

How to get the most out of fastbreak

By GARY GRABER, From the 1986 SBA Guide

There are several key things to understand if you want your team to be a good fastbreaking club in Strat-O-Matic Basketball. The main factors will be analyzed here:

First, we must investigate the Advanced Action deck. Of the 60 cards, the fastbreak section is broken down as follows: Thirty of them are "Fastbreak Pass" results and the other half are "Fastbreak Shot" results.

These sections in turn are broken down as follows: 20 cards call for a RG fastbreak pass, 5 are LG fastbreak pass and 5 are RF fastbreak pass; 9 call for RG fastbreak shot, 8 are LG fastbreak shot, 7 are RF fastbreak shot, 3 are LF fastbreak shot and 3 are C fastbreak shot.

From this information, we will draw some conclusions and make suggestions.

Without question, the right guard (RG) is the key to any fastbreak attack. Fully 48 percent of the cards (29) call on the RG to perform. If you do not have a RG that can fastbreak well, then it is a good idea not to run the break, as it would be ineffective if you did. However, a great RG can, almost by himself, turn his team into a fine running ballclub. A great RG typically has a bunch of Dazzlers in his FB passing column and two-thirds successful results on his FB shooting column, though specifics may vary.

On the other end of the spectrum, the center (C) and left forward (LF) positions are not that important in running the break. They are never called on to pass and won't shoot too much, either. It is good if they can shoot well on the break, but it isn't essential.

LEFT GUARD, RIGHT FORWARD ALSO IMPORTANT

The left guard (LG) and right forward (RF) are about equal in value on the break. Good players here generally separate the excellent running clubs from the others. They combine to get the call on 25 cards (42%), though mainly they are called on to shoot. Without good players filling the lanes from these positions, your running game may be hurting.

There is another important factor that can't be overlooked.

In order to run, your club must get the ball off the defensive glass. In many ways, defensive rebounding will make or break your running game. Those big men may not be that valuable when it comes to shooting and passing, but they are indeed necessary in terms of defensive rebounding.

In conclusion, an effective fastbreak is demoralizing to the opposition. It is a great offensive weapon in the coach's arsenal of options.