

# Football Strategy

Original rules ©1972 Avalon Hill  
This modification ©2004-2006 Marcelo Frossard Paschoalin

## EQUIPMENT

1. PLAYING BOARD
2. FOOTBALL
3. TEN-YARD MARKER
4. 2 SETS OF TEN DEFENSE CARDS
5. 1 SCOREBOARD
6. 3 SETS OF OFFENSIVE PLAYS CARDS
7. THIS INSTRUCTIONS FOLDER

## PREPARE FOR PLAY

1. Players choose which Offensive Plays Deck they intend to use during the game. Once chosen, the chart must be used for the remainder of the game. Any combination is possible; i.e. both players may use the same type of deck or different ones as they see fit. It is recommended that both players use the "Pro Style Offense" decks until they are familiar with the game's mechanics; thus assuring perfect play balance.
2. Determine randomly which player wins the "toss of the coin." The player who rolls the highest number gets his choice of whether to kick-off or receive. Note: If a player chooses to kick-off rather than receive, his opponent has the option of deciding whether he wants to kick-off or receive to start the second half.
3. Before kicking, he calls out whether the kick is to be Normal or On-Sides.
4. Kicker draws a random card. He places the ball and the 10-yard marker on the corresponding yard line as called on the card, and marks off 15 seconds of time on the "scoreboard clock." The game has begun.

## ROUTINE OF PLAY FROM SCRIMMAGE

After the kick-off, the kicker becomes the team on defense, hereafter called D/Q (Defense Quarterback). The receiving team is now the team on offense, hereafter called O/Q.

1. The D/Q refers to his set of 10 defense cards. He selects one card representing the defense formation that will best stop the offensive play he thinks will be called by the O/Q, and places it face down on the board.
2. The O/Q then chooses his first play from among those provided on the 22 Offense Plays Deck.
3. Both players reveal their cards.
4. Refer to the Offense Plays card and find the result.
5. Players adjust the football, the time, the down - and the 10 yard marker if necessary.
6. Repeat the above procedure for every succeeding play called from the line of scrimmage.
7. The O/Q has 4 downs in which to gain a minimum of 10 yards. If he fails to do so, the ball reverts to the D/Q at scrimmage after the fourth down. If he does gain 10 yards in 4 downs or less, he gets another series-of-downs to gain a minimum of 10 yards, etc. If at the start of the 4th down the O/Q doesn't feel he can make a first-down, he should then punt.

## OFFENSE PLAYS DECK

The O/Q may select any play on any yard-line with the following exception:

If there's a white sign at the top-right corner of the card that card can't be used when the ball rests between the defender's 1 to [circled number] inclusive.

## LONG GAIN

The O/Q draws a random card and refers to the Long Gain (LG) field, marking off the gain from the line of scrimmage as called for.

## FUMBLE

The O/Q automatically loses possession at scrimmage.

## **INTERCEPTION**

The D takes possession with the yardage gained or lost measure from scrimmage. If the result of the interception would place the ball in the defender's end zone, the D/Q is given possession on his own 20 yard line instead ("touchback"). If the result of the interception places the ball past the physical confines of the defender's end zone it is considered an incomplete pass. If the interception is made "in" or "past" the O/Q's end zone, it is an automatic touchdown for the defender.

## **PENALTY**

All penalties are measured from scrimmage. In the case of those penalties where a choice is given, the team the penalty favors has the option to accept either the play or the penalty. If a penalty is accepted, there is no loss of down. Note that a half may not end on a penalty, nor may any score be registered via a penalty.

A team may not be penalized more than half the distance between the line of scrimmage and the goal-line.

## **OUT-OF-BOUNDS**

Yardage gains and losses that are followed by the letters "o/b" indicate the play ended up out-of-bounds.

## **PUNTS**

If the distance of the punt would place the ball "through" the end zone before the ball is runback, then the runback is ignored and the D/Q takes possession on his own 20 yard line. If the distance of the punt would place the ball "in" the end zone, the D/Q has his choice of either taking the "runback" or "downing" the ball and taking possession on his own 20 yard line.

## **END ZONE**

The end zone is 10 yards deep.

## **PASSES BEYOND THE END ZONE**

If a pass is completed "beyond" the end zone, consider the excess as running yardage gained after the reception. Thus, the pass is still considered complete. Note the difference in procedure in this regard between a complete pass and an interception.

