

THE MINIATURE FOOTBALL COACHES ASSOCIATION



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCA

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SPRING 2008

MIGGLE '08 HARDMON STANDS TALL!

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PRESENTING THE GLEFL

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MASTERS





THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCA

A Letter from John Merida, MFCA Assistant Treasurer

Greetings to you my friends and welcome to the 4th edition of "The Tweak". I felt honored when I was asked to become an original member of the MFCA. Many people in the hobby know me as the unofficial welcome man to the newbies on the chatboards. As I always say I am just doing what I can to promote the hobby. Being asked to be one of the original members of the MFCA was another opportunity for me to do what I could to promote and bring unity to the hobby that many, if not most, of us first started playing when we were children.

I was speechless when I received my first issue of "The Tweak" in the summer of 2007. I did not know what to expect and wanted to see the end product. You don't know how proud I was when the first issue came in the mail and knowing that I was on the ground floor of something special in our hobby. Once again I was speechless when I was asked to give the welcome for this issue of "The Tweak".

As I mentioned earlier most, if not all, of us first started playing miniature football as children. When I got back in the hobby in the 90's I was surprised to learn

how many adults were still playing, and how advanced the hobby had become since I was a child. Just as our society has changed in the last 10 years with the advancement in technology, the same holds true in miniature football. For example if you were out in public 15 years ago and needed to call someone you immediately looked for a pay phone. Now more than half of the population has a mobile phone. Like anything else, miniature football has changed and will probably continue to change. Unity is a VITAL part of our hobby and the MFCA is doing what it can to embrace and educate everyone involved about the various aspects and changes for the better that have taken place in our hobby since we were children. Custom figures and gameboards are just a few of the many changes that have occurred.

I must admit that my biggest surprise with the MFCA is how fast it has grown in less than a year. I was projecting that we would get between 50-60 coaches in our first year. Man was I wrong and I am so glad that my projection was way off. As of now we have close to 150 members and that is in less than a year. The MFCA with the help of The Tweak is also putting together information to help coaches with many often



asked questions in our hobby. Plus a league directory with the various leagues throughout the country will help new coaches contact other coaches in their immediate area.

The MFCA is being represented at many tournaments throughout the country. Last year I attended The Seawall Brawl which was held June 28th through July 1st. Not only were six members of the original 12 members in attendance but there were many other MFCA members in attendance as well. I look forward to our first convention later on this year and know that the MFCA will not only bring about UNITY but more important FUN, FELLOWSHIP, and lifetime FRIENDSHIPS to everyone in the hobby.

John Merida aka Coach J

THE TWEAK
OFFICIAL MAGAZINE OF THE
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ON THE BACK COVER

**Use the back cover of this issue
as a sign to promote your next
Miniature Football event!**

**Post it at work or any public place around
your neighborhood or use it as a flyer.**

**You can also print out additional copies by
downloading the pdf file at:
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**Don't forget, June 13th is "Take Your QB To Work Day" followed by
National Miniature Football Day on June 14th and Father's Day on the 15th!
Celebrate a weekend of Miniature Football and Fatherhood
with your friends and family!**

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LETTERS FROM THE EDITORS



by Matthew Culp

Greetings to all readers! Well in March it will be official...the MFCA is one year old and what a year it has been. From the original

12 members, who got things going, to closing in on 150 members, it was a great first year...but the best is yet to come. Upcoming in 2008 is several tourneys including the big one...the first ever MFCA Convention held August 1-3 in none other than Canton, Ohio and the Pro Football Hall of Fame. We are going to need a lot of volunteers for this event, so please circle your calendars and make your plans to come to Canton. A lot has happened since our last issue as well, including the 2008 Miggle Convention. For myself, I had a great time and it was great to meet people for the first time. This issue is organized around that event. We present the history of the Miggle Conventions in this issue, along with the Great Lakes EFL, Detroit EFL, the "Fantasy Match-up" of the century and Michigan's own Brian Witkop. This issue will also feature some of the greatest innovators and coaches...Joe Allore and Building Boards 101, Wally Jabs, Metal Masters of the NYEFL and one of the greatest innovators of all time-Reggie Rutledge. I hope everyone enjoys this issue of *The Tweak* and please remember...we want to hear from you. If you have a story idea...if you want to write an article or if you have a comment, then please get a hold of us. Our staff of writers for *The Tweak* are just guys like you (except maybe for Weirdwolf...he was dropped on his head several times as a child) and the success of the magazine is in *your* hands. So please help us out! A very special thanks to all of you who contributed in some way to this issue and a special thank you to the MFCA Convention staff, who are working hard to plan the event. Happy reading!



by Al Dunham

They always say that you remember your first... first love, first job, and first car. So it is with me that I'll never forget this years' Miggle con-

vention, my first. I had always wanted to attend one since I heard about the first meeting in Chicago. Unfortunately, I wasn't able to make it to any due to either financial concerns, or the weather. This year I made up my mind that I was going to come no matter what. I had a few dollars tucked away just for the occasion, and decided that I would drive the 155 miles even if there was a blizzard. Luckily, the weather gods were lenient as I had clear roads traveling both directions.

If you've never been to one, all I will say is go! Don't delay! Just make plans for next year. Whether you play in the tournament or not, the experience will be worth it. And whatever you do, be sure to stay the nights at the motel. I can honestly say that I had one of the greatest weekends of my life, but it wouldn't have been nearly as much fun if I hadn't stayed the nights in a room there. It's the action taking place in between the rooms that makes the convention an experience to remember. Old friends getting together...guys practicing for the tournament...new friends meeting and exchanging tweaking tips...whatever it is that you enjoy about the hobby can be found at the convention.

As much fun as the Miggle convention was, I hope the MFCA convention in August will be just as great. It's only a short 4 months away and time flies by much too quickly. We have a rare opportunity to introduce our hobby to a large group of kids that will be in Canton at the same time. Hopefully, we will be able to ignite a flame in them, one that will continue to grow as they grow, and that the hobby will flourish again as it did in the 60's when all of us were introduced to miniature football. Between the United Way kids, the MFCA tournament and the NFL Hall of Fame festivities, the Canton convention should be the grandest of them all!

FROM THE ARCHIVES by Ray Fanara

- 1 year ago:** Raiderman (Paul Bartels) wins the National High-voltage Football League championship.
- 2 years ago:** Miggle's Electric Football forum reappears after a major crash and loss of all previous posts.
- 7 years ago:** Raiderman (Paul Bartels) hosts the Raiderman Invitational in York, PA.

The
FELLOWSHIP
BROTHERHOOD
SPORTSMANSHIP
Miggle Convention
ONE MAN'S ELECTRIC DREAM
by Matthew Culp



On January 15, 1929 our country was blessed with one of the greatest leaders in our history... Martin Luther King Jr. Mr. King would have been 79 years of age this year, but sadly he was taken from us on April 4, 1968 at the young age of 39. I have long studied and admired everything that he stood for and as I was reading an article on him written on January 21st, I was reminded of the man that stood for fellowship, equality and love of your neighbor. He has had many words of wisdom and I would like to share some of my favorites with you now...

• "The ultimate measure of a man is not

For me it was very appropriate that one of the greatest events in our hobby that promotes fellowship and brotherhood falls on the same week when we remember a great champion of fellowship. I believe if Martin Luther King Jr. was to walk into the Embassy Suites in Livonia, Michigan on January 25, 2008 and see the fellowship and brotherhood between all of us...I believe he would be very proud of what he saw. And so it is with great honor that I share the history of a tradition and the story of a weekend of brotherhood...of fellowship...of sportsmanship and the story of what has become a family reunion in the

ply began to die out in the 80's, but as one chapter in this hobby came to a close, another came to a tremendous opening. Tudor games, who manufactured Electric Football games for almost 40 years, could not survive into the early 1990's and it is here where our story and hobby was reborn. You cannot talk about Electric Football and it's rebirth without talking about the man who saved the game from extinction. The game's rebirth can only be attributed to one man and one man only...one man who had a vision to keep this game alive...that man was Michael Landsman. Michael Landsman purchased Tudor Games in 1993 and

LEFT-Jimbo Dunagan, Cleon Tate and Corey "Pretty Boy" Johnson enjoy some reunion time. CENTER-The 2008



"This convention was a dream come true for me. I've have been wanting me eight years or more, but hey, mission accomplished!... Overall i

where he stands in moments of comfort, but where he stands at times of challenge and controversy."

• "All labor that uplifts humanity has dignity and importance and should be undertaken with painstaking excellence."

• "Life's most urgent question is: What are you doing for others."

• And my favorite of all... "The good neighbor looks beyond the external accidents and discerns those inner qualities that make all men human and, therefore brothers."

sport of electric football...and thus should be honored as such- Presenting the History and Tradition of Miggle Conventions and the Miggle Convention of 2008.

THE HISTORY AND TRADITION OF MIGGLE CONVENTIONS

All great things must have a beginning and it is no different with Electric Football. Although the hobby began in the late 1940's, it reached a crossroads with the advent of video games in the 1980's. The game sim-

formed Miggle Toys. He saw potential in a game that he knew and loved for many years. His investment in the hobby was not just a monetary one, but an emotional one as well. He wanted the hobby to succeed. His goal was to help the hobby grow and so began in 1993...the renewal of a game, popular in the 1960's and 70's and played by kids back then, was now being played by "kids at heart". The great thing about Electric Football is that it is a timeless game and the kids of the 60's and 70's were now the

adults of today. Electric Football is timeless because it is just like such great games as Monopoly and Chess. It has strategy, craftsmanship, sportsmanship and as you play the game it takes on a whole personality all its' own. It is a social game...it is a game that gives you a real feeling of satisfaction when you play it and as we have seen from leagues from around the country...it is a game that can bond men together, even in times of great challenge and sorrow and it has been known to bond one generation to another generation. Simply put...this hobby...that hundreds of grown men around the country now en-

teams were chosen from hundreds based on the offensive and defensive adjustment plays they filmed on the video they turned in. Your first four teams were Greg Hagely, Myron Evans, Clem McCauliffe and Bill & Mark Klingbeil. At the end of the day the very first Miggle Superbowl was won by the Klingbeils who defeated Myron Evans 16-8. The tradition had begun and from thence forth the Miggle Superbowl of Electric Football would just get larger and larger.

The next year the Klingbeil brothers would take home the championship trophy again for the second straight year. January 20,

exchange phone numbers, ideas and plant the seeds for the growth of the sport. Credit is owed not only to Michael and Delayne Landsman, but to Ira H. Silverman, a marketing executive from New York, who came up with the idea of having an Official Electric Football Super Bowl and Convention. Thanks to Ira and Michael, the hobby had established a foundation for coaches to get in contact with each other on a yearly basis. Information sharing and contacts lead the hobby to where we are today, without this it would have been hard for the hobby to grow.

