minnesota kicks to Michigan** ret to Mich 30 by 21 OB

**Michigan Ball**

**1-10-30 70 yd pass 4 to 87 TD PAT GOOD**

**Michigan 31 Minnesota 14**

**Michigan kicks to Minnesota** ret to 27 by 81 Tkl 2

1-10-27 28 yd run 32 tkl 75

1-10-45 1yd LOSS 32 tkl 90

2-11-46 4 yd loss 14 Tkl **SACK** by 81

3-15 50 5 yd pass 14 to 32 OB

4-10 45 **Minn punts** OB at Mich 9

**Michigan ball**

1-10-9 16 yd run 23 tkl 88

1-10-25 5 yd run 23 tkl 72

**QTR OVER**

**Michigan 31 Minnesota 14**

**4th QTR**

**Michigan ball**

2-5- 30 10 yd run 40 tkl 44

1-10-40 5 yd run 27 tkl 72

2-5- 45 3 yd run 40 tkl 63

3- 2-48 17 yd run 24 tkl 79

1-10-35 20 yd run 40 OB

1-10-15 1 yd run 40 tkl 99

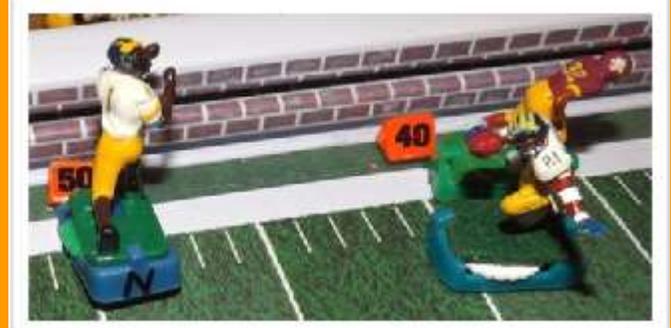
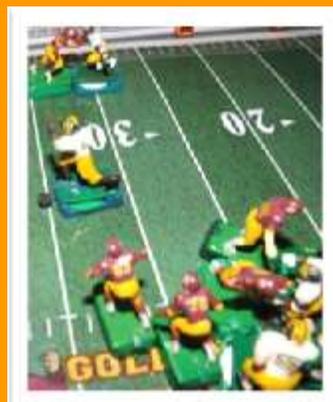
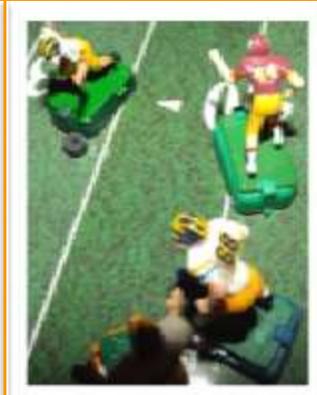
2-9-14 **pass inc**

3-9-14 8 yd run 10 tkl 72

4-1 -6 **PENALTY MICH 5 yards**

**4- 6 -11 28 yd FIELD GOAL GOOD**

**Michigan 34 Minnesota 14**



**Michigan kicks to Minnesota** ret to minn 31 by 81 OB

**Minnesota Ball**

1-10-31 1 yd run 32 tkl 81

2-9-32 1 yd run 27 tkl 37

3-8-33 52 yd pass 14 to 81 OB

1-10-15 2 yd run 32 tkl 60

2-8-13 **PASS INC**

3-8-13 **PASS INC**

**4-8-13 13 yd pass 14 to 81 TD PAT GOOD**

**Michigan 34 Minnesota 21**

**Minnesota tries Onside Kick recovered at 50 by Michigans #2**

**Michigan Ball**

1-10-15 1 yd run 10 tkl 99

**GAME OVER**

**MICHIGAN 34 MINNESOTA 21**





## Preview, Game Report and Pics by Ray Sugg

Both of these teams have good defenses and strong running games. The Packers have an effective possession passing game while the Dolphins favor the deep ball. Here is a breakdown by corps based on comparative speed, strength, and positional play, not statistics:

Quarterback - tie  
 Running Backs - tie  
 Receivers - tie  
 Offensive Line - Packers

Defensive Line - Dolphins  
 Linebackers - Packers  
 Defensive Backs - Dolphins

In other words, this game could go either way, but don't expect an explosion of points.

