

BANK SHOT BASKETBALL

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GETTING STARTED

Shown below are the four types of cards that are the heart of the Bank Shot Basketball game. The instructions that follow will reference these cards.

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| <div><div>LUKA DONČIĆ</div><div>G-F 6'7" 2022-2023 DALLAS 23</div><div><div>FT OFFENSE</div><div>HEAVE 35.8 B★</div></div><div><div>G 00-04 Turnover (Off Foul: 10)</div><div>G 05-27 Basket (3P: 9-11) [A: 05-11]</div><div>G 28-60 Missed (3P: 3-7)</div><div>G 61-71 Foul</div><div>10-12 72-83 Assist</div><div>84-99 Foul while shooting</div></div><div><div>Off Reb 9 Def Reb 42 Assist 15</div></div><div><div>3PG 2PG 3PM 2PM G GS MP</div><div>00-08 09-35 36-63 64-99 66 66 36</div></div><div><div>DEFENSE</div><div>INJ 10</div></div><div><div>00-05 Foul while shooting</div><div>06-18 Turnover (Steal: 7-12)</div><div>19-54 Basket [A: 19-28]</div><div>55-87 Missed</div><div>88-95 Foul</div><div>96-99 Block</div></div><div>©2023 BANK SHOT BASKETBALL 23-006</div></div> | <div><div>2022-2023 UTAH</div><div>NBA WESTERN CONFERENCE</div><div>UTA NORTHWEST DIVISION</div></div> <div><div>FAST BREAK</div><div>OFFENSE DEFENSE</div><div>B +1</div></div> <div><div>PRESS PACE</div><div>X +1</div></div> <div><div>W L PTS /G ALLOWED</div><div>37 45 117.1 118.0</div></div> <div>©2023 BANK SHOT BASKETBALL 23-006</div> | <div><div>G1 vs *DEFENDER*</div><div>(G3) D or E passes to B1 or B2</div><div>[Press]</div><div><div>Scorer on Assist G2</div><div>Assisted by F2 or G1</div></div><div><div>Rebound</div><div>Defense F1 (FB)</div></div><div><div>Loose ball foul: Offense C</div><div>Turnover: Poor ball handling</div><div>Press: Defense Foul - G2</div></div><div>©2023 BANK SHOT BASKETBALL F-001</div></div> | <div><div>% dice 06 d6 6 2d6 5</div><div><div>Fast Break</div><div>2P Missed - C</div></div><div><div>? Reading</div><div>Player with ! receives a technical foul. If no !, play continues as normal.</div></div><div><div>Injury: Rem of half</div><div>Jump ball: Away</div></div><div>©2023 BANK SHOT BASKETBALL F-001</div></div> |
| PLAYER CARD | TEAM CARD | ACTION CARD | FAST BREAK CARD |

The first card shown above is Luka Dončić's player card. The top of each player card lists their biographical information (name, height, age), their position(s) and the season and team. Players that played for multiple teams during the season will receive a card for each team they played for and a combined totals card. You may choose to use the team specific card or the combined totals cards when playing the game. The next section of the player card is the OFFENSE section. This section contains several ratings used to determine the result of each possession. Each reading and result will be described in more detail in the HOW TO PLAY section of the instructions. The player's Free Throw ratings are listed vertically on the left-hand side of the OFFENSE section. Next to those ratings are a set of ranges and results that will be described in more detail later. Along the green top bar that contains the word OFFENSE, there are three other possible ratings. The 35.8 number is the player's scoring rating. This is not the player's scoring average though it will be similar. Every player will have this number listed in the same spot on their card. To the right of the scoring

rating, some players will have an additional Ball handler rating of B★, B1, B2, B3, D or E. These ratings will be described in more detail later in the instructions. The next section of a player's card contains the player's Rebound, Assist, and Shooting ratings. These are located in the middle of the player's card. The player's Games played, Games started and average minutes played per game are also listed here. The player's DEFENSE ratings are the final section of the player's card. The player's injury and technical foul ratings are included in the DEFENSE section.

The card shown next to Luka Dončić's card is the team card. It has four ratings: Fast Break Offense, Fast Break Defense, Press and Pace. The rest of the card is informational only. The Fast Break Offense rating ranges from AA to D. The Fast Break Defense ratings will be -1, 0 and +1. -1 reduces the opponent's Fast Break Offense rating by one grade. For example, an A would be reduced to a B. 0 means no adjustment and +1 increases the opponent's ratings so an A would become AA. The highest adjusted rating in the game is AAA

and the lowest is E. The Press and Pace ratings will be covered later in the instructions.

