



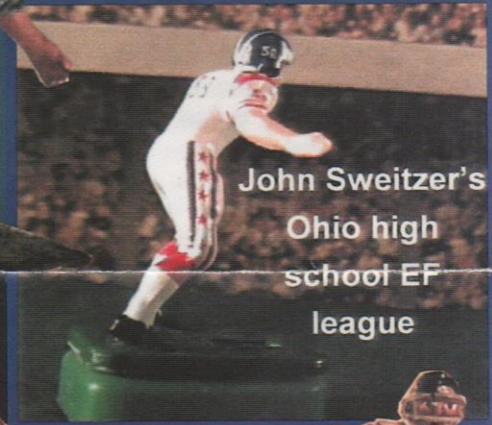
of Read-Zone

Volume III Issue 4

December 1997



New In The
Zone Figures!

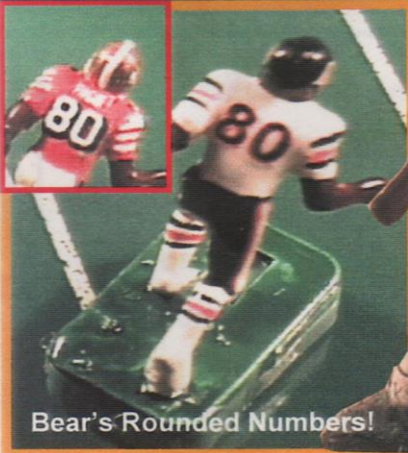


John Sweitzer's
Ohio high
school EF
league

Mississippi Valley State's
Explosive Passing System!



New ITZ Authentic Numbering



Bear's Rounded Numbers!



ITZ's New
Jersey Names!

The Read-Zone

1072B Hemlock Hills Dr.

Akron, Ohio 44313

(330) 922-4270

Editors

Mark Klingbeil

Bill Klingbeil

Contributing Editors

James Crews II

Anthony Burgess

John Sweitzer

Objective

To keep readers informed on the latest developments and innovations available in the growing world of electric football. Likewise, the Read-Zone gives its readers a glimpse of how others play this great game. The Read-Zone is written by Electric Football Enthusiasts for Electric Football enthusiasts. Membership in the Read-Zone also entitles you to updates on products such as the In The Zone action figures, jersey names, and numbers.

Subscriptions

The Read-Zone is published quarterly (four issues per year) at a subscription rate of twenty dollars per year.

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.

RZ homepage: coming soon

E-Mail: eflnut@aol.com

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From The Editor's PC From The Editor's PC

"Nothing ventured, nothing gained" ...that's what I've always heard. We've always sought to improve the Read-Zone, that's why it is as good as it is. One day, when showing the Read-Zone to a new friend, he said he could do a better job of printing... and in full color! Always wanting the best, I couldn't wait to try!

Now, four months later and no Read-Zone later, a new saying clouds my mind, "A bird in the hands is better than two in the bush." From now on we will be bringing you the Read-Zone on time, as we have since 1994. By printing ourselves, as we did in the past, we eliminate any other reason for delay.

Truthfully though, with the pressures of life creeping in and the college life over, five issues per year is too much. We've discovered what many already have, the more you do within a hobby, the less time you have to enjoy playing it! So we are again changing the schedule and moving to four issues per year. The Read-Zone will be released in early March, June, September, and December.

If anyone feels dismayed about the change, call me and we'll talk. If you insist, the Read-Zone will be glad to refund the remainder of your subscription. However, I guarantee you will not find a newsletter the quality of the Read-Zone, and despite the last two issues, we have the best on-time record of any electric football newsletter.

The next issue will include article covering the Convention, and the format will include at least one, perhaps more colored pages. Thanks for your patience, and happy New Year!

New Read-Zone Schedule

Issue #1	Early March
Issue #2	Early June
Issue #3	Early September
Issue #4	Early December

COLLECTING & HISTORY

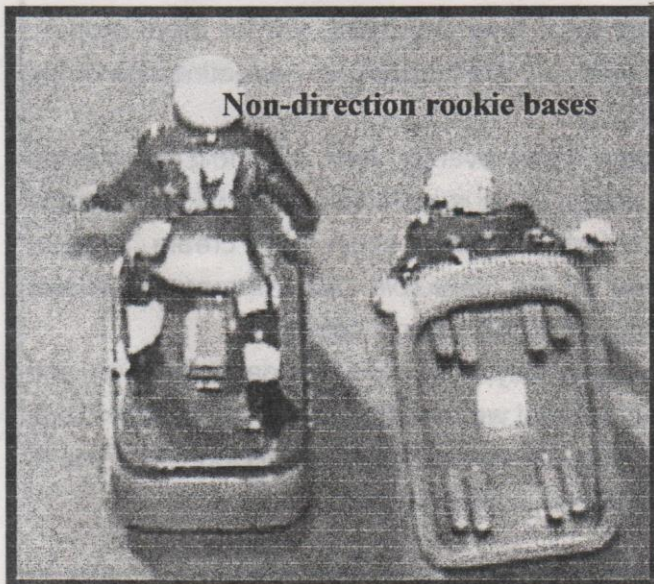


From 1949 to 1954, Tudor was the sole producer of electric football. It had created the game, and had enjoyed the spoils. Millions of young Americans were "buzzed," and electric football became the newest craze.

