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## SECTION SIX

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# PRACTICE & GAME PLAN

- 17. Huddle & Scouting
- 18. Tackle & Pursuit
- 19. Practice Planning



*"YOU HAVE TO PLAY THIS GAME LIKE SOMEONE HIT YOUR MOTHER WITH A 2 X 4"*

*--Dan Birdwell*



## ***SCOUTING & HUDDLE***

### **Phases of Creating an Effective Game Plan**

This process cannot start on Saturday morning. It starts in the spring and continues during the summer. Then during the season, you are “stockpiling” as much film as possible on that Week 8 opponent and having a system to get that data entered before you play them. You have to network and form relationships with other coaches or pay some seniors on campus who don’t play football to go film the other team.

Are you self-scouting yourself? In the spring, preferably before clinic season, the defensive coaches need to break down all of their games just as if they were playing themselves. Not only is this very insightful, it builds camaraderie on the staff, is a great dress-rehearsal for the season, and trains a new addition to the staff on how you do things.

#### **PHASE ONE: Getting Everyone to Talk Same Language**

We dedicate a lot of time in spring and summer making sure that all our coaches are calling the formations, motions, and plays the same. Then we follow up with our “Football 101” class with our players. We want to make sure that what they learned playing Madden is in alignment with what the coaches will be telling them.

#### **PHASE TWO: Breakdown the Opponent**

Across America this happens on the weekend. The head coach and the coordinator pulling teeth to get all the coaches to enter their data. Data is very powerful, the more data you enter, the deeper you can get inside their offensive coordinator’s head. But for us, this breakdown starts in the Spring.

#### **PHASE THREE: How Will We Defend Them?**

If there are no coaching changes, we would like to have 60-70% of this decided before August camp ever opens up. But during the season, this also happens on the weekend, on a white board. The data is used to generate reports and get tendencies. We want to stop their favorite plays and the data helps with that. However, we also want to keep the ball out of their “dude”, so matchups are important.

#### **PHASE FOUR: Come Up With A Plan**

While this has to be done by Sunday night, we will tweak it during the week in practice.

#### **PHASE FIVE: Install That Plan**

This gets back to PHASE ONE. The best chess player on the planet can by the DC, but if the players don’t understand what the coaches are telling them, none of it matters. Don’t change the defense every week. As little checks as possible. Powerful buzz words.

#### **PHASE SIX: Execute the Plan**

FRIDAY NIGHT BABY! Execute the plan and make sure you have “fail-safe systems” in place when something is not working.

## TERMINOLOGY: GET EVERYONE ON SAME PAGE

*This is a summary of what is in the Appendix.*

*What we handout to our players and coaches is in the Appendix*

### COACHES Meetings

The first thing that must happen in early spring is to get all the coaches on the same page. The head coach or defensive coordinator needs to have lengthy 1on1 meetings with each position coach which are followed up with bi-monthly defensive staff meetings.

#### 1on1 MEETINGS

- Buzzwords. *We go thru every page of the playbook and look at every assignment/technique that we are asking of that position. And then we ask TWO questions for every single one:*
  1. What drill teaches that?
  2. What buzzword reminds Johnny to do that?
- Drills. *The 1on1 meetings do not stop until we have a drill to teach everything that we are asking of that position.*

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### DRILLS COMES FROM THE PLAYBOOK

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#### BI-MONTHLY SPRING MEETINGS

In the spring, all of our coaches have meetings solely dedicated to self-scouting how our opponents attacked our defense. We only focus on teams that did not have a coaching change. Not only does this get us ahead of the game when we play that team during the season, these meetings help get the entire staff on the same page in regard to what we are looking for. It also gives every coach a chance to understand what their HUDL responsibilities are.

The first decision that has to be made is what columns in HUDL we are going to use.

