



RULES

GETTING STARTED

You will need 2 six-sided dice (2d6) of different colors and 2 ten-sided dice (2d10). Decide which surface the match will be played on and choose 2 players by selecting their ratings that represent the playing surface for the match. Determine whether you will resolve the match set-by-set or game-by-game.

PLAYER RATINGS SAMPLE

NAME	RANK	NAT	HARD COURT			
			GAMES	SETS	LOST	ADJ
Federer, Roger	1	SUI	66 -16	88 -38	3	+1
Baran, Andre	960	BRA	34 +16	40 +10	4	-2

PLAYING THE GAME (Games Version)

The player with the higher Games rating is considered the favorite. To determine the Adjusted Rate, use the favorite's Game rating and the opponent's +/- rating as an adjustment. Here is an example using the ratings displayed above:

<u>Favorite</u>	<u>Rate</u>	<u>+/-</u>	<u>Adjusted Rate</u>
Roger Federer	66 (Federer)	+16 (Baran)	$66 + 16 = 82$

**The Adjusted Rate cannot be higher than 100 or lower than 0*

Roll the 2d10 to generate a 1-100 number to determine the winner for the game. One die represents ones and the other represents 10s. Together, they generate a number between 1 and 100 (rolls of 00 equaling 100). If the roll is less than or equal to the Adjusted Rate, the favored player wins the game. In our example, Federer wins the game on a roll of 1-82 and Baran wins the game on a roll of 83-100.

PLAYING THE GAME (Sets Version)

The player with the higher Sets rating is considered the favorite. To determine the Adjusted Rate, use the favorite's Set rating and the opponent's +/- rating as an adjustment. Here is an example using the ratings displayed above:

<u>Favorite</u>	<u>Rate</u>	<u>+/-</u>	<u>Adjusted Rate</u>
Roger Federer	88 (Federer)	+10 (Baran)	$88 + 10 = 98$

**The Adjusted Rate cannot be higher than 100 or lower than 0*

Roll the 2d10 to generate a 1-100 number to determine the winner for the set. One die represents ones and the other represents 10s. Together, they generate a number between 1 and 100 (rolls of 00 equaling 100). If the roll is less than or equal to the Adjusted Rate, the favored player wins the set. In our example, Federer wins the set on a roll of 1-98 and Baran wins the set on a roll of 99-100.

Determine Set Score

To determine the Adjusted Lost Rate, use the winner's Lost rating and the loser's Adj rating as an adjustment.

Here are two examples using the ratings displayed above:

<u>Loser</u>	<u>Lost</u>	<u>Adj</u>	<u>Adjusted Lost Rate</u>
Andre Baran	3 (Federer)	-2 (Baran)	$3 - 2 = 1$
Roger Federer	4 (Baran)	+1 (Federer)	$4 + 1 = 5$

After the winner of the set is determined, roll the 2d6 of different colors (i.e.: one red and one white) and subtract the white die from the red die and add that to the adjusted Lost rating to obtain the score of the set.

Examples:

Federer wins - Red 5, White 4 $(5 - 4) = 1 + 1 = 2$, Federer won set 6-2

Baran wins - Red 3, White 3 $(3 - 3) = 0 + 5 = 5$, Baran won set 7-5

Federer wins - Red 1, White 6 $(1 - 6) = -5 + 1 = -4$, Federer won set 6-0 (no score can be less than zero)

Baran wins - Red 6, White 2 $(6 - 2) = 4 + 5 = 9$, Baran won set in a tiebreaker 7-6 (normal set score). If you were playing the final set without a tiebreaker, the score would be 11-9.