

THE MINIATURE FOOTBALL COACHES ASSOCIATION

THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCA

MINIATUREFOOTBALL.ORG
WINTER 2007

Master of Innovation

The Buzz on the Buzzball Creator

THREE GENERATIONS OF
MINIATURE FOOTBALL

THE NHFL



UnREAL League

AI's View From HIGHTOWER

Coast to Coast
Tournament Coverage

+ Dave Campbell Reviews
the New Entry in
Miniature Football Gaming

2007 NFC Championship Custom Figures by Contest Winners, Chris Fields and Mike Guttman



THE TWEAK[®]

THE OFFICIAL MAGAZINE OF THE MFCFA



A Letter from the President...On to Canton!

We have come to the end of 2007 and what a year it has been. Thanks to all of you, the MFCFA has begun to take shape, reaching new coaches every day and promoting the hobby of miniature football to a greater number of players. The MFCFA membership has now surpassed 120 and I am pleased to announce the beginning of the most exciting year yet to come...2008! The MFCFA has accomplished a lot in a very short time period. Our magazine has continued to grow and get better with each issue. We hosted MFCFA skill competitions at all the major tournaments in 2007, the painting contest was a huge success and the MFCFA forum has continued to bring coaches together from across the country. And with all of our success...2008 looks even brighter. It is my priveldge to announce that the first ever MFCFA convention is going to be held in the "Holy Land" of football, August 1-3, 2008 in New Philadelphia, Ohio, just a twenty minute drive from Canton, Ohio, the home of The Pro Football Hall Of Fame. This is the same weekend that the HOF enshrinement ceremonies will be taking place and there will be many opportunites to attend HOF events as well as getting in

tons of miniature football with some of the best coaches in the country.

This will be an all around football weekend with our focus not only on Miniature Football but on football itself and a strong emphasis on fellowship. The Pro Footballs Ultimate Fans Associa-



tion (PFUFA), made up of fan members of the Hall of Fame-Hall of Fans, invited us to hold our convention parallel to theirs. This will be PFUFA's ten year reunion in Canton, Ohio. Their membership includes such notables as The Hogettes (Redskins), Barrelman (Broncos) and Big Dawg (Browns). The MFCFA convention will share a num-



ber of but not all activities with PFUFA including each MFCFA member's

choice of tailgate party, HOF enshrinement ceremony, HOF game, HOF tour and a huge United Way event where the MFCFA will provide miniature football entertainment and prizes for up to 800 kids and their parents.

Twenty rooms and the banquet room at the Hampton Inn, 1299 West High Avenue in New Philadelphia, Ohio 44663



Above: Fawcett Stadium hosts the HOF Game.

At left: The MFCFA will join members of PFUFA during a United way Event for up to 800 children.

have been secured for the convention. For reservations contact (330) 339-7000 and be sure to mention that you are attending the MFCFA Convention. Rates for the rooms are \$129.00 and include Hampton's hot buffet breakfast.

There will be an upcoming announcement regarding the rules for the tournament portion of the weekend. The MFCFA will also announce the first Miniature Football Hall of Fame Class during the weekend.

We are working hard on all the details but feel that no matter how you play the game or what your level of involvement is in the hobby that there will be something for you and your family to enjoy at the MFCFA Convention!

From all of us at The Tweak staff we want to wish everyone a Merry Christmas and a Happy 2008!

Lynn Schmidt MFCFA President



THE TWEAK
OFFICIAL MAGAZINE OF THE
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LETTERS FROM...



by *Matthew Culp*

It is finally here...my favorite time of the year. As I was outside in my yard the other day, I could smell the scent of burning leaves, the smells of late fall and I felt a chill in the air, as if winter was just around the corner and was saying hello. Across the street was a sight that would make any grown man cry...it was kids playing football. Immediately I remembered back to a time when I was Roger Staubach in my backyard and my father would get upset, because the entire neighborhood was there and we were having the time of our lives...even though we tore up the yard. When I saw the game across the street, I could not resist and I got to play QB on both sides for a couple hours, it was so much fun. So it is for all kids these days and football still brings so much fun for today's youth. For that reason, I want to take advantage of this opportunity to express how excited I am about the MFCA Convention coming up next August. We, the MFCA, are going to make a difference in some underprivileged youngster's lives, when we participate in the United Way event. If only for one day, we are going to bring miniature football, youth and fun to the next generation...to me that is what it is all about. If any of you only attend one convention in 2008, I beg of you, do not miss this one. You may not go home with a huge trophy, but I promise you will go home with a feeling of pride and that you made a difference, just for playing the game we all love, not to mention, the fellowship of playing coaches from all around the country...and visiting the Pro Football Hall of Fame. It is going to be a very special weekend.

Furthermore, I hope everyone enjoys this winter edition of *The Tweak*. It really was a labor of love this time around, as Lynn Schmidt, Al Dunham, myself and our talented contributing writers, has put together another high quality issue. A couple articles that I would like

to highlight in this issue are two of the longest. George Diamond has been a huge part of this hobby for so many years and in this issue it was my complete honor to tell his story. I was also privileged to get to know John DiCarlo of Charlotte, New York. After getting me all the information for the article, John experienced a personal tragedy when I was informed that his father passed away of 85 years of age and then just two days later, he lost his brother-in-law, who was just 56 and an original member of the CEFL. Through it all he continued to e-mail me to get the article completed and I would just like to extend my thanks and great respect for him. He is a true patron of the hobby and one of the nicest people I have ever had the pleasure of meeting. Along with John, we have had more tragedy in our miniature football family. Corey Johnson lost his nephew just a month ago and Will Travers lost his wife of 30 years. Through it all, like John, these two guys continued to make things happen for the MFCA. Corey got me the Columbus Day Bash Highlights and Will Travers, with his wife ill, still found the time to get us the equipment for the skills competition. I cannot put into words how grateful I am to all of them. I would like to dedicate this issue to Will Traver's wife, Karen Travers, Corey Johnson's nephew, Devon, John DiCarlo's father- James DiCarlo and Brother-in-Law- Steven Demthock. It was definitely a rough year for these guys and the out pouring of support from MFCA members was truly touching. As for the MFCA, I am excited on how we have grown over our first year. We have become an organization of miniature football coaches, who have learned to get along, learned to have fun together and have come together when one of our brothers had hard times. Thanks go out to all of you and I am thankful during this holiday season to be such a big part of an organization we all can be proud of. May God Bless all of you and from the MFCA staff, have a Merry Christmas and Happy Holidays. I hope to see everyone in Canton and we will need everyone's help...2008 is going to be the best year yet for miniature football and the MFCA.

FROM THE ARCHIVES *by Ray Fanara*

- 1 year ago:** Ron Bell wins his fourth Miggle Title, in Jacksonville, Fla.
- 5 years ago:** Edgar Downs captures Miggle Crown, in South Bend Indiana
Raiderman wins Winterfest II, in Harrisburg, PA.
- 10 years ago:** Lavell Shelton wins his second Miggle Super Bowl title in Cleveland, Ohio.
- 40 years ago:** Tudor offers Electric Football games complete with NFL logos and teams.



The Circle of Life

by Al Dunham

Circles. Have you ever thought about how much of our lives are affected by them? The sun is round, as are the planets and moons.

Planets travel in round orbits. Tires are round, and so are hula hoops, rings, balloons, apples, baseballs, the number zero, and even people can be round. Without circles, you couldn't have a three ring circus, Christmas Wreathes or pizza. Cowboys wouldn't be able to circle the wagons. There would have been no shot that was heard 'round the world. Even our own hobby has been described as that game where "the little men go around in circles".

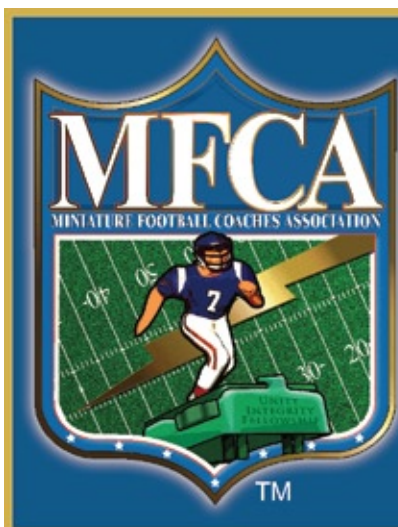
In the movie *The Lion King*, Musfasa talked to his son, Simba, about the circle of life. He explained that the animals ate the plants, who were in turn eaten by larger animals that later died and fertilized the ground that grew more plants. Life continues in a never ending cycle. Some physicists theorize that if you were to travel into space in a straight line, you would eventually return to where you started because the universe curves into itself. Things have a way of repeating themselves, and so it is with miniature football.

Some years ago, Glenn Hardaway (aka Green Bay Glenn) was sleeping. He woke up one morning and something snapped in his brain. Now I know most of you are either thinking "Brain? What brain?" or "Snap?"

How can a sound exist in a vacuum?" Either way, something happened. He thought it would be fun to make up his own team and came up with the Louisiana Swamp Moose. Glenn contacted Lynn "Weirdwolf" Schmidt and had him design a logo for him. He took one look at the logo, and became inspired to create a whole league of imaginary teams. One day he decided to put up a post about them on the Miggle chat board. I read the post about them and then something snapped in my brain. I created the Flaming Fairies, Sasquatch and Battlin' Bozos along with a few others. I posted pics and stories about them on the chat boards. Some time later John Menesini (TV's Chachi on the chat boards) saw my posts and something clicked in his head and he made some coaches and those wonderful KISS figures. I have no doubt that some day somebody will see one of his posts and become inspired to create figures or teams of their own.

And so it is, we have a continuing cycle of inspiration. One person passes the torch to the next, and with each progression, the game becomes better. We can see the evidence all around us. The players are available in more realistic poses, boards are being made in different sizes with graphics that mimic real fields. The style of play itself has also evolved into plays and games that rival real football games. Today we have the opportunity to pass our legacy to our children, and to their children. We need the young people to become involved, to play and love the game as we do. We need to continue the circle of life of miniature football.

To all the MFCA members, I hope you have a Merry Christmas and a wonderful New Year.



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The George Diamond Story



Written by Matthew Culp

In the world of Miniature Football, few can argue the contributions of some great individuals to this hobby. Once viewed as a kid's game, this hobby has evolved from a child's game, to a board game shared among family members, to where we are today...with league's of grown men from all parts of the country. Miniature Football has become a sport...it has become an expression...it has become an escape from daily life, if only for a brief time...it has become something very special to a lot of "kids" now in their 30's, 40's or even 50's. But this evolution did not just happen. It took some vision on the part of some innovators to make it into a hobby that has continued to grow. People like Lee Payne, who gave us the first real poses for our players. People from Tudor Games, who continually kept coming up with bigger and better products, throughout the 50's, 60's and 70's. People like the Landsman's, who through their conventions in the 90's and today, brought coaches from around the country together, to create a fellowship within the world of Miniature Football. But through it all, one man has contributed a great deal to this sport and has continued to push the sport forward through innovation and great ideas. I would argue that he is largely responsible for the level of play and detail we see today in the hobby. Because of his simple dream of making this "toy" better, we are all better for it...that man is George Diamond and this is his story, as the Master of Innovation in Miniature Football.

THE ROOTS OF THE HOBBY

If many of you do not know George Diamond, then let me be the first to introduce you to not just an innovator, but to a man of great integrity and vision. It was my honor to interview George for over two hours one Saturday afternoon, as he told his story to me, I must admit, I gained admiration for him the longer we talked. Not because we share the same ideas about making Miniature Football better, but because I got to learn more about the man that is George Diamond. George was born July 27, 1959 in Harrisburg, Pennsylvania to Spero and Helen Diamond. He started his college career at Indiana University at PA and graduated from Shippensburg University in 1982. George is first and foremost a family man. He has three children and has been married for over 17 years. His son, Paul (Spike), who is 10, has been playing miniature football since the age of five and it gives George great joy to be able to share his passion with his son. The hobby began for George during his elementary years, around the first grade. His first introduction to the game was at a neighbor's house, who had just happened to have received a 500 series board. Growing up, the neighbor, David, was like a big brother to George and it only took a couple

of games for George to develop a love for this “kid’s” game. George long remembers his very first game, which he lost 6-0. However, despite the loss, and as with many of us, it took little time before George realized, he had to have a game of his own. Shortly after their first game, George showed the board game to his father one evening, when he came to pick him up from David’s home. His father, Spero, bought him his very own 500 board just a few days later. George played with his game for hours, until a couple of years later when the switch finally broke on the field.

A new chapter in George’s life would begin on Christmas day 1970. That was the day that George Diamond received his first NFL board. It was a Tudor 613, featuring the Bears and Cardinals. For hours, upon hours he played miniature football. He developed his own style of plays, teams and like many of us, he simply enjoyed the game to it’s fullest. He started leagues in his neighborhood and enjoyed every moment of football with his close friends. However, as with all good things, it eventually came to an end. He played until he was 16 years of age and when his later teenage years hit, he put the game away for good.

