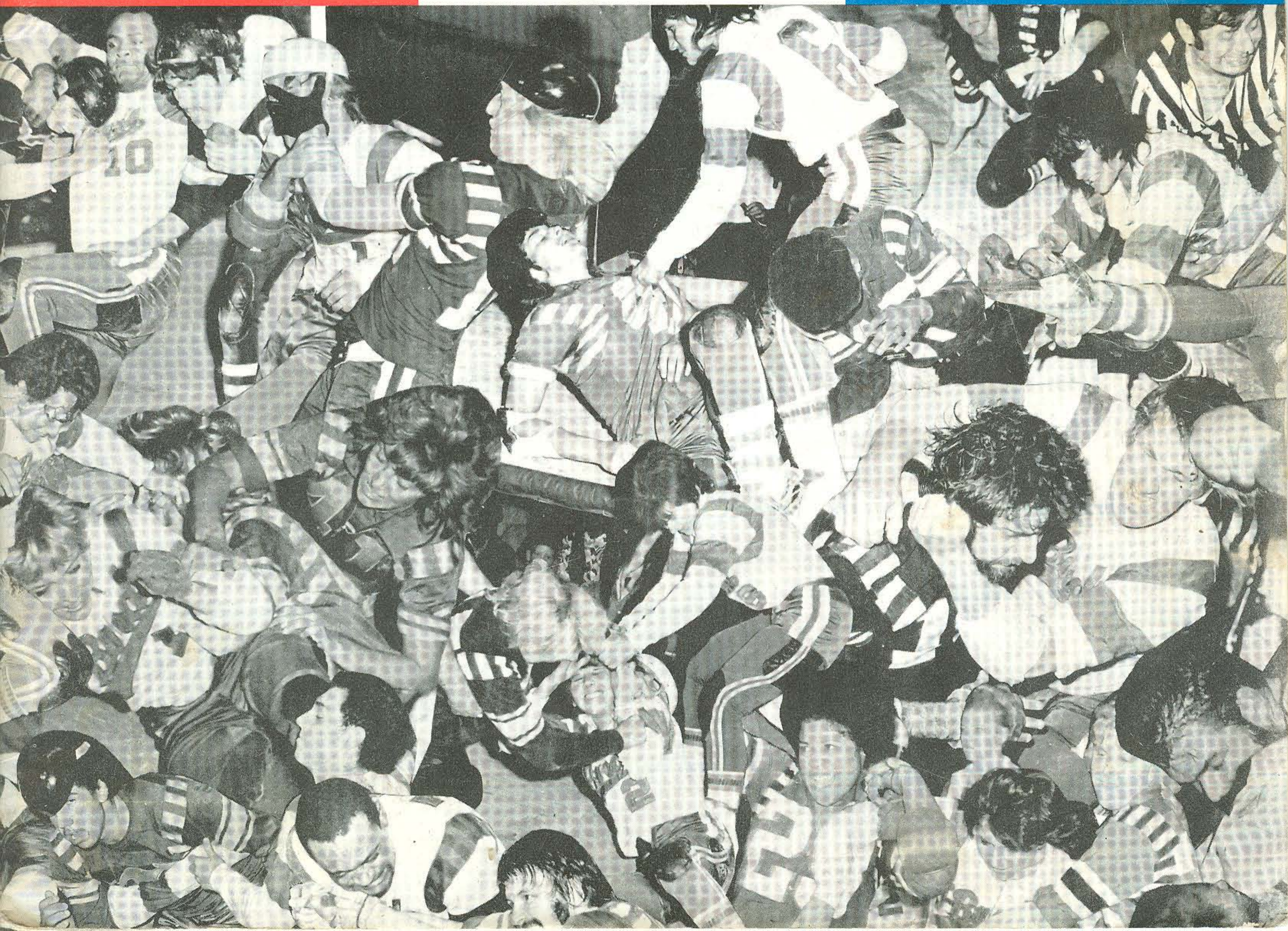


INSIDE THE ROLLER GAMES



THE ROLLER GAMES

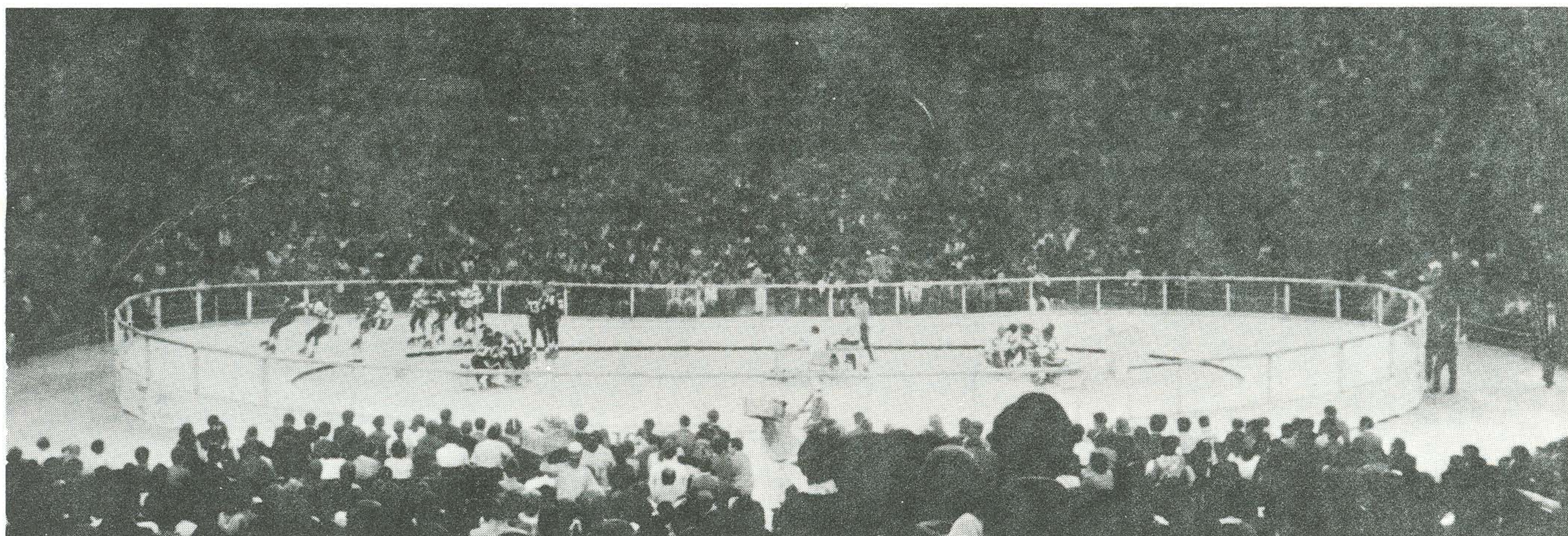
ROLLER GAMES, as it is played by the teams representing International Skating Conference, has enjoyed a meteoric rise during the past decade. The combination of speed and hard-hitting action in a bodily contact sport which features well-trained young men and women competing against each other has enjoyed a phenomenal rate of growth in its appeal to sport-loving people all over the world. As one of the former great roller skating stars summed it up: "Banked track skating competition is a thing of action. It requires dedication, self-denial and sacrifice. Had it been played in ancient Sparta, it would have been very popular because it pays tribute to those qualities those people admired most."

As spectator sports go, the game of banked track roller skating is of comparatively recent origin. Developed in the middle nineteen-thirties as an off-shoot of roller skating races held on flat tracks, the addition of the banked track and the first simple rules of scoring and blocking in the latter part of that decade sent the sport on its way. In its beginnings, it was restricted mainly to the large metropolitan areas of the East and Midwest, with occasional barnstorming tours in other parts of the country. Following World War II, there was renewed interest in the roller skating game. With the development of the electronic marvel — television — millions of people in various parts of the country got their first taste of the new sport.

It was because of this that a group of skaters and businessmen organized National Skating Derby back in 1961. There were four teams in the original National Roller League with headquarters in Los Angeles. During the first year, the activities of the organization were restricted to the Southern California area. The next year saw expansion into Arizona as a result of interest created by the release of telecasts of games from Southern California in that area. This was to prove the point early in the decade, that wherever the games are seen on TV, they meet with immediate success and widespread popularity among the viewers.

In the year 1963, games featuring the teams of the National Skating Derby led by the Los Angeles Thunderbirds were played in Salt Lake City, El Paso, Texas, and a new and most successful franchise, the Warriors, was organized in Hawaii. Once again Roller Games proved, to paraphrase an old adage, that to see it is to believe it and want it.

By 1965, Roller Games was to make its first big jaunt to foreign shores when Roller Games was introduced to Australia. Again, the millions of fans created in that continent followed the televising of games featuring the Los Angeles Thunderbirds and the other teams of the National Skating Derby. Today, Australia has developed to the point where they have their own league with teams basically composed of native-born skaters. The decade also saw the introduction of the sport to Mexico with sellout crowds at the huge 22,000 seat Olympic Games



Arena, the PALACIO DE LOS DEPORTES. In 1968, Japanese television fans demanded the Roller Games and in that year the first games were played in Tokyo. The telecasts, almost from the start, were among the top-rated shows in Japan. Skaters from Japan were sent to this country to train so as to start the first league in that Far Eastern nation.

In addition during this past decade, the growth in the popularity of Roller Games paralleled the building of many new huge sport complexes in all parts of the country and abroad. National Skating Derby Roller Game teams including the Los Angeles Thunderbirds were the first to present the banked track sport in these buildings: such complexes as the previously mentioned Palacio de Los Deportes in Mexico City . . . Honolulu's International Center . . . San Diego International Sports Arena . . . Long Beach Arena . . . Los Angeles Sports Arena . . . Philadelphia Spectrum . . . Fabulous Forum in Inglewood . . . Anaheim Convention Center . . . Las Vegas Convention Center . . . Detroit's Olympia Stadium . . . Madison Square Garden . . . the Omni in Atlanta, and skated to over 50,000 fans in White Sox Park in Chicago.

The widespread interest of the people of the world in the games has followed the growth of the television syndication of the games. At the present time, the games are seen on TV in New York, Chicago, San Francisco, Los Angeles, Atlanta, and most major markets in the United States as well as Canada, Mexico, Australia, Japan, Venezuela, Colombia Puerto Rico, and other countries in the Far East, and also on the the world-wide network of the Armed Forces TV. The new color syndicated series of the Los Angeles Thunderbird games launched almost 6 years ago, is presently going into over 140 markets in the United States alone, and the number grows every week. It's a cross section of Americans who watch the game. It appeals to whole families, the young and the old, the rich and the poor. They come from every walk of life. The one thing they all have in common is enthusiasm for the game and an exciting kinship they feel for the fine young men and women who participate on the banked track in Roller Games.

Starting in December of 1973, National Skating Derby, Inc. along with National Roller League and National Skating Derby of Canada, Limited, and National Skating Derby (Japan) Company, joined together to form one super professional banked track skating league known as the International Skating Conference. Its purpose is to bring together the top roller skating talent of the world into a single league representing all areas and competing against each other on a home-and-home basis in order to determine annually the professional banked-track roller skating world championship team. The games to offer the television viewers all over the world competition which is the finest in the history of the banked-track professional roller skating event.

ROLLER GAME RULES

TEAMS

National Skating Derby Roller Games will be played between two teams composed of 5 men and 5 girls on each team.

TRACK

1. The track will be oval shape. It should be covered with tempered masonite in a natural finish. The outside edge of the track should be protected by a handrail made of heavy lumber with sturdy padded upright posts placed at intervals of approximately 10 feet.

A safety kick rail shall be fastened to the top of the track made of lumber bent to the curvature of the track. The track should be banked from the inside to the outside rail.

OFFICIALS

1. A minimum of one and a maximum of 3 officials shall be present in the infield at all times. If more than one official is present, one official will be designated as head referee and shall be responsible for the final decisions on rule interpretations during the course of the game.
2. A medical trainer or doctor must be present or immediately available at all times.
3. A game announcer or track-side commentator will be designated for each game.
4. A skate technician and/or track maintenance man shall be present or available at all times.

THE GAME

1. Each game shall be divided into 8 10-minute periods. The girls' team will skate the first period, followed by the men's teams, and then the girls and the men will alternate for the remainder of the 8 skating periods. There will be a half-time intermission of at least 10 minutes between the 4th and 5th skating periods.
2. Overtime. In the event that the score is tied at the end of the 8th skating period, the girls will skate a five-minute overtime to break the tie. If the score is still tied, the men will skate an additional five-minute period. If the score is still tied, the game will go into the records as a tie. In Play-off or Championship games the girls and men will, however, continue to skate alternate five-minute periods until a period ends with one team in the lead.

Where time is limited by TV commitments or travel schedules, the game will end at the end of the regular skating period and if the score is tied it shall be entered into the record book as a tie.

3. The periods will be timed by an official game clock which shall run continuously except during timeouts.

4. Timeouts.
 - a. The referees may call an official timeout whenever needed for track or equipment repair, serious injury, track or crowd conditions or for any other reason which, in his judgment, may affect the safety of the players, the spectators, or the proper conduct of the game. Such timeouts will be limited to the duration of the emergency.
 - b. Coaches or captains of each team are permitted to call a maximum of 1 timeout in each skating period and these shall be limited to a maximum of 2 minutes each.
 - c. The clock will be started immediately upon the referee's whistle indicating that the jam is underway.
5. In World Series or Play-off Competition, by mutual agreement, periods will be 10 minutes each.
6. With 45 seconds or up to 20 seconds left in a period, the officials may call timeout until the Jam begins.

THE PACK

1. All skaters of both teams skating as a group around the track shall be termed the Pack.
2. The Pack shall be considered intact when one skater from each team is in alternate position in front of the Pack and when the Jammers are in their proper position at the rear of the Pack as follows:

Each team will be allowed two Jammers who will wear helmets to signify their eligibility as Jammers. When all four helmeted Jammers are at the rear of the Pack, the Jam Time will be started announced by a Referee's whistle and arm signal. If the Jammer loses his helmet accidentally, he is still eligible to score. If the Jammer deliberately discards his helmet, no points may be scored.

3. The team with the privilege of having the first skater in front of the rest of the skaters in the formation of the Pack shall be decided by the following:

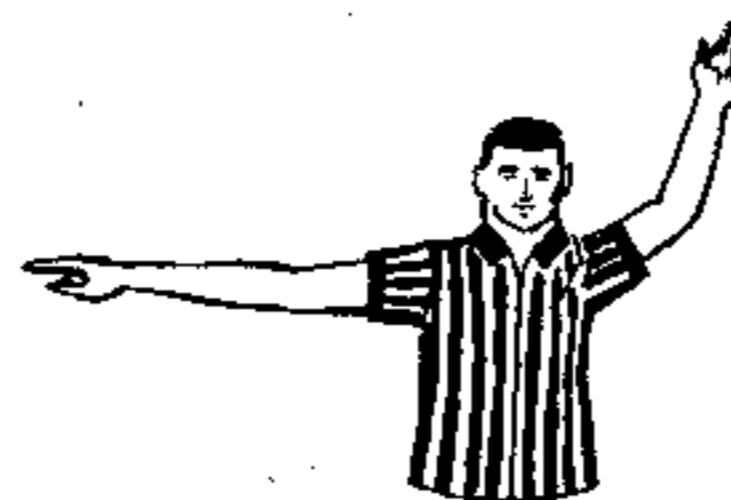
The team having been scored on last or having the most points scored upon it in the previous Jam, shall receive the first position. If an equal amount of points were scored in the preceding Jam, then the decision is made by the next preceding scoring Jam.

THE JAM

1. An attempt by one or more players from either team to score after the referee has signalled that the Pack is intact, shall be termed a Jam.
2. These skaters will have a maximum of 60 seconds in which to score, once the referee has officially signalled the start of the Jam. The time will be determined by the official scorer and it will be announced at regular intervals by the game announcer.



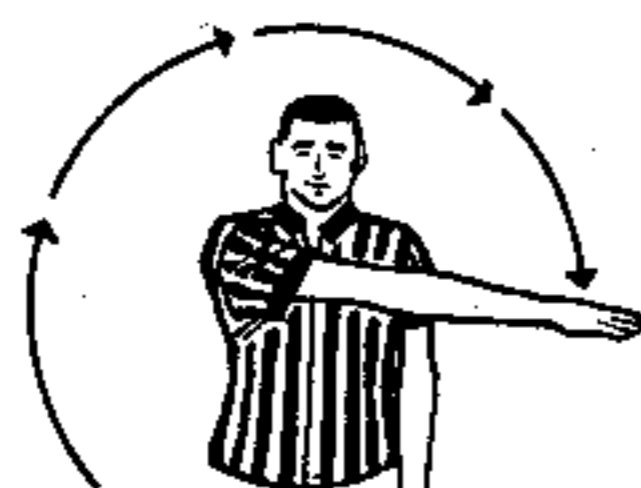
NO SCORE



NUMBER OF POINTS SCORED



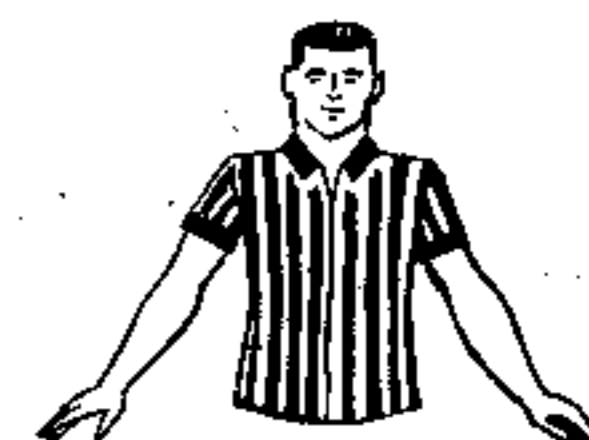
SKATER INTO INFIELD



JAM HAS STARTED or START THE CLOCK



JAM CALLED OFF



DELAYING GAME

3. Conclusion of the Jam. A Jam shall be considered as ended when any of the following occurs:

- a. When 60 seconds have elapsed as announced by the official timer.
- b. When the lead Jammer falls or is knocked off his feet for 3 or more seconds.
- c. When the lead Jammer skates into the infield or is blocked or falls off the track.
- d. When halted by the referee's whistle for an official timeout.
- e. When the lead Jammer places both hands on his hips.
- f. Any official may end a Jam at any time at his own discretion whenever required for track or equipment repair, serious injury, track or crowd conditions or any other reason which, in his judgment, may affect the safety of players, spectators, or the proper conduct of the game.

SCORING

1. Roller Games points are scored when one or more Jammers circle the track within the 60 second time limit and pass one or more skaters of the opposing team who have remained in the Pack. One point is awarded for each skater thus passed, by each Jammer of each team.
2. If a team has skaters in the penalty box at the time an opposing Jammer passes all the remaining skaters of that team, each Jammer will be awarded 5 points for so passing.
3. A Jammer fouled on a Jam by an opposing blocker may be awarded a point for such an infraction.
4. If an opposing skater commits a foul on another skater of the Jammer's team and thus prevents the Jammer from scoring, the Jammer may be awarded points for such an infraction.
5. A blocker may be lapped on any single Jam any number of times by a Jammer and points recorded for each such time the blocker is passed within the 60-second time limit.
6. A defensive skater forced into the infield who attempts to better his position upon returning to the Pack will be considered as having been passed by the Jammer for a point.
7. Passing a fouled skater:
 - a. A fouled skater cannot be passed for a point unless he has sufficient time to recover and join the Pack.
 - b. A fouled skater who has been injured by such a foul cannot be passed for a point.
8. A skater with skate trouble cannot be passed for a point.
9. A Jammer forced off the track or knocked down may resume a jamming position providing he does not improve his position.

SUBSTITUTES

1. Reporting: A skater replacing a teammate must report to the official scorer unless the teammate is off the track because of accident or injury. The replacement must resume a position in the Pack.

2. An illegal substitution will be considered as a 6th skater on the track at any time and the team will be subject to a penalty.

3. In the event of skate trouble a team is allowed an immediate substitution.
4. No substitutions will be permitted during a Jam except in the event of skate trouble, accident or injury. Defensive skaters forced off the track or injured may not be replaced until they have been passed for one point by the Jammer.

FINES

Officials may levy fines against individual players or teams for infractions of the rules which, in the judgment of the officials, do not warrant the calling of a minor or major penalty.

PENALTIES

1. Minor Penalties: A minor penalty shall require that the penalized skater spend one or two minutes in the penalty box which shall be placed immediately behind the team bench. Minor penalties may be called at the discretion of the officials for holding, illegal blocking, stalling, tripping, illegal use of the hands, unnecessary roughness, fighting, insubordination, unsportsmanlike conduct and similar offenses.
2. Major Penalties: A major penalty shall be 5 minutes in duration and may be called at the discretion of the officials for more serious, gross, and aggravated offenses of the nature of those outlined in the preceding section.
3. Expulsion: A skater may be expelled from the game for the following: Deliberate or unnecessary physical contact with the officials or gross unsportsmanlike conduct or insubordination.
4. Automatic Expulsion: A player who accumulates a total of 12 or more minutes in the penalty box is automatically expelled from the game and the penalized team must send a skater to the penalty box for the time of the last penalty of the skater thus expelled.
5. A team with more than 5 members on the track at one time is subject to a penalty.

BLOCKING

1. A skater may not block with his feet or trip an opponent.
2. In a double block, the defensive skater may not grip hands.
3. At the discretion of the officials, other forms of illegal blocking may be called.

PROTESTS

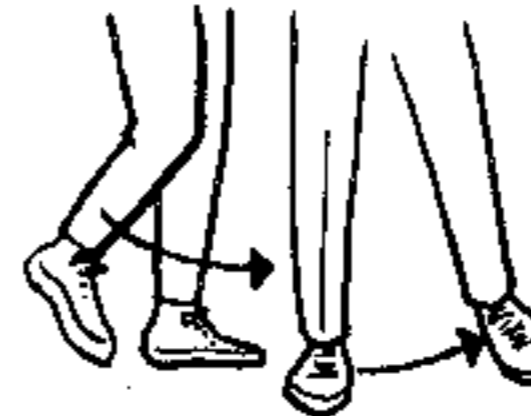
The coach or his designated replacement may enter a protest on the ruling of an official at any time during the progress of a game. Such a protest will be registered with the official scorer at the time and thus indicated on the official score sheet.



