Numbered cards (2-109) which are used in the determination of ASSISTS, RETALIATING PLAYERS, and GAME MISCONDUCTS. The cards themselves are actually mini-tables, which allow one to derive the above information in any situation.

The ASSISTS and RETALIATION TABLES are based upon broad averages but don't necessarily produce well at the "margins," i.e., players who have either very high or very low ratings relative to the mean. They are designed to give reasonable accuracy and ease of use. The ARC, however, will vary depending on the players on the ice at the time of the particular occurrence.

They provide the greater accuracy of the two methods, but at the additional expense of playing time.

ASSIST DETERMINATION:

1.   Determine if the goalie receives an assist.

2.   Determine how many assists are to be given.

3.   SUM (not rank) the "AS'' factors of all on ice players exclusive of the goal scorer.

4.   Pull the ARC, which matches this sum.

AS -Refers to the individual "AS" factor of the player under consideration for an assist.

> 1 -   Column to be used when one assist is given.

> 2 -   Column to be used when two assists are given.

5.   Check for AUTOMATIC ASSISTS. If a player has an "A." listed under the appropriate column, then he is credited with an assist. Any automatic assist is deducted from the number obtained in Step 2 above.

After these 5 steps are completed, the remainjng players are considered for assists in ascending order, i.e., the player with the lowest "AS" factor first, the next highest second. If two or more players have the same "AS" factor, then roll dice to determine a "higher" and "lower."

Roll the dice and cross-reference the first player's "AS" factor with the appropriate column on the ARC. If the dice roll falls within the indicated range, then the player receives an assist. Otherwise, he is eliminated from assist consideration. Roll the dice and follow the procedure for each p]ayer until all assists have been awarded.

In addition to the procedure described previously, there is another way in which a player can gain an automatic assist. If the number of assists to be awarded equals the number of skaters still to be considered, then these skaters receive automatic assists. For example, if there are 2 assists to be awarded and 4 skaters with "AS" factors, then should the first 2 players roll out of range, the remaining 2 are credited automatically with the assists.

In the process of determining assists, stop when the appropriate number has been awarded. Any remaining players are ignored.

RETALIATION:

The method is the same as for ASSISTS, except that only the "I" column will be used. Use the "MI" or "MA" factor as dictated by the rules.

1.   SUM (not rank) the appropriate factors.
2.   Starting with the lowest player, roll the dice once for each, checking under column "I". Use the sarne methodology as used in determining assists.

GAME MISCONDUCTS:

1.   Sum the "GM" factor of all eligible players.

2.   Roll the dice once for each player, checking under column "1 ". When the Game Misconduct has been given, proceed to #3.

3.   If the rules of the game dictate that more than one Game Misconduct is to be given in a particular situation, then repeat the entire process described in #2 for each individual penalty. However, no player can receive more than one Game Misconduct.

If you have any questions please visit the PT Games Delphi Forum at http://forums.delphiforums.com/ptgamesinc/