



FTP Sports Games

SIDELINE FOOTBALL

EXAMPLE GAME WRITE-UP

1973

STEELERS AT COWBOYS

Feel The Pulse of the Game



AT



| | | | | |
|--------------------------------------|--------------|----------------|-----------------|--|
| STEELERS | | 15:00 | COWBOYS | |
| 0 | | QUARTER | 0 | |
| T.O. | | 1 | T.O. | |
| 3 | | | 3 | |
| DOWN | TO GO | BALL ON | RED ZONE | |
| 1 | 10 | - 50 - | | |
| SIDELINE FOOTBALL TELESTRATOR | | | | |

SETTING UP THE COORDINATORS

There is a Visitor and Home Tab.

This Tab contains everything associated with the offense for the respective team and the defense they are going up against. This is also where you record stats for the team. If you are going to use coordinators, this is where you set them up.

We will use the Home Tab as an example. On the Home Tab, you set up for Offensive Coordinator for the Home Team and you choose the defensive front for the Visiting Team and the mindset of the Defensive Coordinator.

| OFFENSIVE COORDINATOR SELECTION | | |
|---------------------------------|--------------------|---------------------|
| BASE BALANCED | BASE RUN HEAVY | BASE PASS HEAVY |
| MULTIPLE BALANCED | MULTIPLE RUN HEAVY | MULTIPLE PASS HEAVY |
| TRIPLE OPTION | READ OPTION | AIR RAID |
| RUN/PASS ADJUSTER | | |
| | | |

| DEFENSIVE COORDINATOR | |
|--|--|
| DEFENSIVE MIND-SET VERY AGGRESSIVE AGGRESSIVE BASIC LOW RISK VERY LOW RISK | TYPE OF OFFENSE BALANCED RUN HEAVY PASS HEAVY MOBILE/RUNNING QB |
| CURRENTLY USING DEFENSIVE COORDINATOR | |

Click the button of the Offensive Coordinator you would like to use. You can adjust it to be more run focused or more pass focused.

Click the button of the Defensive Coordinator you would like to use. You also want to select the style of offense being faced.

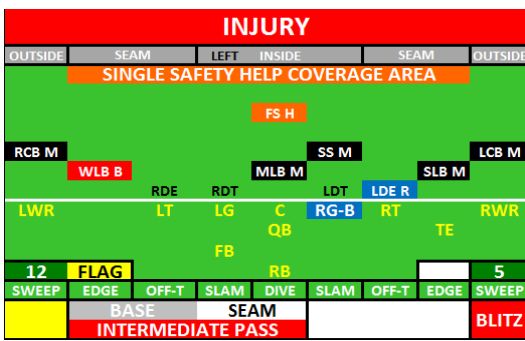
| | | |
|---------------------------|---------|-----|
| BLITZ | BOX | SPY |
| BASE | | |
| CALL DEF | DEF-COR | |
| CALL OFF | OFF-COR | |
| NORMAL PLAY CALLING | | |
| CONSERVATIVE PLAY CALLING | | |
| AGGRESSIVE PLAY CALLING | | |
| BASE | ACE | |
| 3-WIDE | 4-WIDE | |

Quick Note: All of these items are much larger on screen

| SIDELINE FOOTBALL TELESTRATOR | | | | | | | | | | | |
|-------------------------------|-------|--------|-------|-------------|---------|-------|-------|-------|--|--|--|
| OUTSIDE | SEAM | INSIDE | RIGHT | SEAM | OUTSIDE | | | | | | |
| FS Z | | | | | | SS Z | | | | | |
| RCB Z | WLB Z | RDE R | RDT | MLB Z | LDT | LDE | SLB Z | LCB Z | | | |
| LWR | LT | LG-B | C | RG | RT | RW/R | | | | | |
| FB | | | QB | TE | | | | | | | |
| 5 | | | RB | | | 20 | | | | | |
| SWEEP | EDGE | OFF-T | SLAM | DIVE | SLAM | OFF-T | EDGE | SWEEP | | | |
| BASE | | LEFT | | PLAY ACTION | | - | BASE | | | | |
| EDGE | | | | | | | | | | | |

If you want to use the Coordinator, click the OFF-COR button. If you want to call the plays, click the CALL OFF button. If you are using a Coordinator you can further refine the game plan by clicking Normal, Conservative or Aggressive play calling.

The Sideline Football Telestrator shows you the formation (Base in this example) the type of play call (Edge Run) and the direction (Left). It shows the offensive formation and the defense. The defense is in zone.



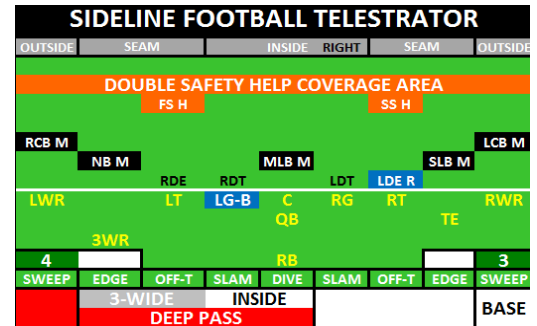
Here is another play example. The Offensive Coordinator has called for a BASE FORMATION(1 RB 1 FB 1 TE and 2 WR) and an Intermediate Seam Pass to the receiver with the Yellow Target assigned to him. The Defensive Coordinator has countered with a Single Safety High Blitz 1 and the WLB is blitzing.

| | | | | |
|--|----------------------------|------|------|--------|
| RUN IPA / PASS BLOCKING / SCREEN BLOCKING | | | | |
| RUN PLAY DESIGNATIONS / QB PRESSURE / SCREEN PURSUIT | | | | |
| RUN LEVEL / QB READ or GET OPEN / SCREEN PASS COMPLETION | | | | |
| RUN SHORT YARDAGE / PASS COMPLETION | | | | |
| OPTION / QB PRESSURE | RECEIVER RAC / READ OPTION | | | |
| QB SACKS | SUPERSTAR / FUMBLE | | | |
| SNAP INFORMATION | | | | |
| SNAP | SNAP | SNAP | | |
| READ OPTION | SHORT YARDAGE | RUN | PASS | SCREEN |

All of the plays are resolved just to the left of the Sideline Football Telestrator and scoreboard. As the play develops, the sections you see there are opened like windows to show the relevant IPAs and result numbers used to determine what happened on the play. These windows serve to frame the information that you are looking for to easily track what is going on. I call them Frames.

| | | | | |
|--|----------------------------|------|------|--------|
| PASS PLAY BLOCKING | | | | |
| PASS BLOCK 2 | | | | |
| RUN PLAY DESIGNATIONS / QB PRESSURE / SCREEN PURSUIT | | | | |
| RUN LEVEL / QB READ or GET OPEN / SCREEN PASS COMPLETION | | | | |
| RUN SHORT YARDAGE / PASS COMPLETION | | | | |
| OPTION / QB PRESSURE | RECEIVER RAC / READ OPTION | | | |
| QB SACKS | SUPERSTAR / FUMBLE | | | |
| SNAP INFORMATION | | | | |
| SNAP | SNAP | SNAP | | |
| READ OPTION | SHORT YARDAGE | RUN | PASS | SCREEN |

On pass plays, the top frame is opened first. All pass plays begin with Pass Play Blocking. The Individual Player Action (IPA) in this example is PASS BLOCK and the result number is 2.



The Telestrator shows a Deep Pass out of a 3-Wide Set to the Red Target. The Defense is in Cover 2 Man with two safeties in Help Coverage. The LG is highlighted in Blue.

| | | |
|--------------------|----------|-----------|
| John Niland | | |
| LG | | DAL 1973 |
| | | 13 |
| | | 13 |
| RUN | PENALTY | POWER |
| 19 | 3 | 20 |
| PASS | PENALTY | SCREEN |
| 17 | 3 | 14 |

It is his Pass Block Rating that will be checked to determine if Pass Blocking is provided to the QB, giving him time to scan the field and find his receiver.

John Niland is the LG. He has a PASS BLOCK Rating of 17. The Pass Block IPA in the open frame above and to the left has a result number of 2. That is well within Niland's PASS BLOCK Rating. He provides Staubach protection and Staubach will now look for his receiver, the Red Target on a Deep Pass Inside.

This is the manner in which all plays are resolved in Sideline Football.

COIN TOSS

When you scroll down on the Visitor Tab you see the Coin Toss section. The Steelers are the Visitors and they declared tails. The coin shows HEADS and the Cowboys elect to receive the opening kickoff. Click the blue V Button to indicate that the VISITOR, the Steelers will receive the 2nd half kickoff.



Pat Summerall and Tom Brookshire are in the booth so let's get to the action!

OPENING KICKOFF

When kicking off, there are two things to consider, Trajectory and Length:

| TRAJECTORY | | |
|---|--|--|
| 1 USE BLUE TO COUNT BACK FROM KICKOFF BASE NUMBER | 2-10 1-4 SUBTRACT 2 FROM KICKOFF NUMBER 5-9 SUBTRACT 1 FROM KICKOFF NUMBER 10 USE EXACT KICKOFF NUMBER 11-14 ADD 1 TO KICKOFF NUMBER 15-20 ADD 2 TO KICKOFF NUMBER | 11-20 ADD BLUE TO KICKOFF BASE NUMBER FOR TOTAL KICKOFF LENGTH TOTAL MAY BE A TOUCH-BACK OR GO THROUGH THE END ZONE |

| | | | |
|-------------------|---------|----------|----------|
| Roy Gerela | | | |
| XP | 18-19 | K | PIT 1973 |
| 39 | 20 18 | 14 | |
| 20-29 | 30-39 | 40-49 | |
| 20 17 | 20 11 | 20 8 | |
| 50-55 | 56 + UP | CLUTCH | |
| 17 ## | 7 ## | +5 | |
| KICKOFF | SKY/SQ | COVER | |
| 6 | 18 | +5 | |

Roe Gerela has a KICKOFF Rating of 6. The Computer Game Center shows:

| | | | |
|-------------|-------------------------|---------------------|--|
| KICK | TRAJECTORY 14 | LENGTH 16 | |
|-------------|-------------------------|---------------------|--|

| |
|-----------------------------|
| RETURNER NORMAL 1 |
| RETURNER SHORT 4 |

The Trajectory is 14 with a Length of 16. According to the chart above, this is a longer kick, because Trajectories of 11-20 shows that you add the Length to the Kicker's KICKOFF Rating. So, 16 is added to Gerela's 6 (adding to means it goes further in terms of yardage) and the kick is at the back of the End Zone, right at the End Line, resulting in a Touch Back.

COWBOYS OPENING DRIVE

| | | | | |
|-------------------|------|-------------|---|------|
| BASE | LEFT | PLAY ACTION | - | BASE |
| OFF-TACKLE | | | | |

For the opening play of the drive, the Offensive Coordinator has called for a BASE Package OFF-TACKLE Run to the Left and the Running Back with the Green Workload and that is Calvin Hill.

| | | | |
|----------|----|--------|-----------|
| QB SACKS | 45 | 1 | 8 |
| SNAP | - | FUMBLE | INT-D |
| | | | 18 |

The Game Center is showing a Normal Snap meaning there are no Pre-Snap Penalties or Fumbled Snaps as they would be showing here. There are no Defensive STARS indicated either. We will now determine the result of the play.

| | |
|--|----------------------------|
| RUNNING PLAYS | |
| JUKE MOVE 0/+ | 5 |
| SPECIAL DESIGNATIONS | |
| STOPPER | 6 |
| RUN PLAY LEVEL | |
| 3 | D SWARMS BALL |
| RUN SHORT YARDAGE / PASS COMPLETION | |
| OPTION / QB PRESSURE | RECEIVER RAC / READ OPTION |

The opened frames show a Run Play Level of 3 and when you look at Calvin Hill's card you see that 3 fits into his NO GAIN Level which means the action is right around the line of scrimmage and, as you see on the Game Center, there is a small description that the D Swarms to the Ball. At the top, the IPA for Running Plays is give and it is a Juke Move with

| | | | |
|--------------------|----------|------------|----------|
| Calvin Hill | | | |
| RB | READ 17 | BREAK 4 | DAL 1973 |
| NO GAIN | DEF LINE | LINEBACKER | |
| 4 | 9 | 15 | |
| YAC | BREAK | DISTANCE | |
| 16 | 1 | H | |
| REC | YAC | BRK | DIS |
| 13 | 14 | 1 | H 2 |
| RUN | BLOCK | PASS | FUM WORK |
| 12 | 2 | 16 | 4 A 14 |

a Result Number of 5. That is well within Hill's YAC Rating (the Rating used for Juke Moves) of 16, so normally he would make a nice little juke move to pick up a yard or two beyond the Line of Scrimmage (determined by the Run Level originally showing. However, STOPPER is showing and that means a Steeler defender will figure in on the play.

| | | | |
|-----------------|--------|-------------|----------|
| Jack Ham | | | |
| WLB | 13 | STAR | PIT 1973 |
| 13 | 13 | STOPPER | PEN 17 |
| PLAY RUN | TACKLE | FUM | HIT |
| 20 | 20 | 3 | 7 |
| PRESSURE | SACK | QBF | QBH |
| 14 | 1 | 1 | 5 |
| QCK | INT | DEEP | HELP |
| 16 | 14 | 12 | 4 |
| INT | PBU | INT | PBU |
| 1 | 4 | 1 | 4 |

Jack Ham is the Red Stopper for the Steelers and a Result Number of 6 is well within his TACKLE Rating of 20. So, as the play develops, Staubach hands the ball off to Hill on an Off-Tackle Left Play. The Run Play Level of 3 slots into the NO GAIN Section of Hill's card meaning the action is right around the Line of Scrimmage. Hill tries a little Juke Move which would have worked but Jack Ham reads the play well and flows to the ball and makes the play.

| | | | | | | |
|-----|-------|------|----|----|----|-------|
| RUN | POWER | LOSS | DL | LB | DS | DELAY |
| | 2 | -2 | 4 | 12 | 18 | 4 |
| | -1 | -6 | 1 | 7 | 10 | 3 |
| | | | 0 | 3 | 5 | 1 |

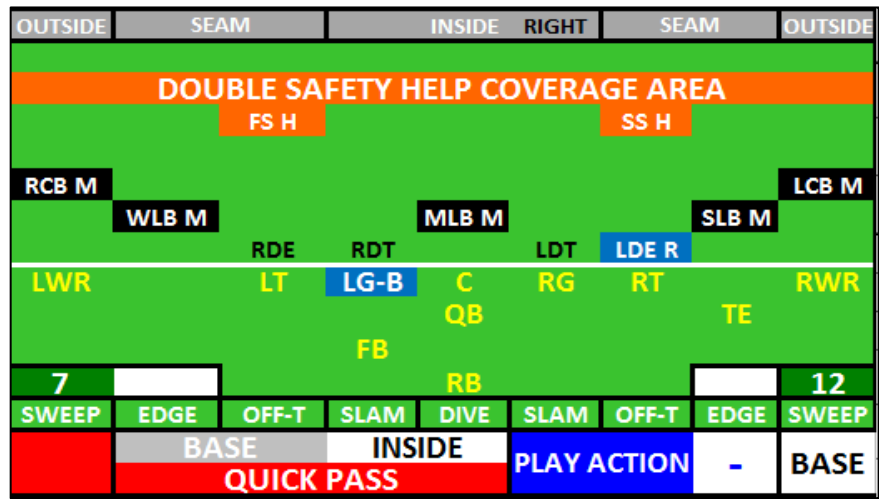
To the right, we see the section of the Game Center that gives the yardage for the result of Running Plays at the various levels. You see that NO

GAIN, is not showing. No Gain, if nothing else happens on the play is 0 yards. But, Ham made the stop and you are going to use one of the two LOSS Numbers. The Upper Loss number of -2 is used in this case (Bigger Losses can occur in certain situations, but not this time). The result of the play is Calvin Hill on a run for -2 yards. That brings of 2nd Down and 12. Clicking a couple of times on the Game Center yields this result which would take only a few seconds to finish and move on to the next play.

