

Hail to Shirley's "Thunderbabes"

Terri

Big
John

Ralphie

Colleen

Sherry

Sam

Luther



Birth of the Babies

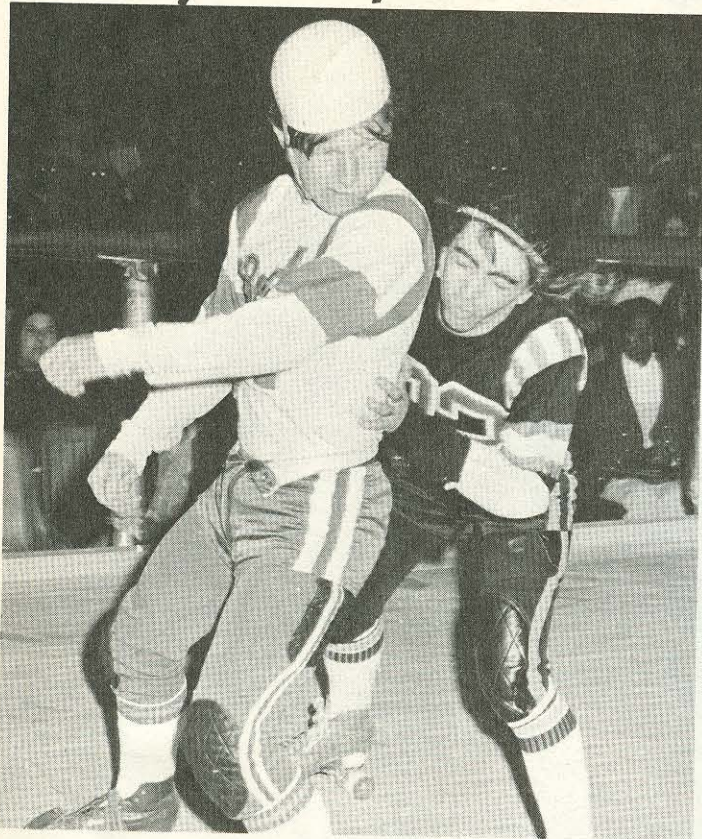
THIS IS THE WAY IT HAPPENED . . .

The year dawned bright and beautiful for the world champion Los Angeles Thunderbirds. The previous season they had completed an unprecedented sweep of the league, President's Cup and World Series championships. Then, suddenly, without warning tragedy struck. Announcement was made that the special Council of Coaches had voted on the expansion draft to supply players for the new teams in the league. This group decided that the Thunderbirds must supply twice as many veteran players as the other teams to stock the newly formed clubs. This meant that the Thunderbirds had to give up eight veteran skaters which almost completely stripped the team. The Thunderbirds protested to the Commission about this unfair expansion draft. The Commission replied that it was powerless to act because player deals were normally handled by the Council of Coaches and that technically speaking the expansion draft fell in this category. In one fell sweep the Thunderbirds lost nearly every veteran skater on both the men's and girl's team. This was the penalty of success. The coaches had decided that inasmuch as the T-Birds had won all of the major titles in the previous year, they could well-afford to furnish more players than the other less fortunate teams . . . For a while, things looked dark indeed for the Thunderbirds. The task fell on the shoulders of Shirley Hardman, Assistant General Manager, to re-build the team. Shirley had taken charge when John Hall was given a leave-of-absence to take on a special assignment for the Commission to help with the expansion teams. Her problem was to find the skaters that could do the job needed to give Thunderbird fans everywhere a team that they could be proud of . . . a team that could hold their heads high and battle on even terms with the best of the rest of the league. What happened is now history. Taking skaters from the Thunderbird farm system and reserves along with the few available veterans, Shirley put a

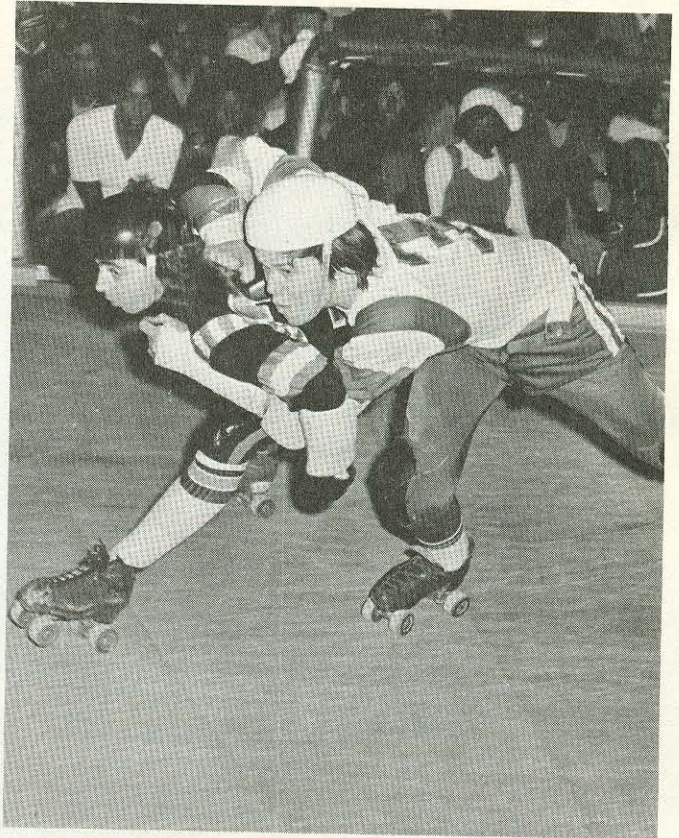
team on the track that went on to win 24 games in a row. At the start, they were new and in most cases unfamiliar faces but they skated their hearts out. They were soon dubbed by the fans as "Shirley's Babes," the "Baby T-Birds" and eventually as "Shirley's Thunderbabes." It is to these fine young people and their leader that we dedicate these pages, "Hail to Shirley's Thunderbabes."



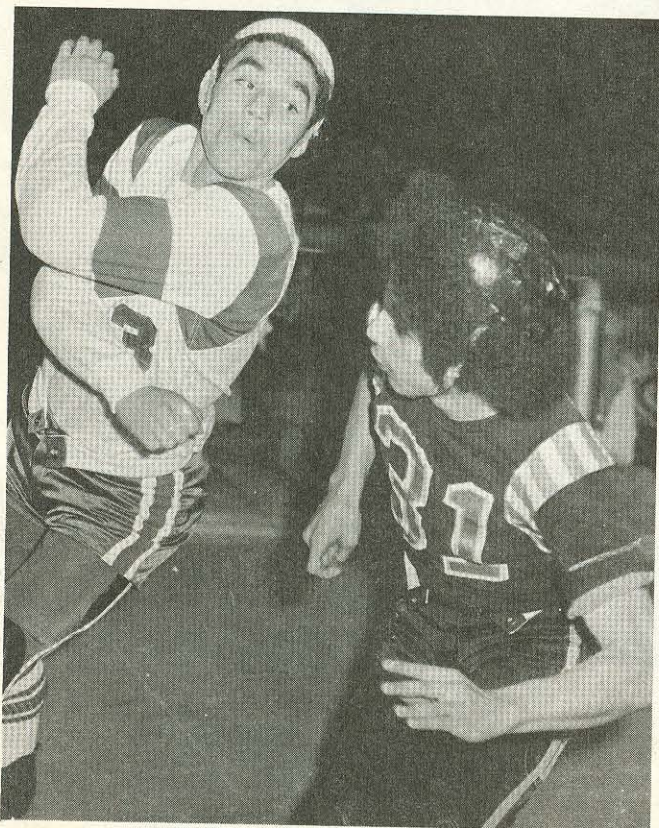
They May Be Babes... But!!



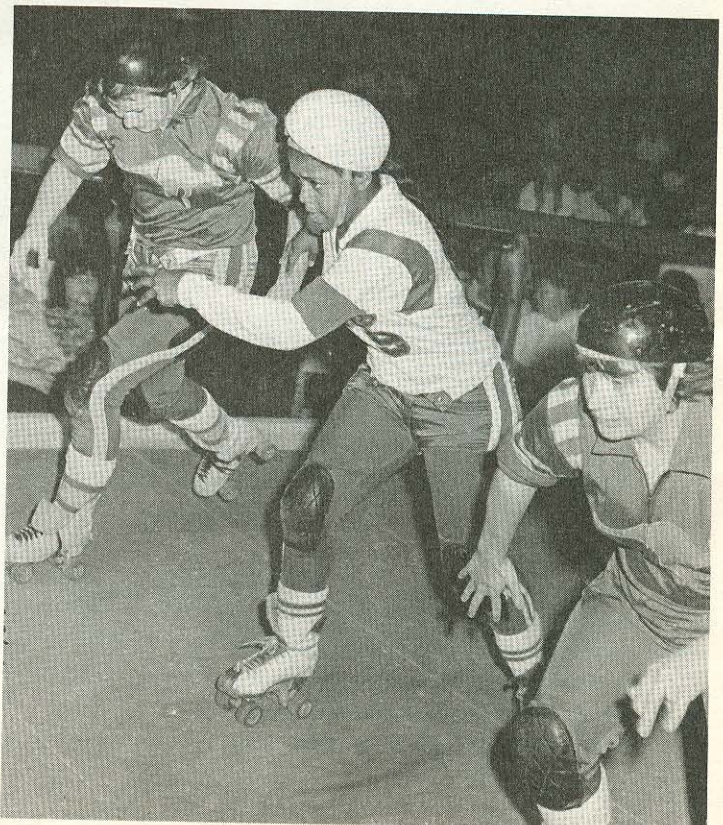
Kenny Brien, they call him "Bulldog."



Ed Dresser battles to score.



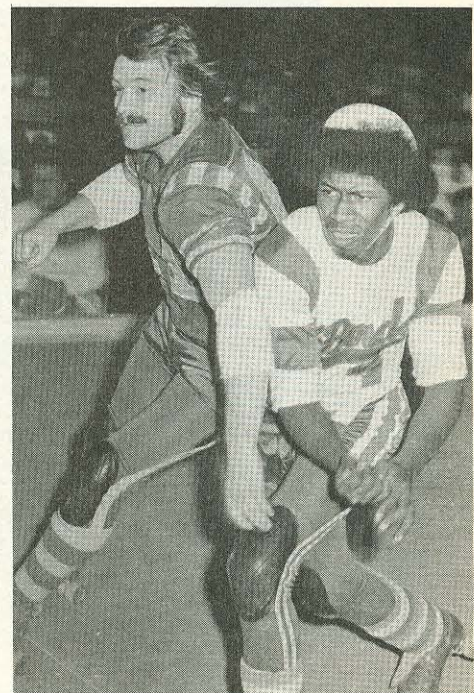
Henry Sahagun: "I said get lost."



Gail Bowers finds space between a couple of Kangaroos.



Cathie Traylor,
a Go T-Bird girl.

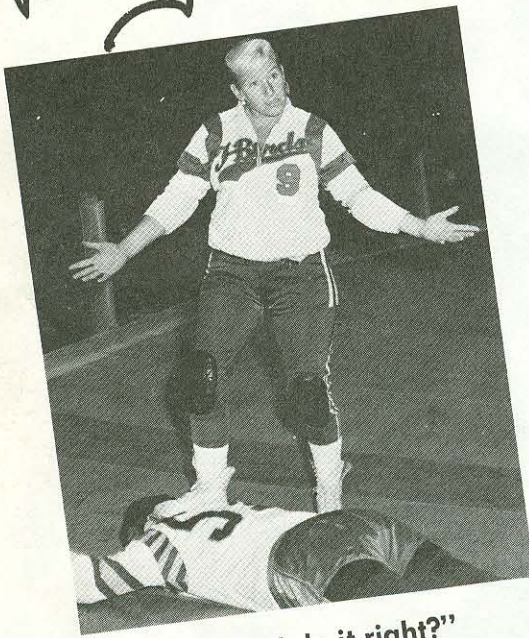


Psycho can't stop our man Sam,
"The Man."

