

# SOLITAIRE STATIS PRO FOOTBALL

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This Statist Pro Football Solitaire System uses tables to generate the Solitaire Offensive and Defensive Formations, Offensive Plays, Ball Carriers, Primary Receivers, Defenses, Keys, Pass Coverage Strategies, and Special Teams activities. The Solitaire Team decisions are generated by using the Game Situation, Modifiers, and the Pass Numbers found on the Fast Action Cards. Players may roll one 6-sided die (counted as 10) and one 8-sided die (counted as 1) and use the table below to generate Pass Numbers for solitaire actions. (Run Numbers can also be generated using the table below.)

DR = Dice roll; read down for Pass (PN) and Run (RN) Number																
DR	11	12	13	14	15	16	17	18	21	22	23	24	25	26	27	28
PN	11	12	13	14	15	16	17	18	21	22	23	24	25	26	27	28
RN	01	01	01	01	02	02	02	03	03	03	04	04	04	05	05	05
DR	31	32	33	34	35	36	37	38	41	42	43	44	45	46	47	48
PN	31	32	33	34	35	36	37	38	41	42	43	44	45	46	47	48
RN	05	05	05	06	06	06	06	06	07	07	07	07	07	08	08	08
DR	51	52	53	54	55	56	57	58	61	62	63	64	65	66	67	68
PN	09	10	19	20	29	30	39	40	01	02	03	04	05	06	07	08
RN	09	09	09	09	10	10	10	10	11	11	11	11	12	12	12	12

## GAME SITUATION

The Game Situation (A through M) represents the strategy of the Solitaire team which translates into a Run:Pass ratio of plays executed by the Solitaire Offense or anticipated by the Solitaire Defense. The Down and Distance determines the initial Game Situation (read down the right side). Example: On 2nd Down and 8 yards to go the initial Game Situation is H.

1st Down	2nd Down	3rd Down	4th Down	
				A
			1 yard	B
				C
		1 yard	2 yards	D
1-5 yards	1-2 yards			E
6-15 yards	3-7 yards	2-5 yards		F
16-25 yards	8-12 yards	6-8 yards		G
26+ yards	13+ yards			H
		9+ yards		I
			3 yards	J
				K
			4+ yards	L
				M

## GAME SITUATION SHIFTS

The Score Differential, Time Remaining, and Field Position generate Game Situation Shifts. These tables are read and all shifts generated from the perspective of the Solitaire Team, whether on offense or defense, ahead or behind. All Shifts are cumulative. The net result may be a shift up, down or no change.

Exception: Game Situation shifts do not apply on 4th down.

	Solitaire Offense	Solitaire Defense
Score Differential		
Ahead by 15 or more points	3 up	4 down
Ahead by 8 to 14 points	1 up	2 down
Ahead by 1 to 7 points	0	0
Tied or Behind by 1 to 7 points	0	0
Behind by 8 to 14 points	2 down	1 up
Behind by 15 or more points	4 down	3 up
Time Remaining (Score Diff.)	Offense	Defense
60 to 45 minutes (any score)	0	0
45 to 35 minutes (ahead)	1 up	1 down
45 to 35 minutes (behind)	1 down	1 up
35 to 30 minutes (ahead)	2 up	2 down
35 to 30 minutes (behind)	2 down	2 up
30 to 15 minutes (any score)	0	0
15 to 5 minutes (ahead)	2 up	2 down
15 to 5 minutes (behind)	2 down	2 up
5 to 0 minutes (ahead)	4 up	4 down
5 to 0 minutes (behind)	4 down	4 up

#### Field Position:

From the 20 to the 20 yardlines inclusive = no shift  
From the 10 to the 19 yardlines inclusive = shift up 1 row  
From the 1 to the 9 yardlines inclusive = shift up 2 rows

Example: The Solitaire Team is on Offense with the ball on their own 36 yard line, leading by 10 points with 8 minutes remaining in the 4th quarter, 3rd down and 2 yards to go. The initial Game Situation is G, shifted 1 up for the Score Differential, 2 up for the Time Remaining, and no shift for the Field Position. The final Game Situation is D.

