APBA FOOTBALL

**Preparing for a Season Replay
& Tips for Solitaire Play**

Introduction

- Preparation
- Standardization
- Pre-Game Setup
- Method of Play (Neutral Downs)
- Method of Play (Trick Plays)
- Method of Play (Situational Downs)
- Method of Play (Kicking Game)

PREPARATION

Preparation Phase

- Files created for conducting a replay
  - Team Sheets for Automated Locator Spreadsheet
  - Team Workbooks
  - Conference Workbooks
  - NFL Combined Stats Workbook
  - Weekly Game Results for entire season
  - Individual Team Schedule and Results
- Mark Zarb is the original creator of these files
- Obtain/create innovations
  - YPC, Sack & Int ratings, Fumble tables, etc.
- Preparing for a replay is a time-consuming process but well worth the effort

Individual Team Sheets

- Create team sheets (tabs) for each team

| PHI | DAL | WAS | STL | SDC | OAK | KCC | DEN | CLE | HOU | PIT | CIN | NEP | **NYJ** | BUF | BAL | MIA | INPUT | OUTPUT |

  - Determine total team plays
    - Add drop backs and non-QB rushing attempts together
      - Team drop backs (all QBs passing att + rushing att + sacks/divided by scheduled games)
      - Non-QB rushing att/divided by scheduled games
  - List offensive & defensive rosters/indexes
  - Identify games played by offensive skill players
  - Locator tables to determine selected player
    - Runner, receiver, defender (sack/int) or OC/TC
  - Fletch67 ratings with associated keying rating
  - Sack/Interception rating, if applicable
  - Skill & special team players FFN, if applicable

Individual Team Sheets

- ## Research (Pro-Football Reference.com)
  - List all primary/reserve runners excluding QBs
    - Determine "attempts per game"
    - Enter "attempts per game" into locator calculator to determine dice roll allocations
  - Annotate actual rushing long for rushers
  - Review "game logs" for primary/reserve runners
    - Identify games played
  - Code running style
    - IR for 4,6,8,10 carded RBs
    - OR for 3, 5, 7, 9 carded RBs
    - DP for 15, 16, 17 carded RBs
    - 60/40 for 4, 6, 8, 15, 16 carded RBs
    - 40/60 for 5, 7, 9, 15, 16 carded RBs

Individual Team Sheets

	1	2	3	4	DBs 5	Runs 6	7	Plays 8 P	9 R	10	Total 11	12	13	14
					28	**31**		**P**	**R**		**59**			
RIGGINS, 34	X	X	X	X	X	X					X	X	X	X
BOOZER, 20	X	X	X	X	X	X	X	X	X	X	X	X	X	
BURNS, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, 21	X	X	X	X	X	X	X	X			X	X	X	X
BJORKLUND, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	
J.JACKSON, 16		X	X	X	X	X	X	X	X	X	X	X	X	X
BARKUM, A, S2-7 (+2)	X	X	X	X	X	X	X	X	X	X	X	X	X	X
KNIGHT, A, M2-5 (-1), 4	X	X	X	X	X	X	X	X	X	X	X	X	X	X
CASTER, A, M2-8 (+4)	X	X	X	X	X	X	X		X	X	X	X	X	X
RIGGINS, C, S2-8 (-1),	X	X	X	X	X	X					X	X	X	X
BOOZER, C, M2-3 (-3),	X	X	X	X	X	X	X	X	X	X	X	X	X	
BELL, C, S2-6 (-1), 22	X		X	X	X	X	X	X	X	X	X	X	X	
BURNS, C, S2 (-5), 18	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, C, S2-4 (-2),	X	X	X	X	X	X	X	X			X	X	X	X
BRISTER, C, M2-8 (+1	X	X	X	X	X	X	X	X	X	X	X	X		
BJORKLUND, C, S2 (-:	X	X	X	X	X	X	X	X	X	X	X	X	X	
JACKSON, C, M2-4 (+6), 24	X	X	X	X	X	X	X	X	X	X	X	X	X	X

		D		S		G			Key
	Run	34	66	34	33	11	23		12
	Pass	11	31	32	51	52	66		12

Half Fumble 13/14 **Full Fumble 33/34** **Dice Roll 13**

NO	YES		NO	YES
11-46	51-66		11-26	31-66

	Sack	**INT**	**COMP**
	-21	-14	11-41 (7)

NEW YORK JETS	**ON OFF:**	**ON DEF:**
	NYJ OPP	OPP NYJ

New York Jets

Offensive Platoon (38)

Wide Receiver (EB):	Barkum
	Knight OC
	Bell
	Piccone OA-OB,TB
Tackle:	W.Hill
	R.Woods
	Browne
Guard:	Puetz
	Rasmussen
	Bernhardt
	Roach
Center:	Mulligan
	Kindig
	Koegel
Tight End (ET):	Caster
	Brister
Quarterback:	Namath
	Woodall
Halfback:	Boozer
	Adamle OC
	Jackson OC,TC
	Leahy KA,KO
Fullback:	Riggins
	Burns OC
	Bjorklund OC

Defensive Platoon (37/33)

End:	Galigher
	Neal
	Lomas
	J.Little
Tackle:	Barzilauskas
	Schmeising
Middle Linebacker:	Rivers

Individual Team Sheets

1974 NEW YORK JETS	ATTEMPTS			
RIGGINS, (DP), 34	16.9	11	-	35
BOOZER, (DP), 20	11.8	36	-	55
BURNS, (IR), 12	2.9	56	-	62
ADAMLE, (OR), 21	2.3	63	-	64
BJORKLUND, (DP), 12	1.8	65	-	66
J.JACKSON, (DP), 16			-	

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
RIGGINS, 34	X	X	X	X	X	X					X	X	X	X
BOOZER, 20	X	X	X	X	X	X	X	X	X	X	X	X	X	
BURNS, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, 21	X	X	X	X	X	X	X	X			X	X	X	X
BJORKLUND, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	
J.JACKSON, 16		X	X	X	X	X	X	X	X	X	X	X	X	X

