

Calculating Individual Stats Using Second Season Express

Instructions

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Why I Did This

First off, let me say that I am one of the many gamers who loves playing Second Season Express (SSX). It's fast, simple, and yet it captures a lot of nuance we all know and love from the full-play Second Season football game.

When I first heard about SSX, I was intrigued by its potential to switch back and forth between the accelerated game and the full-play Second Season game. Are you facing a 27-3 blowout at halftime using full-play mode of Second Season? No problem. You can play out the rest of the game in only 15 minutes using SSX. And if the Patriots mount one of their patented second-half miracle comebacks in SSX, you can switch back to full-play mode and play it out in exquisite, call-by-call detail. The options are limitless.

I soon realized that if I wanted to switch seamlessly from SSX to top SS full-play mode, I would have to find a "bridge" between the abstraction of SSX and the detail of full-play. Why? Because when I switched to full-play mode, I wanted to benefit from Second Season's player durability grades, which require knowing the individual stats of runners and receivers. For this reason, I came up with a relatively quick way to formulate individual player stats from Second Season Express, so that I could fully employ the durability grades when I switched over to the full-play game.

My individual player stats generator for SS Express is based on the offensive yards the teams gain as they pass through zones in Second Season Express.

These instructions may seem long (I've tried to use lots of examples), but the process really is quick, once you get the hang of it. I pass this along for what it's worth.

STEP ONE

Calculate a Team's Offensive Yard Totals in SSX

First off, you will need to do a tiny bit of bookkeeping when you play SSX. Basically, you will need to add up the number of yards a team gains as they travel through zones in SSX.

You only need to record offensive gains. No yards are recorded for kicks, turnovers, or play sequences in which the offence doesn't move into another zone.

Here are a few examples from SSX:

Example 1:

The Kansas City Chiefs start a drive in Zone 2 (e.g. their own 10-20 yard line). QB Patrick Mahomes throws an incomplete pass. The drive ends, no zones gained. (Mark "KC-0" in the minute box, showing that no offensive yards were gained on this drive.)

Example 2:

The Chiefs start a drive in Zone 2 (their own 10-20 yard line). The Chiefs call a run play sequence that gains 2 zones. That means the Chiefs gain 15 yards of offence for moving into Zone 3 (e.g. their 20-35 yard line) and another 15 yards for moving into Zone 4 (their 35-50 yard line). Mark down "KC-30" in the minute box, showing the total number of yards gained for moving into the two zones.

Example 3:

The Chiefs start a drive in Zone 4 (their own 35-50 yard line). A pass play sequence results in a XR gain of 4 zones. That means the Chiefs gain 15 yards for moving into Zone 5 (the opponents' 35-50 yard line), plus 15 yards for moving through Zone 6 (the opponent's 20-35 yard line), plus 10 yards for moving through Zone 7 (the opponent's 10-20 yard line), and finally, 10 yards for moving into Zone 8 (the opponent's 1-10 yard line). Mark down "KC-50," which shows the total yards they gained for moving through the 4 zones.

Example 4:

Let's say the Chiefs call a play in Zone 8 (the opponent's 1-10 yard line). Mahomes throws a TD pass.

If Zone 8 was the continuation of a longer drive, the Chiefs will not gain any yards for this play sequence because you have already recorded the 10 yards of offence when they moved into this zone on the previous play. Mark down "KC-0" TD in the minute box.

However, what if the Chiefs *started* the drive in Zone 8 because of a turnover (e.g. they did not get there because of a previous offensive drive)? In this turnover scenario, you may wish to give the Chiefs the 10 yards for moving through Zone 8, since they have not previously collected the yards for moving through this zone. This kind of scenario won't happen very often.

At the end of each quarter in SSX, add up the number of yards each team gained for that quarter.

****IMPORTANT NOTE******A TEAM CANNOT GAIN ZERO OFFENSIVE YARDS IN A QUARTER***ZERO YARDS AT THE END OF A QUARTER*

To generate a realistic number of run and pass attempts for each team, the teams cannot have gained zero yards after completing any given quarter. If a team's offence ends up with zero yards (no zones gained) at the end of a quarter, simply assign that team 50 yards of offense for that quarter.

ZERO (OR FEWER THAN 25 YARDS) MIDWAY THROUGH A QUARTER

If you are moving from SS Express to the full-play game **at any point during mid-quarter**, use the following rule when calculating total yardage. This rule applies only to quarters that are partially-completed in SSX.

