

PLAYCALL
START PLAY
RUN OR PASS
SEC REC DEPTH if pass
WHO?
? DEF CALL

IST ROLL	IST ROLL	IST ROLL	IST ROLL	IST ROLL	IST ROLL	IST ROLL	IST ROLL
PASS = X	PASS = C	PASS = R	PASS = PR(FAIL)	PASS = PR or PX(PASS)	PASS = PX(FAIL)	PASS = ?	PASS = SC
QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE	QB 1-20 RANGE
DEF CHECK		REC RATE CHECK	DEF PR CHECK	DEF PR CHECK	DEF PR CHECK	DEF INT CHECK	DEF RUN CHECK
PD WHO?			SEC REC DEPTH	SCK / SC RANGE	SEC REC DEPTH	INT WHO?	QB 1-20 SC RANGE
PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?	PEN/FUM/OOB?
(IF COMPLETE)		(IF COMPLETE)		(IF SACK)		(IF INT)	
2ND ROLL	2ND ROLL	2ND ROLL	2ND ROLL	2ND ROLL	2ND ROLL	2ND ROLL	
1-20 YARD CHART	1-20 YARD CHART	1-20 YARD CHART	SEC REC WHO	SACK YARDS	SEC REC WHO	1-20 YARD CHART	
+ CHECK	+ CHECK	+ CHECK	REC RATE CHECK	SACK WHO?	DEF CHECK	1-20 RETURN	
			(IF COMPLETE)	(IF SC)	(IF COMPLETE)		
			3RD ROLL	2ND ROLL	3RD ROLL		
			1-20 YARD CHART	QB 1-20 SC RANGE	1-20 YARD CHART		
			+ CHECK	DEF RUN CHECK	+ CHECK		
RUN	KICKOFF	KR RETURN	PUNT	PR RETURN	FIELD GOAL	XP	PEN/FUM/OOB?
							1= FUMBLE?
RB 1-20 RANGE	KO 1-20 RANGE	KR 1-20 RANGE	P 1-20 RANGE	PR 1-20 RANGE	FG 1-20 RANGE	FG 1-20 RANGE	2-4= OOB
DEF RUN CHECK	COVER CHECK	WHO?	COVER CHECK	WHO?	BLK CHECK	BLK CHECK	19= OFF PEN?
STF/SG/BRK			BLOCK?	FAIR CATCH?	BLOCK?	BLOCK?	20= DEF PEN?
PEN/FUM/OOB?	PENALTY/FUM?		PENALTY/FUM?		PENALTY?	PENALTY?	

+ CHECK = Receivers + rate with defenses ADJ+ added

BLK CHECK = If a possible blocked kick occurs check this roll against the defense BLK rate

BLOCK? = If the die matches the red 1d20 then it is a possible blocked kick

DEF CHECK = Defense SP, MP or LP rate depending on the depth of the throw

DEF FUMBLE RECOVERY = For fumbles after sacks use SCK, after plays gaining from -D to 9 yards use STF, all others use PD. Use RET rate for yardage

DEF INT CHECK = Defense INT rate adjusted by the number next to the QBs ? result

DEF PR CHECK = Defense PR rate

DEF RUN CHECK = Defense RD rate

FC? = 1-10 Fair Catch; 11-20 Returnable

REC RATE CHECK = Intended receivers SP, MP or LP rate depending on depth of the throw

RECEIVING -D RESULT = Roll again on game chart under PASS -D column

RUNNING B (breakaway) RESULT = Roll on the game chart using the runners BRK to get the column

RUNNING -D RESULT = Roll again on game chart under RUN -D column

RUNNING S (short gain) RESULT = Roll on the game chart using the S/2 column

SACK YARDS = Roll again on game chart under SCK column

SCK / SC RANGE = Range on QBs SCK / SC to determine if he gets sacked or scrambles away

SEC REC DEPTH = The secondary receivers depth being thrown to based on the QBs SEC REC range

YARD CHART = For pass receptions use depth of pass thrown on the game chart. For complete LP or + to the LP range use receivers LNG rate

DOWN	ANY	12	12	12	12	34	34	34	34
PLAYCALL	ALL	1-6	7-12	13-15	16-20	1-3	4-6	7-9	10->
DEFENSE SET	SHORT	RUN	BASE	NICKEL	DIME	RUN	BASE	NICKEL	DIME
RUN KEY	1-5	1-4	1-3			1-4	1-3		
RUN	6-10	5-8	4-6			5-8	4-6		
NO STRATEGY	11-20	9-14	7-11	1-6	1-6	9-14	7-11	1-6	1-6
BLITZ		15-17	12-14	7-9	7-9	15-17	12-14	7-9	7-9
MAN-TO-MAN		18-20	15-17	10-13	10-12	18-20	15-17	10-13	10-12
ZONE			18-20	14-17	13-16		18-20	14-17	13-16
PREVENT				18-20	17-20			18-20	17-20

STRATEGY	RD	SP	MP	LP	PR		RECEIVER R RATING		
							SP	MP	LP
RUN KEY	16-20		1-2	1-5				19-20	16-20
RUN	19-20		1-2	1-2				19-20	19-20
NO STRATEGY									
BLITZ	1-5				16-20				
MAN-TO-MAN	1-2	19-20		1-2			1-2		1-2
ZONE	1-2		19-20	19-20				1-2	1-2
PREVENT	1-5		19-20	16-20				1-2	1-5
OFFENSE WINS ON THESE ROLLS		NO CHANGE				DEFENSE WINS ON THESE ROLLS			
OFFENSE WINS ON THESE ROLLS						DEFENSE WINS ON THESE ROLLS			

SCORE / TIME PLAYCALLING ADJUSTMENTS							PEN/FUM/OOB?
QUARTER	TIME LEFT	NUMBER OF SCORES DOWN					1= FUMBLE?
		1	2	3	4	5	2-4= OOB
3RD	15-0	0	0	0	+3 / -3	+6 / -6	19= OFF PEN?
4TH	15-10	0	0	+3 / -3	+6 / -6	+10 / -10	20= DEF PEN?
4TH	10-5	0	+3 / -3	+6 / -6	+10 / -10	+10 / -10	STRAIGHT ROLL OF 1 = PASS, STRAIGHT ROLL 20 = RUN PLUS IF BEHIND / MINUS IF AHEAD
4TH	5-2	+3 / -3	+6 / -6	+10 / -10	+10 / -10	+10 / -10	
4TH	2-0	+6 / -6	+10 / -10	+10 / -10	+10 / -10	+10 / -10	