Individual Team Sheets

- ## Research (Pro-Football Reference.com)
  - List all primary/reserve receivers on team roster
    - Determine "receptions per game"
    - Enter "receptions per game" into locator calculator to determine dice roll allocations
    - Annotate receiver's grade (A, B, or C)
    - Determine actual long reception
    - If applicable, enter "Yards per Catch" rating
      - » M2-8 (+2), 74; S2-7 (-1), 18; E, 47, etc.
  - Review "game logs" for primary/reserve receivers to identify game played

Individual Team Sheets

	RECEPTIONS			
BARKUM, A, S2-7 (+2)	2.9	11	-	21
KNIGHT, A, M2-5 (-1), ‹	2.9	22	-	32
CASTER, A, M2-8 (+4)	2.9	33	-	43
RIGGINS, C, S2-8 (-1),	1.9	44	-	52
BOOZER, C, M2-3 (-3)	1.1	53	-	55
BELL, C, S2-6 (-1), 22	1	56	-	61
BURNS, C, S2 (-5), 18	0.8	62	-	63
ADAMLE, C, S2-4 (-2),	0.8	64	-	65
BRISTER, C, M2-8 (+1	0.4	66	-	66
BJORKLUND, C, S2 (-:	0.2		-	
JACKSON, C, M2-4 (+(	0.2		-	

BARKUM, A, S2-7 (+2)	X	X	X	X	X	X	X	X	X	X	X	X	X
KNIGHT, A, M2-5 (-1), ‹	X	X	X	X	X	X	X	X	X	X	X	X	X
CASTER, A, M2-8 (+4)	X	X	X	X	X	X	X		X	X	X	X	X
RIGGINS, C, S2-8 (-1),	X	X	X	X	X	X				X	X	X	X
BOOZER, C, M2-3 (-3)	X	X	X	X	X	X	X	X	X	X	X	X	
BELL, C, S2-6 (-1), 22	X		X	X	X	X	X	X	X	X	X	X	
BURNS, C, S2 (-5), 18	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, C, S2-4 (-2),	X	X	X	X	X	X	X	X			X	X	X
BRISTER, C, M2-8 (+1	X	X	X	X	X	X	X	X	X	X	X	X	
BJORKLUND, C, S2 (-:	X	X	X	X	X	X	X	X	X	X	X	X	
JACKSON, C, M2-4 (+6), 24	X	X	X	X	X	X	X	X	X	X	X	X	X

Individual Team Sheets

- ## Research (Pro-Football Reference.com)
  - List all defensive players who recorded a sack (if available)
    - Enter "season total of sacks" into locator calculator to determine dice roll allocations
  - List all defensive players who recorded an interception
    - Enter "season total of interceptions" into locator calculator to determine dice roll allocations

	SACKS			
GALIGHER	6	11	-	16
BARZILAUSKAS	5	21	-	25
LITTLE	2	26	-	31
SCHMEISING	3	32	-	34
NEAL	8	35	-	46
BAKER	3	51	-	53
EBERSOLE	1	54	-	54
WISE	1	55	-	55
LOMAS	8	56	-	66

Individual Team Sheets

- ## Research (Pro-Football Reference.com)
  - List all OC kick returners & TC punt returners, if applicable
    - Enter "season total of returns" into locator calculator to determine dice roll allocations

	OC KICK RETURNERS			
WORD	4.0	11	-	21
J. JACKSON	4.0	22	-	32
BJORKLUND	4.0	33	-	43
BURNS	3.0	44	-	52
OWENS	3.0	53	-	61
ADAMLE	2.0	62	-	64
KNIGHT	2.0	65	-	66

Individual Team Sheets

	ATTEMPTS								
RIGGINS, 34	16.9	11	-	35	17		18	1	11
BOOZER, 20	11.8	36	-	55	12	29	30	2	12
BURNS, 12	2.9	56	-	62	3	32	33	3	13
ADAMLE, 21	2.3	63	-	64	2	34	35	4	14
BJORKLUND, 12	1.8	65	-	66	2	36	37	5	15
J.JACKSON, 16			-		0	36	37	6	16
			-		0	36	37	7	21
			-		0	36	37	8	22
			-		0	36	37	9	23
			-		0	36	37	10	24
			-		#REF!	#REF!	#REF!	11	25
			-		#REF!	#REF!	#REF!	12	26
			-		#REF!	#REF!	#REF!	13	31
			-		#REF!	#REF!	#REF!	14	32
			-		#REF!	#REF!	#REF!	15	33
			-		#REF!	#REF!	#REF!	16	34
			-		0	#REF!	#REF!	17	35
	35.7							18	36
								19	41
RIGGINS, 34								20	42

Team Workbooks

- Create data collection Excel workbooks for each team
  - Capture team & individual stats
  - Comparison of Actual/Replay Stats
- Create Master workbooks for AFC, NFC, & Combined NFL
  - Link Team workbooks to Master
    - Standings & points scored/allowed
    - Team Offense & Defensive Categories
      - Compare league average against replays
    - Individual Statistical Categories
      - Passing, Rushing, Receiving, Interceptions, Sacks, Field Goals, Punts, Punt & Kick Returns

Team Workbook

	1999 New York Jets			Won	Loss			
1	1999 New York Jets			Won	Loss			
2					1			
3	**Offensive Stats:**					**Defensive Stats:**		
4								
5								
6	First Downs	19				First Downs		14
7	Rushing	5				Rushing		3
8	Passing	13				Passing		9
9	Penalty	1				Penalty		2
10								
11	Rushes	29				Rushes		26
12	Yards Gained (Net)	86				Yards Gained (Net)		79
13	Average Gain	3.0				Average Gain		3.0
14								
15	Passes Attempted	35				Passes Attempted		36
16	Completed	18				Completed		20
17	Percent Completed	51.4				Percent Completed		55.6
18	Total Yards Gained	232				Total Yards Gained		145
19	Passer Tackled	3				Passer Tackled		2
20	Yards Lost	11				Yards Lost		3
21	Net Yards Gained	221				Net Yards Gained		142
22	Yards Gained (Net) Per Pass Play	5.82				Yards Gained (Net) Per Pass Play		3.74
23	Yards Gained Per Completion	12.89				Yards Gained Per Completion		7.25
24								
25	Net Yards Gained					Net Yards Gained		
26	Rushing and Passing	307				Rushing and Passing		221
27	Percent Total Yards - Rushing	28.01				Percent Total Yards - Rushing		35.75
28	Percent Total Yards - Passing	71.99				Percent Total Yards - Passing		64.25

