

INSTRUCTIONS Beach Volleyball

Object of the game- Same procedure as in beach volleyball, first team to 21 wins. Place two game pawns on zero to keep score. Use a third pawn for the ball. The team that earns the point serves. If the defensive team wins the point, the players on the court alternate positions before they go to serve.

Place the server in square one and the other player in square two. The server always serves out of square 1. Most serves in the Rio Olympics were successful. It is assumed all serves will go over unless the server has an Ace Triangle or you hit a missed serve in the Unusual Events chart.

Serving. Roll two (black,white) D6 dice. The second die, the white one, is your Dig roll. If the number on the white die is equal or less than your servers Dig Star rating, your team digs up the spike if the other team is able to return the serve. If the roll is a (1 black 5,6 white) and your server has an Ace (star), the serve is an Ace! (serve that was not returned). An Ace is an instant point for the offense. If the serve is a 1 on the black die, 5,6 White die, and the server has an Ace (triangle), the serve goes out of bounds. If a server has two Ace stars a successful serve would be Black 1 .

The black dice also determines where the ball was served . If the black die is 1-4 the defender in square one will BUMP the serve. If it is a black 5-6, it is a short serve and the defender in square two will SET the serve.

Returning the Serve: Bump/Set - Roll two D6 dice (blue- bump/set, red- spike) If the serve goes over the net check your players bump stars or set stars.

If the black dice was a 1-4 the serve goes to your back court to square one. You will check your players bump rating. If the blue dice roll is equal to or less than the bump rating , the defender has successfully bumped the ball for a spike to the player in square 2. When the black dice a 5-6 on a serve, it is a short serve. Check the blue dice against your defenders SET rating in square two. If the blue dice is equal or lower than the dice rating you have successfully set the ball for a spike to the player in square 1 (it is assumed the player has moved up to spike the set) .

SPIKING- Check the dice roll on the red die. If the red die is equal or less than the players spike rating, it is a successful spike into the opponents back court (1). Example. If player in square two sets the ball, player in square one will move up to spike. If player in square one bumps the ball, the player in square two will spike the ball.

If the spike was successful, check the defensive player in square one. If the white die roll is equal or less than the dig rating, the player has dug up the ball for a successful bump and spike.

The team that served now has a chance to bump and spike the defenders return. Follow the same procedure above for setting and spiking to see if the spike is successful. First roll for the set rating of the player in spot 2. If set rating is equal or less than the die, it is successful and the player in the back court moves up for a spike. Roll the red die and check against back court players spike rating.

Examples of play (Germany vs USA). Laura Ludwig is serving to Kerri Walsh (2 at net) and April Ross (1 back court). Dice rolls. Black=2 White=4 , Blue= 5 , Red=4. There are no doubles so you continue. Black dice is a 2 so it is not an ace and goes over the net to player 1 Ross. Blue die is a 5 and Ross' bump rating is a 5 so she bumps it to Walsh for a spike. Red dice is 4 and Walsh spike rating is a 5 , so it is a successful spike and return by the USA. White die is a 4 and Ludwig's dig rating is a 3. She did not get the spike. So it is a point for the USA, and the United States will serve next. Rotate Walsh to 1 and Ross to 2 before you serve.

E.g. 2- Walsh serve . Dice rolls Black 1 , White=5, Blue= 3, Red=4. Black die is a 1 and white die is a 5. Walsh has an Ace star so it is an ace serve for USA . Point USA and Walsh serves again . US is up 2-0.

Eg.3- Walsh Serve. Dice rolls Black 1, White, 2, Blue= 2 , Red =5. Walsh serves a black 1 but since the white die is a 2 , it is not an ace. Serve goes to Ludwig in the back court at one. Ludwig's bump is a 2 so she sets it to Walkenhorst. Red dice is a 5 and Kira's Spike is a 5, so it is a successful return by Germany. The white die was a 2, and Walsh's dig rating is a 2. So Walsh has dug up the ball. USA now has a chance to set and spike this ball.

Re-roll the blue and red dice. New rolls, Blue 2 , Red 3. Blue dice is a 2 and Ross' set rating is a 4 . Successful set for a spike. Walsh moves to the front court and the red die is a 3. Walsh's spike rating is a 5 so it is a successful spike over the net. Check Ludwig's dig rating and re-roll the white die. If the white die is a 1,2,3, Ludwig has dug up the ball and you will re-roll the Blue and red dice for Walkenhorst's set and the subsequent spike by Ludwig. The rally would continue in this way until one team cannot bump or spike, or the other team cannot dig up the spike.

Example 4 : Ludwig serves. Roll is a Black 5, White 4, Blue 3, Red 6. Since it is a black 5 the serve is a soft serve that goes to the front court. Ross's SET rating is a 4 and the blue die is a three so it is a successful set. Walsh has moved to the front of the net for the spike. She has 5 stars for a spike, but the red die is a 6. It is an unsuccessful spike. Point for Ludwig and she will serve again.

