

THE MINIATURE FOOTBALL COACHES ASSOCIATION



THE

THE OFFICIAL

MFCA

MINIATUREFOOTBALL.ORG
FALL 2010

COREY "NATIONAL" JOHNSON TAKES FIRST EVER MFCA TITLE!



Corey Johnson with 2010
HOFer, Jerry Rice and in
his hand, the miniature
Player of the Game,
Jerry Rice!

ALSO in this ISSUE
CBSMF CHAMPIONSHIP
MID OHIO MFL
THE BAMA BLAST
THE GREAT WEIGHT DEBATE
HIT ME, I'M OPEN
THE RED CEDAR TABLE



A Letter from MFCFA Tweak Assistant Editor, David Roller

I, like most in this hobby, began playing electric football during my childhood. I remember with fondness the first time I ever laid eyes on one of those magical Tudor toy sets. I was ten years old and it was early afternoon on Christmas Eve. My family was gathered at my uncle's house and my cousin Jason asked if I wanted to, "see his bronco's team and his football field." As he opened a box full of figures and started to pull out the twenty two painted NFL players I grew more and more excited. I couldn't put it into words then, but I know now how to formulate what my tiny brain was trying to say, "Where have you been all my life?!!" I remember setting up the two teams and playing what basically amounted to, 'touch-tackle bully-ball.' We had no idea how to play or even what the point was, we were just too young to be able to focus without an older and wiser participant. We just liked to set them up and turn on the board until something 'interesting' happened.

I bought my own Tudor Superbowl set several years later after saving up money from doing yard work in the neighborhood. I remember sending away for the small plastic painted teams using money orders purchased from the local convenience store. Enduring the obligatory 6-8 weeks until that small cardboard box would arrive with my precious cargo was excruciating. I would eagerly rip open the package to re-

veal the small painted plastic figures that would soon transfix and delight my senses. Like many other coaches, I soon replaced my time commitment to the hobby with girls, cars, grades or team sports. The teenage years took their toll on the level of my miniature football interest.

It wasn't until several years ago that I became re-interested in the hobby when I returned home for a Thanksgiving holiday. I still receive mail at my parents house on occasion, the odd credit card offer or a mailer asking me to contribute money; it's never anything important - just junk mail. But this time, at the bottom of the stack I noticed a newsletter addressed to me from Miggle Toys. I couldn't believe it, after all these years, they were able to find that old Tudor mailing list with my name on it. How incredible that the same excited ten year old buried deep inside of me was able to be resurrected by a simple newsletter! It brought back memories that I didn't even know that I had.

I was struggling with writing this letter to you, the reader, when I decided just to sit down and write *my* story. I believed that if I wrote it down, I would find something worthy to share. I went back through my memories and poured over old posts on the MFCFA and Miggle forums. It was then that I realized that my story is your story, and your's mine. We all share a similar experience, that's

why we all found each other and formed this organization. More importantly, I ask that you think about how this story really is the story of where our hobby is now; a beautiful game waiting to be rediscovered by the masses.

Miniature Football is a wonderful pastime that we need to share. We need to summon those excited ten year old spirits that reside in every man and every child.

We have something special that we would like others to see and experience. It is an incredible game but it also requires an incredible responsibility. We are the keepers of this game and this hobby. It is up to us to promote and help our beloved game to reach new heights.

I would like to challenge our membership to find, establish and mentor one new coach this coming year. It doesn't matter their age or ability, but what does matter is helping others find passion and enjoyment in their lives. Together, we can help others share in the same story to which we have all contributed.

David Roller
MFCFA member
#174

THE TWEAK

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TABLE OF CONTENTS

Fall 2010 Issue Thirteen

- 2 Letter From David Roller *by David Roller*
- 4 2010 MFCA Convention & CBSMF Championship
- 12 2010 MFCA Hall Of Fame *by Ray Fanara*
- 14 The Great Tweak Off *by Al Dunham*
- 15 The MFCAL Championship *by Ken Allen*
- 18 The Rising Mid-Ohio MFL *by David Roller*
- 24 Hit Me, I'm Open *by David Roller*
- 27 The Bama Blast *by David Nickles*
- 30 The Great Weight Debate *by Al Dunham*
- 35 Heavy Hitters *by Darrian Ross*
- 37 The Red Cedar Table *by Steve Martin*

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2010 MFCA





CONVENTION & CBSMF NATIONAL CHAMPIONSHIP

The annual MFCA Convention has become one of the best events of the year with coaches coming from California to Texas to Washington D.C. and the Deep South and everywhere in between!

This year with the Pro Football Hall of Fame inductions of Jerry Rice and Emmitt Smith and other notable NFL players, there was much to do for the attendees!

The tailgate party at the Parking Czars, new product releases, the CBSMF Championship Tournament, the Coaches Points Challenge, skills events, raffles, The Great Tweak Off, visiting the Hall of Fame, attending the enshrinement or HOF game, seeing old friends and making new ones is what the convention held for those who took the journey to football's birth place in Canton, Ohio!





From the Kid's Tailgate event at the Hall of Fame to guys just being kids! The Convention starts new memories for some who see the game for the first time and brings back old memories of great times for those of us who have kept the game alive or rediscovered it in recent years. Some of the "biggest" miniature electric footballer kids can be seen at the convention!





Competition can be fiercely intense in the action packed, quick pace of the CBSMF tournament or the pressure packed, precision of the skills competitions.

In the end, the MFCA is family and competitive spirit gives way to camaraderie and playing back the fun that we had, winning or losing! A little smack talk by the winner never hurts either and is a large part of the fun!





BIG! Big names, big fellas, big games, big wins, big losses, big time plays, big tournaments! The big-timers and best known coaches in the hobby were at the Stearn Center in 2010.



THE WINNERS!

The Daley Award

Ken Allen

Joe Allore

Steve Martin

Rollerboard Raffle-Zack Greco

Jennings Figures Raffle-Rick Garrison

Paint/Custom Competition

Classic-Joe Allore

Enhanced-Frank Jacobs

Skills Competition

Passing-Matt Culp 290 pts

Kicking-Ed Roche 300 pts

(tiebreaker kickoff between Matt Culp,
Steve Martin, Joe Greco and Ed Roche)

Fastest Man-Kelvin Lomax 55 6/8"

Fastest Man Enh.-John Martin 40 6/8"

Strongest Man-Jim Davis 24"

Strongest Man Enh.-Jim Davis 22 7/8"

The Great Tweak Off Speed

1st: Dearell Brevard 32 2/8"

2nd: Joel Pritchard 30 6/8"

3rd: Mark Francis 30 5/8"

The Great Tweak Off Strength

1st: Al Dunham 16 3/8"

2nd: Jim Davis 15"

3rd: Dearell Brevard 14 1/8"

Route Running Contest

Matt Culp, Steve Martin, Joel Pritchard
and Rick Garrison each completed it. Steve
Martin did it in 1 try and split the pot with
the MFCA.

Flame Keeper Award

(formerly the Presidents Award)

Scott Hooper & Dimitri Matias

The Lee Payne Award-Will Travers

CBSMF Championship

Michael Robertson over Doug Shanefelt

MFCAL Regular Season Trophy

Corey Johnson

CPC Champion

Ken Allen

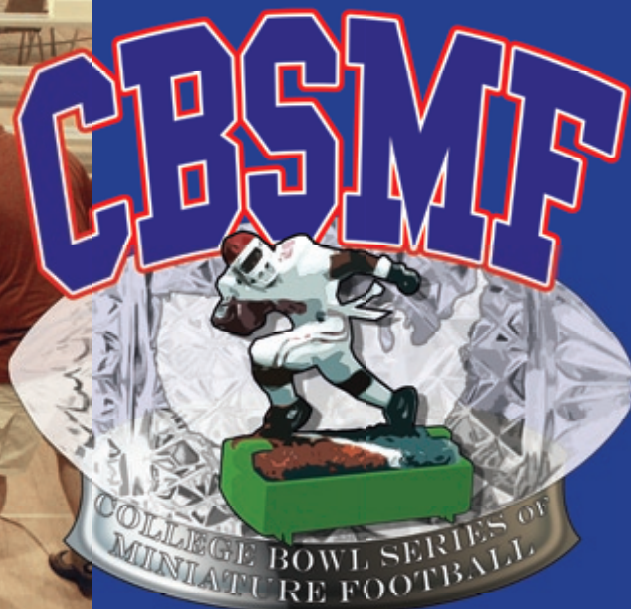
MFCAL/CPC Champion

Corey Johnson

Hall of Fame Inductees

Mike Pratt, Lavelle Shelton & Lynn Schmidt





One of the largest and most competitive leagues in the country, the CBSMF, joined forces with the MFCA for the second year in a row. With coaches from both coasts and everywhere in between, the CBSMF bowl games took the "Sweet 16" down to just two-survivors. In a battle of Texas rivals, Mike Robertson grabbed his second CBSMF title from up and comer, Doug Shanafelt with a score of 28-21.



THE SWEET 16 COACHES

Texas-Mike Robertson
 Texas Tech-Doug Shanafelt
 Tennessee-Reggie Rutledge
 UCLA-Marcelo Troilo
 ECU-Rick Garrison
 Oklahoma-Barry Stephenson
 OSU-Ken Allen
 SVSU-Greg Hardmon
 Cathloic-Kevin Bodie
 Cincinatti-Bruce Watts
 Houston-Robert Jackson
 Michigan-Joe Allore
 Michigan-Joe Greco
 Michigan State-Steve Martin
 Penn State-Jim Davis
 Tenn Chattanooga-Darrian Ross



CONGRATULATIONS!

CBSMF

2010 CHAMPION

**MICHAEL
ROBERTSON**

SOUTHERN METHODIST



HOBBYIST

LYNN SCHMIDT

CHIEFS

CAREER HIGHLIGHTS

Personal History

- Received his first electric football game at age 10, during the summer of 1970, a Tudor 500 Model with the flat silver and blue men. It was purchased at a farm auction for \$3 along with a box of bolts and screws.
- He and his young nephew used the game for the next 3-4 years improvising the rules and playing method, using masking tape to identify the players that ran backwards, having no concept of tweaking. They had no felt footballs, so they fashioned tiny cotton balls for passing plays which were considered last ditch efforts and completed passes rivaled a biblical miracle.
- Lynn rediscovered the game in 1998 while walking through a Toys R Us. Seconds later he was leaving the store with the Miggle Patriots-Green Bay game being offered at the time. Using the Miggle Newsletter inside, he was able to connect with many people who impacted his EF life. They were, Mark Klingbeil, Paul Bartels, Matt Miller and Mark and Will Purnell
- He attended his first Miggle convention in Canton, Ohio. Soon after he was playing in his first Buzzball Tournament where Paul "Raiderman" Bartels promptly trounced him and then took the time to demonstrate how to improve his play.