SLUGGING



PUSHING



KNEEING-TRIPPING



HOLDING

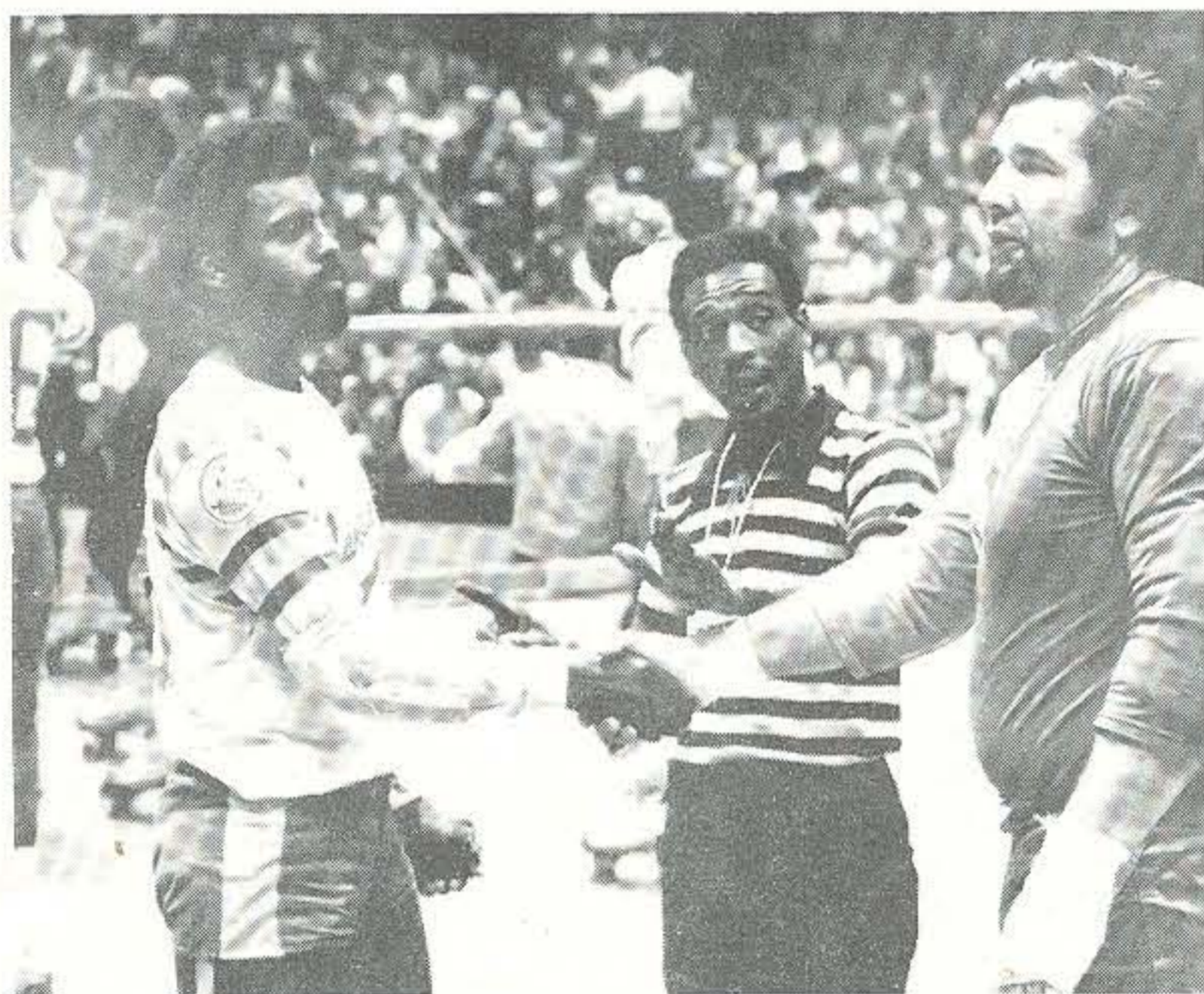


TIME OUT



OFFICIAL TIME OUT

AS AMERICAN AS APPLE PIE



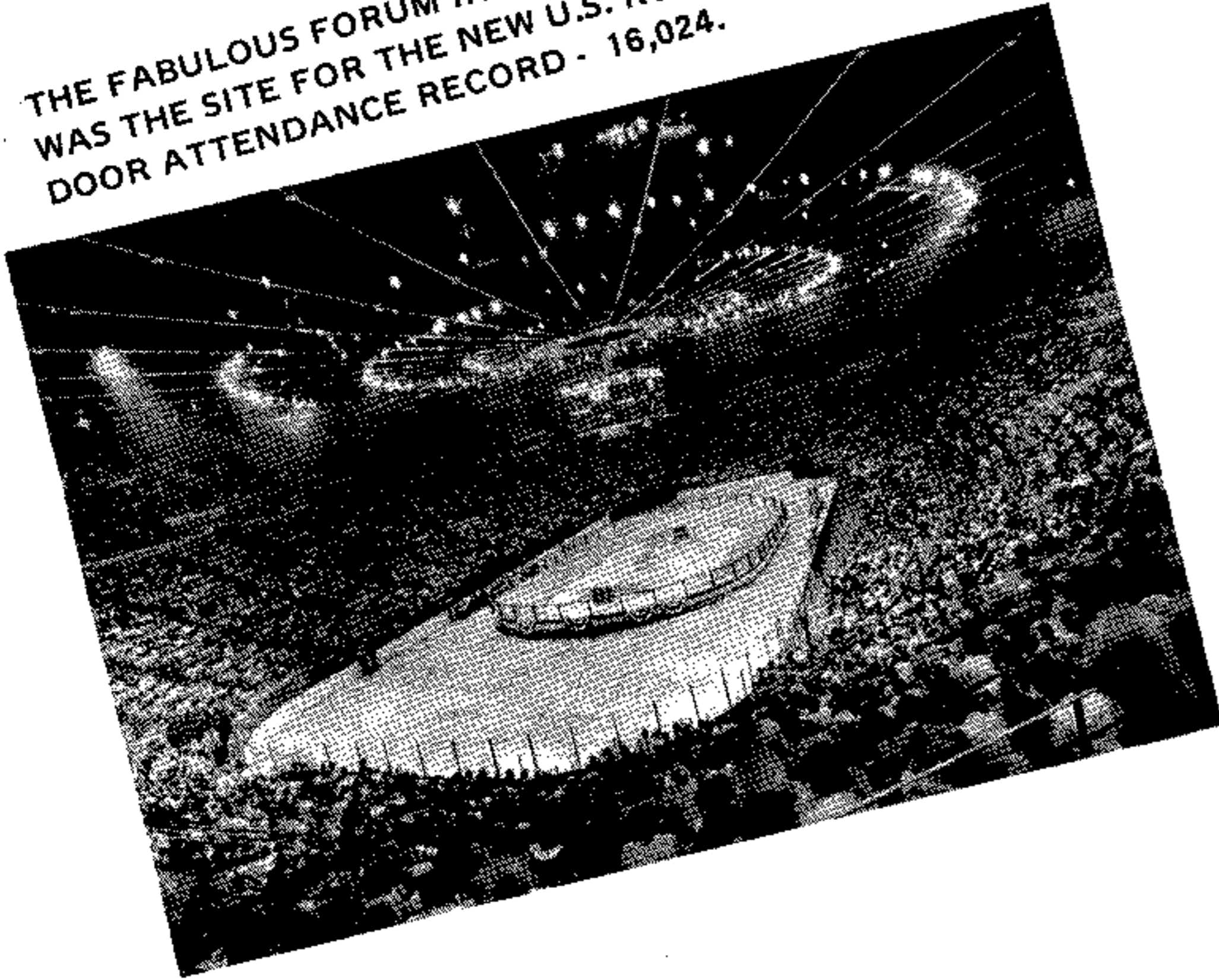


With increased interest in the banked track game among people in various parts of the world, it may be interesting to note that the banked track game is as "American as Apple Pie." Yet it is unique among American contributions to the world's athletic competition that it has attained almost instant acceptance wherever it has been seen for the first time. It is true that baseball, basketball and volley ball, all of which originated in the United States, have been adopted by various countries throughout the world as secondary sports to their own national "pastime." In all cases, however, it has taken years for these sports to attain any kind of recognition at all. And actually these sports have for the most part evolved from earlier European games. Cricket was the forerunner of baseball. People all over the world have for years kicked and threw balls in various kinds of competition. But roller skating owes its existence strictly to American ingenuity. Authorities may disagree as to the time and place of the first rudimentary game played on a banked track between opposing teams but no one will disagree that it all happened first in America. Only in America would you find the paradox of a group of attractive young ladies employing blocking techniques and skills that seem better suited to the gridiron. The combination of speed and hard-hitting action along with well-trained young men and women competing against each other had an instantaneous appeal to American fans. In the years before television an American who tried to describe the game to a friend in a foreign country would find that his friend would leave the conversation shaking his head in disbelief. It was impossible. It just couldn't happen. For a nation, however, who was able so send a man to the moon the development of the banked track game was a natural expression of people who believed they could do anything. And that anything included an opportunity for young ladies to demonstrate that they were second to none in the expression of all around athletic ability. It may be significant too, that the banked track game got its real start in the midst of America's heartland. From small towns, villages, as well as the larger

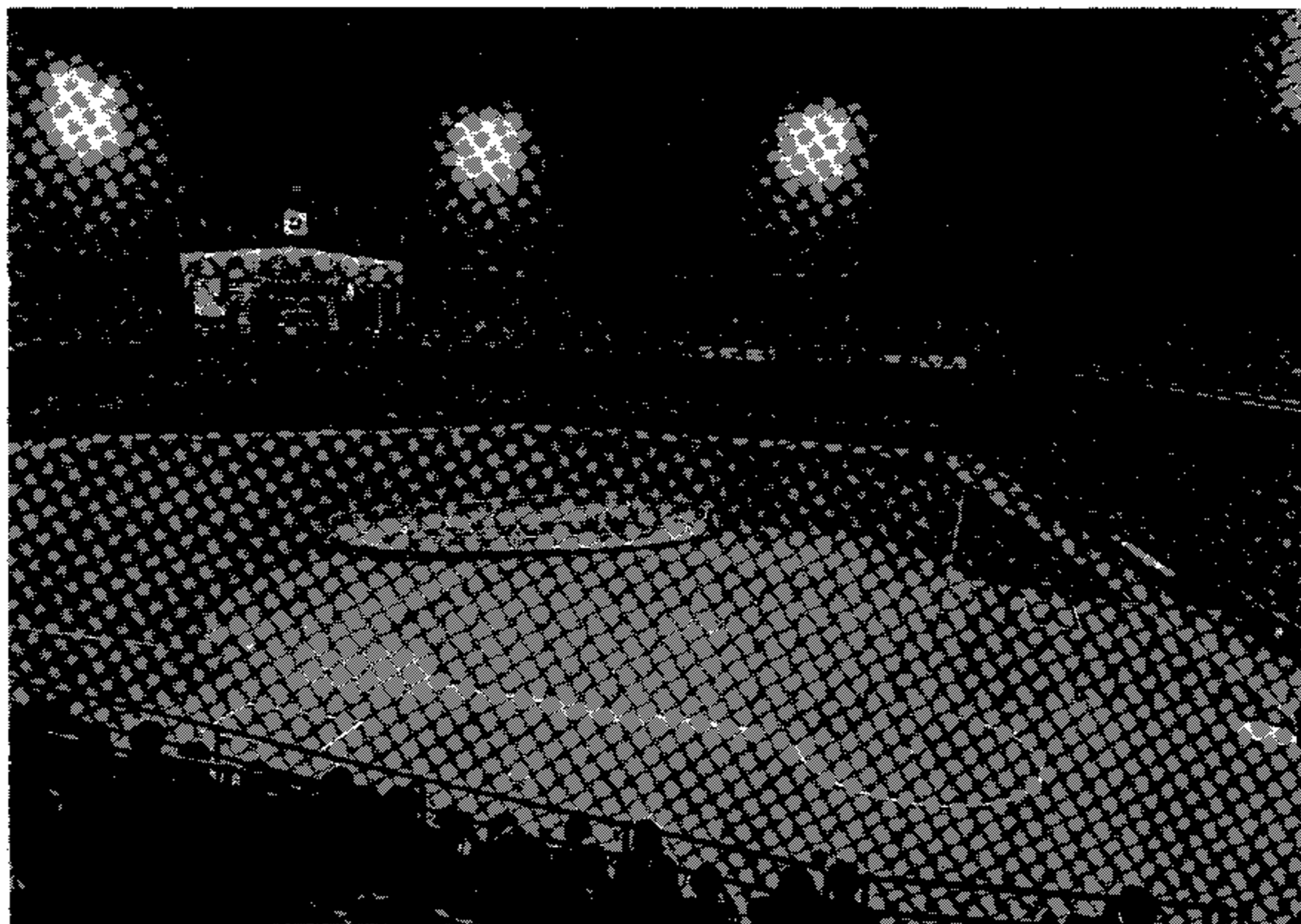
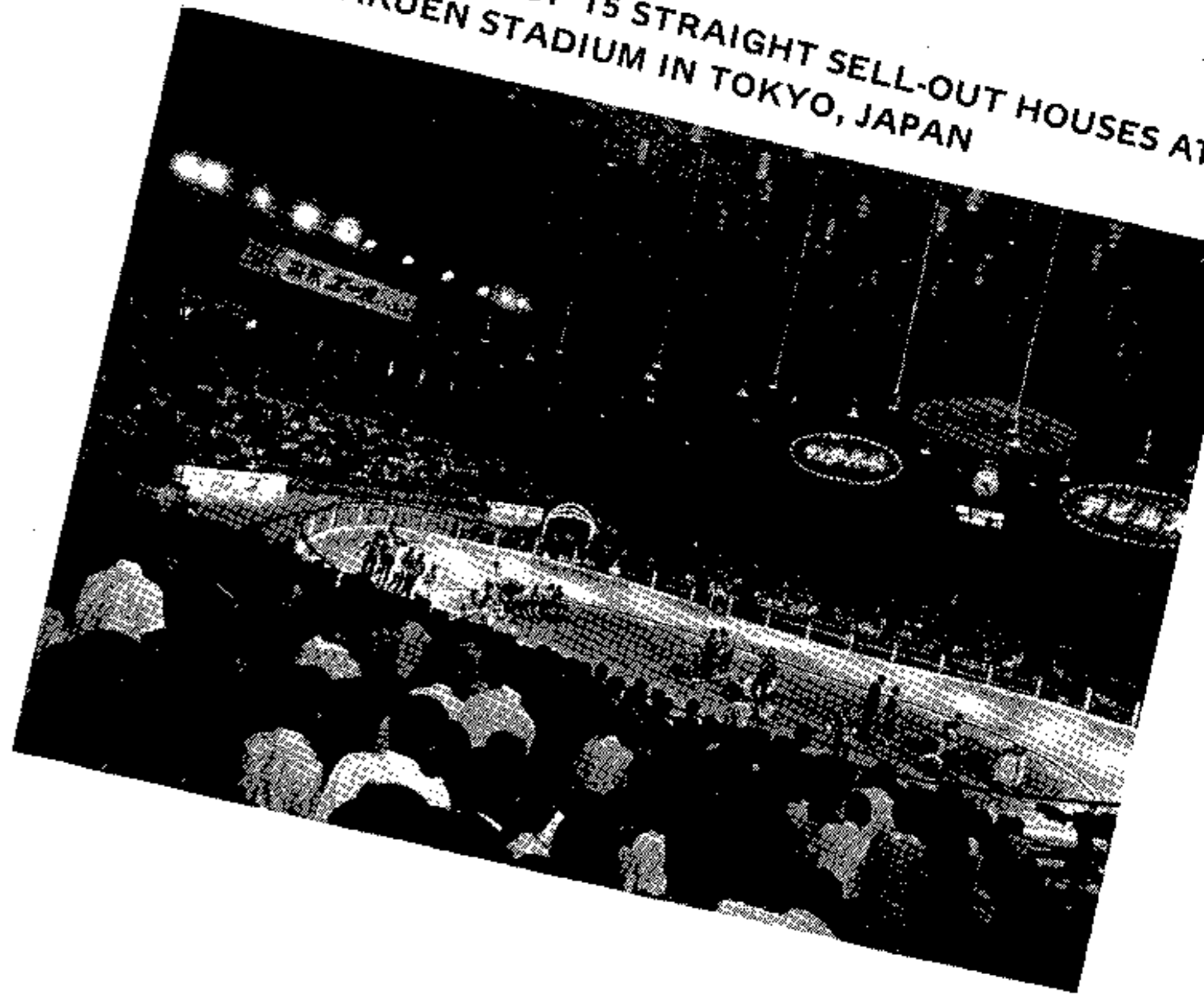
cities, youngsters flocked to the major centers of training to learn the game. Because of the specialized track required in order to acquire the skills of a professional banked track roller skater, the game could not successfully be adopted by schools and colleges although there were a few tracks available in later years where the novice might learn the art. Because of the arduous training program required to become a professional roller skater it was a real challenge to those who dared to try. This in itself is particularly an American trait and characteristic. Old world societies had for generations generally been drawn along strict lines of conduct. There were certain activities available for young men and girls did not participate. In America young ladies were not going to be held or bound by traditions of the past. With this new athletic activity there was a challenge for young ladies and a new world to conquer. This was an American attitude. To the American fans here was a form of competition that had the same appeal. It was something that whole families, for the first time, could watch with equal enjoyment. In the past the American male had tried to claim as his domain the popular forms of organized athletic competition of his day. But not with the banked track sport. There was even a question at times as to whether the men were more interested in watching the girls and all of the female fans appeared to have their handsome individual heroes of the banked track. No particular section of our society could lay any claim to being the sole admirer of the Roller Game. A cross section of American life sits in the stands. They come from every walk of life. The only thing they have in common is enthusiasm for the youngsters on the track. And it is fitting that this most American of athletic endeavors should gain widespread acceptance in Nations abroad. There has been an increasing tendency in recent years for the acceptance of American ideas among people all over the world. Perhaps through the exciting kinship that they feel for the fine young men and women who participate in the banked track game it will help bring everyone a little closer together.



THE FABULOUS FORUM IN INGLEWOOD, CALIFORNIA WAS THE SITE FOR THE NEW U.S. ROLLER GAMES IN-DOOR ATTENDANCE RECORD - 16,024.



FINAL NIGHT OF 15 STRAIGHT SELL-OUT HOUSES AT KORAKUEN STADIUM IN TOKYO, JAPAN



LARGEST CROWD IN ROLLER GAMES HISTORY
50,118
WHITE SOX PARK, CHICAGO, ILLINOIS

HOW TO ENJOY THE ROLLER GAMES OR... FROM WHERE YOU SIT



by Dick Lane

To fully enjoy the Roller Games, here are a few things you should know.

First, let's assume you're at trackside to watch the game in person. Of course, you made reservations in advance, picked up your tickets early, didn't stand in line and are in good humor. On the way to your seat, buy a program as you would at any other sports event. Pick up your peanuts or popcorn, hot dog or beverage, to save the trouble of flagging down a vendor in the arena.

Naturally you will be dressed presentably informal, and in good voice for rooting or hooting. Arrive early enough to watch the warm-up sessions of both teams. During warm-up, check the jersey numbers of players of both teams against your program to learn the names of the players, and *who* is concerned in the game you are about to see.

Now you should be ready for the starting whistle or gun, ready for the action of eight 10-minute periods, or 80 minutes of peak excitement.

The game starts with the girl's team, from a standing start at the starting line. At the starting signal, players of each team dash out in front of the field of players (which is called "the pack") and as soon as they are 25 feet in front of the pack, a second whistle signal from the referee indicates that a "jam" is in progress.

The "jam" is of 60-seconds duration, and those skaters of either team who have left the pack are called "jammers." Their purpose is to complete a full turn around the track and pass members of the opposing team during the 60-second jam period, receiving one point for each member of the opposite team so passed.

Of course, during the jam period, the jamming skaters may try to block the other one out of the play. Also, as the jamming skaters near the pack, teammates may drift back to help the potential scoring skater, or members of the opposing team may block the jammer and prevent a score from being made.

As to "calling off the jam"—only the *leading* jammer may voluntarily call it off by placing both hands upon the hips. The jam also comes to an end when time runs out; when the leading jammer is run into the infield, put over the rail, or blocked to where he cannot continue. The referee may also end the jam when an accidental fall or incident on the track could result in injuries to the participants.

Now that you are familiar, at least in part, with the basics of the game, watch the pack for the work of the "play-makers" They are the skaters who are, primarily, neither jammers nor defensive players.

Watch them aid in getting their speed-skaters out of the pack and into jamming position. Once their jam skater is clear of the pack, watch them take up "man-for-man" positions, and either keep the pack tight, or "loosen it up"—depending on the particular scoring play called for by their captain.

Watch the defensive players move to the rear of the pack to defend against opposing jammers or to assist their own jammers to score.

Glance often at the scoreboard, which shows the minutes and seconds left to play in each 10-minute period. Listen to the trackside announcer's call of the seconds "to-go" in each jam period, which adds greatly to the suspense of the game.

At the "call-off" of the jam, watch the referee for his signal to the official scorer, giving the number of points scored, or the reason for the "call-off."

The Roller Games Annual contains all the rules of the game, referee's signals, causes for penalties, pictures and information on all players. Acquaint yourself with the skaters through reading the Annual. Pick out your favorites, and don't be afraid to shout your approval or disapproval . . . whenever you are moved to do so.

The Roller Sports Illustrated is the official bi-monthly publication of the National Roller League. This informative paper will keep you informed of all League activities. It gives the weekly schedules of games to be played plus articles of general interest.

Naturally, the best place to watch Roller Games is at trackside . . . right out on the edge of your seat, along with the thousands of fans who enjoy this game all over the USA and in many foreign countries.

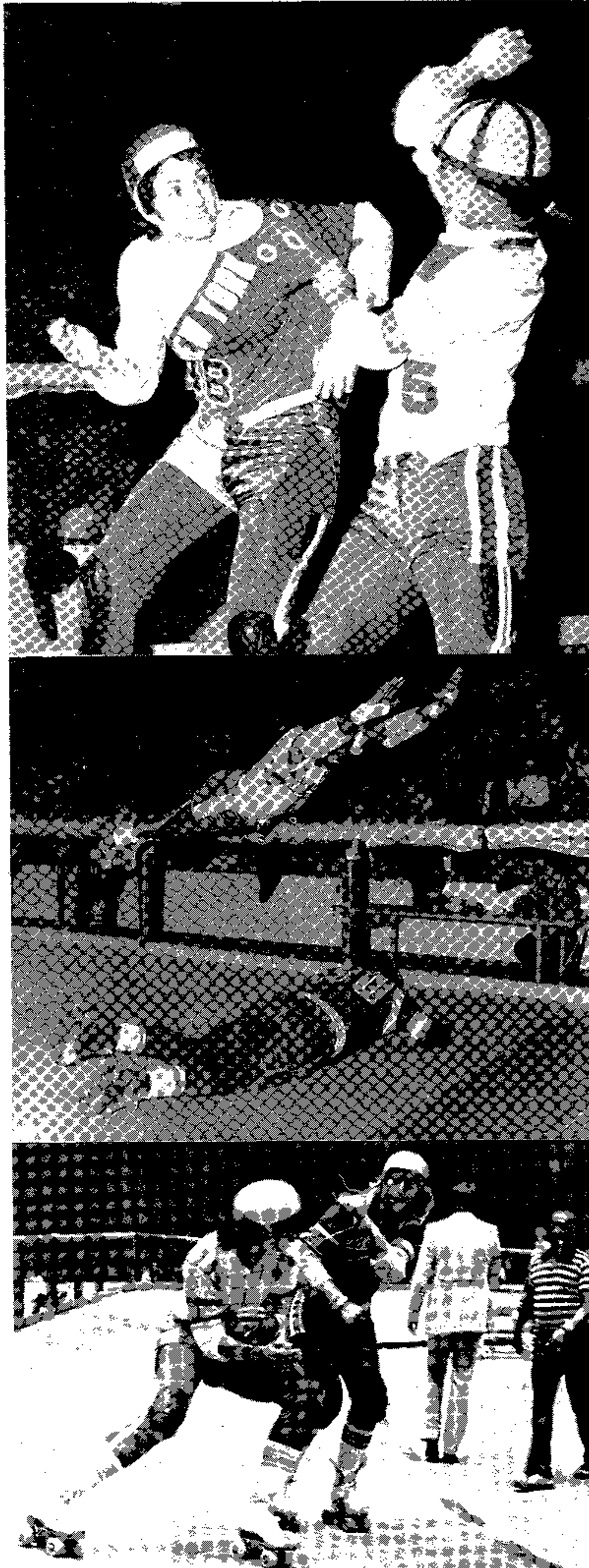
But, if for any reason you cannot attend in person, you're invited to enjoy it on television. Nearly every major market shows the banked track sport at some time during the week.

