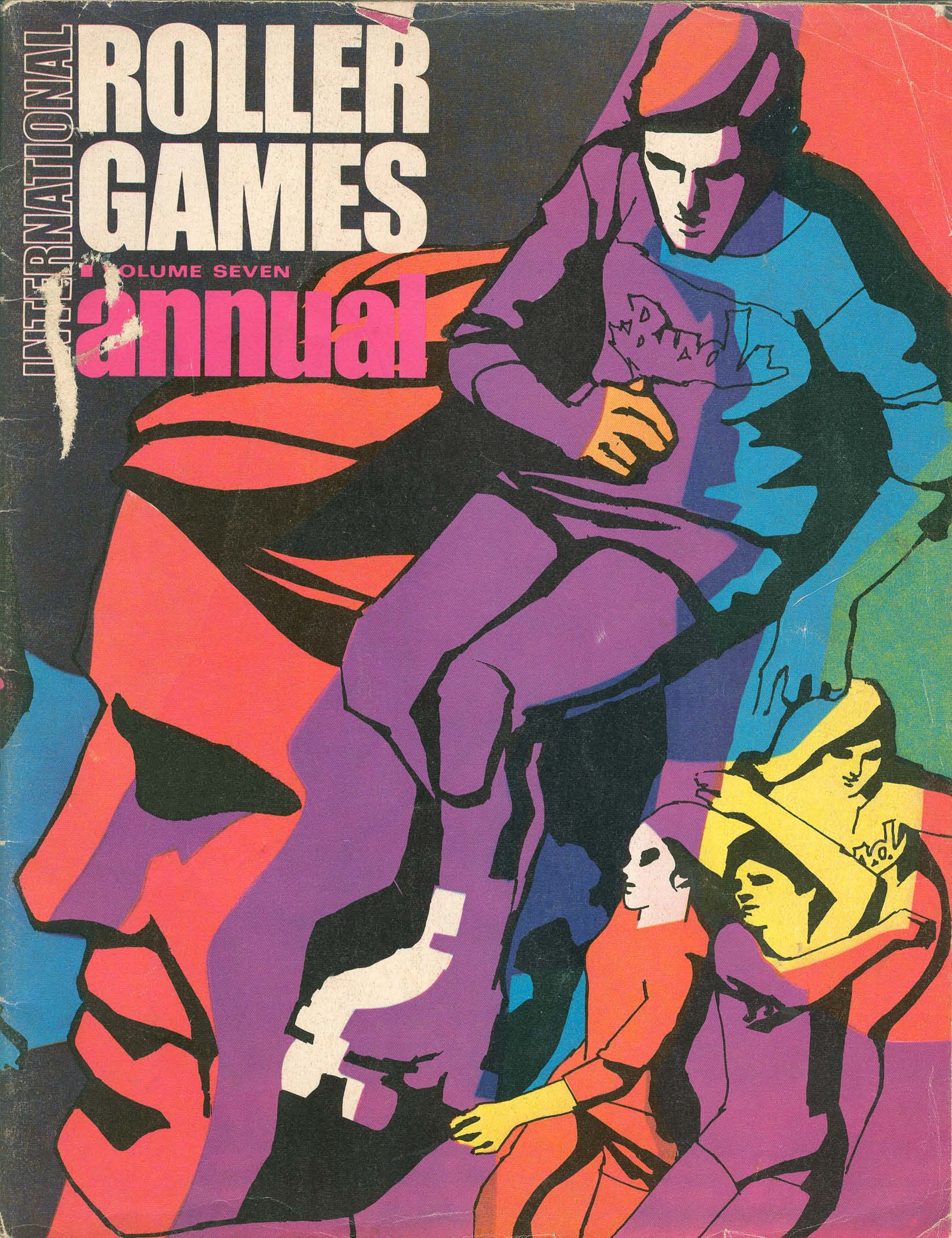
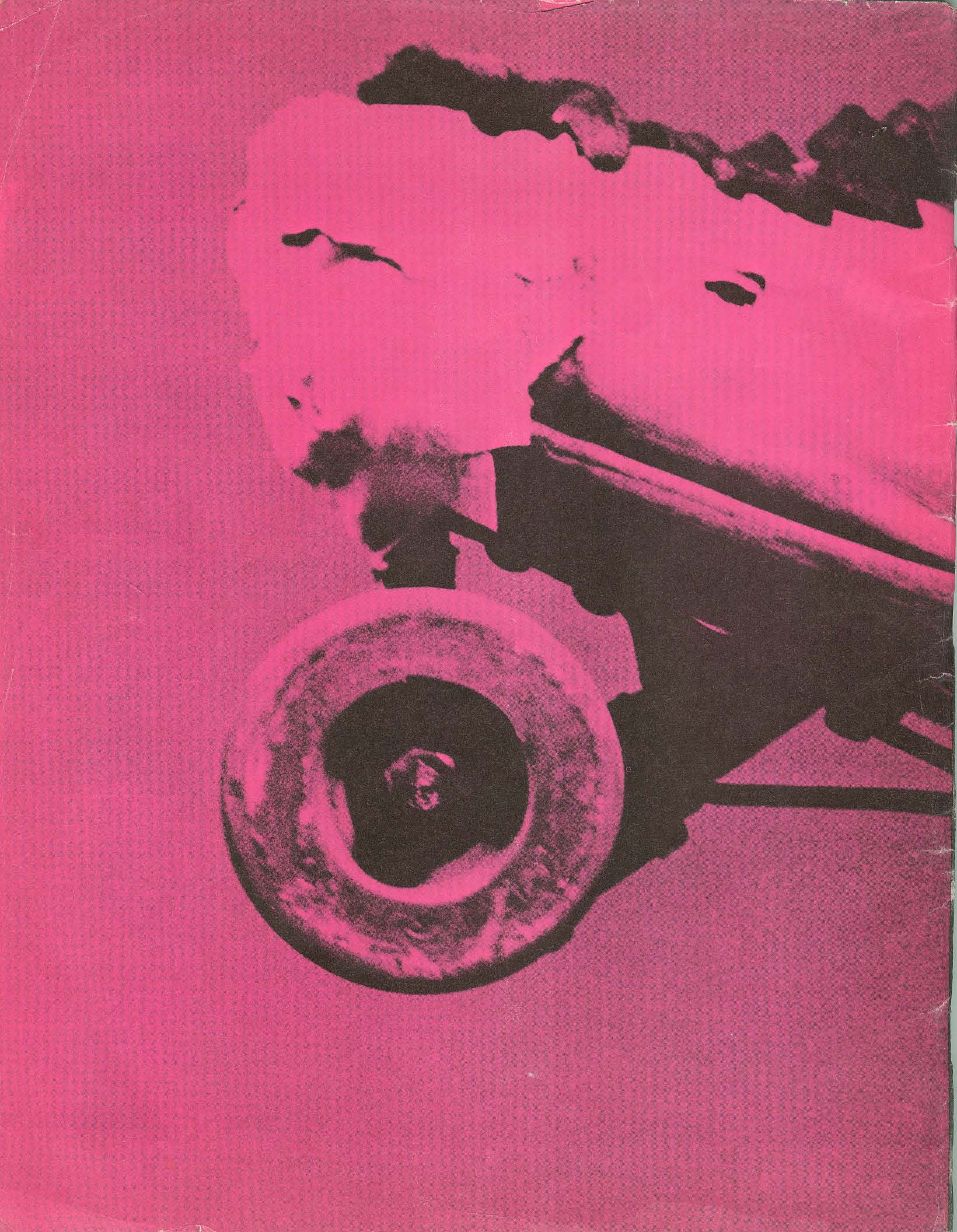


INTERNATIONAL **ROLLER
GAMES**

VOLUME SEVEN

annual





IT ALL BEGAN WITH THE WHEEL.....

His name is lost in history, but he's a hero, nevertheless! We're talking about that person who decided he was through carrying his worldly possessions upon his own shoulders. So . . . he sat down and fashioned the first WHEEL! From that moment on, life became more pleasant for him and his friends. Then, another fellow took four small wheels . . . attached them to axles, hooked them on shoes with clamps . . . and roller skates were born! As a fan of Roller Games, you know what happened after that. So . . . when you enjoy the action on the banked track . . . give thanks to that unknown person who had the idea, because . . . it all began with the WHEEL!!

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 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.

Former skating star Bob Lewis, 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."



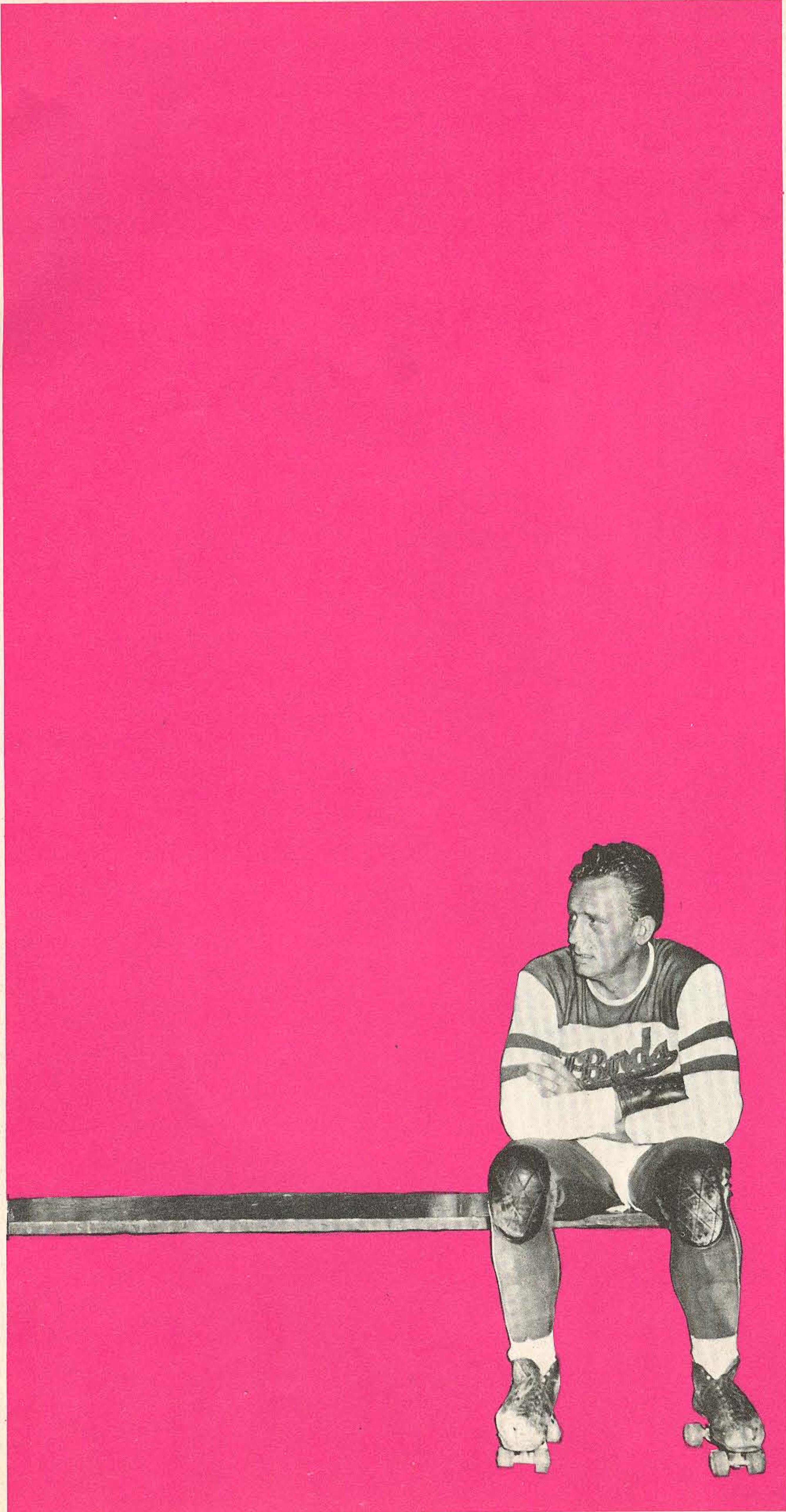


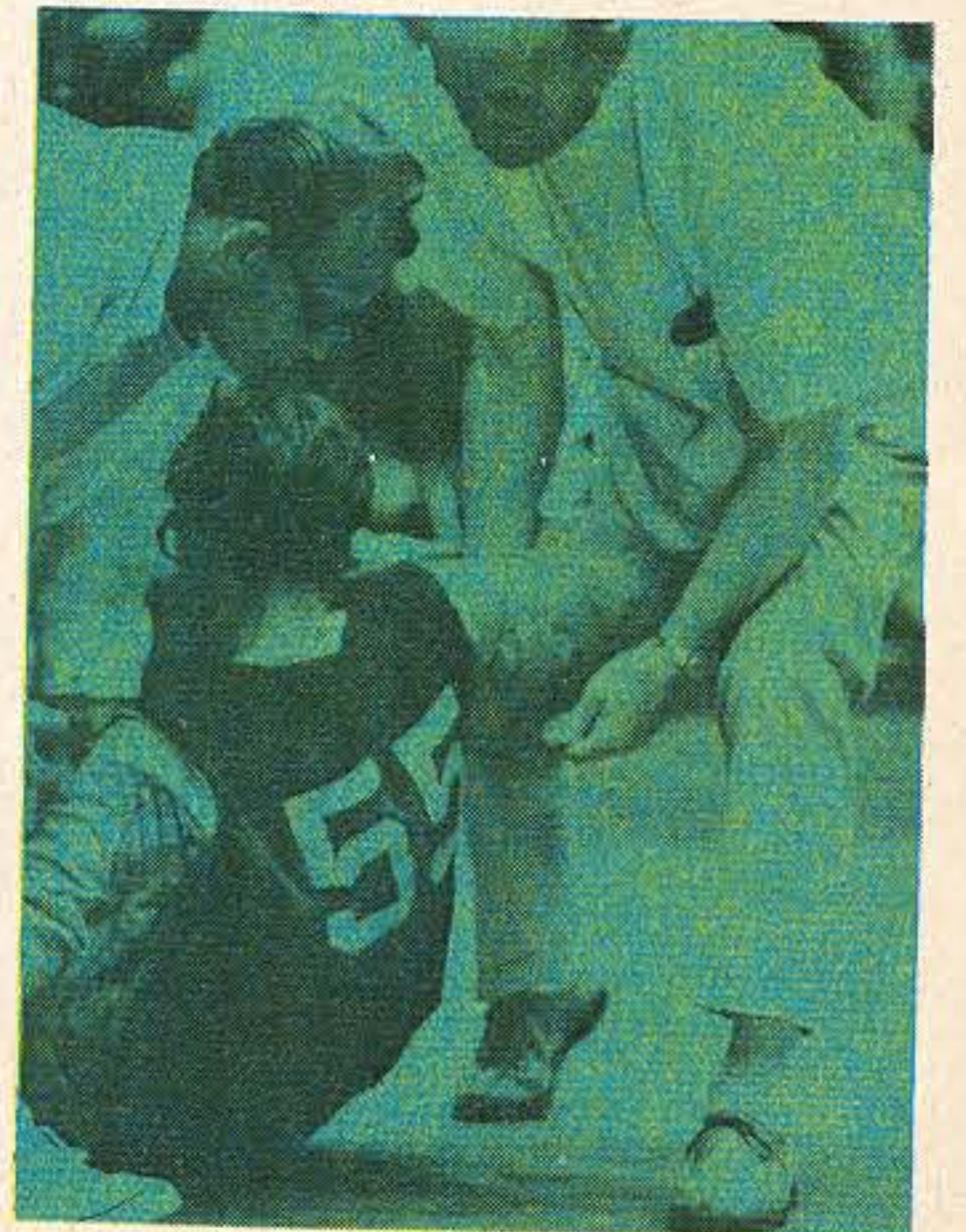
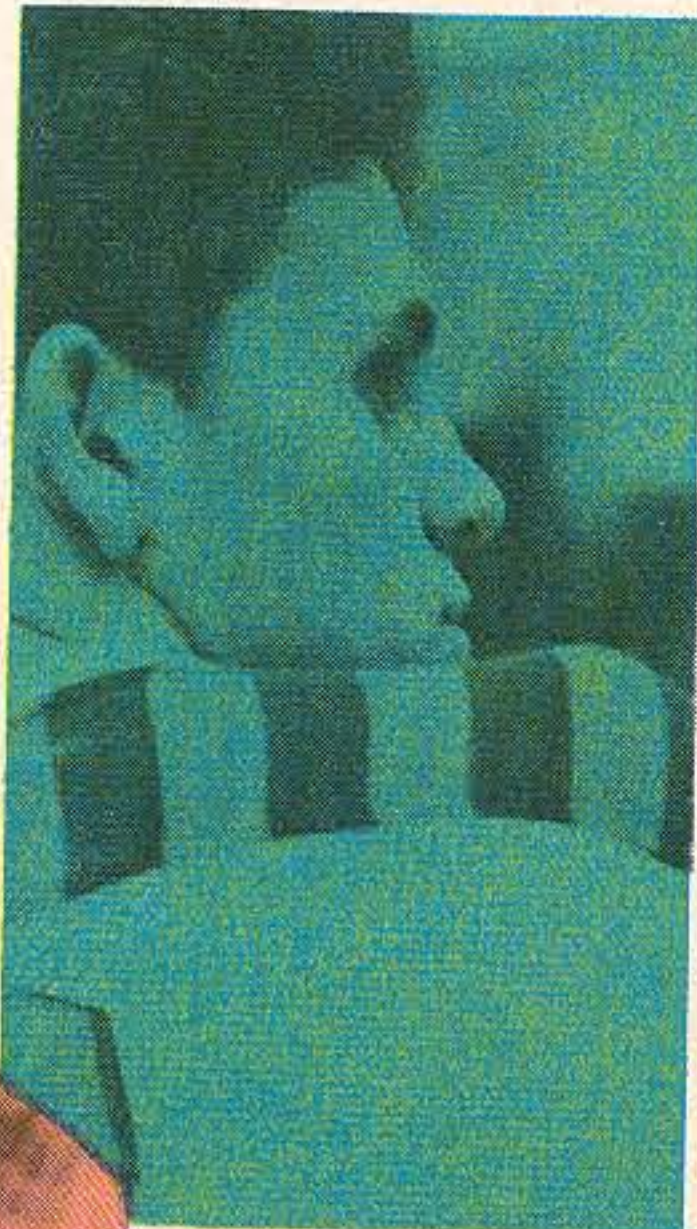
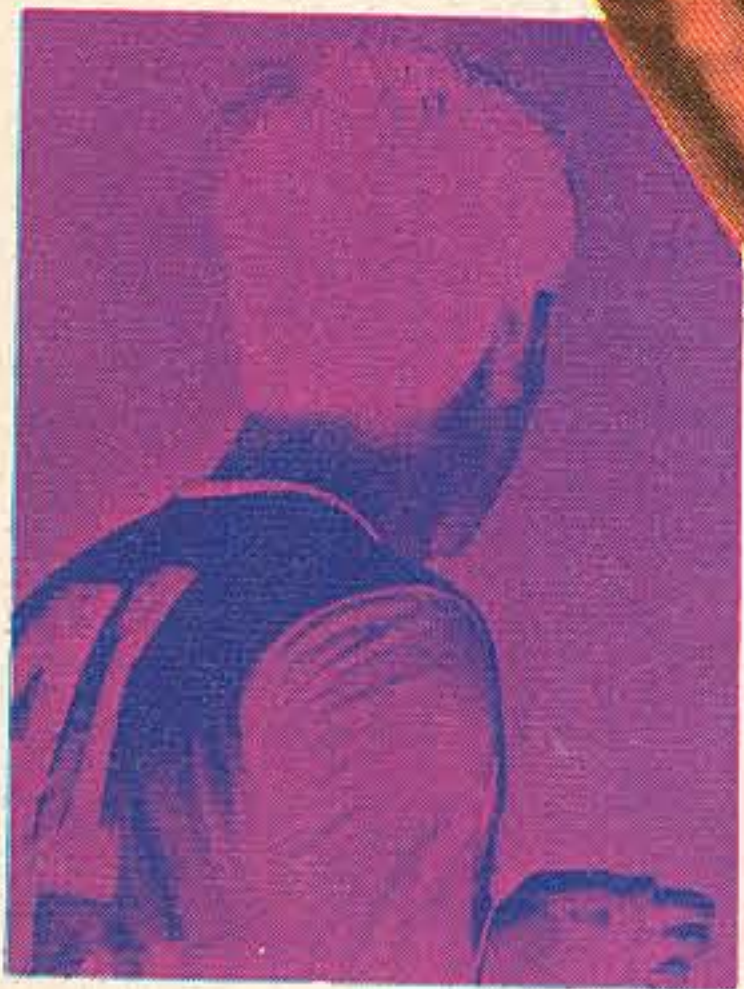
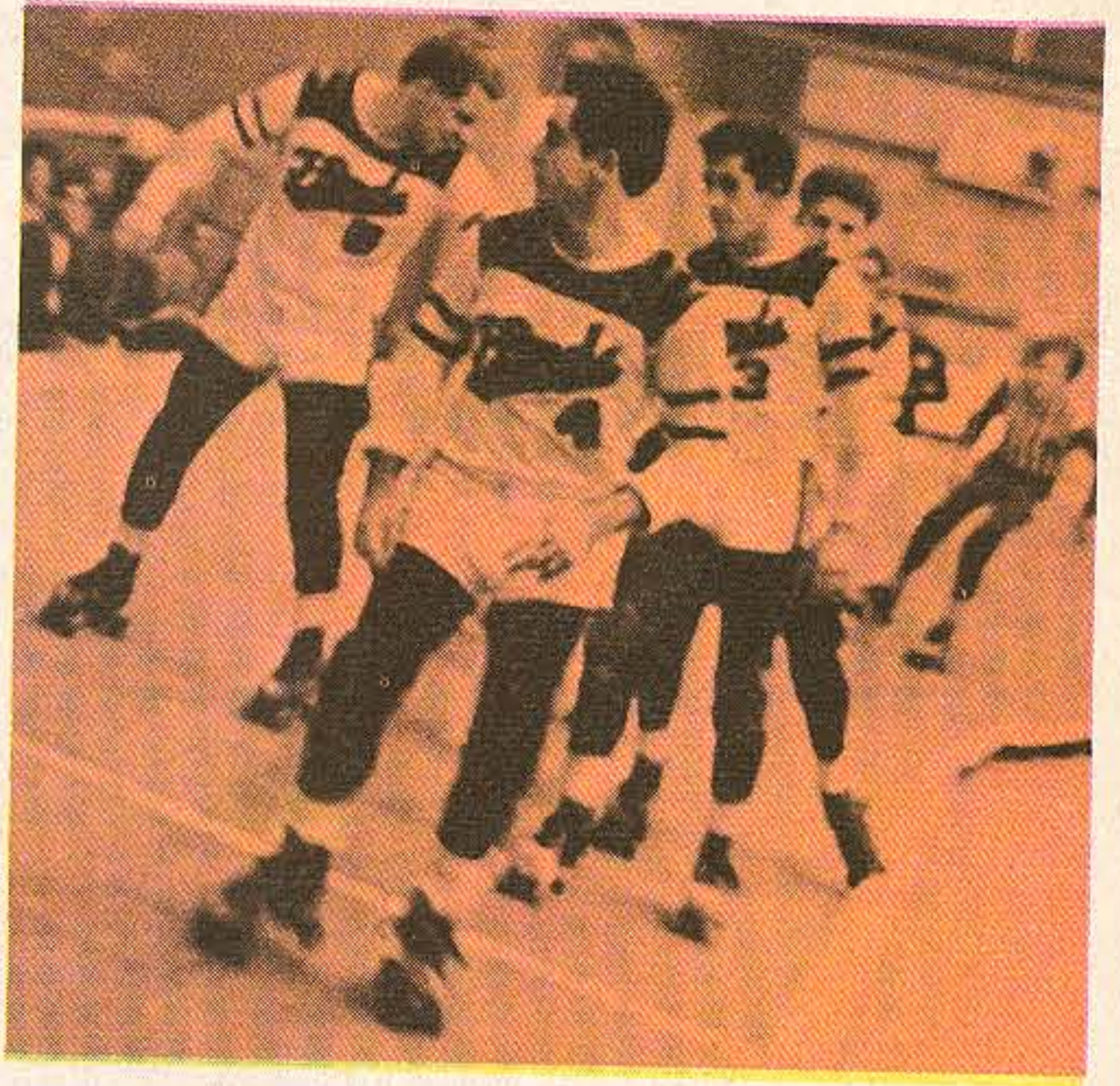
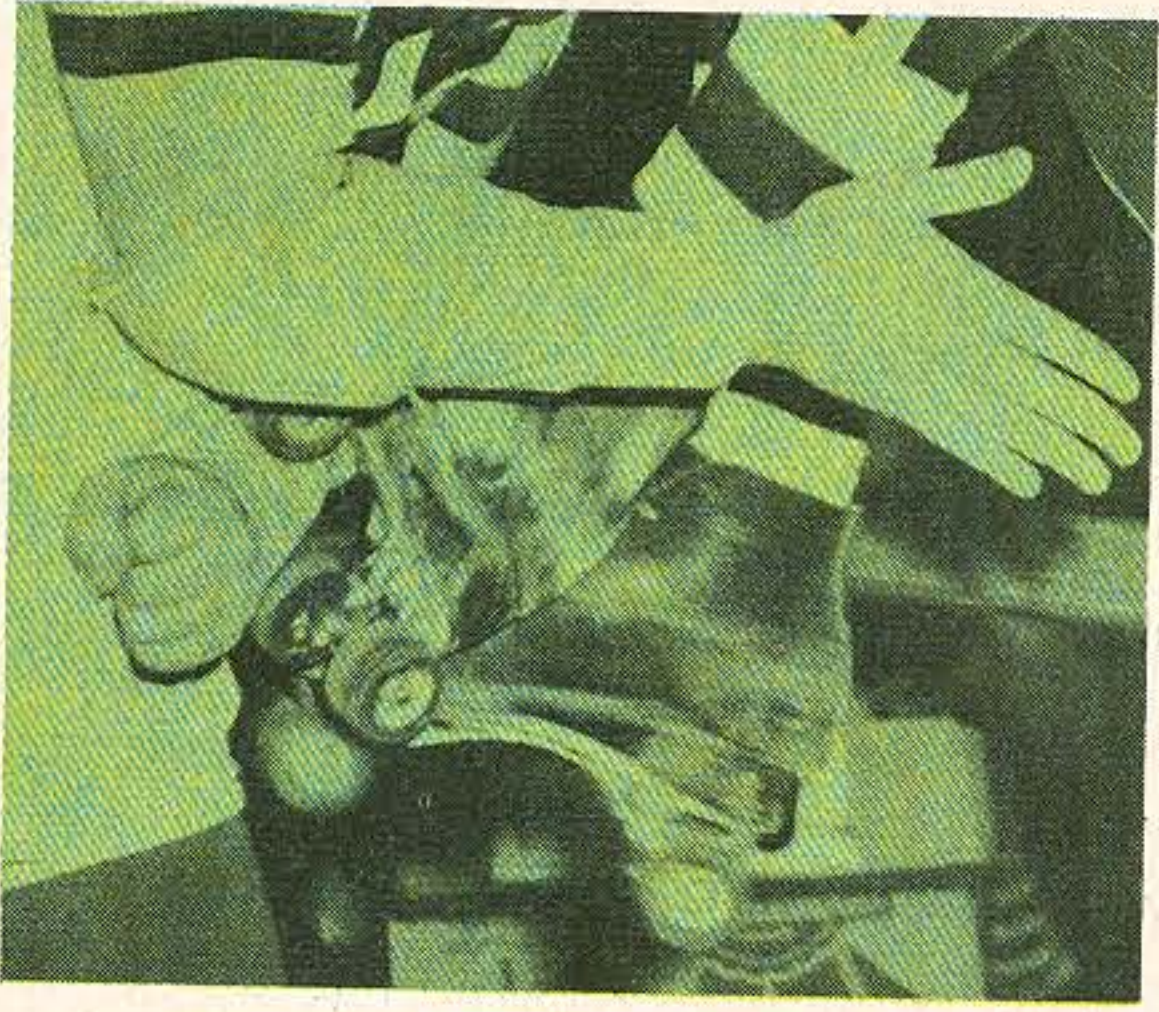
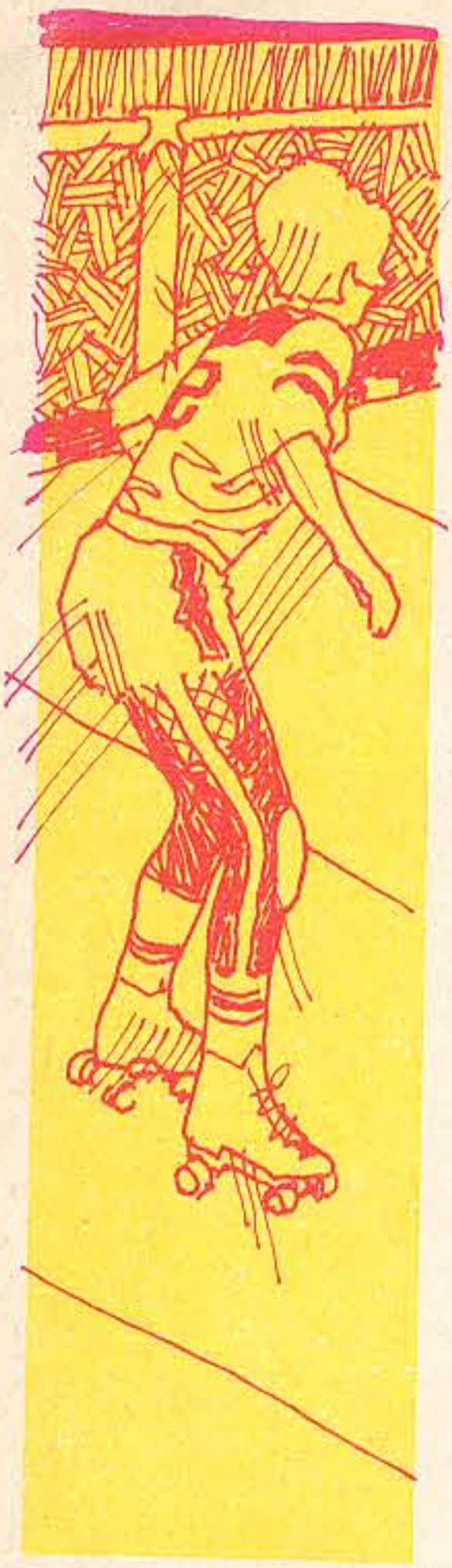