Achievements and Career Highlights

- Miggle moderator for 3 years.
- Miggle Good Vibrations award, 2007.
- Founded the Great Plains EFL with Matt Miller and Mark and Will Purnell.
- Champion of the GPEFL in its first year.
- NHL regional representative.
- Founded the Tornado Alley EFL with Geno Hendricks and Bill Brent.
- Founding member of the MFCA and its first President.
- Developed the MFCA skills competition and equipment.
- Started the Tweak magazine with Matt Culp and Al Dunham.
- He used his artistic and graphics talents to create numerous EF League logos and developed realistic graphics for field covers and a 1969 Chiefs hand painted team featuring mud and grass stains matched exactly to game footage.
- Has a one of a kind collection of over 150 auto-graphed bases from Chiefs players.
- When NFL films came to the Miggle convention in Jacksonville and shot a documentary video, his 1969 Superbowl Chiefs were filmed running 65 Toss Power Trap to perfection. The footage was cut together with the actual footage from Super Bowl 4. Being on the same film with Hank Stram was one of his greatest moments.
- Another highlight was watching his 7 year old son, Joe, win his first tournament game against an adult at the Mid America Melee and then having to play him in the tourney. After seeding, Joe was seeded 8th and Lynn was 9th.

Personal Life

Married-Wife-Sondra

Two daughters-Kiri, Haley, Son-Joe

In closing, his numerous contributions to this organization alone make him most deserving of this recognition. Without any doubt, he will continue to promote, innovate and strive to lift our hobby to its proper status among histories greatest games. We are proud to have him as a member of the MFCA and now as one of its Hall of Famers. Lynn can be truly proud. It's incredible how a Tudor 500 board can have such an impact on one's life and lead one to be known as "Weirdwolf", Hall of Famer.

HOBBYIST

MIKE PRATT

CHIEFS

CAREER HIGHLIGHTS:

- Developed numerous sets of rules, most notably BuzzBall and National High Voltage Rules.
- Developed Attack Passing method for NHL.
- Extensive knowledge of the history of miniature electric football in terms of player figures types, fields, tweaking, adjusting boards and is always willing to share that info.
- He was an original member on the early Miggle forums and provided insight on every aspect of this game to everyone.
- He was always testing his rules for practical application in tournament settings. Just because a rule is fun to play with, it may not be enforceable under competitive tournament conditions.
- One of the few who could compete and run a tournament at the same time.
- He is one of the pioneers of the miniature football renaissance, making the game fun for everybody.
- Mike is a very good coach with several first and second place finishes in leagues and tournaments.
- Played in three leagues at once in central Pennsylvania.



COACH

LAVELLE SHELTON

CHIEFS/NOTRE DAME

CAREER HIGHLIGHTS:

Personal History

- In 1967, at the age of ten, he gave his heart to the Lord and in December of that year he received his first electric football game as a gift.
- Forty three years of playing, coaching, teaching and mentoring others on the finer points of electric football.
- Started his first league in 1970 in Virginia Beach, Virginia.
- Perfected the use of the Scrimmage Screen play back in the 60's, which prevented opposing coaches from seeing formations and player directions and is a playing style still in use today.
- Developed face masks and neck roles made from bread ties to create realism along with hand padding, arm padding and towels made from athletic tape.
- Enhanced football players using modeling paste in the 70's.
- Enhanced kicker leg by folding over the leg flap toward the hip joint for stronger kick offs.

Achievements and Career Highlights

- Multiple Championships in Tidewater, Virginia during the 60's and 70's
- 1980's-Hunton YMCA-Five time Super Bowl Champ in Norfolk, Virginia
- Seven time Champion-SC Electric Football League
- Seven time NFC Champion of the SC Electric Football League
- Two time Miggle World Champ in 1997 & 1998 in Chicago, Illinois and Cleveland, Ohio, respectively.
- Carolina Classic EFL in 2001 and 2002
- Dixie League Offense Rusher in 2006
- Dixie League Offense Rusher in 2007
- Dixie League Offense Rusher in 2008
- Palmetto EF Championship in 2008
- Palmetto Offensive MVP of the year 2008
- DCEFL Outback Bowl Runner Up in 2009

Personal Life

- In November 1991, Lavelle married his dream wife, Cassandra Shelton of Greenville SC. Two beautiful teenagers, son, Zion Shelton and daughter, Wisdom Delight Shelton
- Other Hobbies include huge collections of Christian Reggae, Classical, and Jazz music, a massive collection of McFarland football figures, MVP football figures, Starting Line Up football figures. Great collections of football films, Hero Clix Super Hero figures and detailed art display's of my painted and custom designed football figures.

In closing, Lavelle's love for the lord, has influenced him in a way that allows him to interact with others in a positive way and helped him in demonstrating the game to a long line of current players from the Tidewater area. This power to influence and lead others allowed for the development and mentoring of such great players as Don Smith, Jayboy Combs and others. Lavelle is truly a great competitor and mentor who put the Lord and the game first before any personal gain and for these actions he is most deserving of this recognition.

THE GREAT TWEAK-OFF



MFCFA President, Lynn "Weirdwolf" Schmidt presents Dearrell Brevard with the first ever Golden Pliers award for the winner of the fastest man category of the competition.



Al Dunham accepts his Golden Pliers award for winning the strongest man portion of the Tweak Off; MFCFA President Lynn "Weirdwolf" Schmidt presenting.

The concept was a simple one; give everyone some brand new bases, set a time limit and see what each person can do to make their bases faster and stronger.

Such was the case for the MFCFA's first Tweak-Off competition. Eight coaches signed up for the opportunity to showcase their talents - Joel Pritchard, Rick Garrison, Mark Francis, Tim Young, Al Dunham, Ed Roche, Dearell Brevard and Jim Davis. Each was given a handful of Miggle Super Pro-lines and Buzzball Diamond Directional bases and allowed 45 minutes to flash, squeeze, clip, sand, smash, and bend the prongs any way they wanted, to make the fastest and

strongest base possible. When the time limit was up, each participant turned in his bases to Weirdwolf, who was judging the contest.

First came the speed contest. Each base was given two-2 second runs down the track. The distance for each run was added together for the base's total. Of the 8 entrants, only 3 were able to break the 30 inch mark. Dearell Brevard won the event with a blistering 32 and 2/8 inches. Joel Pritchard eeked out a second place finish with a 30 and 6/8 inch showing, while Mark Francis was just 1/8 inch behind, registering a 30 and 5/8 inch effort.

Next was the strong man contest. Each base was pitted against the 7 gram 'lead sled', and allowed 10 seconds to see how far it could push it. The two runs were added together for the final score. The winner was... well....shocking to say the least. Al Dunham, aka Ravenna Al, (Yes, that Al) somehow won the contest with 16 and 3/8 inches. Jim Davis was second with a 15 inch effort, while Dearell Brevard placed third with 14 and 1/8 inches.

Congratulations to the winners and all that entered. Hopefully, more people will enter next years event and the great Tweak-Off will become a MFCFA convention tradition.

Ken Allen and his CPC winning Buckeyes squad faces off against MFCAL Regular Season Champ, Corey Johnson and a borrowed Oilers team.

The 2010 MFCAL Championship

MFCAL CHAMPIONSHIP GAME SECOND TO NONE

By Ken Allen

This year the MFCAL completed its first year of competition. There were over 75 players that registered points in our league this year alone, topped by Corey Johnson with 107 points. The competition was hot and heavy throughout the year as Corey withstood a late charge from legendary coach Jim "Hulk" Davis to capture the number one slot going into Convention weekend. His opponent would come from the Coach's Point Challenge (CPC) winner during the MFCA Hall of Fame weekend. The CPC winner

was none other than Ken Allen, who surpassed Robert "RD" Don in the wee hours of the night.



Ken Allen (left) shakes hands with his opponent, Corey Johnson (right) before the MFCAL Championship game. Adrian Baxter prepares the game timer in the background.

So, the championship game was set: Corey "National" Johnson vs. Ken "Dr. Doom" Allen. There were two issues that needed to be addressed. The first issue was weight. Corey's League, the NEFL, plays at 3.3 grams. Ken's League, the CBSMF, plays at 4.0 grams. To correct this dilemma, Corey borrowed Frank Jacobs' Mid-Ohio Champion Houston Oilers, with special guest Superstar Jerry Rice from his undefeated regular sea



Ken Allen (sweetka) adjusts his Buckeye defensive formation in an attempt to bottle up Corey Johnson's Oilers.



Corey Johnson (National) studies the offensive and defensive sets while Ken makes some adjustments.

son 49ers squad. The second issue was rules to be used. Coach Allen decided that if Corey could use a new team then it would only be fair to play by NEFL rules to level the playing field. So you had one coach getting familiar with a team and the other learning new rules.

The NEFL rules have some unique characteristics and I discovered that it is the best kept secret in miniature football. The game is played at a very fast pace, unrivaled by any playing style I have encountered. Although play is at an accelerated pace, you still don't find yourself dripping of sweat trying to keep up. The most intriguing part of the rules is no referee is needed, thus freeing up more coaches to play. The clock system is very simplified and does not become a burden or complexity. There are clear lines of responsibility in this area. Therefore, your failure to hold up your responsibility will cost you, and not your opponent. By games end, I became totally

convinced that this set of rules covers many of the issues that prevent a national guideline. It is no great wonder that the league has thirty two teams and a waiting list. By the fourth quarter

Coach Allen appeared very comfortable with the rules.

