

Fast > Drive

Football



COLLEGE

Version 1.01

Drive-By-Drive College Football Simulation Game

6 <10 <20 <30 <40 50 40> 30> 20> 10> 6



One Player



20-Minutes

7+

Ages 7 and up

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► Drive Results

1

1-1-1 Offense makes disappointingly quick work of the drive, going three-and-out. **PUNT**
 1-1-2 ⚡**offense?** Running back breaks free on well executed student body right! **TD Run[P]**
 1-1-3 **Season prior to 2016?** QB throws into coverage.... **INTERCEPTION**
 1-1-4 ⚡**offense?** Receiver sprints away from outmatched defense... Touchdown! **TD Pass[R+]**
 1-1-5 **POOR field position or POROUS offense?** It's a quick three-and-out for the offense. **PUNT-BU** ●
 1-1-6 **PROLIFIC offense?** Running back busts through heavy traffic for the score! **TD Run[P+]**
 1-2-2 **HOME defense?** Crowd noise may have affected that last play! **PUNT-BU***
 1-2-3 **GREAT field position or ⚡offense?** Draw play catches defense in a blitz! **TD Run**
 1-2-4 **INEPT defense or ⚡offense?** Third down pass is caught and he's off to the races! **TD Pass**
 1-2-5 **SOLID offense?** Good protection gives QB time to get rid of the ball. **PUNT-CO**
 1-2-6 **RELIABLE offense or MEEK defense?** QB is lucky that pass wasn't intercepted. **PUNT**
 1-3-3 **PROLIFIC offense?** Quick strike offense unleashes their ground attack! **TD Run**
 1-3-4 **DULL or UNDISCIPLINED offense?** Mental mistakes lead to failed drive. **PUNT**
 1-3-5 The rusher breaks through the line but a clean hit knocks the ball loose! **FUMBLE**
 1-3-6 ⚡**defense?** Defensive line dominates the line of scrimmage and forces punt. **PUNT**
 1-4-4 **POOR field position?** Offense can't recover from first down holding call. **PUNT-BU** ●
 1-4-5 **GREAT field position or ⚡offense?** Tight end open in seam... Touchdown! **TD Pass**
 1-4-6 **STAUNCH defense?** Key tackle by LB keeps offense out of scoring range. **PUNT**
 1-5-5 **SECURE offense?** Defenders rip at the ball during the tackle, but runner holds on. **PUNT**
 1-5-6 **POOR field position?** Offense doesn't score but will try to flip field position. **PUNT**
 1-6-6 **DULL offense or ⚡defense?** Offense is outmatched, will have to kick it away again. **PUNT**
 2-2-2 **POOR field position? UNUSUAL RESULT - A**
 2-2-3 **UNDISCIPLINED defense?** Defensive penalties keep the drive alive. **FGA**
 2-2-4 **RELIABLE offense?** QB unable to connect with WR, but avoids the pick. **PUNT**
 2-2-5 **DULL offense?** Unimaginative play-calling is too easy to defend. Out comes the punter. **PUNT**
 2-2-6 **SECURE offense?** Ball carrier takes a hard hit but holds on to the ball. **PUNT**
 2-3-3 **SOLID or ⚡offense?** Pocket holds, pass complete, improving field position. **FGA**
 2-3-4 **INEPT defense or ⚡offense?** Receiver stiff-arms would-be tackler and takes off! **TD Pass**
 2-3-5 The quarterback scrambles... and is hit as he throws... it's picked off! **INTERCEPTION**
 2-3-6 ⚡**defense?** Offense is overwhelmed and overmatched this drive. **PUNT**
 2-4-4 **POOR field position?** From the 1-yard line, linebacker knives into backfield and stuffs run! **Safety**
 2-4-5 **DYNAMIC offense or SOFT defense?** Offense moves into GREAT field position, re-roll. ●
 2-4-6 **DULL offense or ⚡defense?** Drive ends just short of mid-field. **PUNT**
 2-5-5 **STAUNCH defense?** Defense lives up to their reputation, kills drive. **PUNT**
 2-5-6 **GREAT field position or ⚡offense?** Offense makes their way into field goal range. **FGA**
 2-6-6 **PASSIVE defense?** Defense misses golden opportunity to recover fumble. **PUNT**

