

# MORE PENNANT RACE!

## OR, HOW TO BE JUST LIKE GEORGE STEINBRENNER!

BY JOSEPH BALKOSKI



In this, the first of two articles concerning Avalon Hill's brand new baseball "campaign" game PENNANT RACE, the game mechanics will be expanded to cover the amazing world of major league baseball finance. These additional rules will be illustrated by an in-house "Series Replay" in the next issue of ASR, which is currently in progress among the staffers here at our AH offices in downtown Baltimore. Our eight participants are in the process of learning the true meaning of "the agony and the ecstasy," as they wheel and deal in players and money in a detailed re-creation of the '82 baseball season. But more on that later on in this article and in the next issue.

For the Avalon Hill PENNANT RACE league, a certain number of rules modifications are being employed that make the game even more realistic. When a second edition rules booklet is done (probably with the 1983 Roster Booklet), these modifications will become official AH rules, so do not hesitate to employ them in your PENNANT RACE games immediately:

1. The "Park" Value listed at the top of every team's roster does not modify a given player's Power Value; instead, when a Power Bonus is being used by a particular player, the DICE ROLL used to multiply that player's Power Value is the number that is modified by the Park Value, *not the Power Value itself*.

2. Each and every time a player consults the Minor League Table for his team, be it for one of his four Minor League Options per season or due to an injury or trade, he must record this action on his Club Record Pad. A player may consult the Minor League Table an unlimited number of times due to injuries or trades; he is also permitted four "free" Minor League Options during the course of the season. Any, all, or zero Minor League Points owned by a team may be applied to ANY Minor League dice roll. Each Minor League Point applied to a dice roll modifies that roll one line UPWARDS on the Table, but once used, Minor League Points may never be used again. Minor League dice rolls may also be modified DOWNSWARDS:

a. On the second Minor League dice roll undertaken by a team during a season, modify the dice roll TWO LINES DOWNWARD.

b. On the third dice roll, modify it FOUR LINES DOWNWARD.

c. On the fourth dice roll, modify it SIX LINES DOWNWARD.

d. On the fifth dice roll, modify it EIGHT LINES DOWNWARD.

e. On the sixth dice roll, modify it TEN LINES DOWNWARD . . . and so on indefinitely.

All modifications to Minor League dice rolls are cumulative. For example, if a team was making its fifth Minor League dice roll of the season while applying four Minor League Points to that roll, the dice roll would end up being modified four lines downward.

3. If a starting player is injured, waived, or traded, he may be replaced by a minor leaguer, a starting player acquired from another team, or a bench player from the same roster or newly acquired in a trade. Minor leaguers and starting players may be inserted into the spot of an injured, waived, or traded player without any modifications to their Values (of course, the replacement must be able to play the position of the departing player). A bench player that replaces a starter, however, must have his Batting and Power Values HALVED (round fractions up) for the duration of his stay in the starting lineup. His Speed and Fielding Values remain unaltered. When the bench player goes back to the bench, his original Batting and Power Values return. Of course, the Values of a bench player inserted into the starting lineup may not be consulted in the event of a Bench Bonus. A platoon player (one who is in the starting lineup against a left-handed or right-handed pitcher, but not both) may be inserted into the starting lineup to replace an injured, waived, or traded player. His Batting and Power Values are reduced by ONE when in a full-time starting role (minimum Value: 0), but his Speed and Fielding are unaltered. In fact, if a platoon

player plays full-time for any reason, this penalty MUST be imposed.

4. When playing with the DH rule and an injury occurs, a dice roll of 12 on the Injury Table means that team's designated hitter is injured, not their starting pitcher. Subject to the restrictions of rule #3 above, any starting player, minor leaguer, or bench player may become the designated hitter (the DH is considered a starter).

5. A pitcher who has started a game may not employ his Relief Value (if any) for a number of days following his start equal to his Rest Value. For example, a pitcher who has a Rest Value of 4 and a Relief Value of +1 may not employ that +1 Value for four full days after any start.