Spirit of the Thunderbabes



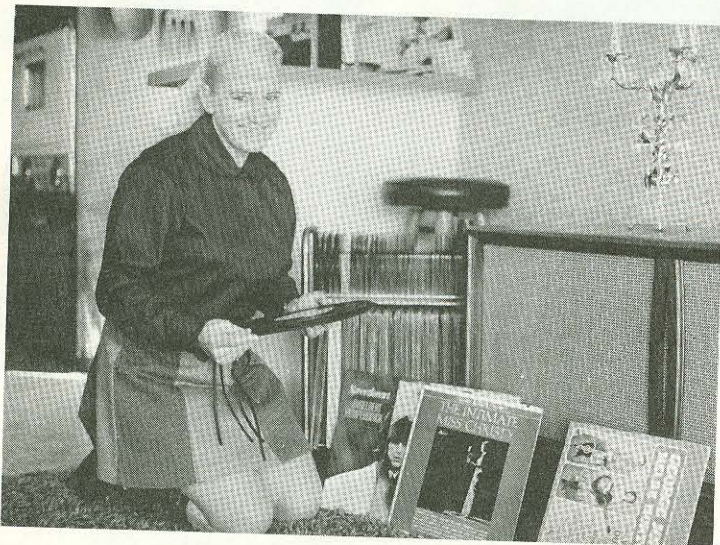
Shirley Harshman



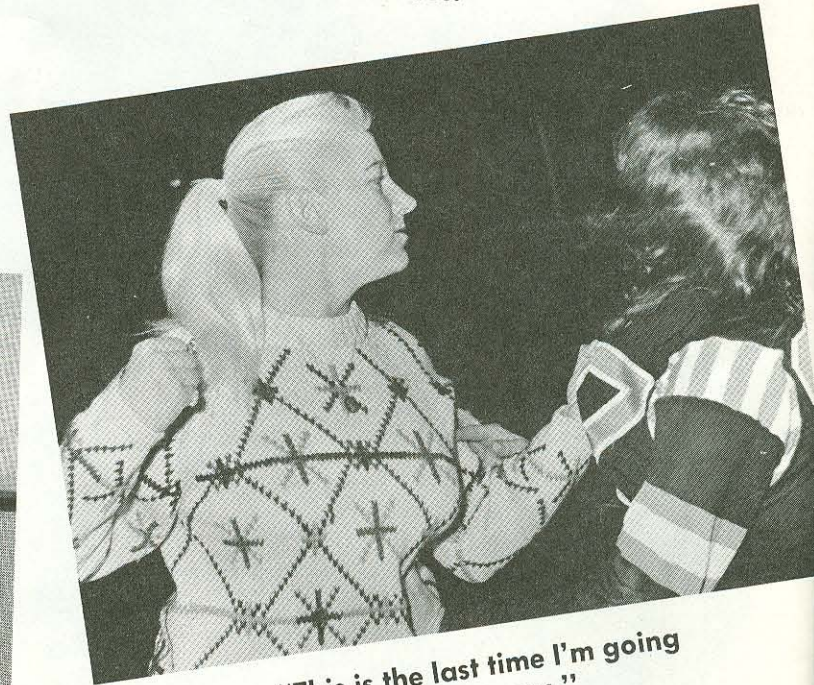
"Didn't I do it right?"



"Dear Shirley, we love those Thunderbabes."



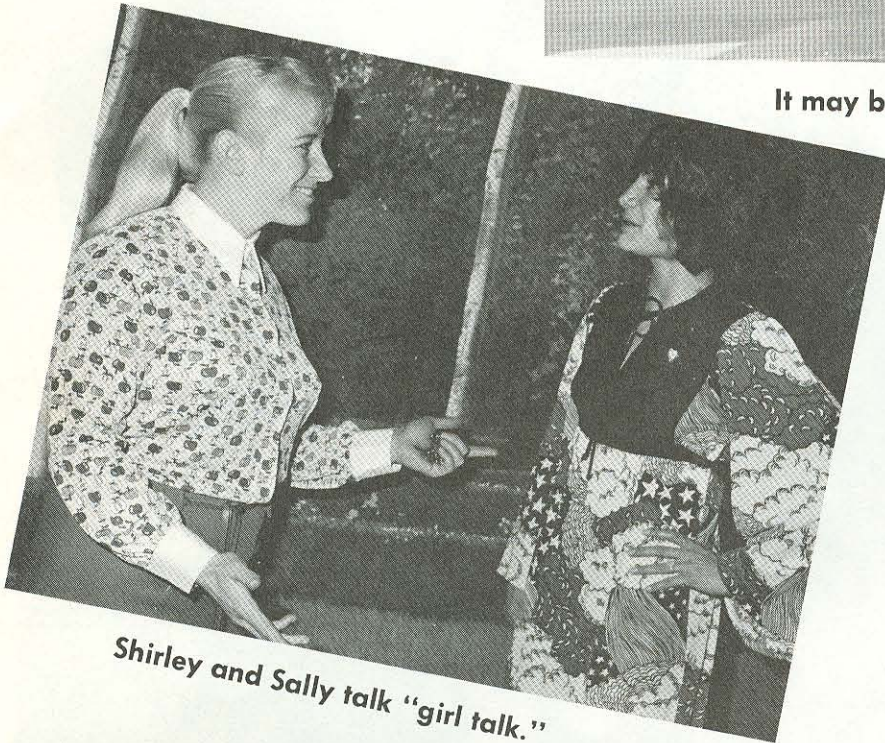
"They're playing our song."



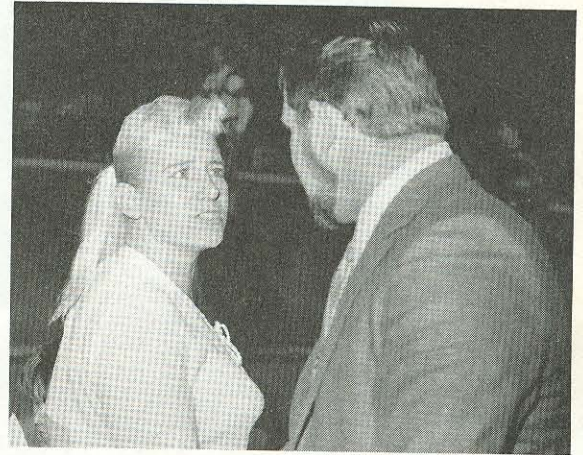
"This is the last time I'm going to warn you."



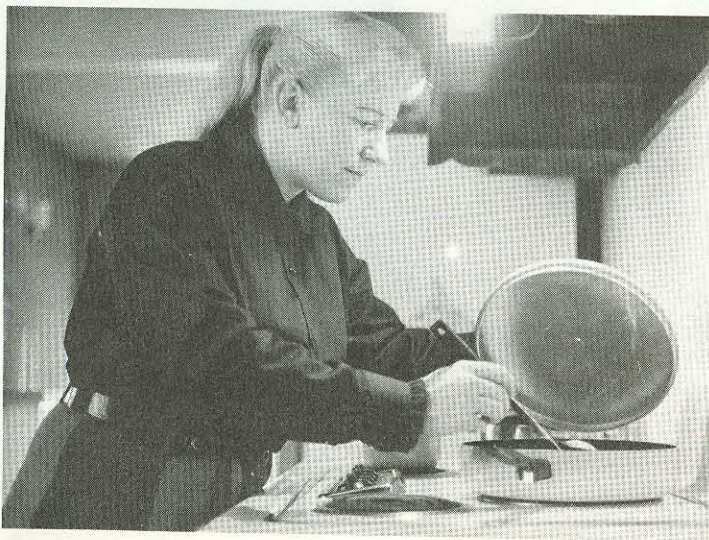
It may be a dog's life, but...



Shirley and Sally talk "girl talk."



Don't say it, Shirley.



A woman's work is never done.

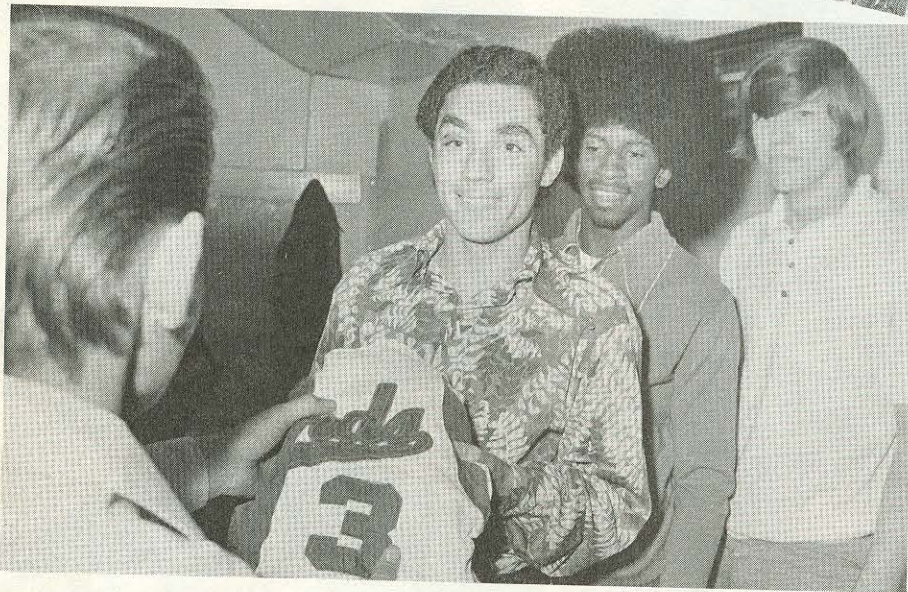


"Next jam, we'll get him."

Before the Action Gets Under Way



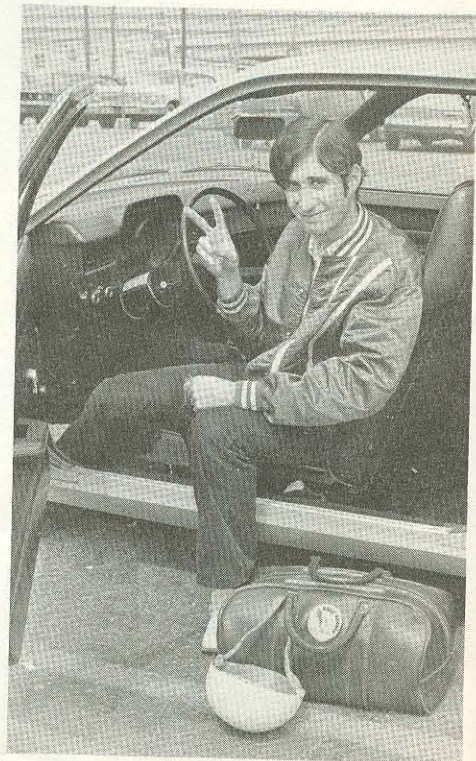
The Babes get the word.



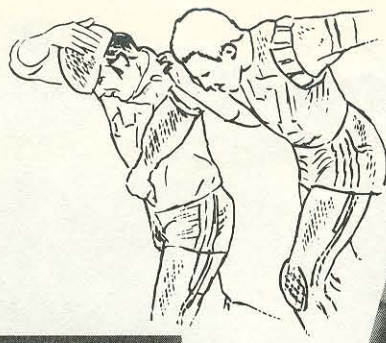
Henry, Sam and Ed, three to get ready.



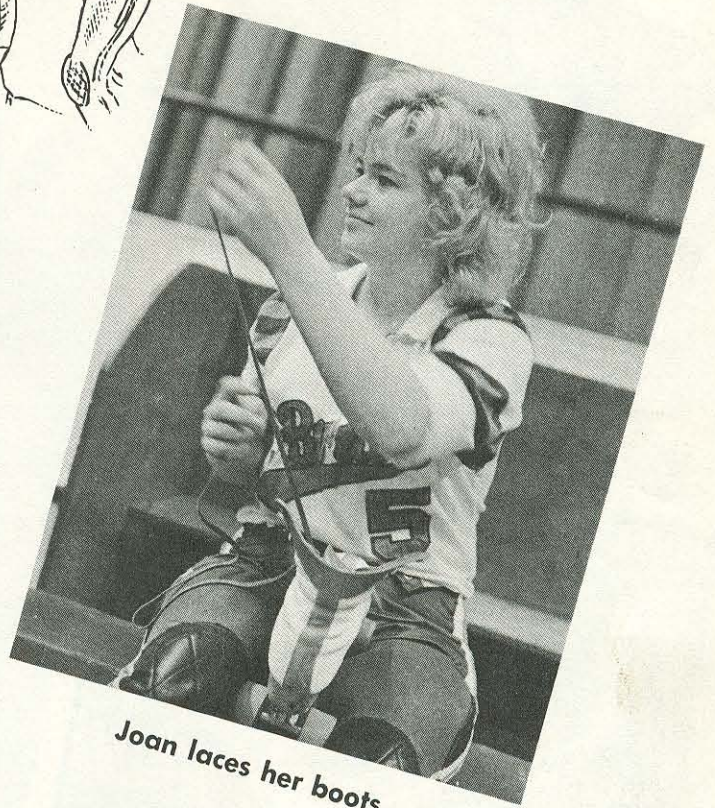
Joan, Gail and Jennifer as suspense builds.



A smiling Jim Terrigno arrives with victory in mind.



