

SERGIO

5

SERVE 9-3 7-5

SKILL



INJ B 5'8 155 Mexico

CESAR

1

SERVE 8-3 7-5

CLIMB FIRE REFLEX
FAST SKILL



INJ A 5'6 168 Basque

ENRIQUE

8

SERVE 11-3 6-6



INJ C 6'2 175 Basque

MARTIN

6

SERVE 9-3 7-5

CLIMB .5

SKILL



INJ C 6'2 171 Mexico

FELIX

8

SERVE 9-3 7-5

LAX



INJ C 6'2 187 USA

JAVIER

2

SERVE 9-3 7-5

CLIMB FIRE REFLEX
FAST SKILL



INJ A 5'7 160 Basque

CUATRO

8

SERVE 9-3 7-5

LAX



INJ C 5'10 177 Mexico

DAMINGO

5

SERVE 9-3 7-5

CLIMB (1-3)
FAST SKILL



INJ A 5'6 149 Basque

ERKIAGA

6

SERVE 9-3 7-6

SKILL



INJ C Basque

SEBASTIAN

4

SERVE 9-3 6-5

CLIMB FIRE
FAST



INJ B 5'6 151 Basque

RICKY

3

SERVE 8-3 7-5

CLIMB FIRE
FAST LAX



INJ C 6'0 205 Mexico

LOPEZ

4

SERVE 8-3 7-5

LAX FIRE
SKILL



INJ B 6'3 220 Basque

ARTIZ

6

SERVE 9-3 6-5

SKILL



INJ B 6'0 184 Basque

REKALDE

5

SERVE 10-3 7-6

REFLEX
SKILL



INJ B 5'9 170 Basque

MANUEL

6

SERVE 10-3 7-6

REFLEX



INJ C 5'10 180 Mexico

TICO

5

SERVE 9-3 7-6

REFLEX
SKILL



INJ C 5'9 175 USA

JON

6

SERVE 10-3 7-6

FIRE REFLEX

FAST



INJ B 5'7 160 Basque

JAI-ALAI



INJURED



AREITA

7

SERVE 11-3 6-5

SKILL



INJ C 5'7 173 Basque

GUISASOLA

7

SERVE 9-3 7-6

CLIMB
LAX



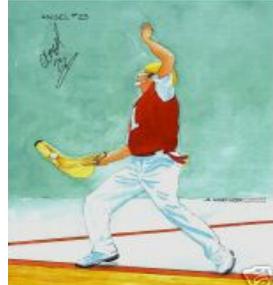
INJ B 6'0 200 Basque

LUDUTXE

4

SERVE 8-3 7-5

CLIMB
LAX SKILL



INJ B 6'3 200 Basque

ZURI

4

SERVE 9-3 7-5

CLIMB
REFLEX
SKILL



INJ A 6'4 205 Basque

5

SERVE

INJ

Basque

CISMEROS

5

SERVE 10-3 7-6

REFLEX
SKILL



INJ C 5'11 190 Mexico

TICO

5

SERVE 9-3 7-6

REFLEX SKILL



INJ C 5'9 175 USA

4

SERVE



INJ

Basque

4

SERVE



INJ

Basque

5



INJ

Basque

5

SERVE



INJ

Mexico

PLAYER'S SEASON RECORDS

Compiled through March 27, 2012 Matinee

#	Name	GP	W	P	S	Win Pct.	Pct.in money
10	Lopez	319	66	49	53	.207	.527
11	Jabi	370	55	41	49	.149	.392
13	Areitio	229	19	34	17	.083	.306
14	Ladutxe	380	53	35	47	.139	.355
15	Zinkunegi	290	43	32	36	.148	.383
16	Enrique	378	30	50	34	.079	.302
18	Aizpitarte	361	42	38	38	.116	.327
19	Rekalde	310	34	42	37	.110	.365
20	Ricky	330	27	48	47	.082	.370
21	Bereikua	318	41	36	35	.129	.352
22	Benat	382	64	48	62	.168	.455
24	Patxi	313	49	47	38	.157	.428
25	Tevin	371	44	53	44	.119	.380
27	Jon	338	27	37	31	.080	.281
31	Arrasate	381	77	55	48	.202	.472
32	Erkiaga	382	43	44	34	.113	.317
34	Aitzol	382	31	38	59	.081	.335
35	Garro	357	45	42	43	.126	.364
36	Aritz	366	53	49	61	.145	.445
39	Patrick	296	30	33	29	.101	.311
40	Lejardi	391	39	47	50	.100	.348
41	Tico	144	25	11	16	.174	.361
48	Chauderon	364	44	46	53	.121	.393
50	Aizama	391	32	44	53	.082	.330
51	Cisneros	378	48	60	46	.127	.407
53	Girard	112	12	8	13	.107	.295
54	Alejandro	369	38	62	36	.103	.369
56	Zuri	368	44	42	47	.120	.361
59	Santiso	297	32	37	42	.108	.374
60	Manuel	303	44	38	46	.145	.422
62	Luis	383	41	60	37	.107	.360
63	Arriza	379	44	40	57	.116	.372
65	Guisasola	333	32	34	36	.096	.306
68	Goikoetxea	289	66	38	36	.228	.484
71	Aldazabal	315	30	32	36	.095	.311
76	Irastorza	331	56	50	54	.169	.483

