

# STATIS-PRO FOOTBALL 2006 NFL SEASON CARD SET by Lee Harris

1<sup>st</sup> DRAFT

January 6<sup>th</sup>, 2006

Released in time for NFL post season to begin. 2<sup>nd</sup> Draft will be released following the Superbowl to include modifications based on post season results, and to incorporate any corrections or other additions. Please do email me with suggestions, or comments if you find any obvious mistakes or inconsistencies.  
Email: lee.harris4@virgin.net

If you find this set for sale on Ebay or anywhere else, please let me know as these sets are my work, and are available FOR FREE to enthusiasts of Statis-Pro Football for their own enjoyment.

Find this, any all my other Statis Pro portfolio, including past season sets for every year from 1980, plus some earlier seasons, special sets, custom rules, and everything you need to play the game, at my website here

<http://www.bombersgolf.com/StatisPro/FootBall/home.html>

2006  
Arizona Cardinals  
NCAA: Clarion, Pa.

#74  
Right Tackle

Reggie  
WELLS

6' 04" / 318 Lbs  
NFL Exp: 4 yrs

**BLOCKING: +3**

**PASS BLOCK: +2**

Games/Starts (16/16)

LT	LG	OC	RG	RT
-	6	-	-	10

## OFFENSIVE LINE

Optional Rule

*Positional Switch*

Players may slot into any position they started any games at without loss of Block/Pass Block if the move is a result of injury. If a player has started 4 or more games at multiple positions he can move there at any time without loss of Block/Pass Block. Otherwise, a move out of position results in a loss of 1 Block & Pass Block.

A new section at the foot of the cards has been added to show Games Played and Started, with a grid showing starts per position across the offensive line.

*Blocking vs Tackling*

An often used modification to the blocking rules is as follows:

- Treat any blocking result which names a single blocker or tackler as normal
- Treat any blocker versus tackler result as a sum total of the blockers value and tacklers value
- Treat any summed blocking result (Blocker + Blocker, or Tackler + Tackler) by using the best value of the two named players, and adding 1 (or subtracting 1 in the case of tackles which are negative values)

e.g.

SL: LG (+3) = normal +3 yd adjustment

SL: LG (+3) vs D (-2) = +1 adjustment

SL: LG (+3) & LT (+2) = +4 adjustment

SL: D (-2) & I (+0) = -3 adjustment

2006  
Arizona Cardinals (14)  
NCAA: Pittsburgh

#54  
Middle Linebacker

Gerald  
HAYES

6' 01" / 253 Lbs  
NFL Exp: 3

Tack	Sack	Int
79	1	3

**TACKLES: - 4**

**PASS RUSH: 0**

**FUMBLES: 0**

**PASS DEF: - 1**

**INTERCEPT: No**

## DEFENSIVE PLAYERS (DEFENSE LINE, LINEBACKER, CORNERBACK, SAFETY)

Optional Rules / Adjustments

*Fumbles*

Use this in one of two ways. Either add players value to the range indicating a fumble if this player was named as part of the play (block/tackle box etc) and a fumble occurs. Or, sum the values of all defensive players on display and use this to modify a base fumble rate of Pass Number 1-24 for every opponent.

*Interception Range*

No means player can only make interception via QB's own card and then having the Interception table in the official rules book direct the interception to this players box.

A result of 48? Means draw a new Pass Number, 1-24 = Incomplete, 25-48 = Interception

*Defensive Backs Tackling*

Defensive Backs can be moved into the 1<sup>st</sup> and 2<sup>nd</sup> rows of the defensive display providing that at least 7 DL + LB are already in those rows (i.e. you can't use DB's to replace a standard front 7). This will effectively allow you to play 8 or more "in the box" in run support. Cornerback tackle values suffer a +1 penalty if played in the 1<sup>st</sup> row of the defensive display. For each extra man in the box, apply the following modifiers to the completion ranges and resulting run numbers of different pass types (no effect on screens). If a play action is in effect, apply modifiers as though one extra DB was playing in the box.

Quick Passes: +3 completion, +1 run number

Short Passes: +2 completion, -1 run number

Long Passes: +1 completion, -2 run number

2006 Arizona Cardinals  
NCAA: Southern California  
Matt LEINART  
QUARTERBACK A  
214/377-2547 TD: 11 Int: 12

Passing	Rushing
Quick	1: Sg/10
Com: 1-35	2: 7/10
Inc: 36-48	3: 6/9
Int: 4	4: 5/9
Short	5: 4/8
Com: 1-27	6: 3/8
Int: 28-47	7: 1/7
Int: 48	8: 0/7
Long	9: 0/6
Com: 1-19	10: -1/6
Inc: 20-46	11: -3/6
Int: 47-48	12: -3/6

Pass Rush	Endurance
Sack: 1-11	Rushing: 5
Runs: 12-30	Games: 12
Com: 31-41	
Inc: 42-48	

## QUARTERBACKS

*Simplified Pass Patterns*

In a pass rush situation where the QB is directed to "Run", the QB can decide instead to check down to a secondary target, picking any other receiver not involved in the original play as the new target.

