

THE MINIATURE FOOTBALL COACHES ASSOCIATION



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCA

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WINTER 2008

Anthony Burgess and the MPFL Story

OPEN RUNAWAY!

PLUS:
Fantasy League Crazyiness
1968, A Look Back
Staining Figures
Make Your Own MFCA Field Goal
Two Stop Play
Paint Tips and more...





THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCFA

CONVENTION TIME AND TOURNEYS TOO!

Lynn Schmidt, MFCFA President

2008 was a rough year financially around the globe. It has been interesting to me that not once has the financial situation of our country been brought up on the MFCFA forum. We have discussed virtually everything else from religion and war to politics and a whole slew of issues in between. So what does that tell me? It says that our hobby will endure. When times of financial trouble hit us, we turn to the things that give us comfort and at least a moment of escape from our problems. Miniature football is just that. Many things can be swirling around us in our daily lives but after our work is done, the kids are in bed; our wife is settled in watching a show or reading a book, that moment hits when we can sneak away to the solace of miniature football and wash away the cares of the day. Yes, the wars loom large, the politicians continue their verbal battling and our personal savings and finances get smaller, yet the escape to miniature football relieves some of those worries.

Along with those private moments of painting our teams and tweaking bases, many of us also spend an amazing amount of time on the MFCFA forum showing our work, discussing and sometimes arguing all things that revolve around miniature football. The MFCFA forum has helped us develop a family of sorts that extends from Quebec to Houston and D.C. to L.A. As in most families, we disagree at times but there are also moments where we encourage, help and set aside our differences just so we can be with our family. Those opportunities are once again near. The Conventions are close at hand! For me, these are not so much about the game we love and play or who wins the big prize, but are more about seeing my extended family. The conventions are the best gatherings of the year! Local leagues are fun and often, very competitive and I couldn't do without them, but the conventions are like that quite time at the end of the day. It is relaxing and enjoyable to see old friends and to meet many of the people who I only know by their user name on the forum. Most of my best friends once were just user names. The exchange of ideas, seeing the beauty of the teams created, sharing a beverage or cigar at the bar or hanging out with the "tweakers" trying to get a tip is what makes these trips the highlight of the year. The economy, however, may begin to take its toll on the conventions. It is harder to spend the extra dime to make these trips and many of us have had to cut back on these extra expenses. It has even hit the manufacturers! Miggle, owned by Michael and Delayne Landsman, has had the longest history of

holding conventions but this year's convention, almost didn't happen. The economy played a big part in this. Luckily, the coaches around the country encouraged the Landsman's to proceed and as Delayne mentioned to me in a phone conversation, Michael said, "we have to do this for the "family"; I would miss seeing everyone too much".

So, as you prepare your 2009 budget, don't forget the conventions. They are often filled with the best memories that money can't buy. Miggle's convention on January 23rd through the 25th and the MFCFA convention on August 7th through the 9th can be the biggest bang for your buck that you can get for the year. There are also some tournaments, around the corner, that rival these conventions for that "family" quality. Buzzfest sponsored by Buzzball, the Beltsville Bash and a newly revamped version of the Seawall Brawl, to name a few, will soon be making announcements on their coming dates. There is no measure to the amount of fellowship, friendship, knowledge and miniature football that you can get from these events!



THE TWEAK

OFFICIAL MAGAZINE OF THE MFCA

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LETTERS FROM...



by *Matthew Culp*
Editor and Publishing Director

Welcome 2009! The MFCA enters yet another year of existence and it gives me great pleasure to see our membership continue to grow from 200 members and beyond. 2009 is going to be a bright year in miniature football. First, we have the Miggle Convention coming up in a few weeks in Chicago...a convention which I personally look forward

to every year because it continues the tradition that started back in 1995...a family reunion of sorts and a great beginning to the football year. 2009 will also feature the return of the MFCA to Canton, Ohio for our annual Convention and Hall of Fame ceremonies. This August coaches from around the country will gather to the J.B. Sterns center for the first ever "MFCA Camp-in". I have already purchased my oversized tent for the gym floor to camp out and enjoy non-stop football action all weekend of August 7-9. The television show M*A*S*H will have nothing on us, as we are going to turn the gym floor into our own Miniature Football city, so mark these dates on your calendar. More will be available in the weeks to come on this event. 2009 will also mark a return of many of our favorite tournaments from around country and MFCA sponsored events, such as the qualification rounds for the National MFCA skills competition. On a personal note, the Hoosier Heartland Invitational to sponsor the Boy Scouts of America will return in November 2009. We raised \$1,400 last year and I hope I can count on coaches from around the region to come and give me a hand for this event.

In this issue of The Tweak we will visit our friends out in the LAEFL for coverage of Eric and Dave's Open Run. We will also get great league building tips from George Diamond, painting tips from Chris Fields, scene building tips from Mike Guttman and strategy tips from our own Brian Wittkrop. Our own President Weirwolf chimes in with tips to build a field goal screen and Ray Fanera, our MFCA historian, will take a look at our past, as he looks back 40 years at the 1968 Tudor Games catalog (I feel old). Al Dunham will provide us with a sneak peek into his solitaire league the WMLMF. He will also take a close look at the new Buzzball board the PD2520. Finally, I had the pleasure and honor to interview Anthony Burgess, one of the game's innovators, as we take a look into the Man behind the System.

I hope everyone enjoys this issue and remember we are always looking for stories...if it is Miniature Football, then we want to hear about it...come join our staff...share your stories and ideas, because the MFCA is about unity and sharing and The Tweak is your magazine. May God bless everyone and Happy 2009!



"Bringing together the miniature football hobbyist by promoting miniature football, educating the public and providing a unified association which recognizes and supports the diverse coaches and leagues."

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and can be made with PayPal or personal check.**



The Summer of '73

by Al Dunham

Assistant Editor

Perseverance: noun 1) persistent determination 2) the act of persisting or persevering; continuing or repeating behavior.

When I looked up the word in a dictionary, I half expected to see a picture of my friend John. It was June of '73 and school had just ended. I heard a knock on the door and there he stood, grinning like an idiot. "Guess what? We just got a ping pong table!" I had never played ping pong before, but was excited to have the opportunity. We ran over to his house and played game after game. I got creamed the first few times, but eventually narrowed the score. The next day I won my first game, and we battled back and forth. By the end of the week, I was winning more than losing. Then it happened. We started in the morning and I beat him...badly. Over and over, all day long. We must have played 10 games in a row, 3 or 4 times a week, all summer long. I kept winning game after game, day after day. When we finished for the day, it was because I felt bad for John, not because he wanted to quit. It was late August and summer was coming to an end. I had a winning streak that was reminiscent of the Harlem Globetrotters against the Washington Generals. John came over "Want to play ping pong?" "Sure" I answered. As we walked over to his house, I decided that I was going to give him a chance to win this time. "I'm spotting you 20 points. All you need is 1 point to win".

As I served the ball, I thought about just letting him score right away, but instead my competitive nature took over. I was giving him 20 points that should be enough. I scored, it was 20 - 1. Then it was 20 - 2. I scored again and again until it was 20 - 20. I could see dejection in his eyes. If he doesn't win this game, he might never want to play with me again. As we hit the ball back and forth, I developed a plan. I would set him up with a high lob. John's favorite move was the overhand smash, so I waited until I had the right angle. I set up a high lob right in front of him...John's eyes got as big as saucers, his tongue hung to the side of his mouth. I could see him figuring out just the right trajectory and angle of attack. He wound his arm back, and took a swing, a mighty swing. That ball was going to shoot towards me at 100mph. It was going to be the shot heard 'round the world. Yep, John had everything calculated to a tee...everything except for the overhead light that was hanging down. John took his swing, hit the lamp and missed the ball. Glass flew everywhere as the ball bounced off his end of the table. He not only lost the game, he lost his freedom for two weeks as he was grounded. I felt so bad for him. For those two weeks I couldn't help but wonder if I had demoralized him. When his sentence was up, I went over to his house. "Want to play?" I asked, expecting a resounding "No!" Instead, I got an "Ok" We went out to his backyard and played. I'm not sure what had happened during that two week period, but something changed. I won the first 2 or 3 games by the slightest of margins. And then John finally won. He beat me fair and square. I had never seen a happier face in my entire life. John jumped up and down, grinning from ear to ear. He had finally gotten the monkey off his back. He won 4 or 5 more times and then we went back and forth, each of us taking turns winning. Years later I asked John why he kept wanting to play. He told me it was because he just liked being with me, that we were friends, and that even though he was losing so much, he still had fun.

I learned a lot that summer. I learned about not giving up when the odds are against you, about how playing with your friend means more than winning or losing, about not gloating when you win, nor getting mad when you lose. I learned what friendship is all about. There are life lessons that we learn as time goes by. I think we could all learn from John. The next time you're playing a league game, just remember, it's not winning or losing that matters, it's enjoying each other's company that does..... and be careful of that overhead lamp!

A close-up, profile shot of a man with short dark hair and a beard, wearing an orange t-shirt. He is holding a large, dark, multi-tiered trophy with both hands and kissing the top of it. The trophy has a large, clear, faceted crystal ball on top. In the background, there are banners. One banner is blue and white with the text 'ERIC & DAV' and 'OPEN R'. Another banner is yellow and white with 'X X X' and 'FELLOWS'. A green banner at the bottom has 'OF THE' and '039' and 'OME'.

OPEN RUNAWAY!

Mike Robertson goes undefeated to take the Coaches' Trophy home to Texas

Written by:
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Cleon Tate, Jr.



Eric Robinson



Ajah Patterson



Dave Campbell



Jeff Eby



Mike Robertson



Reggie Rutledge



Rick Garrison



Ray Amaro



Mike Turner



James Partipilo



Shawn Garrison

Friday, September 12, 2008 – Pep Rally

This was my second go at playing in a college tourney. My first was at Miggle last January. I was familiar with the rules that were used, as they were the same rules we used in the LAEFL with just a few tweaks here and there.

This was the first ever college tourney put on by Eric Robinson and David Campbell. It was a first run effort by both of them. Friday night was an Open Run Meet and Greet complete with plenty of electric football scrimmaging, fellowship and fun, topped off with some fantastic BBQ from Woody's Bar-B-Que. Woody's has two locations in the immediate Los Angeles area and is highly recommended by all Open Run Coaches. Coaches from as far away as Texas, Las Vegas, Northern California and San Diego came out to play and fellowship over the weekend. I, myself, learned a new trick in passing from the Friday action.

Saturday came and the round robin action took place. Six games were to be played with the higher seeds getting a first round bye on Sunday. The gents from Texas did very well on Saturday. Michael Robertson and Reggie Rutledge went a combined 8-1-3. Not to be out done was LAEFL's own Marcelo Troilo who went 4-1-1. The big surprise was ECU's own Coach Rick Garrison going 4-1-1 in his first tourney. Here's a break down of the coaches who attended and played in the first Eric and Dave's Open Run.



