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0.- PREFACE

- a. *Cricket in Four Suits* is a card game played according to the Laws and Spirit of Cricket.
- b. Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws of the game, but also within the Spirit of the game.
- c. Both respect and sportsmanship are central to the Spirit of *Cricket in Four Suits*. Respect your captain, your team-mates, opponents, and umpires.
- d. Play hard, but play fair.
- e. Create a positive ambience by your own conduct on the table, and encourage others to do likewise at the Pavilion.
- f. Show self-discipline, even when things go terribly against you.
- g. Congratulate the opposition on their success, and enjoy that of your own team.
- h. Thank the officials and your opposition at the end of the game, whatever the result.

1.- DEFINITION



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- a. *Cricket in Four Suits* is a card game inspired by the famous bat & ball sport of cricket. It can be played by 2 players, 4 players, or more. It can be played by up to 22 players - 11 a side.
- b. Depending on the format of the game being played, be it a Test Match, First-Class, 50-over game, 40-over game, T20, T10, or a Hundred, a game can last from only a few minutes to several days.

2.- THE PLAYING CARDS

- a. The game is played with a standard deck of playing cards. It includes 54 cards; thirteen ranks in each of the four French suits: clubs (♣), diamonds (♦), hearts (♥) and spades (♠). Each suit comprises an Ace, a King with a value of 13, a Queen with a value of 12, a Jack with a value of 11, each of them depicted with a symbol of its suit; and ranks two through ten, with each card depicting that many symbols (pips) of its suit. There are also 2 Jokers with the value of 0 and wild suit for the bowler, but the value of 14 and wild suit for the batter.

3. - TEAM LINE-UPS

- a. Each team (comprising between one and eleven real players per side) takes twelve (12) cards in turn from the deck and selects eleven fantasy characters together with a twelfth man, in accordance with the Handicap Table (see Art. 14). The composition of each XI, and the



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number of cards retained in hand when acting each fantasy player, shall be determined by the fantasy player's respective skill level.

4.- THE TOSS

- a. The captains take each a card from the deck. The highest value wins the toss. The winner gets to examine wicket & weather, and decides whether to bat or bowl first.

5.- PITCH CONDITIONS & WEATHER

a.- To examine wicket and weather, in order to choose to bat or bowl, the toss winner takes a new card from the deck.

b.- Wicket and weather depend on the result of this card. If the player takes...

- i. An ace: Green track & cloudy (fast bowler paradise). It definitely favours fast, and fast-medium bowlers.
- ii. A two: The dusty track (spinner paradise)
- iii. A three: Natural grassy pitch & cloudy. A grassy pitch with grass longer or moister than usual is described as a green pitch or green seamer. This



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pitch favours fast and fast-medium bowlers over the batsman as the ball can be made to behave erratically on longer or wet grass.

- iv. A four: A sticky wicket – a pitch that has become wet and is subsequently drying out, often rapidly in hot sun – causes the ball to behave erratically, particularly for the slower or spin bowlers. This also favours the spin bowler.
- v. A five: Synthetic pitch: bouncier and faster than normal pitches. Skidders and wrist spinners will enjoy bowling on synthetic turfs as the bowl tends to hurry off the surface.
- vi. A six: Dry and dusty pitches favour slower bowler.
- vii. A seven: Windy, favours swing, fast and fast-medium bowlers.
- viii. An eight: The pitch has moisture, favours fast and fast-medium bowlers.
- ix. A nine: Brown pitch. It is most likely to favour the batsmen as they offer very little assistance to the fast bowlers or spinners.
- x. A ten: A dry, worn pitch that will develop cracks that the spin bowler can pitch the ball into.
- xi. A jack: Hot and sunny weather on a flat batting track; it decisively favours the batsman. Enough heat to bake the pitch into a hard flat surface. The bounce and movement is easy to predict.



