

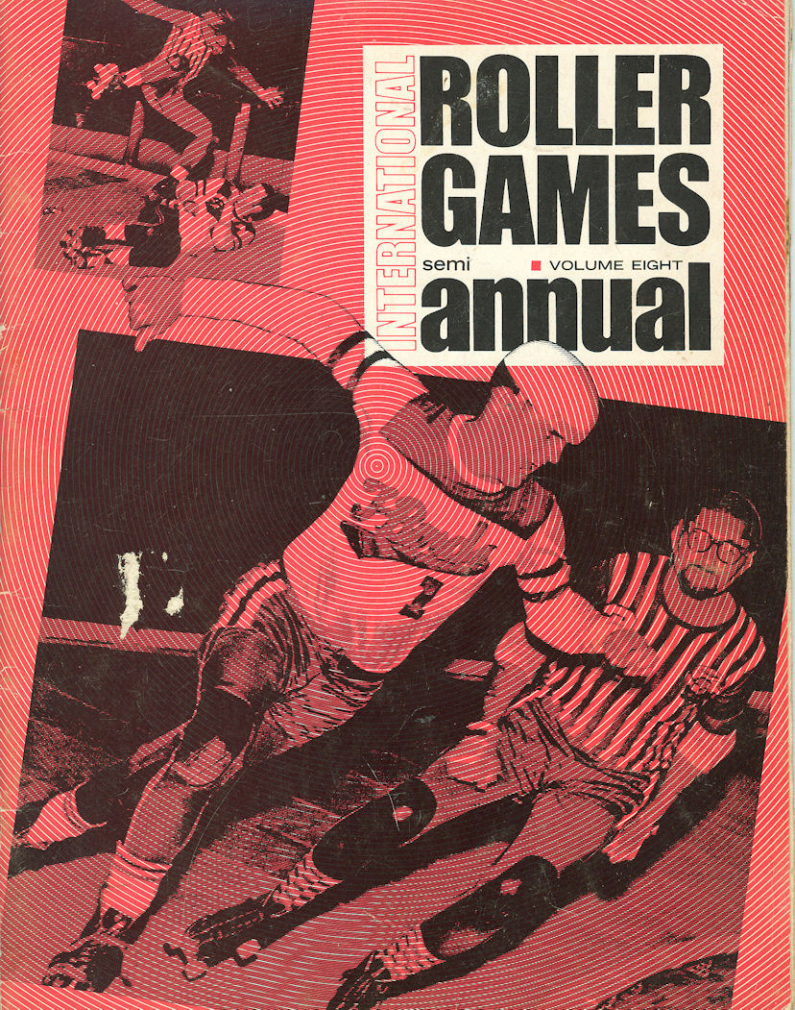
INTERNATIONAL

ROLLER GAMES

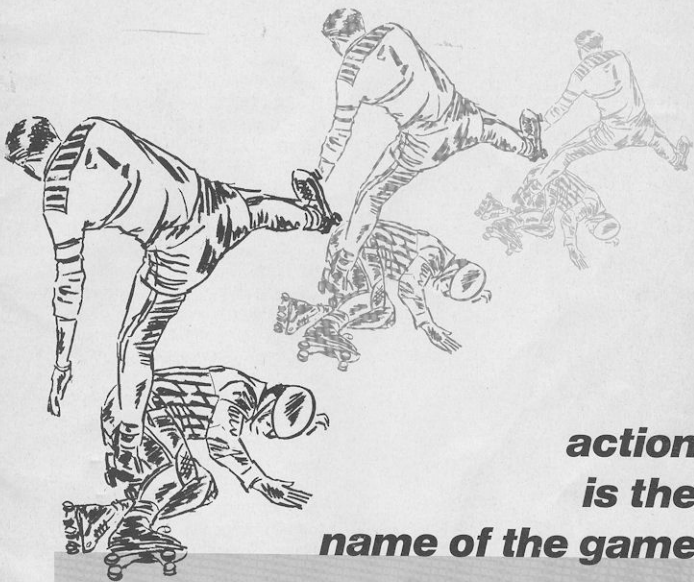
semi

■ VOLUME EIGHT

annual







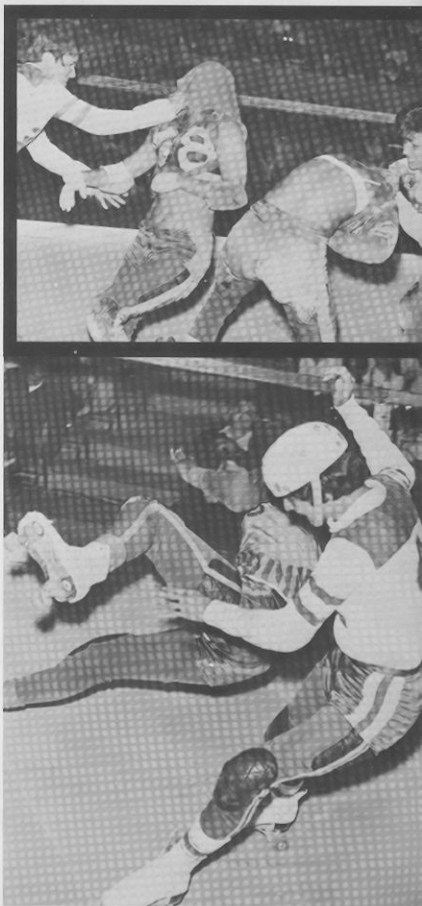
***action
is the
name of the game***

Yes, Action is the name of the game. It is the magnet that attracts youngsters into dedicating their life to the sport and draws millions of fans track-side or glued to their television sets wherever the game can be seen. The Roller Game is a series of violence, thrilling and sensational moments. For the speedy Jammers, they have but one single aim and that is to score. Destruction is the chief business of the defense. It's principal weapon is the block, that crashing, resounding climax of the Jam. The block takes but a fraction of a second, but with skaters going at speeds up to 35 miles an hour, it is the most ferocious and devastating of any bodily contact sport. At times,



after a Jam, a single, solitary figure may be left behind on the Masonite, mute evidence of the fury of the battle that has passed. This fierce blocking highlights indelible moments that creates mixed emotions of awe, anger, satisfaction, pity and remorse that brings the spectators to their feet in wild and vociferous expressions of enthusiasm. The fallen skater may now retire to the infield, led weak-kneed and dizzy from the track by the Medical Trainer. He will lay for a while on the medical table while the strong, supple hands of the trainer seek to remove some of the pain from tired, aching and bruised muscles, waiting for the pain to subside and his head to clear. Later he will again return to the battle, the war, the unending struggle that is his upon the track. Buddy Atkinson put it this way: "Unless they carry you off on a stretcher, you continue to play, no matter how much it hurts." There is often a certain restraint in effect along the players' bench. The skaters are generally quiet as they sit crowded together watching the action in progress on the track that surrounds them. There is a certain clinical stillness, a rather subdued monotone among the players. It is seldom that one hears loud shouts and profanities that normally are a part

