



Volume 4

Staff Organization and High School Reminders

My High School Coaching Experience

- **Was not in a position to Two Platoon. Decent athletes....But not enough of them!**
- **Facility issues: meeting space, electronic usage, sharing fields, etc.**
- **Professionalism: Coaches not in the building, not as invested, getting people on the same page. (We were fortunate to have five in the building)**
- **Working with administration (the weightroom)**
- **Dealing with discipline issues**
- **Staying on top of academics**
- **Fundraising/Nutrition/Apparel**
- **Summer grind**
- **Off-season coaches' schedule**

How did we go about attacking the issues and building a winner?

- **Develop practice structure that works for your team. What works at TL Hanna does not work at Abbeville.**
- **Be at team player. Football naturally causes resentment because it is the most popular sport. Don't give people real reasons to resent you or your positioning.**
- **Work with Administration to get quality people in the building during the school day. You need teachers as coaches. This was the largest difference in our program before our arrival.**
- **Keep the main thing the main thing. We lose sight of this in coaching all the time. Any money we raised went directly back into our players...either for nutritional purposes or giving them more gear.**
- **Be visible at other sporting events. It was my goal to see every other sport compete at least two times during an academic calendar year. (Fall sports were tough)**
- **In the summer, I was always conscious of the coaches' time. We never did anything on Fridays, and Mondays were rotated by week for offensive and defensive coaches. Your season as a high school coach begins in June...that is a long season.**

Staff Organization Parameters

- **If you are the Head Football Coach, set a clear schedule. Nothing says “arrogance” or “flakiness” like inefficiency or thinking time is not precious to your staff. These guys are husbands and fathers too. Be fair and consistent with them.**
- **If you are an Assistant Coach, your number one job is to make the Head Coach’s life easier. Take things off his plate. Do not cause issues. BRING SOLUTIONS. In the end, what he says goes.**
- **Coordinators are at the mercy of the Head Coach. If he wants something done a certain way, you do it after the decision has been made. If you are autonomous as a Coordinator, be fair to your guys. Clear scheduling, consistent meeting times, etc.**
- **Consistency is key. NO OTHER STAFF has the same limitations or positives that you do. Your program is UNIQUE to your kids, your staff, and your school. Find what works for you. There is no perfect plan and everyone is not going to be happy. They will respect consistency.**
- **Do Quality Control every offseason. Only change in the middle of the season if necessary.**
- **OVER COMMUNICATE. Do not let things matriculate up or down hill.**

Practice Organization

- **Again, no two programs are the same, ESPECIALLY at the High School level. What works at a metropolitan 6A High School in Georgia is different from what works at the small-school level where you do not have enough able-bodies to platoon. The schedule during the school day is equally important in regard to meetings and lifts.**
- **In camp and spring both the Varsity and JV arrived at the same time and did meetings / installs together.**
- **At WBHS, we were a non-platoon team that did have a football class during the day where they could lift weights. During the school day, we would lift weights and then have position meetings for one side of the football (example: Off Meet/ All Lift).**
- **After school, the coaches on the other side of the ball would meet while the JV team would be out practicing (example: Def Meet/ JV Offense on Field).**
- **After meetings, the JV and Varsity would do Special Teams at the same time on the field. After Special Teams complete, the JV would then go to the other side of the ball, while the offense would be first up for practice. After this section, the JV would be done and the Varsity would flip.**
- **Two-Platoon Practice Plans should not look much different than what we do at AU.**

Example Practice Plan

May 3, 2022 Spring 2
Game Field Shells

		Loosemore	Peak	Steele	Sullivan	Hickman	Pardue	Dunn	Head	Powell		
1	3:50	Flex										
2	3:55	Flex										
3	4:00	OL Indy	RB Indy (15)	QB Indy (15)	[Redacted]	[Redacted]	[Redacted]	[Redacted]	[Redacted]	JV Fundamental Period		
4	4:05										WR Indy (15)	
5	4:10		MESH (TW to QK ROA) (10 Min)								QKS ROA	
6	4:15		DBP (Review Shallow *ROA* - Install 64-65 QK Storm)									
7	4:20											
8	4:25							Inside	Screen Stalk			
9	4:30							Inside	Screen Stalk			
10	4:35							Inside	Screen Stalk			
11	4:40	Inside (15 Minutes)		[Redacted]		Screen/Stalk (LT)		Inside	Screen Stalk			
12	4:45							Inside	Screen Stalk			
13	4:50							Pass Pro	1/2 Skell			
14	4:55							Pass Pro	1/2 Skell			
15	5:00							Pass Pro	1/2 Skell			
16	5:05							Pass Pro	1/2 Skell			
17	5:10							Pass Pro	1/2 Skell			
18	5:15							DL Indy	DB Indy			
19	5:20							DL Indy	DB Indy			
20	5:25							DL Indy	DB Indy			
21	5:30							DL Indy	DB Indy			
22	5:35	ALL UP										
23		[Redacted]										
24		[Redacted]										

Indy is Fundamentals/Footwork/Ball Security Period

Run Game: Penguins, Predator, Ranger, Coyote, Canes

Mesh: Install Run plays

ROA Qk Game: Hitch, Out, Slant, Storm, Speed

Install DBP Shallow, Curl

1/2 Line skell: All Installed Routes

Reminders

May 10 Fundraiser Kickoff BRING 25 EMAILS or Run CHROMEBOOKS!

