

SCPC "SOLITAIRE COACHES POINTS CHALLENGE" **GAMEDAY**

Volume 1 Issue 4

May 2015

TVEFL

SEASON 3



Solitaire Miniature Electronic Football

GRIDIRON GAMES publications



The View from the Sideline...

The SCPC is entering it's final 2 months of Season 3. Currently there are 14 coaches competing with 17 leagues and 248 teams. As games are being entered each week , the rankings are changing and the National Championship is still up for grabs. Just 9 more weeks until the end of Season 3.

This month's cover story features a new comer to the SCPC, Shawn "rigchute" Kirkpatrick. While researching for this article, I found an interesting blog titled "KINGSTUARTSDOMAIN" . The link was posted as his *Home Page* and the introduction is virtually identical to the biography info he posted on his MFCA profile. So I am assuming this is his blog. The information for this article mostly comes from this blog.

April the 16th, Tudor Games® made the announcement that they were shutting down their Community Forum. This came with mixed emotions. This is where so many of us rediscovered the game and hobby and learned of all the others that were still playing this game and of all the leagues and tournaments that were being played around the country and all the people that were playing the game "solitaire" . This leaves the MFCA's Electric Football Forum as the main source of information and gathering place for the miniature electronic football community.

This month's "Rules of the Game" is on *The Ball*. Although a lot of coaches choose not to use the ball in their game play, it and can be used as orignally intended by the creators of the game.

The Basics of the Power I offense and the 3-4 defense are presented in the playbook sections along with the basics of the punt and punt return special teams.

I must apologize for the lateness of this month's issue. Life and work is beginning to get in the way of my ability to produce this publication and to play games myself.

I will be traveling to Green Bay, WI and Lambeau Field to work on some Packers Hall of Fame renovations and as a result I will not be able to finish my World League of American Professional Football League season(WLAPF). As a lover of the history of professional football, this is the ultimate experience for a fan of my passion and will greatly cherish this experience. Hopefully I will have the time to work on the next issue of "SCPC Gameday" so please keep posting your game results and information regarding your leagues.

I will also be purchasing a new laptop computer so that I can keep up with the SCPC and all that is happening in the miniature electronic football community and it may also effect the layout and appearance of "SCPC Gameday"

And don't forget about the upcoming Electric football and World Championships Convention in Richmond, VA the last first weekend in August. I hope to be there and hopefully there will be many solitaire coaches attending this event.

Chris LeMay

Publisher / Editor and SCPC Commissioner

SCPC "SOLITAIRE COACHES POINTS CHALLENGE"

GAMEDAY

Volume 1 Issue 4

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SCPC GAMEDAY

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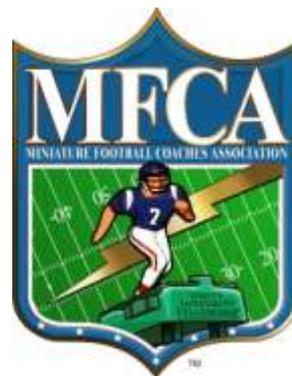
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Chris LeMay - Publisher / Editor
Spring Hill, TN

Have questions, suggestions or comments, ideas for articles, want to submit articles? All are welcomed.

Submit to: efffanatic@charter.net

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www.miniaturefootball.org



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SCPC GAMEDAY 3

The "Treasure Valley EFL"

Shawn Kirkpatrick aka "rigchute" joined the MFCA in January of this year and has already made a huge impact in the SCPC and solitaire community with his many questions and innovative insights into playing the game.

About Rigchute

Biography:

In 1975 my Grandmother gave me a Tudor Electric Football game for Christmas. It became a beloved hobby for my brothers and I. We quickly began to collect every NFL team and form our own Electric Football Leagues. Mine was the "SFL" and my league champion would face my brother's champion in what we labelled the "Magna Bowl". Magna being short for magnificent !

We completed ten seasons, the last one in 1987.

I had collected 28 NFL teams. Unfortunately Those 28 teams were lost during a move 3 years back. Even though I hadn't played a game since 1987 I kept my teams. Unfortunately they were all lost in a move 3 years ago.

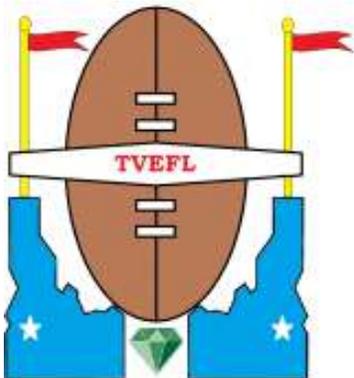
Suddenly this year, 2015, I was bitten by the Electric football bug again and so am rebuilding with a new League.

Location:

Idaho

Interests:

Electric Football, Miniature Wargaming



The following information is from a blog titled "KINGSTUARTSDOMAIN"



The "Magna Bowl"

We completed ten seasons. What follows are the stories of each Magna Bowl we played. I have not edited the write-ups as I preferred to see them as I recorded them so many years ago.

1975 MAGNA BOWL I

Magna Bowl I	1st Half	2nd Half	Score
SFL Chiefs	7	0	7
RFL Arrows*	0	0	0

MVP: #54 Chiefs SFL (1 Rushing TD)

*At this time the RFL Arrows were still known as the Colts.

It was the start of a new season in 1975 when the newest league was started, the championship between the SFL and the one-year-old RFC.

The Chiefs of the SFL ended up on top in their league and in the RFL it was the Arrows (Old White Team).

1st Half

The game started with the Arrows getting the ball first. Unable to score the Chiefs took over the ball. The Chiefs began with a couple great runs by No. 54. The Arrows were unable to stop this drive and No. 54 soon ran it into the End zone for the first touchdown of the game. No. 3 kicked the Extra Point. Score 7-0.

2nd Half

The Arrows again were unable to get a drive going and so were forced to go for it on fourth down. The Chiefs shut the play down and took possession deep in Arrows Territory. Despite another long run by No. 54 the Chiefs were unable to score before time expired in the game. Final Score 7-0. Chiefs win Magna Bowl I.

1976 MAGNA BOWL II

Magna Bowl II	1st Half	2nd Half	Score
SFL Chiefs	7	0	7
RFL Warhawks*	0	0	0

MVP: #1 Chiefs SFL (Sacks and Offense Blocking)

*At the time RFL Warhawks were still called the Steelers.

Last season the new league, the SFL, proved they could play by winning Magna Bowl I. This season the Chiefs were back to represent the SFL in the Magna Bowl. In the RFL however, the Arrows had fallen to their rivals, the Warhawks.

1st Half

The Chiefs won the toss and received the ball first. The Warhawks defense proved tougher for the Chiefs to handle than the Arrows last year, but still managed a touchdown after a long tough drive. No 47 punched it over the goal line with No. 3 kicking the extra point to give the Chiefs a 7 – 0 lead.

The Warhawks took the ball now but the Chiefs defense was able to contain them.

2nd Half

In the second half the Warhawks tightened up their defense and managed to stop the Chiefs. Unfortunately the Warhawks offense could not overcome the reliable Chiefs defense. The game ends with the Chiefs winning 7 – 0.

1977 MAGNA BOWL III

Magna Bowl III	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	6	14	6	7	33
RFL Arrows*	3	6	6	0	15

MVP: #19 Arrows RFL (5 field goals)

*At this time the RFL Arrows were still know as the Colts.

Magna Bowl III is a rematch of the first Magna Bowl. The SFL Chiefs have again made it to the Magna Bowl, while the RFL sees the return of the Arrows, who played in the first Magna Bowl.

1st Quarter

The coin toss goes to the Chiefs. The Chiefs quickly moved the ball down to the Arrows 20 yard line but their advance stopped there. The Arrows defense forced the Chiefs to settle for a field goal but the kick by No. 3 went wide.

The Arrows offense took over at their own 20 but could not do much. Fortunately the Colts have No. 19 as their field goal kicker. With an 85 yard boot he puts the Arrows in the lead 3 – 0.

Trailing for the first time in a Magna Bowl the Chiefs did not falter. They drove down and No. 54 punched it in for the touchdown. No. 3 having a bad game missed the extra point. The score now is 6 – 3.

On offense the Arrows again were held to little gain and this time No. 19 missed the field goal attempt.

2nd Quarter

The Chiefs take over and a quick run by No. 47 adds another touchdown. This time the Chiefs use their rookie kicker, No. 2, to successfully kick the extra point. The score is now 13 – 3.

The Arrows offense just was not able to move the ball. This time however No. 19 was on target with a 60 yard field goal. Score 13 – 6. The Arrows defense continues to crumble before the Chiefs power running game. No. 21 runs in another Chief touch down. This time No. 3 kicked the extra point. Score 20 – 6.

Incredibly the Arrows managed to put another field goal on the board before the 1st half expired. It was another 60 yarder by No. 19. Score at Half time is 20 – 9 Chiefs lead.

3rd Quarter

The Arrows open the 2nd half with the ball on their own 20. The Chiefs managed to sack them back to their own 10 yard line. The next play the Arrows No. 19 connected with a pass that gained the Arrows 70 yards! Hopes were high that they could soon make this a 1 point game. The Chiefs defense was unfazed however and soon had forced the Arrows into yet another field goal attempt. No 19 nailed this close kick and put the score at 20 – 12.

The Chiefs took the kick off to their own 45 yard line. The first play from scrimmage saw No. 54 blast through the Arrow’s line and go all the way for a touchdown! No. 3 however missed his second extra point of the game. Score 26 – 12.