But like any thing good (and profitable), soon other manufacturers "strapped on their leather helmets" and joined the game. A fierce rivalry started between Gotham Pressed Steel and Tudor started in 1954, when Gotham put out the G-880 model.

Competition was good for electric football. Tudor and Gotham constantly tried to out-do each other. Gotham's games were larger, Tudor put out 3-D figures and hand-painted teams.

Until now, Gotham and Tudor's players could only run one direction, straight ahead. Thus, misdirection and strategy was limited. Players had



Non-direction rookie bases

wondered if there was anything more. Their answer soon came.

In 1970, Coleco produced a game. The following year, in an attempt to WOW electric football players, they put out its "Command Control" game, which featured a large metal pole with a magnet attached to end. One player would have metal attached to his base, and thus could be moved manually by the coach. This idea was revolutionary.

Tudor sat at the edge, and watched its empire threatened. Its very existence depended on

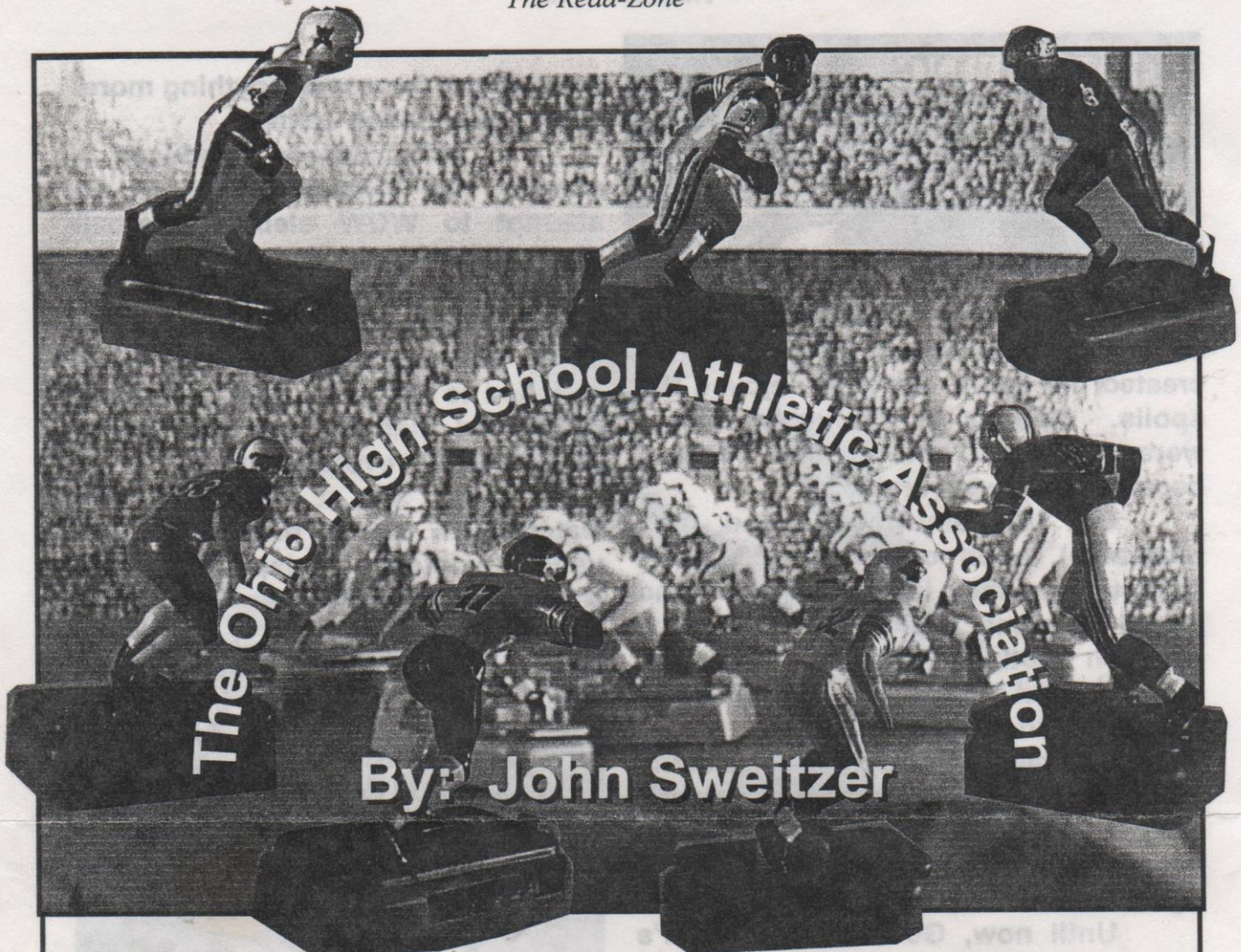


First TTC base, red-pegged.

answering this latest challenge. Lee Payne, Tudor's hand-picked genius, then came up with a brilliant concept... "Total Team Control." Payne took a regular/rookie base, cut the front prongs out, and added a red front which could be turned from side to side, allowing the base to run left, straight, or right, depending on the degree you turn it. These bases were so innovative and exciting, Tudor put them in all their best games, including model #635. Payne, as he had when building the Tudor dynasty, was not done. The following year he changed

(Continued on page 7)





"To Understand what I've done, you must first look at where I live, Ohio...better known as "football USA." So I bet some of you are wondering why I chose to do a tribute to Ohio High School football when I live only one hour from Canton." No, the answer is most clear. John was burned when the Browns, beneficiaries of the most loyal fans anywhere, left for more money. After a brief period when John admits he was "burned out," he focused on recreating one of his most intense passions, Ohio High School Football!

