

STATIS PRO BASKETBALL RULES

SET UP-To begin play, select your starting line ups and place them on the game board. Guards are placed in "G1" and "G2", forwards in "F1" and "F2" and the Center in "C". The visiting team goes first, and *then* the home team. Players guard the one directly opposite them. When matching up players anytime during the game, the home team always has the final decision as to who will guard whom. Shuffle the entire deck of Fast Action Cards. Before play, count 30 cards from the deck to represent the **FINAL TWO MINUTES** of the quarter. Insert the 2 minute warning card between the two decks. When all of the cards in the deck have been played and discarded, the quarter is over. For overtime periods, count out 75 FAC and discard the remaining deck. (This is assuming that you are using a standard 180 card deck.)

TIMEOUTS-Each team is allowed seven timeouts per game plus one 20-second timeout per half with a maximum of four in the 4th quarter and only three in the final two minutes. Each team **must** use at least one timeout per quarter. Timeouts can only be called when a team has possession of the ball or during "deadball" situations.

SUBSTITUTIONS-Coaches may only substitute during "deadball" situations or timeouts. Only one player can be substituted during a 20-second timeout.

FINAL TWO MINUTES-The clock stops during the final two minutes of the last quarter and overtime for made baskets, increasing the number of possessions during the last two minutes. To simulate this, once you reach the two minute card, shuffle the discard pile to form a new pile. Use the discard pile rather than the regular deck for all Free Throws, Foul Number usage, and Z results. In addition, any team calling a time out during the last two minutes of the 4th quarter/overtime has the option to take the ball out at midcourt by drawing its Action/Press card from the discard pile to conserve time. This also applies to the last minute of the first three quarters. Two minutes= 30 FACs, One minute =15 FACs.

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STARTING THE GAME-To start the game, flip over the first FAC and look at "JUMP" to see which team gets the ball. The team winning the opening jump will also have the ball to start the 4th quarter. The team which lost the opening jump will have the ball to start the 2nd and 3rd quarters. Go to Action.

PLAYER CARD DEFINITIONS

POS: The player's position.

G: Number of games played.

INJ: The number of games missed for an extended injury.

SAMPLE PLAYER CARD:

2017-18 NBA

FRAN LARKIN

POS: C-F G: 82 INJ: 0

PPG: 14.8 RPG: 16.9 APG: 5.0

MPG: 42 QR: 0

Field Goal: 11-53 (41) 3

Secondary: 11-38

Free Throw: 11-78

Rebound: 42

Foul Range: 11-15

Foul Draw: 21

Block: 7 Assist: 11-58

Steal: 3 Stamina: 36

Defensive Rating: Minus 5

SEATTLE SUPERSONICS

PPG: Player's Points per Game

RPG: Player's Rebounds per Game

APG: Player's Assists per Game

MPG: Player's Minutes per Game

QR: Quarters Rested; number of possible forced rests a player has during the game. (See Advanced Play Options)

FIELD GOAL: Shooting Ranges for 2-point and 3-point field goals (see SHOT NUMBERS)

SECONDARY: Rating assigned to players with low scoring averages.

FREE THROW: The range used for Free Throw results.

REBOUND: Rating to consult when determining rebounds.

FOUL RANGE: Used to determine the player committing a foul.

FOUL DRAW: Used to determine the player committing a foul when the foul number is not in a specific player's Foul Range.

BLOCK: Consult when the Shot Number on the FAC calls for a possible Blocked Shot by the defense.

ASSIST: Consult when Advance calls for a Passer Assist Rating.

STEAL: Consult when Action, Advance, or Press on the FAC calls for a possible steal by the defense.

STAMINA: This regulates the playing time for players. When the sum total of fouls, field goal attempts and rebounds equal the stamina rating, the player is considered fatigued, limiting certain areas of play for the remainder of the game. See Page 3.

DEFENSE RATING: The adjustment made to the opponent's field goal rating or secondary rating. Ratings range from Minus 5 (best) to Plus 5 (worse). If the FIELD GOAL range of a player is 11-42, with a defense adjustment of "Minus 3", has an adjusted range of 11-37 (There are no "9" or "0" in Base-8). A rating of 11-48 with a defense adjustment of "Plus 2" will be an adjusted range of 11-52.

TEAM NAME: Name of player's team.

FAST ACTION CARD DEFINITIONS

SAMPLE FAST ACTION CARD (FAC):

ACTION: Pass to G2

REBOUND: Defense F2

SHOT NUMBER: 13 (D5)

ADVANCE: Pass to Choice (Use passer assist rating)

JUMP: Home Team

Z: Visitor G2 Rests

PRESS: Pass to Choice (any S5 on defense steals)

FOUL NUMBER: 58 or FD3

ACTION begins play. When a team gains possession of the ball, flip the next FAC and consult ACTION to begin play. You do not refer to ACTION after an offensive rebound (go to ADVANCE) or when the defense employs the full-court press (Use PRESS).

CONSULT Z ON NEXT CARD: See Z Reading on the next FAC. (see page 2)

DEFENSIVE INTENTIONAL FOUL: A defensive foul except the offense gets two free throws regardless of the penalty situation.

DOUBLE DRIBBLE AND TRAVELLING: Turnovers.

FOULS: See foul procedures (see page 3).

FOULED IN THE ACT OF SHOOTING: Determine the shooting player by the defensive player who committed the foul (see page 3). Using the Field Goal Rating, check the Shot Number on the next FAC to see if the Field Goal Attempt was good. If the shot was blocked, the basket still doesn't count and the defense is not credited with a block because of the foul. Ignore additional fouls on Shot Numbers. If the basket is good, the player gets one Free Throw, if the basket was missed, the player gets two Free Throws.

PASS TO...: The ball goes to the player at position listed, who can either shoot or advance the ball. Any player with a SECONDARY must shoot with that rating.

REBOUND-Determines who gets the rebound. When a shot is missed, turn to the next FAC and look at "REBOUND". The reading will tell who gets the ball by: 1-calls for the high rebounder at a position, often with an addition made to the defense. 2-a player at the listed position(s) with the highest REBOUND rating gets the ball. 3-The FAC may call for the highest rated at certain positions, on a particular team, or in the game. If there is a tie for a rebound, the rebound always goes to the defense. If tied on the same team, the rebound goes to the player of their coach's choice.

