

BRASSBALL: News and Notes

Volume II, No.2

December, 1995

The League Members Speak

With virtually the entire league (22 of 24) responding to the rule change ballot sent out last month, both issues presented for review were resolved. In order...

A) We decided by a 20-2 vote to go from the flat 2 million dollar fine for player overuse to a per PA/IP system. From now on, each plate appearance over the buffer will cost a team \$125,000, while each inning over the buffer will cost \$250,000. Hopefully, this system will remedy some of the inadequacies which occurred this past season. Remember though, a team which is guilty of overuse is subject to a game(s) replay if the mistake affects the pennant race.

B) Somewhat surprisingly, the proposal to expand from 5 to 10 amateurs was voted down 13-9. Even if all 24 members would have voted, the majority was still opposed to the idea. I was mistakenly under the impression that this idea would pass easily. Oh well. Less work for yours truly, I suppose.

Rule Proposal--Part II (As this proposal was not completely ready for publication last month, I put it off until now.)

Several of you have made comments over the past few months suggesting ways in which we might be able to not only get the in-season newsletters out earlier, but also to have more up to date stats out in time for each month's games. The underlying thought process was that in order to do this, we would need to go to a computer-controlled stat system. That is, each team reporting its monthly stats via disk to a single statistician, who in turn updates a stat disk and returns it (thru myself) to each and every owner in time for the next month's games. This way each team's stats and updated rosters will be on your game for the current month, rather than having stats a month behind. This process will allow for a more timely newsletter all the way around.

However, implementing this system does not come without risk. To be sure, it is a major change in the structure of the league. Also, it is likely that league dues would need to be increased by up to \$5 in order to cover additional costs associated with this system. I am in favor of any process which will improve the quality of this league. Some of you may have experience in leagues which are completely computer-based. This is a relatively new concept for yours truly. However, after numerous conversations with Mike O'Connor, who has officially proposed this change, I feel this might be a change worth trying. Mike has personally volunteered to handle the league statistician duties should we adopt **this** proposal. It would not be a new procedure for him, since he runs this type of system in another league he is in. Mike swears by it. Others of you have also said if handled properly, this system can be a great system for a PBM league. The first month or two after implementing this system might be a bit rocky, according to Mike, with incomplete stats resulting from the improper mailing of subset stat files by managers, who are getting used to the system of mailing subset stats. Mike has agreed to handle these problems and to assist those of you who might have some initial confusion in understanding this new system. He has begun this process by crafting a detailed explanation of the system, which is included in this newsletter.

All managers, in this system, would also incur the small cost of buying around 10 disks to mail to opponents throughout the season. It will not be necessary to include a disk with your instructions to opponents since he will be sending you a disk with your results on it and you will be sending him one with his results on it. An even disk exchange. Dues go up to, among other things, cover costs of 35 or so disks to be purchased, 23 to be mailed out with rosters on it to start the season and the rest to replace damaged disks. Also, to cover costs of priority mail, which will be used to ensure quick transfer of updated disks from Mike to me.

We also need to realize that adoption of this system would require some extra effort by all of us. Specifically, to play each month's games as early as possible, and to have your team's monthly stats on the way to Mike as early as possible. This way, if a mistake is made or a disk is damaged in the mail, there is time to get off another one in time to include in the coming newsletter. If everyone does his part, each month would go something like this:

A) Mail out home results to opponents (via disk), as well as your monthly subset stat files to Mike by the 15th of the month. Mail your monthly report to league reporters, same as before. Monthly team leader forms would become obsolete.

B) Mike gets everyone's disk by the 19th (at latest) and begins to update the league stats, along with any roster changes (trades).

C) Mike then, by the 21st or 22nd of the month, sends out twenty-three updated roster/stat disks to me. I, in turn, include these in the monthly newsletter, which would be in your hands by the first of each month.

Again, incomplete statistical mailings for a month are possible due to owner tardiness or damaged disks. However, once everyone is comfortable with the system, these instances should be reduced.