of any game of intense and heated bodily contact. Most of the talk is subdued, directed to another skater or a group of skaters, always in relation to the game. Spontaneous shouting is prompted generally at the time of a particular big play or near the end of the game. If you watch the players' faces you will note that the expression is intense, unyielding, the eyes fixed and determined. These are the faces of the athlete reflecting on a dangerous sport, knowing it as such, aware of the way it can hurt them and yet ignoring it with the disdain of men and women who ignore anything that comes between them and the thing they love: "The Roller Game." Their faces are not always attractive to look at from the sidelines in the heat of the game. There





may be teeth missing, arms and legs and faces may be bandaged; the hair often becomes matted, tangled and sweaty; elbows, noses, shins, foreheads and other exposed places are often scraped raw and blood may be flecked across jerseys and tights. Their faces are a reflection of the rugged competition and the demanding game. There is a personal association with the game that it is difficult to see or understand from a seat at trackside or on the television screen. For a few, brief hours during the evening the players are wrapped up in a deep emotional involvement that transcends the idea of a game and extends it into the very act of life itself. As one sports figure described it: "It's like life. You are born, live, learn, fight and die during the period of the game. You know all the emotions, all the excitement, and all the rewards." For the victors, their expressions are obvious, as their faces immediately light up with joy and a sense of relief. The exhausting evening, the bruises, aches, and pains are forgotten in the satisfaction of the victory. On the other hand, defeat for the losers cannot be reconciled. The outward physical scars show evidence of a bitterly fought game, but the scars inside are recognized only in the often bitter shadows of the eyes, and the tired



