



CBSMF

Passing Simulation Chart

Ver. 5.1



Pass Attempt, Range of Yards	Incomplete		Completed Pass		Interception		Dbl Chk
	Die # 1 Role	%	Die # 1 Role	%	Die # 2 Role	%	
0-5	1 to 3	25.0%	4 to 11	66.7%	12 to 12	8.3%	100.0%
6-15	1 to 4	33.3%	5 to 11	58.3%	12 to 12	8.3%	100.0%
16-25	1 to 5	41.7%	6 to 11	50.0%	12 to 12	8.3%	100.0%
26-35	1 to 6	50.0%	7 to 11	41.7%	12 to 12	8.3%	100.0%
36-45	1 to 7	58.3%	8 to 11	33.3%	12 to 12	8.3%	100.0%
46-55	1 to 8	66.7%	9 to 11	25.0%	12 to 12	8.3%	100.0%
56-65	1 to 9	75.0%	10 to 11	16.7%	12 to 12	8.3%	100.0%
66-99	1 to 10	83.3%	11 to 11	8.3%	12 to 12	8.3%	100.0%

A 12 Sided Die is chosen to be the determining die cast prior to each pass attempt.

Measure on distance will be from the furthest part of the receivers base closest to the endzone, back to the line of scrimmage.

This passing chart was created in 1975 for coaches with special disabilities. In an attempt to allow coaches to play on an even playing field, this method was created and designed to fulfill the “best interest of the player” rule.

For the good of the game and the camaraderie of the game, this is vital to keep good people in our league. So it is deemed fair and in the league’s best interest to keep good people in the game.

Any Interception will be assigned to the closest defending player. If multiple defenders are in the vicinity, an additional 12 sided die will be cast to see who was the interceptor. Example: If 3 players, use 1-4, then 5-8, and finally 9-12 for the player assignments. If two defenders, use 1-6 and 7-12.