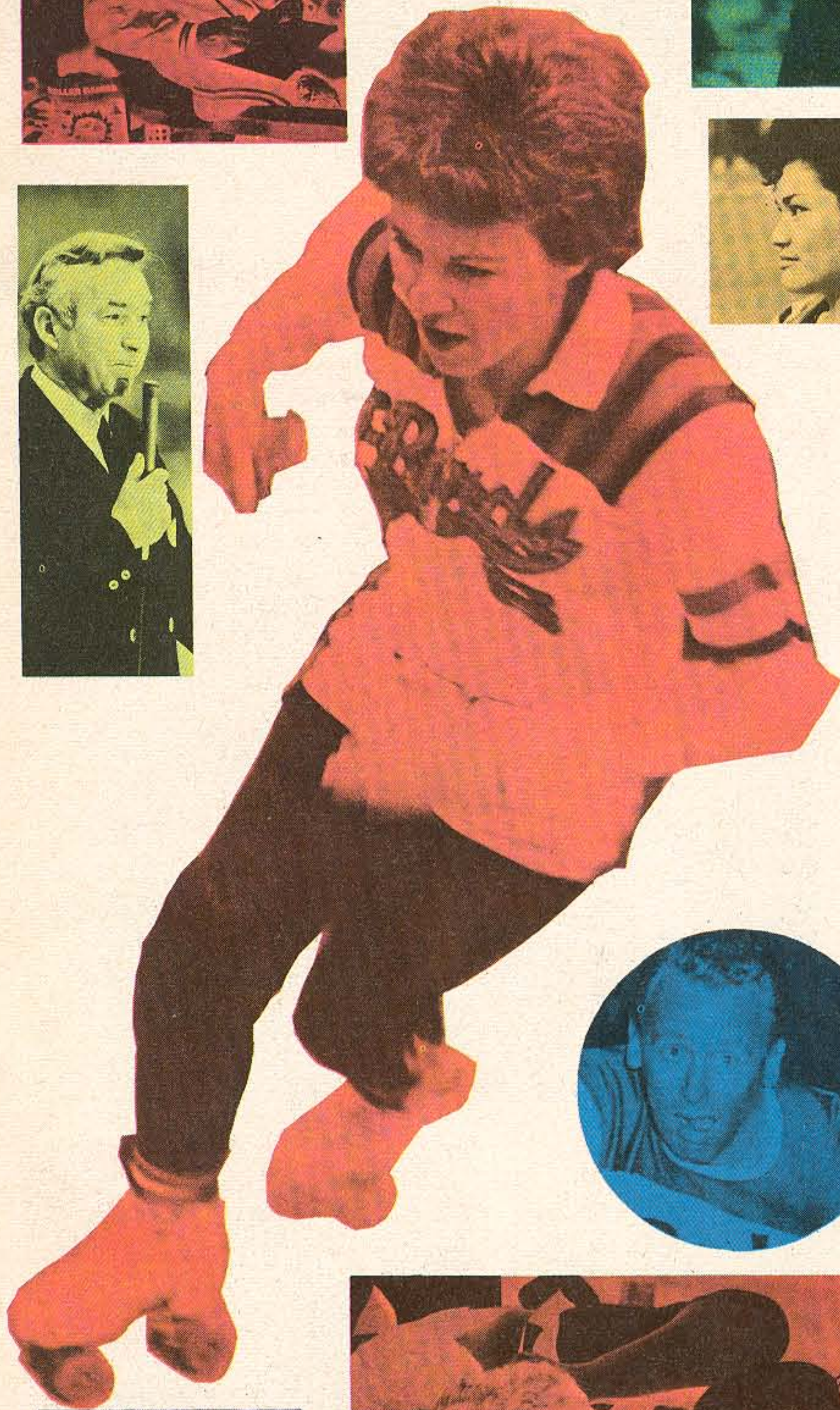
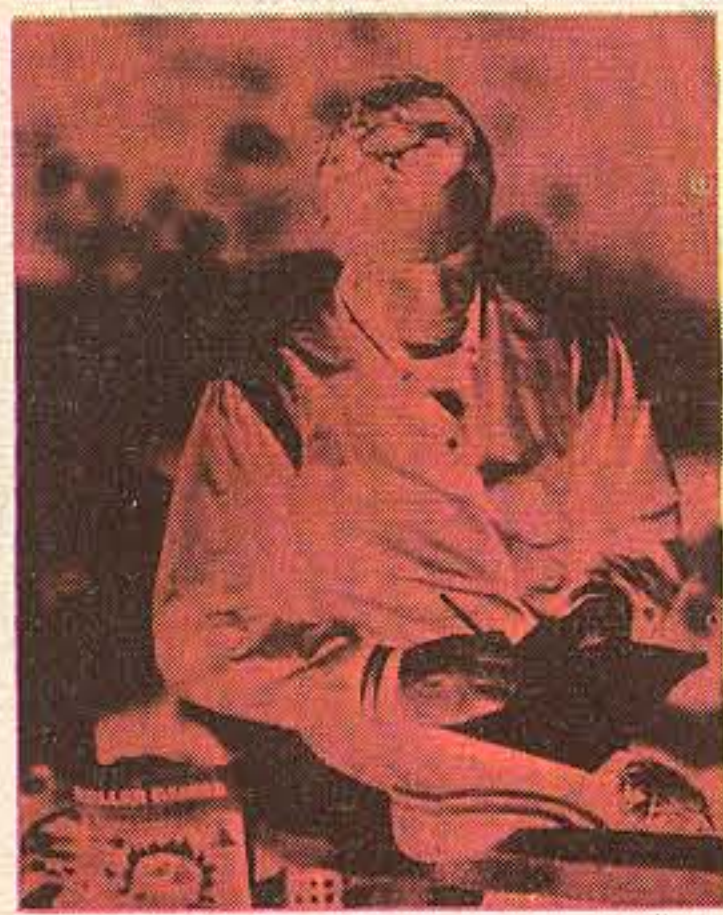
Those players who succeed are those who approach the game with respect. It is a rugged, demanding sport that beckons boys and girls from various segments of society, from many cities and towns throughout the U.S.A. . . . even from such faraway places as American Samoa and Australia. Wherever the game is played the spark is kindled, and whether or not that spark bursts into full flame depends entirely on the desire and determination of the individual.

The first training sessions attended by the hopeful skater might be compared to the first few days in grade school. There are moments of fun, but gradually one awakens to the fact that if he is going to become a professional a great deal of hard work and determination will be required. Within a few months, depending on the skill the trainee brought to the first training session, the demanding art of blocking is introduced by the instructor. This is a crucial period for the beginner. The first hip block that sends him hurtling into a rail at high speed produces varied reactions. Here is the trainee's first meeting with the violent side of the game, and here is the moment of decision for many youngsters. The Bible says that "many are called, but few are chosen," and this quotation can be applied to skaters after blocking sessions have been started. The percentage of drop-outs at this stage runs to the high side. To be a star on Saturday night before 12,000 fans is a delightful dream of every beginner, but to take the hard knocks that lead to stardom is a price that many people are not prepared to pay. However, for those with the physical equipment and mental hardness that being a professional demands, the rewards can be great. The excitement of the game; the thrill of winning; the despair of losing;

Continued







the friendships formed all add up to the self-confidence that comes with being a real professional.

Those trainees who early realize that hard knocks are all a part of the game manage to get through the first days of hard contact without becoming discouraged. Now they start to figure out ways to avoid the blocker; now they work harder to develop more speed; now they develop the technique of quick starts and stops ... anything to keep that blocker from putting you down on the hard Masonite, anything to stay on your feet and make that score. In short, this is where the future star learns to out-skate, out-block, out-hit, and out-smart his opponent.

And, whether one develops into a star ... or whether one never achieves greatness, there is a pride in having skated the game. For these boys and girls are a unique group of people, they combine skating skills with determination and courage to become successful in difficult competition.

In later life they may never wear a pair of skates, but it's certain that the lessons of perseverance and courage learned on the banked track will stand them in good stead for whatever course they choose to follow.