### Team Statistic Comparison

Points scored	Dolphins 185	Packers 199
Most points in game	Dolphins 24 (2)	Packers 24
Points allowed	Dolphins 112	Packers 97
Shut-outs	Dolphins 1	Packers 2
Allowed 7 points or less	Dolphins 4	Packers 6
Rushing attempts	Dolphins 84	Packers 80
% of plays that are runs	Dolphins 68%	Packers 66%
Rushing yards	Dolphins 1049	Packers 1077
Passing attempts	Dolphins 39	Packers 41
% of plays that are passes	Dolphins 32%	Packers 34%
Passing yards	Dolphins 1110	Packers 917
Sacks allowed	Dolphins 4	Packers 1
Team sacks	Dolphins 12	Packers 6
Team Interceptions	Dolphins 2	Packers 5

In what proved to be the National Championship Game, Ray Sugg's Dream Season #1 1972 Miami Dolphins met his 1966 Green Bay Packers in the 4.0 Inclusive Division Championship Game.

### The PREVIEW REPORT

1972 Dolphins (10-0) vs 1966 Packers (9-1)

When the Dolphins have the ball:



When the Packers have the ball:



The first annual SCPC 4.0 Championship Bowl featured the 1972 Dolphins (10-0) vs the 1966 Packers (9-1). Since both teams are members of the DSEFL, they played by Dream Season rules (12-play halves, possessions start on the 20yd-line, FOB tackling, passing sticks, defensive adjustments every 10yds). The player weight was 1gram = 100lbs, not including the base, and taller figures were used to represent taller players, so the players were scaled as much as possible to the actual 1966 Packers and 1972 Dolphins. Hall-of-Fame players were given stronger or faster bases.

### First-Half Summary

This game was supposed to be a low-scoring, ball-control, defense-led affair, and both teams lived up to that reputation. The Packers engineered an 8-play scoring drive on their first

possession. Paul Hornung scored the TD on a 19yd run, which turned out to be the best running play of the day for the Packers, who were held to a season low of 28yds rushing by the No Name Defense. The Dolphins were left with only 4 plays in the half, but a 26yd run by Larry Csonka and a 20yd pass from Bob Griese to Mercury Morris put them in Packer territory with two plays to go. Csonka was held to 4yds on the next play, and the conservative Dolphins opted for a 47yd field goal by Garo Yepremian on the last play rather than try for a touchdown from the Packer 30yd-line. At halftime, the Packers led 7-3, but the Dolphins would get the first possession of the second half. Instead of finishing the game summary here, I am inserting rosters and play-by-play account with pictures. I will finish the game summary and statistics at the end of the post.

## 1972 Dolphins Roster

Position	Number	Name	Figure Type	Base	Weight (grams)
QB	12	Bob Griese	Buzzball	stationary Miggle rookie	2.78
RB	22	Mercury Morris	Tudor Hong Kong	Tudor single-clip	2.82
RB	39	Larry Csonka	Buzzball	Tudor single-clip	3.33
WR	42	Paul Warfield	Miggle Pro-Line	Miggle purple rookie	2.74
WR	81	Howard Twilley	Tudor Hong Kong	Tudor single-clip	2.82
TE	88	Jim Mandich	Tudor Big Men	Tudor single-clip	3.21
C	62	Jim Langer	Miggle	TTC	3.79
G	66	Larry Little	Miggle	TTC wide-top	3.94
G	67	Bob Kuechenberg	Miggle	TTC wide-top	3.84
T	73	Norm Evans	Tudor Big Men	TTC	3.87
T	79	Wayne Moore	Tudor Big Men	TTC wide-top	4.0
RB	21	Jim Kiick	Miggle Pro-Line	TTC wide-top	3.53
DT	72	Bob Heinz	Tudor Big Men	Tudor 500 boat	3.92
DT	75	Manny Fernandez	Miggle	Miggle Pro-Line round front	3.87
DE	83	Vern Den Herder	Miggle Pro-Line	Miggle Pro-Line round front	3.97
DE	84	Bill Stanfill	Tudor Big Men	TTC	3.77
MLB	85	Nick Bouniconti	Miggle Pro-Line	Tudor single-clip frankenstein	3.27
LB	57	Mike Kolen	Buzzball	Tudor single-clip	3.21
LB	59	Doug Swift	Buzzball	Miggle purple rookie	3.22