FAST FORWARD

As time passed, George Diamond found himself a father and family man. He graduated from High School, then college and got on with his life, never looking back at his childhood, but always looking forward and taking care of the things that mattered most to him...his family. But in 1998 fate would bring George Diamond back into the realm of miniature football. By accident, he was reading *ESPN the Magazine* and he came across a section that was talking about the Miggle Convention. He was reading the article that had been printed the Monday following the Philadelphia Convention..it was in this moment that the fire for the game was rekindled. Almost immediately, it resurrected the kid inside of him and the passion for this sport. He immediately registered with Miggle and began to post on the Miggle chat board, as Coach “Rip Van Wrinkle”, because he had felt like he had just woken up from a 20 year nap. That name would evolve into the name we all know him as today...”Coach Rip”. It became a dream come true for George. Through the chat board he not only made new friends, but he made friends close to where he lived and that is where he met long time friend Mike Pratt. George drove over three hours to meet Mike for the very first time and through Mike he reconnected with his past...it was like he was a kid again. After just a few meetings with Mike, George was hooked. He had been reunited with a sport that he loved. His immediate goal was to collect all the teams that Miggle had to offer and to take the game to the next level.

ENTER RAIDERMAN

From hence forth things just got better for George and Mike. During their many sessions on line, Mike and George received a post on the Miggle chat board from a player calling himself “Raiderman”. Apparently “Raiderman” (Paul Bartels) was moving from Missouri to their area and they met him for the first time in

1998. It was an immediate friendship with each other. Raiderman was happy to give me some insight to this friendship...”We had the best time, when we would travel long distances to play...usually he drives there and I have to drive home, because he’s...well...let’s just say he’s in no condition to drive.” Raiderman continues, “I remember playing Buzzball in George’s garage one winter night...it was freezing... the heaters were taking too much juice and the boards weren’t running well at all... at the end of the night we turned off the heaters and the players were FLYING!... we were all laughing so hard saying that the energy drinks finally kicked in.” In fact, Raiderman and George have become



Paul “Raiderman” Bartels (right) with Ed Morgan at Buzzfest

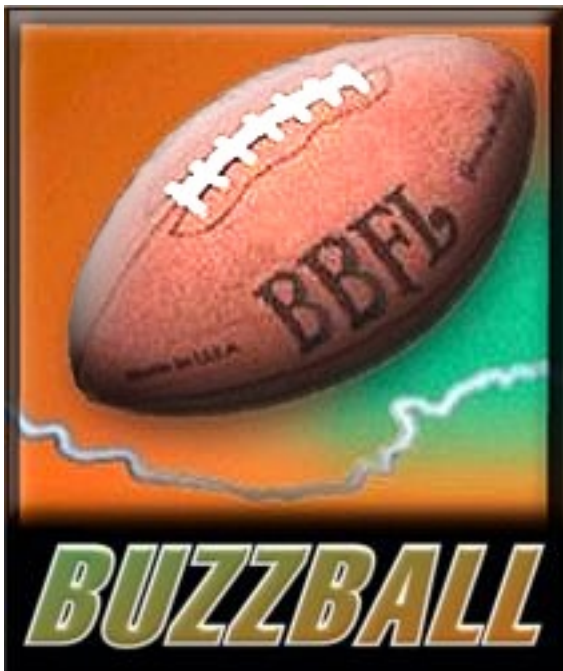
so close that they are almost like brothers..."I couldn't have moved to a better place to play this game than central Pennsylvania...I moved here in 1999 and little did I know I'd move next to a lifelong friend like George."

With Mike and Vance Warren, the guys planned the first tourney that George would ever organize...it became known as the "Summer Slam". The first tourney was a huge success, with coaches coming from all over. Will Travers from DC, James Crews from Harrisburg, Ed Scott from Philly, Pat Morris...the painting legend Dirk Thomas and Joyce Rodgers from Ohio...overall 10 coaches came and in the end it was the most fun George had ever had with Dirk and James battling it out for the first Tourney Title.

THE ROOTS OF BUZZBALL

It has been written many times over, that what define us are two things...our choices and our actions. It was as natural as parenting itself and it was without question an evolution in this hobby, when George Diamond decided to take this sport to the next level. He could no longer hold back his passion for this hobby and his desire of expression and innovation took the hobby to the next level...not to mention his desire to make the game more realistic. George's passion for Miniature Football, ultimately lead him to create Buzzball. If you have ever wondered where the "SIW" Warehouse comes from, well here is the explanation. George had his own business before he started Buzzball...it was the S.I.W. or Surgical Instrument Warehouse. With the "SIW" already aiding him in mail order, he used the SIW as a platform to launch Buzzball....thus the Buzzbal l/SIW Warehouse. But through it all, the catalyst that began the Buzzball movement was the organization that had resurrected it in the first place-Miggle.

It began with a simple request by George, when he was looking to collect all the teams Miggle had to offer. George recommended to Miggle, that they might want to consider taking orders over the internet and use the modern day system of credit card ordering. Unfortunately, Miggle did not agree and



they continued to ask for mail in orders, perhaps not seeing the advantages to internet order or not being ready to setup this type of system. Meanwhile, Miggle did allow George to become the first reseller to offer Miggle teams over the internet in a retail capacity. However, eventually they began to restrict George on his orders. He was only allowed to order a certain amount of stamped helmet teams, new at the time, only so long as he also ordered the same number of "painted" helmet teams. It did not take long for him to accumulate several thousand dollars worth of Miggle stock, including "painted" helmet teams, which nobody wanted, including him. In addition, Miggle was also slow and reluctant to come out with more accessories to make the games more realistic at the time. Thus, the solution became obvious to George...the time had come to invest in himself and take the game to the next level.

As a result of all of this, George Diamond began to develop a plan of his own with five basic ideas: (1) Start his own miniature football company (2) Allow internet ordering with credit card orders (3) Offer accessories not offered by anyone else (4) Offer a new direction on figures and (5) Listen to the customers. With these five goals/ideas in mind George Diamond organized and formed the SIW Warehouse and Buzzball was born. For the first time, Miggle had to address the possibility of competition in the industry and as time passed, this competition began to help bring more realistic players from Miggle and they began to listen more to what their customers wanted.

BUZZBALL BECOMES A REALITY

In 1999, just one year since George saw the article about the Philadelphia Convention, Buzzball started to offer

their special line of figures. The first order of business was to offer his newly designed “Repro” figures. Through channels, George met with a consultant, as they looked at creating the 67 Big Men and the “Haiti Style Fab 5” figures, along with figures of his own design. George hooked up with a very skilled painter by the name of Joseph Paras and with his help, they worked very closely, over a period of a few months (ten to be exact) to design a figure like no other yet seen. They designed what became Buzzball’s signature series...the “Mag 7” figures. In the years that followed, George began to get Buzzball on a roll, as he began to introduce more products that made the game more real. His monster board fields, sideline accessories, specialty numbers, scoreboards were just some of the Innovations that George began to sell. One of his greatest innovations was the smallest...



Buzzball was the first vendor ever to offer facemask to customers...all of these innovations pushed the envelope and opened the realm of ideas to all coaches.

But by no means did George’s passion to improve the game stop there. In addition to the “Summer Slam” tournaments started by George, he believed that a Buzzball Convention could really help bring more coaches together. What set the Buzzball Conventions apart from other conventions within the hobby, was the focus. George believed that although the tournaments are fun and important, his focus would be on making all coaches better and leveling the playing field in the process. This could be accomplished through workshops at the Conventions. Base tweaking, painting, strategy sessions, league building, how to build you team...all of these workshops focused on making a new coach familiar with the sport and aided in getting a “newbie” up to par quickly. This innovation was

a huge tool in promoting the hobby, it recruited new coaches and the workshops were fun. I believe that George Diamond’s vision, through the use of these workshops, was a big part of the breakout that this hobby has enjoyed over the last ten years.

WINTERFEST

In 2002, Miggle decided to hold that year’s convention in Memphis, Tennessee. Ed Morgans, a friend of George’s, wanted to have coaches, who were not going to Memphis (it was a long drive from Pennsylvania), to come to his apartment for a gathering. Knowing that Ed’s



Action at Buzzfest between Al Kyle (left) and Rich Parks.

apartment would be jammed packed, George offered to have the gathering at the same hotel where the November Buzzball Convention had been held. Little did anyone know that this would become the first well known Non-Miggle Convention known as “WinterFest”. The first WinterFest was an absolute huge hit. During the tourney, coaches were able to watch football on a big screen TV, including the now famous “Tuck Rule Game”, between the Patriots and



George with son “Spike” go over passing tactics using the Pass Placement system used at Buzzball events.

Raiders. The help from friends Chris Stacy, Mike Pratt and Rich Parks made the WinterFest a great success...it was an awesome atmosphere. George had only planned to have the WinterFest just that one time, but coaches from all over demanded that it be brought back and George brought it back, only moving the date so as not to interfere with Miggle’s Conventions. WinterFest, unfortunately, had unintended consequences with Miggle and Miggle saw this new convention as an insult to them. As a result, an unfortunate rift between Miggle and George became a reality...a rift that remains to this day. But more importantly, the Buzzball tourneys showed other coaches, that anyone could put on a convention, outside of Miggle and that it could be done for low cost, with just as much fun. In recent years, he has cut back to just one tourney a year due to family obligations, now known as BuzzFest. Buzzball also created their own league in Harrisburg...Raiderman...”George and I started the Harrisburg League and it was just me and him every week playing at this little place called ‘Your Place Restaurant’...we went every week and eventually it started to grow”. Not only has it grown, but Raiderman and George have continually promoted the hobby...”George and I have done countless things in central PA to promote the hobby... We’ve setup tournaments in malls, went to Superbowl Parties, played Leagues at numerous places and extended the knowledge of the game to many younger kids”. Today the Buzzball Harrisburg League is one of the most competitive in Pennsylvania.

THE LEGACY OF GEORGE DIAMOND

So what is the Legacy of George Diamond? I have laid out all the events of George’s Miniature Football Resurrection...but as I have learned through getting to know him better, football is such a small part of the big picture for him. As I have mentioned, George is a family man and he puts his family first...he does this because he has a father who put his children first and George learned this lesson from him a long time ago. If you have ever purchased George’s special bases “Speed Diamonds” you may have made the same mistake I made. I believed they were called “Speed Diamonds” because they are fast...but believe it or not, it goes much deeper than that.

George's father, Spero Diamond, was nicknamed "Speed" because of the pronunciation of his Greek name, Spero. His father was a homebuilder in the Harrisburg, PA area and he so loved his children, that he named streets and housing subdivisions after them. In Harrisburg you can find Saint George Road, George Drive, George Circle and even a housing division named Georgetown. It was out of a father's love for his son and a son's love for his father that we have "Speed Diamonds". Not named for quickness, but it was with great love and honor for his father, that George named his greatest creation, his fastest bases. Now those grey bases take on a whole new meaning. Furthermore, George has a deep love for his Mother, Helen, who was a big part of his life, especially after his parents divorced when he was 15.

Raiderman also admires his qualities..."Aside from the hobby, George has a great family who all love him to death...I've known him for eight years now and I've watched his kids grow up...when I first met him he had two kids and then a year later his daughter was born...now she is six and his oldest is a teenager...man time flies".

So again I ask what is his legacy? I believe it is his two loves...his family and miniature football. When I asked George what he is most proud of in miniature football he told me it is his Buzzball tourneys and he should be very proud of them. The conventions are all about fellowship and being open to everyone, old and young. If George can bring in 50-60 new coaches from off the street and give guys a hands on training, then it is all worth it and if they find their inner kid and have fun...then even better.

For the future, George has some strong beliefs in standardizing some things within the hobby. These would include a baseline for game play and more importantly-equipment. He believes that keeping the game simple is a big part of attracting new coaches to the game. He has put on many tourneys that have offered three different divisions in which coaches can compete using different types of equipment, including weighted players and bases. In 90% of the time, the coach's choice overwhelmingly was the basic equipment division (standard-no weight). Working in workshops is also going to be a big part of his legacy within this hobby. Discussion groups from the Buzzball Conventions, painting clinics and the like, have all spilled over into other conventions. He has even provided key workshops to coaches on You-Tube on the internet and more are on the way.

All his efforts have lead to what we have today...advancement of the hobby...new figures...conventions and leagues. All of this is why George Diamond is a "Master" of Innovation in Miniature Football and a Master of Fellowship.



BUZZBALL

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BY AL DUNHAM



INCORPORATING FUMBLES AND PENALTIES INTO YOUR GAME

THE COACH LINES UP HIS TTQB, AIMS AND FIRES THE BALL. IT HITS HIS RECEIVER AND THE BOARD IS TURNED ON. HE RUNS TO THE 30... THE 20... THE 10... HE'S HIT AND FUMBLES THE BALL AND THE DEFENSE RECOVERS. BUT WAIT, THERE'S A FLAG ON THE PLAY. A FLAG? FUMBLE? HOW CAN THAT BE, THIS IS MINIATURE FOOTBALL FOR CRYING OUT LOUD. How indeed? That is a question that many coaches have been asking. There are as many different ways to include penalties and fumbles as there are coaches. Some people use the traditional method of having the runner carry the ball. If it comes out, it's a fumble. Others might use dice or a spinner. None are right, and none are wrong, they are just different ways to accomplish the same result. With that in mind, let's examine one method of trying to accomplish both penalties and fumbles.

