STATIS PRO Fast Action Card RPG #1

ACTION	Pass to PG #1
REBOUND	Def PF
SHOT #	1; Lane violation voids Free Throw; Team TO
ADVANCE	Pass to SF #1
JUMP TO	Home OB
BLOCK	Def OB
Z READING	Home PG must rest unless *
PRESS	Pass to C #1
FOUL #	1 or FD1

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STATIS PRO Fast Action Card RPG #2

ACTION	Pass to SG #1
REBOUND	Def SF
SHOT #	2; Blocked by any defender with B11 or higher
ADVANCE	Pass to PF #1
JUMP TO	Vis OB
BLOCK	Goaltending
Z READING	Home SG must rest unless *
PRESS	Pass to SG #1
FOUL #	2 or FD1

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STATIS PRO Fast Action Card RPG #3

ACTION	Pass to SF #1
REBOUND	Def C
SHOT #	3; Fouled by C if shooter's FD# > 2
ADVANCE	Pass to PG #1
JUMP TO	+1 C
BLOCK	Off OB
Z READING	Home C must rest unless *
PRESS	Pass to SF #1
FOUL #	3 or FD1

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STATIS PRO Fast Action Card RPG #4

ACTION	Pass to PF #1
REBOUND	Off PG; #15 §13
SHOT #	4; Blocked by C with B1 or higher
ADVANCE	Pass to SG #1
JUMP TO	+2 PF
BLOCK	Def C
Z READING	Home PF must rest unless *
PRESS	Pass to PG #1
FOUL #	4 or FD1

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STATIS PRO Fast Action Card RPG #5

ACTION	Pass to C #2
REBOUND	Off SG; #25 §20
SHOT #	5; Blocked by any defender with B2 or higher
ADVANCE	Pass to C #1
JUMP TO	+3 SF
BLOCK	Def PF
Z READING	Home SF must rest unless *
PRESS	Pass to PF #1
FOUL #	5 or FD1

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STATIS PRO Fast Action Card RPG #25

ACTION	Pass to C #7
REBOUND	Highest SG; Add +1 to Defense. #7 §5
SHOT #	25. Blocked by any defender with B4 or higher
ADVANCE	Pass to SF #5 §7.
JUMP TO	+9 SF
BLOCK	Def C
Z READING	Home C must rest
PRESS	Pass to C #5
FOUL #	25 or FD1

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STATIS PRO Fast Action Card RPG #26

ACTION	Pass to PG #7 §14
REBOUND	Jump Ball between FD1's of each team
SHOT #	26
ADVANCE	Pass to PF #5 §7. Stolen by PD with S5 or higher
JUMP TO	+10 PG
BLOCK	Def C
Z READING	Home C must rest
PRESS	Pass to PG #5 §10
FOUL #	26 or FD1

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STATIS PRO Fast Action Card RPG #27

ACTION	Pass to SG #7
REBOUND	Offense PF; #8 §8
SHOT #	27
ADVANCE	Pass to PG #5 §7. Stolen by PD with S5 or higher
JUMP TO	+11 SG
BLOCK	Def SG
Z READING	Home PF must rest
PRESS	Pass to SG #5
FOUL #	27 or FD1

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STATIS PRO Fast Action Card RPG #28

ACTION	Pass to SF #7 §6
REBOUND	Offense SF; #9 §10
SHOT #	28
ADVANCE	Pass to SG #5 §7. Stolen by PD with S5 or higher
JUMP TO	+1 C
BLOCK	Def SG
Z READING	Home PF must rest
PRESS	Pass to SF #5
FOUL #	28 or FD1

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STATIS PRO Fast Action Card RPG #29

ACTION	Pass to PF #8
REBOUND	Offense C; #11 §8
SHOT #	29
ADVANCE	Pass to C #5 §8. Stolen by PD with S5 or higher
JUMP TO	+2 PF
BLOCK	Def C
Z READING	Home C must rest
PRESS	Pass to PF #5 §1
FOUL #	29 or FD1

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STATIS PRO Fast Action Card RPG #6	
ACTION	Pass to PG #2
REBOUND	Highest Offensive Rebounder; #5 §6
SHOT #	6; Blocked by any defender with B12 or higher
ADVANCE	Pass to choice #1
JUMP TO +4 PG	**BLOCK** Def SF
Z READING	Home PG must rest unless *
PRESS	Pass to choice #1
FOUL #	6 or FD1

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STATIS PRO Fast Action Card RPG #7	
ACTION	Pass to SG #2
REBOUND	Offense OB
SHOT #	7
ADVANCE	Pass to SF #2
JUMP TO +5 SG	**BLOCK** Def SG
Z READING	Home SG must rest unless *
PRESS	Pass to C #2
FOUL #	7 or FD1

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STATIS PRO Fast Action Card RPG #8	
ACTION	Pass to SF #2
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	8; Blocked by any defender with B13 or higher
ADVANCE	Pass to PF #2
JUMP TO +6 C	**BLOCK** Def PG
Z READING	Home C must rest unless *
PRESS	Pass to PG #2 §1
FOUL #	8 or FD1

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STATIS PRO Fast Action Card RPG #9	
ACTION	Pass to PF #3
REBOUND	Highest Defensive Rebounder
SHOT #	9; Blocked by any defender with B14 or higher
ADVANCE	Pass to PG #2
JUMP TO +7 SG	**BLOCK** Off C
Z READING	Home PF must rest unless *
PRESS	Pass to SG #2
FOUL #	9 or FD1

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STATIS PRO Fast Action Card RPG #10	
ACTION	Pass to C #3
REBOUND	Defensive C
SHOT #	10
ADVANCE	Pass to SG #2
JUMP TO +8 C	**BLOCK** Off PF
Z READING	Home SF must rest unless *
PRESS	Pass to SF #2
FOUL #	10 or FD1

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STATIS PRO Fast Action Card RPG #30	
ACTION	Pass to C #8
REBOUND	Offense SG; #13 §12
SHOT #	30
ADVANCE	Pass to choice #5 §8
JUMP TO +3 SF	**BLOCK** Def C
Z READING	Home C must rest
PRESS	Pass to choice #5 §2
FOUL #	30 or FD1

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STATIS PRO Fast Action Card RPG #31	
ACTION	Pass to choice #8
REBOUND	Highest Offensive Rebounder; #14 §8
SHOT #	31
ADVANCE	Pass to SF #6 §7
JUMP TO +4 PG	**BLOCK** Def C
Z READING	Home C must rest
PRESS	Pass to C #6 §1
FOUL #	31 or FD1

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STATIS PRO Fast Action Card RPG #32	
ACTION	Pass to PG #8 §3
REBOUND	Offense OB
SHOT #	32
ADVANCE	Pass to PF #6 §7
JUMP TO +6 SG	**BLOCK** Def C
Z READING	Home C must rest
PRESS	Pass to PG #6 §3
FOUL #	32 or FD1

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STATIS PRO Fast Action Card RPG #33	
ACTION	Pass to SG #9
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	33. Fouled by SG if shooter's FD# > 8
ADVANCE	Pass to PG #6 §9
JUMP TO +7 C	**BLOCK** Def C
Z READING	Home C must rest
PRESS	Pass to SG #6 §2
FOUL #	33 or FD1

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STATIS PRO Fast Action Card RPG #34	
ACTION	Pass to SF #9 §7
REBOUND	Highest Defensive Rebounder
SHOT #	34. Blocked by PF with B3 or higher
ADVANCE	Pass to SG #6 §9
JUMP TO +8 PF	**BLOCK** Def C
Z READING	Home C must rest
PRESS	Pass to SF #6
FOUL #	34 or FD1

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STATIS PRO Fast Action Card RPG #11

ACTION	Pass to PG #3
REBOUND	Defense OB
SHOT #	11
ADVANCE	Pass to C #2

JUMP TO	BLOCK
+9 PG	Off SF

Z READING	Visitor PG must rest unless *
PRESS	Pass to PF #2
FOUL #	11 or FD1

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STATIS PRO Fast Action Card RPG #12

ACTION	Pass to SG #3
REBOUND	Defense SF
SHOT #	12
ADVANCE	Pass to choice #2

JUMP TO	BLOCK
+10 SG	Off SG

Z READING	Visitor SG must rest unless *
PRESS	Pass to choice #2
FOUL #	12 or FD1

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STATIS PRO Fast Action Card RPG #13

ACTION	Pass to SF #4 §6
REBOUND	Defense PF
SHOT #	13. Fouled by PF if shooter's FD# > 4
ADVANCE	Pass to SF #3

JUMP TO	BLOCK
+11 C	Off PG

Z READING	Visitor C must rest unless *
PRESS	Pass to C #3
FOUL #	13 or FD1

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STATIS PRO Fast Action Card RPG #14

ACTION	Pass to PF #4
REBOUND	Defense PG
SHOT #	14. Blocked by C with B2 or higher
ADVANCE	Pass to PF #3

JUMP TO	BLOCK
+12 SG	Off SG

Z READING	Visitor PF must rest unless *
PRESS	Pass to PG #3
FOUL #	14 or FD1

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STATIS PRO Fast Action Card RPG #15

ACTION	Pass to C #4
REBOUND	Defense SG
SHOT #	15. Blocked by any defender with B3 or higher
ADVANCE	Pass to PG #3

JUMP TO	BLOCK
+13 C	Off SF

Z READING	Visitor SF must rest unless *
PRESS	Pass to SG #3 §1
FOUL #	15 or FD1

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STATIS PRO Fast Action Card RPG #35

