

Basketball Playing Tips

By John McTernan

Here are a few board basketball playing tips that add a little more coaching to the game.

3-POINT SHOTS

In addition to the automatic 3-point shots, we have come up with three "coach's choice" 3-point attempts. A coach has the option of taking a "3" in these situations.

■ Any RG, LG, RF, pass to any player, flip the card.

■ Any switch.

■ An open pass from a teammate.

DOUBLE TEAMED 3-POINT SHOTS.

If a player is double teamed or left open, it has no effect on his 3-point shooting ability. We have addressed this.

If a player is double-teamed, reduce his 3-point shooting by 1 number. As an example, '95-96 Michael Jordan is 3-6. If he is double teamed, it would be 3-5.

If a player is left open, his 3-point shooting goes up one number. Example: '95-96 Steve Kerr is 2-6, 8. If he is open, his 3 point shooting goes up to the next number 7, and he is now 2-8. If the next number is a replay, ignore it and make it part of his 3-point shooting numbers. Example: '95-96 Jon Barry of Golden State is 2-6, 10 with a replay on 7. If left open, his 3-point shooting would be 2-7, 10 with no replay. This rule might make a coach think twice about leaving a 3-point specialist open.

TIMEOUTS

This is a way to simulate the hectic last minutes of an NBA game where seconds are gold. You will need a second advanced action deck. From this point on, it will be referred to as the T/O (Timeout) deck.

In order to use the T/O deck, there must be at least one unused action deck normal control reading left. There can be no cards left,

but still one unused normal control reading left.

If a team calls timeout, it has the option of going to the T/O deck. If this is done, flip the first T/O deck card and check normal control, then flip the next T/O deck card to check the result. Any splits or rebound situations, use the game action deck.

If a second consecutive timeout is called, either by the offense or the defense (a replay, non-shooting foul, turnover, rebound, successful free throw, or shot could be a reason for a second consecutive timeout), repeat the procedure.

Each time you use the T/O deck, pick new cards for control and result. (Intentional fouls do not count as a use of a normal control action deck reading.)

Only two timeouts are allowed per one unused normal control reading. Once a second consecutive timeout is called, no further use of this game action deck card is allowed. Immediately flip the next action deck card. If no cards are left, this is the last shot of the game.

Holding for the last shot precludes any use of the T/O deck. This rule is in effect for the last two minutes of the game only, not the half.

EASE OF PLAY

We also have a simple method, by which at a glance you instantly know who is inside, open, double-teamed, and who the block man is.

We use small multicolored paper clips. If a player is inside, it's black; if he's double teamed, it's red; if he's open, it's white; and if he is the block man, it's blue.

As an example, with Utah playing, Greg Ostertag might show black, white and blue, and Karl Malone, red and black clips. This would indicate that Ostertag is inside, open, and the block man and that Malone is inside and double-teamed.