Black College All-Stars
Michigan Wolverines
USC Trojans
Clemson Tigers
Texas Longhorns
Tennessee Volunteers
Utah Utes
Southern Jags
San Diego State Aztecs
East Carolina Pirates
UCLA Bruins
Boise State Broncos
Fresno State Bulldogs

Saturday, September 13, 2008 – Round Robin

(Games were 20 minutes halves, running time)

Round One

Tennessee 16 – Utah 0
UCLA 7 – Fresno 3
East Carolina – USC 6
Southern 0 – Black College All-Stars 0
Texas 14 – San Diego State 0
Michigan 7 – Boise State 0

Round Two

Fresno 7 – Clemson 0
UCLA 3 – Tennessee 0
Southern 7 – Utah 0
East Carolina 14 – Black College All-Stars 7
Texas 0 – Michigan 0
Boise State 6 – San Diego State 0

Round Three

UCLA 7 – Clemson 0
Tennessee 14 – Fresno 0
Black College All-Stars 14 – USC 0
Southern 7 – East Carolina 0
Utah 0 – Boise St. 0
San Diego State 0 – Michigan 0

Round Four

Clemson 7 – Southern 0
Tennessee 7 – Black College All-Stars 7
Fresno 14 – Texas 14
San Diego State 6 – Utah 0
USC 0 – Michigan 0
East Carolina 21 – Boise St 7

Round Five

Black College All-Stars 13 – Clemson 0
Tennessee 28 – Southern 0
San Diego State 8 – Fresno 0
Texas 3 – UCLA 0
USC 6 – Boise St. 0
Utah 7 – Michigan 7

Round Six

Texas 21 – Clemson 0
Tennessee 21 – San Diego State 0
USC 7 – Fresno 0
UCLA 0 – East Carolina 0
Southern 13 – Michigan 7
Black College All-Stars 14 – Boise St. 7

Round Seven

East Carolina 21 – Clemson 0
UCLA 7 – USC 0
Texas 7 – Utah 0



Seedings:

1. Texas (4-0-2)
2. UCLA (4-1-1)*
3. East Carolina (4-1-1)
4. Tennessee (4-1-1)
5. Black College All-Stars (3-1-2)
6. Southern (3-2-1)
7. Michigan (1-1-4)
8. USC (2-3-1)
9. San Diego State (2-3-1)
10. Fresno (1-4-1)
11. Boise (1-4-1)
12. Clemson (1-5-0)
13. Utah (0-4-2)*

*Withdrew from tournament.

Sunday, September 14, 2008 – Elimination Rounds

(First Round and Quarterfinal rounds were 30 minute halves, running time. Semifinal and Championship rounds were full games).

First Round

San Diego State 6 – Fresno 0

Michigan 21 – Clemson 0

Boise State 15 – USC 6

Quarterfinals

Black College All-Stars 19 – Southern 0

Tennessee 28 – Michigan 7

Texas 10 – San Diego State 0

Boise 28 – Eastern Carolina 14

Semifinals

Texas 21 – Black College All-Stars 0

Boise State 16 – Tennessee 7

Championship

Texas 31 – Boise State 21



Sunday's action was right up there with any league action around the country. After the first round games it was clear the best of the best were now playing for the chance to hoist the first ever Eric and Dave's Open Run college tourney trophy. The quarter-final games took much out of some of the coaches who went on to the semi-final round. Eric Robinson and Reggie Rutledge had tough wins to get to the semi final game and it showed as the games went on. Reggie missed pass after pass and his opponent did not. Eric had problems from the start with his opponent. He couldn't stop the run and when his opponent did want to throw the ball, he had no answer for the passing game either. Mike Robertson and Mike Turner, after two tough days of games, were now on the verge of hoisting the crystal Trophy.

As you can see above the Longhorns beat the very game Broncos of Boise State. Don't let the final score fool you. The game was much closer than the score shows. It started off bad for the Long-

horns and Coach Robertson. His first pass was picked off three plays into the championship game. Luckily for Texas, the Broncos couldn't move the ball and had to settle for a field goal attempt which was blocked. (the turning point of the game if you ask me) On Texas' next possession they turned it over again, this time only to have the Boise St. Broncos turn it into points. Now trailing for the first time in the tourney, Coach Robertson went to a hurry up offense and marched his Longhorns down field for a quick score to get back into the game. Mike Turner was off the whole game. Playing in a stadium started to take its toll on him as he started to miss passes he normally would hit. (Then too, pressure will bust a pipe) After trailing early, the Longhorns came back to take a lead they wouldn't relinquish. Mike's Broncos did return a kick off to tie the game briefly, but all that seemed to do was motivate the Longhorns coach even more. Coach Robertson put together two more drives to put away Mike Turner's Broncos and claim his first Eric and Dave's Open Run college tourney championship.

TEXAS LONGHORNS

TOTAL FIRST DOWNS	10
TOTAL OFFENSIVE YARDS	292
OFFENSE (Plays-Average Yards)	36 - 8.12
TOTAL RUSHING YARDS	161
RUSHING (Plays-Average Yards)	15 - 10.74
TOTAL PASSING YARDS	131
PASSING (Comp-Att-Int-Avg.)	9 - 12 - 1 - 14.56
SACKS	0
FIELD GOALS	1/1
TOUCHDOWNS	4

Passing	CP/ATT	YDS	TD	INT
---------	--------	-----	----	-----

Vince Young	9/12	131	2	1
-------------	------	-----	---	---

Rushing	CAR	YDS	TD	LG
---------	-----	-----	----	----

Earl Campbell	3	38	0	35
---------------	---	----	---	----

Priest Holmes	4	87	1	48
---------------	---	----	---	----

Eric Metcalf	4	13	0	21
--------------	---	----	---	----

Ahmad Hall	3	23	1	17
------------	---	----	---	----

Vince Young	1	0	0	0
-------------	---	---	---	---

Fumbles	FUM	LOST	REC	YDS
---------	-----	------	-----	-----

Vince Young	1	1	0	0
-------------	---	---	---	---

Defense	T-A	SCK	INT	FF
---------	-----	-----	-----	----

Marcus Griffin	3-2	0	0	0
----------------	-----	---	---	---

D.J. Johnson	1-2	0	0	0
--------------	-----	---	---	---

Shawn Rogers	1-3	0	0	0
--------------	-----	---	---	---

Michael Westbrook	4-0	0	0	0
-------------------	-----	---	---	---

Quinten Jammer	1-0	0	0	0
----------------	-----	---	---	---

Corey Redding	1-0	0	0	0
---------------	-----	---	---	---

BOISE STATE BRONCOS

TOTAL FIRST DOWNS	6
TOTAL OFFENSIVE YARDS	157
OFFENSE (Plays-Average Yards)	34 - 4.62
TOTAL RUSHING YARDS	49
RUSHING (Plays-Average Yards)	7 - 7.0
TOTAL PASSING YARDS	108
PASSING (Comp-Att-Int-Avg.)	9 - 19 - 0 - 12.0
SACKS	2
FIELD GOALS	0/1
TOUCHDOWNS	3

Passing	CP/ATT	YDS	TD	INT
---------	--------	-----	----	-----

Boise QB	9/19	108	2	0
----------	------	-----	---	---

Rushing	CAR	YDS	TD	LG
---------	-----	-----	----	----

Number 33	5	49	0	28
-----------	---	----	---	----

Fumbles	FUM	LOST	REC	YDS
---------	-----	------	-----	-----

Number 90	1	0	1	0
-----------	---	---	---	---

Defense	T-A	SCK	INT	FF
---------	-----	-----	-----	----

Number 9	3-2	1	0	0
----------	-----	---	---	---

Number 17	3-1	0	0	0
-----------	-----	---	---	---

Number 91	1-0	0	0	0
-----------	-----	---	---	---

Number 90	1-1	1	0	0
-----------	-----	---	---	---

Number 15	1-0	0	0	0
-----------	-----	---	---	---

Number 78	3-0	0	0	0
-----------	-----	---	---	---



Thanks to Jeff Eby and Michael Robertson for the stats and rundown of the games on Saturday and Sunday. I'm Rasta Haze and this was Eric and Dave's Open Run college tourney. 🟡



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WMLMF

WEST MICHIGAN LEAGUE OF MINIATURE FOOTBALL

There are numerous solitaire leagues throughout the country. Some are made up of college teams and others are made of NFL teams. The West Michigan League of Miniature Football is unique in that it is composed entirely of imaginary teams.

Created by Al Dunham, known on the chat boards as Ravena Al, the WMLMF is starting it's second season this winter.

Long time followers of the Miggle board may remember Al's original four 'alternate' teams, the Three Mile Island Toxic Waste, Birmingham BumbleBees, San Francisco Flaming Fairies and Canadian Sasquatch. Two other teams were scheduled to be built, the Roswell Little Greys and the Roman Gladiators, but they have been pushed back until a later date. "I wanted to start with a 6 team league, but was anxious to play some games. I stopped after the first four and decided that I would add the Greys and Gladiators when I expanded the league."

The first season went off without a hitch. The most noteworthy game was one that Al posted on the Miggle site. The 'Game of the Century' was highly anticipated by many miniature football coaches and featured an epic battle between the Sasquatch and the Fairies. The Fairies were beaten handily in their first encounter with the behemoths from north of the border, but came prepared in their rematch, the WMLMF championship game. Indeed, the game went into overtime and the Fairies had a chance to win, but their field goal attempt was blocked. On the ensuing play, Muckman found an opening and rambled his way to the end zone to give the Sasquatch the title.

During the off season, Al decided to add some more teams. First came the most infamous team of all time, the Munich Third Reich. "I looked at some old WWII pics and thought that the Gestapo outfits would make a good looking uniform. I put a pic of the home and away uniforms on the Miggle site and said that they were the most hated team in MF. Boy, was I ever right about that. First, Doc came on and said something about using the Nazi symbol, then someone else chimed in about the holocaust and before you knew it, the post got put into the 'bad boy' section, where it grew some more posts and then everything was tossed out. I have the dubious distinction of being the first person to have their post booted from the Miggle site."

In an effort to 'right his wrong', Al made one of the most beloved teams around, the Battlin' Bozos of Battle Creek. It took awhile, but he followed them with the Midwest Mennonites and his 2008 Fantasy Draft team, the New Zealand Zombies. He also made a name and city change for the BumbleBees. Now relocated to Kalamazoo, the Bees are now known as the Killer Bees. These are the eight teams that will be playing in the WMLMF's second season. "I have more teams on the back burner. I still need to make my 2006 Fantasy Draft team, the Santa Cruz Tree Hugging Hippies, as well as the N.W.O (a team of wrestlers from the WCW days), Bavarian Beemers (think BMW cars), and a special team for the women out there. I also haven't forgotten about the Gladiators and Little Greys, as well as my Union Jacks and my favorite team, the FireLizzards, which were a gift from my good friend Green Bay Glenn. Hopefully, I'll have a full 16 team league someday."

The league will have two, four team divisions. Each team will play the other teams in its division twice, and will play the teams in the other division once, for a 10 game schedule. The two division winners and the two teams with the best records will qualify for the playoffs, #1 vs. #4 and #2 vs. #3. The two winners will then face each other for the championship. "Once I get the season underway, I hope to play 2 games a week. Since I have 40 games scheduled, I figure it should take 20 weeks to complete my season, and another week and a half for the playoff games and championship."