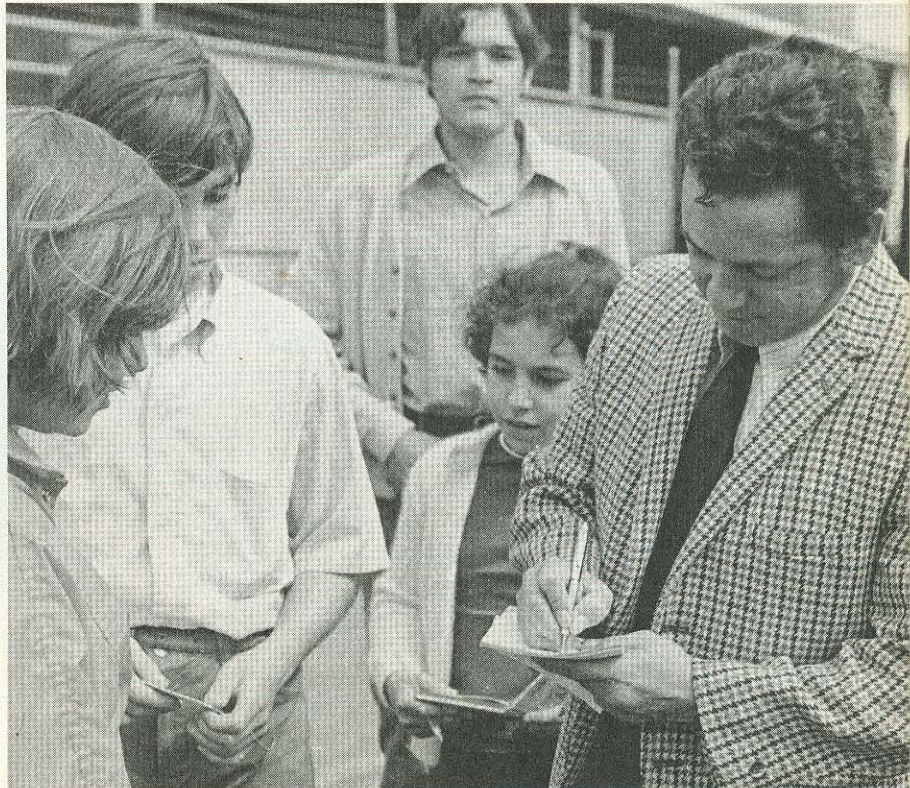
A little oil helps.



Joan laces her boots.

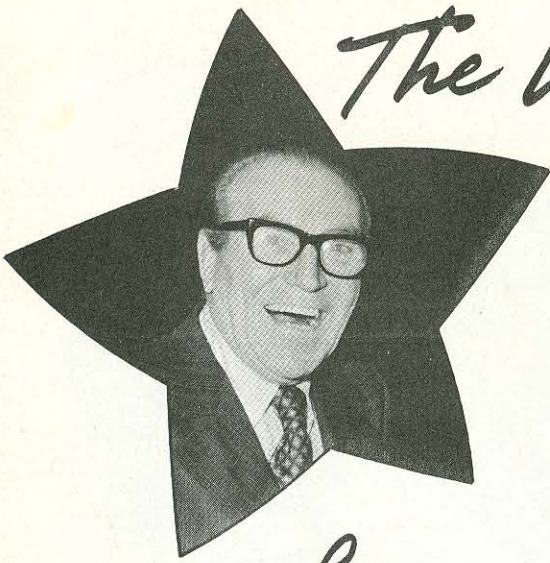


Sherry Jackson, a study in serenity.

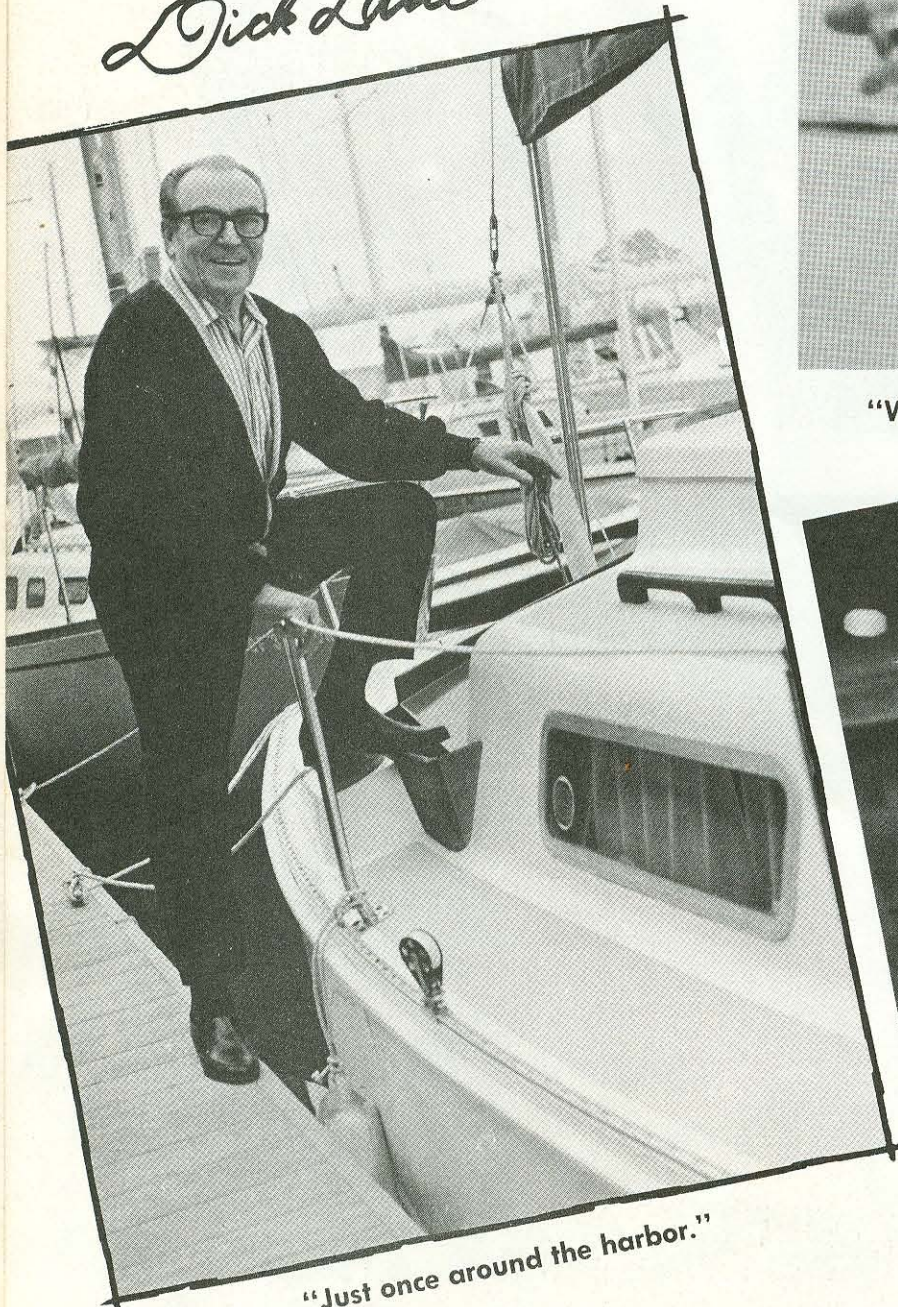


Ralphie's fans arrive early.

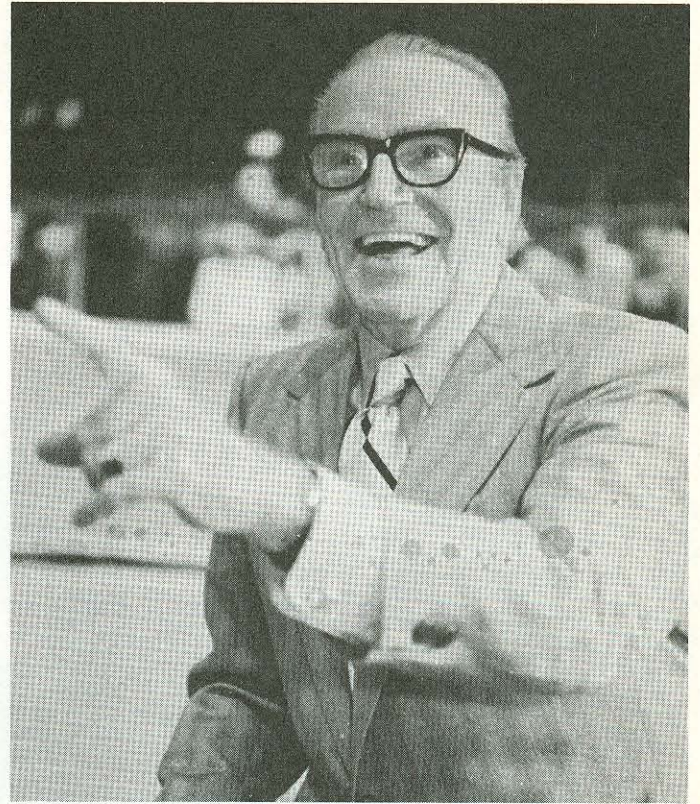
The Voice of the Thunderbabe



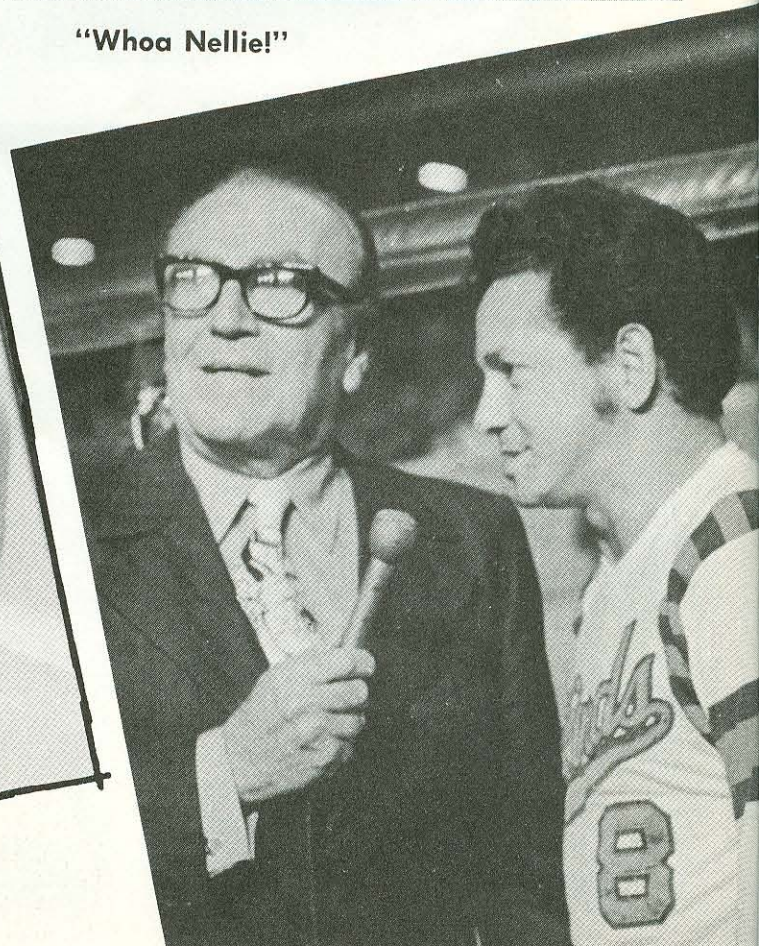
Dick Lane



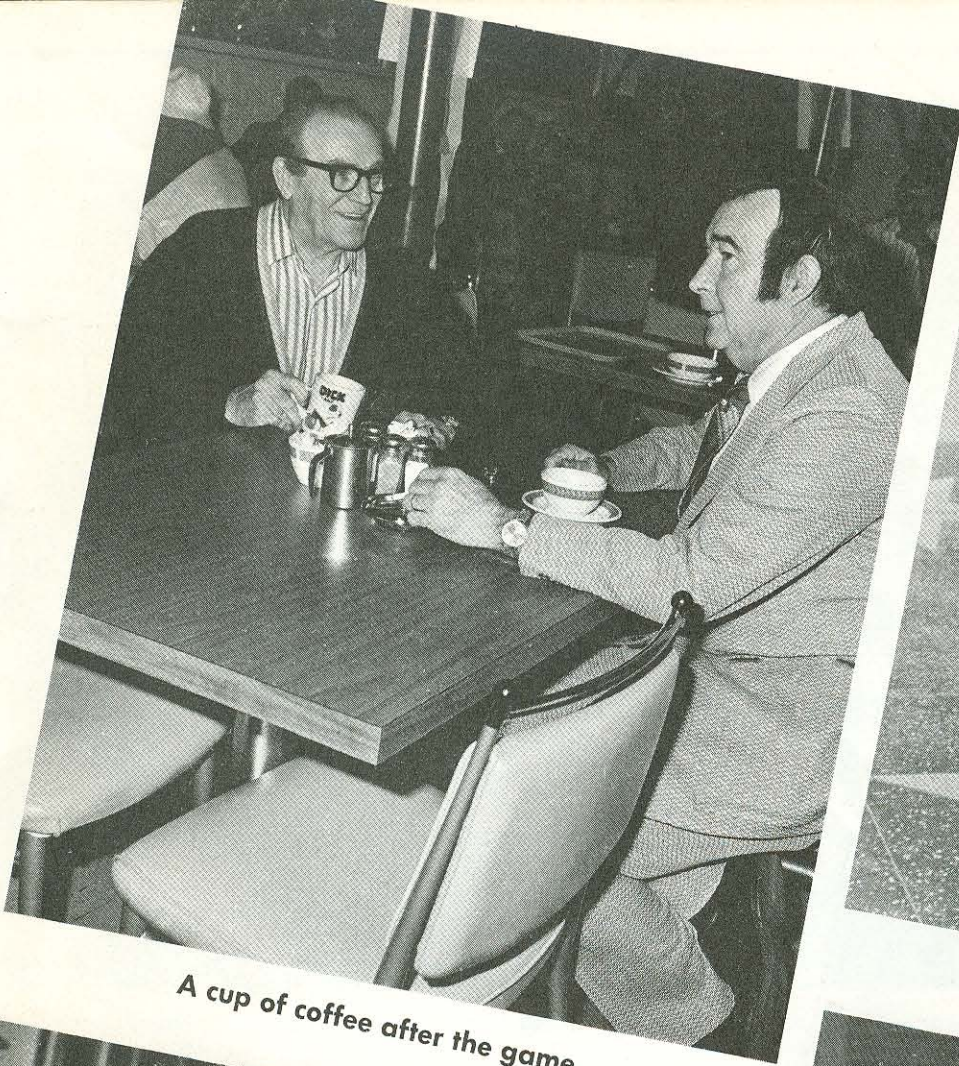
"Just once around the harbor."



