

ALL-ROUNDER: THE GAME OF WOMEN'S GYMNASTICS

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I. Game Components

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The Gymnast Book

All women gymnasts are rated with a pair of letters in a range of A-V. A is best, V is worst. Each athlete is rated in up to 4 events: Vault, Uneven Bars, Balance Beam & Floor Exercise. A gymnast with a wider range will be less consistent than those with narrower ranges. EXAMPLE: A gymnast rated "A-C" will generally score better than one rated "A-G".

Note that athletes with only 1 letter rating are to be used sparingly in the simulation; these gymnasts did not appear in many events.

Some gymnasts will have no range given in certain events. Obviously, these women may not compete in those events.

The Event Charts

There is 1 event chart for each of the 4 events, each chart is 2 pages in length. The top entry of each action card (a number from 1-50) is cross-referenced with the gymnast's modified letter grade (A-V) to obtain a base score.

The Deductions/Injury Chart

This chart is consulted after a score is obtained. It indicates whether or not an athlete has points deducted from her score due to stumbles, falls, etc. Falls may lead to injuries.

The Action Deck

Consisting of 100 cards, the action deck is used to drive most of the game engine. Each card has 2 entries: A top number from 1-50, used to obtain results from the event charts and for determining deductions and injuries, and a bottom modifier, which is added to or subtracted from an athlete's letter range.

II. Setup

Shuffle the action deck thoroughly and select the participants. A general format would be to select up to 10 teams, with 4-5 participants from each country. Make sure to choose at least 1 athlete for each of the 4 events. Many women are quite adept at more than 1 event, and may participate in those events as you desire. Write the athletes' names/countries on the scoresheet. (You'll probably need more than 1 scoresheet if you use a good amount of gymnasts.)

You may choose to perform the events in any order you choose, but the standard order is Vault, Uneven Bars, Balance Beam, Floor Exercise.

You will usually want to run a qualifying round in which all the athletes compete in the 4 events. The top 10-20 athletes in each event advance to the final round.

At the end of the competition, you may choose to find the individual event winners and the team winners. The winning team will have the highest total score for the 4 events. Use the highest score among the team's participants to determine the team score for the particular event being tallied.

EXAMPLE: A country's athletes tally scores of 13, 14.3 & 14.2 for the vault event. In the team score, give the country a 14.3.

Note that a country is generally limited to 2 athletes which may proceed to the final round.

III. How to Play

Obtaining a Base Score

Draw an action card for the active gymnast, consulting the bottom entry. This will be either a modified integer (-10, +4, -1, etc), a "MAX" or a "MIN". If the result is a modified integer, follow this procedure to obtain the base score:

Let's say our athlete is performing the vault, and she has a vault range of D-G. We draw an action card, consulting the bottom entry. We get a -2. In this instance, we would count down 2 letters from the athlete's highest range (D), giving them a modified result of F. We now draw another card and consult the top entry, which is a number from 1-50. We find this number on the corresponding row on the vault chart, and find the result given under the "F" column. This is the base score. (The "F" column will also be used to determine any point deductions; see the deductions & injuries section later.)

If a modified integer reading would push the range either above or below the athlete's printed range, use their highest/lowest range as appropriate.

EXAMPLE: A modified integer calls for a +5 letter grade modifier; the gymnast has a range of O-Q; you would use the "O" column. Note that all minus ("-") modifiers go higher in the alphabet (the base scores will be lower). Conversely, plus ("+") modifiers go lower, resulting in a higher base score.

If the action card result for the bottom entry reads either "MAX" or "MIN", use either the athletes maximum range (first letter of the range) or minimum range (second letter).

EXAMPLE: An action draw for the bottom entry is "MAX", and an athlete's range is Q-T. You would use the "Q" column on the event chart.

Do not enter the base score on the scoresheet yet. We first must determine any deductions and/or injuries.

Point Deductions & Injuries

After the base score has been determined, draw an action card, reading the top entry (1-50 numeral). Cross reference the number with the column used on the event chart to see if any deductions are taken. (If the number is greater than 40, no deduction will occur.)

If the number indicates a deduction, draw another card, once again reading the top entry. Find the range on the second table to see how many points are deducted from the base score. (Deductions are in tenths of a point.)

If a deduction is for 0.8 (eight-tenths of a point,) an athlete falls. In the event of a fall, an athlete may be injured. She may also suffer more than one fall in the balance beam and floor exercise events.

If the event is either the balance beam or the floor exercise, and an athlete falls, check to see if the athlete has fallen more than once during the routine before checking for injury. Draw a card and read the top entry. Find the result under the multiple falls section. An athlete who falls only once gets the 0.8 point deduction. 2 falls = a 1.6 point deduction, 3 falls = a 2.4 point deduction. If an athlete falls twice, double the action number result when checking for injury. If she falls 3 times, triple the result. (Any result greater than 50 is treated as a "49"; the career-ending injury may only occur on an unmodified draw of "50", a doubled result of "100", or a tripled result of "150").

After the deductions are calculated, proceed to check for injury.

Any time a gymnast falls, there is a possibility of injury. To check for injury, draw a card, reading the top entry. Find the result on the injury chart. The result will be either a deduction of points from the athlete's final event score for each event she participates in for the duration of the current competition, or the athlete will be unable to participate in the current event. (She may also miss a number of future events, or even suffer a career-ending injury.)

Note that any injury point deduction per event is added to any other normal point deductions the gymnast receives during the scoring process.