But rebuilding would be difficult. After some trying events, John had sold his electric football equipment, vowing never to play again. Luckily, John is incredible at finding old games (and even better at wheeling and dealing). John set forth his vision, choosing to create "a seven team league using only 1968 figures, hand-painted by the incredible Dirk Thomas, old rookie bases, and every team with its own 500 board designed in their school colors."

Recently John brought his league to our house to play, chat about the game we love, and shoot his creation for this issue, so everyone can enjoy what we had the chance to, the Ohio High School Athletic Association. John puts out a really great newsletter featuring his league, if you're interested, let him know. To the left we have highlighted his seven teams.



Niles Red Dragons **State Champs 1961 & 63**
 (2-1 record, 2nd place) Once known as "King Football," now dominating John's league, sporting the leading rusher (Bo Ryan, 26-566 yards) and a awesome defense. NFL STARS: Karl Singer-NE Patriots



Massilon Tigers **State Champs Too many to list.**
 (2-0 record, 1st place) The other team founded by the legendary Paul Brown, where during his 8 years they won 6 straight state titles. The Tigers are led by Horace Gillam in John's league (29-439 yards rushing). They have what John calls a "quick strike" offense, though they do give up quite a few points. NFL STARS: Chris Spielman (the only high school football player ever to be featured on a Wheaties



Warren Harding Panthers **State Champions 1971 & 74**
 (1-1 record, 4th place) The Warren Harding Panthers are loaded in John's league with players from the 1950s. John had the great Dirk Thomas paint the team in their 1963 uniforms. They feature a one back, four receiver offense. NFL STARS: Paul Warfield.



Mooney Cardinals **State Champs 1973, 80, 82, 87**
 (2-1 record) This is one of Ohio's great Catholic schools. They are located in Youngstown and have a fierce rivalry with Ursuline. The Cardinals feature a local hero, Teddy Bell, who rushed for 4,420 yards in his high school career. Some things never change for the Cardinals, they have the same uniform and coach since 1966! This is one of John's best teams, though few have ever made it the NFL.



Ursuline Fighting Irish **Always Almost-wins**
 (1-1 Record) Cross-town rival of Mooney, this team always seems to make the playoffs, but, like the old Oilers, "never sealed it." This team is a more modern team for John, as the program is really taking off lately in Ohio. In John's league, the QB is a "crazy" base who both rushed and passed for over 100 yards in the first game.



Canton McKinley Bulldogs **Five State Titles**
 (0-3 record, last place) This legendary high school has dominated Ohio, but in John's league, they are perhaps his greatest disappointment. While the offense is plodding along slowly, the defense has been a tremendous "letdown." They do feature the leading RB (McElroy 26-566). NFL STARS: Marion Motely, W. Fontes.



Warren Raiders **Two State Championships**
 (1-2 record) This team is one of John's favorites, and most disappointing. They are loaded with mostly modern players, and anomaly for John's league. They feature a 1 back, 4 receiver offense. NFL STARS: Kory Stringer, LeShon Daniels (Vikings), and Joey Browner.

Chalk Talk

This is the third column of "Chalk Talk" dealing with the Zone Blitz. In the first two columns we discussed the advantage of this defensive philosophy. Basically, it confuses the offense, allowing blitzers to penetrate across the line of scrimmage while offensive linemen block air.

Players from across the country have already experimented with the first two columns dealing with the Zone Blitz utilizing the tactical advantage of TTC bases. Today, we are going to discuss the advantage of the new and improved Miggle bases in this scheme.

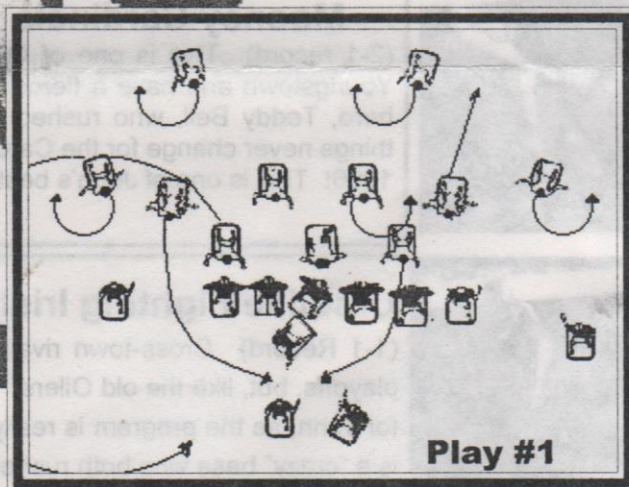
First, with any base there are positives and negatives. True, these bases are often not very strong compared with some of the older Tudor or brown bases. While they do poses speed, they are often not as fast as the fastest single clip bases.

However, Miggle's new bases can readily compete with the average to good "classic" bases. Also, from the sample we received, they have improved strength. But probably the most unique and advantageous aspect of these bases are the rounded fronts and double clips.