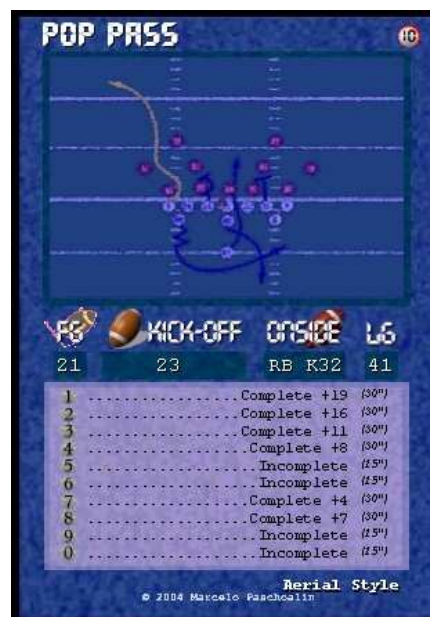
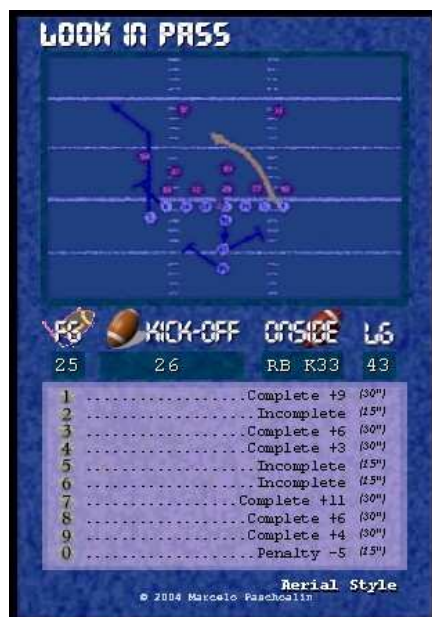
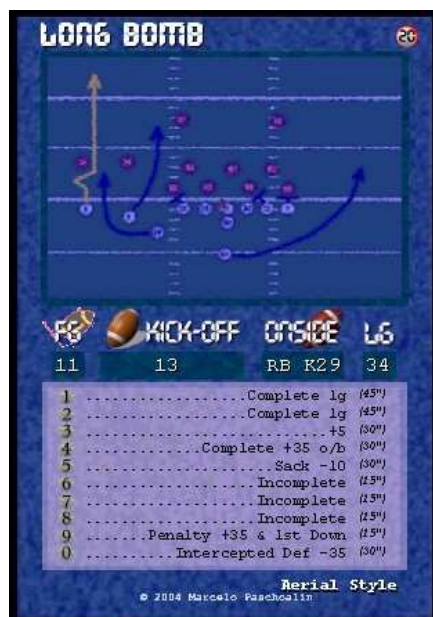
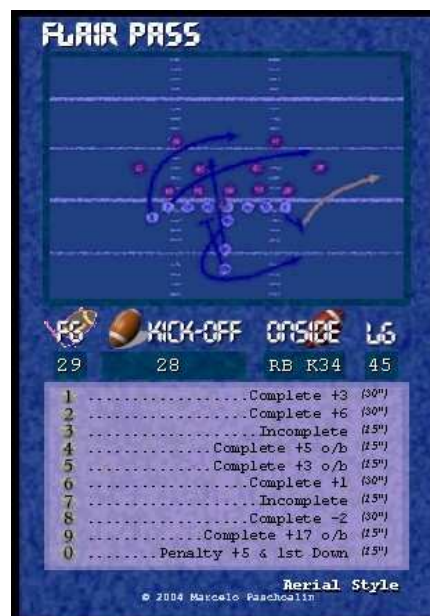
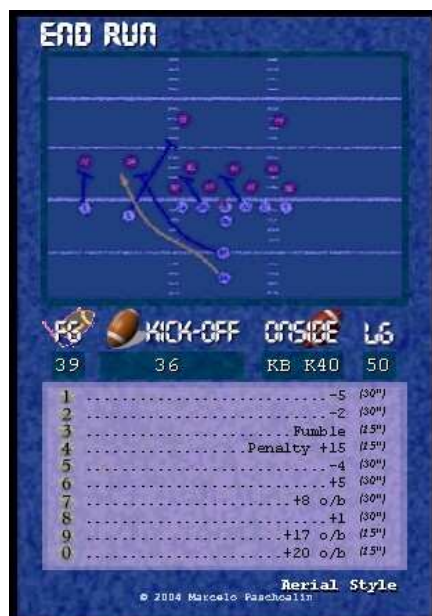
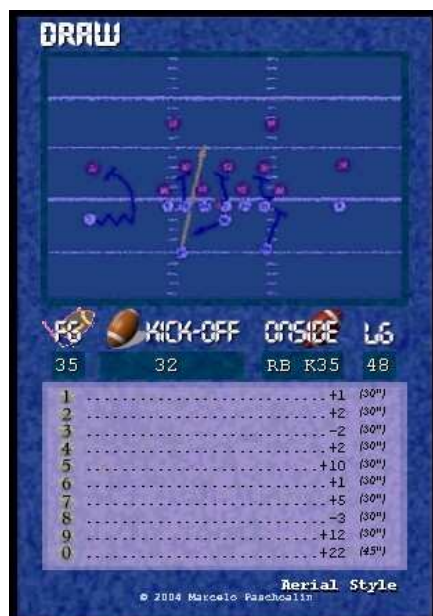
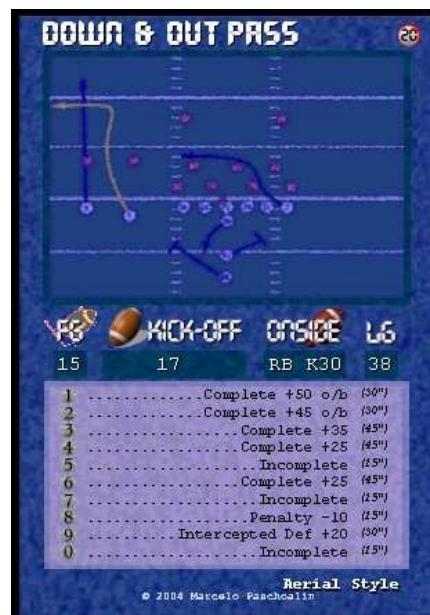
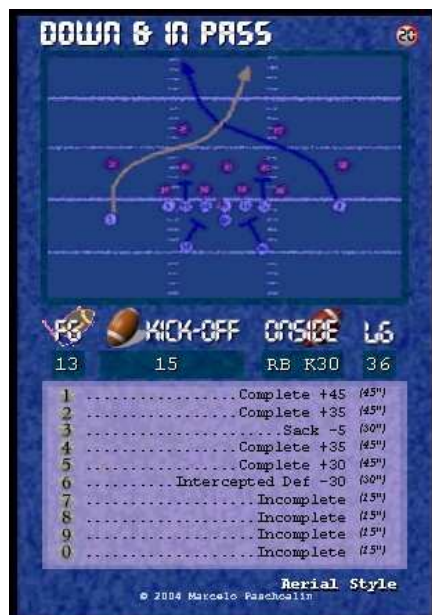
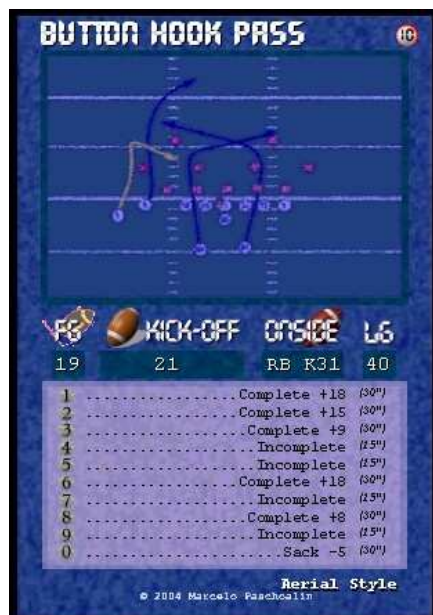
## **TIME**