In addition to the conventions, Miggle also

Jr. & Sr. Spark Bowl Champions



RIGHT-Jimbo Dunagan and Mike Turner compete in the Miggle



to get to a Miggle Convention ever since I rediscovered the hobby. It took it was just a super, super convention!-Glenn "Green Bay" Hardaway

joy... owes everything to Michael Landsman. If he does not purchase Tudor Games in 1993, then none of us may ever have found each other and we would have never enjoyed the brotherhood of this new found sport...it is with Michael and Delayne Landsman that our story begins. The tradition all began in 1995 at the very first Super Bowl tournament, held at Michael Jordan's Restaurant in Chicago, Illinois. The first tourney involved four teams selected based on videotapes sent in to Miggle Toys. Four

1996 is a date of history for this hobby. It was the date of the second Miggle World Championship and the date where we saw the first ever National Convention held at the Hyatt Regency Hotel in Downtown Chicago. For the first time you had coaches from all around the country meeting in one place for a convention for the sole purpose of Electric Football. It was a defining moment in the history of the sport, as coaches that had no idea that other coaches were out there, found each other and began to

began one of the first well known publications for the hobby, when the first issue of *Plugged IN!* was published in 1996. The official newsletter of Electric Football was one of the greatest tools that Miggle established to help coaches get in contact with each other, leagues, tips on painting and play, stories of coaches from around the country and it was used to show upcoming products offered by Miggle. The *Plugged IN!* for many years including today, was the eyes, ears and voice of Electric Foot-

ball. Its' place in history of the hobby is important. I personally can say that the newsletter is a time capsule for the sport. I have saved every one that has ever been sent to me and looking back at the first one, in 1996, to the last one, from the fall of 2007; it is absolutely amazing how far we have come. It is just as big a part of the success of Miggle, as the National Conventions are and we owe a lot to all who have been a part of it.

As the years went by the Miggle Conventions got larger and larger. With the first three Conventions in Chicago, Miggle made the next big step by hav-

would again break new ground. January 23, 1999 marked the very first "Spark Bowl", a tournament especially designed with kids in mind. The Spark Bowl has become a tradition at the Miggle Conventions, ever since, and hundreds of boys and girls between the ages of 8 and 16 have enjoyed the competition for many years. For many coaches, the Spark Bowl for the kids is a way to give back to the next generation and besides...it is where we all started to play the game as well at a young age. Philadelphia also saw another first...the first ever "Woman's tournament", which eventually became

ton was a huge success, as the game of Electric Football was enshrined into the Pro Football Hall of Fame. Highlighting the weekend was an exhibit shown to the public at the Hall of Fame titled "Electric Football: Then & Now". It was also one of the largest attended Conventions and gave the game of Electric Football a tremendous boost and exposure on a national scale. Memphis hosted the 2002 convention and was highlighted by crowning the first three-time champ-Ron Bell. Memphis was also the site for the first major changes to the rules for the tournament. During this tournament it was the first

LEFT-Fellowship is the name of the game, as the guys enjoy some cigars CENTER-Questions anyone? Pre-t



"This was a great experience...this was my first convention and it was great running was amazing and made it very challenging...what even made this m

ing their first Convention outside Chicago in 1998, that place was Cleveland. This convention was unique because it was held in the former Cleveland Browns weight room and provided a great atmosphere for Electric Football play. Lavell Shelton was your champion in Cleveland and took home his second championship after his win in 1997. In 1999, the convention was held in Philadelphia and again the Miggle National Convention

known as the "Buzz Bowl for Women". A year later the convention was held in Washington DC bringing the largest attendance at that time despite the cold weather and snow storm on Sunday. In 2001, the Miggle Conventions reached another milestone and fulfilled a dream for many Electric Football coaches, when that year's convention was held in the "Mecca" of the sport of football-Canton, Ohio. The Miggle Convention in Can-

time we saw the formation of the League Champions Play-offs and the Wild Card tournament, that we use today, that lead to the final four for the championship-yet another milestone.

On a more personal note, the 2003 Miggle Convention was maybe the most memorable for me. Held at the College Football Hall of Fame in South Bend, Indiana, it was where I met my best friend, Matt Wavra. As is the same with many

coaches, the Miggle Conventions are where friendships and leagues are born. The back drop for that convention was amazing and during breaks in the action, I personally enjoyed taking in all the sights of the College Football Museum located just beneath the main tournament area. It was back to Chicago for the 2004 Miggle Convention. 2004 was a big year for Electric Football, as more and more leagues came into existence, especially leagues overseas in Iraq and abroad. It was also the year that Mark Kistner entered into Electric Football and began to sell the custom field covers that everyone plays

who claimed his second crown after his win in South Bend the year before. This convention was also special, because the convention got national recognition on *CBS Evening News*, the day before the actual Superbowl. The four minute piece was a huge boost for the game and really demonstrated the increased popularity in the game.

2005 saw the convention move to Pittsburgh and saw the turnout continue to grow. It was another tremendous success for Miggle. It was hard to miss the huge replica of Heinz Field as you first walked into the room. It was also highlighted by

ment, hobby highlights and coverage of the event. We also saw the emergence of Keith Chalmers who defeated Norbert Revels (2005 Champ) in one of the most entertaining Superbowls.

And it just got better from there...in 2007 the convention moved to its first southern location...Jacksonville, Florida. Not only was the entire weekending a huge success, but it was another milestone. Write down January 26-28, 2007...those will be dates that will long be remembered in this hobby. In a way Electric Football arrived a long time ago. When Mr. Landsman got the game enshrined

ourney coaches meeting RIGHT-Andrew Stewart focuses on his next move during his Semi-Final game



to put faces with people"... "Jimbo is one class act and a great coach...his more special was this was the first ever meeting with Jimbo"-Greg Hardmon

on today. It was a tremendous innovation and for the first time really allowed the Electric Football enthusiast to customize their fields for their teams...not to mention...Mark's incredible custom monster boards made out of such materials as Oak, Cherry and different plastics...they were true works of art. Mark Kistner's innovation was a product that forever changed the game for the greater good. Your champion in 2004 was Edgar Downs,

the return of the 620 field once made by Tudor, now made by Miggle. This convention was also in honor of the memory of one of the greatest patrons of the game-"Doc" Smeby. In 2006 the convention moved to Baltimore and was easily the highest attended convention to date. Again the convention received national exposure, as Bill Geist from *CBS Sunday Morning* gave Electric Football fans a treat with his segment on the tourna-

at the Pro Football Hall of Fame...that was special...when Electric Football got exposed on both CBS segments...that was special...but to have a 12 minute documentary done on the hobby on *NFL Films*...well my friends...we have arrived! I never thought I would hear the host and president of *NFL Films*, Steve Sabol, say these words... "Today we have got an electric show for you, as in electric football...do you know that people still

play it” ...well the word is now out...we are still here! The talk of the convention was the fact that every time you turned around there was a camera crew in your way and it was a great problem to have. Everyone at this convention felt like celebrities and it made the convention very special for a lot of coaches. It was also special, because the feature gave the hobby even more creditability and has changed some views from just being a board game to a legitimate sport. To the Landsmans...all of us thank you for what you have done for us, this sport and for Miggle Conventions. It is through these annual gatherings that many people have come together in friendship, sportsmanship and brotherhood, but more important they have helped grown men build relationships for a life time.

THE 2008 MIGGLE CONVENTION

As you walk into the Embassy Suites in Livonia, Michigan you immediately notice the large open interior, the decorative plants and warm feeling. What you don't immediately realize is that coaches from all around the country are converging on this one space to decide who is the best in the land, when it comes to Electric Football. The 2008 Miggle Convention began for me, as with most, with a reunion with all the guys that I have conversed with on the internet, but have not seen for awhile. Most coaches arrive on Friday and the hours before the Miggle Banquet is a time to just get caught up with friends and take in the weekend ahead. Friday evenings of the Convention have become a tradition and this year was no exception. Ira Silverman entertained everyone before dinner with his rendition of “Who is Smarter than a Fifth Grader”, except this time around it was and “Who is Smarter than a EFL coach”. The dinner was awesome with great food and warm exchanges. After dinner awards were handed out. Brian (Wolverine) Witkrop was awarded this year's “Good Vibrations Award” for his dedication to the hobby and local TV spot. As for “Coach of the Year”...well that went to not one coach, but the entire Great Lakes Electric Football League...a great honor for some deserving guys. Following dinner coaches made their way for the first ever Miggle Skills Competition ran by Steve Martin. The first ever winner was Norbert

Revels.

The main event began Saturday morning, as coaches gathered for the beginning of the Miggle 2008 Tourney. This year there was 54 coaches from around the country paired up for the first round of competition known as the “Round Robin”. For those who have never been (and we had some first time coaches), in the Round Robin you are grouped into divisions of eight coaches and you play each coach one time for a total of seven games. The games are short, with each coach getting just four plays to either score or gain yardage to win. The coach with the most wins advances to the “Elite Eight”. Your 2008 Elite Eight were... Frank Johnson, Simmie Lassiter, Greg Hardmon, Andrew Stewart, Mike Turner, Adrian Baxter, Jimbo Dunagan and Jamal Goodloe. Following a break, the Saturday night quarterfinals determined who would make the final four on Sunday. Your final four were Mike Turner, Jimbo Dunagan, Greg Hardmon and Andrew Stewart.

Following a very intense day of action, everyone was ready for some downtime play. The “Green Room Rumble” (games in which coaches play with their best teams) has become a tradition at Miggle conventions and although it was somewhat less than past years, many coaches still got together and played into the early morning on Sunday. One highlight of Saturday night was the “Motor City Beat Down”. Al Dunham and Glenn Hardaway, who specialize in “fantasy” teams finally got together to play after three years of planning. “Green Bay” Glenn had this to say about the convention... “This convention was a dream come true for me. I've have been want-

ing to get to a Miggle Convention ever since I rediscovered the hobby. It took me eight years or more, but hey, mission accomplished. The best part was meeting all the people I've been on the chat board with over the years. I can't say how happy I was to finally meet the Landsman's. Both Michael and Delayne managed to spend quite a bit of time with me one-on-one, even though hundreds were there at the convention. This was amazing since there was so much going on. I enjoyed the games, and couldn't believe I actually won a few, so that was most encourag-



Michael and Delayne Landsman present Greg Hardmon with the 2008 “Breakthrough Coach of the Year” award

ing for my future EF career! LOL! Even the staff at the hotel was great...and that huge suite made me feel like I was kind of at home away from home. Certainly I have to mention how impressed I was that my good friend, Ravenna Al, spent an inordinate amount of time in my room helping me tweak bases for the tournament. Not only that, trapezing around in the snow fishing for some good eats was a blast as well. I probably owe Al a tank of gas on that note! Last but not least, who can measure the thrill of actually seeing the Swamp Moose in action against the

infamous Sasquatch! This has already laid the groundwork for a new tradition indeed. Already the fans are clamoring for a rematch! I plan to make them all from now on. Overall it was just a super, super convention!"

Sunday morning everyone made their way to the convention floor to see who would bring home the championships. In the long running "Spark Bowl" it was Kyle Nutt from Spartanburg, South Carolina who brought home the trophy by narrowly defeating Kyle Paprocki, of Charlotte, New York, with a last play field goal to win. These guys battled it out

reached Greg's 20 yard line with less than two minutes to play. However, the drive ended there as Greg's defense held, sacking Jumbo's QB on fourth down to preserve his first ever Miggle Championship in his first ever convention.

