

FASTSCORE HOCKEY
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2002-2003 HOCKEY SEASON

rating	number of goals scored per period				
	0	1	2	3	4
0 or less	11 - 46	51 - 63	64 - 65	66	
1	11 - 45	46 - 63	64 - 65	66	
2	11 - 44	45 - 63	64 - 65	66	
3	11 - 43	44 - 62	63 - 65	66	
4	11 - 42	43 - 62	63 - 65	66	
5	11 - 41	42 - 61	62 - 65	66	
6	11 - 36	41 - 61	62 - 65	66	
7	11 - 35	36 - 56	61 - 65	66	
8	11 - 35	36 - 55	56 - 65	66	
9	11 - 34	35 - 55	56 - 64	65 - 66	
10	11 - 33	34 - 55	56 - 64	65 - 66	
11	11 - 33	34 - 55	56 - 63	64 - 65	66
12	11 - 33	34 - 54	55 - 63	64 - 65	66
13	11 - 32	33 - 53	54 - 63	64 - 65	66
14	11 - 31	32 - 53	54 - 63	64 - 65	66
15	11 - 31	32 - 52	53 - 63	64 - 65	66
16	11 - 26	31 - 52	53 - 63	64 - 65	66
17	11 - 26	31 - 51	52 - 62	63 - 65	66
18	11 - 25	26 - 46	51 - 62	63 - 65	66
19	11 - 25	26 - 46	51 - 61	62 - 65	66
20 plus	11 - 24	25 - 46	51 - 61	62 - 65	66

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Team	OFF	DEF
Anaheim	4	3
Atlanta (*)	6	12
Boston	8	7
Buffalo	2	5
Calgary	2	6
Carolina	0	7
Chicago	4	6
Columbus	5	10
Colorado	8	3
Dallas	8	0
Detroit	10	4
Edmonton	6	6
Florida (*)	1	7
Los Angeles	4	5
Minnesota	3	1
Montreal	4	7
Nashville	2	4
New Jersey	5	0
NY Islanders	6	6
NY Rangers	4	6
Ottawa	10	1
Philadelphia	4	0
Phoenix	4	6
Pittsburgh	2	9
San Jose	5	7
St Louis	9	6
Tampa Bay	5	4
Toronto	7	4
Vancouver	10	4
Washington	6	5

Fastscore Hockey is a quick play game designed to generate the score of a hockey game with a few rolls of the dice. This can be used as a supplement to other hockey games, allowing you to quickly play games in a replay scenario, or could be used as a standalone game. If you don't have enough time to play a full game, you could use Fastscore Hockey to generate the score at the end of 2 periods and play the last period using your favorite game.

Fastscore Hockey is played using two pages of charts and two differently colored 6-sided dice. Each team has two ratings- an offensive and defensive rating. These ratings are used to determine the number of goals the team scores per period. Higher OFF ratings represent better offenses, while lower DEF ratings represent better defenses.

Rules for play:

- 1) Determine each team's scoring rating.
 - a) To calculate the scoring rating take the team's OFF rating and add it to their opponent's DEF rating.
- 2) Determine the number of points scored in each quarter.
 - a) The visiting team rolls first- roll both dice and read them sequentially- for example, if using a red and white die, and the roll is "3" on the red and "5" on the white die, read the result as "35"
 - b) Refer to the team rating on the Scoring Chart.
 - c) Look up the dice roll in the row corresponding to the team rating (found in the left most column). The number at the top of the column is the number of goals scored in the period.
- 3) Repeat step 2 for the home team.
- 4) Repeat steps 2 and three for the 2nd and 3rd periods.
- 5) Overtime: If the score is tied after the 3rd period:
 - a) To calculate overtime team ratings, subtract 5 from the regulation time team rating calculated above.
 - b) Roll two dice for the team with the higher rating (if the two teams have the same rating, roll for the home team first) and read them sequentially. Compare the dice roll to the Scoring chart. If the result is at least one goal- the team wins!
 - c) If the result is not a goal, roll for the team with the lower team rating following the rules written above.
 - d) If neither team scores, the result is a tie game. If a playoff game, repeat the procedure until one team scores to determine the victor.

OPTIONAL RULES:

- 1) HOME ICE ADVANTAGE: To simulate home ice advantage, add 3 points to the home team's rating and subtract 3 points from the visiting team's rating.
- 2) CLUTCH RATINGS: Certain teams have an * next to their team name. These are teams that have win-loss records better than expected from their stats alone. During the 3rd period, if losing by 1 or 2 goals, roll twice for the * rated team to determine the number of goals scored in the period, and take the higher result of the two rolls.