"Whoa Nellie!"



"Ralphie what happened next?"



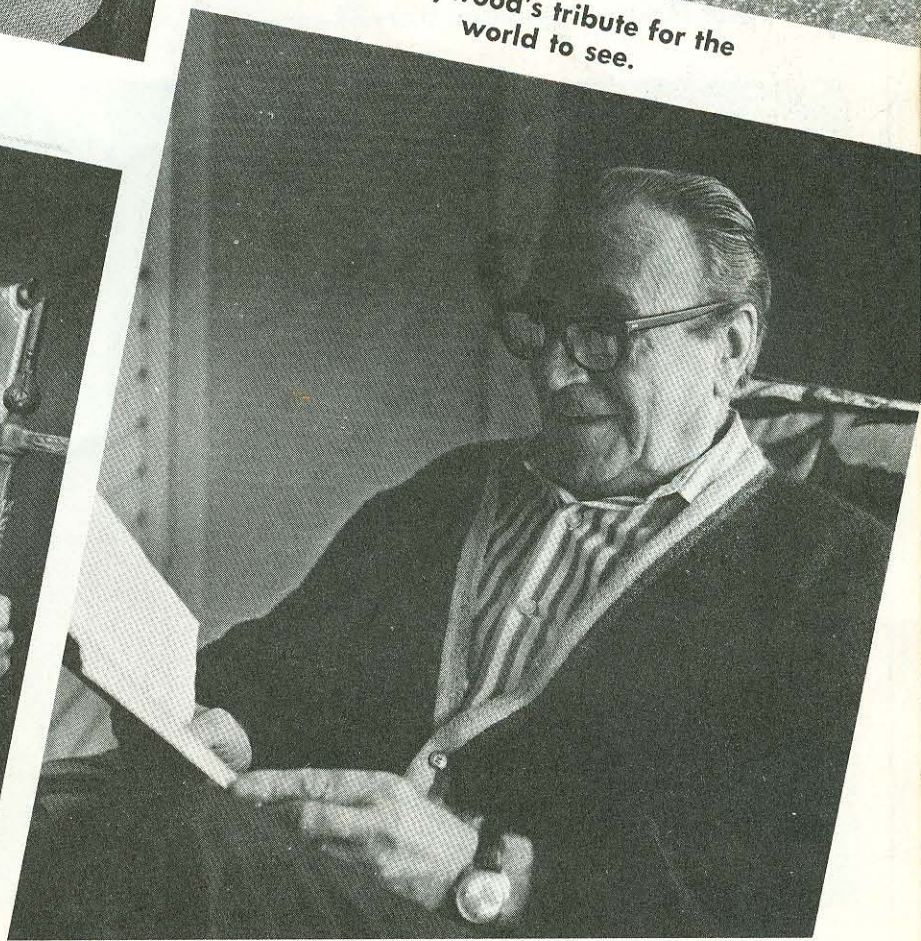
A cup of coffee after the game.



Hollywood's tribute for the world to see.



Through these portals pass...



It's all over till next week.

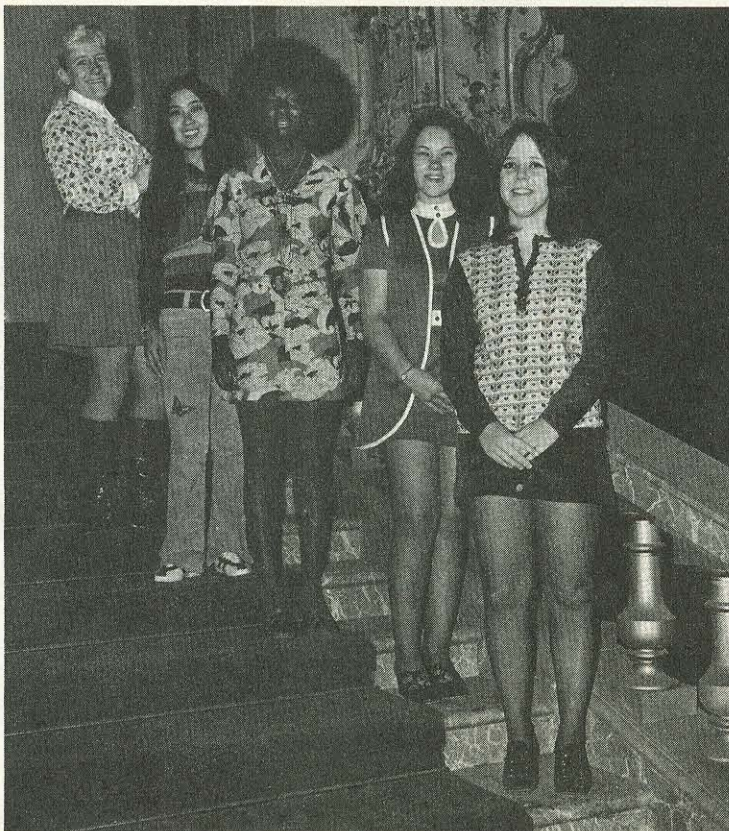
Thunderbabes in Hollywood



"Is that Marlon Brando up there?"



Young stars from Tokyo take a tour.



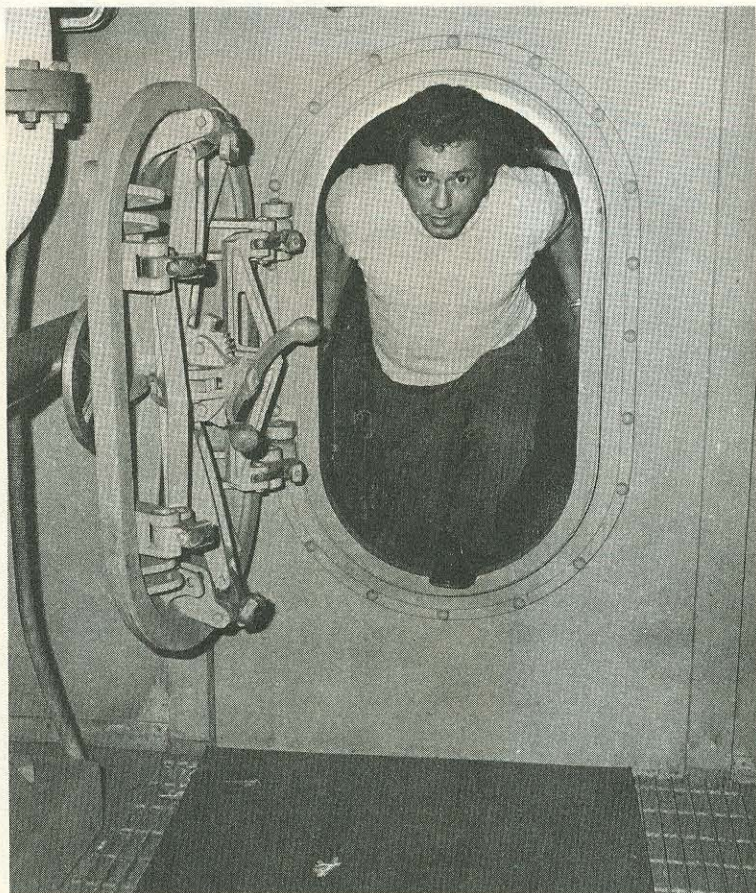
Five pretty maids all in a row.



Yoko says: "It's right here."



"You really don't need any makeup."



The skipper comes through the hatch.



"Man the torpedoes, full speed ahead."

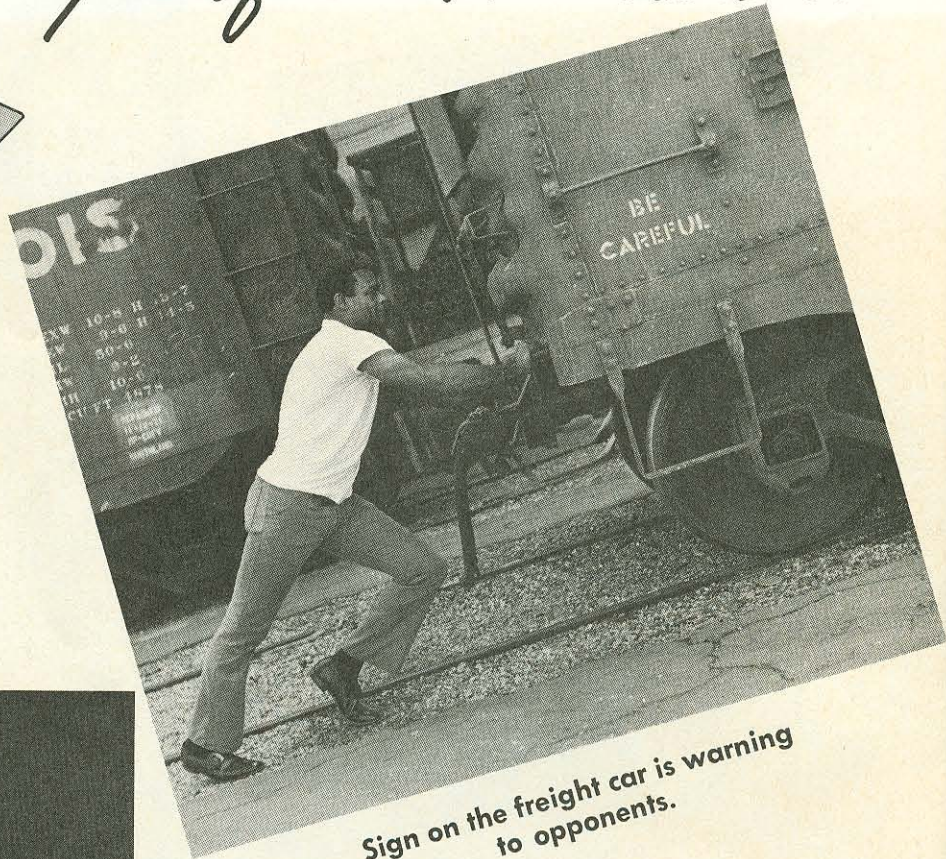


Debbie and friend.

