

KEYBOARD REFERENCE GUIDE

[F1] Help - available in all areas

Quick Jump - inside any window of players, sorted by name, simply type the player's name you are looking for exactly as it appears. That means last name first and in all CAPS, followed by the comma and a space, then the first name with the first letter Capitalized.

[ENTER] - select highlighted item

[Esc] Escape - exits module, window, or menu screen

[Delete] - deletes highlighted item (*Draft Night & Update Weekly Scoring*)

Arrow keys - use these to move the highlight bar

[F2] Change Current Week (*Main Menu*)

[F3] Name Search (viewing reports on screen)
Mass Delete (select individual lines in *Player Point Assignments*)

[F4] Print NFL Roster after installation (*League Set Up*)
View Drafted Players (*Draft Night only*)
Play Edit Report (*Update Weekly Scoring*)
Print Multiple Reports (in *All Reports* within *Reports and Graphs*)

[F5] Edit Player Information (*Draft Night only*)
Mass Delete (*Player Point Assignments*)
Update Scoring Plays (*Update Weekly Scoring*)

[F6] Enter/Edit Weekly Scoring Plays (in *Update Weekly Scoring*)

[F7] Import Play File (in *Update Weekly Scoring*)
Mass Delete (*Player Point Assignments*)

[F8] Zero Play File (when re-updating a previously processed week)

[F9] Sort (all sections which lists of players or plays)

[F10] Quick Go To (all sections which list players or plays)

FRANCHISE FOOTBALL LEAGUE™ FANTASY-FOOTBALL GAME RULES

24 PICKS

Game Purpose

Match your football strategy and sports management skills with friends, family and co-workers. Determine through weekly FFL scoring who drafts and manages the best professional football team. Points are awarded based on actual scores made by NFL players during the regular NFL season. Play head-to-head against other FFL team owners all season long until your own FFL league champion is crowned.

To Begin Play

Organize 2 to 16 people to form your league. Each person becomes a franchise owner. If a league has more than 16 people, franchises may have co-owners. Each owner gives his/her franchise a name that will be used throughout the NFL season.

Select The Commissioner

Select a commissioner from the pool of franchise owners. The commissioner is responsible for conducting league business, arbitrating league disputes, recording all draft information, lineups and trades, and providing weekly scoring and standings reports to franchise owners.

Draft

Prior to the start of the NFL season, franchise owners hold a draft. Each franchise owner drafts a total of 20 offensive players and up to 2 defensive/special teams units (or 6 defensive players) from current NFL rosters.

Each franchise drafts:

4 Quarterbacks (QB)
6 Running Backs (RB)
6 Wide Receivers (WR)
2 Tight Ends (TE)
2 Kickers (K)

*2 Defensive Teams (DT)

*2 Special Teams Players (ST)

*2 Linebackers (LB)

*2 Defensive Backs (DB)

*Each league has the option of drafting individual defensive players or the entire defensive/special teams unit of an NFL team. All franchise owners must use the same option. See Official FFL Scoring System for more details.

To start the draft, teams first pick the order in which owners draft. Then, teams draft in order (i.e. in a 16 team league, the format would be 1-16, 1-16, etc.) or in reverse order (1-16, 16-1, 1-16, etc.) each round for 22 rounds (or 26 rounds if using defensive players).

Franchise owners are allowed two minutes between draft picks. Selections not made in the allotted time will be waived until the end of the draft.

Note: Some NFL players start at more than one position during the NFL season. These players will be listed on the Available (or Non-Drafted) Players List as they appear on the current NFL roster. A franchise owner earns points if that player scores in any position, as long as the player was started that week.

Starting Lineups

Each franchise submits a starting lineup of 8 offensive players plus a defensive/special teams unit (or 3 defensive players) to the commissioner prior to kickoff of the first game of the NFL week. After week one, if no starting lineup is submitted, the commissioner assumes the franchise has no lineup changes. The starting lineup consists of:

1 QB	1 DT*
2 RBs	
3 WRs	*or
1 ST	1 ST
1 TE	1 LB
1 K	1 DB

Trades

As with real NFL teams, franchise owners can trade or transfer one or more NFL players from one franchise to another. Players cannot be traded for defensive teams. Trades must be finalized in time for the weekly lineup exchange. No trades are allowed during the last 4 weeks of the season.

All trades must be confirmed by the league commissioner.

Waivers

A franchise owner may also waive a player on his/her current roster and add a non-roster player from the Available Players List throughout the season.

Injured Reserve

A franchise owner may place a valued NFL player from his team on Injured Reserve only if the real NFL team this player is on places him on IR. The franchise owner may then draft another player at that position from the Available Players List. Once the NFL team takes this player off IR the franchise owner must do so as well. The owner must then decide whether to keep the formerly injured player or the replacement player. Up to 4 IR moves may be done per franchise in a season.

Scoring

FFL Scoring is based on actual plays and performances made by NFL players each week during the NFL Season. Only players listed as starters for each franchise receive points for that franchise. Points are awarded for rushing TDs, passing TDs, receiving TDs, point-after-TDs, field goals, and any touchdown or safety scored by the defensive/special teams unit, special teams players, linebackers, or defensive backs. There are also an unlimited number of user-defined scoring methods which may be added to the FFL Scoring System.

Tabulation Of Weekly Scoring

The commissioner can use several different methods by which to update the weekly scoring. The easiest and most efficient method is to subscribe to the PRODIGY® Weekly Scoring Update Service via download. Other methods include Next Day Diskette Service, Facsimile Update, or through

manual entry. All 4 methods provide easy tabulation of weekly scoring (see FFL Computer Guide for instructions). The commissioner provides weekly standings and scoring reports to league members.

Winners may be determined by either head-to-head competition with between franchises or by total points.

