

**GRIDIRON
GAMES** publications

Solitaire Illustrated

Official Magazine of Solitaire Miniature Electronic Football

Volume 2 Issue 6

June 2014



SOLITAIRE COACHES



BOWL CHAMPIONSHIP SERIES

Season 2
National
Champion

It's Bowl Season Again in the SCPC!!!

It's the 1st of June and there is only one more month remaining in Season 2 of the SCPC. Time to get ready for the SCBCS (Solitaire Coaches Bowl Championship Series).

SCPC SEASON 2 has set more records in the number of games entered by participating owners / coaches, the number of teams involved, and the number of owners / coaches participating in the SCPC.

This season we have had our first Canadian and 2 coach league participating in the SCPC along with several "guest coaches" playing games with regular participants.

We also have unofficially adopted "Pete the Cat" as the mascot of the SCPC.

The greatest accomplishment that I think we were able to achieve this season is the commercial sponsorship of all four of the SCBCS Division Championship Games.

Joining SCBCS National Championship Tudor Games and 4buzzball .com 3.3 Inclusive Division sponsors are electricteams as sponsor of the 3.3 Box Stock Division, ITZ Bases as sponsor of the 4.0 Inclusive Division and footballfigures.net as sponsor of the Unlimited Division.

Since I am a very avid student of the rules of football and the historical evolution of the rules of football, in this issue I am including a report on the A-11 offense which makes the claim to be the future of football while reinstituting some of the original rules of football.

After studying this system, I have decided to start a new league for Season 3 of the SCPC that will utilize this offensive system.

I hope everyone has enjoyed this second season of the SCPC as much as I have and hope that we will be able to set even more records for season 3.

Chris LeMay, Editor and SCPC Commissioner



Coach "Pete the Cat"



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GRIDIRON
GAMES publications

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SOLITAIRE COACHES POINTS CHALLENGE

Any Rules - SCPC Ranking - SCPC National Champion

Check out the Solitaire Forum for more info!



IS THIS THE FUTURE OF FOOTBALL (AND “ELECTRIC FOOTBALL”)?



In 2007, 2 California high school football coaches unveiled what they called the "A-11 Offense" using a loophole in then high school football rules regarding scrimmage kicks that allows any player wearing any number to line up anywhere on the line of scrimmage when in a scrimmage kick formation.

A scrimmage kick formation is any formation that lines up the player receiving the snap from center at least 7 yards behind the line of scrimmage and typically only used when punting or attempting a field goal and usually only on fourth down.

Since 2007 high school football rules did not specify or limit when a scrimmage kick could be used, the A-11 offense could be used on every down, thus making it look like a "deep shotgun" or "wildcat" formation.

The A-11 offense must still use the rule

that limits eligible receivers to 5 but, until the snap of the ball, through shifts and motions, it is unclear which five players of the offense will become the eligible receivers.

The Piedmont High School Highlanders of Piedmont, CA used the A-11 offense in 2007 and 2008 to reach the Northern California NCS (2A) Playoffs.

However under allegations that it was hard for officials to keep track of eligible receivers and created an "unfair advantage" to the defense, the A-11 offense was banned in 2009 and today if used must conform to all eligible and ineligible receiver numbering requirements.

Even with these restrictions, it can still be an effective offensive weapon and is the basis of a new professional spring football league the "A11FL" that hopes to begin play in 2015.

CAN IT BE USED IN "ELECTRIC FOOTBALL?"

Since most "electric football" rules follow either current professional, college, or high school rules, it most certainly can be used in "electric football" play, but certain rules regarding how offenses are lined up such as "maximum spacing for offensive lineman is one base length or 1 inch" and "a QB must remain at some point behind the center prior to the start of the play" would have to be changed to allow for spread offenses and more than one QB in the backfield.

OF COURSE "solitaire coaches", who are the most innovative and creative

coaches in "electric football" can play by whatever rules they choose and are not limited to what they can do.

So the answer to both questions is YES, the A-11 offense can be used in "electric football" and YES it can become the future of "electric football".

For more information regarding the A-11 offense and the A11FL visit these websites:

a11offense.com and a11fl.com

The A-11 offense: Ridiculous, or genius?

from espn.go.com 8/14/2008

by Michael Weinreb

Let us now imagine something truly absurd. Let us presume that the game of football, as we know it, is in fact in the early stages of its evolution, and that in 100 years the games we watch on our virtual-reality headsets while riding in our Chinese-made hover cars will bear no resemblance to the slogging mass of oversized bodies and three-car pileups we witness on the football field today.

Let us now imagine a world with two quarterbacks on the field at once.

Several months ago, Steve Humphries dared to envision such a thing. Humphries is the director of football operations at Piedmont (Calif.) High School. Along with the school's head coach, Kurt Bryan, he was in the process of designing an offense that would allow Piedmont to compete against the other schools in its division, most of which have much larger enrollments, and are therefore much larger, period. Their first thought was to design an offense that consisted entirely of trick plays. They called it the Pluto Offense. It was ridiculously complex -- which is not surprising, given that Humphries is a Cal-Berkeley graduate, the type of guy who diagrammed every single play in the 2007 BCS National Championship game between Florida and Ohio State because he was obsessed with Urban Meyer's play-calling strategies.

In the midst of all this planning, Humphries thought: Why not play two quarterbacks at the same time?

And so the A-11 offense was born.

I am the farthest thing from an expert on football strategy, but here is what I can tell you about the A-11: It is one of the weirdest things I have ever seen. What's weird about it is that it violates all of our basic instincts about the game, those noble truths we gleaned from John Facenda about the game being won in the trenches by men the size of water buffaloes. It shouldn't work, and yet it does. The A-11 is the spread offense, evolved to its most advanced stage. On film, the A-11 often resembles a hybrid of the spread and an elementary-school fire drill gone wrong.

Here's how it works: On every play in the A-11, there are two quarterbacks in the backfield at one time, both set up seven yards behind the line of scrimmage. Every man on the field wears a number that potentially makes him an eligible receiver. Potential receivers set up in "pods" at each end of the field. The line, in the base set, consists of two tight ends and a center. Once the ball is snapped, up to six players (including both quarterbacks) become eligible receivers. All of this is legal because technically, according to the rules of high-school football, the Piedmont players are lined up in what is known as a "scrimmage kick" formation (hence, the quarterbacks placed seven yards behind the line, so as to comply with the rules), and therefore, normal eligibility issues do not apply.

On every play, the possibilities are virtually limitless. Draws, wedge plays, screen passes, the run-and-shoot, the option -- all of them can be employed, depending on how the defense reacts and on how your own players execute blocks in the open field. Of course, this also means that the field is spread precariously thin, and you'd think this would allow several extremely angry linemen and linebackers to respond to such cuteness by blowing through and decapitating one or both quarterbacks. But when Piedmont implemented the A-11 last season, that didn't happen.