WHO

BRAVELY

DARES MUST

SOMETIMES

RISK A FALL



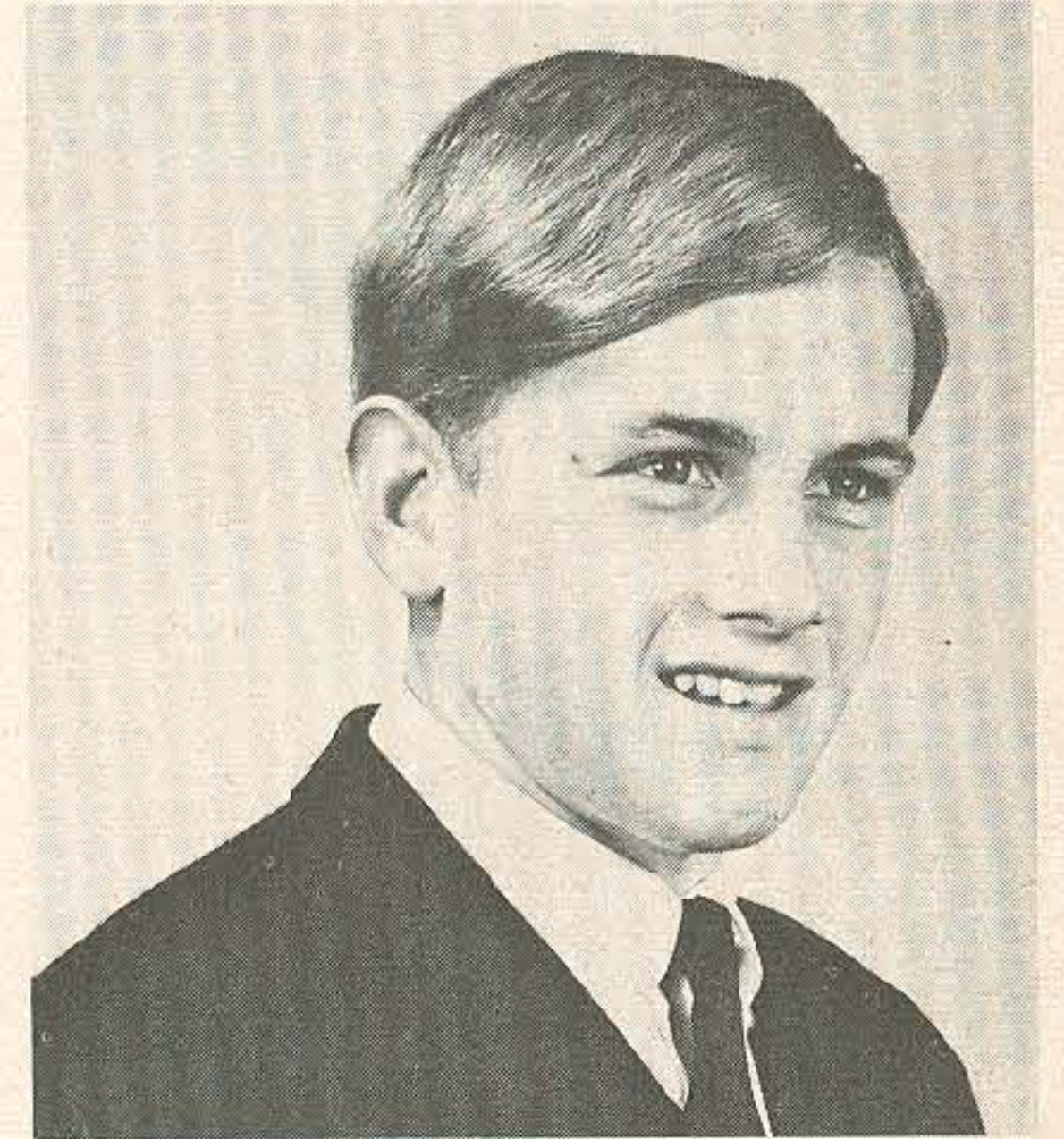
GEORGE ADAMS



JESS ADAMS



ANA ANAYA



GARY BICKFORD



MIDGE BRASHUN



LONNIE BURROWS



RUDY CHICO



CAROL CHOYCE



GLORIA CLARK



ERNIE CLAYBURN



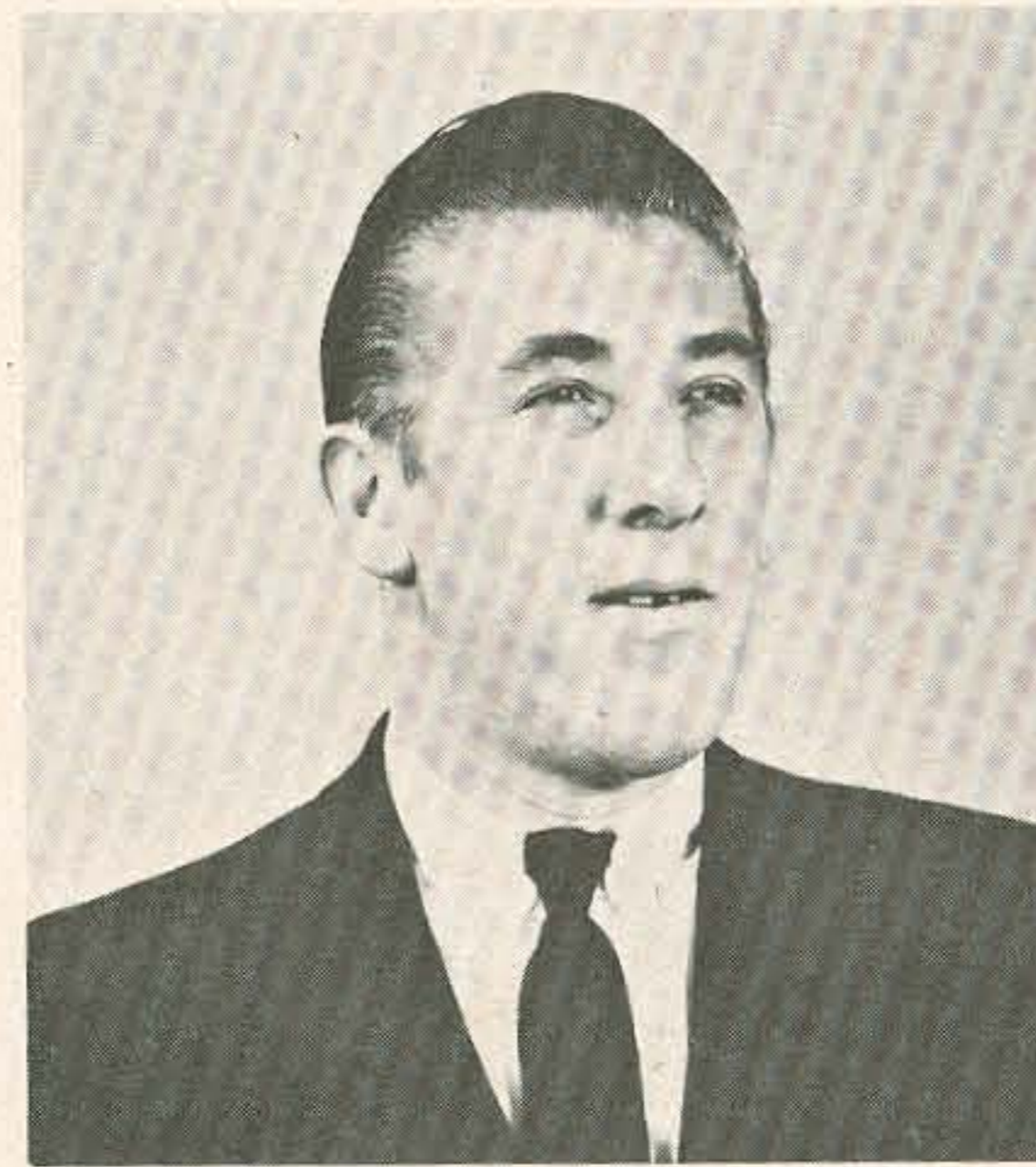
BOB CORBIN



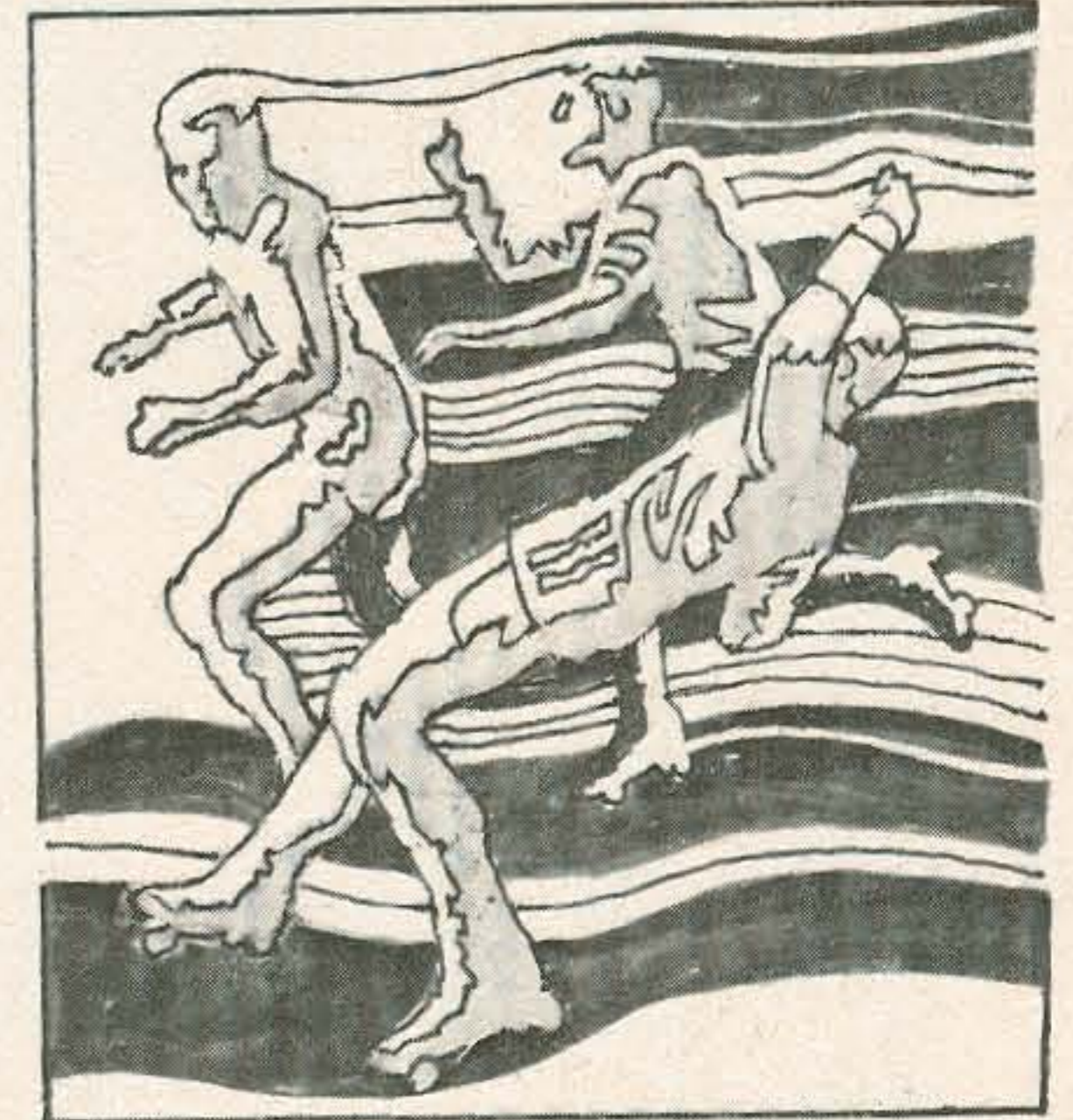
DAVE COX



PHIL CREWS



TOM CREWS





TONI DARE



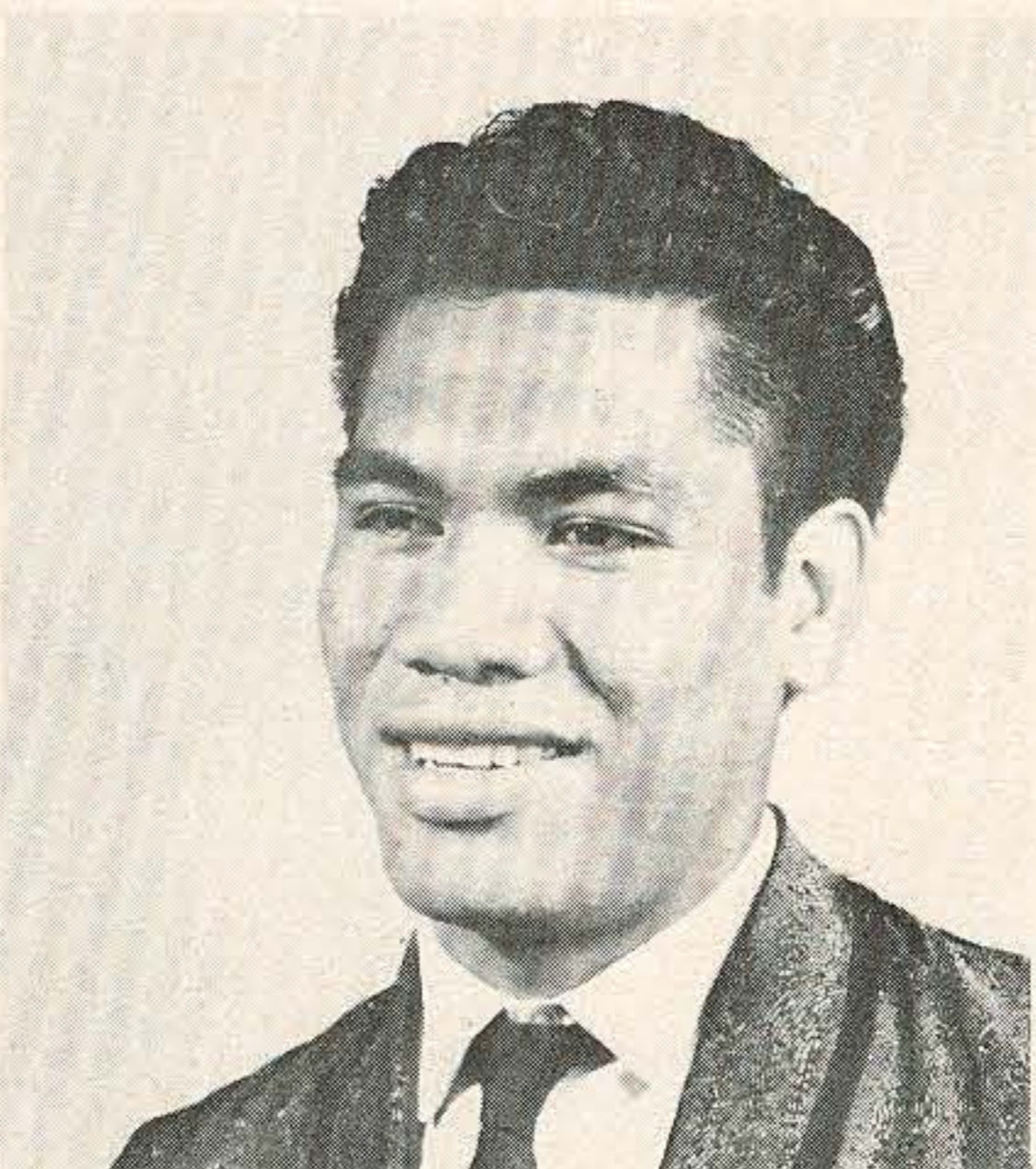
DIANE DESOTO



BILL FITZGERALD



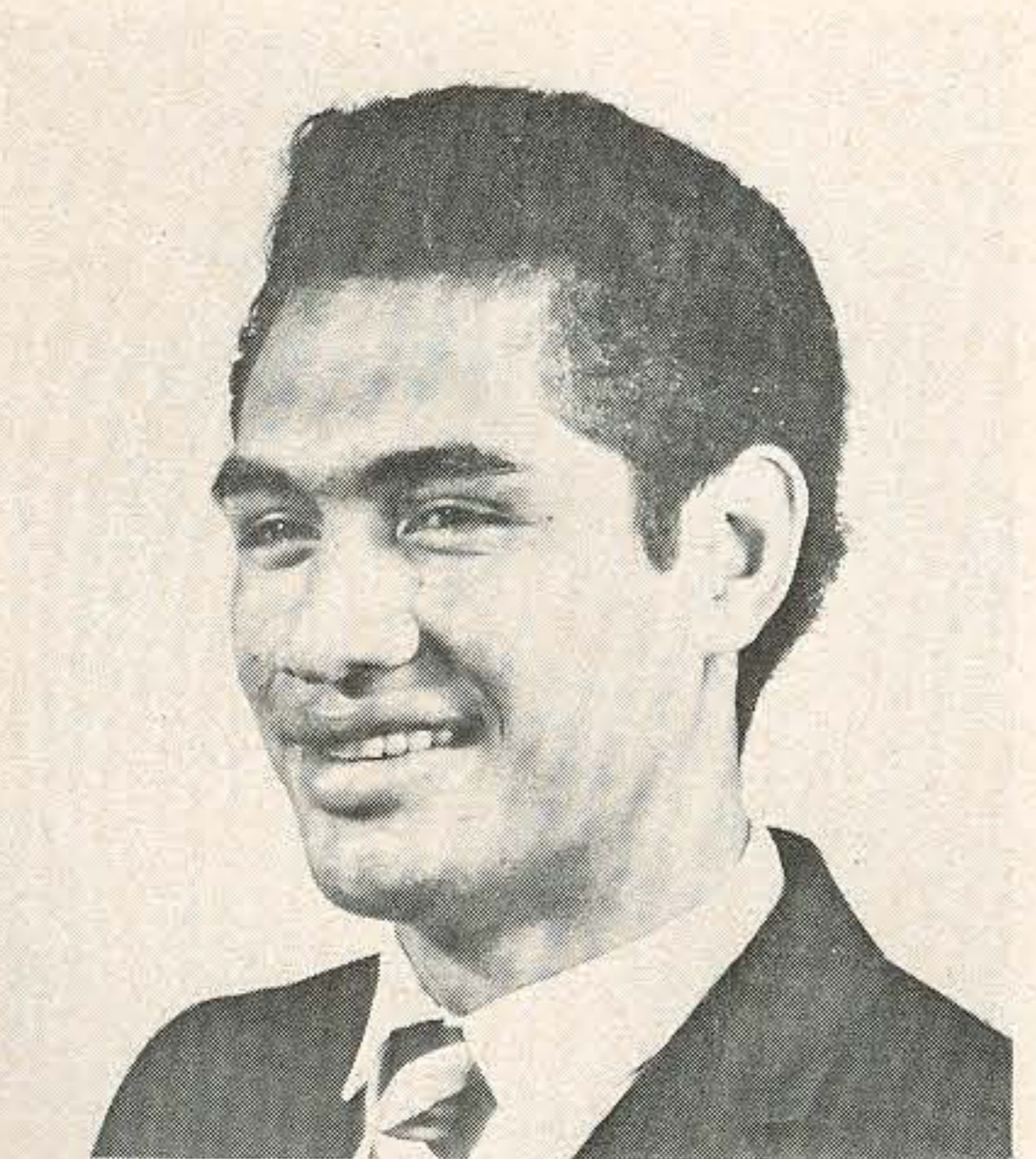
MELINDA FOSTER



FUSI FUIMAONO



LANI FUIMAONO



TOLI FUIMAONO



VINNIE GANDOLFO



ALLENE GILLIAM



LEROY GONZALES



WILLIE GRACE



JOHN HALL



BOB HEIN



JOHN JIMERSON



PETER KELLY



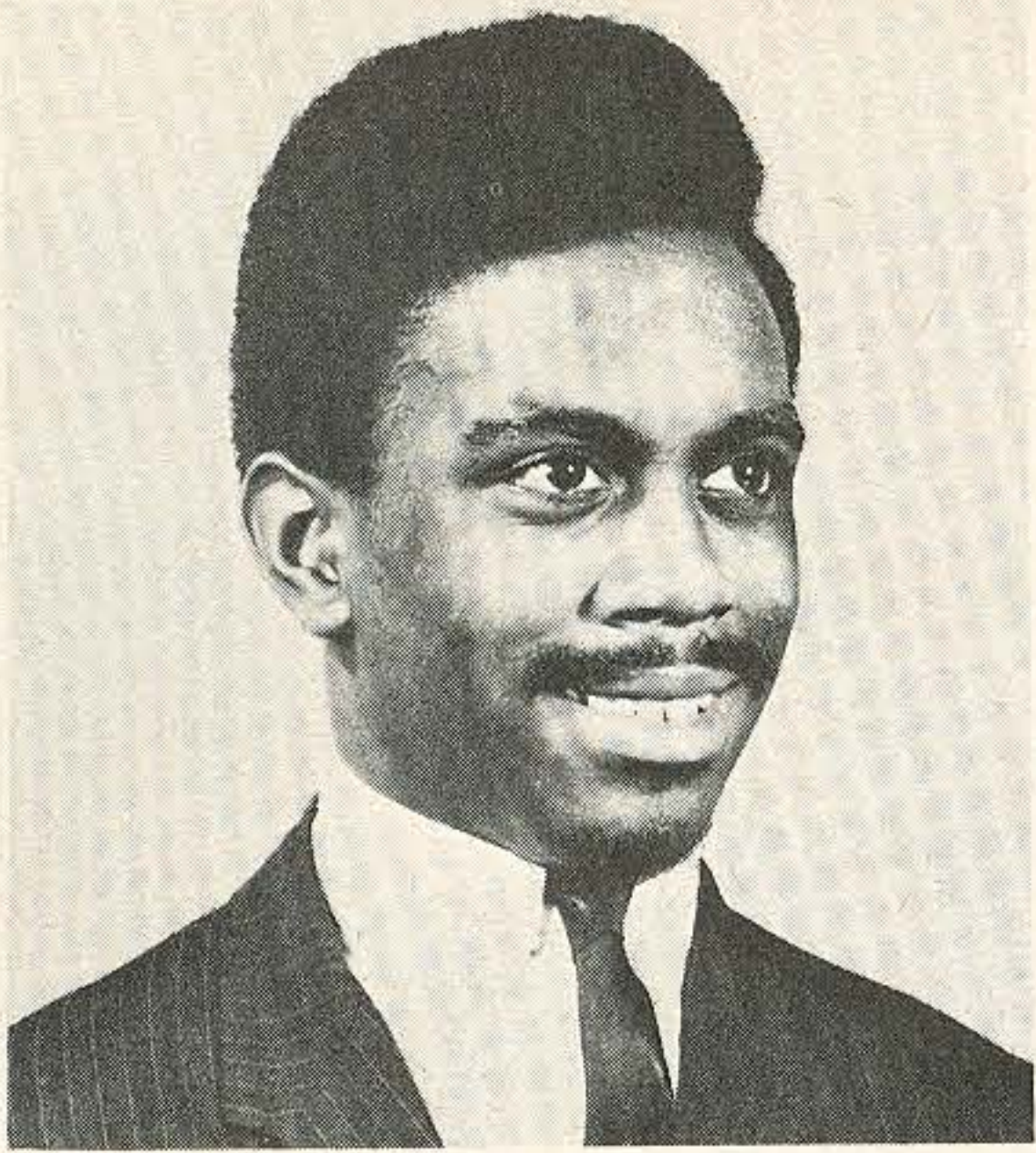
HARLEAN KHIEN



ABEL LARA



ANN LEARY



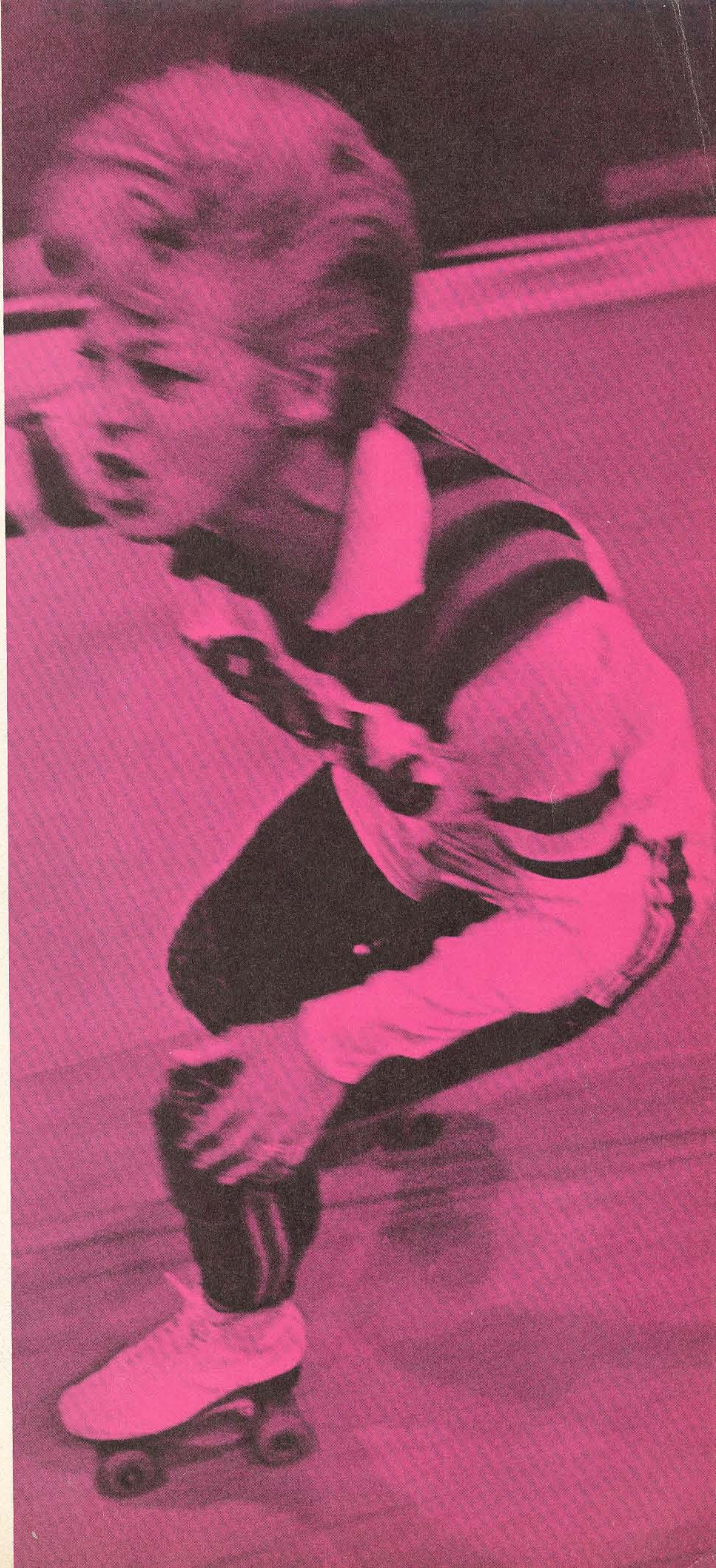
LARRY LEWIS



ERNIE LOPEZ



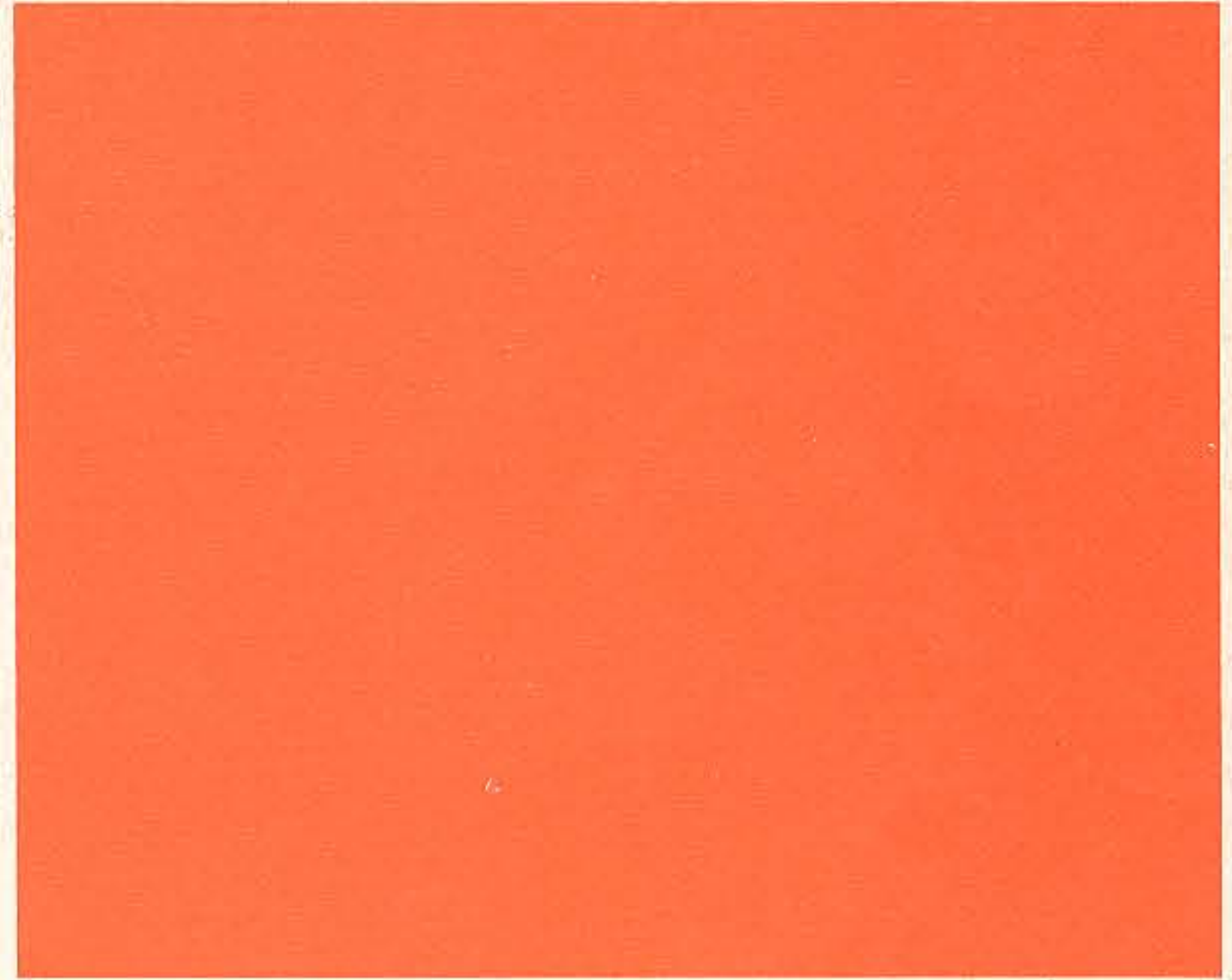
IRENE MALDONADO





Tom Amundson

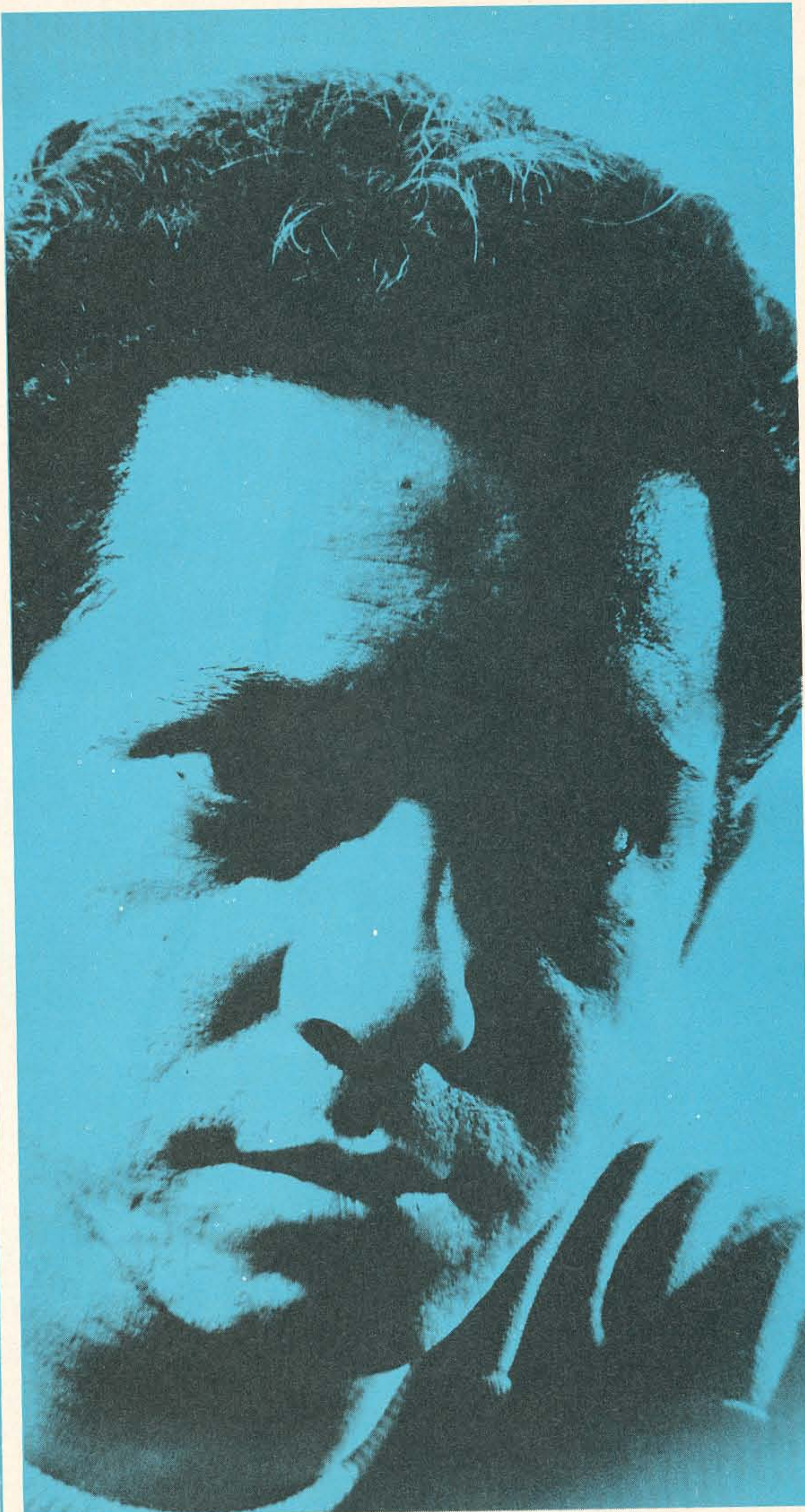
There's no easy way to be a professional skater in Roller Games. It is designed to provide a series of demanding tests of those men and women strong enough to have become a professional. On the 12 foot wide banked track there is no place to hide or rest . . . no way to avoid the battle. Into this testing furnace each year go those professionals from previous years and those newcomers who believe that they can make it big on the banked track. Over the season some of the more experienced skaters realize that the legs are slowing down . . . that their blocking power is not as violent. The newcomers discover that the pace is rugged. Now, just as in their earlier training, comes the second moment of decision. "Shall I go on and fight this thing to a finish, or shall I quit?" Every game is a challenge. With each well-played additional game behind him, the newcomer becomes more confident. Less and less he thinks of giving it up, more and more he pictures himself as another Charlie Saunders. The girls dream of enjoying the stature of a Terri Lynch . . . or a Jan Vallow. On the following pages are just a few of those professionals who went through all those agonizing moments of working . . . and wondering . . . if they would ever reach the top. There were many bruises and a few broken bones, but these are a few who achieved success through perseverance and courage. Continued



