Basketball, Hockey Cards Make Comeback

Developers Connell, Tinneny Making Card Sets for 1999-2000; All-Star and Full-Roster Games Slated for Late This Fall

As the next step in the revitalization of the APBA line, APBA will re-introduce its pro hockey and pro basketball board games this fall.

The 2001 edition of the NHL game, with cards representing 1999-2000 in full-set and all-star formats, is slated for late October sale. The 2001 NBA game, also in the two formats, scheduled to make its appearance in late November assuming the necessary licenses are secured.

In addition to the usual availability through Lancaster, the games will be sold by hobby, toy and sports retailers. Those who carry the game will be featured on the newly redesigned APBA website, now called *apbastadium.com* .

At last report, it was uncertain whether there'd be any changes in the substance of the two games from their last appearance three seasons ago. (A more attractive presentation and a redesign of the cards similar to the new football and baseball format should definitely be forthcoming.)

But since the card results are being calculated and the player ratings are being determined while the redesign takes place, it seems clear that those who played APBA Hockey and APBA Basketball 2 in the past will be able to use the new cards with their present game boards without any changes.

Of course, if anything is added (or subtracted) that players need to know about, we expect to be here to tell our readers about it.

Jim Connell, who developed the hockey game and has calculated all the cards for it so far (including the AJ's two seasons), is providing the numbers once again this time. We understand that he's coordinating his ratings this year with Dave Atkinson and the

(Games, p. 3)

APBA Featured at 'The National'

by Richard Hormel
Los Angeles, CA

[This came as a 'Letter to the Editor', but it seemed of such major interest that we've decided to run it as a front-page opinion piece.

Readers may recognize Richard's name; he was the high

bidder for the Seitz league archives advertised in the AJ a few years ago and also for a 1986-season Pennant Race (Japanese APBA) game that we pictured here last year.   -E.N.]*

I attended 'The National' sports memorabilia convention in Anaheim last weekend *[late July]*. The main things I collect are old sports games and sports books. I am always on the lookout for APBA at this things and have made some major purchases at shows.

There were only a couple of APBA-related items displayed by the vendors and everything was overpriced. I was getting ready to leave when I looked around the corporate booth area (usually populated by baseball card companies) and there, lo and behold, was an APBA booth.

Very, very impressive. There were all sorts of little people running around with APBA t-shirts on. I wandered over to a table where several people were making a presentation. I recognized Fritz Light and kind of interrupted the presentation by interjecting 'it's the greatest game ever made' when a dealer asked about the playability of APBA.

I talked to the crew for a short bit and Fritz told me to come by later, which I did.

Anyone who is an APBA fan should be thrilled by what's going on. Frankly, the game company seemed to be on its way out. I have been very disappointed by the quality of the new cards and boards for quite some time. It seemed as though the company was just holding on and really wasn't looking to the future. That seems to have changed.

In addition to Fritz, Veryl Lincoln and the new

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Football cards are now expected in October. They'll look like this prototype, but they'll be in color (and the card results should be easier to read than they are on this third-generation image).

Letters to the Editor

League Adjustments

Let me ask you a league setup question. I'm thinking of forming a league of eight teams: four NL and four AL, using the 1960 schedule.

In your opinion what inequalities does this present by either using the DH, or not using the DH, and also given that the pitchers in the AL have to face the DH and their ERAs are higher.

In your opinion would it be more realisitic to use only NL teams or only AL teams and not combined the two? I really don't have the time for a complete league replay.

Dale Keener
London, Ohio

I'd give different answers, actually, for different seasons during the DH era, since APBA's formula has been evolving.

Assuming that you're taking your NL and AL clubs from the same season, whichever season it happens to be:

For 1999, the two leagues' card numbers seem to have been equalized, so there's no need to make adjustments or avoid combining players/teams from the AL and NL.

For sets made between 1990 and 1999 (1989-98 seasons), AL batting cards will be slightly weaker than comparable NL cards, because they were made to face AL pitching staffs with a lower average grade. So the four AL teams would be at a disadvantage in a replay, with weaker pitchers and weaker hitters than comparable NL teams.

If you're playing the Master Game, I'd probably raise all the AL pitchers by a grade point and give AL batters a single on the bases-empty ball/strike/foul rare plays, at least in interleague games. I'm not sure how I'd handle it in the basic game: possibly raise one-fifth of the AL pitching grades (or all the grades one-fifth of the time) and call 36-37-39-40 results singles with the bases empty. Since the two effects balance each other, they can be ignored in games between two AL teams if desired.

I'd probably use the above guidelines for 1987 and 1988 teams as well.

For sets made before 1987 (through the 1986 season), batting cards in the two leagues should be comparable but AL pitchers, downgraded for ERA without taking the DH into account, figure to be at least a point lower in grade than they should be, so I'd raise them accordingly.

Golf Boards

Is there any way I can get a copy of the golf game boards? I have an older game and I was wondering if the original boards are compatible with the newer printed cards in the AJ.

Jack Kokayko
Glassport, Pennsylvania

The good news from your own standpoint is that your current boards are perfectly compatible with all cards, APBA's and the AJ's. There are no differences in play results between the boards from the 1960's and the last ones that APBA distributed when they closed out the game a few years ago.

(As we noted last issue, whether the boards ought to be changed to reflect new technology is another question. That hasn't happened so far, though, unless you count Tony Simmons' roll-twice-and-take-the-worst/best-dice-roll innovation when matching golfers from different eras (AJ, 3/98), or Tom Cline's adjustments for 10-degree drivers, metal woods and cavity-back irons (11/98). Both can be found in the Golf Archives Reference Pack.)

At the present time, the only way I'm aware of to get the golf boards is to buy a used copy, either through an AJ ad or online. (The eBay auction site has been a primary source of used APBA products over the past several months or so.)

*There's reportedly a computer utility available on the Internet that has the golf boards in memory, so that a user can type in whatever number comes up on a golf card and get the play result. (They'd still need golfer cards and a golf course to play, of course.) I haven't seen it myself, but readers with web access can probably find it without too much trouble through one of the APBA fan sites such as Chuck Murphy's (*http://apbasports.sports-only.com*).*

AJ Author Hits the Big Time

My book, Ring Ramblings, is now available online at the following locations (soon to be in stores):

www.iuniverse.com
www.bn.com (Barnes and Noble)
www.borders.com

Just search on Ring Ramblings or Gerbasi. On IUniverse you can preview the book online.

Buy many copies, they make great gifts<g>. It's never too early to start Christmas shopping.

Tom Gerbasi
Staten Island, New York

Thanks for the advisory. We'll continue to cover the former APBA Boxing games, board and computer, as events warrant and our writers (including Tom) come through with material.

BBW Baserunning Descriptions

I have looked on the AJ Products web site this evening, and I still need some help. I am trying to compile a collection of charts that would help me interpret what the phrases mean. Is there a book or something that would help me understand the mathematical probablilities that each phrase stands for?

When it says "Halfway to Third, Try for Third or not" Is there a publication that contains charts that give the percentage of success on each phrase? If so, I would greatly appreciate your help with where to find it and how much it may be.

Rick Roeth
via e-mail

I wish somebody would compile one. MA has said that they do it this way for "realism", because no player/coach/manager knows the exact odds of taking an extra base or scoring. My response is (1) nobody in real baseball is limited to the radio play-by-play man's idea of what's going on; (2) since the game's micro-managers can't read the play-by-play, they're being given some general idea of what the odds are, so live players deserve no less; (3) taking an extra base isn't a decision that real managers have to make, so there should be some provision in the game for delegating the decision to an automated base coach that's better than the Default.

I personally wouldn't play in a competitive BBW mail or modem league if the more experienced BBW players have an advantage over me in knowing what the words mean. (In BBW, I tend to be extremely conservative on the bases, since I'm reluctant to lose a baserunner through ignorance.)

The only thing I can recommend: If you buy the Master Game boards from APBA, they'll give you an idea of the ranges the computer game is working with in each situation – though you won't necessarily recognize every play when it comes up, and randomized hit ranges, controlled by a dice roll in the board version, usually vary by up to 30% (10 range numbers out of 36) between the poorer and better results on the same hit or fly.

Generalities: It's almost impossible to take second base on a fly ball, or to take third on a fly to left or center. (And it's not easy to take third on a fly to right.) In the runner-on-first-only situation, it's more difficult to go from first to third base on a single, or to score from first on a double, in BBW than it is in real baseball.

(BBW follows the board game here, which was set up, for some reason, on the assumption that a lot of baserunners would try for the extra base with about

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Moving?

Please send your change of address -- including apartment changes even if the rest of the address is the same -- to the AJ as soon as possible. Thank you.

Subscription Expiring?
If your mailing label reads 5/2000, this is the final issue of your subscription.

SuperStars: Picture Card Sports Games Introduce APBA Name to 4-to-7 Age Group

APBA without card numbers?

We haven't seen them yet, but there'll be an entirely new element added to the APBA line this fall, a group of five games for young children more used to moving pieces around a playing board than reading results from one.

APBA describes the games – baseball, football, hockey, basketball and soccer – as exciting and visually stimulating, and they'll feature cards with pictures of star players and a new character called APBA Andy.

We expect to have more information over the next month or two.

'Foo' Young Offers 1999 Football Disk

We're still awaiting word on whether APBA will come out with a disk for the DOS game this year along with the new card set. (The numbers for all 44 players per team have been calculated, but the logistics of producing the disks are a problem.)

