



Solitaire Illustrated



Official Magazine of the "Solitaire Leagues of the MFCA

Volume 1 Issue 3

February 3, 2013

SUPER SUNDAY 2013

**New Orleans: a
"Super City"**

**SUPER
BOWL IV**

**The Last AFL – NFL World
Championship Game**

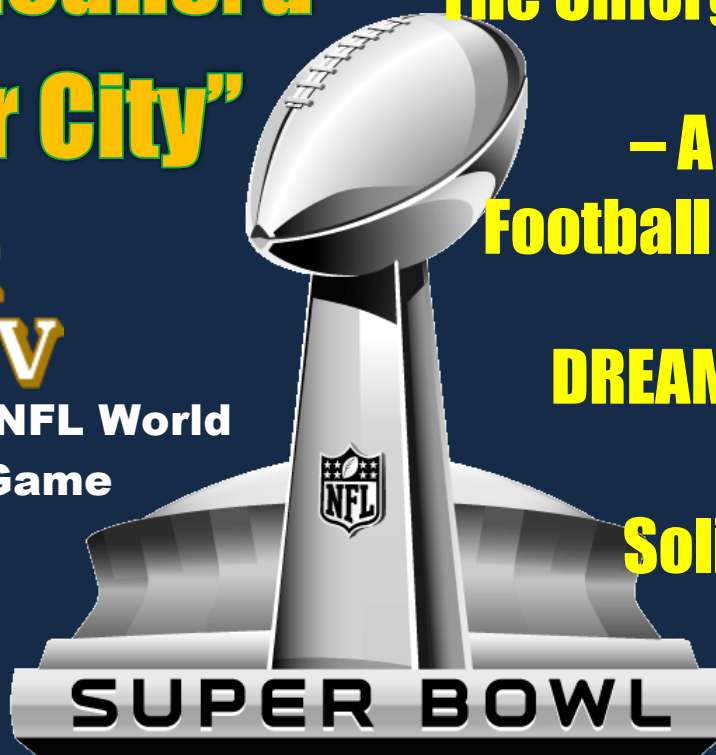
**A History of the
Super Bowl in
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**The Story of
"The Unforgettable Buzz"**

**– A Miniature Pro
Football Time Capsule**

DREAM SEASON 2012

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Contribution**



XLVII

Solitaire Coaches



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The Offensive Coordinator

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Solitaire Illustrated



Official Magazine of the "Solitaire Leagues of the MFCA"

From the desk of the Editor

Chris LeMay



"SUPER BOWL SUNDAY"!!!

"Unofficial National Holiday" of American sports fans. Second only to Thanksgiving Day as the largest day for food consumption in the US. The most watched American television broadcast of the year with an average 111 million US viewers and another 46 million worldwide.

Commercials costing as much as \$3.5 million for a 30 second spot. "Superstar" performers singing the national anthem, appearing during pre-game activities or the halftime show. The game MVP proclaiming "I'm going to Disney World!" after the game.

Typically played in a "warm weather" or "domed" venue, this year marks the 10th time the game will be played in New Orleans, LA and the 7th time the game will be played in the "Superdome".

The Super Bowl, a product of the American Football League and National Football League merger talks in 1966 was not officially called the Super Bowl until 1969 with the game between the Baltimore Colts and New York Jets. The first two games were called the **AFL – NFL World Championship Game**.

Tudor Games produced the first "**Super Bowl Electric Football**" game set with the Baltimore Colts and New York Jets in 1969. The Jets were the only AFL team available in a white jersey uniform at the time. Other AFL teams were available only in dark jersey uniforms prior to 1970.

Every year, thereafter, Tudor produced a "Super Bowl Electric Football" Game featuring the previous year's Super Bowl participants and in 1995 when Miggie Toys began their annual conventions, they were called the "Electric Football Super Bowl Tournament and Convention."

Tudor's Super Bowl IV edition of electric football games is probably the most sought after game set by collectors due to it being the only one that featured the Super Bowl Trophy logo on the playing field.

Today, many "Solitaire Leagues of the MFCA" feature recreations of Super Bowl teams and Super Bowl rosters stocked with the Super Bowl MVP's and star players of the games.

There will be many electric football games played using the teams of this year's Super Bowl to predict the outcome of the actual game and to replay some of the great Super Bowls of the past.

So enjoy this **"SUPER BOWL 2013"** issue of **"Solitaire Illustrated"** while waiting for the game to begin and

"HAPPY SUPER BOWL SUNDAY!!!"

Solitaire Illustrated

Official Magazine of the



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WE HOPE YOU ENJOY THIS
SUPER SUNDAY 2013 ISSUE

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

You may contact any member of the SCPC Rules Committee through the MFCA's website contact page:

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

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New Orleans: a “Super City”



“The Big Easy”, “Nawlins”, “the Crescent City”, Mardi Gras, Al Hurt, Bourbon Street, Jackson Square, the French Quarter, the Superdome, the “Saints” these are just a few of the names, places and events that come to mind with the mention of the city of New Orleans, LA.

New Orleans has hosted the Super Bowl nine times since 1970 and this year will mark the 10th Super Bowl to be played in New Orleans.



Super Bowl IV was the first Super Bowl to be played in New Orleans at Tulane Stadium. Tulane Stadium was also host to Super Bowl’s VI and IX

In 1975, the city opened the Louisiana Superdome. It became the home of the NFL’s New Orleans Saints and has hosted Super Bowl’s XII, XV, XX, XVI, XXXI, XXXVI.

In 2011 the name of the Superdome was changed to the Mercedes-Benz Superdome and will host Super Bowl XLVII.

Pre-game and half-time entertainment has always featured Mardi-Gras, the music of “Jazz” “R&B” and “Soul”. Legends such as Al Hirt, Louis Armstrong, Duke Ellington and Louisiana natives such as Aaron Neville, David Clayton-Thomas, Pete Fountain, and Doug Kershaw. This year Alicia Keys will sing the National Anthem and Beyonce’ will headline the half-time show.



New Orleans features some of the best restaurants for seafood and “Cajun” cuisine.

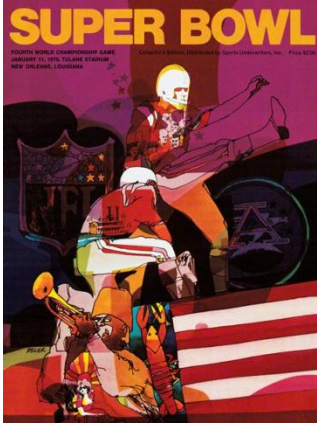


New Orleans promises to once again present a great Super Bowl “Game Day Experience”.



SUPER BOWL IV

The Last AFL – NFL World Championship Game



The first Super Bowl played in New Orleans, LA was Super Bowl IV. The game was played at Tulane Stadium. This was the last Super Bowl before the AFL-NFL merger with Lamar Hunt's AFL Kansas City Chiefs meeting the NFL Minnesota Vikings. Ironically Minnesota was chosen to be one of the AFL's first franchises but withdrew when the NFL promised the owners a franchise if they would withdraw from the AFL.

The Minnesota Vikings came into the game as 13 point favorites having finished the 1969 NFL season with the best record in the NFL at 12 -2 and as champions of the Western Conference's Central Division. They defeated the Los Angeles Rams 23 – 20 in the Western Conference Championship and then the Cleveland Browns 27 -7 in the NFL Championship Game.

The Kansas City Chief's finished the AFL season with 11 wins and 3 loses behind the Oakland Raiders in the Western Division but defeated the New York Jet's, the defending Super Bowl III Champions, in the Divisonal Playoff game 13 – 6 and in their 3rd meeting of the year with the Raiders, won the AFL Championship 17 – 7.



The Minnesota Vikings coached by Bud Grant and lead by quarterback Joe Kapp, both from the Canadian Football League. had lead the NFL in scoring and featured the "Purple People Eaters" defense of Allan Page, Carl Eller, Jim Marshall and Gary Larsen, had allowed the fewest points.

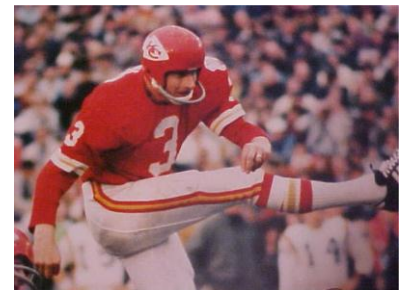
Hank Stram, the only coach of the Chiefs since their beginnings as the Dallas Texans, and quarterback Len Dawson ranked second in points scored. The defense, however, ranked first in points allowed. The Defense was led by Buck Buchanan, Curly Culp and Willie Lanier..



Super Bowl IV was the first game where the teams wore special jersey patches. the NFL wore a patch comemorating their 50th anniversary and the Chiefs wore a patch celebrating the 10 years of the AFL.