RALPH VALLADARES

Determination comes in various sizes. In this case it stands 5 feet 2 inches high and weighs 130 pounds. Up from Guatemala City at the age of 12 came Valladares with a burning desire to become a jockey. He recalls frosty mornings exercising thoroughbreds as the sun rose in the east. He also recalls that his weight rose to where being a jock was out of the question. Ralphie, the fastest kid on skates in his neighborhood, entered training for Roller Games. The rest is history. The determination to become a great jockey became a determination to star on the banked track. Fans in London, Paris, Madrid, New York, Los Angeles, Honolulu and in Australia have seen him in action . . . and the verdict is the same:

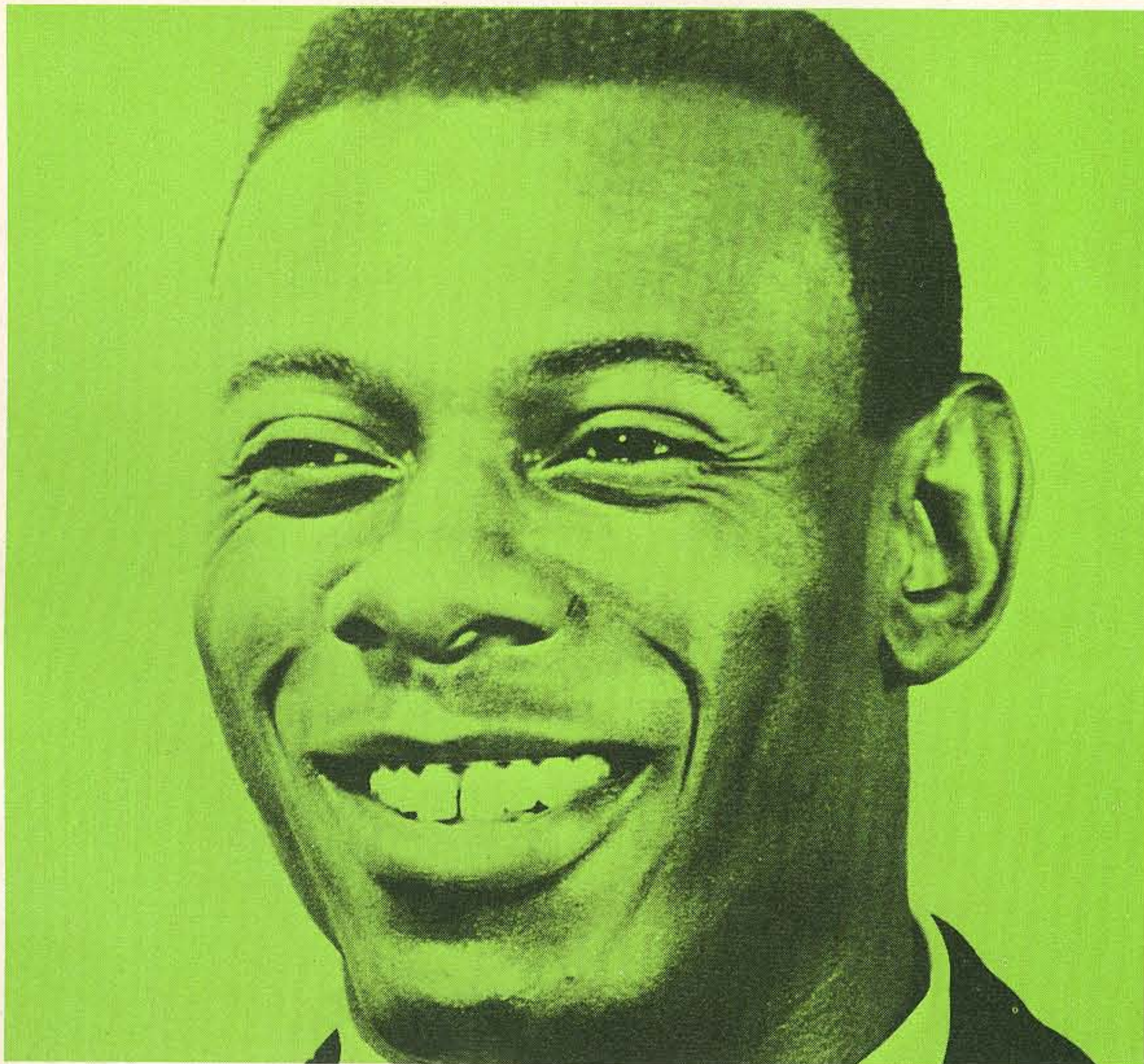
"He's unbelievable . . . he's just too much!"





SHIRLEY HARDMAN

Shortly after turning professional Shirley decided to buy new skates and asked the advice of a veteran. The veteran answered thusly: "Save your money, kid, you won't make it as a Pro." The snub was intended to discourage Shirley, but it boomeranged. "After someone I admired told me I was the worst," says Shirley, "I decided to become the best!" Many fans are convinced that she is the best.



JIM TROTTER

For Jim Trotter, born and raised on an Alabama farm, the road to the top was a real struggle all the way. After a brief tryout with the L. A. T-Birds in 1962, he was told that as far as becoming a skater he had "two left feet and to forget it." Jim went back to the training school and continued to persevere, working day and night, to develop his skating skills. He proved you can make it the hard way. In 1965 he was named head coach and in 1966 was runner-up for "Coach of the Year"

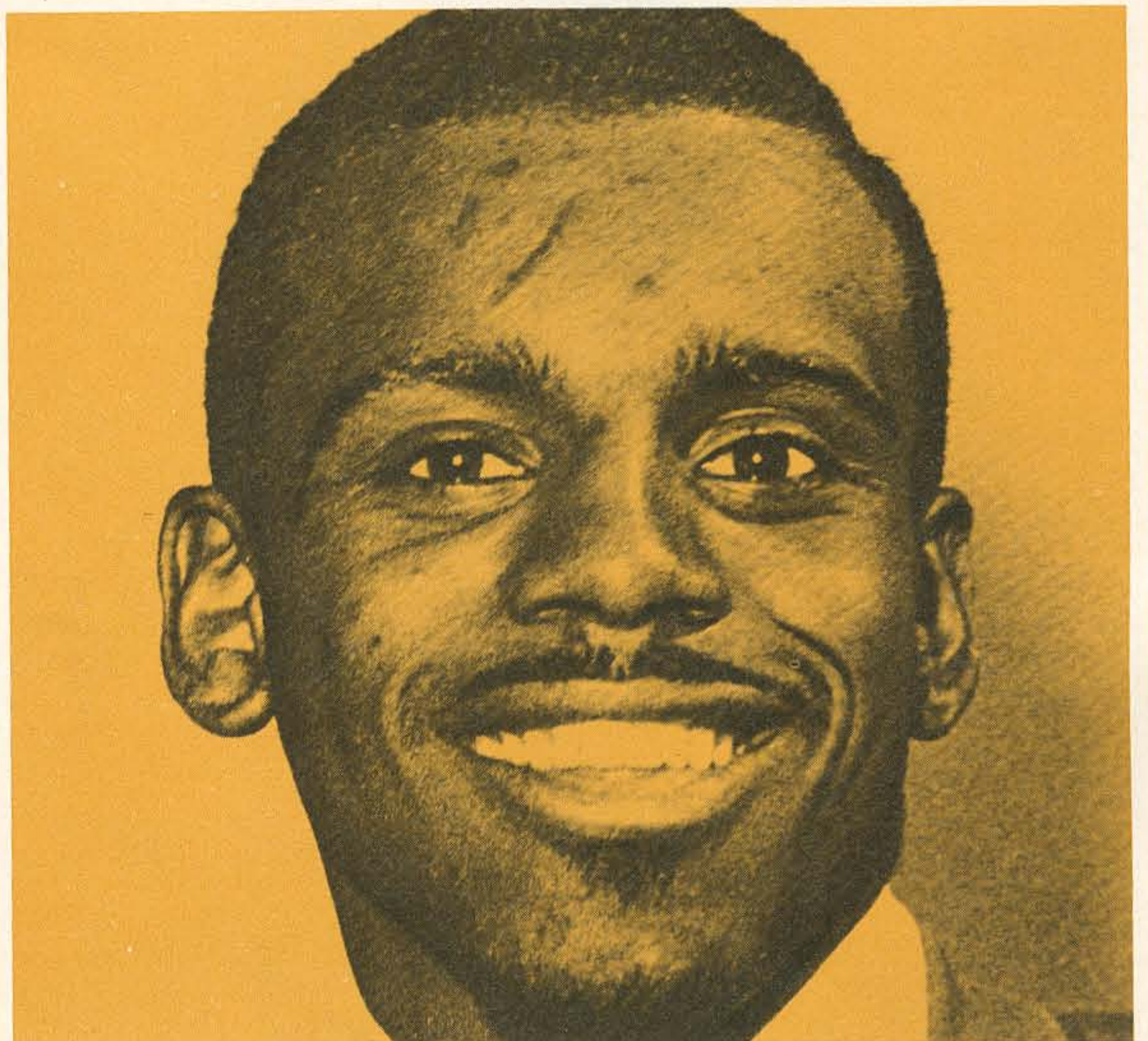
JAN VALLOW

Jan is one who brought tremendous natural ability with her when she attended her first training session. In fact, had she decided upon ice skates, skis, or any piece of athletic equipment, chances are good that she would have starred in that field. Add to this ability, intelligence, great competitive spirit and emotional balance and you have Jan Vallow, all-around top skater.



RICHARD BROWN

Had Roller Game been played in the Coliseum of Rome in ancient days, Richard Brown would probably have been called "Mercury" by the fans. For Mercury had wings on his heels and was the speedy messenger of the gods. Many fans are convinced Richard has wings on his wheels... and he's a speedy messenger delivering points to his team's total.





DANNY REILLY

In his first training school session, Danny couldn't even stand on his feet in the infield. In addition, he couldn't see the track without glasses. Knowing he could never compete with speedy jammers, he worked long hours to develop blocking skills that have made him one of the most feared defense men in the game.



EARLENE BROWN

No one was ever less physically endowed by nature to become a roller skater. The qualities required as America's top woman shotputter in 3 Olympics are a handicap on the banked track. But like the Bumble Bee that "can't fly," Earlene proved to all that determination and hard work pay off.

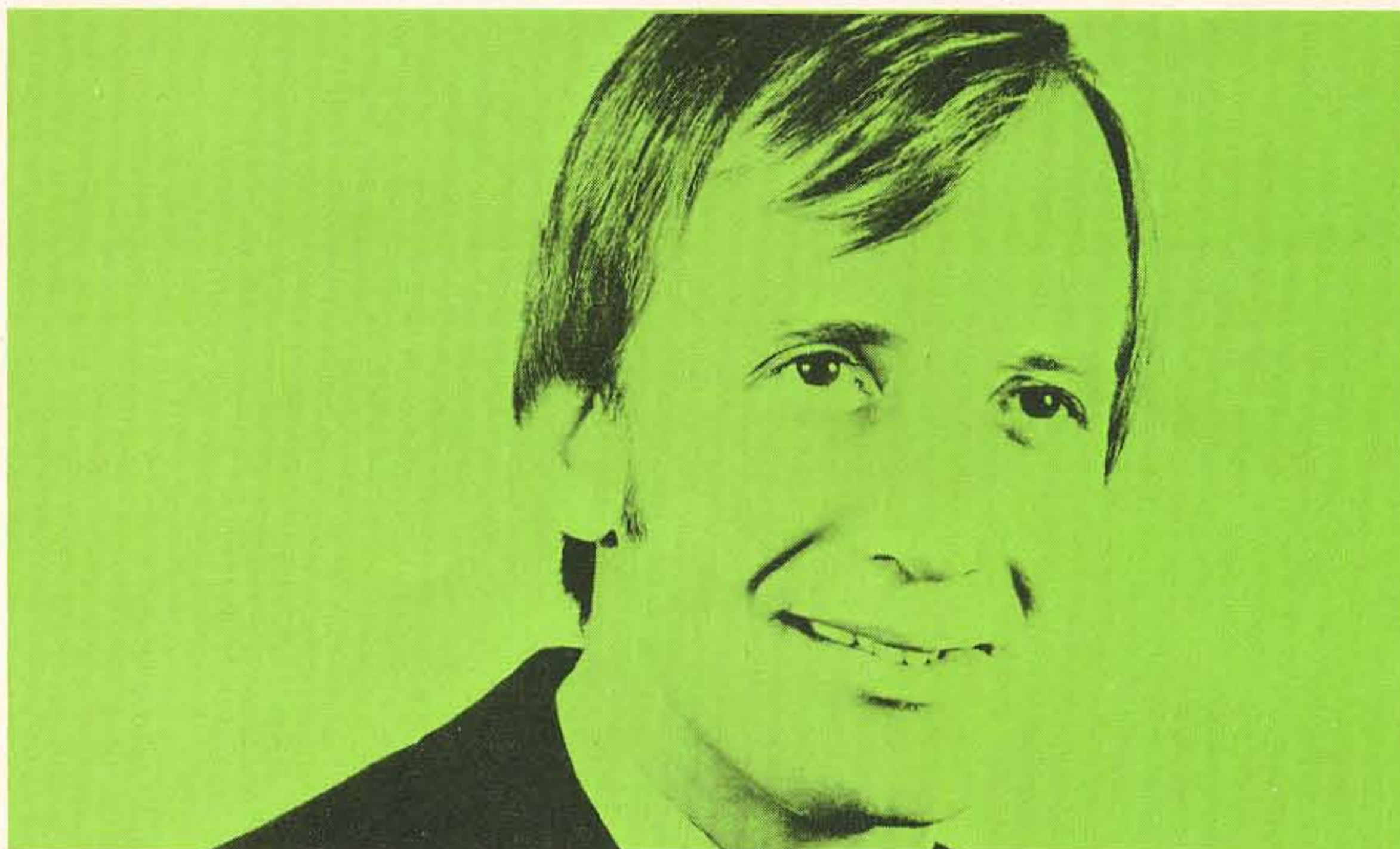


ADDIE HOCKER

"Always a Bridesmaid" could have been the phrase used to describe Addie Hocker. A steady dependable skater, it appeared for many years that she would never quite make it to the top. However, she continued to do her job and last year joined the exclusive club of those who became captain of a team.

NICK SCOPAS

Anyone raised on the streets of New York must be tough to survive. Nick Scopas survived, and became a professional skater. An early injury slowed him down, but now he's stronger than ever . . . and skating with his head as well as his feet.



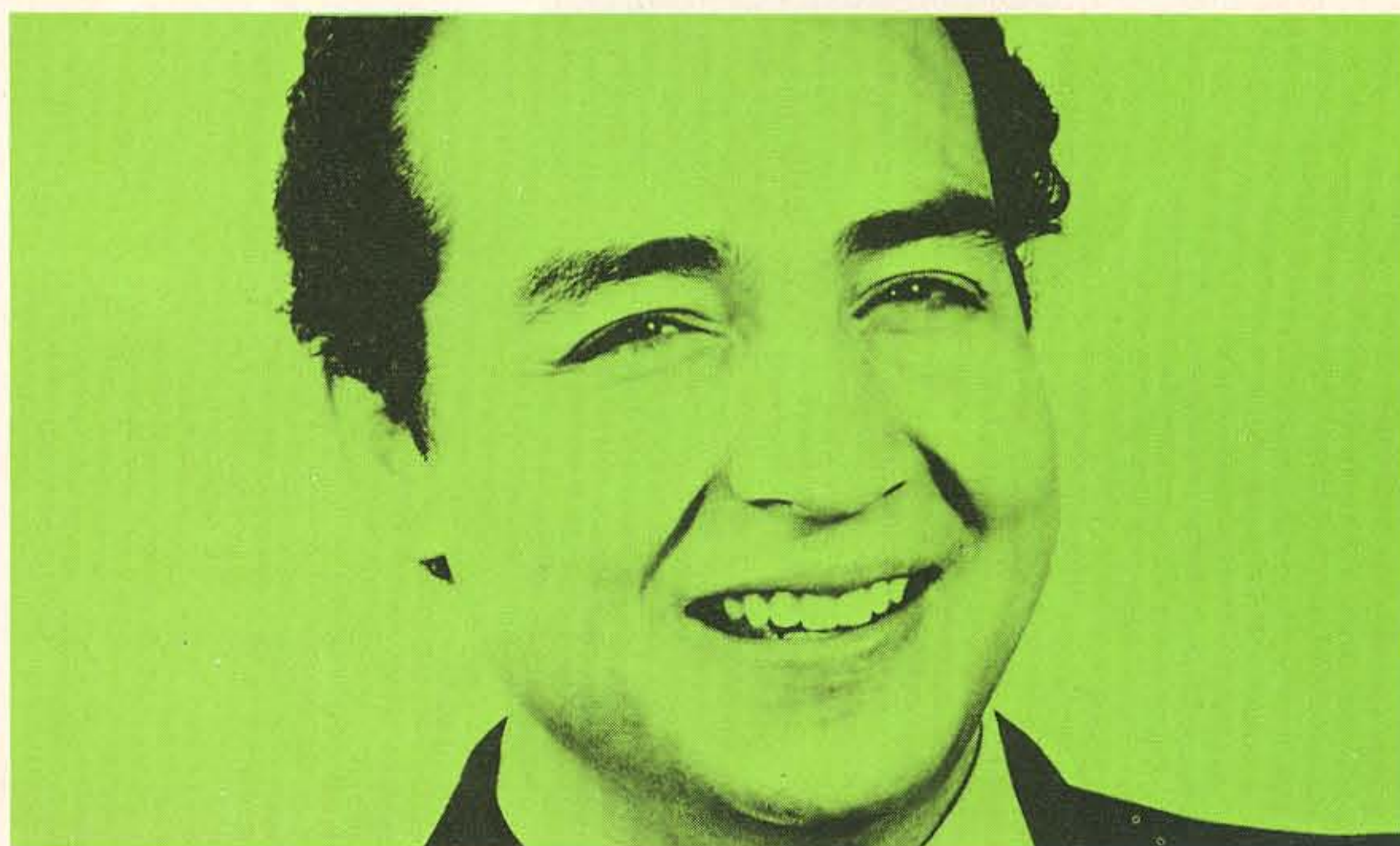
JULIE PATRICK

Twenty years on the track and proud of every one of them, that's Julie! She's broken up lots of plays in those years, and fractured the hearts of a few fans as well. She's Carnaby Street and high style rolled into one. She's pert, personable, and a real pro!



ART SALAIZ

"It might take me longer to learn, but once I learn something, I never forget," Art will tell you. His career bears out this self-analysis. His progress was not spectacular, just steady. Now he's reached it as a pro, and the prediction is for continued success.





TERRI LYNCH

Leadership is a quality that is highly prized by military people. It's a mighty good asset to have if you're going to move up the ladder in the keen competition of Roller Games. And, when top skating skills are combined with leadership, you have a Captain named Terri Lynch! Terri's success as a captain over the years is the result of dedicated leadership. Terri demands 110% of herself . . . and she expects every girl skating for her to give just as much in return. She'd be the first to admit that other skaters might be better all-around athletes; that other teams might have better personnel but she vows that she is second-to-none when it comes to leading her team and getting the most out of every girl. On the basis of her success, who's going to argue the point?

BUDDY ATKINSON, JR.

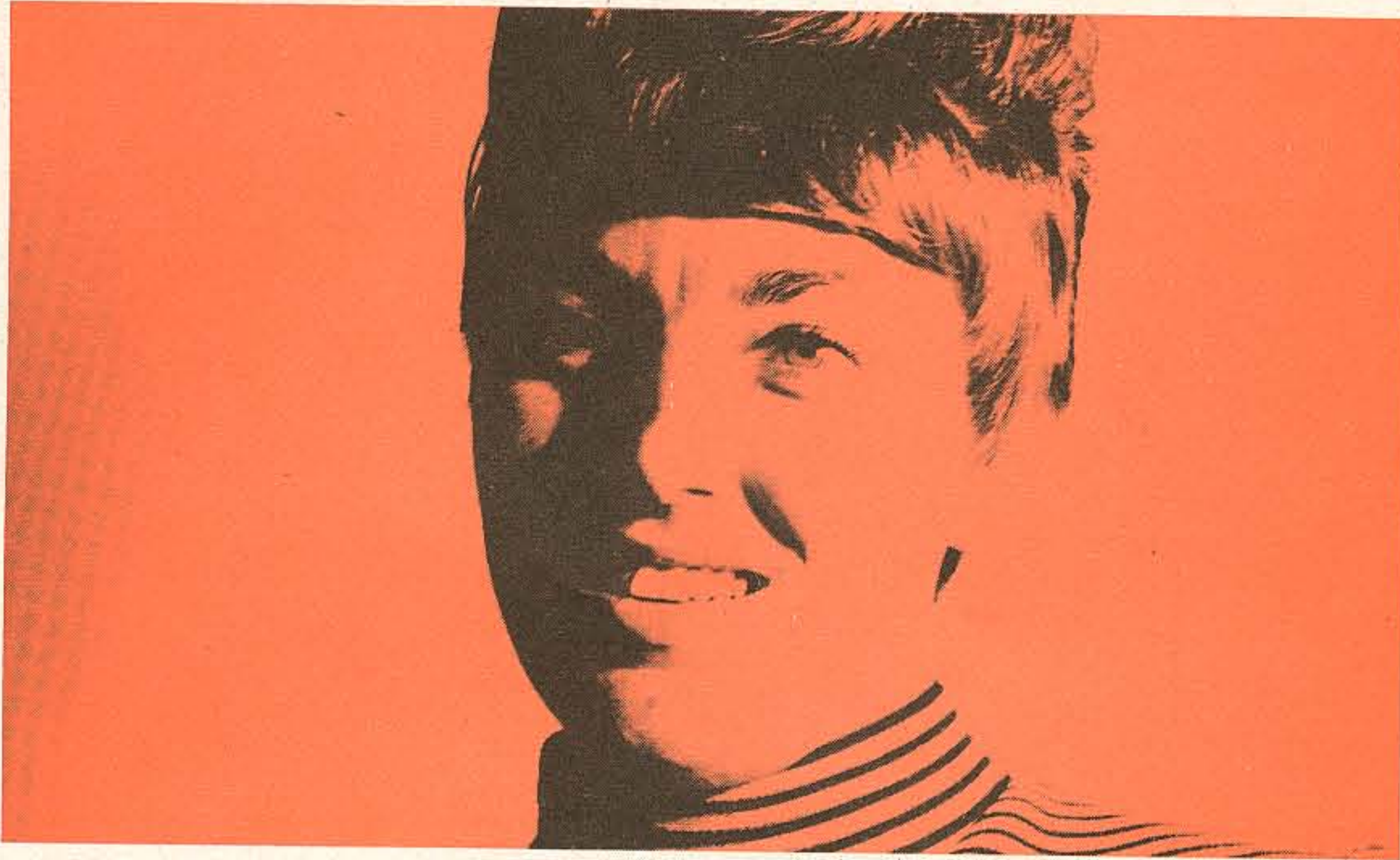
Buddy Atkinson, Jr. grew up with the sound of roaring skate wheels in his ears. At age 3, Santa left a pair of roller shoe skates for Buddy. For Buddy is the junior half of the famous Buddy Atkinson name. With this background, no wonder he's at home on the banked track. In 1963, Buddy, Jr. suffered a near fatal accident. Doctors doubted if he'd skate again. But, with the determination of David meeting Goliath, Buddy returned to relearn his skill. Today he's skating better than ever!



LIZ HERNANDEZ

Among camera addict fans of Roller Games, Liz Hernandez is a favorite subject. Here's a lady who photographs so beautifully that when looking at her picture one forgets she is a superb athlete. "She looks more like a model!" people will exclaim. None of her opponents have attempted to take her picture in action. They're all convinced she passes skaters so fast the photo would come out as a blur!





