



## 2<sup>nd</sup> Annual Predict The Winner Event



### Examples for using the Expansion Game Play Calling

When using the expansion plays, use the Expansion Play Sequence Card provided. The offense now may select from 2 Run Plays (Run and Draw), 2 Short Pass Plays (Short Pass and Screen) and 2 Long Pass Plays (Long Pass and Play Action).

When the offense looks for play results, they will still use the Run, Short Pass and Long Pass charts provided in the game. However, the effect of calling each play vs. the defense called makes their results different. For example, a Screen Pass does much better against a QB Blitz than a Short Pass does.

#### Calling Plays using the Expansion Play Sequence Card

The Offense announces their play out loud. The Defense indicates its play by using the red, yellow or green play selection die with either the small white die (base defense) or the small black die (aggressive, more risky defense).

Once the players have revealed their plays, read the Advantage chart to see whether the Offense (white boxes) or the Defense (black boxes) has gained the advantage from the play call. The Advantage chart also shows whether the advantage is a small, medium or large advantage (1 bar is small, 2 bars is medium and 3 is large).

The Defense player rolls their dice (2-12) and reads their Defense Effect on the Offense based on the Advantage.

#### Example 1:

Offense play call:	Run
Defense play call:	Run Blitz (red + small black)
Advantage gained:	Defense (High)
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Defense Effect roll:	[4] [3] = 7
Advantage chart:	Defense (High)
Defense Effect:	-1 to Offense [black][black][black] play roll

Therefore the Offense will have to subtract 1 from the result of their Run play roll when they roll for their Run play.

#### Example 2:

Offense play call:	Screen Pass
Defense play call:	QB Blitz (green + small black)
Advantage gained:	Offense (High)
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Defense Effect roll:	[4] [3] = 7
Advantage chart:	Offense (High)
Defense Effect:	+1 to Offense [black][black][black] play roll

Therefore the Offense will get to add 1 to the result of their Short Pass play roll when they roll for their Screen Pass play.