PLAY #	QTR	YARD LN	DN	DIST	GN/LS	HASH	OFF FORM	OFF STR	OFF PLAY	PLAY DIR	PLAY TYPE	RESULT	TARGET
2	1	-41	1	10	9	R	TRIPS LT EO	L	BLUE BRONCO	L	Run	21	

The next decision is what language, or terminology will be used in every column. We try to use the same terminology that our offense uses so that it is easiest on our kids. Self-Scouting accomplishes several things:

- Form Advanced Scout Reports: *These reports tell us which data is not important and teaches us how to generate and use the reports. We would like to have 70% of our scouting on done on every team who did not have a coaching change. Very important is identify their underclassmen.*
- Figure out our terminology: *Not only are coaches on the same page, but it helps prep us for our PLAYER 101 meetings. It is so much easier to have discussions about what we are going to call things in the spring rather than on Saturday morning during the season.*
- Dress Rehearse every coaches HUDL responsibilities: *During the season we want our Saturday coaches meetings to be very efficient. This requires everyone contributing an equal share.*
- Understand roles on Friday Nights: *We watch our games thru a projector on the big screen and every coach in the room is training his eyes to watch whatever he has been assigned to watch. We actually rehearse how long does it take to get the next play in and assistant coaches practice when they are allowed to talk on the headsets.*

**PLAYERS: Football 101**

After our coaches have met and established consistent terminology, we set aside time in spring and summer to train our players how to watch film and teach them the language that the coaching staff will be using during the season. Create teaching tools to teach basic football terminology. Have the PowerPoint templates ready and set aside endzone film from your spring coaches’ meetings to show the players. This doesn’t have to be your film. Google classroom and HUDL are great tools and today’s player is going to want video that they can watch on their phones.

We never assume anything and will set aside time to raise our teams football IQ. There are two parts of training our players: Terminology that we use for our defense and terminology we use to describe the opponent’s offense.

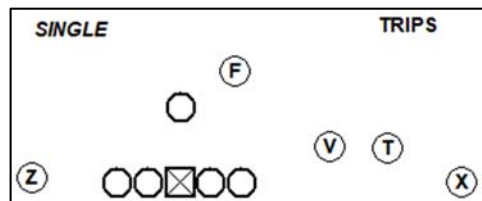
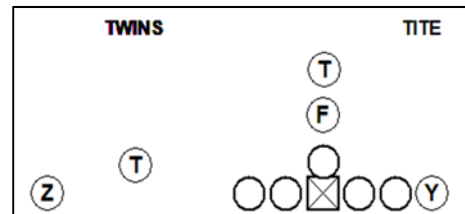
**DESCRIBE OUR DEFENSE**

- **Line Up.** *We do not use numbers to tell our D-Linemen where to line up. It is simply A, B, C, and D gaps. So, if we want our player to line up as a 3-tech, we say “B-gap, shade the guard” and a 4i would be “B-gap inside shade the tackle”. Other terms such as “apex”, “prowl the diagonal” are also covered.*
- **Terminology.** *We use one meeting in the spring to define common football terms (see Appendix of this book). Terms like “field”, “boundary”, “alley”, “seam”, “flats”, “hook-curl zone”, and “tackle box” are defined. This is not techniques of positions, but general football terms coaches will use in practice. Make a PowerPoint early on with .jpeg still shots of game film so kids get a visual.*
- **Field Definitions & Rules.** *We go over important dimensions such as there are only 7 yards from bottom of numbers to the sideline. Define “coming out”, “red zone” (15yd line to 6yd line), and “goal line” (5yds in). Definition of forward pass, lateral, covered up receivers, crack blocks, etc.*

**DESCRIBE THIER OFFENSE**

- **Positions:** *These are listed in the appendix, but the goal is to try to use your offensive terminology. We call the receivers X, Y, and Z. In 10 personnel the 4<sup>th</sup> receiver is the “H-Back”.*

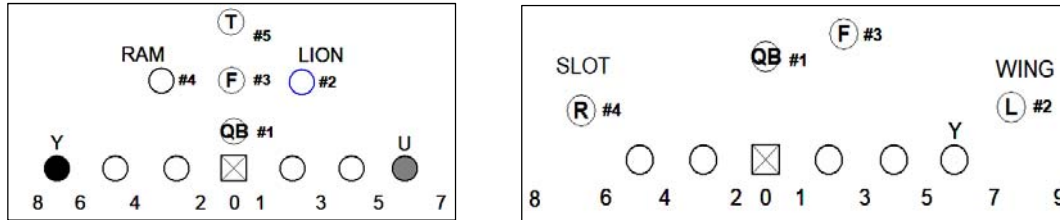
- TB Tail back is 2<sup>nd</sup> RB behind QB
- FB Full back is 1<sup>st</sup> RB behind QB
- H RB A-gap to C-gap less than 3yds from LOS
- S Slot is tight 1x1/2x2 alignment off the tackle
- W Wing is tight 1x1/2x2 alignment off the TE
- Y Tight End
- U 2<sup>nd</sup> Tight End
- Z Farthest WR on our left
- X Farthest WR on our right
- T #2 (twins) receiver
- V #3 receiver, only use for trips formations.



