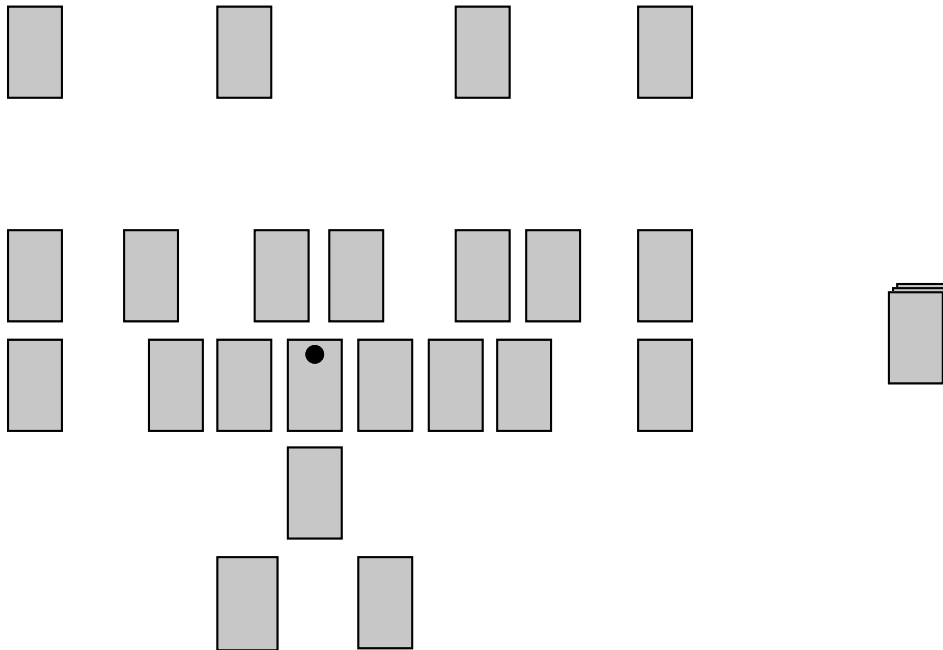


Card Bowl Play Examples

The following diagrams illustrate a simple rushing play and passing play. Many more variables can come into play, but these simple plays illustrate the basic principles of the game. Cards from the hand involved in the match-up are shown in red. Drawn cards are shown in blue.

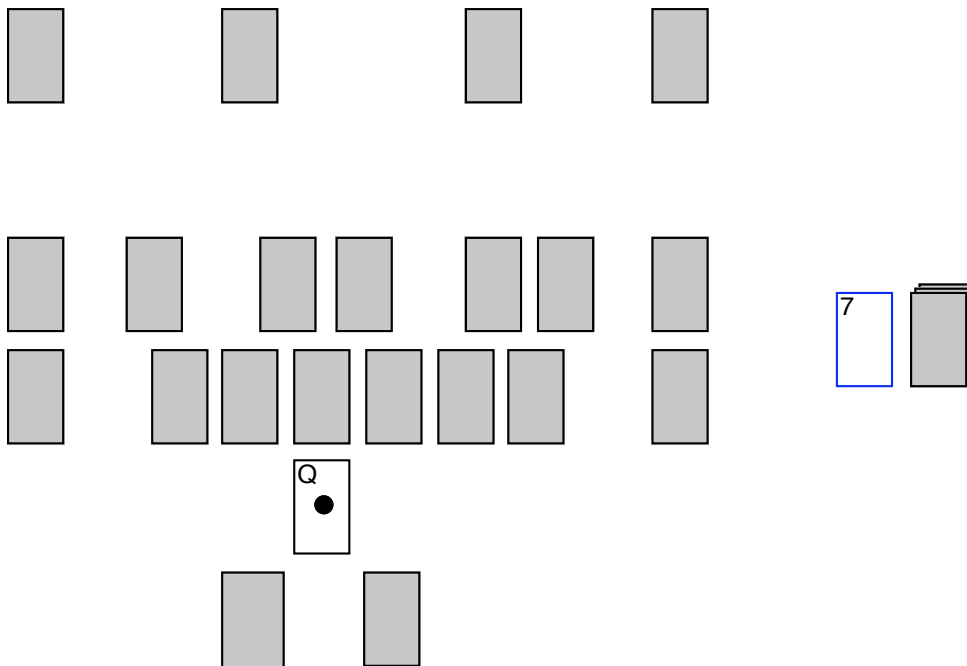
Formation

Offense on the bottom, defense on the top. Offense lays out cards in formation first, placing the penny on the C. Defense lines up opposite. By placing line cards offset by half, defense has some control over which offensive line cards can be matched up against defensive line cards.



