# United States Patent

[11] 3,545,763


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[21] Appl. No. **628,323**
[22] Filed **April 4, 1967**
[45] Patented **Dec. 8, 1970**


[54] **BASKETBALL GAME**
**9 Claims, 22 Drawing Figs.**


[52] U.S. Cl. ..... **273/134,** 273/131
[51] **Int. Cl.** ..... **A63f 3/02**
[50] **Field of Search** ..... 273/131, 134



[56] **References Cited**

UNITED STATES PATENTS

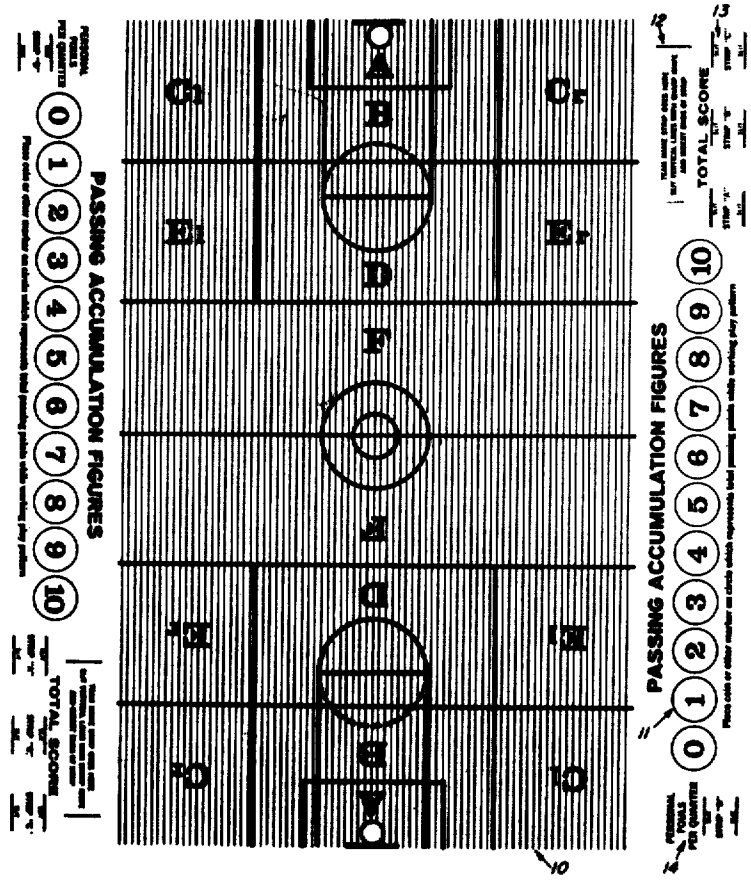
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|---|---|---|---|
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| 3,043,594 | 7/1962 | Seitz | 273/134X |
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*Primary Examiner*—Delbert B. Lowe
*Attorney*—Beale and Jones



**ABSTRACT:** A simulated basketball game having a playing court with sections laid off; a gamepiece movable on the gameboard to represent the ball; cards representing opposing team players, each card having performance evaluations of the player and a group of entry numbers thereon opposite three sets of indicia; two dice; a finder chart having a column of numbers corresponding to the group of numbers on the cards and columns correlated thereto comprising indicia for determining which player and which team receives a rebound, jump ball or foul, a number of charts (tables) for passing and dribbling plays having column headings designating areas of the court, an entry correlated column having numbers corresponding with numbers on the player's card and indicia in each column for determining the result of a play; and similar charts for fast break play and field goal shots.

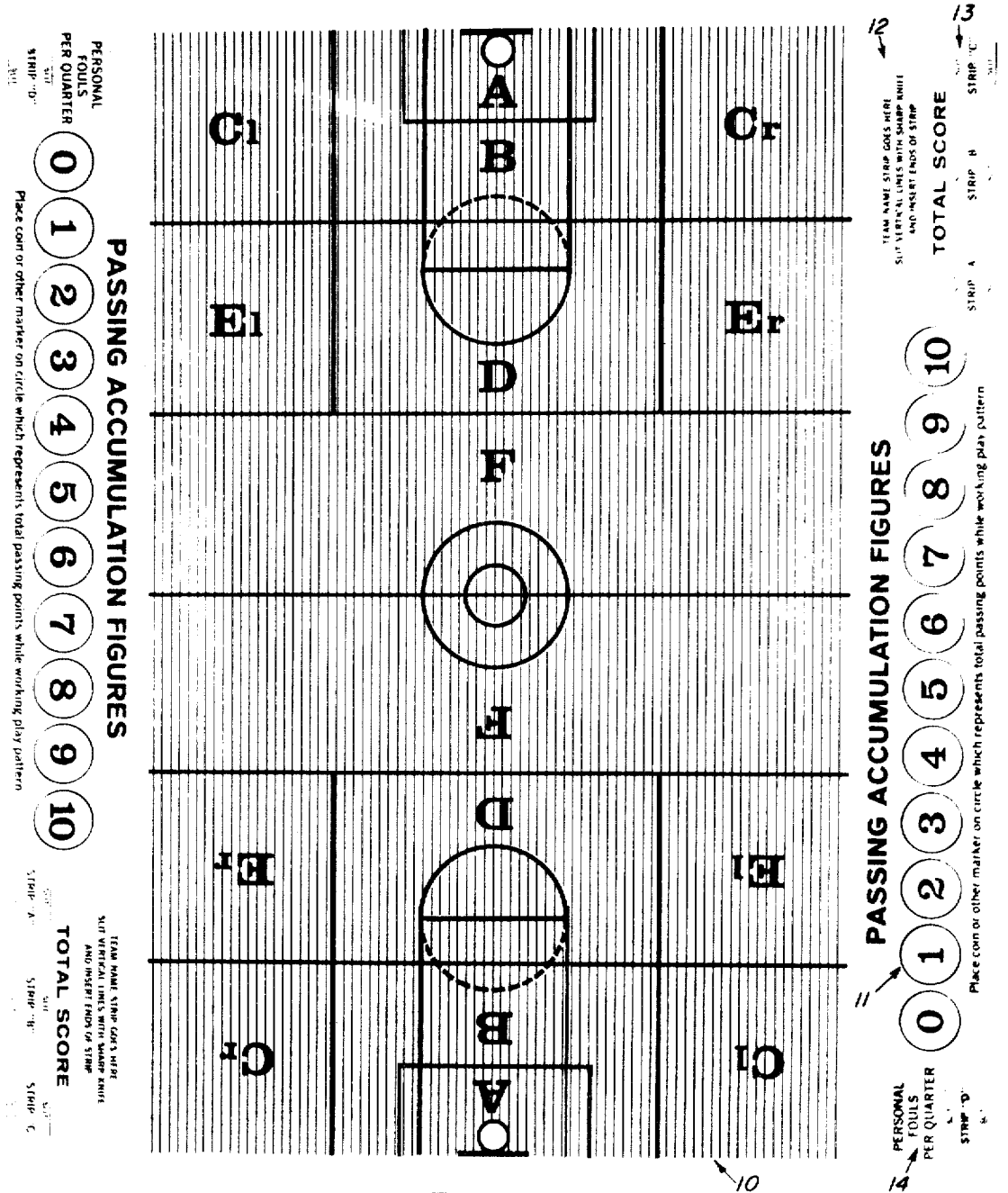



FIG. 1

INVENTOR
JOHN R. SEITZ
BY Beall and Jones
ATTORNEYS

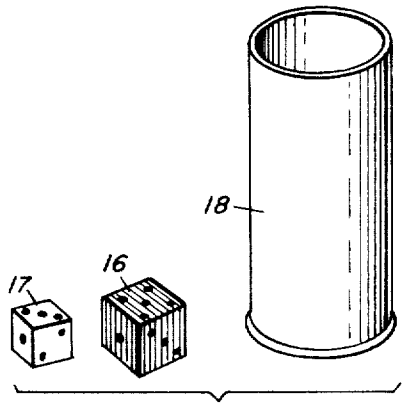



FIG. 2

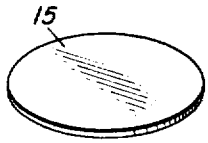



FIG. 3




FIG. 4




FIG. 6

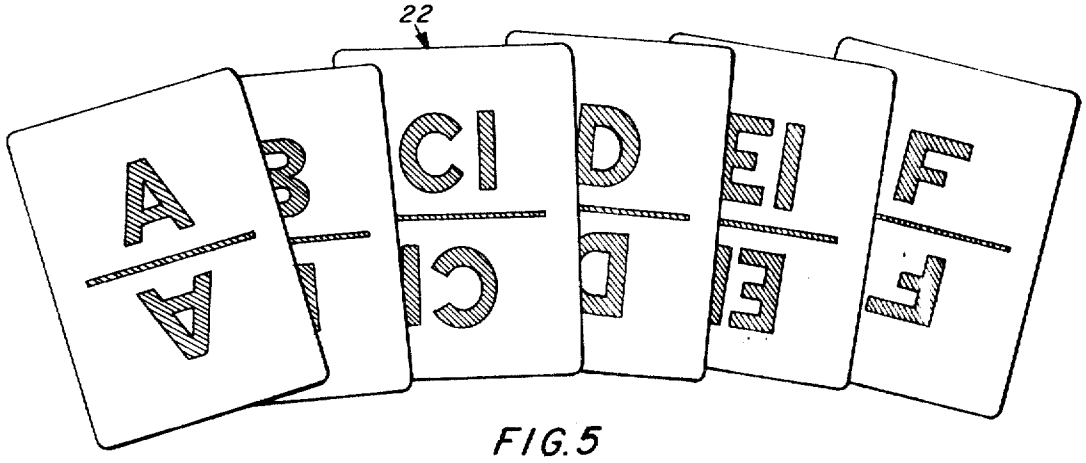



FIG. 5

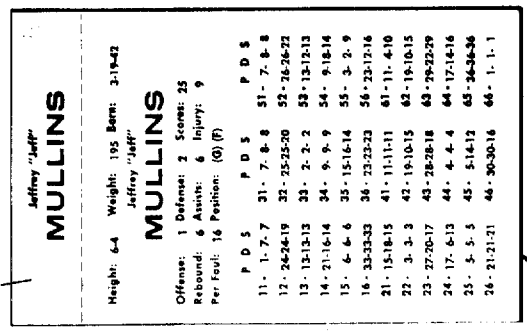

20
Jeffrey "Jeff"
MULLINS
Height: 6-4 Weight: 195 Born: 3-19-42
Jeffrey "Jeff"
MULLINS
Offense: 1 Defense: 2 Scores: 25
Rebound: 6 Assists: 6 Injury: 9
Per Foul: 16 Position: (G) (F)
P D S P D S P D S
11 - 1- 7- 7 31 - 7- 8- 8 51 - 7- 8- 8
12 - 24-24-19 32 - 25-25-20 52 - 26-26-22
13 - 13-13-13 33 - 2- 2- 2 53 - 13-13-13
14 - 21-16-14 34 - 9- 9- 9 54 - 9-18-14
15 - 6- 6- 6 35 - 15-16-14 55 - 3- 2- 9
16 - 33-33-33 36 - 23-23-23 56 - 23-12-16
21 - 15-18-15 41 - 11-11-11 61 - 11- 4-10
22 - 3- 3- 3 42 - 19-10-15 62 - 19-10-15
23 - 27-20-17 43 - 28-28-18 63 - 29-22-29
24 - 17- 6-13 44 - 4- 4- 4 64 - 17-14-16
25 - 5- 5- 5 45 - 5-14-12 65 - 26-36-36
26 - 21-21-21 46 - 30-30-16 66 - 1- 1- 1
19

FIG. 7

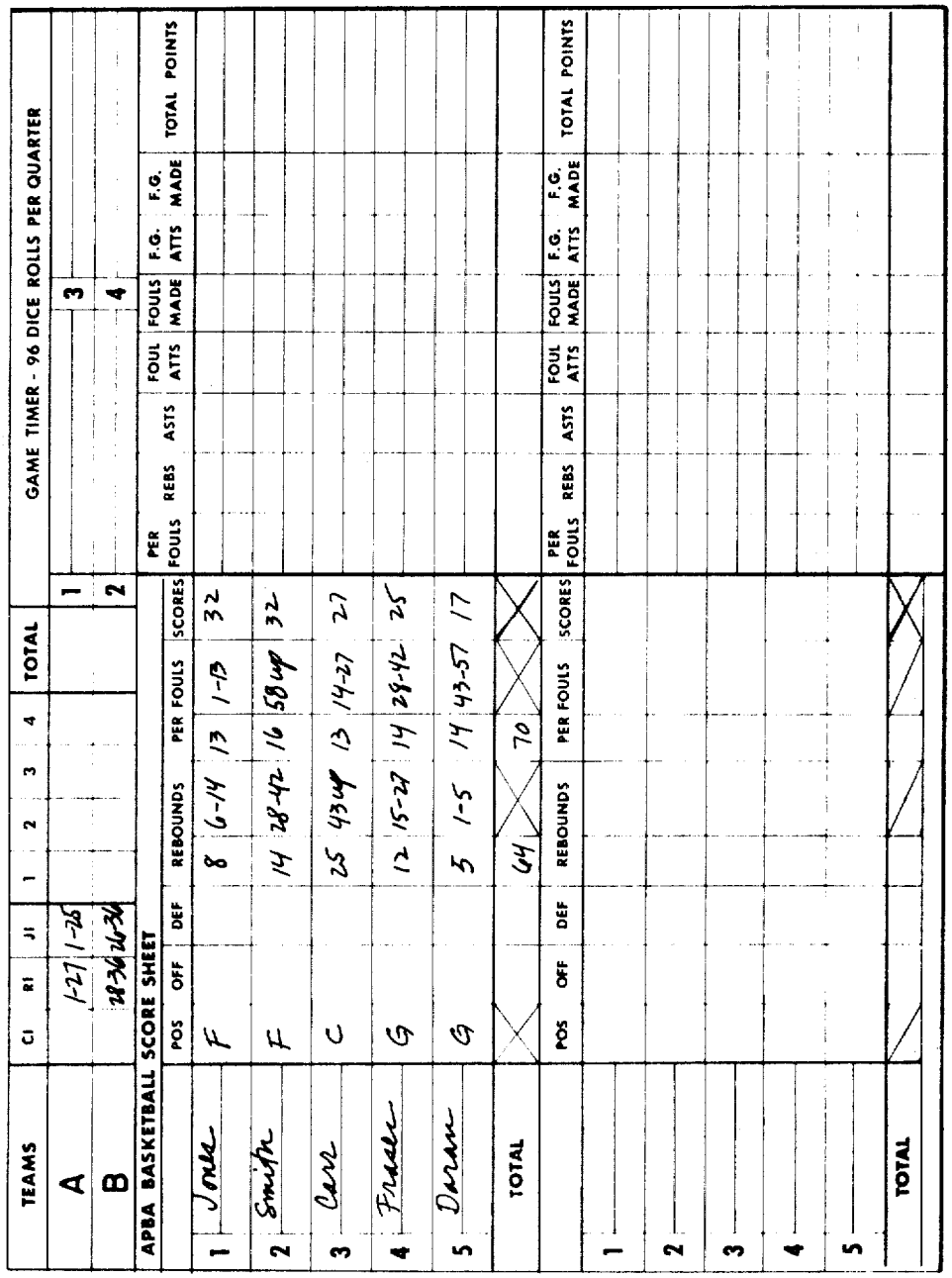

TEAMS
A
B
CI
RI
J1
1-27
1-28
1 2 3 4
TOTAL
1
2
3
4
GAME TIMER - 96 DICE ROLLS PER QUARTER
APBA BASKETBALL SCORE SHEET
POS OFF DEF REBOUNDS PER FOULS SCORES
1 Jones F 8 6-14 13 1-13 32
2 Smith F 14 28-42 16 58 up 32
3 Carr C 25 43 up 13 14-27 27
4 Fraser G 12 15-27 14 28-42 25
5 Doran G 5 1-5 14 43-57 17
TOTAL 64 70
PER FOULS REBS ASTS FOUL ATTS FOULS MADE F.G. ATTS F.G. MADE TOTAL POINTS
POS OFF DEF REBOUNDS PER FOULS SCORES
1
2
3
4
5
TOTAL
PER FOULS REBS ASTS FOUL ATTS FOULS MADE F.G. ATTS F.G. MADE TOTAL POINTS

