

Track Season Ends

Although an undermanned squad wound up third in its final meet, SA track team members are already looking forward to next year. Campbell easily won the competition on its track with Elon second. SA picked up fifteen points but official results were unavailable.

A glow reached across Coach Blackwell's face as he talked about the contribution of the sprinters. Bill Jacobs and Bill Owens and the ever-present strong boy Jimmy Thwaite. Jacob cut his personal best at Campbell to 10:4 in the 100 while the consistent Owens finished at 10:5. Thwaite upped his shot-put mark to 43'3" and triple jumped 36', an event in which he is relatively unexperienced.

"Joe Roberts, Bob Latshaw, and Greg McCain gave the time they could to helping the

program this year. My thanks go out to them in particular," said Blackie. "The guys got together this year and put out all they had. Even though they may have been beaten, I heard no complaints after a tough race. This group dedicates themselves to the task at hand."

"They know they are going to get better and will work hard toward that end," stated Blackie.

"We lost only Billy Parker from this year's team. Our young people showed steady improvement throughout the season, the teams greatest need lies in finding distance runners 880 to the 3 mile and high and broad jumpers. We should be able to pick up some talented high school seniors. The track should begin to get better and better" Blackwell expressed this writer's exact sentiment.

It being the function of this column to review the sports and games scene at St. Andrews and beyond, it is just the place for a look at a newly popularized diversion here at St. Andrews—war gaming.

Many people will think of war gaming as just another term for playing in a sand box with a collection of toy soldiers (or nowadays, some GI Joes with Kung Fu grip). It is far from being that simple, however. A derivative of the ancient game of chess, war gaming requires a familiarity with mathematics in order to calculate necessary data, history in order to place the situation at hand in its proper perspective, and a sense of strategy with which to minimize one's own mistakes and exploit to the fullest the errors of an opponent. It allows one to take "could have been" situations and recreate them to see just what would

happened if—".

To get a clearer picture, let's take a typical situation. Two people decide to refight a naval engagement between fleets of the United States and Japan around 18 1944. After several hours of searching, the American Fleet, composed of 4 aircraft carriers, 4 battleships, 7 heavy cruisers, 7 light cruisers and 15 destroyers, spots a Japanese fleet of some 5 carriers, 6 battleships, 9 heavy cruisers, 6 light cruisers, and 17 destroyers an hour before they are spotted by the Japanese. This gives the American war gamer the all-important first strike capacity—hit them before they hit you:

The American strike was made by 60 fighter planes escorting 75 dive bombers and 75 torpedo planes. This initial strike, intended to chew up the fleets cover screen and make it more vulnerable, cost the Americans four dive bombers and 25 torpedo planes. Six of the heavy cruisers were hit by torpedos bombs; suffering damage between 50 percent and 84 percent, they were forced to drop out of the screen. Two light cruisers and seven destroyers sustains thirty percent damage, thus considerably hindering their performance. One light cruiser was sunk. The Japanese chose to attack the American carriers in their first run, using 60 fighters, 75 bombers, and 98 torpedo planes, of which 24 bombers and 55 torpedo planes returned to their ships. On this attack two of the carriers were rendered inoperative and a number of other ships encountered heavy damages.

In the second strike, the Japanese had the advantage because the American losses made it take longer to land more planes on fewer carriers. Both sides counter-attacked, with the end result being severe losses on both sides and a tactical Japanese victory, as they came out of the fray with more ships functioning. On the other hand, the Americans could have launched one more attack had not both sides pulled out of each other's range.

This is an extremely simplified version of the way it happened. The actual battle was played out over a period of four hours one recent weekend. In chess terminology, the carrier were the kings and queens, the battleships the bishops, the heavy cruisers the knights, the light cruises the castles, and the destroyers the pawns. Each move, in itself an element of the maneuver at hand, was also an important part of the overall master strategy plan—a plan which may easily have been laid out weeks before the actual event. Only in the game situation, with an opponent across the way, can these plans be tested for their effectiveness. The waiting, scheming, and anticipation of the game will be proven in the four hours it usually takes to play. One will leave victorious; another will return, vanquished, to the drawing boards. It is something which can only be experienced and understood fully by those who prepare for it like athletes for an important meet. It is a testing of skill, ability, and knowledge—historically, mathematically, and personally. Tennis anyone?

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Women Net Victory

After closing their season with a heart breaking loss to Campbell last week, the women's tennis team volleyed back last weekend to bring home the first place plaque from the Sandhills Invitational Tournament with a fine overall team effort. The tournament included Sandhills, Campbell, Pembroke, and Pfeiffer and was a fine ending for a 6-2 season.

Coach Williams cited her team's play for the year and called it "a real good season."

Page Linton finished the year undefeated in singles competition. She beat Pfeiffer's Bacon 6-1, 6-2, and stopped Lewis of Sandhills in the finals 6-2, 6-1.

Lee Morgan topped Campbell's Goolsby 6-0, 3-6, 6-2, but dropped her finals match to Waller of Pfeiffer, 6-0, 6-4.

Ju Ju Murphy lost to Pfeiffer's Williams 6-4, 6-7, 7-5 and defeated Phillips of Sandhills 7-5, 6-3, in the consolation.

Colby Gordon won three matches defeating Conn of PSU 7-5, 6-2, Puckenson of Campbell 7-5, 6-2 and Williams of Sandhills 6-2, 2-6, 6-4.

Eve Phelps stopped Roach of Pfeiffer 2-6, 6-1, 6-2 and lost to Brewer of Sandhills 6-3, 6-3.

Karin Clarke stopped Norris of PSU 7-6, 6-0 and lost to Chavis of Sandhills 7-5, 3-6, 6-4.

In doubles Linton and Murphy stopped Kinett and Chavis of PSU 8-4, 2-6, 7-6, but lost to Haisel and Lewis of Sandhills 6-2, 6-3.

Gordon and Morgan stopped Williams and Phillips of Sandhills 6-3, 6-3, and Waller and Oettiger of Pfeiffer 7-6, 6-4.

Phelps and Clarke lost to Brewer and Chavis of Sandhills 6-4, 6-2.

This fine tournament victory was a fitting conclusion to the team's performance this season. Going undefeated for a good part of the year, the team was able to bounce back from its losses to achieve its excellent tourney win. The brightest spot this season has certainly been Pate Linton. The Winter Park, Florida native zipped through her matches showing great skill and ability throughout the schedule.