

**FASTSCORE FOOTBALL**  
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**2002 FOOTBALL SEASON**

rating	number of scores per quarter			
	0	1	2	3
0 or less	11 - 45	46 - 63	64 - 66	
1	11 - 43	44 - 63	64 - 66	
2	11 - 42	43 - 62	63 - 66	
3	11 - 36	41 - 62	63 - 66	
4	11 - 35	36 - 61	62 - 66	
5	11 - 34	35 - 56	61 - 66	
6	11 - 32	33 - 56	61 - 66	
7	11 - 31	32 - 55	56 - 66	
8	11 - 31	32 - 54	55 - 65	66
9	11 - 26	31 - 53	54 - 65	66
10	11 - 25	26 - 53	54 - 65	66
11	11 - 24	25 - 52	53 - 65	66
12	11 - 23	24 - 51	52 - 65	66
13	11 - 21	22 - 51	52 - 65	66
14	11 - 16	21 - 46	51 - 65	66
15	11 - 16	21 - 45	46 - 64	65 - 66
16	11 - 15	16 - 44	45 - 64	65 - 66
17	11 - 15	16 - 43	44 - 64	65 - 66
18	11 - 15	16 - 41	42 - 63	64 - 66
19	11 - 14	15 - 36	41 - 63	64 - 66
20 plus	11 - 14	15 - 35	36 - 63	64 - 66

Type of score									
	0	1	2	3	4	5	6	7	8
Rare*	11	11	11	11	11	11	11	11	11
FG	12 - 45	12 - 43	12 - 41	12 - 35	12 - 33	12 - 31	12 - 25	12 - 23	12 - 21
TD	46 - 65	44 - 65	42 - 65	36 - 65	34 - 65	32 - 65	26 - 65	24 - 65	22 - 65
TD 6pts	66	66	66	66	66	66	66	66	66

*Rare: roll one die	
1-2	Safety (against 8 or higher defense, score as TD 8pts)
3-4	TD 6 pts
5-6	TD 8 pts (against 2 or lower defense, score as safety)

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Team	OFF	pts	DEF	pts
ARI	0	3	8	4
ATL	9	2	3	3
BAL	3	2	7	0
BUF	7	2	6	4
CAR	0	3	3	2
CHI	2	2	9	0
CIN	1	3	10	4
CLE	5	2	5	1
DAL	-2	4	5	2
DEN	8	3	5	1
DET	3	2	10	3
GB (*)	8	3	3	4
HOU	-1	1	6	2
IND	5	2	3	2
JAX	4	2	4	2
KC	10	4	8	2
MIA	6	3	4	0
MIN	7	3	9	3
NE	7	1	4	4
NO	10	0	7	2
NYG	6	2	5	2
NYJ	4	1	2	0
OAK	10	3	2	2
PHI	9	2	-1	2
PIT	8	1	4	3
SD	4	3	6	4
SF (*)	6	3	5	3
SEA	5	3	6	3
STL	3	4	6	2
TB	7	0	-2	1
TEN	6	2	2	4
WAS (*)	2	3	7	1

Fastscore Football is a quick play game designed to generate the score of a football game with a few rolls of the dice. This can be used as a supplement to other football games, allowing you to quickly play other games in a replay scenario, or could be used as a standalone game. If you don't have enough time to play a full game, you could use Fastscore Football to generate the score at the end of 3 quarters and play the last quarter using your favorite game.

Fastscore Football is played using two pages of charts and two differently colored 6-sided dice. Each team has four ratings- the offensive and defensive scoring ratings (OFF and DEF) determine the number of times the team scores per quarter; the higher the OFF rating, the more potent the offense. Likewise, lower the DEF ratings represent better defenses. The Red Zone ratings determines the type of score, whether touchdown, field goal or safety; higher ratings result in touchdowns more frequently than field goals, lower ratings will yield field goals more frequently than touchdowns.

This game is unlike any other quick play football game because it uniquely takes into account the offensive and defensive styles of each team by separating scoring frequency and scoring ability. For example, some teams may score frequently, but fail to execute in the red zone- thus adding points to the board with field goals more frequently than touchdowns. Others may rarely score but efficiently march into the endzone- thus scoring more touchdowns than field goals. With Fastscore football, teams will perform more similarly to their real stats than can be achieved with any other quick play game system.

#### Rules for play:

- 1) Determine each team's scoring rating and Red Zone rating.
  - a) To calculate the scoring rating take the team's OFF rating and add it to their opponent's DEF rating.
  - b) To calculate the team's Red Zone rating take their RZ rating and add it to their opponent's RZ rating.
- 2) Determine how many times during the quarter each team scores.
  - a) The visiting team rolls first- roll both dice and read them sequentially- for example, if using a red and white die, and the roll is "3" on the red and "5" on the white die, read the result as "35"
  - b) Refer to the team's scoring rating on the Scoring Chart.
  - c) Look up the dice roll in the row corresponding to the team's scoring rating (found in the left most column). The number at the top of the column is the number of times the team scores in the quarter.
- 3) Determine whether the scores were TDs, FGs or other. If no scores were made during the quarter continue onto step 4.
  - a) Roll both dice and read them sequentially.
  - b) Refer to the Result of Drive portion of the Scoring Chart.
  - c) Look up the dice roll in the column corresponding to the team's Red Zone rating. The result of the drive is found in the left-most column of that row.
  - d) If the score type is a rare play refer to the Rare Play Portion of the Scoring Chart and roll one die. Look up the type of score in the row corresponding to the die roll and follow any special instructions.
  - e) Repeat from step "a)" to determine the result of each scoring drive.

- 4) Repeat steps 2 and 3 for the home team.
- 5) Repeat from step 2 for the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> quarters.
- 6) Overtime: If the score is tied after the 4<sup>th</sup> quarter:
  - a) To calculate overtime team ratings, subtract 5 from the regulation time team rating calculated above.
  - b) Roll two dice for the team with the higher team rating (if the two teams have the same rating, roll for the home team first) and read them sequentially. Compare the dice roll to the Scoring chart. If the result is at least one score- the team wins! Determine the type of score by subtracting 3 from the team's Red Zone rating and referring to the Result of Drive table.
  - c) If the result is not a score, roll for the team with the lower team rating following the rules written above.
  - d) If neither team scores, the result is a tie game. If a playoff game, repeat the procedure until one team scores to determine the victor.

#### OPTIONAL RULES:

- 1) HOME FIELD ADVANTAGE: To simulate home field advantage, add one point to the home team's rating and subtract one point from the visiting team's rating. Do not adjust the Red Zone rating.
- 2) CLUTCH RATINGS: Certain teams have an \* next to their team name. These are teams that have win-loss records better than expected from their stats alone. In the 4<sup>th</sup> quarter, if losing by up to 8 points, roll twice for the \* rated team to determine the number of times the team scores in the quarter, and take the higher result of the two rolls. Roll as normal to determine the result of the drives.
- 3) Going for a 2 pt conversion. After any TD in the 4<sup>th</sup> quarter, you can decide to try for a 2 pt conversion. Roll one die- if the result is 4, 5 or 6- you score! Give the team 8 pts. If the result is 1, 2 or 3- you fail to convert; give the team 6 pts.