

DDF Solitaire Instructions

1. Call Play for Offense

a.) Determine Pass/Rush

Roll offensive dice, consult team's pass/rush solitaire die rolls chart

b.) Determine specific rush or pass play

Roll two 10-sided dice, consult team's pass or rush chart based on result from step a. You can roll both sets of dice at the same time to save a roll.

Advanced features

* Adjust the offense's pass/rush ratio in step a.) based on game situation

ex. 3rd and 6, tie game, ball on own 32 likelihood of pass is 20% higher

ex. 1st and 10, 17 pt. lead, 11:00 left in game, ball on own 35, likelihood of rush is 25% higher

Use the generic Percent To Die Rolls conversion chart to determine die rolls after recalculating new pass/rush percentages based on game situation

* Adjust likelihood of specific play in step b.) based on game situation

ex. 1st and 10 on own 2 yard line, End Run or Draw very low probability

ex. 3rd and 19 late in 3rd quarter down by 10, lower short pass probability by 10% add to long

* Adjust offense's pass/rush ratio in step a.) based on opponent

ex. The Panthers are facing the Bills defense that cannot stop the rush

and during the season offenses were 5% more likely to run against the Bills

As a general statement there are four factors the DDF PC game uses to define situation:

Down & Distance, Field Position, Time Remaining, and Point Differential

Use them as a guideline to adjust pass/rush % in Step a.)

2. Call Play for Defense

a.) Determine if Defense thinks offense will pass or run

Roll offensive dice, compare roll to the OFFENSES pass/rush die rolls chart (or the modified pass/rush die rolls based on any situational adjustment)

b.) Determine specific formation

Roll offensive dice, consult Defensive Formation Solitaire Chart

If step a.) indicates defense "thinks" offense is rushing use the rush chart

if step a.) indicates defense "thinks" offense is passing use the pass chart

Advanced features

* While you could create a team specific formation selection chart for each teams defense by increasing/decreasing the frequency of a formation I do not recommend doing so.

3. Selection Chart Alternative

Rather than using the standard dice included with the game another option is to use two d10 dice and create % based tables. That format might be easier and quicker to use. Email me if this is of interest and I can assist in producing % based tables.

Defensive Formation Solitaire Chart

Rush Defense		Pass Defense	
Formation Selection		Formation Selection	
Die Roll	Formation	Die Roll	Formation
20-29	B	20-29	D
30-33,36-39	C	30-33,36-39	E
10-19	A	10-19	A
34-35	F	34-35	F

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DDF Solitaire Play Call Usage Example

This example uses the 2018 Super Bowl teams and related solitaire charts. Excerpts from the solitaire charts are included here.

Pass/Rush Die Rolls

Team		Pass %	Rush %	Pass #'s	Rush #'s
New England	Patriots	57	43	10-31	32-39
Los Angeles	Rams	61	39	23-35	10-22,36-39

Rush Play Die Rolls

Team		Play Selection			
		1	2	3	4
New England	Patriots	1-38%	39-67%	68-94%	95-100%
Los Angeles	Rams	1-29%	30-76%	77-97%	98-100%

Pass Play Die Rolls

Team		Play Selection				
		5	6	7	8	9
New England	Patriots	1-7%	8-58%	59-74%	75-85%	86-100%
Los Angeles	Rams	1-11%	12-50%	51-70%	71-84%	85-100%

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1. Call Play for Offense

a.) Determine if NE is going to run or pass

* roll offensive dice, 23, falls within 10-31 Pass column, Indicating the Patriots are calling a pass play

b.) NE is calling a pass, determine which pass

* roll 2d10 get %, 42, falls within Pass column 6, Indicating the Patriots are calling a short pass

- Use two different color 10-sided dice, a 10s and 1s digit, to generate a %

- Roll the 2d10 AND the offensive dice simultaneously to save time when calling the offensive play

2. Call Play for Defense

a.) Determine if the Rams think the Patriots will Pass or Run

* roll offensive dice, 36, falls within NE's 32-39 rush column, indicating the Rams believe the Patriots are calling a running play

b.) The Rams are calling a run based defensive formation, determine specific formation

* roll offensive dice, 30, consult Rush Defense Formation Selection - Rams call C