The two cards to the right of the team card represent the two Fast Action Card decks included with the game. The Action card lists the players involved in resolving the possession. In the Action card pictured, G1 is paired with his defender. G1 is an abbreviation for Guard 1. Since the defense player is in upper case (i.e. capitalized) with asterisks (*) and a red background, we would first reference the defense player's card. When the defense player is in lowercase, reference the offensive player's card first (the offense player position will have a green background). More information will be provided in the HOW TO PLAY section of the instructions. As shown, some Action cards will have text below the positions that will affect either the players involved or the results. In this case, if the offense player has a Ball handler rating of D or E, possession moves to the player with a B1 Ball handler rating. If no B1 player is on the court, then possession passes to a B2 ball handler. If none, then G1 will resolve the possession. The (G3) notation is used when playing with the 10 players per team game board which will be explained in detail at the end of the rule book. The other information presented on the Action card in the top section is [Press]. This is used when the defense coach uses the optional Press strategy described later in the instructions.

The next section of the Action Card is the Assist section. Each player has an Assist reading in the Offense section of their player card. This is an automatic basket (made field goal) due to the player passing the ball to a teammate for an open shot. The position under the "Scorer on Assist" heading is the player that scored. When the possession result is Basket and it is assisted (% dice result falls with the A: range after the word Basket), read the Assisted by position on the FAC to determine which teammate is credited with the assist. Below the Assist section is the Rebound section which will be used when a missed shot occurs. The bottom of the card determines the player when there is a loose ball foul (generally comes from the Rebound result), the type of turnover that occurred for those that want more

"flavor" than the simple Turnover result and the Press result when the optional Press strategy is used.

The Fast Break card has "dice" readings at the top of the card for those that do not have or choose not to use the required dice (two ten-sided and two six-sided dice) to play the game. When playing this way, use one Fast Break card for the ten-sided dice result and a separate Fast Break card for the six-sided dice result. The Fast Break section and result is below the dice readings. This is referred to when a team has a Fast Break opportunity from a rebound or steal. The ? Reading section is for momentum or rare plays including flagrant and technical fouls. The injury section of the card is used to determine if and how long a player is injured. The Jump Ball result is listed last on the Fast Break card.

GAME SET UP

Now that the overview of the cards is complete, it is time to set up a game and learn how to play. Select two teams and choose five players to start the game from each team. Lay the player cards on the table and/or game board. For ease of game play, the players are assigned one of the following positions: C, F1, F2, G1 and G2. Starting on the left, the game board has the positions as G1, G2, C, F1, F2. For game play purposes, the guard with the highest Assist rating on their card should be placed in the G1 spot. If the guards are tied, the player with the *lower* Defense Rebound (Def Reb) rating should be G1. If still tied, the player with the *lower* scoring Avg should be G1. The other guard should be placed as G2. For the forwards, the forward with the higher Def Reb rating should be F1 and the other player F2. Use the same tie-breaker procedure for the guards to determine F1 and F2 if necessary.

The game comes with two decks of Fast Action Cards (FAC). One deck is the Action Deck (has a black back) and the other deck is the Fast Break Deck (with a blue back). Cut the Action deck into six roughly equal decks. Choose one to represent the first six minutes of play. A rough estimate is preferred for variability, though you may count

out 42 cards if preferred. Place the selected Action deck next to the game board. Set aside the other Action cards (keep them handy as they may be needed during game play). Find each team's PACE rating and add or subtract that number of cards from the Action deck. To add cards, draw from the Action cards that were set aside and place on top of the Action deck. To subtract cards, remove cards from the top of the Action deck and place them on one of the decks set aside. For example, if one team has a PACE of +3 and the other team has a PACE of -1, the result would be to add two cards ($3 - 1 = 2$) to the Action deck. Once the Action deck of cards is exhausted, six minutes will have elapsed in the game.

For game purposes 7 cards is equivalent to 1 minute of play. The first minute of play would be equal to 7 cards plus/minus the PACE adjustment. In the example above, the Action deck would have 44 cards with 9 cards representing the first minute and then each minute after would be six cards. The game comes with several minute marker cards. If desired, insert them into the Action deck to aid in determining timing. The 1-minute left marker should be placed on top of the bottom 7 cards and then every 7 cards for the 2, 3 and 4-minute markers.

Place the Fast Break deck of cards next to the Action deck within easy reach.

