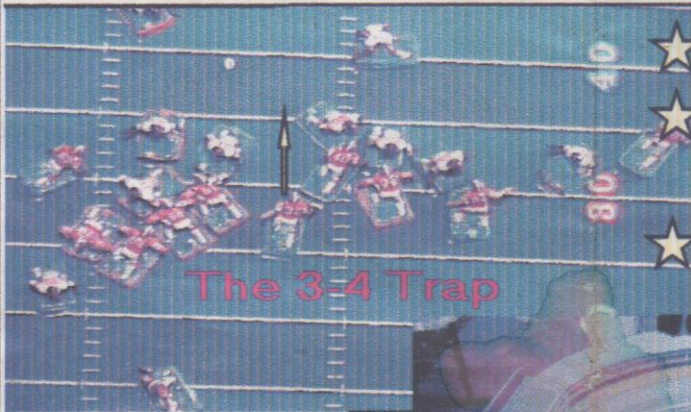


THE **READ ZONE**

THE OFFICIAL NEWSLETTER OF THE EFEA

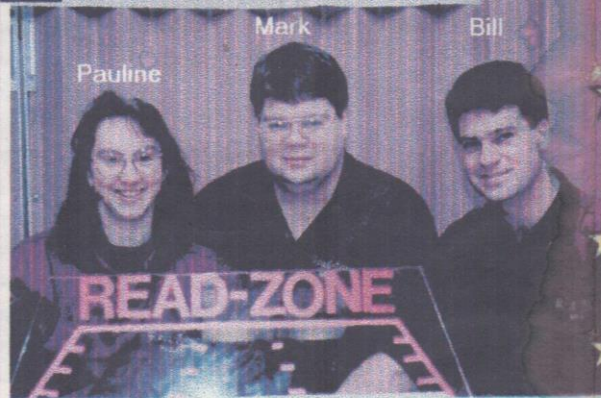


The 3-4 Trap

- ★ THE 3-4 TRAP PLAY!
- ★ MEET THE CREATOR OF MODERN EF!
- ★ ZONE COVERAGES!

REGINALD RUTLEDGE'S SUPER STADIUMS

1958 TUDOR MODEL 500 GAME



Pauline

Mark

Bill

- ★ TUDOR SUPER BOWL II
- ★ READ-ZONE FIGURE PAINTING CONTEST!
- ★ AND MUCH MORE!

The Read-Zone

2902 Angiers Rd.
Huntsville, TX 77340
(409) 438-8392
(409) 291-7529

Editors

Mark Klingbeil
Bill Klingbeil

Contributing Editors

Roddy Garcia
Paul Gardner
Earl Shores
John Sweitzer

Objective

The Electric Football Enthusiasts of America (EFEA) was created to unite electric football coaches across the nation. To give this body a voice, the Read-Zone was created; just think of it as our bi-monthly club meeting.

We envision a future with regional competitions amongst the various leagues leading to a national convention and a Super Bowl. The first step towards this goal is uniting electric football fans, including your friends, through the EFEA! Thank you for your continuing support.

Subscriptions

The Read-Zone is published bi-monthly at a subscription rate of twenty dollars per year. If you desire to have your name added to the directory you must check off your name.

Advertising

Advertising in the classified section is free to Read-Zone members within five lines. Quarter, half, and full page space is available, please call for current prices.

From the Editors PC

Welcome to the "Read-Zone," the first attempt to unite Electric Football players nationally. Mark and I have played for about 18 years; during this time we often wondered whether we were the only two **serious** players in the world! Every time we sent in an order we wondered if anyone else was anxiously waiting for the U.P.S. man's knock on the door, signaling a new beginning to another season of Electric Football!

Like many enthusiasts we played "in the closet," not knowing anyone else who **seriously** played this game. All this was swept away, however, when Mark and I were chosen to play in Tudor's First Super Bowl! We met people who shared the same passion, learned innovations and strategies, and taught them what we'd developed. After this event, there was no going back, **never again** would we play in isolation!