This time there was no big pass play and so the Arrows placing a huge amount of confidence in No. 19 attempted a 95 yard field goal. It went wide.

The Chiefs now had a great chance to get a quick score. This time the Arrows defense stiffened and the Chiefs were forced to try a field goal. No. 3 missed.

4th Quarter

The Arrows offense was again ineffectual but No. 19 managed another 85 yard field goal to make the score 26 – 15.

After some quick gains the Chiefs were up to the 50 yard line. A hand off to No. 54 swung to the outside and he was gone for a touchdown. No. 2 kicked extra point. The score now is 33 – 15.

With time running out the Arrows still were unable to mount a drive. No. 19 missed this 85 yard attempt. The Chiefs were able to burn the remainder of the quarter and the game ends with the Chiefs winning 33 – 15.

1978 MAGNA BOWL IV

Magna Bowl IV	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	7	7	0	7	21
RFL Jets	0	0	7	0	7

MVP: #54 Chiefs SFL (2 Touchdown runs)

The Chiefs continue to dominate the SFL gaining their fourth trip to the Magna Bowl. In the RFL it is the turn around team the Jets, who ended the previous season in Last place and then lost the Turkey Bowl.

1st Quarter

For the third straight year the Chiefs win the toss. The Chiefs took the opening kick off to the Jets 36 yard line. A hand off to No. 54 led to a slow developing play but 54 finally saw day light and raced for the touchdown. No 2 kicked the Extra point. The chiefs jump to an early 7 – 0 lead. The Jets now ate up the clock with little gain as they were pushed back to their own 10 yard line as the quarter ended.

2nd Quarter

The Jets punt getting a nice kick and downing the ball at the Chiefs 25 yard line. The Jets defense held firm allowing no gains on 1st and 2nd downs. The call on third down was a hand off to No. 21 who swung out to the outside and managed to make the corner. He out ran the Jets the 75 yards and scored. No. 2 kicks extra point. Score now 14 – 0.

The Jets brought the kick off out to their 36 but were unable to advance it farther. The Jets attempted a long field goal but missed as time in the 1st half expired.

3rd Quarter

The Jets start the second half in a hole and by only managing to take the kick off to their own 17 did not make it look like a change was at hand. However the Jets QB found his groove and managed to pass his team into the red zone. With the Chiefs back on their heels the Jets surprise the Chiefs with a QB sneak that goes for a Touchdown! This is the First RFL touchdown in Magna bowl history. The extra point by No. ___ was good making the score 14 – 7. Amazingly this drive has taken up the entire 3rd quarter.

4th Quarter

The Chiefs responded with aggressive play on the front line. The Jets were unable to prevent positive yardage and finally No. 54 punched it in for the touchdown. This time No. 3 kicked the extra point. Score 21 – 7. With 5 minutes in the game the Chiefs tried an onside kick. The Jets were able to cover it and took possession. The Jets mounted a drive but were unable to score and time expired. The Chiefs win 21 – 7.

This Magna Bowl was the one we attempted to film using 8mm film camera. Very little of the game was actually filmed.

1979 MAGNA BOWL V

Magna Bowl V	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	16	9	13	14	52
RFL Buccaneers	0	0	14	0	14

MVP: #3 Chiefs SFL (2 TD passes, 1 TD run)

Magna bowl V pitted the SFL Chiefs against the RFL Buccaneers.

1st Quarter

The Chiefs continue their lucky streak winning the toss for the 4th time in a row. This time however they choose to kick off. The Buccaneers did little with the kick off and the Chiefs defense dominated the Buccaneer line. Several sacks had the Buccaneers on their own goal line and the next play No. 1 of the Chiefs penetrated the line and tackled the Buccaneer QB for a safety! Score now 2 – 0.

The Buccaneers had to kick off and the Chiefs offense went to work immediately. No. 47 ran in the first touchdown of the game. No. 2 kicked the extra point. Score now 9 - 0.

The Buccaneers now tried moving with the pass game but on third down No. 71 of the Chiefs picked off a pass. Once again the Chiefs drove steadily down field with No. 47 finishing the drive with his 2nd TD of the game. No. 2 kicks extra point. Score 16 – 0.

2nd Quarter

The Buccaneers were forced to punt. This time however the Bucc defense came to life and held the Chiefs to a Field goal, which was kicked by No. 2. Score now 19 – 0.

The Buccaneers made another 3 and out. This time the Chiefs pushed down field and No. 54 scores a touchdown. No. 2 missed the extra point. Score 25 – 0.

3rd Quarter

The Chiefs get the ball first to start the 2nd half. The Bucc defense shut down the run but the Chiefs QB, No. 3, gets his first TD pass in a Magna Bowl. No. 3 however missed the extra point. Score 31 – 0.

With the Buccs fans nearly silent the kick off went to No. 39. He quickly gave them something to cheer about as he broke through to daylight and raced all the way for a Touchdown. No. 12 kicked the extra point. Score now 31 – 7.

The Buccaneers weren't done yet. They tried an onsidies kick and recovered it! Energized the Bucc offense started clicking. Using the air attack they drove down field and No. 12 hit No. 39 to score a Touchdown pass. No. 12 kicked extra point. Score now 31 – 14.

The chiefs now came back with their own quick drive with No. 47 scoring a touchdown. No. 2 kicked the extra point. Score now 38 – 14.

4th Quarter

The Buccaneers came out throwing again but this time No. 80 of the Chiefs picked off the pass. The Chiefs then went to the pass themselves and No. 3 hit his 2nd TD pass of the game. No. 2 kicked the extra point. Score 45 – 14.

The Chiefs then kicked an onsidies kick and managed to get it. They managed another TD run when No. 3 scrambling had to run out of the pocket and went 55 yards for a TD. No. 2 kicked the extra point. Score 52 – 14. The Buccaneers were driving and looked like they would score again but time ran out. Chiefs win 52 – 14.

1980 MAGNA BOWL VI

Magna Bowl VI	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	7	12	14	20	53
RFL Steelers	0	10	0	7	17

MVP: #71 Chiefs SFL (3 TD receptions)

This Magna Bowl brought together the SFL Chiefs against the RFL Steelers.

1st Quarter

The Steelers start the game on a good note by winning the coin toss, the first coin toss the Chiefs have lost since Magna Bowl I. They are unable to make any yardage and are dropped for losses. This leads to a punt that the Chiefs return to their own 45 yard line. The Chiefs methodically drive down to the Steelers 2 yard line but end up going for the Touchdown on 4th down and the Steelers shut them down. The Steelers take over possession and immediately go to the pass. However No. 54 of the Chiefs manages to pick off the pass and is downed at the 3 yard line. The Chiefs then decide to take it to the air and No. 3 hits No. 71 for a Touchdown. No. 2 kicks the extra point. Score 7 – 0.

2nd Quarter

The Steelers are again unable to move the ball and punt for the second time. The Chiefs again drive down to the Steelers 2 yard line but this time No. 3 runs it in himself. No. 12 of the Steelers managed to block the extra point attempt by No. 2. Score now is 13 – 0.

No. 32 of the Steelers returns the kick off to the Chiefs 36 yard line. The Chiefs continue to dominate on defense however and the Steelers have to settle for a Field goal by No. 12.

Score 13 – 3.

The Chiefs moved down field and closed the drive with a touch down pass from No. 3 to No. 71. No. 3 missed the Extra point so score is now 19 – 3.

The Steelers went into their 2 minute drill as the half drew to a close. No. 12 managed to hit No. 38 for a 42 yard touchdown pass as time expired. No. 12 kicked the extra point.

Score at half time was 19 – 10.

3rd Quarter

The Chiefs open the second half by driving down the field and No. 54 carries it in from the 5 yard line. No. 2 kicks the extra point. Score 26 – 10.

The Steelers managed a short drive into field goal range but the field goal was missed.

The next play the Chiefs No. 47 breaks a run loose for a 45 yard touchdown run. No. 2 kicks the extra point. Score 33 – 10.

The Steelers trying to get back in the game went to the air and No. 60 of the Chiefs grabbed the interception and took it to Steelers 45 yard line.

4th Quarter

Several plays later No. 47 of the Chiefs scored on a 6 yard run. No. 2 kicked the extra point. Score 40 – 10.

The Steelers mounted a strong air attack now with No. 12 hitting No. 38 for a big gain down to the Chiefs 3 yard line. No. 12 then hit No. 32 for the Touchdown pass. No. 12 kicked the extra point. Score 40 – 17.

The Chiefs offensive line now began to dominate as the Chiefs running game could not be stopped. The drive resulted in a 22 yard touchdown run by No. 47. No. 2 kicked the extra point. Score 47 – 17.

The Steelers offense stalled out this drive but they decided to go for it with 4th down and 12 to go for the first down. The Chiefs held and they quickly went to work with No. 3 hitting 71 for an 11 yard touchdown pass. No. 12 of the Steelers however blocked the extra point attempt by no. 2 for the second time this game! Score 53 – 17.

The Steelers got a late drive going moving down to the Chiefs 10 yard line but time expired before they could score. Chiefs win 53 – 17.