All WMLMF games are based on 20 play quarters, with kick offs not included in that count. Penalties and fumbles bring a sense of realism as well as just a bit of frustration. "There's nothing like having a TD called back because of an offensive penalty to make the game more fun." In order to keep some level of fairness in the games, dice and a chart are used to determine what formation the defense sets up in after the offense is set. "I'm always the offensive coach, going against a phantom defensive coach. Special teams are run in a standard set. I try to let the teams play the games out without any favoritism on my part. Using my passing dice helps, as it's cut

and dry whether or not the pass is complete. I'll try a few games this year with the passing sticks to see how well they work. If they work out well, I may flip a coin before the game to see which passing system to use. It's always nice to have different options to use to keep the game interesting."

For now the teams are all set. The big question is, who will win? Will the Sasquatch be able to repeat? Can the clowns continue their winning pre-season ways? Will the Zombies team of all-stars and hall of famers be able to play together? What will the Mennonites do, playing on an electric football field? The answers will only be borne out during the course of the season.

THE NORTH DIVISION



Canadian Sasquatch

Key offensive players:

QB - Stinkwater has shown to be cool under pressure. He is still learning the finer points of football, as well as the English language.

RB - Muckman had a breakout season last year and led the league in rushing yards.

Key defensive players:

DE - Too-Tall was just as his name implies. He led the league in blocked passes.

SS - Junior had an up and down year. He needs to work on his concentration during the course of the game. He led the team in interceptions, but also led in missed coverage assignments.

Outlook: The 'Quatch are the defending WMLMF champions. They've struggled in the exhibition games, losing twice to the Bozos and also to the SwampMoose from the HSEFL. Still, with their size and power, they have to be considered the favorite to repeat as champions.

Prediction: First place.

THE UN-NORTH DIVISION



San Francisco Flaming Fairies

Key offensive players:

WR - Antoine Devries has shown no fear in either taking hits or giving them.

RB - Johnny "Big Stick" Holmes knows how to find and hit the holes better than anyone else.

Key defensive players:

DT - El Tonjohn likes to tackle people. That's scary!

FS - Richard Simmons covers receivers better than anyone else.

Outlook: The Fairies came within inches of winning the WMLMF championship last season. They hope to use that experience to put them over the top this year. Look for a punishing running game that likes to pound it up the middle and a defense that likes to gang tackle.

Prediction: First place.



BATTLIN' BOZOS OF BATTLE CREEK

KEY OFFENSIVE PLAYERS:

TE - Target is probably the most under rated player in the league. He is a good blocker with sure hands.

OT - Question Mark is anything but as he anchors the line from his left tackle position.

KEY DEFENSIVE PLAYERS:

DE's - AM and FM have been a dynamic duo as they continually pressure opposing quarterbacks.

OUTLOOK:

While the Bozos have dominated the defending champion Quatch, they have been accused of clowning around and have struggled in their other exhibition games. Make no mistake, these clowns can play some serious football when they put their minds to it.

PREDICTION: Second place.



Munich Third Reich

Key offensive players:

QB - Wilhelm "The colonel" Klink is an effective leader, but has shown tendencies to crack when under pressure.

OG - Hans "Sergeant" Schultz is the Third Reich's most popular player and a stellar lineman.

Key defensive players:

DT - Albert Burkhalter has proven himself to be a fearless leader at his position.

LB - Wolfgang "The Major" Hockstetter plays much larger than his 5'7" frame and seems almost made to play in the Third Reich uniform.

Outlook: While Munich has yet to win any games during the exhibition season, they have proved themselves a force to be reckoned with. Special teams play has been consistent while the defense employs a bend, but don't break philosophy. Their only weakness appears to be an offensive that turns the ball over at inopportune times.

Prediction: Third place.



NEW ZEALAND ZOMBIES

KEY OFFENSIVE PLAYERS:

QB - Bart Starr is one of the greatest quarterbacks in NFL history.

OG - Larry Little played in three Super Bowls and is one of the five NFL Hall of Fame members on the offensive line.

KEY DEFENSIVE PLAYERS:

DB - George Atkinson is one of the hardest hitters ever to play in the NFL.

LB - Ray Nitschke. What can I say? He even scares the Sasquatch.

OUTLOOK:

Assembled from the 2008 Fantasy Draft, the Zombies boast 25 members of the NFL Hall of Fame. They definitely have the talent to win it all. The only question is whether or not they can play together.

PREDICTION: Second place.



THREE MILE ISLAND TOXIC WASTE

KEY OFFENSIVE PLAYERS:

QB - Dubya Bush's strike first, think later mentality has often lost games the Waste should have won.

WR - Jim Baker led the league in 'Hail Mary' receptions last year.

KEY DEFENSIVE PLAYERS:

LB - Mike Tyson delivers a knock-out blow from his middle linebacker position, but off field legal problems could prove to be a distraction to the team.

FS - Dick Cheney also has some serious off field problems, including a federal indictment. He leads a strong secondary that swarms to the ball like a pack of locusts.

OUTLOOK: Three Mile Island is a team that can play with anyone, but has a tendency to self destruct. They need better leadership on offense, and have to put their off field troubles behind them.

PREDICTION: Third place.



KALAMAZOO KILLER BEES

KEY OFFENSIVE PLAYERS:

WR - Jason Stinger led the league last year in receiving yards.

OC - Hank Honeywell was the lone bright spot in a porous line which allowed the most sacks in the league.

KEY DEFENSIVE PLAYERS:

CB - Buzz Baker led the team in tackles.

LB - Dave Drone needs to step it up this year if the Bees want to challenge for a playoff spot.

OUTLOOK: The Bees will need more than a name change if they want to compete with the other teams. They may have done just that with the recent ruling that allows TTC bases to be used for the linemen this year.

PREDICTION: Fourth place.

The Midwest Mennonites

Key offensive players:

RB- Brother "Speedy" Ezekiel runs like the wind, but can he hold up to the abuse of a full league schedule?

QB - BillyBob "BibleThumper" Weisser has a good arm and can read defenses almost as well as he can read his bible.

Key defensive players:

LB's - Henry "Hellfire N Brimstone" McCracken and Brother "Mad Dog" Matthias are two heavy hitters who lead a quick, talented group of players on defense.

Outlook: Not much is known about the Amish, other than they have a unique conditioning method of barn building and butter churning, but will it be enough to keep them competitive?

Prediction: Fourth place



THE MFCFA PAINTING AND CUSTOMIZING CONTEST III



Start preparing your entries now for the
3rd MFCFA Online Painting Customizing Contest.

For rules and categories please visit: www.miniaturefootball.org
under the "Skills Contest Rules" link.

Contest entries must be sent in by Jan. 18. Voting begins Jan 22.

1968

LOOKING BACK 40 YEARS AT THE 1968 CATALOG

BY RAY FANARA,
MFCAs HISTORIAN



1968 was a turbulent time in our Nations history. That April, we saw the assigation of Martin Luther King, Jr. followed by the riots in most major US cities. In June, the assassination of Bobby Kennedy within hours of winning the Californian state democratic nomination shook the world. In Viet Nam, the war raged near peak proportions while here in the states our college campuses were rampant with protestors. Fortunately for boys between ages 8 and 12, their world could be filled with Hot Wheel cars, slot cars and, of course, Electric Football games from the Tudor Metal Company of Brooklyn, N.Y. As the 1968 Holiday Season approached Tudor was poised and ready to supply the latest teams and boards boasting both NFL and AFL logos and team colors. The 1968/69 Rulebook was distinctive in its appearance and possibly the last to boast both the NFL and AFL logos on its cover. Inside you could find the rules of play at the time and color photos to

tudor NFL Electric Football



Model No. 620

The Ultimate in Football
Game Realism

Featuring 2 Deluxe NFL
Teams in Official Uniforms
(Browns vs. Giants) each with
complete set of numbers for
player identification.

- Stadium-scoreboard can show all NFL teams
- New center-post goalpost
- New steel gameboard for truer, quieter action
- Plus all the authentic details you expect from TUDOR football

1968 TUDOR NFL 620 BOARD

A page from the 1968/9 Tudor Rule book advertising the 620 "Grass Field" Model

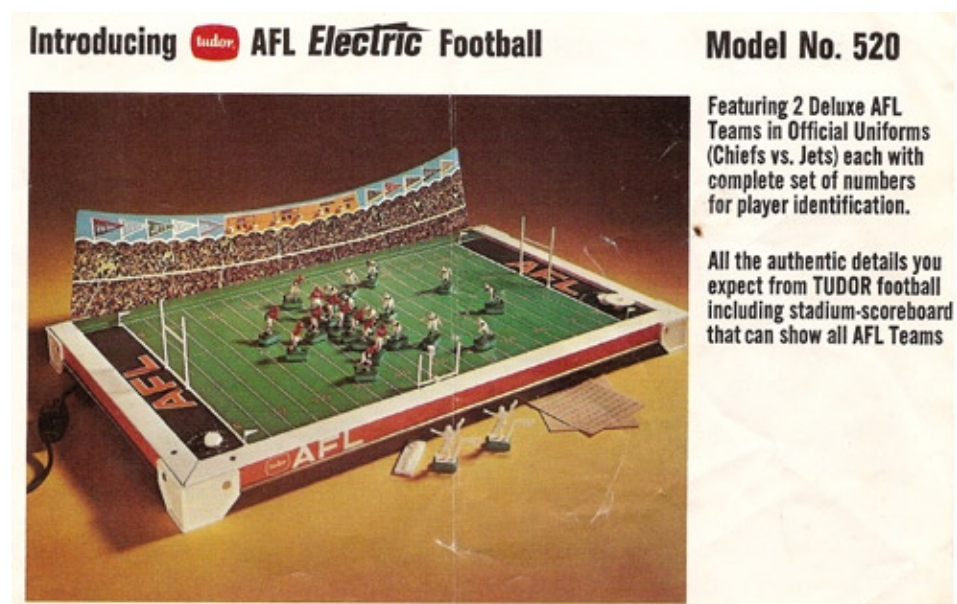
be looked at every waking hour until that set made it to your house.

In 1967, Tudor introduced the big and beautiful 620 Model featuring the Browns and the Giants. The Board was beautifully decorated with NFL team names along the sides, it had simple white lines marking the playing field and featured a

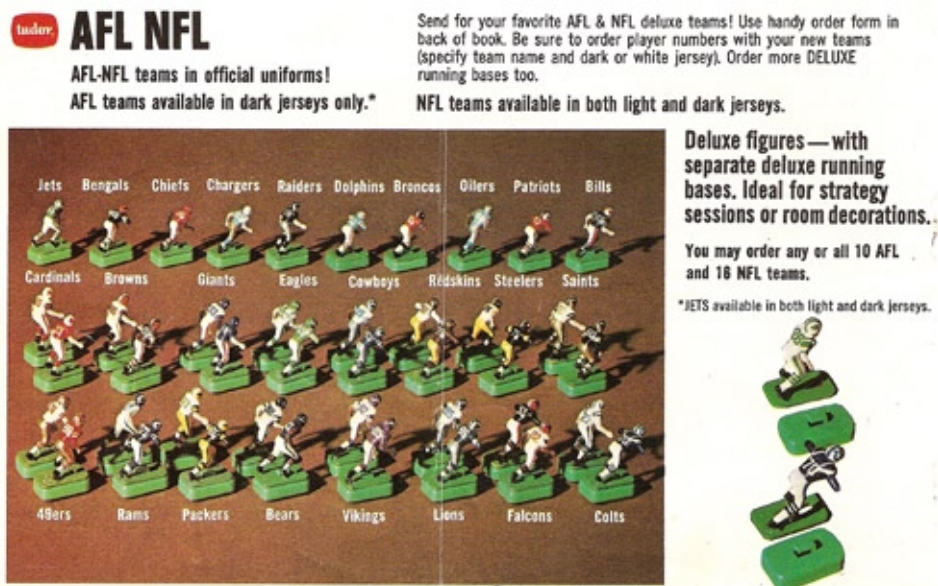
decorative, yet functional, scoreboard and bleacher scene backdrop. NFL helmets from every team ran the length of the scoreboard and every NFL team at the time could be displayed by name in the score display made of cardboard. The board was a hit in 1967 and Tudor placed it in the next catalog-rule book in time for the 1968 Holiday Season.