The Vikings began the game by receiving the opening kickoff and marching from their own 20-yard line to the Kansas City 39-yard line, but were forced to punt. The Chiefs then drove 42 yards in eight plays to score on placekicker Jan Stenerud's Super Bowl record 48-yard field goal. The Vikings were shocked that the Chiefs would attempt a 48-yard field goal. Stenerud was among the first soccer-style placekickers in professional football. Minnesota then managed to reach midfield on their next drive, but were forced to punt again.



On the first play of their ensuing drive, Chiefs quarterback Len Dawson threw a 20-yard completion to wide receiver Frank Pitts, followed by a 9-yard pass to wide receiver Otis Taylor. Four plays later, on the first play of the second quarter, a pass interference penalty on Vikings defensive back Ed Sharockman nullified Dawson's third down incomplection and gave Kansas City a first down at the Minnesota 31-yard line. However on third down and 4 at the 25-yard line, Vikings cornerback Earsell Mackbee broke up a deep pass intended for Taylor. Stenerud then kicked another field goal to increase the Chiefs lead to 6-0.

On the second play of their next drive, Vikings wide receiver John Henderson fumbled the ball after catching a 16-yard reception, and Chiefs defensive back Johnny Robinson recovered the ball at the Minnesota 46-yard line. But the Vikings made key defensive plays. First defensive tackle Alan Page tackled running back Mike Garrett for a 1-yard loss, and then safety Paul Krause intercepted Dawson's pass at the 7-yard line on the next play.



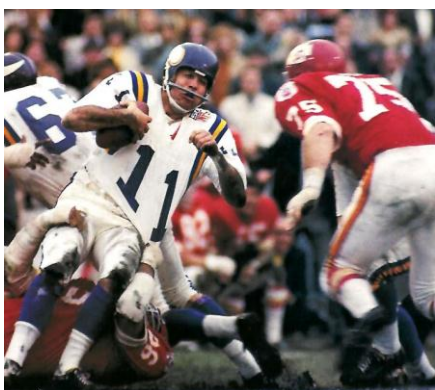
However, the Vikings also could not take advantage of the turnover. Viking quarterback Joe Kapp's two incompletions and a delay of game penalty forced Minnesota to punt from their own 5-yard line. The Chiefs then took over at the Viking 44-yard line after punter Bob Lee's kick traveled only 39 yards. A 19-yard run by Pitts on an end around play that fooled the overaggressive, over pursuing Viking defense to set up another field goal attempt by Stenerud to increase the Chiefs' lead to 9-0.

On the ensuing kickoff, Vikings returner Charlie West fumbled the football, and Kansas City's Remi Prudhomme recovered it at Minnesota 19-yard line. Defensive end Jim Marshall sacked Dawson for an 8-yard loss by on the first play of the drive; however, a 13-yard run by running back Wendell Hayes and a 10-yard reception by Taylor gave the Chiefs a first down at the Viking four yard line. Two plays later, running back Mike Garrett's five yard touchdown run on a trap play gave Kansas City a 16-0 lead. This play is forever known as the 65 toss power trap.

West returned the ensuing kickoff 27 yards to the 32-yard line. On the first play of the drive, Kapp completed a 27-yard pass to Henderson to advance the ball to the Kansas City 41-yard line. However, the next three plays, Kapp threw 2 incompletions and was sacked by Chief defensive tackle Buck Buchanan for an eight yard loss. On fourth down, kicker Fred Cox's 56-yard field goal attempt fell way short of the goal posts.



In the third quarter, the Vikings managed to build momentum. After forcing the Chiefs to punt on their opening possession of the second half, Kapp completed four consecutive passes for 47 yards and rushed for 7 as Minnesota drove 69 yards in 10 plays to score on fullback Dave Osborn's four yard rushing touchdown, reducing the lead to 16-7. However, Kansas City responded on their next possession with a six play, 82-yard drive to score on Dawson's 46-yard catch and run touchdown completion to Taylor three minutes later. Taylor caught the ball at the Minnesota 41-yard line, broke Earsell Mackbee's tackle, raced down the sideline, broke through Vikings' safety Karl Kassulke's tackle and scored the clinching touchdown.



The Vikings were demoralized after the game breaking touchdown and the Chiefs' defense would continue to shut down the Vikings in the fourth quarter, forcing three interceptions on three Minnesota possessions to clinch the 23-7 victory. The defeat was total for the Vikings, as even their "Indestructible" quarterback Joe Kapp had to be helped off the field in the fourth quarter after being sacked by Chiefs defensive lineman Aaron Brown. Kapp was replaced by Gary Cuozzo. Fittingly, the Vikings' final play was an interception Cuozzo threw to Thomas.

Kansas City running back and future University of Southern California Athletic Director Mike Garrett, the 1965 Heisman Trophy recipient was the top rusher of the game, recording 11 carries for 39 yards and a touchdown. He also caught two passes for 25 yards and returned a kickoff for 18 yards. Taylor was the Chiefs' leading receiver with six catches for 81 yards and a touchdown. Kapp finished the game with 16 of 25 completions for 183 yards, with two costly interceptions. Henderson was the top receiver of the game with seven catches for 111 yards. The Chiefs defense had completely shut down Minnesota's vaunted rushing attack. In the NFL championship game, Osborn had rushed for 108 yards while Kapp rushed for 57. But in Super Bowl IV, the two rushed for a combined total of 24 yards. In addition, Kansas City's secondary held Minnesota all pro receiver Gene Washington to one reception for 9 yards.

A History of the Super Bowl in New Orleans

After the merger of the AFL and NFL in 1970, eight more Super Bowls have been played in the city of New Orleans.

January 16, 1972

SUPER BOWL VI

Dallas Cowboys 24, Miami Dolphins 3



The Cowboys rushed for a record 252 yards and their defense limited the Dolphins to a low of 185 yards while not permitting a touchdown for the first time in Super Bowl history.

Dallas converted Chuck Howley's recovery of Larry Csonka's first fumble of the season into a 3-0 advantage and led at halftime 10-3.

After Dallas received the second-half kickoff, Duane Thomas led a 71-yard march in eight plays for a 17-3 margin.

Howley intercepted Bob Griese's pass at the 50 and returned it to the Miami 9 early in the fourth period, and three plays later Roger Staubach passed 7 yards to Mike Ditka for the final touchdown.

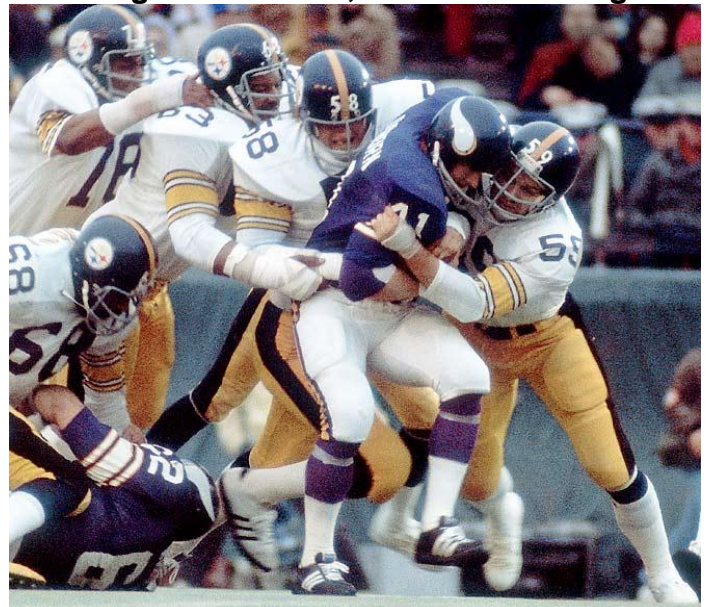
Thomas rushed for 95 yards and Walt Garrison gained 74.

Staubach, voted the game's most valuable player, completed 12 of 19 passes for 119 yards and two touchdowns.

January 12, 1975

SUPER BOWL IX

Pittsburgh Steelers 16, Minnesota Vikings 6



AFC champion Pittsburgh, in its initial Super Bowl appearance, and NFC champion Minnesota, making a third bid for its first Super Bowl title, struggled through a first half in which the only score was produced by the Steelers' defense when Dwight White downed Vikings' quarterback Fran Tarkenton in the end zone for a safety 7:49 into the second period.

The Steelers forced another break and took advantage on the second-half kickoff when Minnesota's Bill Brown fumbled and Marv Kellum recovered for Pittsburgh on the Vikings' 30.

After Rocky Bleier failed to gain on first down, Franco Harris carried three consecutive times for 24 yards, a loss of three, and a 9-yard touchdown and a 9-0 lead.

Though its offense was completely stymied by Pittsburgh's defense, Minnesota managed to move into a threatening position after 4:27 of the final period when Matt Blair blocked Bobby Walden's punt and Terry Brown recovered the ball in the end zone for a touchdown.

Fred Cox's kick failed and the Steelers led 9-6. Pittsburgh wasted no time putting the victory away.

The Steelers took the ensuing kickoff and marched 66 yards in 11 plays, climaxed by Terry Bradshaw's 4-yard scoring pass to Larry Brown with 3:31 left.