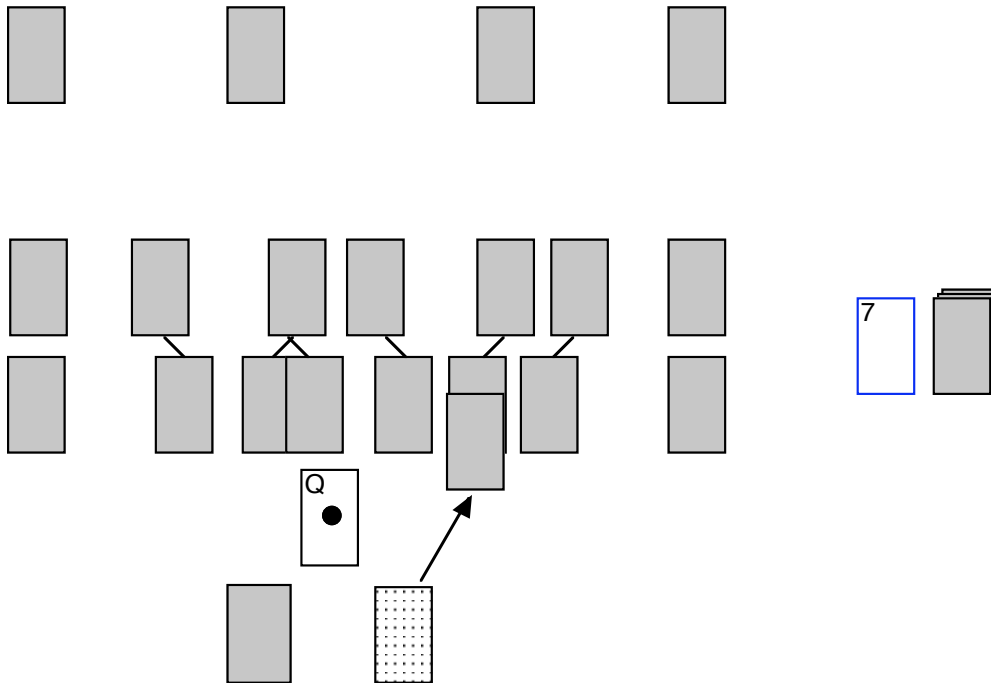
Snap

Offensive player turns over QB card, moves ball on top of it, and draws the Snap card (7). The snap card has no value in the play unless it is a Joker. A Q for QB could be a run or a pass.



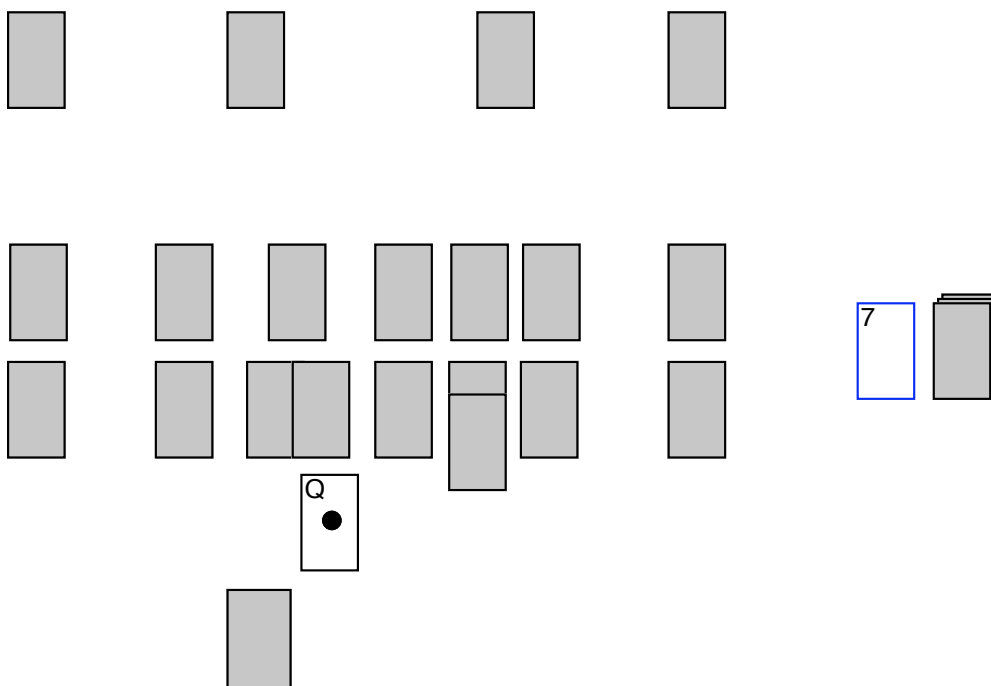
Blocking Pattern Phase – Offensive Turn

Offense moves line cards to indicate which offensive cards are matched up against which defensive line cards (shown here with lines). Cards that are together in a match-up can be overlapped. In this case there are five match-ups, and the right RB has moved up into the line as a blocker (worth half value) behind the right T. (In this case, this is actually a feint.)