Following an offensive rebound, the player can either shoot from FIELD GOAL or go to ADVANCE, which will be the first of two allowed ADVANCES during this possession, as the shot clock is reset with an offensive rebound.

The fast break option is used off of a direct rebound to a forward or center (Defense F1, Defense F2, Defense Center). Refer to the Fast Break Option chart on the last page of the rules (also on the playing court).

FOULS: Follow foul procedures (Page 3).

JUMP BALL: See next FAC JUMP for possession.

DEFENSE GOAL TENDING: Missed shot counts.

OFFENSE GOAL TENDING: Defense gets ball, go to ACTION.

Some rebound results will have two readings. FT for lane violations on free throw attempts. FG for rebounds on field goal attempts.

SHOT NUMBER: Number to consult for all Field Goal and Free Throw attempts. When you decide to have a player shoot, simply call for the shot and refer to the proper rating of either FIELD GOAL or SECONDARY. FIELD GOAL is used when shooting after calling for an ADVANCE, while SECONDARY is used when a player shoots right off of ACTION. Some players do not have a SECONDARY rating; they use the FIELD GOAL for all shots taken. The "Shot Numbers" on the FAC range from 11 to 88. Numbers ending in "9" or "0" are not used, meaning the number sequence is 11-18, 21-28, 31-38, etc. A shot is good if the SHOT NUMBER is within the range (after being adjusted for defense) of the shooter.

3-POINT SHOT: The three-point range is found in parentheses beside the FIELD GOAL rating. For example, a (42) means that the 3-point attempt is good if the next SHOT NUMBER is between 11 and 42, inclusive. There IS NO defense adjustment to this shot, except it can be blocked (only by his defending player) and the player shooting can be fouled. If a player has no rating in parentheses, that player cannot attempt a 3-point shot. The Passer Assist Rating **does not apply** to 3-Point Goals. Each player, who attempted 3-point goals, is assigned a number by their 3-pt FG rating. This is the average number of attempts the player tried per game. To insure statistical accuracy, try to use this number of attempts, as the 2-point and 3-point ratings are configured separately.

Players may attempt 3-point goals from **ACTION, PRESS, or ADVANCE** (not Passer Assist Rating) if their limit rating is 1 or higher. Some players are assigned an "X" instead of a number. They can shoot only from **ACTION or PRESS** during the last two minutes of the 4th quarter, but their team **MUST** be behind, tied, or ahead by 2 points or less. They can attempt a 3-point shot at no other time during the game and **only one attempt** per game. The "X" rule applies to a player with a rating of "0", except this player's one shot can be attempted during the last two minutes of any quarter, regardless of the score. **Crunch time rule:** For players who have reached their limit but are needed in the last two minutes (4th quarter or overtime), divide the player's rating by two (round down) to determine how many extra attempts they are allowed. To qualify for extra attempts, a team **MUST** be behind, tied, or ahead by 2 points or less. Players rated X, 0, or 1 do not qualify.

BLOCKED SHOTS: A SHOT NUMBER on the FAC sometimes has a rating beside it in parentheses, this being a possible blocked shot. **C= Defensive Center, D=Defending Player, F=Either Defensive Forward.** When a block shot is called for, compare to that defensive player's block rating. If the **block** number on

the FAC is less than or equal to that player rating, the shot is blocked. Always give the defense player credit for a blocked shot even if the SHOT NUMBER is not in the shooter's range. After the block, consult REBOUND on the next FAC to determine who has recovered the ball. If the offense has recovered, they must shoot unless they have another Advance option available. Remember, a third advance is a 24-second violation. If defensive goal tending, count the basket and ignore the block. If the defense recovers, go to ACTION. The Shot Number 11 (BLK) is automatically a blocked shot on field goal attempts. Ignore **ALL** blocked shot ratings when the passer assist rating is used.

FOULED IF FG ATTEMPT: If a foul is indicated with a SHOT NUMBER, charge the player indicated with a foul and award the appropriate number of free throws. If a specific defensive player is not indicated, charge the player guarding the shooter with the foul. **FREE THROWS:** Use the SHOT NUMBER to determine successful free throw attempts. Obviously, no defensive adjustments or blocks are used.

ADVANCE: Reading for passing the ball after Action, Rebound, or Press. After ACTION, you may not want to shoot. You may prefer to work the ball around for a better shot, specific shooter, or work the clock down. If so, call for "ADVANCE" and refer to that section of the next FAC. You will get much better shots under ADVANCE as the players' assist ratings will come into play. A team may call for two ADVANCE readings, after which a shot **must** be taken. **SHOT CLOCK VIOLATION:** If the shot clock is not used, consider this Travelling.

JUMP BALL: See next FAC JUMP for possession.

PASS TO...: The ball goes to the player at position listed, who can either shoot (from FIELD GOAL, not SECONDARY) or advance the ball.

PASSER ASSIST RATING: This comes up in ADVANCE only and when it is called for, use the passer's ASSIST rating as the field goal range for the shooter. A shot with the ASSIST rating cannot be blocked, nor do you make any defensive adjustments. If the passer and the shooter are the same, the offense selects any player to use for the shot. **Credit an assist** to the player whose pass leads to a basket after **ANY** Advance, not just Passer Assist Rating. Also when designated in the FACs or FB Chart.

JUMP: Determines control of Jump Balls.

Z- The Z reading is designed to bring about unusual events during a game.

EXCESSIVE FLAGRANT FOUL: Use foul drawing procedure to determine the player who committed the foul. This player is ejected from the game.

DEFENSE GOAL TENDING AND TECHNICAL ON DEFENSIVE PLAYER: Use the FOUL NUMBER closest to the player's foul range. Award the field goal to the offense player being guarded.

DOUBLE FOUL: Home team names which player on his team commits the foul. The

visiting team player guarding also gets a foul. No free throws but a team foul is awarded for both teams. Use a jump ball to continue play.

HOME TEAM OPTION TO ADD/SKIP CARDS: Home team is given the option to add or skip a certain number of FAC cards.

JUMP BALL: See next FAC JUMP for possession. **PASS TO CHOICE WHO SCORES:** The offense coach decides who scores. Some readings call for a foul as well, the defending player guarding the shooter commits the foul. Offense choice to credit the assist.

PLAYER INJURED FOR TWO QUARTERS: Players cited with this injury miss the current quarter and the following quarter of this game only. It does not carry over to the next game. **PLAYER INJURED SEE RATING:** Player is considered injured for remainder of this game PLUS the number of games opposite his injury rating. Players with an injury rating of "0" miss only the rest of the game. A player cannot miss more games than in real life. Ignore any amount of games beyond this number. Only one injury per team per game.