Today, this board is referred to as the 620 Grass Field model because of the lack of decorated end zones in blue or some other color. Rather, it had simple white lines laid out in the end zone. This board was a classic when it first appeared and still is today. The 620 NFL board had a suggested retail price of \$19.45 including a \$.50 cost to cover handling and mailing charges, but you could find it for much less in stores. Not to cater to only the NFL, Tudor decided to field an AFL game board on a small 500 style frame for those boys living in and around cities with AFL teams. The upstart AFL was in its ninth season of operation and had just been beaten soundly in each of the first two Superbowls by the Green Bay Packers. However, 1968 held something in store for the AFL as the New York Jets were about to be featured against the Kansas City Chiefs with the new AFL set. Ironically, both teams went on to win the next two Superbowls respectively. The Jets in white were the first and only AFL team to be offered in both their light and dark colored uniforms. All other AFL teams were offered in dark only. The AFL board featured a dark solid end zone and a scoreboard backdrop flying AFL pennants of the AFL teams in play that season. The AFL board had a suggested retail price of \$11.45 including a \$.50 cost to cover handling and mailing charges.

In 1968, Tudor had new team offerings as well. For the first time you could order the Jets in white at a cost of \$2.00 per team. Finally, the AFL could play a team in the road white uniform on the metal gridiron. I'm sure Tudor was counting on the NY market to purchase the Jets in both home and away



1968 TUDOR AFL 520 BOARD



1968 TUDOR DELUXE FIGURES

uniforms. The AFL also placed an expansion team in Cincinnati, OH. The Bengals were added to the new Tudor catalog that probably went to print early that summer of 1968, to be ready for the EF sets shipping that fall. One of the greatest thrills for any youngster in that era was pouring over the few color pages of the Tudor Rule Book and dreaming of that expansion team for your own league. There were no web pages

to look at. All you had were those 4 color insert pages showing game boards and players figures.

The NFL 510 Board was also offered again in 1968/69. It would be the last set offered on the 500 board frame showing the NFL teams of the day before the Colts, Browns and Steelers were moved to the American Football Conference of the new NFL, which came about as a result of the merger with the AFL in 1970.



Taking It One Step At A Time...

Part 1

by George
Diamond

One way many guys in the hobby spend their time is playing in a league. There are some established leagues around the country and new ones starting up. The Harrisburg BuzzBall League has been around for nearly ten years. I have counseled many BuzzBall customers on how to create a league in their area.

When I re-discovered the hobby back in 1998, the prevailing attitude was learn yourself, take your beatings, however, this sort of “tough love” did not lend itself to growth of the hobby, or league expansion. There were a few leagues around the country at that time, and the majority of them had one guy as king, and the rest trying to get competitive.....no wonder leagues were not growing back then and neither was the hobby. Guys were getting smashed on the board and not coming back for the next season, ... I wonder why? Things like boiled base recipes were kept top secret. Heck, back then, I didn't know what a boiled base was much less understand why this guy had one or two extremely strong bases that keep abusing my team. Many of us even today don't know how to recognize a boiled base...but that is for another time.

When Paul “Raiderman” Bartels and I decided to start the Harrisburg BuzzBall League, we knew one thing, we wanted to provide support to our new league mates. We wanted to show our new league mates how to get competitive right off the bat. Our preseason weeks were spent showing the new guys how to use

the TTQB, BuzzBall Pass Simulation, tweak bases, how to build a team, and also getting them familiar with the rules. We had the pleasure of having James Crews in our inaugural season on board with what we were doing. He brought two new guys in, Charles “Abby” Vaughn and Al Kyle, 2004 league champion. Raiderman brought in Keith Miller, who won the Pro league championship the second year. So, our first season, we started with just six coaches, and six teams.

Within the hobby, the tide was starting to turn; many of us saw the value of sharing information as the result of league growth via retention. The BuzzBall Conventions were the first of their kind where many of us got together, en masse, and shared the information that many of us were craving. I believe many saw the value in sharing, and many of us took that back to our leagues and made the practice a part of our leagues throughout the country. Hence, the curtain was lifted, and we are now in a period of enlightenment. We are now seeing that investment pay off too!

So, ...how does one build a league?

It's always helpful if you have more than just one person to start, if you ever heard the saying, “It takes a crowd to build a crowd”.

Many guys are by themselves in their area, so this would be the most challenging way to build a league. One person should start by reaching out on the MFCA message board and investing his time building relationships with others whom are located

within one or two hours from them. Please understand, if you are not willing to travel that distance to see/meet someone, then you will really have an uphill struggle building a league. When I first started, I traveled three hours to meet Mike Pratt on a Saturday. Sure, it was a long day, but it was the first step.

Once there is a nucleus of two, the next step can be to set up one or two boards in a location that will get you noticed. Raiderman and I set up in malls, sports bars, churches, minor league football games, and other tailgating events. It's always a good idea to invest in a brochure. The great thing about computers is we all have the ability to make our own brochure. Many folks who see you will need a quick, efficient way to know how to get in touch with you. The brochure will serve this purpose and also should have more information on it than just contact information. I know the local gas station owner and he let me put a stack of brochures on his counter for getting the word out. Ironically, that was the "trigger" that got Abby and Al thinking about the hobby. They got the brochure, they remembered "when"..., and they remembered they used to play with James Crews. They called him, and he said "yeah, I know those guys", ...and the rest is history.

Once you have some prospective league mates, it is time to "TEACH THEM". I would suggest taking it slow and start with base tweaking, start from the bottom up. If the bases don't run, I don't care what cool looking figure you have on the base, if he doesn't run well, it's all for not. Once the new coach has some bases, it is time to start basing up some figures and showing some strategy/play calling.

Next is Passing, I strongly suggest using a combination of the TTQB/TDQ, and some form of pass placement. We use,

of course, the BuzzBall Pass Simulation method along with the TTQB. The passing sticks will help the new coach feel that they can pass, once they see the advantage of the TTQB and the "Stop-n-Pop", if they want to get real good, they will practice and incorporate that into their game plan.

So, they are on their way, they have some bases that run well, they have some type of a team, and they have had some board time. Next is a rules set. I strongly suggest the KISS method,KEEP IT SIMPLE Stupid!

Remember this, we live in a micro wave society. People want to do things NOW! If you bog them down with all sorts of rules, ... trust me, ...it will get confusing. So confusing, even when they have a team that can compete with, they won't be able to flourish because of the complication of the rules. I suggest "ABC" Any Base Contact, using both methods of passing, and a stock- no weight equipment format.

Raiderman and I even let the rookies have TWO attempts when using the TTQB in the first half of the season. One other thing we did was let the new guys have first choice of the team they wanted to be. I have been a different team every year in the Harrisburg BuzzBall Leagues. As I said many times before, "I don't care what team I am, I just want to play." Raiderman is that way, so is Spike, my son, and now many of the others in our league also have followed suit.

What we have essentially done, over the years, is duplicated ourselves, because many of our league mates are doing the same for our new coaches entering the league now.



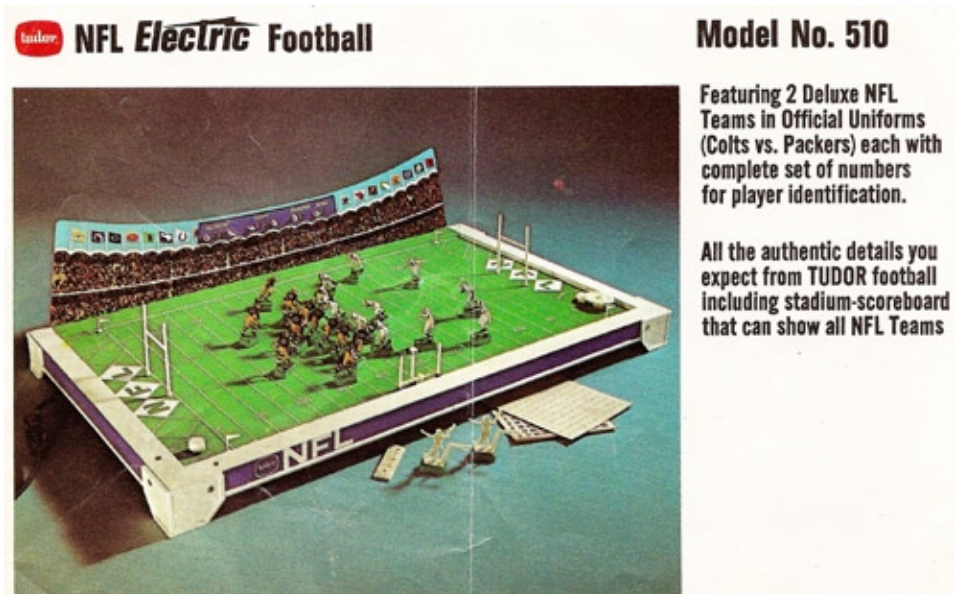
Stay tuned for Part II in the next issue of the Tweak!

1968 continued from page 17

The 510 board, like the year before, came with Packers in dark and Colts in white at suggested retail cost of \$11.45 including handling and shipping charges.

In 1968 the NFL was expanding and becoming a major force in the American sports industry. Its popularity was growing among the young and old alike and every boy wanted an Electric Football game as a Holiday present. The look of a gleaming board under the lights of a Christmas tree was every boys wish and you could see all the new sets in the Sears Wish Book. I can remember looking over every set offered in the late 60's and checking out the details and advantages in each. Those sets were artistically beautiful, functional and fun. It's no wonder why they are sought after as much now as they were then and the 1968/69 Rulebook and catalog was a prime example of the genius of Lee Payne Jr. of Tudor.

I would like to acknowledge Charles Angel (MFCA #191) for his helpful collaboration on this article.



1968 TUDOR STANDARD 510 BOARD

ARE YOU ON THE FLOOR LOOKING FOR THAT TINY FOOTBALL, AGAIN?

BY LYNN SCHMIDT

The delay it creates can be worse than a TV timeout followed by a close official review followed by an injury on the field. On top of that, why is the floor always the exact same color as the football you are using? The following instructions will help you to build a field goal that will alleviate these problems and also get you valuable kicking practice while preparing you for the MFCA Skills Competition. . . .and no more endless searching the floor for the football. This article illustrates, step by step, how to make the official MFCA Skills competition field goal. You can also use it in your league play. It can easily be built with different size opening to fit whatever width of goal you prefer. It is the best field goal I have ever used for practice and have yet to lose a ball to the evil felt and foam eating carpet. With one quick trip to your local hardware store you can

get all the materials needed to build this field goal and in under a couple of hours be ready to attempt those game winning field goals. Plus, you will seldom, if ever, lose those precious broke in kicking balls.

