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GET BUZZZ'D

The Official E-zine of BuzzBall

JULY 2002

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2002

If you or your league is holding an event and would like to have it listed here, please submit your request to events@siw-inc.com.

BuzzBall World Champion To Be Crowned At Summer Slam IV

By George Diamond



Left to Right - Summer Slam III Champion Keith Chalmers, Mike Pratt, SIW President George Diamond, Summer Slam III Runner Up Jayboy Combs

The Fourth Annual Summer Slam will take place on July 19 - 21, 2002 in Harrisburg, Pa. What makes this Summer Slam so special is that this year's tournament will Crown the first BuzzBall World Champion.

Just as the past Summer Slam Champions, The BuzzBall World Champion will have competed and won a tournament that has grown to be one of the largest of it's kind. What makes the BuzzBall Summer Slam so attractive is the ability for a coach to use his own team which complies with the standards originated in 1967 by the leader of the industry Tudor Metal Products Corp. Add to the mix, all competing coaches get to play a minimum of three games!

The benefits of playing three games outweigh any perceived negatives. First, coaches are paired up with other coaches from different parts of the country. This is a great way for coaches that have exchanged information and ideas via message boards, yet have never met, a chance to sit down face to face and play. We do everything we can so coaches get to play other coaches from different parts of the country. No coach wants to travel across country to play someone in his own back yard, unless it is in the finals!

Second, it allows the coaches to get familiar with the rules in a low stress setting of non-elimination games. After the two preliminary games are played, the coaches are seeded, and the third game is when the elimination games begin.

The anticipated turnout is going to be quite large. We will have just as many spectators and folks just hanging out to swap and trade teams to complete their collections as participants in the tournament. This year, SI Warehouse will promote the BuzzBall World Champion unlike any other company in this hobby has ever done. Along with a huge trophy and the prestige which accompanies the winner of this event, he will also receive plenty of recognition on the www.4BuzzBall.com website, as well as have his own "World Champion" page on the BuzzBall Website. Everyone who comes to the www.4BuzzBall.com will know the reigning BuzzBall World Champion.

Boiled = Weighted

By Mike Pratt

There are several different ways to field a team under different formats for this hobby. When selecting a format it is important to understand and acknowledge a few things. In this brief article I will be discussing the weighted format. More specifically chemically weighted by the process of boiling a base in water and baby oil mixtures.

A lot of uninformed and/or improperly informed coaches think that boiling a base and applying a figure for a total player weight of 3.2 grams is not playing weighted. Since we have a maximum figure weight and a maximum base weight then all No Weight equipment must comply to the No Weight limits. This includes the base making specified weight as well as the figure. If the base is heavier than the No Weight limits allow for then the figure weight placed upon it is irrelevant since the base itself is illegal.

Once you place a base in a hot water and baby oil mixture the base will begin to expand (swell). The "pores" in the plastic open up much like the pores on your skin when you get hot. The difference is that when you get hot you begin to sweat. I.E., excrete water from your pores. With bases the open pores allow the thinned mixture, mostly oil, into the base by absorbing it like a sponge. During the cooling process the pores will begin to shrink, squeezing out the surface oil and locking some of the absorbed oil within. The longer a base "cooks" the more oil it is capable of retaining. That usually means it will swell more and consequently it will weigh more. The added weight comes from the oil absorbed.

The bottom line is pretty easy to understand. If you boil a base as described above or in some similar fashion you will be adding significant weight to the base since the base will retain some of the oil. Simply put, the base is now a weighted base, a.k.a. chemically weighted. Chances are very high that such a base or bases will exceed the maximum base weights as specified under the No Weight format. Chances are also very high that the swelling caused by this process will make the base too big for acceptable specifications. Boiling has been said to be "just another way to play the game," and I agree. But for structured competitive environments the cons of boiling far outweigh the pros. It is a long-winded way of fielding bases for weighted play, and an overall inferior method to physically weighted bases.

Strength vs. Speed

By Raiderman

Do you like having either speed or strength on your team or do you like a little of both? Coaching a Buzzball team is a lot like coaching a football team. Every player has his own characteristics, every player has a strong point and every player has a weak side. The advantage in coaching a Buzzball team is that you can set up your team any way you want. When you coach football you have to use what is given to you.