However, there is an unofficial disk for 1999 currently available, created by Lee 'Foo' Young, who made the 1998 disk offered through the AJ last year and most of APBA's historical disks.

In addition to the 44-man rosters, Foo's disk includes additional players and a guide to when and where they were active.

Cost is $19.95. To order, see Foo's Views on Page 10.

Hockey Freeware Disk

The annual Freeware Disk for APBA computer hockey is now available at *www. othl.net/apbadisk.htm* .

APBA Past Seasons Withdrawn from Sale

New licensing regulations have caused APBA to withdraw all noncurrent seasons and card sets in all sports, leaving only the 1999 baseball regular and XB cards available from the company until the new products described here are completed.

Hopefully the situation can be resolved so that APBA can offer its older sets again in the future.

At the present time, APBA is not offering any computer products other than Card Collector 6.0. The game company has apparently chosen not to wholesale Baseball for Windows 5.5 and its accessories at the present time.

BBW products, including disks for old seasons, remain available from Miller Associates (*www.fanpark.com*, 1 888-OUTFIEL(D).) However, the FanPark Encyclopedia has been postponed until after the 2000 season.

(Games, from p. 1)

crew which produces the annual freeware disk.

Jim Tinneny, former APBA vice-president and developer of APBA Basketball 2, holds the same distinction for that game of having calculated all of APBA's previous cards. He too is back in action providing numbers and ratings for the new edition.

**Coming Next Issue:
1999 Football "XCF's"**

(National, from p. 1)

president, Bill Bordegon who came over from Fleer, were there.

Bill is a very enthusiastic type. You talk to him for a little while and you are all jazzed up.

Bill, with his connections to the various leagues, has either gotten or is in the course of getting, licenses from major league football, hockey and basketball. All of these games are coming back and all with new and exciting packaging and cards.

I am a traditionalist, so I haven't liked any of the changes made in the past ten to twenty years. Again, I think the quality of the various products has suffered.

I saw the new baseball game and it is great! It is entirely different – the cards are totally different (although the basic card data remains the same) but they are multi-colored, kind of plasticy. The new game box is much smaller but that is because the boards and the sacrifice booklet and now all incorporated in a new booklet. There is a new playing field (for anyone who actually uses that). Although it is very different, it looks great!

APBA's 'Insider Newsletter' *[distributed at the show]* has the details on the production schedule for the rest of the year and if APBA comes close to keeping with the schedule, every fan should be thrilled. Each month there will be new games available!

What is all boils down to is the APBA (or the money people behind APBA) see the new kids' card games (Pokemon and the like) wave of popularity as a tremendous opportunity for APBA. This seems to have been borne out at the APBA booth – tables were set up for kids to play and there had been crowds all day.

As a little side note, it is fun how APBA connects us all. I sat at one table with Fritz and filled out a little questionnaire, all the time talking to Fritz. Now, I really don't know Fritz at all, except from having read articles from time to time, interviews and Scott Lehotsky's famous video (I did make it to Lancaster a couple of times but I don't believe Fritz was ever around); yet, sitting at the table with him we had a very nice conversation and it really was like sitting down and talking with a dear old friend. Very, very nice.

And Veryl Lincoln couldn't have been nicer and bubblier – what a sweetheart!

And Bill Bordegon – I dare any APBA fan to talk to this guy for more than two minutes and not become terribly enthused about APBA and the future!

One last note on Fritz; I know in the past, I've been really kind of down about him. Frankly, I kind of blamed him for a lot of the company's woes. I know I've shared e-mails to that effect with other fans.

Fritz talked about the addition of Bill and how he was able to strike great licensing deals with the various leagues. Fritz said he had tried and tried to work out such deals (the licensing fees have gone through the roof for all sports ever since the the sports card craze started up in the mid-to-late 1980's) and he just couldn't. I can't tell you how bad I felt for Fritz and for what I hd thought of Fritz in the past. He is a very nice, sincere guy and I think he is thrilled to have Bill on board too.

From the APBA Journal standpoint, you should be thrilled too, Eric. I think things are going to turn around yet!

I just wanted to share this news with someone.

Getting it Right...

Let's start out by clarifying a few things from last issue's column.

Contrary to what I wrote last time, infield popups don't count in STATS Inc.'s Zone Ratings, so ratings aren't, in fact, affected when one infielder takes charge of such plays over most of the infield, as often happens.

The problems with Zone Ratings, according to the Tom Tippett article I referenced last time, are that plays that only the top fielders get to – balls down the lines, in the gaps and up the middle – aren't charged against a fielder who can't get to them; they're considered too tough to handle and excluded from the stat. Until the 1999 season ratings, double plays counted double for a middle infielder, since he contributed to two outs in one attempt, which among other things made it possible to get a rating above 1000. And a player who makes more plays simply because he commits fewer errors gets a better Zone Rating, even if he doesn't actually reach more balls than his more erratic counterpart.

Secondly: According to the Bill James *Baseball Managers* book mentioned in Morgan Lester's article (and my column) last time, Casey Stengel's move pinch-hitting for Bill Skowron in the first inning did come after a change of pitching hand (as I reported), but the opposing manager's move was strategic, not caused by an injury to the pitcher as I had thought.

A few further comments in support of my suggestion that the cards Morgan provided were more suitable as representatives of playing eras than the names actually on the cards: James notes that John McGraw's teams led the NL in sacrifice bunts in 1903 and 1904, but "from 1909 on the Giants bunted *less* often than any other National League team" [italics added]. After those very early years, McGraw preferred putting runners in motion rather than bunting them up, particularly with the rest of his dead ball era teams, and used pinch-hitters, pinch-runners and pitching changes that protected leads more frequently than most of his competitors did.

Similarly, while sacrifice figures for Connie Mack's teams are higher than the norm for both the 1909-14 and 1926-30 periods of success, it should be noted that his teams had more baserunners than most others during those years, and that when fly balls that advanced runners were removed from the sacrifice figures in 1931, Mack's A's, leaders in "sacrifice hits" in 1929 and 1930, fell to fifth in the category, below the league average. To me, that supports James' description of Mack as a manager who preferred to play for the big inning and didn't bunt that often.

(James also says, though he doesn't provide figures to support or refute the point, that "my belief is that [Casey] Stengel probably used the hit and run more often than any manager in baseball now (1996).")

A New Golden Age?

It's probably no secret that the APBA community hasn't been doing an outstanding job of rejuvenating or regenerating itself over the years – longstanding APBA fans are more prevalent than young ones.

We can't speak for the game company demographically, but among the 1391 people on the AJ mailing list for our last double issue, 840 of them were subscribing in January 1993. And of the 508 of those (and 27 later subscribers) who provided their birth year or age when they signed up or renewed, the median age among them now would be 51.

APBA Scene
Eric Naftaly

But as we've seen in the articles on the preceding pages and in recent past issues, an effort is now under way to reverse that trend.

Encouraged by enthusiastic responses among young people for card-collecting games such as Pokemon and Magic: The Gathering, investors have lined up a literally million-dollar effort to put APBA's games onto the retail map.

Designers – many of whom, like new APBA president Bill Bordegon, have worked with Fleer/Skybox in the past – are making suggestions that would make the APBA game line more attractive both to retailers of licensed sports products and to their customers, without alienating or isolating APBA's current fan base.

So, for example, we're seeing a new, more colorful card design and better quality cards and team envelopes, but the 11-to-66 section of the baseball and football cards will be laid out almost exactly as it always has been. (We haven't seen hockey or basketball prototypes yet).

The playing boards will be in booklet form with color-coded pages, to fit in a smaller game box better suited to retail shelves, but the basic baseball game should play the same way it always did. (We're still waiting to hear what (if any) combination of basic and Master football rules will be used for the new football version, though we don't expect to encounter anything there that our readers aren't used to.)

The big change, though, seems to be in sheer numbers. Between now and the end of the year, factories are expected to turn out well over 100,000 APBA products (and that doesn't even count the new APBA Andy/SuperStars series for young children). It's conceivable, as someone at APBA suggested a few years back, that more APBA games could be sold in one holiday season than in the entire history of the company so far.

How many of those games get sold, and how many of the purchasers turn into loyal APBA repeat customers, of course, are matters of speculation at this point. All we know for sure is that someone was willing to invest good money in the possibilities here, and if they're successful, the APBA community may get a boost that'll keep it around and healthy for some time to come.

It's probably too soon to speculate on what changes success (or, for that matter, failure) would bring to the priorities that we're familiar with now, but we'll make a few statements here anyway.

Certainly, getting the current season out on time won't matter any less if there are thousands more customers for it, though the logistics of producing and distributing it – and certainly of letting retail customers know new cards are available – will be more complicated.

New, younger customers are probably more interested in seeing cards for Derek Jeter and Alex Rodriguez than, say, Ernie Banks or Rico Petrocelli. So even if licensing hadn't become a factor, we'd probably be seeing much more emphasis at this point on present-day sets than on sports history.

Plans still call for a database of players of the past in the online basic baseball game eventually, though the realities of the new licensing rules make it unlikely that, as originally envisioned, everyone that APBA has ever carded would turn up there eventually.

There'll undoubtedly be more to say on where we're headed (and where the AJ fits in) as things progress.

(Letters, from p. 2)

a 50-50 chance, which to me is neither realistic nor smart. There seem to be a lot more chances in that range than there are in the 70-to-80%-to-make-it area where I think most of real baseball's baserunning putouts take place.)