ACTION	Pass to PF #9
REBOUND	Defensive C
SHOT #	35. Blocked by any defender with B5 or higher
ADVANCE	Pass to C #6 §4

JUMP TO	BLOCK
+9 SF	Def C

Z READING	Home C must rest
PRESS	Pass to PF #6
FOUL #	35 or FD1

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STATIS PRO Fast Action Card RPG #36

ACTION	Pass to C #9
REBOUND	Defense OB
SHOT #	36
ADVANCE	Pass to choice #6 §9

JUMP TO	BLOCK
+10 PG	Def C

Z READING	Home C must rest
PRESS	Pass to choice #6
FOUL #	36 or FD1

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STATIS PRO Fast Action Card RPG #37

ACTION	Pass to PG #10 §5
REBOUND	Defense SF
SHOT #	37
ADVANCE	Pass to SF #7 §8

JUMP TO	BLOCK
+11 SG	Def C

Z READING	Home C must rest
PRESS	Pass to C #7
FOUL #	37 or FD1

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STATIS PRO Fast Action Card RPG #38

ACTION	Pass to SG #10 §9
REBOUND	Defense PF
SHOT #	38
ADVANCE	Pass to PF #7 §8

JUMP TO	BLOCK
+1 C	Def C

Z READING	Home C must rest
PRESS	Pass to PG #7
FOUL #	38 or FD1

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STATIS PRO Fast Action Card RPG #39

ACTION	Pass to SF #10
REBOUND	Defense PG. FB
SHOT #	39
ADVANCE	Pass to PG #7 §10

JUMP TO	BLOCK
+2 PF	Def C

Z READING	Home SG must rest
PRESS	Pass to SG #7
FOUL #	39 or FD1

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STATIS PRO Fast Action Card RPG #16	STATIS PRO Fast Action Card RPG #17	STATIS PRO Fast Action Card RPG #18	STATIS PRO Fast Action Card RPG #19	STATIS PRO Fast Action Card RPG #20
ACTION Pass to PG #4 §1	**ACTION** Pass to SG #5 §7	**ACTION** Pass to SF #5	**ACTION** Pass to PF #5	**ACTION** Pass to C #5
REBOUND Offensive Goaltending; D OB	**REBOUND** Loose Ball Foul on Offense. Def. Team Reb.	**REBOUND** Highest Rebounder; #10 §8	**REBOUND** Highest Forward; #12 §8	**REBOUND** Highest PF; Add +1 to Defense. #2 §3
SHOT # 16	**SHOT #** 17	**SHOT #** 18	**SHOT #** 19	**SHOT #** 20
ADVANCE Pass to SG #3	**ADVANCE** Pass to C #3	**ADVANCE** Pass to choice #3	**ADVANCE** Pass to SF #4 §5	**ADVANCE** Pass to PF #4 §5
JUMP TO +1 PF **BLOCK** Off SG	**JUMP TO** +12 PF **BLOCK** Off SG	**JUMP TO** +2 SF **BLOCK** Off PG	**JUMP TO** +3 PG **BLOCK** Off PG	**JUMP TO** +4 SG **BLOCK** Off PF
Z READING Visitor SF must rest unless *	**Z READING** Visitor PF must rest unless *	**Z READING** Visitor SG must rest unless *	**Z READING** Visitor PG must rest unless *	**Z READING** Visitor C must rest unless *
PRESS Pass to SF #3	**PRESS** Pass to PF #3	**PRESS** Pass to choice #3 §1	**PRESS** Pass to C #4. Stolen by PD with S4 or higher	**PRESS** Pass to PG #4 §2. Stolen by PD with S4 or higher
FOUL # 16 or FD1	**FOUL #** 17 or FD1	**FOUL #** 18 or FD1	**FOUL #** 19 or FD1	**FOUL #** 20 or FD1
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STATIS PRO Fast Action Card RPG #40	STATIS PRO Fast Action Card RPG #41	STATIS PRO Fast Action Card RPG #42	STATIS PRO Fast Action Card RPG #43	STATIS PRO Fast Action Card RPG #44
ACTION Pass to PF #10	**ACTION** Pass to C #11	**ACTION** Pass to PG #11 §17	**ACTION** Pass to SG #11	**ACTION** Pass to SF #11
REBOUND Defense SG. FB	**REBOUND** Offensive Goaltending; D OB	**REBOUND** Loose Ball Foul on Offense. Def. Team Reb.	**REBOUND** Highest Rebounder; #16 §10	**REBOUND** Highest Forward; #17 §8
SHOT # 40	**SHOT #** 41	**SHOT #** 42	**SHOT #** 43. Fouled by PG if shooter's FD# > 10	**SHOT #** 44. Blocked by C with B3 or higher
ADVANCE Pass to SG #7 §10	**ADVANCE** Pass to C #7 §5	**ADVANCE** Pass to choice #7 §11	**ADVANCE** Pass to SF #8 §9	**ADVANCE** Pass to PF #8 §9
JUMP TO +3 SF **BLOCK** Def C FB	**JUMP TO** +4 PG **BLOCK** Def C FB	**JUMP TO** +5 SG **BLOCK** Def C FB	**JUMP TO** +6 C **BLOCK** Def PF	**JUMP TO** +7 PF **BLOCK** Def PF
Z READING Home SG must rest	**Z READING** Home SG must rest	**Z READING** Home SG must rest	**Z READING** Home SG must rest	**Z READING** Home SG must rest
PRESS Pass to SF #7	**PRESS** Pass to PF #7	**PRESS** Pass to choice #7	**PRESS** Pass to C #8. Stolen by PD with S3 or higher	**PRESS** Pass to PG #8 §4. Stolen by PD with S3 or higher
FOUL # 40 or FD1	**FOUL #** 41 or FD1	**FOUL #** 42 or FD1	**FOUL #** 43 or FD1	**FOUL #** 44 or FD1
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STATIS PRO Fast Action Card RPG #21

ACTION	Pass to PG #6 §1
REBOUND	Highest C; Add +1 to Defense. #1 §2
SHOT #	21
ADVANCE	Pass to PG #4 §6
JUMP TO	**BLOCK**
+5 PG	Def SF
Z READING	Home PG must rest
PRESS	Pass to SG #4. Stolen by PD with S4 or higher
FOUL #	21 or FD1

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STATIS PRO Fast Action Card RPG #22

ACTION	Pass to SG #6 §8
REBOUND	Highest PG; Add +1 to Defense. #3 §4
SHOT #	22
ADVANCE	Pass to SG #4 §6
JUMP TO	**BLOCK**
+6 SG	Def SF
Z READING	Home PG must rest
PRESS	Pass to SF #4 §1. Stolen by PD with S4 or higher
FOUL #	22 or FD1

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STATIS PRO Fast Action Card RPG #23

ACTION	Pass to SF #6
REBOUND	Highest Guard; #4 §6
SHOT #	23. Fouled by SF if shooter's FD# > 6
ADVANCE	Pass to C #4 §6
JUMP TO	**BLOCK**
+7 C	Def PF
Z READING	Home SG must rest
PRESS	Pass to PF #4. Stolen by PD with S4 or higher
FOUL #	23 or FD1

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STATIS PRO Fast Action Card RPG #24

ACTION	Pass to PF #6
REBOUND	Highest SF; Add +1 to Defense. #6 §7
SHOT #	24. Blocked by PF with B2 or higher
ADVANCE	Pass to choice #4 §6
JUMP TO	**BLOCK**
+8 PF	Def PF
Z READING	Home SG must rest
PRESS	Pass to choice #4
FOUL #	24 or FD1

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STATIS PRO Fast Action Card RPG #45

ACTION	Pass to PF #12
REBOUND	Highest PF; Add +2 to Defense. #18 §9
SHOT #	45. Blocked by any defender with B6 or higher
ADVANCE	Pass to PG #8 §12
JUMP TO	**BLOCK**
+8 SF	Def PF
Z READING	Home SG must rest
PRESS	Pass to SG #8. Stolen by PD with S3 or higher
FOUL #	45 or FD1

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STATIS PRO Fast Action Card RPG #46

ACTION	Pass to C #12
REBOUND	Highest C; Add +2 to Defense. #19 §8
SHOT #	46
ADVANCE	Pass to SG #8 §12
JUMP TO	**BLOCK**
+9 PG	Def PF
Z READING	Home SG must rest
PRESS	Pass to SF #8 §2. Stolen by PD with S3 or higher
FOUL #	46 or FD1

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STATIS PRO Fast Action Card RPG #47

ACTION	Pass to choice #12
REBOUND	Highest PG; Add +2 to Defense. #20 §12
SHOT #	47
ADVANCE	Pass to C #8 §6
JUMP TO	**BLOCK**
+10 SG	Def PF
Z READING	Home SG must rest
PRESS	Pass to PF #8. Stolen by PD with S3 or higher
FOUL #	47 or FD1

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STATIS PRO Fast Action Card RPG #48

ACTION	Pass to PG #12 §7
REBOUND	Highest SF; Add +2 to Defense. #21 §10
SHOT #	48
ADVANCE	Pass to choice #8 §12
JUMP TO	**BLOCK**
+1 C	Def PF
Z READING	Home SG must rest
PRESS	Pass to choice #8 §3
FOUL #	48 or FD1

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STATIS PRO Fast Action Card RPG #49

ACTION	Pass to SG #13
REBOUND	Highest SG; Add +2 to Defense. #22 §20
SHOT #	49
ADVANCE	Pass to SF #9 §10
JUMP TO	**BLOCK**
+2 PF	Def PF
Z READING	Home SG must rest
PRESS	Pass to C #9
FOUL #	49 or FD1