Greg Hardmon was a gracious winner... "This was a great experience...this was my first convention and it was great to put faces with people", Greg continued, "Jimbo is one class act and a great coach...his running was amazing and made it very challenging...what even made this more special was this was the first ever meeting with Jimbo...and he has joined our league...playing

It was a great tourney and a great convention. As Sunday afternoon came around and coaches began to leave for home it was great to see just how much fun everyone had. Whether you had been playing in the tournament, buying Electric Football products, playing pickup games in hotel rooms, sharing ideas or if you just came to see what it was all about...one thing is for sure...brotherhood exist in this Electric Football family of ours, I am very proud of it and all of you should be too. As brothers we should take a moment and say a prayer, as everyone at the convention noticed Mr. Landsman's ailing back. I think it is a tes-

IN GOOD COMPANY...Greg Hardmon is your 2008 Miggle Champion and has joined electric football's elite group of coaches...here are the locations and list of past champions of electric football's longest running convention...

Miggle All-time Champions

Super Bowl XIV 2008-Detroit, Michigan
Super Bowl XIII 2007-Jacksonville, Florida
Super Bowl XII 2006-Baltimore, Maryland
Super Bowl XI 2005-Pittsburgh, Pennsylvania
Super Bowl X 2004-Chicago, Illinois
Super Bowl IX 2003-South Bend, Indiana
Super Bowl VIII 2002-Memphis, Tennessee
Super Bowl VII 2001-Canton, Ohio
Super Bowl VI 2000-Washington, D.C.
Super Bowl V 1999-Philadelphia, Pennsylvania
Super Bowl IV 1998-Cleveland, Ohio
Super Bowl III 1997-Chicago, Illinois
Super Bowl II 1996-Chicago, Illinois
Super Bowl I 1995-Chicago, Illinois

Super Bowl Champion

Greg Hardmon
Ron Bell
Keith Chalmers
Norbert Revels
Edgar Downs
Edgar Downs
Ron Bell
Ron Bell
Ron Bell
David Daniels
Lavell Shelton
Lavell Shelton
Mark & Bill Klingbiel
Mark & Bill Klingbiel

right to the end and gave us some great Electric Football moments. As for the grownups...it was Jimbo Dunagan defeating Mike Turner and Greg Hardmon defeating Andrew Stewart to advance to Superbowl XIV and the 2008 Miggle title.

The title game was one of the greatest finals in Miggle history. Greg Hardmon managed to take a 7-0 lead on Jimbo Dunagan, scoring the games' only touchdown before halftime. Jimbo had his chances as he was driving late in the first half, before running out of time. That theme would repeat itself in the second half, as he drove the field late in the game and

in the Great Lake EFL is like playing in a tourney every week and it prepared me for this tourney...we have some great coaches in this league, Ken Allen, Jamal Goodloe, Jim Davis, Norbert Revels just to name a few". On top of winning the championship, Greg Hardmon's day even got better, as he was presented with an award by Ira Silverman for "Breakthrough Coach of the Year" at halftime of the title game.

Jimbo Dunagan is also to be congratulated for a well played tourney and had this to say, "This was the hardest tourney ever and there was no room for error...I had a blast and I would like to thank the Landsmans for a great experience...I will be back".

tament to the man, that although he was hurting he still put on this convention for us and I am grateful for what he has done. From the entire staff of The Tweak and the football community, we all have him in our thoughts and pray for a speedy recovery for a man that has given us all so much. Martin Luther King Jr. was right when he said... "Take the first step in faith. You don't have to see the whole staircase, just take the first step". This hobby has taken our first steps...staircase or not...Electric Football is here to stay. Long Live Electric Football...for as brothers and neighbors we all share the hopes and dreams both on and off the field of play.



sigh of relief on the Quatch sideline. Feeling rejuvenated following the missed field goal, Grog atoned for his earlier fumble by rambling 53 yards for a touchdown and the Quatch had taken a 10-7 lead over the Moose.

The Sasquatch's joy was short lived, however, when #22 returned the kickoff 100 yards down the left sideline for a touchdown and just like that, the Moose were up 14-10. On the following kickoff, the normally sure handed Muckman grabbed the ball and ran 55 yards to the Swamp Moose 38 yard line, where he lost the ball after a vicious hit. Once again the Quatch defense tightened up and forced another fumble at the Moose 40 yard line. With time running out and under extreme pressure from a blitzing Moose defense, "Stinkwater" threw two incomplete passes and the Quatch turned the ball over on downs to end the game.

Both teams left the field bloodied and battered. Each team showed stellar defenses and featured battering ram running backs. In the end, though, it came down to special teams breakdowns that spelled doom for the big guys. The two fumbles and touchdowns were too much for them to overcome. They were tired and beaten, but their spirits remained high as they vowed to have their revenge in the rematch, even if it takes another 3 ½ years. Stay tuned!

I T WAS A GAME OF EPOCH PROPORTIONS, AND THREE YEARS IN THE MAKING... RAVENNA AL VS. GREEN BAY GLENN, THE CANADIAN SASQUATCH AGAINST THE LOUISIANA SWAMP MOOSE.

Tucked away in the back corner of the Green Room of the 2008 Miggle convention, the two teams battled each other into the wee hours of the night until one team stood victorious and the other left to wonder what might have been.

The "Quatch" won the toss to start the game and elected to receive. They moved the ball into Swamp Moose territory where

the drive stalled and they turned the ball over on downs. Two plays later the Moose fumbled the ball away at their own 40. An 11 yard run by Grog got the "Quatch" to the 29 where the Moose defense stiffened and the team from the Northwest settled for a field goal and a 3-0 lead. An exchange of possessions had the first half ending with the Sasquatch ahead, 3-0.

A 31 yard return to start the second half put the Swamp Moose in good field position at their own 42 yard line. Six straight runs by #22 resulted in a touchdown and a 7-3 lead for the Swamp Moose. Grog, for the Quatch, fumbled the ensuing kickoff at their own 16 yard line and the game was looking bleak for the big guys. Instead of folding up, the Sasquatch defense came alive. Three straight runs resulted in a loss of 13 yards. When the field goal attempt sailed wide right, there was a collective



DETROITGATE

THE CONSPIRACY

by Al Dunham

The game had only been in the record books for a few hours when talks of a conspiracy began to surface. History will show that the Swamp Moose prevailed, 14-10, but questions remain unanswered. Why was the game delayed 2 ½ hours? Why was there only one completed pass for the entire game? Why did the board suddenly change speeds in the crucial third quarter? Did the Moose bring in 'ringer' bases? Where did Glenn get that shirt showing the Moose beating up the "Quatch"...and why was Al wearing it? What happened to the last few plays of the game? These are all good questions, ones that require investigating. Skeptics will tell you that these are all just coincidences, things that happen in day to day life. Conspiracy theorists will say that the game was rigged, that the Sasquatch didn't have a chance of winning and that there are too many discrepancies to be mere chance. In an effort to sort out fact from fiction, let's look at these one at a time.

DELAY OF GAME

The game was supposed to start at 7:00pm Saturday night, but instead didn't get going until 9:30pm. What happened? The "official" reason is that Al and Glenn went out to dinner first and didn't return until after 9pm. It sounds simple enough, but is this really the truth, or were there more sinister forces at work here? Let's look into this a little closer. 6:45pm, Glenn states that he is hungry. Al offers to drive both to a nearby restaurant. The first restaurant that they arrive at tells them that there is a 45-50 minute wait to be seated. They try another restaurant and are told the same thing. The same thing. Was this just a coincidence, or part of a plot to delay the game? It was no secret that Al was already tired, the result of only getting a couple of hours sleep the night before. Were the restaurants working in conjunction with Glenn in an effort to tire Al out? At this point Glenn 'jokingly' suggests that they go to a McDonalds. Was Glenn really just joking, or was he trying to get Al to oblige, knowing all along that McDonald's food bothers Al's stomach? Was this a plot to make Al ill before the game? We may never know.

The two finally end up at the Chicago Grill where the waitress states that it is only a 20 minute wait. That 20 minute wait turns into 50 minutes, and, as if that wasn't enough, the whole dinner takes another hour to get served and eat. Skeptics will say that this is a typical Saturday night for the Detroit area, that restaurants in that area get filled and long wait times are normal. Theorists, on the other hand, will tell you that this is all a part of a devilish scheme in the hopes that Al, in his fatigued condition, would make mental mistakes in the game. They'll also point out that the Nazis performed countless sleep deprivation



studies during the war, and that the Third Reich is one of the Sasquatch's most bitter rivals. Add in the fact that Glenn speaks fluent German and one has to wonder, if it is all just coincidental, then why was Glenn humming lullaby songs during the course of the game?

VEGAS DICE

Conspiracists would like to have you believe that the passing dice used in the game were loaded, causing a disproportional amount of incomplete passes to be thrown. Skeptics will tell you that dice can be inconsistent, that certain numbers might appear frequently or not at all. In an effort to get to the truth of the matter, we need to look at a few things first.

Fact #1) There was only one complete pass in the entire game. One complete pass out of eight attempts equates to a 12.5% ratio. Compare that to the theoretical 55-60% completion ratio that should have been thrown, and it would appear that something is amiss here.

Fact #2) Glenn didn't attempt any passes after the first quarter. Even when faced with a third and 17, he refused to pass. Why? Did he know that something was askew with the dice?

Fact #3) Glenn constantly rolled the fumble/penalty dice under the board. Was this just an 'accident', as he insisted, or was this a clever diversionary tactic used to switch the passing dice with loaded replicas while Al was busy retrieving the other dice from under the board?



RAVENNA ALS PASSING DICE. LOADED, OR JUST A STREAK OF BAD LUCK?



THE BOZO COACH, SLAPPY O'FLAHERTY. WAS HE MERELY WATCHING THE GAME, OR SECRETLY SENDING SIGNALS TO THE SWAMP MOOSE SIDELINES?

otal third quarter and caused a minor disruption when he videotaped some of the game. The Sasquatch never seemed the same afterwards. Coincidence? When asked for a comment, Al said "Man, I thought Kenny and I were buds, and then he goes and does this to me. Now I know how Julius Caesar felt when he uttered those immortal words 'Et tu Brute, et tu?'"

PAPARAZZI

The game was going along smoothly in the third quarter when all of a sudden camera flashes started going off. Why did this happen at that particular time, instead of earlier in the first or second quarters? Skeptics will tell you that it was just something that happened, that guys wanted to get some pics of the game in progress. Theorists are pointing out the connection between the third quarter and the Third Reich. They also bring up the fact that everyone knows that the Sasquatch are afraid of lightning, and the constant flashes of camera lights were a plot to unnerve the big guys. Indeed, right after this event the Quatch lost two fumbles and let the Moose return a kick 100 yards for a touchdown, something that had never happened to the Canadians before.

