

TRADITIONAL BLITZING

- In APBA, what is the primary purpose of blitzing?
 - Willing to gamble to get a better pass rush
 - Defense automatically in D-alignment
- “P” column result from QB’s card is 1-12 (Traditional Technique)
 - If opponent called a pass play, including screen pass and card number is 13, 21-36 use it
 - If it’s another number, drop two lines (do not count PRN 13) from the “P” column result on the QB’s card
 - If line change takes you to 21, use 30
 - If pass is still complete after dropping two lines, go up two lines from original result
 - P-column is 6, 2-line drop to 8 remains complete, use 4 as the result
 - Use 1, if your line change takes you there
 - Use the YPC rules if this takes you to 1 or 2

HURRIED BY THE BLITZ

- P- column result 14-19, 26 & 27 the QB is *hurried* by the BLITZ
 - DO NOT make the down 2 adjustment
 - Check for a possible SACK after adjusting the defensive teams sack rating +5
 - If the rating is positive after the adjustment check for a sack (Adjust Vikings defense from -14 to +12)
 - If the roll is in range (11 or 12) then a SACK has occurred, treat as PRN 30
 - If the roll is outside the range (13 - 66) then the pass is INCOMPLETE

SACK AND INTERCEPTION RATINGS - 1998			
	SACKS	INT.	COMP.
Arizona Cardinals	-13	11	11-43 (7)
Atlanta Falcons	-16	0	11-42 (7)
Baltimore Ravens	-11	-11	11-43 (7)
Buffalo Bills	11	0	
Carolina Panthers	-14	11	11-43 (7)
Chicago Bears	-16	-11	11-45 (7)
Cincinnati Bengals	-13	0	11-43 (6)
Dallas Cowboys	-26	-14	11-41 (7)
Denver Broncos	0	-12	11-43 (7)
Detroit Lions	12	-14	11-44 (7)
Green Bay Packers	13	-13	11-42 (7)
Indianapolis Colts	11	-22	11-43 (7)
Jacksonville Jaguars	-24	-14	11-42 (7)
Kansas City Chiefs	11	-15	11-41 (7)
Miami Dolphins	12	14	
Minnesota Vikings	-14	11	11-43 (7)
New England Patriots	-13	12	11-43 (7)
New Orleans Saints	11	11	
New York Giants	13	11	
New York Jets	-14	11	11-41 (7)

HURRIED BY THE BLITZ

- P- column result 14-19, 26 & 27 the QB is hurried by the BLITZ
 - If the rate is negative after the adjustment (Bears -16 to -11), check for a completion but subtract 5 from the defensive team's completion rate (Adjust Bears defense's completion rate from 11-45 to 11-36)
 - If the dice roll still falls within the adjusted completion rate (11-36) then the pass is complete
 - Number in parenthesis is board result (7)
 - Use YPC rules
 - If the roll is outside the range (41-66) then the pass is INCOMPLETE

SACK AND INTERCEPTION RATINGS - 1998			
	SACKS	INT.	COMP.
Arizona Cardinals	-13	11	11-43 (7)
Atlanta Falcons	-16	0	11-42 (7)
Baltimore Ravens	-11	-11	11-43 (7)
Buffalo Bills	11	0	
Carolina Panthers	-14	11	11-43 (7)
Chicago Bears	-16	-11	11-45 (7)
Cincinnati Bengals	-13	0	11-43 (6)
Dallas Cowboys	-26	-14	11-41 (7)
Denver Broncos	0	-12	11-43 (7)
Detroit Lions	12	-14	11-44 (7)
Green Bay Packers	13	-13	11-42 (7)
Indianapolis Colts	11	-22	11-43 (7)
Jacksonville Jaguars	-24	-14	11-42 (7)
Kansas City Chiefs	11	-15	11-41 (7)
Miami Dolphins	12	14	
Minnesota Vikings	-14	11	11-43 (7)
New England Patriots	-13	12	11-43 (7)
New Orleans Saints	11	11	
New York Giants	13	11	
New York Jets	-14	11	11-41 (7)

AUTOMATIC SACKS

- P- column result 28-30 are automatic SACKS if the adjusted sack rating is positive
- If the adjusted rating is negative, roll against the adjusted rating to determine if the SACK stands
 - Using Bears as an example (i.e., -16 becomes -11)
 - Dice rolls 12 – 66 would result in a sack
 - If dice roll falls within new sack rating (11), check to see if the pass is completed
 - If the dice roll still falls within the adjusted completion rate (11-36) then the pass is complete
 - Use board result in parenthesis (7) and use YPC rules
 - If the roll is outside the range (41-66) then the pass is INCOMPLETE
- Treat PRN 20 as a 30 but follow all the SACK procedures outlined above

RUNNING AGAINST BLITZ

- If an inside, outside running play or draw play was called read the number 2 lines above the card number on the boards
 - If the card number is 1,2,3,4,13,14,15 or 28 through 36 use it
 - Inside/Outside Runs: If the card number is 24,25,26, or 27 read the number 28 for the result
 - Draw Plays If the card number is 24,25,26, or 27 read the number 30 for the result