1-1-1
 1-1-2 **SOFT defense** Offense benefits from the extra yards, will attempt to pin opponent deep. **PUNT-CO**
 1-1-3 **GREAT field position or SOLID offense?** Completion will set up field goal attempt. **FGA**
 1-1-4 **RELIABLE offense or MEEK defense?** Incomplete pass... Narrowly avoided the pick. **PUNT**
 1-1-5 **ERRATIC or UNDISCIPLINED offense?** Drive stalls following momentum-killing penalty. **PUNT**
 1-1-6 **INEPT defense?** Linebacker juked out of his shoes on the run! **TD Run[P+]**
 1-2-2 **STIFF or DISCIPLINED defense?** Defensive line comes up big this drive. **PUNT**
 1-2-3 **SOFT defense?** Offense now in GREAT field position, re-roll. ●
 1-2-4 **POOR field position?** Big third-down stop near mid-field forces the **PUNT**
 1-2-5 **PUNISHING or STIFF defense?** QB is spun to the ground and sacked on third down! **PUNT-BU***
 1-2-6 **SHAKY offense or AGGRESSIVE defense?** QB throws into double coverage! **INTERCEPTION**
 1-3-3 **PUNISHING defense?** Brutal sack on third down! **PUNT-BU***
 1-3-4 **STAUNCH or ⚡defense?** Inescapable gang-tackle puts a stop to the drive. **PUNT**
 1-3-5
 1-3-6 **PROLIFIC offense?** Defensive back bites on the pump fake, WR is wide open! **TD Pass**
 1-4-4 **UNDISCIPLINED offense?** Great plays are negated by untimely penalties. **PUNT**
 1-4-5 **INEPT defense?** He jukes... spins... and is gone! **TD Run**
 1-4-6 Ball carrier stiff-arms the linebacker and sprints to the end-zone! **TD Run**
 1-5-5 **CLUMSY offense or ACTIVE defense?** Big hit and strip from the defensive back! **FUMBLE**
 1-5-6 **GREAT field position?** The kicker trots out for the attempt. **FGA**
 1-6-6 Receiver leaps, beating the defender to the ball! Touchdown! **TD Pass [R]**
 2-2-2 **UNUSUAL RESULT - B**
 2-2-3 **MILD defense?** Offense takes advantage of lackluster pass rush. **PUNT-CO**
 2-2-4 **AGGRESSIVE defense?** Defender jumps the route with perfect timing! **INTERCEPTION**
 2-2-5 **STAUNCH defense?** Linebacker makes touchdown saving tackle! **PUNT**
 2-2-6 **PASSIVE defense?** Loose ball bounces right back to ball-carrier. **PUNT**
 2-3-3 **MILD defense?** Defense can't get to the QB, offense into field goal range. **FGA**
 2-3-4 **POOR field position or ⚡defense?** Runner tripped up short of the marker. **PUNT**
 2-3-5
 2-3-6 **PROLIFIC offense?** QB audibles, takes advantage of the mismatch for the score! **TD Pass**
 2-4-4 **INEPT defense?** The offense shreds the defense on the drive. **TD Pass[R+]**
 2-4-5 **POROUS offense?** Receiver was open, but QB sack spoils the third down play. **PUNT**
 2-4-6 Runner turns the corner and has nothing but daylight! **TD Run[P+]**
 2-5-5 **GREAT field position or UNDISCIPLINED defense?** Opportunistic offense scores! **TD Run[P]**
 2-5-6 **HOME or DISCIPLINED offense?** Mistake free drive leads to scoring opportunity. **FGA**
 2-6-6 **CLUMSY offense or ACTIVE defense?** Runner stopped and the ball is stripped! **FUMBLE**

1-1-1
 1-1-2 **PUNT**
 1-1-3 **PUNT**
 1-1-4 **INTERCEPTION**
 1-1-5 **FGA**
 1-1-6 **PUNT-CO**
 1-2-2 **FGA**
 1-2-3 **PUNT +**
 1-2-4 **PUNT-CO**
 1-2-5 **PUNT**
 1-2-6 **PUNT**
 1-3-3 **FGA**
 1-3-4 **TD Pass[R+]**
 1-3-5
 1-3-6 **PUNT-CO**
 1-4-4 **FGA**
 1-4-5 **FGA**
 1-4-6
 1-5-5 **PUNT**
 1-5-6 **PUNT** ✧
 1-6-6
 2-2-2
 2-2-3 **PUNT**
 2-2-4 **PUNT**
 2-2-5 **TD Run[P]**
 2-2-6 **FUMBLE**
 2-3-3 **PUNT**
 2-3-4 **FGA**
 2-3-5
 2-3-6 **FGA**
 2-4-4 **FGA**
 2-4-5 **PUNT-CO**
 2-4-6
 2-5-5 **PUNT-CO**
 2-5-6 **PUNT**
 2-6-6 **PUNT**