BLOCK SPIKES- If the player on the serving team that is in square two has a Block star rating she may block the spike. If the roll on the black die is a 6 and the white die is a 1 or 2, the subsequent spike was blocked. Serving team gets the point.

If the player has two stars beside her Block rating, a black die of a 6 and a white die roll of 1,2,3, 4 is a successful block.

UNUSUAL EVENTS CHART (DOUBLES)

A ROLL OF DOUBLES ON EITHER THE DEFENSIVE (BLUE,RED) DICE OR THE OFFENSIVE DICE (BLACK,WHITE) GOES TO THE UNUSUAL EVENTS CHART. If there is a volley and the serving team makes a dig, you do not apply the doubles. Play out the rally. Unusual event rolls only happen in the initial serving and defensive rolls. . The doubles trumps all rolls, go immediately to the unusual events chart.

Example. Black dice 5, White dice 5, Blue dice 4, Red dice 3. Since the black and white dice are double 5's go to the Unusual Events chart. You can use the blue and red dice roll of a 7 to see the result or you may roll again.

Black dice 5, White dice 4, Blue dice 5, Red dice 4. This is a not an unusual event. Must be double fives on the black and white or double five/six on the Blue and Red. The double five and sixes are only on the paired dice of black/white and/or blue/red

RALLY - If a rally is rolled on the Unusual Events chart, there will be an extended rally of balls back and forth. To implement, take the stars of each teams highest bumper. Starting with the defensive team roll one die. If that number is equal or less than the players bump rating, the ball successfully goes over. You then do the same for the serving team. Take the highest rated star bumper and roll for them. Keep going back and forth until one team cannot return the ball.

Example. USA's highest bumper is a 5. Canada's highest bumper is a 4. Canada serves. Roll a 4 for USA. Since it is less than the 5 stars, the US returns the serve. Canada rolls a 3. It is successfully returned since the three is less than the four stars Canada has. USA rolls a 5. Since it is equal to the USA players five stars it is returned. Canada rolls a 6. This falls out of the range of the Canadian bumper so point goes to the USA

STRATEGY CHOICES

ALL OUT ACE SERVE- Declare you are going for it and trying for an ALL OUT ACE serve. This can only be used once in a game. If you roll a black 1 or 2, it is a point. A roll of black 3,4,5,6 is out of bounds. Server must have an Ace Star to use this card.

PINPOINT SERVE- Announce pin point serve. Add 1 ace star to your server. If server now has 2 Ace stars a Black 1 is an ace and 2-6 is a normal serve. If server now has 1 Ace Star, it is 1 black and white 5,6 for an ace. If the player now has 3 Ace stars, it is a Black 1 and a Black 2 White 5,6 for an ace. All pin point serves that are not an ace are returned. You can only use this three times in a game.

STRATEGIC PLACEMENT SERVE-

Choose a player to serve to. Announce I am serving to the player in square 2.

Roll the black die. If the die is a 1-3 it goes to the chosen player. 4-5 it goes to the other player. 6 is out.. In this case you may try to target a weaker player (e.g Player in square 2 may have a weak SET rating). Can only be used three times.

DEFENSIVE BUMP

If you do not want to set up for a spike and just return the serve, the defense declares "safe return". Roll a D6 die. If the roll is a 1-5 the ball is safely returned. If it is a 6, the return goes out of bounds. It can only be used once per turn. You are allowed three defensive bumps per game. All defensive bumps go to the back court to player one who will bump the return.

BEACH VOLLEYBALL

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10



1

1-4 Box 1 BUMP

2

5-6 Box 2 SET

2

5-6 Box 2 SET

1

1-4 Box 1 BUMP

BLOCKED?
Black 6
White 1, 2

- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21

Pinpoint ACE serve add 1 star to card.

Defensive BUMP: 1-5 BUMP BACK. 6 OUT (3 a game).

UNUSUAL RESULTS (Doubles)

ROLL TWO D6 DICE. UNUSUAL RESULTS HAPPEN ON DOUBLE 5'S AND 6'S ON INITIAL SERVING AND DEFENSIVE ROLLS. NOT ON DIGS

- 2- Wind catches ball on a rough weather day and ball goes out of bounds on a high bump. Point for serving team.
- 3- RALLY!
- 4- After argument over a previous line call, offensive player loses composure and serve goes out of bounds. Point for defense.
- 5- RALLY!
- 6- ACE serve...point for offensive team
- 7- BLOCK! If serving team has a block star on one of their players, they block the return on the rally. Point for serving team.
- 8- NET FOUL on a rally at the net. Serving team loses point. Point for defensive team on back and forth rally.
- 9- RALLY!
- 10- Serve goes wide as they tried putting too much mustard on it. Point defense .
- 11- RALLY!
- 12- Server gets into an argument with the Ref. Server is issued a warning for language. Another warning and player is ejected. Option game is forfeited or use sub player (Sub player- If ejected use same player but reduce all star ratings by one in every category). Point for defensive team.