It was also at this time that the board speed suddenly changed. Too fast one play, painfully slow the next. Why did this happen? The board had been performing flawlessly up to that point. Was it the paparazzi? Ken Allen? Slappy? We may never know the answer.

When asked to comment, Glenn had this reply, "Loaded dice? Are you kidding me? Those dice resulted in two personal fouls against us. I mean, come on... Sure, the Moose grabbed a hand full of fur, but these things are bound to happen. Those other guys don't even wear uniforms, so how can you not grab some fur? In a game of this magnitude, you have to let that stuff go, just let the guys play."

THE CLOWN CONNECTIONS

One has to wonder what Slappy O'Flaherty, the head coach of the Bozoz, was doing on the sidelines. Was he there just enjoying the game, or was he secretly sending signals to the Swamp Moose sidelines, relaying the Quatch plays in a manner that would even make Bill Belichick envious? Then there was the Ken Allen incident. It's no secret that Ken is one of the Bozoz's biggest fans. It's also no secret that he came over at the critical moments of the piv-

THE PRATT FACTOR

One question that even has the skeptics wondering is why did Glenn switch bases at the last minute? Al and Glenn had stayed up until 1:30 the previous night working on some bases for Glenn's tourney team. Then, at the last minute, he switches them for some specially tweaked Mike Pratt bases. The Moose already had 3 ½ years to scout the Sasquatch. Why wasn't Al allowed to observe any of the Moose in action?

Another question that remains unanswered is why were the Swamp Moose allowed to have TTC bases on every defensive player? WMAEFL rules specifically states that the defensive team is only allowed 5 rookie bases with a BB or TTC bases or combination thereof. Yet the Moose played the entire game with 11 TTC bases. Skeptics will tell you that this was just a slight oversight on the officials part. Conspirists say that someone was greasing the officials palms. When asked about it, Al said, "Yes, I did notice it around the second quarter. I was going to say something, but gee, Glenn bought dinner."

DETROITGATE

Perhaps the most damaging evidence of all is one reminiscent of the Nixon years. Where are the last 7 plays of the game? Missing from the official records, one has to wonder what would have happened. The Quatch had just given up the ball on downs, but there was still enough time left in the game for the big guys to get the ball back, especially given the way that their defense had been playing. So where are they? Witnesses say that at 2am, Al was too tired to go on anymore. He was heard to be muttering "No mas... No mas" as he walked away.

Taken individually, one could dismiss each claim as just pure circumstance. Put them all together and the evidence is overwhelming and almost impossible to ignore. Did the Bozos, Third Reich, restaurants, paparazzi and officials all conspire with the Swamp Moose to bring the Sasquatch down? Perhaps, someday, a definitive answer will be known. One thing is for sure the rematch should be a doozy...



MUCKMAN FUMBLED THE BALL AWAY ON THIS PLAY JUST AFTER THE PHOTOGRAPHERS ARRIVED. COINCIDENCE, OR PART OF A CONSPIRACY INVOLVING THE PAPARAZZI



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A SHINING STAR in the LONE STAR STATE

by Al Dunham



For those of us who are old enough to remember, 1961 will go down in history as the last “upside down” year until 6009. Roger Maris hit his record 61 homers, the Dick Van Dyke show made its debut, the Beach Boys released their first record, the Berlin wall separated East from West and John F. Kennedy made his famous promise to put a man on the moon by the end of the decade. It was also the year that Reginald Larnard Rutledge was born.

The early years of Reginald Rutledge were not uncommon of any youngster his age. Being the youngest of 8 siblings, little Reginald always got the “hand-me-down” clothes of all his brothers and sister.

A frail youngster by today’s standard, Reginald exhibited shades of creativity at a very young age. By taking old milk cartons, Reginald would create elevator assemblies in the milk carton. He would also take old rubber inner tubes from tires and create the classic Batman outfit for himself. Just a little boy, how did this future stadium builder have the ingenuity to create things so elaborate?

“I always envisioned myself as a superhero and I knew we had no money to buy these things. So like anyone poor, you make do with what you have,” reasons Reginald. Before anyone knew it, little Reggie was creating things that no one thought young kids could do.

In 1972, Reginald was 11 years old and his life would be changed forever. While watching the Super Bowl between the Miami Dolphins and Dallas Cowboys, Reginald watched as this team in aqua, a weird color in his eyes, played host to this team that had stars on the helmet. What Rutledge remembered from that game shaped his view on sports and eventually led him to play electric football. “I watched as this big number 74 ran this little guy about 30 yards back and finally caught him,” noting the Bob Lilly sack on Bob Griese. That one play ignited the miniature football in this future coach.

It was at this time that Reggie stumbled upon a game being played between two boys in his neighborhood. “I remember the game board, as it will permanently stay etched in my head. It was the model 645 with the diamond end zone and had the teams located on the side of the board. When I saw the players running, I was so fascinated that I knew I had to learn more. For me, it was like a drug, an uncontrollable high that for whatever the reason, I’ve never come down from. At that point, I was hooked.” He was hooked indeed, but

not just for miniature football. He developed a passion for the NFL as well. His first love was for the Purple People Eaters, with an undying admiration for #10, Fran “The Man” Tarkenton. Years later his allegiance changed to ‘Americas’ team, the Dallas Cowboys.

If a person is lucky they might get to grow up in the same neighborhood as a famous athlete. Reggie’s lucky cup had runnith over, as he came to know several football players during his youth. “I remember playing with guys on my street that ended up stars in the NFL such as Terrell Middleton.

“Pap” as we use to call him, was Green Bay’s leading rusher in the late 70’s. He was their first 1,000-yard rusher for 3 consecutive years. I remember “Pap” and I in a go-cart race



at high noon back on Miller Street (the street I grew up on) and because he was losing, he ran me over and out of the race. That’s the kind of player he was, a poor sport. Pap was about 5 years older than I was so he was a giant to me! Then there was Clifton Taylor, who dated my sister. We were in awe of him. Perhaps no other guy was more respected than Oscar “Butch” Reed. He held every city rushing record in Memphis high school and he lived less than 100 yards from me. By the time I really knew who he was, he had gone to Colorado or Colorado State and on to the Minnesota Vikings. I followed his career like he was my daddy! He started in the same backfield with Chuck Foreman in several Super Bowls. Having so many friends that ended up playing in the NFL and playing miniature football all the time, it was only natural that Reggie started leagues, with stat sheets and rules that are still being used today.

1974 found Reginald at Texas Stadium, in a game between the Cowboys and Washington Redskins. As he looked around, absorbing everything he could, the “hole in the roof” stuck in his mind. The more he thought about it, the more he got to wondering if he could re-create the whole stadium. The next thing he knew, he was gathering up cardboard shoeboxes and working feverishly to complete his first rendition of what was to become his calling card; football stadium replicas. Time stands still for no man, and so it was that the years went by. Miniature football took a back seat while work, school and marriage kept Reggie preoccupied. In 1990 Reggie graduated from the University of





Texas at Dallas with a degree in Electrical Engineering. It was shortly after this that Reggie returned his attention to his favorite hobby.

Building stadiums was only the tip of the iceberg. Ever since he was a kid, Reggie had wanted to have his own company making miniature football products. Not being satisfied with only having the standard Fab Five figures to play with, Reggie developed his own players in poses that mimic actual NFL players. Footballfigures.com was born. As if the 24 stock poses weren't enough, FF.COM started making custom poses at the customers' request. It was only natural that Reggie would soon turn his talents to making custom fields as well. His 308's have set a new standard for strength and durability as his many satisfied customers will attest. Having his own business hasn't been easy, and it may not still be around if it wasn't for his wife, Rose. A joint owner of FF.COM, she loves the hobby and the guys in it. "She sacrifices so much, so that this business can remain profitable. Rose is one of the greatest ambassadors of the game of miniature football. If you ever see me out on the circuit, you will more than likely see her as well. She is pretty humble and likes to talk miniature football with enthusiasm. Whatever I have regarding this game, you will never see a more supportive wife and partner".

The DFW (Dallas-Ft.Worth) Miniature Football League got started based on a local writer wanting to do a story on the first Texas Shootout in 1995. He wanted to see how the Texas Stadium was created, and the man behind it. The phone started ringing after people read about the stadiums and what Reggie had done in miniature football. Rules that he had created back in the 70's were being used again. The addition of "The Box", created by Roddy Garcia of Houston, really got thing moving. "Originally, the guys did not take to the demands of the rules, but as they 'upped their level', they began to love them. Simulating injuries, penalties and fumbles is the most exciting aspect of our style of play," says Reggie. With no discrimination of figures or bases, the TSO has become the perfect vehicle to showcase the spirit of fellowship between MF coaches. People from around the country come to the Dallas area each September, to be part of what has become, one of the biggest tournaments in the hobby. The fast game play combined with the random elements of "The Box", has made the TSO a favorite of many MF coaches.

With his children becoming young adults, Reggie has decided to make another dream of his become a reality. He has re-entered college in hopes of attaining a law degree so that he can explore a career in either Intellectual



properties or sports law. Life has become very hectic these days as he tries to maintain a 4.0 grade point average, study for the Law School Aptitude Test, run his company, play the game of miniature football and still have time for his wife and kids. Somewhere during all that has happened in his life, Reggie managed to find the time to earn 3 patents, something that would make his idol, Thomas Edison, proud.

While Reggie can look at his past achievements, and hold his head high, it's the future of miniature football that has him concerned.

While Reggie can look at his past achievements, and hold his head high, it's the future of miniature football that has him concerned. "I wish there were more young people in the game. I think in some ways, the game is dying. I know that is not a popular statement, but I am really fearful of that. I think enthusiasts have a hard time understanding what proper marketing of the game could do for the game. I think that to get people back into the hobby, you've got to have a fast-paced high intensity type of game. When plays take 3-5 minutes to run, heck, I would even get bored. I think when you refuse to use the apparatuses that the original makers of the game provided and institute "crutches" as alternatives to the mechanism, yeah you may bring some people back to the game but ultimately, you may lose more. I think if you slow the game up, it becomes boring and uninteresting and it gives that kid a reason to go elsewhere for enjoyment. I think if you can show kids that you can throw, kick, and run and show them that holes can be opened and strategy can be implemented at a fast and intense pace, you win them over immediately. I hope the game survives. I want it to survive. But unless the powers-that-

be come to understand what hype, marketing, and fast and intense styles of play can do for the game, it will continue to be a cult hobby. The game has great possibilities but it will take guys willing to come out of their comfort zones to really make an impact in the game."