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- **Formations & Motions:** *You should use same words that the offense uses. However, if you are a spread offense, you will need new labels for pesky Wing T teams. And of course, if you are playing a Pistol Wing T team, you are screwed because that offense is un-stoppable.*

*If a player is in a tight 1x1 or 2x2 off a Tackle we call that a SLOT and if he is tight off a Tight End we call that WING. We number our receivers from the sideline in.*



- **Personnel Groups:** *We try not to use this with players, however, we have a column in HUDL so the players should at least know what it means.*

32:	3RB----2TE-----0WR	12:	1RB----2TE-----2WR
23:	2RB----3TE-----0WR	11:	1RB----1TE-----3WR
22:	2RB----2TE-----1WR	10:	1RB----0TE-----4WR
21:	2RB----1TE-----2WR	1:	0RB----1TE-----4WR (“tite empty”)
20:	2RB----0TE-----3WR	O:	0RB----0TE-----5WR (“empty”)

- **Run Plays:** *I highly recommend using your offensive terminology, however, there will be plays that your defensive staff will need to label that your offense doesn’t run. For example, we run the Wing-T, but the Zone and I-Back teams run plays that are not in our offense.*

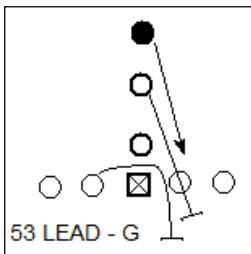


Fig 17. FULL FLOW

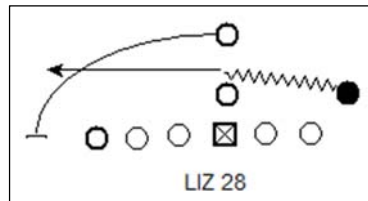


Fig 17. FULL FLOW

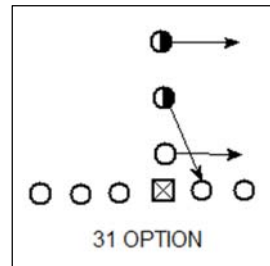


Fig 17. SPLIT FLOW

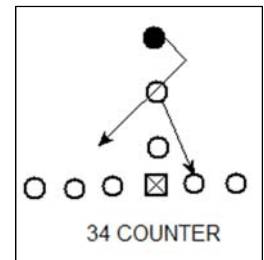


Fig 17. COUNTER FLOW

*Every possible run play is listed in the appendix of this book, but if you decide to label your own plays, the best advice I have is to try to stay close to your offensive terminology.*

- **Pass Plays:** *Since there an infinite number of pass routes, I highly suggest using a passing tree. The numbers make it possible to not only input the infinite number of pass routes into HUDL, but makes it very easy for your kids to digest. Again, we use the passing tree in our offense.*

*Our passing tree assigns “O”dd numbers to any route breaking “O”ut towards the sideline. Even numbers break into the middle of the field. Passing tree is so easy for our kids !*

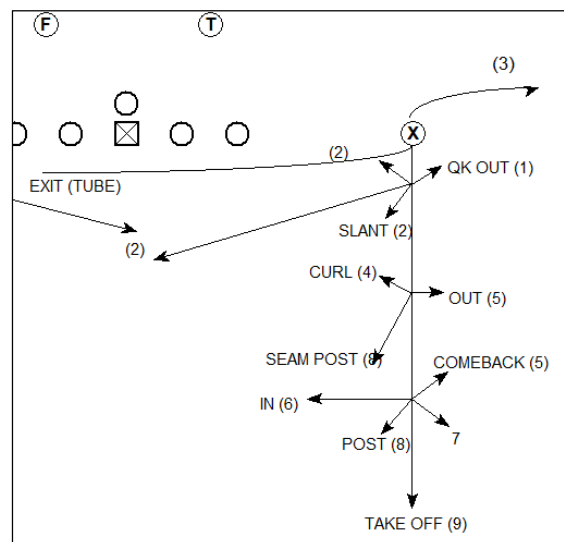


Figure 17. Passing Tree to Label Opponents Routes

**DATA: GET IT ENTERED**

A lot of this depends on the league policy regarding amount of trade films. In my experience as head coach in California was that we traded the 3 previous games Friday night. Now I was very good at getting other coaches to trade film so that I could have 5-9 games on an opponent.