It is true that they lost their first game of the season, 31-2, and it's true that they lost their second game, 15-7. But they then won seven straight before losing in the first round of the playoffs, and they did all of this while facing nine different defensive looks meant to counter them. The central notion of the A-11, according to Bryan, is that the ball is always faster than the man – therefore, spreading the field negates the speed and size of opposing defenses. If they send the house, you can even lateral from QB1 to QB2 (and QB2, if still behind the line of scrimmage, could throw downfield). It confuses defenses, and it makes them think, and we all know there has never been a defensive coordinator anywhere who has advocated thinking. It's not that Humphries and Bryan have abandoned the fundamentals altogether; it's just that they've stretched the notion of what the fundamentals are.

"There's an incredible amount of method to our madness," says Humphries, who has been careful to emphasize the importance of utilizing not just the edges of the field, but the middle, between the hash marks, as well. On staff is a martial-arts coach, who has taught Piedmont players the difficult skill of blocking in open space, using pressure-points and other hand-to-hand combat techniques.

It is, of course, too early to say whether the A-11 will change football as we know it at the college and pro levels, or if it will soon be relegated to some dank graveyard of absurdist football innovations, alongside Mouse Davis and He Hate Me. On certain Internet message boards, among officials and coaches, skepticism is rampant.

"Those people are part of a loud minority that believe the game of football should not change anymore," says Bryan, who claims that he used the shotgun formation once in the previous two decades before converting to the A-11. "And that's not being true to the long history of the game. The game must change, or it's doing a disservice to the founding fathers of history."

It should be noted that Bryan has a vested interest in spreading such lofty hyperbole. He and Humphries have a deal with American Football Monthly magazine to market videotapes (\$39.95 each) and an installation manual (\$199). And while both insist they're not making enough money to quit their day jobs (Humphries is a mortgage consultant, Bryan an insurance broker), the attention has clearly delighted them. (For the record, Humphries says he would not turn down a job offer if Urban Meyer called.) But there remain questions of both will and practicality.

At the moment, thanks to the NFL's neo-Fascist rulebook, it would be almost impossible to implement the A-11 on the professional level. But on the college level, there is a loophole -- a rule permits a scrimmage-kick formation if "it is obvious that a kick may be attempted," opening up the A-11 for use on certain situations, such as 4th-and-short or in goal-line sets -- up to, say, 10-12 times per game. Bryan said he expects up to 70 college programs (and up to a couple thousand high schools) to implement some form of the A-11 into their offense this season. Among those who have contacted him was "an extremely well-known coach in Texas," which I'm assuming was either Texas Tech's mad genius, Mike Leach, or Eric Taylor from "Friday Night Lights."

"If teams use it, then it's going to be at an important moment in the game," Humphries says. "And if we start seeing it on 'Sports Center' highlights, then a couple weeks down the road, you might see more of it happening."

Of course, there is also a larger philosophical question here, one that goes back to our inherent notions about the game of football itself. The dominant paradigm has always tended toward conservatism; in the previous century, it took several decades for the forward pass to gain acceptance. Change is frowned upon, even as it is surreptitiously embraced by coaches, who will plagiarize almost any scheme that might potentially save their jobs. Even now, the spread offense is viewed by many as a fad, a temporary hiccup in a game that has always been governed by Lombardi-esque mantras involving clouds of dust and defense winning championships. But here's a striking thought: What if this is truly, inevitably the future of football we are witnessing (albeit in a still-imperfect package)? Is this acceptable to the masses? Or is part of the beauty of football in its inherent stodginess, in the image of a 240-pound fullback plowing into a pile of bodies while trying to move the spheroid forward by 12 inches?

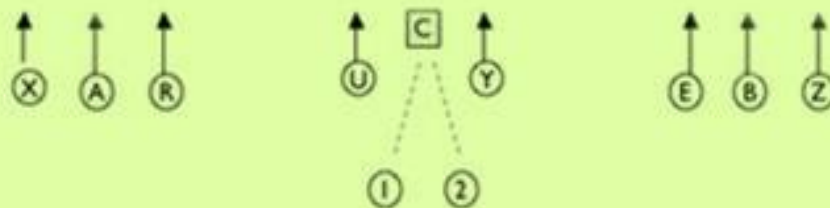
"A lot of fans are bored by the NFL," said Humphries. "There's such a conservative and rigid set of rules that you haven't seen a lot of innovation in pro football, at least since Bill Walsh. So if this is creating a new strategy that makes the game more fun, that's a great thing. And even if this eliminates that situation of 4th-and-1 on the other team's 40, when you punt the ball into the other team's end zone -- where there's no innovation or imagination -- then hallelujah."

At one point, Humphries compared the A-11 to a chess strategy, which reminded me of a different sort of mad genius. In the 1990's, Bobby Fischer invented something called Fischer Random Chess, in which the pieces are essentially set up at random at the beginning of each game, so as to emphasize creativity rather than rote memorization.

Fischer was undeniably insane, but his idea has been embraced by some as the future of chess. It has also been condemned by others as the ravings of a lunatic. And while I do not know if the A-11 can challenge all our assumptions, or if it is merely a lark, I do know that it accomplishes one very important thing: It reminds us that nothing in the universe can ever remain static. Not even football.

WHAT IS THE A-11 ?

"AN INNOVATIVE OFFENSE BLENDING ASPECTS OF THE SPREAD OPTION, WEST COAST & RUN-AND-SHOOT. YOUR TEAM CAN USE THE A-11 AS A "PACKAGE" TO SUPPLEMENT YOUR OWN OFFENSE & FEATURE UP TO ELEVEN PLAYERS AS POTENTIAL THREATS, AND EVEN TWO QUARTERBACKS IN THE SHOTGUN."



A Glimpse at Football History and Why the A-11 Offense is Good for the Game

By Kurt Bryan

In the year of 1861, The Oneida Football Club of Boston, Mass., became the first organized football team in America, consisting of a roster of players and regular practices, and they played against opponents comprised of blended teams in pickup games throughout the Boston area. Later, Rutgers University battled Princeton University in November of 1869, as the first official collegiate football game took place. Throwing the football or carrying the football was not allowed, and Rutgers defeated Princeton by a final score of 6 – 4.

As the game of football became more popular, standardized rules took shape in the late 1800's. Yale University team Captain, Walter Camp is duly recognized as the Father of American Football. Among some of his numerous contributions to the game: emphasizing speed over strength by reducing the number of players on the field for each side from 15 to 11, the snap from the center to quarterback, and of course the Line of Scrimmage (L.O.S.). Camp also introduced Down & Distance rules that have since been modified, and he was a tireless advocate of keeping football fast paced and high scoring. Camp apparently realized plodding and low-scoring contests were usually boring, and too much of that would thwart the creative ingenuity of the game's natural design.

However, even with all of Walter Camp's innovation, football remained an incredibly violent, mob rule type of sport into the 1900's. And not until 1905, when the President of the United States – Theodore Roosevelt intervened and forced the rules of the game to be modernized mostly for safety reasons, did football undergo its greatest renaissance of all time: The introduction of the Forward Pass, in large part to allow smaller teams a more reasonable chance to compete vs. their larger foes.