Because this is such a drastic change in the way we conduct league business, I will need to see overwhelming league support for it in order to implement it. Our current system is not perfect, but it is the one we all agreed to when we joined this league. I would not feel comfortable changing unless most of you want to give it a go. I do believe Mike is completely capable of running this new system effectively however. It is vital that each of you fill out your ballot and get it to me postmarked **no later** than December 24th. I will report the results in next month's newsletter. If you have questions about this system (and I'm sure many of you will), Mike has agreed to answer any and all of them. This is his puppy, and he can answer your questions better than I.

Home/Road Discrepancy Awards

As most of you know, this league is very interested in all managers giving honest efforts in the playing of their home games. When everyone does this, we should see teams playing at a similar level both at home as well as on the road. Knowing that lack of reliable road results and honest home efforts are two things which can bring a league down, BRASSBALL rewards those teams which exhibit the smallest home/road discrepancies.

The league discrepancy average in home/road wins was 6.25. The smallest discrepancy within that range was -6. Therefore, the range over which awards will be given is 12.25. Dividing this figure into fifths, we get 2.45 per award range.

Award range #1: -6.00 gms to -3.55 gms: *Santa Monica (-6), Emerald City (-4)*----**\$1,500,000**

Award range #2: -3.54 gms to -1.09 gms: *Bloomington (-3)*-----**\$1,250,000**

Award range #3: -1.08 gms to +1.37 gms: *Poway, Crown Point (+1)*----**\$1,000,000**

Award range #4: +1.38 gms to +3.83 gms: *Wauwatosa (+3)*-----**\$750,000**

Award range #5: +3.84 gms to +6.25 gms: *Box City (+4), Charlevoix, Cook County (+6)*-----**\$500,000**

TRADES

13. Richmond trades Sterling Hitchcock, Jaha, Thomas Howard, and J. Dipoto to E. Indy for Shane Reynolds, Tim and Todd Worrell, Damon Buford, E. Indy's #3, and 1.5 million dollars.

14. Richmond trades B. Vanlandingham, Scott Servais, and Damon Buford to Nashville for Devon White, Mike Greenwell, Randy Knorr, and Alan Benes.

15. Richmond trades Randy Knorr, East Indy's #2, and 4 million dollars to Santa Monica for Darrin Fletcher.

16. Richmond trades Rickey Henderson, J. Mouton, E. Indy's #3 pick, and 4 million to Santa Monica for Dante Bichette.

17. Richmond trades Mike Greenwell and Mark Guthrie to Santa Barbara for Mark Leiter.

18. Santa Monica trades Deion Sanders, Howard Johnson, and Darnell Coles to Box City for Joe Carter.

19. Santa Monica trades Knorr, Brian Johnson, and E. Indy's #2 and #3 picks to Arlington for Jim Leyritz.

20. Richmond trades Dante Bichette, Mark Leiter, Darin Erstad, and 1 million dollars to Arlington for Tim Salmon and Greg McMichael.
21. Santa Monica trades Pedro Astacio and Cook County's #5 to Richmond for Secaucus #1, Richmond 1997 #2 pick, and 1.5 million.
22. Santa Monica trades Cecil Fielder to Hessville for Hal Morris, Hessville's #1 pick, and 1.6 million.

TRADE WIRE

Santa Monica says...D. Easley available. Looking for relief pitching.

Fines

Racine, St. Lucie, and Arlington are fined \$250,000 for failure to send in ballots for 1995 rule changes.

Bank Accounts

1. Santa Monica	\$54,749,999	13. Cook County	\$33,666,666
2. Naptown	\$43,986,887	14. Racine	\$33,502,000
3. Poway	\$42,069,444	15. Nashville	\$33,302,777
4. St. Lucie	\$41,400,000	16. Crown Point	\$30,466,467
5. Bloomington	\$40,931,333	17. Nome	\$30,427,778
6. Charlevoix	\$39,981,333	18. Socal	\$30,137,889
7. Wauwatosa	\$39,250,000	19. Arlington	\$29,558,334
8. Tolar	\$38,600,000	20. Box City	\$29,111,113
9. Emerald City	\$37,734,333	21. Long Island	\$27,977,778
10. Minnesota	\$36,550,000	22. Hessville	\$24,283,333
11. Motor City	\$36,411,344	23. Richmond	\$20,666,666
12. E. Indy	\$33,965,666	24. Santa Barbara	\$11,451,000 - 1,225,000 = 10,226,000

New Team Name for Secaucus

Rob Workman has changed from the Secaucus Travelers to the Motor City Madmen. His squad will play ball in, appropriately enough, the Mad House.