Official FFL Scoring System

Regular Scoring Plays

	0-9 yds. Points	10-39 yds. Points	40+ yds. Points
QB pass for TD	6	9	12
RB run for TD	6	9	12
PR* catch for TD	6	9	12
DT** or ST, LB, DB return for TD	6	9	12

	1-39 yds. Points	40-49 yds. Points	50+ yds. Points
Field Goals	3	5	10

Bonus Scoring Plays

	0-9 yds. Points	10-39 yds. Points	40+ yds. Points
QB run/catch for TD	12	18	24
RB catch/pass for TD	12	18	24
PR run/pass for TD	12	18	24
K run/catch/pass for TD	12	18	24

Safety scored by a ST, LB, DB player or DT = 4 pts.

Point After Touchdown (PAT) = 1 pt.

*Pass Receivers (PR) include wide receivers (WR) and tight ends (TE).

** If your league uses the defensive/special teams unit method (in which franchise owners pick an entire defensive and special teams unit rather than individual players), and any player from that unit scores a TD, the points are awarded to that franchise.

Franchise receives points either as a regular or bonus scoring play.



STARTING A FRANCHISE FOOTBALL LEAGUE

Thumbing through the sports pages today makes one think "Who's Zooming Who?" Four million dollars a year for a defensive end? To quote the late Marvin Gaye, "What's going on?" Since the onset of complete free agency, teams are trading players around like kids trade baseball (or football) cards. Each season, it seems you have to re-learn where everyone's gone during the offseason. Well, if you are like me, take things into your own hands, put on an NFL General Manager's hat, and start a fantasy football league...join the FFL!

If you've never been part of a league, don't fret--starting one is easy. First of all, keep it simple and start with family, friends, and co-workers. One key suggestion for beginners: don't be overly ambitious and attempt to organize a 20-team league. Think simple; or, better yet, simply think! For the novice, large leagues are difficult to successfully

maintain. My suggestion would be to stick with 8 to 10 teams at the start and, if successful, entertain expansion in the following year or two. It's best to select franchise owners who are likable, and, at the same time, fit the mold of fun-loving football fans interested in competing in a fantasy league for the entire season. This last point is important, because it only takes a couple of idiotic mental-midgets who lose interest during the season to bring down the whole league.

SETTING UP YOUR FANTASY LEAGUE

1. League Organization

Organize 4 to 16 "teams" to form your own league. A team can consist of one person or multiple partners, but a tip to the wise: try to keep your league down to 8 to 10 teams. Holding down the number of teams eliminates a watering down of your draft. Although you can start an FFL league with as few as four teams, the down side of a small league is that all the teams will be loaded with superstars, the scoring is higher, and there's less challenge and competition among team owners.

2. Select a Commissioner

Don't minimize the importance of a good commissioner. This is a time-consuming job consisting of keeping records, taking weekly lineups, tracking trades, and solving a lot of problems. The commissioner doesn't have to be a wizard of fantasy football, just someone who can be firm in the handling of questionable scoring decisions, yet remain open-minded when dealing with franchise owners' concerns. Two big tips: it's best that the commissioner have the use of a computer; and choose a commissioner carefully--a wimp won't cut it, and Attila the Hun will ruin your league.

3. Draft Day

Your league's commissioner sets up the league's fantasy draft. Tip: Give plenty of notice but schedule your draft just prior to the NFL season opener. The commissioner has the responsibility of running the draft on draft night. This is a time of celebration and exuberance--so enjoy the occasion and have fun!

4. Franchise Representation

By giving plenty of notice for the fantasy draft you will ensure that every franchise is represented. A missing franchise puts a damper on the draft, and having another franchise draft for the phantom team is really a drag. Make it clear that all franchises are to be represented. Face it: a franchise that misses the draft makes draft night a bummer, cannot be relied upon during the season, and will hinder the success of your league.

5. Draft Sequence

Generally, an existing league will operate the draft just like the NFL--based on the final standings from the previous year. The last-place team receives the first pick, next-to-last gets the second pick, etc. Obviously, this sequence will give last season's champ the final pick in round one and the first pick in round two.

Example sequence for 10 teams:

Round One	Round Two
Team #10 - 1st pick	Team # 1 - 1st pick
Team # 9 - 2nd pick	Team # 2 - 2nd pick
Team # 8 - 3rd pick	Team # 3 - 3rd pick
Team # 7 - 4th pick	Team # 4 - 4th pick
Team # 6 - 5th pick	Team # 5 - 5th pick
Team # 5 - 6th pick	Team # 6 - 6th pick

Team # 4 - 7th pick	Team # 7 - 7th pick
Team # 3 - 8th pick	Team # 8 - 8th pick
Team # 2 - 9th pick	Team # 9 - 9th pick
Team # 1 - 10th pick	Team #10 - 10th pick

Round three would lead off with Team #10 picking first--order reverses every round. If you are organizing a new league, just pick numbers from a hat--or better yet a helmet--and sequence the draft:

- # 1 - #10 (first round)
- #10 - #1 (second round)
- # 1 - #10 (third round)
- #10 - #1 (fourth round)

Remember to reverse the order every round.

HOW TO RUN A SMOOTH DRAFT

1. Set the Draft Date

Just before the start of the NFL regular season, the league commissioner sets a date for the FFL fantasy draft. The commissioner must be prepared to list the players chosen round by round. An easel and a marker will help the commissioner or an assistant to record each round and allows league members to review their choices.

2. Don't Let The Draft Drag

To move the draft along, set up a time limit per selection (for example, many leagues suggest one minute between picks). If you don't set a time limit initially, your draft will drag and tempers will flare. Trust me, without a time limit per selection, your draft will become a nightmare. Have fun, but move the selection process along and you will have a successful draft.