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- xii. A queen: Wet pitch, as it has recently rained. The pitch has moisture in it. It will hold its shape for a long time and also the extra moisture may force some lateral movements. There may also be some grass sprouts which will aid in the seam movement. So it favours fast and fast-medium bowlers.
- xiii. A king: Match reduced due to rain, which favours batsmen.
 - ✓ In 50-over match: take 4 cards, add them up. That's the number of overs per team. Minimum: 20 overs per team.
 - ✓ In T20 match: take 2 cards, add them up. That's the number of overs per team. Minimum: 5 overs per team.
- xiv. A joker: Match abandoned without a ball being played.

c.- Wicket and weather bias is decisive when players play cards of the same value.

For instance, if a spin bowler plays 9 ♥ and the batsman answers with 9 ♠ but they're playing on a hot and sunny weather on a flat batting track, which favours batsmen, the result is just a block and, therefore, it's a Not Out. Same cards on a sticky wicket would result in the batsman being Out.



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d.- By default, whenever the pitch favours bowlers of a different style than the bowler on delivery, cards of the same value favour batters.

6.- BASIC GAMEPLAY

a.- The cards are shuffled and dealt to each player (bowler, striker & non-striker) in a quantity according to the player's skill (See Art. 14). A new card is taken from the pile. This card goes directly to the discard pile setting up the no ball suit for the first over, as well as its wide number.

b.- The player to bat (the striker), the non-striker, and the bowler, hold during the whole over as many cards as the players' skills allow according to Table 14. Cards must remain hidden from the eyes of the opponent(s)

c.- One player will be 'bowling' and the other 'batting'. The bowler plays a card – corresponding to bowling a delivery – and the batsman replies by playing a card – corresponding to playing a shot. Depending on the cards played, the outcome may be runs for the batsman, a wicket to the bowler, or result in a dot ball.

d.- When the batsman is faced with a delivery, he or she will be out by playing a card that is different in suit and lower in value. To score runs he or she needs to play a card that is in the same suit and higher in value. Anything else is a dot ball.



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e.- The number of runs is determined by the difference in value between both cards. Roughly, if the batsman's card matches suit with the bowler's and exceeds it by 1, 2 or 3, one run is scored; if it exceeds by 4 or 5, two runs; if it exceeds by 6, 7, three runs; if it exceeds by 8, 9 or 10 it is a boundary of four runs (and therefore a batsmen's second card can't be played); if it exceeds by 11, 12, 13 or 14, it is a boundary of six runs. Thus, the only way to score a six is to play a beaut on a dolly. There are some complications if other rules are being played, especially the two-card shot, which are further explained.

Cards difference	Runs scored
1,2,3	1
4,5	2
6,7	3
8,9,10	4 - boundary
11,12,13,14	6 - boundary

Example:

- The bowler played the 7♦. Any batsman may block with a card of higher value (or even equal if pitch favours the batsmen) in a different suit.



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- For example, the bowler played the Q♥. The batsman can also defend with a lower number in the same suit, The 2♥, for instance.
- When an over is finished, batsmen and bowler (if the player decides to keep bowling with the same bowler next time he's to bowl) keep their cards; the cards already played keep on the discard pile till the deck pile runs out of cards to play and is reshuffled.

7.- THE WICKET IS DOWN

The bowler played the 9♠. The bowler takes a wicket if the batsman is forced to play a card of lower value in a different suit (or even of equal value if the pitch favours the bowler). In this case, the batsman plays the 2♥ and loses a wicket. If the pitch favours the bowler, even a 9♥, diamonds ♦ or clubs ♣ would put the wicket down.

There are several different ways to be out in cricket and *Cricket in Four Suits* determines these by using a combination of the suits of both batsman and bowler's cards.

BATSMAN'S CARD					
B		diamonds ♦	hearts ♥	spades ♠	clubs ♣



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O W L E R 'S	diamonds ♦	X	if diff >2 Caught	Caught Behind	Bowled
			if diff ≤2 Retired not hurt		
C A R D	hearts ♥	if diff >4 Bowled	X	Caught & Bowled	LBW
		if diff ≤4 Hit wicket			
A R D	spades ♠	if diff >4 Caught	if diff >2 Bowled	X	Caught
		if diff ≤4 Obstructing the field	if diff ≤2 Hit the ball twice		
	clubs ♣	Stumped	Caught	LBW	X



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Timed out:

As in real cricket, an incoming batsman is dismissed “timed out” if he willfully takes more than three minutes to be ready to face the next delivery.