Once the last Action card has been drawn, that segment of the quarter or half is over. Create a new Action deck to start the next segment of play (six minutes for the Pro game, five minutes for the college and women's games). You may use one of the Action card decks set aside or you can shuffle all the Action deck cards and create new card stacks after each quarter.

Calculate each team's Fast Break rating for this game and note it next to the team name on the score sheet. Start with the team's Fast Break Offense letter and move it up or down per the opponent's Fast Break Defense rating. For example, if a team has a Fast Break Offense rating of A and the opponent has a +1 Defense rating, the team will have a Fast Break rating of AA for

this game. Conversely, if the opponent's Defense was -1, the team would have a rating of B for this game. A Defense rating of 0 means no adjustment. The lowest rating is E and the highest is AAA. Now that the FAC decks have been created and Fast Break adjustments made, it is time to start the game.

HOW TO PLAY

Begin play by turning over the top card of the Fast Break deck and refer to the Jump Ball: result at the bottom of the card. This will indicate if the Away or Home team won the opening tip. The team that won possession will start the game and 4th quarter with possession and the other team will start the 2nd and 3rd quarters with possession. If only playing halves, the opponent team will start the 2nd half with possession. Turn over the top card of the Action deck. The top of the card lists an Offense and Defense player. Defender means the player at the same position on the opposing team (i.e., if the Offense player is G1, Defender would be the player at G1 on the other team). If the Defense player text is in upper case (capitalized) with a red colored background, roll the dice and refer to the defense player card. Otherwise, roll the dice and refer to the offense player card. You may roll all four dice at once or the percentile dice (two ten-sided dice read to form a number from 00 to 99) first and then the two six-sided dice (2d6) as needed. The percentile dice are abbreviated % dice in the remainder of the instructions. While most Role-Playing Games and other games read a dice result of 00 as 100, Bank Shot reads the dice as they are with 00 being read as 00 (or zero).

Using Luka Dončić's card above as an example, once the % dice result is known, read down the column under Offense to find the result of his team's possession. A roll of 18 would result in a Basket result. Since Dončić has a three-point shot range in (), roll the 2d6. If the total is 9 to 11, Dončić scores a 3PT field goal. If no 3PT range or the 2d6 result was 2 to 8 or 12, Dončić scores a 2PT basket.

Assume Luka Dončić is the Defense player now. Refer to Dončić's DEFENSE section and read down until the range with the % dice result is found. When the DEFENSE section is used and the result is Basket or Missed, roll the 2d6 and refer to the Offense player's card to determine if a 2PT or 3PT field goal attempt occurred by checking the 2d6 total against the 3P result after Basket or Missed. If the Offense player does not have a 3P result in () after Basket or Missed, the shot was a 2PT attempt. Please note when using the DEFENSE section, the Offense player is the one taking the shot, turning the ball over or being fouled. The Defense player is the player blocking a shot, stealing the ball, or committing the foul. Each result on the player cards is explained in detail beginning on the next page of instructions.

REBOUNDS

Whenever a shot is missed (2PT, 3PT or FT), turn over the next Action card and refer to the REBOUND section of the card. The player indicated rebounds the ball for his team and a new possession begins. If there is a (FB) listed in the REBOUND section, the rebounding team has the option to use their Fast Break rating to determine the result of the possession. If the team wants to use their Fast Break rating turn over the top card of the Fast Break deck and follow the card result. Otherwise, the team that rebounded the ball turns over the next Action card and references the top to find the Offense and Defense player as normal.

On some Action cards, when an Offense player rebounds the ball, you may see (2P: 2-7), (2P: 2-8) or (2P: 2-9). In those cases, the Offense player rebounds the ball and immediately attempts a 2PT field goal. Roll the 2d6. If the total is within the range indicated (2-7, 2-8 or 2-9), the player scores a 2PT field goal. If the 2d6 total is outside the range listed, the player missed the 2PT field goal attempt. Draw the next card and refer to the REBOUND section. Other cards may modify a player's rebound ratings by +10 or +d6. When d6, roll one six-sided die and add the result to the player's rebound rating.

FREE THROWS

When a player attempts a free throw, roll all four dice, and refer to the OFFENSE section. Find the range with the % dice result and look to the left of the range under the FT column heading. If a 'G' is listed, the free throw was good. If there is a blank space, the free throw was missed. If there is a number or range of numbers, refer to the 2d6 result. If the dice result equals the number or is included in the range listed, the free throw is good. The free throw is missed when the dice result does not equal the number or is not included in the range of numbers. If the last free throw shot was missed, refer to the REBOUND section of the next Action card.