The rounded fronts allow these bases to quickly "slide off" other bases, making it difficult to block them. This neutralizes their lack of

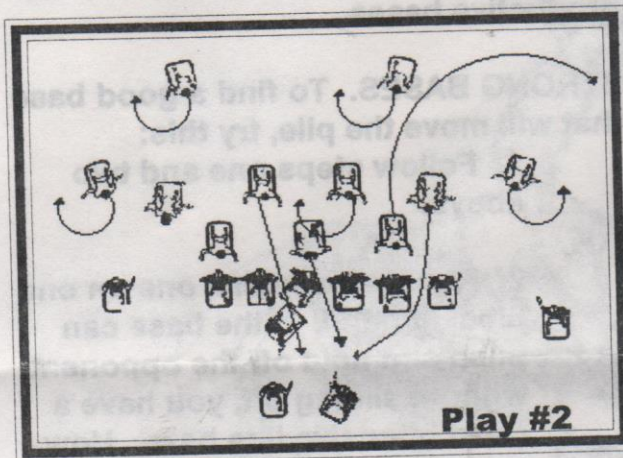
strength, allowing them to match up with the best linemen. Furthermore, because they have the double clips, these bases can easily be switched to run backwards. This gives the offense the illusion of linemen or linebackers blitzing, when in reality, they are dropping back into coverage!

The first play (play #1) is a combination blitz-stunt, in which the defensive end, on a Miggle base that turns in a sharp circle, circles around the linebacker and blitzes in from the outside. The outside linebacker is set to turn in sharply, blitzing through the hole that the tackle, who is running downfield harmlessly, left open for him. The rest of the defense is set to cover the field, making it only a four man rush maximum pressure, little risk.



The second play again utilizes the new Miggle bases, this time in coverage. The left defensive end's bases will be turned around so he drops back into coverage. The offense's right tackle, expecting to block the end over him, will run downfield, blocking no one. Again, the outside linebacker will be set to turn in sharply, blitzing through the hole the

tackle left. To avoid the right guard from sliding over to pick him up, angle your nose tackle slightly to the left. More than likely, the offensive coach will double team him with the right guard and center. On the other side, the left guard and tackle will more than likely double the right defensive end. Thus, the blitzing middle linebacker should have a free shot. Again, this action will create a blitz that will confuse the offense's blocking schemes, while providing



maximum coverage.

If you have developed a Zone Blitz scheme that you want to show, draw the play up, write an explanation, and mail it to the Read-Zone. Remember, this is YOUR electric football magazine!

In The Next Issue:

- ◆ **Coverage of the Miggle Convention!**
- ◆ **Some New rules from the Convention**
- ◆ **New Player Retainers!**
- ◆ **Spectacular Custom Figures!**
- ◆ **ITZ Thowback players & Refs!**

(Continued from page 3)

the TTC bases to the modern configuration, with a dial you could turn. This made changing the direction of the base much easier, and thus, more fun. Again, Tudor placed them in all their best games. Many enthusiasts started



playing with a combination of the rookie and new TTC bases.

However, Tudor's insistence in including the TTC bases exclusively in all their better games eventually hurt the company. In the late 80s, as they changed the plastic and mold used to make the TTC bases, the bases became unusable. Thus, when a new player would get a board, the players would not hardly even move. This, along with the advent of hand-held computer games, lead to the demise of Tudor.

However, the game clock did not end for electric football. Rather, a timeout was called, and the new coach, Mike Landsman, called a winning play. Mike did not rest. He worked on the bases, improving them considerably. Next, he plans to mix the bases in both the Super Bowl and Monday Night Football models, half TTC, half rookie!



Training Camp... electric football style

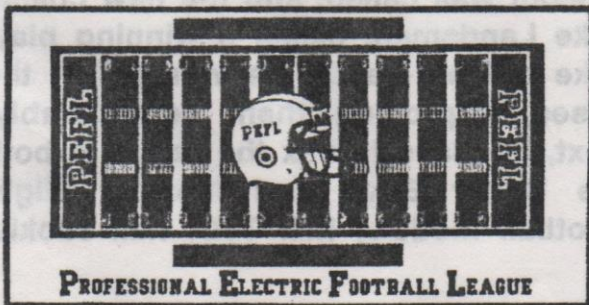
ELECTRIC FOOTBALL...FANTASY OR SPORT?

Heads fantasy, tails sport...either way you play it it is still electric football. Every coach feels that his style of play is the best and most realistic. As a coach I follow what REAL NFL coaches do, like mini camp.

I go through hundreds of bases to find the best base for every given position. That's just like a player trying out for a pro team. I select top five bases, then I put them through the test, with one or two bases emerging as potential starters. The bases are tested one more time, this time with a figure attached. If it passes then, the base moves to the final test, a scrimmage game! The scrimmage test will tell me if the new player will perform. If this sounds like a pro mini camp, well it is; only for electric football!

Here are some coaching tips:

FAST BASES. Just because a base (player) is fast doesn't mean it will



perform. Try this:

1. Run the base by its self, then with a figure.
2. Run the base on the field by itself, then with 11 players on it.
3. Run the base in a scrimmage.

If you follow these steps, you will know if you have fast and productive bases.

STRONG BASES. To find a good base that will move the pile, try this:

1. Follow steps one and two above.
2. Run the base in a one on one blocking drill. If the base can push and hold off the opponent without sliding off, you have a good offensive line base. However, if the base slides off within the six seconds, you have a good defensive base.
3. Run the base on an 11 on 11 man scrimmage.

If you follow these steps, you will know you have a productive offensive and defensive squad. If you have any questions, please call me, Anthony Burgess, at 1-800-800-9724. Ask for me and leave your name, number, and question.