6. If a team is required to use relief in a given game and there are not enough relievers on the staff to satisfy the number shown on the red die, then a number of hypothetical relievers with Relief Values of (-1) are used to satisfy the number shown on the red die. Remember, though, that no relief sum may be greater than (+2) or less than (-2).

7. If a "D" result is obtained on the Pitching Rotation Table, the visiting team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value is C (not B). If an "E" result is obtained on the Pitching Rotation Table, the visiting team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value is B or C (not just C). All other rotation rules apply unchanged.

8. If an American League pennant race before 1969 ends in a tie between two teams, there is a single game playoff for the pennant flag, not a best-of-three as was the case in the National League.

### MONEY MAKES THE WORLD GO 'ROUND . . .

With the birth of the Free Agency era almost a decade ago (has it been that



long?), the study of baseball economics has come into focus as perhaps the most vital element of the game. Skyrocketing player salaries and lucrative television and radio contracts have changed the business of baseball from what was once a simple, cut-and-dry occupation of slightly eccentric *entrepreneurs* to a Madison Avenue-like operation constantly struggling to stay in the black—but for the most part, ending up most definitely in the red (except for a few lucky franchises). Moreover, the effects of baseball economics have been most assuredly felt on the playing fields as well. Can anyone doubt this fact after witnessing trades such as Alex Trevino and Jim Kern of the Mets for superstar George Foster of the Reds? In fact, Cincinnati did more than just deal Foster away to make their franchise more solvent; over the past five years, they disposed of Pete Rose, Ken Griffey, Dave Collins, Tony Perez, and Joe Morgan. To show you how fickle baseball is, the Reds probably ended the 1982 season worse off financially than they were before they got rid of their high-priced stars.

To add the element of baseball finance to PENNANT RACE, adhere to the following guidelines. Please note that in reality, the ultimate objective of any baseball operation is to make money, preferably lots of it. In 1982, only four of twenty-six franchises did so. When playing PENNANT RACE with economic options, your ultimate objective will be to *win*, not to show a profit. This is slightly unrealistic and, as a result, a number of options have been built into the financial rules to give the owners incentive to end in the black. When replaying only a

single season without continuity to the next year's campaign, it is exceedingly difficult to convince the owners to end the year making large amounts of money. If they don't have to search out and spend big bucks for free agents next year, why worry about it? For this reason, if you are organizing a PENNANT RACE league with the finance options, either try to keep the spirit of reality in your economic dealings or play with the idea that the league will continue year-after-year indefinitely.

1. Each team owner receives \$300. In game terms, each dollar equals approximately \$10,000. The \$300 should be entered in pencil at the top of a piece of scrap paper. Then, as expenditures are made and revenues taken in, cross out the old sum and enter the new one directly underneath. Alternatively, if players have access to some kind of play money, owners can simply receive \$300 in bills and actually pay "cash" when expenditures are undertaken or receive it when revenues come in. (Please note that for each club to start the year with \$300 in spending money is a complete abstraction. Some franchises, such as the Dodgers or the Yankees, have far larger amounts of money to deal with than other, poorer clubs. If players wish to assign "rich" clubs more money to start and "poor" ones less, this is perfectly acceptable.)

2. On the first day of the season, May 1, June 1, July 1, August 1, and September 1, each owner must pay the following costs:

a. \$125 for "fixed" costs, such as stadium operations, front office personnel, scouting, and travel.

b. The combined salaries of all the players on the owner's roster (see the accompanying list of teams and player salaries, which PENNANT RACE owners may wish to pencil in directly on their rosters).

3. Players who are injured must have their salaries paid normally at the beginning of the month if they are eventually to be reinstated—even if they are not currently on the roster. Players who are traded have to have their salaries paid for by their new owners on the FIRST day of the FIRST month that they are on their new rosters; once paid for at the beginning of a month, an owner may never get back any money that is spent in salary payments.

