

***2004 NFL
Draft Information***

DRAFTING INFORMATION

<u>Day</u>	<u>Date</u>	<u>Event</u>	<u>Time</u>
Thursday	September 2	Temporary trading deadline	11:59 p.m.
Friday	September 3	Deadline to bid on free agents	11:59 p.m.
Saturday	September 4	Deadline to use Rule 47 on player not in the packet	10:00 p.m.
Sunday	September 5	Deadline to change team name	10:00 a.m.
Sunday	September 5	2004 NFL Draft!	10:00 a.m.

Free Agent Bidding: The Harlequins will place their free agent bids by midnight on Thursday September 2. You may either bid after that time, or you may e-mail your bids prior to that with the subject "Free Agent Bids." I will not read the bids until after I have placed mine. The list of free agent signings will be emailed Friday. To bid on free agents, you can call me at (310) 442-0758 or e-mail me at RichDaCommish@aol.com. You may spread your points around, but you may not use more total points than you have available.

Draft Location: This year the NFL draft will again be held at the Bremer condo in Los Angeles. The address is 11920 Dorothy Street #102, Los Angeles, CA 90049. Please call if you need directions.

Draft Attendance: Please let me know if you will be attending the draft. Otherwise, you can either send me a list, or participate in the NFL draft online via AOL Instant Messenger. If you would like to draft online, let me know and I will help you get set up.

Rule 47: Don't forget about "Rule 47." This allows you to either protect or draft a player who is not in the packet at the expense of a roster spot (you carry only 46 regular players). You then have the rights to that player until next season, at which point the player will be in the packet or you will lose the player unless you use Rule 47 to protect them another year. If you wish to protect a player you already have rights to before the draft, note the deadline above. If not, you may draft under Rule 47 at any point in the draft, or you may have 47 regular players and not use Rule 47 at all. Remember the rules: a player you draft in this method cannot be released during the season (although he may be traded), and each team may only do this once per draft.

Schedule: The schedule will be posted online at some point before the regular season starts.

Forms: Enclosed is a new coach form and computer manager form. These are not due until the beginning of the regular season, but if you fill them out earlier than that I will use them for the spring training games.

Notes Regarding The Game: Note that skilled position players (backs and receivers) may become fatigued during the course of a game or season. When fatigued, a player will perform less effectively. Fatigue is based on usage levels in comparison to a player's real-life season totals. For example, a running back with 200 real-life carries will become fatigued after about 220 carries (an extra 10% over his real-life totals) and will become more fatigued as the season goes on. In addition, should the back carry the ball more than 20 times in a particular game (about 10% of his real-life totals), he will begin to become fatigued. There are three levels of fatigue – mild, moderate, and major. If a player is fatigued, a code will appear next to the player's statistics. The code consists of a letter (r for too many rushes, c for too many catches, and p for too many passes thrown) and a number (1 for mild fatigue, 2 for moderate, and 3 for major). A quarterback may be affected by season fatigue, but not game fatigue.

2004 DRAFT ORDER

The draft order for this year's draft is: 1 Kookaburras, 2 Armageddon, 3 Wolfpack, 4 Devildogs, 5 Cheeseheads, 6 Blitzkrieg, 7 Wombats, 8 - M&M's, 9 Kamikazes, 10 Harlequins, 11 Rednecks, 12 Trojans, 13 Undead, 14 Twits, 15 Wildcats, 16 Terminators, 17 Warriors, 18 Scalpers, 19 Lightning Tribe, 20 Maulers.

FREE AGENT INFORMATION

Here's the list of free agents listed inside this packet:

Shawn Barber	Zack Bronson	Terrell Buckley	Dale Carter
Kendrick Clancy	Marco Coleman	Leonard Davis	Andre Dyson
Kalimba Edwards	John Engelberger	Jamar Fletcher	Mike Flynn
Antonio Freeman	Chris Fuamatu-Ma'afala	Mike Gandy	Earl Holmes
Brad Hopkins	Leon Johnson	Lincoln Kennedy	Sammy Knight
Ken Lucas	Sam Madison	Kris Mangum	David Martin
Willie McGinest	Kareem McKenzie	Vaughn Parker	Seth Payne
Jerry Porter	Patrick Ramsey	Jon Ritchie	Shaun Rogers
Barry Sims	Alshermond Singleton	Jimmy Smith	J.J. Stokes
Marcus Stroud	John Thornton	Kyle Turley	Ted Washington
Jason Whittle	Aeneas Williams	Darren Woodson	Peppi Zellner
Jeff Zgonina			

The following players are free agents who do not appear in the packet: Randy Jordan, Raleigh Roundtree. If you sign one of these, you will need to use your Rule 47 pick to keep them.

