

INT A-D

Hunt 1-7
Robinson 8-14
Williamson 15-17
Mitchell 18-19
Ply 20

INT E-K

Bell 1-8
Headrick 9-16
Stover 17-20

SACK

Buchanan 1-7
Bell 8-10
Mays 11-12
Hurston 13
Rice 14
Headrick 15

Holub 16
Brown 17
Lothamer 18
Corey 19
Stover 20
Rosdahl 20

KICK RET

E. Thomas 1-12
Garrett 13-18
G. Thomas 19
Brannon 20
Coan 20

PUNT RET

Garrett 1-12
E. Thomas 13-18
Mitchell 19
Williamson 20

RET

Emmitt Thomas
Mike Garrett
Gene Thomas
Willie Mitchell
Solomon Brannon
Bert Coan
Fred Williamson

KR
23*
23
21
--
(24)
(22)
--

PR
6
4*†
--
(7)
--
--
(10)

[-2] TEAM DEFENSE Y: [+1] FUMBLES: [C] PENALTIES: [B]

A [CB]

1 / 0 **Willie Mitchell**
0+ / 0 Fletcher Smith
1- / 0 Solomon Brannon

B [FS]

2 / 1 **Johnny Robinson**
1 / 0 Jimmy Hill
1- / 0 Bobby Ply

C [SS]

1+ / 0 **Bobby Hunt**
1 / 0 Jimmy Hill
1- / 0 Bobby Ply

D [CB]

1 / 0 **Fred Williamson**
0+ / 0 Fletcher Smith
1- / 0 Emmitt Thomas

E [OLB]

0+ / 1 **E. J. Holub**
0 / 1- Walt Corey
0 / 0+ Smokey Stover

F [MLB]

0+ / 1 **Sherrill Headrick**
0 / 0+ Smokey Stover
0 / 1- Bud Abell

G [OLB]

2 / 2 **Bobby Bell**
0 / 1- Walt Corey
0 / 1- Bud Abell

©2014 PLAAY.com

H [DE]

0 / 1 **Chuck Hurston**
0 / 1 Aaron Brown
0 / 1- Hatch Rosdahl

I [DT]

1 / 2 **Buck Buchanan**
0 / 1 Aaron Brown
0 / 1- Hatch Rosdahl

J [DT]

0 / 1 **Andy Rice**
0 / 1 Ed Lothamer
0 / 1- Hatch Rosdahl

K [DE]

1 / 1+ **Jerry Mays**
0 / 1 Ed Lothamer
0 / 1- Hatch Rosdahl

1966A Kansas City • DEFENSE

† Mike Garrett scores TOUCHDOWN on any PUNT RETURN over 40 yards.

1966A Kansas City • OFFENSE

† Len Dawson is given a Y grade of 3 in the second half and has □ yards added to all OU run gains; Pete Beathard has □ yards added to all OU run gains.

TA [OT]

1+ / 2 **Jim Tyrer**
0 / 0+ Tony DiMidio
0 / 1- Dennis Biodrowski

GA [G]

1 / 2 **Ed Budde**
0 / 1 Al Reynolds
1 / 0 Dennis Biodrowski

CE [C]

0 / 1 **Wayne Frazier**
0 / 1 Al Reynolds
0 / 1- Jon Gilliam

GB [G]

0 / 1 **Curt Merz**
0 / 1 Al Reynolds
1 / 0 Dennis Biodrowski

TB [OT]

1 / 1- **Dave Hill**
0 / 0+ Tony DiMidio
0 / 1- Dennis Biodrowski

EA [WR]

1 / 0+ **Chris Burford**
1- / 0 Frank Pitts
0 / 1- Tommy Brooker

R

13*
(11)
--

QB [QB]

1+ / 1 → **Len Dawson**
0 / 1 → Pete Beathard

CMP

C
F

X

8
4

Y

4†
4

Q

14
13

OU

AAA†
AAAA†

EC [TE]

1 / 2- **Fred Arbanas**
0 / 1 Reggie Carolan
0 / 1- Tommy Brooker

R

14
(22)
--

SB [RB]

1 / 2- **Mike Garrett**
0+ / 1 Bert Coan
0 / 0+ Gene Thomas

IN

A
C
(C)

OU

AA
AA
(AAA)

R

12
7
--

FB [FB]

1 / 1 **Curtis McClinton**
0+ / 1 Bert Coan
0 / 0+ Gene Thomas

IN

C
C
(C)

OU

D
AA
(AAA)

R

15
7
--

EB [WR]

2 / 1 **Otis Taylor**
1 / 0 Frank Pitts
1- / 0 Jerrell Wilson

R

22*[!]
(11)
(7)

©2014 PLAAY.com

PK

Mike Mercer
Tommy Brooker

XP

A
AA

FG

A
A

LFG

+30[AA]
+30[D]

