



Forty Nine Football North Quick Play Option



The first step to prepare for a Quick Play game is to create your Quick Play Team Chart. (See Quick Play Team Chart Creation) Once that is completed, the following is a play through. Once you have the flow down, expect games to take less than 90 minutes to play.

The most convenient way to Quick Play is with 4 dice, three - D20's and one - D12. Two of the D20's determine the play call, assign one to be the first dice and one for the second. The 3rd D20 is used to determine if a pass is completed, or if Off calls a running play, it can be used as a decider. The D12 is to determine Influence on the play and for what line to use on the Quick Play Team Chart.

1. Passing Play Completion

- Roll all 4 dice
- Determine the play call. Look down the column for down and distance. The first D20 determines the play call, for Quick Play ignore Screens and Draws.
- The 2nd D20 determines which player is involved. Look down the column for the play just called and cross-reference which player. Place a token on the play & player on the Team Chart.
- The D12 roll will determine which Influence row to use on the Quick Play Chart. Again use the correct column for the play call
- The 3rd D20 will be used to reference the Pass Completion Chart to see if the pass was completed.
- Example from charts on this page;
 - Edmonton is 1st & 10. 1st D20=12 which means they will attempt an Intermediate pass
 - 2nd D20=12, Brandon Zylstra is the intended target
 - D12=5, look along the Bal row. The QB rating # for the play is 73.
 - If the D12 was between 1-3 you'd use 62 or if it was between 9-12 you'd use 85
 - Next flip a GAC to see if there is a penalty, pressure or interception.
 - **Pressure**, there is a number in brackets, you can use this number and cross-reference the Rush column on the Quick Play Chart which in this example would be 1-4. The number in brackets is (11) so no pressure would be applied. Of you can use a D20 roll or D20 cell from the next GAC
 - If pressure is gained, roll a D20 and look along the QB's row to determine the outcome of the pressure, either a Sack, Pass with modifier, CD (check down), or Run. See Rules for explanations
 - **Int**, the number on the Quick Play Chart is a modifier to the QB's Int= rating. In this example, E means there is no modifier. Roll a D20, if in the final Int range the pass is intercepted (See rules)
 - **Penalty**, roll D20 and look up penalty from the Passing Penalty Chart

Quick Play Team Off Chart: _ Win O (vs. Ed)_

Influence	Sh	Int	Med	Lng	Rush	Int	Run
Def	1-3	71	62	52	41	1-5	+1 -9/-8
Bal	4-8	82	73	63	52	1-4	E -5/-3
Off	9-12	94	85	75	64	1-3	-1 4/3

Balanced Run & Pass	1st Down			2nd Down				3rd Down																																																																																																																																					
	1-5.5	6-10	10.5+	1-2.5	3-5.5	6-9.5	10+	1-2	2.5-5	6-9.5	10+																																																																																																																																		
Run - In	1-3	1-4 dr 1-8	1 dr 1-12	1-3	Ed 2016																																																																																																																																								
Run - OT	4-6	5		4-5	2016 Edmonton Player Selection Chart																																																																																																																																								
Run - Out	7-9	6-7	2	6-8	<table border="1"> <thead> <tr> <th rowspan="2">Ed 2016</th> <th colspan="2">Run</th> <th colspan="8">Pass</th> </tr> <tr> <th>In / OT</th> <th>Out</th> <th>Check</th> <th>Screen</th> <th>Short</th> <th>Int</th> <th>Med</th> <th>Long</th> <th>Bomb</th> </tr> </thead> <tbody> <tr> <td>White</td> <td>1-14</td> <td>1-18</td> <td>Bowman</td> <td>1</td> <td>1-2</td> <td>1-2</td> <td>1-5</td> <td>1-5</td> <td>1-6</td> <td>1-7</td> </tr> <tr> <td>McCarthy</td> <td>15-20</td> <td>19-20</td> <td>Walker</td> <td>2</td> <td>3-4</td> <td>3-4</td> <td>6-11</td> <td>6-11</td> <td>7-11</td> <td>8-12</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Zylstra</td> <td>3</td> <td>5-6</td> <td>5-6</td> <td>12-14</td> <td>12-14</td> <td>12-16</td> <td>13-18</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Getzlaf</td> <td>4-7</td> <td>7</td> <td>7-9</td> <td>15-16</td> <td>15-16</td> <td>17</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>Watson</td> <td>8-10</td> <td>8</td> <td>10-11</td> <td>17-19</td> <td>17-19</td> <td>18</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>Coeboom</td> <td>11-13</td> <td>9</td> <td>12-14</td> <td>20</td> <td>20</td> <td>19</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>Bailey</td> <td></td> <td>10</td> <td></td> <td></td> <td></td> <td>20</td> <td>19-20</td> </tr> <tr> <td></td> <td></td> <td></td> <td>White</td> <td>14-18</td> <td>11-19</td> <td>15-18</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>McCarthy</td> <td>19</td> <td>20</td> <td>19</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>Miller</td> <td>20</td> <td></td> <td>20</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>							Ed 2016	Run		Pass								In / OT	Out	Check	Screen	Short	Int	Med	Long	Bomb	White	1-14	1-18	Bowman	1	1-2	1-2	1-5	1-5	1-6	1-7	McCarthy	15-20	19-20	Walker	2	3-4	3-4	6-11	6-11	7-11	8-12				Zylstra	3	5-6	5-6	12-14	12-14	12-16	13-18				Getzlaf	4-7	7	7-9	15-16	15-16	17					Watson	8-10	8	10-11	17-19	17-19	18					Coeboom	11-13	9	12-14	20	20	19					Bailey		10				20	19-20				White	14-18	11-19	15-18								McCarthy	19	20	19								Miller	20		20				
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Pass Medium	14-15	15-17	12-17	17-18																																																																																																																																									
Pass Long/Bomb	16-20 / 1-3	18-20 / 1-2	18-20 / 1-2	20 1-5																																																																																																																																									

