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Game Planning Tempo



Without getting into specific strategy of how we put together a game plan, which will be handled in a future manual, here is how we make decisions on and apply our various tempo tools. While we have 17 that we have used, we typically will carry 6-8 tempos including some that we use situationally and our fastest tempos like Again, Flip It, and No Play are always part of our attack.

Set up base plays and base tempos

Tempo should be as much of your game plan as formations and plays. We look at tempo as a tool. It is part of the second stage of our game planning. The first thing we do is look for formations we want to use. We do this to put together a menu of plays because we feel confident that we will see a certain defensive look. Once we hone in on those, we will then have a set of plays from which we can operate our base tempo. Usually, this will be “Run It.”

Identify gray areas in expectation of defensive looks

After that, we look at formations and plays in which we may see multiple looks or we want to run against a certain look. We then look at our menu of tempo tools we want to use. In general, these are Look, Check, or Kill. These tempos allow us the ability to give the quarterback some simple checks or to handle it ourselves as coaches.

Identifying fast attack opportunities

After handling the base and checks in our game plan and making decisions on the tools we will use, we identify which picture boards fit in our attack. We try to marry these with the base game plan as close as possible, so plays and formations that are in the base portion of our game plan can be moved to an uptempo procedure if we choose. Some plays may also be set up as Word tempo calls. When we look at Word, we usually use one or two formations so that our players don't have a lot to think about.

Putting together sequences

We will look at opportunities for blending parts of our base game plan into a sequence of plays for which we can feel confident in attacking the defense. We typically look to create

and practice a run-run-pass sequence and utilize it once we cross the 50 yard line. These decisions on where and when to use some of these plays are always discussed as a staff.

Openers

We put together our openers on Wednesday. We discuss these as a staff as well. We want these to be the plays we are most confident in as far as what we expect from the defense and in our evaluation of how well we practiced that set of plays.

Special and situational tempos

We will always look at our menu of tools and talk about any opportunities before we finalize the tempo game plan. We want to look for opportunities to use tempo as a counter to defensive tactics and determine which procedures are most useful in our attack against that particular opponent.

Overall pace of the game

We, including the head coach and the defensive coordinator, will meet as a staff to determine what we need to do in terms of meshing our game plan with the defense's needs. If they feel they are superior and can stop the offense, we might be more confident in playing fast and wearing the opponent out. If they feel that they want to try to keep the offense out of rhythm, the best way to do that is to keep them off the field for long periods of time. In those instances, it's best to use our slower tempos and to slow down the pace at which we get the call in to our offense. Ultimately, we tell the offense that their objective is always to align and stress the defense with tempo, and that we will control it as coaches through procedures and the pace at which the staff operates as part of the communication process.

Final thoughts

Our game is completed early in the week, and all aspects of our attack are defined so that they can be practiced. We implemented what is now called *The Coaches Edge Game Planning System*. This is a program that allows us to input our plays and have them automatically scripted and put on a call sheet and wristband. This has saved us up to 12

hours per week. Having that time back as a coach is invaluable. Check out this system here. It allows you to enter all that you need including tempo.

The Ultimate Game Planning System

"I want to tell you how much I think of the Ultimate Game Planning System that you recently released. I picked it up yesterday and can already tell how much it is going to help me streamline the game planning process and save me all of the time it takes to script everything for the course of the week."

- Kevin Schelb

The Ultimate Game Planning System

With the Coaches Edge Game Planning System, create a more efficient and effective practice script. Getting the plays in the game plan and having the necessary reps for them to be effective on game day is no longer a pain-taking task. Simply enter the game plan at the beginning of the week, and the script is created for every single group and team period during the week. The hours spent creating a script and making sure every play gets the necessary practice it needs is now automated.

Up-Tempo and Standard Tempo templates are included!

Easily Adjusts to match your offense!

- Call sheet, Practice Scripts & QB wristband are generated instantly as you game plan.
- Plan for all situations you will face.
- Reduce the stress on the play caller.
- Give players confidence that they are prepared for all circumstances.
- Improve work flow and free up time to watch opponent film and teach players.

Coaches Edge Game Planning System uses a simple process for making decisions early in the week that allow you to get the practice repetitions that will ensure the proper execution on game day.

Even though you may have an expansive, flexible offense over the course of the season, thinking you have that wide menu of plays can lead to confusion for both the play caller and the players. The fact is that there are only a limited amount of practice repetitions available, and you will only call about 60 plays (more if you are an uptempo team) in the game.

Being able to exercise discipline on your process by limiting the amount of plays that will appear on your call sheet on game day is the at the core of the Coaches Edge Game Planning System.

IR, T	4	Base Inside Run 6	6	1st&10	L
T	4	Run Check1/Additional Run or Repeat	7	1st&10	L
T	2	Run Check2/Additional Run or Repeat	8	1st&10	L
T	5	Base Perimeter/Draw 1 or 2nd 3, 4 run	11	1st&10	L

7v7, T	6	Drop Back 1	46	1st&10	L
7v7, T	6	Dropback 2	47	1st&10	L
7v7, T	4	Dropback 3	48	1st&10	L
7v7, T	4	Dropback 4	49	1st&10	L
7v7, T	3	Dropback 5	50	1st&10	L
7v7, T	3	Dropback 6	51	1st&10	L
7v7, T	3	Dropback 7	52	1st&10	L

This is done on what is called the Game Plan Board.

The Game Plan Board gives a set number of plays which you can carry and feel confident in practicing over the course of the week. In general, the game plan board and scripts are set up to give you 50-50 balance between run and pass. If you desire to practice more running plays or more passing

plays, see the "Adjusting" instructions included in each section. This allows you to create the balance you desire.