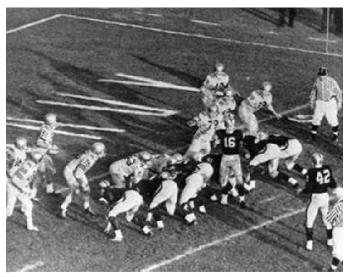
## 1963 Army vs. Navy • SECOND SEASON Pro Football Game

The 1963 Army-Navy game was arguably the most memorable game ever played in the long and storied tradition of this classic inter-service match-up. Navy, ranked #2 in the nation, was matched against a similarly-talented 7-2 Army squad, with the winner headed to the Cotton Bowl to face #1 ranked Texas on New Years' Day. The game was scheduled for the Saturday after Thanksgiving, November 30th.

But on November 22nd, President John F. Kennedy was assassinated. With the nation in the throes of shock and grief, cancellation of the game seemed the logical thing to do. However, JFK's widow Jackie Kennedy, insisted that the President--a huge fan of college football, and a Navy war hero--would have wanted the game to be played. So it was rescheduled for December 7th--Pearl Harbor Day, another day of remembering heartache and loss. With over 100,000 fans in attendance, the Army-Navy game served as both a memorial to the President and a respite for the nation.

It was an incredible game, with a remarkable ending.

Navy was led by its Heisman Trophy-winning quarterback, Roger Staubach. As prolific with his legs as he was with his passing arm, most expected Staubach to have his way with the Army defense that afternoon. But an alternate hero surfaced for the Middies that day in bruising fullback Pat Donnelly. Donnelly was sent plunging relentlessly into the Cadet line, scoring three touchdowns as Navy seized a 21-7 lead.



Army quarterback Rollie Stichweh (#16) motions to the referee that his team can't hear the signals. Expecting timeout to be called, Army inadvertantly allowed the clock to run out as it sat poised to score the winning touchdown!

That's when Army quarterback Carl "Rollie" Stichweh took over. In the closing minutes, Stichweh calmly led Army on a deliberate scoring drive, crashing over himself from the one yard-line for the touchdown. Stichweh snuck into the end zone for the two-point conversion, too, making it 21-15 with five minutes to play. Army coach Paul Dietzel then gambled on an onside kick: it worked, recovered by--who else?--Rollie Stichweh.

Stichweh then set his sights on the end zone again. He found Don Parcells on a pass play for a first down at the Navy seven yard-line. Two plays gained four yards. No timeouts remaining for Army, the clock was running, twenty seconds to play, and the crowd was roaring. Stichweh couldn't be heard above the din, and looked to the officials for help. Thinking that the officials would stop the clock while the noise abated, Stichweh and the rest of the Army offense waited patiently. Then--it was over. The official handed the ball to Navy's captain, Tom Lynch, and Army never got the chance to run what could have been the game-winning play.

Here are a couple notes as you replay this game on your tabletop with SECOND SEASON...

New rules were instituted in '63 that dramatically limited player substitution. It was, essentially, one-platoon football. Most players had to play both ways, at least to some extent, but they were allowed to take breathers and re-enter the game, in limited fashion. We tried to reflect this as best we could with our team sheets. It's not a perfect depiction, but we feel it'll do a respectable job in terms of realism.

Along those lines, we want to acknowledge that statistics, lineups and full rosters were difficult to come by. I did the best I could on short notice--unfortunatey, this idea didn't come to me until just a few days before the newsletter was due, so I scrambled to put it together. Here are some of the web resources I referenced...

https://forwhattheygave.com/2013/05/10/1963-team: an incredible collection of newspaper clippings and personal remembrances. https://www.sports-reference.com/cfb/schools/army/1963.html: official (limited) statistics from Army's 1963 season. https://www.sports-reference.com/cfb/schools/navy/1963.html: official (limited) statistics from Navy's 1963 season.

While Navy was considered a passing team, in reality they ran twice as much as they passed, averaging 20 passes per game. Army was even more run-oriented, with roughly six run plays for every pass. For Army, the "probable pass play" defense setting will see very little use. Virtually all automated play calls will be in the "normal" setting. For "audible" calls for Army, re-roll on the "short yardage" setting instead of the "audible" column. If a second audible call is rolled, THEN roll again on the "audible" column.