If a team has fewer than 25 yards when switching to full-play mode from SSX midway through a quarter, **use Chart 1b** to assign run and pass plays according to the time played in SSX during the partially-completed quarter [See examples below].

STEP TWO (end of game)

Calculate Each Team's Total Offensive Yards in SSX

At the end of the game, add the quarterly totals to get the teams' total amount of offensive yards gained.

STEP THREE

Determine team rush attempts and pass completions (Chart 1a lookups)

Once you have added up the teams' total offensive yards in SSX, round the total up or down to the nearest 50 yards, and then go to **Chart 1a**.

On Chart 1a, you will cross-reference the row showing the team's total yards with the column showing the team's offensive tendency rating. Where those rows and columns intersect, you will find the team's total number of runs (left side of the slash) and pass completions (right side of the slash). *Please note that these are pass completions, not attempts [Determining pass attempts is Step 4.]*

Example 1

The Chiefs gain a total of 280 yards against the Rams. Round that to the nearest 50 [up to 300 total yards], and then go to Chart 1a. The 2018 Chiefs have a run/pass tendency of -2. Follow the row for 300 yards until it meets with the column for a -2 tendency; you will see that the Chiefs ran the ball 19 times and completed 20 passes.

Example 2

The Chiefs gained only 210 offensive yards against the Ravens. Round to the nearest 50. In this case, you would round down to 200 total yards of offence. Cross-reference that with their tendency rating of -2 on Chart 1a. We see the Chiefs ran the ball 12 times and completed only 13 passes.

Switching from SSX to full-play midway through a quarter

You can switch from SS Express to full-play mode (and back) at any time. As you play SS Express, simply total the team's yardage, determine the run/pass plays, assign those plays to players (as outlined in the instructions below), and then add to your full-play stats whenever you wish to switch from SS Express back to full-play mode. Consider the following examples:

Example 1

You have played 7 minutes of the third quarter in SSX, and you decide to switch over to the full-play game. At this point in the third quarter, the Chiefs have travelled through only one zone for a total of 15 yards. That's fewer than 25 yards, so you will need to go to **Chart 1b** to assign rushing attempts and passing completions for the time that the Chiefs have played in the third quarter. As indicated in Chart 1b, for seven minutes of game time in the third quarter, assign the Chiefs 4 runs and 4 pass completions.

Example 2

Following on Example 1 above, let's say you switch to full-play mode at the 7-minute mark of the third. From Chart 1b, you have determined that the Chiefs ran the ball 4 times and completed 4 passes *during the third quarter*. You will now need to add those 4 runs and 4 completions to whatever offensive yardage totals the Chiefs gained during the first two quarters of SS Express.

Let's say the Chiefs gained 30 yards in the first quarter, and zero yards in the second quarter. By rule, you would give the Chiefs 50 yards for the second quarter because they can't finish a quarter with zero yards. So add up $30+50$ and you get 80 yards for the Chiefs in the first half. Round that up to the nearest 50 yards to get 100 total yards of offence.

Now go to **Chart 1a**. For the 100 yards the Chiefs got in the first half, check under a Tendency of -2. That would be 6 runs and 7 catches for the two completed quarters in the first half. Add that to the 4 runs and 4 passes the Chiefs tallied during the first 7 minutes of the third quarter, and the Chiefs now have 10 runs and 11 catches when you switch over from SSX to full-play mode. Go to Step 3 to determine individual stats, so you can enjoy full-play mode with up-to-date fatigue levels.

Example 3

Following on Examples 1 and 2, let's say the Chiefs had 60 yards of offence in the third quarter before switching to full-play mode midway through the quarter. That's above the 25-yard minimum, so in that case, simply add the 60 third-quarter yards to the 30 yards gained in the first quarter and the 50 yards assigned for the second (no zeroes allowed). The result is 140 yards, which, rounded to the nearest 50, is 150 total yards. Going to Chart 1a, we see that the Chiefs had 10 rushing attempts and 10 completions before switching to full-play mode. (*In this example, no need to refer to Chart 1b.*)

Example 4

You play the first five minutes of the game in full-play mode. Then you play minutes 6 through 10 of the first quarter using SSX, then you move back into full-play mode for the final five minutes of the first quarter. Here are two scenarios for calculating the individual player stats for the time played using SSX:

- a. While playing minutes 6 through 10 using SSX, the Chiefs gain zero yards (no zones gained). Since that's less than 25 yards gained during a partial quarter, go to Chart 1b. For the five minutes that the Chiefs played in SSX, the team ran the ball 3 times and completed 3 passes. [*Note: To assign such a small number of plays to individual players, you may simply want to use the finders on the team sheets. (See below for determining individual yards gained.)*].
- b. While playing minutes 6 through 10 using SSX, the Chiefs gain 80 yards. Since that's above 25 yards, you round up to the nearest 50 (up to 100). Looking up 100 yards on Chart 1a, under the -2 tendency, you see that the Chiefs ran 6 times and completed 7 passes during the five minutes that they played in SSX. Determine individual stats as per below and add those stats to your stats in full-play.