Soon after our Super Bowl victory, we had talked to enthusiasts across the nation. All of these people desired one thing-to be connected to other players. That's why we started the **Electric Football Enthusiasts of America (EFEA)**. This club **unifies** players across the continent. The **Read-Zone** is its voice, and with your subscription, all these players, along with all their innovations, strategies, and fellowship, are instantly at your fingertips.

If you are a **serious** electric football player, then this newsletter is for you! Read through it, and I'm sure you'll want to sign up. And when you do, include an article about the **amazing** thing you've done! Soon you'll learn what other enthusiasts now know; **When you're in the Zone, it's a whole new game!**

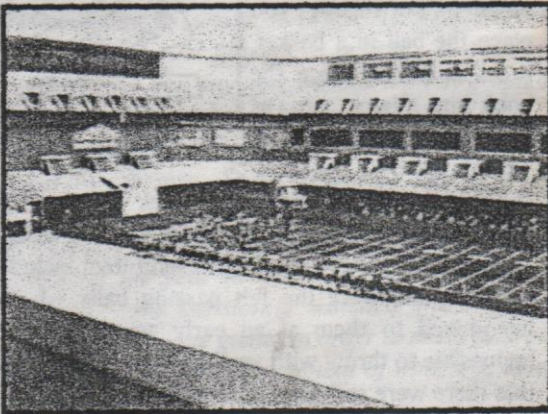
Each issue will contain interesting articles that will inspire you to new levels of creativity, a classified section to help you find what you've been looking for, or sell that new product you have developed, and most importantly, an Electric Football Players Directory to help you meet new friends! We hope this soon becomes as anxiously awaited as the UPS man's knock on the door.

INNOVATIONS



This column is dedicated to the ingenuity of players who have taken the game to a higher level! It will feature various innovations you have created to make the game more fun.

In this issue, we are proud to present the realistic stadiums of Read-Zone member Reginald Rutledge. Like many of us, he became interested in football as a kid and distinctly remembers his first neighborhood electric football game in 1971. He saw through the elementary game to the potential for realism and innovation. Driven by this passion, he sought to create a stadium that captured the excitement of the NFL. Reginald completed his first cardboard stadium in Junior High.



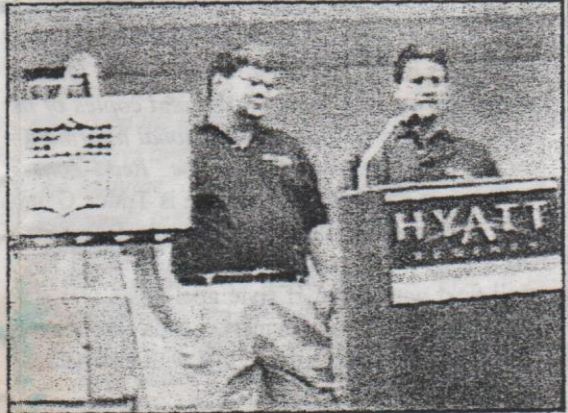
"Basically, I knew nothing about angles or dimensions, but I knew about creativity. As the years went on, I made adjustments. Because of my interest in stadiums, I studied engineering to help me master dimensioning. With the engineering background, I was better able to understand stress and strain of seating arrangements, dimension, and creating the structure."

"Presently, I am working on model stadiums
continued on page 12



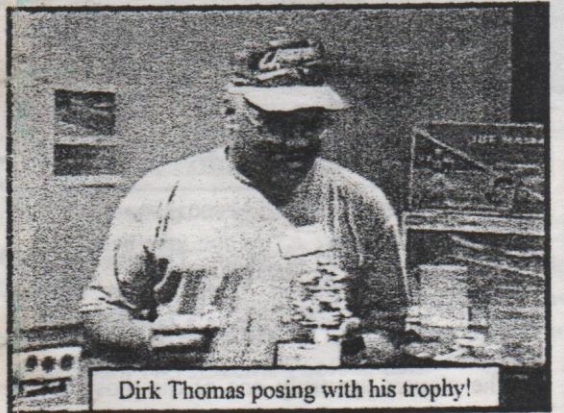
Read-Zone Figure Painting Contest

The intricate detail of Rembrandt, the impressionism of Van Gogh, the innovation of De Vinci...they took their art to a new level. At the innagural Electric Football Convention held in Chicago a new genre of artists emerged.