For the fullest enjoyment of Roller Games on TV, here's my advice:

First, get comfortable — have a good supply of snacks handy — settle down for plenty of excitement — and don't be afraid to root . . . or hoot . . . for the players.

Everybody does it!

A LITTLE BIT OF EVERYTHING



Roller Game is a contact sport, a game designed to reward the strong and defeat the weak. The idea is to skate faster and block opposing players out of the action to score points. The skaters of the International Roller Games League do it better than anybody. Only men and women with perseverance and courage can stand the competitive atmosphere of the game and pay the high price of success.

The whole idea of Roller Game sounds dangerous and difficult to most of us. Skating star, Danny Reilly, sums it up best: "Banked track skating competition is a thing of violence, it requires dedication, self-denial and sacrifice. Had it been played in ancient Sparta, or in Rome when the Empire was at its greatest, it would have been very popular because it pays tribute to those qualities these people admired most."

The game has developed far beyond the original idea that was presented when the game was first played in the '30s. New strategy, specialization, and almost a new language has developed through the years. For the skaters and coaches, it has become almost a year-round job, a never ending course of study, preparation, competition . . . and more study.

To become a successful skater in the International Roller Game League, one must dedicate himself to hard work. More than mere muscle is necessary; attitude, emotion and intelligence are also required. The ability to learn, to meet the new requirements imposed by the changes and improvements in the game is the basic requisite of any professional skater. The game brings out the best in those who play it. As one coach explained, "We seek the uncommon person, the person who is willing to pay the price of success."



THE REFEREE'S JOB IS NO BED OF ROSES



by Elmer Anderson

One of the most maligned figures in any sports event is the official. Whether he's the striped-shirted referee or the umpire in blue, his decisions are always widely cussed and discussed, his eyesight questioned, and his judgement plays an important part in the outcome of a contest.

The Roller Game referee is no exception and although he has a tough job of watching the actions of 10 skaters at once, the fans, like the followers of baseball, football, basketball, etc., are disappointed when he doesn't always favor the home team and jeer adverse calls.

The Roller Game official has to be a combination man. For the skating, he ought to have eyes in the back of his head to watch all 10 and he must keep walking in a circle in the middle of the track to observe the goings-on. His first duty is to get the pack intact, see that both teams have the potential jammer all geared-up with the designated jammers helmets on and properly adjusted, then start the jam.

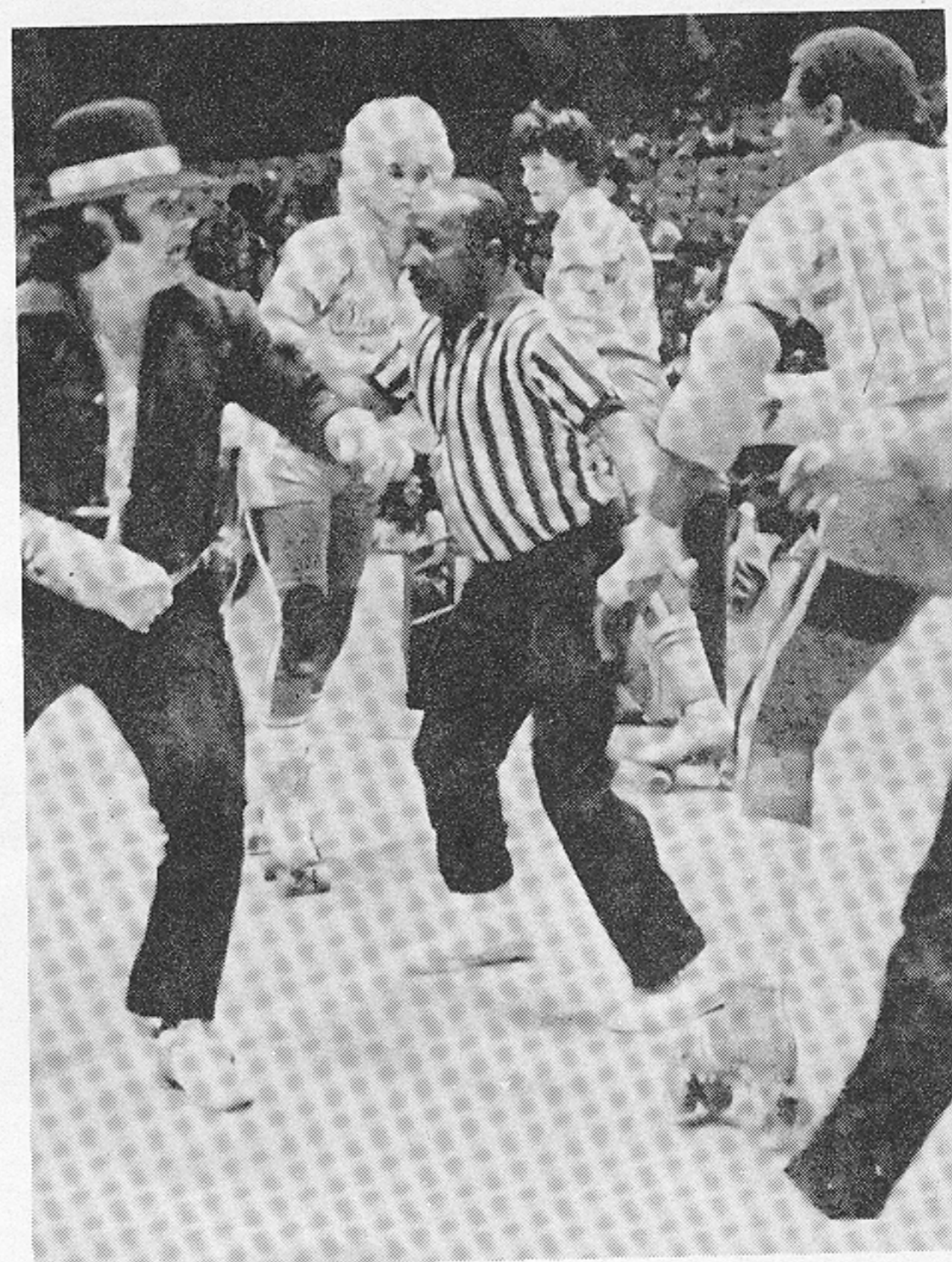
After this, it's his job to keep tabs on the leaders, determine how many, if any, rivals they pass, and also watch out for illegal stuff—like tripping, kicking, pushing, etc., by both offense and defense. He has the power to send offenders to the penalty box plus the levying of fines. But since fighting is a regular thing, he must also be the man to muster up courage and get in the middle and break up the bouts.

It isn't true, as some may contend, that referees are found by digging under rocks or trapping or treeing in the jungle. Officials in many sports are usually old retired players. Little in stature but a giant in determination is Hank Hursey, one of the referees in the National Skating Derby League who admits he can't skate. Hank, a 50ish former New Yorker, now a transplanted New Jerseyite, became a Roller sports referee through an odd twist. After graduating from CCNY, he took a job as a treasurer with Roller Games. Then when he had an opportunity to travel, he became a referee and now at this stage in life, still maintains his referee's schedule plus his daytime labors require him to use his business talents as Chief Sales Consultant to a local brewery.

Hank thinks his job as a referee is an interesting one, but rougher than skating, as he has to be on the move for the entire game. He states that the Roller Games will soon be the number one sports attraction in the entire universe. That's tall talking but quite a number of thousands of fans think along those lines. He lists among the hundreds of skaters he has had authority over, Judy Arnold, Judy Sowinski, B. J. Peterson, Ronnie Rains, Buddy Atkinson, Larry Lewis, and most of all the late, great "Toughy" Brashun as the toughest skaters to watch and the ones who would be most likely to pull some tricky, sneaky maneuvers on the track.

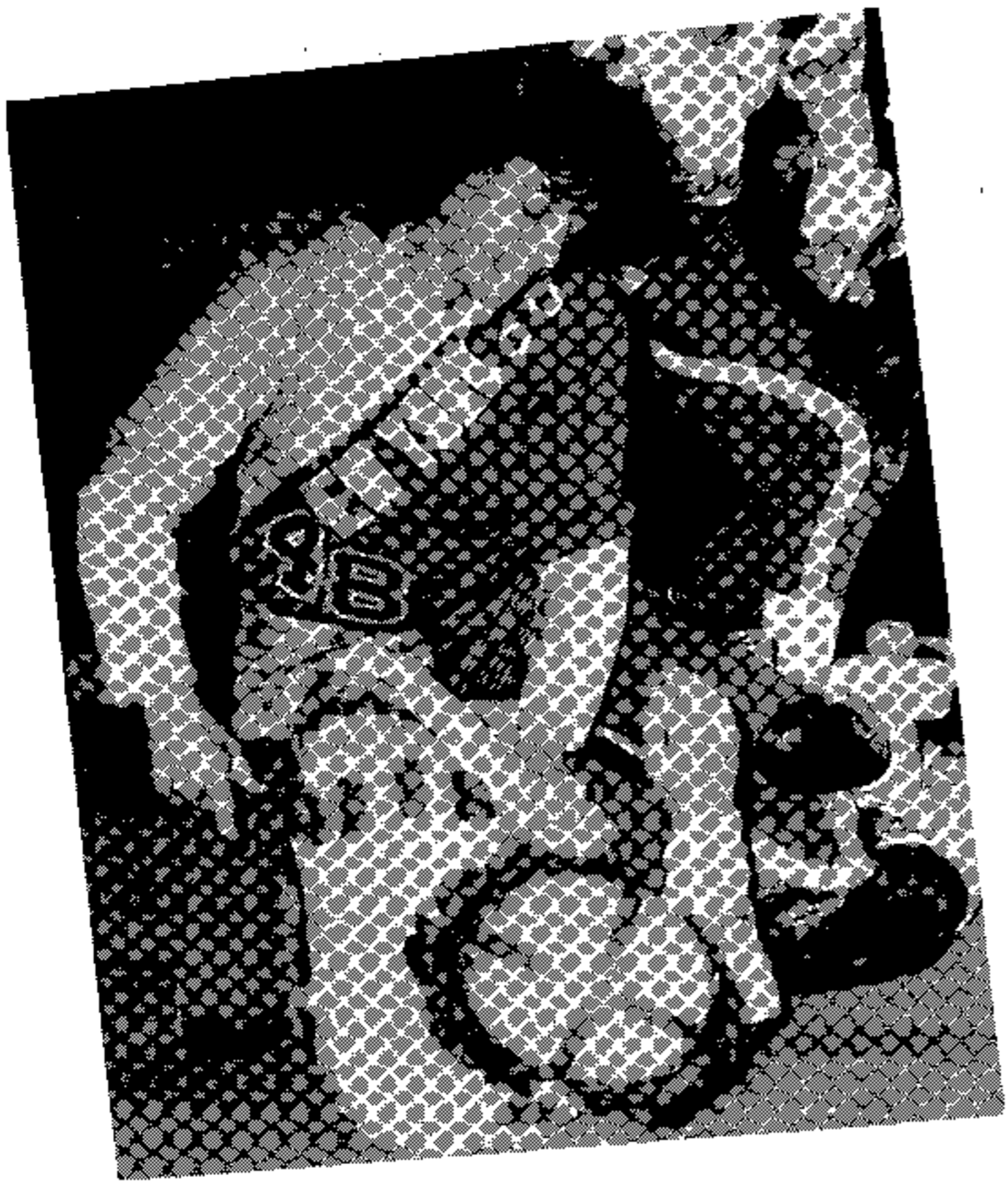
"Sometimes, when I go to break up a fight," he says, "I end up getting punched or kicked with a skate or anything else that's not nailed down. Last week, here in Philadelphia, B. J. Peterson hit me on the cheekbone with her head and I couldn't chew good for a few days."

There are approximately 30 referees now working in the National Skating Derby League—from as far away as Tokyo to the Latin Countries such as Puerto Rico. Officiating in any sport is not exactly a dream job, especially one where you must be moving and watching at the same time, *plus* being a peacemaker, but Hank Hursey loves the work—his eyes twinkle a bit when he adds, "Keeps me in good shape too!"



POTPOURRI





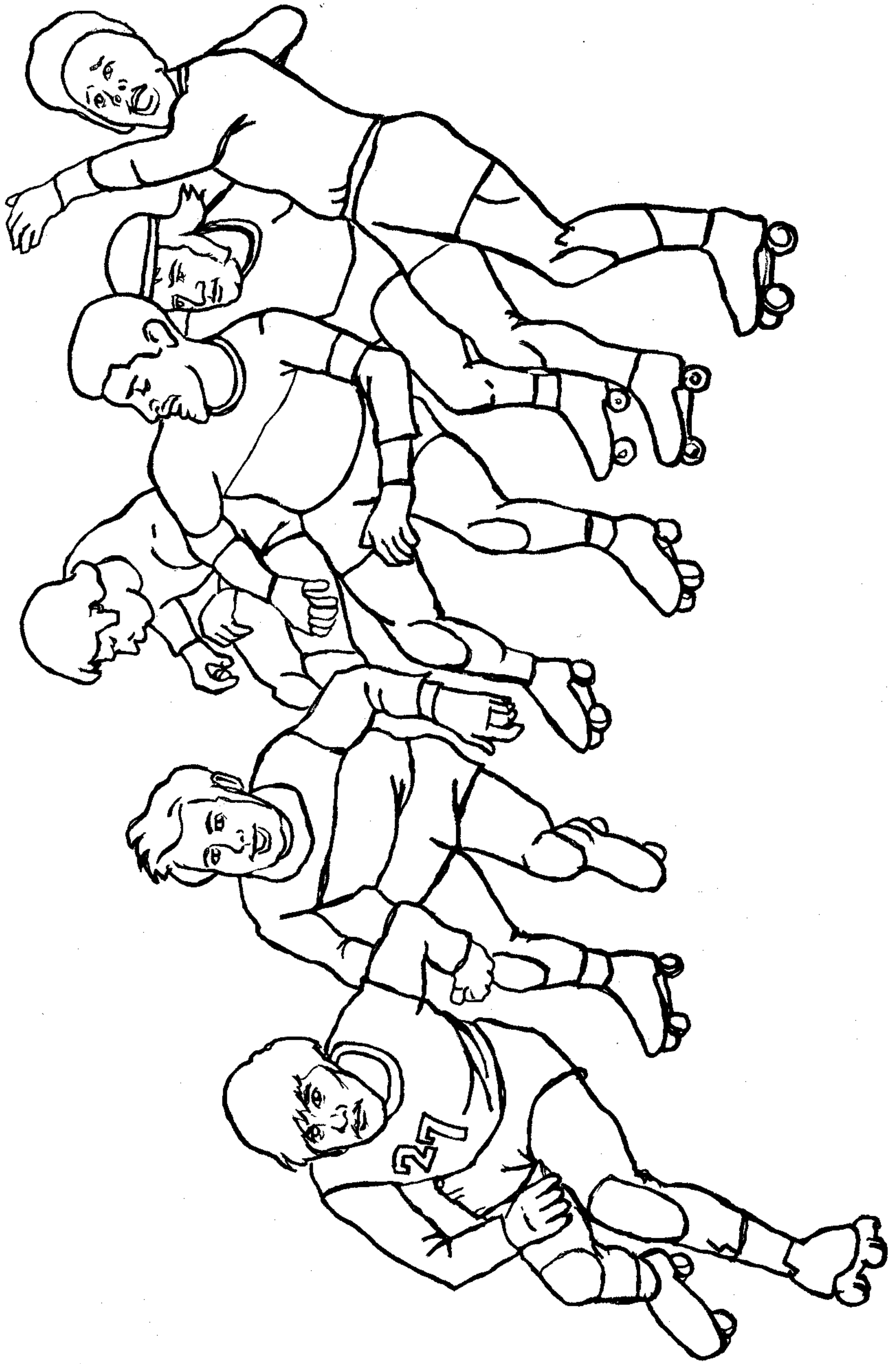
TOMORROW'S DREAM



Roller Games is a unique form of athletic endeavor. Unlike football, basketball, baseball and other team sports, it is not played in schools or colleges. The special equipment and techniques have never been adopted as a part of any athletic curriculum. Those who wish to pursue a career on the banked track must turn to roller skating training schools which are established in metropolitan centers of professional roller skating teams. Without a reservoir of talent that is available to football, baseball and basketball, the banked track game must depend upon its own resources in order to train youngsters to take over when established players retire from the game. To these training schools, youngsters from all over the country come to learn the art and science of banked track roller skating. It is hard work. They begin with the fundamentals. They learn to stand up and skate on the track. Hour after hour is spent in developing the stride, gaining endurance and stamina that will be required to stand the physical exertion of a game. As they develop the ability to skate, they start to learn the technique of blocking and how to fall when blocked without serious injury. Finally comes the time to put all of the lessons that have been learned together and to skate in a training school game. From here it is a matter of improvement and experience. But what happens next? What do you do with a young fully-trained novice roller skater? Up until this year, there was nothing but wait until an opening came along on one of the professional teams. How many openings occur during a year? At most three or four on one team. Some years maybe not that many. In some respects it was sort of a "death watch" as the novice awaited until injury or illness struck a regular. In the meantime, the beginner had only one alternative, and that was to continue the training, week after week, waiting for the eventful day. Unfortunately the conditions of a training session and actual game conditions are not the same. Outside of the amateur games in the training school, there was

no place to gain professional game experience unless hired by a professional team. Because of the limited openings there has always been a tremendous number of talented young skaters who just had to sit around and wait. As a result, many of them became discouraged and left the game before they ever got started. National Skating Derby decided to do something about this and early in 1970 at a meeting of the owners and managers of the various professional teams, the Jet League was formed. Each team is sponsored by a major league team or a combination of such teams. These Jet League teams are composed of skaters in several categories: recent "graduates" of the training schools, rookie professional skaters who have skated briefly with the major teams but not on a permanent basis and regular professionals who are currently not under contract with one of the major teams. They are professional skaters in every sense of the word. The only difference is that the quality of play may be a shade below that of the major teams, which is natural as all they lack is experience. The Jet League teams play a full schedule of games. Competition is keen for positions on the Jet League teams. The games are exciting and in recent months scoring has increased as the players gain experience under actual game conditions. They take their falls. They get their bumps and bruises. But most important they are learning the game under real competitive conditions. Since the start of this season, Jet League games have been played as a preliminary contest before the major teams start play. Surprisingly, they have brought the fans out early to see the spirited and aggressive play. The fans, who attend the Jet League games are quick to spot the potential ability of the young skaters. Professional scouts are always in attendance to keep up with the development of the latest talent. At the present time, dozens of skaters have already made the jump from the Jet League to the big time and others are expected to follow.

COLOR ME



ANATOMY

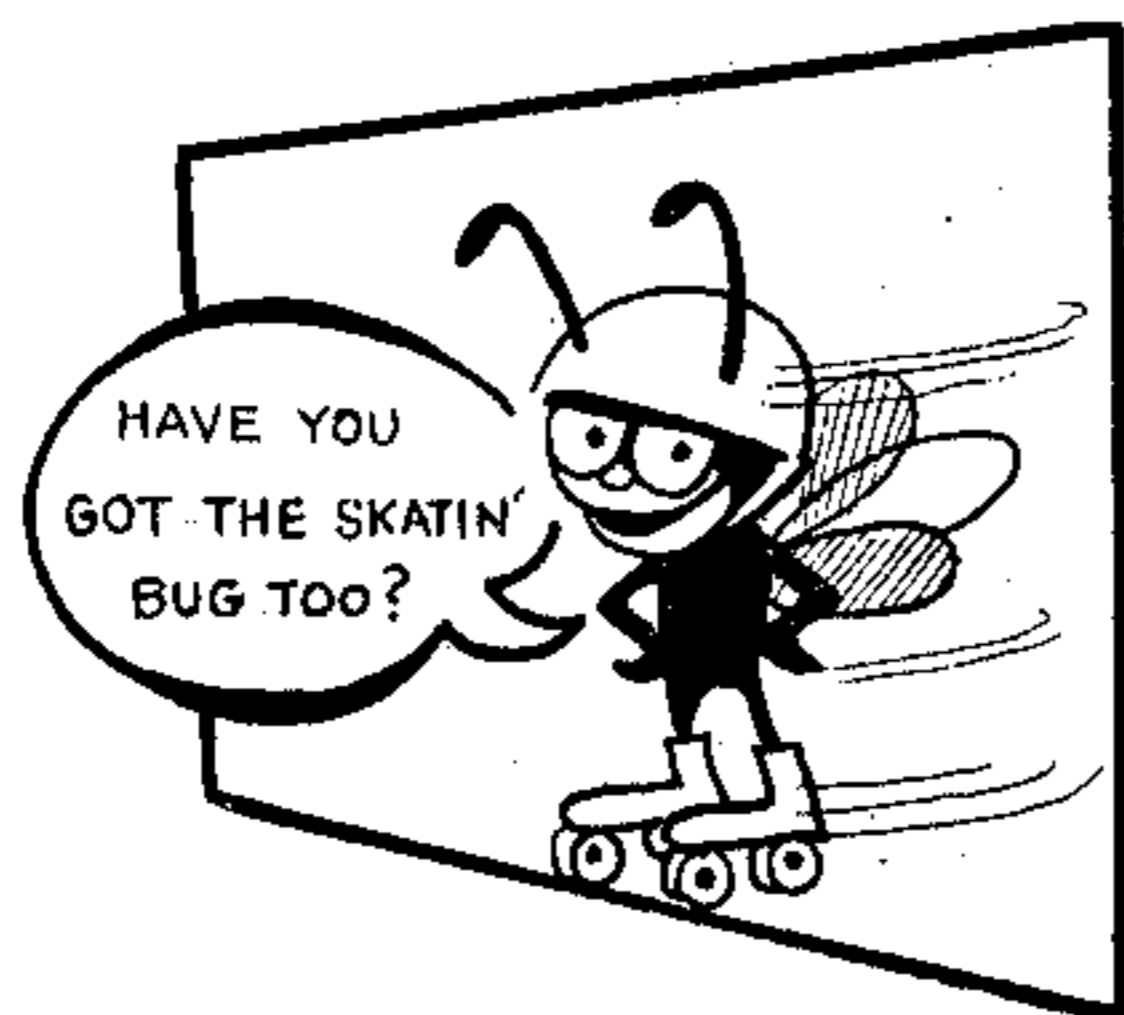
by Elmer E. Anderson

In the wake of the whirring wheels there has sprung up—untended, uninhibited, and unplucked—a new species of Americana tentatively identified as the Roller Game fan. Scientists and biologists, who have spent years watching the metamorphosis of the "Thing" under the hot-house klieg lights of the nation's arenas are at odds over its possible origin.

There are two schools of thought. One is that the Fan (*m;roller gameitis*) is a cross between the herbivorous leaping marsupial mammal of the genus *macropus*, or Kangaroo, mixed with the lower bleacher seats at Dodger Stadium in Los Angeles—and a whiff of the Philadelphia Phillies' Gas House Gang thrown in for good measure.

The second, and more popular conception, is that the Roller Game Fan is a being unto itself, unknown heretofore, in the world's existence. It is on this latter presumption that we will carry on, partner.