STEP FOUR

Generate QB pass attempts

Go to Chart 2. Find the column with the team's total number of pass completions. Cross-reference with the row showing the Quarterback's CMP grade. The result will be the number of passes the QB attempted that game.

***Example:** Kansas City QB Patrick Mahomes completes 22 passes in the SSX game (as determined from Chart 1a in Step 2). Look under the 22 column on Chart 2. Cross reference Column 22 with the row corresponding to Mahomes' CMP grade (Mahomes has a CMP grade of A). Mahomes attempted 37 passes in the game, completing 22 of them.*

STEP FIVE

Assigning Pass Completions and Rushing Attempts to Individual Players

If there aren't that many rushes or pass completions, you may just want to roll them all individually under the finder charts. However, if there are no finder charts available, or if the number of die rolls required would be too tedious, here's a pretty quick way to determine individual rushing attempts or pass receptions.

Pass Completions

First, write down the Top 6 receivers for each team, ranked in order of their Durability Grades [See SS rules for details.]

*** receivers will be at the top of the list (limit of 12 catches each)

** receivers (8 catches) will be next

* receivers (4 catches) next

Receivers without a * symbol will appear last (2 catches).

Players with durability grades in brackets don't appear on the list.

Next, you will assign completions to each player starting at the top of the list and moving your way down. Once you have reached the bottom of the list, 'wrap around' back to the top of the list and assign completions until you have run out of pass receptions to assign.

Each time you come to a receiver's name on the list, assign him the number of catches that corresponds to his durability grade, as follows:

3 catches to *** receivers

2 catches to ** receivers

1 catch each to * receivers and receivers with no * symbol

Once a player has reached his individual durability limit for receptions, skip that player's turn as you keep moving down the list to assign catches.

Example 1

Tampa Bay's top six receivers in 2018, ranked in order of their durability grades, are listed as follows (you can always use the finder columns on your team sheets as a guide):

Mike Evans (**)

Adam Humphries (**)

Chris Godwin (*)

DeSean Jackson (*)

Jacquizz Rodgers (*)

O.J. Howard (*)

Let's say Ryan Fitzpatrick completed 27 passes in a game against the Chiefs. Start with Mike Evans at the top of the list and assign completions as you move down the list. Remember that Evans and Humphries will each get two receptions each time you pass them on the list because of their ** durability ratings. So the first round of assigning completions will look like this ('X' represents a single catch assigned):

Mike Evans (**) XX (two catches for Evans on the first go-round on the list)

Adam Humphries (**) XX (two catches for Humphries on the first go-round on the list)

Chris Godwin (*) X (one catch for Godwin on the first go-round)

DeSean Jackson (*) X
Jacquizz Rodgers (*) X
O.J. Howard (*) X

So there are the first 8 catches assigned. Next we move back to the top of the list and repeat:

Mike Evans (**) XXXX (two more for Evans)
Adam Humphries (**) XXXX (two more for Humphries)
Chris Godwin (*) XX (one more for Godwin)
DeSean Jackson (*) XX
Jacquizz Rodgers (*) XX
O.J. Howard (*) XX

We've assigned the first 16 catches now. Now we move back up to the top of the list again:

Mike Evans (**) XXXXXX (two more for Evans, for a total of 6)
Adam Humphries (**) XXXXXX (two more for Humphries, for a total of 6)
Chris Godwin (*) XXX
DeSean Jackson (*) XXX
Jacquizz Rodgers (*) XXX
O.J. Howard (*) XXX

That's 24 catches assigned. That leaves three more catches to assign. We move to the top of the list again. Evans will get the first two and Humphries will get the last one. So the final individual reception totals will look like this:

Evans 8 catches

Humphries 7 catches

Godwin, Jackson, Rodgers, and Howard all finish with 3 catches each.

