

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*

Long Pass
Short Pass
Run

2ND DOWN

1 - 6 Yards

Long Pass
Short Pass
Run

7 - 10 Yards

Short Pass
Long Pass
Run -1

11+ Yards

Long Pass
Short Pass
Run -1

Example: Red 3, Yellow 3, Green 2

Example: Red 5, Yellow 4, Green 4

1ST & 10 Play Call: Short Pass

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

3RD DOWN

1 - 2 Yards

Short Pass
Run
Long Pass -2

3 - 4 Yards

Short Pass
Run -1
Long Pass -1

5 - 6 Yards

Short Pass
Long Pass
Run -2

7 - 10 Yards

Long Pass
Short Pass -2
Run -3

11+ Yards

Long Pass
Short Pass -3
Run -4

4TH DOWN

1 - 2 Yards

Run
Short Pass
Long Pass -2

3 - 4 Yards

Short Pass
Run -2
Long Pass -2

5 - 6 Yards

Short Pass
Long Pass
Run -3

7 - 10 Yards

Long Pass
Short Pass -3
Run -4

11+ Yards

Long Pass
Short Pass -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.

VS. OPPONENT'S DEFENSE

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

*** 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.

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

Short Pass
Long Pass
Run

7 - 10 Yards

Short Pass
Long Pass
Run

11+ Yards

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

Run

3 - 4 Yards

Run

5 - 6 Yards

Short Pass

7 - 10 Yards

Long Pass

11+ Yards

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

Run

3 - 4 Yards

Short Pass

5 - 6 Yards

Short Pass

7 - 10 Yards

Long Pass

11+ Yards

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.

VS. OPPONENT'S DEFENSE

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

*** 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.