CURRENT BIDDING POINTS

Devildogs (225)	Warriors (16)	Blitzkrieg (234)	Harlequins (56)
Rednecks (190)	Undead (36)	Twits (127)	Kookaburras (115)
Wombats (167)	Lightning Tribe (36)	Maulers (20)	Cheeseheads (96)
Wildcats (0)	M&M's (87)	Trojans (80)	Terminators (64)
Wolfpack (159)	Scalpers (102)	Kamikazes (200)	Armageddon (168)

TEAM LIST ABBREVIATIONS AND OWNERS

The following are the team names and the owners for the 2002 season:

DD	Devildogs	Christian Acree	MA	Maulers	Chester Kaneko
WA	Warriors	Oscar the cat (interim)	CE	Cheeseheads	Farhaad Hamsayeh
BL	Blitzkrieg	Gigi the cat (interim)	WC	Wildcats	John Stephenson
HQ	Harlequins	Rich D. Bremer	MM	M&M's	Steve Meyer
RD	Rednecks	Leslie Mello	TR	Trojans	Rob Myers
UN	Undead	Ray Schemel	TE	Terminators	Paul Sugiyama
TW	Twits	Rich J. Bremer	WP	Wolfpack	Harry Acree
KB	Kookaburras	Alan Ito	SC	Scalpers	Chris Simone
WB	Wombats	Diane Bremer	KZ	Kamikazes	Bill Hargis
LT	L. Tribe	Oreste Belletto	AR	Armageddon	Schemel Brothers

AUTOMATIC WAIVERS

This season, only RB Delvin Joyce of the Undead was placed on automatic waivers.

PLAYERS NOT IN PACKET

The following players do not appear in the draft packet. A team can protect one of their players on this list by using their Rule 47 pick on them before 10:00 pm on Saturday September 4, 2004.

Devildogs	RB Richard Huntley, WR Derrick Alexander, WR Willie Jackson, OL Jimmy Herndon, OL Roger Chanoine, DL Larry Webster, LB Marvcus Patton, LB Darren Hambrick, DB Chad Cota, P Lee Johnson
Warriors	QB Ray Lucas, RB Skip Hicks, TE John Davis, OL Floyd Wedderburn, OL Jeff Christy
Blitzkrieg	RB Joel Makovicka, WR Jake Reed, DL Josh Taves, LB John Fiala, LB Eddie Mason, LB Canute Curtis, DB Ronnie Bradford
Harlequins	RB Bob Christian
Rednecks	QB Jim Miller, RB Travis Stephens, WR Charles Johnson, WR Ron Dugans, WR Trevor Gaylor, TE Jeff Thomason, DB Chris Watson
Undead	WR Donald Hayes, DB Lethon Flowers
Twits	WR Terrance Mathis, OL Rex Tucker, DL Kyle Vandenbosch, DB Tim Hauck, DB Kim Herring
Kookaburras	OL Toniu Fonoti
Wombats	WR MarTay Jenkins, LB Rob Fredrickson
Lightning Tribe	OL Mark Dixon
Maulers	TE Eric Johnson
Cheeseheads	OL Tom Nutten
Wildcats	RB James Allen, OL Ross Verba
M&M's	DL Chad Eaton, K Mike Hollis
Trojans	WR Qadry Ismail, WR Chris Walsh, DL Tony Bryant, LB Mark Fields, LB Eddie Robinson, DB Duane Hawthorne, DB Jimmy Hitchcock, DB Ainsley Battles
Terminators	none
Wolfpack	RB Lamont Warren, WR Isaac Byrd, WR Darney Scott, OL Tony Semple, OL Mike Gruttadauria, DL Rich Owens, DB Ray Crockett, DB Lloyd Harrison
Scalpers	RB James Stewart, WR Cris Carter
Kamikazes	RB Terrell Fletcher, WR Desmond Howard, OL Jeff Smith, DL Mark Smith, LB John Thierry, DB Darrell Green
Armageddon	OL Wally Williams, LB Bernardo Harris, LB Hardy Nickerson, DB Duane Starks, T James Williams

CURRENT ROSTER SIZES

Here is every team's current roster size. The maximum roster size is 47.