1981 MAGNA BOWL VII

Magna Bowl VII	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	13	19	20	10	62
RFL Arrows	10	14	21	12	57

MVP: #3 Chiefs SFL (5 TD passes) and # 19 Arrows RFL (6 TD passes, 6 extra pts, 1 FG)

This was the epic game that featured the two legendary teams of the Magna Bowl meeting for the last time in a thrilling shoot out. RFL Arrows are back for their third Magna Bowl. The Arrows faced their old rivals, the SFL Chiefs.

1st Quarter

The Arrows win the coin toss. The Arrows went straight to the pass and managed to get to the Chiefs 42 yard line. At this point the Chiefs defense tightened up and the Arrows had to try a field goal. No. 19 missed the kick however.

The Chiefs were unable to move the ball with their legendary running game, the Arrows holding them to only 2 yards rushing. The Chiefs switched to the pass on third down and No. 3 hit No. 47 for a 56 yard touchdown pass. No. 2's extra point attempt was blocked by No. 19 of the Arrows. Score 6 – 0.

The Arrow's No. 31 returned the kick off all the way to the Chiefs 27 yard line. Once again the Chiefs defense shut down the Arrows, but this time No. 19 hit the field goal.

The score now is 6 – 3.

The Arrows defense again shut down the Chiefs running game, fortunately for the Chiefs No. 3 was able to find No. 63 for a 53 yard touchdown pass. No. 2 kicked the extra point.

Score 13 – 3.

The Arrows offense still could not get a running game started. They had better luck with passing and ended the drive with a 19 yard touchdown pass from No. 19 to No. 80. No. 19 kicked the extra point. Score now 13 – 10.

2nd Quarter

The Chiefs got a good kick return taking it to the Arrows 40 yard line. A couple plays later the Chiefs finally got a big run against the Arrow defense. No. 47 ran around the end taking it 37 yards for a touchdown. No. 2 missed the extra point. Score 19 – 10.

The Arrows kept up the air attack and closed the gap with a 19 yard touchdown pass from No. 19 to No. 49. No. 19 kicked the extra point. Score now 19 – 17.

The Arrows defense again tightened up to stop the Chiefs rushing game. The Chiefs again go to the air with No. 3 hitting No. 47 for a Touchdown. No. 2 kicked the extra point. Score 26 – 17.

The Arrows were not giving up and No. 19 came right back hitting No. 31 for a 26 yard touchdown pass. No. 19 kicked the extra point. Score now is 26 – 24.

The Chiefs take over the ball holding onto a slim 2 point lead. With their running game absent the Chiefs went to the air and it was here that No. 85 of the Arrows stunned the crowd by intercepting the pass! This could be the chance they needed to take the lead.

The very next play No. 19 dropped back to pass only to have No. 54 of the Chiefs intercept it! The Chiefs had to settle for a field goal by No. 2. Score now 29 – 24.

The Chiefs obviously uneasy with the slim lead tried an onside kick. No. 47 of the Chiefs recovered the kick and so the Chiefs maintain possession. After a short drive they ran out of time and had to settle for a 33 yard field goal by No. 2. Score at half time 32 – 24.

3rd quarter

The Arrows had to kick off for half time but decided they too would try an onside kick. The Chiefs no. 84 however recovered the kick. After driving into Arrows territory No. 47 then broke a 33 yard run for a touch down. No. 2 kicked the extra point. Score 39 – 24.

The Arrows returned the kick off to the Chiefs 40 yard line. A few plays later No. 19 hit No. 51 for a 33 yard touchdown pass. No. 19 kicked the extra point. Score 39 – 31.

Apparently the Chiefs running game was returning. The first play from scrimmage No. 47 broke through the line and raced 65 yards for a touchdown. No3 missed the extra point. Score 45 – 31.

The Arrows would not give up. No. 31 took the kick off in his own end zone and returned it 100 yards for a touchdown! This is the first kick return for a touchdown in a Magna Bowl, and of course, the first 100 yard return. No. 19 kicked the extra point. Score 45 – 38.

The Chiefs go back to the air and manage another touchdown pass from No. 3 to No. 63 that went for 46 yards. No. 2 kicked the extra point. Score now 52 - 38.

No. 31 of the Arrows took the Chiefs kick off and returned it 95 yards for a touchdown as the 3rd quarter ended. Two consecutive kick off returns for No. 31! No. 19 hits the extra point to make the score 52 – 45 Chiefs holding on to a small lead.

4th Quarter

The Chiefs took the ball and mounted a hard fought drive down to the Arrows 47 yard line. There the Arrows made a stand and forced the Chiefs No. 2 to kick a field goal to extend their lead to 55 – 45.

The Arrows manage to keep hope alive when No. 19 hit No. 31 for a 56 yard touchdown pass. No. 19 misses the extra point. Score now 55 – 51. Incredibly both teams are over 50 points.

The Chiefs running game is again stopped by the Arrows. No. 3 is forced to pass and finds No. 63 open for a 46 yard touchdown pass. No. 2 kicks the extra point. The score now 62 – 51.

The Chiefs defense now holds tough draining time off the clock. The Arrows No. 19 finally finds No. 51 for a 20 yard touchdown pass as time expires. No. 19 again misses the extra point. The Final score is Chiefs 62 and the Arrows 57.

This wild shoot out is the closest Magna Bowl to date. In fact the Arrows outscored the Chiefs in the second half.

1982 MAGNA BOWL VIII

Magna Bowl VIII	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
SFL Chiefs	3	3	7	9	22
RFL Warhawks	0	3	3	13	19

MVP: #8 Warhawks RFL (2 TD passes, 1 Extra Pt, 2 FG)

For the Eighth year in a row the SFL Chiefs are in the Magna Bowl. The RFL is sending the Warhawks for their second Magna Bowl appearance.

1st Quarter

The Chiefs win the coin toss but choose to kick off. This works out well as the Warhawks offense is unable to move and have to punt. No. 54 of the Chiefs returns the punt to the Warhawks 43 yard line. The Chiefs manage a short drive but end up having No. 2 Kick a 31 yard field goal. Score 3 – 0.

2nd Quarter

The Warhawks make it to mid field but the Chiefs defense holds and No. 8 kicks a 55 yard field goal. Score 3 – 3.

The Chiefs drive down field but time is running out in the half and so No. 2 kicks a 35 yard field goal as the half expires. Score at half time is Chiefs leading 6 – 3.

3rd Quarter

The Chiefs start with the ball and the drive when no. 3 hits No. 21 for a 55 yard touchdown pass. No. 2 nails the extra point. Score 13 – 3.

The Warhawks start from their 22 yard line and on a screen pass to No. 49 move down to the Chiefs 32 yard line. The Warhawks stall here though and have to settle for a No. 8 field goal from 24 yards out. Score now 13 – 6.

4th Quarter

The Chiefs drive down field scoring a 45 yard Field goal by No. 2. Score now 16 – 6.

The Warhawks now mount a drive to the Chiefs 3 yard line. There No. 8 connects on a touchdown pass to No. 20. No. 8 attempts the extra point but has it blocked by No. 3 of the Chiefs. Score 16 – 12.

Warhawks attempt an onsides kick but No. 1 of the Chiefs recovers.

The Chiefs come right back with a quick drive ending in an 18 yard touchdown pass from No. 3 to No. 63. No. 3 misses the extra point. Score 22 – 12.

With time running short the Warhawks step up their attack. No. 8 quickly strikes hitting No. 51 for a 52 yard Touchdown. No. 8 kicks the extra point. Score 22 – 19.

The Warhawks again try for an onsides kick. No. 21 of the Chiefs covers the kick. The Chiefs then run out the clock. Final score 22 – 19. Chiefs win!

And with this their eighth straight Magna Bowl Championship the SFL Chiefs Magna Bowl Era comes to an end. The legendary team goes into retirement after this game.

1983, 1984, and 1985 no MAGNA BOWL's were played.

Due to Shawn's military service the Classic Championship had not been held for the last three years. But at last it was back.

Of course the SFL Chiefs had retired after Magna Bowl VIII so they were not here. Instead for the SFL was the Broncos and they would be facing none other than the RFL Arrows. This is the fourth appearance for the Arrows and it is easy to see the steady improvement in each game, in fact Magna Bowl VII saw the Arrows take the SFL Chiefs right down to the end before the Chiefs could put it away.

Needless to say the RFL was feeling good about their chances prior to this game.

1986 MAGNA BOWL IX

Magna Bowl IX	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
RFL Arrows	13	7	14	7	41
SFL Broncos	3	7	0	0	10

MVP: #51 Arrows RFL (2 rushing TDs, 1 TD reception, 1 TD kick return)

1st Quarter

The Arrows win the coin toss. The Broncos kick off is a pooch kick whether by design or accident is unknown, but No. 10 of the Arrows grabs the kick and races 65 yards for a touchdown! The first opening kick touchdown in Magna Bowl history. No. 19 kicks the extra point. Score 7 – 0.

The Broncos now are unable to drive the ball and No. 13 kicks a 56 yard field goal. The score now 7 – 3.

The Arrows again get a good kick return taking it to the Broncos 45 yard line. The Arrows then begin a drive down to the 4 where No. 51 runs in for the TD. No. 19 misses the extra point. Score 13 – 3.

The Broncos now got a good kick return of their own down to the Arrows 39 yard line. Unfortunately the drive losses yardage and the chance for a field goal is lost when the Broncos get an In-eligible receiver penalty. They are forced to punt.

2nd Quarter

The Broncos now toughen up and manage to hold the Arrows. The Arrows get off a 60 yard punt. This leaves the Broncos to start from their own 12 yard line.