Materials

- (2) 10"x20" adjustable screen
(Found in the window screening department. Mine was made by New York Wire Company)
- (1) 13" piece of U.S. Fence PVC "H" Molding (used for lattices and found in the fencing department)
- (1) 2"x4"x 13" board
- (1) 12"x40" piece of Charcoal Fiberglass Screening
- (3) 1 1/2" wood screws
- (7) 3/4" round head screws
- (2) 1 1/4" binder clips

Equipment

- Drill & 5/64" drill bit
- Saw
- Sandpaper
- Screwdriver
- Scissors
- Paint (optional)





Step 1

Start by cutting your 2x4 board and H Molding to the proper length. You can make this any length that fits inside the rails of your field but I chose 13 inches so that I could use it on fields as small as a Tudor #500 field.

(TIP: Ask the fence department manager if they have any short cut or broken pieces. They will often let you have it for next to nothing and always be sure to tell them what it's for. Never miss that opportunity to promote the hobby. Sometimes, they get such a kick (pun intended) out of the idea that they hand it to you for nothing.)

Step 2

If you want to, sand the cut ends and paint your 2x4 a color of your choice. I used white because it matched the rest of the materials but you can get creative and match it to your team colors.

Step 3

Drill 7 holes in the H molding with a 5/64" bit in the locations indicated on the photo. These are for your screws. On the bottom 3 holes you will want to counter sink the holes slightly with a bit large enough to keep the screw heads from protruding out from the surface of the H Molding.

Step 4

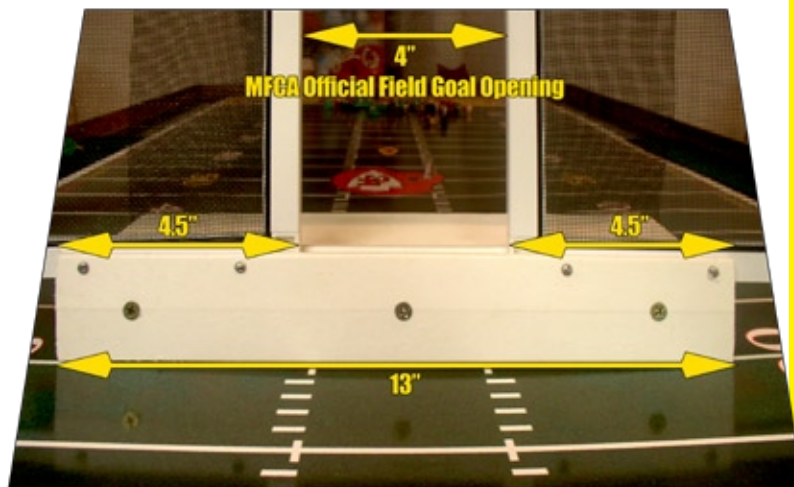
Attach the H Molding flush to the 2x4 using the (3) 1 1/2" wood screws.

Step 5

Measure 4 1/2 inches from each end of the H Molding and make a small mark. This is where the edge of your adjustable screen will go. The opening of the field goal is 4 inches for official MFCA use but you can set this to any preferred opening.

Step 6

Here is the tricky part. In order to get the screens into the slot of the H Molding you will need to first expand the slot a little. I did this by taking a flat nose wide screwdriver and placing it in the slot and then twisting it till the slot opened wider. The PVC plastic will give just enough so that you can then begin to wedge the screen into place. The good thing is that the screen will be held very tightly once in and if you ever pull it out of the H Molding it will go right back in without needing to redo the widening step. I take mine apart when flying to tournaments and put it in the suitcase.



Step 7

Secure the screens in place making sure they are perpendicular to the H Molding (you want nice straight uprights) using (4) 3/4" round head screws. You may need to drill a small starter hole in the screen by drilling through the previously made holes. Again make sure your screen is in exact position before doing this.

Step 8

Cut a 12" x 40" piece of charcoal screen for your backstop screen and using the remaining 3 screws or a staple gun, secure the one edge of the backstop screen to the back side of the 2x4.

Step 9

Secure the top edge of the backstop screen to the tops of the adjustable screens with the binder clips. You can affix the screen permanently but since I travel with mine I have to be able to easily detach the backstop screen from the top of the adjustable screens.

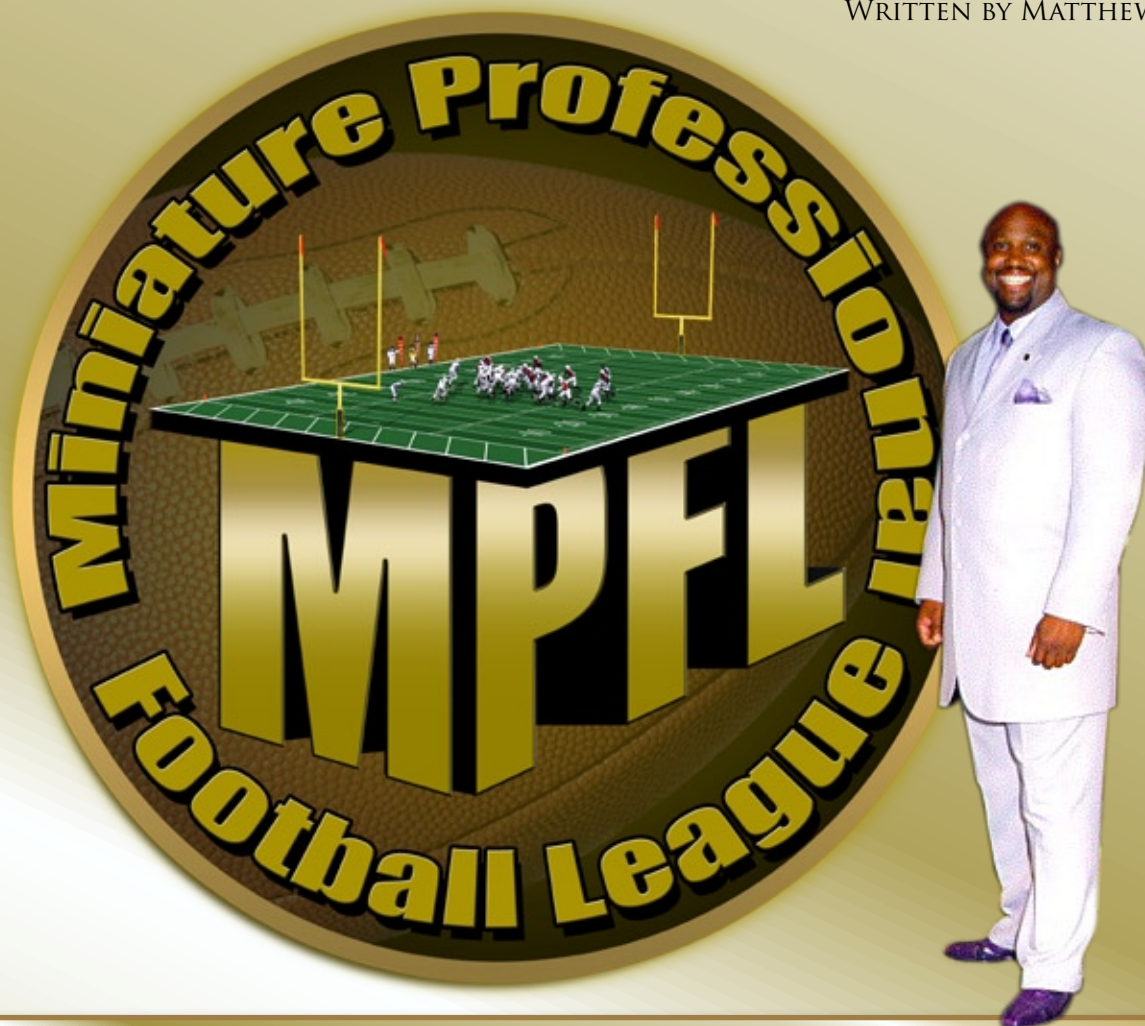
That's it, your official MFCA Field Goal. Now practice, practice, practice and even if you hear the words, "Wide Right", at least you won't be down on the floor on all fours with your Wide End pointed skywards.



THE MAN AND HIS SYSTEM

THE MFCA PRESENTS ANTHONY BURGESS AND THE MPFL SYSTEM

WRITTEN BY MATTHEW CULP



"PERFECTION IS NOT ATTAINABLE, BUT IF WE CHASE PERFECTION WE CAN CATCH EXCELLENCE"
VINCE LOMBARDI

"I AGREE WITH TAKING THE TIME AND RESPECTING THE GREAT INNOVATORS OF THE PAST, BUT
THE WORD INNOVATION WOULD CEASE TO EXIST IF ALL WE DO IS LOOK TO THE PAST"
HERBIE HANCOCK

"EVERY ARTIST WAS FIRST AN AMATEUR"
RALPH EMERSON

What do all three of these quotes have in common? To me they best describe a man, who decided several years ago to take the game of electric football and make it into something more...something greater...something more real...he decided to take it to the next level. In the hobby of Miniature Football change is continually happening, with each league in every part of the country playing with their own rules, coaches developing more realistic figures and leagues finding new ways to add strategy to a game once ruled by chance. We are all different in our approach to this hobby, but we can all appreciate when a coach brings something completely new to the game to help it evolve into something better. That is why it is my pleasure to present the story of a man we have grown to know and admire, even though some of us misunderstood him in the early going, including myself, for his enthusiasm and zeal for change to the game. Change and new ideas take time to grow, but now that we have got to know him better and his system, we have learned to appreciate what he has done for our hobby, which is truly unique and spectacular...Miniature Football's evolution into a new realm of realism and strategy...I am proud to present the Anthony Burgess story.

ALEXANDRIA, POP WARNER AND THE ROOTS OF FOOTBALL

Some of us know Anthony through the early days of the Miggle Conventions. He was one of the first to be on hand for the conventions and even though he was out of the game from 1998-2005 nothing ever stopped his enthusiasm for miniature football...quite the opposite...as the years went by his enthusiasm went from a simple coach to creating one of the most realistic strategy game approaches to electric football ever conceived-the MPFL (Miniature Professional Football League) system. Anthony wanted the players to think for themselves...he wanted them not to be left to chance on whether or not their base would make that cut they needed to or would miss a dead spot in the board that would ruin a perfectly setup play. The very root's of his system is to make the game more realistic by removing the "chance" factor and adding more strategy to the game. The MPFL system evolved into more like chess and less like "blind folded" checkers. It was based solely on the strategies of real life football and was created to mimic on field action. But first to understand the system and Anthony you must first look into his greatest love before electric football and that is his love of playing the game.

Anthony was born on October 18, 1967 in Alexandria, Virginia to Veronica Burgess, a single mom and a remarkable hardworking woman. His mom worked two jobs to provide for Anthony and his sister Verneda, giving them a stable home and all the comforts of home. But mostly she gave them a loving home. His mother introduced him to the Christian faith, which has forever been at the core of everything about Anthony. He lives his life to please God first and to uphold everything that is good and right...fair and just. His mother was instrumental in his early years of showing him the value of speaking the truth and faith...values which has made him into the man today. But with his total dedication to Jesus, there was still room for football in his life.