The Roller Game Fan, in his more advanced stages would make most ardent baseball, hockey and football diehards fade to a pale mauve in comparison. Where else, for example, would you find staid grandmothers leaping out of their seats to plunge knitting needles deep into the



impregnable hide of one Judy Sowinski, as happened in Philadelphia last year; or cause two sailors to abandon ship and leap over the guard rail to pull Indian John Parker off a hapless "Little" Richard Brown as happened in Atlantic City?

And whereas Hilda of the New York Chiefs made herself famous by ringing a brokendown cowbell, she would be lost in the din of inequity among Roller Game Fans. At least one fan per square foot has a bell, whistle, bugle or Bronx cheer of his own making and when they come in groups, the fans have been likened unto a herd of elephants trumpeting in uneven tenor at the dinner bell.

Roller Games fans come from all walks of life—butchers, bakers, candlestick makers, as well as bank presidents, housewives and bobby-soxers. Not a few of them come straight from the arms of the easy chair nearest the home television set. But come they do; and go gasp-groping for the right words to express their frayed and frittered emotions.

Within one complete sitting, one evening of head-spinning evolution and absorption, most fans have divided themselves into two separate camps of allegiance and leveled off at a common ground of (1) the Judy Sowinski beat-and-bash-'em school as opposed to (2) the Judy Arnold sprint-and-splatter-'em technique.

Perfectly harmless humans who have come into the arena for their initial sampling of Roller Game wildlife, as friends, depart at swordpoint, arguing over the respective merits of their favorites. More than one life-long friendship has gone down the drain when, say, a gentle damsel of the B. J. Peterson order attacks a refined, retiring Margie Laszlo, causing the first fan to shed coat, vest and shirt sleeves to rush to her rescue.



OF A FAN

If the second fan happens to be an aficionado of the gentle B. J., you can count on the two fans not speaking the rest of the evening—and their respective wives not speaking at home for the rest of the week. Peace, it's wonderful . . .

It takes years to cultivate a Dodger fan, months of tender nurturing to develop a Yankee to full screech, but only a single night to spring a Roller Game fanatic on an unsuspecting world.

It was in Philadelphia that a respectable dowager, lured into the Roller Games' booby-trap by her two teen-aged nieces, became so violently enthused during the course of the evening that she hooked the stem of her old-fashioned umbrella around the fair ankle of one Patti (moo-moo) Cavin, and thereby scored the only clear point of the evening for the opposing New York Chief team.

But it is in the New York area that the fan ferments and flowers to his fullsome degree. On nights when the Philadelphia Warriors play the New York Chiefs, the old Brooklyn Bridge strains audibly under the weight of trundelsome traffic as thousands of East Coast citizens replete with cowbell, tonsils, and split infinitives, pour into Madison Square Garden as the fans align themselves into cat-calling groups on each side of the Garden to cheer or jeer the arrival of the skaters.

By this time, there are a certain distinguished group of fans, known by name and noise to the skaters. General Manager John "Gootch" Gauteiri of the Texas Outlaw team has his faithful One-Tooth Jones, whose ear-splitting incentives can be heard in the farthest corner of the Garden. Pretty Judy Arnold has her Rolling-Pin Riot Squad, a group of housewives who make it audibly clear that they believe the young lady should be lowered into the salt mines of the

domestic kitchen. Even Danny Reilly has a fan club, third row center, who never miss a night urging Danny to "kill those bums."

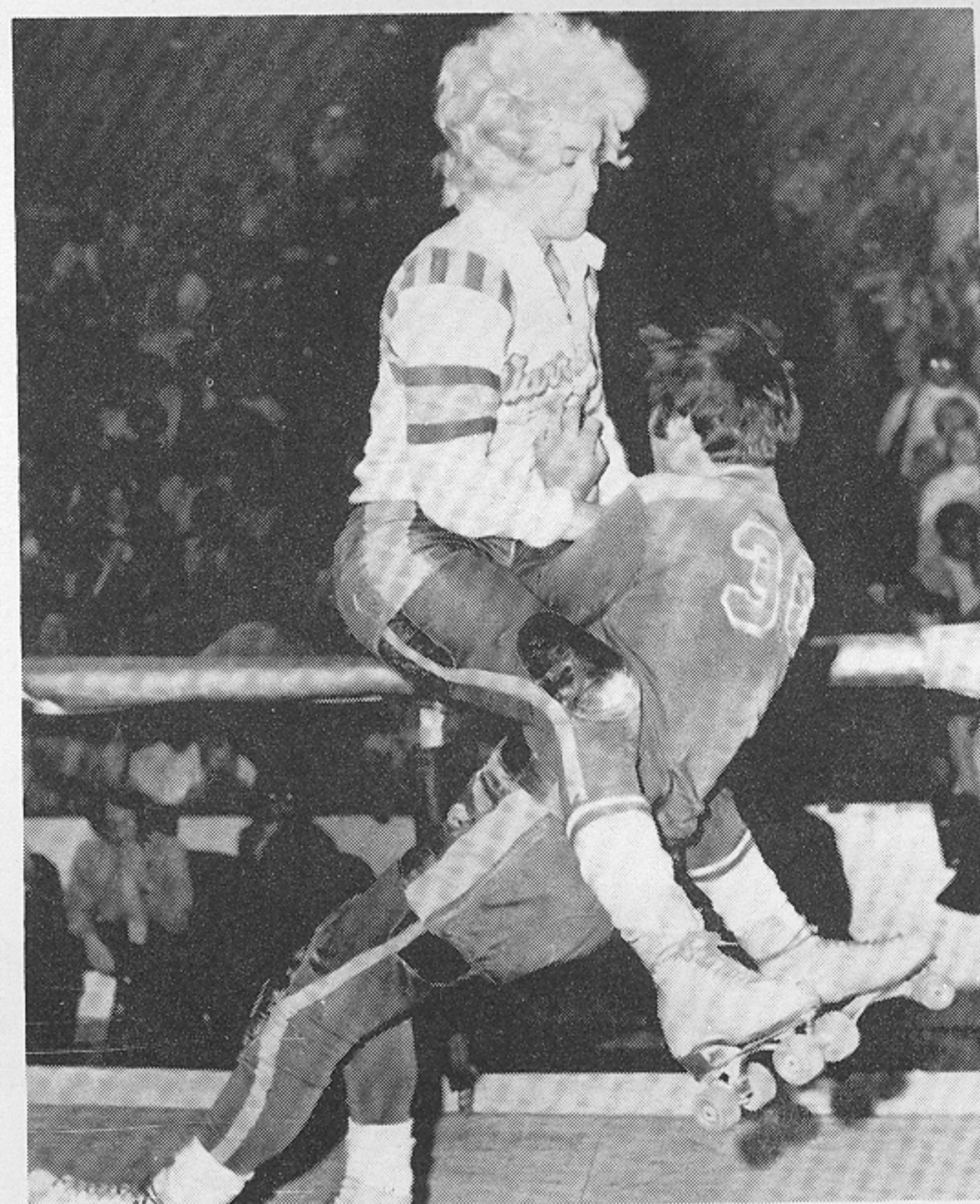
Most baseball or football fans are content to root for the home team and let it go at that. The Roller Game character has a two-way stretch personality: He not only roots for the home team with every morsel of mayhem in his soul, but he also feels it necessary to root against the opposing evil with even louder licentiousness.

He gets no seventh inning stretch or relief pitching. By the end of eight periods of alternately cheering and jeering, you would think he is fit only to be deposited with loving care in the nearest first aid kit.

That's where you're wrong, partner. Tonsils oiled and retreaded, he's out there the next game rooting for the heroes and against the horrors. Scientists are betting he'll outlast the 20th Century.



JUDY ARNOLD



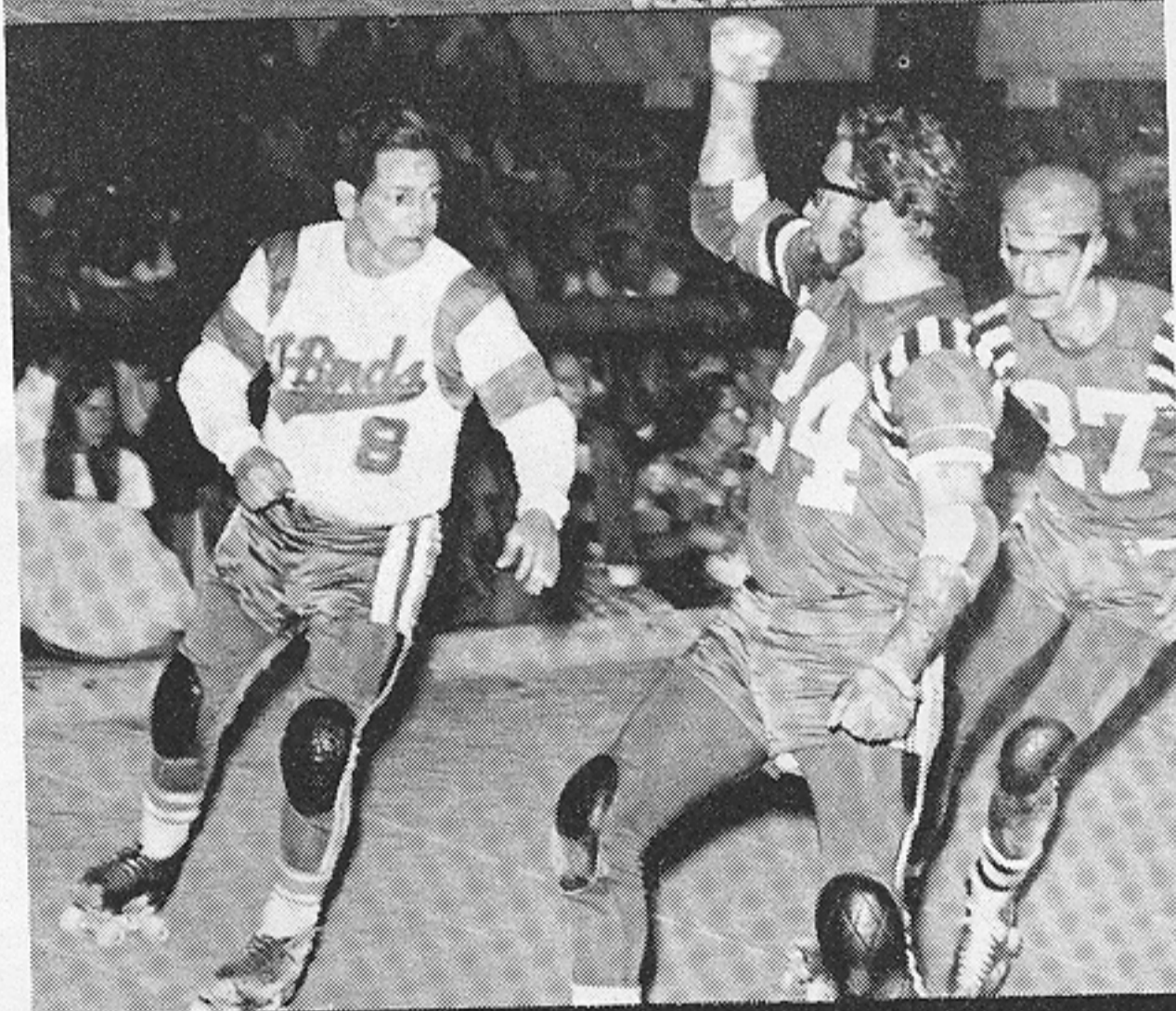
by Elmer Anderson

Born in San Francisco, she soon learned to fight her way to leadership among the kids in the neighborhood—a training which has helped her more than a little in the Roller Games. She is 29 years old, unmarried, five feet, five inches tall, weighing 128 pounds. When off the track, her favorites in matters of dress are sports attire; but during competition the vivid colors of her skating uniform noticeably attest that most any attire is very, very effective on this fetching miss!! Her greatest thrill, Judy says, came when she gained her first point in regular Roller Game competition. "And do you know," she continues, "that the very same kind of a thrill comes with every point I score . . . there's something about the excitement of the Roller Games and the fans watching it that gets into your blood." That being the case, Judy has enjoyed hundreds of such thrills so far in the fastest growing sport in the world. And judging from the green in her eyes as she said it, she is slated for thousands more.

RALPH VALLADARES

This tiny 5-2 inch native of Guatemala has become a legend on the bank track. A real tough professional for the past 20 years, Ralphie has at one time or another held every scoring and speed record in the books. Ralph, in his boyhood years, tried to make a career as a jockey, had a promising future, but the old bug-a-boo Mr. Wight caught up with the young man and that started Ralph Dwight Valladares on his skating career. He trained at the site of a current Roller Game at that time, the old Armory on Jefferson Blvd. in Los Angeles, and quickly caught the eye of the trainer, known in those days as Billy Bogash, world reknown as the fastest human on the bank track. Once chosen to be a member of the "Braves" Ralph's rise to stardom was just a short moment away.

Ralphie calls home, with his lovely wife and children, Whittier, California. His wife is known to Roller Game fans as "Honey" Sanchez, the lovely dark-haired Spanish spit-fire. His two young girls now are following Dad's footsteps as far as skating is concerned. Sheila, Age 11 wound up in the National Finals this year, only to be forced out with a leg injury. She has the same determination as her Dad by saying "I'll make it to the top next time out." Ralphie's youngest, Gina Ann, age 10, can take the skating or leave it. Ralph tips the scales today at a trim 145 pounds, likes the hottest Mexican food available. Says that his wife "Honey" makes the best ever. He has enjoyed the responsibilities of coach, manager and at the present time is the Roller Games' International Representative. Which means that all foreign teams must have an American Representative and with his Spanish background he is a natural to serve in that capacity for the Latin Liberatores when they make their annual trek to the Latin countries. "Hope I can skate forever," says Ralph.





When Joanie Weston was on the old "I've Got A Secret" television show, panelist Orson Bean immediately picked her from among the three guests as the real Roller Games star.

Bean gave as his reason: "Roller Games players are supposed to be so tough and she has the softest voice.

He was right.

Her favored pastime, of sociological and historical books, she said, has given her insight into the places she visits on tour.

If she misses getting to a planned stop, she tries to catch it the following year. "I didn't get to Ft. Sumter in Charleston (S.C.) but I'm going to go this year."

She finally made a tour of Williamsburg, Va., recently. "I'd been trying to get there for years," she said.

Besides being a history hound, Joan, not surprisingly, is a sports lover. "I follow them all. I don't have a real favorite," she said.

She's given most sports a try. Her only broken bone, ever, came from skating.

Golf? "Well, I can hit it," Joan said. "I can hit it from here to nowhere. I just can't get it in the hole."

Surfing is what Joan likes best. Out of Roller Games season she spends a good bit of her time riding the waves in California and Hawaii. When it's cold, she just puts on a wet suit.

JOAN WESTON

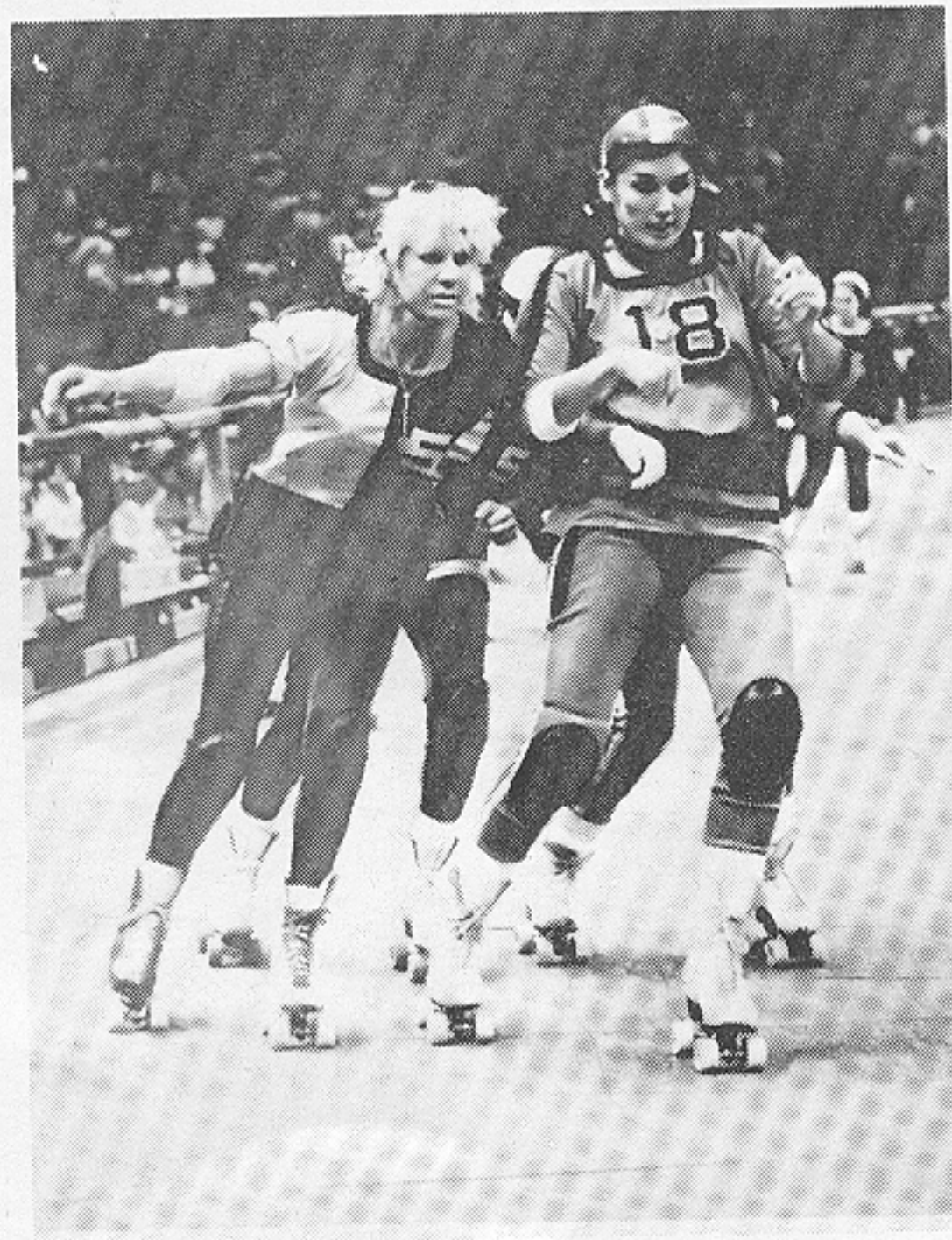
"I nearly drowned once," she said. She told of being engulfed in a massive Hawaiian wave and being plowed into the surf until she was sure she'd never get out.

When she finally dragged herself up on the beach, a friend insisted that she go right back. "I went back and waited for a good wave and it went just fine. I knew if I didn't go right back I'd never try it again."

Nothing bothers this gal.



ANN CALVELLO



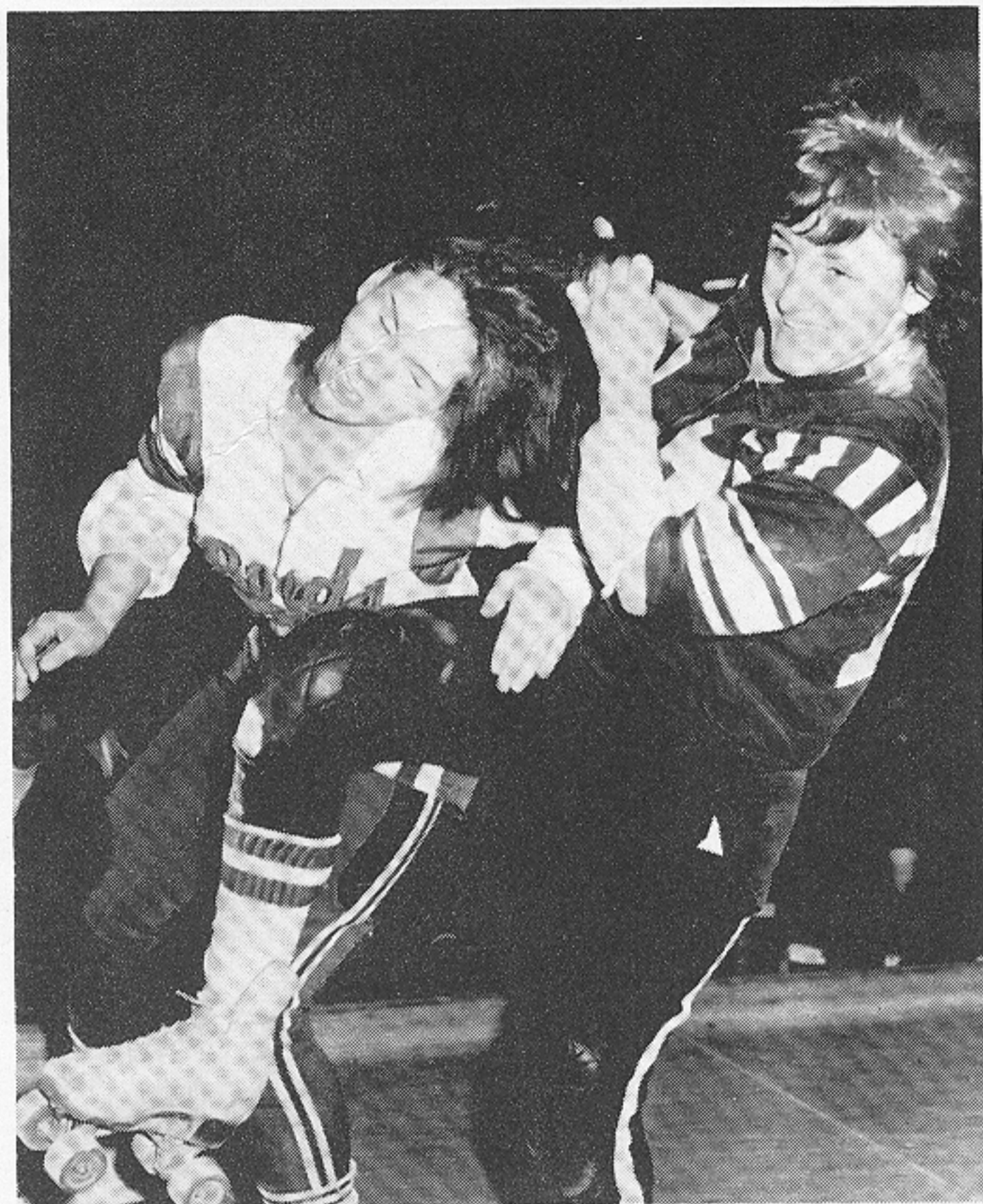
To say that Ann is a shy person would be the largest mistake anyone could ever assume. One of the most outspoken of all athletes in the Roller Games today, Ann makes no bones about it that she is the oldest active skater on the banked track. And loves every minute of the competition. At 44 years of age, Ann still displays the vim and tenacity of her younger teammates. Ann's pride and joy is her daughter Terry, who at the present time is attending a girls' private school in the East. Ann says, "She'll get the best education possible or I'll step in and let her know who's running this household."

The most surprising thing about Ann Calvello is that she is quite a woman. "I just like to be different," she explains admitting to a rather serious side of her private life. She shields it beneath her unique flippant, fast talking humor.