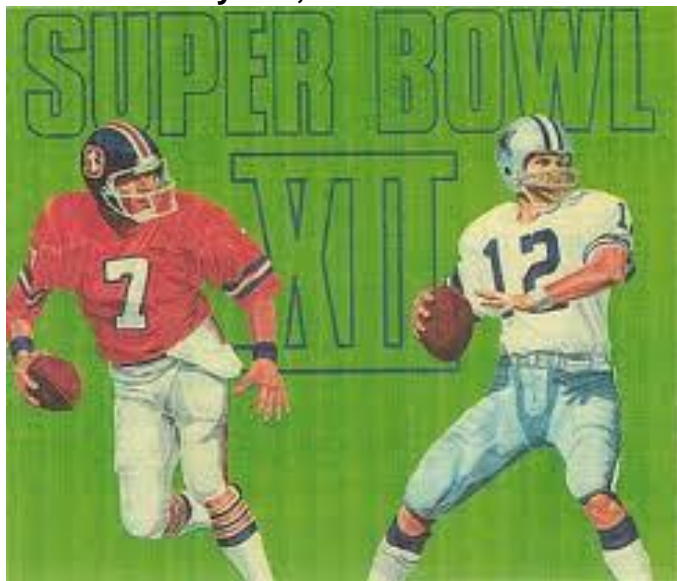
Pittsburgh's defense permitted Minnesota only 119 yards total offense, including a Super Bowl low of 17 rushing yards.

The Steelers, meanwhile, gained 333 yards, including Harris's record 158 yards on 34 carries.

January 15, 1978



Dallas Cowboys 27, Denver Broncos 10



The Cowboys evened their Super Bowl record at 2-2 by defeating Denver before a sellout crowd of 75,583, plus 102,010,000 television viewers, the largest audience ever to watch a sporting event.

Dallas converted two interceptions into 10 points and Efren Herrera added a 35-yard field goal for a 13-0 halftime advantage.

In the third period Craig Morton engineered a drive to the Cowboys' 30 and Jim Turner's 47-yard field goal made the score 13-3.

After an exchange of punts, Butch Johnson made a spectacular diving catch in the end zone to complete a 45-yard pass from Roger Staubach and put the Cowboys ahead 20-3.

Following Rick Upchurch's 67-yard kickoff return, Norris Weese guided the Broncos to a touchdown to cut the Dallas lead to 20-10.

Dallas clinched the victory when running back Robert Newhouse tossed a 29-yard touchdown pass to Golden Richards with 7:04 remaining in the game. It was the first pass thrown by Newhouse since 1975.

Harvey Martin and Randy White, who were named co-most valuable players, led the Cowboys' defense, which recovered four fumbles and intercepted four passes.

January 25, 1981



Oakland Raiders 27, Philadelphia Eagles 10



Jim Plunkett passed for three touchdowns, including an 80-yard strike to Kenny King, as the Raiders became the first wild-card team to win the Super Bowl.

Plunkett's touchdown bomb to King – the longest play in Super Bowl history – gave Oakland a decisive 14-0 lead with nine seconds left in the first period.

Linebacker Rod Martin had set up Oakland's first touchdown, a 2-yard reception by Cliff Branch, with a 17-yard interception return to the Eagles' 30-yard line. The Eagles never recovered from that early deficit, managing only Tony Franklin's field goal (30 yards) and an 8-yard touchdown pass from Ron Jaworski to Keith Krepfle.

Plunkett, who became a starter in the sixth game of the season, completed 13 of 21 for 261 yards and was named the game's most valuable player.

Oakland won 9 of 11 games with Plunkett starting, but that was good enough only for second place in the AFC West, although they tied division winner San Diego with an 11-5 record.

The Raiders, who had previously won Super Bowl XI over Minnesota, had to win three playoff games to get to the championship game. Oakland defeated Houston 27-7 at home followed by road victories over Cleveland (14-12) and San Diego (34-27).

Oakland's Mark van Eeghen was the game's leading rusher with 75 yards on 18 carries. Philadelphia's Wilbert Montgomery led all receivers with six receptions for 91

yards. Branch had five for 67 and Harold Carmichael of Philadelphia five for 83.

Martin finished the game with 3 interceptions, a Super Bowl record.

January 26, 1986



Chicago Bears 46, New England Patriots 10



The NFC champion Chicago Bears, seeking their first NFL title since 1963, scored a Super Bowl-record 46 points in downing AFC champion New England 46-10 in Super Bowl XX. The previous record for most points in a Super Bowl was 38, shared by San Francisco in XIX and the Los Angeles Raiders in XVIII.

The Bears' league-leading defense tied the Super Bowl record for sacks (7) and limited the Patriots to a record-low seven rushing yards.

New England took the quickest lead in Super Bowl history when Tony Franklin kicked a 36-yard field goal with 1:19 elapsed in the first period. The score came about because of Larry McGrew's fumble recovery at the Chicago 19-yard line.

However, the Bears rebounded for a 23-3 first-half lead, while building a yardage advantage of 236 total yards to New England's minus 19.

Running back Matt Suhey rushed eight times for 37 yards, including an 11-yard touchdown run, and caught one pass for 24 yards in the first half.

After the Patriot's first drive of the second half ended with a punt to the Bears' 4-yard line, Chicago marched 96 yards in nine plays with quarterback Jim McMahon's 1-yard scoring run capping the drive. McMahon became the first quarterback in Super Bowl history to rush for a pair of touchdowns.

The Bears completed their scoring via a 28-yard interception return by reserve cornerback Reggie Phillips, a 1-yard run by defensive tackle/fullback William Perry, and a safety when defensive end Henry Waechter tackled Patriots quarterback Steve Grogan in the end zone.

Bears defensive end Richard Dent became the fourth defender to be named the game's most valuable player after contributing 1½ sacks.

The Bears' victory margin of 36 points was the largest in Super Bowl history, bettering the previous mark of 29 by the Los Angeles Raiders when they topped Washington 38-9 in Game XVIII.

McMahon completed 12 of 20 passes for 256 yards before leaving the game in the fourth period with a wrist injury. The NFL's all-time leading rusher, Bears running back Walter Payton, carried 22 times for 61 yards.

Wide receiver Willie Gault caught four passes for 129 yards, the fourth-most receiving yards in a Super Bowl.

Chicago coach Mike Ditka became the second man (Tom Flores of Raiders was the other) to win a Super Bowl ring as a player and as a coach.

January 28, 1990



San Francisco 49ers 55, Denver Broncos 10



NFC titlist San Francisco won its fourth Super Bowl championship with a 55-10 victory over AFC champion Denver.

The 49ers, who also won Super Bowls XVI, XIX, and XXIII, tied the Pittsburgh Steelers for most Super Bowl victories. The Steelers captured Super Bowls IX, X, XIII, and XIV.

San Francisco's 55 points broke the previous Super Bowl scoring mark of 46 points by Chicago in Super Bowl XX. San Francisco scored touchdowns on four of its six first-half possessions to hold a 27-3 lead at halftime.

Interceptions by Michael Walter and Chet Brooks ended the Broncos' first two possessions of the second half.

San Francisco quarterback Joe Montana was named the Super Bowl most valuable player for a record third time. Montana completed 22 of 29 passes for 297 yards and a Super Bowl-record five touchdowns.

Jerry Rice, Super Bowl XXIII most valuable player, caught seven passes for 148 yards and three touchdowns.

The 49ers' domination included first downs (28 to 12), net yards (461 to 167), and time of possession (39:31 to 20:29).

January 26, 1997



Green Bay Packers 35, New England Patriots 21



Desmond Howard became the first special teams player to be named Super Bowl MVP.(AP)

Desmond Howard returned a kickoff 99 yards for a touchdown and Brett Favre passed for two touchdowns and ran for a score as the Packers won their first Super Bowl in twenty-nine years.

Howard, en route to garnering the MVP trophy, equaled a Super Bowl record with 244 total return yards.

It was Favre's arm that struck first, as he hit Andre Rison for a 54-yard touchdown pass on the Packers' second play from scrimmage to take a 7-0 lead. Two plays later Doug Evans made a diving interception of Drew Bledsoe's pass at the 28-yard line, setting up Chris Jacke's field

goal and giving the Packers a 10-0 lead just 6:18 into the Super Bowl.

The Patriots answered with touchdowns on their next two possessions. Craig Newsome's pass interference penalty set up the first touchdown and a 44-yard completion from Bledsoe to Terry Glenn preceeding Ben Coates's touchdown gave New England its first and only lead. The 24 combined first quarter points were the most in Super Bowl history.

Green Bay struck again 56 seconds into the second quarter as Favre hit Antonio Freeman with a Super Bowl-record 81-yard touchdown bomb. Jacke booted his second field goal on Green Bay's next possession. After a Mike Prior interception, Favre orchestrated a 74-yard, nearly 6-minute drive that concluded with a diving Favre touching the ball against the pylon to give Green Bay a 27-14 halftime lead.