slump of the shoulders. As in other professional sports Roller Game fans give full vent to their emotions on every Jam. They are demanding, keen and analytical in their evaluation of the game. They insist on perfection. And they are out to see their favorite team win. It is no wonder, then, that roller skaters respond to the reaction of the crowds. The artfulness of their accomplished skill is easily recognized by the speedy agility of the winged-foot Jammers as they move through or over the Pack to score. Their actions are countered by the predatory

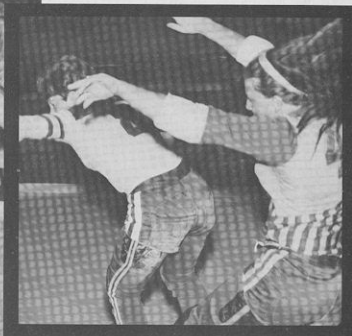
defense men, who move with rough and ready aggressiveness, more intent on destruction than on style. No one will deny that injuries are an occupational hazard, an unfortunate but inescapable by-product of the game. In the violence on the track, injuries are inevitable and all the skaters accept them as part of the game. Minor cuts and bruises are commonplace. The action is swift and heated and with small protection afforded by the uniform, players are often hurt. Occasionally a player receives a serious injury. The head, legs, shoulders,



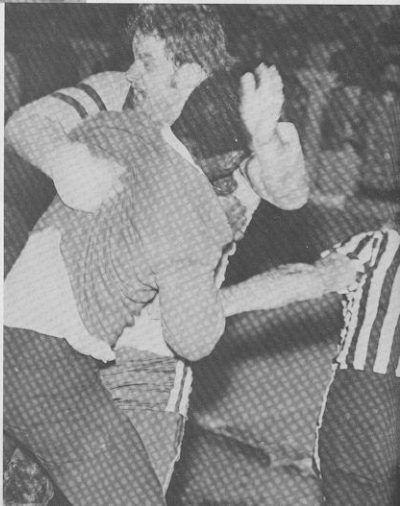


knees, ankles and the spine are common areas for major injury. The name of the game is *ACTION*. And there cannot be action unless you hit and the players respond to it on every Jam. Although occasionally an over-ambitious defense man will use more force than is needed to stop a Jammer, for the most part the skaters realize that the game is rough enough without creating additional chances for injury. Danny Reilly of the Thunderbirds sums it up best by saying: "I play the game for all it's worth, and you don't need any more. It's a rough game."





But it's more enjoyable when it is played according to the rules. When I'm at the rear of the Pack on defense, my job is to stop the Jammer and prevent a score. I hit him as hard as I can, I know I am going to get hit myself. That's the game, but it's not dirty, just rough." This action that demands so much from the players is the essence of the Roller Skating sport. In some respects it has always been the same in all sports. Great athletes have the will to succeed. They thrive on competition. It is their art. It is born out of a tremendous desire to excel. It isn't a matter of mere recognition because



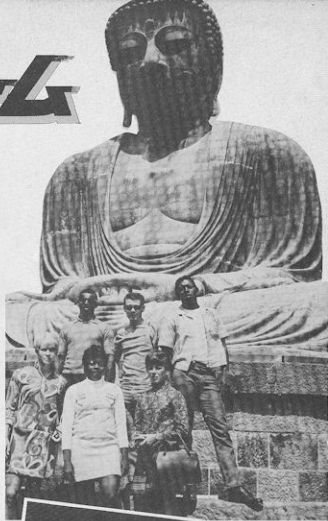
they have all had that from past moments of competition. Few moments in life can exceed the excitement and meaningful anticipation of the opening gun of a Roller Game. The promise of an evening of solid excitement and bodily contact between two teams of well-conditioned young men and women galvanizes the crowd. The long, twisting, scoring plays of the skilled and speedy Jammers, the smashing defense, the rugged and sometimes brutal blocking all combine to feed the hunger of the demanding fans who have an appetite for action. The skaters are there to satisfy that appetite. That's why action is the name of the game.