One final note: Army's Curt Lindler is at the top of the pass finder column (1-4), and is listed with an R rating of "1." That is correct--according to offical statistics, Lindler caught fourteen passes for fourteen yards. I guess they were mostly screen passes, with some big losses.

In any case, I'm confident that you'll have a realistic re-creation of this historic game with the materials we've prepared for you. If you have any questions or comments, just let us know. The e-mail address is info @ play.com

Here's wishing you and your loved ones a safe, healthy, and heart-warming Thanksgiving, from all of us in the PLAAY family!

Keith Avallone PLAAY Games LLC Thanksgiving, 2020

INT A-D INT E-K KICK RET **PUNT RET** SACK KR PR Stichweh 1-4 Nowak 1-4 Grasfelder 1-3 Cunningham 17 Waldrop 1-5 Waldrop 1-5 Ken Waldrop 25\* 6\* Lindler 5-8 Paske 5-8 Schillo 4-6 Smith 6-10 Smith 6-10 Paske 18 **Tom Smith** 27\*† 8\*† Peterson 9-11 Schillo 9-12 Zadel 7-9 Stowers 19 Hawkins 11-15 Hawkins 11-15 Waldrop 12-14 Zadel 13-16 Nowak 10-12 Sherell 20 Seymour 16-20 Seymour 16-20 Ray Hawkins 21 7 Parcells 15-16 Cunn'hm 17-20 Chescavage 13-14 Kempinski 20 John Seymour 18 5 Biers'mtt 17-18 Vaughan 15-16 Hawkins 19-20 [NC] TEAM DEFENSE Y: [+1] FUMBLES: [B] PENALTIES: [B] A [HB] [HB] 2-/1 Dick Peterson 2-/1 Ken Waldrop 1+ / 1 Carl Stichweh 1+/1 Curt Lindler 1/1 Iim Bierschmitt 1/1 Iim Bierschmitt 1-/1 Ray Hawkins 1 / 1- Don Parcells 1/1 Frank Cosentino 1/2- Tom Smith† 1/1 Johnny Johnson† [OLB] [MLB] G [OLB] ©2020 PLAAY Games LLC 2-/2 Tom Cunningham 1+/2 Dick Nowak 1/1 Ray Paske 1/1 Bill Sherell 1/1 Chet Kempinski 0/1 Gregg Steele 1/1 Johnny Johnson† H [DE] [DT] [DT] K [DE] 1†/1+ Ed Schillo 1/1+ Lee Grasfeder 1/2- Gwynn Vaughan 1†/2- Bill Zadel 1-/1 Bill Chescavage 1/1 John Carber 1/1 Sonny Stowers 1-/1 Sam Bartholomew 0+/1 Ed Unruh † Ed Schillo and Bill Zadel are rated 2 / 2 in PASS defense; Tom Smith scores TOUCHDOWN on any 1963 Army DEFENSE PUNT RETURN over 30 yards; Tom Smith and Johnny Johnson did not play in Navy game, injured. † Carl Stichweh is given an IN grade of C and may run five times per half; Don Parcells is given an OU 1963 Army OFFENSE grade of B for first three carries; Curt Lindler is given an OU grade of A for first three carries; Tom Smith and Johnny Johnson did not play in Navy game, injured. CE [C] TA [OT] GB [G] TB [OT] GA [G] 1 / 1+ Ed Schillo 1+/2 Dick Nowak 1/1 Lee Grasfeder 1/2 Tom Cunningham 1/2- Bill Zadel 1/1 John Carber 1/1 Sonny Stowers 1/1 Gwynn Vaughan 1/1 Gwynn Vaugh 1/1 Chet Kempinski 1 / 0+ Tom Kerns 1 / 0+ Tom Kerns

R

EC [TE] OB [OB] EA [SE] R OU CMP X Y Q 1/1 Carl Stichweh 1-/1 Bill Sherrell 11 1/1 Sam Champi D 3 10 AA\*† 4 (26)0+/1 Ed Unruh (7) 1/1 Frank Cosentino 1-/1 Bill Chescavage A 0 12 13 AAAA (9)0 / 1 Tony Pyra 1/1 Chet Kempinski 1-/1 Sam Bartholomew Ζ 9 12 D

