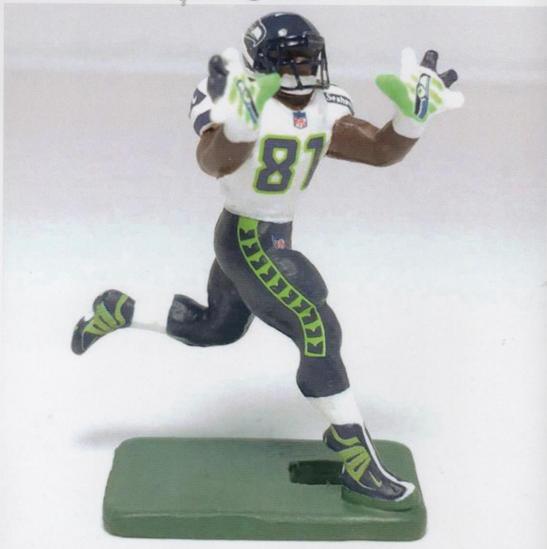
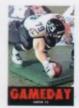


## **Custom Figure All-Stars**

















## GAMEDAY GAMEDAY GAMEDAY FIGURE.COM

Antonio Jones is no doubt one of the best when it comes to figures.

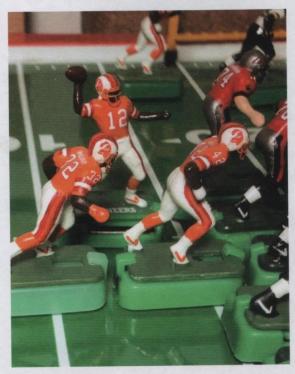
## **Buzzing Solitaire News**

Find Buzzing Solitaire on Facebook to follow the best solitaire leagues.



Ryan Gregerson (Ryan's Electric Football Network).

Paul Gadola has been quite active. These old school Bucs look great.



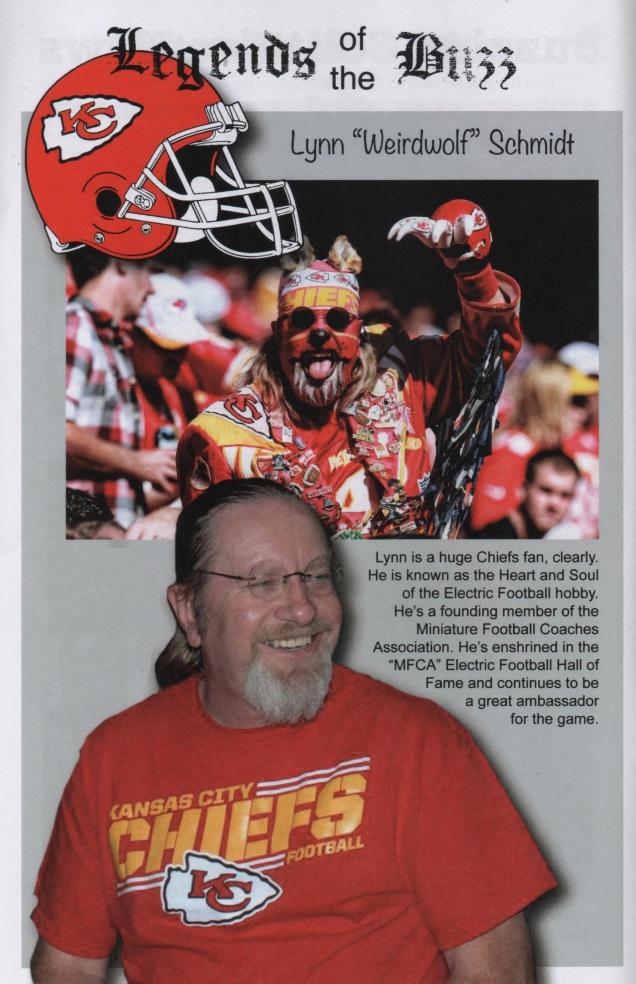
Try to figure out how these coaches conduct their leagues. What rules do they use? How do you play against yourself!?



LG's Electric Football by Leonard Gunderson has a 1965 AFL league.



Bill Moreno's 1971 Project is a work of art and a history lesson.







These crazy cats in Chicago use the STRATEGY DIVIDER! It changes the way you play defense. More importantly, it keeps you on your own side of the line of scrimmage. Crackin Plastic wants to know what's with all you coaches that can't seem to line your guys up onside.