- ▲ For seasons prior to 2015, runner has ball knocked loose! Result is a **FUMBLE**.
- ✧ For seasons prior to 2010, runner loses grip on ball after a hard hit, result is a **FUMBLE**.
- ★ For seasons prior to 2000, the QB is hit and the ball pops loose! Result is a **FUMBLE**.

- Disregard Timing Die value, only one tick comes off the game clock.

- * If drive began with GREAT field position, change result to **PUNT**.

► Drive Results

2

3-3-3 POOR Field Position? UNUSUAL RESULT - A

3-3-4 2★ offense? Running back finishes drive with plunge over the goal line! **TD Run [P+]**

3-3-5 GREAT field position? Offense brings out the field goal unit. **FGA**

3-3-6 CLUMSY offense or ACTIVE defense? Ball comes free before the runners knee is down! **FUMBLE**

3-4-4 SECURE or HOME offense? The ball comes loose, but lineman is able to fall on it! **PUNT**

3-4-5 DYNAMIC or HOME offense? Dynamic attack by offense pushes team into scoring range. **FGA**

3-4-6 GREAT field position or 4★ offense? Receiver dives over the pylon for the touchdown! **TD Pass [R+]**

3-5-5 PROLIFIC offense? He's through the hole and nobody is going to catch him! **TD Run [P+]**

3-5-6 RELIABLE or DISCIPLINED offense? QB makes right decision to throw the ball away. **FGA**

3-6-6 POOR field position or 5★ defense? Offense unable to move past midfield this drive. **PUNT**

4-4-4 POOR field position? UNUSUAL RESULT - A

4-4-5 ERRATIC offense or 1★ defense? They move the ball, but are unable to get into scoring range. **PUNT**

4-4-6 6★ defense? Defensive playmaker comes up big on key third down play! **PUNT**

4-5-5 DULL offense or 2★ defense? The offense is unable to finish the drive with any points. **PUNT**

4-5-6 SHAKY offense? QB scrambles and throws on the run.... **INTERCEPTION**

4-6-6 STAUNCH defense? Receivers are blanketed and third down pass falls incomplete. **PUNT**

5-5-5 POOR field position? UNUSUAL RESULT - A

5-5-6 5★ defense? Defensive playmaker comes up big on key third down play! **PUNT**

5-6-6 Season prior to 2008? Pass is deflected at the line.... **INTERCEPTION**

6-6-6 Impressive drive ends with a plunge across the goal line! **TD Run**

3-3-3 UNUSUAL RESULT - B

3-3-4 MILD or UNDISCIPLINED defense? Defense playing too loose, but still force punt. **PUNT-CO**

3-3-5 Drive stalls just short of field goal range. **PUNT-CO** ▲

3-3-6 STAUNCH defense? Ball carrier is slammed to the ground well short of the first down. **PUNT**

3-4-4 PASSIVE defense? Receiver falls on own fumble. **PUNT**

3-4-5 SOFT defense? Defense can't stop the offense from pushing the ball downfield. **FGA**

3-4-6 ERRATIC offense? Offense can't convert on critical third down play. **PUNT**

3-5-5 INEPT defense? Multiple missed tackles leaves the head coach shaking his head. **TD Run [P+]**

3-5-6 MEEK defense? Sure interception is dropped! **PUNT**

3-6-6 Offense pushes downfield and caps drive with short pass for six points! **TD Pass [R]**

4-4-4 UNUSUAL RESULT - B

4-4-5 STIFF or DISCIPLINED defense? Defense bends, but doesn't break. **PUNT**

4-4-6 POOR field position? Offense finds a way to get into field-goal range. **FGA**

4-5-5 The QB lunges across the goal line for the score! **TD Run [P]**

4-5-6 DULL offense or 6★ defense? Offense goes backwards after crossing midfield. **PUNT**

4-6-6 Impressive drive ends with a great pass and catch! **TD Pass [R]**

5-5-5 UNUSUAL RESULT - B

5-5-6 POOR field position? Effective attack moves ball downfield, but drive stalls in red zone. **FGA**