FAST BREAKS

Fast Breaks may occur from either a rebound or a steal. When the rebound result includes (FB), the team has the opportunity to attempt a Fast Break. Use the team's adjusted Fast Break Offense rating and draw the top card of the Fast Break deck. Follow the instructions in the Fast Break section of the card to determine the result.

When the Defense player result is a steal, if the % dice result was equal to the last number in the Turnover reading's % dice range, the team may attempt a Fast Break. Referencing Luka Dončić's card, a % dice result of 18 and a Steal (2d6 result of 7 to 12) would trigger a Fast Break opportunity. If the % dice result was 06 to 17 there is no Fast Break opportunity. Likewise, if the % dice result was 18 but the 2d6 result was 2 to 6, there is no Steal and no Fast Break opportunity. The coach of the team that has a Fast Break opportunity always has the option to attempt a Fast Break or continue play as normal. If you are not actively coaching either team, then always play out the Fast Break opportunity when it arises.

PLAYER CARD EXPLANATION

Assist: Player makes an excellent pass to a teammate who makes an easy basket. Credit the player with an assist. Draw the next Action card to determine the player that scored under the Scorer on Assist heading. If the player on the FAC is the same as the Assist player, the player with the highest scoring rating of the remaining four player scores. To determine if the basket was a 2-point (2PT) or 3-point (3PT) basket, find the scorer's Basket result in the OFFENSE section of his card. Roll the 2d6. If the result is within the 3P range listed, the basket was a 3PT field goal. If the 2d6 result is outside the 3P range or there is no 3P range, the basket is a 2PT field goal.

Basket: The player makes a field goal attempt. If the Basket result is from the Offense player's card, it may have a 3P range listed in () behind the word Basket. Reference or roll the 2d6, if the result is within the range listed next to 3P, the basket was a 3PT field goal; otherwise, a 2PT field goal was scored. Some players may have a % followed by a number in their 3P range. For example %37 following either a 2 or 12. In those cases, when the 2d6 matches the 2 or 12 listed; re-roll the % dice or use the % dice result on the next Fast Break card. If the % dice result is equal or less than the number behind % on the player's card, the basket was a 3PT field goal; otherwise, it is a 2PT field goal. If the Basket result was from the Defense player's card, find the Basket result on the Offense player's card and follow the process above to determine if it was a 2PT or 3PT field goal.

Both the Offense and Defense player cards have an assist rating in brackets. It will look something like this [A: 52-61]. If the percentile dice result is in that range (the original roll, do not re-roll), a player on the offensive team is credited with an assist. If the percentile dice roll is outside the A: range, no assist is awarded. For example if Luka Dončić is on Offense and rolled a 10 on the % dice, the result is Basket. Since 10 is within the A: range of 05-11, the basket was assisted. Complete the basket by checking if it was a 2PT or 3PT shot and then draw the next Action card to determine

which player assisted Dončić. There will always be two players listed in the Assisted by section of the Action card. Only use the second player (after the word or) when the first position listed is the same as the scorer or if the player's Assist rating is lower than the number listed in (). HIGH refers to the player with the highest Assist rating not including the scorer.

Foul: A non-shooting foul, the Offense player has been fouled by the Defense player. The offensive team retains possession and play continues as normal. The current NBA rules state if there is a bonus or penalty situation, the Offense player heads to the free throw line to attempt two free throws. This rule is different in college and other leagues and has changed numerous times throughout history.

Foul while shooting: The Offense player is fouled in the act of shooting. Re-roll all four dice. If the 2d6 result is 3, the foul may have occurred on a 3PT shot. All other 2d6 results, the shot attempt was a 2PT shot. To determine if the shot was good (made), find the % dice result in the ranges listed in the middle of the player's card (the headings start with 3PG on the left followed by 2PG, 3PM and 2PM). If the % dice result is within the ranges under 2PG or 3PG, credit the shooter with a basket (if the 2d6 result was 3 and the % dice result is in the range under 3PG, the shot was a 3PT shot). Do not award an assist if the field goal attempt was good.

If the % dice result is within the ranges under 2PM and 3PM, the shot was missed. If the 2d6 result was 3 and the % dice result is within the range under 3PM, the shot was a 3PT shot and the shooter will attempt 3 field goals. Any other 2d6 result or if the % dice result is within the range under 2PM, the shot was a 2PT shot and the shooter will attempt 2 free throws. Assume Dončić is the Offense player and the possession result was Foul while shooting. The dice result for the 2d6 is 7 so the shot was a 2PT attempt. The % dice was 24 which is under the 2PG heading meaning Dončić makes the 2PT shot and will shoot 1 free throw. If the % dice result had been 55, that result falls under the 3PM heading. Since

the 2d6 was 7, that means Dončić missed a 2PT shot and will shoot two free throws. If the 2d6 total was 3 and the % dice were in the range 00 to 08, Dončić would have made a 3PT shot and would go to the line to shoot one free throw. If the 2d6 total was 3 and the % dice result was within the range of 36 to 63, Dončić missed a 3PT shot but was fouled and will shoot three free throws.

