Notes on Play Nomenclature

**Running Plays (Blue cards):**
Running plays are called by designating the back to run the ball, the hole in the line through which the play is to run, and the name of the pattern.
Ex. — **28 Sweep**: The #2 running back (left running back) takes the ball through the #8 hole (between the Tight End and the right Wide Receiver/Flanker) in a “Sweep” pattern.

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Holes: 9 7 5 3 1-0 2 4 6 8
Recvs: X
Backs: 2/A 3 4/B
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**Passing Plays (Red cards) & Screens/Draws/Play Action Passes** *(Purple cards):*
Passing plays are called by designating Backs and their instructions (ignored in this game), the intended receiver (running backs are noted as A or B in passing plays), and the name of the pattern.
Ex. — **80 Y Cross**: Ignoring the two digit number which is not modeled in NFL Strategy (unlike running plays), the Y receiver (the Tight End) runs a “Cross” pattern.

*Note: Some purple cards do not follow this nomenclature

**Defensive Plays:**
Passing plays are called by designating the front formation (either a hyphenated two digit number or a Over/Under shifting to either side), what action the linemen will take, followed by the pass coverage.
Ex. — **4-3 Key Man-to-Man**: The two numerals indicates 4 linemen, with 3 linebackers. The linemen will “Key” (watch their blockers before reacting), and the pass coverage will be Man-to-Man, where each defender will cover a specific receiver.

Notes on the Clock

**Realistic Clock variant:**
For more realistic time usage, do not use the time card but manually advance the clock according to the following table:

<table>
<thead>
<tr>
<th></th>
<th>Inc./No Gain</th>
<th>1–20 yards</th>
<th>21+ yards</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pass</strong></td>
<td>12 sec./1 click</td>
<td>24 sec./2 clicks</td>
<td>36 sec./3 clicks</td>
</tr>
<tr>
<td><strong>Run</strong></td>
<td>36 sec./3 clicks</td>
<td>48 sec./4 clicks</td>
<td>60 sec./5 clicks</td>
</tr>
</tbody>
</table>

Two-Minute Options:
During the last two minutes of each half, a play is considered to have gone out of bounds (OB) if it starts and ends on the same hash mark. A play starting in the middle cannot go out of bounds no matter where it ends.

| OB Runs | 24 sec/2 clicks |
| OB Passes | 12 sec/1 click |

For the ultimate in realism, use a timer to limit how long each player has to call a play, with a 5 yard penalty applied for Delay of Play!
OFFENSE

Running Plays (Calling Plays: Back - Hole - Pattern)

20 Fold
Strengths: Good against 4-3 defense

20 Quick Trap
Strengths: Short yardage

20 Trap Draw
Strengths: Good against def, looking for a pass, using blast or twist
Weakness: Overs/Unders will stop cold

24 Slam
Strengths: Basic I formation power play - blood & guts off tackle

24 Trap
Strengths: Sound running play, esp if defense charging hard or strong end blasting

26 Power
Strengths: Also for short yardage

28 Sweep
Strengths: Yards to the outside
Weakness: Be careful; can also lose lots of yards

28 Toss Sweep
Strengths: Great when def. Key and get fooled

29 Quick Pitch
Strengths: Get weak-side in a hurry, chance for a lot of yards

34 Draw
Strengths: Slip a runner past hard-charging front four
Weakness: Twist closes this

37 Slant
Strengths: FB can sometimes break loose for large gain; also good for short yardage

42 Dive
Strengths: Short yardage

45 Drive
Strengths: Good against overshifting Strong-side

45 Give
Strengths: “False key” play, If def. fooled, we get bundle
Weakness: Gamble; if not fooled, RB in hospital

49 Sweep Weak
Strengths: Slower than Quick Pitch but more certain

Y Reverse Left
Strengths: If both breaks right, can roll up big yardage
Weakness: Blitz will destroy

Passing Plays (Calling Plays: Backs [ignore] - Receiver - Pattern)

50 X Quick Out
Weakness: Not for big yardage

50 Z Post
Strengths: Quick six yards against close defense, especially Mombo/Combo
Weakness: Zones

54 Y Go
Strengths: Good against Combo or Blitz; will tear up double pass coverage

80 Y Cross
Strengths: Can get 1st down against both Man-to-Man & Zone
Weakness: Dangerous to throw into center

82 Z Slant
Strengths: Good for a fast five, great against Blitzes

83 X Hook
Strengths: Great for 3rd and long against Strong Zone; decent against Man-to-Man

84 Y Straight
Strengths: Good 3rd & long, but only against Zones
Weakness: Man-to-Man

84 Z Square Out
Strengths: Sound 10-15 yard play when Cornerman must cover Z Man-to-Man
Weakness: Strong Zone & Manbo

85 Z Fly
Strengths: Good against Mombo, Combo, Weak-side Zone
Weakness: Strong Zone

88 A & B Divide
Strengths: Good percentage play to get 5-8 yds; good if backers are blitzing

89 A Hook
Strengths: Sound med. Distance play, especially if def. covering strong side

Shotgun X Cross
Strengths: Good against Man-to-Man if fast X

Screens/Draws/Play Action Passes

Flea Flicker
Strengths: Miracle touchdown? Weakness: Reliable as a rain dance

Fullback Screen Right
Strengths: Will slow up Blast defenses or when def. goes for QB