Every coach runs his/her team a different way. When I set up a BuzzBall team for kids I focus on strength more than speed. If all else fails they can always run their opponent over with strength but might find it hard to use the speed to their advantage. A more experienced coach knows how to use speed to his advantage and may yield some strength for speed. The key to being a successful coach in my opinion is to have the best of both worlds. In the last three years I have researched different poses and bases to see what works best for my style of play. What works for me might not work for the next guy (or girl).

When I think of successful coaches that use speed to win I think of James Crews. His Cardinals are the fastest all around team that I have ever seen. When I think of strong teams I am reminded of Mike Pratt's Chiefs. Two coaches and two different styles of play. Neither one of these styles by its self worked for me but I use them as an example because I combined both styles of play to create my own style. I use a fast swarming defense with lock down cover corners and a power driven offense with a strong offensive line.

In the first three leagues I played in when I moved to Central PA, I had the league leading passer in all three leagues. I was the runner-up in two of those leagues and never made it to the championship game in the third. Since then I have participated in four leagues and have had the number one rusher in all four leagues and have three championships and another runner-up (but don't bring that game up!).

Combining the two styles of play has worked for me. James Crews has won numerous championships in Philly using speed and Mike Pratt has won numerous championships using strength. If you are having trouble getting to that next level I recommend trying different styles until you find one that works for you. You have to get out of the rut in the road if you want to get to that next level. It doesn't come easy and it will take time to get your team the way you want it but I guarantee it will be worth the time spent when you are carrying the hardware home.

THE REAL LEAGUE:

HBL

HARRISBURG BUZZBALL LEAGUE

This is the true story of a group of strangers, electing to join a league to find out what happens when coaches stop being pretenders and start being contenders. The Real League!



Left to Right - George Diamond, Abby Vaughn, Keith Miller, James Crews, Al Kyle, and Raiderman.

The Harrisburg BuzzBall League was formed in August of 2000 by George Diamond and Paul (Raiderman) Bartles. It was a rough road in the beginning but by mid September there were six coaches signed up, George had made arrangements for the league to gather once a week at a local sports bar, and by the end of September the league was underway.

All six coaches had a similar story. They all played as kids and rediscovered the hobby again as adults. They were having the time of their lives playing the game again and the league was a success. The first HBL Championship game was played in January 2001 with James Crews and his Raiders winning the league championship.

In the spring of 2001 the league started up a college division. Four of the six coaches returned to participate. The quantity was low but the quality was high. A six game schedule was played with two bowl games at the conclusion of the regular season. Raiderman and Notre Dame were the Harrisburg College BuzzBall League Champions.

At that point it was determined that the Harrisburg BuzzBall League would have its pro division in the fall and the college division in the spring. In the summer of 2001 the sports bar that the league took place in decided not to host the league for the 2001 fall season. Finding a new place to play seemed impossible until a local hotel agreed to host the league in one of their conference rooms. At that point the league also went from a weekly event to twice a month to accommodate more coaches.

The changes in scheduling helped the league to grow to (10) coaches from three different states for the Fall season. The HBL was on its way to becoming one of the premier leagues and it was only going to get better. In February of 2002 Keith Miller used the Central Penn Piranha to win the 2002 Harrisburg Pro BuzzBall League Championship. Keith accomplished this in just his third season of competitive play. He was a recruit of the Raiderman and Keith loved nothing more than to beat him in the Championship game.

This past spring the HBL kept its name but moved to a city south of Harrisburg. Cobblestone's Sports Emporium in York agreed to host the league for the 2002 college season. The BI-weekly schedule helped more coaches commit and the college league grew two and half times from the previous year and ten coaches were ready to play. Notre Dame repeated and was the 2002 Harrisburg College BuzzBall League Champions.

The Harrisburg BuzzBall League has come a long way in two short years. The last two seasons had ten coaches participate and the Fall season predicts up to fourteen. Just two years ago it was George and Paul (Raiderman) wondering if there were anyone else out there that would play. It took time and patience but the wait was worth it.