## Jim Davis - 2019 Glass City Champion





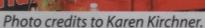




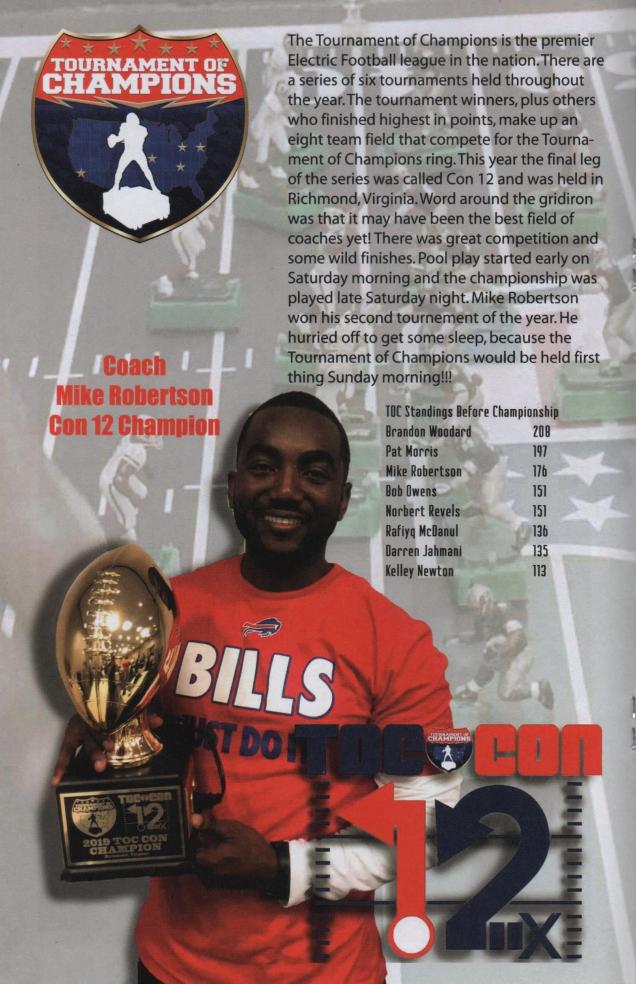


Terron Gillespie and the Electric Football Network in Bowling Green, Ohio put on one of the premier tournaments in the nation. Clearly, a key ingredient to a successful event like this is the food. But, the good competition, fellowship, and close friendships are what make Electric Football so special. Great coaches from every corner of the map piled into this battle royal. A lot of grub was destroyed and plastic was cracked!









The Electric Football community is a class act and loves to honor those who have passed.



The top eight coaches went into the final day of competition looking to crown a champion. The final game was a triple overtime thriller between Rafiyq McDanul and Kelley Newton. Kelley's little plastic Colts outscored Rafiyq's Texans.

Colts 49 Texans 43

Crackin Plastic would like to extend a big thank you to the TOC and the great coaches that regularly travel to the tournaments around the country. You make the hobby truly great for coaches and fans alike.





2019 TOC Chamption Kelley Newton

Bobby Moore and Elgin Clemmons teamed up to win the Coaches Challenge



# COACH PROFILE Ricardo Riley



It is the thing which all electric football hobbyists and players gather around. Without it the game is not possible. It is the board. Although commercial boards are what many players grew up with and are still readily available, there are many electric footballers who choose a different path: custom boards. The last few years have seen a rise in custom board designs and building. Among the current (and more famous) names of elite custom electric football board builders is Ricardo Riley.

Raised in Washington, D.C. and now living in San Antonio, Texas, Ricardo Riley has been building custom boards for himself and others since 2013. Crackin' Plastic sat down with Ricardo to ask him some questions about board building and what motivates him.

CP: Why did you start building electric football boards?

RR: "There were plenty of boards available for purchase. I just wanted to build my own and customize it my way. I wanted a 24" x 48" for myself and I felt that I could possibly build one. It would be uniquely mine."

CP: How did you learn? Did you have help?