The Read-Zone was proud to sponsor the first annual figure painting contest, and all were awed at the fine craftsmanship on display. Trophies were awarded to all first and second place winners in the following categories; stock (out of the bag) and converted (chopped and glued). All those who entered received a twelfth man award and third place winners received a football.

(Continued on page 10)



Dirk Thomas posing with his trophy!

COLLECTING & HISTORY



This column will feature various classic games played with or collected by electric football enthusiasts have. If you have any rare or unusual games, please take some photos and copies of the instructions along with any additional information you may have and send them to the "Read-Zone."

The first game we will feature is Tudor Games 1958 model 500. Last year it was featured in ESPN's College Game Day commercial. It has a small field with metal H style goal posts that slide into slots. The first down marker clips onto the side of the board and has a down dial with numbers 1-4 denoting the down.

The game came packaged in a green box with



1958 Tudor Model 500 game

three figures outlined in white. The title, in large italicized letters stating "Tru Action Electric Football," symbolized America's fascination with electricity.

The players are truly one of the most unique

aspects of this game. They are three dimensional and have the base connected to the figure. However, nylon "prongs" may be moved from one player to another. Instead of numbers, stickers with



Running and blocking figures

the players positions adhere to the top of the base.

Perhaps the coolest thing about this game is the quarterback. When Bill and I saw him, we absolutely had to buy the game. He is made of metal. To throw, you place the ball in a basket, press it down, place the hook into a latch, aim (ya right), and press the lever which releases the ball.



Metal Quarterback

While functionally the quarterback is extremely inadequate, I was simply fascinated with the design.

Without a doubt, the most useful item included in this game were the felt passing balls. I was introduced to them at an early age and find it impossible to throw with anything else. I was lucky that there were still most of them in the set.

From its inception, Tudor has produced various forms of the model 500. They were all produced before Tudor was granted licensing from the NFL. With the NFL licenses, and Lee Payne's influence, Tudor expanded their line, initiating the decline of this model.

The model 500 is an interesting piece for any collection as it is the roots of the game we love so much. Being history majors, we enjoy observing the evolution of the game into the form we love so dearly.

The Genius of Designer Lee Payne

Written by: Paul Gardner

Industrial Designer Lee Payne is to Tudor NFL Electric Football what Walt Disney is to Mickey Mouse.

Payne, who played high school football and one year of college football at the university of Georgia in 1952 under Coach Wallace Butts, is the mind behind the men the action poses, the idea of NFL pageantry, and the innovator of Tudor's NFL look on its gameboard.

As he explained in his letter of 1981, "I first got involved with Tudor Games while I was a designer at Walter Dorwin Teague Associates in New York City. I began handling the Tudor account around 1960 and 1961, and hit on the idea of three-dimensional figures for Tudor's electric football. At that time, Tudor was using two-dimensional relief figures which I felt were very unrealistic, not only in appearance but in action as well."

"In order to convince Tudor of our idea we sculpted players out of wax representing what I felt were typical poses of football figures - poses naturally representing an offensive lineman, a lunging pose representing an end or defensive back, a figure with outstretched arms as if in a linebacking position, and a sprinting figure representing an end or defensive back. These figures were rather crudely done, but the idea got across to Tudor."

Besides the realistic poses for the figures, they were also designed that the arms, shoulders, and hands contacted one another in a realistic manner and gave the consumer realistic action as to blocking, stiff arming, offensive and defensive action."

