

PART THREE

Prep

Turn film into a tendency report you can call from on Friday.

3.1 Opponents Hub and the 1-10 ability rating

<https://winlabs.com/football/opponents> is the central directory of every team on your schedule. Fast 1-10 ratings beat granular grades you never finish.

Add an opponent and rate ability

17. Click + Add Opponent. Name, classification, head coach, notes.
18. Rate 9 dimensions on a 1–10 scale: OL, RB, WR/TE, QB, DL, LB, DB, ST, and Coaching/scheme.
19. Save. The ratings power the Threat Score on the Week Prep dashboard.

Why fast wins

A coordinator who gut-rates every opponent on Saturday morning has the entire week to plan. A coordinator chasing a perfect grading matrix is still adjusting cell colors at midnight Thursday.

► TRY IT IN WINLABS

Open the Opponents Hub

→ <https://winlabs.com/football/opponents>

★ PRO TIP

Pre-rate every opponent on your schedule in August. Update after live or film viewing. A stale 7 is still better than no rating.

⚠ COMMON PITFALL

Treating Threat Score as the final word. It is a triage signal, not a game plan.

✓ DRILL / EXERCISE

Rate the league

1. Open <https://winlabs.com/football/opponents>.
2. Spend 20 minutes rating every opponent.
3. Sort by Threat Score. Plan film time accordingly.

3.2 The Week Prep workspace

<https://winlabs.com/football/week-prep> walks you through opponent scouting in a strict order: Week → Opponent → Tendencies → Game Plan.

Step 1 — Confirm the week

The persistent opponent header must show the right opponent.

Step 2 — Pull up the opponent

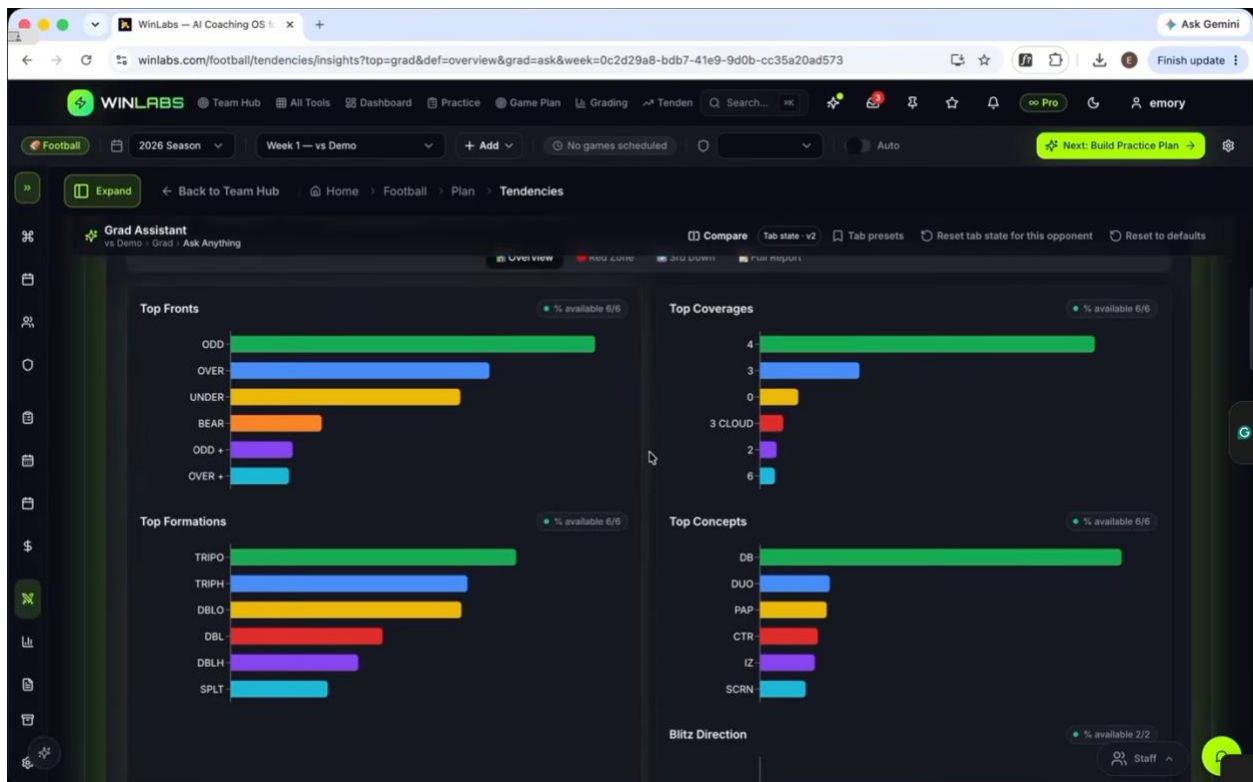
The opponent panel shows ability ratings, prior matchup notes, and last-year tendencies.

Step 3 — Upload tendencies

Click Upload Tendencies and import scouting data from Hudl, PFF, or CSV.

Step 4 — Analyze and build the game plan

Open Tendency Analysis, break down formations, personnel, and situations. Then jump to Game Plan Builder with the one-click Draft Game Plan button.



▶ TRY IT IN WINLABS

Open Week Prep

→ <https://winlabs.com/football/week-prep>

★ PRO TIP

Do Steps 1–3 on Saturday morning. Sleep on the data. Build the game plan Sunday with a coffee, not a panic.

⚠ COMMON PITFALL

Skipping Step 1. Half the AI-showed-me-the-wrong-report issues are a wrong-week header.

