

SOLITAIRE COACH'S STRATEGIC DECISIONS

(Optional effects for use in Solitaire games.)

At times throughout the solitaire game, your opponent's coach will be faced with various decisions. In these situations, you will roll to see what decision your opponent's coach makes for their team. (Note: all time notation assumes 1 time unit = 10 seconds.)

4TH DOWN DECISIONS

On 4th downs, your opponent's coach will be faced with a decision whether to Punt, Short Punt, Attempt a FG or go for a 1st down. The Down & Distance charts below are used when the coach must make a decision. Before 4th down, roll (1-6) to determine your opponent's coach's decision. The coach's decision is largely influenced by his team's position on the field. Note that at the end of a half the coach's play calling style can affect whether there is an automatic 4th down option (See Clock Management Decisions below).

Yd Line / To Go	Own 1 - 39			Own 40-50			Opp 43 - 49			Opp 38-42			Opp 33-37			Opp 4-32			Opp 1-3			
	1	2	3+	1	2	3+	1	2	3+	1	2	3+	1	2	3+	1	2	3+	1	2	3+	
COACH'S DECISION (1-6)	1	NP	NP	NP	NP	NP	NP	NP	NP	FG	SP	SP	SP	SP	SP	FG	FG	FG	FG	FG	FG	FG
	2	NP	NP	NP	NP	NP	NP	NP	NP	Go	SP	SP	SP	SP	SP	FG	FG	FG	FG	FG	FG	FG
	3	NP	NP	NP	NP	NP	NP	NP	NP	Go	SP	SP	SP	SP	SP	FG	FG	FG	FG	FG	FG	FG
	4	NP	NP	NP	NP	NP	NP	NP	NP	Go	SP	SP	SP	SP	SP	FG	FG	FG	FG	FG	FG	FG
	5	NP	NP	NP	NP	NP	NP	NP	NP	Go	SP	SP	SP	SP	SP	Go	Go	FG	FG	FG	FG	FG
	6	NP	NP	NP	Go	NP	NP	Go	Go	SP	Go	Go	FG	Go	Go	Go	Go	FG	Go	Go	Go	Go

Abbreviations: **NP** – Normal Punt **SP** – Short Punt **FG** – Field Goal Attempt **Go** – Go for 1st Down / TD

PLAY CALLING STYLE / CLOCK MANAGEMENT DECISIONS

Your opponent will be forced to decide whether to become more aggressive or more conservative as the game works its way to the end of the first half and toward the end of the game. Before a play at (or just following) each of the time checks below, you will roll (1-6) to determine how your opponent will approach subsequent plays during the drive. Play Calling Styles will affect the play call roll. Based on the time remaining, the coach's decision can be largely influenced by the difference in the game score as well as the team's position on the field. These effects apply to the solitaire coach's play calling whether the coach is on offense or on defense.

Effect on	Time Left	2 nd QTR (3:00 - 2:10)				2 nd QTR (2:00 - 1:10)				2 nd QTR (1:00 - 0:10)				Effect on 4 th Downs	
		Off Yd Line	Own 1-25	Own 26-50	Opp 49-26	Opp 1-25	Own 1-25	Own 26-50	Opp 49-26	Opp 1-25	Own 1-25	Own 26-50	Opp 49-26		Opp 1-25
C: Conservative Run +1; LP -1 N: Normal H: Hurry-up SP +1; LP +1 S: Score (FG or TD) SP +1; LP +2; Run -1 E: End plays Kneel or Bomb	COACH'S DECISION (1-6)	1	C	C	N	N	C	C	H	N	C	H	S	S	C: Conservative Never Go; Roll -1 N: Normal H: Hurry-up SP +1; LP +1 S: Score (FG or TD) 4 th Quarter: FG down 3 or less, else always Go E: End plays Always Go
		2	C	N	N	N	C	C	H	N	C	H	S	S	
		3	N	N	N	N	C	N	H	N	C	S	S	S	
		4	N	N	N	N	N	N	S	H	C	S	S	S	
		5	N	H	N	N	N	H	S	H	C	S	S	S	
		6	H	H	H	N	H	H	S	H	H	E	E	S	

Time Left	4 th QTR (5:00 - 2:10)									4 th QTR (2:00 - 1:10)									4 th QTR (1:00 - 0:10)								
	Offense Is	Up 9+	Up 7-8	Up 3-6	Up 1-2	Even	Down 1-3	Down 4-8	Down 9+	Up 9+	Up 7-8	Up 3-6	Up 1-2	Even	Down 1-3	Down 4-8	Down 9+	Up 9+	Up 7-8	Up 3-6	Up 1-2	Even	Down 1-3	Down 4-8	Down 9+		
COACH'S DECISION (1-6)	1	C	C	C	N	N	N	N	N	C	C	C	C	N	H	S	S	C	C	C	C	N	S	S	S		
	2	C	C	N	N	N	N	N	N	C	C	C	C	N	H	S	S	C	C	C	C	H	S	S	S		
	3	C	N	N	N	N	N	N	H	C	C	C	N	H	H	S	S	C	C	C	C	H	S	S	S		
	4	N	N	N	N	N	N	H	H	C	C	N	N	H	H	S	S	E	C	C	C	H	S	S	E		
	5	N	N	N	N	N	H	H	S	C	N	N	N	H	S	S	S	E	C	N	C	S	S	E	E		
	6	N	N	N	N	N	H	H	S	C	N	N	N	S	S	S	S	E	C	N	N	S	S	E	E		

SPECIAL

Calling Timeouts: Offense: Call timeout if play started at or after 1:10 remaining. Save 1 timeout for FG, if possible. Defense: Call timeout when down 9+ and play started with 3:00 or less remaining. Down 8 or fewer, begin calling timeouts with 2:00 left.
2-point Conversion: Only go for 2-point conversions in 4th quarter. Only go when score prior to attempt is: down 2, down 5, down 10, up 1, up 5.
Onside Kicks: With 2:00 or less remaining (a) down 9+ or (b) trailing with 2 or fewer timeouts remaining, attempt onside kick.