1. Before kick-off, set the Time wheel at 0.
2. After each succeeding play, move the wheel clockwise according to the length of the play.
3. Each team is allowed three time outs per half.
4. In 2nd and 4th Quarters, there is an automatic time out at the two minutes remaining mark.
5. The Time wheel represents a quarter - 4 quarters make up a complete game.
6. A play which starts at the end of a quarter cannot use any time in the following quarter.

## **SCORING**

1. **TOUCHDOWN:** The point of the ball has only to reach the goal line - not cross it. A touchdown counts as 6 point.
2. **POINT AFTER TOUCHDOWN:** The offensive team has a single possession of the ball at the 2 yard line. If he chooses to try a field goal and it's good he scores 1 extra point. If he chooses to try to reach the end zone and he succeeds he scores 2 extra points.
3. **SAFETY:** Should the O/Q be pushed back to his own goal line, the D/Q is awarded two points. The team scored against must then kick from his own 20 yard line in one of two ways: a) he may use the regular kick-off table and simply add 25 yards to the result, or b) he may punt. To punt, the D/Q spreads his ten defense cards face down on the board. The O/Q chooses one, and the result is marked off from his 20 yard line cross-indexed with the Punt (4th Down Only) card.
4. **FIELD GOAL:** Players may attempt a Field Goal at any time provided the ball is no further than 45 yards from the opponent's goal line. The O/Q draws a random card, referring to the correct field. Field Goals are worth 3 points.

All field goals attempted (kicker) and missed from beyond the 20-yard line will result in the defensive team taking possession of the ball at the spot of the kick (7 yards behind the scrimmage line). On any field goal attempted and missed where the spot of the kick is on or inside the 20-yard line, ball will revert to defensive team at the 20-yard line.





### POWER OFF TACKLE

FG 45 KICK-OFF 50 + 1g ONSIDE KB K42 L6 80

1	.....	-1	(30%)
2	.....	Fumble	(15%)
3	.....	-2	(30%)
4	.....	+2	(30%)
5	.....	+3	(30%)
6	.....	+5	(30%)
7	.....	+7	(30%)
8	.....	-1	(30%)
9	.....	+9	(30%)
0	.....	+12	(30%)

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### POWER UP MIDDLE

FG NG KICK-OFF 55 + 1g ONSIDE KB K43 L6 90

1	.....	-2	(30%)
2	.....	-1	(30%)
3	.....	+8	(30%)
4	.....	+10	(30%)
5	.....	+1	(30%)
6	.....	+1	(30%)
7	.....	+2	(30%)
8	.....	+6	(30%)
9	.....	+7	(30%)
0	.....	+8	(30%)

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### PUNT (4TH DOWN ONLY)

FG 05 KICK-OFF Fumble ONSIDE RB K28 L6 28

1	.....	Punt 70	Return 1g	(15%)	
2	.....	Punt 60	Return 10	(15%)	
3	.....	Punt 50 & o/b		(00%)	
4	.....	Punt 50	Return 10	(15%)	
5	.....	Punt 40	Return 10	(15%)	
6	.....	Punt 30	No Return	(15%)	
7	.....	Punt 40	No Return	(15%)	
8	.....	Punt 60	Return 20	(15%)	
9	.....	Punt 50	No Return	(15%)	
0	.....	Punt 50	Return 20	Fumble	(15%)

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### PUNT (ANY DOWN)

FG 07 KICK-OFF Penalty -10 ONSIDE RB K28 L6 30

1	.....	Punt 60 & o/b		(00%)
2	.....	Blocked		(15%)
3	.....	Punt 50 & o/b		(00%)
4	.....	Punt 60	Return 10	(15%)
5	.....	Punt 60 & o/b		(00%)
6	.....	Punt 60 & o/b		(00%)
7	.....	Punt 60	Return 10	(15%)
8	.....	Punt 60	No Return	(15%)
9	.....	Punt 70	No Return	(15%)
0	.....	Punt 40	Return 80	(15%)

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### QB KEEPER

FG 43 KICK-OFF 40 ONSIDE KB K41 L6 70

1	.....	0	(30%)
2	.....	-1	(30%)
3	.....	+12 o/b	(15%)
4	.....	+1	(30%)
5	.....	+1	(30%)
6	.....	+1	(30%)
7	.....	Penalty -5 or -2	(15%)
8	.....	+12	(30%)
9	.....	+3	(30%)
0	.....	+3	(30%)

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### RAZZLE DAZZLE

FG 17 KICK-OFF 19 ONSIDE RB K31 L6 39

1	.....	1g	(45%)
2	.....	1g	(45%)
3	.....	-15	(30%)
4	.....	+11 o/b	(15%)
5	.....	Penalty -5	(15%)
6	.....	-20	(30%)
7	.....	-15	(30%)
8	.....	Fumble	(15%)
9	.....	1g	(45%)
0	.....	1g	(45%)