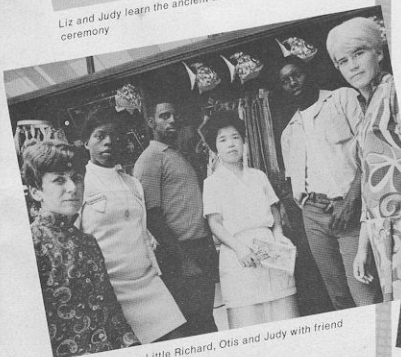


ローラーゲーム

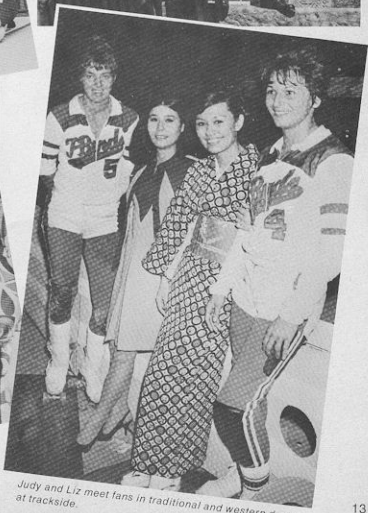
For the first time in history, the Roller Games went to Japan. A representative group of Los Angeles Thunderbirds played an exhibition series against an all-star team of IRL skaters before capacity crowds in Tokyo. The following are some of the pictorial highlights of that memorable trip:



Liz and Judy learn the ancient art of the Japanese Tea ceremony



Whirlybird, Lena, Little Richard, Otis and Judy with friend at Tokyo Bazaar.



Judy and Liz meet fans in traditional and western dress at trackside.



It was a thrilling experience as the strange sights and sounds of the Orient were revealed for the first time to the visiting skaters. The pictures on the preceding page show that the game and the fans are pretty much the same the world over. But as for the sights in Tokyo — it was a unique experience.



Liz, Danny and Judy stand in front of the Stadium and read about the Roller Games — in Japanese of course.



Judy and Liz greet the Japanese version of "Smokey, the Bear".



Judy McGuire and Mike Gammon have a pretty guide.



Danny, Liz and Judy discover the beauty of a Japanese Garden.



Normally considered a people who are small in stature, the National spectator sport in Japan is Sumo Wrestling. Here, the participants will run from 300 lbs. on upward above 500 lbs. As in the Roller Game, Sumo is action with bodily contact. Liz, Judy and Danny meet a 370 lb. leading contender for the Championship. John Hall, 6 ft. 3 in., 200 lb., meets his match, at the right.



Above the timeclock, reading from left to right, it says "Roller Games".

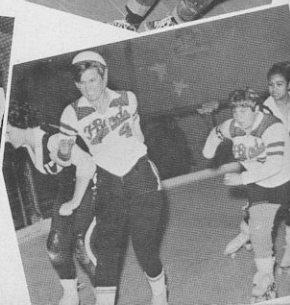
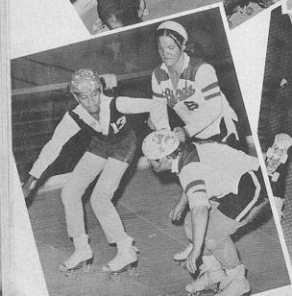
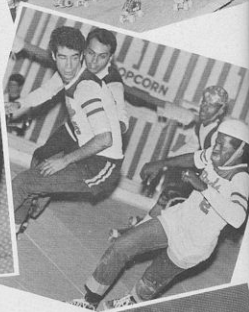
It all starts out in the training school . . .

Every star in the 34 year history of the Roller Skating sport started the long climb to the top in a training school. Here, Director of Training, George Vogt, puts an aspiring class of youngsters through routine drills which will someday allow them to take their place in the ranks of professional skaters.



**they make
the action...**

The Action of the Roller Game depends not only upon those stars who, through the years have captured the hearts of the fans, but also upon the unsung unknown. No one realizes how important are these young men and women who make up the Pack and keep the action going. Many a so-called "Glamour Skater" owes his or her success to these young athletes that have brought dexterity and strength, courage and perseverance, and pride and devotion to the game. The young skater who makes good is perhaps the most rewarding aspect of the training and coaching program of the game as he tries his skill in a freshman game.