Missed: The Offense player misses a field goal attempt. Check the Offense player's Missed result. If the player has a (3P:) number or range, roll the 2d6. If the total is included in the range listed next to 3P, the field goal attempt was a 3PT attempt otherwise it was a 2PT attempt. Draw the next Action card and check for the Rebound.

Turnover: The Offense player has turned the ball over. When the turnover reading is from the DEFENSE section, it will usually have Steal with a number range in () after the word turnover. If the 2d6 result equals the number or is within the range, the Defense player is credited with a Steal. If the % dice result equals the last number of the Turnover % dice range and the 2d6 are within the Steal range, the defense team has the option to attempt a Fast Break.

If the reading is from the OFFENSE section, it may have an Off Foul range in (). If the 2d6 result is within the range or matches the number listed, the player is charged with both an Offensive Foul and a turnover. Do not charge a team foul for an offensive foul. If the 2d6 result was not in the Off Foul range, then refer to the Defense player's turnover result and award the defender a steal if the 2d6 result is within the Steal range.

Block: The Defense player has blocked the Offense player's field goal attempt. Credit the Offense player with missing a 2PT field goal attempt and credit the Defense player with a blocked shot. If the Defense player is 3 or more inches shorter than the Offense player, the Defense player disrupts the shot and it is still a missed field goal but do not credit the defender with a blocked shot.

Check for a rebound as normal. If the rebounding player is the same as the player that blocked the shot, the offensive team retains possession as the ball was blocked out of bounds. Credit the offense team with a team rebound and continue play as normal.

Ball handler: Some players have B★, B1, B2, B3, D or E listed on the right side of the OFFENSE green-shaded "bar" on their card. Some of the Action card results will reference these letters and they are a way to increase or decrease the number of times the player ends a possession for their team. B★ means the player is considered to be all of the "B" ratings (B1, B2 and B3). If two players have the same ball handler rating or a B★ player is in the game with a B1, B2, or B3, you may choose which player receives possession or may roll a d6 to determine possession. Assign 1-3 to one player and 4-6 to the other.

When the Offense player changes as a result of the Ball handler ratings, the Defense player will also change when the original Defense player was listed as defender or *DEFENDER*. In this case, the player at the same position on the opposite team is now guarding the Offense player. If the original Defense player was specifically listed, that player remains as the Defense player.

Heave: If the end of the quarter or half runs out before a team can resolve their possession, check if they have a player with Heave listed on their card, that player throws up a desperation three point shot (generally from around half court). Re-roll the % dice. If the result 00 to 03, the shot is good, 04 to 99, the was missed.

Pass to: In very rare cases, a player may have one or two additional readings in the Offense section of their card. In these cases, find the 2d6 result in (). Control of the possession passes to that player. If the original Defense player was defender or *DEFENDER*, Defense control also passes to the player at the same position on the defense. Once the new control player(s) are determined, re-roll the % dice and continue play as normal.

ACTION CARD EXPLANATION

Some card results will list a couple positions separated by the word 'or'. An example is B1 or B3. Another example is B1 or F1. In those cases, the first player listed is always the player chosen if he is in the game. In the examples above, if there is no player with a Ball handler of B1, then the player listed after the word 'or' is chosen (B3 in the first example and F1 in the second). If only Ball handlers are listed (B1, B2, B3) and no players currently in the game have a Ball handler rating, use the player with the highest scoring rating. Choose or randomly decide the player if there is a tie.

[OPTIONAL] Whenever a result includes the word 'or', you may select either player listed or any player currently in the game. This is generally suggested to only be used during a blowout game to get bench players more opportunities or in the last couple of minutes of a close game to ensure the team's star player has the ball in his hands.

When the Offense player has a position in (), use that position when there is no player with the Ball handler rating listed. For example, if the Offense player reading on the Action card is B2 (F2) and no player on the offensive team has a Ball handler rating of B2, then use the player in the F2 position.