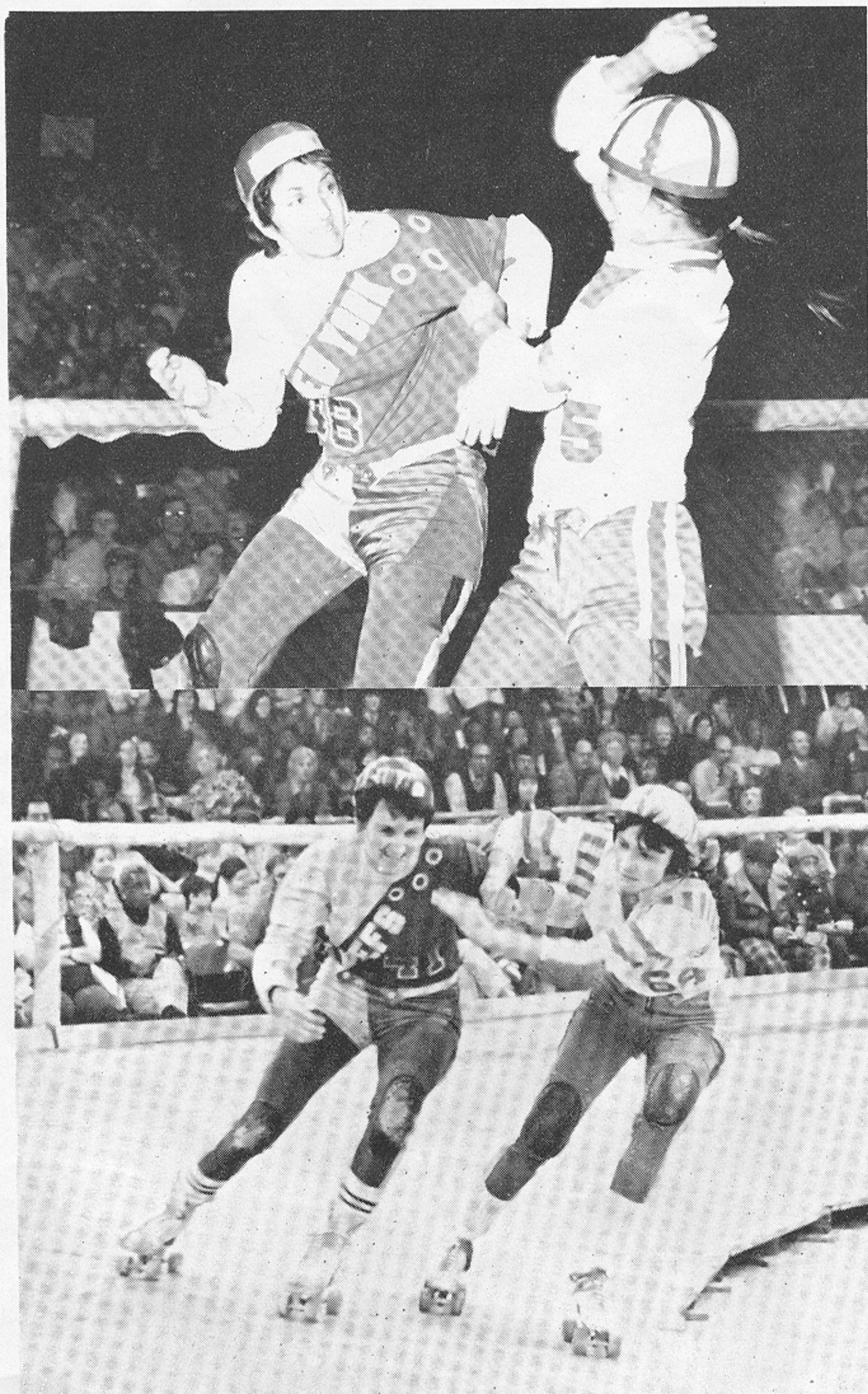
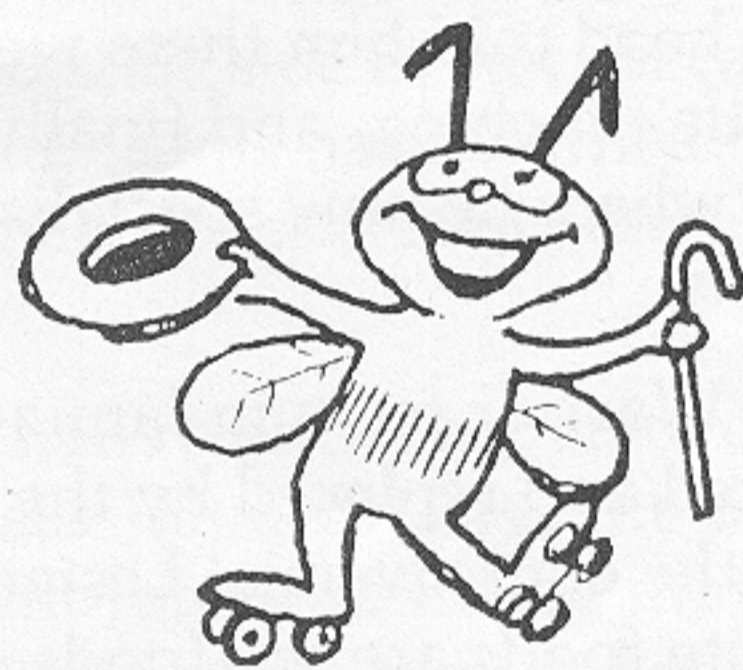
Ann says, "Ya know, I plan to retire next year. That makes me with 26 years on this track. She started at eighteen, the oldest daughter of a Navy family, and has been in Roller Game competition all her life, except for a brief period when her daughter was born. She has been a captain for the past 24 years with different teams in the league—"I go where the money is"—and has been making regular trips to the bank to prove it. "I'm out skating every night, giving the game everything I've got. I enjoy the game, I enjoy life."

True to her attitude of life, Ann says, "Once the fans see me, they'll never forget me." How true, Ann, how true.

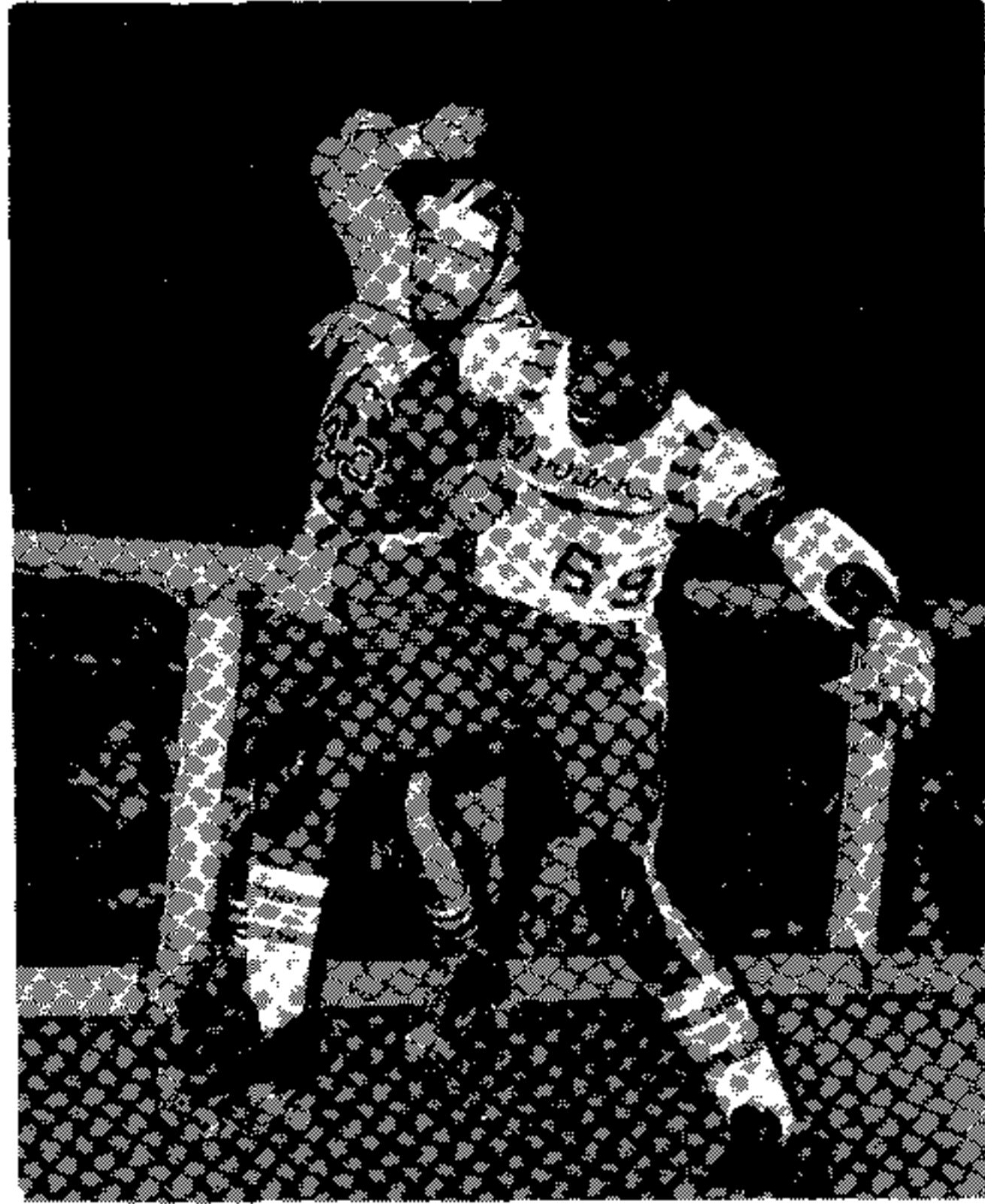
B. J. PETERSON



Every banked track skating fan has heard of the rough blocking, hard skating girl whose name appears on the program line-up as a simple . . . B. J. Very few people know what the B. J. stands for, and she will be the last to tell you. A five-foot three inch 120 pound skating dynamo and twelve year veteran, B. J. has been responsible for helping to mold many a girl into the position on her team that B. J. feels she can best fill. A talented jammer and formidable blocker, B. J. is one of the few all-around girl skaters on the banked track today. In high school, B. J. played volleyball, softball, and baseball, and still loves to play the aforementioned games at all opportunities. Also, B. J. has a hobby, photography, some of which could easily be mistaken for professional work. As for her career in the Roller Games, B. J. says "I LOVE IT."



JIM "THE KING" TROTTER



His athletic ability is legend. A six-letter man in his high school days, lettering in basketball, football and baseball. So, it was no surprise to anyone that when he said he would turn to the bank track and become a professional roller skater, everyone of his close friends knew he would make the tough grade.

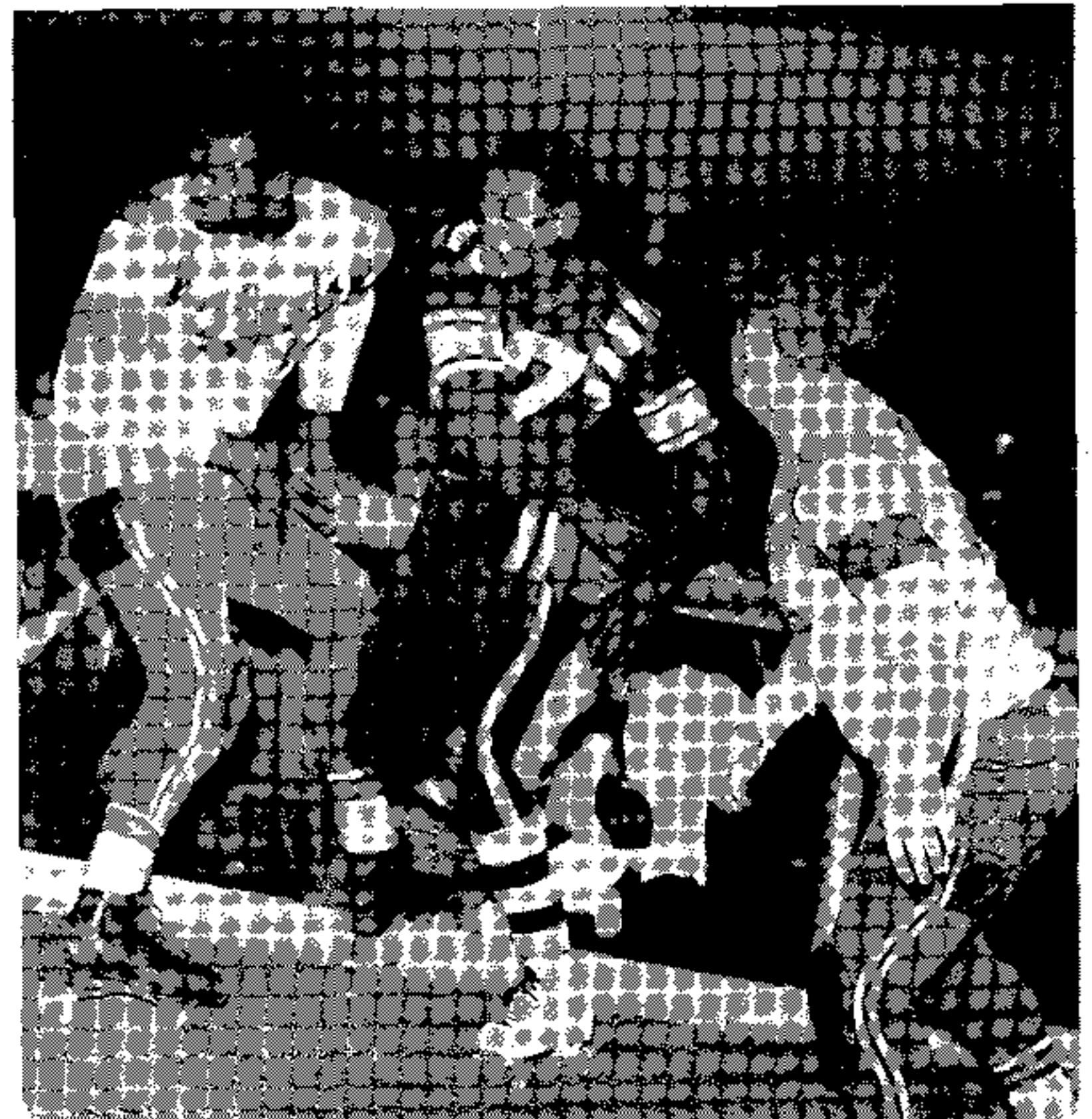
Jim was born in Montgomery, Alabama, August 14, 1937. He attended Parker High School in Los Angeles, California after his family moved to the West Coast. He stands a tall 6' weighs in at a slim 180 pounds. Rose to the rank of Sergeant in the army, winning several expert shooting medals.

Entered the trucking business doing heavy equipment hauling and with his usual determination, rose to the position of lead foreman. Jim tried out for the Roller Games at the West Coast Training Center in January of 1961. He then moved to Houston, Texas in May of 1962 as a member of the famed Texas Outlaws and within six months was named coach of the team.

Jim's business head told him there was great opportunity in cattle ranching, and finally purchased a ranch where he now specializes in raising Bramah bulls.

Jim joined the Warrior team in January on 1970 after being fired and replaced by the then General Manager, the controversial Lester Quarles. His favorite foods are sea-foods of all kinds or hot Mexican specialties, the hotter the better.

One source says that Jim got the name "The King" when he out-wrestled three long-horns in a row. Favorite music, Jazz. Favorite color: blue. Toughest opponent: Lester Quarles. Wants to work with young people in the future.



ERLENE "747" BROWN



The United States women's shotput champion for 12 years and a participant in three Olympic games. That's the background of the biggest girl that ever put on a pair of roller skates and stepped into the world of professional banked track roller skating.

Miss Brown, 5'9", 250 lbs. of athlete that can strike terror in the hearts of smaller opponents. It doesn't make much difference whether they are on the distaff side or not, because male skaters of opposing teams have learned to stay out of her way when she skates off the track and into the infield.

A native of the big state of Texas, she was born near Johnson City, the birthplace of President Johnson. Erlene moved to California as a youngster. As a physical education student at Compton College in suburban Los Angeles, she caught the attention of the men's track and field coach. He was impressed by her natural athletic ability and her size and tutored her in the shot.

In her first meet she won the first place and set an American record. For over 12 years she was United States Champion and retired last year with a record of never having been defeated by an American woman. Anxious to capitalize on her athletic ability, Miss Brown was urged to try out for professional roller skating by the Sports Editor of the largest and most respected negro newspaper in the western part of the United States. She was immediately signed to a professional contract and spent last season with the Hawaiian Warriors. This season she was signed by the New York Bombers.

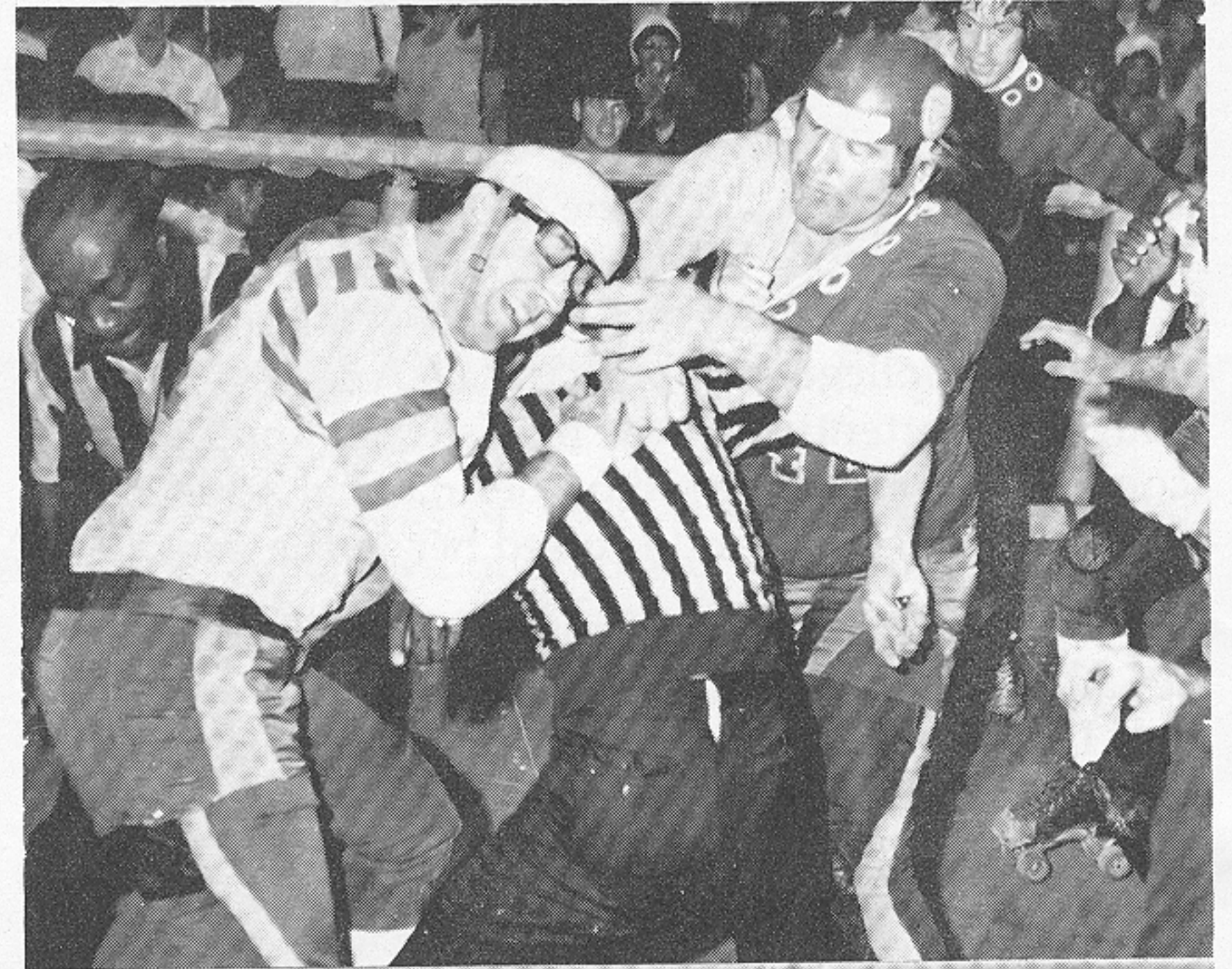
Erlene, needless to say, likes to eat. Her favorite foods are bananas and the Italian favorite—spaghetti and meatballs. Because of her huge size, there are no uniforms large enough to fit, so all of her skating garb must be specially tailored to her measurements.

Don't miss seeing Miss Brown on the Roller Games' banked track wherever the powerful T-birds are competing.



JOHN "CHIEF" PARKER

Born in Los Angeles, California, of Cherokee Indian descent, John "Chief" Parker is a 21 year veteran of the skating wars. A big man, Parker is over six feet tall and weighs 265 pounds. John attended Woodrow Wilson High School, East Los Angeles Community College and California State College in Long Beach. A natural athlete, the Chief was a star in football, a record shot putter on the track team and surprisingly for his size, in water polo and swimming. He majored in physical education in college with a coaching career in mind. Following his graduation from school he spent a hitch in the Navy where he was attached to the Air Force and served in Japan and the South Pacific during the Korean War. On his release from the service he entered the Los Angeles training school and was signed that same year with the old team from Brooklyn. As a skater, he has travelled all over the United States, Australia, Mexico, Canada and Japan, where he has earned the honest reputation as one of the most powerful men to ever put on a pair of roller skates. Mr. Parker is definitely authoratative. His hobby of painting Indian scenes and native portraits makes him an impeccable artist of technical skills at the easel with brilliant, poetic interpretation.



SALLY VEGA

Sally is one of the prettiest young ladies to ever set foot on the banked track. A native of Los Angeles, California, Sally was born on June 25 and she says that was her luckiest day.