IPA would have been showing it would have given the advantage to the defense and you would have dropped a level from DS to LB AND If a Steeler would have made a play, the result would have been a 2 yard gain as seen in the LB level red number. This shows the Risk/Reward nature of blitzing. Newhouse gains 13 yard and a 1st down for the Cowboys.

DALLAS 1st and 10 own 31 YL

The Offensive Coordinator calls for a Base Package with a Quick Inside Pass to the Red Target Receiver. The Steelers are in Man Coverage as shown by the White on Black Positions. Zone Coverage is indicated by Black on Steel Blue Positions. Billy Joe Dupree has the Red Target assigned to him. Let's resolve the play. The Snap is Normal so we proceed to the Individual Player Actions. The first IPA that shows for Pass Plays deals with Blocking or defeating the Blocking.



PASS PLAY BLOCKING
PASS RUSH **1**

| | | | |
|---------------------|--------|------|------|
| Dwight White | | | |
| DE | 14 | | |
| | 14 | PEN | 20 |
| PLAY RUN | TACKLE | FUM | HIT |
| 15 | 16 | 3 | 5 |
| PRESSURE | SACK | QBF | QBH |
| 18 | 2 | 2 | 9 |
| QCK | INT | DEEP | HELP |
| 3 | 2 | 1 | 1 |
| | | INT | PBU |
| | | 1 | 3 |

The IPA is Pass Rush. The Telestrator tells you who will try and defeat the blocking with his PRESSURE Rating by highlighting one of the defensive linemen in blue. It's the LDE (Left Defensive End) and for the Steelers that is Dwight White.

The Result Number of 1 is well within White's PRESSURE Rating of 18, so he defeats the blocking and will put Staubach in a Pressure Situation which will either call for White to try and Sack/Hit him or it will test Staubach's ability to move out of danger.

RUN PLAY DESIGNATIONS / QB PRESSURE / SCREEN PURSUIT

QB HIT **12** **POCKET/QB PRESSURE** **15** **INTER**

ROUTE CHANGES
9 **SEAM**
DEEP

Pocket. If Staubach does, there is a chance he can find a Re-Routed Receiver and we will look to the Route Changes Section to see if he does. First, let's see if he gets away from White. The Rating used to determine if Staubach MOVES OUT OF THE POCKET is PKT. Staubach has a PKT Rating of 13. The Result Number is 15. Roger the Dodger isn't able to MOVE

We will open the next frame that shows QB PRESSURE. When we open it we see the IPA of MOVE OUT OF POCKET. This will test Staubach's ability to elude White and move out of the

OUT OF THE POCKET and he will be sacked. So, White defeated the blocking, put Roger in a spot where he had to try and move out of the pocket to avoid the danger but he couldn't and down he goes.

| | | | |
|-----------------------|----|------|----|
| Roger Staubach | | | |
| QB | 18 | LEAD | 5 |
| SCR | 20 | QCK | 17 |
| INT | 14 | DEEP | 10 |
| PRS | 10 | INT | 13 |
| | 18 | | |
| | 17 | 13 | 10 |
| | 6 | 9 | 16 |
| PKT | 13 | H-R | 6 |
| | 9 | PEN | 9 |
| | 16 | P-A | 3 |
| | 13 | FUM | 3 |
| | 2 | | |
| | 5 | | |
| | 3 | | |
| | 9 | | |
| | 3 | | |
| RUN | 11 | BRK | 4 |
| | 9 | NG | 15 |
| | 14 | DL | 14 |
| | 14 | LB | 14 |

Clicking the QB Sacks button opens up the area just underneath and another sections. This will tell us who sacked Roger and how much yardage did he lose.

| | |
|------------------------|-----------------|
| QB SACKS | |
| QB POCKET SACKS | |
| D-LINE | BLITZERS |
| LDE | BLITZERS |
| 3 | 2-1-3 |

| | | | | | |
|--------------|--------------|------------|-------------|---------------|------------------|
| SACKS | QUICK | INT | DEEP | SCREEN | FULL SACK |
| | -1 | -4 | -11 | -14 | |

Under D-Line we see the LDE who is Dwight White and the original pass was a Quick Pass and that shows -1. So, Roger tried to elude the

A quick note. In the Route Changes box, Deep Seam is showing to the Blue Target with a Number 9. That 9 is checked against Staubach's QB Rating of 18. If he would have avoided the Pressure the Blue Target was available downfield in the Deep Seam.

pressure that White put him under and he couldn't get away and landed right back in Dwight White's arms for a loss of 1.

Cowboys now have it 2nd and 11 and 30

The next call is a Screen Pass to Walt Garrison and the Snap is Normal.

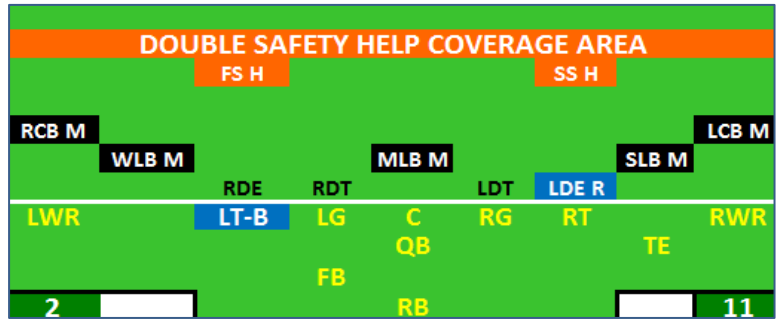
SCREEN PASS BLOCKING

BLOW UP SCREEN 13

On a Screen Pass, the first IPA deals with Screen Pass Blocking/Blowing Up the Screen. This IPA calls for a defensive player to try and BLOW UP the SCREEN. It's the LDE as indicated on the Telestrator and that is Dwight White.

We use his PRESSURE Rating to see if he blows up the screen blocking. His Rating is 18 and the Result Number was 13. So White is having an impact on the first drive for the Steelers.

| | | | | | |
|---------------------|--------|------|------|-----|----------|
| Dwight White | | | | | |
| DE | 14 | 14 | PEN | 20 | PIT 1973 |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 15 | 16 | 3 | 5 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 18 | 2 | 2 | 9 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 3 | 2 | 1 | 1 | 3 | |



SCREEN PLAY PASS

1

Next we see if Staubach can complete the Screen Pass.

Staubach, has SCR Ratings of 20 and 17. Because White blew up the Screen, you use Staubach's lower SCR Rating of 17.

| | | | | | |
|-----------------------|-----|-----|------|-----|----------|
| Roger Staubach | | | | | |
| QB | 18 | A | LEAD | 5 | DAL 1973 |
| SCR | QCK | INT | DEEP | PRS | INT |
| 20 | 17 | 14 | 10 | 13 | 18 |
| 17 | 13 | 10 | 6 | 9 | 16 |
| PKT | SCR | H-R | PEN | P-A | FUM |
| 13 | 2 | 5 | 3 | 9 | 3 |
| RUN | BRK | NG | DL | LB | |
| 11 | 4 | 9 | 15 | 14 | 14 |

The Result Number is 1 and that is within Staubach's Rating of 1 so the pass is complete to Garrison.

SCREEN PLAY PURSUIT

TACKLE 6

Next we proceed to SCREEN PLAY PURSUIT which will either check the defense to see if they can pursue it or check the

ball carrier to see if he can get through the carnage associated with the blown up screen blocking. This IPA calls for a defensive player to make a TACKLE. Who is the player? We use the SCREEN PLAY PASS Result Number to determine that. If that number is 1-5 we use a player on the Defensive Line, 6-15 we use a Linebacker and 16-20 we use a player from the Defensive Secondary.

| | |
|----|-----|
| DS | FS |
| LB | WLB |
| DL | RDE |

To the right of the scoreboard, there is a section that has DS, LB and DL with players showing in each of the boxes. The SCREEN PLAY PASS Result Number is 1 which means we will look at the DL level. RDE, which is Right Defensive End is showing there and for the Steelers, that is L.C. Greenwood. He will now try and clean up the play and TACKLE Garrison without allowing him further yardage.

| | | | | | |
|-----------------------|--------|------|------|-----|----------|
| L.C. Greenwood | | | | | |
| DE | 14 | 14 | PEN | 20 | PIT 1973 |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 16 | 15 | 3 | 5 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 18 | 2 | 2 | 9 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 6 | 2 | 1 | 1 | 3 | |

Greenwood has a TACKLE Rating of 15. The Result Number was 16 so he makes the tackle and prevents Garrison from gaining any extra yardage.

The Compute Game Center has a section for yardage associated with Pass Plays. We go to the Screen Section

| | | | | | | |
|------|--------|-------|-------|------|------|----------|
| | SCREEN | QUICK | INTER | DEEP | BOMB | PRESSURE |
| PASS | 7 | 13 | 20 | 32 | 59 | 17 |
| S | 5 | 10 | 15 | 28 | 54 | 15 |
| | 2 | 5 | 5 | 9 | 18 | 5 |

and because the Steelers blew up the screen and Greenwood made the tackle, we use the Red SCREEN Number which is a gain of 2 yards. If Greenwood, wouldn't have made the tackle, the result would have been the Black SCREEN Number for a gain of 5 yards. If the Cowboys would have been able to block well for the screen and the IPA called for Garrison make an offensive move, we would have used the Green SCREEN Number for a gain of 7. You see that with the usage of Red, Black and Green Numbers for both Run and Pass plays, there is a logical process for how yardage is determined on plays. When things happen well for the offense OR the defense doesn't make a play it is usually a black or green number. If the defense does make a good play OR the offense fails to it is usually a black or red number.

Now the Cowboys will face a 3rd and Long.

Cowboys now have it 3rd and 9 at the 30 YL


The Cowboys go with a 3-Wide Set and the Steelers counter with a Nickel Back.

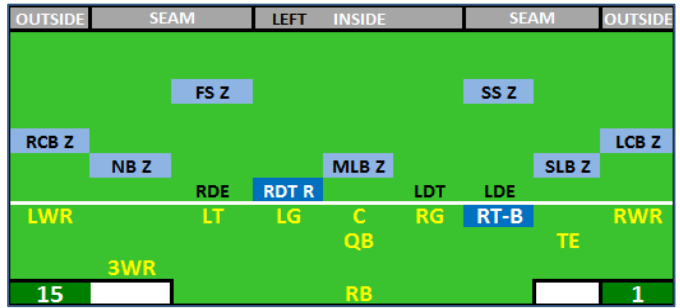
The Offensive Coordinator call is an Intermediate Out Pass to Bob Hayes.

The Snap is Normal and the Steelers are in Zone Coverage.

PASS PLAY BLOCKING
PASS RUSH **7**

The first IPA always deals with Pass Blocking and in this case it calls for a PASS RUSH and the player indicated in Blue is the RDT and that is Mean Joe Greene. For the PASS RUSH IPA, the Result Number is 7 and that is well within Greene's PRESSURE Rating of 16 so Staubach is going to be under pressure again.


| | | | | | |
|-------------------|----------------|------------|-----------|---|-----|
| Joe Greene | | | |  | |
| DT | 14 | PIT | 1973 | | |
| | 13 | | | | |
| STAR | STOPPER | PEN | 17 | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 20 | 17 | 4 | 8 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 16 | 1 | 1 | 7 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 7 | 3 | | 1 | | 4 |



We move to the next IPA which is POCKET/QB PRESSURE and the IPA is SACK/HURRY QB with a Result Number of 9 and a QB HIT RESULT Number of 20. After making a good move and defeating his blocker, Greene is now going to try and Sack Staubach. Greene has a SACK Rating of 1, so 9 is much higher than that. That means he doesn't Sack the QB BUT that Result Number of 9 is within his PRESSURE Rating of 16 so he does Pressure Staubach. The QB HIT Result Number is 20 and that is higher than Greene's QBH Rating of 7. So, he beats his man, and Pressures Staubach without hitting him. Staubach will now have to throw a Pressure Pass under duress.


