

# THE ADVANCED GAME: Using Individual Player's Factors:

On the roster sheet every player has been assigned a numeric factor. In addition, certain players have also been assigned alphabetic factors.

To play the Advanced Game do the following:

1. Write both team's offensive and defensive lineups; include each player's factor(s) alongside his name. (Also, list the names and factors of your punter, kicker, and return men separately.)
2. Total the numeric factors of the offensive team's starting 11 men. Do the same for the opposing defensive team.
3. Now, get your Game Offensive Rating from Table I below:

TABLE I: GAME OFFENSIVE RATING

Total of Offensive Team's Factors is:	Total of Defensive Team's Factors is:				
	26 or below:	27 to 29:	30 to 36:	37 to 39:	40 or above:
39 or below:	X	W	W	V	V
40 to 42:	Y	X	W	W	V
43 to 48:	Y	X	X	X	W
49 to 51:	Z	Y	Y	X	W
52 or above:	Z	Z	Y	Y	X

(For example, if the total factors of your offensive team is 46 and the total factors of the opposing defensive team is 39; then your GAME OFFENSIVE RATING is X.)

Do this for both teams; offense vs. defense.

4. You can now get your NET PLAY FACTOR for every play from Tables IIa through IIc below:

(Note that the "key player" is always the ball carrier on running plays, the receiver on passing plays and the punter, kicker or return man on kicks and returns.

For example, on Play #12 (Flair Pass to HB) the "key player" is the HB; on Play #20 (Long Pass to LE on Fly Pattern) the "key player" is the LE; etc. etc.

The only exception to this rule is on Play #23 where the "key player" is the passer (the HB) and not the receiver.)

TABLE IIa: NET PLAY FACTOR (For all plays except Play #23 and returns on kicks and punts.)

Issue 869

GAME OFFENSIVE RATING IS:	"KEY PLAYER'S" ALPHABETIC FACTOR IS:																			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
V	-2	-2	-1	0	-2	-1	0	-3	-3	-2	-1	-1	0	0	-1	+1	0	+1	+1	
W	-2	-1	0	+1	-2	-1	0	-2	-2	-1	-1	0	0	+1	+1	0	+1	0	+1	+2
X	-1	0	+1	+2	-2	0	+1	-1	-1	0	0	+1	+1	+2	+2	0	+1	0	+1	+3
Y	0	+1	+2	+2	-1	0	+2	0	0	+1	+1	+2	+2	+2	+2	0	+1	0	+1	+3
Z	0	+1	+2	+3	-1	+1	+2	0	0	+1	+1	+2	+2	+3	+3	0	+2	0	+1	+3

TABLE IIb: NET PLAY FACTOR (For Play # 23 - HB Option Pass - only.)

GAME OFFENSIVE RATING IS:	HB's Alphabetic Factor is:							
	H	I	J	K	L	M	N	O
V	-3	-1	-3	-1	-3	0	-2	0
W	-3	-1	-2	-1	-2	0	-2	+1
X	-2	-1	-2	0	-2	+1	-2	+1
Y	-2	0	-2	+1	-2	+2	-1	+2
Z	-2	+1	-2	+2	-1	+2	-1	+2

TABLE IIc: NET PLAY FACTOR (For returns on kicks and punts only.)

Disregard Game Offensive Rating.

If return man's alphabetic factor is D, N or O; use +1.  
If return man's alphabetic factor is U; use +2.  
All other factors (or if no alphabetic factor); use 0.

To illustrate the above, suppose your GAME OFFENSIVE RATING is Y. On Play #17 (Medium Pass to FL on Zig-Out) the "key player" is the FL. If your FL has an alphabetic factor of, let's say, C; then your NET PLAY FACTOR on Play #17 is +2..... and you will go up two (2) spaces every time you call Play #17.



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