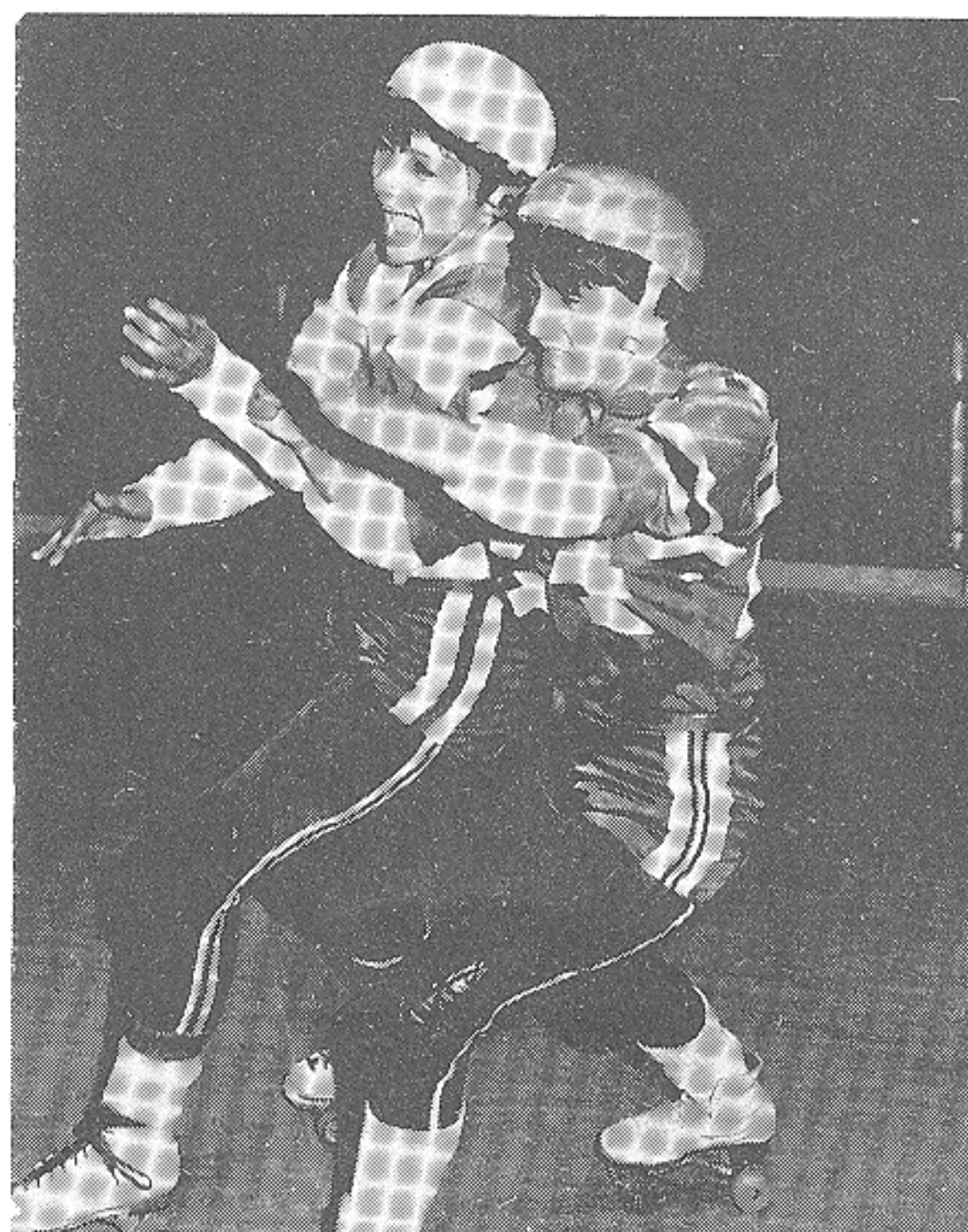
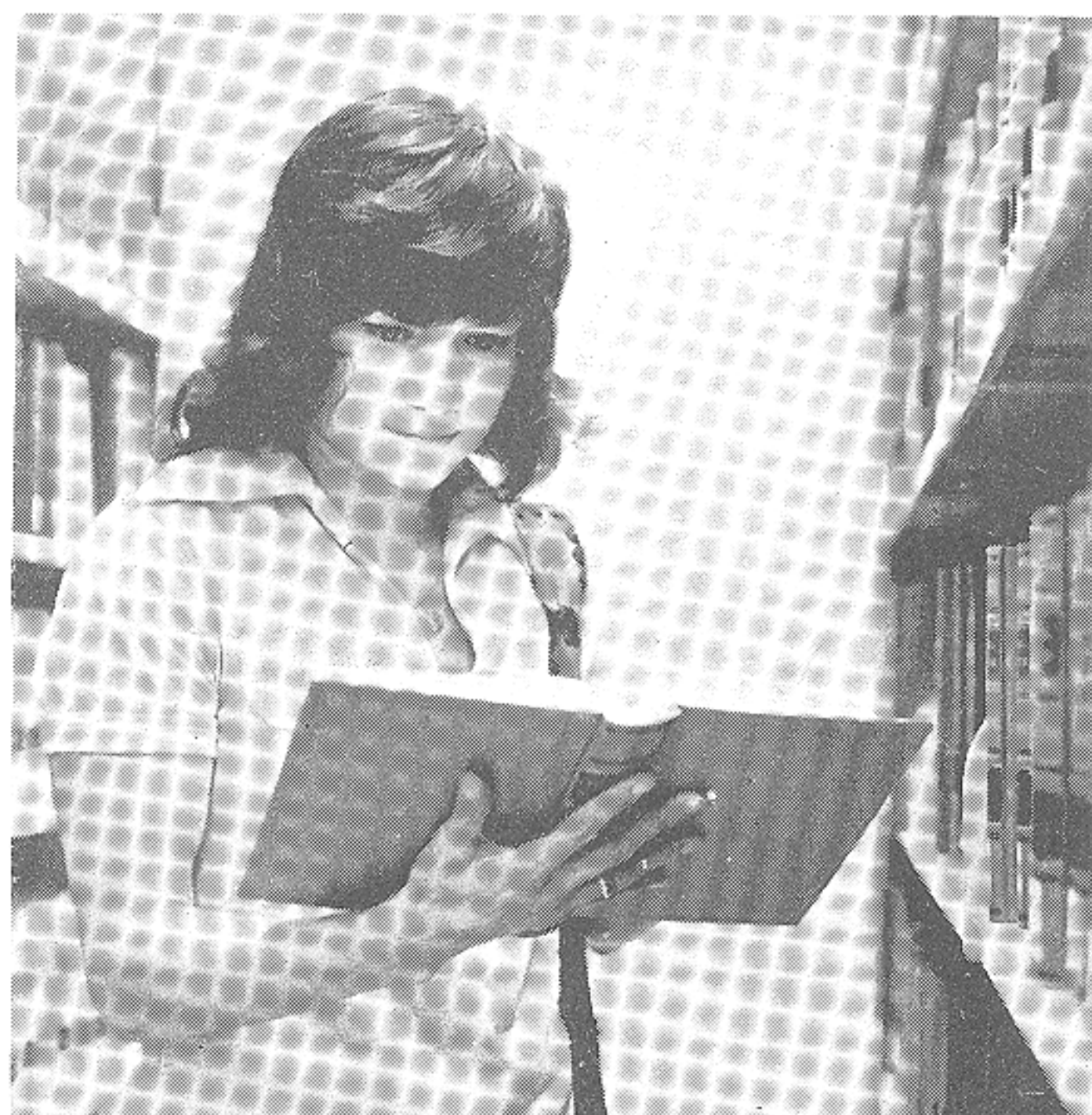
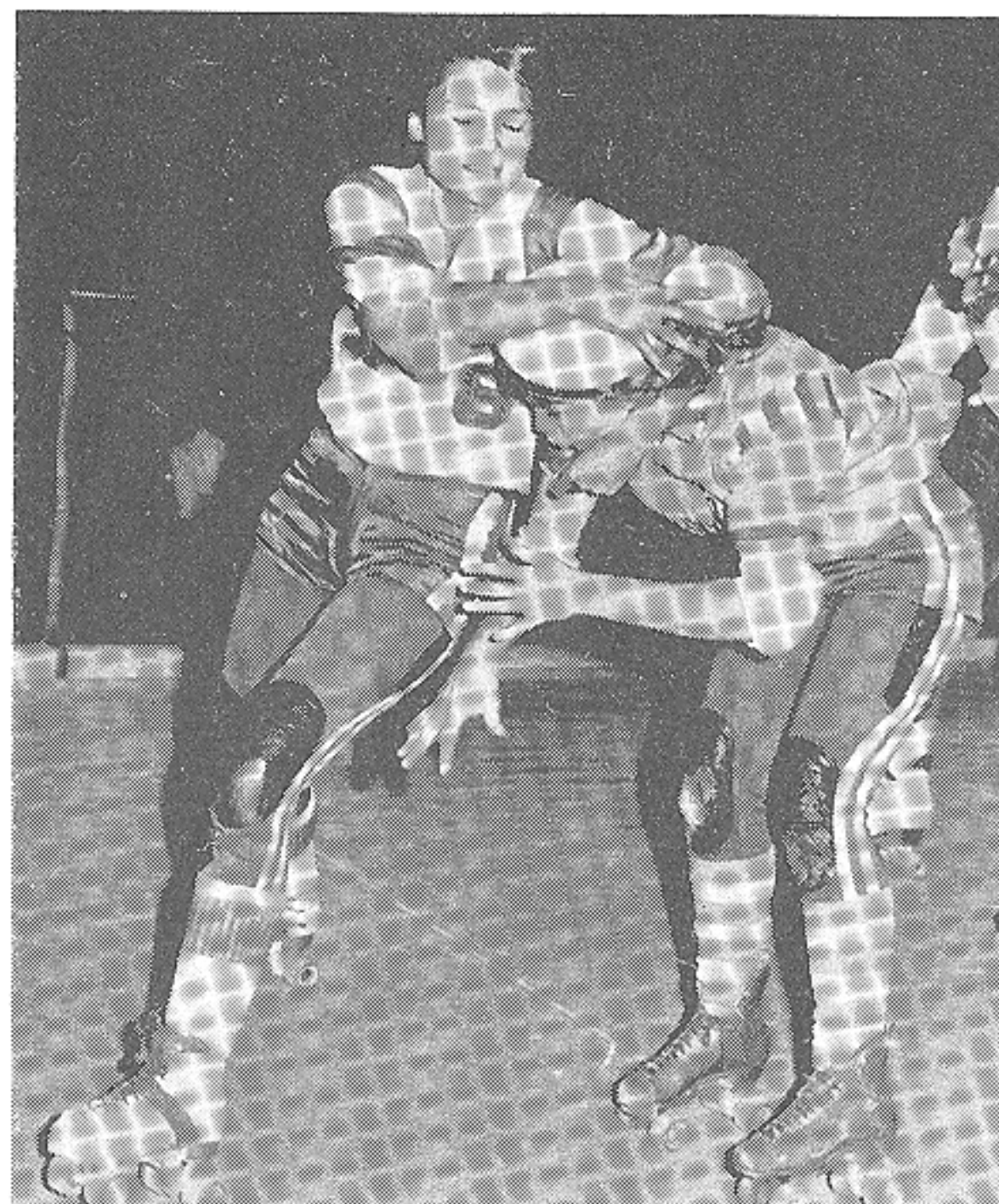
A graduate of Roosevelt High School in Los Angeles, Sally was active in every sport open to girls including archery, softball, badminton, tennis, basketball and volleyball. After graduation she joined the famed Los Angeles Athletic Club Mercuresses, one of the finest women's track and field groups in the country. Sally was a star in the 880 and 40 yard runs and an outstanding candidate for Uncle Sam's Women's Olympic Team, when an injury cut short her track career. After this, she turned to the banked track and in 1963 signed her first contract with the Los Angeles Thunderbirds.

After a brilliant career she was named Girls Captain in 1966. She has skated all over the United States, Japan, Mexico and other places with the Thunderbirds. Although she is only 5 ft. 5 inches tall and weighs a slim 125 pounds, she is a tremendous competitor. She has always been one of the leading scorers on any team she has been contracted to, but has gained world wide recognition as a perfect defense skater.

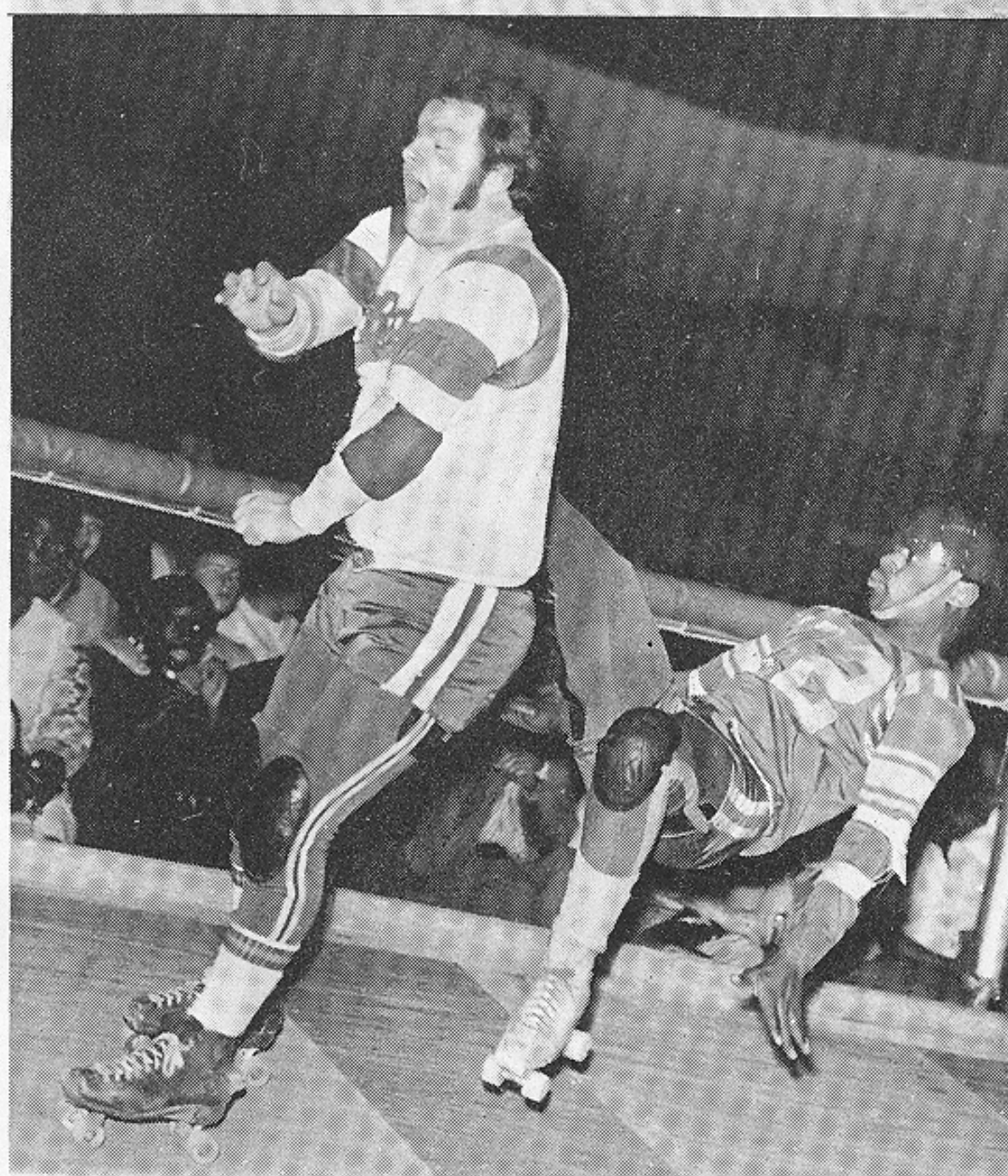
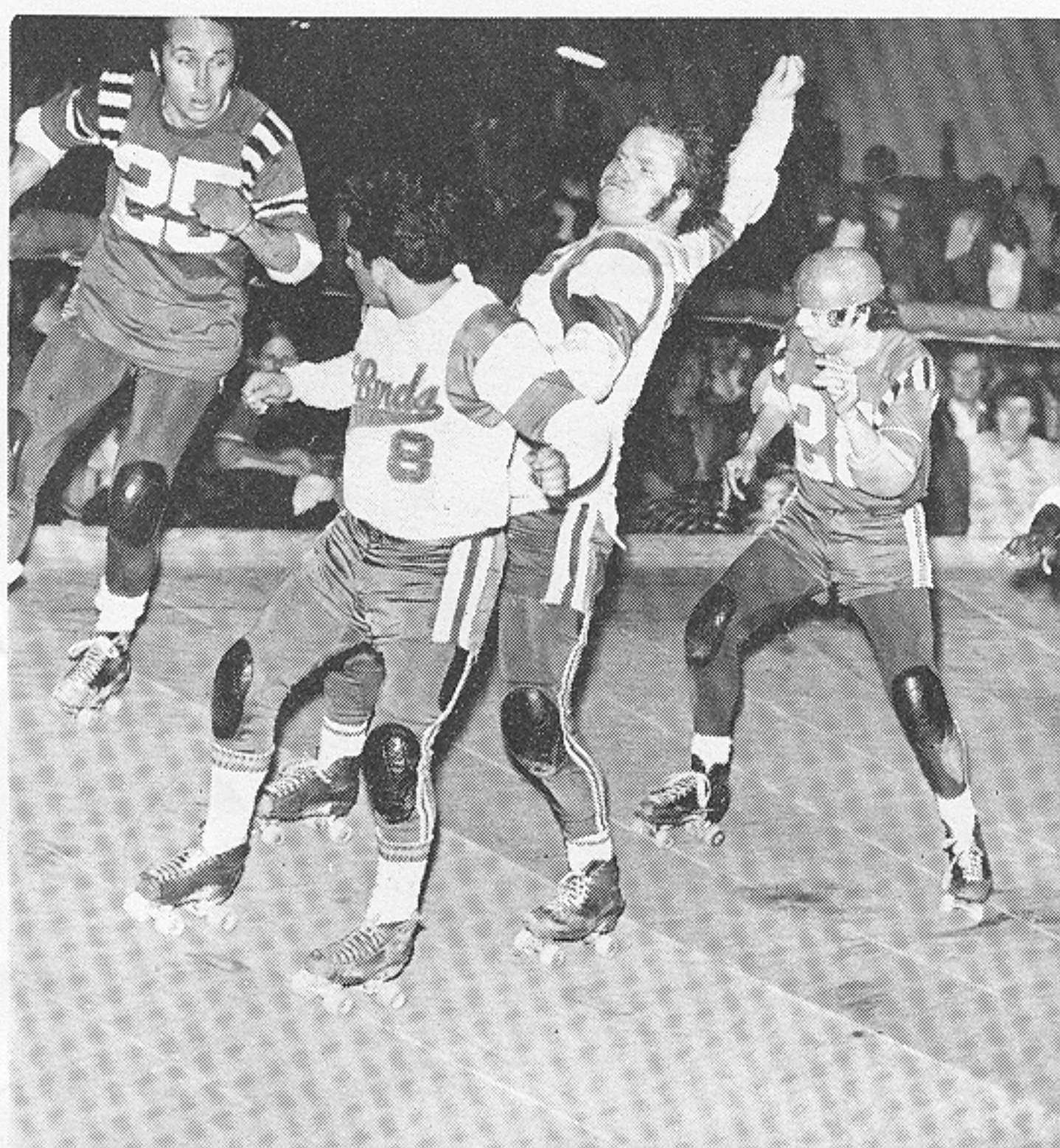
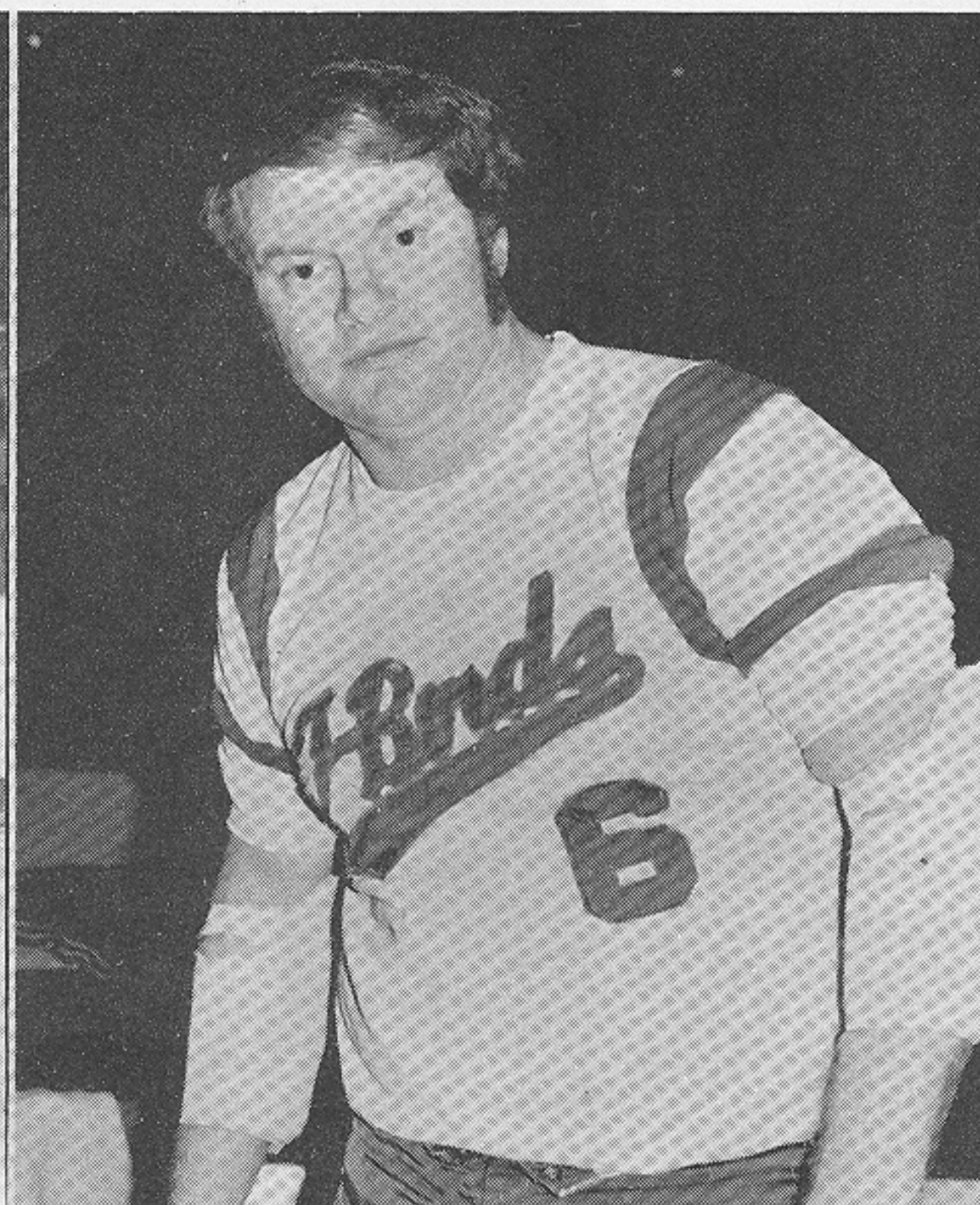
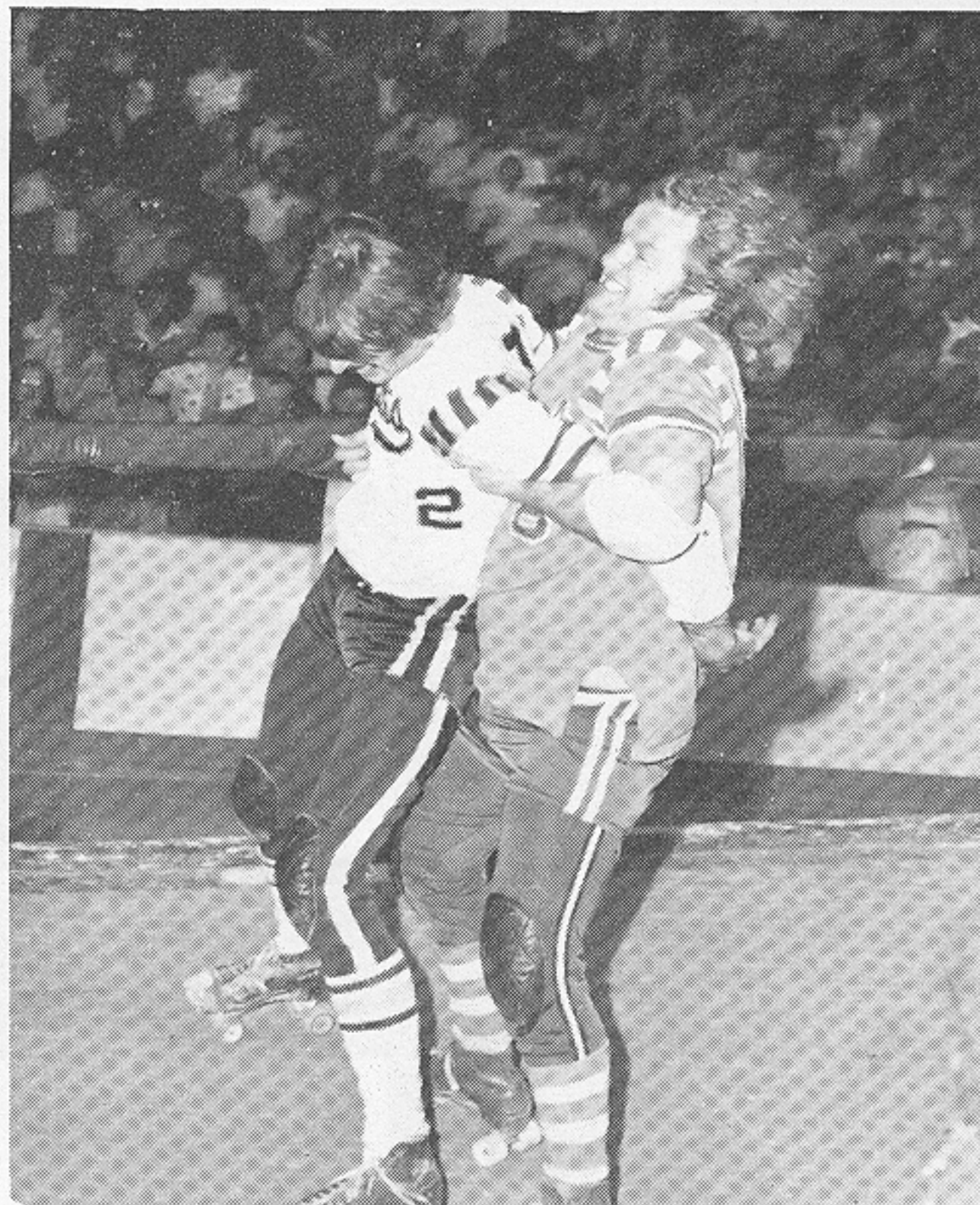
Sally neither drinks or smokes and keeps herself in top physical condition at all times and has never had a serious skating injury. A graduate of California State College in Education, she is now continuing with Graduate work in her spare time to get her teaching credentials as well as a Master's degree in Physical Education.