PLAYER MUST REST: The player named must rest for the remainder of the quarter. No one position can be forced to rest more than one player per quarter. It is possible in some games to have a player forced to rest a portion of every quarter. If a player still has Stamina/Shots available during the 4th quarter or overtime, ignore forced rests. **Option:** see QR Rating on Page 3.

PLAYERS FIGHTING: The players cited for fighting are accessed a technical. They remain in the game unless they get a second technical foul.

TECHNICAL FOUL-COACHES: Opponent awarded one free throw. If the coach is ejected, that team loses one index point. If at 0, award the opposing team one Index point (home or visitor).

TECHNICAL FOULS-PLAYERS: Use the FOUL NUMBER closest to the player's foul range. The other team gets a free throw. Play resumes where left off before the technical. **TECHNICAL FOUL-ZONE DEFENSE:** Offense gets one free throw and resets the shot clock. It is assumed that a team has already received a warning and the free throw is awarded. Where Zone Defense is allowed, consider this as a Technical Foul for a Defensive 3-second violation.

NOTE: To prevent the same readings from occurring each quarter, burn (place) the Z reading in the middle of the discarded FACs deck.

PRESS: Use this in instead of Action when Press Defense is applied. PRESS can only be used during the last two minutes of the first three quarters and the entire 4th quarter and overtime, after "Deadball" situations or while using Zone Defense.

BALL THROWN AWAY, DOUBLE DRIBBLE, LINE VIOLATION, TRAVELLING, 10-SECONDS: Turnovers.

CONSULT Z ON NEXT CARD: Follow Z instructions on the next FAC.

DEFENSIVE INTENTIONAL FOUL: Same as defensive fouls except the offense gets two freethrows regardless of the penalty situation and possession of the ball.

FOULS: Follow foul procedures below.

JUMP BALL: See next FAC JUMP for possession.

OUT OF BOUNDS TO HOME TEAM: The ball is out of bounds and awarded to the Home Team.

PASS TO...: Same as ADVANCE (page 1).

PASS TO CHOICE (ANY S*): Refer to Steal Rule below at the bottom of this column.

PASS TO PLAYER WHO SCORES: Credit a field goal and assist to the designated players.

DETERMINING FOULS-When a Defensive Foul is called for, check the defensive players' foul ranges to determine who committed the foul. If any player has the foul number WITHIN his range, he is charged with a foul. Refer to the FOUL NUMBER at the bottom of the next FAC which gives both a preliminary number to check against foul ranges of the defensive players and a FOUL DRAW (FD) number to use if no defensive player has the number given. Example: 11 or FD1. Look for 11 in the defensive players' ranges and if not found use FD1. Use the FOUL DRAW rating on the offensive player as follows: FD1 is the highest rated player, FD2 is the second highest, etc. This offensive player has drawn a foul from the defensive player directly guarding him. That player is charged with the foul. If two or more players have the same FD number, the foul is charged to whomever the home coach chooses. When fouled in the act of shooting, you first have the player who was fouled complete the shot attempt. ALWAYS use FIELD GOAL, even if the player has a SECONDARY. Defense adjustments and Blocks do apply. If the shot is good, the player gets one free throw. If the shot is missed, the player gets two free throws. Do not charge the player with a field goal attempt if the shot is missed.

A team is permitted four fouls per period (three in overtime) without penalty. Each additional foul results awards offense two free throws. If a team has not committed its quota of four team fouls during the first 10 minutes of a period (three in overtime), it is permitted to incur one more Team Foul in the final two minutes of that period without additional penalty. Refer to the rules of the game during the era that you are playing as the rules and number of free throws awarded vary at times.

When offensive charging is called for, check the offensive players' foul ranges to determine who committed the foul. If any player has the foul number WITHIN their range, they are charged with a foul. If not, the player closest to it, is charged. An offense charging foul does not count as a team foul and no free throws are awarded.

STEALS-Action, Advance, and Press sometimes has an (S) rating beside it in parentheses indicating a possible steal. You refer to the defensive player indicated by the FAC for the possible steal. If the steal number on the FAC is less than or equal to the defensive player's steal rating, the pass has been stolen. "ANY S" means any player on defense, regardless of the position. After a successful steal, the defense gains control of the ball. Go to ACTION for the next play.

STAMINA\SHOTS: Each player has a Stamina rating to determine fatigue. Stamina is based on the number of field goal attempts (including 3 point attempts), rebounds, and personal fouls a player averages per game. Combine the three elements and when a player reaches his Stamina total, that player must sit out until the sub reaches their stamina total. The starter may return, but comes back with a defensive change. If he has a minus rating, his fatigue makes him a Plus 0. If he has a Plus rating, his fatigue makes him a Plus 5. **SHOTS OPTION:** Later versions of Statis Pro games used only number of shots taken to determine fatigue. The Shots number can be found on the Gold Roster Cards that come with each Team in the set.

Note: If a player still has Stamina/Shots available during the 4th quarter/overtime, ignore forced rests.

EXTRA PLAYERS

In most sets of cards, extra players were issued. They are usually players who have made a contribution to their team, but were not included because of the roster limit. They can be identified by the * at the top of their card and the lack of an assigned foul range. You can substitute these players for any player on their team. The extra player assumes the foul range of the player that has been replaced on the roster. Only one player per game can be optionally substituted for. In the event of multiple injuries, then more one extra player can be substituted.

ADVANCED PLAY OPTIONS

DELIBERATE FOULS: In order to stop the clock by fouling, the defensive coach calls for a "Foul" while the next FAC is being turned over. This can be used only with ACTION. The player being "Passed to" becomes the player drawing the foul. No other readings change except turnovers which become "ball knocked out of bounds and awarded to the offensive team".

DOUBLE TEAM DEFENSE: The purpose is to double up on an offense player. To use this option, the defense declares they are double teaming an offensive player. This option is for use under ACTION or PRESS, not ADVANCE. The defensive coach names which player is being double teamed and the two defensive players

who are double teaming, leaving an offensive player unguarded. If the ball goes to the double teamed player, the FIELD GOAL rating is dropped by ten (actual, not base-8) numbers. If the pass goes to the player left unguarded, add ten (actual, not base-8) numbers to his FIELD GOAL rating. Ignore the secondary when using this option. Fouls are accessed to the primary defensive player.