Anthony Burgess

Outside the Lines

official newsletter of the National Electric Football Players Association

For more information call: 616-349-6849



PLAYBOOK

The Valley" Run & Shoot Rt Trap

By: James Crews II

About ten or eleven years ago I went across town for a game of electric football. I heard this kid had a very strong Steelers team. As we pulled our men out of our respective shoe boxes, I noticed that each of his TTC bases were adorned with shiny pennies. Of course I protested, since I didn't use weighted men. However, his was a play or don't play deal, and there was about six or seven spectators who wanted to watch.

Most of us were run-oriented at the time, so of course my Cardinals would need a new plan. I wouldn't have much time to pass either...I needed a smart play to get around a mindless power game, and buy the time for my

QB to pass.

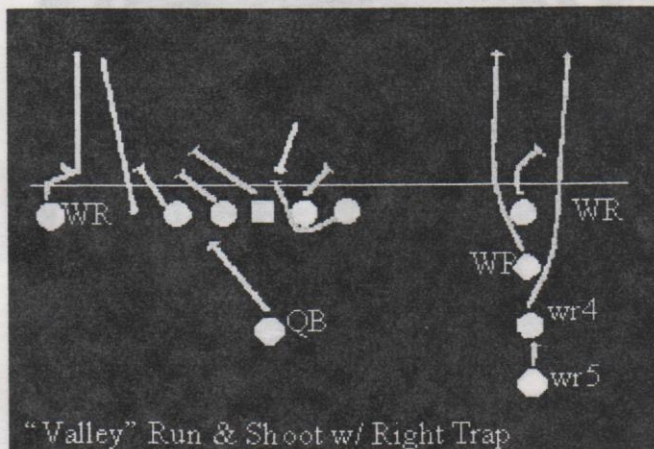
I had been trying to adapt a play I saw on TV to electric football. It was a short on Jerry Rice, with a clip from his college days at Mississippi Valley State. Archie Cooley was the coach, and he had a play which totally confused rival defenses.

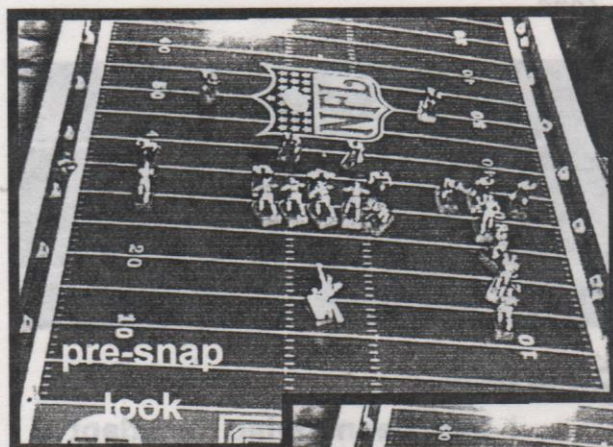
The play involved five receivers; a single split end and four receivers stacked on the opposite side of the field. The QB, with limited protection, took a three to four step drop and fired. Rice was the single split end, and with single coverage, you can imagine what happened.

I liked the play, first because your best receiver almost always had single coverage, and secondly because there are endless patterns four stacked receivers could run.

For this play in electric football, you need time for the play to develop, thus, the Quarterback must be protected,

This play calls for the left tackle, guard, and center to pull and sweep to the left. This is





accomplished by turning the wheels on the TTC based offensive linemen. The QB is adjusted to turn and run behind the protective wall. The QB has plenty of time to let the play develop as they sweep towards the left sideline...kind of a run and shoot.

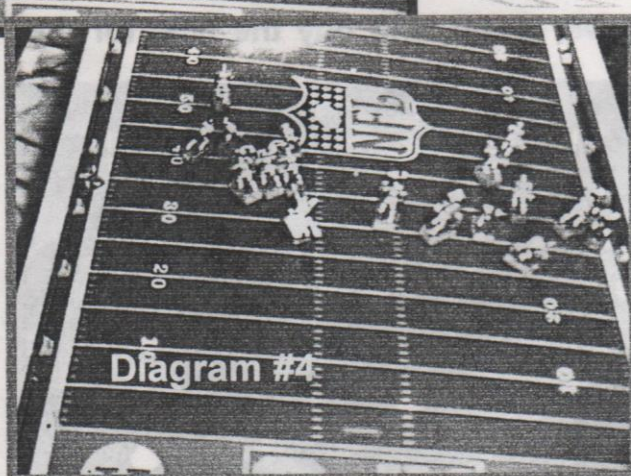
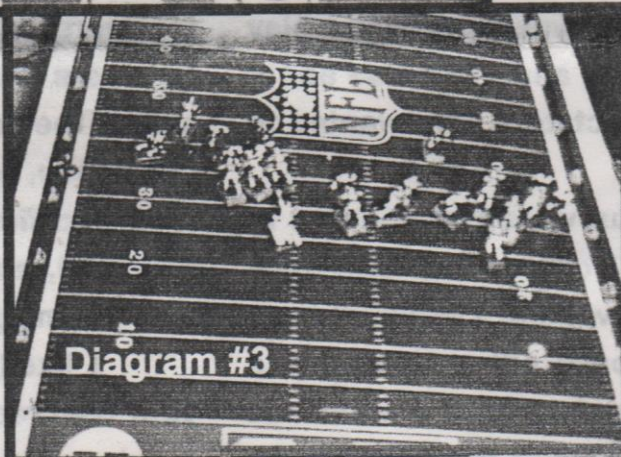
Your very best receiver is the WR on the left. He's the one that always seems to get open. WR2 is used mostly as a blocker, so I use a TTC base. WR3 is angled to face towards the left, but his rookie base has a natural gradual turn to the right. The same applies to WR4, except in the opposite direction. WR5 is a straight speedster. If WR1

doesn't get open, he will.