Over the next few decades, several rule modifications to encourage the use and effectiveness of the forward pass came to light, and coaches like John Heisman, Pop Warner, Knute Rockne and Amos Alonzo Stagg “pushed the envelope” by using creative passing attacks, a lot of pre-snap shifting and huddling.

For more than 100 years, rule modifications or unintended results from rule changes have allowed football coaches to design innovative schemes that have made football the most thrilling sport on the planet. For more than a century, football has been at the pinnacle of the dynamic sports because of its relentless innovation and adaptability. Football's Founding Fathers and Coaching Icons understood the beautiful necessity of innovation, and the need for football to always blend size, strength and speed on the field of play. It is a game of heroic physical achievement married with brilliant strategic concepts and design.

Looking back, it's clear football's unique history points us in the direction of the game's future. The ghosts of football's tough and glorious past demand that its current caretakers constantly push the game forward with groundbreaking strategies and provocative concepts to keep it fresh and invigorating for the players, fans and coaches, and to honor all of football's historic fraternity.

Question: 100 years from now, will football be the same game it is today?

Answer: The game cannot remain stagnant because it will die. It cannot live unchanged because it will become stale and then it will perish. Therefore the game must adapt. It has no choice but to change because of its inherent personality combining speed, strength and guile. The game has always embraced pressing innovation that draws upon football's history, while driving it towards breathtaking tactics enabling its great athletes to thrive on the field of play. Halting the use of innovative stratagems in football is equivalent to cutting off its supply of oxygen. It will suffocate if not allowed to breathe.

For just one moment – imagine the game of football without the use of the Forward Pass? Truly it is unimaginable for today's football fraternity, but 110 years ago the forward pass itself was beyond the scope of its participants' respectable imagination.

However, as has been the case in football for more than a century, when cutting-edge ideas flourish, it not only benefits the players, coaches and fans of that particular era, but those new methods of attack serve as a genesis for yet-to-be thought of fresh concepts developed by the coaches and players of the future.

Looking forward, is the A-11 Offense good for the game, as various spread offenses in football become more flanked-out across the field of play?

- The A-11 allows smaller teams a better chance to compete vs. larger opponents by spreading out the defense. And it emphasizes speed and precision combined with effective physical movement
- The A-11 makes the game safer for the players, as smaller athletes are not forced to bash heads against physically superior opponents every play
- The A-11 breathes new life into offensive coaches by offering a nearly unlimited amount of creativity in designing plays and strategies
- The A-11 allows defensive coaches to design entirely new tactics
- The A-11 is fun for the players and coaches, and exciting for the fans

If we had the honor of sitting down with the Founding Fathers of football and the pleasure of visiting with the coaches and players of football's future 100 years from now, what do you think they would say about an offense like the A-11?

Respectfully, it seems like history will be the judge...

Just Another Failure?

New Spring National A11 Football League Announces Teams, National ESPN Sports Broadcast Agreement

February 06, 2014 02:27 PM Eastern Standard Time

SAN FRANCISCO--(BUSINESS WIRE)--The new national A11 Professional Football League (A11FL) today announced its six inaugural team cities and an agreement with sports network ESPN to broadcast 2 showcase games in the Spring of 2014 and its first season in 2015.

"We are committed to delivering high performance and dynamic football to some of the largest national markets with the most incredible fans during the spring season"

A11FL franchise cities include the San Francisco Bay Area Sea Lions, the Los Angeles Express, the New Jersey Generals, the Dallas Wranglers, Chicago Staggs and the Tampa Bay Bandits. Two additional cities will be announced soon.

"This is an exciting moment in the League's history," said A11FL Commissioner Scott McKibben, surrounded by other League executives at a press conference at the Fairmont Hotel. "The teams, the broadcast contract and our showcase games this year are going to generate tremendous excitement about this League and the great seasons to come."

McKibben said the new football league will play two showcase games this year, one at the Raymond James Stadium in Tampa Bay, Fla. on May 17 and the other at the Cotton Bowl in Dallas on June 5. Both games will be aired nationally on ESPN.

The A11FL is an exciting new spring football league. It takes football back to the way it was originally played by changing one rule – no jersey numbering requirements for the offense.

Each offensive player is eligible to receive the ball, depending on how they line up on the line of scrimmage. Thus, a team's best lineman could be its best receiver in A11FL. Inspired by an offense developed at Piedmont High School the A11FL seeks to return football to the way it was originally played, offering a safer, and more athletic game for fans to enjoy.

The 2015 season will begin in late March and continue through July 4th weekend, ending three weeks prior to NFL pre-season.

"We are committed to delivering high performance and dynamic football to some of the largest national markets with the most incredible fans during the spring season," said A11FL Commissioner Scott McKibben.

May 1, 2014: In a recent Tampa Times article, President Mike Keller announced the cancellation of the May & June Showcase games to concentrate on the March 2015 season. He also announced the two California teams are being replaced by two new team locations in other states with more favorable workers comp costs. These announcements are just some of the major changes that are on the way and part of a package of major positive developments in the launch of an 8 team professional Spring football season on ESPN.



Preserving the A11FL

Since it looks like the A11FL's future is already in limbo with the cancellation of the 2014 Showcase Games and the dissolution of the two California teams, I am preserving the logo, helmet, and uniform designs that are currently available for future reference.



BAY AREA SEA LIONS DESIGNER DANE STORKUSTEN A11 FOOTBALL LEAGUE



LOS ANGELES EXPRESS DESIGNER JAMES KUTY A11 FOOTBALL LEAGUE



TAMPA BAY BANDITS DESIGNER BRANDON WILLIAMS A11 FOOTBALL LEAGUE



DALLAS WRANGLERS DESIGNER DANE STORKUSTEN A11 FOOTBALL LEAGUE



CHICAGO STAGGS DESIGNER DANE STORKUSTEN A11 FOOTBALL LEAGUE



NEW JERSEY GENERALS DESIGNER DANE STORKUSTEN A11 FOOTBALL LEAGUE



MICHIGAN PANTHERS DESIGNER JAMES KUTY A11 FOOTBALL LEAGUE



TEAM A11





There really seems to be no limit to the number of logo designs and new teams that have been proposed for the A11FL. Just do an image search for "A11FL". Below are a few more that I found.