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STATIS PRO Fast Action Card RPG #50

ACTION	Pass to SF #13
REBOUND	Offense PF; #23 §9
SHOT #	50
ADVANCE	Pass to PF #9 §10
JUMP TO	**BLOCK**
+3 SF	Def PF
Z READING	Home PG must rest
PRESS	Pass to PG #9
FOUL #	50 or FD1

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STATIS PRO Fast Action Card RPG #51

ACTION	Pass to PF #13
REBOUND	Offense SF; #24 §8
SHOT #	51
ADVANCE	Pass to PG #9 §13
JUMP TO	**BLOCK**
+4 PG	Def PF
Z READING	Home PG must rest
PRESS	Pass to SG #9 §3
FOUL #	51 or FD1

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STATIS PRO Fast Action Card RPG #52

ACTION	Pass to C #13
REBOUND	Offense C; #1 §3
SHOT #	52
ADVANCE	Pass to SG #9 §13
JUMP TO	**BLOCK**
+5 SG	Def PF
Z READING	Home PG must rest
PRESS	Pass to SF #9
FOUL #	52 or FD1

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STATIS PRO Fast Action Card RPG #53

ACTION	Pass to PG #14 §9
REBOUND	Highest Offensive Rebounder; #2 §4
SHOT #	53. Fouled by C if shooter's FD# > 20
ADVANCE	Pass to C #9 §7
JUMP TO	**BLOCK**
+6 C	Def PF
Z READING	Home PG must rest
PRESS	Pass to PF #9
FOUL #	53 or FD1

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STATIS PRO Fast Action Card RPG #73

ACTION	Pass to PG #19 §12
REBOUND	Offense C; #7 §7
SHOT #	73. Fouled by SF if shooter's FD# > 16
ADVANCE	Pass to SF #13 §10
JUMP TO	**BLOCK**
+2 C	Def SG
Z READING	Home SF must rest
PRESS	Pass to SF #13
FOUL #	73 or FD2

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STATIS PRO Fast Action Card RPG #74

ACTION	Pass to SG #19
REBOUND	Offense C; #10 §8
SHOT #	74. Blocked by C with B5 or higher
ADVANCE	Pass to PF #13 §10
JUMP TO	**BLOCK**
+3 PF	Def SG
Z READING	Home SF must rest
PRESS	Pass to PF #13
FOUL #	74 or FD2

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STATIS PRO Fast Action Card RPG #75

ACTION	Pass to SF #19
REBOUND	Offense C; #14 §9
SHOT #	75. Blocked by any defender with B9 or higher
ADVANCE	Pass to PG #13 §19
JUMP TO	**BLOCK**
+4 SF	Def SG
Z READING	Home SF must rest
PRESS	Pass to choice #13 §5
FOUL #	75 or FD2

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STATIS PRO Fast Action Card RPG #76

ACTION	Pass to PF #20
REBOUND	Offense C; #17 §10
SHOT #	76
ADVANCE	Pass to SG #13 §19
JUMP TO	**BLOCK**
+5 PG	Def SG
Z READING	Home SF must rest
PRESS	Pass to PG #14 §7
FOUL #	76 or FD2

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STATIS PRO Fast Action Card RPG #77

ACTION	Pass to C #20
REBOUND	Highest Offensive Rebounder; #18 §7
SHOT #	77
ADVANCE	Pass to C #13 §10
JUMP TO	**BLOCK**
+6 C	Def SG
Z READING	Home SF must rest
PRESS	Pass to SG #14
FOUL #	77 or FD2

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STATIS PRO Fast Action Card RPG #54

ACTION	Pass to SG #14
REBOUND	Offense OB
SHOT #	54. Blocked by PD with B1 or higher
ADVANCE	Pass to choice #9 §14
JUMP TO	+7 PF
BLOCK	Def PF FB
Z READING	Home PG must rest
PRESS	Pass to choice #9
FOUL #	54 or FD1

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STATIS PRO Fast Action Card RPG #55

ACTION	Pass to SF #14 §9
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	55. Blocked by any defender with B7 or higher
ADVANCE	Pass to SF #10 §10
JUMP TO	+8 SF
BLOCK	Def PF FB
Z READING	Home PG must rest
PRESS	Pass to C #10
FOUL #	55 or FD1

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STATIS PRO Fast Action Card RPG #56

ACTION	Pass to PF #14
REBOUND	Highest Defensive Rebounder
SHOT #	56
ADVANCE	Pass to PF #10 §10
JUMP TO	+9 PG
BLOCK	Def PF FB
Z READING	Home PG must rest
PRESS	Pass to PG #10 §5
FOUL #	56 or FD1

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STATIS PRO Fast Action Card RPG #57

ACTION	Pass to PG #15 §14
REBOUND	Defense C
SHOT #	57
ADVANCE	Pass to PG #10 §15
JUMP TO	+1 SG
BLOCK	Def SF
Z READING	Home PG must rest
PRESS	Pass to SG #10
FOUL #	57 or FD1

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STATIS PRO Fast Action Card RPG #58

ACTION	Pass to SG #15 §11
REBOUND	Defense SF FB
SHOT #	58
ADVANCE	Pass to SG #10 §15
JUMP TO	+2 C
BLOCK	Def SF
Z READING	Home PG must rest
PRESS	Pass to SF #10
FOUL #	58 or FD1

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STATIS PRO Fast Action Card RPG #78

ACTION	Pass to choice #20
REBOUND	Highest Offensive Rebounder; #21 §10
SHOT #	78
ADVANCE	Pass to choice #13 §20
JUMP TO	+1 C
BLOCK	Def SG
Z READING	Home SF must rest
PRESS	Pass to SF #14
FOUL #	78 or FD2

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STATIS PRO Fast Action Card RPG #79

ACTION	Pass to PG #20 §15
REBOUND	Highest Offensive Rebounder; #1 §2
SHOT #	79
ADVANCE	Pass to SF #14 §10
JUMP TO	+2 PF
BLOCK	Def SG
Z READING	Home SF must rest
PRESS	Pass to PF #14
FOUL #	79 or FD2

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STATIS PRO Fast Action Card RPG #80

ACTION	Pass to SG #21
REBOUND	Offense OB
SHOT #	80
ADVANCE	Pass to PF #14 §10
JUMP TO	+3 SF
BLOCK	Def SG
Z READING	Home SF must rest
PRESS	Pass to choice #14
FOUL #	80 or FD2

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STATIS PRO Fast Action Card RPG #81

ACTION	Pass to C #15
REBOUND	Offense OB
SHOT #	81
ADVANCE	Pass to PG #14 §20
JUMP TO	+4 PG
BLOCK	Def SG
Z READING	Visitor PG must rest
PRESS	Pass to PG #15
FOUL #	81 or FD2

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STATIS PRO Fast Action Card RPG #82

ACTION	Pass to SF #21
REBOUND	Offense OB
SHOT #	82
ADVANCE	Pass to SG #14 §1
JUMP TO	+5 SG
BLOCK	Def SG FB
Z READING	Visitor PG must rest
PRESS	Pass to SG #15 §5
FOUL #	82 or FD2

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STATIS PRO Fast Action Card RPG #59

ACTION	Pass to SF #15
REBOUND	Defense PF FB
SHOT #	59
ADVANCE	Pass to C #10 §8
JUMP TO / **BLOCK**	+3 PF / Def SF
Z READING	Home PF must rest
PRESS	Pass to PF #10 §2
FOUL #	59 or FD1

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STATIS PRO Fast Action Card RPG #60

ACTION	Pass to PF #16
REBOUND	Highest Defensive Rebounder
SHOT #	60
ADVANCE	Pass to choice #10 §15
JUMP TO / **BLOCK**	+4 SF / Def SF
Z READING	Home PF must rest
PRESS	Pass to choice #10 §4
FOUL #	60 or FD1

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STATIS PRO Fast Action Card RPG #61

ACTION	Pass to C #16
REBOUND	Highest Defensive Rebounder
SHOT #	61
ADVANCE	Pass to SF #11 §10. Stolen by PD with S4
JUMP TO / **BLOCK**	+5 PG / Def SF
Z READING	Home PF must rest
PRESS	Pass to PG #11
FOUL #	61 or FD1

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STATIS PRO Fast Action Card RPG #62

ACTION	Pass to choice #16
REBOUND	Highest Defensive Rebounder
SHOT #	62
ADVANCE	Pass to PF #11 §10. Stolen by PD with S4
JUMP TO / **BLOCK**	+6 SG / Def SF
Z READING	Home PF must rest
PRESS	Pass to SG #11
FOUL #	62 or FD1

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STATIS PRO Fast Action Card RPG #63

ACTION	Pass to PG #16 §11
REBOUND	Highest Defensive Rebounder
SHOT #	63. Fouled by PF if shooter's FD# > 18
ADVANCE	Pass to PG #11 §16. Stolen by PD with S4
JUMP TO / **BLOCK**	+7 C / Def SF
Z READING	Home PF must rest
PRESS	Pass to SF #11
FOUL #	63 or FD1

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STATIS PRO Fast Action Card RPG #83

ACTION	Pass to PF #21
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	83. Fouled by SG if shooter's FD# > 14
ADVANCE	Pass to C #14 §7
JUMP TO / **BLOCK**	+1 C / Def SG FB
Z READING	Visitor PG must rest
PRESS	Pass to SF #15
FOUL #	83 or FD2

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STATIS PRO Fast Action Card RPG #84

