The ULTIMATE Bowlbound! Solitaire System

(and by cracky, it had better be the last!)

by John Houston

I recently purchased a Bowlbound! game but unfortunately I haven't been
able to find an opponent as often as I would like. The solitaire version
suggested in the rules left a lot to be desired, so out of desperation I
developed solitaire play selection charts which are similar to and as
easy to use as the Bowlbound! team charts. Ideally, a separate play
selection chart should be made up for each team in order to maintain
each team's individuality and character.

ARRIVING AT STATISTICS

Figuring out a team's success at making X amount of yards using a
particular play requires determining the number of ways (out of a total
of 216 possible ways the offensive dice can land) which will produce a
gain equal to or better than X amount of yards for that play on the
Bowlbound! team chart (The number of ways each of the numbers 10-39 can
occur are shown in Fig. 3A). Once the number of ways X amount of yards
or more can occur is known, the number is then divided by 216 to give
you the percent of success for making that amount of yardage using the
particular play in question. For example, if on a particular offensive
play 8 yards or more would occur on numbers 10, 15, 18, 19, 20, 38, and
39, the total number of ways 8 yards or more could occur would be 24. 24
divided by 216 is approximately 11%. The easiest way to arrive at all of
the statistics for the yardage's shown on the Team Stats chart is to
first determine the number of ways 1 yard or more can occur on a certain
play, then deduct from that number the number of times 1 yard only can
occur, the remainder being the number of times 2 yards or more can
occur, and so on.

FILLING OUT PLAY SELECTION CHARTS

Two regular dice of different colors (i.e. red and white) are used to
determine the play called by the solitaire opponent. The top figures on
the offensive and defensive play selection charts are for the red die
and the numbers directly below them are for the white die. When filling
out the offensive chart the best play should be placed in columns with
wider dice result ranges, and plays with less chance of success are
placed in columns with narrower dice result ranges, the combined range
of which would depend upon each play's percent of success for the
yardage needed. Plays with little chance of success for a certain amount
of yardage need not be represented at all, but it is a good idea to
include a reasonable variety of plays on most of the down and yardage
situations in order to keep you, the solitaire player, honest on
defense.

The defensive play selection chart is set up the same as the offense, except no calculations are needed as the effectiveness of a defensive formation in a given situation can easily be seen by looking at the defensive results on the Bowlbound! team chart. Depending on the team, some situations may only require one defense, while on others you may want to include one which is better overall against the run, one better overall against the pass, and one which is equally good (or bad) against either. In this way your solitaire opponent will be able to gamble a little on defense, or choose to play it safe with a middle-of-the-road defense. If you are a devout football fan and know which teams like to play it safe or be conservative, and which teams like to gamble, you can reflect these characteristics in your play selection charts.

Once completed, the play selection charts are read in the same manner as the Bowlbound! team charts, cross-checking the proper down and yardage situation with the proper dice result column, the intersecting square being the play or defensive formation called by your opponent. For yardage's not shown on a particular down, refer to the next highest yardage column for that down.

SPECIAL RULES AND PLAYS FOR SOLITAIRE BOWLBOUND!

Offense: The Quarterback Sneak (Q) and Razzle-Dazzle (R) are both explained in the advanced rules of Bowlbound! The Audible (A) allows your solitaire opponent to call the best play against the defense you have set (Obviously you must always select your play or defense before rolling the dice to determine your opponents call.) The special advantage of the Audible is allowed for your opponent since you can easily scan your solitaire opponent's play selection chart and get a fairly good idea of which plays are most likely to be called, and can set your defense accordingly. When the roll of the dice indicates that an Audible is to be called, this requires you to try your best to burn your own team on that particular play. (How fun.)

Defense: The solitaire version of Wild Card defense (W) works the same way as the Audible does on offense, and for the same reason. When the roll of the dice indicate a defensive call of (W), this requires you to place your opponent's team in the defensive formation that will have the best chance of stopping or minimizing the effectiveness of the offensive play you selected. If the Quarterback Sneak is the offensive play and the defensive call is (W) your opponent is allowed to use the Short Yardage Defense (B) instead of the usual white box. If (W) is the call against (R), use the best Defense for the final play chosen.

Some defenses will work well for certain teams on most parts of the field in a particular down and yardage situation, but as the ball moves closer to a defender's goal line or as the score and time remaining dictate, the possibility of other defenses being used for the same down and yardage situation will have to be reflected in the defensive play selection charts. To accomplish this, fill out the chart so that the defense or defenses needed in most cases for a certain down and yardage situation will be called, then, using *, **, ~ and ^, designate which defenses that you feel should be changed and make a note at the bottom of the defensive chart in the Special Section explaining when these defenses are to be changed and which defenses are to be substituted.

TWO-MINUTE DRILL

The Two-Minute Drill chart is filled out and read in the same manner as
the offensive play selection chart, but should be limited only to those
plays which have the highest percentage of success for obtaining the
yardage needed. You may also want to consider those plays which end out
of bounds most often, provided they have a reasonable percentage of
success for the desired yardage. The Average Yardage Table can be used
as a quick reference to the proper yardage column to use on the Two
Minute Drill Chart, as determined by the number of plays your opponent
can run in the time remaining and the distance to the goal line or field
goal position, whichever is needed. The Two-Minute Drill chart may also
be used in situations when your opponent would be playing catch-up
football.

