

Solitaire Playing Tips

Who Shoots In S-O-M Basketball?

Wilbur Ringen of Beattie, KS, gleans S-O-M Basketball playing tips from the Review whenever they're presented. He, along with his son Terry, are avid players of S-O-M's version of the hardwood sport. In fact, currently they're well into a 153-game 1974-75 NBA replay, with 114 games already having been recorded for posterity.

The father-and-son team play face-to-face whenever possible, and both also roll dice on a solitaire basis. Both also are planning to join the Mid-Coastal PBM League for its next season.

Since Ringen is continually on the watch for playing tips regarding basketball, it's only natural that he would have devised some of his own. He admits to using many of Charles Amacker's suggestions [Feb. Review, 1976], and has also come up with the following tips/suggestions for solitaire play.

(1) A method for determining the shooter [rather than it being your choice] would be to take the red dice total [when the white die reading is 1, 2, or 3] and consult a prearranged chart as to who the shooter will be.

A sample chart might read:

	<u>Red Dice</u>	<u>Shooter</u>
	2-3	LG
* The chart, of course, should	4-5	RG
be set up to reflect the % of	6-7	C
shots taken by each player.	8-9	LF
	10-11	RF
	12	Your choice

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(2) If a player is not eligible to shoot (i.e., a 3 on the white die but the indicated shooter is a 2 or less), then any 3 shooter may shoot.

(3) What type of shot should a player take? Always a problem, according to Ringen, who solves it thusly: A player with an inside only rating always shoots inside; player with one star always shoots outside and a player with five stars always penetrates--except on switches.

On switches, the player takes the shot he would have the best chance making (according to his opponent's defensive rating) if his team is even or losing. If his team is winning, have him attempt the shot his opponent is strongest defending against.

(4) On a percentage shot, use his highest percentage (outside, inside, or penetration) if team is even or losing, or lowest percentage if his team is winning.

When white die is 1, 2, or 3, use the following:

<u>Type of Shot</u>	<u>Shooters Tendency</u>	<u>White Die</u>		<u>Type of Shot</u>	<u>Shooters Tendency</u>	<u>White Die</u>
Outside	*	1,2,3	-	Outside	* I	1,3
Inside	I	1,2,3	-	Inside	* I	2
Penetration	*****	1,2,3	-	Outside	** I	1
Outside	**	1,3	-	Penetration	*** I	2
Penetration	**	2	-	Inside	**** I	3
Outside	***	1,3	-	Penetration	***** I	2
Penetration	***	2	-	Inside	***** I	1,3
Outside	****	2				
Penetration	****	1,3				

Incidentally, Wilbur Ringen plays a complete game of S-O-M Basketball, keeping all stats except for assists, in about 1½ hours. .