ACTION	Pass to C #21
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	84. Blocked by C with B6 or higher
ADVANCE	Pass to choice #14 §7
JUMP TO / **BLOCK**	+2 PF / Def SG FB
Z READING	Visitor PG must rest
PRESS	Pass to choice #15 §6
FOUL #	84 or FD2

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STATIS PRO Fast Action Card RPG #85

ACTION	Pass to PG #22 §11
REBOUND	Loose Ball Foul on Defense. Off. Team Reb.
SHOT #	85. Blocked by any defender with B10 or higher
ADVANCE	Pass to SF #15. Stolen by PD with S3 or higher
JUMP TO / **BLOCK**	+3 SF / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to PG #16 §8
FOUL #	85 or FD2

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STATIS PRO Fast Action Card RPG #86

ACTION	Pass to SG #22
REBOUND	Defense C
SHOT #	86
ADVANCE	Pass to PF #15. Stolen by PD with S3 or higher
JUMP TO / **BLOCK**	+4 PG / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to SG #16. Stolen by PD with S1 or higher
FOUL #	86 or FD2

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STATIS PRO Fast Action Card RPG #87

ACTION	Pass to PF #22
REBOUND	Defense C
SHOT #	87
ADVANCE	Pass to PG #15. Stolen by PD with S3 or higher
JUMP TO / **BLOCK**	+1 SG / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to SF #16 §4. Stolen by PD with S1 or higher
FOUL #	87 or FD2

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STATIS PRO Fast Action Card RPG #64	
ACTION	Pass to SG #17 §14
REBOUND	Highest Defensive Rebounder
SHOT #	64. Blocked by C with B4 or higher
ADVANCE	Pass to SG #11 §16. Stolen by PD with S4
JUMP TO / BLOCK	+8 PF / Def SF
Z READING	Home PF must rest
PRESS	Pass to PF #11
FOUL #	64 or FD1

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STATIS PRO Fast Action Card RPG #65	
ACTION	Pass to SF #17
REBOUND	Highest Defensive Rebounder
SHOT #	65. Blocked by any defender with B8 or higher
ADVANCE	Pass to C #11 §8. Stolen by PD with S4
JUMP TO / BLOCK	+1 SF / Def SF
Z READING	Home PF must rest
PRESS	Pass to choice #11
FOUL #	65 or FD1

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STATIS PRO Fast Action Card RPG #66	
ACTION	Pass to PF #17
REBOUND	Offense PF; #3 §5
SHOT #	66
ADVANCE	Pass to choice #11 §17
JUMP TO / BLOCK	+2 PG / Def SF
Z READING	Home PF must rest
PRESS	Pass to PG #12 §6. Stolen by PD with S2 or higher
FOUL #	66 or FD1

STATIS PRO Fast Action Card RPG #67	
ACTION	Pass to C #17
REBOUND	Offense PF; #6 §8
SHOT #	67
ADVANCE	Pass to SF #12 §10
JUMP TO / BLOCK	+3 SG / Def SF
Z READING	Home PF must rest
PRESS	Pass to SG #12 §4. Stolen by PD with S2 or higher
FOUL #	67 or FD2

STATIS PRO Fast Action Card RPG #68	
ACTION	Pass to PG #18 §8
REBOUND	Offense PF; #12 §10
SHOT #	68
ADVANCE	Pass to PF #12 §10
JUMP TO / BLOCK	+4 C / Def SF
Z READING	Home PF must rest
PRESS	Pass to SF #12 §3. Stolen by PD with S2 or higher
FOUL #	68 or FD2

STATIS PRO Fast Action Card RPG #88	
ACTION	Pass to C #23
REBOUND	Defense C
SHOT #	88
ADVANCE	Pass to SG #15. Stolen by PD with S3 or higher
JUMP TO / BLOCK	+2 C / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to choice #16
FOUL #	88 or FD2

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STATIS PRO Fast Action Card RPG #89	
ACTION	Pass to PG #23 §17
REBOUND	Defense C FB
SHOT #	89
ADVANCE	Pass to C #15. Stolen by PD with S3 or higher
JUMP TO / BLOCK	+3 PF / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to PG #17. Stolen by PD with S1 or higher
FOUL #	89 or FD2

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STATIS PRO Fast Action Card RPG #90	
ACTION	Pass to SG #23
REBOUND	Defense C FB
SHOT #	90
ADVANCE	Pass to choice #15 §10
JUMP TO / BLOCK	+1 SF / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to choice #17
FOUL #	90 or FD2

STATIS PRO Fast Action Card RPG #91	
ACTION	Pass to SF #23
REBOUND	Defense C FB
SHOT #	91
ADVANCE	Pass to SF #16 §1
JUMP TO / BLOCK	+2 PG / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to PG #18 §9
FOUL #	91 or FD2

STATIS PRO Fast Action Card RPG #92	
ACTION	Pass to PF #24
REBOUND	Defense C FB
SHOT #	92
ADVANCE	Pass to PF #16 §2
JUMP TO / BLOCK	+1 SF / Def PG
Z READING	Visitor PG must rest
PRESS	Pass to choice #18 §7
FOUL #	92 or FD2

STATIS PRO Fast Action Card RPG #69

ACTION	Pass to SG #18
REBOUND	Offense PF; #15 §10
SHOT #	69
ADVANCE	Pass to PG #12 §18
JUMP TO / **BLOCK**	+5 PF / Def SF FB
Z READING	Home PF must rest
PRESS	Pass to PF #12. Stolen by PD with S2 or higher
FOUL #	69 or FD2

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STATIS PRO Fast Action Card RPG #70

ACTION	Pass to SF #18 §8
REBOUND	Offense SF; #4 §5
SHOT #	70
ADVANCE	Pass to SG #12 §18
JUMP TO / **BLOCK**	+6 SF / Def SF FB
Z READING	Home SF must rest
PRESS	Pass to choice #12
FOUL #	70 or FD2

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STATIS PRO Fast Action Card RPG #71

ACTION	Pass to PF #18
REBOUND	Offense SF; #13 §8
SHOT #	71
ADVANCE	Pass to C #12 §9
JUMP TO / **BLOCK**	+7 PG / Def SF FB
Z READING	Home SF must rest
PRESS	Pass to PG #13
FOUL #	71 or FD2

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STATIS PRO Fast Action Card RPG #72

ACTION	Pass to C #19
REBOUND	Offense C; #14 §5
SHOT #	72
ADVANCE	Pass to choice #12 §18
JUMP TO / **BLOCK**	+1 SG / Def SG
Z READING	Home SF must rest
PRESS	Pass to SG #13
FOUL #	72 or FD2

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STATIS PRO Fast Action Card RPG #93

ACTION	Pass to C #24
REBOUND	Defense C FB
SHOT #	93. Fouled by PG if shooter's FD# > 12
ADVANCE	Pass to PG #16 §5
JUMP TO / **BLOCK**	+5 PF / Def PG
Z READING	Visitor SG must rest
PRESS	Pass to PG #19
FOUL #	93 or FD2

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STATIS PRO Fast Action Card RPG #94

ACTION	Pass to choice #24
REBOUND	Defense C FB
SHOT #	94. Blocked by PD with B2 or higher
ADVANCE	Pass to SG #16 §2
JUMP TO / **BLOCK**	PF / Def PG
Z READING	Visitor SG must rest
PRESS	Pass to choice #19
FOUL #	94 or FD2

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STATIS PRO Fast Action Card RPG #95

ACTION	Pass to PG #24 §8
REBOUND	Defense C FB
SHOT #	95. Blocked by any defender with B1 or higher
ADVANCE	Pass to C #16 §7
JUMP TO / **BLOCK**	SF / Def PG
Z READING	Visitor SG must rest
PRESS	Pass to choice #20 §8
FOUL #	95 or FD2

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STATIS PRO Fast Action Card RPG #96

ACTION	Pass to SG #25
REBOUND	Defense C FB
SHOT #	96
ADVANCE	Pass to choice #16 §13
JUMP TO / **BLOCK**	PG / Def PG
Z READING	Visitor SG must rest
PRESS	Pass to choice #21
FOUL #	96 or FD2

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STATIS PRO Fast Action Card RPG #97

ACTION	Pass to SF #25
REBOUND	Defense C FB
SHOT #	97
ADVANCE	Pass to SF #17 §2
JUMP TO	**BLOCK**
SG	Def PG
Z READING	Visitor SG must rest
PRESS	Pass to choice #22
FOUL #	97 or FD2

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STATIS PRO Fast Action Card RPG #98

ACTION	Pass to PG #25 §19
REBOUND	Defense C FB
SHOT #	98. Air Ball (No AB during FT)
ADVANCE	Pass to PF #17 §3
JUMP TO	**BLOCK**
C	Def PG FB
Z READING	Visitor SG must rest
PRESS	Pass to choice #23 §9
FOUL #	98 or FD2

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STATIS PRO Fast Action Card RPG #99

ACTION	Pass to PF #25
REBOUND	Defense C FB
SHOT #	99. Air Ball (No AB during FT)
ADVANCE	Pass to PG #17 §4
JUMP TO	**BLOCK**
PG	Def PG FB
Z READING	Visitor SG must rest
PRESS	Pass to choice #24
FOUL #	99 or FD2

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STATIS PRO Fast Action Card RPG #100

ACTION	Pass to SG #26
REBOUND	Defense C FB
SHOT #	100. Air Ball (No AB during FT)
ADVANCE	Pass to SG #17 §4
JUMP TO	**BLOCK**
SF	Def PG FB
Z READING	Visitor SG must rest
PRESS	Trap; Offense has one less advance
FOUL #	100 or FD2

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STATIS PRO Fast Action Card RPG #101

