

(For use with Expansion 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 and . Your opponent's play call will be based on the Down & Distance situation. 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). The Special Call Symbols and are used to determine when the defense calls more aggressive plays (Run Blitz, Route Jump and QB Blitz)—see Notes.

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

DOWN & DISTANCE CHARTS (See Instructions Above)

1ST DOWN

1 - 10 Yards*

Run
Short Pass
Long Pass

2ND DOWN

1 - 6 Yards 7 - 10 Yards 11+ Yards

Run	Short Pass	Short Pass
Short Pass	Run	Long Pass
Long Pass	Long Pass	Run

Example: Red 3, Yellow 3, Green 4

Example: Red 5, Yellow 5, Green 3

1ST & 10 Play Call: Long Pass

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

3RD 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	Long Pass -1	Short Pass -1	Short Pass -2
Long Pass -2	Long Pass -2	Run -1	Run -2	Run -3

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 -1	Run -1	Long Pass -1	Short Pass -2	Short Pass -3
Long Pass -3	Long Pass -3	Run -2	Run -3	Run -4

VS. OPPONENT'S DEFENSE

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

*** NOTES**

SPECIAL CALL SYMBOLS*

The defense play call may be more aggressive depending on the down. Symbols and show how to determine when the defense has made the more aggressive call (e.g. Run Blitz instead of Run).

When = , use more aggressive call.

When > , use more aggressive play call

* Always use more aggressive call when + = 2 or 12.

Special Situations

Apply these effects to your opponent's roll for these special situations.

Inside his own 5-yard line

Take an additional -2 off green die roll on all downs

Inside your 5-yard line

Take an additional -2 off green die roll on all downs

Inside your opponent's 10

Take additional -1 off green die roll on all downs

2-point conversion attempts

Select the play using the 4th and 3 down & distance chart.

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When playing against a solitaire opponent, your opponent's play will be selected using a roll of and . Your opponent's play call will be based on the Down & Distance situation. 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). During first down plays use the roll to determine when the offense calls a Draw (vs. Run), Screen (vs. Short Pass) or Play Action (vs. Long Pass)—see Notes. On all other downs select the offense play as shown in the Down & Distance column.

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

DOWN & DISTANCE CHARTS (See Instructions Above)

1ST DOWN		2ND DOWN					
1 - 10 Yards*		1 - 6 Yards	7 - 10 Yards	11+ Yards			
	Long Pass*		Play Action		Short Pass		Long Pass
	Short Pass*		Short Pass		Long Pass		Short Pass
	Run*		Run		Run -1		Draw -1

Example: Red 3, Yellow 3, Green 4

Example: Red 5, Yellow 5, Green 3

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

1ST & 10 Play Call: Long Pass

3RD DOWN

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

4TH DOWN

1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards	
	Run		Short Pass		Long Pass
	Short Pass		Long Pass		Screen Pass
	Long Pass -2		Draw -3		Draw -4
	Run -2		Screen Pass -3		Screen Pass -4
	Short Pass		Long Pass		Long Pass
	Long Pass -2		Draw -3		Draw -4
	Run -2		Screen Pass -3		Screen Pass -4
	Short Pass		Long Pass		Long Pass
	Long Pass -2		Draw -3		Draw -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. Read for Defense Effect.
5. Roll Offense (3-18).
6. Roll any gain or loss.

*** NOTES**

FIRST DOWN PLAYS

On 1st and 10, the roll will determine whether a special play (Draw, Screen or Play Action) is called. Special plays occur whenever = .

For example:

Red 3, Yellow 3, Green 4 with White 6 and Black 2

Long Pass (white ≠ black)

Red 3, Yellow 3, Green 4 with White 4 and Black 4

Play Action (white = black)

Special Situations

Apply these effects to your opponent's roll for these special situations.

Inside his own 5-yard line

Take an additional -2 off green die roll on all downs

Inside your 5-yard line

Take an additional -2 off green die roll on all downs

Inside your opponent's 10

Take additional -1 off green die roll on all downs

2-point conversion attempts

Select the play using the 4th and 3 down & distance chart.