

Tips For S-O-M Basketball Dice-Rollin'

Charles Amacker of Dallas, TX, frequently takes up the dice and engages in solitaire games of S-O-M Basketball. He's come up with some suggestions to
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speed up play and hopefully keep gamesters out of those confusing situations that leaves one shaking his head wondering "who's on first and what's on second."

[1] First off, Amacker suggests that the shot clock be moved on every field goal attempt, including passing situation percentage shots and dazzlers. "I know this goes against the rules," says Amacker. "But this method allows for an average of close to 190 shots on goal which, according to the July, 1974 issue [of the Review] is the average number in actual NBA games. Not moving the clock in these situations causes an average of over 200 shots per game."

[2] Use both the split decks from the 1973-74 season as well as the 1974-75 season. Place each deck side by side, using the old split deck for offensive rebounds and switches. Use the new split deck for passing situations and to determine the percentage shot shooter.

Be sure and keep the two split decks separate in the discard piles. Using these methods you will only have to pick up each split deck twice per game.

Whenever you roll a seven, always draw the passing card immediately and place it in front of the team that is to do the passing; this should be done before you roll for the defensive rebound or assist so that you don't forget the passing situation.

[Amacker also mentions that he uses Ronald Stutes' defensive rebound and assist charts and Bryan Baker's split number chart, both of which are found in the April 1975 issue of the Review].

[3] Amacker allows the offensive rebounder to shoot as the game company's instructions provide, but also to pass off to another shooter. "I permit my offensive rebounder to take the ball back outside and set up a play by either accepting a possible switch, percentage shot, or just passing to another teammate," points out Amacker. If a basket is good do not credit offensive rebounder with an assist, but roll on the assist chart. Many times the offensive rebounder will want to shoot the ball, obviously. But Amacker makes the situation optional as to what the offensive rebounder does.

[4] On penetration shots with a white die roll of 4, 5, or 6 and a red dice total of 8, assume the defensive center to be playing "back" unless he is caught on a switch, or opposing center is driving; the scores are high enough with the new cards, according to Amacker.

[5] Amacker reports that it still takes him about one hour and 45 minutes to play a game, complete with rebounds and assists. How long have games been taking for other S-O-M Basketball enthusiasts and what other time-saving methods are being used? The Review would like to hear from you soon.
