

1960-61 Pro Season for HOCKEY BLAST Pro Hockey Game

Merry Christmas and Happy Holidays! As part of our holiday celebration, we're pleased to offer you the 1960-61 Pro Season for HOCKEY BLAST. We hope it brings you many hours of good cheer as you travel back in time nearly 60 years to re-live one of hockey's memorable vintage seasons.

The '60-61 season began with the Habs as champs, having won the last five championship cups. However their fellow Canadian rival appeared to be poised to dethrone Montreal, getting significantly stronger for the new season. Toronto had recently added Red Kelly to their lineup, and moved him to center from his usual defenseman role. They also had a nucleus of up-and-coming players including rookies Dave Keon and Bob Nevin, and a promising defenseman in Carl Brewer to go along with veterans Tim Horton and Alan Stanley. This group, combined with players like Armstrong, Pulford, Duff and the Big M, Frank Mahovlich, made the Leafs a formidable opponent.

Still, Montreal had a very strong lineup, too, even with the Rocket retiring. The Habs roster included the likes of Boom-Boom Geoffrion, Jean Beliveau, Dickie Moore, Henri Richard, Tom Johnson and Doug Harvey with the always reliable Plante in goal.

Both the Hawks and Wings were quality opponents as well, the Hawks using speed and intimidation, while Detroit had the big fella, Gordie Howe, still in his prime along with a cast of veterans. At the bottom were the Blueshirts from New York and Bostonians. Gotham's one big star was Andy Bathgate, and they had a key young defenseman in Harry Howell. The Boston team was at the very bottom, a mixture of vets and youngsters, no stars in their rank, and a very poor defense.

The season went as expected, with the Canadian clubs fighting it out for first, Montreal narrowly winning out. Goalie Johnny Bower was unbelievable for Toronto, and the Big M flirted with 50 goals before settling for 48. For the Habs, Geoffrion did in fact hit the 50 goal plateau, with Dickie Moore winning the scoring title. Much of the hockey world looked forward to a Buds-Habs final but someone forgot to tell that to the Wings and Hawks. Detroit shockingly disposed of Toronto in rather easy 4 game to 1 series, with Sawchuk in goal displaying his old playoff magic and Gordie Howe dominating. Chicago, with a blend of timely goals and great goalkeeping by Glenn Hall, beat Montreal in six games, with Hall recording shutouts in the last two. The finals were a see-saw affair, with Hawks claiming the cup in six games. Chicago won the cup-clincher on the road, a 5-1 score that sent the Wings fans home unhappily.

Many thanks to Michael Owens, Winnipeg, MB, who created the ratings for these cards, and the seasons summary above. We hope you enjoy recreating this historic season with HOCKEY BLAST!

1960-61 Pro Hockey Season Final Standings

TEAM	W	L	T	PTS	PCT	GF	GA
x-Montreal	41	19	10	92	.657	254	188
x-Toronto	39	19	12	90	.643	234	176
x-Chicago	29	24	17	75	.536	198	180
x-Detroit	25	29	16	66	.471	195	215
New York	22	38	10	54	.386	204	248
Boston	15	42	13	43	.307	176	254

x-Earned playoff berth.

SEMI-FINALS

Detroit 4, Toronto 1
Chicago 4, Montreal 2

CHAMPIONSHIP

Chicago 4, Detroit 2

1960-61 All-Star Teams

FIRST Team All-Star	POS	SECOND Team All-Star
Johnny Bower, Toronto	G	Glenn Hall, Chicago
Marcel Pronovost, Detroit	D	Pierre Pilote, Chicago
Doug Harvey, Montreal	D	Allan Stanley, Toronto
Jean Beliveau, Montreal	C	Henri Richard, Montreal
Frank Mahovlich, Toronto	LW	Dickie Moore, Montreal
Bernie Geoffrion, Montreal	RW	Gordie Howe, Detroit

1960-61 Pro Hockey Season Instant Results Table



Sports Simulation Board Games

Visiting Team...

	vs. BOS	vs. CHI	vs. DET	vs. MTL	vs. NYR	vs. TOR
@BOS	-----	23-36	23-42	22-32	24-45	22-32
@CHI	23-56	-----	24-53	24-44	23-54	24-44
@DET	23-54	24-45	-----	23-41	24-53	23-41
@MTL	22-62	24-54	23-55	-----	22-56	24-51
@NYR	24-53	23-42	24-45	22-34	-----	22-34
@TOR	22-62	24-54	23-55	24-51	22-56	-----

This table is designed to quickly simulate games, with one dice roll determining the winner of each contest. This is useful, for instance, when playing a single-team replay, to keep season-in-progress standings for the entire league. To use the chart, locate the HOME team, and then cross-reference its opponent. The number indicated represents the home team's "win range" for that game. Roll both dice; if the dice roll is within the home team's "win range," it wins the game. A roll higher than the "win range" give the visiting team a road win. On a roll below the home team's "win range" the game ends in a tie. EXAMPLE: Detroit hosts Toronto, with a "win range" of 23-41. A roll within that range gives Detroit a home win. A roll higher than 41 gives Toronto a road win. A dice roll LOWER than 23 means the game ends in a tie.