

INSTRUCTIONS

Introduction

- These solo-play **SECOND SEASON COORDINATOR** charts can be used to call the play for the **OFFENSE**, **DEFENSE** or **BOTH**.
- They were designed to be used in conjunction with the **Second Season OFFENSE** and **DEFENSE** team ratings, found on each team card.
- A team's play-calling tendency rating is obtained by adding their **OFFENSE** rating to their opponent's **DEFENSE** rating.
- If rolling for the **OFFENSE** play call only, you should still roll two dice in order to activate a possible **AUDIBLE**. The **AUDIBLE** re-roll enables the charts to match desired tendencies. (Note that this does not apply to the **SPECIAL SITUATIONS** chart)
- There is no **AUDIBLE** for the defense.
- The **SPECIAL SITUATIONS** chart is included for late game **CATCH UP** or **CLOCK KILL** play calling strategies.

Procedure

1. Roll two six-sided dice, choosing separate colors for **OFFENSE** and **DEFENSE**.
2. Use the **DOWN** and **DISTANCE** matrices to find the play calls.
3. If doubles are rolled, **RE-ROLL** one die for a new **OFFENSIVE** call using the appropriate **AUDIBLE** column. Do not re-roll for the **DEFENSIVE** call.
4. **AUDIBLES** can be ignored on 3rd and 4th down if the situation dictates it.

Clarifications

- Chart results with two possibilities are **PLAYERS CHOICE**. Play to the teams strength, decide randomly, etc.
- **QB BOOTLEGS**, **QB SNEAKS**, and **TRICK PLAYS** are not covered by these charts. These are considered **PLAYERS CHOICE**.

Team Tendencies Key

- These charts were designed to leverage the **Second Season "Tendency"** rating, but if the rating is not available use this key:
 - **+4: 62% Run / 38% Pass**
 - **+3: 59% Run / 41% Pass**
 - **+2: 56% Run / 44% Pass**
 - **+1: 53% Run / 47% Pass**
 - **0: 50% Run / 50% Pass**
 - **-1: 47% Run / 53% Pass**
 - **-2: 44% Run / 56% Pass**
 - **-3: 41% Run / 59% Pass**
 - **-4: 38% Run / 62% Pass**

Acknowledgements

Thanks to Chris Howell. His Solo Play Calling Charts published by Replay Games were the inspiration for these charts. Thanks to Paul Salz, Travis Jansen, Steve Tower and all the good folks on the Delphi Forums for their feedback and testing. Special thanks to Keith Avallone for his guidance and for letting me use the **AUDIBLE** mechanism that he invented.

SECOND SEASON OFFENSIVE COORDINATOR

DOWN and DISTANCE MATRIX						PLAYBOOK						
1st Down		1 & any				IN: 3 - 5 yds	SCREEN: 3 - 10 yds	MEDIUM: 10 - 20 yds				
2nd Down		2 & any				OUT: 7 - 10 yds	SHORT: 7 - 12 yds	LONG: 30+ yds				
3rd Down						AUDIBLES						
4th Down						On an initial doubles roll, re-roll one die for new offense play call below						
OFFENSE PLAY CALL						TENDENCY RATING						
die #	SHORT	NORMAL	LONG	VERY LONG	VERY LONG +	+4/+3	+2	+1	0	-1	-2	-3/-4
1	IN	IN	IN/OUT	IN/OUT	MEDIUM	IN	IN	IN	IN	IN	IN	SCR
2	IN	IN	OUT	SHORT	MEDIUM	IN	IN	IN	IN	OUT	SCR	SHO
3	IN	OUT	SHORT	MEDIUM	LONG	IN	IN	OUT	OUT	SCR	SHO	SHO
4	IN	SCREEN	SHORT/MED	MEDIUM	LONG	OUT	OUT	OUT	SHO	SHO	SHO	MED
5	OUT ⁽⁻⁴⁾	SHORT	MEDIUM	MEDIUM	LONG	OUT	OUT	MED	MED	MED	MED	MED
6	SCR/SHO ⁽⁺⁴⁾	MED/LONG	LONG	LONG	LONG	OUT	LONG	LONG	LONG	LONG	LONG	LONG

(-4) Play call changed to **SCREEN/SHORT** (+4) Play call changed to **OUT**

SECOND SEASON DEFENSIVE COORDINATOR			
1st Down		1 & any	
2nd Down		2 & any	
3rd Down	3 & 1-2	3 & 3-4	3 & 5+
4th Down	4 & 1-2	4 & 3-4	4 & 5+
DEFENSE PLAY CALL			
die #	SHORT	NORMAL	PASSING
1	RUN	RUN	SAFE
2	RUN	SAFE	PASS
3	RUN	SAFE	PASS
4	RUN	SAFE	PASS
5	SAFE	PASS	BLITZ
6	BLITZ	BLITZ	BLITZ
RED ZONE OPTION: When offense inside opponent 10 yard line, any SAFE defense is changed to the correct RUN or PASS play call.			

Offense Red Zone Play Calling
Inside opponents 20 yard line, LONG passes are changed to MEDIUM . Inside opponents 10 yard line, MEDIUM passes are changed to SHORT .
Special Situation Option for Passing Teams
For ANY negative tendency (passing) team, the following changes can be made to increase the chances of a PASS on 3rd/4th and SHORT/LONG : <ul style="list-style-type: none"> SHORT column, roll 4: OUT SHORT column, roll 5: SCREEN/SHORT LONG column, roll 2: SCREEN

SPECIAL SITUATIONS

Quarter/Score	15-10 mins	9-6 mins	5-3 mins	<3 mins
3rd Q trail 20+	A *	A	A	A
4th Q trail 20+	B *	C	C	C
4th Q trail 15-19	B *	C	C	C
4th Q trail 11-14	A *	B *	C	C
4th Q trail 8-10		A *	B *	C
4th Q trail 4-7			A *	C
4th Q trail 1-3				B *
4th lead 17+	D *	D	D	D
4th lead 8+		D *	D	D
4th Q lead			D *	D

* Use regular offense on 3rd down

The uses for the Special Situations chart above are suggestions only, and the offense may choose any column at any time; the defense will then choose the letter column chosen by the offense.

EXCEPTION: When offense is in "C" situation, defense always uses "C", regardless of whether the offense chooses another column.

Thanks to Chris Howell and Replay Games for the original development of this matrix.

OFFENSE PLAY CALL

die #	A	B	C	D
1	OUT	SCREEN	MEDIUM	IN
2	SCREEN	SHORT	LONG	IN
3	SHORT	MEDIUM	LONG	IN
4	SHORT	MEDIUM	LONG	OUT
5	MEDIUM	LONG	LONG	OUT
6	LONG	LONG	LONG	SCREEN

DEFENSE PLAY CALL

die #	A	B	C	D
1	SAFE	PASS	PASS	RUN
2	SAFE	PASS	PASS	RUN
3	PASS	PASS	PASS	RUN
4	PASS	PASS	PASS	RUN
5	PASS	PASS	PASS	RUN
6	BLITZ	BLITZ	BLITZ	BLITZ