



FTP Sports Games

SIDELINE FOOTBALL

COLLEGE FOOTBALL QUICK SCORE INSTRUCTIONS

Feel The Pulse of the Game

College Football Quick Score is designed to matchup two teams and quickly determine who won the game and what the final score was.

PRE-GAME PROCEDURE

- 1) Choose two teams to match up
- 2) Determine Possible Grade Changes

If the teams are within the same conference no changes occur. If the teams are from different conferences, compare their conference Grades. If they are the same, no changes occur. If one team is rated higher, they receive 1 bump in grade for each letter difference. Make note of this and proceed to the game.

GAME PROCEDURE

The game requires random numbers to determine the result. Random numbers of 1-100, 1-10, and 1-20 are used. You can use the PLAY RESULT CARDS from SIDELINE FOOTBALL to arrive at these random numbers, or a random number generator.

Find the point total for the Visiting Team first.

- 1) Locate the Visiting Team's OFFENSE number
- 2) Locate the Home Team's DEFENSE number (which will be negative).
- 3) Subtract the Home Team's DEFENSE number from the Visiting Team's OFFENSE number for a total number - called the TEAM MATCHUP NUMBER
- 4) On the COLLEGE FOOTBALL QUICK SCORE CHART - the top row contains the following:

| COLLEGE FOOTBALL QUICK SCORE | A | B | C | D | F | NON-CONFERENCE MATCHUPS CALCULATE CONFERENCE GRADES TO DETERMINE BUMPS IN GRADE |
|--|--------|-------|-------|-------|------|--|
| | 81-100 | 61-80 | 41-60 | 21-40 | 1-20 | |
| DOUBLES = DOUBLE BONUS ROLL d10# TWICE AND ADD FOR TOTAL SCORE | | | | | | |

The TEAM MATCHUP NUMBER you found in step 3 corresponds to a letter grade. Example, 50 is a C Grade. That letter grade is called the OFFENSIVE INDEX

***Non-Conference. If the Visiting Team has a bump of 1 because of they have a higher Conference Grade, you would bump from C to B. If they had a negative bump you would bump from C to D. You can bump no higher than A or lower than F.

- 5) Next, determine the OFFENSIVE OUTPUT for the Visiting Team.

| | A | B | C | D | F | |
|----------|-------|-------|-------|-------|-------|----------|
| GREAT | 41 + | 51 + | 61 + | 71+ | 81+ | GREAT |
| GOOD | 31-40 | 41-50 | 51-60 | 61-70 | 71-80 | GOOD |
| AVERAGE | 21-30 | 31-40 | 41-50 | 51-60 | 61-70 | AVERAGE |
| BAD | 11-20 | 21-30 | 31-40 | 41-50 | 51-60 | BAD |
| HORRIBLE | 1-10 | 1-20 | 1-30 | 1-40 | 1-50 | HORRIBLE |

The OFFENSIVE INDEX letter grade you found in Step 4 corresponds to a column in the above chart- use that column and draw a random number from 1-100:

That number will be within the GREAT, GOOD, AVERAGE, BAD or HORRIBLE OFFENSIVE OUTPUT category. From our example above, let's say the Visiting Team received a C Grade for the Game. Let's say we draw a random number of 45. 45 is within the AVERAGE category

Therefore, the Visiting Team's OFFENSIVE OUTPUT for the games is AVERAGE

- 6) Next, we determine the TOTAL POINTS BASELINE for the Visiting Team.
Locate the OFF-GRADE for the Visiting Team - Let's say it is a B;
Take the OFFENSIVE OUTPUT grade from Step 5 - which was AVERAGE;

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| | A+ | A | B | C | D | F | |
|----------|-----|-----|-----|-----|-----|-----|----------|
| GREAT | 50+ | 45+ | 40+ | 35+ | 30+ | 25+ | GREAT |
| GOOD | 40+ | 35+ | 30+ | 25+ | 20+ | 15+ | GOOD |
| AVERAGE | 30+ | 25+ | 20+ | 15+ | 10+ | 5+ | AVERAGE |
| BAD | 20+ | 15+ | 10+ | 5+ | 0+ | 0+ | BAD |
| HORRIBLE | 10+ | 5+ | 0+ | 0+ | 0 | 0 | HORRIBLE |

Cross-Reference the two: B and AVERAGE and you see a 20+ meaning the Visiting Team will score 20 points plus:

Draw a random number between 1-10 and add that to the 20 for a TOTAL POINTS BASELINE.

*When determining the OFFENSIVE OUTPUT for the game if the 1-100 random number is Doubles, i.e. 77 or 55 or 22 then you get 2 random number draws of 1-10 to add to the number found on the chart for a higher TOTAL POINTS BASELINE.

Let's say our random number is 4. We add 20, as we determined from the chart above, and 4 for a TOTAL POINTS BASELINE of 24 points.

In the HORRIBLE category for D and F rated teams, you do not add a 1-10 random number meaning the Offense has provided 0 points. The team may still score through a Defensive or Special Teams Touchdown.