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### REVERSE

FG 37 KICK-OFF 34 ONSIDE KB K40 L6 49

1	.....	-3	(30%)
2	.....	+1 o/b	(15%)
3	.....	-5	(30%)
4	.....	Fumble	(15%)
5	.....	+7	(30%)
6	.....	+10	(30%)
7	.....	+13 o/b	(15%)
8	.....	-7	(30%)
9	.....	+20 o/b	(15%)
0	.....	1g	(45%)

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### RUN & PASS OPTION

FG 31 KICK-OFF 29 ONSIDE RB K34 L6 46

1	.....	Fumble	(15%)
2	.....	Complete +15 o/b	(15%)
3	.....	+4 o/b	(15%)
4	.....	Incomplete	(15%)
5	.....	+20	(30%)
6	.....	Incomplete	(15%)
7	.....	Intercepted Def -30	(30%)
8	.....	Complete +30	(45%)
9	.....	+4	(30%)
0	.....	Incomplete	(15%)

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### SCREEN PASS

FG 23 KICK-OFF 25 ONSIDE RB K32 L6 42

1	.....	Complete +20	(30%)
2	.....	Complete +17	(30%)
3	.....	Complete +10	(30%)
4	.....	Complete +6	(30%)
5	.....	Complete +4 o/b	(15%)
6	.....	Sack -10	(30%)
7	.....	Incomplete	(15%)
8	.....	Complete +14	(30%)
9	.....	Incomplete	(15%)
0	.....	Incomplete	(15%)

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### SIDELINE PASS

FG KICK-OFF ONSIDE LG  
 27 27 RB K33 44

1	.....Complete +15 o/b	(15%)
2	.....Incomplete	(15%)
3	.....Intercepted Def +7	(30%)
4	.....Complete +8 o/b	(15%)
5	.....Complete +6 o/b	(15%)
6	.....Complete +5 o/b	(15%)
7	.....Complete +4 o/b	(15%)
8	.....Incomplete	(15%)
9	.....Incomplete	(15%)
0	.....Incomplete	(30%)

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### SLANT RUN

FG KICK-OFF ONSIDE LG  
 41 38 KB K40 60

1	.....	.0	(30%)
2	.....	+2	(30%)
3	.....	-3	(30%)
4	.....	+2	(30%)
5	.....	+3	(30%)
6	.....	Penalty +5 or +7	(15%)
7	.....	+6	(30%)
8	.....	-3	(30%)
9	.....	+11	(30%)
0	.....	+16	(30%)

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### STOP & GO PASS

FG KICK-OFF ONSIDE LG  
 09 11 RB K29 32

1	.....Complete +35	(45%)
2	.....Complete +30	(45%)
3	.....Incomplete	(15%)
4	.....Incomplete	(15%)
5	.....Penalty -5	(15%)
6	.....Incomplete	(15%)
7	.....Complete +35 o/b	(30%)
8	.....Complete +30 o/b	(30%)
9	.....Incomplete	(15%)
0	.....Intercepted Def -30	(30%)

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### TRAP

FG KICK-OFF ONSIDE LG  
 33 Penalty -10 RB K28 47

1	.....	+3	(30%)
2	.....	-1	(30%)
3	.....	+11	(30%)
4	.....	+7	(30%)
5	.....	+5	(30%)
6	.....	+2	(30%)
7	.....Fumble	(15%)	
8	.....+18 o/b	(15%)	
9	.....+11	(30%)	
0	.....	+14	(30%)

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### BUTTON HOOK PASS

FG KICK-OFF ONSIDE LG  
 19 21 RB K31 40

1	.....Complete +14	(30%)
2	.....Complete +11	(30%)
3	.....Complete +7	(30%)
4	.....Incomplete	(15%)
5	.....Incomplete	(15%)
6	.....Complete +14	(30%)
7	.....Incomplete	(15%)
8	.....Penalty +5	(15%)
9	.....Incomplete	(15%)
0	.....Sack -5	(30%)

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### DOWN & IN PASS

FG KICK-OFF ONSIDE LG  
 13 15 RB K30 36

1	.....Complete +45	(45%)
2	.....Complete +35	(45%)
3	.....Sack -5	(30%)
4	.....Complete +35	(45%)
5	.....Complete +30	(45%)
6	.....Intercepted Def -30	(30%)
7	.....Incomplete	(15%)
8	.....Incomplete	(15%)
9	.....Incomplete	(15%)
0	.....Incomplete	(15%)

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### DOWN & OUT PASS

FG KICK-OFF ONSIDE LG  
 15 17 RB K30 38

1	.....Complete +50 o/b	(30%)
2	.....Complete +45 o/b	(30%)
3	.....Complete +35	(45%)
4	.....Incomplete	(15%)
5	.....Incomplete	(15%)
6	.....Complete +25	(45%)
7	.....Incomplete	(15%)
8	.....Penalty -15 & Loss of Down	(15%)
9	.....Intercepted Def +20	(30%)
0	.....Incomplete	(15%)

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### DRAW

FG KICK-OFF ONSIDE LG  
 35 32 RB K35 48

1	.....	+1	(30%)
2	.....	+2	(30%)
3	.....	-2	(30%)
4	.....	+2	(30%)
5	.....	+9	(30%)
6	.....	Penalty -5 or -2	(15%)
7	.....	+5	(30%)
8	.....	-3	(30%)
9	.....	+12	(30%)
0	.....	+22	(45%)