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10 - 2 20 -  4 30 -  6
11 - 3 21 -  6 31 -  9
12 - 4 22 -  8 32 - 12
13 - 5 23 - 10 33 - 15
14 - 6 24 - 12 34 - 18
15 - 6 25 - 12 35 - 18
16 - 4 26 -  8 36 - 12
17 - 3 27 -  6 37 -  9
18 - 2 28 -  4 38 -  6
19 - 1 29 -  2 39 -  3

         (3A)
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SPECIAL SITUATIONS

In situations when your opponent would normally be trying to run out the
clock, use the 3rd/4th down and 2 yards to go column for your opponent's
1st and 2nd down plays. On 3rd down you can either use the normal 3rd
down yardage column for the yardage needed, or stay with a predominantly
running play column, depending on score, time remaining, risk of
interception, actual necessity of picking up the first down, etc.

In some 3rd and long situations teams will often try for field goal
position instead of trying to pick up the first down. If the roll of the
die indicates your opponent will try for field goal position instead of
the first down yardage, your opponent's play call should be taken from
the appropriate table.

When a team will call an onside kick is determined by using the onside
kick chart.

IN CONCLUSION

For those of you who are willing to take the time to prepare one of
these play selection charts for each team, I'm sure you will find that
they provide realistic play calling on both offense and defense, as well
as reflecting the different strengths (and weaknesses if you choose) of
each of the teams. You may of course opt to make just a few charts, each
reflecting a basic strength in a certain area, rather than making one
for each team. It all depends on how particular you are about your
games.

BOWLBOUND! SOLITAIRE SYSTEM

TEAM: _____ **100%**

OFFENSE

Down	Dist	1 (1-6)	2 (1-6)	3 (1-6)	4 (1-3)	4 (4-6)	5 (1-2)	5 (3-4)	5 (5-6)	6 (1-2)	6 (3-4)	6 (5)	6 (6)
1ST	5									A	R		
1ST	10									A	R		
1ST	15									A		R	
1ST	20									A		R	
1ST	+									A			
2ND	2									A	R		
2ND	4									A	R		
2ND	6									A	R		
2ND	10									A		R	
2ND	15									A	R		
2ND	+									A			
3RD &	1												
3RD &	2												
3RD &	3									A			
3RD &	4									A	R		
3RD &	5									A	R		
3RD &	6									A	R		
3RD &	8									A	R		
4TH	10									A	R		
4TH	15									A			
4TH	20									A			
4TH	+									A			
GL	2												
GL	4												

DEFENSE

Down	Dist	1/2 (1-6)	3/4 (1-6)	5 (1-6)	6 (1-3)	6 (4-6)
1ST	5					
1ST	10					W
1ST	15					
1ST	20					
1ST	+					
2ND	2					W
2ND	5					
2ND	10					
2ND	15					
2ND	+					
3RD & 4	1/3					W
3RD & 4	5					W
3RD & 4	10					W
3RD & 4	15					W
3RD & 4	+					W
GL	1/2					W
GL	4					W

W = Best Def. for Off. Play.
(Q use B)   (R use Any)

	*	**	~	^
Inside 11 YD LN				
-10 in 4th or -14				
Ahead by 14				
Ahead 10 in 4th				

Use 3rd & 2 for ball control to run out clock. (1st & 2nd down only)
Q = QB Sneak R = Razzle Dazzle A = Audible (Best play against Def. called.)

TEAM: _____ 100%

			SCORE					SCORE					SCORE		
Yard Line	3rd &	Over 5 Minutes	-10 to 4	-3 to 0	1 to 3	4 & >	5 to 3 Minutes	-10 to 4	-3 to 0	1 to 3	4 & >	Under 3 Minutes	-3 to 0	1 to 3	4 & >
40-35	20														
34-30	15														
29-25	10														
24-20	10														

In the situations shown, try for FG position instead of the 1st down yardage. (Approximately half the distance needed for the 1st down)

TWO MIN. DRILL

Red	1-2		3-4		5		6
White	1-5	6	1-5	6	1-4	5-6	1-6
4		A		R			
6		A		R			
8		A		R			
10		A		R			
15		A		R			
20		A		R			
25		A		R			
+		A		R			

(AVG. YDS)

	Score	Even	-3	-7	-10	-14	-15<	
Time Rem	< 3 min		1-6	1-6	1-6	1-6	1-6	Onside Kick
	< 5 min		3-6	2-6	1-6	1-6	1-6	
	< 7 min		6	5-6	3-6	2-6	2-6	
	< 10 min			6	4-6	3-6	3-6	
	< 15 min				6	5-6	4-6	
	> 15 min	6 / 1-3	6 / 1-3	6 / 1-3	6 / 1-3	6	6	

☐ = Red die only   ▨ =red / white combined

AVG. YDG. TABLE

		YDS. TO GO						
		80	70	60	50	40	30	20
PLAYS LEFT	9	10	8	8	6	6	4	4
	8	10	10	8	6	6	4	4
	7	15	10	10	8	6	6	4
	6	15	15	10	10	8	6	4
	5	15	15	15	10	8	6	4
	4	20	20	15	15	10	8	6
	3	+	25	20	20	15	10	8
	2	+	+	+	25	20	15	10

TEAM STATS

		1	2	3	4	5	6	7			8	9			FG
	1														
A	**2**								**A**	**5**			**Y**	**5**	
T	**3**								**T**	**10**			**A**	**10**	
	4									**15**			**R**	**15**	
L	**5**								**L**	**20**			**D**	**20**	
E	**6**								**E**	**25**				**25**	
A	**8**								**A**	**30**			**L**	**30**	
S	**10**								**S**	**35**			**I**	**34**	
T	**15**								**T**	**40**			**N**	**36**	
INT									**INT**				**E**	**38**	**P**
F									**F**				**F**		
B									**TD**				**BLKD.**		
-YDG									**-YDG**				**LONG**		
%OB									**%OB**				**AVG**		

PR Avg. = ____   Long = ____   F= ____   All stats except Long & Avg. are Percentages.

KOR Avg. = ____   Long = ____   F= ____

IR Avg. = ____   Long = ____   F= ____