FIG. 8

# PASSING AND DRIBBLING

Dice Roll Columns
Column Index (CI) Number:

| 26 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|
| | | +13 | | | | -13 | |
| 25 / 25a | Inbounds Dice Roll | +14 up | +10 to +12 | +6 to +9 | +5 to -5 | -6 to -9 | -10 to -13 | -14 down |

| Dice Roll Number | Inbounds Dice Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|---|
| 11— 1 | A | 1 | | | | | | |
| 12— 2 | A | 2 | | | | | | |
| 13— 3 | F | 3 | 1 | | | | | |
| 14— 4 | A | 4 | 2 | | | | | |
| 15— 5 | E | 5 | 3 | 1 | | | | |
| 16— 6 | A | 6 | 4 | 2 | | | | |
| 21— 7 | D | 7 | 5 | 3 | 1 | | | |
| 22— 8 | A | 8 | 6 | 4 | 2 | | | |
| 23— 9 | C | 9 | 7 | 5 | 3 | 1 | | |
| 24—10 | A | 10 | 8 | 6 | 4 | 2 | | |
| 25—11 | B | 11 | 9 | 7 | 5 | 3 | 1 | |
| 26—12 | A | 12 | 10 | 8 | 6 | 4 | 2 | |
| 31—13 | A | 13 | 11 | 9 | 7 | 5 | 3 | 1 |
| 32—14 | B | 14 | 12 | 10 | 8 | 6 | 4 | 2 |
| 33—15 | B | 15 | 13 | 11 | 9 | 7 | 5 | 3 |
| 34—16 | B | 16 | 14 | 12 | 10 | 8 | 6 | 4 |
| 35—17 | B | 17 | 15 | 13 | 11 | 9 | 7 | 5 |
| 36—18 | B | 18 | 16 | 14 | 12 | 10 | 8 | 6 |
| 41—19 | B | 19 | 17 | 15 | 13 | 11 | 9 | 7 |
| 42—20 | C | 20 | 18 | 16 | 14 | 12 | 10 | 8 |
| 43—21 | C | 21 | 19 | 17 | 15 | 13 | 11 | 9 |
| 44—22 | C | 22 | 20 | 18 | 16 | 14 | 12 | 10 |
| 45—23 | C | 23 | 21 | 19 | 17 | 15 | 13 | 11 |
| 46—24 | C | 24 | 22 | 20 | 18 | 16 | 14 | 12 |
| 51—25 | C | 25 | 23 | 21 | 19 | 17 | 15 | 13 |
| 52—26 | D | 26 | 24 | 22 | 20 | 18 | 16 | 14 |
| 53—27 | D | 27 | 25 | 23 | 21 | 19 | 17 | 15 |
| 54—28 | D | 28 | 26 | 24 | 22 | 20 | 18 | 16 |
| 55—29 | D | 29 | 27 | 25 | 23 | 21 | 19 | 17 |
| 56—30 | D | 30 | 28 | 26 | 24 | 22 | 20 | 18 |
| 61—31 | D | | 29 | 27 | 25 | 23 | 21 | 19 |
| 62—32 | D | | 30 | 28 | 26 | 24 | 22 | 20 |
| 63—33 | E | | | 29 | 27 | 25 | 23 | 21 |
| 64—34 | E | | | 30 | 28 | 26 | 24 | 22 |
| 65—35 | E | | | | 29 | 27 | 25 | 23 |
| 66—36 | E | | | | 30 | 28 | 26 | 24 |
| | E | | | | | 29 | 27 | 25 |
| Refer | F | | | | | 30 | 28 | 26 |
| dice | F | | | | | | 29 | 27 |
| roll | F | | | | | | 30 | 28 |
| number | B | | | | | | | 29 |
| to | F | | | | | | | 30 |
| proper | C | 31 | 31 | 31 | 31 | 31 | 31 | 31 |
| Column | F | 32 | 32 | 32 | 32 | 32 | 32 | 32 |
| Index | E | 33 | 33 | 33 | 33 | 33 | 33 | 33 |
| | F | 34 | 34 | 34 | 34 | 34 | 34 | 34 |
| | E | 35 | 35 | 35 | 35 | 35 | 35 | 35 |
| | F | 36 | 36 | 36 | 36 | 36 | 36 | 36 |

FROM F

| TO: | A | | B | | C | | D | | E | | F | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | O | G | O | G | O | G | O | G | O | G | O | G |
| 11— 1 | 4-T | 2-T | 3-T | 2-T | 3-T | 2-T | 3-T | 2-T | 3-T | 2-T | 3-T | 1-T |
| 12— 2 | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 13— 3 | 4-T | 2-T | 3-T | 2-T | 3-T | 2-T | 3-T | 2-T | 3-T | 2-T | 1-T | 0-T |
| 14— 4 | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 15— 5 | 4-T | 2-B | 3-T | 2-T | 2-T | 1-T | 3-T | 2-T | 2-T | 1-T | 1-T | 0-T |
| 16— 6 | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T |
| 21— 7 | 4-B | 2-Cl | 3-T | 2-Cr | 2-T | 1-T | 3-T | 2-T | 2-T | 1-T | 1-T | 0-T |
| 22— 8 | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T |
| 23— 9 | 3-B | 1-Cr | 2-Cr | 1-Cl | 1-T | 0-Er | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T |
| 24—10 | 1-T | 0-B | 1-T | 0-T | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 25—11 | 3-B | 1-D | 2-Cl | 1-D | 1-T | 0-El | 2-T | 1-T | 1-T | 0-T | 0-T | 0-T |
| 26—12 | 1-T | 0-Cr | 1-T | 0-Cr | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 31—13 | 3-Cl | 1-Er | 2-Cr | 1-D | 1-Er | 0-D | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T |
| 32—14 | 1-T | 0-Cl | 1-T | 0-Cl | 0-T | 0-Er | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 33—15 | 3-Cr | 1-El | 2-Cl | 1-Er | 1-El | 0-D | 2-T | 1-T | 1-T | 0-T | 0-T | 0-T |
| 34—16 | 1-B | 0-D | 1-T | 0-D | 0-T | 0-El | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 35—17 | 2-Cl | 0-XB | 1-D | 0-El | 0-D | 0-XCl | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 36—18 | 0-B | 0-El | 0-T | 0-D | 0-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 41—19 | 2-Cr | 0-XCl | 1-D | 0-XEr | 0-Er | 0-XEr | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 42—20 | 0-B | 0-Er | 0-Cl | 0-Er | 0-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 43—21 | 2-D | XA-XEl | 1-Er | 0-XCr | 0-El | 0-Je | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 44—22 | 0-Cr | 0-XEr | 1-Cr | 0-El | 0-T | 0-XF | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 45—23 | 2-Er | XA-Jo | 1-El | 0-Je | 0-D | XD-Jo | 1-T | 0-Er | 0-T | 0-D | 0-T | 0-T |
| 46—24 | 0-Cl | XB-XCl | 0-Cl | 0-XCl | 0-T | 0-Jo | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 51—25 | 1-D | XB-Je | 0-Er | XB-Jo | 0-D | XEl-Jo | 0-T | 0-El | 0-T | 0-D | 0-T | 0-T |
| 52—26 | 0-Cr | XCl-Je | 0-Cr | 0-Jo | 0-T | XD-Je | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 53—27 | 1-El | Jo-Jo | 0-El | XEl-Jo | 0-D | XEr-L | 0-T | 0-XEl | 0-T | 0-XF | 0-T | 0-T |
| 54—28 | 0-Cl | L-Jo | 0-D | XB-Jo | 0-Er | XEl-L | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 55—29 | 1-XB | L-L | 0-XEl | Jo-L | 0-XD | Je-L | 0-T | 0-Je | 0-T | 0-Jo | 0-T | 0-T |
| 56—30 | 0-D | L-Je | 0-D | XD-Je | 0-El | Jo-L | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 61—31 | 0-XCr | L-L | 0-Je | Je-L | 0-Je | Jo-V | 0-Er | 0-Jo | 0-D | 0-Je | 1-D | W-L |
| 62—32 | 0-D | L-Jo | 0-Er | XB-L | 0-D | L-V | 0-T | 0-Er | 0-T | 0-XEl | 0-Cr | L-V |
| 63—33 | 0-XEl | W-L | 0-Jo | Jo-V | 0-Jo | Jo-V | 0-El | 0-L | 0-D | XEl-Je | 1-Jo | W-V |
| 64—34 | 0-Er | W-L | 0-El | XEr-V | 0-Er | L-V | 0-T | 0-El | 0-T | 0-Jo | 0-D | L-V |
| 65—35 | 0-Jo | W-V | 0-L | L-V | 0-L | L-V | 0-Jo | 0-V | 0-Je | Jo-L | 0-L | W-V |
| 66—36 | 0-El | W-V | 0-Er | Jo-V | 0-El | W-V | 0-T | 0-Je | 0-T | XD-Je | 0-D | W-V |
| | XB-L | W-V | 0-V | L-V | 0-V | W-V | 0-L | XEr-V | 0-L | L-V | 0-V | W-V |
| Refer | 0-Jo | I-V | 0-El | L-N | 0-D | W-V | 0-T | 0-L | 0-T | Jo-L | 0-D | W-V |
| dice | XCl-V | I-V | 0-V | W-N | 0-V | W-N | 0-V | Jo-V | 0-V | W-V | XB-V | I-N |
| roll | Jo-L | I-N | 0-Jo | W-N | 0-Jo | I-N | 0-T | XF-V | 0-T | L-V | 0-D | I-N |
| number | W-N | I-N | XD-N | I-N | L-N | I-N | Jo-V | L-N | Jo-N | I-N | Jo-N | I-N |
| to | W-V | I-N | L-L | I-N | 0-V | I-N | 0-Je | Je-N | 0-Je | W-V | XA-V | I-N |
| proper | Z3-6 | Z4-1 | Z2-8 | Z9-2 | Z4-3 | Z5-4 | Z1-5 | Z8-8 | Z2-9 | Z2-4 | Z3-4 | Z4-5 |
| Column | Z9-2 | Z6-8 | Z1-3 | Z5-4 | Z2-9 | Z3-1 | Z4-8 | Z5-4 | Z1-8 | Z9-2 | Z9-2 | Z1-3 |
| Index | Z1-8 | Z2-9 | Z4-9 | Z3-1 | Z6-5 | Z6-8 | Z8-3 | Z9-2 | Z6-5 | Z5-1 | Z5-6 | Z8-8 |
| | Z5-4 | Z5-3 | Z8-5 | Z6-8 | Z1-8 | Z9-2 | Z2-9 | Z3-1 | Z4-3 | Z6-8 | Z1-8 | Z2-9 |
| | U1-2 | U2-3 | U2-4 | U3-5 | U1-2 | U2-3 | U2-3 | U2-3 | U1-2 | U2-3 | U2-3 | U3-4 |
| | U2-3 | U3-4 | U3-5 | U2-4 | U2-3 | U3-4 | U1-2 | U3-4 | U2-3 | U3-4 | U3-4 | U4-5 |

FROM E

| TO: | A | | B | | C | | D | | F | |
|---|---|---|---|---|---|---|---|---|---|---|
| | O | G | O | G | O | G | O | G | O | G |
| 11— 1 | 5-T | 3-T | 4-T | 2-T | 3-T | 1-T | 4-T | 2-T | 3-T | 1-T |
| 12— 2 | 3-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 13— 3 | 5-T | 3-T | 4-T | 2-T | 3-T | 1-T | 4-T | 2-T | 3-T | 1-T |
| 14— 4 | 3-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 15— 5 | 5-T | 3-T | 4-T | 2-T | 3-T | 1-T | 4-T | 2-T | 2-T | 1-T |
| 16— 6 | 3-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 0-T | 0-T |
| 21— 7 | 5-T | 3-B | 4-T | 2-Cr | 3-T | 1-T | 4-T | 2-T | 2-T | 1-T |
| 22— 8 | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 0-T | 0-T |
| 23— 9 | 4-T | 2-Cr | 3-T | 1-Cl | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 24—10 | 2-T | 1-T | 1-T | 0-T | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 25—11 | 4-B | 2-Cl | 3-T | 1-Cr | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 26—12 | 2-T | 1-B | 1-T | 0-T | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 31—13 | 4-B | 2-Cr | 3-Cl | 1-Cl | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 32—14 | 2-T | 1-B | 1-T | 0-Cr | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 33—15 | 4-B | 2-Cl | 3-Cr | 1-D | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 34—16 | 2-T | 1-Cr | 1-T | 0-Cl | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 35—17 | 3-Cr | 1-D | 2-Cl | 1-D | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 36—18 | 1-T | 0-Cl | 0-T | 0-Cr | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 41—19 | 3-Cl | 1-XB | 2-Cr | 1-XD | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 42—20 | 1-B | 0-D | 0-T | 0-Cl | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 43—21 | 3-Cr | 0-XCr | 2-D | 1-XEl | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 44—22 | 1-B | 0-XB | 0-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 45—23 | 3-Cl | XA-Jo | 2-D | 1-Jo | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 46—24 | 1-B | 0-XEl | 0-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 51—25 | 2-D | XB-Jo | 1-D | 0-Jo | 0-T | 0-D | 1-T | 0-T | 0-T | 0-T |
| 52—26 | 0-Cl | XA-Jo | 0-Cl | 0-XB | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 53—27 | 2-D | Jo-Je | 1-D | XCl-Jo | 0-T | 0-D | 1-T | 0-T | 0-T | 0-T |
| 54—28 | 0-Cr | XB-Je | 0-Cr | 0-Jo | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 55—29 | 2-D | L-L | 1-XD | XB-L | 0-T | 0-XEr | 1-T | 0-T | 0-T | 0-T |
| 56—30 | 0-Cl | Jo-L | 0-Cl | XB-Jo | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 61—31 | 1-D | W-L | 0-Jo | Jo-L | 0-T | 0-Jo | 1-T | 0-XD | 0-T | 0-T |
| 62—32 | 0-Cr | L-V | 0-Cr | Je-L | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 63—33 | 1-Jo | W-V | 0-Jo | L-V | 0-D | 0-Jo | 1-T | 0-Jo | 0-T | 0-T |
| 64—34 | 0-D | L-V | 0-D | L-V | 0-T | 0-D | 0-T | 0-Jo | 0-T | 0-T |
| 65—35 | 0-L | W-V | 0-L | L-V | 0-D | 0-L | 0-T | 0-Jo | 0-T | 0-Je |
| 66—36 | 0-D | W-V | 0-D | W-V | 0-T | 0-D | 0-T | 0-Jo | 0-T | 0-T |
| | 0-V | I-V | 0-V | W-V | 0-Jo | 0-V | 0-Jo | XCr-L | 0-T | 0-L |
| Refer | 0-D | W-V | 0-D | W-V | 0-D | 0-Jo | 0-T | 0-V | 0-T | 0-Je |
| dice | XB-V | I-N | 0-V | W-N | 0-L | XCl-V | 0-Jo | Jo-V | 0-T | XEr-V |
| roll | 0-D | I-N | 0-D | I-N | 0-D | 0-L | 0-T | L-V | 0-T | 0-L |
| number | Jo-N | I-N | L-N | I-N | 0-V | Jo-N | 0-V | W-V | 0-Je | Jo-N |
| to | XA-V | I-N | 0-Jo | I-N | 0-V | W-V | 0-V | I-N | 0-T | W-V |
| proper | Z3-4 | Z4-5 | Z6-3 | Z1-4 | Z2-8 | Z2-9 | Z2-9 | Z2-4 | Z5-1 | Z6-8 |
| Column | Z9-2 | Z1-3 | Z2-9 | Z6-8 | Z3-1 | Z4-5 | Z1-8 | Z3-9 | Z4-8 | Z4-5 |
| Index | Z5-6 | Z8-8 | Z1-8 | Z9-2 | Z9-4 | Z1-3 | Z5-6 | Z1-5 | Z3-6 | Z2-9 |
| | Z1-8 | Z2-9 | Z4-5 | Z3-5 | Z5-6 | Z6-8 | Z3-4 | Z6-8 | Z2-9 | Z1-3 |
| | U2-3 | U3-4 | U1-2 | U2-3 | U2-4 | U3-5 | U2-3 | U3-4 | U1-2 | U2-3 |
| | U3-4 | U4-5 | U2-3 | U3-4 | U3-5 | U2-4 | U1-2 | U4-5 | U2-3 | U3-4 |

INBOUNDS DICE ROLL

Whenever the playing procedure calls for an inbounds dice roll, use the dice roll column above to find the resultant number. Then look for this number under the Column Index (CI) of the team making the play. The floor section designation letter opposite this number on that line to the left of the Index columns is where the ball is placed to start the 3-dice-roll play pattern.

In all the above columns the left side of the hyphen is the pass result and the right side is the dribble result For the play result of board numbers 31 through 36 refer to board number 5 for 31; board number 6 for 32; board number 7 for 33; board number 8 for 34; board number 9 for both 35 and 36. Be careful to observe the Column Index applicable to the player's team.

FIG. 9

# PASSING AND DRIBBLING

Dice Roll Columns
Column Index (CI)
Number:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|
| +14 up | +10 to +13 | +6 to +9 | +5 to -5 | -6 to -9 | -10 to -13 | -14 down |