The more advantageous situations are trying for third or home on a single or double in the first-and-third situation, scoring from second base on a hit (especially against a weaker pitcher, since the pitcher in the grade 13+ range stops the longest of the singles, the one to CF), and trying to score on a fly ball against a poor outfielder with a weak arm. BOTH the OF-1/2/3 rating and the Arm number matter on fly balls; they're usually "hit deeper" in the weaker defensive category on the boards. (On hits, the defensive rating isn't a factor, just the arm.)

1958 Roster Moves?

Hi. I want to replay the 1958 baseball season. Can you tell me where I might find day to day transactions, etc.?

Brad Antone
East Falmouth, Mass.
boreso@capecod.net

Sorry to say that I haven't seen or heard of anyone compiling 1958: not the AJ (before now), and not Glenn Guzzo or Bob Levy, whose collections of information on other old seasons have been offered in the past. Darrell Ybarrondo might have gotten to it (he was in the mid-'50s last time I heard); but my e-mail and postal addresses for him aren't current.

I've included your e-mail address above, if someone can provide information that I can't.

Bob Crestohl in Montreal sells an $80 package with all the box scores and transaction lists from the Sporting News, or $50 without the box scores. Postal address is 4732 Circle Road, Montreal QC H3W 1Z1, phone is 514/481-2830. No e-mail that I know of.

What I have on 1958 can be found on the next page: Disabled list and trades out of the 1959 and 1960 Who's Who, additional transactions from the Macmillan Encyclopedia, multi-team players from the Sports Encyclopedia: Baseball, and rookie debut dates from the FanPark Encyclopedia.

What's missing, of course (besides anybody who was on the DL in '58 and gone for good by '59), are non-rookie callups, people who were sent down, dates on and off the military list, and any in-season retirements other than Roebuck (who came out of retirement after the season and therefore got listed in a later Who's Who).

1958 Baseball
Transaction and Disabled List Dates

(July 19, 1957) - Milwaukee's Bill Bruton on disabled list until May 24, 1958.

April 11 - Cleveland's Vic Wertz on disabled list until July 21.

April 18 - Baltimore's Bud Daley traded to Kansas City for Arnie Portocarrero. (Neither pitched for their original teams in '58.)

April 23 - Cleveland's Fred Hatfield traded to Cincinnati for Bob Kelly.

April 24 - Baltimore's Hal Brown on disabled list until June 8.

April 30 - Philadelphia's Tom Qualters sold to Chicago AL.

May 1 - Boston's Ken Aspromonte traded for Washington's Lou Berberet.

May 6 - Pittsburgh's Paul Smith sold to Chicago NL.

May 7 - Cincinnati's Hersh Freeman traded to Chicago NL for Turk Lown.

Boston's Bob Porterfield sold to Pittsburgh.

May 12 - Boston's George Susce sold to Detroit.

May 13 - St. Louis' Herman Wehmeier sold to Detroit.

May 14 - Washington's Whitey Herzog sold to Kansas City.

New York's Al Cicotte (who didn't pitch for the Yankees in '58) sold to Washington.

May 17 - Baltimore's Eddie Miksis released and signed by Cincinnati.

May 20 - Chicago NL's Jim Brosnan traded for St. Louis' Al Dark.

Detroit's Herm Wehmeier on disabled list until June 23.

May 24 - Milwaukee's Bob Hazle sold to Detroit.

June 2 - Detroit's Lou Sleater sold to Baltimore.

June 3 - Philadelphia's Granny Hamner on disabled list for rest of season.

June 7 - San Francisco's Jim Constable sold to Cleveland.

June 9 - Chicago AL's Bubba Phillips on disabled list through July 16.

June 12 - Kansas City's Billy Hunter traded to Cleveland for Chico Carrasquel.

June 13 - Philadelphia's Joe Lonnett traded to Milwaukee for Carl Sawatski.

June 14 - New York's Sal Maglie sold to St. Louis; minor leaguer Joe McClain sent from Cardinal to Yankee farm system in related deal.

June 15 - Cincinnati's Steve Bilko and John Klippstein traded for Los Angeles' Don Newcombe.

Detroit's Ray Boone and Bob Shaw traded to Chicago AL for Bill Fischer and Tito Francona.

Kansas CIty's Woodie Held and Vic Power traded to Cleveland for Roger Maris, Dick Tomanek and Preston Ward.

New York's Bob Grim and Harry Simpson traded to Kansas City for Duke Maas and Virgil Trucks.

Pittsburgh's Gene Freese and Johnny O'Brien traded to St. Louis for Dick Schofield.

June 18 - Los Angeles' Don Bessent on disabled list until September 3.

June 21 - Milwaukee's Bob Buhl on disabled list until September 1.

June 23 - Detroit's Vito Valentinetti sold to Washington. In a related deal, Washington's Al Cicotte is sold to Charleston, Detroit's affiliate in the A.A.

Cincinnati's Turk Lown sold to Chicago AL.

Kansas City's Alex Kellner sold to Cincinnati.

June 24 - Chicago AL's Walt Dropo sold to Cincinnati.

Washington's Bud Byerly traded to Boston for Jack Spring (who hadn't pitched for Boston).

July 2 - Cleveland's Morrie Martin sold to St. Louis.

July 9 - Washington's Chuck Stobbs sold to St. Louis.

July 12 - Cleveland's Jim Constable sold to Washington.

July 14 - Boston's Williard Nixon on disabled list for rest of season.

July 18 - Cleveland's Herb Score on disabled list until August 23.

July 21 - Pittsburgh's Gene Baker on disabled list for rest of season.

July 25 - Detroit's Herm Wehmeier back on disabled list, until September 4.

Al Cicotte purchased by Detroit from Charleston (AA).

St. Louis' Joe Taylor sold to Baltimore.

July 28 - Detroit's Jim Hegan sold to Philadelphia.

Los Angeles' Ed Roebuck placed on voluntarily retired list.

August 4 - Los Angeles' Randy Jackson sold to Cleveland.

August 8 - Milwaukee's Mel Roach on disabled list for rest of season.

August 22 - New York's Tom Sturdivant on disabled list until September 21.

Kansas City's Murry Dickson sold to New York; minor leaguer Zeke Bella sent by Yankees to A's on September 29 in related deal..

August 23 - Baltimore's Jim Marshall sold to Chicago NL.

Cleveland's Hoyt Wilhelm sold to Baltimore.

September 11 - Detroit's Bill Fischer sold to Washington.

September 29 - St. Louis' Gene Freese traded to Philadelphia (where he didn't play) for Solly Hemus (ditto); Hemus named playing manager of Cardinals for 1959.

No date: Bill Wight released by Cincinnati (7 games); signed by St. Louis (28 games).

'58 Rookie Debut Dates

April 14 - Albie Pearson, Wash

15 - Ron Blackburn, Pitt; Orlando Cepeda, SF; Phil Clark, StL; Jim Davenport, SF; Chuck Essegian, Phil; Gary Geiger, Clev; Dick Gray, LA; Ron Hansen, Balt; Carroll Hardy, Clev; Frank Herrera, Phil; Willie Kirkland, SF; Norm Larker, LA; Jim Marshall, Balt; Bill Moran, Clev; Dolan Nichols, ChiN; Vada Pinson, Cin; Curt Raydon, Pitt; Ray Semproch, Phil; R C Stevens, Pitt; Tony Taylor, ChiN

16 - Bob Schmidt, SF

17 - Mudcat Grant, Clev; George Perez, Pitt; Larry Sherry, LA

18 - Bob Mabe, StL; Freddy Rodriguez, ChiN

19 - Ossie Alvarez, Wash

20 - Gene Fodge, ChiN; Al Schroll, Bos; Moe Thacker, ChiN

22 - Riverboat Smith, Bos

23 - Don Taussig, SF; Nick Testa, SF

27 - Sammy Taylor, ChiN; Ben Valenzuela, StL

30 - Fritz Brickell, NY; Carlton Willey, Milw

May 17 - Stan Williams, LA, Bob Wilson, LA

June 1 - Gary Bell, Clev

8 - Felipe Alou, SF

18 - Norm Cash, ChiA

21 - Bob Giallombardo, LA

22 - Dick Ellsworth, ChiN; Footer Johnson, ChiN; Leon Wagner, SF

26 - Gene Hayden, Cin

27 - Zack Monroe, NY

29 - Ruben Amaro, StL

July 3 - Duane Wilson, Bos

10 - Dick Stuart, Pitt

11 - Danny Morejon, Cin

14 - Joe Shipley, SF

16 - Marcelino Solis, ChiN

18 - Joe Albanese, Wash; Bill Monbouquette, Bost

20 - Ted Bowsfield, Bost

23 - Lou Jackson, ChiN

26 - Bob Davis, KC

30 - Coot Veal, Det

August 7 - Harry Bright, Pitt

9 - Joe Koppe, Milw

17 - John Anderson, Phil; Nelson Chittum, StL

24 - Orlando Peña, Cin

30 - Bob Lillis, LA

September 1 - Don Erickson, Phil; Chuck Oertel, Balt

2 - Jerry Adair, Balt

6 - Johnny James, NY

7 - Leo Burke, Balt

9 - Johnny Callison, ChiA; Ron Fairly, LA; Rod Graber, Clev; Don Miles, LA; Willie Tasby, Balt

10 - Johnny Buzhardt, ChiN; Frank Howard, LA; Earl Robinson, LA

11 - George Alusik, Det; Jim Coker, Phil; Bob Conley, Phil

12 - Hank Mason, Phil; John Romano, ChiA; Lee Tate, StL; Don Williams, Phil

13 - Jack Feller, Det; Ken Johnson, KC; Frank Mauriello, LA; Howie Reed, KC; Bill Smith, StL

14 - Jerry Casale, Bos; Kent Hadley, KC

16 - Bob Allison, Wash; Gabe Gabler, ChiN

18 - Ellis Burton, StL

19 - Chuck Coles, Cin; Jim McAnany, ChiA; John Schaive, Wash

25 - Hal Trosky Jr, ChiA

26 - Jim O'Toole, Cin

27 - Lou Klimchock, KC; Ted Wieand, Cin

28 - John Fitzgerald, SF; Chuck Lindstrom, ChiA; Dom Zanni, SF

Basically Speaking

by Mark Arentsen
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This is the third and final column in the series concerning my ideas for a five-column Basic Game format.