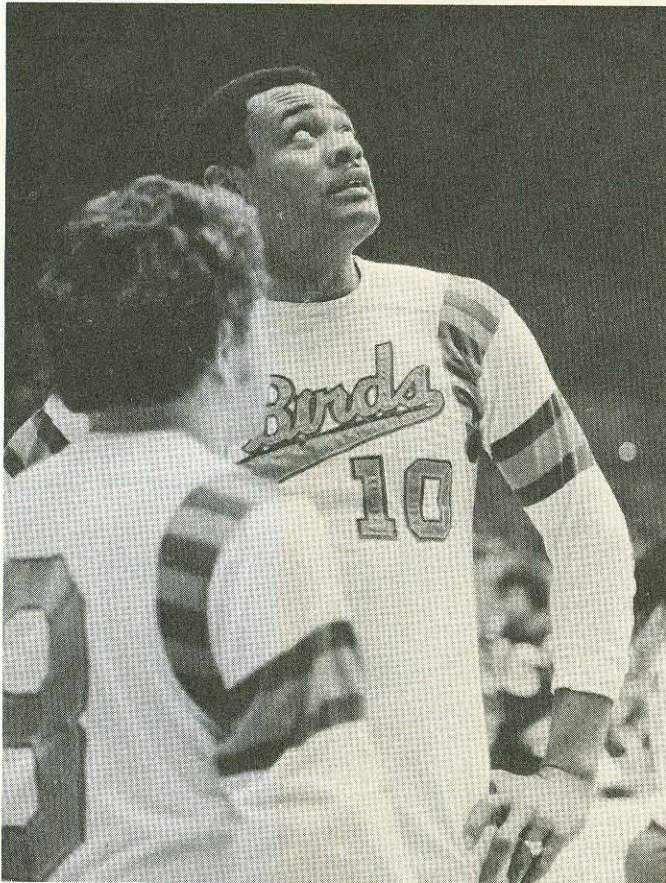
Strength of the Thunderbabe



John Johnson



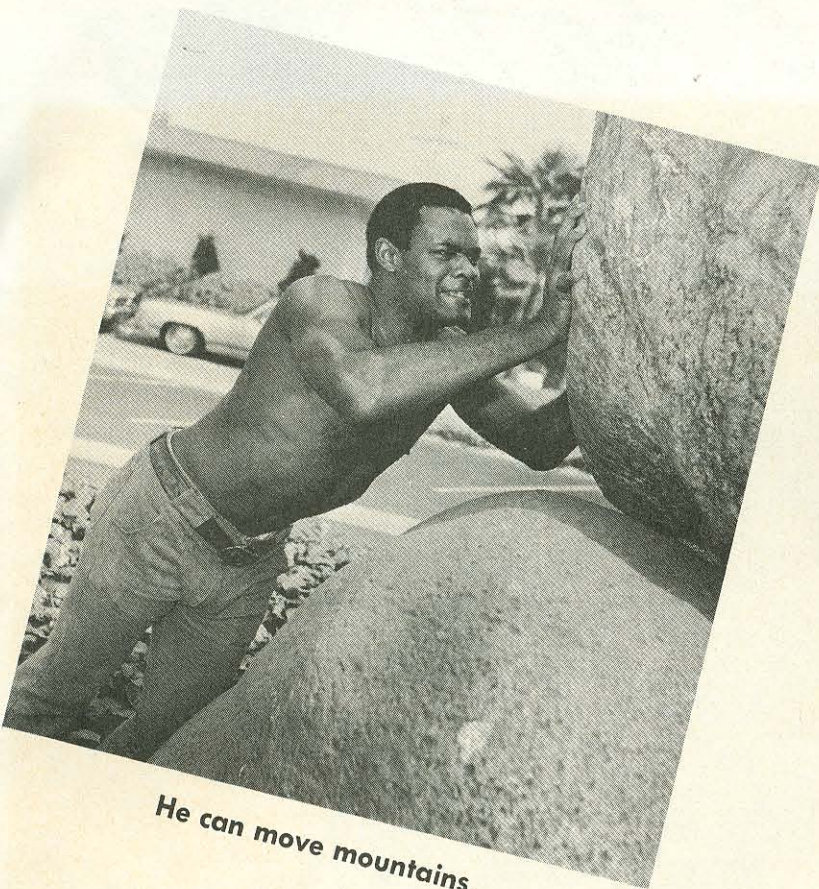
Sign on the freight car is warning to opponents.



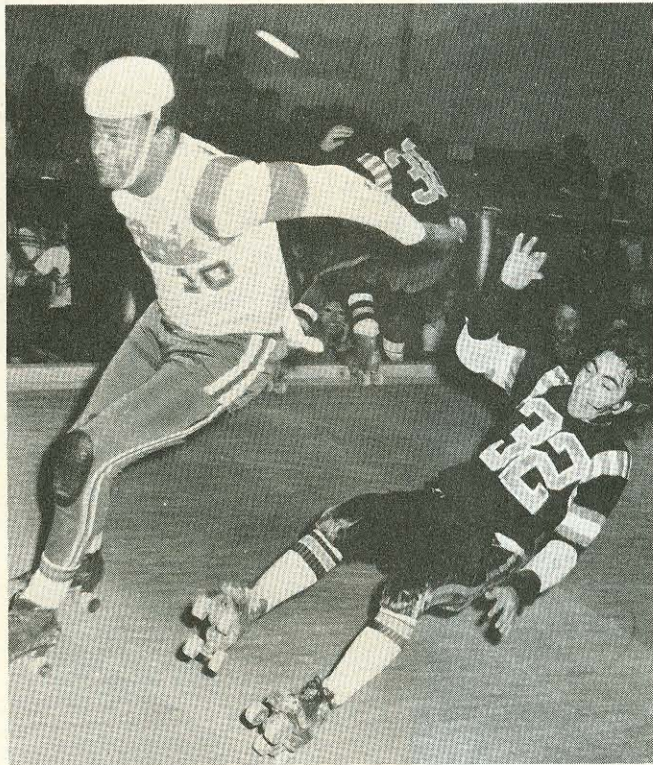
"You really want me to take care of him?"



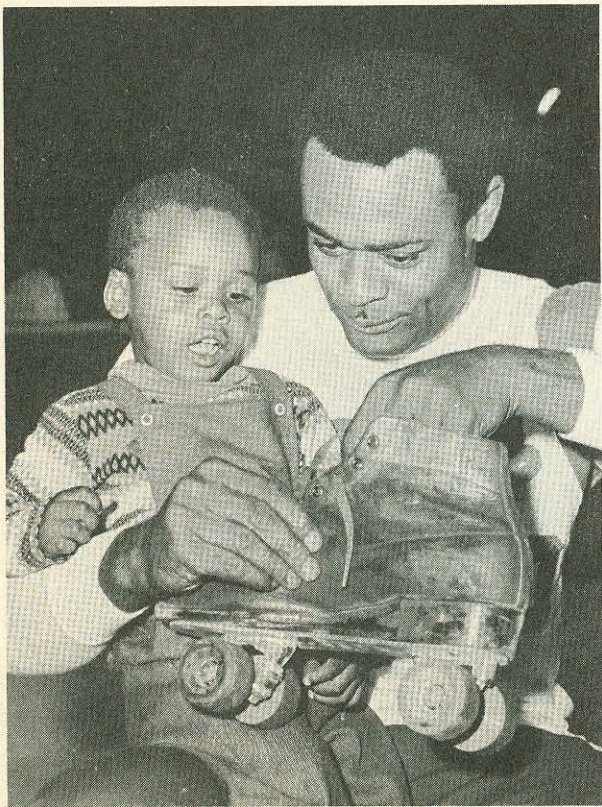
But a smile for the fans.



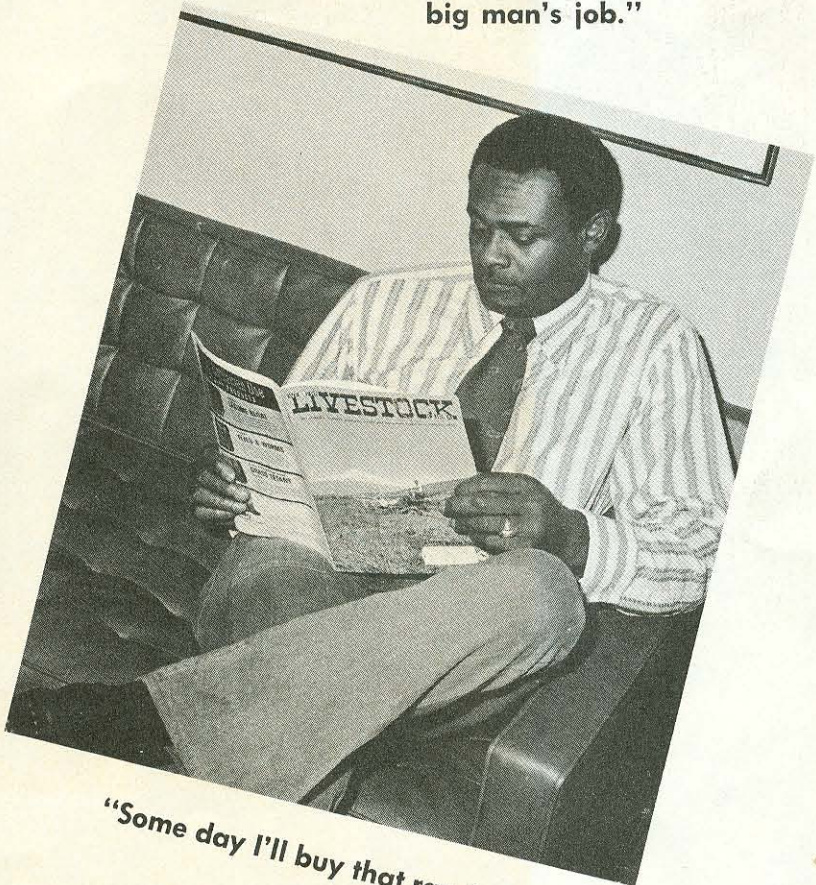
He can move mountains.



"Don't send a small one to do a big man's job."



"I want to be a skater just like daddy."



"Some day I'll buy that ranch."





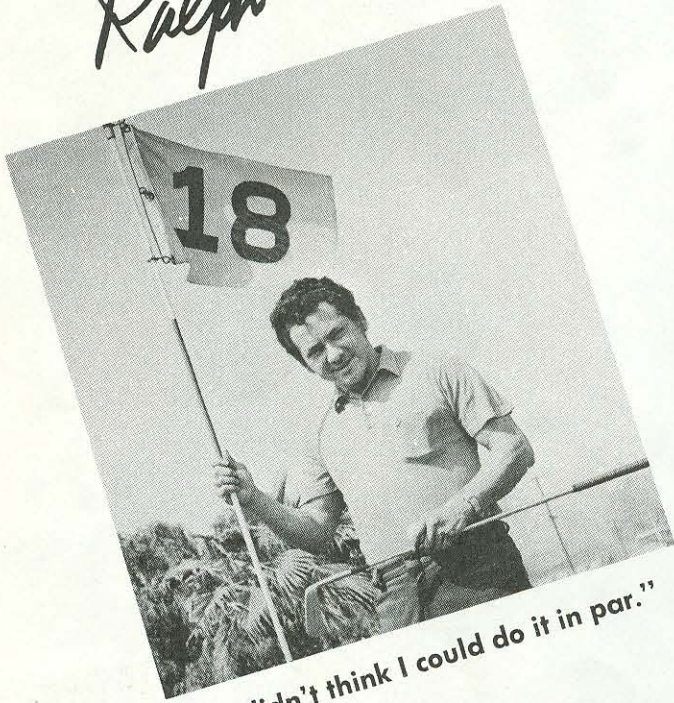
Many Faces of the Thunderbabe Coach



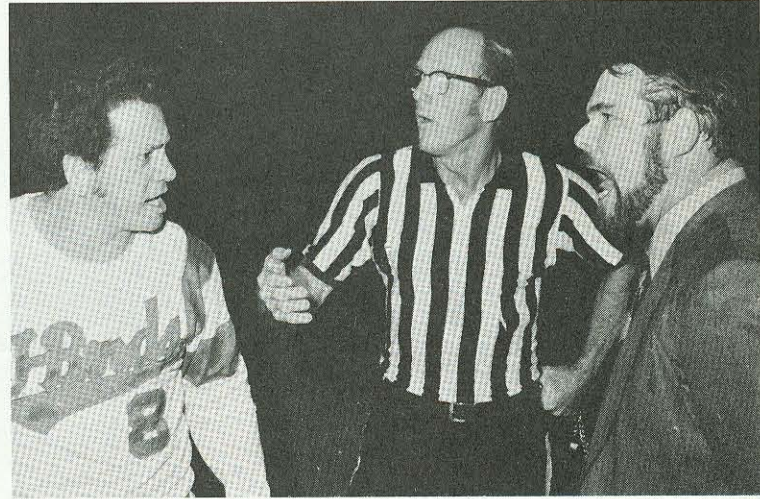
Ralph Valladares



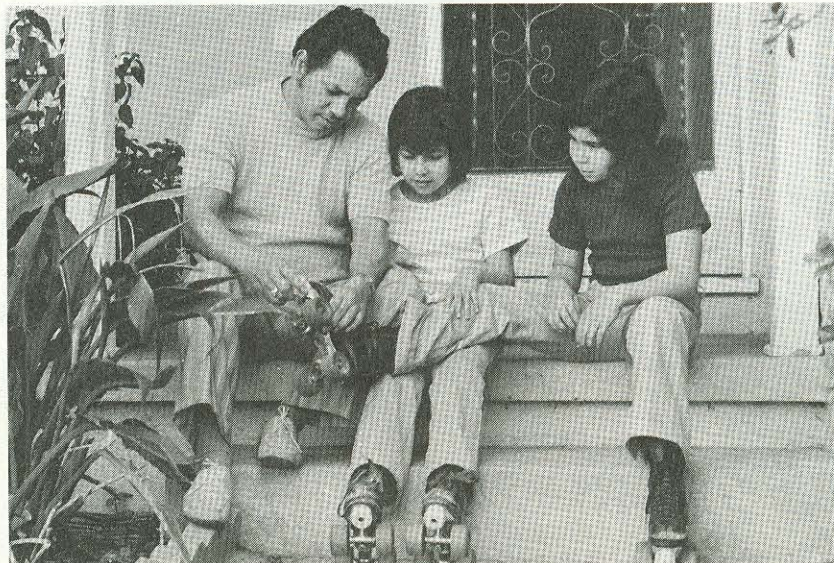
"I won this the first year with the T-Birds."