26 — 250 — 25

| Dice Roll Number | Inbounds Dice Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | FROM D TO: A O | A G | B O | B G | C O | C G | E O | E G | F O | F G |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 11— 1 | A | 1 | | | | | | | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T |
| 12— 2 | A | 2 | | | | | | | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 13— 3 | F | 3 | 1 | | | | | | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T |
| 14— 4 | A | 4 | 2 | | | | | | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T |
| 15— 5 | E | 5 | 3 | 1 | | | | | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T | 4-T | 2-T |
| 16— 6 | A | 6 | 4 | 2 | | | | | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T |
| 21— 7 | D | 7 | 5 | 3 | 1 | | | | 5-T | 3-B | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T | 4-T | 2-T |
| 22— 8 | A | 8 | 6 | 4 | 2 | | | | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T |
| 23— 9 | C | 9 | 7 | 5 | 3 | 1 | | | 5-T | 3-B | 4-T | 2-T | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T |
| 24—10 | A | 10 | 8 | 6 | 4 | 2 | | | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 25—11 | B | 11 | 9 | 7 | 5 | 3 | 1 | | 5-B | 3-Cr | 4-T | 2-Cl | 4-T | 2-T | 3-T | 1-T | 3-T | 1-T |
| 26—12 | A | 12 | 10 | 8 | 6 | 4 | 2 | | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T |
| 31—13 | A | 13 | 11 | 9 | 7 | 5 | 3 | 1 | 4-B | 2-Cl | 4-T | 2-Cr | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T |
| 32—14 | B | 14 | 12 | 10 | 8 | 6 | 4 | 2 | 2-T | 1-B | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T | 1-T | 0-T |
| 33—15 | B | 15 | 13 | 11 | 9 | 7 | 5 | 3 | 4-B | 2-Er | 4-Cr | 2-Cl | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T |
| 34—16 | B | 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2-T | 1-B | 2-T | 1-Cr | 1-T | 0-T | 1-T | 0-T | 1-T | 0-T |
| 35—17 | B | 17 | 15 | 13 | 11 | 9 | 7 | 5 | 4-B | 2-El | 3-Cl | 1-Er | 3-Er | 1-T | 3-T | 1-T | 2-T | 1-T |
| 36—18 | B | 18 | 16 | 14 | 12 | 10 | 8 | 6 | 2-T | 1-Cr | 1-T | 0-Cl | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 41—19 | B | 19 | 17 | 15 | 13 | 11 | 9 | 7 | 4-B | 2-XB | 3-Cr | 1-El | 3-El | 1-T | 2-T | 1-T | 2-T | 1-T |
| 42—20 | C | 20 | 18 | 16 | 14 | 12 | 10 | 8 | 2-T | 1-Cl | 1-T | 0-Cr | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 43—21 | C | 21 | 19 | 17 | 15 | 13 | 11 | 9 | 3-Cr | 1-XCr | 3-Cl | 1-Er | 2-Er | 1-Er | 2-T | 1-T | 2-T | 1-T |
| 44—22 | C | 22 | 20 | 18 | 16 | 14 | 12 | 10 | 1-B | 0-Er | 1-T | 0-Cl | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 45—23 | C | 23 | 21 | 19 | 17 | 15 | 13 | 11 | 3-Cl | 1-Jo | 3-Cr | 1-El | 2-El | 1-El | 2-T | 1-T | 2-T | 1-T |
| 46—24 | C | 24 | 22 | 20 | 18 | 16 | 14 | 12 | 1-B | 0-El | 1-T | 0-Er | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 51—25 | C | 25 | 23 | 21 | 19 | 17 | 15 | 13 | 3-Cr | 0-Jo | 2-Cl | 1-XD | 2-Er | 1-XB | 2-T | 1-T | 1-T | 0-T |
| 52—26 | D | 26 | 24 | 22 | 20 | 18 | 16 | 14 | 1-B | 0-XD | 0-T | 0-El | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 53—27 | D | 27 | 25 | 23 | 21 | 19 | 17 | 15 | 3-Cl | XB-Jo | 2-Er | 1-Jo | 2-El | 1-Jo | 1-T | 0-T | 1-T | 0-T |
| 54—28 | D | 28 | 26 | 24 | 22 | 20 | 18 | 16 | 1-B | 0-Jo | 0-Cr | 0-Er | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 55—29 | D | 29 | 27 | 25 | 23 | 21 | 19 | 17 | 2-Er | Jo-L | 2-El | 1-Jo | 1-Er | 0-Jo | 1-T | 0-T | 1-T | 0-T |
| 56—30 | D | 30 | 28 | 26 | 24 | 22 | 20 | 18 | 0-B | XB-Jo | 0-Cl | 0-El | 0-T | 0-Er | 0-T | 0-T | 0-T | 0-T |
| 61—31 | D | | 29 | 27 | 25 | 23 | 21 | 19 | 2-El | L-L | 2-Er | 0-L | 1-El | 0-L | 1-T | 0-T | 1-T | 0-T |
| 62—32 | D | | 30 | 28 | 26 | 24 | 22 | 20 | 0-Cl | XA-L | 0-Cr | 0-XEr | 0-T | 0-El | 0-T | 0-T | 0-T | 0-T |
| 63—33 | E | | | 29 | 27 | 25 | 23 | 21 | 2-Er | L-V | 1-Er | XEl-L | 1-Er | 0-L | 1-T | 0-XEl | 0-T | 0-T |
| 64—34 | E | | | 30 | 28 | 26 | 24 | 22 | 0-Cr | Jo-L | 0-Cl | 0-Jo | 0-Er | 0-XCl | 0-T | 0-T | 0-T | 0-T |
| 65—35 | E | | | | 29 | 27 | 25 | 23 | 2-El | W-V | 1-El | Jo-V | 1-Jo | XEr-V | 0-T | 0-Jo | 0-T | 0-Jc |
| 66—36 | E | | | | 30 | 28 | 26 | 24 | 0-Cl | L-V | 0-Cr | XA-Jo | 0-El | 0-Jo | 0-T | 0-T | 0-T | 0-T |
| | E | | | | | 29 | 27 | 25 | 1-Jo | W-V | 1-El | L-V | 0-L | L-V | 0-T | 0-L | 0-T | 0-L |
| Refer | F | | | | | 30 | 28 | 26 | 0-Cr | W-V | 0-Cl | Jo-L | 0-Er | XCr-L | 0-T | 0-Jo | 0-T | 0-Jc |
| dice | F | | | | | | 29 | 27 | 0-V | I-N | 1-Jo | W-N | 0-V | W-V | 0-Jo | XEr-V | 0-T | XEl-V |
| roll | F | | | | | | 30 | 28 | 0-Er | W-N | 0-El | L-V | 0-Jo | L-V | 0-T | 0-L | 0-T | 0-L |
| number | B | | | | | | | 29 | L-N | I-N | 0-V | I-N | 0-N | I-N | 0-V | L-N | 0-Jc | W-N |
| to | F | | | | | | | 30 | 0-El | I-N | 0-Er | W-V | 0-V | I-N | 0-T | Jo-V | 0-T | L-V |
| proper | C | 31 | 31 | 31 | 31 | 31 | 31 | 31 | Z2-9 | Z3-4 | Z1-5 | Z6-8 | Z4-3 | Z5-4 | Z2-8 | Z9-2 | Z3-6 | Z4-1 |
| Column | F | 32 | 32 | 32 | 32 | 32 | 32 | 32 | Z1-8 | Z9-2 | Z4-8 | Z5-4 | Z2-9 | Z3-1 | Z1-3 | Z5-4 | Z9-2 | Z6-8 |
| Index | E | 33 | 33 | 33 | 33 | 33 | 33 | 33 | Z6-5 | Z5-1 | Z6-3 | Z9-2 | Z6-5 | Z6-8 | Z4-9 | Z3-1 | Z1-8 | Z2-9 |
| | F | 34 | 34 | 34 | 34 | 34 | 34 | 34 | Z4-3 | Z6-8 | Z2-9 | Z3-1 | Z1-6 | Z9-2 | Z6-5 | Z6-8 | Z5-4 | Z5-3 |
| | E | 35 | 35 | 35 | 35 | 35 | 35 | 35 | U1-2 | U2-3 | U1-2 | U2-3 | U2-3 | U3-4 | U1-2 | U2-3 | U2-3 | U3-4 |
| | F | 36 | 36 | 36 | 36 | 36 | 36 | 36 | U2-3 | U3-4 | U2-3 | U4-5 | U1-2 | U2-3 | U2-3 | U3-5 | U3-4 | U4-5 |

| FROM C TO: A O | A G | B O | B G | D O | D G | E O | E G | F O | F G |
|---|---|---|---|---|---|---|---|---|---|
| 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 5-T | 3-T | 4-T | 2-T |
| 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 5-T | 3-T | 4-T | 2-T |
| 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T |
| 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 5-T | 3-B | 4-T | 2-T | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T |
| 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 4-T | 2-B | 4-T | 2-D | 3-T | 1-T | 4-T | 2-T | 3-T | 1-T |
| 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 4-B | 2-B | 4-T | 2-D | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 4-B | 2-B | 4-T | 2-D | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 2-T | 1-B | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 4-B | 2-D | 3-D | 1-D | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 2-T | 1-B | 1-T | 0-D | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 3-B | 1-D | 3-D | 1-Er | 2-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 1-T | 0-B | 1-T | 0-D | 0-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 3-B | 1-XB | 3-D | 1-El | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 1-T | 0-B | 1-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 3-B | 1-XCr | 3-D | 1-Er | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 1-B | 0-D | 1-T | 0-D | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 3-B | 1-Jo | 2-D | 1-El | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 1-B | 0-D | 0-T | 0-Er | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 2-B | 0-Jo | 2-Er | 1-XB | 1-T | 0-T | 2-T | 1-T | 1-T | 0-T |
| 0-B | 0-XA | 0-T | 0-El | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 2-B | XB-L | 2-El | 1-Jo | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 0-B | 0-Jo | 0-D | 0-Er | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 2-B | Jo-L | 2-Er | 1-Jo | 1-T | 0-XD | 1-T | 0-T | 0-T | 0-Er |
| 0-B | XCl-Jo | 0-D | 0-El | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 2-D | XA-V | 1-El | 0-L | 1-T | 0-Jo | 1-T | 0-XEr | 0-T | 0-El |
| 0-B | Jo-L | 0-D | 0-XB | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 1-D | L-V | 1-Er | XCr-L | 0-T | 0-Jo | 1-T | 0-Jo | 0-T | 0-Er |
| 0-B | L-V | 0-El | 0-Jo | 0-T | 0-Jo | 0-T | 0-T | 0-T | 0-Er |
| 1-D | W-V | 1-El | L-V | 0-Jo | Jo-L | 0-T | 0-L | 0-Er | 0-El |
| 0-B | W-V | 0-Er | XCl-L | 0-T | 0-L | 0-T | 0-Jo | 0-T | 0-El |
| 1-Jo | W-N | 1-Er | W-V | 0-L | L-V | 0-Jo | XEl-V | 0-El | 0-Jo |
| 0-B | W-N | 0-El | L-V | 0-T | XD-V | 0-T | 0-L | 0-T | 0-Jc |
| L-V | I-N | 0-Jo | I-N | 0-V | L-N | 0-V | L-N | 0-Jc | W-V |
| 0-B | I-N | 0-Er | I-N | 0-Jo | W-N | 0-T | Jo-V | 0-Er | 0-V |
| Z5-1 | Z6-8 | Z9-2 | Z4-3 | Z6-3 | Z1-4 | Z3-4 | Z4-5 | Z2-8 | Z2-9 |
| Z4-8 | Z4-5 | Z1-8 | Z2-9 | Z2-9 | Z6-8 | Z9-2 | Z1-3 | Z3-1 | Z4-5 |
| Z5-6 | Z2-9 | Z5-6 | Z1-5 | Z1-8 | Z9-2 | Z5-6 | Z6-8 | Z9-4 | Z1-3 |
| Z9-2 | Z1-3 | Z3-4 | Z6-8 | Z4-5 | Z3-5 | Z1-8 | Z2-9 | Z5-6 | Z4-8 |
| U1-2 | U2-3 | U2-3 | U3-4 | U2-4 | U3-5 | U1-2 | U2-3 | U2-3 | U2-4 |
| U2-3 | U3-4 | U1-2 | U4-5 | U1-3 | U4-5 | U1-3 | U2-4 | U3-5 | U2-4 |

**INBOUNDS DICE ROLL**

Whenever the playing procedure calls for an inbounds dice roll, use the dice roll columns above to find the resultant number. Then look for this number under the Column Index (CI) of the team making the play. The floor section designation letter opposite this number on that line to the left of the Index columns is where the ball is placed to start the 3-dice-roll play pattern.

In all the above columns the left side of the hyphen is the pass result and the right side is the dribble result. For the play result of board numbers 31 through 36 refer to board number 5 for 31; board number 6 for 32; board number 7 for 33; board number 8 for 34; board number 9 for both 35 and 36. Be careful to observe the Column Index applicable to the player's team.

FIG. 10

FIG. 11 FIG. 12 FIG. 13

# PASSING AND DRIBBLING

| Dice Roll Number | Inbounds Dice Roll | Dice Roll Columns Column Index (CI) Number: 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|---|
| | | 1 to 12 up | +13 to +10 | +9 to +8 | +7 to +5 | +4 to +3 | +2 to −12 | −13 down |
| 11— 1 | A | 1 | | | | | | |
| 12— 2 | A | 2 | | | | | | |
| 13— 3 | F | 3 | 1 | | | | | |
| 14— 4 | A | 4 | 2 | | | | | |
| 15— 5 | E | 5 | 3 | 1 | | | | |
| 16— 6 | A | 6 | 4 | 2 | | | | |
| 21— 7 | D | 7 | 5 | 3 | 1 | | | |
| 22— 8 | A | 8 | 6 | 4 | 2 | | | |
| 23— 9 | C | 9 | 7 | 5 | 3 | 1 | | |
| 24—10 | A | 10 | 8 | 6 | 4 | 2 | | |
| 25—11 | B | 11 | 9 | 7 | 5 | 3 | 1 | |
| 26—12 | A | 12 | 10 | 8 | 6 | 4 | 2 | |
| 31—13 | A | 13 | 11 | 9 | 7 | 5 | 3 | 1 |
| 32—14 | B | 14 | 12 | 10 | 8 | 6 | 4 | 2 |
| 33—15 | B | 15 | 13 | 11 | 9 | 7 | 5 | 3 |
| 34—16 | B | 16 | 14 | 12 | 10 | 8 | 6 | 4 |
| 35—17 | B | 17 | 15 | 13 | 11 | 9 | 7 | 5 |
| 36—18 | B | 18 | 16 | 14 | 12 | 10 | 8 | 6 |
| 41—19 | B | 19 | 17 | 15 | 13 | 11 | 9 | 7 |
| 42—20 | C | 20 | 18 | 16 | 14 | 12 | 10 | 8 |
| 43—21 | C | 21 | 19 | 17 | 15 | 13 | 11 | 9 |
| 44—22 | C | 22 | 20 | 18 | 16 | 14 | 12 | 10 |
| 45—23 | C | 23 | 21 | 19 | 17 | 15 | 13 | 11 |
| 46—24 | C | 24 | 22 | 20 | 18 | 16 | 14 | 12 |
| 51—25 | C | 25 | 23 | 21 | 19 | 17 | 15 | 13 |
| 52—26 | D | 26 | 24 | 22 | 20 | 18 | 16 | 14 |
| 53—27 | D | 27 | 25 | 23 | 21 | 19 | 17 | 15 |
| 54—28 | D | 28 | 26 | 24 | 22 | 20 | 18 | 16 |
| 55—29 | D | 29 | 27 | 25 | 23 | 21 | 19 | 17 |
| 56—30 | D | 30 | 28 | 26 | 24 | 22 | 20 | 18 |
| 61—31 | D | | 29 | 27 | 25 | 23 | 21 | 19 |
| 62—32 | D | | 30 | 28 | 26 | 24 | 22 | 20 |
| 63—33 | E | | | 29 | 27 | 25 | 23 | 21 |
| 64—34 | E | | | 30 | 28 | 26 | 24 | 22 |
| 65—35 | E | | | | 29 | 27 | 25 | 23 |
| 66—36 | E | | | | 30 | 28 | 26 | 24 |
| | E | | | | | 29 | 27 | 25 |
| Refer | F | | | | | 30 | 28 | 26 |
| dice | F | | | | | | 29 | 27 |
| roll | F | | | | | | 30 | 28 |
| number | B | | | | | | | 29 |
| to | F | | | | | | | 30 |
| proper | C | 31 | 31 | 31 | 31 | 31 | 31 | 31 |
| Column | F | 32 | 32 | 32 | 32 | 32 | 32 | 32 |
| Index | E | 33 | 33 | 33 | 33 | 33 | 33 | 33 |
| | F | 34 | 34 | 34 | 34 | 34 | 34 | 34 |
| | E | 35 | 35 | 35 | 35 | 35 | 35 | 35 |
| | F | 36 | 36 | 36 | 36 | 36 | 36 | 36 |

| FROM B TO: | A | | C | | D | | E | | F | |
|---|---|---|---|---|---|---|---|---|---|---|
| | O | G | O | G | O | G | O | G | O | G |
| 11— 1 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T |
| 12— 2 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 13— 3 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T |
| 14— 4 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 15— 5 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T |
| 16— 6 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 21— 7 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 3-T | 1-T |
| 22— 8 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 1-T | 0-T |
| 23— 9 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 3-T | 1-T |
| 24—10 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 25—11 | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T |
| 26—12 | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 31—13 | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T |
| 32—14 | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 33—15 | 5-T | 3-XA | 4-T | 2-T | 4-T | 2-T | 4-T | 2-T | 2-T | 1-T |
| 34—16 | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 2-T | 1-T | 0-T | 0-T |
| 35—17 | 5-T | 3-XB | 4-T | 2-T | 4-T | 2-T | 3-T | 1-T | 2-T | 1-T |
| 36—18 | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T | 0-T | 0-T |
| 41—19 | 5-XA | 3-Jo | 4-T | 2-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 42—20 | 3-T | 0-T | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 43—21 | 5-XB | 0-Jo | 4-T | 2-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 44—22 | 3-T | 0-XA | 2-T | 1-T | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 45—23 | 5-Jo | XB-Jo | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 1-T | 0-T |
| 46—24 | 3-T | 0-XB | 1-T | 0-T | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T |
| 51—25 | 5-Jo | XA-L | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 52—26 | 3-T | XA-Je | 1-T | 0-T | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 53—27 | 4-Jo | Jo-L | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T | 1-T | 0-T |
| 54—28 | 2-T | XB-Jo | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 55—29 | 4-L | Jo-L | 3-T | 1-XCr | 2-T | 1-XD | 2-T | 1-XB | 1-T | 0-Er |
| 56—30 | 2-XB | Jo-L | 1-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 61—31 | 4-L | L-V | 2-T | 1-Jo | 2-T | 1-Jo | 2-T | 1-Jo | 0-T | 0-D |
| 62—32 | 2-Jo | L-L | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T | 0-T |
| 63—33 | 4-V | L-V | 2-T | 0-Jo | 2-T | 0-Jo | 1-T | 0-Jo | 0-T | 0-El |
| 64—34 | 2-Jo | L-V | 0-T | 0-XCl | 0-T | 0-XB | 0-T | 0-XEr | 0-T | 0-Er |
| 65—35 | 4-V | W-V | 2-XCl | XCl-L | 1-Jo | XEr-L | 1-XB | XEr-L | 0-Er | 0-D |
| 66—36 | 2-L | W-V | 0-T | 0-Jo | 0-T | 0-Jo | 0-T | 0-Jo | 0-T | 0-El |
| | 4-V | W-V | 2-Jo | Jo-V | 1-L | Jo-V | 1-Jo | Jo-V | 0-D | 0-Jo |
| Refer | 2-V | W-V | 0-T | XB-L | 0-T | XD-L | 0-T | XCr-L | 0-T | 0-D |
| dice | 4-N | 1-N | 1-L | L-V | 1-V | L-V | 1-L | L-V | 0-Je | 0-L |
| roll | 2-V | 1-N | 0-Jo | Jo-V | 0-Jo | Jo-V | 0-Jo | Jo-V | 0-El | 0-Jo |
| number | 4-N | 1-N | 1-V | W-N | 1-N | W-N | 0-V | W-N | 0-V | XEl-V |
| to | 2-N | 1-N | 0-V | W-N | 0-V | W-N | 0-V | W-N | 0-D | 0-V |
| proper | Z5-4 | Z5-3 | Z6-5 | Z6-8 | Z1-8 | Z9-2 | Z2-9 | Z3-1 | Z4-3 | Z6-8 |
| Column | Z1-8 | Z2-9 | Z4-9 | Z3-1 | Z6-5 | Z6-8 | Z6-3 | Z9-2 | Z6-5 | Z5-1 |
| Index | Z9-2 | Z6-8 | Z1-3 | Z5-4 | Z2-9 | Z3-1 | Z4-8 | Z5-4 | Z1-8 | Z9-2 |
| | Z3-6 | Z4-1 | Z2-8 | Z9-2 | Z4-3 | Z5-4 | Z1-5 | Z6-8 | Z2-9 | Z3-4 |
| | U2-3 | U2-4 | U1-2 | U2-3 | U2-3 | U3-4 | U1-2 | U2-4 | U3-5 | U4-5 |
| | U2-4 | U3-5 | U2-3 | U3-4 | U3-5 | U4-5 | U2-3 | U3-5 | U2-3 | U3-4 |

| FROM A TO: | B | |
|---|---|---|
| | O | G |
| 11— 1 | 5-T | 3-T |
| 12— 2 | 3-T | 1-T |
| 13— 3 | 5-T | 3-T |
| 14— 4 | 3-T | 1-T |
| 15— 5 | 5-T | 3-B |
| 16— 6 | 3-T | 1-T |
| 21— 7 | 5-T | 3-T |
| 22— 8 | 3-T | 1-B |
| 23— 9 | 5-B | 3-Cr |
| 24—10 | 3-T | 1-B |
| 25—11 | 4-B | 2-Cl |
| 26—12 | 2-T | 1-Cr |
| 31—13 | 4-T | 2-T |
| 32—14 | 2-B | 1-Cl |
| 33—15 | 4-Cr | 2-D |
| 34—16 | 2-B | 1-D |
| 35—17 | 4-Cl | 2-XD |
| 36—18 | 2-B | 0-D |
| 41—19 | 3-Cr | 0-XF |
| 42—20 | 1-B | 0-XB |
| 43—21 | 3-Cl | XF-Jo |
| 44—22 | 1-Cr | 0-XD |
| 45—23 | 3-D | L-Je |
| 46—24 | 1-Cl | X-Jo |
| 51—25 | 3-D | W-L |
| 52—26 | 1-Cr | L-Jo |
| 53—27 | 2-D | W-L |
| 54—28 | 0-Cl | W-L |
| 55—29 | 2-D | W-V |
| 56—30 | 0-D | W-L |
| 61—31 | 3-Jo | XB-L |
| 62—32 | 1-T | XA-Jo |
| 63—33 | 3-L | Jo-V |
| 64—34 | 1-T | XB-L |
| 65—35 | 3-L | L-V |
| 66—36 | 1-XB | Jo-L |
| | 2-V | L-V |
| | 0-Jo | L-V |
| | 2-V | W-N |
| | 0-L | W-V |
| | 2-N | W-N |
| | 0-V | W-N |
| | Z1-2 | Z2-3 |
| | Z3-4 | Z5-1 |
| | Z6-5 | Z9-8 |
| | Z4-6 | Z1-9 |
| | U1-3 | U1-4 |
| | U1-2 | U2-3 |