KO

B
D

INSIDE
Garrett 1-5
McClinton 6-18
Coan 19-20

OUTSIDE
Garrett 1-8
Coan 9-18
McClinton 19
Thomas 20

SC-SH-MED
Taylor 1-6
Burford 7-12
Arbanas 13-14
McClinton 15-16
Coan 17-18
Garrett 19
Carolan 20
Wilson 20
Pitts 20

LONG
Taylor 1-12
Burford 13-15
Arbanas 16-17
McClinton 18-19
Carolan 20

PU

Jerrell Wilson

AVG RET COF BLK
44 D C B

[+2] TEAM OFFENSE FUMBLES: [C] PENALTIES: [C]

KICKOFF COV [B] PUNT COV [B]



Sports Simulation Board Games

INT A-D Jeter 1-6 Adderley 7-11 T. Brown 12-16 Wood 17-19 Hart 20	INT E-K Robinson 1-9 Caffey 10-15 Nitschke 16-19 Crutcher 20	SACK Davis 1-5 Jordan 6-9 Nitschke 10-12 Aldridge 13-14 Kostelnik 15-16	Robinson 17 Caffey 18 B. Brown 19 Weatherwax 20 Vandersea 20	KICK RET Anderson 1-12 Adderley 13-19 Vandersea 20	PUNT RET Wood 1-12 Pitts 13-16 Anderson 17-19 T. Brown 20	RET Donny Anderson Willie Wood Herb Adderley Elijah Pitts Tom Brown Phil Vandersea	KR 23* -- 23 -- -- 17	PR 10† 4* -- 1 0 --
---	---	---	--	--	--	---	---	--

[-1] TEAM DEFENSE Y: [+2] FUMBLES: [C] PENALTIES: [B]

A [CB] 1+ / 1 Bob Jeter 1 / 1- Doug Hart 1- / 0 Dave Hathcock	B [RS] 0+ / 1 Tom Brown 1 / 1- Doug Hart 1- / 0 Dave Hathcock	C [LS] 2 / 2 Willie Wood 1 / 1- Doug Hart 1- / 0 Dave Hathcock	D [CB] 2 / 2 Herb Adderley 1 / 1- Doug Hart 1- / 0 Dave Hathcock
E [OLB] 1 / 2 Lee Roy Caffey 1 / 1 Tommy Joe Crutcher 0 / 1 Phil Vandersea	F [MLB] 2 / 2 Ray Nitschke 1 / 1 Tommy Joe Crutcher 0 / 1 Phil Vandersea	G [OLB] 1 / 2 Dave Robinson 1 / 1 Tommy Joe Crutcher 0 / 1 Phil Vandersea	©2014 PLAAAY.com
H [DE] 1 / 1 Lionel Aldridge 1 / 1 Bob Brown 0 / 1 Phil Vandersea	I [DT] 1+ / 1 Henry Jordan 1 / 1 Bob Brown 1 / 0 Jim Weatherwax	J [DT] 1 / 1 Ron Kostelnik 1 / 1 Bob Brown 1 / 0 Jim Weatherwax	K [DE] 2 / 2 Willie Davis 1 / 1 Bob Brown 0 / 1 Phil Vandersea

1966N Green Bay • DEFENSE

† Donny Anderson scores TOUCHDOWN on any PUNT RETURN over 25 yards.

1966N Green Bay • OFFENSE

† Paul Hornung is given an OU grade of C on first three carries; Donny Anderson is given an OU grade of B on first two carries; Jim Grabowski is given an IN grade of B on first two carries.

TA [OT] 1 / 2- Bob Skoronski 1 / 1- Gale Gillingham 1 / 0 Steve Wright	GA [G] 1+ / 1 Fuzzy Thurston 1 / 1- Gale Gillingham 1 / 1- Ken Bowman	CE [C] 1 / 0+ Bill Curry 1 / 1- Ken Bowman 1 / 1- Gale Gillingham	GB [G] 2 / 2 Jerry Kramer 1 / 1- Gale Gillingham 1 / 1- Ken Bowman	TB [OT] 2 / 2 Forrest Gregg 1 / 1- Gale Gillingham 1 / 0 Steve Wright					
EA [WR] 1 / 1 Marv Fleming 1 / 0 Max McGee 1 / 0 Bill Anderson	QB [QB] 2 / 2 → Bart Starr 1 / 1 → Zeke Bratkowski	CMP B [?] D	X 3 4	Y 1 3	Q 13 14	OU A E	EC [TE] 2 / 1 Carroll Dale 1 / 0 Max McGee 0 / 1- Allen Brown	R 24* (22) --	
SB [RB] 1 / 1 Elijah Pitts 1 / 1- Paul Hornung 0 / 1- Donny Anderson	IN D E E	OU C E† E†	R 18 14 (17)	FB [FB] 1 / 1 Jim Taylor 0 / 0+ Jim Grabowski 0 / 1- Red Mack	IN C* D† --	OU D* E --	R 8* (3) --	EB [WR] 2- / 0 Boyd Dowler 1 / 0 Bob Long 1 / 0 Bill Anderson	R 14 (23) (8)