Press: Md, Lg (11)												
Run In-Out				-10	Passing							
Run Off Tackle				-5	Passing Yards				5			
0-9	10-19	20-29	30-39	SA	0-9	10-19	20-29	30-39	SA	SA	SA	
-1.5	0	0.5	1	13.5	3.5	5	6	8	8	18	18	
40-49	50-59	60-69	70-79	SB	40-49	50-59	60-69	70-79	SB	SB	SB	
2	2.5	3	4.5	25	9	11	12.5	13	25	25	25	
	80-89	90-99	100	D12	D20	80-89	90-99	100+				
	8.5	9.5	15	6	10	14.5	19.5	23				

Passing Completion cont'

- Look along the row of the result of the 3rd D20. Cross-reference the QB rating #, in this example it's 72. A D20 roll of 1 is a C which means complete. The only rolls that would not be complete are 9-10, 11, 17 & 18

		V2016 North Passing Completion Chart																	
		0-9	10-19	20-29	30-34	35-39	40-44	45-49	50-54	55-59	60-64	65-69	70-74	75-79	80-89	90-99	100+		
1								C	C	C	C	C	C	C	C	C	C		
2						C	C	C	C	C	C	C	C	C	C	C	C		
3-4													C	C	C	C	C		
5-6					C	C	C	C	C	C	C	C	C	C	C	C	C		
7-8											C	C	C	C	C	C	C		
9-10																	C		
11															C	C	C		
12				C	C	C	C	C	C	C	C	C	C	C	C	C	C		
13-15		C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C		
16														C	C	C	C		
17																	C		
18									C	C	C	C				C	C		
19-20		C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C		

2. Passing Yardage

- Look at Zylstra's PY# from the Team Chart. His number for an Intermediate pass is a 43.
- Turn over the next GAC and apply the result of the Passing Yards cell. From the GAC example above, this would be a 5, meaning 5 is added to 43 for a total of 48.
- Turn over another GAC and look up the result under cell 40-49. In the card above this would be a gain of 9 yards.
 - The reason for turning over cards is to allow for some variability
- resolve any penalties, move the ball and timer

#30 John White	4	RB1	13	51	47	51
#31 Calvin McCarthy*	5	RB2	4	36	33	36
#25 Mike Miller*	5	RB3				

3. Running Play

- If the Play call was a run, here is an example of how the result would be determined
- Determine the Running # from the RB's proper location. Eg. John White's In Running # is 51
- Apply the modifier from the Run column of the Quick Play Chart. A D20=5 means apply a -5 to an In or Out run and a -3 to an OT run. 51 minus 5 is 46
- Turn over a GAC, resolve if there is a penalty or fumble. If none, apply the result of the cell for either Running In-Out or Off Tackle. Note there may be a number in brackets, if so, use this number and disregard the number outside of the bracket.
 - From the example above, the In-Out game modifier is -10. This brings the Running # to 36
- Turn over the next GAC and check the appropriate cell, in the example above a Running # of 36 means there was a 1 yard gain.