

GOLDEN STATE	FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
Center	Lister 6	Hill 6	Lister 6	Hill 4
	Petersen 6	Petersen 6	Hill 6	Lister 8
Power Forward (LF)	Tolbert 6	Higgins 6	Tolbert 6	Higgins 8
	Higgins 6	Tolbert 6	Higgins 6	Tolbert 4
Small Forward (RF)	Mullin 12	Mullin 10	Mullin 6	Mullin 12
		Marciulionis 2	Marciulionis 6	
Shooting Guard (LG)	Richmond 12	Marciulionis 10	Richmond 12	Richmond 12
		Richmond 2		
Point Guard (RG)	Hardaway 12	Hardaway 6	Hardaway 12	Pritchard 4
		Pritchard 6		Hardaway 8
NOTES: If Marciulionis does not play, give his minutes to Elie				
If Tolbert does not play, give his minutes to Robinson (12), Petersen (2), Hill (2), Lister (4), Marciulionis (2)				

### Solitaire Playing Tip

# Substitutions Made Easy

The most time-consuming and tedious part of playing Strat-O-Matic basketball solitaire is substituting players.

Keeping track of minutes for up to two dozen players, watching the clock each quarter for 10 positions and shuffling cards between the court and bench can be a bit much. Most tabletop coaches will take shortcuts — at the expense of realism or statistical accuracy.

Here's a blessedly simple system developed by STRATFAN Editor Glenn Guzzo. It can save you 10-15 minutes per game, it preserves SOM's realism and accuracy, and it has the added benefit of being the equivalent of an opposing coach.

Use it for both teams or coach one yourself without guilt: The system makes the player subs for your opponent at the right times automatically.

The grid above should be self-explanatory. It shows the minutes each player gets in the given quarter at the stated position.

Where time in a quarter is divided among more than one player, you'll find it smoother to play the first player's full allotment, then substitute.

Deviate from the chart only for foul trouble, blowouts or when a player who missed a lot

of games in the real NBA is sitting out your game.

To make your own team charts, follow these guidelines:

- Stick to the minutes per game on each player's card. If, as usual, SOM has provided more minutes than needed at a position, check games played. You may want to prorate the average over 82 games. (To use SOM's new optional playing-time rule, keep each player's average minutes an even number by rounding *down* (e.g. 34 minutes for a player who averages 35).

- If there are not enough minutes at a position, add 2 minutes per player. The time probably will be absorbed when the player is sidelined with foul trouble or during blowouts.

- Anticipate benching often-injured players for whole games (*see NOTES in chart above*). Dish out their minutes to those who don't get enough playing time otherwise.

- Keep substitutions realistic and simple by dividing quarters into six-minute blocks wherever feasible.

- Starters who average 30 minutes or more often play the entire first quarter, start the third and finish the game. The second