

### Interception Identification Chart (W54-W75)

I've currently been working on the second installment of the Training Camp segment which consists of a section-by-section review of the Master Game booklet and tips or innovations that I use to enhance realism and playability. I'm currently on page 9 of the document and am only 70 percent complete, so I wanted to stop and address an issue that I feel is too important to just get lost in a pile of information and that is the Interception section of the Identification Chart.

I don't believe there has ever been a change to sections W54-W75 since the game was revised in 1982. When one does a review of the position designator codes they make perfect sense with the yardage result of the Identification Chart column (i.e., 38d11, -5d2, 7d3, etc.) and are perfect if you are just playing a pickup solo or F-T-F game. However, if you are using the Locator Columns of the Master game or locators based on interception totals it gets a little sloppy at times, especially if you are using the Master game rule below.

- Long Pass. Only safety or cornerback can intercept a long pass.
- Medium Pass. Only a safety, cornerback or linebacker can intercept a medium pass.
- Screen Pass. Only a linebacker, end or tackle can intercept a screen pass. **I don't abide by this, see explanation below.**
- Short Pass. Anyone can intercept a short pass.

For those who used or currently using the Locator Columns on page 35 of the Master Game booklet, you know how cumbersome this can be. First, if there was an interception, you must roll until the position code matches the type of pass (see above) and then you had to ensure the player selected was in the game at the time. I remember, it felt like I was rolling for days to determine who the interceptor was. This is the main reason that I first went to the Dice Range calculator and then moved onto the locator tables that I use now. Once I made the change and no longer used this feature for receptions, sacks and interceptions, I shortened my playtime by an hour.

**Screen Pass.** This play has transformed so much since these rules were written. The APBA rules were obviously written for the old slow screen game, where the offensive linemen would block for a two-count prior to releasing the defensive line man and the quarterback would loft a pass to a running back. Of course, this type of screen pass is still being used but there now is the middle tight end screen and of course the quick screen game consisting of various versions of the bubble screen. With this said, I don't limit the defenders to just end, tackle and linebacker but treat it the same as a short pass. A cornerback could jump an outside (bubble) screen for an interception, safeties spend a ton of time in the tackle box resulting in their ability to intercept a slow developing screen.

So, I use a flexible rule that every coach can use and adjust to their frame of thinking. My opinion, for a distance downfield a linebacker might intercept a pass might not be the same as my friends, Doug Reese or Greg Wells. So, my system is easy to use, flexible, doesn't hinder play, and most of all, is realistic.

For example, columns W74/W75 are used for interceptions on a screen pass. So, let's say there was an interception and the additional dice roll resulted in play result 22 which is 20d10 in column W74. My locator indicated it was a defensive tackle, so I ask myself "is this a realistic result?" and I don't believe it is, so I read one line below which is -1d5. I consider that realistic, so I award the defensive tackle with the interception, one yard behind the line of scrimmage. Same scenario but my locator indicated a linebacker intercepted the pass, I don't consider 20-yards down field to be realistic on a screen pass, so I read one line below for -1d5. I only allow negative yardage interceptions for linebackers, cornerbacks and safeties to stand, if there was a blitz. So, if there wasn't a blitz on the play, I move down one line or more until I reach a positive yardage result that I believe to be realistic. So, I would have skipped over play result 23 (-1d5) and play result 24 (-7d1) and used play result 25 which is 3d10. So, my result would be the linebacker intercepted the screen pass 3 yards from line of scrimmage. Now, Doug might have been fine with the linebacker intercepting the pass one yard behind the line of scrimmage. There is no right or wrong answer, only what the individual coach feels is a realistic result.

One more example, using Between Offensive Team's 14 (incl.) Yards line and Goal Line board, first quarter, medium pass and play result is 25 against S-defensive alignment resulting in W66. My locator indicated a cornerback was the interceptor and additional dice roll is 45 (-5d2). There wasn't a blitz on the play, so I don't feel this is a realistic result, so I read one line below. Play result 46 is 9d8, I'm fine with that because I visualize that the QB wanted to go deeper but was forced to check down so I would award the cornerback with an interception nine yards from line of scrimmage. Another coach might not share my opinion about the QB checking down and feels since it was a medium pass it's not realistic. So, the coach reads one line down from play result 51 and the result is 33d11. The coach is satisfied and considers this is a more realistic result, so the cornerback makes the interception 33-yards from the line of scrimmage. Neither of us is wrong, it's just our perspectives were different.