5-6-6 STAUNCH defense? Defense won't allow QB and receivers to get into a rhythm. **PUNT**

6-6-6

3-3-3

3-3-4 **PUNT**

3-3-5

3-3-6 **TD Pass [R]**

3-4-4 **FUMBLE**

3-4-5 **PUNT**

3-4-6 **FGA**

3-5-5 **PUNT-CO**

3-5-6 **INTERCEPTION**

3-6-6

4-4-4

4-4-5 **FGA**

4-4-6 **TD Pass [R+]**

4-5-5

4-5-6 **TD Run**

4-6-6

5-5-5

5-5-6 **TD Pass**

5-6-6 **TD Pass**

6-6-6

FUMBLE!

Roll 1d6 on the table below.

- 1 Ball is fumbled yards short of the goal line! **POOR** field position for opponent.
- 2 Receiver drops the ball reaching for extra yards! **AVERAGE** field position for the opponent.
- 3 Offense fumbles after moving into scoring position. Opponent will have **AVERAGE** field position.
- 4 Defensive lineman rumbles downfield for a decent return! Opponent has **GREAT** field position.
- 5 Runner coughs up the ball in offense's own end of the field. **GREAT** field position for the opponent.
- 6 Roll 1d6: on a roll of 6, fumble returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.

INTERCEPTION!

Roll 1d6 on the table below.

- 1 Interception is made in the red zone with no return. **POOR** field position for opponent.
- 2 Defender is tackled immediately after the pick, opponent has **AVERAGE** field position.
- 3 Defender has modest return before sliding to ground. Opponent has **AVERAGE** field position.
- 4 Good return after the interception. Opponent has **GREAT** field position.
- 5 Receiver catches defender for the touchdown-saving tackle, but they will still have **GREAT** field position.
- 6 Roll 1d6: on roll of 5 or 6, interception returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.

DESPERATION PLAY!

GREAT Field Position: Roll 3d6. If the sum of the three dice is 8... The Hail Mary is caught in the end zone!! What a play!! **TOUCHDOWN!** Otherwise, game is over.

AVERAGE Field Position: Roll 3d6. If the sum of the three dice is 6... The QB buys time and heaves the ball downfield... it's tipped... and caught by the wide receiver who dives into the end zone!!! **TOUCHDOWN!** Otherwise, the game is over.

POOR Field Position: Roll 3d6. If the result is 6-6-6... The pass is caught at midfield, there's one lateral... and another... he has a seam... **TOUCHDOWN!** Otherwise, the game is over.

➤ Kickoff & Special Plays

3

KICKOFF

Roll 2d6 on the table below.

- 11 Returner muffs the catch and is caught before he can get upfield, **POOR** field position.
- 12 Returner finds seam and busts long return before being forced out of bounds. **GREAT** field position.
- 13 Cuts and turns upfield but loses the ball after a big hit! **FUMBLE!**
- 14 Poor tackling and good running combine for an energizing return and **GREAT** field position.
- 15 Roll 1d6. On odd result, returner is **IN THE OPEN!**; otherwise **GREAT** field position.
- 16 **Return Team ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 21-66 Receiving team takes over with **AVERAGE** field position.

For **IN THE OPEN!** and **FUMBLE!** results, re-roll on the charts on this page.

SQUIB KICK OPTION: May only be used in final 5 mins of game. Results **11** and **16** changed to "GREAT field position."

IN THE OPEN!

Roll 1d6 on the table below.

- 1 Shoestring tackle by the kicker! **AVERAGE** field position.
- 2 Pushed out of bounds after a long return, **GREAT** field position.
- 3 Can't beat the last man, but **GREAT** field position.
- 4 Caught from behind after long return. **GREAT** field position.
- 5 Nobody is going to catch him! **TOUCHDOWN!**
- 6 He has one man to beat... **TOUCHDOWN!**

ONSIDE KICK

Roll 1d6 on the table below.

- 1 Kicking team touches ball too soon. Receiving team has **GREAT** field position.
- 2 Ball grabbed and secured by receiving team. Receiving team has **GREAT** field position.
- 3 Receiving team comes out of scrum with the ball! **GREAT** field position.
- 4 End over end kick fielded cleanly. Receiving team has **GREAT** field position.
- 5 **2017 Season or earlier?** It works! The kicking team recovers with **AVERAGE** field position! Otherwise **GREAT** field position for the receiving team.
- 6 **2018 Season or later?** Roll 1d6. On odd result, it works! The kicking team recovers with **AVERAGE** field position. Otherwise **GREAT** field position for the receiving team.

