

FAIR WICKET 001

A perfectly prepared pitch that ensures the skills of the players effect the outcome of each ball, rather than the idiosyncrasies of the pitch.

EFFECTS

If Overcast or Humid, the ball will Swing.
Reverse Swing will occur in all types of conditions.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

HARD & BOUNCY 002

Hard, dry wicket, good for pace bowlers. However its even bounce makes it equally good for skilled batsmen who can pull, hook and cut.

EFFECTS

+1 to rolls on Batting and Flurry Charts for batsman with SR of B and above.
+1 to BE rolls on Ball Effect Chart for Fast Bowlers during new ball overs 16-22.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

GOOD BATTING 003

A good batting track means this is relatively easy batting for all batsman. Only Exceptional bowlers will find any hope of joy.

EFFECTS

If Overcast or Humid, the ball will Swing.
Reverse Swing will occur in all types of conditions.
Ball Effects only available to Exceptional bowlers on draws of Spades or Clubs.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

FLAT TRACK 004

Expect high scores as this is a very friendly pitch for batsmen. Bowlers can expect to toil hard on this wicket.

EFFECTS

Increase batsman's DR by one level (e.g., B+ becomes A-, etc) when rolling on Dismissal Results Chart.
+1 to Batting and Flurry Chart rolls.
Exceptional bowler benefits only available on draws of Spades.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

DRY PITCH 005

Dry wicket, no grass. Fast bowling is lethal, especially for those bowlers who know how to get the best out of a slowly ageing ball.

EFFECTS

New ball effect lasts from overs 16-30 for bowlers with sustained new ball skill on successful BE roll before each over (+2 to BE rolls during overs 16-22).

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

GRASSY PITCH 006

Lots of moisture in the wicket and quite a bit of grass on it. Great for seamers. Effects come into play after rain, in humid conditions and when overcast.

EFFECTS

Benefits for bowlers with Swing and Reverse Exceptional Skills are in effect if weather is Overcast or Humid, or in evening sessions where it has rained during the second half of the afternoon session.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

CRAZY WICKET 007

This wicket is a disgrace. The ball is variously kicking up or staying unexpectedly low, making it difficult for any but the best defensive batsman.

EFFECTS

On Spade and Club draws -1 to batsman's DR rating unless playing Defensively.
-1 to Batting and Flurry Chart rolls.
+1 to Bouncers and Bouncer Effect Chart rolls.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

CRUMBLING WICKET 008

There's little grass on this wicket to bind the pitch, so spinners and medium pacers will do well.

EFFECTS

-5 to Slow/Spin bowler's BwR between overs 40 and 60.
-5 to Medium bowler's BwR during overs 40 and 50. From overs 51 to 60, bowler must make a successful BE roll each over for this effect to stay in place.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

HARD & GRASSY 009

The pitch has a thin covering of grass, assisting swing in the right weather conditions. The pitch is also hard, promoting bounce for bowlers willing to put their backs into it.

EFFECTS

Benefits Swing and Reverse Swing bowlers if weather is Overcast or Humid.
Fast Bowlers get -1 to Bowling Chart rolls if Spade or Clubs drawn.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

ERRATIC BOUNCE 010

This pitch plays like a Fair Wicket, but can occasionally have some erratic bounce, making it especially hard for less skilled batsman.

EFFECTS

If Overcast or Humid, the ball will Swing.
Reverse Swing will occur in all types of conditions.
-1 to Dismissal Results Chart rolls for DR C or worse batsman on Spade draws.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

TAKING SPIN 011

The pitch is a few days old and is starting to take spin. While it's not crumbling yet, if the bowler is good enough they will be able to elicit some turn from it.

EFFECTS

Exceptional Spin Bowlers will be able to turn the ball from over 25 on successful BE rolls.

ASSISTS

- FAST *
- SPIN &
- SWING ^
- REVERSE ^^

FAVOURS

- BAT
- NORMAL
- BALL

USING PITCH CARDS

The Pitch Cards on this sheet may be used to replicate a wide variety of pitch behaviours during a game. For full details see the "Weather Conditions and Pitch Type" rules.

If a card requires that you roll for a Ball Effect (BE) use a d6 and roll at the start of each over. Check the Ball Effect Chart to see if the roll is successful and the stated effect is in place.

While the Pitch Cards on this sheet cover many different pitch behaviours, more will be made available over time.

You can download them for free or upload your own Pitch Cards and behaviours at mindencricket.com.