## **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 octogon 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.



LONG

MEDIUM

LONG

MEDIUM

LONG

MEDIUM

LONG

MEDIUM

LONG

MEDIUM

LONG





SCREEN

**SCREEN** 

MEDIUM

SCREEN

MEDIUM

SCREEN

MEDIUM

**SCREEN** 

MEDIUM

SCREEN

MEDIUM





**TENDENCY Play Call...** 

PASS NEUTRAL RUN

**TENDENCY Play Call...** 

RUN

Audible!

PASS NEUTRAL

LONG

**Audible!** 

**TENDENCY Play Call...** 

RUN

**Audible!** 

PASS NEUTRAL

**TENDENCY Play Call...** 

**NEUTRAL RUN** 

**Audible!** 

PASS

**TENDENCY Play Call...** 

OUT

RUN

Audible!

PASS NEUTRAL

LONG

**TENDENCY Play Call...** 

NEUTRAL

**PASS** 

RUN

**Audible!** 





OUTSIDE RUN
Probable PASS
3rd & long, catch-up, 2-min drill
MEDIUM PASS
SHORT Yardage
4th & short, kill-clock, goal-line

**NORMAL** 

1st 2nd 3rd & shor

5

SHORT Yardage 4th & short, kill-clock, goal-line AUDIBLE!

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT IN

3 6

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line AUDIBLE!

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT
IN

4 1

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min dril MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT

5 2

**NORMAL** 

**OUTSIDE RUN** 

**Probable PASS** 

3rd & long, catch-up, 2-min dril

**MEDIUM PASS** 

SHORT Yardage

**AUDIBLE!** 

RUN

OUT

**Audible!** 

IN

**Audible!** 

Audible!

4th & short, kill-clock, goa

**TENDENCY Play Call...** 

PASS NEUTRAL

LONG

2

6 3

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min dril MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line

**AUDIBLE!** 

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT

. | Audible! | IN

1 5

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line AUDIBLE!

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT
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LONG OUT OUT

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NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line

**AUDIBLE!** 

TENDENCY Play Call...
PASS NEUTRAL RUN
LONG OUT OUT IN

4 2

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line

**AUDIBLE!** 

TENDENCY PIAY CAII...
PASS NEUTRAL RUN
LONG OUT OUT IN

**5 3** 

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line

**AUDIBLE!** 

TENDENCY PIAY CAII...
PASS NEUTRAL RUN
LONG OUT OUT

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NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

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**AUDIBLE!** 

TENDENCY Play Call...
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LONG OUT OUT IN

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LONG OUT OUT

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NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line AUDIBLE!

TENDENCY Play Call... Pass Neutral Run

OUT

LONG

6 5

NORMAL 1st, 2nd, 3rd & short OUTSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min dril MEDIUM PASS

SHORT Yardage 4th & short, kill-clock, goal-line AUDIBLE!

TENDENCY Play Call... Pass Neutral Run

NEUTRAL RUN Audible!







NORMAL 1st, 2nd, 3rd & short INSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

TENDENCY Play Call...
PASS NEUTRAL RUN
SCREEN SHORT IN

Audible!

2 4

NORMAL 1st, 2nd, 3rd & short INSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

TENDENCY Play Call...
PASS NEUTRAL RUN
SCREEN SHORT IN MEDIUM

3 5

NORMAL 1st, 2nd, 3rd & short INSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

TENDENCY Play Call...
PASS NEUTRAL RUN
SCREEN SHORT IN MEDIUM

4 6

1st, 2nd, 3rd & short INSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

TENDENCY PIAY CAII...
PASS NEUTRAL RUN
SCREEN SHORT IN MEDIUM

5 1

NORMAL 1st, 2nd, 3rd & short INSIDE RUN

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

Audible!