ACTION	Pass to SF #26
REBOUND	Defense C FB
SHOT #	1
ADVANCE	Pass to C #17 §6
JUMP TO	**BLOCK**
C	Off C
Z READING	Visitor SG must rest
PRESS	Pass to choice who scores on assist
FOUL #	1 or FD2

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STATIS PRO Fast Action Card RPG #121

ACTION	Pass to SF #31
REBOUND	Defense PF FB
SHOT #	21
ADVANCE	Pass to SF #21
JUMP TO	**BLOCK**
PF	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	21 or FD3

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STATIS PRO Fast Action Card RPG #122

ACTION	Pass to PF #29
REBOUND	Defense PF FB
SHOT #	22
ADVANCE	Pass to PF #21 §8
JUMP TO	**BLOCK**
PF	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	22 or FD3

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STATIS PRO Fast Action Card RPG #123

ACTION	Pass to PG #32 §10
REBOUND	Defense PF FB
SHOT #	23. Fouled by FOUL # (first) or PD
ADVANCE	Pass to PG #21
JUMP TO	**BLOCK**
PF	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	23 or FD3

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STATIS PRO Fast Action Card RPG #124

ACTION	Pass to SG #32
REBOUND	Defense PF FB
SHOT #	24. Blocked by C with B7 or higher
ADVANCE	Pass to SG #21
JUMP TO	**BLOCK**
PF	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	24 or FD3

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STATIS PRO Fast Action Card RPG #125

ACTION	Pass to SF #32
REBOUND	Defense PF FB
SHOT #	25. Blocked by PD with B8 or higher
ADVANCE	Pass to C #21
JUMP TO	**BLOCK**
PF	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	25 or FD3

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STATIS PRO Fast Action Card RPG #102	STATIS PRO Fast Action Card RPG #103	STATIS PRO Fast Action Card RPG #104	STATIS PRO Fast Action Card RPG #105	STATIS PRO Fast Action Card RPG #106
ACTION Pass to PF #26	**ACTION** Pass to PG #26 §6	**ACTION** Pass to SG #27	**ACTION** Pass to SF #27	**ACTION** Pass to PF #27
REBOUND Defense C FB	**REBOUND** Defense C FB	**REBOUND** Defense C FB	**REBOUND** Defense C FB	**REBOUND** Defense C FB
SHOT # 2	**SHOT #** 3. Fouled by FOUL # (first) or PD	**SHOT #** 4. Blocked by PD with B3 or higher	**SHOT #** 5. Blocked by PD with B6 or higher	**SHOT #** 6
ADVANCE Pass to choice #17 §3	**ADVANCE** Pass to SF #18 §3	**ADVANCE** Pass to PF #18 §6	**ADVANCE** Pass to PG #18 §3	**ADVANCE** Pass to SG #18 §3
JUMP TO **BLOCK** C / Off C	**JUMP TO** **BLOCK** C / Off C	**JUMP TO** **BLOCK** C / Off C	**JUMP TO** **BLOCK** C / Off C	**JUMP TO** **BLOCK** C / Off C
Z READING Visitor SG must rest	**Z READING** Visitor SG must rest	**Z READING** Visitor SG must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest
PRESS Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist
FOUL # 2 or FD2	**FOUL #** 3 or FD2	**FOUL #** 4 or FD2	**FOUL #** 5 or FD2	**FOUL #** 6 or FD2
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STATIS PRO Fast Action Card RPG #126	STATIS PRO Fast Action Card RPG #127	STATIS PRO Fast Action Card RPG #128	STATIS PRO Fast Action Card RPG #129	STATIS PRO Fast Action Card RPG #130
ACTION Pass to choice #32	**ACTION** Pass to PG #5 §20	**ACTION** Pass to SG #33	**ACTION** Pass to SF #20	**ACTION** Pass to PG #33 §13
REBOUND Defense PF FB	**REBOUND** Defense PF FB	**REBOUND** Defense PF FB	**REBOUND** Defense PF FB	**REBOUND** Defense PF FB
SHOT # 26	**SHOT #** 27	**SHOT #** 28	**SHOT #** 29	**SHOT #** 30
ADVANCE Pass to choice #21	**ADVANCE** Pass to SF #22	**ADVANCE** Pass to PF #22 §8	**ADVANCE** Pass to SG #22	**ADVANCE** Pass to C #22
JUMP TO **BLOCK** PF / Off PF	**JUMP TO** **BLOCK** PF / Off PF	**JUMP TO** **BLOCK** PF / Off PF	**JUMP TO** **BLOCK** PF / Off PF	**JUMP TO** **BLOCK** PF / Off PF
Z READING Visitor PF must rest	**Z READING** Visitor PF must rest	**Z READING** Visitor PF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest
PRESS Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul
FOUL # 26 or FD3	**FOUL #** 27 or FD3	**FOUL #** 28 or FD3	**FOUL #** 29 or FD3	**FOUL #** 30 or FD3
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STATIS PRO Fast Action Card RPG #107	STATIS PRO Fast Action Card RPG #108	STATIS PRO Fast Action Card RPG #109	STATIS PRO Fast Action Card RPG #110	STATIS PRO Fast Action Card RPG #111
ACTION Pass to PG #27 §4	**ACTION** Pass to SG #28	**ACTION** Pass to SF #28	**ACTION** Pass to PF #15	**ACTION** Pass to PG #28 §2
REBOUND Defense OB; Defense Team Rebound	**REBOUND** Defense OB; Defense Team Rebound	**REBOUND** Defense OB; Defense Team Rebound	**REBOUND** Defense OB; Defense Team Rebound	**REBOUND** Defense SF FB
SHOT # 7	**SHOT #** 8	**SHOT #** 9	**SHOT #** 10	**SHOT #** 11
ADVANCE Pass to C #18 §5	**ADVANCE** Pass to choice #18 §19	**ADVANCE** Pass to SF #19 §4	**ADVANCE** Pass to PF #19 §8	**ADVANCE** Pass to PG #19 §2
JUMP TO C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C
Z READING Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest
PRESS Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Pass to choice who scores on assist	**PRESS** Trap; Offense has one less advance
FOUL # 7 or FD2	**FOUL #** 8 or FD2	**FOUL #** 9 or FD2	**FOUL #** 10 or FD2	**FOUL #** 11 or FD2
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STATIS PRO Fast Action Card RPG #131	STATIS PRO Fast Action Card RPG #132	STATIS PRO Fast Action Card RPG #133	STATIS PRO Fast Action Card RPG #134	STATIS PRO Fast Action Card RPG #135
ACTION Pass to SG #34	**ACTION** Pass to SF #12	**ACTION** Pass to choice #34	**ACTION** Pass to PG #34 §15	**ACTION** Pass to SG #4
REBOUND Defense PF FB	**REBOUND** Defense PG FB	**REBOUND** Defense PG FB	**REBOUND** Defense SG FB	**REBOUND** Defense SG FB
SHOT # 31	**SHOT #** 32	**SHOT #** 33. Fouled by PD if shooter's FD# > 3	**SHOT #** 34. Blocked by C with B8 or higher	**SHOT #** 35. Blocked by PD with B9 or higher
ADVANCE Pass to choice #22	**ADVANCE** Pass to SF #23	**ADVANCE** Pass to PF #23 §8	**ADVANCE** Pass to SG #23	**ADVANCE** Pass to C #23
JUMP TO PF **BLOCK** Off PF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF
Z READING Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest
PRESS Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul
FOUL # 31 or FD3	**FOUL #** 32 or FD3	**FOUL #** 33 or FD3	**FOUL #** 34 or FD3	**FOUL #** 35 or FD3
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STATIS PRO Fast Action Card RPG #112	STATIS PRO Fast Action Card RPG #113	STATIS PRO Fast Action Card RPG #114	STATIS PRO Fast Action Card RPG #115	STATIS PRO Fast Action Card RPG #116
ACTION Pass to SG #29	**ACTION** Pass to SF #29	**ACTION** Pass to PF #2	**ACTION** Pass to choice #29	**ACTION** Pass to PG #30 §7
REBOUND Defense SF FB	**REBOUND** Defense SF FB	**REBOUND** Defense SF FB	**REBOUND** Defense SF FB	**REBOUND** Defense SF FB
SHOT # 12	**SHOT #** 13. Fouled by FOUL # (first) or PD	**SHOT #** 14. Blocked by PF with B4 or higher	**SHOT #** 15. Blocked by PD with B7 or higher	**SHOT #** 16
ADVANCE Pass to SG #19 §5	**ADVANCE** Pass to C #19 §6	**ADVANCE** Pass to choice #19	**ADVANCE** Pass to SF #20. Stolen by PD with S2 or higher	**ADVANCE** Pass to PF #20. Stolen by PD with S2 or higher
JUMP TO C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C	**JUMP TO** C **BLOCK** Off C
Z READING Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest	**Z READING** Visitor C must rest
PRESS Trap; Offense has one less advance	**PRESS** Trap; Offense has one less advance	**PRESS** Trap; Offense has one less advance	**PRESS** Defense Foul	**PRESS** Defense Foul
FOUL # 12 or FD2	**FOUL #** 13 or FD2	**FOUL #** 14 or FD2	**FOUL #** 15 or FD2	**FOUL #** 16 or FD2
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STATIS PRO Fast Action Card RPG #136	STATIS PRO Fast Action Card RPG #137	STATIS PRO Fast Action Card RPG #138	STATIS PRO Fast Action Card RPG #139	STATIS PRO Fast Action Card RPG #140
ACTION Pass to SF #3	**ACTION** Pass to PG #35 §22	**ACTION** Pass to SG #35	**ACTION** Pass to PG #36 §21	**ACTION** Pass to SG #36
REBOUND Defense SG FB	**REBOUND** Defense SG FB	**REBOUND** Defense SG FB	**REBOUND** Defense SG FB	**REBOUND** Highest Rebounder; #5 §7
SHOT # 36	**SHOT #** 37. Fouled by PD if shooter's FD# > 22	**SHOT #** 38	**SHOT #** 39. Fouled by PD if shooter's FD# > 23	**SHOT #** 40
ADVANCE Pass to choice #23	**ADVANCE** Pass to SF #24	**ADVANCE** Pass to PF #24 §8	**ADVANCE** Pass to SG #24	**ADVANCE** Pass to C #24
JUMP TO PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF	**JUMP TO** PF **BLOCK** Off SF
Z READING Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest	**Z READING** Visitor SF must rest
PRESS Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul	**PRESS** Defense Foul
FOUL # 36 or FD3	**FOUL #** 37 or FD3	**FOUL #** 38 or FD3	**FOUL #** 39 or FD3	**FOUL #** 40 or FD3
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STATIS PRO Fast Action Card RPG #117