3. Suggested Number of Players to Draft

- (4) Quarterbacks (QB)
- (6) Running Backs (RB)
- (6) Wide Receivers (WR)
- (2) Tight Ends (TE)
- (2) Kickers (K)
- (2) Defensive/Special Teams (DT/ST)

These are the numbers of players the FFL suggests to draft per team. This is not a hard-and-fast rule, but with these amounts you will have enough men at each position to cover situations like bye weeks, injuries, etc. Many existing leagues change these numbers slightly, so use them as general guidelines.

Supplemental Draft

Many leagues hold supplemental drafts to fix "mistakes" (or should I refer to them as humongous draft errors?). Not only will the supplemental draft correct draft night flaws, but it also is helpful in cases where key players are injured. I would suggest that you hold the supplemental draft after Week 5 in order to supplement rosters with NFL players not chosen at the outset. The FFL recommends a limit of six players to be selected for each team.

Weekly Starting Lineups

Each franchise must submit a nine-player starting lineup (eight players and one defensive/special team) to the commissioner prior to the kickoff of the first game of the NFL/FFL week. If no starting lineup is submitted, the commissioner will assume that the team has no lineup changes. The FFL recommends the following starting lineup requirement:

- (1) Quarterback (QB)
- (2) Running Backs (RB)
- (3) Wide Receivers (WR)
- (1) Tight End (TE)
- (1) Kicker (K)
- (1) Defensive/Special Team (DT/ST)

Some leagues will set Thursday evening as the time to call in their weekly lineup. Most commissioners, however, will give franchises until game time on Sunday to call in lineups. The commissioner should *never* accept any lineup change after games are in progress on Sunday! A good suggestion is to get an answering machine so each franchise can record his or her lineup. Take it from me, if the commissioner takes each call, conversations will drag on and tie up the phone line for the other franchises. The tape recorder/voice mail is the quickest and most reliable method for lineups, and the recorded lineup message eliminates any confusion or errors.

Trades and Waivers

As with real NFL teams, franchise owners can trade or transfer one or more NFL players from one franchise to another. However, all trades must be approved by the commissioner, and in order to play a traded player on that weekend, trades must be finalized in time for the weekly lineup exchange. No trades are allowed during the final four weeks of the season. (This is recommended to prevent real loser franchises from "selling" their talent to winning teams. Also, many leagues have their playoffs in the last few weeks of the season.)

A franchise owner may also waive a player on his/her current roster and add a nonroster player up to a maximum of eight times during the season.

FFL Scoring System

FFL scoring is based on actual plays made by NFL players each week during the NFL season. Only players listed as starters for each franchise receive points for that franchise. Points are awarded for rushing TDs, receiving TDs, passing TDs, points-after-TDs (PATs), field goals, and any touchdowns scored by defensive/special teams players, including safeties.

Official FFL Scoring System

Regular Scoring Plays			
	0-9 yds. Points	10-39 yds. Points	40+ yds. Points
QB pass for TD	6	9	12
RB run for TD	6	9	12
PR* catch for TD	6	9	12
DT** or ST, LB, DB return for TD	6	9	12
Field Goal	3	5	10
Bonus Scoring Plays			
	0-9 yds. Points	10-39 yds. Points	40+ yds. Points
QB run/catch for TD	12	18	24
RB catch/pass for TD	12	18	24
PR run/pass for TD	12	18	24
K run/catch/pass for TD	12	18	24

Safety scored by a specific player or DT = 4 pts.

Point After Touchdown (PAT) = 1 pt.

*Pass Receivers (PR) include wide receivers (WR) and tight ends (TE).

Key: QB (Quarterback), RB (Running Back), PR (Pass Receiver), K (Kicker), ST (Special Teams player), LB (Linebacker), DB (Defensive Back), DT (Defensive Team), TD (Touchdown).

** If your league uses the defensive/special teams unit method (in which franchise owners pick an entire defensive and special teams unit rather than individual players), and any player from that unit scores a TD, the points, as specified earlier, are awarded to that franchise.

league standings. Generally, since the commissioner keeps track of the stats, he or she should also do the newsletter. Make sure you include the following:

- * Weekly winner.
- * The past week's scoring results, team by team.
- * Year-to-date league standings.
- * Weekly head-to-head schedules.
- * Any league business (trades, roster changes, etc.).
- * Any rules interpretations.

Newsletter Tips

- * Be informative first, humorous second.
- * *Never* be crude, vindictive, ugly or rude to team members or franchises.
- * Be topical, tie in current events or sports.
- * Use a theme, and tie in your league's teams or individuals.
- * Use cartoons, captions, or famous quotes.
- * Include yourself when dealing out the quips.
- * Spread that wit (and abuse) around to all league members; don't single out just one or two owners--spread your wrath around!
- * Bottom line: Be informative and imaginative--and most of all keep it fun!

League Newsletters

Communication with league members is crucial, and the best means is through a weekly newsletter. You should keep league members up-to-date with weekly information on stats, scores and



THE QUARTERBACKS

DRAFTING STARTING QUARTERBACKS

In most fantasy leagues scoring systems, quarterbacks generally are among the top producers. Therefore, I like the idea of selecting a solid quality quarterback for my first pick. The art of drafting an upper-echelon quarterback may not be so simple if you pick near the end of the round. For example, if you select 11th in a 12-team league, your prospects are looking dim. But if you have one of the early picks, grab a quarterback like Steve Young, Troy Aikman, Jim Kelly or Randall Cunningham. Face it, a top flight QB is going to score every game and that, my friends, is the name of the game.

HELP...I WON MY LEAGUE...EVERYBODY HATES MY GUTS....AND I PICK LAST!

First of all, HATE BACK! Second, map out a strategy. I can guarantee that some of those nudniks drafting early in your league will blow their pick. There are also some strong running backs (Barry Sanders, Emmitt Smith and Thurman Thomas)--grab one and turn around with your next pick (first pick in 2nd round,) and grab a Ricky Watters or the best available QB. Or get funky and get down with a Pete Stoyanovich or Chip Lohmiller! By doing so, you force panic in

the draft--after, all you won last year and everyone thinks you know more than you really do.