Miniature football has come a long way since its heydays of the 60's. What started off as simple white

and yellow plastic figures moving on a basic green field, has now grown to full size scale boards, complete with graphics of actual NFL or college teams, figures in multitudes of poses from various manufacturers, decals depicting any real or unreal team you can imagine and stadiums that would knock your socks off. We owe it all to guys like Reggie, who used their talents and imaginations to bring this hobby to new heights. On behalf of everyone who has ever played this wonderful game, I want to say Thank you, for your inspiration, your innovation, all the time and effort that you have put into this hobby, and for just being a man, a man of your word. Miniature football wouldn't be the same without Reginald Larnard Rutledge! ★



MINIATURE FOOTBALL'S MUSCLE MEN

GREAT LAKES EFL

Revels...Davis...Hardmon... Allen...Lassiter...these are just some of the men of one of the greatest miniature football leagues this hobby has ever known. To say this is a league of “strength” coaches is an understatement, as for the past decade these coaches have continued to sharpen and perfect their game. It is no surprise then, that at every tourney they bring a very high level of strategy, as well as, experience. What makes this league one of the best can be summed up in one word...competition. If you want to survive in the Great Lakes EFL you had better bring your “A Game”, everytime! The tough competition is a huge help when it comes to playing in tourneys outside Michigan. In addition, the GLEFL is one of the larger leagues in the country, which means the talent pool is deep and their numbers only adds to the level of competition. The MFCA is proud to present the Great Lakes Electric Football League...

You can start with the accomplishments of its coaches. The GLEFL can lay claim to having two Miggle champions in their mist, Norbert Revels, who won in 2005, and this years champion, Greg Hardmon. Then there are the numerous MF tournaments where the GL coaches have had success, winning the Buzzball championship and placing two coaches in the final four of last years Seawall Brawl.

The ability to play well is only half the story. The GLEFL can also boast about the painting skills of several of their members. Steve Martin is one of the better known painters in the hobby. His teams were in the January photo for the MFCA calendar this year. Tony Johnson, Greg Hardmon, and Pat Casey are just a few of the other coaches whose painting skills have brought the GL league up to a level that many other leagues can only aspire to.

One misconception about the GLEFL is that the coaches are all from Detroit. While it's true that the games are played in a suburb just west of Detroit, and that most of the coaches are local, the Great Lakes league stretches out into a much broader area. There are coaches from the Akron, Columbus and Toledo areas of Ohio, as well as new coaches from the Chicago, Illinois region. The Great

by Al Dunham

Lakes league is truly just that, a league encompassing the entire Great Lakes area.

If you had to single out one characteristic that most people associate with the Great Lakes league, it would be strong bases. For the first two years, boiled bases were allowed. When it became apparent that having younger players boil bases to stay competitive was becoming a safety hazard, they were banned. “Something had to be done. We turned our efforts from boiling to the science of tweaking. Guys like Norbert Revels and Jim Davis spent countless hours experimenting with the prongs, discovering what worked and what didn't. They could have kept the results to themselves but instead spread their knowledge to the other coaches in the league. Sure, everyone wants to have an edge over their opponent, but we also realize that if a few guys had teams that were so far above the others, it wouldn't be good for the camaraderie of the league. We have a mutual respect for the game and each other. We're like a family. Of course, just like any other family, there will be differences. We simply let our passion for the game unite us so we can work out any issues that come up.”

Like many other leagues in the country, the GLEFL is migrating towards custom boards, in fact, only three 620 boards are currently being used as home fields. All boards are allowed, no brand is excluded. The only requirement is that the board must function in a manner that the players move consistently throughout the playing surface. “We in the Great Lakes believe that standardizing board sizes would impair creative game planning.”





In its first year, the GL league played their games in a bowling alley in Ann Arbor. Since then, the GLEFL has played all their games in the same location, Taylor Lanes in Taylor,

Michigan. Original members included Ken Allen, Jim Davis, Greg Harmon, Tony Johnson, Shawn Noble, Chuck Lawrence, Simmie Lassiter and Chuck Pitchford. Only 14 games were played that first year, but the league quickly grew to the maximum size of 32 coaches, each representing a different NFL team. The league now follows the NFL schedule from the first game of the season to the final corresponding with the Super Bowl. The talent level is very competitive, as evidenced by the fact that until this year there have been no repeat champions. Ken Allen was the first to win it all as the Giants coach in 2001. He was followed by Mike Nizza, Erick Thompson, Greg Hardmon, and Patrick Casey. Simmie Lassiter is the first coach to win the championship twice, winning back to back titles the last two years.

Each year the GLEFL board members get together and examine the rules. Although there has been a great deal of tweaking to the rules, the game has remained virtually the same. They did go from an actual game clock to using play boxes, from boiled bases to non-boiled, added a fumble rule, modified kick rules and coverage, eliminated stacking/piling and are currently contemplating weight standards and passing conditions to help some of the more novice coaches become competitive. Another item that is reviewed each off season is the use of custom figures. "They are beta-tested first, then voted upon. We want everyone to have the opportunity to use them equally. Some of the best custom figures now come from two of our coaches, Shawn Nobel and Damon Lucas."

Another event that occurs each off season is the draft. What happens is that the coaches take turns 'drafting' which team they will be playing with the following year. The order of the draft is the same as the order of the coaches success. The champion gets to pick first, followed by the other coach that was in the championship game and so on, until all the coaches have picked their teams. If a coach wants to, he may 'trade up' in the draft in an effort to pick a different team. The coach may trade anything as long as the other coach agrees to it. The only thing is, there is no guarantee that the team that he wants to chose will still be available. A coach who has the 25th pick may trade with the coach who has the 10th pick in order to pick the Packers as his team. The trouble is, the coach who picked 9th might take the Packers first, leaving the

other coach out of luck. It's a gamble that helps makes the draft an exciting venture when there are no games to be played.

Every league is bound to have players who drop out of play at the end of the year, and the GLEFL is no exception. Finding new coaches hasn't been an issue. Last year, several coaches from the Chicago area joined the league. This year, the Miggle convention helped add 4 or 5 more coaches who didn't know that this game was still being played until they wandered by while the tournament was in progress. "Each year, we lose a few people and gain a few. So far we've been lucky in that we haven't had to advertise looking for replacements. They just seem to find us. We seem to have a basic core of 20 or so coaches who are in it for the long haul. As for the rest, well..., sometimes things happen in life and guys end up changing jobs or sometimes they just lose interest. Some guys have taken a year or 2 off and then rejoined. We always try and keep our arms open and welcome them back."

One thing that makes the Great Lakes League special is the way guys keep in touch with each other during the off season.

"Guys are constantly calling each other, going to each others homes, just hanging out together. It's more than just electric football. Then there's the tournaments throughout the country where several league members will travel together and support each other during the tourney. Unless, of course they happen to be playing against each other.

Then it's war!"



**For more on the Great Lakes EFL
visit their website at
<http://glefl.com>**



Building a Miniature Football Board

written by Joe Allore



Ever since I got into this hobby I always wanted to make my own board. I get satisfaction out of “doing it myself” so I wanted to make myself a 24”x48” big board that ran both fast and smooth. The techniques I will share with you are a culmination of both suggestions I’ve received and observations that I’ve made from analyzing various boards that I’ve seen all over the country. In no way would I suggest that this the best or only way to make a board, but I can say with a lot of confidence that the style of board I am going to describe runs very well. Below is a list of the items that I used along with the major steps that were taken to make the board. Overall the project was a success as the big board I made runs very nicely and is very simple and easy for playing and storing. There are many great board builders out there, but if you are a “do it yourselfer” like me, then I would recommend giving this a try. Lastly, if making a board is not for you, then at least you will be able to appreciate the effort and skill required to make it, which is what you pay for if you were to buy a custom board like this.

Materials Needed

- (1) 24”x48” 24 gauge steel with 1/2” pan
- (40) 8x5/8 wood screws (flat bearing surface on under side of head)
- (2) 48” long section of 3”x1” pine wood (side frames)
- (2) 25.5” long section of 3”x1” pine wood (end frames)
- Duct Tape
- (1) Motor: You can make your own motor or else old Tudor motors can be used as well as motors from any board maker out there.
- Wall mounting tape
- Jumper leads (or motor wires)
- Field cover (to match board size)

1

Measure and cut wood to create perimeter frame (wood should be cut at the exact size, or slightly greater, than that of the metal field). Paint or stain the frame at this time if desired.

Drill 5/32” size holes at 4 inch increments into the perimeter of the pan bend of the metal field. The holes should be roughly half way up the side wall of the bend. You can save a lot of time if you can get your local sheet metal supplier to do this step for you. Be sure to use a hardened drill bit to cut thru the steel.

2

3

Drill 5/64” or 3/32” pilot holes into the inside of the wood frame to match up with the hole locations on the metal board. These will be for the attachment screws, so be sure to drill a very short hole and to not drill thru the entire frame or it will become visible on the outside. To insure the holes on the board match up with the holes on the frame, assemble the board into the frame (upside down) and mark the board’s hole locations with a pencil. This step is where you set the height of the board relative to the top edge of the frame so use a shim to set the height that is desirable to you. I would recommend the board be at least 1/4” below the surface of the top edge of the board so the players won’t run off the board.

Attach the metal field to the wood frame with the short wood screws. This can be tricky to get a large automatic driver into this space since the screw will only be $\frac{1}{4}$ " above the underside of the board. Therefore you will probably want to do these by hand. See figures 1&2 for view of underside of attached board, see figure 3 for top side of attached board with $\frac{1}{4}$ " ledge around playing field.



FIGURE 1



FIGURE 2



FIGURE 3

Apply double sided wall mounting tape to the bottom surface of the motor box and then stick it in a corner of the field (See figure 4&5). Place a felt or cloth like material between the motor box and the inside of the frame to eliminate potential for rattle. In this case, a 308 motor from Footballfigures.com was used to mount to the underside of the board (See figure 6). The two most common motor types are cylindrical rotary motors and electromagnetic motors. The 308 motor utilizes a rotary motor while traditional boards use the electromagnetic motor.



FIGURE 4

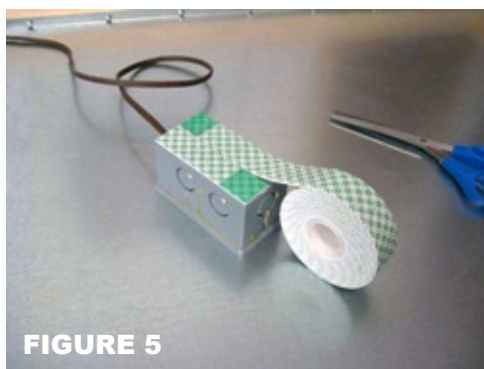


FIGURE 5



FIGURE 6

Add footings to the board frame. You can use simple household items like felt chair footings or simple shims. By using footings, it will incrementally raise the height of the board to allow wires to pass under the frame. In addition, I noticed that the footings allow the frame to be less constrained which helps reduce any vibration dampening in your entire board system.



Flip over the board and apply field cover (see figures 7&8). Field covers can be found from various hobbyists on the miniature football chat board under buy and sell. Some field covers come with magnets, some with adhesive, and some require spray on adhesive (such as Duro spray adhesive).



FIGURE 7



FIGURE 8



Electrically connect the motor. Old Tudor motors have the ac/dc adaptor built in with the speed control dial on the top; therefore it can be plugged right in to work. Motors like the 308 utilize a train transformer for ac/dc conversion and for speed control. Using jumper leads (with alligator clips to avoid the need for soldering) you can connect the wires from the motor to the speed controller used for the 308 motor system (see figure 9).