Note: Onside Kick may only be used in final 5 minutes of the game.

FUMBLE!

Roll 1d6 on the table below.

- 1 Kicking Team picks up the loose ball! Roll 1d6. On odd result, the ball is returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.
- 2 Kicking Team recovers in opponents territory! They have **GREAT** field position.
- 3 Kicking Team recovers fumble after a long return! **AVERAGE** field position.
- 4 Return Team recovers quickly but with **POOR** field position.
- 5 Return Team recovers after a mad scramble backwards. **POOR** field position.
- 6 Returner recovers his own fumble for **AVERAGE** field position.

2-POINT CONVERSION

- 1 Defense wasn't fooled, NO GOOD!
- 2 **PROLIFIC offense** finds the end-zone for two points!; otherwise NO GOOD!
- 3 **INEPT defense** allows running back into the end-zone untouched for two points!; otherwise NO GOOD!
- 4 **STAUNCH defense** forces QB out of the pocket, pass incomplete; otherwise pass complete for two points!
- 5 **DULL offense** fails, running back is stuffed for no gain; otherwise, great play design for 2-point conversion!
- 6 **HOME offense** makes a spectacular play! The 2-point conversion is GOOD!; otherwise NO GOOD!

4th Down - Go For It!

See rules for usage.

- 1 Ball carrier stopped well short of the first down.*
- 2 **HOME offense?** First down!** Otherwise, crowd energy propels defense to big stop.*
- 3 **SOFT defense?** First down!** Otherwise, the defense tackles the runner short of the first down.*
- 4 **DYNAMIC offense?** First down!** Otherwise, the pass falls incomplete.*
- 5 **HOME defense?** Ball batted away!* Otherwise, receiver makes spectacular catch in coverage! First Down!**
- 6 Amazing play keeps the drive alive! First down!**

* Turnover on downs. Opponent takes over with AVERAGE field position.

** Offense will re-roll on Drive Results chart with GREAT field position.

► Punts

4

PUNT - BU

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Roll 1d6: on odd result, returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 13** Punt returner drops the ball! **FUMBLE!**
- 14-21** Great punt and beneficial roll deep into opponent territory. **POOR** field position.
- 22-41** Receiving team takes over with **AVERAGE** field position.
- 42-66** Long punt, but negated by a nice return. **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **AVERAGE** field position. For **IN THE OPEN!** results, roll on the table to the right.

IN THE OPEN! PUNT - BU

- 1** Defender comes out of nowhere to flatten returner! **AVERAGE** starting field position.
- 2** Pushed out of bounds, **GREAT** starting field position.
- 3** Tackled after crossing midfield stripe, **GREAT** starting field position.
- 4** Shoestring tackle by punter! **GREAT** starting field position.
- 5** Nobody is going to catch him! **TOUCHDOWN!**
- 6** He has one man to beat... **TOUCHDOWN!**

PUNT

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Roll 1d6: on odd result, returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 13** Punt returner hit as he fields the ball! **FUMBLE!**
- 14-32** Perfect punt execution pins return team deep in their own end. **POOR** field position.
- 33-62** Receiving team takes over with **AVERAGE** field position.
- 63-66** Exciting return! **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **AVERAGE** field position. For **IN THE OPEN!** results, roll on the table to the right.

IN THE OPEN! PUNT

- 1** Return man can't stay inbounds after making his cut upfield. **AVERAGE** starting field position.
- 2** He's taken to the ground after running into his own blocker. **AVERAGE** starting field position.
- 3** He follows his blockers across midfield, **GREAT** starting field position.
- 4** Touchdown saving tackle brings returner to the ground. **GREAT** starting field position.
- 5** The returner finds a seam and accelerates! **TOUCHDOWN!**
- 6** He stiff-arms the punter and is home free! **TOUCHDOWN!**

PUNT - CO

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Exciting return! **GREAT** field position.
- 13** Oh no! He should have let that one bounce into the end zone! **FUMBLE!**
- 14-43** Decision to play the field position game works out, pinning the opponent deep. **POOR** field position.
- 44-64** Receiving team takes over with **AVERAGE** field position.
- 65-66** Exciting return! **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **POOR** field position. For **IN THE OPEN!** results, roll on the table to the right.

