

## Instructions for Second Season Solo Play Calling Chart

Before each play, roll the **black and white dice**, reading them 11-66 style, for the **offensive play call**, and roll the **20-sided die** for the **defensive play call**. Note the defensive play call chart is below the offensive chart for each down and yards to go.

Beside each play call column, there is a column with small symbols, such as "-1234 sho." This is an optional system which can reflect an offense's tendency to run more or less than average. *Ratings range from -4 to +4, with -4 being a team that runs least often under normal circumstances (as little as 35%), and +4 being a team that runs most often (65% or more); there are adjustments to each team's ratings based on offensive team strength and overall team record, which are reflected in each team's final rating.*

2005 HOUSTON			DEFENSE	
2 wins	14 losses	4th - AFC South	Pen B	
Points Allowed	431	+1	Y -1	Fum D

Each team in our 2005 yearbook is rated for their tendencies. Let's check the Houston and Jacksonville team sheets for our example.

Houston's defense has a +1, meaning they'll be expected to be run on more than average. Meanwhile, Jacksonville's offense is rated -2, so they'll usually pass more than average.

2005 JACKSONVILLE			OFFENSE	
12 wins	4 losses	Pen C		
Points Scored	361	-2 IN	Fum B	

To use these ratings: before each game, combine each team's offense rating with the opposing defense rating. This will be the offense's rating for that game. In this case, Jacksonville's offense will have a -1 rating against Houston. When using the play calling chart, any time a "-1" appears beside an offensive play call, the call is changed to the call in the right column.

*Example:* On 1st and 10, Jacksonville rolls an "11" on the play calling chart. This is an inside run ("IN") but beside the column is "-1234 SHO". Since Jacksonville's "-1" rating is one of the numbers in that list, the play becomes a short pass (SHO).

Note that these same plus/minus adjustments can apply to defensive play calls made with the 20-sided die as well. Simply check for the offense's rating in the column to the right of the defensive play call, and change the defensive set accordingly for that play.

*Example:* Houston rolls a "6" on the 20-sided die. Since Jacksonville is rated -1 and "-1234P" is listed to the right of the defense call, Houston's original safe defense call will instead become a pass (P) defense for this play.

**Inside vs. Outside runs**— Note that Jacksonville's offensive rating also has "IN" listed. Teams that run inside or outside much more than average will have either IN or OU listed on their sheet. Jacksonville ran inside more than average in 2005. These ratings work like the offensive tendency ratings; anytime an IN or OU appears to the right of the play call, teams with this designation will have the play call changed.

*Example:* If, on 1st and 10, Jacksonville would have rolled a "35" on the chart, this is normally an outside run (OU). But since "IN" appears beside the call, the play becomes an inside run.

To sum up how to use the optional team tendency ratings:

Combine the two teams' offensive and defensive ratings before each game to determine each offense's rating for that game, and anytime you see that rating in the column beside the play call on the offense or defense chart, the play is changed to that call. It's that simple!

**NOTE:** Teams with **no rating** listed on their Offense or Defense chart are considered **neutral**. When comparing ratings before each game for these teams, use **0** for their rating.

### Special Situation Charts

In real football, sometimes game situations dictate offensive and defensive play calling more than team tendencies. To recreate this, the Special Situation Charts, to the right of the main charts, can come into play depending upon game score and time remaining. Simply use the appropriate letter chart for each game situation.

*NOTE:* As Chris Howell had intended when he first offered this innovation for posting on our website, the design of these play calling charts is open for tweaking by the individual gamer, and we encourage you to tailor them to your liking. We're presenting the idea as a great starting point for Second Season gamers who prefer not to call plays for both teams during solitaire play. Please let us know if you use these charts, and also what additional tweaks you may have added for your gaming!

