BOWLBOUND! PRIORITY CHART

DEFENSIVE PLAY RESULTS

OFFENSIVE PLAY RESULTS	#	-#		(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
# or B	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
-#	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
(#)	(#)	(#)	(#)	OFF. (#)	(#)	[#]	[-#]	(TD) [TD]	(#)	(#)	(#)	(#)	(#)
	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
TD	TD	TD	TD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
QR	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
QT	QT	QT	QT	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
				(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #	
INT #	INT #	INT #	INT #	(#)	(-#)		INT at < #	(TD) [TD]	QR	QT	INT at < #	INT #	
F #	F #	F #	F #	F #	F #	F at DEF #	F at < #	F #	F #	F #	F #	F #	F #

SOP BLP	If the Option Play results in an SOP or BLP, the Off rolls again and consults Play 7 or 8. The Def uses their original roll and consults the defense for Play 7 or 8. The Off and Def results are then combined as usual.
PEN	**OFF, DEF & PI Penalties always take priority over all Defensive Results**

KICKOFF SELECTION

DEEP	SQUIB	ON SIDE

DEFENSIVE FORMATIONS

A	B	C
D	E	F

OFFENSIVE PLAY SELECTION

1	2	3	4	5	6
7	8	9	QB Sneak	RZDZ	

TIMING CHART:

If a play falls under more than 1 type, use the shortest time.

PLAY	TIME (in seconds)
All running plays and completed passes	30
Plays involving, or followed by, a change of possesion	10
All plays which result in a first down	20
All plays involving a penalty	10
Incomplete passes	10
Plays followed by a timeout	10
Plays Out of Bounds	10
All scoring plays	10
Touchbacks	10
Kickoffs not returned during last 2 mins of half	0
All Extra Point Attemps	0
There is no Two-Minute Warning in College Football	0

CHART LEGEND

-#	# Of Offensive Yards Lost. Extra Point Attempt Fails
(-#)	Defense - Forces # of Yards Lost Upon Offense
[-#]	Defense - Forces # of Yards Lost Upon Offense
QT	Quarterback Trapped
INT #	Intercepted Pass # of Yards Downfield
F #	Fumble # of Yards Downfield
BK -#	Blocked Kick. Ball Rolls # of yds Behind Line
FG	Shanked Punt. Use Field Goal Column For Yardage
NG	Field Goal or Extra Point Attempt Fails
W	Team Allowed Use of Wild Card Defense
FBO	Team Entitled to Free Block Option
SPBO	Team Entitled to Free Block Option
-DS	Variable Yards Lost - Direct Sum
-X	Variable Yards Lost
PI #	Defensive Pass Interference Penalty # yds Downfield
DEF #	Defensive Penalty # yds Downfield
OFF #	Offensive Penalty # yds Downfield
#	# of Offensive Yards Gained. # of Yards Kick Travels
(#)	Defense: Allows Run or Pass for # of Yards
(#)	Offense: Forces Offensive Gain for # of Yards
[#]	Defense: Allows Run or Pass for # of Yards
B	Breakaway
TD	Touchdown
(TD)	Defense Allows Run or Pass for Touchdown
[TD]	Defense Allows Run or Pass for Touchdown
KO	Booming Punt. Use Kickoff Column For Yardage
DS	Variable Yards Gained - Direct Sum
T1	Variable Yards Gained
T2	Variable Yards Gained
T3	Variable Yards Gained
	Incomplete Pass
	No Gain. No Change
QR	Quarterback Runs
SOP	Sprint-Out Pass Play
BLP	Bootleg Pass Play
#	Extra Point Attempt Good
*	Play Out Of Bounds. Punt Not Returned
†	Same as *

SQUIB KICKOFFS:

Ball travels 40 yards - receiving team rolls offensive dice and consults Squib Kickoff Return Column at right for return yardage.

ONSIDE KICKOFFS:

Ball travels 12 yards. Kicking Team rolls offensive dice. Kicking Team recovers on totals of 13 - 20, inclusive. Receiving Team recovers on any other dice total. No Return or Advance allowed.

SQUIB KICKOFF RETURN CHART

# ON DICE	SQUIB KO RETURN
10	
11	22
12	20
13	6
14	DEF 15
15	OFF 15
16	21
17	23
18	24
19	B
20	4
21	17
22	5
23	7
24	8
25	13
26	F -10
27	16
28	3
29	1
30	18
31	14
32	9
33	11
34	10
35	10
36	12
37	15
38	19
39	2

There were 4 published priority charts, 1971, 1978, November 02, 1978 & 1989.

Set 1 = 1971   Set 2 Alternate = November 02, 1978
Set 2 = 1978   Set 3 = 1989

The Set 2 & Set 3 versions are identical.

The only difference between the Set 2, Alternate version and the Set 2 & Set 3 versions is when the Offense has a QR and the Defense has a -#. On the Set 2 & Set 3 versions, it says to ADD them together. On the Set 2 Alternate version, it says use the QR result and ignore the Defensive result. There are no other differences.

The original Set 1 version has the following differences when compared to the Set 2 & Set 3 versions:

Off Result	Def Result	Version	Result	Version	Result
INT	(-#)	Set 1	(-#)	Set 2 / Set 3	INT @ Shorter Yardage
F	(-#)	Set 1	F	Set 2 / Set 3	F @ Shorter Yardage
INT	(#)	Set 1	(#)	Set 2 / Set 3	INC
F	(#)	Set 1	F	Set 2 / Set 3	F @ DEF Yardage
INT	(TD)	Set 1	(TD)	Set 2 / Set 3	INC
F	(TD)	Set 1	F	Set 2 / Set 3	F 1 Yard Deep In DEF End Zone
INT	QR	Set 1	QR	Set 2 / Set 3	QT
INT	QT	Set 1	QT	Set 2 / Set 3	INT
F	INT	Set 1	F	Set 2 / Set 3	INT
INT	INC	Set 1	INC	Set 2 / Set 3	INT

SOP/BLP

Set 1: the offense rerolls the dice and checks the results under either SOP or BLP, while the defense uses their original dice total and checks the results under the SOP or BLP column. The results are then combined under the priority chart for final results.

Other Versions: The other 3 versions all say the offense rolls the dice again and checks the results under either the SOP or BLP column. The defensive result is not used unless the defense has called a Wild Card Defense. The Wild Card Defense did not exist with Set 1, so it is not mentioned in the Set 1 chart.

Other Notes:

There were no defensive fumbles, offensive ( )'s, defensive [ ]'s, FG, KO, W, FBO, SPBO, DS, -DS, X, -X, T1, T2 or T3 results in Set 1. However, I left them on the chart because I was too lazy to readjust all the columns. If someone wants to take it upon themselves to make the changes, feel free.