As a matter of fact, some of his fondest memories of his childhood involved football...Anthony states, "I became interested in football at the age of four and I loved watching football on television with my mother", Anthony continues, "My mother was amazed at just how much I loved the game at an early age and I enjoyed our time together." Anthony wasted no time getting off the couch and into the game. He played Pop Warner for four years...he played through elementary school, middle school and High School...he learned the game at an early age and just continued to develop his skills throughout his football career. He played football at T.C. Williams High School (same High School of the movie "Remember the Titans"), ran track

and field, ran the indoor relay team and excelled in school with a 3.5 GPA. During his High School years his knowledge and love for football excelled, as he learned all the positions, formations and strategies of coaching. It was only a matter of time before Anthony would find himself into the next level of football and a shot at playing in the NFL.

SEMI-PRO DAYS, DISAPPOINTMENT AND THE BEGINNING OF THE MPFL

Anthony graduated in 1986 and had a very bright future in front of him...a bright future in football. Anthony had talent and at 225 pounds, 5'11" he used that talent to continue his football career. For his size he was fast, running a 4.2-40, with his track and field experience giving him an extra burst on the playing field and he was a smart player on top of that. He did not go on to college, but did sign

on with the Metro Buccaneers in 1993, a semi-pro team in Washington, D.C. He enjoyed five years playing high level football, which included a try-out with the Philadelphia Eagles, but a knee injury prevented him making the team. He played semi-pro football from 1993-1998 until he tore his ACL, ending his football playing career. He was devastated when his football career came to an end, but with one door closing another opened for him.

Following his torn ACL injury, Anthony began to reflect on the game of football itself. His lifelong friend, Mike Carr, introduced him to the hobby of electric football back in the late 70's and early 80's and he played on and off for many years. During his rehab period in



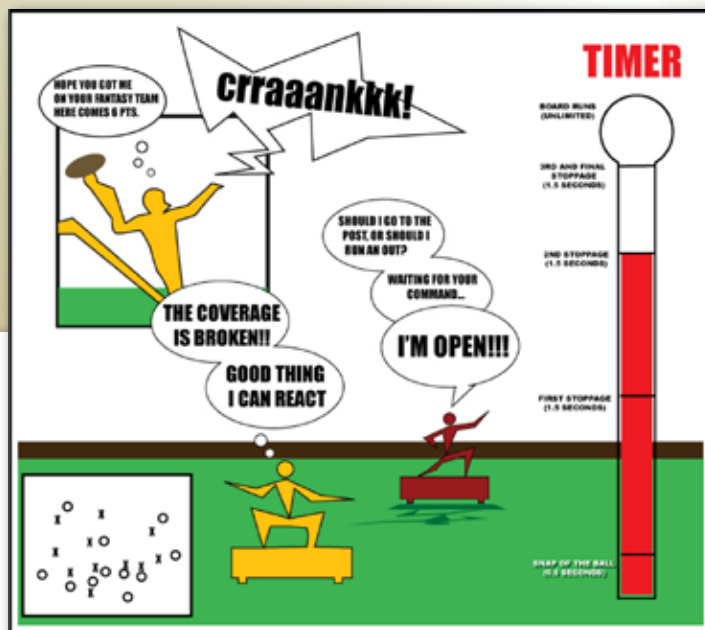
1998 he began to play electric football again, but the old style of play just did not challenge him enough and the basic strategies failed to fill his need for action. The basic problem was that there just was not enough "thinking" going on and it just seemed to him that players went off in whatever direction they wanted sometimes. It was as if the players were trying to run plays

with blindfolds on and Anthony wanted the players to be intelligent enough to react the way a real player would react. The challenge was to recapture the atmosphere of the practice field and game day action. He knew then he had to come up with an entirely new system, if he was going to get the “intelligent” player on the electric gridiron...and the system had to work properly. Anthony was not alone in wanting a new system. Good friend Vance Warren helped him to work on this new idea. Together they worked on the new system, which included new rules for “pass placement”, multi-stop



rules and rules to allow lineman to react and play a big part in the game. Vance eventually started a rules set known as “Rules 2000” that took pass placement from Anthony’s ideas for the system. Eventually Vance and Anthony split on the project, as Vance presented his ideas and began to compromise on the system to bring more coaches over to the Rules 2000 system. As for Anthony, he disagreed with his friend and simply did not want to compromise on the rules they had worked on. Anthony focused on pleasing himself and did not want to compromise, because he believed that by compromising would lead to losing the strategy on the game. So Vance and Anthony went their separate ways on the project.

With the split, Anthony went into hiding for seven years and continued to work on the MPFL system. He continued to experiment with players and rules that would allow them to react as in the real life game. His system was built for one purpose...to create a disciplined miniature football coach. His system was no longer about tweaking bases, but by coming up with strategies that a coach would have to utilize...a strategy that included every position of the game. The key to winning...were the skills of the coach...not tweaking or skills throwing, but knowledge of the game itself...this system was about total control of a team. It took seven years, but the results were amazing.



THE MPFL IS BORN

In the early part of 2007 Anthony Burgess presented his new system to the miniature football community. It had taken seven years...hours of game film study...hours of studying stop motion animation principals and he took a chance that coaches would take a new idea and perhaps change their approach to the game. It did not take long before coaches expressed their opinion about the new concept. Many coaches saw the timed multi-stoppages in the system as a hamper to the continuous action. Many coaches like the action to be non-stop and did not see a need to slow down the game for the sake of giving the offensive line or receivers an opportunity to make adjustments. And that is fine...as all of us have our own way of playing, but at first coaches were skeptical that this system would work. The icing on the cake for Anthony was his release of the MPFL system DVD titled “The Ultimate Sports Simulation Strategy Game”.

The release of the DVD was ground breaking for many reasons. First, the DVD was professionally done and took many coaches by surprise of the quality of the production. It was produced and professionally put together by Bill “Decal Master” Sorrell, who did an outstanding job. Second, the DVD had everything and it was easy to understand the MPFL system, because Anthony laid everything out so a coach to go to whatever facet of the game and see an example to explain the system. Third, we also got to see the level of realism with the board, figures and setup, that it was easy to see...Anthony had put his heart into this system. With the DVD the MPFL was off the ground running and as 2007 turned into 2008 more and more coaches took a closer look at the system...tried it out and found that this was a fun system...



www.mpflfootball.com

“AB has done a fantastic job in putting together this DVD. I’ve watched it from beginning to end twice so far. The DVD goes into depth on the whole MPFL system and does a great job of explaining all the finer nuances of his system. It is well produced and professionally put together. And Anthony’s passion for the game comes through throughout the entire DVD. So what does this video give you? It shows you in great detail the MPFL system and how you can take this game to the next level. And it does it by giving you a well thought out system that will allow you to make the game more realistic and closer to the real game of football. Is this style for everyone? If you enjoy X’s and O’s and a game that will test your overall knowledge of the game...then the MPFL is for you!”

Wally Jabs(Great Rivers, New York)

“In Anthony’s system, the player reacts when the time is right.”

Steve Miles (Alabama)

“If you are a true fan of football, seeing this system demonstrated and played, you will be hooked. I can guarantee that.”

Rene Smith (Baltimore, Maryland)

As you can see from some of the reviews...the coaches liked the realism of the system, so now what is next for Anthony?

INNOVATION IS JUST A TRIP THROUGH IMAGINATION

Admittedly, in the beginning of the MPFL system, I was a skeptic. Here was a guy that came onto the MFCA forum and pushed his system onto us with the fervor of a man with the enthusiasm of Vince Lombardi at the beginning of a Championship Game. And I must be truthful...at first I did not see where Anthony was coming from...then I threw caution into the wind...I bought the DVD...I called Anthony and talked to him...and in the end I saw his vision for the hobby, even to the point of adopting some of the MPFL system into my own league. It does not matter if you agree with the MPFL system of play or not, what is important is that you give it a shot, because new ideas or new innovations is just a trip through imagination and who knows...maybe Anthony’s system will spark new ideas for whatever rules you currently play with, as for Anthony he is a man of many talents and hats. Throughout his life Anthony has been a son, a Karate instructor, a personal trainer, a police officer (currently works for Homeland Security), a body guard, an artist, an athlete, a drummer in a band and even a deacon in God’s church. He has always championed what was fair, just and he has always looked to the greater good...electric football has been no different...Anthony comments, “As an innovator I believe that if one person invented the wheel and nine others try to reinvent the wheel to benefit a few...this hinders the evolution process...but what I want to do is to simply invent a vehicle that the wheel could be used for the benefit of all!”

So on behalf of the MFCA and the staff of The Tweak, I want to say thank you to Anthony for all of his hard work and dedication to make this hobby better and we salute the Man and His System.

A SHORT HISTORY OF THE MPF SYSTEM BY ANTHONY D. BURGESS

The conception of miniature professional football (MPF) began in 1999 during rehabilitation from an injury I suffered playing semi-pro football. I fell back on this hobby and yearned to recreate the emotions associated with the game that I loved dearly, and was now sidelined from.

My journey began with the study of game film, and research into the principals of stop-motion animation. Both were integrated into the design process. I realized that the element missing from conventional “EF” was ability of the miniature figures to react and display realistic qualities through the user (player / coach). I came to understand that one of the main flaws in the game was the lack of fundamental procedures. The “EF” establishment had never really researched its full potential, left buyers with no clear guidelines on how to play the game itself. This lack of understanding was one of the main reason why the game went into the closet.

I wanted to simulate the ability to coach your team, understand formations, direct each position, and factor in winning with strategy, and not the simply the use of the (TTC QB or Base Tweaking). I envisioned that this game should have the detail and beauty of the model train hobby, and the respect associated with chess, while mimicking the actual game of football in every way. Months were spent on testing each area for realism, balance, pressure, and playability.

I hoped that with all things working together, I would make this game first-rate while transforming a child’s toy into a true football strategy simulation game, and erase it’s negative perception. I wanted to create a style of play that would gain the respect of the sports community. I designed and redesigned the system many times over a seven year period. Right before my eyes the MPF system began to take shape and the MPF philosophy was born.

The main basis of my system is timed multi-stoppages. From this, players can move, and counter move as they do in a real life. Every part of the game has been examined and treated with fresh ideas.

THIS IS NOT THE EF YOU REMEMBER GROWING UP.

Experiencing the game of football from the perspective of a player, coach, and official was the main ingredient in the creation of this system. With the release of the MPF DVD and the continued success of the MPF(L) league, the improvements that were so late in coming to the hobby of Miniature Football are finally available for all to enjoy. Purchase a copy today and begin to experience the hobby at a level you never thought possible.

MPF IS BASED ON THE UNDERSTANDING THAT MINIATURE FOOTBALL MUST USE TIMED STOPPAGES.

The main feature that separates MPF from EF is the use of timed board stoppages and mid-play adjustments. The basic idea of football is that it is a reaction sport. Players are forced to play their position and yet have the ability to act and react to different scenarios as they are presented during the game. Traditional EF was based on a one-stop method in which players are forced to "pitch, or pass" early in the play. Players on the game board are locked in a fixed position and have limited ability to change direction. The hobby of MPF cannot be enjoyed at the "chess" level without timed stoppages and player adjustments. Miniature football figures run in one of three possible ways: arch, straight line, backwards. Without mid-play coaching by way of timed adjustment stoppages, it is impossible to mimic real football action, as figures will eventually run off course and out of position.

Here are two examples of the timed stoppage system...