| | Cumulative Stats | NEP | @BUF | WAS | @Den | JAC | IND | @OAK | ARI | @NEP |

Conference Workbook

Games Played	36		NEP	NYJ	BUF	MIA	BAL	CIN	CLE	PIT	IND	SEA	JAC	TEN	DEN	SDC	KCC	OAK		Replay	Actual
Offensive Stats:																					
First Downs			111	81	85	71	91	96	95	71	88	88	89	115	87	74	94	107	1443	40.1	37.3
Rushing			33	28	29	24	38	24	30	24	36	30	40	38	30	21	28	48	501	13.9	12.3
Passing			70	48	42	40	40	61	49	32	47	48	40	61	49	45	54	52	778	21.6	22.0
Penalty			8	5	14	7	13	11	16	15	5	10	9	16	8	8	12	7	164	4.6	3.0
Rushes			156	132	152	117	150	114	136	134	127	115	158	151	132	101	167	174	2216	61.6	58.4
Yards Gained (Net)			473	495	596	340	658	419	516	472	523	451	758	561	493	266	687	756	8464	235.1	226.4
Average Gain			3.03	3.75	3.92	2.91	4.39	3.68	3.79	3.52	4.12	3.92	4.8	3.72	3.73	2.63	4.11	4.34		3.8	3.9
Passes Attempted			172	150	164	131	141	185	165	153	140	146	154	176	169	125	136	164	2471	68.6	68.8
Completed			103	70	77	75	68	96	87	71	94	81	84	95	90	71	83	92	1337	37.1	39.0
Percent Completed			59.9	46.7	47	57.3	48.2	51.9	52.7	46.4	67.1	55.5	54.5	54	53.3	56.8	61	56.1		54.1	56.7
Total Yards Gained			1624	897	850	820	785	1310	1172	729	1080	1120	769	1216	1174	932	1226	1185	16889	469.1	458.5
Passer Tackled			13	19	15	6	19	10	16	18	9	12	6	15	9	16	12	7	202	5.6	5.1
Yards Lost			86	73	50	62	57	74	121	53	48	50	17	62	30	84	57	55	979	27.2	31.1
Net Yards Gained			1538	824	800	758	728	1236	1051	676	1032	1070	752	1154	1144	848	1169	1130	15910	441.9	427.4
Yards Gained (Net) Per Pass Play			8.31	4.88	4.47	5.53	4.55	6.34	5.81	3.95	6.93	6.77	4.7	6.04	6.43	6.01	7.9	6.61		6.0	5.8
Yards Gained Per Completion			15.8	12.8	11	10.9	11.5	13.6	13.5	10.3	11.5	13.8	9.15	12.8	13	13.1	14.8	12.9		11.9	11.7

NFL Combined Workbook

		AFC	NFC	TOTAL	Replay	Actual
Games Played	36					
Offensive Stats:						
		AFC	NFC	TOTAL	Replay	Actual
First Downs		1443.0	1252.0	2695	**74.9**	**72.5**
Rushing		501.0	476.0	977	**27.1**	**23.3**
Passing		778.0	640.0	1418	**39.4**	**43.1**
Penalty		164.0	136.0	300	**8.3**	**6.1**
Rushes		2216.0	1853.0	4069.0	**113.0**	**109.3**
Yards Gained (Net)		8464.0	7493.0	15957	**443.3**	**426.0**
Average Gain		**3.8**	**4.0**	3.9	**3.9**	**3.9**
Passes Attempted		2471.0	2251.0	4722.0	**131.2**	**135.2**
Completed		1337.0	1260.0	2597	**72.1**	**77.2**
Percent Completed		**54.1**	**56.0**	0.55	**0.55**	**0.57**
Total Yards Gained		16889.0	15056.0	31945	**887.4**	**882.2**
Passer Tackled		202.0	171.0	373	**10.4**	**10.8**
Yards Lost		979.0	872.0	1851	**51.4**	**44.8**
Net Yards Gained		15910.0	14184.0	30094	**835.9**	**837.4**
Yards Gained (Net) Per Pass Play		**6.0**	**5.9**	5.9	**5.91**	**5.74**

Weekly Game Results

Schedule:	Actual			
	Sunday, October 6th			
40	Oakland	at	Cleveland	24
42	New England	vs	Baltimore	3
14	Atlanta	at	NY Giants	7
28	Cincinnati	vs	Washington	17
24	Chicago	vs	New Orleans	10
13	Pittsburgh	at	Houston	7
27	Buffalo	at	Green Bay	7
23	Minnesota	at	Dallas	21
17	Denver	at	Kansas City	14
13	Philadelphia	at	San Diego	7
16	Los Angeles		Detroit	13
34	St. Louis	at	San Francisco	9
	Monday, October 7th			
21	Miami	vs	NY Jets	17
Schedule:	Replay			
	Sunday, October 6th			
	Oakland	at	Cleveland	
	New England	vs	Baltimore	
	Atlanta	at	NY Giants	
	Cincinnati	vs	Washington	

| ▸ | Week 1 | Week 2 | Week 3 | **Week 4** | Week 5 | Week 6 | Week 7 | Week 8 |

Individual Team Schedule & Result

Week by Week Results:

AFC:

Baltimore		Record	Div	AFC		Buffalo Bills		Record	Div	AFC
at	Pittsburgh					vs	Oakland			
vs	Green Bay					vs	Miami			
at	Philadelphia					vs	NY Jets			
at	New England					at	Green Bay			
vs	Buffalo					at	Baltimore			
at	NY Jets					vs	New England			
at	Miami					vs	Chicago			
vs	Cincinnati					at	New England			
vs	Denver					vs	Houston			
at	Atlanta					at	Miami			
vs	New England					at	Cleveland			
at	Buffalo					vs	Baltimore			
vs	Miami					at	NY Jets			
vs	NY Jets					at	Los Angeles			
0		0				0		0		

Cleveland Browns		Record	Div	AFC		Denver Broncos		Record	Div	AFC
at	Cincinnati					vs	Los Angeles			
vs	Houston					vs	Pittsburgh			
at	St. Louis					at	Washington			
vs	Oakland					at	Kansas City			
vs	Cincinnati					vs	New Orleans			
at	Pittsburgh					vs	San Diego			
vs	Denver					at	Cleveland			
at	San Diego					vs	Oakland			

Innovations

- ## Optional Innovations
  - "Fletch67" Defensive Ratings (S.Fletcher)
  - H. Ahlskog's "Forced Fumble & Recovery" Charts
  - H. Ahlskog's "Fumble Frequency Number" for skill/special teams players
  - Sack Modification (Barath)
    - Upon sack, determine defender through "Allocation" system
    - Roll dice, if dice roll is between 11 – 51, award defender full sack.
    - If dice roll is 52 -66, roll dice again and check for new defender via "Allocation" system.
    - If same player, award defender full sack. If different defender, each player is awarded ½ a sack.