In the Dallas league, they use something called the 'action' box. Inside are 3 six-sided dice, 2 twelve-sided dice and 2 ten-sided dice. During a play, the box is used and depending on what combination shows, anything can happen from a fumble, penalty or an injury to a player. This is a very well thought out plan, though it can be a bit complicated for the unwary, not to mention trying to find ten and twelve-sided dice. I'd like to offer a similar, though simpler, way to incorporate fumbles and penalties into play. First of all, you will need 3 regular six-sided dice. Having one that is a different color or size from the other two works best. If all three are the same size or color, then it would be best to paint or mark one die to distinguish it from the other two. Before we do anything to the dice, let's look at the mathematical possibilities of the rolls.

THE ODDS

With one six-sided die, there are 6 possibilities of a roll, basically numbers 1 through 6. Using just one die would obviously result in having many fumbles and penalties in a game as 1 out of 6 plays would have some sort of dire result. Using two dice bumps the possibilities up to 36 different rolls. With this, we can do quite a bit. If we look at a typical NFL game, we have to try and determine what are the odds of a fumble or penalty occurring during a play? I did some research on some recent games. Here's some results: 45 plays in one quarter with 3 penalties and 0 fumbles, 37 plays with 7 penalties and 0 fumbles, 33 plays 2 penalties and 1 fumble, 41 plays 4 penalties and 1 fumble. This averages out to 39 plays in a quarter with 4 penalties and $\frac{1}{2}$ of a fumble. So what does this mean? In a typical game, there will be a penalty every 10 plays and a fumble every 80. This didn't take into account that the bad weather hasn't set in and there will undoubtedly be more fumbles when the snow and rain starts flying. Assuming a doubled amount of fumbles, this would mean a fumble once every 40 plays. So what can we do with the dice to achieve this same ratio? With the two dice, we can look at rolling either a '1' or a '6'. There are 4 different combinations for this; 1-1, 1-6, 6-1 or 6-6. This means that there is a 4 out of 36 possibility, or 1 of 9 that one of these combinations will occur. This works out pretty close to the NFL average for a penalty, now doesn't it? Rolling a double '1', is a 1 out of 36 chance, or about what the odds of a fumble, though perhaps a little high for NFL standards. Using just the two dice, we can approximate having penalties and fumbles.

But wait a minute, why did you say I needed three dice, you ask? Technically, you don't. Having only two dice would require that you roll the dice twice because you couldn't have a fumble and a penalty on the same roll, or you would always have a penalty with a fumble. In an effort to make it simple and quick, having three dice would give the opportunity to have both or just one on a single roll, as well as giving us some options to tweak the odds as there are now 216 different possibilities of rolls. With three dice, there is a 1 in 216 chance that three '1's will occur. If you're in a league where the teams have an average of 45+ players, then you may want to take into account injuries. A roll of three '1's would be a good simulation of the odds of this occurring.

THE SET-UP

If you are only concerned with penalties and fumbles, then I would suggest setting the dice up this way. Take the first die and paint two sides a solid color. The color doesn't matter, but for this example I'll use yellow. For the second die, paint one side yellow and another side half yellow and half blue. Now take the third die and paint one side blue. That's it. Now when you roll the dice, all you need to do is look to see what colors are showing. If there are 2 yellows showing (it doesn't matter if it's two solid yellows, or a combination of half and solid yellow) then there is a penalty on the play. If there is two blue showing, then it's a fumble. If there happens to be both two yellows and two blues showing (remember the half yellow/half blue die) then there's a fumble and a penalty on the play. Now, some of you might be thinking that 1 out of 36 is just too much of a chance for a fumble. In that case, simply take the first die and put a small blue dot in the middle of the solid yellow side, and two of the remaining unmarked sides. You have now doubled the odds to 1 out of 72. When you roll the dice, three blues would be a fumble, and the solid yellow with the dot will still enable a penalty if it comes up.



If you are interested in having injuries, then I would suggest getting three more dice, and painting one side red on all three. This way it's possible to have an injury, fumble and penalty all on the same play. Simply roll all six die and look at what colors show. If 1 out of 216 isn't enough odds for you, then paint one die with two red sides. This will give you 1 out of 108 odds.

THE CHARTS

Ok, I have rolled a penalty, now how do I know who it's on? I use a chart and simply roll all three dice again. The die that has the one solid blue determines who the penalty is against. Odd number is against the offense, even number is against defense. The die that has all yellows is the 'across' number, while the remaining die that has both yellow and blue is the 'down' number. Let's say I rolled a 1-4-1. The first

'1' indicates it's against the offense. Go 4 rows across and 1 down and we find a 5A in that square. If the defense accepts, it's a 5 yard penalty against the offense and repeat the down. If the first die had been an even number, then it would have been 5 yards against the defense. The 'A' indicates that it is an automatic first down for the offense. Now let's say we rolled a 2-1-5. In this case we see a 15 inside a bold box. Normally, this indicates a personal foul of 15 yards. However, if the play was a pass attempt, now the penalty is pass interference at the spot where the receiver was when the ball was thrown and the ball is placed there. If the receiver was in the end zone, then the ball is placed at the 1 and it's first and goal.

There are different ways to determine who recovers a fumble. You can simply flip a coin, make a chart or drop a ball onto the player (the rubber ones are best as they have lot's of bounce to them) and make it a mad dash to recover. Any way you do it is good, so I'll leave it up to your discretion.

If you want to include injuries, then you will need to make a chart or two. I'd suggest having separate ones for offense and defense. I think defensively everyone has about an equal chance of getting hurt. I would make the chart 36 squares, and put each position in three different boxes. That takes 33 squares, which would leave three left over that I would use to designate the nose tackle position. Offensively, I think the QB, RB's and wide receivers are the most likely to get hurt, so I would put the 5 linemen and TE in 2 squares each. Then put the FB in 4 squares, and finally the QB, RB and both WR's in 5 squares each. Then roll the dice like for penalties and take that player out for the game. You could also take some squares and highlight them so that the highlighted square is only a temporary injury and the player misses a designated number of plays before being allowed to return. Use your imagination and have fun!

	1	2	3	4	5	6
1	5	15	10	5 _A	5	15
2	5	10	5	10	5	10
3	10	5 _A	5	15	10 _A	5
4	5 _A	5	10	5	5	5
5	15	5	5	5	5 _A	10
6	5	10	5	10	5	5

PENALTY

A=Automatic First Down

■ =Pass INT

SOLITAIRE OR LEAGUE PLAY

Playing solitaire will require a little different approach than league play. In leagues, most guys will want the action to take place during the play. The best way to do this would be to have a separate referee roll the dice while the players are moving. If a fumble occurs, then he could stop the play right away and the ball is lost wherever it happens to be at that time. In solitaire, your attention will undoubtedly be on the ball carrier, so it would be hard to roll the dice and look at them and keep your eye on the runner all at the same time. What I usually do is just roll the dice after the play is stopped. This requires a few changes. First off, if a fumble comes up on a play where the runner went out of bounds, then I rule that it isn't a fumble. Second, if there is a score on a play, then the fumble is negated as well. The same holds true for incomplete passes or when the runner turns back away from the line and heads the wrong direction. In other words, I only count fumbles when the runner is actually tackled, or if he's in a mob that isn't moving anymore, and his forward progress is the determining point of the ball. Since this entails about half of my plays, I figured that I would change the odds so that there would be a 1 in 18 chance of a fumble. What I did was paint two blue sides on the die instead of having only one. In practice, I've found that this system works pretty well. I run 20 plays per quarter (not including kickoffs) and average 2 - 3 fumbles per game and 7 - 8 penalties. The odd part is that some games will only see 1 or 2 penalties, and others where the refs are flag happy and penalties abound and the same with the fumbles. At any rate, having penalties and fumbles has only increased the realism of play, not to mention the fun factor. As the guy in the old Alka-Seltzer commercials used to say, "Try it, you'll like it!"

UNREAL

THE MAN AND THE LEAGUE

BY GREEN BAY
GLENN HARDAWAY



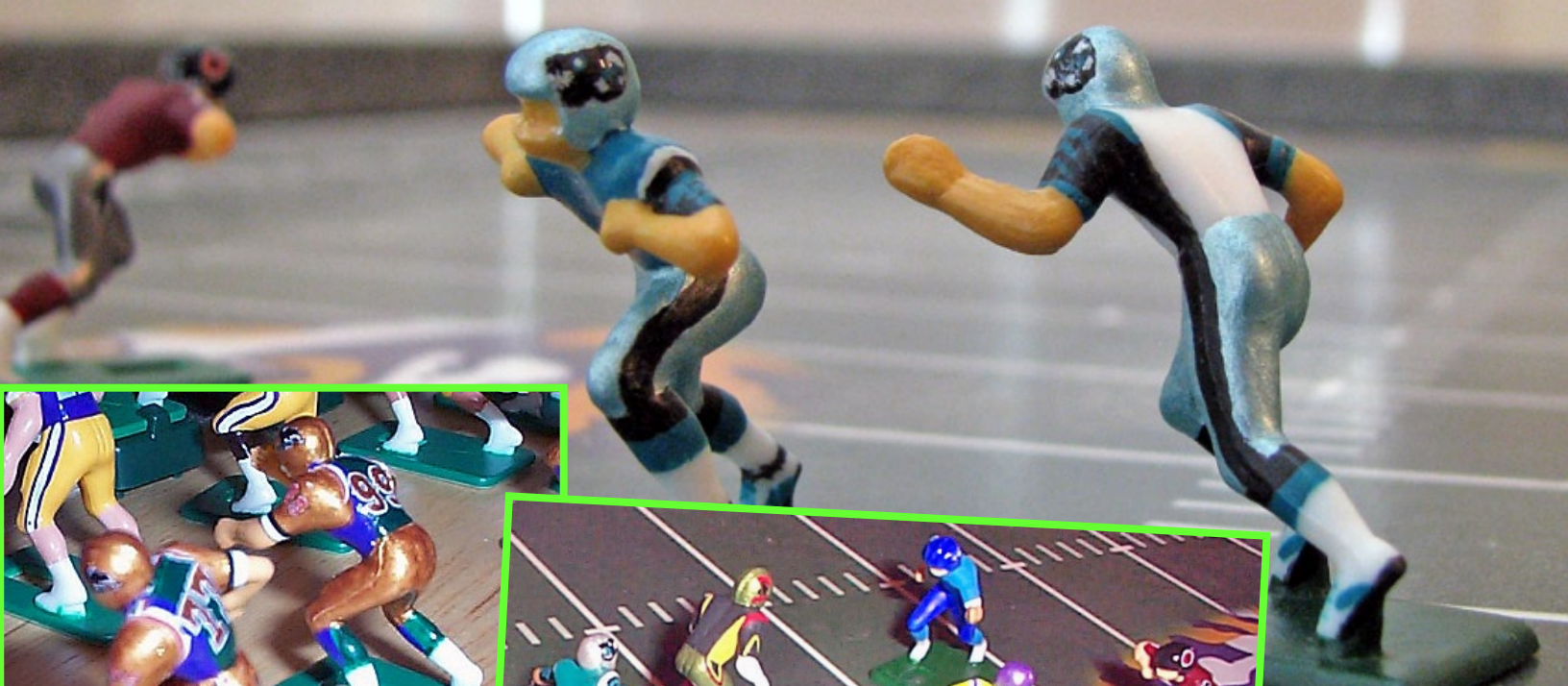
It's fantasy football in 3-D! The Unreal Solitaire Electric Football League got started, really, from some off-the-wall idea I had to make up a "no-such" team one day. I knew I wanted to put a team in my favorite city, Baton Rouge, Louisiana, but coming up with the team name was my challenge. I wanted something completely unique and bizarre at the same time. "Hmmm, what kind of animal is totally unlikely to be located in the swamps of south Louisiana?" I pondered. Suddenly the moose came to mind. It was one of those "ah-hah" moments! The Baton Rouge "Swamp Moose" was the answer. I laughed so hard tears came to my eyes and I felt like I'd knocked out 200 sit ups. I posted this crazy team to the Miggle chatboard, maybe the two before the current one online. Then one day, out of the blue, Weird Wolf created a crazy mascot and sent

it to me. It was the funniest thing I've ever seen. I've been laughing for years at the confused look of that moose wondering how and why he is sniffing swamp gas in Louisiana! This day became one of those "all-time classic" type days.

I enjoyed the Swamp Moose mascot and team name for a while, and then it dawned on me to actually paint up an electric football team to take them from concept to reality. I decided to combine several of my favorite team colors together in making this team. The deep green of my lifetime favorite team, the Green Bay Packers, of course, had to be a big part of the uniform. However, not to be left out, my favorite college which I attended would have to get some attention as well. Hence, the purple of LSU was also made a part of the uniform. Then another idea hit while I was trying to figure out this color scheme—Nawlins! No football team could adequately represent the fine state of Louisiana without some connection to New Orleans. Therefore, I decided to add the best color the Saints ever had on their uniforms—the



original old gold of the 1967 Saint's helmet. I decided this metallic bronze would be great, not only for the helmet, but also for the pants as well. Now with the gold, green and purple involved, I had a great Mardi Gras color scheme happening! This was just getting sweeter and sweeter, the more I jumped into it. To snag a phrase from my favorite comedy outfit, Monty Python's Flying Circus, "...and now for something completely different!" It was time to get crazy with the uniform design itself. The jersey would feature two main colors on it, both purple and green. Back side green, front side purple—a two-tone main jersey. Next I would put the team mascot on the front of the jersey, ala the old 1920's Duluth Eskimos, with their igloo emblem emblazoned on the front of their shirts. About this time, during the uniform design scheme work, Weird Wolf had yet another inspiring moment of creative genius and came up with a super helmet logo. It was a silhouette of a Moose leaping out of the swamp water. What a spectacular logo, if I must say so myself. He sent two versions of this logo which inspired me to create an "alternate helmet" for the Swamp Moose,



for this team. New crazy ideas started pouring in, with just as unlikely mascots and locations. The Hawaiian Fire Lizards, Munich Moon Sharks, Iceland Ice Ants, and Swedish

another first. These two alternate helmets would include, one helmet black with a red moose logo, and the main helmet old gold with a black moose. Hey, what a coincidence this was, because the 1969 Saints also had a black alternate helmet and wore it for just one preseason game that year, as they failed to submit their design change to the NFL by the required deadline. They were stuck with the gold helmets forever from then on. This was not so with the Swamp Moose, because we aim to please!