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### END RUN

FG KICK-OFF ONSIDE LG  
 39 36 KB K40 50

1	.....	-3	(30%)
2	.....	.0	(30%)
3	.....	-4	(30%)
4	.....	+16	(30%)
5	.....	-2	(30%)
6	.....	+7	(30%)
7	.....	+10 o/b	(15%)
8	.....	+3	(30%)
9	.....	+25 o/b	(30%)
0	.....	+30 o/b	(30%)

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### FLAIR PASS

FG KICK-OFF ONSIDE LG  
 29 28 RB K34 45

1	.....Complete +3	(30%)
2	.....Complete +6	(30%)
3	.....Incomplete	(15%)
4	.....Complete +5 o/b	(15%)
5	.....Complete +3 o/b	(15%)
6	.....Complete +1	(30%)
7	.....Incomplete	(15%)
8	.....Complete -2	(30%)
9	.....Complete +17 o/b	(15%)
0	.....Penalty +5 & 1st Down	(15%)

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### LONG BOMB

FG KICK-OFF ONSIDE LG  
 11 13 RB K29 34

1	.....Complete 1g	(45%)
2	.....Complete 1g	(45%)
3	.....Incomplete	(15%)
4	.....Penalty +30 & 1st Down	(15%)
5	.....Sack -15	(30%)
6	.....Incomplete	(15%)
7	.....Incomplete	(15%)
8	.....Incomplete	(15%)
9	.....Penalty +25 & 1st Down	(15%)
0	.....Intercepted Def -20	(30%)

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### LOOK IN PASS

FG KICK-OFF ONSIDE LG  
 25 26 RB K33 43

1	.....Complete +9	(30%)
2	.....Incomplete	(15%)
3	.....Complete +6	(30%)
4	.....Incomplete	(15%)
5	.....Incomplete	(15%)
6	.....Incomplete	(15%)
7	.....Complete +11	(30%)
8	.....Complete +6	(30%)
9	.....Complete +4	(30%)
0	.....Penalty -15	(15%)

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### POP PASS

FG KICK-OFF ONSIDE LG  
 21 23 RB K32 41

1	.....Complete +16	(30%)
2	.....Complete +13	(30%)
3	.....Complete +8	(30%)
4	.....Complete +5	(30%)
5	.....Incomplete	(15%)
6	.....Incomplete	(15%)
7	.....Complete +4	(30%)
8	.....Incomplete	(15%)
9	.....Incomplete	(15%)
0	.....Incomplete	(15%)

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### POWER OFF TACKLE

FG KICK-OFF ONSIDE LG  
 45 50 + 1g RB K42 80

1	.....-1	(30%)
2	.....Fumble	(15%)
3	.....-2	(30%)
4	.....+3	(30%)
5	.....+6	(30%)
6	.....+8	(30%)
7	.....+10	(30%)
8	.....-1	(30%)
9	.....+13	(30%)
0	.....+16	(30%)

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### POWER UP MIDDLE

FG KICK-OFF ONSIDE LG  
 04 55 + 1g RB K43 90

1	.....-2	(30%)
2	.....-1	(30%)
3	.....+12	(30%)
4	.....+1	(30%)
5	.....+2	(30%)
6	.....+3	(30%)
7	.....+5	(30%)
8	.....+8	(30%)
9	.....+10	(30%)
0	.....+11	(30%)

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### PUNT (4TH DOWN ONLY)

FG KICK-OFF ONSIDE LG  
 05 Fumble RB K28 28

1	.....Punt 70 Return 1g	(15%)
2	.....Punt 60 Return 10	(15%)
3	.....Punt 50 & o/b	(00%)
4	.....Punt 50 Return 10	(15%)
5	.....Punt 40 Return 10	(15%)
6	.....Punt 30 No Return	(15%)
7	.....Punt 40 No Return	(15%)
8	.....Punt 60 Return 20	(15%)
9	.....Punt 50 No Return	(15%)
0	.....Punt 50 Return 20 Fumble	(15%)

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### PUNT (ANY DOWN)

FG KICK-OFF ONSIDE LG  
 07 Penalty -10 RB K28 30

1	.....Punt 60 & o/b	(30%)
2	.....Blocked	(15%)
3	.....Punt 50 & o/b	(00%)
4	.....Punt 60 Return 10	(15%)
5	.....Punt 60 & o/b	(00%)
6	.....Punt 60 & o/b	(00%)
7	.....Punt 60 Return 10	(15%)
8	.....Punt 60 No Return	(15%)
9	.....Punt 70 No Return	(15%)
0	.....Punt 40 Return 80	(15%)