**Phase One: Film Breakdown (2 hours)**

Regardless of how many games you acquire you need a very efficient system to enter as much data as possible. The system described here allowed us to have all the data for 3 scout games entered in under 2 hours. We did this as a staff on Saturday mornings and every coach went home by 2pm.

We payed 2 ex-players \$25 apiece to film our games. This included inputting the ODK data either live or immediately after the game. Since lower levels do not play on Friday, you can use lower level coaches to have some data entered before Saturday morning.

With ODK done, every coach had HUDL responsibilities:

ASST COACH	D-LINE COACH	DC/ILB	DB COACH
Personnel	Hash	Formation (Run)	Formation (Pass)
Motion	Down & Distance	Backfield (Run)	Backfield (Pass)
Play Type	Gn/Loss	Strength (Run)	Strength (Pass)
Who Touched the Ball	Result	Run Play Name	Pass Play Name

MIKE LB/FALCON: Our own players are required to break down our game from the night before since we never have time. Our MIKE & FALCON break down the defense and our QB breaks down our offense.

We did not watch our game as a staff, so it was critical that our game was broken down by 4pm on Saturday so that the position coaches could grade their position players when they got home. HUDL notes had to be posted by Sunday at noon and grade sheets were posted in the locker room every Monday.

**Phase Two: Report Generation (1 hour)**

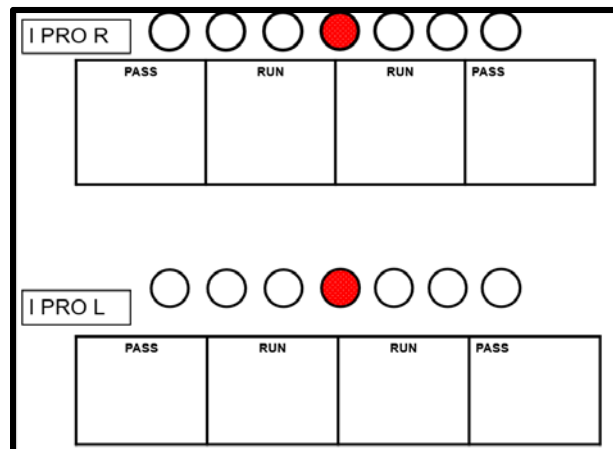
Once all the data is entered, we start making playlists so that we can run our reports.

- ASST COACH: Formations, sorted by run/pass HUDL playlists:
- DL COACH: blitzes and fronts against their offense HUDL playlist
- DC run plays grouped by run family HUDL playlist
- SECONDARY COACH pass plays grouped by pass family HUDL play list

We have found that the HUDL reports are hard to read, so we transfer the data into templates that we pre-made during our spring meetings.

The one shown here are a list of plays that they ran to the right and left out of certain formations.

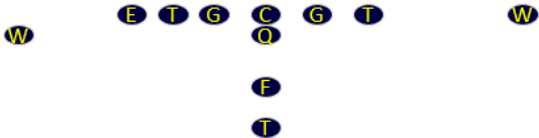
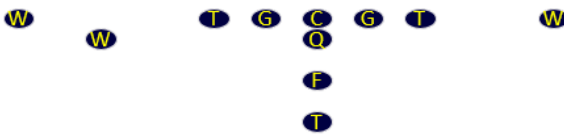
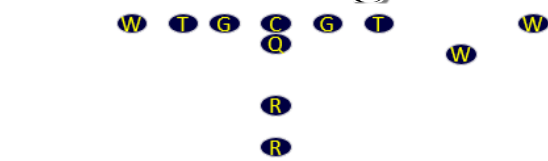
We are looking for formations that will always dictate the direction of the play....or a formation that they only pass out of.