IN THE OPEN! PUNT - CO

- 1** Where did that defender come from! Wow, great tackle! **AVERAGE** starting field position.
- 2** The returner is pushed out of bounds, saving a big return. **AVERAGE** starting field position.
- 3** Brought down after crossing midfield. **GREAT** starting field position.
- 4** Punter gets just enough of runner to trip him up! **GREAT** starting field position.
- 5** Returner is caught from behind! **GREAT** starting field position.
- 6** He is racing up the sideline and nobody is going to catch him! **TOUCHDOWN!**

► Unusual Results

5

Table A

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Punter holds onto ball too long... kick is blocked! Returned by the defense for a **TOUCHDOWN!**
- 1-2** Offense uses hurry up offense to convert on 4th and short and is stuffed! Defense takes over with GREAT field position.
- 1-3** Quarterback recovers own fumble, scrambles, and fires pass downfield for a **TOUCHDOWN!**
- 1-4** QB makes perfect decision on read-option, takes it to the house untouched for a **TOUCHDOWN!**
- 1-5** Big hit on the QB who fumbles! Ball rolls out of bounds before defense can recover! Re-roll on main chart.
- 1-6** Punter chases down snap over his head, but shanks ensuing punt. Defense takes over in GREAT field position.
- 2-2** Holder bobbles snap, long FG try is too low and is blocked, defense takes over in AVERAGE field position.
- 2-3** Offense perfectly executes jump pass from goal line package! **TOUCHDOWN!**
- 2-4** QB takes too long to get rid of ball, tackled in end zone for **SAFETY**. Free kick using **PUNT-BU** mini-chart.
- 2-5** Cornerback in single coverage falls down, WR wide open makes catch for long **TOUCHDOWN!**
- 2-6** Screen pass for TD gets called back for illegal man downfield. Next play is incomplete. Offense has to **PUNT**.
- 3-3** Fake punt leads to a key first down followed by a **FG ATTEMPT**.
- 3-4** RB reverses field three times, finally dragged down for huge loss! Offense has to **PUNT-BU**.
- 3-5** Field goal attempt is blocked! POOR starting field position for the defense.
- 3-6** RB takes pitch around end for long TD! Video review shows he stepped out of bounds at LOS. Offense has to **PUNT-BU**.*
- 4-4** First play after a roughing-the-passer penalty is a strike to the tight end in the end zone, **TOUCHDOWN!**
- 4-5** QB flagged for intentional grounding in end zone. **SAFETY**. Free kick using **PUNT-BU** mini-chart.
- 4-6** Receiver and defender collide! Ball flies into the air! It's caught by the running back who sprints for end zone! **TOUCHDOWN!**
- 5-5** **HOME TEAM on defense?** Loud student section leads to delay of game penalty, **PUNT**; otherwise re-roll on main chart.
- 5-6** Receiver fumbles the short pass and it's picked up by the defense... **TOUCHDOWN!**
- 6-6** **Roll again on TABLE C**

Table B

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Defender though the line untouched! Blocks the punt, scoops up the ball and scores! **TOUCHDOWN!**
- 1-2** Offense fails to convert on 4th and inches in the red zone! Defense takes over with POOR field position.
- 1-3** On 4th and inches the QB throws deep... and it's caught for the TD! WR strikes Heisman pose! **TOUCHDOWN!**
- 1-4** Double reverse with the QB providing the key block to spring the runner! **TOUCHDOWN!**
- 1-5** Scuffle ensues after violent hit. Offsetting penalties. Re-roll on main chart.
- 1-6** **HOME TEAM on defense?** Crowd noise leads to consecutive false starts. **PUNT**; otherwise re-roll on main chart.
- 2-2** Holder bobbles snap on FG try. He tries to run for it but comes up short. POOR starting field position for the defense.
- 2-3** Freshman defender leaves receiver uncovered. Easy pitch and catch for the **TOUCHDOWN!**
- 2-4** Multiple penalties bring up 4th down and "forever". Offense will **PUNT-BU**.
- 2-5** Offense catches defense in a blitz with a perfectly executed screen pass... **TOUCHDOWN!**
- 2-6** Holding penalty brings back highlight-reel TD run by the fullback, offense has to **PUNT**.
- 3-3** Fake punt leads to a key first down followed by a **FG ATTEMPT**.
- 3-4** Offense going in the wrong direction with multiple penalties! The offense must **PUNT-BU**.
- 3-5** Field goal attempt is blocked by Freshman walk-on! POOR starting field position for the defense.
- 3-6** First down catch is overturned after video review. Offense has to **PUNT**.*
- 4-4** Running back follows spin move with a stiff arm and is in the open... **TOUCHDOWN!**
- 4-5** Head coach berates QB on sideline following a quick three and out. Offense will **PUNT** ●.
- 4-6** Quarterback scrambles for the first down to keep the drive alive! GREAT field position. Re-roll on main chart.
- 5-5** Senior linebacker hurdles running back on his way to sacking the QB!! Offense will **PUNT**.
- 5-6** Ball pops into the air after crossing-route collision, caught by the defense!! Returned for a **TOUCHDOWN!**
- 6-6** **Roll again on TABLE C**