7) Next, we determine if the Visiting Team adds Defensive Touchdowns:

Locate the Team's SCORE-DEF number.

Draw a random number between 1-100. If that random number is within the Team's SCORE-DEF number, they have scored a Defensive Touchdown. If a score occurs, subtract 5 from the Team's SCORE-DEF number and draw another random number between 1-100. If the new random number is within the reduced SCORE-DEF number, another Defensive Touchdown occurs. Keep repeating procedure until you determine the team does not score another Defensive Touchdown.

Let's say the Visiting Team has a SCORE-DEF number of 13. We draw a random number of 5. Because it is within the Visiting Team's SCORE-DEF number, they have scored a Defensive Touchdown. We then subtract 5 from the Visiting Team's SCORE-DEF number and it is now reduced to 8. We draw a new number: it is 85. That is above the reduced number and we stop there.

Now, the Visiting Team has 31 total points.

8) Next, we determine if the Visiting Team adds Special Teams Touchdowns:

We follow the exact same procedure as outlined in Step 7 except:

For Special Teams TDs look for the Team's SPECIAL TEAMS number and use that. Draw a random number and determine if a score takes place.

If a score does take place, subtract 3 from the SPECIAL TEAMS number and proceed until no further Special Teams scores occur.

Let's say the Visiting Team has a SPECIAL TEAMS number of 16. We draw a random number: it is 19. That is above the Visiting Team's SPECIAL TEAMS number, so no Special Teams Score takes place.

The Visiting Team has a FINAL SCORE of 31.

REPEAT THE PROCESS FOR THE HOME TEAM AND DETERMINE THE WINNER OF THE GAME

CLUTCH GAMES AND OVERTIME

After arriving at a FINAL SCORE for each team and that FINAL SCORE is within 3 points, you will move to the CLUTCH section of the chart to determine who wins the game or if the game goes into overtime.

To determine a CLUTCH result you must compare each team's clutch rating. Find the Home Team's Clutch Rating and compare it to the Visiting Team's Clutch Rating. Take the difference between the two - in favor of the Home Team - and add or subtract that difference from 10. Example - The Home Team has a Clutch Rating of 9 and the Visiting Team has a Clutch Rating of 6. The difference between the two, on the side of the Home Team, is +3. Therefore, we add +3 to 10 for a total of 13. That is the Clutch Range, on the side of the Home Team to determine the result.

| CLUTCH | | | | | | | |
|---|----------|---------|----|------|---------------|----|----|
| WIN | OVERTIME | | | WIN | WINNING SCORE | | |
| 1-# | -2 | EXACT # | +2 | #-20 | 1 | 13 | 20 |
| | | | | | SAF | FG | TD |
| USE CLUTCH WHEN TOTAL POINTS ARE WITHIN THREE | | | | | | | |

Consult the Clutch section of the Chart.

The Home Team has a range of 1 to whatever the Range Result is as determined above.

The Visiting Team's range is on the high side 20 and down.

Draw a random number between 1-20

If that number is exactly the same as the exact Clutch Range number or -2 less/+2 more - the game goes into Overtime (explained below)

If the random number 1-20 is within the Home Team's remaining range - the Home Team wins

If the random number is above the OVERTIME numbers - the Visiting Team wins

Using our clutch range of 13 above, in favor of the home team, the range looks like this:

1-10 HOME TEAM WINS

11-15 OVERTIME

16-20 VISITING TEAM WINS

If the game is decided without overtime:

Draw a random number between 1-20 and consult the WINNING SCORE section of the chart. A Safety, Field Goal and Touchdown are possible. TO DETERMINE THE FINAL score - give both teams the higher point value determined when going through the process of the game. Because the game is in a CLUTCH scenario give both teams the higher point total so that they are tied. If a winner is determined without overtime, award the points associated with the WINNING SCORE to the victorious team for a FINAL SCORE representing the margin of victory that was determined when finding out what the WINNING SCORE was.

OVERTIME

If the CLUTCH process determined the game went to overtime follow the procedure below:

- 1) Determine which team has the ball first
- 2) Subtract the DEFENSE number from the OFFENSE number for the team with the ball - that will reveal a number between 1-100. That is the scoring range for the offense for that possession.
- 3) Draw a random number between 1-100

If the random number is within that possession's Scoring Range - a score takes place

- a) Find the OFF-GRADE of the scoring team. In the OVERTIME section of the Chart you see the grades A+ down to F. Locate the column of the team's offensive grade. Draw a random number between 1-100 and determine whether the score is a FG or TD. After 3 College overtime periods, each team must go for a 2pt Conversion. The 2pt row under each Offensive Grade column shows the numerical range for scoring a 2pt conversion. Draw another random number 1-100 to determine if the 2pt conversion is successful.

If the random number is outside of that possession's Scoring Range - no score takes place.

FOLLOW all Overtime Rules until a winner is determined.