#### SEQUENCE OF PLAY

When the Solitaire Team is on Offense:

- Step 1: The Down and Distance plus Modifiers determines the Game Situation.
- Step 2: The Game Situation is indexed with a Pass Number to determine the Offensive Formation.
- Step 3: The Active Player sets the Defensive Formation, makes Defensive Player Substitutions and selects the Defensive Key or Pass Coverage.
- Step 4: The Game Situation is indexed with another Pass Number to determine the Offensive Play, Ball Carrier or Primary receiver.
- Step 5: Resolve the play.

#### SOLITAIRE OFFENSIVE FORMATION

The Solitaire Offensive Formation is determined by using the Situation Column (A through M) and a Pass Number (1 through 48). In the table below, select the appropriate Situation Column along the left side, then read across to find the Pass Number, and then read up or down to locate the Offensive Formation abbreviation. (The table is presented in two parts.)

	ST T	ST R	ST L	WG R	WG L	2 WG	SP R	SP L
A	1-4	5-8	9-12	13-18	19-24	25-32	33-36	37-40
B	1-2	3-4	5-6	7-12	13-18	19-28	29-33	34-38
C	0	0	0	1-6	7-12	13-24	25-30	31-36
D	0	0	0	1-4	5-8	9-20	21-26	27-32
E	0	0	0	1-4	5-8	9-16	17-22	23-28
F	0	0	0	1-3	4-6	7-12	13-18	19-24
G	0	0	0	0	0	1-12	13-18	19-24
H	0	0	0	0	0	1-12	13-18	19-24
I	0	0	0	0	0	1-12	13-18	19-24
J	0	0	0	0	0	1-10	11-16	17-22
K	0	0	0	0	0	1-10	11-15	16-20
L	0	0	0	0	0	1-8	9-13	14-18
M	0	0	0	0	0	1-8	9-12	13-16
	ST T	ST R	ST L	WG R	WG L	2 WG	SP R	SP L
	SL R	SL L	SD R	SD L	WD R	WD L	2 WD	KICK
A	41-44	45-48	0	0	0	0	0	*
B	39-43	44-48	0	0	0	0	0	*
C	37-42	43-48	0	0	0	0	0	*
D	33-38	39-44	45-46	47-48	0	0	0	*
E	29-34	35-40	41-44	45-48	0	0	0	*
F	25-30	31-36	37-42	43-48	0	0	0	*
G	25-30	31-36	37-42	43-48	0	0	0	*
H	25-30	31-36	37-42	43-48	0	0	0	*
I	25-30	31-36	37-42	43-48	0	0	0	*
J	23-28	29-34	35-39	40-44	45	46	47-48	*
K	21-25	26-30	31-35	36-40	41-42	43-44	45-48	*
L	19-23	24-28	39-32	33-36	37-39	40-42	43-48	*
M	17-20	21-24	25-28	29-32	33-36	37-40	41-48	*
	SL R	SL L	SD R	SD L	WD R	WD L	2 WD	PT

Example: Game Situation C and Pass Number 31 equals Offensive Formation SP L (Split Left).

#### OFFENSIVE FORMATION DESCRIPTIONS

These descriptions identify the abbreviations used for Offensive Formations and indicate the player alignments for each formation. Necessary player substitutions are made to fit the formation using the best player available for a given position, subject to the Endurance Rating limitations on usage as in the standard rules. Backs and Ends with Endurance Ratings greater than 1 should be rested within two plays after any play in which they handle the ball if there are substitute player available.

