

New Fatigue System Made Easy

A half-dozen well-placed cards will make managing each player's court time simple.

Editor's Note: Last month's STRAT FAN contained a system to customize any basketball team's lineups and substitutions, in effect providing an opposing coach for a solitaire player. This month, Strat-O-Matic computer programmer Bob Winberry offers a system that will automate any team's use of the new super-advanced fatigue rules that Winberry helped develop.

By Bob Winberry

If you play the Strat-O-Matic basketball game solitaire, you may wish to use this automatic method to substitute players for one or both teams.

You will need to make up six timing/substitution cards (TS Cards) as shown at right.

In order to use this system, you must designate one starter and one substitute at each of the five positions. You also will need to find the super-advanced fatigue rating for each of the starters (see the Super-Advanced Rules "PLAYING TIME CHART" distributed with this year's card set).

At the start of each quarter, shuffle the action deck. Count off two action deck cards and place TS CARD #6 on top of those two cards. Count off eight more cards on top of the pile and place TS Card #5 on top. Count off 10 more and place TS CARD #4. Continue counting 10 more cards and placing the remaining TS CARDS on top of each group of 10 cards. The deck is now set up for use.

The substitution system is very simple. When you reach a TS CARD simply check the lineup for any starter who has the appropriate fatigue rating (the current quarter must match the one specified on the TS CARD). If there is a match, remove that

<p>Timing/Substitution Card #1</p> <p>10 Minutes Left</p> <p>1st/3rd Quarters: 6s Out</p> <p>2nd/4th Quarters: 12s Out</p>	<p>Timing/Substitution Card #2</p> <p>8 Minutes Left</p> <p>1st/3rd Quarters: 7s Out</p> <p>2nd/4th Quarters: ALL STARTERS BACK IN</p>	<p>Timing/Substitution Card #3</p> <p>6 Minutes Left</p> <p>1st/3rd Quarters: 8s Out</p>
<p>Timing/Substitution Card #4</p> <p>4 Minutes Left</p> <p>1st/3rd Quarters: 9s Out</p>	<p>Timing/Substitution Card #5</p> <p>2 Minutes Left</p> <p>1st/3rd Quarters: 10s Out</p>	<p>Timing/Substitution Card #6</p> <p>Hold For Last Shot</p> <p>1st/3rd Quarters: 11s Out at the End of the Quarter</p>

starter and replace him with his designated substitute. The system is designed to bring all starters back for the final eight minutes of the half.

When using this system you'll need to apply a little common sense. For example, if a starter gets into early foul trouble you'll have to pull him and go with the sub (early foul trouble could be defined as three in the 1st, four in the 2nd and five in the 3rd). You might also have to adjust for teams that go with a three-man rotation at the guard, forward or power positions. For example, if playing with the 1990-91 Cavaliers,

you might use the setup in the chart below.

Notice that John Williams is listed as the sub at both Left Forward and Center. One way of getting the proper rest for Nance and Daugherty is as follows: Both players are rated a 10 in super-advanced fatigue. You could use a fatigue factor of eight for Daugherty in the first half while playing Nance for the entire half. Then, in the second half, flip-flop

these two, playing Daugherty the entire half while using a fatigue factor of eight for Nance. In this way, both players will get their required rest.

If you have the extra players, you'll have more flexibility. For example, with Cleveland, you could use Williams as the backup to Daugherty, Ferry as the backup to Nance, and Henry James and/or Winston Bennett as the backup to Brown.

CLEVE	LG	LF	C	RF	RG
Starter	Ehlo	Nance	Daugherty	Brown	Valentine
Sub	Paddio	Williams		Ferry	Morton