Reaching receivers' fatigue limits

If the Top 6 receivers all reach their maximum fatigue levels and there are still completions to assign, assign the remaining completions to the rest of the team's receivers (e.g. those who didn't make the Top 6 list). These receivers should not get more completions than what their durability limits allow. For

example, receivers with no stars can only catch two passes a game, and receivers with bracketed R ratings will only be able to catch 1 pass each.

If **ALL** of a team's receivers have reached their fatigue levels and there are still passes to assign, then start at the top of the list again and start assigning catches to the Top 6 receivers again, using the process outlined above, disregarding fatigue levels.

Example 1: You are switching back and forth from SS Express to full-play mode. After playing the first nine minutes of the fourth quarter of an exciting match between the 2018 Browns and the Jets, the Browns are down by three, 24-21, with six minutes left to play. Time to put your headset on and guide the Browns to victory in full-play mode.

Using the SSX charts, you determine that the Browns completed 11 passes during the first nine minutes of the fourth quarter. By that point, the Browns Top six receivers are exhausted; most have either already reached or nearly reached their fatigue limits, as follows:

(In this example, the bracketed number is the fatigue limit. 'C' represents 1 catch already made previously in the game, whether in full-play, SSX or both. 'X' represents one of the fourth-quarter catches to be assigned.)

Landry (8): CCCCCC

Njoku (4): CCCC

Johnson (4): CCCC

Callaway (4): CCC

Higgins (4): CCC

Chubb (2): CC

So the first go-round for the 11 fourth-quarter completions will look like this:

Landry (8): CCCCCC

Nothing to Landry, who is exhausted

Njoku (4): CCCC

Nothing to Njoku, who has reached his limit

Johnson (4): CCCC

Skip Johnson, who has reached his limit

Callaway (4): CCC X

One to Calloway, whose limit is now reached

Higgins (4): CCC X

One to Higgins, who has reached his limit

Chubb (2): CC

None to Chubb, who is at his limit.

We can't go to the top of the list again, because now all of the Top 6 Browns receivers have reached their durability limits. But we still have 9 completions to assign. We will now start assigning those fourth-quarter completions to the rest of the Browns' receivers who are not on the Top 6 list. And so, Perriman will get 2 catches (he has no * grade), while the rest of the Browns receivers get 1 each for their bracketed durability ratings. That means one catch each for Ratley, Fells, Hilliard, Hyde, Devalve and Willies – for a total of 8 catches.

That leaves one catch left to assign, with all of the Browns receivers fatigued. At this point, go to the top of the list again and start assigning as you normally would, discounting the fact that the durability limits have been reached. So the last fourth-quarter catch goes to Landry at the top of the list (note that he would get the next 2 catches because of his ** grade)

Individual Receiver Yardage

Determining the yards for individual receivers is simple. **Go to Chart 3a.** Simply multiply the receiver's total catches by the receiver's R grade. Evans, for example, has an R grade of 18. So he caught 8 passes for a total of (8 x 18 =) 144 yards.

Rushing Attempts

First, list the Top running backs for each team, leaving out any runners with bracketed durability grades. (Again, the finders on the team charts can help you here.) Include QBs on the list of runners only if they have the symbol for mobile QBs (e.g. 2 runs per half or more).

** RBs will be at the top of the list (unlimited rushes)

* RBs (20 rushes) will be next

RBs with no * symbols are next

RBs with dagger ratings (which typically limit their use to 5 or fewer carries) are last.

Do not include runners with bracketed durability grades on the list.

Similar to receivers, you will now assign rushing attempts to each player, starting at the top of the list and moving down. Once you have reached the bottom of the list, 'wrap around' back to the top of the list and keep assigning rushes until none are left.

Each time you pass by an RB or QB on the list, give him the number of rushing attempts that corresponds to his durability grade, as follows:

3 rushing attempts to ** RBs (QBs with more than 10 rushes per half)

2 rushing attempts to * RBs (QBs with more than 5 rushes per half)

1 rushing attempt each to players with no * symbols, dagger ratings, and QBs with 2-4 rushes per half

Once a player has reached his durability limit for rushing attempts (as outlined above and in Second Season rules), skip that player's turn as you keep moving up and down the list to assign carries. Note that for QBs and some RBs, the limits will be assigned by dagger ratings. For example, if a running back gets a special grade for only 3 plays, then 3 carries will be his usage limit. If a QB runs for 3 times per half, the QB's usage limit will be 6 carries for the game.

