

PANCAKE!: THE GAME OF WOMEN'S COLLEGE VOLLEYBALL

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- I. GAME COMPONENTS
 - A. TEAM CHARTS FOR ALL DIVISION I NCAA TEAMS
 - B. ACTION DECK (100 CARDS)
 - C. FOUL CHART
 - D. SCORESHEET
 - E. STRENGTH OF SCHEDULE CHART

II. GAME SET UP

- 1. SELECT THE 2 TEAMS YOU WISH TO PLAY. COPY THE PLAYER NAMES TO THE SCORE SHEET.
- 2. CONSULT THE SOS CHART, AND FOLLOW ITS DIRECTIONS DURING THE GAME.
- 3. SHUFFLE THE ACTION DECK THOROUGHLY.
- 4. PLACE THE FOUL CHART NEARBY FOR REFERENCE

III. THE TEAM CARDS

A. EACH NCAA TEAM IS REPRESENTED BY A SINGLE CARD. ALL PLAYERS ARE RATED ON A VARIETY OF STATISTICS. THE TEAM ITSELF IS ALSO RATED FOR THE FREQUENCY OF VARIOUS ACTIONS THAT TAKE PLACE.

B. THE TEAM RATINGS

THESE APPEAR DOWN THE LEFT HAND SIDE OF EACH TEAM CARD. HERE EACH TEAM IS RATED FOR EACH OF THE FOLLOWING ACTIONS:

- i: ACE: (HOW OFTEN THE TEAM SCORES A SERVICE ACE)
- ii: SE: (HOW OFTEN THE TEAM COMMITS A SERVICE ERROR)
- iii: SERVE: (HOW OFTEN THE TEAM SERVES WITHOUT AN ACE OR AN ERROR)
- iv: RE: (HOW OFTEN THE TEAM COMMITS A RECEPTION ERROR ON AN OPPONENT'S SERVE)
- v: RECEPT.: (HOW OFTEN THE TEAM SUCCESSFULLY RETURNS AN OPPONENT'S SERVE)
- vi: KILL: (HOW OFTEN THE TEAM SCORES A KILL)
- vii: ERROR: (HOW OFTEN THE TEAM COMMITS AN ATTACK ERROR)
- viii: ATTACK: (HOW OFTEN THE TEAM PERFORMS AN ATTACK, WITHOUT SCORING A KILL OR COMMITTING AN ERROR)
- ix: BLOCK: (HOW OFTEN THE TEAM BLOCKS AN OPPONENT'S ATTACK)
- x: BS: (HOW OFTEN A TEAM BLOCKS AN OPPONENT'S ATTACK WITH A SINGLE BLOCKER)
- xi: BA: (HOW OFTEN A TEAM BLOCKS AN OPPONENT'S ATTACK WITH A PAIR OF BLOCKERS)
- xii: BE: (HOW OFTEN THE TEAM COMMITS A BLOCK ERROR)
- xiii: COUNTER ATT.: (HOW OFTEN A TEAM FAILS TO BLOCK AN ATTACK, (OR COMMIT A BLOCK ERROR), BUT SUCCESSFULLY RETURNS AN ATTACK)
- xiv: DIG: (HOW OFTEN A TEAM SCORES A DIG)
- xv: BHE: (HOW OFTEN A TEAM COMMITS A BALL HANDLING ERROR)
- xvi: NO DIG: (HOW OFTEN A TEAM FAILS TO SCORE A DIG; THIS IS TREATED AS A NORMAL ATTACK RETURN)
- xvii: ASSIST: (HOW OFTEN A TEAM GETS CREDIT FOR AN ASSIST AFTER SCORING A POINT)

C. THE PLAYER RATINGS

EACH PLAYER HAS 11 DIFFERENT RATINGS, READ HORIZONTALLY.