Table C

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Defense returns interception 100 yards for the **TOUCHDOWN!**
- 1-2** Offense lines up for FGA but it's a fake! Holder flips the ball over his shoulder to kicker who runs it in for a **TOUCHDOWN!**
- 1-3** Ball pops into the air after receiver and defender collide! Caught by the trailing running back!! He's gone! **TOUCHDOWN!**
- 1-4** RB takes the handoff, but stops and throws a jump pass to the receiver who rumbles 40 yards for the **TOUCHDOWN!**
- 1-5** Offense in punt formation, but snap is to the upback who has a wall of blockers... **TOUCHDOWN!**
- 1-6** Field goal is wide right, but defensive penalty gives the offense another chance! **FG ATTEMPT**.
- 2-2** Defense blocks the field goal attempt and returns it for a **TOUCHDOWN!**
- 2-3** Punt returner runs backwards to avoid punting team but is tackled for the **SAFETY!** Free kick using **PUNT-BU** mini-chart.
- 2-4** Receiver leaps and wraps his arms around the defender to make the catch behind the defender's back! **TOUCHDOWN!**
- 2-5** QB "bounces" the backwards pass to the RB, who passes deep catching the confused defense off-guard! **TOUCHDOWN!**
- 2-6** Running back hurdles the safety on his way to payday! Highlight-reel play for the **TOUCHDOWN!**
- 3-3** Fake punt catches the defense sleeping! **TOUCHDOWN!**
- 3-4** LB blindsides the QB, fumble! Picked up by RB who runs it in for the **TOUCHDOWN!**
- 3-5** Field goal is blocked and returned by the defense for a **TOUCHDOWN!**
- 3-6** Errant pass is intercepted, but fumbled and scooped up by the center who powers in for the **TOUCHDOWN!**
- 4-4** Two defenders collide going for the deep pass! The ball lands in the hands of the nearest receiver... **TOUCHDOWN!**
- 4-5** O-lineman picks up fumble but stumbles, fumbles, and the ball rolls out of the back of the end zone! Touchback!
- 4-6** Offense executes the Hook and Ladder play! **TOUCHDOWN!**
- 5-5** Long FGA falls short and is fielded by defender who follows wall of blockers for 102 yard **TOUCHDOWN!**
- 5-6** Fan from student section streaks across the field, delaying the game. Re-roll on main chart.
- 6-6** Offense scores **TOUCHDOWN!** followed by a surprise onside kick that they recover!!

* For seasons prior to 2004, the result is NOT overturned! Table A result is **TOUCHDOWN!**, table B and C results are **FG ATTEMPT**.

OVERTIME

Roll 2d6 on the table below. Read in ascending order.