The HBL uses rules which have changed slightly over time. One feature of the HBL is that we try new rules in preseason and see if they work well in game play,or find out it was a good idea on paper, but doesn't pan out on the game board.

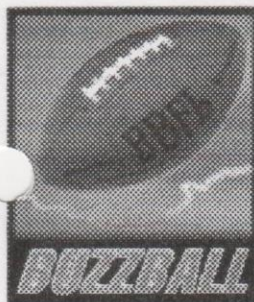
To help promote and encourage new/rookie coaches in the HBL, the league allows only figures and that fit the 1967 Tudor standards. Under this standard, many who have rediscovered the hobby, can use their older teams from the late 60's thru today's figures produced by Tudor Games and SI Warehouse's BuzzBall Figures as well as bases.

Some other things we do are, help the new coaches with setting up their team, show them how to tweak bases, and some of us start the league with totally new teams so the new coaches may have the team they desire, to help them stay excited about getting back into the hobby.

If you would like more information to come and watch, or better yet, participate in the Harrisburg BuzzBall League, contact us at hbl@siw-inc.com.

If you would like to audition your league for the next episode of The Real League, submit your request to therealleague@siw-inc.com.

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Vol. 1 Issue 2

GT **BUZZBALL**

The Official E-zine of BuzzBall

AUGUST 2002

PRICELESS

THIS
ISSUE

Summer Slam IV Crowns Don Smith 2002 BuzzBall World Champion

By George Diamond

**SUMMER SLAM IV CROWNS DON
SMITH 2002 BUZZBALL WORLD
CHAMPION**

By George Diamond

**EXISTING STANDARDS AND WHY WE
NEED THEM**

By Mike Pratt

RETURNING TO THE GAME

By Tom Ruesink

**GAME OF STRATEGY OR GAME OF
CHANCE?**

By George Diamond

THE REAL LEAGUE

Colonial BuzzBall Affiliation



Left to Right - SIW President George Diamond presents the BuzzBall World Championship trophy to Don Smith of Tidewater, VA.

The fourth annual BuzzBall Summer Slam tournament was held this past weekend at the Harrisburg East Comfort Inn. A Field of 24 coaches participated in the event which included many first time tournament participants and many seasoned veterans.

SI Warehouse would like to thank all in attendance for your support of this event.

The Slam started off behind schedule immediately as the host hotel erroneously double booked the meeting room and the set up time was moved back 4 hours from 12 noon to 4 PM.

Prelim games began Friday evening though some late entries arrived Saturday and completed their games in the morning.

The coaches were seeded according to their prelim record, points scored, and geographic location. The event staff tried to mix up the field as evenly as possible,however we could not please everyone.

As far as talent goes, this had to be one of the most talented groupings of coaches ever assembled for such an event. Representation of many leagues, TBA, MEFA, HBL, CBA, and areas which are hot beds of talent as Philadelphia were there in force.

Gabe Bruno, of the Harrisburg BuzzBall League won the Children's Division and runner up Meredith Jeffries had a very strong showing as well.

Don Smith was victorious over Will Travers in the Finals to take the World Championship trophy back to Tidewater, VA.

In Don's acceptance speech, in which he thanked the sponsors of the event, he also stated, " I think the TBA showed how good a league we are as our league dominated in the tournament."

Ron "Jayboy" Combs won the Dirk Thomas Award for Excellence with his painting of Zack Thomas in an all teal Dolphins uniform.

The Stiga Rod Hockey Tournament was won by Mike Pratt,AGAIN!!

The Konopacki brothers, Joe and Jeff, showed that they came to play some hockey!!!

All in all FUN was the main course for the weekend

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ISSUES

SELECT ISSUE ▼

LET'S GET BUZZIN'

UPCOMING
EVENTS

2002 EVENTS

NOV 2 BuzzBall Convention

2003 EVENTS

MAR 1-2 BuzzBall WinterFest

If you or your league is holding an event and would like to have it listed here, please submit your request to events@siw-inc.com.