## FAST BREAK

Following a rebound, field goal, intercepted pass, stolen ball, loose ball, wild shot, wild pass or free throw.

| | A | | B | | C | | D | |
|---|---|---|---|---|---|---|---|---|
| | O | G | O | G | O | G | O | G |
| 11— 1 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T |
| 12— 2 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T |
| 13— 3 | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T | 5-T | 3-T |
| 14— 4 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T |
| 15— 5 | 5-T | 3-B | 5-T | 3-T | 5-T | 3-T | 4-T | 2-T |
| 16— 6 | 3-T | 1-T | 3-T | 1-T | 3-T | 1-T | 2-T | 1-T |
| 21— 7 | 5-B | 3-B | 5-T | 2-Er | 4-T | 2-T | 4-T | 2-T |
| 22— 8 | 3-T | 1-B | 3-T | 1-T | 2-T | 1-T | 2-T | 1-T |
| 23— 9 | 5-B | 3-Cr | 4-D | 2-El | 4-T | 2-D | 4-T | 2-T |
| 24—10 | 3-T | 1-B | 2-T | 1-D | 2-T | 1-T | 2-T | 1-T |
| 25—11 | 4-B | 2-Cl | 4-D | 2-D | 4-T | 2-D | 4-T | 2-T |
| 26—12 | 2-T | 1-Cr | 2-T | 1-El | 2-T | 1-T | 2-T | 0-T |
| 31—13 | 4-B | 2-D | 4-D | 2-D | 4-D | 2-D | 3-T | 1-F |
| 32—14 | 2-B | 1-Cl | 2-T | 1-Er | 2-T | 0-Er | 1-T | 0-T |
| 33—15 | 4-Cr | 2-D | 4-D | 2-F | 3-D | 1-Er | 3-F | 1-F |
| 34—16 | 2-B | 1-D | 2-T | 0-D | 1-T | 0-El | 1-T | 0-T |
| 35—17 | 4-Cl | 2-XD | 3-Cr | 1-F | 3-D | 1-El | 3-F | 1-F |
| 36—18 | 2-B | 0-D | 1-D | 0-F | 1-T | 0-D | 1-T | 0-T |
| 41—19 | 3-Cr | 0-XF | 3-Cl | 1-XEr | 3-D | 1-Er | 3-F | 0-F |
| 42—20 | 1-B | 0-XB | 1-D | 0-F | 1-T | 0-D | 1-T | 0-F |
| 43—21 | 3-Cl | XF-Jo | 3-Cr | 1-XF | 3-D | 0-XB | 2-F | 0-XCr |
| 44—22 | 1-Cr | 0-XD | 1-D | 0-XD | 1-T | 0-Er | 0-T | 0-F |
| 45—23 | 3-D | L-Je | 3-Cl | 0-Jo | 2-D | 0-XD | 2-F | 0-XEr |
| 46—24 | 1-Cl | X-Jo | 1-D | D-XEl | 0-T | 0-D | 0-T | 0-F |
| 51—25 | 3-D | W-L | 2-XEr | XEl-Jo | 2-XF | 0-Jo | 2-XB | 0-Jo |
| 52—26 | 1-Cr | L-Jo | 0-Cr | 0-Jo | 0-T | 0-XEr | 0-T | 0-F |
| 53—27 | 2-D | W-L | 2-XF | L-Je | 2-Jo | XEl-Je | 2-Jo | 0-Je |
| 54—28 | 0-Cl | W-L | 0-Cl | XCl-Je | 0-D | 0-XD | 0-F | 0-XCl |
| 55—29 | 2-D | W-V | 2-Jo | L-L | 2-Je | L-L | 1-Je | 0-L |
| 56—30 | 0-D | W-L | 0-Cr | L-L | 0-D | XF-Jo | 0-F | 0-Jo |
| 61—31 | 2-XD | W-V | 2-Je | W-L | 1-L | W-L | 1-L | XF-L |
| 62—32 | 0-D | W-V | 0-Cl | W-L | 0-D | L-Je | 0-F | 0-Je |
| 63—33 | 2-XF | W-V | 1-L | W-V | 1-L | W-V | 1-L | L-V |
| 64—34 | 0-D | W-V | 0-D | W-V | 0-D | W-L | 0-F | XEr-L |
| 65—35 | L-L | 1-V | 1-L | W-V | 1-V | W-V | 1-V | W-V |
| 66—36 | 0-XEl | 1-V | 0-Cr | W-V | 0-D | W-L | 0-F | L-L |
| | L-L | 1-N | L-V | 1-V | 1-V | 1-V | 0-V | W-V |
| | L-L | 1-V | 0-Je | 1-V | 0-Jo | W-V | 0-Jo | W-V |
| | W-V | 1-N | W-V | 1-N | L-V | 1-N | 0-N | 1-N |
| | W-V | 1-N | L-L | 1-N | 0-L | 1-V | 0-L | W-V |
| | W-V | 1-N | W-N | 1-N | W-N | 1-N | W-N | 1-N |
| | W-V | 1-N | W-V | 1-N | W-V | 1-N | 0-V | 1-N |
| | Z5-8 | Z3-6 | Z6-5 | Z1-2 | Z4-1 | Z6-8 | Z2-4 | Z8-3 |
| | Z2-5 | Z6-2 | Z4-8 | Z5-4 | Z9-3 | Z1-8 | Z6-1 | Z3-9 |
| | Z6-9 | Z4-8 | Z9-3 | Z2-6 | Z5-4 | Z3-5 | Z1-8 | Z8-2 |
| | Z1-3 | Z9-4 | Z3-9 | Z6-1 | Z6-8 | Z2-2 | Z4-5 | Z5-6 |
| | U1-1 | U2-4 | U1-1 | U2-3 | U1-1 | U1-3 | U1-1 | U1-2 |
| | U1-2 | U2-3 | U1-2 | U3-4 | U1-2 | U2-3 | U1-2 | U2-5 |

Floor Section designations in Fast Break are to opposite end of court.

**INBOUNDS DICE ROLL**

Whenever the playing procedure calls for an inbounds dice roll, use the dice roll column above to find the resultant number. Then look for this number under the Column Index (CI) of the team making the play. The floor section designation letter opposite this number on that line to the left of the Index columns is where the ball is placed to start the 3-dice-roll play pattern.

In all the above columns the left side of the hyphen is the pass result and the right side is the dribble result. For the play result of board numbers 31 through 36 refer to board number 5 for 31; board number 6 for 32; board number 7 for 33, board number 8 for 34; board number 9 for both 35 and 36. Be careful to observe the Column Index applicable to the player's team.

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T—Dribble successful to floor section designated. If a floor section letter is shown in place of a T, then the dribble was stopped at that floor section and did not make it to the one intended. The same team and the same player hold the ball. Go on with your play pattern.

J—Jump Ball. This will be either Jc or Jo, meaning a center jump (Jc) or a jump ball at the free throw line (Jo). Roll dice and refer to the jump ball columns and, observing the Jump Ball Indexes (JI) of the teams, determine which team retrieved the ball and in which floor section. This is a timer dice-roll. Assign players to floor sections and begin 3-dice-roll play pattern. NOTE: if this is a jump ball at the free throw line (Jo) and the Jump Ball Index shows that the ball goes to the team whose basket is at the opposite end of the court, use the "c" column to find the floor section they use and consider it to be at the opposite end of the court. Use the "o" column, however, whenever the jump ball at the free throw line is retrieved by the team going for the basket at that end of the court.

W—Wild Pass. Ball goes out of bounds and opponents put ball in play with a Jc dice roll, or by declaring a fast break.

L—Loose ball (or free ball), resulting from fumble. Roll dice and use Jump ball Index (JI) to see which team retrieved the ball and in which floor section. If the same team retrieves the ball, use the "o" column to find the floor section. If the team going for the opposite court basket retrieves the ball, use the "c" column to find the floor section at their end of the court. In the latter case, the team may choose to try a fast break, instead of going to the floor section designated. Any player may be specified to start the break, just as any player may be assigned to start the 3-dice-roll play pattern from the designated floor section. This jump ball dice-roll is a timer roll.

I—Intercepted Pass. Opponents put ball in play with a Jc dice roll, or by declaring a fast break.

X—Ball knocked out of bounds by defense team. Ball put in play by the offense team in the floor section designated after the "X". No inbounds dice roll is made. Start the 3-dice-roll play pattern from this floor section with any one of the five players you choose.

N—Stolen Ball. Opponents put ball in play with a Jc dice roll, or by declaring a fast break.

V—Travelling; Double dribble; or three seconds in foul lane. Ball goes over to opponents who put ball in play with inbounds dice roll.

Z—Foul committed. Refer to Foul Table No. 1 and look for the number given on the board for details of the foul. Use number on left if you were passing and the number to the right of the hyphen if you were dribbling. For the result of the pass or dribble, consider No. 31 the same as No. 5 above, No. 32 the same as No. 6, No. 33 the same as No. 7 and No. 34 the same as No. 8. The same Column Index (CI) is in effect, of course.

U—See Fatigue & Injury Table, using left number if passing and right side number if you were dribbling. To find result of the pass or dribble, consider this the same as No. 9 above in the appropriate column (CI).

**WHENEVER A JC DICE ROLL IS SPECIFIED, THE ENTIRE C COLUMN IS APPLIED TO THE TEAM TAKING IT; NOT JUST A PART OF THE COLUMN AS WHEN THE JUMP BALL INDEX (JI) IS USED TO DETERMINE BOTH THE TEAM AND THE FLOOR SECTION.**

FIG. 14

# FIELD GOALS

## FREE THROWS

1—Good
2—Good
3—Good
4—Good
5—Good
6—Good
7—Good
8—Good
9—Good
10—Good
11—Good
12—Good
13—Good
14—Good
15—Good
16—Good
17—Good
18—Good
19—Rebound A
20—Rebound A
21—Rebound B
22—Rebound A
23—Rebound A
24—Rebound B
25—Rebound A
26—Rebound A
27—Rebound B
28—Rebound A
29—Rebound B
30—Rim Missed*
31—Good(Z**)
32—Missed(Z**)
33—Good(Z**)
34—Missed(Z**)
35—Good
36—Good

* Rim missed on free throw. Opponents put ball in play with inbounds dice roll, if this is last free throw. Ignore, if another free throw is left.
** Refer to Foul Table No. III

Numbers 19 to 29 above are rebounds taken in the floor section specified. Make team and player rebound dice rolls to find who retrieved ball. Ignore this, if additional free throw is to be made.

ON ALL FREE THROWS ADD FIVE POINTS TO THE DEFENSE TEAM'S REBOUND INDEX (RI) FIGURE AND SUBTRACT FIVE FROM THE RI OF THE TEAM MAKING THE FREE THROW.

DICE ROLL COLUMNS
Column Index (CI) Numbers

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|
| up +14 | +12 +10 | +8 +6 | +4 +5 | +6 +7 | −10 −12 | down −14 |