"We then sculptured these originals in wax, had molds made by a jeweler who then cast duplicate wax figures so we were able to mock up complete teams of figures and show Tudor just what these would look like on their actual game."

"I then got the idea of painting these players in actual team uniforms, something they also had not

done at that time. I spent quite a bit of time trying to find a company which would spray paint the figures in team uniforms, but that proved to be impractical."

Payne continues, "Our first attempt in getting these players on the market in the Spring of 1962 was not too successful, in that the supplier misinterpreted our design, and we were all very unhappy with the results."

"By Spring of 1963, we had redesigned the football players and had provided Tudor's supplier with brass masters approximately three-times the size of the final figures. This allowed for a great deal of detail which was then reduced into the full-size figures and made them very sharp. Those are the figures you see on the market today."

Payne also designed Tudor's triple-threat quarterbacks made out of a flexible material called polypropylene. Payne would also design the first soft margarine package for Chiffon as well as the station exhibit for the AMF monorail exhibit at the 1964 New York World's Fair.

But there was still work left undone for the brain behind Tudor NFL Football.

"I also began Tudor's NFL electric football gameboards," he said, "and in 1961 I came up with the idea of actual photographs of crowd scenes in their electric baseball game, and later in their electric football game."

"Being a sports fan as well as a designer, and having played football, I felt strongly that Tudor's game should look as close to the real thing as possible - the actual game in miniature, and tried my best to bring this about when designing for Tudor. I was not only after realistic appearance, but also realistic action."

"My first attempt at designing a playing field involved a proposal that we send someone up in an airplane and actually take a bird's eye view of a football field and print it on the gameboard."

"We did the next best thing - actually rendering a football game field or football grid-iron to make it look like actual chalk lines on a

(Continued on page 9)



By: Mark Klingbeil

One of the many hats we wear in electric football is that of the coach. Sometimes great coaching and a disciplined unit will lead to a victory over a superior team. In electric football there are many offensive and defensive styles. Share the one's that have been successful for you. Simply diagram or video tape your play and send it with a description to the Read-Zone!

This play is a staple of our league. A variation of it was the key to our victory in Tudor's First Super Bowl of Electric Football.

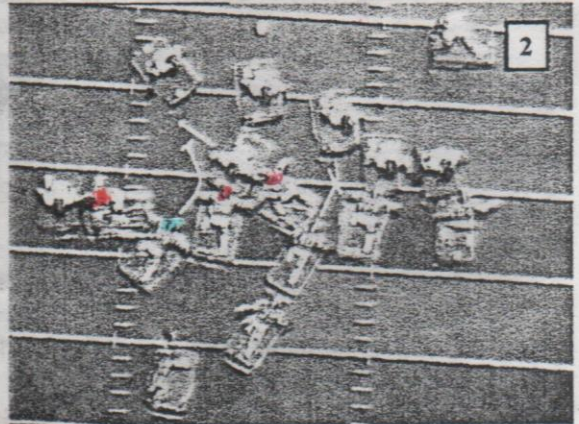
The trap is a play that requires exact timing. It is successful only if all members of the offensive team work in harmony. Do not become discouraged if it does not work instantly...with time and practice it will open holes you never thought possible in this game.



Trap Blocking Responsibilities

The center's base is slanted. He is the only offensive lineman who may slant without his base

turned around to pull. Both the center and the guard's bases are set to turn (rotate) at a sharp angle. The center's responsibility is to block the lower corner of the NT's base. The guard blocks the NT in the middle to upper portion of the base



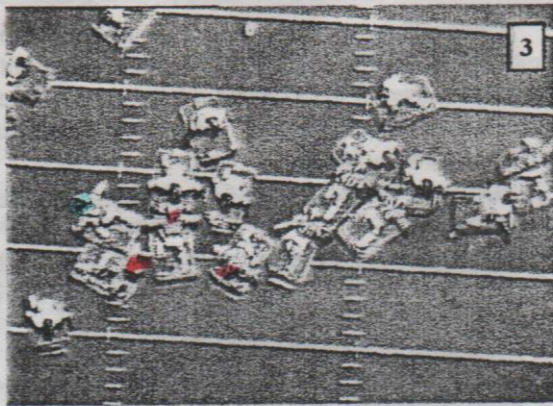
Center & Guard double team, FB moves toward MLB

(as shown in diagram two). This double team will move the NT away from the play, thereby initiating the hole.