Curtis Martin brought the Patriots to within a score by running in from 18 yards out with 3:27 left in the third quarter. But Howard broke the Patriots' spirit by returning the ensuing kickoff a Super Bowl-record 99 yards. Favre found Mark Chmura for the 2-point conversion to finish the scoring.

Bledsoe was intercepted twice in the fourth quarter as the Patriots never crossed midfield in four fourth-quarter possessions.

Reggie White set a Super Bowl record with three sacks. Favre completed 14 of 27 passes for 246 yards, with no interceptions. Bledsoe completed 11 more passes than Favre, but for just seven more yards, and threw four interceptions.

February 3, 2002



New England Patriots 20, St. Louis Rams 17



Adam Vinatieri's 48-yard field goal as time expired gave the New England Patriots their first Super Bowl title.

The Rams outgained the Patriots 427-267 in total yards, but the Patriots forced three turnovers, which resulted in 17 points, while committing no turnovers.

Jeff Wilkins' 50-yard field goal capped a 10-play, 48-yard drive midway through the first quarter to give the Rams a 3-0 lead. The first turnover came with 8:49 left in the second quarter, when Ty Law stepped in front of an out-pattern pass intended for Isaac Bruce and raced 47 yards untouched down the left sideline into the end zone.

Late in the first half, Kurt Warner completed a 15-yard pass to Ricky Proehl to the Patriots' 40, but Antwan Harris forced Proehl to fumble and Terrell Buckley recovered. Five plays later, Tom Brady's 8-yard touchdown pass to David Patten with 21 seconds left in the quarter gave New England a 14-3 halftime lead.

Late in the third quarter, Torry Holt slipped coming off the line of scrimmage, and Otis Smith intercepted Warner's pass and returned it 30 yards to the Rams' 33 to set up Vinatieri's 37-yard field goal and a 17-3 lead.

The Rams responded by driving to the Patriots' 3. On fourth-and-goal, Warner scrambled, was tackled by Roman Phifer, and fumbled. Tebucky Jones picked up the ball and raced the length of the field for an apparent touchdown, but the play was negated by Willie McGinest's holding penalty.

Warner scored two plays later to trim the deficit to 17-10 with 9:31 left. The Patriots went three-and-out on their next two possessions, giving the Rams the ball on their 45-yard-line with 1:51 left.

Warner completed an 18-yard pass to Az-Zahir Hakim and an 11-yard pass to Yo Murphy before connecting on a 26-yard touchdown pass to Proehl with 1:30 left to tie the game.

Operating without any timeouts, Brady completed three short passes to J.R. Redmond to reach the Patriots' 41 with 33 seconds left. After an incompleteness, Brady completed 23- and 16-yard passes to Troy Brown and Jermaine Wiggins, respectively, to reach the Rams' 30, and then spiked the ball with seven seconds remaining.

Vinatieri drilled the 48-yard field-goal attempt, marking the first time in Super Bowl history the game had been won on the final play.

Brady, who earned Most Valuable Player honors, was 16 of 27 for 145 yards and one touchdown. Warner was 28 of 44 for 365 yards and one touchdown, with two interceptions.



Baltimore Ravens vs. San Francisco 49ers

In the AFC Championship the Ravens defeated the New England Patriots. 28 – 13 denying the Patriots, Bill Belichick and Tom Brady their 6th super bowl appearance in the last 12 years.

The Ravens coached by John Harbaugh and quarterbacked by Joe Flacco will be making their 2nd appearance since the 2000 season.

The San Francisco 49ers beat the Atlanta Falcons 28 – 24 giving the 49ers their 6th Super appearance. Jim Harbaugh, brother of John, is the coach of the 49ers and rookie Colin Kaepernick is the quarterback.



Nicknamed the Harbaugh Bowl, HarBowl, SuperBaugh, and the Brother Bowl, this will be the first Super Bowl pitting head coaching brothers, Baltimore's John Harbaugh and San Francisco's Jim Harbaugh, whose clubs previously met in a 2011 Thanksgiving Classic, in which John's Ravens won, 16–6. The Ravens, after finishing the 2012 regular season with a 10–6 record, are making their second Super Bowl, having previously won Super Bowl XXXV. Ray Lewis, the MVP from that game, returns for this game, which will be his last before his retirement from professional football. The 49ers enter the game seeking their sixth Super Bowl win in team history (and first since Super Bowl XXIX), which would tie the Pittsburgh Steelers with the most Super Bowl wins, after going 5–0 in their previous appearances. San Francisco finished the regular season at 11–4–1

This will mark the first Super Bowl in which both of the teams have appeared in, but not yet lost, a previous Super Bowl; the 49ers have won all five of their previous Super Bowls while the Ravens won in their only previous Super Bowl appearance in Super Bowl XXXV against the New York Giants. This is also the first Super Bowl in which both teams can trace their lineage to the All-America Football Conference: the Ravens controversially spun off from the Cleveland Browns (the AAFC's best team) in 1996, while the 49ers were a charter AAFC team when it was founded in 1946.

The Story of “The Unforgettable Buzz”

— By Earl Shores

Finally the goal line is in sight. “The Unforgettable Buzz” will be published in 2013. Marvel Graphic Designer Michael Kronenberg has redesigned the book from top-to-bottom and we’re in the very late stages of pulling things all together. For those of you who have seen the sample pages we’ve posted, we think you’ll agree that Michael is doing amazing work. We’re very, very excited about...well, everything!

The seeds were planted for the book almost 20 years ago, when I received a letter from Roddy Garcia in response to my “First and Goal” article for *Collecting Toys* magazine. It didn’t take long before Roddy and I hit it off, and our conversations soon turned to writing a book about electric football. Encouragement came not only from the electric football community, but also from a prominent toy magazine editor who helped get our project to the inbox of a receptive book publisher.

By the spring of 1999 we had an agreement for a book with Antique Trader Publications. Contracts were signed and FedEx’d to the appropriate parties. We were all set to go, but then there was...eerie silence. Competitor Krause Publications had bought out Antique Trader. It was a “takeover” more than buyout, and had been done in complete secrecy. Krause immediately put our book on hold. They wanted to review our proposal and make “their own” decision.

It was late 1999 when the silence was finally broken. Krause informed us in a diabolical manner that they were not interested — at all. We were devastated. Attending the D.C. Miggle Convention in January of 2000 was a humbling experience. After years of talking about the book, and then months of telling people we had a book, I now was explaining to many of you that the book was no more. It was a difficult couple of days standing behind my tables.

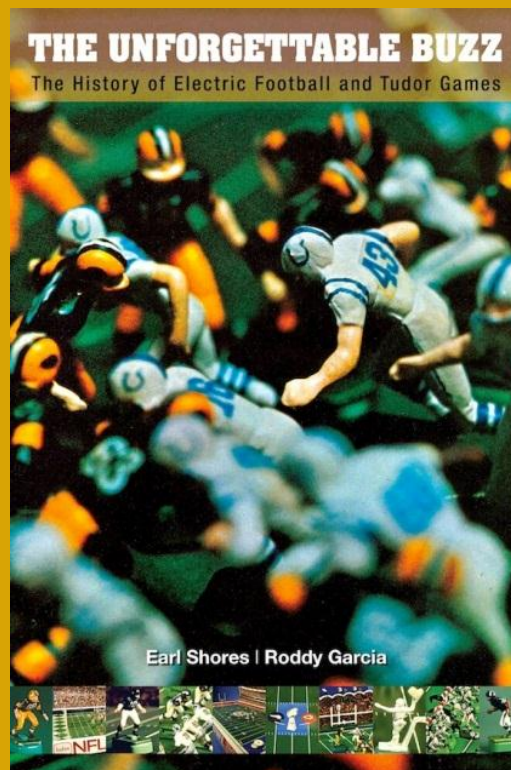
And the question was, would there ever be a book? For a number of years it looked like the answer was “no.” Our enthusiasm was spent after the bitter and bizarre ending with Krause. Add that to the increasing pile of rejection slips coming in from both agents and publishers...and Roddy and I pulled back from electric football. We even began liquidating our collections.

But little by little we put things back together. New research avenues began popping up online, and several key players offered us tantalizing information and clues. We started getting the clearest picture we ever had of electric football history — we knew we had to finish the book. Even if only 30 people wanted it, we were going to do it.

A final push came several years ago from Norman Sas, who asked us to print a version of the book that he could give to his children and grandchildren. Obviously, it was a request we could never refuse. From that point on we’ve worked non-stop to get to where we are now — on the cusp of actually publishing a book about the history of electric football.

“The Unforgettable Buzz” will be quite hefty, tallying in at more than 600 pages long. Included will be over 400 photos and 45 pages of detailed endnotes. Our photos include prototypes, production pieces, advertising copy, “behind the scenes” shots, catalog pages, as well as many other rare and never seen before electric football images. And we promise the book will not be hard to find. Once published it will be available through Amazon.

So a big “thank you” to all of our friends in electric football. It’s only because of your support through the years that we made it this far!