SB [RB] **FR** [FB] ER [HB] OU R OU R IN IN R 1-/2 Ken Waldrop 0/1 Ray Paske B\* A\* 6 (20)A C 1 / 1- Don Parcells (6) 0+/1 Iohn Sevmour D C (16)1 / 1- Don Parcells D D† (20)0/1 Curt Lindler 1 0/1 Curt Lindler D D† 1 0/1 Greg Steele (9)(C)(C)1-/1 Ray Hawkins 1 / 1+ Tom Smith† (C) (AAAA) ©2020 PLAAY Games LLC

INSIDE OUTSIDE SC-SH-MED LONG PK LFG KO XP FG AVG RET COF BLK Waldrop 1-7 Lindler 1-4 Waldrop 1-5 Champi 1-6 Seymour 7-11 Frank Cosentino Dick Heydt A +40[D]D Paske 8-14 Parcells 6-7 Champi 5-8 Parcells 15

Paske 13

[QB] 14-20

Parcells 16-17

Paske 18

Chescavage 19

Steele 18

[QB] 19-20

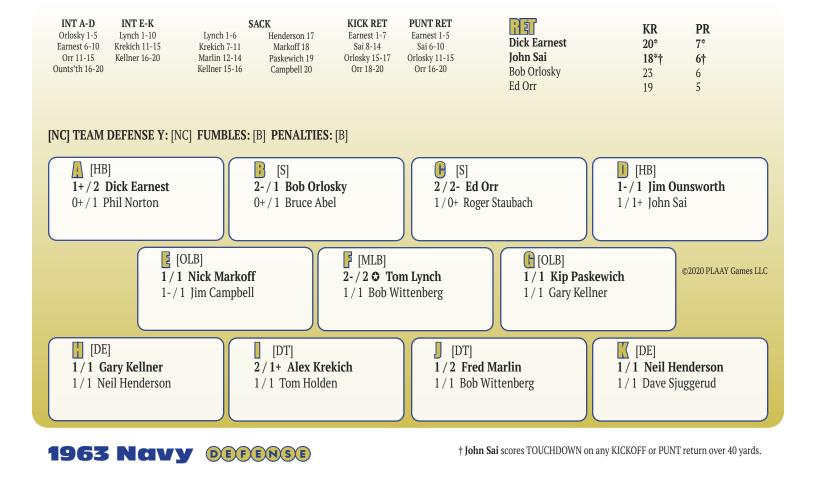
C C Lindler 8-9 Waldrop 9-11 Parcells 12-16 Lindler 16 Seymour 10-11 Seymour 12-13 Unruh 17-20 Seymour 17 Smith 12 Barth'mw 14-15

Unruh 20

Smith 20

Johnson 20 Hawkins 20 KICKOFF COV [B] PUNT COV [B]

[+7] TEAM OFFENSE FUMBLES: [B] PENALTIES: [C]

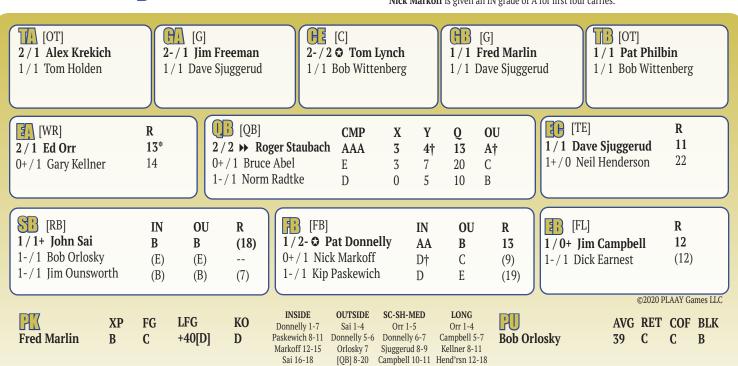




[+2] TEAM OFFENSE FUMBLES: [B] PENALTIES: [B]

† Roger Staubach is given a Y grade of 3 in second half and may run six times per half; Nick Markoff is given an IN grade of A for first four carries.

KICKOFF COV [C] PUNT COV [C]



Kellner 12-13

Hend'son 14-15 Sai 16

Paskewich 17 Markoff 18 Earnest 19 Ounsworth 20 Sai 19-20

Ounsworth 19

[QB] 20