The tackle and the tight end block the defensive players covering them. The two must not be too strong and push their players back. This would only serve the defense as the two would push their respective players into the hole and eliminate the big play.

The off guard will block the defensive end away from the point of attack. The off tackle will pull and at the end of his rotation he should be located at the spot the guard vacated. This movement is important to be exactly correct, because if the rotation is too great, the tackle will interfere with the running backs, and the play will not work.

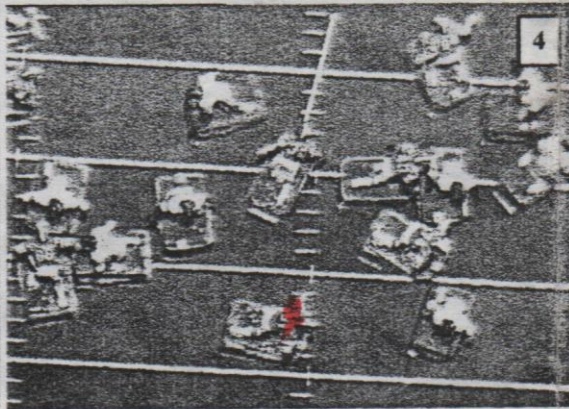
The key block is the fullback's responsibility. He must block the penetrating linebacker and push him in some direction, preferably right (when running to the right). By slanting his base in the "I" formation, as seen on diagram one, he may attack the linebacker at an angle instead of straight on. This aspect allows the fullback to hit the MLB in



Fullback blocks MLB on side of base & opens hole

the corner of his base, as seen in diagram two, with contact occurring in diagram three, and push even a superior base away from the point of attack. This action, along with the block on the NT, opens the hole for the running back to go through, as seen in diagram four.

This play is predicated upon precise movements and timing. However, please do not underestimate the importance of lining up the athletes who best match the scheme. The center and guards must be quick and somewhat strong. The fullback must be fast and run consistent. If he fails to block the LB, a loss is almost assured. The halfback must have "vision," meaning he must cut off the fullback's block at the exact time. Work with your team, soon you'll discover a whole new world.



The back cuts through the huge hole for six!



Have people compared you to a spice cake (flaky and nutty)? Is your personality described as "shocking?" Has your wife/girlfriend not been kissed (at least by you) in so long her lips are chapped? If your doctor asks if you live by power lines...then this column is for **you!**

And to the wives, I can only offer my apology. My wife, Pauline, sends her sympathy. She understands the "electric football widow syndrome" as well as anyone. The nice dress that has never been danced in, the dinner conversations that never happen, and the cold bed on the other side. But alas, we enthusiasts, like the famous scorpion, can only be what is in our nature to be.

For this column we want the most outrageous electric football "nuts," ardent players who take the game seriously and live for the weekend to submerge themselves in the pageantry and excitement that is Electric Football. If you fit in this category, then give us a call!

Just send us a photo and tell us about your fascination with electric football! Do not forget those crazy stories and experiences. Several enthusiasts featured here were broadcast on their local news, and Chuck Jones won the Tudor Games Man of the Year award at the national convention!

