

Replay Basketball - Card Reading & Results

- Blank** Missed Shot (check for rebound)
- +** Missed basket plus a possible Injury to that player... (Blue die is even = no injury) (Blue die is odd = injury to be checked by trainer after the game)
- 2** Two-point basket made
- 2?** Two-point basket made if blue die is less than or equal to the defenders column 1 number...otherwise it is a missed shot
- 3A** Automatic 3-Point shot attempt
- 3A?** Check the blue die # against the defensive teams "Prevent 3A?" Rating...if higher, it is a pass (flip FAC's)...if lower, it is a 3-point shot
- A** Exceptional Assist (usually in Column 5)...determine which player received the pass and scored by checking the blue die result against the passers blue die row.
- P** Player has Passed the ball...flip card for new possession
- P+** Great pass to teammate, who now has a high % shot...use the blue die reading to determine, on the passers card, which player received the steller pass. Then *add* 10 to the shooters 2 PT shooters rating, against the red/white die reading to determine if the basket was made and an assist was generated
- P-** Offensive play set has broken down, and a low % shot will be taken...same concept as P+ above with 10 *subtracted* from the shooters rating

Column Readings Impact:

- Column 1:** Contested Field Goal shooting
- Column 2:** Open Field Goal shooting....Shots off of rebounds....Hot / Streak shooting
- Column 3:** Possible Blocked Shots....Clutch Shooting....Injuries
- Column 4:** Turnovers....Possible steals....Stamina
- Column 5:** Assists....Passing ability....Ability to go One-On-One, or Post-Up moves
- Column 6:** Ability to draw fouls....3-Point plays

Impact of Fatigue:

On Offense:

- Use his smaller “B” Rebound Rating
- All reading ending in “?” automatically go the benefit of the defense
- Reduce ALL shooting ratings (2PT, 3PT, FB, FT) by 10
- ADD 3 to the Offensive fastbreak rating

On Defense:

- Use the smaller “B” Rebound Rating
- Use “B” row defensive grades
- ADD 3 to the Defensive fastbreak rating