

# ON DICE	ONSIDE KICK	SQIB KICK	SQIB K. Ret.
10	+12	40	
11	+12	40	22
12	+12	40	20
13	+12	40	6
14	+12	40	DEF-15
15	+12	40	OFF-15
16	+12	40	21
17	+12	40	23
18	+12	40	24
19	+12	40	B
20	+12	40	4
21	+12	40	17
22	+12	40	5
23	+12	40	7
24	+12	40	8
25	+12	40	13
26	+12	40	F+10
27	+12	40	16
28	+12	40	3
29	+12	40	1
30	+12	40	18
31	+12	40	14
32	+12	40	9
33	+12	40	11
34	+12	40	10
35	+12	40	10
36	+12	40	12
37	+12	40	15
38	+12	40	19
39	+12	40	2

**• PAYDIRT •**

Yardage Doubled if Wrong (Unless "W" Team)	# ON DICE	1	2	3	4	5	6	7	8	9
		LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED.	LONG	SIDE-LINE
<b>RUN</b> SHORT Yardage	1	(0)	(0)	(0)	(0)	x2	x2	x2	x2	x2
	2					x2	x2	x2	x2	x2
	3					x2	x2	x2	x2	x2
	4					x2	x2	x2	x2	x2
	5					x2	x2	x2	x2	x2

NOTE: "x2" does not apply to "W" teams

Yardage Doubled if Wrong (Unless "W" Team)	# ON DICE	1	2	3	4	5	6	7	8	9
		LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED.	LONG	SIDE-LINE
<b>PASS</b> MAN 4 MAN	1	x2	x2	x2	x2					
	2	x2	x2	x2	x2					
	3	x2	x2	x2	x2	-2	(0)			
	4	x2	x2	x2	x2					
	5	x2	x2	x2	x2					

NOTE: "x2" does not apply to "W" teams

Yardage NOT Doubled if Wrong	# ON DICE	1	2	3	4	5	6	7	8	9
		LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED.	LONG	SIDE-LINE
<b>Q</b> NICKLE Zone	1	2	2	2	2					
	2	2	2	2	2					
	3	2	2	2	2					
	4	2	2	2	2					
	5	2	2	2	2					

Yardage NOT Doubled if Wrong	# ON DICE	1	2	3	4	5	6	7	8	9
		LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MED.	LONG	SIDE-LINE
<b>Ez</b> DIME Zone	1	3	3	3	3					
	2	3	3	3	3					
	3	5	5	5	5	(0)	(0)			
	4	6	6	6	6		-3		QT	
	5	8	8	8	8	-2				

**DEFENSE**

OFFENSIVE PLAY RESULT	DEFENSIVE PLAY RESULT				
	#	#	(#)	(#)	(#)
# or B	ADD	ADD	ADD	(#)	(#)
#	ADD	ADD	ADD	(#)	(#)
	ADD	ADD	ADD	(#)	(#)
TD	TD	TD	TD	(#)	(#)
QT	QT	QT	QT	(#)	(#)
				(#)	(#)
INT #	INT #	INT #	INT #	INT @ Shorter Ydg.	
F #	F #	F #	F #	Fum. @ Shorter Ydg.	Fum. @ Defence Ydg.
PENALTY	Penalties always take priority over all Defensive Results.				

OFFENSIVE PLAY RESULT	DEFENSIVE PLAY RESULT				
	(TD)	QT	INT #	F #	
# or B	(TD)	QT	INT #	F #	
#	(TD)	QT	INT #	F #	
	(TD)	QT	INT #	F #	
TD	(TD)	QT	INT #	F #	
QT	(TD)	QT	INT #	F #	
	(TD)	QT	INT #	F #	
INT #		INT #	INT @ Shorter Ydg.	INT #	INT #
F #	F 1 Yd. Deep in EZ	F #	INT #	INT #	Fum. @ Shorter Ydg.
PENALTY	Penalties always take priority over all Defensive Results.				

**THINGS TO KEEP IN MIND DURING GAME:**

- On Punts, remove 15 yards from kick and punt is out-of-bounds (no return). You can always choose to remove yards from punts.
- On Punt returns, you may call Fair Catch. (Roll Offensive dice. If 35, Defence can let the ball roll. If 13, Offence Fumbled.)
- On Hurry Up Offense, play takes 20 secs., but next play all Def pen's become Off 5 and Off pen's become F-2. Pen's end play!
- On All Our Kick Rush, Off pen's become Def 5 pens. Punting team picks any 3 #s, then return team rolls Off dice once for his #s. Off team can decide not to kick after all, and instead may pick a play and roll Off. dice. There is then no defensive dice roll at all. No defence. None...
- On Razzle Dazzle, Defence play is still in effect so don't reveal it yet. Defence player rolls Offence dice first, then Offence player rolls Offence dice. Lowest number wins. If Defence wins, then he chooses any play (no penalties) from either number rolled. If Offence wins, then he chooses any number from Offence dice roll only. Now Defence rolls defence dice and priority chart determines result of play.
- On Limited Razzle Dazzle, Defence play is still in effect so don't reveal it yet. Defence player rolls Offence dice first, then Offence player rolls Offence dice AND DEFENSE DICE and subtracts Def. total from Off. total. Lowest number wins. If Defence wins, then he chooses any play (no penalties) from either number rolled. If Offence wins, then he chooses any number from Offence dice roll only, but is LIMITED to either pass OR run. Now Defence rolls defence dice and priority chart determines result of play.
- On Throw Away Pass, called anytime by the offence. No defence, no yardage, but loss of down occurs. Advantage is, last play equals 10 seconds and throw-away pass equals 10 seconds.
- On QB Downs Bail, called anytime by the offence. No defence, loss of two yards, and loss of down occurs. Advantage is, great way to use up the clock to end the game when winning.

DEFENSE				
<b>RUN</b>	A Standard	B Short Yardage	C Spread	<b>Q</b>
<b>PASS</b>	D Pass Prevent Short	E Pass Prevent Long	F Blitz	<b>Ez</b>
<b>QB Sneak</b>	1 Line Plunge	2 Off Tackle	3 End Run	4 Draw
5 Screen Pass	6 Short Pass	7 Medium Pass	8 Long Pass	9 Sideline Pass
				Limited Razzle Dazzle
				Full Razzle Dazzle
OFFENSE				