

Basketball playing tips**Randomness added to action deck**

Anthony Giacobbe Jr. of Staten Island, NY, wants some randomness instead of regimentation in Strat-O-Matic's Pro Basketball game.

Precisely, what Giacobbe did was to tinker with the action deck. "I felt frustrated that a given split (action) card reading, such as a RG (right guard) to C (center) pass, could not occur more than once in a quarter," he says.

"It seems to me that this reduces the true random nature of each game," continues Giacobbe, 22, a recent graduate of Georgetown University who will be attending Columbia's Law School/Business School this fall.

What the league that Giacobbe is commissioner of (Strat-O-Matic Basketball Traders League) did was to use a six-sided die and a 20-sided die (from which numbers 0 through 9 were used) to recreate the 60 possibilities. This was done for all readings including control, fast-break, rebounds, etc.

"A 10-sided die will be used for all readings which formerly came off of the action cards," continues Giacobbe. "It will be rolled in conjunction with a six-sided die. The 20-sided will be used for all passing (1-20) and split number (X 1-4, 0 1-8, etc.) readings."

TEAM DEFENSIVE CARDS

The other major change introduced by Giacobbe, who is commissioner of the SOMBTL, was the creation of standardized team defensive cards; a normal, sag and close defensive cards for both the home and away teams.

It took Giacobbe six hours (on Sept. 12, 1984) to create the defensive cards (he plans a For Sale ad in the Review to sell the cards). Here's what he did:

"(1) First, the average NBA S-O-M card was found by adding up the 23 team defensive cards and finding the average for each shot. Then the shot percentages were reduced in order to compensate for baskets resulting from individual defense ratings. Also, in order to reduce our high scoring, the cards were reduced by about five percent. Then the cards were split into home and visitor cards.

"(2) The visiting team was given the better card because (a) the home team advantage from the action cards is 8 points, according to S-O-M's estimate; (b) the home coach has the advantage of playing the game; he can juggle his lineup and has an 'unwritten' advantage which I estimate at about 5 points; and (c) the advantage from these defensive cards is estimated at 6 points, so it matches the 'unwritten' advantage and leaves the home advantage where it should be in the first place.

"The visiting defensive cards are estimated to be about 11 percent better than those of the home team."

Here are the numbers (activated by dice instead of an action deck card) for Normal Control, Fastbreak Control, First Rebound, Second Rebound, Visitor, Home, Fastbreak Defender, Switch Defender, Press Control, Press Readings, Outside/Inside Shot Assists and Fastbreak Assists:

**FAST BREAK DEFENDER
(6 and 10-sided dice)**

10-25 - RF	32-47 - RG	54-69 - LG
26-31 - C	48-53 - LF	

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SWITCH DEFENDER
(20-sided die)

1-4 - C 9-12 - RF
5-8 - LF 13-16 - LG 17-20 - RG

VISITOR

HOME

10 - OP O/I	40 - OD 40	10 - OP O/I	40 - OD 40
11 - TO	41 - OD 41	11 - Switch	41 - OD 41
12 - O/I	42 - OD 42	12 - O/I	42 - OD 42
13 - Switch	43 - OD 43	13 - Replay	43 - OD 43
14 - O/I	44 - OD 44	14 - Switch	44 - OD 44
15 - Replay	45 - OD 45	15 - O/I	45 - OD 45
16 - O/I	46 - Replay 3	16 - Replay 2+	46 - Switch
17 - Replay	47 - O/I	17 - OP O/I	47 - Replay 3
18 - O/I	48 - Replay	18 - O/I	48 - O/I
19 - Replay	49 - Replay	19 - Switch	49 - O/I
20 - Switch	50 - O/I	20 - O/I	50 - Switch
21 - OD 21	51 - Replay 2+	21 - OD 21	51 - O/I
22 - OD 22	52 - Switch	22 - OD 22	52 - O/I
23 - OD 23	53 - Replay	23 - OD 23	53 - Switch
24 - OD 24	54 - O/I	24 - OD 24	54 - Replay
25 - OD 25	55 - Replay 3	25 - OD 25	55 - O/I
26 - OD 26	56 - O/I	26 - OD 26	56 - Replay 3
27 - OD 27	57 - Replay	27 - OD 27	57 - Switch
28 - OD 28	58 - O/I	28 - OD 28	58 - O/I
29 - OD 29	59 - Switch	29 - OD 29	59 - O/I
30 - OD 30	60 - O/I	30 - OD 30	60 - Switch
31 - OD 31	61 - O/I	31 - OD 31	61 - O/I
32 - OD 32	62 - Replay	32 - OD 32	62 - Replay
33 - OD 33	63 - O/I	33 - OD 33	63 - O/I
34 - OD 34	64 - Replay 2+	34 - OD 34	64 - Switch
35 - OD 35	65 - O/I	35 - OD 35	65 - O/I
36 - OD 36	66 - Replay	36 - OD 36	66 - Replay 2+
37 - OD 37	67 - Switch	37 - OD 37	67 - Switch
38 - OD 38	68 - TO	38 - OD 38	68 - O/I
39 - OD 39	69 - OP O/I	39 - OD 39	69 - Replay