Don't forget to mark your calendars for the BuzzBall Convention Gathering November 2, 2002,and WinterFest March 1-2, 2003.

NOTE: A complete summer slam photo page will be coming soon. The editorial staff here at Get Buzz'd are hard at work trying to make it a page to remember!



George presents this years runner-up trophy to Will Tavers of Washington D.C.



This years kids championship trophy went to Gabe Bruno of York, PA



The first Dirk Thomas Award For Excellence in painting was awarded to Jay-Boy Combs of Tidewater, VA.



Mike Pratt retained his title as Hockey Master during the Summer Slam's Stiga Table Hockey Tournament.

Existing Standards and Why We Need Them

By Mike Pratt

This month's article will deal with standards as they apply to the hobby for the purposes of fairness of format for competitions. I will primarily be dealing with Equipment Standards and will only touch the surface on Rules Standards.

Let's say we want to form a league or organize a tourney. Let's also assume that our intentions are to provide a fair format for all contestants that is complex enough to allow for use of imagination but simple enough to enforce without high tech instruments or an act of congress. How do we begin this process? The answers become somewhat clearer if one puts themselves in the position of the contestants, especially a newcomer. The first question one needs answered before they can compete is "what are the rules?" One cannot build a team or get familiar with the format without knowing specifics. The very first step is to state what the heck we will be playing with. That means before we get into kickoffs and passing we must deal with the equipment that is allowed to be used and THEN how that equipment can be used. In order for all contestants to seek equal ground to compete against one another these things must be spelled out specifically as well as strictly enforced.

Now we need to consider whom we can rely on to get our standard equipment and where to get it. To be fair the equipment must be easily obtainable which means mass produced. In order to keep the equipment relatively consistent it also needs to be offered by a legit manufacturer with minimum production runs and made by the process of injection molding using polystyrene. These specific things help assure anyone can buy them, they are consistent in size and weight, we are dealing with a licensed and hopefully reputable company, and enforcement of equipment will be simplified. Yes, I know a lot of us like the "mom n pop" productions but they show none of the needed qualities stated above to ensure reliability, consistency, availability, nor enforceability with respect to equipment checks. Not to mention some manufacturers make equipment well beyond the scope and scale of what we've been using for decades.

We also need to consider the traditional boards that most of us play on. The first problem up for solving is that the players (figure + base = player) are much bigger in scale than any board Tudor ever produced. Let's assume one is

used. So, we are actually playing on an arena football field. A basic "pancake/one piece" board of the 6072/600/660 variety is even smaller. Playing on those is like playing backyard football. Anything smaller equates to playing in a phone booth with respect to scale.

The "true scale" board for the players we intend to use is 1/2 inch = 1 yard. That said, we do not have to all go out and find a board of that nature as only a handful exist and all are aftermarket offerings. Heck, most are unplayable. Very few people have the abilities to make such a board work correctly, they cost an arm and a leg to obtain or make, and they are not exactly travel friendly. What we do need to do is keep these specs in mind when laying out our standards and making our rules. ANY FIGURE, BASE OR ITS PARTS (prong bars or dials) that is the slightest bit bigger than what Tudor made from 1967 through today is only going to make the fields even smaller and will only add to the problem. So we need to opt for equipment of said proportions or smaller. There is only one aspect of size that really should be allowed to be exploited and/or increased with respect to figures. That aspect is overall figure length.

Since Tudor never made a figure with any real forward reach and since scaled appendages based on those figures do not actually increase the size, it is doable. Tudor's RB figure is the only one that came remotely close to exploiting this aspect. Today we can see BuzzBall OL and CVR figures that have arms to scale with these age old standards but do not exceed any realistic lengths of those like figures. Simply put, they are to our said scale but appendages are somewhat repositioned from the traditional Fab5 poses. Even so, we still need to spell out some sort of realistic maximum reach both forwards, rearwards, and to the sides for a "legal" figure. Aside from this issue Tudor Big Men figures are the basis for our standards regarding maximum length, width, height, and weight of a figure. Additionally the same goes for the Tudor bases, including the weight and size of TTC (multi directional) and Rookie (uni directional) bases.

