

(For use with Basic Game plays. Use either with / without Coach's Strategic Decisions page)

DOWN & DISTANCE CHART INSTRUCTIONS

When playing against a solitaire opponent, your opponent's play will be selected using a roll of ■■■. Your opponent's play call will be based on the Down & Distance situation. You will always decide your play call first, then roll to reveal your opponent's play call.

The highest roll result (■, ■, or ■ less any modifiers shown in the chart) determines your opponent's play call. Break ties using the play call in the highest position shown in the appropriate Down & Distance column (see examples below).

For faster play, roll and with ■, ■ and ■. After determining each team's play call, use + for the Defense Effect roll (2-12).

Use this method for calling plays for your opponent's offense or defense plays (play sequences shown at left, below)

DOWN & DISTANCE CHARTS (See Instructions Above)

1ST DOWN

1 - 10 Yards*

Short Pass
Long Pass
Run

2ND DOWN

1 - 6 Yards

7 - 10 Yards

11+ Yards

Short Pass
Long Pass
Run

Short Pass
Long Pass
Run

Short Pass
Long Pass
Run -1

Example: Red 3, Yellow 3, Green 4

Example: Red 5, Yellow 4, Green 3

1ST & 10 Play Call: Long Pass

2ND & 4 Play Call: Run
 2ND & 8 Play Call: Run
 2ND & 12 Play Call: Short Pass

3RD DOWN

1 - 2 Yards

3 - 4 Yards

5 - 6 Yards

7 - 10 Yards

11+ Yards

Run

Run

Short Pass

Long Pass

Long Pass

Short Pass

Short Pass

Long Pass -1

Short Pass -1

Short Pass -2

Long Pass -2

Long Pass -1

Run -2

Run -3

Run -4

4TH DOWN

1 - 2 Yards

3 - 4 Yards

5 - 6 Yards

7 - 10 Yards

11+ Yards

Run

Short Pass

Short Pass

Long Pass

Long Pass

Short Pass

Run -2

Long Pass -1

Short Pass -2

Short Pass -3

Long Pass -2

Long Pass -3

Run -3

Run -4

Run -4

VS. OPPONENT'S OFFENSE

1. Call your Defense Play.
2. Roll ■■■ for Offense.
3. Read Down & Distance chart for Offense Play Call choice.
4. Roll for your Defense Effect.
5. Roll Offense ■■■ (3-18).
6. Roll any gain or loss.

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*** NOTES**

Apply these effects to your opponent's roll for the following special situations on the field.

Inside your own 5-yard line
 Take an additional -2 off LP roll on all downs

Inside your opponent's 5
 Take an additional -2 off LP roll on all downs

Inside your opponent's 10
 Take additional -1 off LP roll on all downs

On your opponent's 3, 2 or 1
 If playing with rules for goal line defense, always use goal line defense.

2-point conversion attempts
 Select the play using the 4th and 3 down & distance chart.

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1ST DOWN		2ND DOWN		
1 - 10 Yards*		1 - 6 Yards	7 - 10 Yards	11+ Yards
Long Pass		Long Pass	Short Pass	Long Pass
Short Pass		Short Pass	Long Pass	Short Pass
Run		Run	Run -1	Run -1
Example: Red 3, Yellow 3, Green 2		Example: Red 5, Yellow 4, Green 4		
1 ST & 10 Play Call: Short Pass		2 ND & 4 Play Call: Run 2 ND & 8 Play Call: Short Pass 2 ND & 12 Play Call: Long Pass		

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3RD DOWN				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
Short Pass	Short Pass	Short Pass	Long Pass	Long Pass
Run	Run -1	Long Pass	Short Pass -2	Short Pass -3
Long Pass -2	Long Pass -1	Run -2	Run -3	Run -4

4TH DOWN				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
Run	Short Pass	Short Pass	Long Pass	Long Pass
Short Pass	Run -2	Long Pass	Short Pass -3	Short Pass -4
Long Pass -2	Long Pass -2	Run -3	Run -4	Run -4

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