The Broncos No. 7 now fumbles the ball with No. 10 of the Arrows recovering in the End zone to score his second touchdown of the game. No. 11 kicks the extra point. The Score is now 20 – 3.

The Broncos fight back and manage a drive down to the Arrows 11 yard line. No. 13 now scrambles free and scores a rushing touchdown. No. 13 kicks the extra point. Score 20 – 10. The 1st half expires as the Arrows are driving again.

3rd Quarter

The Broncos get the ball first but the Arrows defense shuts them down and they have to punt. The punt sails into the Arrows end zone where No. 51 is waiting. He brings the ball out and finds a gap in the kick team's line, he quickly races 100 yards for the touchdown. No. 11 kicks the extra point. Score 27 – 10.

The Broncos manage a good kick return of their own making it down to the Arrows 27 yard line. No. 13 the Broncos QB then makes a mistake throwing an interception to No. 20 of the Arrows.

After a short drive the Arrows No. 19 hits No. 51 for a 40 yard touch down pass. No. 11 nails the extra point. Score 34 – 10.

4th Quarter

The Broncos next drive grinds to a halt at their own 33 yard line. They decide they have to go for it on fourth down. The play is crushed for a loss by the Arrows defense and the Arrows take possession at the Broncos 28 yard line.

The Arrows take their time eating away at the clock. Finally No. 51 breaks loose to score on an 11 yard run. No. 11 kicks the Extra point. Score 41 – 10.

The Broncos have one more chance but the Arrows will not back down. The Broncos lose possession and the Arrows offense runs out the remaining time.

Final score is 41 – 10 the RFL Arrows win Magna Bowl IX in convincing fashion!

1987 MAGNA BOWL X

Magna Bowl X	1st Qtr	2nd Qtr	3rd Qtr	4th Qtr	Score
RFL Arrows	0	0	7	7	14
SFL Buccaneers	0	10	0	3	13

MVP: #89 Arrows RFL (Defense)

The RFL Arrows are back again for their 5th appearance, this time however they are the returning Champions. They faced a surprise coming from the SFL the Cinderella team, the Buccaneers. The Buccaneers did have one unique player. He was No. 2 of the retired Chiefs. He had come out of retirement to play for the Buccaneers this last year.

1st Quarter

The Arrows win the coin toss. Their opening drive stalls out and they are forced to punt.

It is a nice punt and the Buccs will start from their own 13 yard line. The Buccs are also unable to move and so called on No. 2(chiefs) to quick-punt on 3rd down, this ended up being a 72 yard punt with no return. . This has the Arrows starting from their own 20 yard line.

Now the first real break of the game goes to the Buccaneers as No. 19 of the Arrows fumbles. No. 69 of the Buccs dives on it at the Arrows 2 yard line.

2nd Quarter

The SFL Buccs take advantage of their luck and No. 12 hits No. 80 for a TD pass. No. 2(chiefs) kicks the extra point. Score 7 – 0.

The Arrows were still having trouble with the Buccs defense and were forced to punt.

The Buccs manage a short drive but then it stalls and they have to punt.

No. 51 of the Arrows returns the punt to the Buccs 22 yard line. Surprisingly the normally steady No. 19 of the Arrows fumbles again! No. 69 of the Buccs scoops it up and is downed at the 50 yard line.

The Buccs don't advance much but No. 2(chiefs) manages a 55 yard field goal. Score at half time 10 – 0.

3rd Quarter

Buccaneers get the ball but are pushed back to their own 2 yard line where they punt.

The Arrows come out firing and move down field. No. 19 then connects with No. 31 for a 5 yard touchdown pass. No. 19 kicks the extra point. Score 10 – 7.

4th Quarter

The Buccaneers offense is unable to move the ball but No. 2(chiefs) kicks a 49 yard field goal to extend the Bucc lead. Score 13 – 7.

No. 51 of the Arrows fields the kick off and races down field 65 yards for a touchdown. No. 19 kicks the extra point. The Arrows have taken the lead for the first time in the game. Score 14 – 13.

The Buccaneers offense is shut down by the fired up Arrows defense. They are forced to punt. The Buccs defense steps up and holds the Arrows offense in check. With time running out the Arrows punt. No. 39 of the Buccs returns the punt to the Arrows 11 yard line! With only 3 seconds on the clock No.

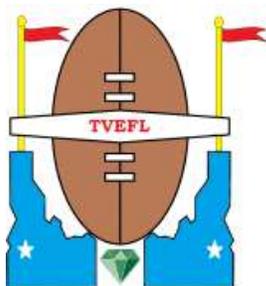
2(chiefs) lines up for a field goal that could win the game for the Buccaneers. The ball is snapped and the kick is up ...but it is wide! The Field goal is missed.

The Arrows have won again 14 – 13.

The Arrows have now won their 2nd Magna Bowl Championship. This was unfortunately the last Magna Bowl played.

Editor's note - Hopefully you enjoyed reading these game summaries as much as I did. It is exciting to imagine the action on the field from reading these recaps. Thus is what makes solitaire play fun and interesting.

Here are the current standings and game results of Shawn's TVEFL.



	W	L	T
Minnesota Vikings	7	1	0
Kansas City Chiefs	5	3	0
Seattle Seahawks	3	5	0
Idaho Talons	1	7	0

Minnesota Vikings

Record: 7-1-0 | SCPC Points Total: 86 | Rank: 9

Opponent	Score	Date	Points Scored Bonus	Points Allowed Bonus	Game Scenario Bonus	Division Bonus	Quality Win Bonus
Kansas City Chiefs	L 20-26	2015-02-15	3				
Idaho Talons	W 13-6	2015-02-20	2	3			2
Kansas City Chiefs	W 20-13	2015-02-27	3	2			10
Idaho Talons	W 37-17	2015-03-03	4	2			2
Seattle Seahawks	W 10-0	2015-03-12	1	4			6
Seattle Seahawks	W 6-0	2015-03-26	1	4			6
Seattle Seahawks	W 20-7	2015-04-06	3	3			6
Kansas City Chiefs	W 7-0	2015-04-20	1	4			10

Kansas City Chiefs

Record: 5-3-0 | SCPC Points Total: 68 | Rank: 19

Opponent	Score	Date	Points Scored Bonus	Points Allowed Bonus	Game Scenario Bonus	Division Bonus	Quality Win Bonus
Minnesota Vikings	W 26-20	2015-02-15	4	1			14
Idaho Talons	W 23-19	2015-02-23	3	1			2
Minnesota Vikings	L 13-20	2015-02-27	2	1			
Seattle Seahawks	L 20-33	2015-03-07	3				
Seattle Seahawks	W 16-14	2015-03-19	2	2			6
Idaho Talons	W 20-7	2015-04-02	3	3			2
Minnesota Vikings	L 0-7	2015-04-20		3			
Idaho Talons	W 13-0	2015-04-29	2	4			

Seattle Seahawks

Record: 3-5-0 | SCPC Points Total: 56 | Rank: 24

Opponent	Score	Date	Points Scored Bonus	Points Allowed Bonus	Game Scenario Bonus	Division Bonus	Quality Win Bonus
Kansas City Chiefs	W 33-20	2015-03-07	4	1			10
Idaho Talons	L 6-14	2015-03-10	1	2			
Minnesota Vikings	L 0-10	2015-03-12		3			
Idaho Talons	W 34-13	2015-03-14	4	2			2
Kansas City Chiefs	L 14-16	2015-03-19	2	2			
Minnesota Vikings	L 0-6	2015-03-26		3			
Minnesota Vikings	L 7-20	2015-04-06	1	1			
Idaho Talons	W 25-0	2015-04-12	4	4			2

Idaho Talons

Record: 1-7-0 | SCPC Points Total: 34 | Rank: 48

Opponent	Score	Date	Points Scored Bonus	Points Allowed Bonus	Game Scenario Bonus	Division Bonus	Quality Win Bonus
Minnesota Vikings	L 6-13	2015-02-20	1	2			
Kansas City Chiefs	L 19-23	2015-02-23	3	1			
Minnesota Vikings	L 17-37	2015-03-03	2				
Seattle Seahawks	W 14-6	2015-03-10	2	3			6
Seattle Seahawks	L 13-34	2015-03-14	2				
Kansas City Chiefs	L 7-20	2015-04-02	1	1			
Seattle Seahawks	L 0-25	2015-04-12					
Kansas City Chiefs	L 0-13	2015-04-29		2			

SCPC League Update

SEASON 3



In Week 34 of the SCPC (March 29 - April 4) , 18 new games were played and added to the database. Stephen "slegrow" LeGrow is the newest coach to join the SCPC with his "Big Steve Electric Football League" - BSEFL.