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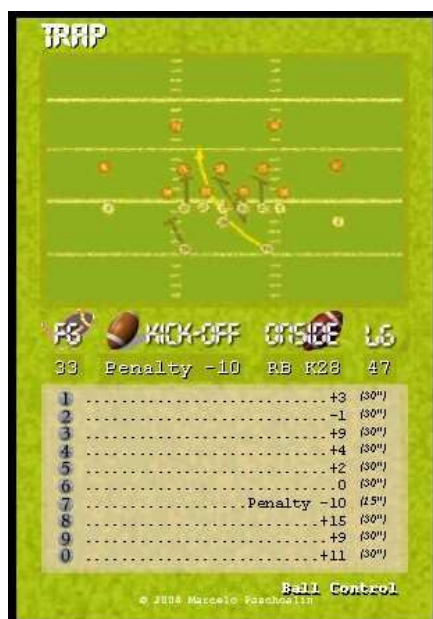
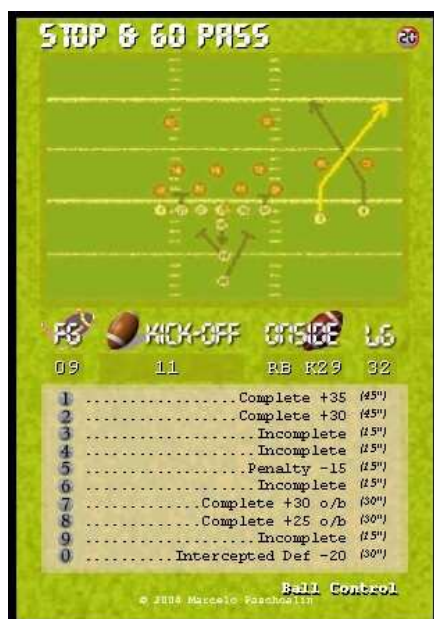
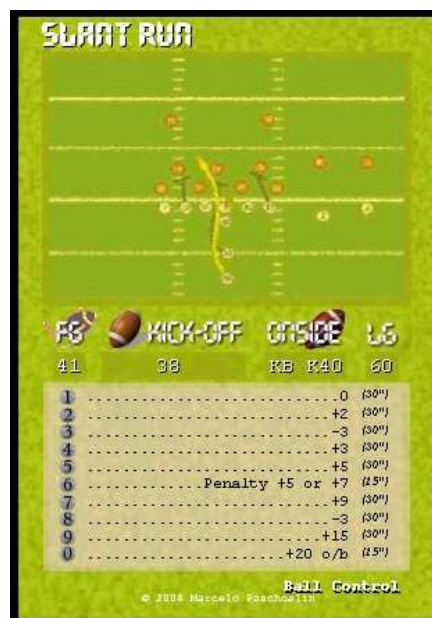
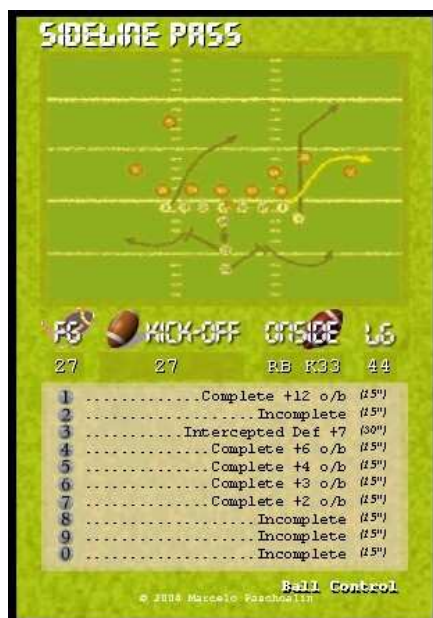
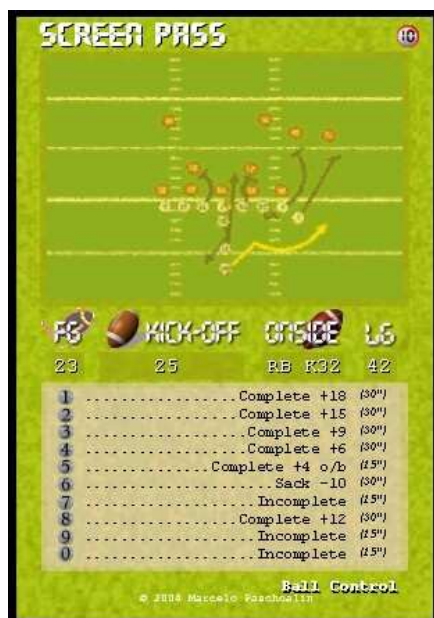
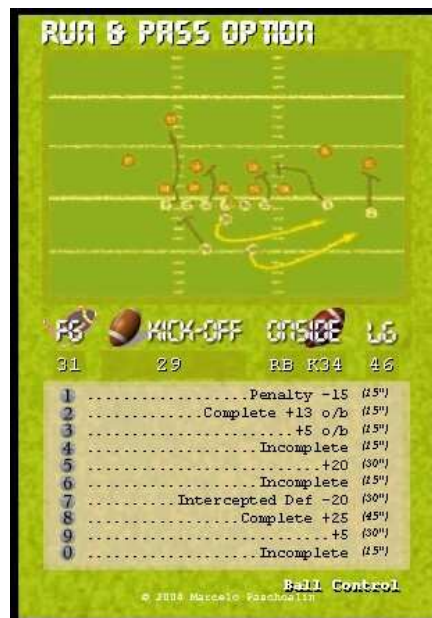
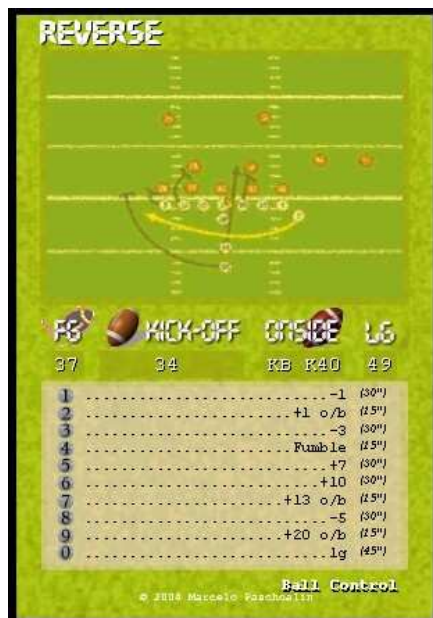
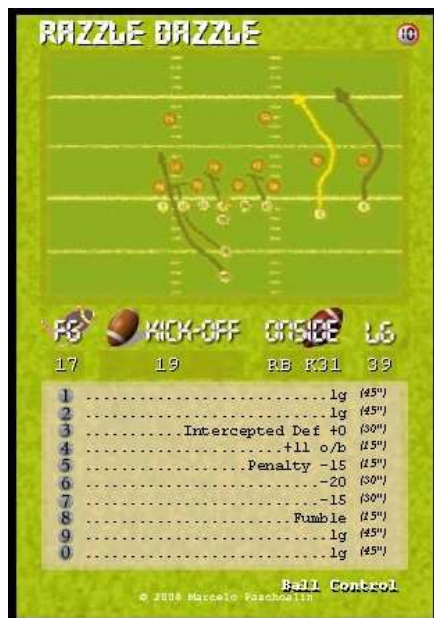
### QB KEEPER