ACTION	Pass to SG #30
REBOUND	Defense SF FB
SHOT #	17
ADVANCE	Pass to PG #20. Stolen by PD with S2 or higher
JUMP TO	C
BLOCK	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	17 or FD2

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STATIS PRO Fast Action Card RPG #118

ACTION	Pass to SF #30
REBOUND	Defense SF FB
SHOT #	18
ADVANCE	Pass to SG #20. Stolen by PD with S2 or higher
JUMP TO	C
BLOCK	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	18 or FD2

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STATIS PRO Fast Action Card RPG #119

ACTION	Pass to PF #28
REBOUND	Defense SF FB
SHOT #	19
ADVANCE	Pass to C #20. Stolen by PD with S2 or higher
JUMP TO	C
BLOCK	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	19 or FD2

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STATIS PRO Fast Action Card RPG #120

ACTION	Pass to SG #31
REBOUND	Defense PF FB
SHOT #	20
ADVANCE	Pass to choice #20
JUMP TO	C
BLOCK	Off PF
Z READING	Visitor PF must rest
PRESS	Defense Foul
FOUL #	20 or FD3

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STATIS PRO Fast Action Card RPG #141

ACTION	Pass to PG #9 §18
REBOUND	Highest Rebounder; #8 §9
SHOT #	41
ADVANCE	Pass to choice #24
JUMP TO	SF
BLOCK	Off SF
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Double Dribble DOB; TO PG
FOUL #	41 or FD3

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STATIS PRO Fast Action Card RPG #142

ACTION	Pass to SG #8
REBOUND	Highest Rebounder; #11 §10
SHOT #	42
ADVANCE	Pass to SF #25. Stolen by PD with S1 or higher
JUMP TO	SF
BLOCK	Off SF
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Ball Thrown Away. DOB; TO PG
FOUL #	42 or FD3

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STATIS PRO Fast Action Card RPG #143

ACTION	Pass to PG #13 §16
REBOUND	Highest Rebounder; #14 §10
SHOT #	43. Fouled by PD if shooter's FD# > 5
ADVANCE	Pass to PF #25. Stolen by PD with S1 or higher
JUMP TO	SF
BLOCK	Off SF
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Ball Thrown Away. DOB; TO RPG
FOUL #	43 or FD3

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STATIS PRO Fast Action Card RPG #144

ACTION	Pass to SG #12
REBOUND	Highest Rebounder; #19 §8
SHOT #	44. Blocked by PD with B4 or higher
ADVANCE	Pass to C #25. Stolen by PD with S1 or higher
JUMP TO	SF
BLOCK	Off SF
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Pass to C #11
FOUL #	44 or FD3

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STATIS PRO Fast Action Card RPG #145

ACTION	Pass to PG #37
REBOUND	Highest Rebounder; #22 §8
SHOT #	45. Blocked by PD with B10
ADVANCE	Pass to choice #25
JUMP TO	**BLOCK**
SF	Off SF
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Pass to C #12 §2
FOUL #	45 or FD3

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STATIS PRO Fast Action Card RPG #146

ACTION	Pass to SG #37
REBOUND	Highest Rebounder; #20 §10
SHOT #	46
ADVANCE	Pass to SF #26
JUMP TO	**BLOCK**
SF	Off SG
Z READING	Stolen by RPG; FB on 'A' FB Chart
PRESS	Consult Z (+5 Z for Mandatory rest)
FOUL #	46 or FD3

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STATIS PRO Fast Action Card RPG #147

ACTION	Pass to PG #17 §13
REBOUND	Highest Rebounder; #3 §5
SHOT #	47
ADVANCE	Pass to PF #26
JUMP TO	**BLOCK**
SF	Off SG
Z READING	Pass to choice who scores and is fouled
PRESS	Consult Z (+5 Z for Mandatory rest)
FOUL #	47 or FD3

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STATIS PRO Fast Action Card RPG #148

ACTION	Pass to SG #16
REBOUND	Highest Rebounder; #6 §7
SHOT #	48
ADVANCE	Pass to C #26
JUMP TO	**BLOCK**
SF	Off SG
Z READING	Pass to choice who scores and is fouled
PRESS	Consult Z (+5 Z for Mandatory rest)
FOUL #	48 or FD3

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STATIS PRO Fast Action Card RPG #149

ACTION	Pass to PG #38 §23
REBOUND	Highest PF; Add +3 to Defense. #5 §6
SHOT #	49. Fouled by PD if shooter's FD# > 24
ADVANCE	Pass to choice #26
JUMP TO	**BLOCK**
SF	Off SG
Z READING	Pass to choice who scores and is fouled
PRESS	Trap; Offense has one less advance
FOUL #	49 or FD3

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STATIS PRO Fast Action Card RPG #169

ACTION	Defensive Foul
REBOUND	Highest C; Add +7 to Defense. #16 §10
SHOT #	69
ADVANCE	Pass to C #22
JUMP TO	**BLOCK**
SG	Off PG
Z READING	Technical Foul vs Vis. Player. Draw RPG
PRESS	Traveling DOB; TO PF
FOUL #	69 or FD4

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STATIS PRO Fast Action Card RPG #170

ACTION	Defensive Foul
REBOUND	Highest C; Add +8 to Defense. #18 §10
SHOT #	70
ADVANCE	Pass to choice #22
JUMP TO	**BLOCK**
SG	Off PG
Z READING	Technical Foul vs Vis. Player. Draw RPG
PRESS	Traveling DOB; TO SF
FOUL #	70 or FD4

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STATIS PRO Fast Action Card RPG #171

ACTION	Defensive Foul
REBOUND	Highest C; Add +9 to Defense. #23 §10
SHOT #	71
ADVANCE	Pass to C #4 §1
JUMP TO	**BLOCK**
SG	Off PG
Z READING	Technical Foul vs Vis. Player. Draw RPG
PRESS	Traveling DOB; TO PG
FOUL #	71 or FD4

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STATIS PRO Fast Action Card RPG #172

ACTION	Defensive Foul
REBOUND	Highest C; Add +10 to Defense. #25 §10
SHOT #	72
ADVANCE	Pass to choice #4 §1
JUMP TO	**BLOCK**
SG	Off PG
Z READING	Double foul on FD# and his PD. No FT
PRESS	Ball Thrown Away. DOB; TO SG
FOUL #	72 or FD4

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STATIS PRO Fast Action Card RPG #173

ACTION	Defensive Foul
REBOUND	Highest PG; Add +3 to Defense. #12 §11
SHOT #	73. Fouled by PD if shooter's FD# > 11
ADVANCE	Pass to C #14 §4
JUMP TO	**BLOCK**
SG	Def GT
Z READING	Double foul on FD# and his PD. No FT
PRESS	Ball Thrown Away. DOB; TO SG
FOUL #	73 or FD4

