

The ULTIMATE Paydirt! Solitaire System

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

by John Houston

I recently purchased a Paydirt! 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 Paydirt! 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 Paydirt! 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 Paydirt! 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 Paydirt! 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 PAYDIRT!

Offense: The Quarterback Sneak (Q) and Razzle-Dazzle (R) are both explained in the advanced rules of Paydirt! 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.

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)

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.

PAYDIRT SOLITAIRE SYSTEM

TEAM: _____ 100%

OFFENSE

Red		1	2	3	4		5			6			
White		1-6	1-6	1-6	1-3	4-6	1-2	3-4	5-6	1-2	3-4	5	6
1 S T	5									A	R		
	10									A	R		
	15									A		R	
	20									A		R	
	+									A			
2 N D	2									A	R		
	4									A	R		
	6									A	R		
	10									A		R	
	15									A		R	
	+									A			
3 R D & 4 T H	1												
	2												
	3									A			
	4									A	R		
	5									A	R		
	6									A	R		
	8									A	R		
	10									A	R		
G L	2												
	4												

DEFENSE

Red		1/2	3/4	5	6	
White		1-6	1-6	1-6	1-3	4-6
1 S T	5					
	10					W
	15					
	20					
	+					
2 N D	2					W
	5					
	10					
	15					
	+					
3 & 4	1/3					W
	5					W
	10					W
	15					W
	+					W
G L	1/2					W
	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%

TWO MIN. DRILL

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

Yard Line	3rd &	SCORE				5 to 3 Minutes	SCORE				Under 3 Minutes	SCORE		
		-10 to 4	-3 to 0	1 to 3	4 & >		-10 to 4	-3 to 0	1 to 3	4 & >		-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)

Time Rem	Score	Even	-3	-7	-10	-14	-15<	Onside Kick
	< 3 min			1-6	1-6	1-6	1-6	
< 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	

AVG. YDG. TABLE

	YDS. TO GO						
	80	70	60	50	40	30	20
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

 = Red die only  = red / white combined

TEAM STATS

	1 2 3 4 5 6 9									7 8		FG		
	A	1									A		5	Y
T	2									T	10	A	10	
L	3									L	15	R	15	
E	4									E	20	D	20	
A	5									A	25		25	
S	6									S	30	L	30	
T	8									T	35	S	34	
	10										40	N	36	
	15											E	38	P
INT										INT				
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= _____