PCKET/QB PRESSURE
SACK/HURRY QB **9**

| | | | | |
|-----------|-----------|-----------|------------------------|----------|
| DEF | HELP | QB-SF | QB-LEAD RAC | QB 17 |
| 12 | 20 | NE | PASS COMPLETED? | 8 |

| | | | | | | | |
|-----------------------|-----|-----|------|-----|-----|------|---|
| Roger Staubach | | | | | | |  |
| QB | 18 | A | LEAD | 5 | DAL | 1973 | |
| SCR | QCK | INT | DEEP | PRS | INT | | |
| 20 | 17 | 14 | 10 | 13 | 18 | | |
| 17 | 13 | 10 | 6 | 9 | 16 | | |
| PKT | SCR | H-R | PEN | P-A | FUM | | |
| 13 | 2 | 5 | 3 | 9 | 3 | | |
| RUN | BRK | NG | DL | LB | | | |
| 11 | | 4 | 9 | 15 | 14 | 14 | |

| | |
|----------------------|------|
| ROUTE CHANGES | |
| 3 | SEAM |
| | BOMB |

Under Route Changes, the Game Center shows us that the Pressure Pass will be to the Blue Target (Drew Pearson) in the Left SEAM. The Route Changes show SEAM and the Telestrator above is showing LEFT toward the top. The NB (Nickel Back) is in the Left Seam Zone for the Steelers). Because he is under pressure, Staubach will have to use his lower PRS Rating of 9. The IPA above shows PASS COMPLETED? With a Result Number of 8. That is within Staubach's PRS Lower Rating of 8. To the far left of that same IPA you see DEF with a Result Number of 12. The Nickel Back, as we established, is in that area of the Zone. He has a chance to play good defense (DEF) on the pass and we check his PBU Rating to see if the Breaks up the Pass.

| | | | | | |
|---------------------|-----------|------|------|---|-----|
| John Dockery | | | |  | |
| CB | 10 | PIT | 1973 | | |
| | 0 | | | | |
| PEN | 20 | | | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 5 | 11 | 2 | 3 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 8 | | | 2 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 14 | 13 | 11 | 2 | 1 | 2 |


The Nickel Back for the Steelers is John Dockery. He has a PBU Rating of 2. The Result Number for DEF is 12 which is much higher than Dockery's PBU Rating of 2. So, Staubach completes a Pressure Pass to Drew Pearson in the Left Seam. The IPA Section is showing QB-LEAD REC which calls for the QB to try and Lead the receiver on the pass for extra yardage. The Result Number we used to determine if the Pressure Pass was complete was 8, so that is higher than Staubach's LEAD Rating of 5. He does find Pearson with the pass but doesn't lead him.

The Game Center shows a Black 6 under Pressure.

| | | | | | | |
|------|--------|-------|-------|------|------|----------|
| PASS | SCREEN | QUICK | INTER | DEEP | BOMB | PRESSURE |
| | 6 | 10 | 23 | 34 | 45 | 8 |
| | 3 | 8 | 20 | 27 | 43 | 6 |
| M | 1 | 4 | 7 | 9 | 14 | 2 |

It's 4th and 3 and the Cowboys will have to Punt.

COWBOYS PUNT

| | | | | |
|---------------------|--------|-------|---|------|
| Marv Bateman | | |  | |
| GL TO 50 | 13 | P | DAL | 1973 |
| | 49 | TO GL | | |
| 3 | FC | 5 | | |
| 32 | LENGTH | 29 | | |
| LONG | LIMIT | PIN | | |
| 16 | 62 | 5 | | |
| DIRECT | SKY | COVER | | |
| 27 | 24 | -5 | | |

| | | | | | |
|---------------------------------------|---------------------|------------|--------|-------|-----------------|
| KICK/BLOCK | PUNT | TRAJECTORY | LENGTH | BLOCK | PUNT R |
| | | 14 | 1 | | |
| FIELD GOALS & EXTRA POINTS | | | | | |
| PRE-SNAP | MAXIMUM RUSH | | | | KICK R |
| | | | | | RETURNER NORMAL |
| | | | | | 1 |
| | | | | | RETURNER SHORT |
| | | | | | 4 |

Marv Bateman comes on to punt for the Cowboys. We go to the Special Teams Tab in the Computer Game Center and Click Punt. It opens up to show Trajectory 14 and Length 1. The Cowboys are in their own territory, so we will use the Section GL to 50 on Bateman's Card. In that section he has a 3 for FC and a LONG of 16. That means if the Trajectory Result Number in the Game Center would have been 1 through 3, he would have hung the punt up there and forced a Fair Catch by the Returner. If the Result Number would have been 16 through 20 it would have been a long punt that would have out-kicked his coverage, setting up a better chance for a good return by the deep man.

Our Game Center shows 14 for Trajectory, so that is a Normal Punt with a Length of 1. So, you add 1 to Bateman's LENGTH Rating of 32. That gives you a punt distance of 33 yards. The Game Center shows Return Normal 1 which means the 1st player listed on the Steelers Punt Return Card will return it. That player is Glen Edwards and he will attempt to return the 33 yard punt. Edwards has a RT Rating of 15 and Bateman is showing -5 in his COVER Rating area. That means the Cowboys are good at covering punts.

| PITTSBURGH STEELERS | | | |
|---------------------|----|-----|------|
| PUNT RETURNERS | | | 1973 |
| RETURNERS | RT | YDS | LNG |
| Glen Edwards | 15 | 6 | 20 |
| Dennis Meyer | 9 | 0 | - |

To determine who wins, you add or subtract the Cover Rating of the Punter's Card to or from the RT Rating of the Returner. This gives us 10. That means Edwards has a 1 through 10 chance of an ok or good return while the Cowboys have an 11 through 20 chance of stuffing him.

| | | | |
|---------------------|------------------|-----------------|----------|
| PUNT RETURNS | RETURN 17 | YARDS 10 | P |
| KICK RETURN | | | P |
| PUNT STOP | | | 0 |

We click the Punt Returns button and it shows Return 17 and Yards 10. The Cowboys had a 11 through 20 chance of winning on that and the Result Number is 17 so the Cowboys get a Punt Return Stop and we click that button and it shows 0, meaning 0 yards. So, Edwards returned the 33 yard Bateman Punt for 0 yards. If Edwards would have won the matchup, we would have added his YDS Rating from the Steelers Punt Return Card to the Punt Return Yards section of the Game Center and the return would have been 16 yards. In this you can see what was available had the

Cowboys not covered the punt well.

| | | |
|-----------------|-----------------|---------------------------------|
| STEELERS | 12:00 | COWBOYS |
| 0 | QUARTER | 0 |
| T.O. 3 | 1 | T.O. 3 |
| DOWN 1 | TO GO 10 | BALL ON RED ZONE < 29 |

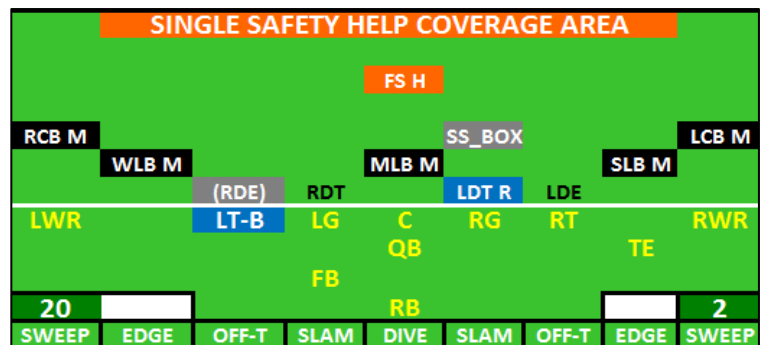
The Steelers take over 1st and 10 at their own 29 YL with 12:00 left in the 1st Quarter.

STEELERS OPENING DRIVE

PITTSBURGH 1st and 10 own 29 YL

The Steelers are in BASE Package and the first play is a SLAM RIGHT which is a run behind the RG and Franco Harris will be the ball carrier. Dallas counters with a Safety in the Box. That means that they are in Single Safety High, which is a Cover 1 Man Scheme and the SS is closer to the line of scrimmage to help against the run. The Snap is Normal.

| | | |
|-----------------------------|----------------------|-----------|
| RUNNING PLAYS | JUKE MOVE 0/+ | 6 |
| SPECIAL DESIGNATIONS | LEAD BLOCKER | 10 |
| RUN PLAY LEVEL | NO HOLE | 1 |



The Run Play Level is 1, which is within Franco's NO GAIN Level. The RUNNING PLAYS IPA is JUKE MOVE 0/+. The 0/+ informs you that if Harris doesn't execute the JUKE MOVE there will be 0 yardage added to the Black Number and the + informs you that if he does execute the JUKE MOVE he will bump up to the Green Number for yards gained. Cornell Green is the SS and he is down in the Box to help against the

| | |
|----------------------|-------------------------------|
| Franco Harris | PIT 1973 |
| RB | READ 7 HOLE 14 BREAK 3 |
| NO GAIN | DEF LINE LINEBACKER |
| 4 | 9 15 |
| YAC | BREAK DISTANCE |
| 15 | 1 G |
| REC | YAC BRK DIS CTH DRP |
| 11 12 | 1 3 |
| RUN | BLOCK PASS FUM WORK |
| 13 5 14 6 A | 12 8 |

| | |
|----------------------|------------------------------|
| Cornell Green | DAL 1973 |
| SS | 14 14 |
| PEN | 20 |
| PLAY RUN | TACKLE FUM HIT |
| 16 13 | 4 5 |
| PRESSURE | SACK QBF QBH |
| 9 | 2 |
| QCK | INT DEEP HELP INT PBU |
| 16 15 14 4 | 4 |

Run Play. Green has a PLAY RUN Rating of 16. We need to check this. I use the bottom left Random Number on the Telestrator to check the Box Safety and it is 20. That is higher than Green's PLAY RUN Rating. So, even though he is down in the Box he didn't influence the play, so we don't drop a Run Level. The JUKE MOVE has a Result Number of 6. That is within Franco's YAC Rating of 15 so he performs a small Juke Move around the line of scrimmage. If Franco didn't make the move, the result would have been No Gain because

the Run Level is at the NO GAIN are on Franco's card. But he makes a move so we need to bump up. To find the yardage on the play, we bump up from No Gain to the Black Number of the DL Section in the Game Center. It shows 3. Franco Harris executes a Juke Move on a play when there wasn't a lot there and gets 3 yards on the play.

| | | | |
|-----|-------|------|----|
| | POWER | LOSS | DL |
| RUN | 1 | -2 | 11 |
| | -1 | -4 | 3 |
| | | | 1 |

PITTSBURGH 2nd and 7 own 32 YL

The Steelers stay in a BASE Formation and call a DIVE RUN Left with Preston Pearson the ball carrier. The Cowboys counter with a Zone Defense. The Snap is Normal. FUMBLE is showing on the Game Center so that means we will check to see if Pearson fumbles the ball. That doesn't mean that Dallas forced a fumble, that happens in a different way. This FUMBLE check means that Pearson might be sloppy with the ball and it may cost him.

| | | | |
|------------------------|--------------|------------|----------|
| Preston Pearson | | | |
| FB | READ HOLE 12 | BREAK 3 | PIT 1973 |
| NO GAIN | DEF LINE | LINEBACKER | |
| 4 | 9 | 15 | |
| YAC | BREAK | DISTANCE | |
| 14 | 1 | F | |
| REC | YAC | BRK | DIS |
| 11 | 20 | 3 | G 1 |
| CTH | DRP | | |
| 1 | 3 | | |
| RUN | BLOCK | PASS | FUM |
| 14 | 18 | 3 | 15 |
| WORK | B | 2 | 13 |

The RUN PLAY LEVEL is 16 which is higher than Pearson's LINEBACKER Run Level Rating of 15. Because the Result Number of 16 is higher than Pearson's LINEBACKER LEVEL Rating, he is into the Defensive Secondary. The RUNNING PLAY IPA is RB READ HOLE. The

| | |
|--|-----------------------------------|
| RUNNING PLAYS | |
| RB READ HOLE -/0/+ | 9 |
| SPECIAL DESIGNATIONS | |
| | 9 |
| RUN PLAY LEVEL | |
| 16 | QUICK OPENING HOLE |
| RUN SHORT YARDAGE / PASS COMPLETION | |
| OPTION / QB PRESSURE | RECEIVER RAC / READ OPTION |
| QB SACKS | 24 18 2 |
| | SUPERSTAR P-R |
| | - FUMBLE INT-D |
| | FUMBLE |

-/0/+ symbol means that if Pearson doesn't Read the Hole the result will be the Red Number for the DS Section, if he Reads the Hole it will be the Black Number, if he Breaks through the Hole he will use the Green Number. The RB READ HOLE Result Number is 9. That is higher than Pearson's BREAK Rating of 3 next to his READ HOLE Rating which is 12, so he doesn't break through the hole. But, 9 is within Pearson's READ HOLE Rating, so he does Read the Hole and will gain the Black Number yardage in the DS Section. There is no SPECIAL DESIGNATION, meaning there is no STOPPER involved on the play.

| |
|-----------|
| DS |
| 11 |
| 10 |
| 5 |

The DS Section of the Game Center shows a Black Number 10. That means Pearson has gained 10 yards BUT we need to determine if there is a Fumble. On a straight FUMBLE check where the defense isn't forcing a Fumble, we check the Random Number 10 just above the FUMBLE Showing on the Game Center. That R10 is 2 (the far right number). Pearson has a FUM Rating of 2. In order for Pearson to fumble, that number 2 has to match EVEN/ODD with the RUN PLAY LEVEL Number. That number is 16 and the R10 is 2, so they are both even. That means Pearson fumbles the ball. If the RUN PLAY LEVEL Random Number would have been odd, he wouldn't have fumbled.