Four Steps

I never realized how many hours I would need to make my five-column boards. My replay had to take a rest while I worked on the boards, but hey, it's worth it in the end for the sake of added accuracy, right?

First, all the results needed to be entered (and fit!) into spreadsheets. I had to abbreviate some results due to the smaller width of each fielding column.

Then, I had to calculate the number of times each result would occur during the course of a season (in this case, 1945, my current replay).

The third step in this process was the most time-consuming: calculating the error frequency for each position's error result number on each of the eight BG boards, with the ultimate goal of determining the fielding percentages for each of the five fielding columns.
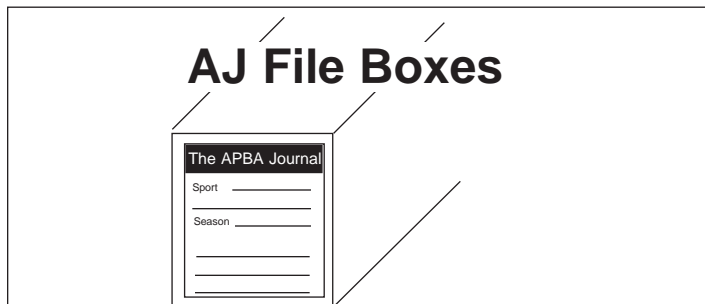
Finally, it was necessary to adjust downward most of the fielding percentages for each column, which meant increasing the frequency of errors for each position, which meant a recalculating of the fielding percentages until the adjustments were just right. (Thank goodness for spreadsheets and their ability to do the updates automatically!)

I'm glad to report that the job is done and I can resume with my replay. Hooray!

I'd like to share with you my thoughts and personal observations of the final product. I'll try not to repeat my goals from the previous two articles, as you'll see their implementation on the two example boards.

Fielding Percentage

If you're like me, perhaps you've wondered if the BG boards create realistic fielding chances (and fielding percentages). While I'm not privy to all of the facts, I've heard it repeated that the BG is far more realistic in producing accurate hitting stats while doing a reasonably good job with the pitching stats. Rarely, if ever, do you hear any assessment on how accurate (or not) the boards are with regard to individual fielding statistics.

What I have heard matches with my findings; the BG boards are weak in this department. For example, there aren't enough chances for the third baseman, while the catcher has far too many. The work spent on the aforementioned third step included separating assists from put-outs for each position on each board situation for each result number. (Whew!)

After the results were in, the observations were evident. I must mention, for the sake of accuracy, that I made some educated guesses as to the frequency of each result number within the 1945 set. . I decided that it would be too time consuming to go through each and every card, counting the quantities of each result number, so that's why I made some educated guesses.

Of course, the easy numbers include 12, 25 and 35 (every card gets only one of these numbers). However, it's important to know how many 29's, for example, there are on each card. Only then can you begin to know the quantity of pitcher assists and putouts as well as first base assists and putouts. (Not every board situation is a 1-3 groundout.) Some cards have only one 29, while others have two. Once I made my best guesses, I was able to compute the total assists and putouts for every position.

As you will see with the BASES EMPTY and RUNNERS ON FIRST AND THIRD boards, error numbers 15 through 21 and some rare play numbers (23, 36-41) have varying degrees of error frequency, depending on the fielding column. In other words, the better the fielder you are, the less likely you will commit an error when your error number comes up. (Roll one die to determine the final result.)

After calculating the errors or assists/putouts for each fielding column and error result, I was able to finally compute the fielding percentages. Here are some examples:

	Fldg 5	Fldg 4	Fldg 3	Fldg 2	Fldg 1
Pitchers	.924	.945	.962	.977	.991
Firstbasemen	.987	.989	.991	.996	.999
Outfield (any)	.933	.957	.978	.993	.998

These are geared for use in my 1945 replay. For future replays, all I need to do is adjust the frequency within each column to achieve the percentage I want for each fielding column. Also, I will go the extra mile and count the quantity of each result number on every card for the best, accurate results.

Custom Boards for Any Season

The really neat feature about my boards is the customization that can be accomplished from one season to the next. If I want to play a dead ball era season, like 1906, I would add an extra error number to each card and adjust the frequency that each error result number is an error. This would allow for even lower fielding percentages. Conversely, a post-WWII season would very likely require just the one error number, but an upward adjustment in error frequency.

I realize that even five columns can't do a one hundred percent accurate job with fielding percentages, but I like the idea that every position has five fielding ratings, especially the outfielders and pitchers. Now, Greg Maddux is even more effective on the mound, while a guy like Paul Blair (of the '69 Orioles) is even more valuable in center field. I'll spare the embarrassments in comparison for the lesser fielders.

Runner Advancement with Arm Ratings

Next, I'd like to point out another feature of my new boards that uses a condensed version of the Master Game outfield arm ratings (one through

five, five being the best, like a 39 or 40 MG rating). I'm not ready (yet) to put this feature to work in my replay, so I'll just use each outfielder's fielding rating until I am ready.

However, look at result 30, 31 and 32 with RUNNERS ON FIRST AND THIRD. The better the arm rating, the harder it is for the runner on third to score. I can just imagine the frustration I'll feel when I roll a fly

ball, but the runner holds because of the fielder's arm rating. Late-game substitutions take on a different significance with this feature.

Also, look at result 40. This is a play for the centerfielder and relies on his fielding ability and judgment. In every case, the single scores the runner from third with the runner at first going to third base. However, the fielder's ability and judgment is tested when he either hits the cut-off man

	BASES EMPTY				
1	**HOME RUN**				
2	**TRIPLE**				
3	**TRIPLE**				
4	**DOUBLE**				
5	**DOUBLE**				
6	**DOUBLE**				
7	**SINGLE**				
8	**SINGLE**	Fly Out 8			
9	**SINGLE**	Pop Out 5 (*K)			
10	**SINGLE**	Liner 6			
11	**SINGLE, batter attempts to steal second base.**				
	Fielding Five	**Fielding Four**	**Fielding Three**	**Fielding Two**	**Fielding One**
12	Out 3un	x	x	x	x
13	Strikeout	x	x	x	x
14	Base on Balls	x	x	x	x
15-LF	E7	(1-5) E7	(1-3) E7	(1) E7	
		(6) Fly Out 7	(4-6) Fly Out 7	(2-6) Fly Out 7	Fly Out 7
16-CF	E8	(1-4) E8	(1-2) E8		
		(5-6) Fly Out 8	(3-6) Fly Out 8	Fly Out 8	Fly Out 8
17-RF	E9	(1-5) E9	(1-2) E9		
		(6) Fly Out 9	(3-6) Fly Out 9	Fly Out 9	Fly Out 9
18-SS	E6	E6	(1-5) E6	(1-3) E6	(1) E6
			(6) Out 6-3	(4-6) Out 6-3	(2-6) Out 6-3
19-3B	E5	E5	(1-5) E5	(1-3) E5	(1) E5
			(6) Out 5-3	(4-6) Out 5-3	(2-6) Out 5-3
20-2B	E4	E4	(1-5) E4	(1-4) E4	(1) E4
			(6) Out 4-3	(5-6) Out 4-3	(2-6) Out 4-3
21-1B	E3	(1-5) E3	(1-4) E3	(1-3) E3	(1) E3
		(6) Out 3-1	(5-6) Out 3-1	(4-6) Out 3-1	(2-6) Out 3-1
22	HBP or Pop Out 3	x	x	x	x
23-C	E2	E2	(1-4) E2	(1-3) E2	(1-2) E2
			(5-6) Out 2-3	(4-6) Out 2-3	(3-6) Out 2-3
24	Out 6-3	x	x	x	x
25	Out 4-3 (X=K)	x	x	x	x
26	Out 4-3	x	x	x	x
27	Out 5-3 (X=K)	x	x	x	x
28	Out 6-3	x	x	x	x
29	Out 1-3 (X=K)		x	x	x
30	Fly Out 7	x	x	x	x
31	Fly Out 8	x	x	x	x
32	Fly Out 9	x	x	x	x
33	Pop Out 4 (Y=K)	x	x	x	x
34	Pop Out 6 (Y=K)	x	x	x	x
35	Pop Foul Out 5	x	x	x	x
36-P	(1-4) E1, runner to 2nd	(1) E1, runner to 2nd			
	(5-6) Out 1-3	(2-6) Out 1-3	Out 1-3	x	x
37-SS	E6, runner to 2nd	(1-5) E6, runner to 2nd	(1-3) E6, runner to 2nd	Out 6-3	x
		(6) Out 6-3	(4-6) Out 6-3		
38	Pop Out 3	x	x	x	x
39-2B	E4, batter to 2nd	(1-4) E4, batter to 2nd	(1-3) E4, batter to 2nd	Liner 4	x
		(5-6) Liner 4	(4-6) Liner 4		
40-LF	(1) **SINGLE**, E7, to 2nd	**SINGLE**	x	x	x
	(2-6) **SINGLE**				
41-P	E1	E1	E1	(1-3) E1	
				(4-6) Out 1-3	Out 1-3

~Result when there is one out in the inning.   -When result 7 is an out: (1-3) Foul Out 7…(4-6) Foul Out 9

*Result when there are two outs in the inning.   -When result 11 is an out: (1-2) Out 1...(3-4) Out 2...(5-6) Out 3

or throws over his head toward home plate, allowing the batter to advance to second base. (This is where space is limited and I can't get too descriptional.)