Corey's team came out fast, scoring on their first possession, with Jerry Rice doing his thing on a long pass play. Rice is one of those guys that stay straight forever until he finds daylight and that's exactly what he did. He patiently waited while the Buckeyes played back then ultimately made them pay for not attacking the quarterback. Coach Johnson, a dead eye passer, threaded the needle while throwing over a linebacker to complete the pass. You could hear the oohs and aahs from the crowd watching. After a defensive stop, the Oilers and J. Rice took over again. This time it was Earl Campbell who split off right tackle and took it to the house for a score! The Oilers and Corey Johnson went into the locker room leading 14-0.

The second half begin with the Buckeyes finally getting into the game as John



Corey Johnson prepares to attempt one of his "dead-eye" passes while the crowd begins to gather.

Franks caught a short pass, then blistered through the Oilers secondary like Haley's Comet. Now we have a ball game.

The Buckeye defense would shut down the Oilers, as the defensive front registered two sacks. The Buckeyes now had the ball and were looking to tie the game, but Troy Smith was off target and never really got on track all day. On the very next series the Oilers took possession and advantage of the Buckeyes aggressive defensive line. Dan Pastorini slid a shuffle pass to Rice, who scampered 64 yards for a touchdown going into the fourth quarter for to put the Oilers and Rice ahead 21-7. The Buckeyes would drive down the field on their next possession only to be stopped by another slew of incomplete passes. The Buckeye defense began putting on a defensive clinic, but the damage had already been done. Late in the game, the Buckeyes would finally hit the super speedy Robert Smith on a seam pass to make it 21-14 Oilers. The onside kick attempt failed and Corey "National" Johnson celebrated as the first ever MFCAL Champion. Jerry Rice was selected as the game's MVP, and you could not write a nicer script when you consider that the real-life Jerry Rice was inducted into the Pro Football Hall of Fame the very same weekend. The Buckeyes had their chances.

What was stunning is the championship game was watched voluntarily by more people than any event at the convention. In fact, it reminded me of the Miggle Championship games that were played at a fast pace, whereby fans were into the game from start to finish. All we needed was Embassy Suites, a ballroom, free breakfast, and a "Happy Hour"! The excitement could be heard throughout the Stearn Center as what started as an unattended game without fanfare, took center stage as perhaps one of the main attractions, and possibly a blueprint, for future tournament play.

The MFCAL Championship was truly a



"Diamond in the Rough" that provided excitement, integrity, fellowship, and unity. Isn't that what we are all here for? Don't forget that this can be you next year. Just click on the link for MFCAL League rules, guidelines, and statistical information. We'd love to have you join our over 70 participants from last year. Play hard, play fast, and play fair!

The Buckeyes come up with a huge sack, but it turned out to be not enough as the Oilers were able to hold on and become the very first MFCAL Champs.

KA

Corey borrowed Frank Jacobs' Mid-Ohio Champion Houston Oilers, with special guest Superstar Jerry Rice from his undefeated regular season 49ers squad. Jerry Rice turned in an incredible performance and earned the game's MVP award. Jerry Rice is shown here with a pair of gloves autographed by the full-size Jerry Rice.



The Rising Mid-Ohio Miniature Football League



featuring...

2009 Mid-Ohio Championship Coverage...

by David Roller

Plus, Scouting Reports of the Upcoming 2010 Season!

Miniature football leagues come and go, and all too often they just, “go”, but slowly rising like the sun over the horizon, a relatively new miniature football league is dawning on the Buckeye State. The Mid-Ohio Electric Football League, as it is known, is headquartered in Columbus, Ohio, but the buzz surrounding it and its upcoming season, scheduled to begin Fall of 2010, has been spreading across the region and even the nation.

History

According to Jeff Priest, League Co-Commissioner, (Chris Fields is the other commissioner), the league actually originated sometime in the early 1990's and was originally known under a different name. Says Jeff, “The Mid-Ohio league actually formed under the name Central Ohio Electric Football League (COEFL) and was started by Aaron Johnson, aka “AJ”. I joined in the late 90's after finding AJ on the Miggle site.” The league subsequently was put on ice for a few years due to various reasons, but has since been rekindled. Priest adds, “After a few years lay off, AJ, Dewayne Jennings and myself decided to start it back up. Chris Fields joined shortly after that.” It was during this reorganization period that it was

discovered the COEFL name was actually already taken by an even earlier league. It was at that point that the league decided to rename itself to the Mid-Ohio.

According to Jeff, building the league has been a very slow process. The initial idea was to provide a local league to minimize travel for Ohio coaches. Notes Jeff, “We started out with four to five coaches but once Frank [Jacobs] joined up, well, he is a recruiting machine!” Thanks to Frank Jacobs', as well as others' efforts, this coming season boasts numerous out of state coaches and even two 'satellite' game locations in Pennsylvania and Indiana. Jeff also notes that he hopes that the league continues to expand with some homegrown coaches from the Cincinnati-Dayton Metro Area as well as in the central Ohio region.

Jeff believes that the Mid-Ohio is attracting coaches for several reasons, noting that, “our style is a wide open style with front of base tackles on runnings plays (for the first 10 yards), “turn and burn” for the passing game, penalties, injuries, REAL kickoffs and punts, custom figures and nearly any base that the coach wants.” Jeff goes on to note that the league is home to some of the best innovators in the hobby. Says Jeff, “[w]hat

makes our league different is we have one of the best board and figure maker/painters around in Chris Fields. We also have a coach that has brought the realism and detail of the gaming figure to our hobby in Dewayne Jennings. [Lastly,] we have a coach that brings the emotion and selflessness to our hobby in Frank Jacobs. He is the greatest recruiter this hobby has seen in a long time.” According to several league mates, Frank has been incredibly generous in assisting new coaches in entering the league.

2009 Season Playoff Recap

The Mid-Ohio 2009 season ended this last March, going out like a lion. It was a season marked by strong performances from some of the leagues consistent powerhouses. A total of eight Mid-Ohio teams made it into the playoffs (See Fig 1).

The wild card round saw both road teams walking away with victories with Rick's Steelers getting the best of Moody's Vikings 15-8, and John Martin's Redskins besting Fields' Saints by a score of 17-7; on to the semi-finals!

In the semi-finals Joe Allore's Lions clawed and scratched against Matt Culp's Cowboys.

2009 Mid-Ohio Playoff Teams

Team	Coach	Screen Name
Oilers	Frank Jacobs	Franny-j-boy
Redskins	John Martin	jwm8592
Lions	Joe Allore	Michigan Joe
Rams	Jeff Priest	jeff
Steelers	Rick DeJong	Steelerfan
Cowboys	Matthew Culp	Silverhorse
Saints	Chris Fields	5-13 Studios
Vikings	Rob Moody	

Fig 1

Despite an awe inspiring 80 yard cutback run for a touchdown turned in by the Cowboys, the Lions were just too much in the end, squeaking out a 13-12 win and advancing to face the formidable Oilers coached by

Frank's Oilers advanced to face Joe's Lions in the Final Four by knocking off Rick DeJong's Steelers, who were in their first play-off appearance, by the score of 10-3.

Frank Jacobs. Said Joe of the semi-final match-ups," These barn burner games had it all, from big hits and unbelievable runs to guys being tackled at the 1/2 yard line and punts going out inside the 5. The competition in the games was outstanding and it was a lot of fun. "

The Final four was now set with John Martin's Redskins set to face Jeff Priest's Rams, and Joe Allore's Lions ready to pounce on Frank Jacob's Oilers.

The Final Four matchups produced some tight battles and some high drama. In the early game, John's Redskins took on Jeff's Rams in a classic Mid-Ohio matchup.

The opening half was marked by two long Ram's drives for scores and an exciting Red-skin's kick return for a touchdown. The score was 13-7 at the half with the Rams leading.

The second half was a defensive struggle with the Redskins putting together some late game heroics. Late in the 4th quarter

1) Rob Moody's Vikings attempt to stop a 2-point conversion attempt by Rick DeJong's Steelers during a Wild-Card matchup. 2) Chris Field's Saints squad lines up for a kick against John Martin's Redskins in the other Wild-Card game. 4) In a semi-final game, Frank Jacobs (right) sets up his Oilers in response to Rick DeJong's Steelers (left). 3) Joe Allore (left) readies his Lions against Matt Culp (right) and his Cowboys team.



5) John Martin (left) adjusts one of his Redskins during the early semi-final game against Jeff Priest (right) and his Rams. 6) Martin's Redskins line up 5-wide against Priest's Rams
7) Frank Jacobs (left) steadies his Oilers nerves as he waits for Joe Allore (right) and his Lions team to set their formation. 8) Frank Jacob's Oilers are set to run a play against Joe Allore's Lions in the late game of the semi-finals.



5 6



with the Skins trailing 13-10, the Redskins hit paydirt with a 2 yard TD toss, splitting two defenders with a diving catch. The play was challenged, but ultimately ruled a touchdown. That Redskins score proved to be enough. They would go on to beat Jeff's Rams with a score of 17-13 to make it to the big show. Said Jeff of the outcome, "This was a game of big plays and the Redskins [ended up making] more of them than the Rams."

The late game between Joe Allore's Lions and Frank Jacob's Oilers lived up to the high expectations set by the early game. The game was a nail-biter throughout. Matt

Culp who was in attendance noted that, "This game could have went either way, and when Joe was up 14-7 late in the fourth, I thought we may have had an upset brewing..." However, the Oilers, had other plans. Adds Culp, "The Oilers won the coin toss... then drove the ball down the field for the win." Frank Jacob's Oilers pulled a victory out of the jaws of defeat to clinch a repeat appearance in the Mid Ohio Championship game. After the grueling affair, Frank commented that, "That game was just as hard hitting as you will get with Joe's players just flying around like it was HIS own home field!"

The match up in the Championship would be Frank's Oilers defending their title against John's red-hot Redskins.

2009 Mid-Ohio Championship

The game started with the Oilers taking the opening possession all the way down the field to paydirt on five straight punishing runs by perennial all-star, Earl Campbell. The Oilers missed the extra point, rendering the score at 6-0.

The Redskins battled back on the ensuing drive with what appeared to be the tying score on a 72 yard touchdown pass courtesy



7 8



of a blown coverage by the Oilers defense. However, laundry was on the field and the play was called back due to offensive pass interference. The Redskins couldn't recover and would be forced to punt.

