

Solitaire Play

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Those wishing to play Paydirt and Bowlbound in solitaire fashion will find these Defensive Tables of value. The seven most common situations are listed, immediately right, and after you select the offensive play, throw the RED and GREEN dice, add them for a total of 1 to 5, and consult the proper situation, and dice total, for the Defense.



FIRST AND TEN: This Defense is used whenever the offense is operating on first down or whenever the offense is going into action after a first down penalty has been put into effect, first and 15 or first and 25.

SECOND AND 1-4: If the offense is facing a second down and 1 to 4 yards to go, this is the defense chart that is utilized, and the defensive concentration will be on stopping short yardage plays.

SECOND AND 5-10: This defense is set to prevent plays that gain between 5 and ten yards, and is weak against downfield passes. However, a blitz provision has been built-in to prevent the offense from consistently looking for the "big gainer or home run."

THIRD AND 1-3: Works the same as in Second and Short, but has a built-in blitz provision.

THIRD AND 4-10: A dangerous situation to pass against as the defense has all hands coming most of the time. Is weakest against the run, but the risk is worth it when the number of yards needed for a first down is considerable.

PREVENT DEFENSE: This defense can be called when either half is within two minutes of expiring or whenever the defensive team is 21 or more points ahead in the game, and it becomes obvious that the trailing team must "air out the ball" in their rally attempt.

GOAL LINE DEFENSE: Is automatically used when the defense is up against the wall, and the offense has the ball inside their FIVE YARD LINE.

First and Ten

- 1: Defense A
- 2: Defense A
- 3: Defense C
- 4: Defense D
- 5: Defense A

Second and 1-4

- 1: Defense D
- 2: Defense B
- 3: Defense A
- 4: Defense B
- 5: Defense D

Second and 5-10

- 1: Defense A
- 2: Defense D
- 3: Defense C
- 4: Defense A
- 5: Defense F

Third and 1-3

- 1: Defense A
- 2: Defense B
- 3: Defense B
- 4: Defense A
- 5: Defense F

Third and 4-10

- 1: Defense D
- 2: Defense F
- 3: Defense F
- 4: Defense E
- 5: Defense C

Prevent Defense

- 1: Defense C
- 2: Defense E
- 3: Defense E
- 4: Defense A
- 5: Defense D

Goal Line Defense

- 1: Defense C
- 2: Defense B
- 3: Defense B
- 4: Defense A
- 5: Defense D