

XEG New College Basketball

This game is designed to replicate college basketball in approximately 20 throws of 3 dice (1 red 1 black 1 blue) with the occasional decider die to solve 50/50 situations. Based off of History Maker Baseball and Fast Drive Football, we use team stats to create team qualities, which then come into play during the games.

GAMEPLAY

Each gameplay roll takes up 2:00 of clock time, until we get into the final 2:00 of the game.

Roll 3 dice, with the smallest numbers always being read first. A 5-3-2 roll gets read as 2-3-5. Once you have that number, reference the far left column on the main chart. If the criteria are met, use the score generated by that criteria, with the number on the left always being the visitor score, and the right being the home score. A 2-5 result means that during that 2:00 period, the home team outscored the visiting team 5-2.

If the criteria on the left column are not met, move to the middle column, and if the middle criteria are still not met, move to the far right column.

In addition to the score, there are more things that can happen on a result:

- A team can get HOT, which is a team attribute that comes and goes during the game. Once a team gets HOT, they only lose this quality if 1) The half ends, 2) They get 0 points in a 2:00 chunk of clock time, or 3) The result explicitly says that a team "loses HOT".
- The result may also call for free throws with an (X). For each free throw called for, roll 2 dice, reading the red dice before the black dice, and compare that to the team's FT range. If it's within the range, the team adds 1 point for each successful FT to their total for that time block.

An (X) is assigned against the fouling team. These are "accumulating fouls." Once a team gets 2 (X)s in a half, they are in "FOUL TROUBLE" and their opponent receives +2 points to their point total every other time block (:16, :12, :08, :04). The fouling team also receives the "FOUL TROUBLE" quality. The +2 does not take effect in the same time block in which a team enters "FOUL TROUBLE."

- There are several instances that call for a roll on the UNUSUAL CHART. To roll against the chart, roll 2 dice in the same way you roll for a free throw. In addition to modifying the score, the UNUSUAL CHART has the ability to change team qualities, add or subtract foul (X) and HOT qualities.

When checking team qualities, there are some instances where the quality will have a • after the quality, this means they have a "semi" quality, and you have to roll a decider dice in that instance to determine if they have that quality in that instance. Because this comes up on an instance-by-instance basis, a team with "SHARP•" could be SHARP at one point in the game and not SHARP later on.

TIMING

Again, every roll against the MAIN chart takes 2:00, but when you get to the final 2:00 of the game (not half), you must check the score to determine what to do next. Again this is not the 2:00 block, but the block that is labelled 0:00 in the second half.

If the difference between the teams is 11+ points, your next roll will be on the normal chart.

If the difference between the teams is 4-10 points, your next roll will be on the FINAL 2:00 CHART using the same 2 dice method we use for Free throws and the UNUSUAL CHART. Each roll takes :30, so there will be up to 3 of them before we get to the final shot.

- If at any point, the point difference decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart. If the difference exceeds 10 points, keep rolling on this chart until we get to the final :30.
- If a team leads by 4+ in the final :30 of the game, the losing team misses a three and the winning team simply dribbles out the clock. No rolls are needed.

If the difference between the teams is 0-3 points at 2:00 and you have not rolled on the FINAL 2:00 CHART, Roll 1d6 to determine initial scoring in the 2:00 leading up to the final shot. (1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4-4, 5 = 5-5, and 6 = 6-6.) Then roll 2 dice using the same method used for Free throws and the UNUSUAL CHART. Any points awarded in the final roll will be added to the initial scoring.

To be clear, if you transition from the FINAL 2:00 CHART to the FINAL SHOT chart, you do not roll the 1d6 for initial scoring, as the FINAL 2:00 chart provided that initial scoring in the time from 2:00 to the final shot.

If a game goes to overtime, OT consists of two 2:00 segments, followed by a score check to determine the final minute, which will be treated just as you would the final 2:00 of regulation, except there would be a maximum of 1 roll on the FINAL 2:00 chart before advancing to the final shot.

NEUTRAL SITE

To play a neutral site game, roll the decider die with the regular dice to determine who the home team is in that time block. ○ means the top team on the scoreboard is the home team, while • means the bottom team on the scoreboard is the home team for that time block. If a decider dice roll is needed to determine a quality check, re-roll it.

TEAM QUALITIES

Teams are assigned qualities based on their total stats and where they rank relative to everyone else. Star ratings change on a game-by-game basis based on a team's SRS rating, which can be found at <https://www.sports-reference.com/cbb/>.

To calculate star ratings before a game, compare each team's SRS. The team with the lower SRS will not receive a star rating, while the higher SRS team will receive a star rating according to the following chart:

Difference in SRS	★ rating for the higher team
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

Team qualities are assigned by looking at a team's stats ranked against the other 352 Division 1 College teams, with teams getting the following ratings based on the following rankings:

	1-29 (HIGHEST)	30-58	60-302	305-333	334-362 (LOWEST)
Points Per Game	TEMPO	TEMPO•	(No Quality)	SLOW•	SLOW
Total Shooting %	SHARP	SHARP•	(No Quality)	DULL•	DULL
Three Point %	RANGED	RANGED•	(No Quality)	BRICK•	BRICK
Turnovers Committed	SLOPPY	SLOPPY•	(No Quality)	CRISP•	CRISP
Offensive Rebounds	O-BIG	O-BIG•	(No Quality)	O-SMALL•	O-SMALL
Assists	SPREAD	SPREAD•	(No Quality)	SELFISH•	SELFISH
Opponent Shot %	OPEN	OPEN•	(No Quality)	LOCK•	LOCK
Opponent Three Point %	SPACED	SPACED•	(No Quality)	CONTESTED•	CONTESTED
Steals	HANDSY	HANDSY•	(No Quality)	SEDATE•	SEDATE
Blocks	BLOCK	BLOCK•	(No Quality)	ZONE•	ZONE
Fouls Committed	UNRULY	UNRULY•	(No Quality)	TRAINED•	TRAINED
Defensive Rebounds	D-BIG	D-BIG•	(No Quality)	D-SMALL•	D-SMALL

Be mindful when checking these ratings that sometimes having the HIGHEST of a quality is a bad thing, as indicated by the color difference.

Teams from a lower division automatically have the qualities of "SLOW• DULL• FT:11-41" with an SRS of -20.

Team Free Throw %	Rating
< 54.6	FT:11-41
54.6-57.0	FT:11-42
57.1-59.5	FT:11-43
59.6-62.5	FT:11-44
62.6-65.5	FT:11-45
65.6-68	FT:11-46
68.1-70.5	FT:11-51
70.6-73.5	FT:11-52
73.6-76.5	FT:11-53
76.6-79.5	FT:11-54
79.6-82.0	FT:11-55
82.1-84.5	FT:11-56
84.6-87.5	FT:11-61
87.6-90.5	FT:11-62
90.6-93.0	FT:11-63
93.1-95.5	FT:11-64
95.6-98.5	FT:11-65
98.6+	FT:11-66

Use the chart to the left to determine a team's Free throw rating, and add that to the end of all of their qualities.

Remember, all of this is just a work in progress, and I have no idea how this will be received. If people like the concept, maybe we'll develop things further.

Feedback is always welcome at MTingle@gmail.com

Shameless plug for our website: <https://www.xegstudios.com>

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★	SRS	NAME	QUALITIES	1H FOULS	2H FOULS	1H	2H	OT	TOT
				(X) (X)	(X) (X)				
				(X) (X)	(X) (X)				

1ST HALF	ROLL	VISITOR	HOME	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				
0:00				

SRS Difference	High Team receives
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

	VISITOR	HOME
HALFTIME		

2ND HALF	ROLL	VISITOR	HOME	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				

Use if either team is leading by 11+ after 2:00

	ROLL	VISITOR	HOME	NOTE
0:00				

OR

Use if either team is leading by 4-10 after 2:00

	ROLL	VISITOR	HOME	NOTE
1:30				
1:00				
0:30				
0:00				

OT	ROLL	VISITOR	HOME	NOTE
3:00				
1:00				
0:30				
0:00				

In OT, first 2 rolls are normal chart, 0:30 and 0:00 rolls should be determined using Final 2:00 / Final Shot logic

All rolls are 3d6 read from low to high. Example: 6-4-3 is 3-4-6 etc.