MEDIUM

TENDENCY Play Call...
PASS NEUTRAL RUN
SCREEN SHORT IN

NORMAL 1st. 2nd. 3rd & short

Probable PASS 3rd & long, catch-up, 2-min drill LONG PASS

**INSIDE RUN** 

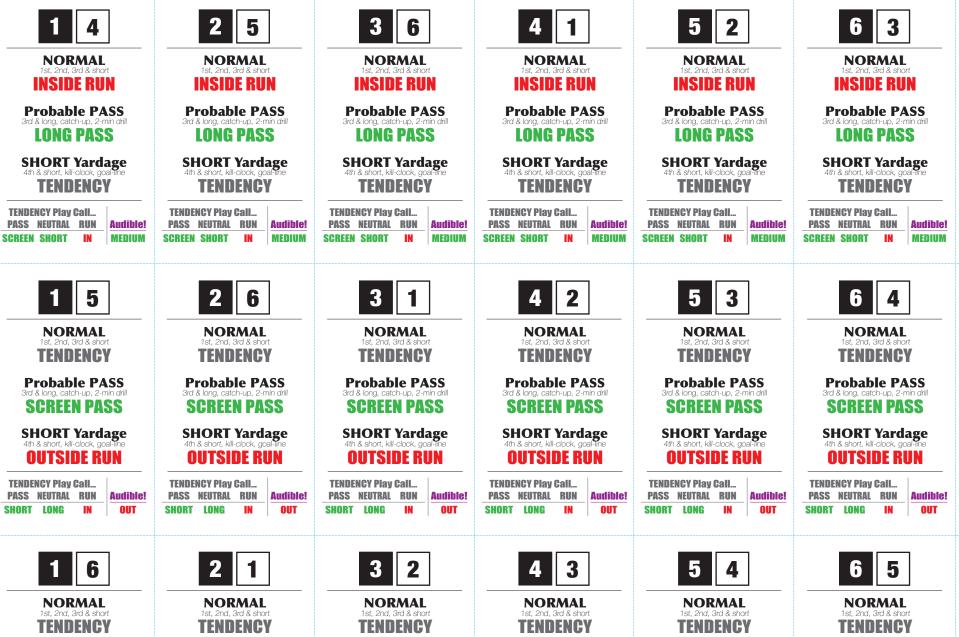
SHORT Yardage 4th & short, kill-clock, goal-line TENDENCY

**Audible!** 

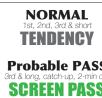
**MEDIUM** 

TENDENCY Play Call...
PASS NEUTRAL RUN
SCREEN SHORT IN









TENDENCY Play Call			NCY Play	
PASS NEUTRAL RUN	Audible!	LW22	NEUTRAL	RUN
SHORT LONG IN	OUT	SHORT	LONG	IN



SCREEN PASS
SHORT Yardage 4th & short, kill-clock, goal-line
OUTSIDE RUN

IN	OUT	SHORT	LONG	IN	OUT
Call Run	<u>Audible!</u>	TENDE PASS	NCY Play NEUTRAL	Call RUN	Audib
Yarda I-clock, go DE RU			HORT & short, kill UTSI		
le PA ch-up, 2-m N PA	nin drill <b>55</b>	3rd	robab & long, cate CREE	ch-up, 2- N PA	min drill





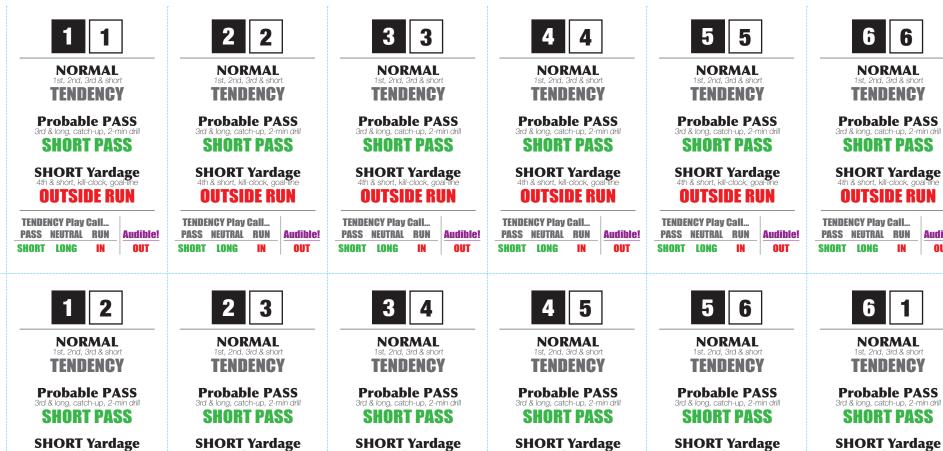
3rd & long, catch-up, 2-m SCREEN PAS	
SHORT Yarda 4th & short, kill-clock, goa	ige al-line
OUTSIDE RU	
TENDENCY Play Call PASS NEUTRAL RUN	Audible!