For the Next Issue



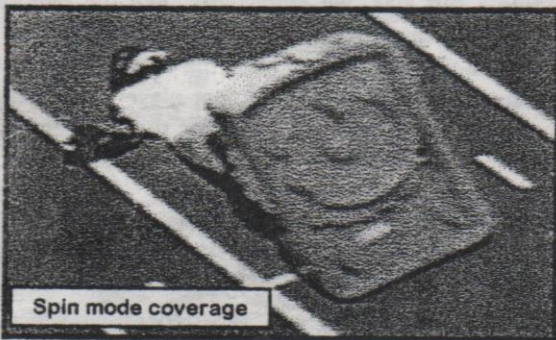
When you sign up for the Read-Zone, a whole new world will come to you every other month, full of new ideas, rules, available games, and interesting people. This is where we tease you with the great features coming up! Remember to get your articles in early so we can promote your work

Upon Further Review: Electric Football Rules



Matt Miller, an enthusiast from Iowa, has developed realistic coverage schemes utilizing TTC bases. Initially, like everyone else, he had the cornerbacks run forward and hold the receivers at the Line of Scrimmage (LOS). This would be a no-win situation, because often the cornerbacks would lock with the receivers at the LOS and the offense would have no eligible receiver down field, or the receiver would get off and the result would be an easy throw for a touchdown.

Not only was this style very boring, it was extremely unrealistic. In the NFL, cornerbacks do



Spin mode coverage

not come forward and hold the receivers at the LOS, because if they did so, they would get a defensive holding penalty. Rather, they drop back into zone coverages.

Matt has simulated NFL coverages, including Cover Two and Cover Three. In Cover Two, The two safeties control the deep middle, while the linebackers and cornerbacks cover the five short regions. Matt does this by turning the wheels of TTC bases in what he calls "spin mode." Each player "spins" in his designated cover responsibility, and thus, the defense maintains disciplined coverage.

Cover Three better protects against the deep pass by pulling both cornerbacks back, along with the free safety, to have three deep zones. The three linebackers and the strong safety cover the four short regions.

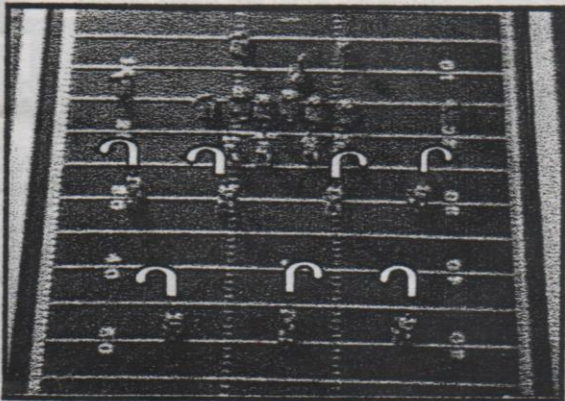
Through his commitment to realism, Matt has certainly taken the game to a whole new level. No



Matt Miller's cover two defence

longer does the game have to look like a rugby scrum! Realistic coverage schemes and wide-open electric football is now within reach!

This article is typical of the innovative ideas you can look forward to when you order the Read-Zone! As well, you can share your great rules through this incredible forum. Getting new ideas and sharing yours is what the Read-Zone is all about!



Matt's cover three defence

(Continued from page 5)

football field. In fact, in one sketch, I showed worn spots in the grass as you would see in a real football field. This was prior to the use of astro-turf."

The completed versions would be made of lithographed steel and range from 26 1/2 by 15 1/2 inches to 3 feet by 19 1/2 inches.

Soon Tudor had its man as it eventually hired Payne away for his old company in 1964. He became Tudor's head Director of Product Development, where he got the NFL-itch again.

"It was during my tenure at Tudor," he explained, "when we approached the NFL and convinced them that we could do a better job than our competitor, and they gave us the franchise, after which time we very soon became the largest licensee that the NFL had. In working with the league, I tried to use various trademarks, helmets and colors of different teams to add as much excitement as I could to the game. We wanted our games to scream NATIONAL FOOTBALL LEAGUE, real players in action. In fact, we made sure that any time we took a photograph of a game that included particular teams, that we actually used the numbers the real players used on their jerseys. So if you look at a picture on a package of Tudor Games you will see the numbers that the players were actually wearing during the year in which the photograph was taken. We constantly watched the National Football League games in order to make sure our field decorations were typical of what was being used in the league that year."