	LEFT END	RIGHT END	FLANKERS	RUNNING BACKS
ST T = STRAIGHT T	tight	tight	none	three
ST R = STRAIGHT RIGHT	tight	split	none	three
ST L = STRAIGHT LEFT	split	tight	none	three
WG R = WING RIGHT	tight	tight	right	two
WG L = WING LEFT	tight	tight	left	two
2 WG = DOUBLE WING	tight	tight	two	one
SP R = SPLIT RIGHT	tight	split	left	two
SP L = SPLIT LEFT	split	tight	right	two
SL R = SLOT RIGHT	tight	split	right	two
SL L = SLOT LEFT	split	tight	left	two

SD R = SPREAD RIGHT	split	split	right	two
SD L = SPREAD LEFT	split	split	left	two
WD R = WIDE RIGHT	tight	split	two	one
WD L = WIDE LEFT	split	tight	two	one
2 WD = DOUBLE WIDE	split	split	two	one
KICK = PUNTING	split	split	none	three
plus the punter				
or = FIELD GOAL	tight	tight	none	two
plus the kicker and holder				
	LEFT	RIGHT	FLANKERS	RUNNING
	END	END		BACKS

Example: The Solitaire Team starts with a Split Left formation using a split end on the left, a tight end on the right, a flanker on the right, and two running backs. On the next play the Solitaire team switches to a Wide Right. The split end and tight end switch sides and one running back is replaced by a second flanker. Depending on the Endurance Rating of the player(s) used most recently, the Solitaire team might need to use substitute players.

In Punt Formation, the Solitaire Team uses the two split ends and three running backs with the highest (worst) Endurance Ratings, plus the punter. A fake kick pass play is thrown by the punter to the end with the best (lowest) Endurance Rating. A fake kick running play is made by the punter or the running back with the best (lowest) Endurance Rating.

In Field Goal Formation, the Solitaire Team uses the two tight ends and two running backs with the best Blocking Ratings. A fake kick pass play is thrown by the holder to the end or running back with the lowest (best) Endurance Rating. A fake kick run is made by the holder.

#### SOLITAIRE OFFENSIVE PLAY DETERMINATION

The Solitaire Offensive Play is determined by using the Situation Column (A through M) and a Pass Number (1 through 48). In the table below, select the appropriate Situation Column along the left side then read across to find the Pass Number which indicates the Ball Carrier or the Primary Receiver, then read up or down to determine the play. Ball Carriers are identified as B1, B2 and B3, which refers to the players' relative Endurance Ratings. The Running Back with the lowest (best) Endurance Rating is consider B1, the next lowest (second best) is B2, and the highest (worst) is B3. When only two Running Backs are used, treat a B3 reference as B1. When two or three Running Backs have equal Endurance Ratings alternate their usage as B1, B2 and B3. Primary Receivers are identified as R1, R2, R3 and R4 for all Split Ends, Tight Ends, and Flankers; Running Backs are identified as B1 and B2. When the current Offensive Formation does not feature a player in the B2, B3, R3 or R4 position, all references to such positions are applied to the same position with the next lower number. Example: if there are no Flankers in the game, a pass to R3 would go to R2 instead. (The table is presented in two parts.)

	Sweep Left	Inside Left	Inside Right	Sweep Right
A	B1=1-7	B1=13-19	B1=25-31	B1=37-43

	B2=8-11	B2=20-23	B2=32-35	B2=44-47
	B3=12	B3=24	B3=36	B3=48
B	B1=1-6	B1=12-17	B1=23-28	B1=34-39
	B2=7-10	B2=18-21	B2=29-32	B2=40-43
	B3=11	B3=22	B3=33	B3=44
C	B1=1-6	B1=11-16	B1=21-26	B1=31-36
	B2=7-9	B2=17-19	B2=27-29	B2=37-39
	B3=10	B3=20	B3=30	B3=40
D	B1=1-6	B1=10-15	B1=19-24	B1=28-33
	B2=7-9	B2=16-18	B2=25-27	B2=34-36
E	B1=1-5	B1=9-13	B1=17-21	B1=25-29
	B2=6-8	B2=14-16	B2=22-24	B2=30-32
F	B1=1-5	B1=8-12	B1=15-19	B1=22-26
	B2=6-7	B2=13-14	B2=20-21	B2=27-28
G	B1=1-4	B1=7-10	B1=13-16	B1=19-22
	B2=5-6	B2=11-12	B2=17-18	B2=23-24
H	B1=1-3	B1=6-8	B1=11-13	B1=16-18
	B2=4-5	B2=9-10	B2=14-15	B2=19-20
I	B1=1-3	B1=5-7	B1=9-11	B1=13-15
	B2=4	B2=8	B2=12	B2=16
J	B1=1-2	B1=4-5	B1=7-8	B1=10-11
	B2=3	B2=6	B2=9	B2=12
K	B1=1	B1=3	B1=5	B1=7
	B2=2	B2=4	B1=6	B2=8
L	B1=1	B1=2	B1=3	B1=4
M	0	0	0	0
	Sweep Left	Inside Left	Inside Right	Sweep Right

