

# FAC RESULT AND CHART KEYS

## RUSHING TABLE KEY

<b>2F</b>	Possible Fumble, Otherwise Gain Listed
<b>5</b>	Yards Gained Rushing
<b>5+</b>	Medium Gain. Yars Listed plus 1 D6
<b>0</b>	Stuffed for No Gain
<b>-1</b>	Yards Lost
<b>B</b>	Breakaway

## PASSING TABLE KEY

<b>F</b>	Possible Fumble, Otherwise Complete Pass
<b>C</b>	Complete Pass
<b>S6</b>	Possible Sack, Otherwise Complete Pass
<b>S4</b>	Possible Sack, Otherwise QB Hurry
	Incomplete Pass
<b>I5</b>	Possible Interception, Otherwise Inc Pass

## RECEIVING YARDAGE TABLE KEY

<b>5F</b>	Possible Fumble, Otherwise Gain Listed
<b>5</b>	Yards Gained
<b>5+</b>	Medium Gain. Yars listed plus 1 D6
<b>0</b>	Stuffed for No Gain
<b>-2</b>	Yards Lost
<b>B</b>	Breakaway
<b>15+</b>	Medium Gain. Yards Listed plus 1 D6 Possible Fumble

## BREAKAWAY TABLE KEY

<b>10+</b>	Yards Listed plus 1 D6
<b>90+</b>	Possible Fumble, Otherwise Gain Listed

## FUMBLE TABLE KEY

<b>F</b>	FUMBLE! Consult Fumble Lost Rating
	No Fumble

## FUMBLE RETURN / INT RETURN KEY

<b>++</b>	Return Yardage equals 2 D6's added
<b>+</b>	Return Yardage equals 1 D6
<b>-5+</b>	-5 Plus 1D6
<b>10+</b>	Yards Listed plus 1 D6
<b>++</b>	Return Yardage equals 2 D6's added; Possible Fumble
<b>40+</b>	Yards Listed plus 1 D6; Possible Fumble

## ALL KICK OFFs KEY

<b>15</b>	Kick travels yardage listed; Kicking Team recovers
<b>11</b>	Kick travels yardage listed; Receiving Team recovers
<b>\$</b>	Kick is returnable using Squib Return
<b>P</b>	Kick does not travel 10 yards. 5 yd Pen. Re-Kick
<b>P</b>	Kick goes out of bounds. Place at 40-YD Line
	Kick-Offs and Squib Kicks are listed as Yard line where received

## KO RETURN / SQUIB RETURN KEY

<b>26</b>	Return as listed; Possible Fumble
<b>5</b>	Return Yardage
<b>B</b>	Breakaway
<b>+</b>	Roll 1 D6 for Return Yardage
<b>++</b>	Roll 2 D6 and add them for Return Yardage
<b>10+</b>	10 yards plus 1 D6
<b>10++</b>	10 yards plus 2 D6's added

## PUNT TABLE KEY

<b>26</b>	Punt Yardage; Possible Fumble
<b>5</b>	Punt Yardage
<b>44</b>	Punt Yardage; No Return

## CC PUNT TABLE KEY

<b>TB</b>	Touchback
<b>6</b>	OB at Yardline indicated
<b>18</b>	Return from Yarline indicated

## PUNT RETURN TABLE KEY

<b>26</b>	Return as listed; Possible Fumble
<b>5</b>	Return Yardage
<b>44</b>	Breakaway

## Timing

Play	Time
<b>20+</b>	<b>45s</b>
<b>0-20</b>	<b>30s</b>
<b>Loss/INT</b>	<b>30s</b>
<b>Inc</b>	<b>15s</b>
<b>Pen</b>	
<b>KO</b>	
<b>Punt</b>	
<b>PAT</b>	
<b>FG</b>	
<b>Time Out</b>	<b>-30s</b>
15s	<b>= 0s</b>
30s	