JUDY SOWINSKI

Scientists have sought to discover perpetual motion and the 100% effective machine. Many fans believe Judy Sowinski is the answer to both. Without heroics or fanfare, Judy appears to be going continually to get the job done.



MIKE GAMMON

Another second generation skater, Mike learned skate at about the time he learned to walk. At 147 pounds, Mike depends on tremendous speed to keep him out of trouble. He's one of the select few skaters who have mastered the hockey stop on roller skates. Mike stops; and fans leap to their feet!



HONEY SANCHEZ

If you see a group of autograph seekers surrounding a beautiful girl dressed in the latest fashion, chances are it's Honey Sanchez. A classic beauty with a flair for fashion, Honey holds the record for turning heads. But, when the mink stole is replaced by a uniform, Honey holds a few records for scoring points.

JUDY ARNOLD

She looks like the girl next door in a musical motion picture. Her easy manner off-the-track belies the desire she brings to the game. Many veteran skaters have been fooled by the easy manner and girl-next-door look. Painful discovery resulted: Judy hates to lose and becomes a tiger to gain a victory.



JOHN PARKER

"Being 'big' is only half my success," John Parker will tell you. "I have the grey stuff upstairs to go with the size." It sounds boastful in the retelling, perhaps, but Parker has accomplishments to back up his statements. One thing is certain, John does not lack for self-confidence . . . and maybe that's half the battle.



JUDY McGUIRE

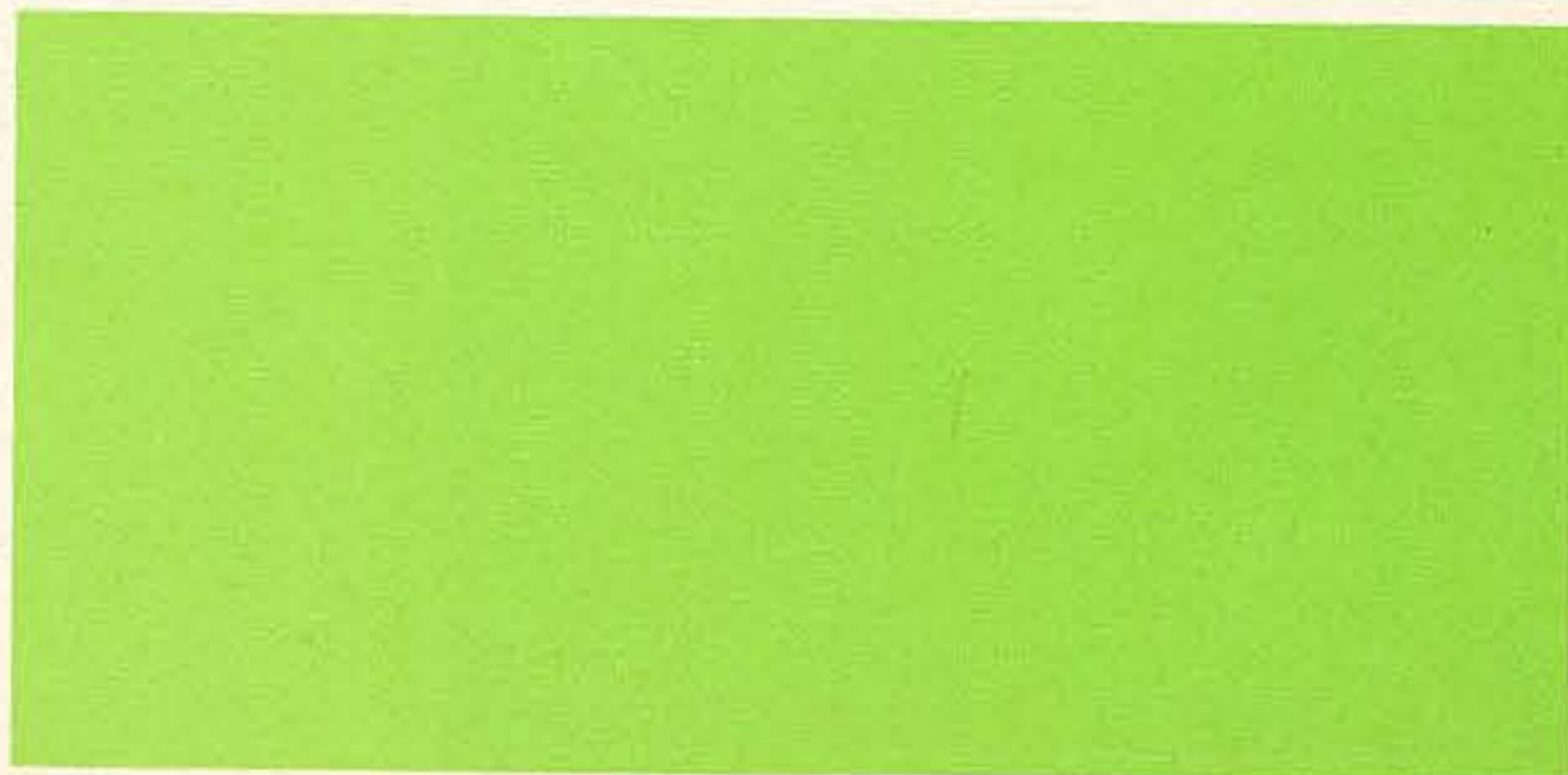
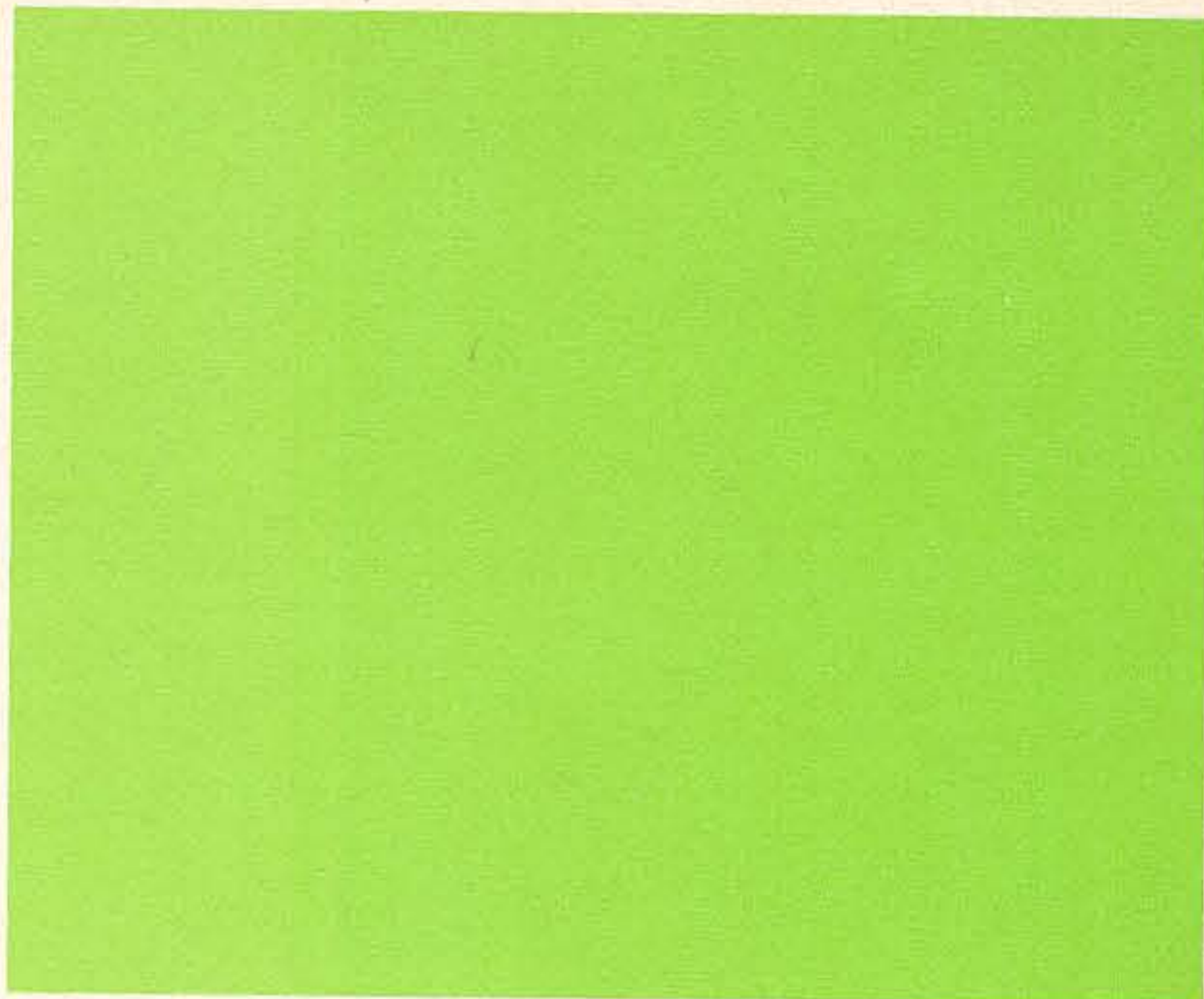
After every Roller Game there are fans who wait by the player's exit to see their favorite stars. Judy is a gal who brings out the "stage door johnnies" in large numbers. It's hard for any man to believe that one so pretty and pert can skate so well. But . . . she **IS** that pretty . . . and she skates **THAT** well!



On the preceding pages you met some of the skaters whose achievements have put them in a class alone. But, what about the future? If you own a crystal ball, dust it off and take a look.

Five years from now, which of those newcomers now skating in International Roller Games League will have enjoyed the success of today's outstanding performers? While a crystal ball might help, we think you'll find the answers to this question by carefully observing the younger skaters in action on the track. Watch the youngster take a hard block . . . does he or she bounce up and continue to try or does defeatism creep into his attitude? On a fast jam . . . or a skateaway . . . does he really go all out? Does he strain every muscle to out-skate his rival? Is his attitude good? Does he take victory gracefully, and while no professional likes to lose, does he profit from defeat? Most of all, does he grow wiser . . . does he watch the veterans and learn from them? Because the high polish of the real pro comes only from continual education in his craft.

If you find a newcomer or two who displays these qualities, you can almost bet he'll be hearing the cheers of the crowd in the years to come.





HOW TO ENJOY THE GAME

“They’re like tigers from the opening whistle” is the way one sports reporter described his first experience as a spectator at the Roller Games. “It’s the fastest sport in the world, literally hell on wheels,” he added. It’s the only contact sport in which girls participate—and they do it on the same basis as the men, taking the same hard blocking and knocks that often cause veteran football players to pause and reflect. Unlike the often complicated and involved rules of football, ice hockey, basketball, and other sports, the banked track sport is a game of simplicity and basic athletic skills of coordination and physical conditioning and fitness. Basically the game requires two teams each composed of five men and five girls (plus substitutes) who skate in eight alternating periods of 12 minutes each, with the girls taking the track for the opening period. Five skaters representing each team take the track at one time (either men or girls) and skate around the track together until the Pack is formed (the “Pack” is the term used to describe the main body of all the skaters of both teams). When each team has formed together in the Pack with two potential scorers from each team, or Jammers, at the rear of the pack, the referee signals with his whistle that the Jam is on. The Jam is a 75-second time allowance that is given for Jammers of either team to score. Scoring is accomplished when one or more of these Jammers goes out in front

of the Pack and then skates completely around the track, catches up with the Pack from the rear, and then manages to pass members of the opposing team. For each skater in the Pack that is passed, the passing team receives a point. If one Jammer passes all five skaters on the opposing team he would receive five points, two Jammers would receive ten points. However, no points are given for passing opposing Jammers. The Jam is over when the 75 seconds has elapsed, when the leading Jammer is downed for three seconds or more or skates into the infield or is knocked over the rail. (Note: Detailed rules are found elsewhere in the ANNUAL). In addition to the speedy Jamming, hard-hitting blocking adds to the excitement and thrills of the sport. When well-conditioned young men and women, skating at speeds of up to 35 miles an hour block or are blocked with arms, legs, hips and shoulders (as in football) the effect is breath-taking. Blocking is used by both the offense and defense. Yes, it is exciting and is literally "hell on wheels."



SKATING TERMS

PACK:

All skaters of both teams skating as a group around the track. Pack is intact when one skater from each team is in alternate positions in front of the rest of the skaters and the jammers are in their proper position at the rear of the pack.

JAM:

The 75-second scoring period that begins when the referee signals that the pack is properly formed.

JAMMER:

A player who is eligible to score points on a particular jam. Each team is allowed two jammers on each jam. Any skater may be a jammer by getting into position at rear of the pack.

LEAD JAMMER:

Jammer out in front of the others. Only the lead Jammer may call off the jam by placing his hands on hips. If there's only one jammer, he is the "lead jammer."

KICK RAIL:

A 1x4 inch strip of wood placed at top side of skating surface on the outside perimeter to keep skaters from going off track.

HAND RAIL:

A 3x4 inch piece of good lumber which provides an upper railing to keep players from going off the track and into the audience.

INFIELD:

The area inside the playing surface of the track and enclosed by the track.

RULES OF THE GAME

OFFICIAL RULES OF NATIONAL ROLLER LEAGUE

ARTICLE I

A. TEAMS

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

B. 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.

C. OFFICIALS

1. A minimum of one and a maxi-

mum 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. An official scorer-timekeeper shall be designated for each game who will be responsible for the maintenance of the score sheet, substitutions, the recording of penalties, and the operation of scoreboard, time clock, and the recording of the jam and penalty times.

3. A medical trainer or doctor must be present or immediately available at all times.

4. A game announcer or track-side commentator will be designated for each game.

5. A skate technician and/or track maintenance man shall be present or available at all times.

D. THE GAME

1. Each game shall be divided into 8 12-minute periods. The girls' teams 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 5-minute overtime period to break the tie. In the event of a tie at the end of the overtime period, the girls and men will skate alternate 5-minute periods until a period ends with one team in the lead.

Where time is limited, by mutual agreement of both coaches the 5-minute rule may be waived and "sudden death" procedure substi-

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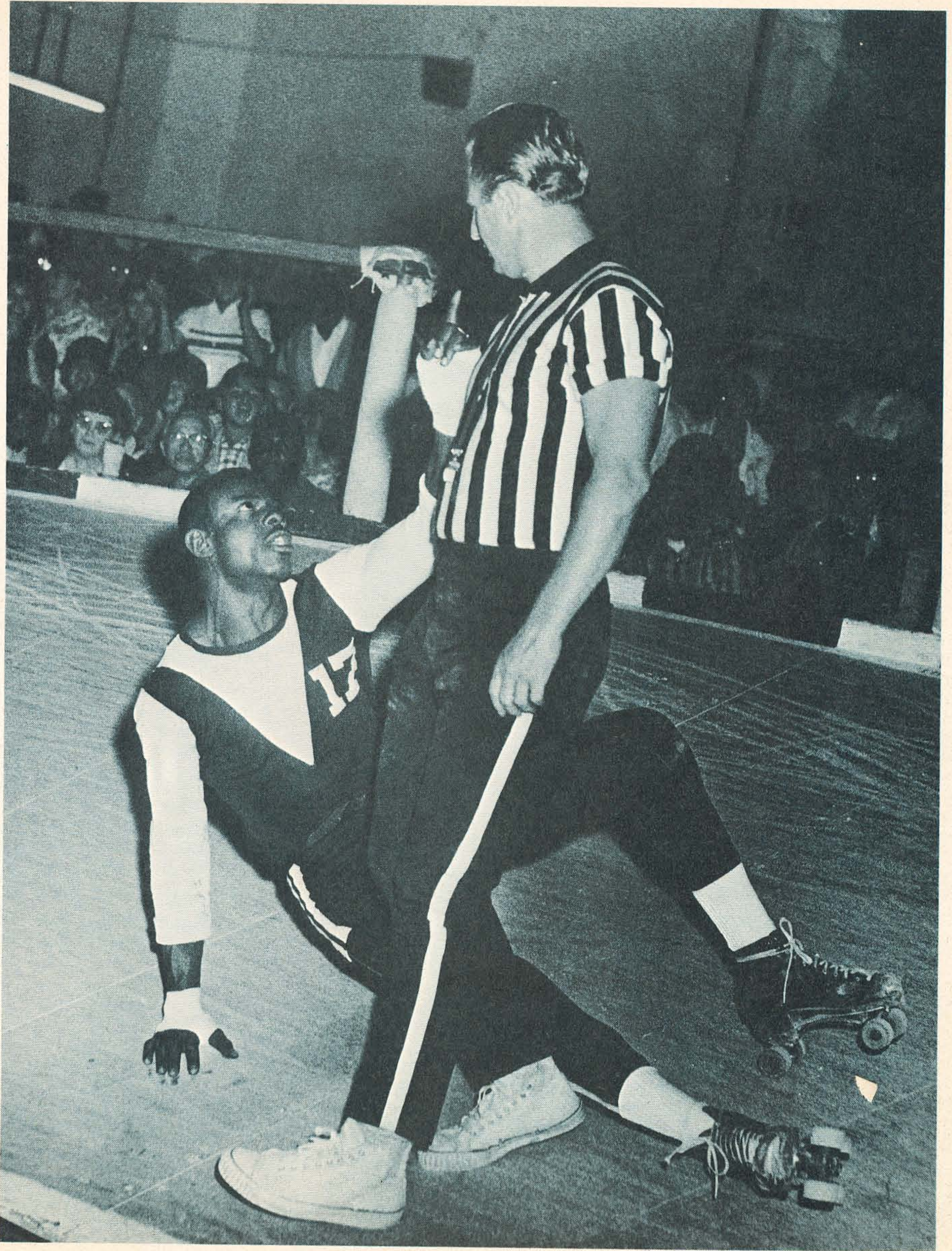
EXPULSION

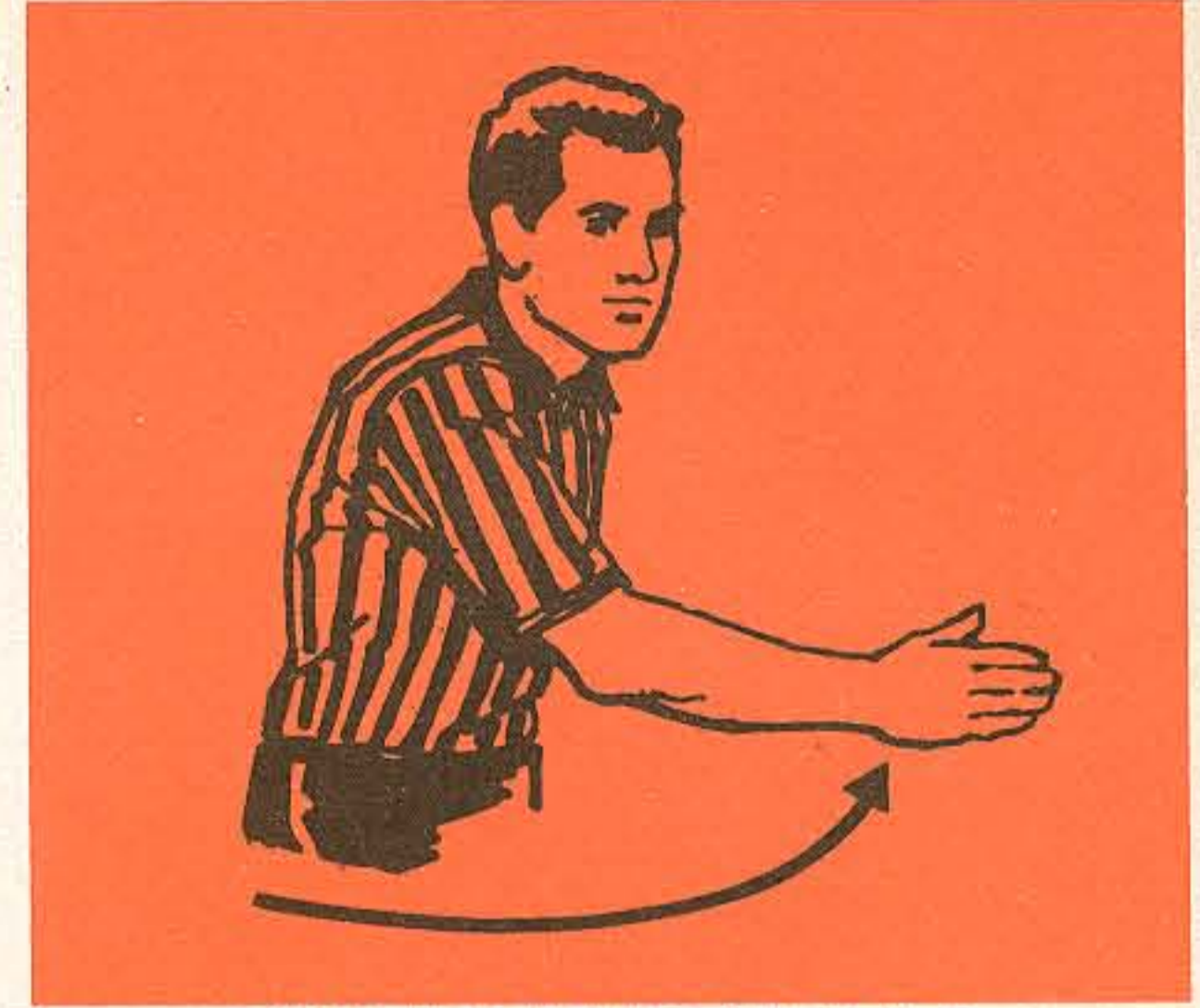
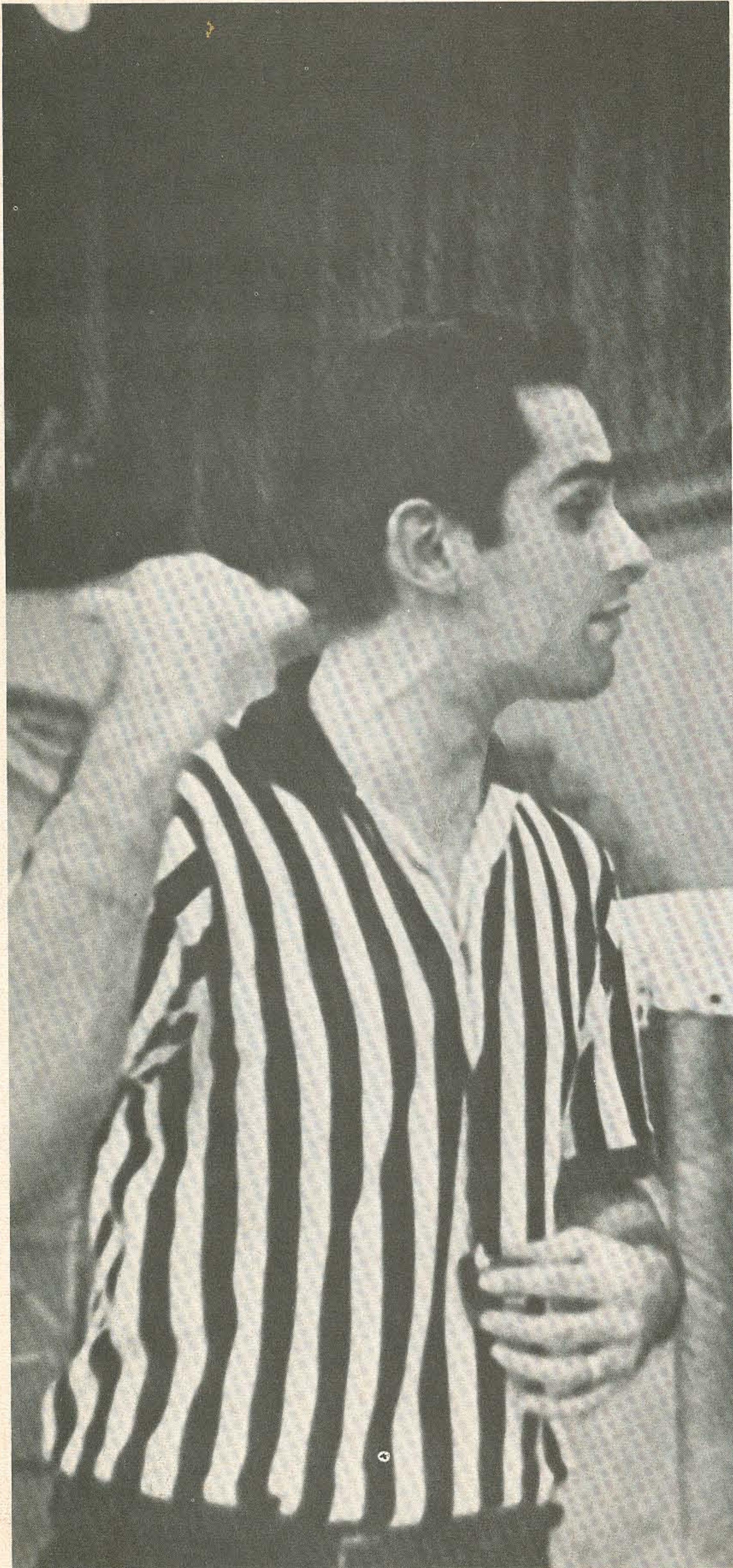


NUMBER OF POINTS SCORED



TEAM TIME-OUT





SKATER INTO INFIELD

Continued from Preceding Page

tuted whereby the first team to score is declared the winner.