| | A | | | | B | | | | C | | | | D | | | | E | | | | F | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | PASS | | SET | | PASS | | SET | | PASS | | SET | | PASS | | SET | | PASS | | SET | | PASS | | SET | |
| | O | G | O | G | O | G | O | G | O | G | O | G | O | G | O | G | O | G | O | G | O | G | O | G |
| 1 | 9 | 7 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 7 | 5 | S | S | 6 | 4 | S | S |
| 2 | 9 | 7 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 7 | 5 | S | S | 6 | 4 | S | S |
| 3 | 9 | 7 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 6 | 4 | S | S | 6 | 4 | S | S |
| 4 | 9 | 7 | S | S | 8 | 6 | S | S | 8 | 6 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S |
| 5 | 9 | 7 | S | S | 8 | 6 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S |
| 6 | 9 | 7 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S |
| 7 | 8 | 6 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 5 | 3 | S | S |
| 8 | 8 | 6 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 5 | 3 | S | MRB |
| 9 | 8 | 6 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 5 | 3 | S | S | 5 | 3 | S | MRA |
| 10 | 8 | 6 | S | S | 7 | 5 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 5 | 3 | S | MRA | 5 | 3 | S | MRB |
| 11 | 8 | 6 | S | S | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S | 5 | 3 | S | MRB | 5 | 3 | S | MW |
| 12 | 8 | 6 | S | S | 6 | 4 | S | S | 6 | 4 | S | S | 6 | 4 | S | MRA | 5 | 3 | S | MRA | 5 | 3 | S | MRB |
| 13 | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S | 6 | 4 | S | MRB | 5 | 3 | S | MXB | 4 | 2 | S | MRA |
| 14 | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | S | 6 | 4 | S | MRA | 5 | 3 | S | MRA | 4 | 2 | MRA | MRD |
| 15 | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | MRA | 6 | 4 | S | MXA | 4 | 2 | S | MRB | 4 | 2 | MRB | MI |
| 16 | 7 | 5 | S | S | 6 | 4 | S | S | 6 | 4 | S | MXB | 5 | 3 | S | MRA | 4 | 2 | MRA | MRCl | 4 | 2 | MRD | MRA |
| 17 | 7 | 5 | S | S | 6 | 4 | S | MRA | 5 | 3 | S | MRB | 5 | 3 | S | MRB | 4 | 2 | MRB | MJo | 4 | 2 | MRA | MRB |
| 18 | 7 | 5 | S | S | 5 | 3 | S | MXA | 5 | 3 | S | MJo | 5 | 3 | MRA | MRD | 4 | 2 | MRA | MRA | 4 | 2 | MRB | MRA |
| 19 | 6 | 4 | S | MRA | 5 | 3 | S | MRB | 5 | 3 | S | MRB | 5 | 3 | MRB | MJo | 4 | 2 | MRB | MRB | 3 | 1 | MW | MXB |
| 20 | 6 | 4 | S | MXB | 5 | 3 | S | MJo | 5 | 3 | S | MW | 5 | 3 | MRA | MRA | 4 | 2 | MXB | MRA | 3 | 1 | MRB | MRA |
| 21 | 6 | 4 | S | MRA | 5 | 3 | S | MRA | 5 | 3 | MRB | MRA | 5 | 3 | MRD | MRB | 3 | 1 | MRA | MW | 3 | 1 | MRA | MRB |
| 22 | 6 | 4 | S | MJo | 5 | 3 | S | MW | 5 | 3 | MRB | ML | 4 | 2 | MRA | MRA | 3 | 1 | MRB | MRA | 3 | 1 | MRB | MRCl |
| 23 | 6 | 4 | S | MRA | 5 | 3 | MRA | MRA | 4 | 2 | MRA | MRB | 4 | 2 | MW | MW | 3 | 1 | MRCr | MRB | 3 | 1 | MRCl | ML |
| 24 | 6 | 4 | S | MW | 4 | 2 | MRA | MI | 4 | 2 | MRB | MI | 4 | 2 | MXB | MRA | 3 | 1 | MW | MRD | 3 | 1 | MI | MRB |
| 25 | 5 | 3 | MRA | MRA | 4 | 2 | MRA | MRB | 4 | 2 | MW | MRB | 4 | 2 | MI | MRB | 3 | 1 | MRA | ML | 2 | 0 | MRB | MRA |
| 26 | 5 | 3 | MRA | MI | 4 | 2 | MRB | MRA | 4 | 2 | MXB | MRA | 4 | 2 | ML | MRCr | 3 | 1 | MRB | MRA | 2 | 0 | MRA | MRB |
| 27 | 5 | 3 | MRA | MRA | 4 | 2 | MRA | MRA | 4 | 2 | MRB | MXA | 4 | 2 | MRB | MI | 2 | 0 | MI | MRB | 2 | 0 | MRB | MJe |
| 28 | 5 | 3 | MRA | MRA | 4 | 2 | MRA | MXB | 4 | 2 | MRA | MRB | 3 | 1 | MRA | MRA | 2 | 0 | MRA | MRA | 2 | 0 | MXCl | MRB |
| 29 | 5 | 3 | MRA | MRA | 4 | 2 | MRA | MRA | 3 | 1 | MRB | MJo | 3 | 1 | MRD | MRB | 2 | 0 | MRB | MI | 2 | 0 | MRA | MRA |
| 30 | 5 | 3 | MRA | MXA | 3 | 1 | MRB | MW | 3 | 1 | MRB | MRA | 3 | 1 | MW | MRA | 2 | 0 | MRD | MRA | 2 | 0 | MRB | MRD |
| 29 | 4 | 2 | MRA | MRA | 3 | 1 | MRA | MRB | 3 | 1 | MW | MW | 3 | 1 | MRA | ML | 2 | 0 | ML | MRB | 1 | 0 | MRD | MW |
| 30 | 4 | 2 | MRA | MJo | 3 | 1 | MRA | MRA | 3 | 1 | ML | MRB | 3 | 1 | MRB | MRA | 2 | 0 | MRA | MRCr | 1 | 0 | MW | MRA |
| | 4 | 2 | MRA | MRA | 3 | 1 | MRA | MRA | 3 | 1 | MRA | ML | 3 | 1 | MXCl | MRB | 1 | 0 | MRB | MXCr | 1 | 0 | MRA | MRB |
| | 4 | 2 | MRA | MW | 3 | 1 | MRB | MXA | 3 | 1 | MRB | MRD | 2 | 0 | MRA | MRD | 1 | 0 | MXA | MRA | 1 | 0 | MRB | MRA |
| | 4 | 2 | MRA | MRA | 3 | 1 | MRA | MRA | 2 | 0 | MRB | MI | 2 | 0 | MRA | MXB | 1 | 0 | MRA | MRB | 1 | 0 | MRA | MI |
| | 4 | 2 | MRA | MI | 2 | 0 | MRA | MJo | 2 | 0 | MRD | MRB | 2 | 0 | MI | MRA | 1 | 0 | MRB | MRA | 1 | 0 | MI | MRB |
| | 3 | 1 | MRA | MRA | 2 | 0 | MRA | MRB | 2 | 0 | MW | MRA | 2 | 0 | MRA | MRB | 1 | 0 | MRCl | MJo | 0 | 0 | MRB | MRA |
| | 3 | 1 | MRA | MRA | 2 | 0 | MRB | MW | 2 | 0 | MI | MXA | 2 | 0 | MRD | MRA | 1 | 0 | MW | MRA | 0 | 0 | MRA | MRD |
| | 3 | 1 | MRA | MRA | 2 | 0 | MRA | MRA | 2 | 0 | MRB | MJo | 2 | 0 | MI | MJo | 0 | 0 | MRA | MRB | 0 | 0 | MRD | MXA |
| | 3 | 1 | MRA | MXB | 2 | 0 | MRA | MI | 2 | 0 | MRB | MRB | 1 | 0 | MRA | MRA | 0 | 0 | MRB | MRCl | 0 | 0 | MW | MRB |
| | 3 | 1 | MRA | MRA | 2 | 0 | MRA | MRA | 1 | 0 | MRA | MW | 1 | 0 | MRB | MRB | 0 | 0 | MI | MW | 0 | 0 | MRB | MRA |
| | 3 | 1 | MRA | MJo | 1 | 0 | MRB | MRB | 1 | 0 | MRA | MRA | 1 | 0 | MRA | MRCl | 0 | 0 | MRB | MRA | 0 | 0 | MRA | MRB |
| 31 | 9Z10 | 7Z12 | SZ12 | SZ10 | 8Z13 | 6Z10 | SZ11 | SZ11 | 8Z14 | 6Z12 | SZ10 | SZ9 | 8Z11 | 6Z8 | SZ10 | SZ14 | 7Z10 | 5Z13 | SZ14 | SZ10 | 6Z10 | 4Z11 | SZ14 | MZ9 |
| 32 | 7Z11 | 5Z10 | SZ9 | MZ11 | 6Z10 | 4Z8 | SZ14 | MZ15 | 6Z10 | 4Z13 | SZ14 | MZ15 | 6Z14 | 4Z10 | SZ12 | MZ10 | 5Z11 | 3Z8 | SZ11 | MZ11 | 4Z11 | 2Z13 | MZ9 | MZ11 |
| 33 | 5Z10 | 3Z8 | MZ10 | MZ14 | 4Z10 | 2Z9 | MZ10 | MZ10 | 4Z11 | 2Z10 | MZ11 | MZ14 | 4Z10 | 2Z13 | MZ9 | MZ15 | 3Z12 | 1Z11 | MZ12 | MZ9 | 2Z13 | 0Z12 | MZ11 | MZ15 |
| 34 | 3Z13 | 1Z10 | MZ14 | MZ15 | 2Z12 | 0Z10 | MZ9 | MZ12 | 2Z13 | 0Z8 | MZ12 | MZ10 | 2Z9 | 0Z12 | MZ11 | MZ11 | 1Z14 | 0Z10 | MZ10 | MZ15 | 0Z9 | 0Z10 | MZ12 | MZ10 |
| 35 | 7U3 | 5U4 | SU5 | SU3 | 6U4 | 4U4 | SU3 | SU2 | 6U2 | 4U3 | SU3 | SU5 | 6U1 | 4U2 | SU2 | MU3 | 5U3 | 3U4 | SU2 | MU3 | 4U2 | 2U3 | SU3 | MU4 |
| 36 | 7U4 | 5U5 | SU2 | SU4 | 6U3 | 4U3 | SU4 | SU3 | 6U3 | 4U4 | SU4 | SU4 | 6U2 | 4U3 | SU3 | MU4 | 5U4 | 3U5 | SU3 | MU4 | 4U3 | 2U4 | SU4 | MU5 |

FIG. 16

FIG. 15

If the shot is made from a pass, a total of ten or more points constitutes a successful field goal. If the total is seven, the field goal attempt went out of bounds and is put in play by the opponents with an inbounds dice roll. Any other point total on a shot off a pass is a rebound taken in floor section determined as follows: A nine point total is taken in A; Eight points in A; Six points in A; Five points in B; Four points in B; Three points in D; Two points in C; One point in E; Zero in A.

S—Successful field goal from a set shot. Opposing team now puts ball in play with inbounds dice roll.

M—Missed field goal from set shot. This symbol is always followed by an additional symbol or symbols which give the details of the movement of the ball resulting from the missed shot. These symbols will be found below. Charge a field goal attempt to the shooter, except in the case of a jump ball, Jo or Jc.

R—Rebound, followed always by a floor section designation letter. Put the ball marker disc in that floor section and then roll the dice to see which team got the rebound, using Rebound Index (RI), and then roll again to see which player on that team, using the Finder Columns. These are both "finder dice-rolls," and do not count in the timing of the game. If the team at the opposite end of the court took over the ball on this rebound, they may either declare a fast break, with the rebound man starting it, or they may put the ball in play with a Jc dice-roll.

J—Jump Ball. This will be either Jc or Jo, meaning a center jump (Jc) or a jump ball at the free throw line (Jo). Roll dice and refer to the Jump Ball columns and the Jump Ball Indexes (JI) of the teams to see which team retrieved the ball and in which floor section. This is a timer dice-roll. Assign players to floor sections and begin 3-dice-roll play pattern. NOTE: If this is a jump ball at the free throw line (Jo) and the Jump Ball Index indicates that the ball goes to the team at the opposite end of the court, use the "c" column to find the floor section and consider it the opposite end of the court. Use the "o" column, however, whenever the jump ball at the free throw line is taken by the team going for the basket at the same end of the court.

W—Attempted field goal misses backboard and goes out of bounds. Opposing team now puts ball in play with an inbounds dice roll, or by declaring a fast break.

L—Loose ball (free ball), resulting from missed field goal attempt but not a rebound. Roll dice and use Jump Ball Index (JI) to see which team retrieved the ball and in which floor section. If the same team retrieves the ball, use the "o" column to determine the floor section. If the team at the opposite end of the court retrieves the ball, use the "c" column to find the floor section at their end of the court. In the latter case, the team may choose to try a fast break, instead of going to the floor section designated. Any player may be specified to start the break, just as any player may be assigned to start the 3-dice-roll play pattern. This jump ball dice-roll is a timer dice-roll.

I—Field goal attempt intercepted. Opponents put ball in play with a Jc dice-roll, or by declaring a fast break.

X—Field goal attempt knocked out of bounds by opponents. Ball put in play in the floor section designated after the "X" symbol by the same team that had the ball. No inbounds dice roll is made. Start the 3-dice-roll play pattern from this floor section with any one of the five players you choose.

Z—Foul. The symbol or number preceding the "Z" is the shot result. The number following the "Z" is the foul result. Consult Foul Table No. 1 and look for this number. It will give the details of the foul.

U—Refer to Fatigue & Injury Table. The symbol or number preceding the "U" is the shot result. The number following the letter "U" is used in conjunction with the "Injury" number on the player's card. Consult the Fatigue & Injury Table for complete details.

Whenever a Jc dice-roll is specified, the entire "c" column is applied to the team taking it; not just a part of the column as when the Jump Ball Index (JI) is used to determine both the team and the floor section.

FIG. 17

## FINDER COLUMNS

| 27 Team Dice Roll — Rebounds 28 | 29 Jump Balls | | 30 Player Dice Roll (Fouls and Rebounds) | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 1-40 | 41-49 | 50-58 | 59-67 | 68-76 | 77-85 | 86-94 | 95-103 |
| | O | C | | A | B | C | D | E | F | G | H |
| 11- 1 | A | A | 11 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 |
| 12- 2 | A | B | 12 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 |
| 13- 3 | B | B | 13 | 3 | 4 | 5 | 5 | 6 | 7 | 8 | 8 |
| 14- 4 | B | C | 14 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 15- 5 | B | C | 15 | 5 | 6 | 8 | 9 | 10 | 11 | 13 | 14 |
| 16- 6 | B | C | 16 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 |
| 21- 7 | B | D | 21 | 7 | 9 | 11 | 12 | 14 | 16 | 18 | 19 |
| 22- 8 | D | D | 22 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |
| 23- 9 | C | E | 23 | 9 | 11 | 14 | 16 | 18 | 20 | 23 | 25 |
| 24-10 | D | E | 24 | 10 | 13 | 15 | 18 | 20 | 23 | 25 | 28 |
| 25-11 | E | F | 25 | 11 | 14 | 17 | 19 | 22 | 25 | 28 | 30 |
| 26-12 | D | F | 26 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 |
| 31-13 | C | F | 31 | 13 | 16 | 20 | 23 | 26 | 29 | 33 | 36 |
| 32-14 | D | F | 32 | 14 | 18 | 21 | 25 | 28 | 32 | 35 | 39 |
| 33-15 | E | F | 33 | 15 | 19 | 23 | 26 | 30 | 34 | 38 | 41 |
| 34-16 | D | F | 34 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 |
| 35-17 | F | F | 35 | 17 | 21 | 26 | 30 | 34 | 38 | 43 | 47 |
| 36-18 | F | Fz7 | 36 | 18 | 23 | 27 | 32 | 36 | 41 | 45 | 50 |
| 41-19 | B | E | 41 | 19 | 24 | 29 | 33 | 38 | 43 | 48 | 52 |
| 42-20 | D | D | 42 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| 43-21 | C | C | 43 | 21 | 26 | 32 | 37 | 42 | 47 | 53 | 58 |
| 44-22 | D | B | 44 | 22 | 28 | 33 | 39 | 44 | 50 | 55 | 61 |
| 45-23 | B | C | 45 | 23 | 29 | 35 | 40 | 46 | 52 | 58 | 63 |
| 46-24 | A | F | 46 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 |
| 51-25 | B | F | 51 | 25 | 31 | 38 | 44 | 50 | 56 | 63 | 69 |
| 52-26 | D | F | 52 | 26 | 33 | 39 | 46 | 52 | 59 | 65 | 72 |
| 53-27 | E | F | 53 | 27 | 34 | 40 | 47 | 54 | 61 | 68 | 74 |
| 54-28 | D | F | 54 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 |
| 55-29 | B | F | 55 | 29 | 36 | 44 | 51 | 58 | 65 | 73 | 80 |
| 56-30 | F | F | 56 | 30 | 38 | 45 | 53 | 60 | 68 | 75 | 83 |
| 61-31 | B | Fz7 | 61 | 31 | 39 | 47 | 54 | 62 | 70 | 78 | 85 |
| 62-32 | D | E | 62 | 32 | 40 | 48 | 56 | 64 | 72 | 80 | 88 |
| 63-33 | A | D | 63 | 33 | 41 | 50 | 58 | 66 | 74 | 83 | 91 |
| 64-34 | C | C | 64 | 34 | 43 | 51 | 60 | 68 | 77 | 85 | 94 |
| 65-35 | E | B | 65 | 35 | 44 | 53 | 61 | 70 | 79 | 88 | 96 |
| 66-36 | F | A | 66 | 36 | 45 | 54 | 63 | 72 | 81 | 90 | 99 |

Z7—See Foul Table No. 1

FIG. 18

## FATIGUE AND INJURY TABLE

Add the "U" board number to the "Injury" number on the player's card and find this totalled number on the table below. Then look under the column which represents the quarter you are playing in at the time.

| FIRST QUARTER | SECOND QUARTER | THIRD QUARTER | FOURTH QUARTER | |
|---|---|---|---|---|
| 2. Nothing | Nothing | Nothing | Nothing | 2. |
| 3. Nothing | Nothing | Nothing | Time Out | 3. |
| 4. Nothing | Nothing | Time Out | Out for 24 dice rolls | 4. |
| 5. Nothing | Time Out | Time Out | Out for 32 dice rolls | 5. |
| 6. Time Out | Time Out | Out for 24 dice rolls | Out for 40 dice rolls | 6. |
| 7. Time Out | Time Out | Out for 32 dice rolls | Out for 48 dice rolls | 7. |
| 8. Time Out | Out for 24 dice rolls | Out for 40 dice rolls | Out rest of quarter | 8. |
| 9. Time Out | Out for 32 dice rolls | Out for 48 dice rolls | Out for 56 dice rolls | 9. |
| 10. Out for 16 dice rolls | Out for 40 dice rolls | Out for 56 dice rolls | Out for 64 dice rolls | 10. |
| 11. Out for 24 dice rolls | Out for 48 dice rolls | Out rest of quarter | Out for 72 dice rolls | 11. |
| 12. Out for 32 dice rolls | Out for 56 dice rolls | Out for 64 dice rolls | Out for 80 dice rolls | 12. |
| 13. Out rest of quarter | Out rest of quarter | Out for 72 dice rolls | Out rest of game | 13. |
| 14. Out—can come back third quarter | Out—can come back fourth quarter | Out for the remainder of the game. | Out rest of game and entire next game | 14. |
| 15. Out for the remainder of the game | Out for the remainder of the game. | Out rest of game and entire next game. | Out rest of game and next two games | 15. |

Nothing—This means no fatigue or injury resulted—no loss of time for anyone.

Time Out—Charge a time-out to the team with the ball and add an additional timer dice-roll to the quarter you are now playing. If this makes more than five time-outs charged to the team for this game, a technical foul is charged against the team in question. A team may choose to call a time-out voluntarily in order to gain an additional timer dice-roll. This may be done even though it has used up all its allowable five time-outs, but a technical foul shot goes to the opposing team each time it's done.

When a player is declared "out for — a number of dice rolls," this means only timer dice-rolls and begins with the next timer dice-roll following the one on which it happened. Dice rolls do not carry over into the next game, but in case of an overtime period, if one is necessary, they would carry over into it. In the case of an overtime period, necessitated by a tie score at the end of the fourth quarter, use the Fourth Quarter column of the table whenever the "U" numbers come up on the playing board. Each team is allowed an additional time-out for each extra period required to finish a game.

Each overtime period should be timed with forty (40) dice rolls. The APBA timing system is based on eight timer dice-rolls to the minute.

FIG. 19

## FOUL TABLE No. I

Foul numbers one to six, inclusive, are for one free throw only. Foul numbers ten to fourteen, inclusive, are for two free throws.

Note: A bonus free throw is awarded to each of these fouls from any point on in a quarter after the opposition has committed six personal fouls. An additional free throw is awarded the shooter starting with the seventh personal foul on to the end of that particular quarter. In the event of an overtime quarter, bonus throws are awarded after the third personal foul.

In the event that a field goal is made on the foul, then only one free throw is awarded. If the bonus is in effect, the shooter may have two tries to make the one point. When two free throws are awarded the shooter and the bonus is in effect, then he has three tries to make the two points.

(Unless otherwise indicated, these fouls are made against the player in possession of the ball at the time of the dice roll. Use Finder Table to determine which opposing player committed the personal foul.)

1. Illegal use of hands. (includes holding, hacking, face guarding) (one shot)
2. Pushing. (one shot)
3. Guarding from rear. (one shot)
4. Tripping. (one shot)
5. Roughing. (one shot)
6. Blocking. (one shot)
7. Back court foul (occurs on Jc dice roll only). (two shots) Use Finder Table to determine which defensive player committed personal foul and award the two free throws to the offensive man playing opposite him. On score sheet this would be 1 against 5, 2 against 4 and 3 against 3.
8. Charging (by the dribbler). Personal foul against player with ball. Ball goes to opposing team with inbounds dice roll.
9. Foul not involved with ball. May be offense or defense team. Refer to Foul Table No. II to determine which team and player are involved.
10. Illegal use of hands. (includes holding, hacking, face guarding.) (two shots)
11. Pushing or blocking. (two shots)
12. Guarding from rear. (two shots)
13. Tripping. (two shots)
14. Roughing. (two shots)
15. Goal Tending. (Basket counts whether made or not and no personal foul is charged.)

WHEN A PLAYER IS CHARGED WITH HIS SIXTH PERSONAL FOUL HE IS DISQUALIFIED FROM ANY FURTHER PARTICIPATION IN THAT PARTICULAR GAME AND MUST BE REMOVED FROM THE LINEUP AT ONCE, BEFORE THE FOULED PLAYER MAKES HIS FREE THROW.

FIG.20

## FOUL TABLE No. II

This table is used to determine the nature of the foul committed on No. 9 of Foul Table No. I. Roll both dice and add them, instead of combining them for the two digits in typical APBA dice. One of the eleven numbers below will result. Whichever one of these eleven numbers comes up will be the foul. If this foul turns out to be against the offense team and it had made a field goal on the play, this field goal will count regardless of the nature of the foul.