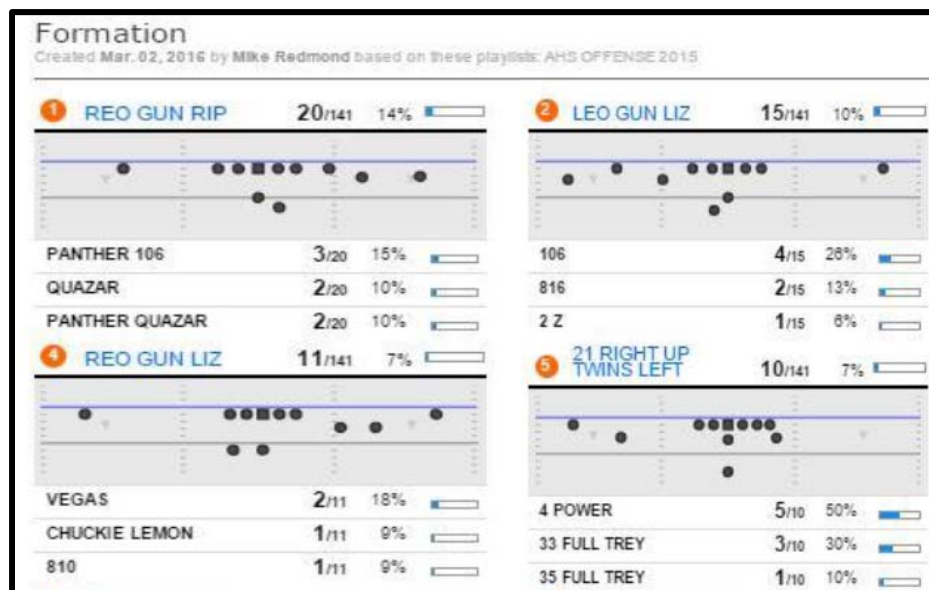
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We go down to HomeDepot or Lowe's and buy white shower boards, which are posted on all the walls. They are 75% cheaper than white boards. We then put up every formation on the board and start drawing up our fronts, starting with our BASE 40. We want to be sure that we can defend everything out of our base and double check that we have a "+1" advantage versus every formation.

The picture below is a pre-make Powerpoint Template that we make to match data with formations.

<h2 style="text-align: center;">Pro Single</h2> 	<table border="1"> <thead> <tr> <th>Formation</th> <th>Pro Split</th> </tr> </thead> <tbody> <tr> <td>Percentage %</td> <td>37%</td> </tr> <tr> <td>Run %</td> <td>85% Run</td> </tr> <tr> <td>Run Plays</td> <td>Toss, Iso, Trap</td> </tr> <tr> <td>Pass %</td> <td>15%</td> </tr> <tr> <td>Pass Plays</td> <td>Fade, Slant, Hitch</td> </tr> </tbody> </table>	Formation	Pro Split	Percentage %	37%	Run %	85% Run	Run Plays	Toss, Iso, Trap	Pass %	15%	Pass Plays	Fade, Slant, Hitch
Formation	Pro Split												
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Pass %	15%												
Pass Plays	Fade, Slant, Hitch												
<h2 style="text-align: center;">Twins Single</h2> 	<table border="1"> <thead> <tr> <th>Formation</th> <th>Twins Split</th> </tr> </thead> <tbody> <tr> <td>Percentage %</td> <td>12%</td> </tr> <tr> <td>Run %</td> <td>86% Run</td> </tr> <tr> <td>Run Plays</td> <td>Iso, Zoom – Iso, Zip Mo (Crack) Toss</td> </tr> <tr> <td>Pass %</td> <td>14% Pass</td> </tr> <tr> <td>Pass Plays</td> <td>Curl Flat, Fade</td> </tr> </tbody> </table>	Formation	Twins Split	Percentage %	12%	Run %	86% Run	Run Plays	Iso, Zoom – Iso, Zip Mo (Crack) Toss	Pass %	14% Pass	Pass Plays	Curl Flat, Fade
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Pass %	14% Pass												
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<h2 style="text-align: center;">Pro Single</h2> 	<table border="1"> <thead> <tr> <th>Formation</th> <th>Twins Tight</th> </tr> </thead> <tbody> <tr> <td>Percentage %</td> <td>15%</td> </tr> <tr> <td>Run %</td> <td>50%</td> </tr> <tr> <td>Run Plays</td> <td>Iso, Toss Strong</td> </tr> <tr> <td>Pass %</td> <td>50%</td> </tr> <tr> <td>Pass Plays</td> <td>Iso Boot, Sprint to Twins</td> </tr> </tbody> </table>	Formation	Twins Tight	Percentage %	15%	Run %	50%	Run Plays	Iso, Toss Strong	Pass %	50%	Pass Plays	Iso Boot, Sprint to Twins
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Pass %	50%												
Pass Plays	Iso Boot, Sprint to Twins												

The data for the Powerpoint template comes from the HUDL Formation report.