	Screen Pass	Quick Pass	Short Pass	Long Pass
A	0	0	0	0
B	0	R1=45	R1=47	0
		B1=46	R2=48	
C	B1=41	R1=42-43	R1=46-47	0
		B1=44	R2=48	
		R2=45		
D	B1=37	R1=38-40	R1=44-45	R1=48
		B1=41-42	R2=46	
		R2=43	B1=47	
E	B1=33	R1=34-37	R1=42-43	R1=47
		B1=38-39	R2=44-45	R2=48
		R2=40-41	B1=46	
F	B1=29	R1=31-35	R1=41-43	R1=47
	B2=30	B1=36-37	R2=44-45	R2=48
		R2=38-39	B1=46	
		B2=40		
G	B1=25	R1=27-32	R1=39-41	R1=45-46
	B2=26	B1=33-35	R2=42-43	R2=47
		R2=36-37	B1=44	R3=48
		B2=38		
H	B1=21	R1=23-29	R1=37-40	R1=45-46
	B2=22	B1=30-33	R2=41-43	R2=47
		R2=34-35	B1=44	R3=48
		B2=36		
I	B1=17	R1=19-25	R1=33-37	R1=43-45
	B2=18	B1=26-29	R2=38-41	R2=46-47
		R2=30-31	B1=42	R3=48
		B2=32		
J	B1=13	R1=15-21	R1=29-34	R1=41-44
	B2=14	B1=22-25	R2=35-38	R2=45-46
		R2=26-27	B1=39	R3=47

		B2=28	R3=40	B1=48
K	B1=9	R1=11-16	R1=23-29	R1=39-42
	B2=10	B1=17-19	R2=30-34	R2=43-45
		R2=20-21	B1=35-36	R3=46-47
		B2=22	R3=37-38	B1=48
L	0	R1=5-9	R1=17-25	R1=37-41
		B1=10-12	R2=26-31	R2=42-45
		R2=13-14	B1=32-33	R3=46-47
		R3=15	R3=34-35	B1=48
		B2=16		
M	0	R1=1-5	R1=17-22	R1=33-38
		B1=6-9	R2=23-27	R2=39-44
		R2=10-12	B1=28-29	R3=45-46
		R3=13-14	R3=30-31	B1=47
		B2=15-16	R4=32	R4=48
	Screen Pass	Quick Pass	Short Pass	Long Pass

An Inside Run directed to B2 is resolved as a Quarterback Sneak in Situations A and B if the Solitaire Team needs 1 yard for a first down and the ball is inside the 10 yard line, or if the Solitaire Team runs a play from scrimmage on 4th down and 1 yard anywhere on the field.

In Situations D, E or F, the lowest Pass Number which generates a Sweep Left or Right is resolved as an End Around play by the Split End or Tight End with the best running ability. This may only be done once per half by the Solitaire Offense.

In Situations E, F, G, H, I and J, the lowest Pass Number which generates an Inside Run Left or Right is resolved as a Draw play on first down with even Pass Numbers, on second down with odd Pass Numbers, and on third down with any Pass Number.

In Situations D, E, F, G, H, and I, the lowest Pass Number which generates a Short or Long Pass play is resolved as a Play Action Pass.

In Situations D, E, F, G, H, I, and J, the Running Back with the highest (worst) Endurance Rating is used as a Blocking Back on Short or Long Pass plays.