Defense Coach Chart		
Call your offensive play		
Then roll for DEF alignment		
Find DEF total down the left		
Read across to find your alignment		

OFF	DEF Formation		
Play	Best	Std	Worst
Pass	D	S	G
Run	G	S	D
52	11-54	55-65	66
51	11-53	54-65	66
50	11-52	53-65	66
49	11-51	52-65	66
48	11-46	51-65	66
47	11-45	46-64	65-66
46	11-44	45-64	65-66
45	11-43	44-63	64-66
44	11-42	43-62	63-66
43	11-41	42-61	62-66
42	11-36	41-56	61-66
41	11-35	36-55	56-66
40	11-34	35-54	55-66
39	11-33	34-53	54-66
38	11-32	33-51	52-66
37	11-31	32-51	52-66
36	11-26	31-46	51-66
35	11-25	26-45	46-66
34	11-24	25-44	45-66
33	11-23	24-43	44-66

- Optional Innovations
  - "Sack & Interception" Ratings
    - Based off each team's sack & interception per attempt
  - "Yards Per Catch" (YPC) Receiver Ratings
    - Distinguishes between deep threats, possession receivers and RBs catching out of backfield
  - "Penalty Tables" & Charts
    - Rates teams propensity for being penalized against a particular opponent
  - "Kick Coverage" Tables
    - Rates team's ability to cover kickoffs & punts
  - "Kick Returns" Tables
    - Rates team's ability to return a kick or punt

STANDARDIZATION

Standardization

- "RP Plays"
  - Only allow one per team per situation
    - Run Plays (RP1- RP4)
    - Pass Plays (RP5 – RP 8)
    - Kicks (RP9 – RP 10)
    - Punts (RP18 – RP 20)
    - Placekicking (RP11 – RP 13)
    - Returns (RP14 – RP 17)
  - Any additional RPs will be treated as a penalty (board result 35)

Standardization

- Running Plays (Inside/Outside)
  - Inside Run
    - Carded runners 4,6, 8 (100%)
    - Carded runners 15, 16, 17
      - Inside/Outside Runs (50/50)
      - Automated dice roll range of 11-36
  - Outside Run
    - Carded runners 5, 7, 9 (100%)
    - Carded runners 15, 16, 17
      - Inside/Outside Runs (50/50)
      - Automated dice roll range of 41-66
  - Draw plays will only come off audibles on "Situational Downs"

Standardization

- Running Plays (Inside/Outside)
  - Inside Run
    - Carded runners 4,6, 8, 15, 16, 17
      - Inside/Outside Runs (60/40)
      - Dice roll range of 11-44/45-66
  - Outside Run
    - Carded runners 5, 7, 9, 15, 16, 17
      - Inside/Outside Runs (40/60)
      - Dice roll range of 11-32/33-66
  - Limit runners to their actual long gain
    - Board results 1, 2, 13, 14 & 31 – 36

Standardization

- **Passing Plays**
  - Short Pass (60%)
    - Monitored in increments of 10
  - Medium & Long Passes (40%)
    - Monitored in increments of 10
  - Limit receivers to actual long for board results 13, & 31 - 36
- **Kickoff Returns**
  - All kicks that land 4 yards into end zone must be returned
  - The return is optional if kick is 5 or more yards deep into end zone

Standardization

- Kickoff & Punt Returns
  - Stopped mirroring actual box score for return specialist
  - Board result determines returner
    - o9 – Primary returner (OA)
    - o10 – Secondary returner (OB)
    - d10 – Primary returner (TA)
    - d11 – Secondary returner (TB)
    - Alternate codes (o11, o6, o3, d7, d5, etc)
      - Refer to cell adjacent to OC/TC on Output tab

Jets		
INT	BAKER	
SACK	NEAL	
OC	BURNS	
TC	J. JACKSON	

PRE-GAME SETUP

Pre-Game Setup

- Print J. Hart's modified Detailed Score Card
- Review actual box score (Pro-Football Reference.com)
  - Customize Detailed Score Card
    - Annotate date/result, location, attendance and game number
    - List QBs that played in actual game
      » Option 1. Annotate the team's "season drop back" number next to QB name(s)
      » Option 2. Annotate the individual QB's "season drop back" number
      » Option 3. Annotate the individual QB's drop back rating for that game IAW box score (this is my preference)

Pre-Game Setup

- Customize Detailed Score Card
  - Recommend establishing "team rushing" quota
    - With the goal of obtaining correct amount of team "Total Plays"
    - Ensures proper player usage to obtain realistic statistics
      - Option 1. Annotate the team's "season rushing attempt" average
        - » Recommend using with "season" drop back methodology
      - Option 2 (My current method). Use individual QB's drop back rating for each game IAW box score
        - » Subtract that number from team's "total play per game" average to determine team rushing quota/goal for the game
    - **It's best to enter each contest with a game plan, however, "game play" will dictate play calling tendencies**
  - List OA/OB & TA/TB return specialists
    - If OA/TA is not slotted to play, OB/TB will perform this function
    - IF OA/OB or TA/TB are out, use OC/TC locators
  - Annotate indexes, Fletch ratings, keying ratings, etc.
  - Pre-position QB, RBs, K, P, KR & PR cards on playing surface