HELPER CHART

ACE SERVE: 1 BLACK, WHITE 5,6. IF SERVER in spot 1 HAS AN ACE STAR.

BLACK 6 WHITE 1,2= BLOCK! (If player in spot 2 has a block star)

BLACK 1-4 SERVE TO SQUARE ONE =BUMP. BLACK 5-6 SERVE TO SQUARE TWO = SET.

OFFENSE STRATEGY: ALL OUT ACE SERVE OR POINTPOINT SERVE

DEFENSE STRATEGY: EASY RETURN (1-5 BLUE 6=OUT) CAN ONLY USE THREE TIMES A GAME.

RALLY!- Take best bump rating of each team. Roll one die per team. If equal or less than bump rating , ball goes over.

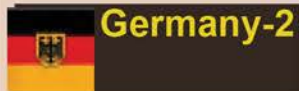
Laura Ludwig

Ace	★
Bump	★★★★★
Set	★★★★
Spike	★★★★★
Block	
Dig	★★★



Kira Walkenhorst

Ace	★
Bump	★★★★
Set	★★★★
Spike	★★★★★
Block	★
Dig	★★



Kerri Walsh

Ace	★
Bump	★★★★
Set	★★★
Spike	★★★★★
Block	★★
Dig	★★



Agatha Bednarczuk

Ace	★
Bump	★★★★★
Set	★★★★
Spike	★★★★★
Block	★
Dig	★★



Barbara Seixas de Freitas

Ace	★
Bump	★★★★★
Set	★★★★
Spike	★★★★★
Block	
Dig	★★★



April Ross

Ace	
Bump	★★★★★
Set	★★★★
Spike	★★★★
Block	
Dig	★★★



Talita

Ace	▲
Bump	★★★★
Set	★★★
Spike	★★★★★
Block	★
Dig	★★



Larissa

Ace	★★
Bump	★★★★
Set	★★★★★
Spike	★★★★
Block	
Dig	★★★



Sarah Pavan

Ace	
Bump	★★★★
Set	★★★
Spike	★★★★
Block	★
Dig	★★



Heather Bansley

Ace	★
Bump	★★★★
Set	★★★
Spike	★★★★
Block	
Dig	★★★



STRATEGY CARD

ALL OUT SERVE

Black 1, 2 is an ace.
Black 3-6 is out of bounds

USE ONCE.

STRATEGY CARD

STRATEGIC SERVE

Announce who you are serving to

1-3 successful
4-5 other player
6 out of bounds.

Use only 3 times

STRATEGY CARD

DEFENSIVE BUMP

Announce "Safe Return"

1-5 Safe return
6 out of bounds

Can only be played 3 times, and once a turn.
Opponent 1 bumps

STRATEGY CARD

Pinpoint SERVE

Add 1 Ace star. If two Ace stars
Black 1 is an ace.
Black 2-6, serve gets over the net

USE 3 times

STRATEGY CARD

STRATEGY CARD

ALL OUT SERVE

Black 1, 2 is an ace.
Black 3-6 is out of bounds.

USE ONCE

STRATEGY CARD

DEFENSIVE BUMP

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Black 2-6, serve gets over the net..

USE 3 times

STRATEGY CARD

2016 SUMMER OLYMPICS AT RIO DE JANEIRO, BRAZIL

WOMENS BEACH VOLLEYBALL

Copacabana Stadium , August 6-17, 2016
24 teams, 6 pools of four teams each.

Gold Medalists: Laura Ludwig, Kira Walkenhorst, Germany

Silver Medal: Agatha Bednarczuk, Barbara Seixas, Brazil

(Brazil had more than one team in the summer Olympics and the other team of Larissa and Talita were the #1 ranked world team going into the tournament)

Bronze Medal: April Ross, Kerri Walsh Jennings, United States

Gold Medal game Germany 2 Brazil 0. Germany won both games 21-18, 21-14.

Bronze Medal game United States 2 Brazil 1. USA won game one 21-17, Brazil game two 21-17, and the US won game three 15-9

Semi Finals

Germany beat Brazil (Larissa, Talita) 2-0 by scores of 21-18, 21-12

Brazil (Agatha, Barbara) defeated the United States 2-0 by the scores of 22-20, 21-18

Being Canadian, I included the team of Bansley and Pavan who finished fifth.

Seedings before the tournament began

- 1- Larissa, Talita , Brazil
- 2- Agatha, Barbara, Brazil
- 3- Ross, Walsh Jennings, USA
- 4- Ludwig, Walkenhorst, Germany
- 5- Bansley, Pavan, Canada .