Example 1

The top runners for the 1980 Houston Oilers are listed as follows:

Earl Campbell (**)

Rob Carpenter (No * symbol)

Tim Wilson (Dagger rating — 4 carries with special grade)

The 1980 Houston Oilers run 30 times against the 1980 San Diego Chargers. Let's make a first pass through the list, assigning carries starting with Earl Campbell. Remember that Campbell gets 3 carries each time we go through the list, because of his ** durability rating. So the first run through the list looks like this:

Earl Campbell XXX

Rob Carpenter X

Tim Wilson X

Now let's go through the second run-through down the list:

Earl Campbell XXXXXX (3 more carries for Campbell)

Rob Carpenter XX

Tim Wilson XX

Next pass through the list:

Earl Campbell XXXXXXXXX (3 more carries for Campbell, now at 9 carries)

Rob Carpenter XXX

Tim Wilson XXX

And the next:

Earl Campbell XXXXXXXXXXXX (3 more carries for Campbell, now at 12 carries)

Rob Carpenter XXXX

Tim Wilson XXXX

That's 20 total carries. At this point, Tim Wilson has reached his limit (4 carries). So for the next pass, he is skipped:

Earl Campbell XXXXXXXXXXXXXXXX (3 more for Campbell, now at 15 carries)

Rob Carpenter XXXXX (1 more for Carpenter, now at 5)

Tim Wilson XXXX (Wilson skipped, stays at 4)

That's 24 carries assigned. Six more to go. The next round, we would assign three more carries to Campbell (giving him 18 now) and one to Carpenter (5 carries now). Wilson is skipped. That leaves two left for the next round, so you would assign those two to Campbell. So the final tally would be:

Earl Campbell 20 carries

Rob Carpenter 5 carries

Tim Wilson 4 carries

Reaching rushers' fatigue limits

If the Top rushers all reach their maximum fatigue levels and there are still rushing attempts to assign, assign the remaining rushes to the rest of the team's running backs (e.g. the ones who didn't make the list of team's top rushers – usually those with bracketed durability grades). These rushers should not get more than what their durability limits allow. For example, rushers with bracketed IN or OU ratings will be able to run only one time each per game.

If **ALL** of a team's rushers have reached their fatigue levels and there are still rushing attempts to assign, start at the top of the list again and start assigning runs to the Top running backs again, using the process outlined above (and disregarding that their fatigue levels have been reached). See the example for pass receivers on Page 8. The same approach would be used for rushers already at or near their fatigue levels.

Individual Rushers' Yards

Determine the individual runner's total yards rushed by going to **Chart 3b**. Use the highest of the runner's IN or OU grades. (For dagger RBs, use their special rating). Multiply the number of carries by the yards indicated in the chart next to the rusher's RUN grade.

Example 1: Earl Campbell has a grade of AA (both IN and OU). Looking at chart 3b, we see that we will multiply his total number of carries by 5 yards. So Campbell rushes 20 times against the

Chargers for 100 total yards. Carpenter has an IN grade of C and an OU grade of B. Use the higher of the two ratings, which is the 'B' rating. The row for the B rating on Chart 3b shows 4 yards per carry, so Carpenter rushes 5 times for 20 yards against the Chargers. Wilson's special dagger rating is a B rating, so he runs 4 times for 16 yards (4 yds/carry, as per Chart 3b).

A FINAL NOTE ON FIELD POSITION

Finally, I have included charts to determine precise field position if you are switching over from Second Season Express to the full-play game. Simply roll a D20 and look up the corresponding chart for the zone you are in. The number is the precise yard line where you can start your full-play version.

Second Season Express: Individual Stats

Chart 1a: How many runs/pass completions?

Team Running/Passing									
Tendency									
	+4	+3	+2	+1	NC	-1	-2	-3	-4
Total Yards	Run/Pass								
50	6/3	5/3	5/3	4/3	4/3	3/3	3/3	3/4	2/4
100	11/5	10/6	9/6	8/6	8/6	7/6	6/7	5/7	5/7
150	16/8	15/8	14/8	13/9	11/9	10/10	10/10	8/11	7/11
200	21/10	19/11	18/11	17/12	15/12	14/13	12/13	11/14	10/15
250	26/13	24/13	23/14	21/15	19/15	17/16	15/17	14/18	12/18
300	31/15	29/16	27/17	25/18	23/19	21/19	19/20	16/21	14/22
350	37/18	34/19	32/20	29/21	27/22	24/23	22/24	19/25	17/25
400	42/20	39/22	36/23	33/24	30/25	28/26	25/27	22/28	19/29
450	47/23	44/24	41/25	38/27	34/28	31/29	28/30	25/32	21/33
500	52/25	49/27	45/28	42/30	38/31	35/32	31/34	27/36	23/37
550	58/28	54/30	50/31	46/33	42/34	38/36	34/37	30/40	25/41

Chart 1b: How many runs/pass completions if switching to full-play SS in mid-quarter and offence has <25 yards?