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STATIS PRO Fast Action Card RPG #150	STATIS PRO Fast Action Card RPG #151	STATIS PRO Fast Action Card RPG #152	STATIS PRO Fast Action Card RPG #153	STATIS PRO Fast Action Card RPG #154
ACTION Pass to SG #24	**ACTION** Pass to PG #29 §24	**ACTION** Pass to SG #20	**ACTION** Pass to PG #39	**ACTION** Pass to PG #21 §10
REBOUND Highest PF; #7 §8	**REBOUND** Highest PF; #9 §8	**REBOUND** Highest PF; #11 §10	**REBOUND** Highest PF; #13 §10	**REBOUND** Highest PF; #15 §10
SHOT # 50	**SHOT #** 51. Fouled by PD if shooter's FD# > 25	**SHOT #** 52	**SHOT #** 53. Fouled by PD if shooter's FD# > 7	**SHOT #** 54. Blocked by C with B9 or higher
ADVANCE Pass to SF #27	**ADVANCE** Pass to PF #27	**ADVANCE** Pass to C #27	**ADVANCE** Pass to choice #27	**ADVANCE** Pass to PF #28
JUMP TO SF **BLOCK** Off SG	**JUMP TO** SF **BLOCK** Off SG	**JUMP TO** SF **BLOCK** Off SG	**JUMP TO** SF **BLOCK** Off SG	**JUMP TO** SF **BLOCK** Off SG
Z READING Pass to choice who scores and is fouled	**Z READING** Pass to choice who scores and is fouled	**Z READING** Pass to choice who scores and is fouled	**Z READING** Pass to choice who scores and is fouled	**Z READING** Pass to choice who scores and is fouled
PRESS Defense Foul	**PRESS** Consult Z (+5 Z for Mandatory rest)	**PRESS** Intentional Foul; 2 FT plus ball OB	**PRESS** Intentional Foul; 2 FT plus ball OB	**PRESS** Dead Ball Foul; Off gets 2 FT
FOUL # 50 or FD3	**FOUL #** 51 or FD3	**FOUL #** 52 or FD3	**FOUL #** 53 or FD3	**FOUL #** 54 or FD3
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STATIS PRO Fast Action Card RPG #174	STATIS PRO Fast Action Card RPG #175	STATIS PRO Fast Action Card RPG #176	STATIS PRO Fast Action Card RPG #177	STATIS PRO Fast Action Card RPG #178
ACTION Defensive Foul	**ACTION** Fouled in Act of Shooting	**ACTION** Fouled in Act of Shooting	**ACTION** Fouled in Act of Shooting	**ACTION** Fouled in Act of Shooting
REBOUND Highest PG; Add +4 to Defense. #17 §15	**REBOUND** Highest Guard; #2 §6	**REBOUND** Highest Guard; #9 §8	**REBOUND** Highest Guard; #11 §10	**REBOUND** Highest Guard; #14 §13
SHOT # 74. Blocked by PF with B5 or higher	**SHOT #** 75. Fouled by PD if shooter's FD# > 17	**SHOT #** 76	**SHOT #** 77	**SHOT #** 78
ADVANCE Pass to choice #14 §5	**ADVANCE** Pass to C #24	**ADVANCE** Pass to choice #24	**ADVANCE** Pass to C #6 §2	**ADVANCE** Pass to C #6 §2
JUMP TO SG **BLOCK** Def GT	**JUMP TO** SG **BLOCK** Def GT	**JUMP TO** SG **BLOCK** Def GT	**JUMP TO** SG **BLOCK** Def GT	**JUMP TO** SG **BLOCK** Def GT
Z READING Double foul on FD# and his PD. No FT	**Z READING** Fight & Ejection. Draw two RPGs	**Z READING** Illegal Defense Warning; second is T foul	**Z READING** Illegal Defense Warning; second is T foul	**Z READING** Illegal Defense Warning; second is T foul
PRESS Ball not put in play in time; DOB	**PRESS** Jump Ball between FD1's	**PRESS** Jump Ball between C's	**PRESS** Jump Ball between PF's	**PRESS** Jump Ball between SF's
FOUL # 74 or FD4	**FOUL #** 75 or FD4	**FOUL #** 76 or FD4	**FOUL #** 77 or FD4	**FOUL #** 78 or FD4
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STATIS PRO Fast Action Card RPG #155

ACTION Double Dribble DOB; TO C

REBOUND Highest PF; #16 §10

SHOT # 55. Blocked by PF with B7 or higher

ADVANCE Pass to C #28

JUMP TO SF **BLOCK** Off SG

Z READING Pass to choice who scores and is fouled

PRESS Consult Z (+5 Z for Mandatory rest)

FOUL # 55 or FD3

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STATIS PRO Fast Action Card RPG #156

ACTION Double Dribble DOB; TO PF

REBOUND Highest PF; Add +4 to Defense. #19 §10

SHOT # 56

ADVANCE Pass to choice #28

JUMP TO SF **BLOCK** Off SG

Z READING Great Night for high scorer

PRESS Consult Z (+5 Z for Mandatory rest)

FOUL # 56 or FD3

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STATIS PRO Fast Action Card RPG #157

ACTION Line Violation DOB; TO SF

REBOUND Highest PF; Add +5 to Defense. #21 §10

SHOT # 57

ADVANCE Pass to PF #29

JUMP TO SF **BLOCK** Off SG

Z READING Trap; Offense has one less advance

PRESS Consult Z (+5 Z for Mandatory rest)

FOUL # 57 or FD3

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STATIS PRO Fast Action Card RPG #158

ACTION Line Violation DOB; TO RPG

REBOUND Highest PF; Add +6 to Defense. #23 §10

SHOT # 58

ADVANCE Pass to C #29

JUMP TO SF **BLOCK** Off SG

Z READING Trap; Offense has one less advance

PRESS Consult Z (+5 Z for Mandatory rest)

FOUL # 58 or FD3

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STATIS PRO Fast Action Card RPG #159

ACTION Pass to PG #40 §25

REBOUND Highest PF; Add +7 to Defense. #25 §10

SHOT # 59

ADVANCE Pass to choice #29

JUMP TO SF **BLOCK** Off SG

Z READING Great Night for high scorer

PRESS Consult Z (+5 Z for Mandatory rest)

FOUL # 59 or FD3

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STATIS PRO Fast Action Card RPG #179

ACTION Fouled in Act of Shooting

REBOUND Highest Guard; #17 §15

SHOT # 79

ADVANCE Pass to C #16 §8

JUMP TO SG **BLOCK** Def GT

Z READING Illegal Defense Warning; second is T foul

PRESS Jump Ball between SG's

FOUL # 79 or FD4

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STATIS PRO Fast Action Card RPG #180

ACTION Fouled in Act of Shooting

REBOUND Highest Guard; #19 §18

SHOT # 80

ADVANCE Pass to choice #16 §16

JUMP TO SG **BLOCK** Def GT

Z READING Illegal Defense Warning; second is T foul

PRESS Jump Ball between PG's

FOUL # 80 or FD4

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STATIS PRO Fast Action Card RPG #181

ACTION Fouled in Act of Shooting

REBOUND Highest SF; #1 §3

SHOT # 81

ADVANCE Pass to choice #40 §8

JUMP TO PG **BLOCK** Def GT

Z READING Great Night for highest scorer

PRESS Offensive Foul (off Foul# or highest FD)

FOUL # 81 or FD4

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STATIS PRO Fast Action Card RPG #182

ACTION Fouled in Act of Shooting

REBOUND Highest SF; #3 §4

SHOT # 82

ADVANCE Pass to choice #40 §18

JUMP TO PG **BLOCK** Def GT

Z READING Great Night for highest scorer

PRESS Offensive Foul (off Foul# or highest FD)

FOUL # 82 or FD4

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STATIS PRO Fast Action Card RPG #183

ACTION Fouled in Act of Shooting

REBOUND Highest SF; #5 §6

SHOT # 83. Fouled by PD if shooter's FD# > 13

ADVANCE Defensive Foul

JUMP TO PG **BLOCK** Def GT

Z READING Flagrant foul; two shots plus ball OB

PRESS Offensive Foul (off Foul# or highest FD)

FOUL # 83 or FD4

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STATIS PRO Fast Action Card RPG #160		STATIS PRO Fast Action Card RPG #161		STATIS PRO Fast Action Card RPG #162		STATIS PRO Fast Action Card RPG #163		STATIS PRO Fast Action Card RPG #164	
ACTION	Pass to PG #41 §16	ACTION	Offensive Foul DOB; offensive foul # or highest FD	ACTION	Offensive Foul DOB; offensive foul # or highest FD	ACTION	Traveling DOB; TO RPG	ACTION	Traveling DOB; TO PG
REBOUND	Highest PF; Add +8 to Defense. #24 §10	REBOUND	Highest PF; Add +9 to Defense. #22 §10	REBOUND	Highest PF; Add +10 to Defense. #20 §10	REBOUND	Highest C; #2 §3	REBOUND	Highest C; #4 §5
SHOT #	60	SHOT #	61	SHOT #	62	SHOT #	63. Fouled by PD if shooter's FD# > 9	SHOT #	64. Blocked by C with B10 or higher
ADVANCE	Pass to PF #30	ADVANCE	Pass to C #30	ADVANCE	Pass to choice #30	ADVANCE	Pass to PF #2	ADVANCE	Pass to C #2
JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK
SF	Off PG	SG	Off PG	SG	Off PG	SG	Off PG	SG	Off PG
Z READING	Technical vs Home Coach. -1 Vis. Index	Z READING	Technical vs Home Coach. -1 Vis. Index	Z READING	Technical vs Home Coach. -1 Vis. Index	Z READING	Technical Foul vs Home Player. Draw RPG	Z READING	Technical Foul vs Home Player. Draw RPG
PRESS	Consult Z (+5 Z for Mandatory rest)	PRESS	Consult Z (+5 Z for Mandatory rest)	PRESS	Consult Z (+5 Z for Mandatory rest)	PRESS	Consult Z (+5 Z for Mandatory rest)	PRESS	Consult Z (+5 Z for Mandatory rest)
FOUL #	60 or FD4	FOUL #	61 or FD4	FOUL #	62 or FD4	FOUL #	63 or FD4	FOUL #	64 or FD4
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STATIS PRO Fast Action Card RPG #184		STATIS PRO Fast Action Card RPG #185		STATIS PRO Fast Action Card RPG #186		STATIS PRO Fast Action Card RPG #187		STATIS PRO Fast Action Card RPG #188	
ACTION	Fouled in Act of Shooting	ACTION	Consult Z	ACTION	Consult Z	ACTION	Consult Z	ACTION	Consult Z
REBOUND	Highest SF; #7 §8	REBOUND	Highest SF; Add +3 to Defense. #10 §9	REBOUND	Highest SF; Add +4 to Defense. #15 §10	REBOUND	Highest SF; Add +5 to Defense. #16 §10	REBOUND	Highest SF; Add +6 to Defense. #18 §10
SHOT #	84. Blocked by PF with B6 or higher	SHOT #	85. Fouled by PD if shooter's FD# > 19	SHOT #	86	SHOT #	87	SHOT #	88
ADVANCE	Defensive Foul	ADVANCE	Defensive Foul	ADVANCE	Defensive Foul	ADVANCE	Defensive Foul	ADVANCE	Defensive Foul
JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK
PG	Def GT	PG	Def GT	PG	Def OB	PG	Def OB	PG	Def OB
Z READING	Flagrant foul; two shots plus ball OB	Z READING	Accidental Tip-in by next rebounder unless OB	Z READING	Injury; one period	Z READING	Injury; one half	Z READING	Injury; one game
PRESS	Offensive Foul (off Foul# or highest FD)	PRESS	Line Violation DOB; TO PG	PRESS	Line Violation DOB; TO SG	PRESS	Line Violation DOB; TO C	PRESS	Line Violation DOB; TO PF
FOUL #	84 or FD4	FOUL #	85 or FD4	FOUL #	86 or FD4	FOUL #	87 or FD5	FOUL #	88 or FD5
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STATIS PRO Fast Action Card RPG #165