Halfback Option Pass Right
Strengths: Good chance against Man-to-Man
Weakness: Zone or Mombo

Middle Flood
Strengths: Good chance against most coverage
Weakness: Blitz; lots of traffic in middle

Pass 24 B Delay
Strengths: Good against anti-Run defenses or Zones

Pass 24 B Fly
Strengths: Big yardage against Man-to-Man
Weakness: Zones

Pass 28 X Square Out
Strengths: Good 3rd & long; great if def. Leaning to strong side
Weakness: Will Blitz

Pass 37 A Shoot
Strengths: If defense is crowding in short yardage situation

Pass 49 Throwback
Strengths: Active QB makes this work
Weakness: TD if intercepted

Quick Screen Left
Strengths: Ball control screen; good against Blitz; safer than FB screen
Weakness: Rarely gets big yardage

Rollout Flood
Strengths: Excellent against Zone defenses
Weakness: Blitz

X Screen
Strengths: Best when def. Blasting

DEFENSE (Calling Plays: Formation - Linemen Action - Pass Coverage)

Short Yardage
Strengths: When offense needs only 1-2 yards

3-4 Key Mombo
Strengths: Tight defense against runs & strong-side short passes
Weakness: Long pass

4-2 Key Safety X Combo
Strengths: Tight defense against runs & weak-side short passes
Weakness: Strong-side long pass

4-3 Key Man-to-Man
Strengths: Basic defense; better against runs
Weakness: Slow pass rush

4-3 Maximum Blitz
Strengths: Eight man rush; very good against runs & long passes
Weakness: Quick passes

4-3 Sam-Will Blitz
Strengths: Two linebackers rush; good against runs & long passes
Weakness: Quick passes, runs that get past

Over Key Strong Zone
Strengths: Good against strong side runs, long passes and Z
Weakness: Weak-side runs

Under Key Double
Strengths: Good against weak-side runs, sweeps (either side);
great against X & Z passes
Weakness: Dangerous hole in middle

Use Against Passes

3-4 Nickel Prevent
Strengths: When offense needs long passes quickly; stop the bomb!
Weakness: Ignores runs & short passes

3-4 Plug Weak Zone
Strengths: Good pass rush, esp. good against long passes & X
Weakness: Strong-side holes

4-3 Blast Man-to-Man
Strengths: Good pass rush; balanced pass defense
Weakness: Not as good against run

4-3 Twist Strong Zone
Strengths: Good rush, defense against long passes and Z/Flanker
Weakness: End runs kill a twist

Blast
Linen charge before checking blocking pattern

Blitz
Linebackers/safeties rush

Combo
Combination pass coverage by weak-side cornerman and
safety on X

False Key
Blocker goes wrong way to confuse defenders

Fold Block
Center blockers DT, guard blocks middle LB

Key
Defensive linemen watch blockers before reacting

Man-to-Man
Specific defenders cover specific receivers

Mike
Middle Linebacker

Mombo
Middle combination by two Safeties on Y

Over
Defensive linemen overshift to Strong-side

Play Pass
Pass starting as a fake run

Prevent
Defense against desperation passes

Quick Trap
Fast cross-blocking by center and guard

Sam
Strong-side Linebacker

Safety X
Weak-side Safety crosses to his outside

Strong-Side
Offenses right-side, where tight end lines up

Tight Side
Closer to sideline

Trap
Defensive linemen allowed to charge in, & blocked from side

Twist
Defensive linemen criss-cross to confuse blockers

Under
Def. Linemen under shift to Off. weak-side

Weak-side
Offenses left-side, w/o tight end

Wide-side
Further from sidelines

Wild
Weak-side linebacker

Zone
Pass defenders each cover zone of field rather than one man

PLAY CALLING Key:

Holes: 9 7 5 3 1 0 2 4 6 8

Rcvs: X

X Wide Receiver, left side
Y Tight End
Z Wide Receiver, right side
A Left Runningback in pass play
B Right Runningback in pass play

Backs: 2/A 3 4/B