HOT NIGHT RULE: Before the start of the game, cut the deck of FACs and refer to the SHOT NUMBER. If it is between 81-88, then a starting player will have a HOT NIGHT. This means that the Stamina/Shots rating of the selected player will be ignored for the game, giving them the opportunity to have a career game. Forced rests and defense ratings against this player are also ignored. All personal fouls will count. Once it has been determined that a player will have a HOT NIGHT, shuffle the FACs again, cut the deck, and check the FOUL NUMBER and compare to the chart:

Foul Number 11-24 = F1 is HOT

Foul Number 25-38 = F2 is HOT

Foul Number 41-54 = Center is HOT

Foul Number 55-68 = G1 is HOT

Foul Number 71-84 = G2 is HOT

Foul Number 85-88 = CHOICE OF PLAYER IS HOT

You may draw for a HOT player on each team or, for one player only, use a random drawing of the Jump reading in determining the player's team (home or visiting team).

LOOSE DEFENSE: To avoid fouls and is used, generally, late in the game when you are ahead. State you are now in the LOOSE DEFENSE mode and you now ignore calls of DEFENSE FOUL. Fouled in the Act of Shooting is still in effect. You cannot call for LOOSE DEFENSE and PRESS. For using LOOSE DEFENSE, all players become "PLUS 5".

INTENTIONALLY MISSED FREE THROW: During the last two minutes, the offensive coach may call for an intentionally missed free throw instead of turning the next FAC for the free throw attempt result. All defensive players are increased by 5 on their rebound ratings, ignore any rebound additions to the offense, the next FAC to determines who gets the rebound.

ONE FAC LEFT: With one FAC left in the deck, go to Action allowing the quarter to end after finishing any action required by using discarded Fast Action Cards.

OPTION: The offense may take a buzzer shot. The coach selects a guard, subtracts 10 (base 10 subtraction) from the FIELD GOAL (or SECONDARY if the player has one) and checks the SHOT NUMBER on the last FAC. If it is within the range, the shot is good. The same may be done for a three-point goal attempt. Do not use any defensive players adjustments except the shot CAN be blocked.

QR: Quarters Rested; this rating determines the maximum number of quarters per game a player may sit out because of the Forced Rest rule. This rating doesn't mean a player **MUST** sit out that many quarters. Ratings range from 0 to 4. A QR0 never has to rest. Simply ignore the Z reading and continue the game. A QR1 rests only one quarter in a game. After resting during a quarter, ignore any more rests for this player. QR2 rests no more than two quarters, QR3 rests up to three quarters, and QR4 must rest in every quarter that a rest is called for, including overtimes. If a player has available rests available during overtime and the Forced Rest comes up, sorry, that player must rest. When using the QR, you should not use Index points to ignore forced rests.

SAG DEFENSE: For more rebounding power. Before ACTION or PRESS, the defense states it is in the SAG mode. If a FIELD GOAL attempt is missed, add 3 to all defensive players rebound ratings. All defense players become "Plus 5". You give the offense have better shots for better rebound position.

ZONE DEFENSE

Before going to ACTION, the defense calls for a Zone. Add the players' defensive ratings together and divide by 5. Apply this one defensive rating to each offense players' FG and secondary ratings. The foul procedure does not change. The defense can press at any time during zone defense.

HOME TEAM INDEX

Each team has Index numbers on their team card. These index points reflect a team's enhanced ability to win as Home Team. The Home Team can use these Index Points for the advantages listed below until it has zero points remaining. A team should not use more than one-third of its Index Points per quarter during the first three quarters and no more than half in the 4th quarter.

IGNORE FORCED RESTS: The Home Team can ignore a mandatory rest "Z result". Continue with ACTION (or PRESS). This option is not available when using the QR Rating. **COST: 2 POINTS**

IGNORE FOULS: ANY foul against the home team can be ignored. If during a rebound, draw another FAC to determine who gets the rebound. During ACTION, ADVANCE or PRESS, instead of a foul the ball must be ADVANCED again. If out of ADVANCE options it is a 24-second violation. Does not apply to technical fouls. **COST: 1 POINT**

IGNORE STEALS: The Home Team can ignore any steal. The player who was to receive the pass retains the ball but the ball must be ADVANCED again. If out of ADVANCE options it is a 24-second violation. **COST: 1 POINT**

REBOUND CHANGE: Home Team changes Visitor Team rebound. Rebound results calling for only the highest rated rebounder can be changed. For a rebound going to the highest rated Visitor player, the Home Team, overturning that result, must give the rebound to its highest rated rebounder. Similarly, if the FAC called for the rebound to go to the highest rated at

F1, the Home Team must give the rebound to their F1 in overturning the result. **COST: 1 POINT**

STEAL OF BALL: Call for a steal of the ball at any time. Credit the primary defender of the ball holder at the time with a steal. **COST: 2 POINTS**

REJUVENATED PLAYER

A starting player from the Home Team with no stamina left, is rejuvenated in the fourth quarter by the cheering home team crowd. He returns to the game without penalties for no stamina. Also, ignore forced rests as if he still had stamina points.

COST: 3 POINTS

DISQUALIFICATIONS

Players are ejected from the game for six personal fouls or two technical fouls. If a team, due to injury or disqualification, is reduced to less than 5 players, the last player to have fouled out will be returned to play. Their defense becomes a Plus 5. His team will be assessed a Technical Foul for returning a disqualified player. For each insuing personal foul, two free throws and possession of the ball go to the opposing team. Players are ejected for flagrant fouls under the Z reading.

Optional Rule for Intentional Fouls: If next FAC FOUL NUMBER is 81-88, the player is ejected.

OUT OF POSITION PLAYERS

Players should play only the position(s) listed on their card. The only time a player can play out of position is when another player is not available because of injury, disqualification, or Stamina. The OOP player's defense becomes a "Plus 5". Centers and Center-Forwards cannot play Guard. Centers, beginning with the lowest rebound rating, can play forward. Forwards, beginning with the highest rebound can play Center. Forwards, beginning with the lowest Rebound rating, can play Guard. Guards, beginning with the highest Rebound rating can play Forward. Guards cannot play Center. A player must return from a forced rest before allowing a player to play out of position. Players positioned as F-G or G-F can play Center, if a player rated *only as a Forward* is unavailable.