8.- NO BALL

- Playing the basic rule only soon reveals that bowling is too easy (or batting is too difficult). The no-ball rule redresses this by reducing the number of cards that the bowler is allowed to use. **The no-ball suit for the incoming over is determined by the suit of the last card played by the bowler in the previous over.** If a bowler plays a card in the no-ball suit then the batsman automatically gets a run, and is entitled to play any card without penalty, or he can claim one extra without claiming a card at all. Next delivery will be a free-hit if it applies in accordance with the format of the game.
- When the no-ball card is a joker, its suit is selected by the player who played that card.

9- THE EXTRAS

There are more restrictions on the bowler. If the bowler bowls a card equal in value to the last card played in the game, namely, the card at the top of the discard pile



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(regardless being it a batsmen's or a bowler's card) then a wide is called, runs added to the batsman and the ball has to be bowled again.

If, instead, the bowler's card exceeds or falls short of the wide number by one (the wide number being that of the last card played, at the top of the discard pile), byes or leg byes shall be called, respectively. As in real cricket, such runs shall be credited to the team but not to the batter's account.

10.- THE TWO-CARD SHOT

This is a relatively complicated procedure, whereby the batsmen play two cards in response to the bowler's delivery, and entice the bowler to play another card, called **the fielding card**, now taken from the top of the pile. With the two-card shot rule in place, Card cricket can simulate several another feature of the real game, like scrambling for a single, a suicide single, or an overthrow.

The batsman needs runs desperately and takes a risk, plays a card following suit, blocking or making runs then followed by a second card which must also follow suit, it gets through a bad hand quicker, but is a gamble because the bowler can choose to play another card taken from the pile. Batting team's second card might be played either by the striker or the non-striker, as long as it also follows suit.



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If, with the help of the fielding card, the fielding team can produce the matching number, the batsman who played the second card is run out. Anyhow, runs got from the first card -if any- are still scored.

The batsman being run out is always the one that played the second card.

Example:

Bowler plays: 9 ♥

Batsman plays: K ♥

Non-striker plays: A ♥

Fielding card: 5 ♣

Here we get 2 runs from the first card. So in this case, 14 is the matching number. Now with the help of the fielding card, the fielding team must produce 14. And they do that since $9+5=14$. Therefore, the non-striker has been run out.

Had the produced total number by the fielding team been 13 (or less), the result would have been $14-13 = 1$, so one (or more runs) would have been added accordingly to the initial 2 runs.

Had the total produced by the fielding team exceeded that of the batting team by three or more points, the outcome would have been an overthrow. In such a case, the number of runs awarded would have been $2 + 4 = 6$.



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Quite important: If the initial difference between the bowler's card and the batsman's first card is enough to get a boundary of 4 or 6 runs, then no two-card shot is allowed to be played.

Should the fielding card also follow suit, it could never produce a run out. If it gets to produce the matching number (14 in this case), it just gets to avoid new runs being added. Then, the best a fielding-card following suit could produce would be avoiding further runs.

Remember that taking a fielding card is non-mandatory but, once taken, it must be played.

Whenever the game runs out of cards from the pile, the discard pile (save for the card presently marking the no-ball suit & the wide number) is reshuffled and put ready to play again. Cards in possession of players at the time do not take part of the reshuffle.

11.- DECLARATION

As test cricket is played in sessions ruled by time, Declaration rules are the same as in real cricket.



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12.- THE DECK PILE

At the end of the over, the bowling player may keep his set of cards should he decide to bowl using the same bowler next time he is allowed to, or he can give the set back to the bottom of the deck pile.

