

## Quick Play Jai Alai

The world's fastest game is now presented in quick play form

Welcome to Quick Play Jai Alai, a representation of the world's fastest ball game in an exciting quick play format. There's even a blank program to create your own night at the fronton with many of the same bets you would find there.

Requirements: Two D10 dice, the roster of players for the game, the Jai Alai score sheet and the program if you want to create a full night of action.

The Game: Create eight teams of two players each. Determine which player on each team will be in the forecourt and which will play backcourt. Add the points for the players based on where they will play to create a total value. Each team will have a combined value.

Example: Sergio and Dean are chosen to form a team, with Sergio in the forecourt and Dean in the backcourt. Sergio has a value of 57 and Dean has a value of 62. They therefore have a combined value of 119.

Once you have created the teams, you may want to create betting odds for the game. As a guide, the betting odds are based on the team with the highest value being assigned 3-1.

Team Value	Odds
Highest	3-1
2 <sup>nd</sup> Highest	4-1
3 <sup>rd</sup> Highest	5-1
4 <sup>th</sup> Highest	6-1
5 <sup>th</sup> Highest	8-1
6 <sup>th</sup> Highest	10-1
7 <sup>th</sup> Highest	12-1
Lowest	15-1

These odds can be changed if there are teams that are evenly matched. If there is one team with a clear advantage, then the odds can be lowered on that team.

Each team is assigned a post position from 1 to 8 and the number of points required to win the game must be decided upon. In the United States, this is always 7 or 9 points (called Spectacular 7 or Spectacular 9 scoring).

Team 1 starts the game by serving to team 2. To determine who wins the point, each team is assigned a value of 50 points, which is added or subtracted from based on the team value. This then creates the number required for the team to play the ball to keep it in play.

Example: Team 1 has a value of 127, while Team 2 has a value of 119, making a difference of 8. Four points are added to Team 1, making a total of 54 points, while Team 2 loses 4 points for a total of 46.

Team 1 serves the ball by rolling the dice. If there are no doubles, then team 2 must return the serve by rolling the dice and having them be within their point total.

Example: Using the previous scenario, Team 1 serves by rolling a 76. Team 2 must return the ball by rolling a number between 00 and 45. If they succeed, Team 1 must return the ball by rolling a number between 56 and 99.

If a team rolls a number that is outside of their range, they lose the point. If a serving team rolls a double other than 00 or 11, they win with an ace. If they roll 00 or 11, they lose the point with a bad serve.

Once a point has been decided, the losing team must leave and the next team in the rotation comes in to receive service. Play continues as above until each team has played at least one point (one full rotation).

Starting with the second rotation, the point values in the game (not in the play itself) are doubled. This remains true until one team reaches the total of game points required to win the game.

Once a team reaches the required total of game points, they are considered to have won the game. The team with the second highest number of points is considered to have finished 2<sup>nd</sup>, the team with the 3<sup>rd</sup> highest number of points is considered to have finished 3<sup>rd</sup> and the team with the 4<sup>th</sup> highest number of points is considered to have finished 4<sup>th</sup>.

If two teams have the same number of game points and are tied for 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> when a winner has been decided, they play one point to determine their final position, with the winner getting the higher position. IF there is a tie between 3 teams, then the two due to play next play one point to determine who plays the third team for the highest position. The team that wins the final point wins the highest position, with the losing team taking the next highest. If there is a tie between more than 3 teams, then a mini rotation is started by the two teams due to play next. Those teams involved in the tie continue until the required number of game points has been reached. The last scenario usually happens when one of the first two teams in a game runs the table through the rotation in a 7 point game.

Betting: The game of Jai Alai in the United States uses the pari-mutuel system of settling bets. In this game, there is a mechanism for determining proper payouts for a game. (All payouts are based on a two dollar bet)

Win: Bet that the team will finish first	The win odds at the start of the game plus the bet
Place: Bet that the team will finish second (Teams finishing 1 <sup>st</sup> or 2 <sup>nd</sup> wins the bet)	Half of the win odds plus the bet
Show: Bet that the team will finish third (Teams finishing 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> wins the bet)	1/4 of the win odds plus the bet
Exacta: Pick the two teams that will finish First and second in exact order	Multiply the win odds of the two teams and double the result plus the bet (ex: $3 \times 5 \times 2 = 30 + 2 = \$32$ exacta)
Quinella: Pick the two teams that will finish First and second in any order	Add the win odds of the two teams and double the result plus the bet (ex: $(3+5) \times 2 = 16 + 2 = \$18$ quinella)
Trifecta: Pick the three that will finish First, second and third in any order	Multiply the win odds of the three teams and double the result plus the bet (ex: $3 \times 5 \times 8 \times 2 = 240 + 2 = \$242$ trifecta)
Twin Qui: Two quinella bets in a row	Multiply the quinella results of the two games in question (Example: Two \$18 quinellas = $18 \times 18 + 2 = 326$ twin Quinella)
Twin Tri: Two trifecta bets in a row	Add the triple results of the two games in question Example: $362 + 150 + 2 = 514$ Twin Tri
Superfecta: Pick the four teams that will finish First, second, third and fourth in exact order.	Multiply the win odds of the win and place teams and add The win odds of the show and fourth teams. Triple the result. Double that result and add 2. (Example: $3 \times 5 = 15$ . $6 + 10 = 16$ $15 + 16 = 31$ $31 \times 3 = 92$ $92 \times 2 = 184$ . $184 + 2 = \$186$ Superfecta)
Daily Double: Pick the winner of two Consecutive games on the program	Add the win odds of the two winners and add 2 (Example $3 + 5 = 8$ $8 + 2 = \$10$ daily double)

Note: You should add a breakage of 20, 40, 60 or 80 cents to the total for more realism.

Note 2: The payouts are guidelines and should be varied based on the teams that are involved in the winning bet. If three longshots are in the trifecta or superfecta, then the payout will be much higher than if three favorites are involved.

The Program: The program is designed for those of you who want to play a full night at the fronton. There are twelve games on the program for you to fill with teams, however, games 2, 5, 8, and 11 should be played by single players. For singles games, use the player's singles rating to determine the odds and points allowed for each game point. The last game on the program is almost always a Spectacular 9 game.

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If you have any questions about this game or any other created by C and D Games, or just want to question my sanity, please feel free to contact me at [candgames@gmail.com](mailto:candgames@gmail.com) or via the C and D Games Yahoo group at: <http://games.groups.yahoo.com/group/canddgames/>