

SCORE CARD FOOTBALL

Use 2-Full Decks of Playing Cards ... PLAY with 2-Jokers IN THE DECK.

Only SHUFFLE once per game.

Check for Score within Score Rating	
TD	If RED Color
FG	If Black Color

Other Scoring Chances / Results	
Joker	Safety Against Offense
K(Red) - Fum	Fumble - Defense Draws Off Deck - 2s - TD return
	Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn
K(Black) - Int	Interception - Defense Draws Off Deck - Qs - TD Return
	Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn
Ks/Js - Missed EX Pt	All EX points are GOOD unless a K or Joker Appears

2-PT Conversions - Anytime in Game		
All 10s/Js/Qs	GOOD / Everything Else NG	Draw Off Deck

ON-SIDE Kick - May be attempted on any Possession in 4th Quarter after Score.	
Qs	All Queens are a Successful Recovery
	Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn

LATE DRIVE GAMBLES	Teams may REPLACE FG for a CHANCE TO SCORE
	Option ONLY available in 4th Quarter for Trailing Team
	DRAW card from OFF DECK -- Even Number gives Team another Card Draw to Score
	Odd Number is a TURNOVER on Downs - Lose FG Points.

TEAM ADVANTAGES	
Home Field - 1-Extra Drive Card Chance - 1/4q	
Favorite - 1-Extra Drive Card Chance - 1/4q	

Favorite Determined by Better Record.

AVE PTS /Game	Off Rate	Def Rate
75 or More	1-12	A-6
67-74	1-11	A-5
60-66	1-10	A-4
52-59	1-9	A-3
46-51	1-8	A-2
38-45	1-7	A-1
27-37	1-6	EVEN
19-26	1-5	B-1
13-18	1-4	B-2
9-12	1-3	B-3
6-8	1-2	B-4
0-5	1	B-5

RATINGS CHART

Use this chart to determine LEAGUE AVE and how many cards will score per possession draw - OFFENSE.

Defense Rating can add or take score chances away from offense based on rating (Ave. points given up per game)
EVEN = No Change

Ace = 1 / Face Cards are 2 to 10
Jacks = 11 / Queens = 12 / Kings = 13