2* Deliberate Foul. (two shots)
3** Double Foul. (no shots by either team)
4*** Picking off, by offense team only. (one shot)
5* Roughing. (one shot)
6* Illegal use of hands—holding, face guarding. (one shot)
7*** Picking off, by offense team only. (one shot)
8* Tripping. (one shot)
9* Roughing. (one shot)
10*** Picking off, by offense team only. (one shot)
11* Fighting. (two shots) Personal foul is against the aggressor, who may be ejected from the game if on rolling dice again and combining them, the number seven results. On any other dice roll number he says in game.
12* Flagrant or intentional foul. (two shots)

* Roll one die. If it's an even number, foul is against defense team. Use Finder Table to determine which defense player is charged with personal foul. The offense team player opposite him on the score sheet then makes free throw. Refer to score sheet to find the player opposite: Player #1 is opposite player #5, player #2 is opposite player #4 and player #3 is opposite player #3.

If the roll of the dice is an odd number, it is an offensive foul and the ball goes over to the other team with an inbounds dice roll. A personal foul is charged to an offense team player. Find this played by using Finder Table. No foul is charged to offense team in this instance.

** Opposing players are involved and both charged with personal fouls. Neither gets a free throw. Put ball back in play with center jump. Use Finder Table to determine which player on defense team made the personal foul and then charge a personal foul also to the player opposite him on the opposing team.

*** Use Finder Table to see which offense player committed the personal foul. Then ball goes to opposing team with inbounds dice roll.

IMPORTANT: On all above fouls, if finder dice roll results in involving the player in possession of the ball, as either receiving or benefitting from the penalty, then roll the dice again. In this foul the player with the ball can never be involved.

FIG.21

## FOUL TABLE No. III

This table pertains to violations on free throws only. Roll both dice and add them, instead of combining them for the two digit number in typical APBA dice. One of the eleven numbers below will result. Whichever one of these eleven numbers comes up will be the foul.

2* Defense touches ball before it hits rim or enters basket. (NOTE: This violation is nullified if it is only the first shot of a two-shot foul.)
3** Offense enters lane too soon. (NOTE: Ignore this violation if it is only the first shot of a two-shot foul.)
4*** Double Violation. (This does not occur on the first shot of a two-shot foul.)
5****Defense disconcerts the free thrower.
6* Defense enters lane too soon. NOTE: Treat this as not occurring, if it is the first shot of a two shot foul.)
7*** Double Violation. (Ignore this, if it is the first shot of a two-shot foul.)
8** Offense enters lane too soon. (NOTE: Nullified, if this is the first of a two-shot foul.)
9* Defense enters lane too soon. (NOTE: Ignore this violation, if this is the first shot of a two-shot foul.)
10** More than ten seconds delay by free thrower.
11*** Double Violation. (Does not occur, if this is the first shot of a two-shot foul.)
12****Defense disconcerts the free thrower.

*If the shot is good, the violation is disregarded. If the shot is missed, the player gets another shot.

**This nullifies the basket, if it is made. Defense puts the ball in play with inbounds dice roll, unless another free throw is to be taken.

***No score, regardless of the shot. Put the ball in play with a jump ball at the free throw line (Jtf).

****If the shot is good, the violation is disregarded. If the shot is missed, the player gets another shot.

ON Nos. 3 and 8 CHARGE PERSONAL FOULS TO AN OFFENSE PLAYER AND TO A DEFENSE PLAYER ON Nos. 6 & 9. USE FINDER DICE ROLL TO DETERMINE WHICH PLAYER GETS THE PERSONAL AND THEN GIVE ONE FREE THROW TO THE PLAYER OPPOSITE HIM ON THE SCORE SHEET, AFTER THE PLAYER PRESENTLY SHOOTING IS FINISHED. OPPOSITE PLAYERS ARE No. 1 and No. 5, No. 2 and No. 4, No. 3 and No. 3.

IF THE FINDER DICE ROLL SHOULD RESULT IN SPECIFYING THE PLAYER PRESENTLY AT THE FREE THROW LINE, EITHER AS INFLICTING OR RECEIVING THE FOUL, ROLL THE FINDER DICE AGAIN. ON THESE FOULS, Nos. 3, 8, 6, 9, THE PLAYER AT THE FREE THROW LINE CANNOT BE INVOLVED.

FIG.22

# BASKETBALL GAME

## BACKGROUND OF THE INVENTION

This invention is directed to a simulated game of basketball and particularly to simulated professional basketball teams on which actual statistics of players are available for evaluation, in preparation of an individual player card; so that the game is more realistic.

## DESCRIPTION OF THE PRIOR ART

Applicant is the developer of a simulated football game covered by his U.S. Pat. No. 3,043,594, issued July 10, 1962, and a simulated Golf game under his U.S. Pat. No. 3,280,526, issued July 12, 1966. Some of the features of individual player performance data tabulation on individual cards are similarly used for the present invention but directed to basketball players, plays and performance. The U.S. Pat. No. 1,661,216 to Destefano, issued Mar. 6, 1928 shows a simulated basketball game. It advances five game pieces representing the players of a team along a predesignated course path on a basketball game board in accordance with the roll of dice. Certain spaces indicate game counts or penalties to be used in advancing the pieces along the course and to provide scoring points. Applicant's present invention approaches the basketball simulation game with a realistic representation to take into consideration a team's past performance, its player's past performance and ability and the incorporation of simulated plays. Applicant has carried these features out by providing workable charts and tables with significant tabulation so that indicia results of the varied basketball plays may be executed by the respective offensive and defensive playing teams.

## SUMMARY OF THE INVENTION

The game is played by actually deploying five offensive team players on a sectionalized basketball court. There are eight specific court sections, A—F, on each half of the court. Section A is directly under the basket. Each team has one of the two halves of the court for all of its offensive play. Use is made of two different colored dice and the numbers appearing on a throw of the dice are not added but used as two digits. Suppose that the teams playing are Boston against Philadelphia. The game is started with a center jump and this is done with one roll of the dice which will determine not only the team that retrieved the ball but in which court it will begin its play pattern. All this is done by referring to a Jump Ball Column, see FIG. **18** table, and applying each team's Jump Ball Index to this column. The Jump Ball Indices are based on the total relative offensive ability of each team's five players on the floor at the time of the dice roll. Injuries and disqualifications, of course, can weaken a team's Jump Ball Index.

Let us suppose that on the dice roll Philadelphia got the jump and the Jump Ball Column specified floor section F. The ball marker disc is put in floor section F and with it a tab of any one of the five Philadelphia players preferred by the contestant playing the game. The other four players are assigned to any of the other seven floor sections.

The offense now has just three dice rolls with which to make a field goal attempt. On the first and second dice rolls one may pass to another player or dribble to another floor section or attempt a shot at the basket, but on the third roll, the player with the ball, whoever he may be at that time, must try for a field goal or else the ball goes over to the opponents.

Play choices prior to each dice roll are made known by the use of offense play cards, of which there are eight, representing the eight sections A—F. One of these is placed face down before each dice roll and the defense counters with both a defense play card and a word of mouth declaration which may or may not lessen the offense's chances of a successful pass, dribble or shot attempt, depending upon what the offense play card happens to show when it is turned over.

The player's name tabs may be redeployed to different floor sections after each dice roll so long as possession of the ball is maintained.



All shots, passes and dribbles are made by a roll of the dice which is applied to the card of the player doing the shooting, passing or dribbling. You look for this dice roll number on his card, then to the number which may be in red or a contrasting prominent color opposite it in either the shooting (S), passing (P) or dribbling (D) column of his card, depending upon which you are doing at the time. This red number is then located on the appropriate playing chart to get the result of this particular attempt, whether it be a shot, a pass or a dribble. There are several points of reference to be noted before looking for this number, on the chart, such as which floor section the play is in, where the play is going and whether or not the defense had anticipated the "move".

The ball may be lost to the opponents on the passing and dribbling attempts in the usual ways, by wild passes, stolen balls, intercepted passes, travelling, or held balls lost on a subsequent jump. Of course, the ball can be lost, too, on missed field goal attempts on which the opponents get the rebound.

Whenever the opponents get possession of the ball they have the option of trying for a fast break to their half of the court or working the ball in the same manner described above following a center jump, i.e., the three dice roll play pattern.

All inbounds plays and jump balls take into account the relative advantage one team has over the other in real life. With two evenly matched teams there would be little advantage one way or the other.

On rebounds, too, the team with the better rebounders will always have the advantage regardless of the relative offensive and defensive ratings.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a plan view of a gameboard on which is depicted a basketball court having eight laid-off sections in each half and certain indicia including score keeping indicia;

FIG. **2** is a perspective view of the chance number selector means employed in the game;

FIG. **3** is a perspective view of the gamepiece representing the basketball;

FIG. **4** is a straight edge for use on the playing charts;

FIG. **5** shows a series of cards representing the play sections used by the team on offense;

FIG. **6** is a set of cards used on defensive play;

FIG. **7** is a sample player card of the type provided to represent each player on each team having a tear off top tab;

FIG. **8** is the team data and score sheet;

FIG. **9** is a playing chart for Passing and Dribbling from section F and from section E to the other sections;

FIG. **10** is a playing chart for Passing and Dribbling from section D and section C to other sections of the playing court;

FIG. **11** is a playing chart for Passing and Dribbling from section B to other sections of the playing court;

FIG. **12** is a playing chart for Passing and Dribbling from section A to section B correlated with the dice roll columns, etc., of FIG. **11**;

FIG. **13** is a playing chart for Fast Break to sections A, B, C and D correlated with the dice roll columns, etc., of FIG. **11**;

FIG. **14** is a printed table of definitions representing the Passing and Dribbling results;

FIG. **15** is a playing chart for Field Goals with dice roll columns and team Column Index numbers correlated thereto;

FIG. **16** is a Free Throw table;

FIG. **17** is an index for the results under the Field Goal playing chart;

FIG. **18** is a Finder Columns chart;

FIG. **19** is a Fatigue and Injury table;

FIG. **20** is Foul Table No. **1**;

FIG. **21** is Foul Table No. **2**; and

FIG. **22** is Foul Table No. **3**.

## DESCRIPTION OF THE PREFERRED EMBODIMENT

The basketball playing court **10** is shown in FIG. **1** and is on a board with each half of the court laid out with section A, directly under the basket, and section B in the next section away from the basket and surrounding section A. Moving out from the basket are left and right sections C, then D, then left and right sections E and, finally, section F. At each side of the court **10** there are indicia generally indicated at **11** for keeping account of certain passing accumulation figures. There are also provided on the playing board **10** certain slits at **12** to receive team designation strips, slits to receive score keeping strips at **13** and slits to receive personal foul tallying strips at **14**.

A game piece **15** representing the basketball is in the form of a disc as depicted in FIG. **3**. This is moved to and from various sections in step with the plays of the game.

In FIG. **2** there is a chance device consisting of two dice, die **16** being the larger and colored red, die **17** being smaller and colored white, and a shaker cup **18**. The dice are thrown and the two digit system is used which activates each player's passing, dribbling and both field goal and free throw shooting, through use of three columns of individually computed figures shown on the individual player card **19** shown in FIG. **7**. The card **19** has the name of the player and a removable tab **20** at the top. The tab **20** is used on the playing court to indicate the section occupied by the offensive team player. Each player card has statistics represented thereon for each player and they include ratings of Offense, Defense, Scores, Rebound performance, Assists, Injury and Personal Foul performance. There are tabulated on the card numbers **11—66** inclusive representing the two digit numbers that come up on a throw of the two dice. These numerals are correlated with performance rating for the player under three categories of play, pass "P", dribble "D" and shooting "S".

A straight edge **21** in FIG. **4** is used in reading the various tables shown in FIGS. **9—13** and **15**.

In FIG. **5** there are shown offensive team playing cards each having respective letters A—F representing the sections on the gameboard **10**. Actually there are eight offensive play cards, A, B, C left, C right, D, E left, E right and F. They are used in the offensive play.

In conjunction with the defensive team play there are two defensive cards, one card **23** having the numeral **2** thereon and card **24** having the numeral **3**. The use of these defensive cards will be explained later.

The Passing and Dribbling chart shown in FIG. **9** will be explained. At the left there is a Dice Roll Number column **25** and this has consecutive numbers **1—36**, see **25***a*, thereadjacent in correlation with the dice roll two digit numbers **11—66**. There is correlated with the column **25** Inbounds Dice Roll section indicator column **26**. Adjacent and to the right of column **26** is the set of Dice Roll Columns—Column Index (CI) which has seven columns representative of a team's total five player offense compared with the total five player defense amounts as appear on the individual player's cards. The computation of these figures for a team and as logged on the score sheet in FIG. **8** before beginning the game will be explained hereinafter. Under these seven columns the dice roll numbers appear and correlated with these and to the right is the Passing and Dribbling result chart for called movement of the ball from section F to section A—E and from section E to sections A, B, C, D and F. Under each column such as A there are two further column headings, "**0**" measuring an unguarded play and "G" a guarded play. The results of the play are shown by indicia under the columns "O" and "G" for the section being passed or dribbled to corresponding with a dice roll number under the Column Index (CI). The meaning of the indicia results appearing in the Passing and Dribbling playing charts is set forth in detail in FIG. **14**.

FIGS. **10**, **11** and **12** show other Passing and Dribbling charts for other section plays.

FIG. **13** at the right of the chart showing FIGS. **11** and **12** is a Fast Break play chart giving results correlated to the dice roll numbers under the Column Index (CI) for the offensive team.

FIG. **15** is a chart for Field Goals and this is correlated to a Dice Roll Columns table with team column indices as for the Passing and Dribbling charts. The Field Goals chart shows sections A—F from which field goals are made and the index of results thereunder is set out more fully in the statements in FIG. **17**.

FIG. **16** is a Free Throws table showing the results correlated to the dice roll numbers **1—36**.

An important feature of the game is the Finder Columns table shown in FIG. **18**. This has at the left a Team Dice Roll column **27** and adjacent this column **27** to its right is a Rebounds player receiving number column **28**. Next to the right are Jump Balls columns **29** with a column "O" for a jump at the free throw line and "C" for a jump at the center of the court. To the right of the Jump Balls columns is a Player Dice Roll column **30** and to its right are the Fouls and Rebounds columns A—H inclusive with numbers thereunder to determine which player gets the rebound and which player commits the foul. Each player has entered on the score sheet in FIG. **8** before the start of the game his Rebounds and Personal Fouls performance listed. This listing is discussed in more detail hereinafter.

A Fatigue and Injury Table is provided in FIG. **19** and its use is self explained therein.

The Foul Tables I, II, and III in respective FIGS. **20**, **21** and **22** are explained in each table.

## HOW TO PLAY THE "APBA" PRO BASKETBALL GAME

The APBA Pro Basketball Game provides for a percentage control of all the individual player statistics common to professional basketball. In order to realistically accomplish such results, without having just a few players dominate all the statistics, certain figures must be listed on the APBA basketball score sheet, FIG. **8**, before starting the game. These figures are listed on each player's card, see FIG. **7**, and they will contribute to an ultimate realistic proportion of rebounds and personal fouls among all the players on each team. Individual player assists, times fouled, passing and dribbling ability, liability to injury and fatigue, field goal and free throw percentages are all reflected directly off the dice roll figures without any pregame preparation of ratings being necessary.

There are also certain overall team strengths to be prepared in advance of the start of the game.

Pregame Preparation

After deciding which two teams will play, select the five players for each team and list them on the score sheet, FIG. **8**, in the top half-space following each of the five position numbers. List two forwards, a center and two guards for each team. The forwards must be at number one and number two, the center at number three and the guards at numbers four and five on the score sheet. The bottom half-space is to be used for any substitutions at each position during the course of the game. Next, fill in the offense and defense points for each player as given on his card, and then his rebounds and personal fouls, using the lefthand side of these columns on the score sheet. Now total these four columns. The "Scores" column should be filled in for each player, too, but do not total it.

When any substitution is made, the individual player's points and any resulting team totals must be changed accordingly.

Now we must fill in the right half-side of the rebounds and personal fouls columns, see FIG. **8**. The procedure is the same for both of them and is done as follows for each team separately:

Take the player with the lowest figure and write that same figure in the right half-side of his column. Precede this number with the figure "1" and a hyphen, thus "1-".

Now find the player with the next higher figure for this team and, likewise, two numbers, separated by a hyphen, will go in the right half-side of his column. With this player, the first of his two numbers will be the next highest number above the preceding player's higher number. For example, suppose the first player's number was five, his two numbers would be "**1—5**", and suppose the second player's number is eight, then his pair of numbers will be "**6—14**", i.e., six plus his number eight, making the 14.

The third lowest player would thus have a first number of **15** (**14** plus **1**), and supposing his card number is 12, we then get the combination of "**15—27**" by adding the 12 to his 15.

With the next highest player we add one to 27 and give him a 28, plus his number, which we'll say is 14, thus arriving at a combination figure of "**28—42**". The fifth lowest will therefore start with 43 and his column should show just "**43**—up. The entire column for one team might look like the illustration in FIG. **8**. In this same manner compute the rebounds and personal fouls columns for the other team. If two or more players should have identical numbers, take them in the order you have them listed on the score sheet, from top to bottom.

These combination figures will be used in connection with the Finder Columns, see FIG. **18**, to determine which players make the rebounds and personal fouls as the game progresses. By this method a remarkably realistic compilation of statistics is accomplished for each individual player.

Team Indices

There is one more set of figures to enter on the score sheet before starting the game. At the top left corner there are three spaces headed, "CI, RI, JI." These represent "Column Index, Rebound Index and Jump Ball Index," respectively.

Column Index

The Column Index for each team is used for all passing, dribbling and field goal attempts; also on all inbounds plays. It refers to the Dice Roll Columns (of which there are seven) on the playing charts.

To find a team's Column Index, compare its total offense points with the opponents' defense points and determine the specific column as follows:

Column No.:

1_____14 or more offense points than opponents' defense points.
2_____10 to 13 more offense points than opponents' defense points.
3_____6 to 9 more offense points than opponents' defense points.
4_____5 more to 5 fewer offense points than opponents' defense points.
5_____6 to 9 fewer offense points than opponents' defense points.
6_____10 to 13 fewer offense points than opponents' defense points.
7_____14 or more fewer offense points than opponents' defense points.

