

Three of a Kind III by Regson

1	M	2	I	3	L	4	L	5	E	6	R	7	R	8	I	9	N	10	G	11	O
9	O	N	E	10	E	R	11	C	O	N	D	O	R								
11	S	C	R	A	12	Y	13	C	B	14	C	R	A	G							
	Q	E	P	14	I	N	R	O	H	15	F	T	U								
16	U	N	17	D	O	18	G	O	T	H	19	I	T	E							
20	E	S	A	21	U	O	22	W	L	23	F	L	E	A							
24	B	E	T	25	I	T	L	E	26	S	E	R	R								
	A	27	G	28	E	29	S	W	E	I	R	30	W	R	I						
31	S	O	O	K	I	Y	32	P	R	O	A	S									
33	I	O	D	I	N	E	34	O	Z	O	N	E									
35	C	R	I	M	E	36	L	A	Y	D	E	N									

STUHLDTREHER

The puzzle's theme is 'The Four Horsemen of Notre Dame' (Stuldreher, Miller, Crowley, and Layden) as hinted at by the extra letters – Grantland Rice – Four Horsemen.

After Notre Dame's 13–7 upset victory over a strong Army team, on October 18, 1924 Grantland Rice, a sportswriter for the former New York Herald Tribune, penned "the most famous football lead of all-time":

Outlined against a blue-gray October sky, the Four Horsemen rode again. In dramatic lore their names are Death, Destruction, Pestilence, and Famine. But those are aliases. Their real names are: Stuhldreher, Crowley, Miller and Layden. They formed the crest of the South Bend cyclone before which another fighting Army team was swept over the precipice at the Polo Grounds this afternoon as 55,000 spectators peered down upon the bewildering panorama spread out upon the green plain below.

Across	Extra Letter	Down	Extra Letter
1 MILLER		1 M + OS + QUE	
5 RING + GO	G	2 FINCH on SENSE - HS	F
9 ONE + ERR	R	3 (PRO + EL)<	O
10 C + ON + ROAD<	A	4 ER + YOUNG*	U
11 SC + RAY		5 (TOR + BOR)<	R
13 CRAN + (e)G	N	6 IN + CH	
14 IN + ROT(i)	T	7 GO + HAT	H
16 sOUNDS*		8 OOR + GUE	O
18 GOT + HAMITE - AM		12 CROWLEY	
20 E + SAUL	L	15 FILE (2 def)	
22 FLEE (hom)		17 DR + ATE	R
24 BEAT IT + EL<	A	19 (R[ound] + EASTERN)*	S
26 SEN + R + R	N	21 LEI + POA	
29 WEIRD	D	23 A + (SEREIN)*	E
31 S + O + ROK	R	24 BASIC (2 def)	
32 PRO + AIS	I	25 T + WI + MEN<	M
33 DO< in I + CINE (I = def)	C	27 GO + ORE	E
34 O + ZONE		28 SKI + NM	N
35 IM in CREE(k)	E	30 WOO + D	
36 LAYDEN			