Begin tweaking the board. Because I recommend a solid 24 gauge metal and a lot of screws, the field should be very firm and flat. Therefore you will need a motor strong enough to power the board without dead spots. I recommend finding a motor that has the ability to vibrate the field on its own as opposed to needing multiple motors. With a powerful rotary motor like the 308 motor, the field may be a little jumpy in the middle. This can be addressed by reducing the counterweight size of the motor, but I found that by simply applying a field cover with adhesive the hot spot in the center of the field was minimized. Other techniques include running duct tape on the underside of the board from end to end which will smooth out any hot spots in the same way that the field cover does on the top side of the board. Get to playing! ●



FIGURE 9



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Tom Johnson- Commissioner

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by Al Dunham

When most people think of miniature football in the Detroit area, they usually think of the Great Lakes EFL. What they don't realize, is that there is another league...one that is centered inside Detroit itself. The Detroit City Electric Football League was founded in 2002 by childhood friends from the southwest Detroit area. The original 6 coaches consisted of Brian Perry, Damon Whitman, Alex Gassaway, Jamel Goodloe, Andre Grigsby and Rodney 'Chip' Burges. The following year two more coaches were added, Damon Lucas and Marcus King. In 2006 several of the Great Lakes EFL coaches joined the league bringing the total to 16.

Basically, the DCEFL plays under the same rule set as the GLEFL. They use FOB tackling, except on special teams and passing plays where it's any touch. Originally they used a player weight system by position/figure, but in 2004 switched to a standard 3.2 gram weight limit to accommodate the incoming coaches from the GLEFL. Another rule change was made to give more realistic punts, allowing 2 seconds to block and another 2 seconds of hang time.

Tweaked bases have been used since the leagues inception, as all the coaches had a copy of "Tweak 101", the coaches DVD. Obviously the bases were not on the level that they are now, but everyone could get speed and a linebacker type power out of them. Big boards weren't used until the 2005 season, when Jamel, Chip and Brian brought them into play. The next year saw the first use of custom figures by Damon.

One thing that makes the DCEFL stand out from others is their constant use of technology. They have had a web site for their league since it's first year. In 2003 they switched to League Daddy as a statistical database to enhance their playing experience. The following year they were able to sell the idea to the GLEFL board. "We continue to test different rules and playing styles in the Detroit League and due to a great working relationship with the Great Lakes board, we are able to bring some of our rules over to the GLEFL to enhance the playing experience in both leagues. It helps when you are a member of both leagues", states Jamel.

Another first for the DCEFL was the use of YouTube to broadcast videos of their games. "It's something that we have been working on since YouTube first came out. Initially we were going to broadcast an entire game and show it on YouTube as our concept is about having fun, not making as much money as we can. Unfortunately, we had an issue with our video camera and couldn't do it for the 2005 season."

If you want to catch a DCEFL game, you will have to know who is playing as all games are currently played at the home of the coach with the home team. In 2008 they hope to find a common location so that all games can be seen in the same place. Keep an eye out for the announcement!



LIST OF CHAMPIONS

- 2003 Jamel Goodloe** - Cowboys beat Chip Burges - Texans
- 2004 Jamel Goodloe** - Falcons beat Chip Burges - Texans
- 2005 Jamel Goodloe** - Falcons beat Damon Lucas - Packers
- League made transition to a college league
- 2006 Norbert Revels** - Dartmouth beat Kenny Allen - Hawaii

CURRENT COACHES

- Rodney 'Chip' Burges** - Lincoln Park, Michigan
DCEFL Board Member
- Alex Gassaway** - Detroit, Michigan
DCEFL Board Member
- Jamel Goodloe** - Redford, Michigan
DCEFL Board Member
- Andre Grigsby** - River Rouge, Michigan
DCEFL Board Member
- Damon Lucas** - Detroit, Michigan
DCEFL Board Member
- Brian Perry** - River Rouge, Michigan
DCEFL Board Member
- Greg Hardmon** - Toledo, Ohio
2008 Miggle Champion
- Norbert Revels** - Hamtramck, Michigan
Defending DCEFL Champion
- Jim Davis** - Detroit, Michigan
- Tony Johnson** - Bellville, Michigan
- Simmie Lassiter** - Detroit, Michigan
- Chuck Lawrence** - Dearborn Heights, Michigan
- Steve Martin** - Waterford, Michigan
- Shawn Noble** - Detroit, Michigan
- Chuck Pitchford** - Detroit, Michigan



As the cold wind whips snow and the northern lights glow, the college electric football action heats up in the northern Michigan area. The Northern Michigan Electric Football League, run by Brian D. Wittkop Sr. is ready for its 25th season as a league in one form or another. The NMEFL story starts back in 1971, when Brian started playing with six other kids in the Monroe, Michigan area after school, in the TSEFL (Town Site EFL), “It was a pro league and you had 2 teams you would play with. I was the Browns and the 49ers. I was able to get the Browns to the championship game, but lost 3 years straight to Duane Pfund,” said Brain.

After the TSFL stopped play in 1975, Brian put away his set and collection of all 28 NFL teams and his life went on... high school, college, marriage... then kids. In 1984 Brian found his old teams and game board while moving into a new home. A month later he got together with some friends after church and started playing again. “The guys and I had so much fun we decided to have a league,” says Wittkop. “So, we ordered some figures and painted them into our favorite college teams. The guys would come over and we’d play till midnight or later on 2 sets, have pizza, beer and just have a blast. We called the league the BFL (Brian’s Football League) because we played at my house and I loaned out the teams. “The league went on for five great years until 1990. In that year, two men moved and two had to take on night jobs. The league became a solitaire league.

When 1992 rolled around Brian’s two sons, Brian Jr. and Christopher, started learning the game. They, along with their friend Mike Boberg, started a mini league on Monday nights and it became a college league. “The highlight of that time was when we played the Michigan- Ohio State game right at Michigan stadium. I knew someone at the athletic department and I called and told them what I wanted to do. We went to Ann Arbor and played the game right in front of the scoreboard at the U of M stadium. Brian Jr. (BJ) was Ohio State and Chris was Michigan. We had former Wolverine Marc Ramirez play the part of referee, and Michigan won 9 to 3”, Wittkops states proudly. Sadly, the boys lost interest after three years and it became a solitaire league once again.

In 1999 the league got some new recruits at the Monroe Glass Company where Brian was vice president. There were 45 guys that got interested in the game when Brian was building his monster board. One thing led to another and they joined the BFL. “This was a lot of fun,” Wittkop says. “We would stick around the shop after work and play on the monster board and two Super bowl sets, make snacks and kid each other and have fun. Part of what made it great was my son Chris would be in it too. That reincarnation of the league went on until 2004 when Brian’s kidneys failed and he was placed on dialysis. In the summer of 2004 Brain moved to northern Michigan in the Traverse City area to be near his oldest son, Brian Jr., who had moved to northern Michigan a couple of years earlier.

The league continued as a father son league and today, Brain is still trying to find recruits. He has been featured in the Traverse City Record Eagle (the local paper) and in January he made the local news on television. The league has 46 teams that play 8 games. 16 teams make the playoffs and the 2 finalists face off in the Floral Bowl. Brian



Brian Wittkop receives the 2008 “Good Vibrations” award during the Miggle Convention

hopes to add 2 to 4 teams a year. The league has its own website and a chat board where you can talk about electric football, real football or just chat in general.

The highlight of that time was when we played the Michigan-Ohio State game right at Michigan stadium.



The NMEFL has some unique rules and off-season changes that they use. First is the QB. "We let the QB run. He may drop back to pass and, if no one is open, he may run up to the line of scrimmage. The play is stopped before he crosses the line of scrimmage to pass and then, if no one is still open, he may run. Of course, when he stops, the defense may adjust any unengaged men," states Brian. Also, the NMEFL has a rather fun way to try to bring parity to the other teams. After the season is over each team has "seniors" that graduate and their bases are then removed and they are put into a shoe box with all the bases from the other 45 teams. Then, each team picks out new bases for their "freshmen". Some teams may get more of the better bases than others. This is because some teams play iron man football and some teams play 22 men football, while there are four teams that have 30 or more men play. Teams that play iron man will get to pick between 1 to 4 bases, while teams that play 22 men football have a chance to get between 8 to 12 bases. The more bases you pick, the better your chance to get some of the "great" bases.

The NMEFL / BFL has had 23 champions and has kept a season going since 1984. As Brian says, "I hope to get more guys to play, even if it means getting my grandkids to play." He is now in the process of teaching the older of the next generation of Wittkops to play. "Wouldn't it be great if some of the Wittkop grandchildren would keep it going after I'm gone?" ■



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The Man and His Quarterback

Passing With Wally Jabs

Written by Matthew Culp and Wally Jabs

One great thing about being editor for this magazine is that with every issue I make new friends and learn a little bit more about the people that make this hobby grow. Not only do I learn their style of play, but the norm has been for me to sit down with these guys and just talk with them for 2, 3 sometimes 4 hours on the phone and get to know them better. For me it was a real honor to get to know Wally Jabs better and see the man that has contributed so much to our hobby. For example, did you know that it was Wally Jabs who first used the word “tweak” when talking about bases and conditioning the prongs-no kidding! He was one of the first to appear on the Miggle chat board when



also been playing miniature football for a very long time, “I’ve been playing miniature/electric football since 1969 and I was lucky enough to have played in the Super Bowl at the Second Annual Convention in Chicago,” Wally continues, “at that convention is where I beat Mark Klingbeil in the first round, but lost to Lavell Shelton in Super Bowl 3...in 1998 I was named Player of the Year by Miggle.” This award was for the work he did with M&M Mars on their Snickers Shock Zone Electric Football Marketing campaign, which is something most all of us are familiar with. In addition to getting the award, he was presented with a NFL SuperBowl Electric Football game in his name, courtesy of Miggle, to be given to the Pediatrics Department of Good Samaritan Hospital at West Islip, New York. Wally continues about the Snickers event, “this was where we also hosted a huge tournament in New York City for kids (400+ was there) that was hosted by Boomer Esiason and Leonard Marshall... I’ve also represented electric football at the Jet’s Fest here in New York with fellow coach Myron Evans and I have appeared on Fox Sports Sunday, Comcast Sports, and all of the local News/Sports shows as well... currently I’m working with Morgan Scott and Andre Cogdell in forming the Big Apple Miniature Football League.” Although Boomer Esiason was at the Snickers event, it was not the first time the two met, as Boomer went to his high school... and just for the record...Boomer Esiason is one of the most generous men in the NFL, since he has spent a substantial amount of money at their old high school to help

In April 2007 Wally Jabs enjoys a break with his relay team that competed at Penn University in the 4x100 meters. His team was one of eight teams that competed in the Masters Competition, with teams from all around the world. From left to right-Wally Jabs, Al Robinson, Charlie Lapra and Rick Hanson.

it first came into existence. A long time slot car racer, he used to “tweak” the springs on his cars for speed and control, so it came natural to him, when he began to play miniature football again, to use the term for bases.