Here are the game results for Week 34:

Date	Team 1	Score	Team 2	Score	Coach
1. 2015-04-04	Richmond Red Eyes	28	Lexington Razors	27	Mactele52
2. 2015-04-03	Missouri	49	Iowa St	3	tigers16
3. 2015-04-02	USC	24	Notre Dame	7	tigers16
4. 2015-04-02	Birmingham Blue Bruce	14	Orlando Orange	10	Mactele52
5. 2015-04-02	Idaho Talons	7	Kansas City Chiefs	20	rigchute
6. 2015-04-01	Texas	35	Nebraska	3	tigers16
7. 2015-03-31	Florida	17	Michigan	14	tigers16
8. 2015-03-31	Syracuse Squatch	30	El Paso Gas	28	Mactele52
9. 2015-03-29	Los Angeles Rams	16	Baltimore Colts	14	RooMorgans
10. 2015-03-30	88 Notre Dame	28	ND Green	14	sandfoot
11. 2015-03-29	Kansas	17	Oklahoma	7	tigers16
12. 2015-03-28	Oakland Raiders	31	Kansas City Chiefs	24	slegrow
13. 2015-03-26	New York Giants	10	Detroit Lions	17	slegrow
14. 2015-03-28	Dallas Cowboys	14	Cincinnati Bengals	35	slegrow
15. 2015-03-27	Minnesota Vikings	14	Green Bay Packers	28	slegrow
16. 2015-03-28	New England Patriots	24	New York Jets	28	slegrow
17. 2015-03-29	Houston Texans	28	Pittsburgh Steelers	14	slegrow
18. 2015-03-28	Kansas St	31	Oklahoma St	21	tigers16



Action from the BIG 8 2015's Missouri vs. Iowa St. game

Week 35 was a slow week . Only 4 games entered.

Week 35 (April 5 - April 11)

Date	Team 1	Score	Team 2	Score	Coach
1. 2015-04-11	Kansas St	28	Michigan	0	tigers16
2. 2015-04-11	Richmond Red Eyes	14	Birmingham Blue Bruce	13	Mactele52
3. 2015-04-11	Québec Colère	28	Wichita Linemen	23	Mactele52
4. 2015-04-06	Minnesota Vikings	20	Seattle Seahawks	7	rigchute

Week 36 had Ray Sugg updating his EEFLI games as several game results were added from February.

Week 36 (April 12 - April 18)

Date	Team 1	Score	Team 2	Score	Coach
1. 2015-04-17	Missouri	35	Nebraska	10	tigers16
2. 2015-04-16	Kansas	21	Notre Dame	0	tigers16
3. 2015-04-15	Texas	35	Iowa St	14	tigers16
4. 2015-04-15	85 Bears	35	ND Green	34	sandfoot
5. 2015-04-14	Oklahoma	28	USC	14	tigers16
6. 2015-03-24	Mumbai Gladiators	13	Kolkata Vipers	7	troutbum
7. 2015-03-24	Pune Marathas	28	Pakistan Wolfpak	7	troutbum
8. 2015-03-24	Colombo Lions	21	Hyderabad Skykings	14	troutbum
9. 2015-03-24	Bangalore Warhawks	21	Delhi Defenders	7	troutbum
10. 2015-02-26	Bangalore Warhawks	21	Kolkata Vipers	7	troutbum
11. 2015-02-26	Pune Marathas	21	Delhi Defenders	14	troutbum
12. 2015-02-26	Hyderabad Skykings	21	Mumbai Gladiators	7	troutbum
13. 2015-02-26	Pakistan Wolfpak	20	Colombo Lions	15	troutbum
14. 2015-02-22	Pune Marathas	12	Kolkata Vipers	7	troutbum
15. 2015-02-22	Colombo Lions	15	Delhi Defenders	13	troutbum
16. 2015-02-22	Mumbai Gladiators	13	Pakistan Wolfpak	12	troutbum
17. 2015-02-22	Bangalore Warhawks	7	Hyderabad Skykings	0	troutbum
18. 2015-04-13	Florida	24	Oklahoma St	7	tigers16
19. 2015-04-12	Gary Indiana Coleman's	14	Montreal Faux Pas	7	Mactele52
20. 2015-04-12	Idaho Talons	0	Seattle Seahawks	25	rigchute
21. 2015-04-12	El Paso Gas	21	Saskatoon Scat Cats	27	Mactele52
22. 2015-04-12	GreenBay Packers	31	Birmingham Americans	21	elffanatic
23. 2015-04-12	Lexington Razors	14	Orlando Orange	10	Mactele52

This week Andy McLaughlin added a game from his newest league with the High School Electric Football League (HSEFL) This league features 7 new teams. With these games entered, 2 teams moved into the top 10, rigchute's Minnesota Vikings with a 7-1-0 record and 86 SCPC points and sandfoot's Chicago Orange at 5-3-0 and 83 SCPC points.

Week 37 (April 19 - April 25)

Date	Team 1	Score	Team 2	Score	Coach
1. 2015-04-25	Phoenix Ungers	17	Wichita Linemen	21	Mactele52
2. 2015-04-25	Tampa Bay Buccaneers	13	Buffalo Bills	7	slegrow
3. 2015-04-25	Iowa St	35	Notre Dame	0	tigers16
4. 2015-04-25	Houston Oilers	30	San Francisco 49ers	24	RooMorgans
5. 2015-04-24	Texas	17	Oklahoma	3	tigers16
6. 2015-04-24	88 Notre Dame	28	ND Green	14	sandfoot
7. 2015-04-23	Kansas St	21	Florida	3	tigers16
8. 2015-04-23	Oklahoma St	17	USC	0	tigers16
9. 2015-04-22	New Jersey Generals	23	Sacramento Goldminers	21	wolverine
10. 2015-04-20	Minnesota Vikings	7	Kansas City Chiefs	0	rigchute
11. 2015-04-19	Fayetteville-Manlius Hornets	28	Jamesville-Dewitt Red Rams	21	Mactele5

Featured "Game of the Month"

The month's featured "Game of the Month" comes from the Cat House EFL 2015 Season

Québec Colère



Cat House Electric Football 2015
 April 11, 2015
 Location: Royer Field
 Quebec Colere vs Wichita Linemen

WICHITA LINEMEN



Home			Away		
Quebec Colere			Wichita Linemen		
Offensive			Offensive		
Number	Name	Position	Number	Name	Position
13	Pete Peeve	QB	11	Johnny Electro	QB
24	Rene Ruffle	RB	32	Gus Fervor	RB
39	Billy Chèvre	FB	30	Hy Voltage	FB
86	Maurice Animosité	WR	82	Algernon Zing	WR
81	Chip Chafe	WR	19	Walter Zappy	WR
89	Eugene Trempe	TE	22	Melvin Moxie	TE
68	Henri Squames	LT	51	Addison Verve	LT
77	Kahn Wrath	LG	70	Heavy Milton Mettle	LG
62	Gerard Rancune	C	69	Chip Kinetic	C
91	Hugh Grudge	RG	75	Manny Galvanic	RG
64	Alfonso Malice	RT	66	Strom Current	RT
28	Bobby Sox	RB			
Defensive			Defensive		
77	Kahn Wrath	LDE	70	Heavy Milton Mettle	LDE
62	Gerard Rancune	NT	69	Chip Kinetic	NT
91	Hugh Grudge	RDE	75	Manny Galvanic	RDE
24	Rene Ruffle	LOLB	32	Gus Fervor	LOLB
68	Henri Squames	LILB	51	Addison Verve	LILB
64	Alfonso Malice	RILB	66	Strom Current	RILB
39	Billy Chèvre	ROLB	30	Hy Voltage	ROLB
22	Edouard Ennuyer	LCB	82	Algernon Zing	LCB
21	Biff Miff	RCB	19	Walter Zappy	RCB
89	Eugene Trempe	SS	11	Johnny Electro	SS
37	Gaston Délire	FS	22	Melvin Moxie	FS
4	Buster Squat	P			

- A short kick from Wichita and a 34 yard return from Chip Chafe of Quebec gives the Colere excellent field position to start the game. RB Rene Ruffle rumbles 30 yards and sets up the 15 yard TD pass from QB Pete Peeve to FB Billy Chevre.
- Quebec Kicker Buster Squats shanks a 35 yard kick and Walter Zappy of Wichita returns it 14 yards. It's all RB Gus Fervor on Wichita's first drive as the back carries the ball twice for 51 yards and a 10 yard TD reception to tie the game.
- Quebec responds with a short pass to FB Chevre who then romps 76 yards for the score!
- Wichita puts up a 16 yard Field Goal before the half to keep the game close.
- Wichita runs into trouble to start the second half as QB Johnny Electro gets hammered by Colere LB Alfonso Malice. Two plays later WR Algernon Zing catches a 15 yard chain moving pass only to get clobbered by DB Biff Miff and FUMBLE the ball away.
- Quebec takes advantage of the turn over as Billy Chevre rambles 63 yards for a Touchdown!
- Wichita marches down the field and scores in 4 plays to start the 4th Qtr. They attempt an Onside kick but Quebec safety Eugene Trempe scoops up the ball and blazes into the end zone untouched for the score.
- Wichita manages another TD but their 2 point conversion fails and they never get the ball back again giving Quebec the victory.
- FINAL SCORE: Quebec Colere 28 Wichita Linemen 23



National Rankings Update

The TOP 25 as of April 25, 2015

37 weeks completed - 9 weeks - 3 days remaining

243 Teams playing in 14 Leagues

11 teams bowl eligible (6 or more wins) 14 teams eliminated (5 or more losses)