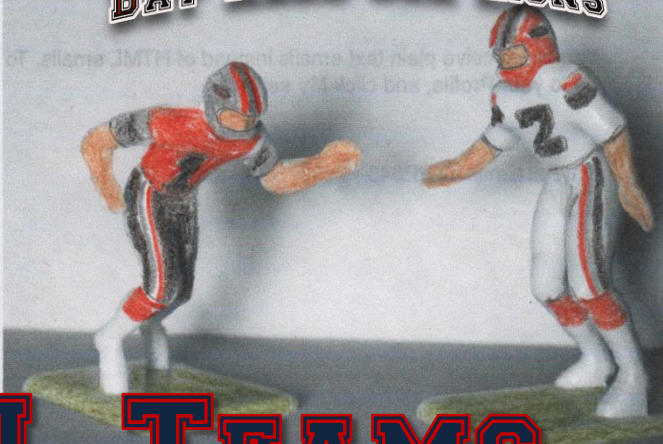




NEW JERSEY GENERALS



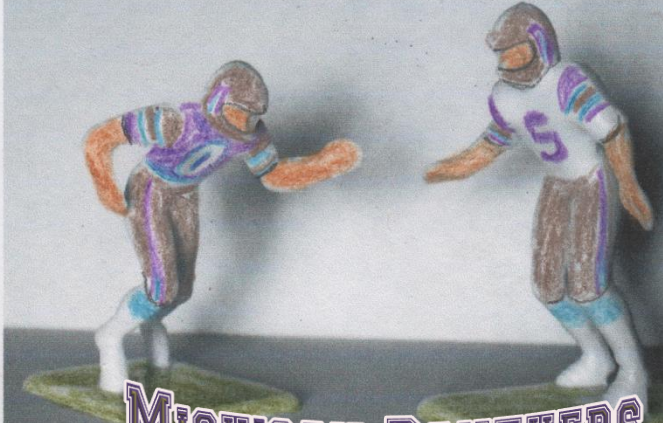
BAY AREA SEA LIONS



MY A11FL TEAMS



LA EXPRESS



MICHIGAN PANTHERS

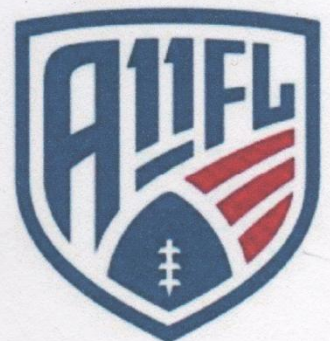
DALLAS WRANGLERS



CHICAGO STAGGS



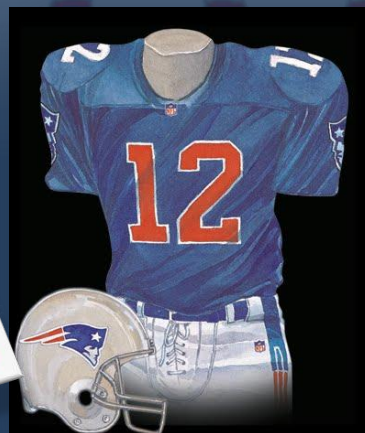
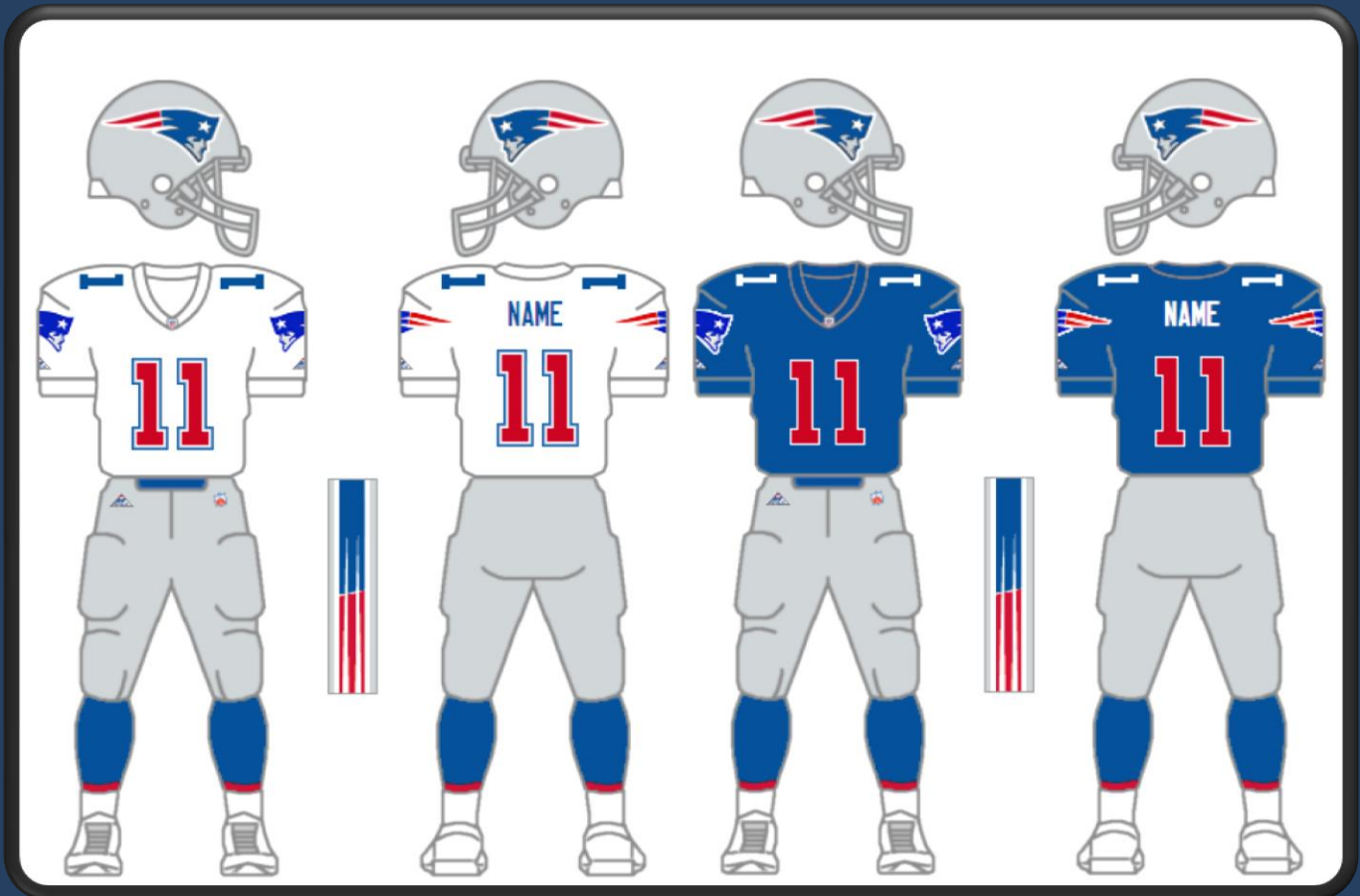
TAMPA BAY BANDITS



Throwback Uniforms

1993 New England Patriots

Recently while watching the "It's a Football Life" feature on the 1993 Houston Oilers, I noticed the uniform being worn by the New England Patriots. I don't remember this uniform but it is the first variation of the current Patriots uniform and logo design and was only worn during the 1993 season. Was just wondering if anyone has ever painted a team in this uniform???





SOLITAIRE COACHES BOWL CHAMPIONSHIP SERIES



With only one more month remaining in the SCPC, the matchups for the Solitaire Coaches Bowl Championship Series (SCBCS) Division Championship Games are taking shape. In the overall SCPC Points Rankings one coach, Brian Wittkop, Sr. and the teams of his Northern Michigan Electric Football League have dominated the TOP TEN and TOP 25 for much of the season. David Foster and his Big-8 teams are a new comer to the SCPC with 4 teams in the TOP 25. Below are the TOP 25 Overall Rankings as of June 1, 2014.