13.- FURTHER DESCRIPTIONS OF THE GAME (FOR COMMENTATORS):

LENGTH

SUIT DELIVERED	DELIVERY
clubs ♣	Short length/bouncer
diamonds ♦	Good length
spades ♠	Full length
hearts ♥	Yorker/Full toss

FAST AND FAST-MEDIUM BOWLERS

CARD DELIVERED	DELIVERY
2	Daisy Cutter



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3	Loosener
4	Long hop
6	Slower ball
7	Bouncer
8	Leg Cutter/Off Cutter
9	Outswinger/Inswinger
10	Standard
J	Knuckle ball
Q	Cross-seam/Reverse swing
K	Jaffa/Corker

SPINNERS

CARD DELIVERED	LEG SPINNER/CHINAMAN	OFF SPINNER/SLO
6	Leg Break	Teesra



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7	Flicker Ball	Carrom Ball
8	Top Spinner	Top Spinner
9	Slider	Arm ball
10	Leg Break	Off Break
J	Leg Break	Off Break
Q	Googly	Doosra
K	Leg Break	Off Break

BATTERS SHOTS

The precise values of the cards played allow players to distinguish between dot balls that are (i) defensive shots where the bat struck the ball, (ii) 'leaves' where the batsman deliberately does not strike the ball, and (iii) instances where the ball has 'beaten the bat' without taking a wicket.

*When not a block:



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CARD DELIVERED		SHOT		SHOT		SHOT		SHOT
6	♣	On drive	♦	Pull	♠	Hook	♥	Leg glance
7	♣	Late cut	♦	Cut	♠	Square cut	♥	Square drive
8	♣	Cover drive	♦	Off drive	♠	Straight drive	♥	On drive
9	♣	On drive	♦	Scoop	♠	Hook	♥	Leg glance
10	♣	Late cut	♦	Cut	♠	Square cut	♥	Square drive
J	♣	Cover drive	♦	Off drive	♠	Straight drive	♥	On drive
Q	♣	Flick	♦	Sweep	♠	Paddle sweep	♥	Reverse Sweep
K	♣	Slog	♦	Slog sweep	♠	Upper cut	♥	Switch hit
JOKER		Slog		Pull				



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14.- HANDICAP TABLE - SUGGESTED PLAYERS' NAMES

Each team choose their 11 after taking 12 cards from the deck.

HANDICAP TABLE - SUGGESTED PLAYERS' NAMES (non-mandatory)

CARD	SUGGESTED NAMES	CARD	SUGGESTED NAMES	BATTING SKILLS			BOWLING SKILLS		
				Hand	Order	Cards in hand when acting this player	Hand	Style	Cards in hand when acting this player
A ♣	<i>Alaz Khan, Blackberry, Basto, Black Bull, Puppy Foot, Bullet, Clover</i>	A ♦	<i>Red Eyes, Dirty Ass, George Strait, MasterCard, One Spot, Pig's Eye</i>	RHB	Tailender	4	Right Arm	Pace	4
2 ♣	<i>Donald Duck, The ugly duck, Puppy Feet</i>	2 ♦	<i>Deuce, Dewey, R2D, Pepe Timing, Peter Pan</i>	RHB	Tailender	4	Right Arm	Pace	4
3 ♣	<i>Butts, Saint Patrick, Oscar Wilde, Poopeen</i>	3 ♦	<i>Trey, Simon Magus, Johandiss</i>	RHB	Tailender	4	Right Arm	Pace	4



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4 ♣	<i>Devil's Bedpost, Nostradamus, Borges</i>	4 ♦	<i>Boat, Sailboat, Bilbo Baggings</i>	RHB	Tailender	4	Right Arm	Pace	4
5 ♣	<i>Fever, John Dee, Earl of Chesterfield</i>	5 ♦	<i>Five Spot, Fiver, Bob, Ijnnnj, Emily Brontë</i>	RHB	Middle Order/ Low Order	5	Right Arm	Pace	5
6 ♣	<i>Loyalty at the Risk of Death</i>	6 ♦	<i>Sax, Tasmanian Devil, Heathcliff</i>	RHB	Middle Order/ Low Order	5	Right Arm	Pace	5
7 ♣	<i>Candy Cane, Guy Fawkes</i>	7 ♦	<i>Hockey Stick, Walking Stick</i>	RHB	Middle Order/ Low Order	5	Right Arm	Pace	5
8 ♣	<i>Fat Lady, Ocho, Yoko Ono, Dorian Grey</i>	8 ♦	<i>Snowman, Nowhere Land, Catwoman</i>	RHB	Middle Order/ Low Order	6	Right Arm	Off Spin	6
9 ♣	<i>Neener, Niner, Whipping Tom</i>	9 ♦	<i>Curse of Scotland, Scourge of Scotland</i>	RHB	Top Order/ Middle Order	6	Right Arm	Leg Spin	6