The Last Step

I just finished the month of June in my replay, using my three column boards. Beginning with the third of July, when a new series begins for every team, I'll use the five column boards to finish the season. I intend to track the fielding statistics for one team in each of the two leagues and report my findings upon completion of the replay. Using the boards under replay conditions is really the final step in this process. Thankfully, it's the easiest and most enjoyable.

RUNNERS ON FIRST AND THIRD

1	**HOME RUN**
2	**TRIPLE**
3	**TRIPLE**
4	**TRIPLE**
5	**HOME RUN**
6	**DOUBLE, both score.**
7	**SINGLE, one scores, other to third (S out 7-5).**
8	**SINGLE, one scores, other to 2nd.** Fly Out 8 [scores].
9	**SINGLE, one scores, other to 2nd (*F runner to third).** Fly Out 9 [scores].
10	**SINGLE, one scores, other to 3rd (~other to 2nd).** Liner 3.
11	**SINGLE, one scores, other to 2nd (*runner to third, S holds).**

		Fielding Five	Fielding Four	Fielding Three	Fielding Two	Fielding One
12		3un [H, other to 2nd]	x	x	x	x
13		Strikeout	x	x	x	x
14		Base on Balls	x	x	x	x
15-LF		Fly Out 7[scores/E72nd]	Fly Out 7[scores/E72nd]	(1-5) Fldg 5	(1-4) Fldg 5	(1-3) Fldg 5
				(6) Out 7 [scores/H]	(5-6) Out 7 [scores/H]	(4-6) Out 7 [scores/H]
16-CF		Fly Out 8[scores/E82nd]	(1-4) Fldg 5	(1-3) Fldg 5		
			(5-6) Out 8 [scores/H]	(4-6) Out 8 [scores/H]	Fly Out 8 [scores/H]	Fly Out 8 [scores/H]
17-RF		Fly Out 9[scores/E92nd]	Fly Out 9[scores/E92nd]	(1-5) Fldg 5	(1-2) Fldg 5	(1) Fldg 5
				(6) Out 9 [scores/H]	(3-6) Out 9 [scores/H]	Fly Out 9 [scores/H]
18-SS		E6 [scores/3rd]	(1-4) E6 [scores/3rd]	(1-3) E6 [scores/3rd]	(1-2) E6 [scores/3rd]	(1) E6 [scores/3rd]
			(5-6) Out 6-3 [H/2nd]	(4-6) Out 6-3 [H/2nd]	(3-6) Out 6-3 [H/2nd]	(2-6) Out 6-3 [H/2nd]
19-3B		E5 [scores/3rd]	(1-5) E5 [scores/3rd]	(1-4) E5 [scores/3rd]	(1-2) E5 [scores/3rd]	(1) E5 [scores/3rd]
			(6) Out 5-3 [H/2nd]	(5-6) Out 5-3 [H/2nd]	(3-6) Out 5-3 [H/2nd]	(2-6) Out 5-3 [H/2nd]
20-2B		E4 [scores/3rd]	(1-5) E4 [scores/3rd]	(1-4) E4 [scores/3rd]	(1-3) E4 [scores/3rd]	(1-2) E4 [scores/3rd]
			(6) Out 4-3 [H/2nd]	(5-6) Out 4-3 [H/2nd]	(4-6) Out 4-3 [H/2nd]	(3-6) Out 4-3 [H/2nd]
21-1B		E3 [H/2nd]	x	x	Out 3un [H/other to 2nd]	x
22		HBP or Pop Out 3	x	x	x	x
23-C		E2 [H/other to 2nd]	E2 [H/other to 2nd]	E2 [H/other to 2nd]	E2 [H/other to 2nd]	Out 2-3 [H/other to 2nd]
24	**C**	FC 4-2 [other to 2nd]	x	x	x	x
	D	DP: 4-6-3 [scores]	x	x	x	x
25	**C**	FC 6-2 [other to 2nd]	x	x	x	x
	D	DP: 6-4-3 [scores]	x	x	x	x
26	**C**	(1-3) **SINGLE**	x	(1-2) **SINGLE**	x	(1) **SINGLE**
	C	(4-6) Out 4-3 [H/2nd]	x	(3-6) Out 4-3 [H/2nd]	x	(2-6) Out 4-3 [H/2nd]
	D	FC 4-6 [scores]	x	DP: 4-6-3 [scores]	x	x
27		Out 5-3 [H/2nd]	x	x	x	DP: 5-4-3 [H]
28	**C**	(1-3) **SINGLE**	x	(1-2) **SINGLE**	x	(1) **SINGLE**
	C	(4-6) Out 6-3 [H/2nd]	x	(3-6) Out 6-3 [H/2nd]	x	(2-6) Out 6-3 [H/2nd]
	D	FC 6-4 [scores]	x	(1-3) Fldg 5, (4-6) Fldg 1	x	DP: 6-4-3 [scores]
29		Out 1-3 [H/2nd] (X=K)	x	x	x	x
30 arm		Fly Out 7 [scores/H]	Fly Out 7 [H/H, F scores]	Fly Out 7 [both H]	x	x
31 arm		Fly Out 8 [scores/H]	x	Fly Out 8 [scores/H S=H]	Fly Out 8 [H/H, F scores]	Fly Out 8 [both H]
32 arm		Fly Out 9 [scores/H]	Fly Out 9 [scores/H S=H]	Fly Out 9 [H/H, F scores]	Fly Out 9 [both H]	x
33		Pop Out 4	x	x	x	x
34		Pop Out 3	x	x	x	x
35		Foul Pop Out 4	x	x	x	x
36		Passed Ball, runner on 1st goes to 2nd (S holds at 1st); runner at 3rd holds.			x	x
37-P		E1 [scores/3rd]	E1 [scores/3rd]	(1-4) E1 [scores/3rd]	(1-3) E1 [scores/3rd]	(1-2) E1 [scores/3rd]
				(5-6) Out 1-3 [H/2nd]	(4-6) Out 1-3 [H/2nd]	(3-6) Out 1-3 [H/2nd]
38		DP: 3-6-1 [H] (*3-1)	x	x	x	x
39-CF		Fly Out 8 [scores/H]	DP: Fly Out 8, 8-2 [/H]	x	x	x
40-CF		**SINGLE, [scores/3rd]**	**SINGLE, [scores/3rd]**	**SINGLE, [scores/3rd]**	**SINGLE, [scores/3rd]**	**SINGLE, [scores/3rd]**
		batter to 2nd on throw.	(1-4) batter to 2nd.	(1-3) batter to 2nd.	(1-2) batter to 2nd.	Batter holds at 1st.
			(5-6) batter holds at 1st.	(4-6) batter holds at 1st.	(3-6) batter holds at 1st.	
41		Double Steal Attempt! (1-2) Out at 2nd 2-6 [scores], (3-4) Out at home 2-4-2 [safe at 2nd], (5-6) Safe at 2nd, runner on 3rd [H].				

LOOKING INTO
BASEBALL FOR WINDOWS

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Column No. 64

I'm almost done with my '43 Replay as I write this (my Bums are gonna finish seventh or, if they're lucky, sixth, but I'll be doing '42 next and I'm optimistic the Secret Code will help me get them past those damn Cards).

Norwood Career Database News

Norwood Career Database fans know that Phil Murray has recently done virtually all the enhancements and recently he shared the news that we now have a brand new Norwood Career Database version (3.04) and also a new Importer (1.50) to go with it. Both programs should be available to FanPark members for free download by the time you're reading this (if they are not yet there, please e-mail Bill Schindel!).

The latest versions enable the user to create all sorts of reports at the team-vs-team level, something many of us have long hoped for.   This, for me, if the biggest of the 3.04 additions, but there are others as well.

Let's take a look:

Team-vs-Team data. There is a new button on the main Norwood Career Database menu, "Team vs Team". This leads to a menu that has many new queries, including:

· "Most...By Player or Team" – in this section, you will be able to display "Most Wins vs One Team" (Season or All-Time) for any pitcher and various team-level reports, such as, Most Runs in a Game, Most Hits in a Game, Most Opponent's Errors in a Game, etc.

· "Most...By Team" – Here you can see "Most Consecutive Wins" (or Losses) in a Year".

· "Team vs …" – This one is my personal fave, something I've hoped for since the earliest versions of BBW StatMaster. In this section, you can display "Team vs Team" for any of your seasons or all-time. And – get this – you can also view any of your pitchers' record against any opponent team, again either at the season level or all-time.