Devildogs (34)	Warriors (38)	Blitzkrieg (38)	Harlequins (45)
Rednecks (39)	Undead (41)	Twits (40)	Kookaburras (44)
Wombats (43)	Lightning Tribe (46)	Maulers (45)	Cheeseheads (38)
Wildcats (38)	M&M's (40)	Trojans (35)	Terminators (46)
Wolfpack (38)	Scalpers (44)	Kamikazes (34)	Armageddon (38)

KEY TO DRAFT PACKET CATEGORIES

Draftees

The first column is the player name, and the second column is the player's age. There is a third column with no heading that lists a player's special teams position. The key to this column is as follows: H – holder¹, ST – special teams gunner², LS – long snapper³.

The remaining columns depend on the player's position. For quarterbacks, the key is as follows: Att – attempts, C% – completion percentage, Int% – interception percentage, TD% – touchdown pass percentage (per attempt), Y/C – yards per completion, SK% – sack percentage (per attempt), Rate – QB Rating, F – fumbles. For running backs, the key is as follows: Att – carries, Yds – yards rushing, Ave – average per rush, Lg – longest rush, TD – rushing touchdowns, Rec – first column is receptions, second column is average per catch, Bk – blocking rating (scale of 0 (worst) to 10 (best); average running back is rated 1), F – total fumbles. For wide receivers, the key is as follows: No – receptions, Yds – receiving yards, Ave – average per reception, Lg – longest reception, TD – receiving touchdowns, Run – first column is carries, second column is yards per carry, F – total fumbles. For tight ends, the key is the same as for wide receivers except that column Bk is the blocking rating (scale of 0 to 10 with average tight end rated 2). For offensive linemen, the key is as follows: Run – run block rating (scale of 0 to 10 with average lineman rated 6), Pass – pass block rating (scale of 0 to 10 with average lineman rated 6), Dur – durability (scale of 1 (not very durable) to 5 (extremely durable)) based on injuries and games played. For defensive players, the key is as follows: Tot – total defensive rating (scale of 1 (worst) to 10 (best) with average player rated as 6; note that total rating is equal to run defense rating plus pass defense rating plus pass rush rating), R – run defense rating, P – pass defense rating, K – pass rush rating, In – interceptions, Sk – sacks, Dur – durability rating (scale of 1 to 5). For kickoff returners, the key is as follows: No – returns, Yards – return yards, Lg – longest return, TD – returns for touchdowns, Ave – average per return, F – total fumbles. For punt returners, the key is the same as for kickoff returners except column FC is fair catches. For kickers, the key is as follows: FGA – field goals attempted, FG% – field goal percentage, Lg – longest successful field goal, XPA – extra points attempted, XP% – extra point percentage. For punters, the key is as follows: No – punts, Bk – blocked punts, Lg – longest punt, Gross – gross punting average (before returns), Net – net punting average (including returns).

The key to defensive positions is as follows: DE – defensive end, DT – defensive tackle, DL – defensive line (can play either end or tackle), ILB – inside linebacker, OLB – outside linebacker, LB – linebacker (can play either inside or outside), CB – cornerback, S – safety (can play either free or strong safety), DB – defensive back (can play either cornerback or safety). The key to return positions is as follows: KR – kickoff returner, PR – punt returner, RET – returner (can return kickoffs and punts).

Note that if a player plays more than one position, he will be listed at each position separately. Thus, there are several players who appear in the packet more than once.

Rosters (NFL and Real-Life) *(note: rosters are available only on the NFL website)*

In addition to the above ratings and stats, the team rosters contain additional ratings and stats. Here is an explanation of these additional categories. Categories marked with a * are tracked only for fantasy league play.