Pre-Game Setup

- Automated Locator spreadsheet
  - Input tab
    - Change team names
    - Enter each team's Fletch67 rating

  - Output tab
    - Customize each team's color schematics

Pre-Game Setup

- Automated Locator spreadsheet
  - Output tab
    - Link Run, Pass, INT, Sack, OC, and TC cells with locator tables in applicable team tabs
    - Press = sign key in applicable cell

Jets	Off. Index	Fletch67	5	2	
RUN	**B**	**S**	=		
PASS	**A**	**S**	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

    - Select appropriate team tab
    - Select yellow highlighted cell in applicable locator table

1974 NEW YORK JETS				
	ATTEMPTS			
RIGGINS, 34	16.9	11	-	35
BOOZER, 20	11.8	36	-	55
BURNS, 12	2.9	56	-	62
ADAMLE, 21	2.3	63	-	64
BJORKLUND, 12	1.8	65	-	66
J.JACKSON, 16			-	
			-	
			-	
			-	
			-	
			-	
			-	
			-	
			-	
			-	
			-	
			-	
	35.7			
BOOZER, 20				

Pre-Game Setup

- Automated Locator spreadsheet
  - Output tab

Jets	Off. Index	Fletch67	5	2	
RUN	B	S	=OUTPUT!A24		
PASS	A	S	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

  - Press "Enter" key

Jets	Off. Index	Fletch67	5	6	
RUN	A	D	RIGGINS, 34		
PASS	C	G	KNIGHT, A, M2-5 (-1), 42		
				3	4 Key

  - Repeat process until all applicable cells are linked

Pre-Game Setup

- Automated Locator spreadsheet
  - Team tab
    - Highlight applicable week and list applicable starting/reserve rushers and receivers on detailed score card

	1	2	3	4	5	6	7	8	9	10	11	12	13	1.
RIGGINS, 34	X	X	X	X	X	X					X	X	X	X
BOOZER, 20	X	X	X	X	X	X	X	X	X	X	X	X	X	
BURNS, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, 21	X	X	X	X	X	X	X	X			X	X	X	X
BJORKLUND, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	
J.JACKSON, 16		X	X	X	X	X	X	X	X	X	X	X	X	X
BARKUM, A, S2-7 (+2)	X	X	X	X	X	X	X	X	X	X	X	X	X	X
KNIGHT, A, M2-5 (-1), 4	X	X	X	X	X	X	X	X	X	X	X	X	X	X
CASTER, A, M2-8 (+4)	X	X	X	X	X	X		X	X	X	X	X	X	X
RIGGINS, C, S2-8 (-1),	X	X	X	X	X	X					X	X	X	X
BOOZER, C, M2-3 (-3).	X	X	X	X	X	X	X	X	X	X	X	X	X	
BELL, C, S2-6 (-1), 22	X		X	X	X	X	X	X	X	X	X	X	X	
BURNS, C, S2 (-5), 18	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, C, S2-4 (-2),	X	X	X	X	X	X	X	X			X	X	X	X
BRISTER, C, M2-8 (+1)	X	X	X	X	X	X	X	X	X	X	X	X		
BJORKLUND, C, S2 (-.	X	X	X	X	X	X	X	X	X	X	X	X	X	
JACKSON, C, M2-4 (+6), 24	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Pre-Game Setup

- Automated Locator spreadsheet
  - Team tab
    - Customize Rushing and Receiving "Locator" tables to reflect who actually participated in the actual game
  - I ignore injuries during my replays because offensive skill players miss the games they were actually injured
    - Sacks/Interceptions are controlled by Locators eliminating need for reserve defensive being inserted into the game
    - Increases speed of play & eliminates need for adjusting indexes

	1	2	3	4	5	6	7	8	9	10	11	12	13	1.
RIGGINS, 34	X	X	X	X	X	X					X	X	X	X
BOOZER, 20	X	X	X	X	X	X	X	X	X	X	X	X	X	
BURNS, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, 21	X	X	X	X	X	X	X	X			X	X	X	X
BJORKLUND, 12	X	X	X	X	X	X	X	X	X	X	X	X	X	
J.JACKSON, 16	X	X	X	X	X	X	X	X	X	X	X	X	X	X
BARKUM, A, S2-7 (+2)	X	X	X	X	X	X	X	X	X	X	X	X	X	X
KNIGHT, A, M2-5 (-1),	X	X	X	X	X	X	X	X	X	X	X	X	X	X
CASTER, A, M2-8 (+4)	X	X	X	X	X	X	X		X	X	X	X	X	X
RIGGINS, C, S2-8 (-1),	X	X	X	X	X	X					X	X	X	X
BOOZER, C, M2-3 (-3)	X	X	X	X	X	X	X	X	X	X	X	X	X	X
BELL, C, S2-6 (-1), 22	X		X	X	X	X	X	X	X	X	X	X	X	X
BURNS, C, S2 (-5), 18	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ADAMLE, C, S2-4 (-2),	X	X	X	X	X	X	X	X			X	X	X	X
BRISTER, C, M2-8 (+1	X	X	X	X	X	X	X	X	X	X	X	X	X	
BJORKLUND, C, S2 (-	X	X	X	X	X	X	X	X	X	X	X	X	X	
JACKSON, C, M2-4 (+6), 24	X	X	X	X	X	X	X	X	X	X	X	X	X	X

1974 NEW YORK JETS				
	ATTEMPTS			
RIGGINS, (DP), 34	16.9	11	-	35
BOOZER, (DP), 20	11.8	36	-	55
BURNS, (IR), 12	2.9	56	-	62
ADAMLE, (OR), 21	2.3	63	-	64
BJORKLUND, (DP), 12	1.8	65	-	66
J.JACKSON, (DP), 16			-	

Pre-Game Detailed Score Card

METHOD OF PLAY (NEUTRAL DOWNS)

Automated "Locator" Spreadsheet

- Benefits
    - Minimizes errors due lapse in memory
        - Intended receiver? Defensive alignment? Play index?
    - Eliminates multiple dice rolls associated with:
        - Offensive Index Finder System
        - Defensive Fletch67 rating
        - Locator Columns: Interceptions, Receivers, Sacks & OC/TC
        - Reviewing Identifier Columns: fumbles, blocked kicks & interceptions
        - Fumble recovery & blocked kick return table
        - Interception return table
        - Rare plays
        - Kickoffs & punts
        - Penalties
        - Breakaway Runs
        - Innovations
    - Only roll actual dice to determine play result