During the last five minutes of the half or game, on 3rd down and 10 to 19 yards a Quick Pass play is resolved as a Short Pass, and on 3rd Down and 20 yards or more a Quick or Short Pass is resolved as a Long Pass play.

Example: Situation D and a Pass Number of 14 generates an Inside Left Run by B1, the running back with the best (lowest) Endurance Rating in the game on that play.

#### SEQUENCE OF PLAY

When the Solitaire Team is on Defense:

- Step 1: The Down and Distance plus Modifiers determines the Game Situation.
- Step 2: The Active Player sets the Offensive Formation and makes Player Substitutions.
- Step 3: The Game Situation is indexed with a Pass Number to determine the Defensive Formation, and necessary Player Substitutions.

- Step 4: The Active Player selects an Offensive Play, Ball Carrier or Primary Receiver.
- Step 5: The Game Situation is indexed with another Pass Number to determine the Defensive Key or Pass Coverage strategy.
- Step 6: Resolve the play.

#### SOLITAIRE DEFENSIVE FORMATION

The Solitaire Defensive Formation is determined by using the Situation Column (A through M) and a Pass Number (1 through 48). In the table below, locate the appropriate Situation Column across the top row, then read down to find the Pass Number, and then read across to the right to determine the Defensive Formation expressed by the player alignment (e.g., 7-2-2 means 7 defensive linemen, 2 linebackers, and 2 defensive backs). Consult the next table for the full name and an illustration of each Solitaire Defensive Formation. (The table is presented in two parts.)

	7-2-2	6-3-2	5-4-2	4-5-2	6-2-3	5-3-3	4-4-3	3-5-3
A	1-8	9-16	17-24	25-32	33-40	41-48	0	0
B	1-4	5-8	9-14	15-20	21-28	29-36	37-40	41-44
C	0	0	1-4	5-8	9-14	15-20	21-26	27-32
D	0	0	1-2	1-2	5-8	9-12	13-18	19-24
E	0	0	0	0	1-2	3-4	5-8	9-12
F	0	0	0	0	0	0	1-2	3-4
G	0	0	0	0	0	0	0	0
H	0	0	0	0	0	0	0	0
I	0	0	0	0	0	0	0	0
J	0	0	0	0	0	0	0	0
K	0	0	0	0	0	0	0	0
L	0	0	0	0	0	0	0	0
M	0	0	0	0	0	0	0	0
	7-2-2	6-3-2	5-4-2	4-5-2	6-2-3	5-3-3	4-4-3	3-5-3
	4-3-4	3-4-4	6-1-4	5-2-4	4-2-5	3-3-5	4-1-6	3-2-6
A	0	0	0	0	0	0	0	0
B	0	0	45-46	47-48	0	0	0	0
C	33-36	37-40	41-44	45-48	0	0	0	0
D	25-30	31-36	37-42	43-48	0	0	0	0
E	13-20	21-28	29-36	37-44	45-46	47-48	0	0
F	5-16	17-28	29-34	35-40	41-44	45-48	0	0
G	1-12	13-24	25-30	31-36	37-42	43-48	0	0
H	1-12	13-24	25-28	29-32	33-38	39-44	45-46	47-48
I	1-10	11-20	21-24	25-28	29-34	35-40	41-44	45-48
J	1-10	11-20	0	0	21-28	29-36	37-42	43-48
K	1-8	9-16	0	0	17-24	25-32	33-40	41-48
L	1-4	5-8	0	0	9-18	19-28	29-38	39-48
M	0	0	0	0	1-12	13-24	25-36	37-48
	4-3-4	3-4-4	6-1-4	5-2-4	4-2-5	3-3-5	4-1-6	3-2-6

Example: Situation G and a Pass Number of 35 indicates a 5-2-4 Defensive Formation.