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10 ♣	<i>Dime, Wallis Simpson, Merlin</i>	10 ♦	<i>Big Casino</i>	RHB	Top Order/ Middle Order	6	Right Arm	Off Spin	6
J ♣	<i>Judas Maccabee, Lancelot, Pam, Boy, Bower, Fishhook, Eunuch Earl of Wessex, Gandalf</i>	J ♦	<i>Hector, Laughing Boy, Little Boy, Ronald Mc Donald, Captain Hook, Inverted Jenny J-Bird, J-Boy, Jackal, Legolas</i>	RHB	Opener/ Top Order	7	Right Arm	Pace	7
Q ♣	<i>Argine, Bedpost Queen, Black Lady, Calamity Jane, Cowgirl, Dirty Gertie, Black Maria, Fanny Kaplan, Flower Queen</i>	Q ♦	<i>Rachel, Queen Mary, Anne Boleyn, Duchess of York</i>	RHB	Opener/ Top Order	7	Right Arm	Leg Spin	7
K ♣	<i>Alexander Magnus, Rembrandt, Henry VIII, Van Gogh, King Arthur</i>	K ♦	<i>Julius Caesar, The One-eyed King, Apollo, The Man with the Ax, The Butcher of Baghdad</i>	RHB	Opener/ Top Order	7	Right Arm	Off Spin	7
A ♥	<i>The Crispin, The Philatelist</i>	A ♠	<i>One Death Card, Rocket, Swordsman, Seed, Sharp Top, Spadille, Spike, Spot, Tax Collector</i>	LHB	Tailender	4	Left Arm	Pace	4
2 ♥	<i>Red Swan, Gollum, Frodo Baggins, Hobbit of the Shire,</i>	2 ♠	<i>Curse of Mexico, Little Casino, Black Swan</i>	RHB	Tailender	4	Left Arm	Pace	4
3 ♥	<i>Horatio Thelonious Ignacious Crustaceous Sebastian, Puss in boots</i>	3 ♠	<i>Mr. Krabs, Cinderella, The Steadfast Tin Soldier</i>	LHB	Tailender	4	Left Arm	Pace	4



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4 ♥	<i>One Legged Ace, Broken Ace</i>	4 ♠	<i>Sharp Top, Four Spot</i>	RHB	Tailender	4	Right Arm	Pace	4
5 ♥	<i>Nickelodeon, Goofy</i>	5 ♠	<i>Pedro, Saint Peter, Vegan Lion</i>	LHB	Middle Order/ Low Order	5	Right Arm	Pace	5
6 ♥	<i>Col. Richard Grace, Donald Duck</i>	6 ♠	<i>Boot, Duke of Wellington</i>	RHB	Middle Order/ Low Order	5	Left Arm	Pace	5
7 ♥	<i>The Great Beer Buyer, Sleeping Beauty</i>	7 ♠	<i>Salmon, Mullet</i>	LHB	Middle Order/ Low Order	5	Right Arm	Pace	5
8 ♥	<i>Race track, The Time traveller</i>	8 ♠	<i>Hog Nads, Winston Churchill, Goldilock</i>	LHB	Middle Order/ Low Order	6	Left Arm	SLO	6
9 ♥	<i>Nina Ross, Mug Ruith</i>	9 ♠	<i>Pothook, Message in a bottle, Queen of the Nile</i>	LHB	Top Order/ Middle Order	6	Left Arm	China man	6
10 ♥	<i>Bo Derek, Little Red Riding Hood, Green Lantern, Flash</i>	10 ♠	<i>Sawbuck, Moby Dick, The Little Mermaid,</i>	LHB	Top Order/	6	Left Arm	SLO	6



