## PIZZA BOX FOOTBALL SOLITAIRE OPPONENT PLAY SELECTOR—OFFENSE

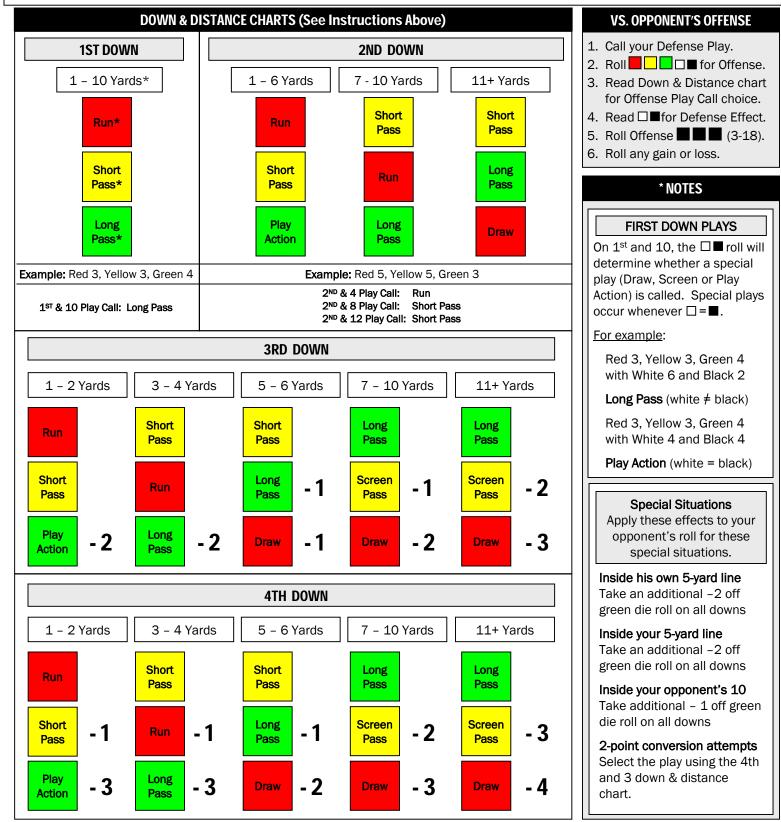
(For use with Expansion Game plays. Use either with / without Coach's Strategic Decisions page)

## **DOWN & DISTANCE CHART INSTRUCTIONS**

When playing against a solitaire opponent, your opponent's play will be selected using a roll of **a** and **b** and **b**. Your opponent's play call will be <u>based on the Down & Distance</u> situation. Always decide your play call first, then roll to reveal your opponent's play call.

The highest roll result ( $\square$ ,  $\square$ , or  $\square$  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  $\square$   $\blacksquare$  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).



## PIZZA BOX FOOTBALL SOLITAIRE OPPONENT PLAY SELECTOR—DEFENSE

(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 **a** and **a** and **b**. Your opponent's play call will be <u>based on the Down & Distance</u> situation. Always decide your play call first, then roll to reveal your opponent's play call.

The highest roll result ( , , or , 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).