SEASON 3



Solitaire Miniature Electronic Football

Rank	Team Name	Owner	Division	Home League	Win	Loss	Tie	SCPC Total
1	Detroit Wheels	wolverine	Unlimited	Northern Michigan EFL	9	1	0	141
2	New Orleans Breakers	wolverine	Unlimited	Northern Michigan EFL	8	2	0	131
3	New Jersey Generals	wolverine	Unlimited	Northern Michigan EFL	9	2	0	129
4	Sacramento Goldminers	wolverine	Unlimited	Northern Michigan EFL	9	2	0	126
5	Atlanta Falcons	Mactele52	3.3 Box Stock	Dirty Bird EFL	14	2	0	96
6	New York Knights	wolverine	Unlimited	Northern Michigan EFL	8	2	0	95
7	Orlando Thunder	wolverine	Unlimited	Northern Michigan EFL	6	4	0	95
8	Hawaii Hawaiians	wolverine	Unlimited	Northern Michigan EFL	7	3	0	90
9	Minnesota Vikings	rigchute	3.3 Box Stock	TVEFL	7	1	0	86
10	Chicago Orange	sandfoot	Unlimited	Shamrock EFL...	5	3	0	83
11	Milwaukee Mustangs	wolverine	Unlimited	Northern Michigan EFL	5	5	0	81
11	Washington Federals	wolverine	Unlimited	Northern Michigan EFL	5	5	0	81
13	88 Notre Dame	sandfoot	Unlimited	Shamrock EFL...	6	3	0	80
14	Chicago Gold	sandfoot	Unlimited	Shamrock EFL...	5	2	0	74
15	Charlotte Hornets	wolverine	Unlimited	Northern Michigan EFL	3	7	0	71
16	Jacksonville Sharks	wolverine	Unlimited	Northern Michigan EFL	5	5	0	69
17	Missouri	tigers16	3.3 Box Stock	BIG-8	5	0	0	68
18	Texas	tigers16	3.3 Box Stock	BIG-8	6	0	0	66
19	85 Bears	sandfoot	Unlimited	Shamrock EFL...	4	5	0	65
20	Kansas St	tigers16	3.3 Box Stock	BIG-8	5	1	0	62
21	Florida Gators	Roomorgans	3.3 Inclusive	ECFA	5	1	0	60
22	Kansas City Chiefs	rigchute	3.3 Box Stock	TVEFL	4	3	0	59
23	Alabama Crimson Tide	Roomorgans	3.3 Inclusive	ECFA	5	0	0	58
24	Seattle Seahawks	rigchute	3.3 Box Stock	TVEFL	3	5	0	54
25	ND Green	sandfoot	Unlimited	Shamrock EFL...	1	8	0	50

DIVISIONAL LEADERS

Rank	Team Name	Owner	Division	Home League	Win	Loss	Tie	SCPC Total
5	Atlanta Falcons	Mactele52	3.3 Box Stock	Dirty Bird EFL	14	2	0	96
9	Minnesota Vikings	rigchute	3.3 Box Stock	TVEFL	7	1	0	86
17	Missouri	tigers16	3.3 Box Stock	BIG-8	5	0	0	68
21	Florida Gators	Roomorgans	3.3 Inclusive	ECFA	5	1	0	60
23	Alabama Crimson Tide	Roomorgans	3.3 Inclusive	ECFA	5	0	0	58
26	Auburn Tigers	Roomorgans	3.3 Inclusive	ECFA	4	1	0	49
56	Phoenix Cardinals	skins	4.0 Inclusive	R.E.F.L	3	0	0	28
70	Washington Redskins	skins	4.0 Inclusive	R.E.F.L	3	0	0	23
81	Miami Dolphins	skins	4.0 Inclusive	R.E.F.L	2	1	0	20
1	Detroit Wheels	wolverine	Unlimited	Northern Michigan EFL	9	1	0	141
2	New Orleans Breakers	wolverine	Unlimited	Northern Michigan EFL	8	2	0	131
3	New Jersey Generals	wolverine	Unlimited	Northern Michigan EFL	9	2	0	129

The Ball

Every rule set should contain information on the type of ball that will be used during the game.

The ball may be any ball that is expressly made for use with miniature electronic football games.

The balls used for miniature electronic football are of the foam rubber, foam or leather type and are approximately 3/8" long x 3/16" wide, in an oval shape, and 1/8" thick. They are slit in the middle for easy placement of the ball on the kicking tee and throwing arm of most passing and kicking figures.



Tudor's line of balls (pictured left to right) include the new "Saturn" bigger felt balls, regular felt balls, regular foam rubber balls and "Pro Line" leather balls.



Comparison of "Saturn and EFDW footballs



This ball (left) is the EFDW ball aka "the Pill". It is made of a much heavier and denser foam than the balls available from Tudor Games®. Although not commercially available any longer, occasionally, they can still be found on eBay.

Using a ball is optional depending on the type of passing and kicking method that is being used in a particular rule set.

If the rules specify using a ball, they are used for kicking and passing and also placing in the arm of the ball carrier.

The Power I Offense

The I formation is one of the most common offensive formations in American football. The I formation draws its name from the vertical (as viewed from the opposing endzone) alignment of quarterback, fullback, and running back, particularly when contrasted with the same players' alignments in the T formation.

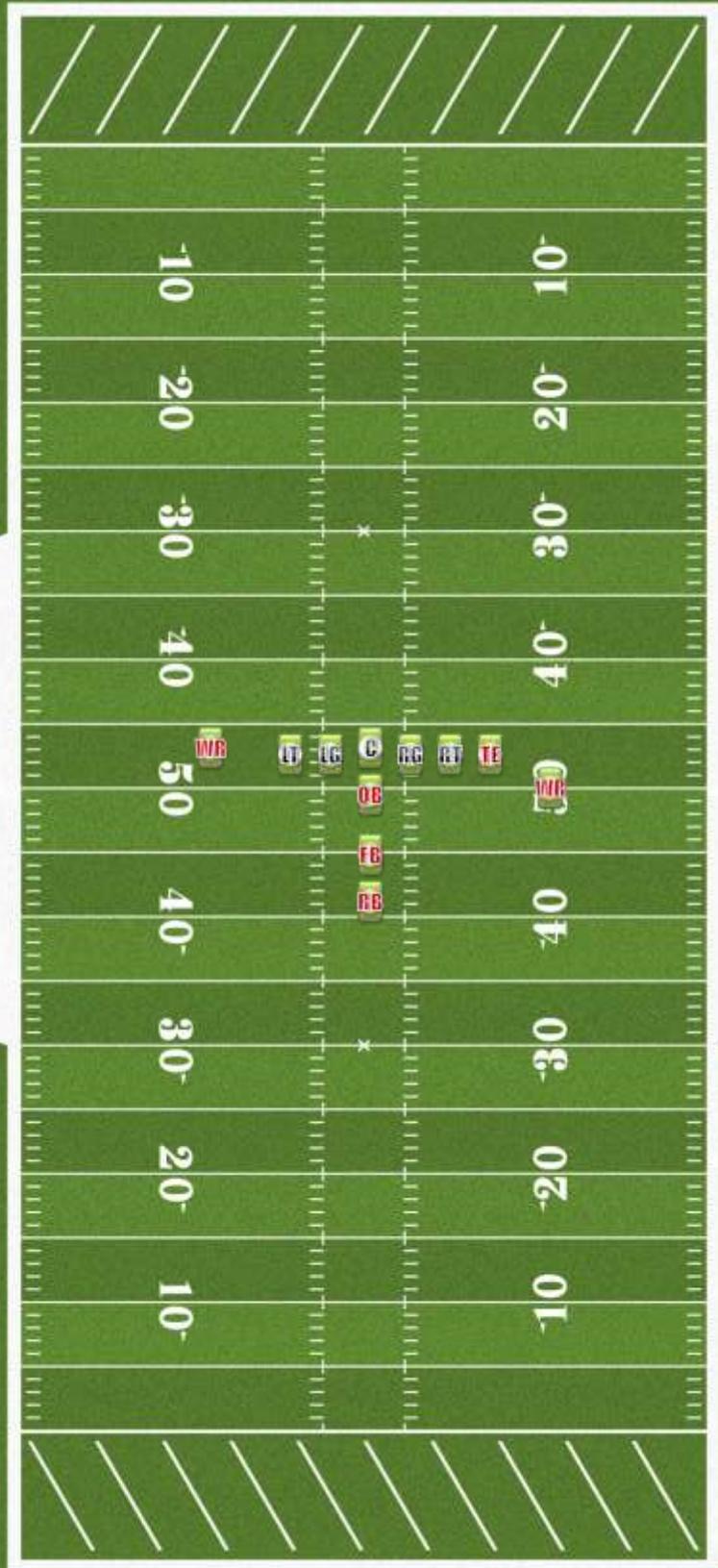
The formation begins with the usual 5 offensive linemen (2 offensive tackles, 2 guards, and a center), the quarterback under center, and two backs in-line behind the quarterback. The base variant adds a tight end to one side of the line and two wide receivers, one at each end of the line.

The I formation is typically employed in running situations. In the I formation, the tailback starts six to eight yards behind the scrimmage from an upright position, where he can survey the defense. The formation gives the tailback more opportunities for finding weak points in the defense to run into.

The fullback typically fills a blocking, rather than rushing or receiving, role in the modern game. With the fullback in the backfield as a blocker, runs can be made to either side of the line with his additional blocking support. This is contrasted with the use of tight ends as blockers who, being set up at the end of the line, are able to support runs to one side of the line only. The fullback can also be used as a feint—since the defense can spot him more easily than the running back, they may be drawn in his direction while the running back takes the ball the opposite way.