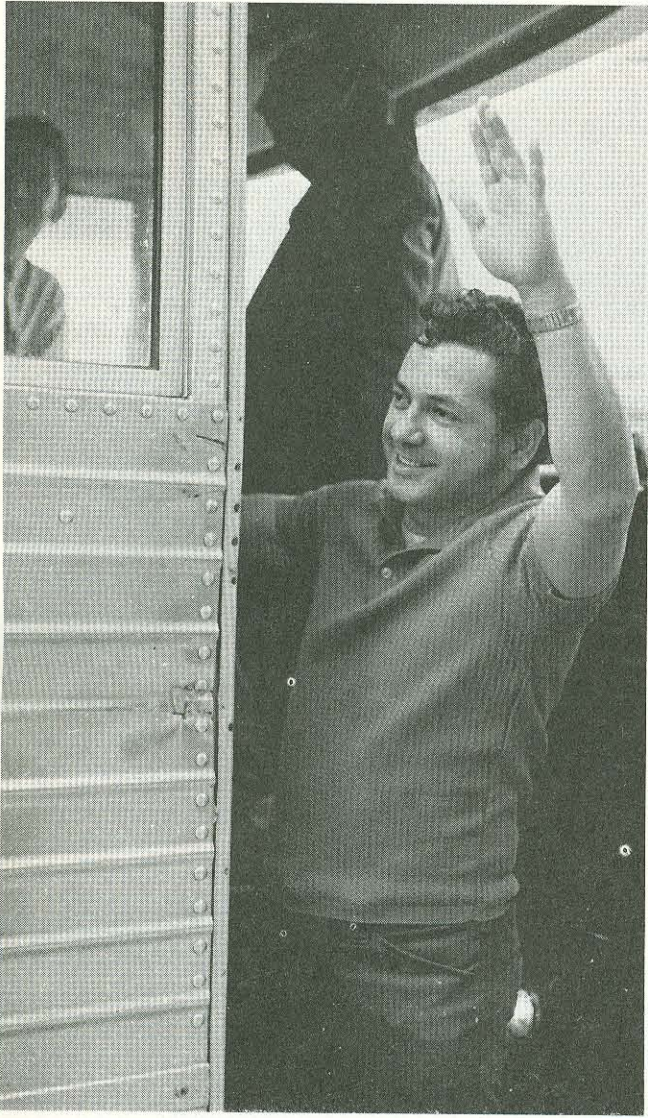
"I didn't think I could do it in par."



"Well, I'm not going to sit on the bench."



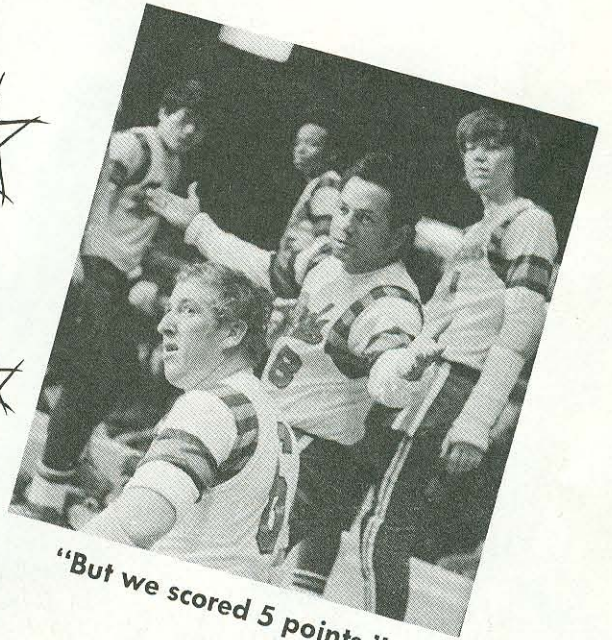
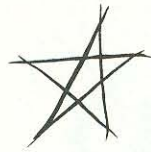
Daddy explains: "You don't have to be big to be good."



"We'll be back next week."



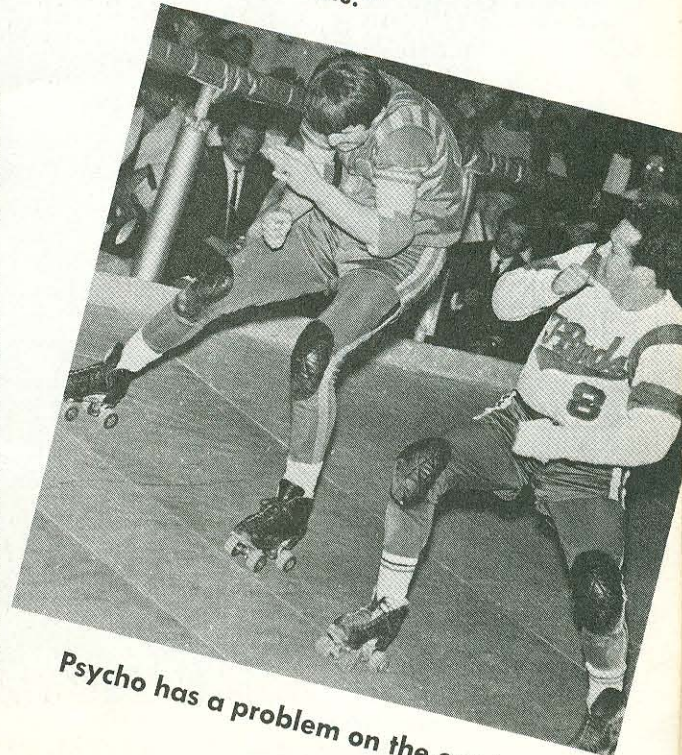
"Give it plenty of water it will grow."



"But we scored 5 points."



"What are you looking down there for?"



Psycho has a problem on the outside.

*Lovely... Talented...
She's a Thunderlabe*



*Sally
Vega*



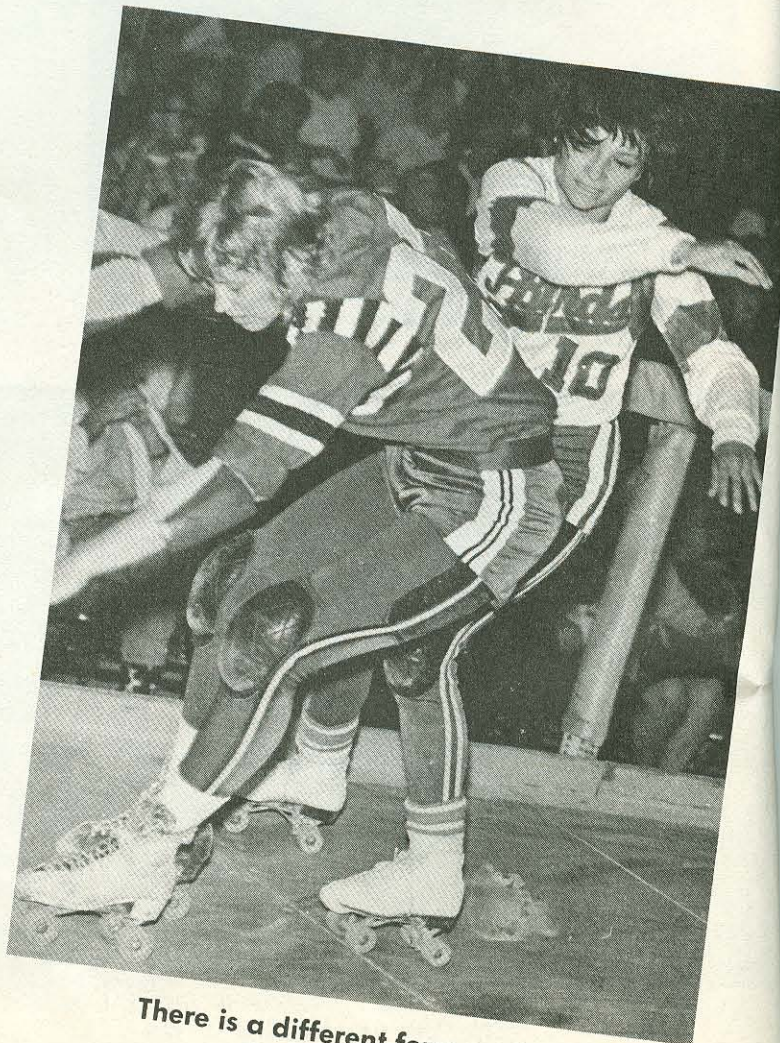
"As I was trying to explain."



A whole roomfull of trophies.



Rare form over the top.



**There is a different form on the
banked track.**



A lovely lady arrives.



Sally moves out to score.

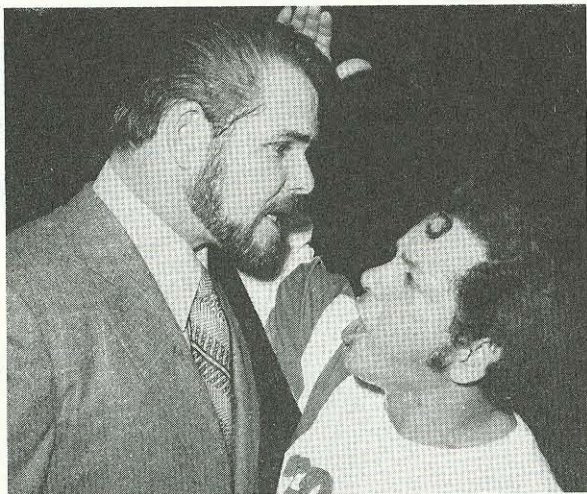


**"I'll show you who's a lady,"
says Sowinski.**



Another kind of a problem.

Problems of the Thunderbabes

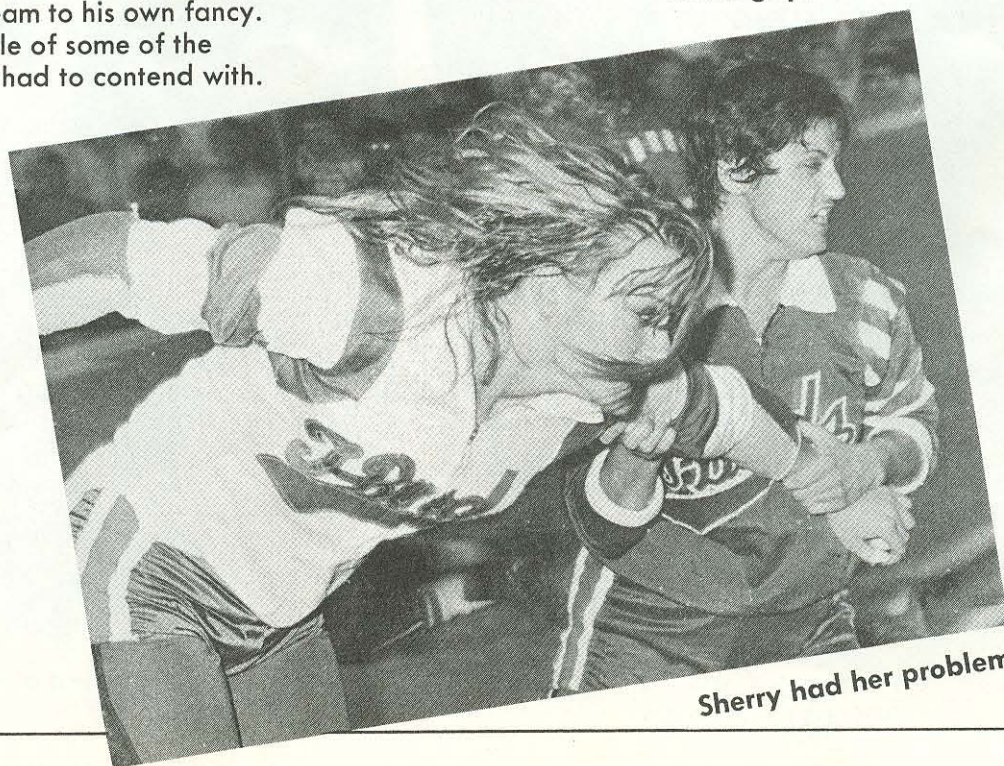


Ralphie: "I'm not going to skate that way."

Things were not all a bed of roses for the Thunderbabes. Despite the fact that this exciting young team could win games, there have been plenty of problems since the season began. Lester Quarles, Ronnie Rains, LeRoy Gonzales, Chief Parker, Pete Kelly and others did their best to try and wreck the young Thunderbirds. In addition, Dave Pound, who somehow was able to convince the owners that he could have the job as General Manager did his best to try and re-shape the team to his own fancy. Here is a sample of some of the problems they had to contend with.