4. The following costs are applied to owners at the moment the event occurs and



are immediately subtracted from their current wealth:

a. Every time an owner consults the Minor League Table it costs \$2.

b. Every time a player is placed on waivers, it costs the owner \$10 or the player's monthly salary, whichever is lower.

c. Every time a player is picked up from waivers it costs \$2.

5. All players placed on the roster from the minors have a salary of "1". All players picked up on waivers have their original salaries.

6. Trades may not be made after September 1. Trades may involve players, Minor League Points, money, or any combination of the three. A roster must consist of 25 players at all times—no more, no less. Injured, traded, or waived players must be immediately replaced.

7. All waived players should be placed on a piece of scrap paper. They are made available to the lowest-ranked club in the same league first and then to each club in turn up the ladder. If no team in the league wants the waived player, he is made available to all of the clubs in the other league in the same order. If no one wants the waived player, his name remains on the list indefinitely and he may be claimed at any time by any team.

8. At the end of the last day of every month during the season, each team owner receives revenues from attendance, local TV and radio, and national TV:

a. Before the beginning of each game, the home team player must roll a single die and consult the Attendance Table (see below) to determine his attendance for the ensuing game. Note that a number of factors influence this die roll: among them, the team's Attendance Value, the time and day of the week of the game, and the position of the team in the standings. Also, the number of players on the roster who have "drawing" potential is important. Note the result obtained from the Attendance Table in the left-hand margin of the Club Record Pad next to the game's date and result. At the end of the month, add up the attendance figures of all home games played by your team and multiply it by 1,000. This is the number of people who attended games at your park. Multiply this figure by \$7.50 (the average income generated per person for the franchise) and then divide by 10,000—the result indicating the number of dollars (in game terms) you have generated for your club through attendance. Note this figure on a piece of scrap paper.

b. To determine local television and radio revenues for your team, multiply the number of dollars (in game terms) obtained in attendance revenue as described in Step "a" above by 10% (drop fractions). The result is the amount of dollars (in game terms) made by your team for that month in TV and radio contracts.

c. To determine national television revenues for your team, it is first necessary for the players to choose nationally televised "Games of the Week." The first Game of the Week of the season is on the first Saturday in May. Then, Games of the Week occur every Saturday (night or afternoon) and Monday night until the end of the season. This will yield approximately 45 Games of the Week per year. Although there is no rigid rule specifying which teams are to be chosen for Games of the Week, adhere to the following guidelines: 1) Assign Games of the Week for a given month on the first day of that month; 2) Generally, teams that are in first place in any of the four divisions of the majors at this time should be chosen for the Game of

the Week, whether they are home or away; 3) Every team in the majors must have at least one Game of the Week scheduled for it at home during the course of the season; 4) If a scheduled Game of the Week is rained out, any "backup" game may be chosen (if there are no more games scheduled for this day, then there is simply no Game of the Week). Only the home team is granted revenues for a Game of the Week. This team receives \$8 (in game terms) for each Game of the Week.

To determine total revenues for a given month, add up: 1) Attendance revenue; 2) Local television and radio revenue; 3) National television revenue. Add this figure to the team owner's current wealth.

9. If, at any time, a team owner fails to meet costs—be it for salaries, a minor league move, waivers, or what have you—his team immediately begins to suffer from "Discord". This occurs when the owner's wealth is not sufficient to meet the demands of any of the above expenses. If this occurs, continue to keep track of the