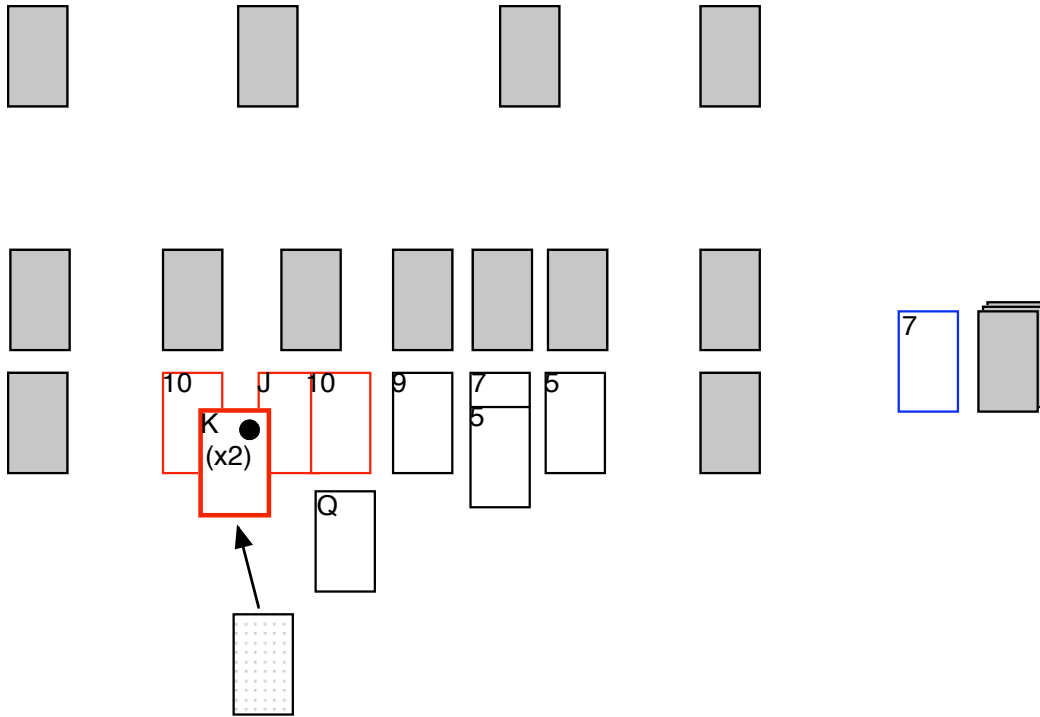
Blocking Pattern Phase – Defensive Turn

For the sake of more easily seeing the match-ups, the defense can shift its cards slightly so they are directly lined up against the offensive match-ups. At this point the defense could move a LB up into the line, but because the QB is a Q, the play could be a pass to the other RB, so both LBs stay back. (Both players decline to make additional moves in the Second Blocking Pattern turn.)

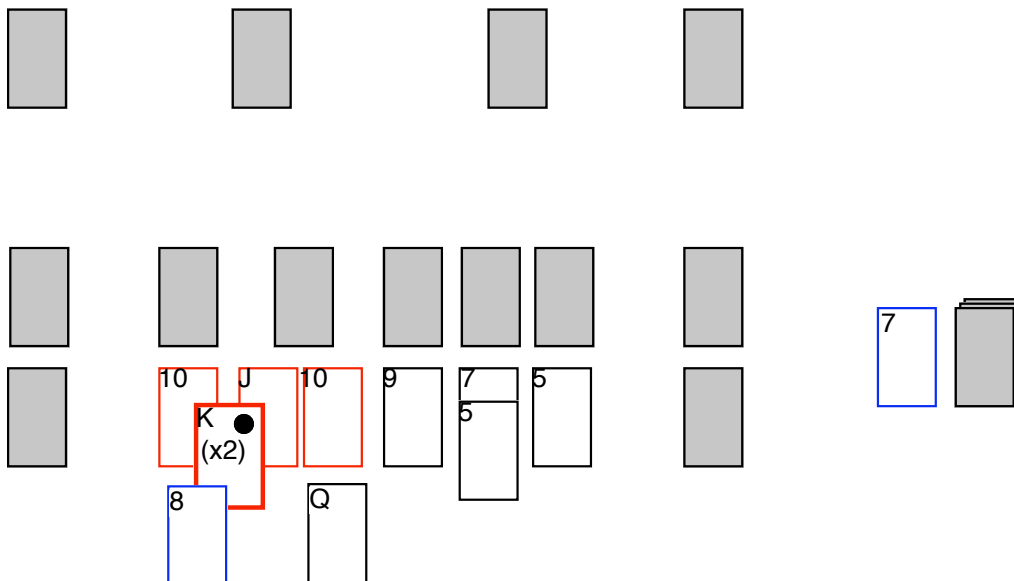


Blocking Phase – Offensive Turn with Play Execution

The offensive line is revealed, including the TE (which is optional to reveal at this time). In this case, the offense opts to immediately execute a rushing play, handing the ball off to the second RB. The RB card is moved up to overlap the two match-ups where the offense has its strongest line cards. The cards that are involved in the match-up are shown in red. The RB is worth double value. This play represents a quick handoff, and has the disadvantage of not being able to see the defensive cards first, but has the advantage of not giving the defense the opportunity to respond by moving a LB up to block against the offense's strong side.