May 11 FREE PHYSICALS...All Need to Be Here

May 12 FCA Camp Registration - Bring Insurance Cards or a pic....of both sides so you can register here Bring Chrome books

Green Jerseys- Green Cart

White Jerseys - Gray Cart

Example Practice Plan

August 16, 2021		CF Week 1								
Practice Field	JV 3:00 Flex	Varsity 2: 30 Meetings/ 3: 40 Flex								
		D Meet 2:40/3:10								
		Loosemore	Peak	Sullivan/Bryant	Hickman	Pardue	Dunn	Head	Powell	
1	3:10	Offense Meet	JV SPECIALS	JV Specials	Offense Meet	JV SPECIALS	JV SPECIALS	JV SPECIALS	JV SPECIALS	
2	3:15	Offense Meet	JV SPECIALS	JV Specials	Offense Meet	JV SPECIALS	JV SPECIALS	JV SPECIALS	JV SPECIALS	
3	3:20	Offense Meet	COME BACK IN FOR MEETINGS		Offense Meet	Def Indy	Def Indy	Def Indy	Def Indy	
4	3:25	Offense Meet			Offense Meet	Def Indy	Def Indy	Def Indy	Def Indy	
5	3:30	Offense Meet			Offense Meet	Def Indy	Def Indy	Def Indy	Def Indy	
6	3:35	Offense Meet			Offense Meet	Tackle Circuit	Tackle Circuit	Tackle Circuit	Tackle Circuit	
7	3:40	VARSITY FLEX	Varsity Flex	Varsity Flex	Varsity Flex	Tackle Circuit	Tackle Circuit	Tackle Circuit	Tackle Circuit	
8	3:45	Varsity Flex	Varsity Flex	Varsity Flex	Varsity Flex	Team	Team	Team	Team	
9	3:50	Varsity Special	Varsity Specials	Varsity Specials		Team	Team	Team	Team	
10	3:55	Varsity Specials	Varsity Specials	Varsity Specials		Team	Team	Team	Team	
11	4:00	JV BREAK	JV BREAK	JV BREAK	Def Indy (Dogs)	Def Indy	Def Indy	Def Indy	Def Indy	
12	4:05	JV Indy	JV Indy Mesh	JV Indy	Def Indy	Def Indy	Def Indy	Def Indy	Def Indy	
13	4:10	JV Indy	JV Indy Mesh	JV Indy	Skell	DL Indy	DL Indy	Skell	Skell	
14	4:15	JV Indy	JV Indy Mesh	JV Indy	Skell	DL Indy	DL Indy	Skell	Skell	
15	4:20	Inside	Inside	ROA	Skell	DI Indy	DI Indy	Skell	Skell	
16	4:25	Inside	Inside	ROA	Inside	Inside	Inside	Inside	1 on 1 (Safeties to Inside)	
17	4:30	Inside	Inside	ROA	Inside	Inside	Inside	Inside	1 on 1	
18	4:35	Team	Team	Team	Inside	Inside	Inside	Inside	1 on 1	
19	4:40	Team	Team	Team	Team	Team	Team	Team	Team	
20	4:45	Team	Team	Team	Team	Team	Team	Team	Team	
21	4:50	JV's DONE			Varsity Break					
22	4:55	Off Indy	Off Indy	Off Indy	Off Indy					
23	5:00	Off Indy	Group w/ QB's	Group w/ QBs RPO	Group RPO					
24	5:05	Off Indy	Group w/ QB's	Group w/ QBs RPO	Group RPO					
25	5:10	Off Indy	Group w/ QB's	Group w/ QBs RPO	Group RPO					
26	5:15	Off Indy	Group w/ QB's	Group w/ QBs RPO	Group RPO					
27	5:20	Inside	Inside	ROA	ROA					
28	5:25	Inside	Inside	ROA	ROA					
29	5:30	Team	Team	Team	Team					
30	5:35	Team	Team	Team	Team					
31	5:40	Team	Team	Team	Team					



TIME	SHIELD	DEFENSES/DRAGAGE	SPOT SAFETY	COVERAGES	POST SAFETY	DEFENSIBLE COVERS	LINE / 2 MAN SHOT CHECKS
BANDIT	CYSTER	4 MAN	4 ALERT**		TROIAN**	AVIATION	ROOF
JOKER	CLAM	AVIATION				CAPITALS	
TITE	CRAB	CAPITALS	MOD		GOLD	4 MDS	
STOCK		BOMB	MES		GRAY	4 ARROW	
		MUSKET	PALMS		BLACK	LEADS	
		SHISE	GEORGE		GREEN	PENGUINS	
		PENGUINS	MIDS		BILLE	CHIEF	
ORIG	STANCE	LEADS	POACH		BROWN	COMMANDER	
BADW	STEM	CHIEF	ARROW		AUTO	PACKER	
JAM	KNIFE	COMMANDER	TRAP		SHOCK**	EAGLE	
BASS	TEAR	RACKER	TRIANGLE		FLAME**	PAINTNER	EMPTY CHECKS
WAX	RAM	EAGLE	CUBE		TROY**	HOUSE	
MAX	NUIT	PANTHER	ROAD			ORIG	
MOW	RAY-GOU	PICK				DOLPHIN	
	DRN						
	DANGO	ORIG					
	ECHO						
	ANGEL	4 MDS					
	TORCH	2/3/4/5/6/7/8/9/10					
	SAD	SHIS					
	REEF	JELLY					
	ARMY	BUTTER					
	HEADS	JAB					
	SMILE						