Rank	Team	Owner	Division	Home League	W	L	T	SCPC Points
1	Michigan Wolverines	Brian Wittkop, Sr.	Unlimited	NMEFL	9	1	0	161
2	UCLA Bruins	Brian Wittkop, Sr.	Unlimited	NMEFL	8	2	0	135
3	USC Trojans	Brian Wittkop, Sr.	Unlimited	NMEFL	8	2	0	133
4	Oklahoma State	David Foster	3.3 Box Stock	Big - 8	8	1	0	116
5	Colorado Buffaloes	Brian Wittkop, Sr.	Unlimited	NMEFL	8	2	0	105
6	Missouri Tigers	David Foster	3.3 Box Stock	Big - 8	7	0	0	103
7	Arizona ST Sun Devils	Brian Wittkop, Sr.	Unlimited	NMEFL	6	4	0	102
8	Oakland Raiders	Chris LeMay	3.3 Box Stock	WLAPF	7	1	3	98
9	Stanford Cardinals	Brian Wittkop, Sr.	Unlimited	NMEFL	6	4	0	93
10	HI Rainbow Warriors	Brian Wittkop, Sr.	Unlimited	NMEFL	8	2	0	92
11	Washington Huskies	Brian Wittkop, Sr.	Unlimited	NMEFL	7	3	0	86
12	Indiana Hoosiers	Brian Wittkop, Sr.	Unlimited	NMEFL	6	1	0	81
13	Oregon Ducks	Brian Wittkop, Sr.	Unlimited	NMEFL	4	6	0	79
14	Nebraska Cornhuskers	David Foster	3.3 Box Stock	Big - 8	6	2	0	76
15	Canadian Sasquatch	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	74
16	Oklahoma Sooners	David Foster	3.3 Box Stock	Big - 8	6	1	0	73
17	Northwestern Wildcats	Brian Wittkop, Sr.	Unlimited	NMEFL	6	2	0	72
18	Pacific Sharks	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	71
19	Minnesota Gophers	Brian Wittkop, Sr.	Unlimited	NMEFL	6	1	0	70
20	2012 Atlanta Falcons	Andy McLaughlin	3.3 Box Stock	DBEFL	8	1	0	69
21	Weirdwolf's Werewolves	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	69
22	Kansas State Wildcats	David Foster	3.3 Box Stock	Big - 8	4	5	0	69
23	San Francisco FlamingFairies	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	68
24	That 70's Rams Team	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	67
25	OSU Buckeyes	Brian Wittkop, Sr.	Unlimited	NMEFL	5	3	0	67



America's Favorite Football Game



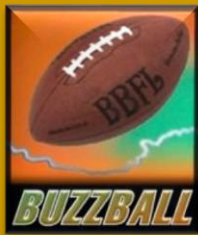
3.3 Box Stock Division



The 3.3 Box Stock Division has the most teams and owner/coaches participating in the SCPC . This is the same as the 3.3 Limited Division of Season One. Following are the top teams in this division.

Rank	Team	Owner	Division	Home League	W	L	T	SCPC Points
4	Oklahoma State	David Foster	3.3 Box Stock	Big - 8	8	1	0	116
6	Missouri Tigers	David Foster	3.3 Box Stock	Big - 8	7	0	0	103
8	Oakland Raiders	Chris LeMay	3.3 Box Stock	WLAPF	7	1	3	98
14	Nebraska Cornhuskers	David Foster	3.3 Box Stock	Big - 8	6	2	0	76
16	Oklahoma Sooners	David Foster	3.3 Box Stock	Big - 8	6	1	0	73
20	2012 Atlanta Falcons	Andy McLaughlin	3.3 Box Stock	DBEFL	8	1	0	69
22	Kansas State Wildcats	David Foster	3.3 Box Stock	Big - 8	4	5	0	69
26	Birmingham Americans	Chris LeMay	3.3 Box Stock	WLAPF	4	3	2	67
37	Green Bay Packers	Chris LeMay	3.3 Box Stock	WLAPF	4	2	0	55
43	Florida Blazers	Chris LeMay	3.3 Box Stock	WLAPF	4	4	1	51
46	Notre Dame Fighting Irish	David Foster	3.3 Box Stock	Big - 8	4	4	0	49
47	San Diego Chargers	Mike Veliky	3.3 Box Stock	NJLMFL	5	0	0	48
50	Houston Oilers	Chris LeMay	3.3 Box Stock	WLAPF	3	2	0	48
51	El Paso Warriors	Mike Veliky	3.3 Box Stock	NJLMFL	5	0	0	47
53	Northome Bears	Derrick Gross	3.3 Box Stock	MPANMMEF	5	2	0	45
55	Iowa State	David Foster	3.3 Box Stock	Big - 8	3	5	0	44
58	Philadelphia Eagles	Billy Campbell	3.3 Box Stock	Parisian Buzz	3	2	0	42
60	Denver Broncos	Billy Campbell	3.3 Box Stock	Parisian Buzz	3	1	1	41
62	Los Angeles Rams	Mike Veliky	3.3 Box Stock	NJLMFL	4	1	0	40
62	Miami Dolphins	Mike Veliky	3.3 Box Stock	NJLMFL	4	1	0	40
64	Washington Redskins	Billy Campbell	3.3 Box Stock	Parisian Buzz	2	3	0	39
66	1972 Miami Dolphins	Andy McLaughlin	3.3 Box Stock	DBEFL	3	0	0	35
67	Grattan Swamp Loggers	Derrick Gross	3.3 Box Stock	MPANMMEF	3	1	0	35
69	New York Stars	Chris LeMay	3.3 Box Stock	WLAPF	3	0	0	34
71	Los Angeles Rams	Billy Campbell	3.3 Box Stock	Parisian Buzz	2	3	0	34





3.3 Inclusive Division

Formerly the 3.3 Tweaked Division, the 3.3 Inclusive Division is now the home Division of Al Dunham's Western Michigan Miniature Football League and Charles Angell's CA Panther Electric Football League.

