

Playing Tips

PRG IDEAS TO KICK AROUND

I have got to be the greatest procrastinator when it comes to letter writing. I have every issue of ASD since receiving the complimentary issue — February 1962 — many times I intended writing to compliment you on your fine work and your hints on game replays. This urge has been especially strong this past year since the articles on hockey have started. My interest in table games replay lies in attempting to recreate as near as possible the actual game conditions of the previous years games. The listing of lines for hockey teams certain players being used against other players, goalies being used only at home, etc. is of great interest to me! Also the fellow who worked out a system for using (baseball) for a game was a great aid, since I do not have time to play more than an occasional baseball game and prefer to use different teams for variety. Inside information for all teams in all sports to recreate near exact replay is my cup of tea. Hope to see more information on teams, players strategy, etc. Keep up the good work....

For what it's worth I have come up a few ideas that PTG might kick around for their hockey game.

You are aware of the rule when a team pulls the goalie... Well I reasoned that why not use a similar rule when a team is using the power play. When numbers 7 to 11 & 39 come up have the player with the puck automatically take an SOG. This idea came to me

NEGAMCO HOCKEY FAMOUS TEAMS

I don't know if what I have here will be of any value to ASD but I guess it doesn't hurt to try. Enclosed are the ratings for a Negamco Hockey Famous Team, 1929 Boston Bruins. I received the formula from a friend and ever since then I've been rating teams, so I thought I would send you this famous team to print in a future issue of ASD.

I also enclosed a self-addressed stamped envelope in case you want more teams for future issues. I can rate them for you. Please tell me if you want this, I will be glad to do it.

I don't have any PER because I don't know how to rate them—neither does my friend.

Richard Andrews

(Ed.): A fine idea. Let's see some more.

originally for 2 reasons 1) all too often the power play team never took a shot on goal (as you are aware this is not true in real life hockey(NHL) making the penalty a useless factor in the game except for penalty minutes statistics. Using the system the power play team now usually gets 1, 2 or 3 shots on goal and heightens the importance of a penalty. 2) I, also encountered a low number of SOG's in early replay games and thought this would help give a more realistic SOG game total.

The other point I wanted to make I have not actually attempted in replay. Several weeks ago while watching an NHL game on TV — the commentator remarked that the visiting team (at the time—the game was tied) seemed to be unusually offensive minded instead of playing defensively to retain the tie awaiting a break in the game, as most teams do in the NHL. This set me to thinking about additional strategy in replay (more opportunity to coach) what about declaring as an example that the line going on the ice is playing 'normal', offensively or defensively. The normal would be using the cards as they are graded to start a game where the score is close or tie. The offensive, where a team has fallen several goals behind — take each player and improve his SOG (make a 6 a 5, 5 a 4, etc) and at the same time decrease their defensive ability (make a 4 a 6, 6 a 2, etc) and treat a 5 defensively as though he is not on the ice. Or a team can play defensive, then change SOG (1 becomes a 2, etc) and defensively (5 becomes a 3, etc).

Now, I realize that SOG's and defense have been worked out for a player or teams full season average. Possibly no change in statistics would be necessary as the use of each extreme would balance out over a season of replay. I do feel it would increase coach control of a team as well as additional strategy to the game.

Geo. C. Werner, 725 E. Allegheny Ave., Philadelphia. Pa., 19134.

HOCKEY INTIMIDATOR FACTORS

In Negamco Hockey, PIM factors are a nuisance rather than a help. Therefore, here's a new idea for pushing your weight around. In the NHL, certain good fighters are sent into the game particularly to start trouble and draw penalties against an opposing star,

once the star is out the game is much easier to win. If you wish to provoke trouble with an opposing player, follow these steps carefully: 1)

1) State whom is being sent after whom. You cannot attempt to "mix-it-up" during a shot attempt.

2) Spin the spinner and if it falls between either the PIM factor of the man provoking the trouble or the man getting the harassment, you have succeeded in starting a fight! Use the following chart to determine the resulting penalty:

Spun No.	Attacker	Attacked
1-25	5 min.	2 min.
26-40	2 min.	5 min.
41-51	10 min.	5 min.
52-75	5 min.	2 min.
76-90	10 min.	5 min.
90-100	2 min	10 min.-Brawl

Brawl: If a BRAWL is the result of the play in addition to a penalty, Spin the spinner, Any player on the ice whose PIM number includes this spun number is also slapped for a penalty. Use the regular penalty chart to determine the penalty for player/players other than the two who started the fight.

If the number spun is even, then there has also been an injury—so go to the injury chart.

If on the above chart a 100 is spinned, then both benches have been cleared and include all players on both teams with PERS of 9 and over in with PIM spin! Even those on the bench, because now they are in on the action!

HOCKEY: "Swarming the Net"

When a coach desires to forsake defense in order to apply pressure around the opponent's net, as in a late game splurge, Use the following method:

1) Change all "Infractions" on the playing board of 50 and above to read "Shoot".

2) To make up for the necessary re-organization of your defense once the opposition regains possession of the puck, add 10 points to the first shot-on-goal by the opposing team on the attack after you have swarmed their net. In addition, add 5 points to the following shots of that drive. When you regain the puck, shooting is once again normal.

Kurt Smeby,

PS: Don't use the "Intimidator" rule more than once every 2 minute time period. 3 unsuccessful attempts to draw a penalty give the attacker a 2 minute penalty.

SIMPLE METHODS

Dear Sir: I am sending a formula that I have worked out for a faster game of BLM Basketball.

BALLHANDLING

Spun No.	Result	Spun No.	Result
1-9	Pass to LG	40	Open
10-20	Pass to LC	50	Open
21-32	Pass to C	1	Foul 4
33-41	Pass to RC	10	Foul 5
42-50	Pass to RG	21	Foul 3
9	Open	33	Foul 4
20	Open	42	Foul 3
30	Open		

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1929 BOSTON BRUINS — Won 26, Lost 18

Player	POS	Goals	Assists	PIM	PK
Harold Oliver	RW	1-17	1-6	1-3	1-16
William Carson	C	6-17	6-14	4-11	6-34
Eddie Shore	D	11-22	11-18	12-24	11-38
Ralph Weiland	C	16-27	16-23	25-26	16-43
Norman Gainor	LW	21-29	21-25	27-31	21-45
Aubrey Clapper	RW	26-35	26-28	32-39	26-48
George Owen	D	31-36	31-35	40-46	31-55
Cyril Denneny	LW	36-37	36-38	47	36-58
Percival Galbraith	LW	41-43	41	48-53	41-63
Lionel Hitchman	D	46	0	54-62	46-66
Lloyd Klein	RW	51	0	63	51-71
Cecil Thompson	Goalie	Saves: 1-65			