## ATTENDANCE TABLE

DIE	TOTAL DRAW (Visitors Plus Home)*						
	0	1	2	3	4	5	6+
-3(-)	1	2	4	5	6	7	9
-2	3	5	8	9	10	11	14
-1	6	9	12	13	14	15	19
0	9	13	16	17	18	19	24
1	12	17	20	21	22	23	29
2	15	22	24	25	26	27	34
3	18	25	28	29	30	31	39
4	21	29	32	33	34	35	44
5	24	33	36	37	38	39	49
6	27	37	40	41	42	43	50
7	30	41	44	45	46	47	55
8	35	46	49	50	51	52	55
9	40	51	54	55	56	57	60
10(+)	45	56	59	60	61	64	70

\*To determine Total Draw of a given game, add up the Draw Values of the players on both the home and visiting rosters (do not count injured players) and use the column corresponding to this sum. A pitcher's Draw Value only counts if he is starting the current game. The maximum Draw per team in each game is 3.

### MODIFIERS TO ATTENDANCE DIE ROLLS

- a. +4: Opening game of season at home
- b. +4: Home team is in first place (August 1 to end of season)
- c. +2: Home team is in first place (June 1 to July 31)
- d. +3: Home team is in second place (August 1 to end of season)
- e. +1: Home team is in second place (June 1 to July 31)
- f. +2: Games on holidays (Memorial Day, Independence Day, Labor Day)
- g. +1: Scheduled weekend doubleheader
- h. -4: Home team is in last place (August 1 to end of season)
- i. -2: Home team is in last place (June 1 to July 31)
- j. -3: Home team is in next-to-last place (August 1 to end of season)
- k. -1: Home team is in next-to-last place (June 1 to July 31)
- l. -3: Weekday day games (except home opener in April)
- m. -2: Weekday night games (except Friday nights)
- n. + # or - #: Home Team Attendance Value
- o. Note each park has a maximum attendance figure (see accompanying Table)
- p. All the above modifiers are cumulative



### TEAM ATTENDANCE VALUES AND PARK SIZES

TEAM	NATIONAL	
	ATTENDANCE VALUE	MAXIMUM PARK SIZE
ATLANTA	+1	53
CHICAGO	-1	37
CINCINNATI	-1	52
HOUSTON	0	45
LOS ANGELES	+3	56
MONTREAL	+2	59
NEW YORK	-1	56
PHILADELPHIA	+2	65
PITTSBURGH	-2	55
ST. LOUIS	+1	50
SAN DIEGO	0	51
SAN FRANCISCO	-1	58

TEAM	AMERICAN	
	ATTENDANCE VALUE	MAXIMUM PARK SIZE
BALTIMORE	0	53
BOSTON	+1	34
CALIFORNIA	+2	65
CHICAGO	0	45
CLEVELAND	-1	70
DETROIT	0	53
KANSAS CITY	+2	41
MILWAUKEE	+1	53
MINNESOTA	-2	54
NEW YORK	+2	58
OAKLAND	+1	50
SEATTLE	-1	60
TEXAS	-1	41
TORONTO	-1	44

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owner's money, even if it is "in the red" (i.e., in negative numbers); when new revenues come in at the end of the month, they are added to this negative figure. The effects of Discord are as follows:

a. Immediately, the team owner must roll two dice and consult the Injury Table in the rules booklet. The player at the indicated position must instantly be put on waivers as described in Rule #7. If the Table calls for a starting pitcher, the team owner rolls a single die. On a "1" or "2", the pitcher with the best Start Value on the roster must be placed on waivers (if there are two or more pitchers with this Value, then the owner may choose which pitcher to dispose of); on a roll of "6", any pitcher with the worst Start Value on the roster may be placed on waivers; on any other die roll, *any* starting pitcher except the best or the worst (in terms of Start Values) must be placed on waivers. If a relief pitcher is called for by the Injury Table, it must be the best on the staff (or tied for the best).

b. Discord dice rolls may only occur a

maximum of once per month per team, even if an owner fails to meet costs more than once per month. The Discord dice roll must take place the *first* time in a month that expenses are not met—and the dice roll must be made immediately.