Tudor's 1970 Sears Super Bowl No. 633 – A Miniature Pro Football Time Capsule



The 1970 Sears No. 633 Super Bowl IV with the Chiefs and Vikings.

Electric football probably never produced a more realistic game than the Sears' 1970 Super Bowl No. 633 model. The field is nearly an exact replica of the Super Bowl field that was laid out in Tulane Stadium on this date in 1970. The only thing missing from Tudor's replica field are the NFL and AFL logos that were in each team's respective end zone.

Super Bowl IV in New Orleans was the final matchup between the NFL and AFL. It featured the Vikings and their seemingly devastating defense going up against the Chiefs, who actually finished second in the AFL Western Division behind the Oakland Raiders. (Two of the Chiefs three regular season losses came at the hands of the Raiders – by a combined total of 7 points.) The Chiefs won the third meeting between the two teams — the 1969 AFL Championship game — by a score of 17-7.

The Vikings were picked as 13-point Super Bowl favorites, but it was quickly apparent that the Chiefs were the faster and more prepared team. It could be argued that the 23-7 score makes the game seem closer than it really was (and this is coming from a pair of Vikings fans).



Kicker Jan Stenerud puts the Chiefs ahead — for good.

But the game Tudor produced for the following Christmas is stunning, no matter where your fan loyalties lie. The colors are bold, the details perfect, and condition of the field is much better than real one the teams actually played on. And it's the only game Tudor ever made with team names in the end zones. It's a one of a kind — and definitely one to have.

Earl & Roddy

Dream Season 2012

by Ray Sugg (aka Troutbum)

Ray Sugg has created a solitaire "DREAM" league using "DREAM" teams that have played in the Super Bowl or missed playing in the Super Bowl by losing the Conference Championship Game. His "Dream Season 2012" chronicles this league.

I've been playing solitaire electric football (and now miniature football) since 1973, when I held a four-team season consisting of the Cowboys, Dolphins, Vikings, and Rams. The Cowboys and Dolphins came from the Tudor Super Bowl VI set I had gotten the previous Christmas, and had the red-peg bases.

I bought an old 500 series set at a flea market for \$1.00, and it came with the big players attached to the bases. I painted the white team for the Vikings and the yellow team for the Rams, to match their new blue-and-yellow uniforms. I was a big Vikings fan at the time, so you can guess which team went undefeated through the 12-game season!

Premier League

I have played several solitaire seasons using pro, college, and high school teams since then, but of course I have to give ESPN and NFL Films credit for the Dream Season idea.

When the "Dream Season" aired on ESPN in 1989, it didn't take long for me to apply the premise to a solitaire league. At that point, only twelve different teams had won a Super Bowl, six from each conference, so I decided to have a "Premier League" of all the Super Bowl Winners. Please pardon the soccer reference, but I'm a soccer player. Being 5-6, 130 in high school led to that decision, but football is still my favorite sport.

The choice was easy for the 68 Jets, 69 Chiefs, 70 Colts, 85 Bears, and 86 Giants, since at that time they were the only winners for their franchises. For the teams that had won multiple times, I chose either what I thought was the best year for that franchise, or simply which team I liked the best. I filled out the league with the 66 Packers, 72 Dolphins, 75 Steelers, 76 Raiders, 77 Cowboys, 82 Redskins, and 89 49ers. I didn't have a scale, so weight wasn't an issue, and I don't know if decals were available then or not, but I painted all of the detail.

I played a 10-game season, with 15 play quarters and no stoppages of play or mid-play adjustments. Needless to

say, there were lots of 80 yard TD passes. The 76 Raiders beat the 86 Giants in the Super Bowl, but it took three years to complete the season, so I have played shorter games since.

I still have the nucleus of each of those teams, including lots of wide-top TTCs and dark green speed bases with the hole in the top, but I have undertaken a major overhaul. I have exchanged Big Men, Buzzball and Pro-Line figures for the Haiti figures I was using (1.25 grams before a base was a little light!), and I decided to make the players as close to scale as possible. Using a scale of one gram equals 100 pounds, I added layers of paint until a player's weight before base corresponded to the real player's weight.

To account for height differences, I used Hong Kong figures and the smaller Pro-Line figures for players under six feet tall, Miggle and Pro-line figures for players between 6-0 and 6-3, and Big Men, Buzzball, and footballfigure.net figures for players 6-4 and taller.

I used pretty much any base available, including first-run pro-lines, boat bases, and a few "frankensteins." As far as I'm concerned, a base can be any color, as long as it's green, so all of my orange and purple Miggle bases were painted green and used on these teams.

I have updated all of the uniforms, and I am also gradually retro-fitting all of my teams with Beenutt's helmet decals.

TTC League

I next played a short season using teams that had lost Super Bowls. I played fewer, and most importantly, shorter games (three possessions from the 20, then OT).

The AFC included the 84 Dolphins, 85 Patriots, 96 Patriots, 90 Bills, 88 Bengals, 99 Titans, 86 Broncos, and 94 Chargers. The NFC included the 70 Cowboys, 72 Redskins, 80 Eagles, 04 Eagles, 73 Vikings, 06 Bears,

98 Falcons, 79 Rams, 01 Rams, and 05 Seahawks.

I used rookie bases for the backs and TTC bases for the linemen, so I called this the TTC League. Most of the figures were Miggle, but I threw in a few Buzzball and Pro-line figures for some of my favorite players, any player 6-7 or taller was represented by a Big Man, and figure and base were under 3.3 grams.

The 90 Bills defeated the 04 Eagles in the Super Bowl, but the 94 Chargers, 84 Dolphins, and 70 Cowboys had good teams.

Elite League

By this time, several new teams had made it to the Super Bowl, along with some old favorites that repeated, so I created the Elite League for teams that won after 1989. Most of the figures were Buzzball and Pro-line, and the 3.3 weight limit applied. I came up with eight NFC teams and only six AFC teams, so I divided the league into East and West, regardless of conference.

The East consisted of the 03 Patriots, 07 Giants, 91 Redskins, 02 Buccaneers, 06 Colts, 00 Ravens, and 05 Steelers. The West included the 94 49ers, 99 Rams, 83 Raiders, 98 Broncos, 96 Packers, 92 Cowboys, and 09 Saints. The Steelers defeated the Cowboys in the Super Bowl, and the Patriots and 49ers lost in the championship games.

Rookie League

Of course I had to show some love for teams that missed out on Super Bowls, so I created the Rookie League (all rookie bases) out of teams that never made it to the big game. I used the same rule set and format for the figures as the TTC League.

The AFC included the 82 Jets, 76 Colts, 73 Bills (I was a big OJ fan back in 73!), 79 Oilers (Earl Campbell!), 86 Browns, 99 Jaguars, 80 Chargers, and 93 Chiefs. The NFC consisted of the 75 Cardinals, 80 Falcons, 87 Saints, 79 Buccaneers, 91 Lions, 98 Vikings, 09 Vikings, and 69 Rams. The 98 Vikings defeated the 86 Browns in the Super Bowl, and the 79 Bucs and 79 Oilers lost their respective championship games.

Dream Season 2012

This led me to the current Dream Season. I have included each of the 32 current teams, using the

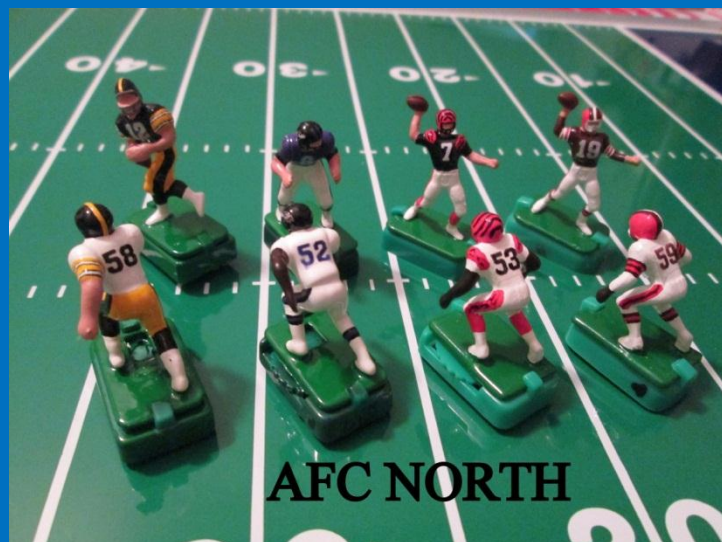
best representative of each team from my various leagues.

Each division will play a round-robin tournament, and the top two teams will advance to another round-robin group. In the second round, each conference will have a Northeast Division (N1, E1, S2, W2) and a Southwest Division (S1, W1, N2, E2). The top two teams will once again advance, this time to single-elimination semi-finals, conference championships, and Dream Bowl.

You would expect the Premier League teams (4.0 inclusive and unlimited) to dominate, but watch out for the Elite 03 Patriots and 02 Bucs to surprise a few Premier League teams! The TTC and Rookie teams probably don't stand a chance, but with talented receivers at every level, anything can happen. Keep an eye on the 91 Lions run-and-shoot offense!