Exceptions are Free Throw Rolls, Unusual Chart, Final 2:00 chart, and Final Shot Chart, which are 2d6, read with red die first. Example: 51 is 51.

Any quality with a ★ after is a "semi" quality, and must be accompanied by a ★ roll of the decider dice to take effect. "semi" qualities are rerolled on an instance-by-instance basis in-game.

If a team is in "FOUL TROUBLE" through 2 (X)s in a half or other means, the other team gets +2 points to their total in the following time blocks: 16:00, 12:00, 8:00, 4:00 (FOUL TROUBLE resets at half, end regulation)

Neutral site games roll a decider die in each block to determine "Home" team. ★ indicates "same as scoreboard", ◊ flips (home is now visitor)

After the 2:00 result in the second half, proceed as follows:

Team winning by 11+: One final roll on normal chart

Team winning by 0-3: Roll a d6 to determine initial scoring

(1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4-4, 5 = 5-5, 6 = 6-6) Then proceed to FINAL SHOT chart for 0:00

Team winning by 4-10: Proceed to final 2:00 chart and use 1:30, 1:00, 0:30 time blocks.

If at any point, the point difference decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart.

If the difference exceeds 10 points, keep rolling on this chart until we get to the final 0:00 block.

If a team is winning by 4+ entering the final 0:00 roll: Losing team misses a 3, winning team dribbles out clock

NORMAL/MAIN CHART

1-1-1	<i>Both teams are raining threes!</i> 9-9 + BOTH HOT!	1-1-1	1-1-1	
1-1-2	5★ HOME? 0-9 + HOME HOT!	1-1-2	5★ VISITOR? 9-0 + VISITOR HOT!	1-1-2 4-4
1-1-3	4-5★ VISITOR? 8-0 + VISITOR HOT!	1-1-3	4-5★ HOME? 0-8 + HOME HOT!	1-1-3 4-4 + 2FT EACH TEAM (X)
1-1-4	3-5★ HOME? 0-6 + HOME HOT!	1-1-4	3-5★ VISITOR? 6-0 + VISITOR HOT!	1-1-4 3-3
1-1-5	2-5★ VISITOR or SLOW HOME? 4-0	1-1-5	2-5★ HOME or SLOW VISITOR? 0-4	1-1-5 3-3
1-1-6	1-5★ HOME or SLOW VISITOR? 2-5	1-1-6	1-5★ VISITOR or SLOW HOME? 5-2	1-1-6 3-3
1-2-2	5★ HOME? 0-6 + HOME HOT!	1-2-2	5★ VISITOR? 6-0 + VISITOR HOT!	1-2-2 4-4
1-2-3	4-5★ VISITOR or LOCK VISITOR? 4-0	1-2-3	4-5★ HOME or LOCK HOME? 0-4	1-2-3 6-6
1-2-4	3-5★ HOME or SHARP HOME? 0-4	1-2-4	3-5★ VISITOR or SHARP VISITOR? 4-0	1-2-4 5-5
1-2-5	2-5★ VISITOR or SHARP VISITOR? 4-0	1-2-5	2-5★ HOME or SHARP HOME 0-4	1-2-5 4-4
1-2-6	1-5★ HOME or SHARP HOME? 0-3	1-2-6	1-5★ VISITOR or SHARP VISITOR? 3-0	1-2-6 3-3
1-3-3	2-5★ VISITOR or SPREAD VISITOR? 5-2	1-3-3	2-5★ HOME or SPREAD HOME? 2-5	1-3-3 3-3
1-3-4	1-5★ HOME or SELFISH VISITOR? 2-5	1-3-4	1-5★ VISITOR or SELFISH HOME? 5-2	1-3-4 2-2
1-3-5	1-5★ VISITOR or UNRULY HOME? 2-2 + 1FT VIS (X)	1-3-5	1-5★ HOME or UNRULY VISITOR? 2-2 + 1FT HOME (X)	1-3-5 2-2
1-3-6	2-5★ HOME or FOUL TROUBLE VISITOR? 2-6	1-3-6	2-5★ VISITOR or FOUL TROUBLE HOME? 6-2	1-3-6 4-2
1-4-4	SLOW VISITOR or HOT HOME? 0-2	1-4-4	SLOW HOME or HOT VISITOR? 2-0	1-4-4 2-2
1-4-5	SLOPPY VISITOR or OPEN VISITOR? 2-6	1-4-5	SLOPPY HOME or OPEN HOME? 6-2	1-4-5 5-5
1-4-6	DULL VISITOR or LOCK HOME? 0-3	1-4-6	DULL HOME or LOCK VISITOR? 3-0	1-4-6 2-2
1-5-5	RANGED HOME or SPACED VISITOR? 2-6	1-5-5	RANGED VISITOR or SPACED HOME? 6-2	1-5-5 5-3
1-5-6	BRICK VISITOR or CONTESTED HOME? 0-2	1-5-6	BRICK HOME or CONTESTED VISITOR? 2-0	1-5-6 3-5
1-6-6	CRISP HOME? 2-5 + 1FT HOME (X)	1-6-6	CRISP VISITOR? 5-2 + 1FT VISITOR (X)	1-6-6 4-3
2-2-2	SLOPPY VISITOR or HOT HOME? 2-6 + HOME HOT!	2-2-2	SLOPPY HOME or HOT VISITOR? 6-2 + VISITOR HOT!	2-2-2 3-4
2-2-3	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-3	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-3 4-4
2-2-4	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-4	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-4 3-3
2-2-5	UNRULY VISITOR? 2-2 + 2FT HOME (X)	2-2-5	UNRULY HOME? 2-2 + 2FT VISITOR (X)	2-2-5 4-4
2-2-6	HANDSY HOME or SLOPPY VISITOR? 2-4	2-2-6	HANDSY VISITOR or SLOPPY HOME? 4-2	2-2-6 5-5
2-3-3	BLOCK HOME or O-SMALL VISITOR? 2-6	2-3-3	BLOCK VISITOR or O-SMALL HOME? 6-2	2-3-3 5-3
2-3-4	ZONE VISITOR or D-BIG HOME? 2-4	2-3-4	ZONE HOME or D-BIG VISITOR? 4-2	2-3-4 3-5
2-3-5	SPREAD HOME or SEDATE VISITOR? 2-4	2-3-5	SPREAD VISITOR or SEDATE HOME? 4-2	2-3-5 2-4
2-3-6	UNDER 4:00 LEFT IN GAME? 2-4 + 2FTS VISITOR (X)	2-3-6	UNDER 8:00 LEFT IN GAME? 4-2 + 2FTS HOME (X)	2-3-6 3-3
2-4-4	DECIDER DICE • ? 2-6 + VISITOR LOSES HOT	2-4-4	DECIDER DICE ○ ? 6-2 + HOME LOSES HOT	2-4-4
2-4-5	DECIDER DICE • ? 2-2 + 2FTS VISITOR (X)	2-4-5	DECIDER DICE ○ ? 2-2 + 2FTS HOME (X)	2-4-5
2-4-6	DECIDER DICE • ? 2-2 + 2FTS HOME (X)	2-4-6	DECIDER DICE ○ ? 2-2 + 2FTS VISITOR (X)	2-4-6
2-5-5	DECIDER DICE • AND HOT VISITOR? 8-4	2-5-5	DECIDER DICE ○ AND HOT HOME ? 4-8	2-5-5 6-6
2-5-6	DECIDER DICE • AND HOT HOME? 2-6	2-5-6	DECIDER DICE ○ AND HOT VISITOR? 6-2	2-5-6 4-4
2-6-6	UNUSUAL CHART	2-6-6	2-6-6	2-6-6
3-3-3	DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6	3-3-3	DECIDER DICE ○ AND FOUL TROUBLE HOME? 6-2	3-3-3 UNUSUAL CHART
3-3-4	FOUL TROUBLE VISITOR or TRAINED HOME? 0-2	3-3-4	FOUL TROUBLE HOME or TRAINED VISITOR? 2-0	3-3-4 4-4
3-3-5	FOUL TROUBLE V? 2-6 + 2FTS H(X) + HOME HOT!	3-3-5	FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT!	3-3-5 2-2
3-3-6	FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT!	3-3-6	FOUL TROUBLE V? 2-6 + 2FTS H(X) + HOME HOT!	3-3-6 5-5
3-4-4	2-6 + HOME HOT!	3-4-4	3-4-4	3-4-4
3-4-5	2-2 + 2FT EACH TEAM (X)	3-4-5	3-4-5	3-4-5
3-4-6	HOT VISITOR? 8-4	3-4-6	HOT HOME? 4-8	3-4-6 6-5
3-5-5	5-6 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-5-5	3-5-5	3-5-5
3-5-6	5-4 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-5-6	3-5-6	3-5-6
3-6-6	4-5 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-6-6	3-6-6	3-6-6
4-4-4	7-7 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	4-4-4	4-4-4	4-4-4
4-4-5	8-5 + ★ COUNT	4-4-5	4-4-5	4-4-5
4-4-6	5-8 + ★ COUNT	4-4-6	4-4-6	4-4-6
4-5-5	4-4 + 2FT EACH TEAM (X)	4-5-5	4-5-5	4-5-5
4-5-6	and one for the visitors! 2-0 + 1 FT VISITOR (X)	4-5-6	4-5-6	4-5-6
4-6-6	and one for the home team! 0-2 + 1 FT HOME (X)	4-6-6	4-6-6	4-6-6
5-5-5	UNUSUAL CHART	5-5-5	5-5-5	5-5-5
5-5-6	DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X)	5-5-6	DECIDER DICE ○ ? 3-3 + 2 FTS HOME (X)	5-5-6
5-6-6	5-5 + ★ COUNT	5-6-6	5-6-6	5-6-6
6-6-6	<i>Both teams have gone ice-cold!</i> 0-0	6-6-6	6-6-6	6-6-6