CB	25	Tim Foley	Tudor Hong Kong	Tudor single-clip	2.72
CB	45	Curtis Johnson	Buzzball	Tudor single-clip	2.86
S	13	Jake Scott	Miggle	Miggle rookie	2.74
S	40	Dick Anderson	Buzzball	Tudor single-clip	2.94
DB	26	Lloyd Mumphord	Tudor Hong Kong	Miggle purple rookie	2.69

 1966 Packers Roster 

Position	Number	Name	Figure Type	Base	Weight (grams)
QB	15	Bart Starr	Miggle Pro-Line	stationary Miggle rookie	2.83
RB	5	Paul Hornung	Buzzball	Tudor speed base	3.02
RB	31	Jim Taylor	Miggle Pro-Line	Tudor single-clip	3.09
WR	84	Carroll Dale	Tudor Hong Kong	Tudor single-clip	3.11
WR	86	Boyd Dowler	Buzzball	Tudor single-clip	3.06
TE	81	Marv Fleming	Tudor Big Men	Gotham "Gorilla" oval	3.35
C	57	Ken Bowman	Miggle	TTC	3.63
G	63	Fuzzy Thurston	Miggle	TTC	3.83
G	64	Jerry Kramer	Miggle	TTC wide-top	3.79
T	75	Forrest Gregg	Tudor Big Men	TTC	3.84
T	76	Bob Skoronski	Miggle	TTC wide-top	3.79
RB	44	Donnie Anderson	Buzzball	Tudor single-clip	3.13
DT	74	Henry Jordan	Tudor Big Men	Miggle Pro-Line round front	3.95
DT	77	Ron Kostelnik	Tudor Big Men	TTC wide-top	4.0
DE	82	Lionel Aldridge	Tudor Big Men	Miggle Pro-Line round front	3.92
DE	87	Willie Davis	Miggle Pro-Line	Miggle Pro-Line round front	3.94
MLB	66	Ray Nitschke	customized Miggle Pro-Line	Tudor single-clip	3.48
LB	60	Lee Roy Caffey	Buzzball	Tudor single-clip	3.42
LB	89	Dave Robinson	Buzzball	Tudor speed base	3.35
CB	21	Bob Jeter	Miggle	Tudor single-clip	3.01
CB	26	Herb Adderly	Miggle	Tudor single-clip	3.02
S	24	Willie Wood	Miggle Pro-Line	Tudor speed base	2.76
S	40	Tom Brown	Miggle	Tudor single-clip	2.79
DB	43	Doug Hart	Miggle	Miggle rookie	2.79

## First Half Play-by-Play

### Packers

1. Taylor 5yd run (2nd and 5)
2. Hornung 2yd run (3rd and 3)
3. Starr 15yd pass to Hornung (1st and 10)
4. Taylor 2yd run (2nd and 8)
5. Starr 15yd pass to Dowler (1st and 10)