Each one of the formations expand out into this HUDL report. Again, the more data you enter, the more powerful the report. We like the “hole data” telling us what hole each play attacks (see blue boxes)



Taking the time to enter the holes also makes HUDL Hit Chart a powerful tool



**DATA: ANALYZE****Reports paint a picture, data tells a story (1 hour).**

We want to know as much as we can about what the opponent will do in almost all situations. Tendency reports will determine our automatic checks, the direction we want to angle, where to bring pressures, what coverage's to play when, etc. We start by looking at the following:

- Run/Pass
- Hash/Field Direction
- Tight End
- Motion/Type of Motion
- Backfield Alignment
- Down & Distance

OFF PLAY by OFF FORM and BACKF		Created Feb. 28, 2019 by Rick Stewart based on these playlists: gm 8 Pine Grove vs Line Mountain - intercut			
OFF FORM	BACKFIELD	OFF PLAY	Count Percent	Tot	Avg
TIGHT HEAVY			20 17%	97	4.9
	I BACK WING RIGHT		9 45%	18	2.0
		34 LEAD	3 38%	4	1.3
		FB DIVE RIGHT	2 25%	5	2.5
		26 LEAD	1 13%	5	5.0
		34 BELLY	1 13%	0	0.0
		33 BELLY	1 13%	2	2.0
	Ace DOUBLE WING		4 20%	19	4.8
		28 TOSS	1 33%	12	12.0
		FB DIVE RIGHT	1 33%	4	4.0
		REVERSE	1 33%	3	3.0
	I NEAR WING RIGHT		4 20%	9	2.3
		FB DIVE RIGHT	2 67%	7	3.5
		36 LEAD	1 33%	2	2.0
	Ace Wing RIGHT		1 5%	4	4.0
		FB DIVE RIGHT	1 100%	4	4.0
	Gun Double Wing		1 5%	44	44.0
		QB DRAW	1 100%	44	44.0
	I NEAR RIGHT		1 5%	3	3.0
		FB DIVE RIGHT	1 100%	3	3.0
TE TRIPS			20 17%	134	6.7
	GUN I RIGHT		11 55%	91	8.3
		QB SWEEP RIGHT	1 33%	1	1.0
		34 LEAD	1 33%	6	6.0
		QB LEAD RIGHT	1 33%	3	3.0
	GUN I LEFT		7 35%	40	5.7
		QB LEAD RIGHT	1 100%	3	3.0
	Gun R Wing Right		1 5%	3	3.0
	Gun Double Wing		1 5%	0	0.0
Pro Twin			18 15%	98	5.4
		PISTOL	12 67%	84	7.0
		ACE	3 17%	4	1.3
		GUN R	2 11%	10	5.0

When deciding any automatic movements, blitzes, or coverages we want to make sure that the HUDL data supports. As a rule of thumb we want to see a greater than 80% tendency.

The other decision we need to make is our RUN STRENGTH. Normally we set that to the TE.

- What is our strength call with no Tight End? Do we check stack (“G” front)?
  - Strength to RB or field vs 10 and 20 personnel?
  - Best blocker? Flop their line?
- Can we play Robber vs 11 personnel with a Tight End?
- Trips Coverages?

**Scout Cards & Practice Script (1 hour)**

We are now ready to draw scout cards and make our practice scripts.

- ASST COACH: Google Classroom, Google Forms, and PowerPoint templates
- DL COACH: coach draws up pass protections and run blocking schemes.
  - Makes HUDL practice scripts for Live Pass Pro Periods
- DC draws up all their run plays
  - Makes HUDL practice scripts for Inside/Outside Run Periods
- SECONDARY COACH draws up all their pass plays.
  - Makes HUDL practice scripts for 7on7 and Team

On the scout cards, we use traditional circles for positions played by seniors. Positions played by underclassman are labeled with their jersey numbers.