Another unique feature would be numbers on the socks. Then I came up with baseball style triangular socks on top of regular football socks, creating two tones there too, playing off the jersey. On the pants stripes, I decided to crisscross the striping so that it reverses itself halfway down the leg. The red, white and black tri-color stripes switch at the knee to become black, white and red

down to the socks. Then on the sleeves I decided to go with the super wide sleeve section like the Jets have, but instead of a number there, I put another Swamp Moose logo with the numbers up on top of the shoulder pads. Tri-color numbers too, by the way...metallic bronze trimmed in red and then white on the outside. Red and white shoulder loops are added and the sleeves are cuffed with a black and white combination. There are military style triple stripes going from the neck to the shoulder on top of the jersey as well. This is a really wild and crazy uniform that must be seen to be appreciated. On the white jersey I introduced another first...tri-color pants! Yep, the backside was white with the front of one leg green and the other gold.

Once all that was done I needed to create some opponents

Space Vipers were the first among many teams to usher in the Unreal Solitaire Electric Football League. Now I was having more fun than ever in this hobby in my mid 40s, enjoying it much more than even when I was a kid in the 60s. And I was thrilled to the max then with the hobby, so there is no limit to this enjoyment. Today the Unreal league proudly sports 40 teams, more than the NFL. There will be much more to come with this league.

For more information, feel free to visit the website: http://hefl.homestead.com/HSEFL_Unreal_League.html

LONG LIVE
MINIATURE
FOOTBALL!





COLUMBUS DAY BASH

by Corey "Prettyboy" Johnson

THE 2007 Columbus Bash will probably be remembered for all the last minute heroics. The whole tourney was in doubt, when the staff found out all their hard work of setting up the tournament room was for naught. The Bash organizers worked well into the midnight hour arranging tables, chairs, boards, and extension cords. Only after leaving did they find out that the room had been rented out for a party. What now!? Was it time to panic? Maybe, but cooler heads prevailed. They simply moved the tourney downstairs. The same staff members met early Saturday morning, before any coaches arrived to move everything. But before they could move the tourney in this room, they had to make room! You see this was the equipment room for the Beltsville little league football team. Once coaches started to show up, you would have thought this was the tourney room from the start. Everything was stacked nicely, and out of the way. Now it was on to the match ups!

Sixteen coaches were ready to Clash in the Bash! Prettyboy defeated Mpls Tom, K. Thrower defeated A. Hough, Morgan "Mozeek" Scott beat K. Boddie, and William Chalmers over Joe Greco were a



few of the first round finals. Since this was a double elimination tourney, an early loss was nothing to be worried about. But for Coach Joe G, it was two & done! At the other end of that spectrum was Coach Tom Ruesink, who used his first round defeat as momentum. His OSU squad went thru the losers bracket to advance to the championship game versus Big Keith. This was one of the better games in the tourney, as both teams went back and forth until the fourth quarter. Late heroics by Coach Chalmers led to the score being tied at the end of regulation. Bash Overtime rules are four plays from the 50 yd line. Coach Chalmers won the toss, and decided to take the ball first. After four plays Chalmers finished with minus 1 yard. Now it's Mpls Tom's turn and he starts off by trying the middle of the defense...run stuffed for -4 yds! So much for being a run team, Coach Ruesink went back to his pass 1st, 2nd, and most likely 3rd offense and hit a wide open receiver to win the game. It was fitting to have the Coach, who traveled the farthest, bring home the hardware. He insisted that he pay



for shipping the trophy back to the Twin Cities...and they say nice guys never finish first!

This also was the first time three of our most adored coaches were out in the public eye after going thru some hard times. Coach Joe Greco was coming back from surgery (Angioplasty) to correct a blocked artery. Coach Corey Johnson was returning from the loss of his 11 yr old nephew, who suffered a fatal asthma attack. Coach Will Travers didn't play, but stopped over to see everyone. He was dealing with his wife of 30+ years being very, very ill. Talking about heroes, Will basically saved the MFCAs skills event. With everything this man was going through he made the equipment needed to run the strength and speed events! He also hand delivered these items, plus the medals, and other items pertaining to the skills event too.

The Skills event was a huge success. Two of the newest members of the MFCA (Ty Ware & Ed Scott) got to see firsthand what the excitement was about. They entered in just about every category.

KICKING: It was a preview of the championship game. Chalmers and Ruesink both finished with 230 pts. It was on to a kick off. Big Keith could have won after Tom missed the first kick, but Keith moved back to the 100 yd mark, instead of going from the 35 yard mark. Of course he missed, and Tom went on to win it after Keith failed to make a 55 yarder.

PASSING: Nobody local, regional, or national was a match for Mr. NATIONAL, as he set a record score of 260! Keith Chalmers came in 2nd with a score of 230 (the old record)

STRONGEST MAN: Mpls Tom was too much for K. Lomax. The best battle was Tom versus CorEy. Their players went at it several times and even going to a different field before Tom advanced to the final.

STRONGEST MAN (ENHANCED): Corey defeated Ty and Keith defeated Smitty. Keith beat Corey in the final.

FASTEST MAN: This by far was the most entertaining and had the most entrants of all the events. A lot of races were run to get to the final group of Ray F., Tom R., Lomax & E. Scott. Well after the smoke cleared from 3 heats of racing, it was Ray F, aka Manhattan Ray, wearing the gold.

FASTEST MAN (ENHANCED) Big Keith won this event for the second time. Ty Ware came in 2nd place and thus qualified for the finals being held during the Canton convention.

Thank you to all who attended, and participated in the Bash, and the MFCA skills competition.

Special Thanks to Tom Johnson who joined the MFCA during the tournament.



INTERROGATIONS WITH RAVENNA AL



OVER THE EDGE WITH BRIAN H I G H T O W E R



RA: I did some name research and I found out that “Hightower” refers to a person that is strong, viral and exceptionally good looking. So what happened?

BH: What happened?

RA: Yeah, were you adopted or what?

BH: I wasn’t adopted. I think I’m good looking. My wife agrees with you though...

RA: How many licks *does* it take to get to the center of a Tootsie Roll pop?

BH: According to the owl in the commercial it takes one... two... and three.

RA: Ok, That’s your answer and you’re sticking to it, eh? Do you prefer painting or tweaking?

BH: Painting

RA: What’s a good one?

BH: What do you mean what’s a good one?

RA: Every time you go to the store, people are always saying “Thanks for coming, have a good one.” So, what’s a good one and why would I want it?

BH: I guess maybe they’re referring to having a good day.

RA: A good day? Then why don’t they just say have a good day?

BH: I don’t know. Maybe they were just figuring that you were in a bad mood so they told you to have a good one because they didn’t want give you a hassle... just move you along out of the store. I can’t really blame them!

RA: If you could be King for one day, what would be your first rule?

BH: I’d make Hooters the official restaurant of the United States.

RA: Why do werewolves only come out at night on full moons? What’s wrong with the rest of the nights?

BH: Hey, you’ve gotta ask Dracula about that.

RA: Did you say Jacko?

BH: No, I said Dracula. Clean your ears out or something!

RA: Strategy divider. Are you for it or against it?

BH: It doesn’t bother me either way.

RA: Really? I'm surprised that you would say that.

BH: Why are you surprised?

RA: Well, think about this for a minute. You have two teams. One is dressed in their 'dark' home uniforms and the other in their 'light' away uniforms. You have this big divider that comes down to separate the two sides. Then you raise the divider and turn the board on. Now the two sides are battling each other. Mass riots right there on your board. Doesn't that sound a little racistish to you?

BH:Are you on drugs?

RA: What?...Me? Huh? What?

BH wife in background: Man, I think your friend has gone brain-dead or something.

RA: Let's move on. If you could have any super-human power in the world, what would it be?

BH: Fly

RA: You want to *be* a fly?

BH: I want *to* fly.

RA: Where would you fly to?

BH: I'd fly away from here. Get away from you, specifically.

RA: What's the one secret that you've never told your wife?

BH: I don't think you want to know that.

RA: I want to know it. I don't know if she wants to know it or not.

BH: Well, I'm not telling.

RA: Rats. There goes my blackmailing scheme. What's your favorite miniature football team in your collection?

BH: My Baltimore Ravens that I painted.

RA: Elvis or Buddy Holly?

BH: Neither. I don't like Elvis or Buddy Holly. I like George Clinton.

RA: He was ok for a president, I

didn't know he was a singer as well.

BH: Didn't you ever hear of Parliament and Funkadelic?

RA: A pair of mints and an alcoholic?

BH: No! I said Parliament and Funk-a-del-ic! Didn't I tell you to clean out your ears?

RA: Cats or dogs?

BH: Dogs, I can't stand cats.

RA: What's the one miniature football skill that you wish that you had?

BH: Passing so that I could beat Jimbo and Edgar more regularly. I beat them now, sometimes, but those two guys are the luckiest guys in the world.

RA: Bozos or SwampMoose?

BH: Actually I like the Munich Third Reich team better!

RA: Interesting, Veerrryyy interesting!

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The Show VIII... Who got skillz?!

by David M. Campbell

The SHOW VIII

The LAEFL's 8th season was completed on October 6th & 7th culminating with The SHOW VIII, the LAEFL championship game.

The wildcard round proved tough as the Bengals, Vikings, Packers, and Jaguars all advanced. The divisional round saw the Saints, Chiefs, Packers, and Jets advance with the Chiefs eeking out the Bengals in OT and the Packers upsetting the Falcons. This set up the first ever father vs. son conference championship game, "The Riley Bowl" with the Chiefs taking out the Jets. The Saints also advanced with the help of two very costly penalties committed by the Packers to set up The SHOW VIII.

This was a game that featured the ball controlled offense of the Chiefs who had possession for all of the third quarter and part of the 4th before scoring and missing the extra point making the score 7-6 in favor of the Saints. For everyone who wonders about the action box, it worked against the Saints this time. They fumbled the ensuing kick-off and the Chiefs scored to go ahead 12-7 (extra point failed). The Saints

didn't see the ball in the second half until the 5 minute mark. At this time the teams traded possessions and the Saints got the ball back with 48 seconds left. They missed 3 wide open receivers on three consecutive plays all of which would have been touchdowns and the Chiefs held on for the 12-7 victory. Stay tuned for the DVD, coming out in '08!

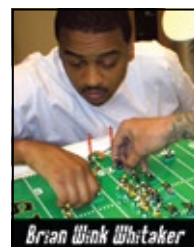
MFCA Skills Competition

The LAEFL also hosted the MFCA's Pacific West Regional Skills Competition. This competition consisted of five different coaches, Dave Campbell, Eric Robinson, Cleon "The Rasta" Tate, Jeff Eby, and Ajahanna Patterson, who were all excited to showcase their skills. Ajah took the gold in the weighted strength competition. Eric took the gold in both the unweighted strength and speed competitions. Dave took the gold in the weighted speed, passing (200 score), and kicking (180 score) competitions.

The Pacific West Region looks to host more MFCA Regional Skills Competitions in the future so get ready to show your stuff!



Tim and Ceo



Brian Wink Whitaker



Cleon Rasta Tate



Ajah, Dave, and Eric show off their medals



Cleon, Earl, Dave, Tim, Matt, Ceo, George, Jeff, Eric



“In The Lights”

Coach Dave Nickles

“A coach that loves this game and loves people.”

by Steve Miles

I first met David Nickles in 1996. I remember I was scanning the sports section of the USA Today when I ran across an article about Electric Football. The article described the EFL Superbowl 1. That was the year where Mark and Bill Klingbeil defeated David Nickles and Gary Pate from Oxford, Alabama. It also informed me of the Miggle website where I found David’s contact information. I called David as soon as I could and he seemed excited to hear from me. We set up a time for myself and Jody Drake, my best friend and only EFL opponent for 20 years, to meet David and Gary.

Jody and I drove 1 hour from Birmingham to play MF against someone else for the first time ever. We were so pumped! We decided to take my Chiefs even though Jody’s Steelers had always been our champs. I’m not sure why we did that, but the Chiefs played just fine. We had a great time playing, discussing rules, and all the possibilities now that we got to know each other. I knew that we had found some good people, and really good friends.