To get the ball rolling one only needs to look back at what most people in this hobby have been using as their base equipment for more than 30 years. These are the preliminary basics used for standards. Tudor introduced their NFL teams with Deluxe figures (can be removed from their bases for "strategy sessions") in 1967. These figures were the first such "Deluxe figures" and are commonly referred to as Large or Big Men. Since these are and were the heaviest, tallest, and widest figures mass produced under said factory standards they would also serve as the basis for our maximum allowances for those specifications. For all intent and purpose Tudor set the standards with these figures and relatively speaking have changed very little even today. So it only makes sense and is good judgment to base our standards on such a successful and innovative foundation. Consider it the hobby's Constitution much like the basis our country was founded upon. We may amend it to some small degree but not drastically alter it. Amendments should enhance it out of the need for improvements, not to give an added advantage to any individual(s) or manufacturer(s).

We must also understand that even in a somewhat strict production environment that there will be some minor differences within like figures. That means tolerances must be built into our standards to allow for human error but not so much as to allow for obvious and/or blatant manipulation abuse. To lay out our specs we need a few items. We need accurate gram scales and some sort of metric tape measure. We will also need a good amount of patience and a lot of common sense. With these four tools we need only write the format so it can be understood by anyone wishing to compete. Below is a project I decided to take on a few years ago that has more than basically done all of this work for you. To my knowledge and in all my years affiliated with this hobby none of us created or invented these standards since Tudor. It's just that none of us bothered to break it down and address it in writing to state the specifics in detail while also updating it. Over 2 years ago I began doing this and have tried to streamline it as much as possible over time.

Every piece of equipment used in competition must have tolerances and limits. If you are going to provide a No Weight venue of competition then all parts used must be within No Weight specs. This means one can not use a base weighing over the No Weight limit and attach a lighter figure to it so that the player meets specs. The same would apply to using an overweight figure on a Rookie or somehow lightened base to equal max player weight. Each component must stand on its own and still comply after it is assembled as a unit (figure + base = player and dial + shell = TTC base for examples).

FIGURES:

*Maximum Weight - 2.0 grams fully dressed.

*Maximum Height - 38mm or 1.5".

*Maximum Length - 33mm

*Maximum Width - 29mm.

BASES:

*Maximum Base Height - 10mm all bases (any portion of base excluding clips).

*Maximum Base Weight - Rookie (all) - 0.8 grams, TTC w/Dial - 1.2 grams, Red Peg TTC - 0.9 grams.

Hopefully this article will give you a better understanding about the quality of work involved when trying to raise a format of fairness. Hopefully you can take this information back to your local leagues or events and make use of it. Enforcing these things helps to level the playing field in an atmosphere where coaching skills determine the winner, not luck or who possesses the most "Frankensteining" and/or "get over" abilities. It may surprise you to see how many coaches you thought were really good when allowed to play with equipment unchecked that fall by the wayside under a fair and more equal format.

Returning To The Game

By Tom Ruesink

Like many others, I rediscovered this hobby a year ago and was thrilled to see all of the advances and innovations. Two friends and I would play BuzzBall in the 70's using the same "I formation" for every play...giving the ball to the running back to see what he could do within the scrum.

When I read through the Summer Slam rules and started to get a feel for how the game is played, I was equally nervous and excited. I knew that I needed to play a few games to learn enough to take back to Minnesota and start a league. However, I was very nervous about getting embarrassed. I told George that my only goal was to score a touchdown once in 3 games.

To make a long story short, Slam was an awesome experience and I even met my goal on my first offensive play. Here's my advice for other "re-discoverers":