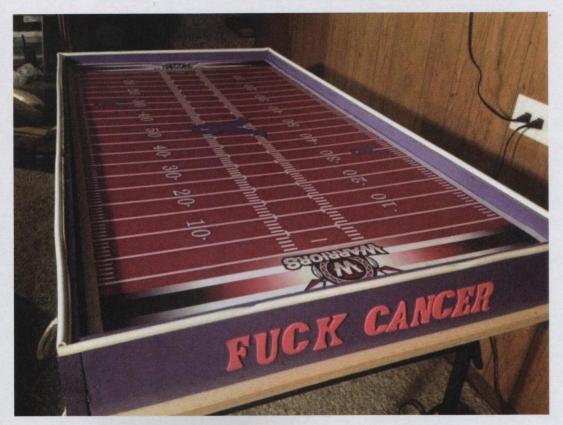
RR: "I've had lots of help along the way. Shabby J (aka James Partipilo), Roger Fisher, James Harris, and a special shout out to Edwin Hinton. He [Edwin Hinton] actually asked me to make him a board: Met Life Stadium. RIP my friend. I've met a lot of great people along the way. My boards aren't perfect, but I try and give the best that I can, and I replace any and all things, always."

CP: How many boards do you think you've made so far?

RR: "Ninety plus."

CP: Do any boards stand out in your mind?

RR: "I have a Cancer Survivor board, and a board that has "Suggies Cleaning Supplies" on one side of it! Coaches really make them their own. The Cancer board was Edwin Hinton's third board. He recently died, but he was an avid EF hobbyist. Sorry about the curse word [the board states, "F---Cancer"], but that's what he wanted. It gave him hope to keep on battling."



CP: How much time do you devote to building boards?

RR: "On average I'll spend my weekends building, painting, etc.. 15-18 hours a week. I do all of my own covers, building, painting, lettering, logos, etc., so I can control the building time now. I used to outsource quite a bit in the beginning."

CP: So it's not a full time job then?

RR: [Laughs] "No, I'm a manager in Corporate America. I have 16 people that report to me at any given time."

CP: What do you enjoy most about building boards?

RR: "The best thing about building the boards is seeing them in people's homes and at tournaments. I never thought that something that I'd make could really make others happy, and that they'd enjoy it. It seems I was kind of wrong about that one!"

Article by Greg Ingold

**CP:** So, we have to ask: you're from Washington, D.C. but you're a Dallas Cowboys fan?

RR: "Tony Dorsett and #12 [Quarterback Roger Staubach]. Saw them and it was a wrap!"

CP: Will you continue to build boards in the future?

RR: "Not sure. It's not really cost effective. FedEx is raising shipping by 90 bucks. I don't pass that along, so...

But that being said, I do love building boards."



## Electric Football on an Island

by Greg Ingold

Like many "re-born" electric football players and hobbyists I found myself in a bit of a dilemma. Electric football, for me was both the best—and the worst—game ever invented. As a kid who was obsessed with football before the advent of video games, electric football was the ultimate toy. The look of the field, the colors of the uniforms, and the excitement of real football promised on a vibrating tabletop board game created a lot of hope and expectations. And then I turned it on.

Well, so much for re-creating real football plays and strategy. It then became a game of attrition: find and utilize the best player who doesn't just go in a circle, or worse. The possibilities seemed pretty limited to my 8-year-old mind. I kept the figures (Chiefs/Cowboys) long after getting rid of the board (a Tudor model #520 I believe) and moved on with my young life. Like many others I thought the game became extinct—gone the way of marbles and jacks. But I always had a soft spot in my heart for electric football.

Flash forward thirty years. I find a complete electric football game with modern materials and teams at a thrift store. I buy it not only for the nostalgia (and cheap price!) but as something that my youngest son (13-years-old at the time) and I could play together. Flash forward another six months and my son had already moved on from the game while I was falling in love all over again! But with the game's re-discovery came some of the same feelings I had as a kid: frustration at the performance of the board and players. Soon I discovered there was an electric football world of tournaments, base "tweaking", custom boards, custom figures, custom painting and decaling, etc. I was shocked not only that electric football was still a "thing", but that it had evolved so much! And, I felt myself getting hooked on it...more than ever!

It has become for me both the re-discovery of a cherished childhood toy, and also the vindication of a frustrated 8-year-old me.

But with this new fascination of an old-school toy comes a sense of isolation for me: the feeling of being, in a sense, on an island. Already in my sixmonth re-obsession with electric football I've heard phrases like "Is that still a thing?", and "Isn't that the game where the players just go in circles?" many, many times. I've seen the smirks of disbelief and I've heard the giggles. I'm sure this is a recurring theme over the years for many in the hobby.

Maybe that is one of the biggest challenges for electric football fans today: maintaining (or even finding) interest and involvement for an old-tech, generational toy that--despite its popularity--had a bad rap. The irony is the game is better than ever now but fewer people it seems are aware of it. Those that are may find themselves in a situation similar to mine: enjoying electric football on an island.





Which one are you going to be? When you wake up in the morning on game day, you have to ask yourself if you're going to be a good coach or a bad coach. Only you can decide.