UNUSUAL CHART (roll 2d6 and read them red dice first, black dice second)

11	<i>Shot clock malfunction slows down the game.</i> 4-4 + BOTH TEAMS LOSE HOT!	41	<i>Unexpected players score!</i> Roll and add 2D6 for each TM score
12	<i>Long review slows down the game.</i> 3-3 + BOTH TEAMS LOSE HOT!	42	<i>Student section disturbance causes delay</i> 4-4 + BOTH LOSE HOT!
13	<i>Funny bounces make a difference.</i> Roll and add 1D6 for each TM score	43	HOME gets an unexpected big man three! 3-6
14	<i>VISITOR Big man hurt!</i> 4-4 + Lose V O-BIG + D-BIG, add D-SMALL + O-SMALL for game	44	<i>VISITOR gets an unexpected big man three!</i> 6-3
15	<i>HOME Big man hurt!</i> 4-4 + Lose H O-BIG + D-BIG, add D-SMALL + O-SMALL for game	45	<i>VISITOR jumpers are heating up!</i> 8-2 + VISITOR HOT!
16	<i>VISITOR Top G hurt!</i> 4-4 + Lose V SPREAD + RANGED, add BRICK + SELFISH for game	46	<i>HOME jumpers are heating up!</i> 2-8 + HOME HOT!
21	<i>HOME Top G hurt!</i> 4-4 + Lose H SPREAD + RANGED, add BRICK + SELFISH for game	51	<i>VISITOR coach is T'ed up after a HOME run!</i> 0-6 + 1FT HOME (X)
22	<i>The refs are letting them play!</i> 8-8 + Remove one (X) from each team	52	<i>HOME coach is T'ed up after a VISITOR run!</i> 6-0 + 1FT VISITOR (X)
23	1-5★ VISITOR + TRUE ROAD GAME? Home crowd rallies the underdogs! 0-8 + HOME HOT!	53	<i>VISITOR is fouled shooting 3!</i> 0-0 3FTS VISITOR (X)
24	<i>VISITOR foul is under review.</i> DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT HOME (X)	54	<i>HOME is fouled shooting 3!</i> 0-0 3FTS HOME (X)
25	<i>HOME foul is under review.</i> DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT VISITOR (X)	55	<i>Teams are heating up!</i> 8-8 + BOTH TEAMS HOT!
26	TIED? 5-5; Else <i>LOSING TEAM fouled shooting 3!</i> 2-2 + 3FTS LOSING TEAM (X)	56	1-5★ EITHER TEAM? <i>Adapting defense!</i> 6-6 + LOSE 1★; Else 6-6
31	<i>It's the ref show out there!</i> 0-0 + 4FT EACH TM, BOTH GET FOUL TROUBLE	61	<i>Aggressive ref!</i> 2-2 + 2FT EACH TM, BOTH GET FOUL TROUBLE
32	<i>VISITOR with a chance for a 4-point play!</i> 6-2 + 1FT VISITOR (X)	62	TEAM WITH 10+ PT LEAD? 9-0 for LOSING TEAM; Else 7-7
33	<i>Coach EJECTED!</i> DECIDER DICE • ? 4-4 HOME Loses ALL positive team qualities; Else Same but to VISITOR	63	HOME with a chance for a 4-point play! 2-6 + 1FT HOME (X)
34	TIED? 6-6; Else TEAM LOSING BY 5+? 6-0 for LOSING TEAM; Else 5-4 for LOSING TEAM	64	TIED? 5-5; Else 5-2 for LOSING TEAM
35	<i>Wild sequence of events opens the game up!</i> 10-10 + BOTH TEAMS Lose SLOW, add TEMPO	65	<i>VISITOR three under review vs shot clock.</i> DECIDER DICE • ? 5-2; Else 2-2
36	<i>Things get chippy after a whistle!</i> 6-6 + BOTH TMS lose TRAINED, add UNRULY	66	<i>HOME three under review vs shot clock.</i> DECIDER DICE • ? 2-5; Else 2-2

FINAL 2:00 CHART If difference is 4-10 pts. Each roll is :30. If difference is reduced to 0-3, go to final shot chart to end game. If 4+ with :30, losing TM misses 3 and winning team dribbles out clock

11-13	LOSING TM hits a three, then fouls! 3-0 for LOSING TM + 2 FTS WINNING TM	
14-16	LOSING TM hits a two, then fouls! 2-0 for LOSING TM + 2 FTS WINNING TM	
21-22	LOSING TM RANGED or WINNING TM SPACED? 3, then foul 3-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 3 then foul 0-0 + 2 FTS WINNING TM
23-24	LOSING TM SHARP or WINNING TM OPEN? 2, then foul 2-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 2 then foul 0-0 + 2 FTS WINNING TM
25-26	LOSING TM BRICK or WINNING TM CONTESTED? Missed 3 then foul 0-0 + 2 FTS WINNING TM;	Else 3 then foul 3-0 for LOSING TM + 2 FTS WINNING TM
31-32	LOSING TM DULL or WINNING TM LOCK? Missed 2 then foul 0-0 + 2 FTS WINNING TM;	Else 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
33-34	LOSING TM SLOPPY or WINNING TM HANDSY? Turnover then foul 0-0 + 2 FTS WINNING TM;	Else 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
35-36	1-5★ LOSING TM? Losing team hits a 2, then fouls. 2-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 2 then foul 0-0 + 2 FTS WINNING TM
41-42	2-5★ LOSING TM? Losing team hits a 3, then fouls. 3-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 3 then foul 0-0 + 2 FTS WINNING TM
43-44	1-5★ WINNING TM? Missed 2 then foul 0-0 + 2 FTS WINNING TM	Else; 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
45-46	2-5★ WINNING TM? Missed 3 then foul 0-0 + 2 FTS WINNING TM	Else; 3 then foul 3-0 for LOSING TM + 2 FTS WINNING TM
51-56	LOSING TM misses a three, then fouls! 0-0 + 2 FTS WINNING TM	
61-62	LOSING TM misses a two, then fouls! 0-0 + 2 FTS WINNING TM	
63-64	LOSING TM HITS a two, then gets a STEAL and they get fouled! 2-0 for LOSING TM + 2 FTS LOSING TM	
65	LOSING TM HITS a two, then gets a STEAL and hits ANOTHER TWO! 4-0 for LOSING TM	
66	LOSING TM HITS a three, then gets a STEAL and hits ANOTHER TWO! 5-0 for LOSING TM	