Method of Play – Neutral Downs

- Neutral Downs
  - Offensive Formation (Pro-Set)
  - Defensive Formation (Standard)
    - 1st down
    - 2nd & 10 yards or less
    - 3rd/4th down & 2 to 4 yards
  - At the start of each new series, enter point differential for the offensive platoon into appropriate cells on "Locators" spreadsheet

Index	Run Dif
C	-2

Index	Pass Dif
C	5

Run Play – Neutral Downs

- Call "Run Play"
- Step 1. Refresh "Locator" spreadsheet (F9 key)
  - View offensive index
  - View defensive alignment
    - If defense is in best alignment – Run (G)
      - Check if dice roll is within key rating
  - View selected rusher
  - Look at red dice to determine type of run for "dual purpose" running backs
    - Dice rolls 11-36 = Inside Run
      » Dice rolls 11 – 44 for (60/40) backs
    - Dice rolls 41-66 = Outside Run
      » Dice rolls 33-66 for (40/60) backs

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

Run Play – Neutral Downs

- Step 2. Determine play result
  - Roll dice & check runners "R" column
  - Refer to appropriate board for play result
    - If keyed, implement line change
  - Annotate Detailed Score Card
  - Move football, down, & distance marker accordingly

- Pass Play
- Call "Short, Medium or Long Pass"
- Step 1. Refresh "Locator" spreadsheet (F9 key)
  - View offensive index
  - View defensive alignment
    - If defense is in best alignment – Pass (D)
      - Check if dice roll is within key rating
  - View intended receiver

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

Pass Play – Neutral Downs

- ## Pass Play
- Step 2. Determine play result
  - Roll actual dice
    - Check QB "P" column for play result number
  - Refer to appropriate board for play result
    - If pass complete, check receiver's YPC rating and make short/medium board & yardage adjustment
    - If applicable, implement "Sack & Interception" innovation
  - Annotate Detailed Score Card
  - Move ball, down & distance markers accordingly

METHOD OF PLAY (TRICK PLAYS)

Method of Play – Trick Plays

- Trick Plays (i.e., bootleg, end around, & non-QB pass)
  - "Locator" spreadsheet will control frequency
    - Can't be attempted against "dime" defense
  - Roll dice to determine defense
    - Result 11, 33, or 66 indicates "Trick Play" defense was called
      - 7 yard rushing loss by the ball carrier/intended passer
    - For all other dice rolls
      - Read the board number 2-lines up (i.e., 5 to 3)
      - "D" alignment against run, "G" against pass
    - On run plays, if card number is 1, 2, 3, 4, 13, 14, 15 or 31 – 36, USE IT AS STANDS
    - On pass plays, if card number is 1, 13, or 21 – 36, USE IT AS STANDS

METHOD OF PLAY

(SITUATIONAL DOWNS & DISTANCE)

Situational Down & Distance

	Run	Pass	Key			Blitz	Audible	
DEFENSIVE CALLS:								
2nd >10		D	5	6	(11-13)	N/A	3	2
3rd >8		D	6	1	(11-14)	3	3	6
3rd 5-7		D	6	6	(11-13)	3	3	6
3rd & 1	G		3	4	(64-66)	N/A	6	2
			Bootleg	N/A				

Unique to Situational Down & Distance

- The first three lines of this chart apply only to passing situations
  - Blitzing is only allowed on third and long ($3^{rd} > 8$)
  - Reduction rule applies to each of these situations
- The last line applies only to run situations
- Audibles can only be used on Situational Downs regardless of defensive alignment ("D", "S" or "G")
  - Unlimited audibles (*this is a contradiction to APBA rules)*
    - Audibles can be ignored in key "end of game" situations
- Nickel/Dime defenses can be in either "D", "S" or "G" alignment against pass (*this is a contradiction to APBA rules)*
  - If dice roll results in "G" on a passing play this indicates "Blown Coverage" (t*his is a contradiction to APBA rules)*
- Standard/Goal Line defenses can be in either "D", "S" or "G" alignment against pass (this is a contradiction to APBA rules)
  - If dice roll results in "D" on a running play this indicates *"Blown Gap Control" - this is a contradiction to APBA rules*

Personnel Groups

- 2nd > 10 and 3rd & 5 to 7 yards
- Pre-1981
  - Offensive Formation (Pro Set)
  - Defensive Alignment (Standard)
    - Still use the reduction rule (i.e., B to C)
    - Reminder - Standard defense can be in "G"
- Post-1981
  - Offensive Formation (Pro Set)
  - Defensive Alignment (Nickel)

Personnel Groups

- 3rd & ≥ 8
- Pre-1981
  - Offensive Formation (Pro Set)
    - Exception: SD Chargers late 70s
  - Defensive Alignment (Standard)
    - Still use the reduction rule (i.e., A to B)
- Post-1981
  - Offensive Formation (3 WR set)
  - Defensive Alignment (Dime)

Situational Down Passing

- Pass play against "D", "S" or "G"
  - Call "Short, Medium or Long Pass"
    - Step 1. Refresh "Locator" spreadsheet (F9 key)
      - View team offensive pass index
      - Determine intended receiver
        - Reduce index by one (i.e. A to B)

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

- On "Situational Down & Distance" Chart use correct line

		DEFENSIVE CALLS:						
	Run	Pass		Key		Blitz	Audible	
2nd >10		D	5	6	(11-13)	N/A	3	2
3rd >8		D	6	1	(11-14)	3	3	6
3rd 5-7		D	6	6	(11-13)	3	3	6
3rd & 1	G		3	4	(64-66)	N/A	6	2
			Bootleg	N/A				

Situational Down Passing

	Run	Pass	Key			Blitz	Audible	
DEFENSIVE CALLS:								
2nd >10		D	5	6	(11-13)	N/A	3	2
3rd >8		D	6	1	(11-14)	3	3	6
3rd 5-7		D	6	6	(11-13)	3	3	6
3rd & 1	G		3	4	(64-66)	N/A	6	2
			Bootleg	N/A				

