

## HOT STOVE BOCCELISM RULES

The top ten professional boccelism players' statistical performances are represented in the player sheets, with dice rolls (real or virtual – go to [random.org/dice](http://random.org/dice) for online dice) used to determine the results of each toss. You can keep score on a standard score-sheet or just keep a running tally on scratch paper. Start by picking two players to face off and use a dice roll to decide the cork.

Player sheets are divided into nine separate results charts, with the top row of three charts used for most results. The middle row consists of Bonus Charts #1 & #2 for each player and a Variable Hit chart. The bottom row has the two Alternate Tossing Styles charts High Lob and Finesse Shot and the Bonus #3 chart. Each player's primary tossing charts and bonus charts combine to approximate as closely as possible that player's actual results on the tossing grounds.

Before starting a game use a dice roll for each player to determine their "form", matching the number rolled with the corresponding top-row chart. Each player has a Standard chart, an In The Zone chart, and an Off Target chart, with the Standard chart representing an "average" performance, In The Zone representing "peak" performance, and Off Target for those games when the player just doesn't have it. A player's form is set for the entire match, except in the case of Unlikely Events.

Most tosses require a single dice roll to determine the outcome, with a blank space indicating a miss, and Minor and Major hits scoring one point. If the result is a Variable Hit, roll again and consult that player's Variable Hit chart to get the result. If the result is Bonus #1, roll again using Bonus Chart #1; if that result is Bonus #2 or Bonus #3, roll again using the appropriate chart. If that result is Unlikely Events, then roll four dice and consult the Unlikely Events chart.

Prior to any toss a player may opt to choose a High Lob or Finesse Shot and roll using one of those charts. Both are lower percentage shots, but provide the (small) possibility of scoring bonus points with one roll. For most players the High Lob is the best choice when attempting a Hail Ganesha.

Quarry points are awarded in this fashion: Any hit beats a miss; a major hit beats a minor hit, and a bonus event beats a regular hit, except for Handles, which are treated as a minor hit for quarry purposes. When the hits are balanced, roll one die for each player, with the higher number taking the quarry point.