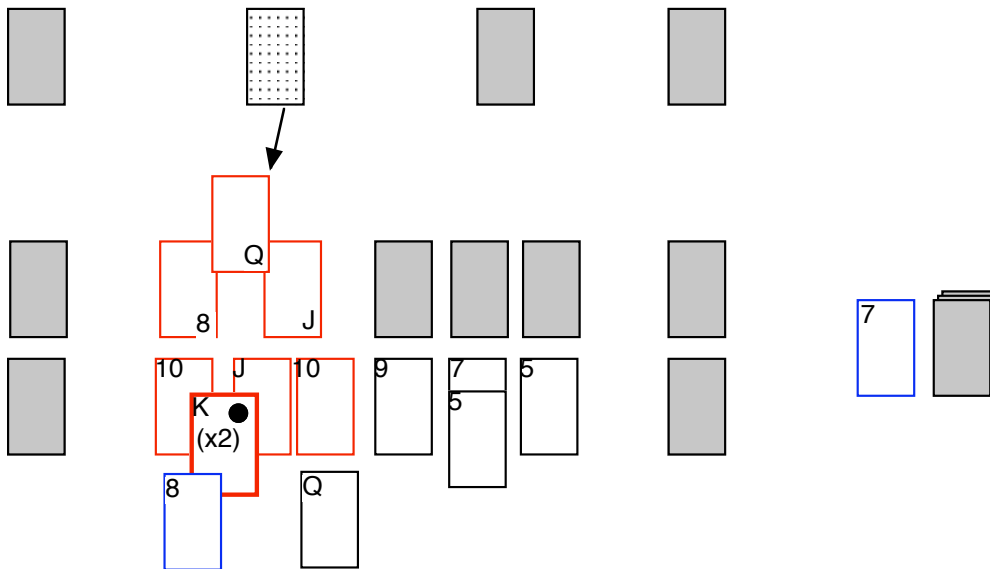


The offensive player then draws one card for the handoff (8) and places it overlapping the RB.

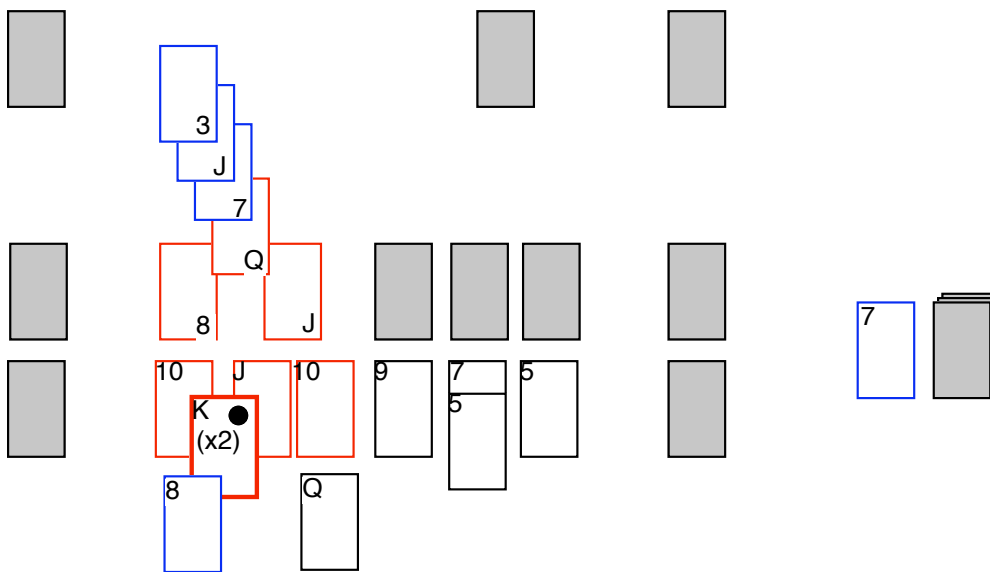


Defensive Reaction

The defense turns over its line cards that are involved in the match-up. In addition, the defense always gets to add one final defensive player card (within range) to the match-up after the play is executed, in this case the LB on the same side.



The defense then draws three cards from the deck and adds them to the match-up.



Play Outcome

The total offensive match-up value is $8 + (13 \times 2) + 10 + 11 + 10 = 65$

The total defensive match-up value is $8 + 11 + 12 + 7 + 11 + 3 = 52$

$65 - 52 = 13$. For a running play, this is divided in two.

$13 / 2 = 6.5$, rounded up to 7.