*we who fly
by the boards...*



JESS ADAMS



ANA ANAYA



JUDY ARNOLD



BUDDY ATKINSON



GARY BICKFORD



EARLENE BROWN



ANN CALVELLO



MARY JANE CASTRO



NEAL CHAMBERS



RUDY CHICO



LYNN CONGLETON



BOB CORBIN



DAVE COX



TOM CREWS





CHARLYS CROUSE



MONTE DAVIS



BILL EARGART



GAIL FARRELL



ARTHUR FISHER



BILL FITZGERALD



MELINDA FOSTER



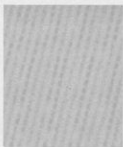
LANI FUIMAONO



TOLI FUIMAONO



MICHAEL GAMMON



VINNIE GANDOLFO



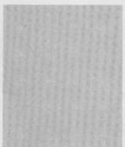
LEROY GONZALES



WILLIE GRACE



SHIRLEY HARDMAN



ADELINE HOCKER



LEON JACKSON



PETE KELLY





HARLEAN KHIEN



ABEL LARA



LARRY LEWIS



ERNIE LOPEZ



TERRI LYNCH



LENA McBRIDE



JUDY McGUIRE



FRANK MACEDO



FRANK MARTINEZ



BOB MAYO



ERWIN MILLER



CHARLIE MITCHELL



RUBERTA MITCHELL



HARRY MORGAN



MAELENE MORRIS



BARBARA O'LEARY



JOHN PARKER





JULIE PATRICK



EDDIE PAYNE



LYNN PERRON



B. J. PETERSON



CAROL PHILLIPS



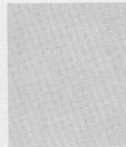
LESTER QUARLES



RONNIE RAINS



BUDDY REDOBLE



YVONNE RIGGINS



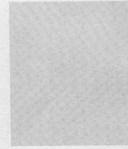
BABY ROCKO



NORMA ROSSNER



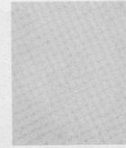
PAUL RUPERT



GREG ROBERTSON



ART SALAIZ



NICK SCOPAS



DRU SCOTT



MANNY SERVIN



MARGARET SMITH



ROMONA SOLOTARIO



JUDY SOWINSKI



JOJO STAFFORD



BETTY STONE



DIANE SYVERSON



YOLANDA TREVINO



JIM TROTTER



JAN VALLOW



SALLY VEGA



JEAN WELCH



RICK WEST



BARBARA WILLIAMS



JUDY WOODARD



SANDY YOUNG

			Height	Weight	No. Yrs. Pro.
JESS ADAMS	10-10	Tenn.	6'1"	200	11
ANA ANAYA	8-15	El Salvador	5'1½"	125	4
RUDY ANDERSON	2-26	Penna.	5'5"	155	2
JUDY ARNOLD	8-		5'7"	127	8
BUDDY ATKINSON	6-2		6'0"	245	10
GARY BICKFORD	2-2		5'9"	155	3
EARLENE BROWN	7-1		5'9"	250	4
RICHARD BROWN	8-1		5'7"	145	4
ANN CALVELLO	8-1		5'7"	122	21
MARY JANE CASTRO	1-1		5'4"	145	6
NEAL CHAMBERS	3-	a	6'1"	140	4
RUDY CHICO	10-2	Conn.	5'7"	150	3
LYNN CONGLETON	3-24	Penna.	5'6"	117	2
BOB CORREIA	7-3	Calif.	5'8"	160	4
DAVE COE	1-11	Mo.	5'8"	158	6
TOM CRE	1-8	Calif.	6'0"	165	4
CHARLES	-27	Iowa	5'8"	180	2
MONTE D	-10	Kansas	6'4"		4
BILL EAF	1-12	Mo.	6'0"	185	4
GAIL FAI	1-8	Calif.	5'4½"	119	2
ARTHUR	1-26	Pa.	5'7"	165	2
BILL FIT	1-15	Ind.	5'7"	180	8
MELINDA	-18	Calif.	5'7"	125	3
LANI FUJ	27	Samoa	5'2"	128	4
TOLI FUJIMONO	11-29	Samoa	5'2"	169	4
MICHAEL GAMMON	11-2	Wisc.		135	10
VINNIE GANDOLFO	3-4	New York		165	12
LEROY GONZALES	10-17	Texas		144	13