The Teams of DREAM SEASON 2012





Ray Sugg (aka Troutbum) has been a member of the MFCA since 2012. He is a High School teacher from Canton, NC. He also enjoys soccer and fly-fishing for

trout. You can follow the progress of Ray's DREAM SEASON 2012 in the Solitaire section of the MFCA Forum

SOLITAIRE BY MASS CONTRIBUTION

by **Derrick Gross**

HELMET ROW SHOW - NSIC

Week 1 Game 3

University of North Dakota Fighting Sioux vs. North Dakota State University Bison

This was the third and final game of my week 1 schedule in the Helmet Row Show 2013. As I played, it occurred to me that this single game of solitaire illustrates how much back and forth - sharing of ideas and stuff - occurs in the world of solitaire miniature football. So many MFCA members have contributed to all the little things I do in 'my style' of solitaire play. It is a testament to the quality of the organization and its members. I will note all the individuals I can think of as I go through the game description.

In a recent quest for a method of shorter game play I have tried many things. This game was my first attempt at using the short game system designed by **Mike Veliky**. Since it's my first go at it I'm not sure I did everything the way Mike intended. *Editor's Note: Mike's Short Game Rules are featured in this issue's "From the Locker Room" Article.)*

The 2013 Helmet Row Show, **mantaraydre commissioner**, wrapped up week one play in the Northern Sun Conference with a short play game between the UND Fighting Sioux and the NDSU Bison. As one would expect from these two teams it was a defensive battle all the way.

Series 1 UND: 2 plays; lost fumble; 3 plays banked.
Series 1 NDSU: 3 plays; lost fumble; 2 plays banked.

Fumbles, and other rare plays such as penalties, broken tackles, and broken plays, occur via my rare play chart that was created using **Reginald Rutledge's** dice chart as a template with input from **Mike Veliky**, **Ed Morgans**, and **Al Dunham**.

Series 2 UND: 5 plays; missed 52 yard field goal.
Series 2 NDSU: 5 plays; 49 yard field goal; 3 - 0 Bison.

Field goals, kick-offs, and punts in my Row Show League are done using **Shane Hoopfer's** kicking chart.

Series 3 UND: 3 plays; 44 yard field goal; 3 - 3.
Series 3 NDSU: 2 plays; 35 yard field goal; 6 - 3 NDSU.

All my offensive plays and defensive formations, stunts, and blitzes, are called using play calling charts. In this game, NDSU's charts are of my own design based on many different versions with input from many other coaches. UND's play chart, as well as an onside kick chart, is from **Chris Markham**.

Passing in my Row Show League is done with the sticks, but certain passes are thrown using bullet passing similar to **Al Dunham's** method. In my other league I use the ATTAC passing system from **Raiderman**, and I do also have a **Geno** quarterbacks and kicker I like to use.

Game Stats:

UND

3 - 3 50 yards passing.
Sacked twice for -9 yards.
5 rushes for 9 yards 1 lost fumble.
Field Goal missed 52 made 44.

NDSU

2 sacks.
1 - 1 18 yards passing/
9 rushes 33 yards 1 lost fumble.
Field Goals made 49 & 35.

As mentioned I played this game using a unique short game system created by **Mike Veliky**. The rules are a multi-stop method that I adapted from the MPFL system created by **Anthony Burgess**.

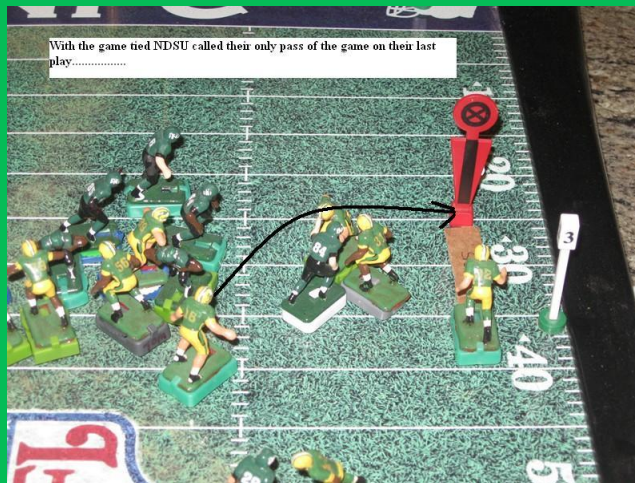
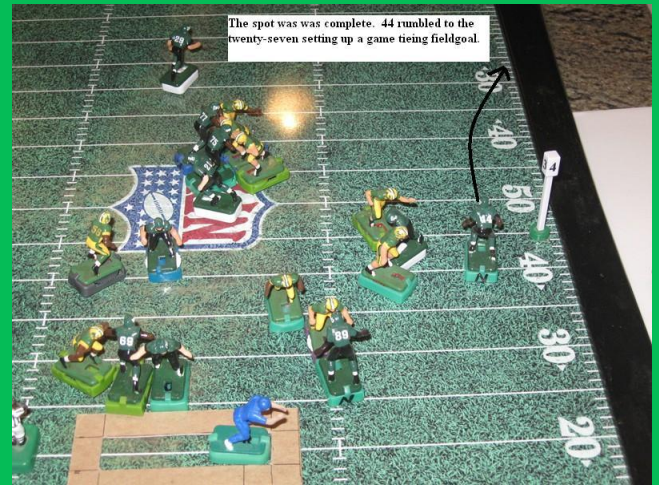
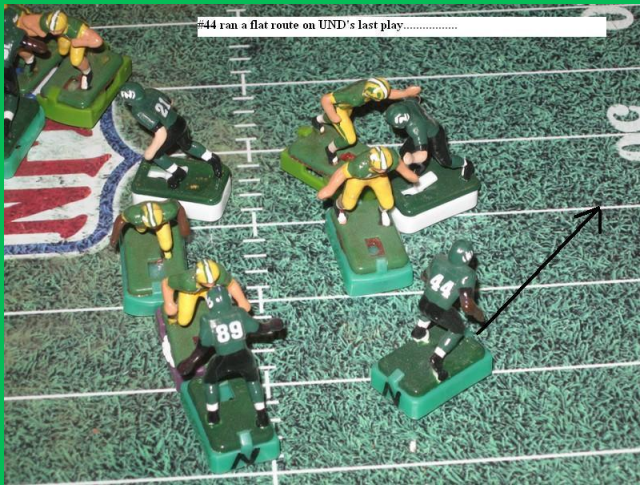
Mike Veliky explained to me how to use a paint program to draw the arrows and add the captions to the pictures.

My Row Teams were painted by **Jay -bigdude24** - except one, BYU, which is on loan from **Tom Roesink**.

My Row Show teams run on a wide range of bases the best of which came from **Norbert Revels** and **Ken Allen**. Others came from **Scott Hooper**, and **Roesink**. A few, the worst, I tweaked myself, and others were obtained in trades but I can't remember who with.....LOL!

Of course, I must mention that this game was a SCPC game. The SCPC was started and is operated with a lot of help and support from **Chris LeMay**, **Al Dunham**, and **Ed Morgans**.

You can surely see why it struck me as I played this game how many MFCA members have had an influence on it. I thought it was cool and worth mentioning. I'm sure there are others who have contributed to all the things I do in 'my style' of solitaire MF, and I likely got some of your names wrong and/or mixed-up. Apologies to those forgotten, misspelled, and/or mixed-up, and a huge 'Thank You' to everyone. This truly is solitaire by mass contribution.





SOLITAIRE COACHES POINTS CHALLENGE

UPDATE: as of 2/2/2013

It's Ground Hog Day and Punxsutawney Phil has assured us that Spring is on its way and tomorrow is the big day "SUPER SUNDAY"!!!!

Since our last update of the SCPC, we have reached several important milestones. Our 300th game was entered by Mike Veliky and Charles Angell's Philadelphia Eagles was the first team to complete and win 6 game and become bowl eligible.

We now have 5 teams that are bowl eligible - Mike Veliky's Columbus Crimson Knights, Cleveland Browns, and San Francisco 49ers, Charles Angell's Philadelphia Eagles and Chris LeMay's New York Jets. There are also 4 other teams just one win away and 13 teams 2 wins from becoming bowl eligible.

More importantly 186 teams still have the possibility to become bowl eligible. Only 1 team has been eliminated - Chris LeMay's Florida Blazers with a record of 1-5. However there are 9 teams with 4 loses that must win their remaining games to remain in the hunt for a post season bowl bid.

AND ALL THIS WITH JUST ONE WEEK REMAINING IN THE FIRST HALF OF THE SCPC REGULAR SEASON!!!!