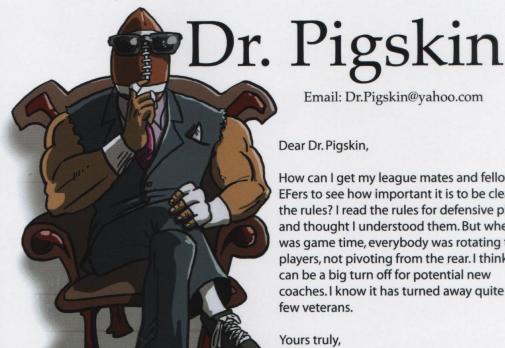
## To be a good coach on game day...

- 1. You must know your players, how they run, who is the strongest, who is the fastest, which way they run, left or right.
- 2. Never force anything. Take what the defense gives you. If the defense stacks against your run game, then pass. If the defense is leaving the run game open because you're a good passer, then run the ball. And try to remember, all you need is to average 4 yards a play.
- 3. When on offense, always try to pick up the blitzers, that's if the defense is blitzing you. All good defense starts with a good blitzing package.
- 4. In a very tough game don't be afraid to punt the ball. Sometimes a good defense is a good offense.
- 5. You must never give up in a game. It doesn't matter how many points you're down. Every game can be a learning experience, so never quit or give up. Keep trying. Try different things if you have to learn from this experience.
- 6. Always practice with your team. If you're playing on an opponent's field, make sure you run your team. Test for strength. Test for speed. Make sure your men are running good. If you have players that are not running good, put those players back in the team box.
- 7. Know the rules of the league or tournament that you are about to play in.

### Bad coaches on game day...

- 1. Don't run or practice their team all week and then expect them to perform on game day. That usually doesn't work out for them too well.
- 2. They will try and force the play they have set up, no matter how the defense is set.
- 3. Force a very tough pass when they really don't have to. It's probably better to just call incomplete than possibly turn the ball over.
- 4. Likes to argue almost every call on every play. Don't be that person.

This is some advice if you are a bad coach: Try and learn from the coach that you are playing. There is nothing wrong with copying what works. If a coach is doing something good, and it's working for them, copy it. After the game, ask questions about the game. How did you do that one play? Why did you line up like that? What do you think I should work on? And so on...



Email: Dr.Pigskin@yahoo.com

Dear Dr. Pigskin,

How can I get my league mates and fellow EFers to see how important it is to be clear on the rules? I read the rules for defensive pivots and thought I understood them. But when it was game time, everybody was rotating their players, not pivoting from the rear. I think this can be a big turn off for potential new coaches. I know it has turned away quite a few veterans.

Yours truly, Confused in the defensive backfield. Paul Pate

Dear Paul Pate,

I had to do some research to find out what Leagues you're in. I'd appreciate you being more detailed with your questions in the future.

Pate, you definitely are speaking of a widespread hobby virus. Electric Football enthusiasts have battled with these same issues for a very long time. So much so, there are just as many solitaire coaches as there are leagues and league coaches. No unity. No one seems to be able to agree on a common rule set. Hence, similar coaches form leagues for their rules, when it should go in the opposite order. Solitaire coaches form their rules based on how they want to play their style and the Tournament circuits base their rules on the TOC. Every coach wants to benefit from the rules displaying his strengths while also enforcing the rules to hide their weaknesses. It's a double edged sword. Veteran coaches work the rules to their benefit because they understand and see the flaws in them. The newer coaches fall victim to the "soft rule set". Vets are the worst when it comes to pivots. They also know that there is no penalty to a bad/wrong pivot, so they proceed recklessly. Newbies follow the vets lead. The result is EVERYONE MAKES BAD PIVOTS IN A GAME.

Pate, no one cares (namely, I don't) that you THINK it's turning coaches away. It's a hobby! Either you play or you don't!! Grow some leather skin!

Solution: Find 20 rules to make universal. Enforce those rules strictly. Allow those rules to stand in within every coach. That creates a common ground between the league/tournament/solitaire coaches. It allows the entire hobby to enjoy each other's groups and follow the progress without being lost in the jargon. Next, penalize bad pivots and continue to add equip to help/aid in making the correct pivots. Penalties will slow the game down in the beginning. However, It'll also rid the issues if everyone holds everyone accountable.

Dr. Pigskin

The views and opinions expressed by Dr. Pigskin are his and his alone. They do not necessarily reflect those of Crackin Plastic or it's publisher.

