

# ALL Sports Digest

Volume No. 135

June — July 1973

Price: \$1.25

## Guest Spot

(Ed) In some issues, this column entitled "Guest Spot" will appear. It will be used for indepth commentary written by table gamers. A commentary that should be of interest to readers.

I was reading Guest Spot in your April-May 1973 issue and I totally agreed with the comments that Mike Krembel made. I have BLM Baseball and Basketball games and both are the dullest games around. Mike was right when he said BLM is accurate, but it is not comprehensible and is very slow.

In the Basketball game it takes about 1 minute to find out who a player passes to mainly because you have to search through a maze of millions of squares and then look at a result chart. Also, when a bad team with a star is playing, usually you tend to only let the star shoot because the other players shooting ratings are horrible. I also have PTG Basketball and it is the greatest game ever! The flow of action is fast and it is lots of fun and accurate statistically.

The BLM Baseball game is great for the person who has 5 hours to spare for each game, lost of patience, and loves strategy. It takes about 5 minutes to find out what each batter does and it is hard to comprehend and enjoy.

Jerry Lamb, 27929 Grant St., St. Clair Shores, Michigan—48081.

PS: Mike Krembel please contact me.

I am a 16 year old reader of ASD for the past year or so. Since 1972's January issue, I think ASD has fallen downhill for the most part. There are many items you print that can be found elsewhere; like schedules and rosters. Your paper is supposed to deal with table games; replays of games, and the printing of rookies, oldtimer teams, etc. I am doing a comparison of January 1972 and January 1973 (which is marked 1972, volume 11, No. 12).

January 1972 printed a SOM sacrifice chart; which did help my baseball game. Harry Conover also did a fine article on the front page concerning hockey. Page 2 — World of Games was written good for a change by Mr. Henricksen. Pages 3 & 4 — worthless rosters that can be obtained in various baseball books. Page 5— the Mail Sack, my favorite part of ASD, is always interesting. While the paper may be fading

### SPECIAL FEATURES

#### THIS ISSUE . . .

Negamco Football College Teams  
Negamco 1973 Golf Ratings  
Negamco Baseball Rookie Rating Chart  
NCAA — Tourney Results & Pairings  
NIT — Tourney Results & Pairings  
Negamco NBA & NHL Rookie Ratings  
ABA Official Statistics  
NBA Official Statistics

### REGULAR FEATURES

#### THIS ISSUE . . .

Pro Boxing Ratings  
BLM Baseball Correction List  
Negamco Baseball Correction List  
Mail Sack  
Playing Tips

### SPECIAL FEATURES

#### NEXT ISSUE . . .

BLM Football Field Goal Ratings  
BLM Football Field Goal Defensive Adjustment Chart  
Negamco Baseball Rookie Pitchers Chart

out, the readers never change their contributions and opinions. Page 6— Worthless rosters! Page 7— A good page if you own PTG Basketball, but not everybody does!!! Page 8— Negamco Golf players— like page 7 a good page if own Negamco Golf! Page 9— Negamco rookies, helped me out tremendously! Although I have figured out a system to rate Negamco Basketball players, ASD saved me the trouble this time. Continue to print these. Page 10— a replay, electro dice rules(a waste of space), and Negamco rookies. I will repeat over and over, rookies are are a part of table gaming itself. Other readers probably appreciate them as much as I do! Page 11— Negamco college football, a great game and a good item to print up...Page 12— BLM Football team, PTG Basketball cards and an ad. Not a bad issue!!!!

January 1973— page 1, two replays of good reading and a poorly written, irrelevant Continued page 2, Column 2, bottom

### NEGAMCO BASEBALL ROOKIE MAKEUP EXPLANATION

ASD's Negamco Baseball Rookie Makeup explanation for use with charts on batters and fielders in this issue.

ASD presents the information necessary for you to make up your own rookies as the season progresses. Batters and fielders ratings are given in this issue. Next issue will include basic pitching data.

The method given here is as exact as can be given based on the difficulty of obtaining data on player's performance while the season is progressing. Very limited data or none at all is available on errors, stolen bases, and intentional walks. Thus you must rate the Speed and Fielding ratings as indicated on the charts by your general knowledge of the player under consideration for rating.

The Batting ratings can be based on statistics found in your newspaper or the Sporting News. The exact method follows:

List the player name, batting average, hits, doubles, triples, and home runs. Formula for percentages to use on charts to get ratings for each player are: HR divided by hits gives % for HR chart.

Then subtract HR from Hits = X

2B divided by X = Y

3B divided by X times 2 = Z

Add Y and Z and multiply by 100.

Now you have extra base number. Look on chart and locate batting average placement. Go right on chart until you find closest chart number matching the extra base number found previously. If extra base number has two ratings such as Td and Tt use the one appropriate based on whether batter has more doubles or triples. If you find Mt and Ndt rotate these from player to player never using same one twice in succession.

An example: Joe Smith .300 BA, 11 hits, 1 double, 1 triple, 1 home run. 1 divided by 11 equals .09 or 9.0.

11 minus 1 = 10 or X

1 divided by 10 = .10 or Y

1 divided by 10 times 2 = .20 or Z

.10 + .20 = .30 times 100 = 30.0

9.0 is 11h for HR rate

.300 BA is I or J and 30.0 extra base number is closest to Idt.