Rank	Team	Owner	Division	Home League	W	L	T	SCPC Points
15	Canadian Sasquatch	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	74
18	Pacific Sharks	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	71
21	Weirdwolf's Werewolves	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	69
23	SanFranciscoFlamingFairies	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	68
24	That 70's Rams Team	Al Dunham	3.3 Inclusive	WMLMF	5	2	0	67
26	Munich Third Reich	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	67
28	Green Bay Packers	Charles Angell	3.3 Inclusive	CAPEFL	6	1	0	66
29	Kansas City Super Sumos	Lynn Schmidt	3.3 Inclusive	WMLMF	3	4	0	65
30	Buffalo Bills	Charles Angell	3.3 Inclusive	CAPEFL	7	1	0	64
31	South Park Cows	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	64
32	Kalamazoo Killer Bees	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	63
33	ThreeMileIslandToxicWaste	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	60
35	Munich Moon Sharks	Al Dunham	3.3 Inclusive	WMLMF	3	4	0	58
36	Battlin'BozosofBattleCreek	Al Dunham	3.3 Inclusive	WMLMF	3	4	0	56
38	New Zealand Zombies	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	53
39	Midwest Mennonites	Al Dunham	3.3 Inclusive	WMLMF	3	4	0	53
42	Cleveland Cadavers	Al Dunham	3.3 Inclusive	WMLMF	4	3	0	51
45	Arctic Tundra	Al Dunham	3.3 Inclusive	WMLMF	2	5	0	51
48	Detroit Lions	Charles Angell	3.3 Inclusive	CAPEFL	4	1	0	48
54	London Union Jacks	Al Dunham	3.3 Inclusive	WMLMF	2	5	0	45
56	Cherokee Nation	Al Dunham	3.3 Inclusive	WMLMF	2	5	0	44
56	Egypt Ra	Al Dunham	3.3 Inclusive	WMLMF	2	5	0	44
59	Hawaiian Fire Lizards	Al Dunham	3.3 Inclusive	WMLMF	2	5	0	42
65	Los Angeles Rams	Charles Angell	3.3 Inclusive	CAPEFL	4	1	0	38
70	Cleveland Browns	Charles Angell	3.3 Inclusive	CAPEFL	3	1	0	34



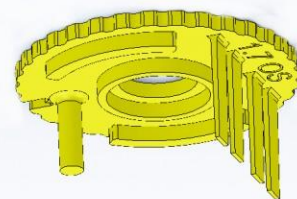
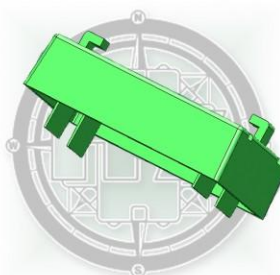
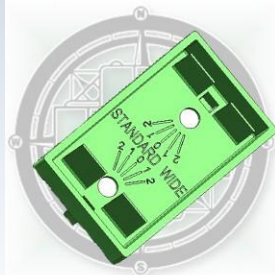
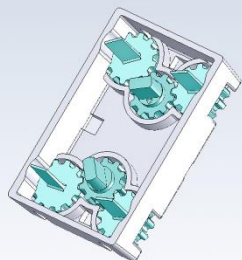
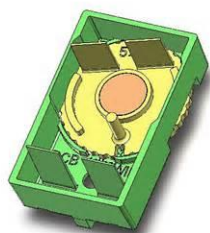


4.0 Inclusive Division



Last year's National Champion Ray Sugg (Troutbunb)'s Dream Season EFL came from this division and, despite a slow start, again leads this division but has some competition from Robert Sanders with the Shamrock Electric Football League and Frank Burgo with the Venice Electric Pro Football League.

Rank	Team	Owner	Division	Home League	W	L	T	SCPC Points
86	1972 Miami Dolphins	Ray Sugg	4.0 Inclusive	DS II EFL	3	0	0	26
94	1985 Chicago Bears	Ray Sugg	4.0 Inclusive	DS II EFL	3	0	0	24
100	1976 Oakland Raiders	Ray Sugg	4.0 Inclusive	DS II EFL	3	0	0	22
110	1977 Dallas Cowboys	Ray Sugg	4.0 Inclusive	DS II EFL	2	1	0	20
116	1975 Pittsburgh Steelers	Ray Sugg	4.0 Inclusive	DS II EFL	2	1	0	19
118	1966 Green Bay Packers	Ray Sugg	4.0 Inclusive	DS II EFL	2	1	0	18
118	'88 NotreDameFightingIrish	Robert Sanders	4.0 Inclusive	SEFL	2	1	0	18
124	1989 SanFrancisco 49ers	Ray Sugg	4.0 Inclusive	DS II EFL	1	2	0	18
138	1969 Kansas City Chiefs	Ray Sugg	4.0 Inclusive	DS II EFL	1	2	0	16
142	Chicago Bears Gold	Robert Sanders	4.0 Inclusive	SEFL	2	0	0	15
147	1986 New York Giants	Ray Sugg	4.0 Inclusive	DS II EFL	1	2	0	15
169	Chicago Bears Black	Robert Sanders	4.0 Inclusive	SEFL	0	3	0	12
175	Bombers	Robert Sanders	4.0 Inclusive	SEFL	1	1	0	11
179	'82 WashingtonRedskins	Ray Sugg	4.0 Inclusive	DS II EFL	0	3	0	11
191	1968 New York Jets	Ray Sugg	4.0 Inclusive	DS II EFL	0	3	0	9
194	Dallas Cowboys	Burgo Frank	4.0 Inclusive	VEPFL	1	0	0	8
216	1970 Baltimore Colts	Ray Sugg	4.0 Inclusive	DS II EFL	0	3	0	6
217	Tampa Bay Buccaneers	Burgo Frank	4.0 Inclusive	VEPFL	1	0	0	5
220	Arkansas Razorbacks	Mandtaraydre	4.0 Inclusive	MBIMFL	0	1	0	5
220	Houston Oilers	Burgo Frank	4.0 Inclusive	VEPFL	0	1	0	5
236	LCHS Wildcats	Chris LeMay	4.0 Inclusive	Independent	0	1	0	4
285	Green Bay Packers	Burgo Frank	4.0 Inclusive	VEPFL	0	1	0	2



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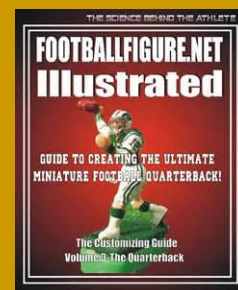
MINIATURE FOOTBALL ACCESSORIES
FOR A CLASSIC AMERICAN GAME



Unlimited

With only two owner / coaches participating in this Division, competition is stiff. Brian Wittkop, Sr. owns the teams of the Northern Michigan Electric Football League and Andre Codgil (Mantaray'Dre) owns the teams of the Major Bowl Implications Miniature Football League. We have got to get some more owner / coaches in this division.