WILLIE GRACE	7-30	Calif.		155	4
RENEE HALL	11-21	Calif.		120	2
SHIRLEY HARDMAN	6-7	Wash.		150	14
LIZ HERNANDEZ	10-2	Calif.		120	15
ADELINE HOCKER	12-4	Calif.		125	13
EVANGELINE HORNE	5-28	N. J.		105	
LEON JACKSON	10-12	Calif.		165	1
PETE KELLY	2-25	Austr.	6'2"	170	3
HARLEAN KHIEH	1-27	Calif.	5'0"	98	10
PAMELA KIMMEL	11-12	La.	5'3"	140	
ABEL LARA	11-10	Texas	5'4"	140	9
LARRY LEWIS	1-16	Calif.	5'5"	140	5
ERNIE LOPEZ	10-26	Colo.	5'10"	170	10
TERRI LYNCH	9-14	N. J.	5'4"	126	16
LENA MCBRIDE	1-2	Texas	5'2"	127	4
JUDY MCGUIRE	6-23	N. Y.	5'1"	114	10
FRANK MACEDO	11-20	N. Y.	5'6"	140	11
FRANK MARTINEZ	5-23	Calif.	5'11"	140	2
BOB MAYO	9-7	Ky.	5'10"	160	9

PROFESSORS

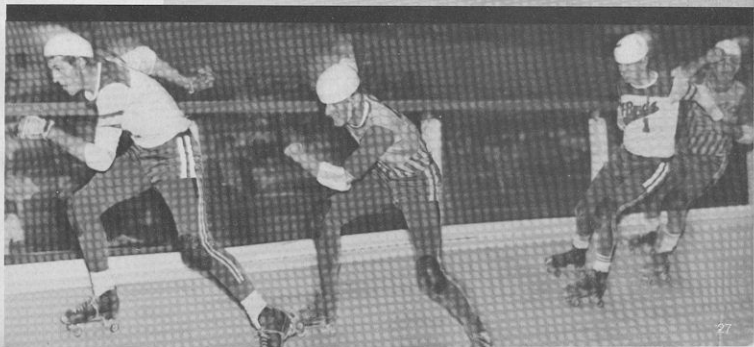
	Birthdate	State Born	Height	Weight	No. Yrs. Pro.
ERWIN MILLER	12-28	Calif.	5'7"	130	3
CHARLIE MITCHELL	9-17		5'11"	175	5
RUBERTA MITCHELL	8-30	Ala.	5'8"	142	11
HARRY MORGAN	8-28	Pa.	5'7"	145	
MAELENE MORRIS	8-26	Nevada	5'3"	150	2
COLLEEN MURRELL	12- 2	Austr.	5'0"	101	3
BARBARA O'LEARY	7-23	N. Y.	5'3"	113	10
JOHN PARKER	3-23	Calif.	6'0"	240	16
JULIE PATRICK	5- 7	N. Y.	5'2"	129	22
EDDIE PAYNE	7- 5	N. Y.	5'2"	150	9
EDDIE PEREZ	7- 5	Calif.	5'4"	130	6
LYNN PERRON	3-22	Calif.	5'3"	115	2
B. J. PETERSON	5-12	Calif.	5'3"	120	7
CAROL PHILLIPS	10-11	Vir. Isl.	5'7½"	130	7
LESTER QUARLES	1-10	Calif.	6'0"	160	8
RONNIE RAINS	4- 1	Calif.	5'10"	165	8
BUDDY REDOBLE	10-23	Calif.	5'10"	155	
DANNY REILLY	6-29	Calif.	5'9½"	200	6
YVONNE RIGGINS	8- 1	Pa.	5'0"	96	
GREG ROBERTSON	6-21	Calif.	5'9"	155	2
BABY ROCKO	10- 7	Calif.	4'11"	130	4
NORMA ROSSNER	3-19	Ill.	5'6"	140	20
MARTI RUEDA	7-23	La.	5'1"	100	
PAUL RUPERT	2-23	Pa.	5'10"	180	4
ART SALAIZ	12-18	Ariz.	5'11"	175	6
HONEY SANCHEZ	8- 2	Texas	5'3"	125	10
NICK SCOPAS	6- 3	N. Y.	5'7"	145	11
DRU SCOTT	9-12	Calif.	5'9"	140	11
MANNY SERVIN	5-31	Calif.	5'7"	146	7
MARGARET SMITH	12-12	Calif.	5'2"	115	1
ROMONA SOLOTARIO	6-27	Hawaii	5'1"	125	4
JUDY SOWINSKI	7- 7	Ill.	5'6"	138	10
JOJO STAFFORD	5-31	La.			8
BETTY STONE	11- 3	Calif.	5'2"	116	4
DIANE SYVERSON	10- 2	S. Dak.	5'8"	145	3
CARMEN THOMPSON	5- 3	Calif.	5'2"	105	5
YOLANDA TREVINO	1-27	Texas	5'0"	125	3
JIM TROTTER	8-14	Ala.	5'11"	174	6
RALPH VALLADARES	7-31	Guatemala	5'2"	130	15
JAN VALLOW	9-21	Colo.	5'6"	155	11
SALLY VEGA	8-25	Calif.	5'5"	133	6
JEAN WELCH	9-30	Panama	5'4"	114	3
RICK WEST	11-17	D. C.	5'7"	185	5
BARBARA WILLIAMS	8-19	Ark.	5'3"	154	7
OTIS WILLIAMS	4-18	Mich.	5'10"	165	2
JUDY WOODARD	9-11	Nebr.	5'6"	120	4
SANDY YOUNG	7-28	D. C.	5'6"	130	7