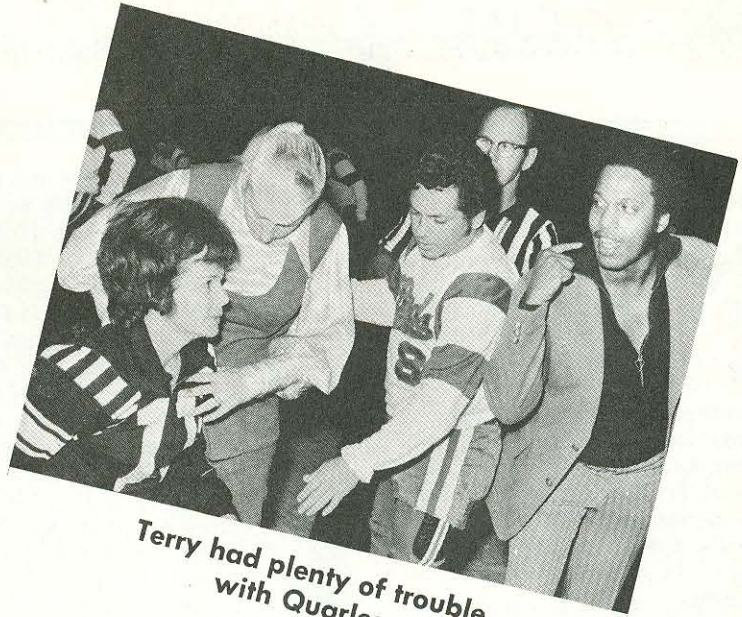
Chief Parker and his "Indian death grip."



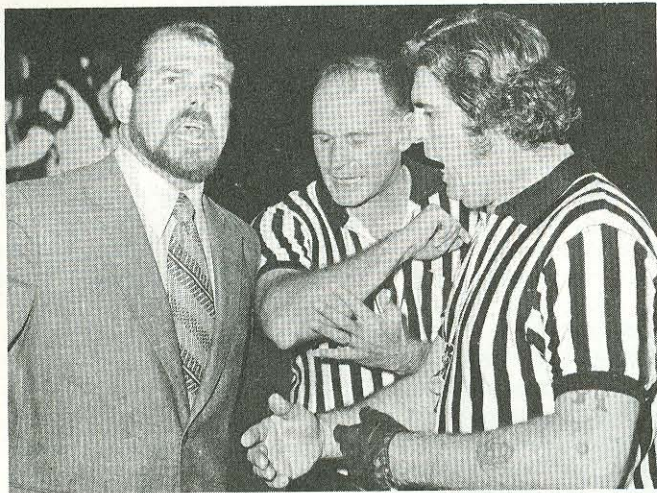
Sherry had her problems with Toni.



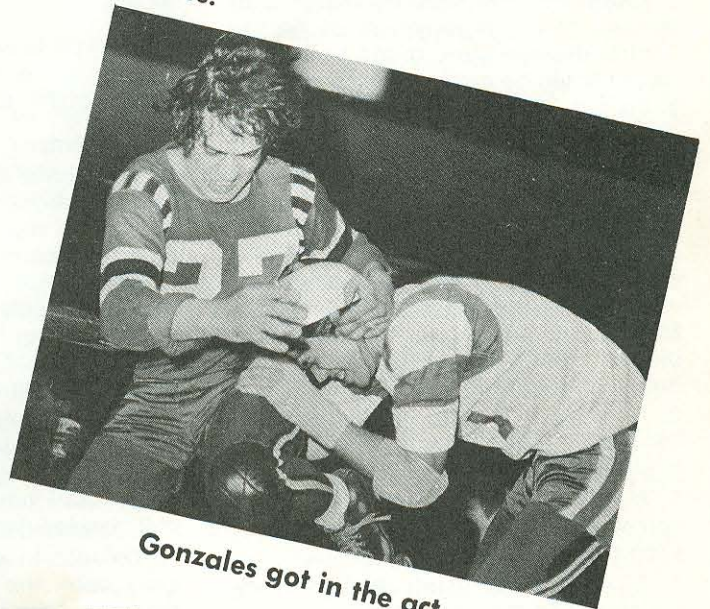
That's why they call him "Psycho."



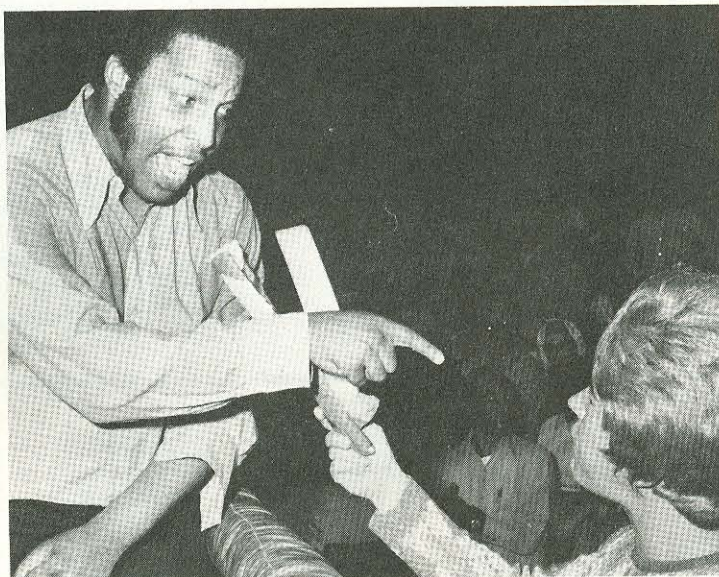
Terry had plenty of trouble with Quarles.



Pound and Darrigo make a good pair.



Gonzales got in the act.



Quarles tries to stop Shirley.



official rules of the international 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 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.

D. THE GAME

1. Each game shall be divided into 8 10-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.

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 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.

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.

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.

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 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



EXPULSION



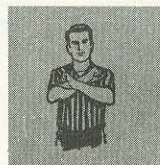
NUMBER OF
POINTS SCORED



TEAM
TIME-OUT



SKATER
INTO INFIELD



NO SCORE



JAM
CALLED OFF



SLUGGING

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 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.

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 pen-

alty 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.



UNNECESSARY
ROUGHNESS



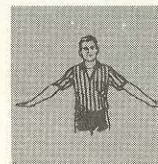
OFFICIAL
TIME-OUT



HOLDING



PUSHING



DELAYING
THE GAME



KNEEING

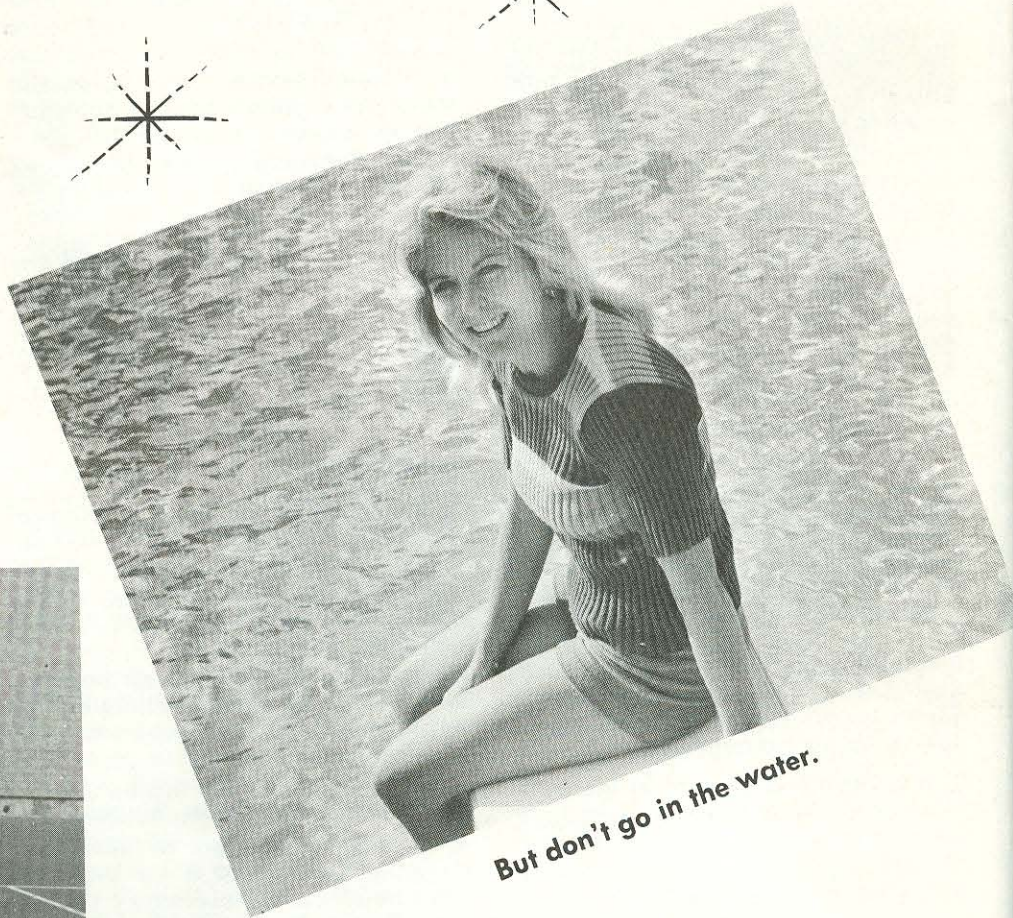


TRIPPING

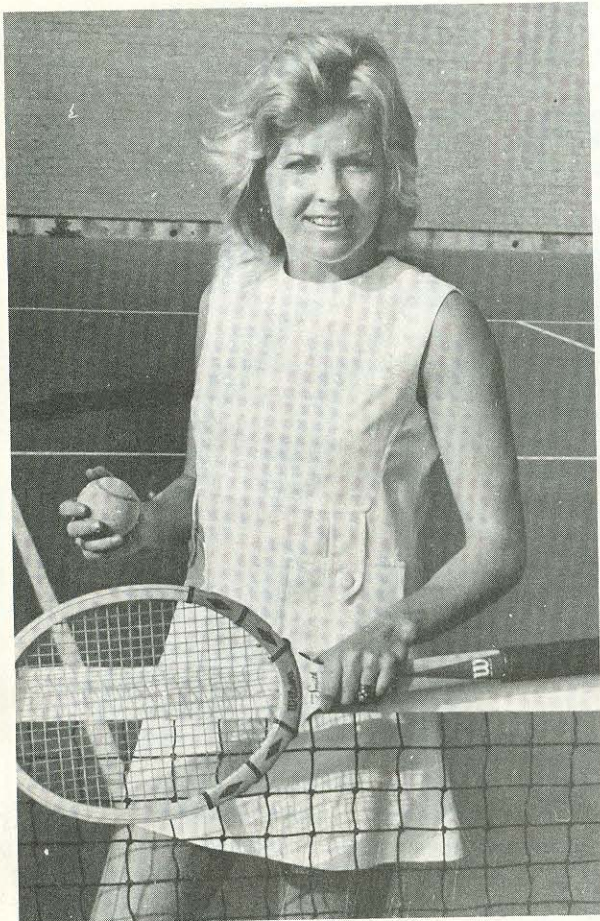
Tiny Australian is America's Pride



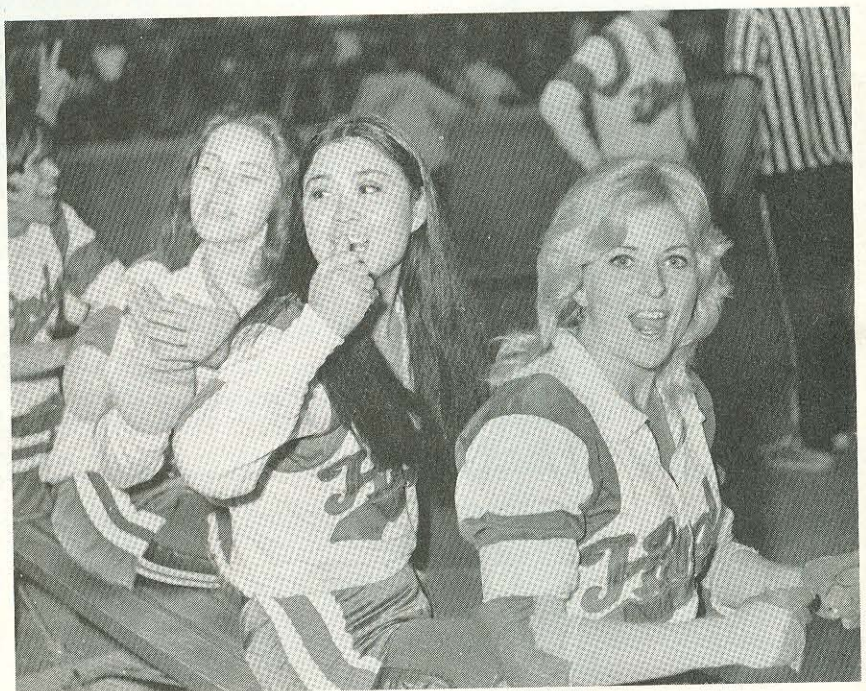
Colleen Murrell



But don't go in the water.



In Australia it's the national pastime.