Bottom section of Action card: If you draw an Action card from the Action deck to determine which player committed a Loose ball foul, the type of turnover or the result of a successful Press attempt; do not draw a new Action card to start the next possession. Instead use the same Action card to determine the Offense and Defense players to start the other team's possession. Alternatively, you may draw an Action card from the unused Action cards that were set aside.

Scorer on Assist: When the scorer is the player with the Assist result or the text is High or..., use the player with the highest scoring rating. When the result is High and there is a tie, use the position listed after the word 'or'. You may also choose the player if preferred.

Assisted by: Always use the player on the left to credit the assist. If this is the same player as the scorer, then use the player on the right after the word 'or'.

+? next to player position: Resolve the possession as normal by obtaining a result from the player's card. Once the possession is resolved, draw the next Fast Break card, and refer to the ? Reading section. Follow the instructions. The players are always the original Offense and Defense player when the card does not specify a player or position.

When the ? Reading results in the Away or Home team doing something on their next X number of possessions, draw an Action card as normal and assign the turnover or Missed/Made basket to the Offense player listed.

Any time a coach or player receives 2 technical fouls in a game, they are ejected and sit out the rest of the game. Any team that has a coach ejected cannot use any of the optional coaching strategies or call time outs.

FAST BREAK CARD EXPLANATION

2P Basket: The player listed scores a 2PT field goal. If the positions listed are Ball handlers only and no player with those Ball handlers are in the game, use the player with the highest scoring rating. Use the Assisted by reading on the face up facing Action card discard pile to assign the assist. Alternatively, you may draw an Action card from the unused Action cards to determine the assist.

2P Missed: The player listed misses a 2PT field goal attempt. If the positions listed are Ball handlers only and no player with those Ball handlers are in the game, use the player with the highest scoring rating. Check for a rebound as normal.

Additional explanations continue on the next page.

Basket: The player indicated scores. Check the Offense player's Basket result. If the player has a (3P:) number or range, roll the 2d6. If the total matches the 3P number or is included in the range listed next to 3P, the field goal was a 3PT field goal otherwise it was a 2PT field goal. Do not assign an assist.

Missed: The player indicated misses. Check the Offense player's Missed result. If the player has a (3P:) number or range, roll the 2d6. If the total matches the 3P number or is included in the range listed next to 3P, the field goal attempt was a 3PT attempt otherwise it was a 2PT attempt.

Defense Foul: A non-shooting foul is called on the player indicated. The offensive team retains possession and play continues as normal. If in a penalty situation, the player shooting free throws is at the same position on the Offense team as the player that committed the foul.

Foul while Shooting: Same as result on player card. Player at same position is the one shooting.

Held up: The team is unable to execute a Fast Break. Use the Action card on the face up discard pile to determine the Offense and Defense players (do not draw new Action card when held up).

Some of the readings on the Fast Break section of the card will have a reading similar to (FB B to E: Held up). In those cases, a team with a Fast Break rating of B, C, D or E uses the Held up result instead.

Offense Foul: The player indicated is charged with both an Offensive Foul and a turnover. Do not count as a team foul. Play continues as normal with the opposing team in possession.

Turnover: The player indicated turns the ball over. If desired flip the next Action card to determine the type of turnover committed. Use the same Action card to begin the opponent's possession.

INJURIES

Rem is short for Remainder. When an injury is for the Remainder of game + d6, roll one six-sided die and the player misses that number of games. When the injury is for Remainder of game + inj, the player misses the number of games indicated next to INJ: on his player card. 0 means no additional games missed while 70 would mean 70 games missed. The injury only counts toward this season only, so if there were 6 games left in the regular season and the injury was for an additional 10 games, the player would miss the last 6 games and the first 4 playoff games (if his team has any) but would not miss any games from this injury at the start the next season.

TECHNICAL FOUL

Some players have an additional rating located on the right edge of the DEFENSE heading bar. If a player has an ! symbol, the player is susceptible to flagrant and technical fouls. The ! usually is included in the rare play results on the ? Reading section of the Fast Break card, but can also occur from the Loose ball foul section of the FAC. Whenever the [!] symbol appears and the indicated player has an ! rating, charge a technical foul. Choose either of the opposing team's G1 or G2 players to shoot one free throw. No rebound if missed. After the free throw shot, give possession to the team that attempted the free throw.

REST

Each player's average minutes played (MP) are listed on his card. During the regular season, the number rating indicates the number of minutes the player should play in each game. Please note the MP rating is simply a guide to manage a player's playing time to approximate his actual usage over the course of a season.