Payne added, "the NFL is very good in supplying its licences with art work relating to different teams, trademarks, helmet designs, uniform designs, and so forth, and this has been a big help to us."

In fact, when we designed the Super Bowl game, we had to make sure that we used the field decorations that were actually used in the Super Bowl, and the first time we were really able was when we watched the game on TV. That very next

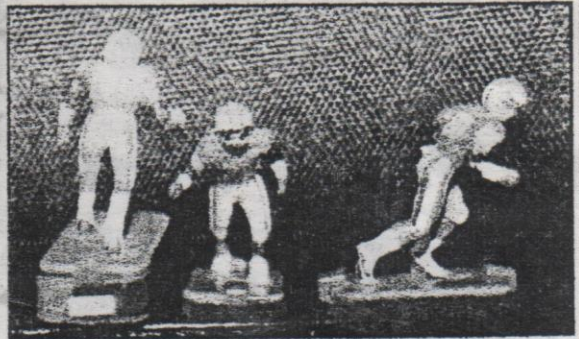
week we had the art work done for the field in time to get it into production so that when the game that was sold at Sears that year would be identical to the one all the fans had seen on television."

But sometimes "Excedrin headache number one" hit Payne as millions of viewers watched the NFL's televised games.

Payne explained, "One thing that gave us trouble from time to time is the fact that teams will often change details, even colors on the uniform, without notifying the league office. They are not supposed to do this but sometimes the coaches or owners will get an idea and say 'oh why not put stripes on the uniform - change our luck, or change the jerseys or pants from dark to light', and as you can imagine, a company like Tudor already owns thousands and thousands of players painted just the right color."

"It can be a terrifying sight to turn on your television and see that the uniforms on the field don't agree to the ones in your factory."

Even today's gameboards have changed with the times, as I hear of a board with stadium lights, and an electric scoreboard on the market. And Reginald Rutledge has brought stadium

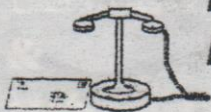


Running figure designed by Lee Paine and painted by Chuck Jones

backgrounds to new heights.

There may not be "A wonderful World of Lee Payne" or a "Payneland" or ever a "Payne World" out there, but even Tinkerbell couldn't have provided the magic that he has provided to a nation of Tudor NFL Electric Football fans.

Electric Football Directory



This section will become your own personal yellow pages, this is where you will begin to establish life-long friendships based on a common bond, electric football! Remember to check off the box to release your name, address, and phone number when you send in your subscription coupon!

\$ WANTED \$

This is the part you have all been waiting for! Those classic games that have been eluding you are now within reach! Remember, the classified section is free to EFEA members!

\$ FOR SALES \$

Have you developed an electric football product to sell? Advertise it here. Remember, your in "business" in the EFEA!

Helpful Hints

This section allows readers to share the little tricks and secrets that make the game so interesting to play and customize!

- ◆ **From Bill Klingbeil:** To mix the metallic blue color for the Dallas Cowboy's uniforms, add one third Testors brand sapphire to two thirds Testors brand silver.
- ◆ **From Mark Klingbeil:** To strip the excess paint that has accumulated on your figures simply spray with Easy Off, let them sit, scrub with a toothbrush, and apply coat of white paint

(Continued from page 3)

Having nine years experience in judging military figures, I have developed a keen eye for detail. Figures were judged on the basis of craftsmanship, neatness, and detail.

The entries were spectacular! In the stock category, Mark Newell, an expert at painting classic N.F.L. teams took third place with his St. Louis



Gunners figure. After consulting with the historical society he has joined, they were even numbered correctly. Two friends, Glenn Johnson and Jeff Owens took first and second place respectively. Both Jeff's Robert Jones figure and Glenn's Eric Hill included hand painted numbers on the back and sleeves, along with the player's name on the jersey.