- 1-1** The quarterback scrambles... throws back across the field... it's picked off! **INTERCEPTION!** Roll 1d6. On result of "6", it's a pick-6 for the defensive **TOUCHDOWN!**; otherwise possession ends with no score.
- 1-2 PROLIFIC offense?** Running back cuts through the line untouched! **TOUCHDOWN!**; otherwise, the drive stalls and it's **4th Down** in field goal range.
- 1-3 INEPT defense?** Multiple missed tackles as the ball carrier lunges across the goal line! **TOUCHDOWN!**; otherwise it's **4th Down** in field goal range.
- 1-4 PROLIFIC offense?** Offensive line give QB plenty of time to find the open receiver! **TOUCHDOWN!**; otherwise, the drive stalls and it's **4th Down** in field goal range.
- 1-5 INEPT defense?** Multiple missed tackles as the ball carrier lunges across the goal line! **TOUCHDOWN!**; otherwise it's **4th Down** in field goal range.
- 1-6 UNDISCIPLINED defense?** Huge penalty gives the offense new life! Next play is a seam route over the middle for the **TOUCHDOWN!**; otherwise it's **4th Down** in field goal range.
- 2-2** Big hit on the runner, and the defense scoops up the ball! **FUMBLE!** Roll 1d6. On result of "6", it's a scoop-and-score for the defensive **TOUCHDOWN!**; otherwise possession ends with no score.
- 2-3 DYNAMIC offense?** Too many weapons for the defense to cover! **TOUCHDOWN!**; otherwise it's **4th Down** in field goal range.
- 2-4 UNDISCIPLINED offense?** Multiple penalties takes the offense out of field goal range. It's 4th down and the offense will have to run a **Desperation Play**; otherwise it's **4th Down** in field goal range.
- 2-5 SOFT defense?** Defense gives too much ground and makes it too easy for the offense to find the end-zone. **TOUCHDOWN!**; otherwise it's **4th Down** in field goal range.
- 2-6** Two stuffed runs and an incomplete pass bring up **4th Down** in field goal range.
- 3-3** A disastrous series of events has the ball back to midfield! It's 4th down and the offense will have to run a **Desperation Play**.
- 3-4 DULL offense?** Poor execution leads to **4th Down** in field goal range; otherwise the defense is unable to stop the ball carrier from crossing the goal-line! **TOUCHDOWN!**
- 3-5 STAUNCH defense?** Great effort by one of the nation's best defenses! It's **4th Down** in field goal range; otherwise the offense calls the reverse to the wide-receiver who sprints down the sideline! **TOUCHDOWN!**
- 3-6 ERRATIC offense?** Two dropped passes leads to **4th Down** in field goal range; otherwise the halfback catches the flare out of the backfield and is gone! **TOUCHDOWN!**
- 4-4** The third-down pass is just outside the reach of the diving receiver. It will be **4th Down** in field goal range.
- 4-5 DULL offense?** Offense is outmatched on this drive. It will be **4th Down** in field goal range; otherwise the defense is caught out of position and the receiver is left open for the **TOUCHDOWN!**
- 4-6 STAUNCH defense?** The defense is doing all they can to end this game! It's **4th Down** in field goal range; otherwise the drive continues and ends with the QB bootleg for the **TOUCHDOWN!**
- 5-5** The offense drives methodically through the red-zone and the running back crosses the goal-line for the score. **TOUCHDOWN!**
- 5-6 STIFF defense?** The receiver is stopped short of the line to gain bringing up **4th Down** in field goal range; otherwise the receiver jukes the defender out of his shoes and sprints to the end-zone! **TOUCHDOWN!**
- 6-6** The first play from scrimmage is a play-action pass that goes for 25 yards and the **TOUCHDOWN!**

4th Down: Offense may choose to attempt a field goal, or roll on the **Overtime - Go For It!** table if a touchdown is required to extend overtime. Note that it is assumed to be 4th down and goal-to-go.

Desperation Play: Roll 3d6. If the sum of the three dice is 8.... The Hail Mary is caught in the end zone!! **TOUCHDOWN!** Otherwise, possession ends with no score.

Overtime - Go For It!

Roll 1d6 on the table below. It is assumed that it is 4th down and goal-to-go.

- 1** Ball carrier stopped short of the goal-line! Possession ends with no score.
- 2 HOME offense?** The ball-carrier breaks a tackle and dives into the end-zone! **TOUCHDOWN!** Otherwise, crowd energy propels defense to big stop and the possession ends with no score!
- 3 STAUNCH or STIFF defense?** Big push by the defensive line blows up the play and the possession ends with no score! Otherwise, running back bursts through the line and scores the **TOUCHDOWN!**
- 4 HOME defense?** Ball is batted away and the possession ends with no score! Otherwise, receiver makes an amazing catch for the score! **TOUCHDOWN!**
- 5 PROLIFIC or DYNAMIC offense?** Quick pass to the back of the end-zone is complete! **TOUCHDOWN!** Otherwise, possession ends with no score.
- 6** Perfect execution on the pass play leads to the dramatic **TOUCHDOWN!** Otherwise, possession ends with no score.