FINAL SHOT CHART (If difference between the two teams is 0-3 points. If not using Final 2:00 chart to get here, roll 1d6 for initial scoring. 1= 1-1, 2=2-2, etc)

11	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team hits 3! Game over!
12	TIED: Visitor 3 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
13	TIED: 1-5★ VISITOR hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
14	TIED: 2-5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team misses 3. Game over.
15	TIED: 3-5★ VISITOR hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team makes 3 after :00! No good!	Else Losing team can't get the ball! Game over.
16	TIED: 4-5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? 4-5★ LOSING TM hits 3 at :00! Else miss	Else Losing team makes 2, but after :00! Game over.
21	TIED: 5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? 2-5★ LOSING TM hits 3 at :00! Else miss	Else 1-5★ LOSING TM hits 2! Else miss. Game over
22	TIED: 1-5★ HOME hits 2! Ballgame! Else miss + OT!	DOWN 3? RANGED LOSING TM hits 3! Else miss	Else 2-5★ LOSING TM hits 2! Else miss. Game over
23	TIED: 2-5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? LOSING TM = HOME? 3! OT! Else miss	Else 3-5★ LOSING TM hits 3!!! Else miss. Game over
24	TIED: 3-5★ HOME hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team hits 3! Overtime!	Else 4-5★ LOSING TM hits 3!!! Else miss. Game over
25	TIED: 4-5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? Losing team misses 3. Game over	Else 5★ LOSING TM hits 3!!! Else miss. Game over
26	TIED: 5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? 3-5★ LOSING TM hits 3 at :00! Else miss	Else SHARP LOSING TM hits 2! Else miss. Game.
31	TIED: Home 2 misses. Overtime!	DOWN 3? Losing team hits 3! Overtime!	Else RANGED LOSING TM hits 3!!! Else miss. Game.
32	TIED: Visitor 2 misses. Overtime!	DOWN 3? 1-5★ WINNING TM? Underdog 3 for OT!	Else Losing team HITS AND 1 AT :00! 1FT!
33	TIED: UNRULY V? 2FTS H at :00! Else, miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 3! Game over!
34	TIED: UNRULY H? 2FTS V at :00! Else, miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
35	TIED: Visitor 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
36	TIED: Home 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team misses 3. Game over.
41	TIED: Visitor 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team can't get the ball! Game over.
42	TIED: Home 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else SHARP LOSING TM hits 2! Else miss. Game.
43	TIED: Home fouls at the buzzer! 2FTS V at :00!	DOWN 3? 5★ LOSING TM hits 3 at :00! Else miss	Else RANGED LOSING TM hits 3!!! Else miss. Game.
44	TIED: Visitor fouls at the buzzer! 2FTS H at :00!	DOWN 3? LOSING TM = VISITOR? Miss! Else 3!	Else Losing team airballs it at the buzzer. Game.
45	TIED: SHARP VISITOR hits 2! Game! Else miss + OT!	DOWN 3? Foot on the line! Losing team hits 2, loses	Else Losing team fouled on 3 at :00! 3FTS!
46	TIED: DECIDER DICE -? Home 2 wins it! Else Visitor 2 wins it!	DOWN 3? DECIDER DICE -? Losing TM ties it! Else miss	Else DECIDER DICE -? Losing TM hits 2! Else Losing TM hits 3!
51	TIED: SHARP HOME hits 2! Game! Else miss + OT!	DOWN 3? RANGED LOSING TM hits 3! Else miss	Else Losing team fouled on shot at :00! 2FTS!
52	TIED: EITHER TEAM 1-5★? Underdog hits 2! Else miss+OT	DOWN 3? 1-5★ WINNING TM? Underdog 3 for OT! Else miss	Else 1-5★ WINNING TM? Underdog hits 2! Else miss. Game.
53	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team 3 GOOD AND 1 at :00! 1FT!	Else RANGED LOSING TM hits 3!!! Else miss. Game.
54	TIED: Visitor 3 misses. Overtime!	DOWN 3? 1-5★ LOSING TM hits 3 at :00! Else miss	Else SHARP LOSING TM hits 2! Else miss. Game.
55	TIED: Visitor 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team hits 3! Game over!
56	TIED: Home 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
61	TIED: Visitor 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 3. Game over.
62	TIED: Home 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team fouled on 3 at :00! 3FTS!	Else Losing team misses 3. Game over.
63	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team makes 3 after :00! No good!	Else Losing team can't get the ball! Game over.
64	TIED: Visitor 3 misses. Overtime!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team makes 3, but after :00! Game over.
65	TIED: Home 2 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
66	TIED: Visitor 2 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 3. Game over.

ATLANTIC 10

SRS	School	Qualities
4	Davidson	BRICK• CRISP• FT:11-52
14	Dayton	SHARP RANGED O-SMALL• LOCK• SEDATE• TRAINED FT:11-52
7	Duquesne	BLOCK• FT:11-52
-1	Fordham	DULL O-BIG SPACED• HANDSY• BLOCK UNRULY FT:11-46
7	George Mason	SELFISH• LOCK FT:11-53
-1	George Washington	BLOCK TRAINED D-BIG• FT:11-53
-2	La Salle	CRISP FT:11-52
7	Loyola (IL)	SPREAD LOCK BLOCK UNRULY D-BIG• FT:11-51
8	Massachusetts	BRICK• O-BIG SPREAD• UNRULY• FT:11-51
-2	Rhode Island	SPACED• SEDATE FT:11-45
9	Richmond	RANGED• CRISP O-SMALL LOCK CONTESTED• TRAINED D-BIG• FT:11-52
7	Saint Joseph's	LOCK• FT:11-52
-1	Saint Louis	RANGED• OPEN• SPACED FT:11-53
8	St. Bonaventure	RANGED D-SMALL• FT:11-54
9	VCU	RANGED• LOCK• CONTESTED• FT:11-54

ATLANTIC SUN

SRS	School	Qualities
-5	Austin Peay	RANGED• CRISP SELFISH• OPEN• D-SMALL• FT:11-51
-11	Bellarmino	CRISP O-SMALL SEDATE• ZONE FT:11-54
-15	Central Arkansas	DULL• SPACED FT:11-53
-5	Eastern Kentucky	TEMPO• O-BIG SPACED BLOCK D-BIG• FT:11-46
-6	Florida Gulf Coast	TRAINED FT:11-51
-9	Jacksonville	O-BIG• SELFISH UNRULY FT:11-51
-7	Kennesaw State	TEMPO O-BIG• UNRULY FT:11-46
-1	Lipscomb	TEMPO SHARP RANGED CRISP• O-SMALL OPEN• SPACED• TRAINED FT:11-54
-7	North Alabama	CRISP• SELFISH• SEDATE• FT:11-54
-6	North Florida	OPEN• FT:11-54
-8	Queens (NC)	TEMPO• OPEN FT:11-52
-4	Stetson	RANGED SEDATE• TRAINED• FT:11-54

