## SCORE CARD BASKETBALL - PRO

PLAYER ROLL PER QUARTER
SCORING RATING

| Dice Roll | AA | A | B | C | D |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $11-22-55-99-100$ | BONUS | BONUS | BONUS | BONUS | BONUS | BONUS |
| $1-10$ | 9 | 8 | 7 | 4 | 3 | 3 |
| $12-21$ | 6 | 5 | 5 | 3 | 2 | 2 |
| $23-33$ | 5 | 2 | 4 | 0 | 2 | 1 |
| $34-44$ | 0 | 4 | 2 | 2 | 0 | 0 |
| $45-54$ | 4 | 3 | 0 | 1 | 0 | 2 |
| $56-66$ | 3 | 0 | 4 | 2 | 1 | 0 |
| $67-77$ | 6 | 6 | 3 | 0 | 2 | 1 |
| $78-88$ | 7 | 5 | 5 | 4 | 3 | 2 |
| $89-98$ | 8 | 7 | 6 | 5 | 4 | 3 |

FOUL CHART - ROLL PER QUARTER
PERSONAL FOULS

| Dice Roll | F | G | H |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 11-22-99-100 | 3 | 3 | 3 | FOUL RATINGS |  |
| 1-10 | 1 | 2 | 2 | 0-1.9-AVE | F |
| 12-21 | 0 | 1 | 0 | 2 to 2.9-AVE | G |
| 23-33 | 1 | 0 | 1 | 3 \& Above | H |
| 34-44 | 0 | 1 | 2 |  |  |
| 45-55 | 2 | 0 | 1 |  |  |
| 56-66 | 0 | 2 | 1 |  |  |
| 67-77 | 1 | 0 | 0 |  |  |
| 78-88 | 0 | 1 | 1 |  |  |
| 89-98 | 1 | 1 | 2 |  |  |

BONUS ROLL - ADD DICE ROLL TOGETHER

| Dice Roll | AA-C | D-E | D-BONUS |
| :---: | :---: | :---: | :---: |
| $\mathbf{0}$ | 15 | Roll A-C | 24 |
| $\mathbf{1}$ | D-Bonus | 11 | 22 |
| $\mathbf{2}$ | 13 | 9 | 20 |
| $\mathbf{3}$ | 11 | 7 | 18 |
| $\mathbf{4}$ | 9 | 5 | 16 |
| $\mathbf{5}$ | 7 | 3 | 14 |
| $\mathbf{6}$ | 5 | 1 | 12 |
| $\mathbf{7}$ | 2 | 0 | 5 |
| $\mathbf{8}$ | 0 | 4 | 2 |
| $\mathbf{9}$ | 4 | 5 | 10 |
| $\mathbf{1 0}$ | 0 | 6 | 0 |
| $\mathbf{1 1}$ | 6 | 0 | 4 |
| $\mathbf{1 2}$ | 8 | 2 | 13 |
| $\mathbf{1 3}$ | 10 | 4 | 15 |
| $\mathbf{1 4}$ | 12 | 6 | 17 |
| $\mathbf{1 5}$ | 14 | 8 | 19 |
| $\mathbf{1 6}$ | 16 | 10 | 21 |
| $\mathbf{1 7}$ | D-Bonus | 12 | 23 |
| $\mathbf{1 8}$ | 18 | Roll A-C | 25 |


| Z | (1-3) -2-pts | (4) 0-pts | (5) -3pts | (6) -4pts |
| :---: | :---: | :---: | :---: | :---: |
| Y | (1-2) -1-pt | (3-4) 0-pts | (5) -2pts | (6) -3pts I |
| X | (1-4) 0-pts |  | (5) -1-pt | (6) -2 pts |
| W | (1-4) 0-pts |  |  | (5-6) -1p |


IUse Player's Foul Shooting Percentage and Roll two 10-sided DICE
Roll for Each Shot

I* Player Percentage = Dice Roll Numbers - Good
Example: A player that is an 81-percent Shooter will be 1 to 81 - Good

Instructions: Set your Basketball Starting Lineup. (5-starters by pos +6 th man)
Once lineup is set, ROLL for each player's scoring based on their rating.
Now, go back and roll for each player's personal fouls per quarter.
Record Points and Fouls on Your Scoresheet - 6th Man = 1/2 totals (pts/fouls)

You can CHANGE LINEUPS EACH QUARTER.

BONUS: Go to Bonus Scoring Chart and roll if you roll 11, 22, 55, 99 or 100

## FOUL CHECK

Players get 6-fouls in the game. (If they FOUL OUT or go over the limit for a game and it comes in a quarter, PLAYER ONLY GETS 1/2 PTS for that Quarter and DEFENDER
gets bonus 1-and-1 bonus foul shots for each personal foul from that quarter.)

## 