#### DEFENSIVE FORMATION ILLUSTRATIONS

This table illustrates the player alignment for each Defensive

Formation by indicating which boxes are occupied on the Defensive Display card. A letter represents one player. A "2" indicates two players in one box. If sufficient players are not available at a given position, select a similar Defensive Formation. The Solitaire Defense Team must use at least one Defensive Back for each Split End or Flanker, and one Defensive Back or Linebacker for each Tight End or Running Back. When making substitutions use the best player available. When the Defensive Strategy calls for a Blitz, the asterisks and slashes indicate which players execute the blitz. Players in defensive boxes marked with an asterisk (\*) blitz on odd pass numbers, and players in boxes marked with a slash (/) blitz on even pass numbers. In some cases, a single box is marked with both indicators.

	Defensive Line	Linebackers	Backfield
7-2-2 = Goal Line	A 2B C 2D E	G I	K N
6-3-2 = Goal Line	A B 2C D E	F H J	K N
5-4-2 = Short Yardage	A B C D E	F* G/ I* J/	K N
4-5-2 = Short Yardage	A B D E	F* G/ H* I/ J*	K N
6-2-3 = Run Defense	A B 2C D E	G/* I*	K N/ O
5-3-3 = Run Defense	A B C D E	F* H/* J/	K N O
4-4-3 = Pass Short	A B D E	F* G/ I* J/	K N O
3-5-3 = Pass Short	A C E	F* G/ H* I/ J*	K N O
4-3-4 = Balanced	A B D E	F* H/ J*	K M/ N O
3-4-4 = Balanced	A C E	F* G/ I* J/	K M/* N O
6-1-4 = Spread	A B 2C D E	H/*	K M/ N* O
5-2-4 = Spread	A B C D E	G/* I*	K M/ N O
4-2-5 = Pass Long	A B D E	G/ I*	K L/* M N O
3-3-5 = Pass Long	A C E	F* H J/	K L/* M N O
4-1-6 = Pass Prevent	A B D E	H/*	K 2L/* M N O
3-2-6 = Pass Prevent	A C E	G/ I*	K 2L/* M N O
	Defensive Line	Linebackers	Backfield

Example: The 5-2-4 Defense uses five defensive linemen, one in each defensive line box, two linebackers, and four defensive backs. A blitz is executed either by both linebackers (G, I) or one linebacker and safety (G, M).

## SOLITAIRE DEFENSE

The Solitaire Defense and Pass Coverage Strategy is determined by using the Defensive Formation and a Pass Number (1 through 48). In the table below, locate the current Defensive Formation along the left side, then read across to find the Pass Number, then read up or down to find the Solitaire Defense and Strategy. The Run Defense uses either No Key (NK) column), a Key on the Quarterback (QB), or a Running Back (B#) based on the players' Endurance Ratings (see the Offensive Play explanation above). No Defensive Strategy (NS column) presents a balanced defense against the run and pass. When the NS Column is used, do not apply the Defensive Strategy modifiers to the Quarterback's Pass Completion range. When the Defense uses the Blitz (BZ column), refer to the illustration of the Defensive Formation to determine which players blitz. The Pass Defense may be Standard (PS column) or use Double Coverage (+DB column) against the End or Flanker with the lowest (best) Endurance Rating. The Prevent Defense may be Standard (PV column) or use Double Coverage against one (+DB column) or two (+2DB column) receivers, or Triple Coverage (+TP column) against the best receiver. (The



table is presented in two parts.)

	QB	B3	B2	B1	NK	NS
7-2-2	1-4	5-8	9-20	21-36	37-48	0
6-3-2	1-4	5-8	9-20	21-36	37-48	0
5-4-2	1-2	3-4	5-12	13-32	33-44	0
4-5-2	1-2	3-4	5-12	13-32	33-44	0
6-2-3	0	0	1-8	9-26	27-34	35-40
5-3-3	0	0	1-8	9-26	27-34	35-40
4-4-3	0	0	1-6	7-22	23-30	31-36
3-5-3	0	0	1-6	7-22	23-30	31-36
4-3-4	0	0	1-4	5-16	17-24	25-30
3-4-4	0	0	1-4	5-16	17-24	25-30
6-1-4	0	0	0	1-6	7-14	15-20
5-2-4	0	0	0	1-6	7-14	15-20
4-2-5	0	0	0	0	1-6	7-10
3-3-5	0	0	0	0	1-6	7-10
4-1-6	0	0	0	0	0	0
3-2-6	0	0	0	0	0	0
	QB	B3	B2	B1	NK	NS