Since that day in 1996, I have had the opportunity to travel with David all over the country several times. We’ve been to Chicago, D.C., Baltimore, Cleveland, Memphis, Jacksonville, and South Carolina together. I’ve had the pleasure of seeing first hand the selfless kind of guy he is. Whether it was helping



me out when I was short on cash, or volunteering to drive, or helping me get my team ready, he always displayed kindness.

I’ve watched David give advice to newbies time and time again. He has never turned down a scrimmage opportunity, and after he wins, he always offers helpful hints to his opponents. I overheard some guys at Jacksonville saying that he had taught them how to have a running game. I was so proud, because I knew what they were talking about.

“I’ve watched David give advice to newbies time and time again.”

David loves this game, and he loves people. If you were looking for a role model, you couldn’t go wrong with him. If you need a friend, introduce yourself the next time you see him and you’ll have one. That’s all it takes.

He has definitely played a lot of football(43 years), but I think his greatest accomplishment is just being David. On behalf of the Southeastern Electric Football Conference, thanks David, you are the man!

Steve Miles.

(Steve goes under the guise of O-schemer on the miniature football chat boards)

There is a National League for Electric Football? People travel around the country to play? Is there a region in my area? When does it start? What team can I be? How often are games? These are just a few questions we get at the National High-Voltage Football League. This article will answer those questions and many more about the NHFL.

Let's start with the committee. I'm Paul Bartels (aka: The Raiderman) and I'm the commissioner of the NHFL. That sounds important doesn't it? It is very important... where is my bottle of headache medicine! I've been playing electric football since 1985. My first set was the 49ers and Dolphins given to me by my brother for Christmas. The

been a name you can rely on. He knows the ups, the downs, the "ins" and the "outs" of electric football. Mike was my first choice for a committee member to run the rules end of the League. He has been a driving force in the success of the NHFL since it began.

At this point I had someone to

other styles and could prevent us from not making this League one dimensional. I had been friends with Aaron Johnson since I met him in Washington, DC at the Miggle Convention in 2000. He was well rounded (no I'm talking about his head either) in various styles of play and he would be a great piece to the overall puzzle. Aaron did help us



by Paul "Raiderman" Bartels

first Super Bowl I ever watched was when the Bears beat the Patriots. Like many guys, I hung up the game during my college years, but got back into it in 1997 when my wife bought me a set for my birthday and I never looked back. I moved to Pennsylvania in 1999 and formed a local league here in the Harrisburg area with my good friend George Diamond. Then in 2004 I decided to put together a National League for electric football.

In order to accomplish this task of creating a National League there needed to be a committee. From the time I was involved in this hobby since 1997, Mike Pratt has always

organize everything (myself) and someone to think of everything under the sun and run the rules committee (Pratt). Now we needed to make it look good. We needed presentation and eye appeal. Rich Parks was fairly new to the hobby at this point, but he was in charge of "the brackets" and eye appeal for numerous SIW Tournaments. He always did an incredible job so he was the third member of the committee.

Next we needed someone on board with an "outside" view. The three of us were very familiar with the SIW tournament rules, so I wanted someone who was familiar with

with about 50% of the rules before his schedule became too busy and he had to withdraw from the committee. He was a great help and piece to the overall puzzle of coming up with a standard set of rules.

When Aaron left we needed a replacement. Mark Klingbeil stepped into Aaron's spot and filled that void. Mark brought the ideas of many years of Miggle tournaments, as well as, being a Miggle Tournament Champion in the mid 1990's. His thoughts and ideas were key in the overall picture of the NHFL. Mark was there for rules discussions every meeting, as we came up with an overall set of rules for the NHFL.

We met for six months, every Thursday night for 2-3 hours in an on-line conference room, going through rules one at a time until we covered (or thought we covered) everything. It was a lengthy process, but well worth the time. In the end we had an unbiased set of rules that included various manufacturer's products. Some things that are unique about the NHFL rules is our style of passing, the fact that you have to create your own team and a region can be anywhere as long as you have five people or more.

The NHFL is set up very similar to the largest semi pro football league in the United States (the North American Football League – NAFL). You need (5) teams to have a complete region. You play everyone in your region twice, once home and once away for a total of eight games. Technically you can have your own region and never leave your house if you have enough family members who want to play. The NHFL playoffs and Championship Game are the same weekend at the conclusion of the regular season. The location varies every year. The 2008 NHFL playoffs and Championship will be held in



Paul “Raiderman” Bartels is not only the NHFL Commissioner but is actively working on his own Bartels 11 man team. Here he brings up the next generation of NHFL coach in an NHFL practice game with daughter, Karmyn.

Philadelphia at the end of April or beginning of May in 2008. This past year we had the Championship weekend in Kansas City, Missouri.

The teams are all custom painted and detailed teams. Each coach must have their team in both home and away uniforms. The team names must be unique and not a NFL or NCAA team. Actual team names

might be common (Giants, Chiefs, Warriors, etc) but the location of the teams and the uniforms are not the same. Many coaches had a lot of fun creating their own teams and I for one love seeing all the different ideas and uniform schemes.

The regular season typically begins on November 1st and ends March 15th. You have from this time frame to play your (8) scheduled games. There is no set date that you must play games every week like a local League. Many regions schedule game days on a Saturday during this time frame for coaches to get together and play numerous games on those days. Other regions schedule nights of the week to play one game at a time. It's all up to the regional coaches how you get your games in. As long as the coaches play all scheduled games in the four month time frame the Commissioner

The team names must be unique and not a NFL or NCAA team.



is happy (and as long as he has his headache medicine).

Once the regular season has concluded the standings are totaled to determine who the playoff teams are. The regional winners all make the playoffs as well as the next (10) coaches in the country to round out the top (16) playoff coaches. The playoff bracket consists of the top (16) coaches in the League. Four rounds of playoff games on a Saturday in April (or May) will determine who the National Champion is for that year.

We are entering our fourth year of existence. The coaches are getting used to the rule set and it is fun to see the different pockets around the country and their styles of play. The Garden State region is known for their stiff defense, while the Great Plains region is known for high scoring and a wide open offense. We've had three different champions in as many years so no one team is dominating.

The regions have been fairly consistent. The Keystone region (Pennsylvania) has had a region every season; so has the Mid-Atlantic (Virginia, North Carolina) and Twin Cities (Minneapolis) regions. We average six regions every year and an average of five coaches in each region. Some regions came in once the league started like the Garden State and Great Plains regions. This year we are proud to announce that CorEy Johnson has put together a region from Philadelphia, Pa. This will be their first year in the NHFL and we look forward to having them. The idea of the NHFL is to do nothing else, but bring coaches

from around the country together for a competitive style of game play. Although there could be more regions throughout the country we are proud of the ones we have and we all play our hearts out for that Championship Ring. When it's all said and done and the smoke clears we know that everyone had fun and we're all proud of the National

Champion in the end.

Like anything in life the NHFL is always looking to improve. With great people stepping in and helping us out to make the League better they should not go unnoticed. Bill Brent came on board in the third season as the League Statistician. This was an area that was completely lacking in

the first two seasons and Bill did an amazing job in the third season. He has also agreed to be our statistician in the fourth season even though he has to sit out a season for personal reasons. Mike Guttman has also stepped in and helped me with some web site needs. With the busy schedules we all have, the NHFL web site is too much for one person to handle, so Mike has graciously added his time to help with that. Also worthy of mentioning is



Above, Joe Greco receives his Championship Runner-up trophy from Commissioner Bartels. Below, Corey Johnson's USA Dream Team take on Joe Greco's Milford Maniax.

The idea of the NHFL is to do nothing else, but bring coaches from around the country together for a competitive style of game play.



Left corner, Ed Roche (left) and the Toms River Fighting White Bears bang it out with Flynt Hendrick's, Raymond Boars at last years Championships in Kansas City.

Right corner, Mike Guttman (seated) and the Minnesota Tundra face off with Coach Karim Campbell and the South River Bombing Jets.

At left, Lance Williams's, Dawgpound Warriors cornerback shows the extent that a player will be detailed for play in the leagues "original teams only" format.

Ray Fanara, who has helped me with the League sponsorships. We try to provide coaches with products that equal the league fee every year. For the first three seasons we've come very close to offsetting that cost. The fourth season will be close also, but at this time we're waiting for those sponsored items to come in. Mike Pratt has had a lot of additional help with the rules over the years including Adrian Baxter, Norbert Revels, Ed Roche and Joe Greco. Last, but certainly not least, is the media guy who writes the articles in our "Watt's Up?" section. Jack Thomas does an incredible job of tracking coaches down and writing quality articles on coaches and events around the NHFL. Without the help of these folks the NHFL would not be as well run as it is now.

For more information on the NHFL and how you can get started building your NHFL team and/or forming your own region feel free to contact the Raiderman at: raiderman110@hotmail.com. You can also view our web site at: www.highvoltagefootball.com.

Miniature Footballs

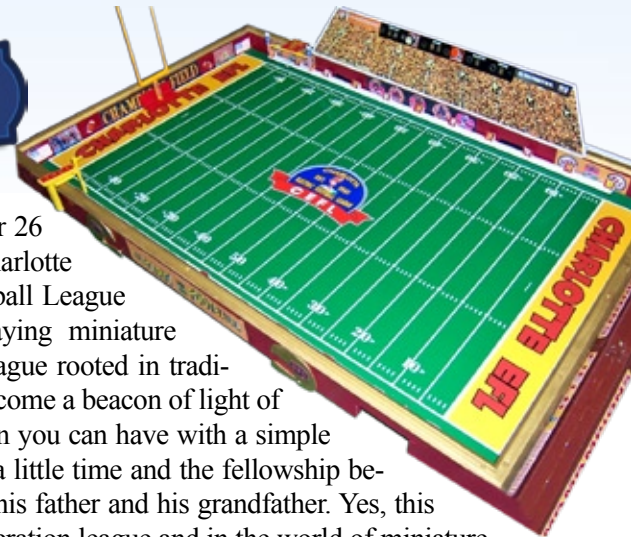
BEACON OF LIGHT

for over 26 years

PRESENTING THE

CHARLOTTE EFL

By Matthew Culp and John DiCarlo



In late October, in a small suburb of Rochester, New York along the shores of Lake Ontario, you will find a tranquil scene. Imagine sitting along the beach on a fall afternoon and looking out over the ocean at the ships passing by and in the distance a lighthouse begins its nightly watch. Welcome, to the coastal village of Charlotte, New York. It is a village full of history and it is a city full of tradition. But most visitors that pass through this serene village do not realize the history and tradition that takes place in the basement of one of its

own. For over 26 years the Charlotte Electric Football League has been playing miniature football. A league rooted in tradition, it has become a beacon of light of how much fun you can have with a simple board game, a little time and the fellowship between a son, his father and his grandfather. Yes, this is a three generation league and in the world of miniature football, it is a very special league, not just because it has stood the test of time, but because it brings people together in a very special way. I am proud to present this league, its members and its history to all of you. This is the story of the Charlotte Electric Football League founded in 1981.



Granpa John DiCarlo looks over Texas Stadium with his grandson Ron Minni as the Raiders and Cowboys start the action.

It all started a few months ago back in July, when I received an e-mail from league founder John “Larue” DiCarlo. Rather than e-mailing him back, I gave him a call and we talked for a couple of hours. I must admit, it was like talking to an old friend, who I have never met. John is very simple to sum up if you have never met him. He is that nice guy, who will do anything for anybody and has a big heart... a heart of a kid. To give you an example of his humor, all you have to hear about is the story behind the “Polish Falcons”. The Charlotte League builds all of its own games, completely out of wood and vinyl field covers. Everything is made to look like real fields and is nearly all home made. So it is to no surprise that they sculpt and paint all their own teams as well... that is where the Polish Falcons come in. The roster names on the back of the team

would make anyone laugh (Polish...you know “Weinsiki” type names), but these names are a little special because these players are named after relatives, family friends and the like...talk about fun. Their custom idea teams would make even my good friend Al Dunham jealous.

and changing with the times.” It was also very easy for me to see that the league and game are something very dear to his heart. John is now 59 and retired, but his love for the game has not changed from that Christmas morning in 1956 when his Mom and Dad gave him his first game, which he still has.

“our hope is that the kids will do the same someday and pass it on, keeping the game alive and changing with the times.”

As we continued to talk, I was also impressed by John’s commitment to promote this hobby. The Charlotte League, before Miggle Conventions and any form of promotion was happening, made it a habit to setup at the two biggest antique toy shows in the area and display several different games and figures. They have handed out flyers with all the websites that have anything to do with miniature football and they have given demonstrations to newbies in the hopes of promoting the hobby. I cannot put into words how excited John is about the MFCA and what we are trying to do. As he told me his story of the years they have spent playing miniature football, I was compelled to ask him what has kept it going for so long...it was a very simple answer... “electric football has provided a very special bridge between young and old for all of us in the Charlotte EFL”. He continued, “our hope is that the kids will do the same someday and pass it on, keeping the game alive

to this day, 51 years later. His collection of game boards and accessories is huge and he has hand painted and detailed all 32 NFL teams in both home and away uniforms, “there’s not much room left in my basement” says Larue, “but I’ll make room if I have too, collecting EF stuff to me is almost as much fun as playing the game”. John, like many of us, is also a family man. He has been married for 37 years to his wife Cindy and she has heard a lot of buzzing in those 37 years and has seen John spend tons of money on the hobby...but through it all, she has remained supportive of his passion. What makes John DiCarlo special, too me is that he has been blessed in so many ways and he knows it and appreciates it. But it is the miniature football community and I, who has also been blessed. Because of people like John DiCarlo and the Charlotte EFL, my life has been enriched and I hope by sharing their story you can be enriched as well....