The pass type is downgraded by one level (Long to Short, Short to Quick) and the QB completion range is reduced by half (round up).

e.g. Leinart, if pushed to "Run" in a pass rush situation involving a long pass, could instead choose to check down to a Short Pass with completion range 1-14 (half of 1-27 rounded up).


*Deep Routes*

A deep route can be called on any long pass play. The offense can choose how deep the pattern runs by deciding how many to subtract from the Run Number used to determine the yardage on a successful play.

For each reduction of 1 on the Run Number, the completion Range is reduced by 4, up to the maximum allowed by the QB's completion range (e.g. if Long Pass Completion is 1-21, maximum depth route is RN-5, which would be completed only on a Pass Number of 1 (5 \* -4 = -20 turns 1-21 into 1-1), but if complete, the resulting run number would be reduced by 5. This modification is in addition to any others in play based on coverage, defense call etc.

In addition to the completion modification, for each -1 RN of "depth", add 2 to the defensive teams Pass Rush value in the case that a Pass Rush situation occurs from the FAC card or via a Blitz play.

<div>2006 Arizona Cardinals</div> <div>NCAA: Florida St.</div> <div>Wide Receiver (Exp: 4)</div> <div>#81 Anquan</div> <div>BOLDIN</div> <div>6' 01" ' /223 (G: 16 GS: 16)</div> <table><tr><td>RUN- 5</td><td>REC- 1</td></tr><tr><td>5-28-0</td><td>83-1203-4</td></tr><tr><td>N/SG/LG</td><td>Q/S/L</td></tr><tr><td>1: Sg/18</td><td>1: Lg/Lg/64</td></tr><tr><td>2: 10/18</td><td>2: 15/19/58</td></tr><tr><td>3: 9/18</td><td>3: 10/18/49</td></tr><tr><td>4: 8/18</td><td>4: 8/17/40</td></tr><tr><td>5: 7/18</td><td>5: 8/16/33</td></tr><tr><td>6: 6/17</td><td>6: 7/15/31</td></tr><tr><td>7: 5/16</td><td>7: 7/14/30</td></tr><tr><td>8: 4/15</td><td>8: 6/13/28</td></tr><tr><td>9: 2/14</td><td>9: 6/12/25</td></tr><tr><td>10: 1/13</td><td>10: 5/11/22</td></tr><tr><td>11: 0/12</td><td>11: 5/10/20</td></tr><tr><td>12: -1/11</td><td>12: 4/9/20</td></tr></table> <div>Break: 0</div> <div>Block: -1</div> <div>PRO BOWL</div> <div>Break : 13</div> <div>RESERVE</div>	RUN- 5	REC- 1	5-28-0	83-1203-4	N/SG/LG	Q/S/L	1: Sg/18	1: Lg/Lg/64	2: 10/18	2: 15/19/58	3: 9/18	3: 10/18/49	4: 8/18	4: 8/17/40	5: 7/18	5: 8/16/33	6: 6/17	6: 7/15/31	7: 5/16	7: 7/14/30	8: 4/15	8: 6/13/28	9: 2/14	9: 6/12/25	10: 1/13	10: 5/11/22	11: 0/12	11: 5/10/20	12: -1/11	12: 4/9/20	<div>SKILL PLAYERS</div> <div>Endurance</div> <div>Endurance ratings are the same as in the standard game except</div> <div>Endurance-No</div> <div>No means the player cannot be involved in the specified play result.</div> <div>Endurance-5</div> <div>An endurance level of 5 is a new one that means “one play per game”</div> <div>Endurance-1</div> <div>An optional rule here is to allow an Endurance-1 player to be used without penalty in successive plays, but the player is then endured for the following <i>three</i> plays as per normal endurance rules.</div> <div>Break Results (optional, but card data has been produced assuming it will be used)</div> <div>Running</div> <div>A break can now occur on a blocking result of “Break” PLUS any unmodified Run Number 1. Draw a new Pass Number, and if it's equal to or less than the “Break” value shown under rushing column, use the Long Gain column and draw a new Run Number, otherwise, use the Short Gain column instead.</div> <div>Receiving</div> <div>For receiving, the “Break” check is used whenever an unmodified Run Number 1 occurs to determine the result of a Quick Pass. A successful break goes onto the long column as per “Lg”, otherwise, it only goes onto the short column as a “Sg” style result. Short Passes with Run Number 1 always move over to the long gain column.</div>																																			