RULE CHANGES FOR COLLEGE

USING NBA FACs: The college game is played in two 20-minute halves instead of four quarters, requiring 300 FACs per half. College games need to be played with two 10-minute sequences per half. Each 10-minute sequence is 150 FACs. For the first 10-minute sequence of a half, discard 30 cards and play through the deck of FACs. For the second 10-minute sequence of a half, reshuffle the entire deck and count out and discard 30 cards. Play through the newly shuffled 150 cards to finish the second 10-minute sequence of the half. This provides the two 10-minute segments per half, repro-

ducing the "four quarter per game" playing effect for Statis Pro purposes, such as forced rests and temporary injuries.

Count 75 cards for overtime periods.

USING COLLEGE FACs: There are 300 cards in this deck. Enough for the entire half. This eliminates the extra card shuffling you must do with the NBA FACs. This deck also contains readings exclusive to college rules. Use the ten-minute divider card in the middle of the deck. This provides the two 10-minute segments per half, reproducing the "four quarter per game" playing effect for Statis Pro purposes. You do not have to interrupt play immediately at 150 cards. It is not necessary to make the changes exactly at this time. The resting and temporarily injured players that can return may do so at the next dead ball situation.

Count 75 cards for an overtime period.

ADVANCE: When playing teams that do not use a shot clock, you may work under advance as many times as you like, BUT defense may call for the PRESS at any time, not just in place of ACTION. When using a time clock for college, you may advance the ball 3 times before you must shoot. Normal usage of PRESS applies when using a shot clock for college.

FORCED RESTS: When a forced rest is called for, the player must rest until the end of the current 10-minute sequence. Remember to check the player's QR Rating.

INJURY: Players injured for two quarters, instead must sit out the current 10-minute sequence and the following 10-minute sequence. Only one injury per team per game.

TIMEOUTS: Allow each team 6 full timeouts and two 20-second timeouts. Each team must use at least one timeout in each 10-minute sequence.

HOME INDEX: The home team may use no more than half of their index points in the last 10 minute segment.

When playing on a NEUTRAL court, subtract index points between the two teams. The team with the highest index is allowed to use the number of points left after subtracting as their index points. If their isn't a difference, neither team uses index points.

JUMP BALL: Teams alternate possession after the opening tip-off.

FOULS: During the last minute of the college game, and in OT, the clock stops after a made basket. No subs are allowed though. Observe NBA Final Two Minutes rule for college except it only applies for the last minute (15 FACs). After the 6th team foul, the 7th, 8th, and 9th fouls are 1 and 1. The 10th foul is 2 shots. Technical fouls; the offended team shoots 2 free throws, your choice of the player in the game shoots the free throws. They also count as a personal foul and a team foul.

NEUTRAL COURT: Use the possession arrow to determine any calls directed to the home team.

Here is a current list of my Statis Pro basketball items. All cards are Base-8. All sets are sold separately.

New sets: Men's College Sets 14, 15, & 16

ABA-NBA Era sets, \$20.00 each:

1967-68 1970-71 1973-74
1968-69 1971-72 1974-75
1969-70 1972-73 1975-76

1967-68 through 1975-76 includes both ABA & NBA as one set.

Modern NBA sets, \$20.00 each:

1976-77 1987-88 1998-99 2009-10
1977-78 1988-89 1999-00 2010-11
1978-79 1989-90 2000-01 2011-12
1979-80 1990-91 2001-02 2012-13
1980-81 1991-92 2002-03 2013-14
1981-82 1992-93 2003-04 2014-15
1982-83 1993-94 2004-05 2015-16
1983-84 1994-95 2005-06 2016-17
1984-85 1995-96 2006-07 **2017-18** NEW!
1985-86 1996-97 2007-08
1986-87 1997-98 2008-09

Historic NBA sets, sold as 4-Season Combo packs

Your choice of 4 for \$22 (\$6 Individually)

1951-52 1955-56 1959-60 1963-64
1952-53 1956-57 1960-61 1964-65
1953-54 1957-58 1961-62 1965-66
1954-55 1958-59 1962-63 1966-67

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Phil Graham
1745 S. Kentwood Ave.
Springfield, MO 65804

Some new features include; a more user-friendly stamina rule, shot at the buzzer option, an exciting Hot Night Rule, even a purposely missed free throw option. Changes for playing college are also included. Rules exclusive to my game are; realistic limitations for 3-point goal attempts and my new **"QR" rule accurately limiting forced rests in the Z readings.**

NBA Great Teams Set 1: 2000-01 LA Lakers, 1998-99 San Antonio, 1996-97 Utah, 1995-96 Chicago, 1993-94 Houston, 1992-93 Phoenix, 1991-92 Chicago, 1988-89 Detroit, 1986-87 LA Lakers, 1985-86 Boston, 1982-83 Philadelphia, 1978-79 Seattle, 1976-77 Portland, 1975-76 San Antonio*, 1975-76 Boston, 1974-75 Denver*, 1974-75 Golden State, 1973-74 NY Nets*, 1971-72 Kentucky*, 1971-72 Utah*, 1971-72 LA Lakers, 1970-71 Milwaukee, 1969-70 Indiana*, 1969-70 NY Knicks, 1966-67 Philadelphia, 1964-65 Boston, and 1957-58 St. Louis. * **ABA Team**

NBA Great Teams Set 2: 2001-02 Sacramento, 1999-00 Indiana, 1996-97 Miami, 1995-96 Seattle, 1995-96 Orlando, 1992-93 New York, 1990-91 Boston, 1990-91 Portland, 1989-90 Los Angeles, 1988-89 Cleveland, 1986-87 Atlanta, 1984-85 Milwaukee, 1980-81 Boston, 1979-80 Los Angeles, 1977-78 Philadelphia, 1975-76 New York Nets*, 1974-75 Kentucky*, 1974-75 Washington, 1972-73 Boston, 1972-73 Carolina*, 1972-73 Milwaukee, 1968-69 Oakland*, 1967-68 Pittsburgh*, 1967-68 St. Louis, 1963-64 Cincinnati, 1959-60 Boston, and 1952-53 Minneapolis. * **ABA Team**

Men's College Teams 1: 1967-68 UCLA, 1971-72 UCLA, 1973-74 North Carolina State, 1975-76 Indiana, 1977-78 Kentucky, 1978-79 Michigan State, 1979-80 Louisville, 1981-82 North Carolina, 1982-83 Houston, 1983-84 Georgetown, 1988-89 Michigan, 1989-90 UNLV, 1991-92 Duke, 1992-93 North Carolina, 1995-96 Kentucky, 1998-99 Connecticut, 2000-01 Duke, and 2002-03 Syracuse.