The overall effect makes the defense look confused, and often you can hit some long yardage passes. Whether or not you use the right trap is up to you, It is more or less an extra dimension. It looks good though, when your right offensive tackle cross blocks the ILB.

I ended up losing that game 35-28. Respectable, considering I was down 14-0 at the half. Once my "Valley Run and Shoot" started clicking, he couldn't stop me. Try it on your next opponent.

RZ



The Read-Zone

New From In The Zone!!!

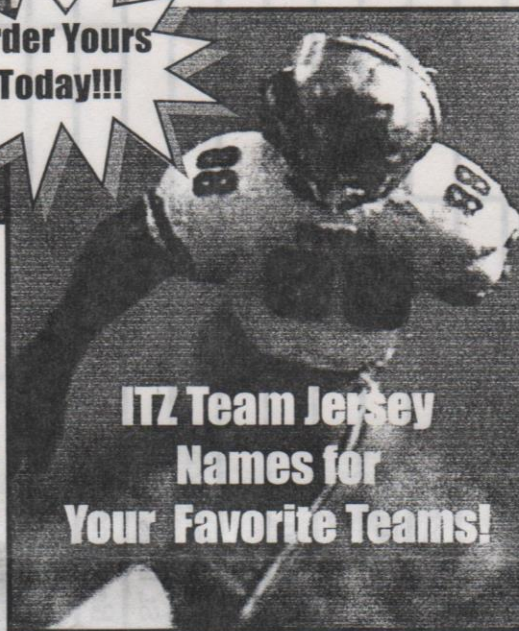


**Order Yours
Today!!!**

Two new products to enhance your game are available from ITZ!

With ITZ's new Jersey Names you no longer have to try to remember each player's name. Rosters are available for all 31 NFL teams in both light and dark jerseys. If you play with all-time teams we have you covered! Each set includes a special throwback section. The Names are professionally silk screened with the quality you expect from ITZ products! All you have to do is cut out each name and apply!

So get yours today! Your favorite team sells for only \$5.00 each. There are limited quantities so order yours today! Make your team stand out against the rest. Get IN THE ZONE today!



**ITZ Team Jersey
Names for
Your Favorite Teams!**

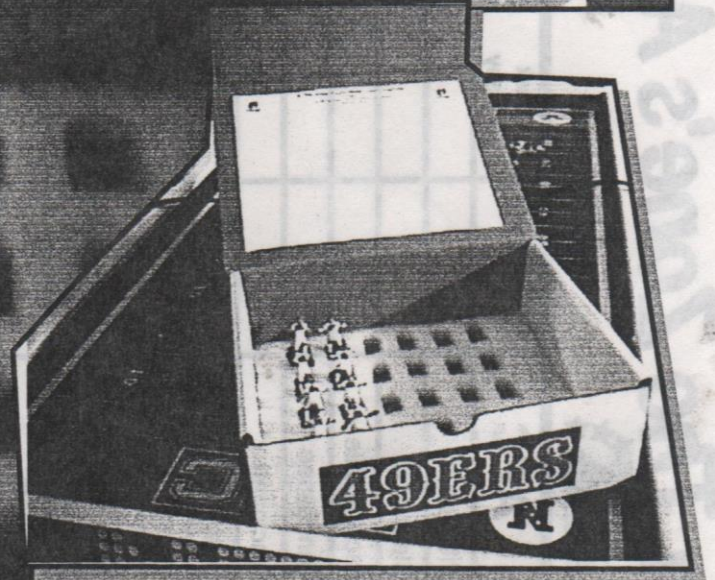
Additionally, we now carry ITZ Team Organizers! Each case holds 30 of your favorite players. Don't risk having your best bases destroyed. Get organized! The specially cut bottom safely holds your bases protecting them from accidental disfigurement.

This new case replicates the old style electric football ones and sells for only \$5.00 per case. Order yours today!



NEW

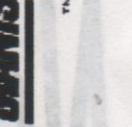
**ITZ Team
Organizer!**



In The Zone's Authentic Jersey Names



AFC	White Jersey	Dark Jersey	Price Ea.	NFC	White Jersey	Dark Jersey	Price Ea.
Pittsburgh			\$5.00	Washington			\$5.00
Cleveland			\$5.00	Philadelphia			\$5.00
Jacksonville			\$5.00	N.Y. Giants			\$5.00
Tennessee			\$5.00	Arizona			\$5.00
Cincinnati			\$5.00	Dallas			\$5.00
Baltimore			\$5.00	Minnesota			\$5.00
Miami			\$5.00	Green Bay			\$5.00
New England			\$5.00	Tampa Bay			\$5.00
Indianapolis			\$5.00	Chicago			\$5.00
N.Y. Jets			\$5.00	Detroit			\$5.00
Buffalo			\$5.00	San Francisco			\$5.00
Denver			\$5.00	St. Louis			\$5.00
San Diego			\$5.00	New Orleans			\$5.00
Kansas City			\$5.00	Carolina			\$5.00
Oakland			\$5.00	Atlanta			\$5.00
Seattle			\$5.00				
TOTALS			\$3.00 Shipping	TOTALS			\$3.00 Shipping



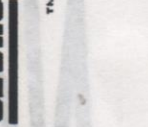
Please Make all checks and money orders payable to Bill Klingbeil. Ship to:

Name _____

Address _____

City _____ State _____ Zip _____

Phone (____) _____ E-Mail _____



ITZ Figures!