Batter's rating is Idt11h

If you have questions about this procedure write us, but be sure to give complete details in your question.

Continued page 28, Top

28

### NEGAMCO BASEBALL ROOKIE MAKEUP EXPLANATION

from page 1, Column 3

BATTER'S RATE		SLUGGING PERCENTAGE							
(Between)		(Rate Below)							
.364 — Up	4	10	12	15	18	22	22.5	29.5	
	B	Bt	Bd	A	Bdt	At	Ad	Adt	
.342 — .363	6.5	12.9	14.5	17.7	20.9	22.6	24.1	29	
	D	Dt	Dd	C	Ddt	Cd	Ct	Cdt	
.323 — .341	5.2	12.2	13.8	17.2	20.8	24.1	24.2	31.1	
	F	Ft	Fd	E	Fdt	Ed	Et	Edt	
.306 — .322	5.5	12.7	14.5	18.1	21.7	23.6	25.5	31.0	
	H	Ht	Hd	G	Hdt	Gd	Gt	Gdt	
.292 — .305	5.8	13.4	13.5	17.3	21.1	23.0	25.1	30.8	
	J	Jt	Jd	I	Jdt	Id	It	Idt	
.281 — .291	6.0	14.0	14.0	18	22	24	26	32	
	L	Ld	Lt	K	Ldt	Kd	Kt	Kdt	
.270 — .280	6.3	14.6	14.7	18.8	23	23	25	29.2	
	N	Nd	Nt	M	Ndt	Md	Mdt		
.258 — .269	6.5	13	14.8	17.4	21.3	21.6	24	28.2	
	P	Pd	Pt	O	Pdt	Ot	Od	Odt	
.240 — .257	6.8	13.6	15.8	18.2	22.6	22.6	25.1	29.5	
	R	Rd	Rt	Q	Qdt	Rdt	Qd	Qdt	
.219 — .239	5	15	15	20	25	25	25	30	
	T	Td	Tt	S	Sd	Tdt	St	Sdt	
.206 — .218	5.6	11.2	19.4	30.6					
	U	Ut	Ud	Udt					
.195 — .205	0	11.8	20.6	32.4					
	V	Vt	Vd	Vdt					
.176 — .194	0	12.6	18.8	31.4					
	W	Wt	Wd	Wdt					
.155 — .175	0	7.2	21.4	28.6					
	X	Xt	Xd	Xdt					
.133 — .154	0	8.4	20.8	29.2					
	Y	Yt	Yd	Ydt					
.000 — .132	0	10	20	30					
	Z	Zt	Zd	Zdt					

SPEED RATE			
Position	Poor	Good	Very Good
C	S	M	F
1B	S	M	F
2B	M	F	V
3B	S	M	F
SS	M	F	V
OF	M	F	V
P	S	M	F

FIELDING RATE			
(Between These)			
Position	Poor	Good	Very Good
C	22	20-21	16-19
1B	17-22	16-12	9-11
2B	19-22	16-18	12-15
3B	19-22	15-18	12-14
SS	20-22	17-19	13-16
OF	21-27	14-20	5-13

HOME RUN RATE			
HR%	Rate	HR%	Rate
0.1-2.3	13	26.7-29.0	6
2.4-4.3	12	29.1-31.0	6h
4.4-6.6	12h	31.1-33.0	5
6.7-8.6	11	33.1-35.0	5h
8.7-10.6	11h	35.1-37.0	4
10.7-12.6	10	37.1-39.0	4h
12.7-14.6	10h	39.1-41.0	3
14.7-16.6	9	41.1-43.0	3h
16.7-18.6	9h	43.1-45.0	2
18.7-20.6	8	45.1-47.0	2h
20.7-22.6	8h	47.1-49.3	1
22.7-24.6	7	49.4-Up	1h
24.7-26.6	7h		

PITCHER'S W			
0.0-.005	W0	.126-.145	W7
.006-.025	W1	.146-.165	W8
.026-.045	W2	.166-.185	W9
.046-.065	W3	.186-.205	W10
.066-.085	W4	.206-.225	W11
.086-.105	W5	.226-.245	W12
.106-.125	W6		

## Diplomacy



For over a dozen years *Diplomacy*, a strategic game of diplomatic and military conflict in pre-World War I Europe, has enjoyed an ever increasing popularity. One of a very few games to attract a cult (*Diplomacy Clubs and Journals* are numerous) *Diplomacy* offers a fascinating game system free of chance effects in conflict resolution (no die-rolls).

The game design employs players representing the major powers circa 1901 (England, Germany, Russia, Turkey, Austria-Hungary, Italy, and France) each of whom attempts to alter the balance of world power in his own favor. Orders are written by the players for the construction of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. At any time secret negotiations may be used to secure new allies or turn on former friends. The game truly focuses on diplomacy. Conflict is resolved simply (albeit unrealistically as Turkey can overpower Russia). The winner is generally the player with the greatest capacity for deceit and cunning.

*Diplomacy* includes a full-color mounted European mapboard, conference maps, rules, and seven sets of wooden colored units. While the best games require seven players, as few as two may play, and the organized fans of the game are readily available as play-by-mail opponents. *Diplomacy* serves as an excellent introduction to international politics. The fact that it has long remained a "hard to find" item