Here is the top 20:

Rank	Previous	Team	Owner	League	Division	WON	LOST	SCPC Points
1	1	Columbus Crimson Knights	Mike Veliky	NJLMFL	3.3 Limited	7	0	81
2	2	Cleveland Browns	Mike Veliky	NJLMFL	3.3 Limited	6	2	79
3	9	Dallas Cowboys	Mike Veliky	NJLMFL	3.3 Limited	5	2	69
4	3	Philadelphia Eagles	Charles Angell	CAPEF	3.3 Limited	6	1	57
5	4	Los Angeles Rams	Charles Angell	CAPEF	3.3 Limited	5	1	56
6	12	San Francisco 49ers	Mike Veliky	NJLMFL	3.3 Limited	7	2	86
7	5	New York Jets	Chris LeMay	WLAPF	3.3 Limited	6	0	58
8	7	Dallas Cowboys	Chris LeMay	WLAPF	3.3 Limited	4	2	52
9	21	Minnesota Vikings	Chris LeMay	WLAPF	3.3 Limited	4	1	49
10	6	Oakland Raiders	Chris LeMay	WLAPF	3.3 Limited	3	4	50
11	49	New York Giants	Mike Veliky	NJLMFL	3.3 Limited	4	2	55
12	10	Buffalo Bills	Mike Veliky	NJLMFL	3.3 Limited	5	2	56
13	13	Kansas City Cheifs	Chris LeMay	WLAPF	3.3 Limited	3	3	47
14	8	Green Bay Packers	Chris LeMay	WLAPF	3.3 Limited	4	4	52
15	11	Baltimore Colts	Charles Angell	CAPEF	3.3 Limited	3	1	40
16	50	Minnesota Vikings	Mike Veliky	NJLMFL	3.3 Limited	5	1	52
17	54	Tennessee Titans	Mike Veliky	NJLMFL	3.3 Limited	4	3	48
18	14	Cleveland Browns	Chris LeMay	WLAPF	3.3 Limited	3	2	39
19	103	Houston Texans	Mike Veliky	NJLMFL	3.3 Limited	3	1	40
20	15	Denver Broncos	Mike Veliky	NJLMFL	3.3 Limited	4	2	49

With teams emerging as bowl eligible we are beginning the planning and selection process for the post season bowl games, the "Solitaire Coaches Bowl Championship Series" (SCBCS).

We still need sponsors for these games. Any organization, business or individual may sponsor one of the 4 SCBCS Bowl Games. With sponsorship you will receive naming rights to a bowl game and free advertising in one issue of "Solitaire Illustrated". Sponsors will be responsible for providing a trophy and/or other "prize" for their bowl game. Just contact a member of the SCPC Rules committee for more information.

From The Locker Room

Short Game Rules

by Mike Veliky (aka dogwood30)

The following was posted in the Solitaire Forum:

I want to run this by you. I saw the posts about shorter games. I am experimenting with a new concept for shorter games while keeping the integrity of the statistics.

It is a 20 play game. Basically each team gets 10 plays per game.

Coin toss to see who gets the ball first lets say Team A.

Team A gets the ball at the other teams 40 yard line to begin. They have 5 plays to score. In my league I use play chats for formations and play calling. Team A gets to run 5 plays. On the 1st possession only if a team reaches 4th down they must go for a field goal. You need to get at least 1 1st down to run 5 plays. After 5 plays if the team does not score a TD they can then attempt a field goal. Field goals don't get counted as plays. They are free.

2nd possession begins at the other teams 45. Unless

My idea is to reward a team that can make big plays so here is the new idea

If Team A uses up all 5 plays they begin their 2nd possession at the other teams 45. If Team A scores in 4 plays they begin the 2nd possession at the 40 and bank 1 play
" " " "3 plays.....35.....2 plays
.....2 plays.....30.....3 plays
.....1 play.....25.....4 plays

If a team has banked 1 or up to 8 plays they have them for a 3rd or even a 4th possession.

All 10 plays for each team are played out no matter what.

Here's where it gets cool.

Example game Seattle vs Chicago

1st possession- Seattle scores a TD in 3 plays. 2 plays are banked and they begin 2nd possession at CHI 35.
Score 7-0.

Chicago uses up all 5 plays and kicks a FG. 0 banked plays.....at the SEA 45.
Score SEA 7 CHI 3.

2nd possession Seattle begins at the Chicago 35. They use up all 5 plays and they kick a FG. 0 banked plays.
Score SEA 10 CHI 3.

2nd possession Chicago begins from SEA 45 and scores a TD in 2 plays. 3 banked plays.
Score SEA 10 CHI 10

Seattle has a total of 2 banked plays and Chicago has 3. Game goes to 3rd possession.

Seattle begins from the Chicago 45 since they used all 5 plays on 2nd possession.

Seattle uses up their final 2 plays and kicks a FG. Score SEA 13 CHI 10.

Chicago now has their 3 banked plays remaining and since they scored in 2 plays on their 2nd possession they begin at the

Seattle 30. Chicago scores a TD in 2 plays.
1 play banked. Score CHI 17 SEA 13. CHI
wins.

But wait. Chicago still has 1 banked play
left. Since they scored in 2 plays they get
the ball at the Seattle 30 with 1 play left. If
they score a TD on that final play they win
24-13. If they don't score a TD they can still
try a FG and if they make it they win 20-13.

Team keeps going until they use up all 10
plays. It is possible if a team scores on the
1st play every time they could score 70
points.

In most 2 possession games a team usually
scores 0-17 points which makes for too
many low scoring games. It helps in the
Coach's Point Challenge if you can score
more points and widen the margin of
victory.

Keep in mind if a team turns the ball over
they automatically begin from the 45 yard
line on their next possession.

Also if a team turns the ball over on their
1st play the possession ends but they still
get the 4 banked plays. This way 1 turnover
can't kill a team. I played the Providence-
St. Louis game using this method today.

St. Louis won the toss and got the ball first.

STL- TD 4 plays 1 banked.....7-0
PRV- Turnover on 5th play 0 banked.....7-0
STL

Trailing team gets the ball 1st on 2nd
possession. Tie game order stays the same.

PRV- Turnover on 4th play.
1 banked.....7-0 STL
STL- TD 4 plays. 1 banked.....14-0 STL

After 2 possessions Providence had 1
banked play and St. Louis had 2.

PRV ran their 1 play for short yardage. A
field goal may be attempted after banked
plays are used and they didn't score a TD

PRV 1 play then 55 yd FG.....STL 14 PRV 3

St. Louis had 2 banked plays left.

STL 2 plays then 37 yd FG STL 17 PRV 3
FINAL

If STL would have scored a TD on their 1st
banked play they would have taken a 24-3
lead and still have 1 play left and would get
the final play from the PRV 25. If they ran a
play for 5 yards to the 20 they could have
tried a 27 yard FG and if good the final
would be 27-3. If they scored a TD on that
final play they would win
31-3.

All of this scoring in just 20 plays.

Those are the new NJLMFL short game
rules. Let me know what you think. You
may post this if you like.

Mike

Da Wood

There was one rule I left out. If the defense
returns an interception or fumble past the
50 yard line it is a TD.