Whenever substitutions are made, recheck the point differences for a possible change in the Column Index.

Rebound Index

To find the Rebound Index (RI) for each team, add the rebound points of the five players for each team and note the difference between the two totals. For example, team A has a total of **64**, and team B has a total of **55**. Thus team A has a 9-point advantage. This advantage figure is always added to 18; in this instance making 27, so in team A's RI square write "**1-27.**" In team B's RI square write **37 28-36.**"

Always add 18 to the advantage points and precede the resulting figure with "**1-.**" Then add one to the high figure and hyphenate it to 36. Thirty-six is always the highest number.

In the event that the rebound points for each team total the same number, there will be no advantage for either team so, in such an instance, give the visiting team a rebound index of "**1-18**" and the home team "**19-36.**" In the very rare case of a team having an advantage of 18 or more points, then its index would be "**1-36**" and the opponents would have none at all.

Jump Ball Index

The Jump Ball Index (JI) is found by comparing the two teams' total offense points and following the exact same procedure as in finding the Rebound Index, using 18 as the mean number. Add the advantage points to 18 and hyphenate with one ("**1-**"). Then give the remaining points up to 36 to the opposing team. Example: team A has a total of 21 offense points and team B has 14, a difference of seven. Thus team A has a JI of "**1-25**" and team B has "**26-36.**"

Timing the Game

The APBA Pro Basketball Games is timed by counting the number of dice rolls made while playing the game. Ninety-six dice rolls constitute a quarter. Thus there are 384 dice rolls per game. The upper right corner of the score sheet provides space for marking off each dice roll per quarter. These dice rolls are known as "timer rolls," as differentiated from "finder rolls," which are other dice rolls made during the course of the game to find which team and player made rebounds or fouls, etc. "Timer rolls" are all dice rolls made in connection with the action of the game itself, except free throw shots. Let that be your guide in determining which are the "timer rolls." If the dice roll is involved with the movement of the ball in any way, it is a timer roll, unless it is a free throw shot following a foul. Be sure to record every such roll and avoid recording any of the "finder rolls" or free throw rolls.

After every 96 "timer rolls," stop play and record the total team points for that particular quarter in the space provided at the top of the score sheet in FIG. **8**. The start the next quarter with a center jump. (In the event that an overtime period must be played, time it with forty (40) dice rolls.)

The APBA timing system is based on eight timer dice-rolls to the minute.

How to Play the Game

(Complete game procedure)

The home team coach rolls the dice to start the game. This is a center jump, of course. The APBA dice are not added together as in conventional dice shooting. Instead they are read as two digits, the large red die **16** being taken as the first digit and the small white one **17** as the second digit. Thus every dice roll will be a double digit number, ranging from **11** to **66**, a total of 36 possible numbers which appear in black on each player's card. Following these black dice numbers on the player's card **19**, see FIG. **7**, are three columns of numbers which in actual practice should be red or other contrasting color. These numbers give play results for passing, dribbling and shooting according to each player's statistical performance.

On the first dice roll for the game, a center jump, which does not involve a specific player, you refer directly to the playing chart rather than to a player's card. Let's suppose this dice roll is "**53.**" Now go to the chart in FIG. **18** and look for the "Team Dice Roll" column to the left of the Finder Columns. There opposite **53** you will find number **27**. Using our example for finding the Jump Ball Index, let us suppose that team B has a JI of "**26-36**" and since **27** falls within team B's index, this means that team B got the ball on the center jump. Now move across the same line (line number **27**) to Jump Balls in the C column. (The C column is for jump balls in center court. The O column is for jump balls at the free throw line.) There in the C column you will find the letter F. This means that team B now has the ball in the F section of their half of the court. Put the ball marker disc in section F of

the half court you have assigned to team B. This is the first timer roll. Record it on the score sheet.

Every quarter is started in this same manner and any jump balls in center court throughout the game are activated by this method. Jump balls at the free throw line are done the same way, except that column **0** is used for the near court team. If the far court team gets the jump at the free throw line, refer to the C column for the floor section.

For the sake of avoiding confusion, it is recommended that you keep the same half of the court for each team throughout the game, rather than changing baskets at half time.

So now team B has the ball in section F. It must now deploy its five players on the half court assigned to it. At no time may a team place any of its players in the back court—the opponents' half of the floor. It may be assumed that sometimes the ball was initially taken in the back court, but the play pattern to work the ball into the basket always is begun at a point over the center line, which is the floor section designated by the jump ball or the inbounds dice roll.

Using the name tabs **20** on the players' cards **19**, removable at the perforation line, assign each of them to one of the eight floor sections of team B's floor sections and half of the court. One of them must be placed in the section with the ball marker disc **15**. This may be any one of the five players you care to use. There is no restriction, but you presumably would use a guard to start your play pattern. The other four may be assigned to any of the other sections desired, except that at no time may a team place any of its players in the back court, i.e., the opponent's half of the court, and no two players may be assigned to the same floor section. Some or all of the player tabs, except the one with the ball, may be repositioned after each successful pass or dribble.

## Offense Play

Team B at this point has three dice rolls during which an attempt at a field goal must be made. It may take a set shot with the player in the section now holding the ball or it may dribble and/or pass once or twice and then attempt a field goal. If, when the third dice roll comes up, team B has the ball and does not attempt a field goal on said dice roll, the ball goes over to team A which plays the ball inbounds as it would following a field goal by team B.

The ball is put inbounds by an inbounds dice-roll. The Inbounds Dice Roll Column is at the left margin on all of the Passing and Dribbling charts, see FIGS. **9**, **10**, **11** and **12**.

Inbounds plays and jump balls do not count as one of the three dice rolls, but they do count as timer dice rolls, of course. The three-dice-roll limit goes into effect when, with the use of the offense play cards, the offense play pattern begins.

## Use of Offense Play Cards

With the five players positioned in floor sections, one of them with the ball, the offense coach now selects one of the offense play cards and places it face down on the table. After committing himself with the face down play card, the offense coach waits for the defense to "guess" this card. (The defensive play cards are more fully described hereinafter under "Use of Defense Play Cards.") Then the offense card is turned over and if "guessed" correctly, the ensuing pass or dribble will be made "under guard." This means that the G column on the playing chart is used in obtaining the play result. When not guessed correctly, the O column is used. If the offense wishes to pass, he must select a play card, placing it face down, of a section in which a teammate is standing, declare "pass," then pass to him. If he wishes to dribble, he may select a play card, placing it face down, for either an occupied or unoccupied floor section, declare "dribble," and then roll the dice and use the D column of the ball holder's card **19**. (If the dribbler successfully reaches an occupied floor section, the occupying player must be moved to another floor section before the next dice roll.) For passing, use his P column. The S column is used for set shots, shots made off passes and free throws-all scoring attempts.

After committing himself with the face down play card, the offense coach waits for the defense to "guess" this card. Then it is turned over and, if "guessed" correctly, the ensuing pass or dribble will be made "under guard." This means that the G column on the playing board is used in obtaining the play result. When not guessed correctly, the O column is used.

A field goal attempt is indicated by playing the card for the section in which the ball is then held.

## Use of Playing Charts

### Field Goals

When attempting a field goal either from a set shot or off a pass, use the Field Goal table in FIG. **15**. Roll the dice and refer to the card of the player who is making the shot in order to find the table number which will give the result. Suppose you roll a "**42**." Look under the "S" (shooting) column on the player's card opposite the black dice number "**42**." Always use the "S" column when the player is attempting a field goal or a free throw shot after a foul. Suppose his number in the "S" column is "**12**." Now look for number **12** in the Dice Roll column which applies to his team. This is the Column Index and has already been determined by the pregame preparation. Suppose this CI is **4**. Look down Dice Roll column **4** to number **12** and lay the APBA playing chart rule **21** on that line. Now go across that line **12** to the appropriate floor section column-A, B, C, D, E, or F. (The E column is used for both floor sections, El and Er, and the C column likewise is used for both floor sections C1 and Cr.)

Now, using the Field Goals table, see FIG. **15**, and the proper floor section, you look under the "Pass" or "Set" column, depending upon which kind of shot it is.

### Set Shots

All shots not immediately preceded by a pass, such as shots attempted after a jump ball, inbounds play or a rebound taken by the same team that missed the shot, are set shots. However, the player taking the rebound may dribble first or pass to another player instead of shooting directly off the rebound. Also, any shot made by a player following his own dribble is a set shot, assuming he still retains possession of the ball when he reaches the designated floor section. The symbol "S" on the chart, under the Set Shot columns, indicates that the attempt is successful, and the basket has been made. The missed shots are indicated by "M," followed by other letters which explain the outcome of the missed shot, such as "MRB" which means a rebound taken in the B section of the court. In this case two finder dice rolls must then be made to determine which team and then which player took the rebound. All these symbols are fully and clearly defined in FIG. **17**, and are so simple they will quickly be committed to memory.

No assist is given to any player following a successful set shot.

### Pass Shots

Field goal attempts made by a player after receiving a pass are "pass shots" and the results of such shots are given under the "Pass" columns of the Field Goal table, see FIG. **15**. The success or failure of the attempt, unlike the set shot, is not designated by the symbols "S" or "M." The pass shot columns show only numbers, and these numbers are combined with the numbers obtained from the Passing tables, see FIGS. **9**—**12**, on the preceding one or two passes. The one or two pass numbers resulting from teammates' passes preceding the shooter's attempt at a basket are added to his "shooting" number and if these two or three numbers total 10 or more, the goal is good. If the total is nine or less, the basket is missed and the outcome of the rebound is given under the Field Goal table in FIG. **15**.

An example of a pass shot would be as follows:

Player X passes to player Y and the dice roll result on the Passing table, see FIGS. **9**—**12**, for player X's pass shows the number **3**. Next, a pass is called for player Y to player Z. Player Y's pass result is a **2**. Now since there is only one dice

roll left, player Z must shoot and the number 5 comes up in the pass column of the Field Goal table, see FIG. 15, for player Z. Thus with a combination of 3, 2 and 5, we get a total of 10, meaning the field goal is made by player Z and player Y is given an assist.

The player last passing to the shooter on a successful field goal attempt is always given an assist.

It is not necessary to make two passes before a field goal attempt. In this instance, player Y might have taken the shot and if he had come up with a 7 on top of player X's 3 pass number, the resulting total of 10 would have meant a field goal for player Y and an assist for player X. In this connection use is made of the Passing Accumulation Figures tallying spaces 11 on FIG. 1.

Player Y also could have dribbled after taking the pass from X and then taken a set shot on the third dice roll. There is no restriction on the combination of passes and dribbles as long as no more than three dice rolls are made.

The players with the highest assist ratings on their cards will produce higher passing numbers for contributing to the success of the shooter's field goal attempt. Likewise, the players with the highest "scores" ratings on their cards will generally score without the need of very high preceding pass numbers.

Passing and Dribbling

The Passing and Dribbling charts are used in conjunction with the "P" and "D" columns on the players' cards.

Passing

When passing, roll the dice and look for the result number in the "P" column on the card of the player who is making the pass, and when referring to this number on the playing chart, be careful to observe the correct dice roll column of the seven different ones listed to choose from. The team Column Index (CI) is used precisely the same way on this table, see FIGS. 9—12, as it is on the Field Goal table, see FIG. 15.

Look under the part of the chart showing a pass from that floor section in which the player is standing as he makes the pass, then to the column giving the floor section to which the pass is going. Then, still more specifically, to the "O" or "G" column, depending upon whether or not the defense named the right floor section. Use "G" if it was correctly named and "O" if it was not.

In each of these O and G columns there are hyphenated symbols. Those on the left side are usually numbers and those on the right are letters. The left side (numbers) is the pass result and the right side is the result only when dribbling. If a number, regardless how high or low, appears on the left, it means the pass is good to the intended receiver and he is now in possession of the ball for the next dice roll. It may be any number from zero (0) on up to five (5). It may sometimes be preceded by a Z or a U, but as long as there is a number there, the pass is successful. If letter symbols, not accompanied by any number, appear, it indicates a wild pass, interception, etc., and such letter symbols are clearly defined elsewhere, see FIG. 17.

Should the offense team ever by mistake attempt to pass to a floor section not occupied by a player tab, the ball goes to the opposing team in that corresponding floor section on its half of the court where it then prepares to work the ball in to the basket in the same manner it would following an inbounds play. Its five players must be deployed (one with the ball) to begin its play pattern of a maximum of three dice rolls.

Dribbling

When dribbling, roll the dice and look for the result number in the D column on the card of the player in possession of the ball, as opposed to the P column as in the case of passing.

Follow the same column-finding procedure as you do when passing: (1) The floor section the dribble starts from, (2) the floor section to which your turned over play card declares it is going, (3) either the "O" or "G" column, depending upon whether the defense called the right floor section-"O" if they did not, "G" if they did. Use the right-hand side symbol in this column since you are dribbling.

When the symbol shown is a "T," the dribble to the designated floor section is successful. Should the symbol given be one of the floor section letters, such as D, Cr, B, etc., it means the dribbler was stopped in that particular floor section, not making it to the one intended, but he still retains possession of the ball in that particular floor section and you proceed with your next play card just as you would following any successful dribble.

Other symbols may indicate travelling, loose ball, jump ball, etc., and they are all defined in FIGS. 14 and 17.

After each successful pass or dribble, the offense may redeploy any or all of the four other players. The player with the ball, of course, must stay in the floor section to which the ball has just been moved. If the ball was moved by a dribble to a floor section already occupied by another player, the other player must be moved to an unoccupied floor section before the next dice roll may be made. There is no restriction in the direction or number of sections these four players may be moved, except that they may never be placed back of the center line on the other team's half of the floor.

Remember to always move the ball marker disc to the designated floor section after each dice roll, and the name tab of the player in possession of the ball must always be with it.

Use of Defense Play Cards

In addition to the option of naming the anticipated floor moves of the offense, the defense also must use two defense play cards. These are cards with nothing more than the figure "2" on one of them and the figure "3 ∞ on the other, and they are used as follows:

Prior to the first of the three allowable dice rolls, and after the offense has dripped its play card, the defense names a floor section and then places one of its two play cards face down.

If it turns out that the offense shoots or in some way loses the ball on this first dice roll, the defense play card is nullified, but if the same team retains the ball, this play card must remain face down until the offense has placed its play card face down for the second dice roll.

Now the defense turns its card face up. If it is the "2" card and the offense is shooting on this second dice roll, the shot then is made under the "G" column. If the offense, however, is passing or dribbling on this second dice roll, the defense has lost its option to name a floor section and the pass or dribble is made under the "O" column, and the subsequent shot (if taken) on the third dice roll also is made under the "O" column.

If the defense card is the "3" and the offense is shooting on the second dice roll, the shot is made under the "O" column. If, however, the offense is passing or dribbling the defense may now name a floor section to which the play is anticipated. If named correctly, as the turned over offense card will show, the pass or dribble would be under the "G" column, but regardless of whether or not this pass or dribble is made "under guard", the subsequent shot, on the third dice roll, is made under the "G"column as a result of the "3" defense card having been played.

When a team loses possession of the ball, even if immediately regained, as on a rebound, jump ball, ball knocked out of bounds, etc., the 3-dice-roll play pattern stops and all play cards are nullified and must be replayed when the next play pattern begins as the team starts the next 3-dice-roll sequence in a specified floor section on its half of the court.

Playing Procedure At A Glance

1. Center Jump Dice Roll (or inbounds dice roll after a goal). (Timer Roll)
2. Assign player and ball marker to floor section indicated.
3. Assign the four other players to floor sections.
4. Drop offense play card face down.
5. Drop defense card face down.
6. Defense names offense play and then offense card is turned over.
7. Dice roll. (Timer Roll)

8. Redeploy offense players (if ball is still held.)
9. Drop offense card face down.
10. Turn over both cards and roll dice. (Timer Roll)
One more dice roll is left for offense if they still retain ball.

## SOLITARY PLAY

To play the game by oneself, the player, of course, makes the lineups and rolls the dice for both teams. The only difference in procedure from the regular playing instructions is in the use of the offense and defense playing cards.

On the first dice roll, instead of designating your play by dropping an offense play card, you declare your play to yourself: a shot, or a pass or dribble to a specified floor section. Then shuffle all eight offense play cards and draw one, sight unseen, and turn it over. If it coincides with the play you had declared, the play is made under the "G" column, otherwise it will be under the "O" column. For the second dice roll, first drop one of the two defense play cards face down, not knowing which one it is, then declare your play and turn the defense play card over. If it is the "2" and you are shooting, it will be under the "G" column. If it's the "3" and you're shooting, it will be under the "O" column. However, if you are passing or dribbling and it is the "2", then the pass or dribble and subsequent shot (if taken) will be under the "O" column. But if it's the "3", shuffle the offense cards again and draw one of them from the pack. If it happens to be the same as the floor section you've declared you are going to, it will be under the "G" column. A field goal attempt on the next dice roll will be in the "G" column automatically because it is the third dice roll and the "3" defense card.

## THE FAST BREAK

Whenever the ball changes from the possession of one team to the other, following (1) a rebound, (2) a field goal, (3) an intercepted pass, stolen ball, wild shot or pass, or a loose ball, the recovering team may declare a Fast Break in effect and elect to either pass or dribble to its end of the court. One of just five floor sections may be named: A, B, D or either one of the C's.

All of the other four players of the recovering team, besides the one with the ball, must be assigned to floor sections at their end of the court and if the fast break is going to be a pass, one of these players must be assigned to the floor section that has been named. No play cards are used and just one dice roll is made, and it will be made under the "O" column if the opponents had no player tab in their F section on the previous dice roll, the one on which they lost the ball. If they had a player in their F section when they lost the ball, then the fast break dice roll is made under the "G" column. (For this reason some coaches may always keep a player in their F section while working the ball in for a score. If they do, however, they are giving the defense virtually only four players, instead of five, to "guard" against on passing and scoring attempts.) Player tabs may be moved only prior to dice rolls for passing, dribbling or scoring attempts. Fast breaks on a free throw rebound are always in the "G" column.

The individual player starting the fast break following a rebound will, of course, be determined by the rebound finder procedure, but in all other cases, any player of the coach's choice may be named to start it.

If the pass or dribble is successful on this one dice roll, a shot must be attempted on the next roll. The shot will be made under the "G" column if the preceding pass or dribble was under the "G" column, and under the "O" column if the pass or dribble was.