6. Starr incomplete pass (2nd and 10)
7. Starr 22yd pass to Dowler (1st and 10)





**8. Hornung 19yd TD run - Packers 7 Dolphins 0**



**Dolphins**

**9. Csonka 26yd run (1st and 10)**

**10. Griese 20yd pass to Morris (1st and 10)**





**11. Csonka 4yd run (2nd and 6)**



**12. Yepremian 47yd field goal - Packers 7 Dolphins 3**

**END OF THE FIRST HALF.**

## Second Half Play-by-Play

### Dolphins

#### 1. Griese -2yd sack (2nd and 12)



#### 2. Morris 16yd run (1st and 10)



#### 3. Csonka 1yd run (2nd and 9)



**4. Csonka 10yd run (1st and 10)**



**5. Morris 21yd run (1st and 10)**



**6. Giese 32yd TD pass to Twilley - Dolphins 10 Packers 7**



**Packers**

**7. Starr 18yd pass to Dale (1st and 10)**



**8. Starr 18yd pass to Dowler (1st and 10)**



**9. Starr incomplete pass**

**10. Starr 30yd pass to Dowler**





**11. Starr intercepted by Foley**



**Dolphins**

**12. Morris 14yd run**



**Final Score: Dolphins 10 Packers 7**

## **Second-Half Summary**

**The Dolphins got off to a shaky start in the second half when Griese was chased out of the pocket by defensive tackle Henry Jordan and sacked by cornerback Herb Adderly on the first play. Griese had been looking for leading receiver Paul Warfield, but he faced double-coverage all game and was shut-out for only the third time this season. The Dolphins quickly switched to the running game, and after two runs each by Morris and Csonka, had the ball on the Packer 32yd-line. With the Packers expecting another run, Griese hit possession receiver Howard Twilley for a 32yd TD to give the Dolphins a 10-7 lead. However, there were still six plays left in the game for the Packers.**

**Bart Starr went 3-of-4 in the next four plays, completing passes to Carroll Dale (18yds) and Boyd Dowler (14yds and 30yds) to move the ball to the Dolphins 18yd-line with two plays to go. The Packers planned on taking one shot at the end zone, and if**

**that failed, kicking a field goal on the last play to tie the game, but the No Name Defense had other plans. With the Dolphin DBs dropping back into coverage rather than jamming the receivers as they had all game, Dowler found open space in the end zone, but cornerback Tim Foley stepped in front to intercept Starr's pass (Starr's only interception of the season) and seal the victory for the Dolphins. Morris and Csonka combined for 92yds rushing, but the members of the No Name Defense were the real stars of the game.**

## **Final Statistics**

### **Packers**

**Passing: Starr 6/9 114yds 1int  
Receiving: Dowler 4/81yds, Dale 1/18yds, Hornung 1/15yds  
Rushing: Hornung 2/21yds 1TD, Taylor 2/7yds**

### **Dolphins**

**Passing: Griese 2/2 52yds 1TD  
Receiving: Twilley 1/32yds 1TD, Morris 1/20yds  
Rushing: Morris 3/51yds, Csonka 4/41yds, Griese 1/-2yds**



**The first ever SCPC Challenge Bowl game was played Saturday evening at the Cleveland convention between Chris LeMay's**

**New York Jets and Al Dunham's New Zealand Zombies. The game was a shortened 12 play per quarter game using Al's WMLMF solitaire rules in the first half and Chris' solitaire rules in the second half.**

**The Jets received the ball to start the game and #83 returned the kick to the Zombie 40. The Zombies held the Jets, who settled for a 51 yard field goal and a quick 3-0 lead. The Zombies struck fast when Marcus Allen scampered 71 yards to put New Zealand up 7-3. The Jets countered with #87 hauling in a Joe Namath pass 60 yards, giving the Jets a 10-7 lead that held through the half.**