Jacob's Oilers sensing a let down by the stunned Redskins went for the jugular and fed the rock once again to Earl Campbell. Earl took the handoff on the first play of the drive and rattled and rolled for 60 yards all the way to the endzone. This time the Oilers would convert the extra-point try to take a 13-0 lead. Martin's Redskins had to respond. Sensing urgency, the Redskins went to the air and found a receiver open for a 56 yard reception which would help get them to the Oilers' 5 yard line. The next

play the Redskins would score with another touchdown toss, only to have the play come back due to penalty. The Skins got another shot into the endzone, but the pass was errant and it cost Martin's Redskins dearly with a red zone interception to end the first half of play. Haftime score: Oilers 13, Redskins 0.

The Redskins started the second half of play with a short drive ending near the 50 yard line with yet another pick thrown by Redskin's QB, Doug Williams. Frank's Oilers respond by dumping a swing pass into the flat to none other than Earl Campbell for another big gainer, this one for 40 yards down to the Redskins 12 yard line. The Oilers punch it up the gut on the next play for

a 12 yard touchdown run. The extra point was good, making the score at the end of 3 quarters: 20-0, Oilers in control.

John Martin's Redskins were reeling and needed to stop the bleeding. If they were going to mount a comeback they would have to do it quickly. The Redskins attempted to go for it on a fourth down conversion but came up short, giving the Oilers the ball back with a short field. On the very next play Jacob's QB, Dan Pastorini, completed a swing pass to a receiver out of the back-field, this time for 39 yards - all the way to the one yard line. The Oilers would hand off to Campbell again for a 1 yard touchdown run.

9) Big tackle and forced fumble by the Redskin's Chris Hanburger, #55. The ball was recovered by the Oilers. 10) Earl Campbell, #34, rambles for a 1 yard TD run. 11) Elvin Bethea of the Oilers comes up with a timely QB sack of the Redskin's Doug Williams, #17 12) The Oilers set up to give Earl Campbell the pigskin at the goal line. 13) John Martin (left) angles his Redskins team while Frank Jacobs (right) responds by adjusting his Oilers squad.



The Redskins received the kickoff and return man Clinton Portis smoked the coverage team for a 100 yard kickoff return to finally get the Skins on the board making the score 27-7, Oilers. The Skins needed to gamble, but couldn't contain their onside kick attempt and then further slid by giving up another late rushing touchdown.

The final play of the game saw John Martin's Redskins complete a 31 yard touchdown pass to Art Monk, but it was just not enough. Frank Jacob's Oilers successfully defended their title to return as Mid-Ohio Champions with a final score of 35-14 over John Martin's Redskins. After the game, Frank responded, "This league means a lot to me and winning it all is very special. I will savor this and treasure this forever. No one can ever take that trophy away from me, and I'll always remember the great times in this season; from the Columbus weekend at the Embassy Suites, to the Miggle convention games, to the Circle City games, to all the playoff games. The Super Bowl, to top it off, was just an absolute awesome event

with the greatest Super Bowl board and trophy I could ever hope for. Man, what a feeling! Thanks again to all of my Mid-Ohio mates. You are special."

Earl Campbell received the MVP trophy for his outstanding performance with 119 rushing yards, 40 receiving yards and 3 touchdowns.

dr



Frank Jacob's Oilers team posed with the Mid-Ohio Championship trophy. With the win, Frank extended his 2009 season win-loss record to 16-1.

League Information

Where & When:

Most games will be played in the three host locations: Columbus, OH, New Castle, PA, & Indianapolis, IN. Columbus games are played at either of two pizza shops: Masseys and Donatos. The other two host sites are TBD. The 14 game season runs from early August to February. Games are played on Saturdays, Sundays, Mondays or Tuesdays to accommodate various schedules.

Teams and Costs:

League fees are \$30 per team. For a small additional fee, a team may be franchised and only used by that coach.

Rules:

A complete ruleset is available at <http://midohiomfl.webs.com>

Contact:

Jeff Priest - jlabbj90@sbcglobal.net
Chris Fields - c.fields@5-13studios.com

Houston Oilers

Frank Jacobs aka Franny-j-boy
Veteran, current Mid-Ohio Champion

Scouting Report: Talented team that employs a well-balanced attack. Utilizes leverage well. Frank is a seasoned veteran who approaches the game with passion. A well-respected powerhouse looking to add to his trophy collection.

Who to Watch: MVP, Earl Campbell will once again be a workhorse. Don't look for many changes on this roster already loaded with talent.

Rivalry: When you're at the top, everyone wants what you have, and in the Mid-Ohio this is no exception. However, Rick's Steelers squad gets Frank's blood pressure rising.

Quote: "Since Bud Adams took away the only team in all of sports that I lived for growing up, and cried tears for when they lost, I have a true passion again for my Houston Oilers. This time I control the outcome of whether we win or lose!

Prediction: 12-2

Los Angeles Rams

Jeff Priest aka jeff
Veteran, league commish

Scouting Report: Relies on the running game but will use the pass to keep opponents honest. A high pressure defensive team that tries to force turnovers looks to be amongst the league leaders again this season.

Who to Watch: Former MVP Eric Dickerson should carry the lion's share of the load this season. Opponents should take note of where this team's loopers are lining up.

Rivalry: Chris' Saints. It has been reported that even their wives are involved. When they cross paths at the local grocery store it's been said that they will crash their carts into each other and curse their names.

Quote: "Here are some facts. NO traveling coach has ever even made it to our Championship game and I do not think this will happen this year either!"

Prediction: 8-6

New Orleans Saints

Chris Fields aka 5-13 Studios
Veteran

Scouting Report: Strong game planner and tactician. Relies on finesse and schemes meant to confuse the opponent. Emphasis on ball control and putting together long drives. The defense looks to continue in its ball-hawking ways.

Who to Watch: Drew Brees should have another big year, as should perennial pro-bowler Deuce McCallister. A revamped Reggie Bush looks to share some of the load, as does Iron-Head and Dalton Hilliard.

Rivalry: Jeff's Rams. Following a win over the Rams, Chris sent Jeff a picture of Deuce McCallister with the caption reading, "Deuce owns you!"

Quote: "I am confident that we will come back strong this season... Pressure the QB, contain the running game, and don't score too quickly, unless necessary, are key beliefs in my game."

Prediction: 9-5

Baltimore Colts

Phil Gilliam aka Styx
Veteran

Scouting Report: New team and players. This team looks to control the line of scrimmage utilizing a run first offense and high percentage passes. The defense tries to make opponents earn it, with a bend, but don't break approach.

Who to Watch: Johnny Unitas will be calling the plays in the huddle and should have some great game plans up his vintage uniform's sleeves.

Rivalry: Bring em all on!

Quote: "I try to run the ball down my opponents throat, whether it be up the gut or around the end!"

Prediction: 7-7

Los Angeles Raiders

Anthony DeJohn, aka New Castle Hitmen
Rookie

Scouting Report: Practice closed to reporters.

Who to Watch: DE Howie Long has been putting in long practice hours and its reported that he has been trying on new "cleats" to improve his pass rush. Also, QB Jim Plunkett looks to have a career year.

Rivalry: Nico's Vikings. Cross town rival tests the limits of "family first".

Quote: "I have admired The Mid-Ohio from afar and now that I am a part of it I must keep the PASSION and I hope to be an asset to this great league."

Prediction: 8-6

New England Patriots

Joe Allore aka Michigan Joe
Veteran

Scouting Report: New franchise. A well "conditioned" team from both a strength and speed standpoint. The Patriots play fast using finesse, deception and well coached role players.

Who to Watch: True to form, the defense plays as a TEAM, no prima donnas on this squad. The defensive coordinator has designed blitz schemes that could become the new standard in years to come. Tom Brady will utilize new techniques to avoid the pass rush and put the ball over top.

Rivalry: Matt Culp's Cowboys.

Quote: "Team to beat... The Oilers!"

Prediction: 10-4



2010 Season Preview

At the time of publication of this issue, the season will have already gotten underway. However, the Tweak was able to corner several Mid-Ohio coaches who were willing to give us an inside look into the upcoming season. We used that information to analyze several teams and make a few predictions...



Pittsburgh Steelers

Rick DeJong aka Steelerfan
Veteran

Scouting Report: High pressure defensive attack looks to force mistakes and create turnovers. The offense relies on the QB roll-out to create time to set up the pass and to potentially gain yardage off of the run.

Who to Watch: DB Troy Polomalu looks to have more of a feature role while Antwan Randle El should be exciting watch on the offensive side of the ball.

Rivalry: Frank's Oilers. Bad blood has been simmering in this classic AFC central rivalry. Tensions center around repeated skirmishes over the speed of play and Frank's accusations of, "crawl-ball".

Quote: "I just hope to improve on last year. The first year I had a number of games come down to the last possession... so I just hope I can improve my record and make the playoffs."

Prediction: 7-7

Cleveland Browns

John Martin aka jwm8592
Veteran

Scouting Report: New Franchise. Opportunistic team that looks to go up top for the big play but can also grind it out. Emphasis on special teams to enact damage on the kick-off or as a momentum changer.

Who to Watch: A new team means new players. The Browns front office is feverishly building this team and is possibly looking to trade for the Redskins standout, Hanburger #55. League mates should look out for lesser known D-lineman Ralph Malone. Other players to watch include Carl Hairston and Reggie Camp.

Rivalry: Frank's Oilers. The Browns look to rekindle the Oilers vs Browns matchups of old.

Quote: "I'm not overly concerned with running the score up, I just need to stay ahead of the opponent."

Prediction: 10-4

Cincinnati Bengals

David Roller aka roller aka taco
Rookie

Scouting Report: Expansion team. Too many unknowns on this squad could limit their production. Offensive scheme employs a west coast style of passing. Defensively, look for a bend but don't break philosophy.

Who to Watch: Ross Browner and Eddie Edwards look to make an impact on the inexperienced defensive line, and Pro-bowlers Boomer Esiason and Ickey Woods hope to regain their form after long layoffs.

Rivalry: Too early to tell. However, look for intense action from old AFC central matchups.

Quote: "We're a young team that WILL make mistakes. What I'm looking for is opportunities for this team to mature. The measure of our maturity and improvement this season will be by how much we learn from these mistakes."