During the playoffs, you may add 10 to the MP rating of any player with a rating of 20 or more. Once the minutes played reaches the MP rating, the player should sit out the rest of the current game. Optional Stamina rules are presented on the next page.

COACHING STRATEGIES [OPTIONAL]

Stall: Generally used near the end of the game when a team is ahead by 15 or more points in the fourth quarter. Discard the top card from the action deck and then draw and continue play as normal. Change any Off Foul results to 24-second violations. The Stall strategy may be used anytime in the second half of the game.

Pressure shooting: A “hurry-up” offense generally used by a team trailing by 15 or more points in the fourth quarter. When using Pressure shooting, do not draw from the Action deck to determine the Offense and Defense players. Instead, draw from unused Action cards. Resolve the play as normal except re-roll the % dice and check the Offense player’s shooting section whenever the original % dice result is Assist.

Intentional foul: Used to counteract the Stall offense or preserve time while trying to make a comeback late in the game. When the Offense coach announces he will be using the Stall strategy, the Defense coach may call for an Intentional foul.

Draw one Action card as normal. Any non-turnover result on either the Offense or Defense player’s card is changed to a non-shooting foul (a foul while shooting is also changed to a non-shooting foul). If a turnover result occurs, no foul is called. Play the turnover as normal.

When intentional foul is used without the Offense using the Stall strategy, draw an Action card from the unused Action cards instead of the Action deck to determine the players involved. Follow the instructions above. The only results of the Intentional foul strategy will be a non-shooting foul or a turnover.

Playing safe: May be used on either an individual player or team basis to reduce the chance of a foul at the expense of allowing an easy scoring opportunity for the opponent. When playing safe, always use the Offense player’s Offense section regardless of reading on the Action card. In addition, change all Foul while shooting and Block

results to basket; roll to determine if a 2PT or 3PT shot as normal. All Turnover results are changed to 2PT basket. Do not award an assist on the changed results.

Missed, Assist and Foul are played as normal.

When a player or team is playing safe, they automatically lose all rebound challenges (when the Action card starts with “High at” in the Rebound section).

A player that incurs 3 fouls in any one quarter must use the Playing safe rules for the remainder of the half while in the game. For the college game, a player that incurs 4 fouls in the first half must use the Playing safe rules for the remainder of the game. It is advisable to bench these players to avoid changing the results to made 2PT or 3PT shots.

Press: A team may choose to use a Press defense to create additional turnovers and steals but will also produce more fouls and fast break opportunities for the opponent. When the Defense coach chooses to play Press defense, draw the top card of the Action deck as normal. If the card has [Press] on the left edge of the card just above the Scorer on Assist heading, ignore the player determination at the top of the card. Draw an Action card from the unused Action cards and use the Press result listed on the bottom of the card. Some Action cards use the team’s Press rating as found on the team card. For example, X: [Press] means only teams with an X Press rating would refer to the Press result. All other teams would ignore the [Press] result and play would continue as normal. Another example would be [Press] (Z: Normal). If the team’s Press rating is a Z, then ignore the [Press] result and continue play as normal using the positions indicated on the card. All other teams would refer to the Press result.

Timeouts: Each team has six timeouts for the full game. If the game goes into overtime, each team is given two timeouts at the start of each overtime period. For realism, please consider calling a team out when one team goes on a run of scoring 10 or more points with the other team being held

scoreless. After a timeout is taken, reduce the number of timeouts remaining by one. If the timeout is called by the losing team's coach, add 2 Action cards to the Action deck from the unused Action cards. Do not add cards to the Action deck if the teams are tied or the timeout is called by the team currently winning the game.

After each timeout, the Offense team chooses their offensive player and that player rolls on the OFFENSE section of their card without turning over an Action card. Assume the player is being guarded by the opponent at the same position. If no one is actively coaching the team, choose the player with a B★, B1 or B2 rating or the player with the highest scoring rating if no "B" player is on the court.

STAMINA *optional rules*

The Rest option noted above suggests playing each player the average minutes they played per game to manage the player's usage. Another option is the SIMULATION option. For this option, choose 10 players to participate in the game and lay them out on the game board with 10 boxes for each team. G1, G2, C, F1 and F2 will be the five starting players and G3, G4, C2, F3 and F4 will be the reserve players. Any player with a position of G or F can be in the G3, G4, F3 and F4 boxes and any player with a position of F or C can be in the C2, F3 and F4 boxes. Of the five non-starters, the player with the highest Assist rating should be in G3. The player with the highest Rebound rating should be in C2, the second highest in F3 and then the lowest in F4. Only the 10 players chosen to participate in the game are used. Any other player cards are set aside and will not be used in this game. If replaying a specific real-life game, you may need to swap out reserve players periodically throughout the game when more than 10 players were used in the real game. If the team used less than 10 players in the real game, please leave the appropriate position boxes open as necessary.