i: SA: HOW OFTEN THE PLAYER SCORES A SERVICE ACE
ii: SE: HOW OFTEN THE PLAYER COMMITS A SERVICE ERROR
iii: RE: HOW OFTEN THE PLAYER COMMITS A RECEPTION ERROR
iv: K: HOW OFTEN THE PLAYER SCORES A KILL
v: E: HOW OFTEN THE PLAYER COMMITS AN ATTACK ERROR
vi: B: HOW OFTEN THE PLAYER SCORES A SOLO BLOCK
vii: BA: HOW OFTEN THE PLAYER TAKES PART IN A BLOCK ASSIST
viii: BE: HOW OFTEN THE PLAYER COMMITS A BLOCK ERROR
ix: DIG: HOW OFTEN THE PLAYER SCORES A DIG
x: BHE: HOW OFTEN THE PLAYER COMMITS A BALL HANDLING ERROR
xi: AST: HOW OFTEN THE PLAYER IS CREDITED WITH AN ASSIST

D. THE ACTION DECK

THE ACTION DECK IS COMPOSED OF 100 2-SIDED CARDS, EACH SIDE WITH A TOP AND BOTTOM NUMBER. THE NUMBERS READ OFF THE CARDS ARE MATCHED TO THE RANGES APPEARING ON THE TEAM CARDS, PRODUCING RESULTS. ONLY THE TOP NUMBER IS READ, EXCEPT IN CASE OF FOULS OR INJURIES.

E. READING THE TEAM RATINGS

THE TEAM RATINGS ARE READ AS A RANGE FROM THE ACTION DECK. FOR EXAMPLE, LET'S SAY OUR TEAM HAS THE FOLLOWING NUMBERS:

| TEAM ACTION | |
|--------------|-----|
| ACE | 7 |
| SE | 19 |
| SERVE | 100 |
| RE | 10 |
| RECEPT. | 100 |
| KILL | 37 |
| ERROR | 54 |
| ATTACK | 100 |
| BLOCK | 24 |
| BS | 12 |
| BA | 92 |
| BE | 100 |
| COUNTER ATT. | 100 |
| DIG | 64 |
| BHE | 66 |
| NO DIG | 100 |
| ASSIST | 69 |

ASSUMING OUR TEAM IS SERVING:

IF THE CARD DRAWN IS A "5", THE TEAM SCORES A SERVICE ACE.

IF THE CARD DRAWN IS A "12", THE TEAM COMMITS A SERVICE ERROR.

IF THE CARD DRAWN IS A "65", THE TEAM PERFORMS A RETURNABLE SERVE.

ASSUMING OUR TEAM IS RECEIVING:

IF THE CARD DRAWN IS A "2", THE TEAM COMMITS A RECEPTION ERROR.

IF THE CARD DRAWN IS A "93", THE TEAM RETURNS THE SERVICE NORMALLY.

ASSUMING OUR TEAM HAS ALREADY BEEN THROUGH THE SERVICE SEQUENCE AND IS ATTACKING:

IF THE CARD DRAWN IS A "29", THE TEAM HAS SCORED A KILL. (CHECK FOR AN ASSIST; SEE BELOW)

IF THE CARD DRAWN IS A "39", THE TEAM HAS COMMITTED AN ATTACK ERROR.

IF THE CARD DRAWN IS A "99", THE TEAM HAS RETURNED AN ATTACK NORMALLY.

ASSUMING OUR OPPONENT HAS ALREADY BEEN THROUGH THE SERVICE SEQUENCE AND IS ATTACKING:

IF THE CARD DRAWN IS A "19", THE TEAM (OUR TEAM) HAS SCORED A BLOCK. WE DRAW ANOTHER CARD AND CONTINUE:

IF THE CARD IS A "4", ONE OF OUR PLAYERS HAS SCORED A SOLO BLOCK

IF THE CARD IS A "77", TWO OF OUR PLAYERS HAVE TEAMED UP TO SCORE A BLOCK ASSIST.

IF THE CARD IS A "96", ONE OF OUR PLAYERS HAS COMMITTED A BLOCK ERROR.

IF THE ORIGINAL CARD (IN THIS CASE A "19"), HAD NOT BEEN IN THE MAIN "BLOCK" RANGE, WE WOULD HAVE NOT BLOCKED THE SHOT (OR HAVE MADE A BLOCK ERROR). OUR TEAM WOULD NOW CHECK THE NUMBER TO SEE IF OUR DEFENSE SCORED A DIG.)