PowerPoint templates are created for team meetings. The scouting reports are put on Google Classroom with links to the HUDL clip. We also put practice plans on Google Classroom so players can be mentally ready. Google Forms are used so the players can do their quizzes each night.

# Script

Inside Run <span style="float: right;">Print</span> <i>vs. Brookville High School Sep 4, 2015</i>				
	OFF FORM	OFF PLAY	DEF FRONT	MOTION
1	JACKS GUN LIZ	47 POWER	40 BASE CLUE	LOU
2	JACKS GUN LIZ	32 TRAP	EAGLE EYES UP MAN	A ZIP
3	JACKS GUN LIZ	LAZOR 9	40 UNDER TIGER CLUE	LASER
4	JACKS GUN LIZ	WING REVERSE	40 OVER PITTSBURGH TEXAS	LOU
5	JACKS GUN RIP	46 POWER	EAGLE STACK BULLETS	RAY
6	JACKS GUN LIZ	36 POWER	ROGER LEROY X	A ZIP
7	DEUCE JACK GUN LIZ	34 TRAP	40 BASE READ 2	LASER
8	DEUCE JACK GUN RIP	34 POWER	30 STACK SPILT	A ZIP
9	LTSLOT GUN	37 POWER	40 OVER READ 2	Z SHUFFLE
10	RT JACK GUN LIZ	34 TRAP	40 UNDER TACO READ 2	
11	LTSLOT UNDER	32 POWER	40 BASE BANJO CLUE	Z SHUFFLE
12	LTSLOT UNDER	34 POWER	40 UNDER WANDA READ 2	Z SHUFFLE

### **Depth Charts and Scout Teams (1 hour)**

Our entire staff has spent 4 hours looking at the opponent. It is now time to start discussions.

- Analyze our depth chart. Injuries, moving players around, etc.
- Plus and minuses from Friday. To many penalties? Turnovers?
- Goals. Favorite plays, Best Players, and biggest concerns.
- 55 Rule (5 Favorite Runs & 5 Favorite Passes)
- Who can't we let beat us? Point your arrows at that guy!
- Do any receivers deserve specific attention?
- Who is their go to guy in crunch time?

Once we are done, we as an offensive staff complete our game plan. We build our install on HUDL playbook and then share it out to the players. We build a run install and a pass install. Once done, we talk personnel groupings and special team's depth charts.

At this point, we have spent 6 hours in preparation, and it is time to go home. If we started at 7am we would be wrapping everything up by 1pm.

We do not meet as a staff on Sunday, but as Head Coach I did have both coordinators and our O-Line coach over my house from 4pm to 6pm for a final review. There were times that we did this on a conference call or using Google Hangouts. The final practice plans are emailed or shared as a Google Doc

### **USE THE DATA: PRACTICE**

Once completed, we begin building the practice plans for the week. We go through each day of the week and plan out the template for the week. We all have access to our practice plans on Google Docs and once completed each coach is responsible to complete their position group's plan.

### **Scouting Report to Players**

- Passed out electronically via Google Classroom.
  - Title Page – Summary of opponent
  - Personnel page with height weight grade
  - Keys to Victory by position
  - Tendency Nutshell
  - Checks & Game Plan Page (What we will call & won't)
  - Run Summary Page with our front
  - Pass Summary Page with our coverage
  - Passing Chart
  - Formation Drawings

Both my offensive coordinator and I have Microsoft Surface Pro 2s that we use along with video screen capture software called "liteCam" (liteCam.net), OneNote from Microsoft, and HUDL to relay all information to our players each week. We post those on HUDL each Sunday, so the players can review, message us with questions, and prepare themselves for Monday's meeting. Typically, the playlists are no longer than 10-15 minutes, contain only the essential information about the opponent and our game plan, and are designed to not only give them a resource that they can return to.

### **Film Study**

- We watch our film Monday right after school. 10 worst offensive clips and 15 worst defense clips.
- We watch their film during weights on Tuesday.
- We watch our practice film during weights on Thursday
  - Require defense to talk during team film.
  - WILL calls out down & distance, Ends call out RB alignment.
  - Mike calls Run Strength; Falcon calls Pass Strength

**Quizzes**

- All players complete a Google Quiz at home Sun, Mon, Tue, Wed, and Thur night.