DRAFTING BACK-UP QBs

Psst...a little tip, if you draft a quality QB from a quality team, it makes good sense to draft that team's back-up QB. For example, Steve Young and the 49ers are going to make a whole lotta noise in '93. If Young suffers an injury, he would be replaced by the very capable Steve Bono. Now Bono ain't Young, but he is a proven player who would lead the Forty-Niners without a major drop in wins and scoring production.

Now keep your thinking cap on...if you draft a Jim Harbaugh, you DO NOT want to suffer the knee-jerk reaction of drafting his backup (P.T. Willis). Now I'm sure that ol' P.T. is a great guy, and maybe will develop one day into another Joltin' Joe Montana. But do you really want to turn your cherished FFL starting QB spot over to P.T.? I...don't...think so. So be smart, back up the quality QBs with quality backups--not schmoes!

With free agency, we witnessed some incredible duos being formed: Kansas City's Joe Montana/Dave Krieg, Phoenix' Steve Beuerlein/Chris Chandler and Chris Miller/Bobby Hebert of Atlanta.

Drafting these duos won't hurt your fantasy scoring chances in '93. In fact, with such capable back-up/starters, expect to see KC, Phoenix and Atlanta really open it up.

STARTER	BACKUP	TEAM
1. Steve Young	Steve Bono	San Francisco 49ers
2. Jim Kelly	Frank Reich	Buffalo Bills
3. Warren Moon	Cody Carlson	Houston Oilers
4. Mark Rypien	Cary Conklin	Washington Redskins
5. Joe Montana	David Krieg	Kansas City Chiefs
6. Troy Aikman	Hugh Millen	Dallas Cowboys

★7★ **RUNNING BACKS**

Running back is always key in fantasy football. Face it, you get to start two players--so you have additional scoring opportunities. You really need to get at least two scores per week from your running backs. If you play the season with rotating ineffective running backs, you will be a first-class FATHEAD and lose.

Obviously, the best opportunities for major scoring will come from Emmitt Smith, Barry Sanders, Thurman Thomas, Barry Foster, Ricky Watters, Rodney Hampton, Terry Allen and Lorenzo White. These are gimme picks and all should have double-digit scoring barrages. That's a no-brainer.

The key is to be aware during exhibition season of certain developments. If you were a member of PRODIGY last exhibition season, you would have read my fantasy column predicting that the two rising stars for '92 would be Ricky Watters and Terry Allen. I did my homework and followed the trends--it was as simple as that. Part of the fun and intrigue of playing fantasy football is following all the summer camps and the exhibition season, and keeping up with the

cuts, injuries and changes. I can promise you that whoever won your league in 1992, was not some dorky-stooge-nudnik (in appearance maybe, but not in knowledge!). I guarantee that the winner was prepared and informed.

GIEBEL'S NO-BRAINER 1993 SUPERSTAR RUNNING BACKS:

- | | |
|---------------------------------------|----------------------------------------|
| 1. Emmitt Smith, Dallas Cowboys | Gets stronger with each carry. |
| 2. Barry Sanders, Detroit Lions | Great player, weak schedule, new line. |
| 3. Thurman Thomas, Buffalo Bills | Just does so much offensively. |
| 4. Ricky Watters, San Francisco 49ers | Elusive, great instinct & hands. |
| 5. Barry Foster, Pittsburgh Steelers | A blaster! Another Emmitt Smith. |
| 6. Rodney Hampton, New York Giants | Powerful double-duty guy. |
| 7. Terry Allen, Minnesota Vikings | Will no longer be a secret! |
| 8. Lorenzo White, Houston Oilers | The one back, in the one-back. |

BONUS SCORING

In most FFL leagues, the policy allows for bonus scoring. The bonus is based on distance scoring. The FFL suggests 40 yards as a distance barometer. Therefore, if a running back romps off for a 40-plus-yard TD run, he would receive double points. Another bonus comes when a running back catches a pass and scores a TD. If the yardage distance was 39 yards or under, the running back gets double points. If the pass play TD was 40 yards or more, the running back gets the infamous "DOUBLE/DOUBLE!" The DOUBLE/DOUBLE is a rarity, but when it occurs...it is sooo sweet!

EXAMPLE POINT SYSTEM:

- | | |
|-------------------------------------------------|-----------|
| RB scores on a TD run 39 yards or less: | 6 points |
| RB scores on a TD pass recptn 39 yards or less: | 12 points |
| RB scores on a TD run 40 yards or more: | 12 points |
| RB scores on a TD pass 40 yards or more: | 24 points |

WIDE RECEIVER DRAFT STRATEGY

First, draft key team-leading receivers around the third round (second for Rice, Sharpe, Irvin and Rison). As a rule of thumb, I like to hook up my QB selection with a WR from the same team. For example, a Steve Young-Jerry Rice hookup would be a real fantasy. (However, a truer chance would be Troy Aikman and Michael Irvin).

Another bit of strategy is to select the secondary receiver from a hot offensive team. Hot offensive teams are not necessarily the best NFL teams--but they are explosive scoring machines. Teams like Dallas, San Francisco, Buffalo, Atlanta, Houston and Washington have solid secondary receivers. Therefore, don't be hesitant about selecting an Alvin Harper, John Taylor, Don Beebe, Ernest Givins or Ricky Sanders.

Stay away from teams that treat scoring through the air as something unique. No matter how good a receiver is, he's nothing without a decent quarterback threading the pass. For example, Seattle's Brian Blades is truly an exceptional player but, tell me, have you seen him surface in the old scoring column much the past two seasons? Where, oh where, have Anthony Carter, Mark Carrier, and Wendell Davis been hiding? Where? Trapped inside ineffective offenses led by below-average QBs. Maybe it's me, but I get excited over the prospects of Irving Fryar catching TD passes from Dan Marino. Something about that Hugh Millen/Tom Hodson/Scott Zolak QB combo didn't give me that same warm feeling towards Fryar and a possible 10-TD season.

