

# SMFA SOLITAIRE SYSTEM

SHAMROCK MINIATURE FOOTBALL ASSOCIATION



VOLUME 1



## Introduction

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**Greetings Coaches, Today I'm sharing some styles and procedures used in my solitaire leagues. But first, let me tell you a little about myself. I love football. It has been a part of my life as far back as I can remember. I am a student of the game and its history. I also like strategy games. So, on Christmas Day 1986, when I opened my first Super Bowl game a fire was lit. Although the fire fizzled for awhile, it never went out completely. Three or four years ago I ran across the Subterranean Stadium video on YouTube. A big bucket of gas was dumped on the fire.**

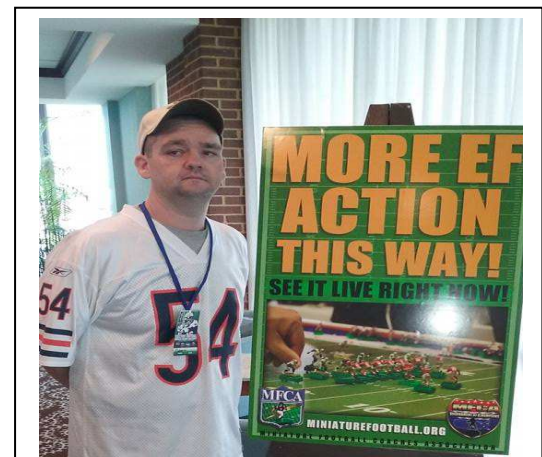
**There's a saying in football coaching, "Everybody steals from everybody". This is not meant to be taken negatively. Coaches are more than willing to share their thoughts and ideas with anyone who will listen. I find this to be true among solitaire coaches. The forums are filled with great ideas. So, if you're reading this and come across an idea or concept that you posted, THANK YOU!**

**I would like to say this is not a rule book or how to manual. It's more about what I am looking for in game play and the thoughts and concepts I use to make decisions. I designed this system to simulate a season or multiple games. I will get more detailed and into the nuts and bolts of my rules and procedures next time. Enjoy.**

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Coach Rob "Sandfoot"

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# Part 1 Philosophy

**I** Believe to reach your goals, or achieve anything really; you need to have a philosophy behind what you're doing and why you're doing it. My philosophy on solitaire gaming is simple; I can do whatever I want to get whatever I want out of a game.

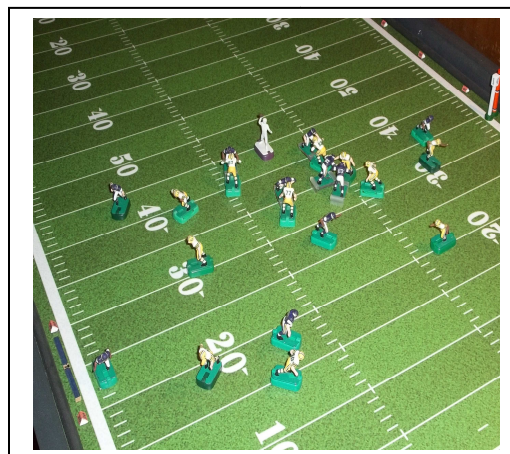


**My version of a realistic look is using my favorite teams from my favorite eras playing the way they were coached in that era. I use formations, plays, and schemes from the era. If something new comes up in a game I don't just ask myself what the NFL would do, but, what did the NFL do in that era.**

**I tend to geek out or over analyze things. To keep this from spilling into the game I need a smooth, structured game flow.**

**I want to be able to slow the game down to enjoy or study situations. I want to speed the game up if it starts to feel repetitive or if for some reason I'm under time restraints.**

**Coaching is the most fascinating part of football to me. I want to simulate it whenever possible. So I like to call plays against a ghost or come up with the game plans. I don't want to leave everything up to the dice.**