©2014 PLAAAY.com

PK Don Chandler	XP A	FG C	LFG +30[D]	KO D	INSIDE Taylor 1-11 Pitts 12-16 Hornung 17-19 Grabowski 20	OUTSIDE Taylor 1-9 Pitts 10-15 Hornung 16-19 Anderson 20	SC-SH-MED Taylor 1-4 Dale 5-8 Fleming 9-11 Dowler 12-14 Pitts 15-17 Hornung 18 Grabowski 18 McGee 19 Long 19	LONG Dale 1-11 Fleming 12-14 Dowler 15-17 Hornung 18-19 McGee 20 Long 20 ----- D. Anderson 20 B. Anderson 20	PU Don Chandler Donny Anderson	AVG 41 45	RET B D	COF B D	BLK A A
---------------------------	----------------	----------------	----------------------	----------------	--	---	--	--	---	------------------------	----------------------	----------------------	----------------------

[+2] TEAM OFFENSE FUMBLES: [C] PENALTIES: [B]

KICKOFF COV [C] PUNT COV [B]



1966 Pro Football Championship Game
1966N Green Bay vs. 1966A Kansas City, Sunday, January 15, 1967

I hope you enjoy re-creating the very first "Big Game" using SECOND SEASON Pro Football Game and these player and team ratings for Green Bay and Kansas City, created especially for this edition of the PLAAY Games Newsletter.

I'm confident you'll get a realistic result from these teams. In 1966, the merger of pro the two rival pro football leagues had just been announced, and players, coaches and fans were still getting used to the idea. The establishment of a common college draft would quickly draw even the talent level of the two leagues, but in 1966 there was still a noticeable gap. The common belief--voiced after the game by Green Bay coach Vince Lombardi--was that the better teams from the upstart league could perhaps be competitive with the poorer teams from the established league, but that new league, as a whole, offered an inferior brand of football.

I've rated the teams accordingly.

My sense is that when the new league started in 1960, it was perhaps half the strength of the established league. Gradually, the league found its footing and started signing some top players. It was that bidding war for talent that produced the merger of the two leagues that was announced in 1966. By then, the "talent gap" had shrunk from 50% to perhaps 75%. That's the standard by which Kansas City is rated for this game--assuming 75% parity between the two leagues.

Of course, the talent gap would disappear entirely by the time the merger was consummated in 1970, with the common draft providing the teams from the new league a steady, uncontested stream of the best available college players. While it seemed shocking at the time, in retrospect, it's not so surprising that the final two games of the true inter-league championship series were won by teams from the junior league. For the 1967 game, however, you'll find it more difficult for the upstart league's entry, Kansas City, to stay in the ball game. Difficult--but not impossible. Turnovers will be key, as they always are in any pro football game. If Kansas City can get its ground game un-tracked and isn't forced to rally from a couple touchdown deficit, they'll have a chance.

If you'd like to re-create this game as it was played, you'll need to swap out Green Bay's Boyd Dowler (in box EC) with Max McGee at some point. In the real game, Dowler went out with a separated shoulder on Green Bay's opening drive, setting the stage for McGee's unlikely heroics. McGee caught just four passes all season, did not expect to see any action during the game, and had gone bar-hopping the night before the game, in violation of the team's curfew. When Vince Lombardi sent McGee into the game, he had to borrow someone else's helmet--he'd left his in the locker room! On only an hour's sleep, and fighting off a nasty hangover, McGee scored the first touchdown of the game, on a 37-yard pass from Bart Starr, and wound up catching seven passes for 138 yards and two touchdowns. The stuff of legends, for sure.

If you're using the finder columns, give Dowler's range to McGee. Or, if you're using the stamina rules, give Dowler's usage asterisk to McGee.

Also, Paul Hornung was not active for this game for Green Bay, so his carries and catches will also have to be re-distributed, should you want to stick to purely historical guidelines. Of course, feel free NOT to! It's not like having Hornung in the lineup will make Green Bay unbeatable--he had really lost a step by the '66 season, and he and FB Jim Taylor would both shortly be sent to New Orleans in the '67 expansion draft.

As I mentioned in the newsletter, it's mind-boggling to think about the current state of hype surrounding football's Big Game, and then realize that for this, the inaugural game of the series, about a third of the tickets went un-sold. For this reason, I recommend that neither team be given the home field advantage--when the game book calls for it, simply assume that the offense is NOT the home team, regardless of who has the ball. (This will also help Kansas City stay in the game, I think.)

There are plenty of statistics and recollections of the game to be found online, so I won't rehash them here. Instead, I'll simply close with my wish that these teams will provide you with an afternoon or evening of reminiscing about what pro football was like fifty years ago! Please feel welcome to let me know how the game turns out on your tabletop, the e-mail address is info@plaay.com.

Keith Avallone
PLAAY Games
January, 2014