

# SCORE CARD FOOTBALL

Use 2-Full Decks of Playing Cards ... **PLAY** with 3-Jokers IN THE DECK.

Only **SHUFFLE** once per game.

<b>Check for Score within Score Rating</b>	
<b>TD</b>	<b>If RED Color</b>
<b>FG (A/2s check) If Black Color</b>	
<b>A/2s - 2nd Draw Card (J/Q/K/A) = TD</b>	
<b>Any Other Card # = FG</b>	

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

*Favorite Determined by Better Record.*

<b>Other Scoring Chances / Results</b>		
<b>K(Red) - Fum</b>	Fumble - Defense Draws Off Deck - 2s - TD return	<b>King Diamond Check</b> (Flip Next Card)
	Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn	<b>EVEN = Fum - Check for Return</b>
<b>K(Black) - Int</b>	Interception - Defense Draws Off Deck - Qs - TD Return	<b>ODD = INT - Check for Return</b>
	Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn	<i>* 2s and Qs for TD return - each</i>
<b>Ks/Js - Missed EX Pt</b>	All EX points are GOOD unless a K or Joker Appears	

<b>Jokers - RARE PLAYS (Flip 2nd card)</b>	
<b>10-J-Q-K-Aces</b>	Safety (1-sc * for OPP)
<b>8-9s</b>	Blocked Punt *
<b>6-7s</b>	INT or FUM (b-Int/r-Fum)
<b>2-3-4-5s</b>	4th Down Conv +1-sc *

<b>2-PT Conversions - Anytime in Game</b>	<b>Ks = Int/Fum and Return Check</b>
<b>All 10/J/Q/Aces</b>	GOOD / Everything Else NG Draw Off Deck

<b>Missed Field Goal / Punt Check for BLOCKS</b>	
<b>Card #s following LAST SCORING CHANCE NUMBER for each team is MFG</b>	
<b>8-9s</b>	= Check Punts or MFG = BLOCKED Punt/ FG - Def Draw Off Deck - <b>A/2s TD Return</b>
Otherwise, Score Rating Increases by 1 on MFG; 2 on Punt for Recovering Team	
on Next Turn	

<b>ONSIDE Kick - May be attempted on any Possession in 4th Quarter after Score.</b>	
<b>10/Qs</b>	All 10s and Queens are a Successful Recovery
Otherwise, Score Rating Increases by 2 for Recovering Team Next Turn	

<b>4TH DOWN CHANCES - Any team may elect to go for it on 4th down to keep drive alive if no score.</b>	
DRAW card from OFF DECK -- <b>10/J/Qs</b> result in a FIRST DOWN and another chance to score	
if the INITIAL SCORE CHECK was a PUNT.	
* If a team maintains possession, SCORE RATING INCREASES by 1 for that possession only.	
* If turnover on downs, Score Rating Increases by 1 for Opponent - NEXT TURN.	

*\*Note: This must be announced prior to flipping score chance card to reveal a punt.  
\*4th Down Check on Punt Result ONLY.*

<b>LATE DRIVE GAMBLER Teams may REPLACE FG for a CHANCE TO SCORE</b>	
Option ONLY available in 4th Quarter for Trailing Team	
DRAW card from OFF DECK -- <b>Even Number</b> gives Team another Card Draw to Score	
<b>Odd Number</b> is a TURNOVER on Downs - Lose FG Points.	
<i>* If a team maintains possession, SCORE RATING INCREASES by 2 for that possession only.</i>	

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

**FUM/INTs on 2pt/Missed EX pt**  
May be returned for 1 or 2-pts on a RETURN TD  
**\*\* Same Draw on INT/FUM return chance**