- Check "Key" & "Blitz" only for "D" alignment
  - Check for double coverage (Key column)
    - » Dice roll 11-13 indicates double coverage against Nickel
    - » Dice roll 11-14 indicates double coverage against Dime
    - » Double coverage always takes precedence over a blitz
  - Check for blitz (Blitz column)
    - » 1-5=no blitz, 6= blitz
- Check for an audible for "D", "S" or "G" alignments
  - » No Audible: Dice rolls 21 – 66
  - » Audible: Dice roll 11-16 (no one per quarter quota)

I/O Run	Draw	Screen
11-12	13-14	15-16

Situational Down Passing

- Pass play against "D", "S" or "G"
  - Step 2. Roll one set of dice to determine play result
    - No audible - check QB "P" column
    - Audible – Raise offensive index by one (B to A or C to B) & add 1-yard to any gain
      - Inside/outside run or draw play
        » Check designated rusher "R" column
      - Screen Pass
        » Check QB "P" column
    - Refer to appropriate board for play result
      - If pass complete, check receiver's YPC rating and make short/medium board & yardage adjustment
      - If applicable, implement "Sack & Interception" innovation
  - Annotate Detailed Score Card
  - Move ball, down & distance markers accordingly

"Solo Play" Demonstration

- Captured an offensive series of Game 79 of my 1998 NFL Replay
  - Denver Broncos vs Seattle Seahawks
- "Brings to life" various aspects of neutral and situational downs

Personnel Groups

- Short Yardage
  - 3rd/4th and 1
  - On or inside opponent's five-yard line
- Offense vs Defense
  - Pro Set vs Standard
  - 2TE vs Goal Line
  - Full House vs Goal Line
- Bootleg (Trick Play)
  - Only occur in Short Yardage situations
  - Controlled by "Locator" spreadsheet

Short Yardage Rushing (No Audible)

- ## Run play against "G", "S" or "D" alignment
  - Call "Run Play"
  - Step 1. Refresh "Locator" spreadsheet (F9 key)
    – View offensive index
    – View rusher and type of run

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

    – View "Situational Down & Distance" Chart for alignment (fourth line)

		DEFENSIVE CALLS:						
	Run	Pass		Key		Blitz		Audible
2nd >10		D	5	6	(11-13)	N/A	3	2
3rd >8		D	6	1	(11-14)	3	3	6
3rd 5-7		D	6	6	(11-13)	3	3	6
3rd & 1	G		3	4	(64-66)	N/A	6	2
		Bootleg	N/A					

Short Yardage Rushing (No Audible)

- – If "G" defensive alignment, check for keying
  - » Dice roll 64-66 indicates runner has been keyed
- Blitz non-applicable
- Check for an audible (Audible column of fourth line)
  - – No Audible: Dice rolls 21–66 (dice roll 62)

	Run	Pass	Key			Blitz	Audible	
DEFENSIVE CALLS:								
2nd >10		D	5	6	(11-13)	N/A	3	2
3rd >8		D	6	1	(11-14)	3	3	6
3rd 5-7		D	6	6	(11-13)	3	3	6
3rd & 1	G		3	4	(64-66)	N/A	6	2
		Bootleg	N/A					

- Step 2. Roll one set of dice to determine play result
  - – Check runners "R" column
  - – Refer to appropriate board for play result
    - If keyed, implement line change
  - – Annotate Detailed Score Card
  - – Move football, down, & distance marker accordingly

- Run play against "G", "S" or "D" alignment
  - Call "Run Play"
  - Step 1. Refresh "Locator" spreadsheet (F9 key)
    - View offensive index
    - View rusher and type of run

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

  - View "Situational Down & Distance" Chart for alignment (fourth line)

		DEFENSIVE CALLS:						
	Run	Pass	Key			Blitz	Audible	
2nd >10		D	1	2	(11-13)	N/A	3	6
3rd >8		D	5	2	(11-14)	5	1	5
3rd 5-7		D	4	5	(11-13)	4	2	6
3rd & 1	G		5	6	(64-66)	N/A	1	4
			Bootleg	N/A				

Short Yardage Rushing (Audible)

- If "G" defensive alignment, check for keying
  - » Dice roll 64-66 indicates runner has been keyed
- Blitz non-applicable
- Check for an audible (Audible column of fourth line)
  - Audible: Dice rolls 11–16 indicate "Short Pass"

	Run	Pass	Key			Blitz	Audible	
			DEFENSIVE CALLS:					
2nd >10		D	1	2	(11-13)	N/A	3	6
3rd >8		D	5	2	(11-14)	5	1	5
3rd 5-7		D	4	5	(11-13)	4	2	6
3rd & 1	G		5	6	(64-66)	N/A	1	4
			Bootleg	N/A				

- Step 2. Roll one set of dice to determine play result
  - Check QB's "P" column
  - Refer to appropriate board for play result
    - Audible negates key (Ignore)
    - Automatic "Short" pass play
      - If pass complete, check receiver's YPC rating and make short/medium board & yardage adjustment
      - If applicable, implement "Sack & Interception" innovation
  - Annotate Detailed Score Card
  - Move football, down, & distance marker accordingly

- ## Run play against "G", "S" or "D" alignment
  - Call "Run Play"
  - Step 1. Refresh "Locator" spreadsheet (F9 key)
    - View offensive index
    - View rusher and type of run

Jets	Off. Index	Fletch67	5	2	
RUN	A	D	BOOZER, 20		
PASS	A	G	BARKUM, A, S2-7 (+2), 39		
				1	3 Key

  - View "Situational Down & Distance" Chart for alignment (fourth line)

		DEFENSIVE CALLS:						
	Run	Pass		Key		Blitz		Audible
2nd >10		D	6	2	(11-13)	N/A	1	3
3rd >8		D	6	3	(11-14)	6	1	3
3rd 5-7		D	2	4	(11-13)	3	2	5
3rd & 1	G		3	2	(64-66)	N/A	1	8
			Bootleg	N/A				

3rd/4th & 1 (Audible to QB Sneak)

- – If "G" defensive alignment, check for keying
  - » Dice roll 64-66 indicates runner has been keyed
- Blitz non-applicable
- Check for an audible (Audible column of fourth line)
  - – Audible: Dice rolls 17–18 indicate "QB Sneak"