AMERICAN ATHLETIC CONFERENCE

SRS	School	Qualities
5	Charlotte	CRISP O-SMALL• SEDATE• FT:11-53
0	East Carolina	BRICK• HANDSY• D-SMALL FT:11-51
15	Florida Atlantic	TEMPO SHARP• SPREAD• FT:11-52
10	Memphis	TEMPO SLOPPY• O-BIG• HANDSY• BLOCK• FT:11-52
9	North Texas	SLOW• RANGED SELFISH LOCK D-SMALL• FT:11-53
-3	Rice	SPACED TRAINED FT:11-51
12	SMU	O-BIG SPREAD• LOCK CONTESTED• HANDSY• BLOCK FT:11-51
8	South Florida	LOCK• CONTESTED• FT:11-53
-2	Temple	DULL BRICK• CRISP• SELFISH• FT:11-52
4	Tulane	TEMPO SHARP• O-SMALL HANDSY• BLOCK• FT:11-52
-1	Tulsa	FT:11-53
5	UAB	O-BIG BLOCK• FT:11-53
-5	UTSA	DULL• O-BIG SPACED SEDATE D-BIG• FT:11-52
2	Wichita State	D-BIG FT:11-51

ATLANTIC COAST CONFERENCE

SRS	School	Qualities
8	Boston College	SPACED• FT:11-53
16	Clemson	SHARP• CRISP• LOCK• SEDATE D-BIG• FT:11-54
21	Duke	TEMPO• SHARP RANGED CRISP SPREAD• FT:11-52
10	Florida State	SPACED• HANDSY UNRULY D-SMALL• FT:11-51
5	Georgia Tech	DULL• SEDATE D-BIG• FT:11-51
1	Louisville	BRICK SELFISH• OPEN SPACED SEDATE• ZONE• FT:11-53
10	Miami (FL)	RANGED• TRAINED FT:11-53
10	NC State	CRISP FT:11-52
21	North Carolina	TEMPO LOCK CONTESTED• D-BIG FT:11-53
5	Notre Dame	SLOW DULL BRICK• SELFISH ZONE• TRAINED• FT:11-52
15	Pittsburgh	CRISP CONTESTED• BLOCK• FT:11-51
9	Syracuse	OPEN• HANDSY FT:11-52
11	Virginia	SLOW RANGED• CRISP LOCK CONTESTED BLOCK TRAINED FT:11-45
12	Virginia Tech	O-SMALL SEDATE• FT:11-54
16	Wake Forest	SHARP• RANGED O-SMALL• FT:11-55

AMERICA EAST CONFERENCE

SRS	School	Qualities
-6	Albany (NY)	TEMPO• SLOPPY• OPEN CONTESTED HANDSY• UNRULY FT:11-52
-9	Binghamton	BRICK• SEDATE D-BIG FT:11-46
-3	Bryant	TEMPO• O-SMALL LOCK CONTESTED• BLOCK D-BIG FT:11-46
-6	Maine	SLOW• BRICK O-SMALL• HANDSY• FT:11-52
-8	Maryland-Baltimore County	TEMPO• CONTESTED• SEDATE• D-BIG• FT:11-51
-1	Massachusetts-Lowell	TEMPO• SHARP• SLOPPY• LOCK• CONTESTED BLOCK TRAINED• D-BIG FT:11-53
-6	New Hampshire	DULL• CONTESTED ZONE TRAINED• D-BIG FT:11-53
-14	NJIT	SLOW• DULL BRICK SELFISH OPEN• UNRULY• D-SMALL• FT:11-52
3	Vermont	CRISP O-SMALL LOCK• TRAINED D-BIG• FT:11-52

BIG 12 CONFERENCE

SRS	School	Qualities
21	Baylor	TEMPO SHARP RANGED FT:11-52
21	Brigham Young	TEMPO O-BIG• SPREAD CONTESTED• D-BIG FT:11-52
16	Cincinnati	O-BIG BLOCK• FT:11-51
27	Houston	CRISP O-BIG LOCK CONTESTED HANDSY BLOCK• FT:11-51
22	Iowa State	SPREAD• LOCK HANDSY D-SMALL• FT:11-51
19	Kansas	SHARP O-SMALL• SPREAD LOCK TRAINED D-BIG FT:11-52
12	Kansas State	SLOPPY LOCK CONTESTED• FT:11-52
16	Oklahoma	CONTESTED FT:11-53
7	Oklahoma State	OPEN• FT:11-51
16	TCU	TEMPO• SHARP• O-BIG• SPREAD HANDSY FT:11-52
17	Texas	SHARP• RANGED• SPREAD• BLOCK• FT:11-53
16	Texas Tech	TRAINED• FT:11-54
13	UCF	BRICK• O-BIG• LOCK• HANDSY BLOCK FT:11-52
4	West Virginia	SEDATE TRAINED• FT:11-51

BIG EAST CONFERENCE

SRS	School	Qualities
13	Butler	TRAINED FT:11-54
24	Connecticut	TEMPO SHARP RANGED• CRISP• SPREAD LOCK BLOCK FT:11-53
21	Creighton	TEMPO• SHARP RANGED• O-SMALL• SPREAD SEDATE TRAINED D-BIG FT:11-54
-7	DePaul	SLOW SLOPPY• O-SMALL OPEN SPACED SEDATE• TRAINED• D-SMALL FT:11-52
1	Georgetown	DULL• O-BIG• OPEN D-SMALL FT:11-52
20	Marquette	TEMPO• SHARP CRISP• SPREAD• HANDSY TRAINED• FT:11-52
12	Providence	LOCK• BLOCK• FT:11-52
12	Seton Hall	O-BIG• BLOCK• FT:11-54
16	St. John's (NY)	O-BIG SPREAD• BLOCK FT:11-52
16	Villanova	CRISP LOCK• ZONE• FT:11-55
13	Xavier	O-BIG• SPREAD FT:11-53

BIG SKY CONFERENCE

SRS	School	Qualities
0	Eastern Washington	TEMPO• SHARP RANGED• SLOPPY• O-SMALL• SPREAD SPACED• FT:11-54
-11	Idaho	SLOW• O-SMALL• FT:11-52
-7	Idaho State	OPEN D-SMALL FT:11-51
0	Montana	SHARP CRISP O-SMALL• SEDATE FT:11-55
-5	Montana State	RANGED• O-SMALL OPEN HANDSY• ZONE• UNRULY• FT:11-52
-12	Northern Arizona	SLOW• BRICK• O-SMALL• OPEN D-SMALL• FT:11-51
-4	Northern Colorado	TEMPO• SHARP O-SMALL• ZONE• FT:11-52
-7	Portland State	DULL• FT:11-51
-10	Sacramento State	SLOW• SLOPPY OPEN• SEDATE• FT:11-52
0	Weber State	CRISP• O-SMALL OPEN• ZONE FT:11-53

BIG SOUTH CONFERENCE

SRS	School	Qualities
-12	Charleston Southern	SLOW• DULL• SELFISH CONTESTED• SEDATE FT:11-53
-4	Gardner-Webb	ZONE• UNRULY• D-BIG• FT:11-45
2	High Point	TEMPO O-BIG SEDATE• FT:11-54
-1	Longwood	O-BIG ZONE• FT:11-51
-8	Presbyterian	SHARP• UNRULY• FT:11-46
-5	Radford	SELFISH• CONTESTED• FT:11-53
-9	South Carolina Upstate	UNRULY D-SMALL• FT:11-45
-2	UNC Asheville	TEMPO• RANGED• SPREAD• FT:11-53
-2	Winthrop	CONTESTED• FT:11-51

BIG 10 CONFERENCE

SRS	School	Qualities
20	Illinois	TEMPO SHARP• O-BIG• SEDATE TRAINED• D-BIG FT:11-53
9	Indiana	SHARP SPREAD• SEDATE• FT:11-45
14	Iowa	TEMPO SHARP• CRISP SPREAD SPACED• FT:11-54
12	Maryland	DULL• BRICK SELFISH CONTESTED• BLOCK• FT:11-52
6	Michigan	OPEN SPACED• SEDATE FT:11-51
18	Michigan State	CRISP SPREAD LOCK• FT:11-51
10	Minnesota	SHARP• SPREAD SPACED• BLOCK• FT:11-51
15	Nebraska	LOCK D-BIG FT:11-53
13	Northwestern	RANGED CRISP SPREAD• SPACED• D-SMALL FT:11-53
14	Ohio State	BLOCK• FT:11-54
10	Penn State	OPEN• CONTESTED HANDSY• D-SMALL FT:11-53
25	Purdue	TEMPO SHARP RANGED O-BIG• SPREAD TRAINED D-BIG FT:11-52
8	Rutgers	SLOW DULL BRICK O-BIG• LOCK BLOCK FT:11-46
16	Wisconsin	CRISP OPEN• SPACED ZONE FT:11-53