· No-Hitters – This section will show you a listing of your no-hitters and another report which shows them by opponent.

For me, the above new capabilities are enough, but Phil's added even more.

HTML outputting is now available for all queries. There's a new "HTML" box on the menu for most all queries and if you check that box your query report will be generated in HTML format. Your browser will open automatically so you can see the report. (If you don't checkmark the HTML box, the query goes to the screen as usual.)

There is also a checkbox for **"brief" reports** on each menu. Smaller (narrower) versions for about 36 queries have been made. If the query checkbox is checked and a particular query you choose has one of the smaller versions, that is what will be output. If there is no smaller version, the regular version of the query will appear whether the "Brief" checkbox is checked or not. Phil advises, "You may want to use "brief" when you intend that the output will go to HTML."

It's important to recognize that **you won't get the new reports and data unless you use the new Importer** to import (or re-import) your BBW StatMaster data. The reason should be obvious – the old Importer did not import the team-vs-team data. The good news is that you won't have to re-Import all your BBW StatMaster data (unless you want to). Instead, you can choose to import only the new "team" data. This is what I did for my '44-'62 replays and the whole process took me less than 30 minutes.

You're gonna love the new Norwood Career Database, no doubt! And please continue to let me know what you'd like to see in future versions and, even better, for those of you who knowAccess, please take a crack at new queries and share them with us so we can then make them available to everyone. (As you should by now know, the Norwood Career Database is a purely volunteer, free effort, which relies on the generous work of Phil, and therefore any help you might provide would sure be welcome.)

Thanks, Phil, for a fun new toy! (My only complaint: it's so much fun, I'm spending too much time perusing the reports and not enough on my replays!)

BBW Toolbox

The other product announcement I'd like to share this month is the latest version (Version 3.00) of Dennis Willett's "BBW Toolbox".   The Toolbox is a collection of BBW utilities that Dennis has combined under a single program "umbrella". I'll cover the details in a sec, but first I'd like to share a couple of observations.

First – and this is not unique to Toolbox – there is a separate Setup program. Setup programs, as every W95 or Windows'98 user well knows, are ubiquitous these days and we tend to rely on their efficacy and safety. If you're like me, you usually just click on the Setup.Exe and let it do its thing. Often, you'll see a pretty blue screen as it progresses, and this for me is often comforting (it doesn't take much) because it suggests that the developer is using some sort of "standard" setup.

Toolbox includes a Setup and the only reason I'm dwelling on this is that I much prefer BBW programs that do not include a Setup. Why? It's because I've been burned more than once when I've installed a program via a Setup and then, later, discovered the Setup had overwritten (or worse, deleted) some DLL file somewhere which, naturally, my Windows'98 needed desperately. Determining which DLL was missing, corrupted, or made obsolete always takes me days and, on at least one occasion, required a Windows'98 reinstall.

I don't mean to pick on Toolbox. It is a complex effort and no doubt requires a simple way to setup all the required programs, but I do hope that all BBW developers consider including an option for a "manual" setup or, at a minimum, a good, complete "setup log" which lists every change the Setup made.

(An alternative is to use one of the new "go back" programs which enables the user to return to the pristine state he lived in before installing the latest gizmo. I understand, by the way, that Windows2000 Millennium Edition will include this capability.)

Enough preambles. Let's look at Toolbox.

Dennis has provided a single solution to a number of BBW "wishes" and we're grateful to him for this. Much of what he's accomplished are things every serious BBW'er has thought of and hoped for or, after seeing them here in Toolbox, knew all along they'd always wanted!

When you first open Toolbox, you'll see (across the top) several choices – among others, they include "Roster Utilities; "Utilities" and "Flexible Stats".   Each of these contains a list of things you can do to your Data Disk. Before you can use any of them, you must first select the Org (Data Disk) you wish to work with. I'm very impressed with the depth and functionality Toolbox offers even though Dennis and I have yet to get one item ("Load CSV Schedule") *to work.*

There's a fine "Help" document included with Toolbox and I'd like to use some of it here.

Let's begin.

This first set of tools relates to the assigning of "grades" to all players – pitchers and non-pitchers – used to evaluate them in drafts and trades.

• ***Player Ratings.*** *This screen shows all free agents sorted by grade. To find a player type his name or a portion of it in the search box and press enter. Press enter again will find the next match.*

• ***Adjusting Grades.*** *It is also on this screen that you can adjust grades. After you make the changes you want press Refresh to see the effects of your changes. You can change these any time during the draft when a manual team's turn comes up. This does not change Grades on the players card.* (This is one I'd never thought of, or seen in a Wish submission, but it's definitely neat and fun.)

• ***Pitching Adjustment.*** *Position player grades will be adjusted up or down by the number you enter in this box. Its purpose is to adjust the*

value of pitching versus position players. If you have a pitching-rich player pool you want to downgrade pitchers to bring more batters to the top. If the pool is pitching-poor you might want to decrease batters' grades to bring more pitching to the top.

• *Relief Pitching Adjustment.* This is the number that relief grades will be reduced (or in the case of a negative number) increased by. This is used to adjust the value of Starting Pitchers versus Relief Pitchers. If you think a 16 starter should be drafted over a 20 relief pitcher put a 5 in the box. The 20 RP will now be worth 15."

• *Adjust for Defense.* The position players' grades are based on offensive stats. Checking this box factors in defense. The best defensive rating for the primary position is subtracted from the grade. Then the actual defensive rating is added to the grade. For example, an 18 shortstop with a fielding rating of 8 becomes a 16.

• *Free Agent Screen.*

The "Roster Screen" and the "Free Agents" Screens work the same: *On the left side you will see the position players sorted by position and grade. On the right side you will see [starting] pitchers sorted by grade followed by relief pitchers sorted by grade. Double click on any player to see his complete statistics.*

At the bottom of the roster screen you will see game time and ratings for each position.

For starting pitchers game time is Number of Starts and the average is the average grade per start for all starts. Split-grade players are put in this category and their starting grade is used.

For relief pitchers Game Time is innings pitched. The Rating is the average grade per inning pitched for all relief pitchers.

For position players Game Time is Plate Appearances and the Rating is the average Rating per Plate Appearance.

For all other players game time is Plate Appearances. The rating is the average game per plate appearance for all players at that primary position

Below this is the roster size not including draft choices and the number of pitchers on the roster.

Also on the roster screens is a Clear Roster button. Press this button and all players on this roster will be released to the draft.

There is also a "Calendar Schedule" which enables you to view the schedule but I could not get that to work for me. And finally, there is a "Results" button to view results of previous games.

Press "Team Diary" (see below) to view the diary for that team.

• **Player Diaries.** *Player diaries are the day-by-day box score listings for each player. They can be exported to Excel.*

(The first time you work with Toolbox, you'll need to set up Diaries for each of the replays you want Toolbox to work with. Doing this is straightforward, though it does take a while, even on a more powerful PC. Example: setting up the Diaries for my almost-done '43 Replay took maybe five minutes, not terribly long considering the functionality they provide.)

To set up a diary click "Update Diaries" under Utilities. All unprocessed box scores will be processed. A first-time update can take some time in a league with the season well along. A Pentium 233 took 10-12 minutes to process a 24-team, 145-game league. Subsequent updates should take only seconds if done regularly.

Use the 'Clear Diaries' option to reset the diaries.

Tip (from Dennis): *When using version 3.0 for the first time with pre-existing diaries you will have to clear and regenerate them to use Home/Road, Day/Night stats.*

In order to view Diaries, first go to the appropriate roster screen , then double-click on the player name you want to view. You can switch from Pitching to Batting Diaries by clicking on the appropriate menu item. Additionally, as in Microsoft Office products, you can also click on the column heading to sort that column. Clicking once will sort lowest to highest. Clicking again will sort the other way, highest to lowest. And clicking "Refresh" will re-set the diaries back to their original sequence.

Click on any Diary entry and you'll see the boxscore for that game. (One thing Diary does is create boxscore files for each of your games. These can take some hard drive space, of course, but they are also easy to use in e-mails because they're formatted well for that purpose.)

Click the "Summary" menu option to see a summary for the player by team. When viewing Summary, you can choose "Detail" to return to the former display.

Clicking the RATINGS menu option opens a screen showing the play-

ers real-life stats and Ratings.

To view diaries and summaries for a range of dates put the Start and End dates in the boxes and click refresh. This is a very popular feature with many BBW replayers, based on the posts I've seen in FanPark.

You can also choose to view only home. Do this by choosing "Off the Road". To view Road games, click the "Off the Home" choice.

And finally, you can "Export to Excel" and that's a really neat function (Phil Murray has a freeware program which does this as well; we've reviewed that here some time back).

• **Flexible Stats.**

This is another very popular Toolbox feature. It enables you to specify a date range for your Diaries. Before you can use this feature, you must first run the "Update Diary" option (even if you don't have games to add). Similarly, to use the Home/Road and Day/Night option you must complete redo the diaries.

Besides being able to select any date range you want, you can also choose to export the Diaries to an Excel database.

To view Flex Stats, click on the "Batting" or "Pitching" stats option (under the Flex Stats menu option).

And, naturally, you can also choose to view Day or Night as well (but only one at a time!).

Selecting a team will display stats for players on that team (In the case of players who played for multiple teams only their stats for that team will be shown.) Selecting a team under VS will show what players did against that team. Any combination of Date Range Day/Night Home/ Road Team and VS may be selected.