So who is Wally Jabs? Well let me shed some light on the subject. On October 1st of last year I received an e-mail from Wally with some great ideas on how to improve the game. One thing he wanted to share with everyone was his passing technique. Now in our hobby this is usually a well kept secret, but with new coaches coming into leagues he believed it would give them a starting point for developing their own style. Wally is one of those guys, who just gives of himself and like many of us is a family man. Wally has been married for 25 years and father to three great young men, ages 18, 15 and 12. He works for Cisco Systems as a Business Development Manager. He has

with the athletic program.

Furthermore, as I got to know Wally a little better I found out that we have a lot in common. He was a long time player, but like many of us he stopped playing in 1985 when college and family became the priority. His fateful day of rediscovery in the hobby came when he saw the game at a Toy-R-U’s in 1994. “When I walked into that store that day, I had no idea what was about to happen...once I saw the game...I had to have it,”... does this sound familiar to everyone!

For me Wally Jabs is just another example of fellowship, brotherhood and a family man who gives his all. Wally hopes these passing tips will give some new coaches and those who might be experiencing difficulty in passing, some guidance and aid them in improving their game.

Wally's Passing Tips

Training yourself to pass is a six stage process that takes a little time and practice, but can be mastered by anyone:

Step One Picking your QB

(Figure 1)

Pick out a TTQB (Triple Threat Quarter Back) that you are most comfortable with and stick with it. Do not flip back and forth between TTQBs, as each one has their own "feel". If possible, try to use one of the older white plastic quarterbacks. A helpful hint is to epoxy or glue the TTQB to a TTC base. This will give the TTQB "consistency". And finally go get yourself some felt footballs.

Step Two Holding the QB

(Figure 2)

Learn how to hold the TTQB. If you are right handed, hold the base with your left hand, using your forefinger and thumb. Your forefinger should go on the front of the base, while the thumb is holding the back of the base. Always hold the base and try never to touch the QB figure. Now, with your right hand, use your thumb and middle finger to hold the handle. Use your forefinger on your right hand to pull back and release the QB's arm.

Step Three Ball Prep

Let's prep the ball. Work the ball, so that the split stays just slightly open and will remain in the QB's hand. Next is ball placement. Now remember this...place the ball in the same position EVERY TIME on the QB's hand... at the same location and angle-every time-very important.

Step Four Practice

(Figure 3)

Take any player on a base and place him five yards from the QB. Take a few practice



FIGURE 1



FIGURE 2



FIGURE 3



FIGURE 4



FIGURE 5

throws. Angle the QB (tip QB forward on base) while maintaining some portion of the base in contact with the game board. This should help in the accuracy of the throw. Don't worry if you are hitting the receiver or not, concentrate on how you are holding the quarterback each time. Make sure you position the ball the same way each time. Continue to get comfortable holding the quarterback and releasing passes.

Step Five Sharpening Your Skills

(Figure 4 & 5)


If you have followed the above steps you will start to notice that the ball will typically go straight or to one side or another. Using the QB's extended arm as a guide, point it at the receiver and see where the ball goes when it is released. Remember to angle the quarterback. If the ball goes to the right, then aim the arm to the left of the receiver and if the ball goes to the left, then aim the arm to the right of the receiver. Now you should have a good feel for the direction the quarterback will throw. Next, let's aim and angle (or tilt) the QB and make a pass. If the pass goes over the head of the receiver, then angle the QB more. If the pass comes up short, then decrease the angle. If you are still having difficulty, then try looking from a side view, before you pass to see if the QB's extended arm is pointing directly at the receiver. Now start to use this as a guide for distance. By repeating this process over and over you will be able to develop your feel for the pass.

Final Step Consistency

Make sure to "visualize" where you are going to hit the receiver. Remember to get familiar with just one QB. Prep the ball the same way each time. Place the ball on the QB's passing arm consistently. Once you can consistently hit the man at five yards, move him out further. Practice throwing over offensive and defensive lineman and practice throwing into coverage. Most important-BE CONSISTENT. Just as you would shoot a basketball, swing a golf club or shoot pool, learn to repeat the mechanics over and over in a consistent manner.

A special thanks to Wally Jabs for sharing his tips-happy passing!

MINIATURE FOOTBALL COACHES ASSOCIATION HALL of FAME



by Ray Fanara

Imagine a place where every “Electric Football” board ever made was on display, complete with original teams and accessories in ‘pristine’ condition, from every manufacturer. As you explore further, you encounter photos and mementos associated with the greatest miniature football coaches ever to play the best and beat the best while maintaining the highest standards of sportsmanship and dedication to the advancement of the miniature football hobby. Then you enter the archive where every tournament and league champion is listed by date and venue along with individual league records. This is the vision for the virtual Miniature Football Coaches Association Hall of Fame, made not of bricks but rather of bits. Millions of them in order to house, preserve, protect, honor and display the greatest names, photos, records and equipment associated with the “Electric Football” hobby. The MFCFA HOF is being established to honor those who contributed to it, excelled at it, and to those who continue to maintain and preserve it as hobbyists.

THE HOF COMMITTEE

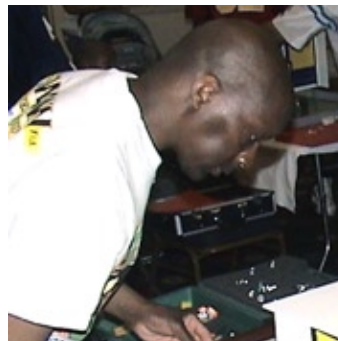
These are exciting times in the miniature football hobby and a dedicated HOF committee made up of hobbyists and coaches from across the MF landscape are beginning the task of building the HOF and selecting the inaugural class of HOF members. Led by Chairperson Ray Fanara, and committee members Rene “Smitty Smith, of Baltimore, MD, John Merida of San Francisco, CA, and Will Travers of Washington D.C., are dedicated to establishing and following a rigid nomination and selection process to honor and recognize the best



RAY FANARA



RENE SMITH



JOHN MERIDA



WILL TRAVERS

and most dedicated to the hobby while maintaining the archive of records and data. Charged with the vital task of developing the selection criteria, the nomination and selection process and following the process impartially to the best of their ability is the objective of the HOF Committee, to be sure all enshrinees are the finest the game has produced.

THE ENSHRINEMENT PROCESS

The MFCFA HOF has three categories for enshrinement to recognize and honor those with various talents that allow them to achieve greatness within the hobby. Each category has its own criteria to scrutinize HOF nominations in order to make the best decisions and recommendations for HOF status. The categories are; Contributor, Coach and Hobbyist.

The category for Contributor would be for those innovators, leaders, founders and manufacturers that have either consistently contributed to the hobby or made a significant contribution that has a lasting effect. They consistently give of their own resources in time and money which benefit the hobby as a whole. They are true innovators, promoters and leaders within the hobby. They provide new products that make the game more enjoyable and competitive; they promote leagues and tournaments, they show innovation through playing styles and rule-sets and are devoted to the hobby on a consistent basis. The Coaching category is defined as one who exhibits excellent gamesmanship, skill, sportsmanship and has won or succeeded at many tournament events to include league play over a 5-10 year span and lends advice to fellow competitors. They are skilled at strategy, tweaking, passing and play-making. They always show exemplary sportsmanship under any condition and situation and are always willing to teach others within the hobby, they are both unselfish and committed to the hobby. The criteria for the Hobbyist, is one who exhibits a positive influence on the hobby, unselfish with game knowledge, paints, collects, promotes, contributes, plays in leagues, and/or tournaments, on a consistent basis, to include solitaire play. They never really stopped playing, they continued to play, collect, protect and preserve the hobby until they were part of the main stream again. Note: Once in the HOF you can never be considered for another category.

NOMINATION PROCESS

Any MFCA member can nominate anyone connected with the hobby, either currently or from the past. Nominations can be accepted at anytime from 1 January to 31 December to be considered for induction the following August. Inductions will take place the weekend as the Pro Football HOF each year provided that valid nominations are submitted, recommended for the final ballot and are approved for induction. The nomination must be accompanied by a written justification with examples showing how the nominee meets the stated criteria for a given category. The nomination must have merit based on the published criteria, to be considered. The list of nominees will remain unpublished to the general EF population during the review period. Using the nomination write-up and other sources, the HOF Committee will then determine if the nominee should be placed on the final selection ballot. This will take additional research to reach a final decision. It will be necessary for the four current committee members to conduct interviews, in confidence with as many people connected with the nominee as possible in order to obtain a 360 degree view of the individual. Once a case can be made for any nomination, that name will go onto a nomination list for consideration for placement on the final ballot. Next, the Committee along with each of the MFCA regional reps will determine the final list of nominees to be placed on the final selection ballot by reviewing each nominee on a case by case basis. The ballot will contain no more than five names in any one category. Then the ballot will go to a voting process where the final decision will be made to determine that year's class on inductees.

THE HOF BALLOT AND FINAL SELECTION PROCESS

The ballot will contain the names of those nominations deemed worthy based on the criteria. The ballot may contain one name per category or multiple names per category but no more than five. Next, the HOF Committee along with the regional reps will select Contributors worthy of HOF Status using a voting process. The categories for Coach and Hobbyist will be determined by MFCA members using an on-line voting process with instructions to vote for one or two names in each category depending on the number of nominations in each category. Any nomination placed on the ballot that is not selected for HOF status will automatically be added to the final selection ballot the following year.

In conclusion, the HOF nomination and selection process defined herein closely resembles the same process used by the Pro Football HOF to determine the best connected with professional football. The HOF committee is excited to start assembling the MFCA HOF, complete with records, displays and honored members. Future nominations may be submitted to any of the four HOF Committee Members any time this calendar year for consideration for HOF status in 2009. See you in Canton, OH.

Ray Fanara, Contributing Writer, and MFCA HOF Committee Chair

rfanara@verizon.net



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THE METAL MASTERS

of the NYEFL

By Bob Slate

It is third down and the Jaguars offense is set to start the play. Coach Johnny Thomas turns the switch on and his quarterback takes the snap and steps up into the pocket. Coach Thomas surveys the developing action and notices that number 32 has worked free of the defender so he stops the board. He then reaches down and brings out something never seen before by his opponent.

It was assumed that a TTQB was going to be brought into action, but this piece of equipment certainly was not that. It appeared to be made of metal with absolutely nothing that could resemble any type of quarterback familiar to the defense other than the base it was attached to. Coach Thomas carefully placed the football into a small, square shaped piece attached to a long arm on the side of the metal figure. The figure is placed on the board and positioned in line with the intended receiver; clearly this IS some type of passer or quarterback! The coach takes careful aim and slowly squeezes a trigger on the side of this strange looking passer, which releases the spring loaded throwing arm and a perfect pass hits the receiver square on the numbers. Wow! Exclaims the defensive coordinator. This scene is repeated throughout the game in passing situations with the same results on nearly every attempted pass.