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			<i>Nefertiti</i>		Middle Order				
J ♥	<i>La Hire, Michael Jackson, Jacksonville, Jake, John, One Eyed Jack, Jack The Ripper</i>	J ♠	<i>Ogier the Dane, Jack of all trades, Johnny, Lyndon Johnson, Knave, French Valet</i>	RHB	Opener/ Top Order	7	Left Arm	Pace	7
Q ♥	<i>Helen of Troy, Judith, Elizabeth of Bohemia, Queen Victoria, Margaret of Anjou, Elizabeth de Mowbray, Joy Girl</i>	Q ♠	<i>Pallas Athena, Molly Hogan, Map-squeezer, Painted Lady, Stenographer</i>	LHB	Opener/ Top Order	7	Left Arm	SLO	7
K ♥	<i>Charlemagne, Suicide King, Sauron, Prince of Wales, King without the Moustache,</i>	K ♠	<i>King David, Picasso, John F. Kennedy, Duke of Cambridge, High King of Ireland,</i>	LHB	Opener/ Top Order	7	Left Arm	SLO	7
Joker	<i>Best Bower, Emperor of China, The Big Bird, The White Fly, Aragorn, The Fool, The Old Maid, Archbishop of Canterbury, Pagliacci, Donald Trump, The Magician</i>			RHB	World Class Opener	8	Left Arm	World Class SLO	8

15.- EXTRA HANDICAP RULES FOR TEST & FIRST-CLASS MATCHES

- This extra handicap rules apply along with the standard handicap rules described above. But they only apply to the teams' second innings. As a match progresses, the pitch dries out. The Laws of Cricket bar watering the pitch during a match. As it dries out, initially batting becomes easier as any moisture disappears. Over the course of a four or five-day match, however, the pitch begins to crack, then



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crumble and become dusty. This kind of pitch is colloquially known as a 'dust bowl' or 'minefield'. This again favours bowlers, particularly spin bowlers who can obtain large amounts of traction on the surface and make the ball spin a long way. **That's why tailenders (batters in positions 9 to 11) at their 2th innings can't block with an ace or a two, and middle-order batters (batting position of 4th, 5th, 6th, 7th and 8th) cannot block with an ace.**

- This change in the relative difficulties of batting & bowling as the state of the pitch changes during a match is one of the primary strategic considerations that the captain of the team that wins the coin toss will take into account when playing a Test-match or First-Class and deciding which team will bat first, and accordingly take his decision
- It can also be agreed, though this is not mandatory, that, in **the 4th innings of a Test Match**, tailenders (batting position of 9th, 10th or 11th) be not allowed to use an ace, a two and a three, as it's supposed the pitch is so greatly worn out, becoming a 'minefield'. In order to balance the game, from the 51st over of the said 4th innings onwards, bowlers might be forced to play with one card short of the full hand described on the chart according to the respective bowler's skill (i.e. 5 cards instead or 6, or 4 instead of 5, etc).
- Whenever a batter uses a banned card for the first time, he/she would be warned. Whenever a batter uses a banned card for the second time in the same innings, his/her team will be penalised with 5 penalty runs credited to the opposing team.



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- Any player found with more cards in hand than allowed concedes automatically 5 penalty runs to the opposite team.

16.- DISMISSAL CHART

Method of dismissal:	Bowled	Caught	LBW	Run out	Stumped	Retired	Hit the ball twice	Hit wicket	Obstructing the field	Timed out
Can the striker be dismissed?	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y	✓ Y
Can the non-striker be dismissed?	✗ N	✗ N	✗ N	✓ Y	✗ N	✓ Y	✗ N	✗ N	✓ Y	✓ Y
Is the bowler credited with the dismissal?	✓ Y	✓ Y	✓ Y	✗ N	✓ Y	✗ N	✗ N	✓ Y	✗ N	✗ N
Is a fielder or wicket-keeper credited with the dismissal?	✗ N	✓ Y	✗ N	✓ Y	✓ Y	✗ N	✗ N	✗ N	✗ N	✗ N
Can dismissal occur from a no ball or free hit?	✗ N	✗ N	✗ N	✓ Y	✗ N	N/A	✓ Y	✗ N	✓ Y	N/A
Can dismissal occur from a wide?	✗ N	✗ N	✗ N	✓ Y	✓ Y	N/A	✗ N	✓ Y	✓ Y	N/A