My last receiving tip is that selecting speed will get you points. For example, Kansas City's David Krieg will never be confused with a mad bomber--yet, he tossed seven TDs over 40 yards. How? Because his receivers, Willie Davis, Tim Barnett and J.J. Birden, flat outran their defenders. *Always* have a couple of speed merchants on your roster, and they can play the hot hand as third receivers.

FRANCHISE RECEIVERS

PLAYER	COMMENT
1. Jerry Rice, San Francisco 49ers	Simply the best receiver, ever!
2. Sterling Sharpe, Green Bay Packers	Second to Rice ain't bad, folks.
3. Andre Rison, Atlanta Falcons	Prime time mouth and talent to match.
4. Michael Irvin, Dallas Cowboys	Clutch player, not far from the top.
5. Gary Clark, Phoenix Cardinals	Hot-head will find ways to score.
6. Haywood Jeffries, Houston Oilers	Tough guy, very similar to Irvin.
7. Michael Haynes, Atlanta Falcons	Flat-out blows by defenses.

ALL-VETS SQUAD

1. Art Monk, Washington Redskins	Don't write Monk off!
2. James Lofton, Free Agent	Once great, but age has caught up.
3. Drew Hill, Atlanta Falcons	Solid, but shoulda stayed with Moon.
4. Jessie Hester, Indianapolis Colts	Can still squeeze a score.
5. Roy Green, Philadelphia Eagles	Swan Song could be a Swan Dive.

THE 'LONG BALL' WIDE RECEIVERS (2 or More)

PLAYER	TDs Over 40 Yds.	
Jerry Rice, San Francisco 49ers	3	Expect more long distance TDs.
Michael Haynes, Atlanta Falcons	3	Easily could double '92 figure.
Sterling Sharpe, Green Bay Packers	3	4-5 is in Sharpe's range.
Mark Duper, Miami Dolphins	3	Will have trouble matching '92.
Michael Jackson, Cleveland Browns	3	Another Michael Haynes?
Herman Moore, Detroit Lions	3	Will outjump everyone.
Willie Davis, Kansas City Chiefs	3	A true long-ball burner.
Andre Rison, Atlanta Falcons	2	Don't expect much more than 3.
Michael Irvin, Dallas Cowboys	2	Good for 2-3 in '93.
Anthony Miller, San Diego Chargers	2	Should double '92 stats.
Fred Barnett, Philadelphia Eagles	2	Should be in 4-5 range.
Tim Brown, Los Angeles Raiders	2	Who's going to toss the bomb?
Art Monk, Washington Redskins	2	Don't expect Art on bomb duty.
Don Beebe, Buffalo Bills	2	What gives? Easy 4-5 bombs.
Tom Waddle, Chicago Bears	2	Hustler at his max.
Tim Barnett, Kansas City Chiefs	2	If healthy, will double stats.
Willie Green, Detroit Lions	2	Sneaky, elusive receiver.



DEFENSE AND SPECIAL TEAMS

The FFL recommends drafting an entire defensive and special team unit, rather than individual defensive and special team players. This is done so that each franchise owner has a greater chance to score each week. This is especially true if your league counts interceptions, sacks and fumbles for points. For instance, if the Redskins' Desmond Howard runs back a kickoff 40 yards for a TD, that's 12 points. If Brian Mitchell from the Redskins runs back a TD later on in the same game, the franchise owner who had drafted the Redskins DT would get both of those scores--AND points if the Washington "D" picked off any passes or sacked the QB. We feel this is an even opportunity for all franchises, and makes it easier on FFL general managers.

With all this in mind, here are my picks for the top defensive teams. These selections are made with the following criteria firmly in mind:

1. 1992's ranking--were they high and dry, or all-wet?
2. Offseason trades/acquisitions--are they a team looking to improve their defense and special teams play?
3. Raw talent at positions--are the guys they have doing the jobs capable of continued success?

4. Ability to light up the FFL scoreboard--lots of pick-offs, INTs, sacks, kick returns, safeties--do they try to score, or make ya snore?

DEFENSIVE TEAMS

1. Minnesota Vikings
2. Kansas City Chiefs
3. Houston Oilers
4. Dallas Cowboys
5. Washington Redskins
6. New Orleans Saints
7. San Diego Chargers
8. Phoenix Cardinals
9. Atlanta Falcons
10. New England Patriots
11. Tampa Bay Buccaneers
12. Green Bay Packers
13. Philadelphia Eagles
14. Pittsburgh Steelers
15. Indianapolis Colts
16. Miami Dolphins
17. Buffalo Bills
18. New York Jets
19. Detroit Lions
20. Cleveland Browns
21. Denver Broncos
22. Chicago Bears
23. Los Angeles Rams
24. San Francisco 49ers
25. Los Angeles Raiders
26. New York Giants
27. Seattle Seahawks
28. Cincinnati Bengals

SPECIAL TEAMS PLAYERS

Choosing a player or special team takes an equal mixture of research and luck, but if you hit it right--it's lightning time for your franchise. So, to help you to make the correct selection, here are some tips:

1. When drafting a special team: If your league takes the approach of drafting a complete team, make sure it is a team with top-ranked return-men. The team concept gives you the opportunity for multiple scores from multiple players (e.g., Washington had returns from Brian Mitchell and Desmond Howard in '92).
2. When drafting a return specialist (individual players): Select a full-time kick or punt returner. It simply makes more sense (and points) to select a player who will get many opportunities to "touch" the ball. Also, as long as your returner is healthy, do not develop the bad habit of flip-flopping specialists. As a rule of thumb, you will get burned as the player you benched will seemingly ALWAYS SCORE!
3. Select a double-duty returner: A player like Mel Gray (Detroit) has awesome value since he returns both kickoffs and punts and therefore becomes a double threat to score. Remember gang, the more opportunities, the more scores.
4. Select a speedster: Sure there are returners who lack burning speed and do score--but your best bet for a return is with a player with lightning quick feet. Remember, a TD return is still a rarity, and the guy with the best shot is the returner with the speed to break the crease and blast off!