Now we need to determine who recovered the fumble. To determine who recovers the Fumble, you start by looking at the Offensive Team's OFFENSIVE FUMBLE RECOVERIES Number. It will be 1 through 20. The Steelers Rating is 12 You then look at the other team's DEFENSIVE FUMBLE RECOVERIES Rating. It will be a plus number, a negative number or a slash. The Cowboys are a slash, so they have no impact on the Steelers Rating for recovering a ball they put on the turf. So, the Steelers have a 1-12 chance of recovering Pearson's fumble.

| | |
|------------------------------------|-----------|
| PITTSBURGH STEELERS | |
| | 1973 |
| OFFENSIVE FUMBLE RECOVERIES | 12 |
| DEFENSIVE FUMBLE RECOVERIES | +1 |
| DALLAS COWBOYS | |
| | 1973 |
| OFFENSIVE FUMBLE RECOVERIES | 10 |
| DEFENSIVE FUMBLE RECOVERIES | - |

We go to the Turnovers Tab on the Computer Game Center and click the Recovery Number button and it shows a Recovery Number of 13 and underneath FUMBLE we see a -2. That means the ball, after the fumble has bounced backwards two yards and because the Result Number is 13, the Cowboys have recovered the ball.

| | |
|-----------------|---------------|
| RECOVERY | FUMBLE |
| 13 | -2 |
| | *F 14 |

We refer to the FUM RECOVERIES Card for the Cowboys and that gives us a list of players. We then refer back up

| | | | | |
|-----------------------|----------|-----------|-----------|------|
| DALLAS COWBOYS | | | | |
| FUM RECOVERIES | | | | 1973 |
| PLAYER | # | TD | 1# | |
| Jethro Pugh | 19 | H | 3 | |
| Larry Cole | 33 | H | 10 | |
| Mel Renfro | 42 | H | 0 | |
| Dave Edwards | 51 | H | 0 | |

to the Game Center and locate the Random Number 1-100. It is 24 and it's on the far left of the three numbers showing above FUMBLE on the screen. Number 24 fits into the range for Larry Cole and he is the starting Defensive End so he is on the field. Cole will now try

and return the fumble he just recovered. We look back at the Turnovers Tab and click the RETURN GRADES Button to find the result. There are several grades showing. Each player has a Return Grade. Larry Cole has a Return Grade of H. Underneath the Return Grade on the Turnovers Tab, either TD, 1st# or 2nd# will be showing. We see that 1st# is showing underneath H. The FUM RECOVERIES Card has only a 1#, whereas the INTERCEPTIONS Card will have two numbers for some Defensive Players. The more Interception Returns a player had, the more likely he will have two numbers. So, Larry Cole is an H 10. On the Turnovers Tab we click the Return Grades Button and underneath Section 10 we see a 1. That means that Larry Cole has recovered the fumble and returned it for a yard. So, the end result of the play is a 10 yard gain for Preston Pearson, who then fumbles the ball and it bounces back 2 yards. Larry Cole recovers the fumble and advances it a yard.

| | | |
|-------|-------|----|
| G | H | AA |
| 1st # | 1st # | TD |

| | | |
|---|----|----|
| 9 | 10 | 0 |
| 5 | 1 | NG |

After the turnover, the Cowboys will have the ball on the Steelers 39 with 11:10 left in the 1st quarter.

DALLAS 1st and 10 opp 39 YL

After getting a big turnover, we'll have Dallas immediately try and take advantage of it. I'll call the plays for a while and see what happens. We'll call a BASE Formation, Deep Outside Pass Left to Bob Hayes with Play Action The SNAP is Normal and the Steelers are in ZONE Defense, so Play Action doesn't factor in.

PASS PLAY BLOCKING
PASS RUSH **3**

The PASS PLAY BLOCKING IPA Shows PASS RUSH and the Telestrator indicates that the LDE will

be the player called on to try and get a Rush on Staubach. Dwight White is the LDE and he has a PRESSURE Rating of 18 so the Result Number 3 is well within that so he puts Staubach in a pressure situation and we proceed with a POCKET/QB

QB HIT **POCKET/QB PRESSURE** **DEEP**
3 **STEP UP IN POCKET** **18**

PRESSURE IPA Check. The IPA is STEP UP IN POCKET with a Result Number of 18. That will check to see if Staubach can step up in the pocket to get away from the pressure. Roger Staubach has a PKT Rating of 13. The Result Number of 18 is above that so Roger goes down on a sack again.

Dwight White

| | | | | |
|----------|--------|------|------|-----|
| DE | 14 | 14 | PEN | 20 |
| PLAY RUN | TACKLE | FUM | HIT | |
| 15 | 16 | 3 | 5 | |
| PRESSURE | SACK | QBF | QBH | |
| 18 | 2 | 2 | 9 | |
| QCK | INT | DEEP | HELP | INT |
| 3 | 2 | 1 | 1 | 3 |

QB POCKET SACKS

| | |
|---------------|-----------------|
| D-LINE | BLITZERS |
| RDE | D-LINE |
| 1 | 2-1-3 |

| | | | | | |
|-------|-------|-----|------|--------|-------|
| SACKS | QUICK | INT | DEEP | SCREEN | SPLIT |
| | -1 | -10 | -7 | -9 | SACK |

Roger Staubach

| | | | | | |
|-----|-----|-----|------|-----|-----|
| QB | 18 | A | LEAD | 5 | DAL |
| SCR | QCK | INT | DEEP | PRS | INT |
| 20 | 17 | 14 | 10 | 13 | 18 |
| 17 | 13 | 10 | 6 | 9 | 16 |
| PKT | SCR | H-R | PEN | P-A | FUM |
| 13 | 2 | 5 | 3 | 9 | 3 |
| RUN | BRK | NG | DL | LB | |
| 11 | 4 | 9 | 15 | 14 | 14 |

We click on the QB Sacks button and it shows D-LINE RDE and for a DEEP Pass Play the yardage lost is -7. On the far right, the Game Center also shows SPLIT SACK which means two defenders will be involved. One of the defenders is the RDE because he is showing in the box and beneath that is a 1. That tells you to count over 1 position on the defensive line and you count to the right. The RDE is L.C. Greenwood and the RDT is one position over and that is Joe Greene. So, the Cowboys try and build off of the momentum of the Pearson fumble and Staubach tries to go deep to Hayes but Dwight White gets pressure on him and Staubach can't get away from that and he's brought down by L.C. Greenwood and Joe Greene for a loss of 7 on the play.

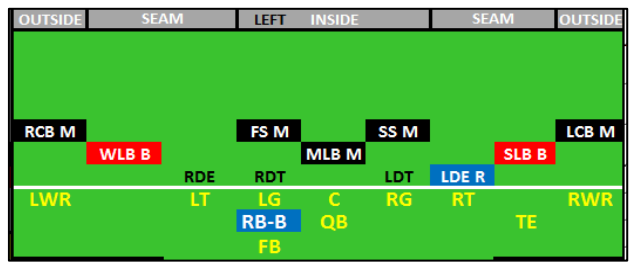
DALLAS 2nd and 17 opp 46 YL

will call a BASE Formation Screen Pass to Calvin Hill. The Steelers are blitzing so a Screen Pass is a great call against that IF it can be executed. The SNAP shows Formation

The Cowboys need to get some of that yardage back so we

QB SACKS **SUPERSTAR P-R** **85** **20** **8**
STAR
FORMATION PENALTY? **FUMBLE** **INT-B**
3

Penalty? With a 3. For a Formation Penalty, we check the Quarterback and Staubach, as seen above, has a PEN Rating of 3. So, a Flag is dropped for a Formation Penalty and the play proceeds. There is a STAR Showing, so that means a STAR Defender for the Steelers will automatically be called upon. The Steelers are blitzing both outside Linebackers,



and they are both STAR Defenders and so is Joe Greene. When there is more than 1 STAR Defender who can be called on, the Game Center can help us. The Random Number 100 spot is showing 85. That can help us with a Range and we'll distribute that among the 3 players. Ham is the WLB, Greene the RDT and Russell is the SLB. 1-33 it will be the player on the left, Ham. 34-66 it will be Greene as he is in the middle and 67-100 will be Russell

as he is on the far right. So, 85 belongs to Russell and we will see if he can blow up the screen with his blitz.

| SCREEN PASS BLOCKING | |
|----------------------|----------|
| SCREEN BLOCK | 7 |

The SCREEN PASS BLOCKING IPA shows SCREEN BLOCK. But, the Game Center called on a STAR

Defender so he is checked instead of the Screen Blocker. When the defense blitzes, it increases the Defender's PRESSURE Rating. When the Defense Blitzes 1 Defender, it is a +3 bump. When the Defense Blitzes 2 Defenders, it is a +6 Bump and blitzing 3 Defenders is a +9 bump. The Steelers are blitzing 2 Defenders, including Andy Russell, so his PRESSURE Rating of 14 is increased to 20. The SCREEN BLOCK IPA (which turns into BLOW UP SCREEN because Russell is the STAR Defender being called upon) has a Result Number of 7 which is within Russell's amplified PRESSURE RATING of 20. So, Russell blows up the Screen Blocking.

| Andy Russell | | | | | |
|--------------|--------|------|------|-----|-----|
| SLB | 14 | | | | |
| STAR | 18 | | | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 19 | 17 | 3 | 6 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 14 | 1 | 1 | 5 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 13 | 11 | 9 | 3 | 2 | 3 |

Because Russell

| SCREEN PLAY PASS | |
|-------------------------|----------|
| SCREEN PLAY PASS | 8 |

blew up the Screen Blocking we will use Staubach's Lower SCR Rating. The SCREEN PLAY PASS Result Number is 8 which is within Staubach's Rating of 17, so he does get the ball to Hill. Because the Steelers blitzed and blew up the Screen Blocking, the pass is caught at the Upper Loss Number which is -2. Now we will check to see what Hill does with the ball.

| Roger Staubach | | | | | |
|----------------|-----|-----|------|-----|-----|
| QB | 18 | | | | |
| SCR | 17 | | | | |
| LEAD | 5 | | | | |
| SCR | QCK | INT | DEEP | PRS | INT |
| 20 | 17 | 14 | 10 | 13 | 18 |
| 17 | 13 | 10 | 6 | 9 | 16 |
| PKT | SCR | H-R | PEN | P-A | FUM |
| 13 | 2 | 5 | 3 | 9 | 3 |
| RUN | BRK | NG | DL | LB | |
| 11 | 4 | 9 | 15 | 14 | 14 |

The next IPA

| SCREEN PLAY PURSUIT | |
|------------------------------|----------|
| BREAK THROUGH DEFENSE | 9 |

deals with SCREEN PLAY PURSUIT. This will either call on a defender to pursue the ball carrier who caught the Screen Pass or it will call on the ball carrier to try and get through all the trash associated, in this example, with blown up Screen Blocking due to the successful Steelers blitz. The SCREEN PLAY PURSUIT IPA is BREAK THROUGH DEFENSE

and Calvin Hill will try and get through the defenders. We Use Calvin Hill's Pass Receiving Ratings for this, specifically his YAC Rating just to the right of his REC Rating. His YAC Rating on Receptions is 14 and the BREAK THROUGH DEFENSE has a Result Number of 9, so he does get through some of that traffic but doesn't break it for a Long Gain or anything. If the Result Number would have been 1 instead of 9, he would have broken it for a Long Gain because the BRK Rating, just to the right of his YAC Rating is 1 on Pass Receptions. Because the Steelers blitzed and were successful in blowing up the Screen Blocking we started with a loss. Calvin Hill worked his way through that and you use the SCREEN SECTION

| Calvin Hill | | | | | |
|-------------|----------|------------|-----|------|-----|
| RB | 17 | | | | |
| READ HOLE | 17 | | | | |
| BREAK | 4 | | | | |
| NO GAIN | DEF LINE | LINEBACKER | | | |
| 4 | 9 | 15 | | | |
| YAC | BREAK | DISTANCE | | | |
| 16 | 1 | H | | | |
| REC | YAC | BRK | DIS | CTH | DRP |
| 13 | 14 | 1 | H | 2 | 2 |
| RUN | BLOCK | PASS | FUM | WORK | 14 |
| 12 | 2 | 16 | 4 | A | 14 |

for Pass Yardage and the Red Number that is there which is 3. So the result of the play is Staubach to Hill for 3 yards.

DALLAS 3rd and 14 opp 43 YL

3rd and long now for the Cowboys. We'll use a 3-Wide Set and call an Intermediate Inside Pass to Mike Montgomery. The Steelers bring in a Nickel Back and are in Zone Defense. The Snap is Normal.

The first frame is PASS PLAY BLOCKING and

| PASS PLAY BLOCKING | |
|--------------------|-----------|
| PASS BLOCK | 14 |

the IPA there is PASS BLOCK and the Telestrator shows that it is the RG Blaine Nye who has a PASS BLOCK Rating of 15.

| | | | | |
|----|----|---|------|----|
| LT | LG | C | RG-B | RT |
|----|----|---|------|----|

The PASS BLOCK IPA Result Number is 14 which is just within, Nye's PASS BLOCK Rating of 15 and he gives Staubach protection.

| COVER RECEIVER/READ DEFENSE | |
|-----------------------------|----------|
| QUARTERBACK READ | 6 |

We then move to the COVER/RECEIVER/READ DEFENSE frame

| Blaine Nye | | |
|------------|---------|--------|
| RG | 15 | |
| RUN | PENALTY | POWER |
| 16 | 4 | 18 |
| PASS | PENALTY | SCREEN |
| 15 | 4 | 13 |

and the IPA there is QUARTERBACK READ so Staubach will be called upon to Read the defense. Scanning on the page just above to the Staubach card, we see he has a QB Rating of 18, so the QUARTERBACK READ Result Number of 6 is well within that which means we will use Staubach's Upper INT (Intermediate Pass) Rating of 14 and now he will throw the ball.

| Henry Davis | | | | | |
|-------------|--------|------|------|-----|-----|
| MLB | 14 | | | | |
| STOPPER | PEN | 18 | | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 17 | 18 | 3 | 4 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 11 | 1 | 1 | 4 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 14 | 11 | 9 | 2 | 1 | 2 |

We open the next frame which deals with the Pass Completion

| RECEIVER RUN AFTER CATCH | |
|-----------------------------|-----------|
| ZONE PASS COMPLETED? | 14 |

and see that PASS COMPLETED? Is showing with a Result Number of 14. We're using Staubach's Upper Rating for Intermediate Passes which is 14 so UNLESS the PBU Result Number to the far left is within the Defender's Range who is in that zone of the defense, the pass will be completed. The Steelers are in Zone and the Middle Linebacker is there which is Henry Davis who has a PBU Rating of 2. The Result Number of 12 is far above that so Staubach

does indeed complete the pass to Mike Montgomery. RECEIVER RUN AFTER CATCH is showing in green just above the PASS COMPLETED? IPA so the action on the play gives Mike Montgomery a chance to run with the ball after the catch.