The History of the Charlotte Electric Football League

presented by John DiCarlo

The CEFL started in 1981 and more than 20 different players have combined to play more than 600 games in *Subterranean Stadium* (Larue's basement). Up until 1995 we played two ten game seasons, fall and winter, but now we start later and play just one, we like playing in the winter because they are long and boring up here plus it extends the football season after the NFL stops playing. We currently have an eight team league with two divisions (Amps & Volts). We play a 14 game schedule, plus playoffs and an all-star game. The CEFL has nine members and all but three are over 50. Our current game night starts with three games at 6:30 and one at eight, on Wednesday nights, from late October till April. We even have a bowl game for the two worst teams in the league...

it is called the "Amos Tortora Alonzo Gillette Stagg Bowl", which has special rules and always draws a big crowd of spectators every year. The league has somehow survived through the years although it was not easy, having the time to play was not always on "the menu of life". Between work, kids, illness and the death of some of our family members, we tried to keep it going as best we could, but even with all our best efforts, we still had

a void of eight years, when the league went dark. It was a sad time for me and the rest of the gang. We were at a time in our lives that had so many things going on all at once that EF took a backseat. We, however, as a group, never lost contact with each other and finally got things back together. We are into it big time now...bigger than ever. The Stadium is a cozy little place with three games being played simultaneously, on three handmade wooden fields built by myself and my brother Duke. We build the frames, I decorate them, then I design the actual field and have it laid down in vinyl, they are beautiful and bigger than the largest Tudor game. We have found that the closer to scale the field is, then the more realistic the game is and we believe that realism is #1 in Electric Football.

Football night in the CEFL means friends, pizza, wings and

maybe a beer or two, a ton of laughs and some very hard fought contests. The game is not big around here, so in some ways we are almost like a secret society or strange religious group, (to people who know about it), which is just fine, being different and outside the lines is ok with us. I suppose I could write a book bigger than the Bible about all the fun we have had throughout the years and all of the wonderful friends and family who have played in the CEFL. It's been something so very special, I wish I could start all over and do it all again, but that won't happen so I try to keep the memories alive by filing away past league records, videos and newsletters. All the new figures, bases and detailing stuff have turned us all into 12 year olds again. I am 59 years old and not the oldest member of the league he's 60! My Grandson is the baby of the group at 15, the rest are all into their late 50's. I got my first game at 8 years old in 1956 (which I still have) and have been absolutely hooked since then. It's my passion I guess just as it is for the rest of

the boys. We are now teaching the Grandkids to play and must be doing a good job at it, because my grandson whipped all of us old timers last season and won it all. Our rules are a bit different, but are designed to make the game fun for all and easy to learn. Being high tech isn't our thing and maybe that is why we are still going after all these years. Couple the easy rules and just being great friends and you have the key to our success.



SUBTERRANEAN STADIUM

We have had quite a few memorable moments in our league, but the two that come to mind was "the flood" and the "Heimlich Maneuver". The first was the only CEFL game ever played away from Subterranean Stadium. It was moved to another members' house after our stadium was flooded by nine straight days of rain. The second was when we almost had to apply the "Heimlich Maneuver" to one of our coaches. He was leaning down behind the goal posts for a better look at my 47 yard field goal attempt, which went straight thru the uprights into his mouth and down his throat. After a few gags and a couple of snorts, he handed me back a very soggy felt football, which to this day sits in the CEFL Hall of Fame. That was just one of the thousands of laughs we have had as a league. Actually, the only thing we have had more of than laughs is pizza!



Electric Football's only limitation is your imagination. When you use some imagination...offensive and defensive strategies become boundless.

It is my hope that our league will go on until we just don't have anyone to play against anymore. At that point, it will be time for the kids and Grandkids to pack up all of "Granddads" 50 year collection of Electric Football stuff, take it to a new home and hopefully play till their old guys like us. If not, then I hope they give it to someone who does. It will be in my will to do so, that and one other thing...I want a detailed Electric Football likeness of Jimmie Brown carved on to my headstone.

Through the years I have always dealt with people who could never understand how grown men could play a "kid's" game, well I for one do not believe Electric Football is a kid's game. Any parent that buys his child this game would have to have been taught and played himself to be able to teach the kid how to play. If this game is set up and played the way it should be, then the game will mimic real football and all the excitement that is part of the sport. In addition, the figures take on a life of their own and the players become a "real hands on coach". As mentioned...rules that keep the game as close to the real thing as possible should be in place and enforced. Then Electric Football's only limitation is your imagination. When you use some imagination...offensive and defensive strategies become boundless. It's simply the most unique and entertaining sports game ever invented to this day. The problem is it has never been advertised and promoted properly and that is a shame. For far too long the game has been labeled a toy, it is anything but, it's way beyond that...it's every bit the challenge of any strategy game out there.

Has anyone ever heard..."aren't you guy's a little old to be playing with toys?" Most people think we should be playing Gin or scrabble and not a kid's game at our age. That is a shame, because I have always felt that once you stop "playing" you lose one of Gods greatest gifts..."being a kid at heart". Miniature Football is a wonderful thing and I hope I feel this way forever...as a matter of fact I know I will. When we do get too old to play we will still be at the local toy shows with our games on display. We will continue to demonstrate how to play and encouraging everyone we talk to get into the game. We want to pass on all we know about the game to young and old alike. We have found that once they play it they get hooked just like we did, and that's what it's all about..."the next generation of players". That is why a big hat's off should be given to guys like Reggie Rutledge, Beenut, Raiderman, George Diamond, Tornado Alley, *The Tweak* Magazine and all the rest of the people who are keeping the game alive and moving forward. With new and innovative additions, the game must continue to grow and evolve or it will fade away like so many others.

Get in the game! Support the MFC! Teach the kids and above all keep playing, and remember...old is just a word. As for me and my friends, we continue to prove that every Wednesday night!

And Now the Coaches of the Charlotte Electric Football League.....



Pete “Hotsman” Dietz is a welcome addition to the CEFL as a rookie player this year taking the place of a member, who took a job offer out of state. “Hots” is 56, grew up with us in Charlotte and is a lifelong friend, as are all of us in the league. He is a big time Giants fan and wears their colors proudly. Hots waited a long time to get into the CEFL and is in the learning process, but still loves it, even though wins could be hard to come by this season. “I am going to take my lumps this year,” said Hots, “but that’s no big deal, just being with my friends playing the game is what really counts, I’m having a great time and look forward to each game”.



Ronnie Minni (15) is a sophomore quarterback at Aquinas Institute and is the Grandson of John DiCarlo. He was introduced to the game as a small child, when he would sit on his Grampa’s knee and watch him play. By three years old he was playing real games with his Grandfather and of course, Grampa would let him win. Ronnie was a natural at the game. He knew all the different player positions and began to design his own plays to the amazement of his Granddad. At first, like almost all players, his passing game was not so hot, but as the years went by, he became deadly accurate and today is a pro at it. Starting at such a young age paid off for Ronnie, he and his Cowboys are the defending CEFL champions which puts a big smile on his Grampa’s face. “I remember how Ronnie just hated to lose and would throw a tantrum when things didn’t go his way,” said his Grandfather, “ but when he got into high school that all changed...he’s grown up a whole bunch and understands that losing is also part of the game...he’s a great kid, I am very proud to be his Grandfather”. “I love to play against my Grandfather” said Ronnie, “he’s a great player and beating him is a real accomplishment...I always look forward to our games.” Ronnie’s dream is to attend Notre Dame, so maybe someday we will hear about the Fighting Irish Electric Football League, hey ya never know!



Jimmy VanVelson (56) is a retired mason, who grew up with the rest of us, then lived in Texas for some years. He returned to Rochester and one day he ran into John DiCarlo (who he hadn’t seen for years) at a local seven eleven. John took his phone number and put it in his wallet. Almost two years later the CEFL needed a player and John had no idea who he could get to fill the slot. He was digging through his wallet one day in April of ‘06 and found the number looking for something else. The minute he looked at Jimmy’s name he knew he had just the guy, one of his favorite friends whose personality you can’t help but love. He called Jimmy up and they got together for some music and a couple of cold ones. John told Jimmy about the league and asked him if he ever played, Jimmy said no, but he would like to see what it’s all about. Now he coaches the Steelers and is having a good time with his old friends again.”I won’t win many for a while, but I’m having a lot more fun doing this than I would home sitting on the couch” said VanVelson. John DiCarlo commented,”Jimmy is perfect for our league, he’s one of the best guys I have ever known”.



Jim DiCarlo (54) is John DiCarlo’s brother and to friends and family is known affectionately as “Duke”. That name was bestowed on him by his brother, after a 1960’s childhood buzz cut by Sam the barber, left him looking like the then famous Japanese wrestler “Duke Keomoeoka”. For many years Duke was unable to play in the CEFL because of a tricky work schedule at Kodak, but when Kodak went bust in Rochester, the Duke found work elsewhere working straight days. As a result, that meant he could now be part of all the fun on Wednesday nights, in Subterranean Stadium. This year he’s using the Bills and his goal is a playoff berth and a shot at the title. He may get both the way he throws the ball. “I remember when he came into the league,” said his big brother John, “he couldn’t hit a bus.” Not so anymore, he has become the mad bomber of the CEFL and a threat to blow away anyone who can’t match him score for score. “You know I really would like to win it all, but I’d settle for just beating my nephew and CEFL champion Ronnie Minni,” Duke remarked, “that Nephew of mine is a little too full of himself and seems to take great pleasure in working me over, I intend to put an end to that next time we play”... “you know this is really something, here we are playing games in the basement just like we did as kids growing up and isn’t it a beautiful thing!”



Mike Oneill (58) works for himself as a general contractor and is a senior member of the league. Mike is another of the old gang, from Charlotte who grew up with John DiCarlo. When Mike is not remodeling a bathroom or knocking down a wall, he is playing in the CEFL and is known as the “minister of defense,” just ask any member of the league and they will all tell you how much they hate playing Mike and his suffocating defensive alignments. “Offensively, he is okay, but on the defensive

side he is absolute murder,” according to Dave Paprock, one night last year after a four quarter struggle against the minister. Some of the members have called for a league investigation into Mike and his defensive schemes. The Commissioner, however, found nothing illegal about Mike’s tactics and ruled in his favor, much to the minister’s delight. “Mike’s just like family to me,” said John DiCarlo, “both my Grandkids love him, and I can’t imagine having the league without Mike, so I always have to rule in his favor, I mean that’s what families for right?” Mike has the Titans this year and although he lost his first game 13 – 7, he played well against the defending champion Cowboys and the money is on him to make the playoffs. Along the way he’ll have a lot of the coaches howling, because they can’t move the ball against the minister and his Titans.”That’s just what I’d like to see go down” said Oneill “nothing I like better than to win the whole thing this year, I’m due”. Hail to the minister!

Wayne Root (48). Every league or team always has a player that seems to be a fan favorite and in the CEFL it is Wayne, a 48 year old fun or nothing type guy that keeps the crowd and his opponent laughing all night. He is such a huge part of game night that when he missed a game due to illness last season, CEFL’s Ronnie Minni said “it was not nearly as much fun without Wayne” the rest of the members had to agree. Wayne won the CEFL sportsmanship award last year and it was well deserved, “you just know when you play Wayne it’s going to be fun” said John DiCarlo, “he’s a good player too and the games are always hotly contested, full of one liners and memorable”. Wayne is an avid outdoorsman and would just as soon be landing a big perch or knocking down a nice 6 point white tail between games or during, if the opportunity presented itself. Wayne has been playing since he was a little kid and loves the game and all the trimmings that league commissioner DiCarlo has added over the years. “John DiCarlo or the Commish, as I call him, is unreal, he comes up with something different almost every week and his newsletters and bulletins are scrapbook material, I have everyone he’s ever written, going back and reading them is always good for a laugh or two.”

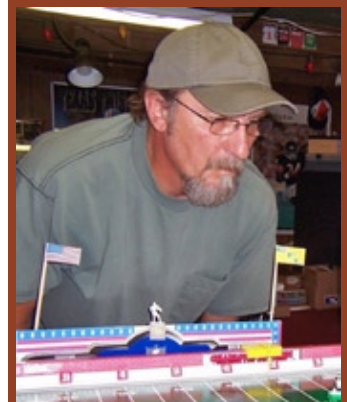
Kyle Paprocki (Dave Paprocki’s Grandson) at 13 is the youngest member of our league. He is also an 8th grade honor student in school and one great kid. He is the league’s 9th man and fills in for any coach who can’t make it on game night, which members have no problem with because Kyle is just about as good as any of us. His passing game gets better every week and he can play defense with the best of them. He spent many hours playing against his Grandpa and Grandpa has taught him well, maybe too well, because now Kyle takes great pride in beating Granddad, whenever they play. If you ask Dave Paprocki about his Grandson you’ll see a smile come across his face and usually get the same response. He drives his Grandfather nuts with questions about anything and everything and at only 13 is able to carry on a conversation about any topic you come up with, plus he’ll add in a few facts about the subject that he has stored away in his always active mind. He’s a league favorite and along with Ronnie Minni, they represent what we hope is the future of the game. What a great gift life has given John DiCarlo and Dave Paprocki to be able to teach, play and pass the game on to their Grandchildren, a great gift indeed.