MIAMI JAI-ALAI PLAYER PERISCOPE

#	Name	Pos	Hgt	Wgt	Born	Nationality
10	Lopez	B	6'3"	220	4/4/84	Sp. Basque
11	Jabi	F	6'0"	170	1/1/75	Sp. Basque
13	Areitio	F	5'7"	173	2/13/64	Sp. Basque
14	Ladutxe	B	6'3"	200	2/27/87	Fr. Basque
15	Zinkunegi	F	6'1"	175	12/12/75	Sp. Basque
16	Enrique	F	5'10"	187	5/9/74	Mexican
18	Aizpitarte	B	6'2"	185	2/3/90	Sp. Basque
19	Rekalde	F	5'9"	170	6/15/72	Sp. Basque
20	Ricky	B	6'0"	205	6/25/75	Mexican
21	Bereikua	F	6'0"	185	3/11/75	Basque
22	Benat	F	5'11"	170	6/22/85	Sp. Basque
24	Patxi	F	5'9"	165	3/25/82	Fr. Basque
25	Tevin	F	6'2"	175	1/17/72	American
27	Jon	F	5'7"	160	12/28/73	Sp. Basque
31	Arrasate	F	5'10"	184	3/1/80	Sp. Basque
32	Erkiaga	B	5'10"	170	1/18/73	Sp. Basque
34	Aitzol	F	5'11"	190	2/23/82	Sp. Basque
35	Garro	B	5'11"	195	1/19/70	Sp. Basque
36	Aritz	F	6'0"	184	6/9/87	Sp. Basque
39	Patrick	B	6'0"	190	1/17/72	Fr. Basque
40	Lejardi	F	5'8"	170	6/18/73	Sp. Basque
41	Tico	F	5'9"	175	4/13/79	American
48	Chauderon	B	6'0"	200	4/5/72	Fr. Basque
50	Aizama	F	5'7"	190	7/2/81	Sp. Basque
51	Cisneros	B	5'11"	190	1/26/79	Mexican
53	Girard	B	6'2"	210	3/4/80	Fr. Basque
54	Alejandro	B	6'0"	175	3/3/75	Mexican
56	Zuri	B	6'4"	205	1/27/75	Sp. Basque
59	Santiso	B	6'2"	195	7/9/80	Sp. Basque
60	Manuel	B	5'10"	180	3/2/80	Mexican
62	Luis	F	5'9"	180	11/28/75	Sp. Basque
63	Arriza	B	5'11"	185	1/7/70	American
65	Guisasola	B	6'0"	200	1/1/71	Sp. Basque
68	Goikoetxea	F	6'3"	204	7/1/80	Sp. Basque
71	Aldazabal	B	6'0"	180	6/8/75	Sp. Basque
76	Irastorza	B	6'4"	220	8/15/76	Fr. Basque