To determine if Montgomery can RUN AFTER the CATCH we look at his RAC Rating to the right of WR at the top of his card. It is blank, which means he doesn't have a RAC Rating and will not Run After the Catch. He is more of a Possession Receiver. There are other instances in which he can get extra yardage after a catch but not this time.

| | SCREEN | QUICK | INTER | DEEP | BOMB | PRESSURE |
|--------|--------|-------|-------|------|------|----------|
| ≡ PASS | 7 | 7 | 13 | 43 | 46 | 12 |
| | 4 | 1 | 12 | 40 | 41 | 9 |
| | 2 | 0 | 4 | 13 | 14 | 3 |

The Intermediate Pass is complete, but no extra yardage is gained and we use the Black Number in the PASS YARDAGE Section for

| Mike Montgomery | | | | DAL 1973 | |
|-----------------|-------|----------|-----|----------|-----|
| WR | RAC | | | | |
| QUICK | INT | DEEP | | | |
| 13 | 10 | 8 | | | |
| YAC | BREAK | DISTANCE | PEN | | |
| 12 | 1 | G | 3 | | |
| RUN | NG | DL | LB | CTH | DRP |
| 5 | 18 | 20 | 1 | 5 | |
| RUN | BLOCK | PASS | FUM | WORK | 9 |
| 14 | 2 | 7 | C | 2 | |

INTER and the result is 12 yards. It was 3rd and 14, so the Cowboys end up a couple of yards short.

DALLAS 4th and 2 opp 31 YL

In 1973, the goalposts were on the goal line and adding 7 yards for the spot of the ball, it is a 38 yards for a Field Goal attempt. Tom Landry sends in Toni Fritsch to see if he can get some points on the board.

Looking at Toni Fritsch's card we see that in the 30-39 Section he has two numbers. A Blue 20 and a Green 7. The Blue Number handles Trajectory/Length and the Green Number deals with Accuracy. Fritsch has plenty of length is his leg for a 38 yarder, let's see if he has the accuracy. We go to the Special Teams Tab of the Computer Game Center

| Toni Fritsch | | | | DAL 1973 | |
|--------------|---------|--------|----|----------|--|
| XP | 18-19 | | K | | |
| 40 | 20 | 20 | 13 | | |
| 20-29 | 30-39 | 40-49 | | | |
| 20 | 17 | 20 | 7 | 20 | |
| 50-55 | 56 + UP | CLUTCH | | | |
| 16 | 6 | +4 | | | |
| KICKOFF | SKY/SQ | COVER | | | |
| 5 | 17 | +6 | | | |

| KICK | TRAJECTORY | ACCURACY | BLOCK |
|--|------------|------------|-------|
| | 12 | 15 | |
| MAXIMUM RUSH | | ICE KICKER | |
| PROJECTION SEASON FIELD GOALS & EXTRA POINTS | | | |
| VEERING LEFT | | WIDE RIGHT | |

and click the FIELD GOALS and EXTRA POINTS Button to get the result. The TRAJECTORY

is 12 which means Fritsch has plenty of Length and hits it at the proper angle, but the ACCURACY Result Number is 15 which means he missed the Field Goal Attempt. Looking further down we see that WIDE RIGHT is showing in Red. So, Fritsch is wide right on the 38 yard Field Goal Attempt. In 1973, the ball now moves to the 20, where the Steelers will take over.

| SCORE BY QUARTERS | | | | | | |
|-------------------|------------------------|---|---|---|----|---------|
| | 1 | 2 | 3 | 4 | OT | FINAL |
| STEELERS | | | | | | 0 |
| COWBOYS | | | | | | 0 |
| STEELERS | GAME STATISTICS | | | | | COWBOYS |
| 0 | FIRST DOWNS | | | | | 1 |
| 13 | TOTAL YARDS | | | | | 26 |
| 0 | PASSING YARDS | | | | | 15 |
| 13 | RUSHING YARDS | | | | | 11 |
| 1 | TURNOVERS | | | | | 0 |
| 2 | SACKS | | | | | 0 |
| 0 / 0 | THIRD DOWN EFFICIENCY | | | | | 0 / 2 |
| 0 / 0 | FOURTH DOWN EFFICIENCY | | | | | 0 / 0 |
| 2 | TOTAL PLAYS | | | | | 8 |
| 0 for 0 | PENALTIES | | | | | 0 for 0 |

| STEELERS | 9:10 | COWBOYS |
|----------|------------|---------------|
| 0 | QUARTER | 0 |
| | 1 | |
| DOWN | T.O. TO GO | T.O. RED ZONE |
| 1 | 3 10 | 3 < 20 |

Included are a shot of the scoreboard and the GAME STATISTICS Section.

PITTSBURGH 1st and 10 at own 20 YL

The Steelers really need to get a little offensive rhythm going and try and move the chains. Let's see what we can do.

Let's see if Bruce Van Dyke can open up a hole for Franco Harris. We'll call a SLAM Right out of a BASE Formation.

It's not going well early for the Steelers. After the change of possession, the Steelers are unorganized and have to burn a time out. At the SNAP of the ball, the top of the Telestrator shows OFFENSE BURN TIME OUT. The Steelers could have taken a Delay of Game Penalty (that is an option in the game) but Coach Noll doesn't want to face 1st and 15.

We will stick with the same play call. The Cowboys are in Zone Defense and the SNAP is Normal. The Computer

| Franco Harris | | | PIT 1973 | | |
|---------------|-----------|----------|----------|------|------------|
| RB | READ HOLE | 14 | BREAK | 3 | LINEBACKER |
| NO GAIN | DEF LINE | | | | |
| 4 | 9 | 15 | | | |
| YAC | BREAK | DISTANCE | | | |
| 15 | 1 | G | | | |
| REC | YAC | BRK | DIS | CTH | DRP |
| 11 | 12 | | 1 | 3 | |
| RUN | BLOCK | PASS | FUM | WORK | |
| 13 | 5 | 14 | 6 | A | 8 |

Game Center shows a RUN PLAY LEVEL of 15 which is the LINEBACKER Level for Franco Harris. The RUNNING PLAYS IPA calls for the Linebacker to PURSUE the play. The Telestrator shows the Running Lanes by play type. The SLAM RIGHT shows the Middle Linebacker in

a 4-3 Defense to be the Linebacker for DIVE and SLAM Running

Lanes. Lee Roy Jordan has a PLAY RUN RATING of 20. The IPA Result Number is 20. So, Jordan makes the play and will hold Harris to the Red Yardage for LB Level. In the

SPECIAL DESIGNATIONS Section we see BLUE STOPPER Result Number 13. If Jordan would not have made the play, the STOPPER would have tried to make the play. For the Cowboys, the BLUE STOPPER is D.D. Lewis and he has a TACKLE Rating of 18, so he would have made the stop. The Red Number under LB shows 3. So Harris gains 3 yards.

PITTSBURGH 2nd and 7 at own 23 YL

John Frenchy Fuqua comes into the game and we'll call a BASE Formation Sweep Right.

The Cowboys are in Man Defense. The SNAP is Normal but STAR is showing, so a STAR Defender for the Cowboys will be involved in the play. The RUN PLAY LEVEL is 8 which

is in the DEF LINE Level for Fuqua. the RUNNING PLAYS IPA is BLOCK and the Blocker on a Sweep Play is the Wide Receiver on the side the play is run to. In this example, that is Frank Lewis and he is a

RUN BLOCK Rating of 9, on the every bottom left of his card. The Game Center is showing a FLAG just to the right of the Play Result Number of 3. That tells us to check to see if Lewis commits a penalty while trying to Block. He has a BLOCK Penalty of 2, so 3 is above that and he executes the block without committing a penalty. He also throws a very good block. The instructions tell you that when a blocker executes a block AND the Play Result Number is 1 through 5 he makes a BIG BLOCK springing the ball carrier for more yardage and you use the Green Number for the Level of the play. That would have been the result but we have to see if a STAR Defender can make the play for Dallas. The Cowboys have two STAR Defenders. MLB Lee Roy Jordan and Right Cornerback Mel Renfro. When there are two STAR Defenders and a Running Play is called, you choose the STAR Defender closest to the action. Renfro is the RCB for the Cowboys, meaning he is on the Left Side of the Pittsburgh formation.

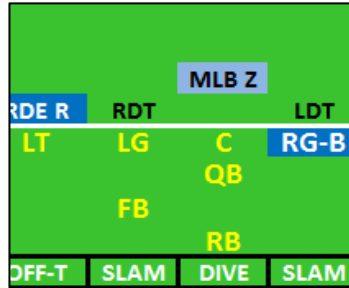
The call was a Sweep Right, so Jordan is going to be the closest STAR Defender. STAR Defenders turn any Offensive IPA into his ability to make the play. This play had BLOCK as the IPA which is an Offensive IPA as it calls on an Offensive player to execute BUT it now flips to Jordan's ability to make a stop using his TACKLE Rating. We use the same IPA of 3 and that is well within Jordan's TACKLE Rating of 3 AND it is also in his FUM Rating of 5 so he will make the stop and may even force a fumble. Fuqua has a FUM Rating of 4 and the Game Center shows a

R10 of 5, so no fumble. The Red Number under DL of the Game Center is 1 so Fuqua gains 1 yard on the play.

OFFENSE BURN TIME OUT

| | | | | | |
|---------|------|--------|-------|------|---------|
| OUTSIDE | SEAM | INSIDE | RIGHT | SEAM | OUTSIDE |
|---------|------|--------|-------|------|---------|

| RUNNING PLAYS | |
|----------------------|--------------|
| PURSUE LB -/0 | 20 |
| SPECIAL DESIGNATIONS | |
| STOPPER | 13 |
| RUN PLAY LEVEL | |
| 15 | NO D CONTAIN |



| Lee Roy Jordan | | | DAL 1973 | | |
|----------------|--------|------|----------|---------|-----|
| MLB | 14 | 14 | STAR | STOPPER | PEN |
| 20 | 20 | 5 | 7 | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 20 | 20 | 5 | 7 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 15 | 2 | 2 | 8 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 16 | 14 | 11 | 4 | 3 | 4 |

| | | | |
|----------|---------------|--------|-------|
| QB SACKS | SUPERSTAR P-D | FUMBLE | INT-D |
| | STAR | | |
| SNAP | | | 16 |

| RUNNING PLAYS | |
|----------------------|----------------|
| BLOCK -/0/+ | 3 FLAG |
| SPECIAL DESIGNATIONS | |
| | 7 |
| RUN PLAY LEVEL | |
| 8 | GOOD D PURSUIT |

| John Fuqua | | | PIT 1973 | | |
|------------|-----------|----------|----------|------|------------|
| RB | READ HOLE | 13 | BREAK | 3 | LINEBACKER |
| NO GAIN | DEF LINE | | | | |
| 4 | 9 | 15 | | | |
| YAC | BREAK | DISTANCE | | | |
| 14 | 1 | H | | | |
| REC | YAC | BRK | DIS | CTH | DRP |
| 12 | 14 | | 2 | 2 | |
| RUN | BLOCK | PASS | FUM | WORK | |
| 13 | 5 | 12 | 4 | B | 7 |

| Frank Lewis | | | PIT 1973 | | |
|-------------|-------|----------|----------|------|------|
| WR | RAC | 6 | QUICK | INT | DEEP |
| 10 | 17 | 15 | | | |
| YAC | BREAK | DISTANCE | PEN | | |
| 18 | 1 | D | 4 | | |
| RUN | NG | DL | LB | CTH | DRP |
| 5 | 9 | 14 | 20 | 3 | 4 |
| RUN | BLOCK | PASS | FUM | WORK | |
| 9 | 2 | 12 | B | 5 | |

| | | |
|----|----|---|
| 67 | 16 | 5 |
|----|----|---|

It will be 3rd and 6 for the Steelers. This play shows the value of STAR Defenders. The better the Defense, the more STAR Defenders that Defense will have. Every team has at least 1 STAR Defender but on very poor teams even this STAR Defender may not have the best Ratings. Great defenses like the Purple People Eaters, the Fearsome Foursome and the 85 Bears, the Steal Curtain the and the Ravens D at the turn of the Millennium will have at least 3 STAR Defenders and might have as many as 4 or 5. Great Defenses shine in Sideline Football.

PITTSBURGH 3rd and 6 at own 24 YL

Even though Ron Shanklin is the best Steeler Receiver, we will stay away from Mel Renfro and call a BASE FORMATION Intermediate Out Pass to Frank Lewis, the Left Wide Receiver for the Steelers.

The Cowboys are in Man Defense. The SNAP is Normal. The PASS PLAY BLOCKING

| PASS PLAY BLOCKING | |
|--------------------|----|
| PASS RUSH | 15 |

IPAs is PASS RUSH and the Telestrator shows LDE which is Pat Toomay who has a PRESSURE Rating of 14 and the Result Number of 15 is higher than that so he doesn't create a Pass Rush on Bradshaw. Because there is no

| COVER RECEIVER/READ DEFENSE | |
|-----------------------------|---|
| QUARTERBACK READ | 4 |

initial Pass Rush, we skip the PRESSURE IPA and move to the COVER RECEIVER/READ DEFENSE IPA where we find QUARTERBACK READ with a Result Number of 4.

| Terry Bradshaw | | | | | |
|----------------|----------|-----|------|-----|-----|
| QB 10 | D LEAD 4 | | | | |
| SCR | QCK | INT | DEEP | PRS | INT |
| 17 | 14 | 11 | 7 | 10 | 17 |
| 14 | 10 | 7 | 3 | 6 | 13 |
| PKT | SCR | H-R | PEN | P-A | FUM |
| 14 | 3 | | 2 | 5 | 2 |
| RUN | BRK | NG | DL | LB | |
| 10 | 1H | 5 | 10 | 16 | 10 |
| | | | | | 9 |

Bradshaw has a QB Rating of 10, which is very poor, but the Result Number of 4 is within that, so he Reads the Defense this time.

| B-HIT | | HELP | | QB-SF | | RECEIVER RUN AFTER CATCH | | HIT TH | |
|-------|---|------|---------------|-------|---|--------------------------|--|--------|--|
| 20 | 4 | C | DROPPED PASS? | | 5 | | | | |

Now we will throw the pass.