1992 PUNT RETURN STAT LEADERS (At Least 15 Attempts)

PLAYER	NO.	AVG. RET	TD'S
1. Kelvin Martin, Seattle Seahawks	42	12.7	2
2. Clarence Verdin, Indianapolis Colts	32	11.2	2
3. Dale Carter, Kansas City Chiefs	38	10.5	2
4. Carl Pickens, Cincinnati Bengals	18	12.7	1
5. Vai Sikahema, Phoenix Cardinals	40	12.6	1
6. Rod Woodson, Pittsburgh Steelers	32	11.4	1
7. Mel Gray, Detroit Lions	15	10.8	1
8. Terrell Buckley, Green Bay Packers	21	10.1	1
9. Eric Metcalf, Cleveland Browns	44	9.8	1
10. Brian Mitchell, Washington Redskins	29	9.3	1
11. Johnny Bailey, Phoenix Cardinals	20	13.2	0
12. Arthur Marshall, Denver Broncos	33	10.6	0
13. Tim Brown, Los Angeles Raiders	37	10.4	0
14. Anthony Parker, Minnesota Vikings	33	10.2	0
15. Cliff Hicks, Buffalo Bills	29	10.0	0
16. David Meggett, New York Giants	27	8.9	0
17. Alan Grant, San Francisco 49ers	26	8.2	0
18. Walter Stanley, New England Patriots	28	7.6	0
19. Chris Warren, Seattle Seahawks	34	7.4	0
20. Eric Bienemy, San Diego Chargers	30	7.4	0
21. Vernon Turner, Los Angeles Rams	28	7.4	0
22. Rob Carpenter, New York Jets	28	7.4	0
23. Scott Miller, Miami Dolphins	24	7.3	0
24. Pat Newman, New Orleans Saints	23	6.9	0
25. Webster Slaughter, Houston Oilers	21	6.8	0

* Note: Todd Kinchen, Los Angeles Rams, did not qualify due to too few attempts. He did, however, return two punts for TDs. I'll bet he gets the fulltime job in '93!

OFFENSIVE RATINGS AND RANKINGS OF DICK'S PICKS

The above sure look good on paper. The trick is getting everything to fall into place. My main nemesis is the cursed injury bug. There is no telling when a star fantasy scorer is going to suddenly twist a knee or separate a shoulder. Football in the NFL is a power game played by powerful men--it ain't for the weak or meek.

And let me tell you, folks, it's no sweet breeze attempting to ascertain just who the hot players will be, but generally I'm very close to the mark. (Ahem...we'll just overlook the slight overestimation on Mark Rypien as my #1 pick for '92.) Frankly, this year's Top 150 is a solid and tight bunch--there isn't a loser in the group.

In fact, due to the recent NFL trend of "spreading scores around," you can easily find great FFL draft prospects even in the players listed past the #100 ranking. In years past, players listed in the 100-plus mark were filler or maybes--now a Mark Carrier (listed at #117) could be a real gem in your lineup. This, my friends, is a tight and bountiful list--points-a-plenty, I promise you. So, strap yourself in and read on, and hopefully these selections will help you conquer your league. Remember to use this information as a tool--it is important that you also keep up with the summer camp and exhibition injury reports, holdouts, and new developments in QB battles. Good Luck and Happy Drafting!

TOP 150 DRAFT SELECTIONS: DICK'S PICKS

PLAYER	POSITION	TEAM
1. Steve Young	QB	San Francisco 49ers
2. Troy Aikman	QB	Dallas Cowboys
3. Emmitt Smith	RB	Dallas Cowboys
4. Randall Cunningham	QB	Philadelphia Eagles
5. Jim Kelly	QB	Buffalo Bills
6. Barry Sanders	RB	Detroit Lions

7. Thurman Thomas	RB	Buffalo Bills
8. Jerry Rice	WR	San Francisco 49ers
9. Ricky Watters	RB	San Francisco 49ers
10. Barry Foster	RB	Pittsburgh Steelers
11. Sterling Sharpe	WR	Green Bay Packers
12. Mark Rypien	QB	Washington Redskins
13. Andre Rison	WR	Atlanta Falcons
14. Dan Marino	QB	Miami Dolphins
15. John Elway	QB	Denver Broncos
16. Jim Everett	QB	Los Angeles Rams
17. Michael Irvin	WR	Dallas Cowboys
18. Joe Montana	QB	Kansas City Chiefs
19. Pete Stoyanovich	K	Miami Dolphins
20. Chip Lohmiller	K	Washington Redskins
21. Terry Allen	RB	Minnesota Vikings
22. Chris Miller	QB	Atlanta Falcons
23. Rodney Hampton	RB	New York Giants
24. Gary Clark	WR	Phoenix Cardinals
25. Lorenzo White	RB	Houston Oilers
26. Haywood Jeffires	WR	Houston Oilers
27. Michael Haynes	WR	Atlanta Falcons
28. Rod Bernstein	RB	Denver Broncos
29. Fred Barnett	WR	Philadelphia Eagles
30. Steve Beuerlein	QB	Phoenix Cardinals
31. Steve Christie	K	Buffalo Bills
32. Warren Moon	QB	Houston Oilers
33. Flipper Anderson	WR	Los Angeles Rams
34. Lin Elliott	K	Dallas Cowboys
35. Neal Anderson	RB	Chicago Bears
36. Morten Andersen	K	New Orleans Saints
37. Reggie Cobb	RB	Tampa Bay Buccaneers
38. Andre Reed	WR	Buffalo Bills
39. Neil O'Donnell	QB	Pittsburgh Steelers
41. Rob Moore	WR	New York Jets
42. Marion Butts	RB	San Diego Chargers
43. Desmond Howard	WR	Washington Redskins