PLAY I



49er's 1st and 10 at their 20 yard line, play call pass. Panthers base defense 4-3 outside leverage cover 2.



(1ST Stoppage i.e. Snap of the ball) This is to set the play in motion, 20 seconds to make adjustments, pass or run etc.



49er's Adjustments: top to bottom; WR runs a go route, the FB flairs out, RT single block on DE, RG&C double team DT, LG single block on DT, LT single block on DE, TE chip block on DE runs a 5 yard post, WR runs a go route.



Panthers Adjustment; top to bottom; DB outside leverage pass coverage, WLB to cover the FB out of the back field, DE outside pass rush, DT push the middle keep the LB's clean, MLB reading, DT push the pocket, DE outside pass rush, SLB cover the TE, DB outside leverage pass coverage.



(2ND Stoppage) Board runs for about 1 second. Play develops resulting in a sack by the LDE #93 M. Rucker.

PLAY 2

(PHOTO NOT SHOWN)

Panthers 2ND and 7 from the 49ER'S 48 yard line. Pass Play Twins Right, FB Motion left. Max Protection.

49er's 4-3 , Inside corner inside leverage, outside corner outside leverage with over the top coverage by FS. SLB covers the FB, MLB covers the TE with over the top help by the SS, WLB reading the play.



(Snap of the ball i.e. Free stoppage)



Panthers Adjustments: Top to bottom, TE blocks the DE, FB blocks the SLB "O Linemen" max protection, RB delay flaire route, slot receiver, Steve Smith, 10 yard post, outside receiver, Mushin Muhammad, combination route post & go or post out.



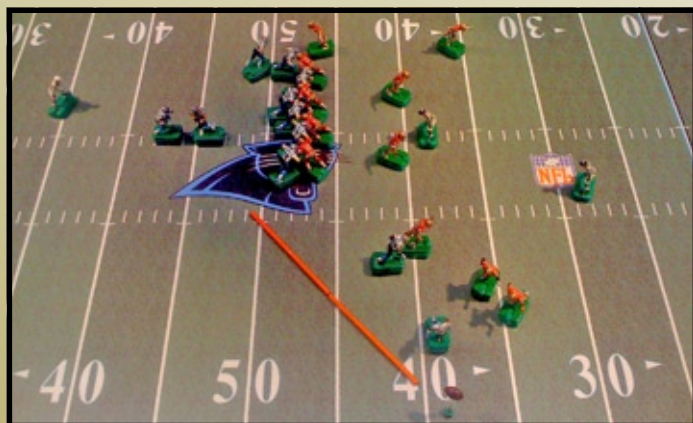
49er's Adjustments: Top to bottom, SLB picks up the FB, M&WLB's reading the play, slop DB inside leverage pass coverage, outside DB outside leverage pass coverage, FS over the top coverage, board runs for 1 second.



(Stoppage 1) Play develops.



Panthers adjustments, QB J. Delhomme throws to outside reciever, Mushin Muhammad, on the combination route "post out".



49er's adjustments, all free defenders react.



Play completion gain of 6 yards.

STAINING DETAILED FIGURES



WITH CHRIS FIELDS

DRY-BRUSHING AND INKING FIGURES IS A GREAT WAY TO ADD DEPTH AND REVEAL ALL OF THE SUBTLE DETAILS IN A SCULPTED FIGURE, BUT THERE ARE OTHER WAYS TO ACHIEVE THE LOOK AND FEEL OF A DRY-BRUSHED FIGURE, WITHOUT ACTUALLY DRY-BRUSHING.



pic 1

One of these techniques is staining. It is a perfect technique for those who paint with Testors enamels and who simply do not wish to take the time to dry-brush multiple figures. This is a relatively easy process that requires basic painting skills and most importantly... a great deal of patience (the figures take a little longer to dry).

What you will need is brushes, paints and for anyone using Testors enamels-Penetrol (see pic 1), which is available at any hardware store. If you are not using enamels, then water and dish-soap is what will be needed. For the figure pictured, I used Testors enamels.

STEP 1

Paint the figure either gloss white or semi-gloss white (see pic 2). Make sure that there is good paint coverage here, for this step is crucial to the finish of the figure. We use gloss paint only, because it allows for the paint to flow into the crevasses evenly. If using enamels for this step, allow the paint to dry for at least 24 hours before continuing to step 2.



pic 2



STEP 2

Mix your color on a paint palette with the Penetrol in a 50/50 ratio. The Penetrol allows the paint to remain consistent, while giving it a semi-translucent finish. Brush the color onto your areas the same way that you would normally do, keeping crisp lines at any break in color (i.e. shirt, pants, skin tones, etc...). One coat should be sufficient, but a second coat can be applied after a couple of hours if needed. For white, I use the base-coat white as the color and mix a light grey with twice the amount of Penetrol and apply a light coat over top of the white. You may need to go back in with your white paint and a small brush to repaint the high spots on the thigh pads, knees, rear, etc... Once finished, your figure should resemble the finish in pic. 3. Allow for this coat to dry at least 24 hours before moving on to step 3.

Note: If using water based paints, thin the paint with water until it is the consistency of ink, and then add 2 or 3 drops of dish soap to the mix. Do not add Penetrol to water based paints.

STEP 3

Finish out your figure with all of the trimmings, decals, facemasks, whatever you would like. The Penetrol helps the paint dry to a strong finish, but I always advise adding a coat of clear. If clear coating, be sure to clear coat the entire figure with a water based varnish before using any type of lacquer or solvent finish.

And there it is, all of the appeal of a dry-brushed figure finished in 3 easy steps. Good luck, and happy painting.

Next time: color.





WIDE RIGHT I G H T Creating Your Own Miniature Football Scene

by Mike Guttman

Wide Right was actually an experiment to see what could be accomplished using what is available to the Electric Football hobbyist. After hearing about the MFCA convention to be held at the NFL Hall of Fame, I decided to do the Wide Right event. At first, I only made, Norwood, the kicker and Reich, the holder. After completion of the two figures, I set them up but it just didn't look right. I decided, that in order to pull off this type of scene, I would need to go all out and build an entire on the field display of the actual scene.

When someone decides what team they would like to add to their collection, there is preparation in building that team. You need to do research on the skin tones and numbers the players wore. This same sort of research needed to be done for this project. In order to find this information I went straight to the source. I purchased a copy of the "Wide Right" Super Bowl game to watch the play I was about to create. I watched that play around 200 times. I had to in order to see what position each player was in during the kick. There were a few players who I couldn't tell what their number and name were on the jersey. For those answers, I had to go to each teams chat site and register. I put the questions out there to find out who the missing players were. The Giants chat site had the most helpful and gracious fans I could've talked to. (Yes, they received completed photos when I finished, about 4 weeks prior to the Convention.)

The first step in creating a scene like this is to make sure you have the paint you need and get the decals, if you plan on us-

ing them. The next step is to decide on which figures you will be using to make the custom look. I tried to keep them consistent one to another in look, so I only used Buzzball figures.

I then started customizing the figures. I had to study the photos, figure by figure, to get the look of the position they were in when the field goal was kicked. I'd have to say that the toughest figure to make was the holder, Reich, not Norwood the kicker.

After all the customizing was completed, the next step was to paint and decal all the figures. This step was pretty basic, except for cutting the stripes for the pants. With each custom figure in a different position, the pants stripes had to be reworked to make a good fit.

Field construction was the next step. I had to find some type of material that would give me the ability to paint, construct and mount the figures and accessories. It had to be user friendly. I found the poster board at Michaels to be sufficient, but I had to decide what to make the turf out of. I made samples with felt, artificial grass, and then came across the big sheets of grass used for landscaping in model railroading. When I opened the bag, a lot of the grass particles fell off and I found that almost 80% of the material was loose. To prevent the mess and loss of more grass, I purchased 3 bottles of Modge Podge and painted over the entire field. This gave the grass a darker look and also held the grass particles in place.

One of the toughest parts of this scene was to paint the field. I wanted to make the field scale size, but knowing that I would have to transport it to the convention, I decided to just make sure I had 45 yards on the field. All the paint came from Mike Beals line of paints, along with his decals for the Giants, Bills, and the referee's. While painting I had to watch the game a few times in order make sure I had all the emblems that were on the field. All numbers, letters and the NFL emblem were painted by hand. No stencils were used,

While the paint was drying, it was time to make the goal post. The goal post was made out of 2 sizes of balsa wood, as were the pylons for the endzone and the yard markers. I used thumbtacks to put these in place. As you will see later, this is also what I used to attach the figures to the field.



The next step was to create all of the umpires and referees. I didn't spend too much time on these figures, except for the referees waving the kick wide right. Mike Beal makes great referee decals, but you will need to "cut-to-fit" the decals for the shirts.

After the field was complete, it was time to attach the figures. I first cut all the figures from their platform. I used wire cutters to perform





this. (I use wire cutters in most of my customizing.) In order to attach the figure to the field, I first had to drill a hole in the bottom of each foot with a Dremmel tool fitted with a small bit. I was then able to push a thumbtack up through the bottom of the field into the feet of the figures. The first figure I attached was the center. When he was in place, I worked my way out, all the time, referring to my photo's to make sure the positioning was accurate. After the thumbtacks were in place, which took time to get the positioning correct, I put super glue on the players feet and then pushed the figure back onto the thumbtack. I was hoping this would double my chances of securing the figures for transportation. The field goal was attached with a screw going through the bottom of the field into the base of the goal post.

The total time for this project was 4 weeks, 4-6 hours per day. These projects are very time consuming, but very self satisfying in the end. I hoped you enjoyed this article and good luck in making your own Miniature Football scenes!





When: August 7-9, 2009

Where: J Babe Stearn Community Center

2618 13th Street SW, Canton, Ohio 44710

Cost: If residing at the community center-\$50.00 usage fee for the entire weekend. If staying at a hotel-\$15.00 usage fee.

Community Center Amenities: Kitchen, pool tables, sauna, racquetball courts, weight room, basketball courts, meeting spaces, showers, lockers, 32,000 square feet of room!

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9.3 miles to J Babe Stearn Center
Phone: (330) 494-7611

For more information, the "Camp-In" itinerary and information on the College Bowl Series Championships being held in conjunction with "The Camp-In" go to:
www.miniaturefootball.org and click on the 2009 Convention link.



THE 2 STOP RULE AND THE RUNNING QUARTERBACK

BY BRIAN WITTKOP

THERE IS A FORCE IN COLLEGE FOOTBALL THAT CAN BRING DOWN THE MIGHTIEST OF TEAMS. IT BROUGHT DOWN THE MICHIGAN WOLVERINES WHEN THEY PLAYED APPALACHIAN STATE AND IT ALSO BROUGHT DOWN OHIO STATE WHEN THEY PLAYED ILLINOIS IN 2007. THAT FORCE IS THE RUNNING QUARTERBACK!

The running QB can be used to keep the defense honest and also give the offense a way to keep a drive alive when the receivers are covered and the defense is tied up at the line. Just how does this work? Well, in the NMEFL we use the two stop rule. We'll use Rutgers and Alabama to demonstrate how this is done.

PHOTO 1 First, the offense and defense line up. The line of scrimmage is the 50 yard line. The QB is turned backwards, showing pass while the receivers are set wide out and the backs are split in a pro set formation.