10. Certain players are indicated as being "Five-and-Ten Year Men". These are players who have been major leaguers for at least ten years and have played with their current team at least five years. Such players have the right to veto any trade or sale involving themselves. Five-and-Ten Year Men may never be placed on waivers except when a Discord dice roll demands it (see Rule #9 above). When an owner makes a trade involving a Five-and-Ten Year Man, he must roll a single die before the trade is made official. If the die roll is odd, the Five-and-Ten Year Man has turned down the trade and elects to remain with his current team. Moreover, he may *never* be traded to that club for the remainder of the season (however, trade efforts to other teams may continue to be made). If the die

roll is even, the Five-and-Ten Man agrees to the trade and it is immediately made official. Once a Five-and-Ten Year Man is traded he immediately loses his Five-and-Ten Year status on his new club.

### NEXT TIME . . .

In the next issue of ALL-STAR REPLAY, we will continue this elaboration of PENNANT RACE by describing Avalon Hill's unusual league (which is in mid-season as of this writing). The AH PENNANT RACE league is adhering to all of the preceding economic rules as well as a unique drafting and free agent system that allows team owners substantial flexibility in re-structuring their franchise. In fact, the AH PENNANT RACE drafting session was probably more scientific and secretive than the real Baseball Winter Meetings! If you don't think you have the manpower or time to play a 26-team re-creation of the 1982 season, then you should take a look at our next installment for hints and suggestions for a more limited league that is both informative and enjoyable. Stay tuned!

## FIVE-AND-TEN YEAR PLAYERS, 1982

### NATIONAL LEAGUE

#### ATLANTA

Niekro(P), Garber(P)

#### CHICAGO

Buckner(1B)

#### CINCINNATI

Driessen(1B), Concepcion(SS), Bench(3B), Seaver(P)

#### HOUSTON

Niekro(P)

#### LOS ANGELES

Garvey(1B), Russell(SS), Cey(3B), Baker(OF), Monday(OF), Yeager(C), Hooton(P), Forster(P)

#### MONTREAL

Rogers(P), Fryman(P)

#### NEW YORK

Hodges(C), Swan(P)

#### PHILADELPHIA

Schmidt(3B), Matthews(OF), Carlton(P), Ruthven(P), Reed(P), McGraw(P)

#### PITTSBURGH

Stargell(1B), Parker(OF)

#### ST. LOUIS

Hendrick(OF)

#### SAN DIEGO

None

#### SAN FRANCISCO

Evans(3B)

### AMERICAN LEAGUE

#### BALTIMORE

Dempsey(C), Singleton(DH), Crowley(1B), Bumbry(OF), Palmer(P)

#### BOSTON

Yastrzemski(DH), Burgmeier(P)

#### CALIFORNIA

Grich(2B), Baylor(DH)

#### CHICAGO

None

#### CLEVELAND

Thornton(DH)

#### DETROIT

Wilcox(P)

#### KANSAS CITY

Otis(OF), McRae(DH), Gura(P), Splittorff(P)

#### MILWAUKEE

Cooper(1B), Money(DH), Caldwell(P)

#### MINNESOTA

None

#### NEW YORK

Nettles(3B), Piniella(OF)

#### OAKLAND

None

#### SEATTLE

None

#### TEXAS

Grubb(OF)

#### TORONTO

None



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## MONTHLY SALARIES OF PLAYERS, 1982

### NATIONAL LEAGUE

#### ATLANTA(88)

- 12: Washington, Niekro
- 9: Horner
- 8: Murphy, Chambliss
- 6: Garber, Hrabosky
- 3: Walk, Camp, Royster
- 2: Hubbard, Ramirez, Pocaroba
- 1: Remainder

#### CHICAGO(93)

- 16: Buckner
- 14: Jenkins
- 10: Bowa
- 6: Campbell
- 5: Henderson, Wills
- 4: Durham, Tidrow, Morales
- 2: Woods, Moreland, Kennedy, Martz, Noles, Ripley, Bird, Smith, Hernandez
- 1: Remainder