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.

E. THE PACK

1. All skaters of both teams skating as a group around the track shall be



UNNECESSARY ROUGHNESS



NO SCORE



JAM CALLED OFF



SLUGGING

RULES OF THE GAME

termed the Pack.

2. The Pack shall be considered intact when one skater from each team is in alternate position in front of the rest of the skaters and when the Jammers are in their proper position at the rear of the Pack as follows: Each team will be allowed 2 Jammers these Jammers will signify their eligibility to Jam by raising their hands as soon as they are in their proper position at the rear of the Pack. At this time the Jam time will be started and it shall be announced by a referee's whistle and arm signal.

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.

F. 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 75 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.

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

- a. When 75 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.

ARTICLE II

SCORING

1. Roller Games points are scored when one or more Jammers circle the track within the 75-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

Continued



OFFICIAL TIME-OUT



HOLDING



PUSHING

RULES OF THE GAME



DELAYING THE GAME



KNEEING



TRIPPING

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 75-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.

ARTICLE III

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.

ARTICLE IV

A. 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.

B. 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.

ARTICLE V

BLOCKING

1. A skater may not block with his feet or trip an opponent.

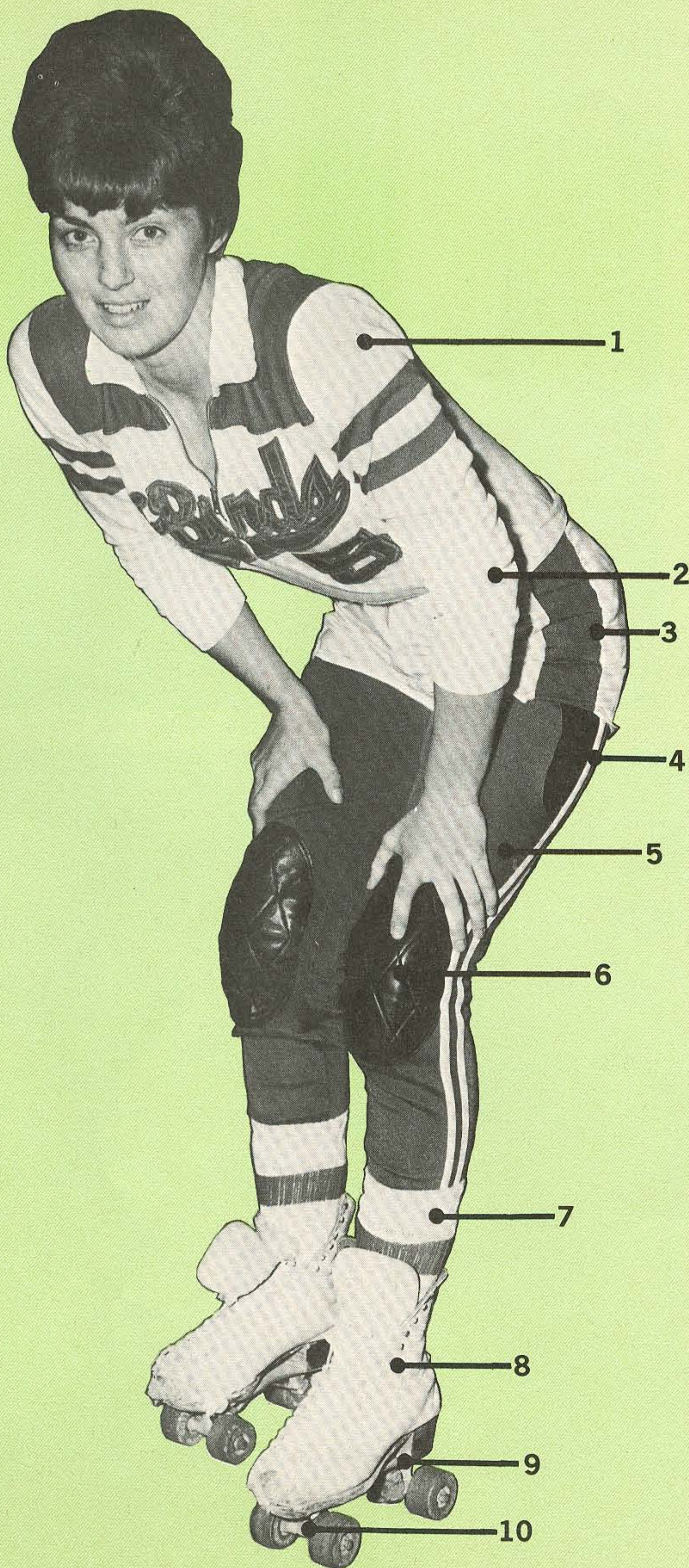
2. In a double block, the defensive skater may not grip hands.

3. At the discretion of the officials, other forms of illegal blocking may be called.

ARTICLE VI

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.



THE UNIFORM

1. Nylon jersey with stretch webbing in shoulders, team insignia and skater's number.
2. Elbow pads of elastic webbing over sponge rubber. Usually worn under jersey.
3. Shorts with webbing over hips for stretchability.
4. Hip pads; sponge rubber covered with soft leather.
5. Nylon jersey tights.
6. Knee pads sponge rubber covered with soft leather, diamond stitched for strength.
7. Heavy wool stretch socks.
8. High leather boot; usually well-worn. Skaters replace skates often but try to keep boots in use as long as possible once they are nicely broken in.
9. Chrome steel skate plate.
10. Steel truck to hold axles and wheels; pitched at 45 degree angle for skating on banked track.



ROLLER GAME QUIZ

MULTIPLE CHOICE

- In case of tie game at end of regulation play, the teams play an overtime period of:
 - 3 minutes
 - sudden death
 - 7 minutes
 - 5 minutes
- The 1967 Billy Bogash Award was won by:
 - Terri Lynch
 - Shirley Hardman
 - Midge Brasuhn
 - Leroy Gonzales
- What team won the Consolation Championship in the 1967 World Series?
 - Detroit
 - Australia
 - Los Angeles
 - Texas
- The L. A. T-Birds hold the record for most consecutive games won, how many games did they win in a row?
 - 57
 - 69
 - 24
 - 27
- Before she became a roller skater, Earlene Brown appeared in how many Olympic Games representing the USA?
 - 5
 - 3
 - 1
 - 4
- Jan Vallow was born in which state?
 - California
 - New York
 - Ohio
 - Colorado
- Mike Gammon's mother was a famous professional roller skater whose first name is:
 - Gerry
 - Loretta
 - Dolly
 - Margaret
- Ralphie Valladares was born in what country?
 - Mexico
 - San Salvador
 - Panama
 - Guatemala
- What girl holds the record for the most points scored in a single period?
 - C. Thompson
 - S. Hardman
 - L. Hernandez
 - A. Hocker

TRUE OR FALSE

- A skater can never call off a jam, it must go the full 75 seconds.
True_____ False_____
- In 1967 the Texas Outlaws won the President's Cup.
True_____ False_____
- "Elbows" was the nickname given to a great blocker whose last name was Saunders.
True_____ False_____
- In 1967, Jan Vallow won Captain of the Year award for the second straight year.
True_____ False_____
- Red Smartt became a professional skater at the age of 19.
True_____ False_____
- Skaters at top speed on the track often attain speeds as fast as 35 miles per hour.
True_____ False_____
- The Detroit Devils have never won the President's Cup title.
True_____ False_____
- John Parker is a blocking skater, he can never be a Jammer.
True_____ False_____
- Girls can never skate in the men's field.
True_____ False_____
- Coach Jim Trotter of the Texas Outlaws at one time was a member of the L.A. Thunderbirds.
True_____ False_____

ANSWERS ON PAGE 62

1967 ANNUAL AWARDS

*"The credit
belongs to the man
who is actually in
the arena; whose
face is marred by
the dust and sweat
and blood; who
strives valiantly . . ."*

**Theodore
Roosevelt**

Coach of the Year
RALPH VALLADARES

Captain of the Year
JAN VALLOW

Billy Bogash Award
MIDGE BRASUHN

Men's Most Valuable Player
JIM TROTTER

Girls' Most Valuable Player
TERRI LYNCH

Men's Jammer of the Year
NICK SCOPAS

Girls' Jammer of the Year
CARMEN THOMPSON

Men's Blocker of the Year
DANNY REILLY

Girls' Blocker of the Year
EARLENE BROWN

Men's Most Improved Skater
CHUCK WILLRICH

Girls' Most Improved Skater
CAROL CHOYCE

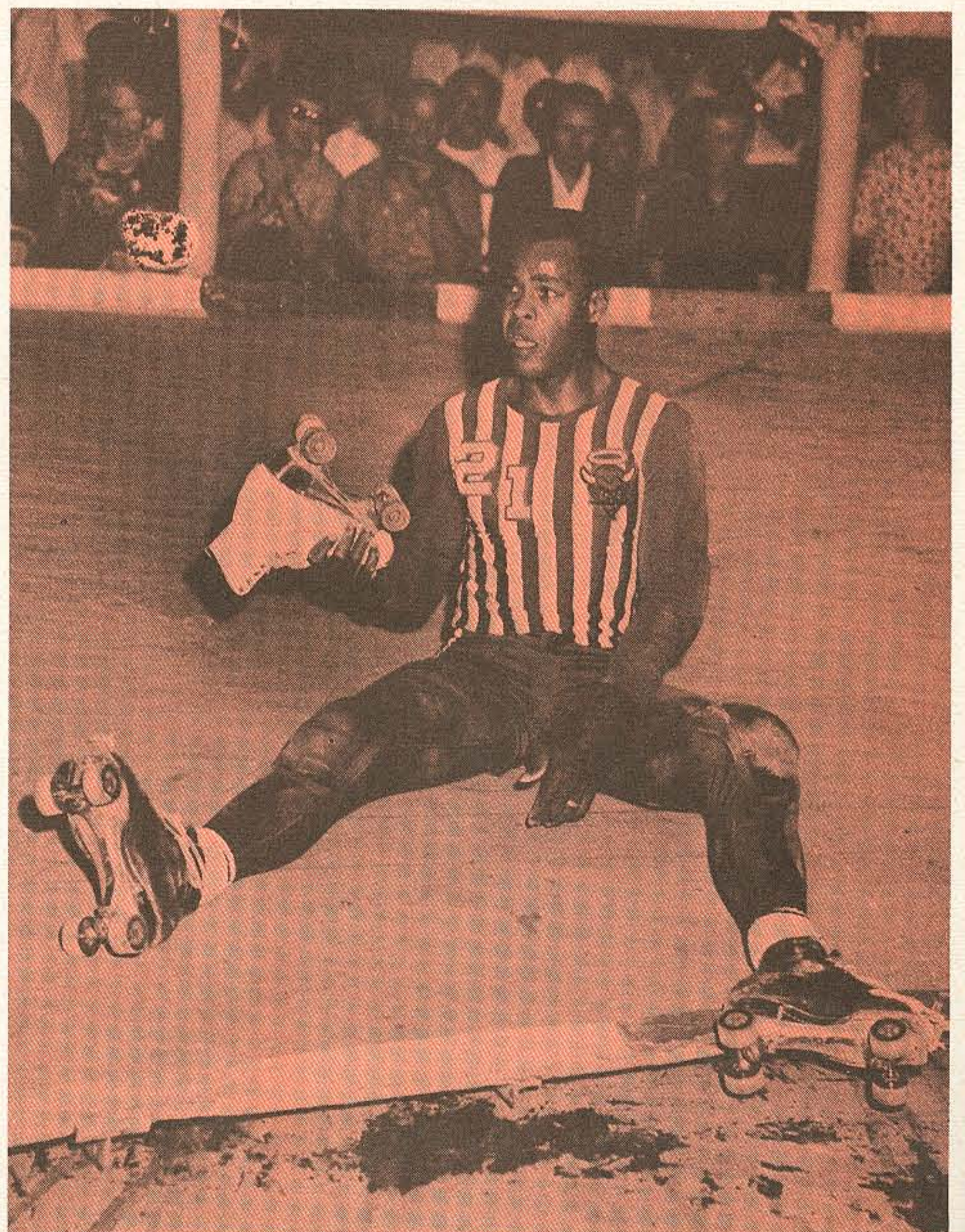
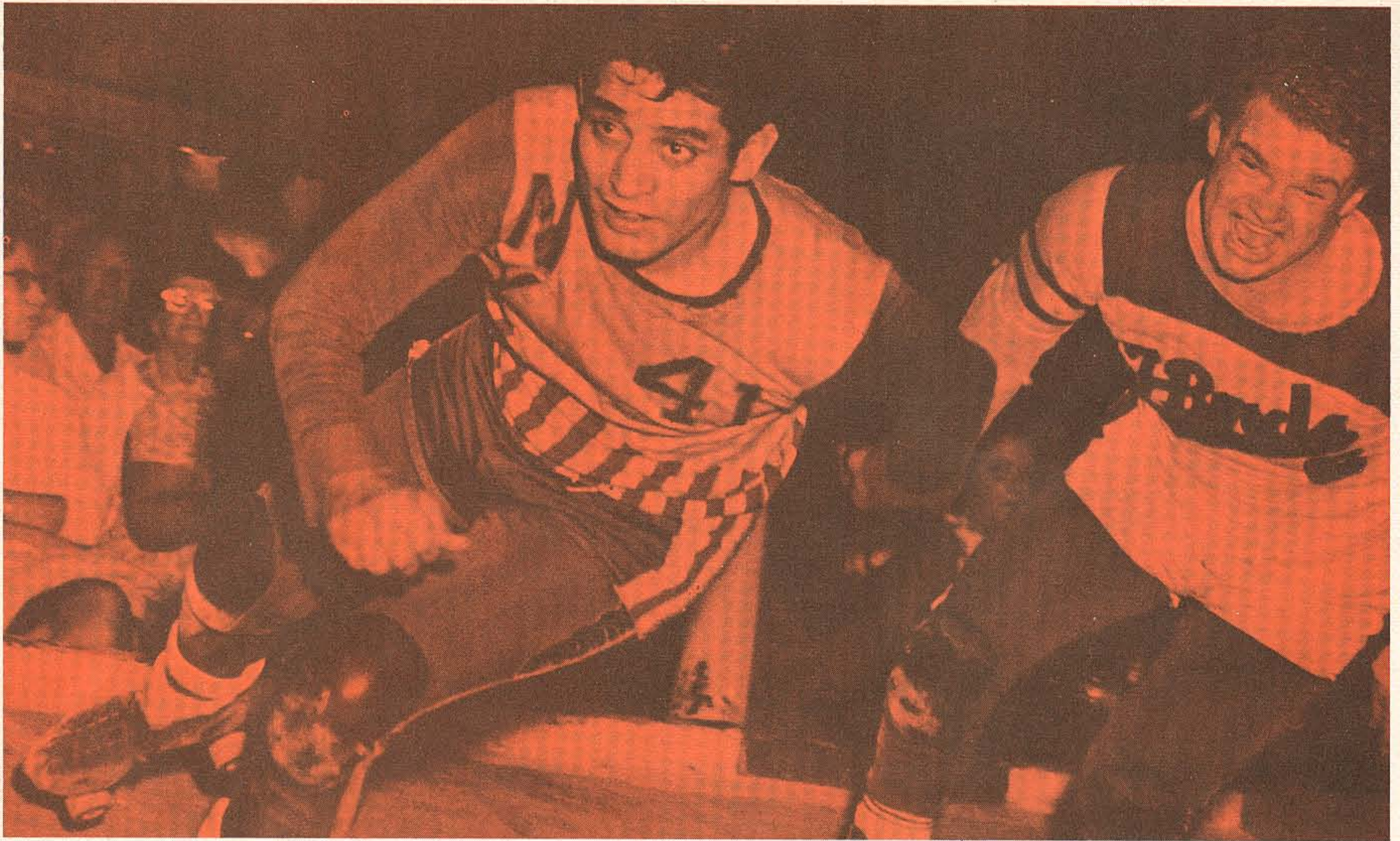
Rookie Jammer of the Year
GREG ROBERTSON

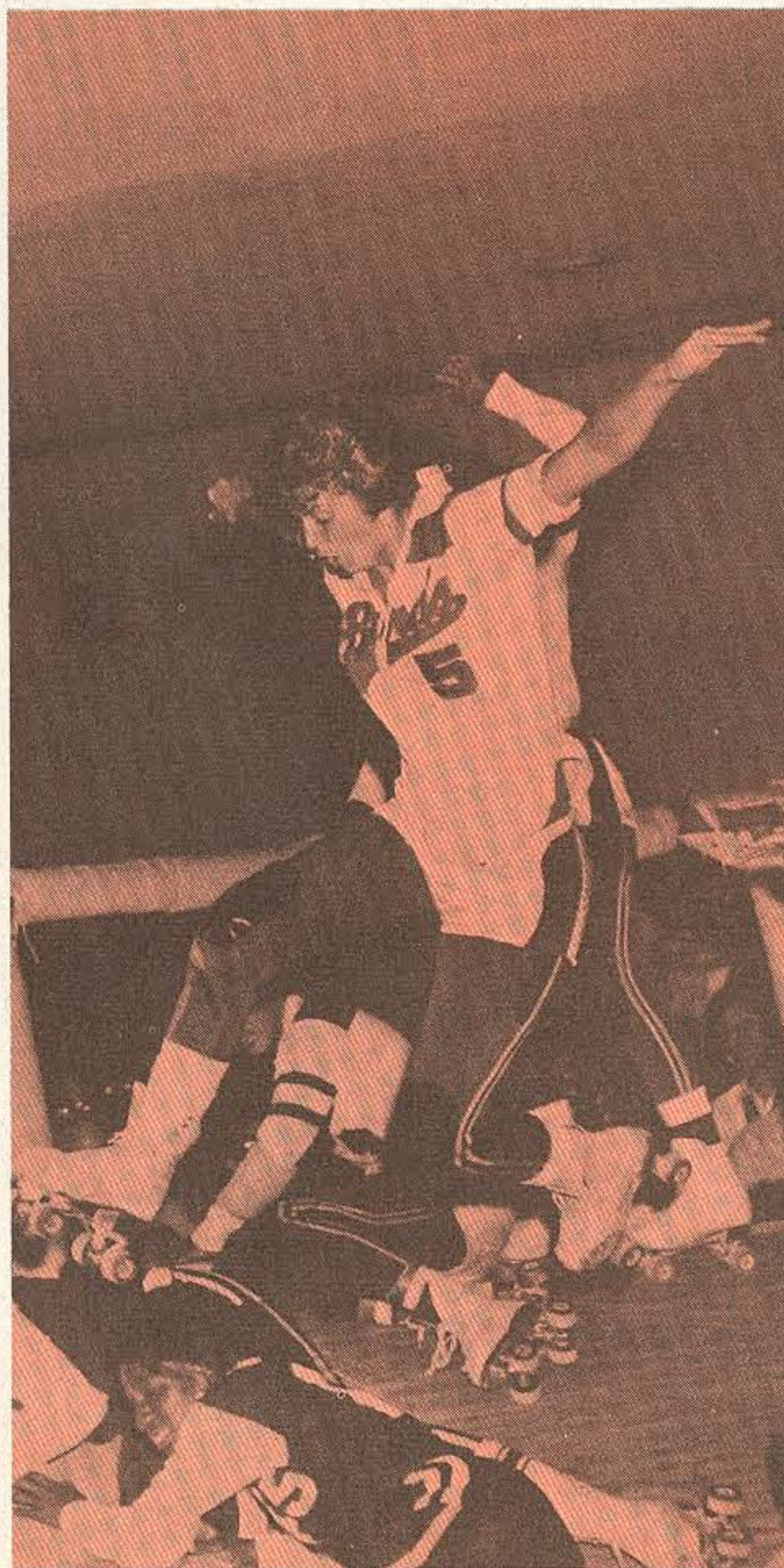
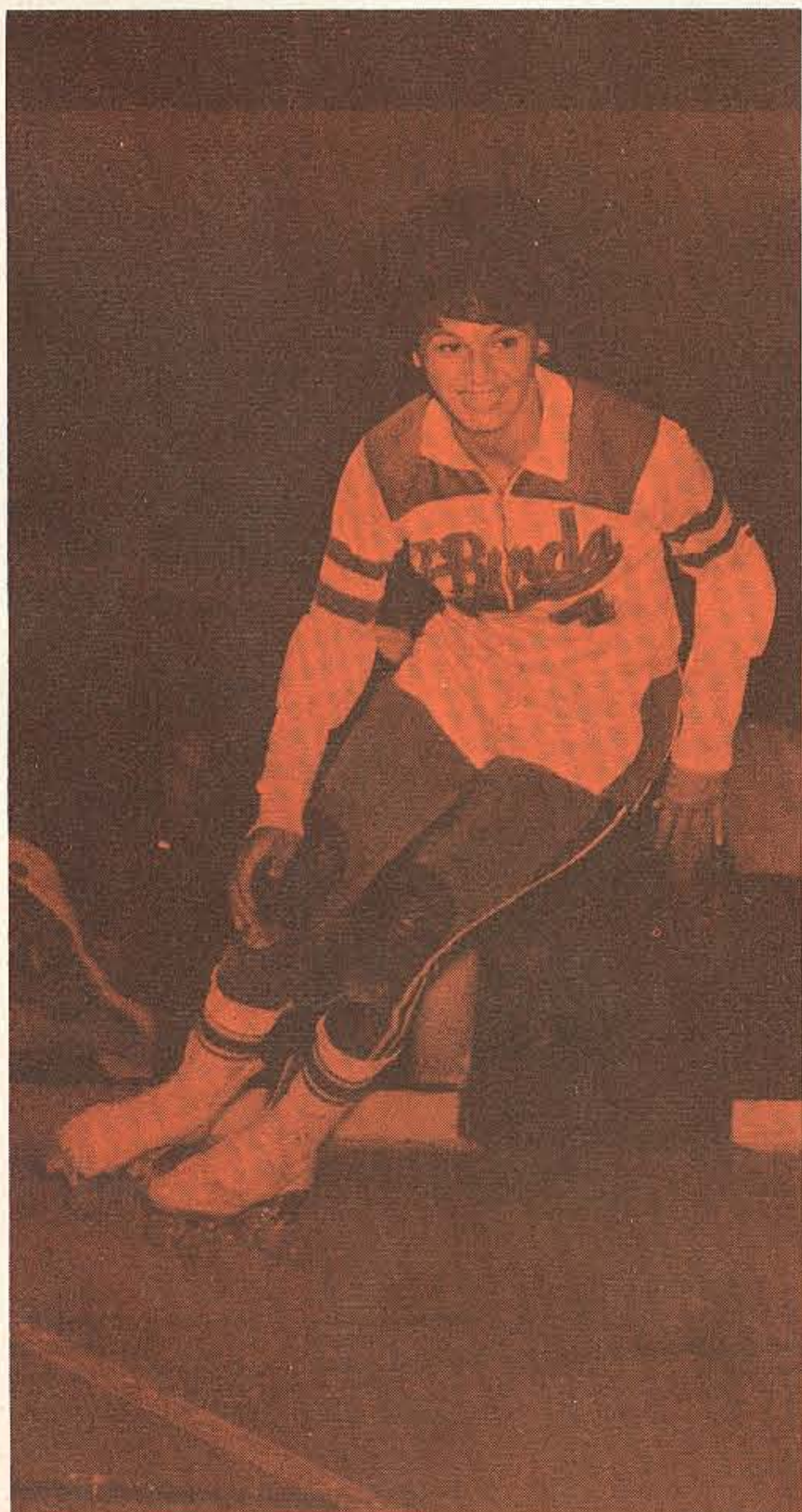
Rookie Jammer of the Year
LINDA MOODY