IF, SAY, OUR ORIGINAL CARD WAS A "40", INSTEAD OF "19", WE HAVE SCORED A DIG.

ANY CARD BETWEEN 25 AND 64 WOULD RESULT IN A DIG.

IF OUR ORIGINAL CARD IS A "65" OR "66", OUR TEAM HAS COMMITTED A BALL HANDLIN ERROR.

IF OUR ORIGINAL CARD WAS "67" OR GREATER, WE HAVE RETURNED THE OPPONENT'S ATTACK NORMALLY.

IN SUMMARY, IF THE ACTION DECK NUMBER DRAWN IS WITHIN THE RANGE OF THE DIFFERENT ACTION CATEGORIES, THAT ACTION TAKES PLACE.

AFTER A SUCCESSFUL KILL:

IF THE CARD DRAWN IS A "33", A PLAYER WILL GET AN ASSIST.

D. READING THE INDIVIDUAL PLAYER RATINGS

THE PLAYER RATINGS ARE ALSO READ AS A RANGE FROM THE ACTION DECK. EXAMPLE:

| SA | SE |
|----|----|
| 10 | 16 |

IF OUR TEAM'S SERVICE ACE AND SERVICE ERROR COLUMNS LOOK LIKE THIS, AND WE DRAW AN "11", OUR PLAYER HAS COMMITTED A SERVICE ERROR (IF WE'RE SERVING!) IF WE DRAW A "10", OUR PLAYER HAS SCORED A SERVICE ACE.

IV. THE FOUL CHART

THIS CHART IS CONSULTED WHENEVER AN ACTION DECK IS A "100". RESOLVE THE PLAY NORMALLY, THE DRAW ANOTHER ACTION DECK CARD, AND FIND THE RESULT ON

THE FOUL CHART. THE RESULT WILL BE EITHER A POSSIBLE INJURY OR A CARDED FOUL. SEE THE FOUL CHART FOR EXPLANATIONS.

V. DUPLICATE NUMBERS ON THE PLAYER RATINGS

ON SOME INDIVIDUAL PLAYER RATINGS, MORE THAN ONE PLAYER WILL HAVE THE SAME NUMBER LISTED.

EXAMPLE:

K
97
97
97
97

IN THIS CASE, THERE ARE 4 PLAYERS SHARING THE ACTION DECK NUMBER "97". IN A SITUATION LIKE THIS, WE NEED TO DETERMINE WHICH OF THE 4 PLAYERS IS USED. DRAW ANOTHER ACTION DECK NUMBER. DIVIDE 100 BY THE NUMBER OF PLAYERS, AND APPLY THE NEW ACTION DECK NUMBER TO THE RESULTING RANGE. IN OUR EXAMPLE:

1-25
26-50
51-75
76-100

IF THE ACTION DECK NUMBER WAS "16", THE FIRST OF THE 4 PLAYERS WOULD SCORE THE KILL.

VI. SAMPLE GAME

NOW WE WILL PLAY THROUGH A FEW TURNS OF A SAMPLE GAME. I FEEL THAT THIS METHOD IS THE BEST WAY TO EXPLAIN HOW THE GAME ENGINE WORKS. FOR OUR GAME, I HAVE CHOSEN TO PLAY ALBANY AGAINST HARTFORD. ALBANY WILL BE THE HOME TEAM. I WRITE THE 2 LINEUPS ONTO THE SCORECARD, FILL IN THE TEAM NAMES AND SHUFFLE THE ACTION CARD DECK. LET'S START THE GAME.

THE COIN TOSS

DRAW AN ACTION CARD FOR THE HOME TEAM, THEN ONE FOR THE VISITOR, CONSULTING THE NUMBERS ON EACH. THE HIGHER NUMBER GETS THE FIRST SERVE, WITH TIES GOING TO THE HOME TEAM. THE FIRST NUMBER IS A "98", AND THE SECOND IS A "75". ALBANY WINS THE TOSS

ALBANY SERVING. DRAW AN ACTION DECK CARD AND READ THE RESULT. IT'S A "4". LOOKING UNDER THE TEAM ACTION, WE SEE THAT ALBANY HAS SCORED A SERVICE ACE. NOW, LET'S SEE WHO THE SERVER WAS.