The key for rushing stats is as follows: 10* – 10+ yard rushes, FD* – first downs. The key for receiving stats is as follows: Dp – dropped passes, 25* – 25+ yard receptions, FD* – first downs. The key for passing stats is as follows: Cmp – completions, Bd* – bad passes, 25* – 25+ yard passes, In – interceptions, Sk – sacks. The key for punting stats is as follows: TB – touchbacks, 20 – punts inside 20 yard line. The key for quarterbacks is as follows: Dur – durability rating (scale of 1 to 5), Run – rushing style (O is outside rushing, I is inside rushing, B indicated skill at both), Sho – short yardage rating (scale of 1 (worst) to 5 (best)), Bkwy – breakaway rating (scale of 1 (worst) to 5 (best)). For skill players, the key is the same as for quarterbacks except Bk-R is run blocking rating and Bk-P is pass blocking rating.

¹ Punting and kicking without a holder will result in more bad snaps, lower field goal percentages, and lower extra point percentages.

² Opponent punt and kick return averages are increased when playing without gunners. Defensive backs and receivers are the best option when gunners are not available.

³ Punting and kicking without a long snapper will result in more bad snaps, lower field goal percentages, and lower extra point percentages. A center is the best option when a long snapper is not available.

LINEUP FORM

Offense: There are 7 offensive platoons from which to choose. Despite the names of the platoons below, any offensive play may be called from any platoon. If you like, you may list all of the same players for more than one platoon. If you do not fill in the form below, any blanks will be completed by the computer.

	<u>Basic 1</u>		<u>Basic 2</u>		<u>Basic 3</u>		<u>Pass 1</u>		<u>Pass 2</u>		<u>Run 1</u>		<u>Run 2</u>
HB		HB		HB		HB		HB		HB		HB	
FB		FB		FB		FB		FB		FB		FB	
WR		WR		WR		WR		WR		WR		WR	
WR		WR		WR		WR		WR		WR		WR	
TE		TE		TE		TE		TE		TE		TE	
QB		QB		QB		QB		QB		QB		QB	
LT		LT		LT		LT		LT		LT		LT	
LG		LG		LG		LG		LG		LG		LG	
C		C		C		C		C		C		C	
RG		RG		RG		RG		RG		RG		RG	
RT		RT		RT		RT		RT		RT		RT	

Defense: There are also 7 defensive platoons from which to choose. However, unlike offensive platoons, there are restrictions on play calling. For example, your coach may not call a run defense from a pass platoon. If you like, you may list all of the same players for more than one platoon where appropriate. If you do not fill in the form below, any blanks will be completed by the computer.

	<u>Basic 1</u>		<u>Basic 2</u>		<u>Nickel</u>		<u>Dime</u>		<u>Quarter</u>		<u>Run 1</u>		<u>Run 2</u>
LDE		LDE		LDE		LDE		LDE		LDE		LDE	
RDE		RDE		RDE		RDE		RDE		RDE		RDE	
LDT		LDT		LDT		LDT		LDT		LDT		LDT	
DT/ LB		DT/ LB		DT/ LB		DT/ LB		DT/ LB		DT/ LB		DT/ LB	
RI LB		RI LB		LB		LB		LCB		DL		DL	
LO LB		LO LB		OLB		LCB		RCB		RI LB		DL	
RO LB		RO LB		LCB		RCB		SS		LO LB		RI LB	
LCB		LCB		RCB		SS		FS		RO LB		LO LB	
RCB		RCB		SS		FS		DB		CB		RO LB	
SS		SS		FS		DB		DB		S		DB	
FS		FS		DB		DB		DB		DB		DB	

Special Teams: Please list your special teams players below.

FG Kicker	
Kickoff Kicker	
Punter	
Punt Returner	
Kick Returner 1	
Kick Returner 2	
Kick Returner 3	
Long Snapper	
Holder	
Gunner 1	
Gunner 2	

STADIUM FORM

You can choose to play in any NFL stadium or virtually any other stadium in the world. If you do not want to be assigned to a stadium, either complete the form below or tell the Commissioner which stadium you would like to call home.

If you would like to design your own stadium, please provide the following information:

Stadium Name: _____

Stadium Location: _____

Wind factor (circle one): 0 (indoors) 1 (low wind) 2 3 (average wind) 4 5 (very windy)

Precipitation factor (circle one): 0 (indoors) 1 (low rain) 2 3 (average rain) 4 5 (very rain)

Provide average daytime high temperatures for the following months:

August: _____

September: _____

October: _____

November: _____

December: _____

January: _____