Key: OD - Opponent Defense; O/I - Outside/Inside shot for player positioned outside/inside; OP O/I - Open outside/inside shot for player positioned outside/inside; Replay + -Replay unless + (number) in lineup; TO -Turnover.

NORMAL CONTROL

10 - C	25 - RF	40 - LF	55 - LG
11 - RG to C	26 - RG to RF	41 - C to RG	56 - RF
12 - LF	27 - C	42 - C	57 - RF to Any
13 - LG to LF	28 - LF	43 - RG	58 - C to RF
14 - LG	29 - RG	44 - RG to Any	59 - LF
15 - RF to RG	30 - LF	45 - LG	60 - LF to LG
16 - RG	31 - LG to RG	46 - RF	61 - RF
17 - C to LF	32 - RF	47 - LF to RG	62 - RF to C
18 - C	33 - LG to Any	48 - RG to LG	63 - RG
19 - LF to C	34 - LG	49 - C	64 - RG to LF
20 - LG	35 - C	50 - RG	65 - LG
21 - RG to Any	36 - RG	51 - LG to RF	66 - LF
22 - LF	37 - LF to RF	52 - C	67 - LG to C
23 - LG	38 - RF	53 - RG	68 - RG to Any
24 - RF to LG	39 - C to LG	54 - LG	69 - RF

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FASTBREAK CONTROL

10 - FBS LG	25 - RG to LG	40 - RG to LG	55 - FBS RF
11 - RF to LG	26 - FBS C	41 - FBS RG	56 - RG to C
12 - FBS RG	27 - RG to RF	42 - RG to RF	57 - FBS RG
13 - RG to C	28 - FBS LG	43 - FBS LG	58 - RG to LG
14 - FBS LF	29 - RG to LF	44 - RG to LG	59 - FBS C
15 - RF to RG	30 - FBS RG	45 - RF to RG	60 - FBS LG
16 - FBS RF	31 - FBS C	46 - FBS RF	61 - RG to RF
17 - RG to RF	32 - RG to LG	47 - RG to C	62 - FBS RG
18 - FBS RG	33 - FBS RF	48 - FBS LF	63 - RG to LG
19 - RG to LG	34 - RG to RF	49 - RF to RG	64 - LG to RG
20 - FBS LG	35 - FBS RG	50 - FBS LF	65 - FBS RF
21 - RG to RF	36 - LG to RG	51 - RG to RF	66 - LG to RF
22 - FBS RF	37 - FBS LG	52 - FBS LG	67 - FBS LG
23 - LG to RG	38 - RG to LF	53 - RG to LF	68 - FBS RG
24 - FBS RG	39 - FBS RF	54 - RF to RG	69 - LG to RG