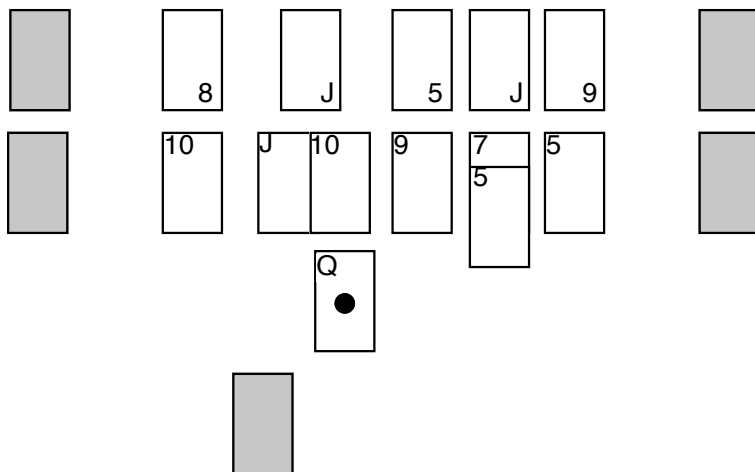
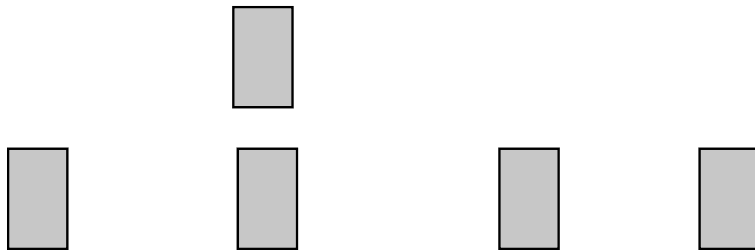
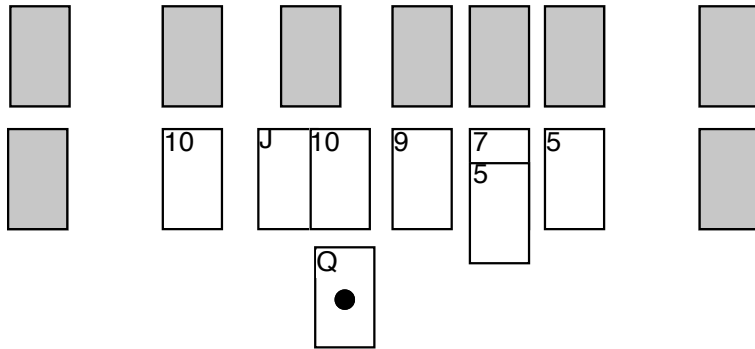
The final outcome of the play is a gain of 7 yards.

Passing Play Example

Up to the blocking phase the play unfolds the same way as the example above, but then instead of executing a rushing play, the offense executes a passing play.

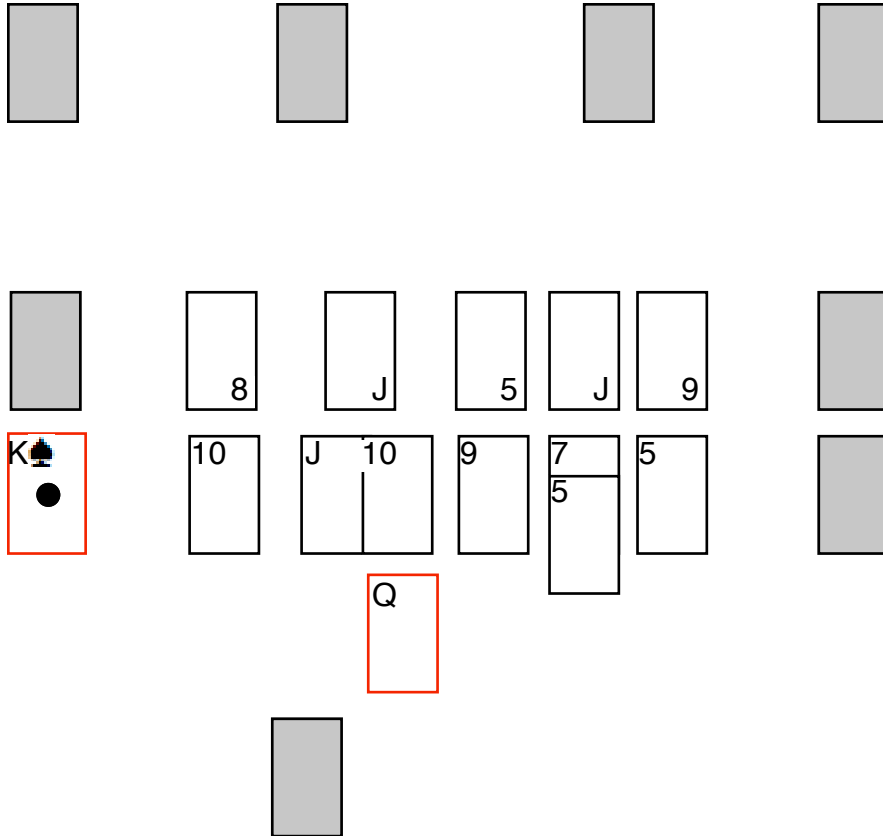
Blocking Phase – Offensive Turn and Defensive Turn

The offensive line is revealed, including the TE (which is optional to reveal at this time). In this case, the offense doesn't immediately execute a play, so the defense reveals its line cards.