	Run	Pass	Key			Blitz	Audible	
			DEFENSIVE CALLS:					
2nd >10		D	6	2	(11-13)	N/A	1	3
3rd >8		D	6	3	(11-14)	6	1	3
3rd 5-7		D	2	4	(11-13)	3	2	5
3rd & 1	G		3	2	(64-66)	N/A	1	8
			Bootleg	N/A				

3rd/4th & 1 (Audible to QB Sneak)

- Step 2. Roll one set of dice to determine play result
  - Check QB's "R" column
  - Refer to Quarterback Sneak Chart for play result
    - Audible negates key (Ignore)
    - * indicates "Measurement required"
      - Roll one die, if within bracketed range GAIN of one-yard
        » Outside bracketed range is no gain
    - All fumbles are considered NO GAIN
    - Check locator for team & player recovering only
    - Fumbles are recovered at spot (no advancement)
  - Annotate Detailed Score Card
  - Move football, down, & distance marker accordingly

	Quarterback Sneak Chart		
	D	S	G
1	3	2	2
2	3	2	2
3	3	2	2
4	3	2	2
5	2	2	1
6	2	2	1
7	2	1	1
8	2	1	1
9	1	1	(1-5)*
10	1	1	(1-5)*
11	1	(1-5)*	(1-4)*
12	1	(1-3)*	0
13	F20#	F20#	F20#
14	F20#	F20#	F20#
15	3	2	2
16	3	2	2
17	2	2	1
18	2	2	1
19	2	1	(1-5)*
20	1	(1-5)*	(1-4)*
21	1	(1-4)*	(1-3)*
22	1	(1-5)*	(1-4)*
23	(1-3)*	(1-2)*	(1)*
24	1	(1-3)*	(1-2)*
25	0	0	0
26	(1-3)*	(1)*	0
27	(1-2)*	0	0
28	(1)*	0	-1
29	0	-1	-1
30	-1	-1	-2
31	1	(1-4)*	(1-3)*
32	1	(1-4)*	(1-3)*
33	F21#	F21#	F21#
34	F21#	F21#	F21#
35	1TE	0TE	-1TE
36	2TE	1TE	(1-4)*TE

"Short Yardage" Demonstration

- Captured final play of game 119 of my 1998 NFL Replay
  - Oakland Raiders vs Seattle Seahawks
- Will Oakland attempt a run or audible to short pass or QB sneak?

METHOD OF PLAY (KICKING GAME)

Kick Off

2010 Miami
HGT: 6-2   WGT: 216   DOB: 11/25/85
COLLEGE: Montana
Daniel Roy "Dan"
CARPENTER
Offense: Fullback (1)   → KO-P, KA-K
Defense:
Pass Receiving: C

	R	P	K		R	P	K		R	P	K
11-	6	1	3	31-	25	9	5	51-	25	5	5
12-	30	39	39	32-	29	39	9	52-	30	39	40
13-	25	10	5	33-	8	25	3	53-	25	10	5
14-	34	34	36	34-	35	35	35	54-	36	36	36
15-	22	37	3	35-	25	9	5	55-	22	37	3
16-	28	29	9	36-	28	19	7	56-	27	23	7
21-	27	21	7	41-	29	39	9	61-	28	10	5
22-	10	25	3	42-	25	9	5	62-	27	23	7
23-	30	40	27	43-	32	40	31	63-	33	32	35
24-	27	21	7	44-	12	37	3	64-	25	10	5
25-	22	5	3	45-	27	10	7	65-	27	23	7
26-	27	21	7	46-	28	23	9	66-	4	1	1

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KO – indicates "Kickoff Specialist"
P – Read dice roll from "P" Column

2	2
2	4
4	5

Resulted in Play Result "25" which is a Touchback. No time off the game clock.

Field Goal Attempt

Green Bay opening drive stalled at the Miami 15-yard line. Mason Crosby trots out onto the field to attempt a 32-yard field goal attempt.

1974 and Beyond
Always add 17-yards to the attempt to account for the goal post location (10 yards) and the long snap (7 yards).

Pre-1974. Goal post was on the goal line so just add 7-yards for the snap.

Field Goal Attempt

KA - indicates Primary Place Kicker. "– K" indicates the column to read result from.

Field Goal Attempt

Annotate scoring play on reverse side of the detailed score card (GB – FG Crosby 32). Annotate statistics on detailed score card.

Punt

PA" designates team's primary punter. "-K" indicates column to read play result.
The dice roll was "44" and the play result is a "4".

Punt

The play result from the punt table is "60d10". The "60" indicates Tim Masthay punted a booming 60-yard punt. The punt is measured from the line of scrimmage.

"TA-TB" indicates Bess is the primary (TA) & secondary (TB) punt returner.

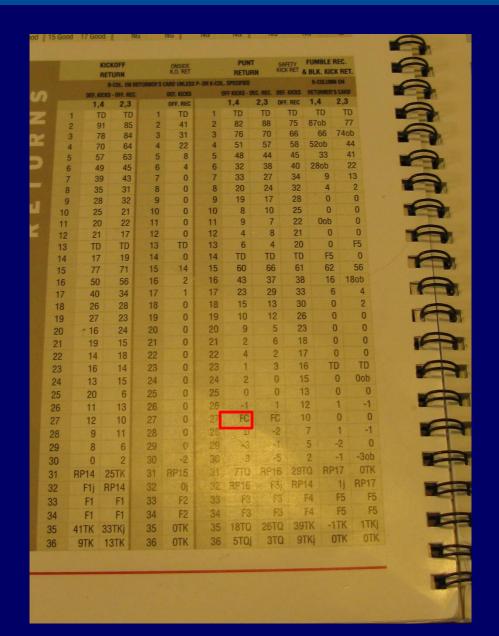Insert a player at the empty roster spot to complete 11-man platoon.

Punt Return

The play result "27" indicates a "Fair Catch" was made by Davone Bess.

Conclusion

I hope that these tips are useful, however, there is no "right" or "wrong" to play this game. For any questions regarding this presentation, I can be contacted at Oguard62@yahoo.com.

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