While Action may be the name of the Game, it is Action combined with Speed. Without the tremendous speed that is attained on the lightning-fast banked Masonite track the game would be as dull as a chess match. What could be less inspiring than two human beings running around in a circle knocking each other down. But if these two are well-conditioned athletes, on roller skates speeding towards each other at 35 miles an hour, and then they crash together it becomes a thing of savage beauty. It is the sound of battle and fans

and players alike are drawn to it. It is speed that not only accentuates the power of the well-timed block but adds the touch of glamour to the speedy Jammers as they run crisp patterns through the pack, attempting to elude the quick, defensive skaters who are out to stop them. The Jammers slash through the matted tangle of the Pack with quick, short strides, heads up with wide eyes seeking avenues through a forest of arms and legs gliding back, moving up to the rail, or down toward the infield to try and pass the Pack to score.



**see
how they
fly!!**





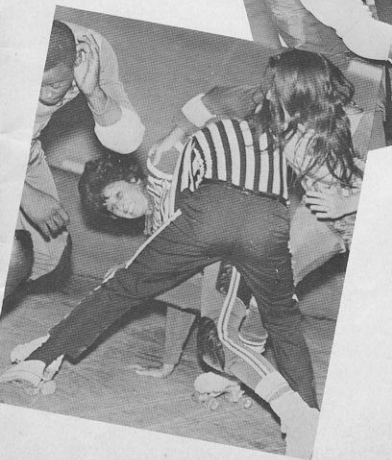


There is the reflection of the Action in the faces of the skaters. A Wild Bill Eargart above, ready to meet an opponent.

Jim Trotter tries to stop his over-ambitious teammate Ronnie Rains, to the right, and below. Liz Hernandez receives the full fury of an aroused Jan Vallow.



Above, Wild Bill goes flying as Texas Jim lends a hand. Below, Nick Scopas shows amazement as he questions a teammate about the action on the track.



1969 official rules of the International Roller League...



EXPULSION

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.



NUMBER OF POINTS SCORED

C. 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. 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.



TEAM TIME-OUT

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 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.



SKATER INTO INFIELD

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.



NO SCORE

b. Coaches or captains or 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 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.



JAM CALLED OFF

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.



SLUGGING

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 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.

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.



UNNECESSARY
ROUGHNESS

ARTICLE II

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.