BIG WEST CONFERENCE

SRS	School	Qualities
-13	Cal Poly	SLOW DULL SELFISH OPEN• SEDATE• UNRULY• D-SMALL FT:11-51
-5	Cal State Bakersfield	SLOW• BRICK• SELFISH UNRULY D-SMALL FT:11-52
-5	Cal State Fullerton	SLOW• O-SMALL• SELFISH FT:11-52
-4	Cal State Northridge	BRICK• SLOPPY LOCK UNRULY D-BIG FT:11-46
1	Hawaii	CONTESTED• SEDATE FT:11-52
-2	Long Beach State	BRICK O-BIG• SPREAD• HANDSY• FT:11-51
-1	UC Davis	SLOPPY• HANDSY• UNRULY• D-SMALL• FT:11-53
8	UC Irvine	SHARP• SPREAD• LOCK D-BIG• FT:11-53
-3	UC Riverside	DULL BRICK• CRISP O-BIG• SEDATE• ZONE FT:11-52
3	UC San Diego	CRISP FT:11-53
-3	UC Santa Barbara	SHARP RANGED• O-SMALL• SEDATE FT:11-52

COASTAL ATHLETIC ASSOCIATION

SRS	School	Qualities
-10	Campbell	O-SMALL ZONE• TRAINED• FT:11-52
4	College of Charleston	TEMPO• CRISP• O-BIG SPREAD• FT:11-52
-1	Delaware	CONTESTED• SEDATE• TRAINED• FT:11-52
2	Drexel	CONTESTED• SEDATE• TRAINED• D-BIG FT:11-52
-11	Elon	FT:11-52
-16	Hampton	FT:11-52
3	Hofstra	SHARP• RANGED O-SMALL SPREAD• LOCK• TRAINED FT:11-53
-3	Monmouth	FT:11-52
-16	North Carolina A&T	SLOW DULL BRICK CRISP SELFISH OPEN TRAINED• D-SMALL FT:11-52
-6	Northeastern	OPEN• SPACED TRAINED• D-SMALL• FT:11-53
-2	Stony Brook	TRAINED• D-BIG• FT:11-53
1	Towson	SLOW• O-BIG SELFISH• FT:11-46
2	UNC Wilmington	TEMPO• CRISP ZONE• FT:11-53
-11	William & Mary	DULL• SEDATE ZONE FT:11-51

CONFERENCE USA

SRS	School	Qualities
-8	Florida International	SLOPPY• OPEN SPACED HANDSY D-SMALL FT:11-46
-3	Jacksonville State	SLOPPY• SELFISH• FT:11-52
2	Liberty	RANGED• SPREAD• SEDATE• ZONE TRAINED• FT:11-46
6	Louisiana Tech	LOCK BLOCK D-BIG• FT:11-51
-7	Middle Tennessee	SLOW DULL BRICK• SLOPPY SELFISH SEDATE• FT:11-51
-8	New Mexico State	SLOW• SELFISH• UNRULY FT:11-51
0	Sam Houston	CONTESTED• ZONE• FT:11-52
-1	UTEP	SLOPPY HANDSY UNRULY D-SMALL FT:11-51
0	Western Kentucky	TEMPO• SLOPPY• LOCK• CONTESTED• UNRULY• D-BIG FT:11-52

HORIZON LEAGUE

SRS	School	Qualities
-3	Cleveland State	O-BIG CONTESTED HANDSY• UNRULY• D-SMALL FT:11-46
-17	Detroit Mercy	SLOW DULL• BRICK SLOPPY• SELFISH OPEN SPACED ZONE• D-SMALL FT:11-52
-5	Green Bay	CONTESTED SEDATE ZONE FT:11-52
-21	IUPUI	SLOW BRICK SLOPPY SELFISH OPEN SPACED ZONE D-SMALL FT:11-53
-5	Milwaukee	TEMPO• O-BIG BLOCK• FT:11-52
-3	Northern Kentucky	CONTESTED• HANDSY FT:11-52
2	Oakland	TRAINED• FT:11-53
0	Purdue Fort Wayne	TEMPO SHARP• CRISP• O-SMALL• HANDSY FT:11-51
-9	Robert Morris	SLOPPY• O-BIG• OPEN• SEDATE FT:11-52
0	Wright State	TEMPO SHARP RANGED SPREAD OPEN SPACED• FT:11-53
1	Youngstown State	TEMPO O-BIG• SPREAD• BLOCK D-BIG• FT:11-54

INDEPENDENTS

SRS	School	Qualities
-10	Chicago State	SLOPPY• O-BIG• SELFISH• CONTESTED• HANDSY D-SMALL FT:11-52

IVY LEAGUE

SRS	School	Qualities
-4	Brown	O-BIG• FT:11-45
-5	Columbia	SHARP• RANGED SPREAD ZONE• FT:11-52
4	Cornell	TEMPO SHARP SPREAD HANDSY• FT:11-52
-14	Dartmouth	SLOW DULL BRICK• O-SMALL SPACED SEDATE TRAINED FT:11-51
-4	Harvard	BLOCK• TRAINED• FT:11-51
-3	Pennsylvania	RANGED• SPACED• ZONE• TRAINED• FT:11-51
8	Princeton	CRISP O-SMALL• SEDATE• ZONE TRAINED FT:11-55
5	Yale	SHARP• CRISP TRAINED• FT:11-52

METRO ATLANTIC ATHLETIC CONFERENCE

SRS	School	Qualities
-8	Canisius	SLOPPY• O-BIG• FT:11-45
-3	Fairfield	RANGED HANDSY• ZONE TRAINED FT:11-53
-5	Iona	CRISP• OPEN• HANDSY D-SMALL FT:11-45
-15	Manhattan	SLOW DULL• BRICK• SLOPPY• OPEN• SPACED TRAINED FT:11-52
-5	Marist	SLOW O-SMALL LOCK• FT:11-51
-6	Mount St. Mary's	SHARP• SLOPPY FT:11-52
-8	Niagara	RANGED• O-SMALL OPEN SPACED• ZONE TRAINED• D-SMALL• FT:11-53
-3	Quinnipiac	FT:11-54
-5	Rider	FT:11-53
-4	Saint Peter's	SLOW DULL O-BIG• SELFISH• UNRULY• D-SMALL FT:11-52
-19	Siena	SLOW DULL BRICK SLOPPY SELFISH SEDATE• FT:11-46

MID-AMERICAN CONFERENCE

SRS	School	Qualities
3	Akron	CONTESTED FT:11-52
-6	Ball State	TRAINED• FT:11-54
-5	Bowling Green	BRICK SELFISH• SPACED• FT:11-52
-15	Buffalo	SLOW• DULL• BRICK SLOPPY OPEN SPACED BLOCK• FT:11-52
-7	Central Michigan	SLOW• BRICK SELFISH• LOCK• CONTESTED• FT:11-46
-12	Eastern Michigan	SLOW BRICK• SELFISH ZONE• FT:11-46
-1	Kent State	D-SMALL• FT:11-53
-6	Miami (OH)	RANGED• O-SMALL• FT:11-52
-9	Northern Illinois	SELFISH SPACED• SEDATE• BLOCK FT:11-46
0	Ohio	CRISP• FT:11-52
2	Toledo	TEMPO• SHARP RANGED OPEN ZONE FT:11-53
-8	Western Michigan	SLOPPY• O-BIG• SEDATE• FT:11-45