#### CINCINNATI(93)

- 12: Concepcion, Bench
- 11: Cedeno
- 9: Seaver
- 8: Driessen
- 6: Hume
- 4: Kern, Pastore
- 3: Soto, Biittner
- 2: Trevino, Oester, Vail, Hurdle, Berenyi, Leibrandt
- 1: Remainder

#### HOUSTON(131)

- 20: Ryan
- 17: Sutton
- 11: Niekro
- 9: Garner, Cruz
- 8: Sambito
- 7: Knepper
- 6: Knight, Howe
- 4: Scott, Ivie, Moffitt, Puhl
- 3: Ashby, LaCorte, Ruhle
- 2: Thon, Reynolds, Garcia, Lacoss
- 1: Remainder

#### LOS ANGELES(94)

- 8: Baker
- 7: Garvey, Reuss, Hooton
- 6: Russell, Cey, Monday
- 5: Yeager, Valenzuela

- 4: Landreaux, Guerrero, Johnstone, Welch
- 3: Belanger, Forster
- 2: Sciocchia, Thomas, Stewart, Howe, Niedenfuer
- 1: Remainder

#### MONTREAL(134)

- 32: Carter
- 14: Oliver
- 12: Dawson, Rogers
- 8: Cromartie
- 7: Speier
- 5: Fryman, Gullickson
- 4: Milner, Sanderson, Lee, Burris
- 3: Taveras, Reardon, Raines
- 2: Lea, White, Scott, Francona, Palmer
- 1: Remainder

#### NEW YORK(123)

- 30: Foster
- 12: Kingman
- 8: Swan, Stearns
- 7: Valentine, Staub
- 6: Youngblood, Allen
- 5: Jones
- 4: Zachry
- 3: Wilson, Jorgensen, Hodges, Veryzer, Falcone, Scott
- 2: Bailor, Brooks, Hausman
- 1: Remainder

#### PHILADELPHIA(177)

- 30: Schmidt
- 22: Rose
- 20: Carlton
- 12: Matthews
- 10: Maddox, Trillo, McGraw
- 9: Lyle
- 7: Farmer, Ruthven
- 6: Christenson, Reed
- 4: Monge, Unser, DeJesus
- 3: Krukow, Diaz
- 2: Vukovich, Gross
- 1: Remainder

#### PITTSBURGH(117)

- 18: Parker
- 12: Thompson, Madlock
- 10: Candelaria
- 7: Stargell, Moreno, Tekulve
- 4: B. Robinson, D. Robinson, Lacy, Easler
- 3: Montanez, Sarmiento, Rhoden
- 2: Berra, Pena, Nicosia, Griffin, Solomon
- 1: Moskau, Scurry, Romo

- 1: Remainder

#### ST. LOUIS(112)

- 15: Sutter
- 12: Hernandez
- 10: Hendrick, Porter
- 7: O. Smith, Tenace, Forsch
- 5: Oberkfell, Andujar, Kaat
- 4: Herr, L. Smith
- 3: Mura, Bair, Littell
- 2: Martin, Iorg
- 1: Remainder

#### SAN DIEGO(61)

- 11: Templeton
- 7: Lezcano
- 5: Jones, Montefusco
- 4: Richards, Kennedy
- 3: Eichelberger, Curtis
- 2: Perkins, Flannery
- 1: Remainder

#### SAN FRANCISCO(86)

- 12: Smith, Morgan
- 10: Clark
- 6: Evans
- 4: May, Summers, Minton, Lavelle, Holland
- 3: Lemaster, Wohlford, Barr
- 2: Leonard, Kuiper, Gale, Schatzeder
- 1: Remainder