Strat-Fan Subscribers:

As I mentioned a couple months ago, it will be important to find out who will be carded as early as possible. I have been informed that Strat-Fan announces who will be carded in one of its winter issues. If this is the case, I would appreciate one of you sending me a copy of this section so the rest of the league can make appropriate changes in the status of their amateurs in time for the 30 man protected lists to be made. Thanks.

Address/Phone # Changes

1. Brian Budzyn will be home for the holidays. From December 14 through January 4, he can be reached at
2. Bruce Julin has a new phone #. It is . Make a note of this on your address sheet.

Upcoming Deadlines

December 24th: Rule proposal ballot due

January 25th: 30-man protected list due to draft conductor. (remember, 30-man list does not include any amateur eligible to be re-signed to amateur contract.)

That's all for now. Next month---FREE AGENCY RECAP!

HAPPY HOLIDAYS TO YOU AND YOURS!!!

BRASSball COMMENTS

Computer supplemental letter

November 15, 1997

Please use this letter for BRASSball stat reporting. To install the leagues to your hard disk please use the following steps:

- 1.) Go to SOM computer baseball game utilities portion of the game.
- 2.) Choose general manager option.
- 3.) Choose league maintenance.
- 4.) Choose install roster disk to hard drive. The roster disk received with this letter is in the work drive.
- 5.) Select league to install from the two leagues on the disk.
 - A.) The items in bold are the responses necessary after you have selected the league to install from the floppy disk to your hard disk. (Note you will need to roster install two leagues.)
 - 1.) **1996** for league year.
 - 2.) **BN** (National League) and **BA** (American League) for character abbreviation.
 - 3.) **C** for the hard drive. (I assumed your game is installed on the C drive if not replace with the letter of the drive the game is installed on.)

To start a league game (I am assuming you are using the VGA game. The text game has a different screen sequence. Please make sure you have the correct selections. They should be the same.) The following options should be selected:

- 1.) Screen one:
 - A.) 1. Choose a non-scheduled game
- 2.) Screen two:
 - A.) 1. Non-League Game
 - B.) 2. Use DH Rule
 - C.) 3. Create/Update Subset Stats
- 3.) Screen three:
 - A.) 1. Super Advanced with BK/WP/PB
 - B.) 2. Ballpark/Clutch: Yes Weather: Yes
 - C.) 3. Super advanced steal system
 - D.) 4. Super advanced strategy charts
 - E.) 5. Use miscellaneous rules
 - F.) 6. Use SADV pitcher fatigue rules
 - G.) 7. Use injuries
 - H.) 8. Do not use closer rules
 - I.) 9. Allow GBA on pitchers cards
 - J.) 10. Try to limit overusage
- 4.) Screen four and on until you get to the game screen are as follows:
 - A.) Choose the league your opponent plays in (Either 1996BN (National League) or 1996BA (American League))
 - B.) Choose the visiting team.
 - C.) Choose the league your team plays in (Either 1996BN (National League) or 1996BA (American League))
 - C.) Choose the home team (This is your team.)
 - D.) Choose continue with game if the visiting and home team on the screen are correct.
 - E.) The next two screens are personal preferences and will not effect the game results.
 - F.) Make the proper twenty-five players eligible for each team for the game and then choose continue with game. (Make sure you choose the proper player if a team has a player with two cards.)
 - G.) Choose You choose lineup for visiting team. Choose the visiting team's pitcher.
 - H.) Choose You choose lineup for home team. Choose the home team's pitcher.
 - I.) Enter the visiting team's lineup from the instructions versus the pitcher they are facing.
 - J.) Enter your team's lineup