The Offensive Coordinator

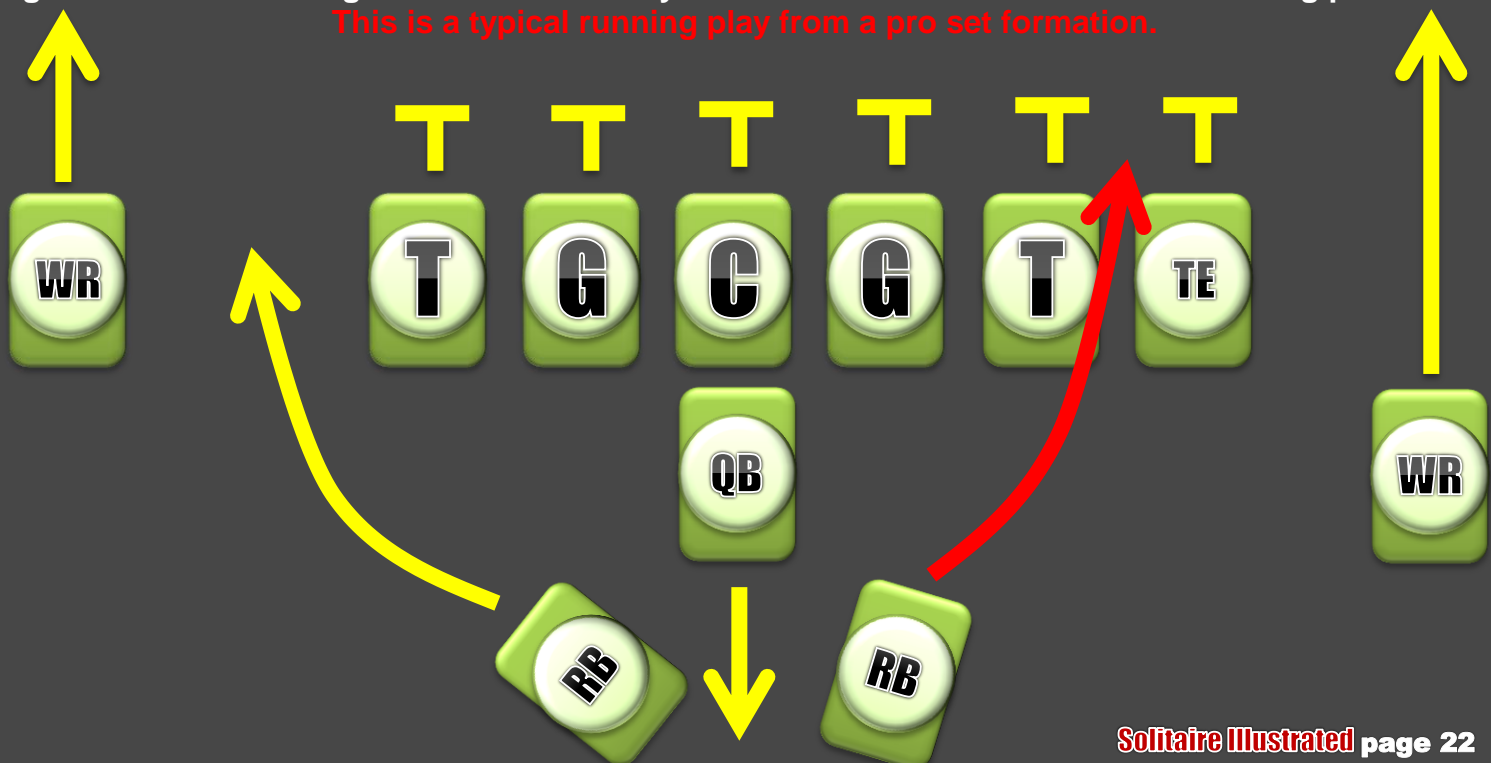
The Pro Set Formation

The Pro Set or Split Back formation is typified by a Tight End lined up at one end of the interior line and a Wide Receiver on the line of scrimmage at the other end of the line several yards from the tackle. The Quarterback is under center and two Running Backs are lined up approximately 5 yards behind the interior line on either side of the Quarterback. The other wide receiver is lined up off the line of scrimmage on the same side as the Tight End.



This is a popular formation because an offense can easily pass instead of running, and the defense cannot be sure what type of play is coming because of the formation's symmetrical nature. The alignment of the running backs makes it easy for them to run out to the side for a swing pass.

This is a typical running play from a pro set formation.



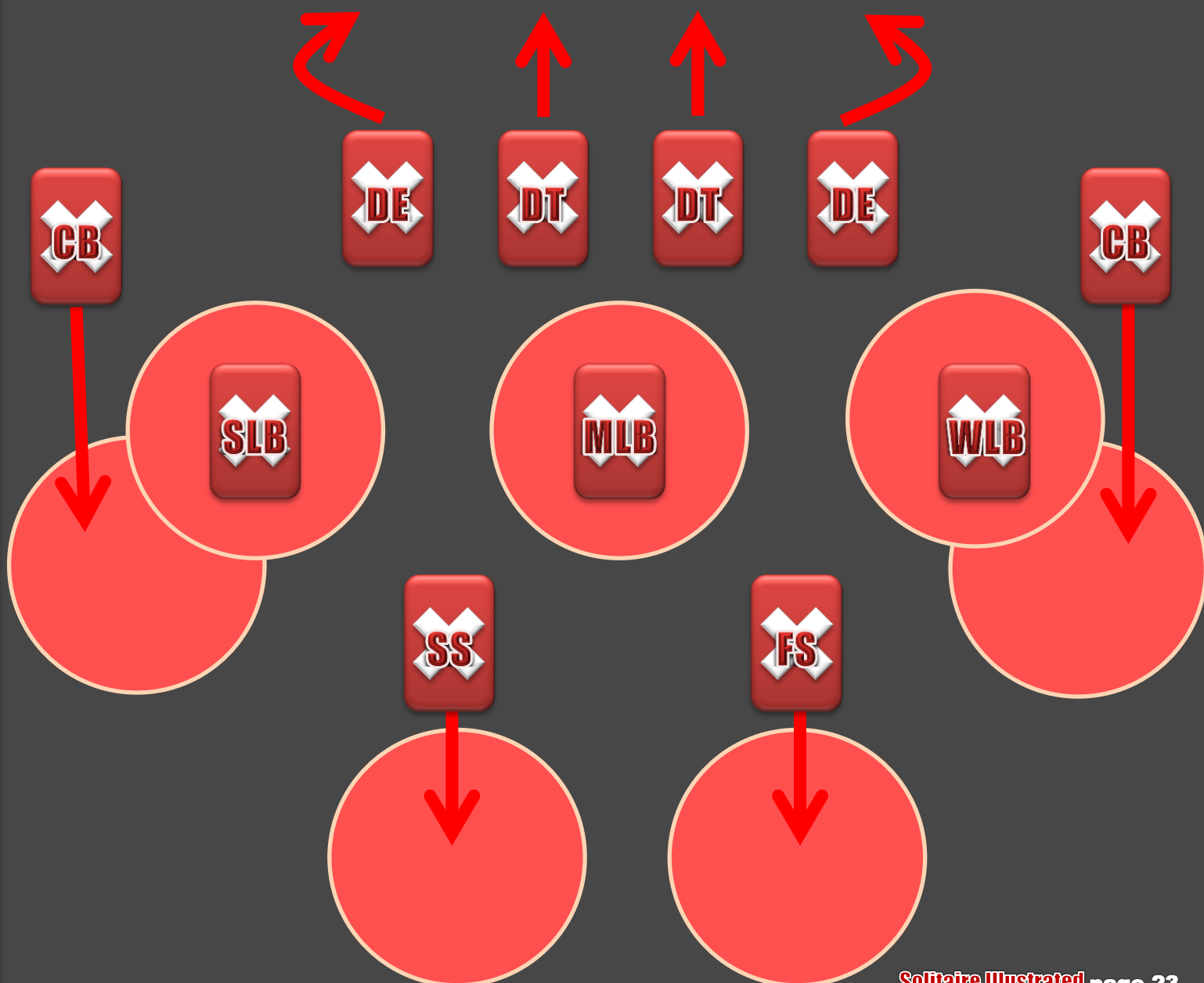
The Defensive Coordinator

Zone Coverage

The Basic 4 – 3 defense is typified by 4 down line man (2 DTs and 2 DEs), 3 linebackers (SLB, MLB, and WLB) and 4 defensive backs (2 CBs, a SS and a FS).

In a Zone Coverage the DTs and DEs rush the QB while watching for a run into the line by a running back. The LBs cover the zones behind the defensive line watching for a run or a screen pass to a running back or the TE coming across the middle. The CBs drop back watching for a short pass to one of the wide receivers and the safeties watch for a long pass to one of the wide receivers.

Overall, Zone Coverage is a good basic defense against the run or pass.



Special Teams Coordinator

Punting, Punt Coverage and Punt Returns

Punting, Punt Coverage and Punt Returns are aspects of solitaire play that are as varied as the rules of electric football game play rules. Every coach has their own way of handling these situations.

Some coaches choose to not punt at all. some choose to just allow mandatory 40 – 45 yard punts with no returns and some, like myself, choose to make the punting game a vital part of the game just as in real football.

The punting game can make or break a game. with the excitement of a punt return for a touchdown or a long gain, to the execution of a well-placed coffin corner punt inside the 5 yard line.

Many coaches have the skill to use the TTQB for punting while others use dice and charts to execute punts.

I use “The Kicking Game” kick placement cards. with this method I am able to get off the average 40 + yard punt or the occasional “shanked” punt of less than 30 yards. I can also kick that punt that places the ball at the 1 yard line, 3 yard line or inside the 10 yard line that is out of bounds or so close to the side line that the punt returner has to dance along the sideline to return the punt.

To execute a punt, the offense or “punting team” is lined up in punt formation with the “punter” 10 – 12 yards behind the line of scrimmage on a magnetic or stationary base. The defense or “punt return” team is lined up to rush the punter or go back to set up blocking for the return and at least one “punt returner” lined up to receive the punt.

I then turn the board on for two seconds to allow for the defense to rush the punter. The punt is blocked if a player of the defense runs into the punter or directly in front of the punter. If the punt is blocked the defense takes possession of the ball at that spot of the punter.

If the punt is not blocked, the “PUNT” or “PUNT from inside midfield” cards are shuffled and the top card turned up to reveal a distance and placement on the field of the punt. If the punt lands within 5 yards of the punt returner, he fields the punt and may either return the punt or call for a fair catch.

If the punt does not land within 5 yards of the punt returner, he must run to the ball to field it. If a player of the punting team gets to the ball first. there is no return and the ball is downed at that spot.

This method also allows for the occasional “fake punt”. If the defense does not rush the punter and allows the gunners to advance far enough downfield to obtain a first down, the punter may attempt to run for the first down or throw a pass to an eligible receiver for a first down.

Whatever method you choose the punting units of special teams play can change the tempo of a game and should not be overlooked