1. Dive In: There's absolutely no substitute for actual game play. You'll be surprised at your successes and learn from your mistakes. People are very willing to help!
2. Pay the Tweaker: Get some speed and strength bases professionally tweaked to start your team with (I'd recommend an O-Line and some Receivers). You can tweak other bases if you'd like, but you now have a frame of reference of what a tournament quality base should be.
3. Know Your Bases: I'm convinced that the best team is not always comprised of the best bases, but instead it is comprised of predictable bases with a coach who knows them well. I went to the extreme and charted where my bases would arc so I would know where to place a pass simulation or a looper. This is especially critical for tournament teams or "new teams" where you don't know your team as well.
4. Use (and Mark) All of the Bases: Your player isn't tied to the same base for the whole game. On special teams, where the defense kicked off, I often saw slow TTC lineman playing special teams. Switch those lineman for one play to your fast offense bases to get fast coverage and pin your opponent back.
5. Ask Questions: The only stupid question is the one that isn't asked. After scrimmaging with Ed Scott's "Million Dollar Vikings", I asked him about how he was able to use his QB as a real threat and he showed me how he alternates the direction and use of 3 quarterback bases. After getting burned by Brian Jeffries receivers, I asked him about the reasons for his receiver pivots and he showed me how the low shoulder on WR1 is tough to lock. Mike Pratt showed me how to angle a ball on the kicking tee...the list goes on!

Game of Strategy or Game of Chance

By George Diamond

I have talked with many enthusiasts about how to play the game. I have jostled verbally with many about playing the game using a spinner, die/dice, and/or cards, (from now on in this article will be referred to as devices of chance) for things such as penalties, interceptions, fumbles, punts, and kick-offs. When adding these devices of chance you have in fact turned the game into a board game, much like monopoly. I'm not saying this is a bad thing.

Many make an argument for using devices of chance as adding to realism, and I can agree with that, to a point.

match, relying on purely skill and no devices of chance. Using this style of play, the coaches involved are more intense, and seem to get more satisfaction from the game, if they win, and some can lose sleep at night if they lose.

I feel for this hobby to grow, many have to put egos in check, and not ridicule others who play the game using devices of chance. On the other hand, many that may win a championship using devices of chance, should not feel disappointed when coaches playing the "skill" way do not acknowledge them as "great /world class" coaches. In that same vein, champions who win tournaments using devices of chance, shouldn't puff out their chests and showboat to the rest of this hobby universe of ours and yell, "I am the best!", when we know that luck had a major part to play in the game.

Actually, we want the game to appeal to more of mainstream America, so the hobby will grow. In recent past we, the hobby, have been cast as cultish and/or quirkish, and an underground hobby. So if we can use devices of chance, especially for things like passing and kicking, like Jay Cone's Spinner, and Chris LeMay's kicking cards to appeal to a wider range of the population I am all for it. The reason I am for it is this, is when I have a tournament, either in a hotel, or shopping mall, we always get interested and curious onlookers. One of the first questions from their mouths is "HOW DO YOU PASS?"

Here are some thoughts, which may help you in your decision to explain how to pass. Keep in mind we are a microwave society, meaning we have just 10 seconds to answer a question.

1. The beloved TTQB is an awkward looking piece of plastic and potential newbies cannot or will not relate to it.
2. YOU DO NOT HAVE 10 SECONDS to explain the TTQB and show it being used, when we try, we have lost them with a drawn out explanation.
3. Newbies cannot visualize themselves using the TTQB, you have lost them there too! This is more important than (2) the explanation, for success in any endeavor, it must be first visualized.
4. Pass Simulation cannot be explained in 10 seconds either, however, one of the great recruiting benefits when you have a recruit for a longer period of time, he CAN VISUALIZE HIMSELF PLACING THE STICKS AND THE BALL, in other words he can see himself doing that!
5. This is where I feel the Spinner can help, everyone can see himself flicking a spinner, he can visualize it, and just as importantly comprehend it within a fraction of a second.

Perhaps when answering the famous first question " How do you pass?", one can reply, short and sweet, "Well, for someone like yourself getting back into the game, we have a spinner, when you want to pass, you just spin this." What you have done by saying that is two things, first you have addressed the passing question in a way that he can IMMEDIATELY visualize himself passing, and secondly you have subconsciously suggested to him that he IS getting back into the game! It's like if I say to you " Don't think of the color BLUE", the color blue has just flashed through your mind, right?

Visualize this: Where ever you travel, you can hook up with some guys who play the game, in sports bars, recreation centers and church leagues, because we, meaning you and I helped the hobby grow. So, game of strategy or board game of chance, as long as you are enjoying yourself, does it really matter?