The defensive coach inquires as to the origin of this amazing piece of miniature football equipment, assuming that it was custom made by the opposing coach. To his amazement he discovers that this quarterback figures dates back to the very beginning of electric football games. This quarterback figure first appeared in the Tru-





Action Electric Football games produced by Tudor Games in the 1940's. In the 1950's this figured was phased out along with the other game figures and replaced with the more highly detailed 3-D plastic figures that are familiar to all of us in the hobby. One can still find these vintage game sets on Ebay, complete with the metal quarterback.

NYEFL Jaguars and Dolphins Coach Johnny Thomas is not the only offensive coordinator utilizing the metal quarterback. In fact he was not the first. All indicators point to David "Air" Jimenez of New York as possibly the godfather of the current metal masters. A few years ago Coach Thomas was surfing through the Miggle message board when he met up with "Air". At the time Johnny Thomas was still living in south Florida and during his online conversation with Jimenez discovered that "Air" had relatives in south Florida. As Johnny says, "long story short, Air came down to West Palm Beach to visit his mom and we got together with another friend and played some electric football". The last thing that Jimenez did before leaving was to hand a metal quarterback to Coach Thomas. Thomas recalls that it was nearly six months later when he finally started practicing with that passer. Initially, he could not complete a single pass and gave up for awhile, but eventually developed more patience and the skills came along. Since that time he has continued to develop his passing skill with the metal quarterback and now wields this formidable offensive weapon with extreme confidence leading to outstanding offensive results.

James Javore, better known as Papa Bear and coach of the NYEFL Bears and Redskins remembers another metal quarterback devotee, Joe Rivera. Rivera, along with Jimenez, Johnny Thomas (who had relocated to New York) and John Wharton of New Haven were the founded the NYEFL in 2003. Rivera, the original NYEFL commissioner, took time to show Papa Bear how to properly use the metal quarterback with confidence. Coach Javore already had a metal quarterback in an original Tudor football set he owned but did not use it. He recalled how he started out 0-3 during his first New York league season, but after learning from Commissioner Rivera how to use the metal quarterback he finished the season a respectable 6-5. Javore has customized his metal quarterback by adjusting the release lever and attaching a small piece of rubber

eraser to serve as a soft stop for the forward swinging quarterback arm. Papa Bear developed into one of the most deadly accurate passers in the New York Electric Football League. He regularly leads the league in offensive production and has won two league championships.

Lee Foreman (Doomsday78) is coach of the Cowboys and also a devoted metal quarterback advocate. Lee has been a member of the NYEFL for the past three years and was introduced to the all-metal passer by coach Johnny Thomas. Prior to introduction to the metal quarterback he only ran the ball on offense. Foreman stated that anyone can get one, "I got mine on Ebay and there are always a few listed on there". Lee also customized his quarterback "The Peacemaker", by adjusting the angle and balance of the throwing arm bringing it closer to the body to allow for more accurate throws. He completed work on his quarterback by adding a custom paint job in the Dallas Cowboys scheme of course. Want a reason to use metal? Lee has completed a pass from a distance of 63 yards in game action!

Based on reports from leagues around the country these coaches in the New York Electric Football League are currently the only ones using the Tudor Metal quarterback. Based upon the demonstrated accuracy that this vintage piece of game equipment can wield it is surprising that no other coaches have added this weapon to their arsenal. More information on the NYEFL can be obtained at the league website: www.leaguelineup.com/nyefl.

About the author

Bob Slate, known better as Artlax on the MFCA forum is just coming back to the hobby after an almost 30 year absence. Santa left a Miggle Super Bowl game under the tree Christmas 2007 and since then he and his son Nick have been busy developing their house league – the NDEFL (listed in the MFCA league directory). Coach Lee Foreman (Doomsday78) brought Bob into the New York Electric Football League this past October and he is finishing play in his first season. He recently secured a franchise in the newly developing Big Apple Miniature Football League. Bob lives in the mid-Hudson Valley of New York State with his wife Darcy, son Nick, daughter Katie and family dogs Bailey and Boo.



MVP

By Mike Guttman and Paul "Raiderman" Bartels









The National League Directory



The Beltsville Electric Football League

League Contacts: Tom Johnson (240) 304-8955
or e-mail at footballwork1@verizon.net
League Website: www.Beltsville-EFL.com
Number of members: 30-35 Coaches
Locations: Beltsville, Maryland



The Mid-Ohio MFL

League Contacts: Jeff Priest (614) 863-6946 or
email: jlaj90@sbcglobal.net
League Website: <http://www.leaguelineup.com/welcome.asp?url=ovmf>
Number of members: 9 Coaches



The Baltimore Metropolitan EF Association

League Contacts: Smitty and Sean Carter
(443)-597-8653 or e-mail: DarrianR@webtv.net
League Website:
Number of members: 14 Coaches
Locations: Baltimore, Maryland



The Miniature Professional Football League

League Contacts: Anthony Burgess
(703) 739-6737
League Website: www.mpfffootball.com
Number of members: 8 coaches
Locations: Alexandria, Virginia



The Charlotte EFL

League Contacts: John DiCarlo
(585) 663-5345
e-mail: 4114@frontiernet.net
League Website: www.leaguelineup.com/cefl
Number of members: 9 Coaches
Locations: Charlotte/Rochester, New York



The MWEFL

League Contacts: Jimbo Dunagan
or e-mail jmdunagan@yahoo.com
League Website: www.leaguelineup.com/mweffl
Number of members: 8 coaches
Locations: Chicago Land area-Illinois and Indiana



The Dallas-Ft. Worth MFL

League Contact: Reggie Rutledge
(817) 654-4146
League Website: www.footballfigures.com
Number of members:
Locations: Dallas-Ft. Worth, Texas



The Nick & Dad EFL

League Contacts: Bob Slate
(845)-246-1422 or
e-mail: rslate@hvs.rr.com
Website: www.leaguelineup.com/ndefl
Number of members: 2 Coaches



The Dixie Electric Football League

League Contacts: Bryan Nutt
League Website: www.miniaturefootball.com/forum
Number of members: 16-24 Coaches
Locations: Spartanburg, South Carolina



The Harrisburg Buzzball League

League Contacts: Paul Bartels (717) 599-5133
or e-mail raiderman@hotmail.com
League Website: www.leaguelineup.com/hpbl
Number of members: 10-16 Coaches
Locations: Camp Hill/Harrisburg, Pennsylvania



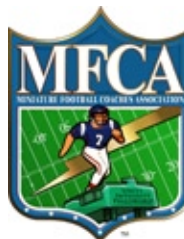
The National EFL

League Contacts: Corey Johnson
(215) 370-9775
League Website: www.leaguelineup.com/phillynefl
Number of members: 24 Coaches



The Hoosier Heartland EFL

League Contact: Matthew Culp (574)-722-1204
League Website: www.leaguelineup.com/hhefl
Number of members: 4 coaches
Locations: Logansport, Kokomo, Anderson and Indianapolis, Indiana



The Northern Michigan EFL

League Contacts: Brian Wittkop Sr.
(231) 499-5683
League Website: www.webspawner.com/users/crush687/pics2anhistory.html
Number of members: 2 Coaches



The Great Lakes EFL

League Contacts: Steven E. Martin (248) 821-0375
Greg Hardmon (419) 508-8994,
Kenny Allen (248) 252-3623
League Website: <http://glefl.com/>
Number of members: 23 Coaches
Locations: Ann Arbor & Detroit, Michigan



The Philadelphia EFL

League Contacts: Myron Evans
(856) 486-0193
League Website: <http://hometown.aol.com/pefl1/pefl.html>
Number of members: 19 Coaches



The Los Angeles EFL

League Contacts: Earl McMillian (909) 574-9576
or e-mail at revemac@hotmail.com
League Website: www.laeefl.com
Number of members: 14 Coaches
Locations: Los Angeles & San Diego, California



The Tidewater Miniature Football League

League Contacts: Don Smith (757) 407-0926
or e-mail DrBuzznstyle@aol.com
Number of members: 27 coaches
Locations: Portsmouth, Virginia



The Tornado Alley EFL

League contact: Bill Brent (913)-782-2888
League website: <http://www.leaguelineup.com/welcome.asp?url=taefl>
Number of members: 9 members
Location: Kansas, Missouri, Nebraska, Oklahoma, Colorado, Iowa



The Twin Cities EFL

League Contacts: Michael Guttman (612) 720-4127
or e-mail at mtgutt@yahoo.com
League Website: www.leaguelineup.com/tcefl
Number of members: 10 coaches
Locations: Minneapolis, Minnesota



The Unreal Solitaire EFL

League Contacts: "Green Bay" Glenn (832) 661-3524
League Website: <http://gbgmicrofootball.homestead.com/index.html>
Locations: Sugar Land, Texas, Houston Texas

Below is a list of the 2008 National Tournaments and Conventions. The MFCA thanks all of those who host and take the time and massive efforts to host these tremendous events! We encourage all Miniature Football coaches to attend as many of these events as possible not only for the competition but the fellowship that is shared with coaches from around the country!

2008 Miggle Convention January 25-27

Winner-Greg Hardmon

2008 Buzzfest March 28-30

2008 Hoosier Heartland Inv. April 19

2008 NHFL Playoffs April 25-26

2008 Beltsville Bash May 16-18

2008 Bama Blast June 6-8

2008 Seawall Brawl June 20-22

2008 MFCA Convention August 1-3

2008 Texas Shootout Sept/Oct TBD

Eric & Dave's Open Run Sept. 13-14

The MFCA Presents Miniature Football's Newest League



League Contacts: Jasper Scott (770) 473-4559 or e-mail lee930@yahoo.com
League Website: www.leaguelineup.com/dsefl
Number of members 10 Coaches
Location: Fulton, Clayton, Gwinnett, Douglas county area of Georgia

The DSEFL league is a Pro team style with a combination of Dixie League ball snap format and rules. We have eight coaches with league play experience and two rookies. We are about good fellowship, teaching & learning! Our goal is to provide good competition within the DSEFL and other electric football leagues when we play in there tourn aments. League play will began May 10, 2008 with two divisions North and South. Our league weight is 3.2 grams. THERE IS NO PUTTY IN THIS LEAGUE GENTS. Thanks to our electric football family for welcoming us aboard.

MARCH 1, 2008
MAY 3, 2008
JULY 12, 2008
SEPTEMBER 13 & 14, 2008

WESTSIDE PAVILION • COMMUNITY ROOM 'B'
8AM - 4PM

PLAY FOR THE LOVE OF THE GAME.

PLAY ON SATURDAYS.

PLAY THE OPPONENT YOU PICK.

PLAY FOR FELLOWSHIP.

PLAY COLLEGE OR PRO.

PLAY RULES THAT YOU CHOOSE.

JUST PLAY.

COLLEGE TOURNEY • SEPTEMBER 13 & 14, 2008





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FOOTBALL GAME
YOU ENJOYED AS
A KID,
NOW
IN IT'S
MODERN FORM!"**

**SEE ALL THAT
MINIATURE FOOTBALL
HAS TO OFFER!**



DATE: TIME: PLACE:

FOR MORE INFO CONTACT:

**THE MINIATURE FOOTBALL COACHES ASSOCIATION
WWW.MINIATUREFOOTBALL.ORG**