44. Michael Jackson	WR	Cleveland Browns
45. Brett Favre	QB	Green Bay Packers
46. Calvin Williams	WR	Philadelphia Eagles
47. Rodney Peete	QB	Detroit Lions
48. Chris Warren	RB	Seattle Seahawks
49. John Taylor	WR	San Francisco 49ers
50. Jason Hanson	K	Detroit Lions
51. Anthony Miller	WR	San Diego Chargers
52. John Carney	K	San Diego Chargers
53. Chris Jacke	K	Green Bay Packers
54. Ricky Sanders	WR	Washington Redskins
55. Harold Green	RB	Cincinnati Bengals
56. Boomer Esiason	QB	New York Jets
57. Alvin Harper	WR	Dallas Cowboys
58. Johnny Johnson	RB	New York Jets
59. Vaughn Dunbar	RB	New Orleans Saints
60. Nick Lowery	K	Kansas City Chiefs
61. Ricky Ervins	RB	Washington Redskins
62. John Stephens	RB	Green Bay Packers
63. Brad Baxter	RB	New York Jets
64. Norm Johnson	K	Atlanta Falcons
65. Phil Simms	QB	New York Giants
66. Jim Harbaugh	QB	Chicago Bears
67. Mark Jackson	WR	New York Giants
68. Roger Ruzek	K	Philadelphia Eagles
69. Gary Anderson	K	Pittsburgh Steelers
70. Tony Zendejas	K	Los Angeles Rams
71. Herschel Walker	RB	Philadelphia Eagles
72. Irving Fryar	WR	Miami Dolphins
73. Nick Bell	RB	Los Angeles Raiders
74. David Treadwell	K	Denver Broncos
75. Kevin Mack	RB	Cleveland Browns
76. Jeff Jaeger	K	Los Angeles Raiders
77. Leonard Russell	RB	New England Patriots
78. Tim Barnett	WR	Kansas City Chiefs

79. Herman Moore	WR	Detroit Lions
80. Keith Jackson	TE	Miami Dolphins
81. Webster Slaughter	WR	Houston Oilers
82. Cris Carter	WR	Minnesota Vikings
83. Mark Higgs	RB	Miami Dolphins
84. Don Beebe	WR	Buffalo Bills
85. Floyd Turner	WR	New Orleans Saints
86. Jeff Hostetler	QB	Los Angeles Raiders
87. Jeff George	QB	Indianapolis Colts
88. Jay Novacek	TE	Dallas Cowboys
89. Jim McMahon	QB	Minnesota Vikings
90. Al Del Greco	K	Houston Oilers
91. Mike Cofer	K	San Francisco 49ers
92. Tim McGee	WR	Washington Redskins
93. Greg Davis	K	Phoenix Cardinals
94. Matt Stover	K	Cleveland Browns
95. Heath Sherman	RB	Philadelphia Eagles
96. Fuad Reveiz	K	Minnesota Vikings
97. Brad Muster	RB	New Orleans Saints
98. Kevin Butler	K	Chicago Bears
99. Ken Davis	RB	Buffalo Bills
100. John Kasay	K	Seattle Seahawks
101. David Klinger	QB	Cincinnati Bengals
102. Cary Blanchard	K	New York Jets
103. Steve Bono	QB	San Francisco 49ers
104. David Krieg	QB	Kansas City Chiefs
105. Bobby Hebert	QB	Atlanta Falcons
106. Brian Blades	WR	Seattle Seahawks
107. Randall Hill	WR	Phoenix Cardinals
108. Tim Brown	WR	Los Angeles Raiders
109. Lawrence Dawsey	WR	Tampa Bay Buccaneers
110. Keith Byars	TE	Philadelphia Eagles
111. Earnest Byner	RB	Washington Redskins
112. Henry Ellard	WR	Los Angeles Rams
113. Jeff Graham	WR	Pittsburgh Steelers
114. Derrick Fenner	RB	Cincinnati Bengals

115. Eric Martin	WR	New Orleans Saints
116. Eric Metcalf	RB	Cleveland Browns
117. Ronnie Harmon	RB	San Diego Chargers
118. Mark Carrier	WR	Cleveland Browns
119. Nate Lewis	WR	San Diego Chargers
120. Wendell Davis	WR	Chicago Bears
121. Eric Green	TE	Pittsburgh Steelers
122. David Lang	RB	Los Angeles Rams
123. Mark Duper	WR	Miami Dolphins
124. Willie Green	WR	Detroit Lions
125. Vince Workman	RB	Green Bay Packers
126. Carl Pickens	WR	Cincinnati Bengals
127. Dalton Hilliard	RB	New Orleans Saints
128. Rodney Culver	RB	Indianapolis Colts
129. Anthony Carter	WR	Minnesota Vikings
130. Willie Davis	WR	Kansas City Chiefs
131. Art Monk	WR	Washington Redskins
132. Aaron Craver	RB	Miami Dolphins
133. Tony Smith	RB	Atlanta Falcons
134. Dan McGwire	QB	Seattle Seahawks
135. Barry Word	RB	Kansas City Chiefs
136. Darren Lewis	RB	Chicago Bears
137. Brett Perriman	WR	Detroit Lions
138. Reggie Langhorne	WR	Indianapolis Colts
139. Frank Reich	QB	Buffalo Bills
140. Anthony Morgan	WR	Chicago Bears
141. Wesley Carroll	WR	New Orleans Saints
142. Chris Chandler	QB	Phoenix Cardinals
143. Cary Conklin	QB	Washington Redskins
144. Edgar Bennett	RB	Green Bay Packers
145. Tommy Vardell	RB	Cleveland Browns
146. Ed McCaffrey	WR	New York Giants
147. Gaston Green	RB	Los Angeles Raiders
148. Amp Lee	RB	San Francisco 49ers
149. Tom Waddle	WR	Chicago Bears

150. Kelvin Martin WR Seattle Seahawks

Honorable Mention: These are rookies who will most likely be on my list next year, but don't have NFL stats to look at yet.