Men's College Teams 2: 1955-56 San Francisco, 1959-60 Cincinnati, 1960-61 Ohio State, 1967-68 Houston, 1969-70 Jacksonville, 1972-73 Memphis State, 1974-75 UCLA, 1976-77 Marquette, 1978-79 Indiana State, 1980-81 Indiana, 1982-83 North Carolina State, 1984-85 Villanova, 1987-88 Kansas, 1992-93 Michigan, 1993-94 Arkansas, 1994-95 UCLA, 1996-97 Arizona, and 2001-02 Maryland.

Men's College Teams 3: 1958-59 Kansas St, 1962-63 Loyola-Chicago, 1965-66 Texas Western, 1969-70 UCLA, 1970-71 Western Kentucky, 1971-72 North Carolina, 1973-74 Notre Dame, 1980-81 Virginia, 1985-86 Louisville, 1988-89 Illinois, 1989-90 Georgia Tech, 1990-91 Kansas, 1997-98 Utah, 1999-00 Iowa St, 2000-01 Arizona, 2001-02 Oklahoma, 2003-04 Duke, and 2004-05 North Carolina.

Men's College Teams 4: 1956-57 Kansas, 1964-65 Michigan, 1965-66 Kentucky, 1968-69 Purdue, 1970-71 USC, 1973-74 Marquette, 1976-77 UNLV, 1977-78 Notre Dame, 1980-81 DePaul, 1984-85 Memphis St, 1987-88 Arizona, 1992-93 Seton Hall, 1996-97 Minnesota, 1998-99 Duke, 2000-01 Stanford, 2001-02 Gonzaga, 2002-03 Kansas, and 2004-05 Illinois.

Men's College Teams 5: 1958-59 West Virginia, 1963-64 UCLA, 1966-67 Louisville, 1969-70 St. Bonaventure, 1970-71 Marquette, 1972-73 Providence, 1975-76 Rutgers, 1980-81 Oregon St, 1984-85 St. John's, 1986-87 UNLV, 1987-88 Oklahoma, 1991-92 Indiana, 1995-96 Massachusetts, 1997-98 North Carolina, 1999-00 Michigan St, 2001-02 Cincinnati, 2002-03 Texas, and 2003-04 Connecticut.

Men's College Teams 6: 1967-68 North Carolina, 1969-70 South Carolina, 1970-71 Villanova, 1971-72 Florida State, 1974-75 Kentucky, 1975-76 Michigan, 1976-77 North Carolina, 1977-78 Duke, 1979-80 Purdue, 1979-80 UCLA, 1985-86 Duke, 1986-87 Indiana, 1986-87 Syracuse, 1988-89 Seton Hall, 1995-96 Syracuse, 1997-98 Kentucky, 1999-00 Florida, and 2001-02 Indiana.

Men's College Teams 7: 1970-71 UMass, 1972-73 Indiana, 1973-74 Maryland, 1975-76 Alabama, 1976-77 San Francisco, 1979-80 Missouri, 1983-84 North Carolina, 1985-86 Navy, 1985-86 Notre Dame, 1988-89 Georgetown, 1989-90 Arkansas, 1991-92 LSU, 1993-94 Arizona, 1995-96 Wake Forest, 1996-97 Kansas, 1998-99 Ohio St, and 2002-03 Marquette.

Men's College Teams 8: 1969-70 New Mexico St, 1973-74 Long Beach St, 1974-75 Louisville, 1977-78 Arkansas, 1979-80 BYU, 1981-82 Georgetown, 1983-84 Kentucky, 1985-86 NC State, 1986-87 Iowa, 1987-88 Duke, 1988-89 Missouri, 1989-90 LaSalle, 1991-92 Ohio St, 1993-94 Purdue, 1995-96 Uconn, 1997-98 Stanford, 1998-99 Auburn, and 2003-04 Georgia Tech.

Men's College Teams 9: 1971-72 Louisville, 1973-74 Kansas, 1975-76 Tennessee, 1977-78 Detroit, 1979-80 Ohio St, 1982-83 Georgia, 1984-85 Louisiana Tech, 1985-86 LSU, 1986-87 Providence, 1987-88 Purdue, 1987-88 Temple, 1989-90 Loyola-Marymount, 1989-90 Michigan St, 1991-92 Cincinnati, 1994-95 Oklahoma St, 1995-96 Georgetown, 1998-99 Maryland, and 1998-99 St. John's.

Men's College Teams 10: 1956-57 North Carolina, 1969-70 LSU, 1970-71 Notre Dame, 1976-77 Minnesota, 1978-79 DePaul, 1982-83 Virginia, 1984-85 Maryland, 1985-86 Georgia Tech, 1991-92 Alabama, 1992-93 Kentucky, 1992-93 Temple, 1995-96 Mississippi St, 2000-01 Boston College, 2001-02 Pittsburgh, 2003-04 Oklahoma St, 2004-05 Michigan St, 2005-06 Florida, 2005-06 LSU.

Men's College Teams 11: 1961-62 Cincinnati, 1968-69 Marquette, 1969-70 Florida State, 1969-70 Kentucky, 1981-82 Minnesota, 1984-85 Georgetown, 1985-86 North Carolina, 1993-94 Florida, 1994-95 Michigan St, 1999-00 Wisconsin, 2000-01 USC, 2001-02 Missouri, 2002-03 Kentucky, 2003-04 St. Joseph's, 2004-05 Louisville, 2004-05 Washington, 2005-06 George Mason, 2005-06 UCLA.

Men's College Teams 12: 1953-54 Kentucky, 1964-65 Princeton, 1966-67 New Mexico, 1968-69 North Carolina, 1970-71 Kansas, 1973-74 UCLA, 1974-75 Syracuse, 1976-77 North Carolina-Charlotte, 1982-83 Louisville, 1991-92 USC, 1993-94 California, 1993-94 Duke, 1999-00 North Carolina, 2000-01 Illinois, 2001-02 Connecticut, 2003-04 Stanford, 2005-06 Villanova.