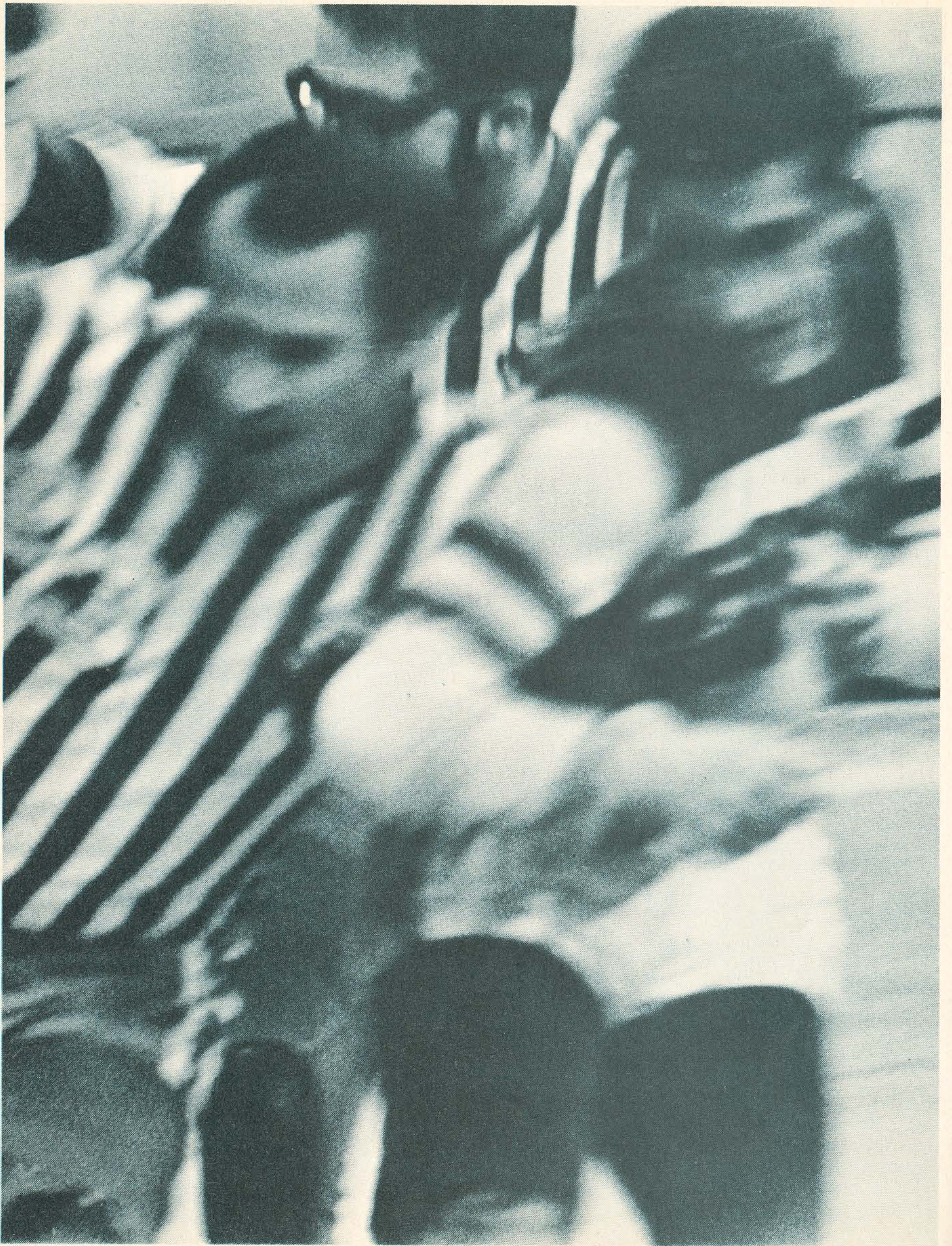
Rookie Blocker of the Year
LONNIE BURROWS

Rookie Blocker of the Year
LANI FUIMAONO









1967 IN REVIEW

January was a wet month in Los Angeles, and heavy clouds over the city mirrored the gloom in faces of Thunderbird fans when they learned that the New York Chiefs were trying to sign Terri Lynch . . . and might have a legal claim on her services.

In far-off Australia, January is a summer month, and fans down there were as warm as the summer sun with the announcement that the Australia team would enjoy full league status in '67.

Concurrent with the announcement about the Australian team, the official name of the league was changed to "International Roller League."

Cloud formations built up in Hawaii when it was learned that Dave Pound, former coach of the Hawaiian entry, had been signed to coach the Chicago Hawks.

Detroit appeared on the way to a good season when they signed John "Porky" Parker as coach and Midge "Toughie" Brasuhn as captain.

With Ralph Valladares at the helm, the Australian club opened against the New York Bombers and looked like a team to be reckoned with in league play.

Meanwhile, the Commissioners ordered a cooling-off period in the Terri Lynch-New York Chiefs contract dispute. Los Angeles fans pressed Terri for an answer but Miss Lynch remained silent.

The jamming rule was amended to read: "Jammer must be down for a three-second count to be counted by the referee before the jam is declared ended."

Smiles and sunshine break out in Los Angeles when the Commissioners ruled Terri Lynch was property of Thunderbirds and would not be required to honor a verbal agreement with the Chiefs!

The Thunderbirds defeated the San Francisco Bay Bombers of International Roller Derby League in the Cow Palace . . . but lose to the Bombers at the Los Angeles Sports Arena. Gloom envelops Thunderbird fans when Terri Lynch fractures her leg in action against the New York Bombers.

Detroit strengthens their bid for the title by signing Ruberta Mitchell, steady veteran of the banked track.

Former skating star, Elmer "Elbows" Anderson, joins IRL in charge of player development and training.

Hawaiian franchise sails into rough waters as a group from Philadelphia bids to move the club to eastern seaboard.

The New York Chiefs stop a thunderbird winning streak at 27 games. Coach Atkinson maligns a Terri Lynch on crutches.

Unseasonably heavy weather combined with tough competition knocks Detroit and the Chicago Hawks out of World Series play.

Valladares brings a potent Aussie team to the World Series and wins consolation championship. Thunderbirds take sixth straight title by stopping the Bombers on opening night, and clobbering Texas in the finals.

Hurricane warnings in Honolulu sends Warrior franchise to Philadelphia with Buddy Atkinson, Jr. as coach; Judy Arnold stays on with club as girls' captain.

Thunderbirds down Roller Derby All-Stars in two straight games to close out the regular season.

Weather outlook for next year: Cool mornings, warm afternoons . . . and very hot on the track!

FOR THE RECORD

This past year will go down in the books as the season in which there were fewer records broken than in any other year since the league was formed. It appears that the defense finally caught up with the offense and the average points scored per game was the lowest in three years. Only individual scoring records and consecutive wins were broken. Johnny Chavez topped Jim Trotter's 44 point record by tallying 55 points in a game at Long Beach. Diane Syverson broke the girls' scoring record by scoring 47 points at the Olympic Auditorium. The Los Angeles Thunderbirds set a new record of consecutive wins with 27 games in a row. Complete league marks follow:

INDIVIDUAL SCORING

Girls: Veteran—47 points, Diane Syverson, Olympic, Sat. June 10, 1967

Rookie—25 points, Betty Stone, Olympic, May 8, 1966

Men: Veteran—55 points, Johnny Chavez, Los Angeles, Fri., June 2, 1967, Long Beach Arena

Rookie—35 points, Jerry Reilly, Los Angeles, Olympic, Sept. 26, 1965

Most Points in Single Jam:

Girls: 22 points, Carmen Thompson; Saturday, July 2, 1966, Olympic

Men: 15 points

Ralphie Valladares, Los Angeles, Long Beach, Aug. 28, 1965

John Hall, Detroit, Honolulu, Aug. 22, 1965

Richard Brown, Los Angeles, Sept. 19, 1965

Donnie Chambers, Los Angeles, Santa Barbara, Sept. 22, 1965

Most Points in Single Period by One Skater:

Girls: 27 points, Carmen Thompson, Los Angeles, Saturday, July 2, 1966, Olympic

Men: 20 points, Richard Brown, Los Angeles, Sept. 19, 1965

ATTENDANCE RECORDS

Indoors: 13,187, Long Beach Arena, Nov. 14, 1965 World Series Finals

Outdoors: 13,873, Veterans Memorial Stadium, Long Beach, Aug. 15, 1964

TEAM SCORING

Most Points in Single Game by one team: 167 points, Los Angeles against Detroit Devils, Saturday, Sept. 17, 1966, Olympic

Most Total Points in Single Game: 302 points, Saturday, Sept. 17, 1966, Olympic, Los Angeles and Detroit

Most Points in Single Game by a Losing Team: 145 points, N.Y. Chiefs skating against the Thunderbirds, Saturday, July 2, 1966, Olympic

Most Points in a Single Period by One Team: 33 points, Los Angeles, Olympic, May 14, 1966

Most Points in a Single Period by Two Teams: 59 points, Los Angeles and Texas, Friday, May 20, 1966, Santa Barbara

PENALTIES

Most Penalties in Single Game: 76 Minutes in a game between Los Angeles and New York, Oct. 17, 1965, Bakersfield

Most Penalties by One Team in Single Game: New York Bombers, 42 Minutes, Oct. 17, 1965, Bakersfield

Most Penalties in Single Series: Los Angeles and New York, 252 Minutes, May 18-23, 1965

MOST CONSECUTIVE GAMES WON

Los Angeles: 27 games, Thurs., July 27, 1967, San Bernardino

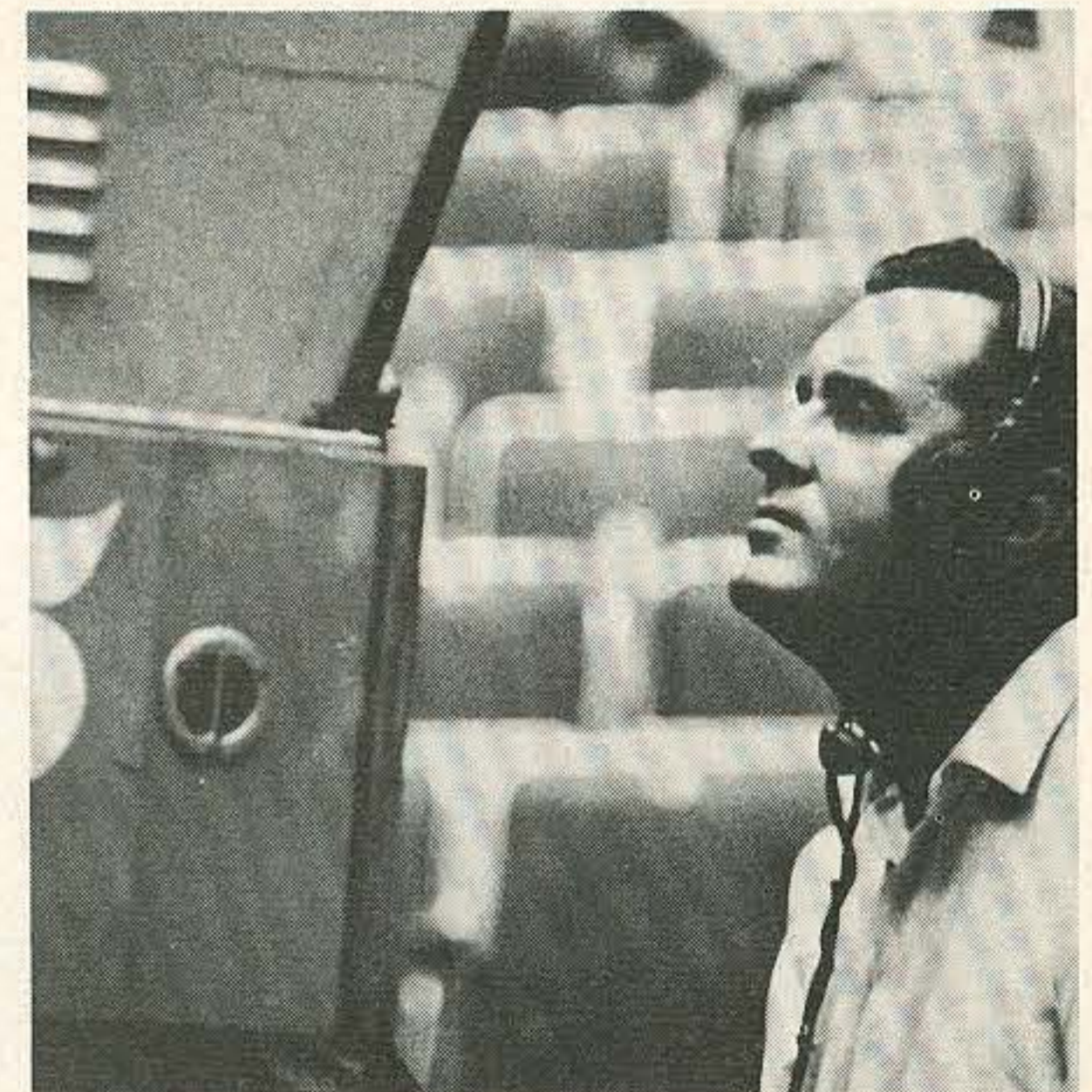
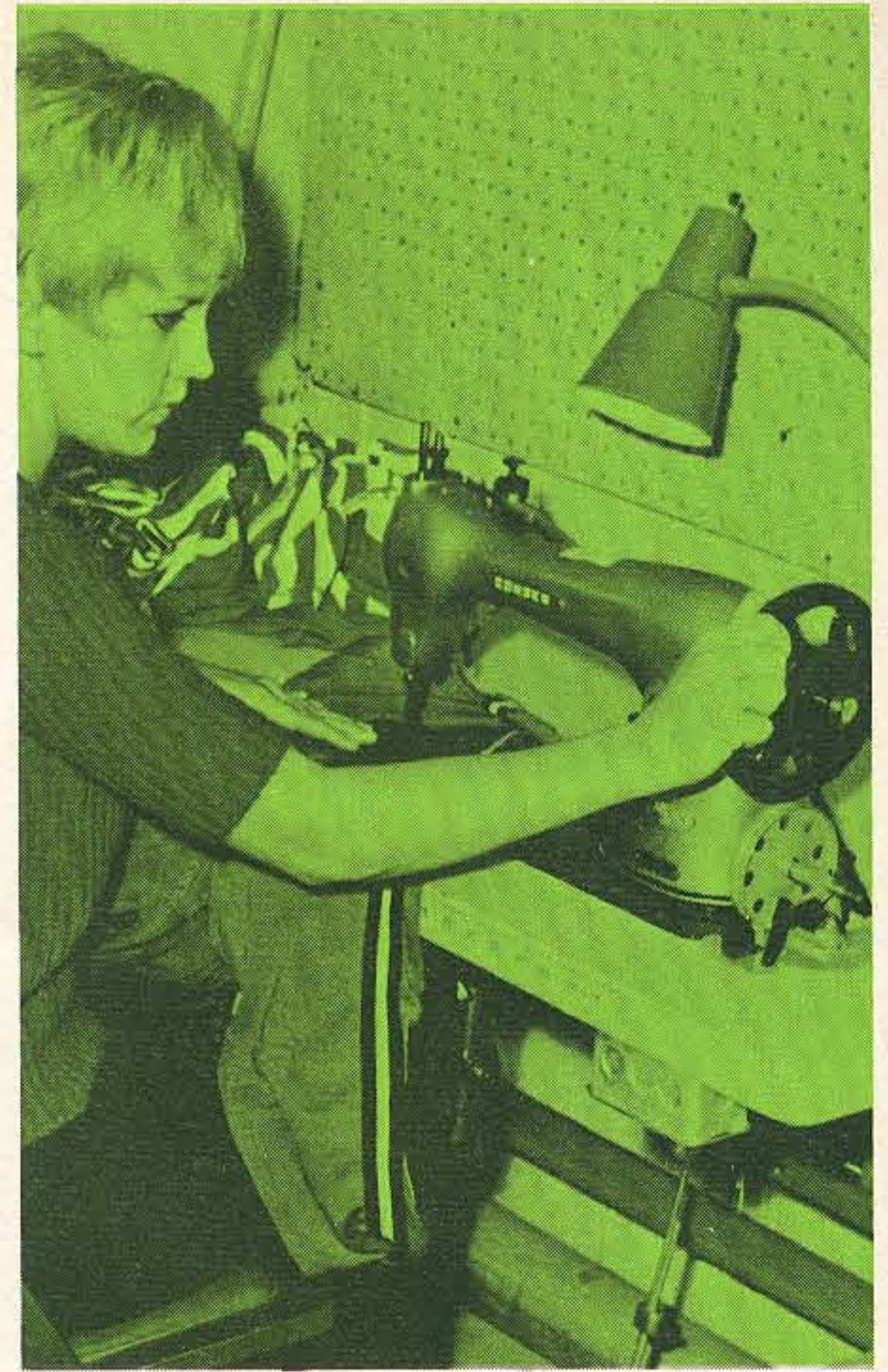


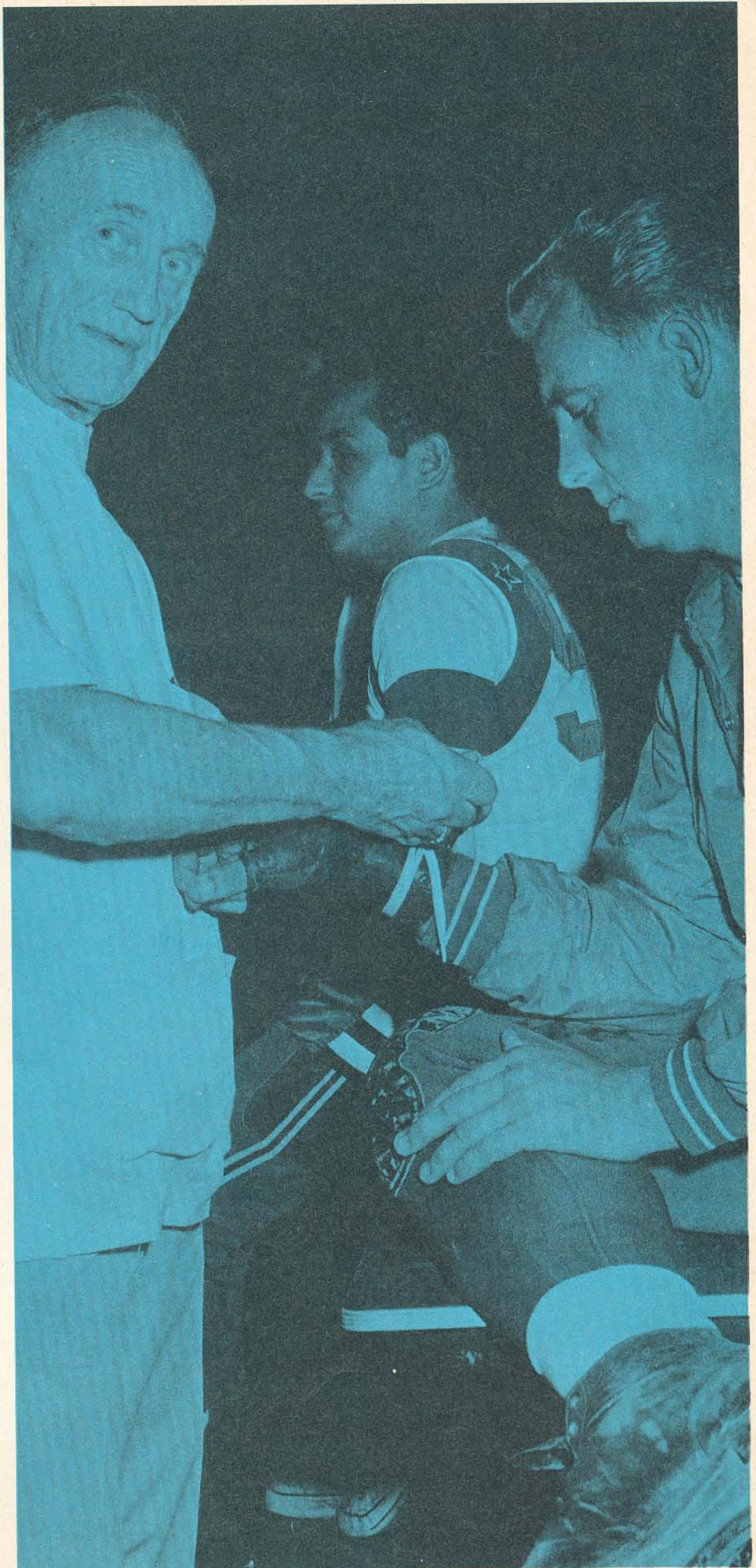
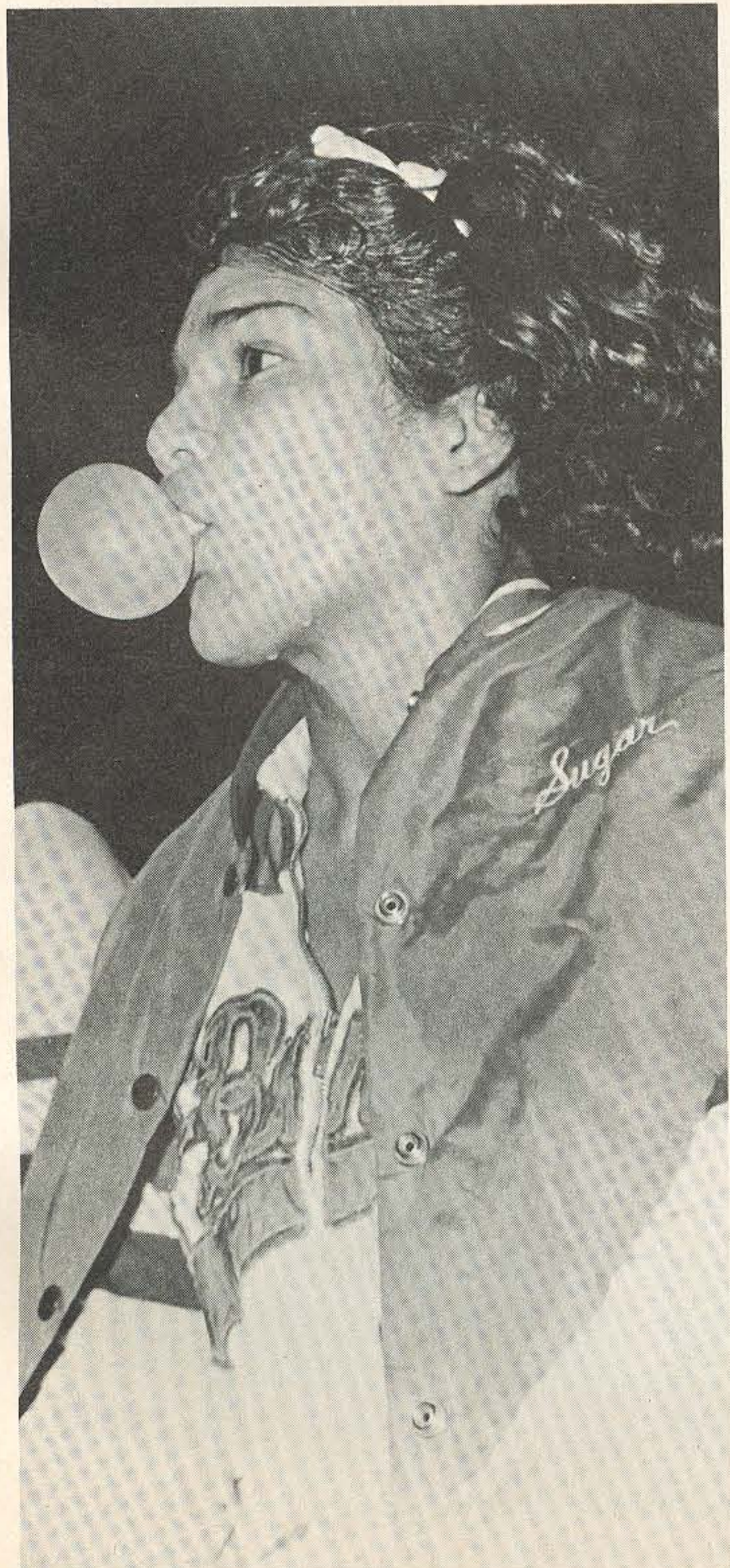
BEHIND THE SCENES

When two top teams of fine young athletes clash on the banked track in a Roller Game there's much more to it than meets the eye.

Behind the scenes it requires the services of dozens of people to insure the success of the skating game. Where it starts nobody knows and where it ends is anybody's guess.