Rank	Team	Owner	Division	Home League	W	L	T	SCPC Points
1	Michigan Wolverines	Brian Wittkop Sr	Unlimited	NMEFL	9	1	0	161
2	UCLA Bruins	Brian Wittkop Sr	Unlimited	NMEFL	8	2	0	135
3	USC Trojans	Brian Wittkop Sr	Unlimited	NMEFL	8	2	0	133
5	Colorado Buffaloes	Brian Wittkop Sr	Unlimited	NMEFL	8	2	0	105
7	Arizona State Sun Devils	Brian Wittkop Sr	Unlimited	NMEFL	6	4	0	102
9	Stanford Cardinals	Brian Wittkop Sr	Unlimited	NMEFL	6	4	0	93
10	Hawaii Rainbow Warriors	Brian Wittkop Sr	Unlimited	NMEFL	8	2	0	92
11	Washington Huskies	Brian Wittkop Sr	Unlimited	NMEFL	7	3	0	86
12	Indiana Hoosiers	Brian Wittkop Sr	Unlimited	NMEFL	6	1	0	81
13	Oregon Ducks	Brian Wittkop Sr	Unlimited	NMEFL	4	6	0	79
17	Northwestern Wildcats	Brian Wittkop Sr	Unlimited	NMEFL	6	2	0	72
19	Minnesota Gophers	Brian Wittkop Sr	Unlimited	NMEFL	6	1	0	70
25	OSU Buckeyes	Brian Wittkop Sr	Unlimited	NMEFL	5	3	0	67
34	Cal Bears	Brian Wittkop Sr	Unlimited	NMEFL	3	7	0	59
40	Iowa Hawkeyes	Brian Wittkop Sr	Unlimited	NMEFL	5	3	0	52
41	Colorado Buffaloes	Mandtaraydre	Unlimited	MBIMFL	6	2	0	51
44	Arizona Wildcats	Brian Wittkop Sr	Unlimited	NMEFL	3	7	0	51
49	Michigan State	Brian Wittkop Sr	Unlimited	NMEFL	4	4	0	48
52	Nebraska Cornhuskers	Brian Wittkop Sr	Unlimited	NMEFL	2	6	0	46
61	Purdue Boilermakers	Brian Wittkop Sr	Unlimited	NMEFL	3	4	0	41
68	Wisconsin Badgers	Brian Wittkop Sr	Unlimited	NMEFL	3	5	0	35
72	Illinois Fighting Illini	Brian Wittkop Sr	Unlimited	NMEFL	2	5	0	33
75	Penn State Nitny	Brian Wittkop Sr	Unlimited	NMEFL	3	4	0	31
81	Alabama Crimson Tide	Brian Wittkop Sr	Unlimited	NMEFL	1	2	0	28
103	Tennessee Volunteers	Brian Wittkop Sr	Unlimited	NMEFL	1	1	0	22



SIMULATED CLOCK TIMING

The following chart illustrates how game timing may be simulated to achieve more realistic clock times.

Game Length: A regulation football game is 60 minutes divided into 4 quarters of 15 minutes each.

Clock Stoppage: The clock stops for the following :

- An incomplete pass
- An out-of-bounds play
- A penalty
- A change of possession
- A called time out
- At the 2-minute warning (Note: If there is less than 2:30 remaining, the clock is allowed to run down to the 2-minute warning)

Kickoffs and Kickoff Returns

NOTE : Clock does not start on kickoffs until the ball is touched.

- Touchbacks: 0:00 TIME ELAPSED
- 1 – 25 yard KR: 0:04 TIME ELAPSED
- 26 – 50 yard KR: 0:08 TIME ELAPSED
- 51 – 75 yard KR: 0:12 TIME ELAPSED
- KR over 75 yards : 0:16 TIME ELAPSED

Plays from Scrimmage

Between Plays: 0:30 is the time elapsed between plays that remain in-bounds.

Running Plays:

- 0 – 6 yards gained: 0:04 TIME ELAPSED
- 7 – 15 yards gained: 0:06 TIME ELAPSED
- 16 – 25 yards gained: 0:08 TIME ELAPSED
- 26 – 35 yards gained: 0:10 TIME ELAPSED
- 36 – 45 yards gained: 0:12 TIME ELAPSED
- 46 – 55 yards gained: 0:14 TIME ELAPSED
- 56 – 65 yards gained: 0:16 TIME ELAPSED
- 66 – 75 yards gained: 0:18 TIME ELAPSED
- 76 – 95 yards gained: 0:20 TIME ELAPSED
- Over 95 yards gained: 0:22 TIME ELAPSED
- NOTE: For a loss of yardage, TIME ELAPSED is the same as a gain.

Passing Plays:

- 0 – 6 yards gained: 0:04 TIME ELAPSED
- 7 – 15 yards gained: 0:07 TIME ELAPSED
- 16 – 25 yards gained: 0:10 TIME ELAPSED
- 26 – 35 yards gained: 0:13 TIME ELAPSED
- 36 – 45 yards gained: 0:16 TIME ELAPSED
- 46 – 55 yards gained: 0:19 TIME ELAPSED
- 56 – 65 yards gained: 0:22 TIME ELAPSED
- 66 – 75 yards gained: 0:25 TIME ELAPSED
- 76 – 85 yards gained: 0:28 TIME ELAPSED
- Over 85 yards gained: 0:32 TIME ELAPSED

NOTE: Subtract 8 seconds for incomplete passes.

Punts and Punt Returns

Allow 0:06 for Punts not returned (Fair caught, kicked out-of-bounds, or kicked into end zone for a touchback)

- 0 – 10 yard PR: 0:06 TIME ELAPSED**
- 11 – 30 yard PR: 0:09 TIME ELAPSED**
- 31 – 50 yard PR: 0:12 TIME ELAPSED**
- 51 – 70 yard PR: 0:15 TIME ELAPSED**
- 71 – 90 yard PR: 0:18 TIME ELAPSED**
- Over 90 yard PR: 0:21 TIME ELAPSED**

Interception and fumble returns: Same as punt returns

Field Goal attempts 0:06 TIME ELAPSED

Hurry-up Offense: If a team is behind in the 4th quarter, they may elect to go into a “hurry-up offense”. The TIME ELAPSED between plays is then 0:15

This is a chart that I found while going through some old files. Obviously, with most rules of electric football, it does not cover every situation and a knowledge of the rules of actual football should be used in interpreting these rules. In the following example I took the actual play-by-play from an NFL game and compared how this chart matches up to the actual time used in the real game.

SUPER BOWL XLVII Baltimore Ravens vs. San Francisco 49ers

Baltimore Kicked to San Francisco - 65 yards to the end zone. No Return TOUCHBACK (actual time 0:00 / clock simulation time 0:00)

No time elapsed. Ball was kicked into the end zone for a touchback.

15:00 San Francisco Possession 1/10 a@ SF 20

SF 1/10 @ SF 20 - QB Kaepernick passes to WR Davis complete for 20 yard gain. Penalty for Illegal Formation. NO PLAY (actual time 0:21 / clock simulation time 0:10)

Clock starts on snap of the ball. Pass is complete for a 20 yard gain. 10 seconds elapse due to the 20 yard pass but clock stops due to penalty.

14:50 SF 1/15 @ SF 15 - RB Gore runs for no gain (actual time 0:39 / clock simulation 0:34) Clock starts on snap of the ball. 4 seconds elapse due to the running play which gains no yards. Clock continues to run between plays because the ball remains in-bounds. 34 seconds total elapsed time.

14:16 SF 2/15 @ SF 15 – QB Kaepernick pass to WR Walker INCOMPLETE (actual time 0:05 / clock simulation 0:08) Clock stops due to the incomplete pass. 8 seconds elapse

14:08 SF 3/15 @ SF 15 – RB Gore runs for 3 yard gain (actual time 0:39 / clock simulation 0:34) Clock starts on the snap of the ball. Running play gains 3 yards and ball remains in-bounds. 4 seconds elapse for the play and clock continues to run between plays. 34 seconds total elapsed time.

13:34 SF 4/12 @ SF 18 – SF punts 50 yards and BAL returns punt 17 yards OB (actual clock 0:11 / clock simulation 0:09) 9 seconds elapse for the 17 yard punt return and the clock stops due to the change of possession and play ending out-of-bounds.