The QB may drop back up to 15 yards from the line of scrimmage, as long as the back of the QB base does not go beyond the 15 yard limit. If he does go past the 15 yard limit, he is down at that point.



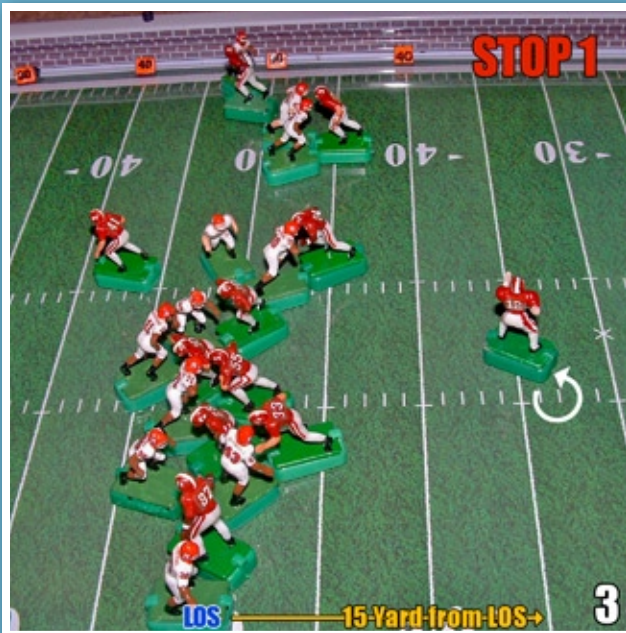


PHOTO 2 The QB drops back. The front of the QB base went past the 15 yard limit (the 35 yard line). However; since the back of the base hasn't reached the 35 yard line, the QB can still run with the ball. If the entire base had gone past the 35, he would have been down at that point.

PHOTO 3 The motor is stopped and the QB is turned around. At this time, the QB may pass. If the offense decides not to pass at this time, the QB may be turned in any direction. Any "unengaged" (not touched base to base by an opponent) defensive man may be turned toward the QB or in any direction the defensive coach wishes.

PHOTO 4 The motor is turned on and the QB runs toward the line of scrimmage. The offense may stop the motor one more time before any part of the base touches the line of scrimmage to give the QB another chance to pass if a receiver is open. The QB may not be turned. The offensive coach announces run or pass. He may then pass by replacing the running QB with a passing QB or in our case, run. Again, any unengaged defensive player may be turned towards the QB or whatever direction the defensive coach wishes.



PHOTO 5 & 6 The motor is turned on again, and the play continues until the QB is tackled, goes out of bounds or scores.

As you see here, the QB picks up a good chunk of yards and keeps a drive alive, giving the defense more to think about. So, the next time you start a season and you're developing your rules, give a thought to opening your game up with the two stop rule and the running QB.



BUZZBALL'S PD2520 **(REVIEWED)**



**The
PD2520
with full
magnetic
cover**

by Al Dunham

Sooner or later you just plain need more space. Whether it's a house, a car or miniature football, sometimes you just need some elbow room. Like many other coaches, I too was craving more running room than my trusty 620 was giving me. So it was with great anticipation that I looked forward to going to the 2008 MFCA convention, if for nothing other than being able to check out all the larger, custom boards.



The first drawback I found was the increased level of vibration in most of the boards. Indeed, I had a hard time keeping my 'lightweight' guys upright as the board motors kept knocking them down. It was easy to see why so many leagues are going to a heavier 4.0 weight limit. The second problem was the noise. Some of the boards were quite loud, an unacceptable level if you have a wife like mine, who relishes her 'quiet' time. I had about given up hope when I ran across the Buzzball PD2520.

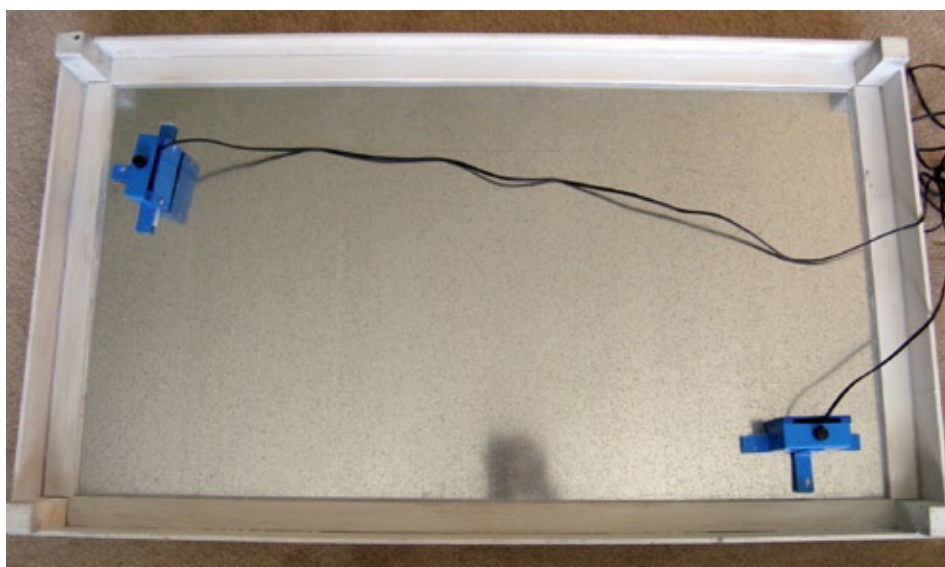
The "PD" is one of the new generation of 2'x4's, a term that is used due to their general 2 foot by 4 foot measurements. The frame is made of a light, but sturdy wood, while the playing surface is metal. Many guys who make their own custom boards use fiberboard for the field. While there is nothing wrong with the fiberboard, metal fields transmit vibrations in a manner that is better suited for miniature football. Though metal is a little heavier than fiberboard, I found that the PD was quite manageable. I had back surgery some years ago and can't carry heavy objects. This board didn't feel like it weighed any more than my 620's even though it's about 40% larger.



It's easy to see how much extra room is available when a 620 cover is in place.

The felt borders are a nice touch that allows players to be placed along the sidelines without worrying about them joining play.

The actual outside dimensions are 27 1/4" wide by 47 1/2" long. The playing surface is 24" wide by 44" long. While not quite a true football ratio of 2.4:1, you don't really notice it while playing. What you will notice is the absolutely smooth level of play. Using dual motors set up at opposite ends of the board, the PD purrs rather than buzz. When I say purr, I mean just that. This board is quiet. I could play a game in the same room with our TV and not distract anyone. I was able to run regular stock, non-weighted figures at a fast speed without any fear of players falling over. Playing with heavier guys? No problem. A simple twist of the speed dial on both motors and they, too were cooking along. The main complaint of 620's is their narrowness. The PD gives you an extra 6" of width, but when playing it seems like it's twice that much. After playing so many years on the smaller Tudor fields, it was so nice to be able to spread the offense out for



Dual motors give excellent control and are very quiet!

a change. The 7" of increased length was also a welcomed feature. True, this board is not to scale as that would push it out to nearly 6 feet in length. However; this board is much more mobile than any scale board. In fact, I would have to say that the PD is almost the perfect size. Large enough to enhance game play, while being small enough to be easily transported to your opponents house. Add in the quiet operation, excellent fit and finish and vibration control, and you have a board that is very hard to beat. If you're looking for a larger board, particularly if you like to play with stock or up to 3.2g weights, you owe yourself a favor and check out the Buzzball, or should I say Purrball PD2520. You'll be glad you did.



MFCA CROSSWORD PUZZLE

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- 11 _____ THOMAS
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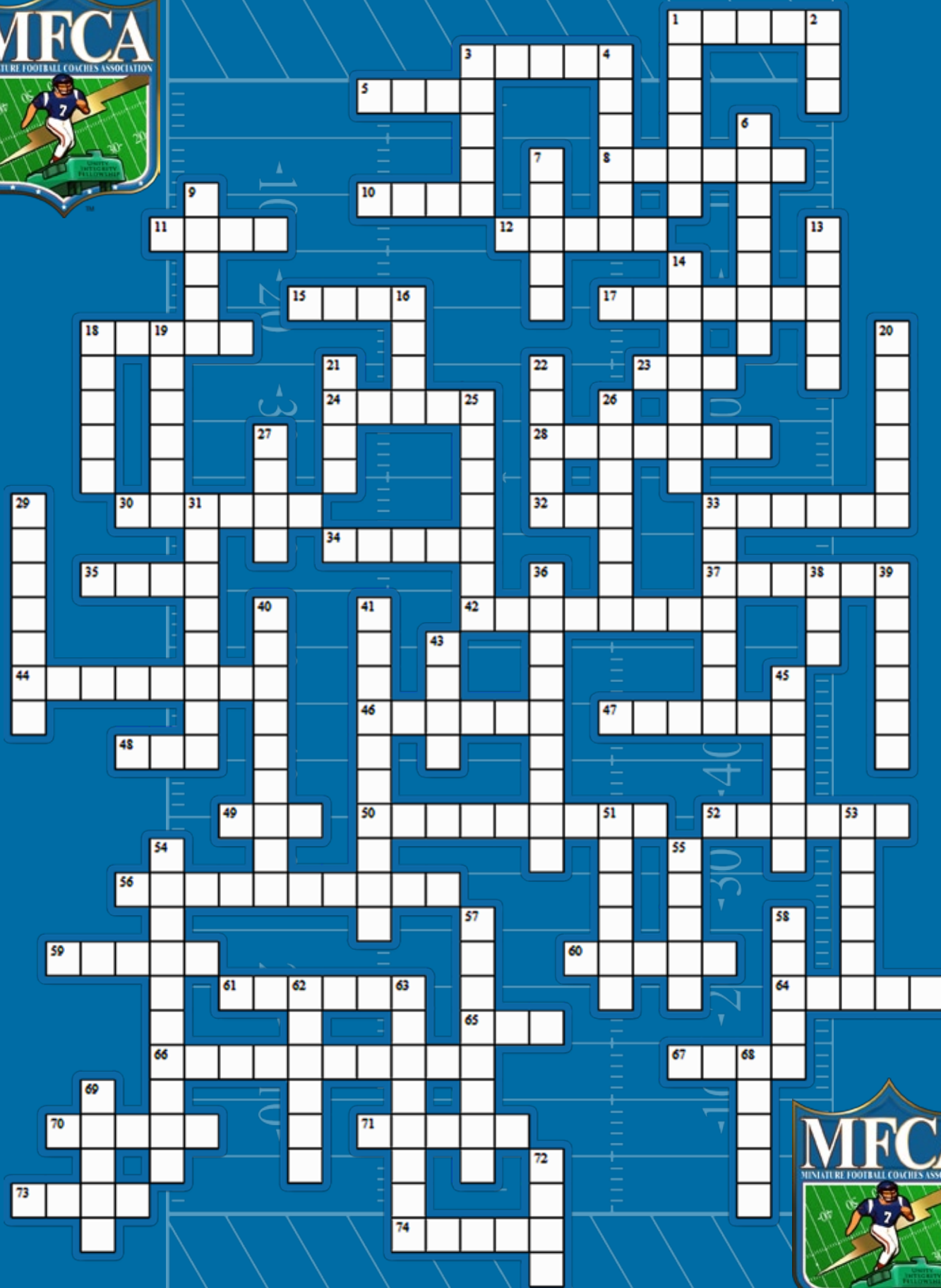
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