Prediction: 3-11

THE CHALKBOARD

6 Strategies for Getting Your Receivers to Say...



Coaches are always trying to find ways to get their receivers off of the line of scrimmage cleanly to get past the defenders. Whether you're trying to hit the seam for the big play or you're trying to settle into the soft spot of the zone, neither strategy will work when your opponent is keeping you from getting off the line.

Many opponents use the dreaded cover corner to lock up receivers. Others will hook the wideout with a classic miggle widearm figure or attempt to run along side of the receiver using the miggle stiff arm figure. Some coaches will even employ a super-strong figure and base combo to drive the receiver backward towards their own endzone.

All of these techniques can be suffo-

cating and frustrating to a pass happy coach looking to toss the pigskin upfield.

The Tweak hooked up with several coaches who were willing to offer our readers 6 strategies for getting their receivers off of the line of scrimmage and open for business.

#1 - The Short Stack

Stacking the receivers at the LOS (line of scrimmage) is one of the more common and well practiced methods of getting a receiver open. The receiver on the LOS acts as a lead blocker to absorb the defenders allowing the trailing receiver to slip past into open space. This method is best utilized where space is limited, such as on a smaller board.

However, this method is banned in some leagues and tournaments, and because it sacrifices the receiver placed on the LOS, it forces the offense to play 'a man down'.

#2 - Give 'em The Slip

Slip Bases are invaluable. But, what are they you ask? They're bases that are tweaked to perform well for receivers who are trying to get off the LOS; when a slip base comes into contact with an opponents base, they quickly slide to the side and continue upfield. The slip base is hard to stop off of the LOS, but it is also difficult to tweak. One of the masters of this technique is Great Lakes coach, Greg Hardmon.



#2 - Give 'em The Slip



#3 - Set The Pick, Example 1



#3 - Set The Pick

The pick play works similarly to the stack but, it is mentioned here because of its usefulness for when stacking is against the rules. It is also useful in disguising who will be the pick and who will be the intended receiver. Here is an example of how it works: The LOS receiver is placed on a TTC base set to spin. The trailing slot receiver is placed adjacent to the spinning LOS receiver in order to receive its interference. When the board is turned on, the spinning receiver redirects the trailing receiver

past the defender. Here is another example we like to call, "the scissors": The leading receiver is placed at an angle along the LOS and the trailing receiver is placed behind the lead receiver at a perpendicular angle. When the board is turned on the two receivers can act as interference for each other.

#4 - Watching Your Figure

Figures are incredibly important no matter what other strategy you intend to use. A figure with any part of their body placed where an outstretched

Buzzball cover corner can latch onto is a receiver who isn't going to get open very often. Figures placed towards the rear of the platform with their arms and legs away from the defenders outstretched hands work best.

#5 - I Need Some Space!

It's a fact, defending in space is much harder than getting a clean shot up close at the LOS. Utilizing a tight end can allow you to line up your wide receivers off of the LOS and force the defender to cover more area. You'll have

#3 - Set The Pick, Example 2



#4 - Watching Your Figure



greater odds of getting your receivers open if the defender only gets a glancing blow or nothing but a handful of air as you zip past. Lining up in space can get you an advantage.

#6 - What's Your Angle?

Using angles when setting up your wideouts can give them an opportunity to get off of the line and into open space. Choose a figure with a looping base or that is equipped with a TTC dial adjusted to perform a loop. When setting up

your formation, place your wideout at an angle to the LOS. The defender will line up either at an angle to take them out of the play, or they will attempt to block their path of travel by lining up directly in front of the receiver. Either way will give your receiver a good chance to get open. When the board is turned on your receiver should slip past the defender for a quick strike.

Putting it all Together

Mastering these techniques takes prac-

tice and patience, but can yield excellent results.

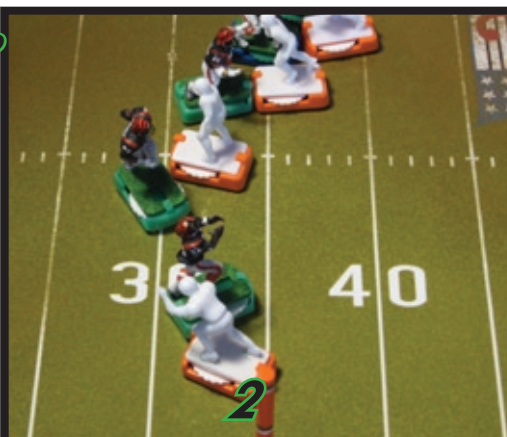
Just remember that in this game, much like chess, every strategy and move has a counter-strategy and counter-move. That's why it's important to understand what your opponent is doing to keep you from getting open so that you can adapt and make adjustments during the game. Enjoy!

-The Chalkboard

#5 - I Need Some Space!



#6 - What's Your Angle?



The X Bama

By David Nickles

Body to Body Tackling Blows Up This College and High School Tourney!

Fellow coaches, I just had to give you all the run down, of how it went down, here at this year's Bama Blast Tournament.

Fellas, you know that new style of football I've been telling everyone about:

The Body to Body Tackling Method with no base involved? These games featured this style of play, and let me tell you, if you ever play a game in this style, you will be able to run that ball like you have never run that ball before. Talk to some of these coaches who came down and played high school football, just don't take my word for it!

Okay, let me give you the run down on the teams that played.

Friday Night Lights

The first matchup was the Anniston Bull Dogs coached by Steve Graham going up against the Hornets coached by Jasper. This game was a battle and these two coaches took it all the way into overtime, but the Hornets were able to pull it out and beat the Bulldogs 24-21 in overtime.

The Oliver Bears coached by James Shealey faced the Oxford Yellow Jackets coached by David Nickles in the second game. The Yellow Jackets beat the bears every way but loose. The Bears

capitalized on two very critical mistakes made by the jackets (a fumble and an interception) that they were able to return for touchdowns. The Bears ended up beating the Jackets 14-0.

Joe Ram with the Boilermakers faced off against Jasper's Hornets in the final game of the evening. These two coaches showed up, then put up an unbelievable 63 points in this game. SAY, WHAT?! YEAH YOU HEARD ME!!!

These guys battled back and forth, but Joe Ram was able to put up just enough defense to overcome the relentless Hornets offense for the win with a score of 35-28. With the win Joe Ram was set to play in the championship against James Shealy Sunday.

Sunday Best

Alright, let me tell you what went down on Sunday in Bama town. This body to body tackling is something else. These coaches had experienced something that they have never experienced before. These coaches were making some





dropping like it was hot when they got hit. There were some nasty hits and powerful runs in these games.

In the end, there were only two guys who stood the test because they beat the rest. Those coaches were Joe "I ain't scared" Ram, and the legendary James Shealey with his Oxford Yellow Jackets. Fellas, do you remember when I told you that if you were an all-american that you can put yourself on your high school team? Well, Joe Ram did just that; he was number 44. This was a show for Joe Ram #44 and Paul West #4. In this game these guys put up 83 points on the score board.



Coaches anxiously prepare for the tournament with a quick practice session.

Let me break it down: #44 ran not one, not two, but several kick returns back for scores. Then, Joe put #44 in the back-field and he was breaking off big yards in their first possession of the ball. That #44 was a bad mother... shut your mouth!... I'm just talkin' bout Shaft #44!

Pictured above are two examples of the Body to Body Tackling Method.

serious hits, tackles, and fumbles. The points that were scored were unbelievable. Do you remember that song Drop it like it's Hot!? That is exactly what was going on Sunday; figures were

The coaches gather for an interview during the tournament

James Shealey ?? and Joe Ram shake hands before their championship matchup.





Left to Right: Dudes pose with their trophies. Don't really know these guys except for Joe Ram.

On the other side of the ball, it was #4 Paul West for Oxford that was just as deadly. These guys battled all the way to the end. When I tell you the best of the best comes to pass the test, these coaches did just that.

Joe Ram had a chance to tie the game and send it into overtime, but when he scored, instead of going for the tie, he decided to go for two. SAY WHAT!!!!!! YEAH YOU HEARD ME! The Yellow Jackets stood up to the test. That outside linebacker #50 Calhoun, hit him so hard it kept him out of the endzone. The Yellow Jackets coached by James Shealey beat the Boilermakers 42-41.

Wow! What a powerful game. Con-

gratulations to James for winning his first Bama Blast, he was like a kid in the candy store. As Joe Ram was walking

I can't wait until next year. I want to thank all the attending coaches for coming in and supporting the bama blast, the oldest tournament around.

This is David Nickles bringing you the scoop on the Bama Blast featuring body to body tackling with no base involved.