In the event that a dribble was attempted but stopped in a floor section other than the one declared, then there is the option of either shooting from that floor section or abandoning the fast break and beginning a normal 3-dice-roll play pattern from that floor section with the player who dribbled to it.

## FOULS AND FREE THROWS

A foul can occur on any kind of play-a field goal attempt, a pass, a dribble or on a free throw following a foul. It is indicated on the playing chart with the symbol "Z", which is followed by a number. When referred to on the Foul Tables on the playing charts this number gives full details of the foul. The playing chart is explicit as to which of the Foul Tables to use.

The APBA Pro Basketball Game is played precisely according to the professional basketball rules. Whenever the chart or playing instructions do not cover a specific play or situation, the official basketball rules should be the guide.

When a free throw is made, the player's "S" column is referred to on the dice roll. A free throw is never a timer dice-roll.

Look for the result of the free throw under the Free Throws column on the Field Goal chart. No Column Index is observed on free throws.

All personal fouls committed by defense players are charged to the team as personal fouls as well as to the player committing them, and if a team should be charged with six personal fouls in a quarter, the opposition is awarded bonus free throws on each personal foul committed thereafter during that quarter. This is explained fully in Foul Table No. 1.

Personal fouls committed by the offense are charged to the player only and not to his team, and the ball goes over to the opponents with an inbounds dice roll. No free throw is made.

A technical foul is one not involving player physical contact and after the free throw attempt is completed, the ball goes to the team which had possession when the foul was committed, and it is put in play with a JC dice-roll but without observing the Jump Ball Index (JI).

The coach may specify any one of the five players to make the free throw when a technical foul is charged against the opponents.

Following the final personal foul free throw, the ball goes to the opposition with an inbounds dice-roll if the shot is good. If this final shot is missed, then follow the normal rebound procedure the same as after a missed field goal attempt. Look for any modifications of this procedure which are listed under the Free Throws section of the playing chart.

A defense team coach may elect at any time to commit an intentional personal foul, if he wishes to try to stop a field goal attempt. To do this he simply states, "I am fouling," and it is done on the dice roll which attempts the shot. This automatically stops the field goal attempt and the dice roll, whatever it may have been, is ignored. The player who was shooting gets two free throws. Use the Finder Dice Roll to see which defense player is charged with the personal foul.

## THE FULL COURT PRESS

If the defense chooses to put on the full court press, it must be declared in effect at the beginning of any 3-dice-roll play pattern. This would follow any jump ball or inbounds dice roll or any play in which a team retrieves the ball and begins a normal play pattern with the use of the offense play cards.

The effect of the press is that the Column Index (CI) of the offense team is increased two points and all passes and dribbles are automatically made under the "G" column. A pass shot, however, will automatically be made under the "O" column and the normal Column Index (CI) also will be in effect on all pass shots. Set shots, however, will be made under guard ("G" column), but, as with the pass shots, the normal team Column Index (CI) is in effect.

The play cards are not used at all when the press is in effect.

A shot still must be attempted within three dice rolls, if the ball is retained that long, and the press is automatically off when the shot is taken or when the ball changes possession, whichever comes first. However, once declared in effect, the press cannot be taken off voluntarily, but must run the course of the play pattern.

If a team is already playing with a Column Index of Seven, there can be no reduction in playing strength disadvantage, of course. If the CI were six, the reduction on the press could be only one point, up to seven.

## INJURIES, FATIGUE AND TIMEOUTS

In order to account for a realistic amount of lost playing time through injuries and fatigue, each player is rated according to his total playing time for the season. This rating is found on his card as an "Injury" factor.

This rating is used any time the symbol "U" comes up on the playing chart. Following the symbol "U" there is always a number. This number is added to the player's "Injury" rating number. Now look for this totalled number on the Fatigue and Injury Table, see FIG. 19. From this number move across to the column heading which represents the quarter you are then playing in. (If you are in an overtime period as a result of a tie score at the end of the fourth quarter, you continue to use the Fourth Quarter column.)

There are three general results to be found on this table. (1) "Nothing", which means just that. Continue on as if the "U" has not come up. (2) The player is out for a specified period, either in terms of a number of dice rolls, quarters, parts of quarters, or complete games. (3) Timeout. This means a timer dice-roll is canceled for the period you are presently playing and the timeout is charged to the team in possession of the ball on the "U" dice roll.

After five timeouts are charged to it, a team is charged with a technical foul on each successive timeout thereafter during the course of the game. In the event of overtime periods, one additional timeout is allowed for each overtime period required to bring the game to a conclusion.

Technical fouls are explained in these instructions under "-Fouls and Free Throws".

The Finder Columns shown in FIG. 18 are used to find the individual rebounders and the individual players who commit the personal fouls.

These columns are used in conjunction with the Rebounds and Personal Fouls Columns on the score sheet, see FIG. 8.

Supposing now that a team has a Rebound Index (RI) of 1—27 and a rebound has just come up on the playing chart. The player now makes a "finder" dice-roll and it comes out number "36". He now looks at the "Team" dice-roll column 27 in the Finder Columns section, see FIG. 18, and there opposite number 36 will be found number 18. Since 18 falls within the 1—27 index of the specimen team, that means one of its own players got the rebound. Had the dice-roll been 54 or above (see Team Dice-Roll column), it would have been in the 28—36 index of the opposing team and thus one of its players would have taken the rebound.

Next, it should be found which player took the rebound, so another "finder" dice-roll is made and this one comes up number "46". Now before going to the player dice-roll column 30, see FIG. 18, it must be determined which of the Finder Columns applies to the specimen team's rebound total, which is 64 (see illustration). The player moves across the top of the Finder Columns and looks for the column which includes 64 in its range of totals. He finds that column D, which covers 59 to 67, inclusive, applies to his particular team total. He now goes down this column until he is opposite player dice-roll number "46", which has just been rolled. Opposite 46 in column D is number 42. He then goes to the score sheet to see which player's rebound combination number includes number 42. There it is found that Smith, a forward, with rebound numbers 28—42, took the rebound.

Finding which player committed a personal foul is done precisely the same way, but with the use of the "Per Fouls" column on the score sheet. When the playing chart shows a personal foul has been committed by the team, then one of the players must be charged with the personal foul. In the illustration, the team total is 70, so the player would use Finder Column E, which covers 68 to 76, after making the player dice-roll. Suppose this player dice-roll is "35". In column E this is number "34". On the score sheet it is found that 34 is covered by Fraser's combination numbers, which are 28 to 42, so Fraser is charged with the personal foul.

## JUMP BALL PROCEDURES

It has been explained under the complete game procedure that the game and each subsequent quarter are started with a center jump, using the Jump Ball Indexes (JI) of the two teams to determine which is the retrieving team and in which floor section of its half court, all on one dice-roll only.

Following a jump ball, the floor section may be determined by either one of two columns. These are the "o" column and the "c" column, depending upon whether the jump ball was made at a free throw line (*o*) or at center court (*c*).

The Jump Ball Index (JI) is not always used in conjunction with the "o" and "c" columns, however. On certain plays, when the retrieving team is already determined by some other means, an "o" or "c" column dice-roll will be specified and, in such instances, the entire column will apply to that team in determining the floor section, regardless of the team's index (JI).

When the symbol Jc or Jo comes up on a chart, follow the procedure explained elsewhere, see FIG. 17, under the symbol "J."

## REBOUND PROCEDURE

A rebound can follow any missed field goal and certain missed free throw attempts. The playing chart specifies in which floor section the rebound was retrieved and then two finder dice-rolls are made to find which team and player took the rebound. At this point one of the following procedures then must be observed:

(1) If the same team retrieved the ball under its own basket, the player may (*a*) take a set shot immediately by simply declaring he will, and this shot is automatically in the "G" column, or (*b*) the coach may declare the 3-dice-roll play pattern in effect and drop an offense play card, but then he may not shoot on the first of the three dice rolls.

(2) If the opponents take the ball, (*a*) the rebound man may start a fast break, or (*b*) the team can make a Jc dice-roll to determine in which floor section at their end of the court the 3-dice-roll play pattern will start. Any player of the coach's choosing may then be declared to be holding the ball in the specified floor section, following a Jc dice-roll. Fast breaks after a missed free throw attempt are always in the "G" column.

## PASSING BACKWARDS

A team may lower its Column Index (CI) figure by passing backwards, directly away from the basket, and thus possibly raise the passing figure, which might contribute to the success of the subsequent field goal attempt.

The Column Index figure will be lowered one point by passing one floor section backwards and two points if the pass is two floor sections backwards.

For example, suppose your team's Column Index (CI) is 4 and you have the ball in floor section B. If on your next play you pass to a player in floor section C, D or E, you will read the play from column 3, not your normal column 4. And if you should pass from B all the way back to F (two sections from B), the Column Index on that pass would be "2." Of course, if the defense should anticipate the play and call the floor section correctly, you would read the result from the "G" column, but you would still have the Column Index advantage within the "G" column.

If your Column Index (CI) is already at one, there is no advantage to such backwards passing, for you could not then lower your index.

If your Column Index (CI) is already at 1, there is no advantage to such backwards passing, for you could not then lower your index.

As a game rule, sideways passing, like from D to E, has no effect on the Column Index, and from floor section A, as a game rule, you can never pass anywhere at all but to floor sec-

tion B, which would, nevertheless, lower the Index one point.

The passing must always be directly away from the basket in order to gain this Index advantage, and then it applies only to that one dice roll on which the pass is made. It does not apply to any subsequent pass forward or to a field goal attempt. Your Column Index (CI) reverts back to its normal calculated figure on the next dice roll.

Dribbling backwards has no effect of any kind on a team's Column Index (CI).

Passing backwards can be used also to offset some of the effect of the full court press. Even though it will not eliminate the "G" column effect of the press, it will bring the Column Index (CI) down at least one point on pass attempts.

## USE OF "SCORES" RATING

On each player's card there is a "Scores" rating which should be observed if a regular league schedule is played.

This rating is simply a guide to the frequency of field goal attempts which should be made by each player and it should be used as follows:

The two lowest "" rated players should make no fewer than the same number of field goal attempts as their "Scores" rating number. Example, suppose a team's five players have "Scores" ratings of 32, 32, 27, 25 and 17. This means that the players with the 25 and 17 ratings should attempt no less than 25 and 17 field goal shots, respectively, during the course of the game. If they do not play the full game, they need not make that many attempts, of course, but the number should be prorated according to the fractional part of the game played.

This is done to prevent the exclusive use of only the top scorers on each team, but no hard and fast rule can be made to control the use of certain players as scorers. Each APBA league or group will have to devise some kind of control of its own and this "Scores" rating is provided as a guide for those who want to achieve a realistic usage of all five players in making field goal attempts. Without some control such as this, you may have a situation similar to that of starting your one best pitcher in every baseball game you play.

## ADDITIONAL TIMING RULES

During the last 2 minutes of a professional basketball game the clock is stopped on all dead balls and out-of-bounds plays. In order to approximate this rule in APBA Pro Basketball observe the following practice:

When 80 timer dice-rolls of the fourth quarter have been reached, start counting all plays on which the ball is thrown, knocked or carried out of bounds as half a timer dice-roll. Also from that point on in the fourth quarter, count as half a timer dice-roll all plays on which a field goal is made or a foul committed. a timer dice-roll. Also from that point on in the fourth quarter, count as half a timer dice-roll all plays on which a field goal is made or a foul committed.

If the end of the quarter is reached with a timer count of 95½ dice rolls, another play should be made even though it may take the count to 96½ dice rolls.

When using the Fatigue and Injury Table, should any of the numbers from 10 to 15 on the table be the one describing the injury, count this as an official's timeout. Do not charge the timeout to either team. This rule is in effect for the entire game.

## SUBSTITUTIONS

Player substitutions may be made by either team just prior to the dice roll for (1) any jump ball, (2) a free throw, (3) an inbounds dice roll, and generally whenever the ball is not in play, as it would be when the 3-dice-roll play pattern is in effect, and during a fast break or the press. A team may make any number of substitutions during a game. It may be advisable at times to substitute for a star player who accumulates very early in the game all but one of his game limit of six personal fouls, and save him for the final quarter rather than lose him entirely before the game is half completed.

I claim:

1. A game apparatus comprising, in combination, a gameboard on which is depicted a basketball playing court, each half of the court having a like number and arrangement of designated playing sections, a gamepiece movable on said gameboard to indicate the position of the basketball on said playing court, a first set of five player cards representing team A, a second set of five player cards representing team B, there being in each set cards representing a center, two guards and two forwards, each of said player cards bearing three sets of indicia for pass, dribble and shoot, respectively, a group of numbers thereon opposite said three sets of indicia and each number in said group designating certain indicia in said sets, each player card having index numbers representing playing ability for offense, defense, rebounds, personal fouls, assists, scores and injury, chance number selector means to produce a number corresponding to one number of said group of numbers on said cards; a score card chart having offensive and defensive team players index numbers for each player consisting of offense, defense, rebounds, fouls and scores; said score card also having for each team totals of said players index numbers for offense, defense, rebounds and fouls; said score card chart having a team column index number computed by comparing its total offensive points with its opponent's defensive points, a team rebound index number computed by comparing each the teams' total rebound points, and a team jump ball index number computed by comparing the two teams' total offensive points; a finder chart having a column of numbers corresponding to said group of numbers on said cards and columns correlated thereto one consisting of consecutive numbers for determining which team gets the rebound, a jump ball column containing letters designating playing sections and fouls and rebounds columns having headings consisting of different ranges of total rebounds and fouls as on said score card chart and player foul and rebound indicia thereunder, whereby a particular player is determined who receives a rebound or commits a foul; a plurality of charts of passing and dribbling plays each having a column of numbers corresponding to said group of numbers on said cards and columns correlated thereto comprising a column of consecutive numbers starting with the number one, a column having letters designating various areas of the playing court, a group of numbers corresponding with said player ability numbers arranged in columns under different team column index numbers, and columns showing results of passing or dribbling from one section to another section on said playing court said results being correlated with the arrangement of said player ability numbers under said column index number headings; a field goals chart having columns headed by letters representative of the respective playing court sections from which shots are made and having under said headings indicia representative of results corresponding to said player performance numbers under respective team column index numbers, and a fast break chart having columns headed by letters representative indicative of certain playing sections of the playing court and having indicia representative of results correlated to numbers corresponding to said player ability numbers arranged under headings constituting column index numbers, whereby simulation of plays of a basketball game including ball movement are carried on representative of the respective teams' performance and their players' ability.

2. A game apparatus according to claim 1, wherein said field goal chart has each of said columns divided into two columns headed "Pass" and "Set" and each of the letter columns divided into two columns headed "G" and "O" (referring to guarded and unguarded conditions of play, respectively).

3. A game apparatus according to claim 1 wherein said passing and dribbling play charts and said fast break chart have each column divided into two columns headed "G" and "O" (referring to guarded and unguarded conditions of play, respectively).

4. A game apparatus according to claim 1, wherein said finder chart has said jump balls column divided into two columns, one for jump balls at the free throw line and the other for jump balls at the center of the playing court represented by said game board.

5. A game apparatus according to claim 1, including a fatigue and injury table having consecutive numbers representative of the sum of an injury number on an injured player's card and the number applicable for the play appearing on one of said charts of passing and dribbling plays.

6. A game apparatus according to claim 1, including offensive team play cards each bearing indicia designating one of said respective playing sections of the playing court on the gameboard.

7. A game apparatus according to claim 6, including two defensive play cards, one having a number 2 thereon and the other number 3 thereon.

8. A basketball game apparatus comprising, in combination, a gameboard having designated playing sections thereon, a gamepiece movable on the board from section to section, a set of player cards for each of two opposing teams, each of said player cards bearing sets of indicia representing respectively different game plays, a group of numbers thereon opposite said sets of indicia and each number in said group designating certain indicia in said sets, each player card having index numbers representing playing ability for certain types of plays, chance number selector means to produce a number corresponding to one number of said group of numbers on said cards; a score card chart having offensive and defensive team players index numbers for each player for certain plays; said score card chart also having for each team totals of said players index numbers; said score card chart having a team column index number thereon for each team computed by comparing its total offensive points with an opposing team's defensive points; said score card chart having other team index numbers thereon computed by comparing the teams' total index numbers representing other types of plays; a finder chart having a column of numbers thereon corresponding to said group of numbers on said cards and a column correlated thereto of consecutive numbers for determining which team gets rebounds, a jump ball column containing letters designating playing sections and columns having headings consisting of different ranges of total rebounds and fouls such as appear on said score card chart and player fouls and rebound indices thereunder correlated to said column of numbers on said finder chart whereby a particular player is determined who receives a rebound or commits a foul; a plurality of charts of passing and dribbling plays each having a column of numbers corresponding to said group of numbers on said cards and columns correlated thereto comprising a column of consecutive numbers, columns having letters designating various playing sections of the gameboard, a group of numbers corresponding with player ability numbers arranged in columns under different team column index numbers, and columns showing results of passing or dribbling from one section to another section on said gameboard, said results being correlated with the arrangement of said player ability numbers under said column index number headings; a field goals chart having columns headed by letters representative of the respective playing sections from which shots are made and having under said headings indicia representative of results corresponding to said player performance numbers under respective team column index numbers, and a fast break chart having columns headed by letters representative of certain playing sections and having indicia representative of results correlated to numbers corresponding to said player ability numbers arranged under headings constituting column index numbers; whereby simulation of plays of a basketball game including ball movement are a carried out representative of the respective teams and their players' ability.

9. A game apparatus according to claim 8, including other different types of play charts having correlated indicia representative of results of the other types of play.

# UNITED STATES PATENT OFFICE
# CERTIFICATE OF CORRECTION

Patent No. 3,545,763 Dated December 8, 1970

Inventor(s) JOHN R. SEITZ

It is certified that error appears in the above-identified patent and that said Letters Patent are hereby corrected as shown below:

Claim 1, line 29, after "correlated thereto" insert a comma (,).

Claim 1, line 53, after "representative" cancel "indicative".

SIGNED AND
SEALED
MAR 2 1971

(SEAL)
Attest:

Edward M. Fletcher, Jr.
Attesting Officer

WILLIAM E. SCHUYLER, JR.
Commissioner of Patents



USCOMM-DC 60376-P69
* U.S. GOVERNMENT PRINTING OFFICE : 1969 O—366-334