SHORT

LONG

6 5	
NORMAL 1st, 2nd, 3rd & short	-
Probable PASS	
SCREEN PASS	
SHORT Yardage 4th & short, kill-clock, goal-line OUTSIDE RUN	
TENDENCY Play Call PASS NEUTRAL RUN SHORT LONG IN	e
	NORMAL 1st, 2nd, 3rd & short TENDENCY  Probable PASS 3rd & long, catch-up, 2-min drill SCREEN PASS  SHORT Yardage 4th & short, kill-clock, goal-ine OUTSIDE RUN  TENDENCY Play Call PASS NEUTRAL RUN Audible





4th & short, kill-clock, goal **OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** OUT SHORT LONG

4th & short, kill-clock, goal **OUTSIDE RUN TENDENCY Play Call...** PASS NEUTRAL RUN **Audible! SHORT** OUT

4th & short, kill-clock, goal-**OUTSIDE RUN** 

**TENDENCY Play Call... PASS NEUTRAL RUN Audible!** LONG

4th & short, kill-clock, goal

**OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!**  4th & short, kill-clock, goal-lii

**OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** OUT SHORT

NORMAL 1st 2nd 3rd & shor

**TENDENCY** 

**Probable PASS** 

3rd & long\_catch-up\_2-min\_dril

**SHORT PASS** 

**OUTSIDE RUN** 

**Audible!** 

OUT

NORMAL 1st. 2nd. 3rd & shor **TENDENCY** 

Probable PASS 3rd & long, catch-up, 2-min drill SHORT PASS

**SHORT Yardage** 4th & short, kill-clock, goal

**OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN

**Audible!** OUT

**NORMAL** 1st, 2nd, 3rd & short **AUDIBLE!** 

**Probable PASS** 3rd & long, catch-up, 2-min drill **TENDENCY** 

**SHORT Yardage** 4th & short, kill-clock, goa **OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** SHORT MEDIUM SHORT

**NORMAL** 1st, 2nd, 3rd & short **AUDIBLE!** 

**Probable PASS** 3rd & long, catch-up, 2-min drill **TENDENCY** 

**SHORT Yardage** 4th & short, kill-clock, goa **OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN Audible! SHORT MEDIUM **SHORT** 