<p style="text-align: right;">1</p> <p>SINGLES Whips it off the wall. Opponent must return it off of the side wall. See Wall Chart.</p> <p>DOUBLES Backcourt player Whips it off the wall. The Frontcourt opponent must return it off of the side wall. See Wall</p>	<p style="text-align: right;">2</p> <p>SINGLES Uses backhand to whip it high off the wall. It goes to the back wall! See Wall Chart for the return attempt.</p> <p>DOUBLES Frontcourt player uses backhand to whip it high off the wall. It goes to the back wall. Backcourt opponent must see Wall Chart.</p>	<p style="text-align: right;">3</p> <p>SINGLES Uses backhand to whip it high off the wall. Opponent consults the Rare Results chart.</p> <p>DOUBLES The Frontcourt player uses his backhand to whip the ball high off the front wall... Opponent consults Rare Result chart.</p>
<p style="text-align: right;">4</p> <p>SINGLES Ball near the side wall . . . The player barely gets to it on backhand & whips it Out of Bounds.</p> <p>DOUBLES Frontcourt player whips it low off the front wall, opposing frontcourt player whips it right back at same player. REFLEX</p>	<p style="text-align: right;">5</p> <p>SINGLES Takes low ball with uppercut. Into the roof! Out of Bounds</p> <p>DOUBLES To frontcourt player who whips backhand Out of Bounds!</p>	<p style="text-align: right;">6</p> <p>SINGLES Running backhand goes Out of Bounds!</p> <p>DOUBLES Near the side wall to backcourt player who whips a backhand Out of Bounds!</p>
<p style="text-align: right;">7</p> <p>SINGLES Barely gets to it on backhand & whips it Out of Bounds. SKILL</p> <p>DOUBLES Ball to Frontcourt player's forehand side ... he can't get to it! FAST</p>	<p style="text-align: right;">8</p> <p>SINGLES Ball is to player's forehand side ... he can't get to it! FAST</p> <p>DOUBLES Ball to Backcourt player's forehand side ... he can't get to it! FAST</p>	<p style="text-align: right;">9</p> <p>SINGLES Ball is to player's forehand side ... he can't get to it! SKILL</p> <p>DOUBLES Ball to Frontcourt player's forehand side... SKILL</p>
<p style="text-align: right;">10</p> <p>SINGLES Ball is high to left-hand wall... CLIMB</p> <p>DOUBLES Ball to Backcourt player's left-hand wall ... CLIMB</p>	<p style="text-align: right;">11</p> <p>SINGLES Running forehand returned - unless LAX</p> <p>DOUBLES Ball to backcourt player's running forehand... LAX</p>	<p style="text-align: right;">12</p> <p>SINGLES Running backhand return - unless LAX</p> <p>DOUBLES Frontcourt player makes forehand return - unless LAX</p>

<p style="text-align: right;">13</p> <p>SINGLES Whips easy backhand high off the wall. LAX (whips it off roof! OB)</p> <p>DOUBLES To Frontcourt's forehand. REFLEX</p>	<p style="text-align: right;">14</p> <p>SINGLES Whps running forehand off the wall. LAX (whips it OB)</p> <p>DOUBLES To Frontcourt's backhand. REFLEX</p>	<p style="text-align: right;">15</p> <p>SINGLES Can't quite get to running forehand. FAST</p> <p>DOUBLES To Backcourt's running forehand... FAST</p>
<p style="text-align: right;">16</p> <p>SINGLES Whips easy forehand high off the wall</p> <p>DOUBLES Backcourt player returns forehand</p>	<p style="text-align: right;">17</p> <p>SINGLES Whips easy forehand high off the wall Opponent rolls on X-Chart.</p> <p>DOUBLES Backcourt player moves around for a successful forehand return. Opponent rolls on X-Chart.</p>	<p style="text-align: right;">18</p> <p>SINGLES Makes 360 backhand return Opponent rolls on X-Chart.</p> <p>DOUBLES Frontcourt player makes a falling-down, backhand return. Opponent rolls on X-Chart.</p>
<p style="text-align: right;">19</p> <p>SINGLES Makes 360 forehand return</p> <p>DOUBLES Frontcourt player returns forehand</p>	<p style="text-align: right;">20</p> <p>SINGLES Returns overhead.</p> <p>DOUBLES Frontcourt player makes overhead return</p>	<p style="text-align: right;">21</p> <p>SINGLES Returns overhead.</p> <p>DOUBLES Frontcourt player makes 360 backhand return.</p>
<p style="text-align: right;">22</p> <p>SINGLES Makes 360 forehand return (If SKILL it goes off 2 walls)</p> <p>DOUBLES Backcourt player makes a 360 forehand return (If SKILL, goes off 2 walls!)</p>	<p style="text-align: right;">23</p> <p>SINGLES Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p> <p>DOUBLES To the backcourt player's forehand ... Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p>	<p style="text-align: right;">24</p> <p>SINGLES Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p> <p>DOUBLES To the backcourt player's right . . . Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p>