	BZ	PS	+DB	PV	+DB	+2DB	+TP
7-2-2	0	0	0	0	0	0	0
6-3-2	0	0	0	0	0	0	0
5-4-2	45-48	0	0	0	0	0	0
4-5-2	45-48	0	0	0	0	0	0
6-2-3	41-44	45-48	0	0	0	0	0
5-3-3	41-44	45-48	0	0	0	0	0
4-4-3	37-40	41-48	0	0	0	0	0
3-5-3	37-40	41-48	0	0	0	0	0
4-3-4	31-36	37-44	45-48	0	0	0	0
3-4-4	31-36	37-44	45-48	0	0	0	0
6-1-4	21-28	29-44	45-48	0	0	0	0
5-2-4	21-28	29-44	45-48	0	0	0	0
4-2-5	11-18	19-38	39-48	0	0	0	0
3-3-5	11-18	19-38	39-48	0	0	0	0
4-1-6	1-4	5-20	21-24	25-40	41-44	45-46	47-48
3-2-6	1-4	5-20	21-24	25-40	41-44	45-46	47-48
	BZ	PS	+DB	PV	+DB	+2DB	+TP

Example: In the 5-2-4 Defense, a Pass Number of 39 generates a Defensive Key against the Pass.

#### SOLITAIRE SPECIAL TEAMS AND 4TH DOWN SITUATIONS

The default column is indexed with a Pass Number to determine Solitaire Team strategy for Special Teams and 4th Down Situations except when the Solitaire Team is losing by 4 or more points during the last 5 minutes of the game (see the "Losing, Late" column). A Pass Number of 1 generates a Fake Field Goal or Punt attempt unless the Solitaire Team is kicking from inside its own 30 yard line.

	Default	Losing, Late
Kickoff and Kick returns		
Kickoff: Standard	1-36	1-12
Kickoff: Squib	37-48	13-24
Kickoff: Onside	--	25-48
Kickoff Return: Standard	1-40	1-36
Kickoff Return: Touchback	41-48	37-48

Punt Return: Standard	1-36	1-24
Punt Return: Fair Catch	37-44	25-36
Punt Return: All-Out Rush	45-48	37-48

#### 4th Down Situations

Inside 10 yard line: Field Goal	2-40	--
Inside 10 yard line: Run a Play	41-48	1-48
Inside 20 yard line: Field Goal	2-44	--
Inside 20 yard line: Run a Play	45-48	1-48
Inside Field Goal range: Field Goal	2-46	2-12
Inside Field Goal range: Run a Play	47-48	13-48
Outside Field Goal range: Punt	2-46	2-8
Outside Field Goal range: Run a Play	47-48	9-48
Outside 50 yard line: Punt	2-48	2-4
Outside 50 yard line: Run a Play	--	5-48
Inside own 30 yard line: Punt	1-48	1-40
Inside own 30 yard line: Run a Play	--	41-48

The "Outside Field Goal range: Punt" line is used when the ball is outside the field goal kicker's range but across the 50 yard line. On Pass Numbers 30-46, the Solitaire Team attempts a Coffin Corner Punt by subtracting 10 yards from the kick.

#### PENALTIES

When the Solitaire Team has a penalty choice the basic instruction is to use common sense and an appreciation for the game situation to best serve their needs. As a general guideline, I offer the following priorities for the Solitaire Team when they have a choice, but this is only a suggested hierarchy and most decisions are determined by the specific game situation.

#### Solitaire Team Offensive:

1. Keep points on the board.
2. Retain possession of the ball.
3. Get a first down.
4. Repeat a down.
5. Gain most yardage.
6. Avoid a loss of yardage.

#### Solitaire Team Defense:

1. Score Defensive points.
2. Force a turnover.
3. Prevent opposition from scoring.
4. Prevent opposition first down.
5. Allow the least yardage gained.
6. Push the opponent back furthest.

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