1. Garrison Hearst	RB	Phoenix Cardinals
2. Jerome Bettis	RB	L.A. Rams
3. Curtis Conway	RB	Chicago Bears
4. Sean Dawkins	WR	Indianapolis Colts
5. OJ McDuffie	WR	Miami Dolphins
6. Reggie Brooks	RB	Washington Redskins
7. Rob Smith	RB	Minnesota Vikings
8. Kevin Williams	WR/KR	Dallas Cowboys
9. Qadray Ismail	KR/WR	Minnesota Vikings
10. Irv Smith	TE	New Orleans

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THE BEST OF THE NEW: THE 1993 ROOKIE FRESHMAN CLASS

Drafting rookies seems like an exciting move to make, but watch out, because ROOKIES RARELY PLAY! (OK, forget about Shaquille O'Neal in the NBA...) Think strategy when you draft a rookie--will he play a pivotal role on his NFL team? For example, last season, Washington Redskin rookie Desmond Howard seemed a cinch for a big year. His "big" season amounted to only two catches and a separated shoulder, not to mention a bruised ego. The only rookies of recent yore to mount excellent seasons are Thurman Thomas, Barry Sanders and Emmitt Smith. What do you notice about all these guys? They are all running backs. Running back is the one position a rookie can sort of just....jump into. So with that in mind, work your strategy

around which rookies will actually see not only playing time, but scoring time as well!

Now that I have spoken my piece, allow me to climb up on the FFL soapbox and yell from the top of my lungs...GARRISON HEARST! Whew, I feel better already. I have not been as excited about a rookie of this promise since Barry Sanders. Hearst will make an immediate impact and he will be showcased similarly to Sanders and Smith. He will be a major key to the success of the Cardinals (not to mention Joe Bugel's job). Bugel will build his offense around three key players: Steve Beuerlein, Gary Clark and Garrison Hearst. This thinking follows the game line of the Dallas Cowboys (Aikman, Irvin, and Smith). Speaking of running backs, Jerome Bettis should be the guy to score in Los Angeles with the Rams. Chuck Knox loves to ground the ball and he sticks with a runner who doesn't fumble, yet can rumble. Bettis is his man--expect big scores in '93! The Washington Redskins drafted Reggie Brooks (snatched him away from Dallas), and everyone compares him to Barry Sanders. On the comparison...folks, it is way too early to equate a rookie with a future Hall of Famer. My question on Brooks is: will he immediately supplant Ricky Ervins (another diminutive RB sometimes compared to Sanders)? What you need to focus on during exhibition season is which of these Barry Sanders clones will get the fulltime job--one will make a great pick for '93!

In the '93 draft, the first two picks were quarterbacks: Drew Bledsoe (New England) and Rick Mirer (Seattle). Both could see time in the saddle this year, but THINK! Both play for teams that are rebuilding, and face it, anytime these squads score--expect a four-day holiday. I can promise you that neither guy (for now) will enable you to win your league championship...and remember, That's Why Ya Play!!!

With rookie wide receivers and tight ends, you will run into another problem---getting a job in the starting lineup. Tight ends must learn the blocking schemes (as well as the offensive plays). In the NFL, if you can't block...you don't play. As for wide receivers, it takes time to learn the complicated offensive receiver routes and timing with

the quarterback. Speed receivers are great for bombs, but if they run the wrong route, they'll find time to contemplate on the bench. Two rookies who excite me as return specialists are Kevin Williams (Dallas), and Qadry Ismail (Minnesota)--both should rank high in the return stats column for '93 and score. Plus, both will see time as third or fourth receivers for their teams.

So, as a rule of thumb, rookies don't cut it the first year. However, two who definitely will make an impact (and probably a killing in shoe endorsements) are Garrison Hearst and Jerome Bettis. Go get 'em!

IMPACT ROOKIES

PLAYER	POS	TEAM
Garrison Hearst	RB	Phoenix Cardinals
Jerome Bettis	RB	Los Angeles Rams

SEMI-IMPACT ROOKIES

PLAYER	POS	TEAM
Curtis Conway	WR	Chicago Bears
Sean Dawkins	WR	Indianapolis Colts
Kevin Williams	RS/WR	Dallas Cowboys
Qadry Ismail	RS/WR	Minnesota Vikings
Reggie Brooks	RB	Washington Redskins
O.J. McDuffie	WR	Miami Dolphins
Irving Smith	TE	New Orleans Saints
Drew Bledsoe	QB	New England Patriots
Rick Mirer	QB	Seattle Seahawks
Natrone Means	RB	San Diego Chargers
Tony McGee	TE	Cincinnati Bengals
Robert Smith	RB	Minnesota Vikings

BEST-OF-THE-REST ROOKIES

PLAYER	POS	TEAM
Lamar Thomas	WR	Tampa Bay Buccaneers
Russell White	RB	Los Angeles Rams
Terry Kirby	RB	Miami Dolphins
Vincent Brisby	WR	New England Patriots
Vic Bailey	WR	Philadelphia Eagles
Troy Drayton	TE	Los Angeles Rams
Chris Gedney	TE	Chicago Bears
Horace Copeland	WR	Tampa Bay Buccaneers
Roosevelt Potts	RB	Indianapolis Colts
Billy Joe Hobert	QB	Los Angeles Raiders
Frank Wycheck	TE	Washington Redskins
Andre Hastings	WR	Pittsburgh Steelers