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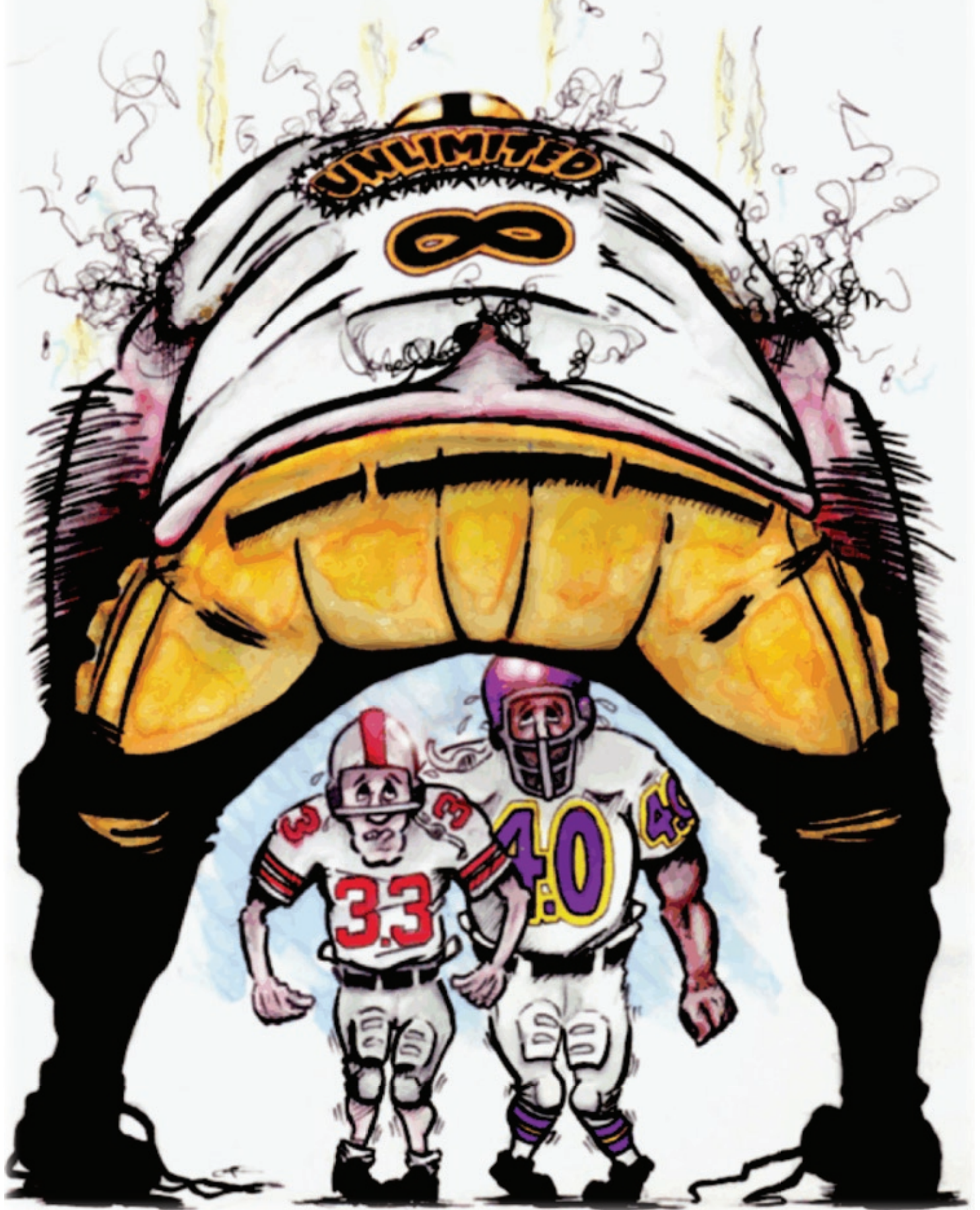


The Bama Blast Champion Trophies are proudly displayed. The Bama Blast tournament is one of the MF communities longest running tournaments.

off the field with his head held high, I thought I heard him mumble, "I should have been scared to go for two!" Just kidding Joe. Congratulations on making it to the big dance.

THE GREAT WEIGHT DEBATE

By Al Dunham



3.3

As long as two or more people exist in this world, there will always be conflicts and controversy. Miniature football is no exception. There are multiple rules and formats that are used by the people in this hobby. Within their respective leagues and tournaments, the rules are set and followed without too many issues. It's when the different groups get together to play that the conflicts arise.

The most common disagreement is weight. For many years, the expected standard was 3.2 grams. Recently, with the advent of larger boards and different figures available, many groups have been advocating heavier limits. For awhile, it was getting confusing. 3.2 3.5 3.7 4.0 4.5, and going all the way to unlimited. Today, for the most part, things have settled to 3 distinct classes... 3.3, 4.0 and unlimited.

In an effort to try and sort things out, I got together with representatives from each group, Terry Three Three, Joe Four Point O, and No Limit Noland.

RA (Ravenna Al): *Ok, who would like to go first?*

Terry (3.3g): *Listen, I don't know what the problem is. The limit has always been 3.3g and always will be. End of discussion.*

Joe (4.0g): *Says you. Who died and made you king? There's lots of guys that like playing with a little heavier figures.*

Noland (unlimited): *And some like really heavy figures. Why is there no love for*

4.0

us BBFP's?

RA: *BBFP's? What's that?*

Noland: *Big Beautiful Football Players*

Terry: *Geez, why do guys insist on adding weight to their figures? Just keep it simple and pure, that's the beauty of 3.3. Anyone from the newest rookie to a seasoned veteran can take any team, even a plain old Tudor or Miggle one, and compete. You don't need to buy any weights or keep a scale.*

Joe: *If you don't need a scale, then how would you know if a base or figure is under or over the 3.3 limit?*

Terry: *Ok, I stand corrected. You need a scale to be sure you're legal, but you don't need to be too concerned as almost all the regular figures are way under the limit anyways.*

RA: *I'm curious, what limit are you talking about?*

Terry: *I'm sorry, I should explain. In 3.3 you have a figure limit of 2.0 grams, 0.8 gram for rookie bases and 1.3 grams for TTC bases. These need to be weighed separately.*

RA: *Why is that?*

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Terry: *Because a coach could swap bases and figures to put it over the limit. Let's say you had a figure that weighed 2.4 grams and you put it on a rookie base that weighed .8. Together they weigh 3.2g. Now you take that figure off the base and put it on a base that weighs 1.3g. Suddenly you have a figure/base combination that weighs 3.7g's. That's a big weight advantage there.*

RA: *What if the figure and base were glued together? Then the coach couldn't cheat.*

Terry: *You can't do that because then you couldn't weigh them separately.*

RA: *If the figure and base were glued together and weighed under the 3.3 limit, then why would you need to weigh them*

separately. The coach couldn't cheat because the base and figure are glued together.

Terry: Because that's the rules. Besides, a coach could always find a way to cheat.

RA: If the two are glued together, how is the coach going to cheat?

Terry: Well... umm...he could point to the wall behind the other coach and say "Wow, look at the size of that spider over there." Then, when the other coach turns to look, 'snap', he breaks the base away from the figure and slips on another base.

Joe: That's the silliest thing I've ever heard. Look, make all the coaches glue the figures and bases together and be done with it. If a base and figure become separated during play, then that player and base are disqualified.

Noland: I think you're both funny. Just play with no limits. Weigh them as much as you want, just like in real life. Put your heaviest players on the line and let the other guy try and move them. That's how it's done in real football.

Terry: We're not talking about real football, we're talking about miniature football.

Noland: Well, so am I.

Terry: The only thing that's miniature about you is the size of your di...

RA: Guys! Let's keep this civil, shall we?

Terry: Sorry. I just think we need to keep things simple, so that new guys won't be lost.

Joe: 4.0 is simple. Look, you take your base and figure and weigh them together. If they weigh 4.0 or less, then your set. If you want, you can add a little weight and bump them up to 4.0. It's easy, glue a nut, BB or a piece of lead under the base, as long as you

don't exceed the limit. Glue the base to the figure and you can't cheat, because the other coach will see you trying to take the 2 apart.

Noland: Well, unlimited is even simpler. Add whatever weight you want and don't worry about it. No scales needed. If you add too much weight and the base doesn't move, then remove just enough until it does. I mean, you can only add so much weight until there isn't any more room, so in a sense, the base sort of sets the weight limit on its own.

RA: Interesting, Now, I've always played where we added 1 BB to the linemen and running backs. We found that the tiny extra bit of weight made the base a little stronger as well as settling the runner down so that they don't turn unexpectedly as much. Still, all my teams are pretty much 3.2 or less, so I'm wondering, why the need to go to 4.0 or unlimited?

Joe: 3.3 was fine in its day, but this is the 21st century. Coaches today are using bigger boards. Bigger boards require stronger motors which generate stronger vibrations. As a result, many times the lighter players get too bouncy and fall over. The extra weight helps them to stay up. Besides, there's something about the extra weight that just feels good in your hands.

RA: I'm not even going to touch that line.

Noland: Me neither.

Terry: Nope. But I will say that if you properly set up your base and figure you shouldn't have any trouble with vibrations.

Joe: Maybe, but not everyone is adept at balancing figures. It's just so much easier to add a little weight to the base.

Terry: Ridiculous. We have a weight standard. Let's just stick to it.

RA: Let's look at this standard a little, shall we? Where did the 2.0, .8 and 1.3 come from anyways?

Terry: These are the weights that the manufacturers came up with a long time ago.

RA: Really? I've seen pretty much all the regular figures out there. I don't recall any of them weighing 2.0 grams. In fact, most are around 1.4 or 1.5. Where did the extra .5g come from?

Terry: Well, you have to allow a little room for painting, facemasks, chin straps etc. Let's be real, guys love their custom teams, so we allow a little extra weight for that.

RA: What about some of the newer figures? Some of them are right at 2.0 or just above. Your 2.0 limit excludes them from play.

Terry: Well, then they should have made them lighter. Besides, you can always cut one apart and drill it out to make it weigh less.

RA: But if you took one and glued it on a rookie base and it weighed under 3.3, why wouldn't it be allowed?

Terry: Because you have to weight them separately. That's the rules.

RA: Why can't you just change the rules?

Terry: Hey, the rules were made before these figures came out. You can't go around changing rules just because someone decides to make a heavier product.

RA: I see. But if memory serves me correctly, wasn't the weight limit originally 3.2 grams? Wasn't the original TTC limit 1.2grams? Didn't the limit get changed because a manufacturer made the bases a little heavier and guys wanted to use them?..... Terry?..... Terry?.....

Terry: I'd like to take the fifth.

Noland: Why don't you answer the question?

Terry: Why don't you eat some chocolate cake? Here, have some.

Noland: Oooohhh I like chocolate cake. Thank you.

Joe: Terry won't answer the question because he doesn't want to admit that he's biased.

Terry: I'm not biased. OK, we bumped up the TTC weight a little. I admit it. But it wasn't because we favored anyone, it was because the original limit was borderline to start with. It had no room for error. Depending on the scale being used, some older bases would come in just over the old 1.2 limit, so we upped it to 1.3. But that's all.

RA: Speaking of bases, why aren't we allowed to paint them?

Terry: Because that adds weight to them.

RA: But if they still come in under the limit, what's the big deal?

Terry: Because the rules state that you can't add any weight to them, and painting them adds weight.

RA: But you're allowed to paint the figures, and that adds weight to them, so why not bases if you can do it and still be under the limit?

Terry: You want some chocolate cake?

RA: You're not going to silence me with cake.

Terry: How about some apple pie?

RA: Oooohhh... I like apple pie. Thank you.

Joe: Your limit is too restrictive. There are many guys, many of whom are new people to the hobby, who like the new figures, and customs as well, and want

to use them. The 4.0 limit doesn't restrict any of the manufacturers figures from being used, nor bases. You can make any figure you want, within the size limitations, put it on any base, paint both and add weight if you want so long as you stay at or under 4.0 grams. You will also notice a much smoother running player than at 3.3, as the extra weight really makes them glide down the board. It's a vision of beauty.