<p style="text-align: right;">25</p> <p>SINGLES Makes 360 forehand return (If SKILL it goes off 2 walls)</p> <p>DOUBLES Backcourt player makes a 360 forehand return (If SKILL, goes off 2 walls!)</p>	<p style="text-align: right;">26</p> <p>SINGLES Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p> <p>DOUBLES To the backcourt player's forehand ... Makes a great running forehand return! (If SKILL, it goes off 2 walls.)</p>	<p style="text-align: right;">27</p> <p>SINGLES Makes 360 forehand return (If FIRE it goes off 3 walls)</p> <p>DOUBLES Backcourt player makes a 360 forehand return (If FIRE, goes off 3 walls!)</p>
<p style="text-align: right;">28</p> <p>SINGLES Makes 360 forehand return (If FIRE it goes off 3 walls)</p> <p>DOUBLES Backcourt player makes a 360 forehand return (If FIRE, goes off 3 walls!)</p>	<p style="text-align: right;">29</p> <p>SINGLES Makes a great running forehand return! (If FIRE, it goes off 3 walls.)</p> <p>DOUBLES To the backcourt player's forehand ... Makes a great running forehand return! (If FIRE, it goes off 3 walls.)</p>	<p style="text-align: right;">30</p> <p>SINGLES Makes a great running forehand return! (If FIRE, it goes off 3 walls.)</p> <p>DOUBLES To the backcourt player's forehand ... Makes a great running forehand return! (If FIRE, it goes off 3 walls.)</p>
<p style="text-align: right;">31</p> <p>SINGLES Forehand off 3 walls SKILL: Point</p> <p>DOUBLES High off the wall to backhand player's forehand He returns it Off 3 walls. SKILL: Point</p>	<p style="text-align: right;">32</p> <p>SINGLES Off the back wall . . .makes a falling- Backhand return! SKILL: Point</p> <p>DOUBLES Frontcourt Player's forehand is off 3 walls. SKILL or FIRE: Point</p>	<p style="text-align: right;">33</p> <p>SINGLES 360 Backhand off 3 walls FIRE: Point</p> <p>DOUBLES Frontcourt Player's forehand is off 3 walls. SKILL or FIRE: Point</p>
<p style="text-align: right;">34</p> <p>SINGLES 360 Forehand is off 3 walls for a POINT</p> <p>DOUBLES Froncourt player's quick Backhand scores a point!</p>	<p style="text-align: right;">35</p> <p>SINGLES 360 Backhand is off 3 walls for a POINT</p> <p>DOUBLES Frontcourt player makes a quick, falling-down Backhand which scores a point!</p>	<p style="text-align: right;">36</p> <p>SINGLES Makes Chula shot with forehand, playing the ball high off the front wall, then reaching bottom of the back wall. Opp returns it OB! Point</p> <p>DOUBLES Backcourt player blasts a 360 forehand for a point!</p>

	<p style="text-align: right;">37</p> <p>SINGLES Extended point with both players moving fast. The server eventually wins it with a 360 forehand!</p> <p>DOUBLES Extended point with both players moving fast. The server eventually wins it with a 360 forehand!</p>	<p style="text-align: right;">38</p> <p>SINGLES Off 3 walls ... returned via fast 360 forehand!</p> <p>DOUBLES Off the back wall to the Frontcourt player who returns it with a Backhand.</p>
<p style="text-align: right;">39</p> <p>SINGLES CHOICE, may <u>automatically</u> use forehand to return it high off the front wall, OR, may attempt a Chula shot - (2-7 OB) (7-10: Point) - SKILL modify roll +1.</p> <p>DOUBLES Off the wall to the Forecourt player who has the CHOICE described above in Singles.</p>	<p style="text-align: right;">40</p> <p>SINGLES CHOICE, may <u>automatically</u> use forehand to return it high off the front wall, OR, may attempt a Chula shot - (2-7 OB) (7-10: Point) - SKILL modify roll +1.</p> <p>DOUBLES Off the wall to the Backcourt player who has the CHOICE described above in Singles.</p>	<p style="text-align: right;">41</p> <p>SINGLES Dubs it back! Only a FAST opponent is able to get to it and return.</p> <p>DOUBLES Frontcourt opponent dubs it back! Only FAST frontcourt opponent gets to it and returns the ball.</p>
<p style="text-align: right;">42</p> <p>SINGLES Player has to run for a backhand. CHOICE: 1. <u>Automatically</u> make the return high off the wall 2. Attempt a 2-Wall Ricochet by R2d: (2-6: OUT) (7-12: 2 Wall Return!) If SKILL, modify the roll +1.</p> <p>DOUBLES Backcourt player has the choice above.</p>	<p style="text-align: right;">43</p> <p>SINGLES Player has a CHOICE: 1. <u>Automatically</u> play easy forehand high off the front wall. 2. Attempt 3-Wall Ricochet shot by R2d: (2-6: OUT) (7-12: 3-Wall Return!) If SKILL, modify the roll +1.</p> <p>DOUBLES Backcourt player has the choice above.</p>	<p style="text-align: right;">44</p> <p>SINGLES Player has a CHOICE: 1. <u>Automatically</u> play easy forehand high off the front wall. 2. Attempt 3-Wall Ricochet shot by R2d: (2-6: OUT) (7-12: 3-Wall Return!) If SKILL, modify the roll +1.</p> <p>DOUBLES Backcourt player has the choice above.</p>