Dave Paprocki (60) is a CEFL Hall of Fame member and probably best represents what our league is all about...friends and having fun. He is a terrific friend, the best of the best in the CEFL and his off the wall view of life keeps everyone around him guessing what’s coming next. He’s been a steady player through the years and loves the game and the chance to pass it on to the next generation. He just retired after 30 years in the Postal Service, which may or may not be a good thing, because when left to his own devices, well ya never know. His latest thing is going downtown and setting up on a corner and playing the accordion, sometimes he takes other instruments with him and becomes a one man band for all the folks walking by. He doesn’t do it for money, but he loves when someone shows an interest in his playing. He meets all kinds of people and immediately gets to know them and sometimes they pull out their favorite instrument of choice and they form a “poormans” combo, much to the crowd’s delight and of course Dave loves it. “He’s one in a million” says John DiCarlo, “and I can’t imagine life without Dave, he’s like a brother to me”...a feeling shared by all that know him. Dave is also greatly responsible for keeping the CEFL alive and growing.”Heck he is the league as far as I’m concerned” said John DiCarlo, “without Dave I have my doubts the league would continue, he’s that big a part of it”.

On behalf of The Tweak staff, I hoped you have been enriched by this story, I would like to thank John DiCarlo for sharing his story. Long Live Miniature Football!-Matthew Culp

“You know I really would like to win it all, but I’d settle for just beating my nephew.”

Jim DiCarlo



“Just being with my friends playing the game is what really counts.”

Pete Dietz

OPERATION SHOOTOUT

BY
ANDRE COGDELL



IT'S SUMMER 2007, THE FIRST WEEK OF SEPTEMBER TO BE PRECISE. MOTHER NATURE IS REVIEWING HER THINGS TO DO LIST AND STARTED MAKING TENTATIVE PLANS TO BRING ABOUT A SHIFT IN THE MERCURY ON OUR THERMOSTATS. BEFORE SHE PUTS UP A CLOSED SIGN ON HER BEACHES AND MARINATES ONE FINAL STEAK FOR THE GRILL, THERE WAS A MISSION THAT NEEDED TO BE CARRIED OUT. THIS NEEDED TO BE COMPLETED BEFORE THE LEAVES CHANGED COLORS AND TURNED OUR LANDSCAPE INTO A BEAUTIFUL MOSAIC BACKDROP.

A TEAM OF EFL COMMANDOES WERE CONTACTED TO GO INTO TEXAS ON A SEEK AND RETRIEVE OPERATION. HELD IN CAPTIVITY THERE, AN ARTIFACT KNOWN AS THE TEXAS SHOOTOUT TROPHY.

The secret documents given to our infantry read simply... "Texas shootout trophy rescue and recover". The operation was deemed to take place in a town named Arlington. Nestled in this aforementioned region are a band of renegade coaches (DFWEFL) camped out, guarding this artifact at any cost.

This group began to receive substantial notoriety in the mid 1990's for its quick draw with a "TTQB". These



gunslingers are said to be dangerous during the course of battle. Some of the key participants in this group are Michael (Six Guns) Robertson, Ira (High Noon) Meecham, Darth Raider, (aka, RD), Don (Go ahead make my day) Hudson, the best shot in the west. Other key affiliates of this troublesome militia are Pep (Quick Draw) Woods and Dewayne (Tombstone) McDaniels. These bandits are lead by a villainous leader named Reginald ("Hang'em High") Rutledge. He is the mastermind behind their production of heavy artillery (Footballfigures.com).

SEPT 7TH

It is late morning; the metal birds began to hover over DFW International like choppers over the jungles of Vietnam. After a drop onto enemy soil, I immediately radioed our infantry leader Colonel Lynn Schmidt (aka Weirdwolf). He in turn radioed two EFL soldiers out of Philadelphia named Mr. National and Private Gerald Fulton. Our transportation finally arrived and we began to matriculate down highway 360 in route to the battleground (the La

Quinta Inn). A native villager (cab driver) was driving us through enemy territory with no idea where the battlefield was located. I got out a blueprint of the said grounds and gave him a phone number to radio ahead to the La Quinta for specific directions. At that moment, I felt I was going down the Nome River looking for Colonel Walter E. Kurtz of "Apocalypse Now" cinema fame.

We arrived at our destination without any interruption from enemy fire. Our unit dropped off its gear and headed over to a nearby eatery for an early lunch. Upon entering the establishment, we noticed the ambience was saloon-like in its appearance. It had such a west-

ern feel to it, I expected Mae West to walk over to our table with a pitcher of moonshine. After a hardy meal, catfish strips to be accurate, we headed back to our quarters to go over a few details. As we sat about the confines, (hotel lobby) I noticed an unusual occurrence. There was a cricket just wondering aimlessly past our shoes without a care in the world. It was almost as if it were shopping at the mall going from store to store. Kevin Boddie, a captain sent to Texas by way of the Pentagon to lend a helping hand, uttered "Don't step on the cricket, it's bad luck." I was thinking it was poisonous and planted there by the opposition, in hopes it would bite us and weaken our unit before battle. One other strange occurrence was a gentleman that entered the lobby at the La Quinta with a pair of bright lime green

shoes on. He turned and looked at our unit and said, "Don't laugh, this is all I had." Weirdwolf and Mr. National replied to the gentleman, "Don't worry, it matches what you have on." I'm thinking, what in the hell is a pimp doing in a western.

We all turned in for a much needed nap. That coming evening, we had a top secret mission to carry out. Our plans were to disguise ourselves as civilians and attend a barbeque being held at the notorious Reginald Rutledge's home. Our orders... get in, get some food, and then disperse. The purpose of this night op was to conduct surveillance and access the enemies' weaponry. As we moved in pairs throughout this facility, we concluded this group had massive artillery (308 boards). Also noticed were rounds and rounds of ammunition (FF.COM figures). There was even a special wing inside the stronghold filled with specially made bullets (custom figures). A further search of the compound revealed a couple of Indian head dresses (a Kansas City Chiefs and a Washington Redskins field). Just out yonder were a couple of horses (The Denver Broncos Invesco Stadium and an Indianapolis Colts field)..

A major coop was discovered during this operation. I managed to slip past the leaders' mistress. A very attractive gal, I think they call her "Wild Irish Rose". I infiltrated a secret area in the leaders' home and discovered his personal hideaway. On the top level of the dwelling, there was a room that had





an unusual light permeating through the cracks of the door. I moved in a little closer to the situation to get a better angle on where this light was coming from. I gave the door a slight push in order to view the contents of this room. Do you remember the scene in *aliens*, when Ripley first discovered the queen alien? Do you remember the shock on her face? That is what made that scene so memorable just like the sci-fi blockbuster, *Close Encounters*. When the mother space ship finally began its fly-over into that canyon, did you see the look on the scientist faces? When I opened the door... that is what I experienced. Inside, the biggest football stadium you ever saw in your life. Yes Dallas Cowboy fans, it was Texas Stadium. It was the leaders' secret weapon. That strange light was the stadium, lit to host a night game. There were thousands of fans in attendance and it was truly a sight to behold. At the conclusion of this information gathering fest, one thing was for certain, war was inevitable.

SEPT 8TH

Early Saturday morning, the sun began to rise over the lone-star terrain. I awoke and drew back the drapes to see if the enemy was milling about on the grounds. Upon doing so, I notice a huge bug plastered on the window, as if it were trying to get in. The wing span on this creature was tremendous. I thought it was Rodan from the *Godzilla* movies. It was moving angrily on the window looking for a space to enter. That's when I went for my knife. Like the great Richard Pryor once said, "If somebody just happens to get hurt out here, I isn't gonna be the last one". After polishing my gear (the Mantaray's), I drew back the drapes once again. The good news is the bug was gone; the bad

news was a cloud of dust filled the Arlington sky. The DFW Cowboy's were riding into town. They managed to get past a bridge we were holding and the La Quinta Inn front desk manned their positions. In turn, we quietly dug into our fox holes just on the other side of theirs. We were loading our weapons with additional ammo; they were doing the same (weighing in our players). The first shot was fired (the cutting on of a 308 board), and the shootout began at ferocious pace. Shots were fired



from all directions (coaches playing each other). There were rifle and M16 exchanges that left many wounded and unable to continue (coaches who lost in the prelims). If this were Hollywood, this battle would be billed as "Saving Private Ryan" vs. the "Wild Wild West".

We were at a standstill with these gunslingers. I went back to my quarters to retrieve an additional radio. I sent out a MAYDAY to a 5 star general stationed in Portsmouth, Virginia, named General Donald "Old School" Smith. I needed his guidance on how to attack the opposition. Unfortunately, he could not be reached, so we were left to our own devices. Helping with the battle were a few EFL soldiers from a Kansas infantry named, Geno and Flynt Hendricks. They began to battle along side of us and were doing quite well picking off some of the enemy.

There was a cease fire during the course of action, both parties needed to reload and prepare for another round of fierce fighting. During this lull, we began to hold personal competitions to keep our bodies limber and our minds sharp. There was a fastest man competition. We also held a strongest man tug of war. The enemy hadn't resurfaced yet so we gathered our M16's (TTQB's) and held a competition for the best shot (passing skills competi-



tion). There were other events that varied to see who was the most skilled at certain levels in their craft.

As napalm and gun smoke saturated the Texas demographic, it gave the atmosphere a new fragrance, and the next wave of infighting picked up where the first wave left off. The casualties began to mount with no end in sight. Many cowboy's retreated by horseback, while some of the EFL infantry's were removed by ambulance to an undisclosed location for medical treatment (coaches eliminated from the shootout). Major Geno Hendrick's continued firing at will. He was one of the few who survived the ambush delivered by these riflemen.

WHO IS THIS NUTT?

As the smell of rotting flesh and fire arm metal simmered, like overcooked sausage at a neighborhood IHOP, a peculiar figure appeared before us via silhouette. We were puzzled by this gentleman who came by way of horse and carriage. We were wondering, who is this nut? As we approached the carriage we asked, "Who are your sir?" He replies, "I am Nutt, Brian Nutt, and this is my son Kyle." "We pass through this area monthly to deliver decals to the needy in Dallas."

We asked him to carry-on, we are in the middle of a shootout with men on horseback. Mr. Nutt replies, "Can I assist you?"

"Those same men took a satchel of gold from me just a few months ago." (It was payment for 100 decal sheets)

“I was held up at gunpoint, their leader said he needed it to melt down and make some sort of trophy. That gold was given to me by my great grandfather Eucalyptus P. Nutt. His final words were to protect that gold, it will be valuable someday.

I vowed in time I would return and take back what’s mine.”

Little Kyle began to load his dad’s musket (Placed football’s on Beenutt’s TTQB) preparing for attack. We obliged Mr. Nutt and he fought side by side with our division valiantly. He was quite some shot. Many of these bandits fell by way of his hand. In fact, many of our soldiers began to fall also (get-



ting knocked out of the playoffs). This journeyman was quite determined to retrieve his gold. The opposition was down to one combatant (Pep Woods) and he fled on horse back headed for the leaders’ compound. Mr. Nutt turned to us and said, “Don’t worry, I’ll go after him”.

HIGHNOON

It’s Sunday September 9th, the final showdown. As the tumbleweeds began to fester and create an eerie backdrop, there were just 10 paces left to this ordeal. The notorious leader, Reginald Rutledge, informs Mr. Nutt, “You’re just a delivery boy coming to pay the bill”. It was quite a scene, as both men took their 10 paces turned and fired (The Texas Shootout Championship had begun). These two marksmen battled for hours, Mr. Nutt was sweating profusely. The Texas heat baked this area on the map like an Aunt Millie apple pie. Pep stopped to reload his weapon and Mr. Nutt fired a final shot that wounded Mr. Woods so bad, he was unable to continue. The journeyman had won the battle and took back his gold (The Texas Shootout trophy).



The town’s people were happy to see that the war had ended and everyone returned to their daily lives. Texas shootout Champion Beenutt and son Kyle rode off into the sunset as everyone cheered (They were on their way to the Cowboy Giants game at Texas stadiums Sunday night). The weekend was one for the ages. It proves, war is hell but winning the shootout is beautiful.

MISSION ACCOMPLISHED

The operation has been classified successful. The artifact was retrieved and returned to its rightful owner.

The remaining bandits that survived this ordeal are said to be hiding out in Norfolk, Va. Nearby, in a town named Portsmouth, there seems to be two highly sorted jewels (The Seawall Brawl



championship belts). They’re held by a young gun named DC Smith, the son of 5 star General Don “Old School” Smith. It’s of great concern that these bandits are acquiring the necessary resources to strengthen their foothold in that region. A tape has recently surfaced with a recorded message from Michael “Six Guns” Robertson. “I want DC; those two belts are mine come late June”. We will keep a close watch on the situation, until then, Mantaray-dre over and out.

WHERE ARE THEY NOW?

KEVIN BODDIE - He retired from active duty and now is a film star in Hollywood. He will be starring in Rocky 7 as heavy weight contender, Lenox Lewis.