Despite the emphasis on the running game, the I formation remains an effective base for a passing attack. The formation supports up to three wide receivers and many running backs serve as an additional receiving threat. While the fullback is rarely a pass receiver, he serves as a capable additional pass blocker protecting the quarterback before the pass. The running threat posed by the formation also lends itself to the play-action pass. The flexible nature of the formation also helps prevent defenses from focusing their attention on either the run or pass

In future issues we will diagram more specific plays using the power I formation.



Defensive Playbook

The 3-4 defense or 3-4-4 is another popular base defense used by professional football teams today.

The 3-4 defense incorporates three defensive linemen - two defensive ends and one nose tackle, who line up opposite the other team's offensive line. Those three players are responsible for engaging the other team's offensive line, allowing the four linebackers to either rush the quarterback or drop back into coverage, depending on the situation.

The defensive line is made up of a nose tackle (NT) and two defensive ends (DEs). First and foremost, they must control run gaps. The 3-4 nose tackle is considered the most physically demanding position in football. His primary responsibility is to control the "A" gaps, the two openings between the center and guards, and not get pushed back into his linebackers. The two DEs flank the NT and line up off the offensive guards. They must be strong at the point of attack and are aligned in most cases head-up on an offensive tackle. First and foremost, they must control run gaps.

The linebacker unit is made up of two inside linebackers (ILBs) flanked by two outside linebackers (OLBs). The OLBs often line up closer to the line of scrimmage than the ILBs, but may also be positioned at the same depth or deeper in coverage than the ILBs.

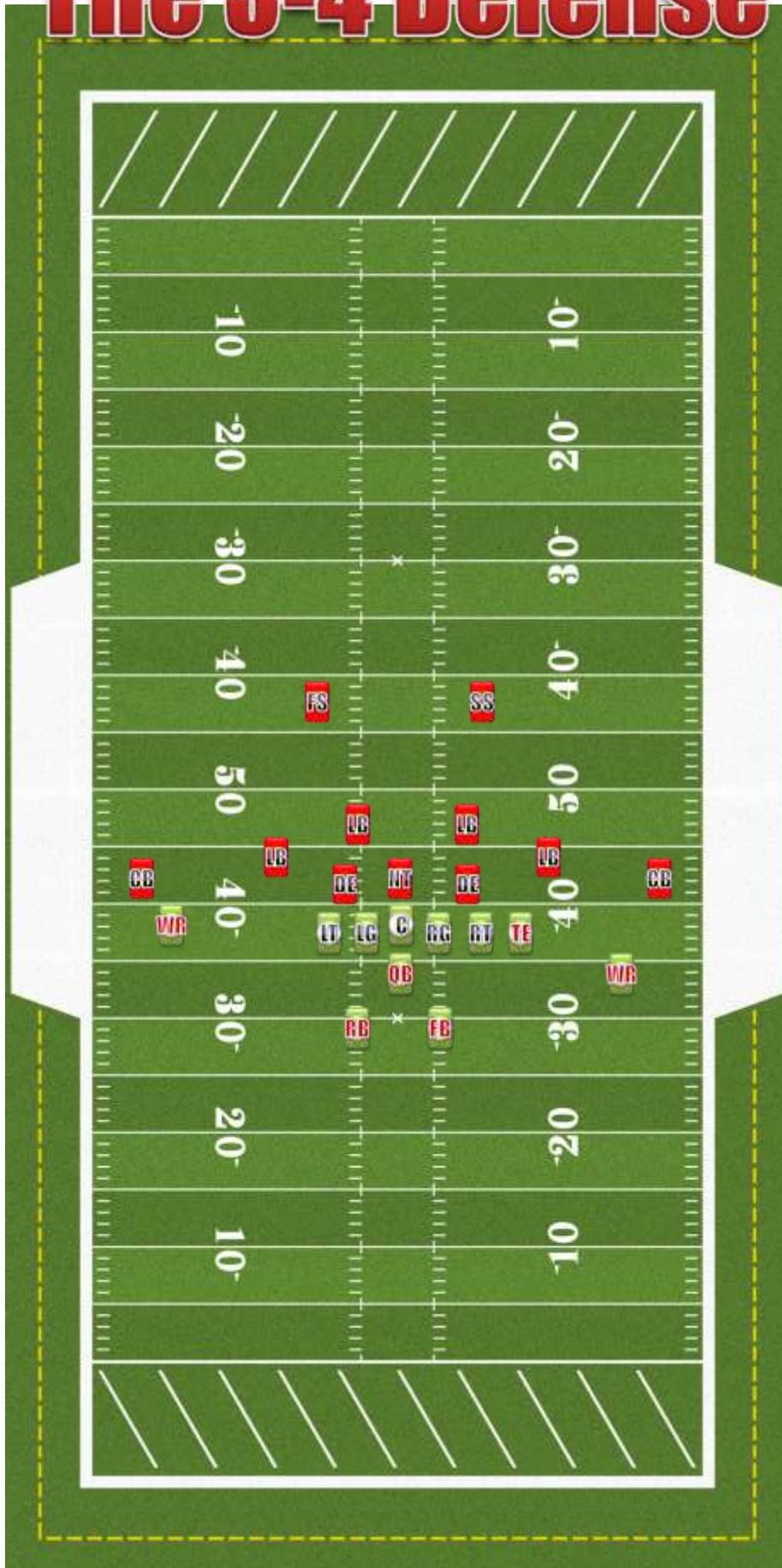
The 3-4 defense generally uses four defensive backs. Two of these are safeties, and two of them are cornerbacks. The corners will generally line up 3 to 5 yards off the line of scrimmage, generally trying to "Jam" or interrupt the receivers route within the first 5 yards.

The free safety is responsible for reading the offensive plays and covering deep passes. He is positioned 10 to 15 yards behind the line of scrimmage, toward the center of the field. He provides the last line of defense against running backs and receivers who get past the linebackers and cornerbacks.

The strong safety is positioned relatively close to the line of scrimmage. He is often an integral part of the run defense, but is also responsible for defending against a pass; especially against passes to the tight-ends.

These are just the basics of the 3-4 defense. In future issues we will look at more variations of how the 3-4 defense is used to combat the offense.

The 3-4 Defense



The Punt and Punt Return

The Punt and Punt Return teams are very important to any football team. The punt team is the special team that gives a team's defense good field position after the offense has failed to maintain possession of the ball by gaining a first down.

The punter isn't the only important player during a punt although it may seem like it sometimes, especially on a bad punt. Here are some of the other key performers:

Center or snapper: This player must be accurate with his snap and deliver the ball to where the punter wants it. On most teams, he makes the blocking calls for the interior linemen, making sure no one breaks through to block the punt.

Wings: The players on both ends of the line of scrimmage, generally 1-yard deep behind the outside leg of the end or tackle. These players must block the outside rushers, but they worry more about any player breaking free inside of them.

Ends: One end stands on each side of the line of scrimmage, and they're isolated outside the wings at least 10 to 12 yards. On some teams, these players are called gunners. Their job is to run downfield and tackle the punt returner. Often, two players block each end at the line of scrimmage in hopes of giving the punt returner more time to advance the ball.

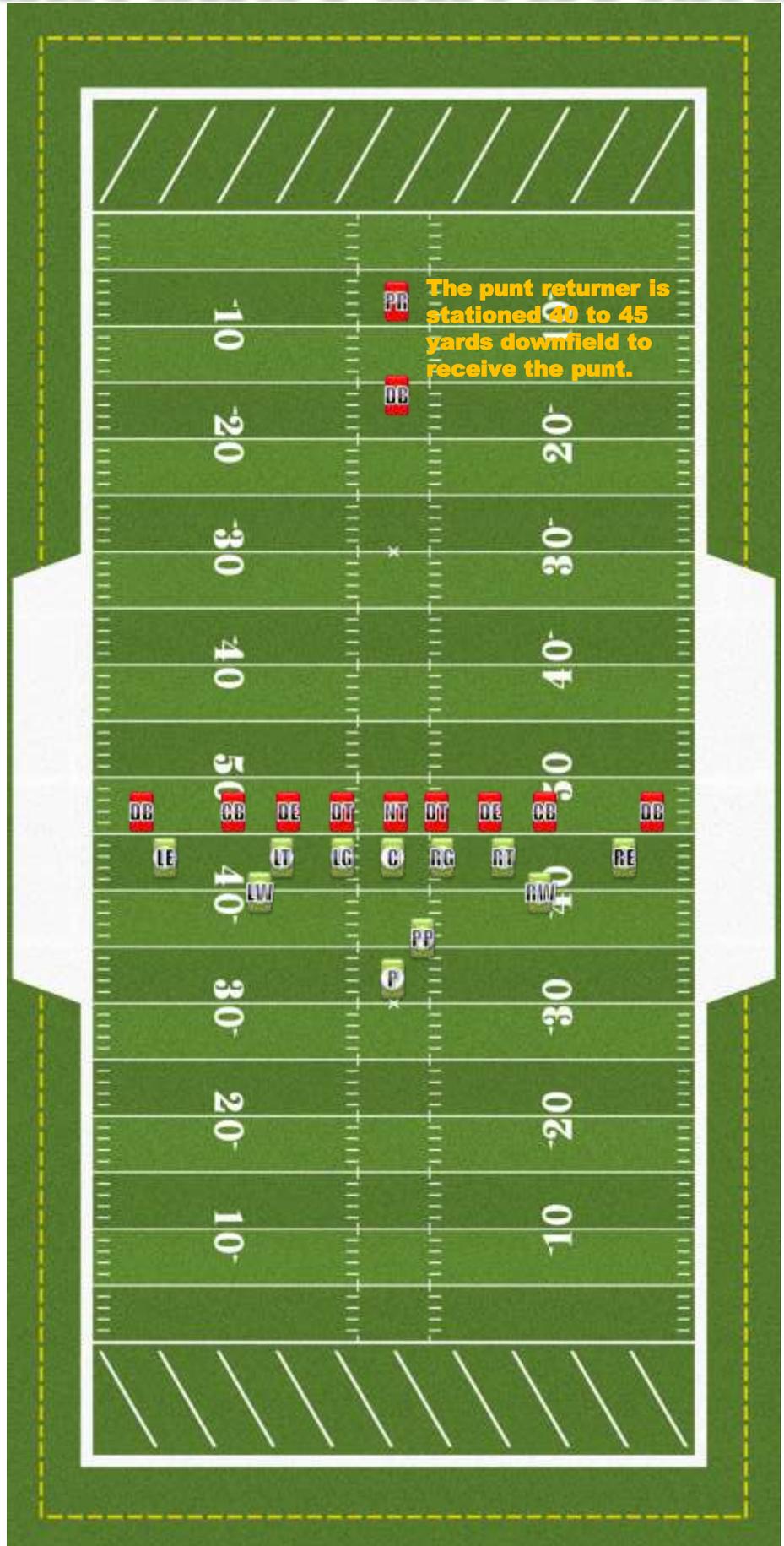
Personal protector: The personal protector is the last line of protection for the punter. This player usually lines up 5 yards behind the line of scrimmage. If five or more defensive players line up to one side of the snapper, the personal protector shifts his attention to that side and makes sure no one breaks through to block the punt.