Minutes Played	Runs	Completions
1-2	1	1
3-4	2	2
5-6	3	3
7-8	4	4
9-10	5	5
11-12	6	6
13-14	7	7

Second Season Express: Individual Stats

Chart 2: Calculating Pass Attempts

		Completions																
QB CMP		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
AAAA	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	
AAA	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	
AA	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	25	27	
A	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	
B	2	4	5	7	9	11	12	14	16	18	19	21	23	25	26	28	30	
C	2	4	6	8	9	11	13	15	17	19	21	23	25	26	28	30	32	
D	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	
E	2	4	7	9	11	13	15	17	20	22	24	26	28	30	33	35	37	
F	2	5	7	9	12	14	16	19	21	23	26	28	30	33	35	37	40	
Z	3	6	9	12	15	18	21	24	27	30	33	36	40	42	46	49	52	

		Completions																
QB CMP		18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
AAAA	26	27	29	30	31	33	34	36	37	39	40	41	43	44	46	47	49	
AAA	27	28	30	31	33	34	36	37	39	40	42	43	45	46	48	49	51	
AA	29	30	32	33	35	37	38	40	41	43	44	46	48	49	51	52	54	
A	30	32	33	35	37	38	40	42	43	45	47	48	50	52	53	55	57	
B	32	33	35	37	39	40	42	44	46	47	49	51	53	54	56	58	60	
C	34	36	38	40	42	43	45	47	49	51	53	55	57	59	60	62	64	
D	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	
E	39	41	44	46	48	50	52	54	57	59	61	63	65	67	70	72	74	
F	42	44	47	49	51	54	56	58	61	63	65	67	70	72	74	77	79	
Z	55	58	61	64	67	70	73	76	79	82	85	88	91	94	97	100	103	

		Completions																
QB CMP		35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
AAAA	50	51	53	54	56	57	59	60	61	63	64	66	67	69	70	71	73	
AAA	52	54	55	57	58	60	61	63	64	66	67	69	70	72	73	75	76	
AA	55	56	58	59	61	63	64	66	67	69	70	72	73	75	77	78	80	
A	58	60	62	63	65	67	68	70	72	73	75	77	78	80	82	83	85	
B	61	63	65	67	68	70	72	74	75	77	79	81	83	84	86	88	90	
C	66	68	70	72	74	76	77	79	81	83	85	87	89	91	93	94	96	
D	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100	102	
E	75	77	79	81	83	85	87	89	92	94	96	98	100	102	104	106	109	
F	81	84	86	88	91	93	95	98	100	102	105	107	109	112	114	116	119	
Z	106	109	112	115	118	121	124	127	130	133	136	139	142	145	148	152	155	

SS Express: Individual Yards



Chart 3a:

Individual Receiving Yards

Catches x R rating

Chart 3b:

Individual Rushing Yards

IN/OU	Yards/Att
AAAA	7
AAA	6
A/AA	5
B	4
C/D	3
E	2
F	1

Chart 4:

Field Position			
Zones 1, 8 (1-10 YL)		Zones 2, 7 (11-20 YL)	
D20 Roll	Yd Line	D20 Roll	Yd Line
1-2	1	1-2	11
3-4	2	3-4	12
5-6	3	5-6	13
7-8	4	7-8	14
9-10	5	9-10	15
11-12	6	11-12	16
13-14	7	13-14	17
15-16	8	15-16	18
17-18	9	17-18	19
19-20	10	19-20	20

Zones 3, 6 (20-35 YL)	
D20 Roll	Yd Line
1	20
2	21
3	22
4	23
5	24
6	25
7-8	26
9-10	27
11-12	28
13-14	29
15	30
16	31
17	32
18	33
19	34
20	35

Zones 4, 5 (35-50 YL)	
D20 Roll	Yd Line
1	35
2	36
3	37
4	38
5	39
6	40
7-8	41
9-10	42
11-12	43
13-14	44
15	45
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