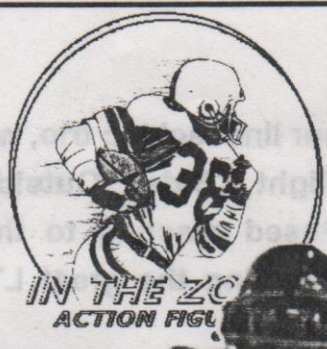


Figure #28



Figure #24

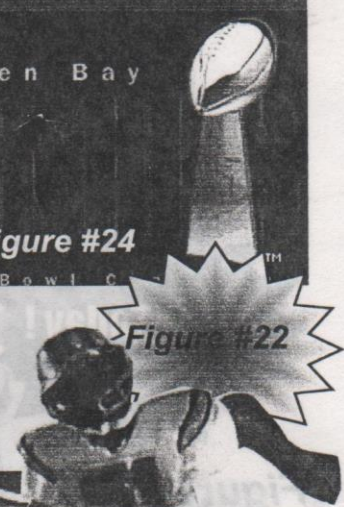


Figure #22

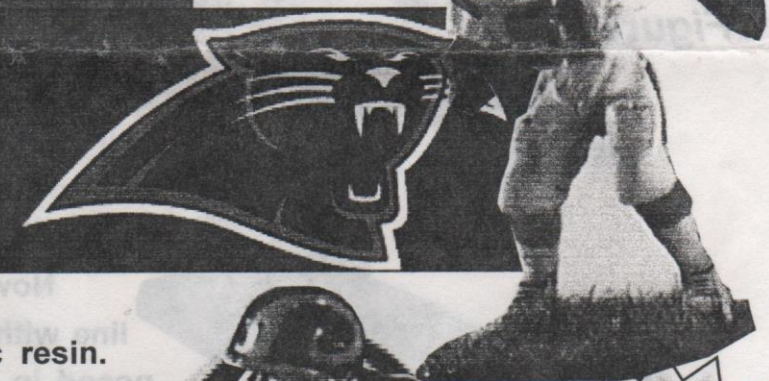


Figure #26

In The Zone is proud to release seven NEW figures to make your game look even more realistic! Remember, each ITZ figure is hand cast in high quality plastic resin. These figures are exceptionally detailed with full face masks and chin straps. The pants even have raised thigh pads and in most cases belts complete with loops and the buckle!

The new middle linebacker (#22) is posed reacting to the offense and turning with the flow of the play! You can't miss with this leading tackler! (Continued on page 12)

Rain



(Continued from page 13)



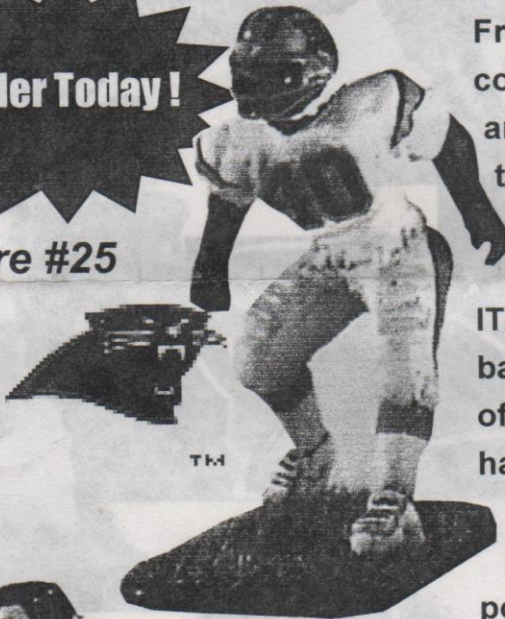
Figure

To complete your linebacking trio, we now have the Right Side Outside Linebacker (#23). Posed reacting to the play in a stance resembling the great LT, He's a sure bet!

Take away your opponent's tight end with the new Strong Safety (#24)! He is in attack mode...making his move as the ball is snapped!



Figure #25



Don't get beat deep...order your new Free Safety (#25)! Safeties are always coached to make their first step backwards and ours is no exception. Order yours today!

Muscle your way past opposing linebackers and safeties with the new ITZ Tight End (#26)! He is coming off the ball to either catch a long pass in the seam of throw that crunching block to spring the halfback!

Now you can complete your offensive line with the new Left Guard (#27)! He is posed in a "ready" stance waiting for the charge of the defensive tackle.