FIRST REBOUND

10 - Any 15	25 - DC 2	40 - ORF 2	55 - DC
11 - DTR	26 - DLF 2	41 - OLF 1	56 - DRF 1
12 - Any 7	27 - OLF 4	42 - DLF 4	57 - OLG 3
13 - OC 3	28 - DRF	43 - OLG 2	58 - DRF
14 - DRF	29 - DLG 2*	44 - DRF 2	59 - DC 5
15 - DLF 1	30 - ORF 4	45 - DLF	60 - DLF
16 - DC	31 - DLF 3	46 - OC 2	61 - DLG 3
17 - DRG 4*	32 - DLG 1*	47 - DC	62 - ORG 1
18 - DRF 3	33 - DC	48 - DRG 3	63 - DC
19 - DLF	34 - DRG 2*	49 - DC 4	64 - OC 1
20 - DLG 4*	35 - ORF 3	50 - DLF 5	65 - DRG 1*
21 - DC 1	36 - DLF	51 - ORG 2	66 - DLF 6
22 - DC	37 - OLF 2	52 - DRF	67 - Any 15
23 - OLG 1	38 - DC 3	53 - OLF 3	68 - Any 7
24 - OC 4	39 - ORG 3	54 - ORF 1	69 - DTR

Key: DTR - Defensive team rebound. * - If defensive guard does not get rebound, the result is a rebound for offensive center. Any (7, 15, etc.) - If anyone, first on the defensive team, has a rebound rating that matches this number or is higher, than that player grabs the rebound. Next check the offensive team if the defensive team doesn't have such a rebounder. Otherwise a defensive team rebound.

SECOND REBOUND

10 - Any 15	25 - DLF 3	40 - DRF 3	55 - OLG 2
11 - DTR	26 - DLF	41 - DC	56 - DRF
12 - Any 7	27 - DLG 4*	42 - OLG 3	57 - DRG 4*
13 - DTR	28 - OC 2	43 - OC 3	58 - DRF 1
14 - OTR	29 - DLF	44 - DRF	59 - DLF
15 - DRG 1*	30 - ORF 3	45 - DRG 3	60 - OC 4
16 - DC 1	31 - DRG 2*	46 - OLF 3	61 - DC 4
17 - DLF 5	32 - DC	47 - DLF	62 - DC 4
18 - DLF	33 - DLF 1	48 - DLG 2*	63 - DC
19 - ORG 2	34 - OLF 4	49 - DLF 4	64 - DLG 1
20 - DRF	35 - DC	50 - DRF	65 - Any 15
21 - ORF 4	36 - DLG 3	51 - DLF 6	66 - OTR
22 - DC	37 - DLF	52 - DC	67 - DTR
23 - DRF 2	38 - DRG 3	53 - ORF 2	68 - Any 7
24 - DC 5	39 - DC 3	54 - DC 2	69 - DTR

PRESS READINGS

(One 10- and one 6-sided die)

#	Result	#	Result
10-14	- Replay	37-39	- OD 38
15	- OD 21	40-42	- OD 39
16	- OD 22	43-45	- OD 40
17	- OD 23	46-48	- OD 41
18	- OD 25	49-51	- OD 42
19	- OD 26	52-53	- OD 43
20	- OD 27	54-55	- OD 44
21	- OD 28	56-57	- OD 45
22	- OD 30	58-59	- OD 46
23	- OD 31	60-61	- OD 47
24	- OD 32	62-63	- OD 48
25-27	- OD 34	64-65	- OD 49
28-30	- OD 35	66-67	- OD 50
31-33	- OD 36	68-69	- OD 51
34-36	- OD 37		

OUTSIDE/INSIDE SHOT ASSIST

(Also For Open C/I)

(20-sided die)

1-4	- LG	13-16	- C
5-8	- RG	17-20	- LF
9-12	- RF		

PRESS CONTROL

(One 10- and one 6-sided die)

#	Result	#	Result
10-24	- RG	60	- LG to RG
25-37	- LG	61	- LG to LF
38-47	- RF	62-63	- RG to RF
48-52	- C	64-65	- RG to LF
53-57	- L	66-67	- RG to C
58	RF to RG	68-69	- RG to LF
59	RF to C		

FAST BREAK ASSIST

(One 10- and one 6-sided die)

10-39	- No Assist
40-44	- RG-1
45-49	- RG-2
50-55	- RG-3
56-59	- RF
60-63	- LG
64-66	- Reb. (RF)
67-69	- Reb. (LG)