Terry: Your 4.0 limit is arbitrary. You just made up the figure.

Joe: Well, so did you.

Terry: Not true. We came up with the 3.3 limit based on research. We weighed various bases and figures and came up with the limits. You just pulled the figure from your as....

RA: Guys, I'm not going to say it again. Let's keep this civil.

Terry; Sorry.

Joe: That's ok. I know we made up the limit. But we also did some research. We looked at all the various figures and weight categories that were being used and came up with 4.0. It's easy to remember, and it serves it's purpose of allowing any figure and base and keeps the guys from falling over when using big boards.

RA: We haven't talked much about unlimited. Where did this idea come from?

Noland: Well, no one really know for sure. Some attribute it to the MPFL, others say the west coast guys had been using it for years. I've even heard reports of a few guys using it way back in the early 70's. It's hard to say with any degree of accuracy just who was the first to use it. I would have to say that Anthony Burgess was the one that really pushed it into the mainstream with his MPFL system of play.

RA: So, why unlimited? Why not put a

cap at...say... 7 grams?

Noland: The idea of unlimited is just that, no limit. In real football, you don't have a weight limit. A lineman can weigh anything. You want a 150 lb tackle, you can have it. 250 lb guard, 500 lb nose tackle, the choice is up to the coach. The thing is, the weight sort of sets itself. If you had a team of 150 lb linemen, they would be faster than all get out, but would get killed by heavier guys. On the other hand, you could have a line that averages 500 lbs, but they would be so slow that faster guys would run right around them. Somewhere in between them is what you want. You want fast but weak, or slow and strong, or maybe a combination of both? There is a give and take associated with this style of play. You want to weigh the guys down to make them stronger, but at the same time you don't want them too heavy or they run slower than molasses. It's a fine line of balance, and takes some experimentation to deal with. Unlimited is not for everyone.

Terry: It sure isn't for me.

Noland: Boy, you sure don't like change, do you. I bet you don't even change your underwear!

Terry: Well, now that you bring it up...

RA: Guys, we're not going to bring up personal hygiene here.

Terry: Well, I guess if I had to, I would go with unlimited over 4.0. What the Hell, throw the rule book out the window, no holds barred, anything goes.

Joe: Me too. Load them up and let's play.

Noland: Cool, so maybe we should make unlimited the official way to play?

Terry and Joe: NO!

RA: You know, I'm glad you brought that subject up. There has been much discus-

sion about having an official weight for miniature football.

Terry: Yeah, and it's 3.3.

Joe: No, it's 4.0. We took a vote, remember?

Terry: That vote was null and void.

RA: Why is that?

Terry: Because not everyone voted.

RA: That's no excuse. There's never 100% participation in any election. You count the votes that were made and go with it.

Joe: That's right. It's up to the people to vote. If they don't have the initiative to let their voice be heard, then they have nothing to complain about. The guys who cared enough about it to vote made it pretty obvious. 75% want 4.0 to be the official playing weight, so that's where the limit should be.

Terry: Hogwash. The official limit is 3.3g.

Noland: Oh? When was that vote? I don't remember seeing that discussion anywhere.

Terry: Here, have some more cake.

Noland: Ooooo....thanks!

RA: Noland makes a pretty good point. I don't remember ever seeing any kind of vote for 3.3 When and where was this decided?

Terry: Look, the manufactures made these decisions a long time ago. We're just sticking to it.

RA: I see, and when the manufacturer made the base a little heavier, then you bumped the limit up. So what are you going to do if the same manufacturer decides to start making their figures heavier? Are you going to bump up the limit for them?

Terry: Well, they are the largest maker of figures for the hobby....

RA: But you won't raise the limit for other manufacturers. Isn't that a little...what's the word I'm looking for... hypocritical?

Terry: Want some more pie?

RA: No, I don't want any more pie.

Terry: Can I take the fifth again?

RA: No! Just answer the question.

Terry: Well, it's complicated.

Joe: Complicated? How?

Terry: Well, there's legalities and technicalities involved.

Joe: That's just a bunch of bull! Look, is there a document anywhere that says a figure must only weigh such and such a weight and that a base must weigh such and such a weight? Something in writing in a legal document??

Terry: A legal document?

Joe: Yeah!

Terry: Well....uh....um...not exactly.

Joe: Ha! Then I declare your weight limit null and void. There was no vote, no legal document to back it up. Nothing. We have a vote, and the vote says 4.0

Noland: That's not fair. The vote was only between 3.3 and 4.0. There was no unlimited option. I declare both of you guys null and void.

Joe: I'll show you null and void...

RA: Guys, guys, guys...You know, in a way you guys remind me of the middle east. You have Sunni's, Shiites and Kurds. All 3 have fought for thousands of years and still there is no resolution in sight. To quote Rodney King, 'Can't we all just get along?'

Terry: I guess I can accept that we will have 3 separate classes, and that's it.

Joe: I'm ok with 3 classes.

Noland: Doesn't bother me.

RA: Good, then we're agreed on it. Now, just one last obstacle. How do solve the problem of when members of one group wants to play members of the other group?

Terry: Easy, we play at 3.3.

Joe: No, we play at 4.0.

Noland: Is there any more cake?

Terry: Here. Take mine.

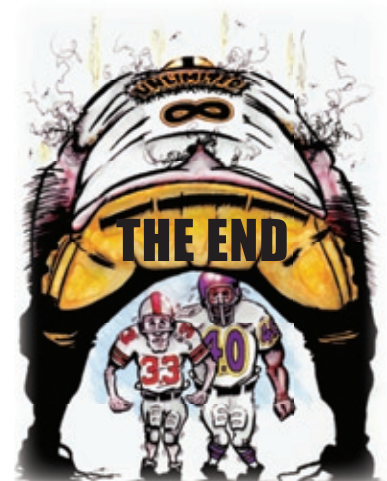
Noland: Thanks!

Joe: Look, I don't think we will ever resolve this issue by ourselves. Perhaps some day there will be a compromise. I can only imagine that it will come about when there are so many guys playing at one weight limit that they outnumber the others by 20-1. When one side has so many more members than the other, perhaps that will be the day that we all decide to put aside our differences and unite so we can all play together.

RA: That's a very astute thought you had there. How did you come up with it?

Joe: Probably because I didn't have any cake or pie.

RA



HEAVY



HITTERS



How to Build an Unlimited Weight Team

By Darrian Ross

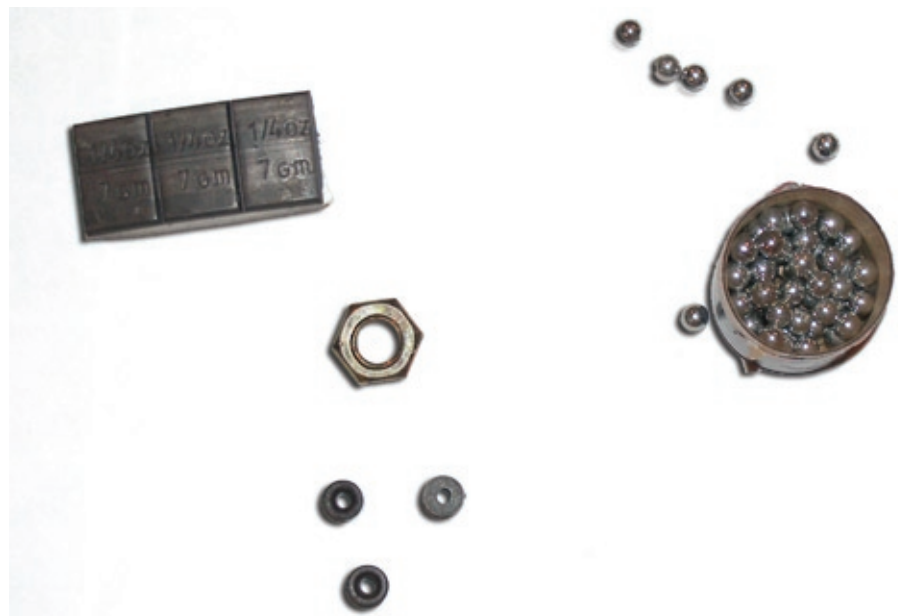
Weighted base. Cheating, unfair advantage, hard to tweak the base... all are reasons you hear coaches say they can't play weighted. Well a lot of those "Myths" about weighted play will be challenged and hopefully put to rest.

Background Check

For many years coaches have played weighted miniature football, and done so in basement dungeons and solitaire leagues without much of the support like the 3.2-3.3 and 4.0 leagues. Arguments over which weight is best, 3.3 or 4.0, have been raging on the chat boards for years. This is not that fight. Coaches get excited about the speed of their favorite receiver racing for the end zone and "bounce, bounce, down goes Rice". Yes, we have some tremendously great tweakers that never have this event happen to them. But, for the rest of us mere mortals, we have had this event happen to us and cause many sleepless nights for coaches.

Now, are weighted bases any better than non-weighted bases? NO. It's the same base, just with weight underneath the shell. The only difference is that when the board is on it's highest levels, the risk of your figure falling over is minimal. Game play is a little different because of the increased speed of

the board and some of the more violent hits that occur at such high speeds. Also, with unlimited weight no figures can be excluded from game play unless your league restricts a certain figure.



BB's, nuts, lead, magnets, use whatever suits your fancy as long as they fit under the base

Making a Heavy Hitter

On to the “How to” of tweaking and weighting the base.

Tweak your base. Some of us like to use the candle warmer for tweaking the base and it works great...Not for a weighted base. Take your base, and tweak it from the middle portion of the prongs, not all the way down to the base of the prongs. Run it to see if it's to your liking.

Place your weight. Once you get a good tweak that you're happy with, whether it's for strength, or speed, then place the weight underneath the shell. For speed I suggest you use a 7 gram weight, when combined with most figures, brings the overall weight to about 10.1 grams.

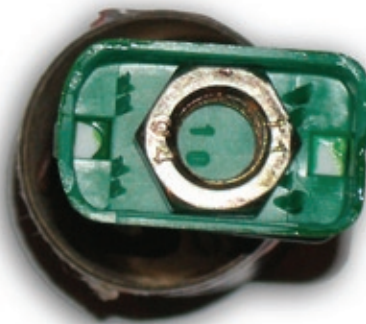
Test your base. Retest your base with the figure on the base. If you over tweaked the base you will get drag from the added weight.