To determine the players to be used to resolve a possession, read the FAC as normal. Some cards will have a reading that changes possession from

the players listed on top to one of the players in the "reserve" spots (G3, G4, F3, F4, C2). For example, if the FAC reading is F1 vs defender and (F3) is listed underneath, use the player in F3 when playing with all 10 players on the board. Otherwise, the (F3) reading would be ignored when playing with only 5 players per team on the game board. When *DEFENDER* is chosen, always use the opposing player in the same box as the offensive player chosen. For example, when the offensive player is G4, use the player in box G4 on the defensive team. Another reading may have a qualification with it. For example, the card may show (G4 if MP > 14). In this case, if the player in spot G4 has an MP rating of 15 or higher, then use the player in G4; otherwise, ignore and use the players listed at the top of the card. Another reading may be (C2 if C1 MP < 30). Check the player in C1, if their MP rating is less than 30, then use the player in C2. Otherwise, use the player in C1. If less than 10 players are on the board and the position box chosen is empty, use the players listed at the top of the card instead of the empty reserve box.

Other than all 10 players having the opportunity to influence the possession outcome, the game plays the same as when using starters and subs. There are some adjustments that need to be made for Assists and Rebounds on the FAC. Whenever a "reserve" (G3, G4, F3, F4, C2) scores and an assist needs to be determined, add 2 to the Assisted by player to determine which player is awarded the assist. For example, if the Assisted by reading is G1 or F2 and the C2 scored, the assist would be awarded to G3. If G3 scored, then F4 would be credited with the assist. When a reserve scores and the Assisted by result is HIGH, use the highest Assist rated player among the remaining reserve players. Whenever a "reserve" misses a shot, add 2 to the positions listed in the Rebound section of the FAC. Always award the rebound to a "reserve" (G3, G4, F3, F4, C2) when one of those players misses a shot. Use the reserve players when the result is HIGH and the shooter was a reserve player.

The SIMULATION option does not track minutes played during the game for any individual player.

If minutes played are a necessity, track the number of possessions each player is involved in during game play by making a tick mark on the scoresheet. At the end of the game assign minutes based on the player's usage (i.e. number of possessions relative to the total team possessions).

Team player cards

Another way to play a quicker version of Bank Shot Basketball is to use the team cards. These cards look exactly like the player cards with both an Offense and Defense section. There are no individual players used as the team cards take the place of all players. The game plays the same with all results coming from the Offense and Defense sections of the Team player cards. When the 2d6 total falls within the A: range after a Basket, turn over the next Action card to ensure the timing of the game remains correct. There are no player finders included. When checking for a rebound, ignore any player designation and award the rebound to the team indicated. Usually the Action card will read Offense or Defense with a position following. When using the Team player cards, just use the Offense or Defense part of the reading. This general rule is true for other parts of the game that list the team and a player in the result. Just take the team part and ignore the player.

A sample of a Team player card is below.

| CHARLOTTE HORNETS | | | | | | | | | |
|------------------------------------|--|-------|--|---------|-------|-------|--|-----------|--|
| L 2022-2023 CHARLOTTE | | | | | | | | | |
| FT OFFENSE | | | | | 114.7 | | | | |
| G 00-06 Foul | | | | | | | | | |
| G 07-48 Missed (3P: 8-11) | | | | | | | | | |
| G 49-57 Foul while shooting | | | | | | | | | |
| G 58-68 Turnover (Off Foul: 6) | | | | | | | | | |
| 7-12 69-78 Assist | | | | | | | | | |
| 79-99 Basket (3P: 9-11) [A: 79-90] | | | | | | | | | |
| Off Reb | | 3 | | Def Reb | | 5 | | Assist 14 | |
| 3PG | | 2PG | | 3PM | | 2PM | | G GS MP | |
| 00-08 | | 09-32 | | 33-59 | | 60-99 | | 82 82 242 | |
| DEFENSE | | | | | INJ 0 | | | | |
| 00-11 Turnover (Steal: 7-12) | | | | | | | | | |
| 12-18 Foul while shooting | | | | | | | | | |
| 19-46 Missed | | | | | | | | | |
| 47-55 Foul | | | | | | | | | |
| 56-64 Block | | | | | | | | | |
| 65-99 Basket [A: 65-83] | | | | | | | | | |