The Punt Return team's goal is to gain back some of that field position for their offense to put them in a better position to score.

The punt return team's job is to attempt to block the punt and to set up blocking for the punt returner.

The role of a punt returner is to catch the ball after it is punted and to give his team good field position (or a touchdown if possible) by returning it. Before catching the punted ball, the returner must assess the situation on the field while the ball is still in the air. He must determine if it is actually beneficial for his team to attempt a return. If it appears that the players from the punting team will be too close to the returner by the time he catches the ball, or it appears the ball will go into his own end zone, the punt returner can elect not to return the ball by choosing one of two options:

Calling for a fair catch or avoiding the ball and letting it hit the ground where the punting team can down it in the field of play or hope that the ball goes into the end zone for a touchback.



Training Camp

The following information on tweaking bases is from the Tudor Games® website. This is an excellent guide to basing up your teams and tweaking their bases for maximum performance.

In real football, players have different talents and abilities. Your bases also have different talents and abilities. To find your strongest bases, line up any two players (with bases) head to head and switch on the power. The player with the stronger base will push the other player backward. To test for speed, make your players run a 40-yard dash and see who wins. Try a base with different player poses, as this can make a difference.

Offensive and Defensive Line

The bases for your linemen should be strong enough to push your opponent's players backward and quick enough to open holes. That's why TTC Bases are usually your best choice for linemen. Place your bases (with players on) at midfield, switch on the power, and watch how they run. After a few tries, you will see that Rookie Bases run in a general pattern – straight, right, or left – that you can count on. TTC bases can be directed where you want them to go. To form a 5-man wedge, find one base that runs straight to play center, two bases that curve or are directed to turn right and line them up to the left of the center, and two bases that curve or are directed left and line them up to the right of the center. Switch on the power, and these five bases (players) will come together to form a blocking wedge.

Running Backs and Receivers

These are the players who score, so you want quick bases that run straight. Rookie bases, which are usually quicker and have rounded fronts, are usually best for these positions.

Defensive Lineman and Linebackers

Defensive linemen and linebackers have to be fast to put pressure on the quarterback. Defensive linemen inside of the ends are best fitted with strong TTC Bases. Outside pass rushers are best with the Rookie Bases because their rounded fronts will slide off TTC bases.

Cornerbacks and Safeties

Defensive backs need to be fast to play man-to-man coverage, so try Rookie Bases. For a zone defense, use TTC bases and set to run in circles to “cover” areas of the field.

Tips from the Experts

Play your stronger bases on the line. Place the quickest and best running base at center. Backs and receivers need quick and straight bases. Defensive linemen and linebackers need a mix of strong and quick bases. Defensive backs need straight and fast bases for “man to man” coverage and TTC bases for zone defense.

Training and Conditioning Bases

Choosing the right base for the right player and position is absolutely key to your success. TTC and Rookie Bases offer you different advantages. Once you get a base trained for a certain position, do not change it. To get bases to work your way, see the expert tips on bases. After training your players and bases, you may want to get more teams so you can have dedicated offensive, defensive, and even special teams.

Tweaking Bases

Electric Football can be enjoyed on many levels from solo or “solitaire” play, family game night, league play with friends, all the way to participating in national tournaments. The key to having success at more competitive levels is the ability to “tweak” your bases to perform the way you want them to. Tweaking can take some trial and error, but it is very rewarding when you get that perfect tweak on a base combined with the right figure. That player can become the star of your team! Put together a team of stars, use your strategy, and you could be winning tournaments in no time.

Your goal is to get your bases to do different things: run straight as a running back might, to arch and run routes like a wide receiver, and to stay in position or push forward with the strength of an offensive or defensive linemen. There are some basic tools needed to get the maximum performance out of a base by tweaking it. A flat-nosed smooth-mouth plier is your main tool. Warming the plier under warm water can help too. With this and other tools and some practice you can create bases that will do almost exactly what you want them to do.

Tweaking: The Basics

Choose a figure and a base. Keep in mind that a figure will affect the way a base runs based on how its weight is distributed. Many times a base that naturally arches right with one figure may run straight with another figure. If after tweaking a base you don't get the performance you had hoped for with the chosen figure, experiment with it on other figures. You may find a combination that is ideal for another player position. Start by lightly brushing the spikes back with your finger toward the back of the base giving them a slight angle rearward. Test the figure/base combo on the field to see what it does naturally. In most cases it will go forward or turn in a tight circle, but you will likely find some bases that give you the desired result with very little tweaking necessary.

Expert Tip for Rookie Bases: To gain more strength with Rookie Bases, pull the two front outside spikes forward and the two inner front spikes backward. The back spikes can be pulled either backward or forward to make a player run right or left.

Expert Tip for TTC Bases: To find the strongest TTC bases, just switch the wheels from base to base after each testing session to find the best combinations. Curl the back spikes toward the back of the base to improve speed. Do this by pulling the spikes toward the rear of the base.

Tweak a Base to Run Straight

After observing the results of your initial test, let's say the base turned left and you want it to go straight. A base turning left means that the spikes on the left side are shorter than the ones on the right. With your smooth mouth plier lightly pull on the front spike or spikes on the left side of the base to make it an even length with the right side spike(s). Test again and continue to adjust in small increments until the base goes straight. Getting all spikes as even in length as possible will generally make the base move straight.

Tweak a Base to Arch or Turn

Bases that run straight are not always the best strategy for your game. More often than not a figure that has a slight or even extreme arch can give you more versatility in your strategy than a figure that just moves straight ahead. Tweaking to achieve an arch is just as important and follows the same process as getting a base to run straight except that now you want one set of spikes on one side of the base to be slightly shorter causing the base to turn or arch in the direction of the shorter spikes. These bases are especially effective for use on running backs that will sweep around the offensive tackles, on wide receivers that are running hooks or slants, and on linebackers that loop around the offensive line to blitz the quarterback.



Tudor Games to Discontinue Forum

Tudor Games made the following announcement April 16, 2015.

Withdrawing Support for this Community Site

Greetings to all loyal fans and followers of Electric Football! We are planning to withdraw support for this site within the next 10 days. We have decided that the best way for us to serve the large and growing community of Electric Football enthusiasts is to let you know about another site, where Electric Football information is actively shared and discussed. In our opinion, having discussions splintered among different sites is not the best way to serve the Electric Football enthusiast, so we will be shutting this site down.

The Miniature Football Coaches Association (MFCA) is a group of enthusiasts, collectors, and competitors that truly love Electric Football, and we believe that their website and bulletin board-style forum serves the hobby well. We will continue to share information on our popular Facebook page, on Twitter, and we will be bolstering our efforts on other social media sites as the year progresses.

You can find the MFCA web site here: <http://miniaturefootball.org/>
and the forum discussion site is located here: <http://www.miniaturefootball.com/forum/>

This decision was not an easy one to make, as Tudor Games always wants to provide information and a gathering place for our customers and enthusiasts, as the company has for many years. However, because of the great job that the MFCA is doing and in the interest of doing what is the best thing for the hobby, we believe that one central gathering place is best. Watch for exciting new announcements as we share newsworthy information with the MFCA and gear up for the Electric Football World Championships and Convention in cooperation with the MFCA.

We are dedicated to bringing even more new and innovative Electric Football products to market as we enter our first full year as an NFL licensee. Stay tuned for more innovation and fun!

All the Best,
Doug and the Tudor Games team

SCPC Gameday would like to add our support to TUDOR Games in this decision. Knowing Doug personally, I know this was a very hard decision for him to make. The TUDOR forum is where many of us first met and found the many others who were still involved in this game and hobby or returning to the game and hobby after many years of absence.

The MFCA and its forum has increasingly become the more popular place for the miniature electronic football community to share information and support the game beyond just the retailer's and manufacturer's level and we will continue to support it in every way we can.

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