**Scout Cards**

The scout cards have to be very simple. Every eligible receiver/back has colored circle so players can quickly see where to line up. “Johnny your red, Jimmy your blue, Jose your green, etc” The ball carrier is black. We color in the circles once we print them off HUDL.

Blue lines are pass routes, black lines are blocking. Red lines are “pulling”. Each card is labeled with play name, direction, and strong/weak.

The cards are laminated back-to-back with right-side plays showing on one side, and left-side plays on the other. All cards are 3-hole punched, arranged with right-side plays facing, and placed in a 3-ring binder. Lastly, the cards are tabbed with athletic tape and marked 1R, 2R, 3R, etc. then turned over and labeled 1L, 2L, 3L, etc. accordingly; and an inventory sheet is slipped into the front cover of the binder with each play, formation, direction, strength, and special commented noted to allow for easy and accurate scripting.

**USE THE DATA: GAME DAY****Game Day**

- Thursday night: Press box reports are printed. All technology is charged.
- Friday night
  - During the Game ODK game live using ipad or tablet
  - Write out every play call in order to save time entering data
- Friday After Game: Video upload
  - Send exchange requests
  - ODK & intercut the game

**Customizing a Game plan using DATA**

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• Tendencies           <ul style="list-style-type: none"> <li>• Formation</li> <li>• Field Position</li> <li>• Hash</li> <li>• D&amp;D</li> <li>• Motion</li> <li>• Score</li> <li>• Crunch Time</li> <li>• Play Sequencing</li> <li>• Personnel Groups</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• Play Frequency</li> <li>• Blocking Schemes</li> <li>• Protections</li> <li>• Play Caller Personality</li> <li>• Hit Chart</li> <li>• What's Next?</li> </ul> |
|---|---|

**THE HUDDLE****Getting the Call**

- NoseGuard gets his call from the D-Line Coach
- Falcon gets the pass coverage call from Secondary Coach
- Mike gets run strength/movement/blitz from DC.
- Will yells out down and distance

**Versus No Huddle**

- D-Line must hustle to the spot of the ball. Do not look to the sideline until you are there.
- MIKE backer is looking at the Run Strength coach for the front call while he is hustling to the ball.
- FALCON is looking at the Pass Strength coach for the secondary call. WILL calling out down and distance for everyone to hear
- CORNERS stay outside the hash marks
- STUD & END yell out the side the Running Back lines up.

SECTION SIX

1		1		2	
<b>Personnel 1 (% Run, % Pass)</b>		2		<b>Best 3rd and Short Calls</b>	
*	<b>Formation Name (% Run, % Pass)</b>	3		1	
*		4		2	
*		<b>Best Calls to Take away #?</b>		<b>Cover 3 Calls</b>	
*		1		1	
1		2		2	
2		3		3	
3		4		4	
<b>Personnel 2 (% Run, % Pass)</b>		<b>Best Calls to Take away #?</b>		<b>Cover 4 Calls</b>	
*		1		1	
*		2		2	
*		3		3	
1		4		4	
2		<b>Inside the 20 Calls</b>		<b>Cover 2 Calls</b>	
<b>Personnel 3 (% Run, % Pass)</b>		1		1	
*		2		2	
*		3		3	
*		4		4	
1		<b>Inside the 10 Calls</b>		<b>Cover 0 Calls</b>	
2		1		1	

<b>ASU DEFENSE CALL SHEET</b>					
Landmarks		Landmarks		Landmarks	
45		45		45	
40		40		40	
35		35		35	
30		30		30	
(+25)		(+25)		(+25)	
<b>Red Zone</b> (+20)		<b>Red Zone</b> (+20)		<b>Red Zone</b> (+20)	
(+15)		(+15)		(+15)	
<b>Gold Zone</b> (+10)		<b>Gold Zone</b> (+10)		<b>Gold Zone</b> (+10)	
(+5)		(+5)		(+5)	
<b>G. L. Run</b>		<b>G. L. Pass</b>		<b>G. L. Run</b>	
<b>2 Point Play</b>		<b>2 Point Play</b>		<b>2 Point Play</b>	