MID-EASTERN ATHLETIC CONFERENCE

SRS	School	Qualities
-21	Coppin State	SLOW DULL BRICK SLOPPY SELFISH D-SMALL FT:11-52
-11	Delaware State	SLOPPY SPACED HANDSY• ZONE D-SMALL• FT:11-51
-9	Howard	RANGED SLOPPY UNRULY• FT:11-53
-17	Maryland-Eastern Shore	SLOW DULL BRICK SLOPPY• SELFISH FT:11-52
-15	Morgan State	BRICK SLOPPY UNRULY• FT:11-53
-6	Norfolk State	LOCK• HANDSY UNRULY• FT:11-52
-7	North Carolina Central	LOCK• CONTESTED FT:11-51
-11	South Carolina State	DULL• SLOPPY O-BIG HANDSY• UNRULY D-SMALL FT:11-51

MISSOURI VALLEY CONFERENCE

SRS	School	Qualities
3	Belmont	SHARP• RANGED O-SMALL SPREAD• D-BIG• FT:11-52
10	Bradley	SHARP• RANGED LOCK• FT:11-52
11	Drake	TEMPO• SHARP• RANGED• CRISP O-SMALL SPREAD• ZONE FT:11-53
-3	Evansville	O-SMALL TRAINED• FT:11-52
-1	Illinois State	SLOW• BRICK ZONE• FT:11-52
-1	Illinois-Chicago	O-SMALL• BLOCK FT:11-51
13	Indiana State	TEMPO SHARP RANGED O-SMALL SPREAD ZONE D-BIG FT:11-55
1	Missouri State	BRICK• LOCK• SEDATE BLOCK• D-BIG FT:11-52
1	Murray State	CRISP SELFISH• OPEN• SPACED TRAINED• D-SMALL• FT:11-51
4	Northern Iowa	CRISP• O-SMALL• FT:11-52
4	Southern Illinois	O-SMALL• CONTESTED SEDATE• FT:11-53
-8	Valparaiso	SLOW• DULL OPEN D-SMALL• FT:11-52

MOUNTAIN WEST CONFERENCE

SRS	School	Qualities
-4	Air Force	SLOW• RANGED• O-SMALL OPEN SPACED D-SMALL FT:11-51
14	Boise State	CONTESTED• ZONE• FT:11-52
14	Colorado State	SHARP CRISP• O-SMALL SPREAD FT:11-53
-3	Fresno State	SLOW• O-SMALL OPEN• SPACED ZONE• TRAINED• FT:11-46
14	Nevada	SHARP• RANGED• CRISP• LOCK• FT:11-52
9	Nevada-Las Vegas	CONTESTED• BLOCK• FT:11-52
15	New Mexico	TEMPO CRISP• O-BIG• CONTESTED• HANDSY BLOCK FT:11-52
15	San Diego State	LOCK CONTESTED FT:11-53
-3	San Jose State	O-SMALL OPEN SPACED SEDATE• D-SMALL• FT:11-51
13	Utah State	TEMPO• SHARP SPREAD CONTESTED FT:11-52
1	Wyoming	RANGED• SEDATE ZONE• FT:11-53

NORTHEAST CONFERENCE

SRS	School	Qualities
-8	Central Connecticut State	BLOCK• TRAINED FT:11-52
-14	FDU	DULL• HANDSY• ZONE• FT:11-51
-11	Le Moyne	SPREAD• HANDSY• TRAINED• FT:11-53
-18	Long Island University	SLOW• DULL• BRICK• SLOPPY CONTESTED• UNRULY• FT:11-46
-5	Merrimack	BRICK• SLOPPY• O-SMALL LOCK• HANDSY FT:11-52
-10	Sacred Heart	RANGED• HANDSY BLOCK FT:11-51
-18	Saint Francis (PA)	SLOW SLOPPY• D-SMALL FT:11-44
-20	Stonehill	SLOW DULL BRICK• SLOPPY• O-SMALL• ZONE• FT:11-51
-11	Wagner	SLOW DULL CRISP• CONTESTED ZONE• FT:11-52

OHIO VALLEY CONFERENCE

SRS	School	Qualities
-11	Eastern Illinois	CRISP• HANDSY• FT:11-52
-18	Lindenwood	SLOW DULL BRICK SELFISH OPEN• SPACED ZONE• D-SMALL• FT:11-52
-3	Little Rock	SHARP• BLOCK• FT:11-53
1	Morehead State	LOCK CONTESTED BLOCK• D-BIG FT:11-51
-18	Southeast Missouri State	SLOW• DULL• BRICK• OPEN• CONTESTED ZONE• UNRULY D-SMALL FT:11-51
-9	SIU Edwardsville	SELFISH• SPACED• FT:11-52
-13	Southern Indiana	SLOW• DULL SELFISH• UNRULY FT:11-53
-9	Tennessee State	UNRULY FT:11-53
-15	Tennessee Tech	SLOW• O-SMALL OPEN• SEDATE• TRAINED FT:11-52
-5	Tennessee-Martin	TEMPO LOCK• TRAINED D-BIG FT:11-54
-8	Western Illinois	SLOW• O-BIG LOCK CONTESTED SEDATE• BLOCK TRAINED D-BIG FT:11-44

PAC-12 CONFERENCE

SRS	School	Qualities
26	Arizona	TEMPO SHARP RANGED O-BIG SPREAD HANDSY• D-BIG FT:11-52
6	Arizona State	DULL• BRICK• O-SMALL• HANDSY• FT:11-46
6	California	SPACED• FT:11-52
16	Colorado	TEMPO• SHARP RANGED SPREAD• ZONE• TRAINED• D-BIG• FT:11-54
12	Oregon	FT:11-52
4	Oregon State	SELFISH• UNRULY• FT:11-53
10	Southern California	SPREAD• SPACED• BLOCK FT:11-51
8	Stanford	SHARP• RANGED O-SMALL SPREAD SPACED• SEDATE• FT:11-53
8	UCLA	SLOW DULL• SELFISH• UNRULY• FT:11-52
15	Utah	SPREAD D-BIG FT:11-45
13	Washington	TEMPO• SHARP• FT:11-52
14	Washington State	SEDATE• BLOCK FT:11-51

PATRIOT LEAGUE

SRS	School	Qualities
-9	American	SPACED ZONE FT:11-52
-14	Army	SLOW DULL FT:11-43
-10	Boston University	SLOW• DULL• FT:11-52
-8	Bucknell	SLOW O-SMALL• FT:11-52
0	Colgate	RANGED• O-SMALL• LOCK• CONTESTED TRAINED D-BIG• FT:11-51
-17	Holy Cross	SLOW• O-SMALL• SELFISH• SPACED SEDATE FT:11-46
-11	Lafayette	SLOW DULL BRICK• BLOCK• FT:11-46
-7	Lehigh	O-SMALL• ZONE• D-BIG FT:11-53
-16	Loyola (MD)	SLOW DULL• SLOPPY• OPEN• SPACED• ZONE FT:11-45
-11	Navy	SLOW DULL BRICK CRISP• O-BIG• ZONE D-SMALL• FT:11-52

SOUTHEASTERN CONFERENCE

SRS	School	Qualities
22	Alabama	TEMPO SHARP• RANGED• O-BIG SPREAD• UNRULY D-BIG• FT:11-54
7	Arkansas	BLOCK UNRULY FT:11-53
23	Auburn	TEMPO SHARP• SPREAD LOCK CONTESTED BLOCK UNRULY• FT:11-53
15	Florida	TEMPO O-BIG SPREAD• BLOCK D-BIG FT:11-52
9	Georgia	SELFISH• FT:11-52
18	Kentucky	TEMPO SHARP RANGED SPREAD BLOCK D-BIG FT:11-54
9	Louisiana State	HANDSY• FT:11-52
9	Mississippi	RANGED• HANDSY• BLOCK D-SMALL• FT:11-52
14	Mississippi State	O-BIG• CONTESTED FT:11-46
4	Missouri	BLOCK• UNRULY D-SMALL FT:11-54
12	South Carolina	CRISP• SPREAD• SEDATE FT:11-52
23	Tennessee	TEMPO• CRISP• SPREAD LOCK CONTESTED• HANDSY• BLOCK• D-BIG• FT:11-53
13	Texas A&M	DULL BRICK CRISP O-BIG SELFISH• FT:11-51
1	Vanderbilt	SLOW• DULL BRICK CRISP• SELFISH SPACED TRAINED• FT:11-52