Men's College Teams 13: 1965-66 Syracuse, 1979-80 Kentucky, 1979-80 LSU, 1981-82 Missouri, 1983-84 Auburn, 1985-86 Kentucky, 1990-91 UNLV, 1991-92 Memphis, 1995-96 Texas Tech, 1999-00 Cincinnati, 2003-04 Mississippi State, 2004-05 Gonzaga, 2004-05 Wake Forest, 2005-06 Georgetown, 2005-06 Iowa, 2006-07 Texas, 2006-07 Wisconsin, 2009-10 Kansas.

Men's College Teams 14: 1953-54 La Salle, 1960-61 Cincinnati, 1963-64 Duke, 1968-69 UCLA, 1970-71 Pennsylvania, 1972-73 North Carolina St, 1978-79 Iowa, 1980-81 LSU, 1985-86 Kansas, 1988-89 Syracuse, 1991-92 Michigan, 1994-95 Arkansas, 1996-97 Kentucky, 2007-08 Butler, 2011-12 Missouri, 2012-13 Georgetown, 2013-14 Wichita St, 2016-17 Duke.

Men's College Teams 15: 1957-58 Kentucky, 1966-67 North Carolina, 1968-69 La Salle, 1970-71 Indiana, 1971-72 Maryland, 1972-73 1972-73 UCLA, 1978-79 Pennsylvania, 1980-81 Notre Dame, 1983-84 Virginia, 1985-86 Cleveland St, 1989-90 Michigan, 1990-91 Syracuse, 1994-95 Villanova, 2001-02 Kansas, 2011-12 Duke, 2012-13 Gonzaga, 2015-16 Michigan St, 2016-17 Louisville.

Men's College Teams 16: 1958-59 California, 1966-67 UCLA, 1968-69 Santa Clara, 1969-70 Purdue, 1972-73 Minnesota, 1974-75 Indiana, 1978-79 Syracuse, 1981-82 Louisville, 1983-84 Houston, 1990-91 Duke, 1992-93 Kansas, 1994-95 North Carolina, 1998-99 Michigan St, 2006-07 Ohio St, 2007-08 Notre Dame, 2012-13 New Mexico, 2014-15 Virginia, 2016-17 Villanova.

When using Avalon Hill's SP BKB Fast Action Cards prior to ©1987 **with MY** player cards, all players with steal and blocked shot ratings of 6 or higher should be treated the same as if they were rated "5". Ratings of 6 and higher were not used by Avalon Hill's FACs until 1987.

When using **MY** SP BKB Fast Action Cards with Avalon Hill player cards prior to ©1987, all FAC readings with steal and blocked shot ratings of 6 or higher should be IGNORED. The ratings of 6 and higher are not available with Avalon Hill's player cards prior to ©1987.

MY SP BKB Player Cards and NBA Fast Action Cards are completely compatible with Avalon Hill's Statis Pro Basketball Base-8 games. None of my cards are compatible with Base-10. Base-10 was used by Avalon Hill for their 1992-93, 1993-94, and 1994-95 seasons. All seasons before 1992-93 are Base-8. **ALL of my cards are Base-8. I do not offer base-10 cards.**

After 16 years of Base-8, in the summer of 1993, Avalon Hill completely revised Statis Pro Basketball, creating a brand new version, Base-10. Almost every rating in the game was changed. It actually became an entirely different game than Base-8. Many coaching decisions were taken away from the game player and decided by the FACs. I do not use Base-10 because I didn't care for the changes. They took away too much of my enjoyment. Even though it had a respectable following, the Base-10 version died three years after it was introduced, as did Avalon Hill. Perhaps Avalon Hill should have had someone making their coaching decisions for them...

All Base-8 NBA and ABA seasons use a deck of 180 Fast Action Cards. Any more than that will result in unrealistic statistics. I cannot verify other home made FACs as being compatible. Some NBA decks are 90 cards printed on both sides, but still equaling 180. My NBA deck has 180 single sided cards. It **CAN** be used for college, though extra shuffling of the FACs is necessary.

My College deck of FACs has 300 single sided cards. This deck was specifically designed for the College game, which plays 20 minutes per half, unlike the 12 minute quarters in the pros. It has been tested by players, like you, from all over the country and has been well received. Using this deck for college the extra shuffling of FACs mentioned above and also uses college game terminology. The college FACs are NOT compatible with any NBA or ABA season.

pgraham@mchsi.com

Base 8 Defense Application Chart

Base-8 FG Rating	Defense										
↓	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Result	Result	Result	Result	Result	Result	Result	Result	Result	Result	Result	Result
11-31	11-24	11-25	11-26	11-27	11-28	11-31	11-32	11-33	11-34	11-35	11-36
11-32	11-25	11-26	11-27	11-28	11-31	11-32	11-33	11-34	11-35	11-36	11-37
11-33	11-26	11-27	11-28	11-31	11-32	11-33	11-34	11-35	11-36	11-37	11-38
11-34	11-27	11-28	11-31	11-32	11-33	11-34	11-35	11-36	11-37	11-38	11-41
11-35	11-28	11-31	11-32	11-33	11-34	11-35	11-36	11-37	11-38	11-41	11-42
11-36	11-31	11-32	11-33	11-34	11-35	11-36	11-37	11-38	11-41	11-42	11-43
11-37	11-32	11-33	11-34	11-35	11-36	11-37	11-38	11-41	11-42	11-43	11-44
11-38	11-33	11-34	11-35	11-36	11-37	11-38	11-41	11-42	11-43	11-44	11-45
11-41	11-34	11-35	11-36	11-37	11-38	11-41	11-42	11-43	11-44	11-45	11-46
11-42	11-35	11-36	11-37	11-38	11-41	11-42	11-43	11-44	11-45	11-46	11-47
11-43	11-36	11-37	11-38	11-41	11-42	11-43	11-44	11-45	11-46	11-47	11-48
11-44	11-37	11-38	11-41	11-42	11-43	11-44	11-45	11-46	11-47	11-48	11-51
11-45	11-38	11-41	11-42	11-43	11-44	11-45	11-46	11-47	11-48	11-51	11-52
11-46	11-41	11-42	11-43	11-44	11-45	11-46	11-47	11-48	11-51	11-52	11-53
11-47	11-42	11-43	11-44	11-45	11-46	11-47	11-48	11-51	11-52	11-53	11-54
11-48	11-43	11-44	11-45	11-46	11-47	11-48	11-51	11-52	11-53	11-54	11-55
11-51	11-44	11-45	11-46	11-47	11-48	11-51	11-52	11-53	11-54	11-55	11-56
11-52	11-45	11-46	11-47	11-48	11-51	11-52	11-53	11-54	11-55	11-56	11-57
11-53	11-46	11-47	11-48	11-51	11-52	11-53	11-54	11-55	11-56	11-57	11-58
11-54	11-47	11-48	11-51	11-52	11-53	11-54	11-55	11-56	11-57	11-58	11-61
11-55	11-48	11-51	11-52	11-53	11-54	11-55	11-56	11-57	11-58	11-61	11-62
11-56	11-51	11-52	11-53	11-54	11-55	11-56	11-57	11-58	11-61	11-62	11-63
11-57	11-52	11-53	11-54	11-55	11-56	11-57	11-58	11-61	11-62	11-63	11-64
11-58	11-53	11-54	11-55	11-56	11-57	11-58	11-61	11-62	11-63	11-64	11-65