Sally likes all kinds of sports and is an avid boxing fan. She is a conservative dresser, wears the latest in college styles. Her favorite music runs to the sweet side with Johnny Mathis and Frank Sinatra High on the list of her choices.

With a good head on her shoulders, Sally hopes to become a college professor when she retires from the roller skating sport.



DANNY REILLY



His famous red hair has become the symbol of his personality, a fighter, determined competitor and one who has demonstrated to fans in every part of the globe that he is one skater to be reckoned with. His skating credentials speak for themselves. Take a look. He made the All-Star team in 1963 through 1973. Best Blocker of Year 1965, '66 & '68. Rookie of Year, 1966. Coach of Year, 1967. Most Valuable Player, 1968. Danny has a number of nicknames, i.e. "Big 'D' ", "The Green Machine", "Hot-Head", "Mack-Truck", etc.

Danny currently lives amongst the Orange Groves in Anaheim, California. Reilly has two brothers, Gearald 25, and Kevin, 15.

Reilly's scholastic achievements are enviable. Held the job of Treasurer of Student Council, Vice President of Student Council, President of Boys League, and to top it all found time to be a cheer-leader in his spare time. He currently holds a "AA" degree in Business Administration. He intends some day to go for his Masters in Education. That might be a long time as he has no intentions of leaving skating for some time to come.

Danny was quite an athlete in high school. Played varsity football plus a bit of baseball.

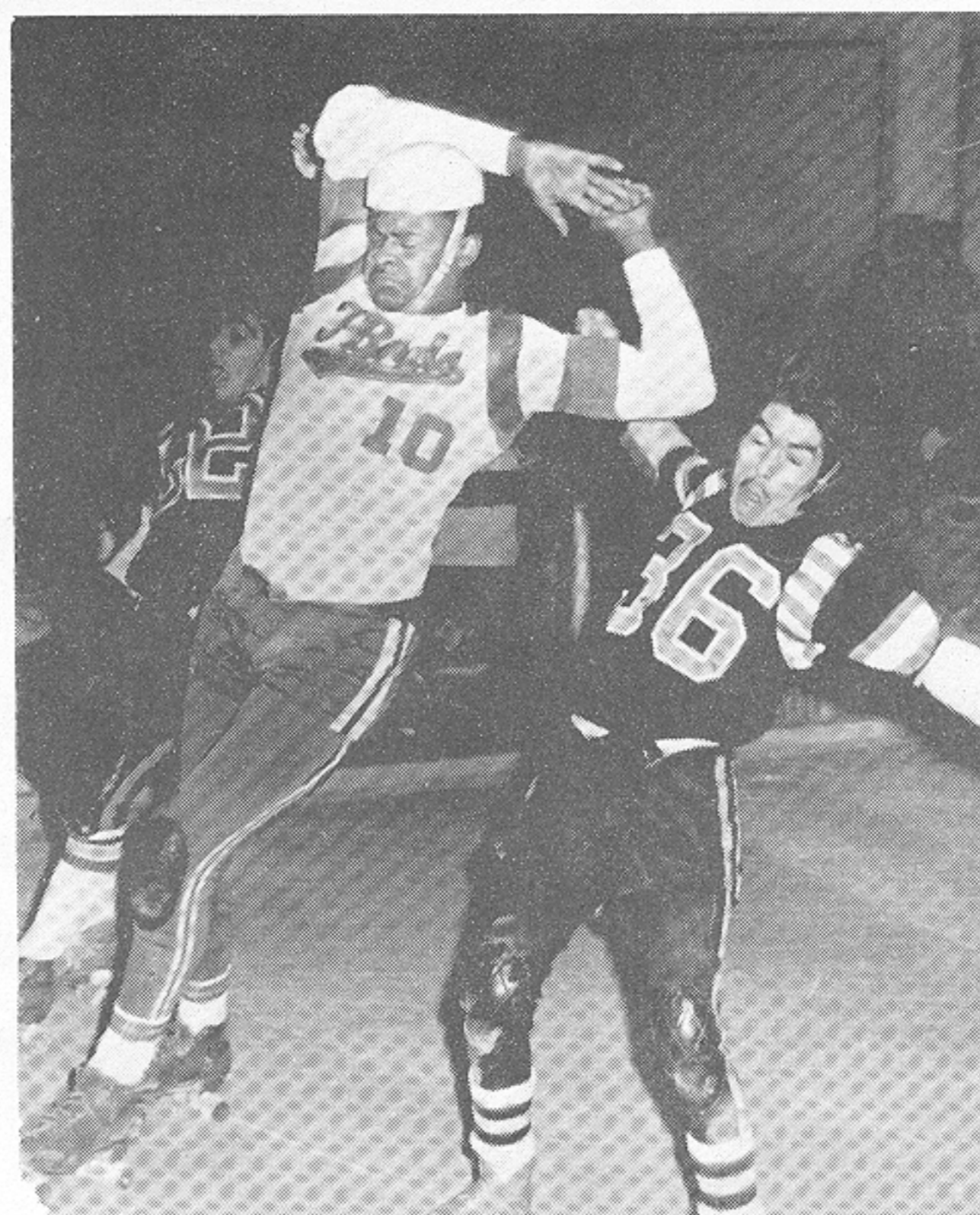
His likes in food are simple. Anything that's not nailed down. His hobbies are many, playing pool, soccer, swimming and horse-back riding.

Considers Dave Pound his toughest opponent. Saw the Roller Games on TV and that was it. He joined the training program and was chosen after only three weeks on the track.

Danny's favorite city so far has been Sydney, Australia.

His injuries are many, but as Danny says, "It's all part of the game."

"BIG" JOHN JOHNSON

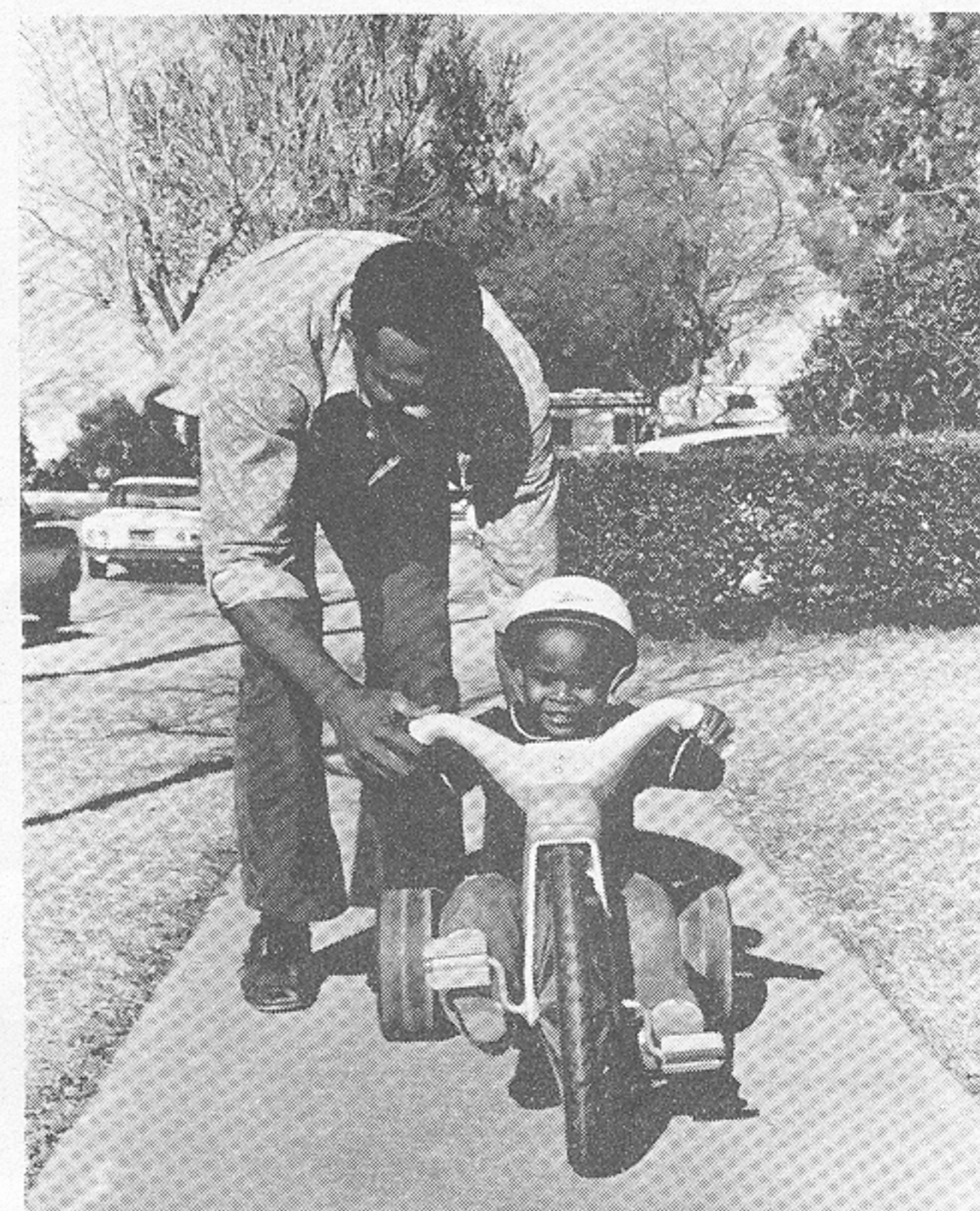


The name comes easy, "Big John", especially when you're a towering 6' 4" superbly conditioned athlete. When John steps on the bathroom scales he watches that needle like a hawk, it never goes over his skating weight of 245 pounds of solid muscle. Big John currently calls Pacoima, California his home. Wife's name Agnes. His six children range in ages from John Jr. 3 to Lenora 16.

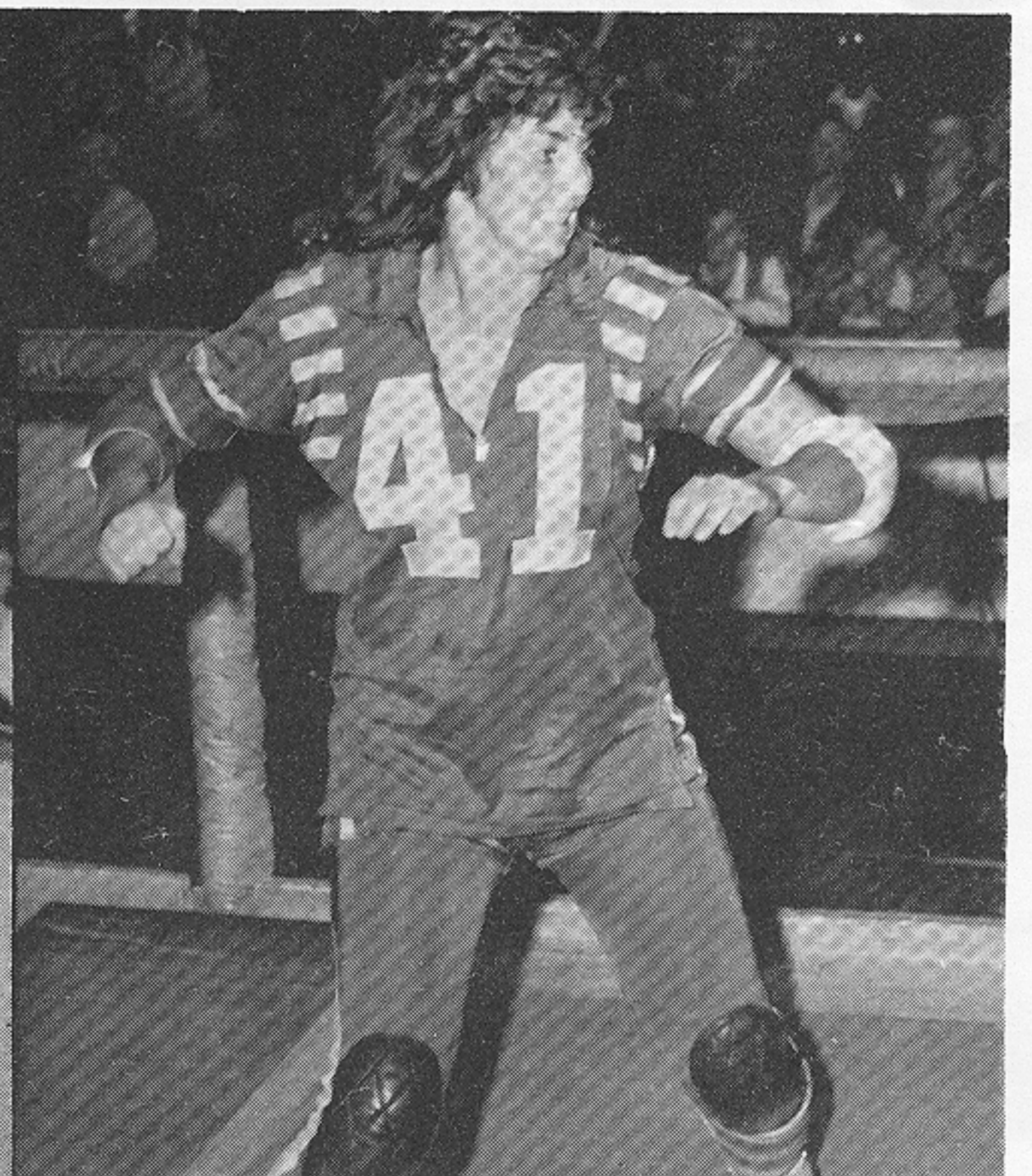
John also comes from a large family boasting eight brothers. John played basketball all through high school then being chosen as an All-Star center of the West Coast. His hobbies are playing the guitar. His biggest thrill was when he was a member of the Thunderbirds that skated before the largest crowd in Roller Game history in Chicago before a crowd of over 50,000 fans. John claims his toughest opponent ever was the famous hard-hitting Warrior skater, Jim "The King" Trotter.

Favorite foods are soul and chicken in any form. Favorite movie star is Sidney Poitier.

"Big John" will go down in the annals of Roller Game history as one of the top defense men ever to don a pair of skates. "It's the position I like best because it makes one being aware of a situation that could mean winning the game or facing defeat. I like the responsibility of being the best defense man ever," so says John. "I hope I remain a Thunderbird for the rest of my skating career."



JUDY SOWINSKI



Here's a gal that every coach, manager or owner wants on their team. Why? Because Judy, "The Polish Ace" has the reputation of being one of the most aggressive skaters ever to don a pair of wheels.

Judy was born July 7, 1940, weighs in at a neat 145 pounds, has brown hair and blue eyes. Has skated for the past 15 consecutive years accumulating the usual broken bones, and as she says, "Too numerous to mention." Was voted Rookie of Year 1959 & '60. Member of the All-Stars 1961 through 1972.

Judy hails from Chicago, Illinois and a graduate of Lakeview High School during which she was an active member of any and all sports activities, preferring soft-ball and track. First saw the Roller Games on television and became hooked immediately. Started her training at the old Chicago Colliseum and with her natural talent and ability was singled out for a try-out with the Chicago Westerners and her story as a skating star is now legend.

Judy spends whatever little time she has off the tours at home with her family. She has two sisters, Carol and Sandy. Both younger than Judy. Judy is a nut about astrology and kinda makes the subject her hobby. Her biggest thrill as a skater was making her first trip to Tokyo, Japan. Her toughest opponent, she says, is a toss-up between Judy Arnold of the Warriors and Sally Vega, a former teammate.

Judy's favorite movie star is Burt Lancaster. Favorite sports personality, O. J. Simpson. Her reading preference is fiction and autobiographies.

As to her future retirement plans, Judy says that she would like to enter juvenile work, helping the handicapped in Physical Education Therapy.

"LITTLE" RICHARD BROWN

Ask any Roller Game fan for the five best skaters in the League and 9 times out of 10 the name "Little Richard" Brown will come up. "Little Richard" can, and has, done it all as far as banked track skating is concerned.

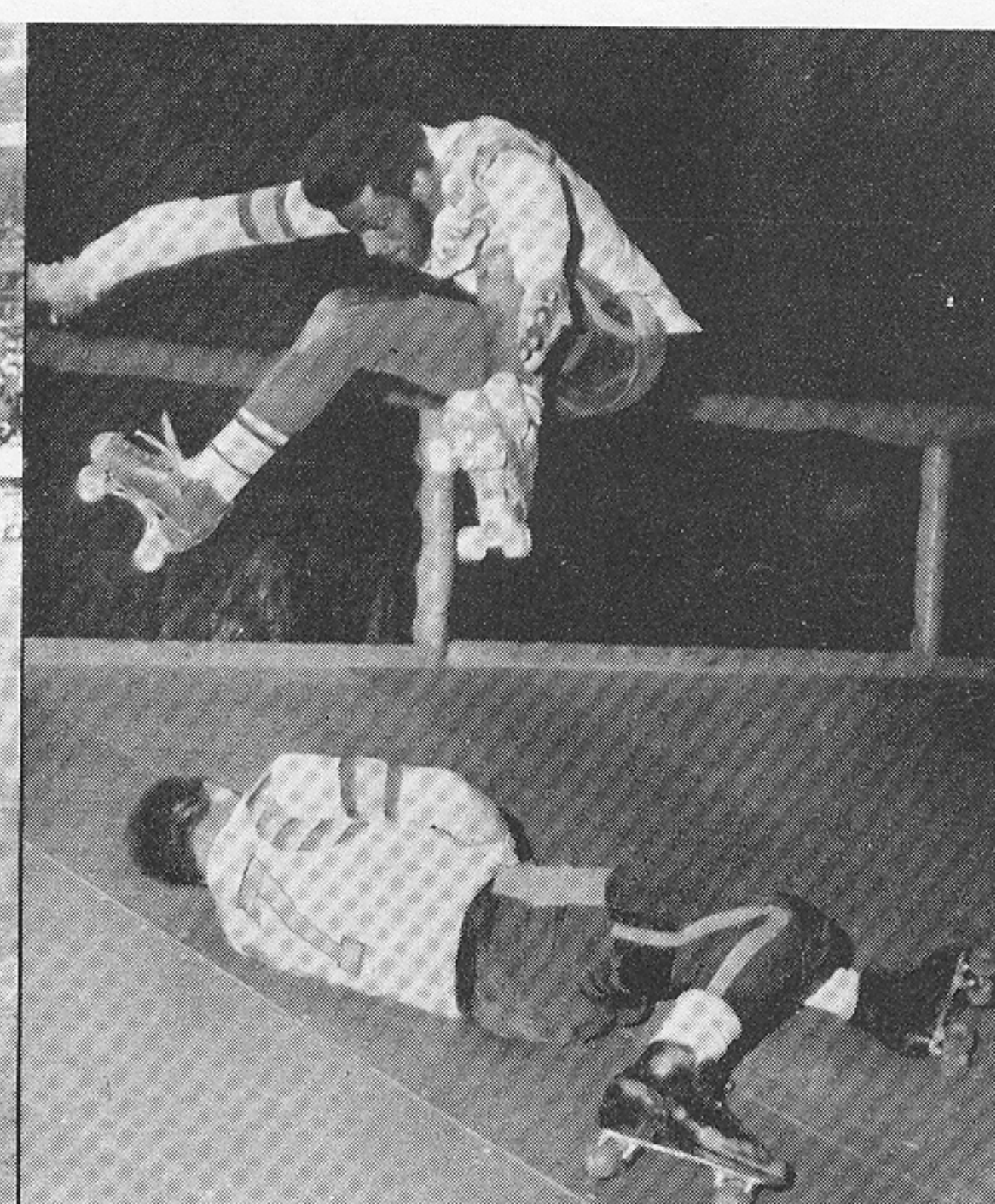
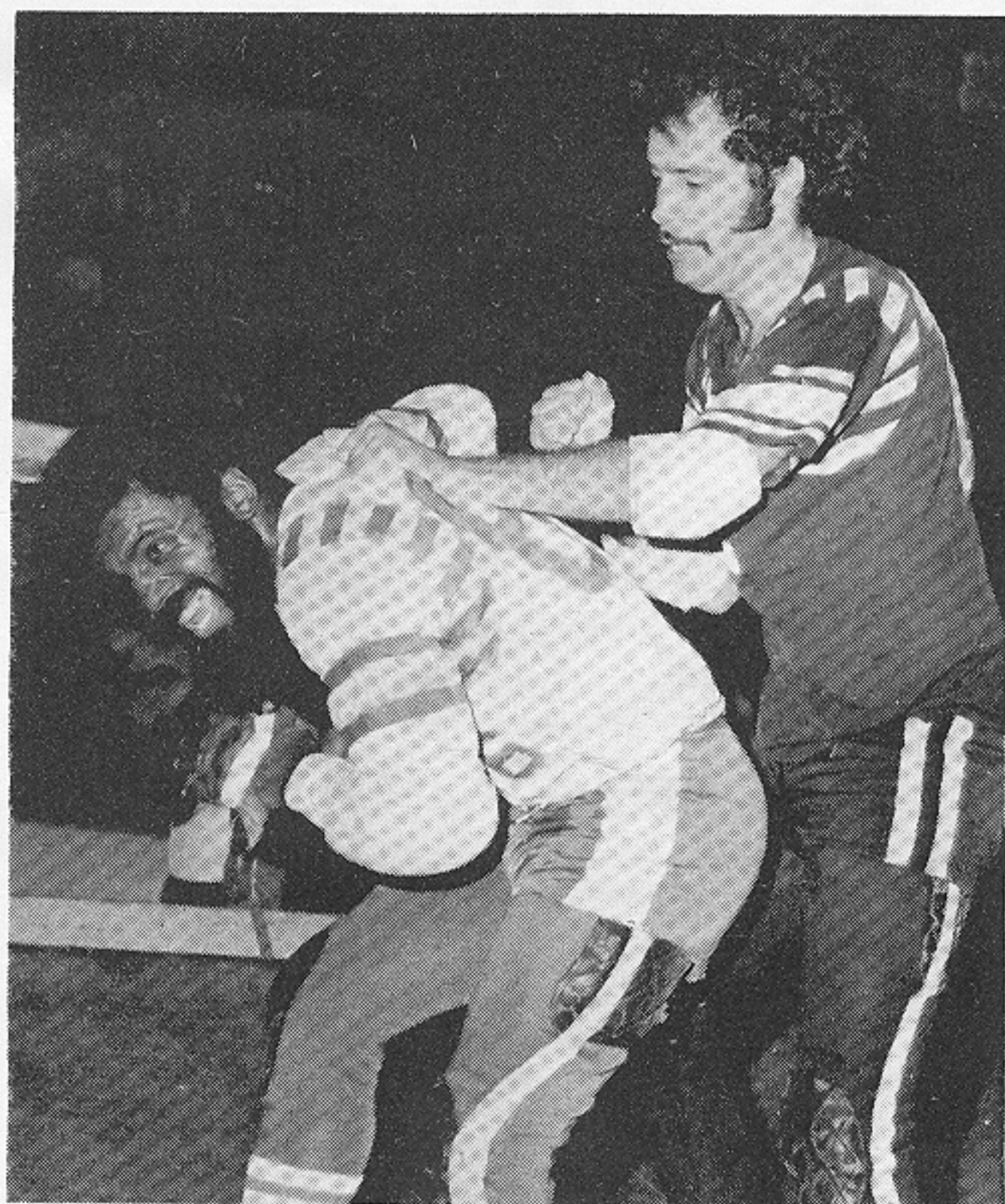
He entered the training school in 1959, but because of his tender years, was not signed to a team until 1965 when he won Rookie of the Year Award that same year. In 1971 he was selected by his fellow skaters to skate in the All-Star Series.