Click "Summary" to view team stats based on your parameters. And, for individual stats, you can set a minimum At Bats or Innings Pitched.

• **Build HTMLs.**

As we've seen in the latest Norwood Career Database, HTML-output is clearly a key thing these days. With the Toolbox, you can select this option after you've first chosen to download to a database. The choice will build a set of HTMLs with league leaders, standings, and batting and pitching stats. Ideal for sharing in your FanPark posts!

• **Copy Rosters from Another Data Disk.**

Dennis points out that this option is useful for continuous owner draft leagues. Some examples: first you can choose to create a new org in the data disk with the most current set of players. *If you want to copy the 1997 rosters to the 1998 disk, create the org in the 1998 data disk. You needn't create leagues, divisions, or teams.*

Dennis advises: *If you are using an existing organization, first clear the rosters of the current organization before selecting this option.*

Once you select this option the "Choose Organization" window will open. Select the organization whose rosters you wish to copy. The program will match the names of the players and copy the rosters from this org. A text file called LOSTPLAY.TXT will be written to the organization directory list the players by team who were not carried over to the new organization. It will be necessary in League Manager to 'Clear Stats' as the standings from the old org will be copied.

[Be careful here! First, use League Manager's Backup feature and be certain that you have a good replay backup before you use the Copy. [In fact, it's a good idea to make sure you have a valid League Manager Backup before you use Toolbox to make any changes!]

• **Results.** *Clicking the Results button from the roster screen displays*

(Baseball for Windows, p. 13)

Pitcher Milt Pappas' Son Plays His Career

Outspoken All-Star Talks About BBW Retro Play, Player Reps and More

by Dave Heller

Steven Pappas is no different than any other Baseball for Windows player. Except that his dad played in the major leagues. Longtime pitcher Milt Pappas is fascinated by his son's hobby. On August 24, 1999, after weeks of setting up an interview, I finally had a chance to talk to Milt Pappas. Milt Pappas talked about APBA and a recent lawsuit against game companies by former players. The outspoken Pappas also delved into why he doesn't like watching major league baseball, how the owners could have saved themselves from financial distress by listening to the players 30 years ago, why Leo Durocher wrote bad about him in "Nice Guys Finish Last", how he changed the Hall of Fame rules, Pete Rose and who the only people are that call him Milton.

AJ: *When you first found out that your son was playing Baseball for Windows – and replaying your games – was that kind of strange?*
MP: Not really. Steve's always been into this since computers came a thing of the future. He's always been messing around with that. He told me he was involved in a league with computers and was playing with old-timers, back in my era. He's been doing it for a few years. He's funny. He loves it.

AJ: *He tells you how you did?*
MP: He gives me the rundown of how good I was or how bad I was. It's hilarious, it really is. It's funny.

AJ: *There are people all around the country playing this game. Playing Milt Pappas. How does that make you feel? Is that strange?*
MP: It sure is. My career is being relived through the internet. It is very, very strange. But I guess that's the wave of the future.

AJ: *Do you ask Steven how you're doing in his league, or does he come to you?*
MP: No, he calls and tells me. I've been seeing him pretty much lately. I've been doing the color commentating on the minor league we have here in the south side of Chicago, the Cook County Cheetahs. They're a member of the Frontier League, an Independent league. I've had a marvelous summer watching these kids. I'd much rather go out there and watch them then watch the major leaguers. These guys are out there busting there butt. Steve's been coming out quite regularly watching the games – he comes out there and gives me a rundown on what he's doing with me and my games. It's really been nice.

AJ: *When he gives you the rundown of the games, do you say, "OK, Steve, that's great", or are you interested in how the game works?*
MP: In the beginning he gave me the rundown on how this thing goes and what's to be expected. He loves doing it, has a great time doing it. He keeps me updated on what's going on with the old-timers.

AJ: *Do you play any games or do you just stay in the background?*
MP: No, just stay in the background and let him play. Getting the feel, letting him do his thing.

AJ: *I remember reading somewhere that you were big in the union or was it with the pension?*
MP: Being a player rep and then being National League player rep, you're involved in all facets of it. And I was a player rep for 10 years. That was a very unique experience, to say the least.

We got these guys where they're making millions of dollars today and they don't care about us. It's an absolute shame. It's a crime to what has happened to the game of baseball, as far as the players who played it beforehand, who set it up for these guys today. It's ludicrous. These guys don't care about us and we have former major league ballplayers that are dying and the widow doesn't have the money to bury her husband. She

> **"My career is being relived through the Internet. It is very, very strange. But I guess that's the wave of the future."**

has to get money from B.A.T. It's really sad. It's a sad, sad state in baseball that they can't take care of their own.

I was player rep for 10 years. Actually, with every team I was on I was a player rep. Player reps back then were not highly regarded. We were considered troublemakers. The players just more or less looked at you and said, 'Well, that's what we hired you for or voted you in for, to take care of this.' So it was a non-win situation and until we hired Marvin Miller, the players' association was just floundering. We took whatever we could get and ran.

AJ: *A reason I asked is that some former players don't appreciate their names being used in APBA and other games without compensation. What's your take on that?*
MP: There was a lawsuit filed recently out in California because of that, we didn't do too well with it. For instance, a couple of weeks ago at Wrigley Field a fan walked up to me and gave me this card that said one of the most memorable moments in Wrigley Field history (was his no-hitter). I said I knew nothing about this. And I said where'd you get this. He said they passed them out at Wrigley Field. Things like that – yeah, it does bother us. Things like that happen and we're totally unaware of it. I don't know how many of thousands of people got the card and I didn't even know about it. I'm not being compensated for it. Where is the line on that? How strictly can it be adhered, how much can it be policed? It's a strange situation. Our memorabilia names are being used and most of the time we don't even know it's being done.

AJ: *With APBA, from your vantage point where you want your money, but at the same point, if you ask for too much, the game goes bankrupt and no one is playing the game any more.*
MP: I agree. There's an upside to it; there's a downside to it. But what's the fairness? I don't know what the answer is. We tried unsuccessfully to do that and it didn't work out. Where is the justice? I don't know. Where is the fine line? It's a tough call. You want to see people enjoying it and remembering folks like myself who played the game before and obviously you and my son and whoever else really enjoy doing it. But where does it stop? What compensation do we get for it? If you get in a bankrupt situation where nobody is doing it, that's not it either. But there has to be a medium point there somewhere.

AJ: *It's not just baseball. Hockey, basketball and football – APBA had to discontinue those games for the time being.*
MP: And that's for the guys who are playing today. They (today's players) go through that crap for them, but they don't do anything for us. Is it fair? What is fair any more? We used to card shows or go make an appearance and make 200 bucks. Now they go out and get $15,000, $20,000, $25,000 for an appearance. So who's left out? Us, again.

They don't do anything to take care of our hospitalization. There's so much money in the pension plan they could take care of the old-timers so we wouldn't have guys dying and widows who can't afford to bury their husbands. And they won't do anything about raising our pension and the pension for these guys today is close to $150,000 when they retire. Which is really ludicrous. That's on top of the millions they're making today. When you look back we made a pittance and had to fight for everything we got, which set the stage for the guys today.

AJ: *Can you believe how far it has come with salaries? Twenty years ago could you imagine players making millions of dollars a year?*
MP: No. Back then we had to fight for a $5,000 or $10,000 raise.

AJ: *And you had the reserve clause.*
MP: And, of course, the owners threw it up in our face every time during

negotiations. We proposed so many different things to these owners back in the late 60's that would blow their mind if they ever went back and looked at it. This whole thing could have been prevented if they had listened to us.

AJ: What kind of things?
MP: Such as a guy who played five years in the major leagues, like a fourth outfielder who wasn't going to break the lineup with that team, had the right to go out and see what's out there. But the ballclub that he left would still have the first right of refusal. Some of the things that we proposed would have exactly prevented this game from being out of whack like it is today. They told us to go to hell. We didn't know what we were talking about. (The owners said) we have the reserve clause in our favor. And that was it.

AJ: Curt Flood changed that pretty quick.
MP: Curt Flood didn't really change it, he made people aware of the fact that we were like cattle. He made people aware that we were at the whim of the owners at their discretion to do any damn thing they wanted us to do without us having any say so.

What really changed the game of baseball was (Dave) McNally and (Andy) Messersmith. When the idiot owners let these guys go to arbitration, it opened Pandora's box. The owners, why they did that, today I still don't understand it, when they had the reserve clause in their favor, why they would let these two guys go to arbitration The arbitrator ruled against the owners and that was it. That opened up Pandora's box and it's history from that time on.

It's so far out of kilter today and the quality of ballplayers really is horrible; the talent is just not there. There's too many teams and the youngsters of America today don't really care about the game of baseball like we did when we grew up. There's too many outside activities these kids have today, such as soccer, Nintendo, girls, cars and the Internet, so they don't have the time today.

That's where I see the big problems are – the youth of America isn't playing the game. You have such a tremendous influx of Latin Americans from the Caribbean and they've taken over the game. They're hungry. They're from poor countries and all they do is play baseball day in and day out, which is what I did as a kid. I think baseball, as far as I'm concerned, is in big trouble.

AJ: It sounds as though you don't like to watch major league baseball.
MP: I don't. I think the pitching is absolutely horrendous. I think every team is probably carrying 10 minor league players that shouldn't even be in the minor leagues but because of expansion and the talent is not there, they're up there playing (even though) they have no business playing there. If it was my era, these guys would be in the minor leagues so fast it would make your head spin. The game has changed drastically, and I don't think it's changed for the better.