Interested in an updated version of the Sports Illustrated Superstar Baseball game? I have one available. All 30 Major League teams and two Negro League All Star Teams are included with a roster of 27 players per team. There is a total of 864 players in my ATAS set. What makes my set unique from all others is that I use walks on the batters' charts. This is something that has never been properly addressed in the history of SI/Superstar Baseball. It adds much more accuracy and realism to the game. I created a formula with player cards based on a player's best 4 years.

I also have a CD with a PDF of 2150 additional players to go along with my ATAS set. My original ATAS card set is not on the CD. The size and layout of my cards are based on the Superstar Baseball game of the 70's. I have also added dice roll columns to all cards for easier reference. All cards are pre-cut, clean and crisp, and ready to play as soon as you get them. The price of this set is \$40.00, postage is paid in the U.S.A. The CD is included free with the purchase of the set.

Active players are updated annually.

OPTIONAL FAST BREAK CHART

Team Rated A

- 11 to 16: G1 scores, Assist to G2
17 to 23: G2 scores, Assist to G1
24 to 27: F1 scores, Assist to F2
28 to 33: F2 scores, Assist to F1
34: Center Scores, Assist to G1 or G2
35 to 37: Ball Thrown Away (Turnover)
38: G1 charging Foul
41: G2 charging Foul
42 to 43: G1 fouled in act of shooting
44 to 45: G2 fouled in act of shooting
46: G1 misses, rebound on next FAC
47: G2 misses, rebound on next FAC
48 to 58: Pass to G1,(same as ACTION)
61 to 68: Pass to G2,(same as ACTION)
71 to 74: Pass to F1,(same as ACTION)
75 to 78: Pass to F2,(same as ACTION)

ALL Teams

- 81 to 82: Offense choice of player scores, Assist to choice.
83 to 85: Charging foul. Shot missed. Defense names guard that charged.
86 to 88: G1 misses, rebound on next FAC

Team Rated B

- 11 to 15: G1 scores, Assist to G2
16 to 21: G2 scores, Assist to G1
22 to 24: F1 scores, Assist to F2
25 to 27: F2 scores, Assist to F1
28: Center Scores, Assist to G1 or G2
31 to 33 Ball Thrown Away (Turnover)
34: G1 charging Foul
35: G2 charging Foul
36 to 37: G1 fouled in act of shooting
38 to 41: G2 fouled in act of shooting
42: G1 misses, rebound on next FAC
43: G2 misses, rebound on next FAC
44 to 58: Pass to G1,(same as ACTION)
61 to 68: Pass to G2,(same as ACTION)
71 to 74: Pass to F1,(same as ACTION)
75 to 78: Pass to F2,(same as ACTION)

Team Rated C

- 11 to 13: G1 scores, Assist to G2
14 to 16: G2 scores, Assist to G1
17 to 18: F1 scores, Assist to F2
21 to 22: F2 scores, Assist to F1
23: Center Scores, Assist to G1 or G2
24 to 26: Ball Thrown Away (Turnover)
27: G1 charging Foul
28: G2 charging Foul
31 to 32: G1 fouled in act of shooting
33 to 34: G2 fouled in act of shooting
35: G1 misses, rebound on next FAC
36: G2 misses, rebound on next FAC
37 to 51: Pass to G1,(same as ACTION)
52 to 68: Pass to G2,(same as ACTION)
71 to 74: Pass to F1,(same as ACTION)
75 to 78: Pass to F2,(same as ACTION)

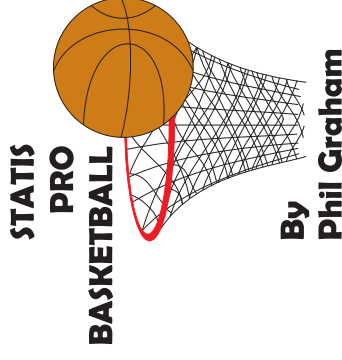
Team Rated D

- 11 to 12: G1 scores, Assist to G2
13 to 14: G2 scores, Assist to G1
15: F1 scores, Assist to F2
16: F2 scores, Assist to F1
17: Center Scores, Assist to G1 or G2
18 to 22: Ball Thrown Away (Turnover)
23: G1 charging Foul
24: G2 charging Foul
25 to 26: G1 fouled in act of shooting
27 to 28: G2 fouled in act of shooting
31: G1 misses, rebound on next FAC
32: G2 misses, rebound on next FAC
33 to 47: Pass to G1,(same as ACTION)
48 to 68: Pass to G2,(same as ACTION)
71 to 74: Pass to F1,(same as ACTION)
75 to 78: Pass to F2,(same as ACTION)

Fast Break Charts

Fast Break goes into effect only when rebound goes AUTOMATICALLY to Defense F1, F2, or Center.
When using Fast Break Charts, use the FOUL NUMBER on the next Fast Action Card after the rebound.
Cross reference Offense & Defense to determine which Fast Break column to use.

FAST BREAK DETERMINATION CHART				
Offense				
Defense	A	B	C	D
	A	C	D	D
	B	C	C	D
	C	A	B	C
Defense	D	A	B	C



TEAMS	1	2	3	4	OT	FINAL	DATE	GAME
Home Team								
Visiting Team								
Team Totals								
Home Team								
Visiting Team								
Team Totals								

Email me: pgraham@mchsi.com

Score Sheets are available.

Stamina: Add FGA, 3PA, Total Rebounds, and Fouls. Shots: Add FGA and 3PA.