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<div>2006 Arizona Cardinals</div> <div>Place-Kicker</div> <div>Neil Rackers</div> <div>Field Goals</div> <table><tr><td>Distance</td><td>Good</td></tr><tr><td>18-25 yds</td><td>1-41</td></tr><tr><td>26-35 yds</td><td>1-36</td></tr><tr><td>36-45 yds</td><td>1-26</td></tr><tr><td>46-50 yds</td><td>1-16</td></tr><tr><td>Over 50 yds *</td><td>1-5</td></tr><tr><td>Longest FG</td><td>50</td></tr></table> <div>* Subtract 2 from Over 50 range for every yard of kick beyond 50 yards. Kicker can always make Longest FG with PN #1</div> <div>Extra Points</div> <div>Good: 1-48</div>	Distance	Good	18-25 yds	1-41	26-35 yds	1-36	36-45 yds	1-26	46-50 yds	1-16	Over 50 yds *	1-5	Longest FG	50	<div>KICKERS</div> <div>Long Field Goals</div> <div>For every yard over 50 for a long field foal attempt, subtract 2 from the “Over 50 yds” range shown on the card, even if that means kicking a field goal longer than the kickers Longest FG. A kicker can always succeed in a FG up to his Longest FG with a Pass Number result of 1.</div> <div>Blocked Kicks</div> <div>On an unsuccessful FG where the Pass Number was 48, draw a new FAC and refer to the Pass Number,</div> <div>1-24 is a blocked FG</div> <div>25-48 is just a missed FG</div> <div>If blocked, get a new Run Number for the number of yards behind the LOS where the ball is recovered.</div> <div>Get a new Pass Number to see who recovers the ball.</div> <div>1-32 Defense recovers,</div> <div>33-48 Kicking Team recovers.</div> <div>Use the Interception return table in the standard rules to see how far the ball is advanced. Draw a new Run Number, 1-6 means use the DL interception column, 7-10 means use the LB column, and 11-12 means use the DB column.</div>																																																			
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<div>2006 Arizona Cardinals</div> <div>Kickoff Coverage</div> <div>Neil Rackers</div> <div>Draw RUN NUMBER to determine start of return</div> <table><tr><td>1: TB</td><td>7: 3</td></tr><tr><td>2: TB</td><td>8: 4</td></tr><tr><td>3: TB</td><td>9: 4</td></tr><tr><td>4: TB</td><td>10: 5</td></tr><tr><td>5: 2</td><td>11: 5</td></tr><tr><td>6: 3</td><td>12: *</td></tr></table> <div>TB = Touchback</div> <div>GL = Goal-Line</div> <div>* Special Result</div> <div>Draw a new Run Number</div> <div>1, 12: Start return from goal-line</div> <div>2-11: Subtract 1 and add to result of new RN</div> <div>Return Modifier: Minus 1</div>	1: TB	7: 3	2: TB	8: 4	3: TB	9: 4	4: TB	10: 5	5: 2	11: 5	6: 3	12: *	<div>KICKOFF CARDS</div> <div>Clarification</div> <div>A Run Number of 1 to 11 indicates the starting position of the kick return. The returner will be identified by drawing a new Pass Number and seeing the return teams Kick Return card. A result of “TB” is a touchback, no return is made and the return team starts with a 1<sup>st</sup> down on the 20 yard line.</div> <div>If a Run Number of 12 is drawn, draw another Run Number. If that is a 1 or a 12, then start the return from the goal line. If the number is 2-11, then subtract 1 from this value and add that value AS A YARDAGE to the result of a new return – e.g. draw another Run Number and start again, but tag this yardage on even if the second result is a touchback.</div> <div>e.g. Neil Rackers</div> <div>RN = 7, return starts at 3 yard line</div> <div>RN = 12, 12 return starts at goal line</div> <div>RN = 12, 8, 4 return starts at 27 yard line (8-1 = 7 yds carried over, plus 2<sup>nd</sup> result of touchback = 20 yd line)</div> <div>RN = 12, 6, 8 return starts at 29 yard line (6-1 = 5 yds carried over, plus 2<sup>nd</sup> result of starting at 4 yd line)</div> <div>The return modifier applies to the run number of the return player (if a return is made). If a Run Number of 1 is made, the return team can still make the check for a breakaway return as normal.</div>																																																					