ACTION	Traveling DOB; TO C
REBOUND	Highest C; Add +3 to Defense. #6 §4
SHOT #	65
ADVANCE	Pass to choice #2
JUMP TO SG	**BLOCK** Off PG
Z READING	Technical vs Vis. Coach. -1 Home Index
PRESS	Consult Z (+5 Z for Mandatory rest)
FOUL #	65 or FD4

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STATIS PRO Fast Action Card RPG #166

ACTION	Line Violation DOB; TO PF
REBOUND	Highest C; Add +4 to Defense. #8 §5
SHOT #	66
ADVANCE	Pass to PF #12 §4
JUMP TO SG	**BLOCK** Off PG
Z READING	Technical vs Vis. Coach. -1 Home Index
PRESS	Traveling DOB; TO PG
FOUL #	66 or FD4

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STATIS PRO Fast Action Card RPG #167

ACTION	Defensive Foul
REBOUND	Highest C; Add +5 to Defense. #10 §8
SHOT #	67
ADVANCE	Pass to C #12 §3
JUMP TO SG	**BLOCK** Off PG
Z READING	Technical vs Vis. Coach. -1 Home Index
PRESS	Traveling DOB; TO SG
FOUL #	67 or FD4

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STATIS PRO Fast Action Card RPG #168

ACTION	Defensive Foul
REBOUND	Highest C; Add +6 to Defense. #12 §9
SHOT #	68
ADVANCE	Pass to choice #12 §4
JUMP TO SG	**BLOCK** Off PG
Z READING	Technical vs Vis. Coach. -1 Home Index
PRESS	Traveling DOB; TO C
FOUL #	68 or FD4

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STATIS PRO Fast Action Card RPG #189

ACTION	Consult Z
REBOUND	Highest SF; Add +7 to Defense. #20 §10
SHOT #	89
ADVANCE	Jump Ball between FD2's
JUMP TO PG	**BLOCK** Def OB
Z READING	Injury; two games
PRESS	Line Violation DOB; TO SF
FOUL #	89 or FD5

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STATIS PRO Fast Action Card RPG #190

ACTION	Consult Z
REBOUND	Highest SF; Add +8 to Defense. #22 §10
SHOT #	90
ADVANCE	Ball Thrown Away. DOB; TO PG
JUMP TO PG	**BLOCK** Off PG
Z READING	Injury; three games
PRESS	Line Violation DOB; TO RPG
FOUL #	90 or FD5

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STATIS PRO Fast Action Card RPG #191

ACTION	Consult Z
REBOUND	Highest SF; Add +9 to Defense. #25 §10
SHOT #	91
ADVANCE	Ball Thrown Away. DOB; TO RPG
JUMP TO PG	**BLOCK** Off OB
Z READING	Injury; four games
PRESS	Trap; Offense has one less advance
FOUL #	91 or FD5

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STATIS PRO Fast Action Card RPG #192

ACTION	Consult Z
REBOUND	Highest SF; Add +10 to Defense. #23 §10
SHOT #	92
ADVANCE	Ball Thrown Away. DOB; TO RPG
JUMP TO PG	**BLOCK** Off OB
Z READING	Injury; five games
PRESS	Trap; Offense has one less advance
FOUL #	92 or FD5

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STATIS PRO Fast Action Card RPG #193	STATIS PRO Fast Action Card RPG #194	STATIS PRO Fast Action Card RPG #195	STATIS PRO Fast Action Card RPG #196	STATIS PRO Fast Action Card RPG #197
ACTION Consult Z	**ACTION** Consult Z	**ACTION** Consult Z	**ACTION** Consult Z	**ACTION** Consult Z
REBOUND Highest SG; Add +3 to Defense. #13 §12	**REBOUND** Highest SG; Add +4 to Defense. #24 §10	**REBOUND** Highest SG; Add +5 to Defense. #8 §7	**REBOUND** Jump Ball between C's	**REBOUND** Jump Ball between PF's
SHOT # 93. Fouled by PD if shooter's FD# > 15	**SHOT #** 94. Blocked by PD with B5 or higher	**SHOT #** 95. Fouled by PD if shooter's FD# > 21	**SHOT #** 96	**SHOT #** 97
ADVANCE Pass #40 or 24-Seconds violation; DOB if last pass	**ADVANCE** 3-Seconds Violation - DOB; TO C	**ADVANCE** 3-Seconds Violation - DOB; TO PF	**ADVANCE** Pass #40 or 24-Seconds violation; DOB if last pass	**ADVANCE** Pass #40 or 24-Seconds violation; DOB if last pass
JUMP TO PG **BLOCK** Off OB	**JUMP TO** PG **BLOCK** Off OB	**JUMP TO** PG **BLOCK** Off OB	**JUMP TO** PG **BLOCK** Off OB	**JUMP TO** PG **BLOCK** Off OB
Z READING Injury; eight games	**Z READING** Injury; six games	**Z READING** Injury; seven games	**Z READING** Three-Pointer good & fouled by PD	**Z READING** Three-Pointer good & fouled by PD
PRESS Trap; Offense has one less advance	**PRESS** Ball Thrown Away. DOB; TO C	**PRESS** Ball Thrown Away. DOB; TO C	**PRESS** Ball Thrown Away. DOB; TO SF	**PRESS** Ball Thrown Away. DOB; TO PF
FOUL # 93 or FD5	**FOUL #** 94 or FD5	**FOUL #** 95 or FD5	**FOUL #** 96 or FD5	**FOUL #** 97 or FD5
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STATIS PRO Fast Action Card

11:00

During the first three periods following Dead Ball rules apply:
Dead Ball Deck is used for all Free Throws, Foul # consultations, Z-results and RPG draws, plus midcourt Action/Press following Timeout or deliberate foul.
During last 2:00 of game, ballhandler may decline shot or take Forced Shot regardless of Pass # and may triple THREE POINT ATTEMPTS rating.

(Approximately 15 cards remain)

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STATIS PRO Fast Action Card

10:00

During the fourth period and Overtimes, following Dead Ball rules apply:
Dead Ball Deck is used for all Free Throws, Foul # consultations, Z-results and RPG draws, plus midcourt Action/Press following Timeout or deliberate foul.
During last 2:00 of game, ballhandler may decline shot or take Forced Shot regardless of Pass # and may triple THREE POINT ATTEMPTS rating. The second Team foul hereafter is automatically a Penalty situation.

(Approximately 30 cards remain)

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STATIS PRO Fast Action Card

9:00

If Visitor Team has not called as many Timeouts as quarters, it must call one during its next non-FB possession.

Rest Period begins/ends.

(Approximately 45 cards remain)

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STATIS PRO Fast Action Card

5:00

If Home Team has not called as many Timeouts as quarters, it must call one during its next non-FB possession.

Rest Period begins/ends.

(Approximately 75 cards remain)

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STATIS PRO Fast Action Card

PG PD

Primary Defender

PG PD

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STATIS PRO Fast Action Card RPG #198	STATIS PRO Fast Action Card RPG #199	STATIS PRO Fast Action Card RPG #200
ACTION Consult Z	**ACTION** Pass to PG #31	**ACTION** Pass to SF #22
REBOUND Jump Ball between SF's	**REBOUND** Jump Ball between SG's	**REBOUND** Jump Ball between PG's
SHOT # 98. Air Ball (If last FT: DOB)	**SHOT #** 99. Air Ball (If last FT: DOB)	**SHOT #** 100. Air Ball If foul: Defense lane violation
ADVANCE Pass #40 or 24-Seconds violation; DOB if last pass	**ADVANCE** Kicked Ball; OOB; Reset 24-Seconds Clock	**ADVANCE** Kicked Ball; OOB; Reset 24-Seconds Clock
JUMP TO / **BLOCK** PG / Off OB	**JUMP TO** / **BLOCK** PG / Off OB	**JUMP TO** / **BLOCK** PG / Off OB
Z READING Elbow foul on Defense; Tech & Personal	**Z READING** Dead ball Foul; two free throws	**Z READING** Desperation Heave 3-pointer on last FAC
PRESS Ball Thrown Away. DOB; TO RPG	**PRESS** Double Dribble DOB; TO RPG	**PRESS** Double Dribble DOB; TO RPG
FOUL # 98 or FD5	**FOUL #** 99 or FD5	**FOUL #** 100 or FD5
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STATIS PRO Fast Action Card	STATIS PRO Fast Action Card	STATIS PRO Fast Action Card	STATIS PRO Fast Action Card
SG PD	**SF PD**	**PF PD**	**C PD**
Primary Defender	**Primary Defender**	**Primary Defender**	**Primary Defender**
SG PD	**SF PD**	**PF PD**	**C PD**
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