It could be said that it all begins with the schedule makers who see that each team plays the required number of games in order to make a league season complete. The various Auditoriums and Arenas throughout the world must then be booked. Conflicts of dates must be resolved. There are the track builders, the masters of Masonite and wood and steel who see that a proper playing surface is erected on schedule. The players themselves must be coached, trained and assembled. Uniforms must be designed and fitted. The medical trainers must be available to pass on the physical condition of the players, to check the injured, to bind up the wounds. The officials, scorekeepers, timers, announcers, crowd management personnel, ticket sellers, mechanics, and a host of other persons who insure the progress of the games and the handling of the crowds must be available when needed. Publicity, photography, advertising must be coordinated. Television crews must be readied and assembled. There is no aspect of the game large or small which can be neglected if the Roller Game is properly presented.





THE FUTURE OF THE GAME

It started out in the mid-thirties where they skated six hours a night on a flat track Today, two teams go hot and heavy for 96 minutes.

Through the passing years, as in all sports, the game has continued to change. As in football, basketball, baseball, the Roller Games have kept pace with higher scoring and increased speed. The old time fans of the banked track sport can remember games wherein the total points scored by both teams often failed to reach double digits. Today a game where 200 points or more is scored is not uncommon and the record is over three hundred.

The last year found, as it has in other sports, the defense starting to catch up with the offense. For the first time in several years the average points per game was less than the preceeding year. This does not imply that the game has started to slow down. The contrary is true.

The younger skaters are faster than ever. Blocking techniques have improved. The defenders hit harder and faster—move quicker. The trend toward speed in the future is likely to increase. The Jam time may be shortened. The players get larger. But the public demands a fast-moving high-scoring game. The game itself will probably evolve in this direction. At the same time the popularity of the sport will continue to grow throughout the world. With the advent of TV more people in more countries are beginning to enjoy the sport. Everyone, everywhere has more leisure time. The Roller Skating sport has millions of followers in Australia, the Orient, Europe, as well as the United States and Canada. In the near future, it can be expected that the game will be played in more areas before many more people with skaters from an increasing number of countries. Who knows what that one day this may become a universal sport.



BOB MAYO



LENA McBRIDE



HONEY MEZA



ERWIN MILLER



CHARLEY MITCHELL



RUBERTA MITCHELL



LINDA MOODY



WILMA MOODY



MAELENE MORRIS



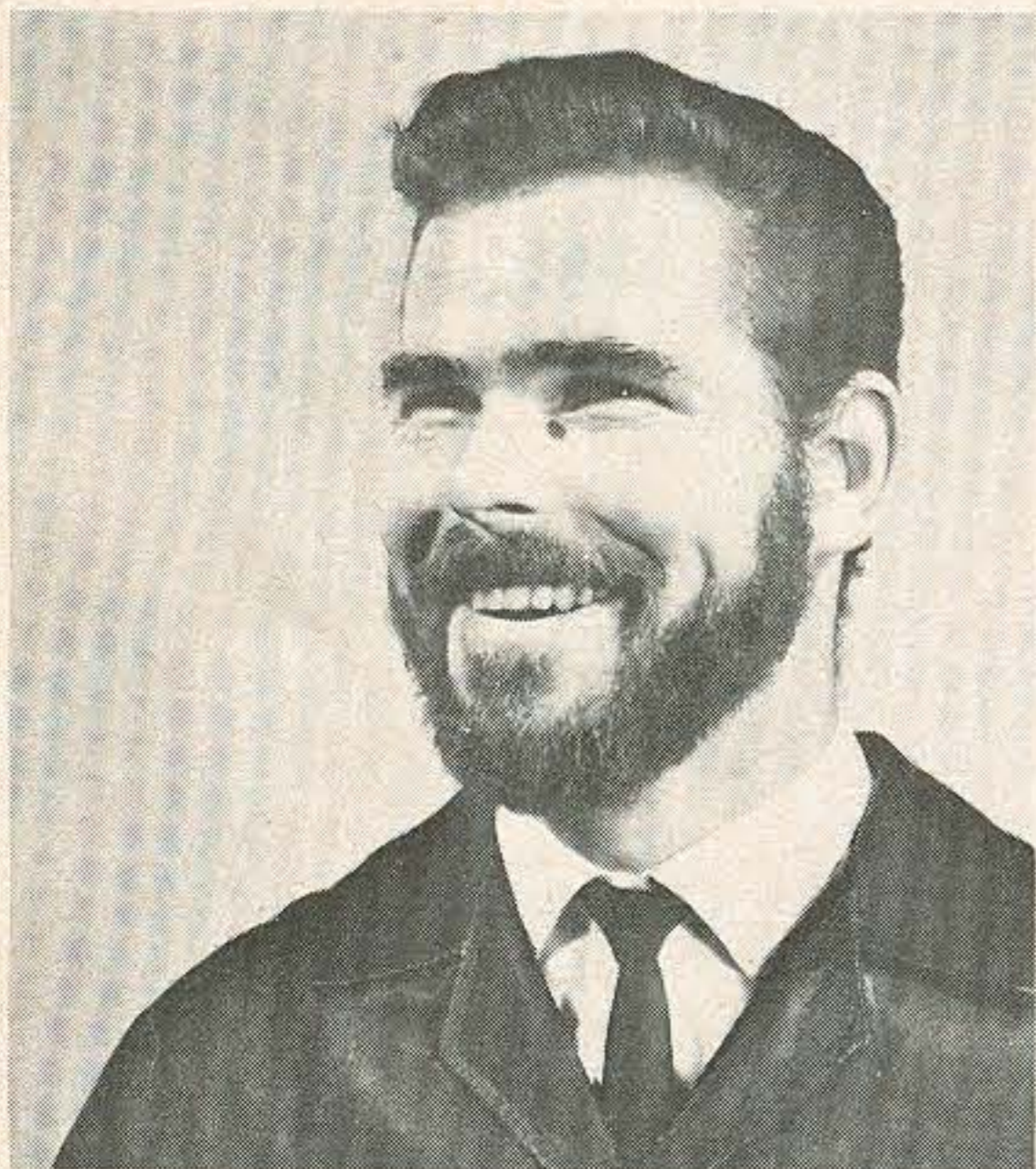
EDDIE PAYNE



LYNN PERRON



B. J. PETERSON



DAVE POUND



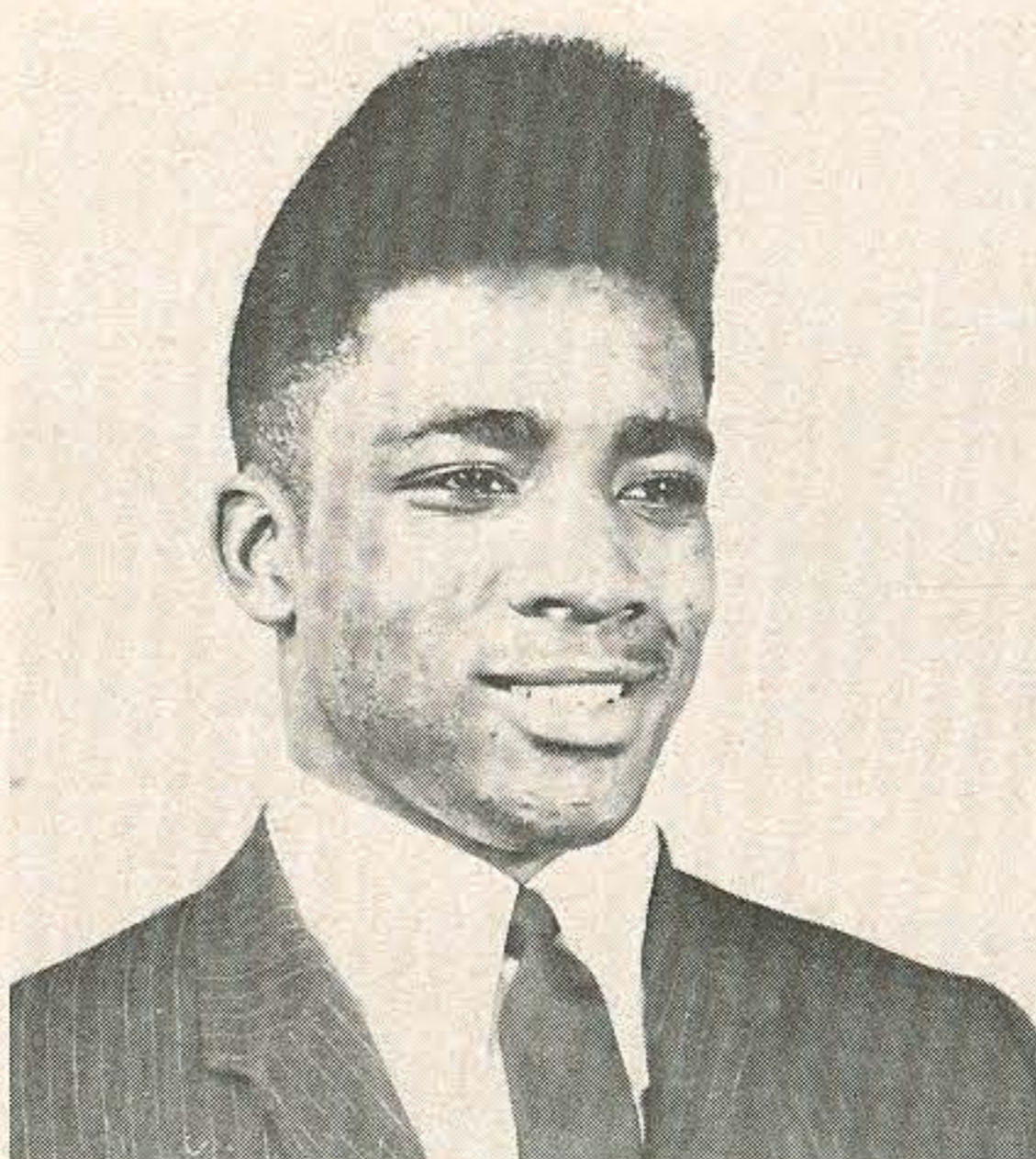
LESTER QUARLES



RONNIE RAINS



COLEEN RICHARDSON



GREG ROBERTSON



BABY ROCKO



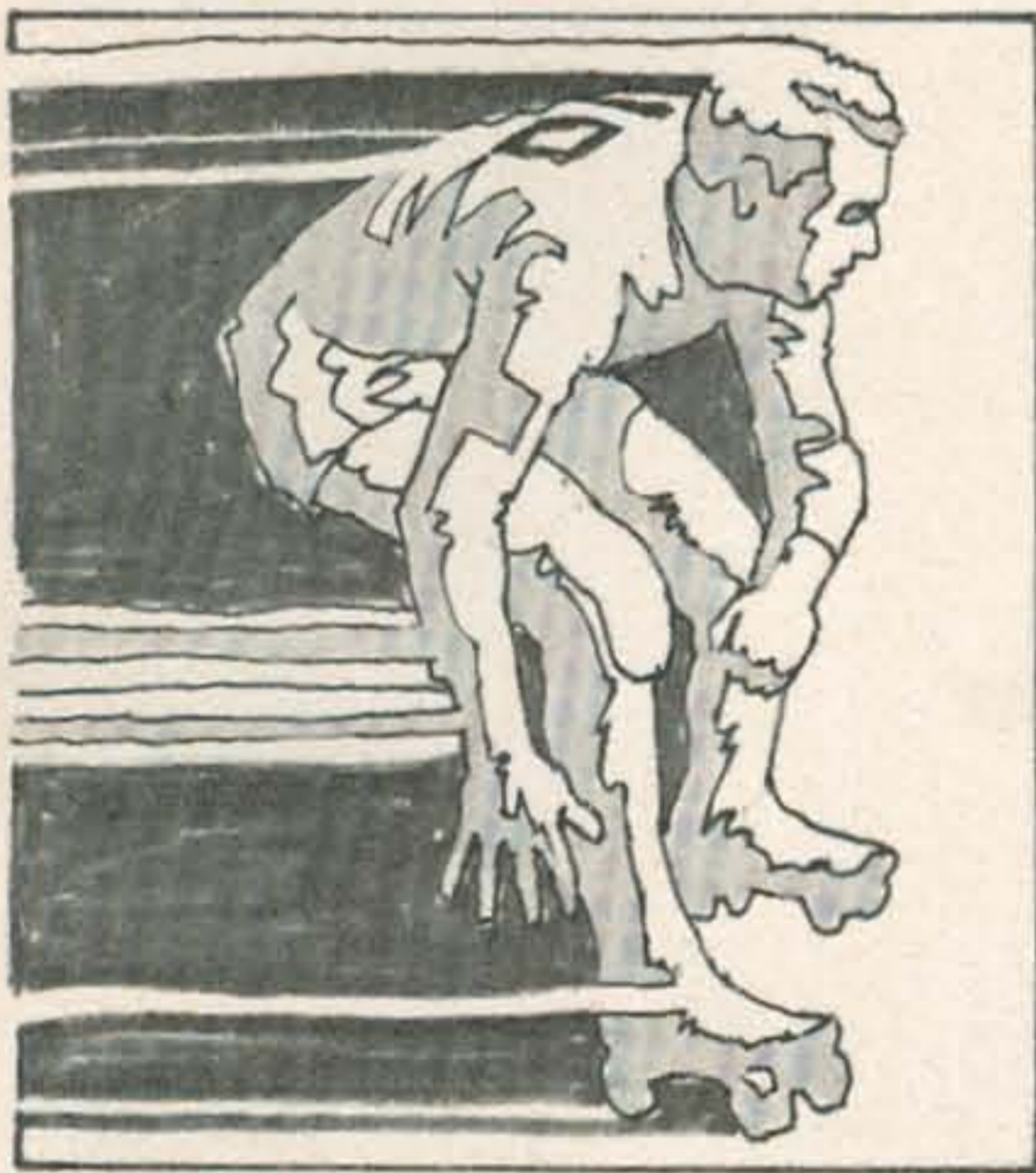
RICKY ROMANO



NORMA ROSSNER



PAUL RUPERT



LOU SANCHEZ



FLETCHER SANDERS



ROGER SCHROEDER



DRU SCOTT



MANNIE SERVIN



RAMONA SOLATORIO



JOJO STAFFORD



KAREN STEVENS



DIANE SYVERSON



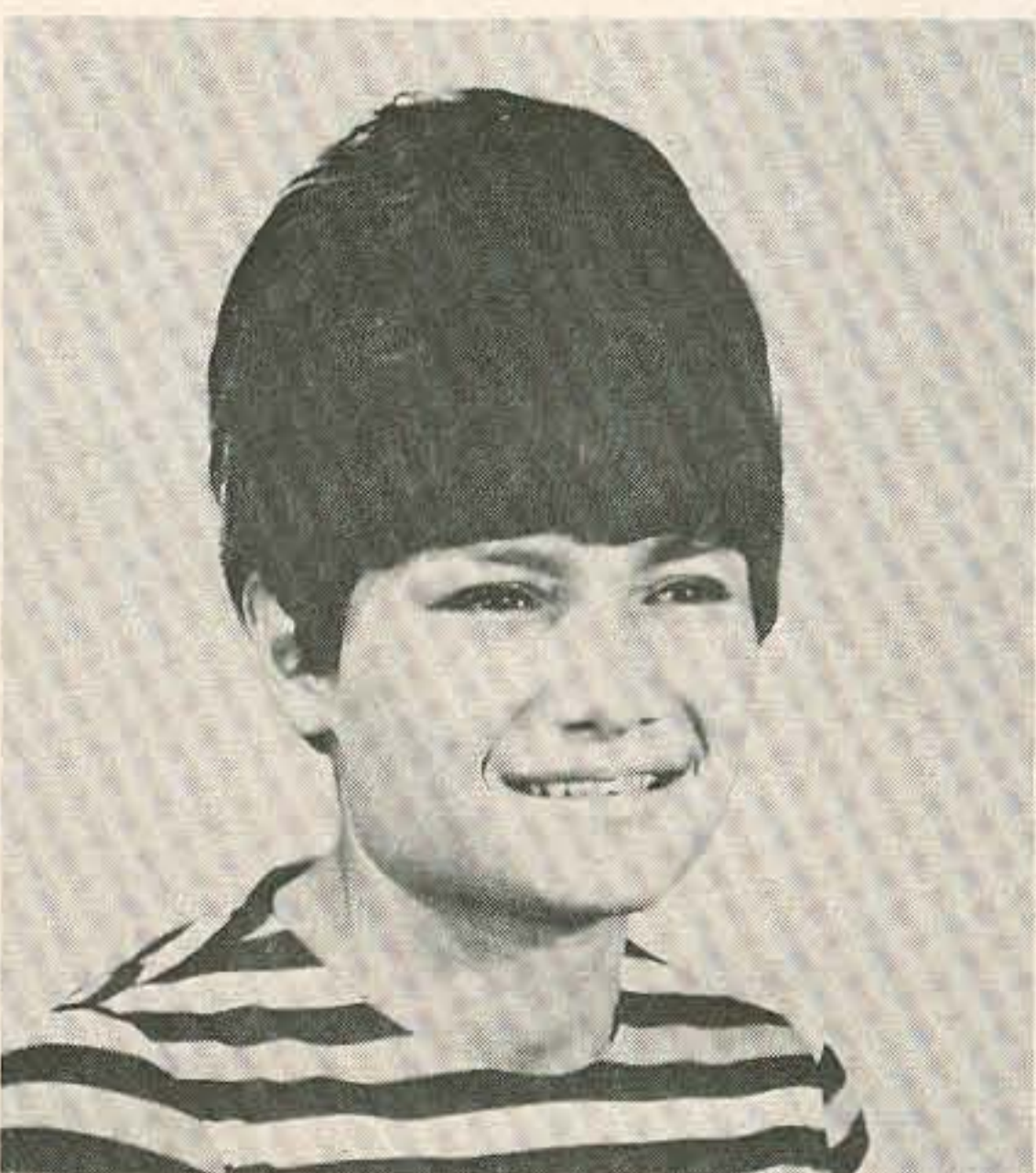
CARMEN THOMPSON



YOLANDO TREVINO



SAMITA VAOIFI



SALLY VEGA



JOHN VELEZ

PLAYER STATISTICS

	Birthplace	Date	Height	Weight	Married	No of Years Pro
TOLI FUIMAONO	American Samoa	11-29-48	5'10"	169	No	1
MIKE GAMMON	New York	11- 2-41	5'7"	147	Yes	10
VINNIE GANDOLFO	New York	3- 4-37	5'11"	165	No	8
ALLENE GILLIAM	Tennessee	1-23	5'4"	115	No	1
LEROY GONZALES	Texas	10-17	5'7"	144	No	7
WILLIE GRACE	California	7-30-41	5'7"	160	No	1
SHIRLEY HARDMAN	Washington	6- 7	5'4"	150	No	13
BOB HEIN	Oregon	4- 1-36	5'9"	172	No	8
LIZ HERNANDEZ	California	10- 2	5'4"	120	No	12
ADELINE HOCKER	California	12- 4	5'5"	125	No	8
JOHN JIMERSON	Mississippi	5- 9-48	6'2"	160	No	1
PETER KELLY	Australia	2-25	6'2"	170	No	2
HARLEAN KHIEN	California	1-27	5'0"	98	No	8
ABEL LARA	Texas	11-10-35	5'4"	140	Yes	8
ANN LEARY	California	8-17	5'4"	120	No	3
JIM LEARY	Connecticut	11- 8-40	6'1"	180	Yes	1
LARRY LEWIS	California	1-16-51	5'5"	139	No	2
ERNIE LOPEZ	Colorado	10-26-39	5'9"	165	No	9
TERRI LYNCH	New Jersey	9-14	5'4"	126	No	14
LENA McBRIDE	Texas	1- 2	5'2"	127	No	3
JUDY McGUIRE	New York	6-23	5'1"	112	Yes	10
FRANK MACEDO	New York	11-20-38	5'6"	140	Yes	9
IRENE MALDONADO	California	6-22	5'3"	120	No	1
BOB MAYO	Kentucky	9- 7	5'10"	160	Yes	10
HONEY MEZA	California	7-19	5'6"	125	No	1
ERWIN MILLER	California	12-28	5'7"	130	No	2

PLAYER STATISTICS

	Birthplace	Date	Height	Weight	Married	No of Years Pro
CHARLIE MITCHELL	Texas	9-17-44	5'11"	175	No	5
RUBERTA MITCHELL	Alabama	6-30	5'8"	135	Yes	9
LINDA MOODY	California	5-16	5'6"	135	No	1
WILMA MOODY	Arkansas	7-41	5'4"	130	Yes	2
MAE LENE MORRIS	Nevada	8-26	5'3"	150	No	1
COLLEEN MURRELL	Australia	12- 2	5'2"	101	No	2
CAREY OLIVER	California	12- 4	5'4"	130	No	1
BARBARA O'LEARY	New York	7-23	5'3"	113	Yes	8
JOHN PARKER	California	3-23-31	6'0"	238	Yes	12
JULIE PATRICK	New York	5- 7	5'2"	122	No	20
EDDIE PAYNE	New York	7- 5-40	5'1"	150	Yes	6
LYNN PERRON	California	3-22	5'3"	115	No	1
B. J. PETERSON	California	5-12	5'3"	120	No	5
DAVE POUND	California	6- 3-37	6'1"	190	No	12
LESTER QUARLES	California	1-10-45	6'0"	160	No	5
RONNIE RAINS	California	4- 1-44	5'10"	165	No	5
DANNY REILLY	California	6-29-45	5'9"	203	No	5
COLLEEN RICHARDSON	Australia	9-18	5'2"	128	Yes	2
GREG ROBERTSON	California	6-29-49	5'9"	155	No	1
BABY ROCKO	California	10- 7	4'11"	130	No	3
RICHIE ROMANO	New York	1-26-50	5'11"	160	No	2
NORMA ROSSNER	Illinois	3-19	5'6"	140	No	19
PAUL RUPERT	Pennsylvania	2-23-37	5'10"	180	No	4
ART SALAIZ	Arizona	12-18-43	5'11"	175	Yes	5
HONEY SANCHEZ	Texas	8- 2	5'3"	125	Yes	10
LOU SANCHEZ	Texas	6-11-33	6'	180	Yes	14

PLAYER STATISTICS

	Birthplace	Date	Height	Weight	Married	No of Years Pro
FLETCHER SANDERS	Ohio	2- 1-36	6'	185	No	
ROGER SCHROEDER	New York	4- 1-34	6'1"	220	Yes	18
NICK SCOPAS	New York	6- 3-38	5'7"	145	Yes	10
DRU SCOTT	California	10-12	5'10"	140	Yes	10
MANNY SERVIN	California	5-31-45	5'7"	140	Yes	5
JOHN SINGLE	Australia	9-25-44	5'6"	146	No	2
RAMONA SOLATORIO	Hawaiian Islands	6-27	5'2"	124	No	3
JUDY SOWINSKI	Illinois	7- 7	5'6"	138	No	8
JO JO STAFFORD	Louisiana	5-31-38	5'11"	168	Yes	5
KAREN STEVENS	Australia	9-20	5'3"	126	No	2
DIANE SYVERSON	South Dakota	10- 2	5'8"	145	No	2
CARMEN THOMPSON	California	5- 3	5'2"	105	Yes	4
YOLANDA TREVINO	Texas	1-27	5'	125	No	2
JIM TROTTER	Alabama	8-14-37	5'11"	174	No	5
RALPH VALLADARES	Guatemala	7-31-36	5'2"	130	Yes	13
JAN VALLOW	Colorado	9-21	5'6"	155	Yes	9
SAMITA VAOIFI	American Samoa	7- 6-37	5'8"	155	Yes	1
BOBBI VELASCO	California	8-31	5'4"	130		3
SALLY VEGA	California	6-25	5'5"	133	No	4
JOHNNY VELEZ	Puerto Rico	12-25-40	5'6"	145	Yes	8
BARBARA WILLIAMS	Arkansas	8-19	5'3"	154	No	6
OTIS WILLIAMS	Michigan	4-18-49	5'10"	165	No	2
CHUCK WILLRICH	California	4- 6-48	5'9"	135	No	2
JUDY WOODARD	Nebraska	9-11	5'6"	120	No	3
JEAN WELCH	Panama Canal Zone	9-30	5'2"	122	No	2
SANDRA YOUNG	Washington D.C.	7-28	5'6"	130	No	5



ANSWERS TO QUIZ—Page 37

MULTIPLE CHOICE

- 1.....d
- 2.....c
- 3.....b
- 4.....d
- 5.....b
- 6.....d
- 7.....a
- 8.....d
- 9.....a

TRUE OR FALSE

- 1.....False
- 2.....False
- 3.....False
- 4.....True
- 5.....False
- 6.....True
- 7.....False
- 8.....False
- 9.....False
- 10.....True

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