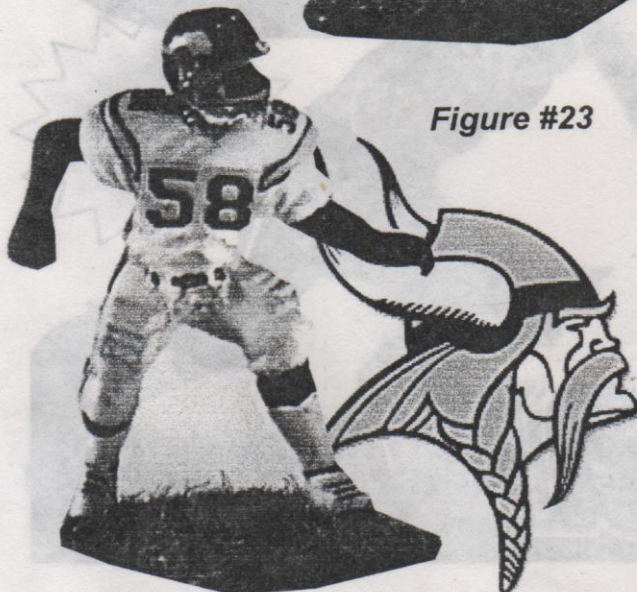


Figure #23

Speaking of defensive linemen, Your defensive line is now complete with the new Defensive Tackle (#28)! He is exploding into your opponent's backfield creating chaos along the way!

So, the play is called...order yours today!

In The Zone Action Figures



Num	Description	Price	Qty.	Total
001	High Knee Fullback	\$3.50		
002	Over Shoulder WR	\$3.50		
003	Drop Back QB	\$3.50		
004	Left Handed QB	\$3.50		
005	300 LB Right Tackle	\$3.50		
006	Fluid Flanker	\$3.50		
007	Big Left Guard	\$3.50		
008	Running QB	\$3.50		
009	Pass Rushing DT	\$3.50		
010	Photographer	\$3.50		
011	Linebacker	\$3.50		
012	Left Cornerback	\$3.50		
013	Right Cornerback	\$3.50		
014	Swim Move DE	\$3.50		
015	Coach #1	\$3.50		
016	Holder	\$3.50		
017	Left Tackle	\$3.50		
018	Ready Center	\$3.50		
019	Slash and Dash Halfback	\$3.50		
020	Sprinting Halfback	\$3.50		
021	Charging Right DE	\$3.50		
022	Middle Linebacker	\$3.50		
023	Rightside OLB	\$3.50		
024	Strong Safety	\$3.50		
025	Free Safety	\$3.50		
026	Tight End	\$3.50		
027	Left Guard	\$3.50		
028	Defensive Left Tackle	\$3.50		
029	Super Back	\$3.50		
030	Referee	\$3.50		
	Team Organizer	\$5.00		
	Field Dress Kit	\$15.00		
	Read-Zone Subscription	\$20.00		
	Shipping & Handling	\$3.00	1	\$3.00
	TOTAL			
*****	All Figures are \$3.50 each or 3	for \$10.00		



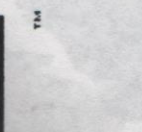
In The Zone's Authentic Numbering System



WHITE UNIFORM DARK UNIFORM

WHITE UNIFORM DARK UNIFORM

AFC	Jersey	Shoulder	Jersey	Shoulder	NFC	Jersey	Shoulder	Jersey	Shoulder	Price Ea.	Price Ea.
Pittsburgh					Washington					\$2.00	\$3.00
Cleveland					Philadelphia					\$2.00	\$3.00
Jacksonville					N.Y. Giants					\$3.00	\$3.00
Tennessee					Arizona					\$3.00	\$2.00
Cincinnati					Dallas					\$3.00	\$2.00
Baltimore					Minnesota					\$3.00	\$3.00
Miami					Green Bay					\$3.00	\$2.00
New England					Tampa Bay					\$3.00	\$3.00
Indianapolis					Chicago					\$2.00	\$3.00
N.Y. Jets					Detroit					\$3.00	\$3.00
Buffalo					San Francisco					\$3.00	\$3.00
Denver					St. Louis					\$3.00	\$2.00
San Diego					New Orleans					\$3.00	\$3.00
Kansas City					Carolina					\$3.00	\$3.00
Oakland					Atlanta					\$2.00	\$3.00
Seattle					THROWBACKS					\$2.00	\$3.00
THROWBACKS					Atlanta						\$3.00
San Diego					San Francisco					\$3.00	\$2.00
Denver					Tampa Bay					\$3.00	\$3.00
TOTALS					TOTALS					\$3.00	\$3.00
					Shipping					Shipping	Shipping



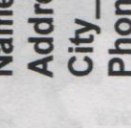
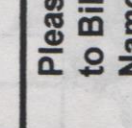
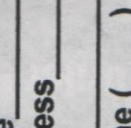
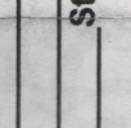
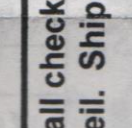
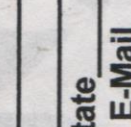
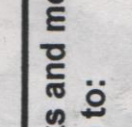
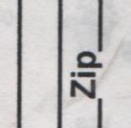
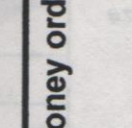
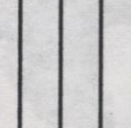
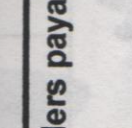
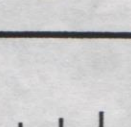
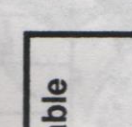
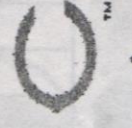
Please Make all checks and money orders payable to Bill Klingbeil. Ship to:

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Address _____

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Phone (____) _____ E-Mail _____



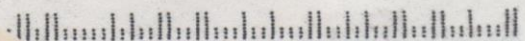
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