San Francisco possession ends with 13: 25 remaining on the clock.

In the actual game San Francisco's first possession ended with 13:05 remaining on the game clock, which is 20 seconds more than in the above example.

I went further and compared the remainder of the first quarter using actual game timing and clock simulation timing.

13:25 BAL 1/10 @ BAL 49 - Completed pass gains 8 yards (7 second + 30 seconds)

12:48 BAL 2/2 @ SF 43 - Running play gains 4 yards (4 seconds + 30 seconds)

12:14 BAL 1/10 @ SF 39 - Completed pass gains 20 yards (10 seconds + 30 seconds)

11:34 BAL 1/10 @ SF 19 - Running play gains 1 yard (4 seconds + 30 seconds)

11:00 BAL 2/9 @ SF 18 - Incomplete pass (8 seconds - clock stops)

10:52 BAL 3/9 @ SF 18 - Incomplete pass with 5 yard defensive penalty - NO PLAY (8 seconds - clock stops)

10:44 BAL 3/4 @ SF 13 - Completed pass gains 13 yards and Touchdown (7 seconds - clock stops)

10:37 XP kick is good (0 seconds - untimed play)

Baltimore's possession was 6 plays and 2:29 leaving 10:36 remaining on the game clock. Clock simulation 2:48 elapsed time of possession. Simulation clock now within 1 second of actual game clock

10:37 BAL kickoff travels 74 yards - no return - TOUCHBACK (0 seconds - no time elapsed)

10:37 SF 1/10 @ SF 20 - Running play loses 1 yard (4 seconds + 30 seconds)

10:03 SF 2/11 @ SF 19 - Complete pass for 19 yard gain (10 seconds + 30 seconds)

9:23 SF 1/10 @ SF 38 - Running play gains 0 yards (4 seconds + 30 seconds)

8:49 SF 2/10 @ SF 38 - Running play gains 9 yards (6 second + 30 seconds)

8:13 SF 3/1 @ SF 47 - Running play gains 9 yards (6 seconds + 30 seconds)

7:27 SF 1/10 @ Bal 44 - Running play gains 7 yards (6 seconds + 30 seconds)

6:51 SF 2/3 @ BAL 37 - Running play gains 5 yards (6 seconds + 30 seconds)

6:15 SF 1/10 @ BAL 32 - Completed pass gains 24 yards (10 seconds + 30 seconds)

5:35 SF 1/G @ BAL 8 - Running play gains 0 yards (4 seconds + 30 seconds)

5:01 SF 2/G @ BAL 8 - Incomplete pass (8 seconds - clock stops)

4:53 SF 3/G @ BAL 8 - Running play (QB SACK) loses 10 yards (6 seconds + 30 seconds)

4:17 SF 4/G @ BAL 18 - 36 yard FG Att. GOOD (6 seconds - clock stops)

4:03 Time Remaining San Francisco's possession was 12 plays and 6:38. Clock simulation used 6:33. Clock simulation shows 5 seconds more than actual game clock.

4:03 SF kicks 73 yards to end zone and BAL returns kick for 30 yards (8 seconds - clock stops on change of possession)

3:55 BAL 1/10 @ BAL 22 - Completed pass OB for 9 yard gain (7 seconds - clock stops)

3:47 BAL 2/1 @ BAL 31 - Running play gains 0 yards (4 seconds + 30 seconds)

3:13 BAL 3/1 @ BAL 31 - Running play gains 2 yards (4 seconds + 30 seconds)

2:39 BAL 1/10 @ BAL 33 - Running play gains 3 yards (4 seconds + 30 seconds)

2:05 BAL 2/7 @ BAL 36 - Incomplete pass (8 seconds - clock stops)

1:57 BAL 3/7 @ BAL 36 - Completed pass OB for 30 yard gain (13 seconds - clock stops)

1:44 BAL 1/10 @ SF 34 - Completed pass for -3 yards (4 seconds + 30 seconds)

1:10 BAL 2/13 @ SF 37 - Incomplete pass (8 seconds - clock stops)

1:02 BAL 3/13 @ SF 37 - Running play (QB sack) loses 5 yards (4 seconds + 30 seconds)

0:28 Remains on Simulated Game Clock . Above play was the last play of the 1st quarter in actual game .

By this example, simulated clock timing and actual clock timing are very close, close enough to say that by using this Simulated Clock Timing Method realism in game timing can be achieved.

PLUGGED IN!

THE OFFICIAL NEWSLETTER OF ELECTRIC FOOTBALL

Fall 2006, Vol. XII No. 2

TIPS FOR WINNING AT SOLITAIRE PLAY

Ron (Bearzfan!!) Rosario of Davenport, Iowa, is one of the most loyal and enthusiastic coaches of Solitaire Electric Football in the U.S. Known for his attention to detail, creativity and a varied offense, **PLUGGED IN!** recently approached Ron and asked him to provide all of us with some of this most important and useful tips. He was delighted to comply, and his report from the central region of America follows:

With a new NFL AND EFL season about to begin, here's how I prepare my solitaire EF team(s) for a simple (3 basic plays) but effective, running game from the I-formation:

1) Always have a ready passing game since it's tough to run against 9 in-the-box in any kind of football.

2) Have a FAST, wide-sweeping QB on TTC for outside bootlegs to keep looping defensive ends honest.

3) Put PRO-Line strength dials on offensive linemen and tight ends, and go without them with offensive tackles, your center, offensive guards, tight ends.

4) Have FAST Tail Backs that slide one way, but turn the opposite direction, to find holes (usually an off-tackle hole)...OR stay behind and are protected by the offensive line and/or a SLOWER but strong FB.

5) 30% of the time, run your Tail Back off-tackle between the DT and DE gap created by the wide QB bootleg to that side, no need to angle TB/FB as the sliding/turning TB will SLIDE to the gap/hole.

6) 30% of the time, run TB inside zone (angle TB at the opposite offensive guard the same direction it turns, opposite direction it slides) as DT's start cheating outside technique to defend off-tackle.

7) 40% of the time, QB bootleg pass or bootleg run (if DE starts to crash inside to defend off-tackle run).

Best Wishes for the 2006-7 season.

PLUGGED IN! Tip: Ron can be reached at (563) 388-9352. ■



THE PLAYBOOK

OFFICIAL NEWSLETTER OF ELECTRIC FOOTBALL™

"The Playbook" is Tudor Games "Official Newsletter of Electric Football" and is available on the Tudor Games website where you can subscribe to receive it through email every time it is updated. It replaces the old printed hard copy of "Plugged In" of Miggle Toys with much more technological updates and features the capability of embedding video into the stories.

Be sure to subscribe and keep up with all the new product information and happenings at Tudor Games.



Tudor has also updated the chat board forum with new headings and subheadings you can still find most of the information from the past. But you do have to re-register to gain access.

"The Forum is an important part of our strategy to make Electric Football a household word again", said Doug in talking about the Forum's connection to social media and the website, www.tudorgames.com. "We see the Forum as a place where everybody can come together to share and promote the love of our favorite game, Electric Football."

