

Here's method for adapting old basketball cards to revised game

10

By NELSON FONG, Livermore, CA

With the revision of the basketball game, the older cards are incompatible with the action deck and have been rendered obsolete. I would like to offer a suggestion on adapting these cards to the new system. I was able to do this for the basic game only. The player cards need: defense, foul and passing numbers; open shot numbers; shooting and rebounding ratings; steals; personal fouls; and turnovers.

For the rebounding ratings, I penciled in the values from the advanced side. Similarly for the shooting ratings, I used those with 0 to 3. For the much older cards, I used the following table:

<u>Shots/48 Min.</u>	<u>Rating</u>	<u>Shots/48 Min.</u>	<u>Rating</u>
1 - 10	0	15+ - 20	2
10+ - 15	1	20+	3

In the case of open shots, I used result #5 as good in addition to double-team.

After reviewing the statistics since 1972 and comparing with the basic game cards, it appears that the average team would receive: 2 steals, 5 fouls, 5 shot good and 4 turnovers, with the remaining numbers assigned to pass to any + shooter, shot, shot-no good and pass to highest. If no data is available, that is what I would use. See 1975-76 Denver Nuggets example card. This could also be used in "all-star situations." Note that I have included three types of fouls and considered offensive fouls with turnovers.

For particular team cards, I assign the numbers in proportion to the league average. Consider the 1979 76ers [if stats are available]

	<u>76ers</u>	<u>League average</u>	<u>Assignment</u>
Steals [defense]	826	770	$[826 \div 770] \times 2 = 3$ 1-3
Fouls ["]	2100	1997	$[2100 \div 1997] \times 5 = 5$ 4-8
Field Goal % ["]	.455	---	$[\.455] \times [10] = 5$ 16-20
Turnovers [offense]	1651	1553	$[1651 \div 1553] \times 4 = 4$ 26-29

See example card. The remainder of 1-15 is divided between Pass to any 1+ and shot with any odd number assigned to Pass to any 1+. The remainder of 16-25 assigned shot no good and remainder of 26-32 to Pass to highest shooter.

<u>1975-76 Denver Nuggets</u>	<u>1979-80 Philadelphia 76ers</u>
1 - Steal-take open shot	1-2 - Steal-take open shot
2 - Steal-no shot	3 - Steal-no shot
Look at control	Look at control
3-4 - F[1]	4-5 - F [1]
5-6 - F[2]	6-7 - F [2]
7 - X + F[1]	8 - X + F[1]
8-11 - Pass to any 1+ shooter for shot	9-12 - Pass to any 1+ shooter for shot
12-15 - Shot	13-15 - Shot
16-20 - Shot-good	16-20 - Shot-good
21-25 - Shot-no good	21-25 - Shot-no good
26-29 - Turnover	26-29 - Turnover
30-32 - Pass to highest rated shooter for shot	30-32 - Pass to highest rated shooter for shot

The same method can be applied to individual players, except that I used the league average per player per game [48 minutes]. For any data not available, I used the average team values. Consider Maurice Cheeks of the '79 76ers:

	<u>Cheeks</u>	<u>League Average</u>	<u>Assignment</u>
Steals [defense]	$183 \div 48 \div 2623 = 3.35$	$770 \div 82 \div 5 = 1.88$	$[3.35] \div 1.88 \times 2 = 4$
Fouls ["]	$197 \div 48 \div 2623 = 3.61$	$1997 \div 82 \div 5 = 4.87$	$3.61 \div 4.87 \times 5 = 4$
Defense rating	0=4, P=6, I=1	11 \div 18 \times 10=4	16 \div 19 good

Cheeks con't: (4) (Using basic def. chart) (#16 good)

Maurice Cheeks - 1979 76ers

1-2	- Steal-take open shot	13-15	- Shot
3-4	- Steal-no shot	(2) 16	- Shot-good
	Look at control	(2) 20-25	- Shot-no good
5-6	- F(1)	(1) 16-19	- Shot-good
7	- F(2)	(1) 20-25	- Shot-no good
8	- X + F(1)	26	- Turnover
9-12	- Pass to any 1+ shooter for shot	27-32	- Pass to highest rated shooter for shot

In assigning the F(1), F(2) and X+F(1), I have distributed them in the ratio 2:2:1 when possible. At other times, I did the following: The remainder of 1-15 is then split between pass 1+ and shot.

<u># Fouls</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>etc.</u>
F1	1	1	1	2	3	3	3	4	4		
F2	-	1	1	1	2	2	3	3	4		
XF1	-	-	1	1	1	1	1	2	2		

There are two ways to derive the shot-good/no good results (16-25):

(1) From the basic defense chart:

<u>Rating</u>	<u>Chart</u>	<u>Assign. (good)</u>	<u>Rating</u>	<u>Chart</u>	<u>Assign. (good)</u>
4	1 good	16	2	1-14 "	16-22
3	1-7 "	16-19	1	1-19 "	16-24

Or (2) by using the advanced defense ratings O, P, I. I sum them and take the percentage out of 18:

<u>Sum of DPI</u>	<u>Assign. (good)</u>	<u>Sum of DPI</u>	<u>Assign. (good)</u>
1-2	16-24	10-11	16-19
3-4	16-23	12-13	16-18
5-6	16-22	14-15	16-17
7-8	16-21	16-17	16
9	16-20	18	none

The remainder of 16-25 given shot-no good.

For turnovers, I used the passing results from the advanced side.

<u># Turnovers</u>	<u>Assign. (TD)</u>	<u># Turnovers</u>	<u>Assign. (TD)</u>
1-6	26-31	4-6	26-28
2-6	26-30	5-6	26-27
3-6	26-29	6	26

The remainder of 26-32 assigned: Pass to highest...

Rather than make a new set of cards, I found it easier to pencil in the information on the double-team column. I have tried to match the new action cards with old cards as best as possible.

I am open to suggestions and any errors I may have made. I hope this does not seem too complicated. It is harder to explain than to actually do. A fairly complete source of stats is the Sporting News Basketball Guide. It contains all years since 1946.