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<div>2006 Arizona Cardinals</div> <div>Kick Return Unit</div> <div>KR1: J. J. Arrington 1-45</div> <div>KR2: Mike Spurlock 46-47</div> <div>KR3: Bryant Johnson 48</div> <div>KR4:</div> <table><tr><td>No</td><td>KR1</td><td>KR2</td><td>KR3</td><td>KR4</td></tr><tr><td>1:</td><td>36</td><td>29</td><td>25</td><td>-</td></tr><tr><td>2:</td><td>33</td><td>26</td><td>22</td><td>-</td></tr><tr><td>3:</td><td>29</td><td>23</td><td>20</td><td>-</td></tr><tr><td>4:</td><td>27</td><td>22</td><td>18</td><td>-</td></tr><tr><td>5:</td><td>25</td><td>19</td><td>16</td><td>-</td></tr><tr><td>6:</td><td>24</td><td>18</td><td>15</td><td>-</td></tr><tr><td>7:</td><td>23</td><td>17</td><td>14</td><td>-</td></tr><tr><td>8:</td><td>21</td><td>16</td><td>13</td><td>-</td></tr><tr><td>9:</td><td>17</td><td>13</td><td>11</td><td>-</td></tr><tr><td>10:</td><td>16</td><td>12</td><td>10</td><td>-</td></tr><tr><td>11:</td><td>14</td><td>10</td><td>8</td><td>-</td></tr><tr><td>12:</td><td>12</td><td>9</td><td>7</td><td>-</td></tr></table> <div>Breakaway Returns</div> <div>RN* 1 - - -</div> <div>Yds TD - - -</div>	No	KR1	KR2	KR3	KR4	1:	36	29	25	-	2:	33	26	22	-	3:	29	23	20	-	4:	27	22	18	-	5:	25	19	16	-	6:	24	18	15	-	7:	23	17	14	-	8:	21	16	13	-	9:	17	13	11	-	10:	16	12	10	-	11:	14	10	8	-	12:	12	9	7	-	<div>RETURNS UNIT</div> <div>Optional Rule</div> <div>Returner</div> <div>Each return player is followed by a Pass Number range to identify who makes the return, based on their contribution to returns during the regular season. After a kick or punt, draw a new Pass Number to determine which player makes the return.</div> <div>Breakaway Returns</div> <div>If a Run Number of 1 is drawn for the return and a breakaway return result is shown as a TD, then draw a new Run Number, and if the result is within the RN* range shown, the return is a touchdown. For non touchdown breakaway returns, use the standard rules to determine if the long gain is used or the value shown in Run Number 1 on the main table.</div>
No	KR1	KR2	KR3	KR4																																																														
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<p>2006 Arizona Cardinals Punter Scott Player</p> <p>1: 64 yds 2: 55 yds 3: 51 yds 4: 50 yds 5: 48 yds 6: 44 yds 7: 42 yds 8: 41 yds (FC) 9: 40 yds (FC) 10: 35 yds (FC) 11: 25 yds (FC) 12: See Below *</p> <p>* Special Results 1-9: Penalty 10-12: Blocked</p> <p>Returner identified on Punt Return Card</p>	<p>PUNTER</p> <p>Optional Rule <i>Punt Returner</i> The returning player is now identified on the teams returns card with a range associated with a pass number, hence no return player is specified here. The original rules rotated Punt Returners 1 through 4 until the Fair Catch section was reached (FC).</p> <p><i>Special Section</i> 00B on the special results section means Out of Bounds, where no return is possible.</p>
<div> <div>2006 Arizona Cardinals</div>  <div>5- 11 NFC West</div> </div>	<p>TEAM COVER</p> <p>Included as a colourful "front card" for your team sets once separated into sets.</p>
<p>2006 Arizona Cardinals</p> <p>Offense QB: M Leinart RB: E. James WR: A. Boldin WR: L. Fitzgerald WR: Bry. Johnson TE: F. Wakefield LT: L. Davis LG: M. Brown OC: N. Leckey RG: D. Lutui RT: R. Wells</p> <p>4-3 Defense DL: C. Okeafor DL: D. Dockett DL: K. Clancy DL: B. Berry LB: G. Hayes LB: O. Huff LB: K. Dansby CB: A. Rolle CB: E. Green SF: A. Wilson SF: R. Griffith</p>	<p>TEAM ROSTER CARD</p> <p>Based on Games Started, the offensive and defensive alignments are also shown.</p>
<p>Ari zona Cardi nal s</p> <p>2006 NFC West</p> <p>Coach Dennis Green</p> <p>Record (Rank) 5-11 (28)</p> <p>Big Plays Home: -1 Road: -2</p> <p>Fumbles Lost: 1-20 Gained: Plus 4</p>	<p>TEAM DETAILS CARD</p> <p>Optional Rule <i>Big Plays</i> These have been assigned initially based on teams home and road record in the regular season. Negative big plays means award those big play outcomes to the opposing team in addition to any that team already has.</p> <p>Once the post season is complete, these cards will be re-processed to include the standard distribution of big plays based on how far each team progressed in the playoffs, but the regular season big plays will be retained as a separate section</p>