FG KICK-OFF ONSIDE LG  
 43 40 RB K41 70

1	.....0	(30%)
2	.....-1	(30%)
3	.....+15	(30%)
4	.....+2	(30%)
5	.....+2	(30%)
6	.....+2	(30%)
7	.....Penalty -5 or -2	(15%)
8	.....+15 o/b	(15%)
9	.....+5	(30%)
0	.....+5	(30%)

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### DOWN & IN PASS

FG KICK-OFF ONSIDE LG  
 13 15 RB K30 36

1	Complete +45 (45%)
2	Complete +35 (45%)
3	Sack -5 (30%)
4	Complete +35 (45%)
5	Complete +30 (45%)
6	Intercepted Def -30 (30%)
7	Incomplete (15%)
8	Incomplete (15%)
9	Incomplete (15%)
0	Incomplete (15%)

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### DOWN & OUT PASS

FG KICK-OFF ONSIDE LG  
 15 17 RB K30 38

1	Complete +50 o/b (30%)
2	Complete +45 o/b (30%)
3	Complete +35 (45%)
4	Complete +25 (45%)
5	Incomplete (15%)
6	Complete +25 (45%)
7	Incomplete (15%)
8	Penalty -15 & Loss of Down (15%)
9	Intercepted Def +20 (30%)
0	Incomplete (15%)

Pro Style  
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### DRAW

FG KICK-OFF ONSIDE LG  
 35 32 RB K35 48

1	+1 (30%)
2	+2 (30%)
3	-2 (30%)
4	+2 (30%)
5	+10 (30%)
6	Penalty -5 or -2 (15%)
7	+5 (30%)
8	-3 (30%)
9	+12 (30%)
0	+22 (45%)

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### END RUN

FG KICK-OFF ONSIDE LG  
 39 36 RB K40 50

1	-4 (30%)
2	-1 (30%)
3	Fumble (15%)
4	Penalty +15 (15%)
5	-3 (30%)
6	+6 (30%)
7	+9 o/b (15%)
8	+2 (30%)
9	+21 o/b (30%)
0	+25 o/b (30%)

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### FLAIR PASS

FG KICK-OFF ONSIDE LG  
 29 28 RB K34 45

1	Complete +3 (30%)
2	Complete +6 (30%)
3	Incomplete (15%)
4	Complete +5 o/b (15%)
5	Complete +3 o/b (15%)
6	Complete +1 (30%)
7	Incomplete (15%)
8	Complete -2 (30%)
9	Complete +17 o/b (15%)
0	Penalty +5 & 1st Down (15%)

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### LONG BOMB

FG KICK-OFF ONSIDE LG  
 11 13 RB K29 34

1	Complete 1g (45%)
2	Complete 1g (45%)
3	+3 o/b (15%)
4	Complete +35 o/b (30%)
5	Sack -15 (15%)
6	Incomplete (15%)
7	Incomplete (15%)
8	Incomplete (15%)
9	Penalty +30 & 1st Down (15%)
0	Intercepted Def -30 (30%)

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### LOOK IN PASS

FG KICK-OFF ONSIDE LG  
 25 26 RB K33 43

1	Complete +9 (30%)
2	Incomplete (15%)
3	Complete +6 (30%)
4	Incomplete (15%)
5	Incomplete (15%)
6	Incomplete (15%)
7	Complete +11 (30%)
8	Complete +6 (30%)
9	Complete +4 (30%)
0	Penalty -10 (15%)

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### POP PASS

FG KICK-OFF ONSIDE LG  
 21 23 RB K32 41

1	Complete +19 (30%)
2	Complete +16 (30%)
3	Complete +11 (30%)
4	Complete +8 (30%)
5	Incomplete (15%)
6	Incomplete (15%)
7	Complete +4 (30%)
8	Incomplete (15%)
9	Incomplete (15%)
0	Incomplete (15%)

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### POWER OFF TACKLE

FG KICK-OFF ONSIDE LG  
 45 50 + 1g RB K42 80

1	-1 (30%)
2	Fumble (15%)
3	-2 (30%)
4	+4 (30%)
5	+5 (30%)
6	+7 (30%)
7	+9 (30%)
8	-1 (30%)
9	+11 (30%)
0	+14 (30%)

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### POWER UP MIDDLE

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 NG 55 + lg KB K43 90

1	.....	-1	(30%)
2	.....	-1	(30%)
3	.....	+10	(30%)
4	.....	+1	(30%)
5	.....	+1	(30%)
6	.....	+2	(30%)
7	.....	+3	(30%)
8	.....	+7	(30%)
9	.....	+9	(30%)
0	.....	+10	(30%)

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### PUNT (4TH DOWN ONLY)

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 05 Fumble RB K28 28

1	.....	Punt 70	Return lg	(15%)	
2	.....	Punt 60	Return 10	(15%)	
3	.....	Punt 50 o/b		(00%)	
4	.....	Punt 50	Return 10	(15%)	
5	.....	Punt 40	Return 10	(15%)	
6	.....	Punt 30	No Return	(15%)	
7	.....	Punt 40	No Return	(15%)	
8	.....	Punt 60	Return 20	(15%)	
9	.....	Punt 50	No Return	(15%)	
0	.....	Punt 50	Return 20	Fumble	(15%)

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### PUNT (ANY DOWN)