45

SINGLES

Player has to run for a backhand. CHOICE:

1. Automatically make the return high off the wall
2. Attempt a 2-Wall Ricochet by R2d: (2-6: OUT)
(7-12: 2 Wall Return!) **If SKILL**, modify
the roll +1.

DOUBLES

Backcourt player has the choice above.

46

SINGLES

Player has a CHOICE:

1. Automatically make the return high off the wall
2. Attempt a Chula shot by R2d: (2-6: Ceiling, OUT)
(7-12: Effective Chula Shot! Opp. attempts)
the return absent any Qualities.

DOUBLES

Frontcourt player has the choice above.

47

SINGLES

Dubs it back with his forehand! Only FAST
opponent is able to get to it & return it!

DOUBLES

Frontcourt opponent whips a quick backhand
high off the front wall.

SINGLES

Dubs it back with his forehand! Only FAST opponent is able to get to it & return it!

DOUBLES

Frontcourt opponent whips a quick backhand high off the front wall.

JAI-ALAI

X - CONCHA ACTION CHART

- 11** Returns it high off the wall. See Rare Occurances.
- 12-21** Returned to opponent who makes a "Chula" shot, playing the ball off the front wall very high, then reaching the botom of the back wall by the end of its arc! Your return attempt is absent ANY Positive Quality.
- 22-26** Return goes into the roof! Whistle gives point to opponent!
- 31-42** Must go back & far for forehand. **SPEED** or **FIRE** or **REFLEX**
- 43-51** Must climb 1 step on the wall. See the Wall Chart; modify 1 - either direction.
- 52-54** Returns a liner off the front wall. Opponent rolls for Rare Occurance.
- 55-61** Return hits opponent in head! You lose the point. Opponent must make an Injury check.
- 62-63** **Singles:** Takes backhand and returns it high off the wall.
Doubles: During Backhand return, your Cesta hits opponent in back of head! You lose point! Opp Injury Check
- 62-64** Climbs wall & makes the return, but the referee rules that the return was NOT made in 1 motion. Lost point!
- 65-66** You return it. Play continues. Later you are whistled for interference in the forecourt. Point for opponent.

WALL CHART

- 2-4** Can't get high enough, PT!
- 5** Gets to it, but the return is Out of Bounds.
- 6-7** **CLIMB**
- 8** **FAST**
- 9-11** Climbs high & returns it!
- 12** Climbs high, but falls! Loses Pt. R1d (1-3; Injured) (4-6: Is OK)

INJURIES

Rating	
A	Rest of this Point
B	Rest of this Game
C	Rest of the Night's Match
D	Rest of Match + R1d x R1d Matches
E	Rest of Match + R1d x R1d Matches

INJURIES

Rating	Rest of Match	+ Next
A	2	3
B	2-4	5
C	2-6	7
D	2-8	9



3-Wall Return

Always to Backcourt

- 2** Returns it!
- 3** **REFLEX**
- 4** **FAST**
- 5** **WALL**
- 6** Returns it!
- 7** Return is OB
- 8** Return is OB
- 9** Can't get to it
- 10** Can't get to it
- 11** Can't get to it
- 12** Can't get to it