3 5 **NORMAL** 

1st. 2nd. 3rd & shor **AUDIBLE!** 

**Probable PASS** 3rd & long, catch-up, 2-min drill **TENDENCY** 

**SHORT Yardage** & short, kill-clock, goa **OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** SHORT MEDIUM SHORT

6

**NORMAL** 1st, 2nd, 3rd & short **AUDIBLE!** 

**Probable PASS** 3rd & long, catch-up, 2-min drill **TENDENCY** 

**SHORT Yardage** 4th & short, kill-clock, goa **OUTSIDE RUN** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** 

SHORT

SHORT MEDIUM

**NORMAL** 1st, 2nd, 3rd & short **AUDIBLE!** 

**Probable PASS** 3rd & long, catch-up, 2-min drill **TENDENCY** 

SHORT Yardage 4th & short, kill-clock, goal

**OUTSIDE RUN** 

**Audible!** 

SHORT

**TENDENCY Play Call...** PASS NEUTRAL RUN SHORT MEDIUM

**SHORT Yardage** 4th & short, kill-clock, goal **OUTSIDE RUN** 

SHORT

**NORMAL** 

1st, 2nd, 3rd & short

**AUDIBLE!** 

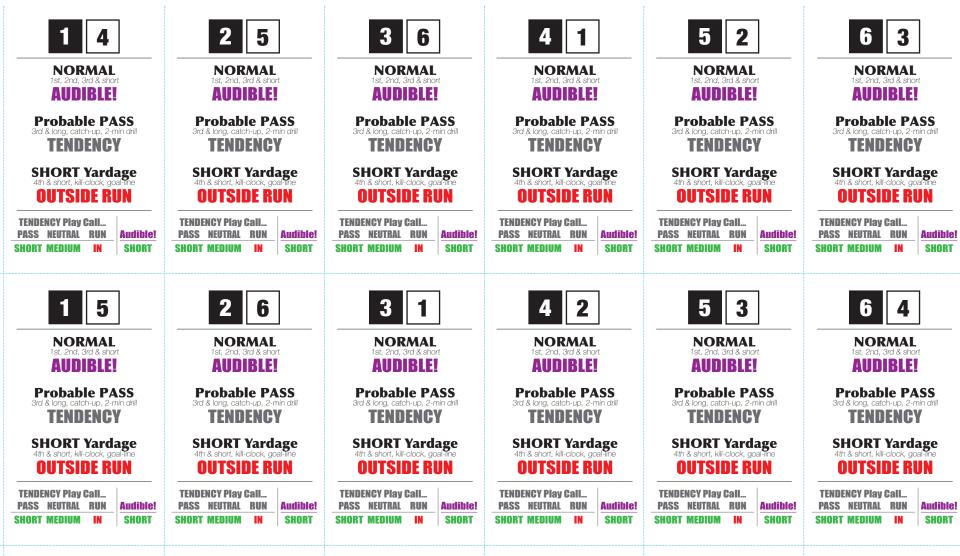
**Probable PASS** 

3rd & long, catch-up, 2-min drill

**TENDENCY** 

**TENDENCY Play Call...** PASS NEUTRAL RUN **Audible!** SHORT MEDIUM







NORMAL 1st, 2nd, 3rd & short AUDIBLE!

Probable PASS 3rd & long, catch-up, 2-min drill TENDENCY

SHORT Yardage 4th & short, kill-clock, goal-ine OUTSIDE RUN

TENDE	NCY Play	Call	
PASS	NEUTRAL	RUN	
SHORT	MEDIUM	IN	

Audible!
SHORT

2 1

NORMAL 1st, 2nd, 3rd & short AUDIBLE!

Probable PASS 3rd & long, catch-up, 2-min drill TENDENCY

SHORT Yardage 4th & short, kill-clock, goal-line OUTSIDE RUN

TENDENCY Play Call...
PASS NEUTRAL RUN
SHORT MEDIUM IN
Audible!
SHORT

3 2

NORMAL 1st, 2nd, 3rd & short AUDIBLE!

Probable PASS 3rd & long, catch-up, 2-min drill TENDENCY

SHORT Yardage 4th & short, kill-clock, goal-line OUTSIDE RUN

TENDENCY Play Call...
PASS NEUTRAL RUN
SHORT MEDIUM IN
SHORT

4 3

NORMAL 1st, 2nd, 3rd & short AUDIBLE!

Probable PASS 3rd & long, catch-up, 2-min drill TENDENCY

SHORT Yardage 4th & short, kill-clock, goal-line OUTSIDE RUN

TENDENCY Play Call...
PASS NEUTRAL RUN
SHORT MEDIUM IN SHORT

5 4

NORMAL 1st, 2nd, 3rd & short AUDIBLEI

Probable PASS 3rd & long, catch-up, 2-min drill TENDENCY

SHORT Yardage 4th & short, kill-clock, goal-line

OUTSIDE RUN

TENDENCY Play Call...
PASS NEUTRAL RUN
SHORT MEDIUM IN
SHORT

6 5

**NORMAL** 

1st. 2nd. 3rd & short

TRICK PLAY!

Probable PASS
3rd & long, catch-up, 2-min drill

TENDENCY SHORT Yardage

4th & short, kill-clock, goal-line OUTSIDE RUN

TENDENCY Play Call...
PASS NEUTRAL RUN
SHORT MEDIUM IN

II... UN <u>Audible!</u> Short