After completing your first game of a series (Game over is on your screen) with an opponent do the following:

- 1.) Screen one:
 - A.) Choose process stats
- 2.) Screen two:
 - A.) Choose create new subset stats file
- 3.) Screen three (The home team always comes up first):
 - A.) Type "X ?-?" (X is your team name. ?-? are the date of the games on the BRASSball schedule.)
- 4.) Screen four:
 - A.) Choose update another subset for this team.
- 5.) Screen five:
 - A.) Choose create new subset stat file.
- 6.) Screen six:
 - A.) Type "X - Y" (X is your team name. Y is the month on the BRASSball schedule the games are in.)
- 7.) Screen seven:
 - A.) Choose Continue done with this team.
- 8.) Screen eight:
 - A.) Choose create new subset stat file.
- 9.) Screen nine:
 - A.) Type "Z ?-?" (Z is your opponents team name. ?-? are the date of the games on the BRASSball schedule.)
- 10) Screen ten:
 - A.) Choose - Continue done with this team.

After completing any game in a series other than the first game (Game over is on the screen) do the following:

- 1.) Screen one:
 - A.) Select process stats
- 2.) Screen two:
 - A.) Choose update existing subset stats.
- 3.) Screen three (The home team always comes up first):
 - A.) Select the subset stat file X ?-?. (This will add the stats for this game into the stats from the prior games of this series. This will give you your team's stats for the series. You can see which players, on your team, had a good series and put comments about these players on the BRASSball Home Series Report Form.
- 4.) Screen four:
 - A.) Choose update another subset for this team.
- 5.) Screen five:
 - A.) Choose update existing subset stats.
- 6.) Screen six:
 - A.) Select the subset stat file X - Y. (This will add the stats for this game to the other games played during the month. You need to export this file at the end of the month and send it the statistician.)
- 7.) Screen seven:
 - A.) Choose continue - Done with this team.
- 8.) Screen eight:
 - A.) Choose the update existing subset stats.
- 9.) Screen nine:
 - A.) Select the subset stat file Z ?-?. (This will add the stats for this game into the stats from the prior games for your opponent in the series. This will give you your opponent's team stats for the series. You can see which players, on your opponents team, had a good series and put comments about these players on the BRASSball Series Report Form. You will need to export this file at the end of a series to send it to your opponent. You also need to export all four of the months Z ?-? files and send them to the statistician.
- 10.) Screen ten:
 - A.) Choose - Continue done with this team.

For all games, after screen ten on the previous page, for either a first game of a series or any game in a series other than a first game do as follows (What this really means is that for every game you play you do these steps.):

- 1.) Screen one:
 - A.) Choose Get Boxscore.
- 2.) Screen two:
 - A.) Choose Box-Score, Scoresheet & Play-By-Play
- 3.) Screen three:
 - A.) Choose Write to File.
- 4.) Screen four:
 - A.) Type BX? (Replace ? with the date of the game on the BRASSball schedule that you are playing. (Remember no spaces between the BX and the game date.)
- 5.) Screen five:
 - A.) Type any comments about the game you want to appear on the boxscore.
- 6.) Screen six:
 - A.) Type Y (Note the winning, losing, and saving pitchers, game highlights and game score onto BRASSball Series Report Form. Hit escape key when finished viewing.
- 7.) Screen seven:
 - A.) Choose Write to file.
- 8.) Screen eight:
 - A.) Type PP? (Replace ? with the date of the game on the BRASSball schedule that you are playing. (Remember no spaces between the PP and the game date.)
- 9.) Screen nine:
 - A.) Type N
- 10.) Screen ten:
 - A.) Choose same teams again if series is not over or end game if this is last game of the series.

Home managers, when you have completed a series, to update your team's stats on your computer, the home team must export his team's series stats (Or you can wait until you have completed your entire month's play and export your monthly subset stat file.) and then import them into the league your team plays. Do this just like the steps below when a series is finished and you are sending results to an opponent.