Although he is famous for his high-speed collisions and his spectacular leaps, he has surprisingly had few serious injuries. He has broken an arm and several ribs, but anyone who has watched him skate is surprised that these are the only serious injuries he has received.

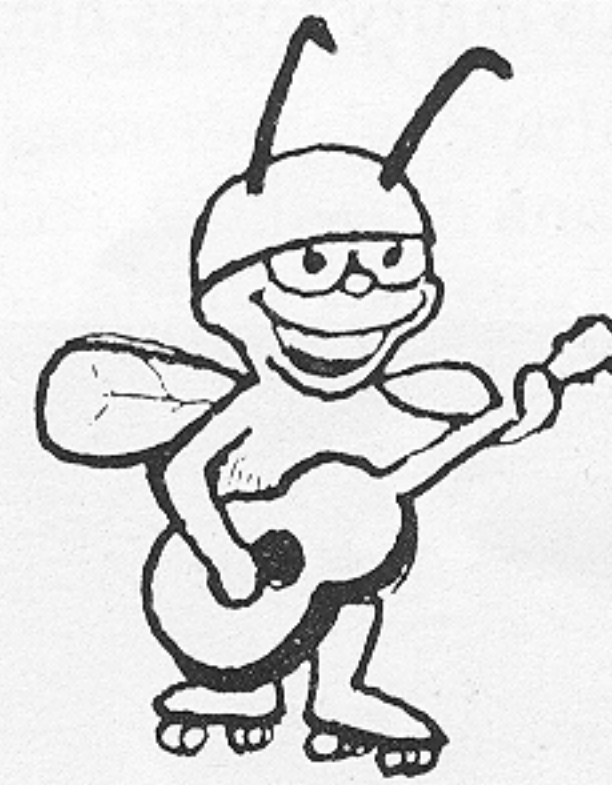
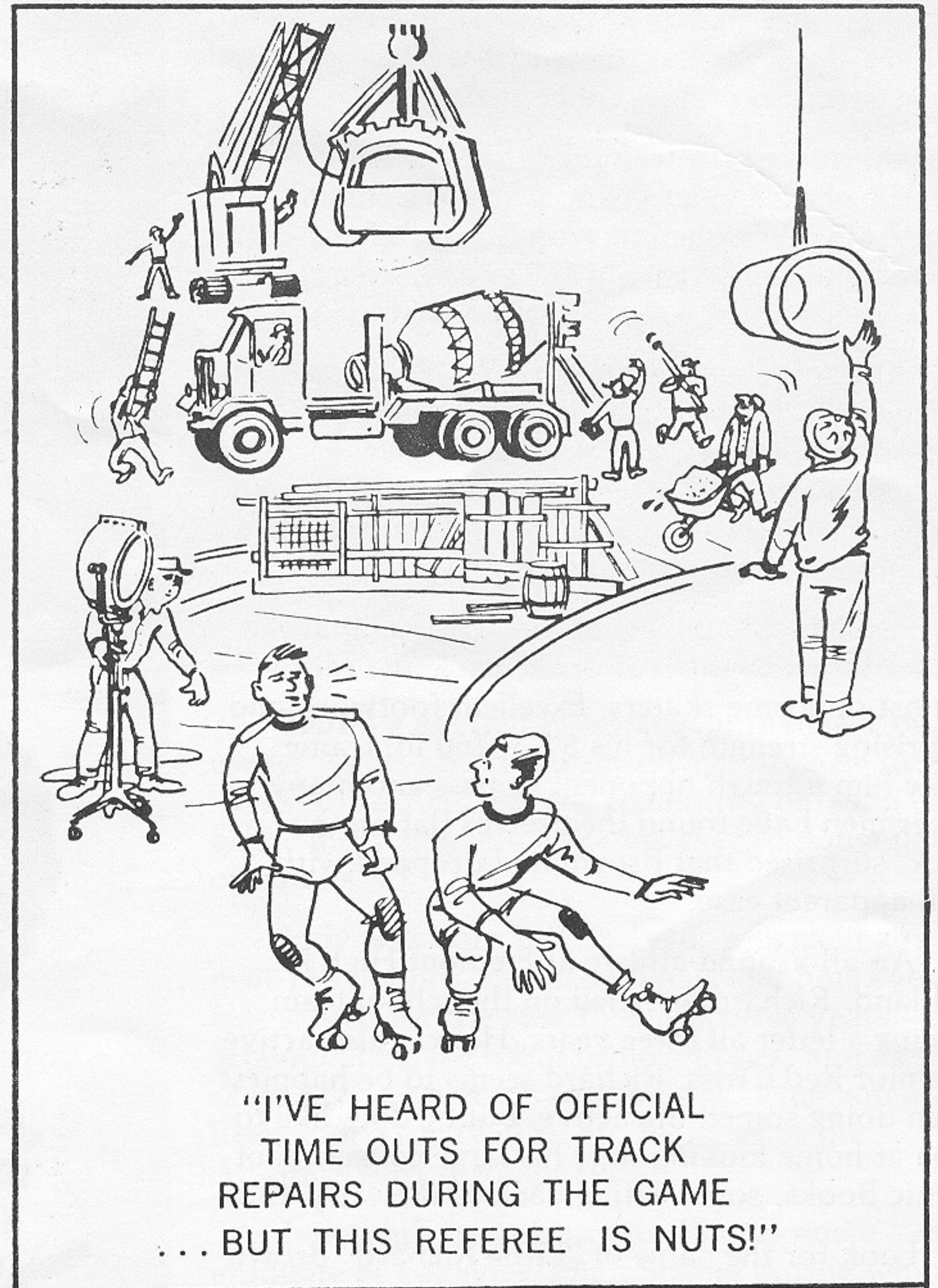
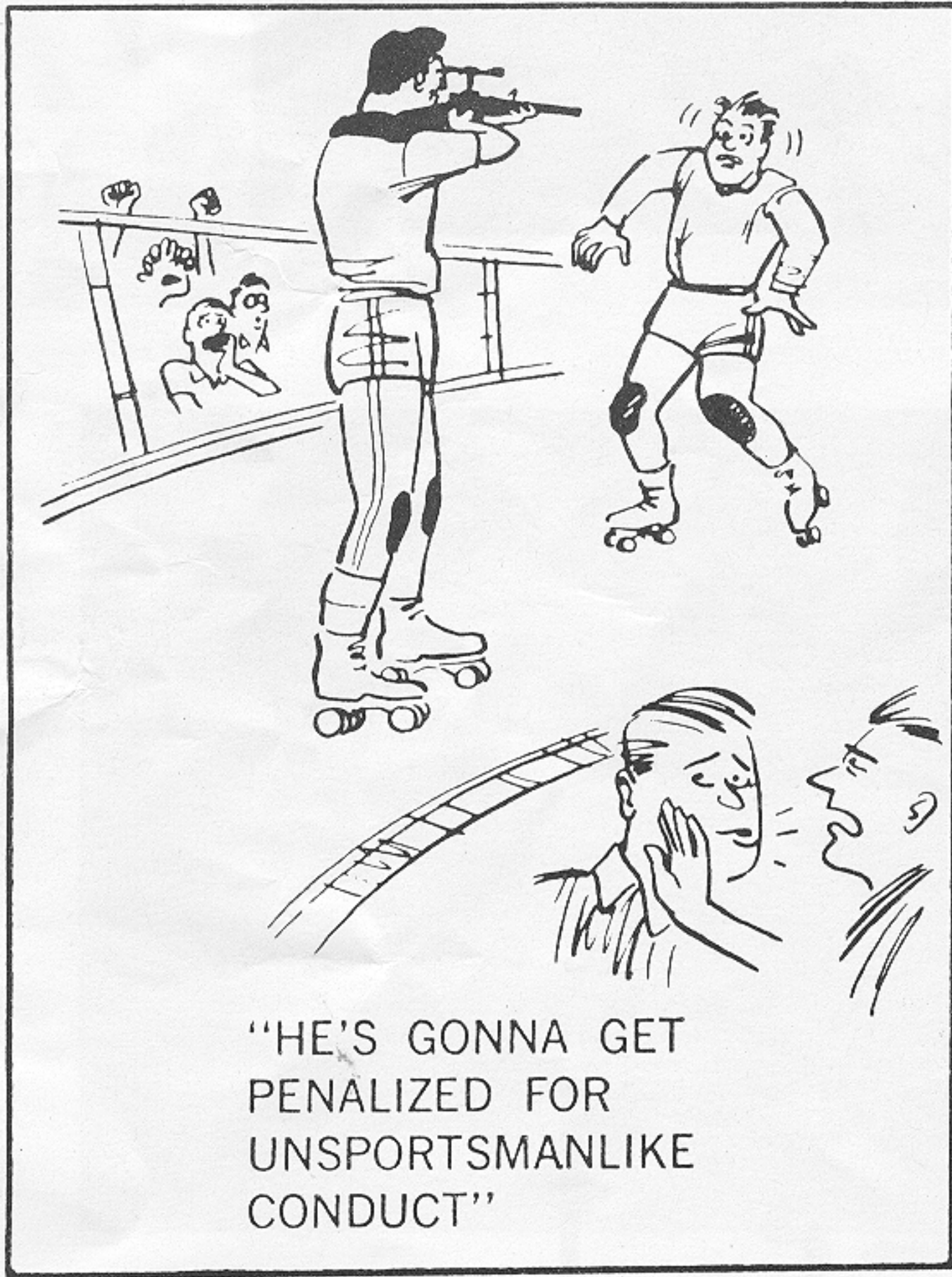
A talented jammer, he will also jump at the chance to get to the rear of the pack and block against opposing skaters. Excellent footwork and surprising strength for his 5'8" - 160 lb. frame make him a tough opponent to pass and many larger men have found themselves flat on the track, surprised that Brown had dropped with such apparent ease.

An all-around athlete at Fremont High in Oakland, Richard wrestled on the school team earning a letter all three years. He was also active in Junior Red Cross. Richard seems to be happiest when doing something active, but he does like to relax at home looking over his large collection of Comic Books, some dating back to the early 40's.

Look for the name of "Little Richard" Brown to be around banked track skating for a long time as Richard says he has no intention of "hanging them up" unless a serious injury forces him to.



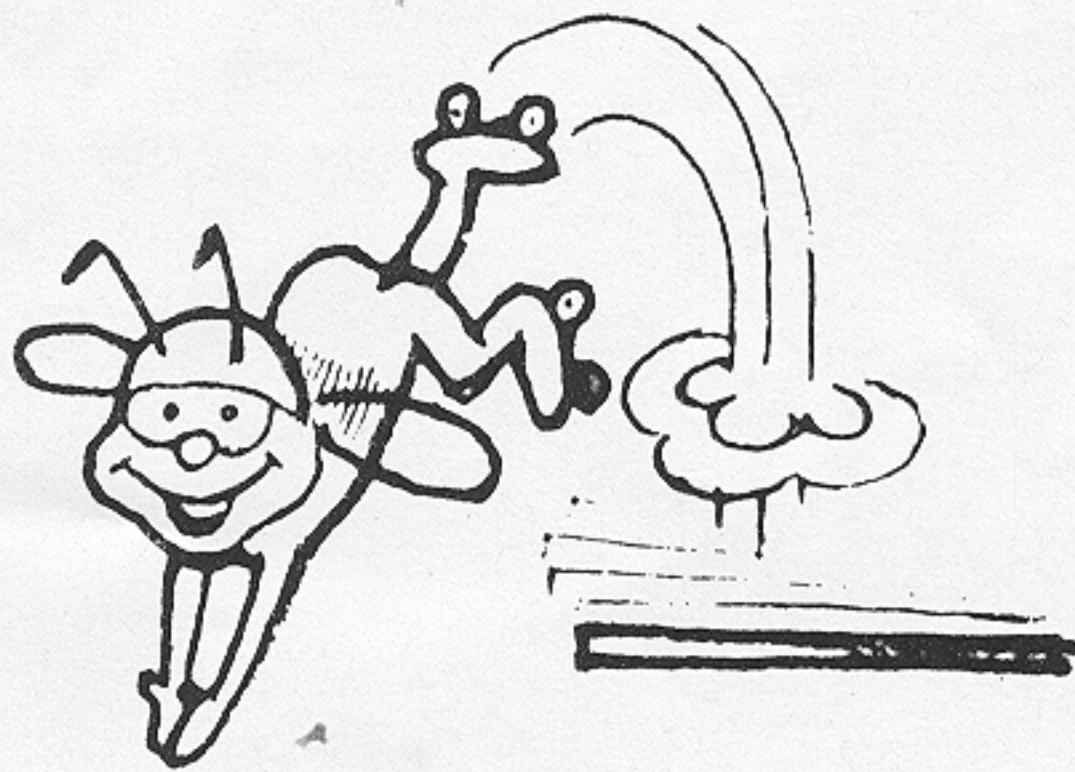
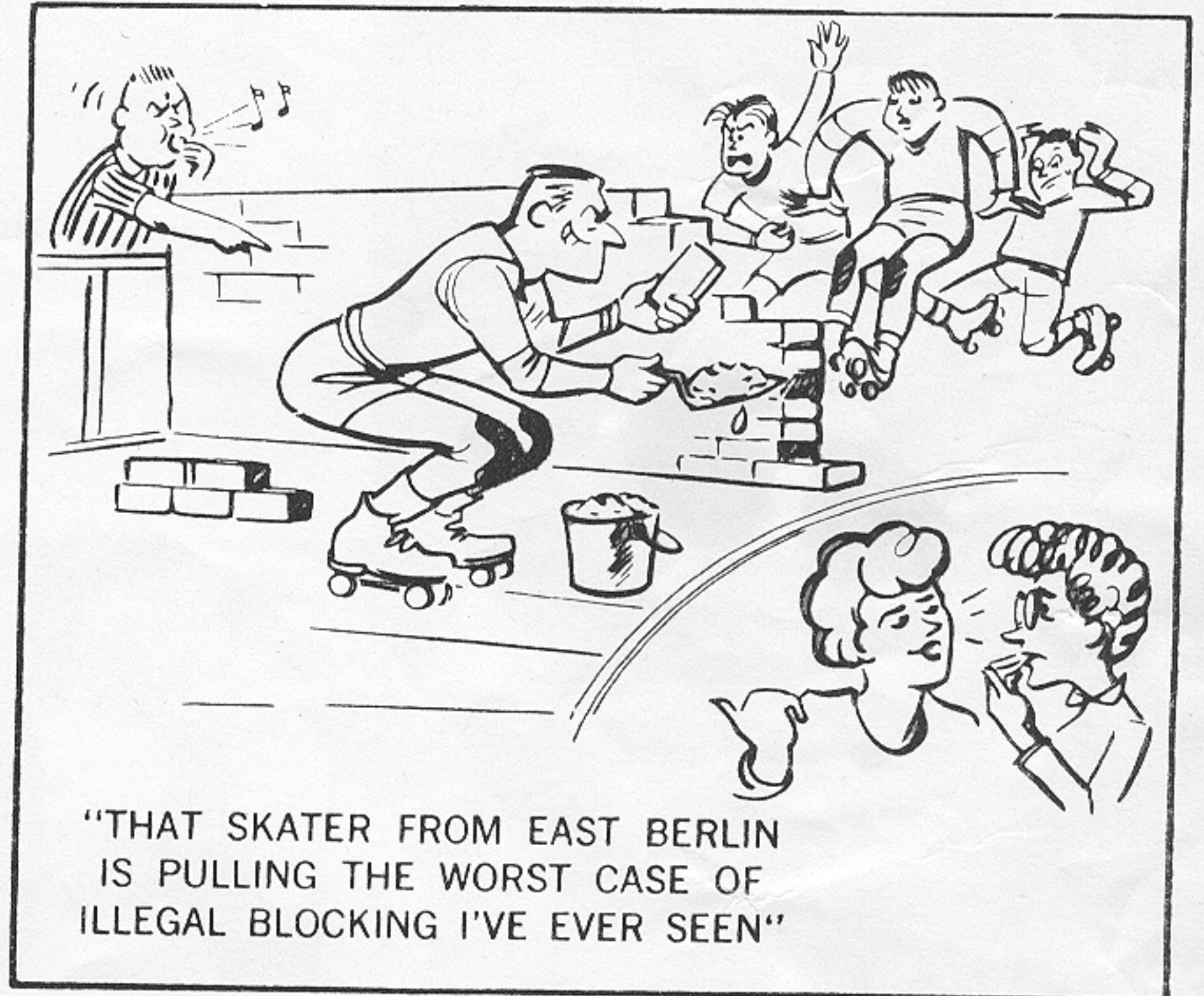
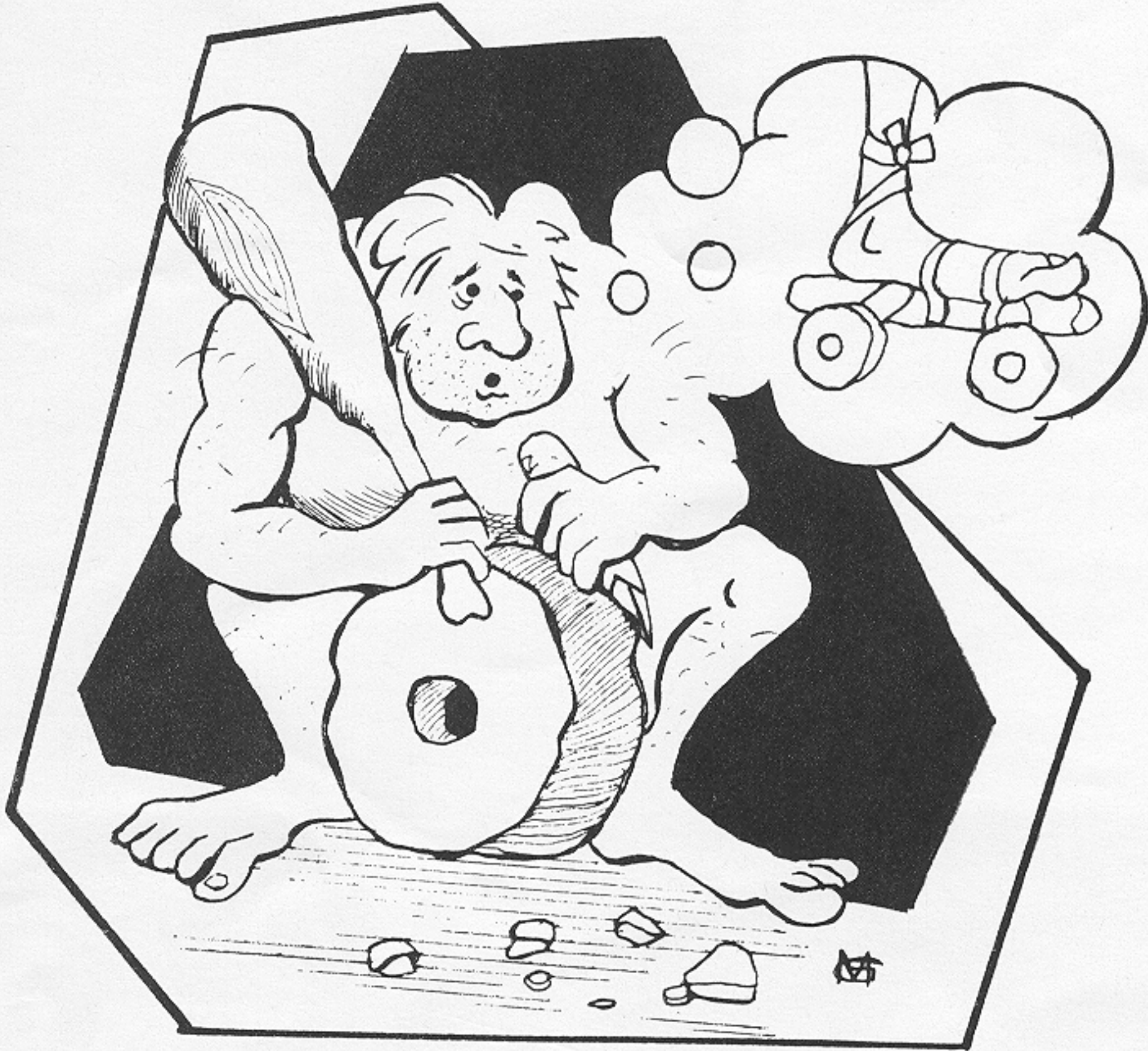
HUMOR



CREDITS

PRINTED BY: COLLINS COMPANY OF HOLLYWOOD
CONCEPT: ELMER ANDERSON
LAYOUT: ELMER ANDERSON
ASSISTANTS: BILL LEE & DANIEL RAY
ILLUSTRATIONS: MATT GRAEBER
PHOTOGRAPHS: MIKE MARINELLI
KEVIN HAAPT
PUBLISHED BY: THUNDERBIRD BOOKING and SALES, INC.
1717 NO. HIGHLAND AVE.
HOLLYWOOD, CALIF. 90028
COVER MONTAGE: CHATIS ART DISPLAYS

ON WHEELS



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