**The Zombies took the second half kick where Bart Star threw an errant pass that was picked off by #13 of the Jets. New York couldn't move the ball and punted. The Zombies went 53 yards in 6 plays with Russ Francis catching a Dan Fouts pass giving New Zealand a 14-10 lead early in the 4th quarter. That's when Namath took over, completing 3 passes in a 5 play, 68 yard drive that culminated with #83 scoring from 3 yards out to make it 17-14 Jets. The Zombies tried to rally, but #83 picked off a Star pass to seal the game. Final score, Jets 17 - Zombies 14**

**The Jets rushed for 24 yards on 8 carries and Namath was 7-11-0 for 145 yards and 2 TD's. The Zombies ran for 134 yards on 12 carries, with Star and Fouts combining for 5-9-3 passing with 53 yards and 1 TD.**

**"I had a great time playing against Chris, even though my Zombies lost. Who knew that loosing could be this much fun?? Congratulations Chris and the Jets. Next year I'll be looking for a rematch." - Al Dunham -**

# Solitaire Coaches' Points Challenge Update

## SCPC Final Update

### Sunday, August 11, 2012

**SCPC Official Stats: 5 Bowl Games Played**  
**583 total games, 242 different teams, 21 owners/coaches**  
**29 bowl eligible teams (six or more wins)**

**With all four SCBCS Bowl games in the books and one challenge bowl game played the first season of the SCPC is officially completed and a huge success.**

**Four of the bowl games were played between the top two teams from each of our four divisions. The fifth was a challenge bowl between top ranked teams owned by Al and Chris.**

**With all the scores and points updated the final ranking are calculated and posted below. I'm only posting the top twelve. All bowl game participants are in the top twelve.**

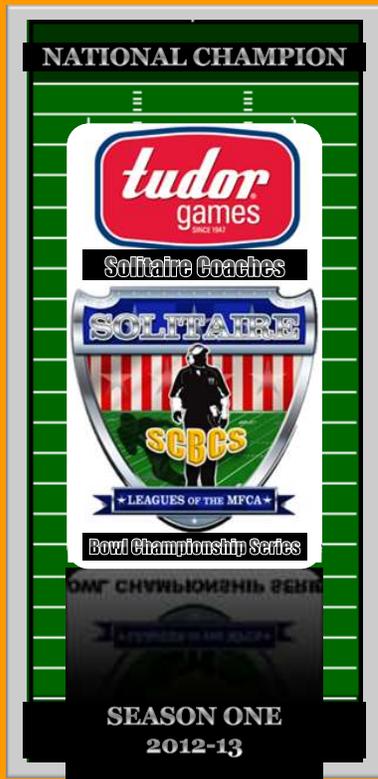
RANK	PREV. RANK	TEAM	OWNER	HOME LEAGUE	DIVISION	WINS	LOSSES	SCPC POINTS
1	1	1972 Miami Dolphins	Ray Sugg	DSEFL	4.0 Inclusive	11	0	166
2	3	That 70's Rams	Al Dunham	WMLMF	3.3 Limited	11	0	164
3	4	Michigan Wolverines	Brian Wittkop Sr.	NMEFL	Unlimited	10	1	159
4	2	1966 Green Bay Packers	Ray Sugg	DSEFL	4.0 Inclusive	9	2	145
5	8	New York Jets	Chris LeMay	WLAPF	3.3 Limited	11	0	137
6	5	U of M Golden Gophers	Brian Wittkop Sr.	NMEFL	Unlimited	10	1	129
7	6	San Francisco 49ers	Mike Veliky	NJLMFL	3.3 Limited	9	4	123
8	7	1985 Chicago Bears	Ray Sugg	DSEFL	Unlimited	8	2	119
9	11	Arkansas Razorbacks	Ed Morgans	ECFA	3.3 Tweaked	8	2	116
10	9	Houston Texans	Mike Veliky	NJLMFL	3.3 Limited	7	2	111
11	10	New Zealand Zombies	Al Dunham	WMLMF	3.3 Limited	7	4	110
12	12	Baylor Bears	Ed Morgans	ECFA	3.3 Tweaked	6	4	104

