

4th Street Football Down Tracker and Random Play Generator

Down	Yards to 1st		
1	1	6	11
2	2	7	12
3	3	8	13
4	4	9	14
	5	10	15+

Use markers to mark current down and total yards to 1st down. If total yards are more than 15, mark each value separately. Example: Total yards needed is 18, mark 15 and 3. If 25, mark 15 and 10 etc.

Defensive Random Play Chart - 1d10 + 1d12

Dice Range	Play Formation / Play # (01-9)	Roll 1d10 and 1d12 together. The d12 determines play formation and the d10 signifies the play called on the play card. Example: d12 value rolled for formation was 2 and the d10 value rolled to determine the play was a 7. The Defense will be setting up on 3-4 #7 Odd formation. Rolls of 0-1 on the d10 stand for play #1.
1-2	3-4 Odd	
3-4	Short Yardage	
5-6	4-3 Even	
7-8	Long Yardage (Nickel / Dime)	
9-10	4-3 Odd	
11-12	3-4 Even	

Always refer to the team's platoon sheet / play cards for player placement on the field.

Offensive Random Play Chart – 1d20 + 1d6

Pistol* (0-2)	I-Formation* (3-5)	2TE (d) (6-8)	Shotgun (u) (9-11)	Pro Set (12-14)	Spread* (15-17)	Ace (18-19)	Wildcat* (u) (20)
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*Only applicable if using the Pistol, Spread, I-Formation, and Wildcat add-on formations. If add-on not available and / or if not using a particular formation for your play book and it is rolled, skip to the next formation on the right until an applicable formation is found. Choose or randomly draw 6 cards from each formation set available or being used and stack them in individual piles according to their formation, face-up. Roll 1d20 and 1d6 and use the play card from the stack determined by the roll. Example: D20 valued rolled is 7, and the d6 value rolled is 3. The offense will be setting up using the third play card down from the top of the 2TE formation stack. Discard all used play cards to the bottom of their respected stacks. The (u) and (d) next to a formation name signify the play has either a hurry up, (u), or slow down, (d), option. If desired to make these options random, roll 1d6 when appropriate to determine if play is hurried or slowed. Odd = yes, even = no.

Special Teams Random Play Chart - 1d20

Play Type	Play Dice Ranges		
Kick Off	Normal Kick Off (1-16)	Squib (17-18)	Onside (19-20)
Punt	Normal Punt (1-18)	Fake Pass (19-20)	
Field Goal / 2Pt Conversion	Normal Field Goal (1-15)	Fake Pass (16-20)	

Roll 1d20 whenever a kick off, punt or field goal attempt are to be made to determine the actual play. If a field goal should be attempted, use the field goal row, if punt, use the punt row etc.