THE REAL LEAGUE: CBA COLONIAL BUZZBALL AFFILIATION

This is the true story of a group strangers, electing to join a league to find out what happens when coaches stop being pretenders and start being contenders. The Real League!

The CBA was formed in the spring of 2000, shortly after realizing that most leagues are based primarily on their local participants. That meaning they are most times strictly comprised of local coaches competing locally. For the die-hard leaguer this can be redundant due to the lack of variety with respect to opponents. Local leagues also play by their own brand of local rules. All of these factors mean a lack of variety in general.

The CBA is a travel league comprised of coaches from multiple states. Each coach must be willing to travel to a certain extent and unlike local leagues time is always a factor. This means coaches must be productive with their resources and time management. A travel league must be based on a special and unique rules format since it is a league but has a lot of tourney elements as well. Through three years of careful development the CBA has format down to a fair, elevated, and enforceable level. The ultimate goal is to let coaching skills and preparation determine success. In my opinion and through extensive observations of other leagues and events, the CBA is second to none in that regard.

A travel league should exist to provide fair and elevated "off the porch" competition for any coach that can follow the rules. As long as this hobby has long standing local leagues then the variety and challenges of a travel league will continue to be appealing for those who want to raise their level of play and experience. As commissioner of the CBA I go to the wall trying to provide such a format. Even so as with any league, it is only as good as the caliber of its members. Membership in the CBA is not a given. It is earned and based on the merits of sportsmanship and attitude for coaches who are granted a franchise. Skill level is far less important than conduct and we do not hand out franchises to rats, whiners, and egomaniacs that feel their entire manhood or life long success rests on hobby hardware. However, age is also not important. We do have kids well under the age of 16 who participate. These kids are subjected to the same equipment and conduct restrictions as the adults and often follow protocol above and beyond older "mentors" that frequent some other leagues and events.

Anyone interested in checking out the CBA or applying for a franchise can contact me, Mike Pratt, by the methods below. We are winding down on our third consecutive season and will be looking towards playoff rounds in the very near future.

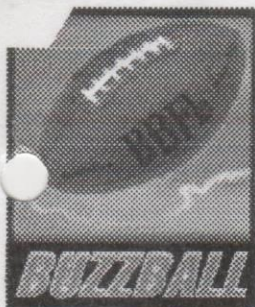
Mike Pratt

E-mail: thor2u@charter.net

Phone: (814) 943-8860

Equipment, Rules, 2002 Schedule: <http://www16.brinkster.com/thor2u/cba/cba1.htm>

If you would like to audition your league for the next episode of The Real League, submit your request to therealleague@siw-inc.com.



BUZZBALL The Official E-zine of BuzzBall

Vol. 1 Issue 3

SEPTEMBER 2002

PRICELESS



WHAT THIS HOBBY NEEDS
By George Diamond

INSTALLING BUZZBALL FACEMASKS
By Terry Popham

SUMMER SLAM IV PIC's
(Can also be accessed from
BuzzBall web site under
EVENT INFO / PIC's option)



SELECT ISSUE ▾

LET'S GET BUZZIN'



2002 EVENTS
NOV 2 BuzzBall Convention
2003 EVENTS
MAR 1-2 BuzzBall WinterFest

If you or your league is holding an event
and would like to have it listed here,
please submit your request to
events@siw-inc.com.

Register for
S.I.Warehouse Inc.
E-mail Updates

ENTER E-MAIL ADDRESS:

Sign up

What This Hobby Needs

By George Diamond

After over 4 years of being in this hobby, the time has come for some folks to step up to the plate and provide some leadership. In other words, someone needs to take the bull by the horns.

As I see it, there are a couple of obvious things this hobby needs to grow and flourish in the future.

1) A National Coaches Association: The time has come for a Coaches Association, dues to be paid by members, a web site, the association can have their own coaches rankings, implement a national rules format, etc.

2) A Referee Association: Wouldn't it be nice to have a set of referees to come into an event solely for the purpose of officiating a tournament,a good association would have an annual meeting with clinics on how to ref a game, deal with troublesome contestants, and stay abreast of rule changes, and possibly have some input towards rule amendments etc.