## CONGRATULATIONS TO RAY SUGGS AND HIS 1972 MIAMI DOLPHINS THE FIRST EVER SOLITAIRE NATIONAL CHAMPIONS.

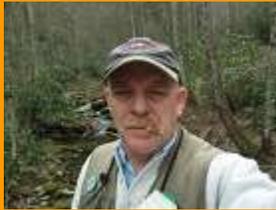
**"As you can see Al's Rams, with their convincing win over the 49ers, almost came up with enough points to catch the Dolphins. It has been an amazing season. Thanks one last time to everyone who participated and followed along.**

**Season II kicks-off September 1st. I can't wait!"**

**- Derrick Gross, Chairman – the SCPC Rules Committee -**



## **Ray Sugg (Troutbum)**



**I grew up playing solitaire, put the board away between the ages of 16 and 24 (too distracted by girls and playing soccer), then jumped back into the game in 1986 when I saw the Bears-Patriots Super Bowl game on sale in a department store. I bought it, then went to my parents' house and dug up all of my old stuff.**

**I have played a solitaire season or tournament every year since then, usually coinciding with football season. As my user name suggests, I usually spend most of my free time in the spring and summer months fly-fishing for trout throughout the Southeast.**

**I stumbled onto this website a couple of years ago and finally decided to join last year. I have really enjoyed being able to follow the other solitaire leagues, but never bothered posting anything from mine until I came across the SCPC. What a great idea! I had never even taken a picture of any of my players or games until I started posting on this site, and solitaire will never be the same again.**

**I enjoyed the interest my league seemed to generate, and I really appreciate all of the positive feedback I got. The Points Challenge was a big motivating factor in helping me finish the season in the middle of some great fishing, and I'm glad I did. I really enjoyed playing the games, but I also enjoyed keeping up with the other leagues.**

**Charles Angell's CAPEF is like a history of professional football AND Tudor Electric Football in the late 60s. His game pictures always take me back to those color plates of the NFL and AFL teams in the Tudor rule books!**

**Al Dunham thinks out of the box and comes up with the most imaginative teams I've ever seen for his WMLMF. His game pics look like someone crossed miniature football with sci-fi role-playing games and Saturday morning cartoons!**

**Brian Wittkop has a great website for the NMEFL. Ed Morgans gave us a history of the old SWC, complete with players spanning several decades. Mike Veliky's NJMFL was very imaginative, and he always posted great game pics. I also really enjoyed your WLAPF because I'm a sucker for the WFL. Where else can you find the Florida Blazers these days?**

**By the way, thanks to you and Derrick for the SCPC and Solitaire Illustrated! Ray**

# FOOTBALLFIGURE.NET

To Sponsor SCPC Unlimited Division and the SCBCS Unlimited Division Championship Game



**DIVISION  
CHAMPIONSHIP  
GAME**

Reggie Rutledge and FOOTBALLFIGURE.NET are set to sponsor the SCPC's Unlimited Division and the SCBCS Unlimited Division Championship game for Season Two of the SCPC.

We are pleased to have FOOTBALLFIGURE.NET join the lineup of sponsors for this Division and Bowl Game along with Buzzball and Tudor Games.

FOOTBALLFIGURES.NET offers a wide variety of miniature football products That are very innovative and add realism to the game and hobby.

**THANKS REG!!!!**

**Reggie at the MFC  
Convention.**



# From the Locker Room

Several new products are now available for the miniature electric football coach and were available for inspection and purchase at the MFCA Convention.

“In the Zone” aka ITZ Bases are now selling a complete line of performance bases to improve the playing action of your players.

## ITZ GEAR BASES

INDEPENDANT GEARS  
ALLOW YOU TO MOVE YOUR  
PLAYERS IN ANY DIRECTION



itzbases.com



Carl Coley (ivoptionsondeck) has a new line of passers and AMK's.



Footballfigures.net new line of "Game Changer" QB's.