The hackers also had a strong showing. Larry Walker's spectacular twisting leaping Jerry Rice figure took second. First place was awarded to Dirk Thomas for his Bobby Joe Edmonds figure. His Buccaneer helmet included an exact replica of the team logo that looked just like a decal, stripes so smooth they look like they were just sewed on, and a face mask made of glued sewing thread!

The only thing missing at the painting contest was you! We know there are other great artists out there, and if you're one of them, sign up and enjoy the benefits of being in the EFEA. The more this club grows, the bigger the events will be in the future! So be a part of the greatest club in the nation, and help take you and your friends to a whole new place, **The Zone!**

My Greatest Game

This column is dedicated to sharing that one shining moment in electric football when everything seemed to flow and you were in the zone. My greatest game captures the essence of the game, the competition! Simply jot down the background and key plays from your greatest game. You can even draw up the key plays, send photos, or a video tape!

Tudor Super Bowl II

This year the pressure was really intense, had we lost, last years victory could have been labeled a fluke. Besides, this year there was over a hundred enthusiasts there to see if we were the real thing! Our championship lie in the balance. The previous Super Bowl experience really made a big difference as we already knew what to expect as far as the rules, pressure, and the overall flow of the game.

We knew it would not be easy. On Saturday we defeated Byron Jackson's New York Jets 16-6. Following our game we then video taped the



Falcons 12-0 victory over the Panthers in the N.F.C. Championship game. Later that night we returned to our hotel room to finish our preparation. How would our "46" defence respond to their sweep play? Could Barrow and Bowden handle that double team influence block? Will Marcus Robertson be able to catch their lightning quick Metcalf?



Our offence is geared around several key formations from which many variations can be employed. Mark worked diligently adding new wrinkles to his championship offensive steam roller. Atlanta was built on speed and finesse, we relied primarily on power and ball control. We anticipated the shades they would run, in an attempt to shoot the gap, and narrowed our splits. After all the preparation we were ready to play some football!

We won the toss and elected to defer. They took the ball and had to punt, the "46" was working against that sweep. Mark drove the offence down to the Falcon's eight where Earl Campbell shot through a hole in the middle for the touchdown! After a two point conversion, we led 8-0. Again the "46" forced a punt as the half expired.

Receiving the ball with a lead was a major advantage. I felt that if we could just get another





Spencer Tillman surges for 28 yards

touchdown we might have iced the game. To that point our offence had not been stopped and the defence had yielded only four total yards. Five plays later we had that score! following the two point conversion we led 16-0.

My confidence waned as they mounted a drive to our 40 yard line. After a minor adjustment the



Eight yard Touchdown run by Earl

“46” defence stiffened as Odie Harris sacked George for a loss on fourth down. Mark drove down to the one yard line as time expired.

We had done it again, the Two-ston Oilers repeated their Tudor Super Bowl Championship! Atlanta’s Gary Pate and David Nickles had put up a good fight, making some great on the field adjustments. The pressure is off...at least for another year!

(Continued from page 3)

for Roddy Garcia, Jerry Jones and Emmitt Smith of the Dallas Cowboys, and Al Davis of the Oakland Raiders. I have models in clothing stores, sports stores, liquor stores, and even Drew Pearson’s restaurant. I have a patent pending for this item. Mike Landsman and I are trying to negotiate a deal in a co-operative effort to bring it to the public. So many things are on the horizon—electric football is back. Hopefully my stadiums will be a part of this!

Judging from the photos he has certainly



mastered his craft, and undoubtedly will be a part of this growing phenomenon. We’d like to thank Reginald Rutledge for sharing his fantastic innovation with us.

If you have come up with any innovations, large or small, please take some snapshots and give us a holler. I am sure electric football players everywhere would love to see what you’ve created. Remember, the Read-Zone is for you!