DRAWING ANOTHER ACTION DECK CARD, WE OBTAIN A "33". FINDING THIS NUMBER UNDER THE INDIVIDUAL PLAYERS' "SA" COLUMN, WE SEE THAT ASHLEY DeNEAL GETS CREDIT FOR THE ACE. **FOR EVERY SERVICE ACE, THERE MUST BE A RECEPTION ERROR.** DRAWING ANOTHER ACTION CARD, WE GET A "29". LOOKING UNDER HARTFORD'S "RE" PLAYER RATINGS, WE FIND THAT KATIE ROBERTSON MADE THE RECEPTION ERROR.

ALBANY LEADS 1-0, STILL SERVING.

DRAWING AN ACTION DECK CARD, WE GET A "12". ALBANY HAS MADE A SERVICE ERROR. WE DRAW A "50"; LOOKING UNDER ALBANY'S "SE" COLUMN, WE FIND THAT SAMANTHA JACOBSON HAS COMMITTED THE ERROR. ALBANY LOSES THE SERVICE, STILL LEADING, 1-0.

HARTFORD SERVING NOW. DRAWING A CARD, WE GET A "58". LOOKING UNDER HARTFORD'S SERVE SECTION, WE SEE THAT THIS IS A RETURNABLE SERVE. WE WILL NOW SEE IF ALBANY RETURNS THE SERVE CLEANLY. DRAWING ANOTHER CARD, WE GET A "1". ALBANY HAS COMMITTED A RECEPTION ERROR. DRAWING ANOTHER NUMBER, WE GET A "13". HILLARY WHITE MADE THE RECEPTION ERROR. HARTFORD RETAINS THE SERVE, WITH THE SCORE 1-1.

HARTFORD DRAWS FOR SERVICE ACTION. IT'S A "95", INDICATING A RETURNABLE SERVE. NOW WE DRAW A CARD TO SEE IF ALBANY RETURNS CLEANLY. IT'S A "16", NOT IN THE 1-9 RANGE, SO IT'S A CLEAN RETURN. DRAWING AGAIN, (HARTFORD ATTACKS NOW) WE GET AN "31". HARTFORD HAS SCORED A KILL. DRAWING TO SEE WHO GETS CREDIT FOR THE KILL, WE GET A "9". JACKIE KANE GETS THE KILL. NOW WE'LL SEE IF JACKIE WAS ASSISTED. DRAWING AGAIN, WE GET A "20", WELL WITHIN HARTFORD'S "68", SO AN ASSIST WAS MADE. DRAWING AGAIN TO SEE WHO THE ASSISTER WAS, WE GET A "50", SO CREDIT ASHLEY MEFFERT WITH AN ASSIST. HARTFORD NOW LEADS, 2-1, AND THEY WILL SERVE AGAIN.

DRAWING FOR SERVE ACTION, WE GET A "71" AND THEN "29"; THE BALL WAS SERVED AND RETURNED SUCCESSFULLY. DRAWING AGAIN, (HARTFORD ATTACKING) WE GET A "40"; HARTFORD HAS MADE AN ATTACK ERROR. DRAWING AGAIN, WE GET AN "83". LOOKING UNDER HARTFORD'S "E" COLUMN, WE FIND THAT KATIE ROBERTSON IS CHARGED WITH THE ERROR. HARTFORD LOSES THE SERVICE, AND THE SCORE IS TIED AT 2-2.

ALBANY IS NOW SERVING. WE'LL ASSUME THAT THE SERVICE IS NORMAL FROM HERE ON OUT (NO ERRORS OR ACES.) SINCE ALBANY WOULD NOW BE AT THE ATTACK STAGE, WE DRAW A "73", A NORMAL ATTACK (NOT A KILL OR AN ATTACK ERROR). ON ALL NORMAL ATTACKS, THE DEFENDING TEAM WILL DRAW TO ATTEMPT A BLOCK OR A DIG. BEFORE THAT HAPPENS, WE NEED TO DRAW ONE MORE CARD TO SEE WHO MADE THE NORMAL ATTACK. DRAW A CARD, AND LOOK UNDER ALBANY'S PLAYER KILLS COLUMN. GIVE THAT PLAYER AN ATTACK.