## Part 2 Simulation

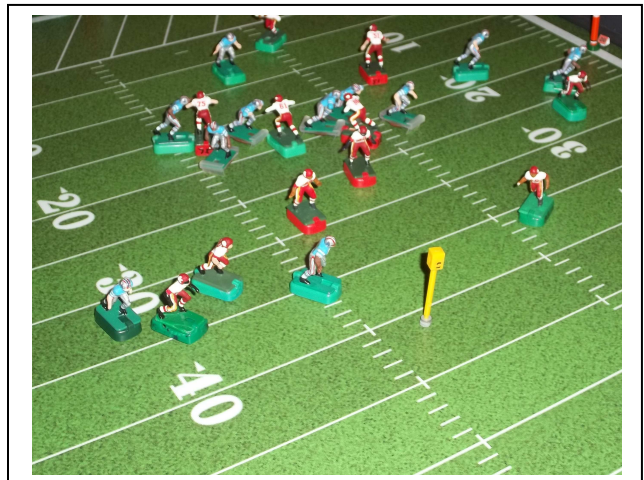
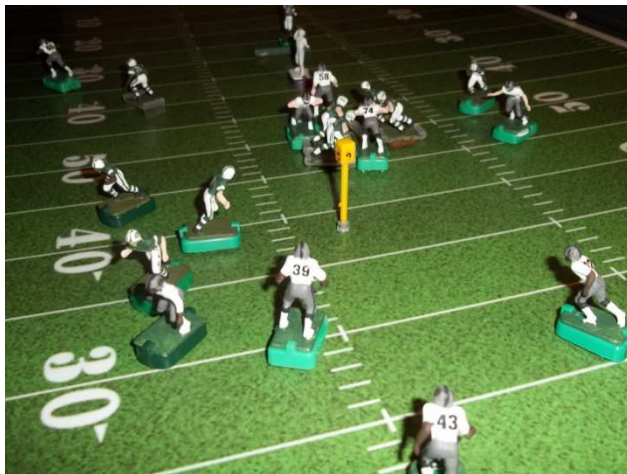
**A**ny part of the game can be simulated. I simulate different parts of the game for different reasons. I

would suggest having more than one way to simulate things. I can speed the games up this way, take certain things out of my hands, or play the percentages. As I stated earlier, I like playing with teams from a specific year, so a lot of my

play calling system is based on stats and percentages. It's also nice to have a generic version that's universal.

I use some form of pass simulation 90% of the time. Most of that is Pass Placement from the MPFL. I don't simulate penalties or turnovers. They occur on the board. Nor do I do injuries.

The possibilities for and how to simulate things are endless. I will get more detailed and into specifics of my system later, for now I will just say; having a good simulation system has been essential to my enjoyment of the game.





## Part 3 Game Planes/Play Books/Plays

**T**ime to coach! This is my favorite part of the process. Remember, part of my philosophy is to feel like I'm coaching the team. This starts with game planning. Similar to real football, I do this before the team hits the field. This becomes more and more enjoyable as the season moves along. I do things like tweak the run/pass ratio or change up the blitz calls. I'll add little wrinkles like; on the first 2<sup>nd</sup> and short run all streaks, or for the defense; on the first 3<sup>rd</sup> and long, engage 8. Having game plans keeps the game from feeling repetitive to me.

I keep my play books simple. There was a time when I thought I would do a play book for each team. Football is a copy cat game. In any given time period, odds are about 80% of teams are running the same stuff. They may not have the same language or exact philosophy, but it's the same system. So for my leagues I'll do a few play books, or systems, that those teams ran, like west coast or smash mouth etc. Then tweak them to each team's style.

I have simple names for the plays I run. I then add tags for direction; left, right or gut. Some plays have other tags like power, keep, trap, and boot. Here are examples of some run plays. Passing is pretty simple also. I have short, medium, and long calls. My favorite pass play is the roll out. More on the passing game later.

### TAGS

- **Power-** use lead blocker and/or pull lineman
- **Keep-** run called play with QB keeping ball
- **Trap-** pull lineman on runs between tackles
- **Boot-** turns any play into a run/pass option

#### Dive L/R/G

- Quick hitting run between tackles
- Tags-Boot

#### Off Tackle L/R

- Run off tackle
- Tags- Power/Keep/Boot

#### Sweep L/R

- Outside Run
- Tags-Power/Keep/Boot

#### Iso L/R/G

- Run between tackles w/lead blocker
- Tags- Trap/Boot/Keep

#### Draws & Counters

- Delay or misdirection runs. Ball carrier will be stationary for first stop
- Tags- Trap/Boot

## Part 4 Bases

**T**o tweak or not to tweak. There are many elements in this hobby one can get lost in. Tweaking is on the top of the list. When I speak of tweaking here it is for solitaire.

I use two methods when it comes time to base up my teams. In my old school league where all teams are made up of Fab 5 figures, I tweak 10-12 bases for each pose. Then before each game I base each team up accordingly. I use the same 10 invisa bases for all offensive linemen. The only exception to this is when I do a Bears team. All my Bears teams have their own bases.



For teams with different poses and custom figures the game plans are a little more complex. So I base each player individually. No matter which method I use, when I'm researching a team I make note of star players and try to base them accordingly.





# Until next time

**I hope you enjoyed this brief, somewhat elementary, genesis of my solitaire world. This is where it all starts for me. After close to three years of tooling around I have a good core, but I'm always trying new things to see if they fit. I'm always looking at past post in the forum. I read the article "You're Not Alone" at least twice a year. This system will be a never ending process. Next time I'll get more detailed about certain procedures and rules. Until then, have a nice day.**