SOUTHERN CONFERENCE

SRS	School	Qualities
0	Chattanooga	LOCK• D-BIG• FT:11-53
-3	East Tennessee State	DULL BRICK• O-BIG SELFISH• BLOCK• FT:11-51
1	Furman	TEMPO• SPREAD• OPEN• FT:11-52
-4	Mercer	UNRULY• D-SMALL• FT:11-46
6	Samford	TEMPO SHARP RANGED SLOPPY• SPREAD HANDSY UNRULY• FT:11-52
-6	The Citadel	SELFISH• OPEN• TRAINED FT:11-52
0	UNC Greensboro	RANGED LOCK• ZONE• FT:11-52
-20	VMI	BRICK• SLOPPY SELFISH OPEN• SPACED• ZONE• D-BIG• FT:11-51
2	Western Carolina	RANGED• CRISP• SELFISH• LOCK• SEDATE D-BIG FT:11-52
-3	Wofford	SPREAD• SEDATE FT:11-44

SOUTHLAND CONFERENCE

SRS	School	Qualities
-19	Houston Christian	BRICK SLOPPY SELFISH• OPEN TRAINED FT:11-45
-16	Incarnate Word	SLOPPY SPACED• UNRULY• FT:11-52
-5	Lamar	O-BIG• SPREAD UNRULY• FT:11-52
7	McNeese State	TEMPO• SHARP RANGED CRISP• LOCK CONTESTED• HANDSY FT:11-51
-16	New Orleans	DULL• BRICK• OPEN UNRULY• D-SMALL• FT:11-52
-7	Nicholls State	RANGED• SELFISH• CONTESTED UNRULY• FT:11-52
-14	Northwestern State	SLOPPY• SELFISH• UNRULY• D-SMALL• FT:11-46
-11	Southeastern Louisiana	SLOPPY ZONE• FT:11-52
-14	Texas A&M-Commerce	DULL• BRICK• HANDSY• BLOCK D-SMALL• FT:11-51
-3	Texas A&M-Corpus Christi	BRICK• O-BIG LOCK CONTESTED HANDSY UNRULY D-BIG• FT:11-51

SUMMIT LEAGUE

SRS	School	Qualities
-7	Denver	TEMPO CRISP• OPEN• FT:11-52
-5	Kansas City	UNRULY FT:11-52
-6	North Dakota	CRISP• TRAINED• FT:11-52
-7	North Dakota State	SHARP• RANGED OPEN• SPACED• SEDATE ZONE TRAINED FT:11-52
-7	Omaha	CRISP• SELFISH ZONE FT:11-53
-7	Oral Roberts	CRISP O-SMALL SELFISH• SPACED• FT:11-53
-12	South Dakota	RANGED SPACED• SEDATE ZONE D-BIG• FT:11-53
1	South Dakota State	SHARP O-SMALL• TRAINED D-BIG• FT:11-52
0	St. Thomas	SHARP• CRISP O-SMALL ZONE D-SMALL• FT:11-52

SUN BELT CONFERENCE

SRS	School	Qualities
7	Appalachian State	SHARP• LOCK CONTESTED BLOCK TRAINED D-BIG FT:11-46
1	Arkansas State	TEMPO• O-BIG BLOCK• FT:11-51
-10	Coastal Carolina	SLOPPY• D-BIG FT:11-46
-8	Georgia Southern	SLOPPY• SELFISH SPACED• UNRULY FT:11-52
-4	Georgia State	CRISP CONTESTED D-BIG• FT:11-53
9	James Madison	TEMPO SHARP RANGED• SPREAD LOCK• CONTESTED HANDSY D-BIG• FT:11-52
0	Louisiana	CONTESTED HANDSY D-SMALL• FT:11-52
-9	Louisiana-Monroe	DULL• BRICK O-BIG ZONE FT:11-46
-5	Marshall	DULL BRICK• O-BIG• SPACED• BLOCK• D-BIG• FT:11-52
-8	Old Dominion	DULL• SELFISH FT:11-46
-5	South Alabama	O-SMALL• SELFISH FT:11-53
-5	Southern Mississippi	BLOCK• FT:11-51
-3	Texas State	SLOPPY• FT:11-51
2	Troy	TEMPO• SLOPPY O-BIG HANDSY UNRULY• FT:11-52

SOUTHWEST ATHLETIC CONFERENCE

SRS	School	Qualities
-15	Alabama A&M	SLOW• DULL• BRICK SLOPPY SELFISH SPACED• UNRULY FT:11-52
-11	Alabama State	DULL BRICK O-BIG SELFISH LOCK• HANDSY UNRULY• FT:11-52
-11	Alcorn State	OPEN• SPACED ZONE D-SMALL FT:11-52
-15	Arkansas-Pine Bluff	TEMPO• RANGED SLOPPY• O-SMALL• CONTESTED ZONE FT:11-53
-12	Bethune-Cookman	SLOPPY HANDSY UNRULY D-SMALL• FT:11-53
-16	Florida A&M	SLOW• SLOPPY SPACED• UNRULY• FT:11-51
-11	Grambling	SLOW• SLOPPY• SELFISH D-SMALL FT:11-52
-11	Jackson State	DULL• SLOPPY• O-BIG FT:11-51
-26	Mississippi Valley State	SLOW DULL BRICK SLOPPY SELFISH OPEN SPACED ZONE• D-SMALL FT:11-46
-15	Prairie View	BRICK• OPEN HANDSY UNRULY D-SMALL FT:11-52
-8	Southern	SLOPPY HANDSY UNRULY D-SMALL FT:11-46
-9	Texas Southern	DULL• FT:11-52

WESTERN ATHLETIC CONFERENCE

SRS	School	Qualities
-4	Abilene Christian	OPEN HANDSY• ZONE UNRULY D-SMALL• FT:11-52
-2	California Baptist	SLOW• DULL O-BIG• SELFISH• SEDATE FT:11-51
10	Grand Canyon	TEMPO• LOCK HANDSY• BLOCK FT:11-53
3	Seattle	LOCK• CONTESTED UNRULY• D-BIG• FT:11-52
-6	Southern Utah	BRICK OPEN D-SMALL• FT:11-52
0	Stephen F. Austin	SLOPPY O-BIG• SPACED HANDSY UNRULY FT:11-52
1	Tarleton State	HANDSY D-SMALL• FT:11-53
-13	Texas-Rio Grande Valley	DULL• BRICK SLOPPY OPEN HANDSY• FT:11-51
2	UT Arlington	SLOPPY O-BIG• SPREAD• UNRULY FT:11-52
-8	Utah Tech	SLOPPY UNRULY FT:11-45
-1	Utah Valley	BRICK BLOCK• FT:11-46

WEST COAST CONFERENCE

SRS	School	Qualities
18	Gonzaga	TEMPO SHARP CRISP• SPREAD LOCK D-BIG FT:11-52
0	Loyola Marymount	RANGED• SEDATE FT:11-52
-17	Pacific	SLOW DULL• O-SMALL OPEN ZONE D-SMALL FT:11-45
-2	Pepperdine	OPEN SPACED SEDATE• FT:11-51
-8	Portland	O-SMALL• OPEN• SPACED SEDATE ZONE TRAINED FT:11-52
17	Saint Mary's (CA)	CRISP• O-BIG SPREAD• LOCK FT:11-46
-5	San Diego	SLOPPY• UNRULY• FT:11-52
10	San Francisco	SHARP SPREAD• HANDSY• FT:11-53
6	Santa Clara	CONTESTED• SEDATE D-BIG• FT:11-52