GENO HENDRICKS - Geno is actually the Wizard of Oz. He moved his operation to Kansas. Coaches click their cleats 3 times and go there for speed bases, strong bases and Fab Five bases.

MANTARAY-DRE - His boat was seen somewhere over the Bermuda Triangle. Urban legend has it that some strange looking black fish came and capsized the boat. Hummm?

GERALD FULTON - He is now the starting point guard for Philadelphia 76er’s

MR. NATIONAL - He went back to Texas and bought those green shoes from the gentleman in the lobby. He is now the top male model in the world.

WEIRDWOLF - The battle took a lot out of him. He has been in a psychiatric hospital for sometime now. He has since escaped and was seen streaking across Arrowhead Stadium during a Chiefs-Bronco game. When captured by stadium security, he told them he was Dwight Eisenhower, President of the MFCA.

For more photos from the Shootout visit www.miniaturefootball.org





There is a new player amongst the hosts of miniature football manufacturers. Excalibur Electronics, a toy company known for their hand held electronic games, has diversified the use of their NFL license by entering the MF arena with the release of their “Vibrating Football Game.” I received my set the other day and here are my initial thoughts.

First, let me say that I believe this game targets kids and/or adults who want to recapture some childhood memories, so my review is written with this in mind. However, there are still some features that will benefit us, the hobbyists.

The Board: The board consists of a metal field with a plastic frame. The graphics include a nice grass field with dirt and the NFL logo at the 50 yard line. The board is about the size of a Tudor 500 and it is battery operated. There are two predetermined speeds with switches for each coach. As a hobbyist I prefer a speed dial so that I can set my own speed, however both speeds run fine and this works for younger players. I’m no expert but the vibrating construction could prove to be revolutionary. No motor is attached to the field. The motor is under the center of the field at the 50 yard line with plastic arms that go from the motor to the frame (kind of like a spider). This provides even vibration all over the field. Nice idea! In the future, I’d like to see it at 620 size with a plug. **Grade: B-**

NEW KID ON THE BLOCK by David Campbell

The Figures: The game comes with 13 figures for each team. The poses are based on the Fab 5, but the differences present a nice alternative. The plastic is hard, but not brittle, similar to that of Hero Clix. The stand for the figure has six sides (three sided front) and they slide into a recessed base, however they are compatible with all other double clip bases. The helmets are very detailed. They actually have chinstraps molded in plus the faces have superb eye crevices and noses. They fit Electric Gridiron face-masks perfectly, which demonstrates that Excalibur may have been thinking of the hobbyist in some instances. The heaviest figure without a base is 2.0 grams. The paint job meets the hobby’s standards as far as factory painted men go. NFL teams will be offered in the future, but at \$19.00 per team, they will be pricey. **Grade: B**

The Bases: The bases are the standard size, but the prongs are shorter than what we are used to. The plastic is fairly soft with the rookie base weighing at 0.8 grams and the directional base weighing 0.9 grams. They have a unique three sided front and three clips. Figures must slide into place from

the back into a slightly recessed area. All of our standard figures are compatible with these bases...not a perfect fit, but they do work. I was able to get these bases to move smoothly at a medium speed with minimal tweaking effort. However, I’m not sure how much further they can be pushed, that’s for you master tweakers to decide. **Grade: C+**

Accessories: The all purpose passer is based on the TTQB. He is of a thicker plastic and kicks well. The balls are made of the same light weight foam that the EFDW foam balls were made of and are dark brown in color. While I think the material is too light I love the color. Yard markers and goal posts are sufficient. **Grade: B**

In conclusion I’d like to say that I’m glad that an additional company is “in the game”. Excalibur is a fairly large company and hopefully, if we can find the good in their product they can find the good in us as a consumer market and create “Pro” versions of bases and figures for the MF hobbyists. Excalibur Electronics’ Vibrating Football game is currently available online at www.hammacher.com and through ordering from the JC Penny Christmas Catalog. ●

The MFCFA would like to take a moment to remember our members and their families who have lost loved ones over the last months.

Devon Aaron Johnson-Nephew to Corey Johnson
Karen Travers-Wife of Will Travers
James DiCarlo-Father to John DiCarlo
Steven Demthock-Brother-in-Law to John DiCarlo

Our thoughts and prayers are with you!



Devon Johnson



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For rules and categories please visit: www.miniaturefootball.org
under the "Skills Contest Rules" link.

Contest entries must be sent in by March 30. Voting begins April 2.

The National League Directory



Presenting the Unreal Solitaire Electric Football League from Sugar Land, Texas established in 2004!

League Contacts: "Green Bay" Glenn (832) 661-3524
League Website: <http://gbgmicrofootball.homestead.com/index.html>
Locations: Sugar Land, Texas (Houston Texas Area)

The Unreal Solitaire Electric Football League was established in April 2004.

To get all the details on the history of this league, click on the neon green League History button on the league website homepage. http://hefl.homestead.com/HSEFL_Unreal_League.html

This league began in 2004 with a single team that got it all started, the Baton Rouge Swamp Moose. Then the quest began to add more "no such" teams with unusual mascots and city location combinations that just don't exist or shouldn't be! The league is now 40 teams strong--larger than the NFL!



Presenting the Miniature Professional Football League established in 1999, from Alexandria, Virginia!

League Contacts: Anthony Burgess (703) 739-6737
League Website: www.mpflfootball.com
Number of members: 8 coaches
Locations: Alexandria, Virginia

The MPFL is based out of Alexandria, Virginia and was founded in 1999. It was originally under the name PEFL "Professional Electric Football League", but was changed to it's current name, the MPFL "Miniature Professional Football League", to reflect the style of play and the moral ethical standard needed to become a member. This league patterns itself after real football in an effort to be a miniature representation of Pro Football in ways that will maintain the elements of football, while keeping the game play balanced and playable. Go to the website above to join. More information can be obtained on the web site, click on History, and Philosophy. Click on teams to see the stats, as they compare to actual football, this will give you a good idea of the system. Anthony D Burgess is the league founder and game designer, as well as, the commissioner.

Presenting the Northern Michigan EFL established in 2007, from Rapid City, Michigan!

League Contacts: Brian Wittkop Sr. (231) 499-5683
League Website: www.webspawner.com/users/crush687/pics2anhistory.html
Number of members: 2 Coaches
Locations: Northern tip of Michigan area

Hello, my name is Brian Wittkop Sr. and this is a father/son league and part time solitaire league. If anyone lives in Northern Michigan, then give us a call. We would like to expand our league.



Presenting the Nick & Dad Electric Football League, founded January 2007, from Saugerties, New York

League Contacts: Bob Slate 845-246-1422 or e-mail: rslate@hvs.rr.com
Website: www.leaguelineup.com/ndefl
Number of members: 2 Coaches
Locations: Saugerties, New York

The NDEFL is a father-son league and is located 100 mi. north of NYC and 40 mi. south of Albany, NY. It was just founded this year. Bob and Nick Slate are currently in their second season. They play with 8 teams and split them into two divisions. Check out their website for more information and they are looking to grow their league.



Presenting the Charlotte EFL established in 1981 and celebrating their 26th year of great electric football from the Rochester, New York area!

League Contacts: John DiCarlo (585) 663-5345
e-mail: 4114@frontiernet.net
League Website: www.leaguelineup.com/cefl
Number of members: 9 Coaches
Locations: Charlotte/Rochester, New York area

The Charlotte (pronounced-sherlot) Electric Football League was established in 1981 in Rochester, New York and is currently the oldest league in miniature football history. We have 9 members (1 is a sub) and play a 10 game schedule on Wednesday nights in "Subterranean Stadium", which is in the home of John DiCarlo founder and Commissioner of the CEFL. We have five members in their middle to late 50's. We also have two of our Grandchildren in the league. If you live in our area and would like to join us please call us at the number above. Everyone is welcome!



Presenting the Baltimore Metropolitan Electric Football Association established in 2006, from Baltimore, Maryland!

League Contacts: Smitty and Sean Carter 443-597-8653 or e-mail: DarrianR@webtv.net
League Website:
Number of members: 14 Coaches
Locations: Baltimore, Maryland

The BMEFA is currently playing their third season. Our current coaches include: Ed Morgans, Darrian Ross, Smitty, Sean Carter, Brian King, Donta Slade, James Martin, Larry Sharpe, Larry Stoner, Adrian Baxter, T.J. Slade, Jimmie Elliott, Will Travers, and Larry Fryer. Founded in 2006, our league consist of 14 coaches in three divisions with eight coaches making the playoffs (division winners and runners up plus two wild cards). If you are interested in joining us, please call the number above or visit our website for more information.



Presenting the National EFL from Philadelphia, PA!

League Contacts: Corey Johnson (215) 370-9775
League Website: www.leaguelineup.com/phillyneff
Number of members: 24 Coaches
Locations: Philadelphia, PA

Welcome to the N.E.F.L. For those not aware, we are established as a separate entity from other electric football leagues, which means that we are not bound by their rules. It is the intent of the N.E.F.L. to provide a league of play, which is as close to actual football as realistically allowable. With this in mind, a lot of the rules have been simplified, so as to remove "gray areas" of contention so that more time can be concentrated on the playing of the games. All participants are responsible for understanding how the rules will apply. We feel that we have the best competition anywhere based on the strength of our rules and format, and team participants, and hope to continue along this line. Our philosophy since inception has been to take the luck element out of the game and put coaches in the position of having to coach their way to wins.



Presenting the Dallas-Ft. Worth Miniature Football League founded in 1995, from the state of Texas!

League Contact: Reggie Rutledge (817) 654-4146
League Website: www.footballfigures.com
Number of members:

Locations: Dallas-Ft. Worth, Texas



Presenting the Mid-Ohio MFL from Columbus, Ohio area!

League Contacts: Jeff Priest (614) 863-6946 or email: jlaj90@sbcbglobal.net
League Website: <http://www.leaguelineup.com/welcome.asp?url=ovmf>

Number of members: 9 Coaches
Locations: Columbus, Ohio

We are located in Columbus , Ohio and have had our league for 8 years. Everyone is welcome to play in our league and use any team you wish. We are a league that listens to the Coaches on rules and styles of play and tries to incorporate their ideas into our league. We play our games at Massey's Pizza in Pickerington and also play some games at Donatos Pizza in Reynoldsburg. So if you think you might be interested in playing or even watching a game or two, contact us.

Presenting the Philadelphia EFL established January 1995, from Philadelphia, PA!

League Contacts: Myron Evans (856) 486-0193
League Website: <http://hometown.aol.com/pefl1/pefl.html>
Number of members: 19 Coaches

Founded, June 14, 1997 on the principles of camaraderie, honor, sportsmanship and respect. The 76ers have Allen Iverson, and Electric Football has the PEFL, the Philadelphia and surrounding area's answer to the resurgence of Electric Football. The PEFL offers competitive fun for beginners and long-time electric football coaches.



The Beltville Electric Football League

League Contacts: Tom Johnson (240) 304-8955 or e-mail at footballwork1@verizon.net
League Website: www.Beltville-EFL.com
Number of members: 30-35 Coaches
Locations: Beltsville, Maryland



The Dixie Electric Football League

League Contacts: Bryan Nutt
League Website: www.miniaturefootball.com/forum
Number of members: 16-24 Coaches
Locations: Spartanburg, South Carolina



The Harrisburg Buzzball League

League Contacts: Paul Bartels (717) 599-5133 or e-mail raiderman@hotmail.com
League Website: www.leaguelineup.com/hpbl
Number of members: 10-16 Coaches
Locations: Camp Hill/Harrisburg, Pennsylvania



The Hoosier Heartland EFL

League Contact: Matthew Culp 574-722-1204
League Website: www.leaguelineup.com/hhefl
Number of members: 4 coaches
Locations: Logansport, Kokomo, Anderson and Indianapolis, Indiana



The Great Lakes EFL

League Contacts: Steven E. Martin (248) 821-0375
Greg Hardmon (419) 508-8994,
Kenny Allen (248) 252-3623
League Website: <http://glefl.com/>
Number of members: 23 Coaches
Locations: Ann Arbor & Detroit, Michigan



The MWEFL

League Contacts: Jimbo Dunagan or e-mail jmdunagan@yahoo.com
League Website: www.leaguelineup.com/mwefl
Number of members: 8 coaches
Locations: Chicago Land area-Illinois and Indiana



The Los Angeles EFL

League Contacts: Earl McMillian (909) 574-9576 or e-mail at revemac@hotmail.com
League Website: www.laefl.com
Number of members: 14 Coaches
Locations: Los Angeles & San Diego, California



The Tidewater Miniature Football League

League Contacts: Don Smith (757) 407-0926 or e-mail DrBuzznstyle@aol.com
Number of members: 27 coaches
Locations: Portsmouth, Virginia



The Tornado Alley EFL

League contact: Bill Brent 316-945-5950
League website: <http://www.leaguelineup.com/welcome.asp?url=taefl>
Number of members: 8 members
Location: Kansas, Missouri, Nebraska, Oklahoma, Colorado, Iowa



The Twin Cities EFL

League Contacts: Michael Guttman (612) 720-4127 or e-mail at mtgutt@yahoo.com
League Website: www.leaguelineup.com/tcefl
Number of members: 10 coaches
Locations: Minneapolis, Minnesota

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