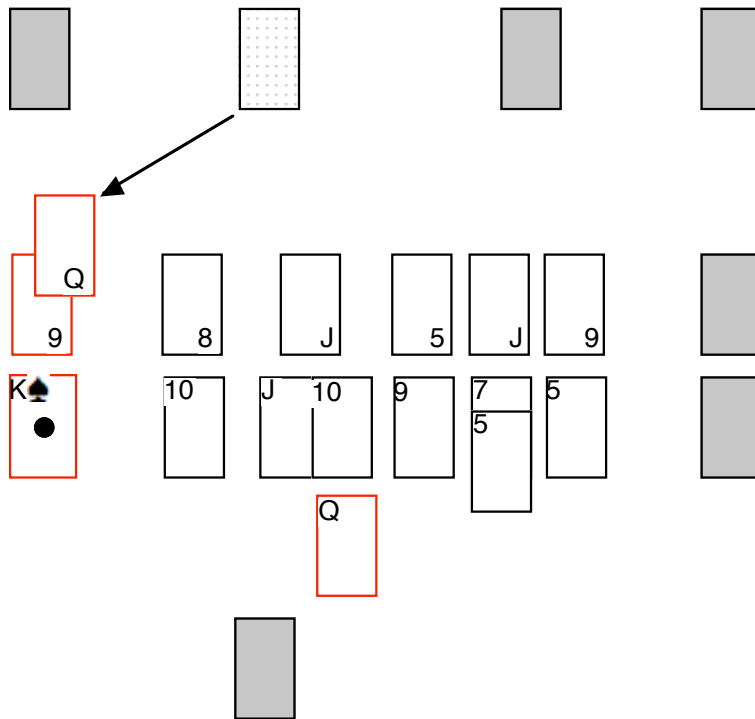
Play Execution – Passing Play

Because there is no sack potential, the QB has time to throw without drawing a pass protection draw. To execute the pass play, the offense turns over the WR card and moves the ball on top of it. Again, this has the disadvantage of not being able to see the CB card covering the WR, but also does not allow the defensive player to move the S up into the match-up with the CB if he hasn't done so already in the Blocking Phase. In this case, the offense has only one strong receiving card and plans to throw the pass there regardless of what the coverage is.



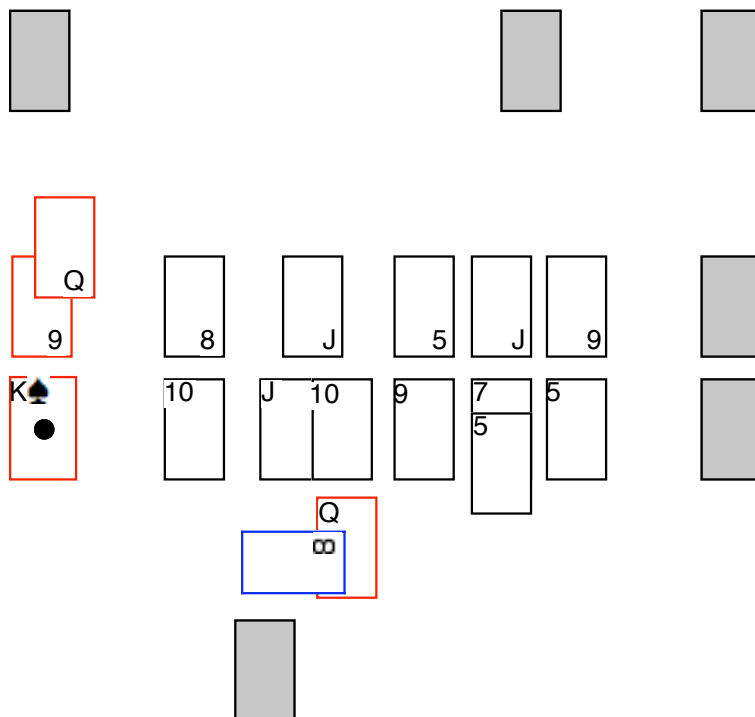
Coverage Phase I

The defensive player then reveals the card assigned to that match-up. In addition, the defense always gets to add one final defensive player card (within range) to the match-up after the play is executed, in this case the OLB on the same side.