The series subset stats for the home team are necessary if you begin playing a series before the disk with updated rosters and stats arrives. The reason for this is that when you copy the roster and stat files from the floppy onto your hard disk it is going to write over the roster and stat files that are currently on your disk. If you play games on the BRASSball schedule before the update disk arrives and you save the games only to your hard disk the games will be written over when you copy the update floppy with the stat files onto your hard disk. The games played for the next month will no longer be reflected in your stats on your hard disk. If you play games for the following month, before you receive and copy the updated roster and stat files from the floppy disk you received from me with your newsletter to your hard disk you must do the following things. 1.) Copy the roster and stat files on the floppy disk you received with your newsletter to your hard disk. 2.) Export the stats for your teams games for the series that you played for the next month. 3.) Now import the series back onto your hard disk into your team's stat file. Your stats will now be updated for all the games your team has played. **REMEMBER IF YOU RECEIVE INSTRUCTIONS THAT INCLUDE A PLAYER NOT ON YOUR OPPONENTS ROSTER YOU MUST ASSUME HE HAS MADE A TRADE AND YOU CAN NOT BEGIN PLAYING THE SERIES UNTIL YOU RECEIVE AND COPY THE UPDATE DISK. IF YOUR TEAM MADE A TRADE YOU MAY NOT BEGIN PLAY UNTIL YOU RECEIVE AND COPY THE UPDATE DISK.** If anyone has any questions about this confusing part of the computer game please feel free to give me a call and I will be happy to try to explain it better.

Now we are going to assume that the month is over. The computer managers will do the following (no later than the 15TH of the month):

- 1.) Go to the utilities portion of the game.
- 2.) Choose statistical functions.
- 3.) Choose work with subset stats.
- 3.) Choose export subset stats.
- 4.) Choose \$ (Replace \$ with the subset stat file name for one of your four opponents you played in the current month.)
- 5.) Choose # (Replace # with the Z ?-? file for this opponent for the games of the month just completed and place a floppy disk into your work drive.)
- 6.) Choose export subset stats again.
- 7.) Choose \$ (Replace \$ with the subset stat file name for one of the other opponents you played in the current month.)
- 8.) Choose # (Replace # with the Z ?-? file for this opponent for the games of the month just completed and have the same floppy disk in your work drive. Do steps 6-8 two more times for your other opponents in the current month.)
- 9.) Choose export subset stats again.
- 10.) Choose \$ (Replace \$ with the subset stat file name of your team.)
- 11.) Choose # (Replace # with the X - Y file for the month of games your team just completed and have the same floppy disk in your work drive.)
- 12.) Remove the floppy disk in your work drive and mail this disk to the statistician by the 15TH of the month. With this disk, please print out from the player statistical reports page 1.

Each computer manager is responsible for mailing the subset stats of the four opponents he played during the month just completed and his own team's monthly subset stats file (Which should include his four home series that month.) to their statistician on a floppy disk no later than the 15TH of the month. Again, Kevin would appreciate your mailing subset stat files to them when possible, to avoid penalties and to make it easier for them to complete importing the stats in time to include them on the disks to be mailed to you with the newsletter.

In the newsletter each month you will receive a disk with all the teams stats and updated rosters, including the previous month's trades. Take this disk and put it into drive A. At the A:\ prompt use the following command to copy the rosters and stats to your hard disk. **BRASS A C**. This assumes your disk is in the A drive and your game is on your C drive. If that is not the case simply replace the letter with the proper drive and proceed.

Using my team in the month of April as an example the names of the files created to be exported or copied are as follows: (I used only two teams from the month of April, but you should get the idea.)