As with all associations and groups, officers should be elected, and politics should be kept to a minimum. If you think it can be done completely without politics you're dreaming!

Who is going to step up to the plate? Who is going to risk the arrows that will be thrown at him, verbal barbs and harsh "it isn't fairisms"???? Who is going to dig into his pockets and plant the seed money required to do a quality job of this magnitude? Who is going to invest his time for such a venture?

Who is willing to be a REAL participant in this hobby, one who actually is doing something for the good of the hobby, not just show up and play when a league pops up or a tournament pops up. Sure participation is great, but NOW is the time for some leadership to step up on a national level!

This hobby has been dogged too long by talkers and empathizers, and romantics, " Gee wouldn't it be great if this happened, wouldn't it be great if that happened." HEY, stop talking and get something done.

If someone tries something and it does not work out, so what! Maybe the person who tried doesn't have the clout he thought/manufactured in his mind/imagined himself to have.

Take a good look in the mirror, are you the person that can help the hobby grow?

Installing BuzzBall Facemasks

By Terry Popham

When I found out SIW was offering factory made facemasks for use on my figures I can't tell you how excited I was. You see, I had been taking hours to make them from seamstress thread for years. It was a time consuming and arduous task, but one I always felt necessary to add the element of realism I wanted to the teams I painted. One thing I've noticed in talking to people from across the country is a certain fear about how to go about using these excellent accessories. Since they come in a kit, with brow bar separate from the bottom half of the mask, it seems that a lot of folks who would

otherwise undertake this were scared to attempt it for fear they lack the ability to make them look the way they should. I'm going to lay out, in order, the steps I take and products I use to make this not only easy, but very fulfilling.

Tools and products needed: Mod-Podge by Plaid Corp. available at Wal-Mart, Michaels, Hobby Lobby and other craft stores. One pair of needle nosed hobby tweezers. Testors spray paints in a variety of colors corresponding to the appropriate color to the teams you'll be detailing. You'll also need 18" of 17 pound fishing line (any brand), a small paper clip, a small disposable paintbrush, 6" of 1/4" wooden dowel, 1 small pair of craft scissors, and 1 can of clear acrylic sealer (Krylon Krystal Clear).

The first step is to find a place like a carport pipe or tree limb outside to hang and paint the facemask kit. Tie the fishing line to the object it is to hang from and then tie the paper clip to the dangling end. Next, hang your facemask kit from this. Using the Testors paint, spray the mask on both sides, making sure to keep the can about 9-12" from it while spraying, and using short bursts of spray. This will assure that you have no runs or drips. It takes very little paint to coat these. Allow drying for 3-4 hours (leave them hanging, don't touch). After drying time check to make sure your work is dry by touching the frame and checking for tackiness.

Once the kit is dry to the touch you're ready to install. Using the craft scissors cut the desired brow bar and mask from the kit frame. There are small appendages holding these parts to the frame, cut as close to the part as possible without actually cutting the part. Next, take the brow bar and center it over the dowel, bending it uniformly around the rounded dowel. Follow the same steps for the mask.

Next, using the small brush and the Mod-Podge, brush a thin coat of the liquid across the brow area of the helmet. This will dry clear so don't worry if it's uneven. Using the tweezers, place the brow bar in position. It should be at the very lowest parts of the front of the helmet. If the outer edges aren't flush with the helmet it's ok, we'll address that later. Make sure the outside edges of the bar are equidistant as they relate to the helmet's open area exposing the face of the figure. Let this dry for about an hour. Once dry, it's time to address the ends that are sticking up. Using light finger pressure to each side, squeeze the ends down flat against the helmet. Now follow the same steps for the mask, making sure the top outside edges overlap and cover the brow bar at the sides. Once the mask portion of the projects Mod-Podge dries, use a second coat of Mod-Podge over the entire outside area of your completed installation. This will permanently bond the two pieces together as one, as well as to the figure itself. I finish this off after dry by spraying over with clear coat.

This sounds involved, but once you do a few you'll see how easy it really is and your team will look unbelievably realistic.