2-Wall Return

Always to Backcourt

- 2** Returns it - 3 Walls!
- 3** Can't get to it
- 4** **REFLEX**
- 5** **FAST**
- 6** **WALL**
- 7** Returns it!
- 8** Returns it - 2 Walls!
- 9** Return is OB
- 10** Can't get to it
- 11** Can't get to it
- 12** Can't get to it



RARE OCCURRENCES

- 11 Player twists his ankle attempting to make the return which goes OB. He misses next turn in this game.
- 12 Player twists his ankle attempting to make the return which goes OB. Use player's INJURY Code to determine length of injury.
- 13-14 **DOUBLES** Player collides with his teammate and neither can make the return. Point for opponents.
SINGLES Player crashes the wall attempting the return. Use player's INJURY Code to determine length of injury.
- 15 Players collide. RETURNING PLAYER wins point on Interference Call, but he is injured for the rest of this game. The next 2 players take the court.
- 16 Player returns it using a shot, high to the Back wall! Opponent INJURED attempting failed return. Use his INJURY Code to determine length of the injury.
- 21 Returns it to the side wall. Opponent INJURED in wall-climbing attempt during failed return. Use opposing player's INJURY Code to determine length of injury.
- 22-23 **DOUBLES** Player sandwiched between opposing player & teammate. Loses point. Use player's INJURY Code to determine the length of injury.
SINGLES Return hits opponent in the head on its way to the front wall. Loses the point. R1d: On a roll of 1-4, opponent is injured! If injured, use his INJURY Code to determine the length of injury.
- 24 Player shatters his Xiestra into pieces attempting a backhand near the wall! He loses the point.
- 25 Player sent sprawling, having tripped over opponent's leg! He Loses the Point!
- 26 Player sent sprawling, having tripped over opponent's leg! Opponent called for Interference!
- 31 Player collides with opponent attempting to get to the ball. After the referee does not call interference, the player nastily shoves his opponent! The referee disqualifies him from the rest of this game!
- 32 Player collides with opponent attempting to get to the ball. After the referee does not call interference, the player punches his opponent! The referee disqualifies him from the rest of the nights matches!
- 33 Player crashes into glass attempting to return a ball. He loses the point! Match halted while glass is replaced. R1d:
- 34 (1-2: Player gets up and may continue) (3-4: Player shaken up, must miss rest of this game) (5-6: INJURY Code to determine the injury length.)
- 35 Player is ill and removes himself from the rest of this game!
- 36 Player is ill and removes himself from this game as well as the rest of tonight's matches!
- 41 Player is spotted with an illegal Xiestra! He is ejected from the rest of tonight's matches!
- 42 Player breaks his Xiestra, but doesn't drop it immediately. Referee stops play and call player for violation! HE loses point.
- 43 Player chasing shot is flipped over by skidding opponent, slams head & is out cold! Lost for the rest of THIS game.
- 44 Players collide, preventing a return. Both called for interference! Replay the point, randomly determining who serves.
- 45 Player's chin strap breaks; referee whistles play dead. The point is started over with a re-serve by the server.
- 46 Whips ball high off the front wall and accidentally gets in opponent's way. Opponent can't get to the ball! The referee whistles and call for the point to be replayed.
- 51 The player whips a 360 forehand off the red portion of the front wall. The referee whistles the ball Out of Bounds, and awards the point to the opponent.
- 52 The player catches the ball on the second bounce... The referee awards the point to his opponent.
- 53 He whips the ball toward the front wall, but on the way it catches the jersey of his opponent. The referee awards the point to the player whose jersey was hit.
- 54 The player makes a 360 backhand return. His opponent (Frontcourt in Doubles) can't get to the ball. The referee suspends the player who didn't get to the ball for lack of true attempt. He is suspended for the rest of the night's games + R1d nights!
- 55 The player makes a 360 backhand return. His opponent (Backcourt in Doubles) can't get to the ball. The referee suspends the player who didn't get to the ball for lack of hustle. He is suspended for the rest of the night's games + R1d nights!
- 56 Player turns ankle after using backhand to win the point! He loses all of his POSITIVE QUALITIES for the next point.
- 61 Player becomes ill. He removes himself from this point, but will continue on his next turn.
- 62 Player puts 180 backhand high off the wall to the side wall. His opponent crashes that wall attempting in vein to make the return. See INJURY Code for length.
- 63-66 **SINGLES** Puts a 180 forehand high off the front wall. Roll again on this chart for opponent's return attempt.
DOUBLES Hits 180 backhand liner off the front wall. Opposing Frontcourt Player must have **REFLEX** to make the return.

