

Who Shoots In S-O-M Basketball?

Gamer Seeks More Realistic Solitaire Play Shot Distribution

Give me an "E," a "T" and now an "SDC."

There all ratings pertaining to Strat-O-Matic games. The first two obviously refer to baseball's newest ratings, for errors and catcher's throwing.

But, what's an "SDC?"

For sure, it's not a New Deal alphabet soup agency.

What it does stand for is shot determination cards, the brainchild of Gary Graber, Phoenix, AZ, who wants to see more realistic shot distribution in solitaire S-O-M Basketball games (basic version).

"Many times," explains Graber, "a shooter with a high field goal percentage but with a low shot frequency takes more attempts than the proverbial low percentage, gunning guard. In face-to-face leagues, this can be lived with. If somebody falls into a pattern of just shooting a few select players, it is up to the defense to double-team the offense."

Graber says the real problem lies with solitaire or play-by-mail games. "I realize that when playing by mail, the visiting coach supplies instructions as to who on his team should do the shooting. The home team manager, though, still has a very big edge in that he can actually see who are his hot shooters. Also, he can juggle his lineup so that his better shooters are on weaker defenders more often."

CHOOSING A SHOOTER

To lessen the decision-making for solitaire gamers, and to make shot distribution more realistic, Graber has adopted a system of using SDCs (Shot Determination Cards). What he did was to create 42 such cards (1½" x 2½"), typing simple instructions on each for choosing a shooter. Then, before each play, he draws an SDC from the pile and follows the instructions as to who the shooter is. The cards do give the coach some freedom to select the shooter of his choice, while also providing for situations where the poorer shooter must be utilized as well.

Using the method, no extra dice roll is required. "The system has worked great for me," enthuses Graber. "And I cannot tell any difference in playing time."

Now for those SDCs. Break them up into the following categories:

3 center cards	4 any "A" player	1 any "A" forward or center
3 left forward	3 "A", "B" center	1 any "A" guard or center
3 right forward	3 any "A", "B" forward	1 any "A" guard or forward
3 left guard	3 any "A", "B" guard	8 any player
3 right guard	1 "A" center	
	1 "A" forward	
	1 "A" guard	

RATING THE SHOOTERS

Next step is to give player a rating based on shooting frequency, the ratings ranging from A, B, C to D. The more field goal attempts per 48 minutes, the higher in the alphabet should be the rating. Ranges for the ratings:

Rating	=	FGA/48 Min.
A	=	18.5 and above
B	=	14.0 to 18.4
C	=	10.0 to 13.9
D	=	9.9 and under

When playing the game and using SDCs, most of the time the shooter

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is chosen automatically, and on others it is a choice of only two eligible players.

Other suggestions when using this system to determine the shooter, are:

* Players can shoot two consecutive times if called upon, but you should try to limit their shooting to every other time.

* There must be at least two "A" shooters on the court for each team at all times. If only one "A" playing, the "B" with the most FGA-gm must assume an "A" rating until two "As" are in the lineup. The purpose of this is to prevent a coach from employing only one "A"--and then having him shoot all the time.

* When an "Any player" SOC is drawn, any player on the court may shoot except for those rated "D." They may only shoot off offensive rebound opportunities or specific SOC's.

* The "Any player" SOC's are a method by which visiting coaches may request certain players to shoot. This is when Dr. J is turned loose, or a David Thompson.

* IF the SOC calls for a player to shoot and no such player is in the game, roll one die and consult the table below to see who will be the shooter:

#												
1	-	highest	FGA/48	min.	player	4	-	2nd	highest	FGA/48	min.	player
2	-	"	"	"	"	5	-	"	"	"	"	"
3	-	"	"	"	"	6	-	3rd	"	"	"	"

* And, finally, coaches must strive to shoot players as close to their real-life attempts as possible, if they want realistic statistics.

The system, with some modification, probably could be employed with the advanced game, too, although because of switching and percentage shot plays it wouldn't be as necessary.
