

# No-Dice Fast Action Cards for Second Season Football 4.0

## Introduction

This PDF version of the FAC's has 16 pages with 18 cards per page. The final result will be 144 double sided cards. The PDF includes cut lines to make cutting easier. When printing, select Two-Sided with Short Edge binding.

## Overview

This optional FAC deck is designed to replace Second Season Football's dice, as well as to provide an automated solo play calling option for the game. Playcalling results are a reproduction of the Solitaire Offense Settings and Solitaire Defense Settings charts printed on the Second Season 4.0 game board. The only exception is the addition of the possibility of a "Trick Play" call using this deck.

Before starting each game, shuffle the cards thoroughly, keeping card orientation the same (don't flip them over or rotate them). Place the deck on your game table with the DEFENSE PLAY CALL side face up. Reshuffle the deck at the end of each quarter.

There are four cards with a red octagon in place of the green die. Each of these cards has a label in the octagon corresponding to each quarter, and they are included as an optional, secondary shuffle mechanism. If one of these cards is drawn, and the quarter in the red octagon matches the quarter of the game, reshuffle the deck at the end of the play.

## Instructions

Each play from scrimmage is at least a two flip procedure, and sometimes three in the case of tendency or audible results. The first flip of the cards determines both the offensive and defensive play calls for the play, using the respective sides of a fresh pair of cards. (You may also try coaching "vs. the deck" and only automate your opponents play call.) The second card flip is used to resolve the play, using the black/white dice "roll" to find the result in the Second Season Game Book, and also to determine the ball carrier/receiver with the green die "roll" - if using that option. A third die roll is included on the DEFENSE card in case a single die result is needed to further resolve the play. Any other follow-up dice rolls involve flipping new cards as needed.

## Team Tendencies & Audibles

Just like the charts on the version 4.0 game board, the first check of the offensive play call might be a TENDENCY check or an AUDIBLE. In either case, make a note of the defensive call (it will not change) and flip another card for the offense. This time, consult the chart at the bottom of the offensive play call card for the play. For more information on how to determine a teams' playcalling tendency, consult the Second Season Instructions Booklet.

## Special Plays

**QB Bootleg** may be called once per half, replacing an OUTSIDE RUN play call. See page xv of the 4.0 instructions for further details.

**QB Sneak** may be called once per half, replacing an INSIDE RUN play call. See page xv of the 4.0 instructions for further details.

**QB Kneel-Down** can be called as often as desired, no FAC flip is needed. See page xv of the 4.0 instructions for further details.

**Trick Play** may be called once per game, per team. The FAC deck includes this as a possible play call. If a Trick Play is not appropriate for the situation, change it to "Audible!" See page xv of the 4.0 instructions for further details.

## Play Calling Adjustments

- Inside opponents' 20 yard line, all long pass calls are medium passes; inside the 10, all long or medium pass calls are short passes.
- Inside the 10, any SAFE defense call is changed to the correct RUN or PASS play call.

## Optional Audible Rule

At key moments of the game, the solitaire system may choose a play call that doesn't feel appropriate for the situation. In these cases, the player may elect to flip another card and get a new OFFENSE and DEFENSE play call. A house rule we like is that you may not audible more than twice on the same play-call. In other words, after two audibles, you must use the third play chosen or call a time-out to begin a new play-call sequence.

## Common Questions

**Are NORMAL settings intended to be used no matter the yardage needed on 1st or 2nd down?** Yes, unless one of the other scenarios applies (i.e. catch-up, two-minute drill, goal-line, or kill-clock).

**On 3rd down, what is the difference between "short" and "long" yardage?** This is a game-time decision for the player - factoring in team strengths, running success during the current game, and era-specific tendencies. If the offense could confidently call a running play to gain the necessary yardage, then select the playcall for 3rd and short (NORMAL); otherwise select 3rd and long (Probable PASS). We have found that 1-2 yards is a good barometer for 3rd and short if you are unsure. Stronger running teams can stretch this out to 3 and even 4 yards when playing a weaker defense.

**The charts don't make a distinction between 3rd and long and 3rd and very long. How can I increase the chances that a medium or long pass will be called when the offense needs to gain 15 or more yards for a first down?** It is not uncommon for teams to run the ball or throw a short pass hoping for a long run-after-catch in these longer yardage situations. However, if the game situation dictates that the ball must be thrown deep, the gamer should feel free to act as the head coach and overrule the play-call from the offensive coordinator.



