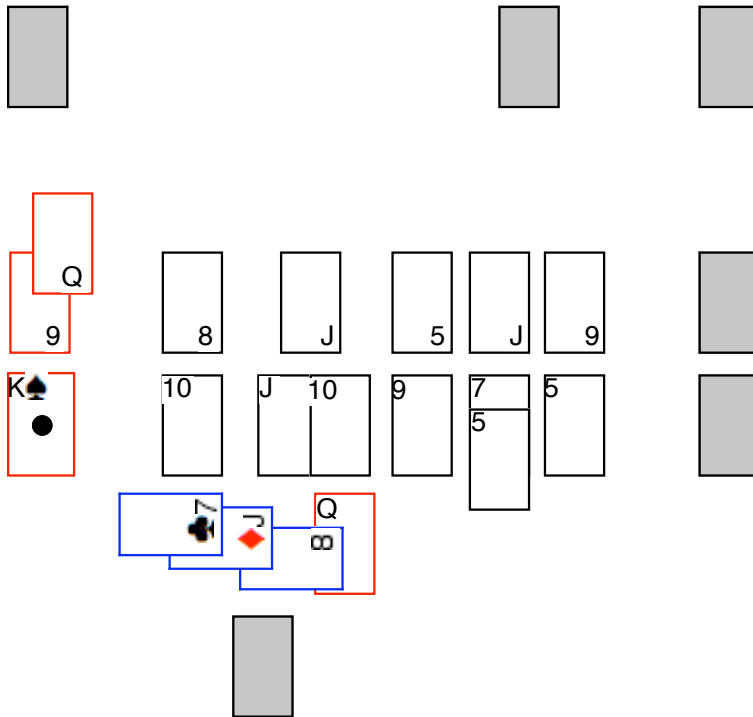
Completion and Yardage – Pass Draw

The offensive player draws one card as the Pass draw (8) and places it overlapping the QB. If this draw is greater than or equal to the QB, the pass is incomplete, but in this case it is lower.



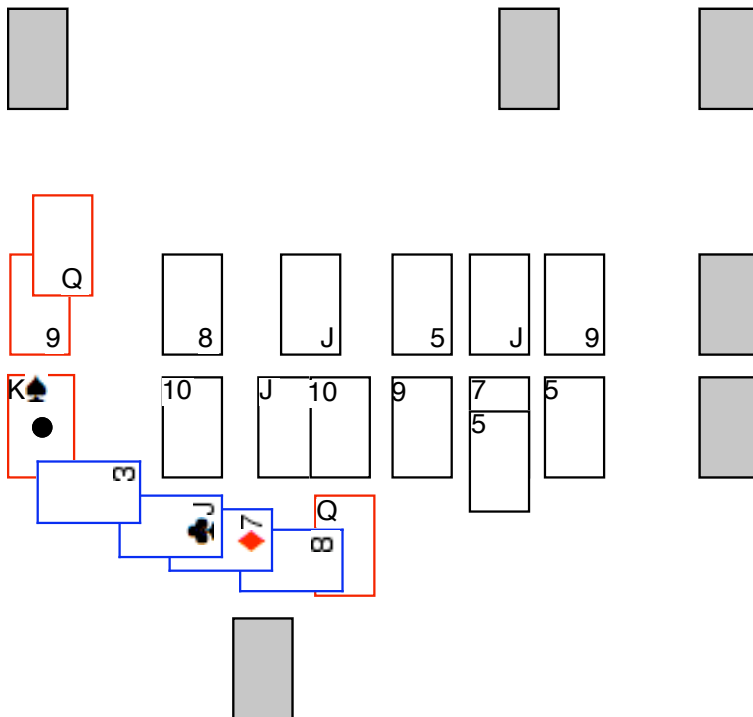
Completion and Yardage – Yardage Draws

The offense then draws as many additional pass Yardage cards as he wants. If any of these cards are the same suit as the WR (in this case a spade) the pass is incomplete, but in this case two cards are drawn and neither is the same suit as the Receiver.