We open the Pass Completion Section and we see DROPPED PASS? IF the Pass is going to be complete, we will check Lewis for a Drop. There are things to check. Above the Result Number of 5 (in red with white number) we see HIT TH which tells us a defender is going to try and hit Bradshaw right at the time of the throw, and if he does the Result Number of 5 will be raised to 8. Many times this is just enough to make a pass incomplete, drawing the

ire of the Offensive Line Coach! We check the Pressure

| POCKET/QB PRESSURE | | DEEP | |
|--------------------|--------------------|------|--|
| 9 | MOVE OUT OF POCKET | 16 | |

frame just above and see to the far left the QB HIT Result Number is 9. Toomay was the defender trying to create a Pass Rush and even though he didn't he may still be alive enough in the play to make an impact with a QB Hit. Toomay has a QBH Rating of 6 and 9 is above that, so he doesn't get a hit on Bradshaw. Charlie Waters is covering Lewis in

| Pat Toomay | | | | | |
|------------|--------|------|------|-----|-----|
| DE | 14 | | | | |
| | 14 | | | | |
| | PEN 20 | | | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 16 | 13 | 4 | 4 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 14 | 2 | 2 | 6 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 5 | 2 | | 1 | 2 | |

Man to Man so we check the PBU Section to see if he would break up the pass. It is showing B-HIT with a Result Number of 20.

If he can, he will lay a Big Hit on Lewis to separate him from the ball IF the Pass is going to be complete. You look at both the PBU Rating and HIT Rating for Waters and a Result Number would have to be within BOTH of those. So, anything 1 through 5 for a Result Number would be but 20 is not, he's out of the play. As the Cowboys are in Man to Man

that means there are TWO Safeties in Help Coverage. We're throwing to the Right so that is the Help Coverage Area of the SS which is Cornell Green. Because he is in Help Coverage, Bradshaw will have to do

something to MOVE Green out of the play with his eyes, a pump fake, shoulder shrug, etc. I.E. the things good QBs to do manipulate Safeties in Help Coverage. The QB-SF Section of

the Pass Completion Frame shows C. That is checked against the QB's SF Rating and Bradshaw has a D Grade as seen on his card just to the right of his QB Rating of 10. So, the very young Bradshaw doesn't take Cornell Green out of the play. That's important because the Play Result Number for a Completed Pass is 5 and glancing at the R10 on the Game Center, we see (not shown here) that it is 10 and Lewis has a Drop Rating of 4, so he wouldn't have dropped the ball, BUT Bradshaw didn't move Green and the HELP Result Number of 4 showing in that

| Cornell Green | | | | | |
|---------------|--------|------|------|-----|-----|
| SS | 14 | | | | |
| | 14 | | | | |
| | PEN 20 | | | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 16 | 13 | 4 | 5 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 9 | | | 2 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 16 | 15 | 14 | 4 | | 4 |

same Frame is within Green's HELP Rating of 4, so he makes the play. The PBU Section just to the left shows you what type of play is made. Green has a HIT Rating of 5. Disregard the 20 and look at Green's HELP and HIT Ratings. Those are both within the HELP 4 Result Number, so Green gets over to the Intermediate Outside Pass and lays a BIG HIT on Lewis to separate Lewis from the ball resulting in an Incomplete Pass. Once you are familiar with this procedure, getting a result here takes 15 to 20 seconds at the most. You simply look at the Game Center and glance at the Ratings of the players and determine the result. But, the narrative is built and you begin to see how the good players will shine. Staubach has an A Grade for Manipulating Safeties and if he were under Center for this play, the Steelers would have

had a 1st down. But, Bradshaw is still young and hasn't developed yet as a Quarterback, but he soon will.

PITTSBURGH 4th and 6 at own 24 YL

The Steelers will punt.

| PUNT | TRAJECTORY | LENGTH | BLOCK |
|------|------------|--------|-------|
| | 3 | 17 | |

Bobby Walden is the Pittsburgh Punter. We go to the Special Teams Tab and click on PUNT and see a Trajectory of 3 and a Length of 17. When we look at Walden's card section GL to 50, we see an FC Rating of 4. The Trajectory of 3 is within that so Walden really hangs one up there, forcing the Cowboy Returner to call for a Fair Catch. The Length of 17 is added to Walden's Base LENGTH Number of 31 and the punt has traveled 48 yards.

| Bobby Walden | | |
|--------------|----------|-------|
| GL TO 50 | 49 TO GL | 14 P |
| 4 | FC | 6 |
| 31 | LENGTH | 28 |
| LONG | LIMIT | PIN |
| 17 | 57 | 4 |
| DIRECT | SKY | COVER |
| 26 | 23 | -2 |

Golden Richards is the Number 1 Returner for the Cowboys. I opened the Punt Return Window just to make sure he doesn't MUFF the punt catch. He didn't so he makes the Fair Catch.

| STEELERS | 7:30 | COWBOYS |
|----------|---------|---------|
| 0 | QUARTER | 0 |
| T.O. | 1 | T.O. |
| 2 | | 3 |
| DOWN | TO GO | BALL ON |
| 1 | 10 | 28 > |
| RED ZONE | | |

DALLAS 1st and 10 at own 28 YL

The Cowboys look to move the ball down the field, so the first call will be a BASE Formation Play - Action

Intermediate Inside Pass to TE Billy Joe Dupree.

The SNAP is Normal and the Steelers are in a Box Safety look.

The Steelers were playing to stop the Run and brought the SS down into the BOX. There is Man Coverage but, as you see, there is only 1 Safety in Help Coverage and it is the FS.

You see that both OUTSIDE Pass Routes would be out of the Help Coverage Range of the FS IF he has the ability to make a play, it will only be for the INSIDE and SEAM Routes.

We are throwing a Play Action Pass to Dupree and we know that Play Action is available because it is showing underneath the Telestrator. If this were 2nd and 10 instead of 1st and 10, Play Action would not be available.

| OUTSIDE | SEAM | LEFT | INSIDE | SEAM | OUTSIDE |
|----------------------------------|-------|-------|--------|-------------|---------|
| SINGLE SAFETY HELP COVERAGE AREA | | | | | |
| | | | FS H | | |
| RCB M | WLB M | | MLB M | SS_BOX | LCB M |
| | RDE | RDT | LDT R | (LDE) | |
| LWR | LT | LG | C | RG | RT |
| | | FB-B | QB | | TE |
| | | FB | | RB | |
| 12 | | | | | 19 |
| SWEEP | EDGE | OFF-T | SLAM | DIVE | SLAM |
| | | | | | OFF-T |
| | | | | | EDGE |
| | | | | | SWEEP |
| | | | | PLAY ACTION | BOX |

PASS PLAY BLOCKING

PASS BLOCK

3

The SNAP is Normal and we've already established that the Steelers are in a Cover 1 Man look. The FB is called upon to provide Pass Blocking. Walt Garrison has a PASS BLOCK Rating of 17 and the Result Number of 3 is well within that so Staubach has time to look for Dupree.

| PCKT | COVER RECEIVER/READ DEFENSE |
|------|-----------------------------|
| | DEFENDER COVERAGE |
| | 4 |

We move to the COVER RECEIVER/READ DEFENSE Frame and see that the

| Walt Garrison | | |
|---------------|-----------|------------|
| FB | READ HOLE | BREAK |
| 12 | 12 | 3 |
| NO GAIN | DEF LINE | LINEBACKER |
| 4 | 9 | 15 |
| YAC | BREAK | DISTANCE |
| 14 | 1 | G |
| REC | YAC | BRK |
| 12 | 16 | 2 |
| DIS | CTH | DRP |
| 2 | 2 | 2 |
| RUN | BLOCK | PASS |
| 18 | 3 | 17 |
| FUM | WORK | |
| 4 | B | 8 |

IPA Showing is DEFENDER COVERAGE. The SLB is guarding Dupree Man-to-Man and that is

| Andy Russell | |
|--------------|--------|
| SLB | 14 |
| STAR | 18 |
| PLAY RUN | TACKLE |
| 19 | 17 |
| FUM | HIT |
| 3 | 6 |
| PRESSURE | SACK |
| 14 | 1 |
| QB | QBH |
| 1 | 5 |
| QCK | INT |
| 13 | 11 |
| DEEP | HELP |
| 9 | 3 |
| INT | PBU |
| 2 | 3 |

Andy Russell. He has a PASS COVERAGE Rating of 11 for INT (Intermediate Routes) so he covers Dupree. Nothing is showing in the PCKT Section to the far left so Staubach is going to try and force the ball into Dupree. If a Pocket Check were showing we would need to check and see if Staubach is able to move within the Pocket to buy more time, but nothing is showing there. So, Staubach is going to try and hit Dupree with the route that is well covered and that means we will use his lower INT Rating which is 10.

We open the next frame and see PASS COMPLETED? With

| HIT | HELP | QB-SF | RECEIVER RUN AFTER CATCH |
|-----|------|-------|--------------------------|
| 14 | 7 | - | PASS COMPLETED? |
| | | | 15 |

a Result Number of 15. The PBU Section shows HIT but that is way above Russell's Ratings for those

The Steelers Free Safety is Glen Edwards and he has a Help Rating of 5 and the HELP

Result Number of 7 is above that so he is out of the play. So, Staubach throws the pass but

the Result Number of 15 is higher than his Lower INT Rating of 10 so it's going to be incomplete.

| Roger Staubach | | |
|----------------|-----|-----|
| QB | 18 | A |
| LEAD | 5 | |
| SCR | QCK | INT |
| 20 | 17 | 14 |
| DEEP | PRS | INT |
| 10 | 13 | 18 |
| 17 | 13 | 10 |
| 6 | 9 | 16 |
| PKT | SCR | H-R |
| 13 | 2 | 5 |
| PEN | P-A | FUM |
| 3 | 9 | 3 |
| RUN | BRK | NG |
| 11 | 4 | 9 |
| DL | LB | |
| 15 | 14 | 14 |

If the Result Number would have been 16 that would have brought in Interception check into play as the Red Number on the far right for Staubach shows what Result Numbers are checked for an Interception and 16 is there for passes that have the Lower Rating Number checked. So, incomplete pass.

DALLAS 2nd and 10 at own 28 YL

To make 3rd down a little easier, we'll run the ball to pick up some yards.

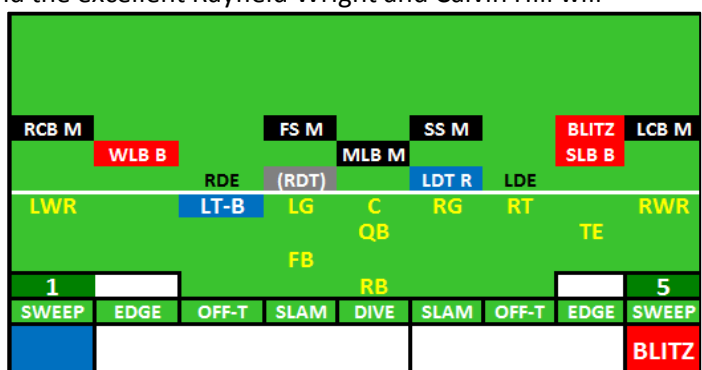
We'll call a BASE Formation Off-Tackle Run Right to go behind the excellent Rayfield Wright and Calvin Hill will tote the rock. The SNAP is Normal and the Steelers are blitzing the Outside Linebackers.

| Calvin Hill | | | | | |
|-------------|-----------|----------|-------|------------|----------|
| RB | READ HOLE | 17 | BREAK | 4 | DAL 1973 |
| NO GAIN | | DEF LINE | | LINEBACKER | |
| 4 | 9 | 15 | | | |
| YAC | | BREAK | | DISTANCE | |
| 16 | 1 | H | | | |
| REC | YAC | BRK | DIS | CTH | DRP |
| 13 | 14 | 1 | H | 2 | 2 |
| RUN | | BLOCK | | PASS | |
| 12 | 2 | 16 | 4 | A | 14 |

The Run Play Level is 15 which is within Hill's LINEBACKER Level. The RUNNING PLAYS IPA is BLOCK which means we check Rayfield Wright for his Run Blocking ability. Rayfield has a RUN BLOCK Rating of 20, so 9 is well within that. Blitzing is a Risk/Reward proposition.

| Rayfield Wright | | |
|-----------------|---------|--------|
| RT | | |
| DAL 1973 | | |
| 12 | | |
| 12 | | |
| RUN | PENALTY | POWER |
| 20 | 2 | 19 |
| PASS | PENALTY | SCREEN |
| 20 | 4 | 20 |

When blitzing on a Run Play and the defense makes the play, you drop a Run Level. But, the Steelers blitzed and the IPA challenged Wright and he made the play, so you BUMP UP a Run Level. That means the Run Level is now into the Defensive Secondary. Wright did not throw a BIG BLOCK and there was nothing else that called for gaining extra yardage, so the play will end at the Secondary Level using the Black Number which is 8.



| RUNNING PLAYS | |
|----------------------|--------------|
| BLOCK -/0/+ | 9 |
| SPECIAL DESIGNATIONS | |
| STOPPER | 20 |
| RUN PLAY LEVEL | |
| 15 | NO D CONTAIN |

DALLAS 3rd and 2 at own 36 YL

Let's see if the Cowboys can convert. BASE Formation Slam Run Left.