# The Offensive Coordinator

# The Defensive Coordinator

For this Issue's Offensive and Defensive Coordinator, I am reprinting articles by Kelvin Lomax from the first two issues of "The Tweak" magazine.



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

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

looping circle...all of these thing will be found out after going thru your bases as you select them for your team.

*In Figure 1 below,*



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

## **BASIC LINE PLAY**

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

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

## **CREATING RUNNING HOLES**

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

On Defense you can use some of these tricks too. You can stunt, drop-zone, slant...use your imagination. All these things are possible. When pulling a man

on a sweep or roll-out, I like to use the guards and have the tackles block down on his man and the FB clean-up. This also puts more people out in front of the play. During any game, some plays will work better than others. The true secret is putting together plays that gain positive yards and continue to move the chains until you can hit the “to the house” plays.

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

## **SKILL POSITIONS**

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

If you can find a base that can give you these things at the minimum, your plays will have very good success of working properly. Changing the way the QB will be running during the game will allow you more “play-calling” options. Making

him look like he is going to run one way, but he does something else is part of the play-calling magic that, hopefully, you will possess after reading this article.

*In the picture below (Figure 2),*



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

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

*In Figure 3,* you can see that the RT and TE are doing 'kick-out' blocks as the RB gets the ball and follows the lead FB thru the hole. If the FB reaches the second level of the defense, this play should go

for long way. As the offensive coach, you have to find out where your best options are against any opponent as quickly as possible so that you can move the chains to eventually score touchdowns.



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

### **\$ MONEY PLAYS \$**

Money plays are your team's best play that ALWAYS gets positive yards or scores touchdowns.

*The next picture (Figure 4)*



shows a goal line play that works only because the defense placed men out of position to make a play. There are 4 options on this play that can happen: 1 –

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

As you can see (Figure 5),



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

The last picture (Figure 6)



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

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

Last issue, we focused on more of an overview of offensive football that can be used in Miniature Football. This issue, we will take a look at some defenses that can be executed or used. We will also explore some standard defenses like the traditional 4-3, 3-4 and then take a look at some of the variations that find their way onto the miniature football fields.

*The 4-3 Defense* is used to slow down the running game by filling all of the gaps and forcing one-on-one blocking where the linebackers make the plays or tackles. In this defense, you can do a variety of things to disguise your pass

coverage and blitzing angles. Keeping it on the miniature football level, to make this defense effective, you need strong defensive linemen and fast, accurate linebackers combined with versatile cornerbacks and safeties TO RUN Pro types of schemes.

The 3-4 Defense is a quicker defense because it employs four linebackers. The defense relies on the Nose Tackle to be the dominate player on the defensive line. He has to command a double team on every play. He must effectively clog up the middle enabling the LB to make plays.

Now in Miniature Football, both of these defenses get some types of modifications to take advantage of the offensive formations to basically get the defense's main playmaker outside linebacker a.k.a. "Looper" free to make plays in the offensive backfield.

In Miniature Football, quick pressure is the best defense in passing situations. What that means is getting your defensive playmaker in the face of the QB before the offensive play has a chance to develop. This pressure forces the QB to get rid of the football or be sacked.

Some of the most effective defenses are balanced to the point that they are equal in both the run and the pass. The 4-4 Stack, as I call it, is one of the most effective Miniature Football defenses because of its two-fold capabilities. First, it gives you a strong push in the middle to stop the inside running and force the offense to go outside where the "Looper" will be waiting. Second, this defense is also very effective against the pass. Again, quick pressure is the key to

your defense being successful, that is why so many coaches use this defense. The push up front combined with both outside linebackers / looper coming from both sides, create max pressure to force the offense to get rid of the football before they are ready or before the play develops.