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 07 Penalty -10 RB K28 30

1	.....	Punt 60 o/b		(00%)
2	.....	Blocked		(15%)
3	.....	Punt 50 o/b		(00%)
4	.....	Punt 60	Return 10	(15%)
5	.....	Punt 60	Return 10	(15%)
6	.....	Punt 60 o/b		(00%)
7	.....	Punt 60 o/b		(00%)
8	.....	Punt 60	Return 10	(15%)
9	.....	Punt 60	No Return	(15%)
0	.....	Punt 40	Return 80	(15%)

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### QB KEEPER

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 43 40 KB K41 70

1	.....	.0	(30%)
2	.....	-1	(30%)
3	.....	+15	(30%)
4	.....	+2	(30%)
5	.....	+2	(30%)
6	.....	+2	(30%)
7	.....	Penalty -5 or -2	(15%)
8	.....	+15	(30%)
9	.....	+5	(30%)
0	.....	+5	(30%)

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### RAZZLE DAZZLE

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 17 19 RB K31 39

1	.....	lg	(45%)
2	.....	lg	(45%)
3	.....	-15	(30%)
4	.....	+11 o/b	(15%)
5	.....	Penalty -10	(15%)
6	.....	-20	(30%)
7	.....	-15	(30%)
8	.....	Fumble	(15%)
9	.....	lg	(45%)
0	.....	lg	(45%)

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### REVERSE

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 37 34 KB K40 49

1	.....	-2	(30%)
2	.....	+1 o/b	(15%)
3	.....	-4	(30%)
4	.....	Fumble	(15%)
5	.....	+7	(30%)
6	.....	+10	(30%)
7	.....	+13 o/b	(15%)
8	.....	-6	(30%)
9	.....	+20 o/b	(15%)
0	.....	lg	(45%)

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### RUN & PASS OPTION

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 31 29 RB K34 46

1	.....	Penalty -10	(15%)	
2	.....	Complete +13 o/b	(15%)	
3	.....	+5 o/b	(15%)	
4	.....	Incomplete	(15%)	
5	.....	+20	(30%)	
6	.....	Incomplete	(15%)	
7	.....	Intercepted Def	-25	(30%)
8	.....	Complete +25	(45%)	
9	.....	+5	(30%)	
0	.....	Incomplete	(15%)	

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### SCREEN PASS

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 23 25 RB K32 42

1	.....	Complete +18	(30%)
2	.....	Complete +15	(30%)
3	.....	Complete +9	(30%)
4	.....	Complete +6	(30%)
5	.....	Complete +4 o/b	(15%)
6	.....	Sack -10	(30%)
7	.....	Incomplete	(15%)
8	.....	Complete +12	(30%)
9	.....	Incomplete	(15%)
0	.....	Incomplete	(15%)

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### SIDELINE PASS

**FG** **KICK-OFF** **ON-SIDE** **L6**  
 27 27 RB K33 44

1	.....	Complete +14 o/b	(15%)	
2	.....	Incomplete	(15%)	
3	.....	Intercepted Def	+7	(30%)
4	.....	Complete +7 o/b	(15%)	
5	.....	Complete +5 o/b	(15%)	
6	.....	Complete +4 o/b	(15%)	
7	.....	Complete +3 o/b	(15%)	
8	.....	Incomplete	(15%)	
9	.....	Incomplete	(15%)	
0	.....	Incomplete	(15%)	

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### SLANT RUN

PG KICK-OFF ONSIDE LG

41 38 KB K40 60

1	.....	.0	(30%)
2	.....	+2	(30%)
3	.....	-3	(30%)
4	.....	+3	(30%)
5	.....	+4	(30%)
6	.....	Penalty +5 or +7	(15%)
7	.....	+8	(30%)
8	.....	-3	(30%)
9	.....	+13	(30%)
0	.....	+18	(30%)

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### STOP & GO PASS

PG KICK-OFF ONSIDE LG

09 11 RB K29 32

1	.....	Complete +35	(45%)
2	.....	Complete +30	(45%)
3	.....	Incomplete	(15%)
4	.....	Incomplete	(15%)
5	.....	Incomplete or Penalty -10	(15%)
6	.....	Incomplete	(15%)
7	.....	Complete +35 o/b	(30%)
8	.....	Complete +30 o/b	(30%)
9	.....	Incomplete	(15%)
0	.....	Intercepted Def -25	(30%)

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### TRAP

PG KICK-OFF ONSIDE LG

33 Penalty -10 RB K28 47

1	.....	+3	(30%)
2	.....	-1	(30%)
3	.....	+9	(30%)
4	.....	+4	(30%)
5	.....	+2	(30%)
6	.....	.0	(30%)
7	.....	Fumble	(15%)
8	.....	+15 o/b	(15%)
9	.....	+9	(30%)
0	.....	+11	(30%)

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### GOAL LINE

Superb defense against running plays, but terrible against passing plays.

Defense  
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### INSIDE BLITZ

Blitzing linebackers charging the quarterback make long passes inaccurate, but allows short passes.

Defense  
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### OUTSIDE BLITZ

Blitzing linebackers hurrying the passer make long passes inaccurate, but allows short running plays.

Defense  
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### PASS & RUN

This is a fair defense against passing plays, but it's only ok against running plays.

Defense  
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### PASSING

Good defense against passing plays, but mediocre defense against running plays.

Defense  
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### PREVENT DEEP

Superb defense against passing plays, but terrible against running plays.

Defense  
© 2004 Marcelo Paschoalini



## PREVENT 9

Great defense against passing plays, but poor against running plays.

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## RUN & PASS 5

This is a fair defense against running plays, but it's only ok against passing plays.

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## RUNNING 4

Good defense against running plays, but mediocre defense against passing plays.

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## SHORT YARDAGE 2

Great defense against running plays, but poor against passing plays.

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