DDF Solitaire Instructions

1. Call Play for Offense

a.) Determine Pass/Rush
Roll two d10, consult team's pass/rush solitaire die rolls chart

b.) Determine specific rush or pass play
Roll two d10, consult team's pass/rush play call chart based on result from step a.

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

* 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 ration 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 two d10, 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
* Create a version of this chart that is specific for the defense and based on the offensive play selected. So basically there would be nine charts: a chart to use against the line plunge, a chart for off tackle, a chart for end run, etc. You can make the AI more or less challenging by then adjusting the probability of each formation being selected.

Defensive Formation Solitaire Chart

Rush Defense Formation Selection		Pass Defense 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

Play Call Example
Pass/Rush Ratio

Team		Pass %	Rush %	Pass #'s	Rush #'s
Arizona	Cardinals	65%	35%	10,17-34	11-16,35-39
Atlanta	Falcons	70%	30%	10,24-38	11-23,39

	Rush Play Call %				Pass Play Call %				
Team	1	2	3	4	5	6	7	8	9
Arizona Cardinals	1-32%	33-52%	53-89%	90-100%	1-10%	11-56%	57-69%	70-84%	85-100%
Atlanta Falcons	1-36%	37-68%	69-92%	93-100%	1-7%	8-54%	55-73%	74-84%	85-100%

Arizona is on Offense and is playing Atlanta

1. Call Play for Offense
    a. Determine if ARZ is going to run or pass, roll two d10, one die represents 10's other 1's.
    ARZ rolls a 70. Pass is 1-65% (notice ARZ passes 65% of the time), so this is a run (run is 66-00)
    Note: Had ATL been on offense the play would be a pass
    b. This will be a running play. Roll two d10 and consult rush play call chart.
    Roll is 43. That falls between 33-52 so this is an off tackle. ARZ calls off tackle

2. Call Play for Defense
    a. Determine if ATL *thinks* ARZ is running or passing.
    Roll two d10 and check ARZ's pass/rush ratio chart (ATL knows ARZ's ratio – as they do in real life). Roll is 37, so ATL thinks ARZ is passing.

    b. Determine formation
    Roll offensive dice (or you could convert the offensive die rolls to % and use two d10).
    Roll is 27, checking the defensive formation solitaire chart, Pass Defense section of the chart, 27 maps to D. ATL calls D.

Die rolls can be streamlined by multiplying values of the charts. By doing so you can roll one time.
Also, note the advanced features described above. Use modifiers based on game situation, opponent, etc. to change the pass/rush ratio or specific play usage. I caution to not make significant or frequent modifications of these values.