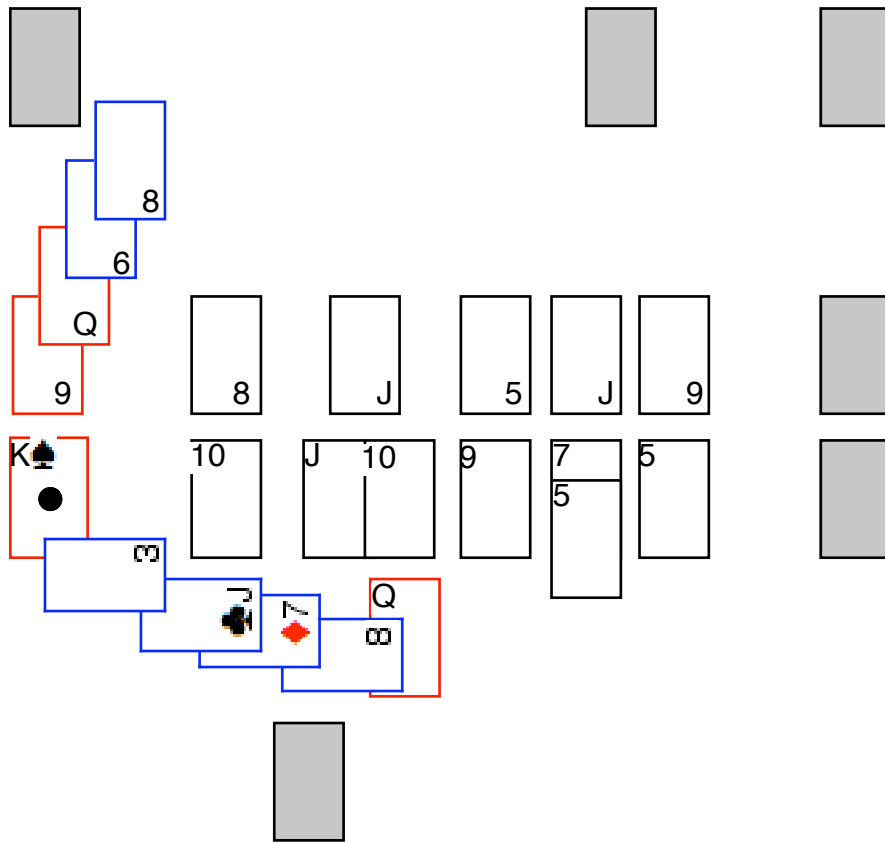
Completion and Yardage – Reception Draw

The offense then draws a Reception card (3). If this draw is equal to or greater that the WR, the pass is incomplete, but in this case it is lower. The pass is now complete.



Coverage Phase II – Defensive Draws

The defense then draws two cards that are added to its defensive match-up.



Pass Outcome

The offensive match-up value is $12 + 8 + 7 + 11 + 3 + 13 = 54$

The defensive match-up value is $9 + 12 + 6 + 8 = 35$

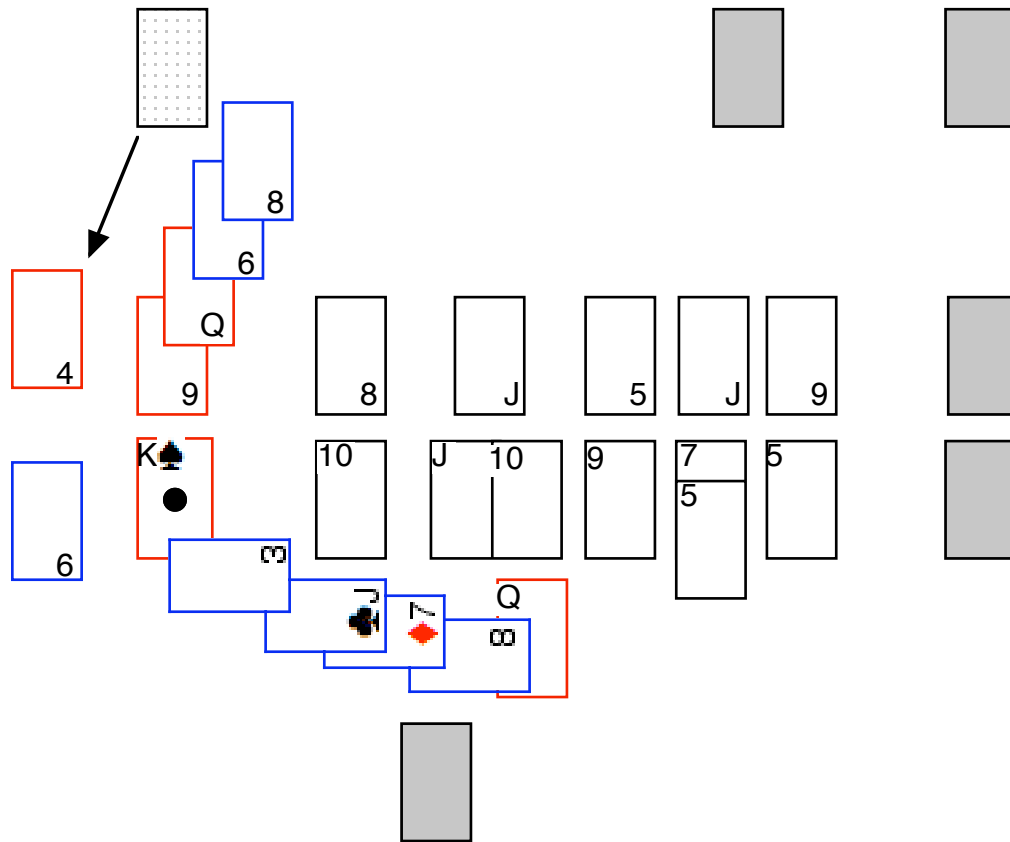
$$54 - 35 = 19$$

The pass is completed for 19 yards.

The play is not over yet, though. After a completed pass, the receiver can try to run for open-field yardage.

Run After Pass

Finally, at the end of a completed pass, the offense draws once for additional yardage gained in the open-field run after the pass is completed. The defense can apply unrevealed cards in range against this draw, in this case the S on that side. These cards can be placed beside the original match-up, but not overlapping, since they are counted separately (e.g., if the S is greater they the OFR draw, no extra yardage would be gained, but this wouldn't be counted against the pass yardage already gained).



6 – 4 = 2 more yards are gained by the WR on the ground after catching the ball.

If the OFR draw was a face card, then the open-field run would continue and the offense would get to draw additional cards. But in this case, the play is now over.

Final Play Outcome

19 yard pass + 2 yards open-field run = 21 total yards gained on the play.