✓ DRILL / EXERCISE

Saturday triage

1. Open Week Prep at 8 AM Saturday.
2. Confirm header, upload one tendency dataset.
3. Close the laptop. Game plan in the morning.

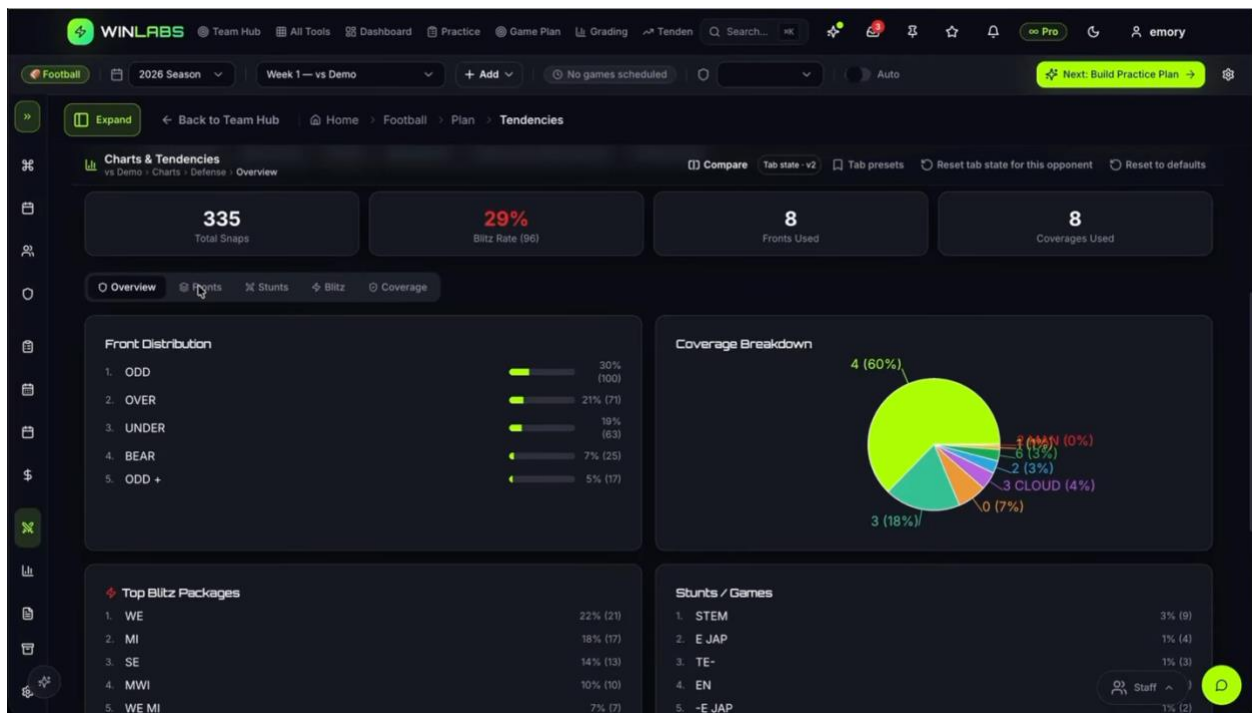
3.3 Tendency Insights — the front door

<https://winlabs.com/football/tendencies> is your opponent scouting report. Two large cards: Offense and Defense. Pick the side you want to study; your choice persists.

Default view: Charts → Overview

Tendencies always opens to Charts → Overview. From here you drill into:

- Down & Distance — what they do on 1st/10, 3rd/short, etc.
- Formation — tendency breakdowns by their alignment.
- Field zone — backed up, mid-field, red zone, plus-territory.



Defense pillars

Five tracked dimensions: Front, Coverage, Blitz, Pressure, and Coverages Used (replaces the older FIB chart).

Add more data

Click Add More Data to import another game — it carries your current opponent so you do not lose context.

▶ TRY IT IN WINLABS

Open Tendencies

→ <https://winlabs.com/football/tendencies>

★ **PRO TIP**

Click Export from any chart view for a printable PDF. Hand to coordinators in a Sunday meeting.

⚠ **COMMON PITFALL**

Importing two games and not noticing the opponent header changed.

✓ **DRILL / EXERCISE**

Three-game scouting block

1. Import three games of opponent film.
2. Sit on Defense → Charts → Coverages Used.
3. Find the one coverage they call >40% on 3rd-and-medium.
4. Write the counter into a Game Plan tab.

3.4 Tendency → Game Plan auto-pipe

The killer feature of the Prep phase: the Draft Game Plan button on the Tendency Datasets bar. One click pipes opponent summaries through the tendency-to-gameplan generator and opens the Game Plan Builder pre-filled with situational candidates.

What gets generated

- Opener candidates derived from their most-vulnerable down/distance.
- Red-zone runs that exploit their weakest gap.
- Third-down beaters by length (short / medium / long).
- Two-minute calls if they bleed time poorly.
- A must-call tag on each candidate so the call sheet surfaces them.

Every candidate ships with EVL-adjusted expected success rate. You approve, edit, or reject. The plan is yours; the AI just did the typing.

► TRY IT IN WINLABS

Draft a game plan from tendencies

→ <https://winlabs.com/football/tendencies>

★ PRO TIP

Run the auto-pipe twice — once Saturday after the first film pass, again Sunday after the second. Diff the candidates; the overlap is your high-confidence pool.

⚠ COMMON PITFALL

Approving every candidate. The pipe favors quantity; you favor quality. Cap each tab at the number of plays you can actually install.

✓ DRILL / EXERCISE

Approve the right ten

1. Run Draft Game Plan.
2. For each tab, keep no more than 50% of candidates.
3. Save. Print the resulting call sheet draft.