JAI-ALAI SCORESHEET

Singles

	Game	1	Pts	7	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple

Comment:

Doubles

	Game	2	Pts	7	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple
Daily Double

Comment:

Singles

	Game	3	Pts	7	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple

Comment:

Doubles

	Game	4	Pts	7	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple
Daily Double

Comment:

Doubles

	Game	5	Pts	9	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple

Comment:

Singles

	Game	6	Pts	9	Value	Odds
1						
2						
3						
4						
5						
6						
7						
8						

PP#

	\$	\$	\$
		\$	\$
			\$

Exacta
Quinella
Triple
Daily Double

Comment:

BETTING

Game	Amount Bet	Win, Place, Show	Running TOTAL
1			
2			
3			

Game	Amount Bet	Win, Place, Show	Running TOTAL
4			
5			
6			

JAI-ALAI RULES

Welcome to the Miami Fronton, home of the world's fastest game, Jai-Ali. This simulation entails not only decisions that players must make on the cancha (court), but also includes an optional betting component.

PRE GAME

1. Shuffle the players cards, then randomly select the players or teams. (After *Singles* games, do not include the singles players in the deck; they rest.)
2. Record the Post Positions on the scoresheet. Post positions are determined by the order picked in #1 above. The first selected take Post Position 1, the next takes Post Position 2, etc.
3. To determine odds, lay the players out in order of rating, best to worst.
4. Based upon the abilities of the players or teams (which can easily be seen now due to the layout in #3 above), and using the Betting Chart, enter the odds on the scoresheet.
5. As play progresses, place the losers cards to the side, face down. Once the "on deck" players deck is exhausted, turn over the losers deck and continue play with the top player in the losers deck returning to play first, etc.

SET UP

Place the Top Jai-Ali chart against the lamp. Lay out the two players to your left, one below the other. If you're playing a doubles game, lay out the backcourt players to the left, the front court players to the right.

Place the Fast Action Cards to the right of the players. The chits may be placed to the left of the players, out of the way until needed.

STRATEGY

Since play is so fast, strategy decisions must be made before a point starts. If your player

or team desires to take chances in order to win a point before an opponent (generally more skilled) has a chance to do so, place a chit to denote that strategy. Whenever a choice occurs via a Fast Action Card, since you've already made it, you'll simply read the operative part of the card.

One's strategy choice does NOT effect the type of serve he will use. One always has the choice of Serving Normally or Going for Broke on the Serve.

THE SERVE

To serve, simply determine your serving strategy, then R2d. If the result is the first number on your serve rating, you've scored an Ace and have won the point. If you roll the second number, the serve is Bad and your opponent wins the point.

To Go for Broke on a serve, use your player's right-hand Serve Rating instead of the Normal Serve Rating on the left.

To start a game, the Player in Post Position 1 serves to the player in Post Position 2. Thereafter, the player who won the previous point serves to the player who just came onto the court.

COURT PLAY

If the serve is not an Ace or Bad, the serve is in and must be returned by the opponent. Draw a Fast Action Card and read the result under either "Singles" for a singles match, or "Doubles," for a doubles match.

QUALITIES

Often Fast Action Cards will reference one of the 7 Qualities. Let's look at the Singles portion of card 33.

<p>Singles 360 Backhand off 3 walls. FIRE</p>

In the example, the player puts a 360 degree backhand off 3 walls and his opponent

(Backcourt opponent in Doubles), uses the 3-Wall Chart to attempt the return. HOWEVER, if the player attempting the return has the FIRE quality, his return is automatically IN and his opponent turns over the next FAC. It's that simple. Unless stated otherwise, if the player has the quality, he returns the ball; if he doesn't have the quality, he loses the point.

If a point is not scored, draw the next Fast Action Card until a score occurs.

The LAX quality is exception to the above. If LAX appears and the player to which the card applies is LAX, he loses the point.

JAI-ALI RULES

The game: Randomly create teams of 2 players each (in Doubles) or pick the 8 contestants (in singles). Next, randomly determine post positions. Finally, determine which player on each team will be in the forecourt and which will play the backcourt.