End Results. If you have a base that is not dragging as it runs over the entire board, sideline to sideline and endzone to endzone, you're ready to play.

What to Use. You can use putty, tungsten putty, lead weight and bolts. I prefer the lead weights going from 7.0 grams to 14.0 grams. The 14 grams I use on my OL/DL figures and that tweak is no different from the previously addressed tweak.

To get a desired effect from the weights depends upon the placement of the weight under the shell, but if you use 14 grams weight there won't be much wiggle room. Game boards are normally big boards or monster boards due to the weight of the figures, but are not necessary to play. So go out, grab some weight and slap it under your base. Turn your board up on high and watch out. You might just like unlimited weight.

DR



This nut fit perfectly between the prongs.



Heavy, medium or light. Add as much or as little as you wish to make the players perform to your liking.



Who's the Heavy Hitter? With the weight tucked cleanly under the shell, your opponent will have no clue who is carrying the extra load.



THE RED CEDAR TABLE

THE SCENE

By Steve Martin

I grew up only a few miles away from the Michigan State campus. The stadium was originally named Macklin Stadium and was established on Indian hunting and fishing grounds. It's a beautiful campus with the "Red Cedar" river snaking through the woods with walking and bike trails running along the river. From inside Spartan Stadium the north end-zone is actually several rows lower than the south end. The trees and campus buildings that boarder the river are visible and make for a beautiful scene, especially in the fall as the trees turn a mix of red, orange and gold. I grew up not far from the Spartan Stadium, and attended College there, so I have many fond memories of the area.

Following up on some of the work done by Chris Fields (Ivy League field) and others, I wanted to incorporate the natural scene in my Spartan Stadium. Hence, the project was to be a free-standing table that would sit at the end of the frame I built for my MSU board representing the river, trees, road and parking next to the stadium.

THE RIVER

The river would be the focal point of the table. Near the stadium, the river runs at somewhat of an angle. I spent some time figuring out how best to recreate it. I knew I wanted an element of realism. I took advantage of a new tool I acquired to help me to build my game

board frame. I used a router to carve out the river.

I had a few extra pieces of wood left over from a household project. I traced out the course of the river. With a router you may set your bit at different depths. So I cut channels into the wood, leaving some areas higher than others. This looked pretty cool, but I still wasn't satisfied with the depth. I wanted to add another level so I cut and added a second piece of wood to either side of the river. I added these pieces with wood screws and liquid nails. I still needed more height for the tree line that borders the river, so I added yet another level using some spare pieces of wood and glued them into place.



I liked what I had so far. The next step was to prime the surface for painting. I decided to paint the bed of the river dark brown and tan to give it some contrast and hopefully, to highlight channels I carved out. Then it was time to add the water, which turned out to be much more of a hassle than I anticipated, but I was very pleased with the results. I used realistic water effects, which dries and hardens clear. Needless to say, before using any product, read the directions. Somehow I missed this step; of course this was a bad idea. I closed both ends of my river and poured the entire amount in and expected it to harden over night. As I found out, you could only pour about a quarter of an inch at one time and it needs to set for approximately 24 hours. I kind of blew a bottle of this stuff, and I had to go back to waterproof the ends with silicone caulk. An obvious lesson here, always read the directions, especially if you are working with unfamiliar materials.

After re-grouping on the water, I started the pouring process. It took more than a week to reach the level that I wanted, which was a killer as I have zero patience and it took four bottles to do the job (which got somewhat expensive, but I had to stick with the plan). The water created an attractive nuisance for the kids, who just had to come over and put their fingers in the river before it was dry (despite my pleas and several warnings!). Ultimately it dried well and clear



and looks great. I added some wood pieces for effect and even made some ducks with Apoxie Sculpt.

I painted the grass areas green and the road grey w/enamel paints. I touched up the road with a solid yellow stripe and white borders for the road; which even comes with its own Michigan pot hole! I installed folding table legs from the hardware store so that it could be stored when not in use. The scene required a lot of trees for the effect I wanted. Some I purchased pre-assembled, some I put together. I decided not to glue them onto the table to make storage easier.

BUILDING BRIDGES & ETC.

I made a bridge from a nice piece of plywood. Painted it light grey and installed round wooded post. I used some mesh from a whole/crack repair kit, painted it gray and glued it to the guard rail post on the bridge. I also made a quick building (approximately where the main library is located). I got some clear



acrylic and cut it into three pieces. I used small plastic styrene strips for the details and glued the sides together with a hot glue gun. It gave scene a sense of scale (although the building would have been much larger) and should look great from a distance among the trees.

I used some clear acrylic pieces and attached traffic lights to the side of the road and some small plastic cars for detail. The cars were not to scale, but gave the scene a very realistic affect. With the basics finished I took my table outside for the first time and set it up at the end of my stadium frame. It worked out very well and should make a nice addition for my outdoor set-up for College Bowl Series Miniature Football (CB-SMF) games at our home. I can also use it for storing stadium parts when they are not in use. High winds kept blowing trees down. This is a problem with an outdoor set up like this. So I screwed in stadium parts to my frame so that the wind would not blow my house down. It takes time to place each tree in place individually, so I will attach three or four in a row together on a platform made from



Aproxie Sculpt.

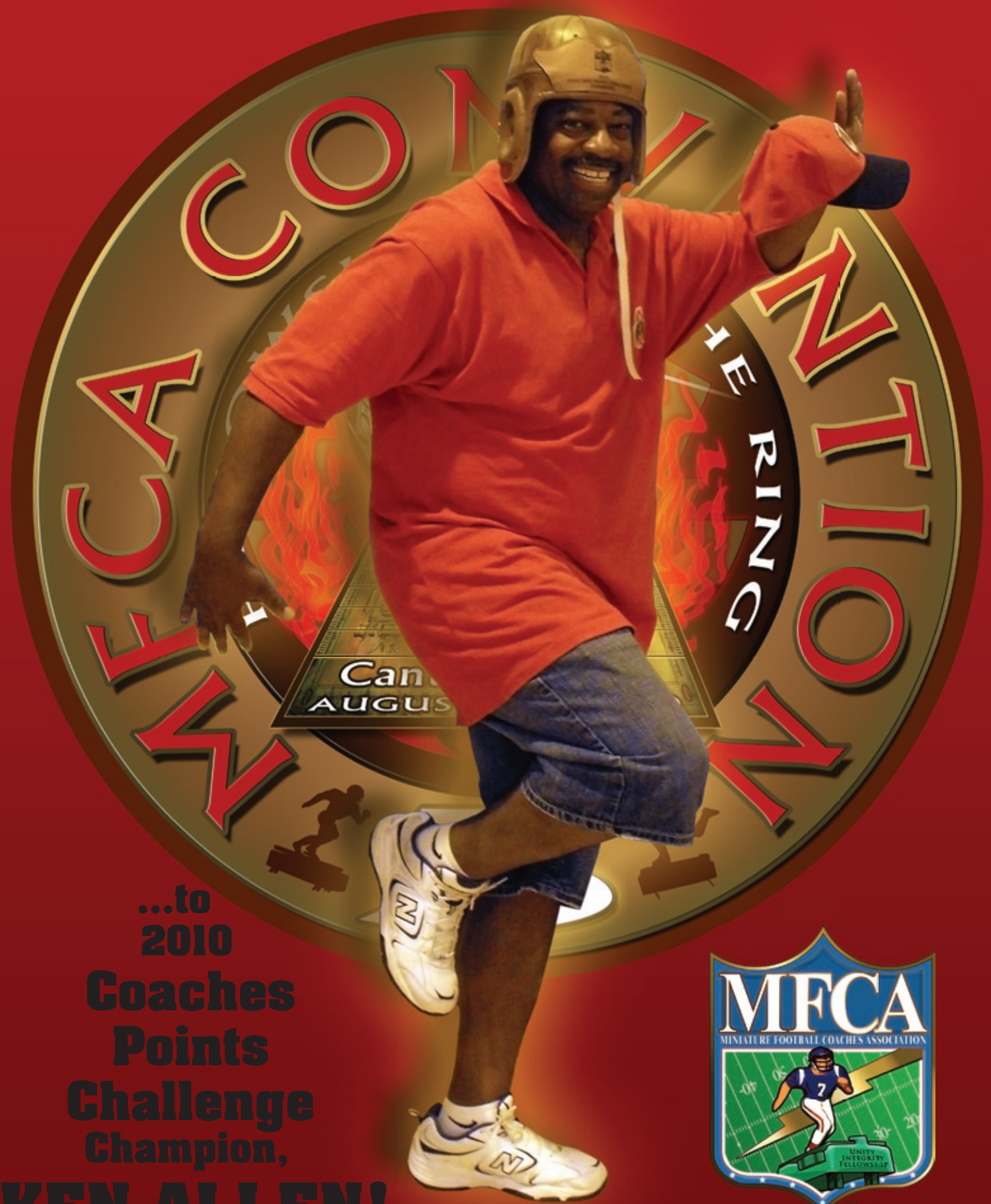
We still needed more detail, so I added banners that hang from the traffic lights. I made a decal on the computer in green and white listing "MSU" and added a logo to the design. This associated the table with the University. I also made a street sign for Stadium Drive and Red Cedar Drive.

GOING HOME

I went home to East Lansing for Easter and got a chance to visit the campus before returning home. I was generally pleased with how accurate my table turned out. I had plenty of photos and film footage of the area. I was wrong on the direction the river flowed. This was okay as I have yet to do some of the detail on the river water. I still have many details to work on such as road signs and garbage cans. I plan to wire up the traffic and other lights for night games. So you may see a follow-up article in future issues of the Tweak or on the Miniature Football coaches association web site. I was pleased with this project as it gave me an opportunity to work with wood and some new equipment such as a router and hand jig saw as well as some new materials, such as clear acrylic. When combined with my custom Bruce Watts board, custom frame and stadium elements, it feels like East Lansing.... And home!

SM

CONGRATULATIONS...



**...to
2010
Coaches
Points
Challenge
Champion,
KEN ALLEN!**