DRAWING FOR HARTFORD'S DEFENSE, WE GET A "20", WITHIN THEIR BLOCK RANGE. WE MUST DRAW AGAIN TO DETERMINE WHAT SORT OF BLOCK TOOK PLACE. I'LL COVER ALL 3 POSSIBILITIES HERE:

IF THE NEXT CARD IS A "3", A SINGLE HARTFORD PLAYER BLOCKED THE ATTACK. DRAW AGAIN, AND FIND THE NUMBER ON THE HARTFORD PLAYERS' "B" COLUMN. AFTER A SOLO BLOCK, THE ORIGINAL ATTACKING TEAM ATTACKS AGAIN, WITH A CHANCE FOR A KILL, AN ERROR, OR A NORMAL ATTACK.

IF THE NEXT CARD IS A "91", 2 HARTFORD PLAYERS HAVE COMBINED FOR A BLOCK ASSIST. DRAW 2 MORE CARDS, FINDING EACH NUMBER ON THE HARTFORD PLAYERS' "BA" COLUMN. AFTER A BLOCK ASSIST, THE ORIGINAL ATTACKING TEAM ATTACKS AGAIN, WITH A CHANCE FOR A KILL, AN ERROR, OR A NORMAL ATTACK.

IF THE NEXT CARD IS A "99", A HARTFORD PLAYER HAS COMMITTED A BLOCK ERROR. DRAW AGAIN, AND FIND THE NUMBER ON THE HARTFORD PLAYERS' "BE" COLUMN.
AFTER A BLOCK ERROR, THE ORIGINAL ATTACKING TEAM IS AWARDED A KILL, ONLY IF THE BLOCK ERROR OCCURS ON THE FIRST ATTACK OF A POSSESSION. (FOLLOW THE NORMAL PROCEDURE FOR DETERMINING WHO GET THE KILL CREDIT) AND RETAINS THE SERVICE. IF THAT WERE THE CASE HERE, ALBANY WOULD NOW LEAD 3-2, AND WOULD DRAW FOR THE SERVE.

LET'S ASSUME THAT OUR ORIGINAL NUMBER IN THIS SEQUENCE WAS A "39", RATHER THAN A "20". IN THIS CASE, HARTFORD HAS SCORED A DIG. WE THEN DRAW AN ACTION CARD, AND FIND THE RANGE ON THE HARTFORD PLAYERS' "DIG" COLUMN. AFTER A SUCCESSFUL DIG, THE ORIGINAL ATTACKING TEAM ATTACKS AGAIN, WITH A CHANCE FOR A KILL, AN ERROR, OR A NORMAL ATTACK. IF THAT WERE THE CASE HERE, ALBANY WOULD ATTACK AGAIN.

LET'S ASSUME THAT OUR ORIGINAL NUMBER IN THIS SEQUENCE WAS A "66", RATHER THAN A "20". IN THIS CASE, HARTFORD HAS COMMITTED A BALL HANDLING ERROR. WE WOULD DRAW ANOTHER CARD, FINDING ITS RANGE ON THE HARTFORD PLAYERS' "BHE" COLUMN. AFTER A BALL HANDLING ERROR, THE ATTACKING TEAM SCORES A POINT AND RETAINS THE SERVICE. IF THAT WERE THE CASE HERE, ALBANY WOULD NOW LEAD 3-2, AND WOULD DRAW FOR THE SERVE.

LET'S ASSUME THAT OUR ORIGINAL NUMBER IN THIS SEQUENCE WAS A "96", RATHER THAN A "20". IN THIS CASE, HARTFORD HAS NOT SCORED A DIG, NOR HAVE THEY COMMITTED A BALL-HANDLIN ERROR. THEY HAVE RETURNED THE ATTACK NORMALLY. IF THAT WERE THE CASE HERE, ALBANY WOULD ATTACK AGAIN.

HOPEFULLY THIS SHORT SAMPLE GAME WILL GIVE YOU A BASIC IDEA OF THE GAME FLOW. REMEMBER THAT THE ACTION DECK IS 2-SIDED, SO YOU'LL USE BOTH SIDES OF THE CARDS.

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