Once you have created the teams, you may want to create betting odds for the game. See the Betting Charts to determine odds which are based in part on post position.

The odds on this chart can be changed if there is a legitimate reason to do so. If there is one team with a clear advantage, then the odds can be lowered (for the better) on that team.

Players have overall ratings which appear in the bottom-right portion of their cards. The lower the better. These ratings are used in determining the odds.

Team 1 starts the game by serving to team 2. 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 2nd, the team with the 3rd highest number of points is considered to have finished 3rd and the team with the 4th highest number of points is considered to have finished 4th, etc.

If two teams have the same number of game points and are tied for 2nd, 3rd or 4th 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). See page 3 for more on betting.

The player begins the night with \$25 limit. If he loses that amount, he can't bet on any of the remaining matches.

The Program: The program is designed for those who want to play a full night at the fronton. There are twelve games on the program in real Jai-Alai, but in this game there are 6 for you to fill with players and teams.

In real Jai-Alai, games, games **2, 5, 8, and 11** are **Singles** games. The last game on the program will be a Spectacular 9 game. In this game, the points required to win and which games are singles and doubles appear on the scoresheet.

BETTING

ADVANCED ODDS: For more realism, use the following charts to determine odds. Once the players are rated 1 to 8 and placed in their post positions, look up each player's odds based upon his post position.

For example, Javier – the 2nd highest rated player in the game - is in Post Position 2. Using the first chart (for Post Positions 1 and 2), you see that his odds are 3-1. Had he been in post position 7 or 8, his odds would have been 5-1.

Post Positions 1-2	Odds
Highest Rated	2-1
2 nd Highest Rated	3-1
3 rd Highest Rated	4-1
4 th Highest Rated	5-1
5 th Highest Rated	6-1
6 th Highest Rated	8-1
7 th Highest Rated	10-1
Lowest Rated	12-1

Post Positions 3-6	Odds
Highest Rated	3-1
2 nd Highest Rated	4-1
3 rd Highest Rated	5-1
4 th Highest Rated	6-1
5 th Highest Rated	8-1
6 th Highest Rated	10-1
7 th Highest Rated	12-1
Lowest Rated	16-1

Post Positions 7-8	Odds
Highest Rated	4-1
2 nd Highest Rated	5-1
3 rd Highest Rated	6-1
4 th Highest Rated	8-1
5 th Highest Rated	10-1
6 th Highest Rated	12-1
7 th Highest Rated	16-1
Lowest Rated	20-1

BET	WHAT BET ENTAILS	WINNINGS
Win	Bet that the team will finish 1 st	The win odds + the bet
Place	Bet that the team will finish 2 nd . (Teams finishing 1 st or 2 nd win the bet)	Half of the win odds + the bet
Show	Bet that the team will finish 3 rd . (Teams finishing 1 st , 2 nd , or 3 rd win the bet)	¼ of the win odds + the bet
Exacta	Pick the 2 teams that will finish 1 st & 2 nd in the exact order	Multiply the win odds of the 2 teams and double the result, plus the bet. (ex $3 \times 5 \times 2 = 30 + 2 = \32 exacta)
Quinella	Pick the 2 teams that will finish 1 st & 2 nd in any Order	Add the win odds of the 2 teams and double the result + the bet. (Ex. $(3+5) \times 2 = 16+2 = \18 Quinella)
Trifecta	Pick the 3 that will finish 1 st , 2 nd , and 3 rd in any order.	Multiply the win odds of the 3 teams & 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 2 games in question. Ex Two \$18 quinellas = $18 \times 18 + 2 = 326$ twin Quinella
Twin Tri	Two Trifecta bets in a row	Add the triple results of the 2 games in question Ex $362 + 150 + 2 = 514$ Twin Tri
Daily Double	Pick the winner of 2 Consecutive games on the program.	

NEW CARD SERVE RATINGS

NORMAL Go for Broke

A	8-3	7-5
B	9-3	7-6
B-	10-3	7-6
C	11-3	6-5

OVERALL RATINGS

		<u># of POSITIVE SKILLS</u>	<u>SERVE</u>
1	Outstanding, one of All-time Best	5	A
2	Terrific	5	B
3	Very Good	4	A or B
4	Good	3 or 4	B or C
5	AVERAGE	2	B
6	Below Average	2 or 1	C or B
7	Weak	1	C
8	Poor	0	May have Lax C