So, we'll have Calvin Hill run behind

John Niland who made the Pro Bowl and Rayfield Wright was All-Pro in 1973 so there are some road pavers working for the Cowboys! The SNAP calls for a FALSE START? Check on the RT Rayfield Wright and his card above shows PENALTY Rating of 2

| | | | |
|--------------|---------------|--------|-------|
| QB SACKS | SUPERSTAR P-D | FUMBLE | INT-E |
| FALSE START? | RT | 17 | |

on Run Plays, so the Check Number of 17 on the Game Center means he didn't False Start. The RUN PLAY LEVEL is 5 which slots into Hill's DEF LINE Level so there isn't much available. The RUNNING PLAYS IPA calls for the Defender involved to try and TACKLE Hill. You determine the Defender based on the Level of the Run Play. It is the DEF LINE Level so we are going to check Mean Joe Greene's Tackle Rating.

| RUNNING PLAYS | |
|----------------------|-------------|
| TACKLE -/0 | 20 |
| SPECIAL DESIGNATIONS | |
| 20 | BAD CALL |
| RUN PLAY LEVEL | |
| 5 | D SETS EDGE |

| Joe Greene | | | | |
|------------|---------|----------|------|-----|
| DT | 14 | PIT 1973 | | |
| 13 | | | | |
| STAR | STOPPER | PEN | 17 | |
| PLAY RUN | TACKLE | FUM | HIT | |
| 20 | 17 | 4 | 8 | |
| PRESSURE | SACK | QBF | QBH | |
| 16 | 1 | 1 | 7 | |
| QCK | INT | DEEP | HELP | INT |
| 7 | 3 | 1 | 4 | |

Greene has a TACKLE Rating of 17, so the Result Number of 20 is higher than that and Joe doesn't make the tackle. BAD CALL is showing next to the Result Number of 20. That 20 is checked against Greene's PEN Rating which is 17. For Defender's there is a Penalty if the Result Number is equal to or greater than their Penalty Rating. 20 is so a Flag is thrown. BAD CALL tells you that the Referee has made a BAD CALL. That's going to really upset folks on the Steeler sideline. Greene didn't make the play and the DL Section for RUN PLAYS in the Game Center for the Black Number is 3, so Hill gets the First Down on the run. Now we need to see what the penalty is. We go to the PENALTIES Tab

| DEFENSIVE PENALTIES | |
|-------------------------------|---------------------------------------|
| PASS PLAYS | |
| RUN PLAYS | |
| FORMATION/REGULAR BLOCKING | YAC MATCHUPS |
| NUETRAL ZONE INFRACTION 5 YDS | ILLEGAL HANDS TO THE FACE 10 YDS + FD |
| FACEMASK 5 YDS | |

in the Game Center and click the RUN PLAYS button. The Flag was thrown when Greene was trying to make a TACKLE which means we check the YAC MATCHUPS Section which includes Tackles and see the penalty is a FACEMASK 5 YDS. So, 5 yards will be added on to the end of the run of 3 yards.

The BAD CALL means that Greene had his hand up around the facemask of Hill but never did pull it. The Referee thought he did and he gets a massive glare from Chuck Noll. The Cowboys gain 8 yards on the run and penalty.

DALLAS 1st and 10 at own 44 YL

Let's see if we can get Bullet Bob Hayes involved. BASE Formation PLAY ACTION Deep Out to Hayes.

The SNAP is Normal and the Steelers are in Zone Defense which negates Play Action for the Cowboys.

We start with PASS PLAY BLOCKING and the IPA is PASS BLOCK and the Telestrator is showing RT which is Rayfield Wright. The All-Pro Wright has a PASS BLOCK Rating of 17 so he blocks it up for Staubach.

We move to the COVER RECEIVER/READ DEFENSE Section and we see the IPA of RECEIVER OPTION ROUTE with

| | |
|---------------------------|-----------|
| PASS PLAY BLOCKING | |
| PASS BLOCK | 17 |

| | |
|------------------------------|------------------------------------|
| PCKT | COVER RECEIVER/READ DEFENSE |
| RECEIVER OPTION ROUTE | 3 |

a Result Number of 3. There is a CHEAT SHEET Tab in the Game Center and this is a good time to check that. We see that in the RECEIVER OPTION ROUTE vs. Zone Defense calls for the Receiver to read the defense and bump up a route level. So, we Check the DEEP ROUTE

| STEP 3 COVER RECEIVER/READ DEFENSE | RECEIVER OPTION ROUTE | RECEIVER ROUTE # | RECEIVER # | QB LOWER #(P) |
|------------------------------------|--|--|------------------|---------------|
| | vs. Man Def 2 Safeties vs. Man Def 1 Safety vs. Man Def 0 Safeties vs. Zone Defense | 1 LEVEL UP | no PBUs/SAF HELP | |
| | | If Receiver Reads Safeties he executes a STOP Route If Receiver Reads Safety he breaks Route outside If Receiver Reads this he breaks Route inside If Receiver Reads this he sits down in Zone seam | | |
| | | | | |
| | RECEIVER CLEARING ROUTE* | TANDEM RECEIVER | QB HIGHER # | QB LOWER #(P) |
| | Tandem Rec. Clears Safeties | ROUTE # 1 LEVEL UP | No Safety Help | |
| | RECEIVER PICK PLAY** | TANDEM RECEIVER | QB HIGHER # | QB LOWER #(P) |
| | Tandem Rec. Runs Pick Route | ROUTE # ON SAME | No Safety Help | |
| | To Pick Off Receiver's Defender | ROUTE LEVEL | no PBUs | |
| | DEFENDER COVERAGE IPA | RATING | IN-RANGE | OUT of RANGE |

Rating for Bob Hayes as he will try and read the defense and get into the seam in the Zone. If he is able to execute the Option Route, we will use the RECEIVER # (his Route Rating) of the level he bumped up to in order to determine if he gets open or not. The advantage of option routes is they prevent the defender from being able to break up the pass with his PBU Rating and for Man Defense with Safety Help, the Safety is taken out of the play. Hayes has a DEEP Route Rating of 3, so the RECEIVER OPTION ROUTE Result Number of 3 is well within that. Hayes is able to read the defense and sits down in the seam of the Zone Defense.

We open the next frame for the result. PASS COMPLETED?

| | | | |
|-----------|-------------|------------------------|--------------------------|
| HIT | HELP | QB-SF | RECEIVER RUN AFTER CATCH |
| 17 | ZONE | PASS COMPLETED? | 10 |

| | | | | |
|------------------|-----------|-----------|-----------|-----------|
| Bob Hayes | | | | |
| WR | RAC | 4 | | |
| QUICK | INT | DEEP | | |
| 9 | 15 | 13 | | |
| YAC | BREAK | DISTANCE | PEN | |
| 16 | 1 | F | 2 | |
| RUN | NG | DL | LB | CTH |
| 5 | 8 | 13 | 19 | 2 |
| RUN | BLOCK | PASS | FUM | WORK |
| 14 | 4 | 13 | C | 13 |

is within the DEEP Route Rating for Hayes so the pass is complete. Remember PBUs aren't available in Option Routes, so even if HIT on the far left would have been 1 and within the defender's PBU and HIT Ratings, the defender would have been out of the play. The Game Center is showing RECEIVER RUN AFTER CATCH which means we check Hayes for a RAC chance. The Result Number of 10 is above the RAC Rating of 4 for Hayes so he catches the ball but doesn't get any YAC. Remember this was an Option Route and even though the original play call was for an Intermediate Pass, Hayes read the defense and bumped up to the Deep Route Level and sat down in the Seam and made the catch. We refer to the PASS YARDAGE Section of the Game Center and look for the Black Number as Hayes didn't get any YAC and that Black Number is 33. So, Staubach hits Hayes for 33 yards.

DALLAS 1st and 10 at opp 23 YL

The next call is BASE Formation Dive Run Right and Walt Garrison will be the ball carrier.

The SNAP is Normal and the Steelers are blitzing their Outside Linebackers again.

The Run Play Level is 19 so there is a Big Opening as that corresponds to the Defensive Secondary on Garrison's card. Because 19 is

| | |
|-----------------------------|--------------------|
| RUNNING PLAYS | |
| RB READ HOLE -/0/+ | 15 |
| SPECIAL DESIGNATIONS | |
| STOPPER | 1 |
| RUN PLAY LEVEL | |
| 19 | BIG OPENING |

higher than Garrison's LINEBACKER LEVEL Number of 15, the level is the next one up which is the Defensive Secondary. The IPA calls for Garrison to READ the HOLD and we have a STOPPER showing in the SPECIAL DESIGNATIONS Section. First of all, the STOPPER overrides Offensive IPAs and the Red STOPPER for the Steelers is Jack Ham and he has a TACKLE Rating of 20, so 1 is certainly within that. 1 is also low enough to be within Ham's FUM Rating which is 3. So, he will Tackle Garrison and possibly jar the ball loose. The R10 is 2 which is within Garrison's FUM Rating of 4 BUT remember that both the Forced FUM Result Number and the FUM R10 have to be BOTH EVEN or BOTH ODD (this changes when a Big, Hard

| | | | | |
|----------------------|-----------|------------|----------|----------|
| Walt Garrison | | | | |
| FB | READ | BREAK | | |
| 12 | 3 | | | |
| NO GAIN | DEF LINE | LINEBACKER | | |
| 4 | 9 | 15 | | |
| YAC | BREAK | DISTANCE | | |
| 14 | 1 | G | | |
| REC | YAC | BRK | DIS | CTH |
| 12 | 16 | 2 | D | 2 |
| RUN | BLOCK | PASS | FUM | WORK |
| 18 | 3 | 17 | 4 | 8 |

or Huge Hit are involved but they aren't here). So, Ham makes the Stop and nearly forces a fumble. Because the Steelers blitzed AND made the play defensively, we drop a Run Level down from DEFENSIVE SECONDARY to LINEBACKER AND we will use the Red Number for LB in the Game Center which is 3. So Garrison gains 3 yards. A quick word here. If STOPPER weren't showing in SPECIAL DESIGNATIONS, the Result Number of 15 for READ HOLE is above Garrison's READ HOLE Rating of 12, so even though there was a BIG OPENING into the Secondary, he wouldn't have read that effectively and would have dropped a level to the LB Level and used the Red Number. In effect, the result of the play would have been the same.

DALLAS 2nd and 7 at opp 20 YL

The Cowboys are in the Red Zone and the Game Center shows you that.

BASE Formation Middle Screen to Hill.

The SNAP is Normal and the Steelers are in a Zone Defense. The SCREEN PASS BLOCKING IPA is BLOW UP SCREEN and RDT is showing on the Telestrator and we already know that is Joe Greene. Greene has a PRESSURE Rating of 16 so the Result Number of 7 is well within that and he BLOWS UP THE SCREEN Blocking, forcing Staubach to use his Lower SCR Pass Rating which is 17. The SCREEN PLAY PASS Result Number is 18. That is higher than Staubach's Lower SCR Pass Rating of 17 so the pass is incomplete. Great play Joe Greene, you deserve a Coke and a Smile!

| | | | |
|-------------|--------------|----------------|-----------------|
| DOWN | TO GO | BALL ON | RED ZONE |
| 2 | 7 | < 20 | RED ZONE |

| | |
|------------------------------|-----------|
| SCREEN PASS BLOCKING | |
| BLOW UP SCREEN | 7 |
| SCREEN PLAY PURSUIT | |
| BREAK THROUGH DEFENSE | 19 |
| SCREEN PLAY PASS | |
| 18 | |

DALLAS 3rd and 7 at opp 20 YL

Play it again Sam! In an attempt to trip up the Steeler D, let's call another Middle Screen to Hill out of a BASE Formation. The Steelers are in Zone Defense. The SNAP tells us to check and see if the MLB jumps offsides (they aren't blitzing so that is disregarded) and the Check Number is 2 and the Steelers MLB is Henry Davis who has a PEN Rating of 18, so he doesn't jump offsides. The SCREEN PASS BLOCKING IPA shows BLOW UP SCREEN with a Result Number of 20 and NO CALL to the right of it. The Telestrator highlights the LDT in blue BUT it is within parenthesis which means the backup for that position is in the game on this play. The backup DT is Tom Keating

| | | |
|-----------------------|--------------------|----------|
| JUMP OFFSIDES? | BLITZER/MLB | 2 |
|-----------------------|--------------------|----------|

| | |
|-----------------------------|-------------------|
| SCREEN PASS BLOCKING | |
| BLOW UP SCREEN | 20 NO CALL |
| SCREEN PLAY PURSUIT | |
| TACKLE HUGE HIT | 6 |
| SCREEN PLAY PASS | |
| 6 | |

| | | | |
|--------------------|---------------|-------------|-------------|
| Tom Keating | | | |
| DT | 12 | PIT | 1973 |
| | 4 | PEN | 19 |
| PLAY RUN | TACKLE | FUM | HIT |
| 16 | 7 | 2 | 2 |
| PRESSURE | SACK | QBF | QBH |
| 9 | | | 2 |
| QCK | INT | DEEP | HELP |
| | | INT | PBU |
| | | | 1 |

and he is in on this play. He has a PRESSURE RATING of 9 so he doesn't BLOW UP the SCREEN Blocking. He has a PEN Rating of 19 and 20 is equal to or higher than that and he commits a Penalty but the Referee misses it, but the Texas Stadium crowd sees it!