OFFICIAL
TIME-OUT

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.



HOLDING

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.



PUSHING

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, unsports-

manlike 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



DELAYING
THE GAME

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.



KNEELING

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.



TRIPPING

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.

at times the action goes from the sublime to the ridiculous

All the action is not on the track, or confined to the game itself. There are times when Match Race wagers must be paid, such as ... Jan Vallow getting molasses and feathers; Jim Trotter with pie in the eye instead of the sky ... Wild Bill gets a bath assisted by bikini-clad Go-Go Girls ... it's all part of the action.



for the record...

For the second straight year, for the most part the majority of the records withstood the assault of the skaters and the teams. The two most important records set were the Individual Men's Scoring Record which returned to little Ralphie Valladares for the first time in several years as he chalked up 58 points on July 12 at San Diego Sports Arena to break the mark of 55 set the previous year. It was perhaps significant that there was a sharp decline in the number of penalties called and no new records were set in this department. The other major record went to the Los Angeles Thunderbirds who broke their own winning mark and set a new one of 28 consecutive wins. Official League marks in those areas where records are maintained 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—58 points, Ralphie Valladares, Fri., July 12, 1968, San Diego Sports 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

Most Individual Points in Single Six-Game Series:

302 points, Ralphie Valladares, July 7-13, 1968, Los Angeles vs. Detroit.

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: 28 games, Sat., July 27, 1968, Los Angeles Sports Arena



1968 annual awards

Coach of the Year
RALPH VALLADARES

Captain of the Year
NORMA ROSSNER

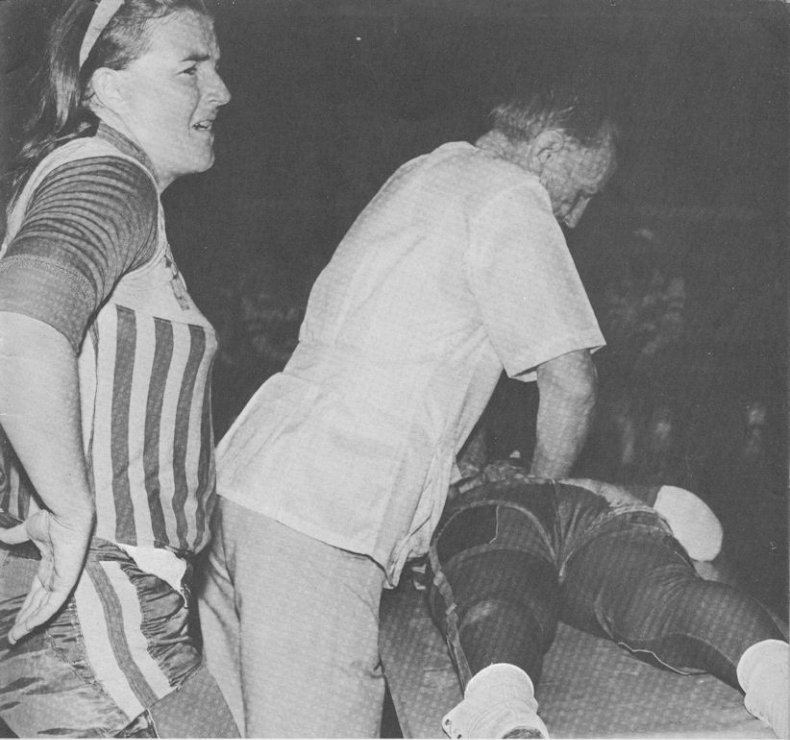
Billy Bogash Award
GEORGE VOGT

Men's Most Valuable Player RONNIE RAINS
Men's Jammer of the Year MANNY SERVIN
Men's Blocker of the Year JESS ADAMS
Men's Most Improved Skater BOB CORBIN

Rookie of the Year LEON JACKSON

Girls' Most Valuable Player TERRI LYNCH
Girls' Jammer of the Year CARMEN THOMPSON
Girls' Blocker of the Year EARLENE BROWN
Girls' Most Improved Skater SALLY VEGA
Rookie of the Year MARGARET SMITH

MOST CONTROVERSIAL PLAYER OF THE YEAR —
BILL EARGART



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