Game:			The Automated ScoreBook for							or Football -	Play I	Input S	heet	Page: of
Qtr	Clock	Down- To go	Ball Spot	Play Type	1	1	Result	Defense	О/В	Special situations (for penalties circle or mark actions that apply)				
										Fumble recovery by:	At:	R	eturn by ‡	±#· Δt·
										Penalty:		ainst:	##•	Accept/Decline
										Auto-1st-Down	, 5			No play/Count play
										Fumble recovery by:	At:	R	eturn by #	##: At:
										Penalty:	Aga	ainst:	##:	Accept/Decline
										, Auto-1st-Down	ı			No play/Count play
										Fumble recovery by:	At:	R	eturn by #	##: At:
										Penalty:	Aga	ainst:	##:	Accept/Decline
										Auto-1st-Down	_	Loss of Down No play/Cour		No play/Count play
										Fumble recovery by:	At:	R	eturn by #	##: At:
										Penalty:	Aga	ainst:	##:	Accept/Decline
										Auto-1st-Down		Loss of Down		No play/Count play
										Fumble recovery by:	At:	R	eturn by ‡	##: At:
										Penalty:		ainst:		
												Loss of Dow	n	No play/Count play
										Fumble recovery by:	At:	R	eturn by ‡	##: At:
										Penalty:		ainst:		
												Against: ##: A Loss of Down No play/		
										Fumble recovery by:	At:			##: At:
										Penalty:				
										Auto-1st-Down				No play/Count play
										Fumble recovery by:	At:	At: Return by ##: A		##: At:
										Penalty:	_			
										Auto-1st-Down				No play/Count play
										Fumble recovery by:	At:	R	eturn by a	##: At:
										Penalty:		ainst:		
									-	Auto-1st-Down				No play/Count play
										Fumble recovery by:	At:	R	eturn by #	+#: At: Accept/Decline
										Penalty:	Ago	loss of Dov	##:	No play/Count play
										Fumble recovery by:	۸+۰	LOSS OI DOW	oturn by	110 play/Count play
										Fumble recovery by: Penalty:	AL.	ninct:	##:	No play/Count play ##: At: Accept/Decline
										Auto-1st-Down	, ,0,	7 10 miles		No play/Count play
	-			-	-				-	Fumble recovery by:	At:	1 77		
										Penalty:			##:	Accept/Decline
										Auto-1st-Down		• , ,		No play/Count play
	-			 	+				 	Fumble recovery by:	At:			
													##:	Accept/Decline
										Penalty:	_	ainst:		
1	I	1		1	1	1	I		1	Auto-1st-Down		Loss of Down No play/Count pl		No play/Count play