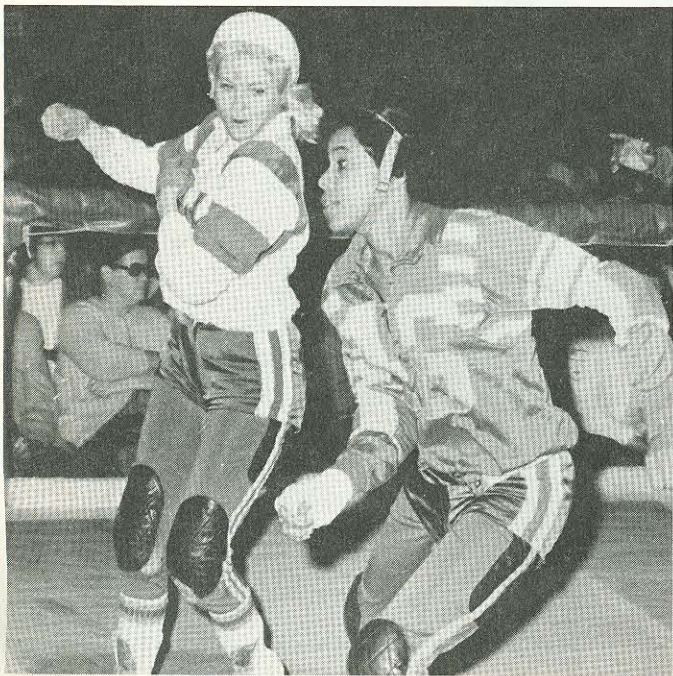
From Los Angeles, Tokyo and Sydney
they are all T-Birds.



Just a spot of tea.



"Will two be enough?"

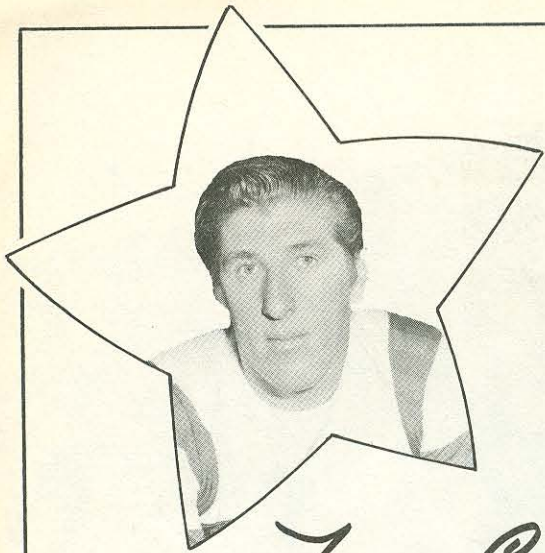


Then back to the action.

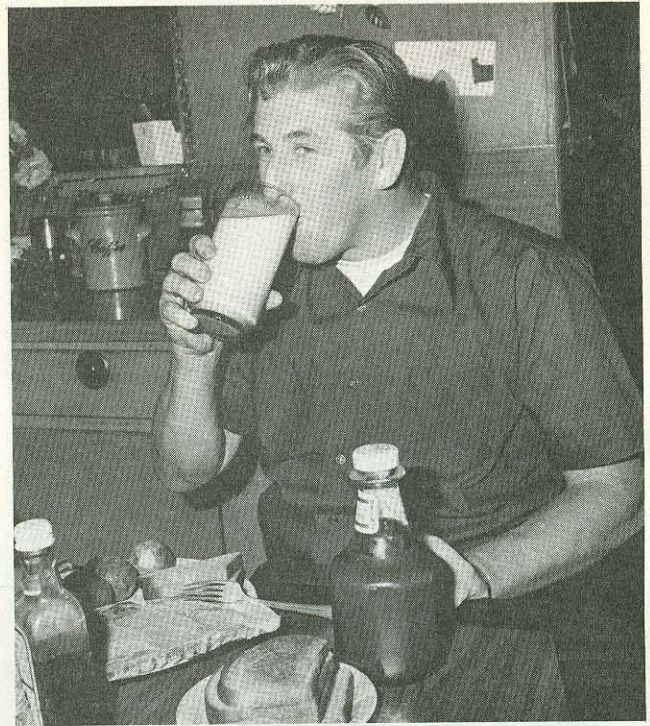


Flowers for the lady.

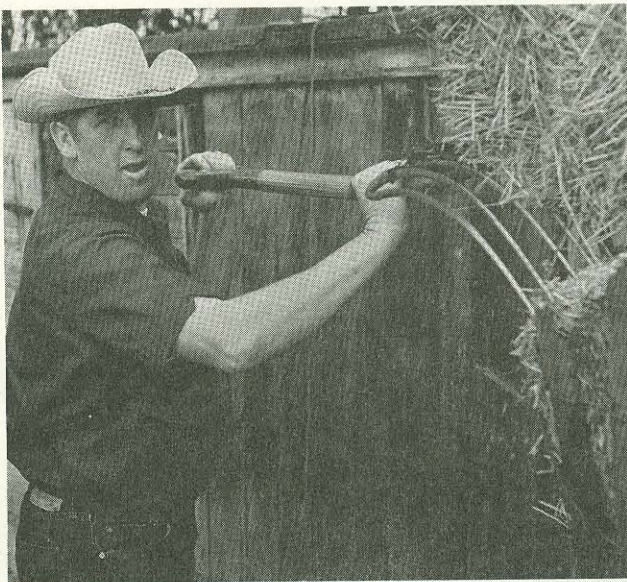
*Can't Take the Country
Out of the Boy..*



Tom Crews



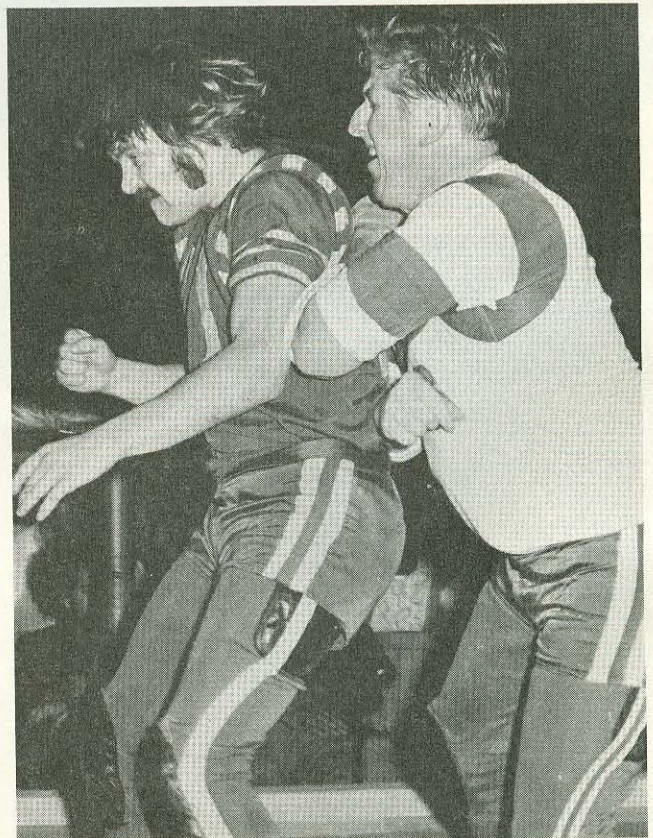
It helps build strong bodies.



"I've still got the chores to do."



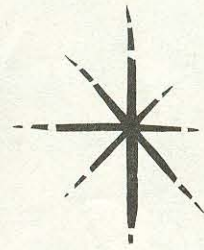
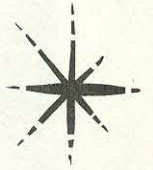
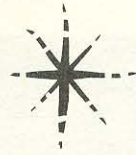
"Come on old fellow let's take a ride."



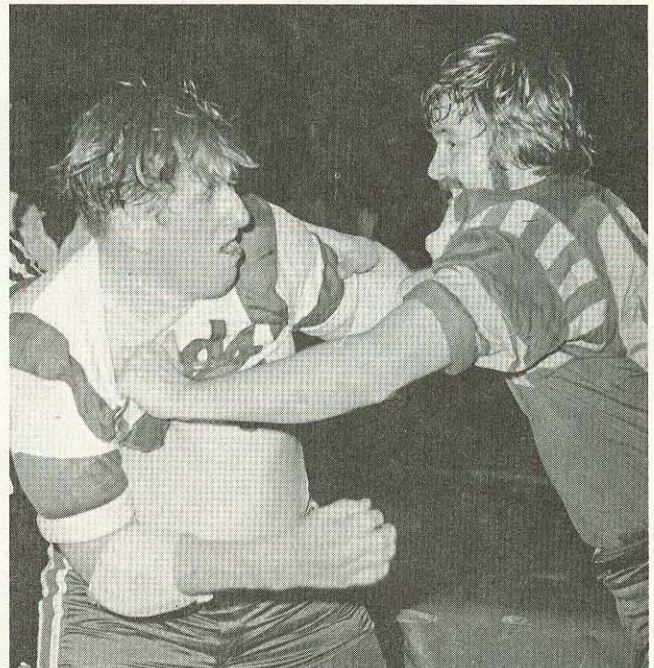
"Don't get rough with me, fella."



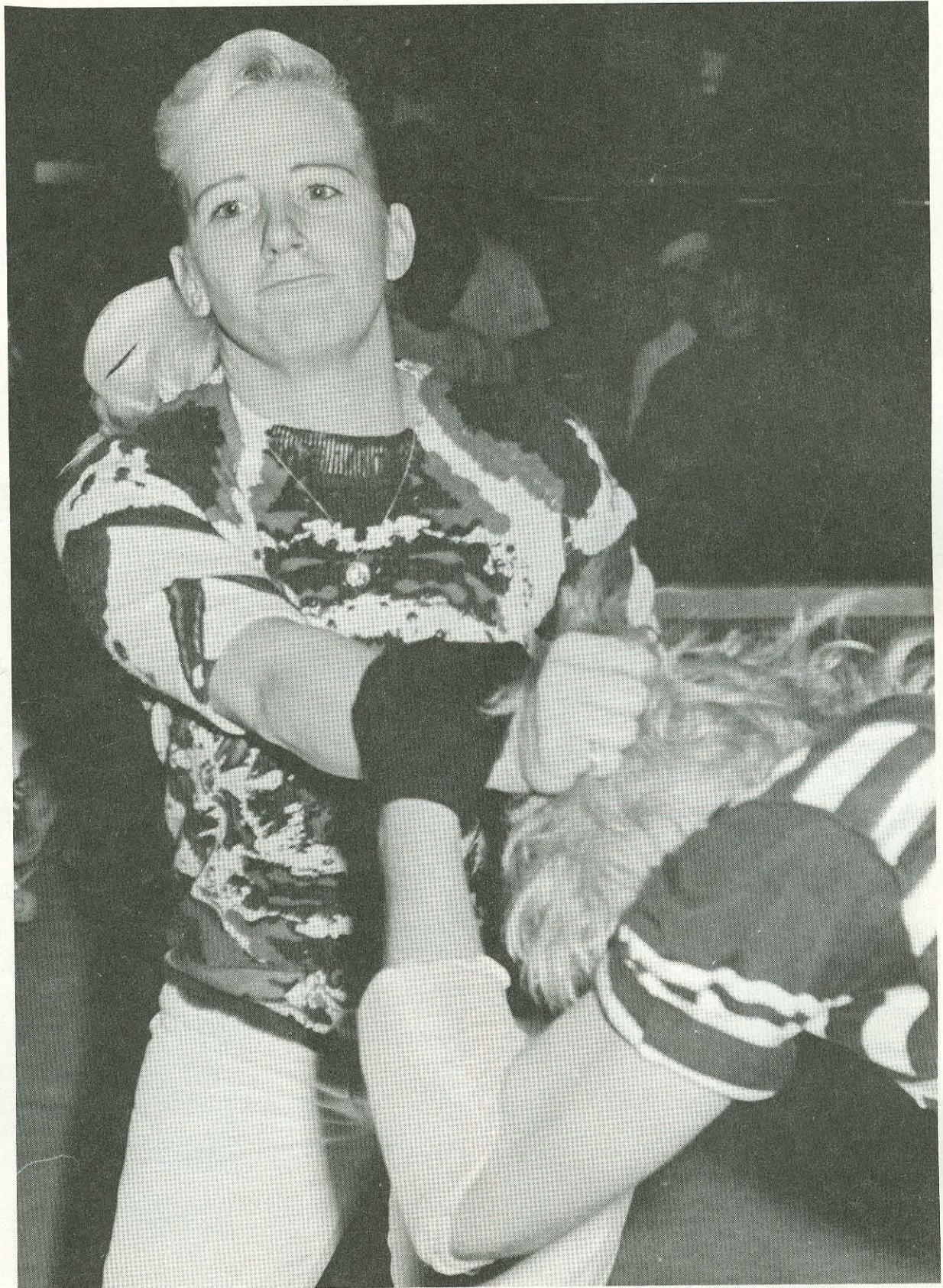
"Do you think I can make it for the next jam?"



"This is the life for me."



"Don't you talk about these good people like that."



The Game is Over!



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