### AMERICAN LEAGUE

#### BALTIMORE(105)

- 17: Murray
- 14: Palmer
- 11: Singleton
- 7: Ford, Bumbry
- 5: Flanagan
- 4: Dauer, Roenicke, Lowenstein, McGregor, D. Martinez
- 3: Stewart, T. Martinez
- 2: Sakata, Ayala, Dwyer, Crowley, Nolan, Stoddard
- 1: Remainder

#### BOSTON(113)

- 16: Rice
- 12: Yastrzemski, Evans
- 9: Perez, Eckersley
- 8: Lansford
- 7: Torrez
- 4: Remy, Miller, Stanley, Burgmeier, Clear, Tudor

## DRAW VALUES OF PLAYERS, 1982

Before determining the attendance of a given game, the "Draw" Values of the players on the home and visiting rosters should be added up.

### NATIONAL LEAGUE

#### ATLANTA

- Niekro(1)
- Murphy(1)

#### CHICAGO

- Jenkins(1)

#### CINCINNATI

- Seaver(1)

### HOUSTON

- Ryan(2)
- Sutton(1)

### LOS ANGELES

- Valenzuela(3)
- Garvey(1)

### MONTREAL

- Carter(1)

Pitchers only have their Draw Values used if they are starting the game. The maximum Draw per team in each game is 3, even if there are players on the team whose Draw Values exceed this figure. Thus, the maximum Draw in any

### NEW YORK

- Kingman(1)
- Foster(1)

### PHILADELPHIA

- Rose(1)
- Schmidt(2)
- Carlton(2)

### PITTSBURGH

- None

### ST. LOUIS

- None

### SAN DIEGO

- None

### SAN FRANCISCO

- Morgan(1)

game is 6 (3 for the home team and 3 for the visitors). When the total Draw has been calculated, roll the die and consult the appropriate column of the Attendance Table to determine that game's crowd.

### AMERICAN LEAGUE

#### BALTIMORE

- Palmer(1)
- Murray(1)

#### BOSTON

- Rice(1)

#### CALIFORNIA

- Jackson(3)

### Lynn(1)

- Carew(1)

### CHICAGO

- Fisk(1)

### CLEVELAND

- None

### DETROIT

- None

- 2: Stapleton, Hoffman, Ojeda, Rainey
- 1: Remainder

**CALIFORNIA(187)**

- 20: Rg.Jackson, Lynn, Carew
- 16: Grich, Baylor
- 12: Burleson
- 10: Forsch, Kison
- 8: Boone, DeCinces
- 6: Downing
- 5: Foli, Zahn, Aase
- 4: Ferguson, Renko, Hassler
- 3: Beniquez, Rn.Jackson, Goltz
- 1: Remainder

**CHICAGO(108)**

- 14: Fisk
- 12: LeFlore, Luzinski
- 10: Kemp, Paciorek
- 8: Koosman
- 5: Rodriguez
- 4: Baines, Burns, Lamp
- 3: Bernazard, Almon, Hoyt
- 2: R.Law, Dotson, Trout, Hickey
- 1: Remainder

**CLEVELAND(90)**

- 12: Harrah
- 10: Thornton
- 8: McBride
- 7: Manning
- 6: Barker
- 5: Denny, Hargrove
- 4: Dilone, Charboneau, Sutcliffe, Sorensen,
- Waits
- 2: Whitson, Nahorodny, Hassey, Bannister
- 1: Remainder

**DETROIT(83)**

- 9: Lemon
- 8: Gibson
- 7: Morris
- 6: Hebner, Wilcox
- 5: Petry, Cabell, Trammell, Parrish
- 4: Whitaker, Herndon
- 3: Saucier
- 2: Brookens, Wockenfuss, Underwood
- 1: Remainder

**KANSAS CITY(135)**

- 20: Brett
- 10: White, Otis, Wilson, McRae, Blue
- 8: Quisenberry
- 6: Aikens, Gura, Splittorff, Leonard

- 5: Washington, Geronimo, May
- 4: Jackson
- 3: Wathan
- 2: Martin, Poquette
- 1: Remainder

