

“Last Jam” ADD-ON for ROLLER RUMBLE Roller Derby Game

Roller derby historian Chris Schmidt, Killbrittain, Cork, Ireland has created a home brew rule amendment for ROLLER RUMBLE, based on his own TV-watching experience. “For a while now, I have been thinking about a way to re-create those final jams in which the T-Birds (or other home team) came from behind during the last jam of a game and the arena announcer started screaming ‘Foouooooour T-Bird Points!!’ The rules have this somewhat built into the game engine already since the trailing team always wins a qualities tie-breaker and games are generally coming down to the last jam. However, in order to further re-create the final jam heroics of the home team I came up with the attached amendment.”

Chris’ add-on works like this: whenever the home team trails by five or fewer points after the end of the final jam, you assume that there’s time for one additional jam in which only the home team sends out a designated jammer to overturn the deficit. Instead of using the FACs, roll the black and white game dice, add them, and use the result from the either of the two tables. Chris says, “Table 2 includes a quality check on some results, but after testing both I couldn’t decide which one I prefer so I’ll leave it up to everyone to choose!” Whenever the result indicates 'no score' the game ends and the jammer failed in the comeback attempt. Whenever the result indicates points are scored, keep rolling until you either score again and/or score enough points to take a 1 point lead/win or until you get a 'no score' result, in which case the game ends on the total score up to that point. “The concept was inspired by your SECOND SEASON ‘End of Game Chaos’ play,” writes Chris, “I hope it adds some additional excitement to ROLLER RUMBLE.”

TABLE ONE

- [2] Jammer passes blockers after time has expired; no points.
- [3] Brilliant move leaves blocker hitting air; 4 points.
- [4] Jammer steps into infield; no points.
- [5] Blocker knocks down jammer; no points.
- [6] Jammer gets around blocker; 1 point.
- [7] Blockers execute perfect double-block; no points.
- [8] Jammer whipped past opposing blocker; 2 points.
- [9] Lackluster effort from jammer; no points.
- [10] Speed of jammer catches blocker off-guard; 3 points.
- [11] Jammer side-steps blocker but blocker recovers, makes stop; no points.
- [12] Jammer jumps over collapsed pack; 5 points.

TABLE TWO

- [2] Brilliant move leaves blocker hitting air; 4 points.
- [3] Jammer passes blockers after time has expired; no points.
- [4] Jammer whipped past opposing blocker; 2 points.
- [5] Jammer steps into infield; no points (1 point if FAST or AGILE jammer).
- [6] Blocker knocks down jammer; no points (1 point of STAR or SMART jammer).
- [7] Blockers execute perfect double-block; no points.
- [8] Lackluster effort from jammer; no points.
- [9] Jammer side-steps blocker but blocker recovers, makes stop; no points.
- [10] Speed of jammer catches blocker off-guard; 3 points.
- [11] Referee blows call; no score (1 point if POWERFUL or MEAN jammer).
- [12] Jammer jumps over collapsed pack; 5 points.