- 1.) File X ?-? would be Sharks 5-7 for my home games versus Charlevoix. (Use for series highlights and to export and then import if I play games before the update disk arrives and is copied onto my hard disk.)
- 2.) File X ?-? would be Sharks 12-15 for my home games versus East Indy. (Use for series highlights and to export and then import if I play games before the update disk arrives and is copied onto my hard disk. Do the same steps 1 and 2 for the other two opponents in the month.)
- 3.) File X - Y would be Sharks - April. This file will include my month's home games. (Stat file is to be exported and mailed to the statistician.)
- 4.) File Z ?-? would be Cutters 5-7 for the Charlevoix road games versus Santa Monica Sharks. (Stat file is to be exported and mailed to opponent manager (Charlevoix in this example) and statistician.)
- 5.) File Z ?-? would be Tiggers 12-15 for East Indy road games versus Santa Monica Sharks. (Stat file to be exported and mailed to opponent manager (East Indy in this example) and statistician.)
- 6.) File BS? is as follows BS4 is for the game dated April 4 and so on. (Boxscore files BS4-BS7 are copied onto disk with Charlevoix subset stats and mailed to Charlevoix manager. BS12-BS15 are copied onto disk with Easy Indy subset stats and mailed to East Indy manager.)
- 7.) File PP? is as follows PP5 is for game date April 5 and so on. (Play-by-play files PP5 - PP7 are copied onto disk with Charlevoix subset stats and boxscores and mailed to the manager. PP12 - PP15 are copied onto disk with East Indy subset stats and boxscores and mailed to the manager.)

Now we will assume the series is finished. To export subset stats to send to your computer opponent do the following:

- 1.) Go to SOM utilities
- 2.) Choose statistical functions.
- 3.) Choose work with subset stats.
- 4.) Choose Export subset stats.
- 5.) Choose \$ (Replace \$ with the subset stat file name of your opponent. The opponent can be identified by the first three letters of their nickname.
- 6.) Choose # (Replace # with the series you just completed with the opponent. Have floppy in the drive that comes up on the screen. Choose set this disk as a stats disk if that option comes up.

To copy boxscores, scoresheets and play-by-play, to the floppy disk, after completing the series and exiting the game do the following:

I am assuming that all managers have the game, roster and stat files on the C drive and that the work drive is the A drive. At the C:\ prompt on your computer and with the disk with the subset stat file on it for the series in drive A type the following command **copy C:\SOMBB\Stats*.prt A:**. This will copy **all** the boxscores and play-by-play files from your hard disk to the floppy. Since this will copy **all** of the prt files on your hard disk you should erase them from your hard disk after they are copied to the floppy. (If you do not know how to erase these files after copying them to the floppy feel free to give me a call and I will tell you how to erase the files through DOS. The SOM computer game gives you an option to delete these files, in the utilities portion of the game under the statistical functions. Select delete Prt files and the game will ask you on a file-by-file basis which ones to erase.

The team managers need to make a special effort to mail your BRASSball Series Report Form as early as possible to Michael and Bob. Michael and Bob need to do the reporting and then mail it to me. The mail to me will probably take three to four days. If Kevin is to get the newsletter out by the 25TH of month we are playing in, Michael and Bob will need to mail their reports around the 21ST or 22ND of each month. This does not leave them much time to do his report. If you mail your results to the reporters on the 15TH, the mail will take about three days to get to them from you. This leaves Michael and Bob very little time to complete their report and get it to Kevin for the newsletter. The league's newsletter will be held up because of you. Please try to play and mail your game results as early as you are able. The whole league will benefit from this.

Upon receipt of the disk from the home manager the road manager does the following:

- 1.) Go to the utilities portion of the game.
- 2.) Choose statistics option.
- 3.) Choose work with subset stats.
- 4.) Choose import subset stats on the SOM computer game.
- 5.) Choose the league to work with. (The league your team is in.)
- 6.) Select team to be updated (your team) and put disk into your work drive.
- 7.) Choose File Z ?-? as the file to import.
- 8.) Answer yes if this is the series you want to import.
- 9.) Choose Don't change injury, rest, current streak info.

All managers should send a paper copy (Pages 1 and 2) of the player stats from the subset stats, along with the disk to their opponent. This should be done in case there is any problem reading the stats from the disk. This will enable the manager to view his stats if a disk problem arises.