

PLAY CALLING/SNAP	
	TEAM RUN/PASS
	PASS DEPTH/ RUN NOT USED
	RUNNER/RECEIVER LOOKUP
	SECONDARY LOOKUP
	PENALTY CHART

ALL PLAY TYPES INVOLVE THESE POSSIBILITIES		
DOUBLES USE # TO CHECK PENALTY RATE		
DOUBLES USE # TO CHECK FUMBLE RATE		
DOUBLES USE # TO CHECK SNAP RATE (PLAY CALL)		

RUNNING	
	DEFENSIVE WHO
	DEFENSIVE WHAT
	OFFENSIVE EXECUTION
	YARDAGE CHART
	PENALTY CHART
	OOB: 20

FUMBLE RECOVERIES	
	RECOVERING PLAYER (SAME AS DEFENSIVE WHO LOOKUP)
	RETURN NO 1-15; RETURN YES 16-20
	FUMBLE RETURN YARDAGE
	ONLY FOR POSSIBLE YELLOW DIE DOUBLE (FUMBLE)
	WHICH TEAM RECOVERS (OFF NO RETURN)

PASSING	
	DEFENSIVE WHO
	DEFENSIVE WHAT
	OFFENSIVE EXECUTION
	YARDAGE CHART (add def yards adjust)
	SCR: USE QB SCRAMBLE SECTION
	reroll YARDAGE CHART
	YAC: YARDAGE CHART FOR START YARDAGE
	reroll ADDITIONAL YARDS
	INT: CHECK DEFENDERS INT RATE (QB ADJUST)
	reroll POINT OF INTERCEPTION
	reroll INTERCEPTION RETURN CHART
	PENALTY CHART
	OOB: 18-20

IF OUT:		OUTLET LOOKUP
		OUTLET EXECUTION

PUNTING	
	PUNT DISTANCE
	FAIR CATCH CHECK
	RETURN MAN LOOKUP
	YARDAGE CHART
	PENALTY CHART
DOUBLES # CHECK COMBINED PUNT BLOCK RATE	

IF BLOCK	
	ADD RED AND WHITE DICE TO GET DISTANCE
	BEHIND LOS WHERE BLOCK GOES
	KICK REC LOOKUP FROM RETURN TEAM
	RETURN FROM INT RETURN COLUMN 10
	PENALTY CHART

KICKOFF	
	KICK DISTANCE
	RETURN MAN LOOKUP
	YARDAGE CHART
	PENALTY CHART

ONSIDE KICKOFF		
ANY DOUBLES KICKING TEAM RECOVERS		
HIGHEST ROLL OF ALL IS DISTANCE OF KICK		

FIELD GOAL/ EXTRA POINT	
	KICK DISTANCE
	PENALTY CHART

DOUBLES # CHECK COMBINED BLOCK RATE	
DISTANCE	ROLL
<30	1
30-39	1-4
40-49	1-10
50+	1-12