So, Keating doesn't make a play and we will use Staubach's Upper SCR Rating of 20 to determine if the pass is complete or not. He has a 20 for that Rating, so the pass is complete. Hill now has the ball at the Black Number SCR Yardage on the Game Center which is 6 yards. The SCREEN PLAY PURSUIT IPA calls for a defender to try and make a TACKLE with a HUGE HIT and has a Result Number of 6. Who is the defender?

| | | | | | |
|-----------------------|------------|------------|-------------|------------|-------------|
| Roger Staubach | | | | | |
| QB | 18 | A | LEAD | 5 | DAL |
| | | | | | 1973 |
| SCR | QCK | INT | DEEP | PRS | INT |
| 20 | 17 | 14 | 10 | 13 | 18 |
| 17 | 13 | 10 | 6 | 9 | 16 |
| PKT | SCR | H-R | PEN | P-A | FUM |
| 13 | 2 | 5 | 3 | 9 | 3 |
| RUN | BRK | NG | DL | LB | |
| 11 | 4 | 9 | 15 | 14 | 14 |

| | |
|-----------|------------|
| DS | SS |
| LB | SLB |
| DL | |

As we saw earlier, you look to the section to the right of the scoreboard to determine the defender. The Result Number used to determine if the pass was complete is the number we reference. 1-5 is DL, 6-15 is LB and 16-20 is DS. The Result Number is 6 so we look at the LB level and that is the SLB which is Andy Russell. Russell has a TACKLE Rating of 17, a HIT Rating of 6 and a FUM Rating of 3. The TACKLE HUGE HIT Result

Number is 6, so that is within Russell's TACKLE RATING and it is also within his HIT Rating but not low enough to be in his FUM Rating. So, Russell pursues the completed Screen Pass to Calvin Hill and he Tackles him with a HUGE HIT. That got some oohs and aahs from the crowd! So, the Steelers didn't Blow up the Screen Blocking so we started at the SCR

Black Number yardage which was 6 and Russell REALLY prevented Hill from going any further. Gain of 6.

DALLAS 4th and 1 at opp 14 YL

It's tempting for Tom Landry to want to go for it, but he feels he needs to get some points on the board so he sends in Toni Fritsch for a 21 yard Field Goal Attempt.

| Toni Fritsch | | | DAL 1973 | |
|--------------|---------|--------|----------|--|
| XP | 18-19 | K | 13 | |
| 40 | 20 20 | | | |
| 20-29 | 30-39 | 40-49 | | |
| 20 17 | 20 7 | 20 | | |
| 50-55 | 56 + UP | CLUTCH | | |
| 16 | 6 | +4 | | |
| KICKOFF | SKY/SQ | COVER | | |
| 5 | 17 | +6 | | |

We go to the SPECIAL TEAMS Tab and click the FIELD GOALS Button. The TRAJECTORY is 20 and that is within Fritsch's Rating of 20 and the ACCURACY is 16 which is barely within Fritsch's Rating of 17. Toward the bottom we see that the Field Goal is made DIRECTLY OVER LEFT UPRIGHT. Fritsch hits it but Landry lets out a sigh of

| KICK | TRAJECTORY | ACCURACY | BLOCK |
|--|------------|------------|-------|
| | 20 | 16 | |
| MAXIMUM RUSH | | ICE KICKER | |
| PROJECTION SEASON FIELD GOALS & EXTRA POINTS | | | |
| DIRECTLY OVER LEFT UPRIGHT | | WIDE RIGHT | |

relief and so does Fritsch!

| STEELERS | 4:20 | COWBOYS |
|----------|---------|---------|
| 0 | QUARTER | 3 |
| T.O. 2 | 1 | T.O. 3 |

The Cowboys take the lead!

DALLAS KICKOFF

Toni Fritsch boots the kickoff for the Cowboys and Preston Pearson fields the ball at the 6 yard line. Pearson wins the matchup and returns the ball 28 yards out to the 34 yard line.

PITTSBURGH 1st and 10 at own 34 YL

The Steelers open their drive with a BASE Formation and an EDGE RUN LEFT with Franco Harris carrying the ball.

| Franco Harris | | | PIT 1973 | | |
|---------------|-----------|------------|----------|------|-----|
| RB | READ HOLE | BREAK | 3 | | |
| 14 | | | | | |
| NO GAIN | DEF LINE | LINEBACKER | | | |
| 4 | 9 | 15 | | | |
| YAC | BREAK | DISTANCE | | | |
| 15 | 1 | 6 | | | |
| REC | YAC | BRK | DIS | CTH | DRP |
| 11 | 12 | | 1 | 3 | |
| RUN | BLOCK | PASS | FUM | WORK | |
| 13 | 5 | 14 | 6 | A | 8 |

STAR is showing in the SNAP Section, so a Dallas STAR defender will be involved in the play.

We determine that Lee Roy Jordan is the defender closest to the action because the RUN PLAY LEVEL of 12 is within Franco's LINEBACKER LEVEL and Lee Roy

| RUNNING PLAYS | |
|----------------------|---------------|
| LOWERS SHOULDER 0/+ | 11 |
| SPECIAL DESIGNATIONS | |
| PUSH THE PILE | 14 |
| RUN PLAY LEVEL | |
| 12 | GOOD BLOCKING |

| Lee Roy Jordan | | | DAL 1973 | | |
|----------------|---------|------|----------|-----|-----|
| MLB | 14 | 14 | 20 | | |
| STAR | STOPPER | PEN | | | |
| 20 | 20 | 5 | 7 | | |
| PLAY RUN | TACKLE | FUM | HIT | | |
| 15 | 2 | 2 | 8 | | |
| PRESSURE | SACK | QBF | QBH | | |
| 16 | 14 | 11 | 4 | | |
| QCK | INT | DEEP | HELP | INT | PBU |
| 16 | 14 | 11 | 4 | 3 | 4 |

Jordan is a MLB for the Cowboys. The RUNNING PLAYS IPA calls for Harris to try and Lower his Shoulder and drive for extra yardage at the LINEBACKER LEVEL. Because a STAR Defender is involved, we check Jordan's TACKLE Rating which replaces the LOWERS SHOULDER IPA for Harris. We use the Result Number of 11 found there and that is within Jordan's TACKLE Rating of 20, so he makes the play. PUSH THE PILE is showing in the SPECIAL DESIGNATIONS Section, but the STAR DEFENDER negates that and the play ends with Jordan making the tackle. We check the Red Yardage at the LB Level and it is 3. So Harris gains 3 yards and Jordan stops a much better gain from happening.

PITTSBURGH 2nd and 7 at own 37 YL

Bradshaw calls a BASE Formation Intermediate Pass Outside to Ron Shanklin. The Cowboys are in Man Defense and the SNAP is Normal. The PASS PLAY BLOCKING IPA calls for an Offensive Lineman to provide protection for Bradshaw. The Telestrator shows Glen Ray Hines as the RT and he will be called upon here. protection. We move to the COVER RECEIVER/READ DEFENSE IPA and it shows QUARTERBACK READ which will test Bradshaw's ability to Read the Defense. Bradshaw has a QB Rating of 10, so the Result Number of 7 is within that and he reads the defense and will now throw the pass to Ron Shanklin.

| PASS PLAY BLOCKING | |
|--------------------|----|
| PASS BLOCK | 11 |

| PCKT | COVER RECEIVER/READ DEFENSE |
|------|-----------------------------|
| | QUARTERBACK READ |
| | 7 |

We open the PASS COMPLETION frame and in the PASS COMPLETED? Section, we see a Result Number of 2 and above that we see the it is calling on the

| | | | | |
|-----|------|-------|-----------------|---|
| DEF | HELP | QB-SF | QB-LEAD RAC | |
| 20 | 8 | - | PASS COMPLETED? | 2 |

QB to lead the receiver so that he can run after the catch. QB-LEAD RAC above PASS COMPLETED? Is what tells us that the QB will try and lead the Receiver. Bradshaw has an UPPER INTERMEDIATE PASS Rating of 11, so the Result Number of 2 is well within that. Bradshaw has a LEAD Rating of 4 and the Result Number of 2 is within that. As you see, the lower the Result Number on a completed pass, the better it is for the offense. The Result Number of 2 was within Bradshaw's Upper Intermediate Pass Rating AND his LEAD Rating so it could be good for the Steelers. The PBU IPA on the far left shows DEF 20 and Mel Renfro is covering Shanklin and the Result Number 20 is well above Renfro's PBU Rating of 8 so he doesn't break up the pass. HELP 8 is showing and that is well above Cliff Harris's HELP Rating of 4 so he doesn't factor into the play. So, Bradshaw completes the Intermediate Out Pass to Shanklin. Because Bradshaw LEADS Shanklin, we next open the RECEIVER RAC frame to see if Shanklin got Run After the Catch.

| | |
|--------------------------|---|
| RECEIVER RUN AFTER CATCH | |
| SPIN AWAY 0/+ | 8 |

The RECEIVER RUN AFTER CATCH frame shows an IPA of SPIN AWAY with a Result Number of 8 which will be checked against Shanklin's YAC Receiving Rating. If Shanklin is able to SPIN AWAY, he will gain extra yardage, if not the play will end there.

Shanklin has a YAC Rating of 20 which is as good as it gets. The Result Number of 8 is well within that, so he will SPIN AWAY for extra yardage. BUT the Result Number of 2 in the PASS COMPLETED? IPA frame is also low enough to be within Shanklin's BREAK Rating of 3. When the Result Number we check to determine if a pass is complete or incomplete is low enough to be within the Receiver's BREAK Rating and there is an opportunity to Run After the Catch because the QB LEAD the receiver OR the PASS COMPLETED frame called on the Receiver to try and Run for extra yardage after the catch, a BREAKAWAY may be involved. Bradshaw completed the pass with a 2 AND he LEAD Shanklin. Shanklin was able to SPIN AWAY from Renfro and 2 is within Shanklin's BREAK Rating of 3, so we now move to

| | | | |
|--------------|--------|----------|-----|
| Ron Shanklin | | PIT 1973 | |
| WR | RAC 12 | | |
| QUICK | INT | DEEP | |
| 3 | 20 | 20 | |
| YAC | BREAK | DISTANCE | PEN |
| 20 | 3 | B | 4 |
| RUN | NG | DL | LB |
| 5 | 8 | 13 | 19 |
| RUN | BLOCK | PASS | FUM |
| 14 | 5 | 12 | 2 |
| CTH | DRP | | |
| 3 | 3 | | |
| RUN | BLOCK | PASS | FUM |
| 13 | 13 | | |

a LONG GAIN. We go to the LONG GAINS TAB and the first step is to click the FIRST BREAK Button.

We click the FIRST BREAK Button and it shows H which directs us to click the H Button and we see 21. So far, Shanklin has gained 21 yards.

| | |
|----|---|
| H | H |
| 21 | |

We now open the INDIVIDUAL PLAYER ACTION Button to see if a defender will be able to stop the ball carrier there or if the ball carrier can do something

to gain even more yardage. We click the Button and it shows BALL CARRIER 0/+ with a Result Number of 11. When we

| | | | |
|----------------------------|---------|--------|---------|
| BALL CARRIER EXTRA YARDAGE | BLOCKER | RESULT | PENALTY |
| BALL CARRIER 0/+ | RB | 11 | |

click the INDIVIDUAL PLAYER ACTION Button it also opens the OFFENSIVE PLAYER MOVE frame so that we know what type of

move the Ball Carrier will try and make. So, the IPA calls on the BALL CARRIER to try a SPIN MOVE INSIDE, away from the boundary, to attempt to gain extra yardage. The Result Number of 11 is well within Shanklin's YAC Rating of 20, so he makes the spin move and is going to gain even more yardage.

Next, we click the Yellow LEVEL BUMP Button and it shows 1, which means we bump up 1 Level from H, which is G.

| | |
|------------|------------|
| LEVEL BUMP | LEVEL BUMP |
| | 1 |

We click on the G Button and it shows 38, which means Shanklin has now gained 38 total yards on the play. Because Shanklin was successful in the first breakaway attempt, we will check to see if he gets a second break.

| | |
|----|--|
| G | |
| 38 | |

We now move to the SECOND BREAK section and find out what happened.

When we open the SECOND BREAK button, we see YES which means Shanklin will get extra yardage if he has a good enough DISTANCE Grade to do so. If that frame says NO, the play is over. The Letter D is showing (12 is ignored as that is used for projection set seasons) and Shanklin has a DISTANCE Grade of A so he certainly has a good enough grade to get a second grade. LEVEL BUMP shows 3, so that means we bump up 3 Levels from G, which is D. We click on D and it shows 66 which would be the total yardage gained on the play. The Field Position indicator at the top of the screen shows the original line of scrimmage was the Steelers 37 yard line. The Steeler 37 yard line is 63 yards from pay dirt and the D button showed

| | |
|-----------------------|------------|
| SECONDARY BREAK GRADE | |
| SECOND BREAK | LEVEL BUMP |
| YES | |

| | |
|-----------------|------|
| SECONDARY BREAK | D 12 |
| LEVEL BUMP | |
| YES | 3 |

| | |
|----|--|
| D | |
| 66 | |

66 yards. So, Shanklin catches the pass from Bradshaw, who led him nicely, spun away from Renfro for extra yardage. Further down the field Shanklin spun to the inside and made one more move further down the field

| |
|------|
| < 37 |
|------|

to race all the way to the end zone for a Steeler Touchdown!

| Roy Gerela | | | K PIT 1973 |
|------------|---------|--------|------------------|
| XP | 18-19 | 14 | |
| 39 | 20 | 18 | |
| 20-29 | 30-39 | 40-49 | |
| 20 | 17 | 20 | 11 |
| 20 | 11 | 20 | 8 |
| 50-55 | 56 + UP | CLUTCH | |
| 17 | ## | 7 | ## |
| | | | +5 |
| KICKOFF | SKY/SQ | COVER | |
| 6 | 18 | | +5 |

Roy Gerela comes on to try the Extra Point for the Steelers. To determine the result of a PAT we open the FIELD GOALS and EXTRA POINTS Button and for XPs, we add TRAJECTORY and ACCURACY together. Once added, if the sum is within the XP Rating of the Kicker, he PAT is good. We have a sum of 15 and that is well within Gerela's XP Rating of 39, so the PAT is good!

| KICK | TRAJECTORY | ACCURACY | BLOCK |
|------|------------|----------|-------|
| | 12 | 3 | |

So, after the Cowboys got off to a good start in the 1st Quarter, the Steelers strike quickly with an explosive play by Ron Shanklin. We have a good game brewing deep in the heart of Texas!

| STEELERS | 3:20 | COWBOYS |
|----------|---------|---------|
| 7 | QUARTER | 3 |
| T.O. | 1 | T.O. |
| 2 | | 3 |