**MILWAUKEE(150)**

- 16: Fingers
- 12: Thomas, Simmons, Cooper
- 10: Yount, Oglivie, Hisle
- 9: Molitor
- 8: Vuckovich, Money
- 7: Caldwell
- 6: Gantner
- 5: Moore, McClure, Haas
- 3: Slaton, Howell
- 2: Brouhard
- 1: Remainder

**MINNESOTA (42)**

- 6: Davis
- 4: Castino, Wynegar, Corbett
- 2: Hatcher, Ward, Castillo
- 1: Remainder

**NEW YORK(206)**

- 30: Winfield
- 18: Guidry
- 16: Gossage, John, Griffey
- 11: Collins, Randolph, Nettles
- 8: Mumphy, Pinella
- 7: Smalley, Dent, Mayberry
- 6: Cerone, Gamble, Murcer, May
- 4: Righetti, Alexander
- 3: LaRoche
- 1: Remainder

**OAKLAND(120)**

- 9: Rudi, Lopes, Henderson, Armas, Murphy,
- Burrroughs
- 8: Langford, Norris, Keough
- 7: McCatty
- 5: Johnson
- 4: Spencer, Kingman
- 3: Underwood, Meyer, Gross
- 2: Stanley, Heath, Beard, Owchinko
- 1: Remainder

**SEATTLE(58)**

- 12: Zisk
- 8: Cowens
- 5: Bochte
- 4: Perry
- 3: Bannister, Beattie

- 2: J.Cruz, Essian, Randle, Brown
- 1: Remainder

**TEXAS(90)**

- 10: Sundberg, Bell
- 7: Parrish, Mazzilli, Tanana
- 6: Maltack, L. Johnson
- 5: Flynn, Honeycutt, Medich
- 4: Hough
- 3: Grubb
- 2: Wagner, Comer
- 1: Remainder

**TORONTO(56)**

- 7: Stieb
- 5: Bonnell
- 4: Garcia, Nordhagen, Revering
- 3: Clancy
- 2: Upshaw, Griffin, Iorg, Moseby, Whitt,
- Woods, Mulliniks, Martinez, Velez, Murray
- 1: Remainder

**MONTHLY SALARIES BY CLUB**

**NATIONAL**

Philadelphia	177
Montreal	134
Houston	131
New York	123
Pittsburgh	117
St. Louis	112
Los Angeles	94
Chicago	93
Cincinnati	93
Atlanta	88
San Francisco	86
San Diego	61

**AMERICAN**

New York	206
California	187
Milwaukee	150
Kansas City	135
Oakland	120
Boston	113
Chicago	108
Baltimore	105
Cleveland	90
Texas	90
Detroit	83
Seattle	58
Toronto	56
Minnesota	42

**KANSAS CITY**

- Brett(2)
- Blue(1)

**MILWAUKEE**

- Yount(1)
- Thomas(1)

**MINNESOTA**

- None

**NEW YORK**

- Winfield(2)
- Guidry(1)
- John(1)

**OAKLAND**

- Henderson(1)

**SEATTLE**

- Perry(1)

**TEXAS**

- None

**TORONTO**

- Stieb(1)

**HOW TO DETERMINE REVENUES**

**ATTENDANCE**

1. Add up monthly home attendance
2. Multiply by 1,000
3. Multiply by \$7.50
4. Divide by \$10,000

**LOCAL TV AND RADIO**

1. Determine Attendance revenue
2. Multiply by .10

**NATIONAL TV**

1. \$8 per "Game of the Week" at home

**HOW TO DETERMINE COSTS**

1. Fixed Costs per month: \$125.
2. Salaries per month: sum of salaries of roster players and those on injured list.
3. Each roll on Minor League Table: \$2.
4. Each player placed on waivers: \$10 or player's salary (whichever is lower).
5. Each player picked up from waivers: \$2.

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*Game Company*