AJ: What is it like going to a stadium (Wrigley Field) not only where you pitched, but where you pitched a no-hitter. What's it like sitting in the stands? Does it all come back to you?

MP: It's nostalgic, of course. Do I miss it? Sure I miss it, that was my whole life. I liked the challenge, I liked the fact I controlled the game and I was successful doing it. Is it nostalgic going back, you bet it is. It looks a lot easier from where I'm sitting than it was sitting out there in the middle of the field facing guys like Ted Williams, (Mickey) Mantle, (Willie) Mays, (Roberto) Clemente and so forth.

AJ: I've read accounts where you could have had a perfect game. Does that give a little bitterness, that you had a no-hitter but you could have had a perfect game?
MP: If I would have gotten a perfect game would that still have inspired the fact that when I do see people that game is always brought up. The fact that it was an almost perfect game but I didn't get it. There's no doubt in my mind I would have gotten a perfect game. But would that have diminished what has happened in the past 26 years – everybody remembers that game. It's brought up to me all the time. They never mention the other 208 games I won. It's always that one game.

It was even in the Sun-Times again this morning. They had all the no-hitters by Cubs pitchers. The other ones they just gave the name, in mine they had five lines. No Cub has ever pitched a perfect game and I came within one strike of doing it, and it goes on and on. Do I enjoy it? You bet I do. It was nice to have a no-hitter.

The only thing I truly missed is that I never played in a World Series. That would have been the epitome of my career. I had a good career. A lot of guys never thought I'd do what I did. I'm thrilled to death I had the opportunity to do what I did. A lot of youngsters would give their right arm to do what I've done.

AJ: Speaking of your 209 wins, I remember when Don Drysdale went into the Hall of Fame, I saw a comparison between your two careers.
MP: I had a better record.

AJ: I was told you petitioned to get back on the Hall of Fame ballot; is this true?
MP: What happened was when I became eligible, I wasn't even on the ballot. I called Jerome Holtzman and asked him what was going on and he said he'd find out. I guess they have a screening committee, so when whoever becomes eligible for the Hall of Fame it goes to the screening committee and these five or six sportswriters decide who they think has the best chance of getting in the Hall of Fame and then they put those names on the ballot. I said, I won 209 games and I'm not even on the ballot.

> *"Some of the things that we [player reps in the 1960's] proposed would have exactly prevented this game from being out of whack like it is today. They [the owners] told us to go to hell...we have the reserve clause in our favor. And that was it."*

The guy from Pittsburgh, I forget his name, said if Pappas feels that way tell him to send a check for $7,000 and we'll put his name on the ballot. I told him where to go. I did criticize the system and they changed the system because of me.

Of course, the next year when I was on the ballot, I didn't get the 10 percent required votes to stay on because of what happened with me. So here I got screwed again. What is the Hall of Fame? To me, it's to put people in, not keep them out. But politics is in there, too.

AJ: Speaking of keeping people out, this is the 10-year anniversary of Pete Rose being banned from baseball. What do you think of that situation?
MP: Well, I have very mixed emotions. I played with Pete and I played against him. Talentwise, what the man did for baseball, there's no doubt that the man belongs in the Hall of Fame. But he signed the same contract that the ballplayers, managers and coaches signed which specifically states that you will not gamble. In that instance, I don't think he belongs in the Hall of Fame because of that. But again, what is the Hall of Fame? What is the criteria?

AJ: Leo Durocher didn't speak highly of you in his book. Did you have some contentious relationships with managers because of your union activity?
MP: The specific incident with Leo was in late 1972 when he had a meeting. The first mistake he made was when he said, "Just pretend I'm one of the guys." Then he jumped all over Ron Santo because they were

giving Ron Santo a day, but it was because it was associated with the Diabetes Association, because Ron Santo was a diabetic.

Now Durocher said (Santo) asked for his own day and that just started it. Santo went ballistic, he wanted to kill him. The whole place erupted. He got on me about my pitching. Finally, Leo says, "I quit." I said, "Good – let the son of a bitch go."

And that came out in the paper. It was a closed meeting. I found out later that the coach, Joe Amalfitano, was the one that leaked it to the press. And that was the reason for what he said in the paper about me. All of a sudden this gets in the paper and I look like a jerk. That's the reason that was in Leo's book, it was because (of) the meeting he had which he himself instigated.

AJ: The APBA cards from your era list your Greek name, but the baseball registers don't. When did you change your name?
MP: I never changed my name. My parents, when they came to this country, they had a long Greek name and they chopped it off to Pappas. So of course when I was born it was Pappas. But I have a very, very long first and last name.

AJ: What do you go by, then, like on your checks and such?
MP: Either Milt or Milton. I never liked the name Milton. Actually, there were only three people that called me Milton - my mother, Paul Richards and Milton Berle. Everybody else called me Milt.

AJ: So you know Milton Berle?
MP: He's a very good friend of mine. I met him at Dodger Stadium. He came out there every night with his wife and he fed me through the screen.

He brought me Reuben sandwiches from the Jewish delicatessen. I felt like a monkey at a zoo. He'd put the sandwich through the wire fence through the wire fence at the dugout or field boxes, whatever is below level.

George Bush was a dear friend of mine. We became friends in 1984 when he was in Denver for an old-timers game and he came out and played with us and I knocked him on his butt. He got a base hit, so we've been friends ever since.

You meet a lot of people. Frank Sinatra was a big baseball fan; Leo was his buddy. He'd come in the clubhouse all the time when we were in Los Angeles.

AJ: I heard you've written a book?
MP: It's going to be a three-prong book. It's going to be about my career, about the Players' Association and about the tragedies of my life. It's not going to be a fluff book. It's a true, honest, from-the-gut book. It's an honest book, the good things, the bad things that happened to me. Stevie's mother disappearing and finding her five years later dead. Some of the turmoil I had to go through. And again, the Players' Association, how we set the stage for these guys today.

AJ: Next we have to get you to play an APBA game with your son.
MP: Yeah, I have to go over there one night and play. I'm sure he wants me to. With the end of the minor league season I'll have some time on my hands.

AJ: You can be yourself.
MP: Exactly. It'll be fun.

(Baseball for Windows, cont.)

the results from previous games and the upcoming games. Clicking on a completed game displays the box score for the game. Click Home/Road to color the entries to match the home and road colors set on the Calendar Schedule screen. Click on Won/Lost colors Wins in the colors of Home Games and Losses like road games. Unplayed games are colored like off days. This makes seeing streaks easy. Alternating Colors alternates row colors, Home and Road, for readability.

• **Set Home Park.** *Set Home Park allows you to quickly set up the home fields for teams in your organization. For [fans] with multiple projects it allows you to quickly configure the DOME/NO DOME status for all the parks in your replay.*

To set a home field, click on the field of your choice in the list box. Then click on the box to the right of the team you wish to assign the field to. To assign the home field to more than one team just click the box next to that team. Until you select another ballpark from the list box the last selection can be used over and over.

To the left of the team is the Domed box. When a park is first assigned to a team it will display the current status. Click on this box to toggle between domed and not domed.

Clicking the GO button will set the parks the way you want them. When you want to switch between organizations come to this screen and click the GO button set the parks the way you want them.

The same park can be assigned to multiple teams but it must be Domed or Not Domed the same for all teams.

• **Trades.** *This allows you to set up and consummate trades. Click on the pull down list to select teams. To change a team click on that team name. Then use the list box to select a new team. After you select a team the list boxes become player lists. Click on a player to add him to the list. Click on a selected player to remove him from the list. The numbers in the boxes next to the Accept buttons represents the total of the player's ratings. Both accept boxes must be clicked to consummate a trade. Remember that ratings reflect current value, not future value.*

• **Calendar Schedule.** *Click on the Calendar Schedule button to view a team's schedule in calendar form. You can customize the colors by clicking on the Home, Road or Off legend box. A color palette will open. Click on the background color, then OK, then click on the Foreground color, then OK.*

• **Team Diaries**. *Team diaries work very similar to Player Diaries. You can view and date range, Home or Road Day or Night. The team diaries show the offensive stats for the team. To view opponents offense click Opponent on the Menu Bar. Click Team to go back to the selected team's*

stats. Click Summary for a team by team summary of the data. Click any entry to view the boxscore.

• **Load Pitchers from CSV.**
This is the feature I've been unable to get to work. Dennis has been trying to help, but has struck out, as of this writing. It's a shame because, like many of you, I've always wished for a way to automatically load the pitchers from the Miller Associates' Schedule/CSV files. Guess we'll have to wait a bit longer.

Thanks to Dennis for all his work. I'm sure you'll all want to grab a copy of Toolbox and, best of all, it's free. Grab your copy from Dennis' WWW site:

http://members.xoom.com/willettd/bbwtbox.html

Site o'the Month

I've previously recommended Troy Soos' thoroughly enjoying baseball mysteries (all set in the 'teens and early '20s). They are each available in paperback (from Amazon and other sites) and are very well done baseball "feel"-wise and also "mystery-wise."

Recently, my buddy Mike Mitchem (he is the one who first alerted me to Soos) mentioned that Troy now has his own WWW site:

http://members.aol.com/troysoos/

Check the site out. It contains info on Troy himself and on his books. (It also has an e-mail link and I used it and got a nice reply.)

Next time: A really major Norwood Career Database announcement!