# Special Teams

The following is a reprint of an article that appeared in Issue 9 of “The Tweak”



**W**hen I developed “The Kicking Game” kick placement cards, I was creating a solitaire league with the teams of the defunct XFL and wanted to take advantage of the punting rules that had been developed by the XFL to create “the most exciting fourth down in football”. In the XFL, there were no “fair catches” of punts and punts of 25 yards or more could be recovered by either team. In addition to the change in the punting rules, there was a change to the kickoff rules. In the XFL, all kickoffs into the end zone had to be returned out of the end zone.

In electric football, at the time, most kickoffs were just returned from the goal line with that one “kick return

specialist” that if placed just at the right spot on the board could usually get a very good return or break at least one per game for a touchdown. Punts were just 40 to 45 yards with no return allowed at all.

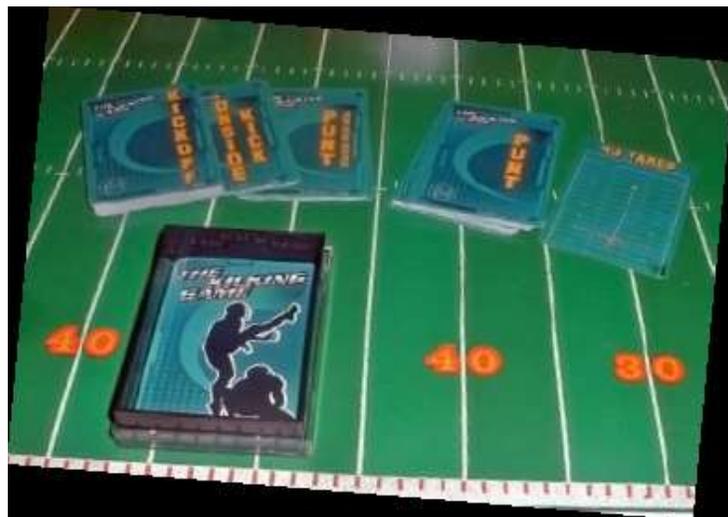
In my solitaire games, I wanted to make kickoffs more exciting and more realistic by devising a way to kick the ball to different areas of the field and not always have that one “kick return specialist” return every kickoff. To make punts more exciting and realistic, I wanted to be able to have punt returns or be able to kick “coffin corner” punts to pin the offense down deep in its own territory.

I researched the ways that kickoffs and punts were performed in other football games using dice, charts and spinners and most just gave distances, but I wanted to be able to kick the ball to different areas of the field. I felt that the best way to accomplish what I wanted was to develop a deck of "playing cards" that would give a distance and show a placement on the field of the kick.

"The Kicking Game" kick placement cards consist of a deck of 48 cards divided into four sub decks (19- "Kickoff" cards, 19- "Punt" cards, 5-"Onside Kick" cards, and 5-"Punt from inside midfield" cards). Each card gives a distance in yards and a placement on the field relative to the hash marks and other field markings to add another dimension to kicks and punts that cannot be achieved with other methods of kicking and punting and make it possible to get more realistic and exciting returns.

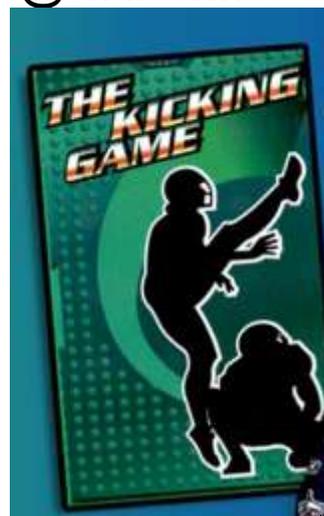


Since the cards are merely designed to give a distance and placement on the field and as simple to use as shuffling a deck and flipping up a card, they are easily adapted to any kickoff and punting rules used for electric football play, whether for solitaire or in a league or tournament format.



The cards come pre-packaged in a convenient storage case and are available by contacting Chris LeMay via email:

[eflfanatic@charter.net](mailto:eflfanatic@charter.net)



**Are You Ready to Play?**



**September 1, 2013**