DR	DRILLER	JONES	MOO	MUDGE	WICKMAN	CHEVY	Time
1	MED BALL PUNCH LEAN SHOCK PURSUIT PUNCH	TURNOVER CIRCUIT					5
2		FLEX					5
3		TEAM FASTBALLS					5
4		PERIMETER					5
5		TEAM RUN					5
6	6 PT SLED DBL	COD STANCE & START READ STEPS	TRIANGLE DRILL	PASS RUSH CIRCUIT: 3 HAND CRAYON AGILE HIP FLIP OVER SET/UNDERSSET RUSH	w/ Chev	CROSSOVER SETTLE (ON TOP/BAIL)	5
7	SANDBAG SEPERATE STEER	STEP & PUNCH (NEAR FOOT)	CRASH PAD		w/ Jones	DIP & RIP ^ PRESS SERIES / FUB	5
8	MONKEY BAGS CHIMNEY CHUTE BAG	SHED & TACKLE CHUTE COD SHED & TACKLE	TE/BANDIT REACH/BASE BLOCKS	2 SPOT REACTION w/ PUNCH			5
9	VARIETY DRILL REDUCTION ZN AWAY R & L SIDE	CLUB THE CRAYON	POP UP DRLLS	45 DROPS 3 PU - R/P LEVERAGE COME TO BALANCE TKL	w/ Fuller	CHUTE TRANSITIONS & BREAKS	5
10	LONGSTICK OUT & IN (IF TIME)	AAA			w/ MM	HANG	5
11	NOSE PRESSURE OKIE ZN TO / ZN AWAY	PERIMETER					5
12	BILL LONG STICK	TEAM RUN					5
13		TEAM RUN					5
14		TEAM RUN					5
15		TEAM RUN					5
16	SPEED TO POWER POP UPS	TRIANGLE	HANDS	WR vs DB and TE vs OLB			5
17	SPEED TO POWER ESCAPE	BOX	KNIFE DRILL	1 on 1s (Jokers to 1 vs 1)			5
18	2 BAG FINISH 3 BAG REDIRECT	CRIB					5
19	SQ LOW / VERY HIGH	CRIB					5
BREAK							
20		SKELLY					5
21	OL vs DL 1 on 1s	SKELLY					5
22		SKELLY					5
23		TEAM OPENERS					5
24		TEAM OPENERS					5
25		2ND AND 6					5



SUNDAY	
On Your Own	D Staff- (Grades/ Corrections) - Discuss personnel & injury report - Good/Bad tape for players - Self-scout report - Goal board update - Participation report
6:00 PM	D Staff - Zoom - Game Corrections Get Grades to DK or MM first thing Monday AM GA's have Data Entered for New Opp. By this meeting
Scouting Report Sunday OYO	
Hickman	(Formations, QB Pers., Key Stats, Screens, Unbal. 2 Min)
Jones	(Top RPO/Perimeter, RB/TE Pers., 3rd and Med)
Chevry	(Top Passes, WR Pers., RZ Passes, 3rd and Long)
Fuller	(Top Inside Runs, GL Runs, OL Pers. , 3rd and Short)
McGee	(Depth Chart, Hit Chart (Formation and Plays)
Kidd	(Key Opponent Stats, Self Scout us by D and D)
GET GAMECHANGERS WORK DONE ON SUNDAY	

WEDNESDAY	
7:00	Arrival
7:10	Tuesday Practice Review
8:30	3rd Down/Redzone Gameplan
11:00	Situation Tape (Backed Up, 2 Min, Hail Mary, Tricks, ect)
11:30	Lunch
1:00	Wednesday Practice Prep (Script, Cards, Bands)
3:30	Meetings
5:00	Practice
RECRUIT!	

GAME DAY	
Saturday	Walk Thru: SY/GL Top Calls 3rd downs RZ Sudden Change Tricks Punt Safe PAT/FG Block

MONDAY	
6:00	Arrival - Complete Scouting Report/Work on GC Hickman/GA's- Data Breakdown
7:30	Separate D Prep (Hick/Chev/McGee Passing Game) (Jones/ Fuller/Kidd Running Game)
10:45	Defensive Staff Scouting Report Review Goal Line Game Plan- Script GL Pitbull Period
12:00	Lunch/ Workout
1:00	Openers Gameplan/ Script Practice Cards/ Bands
3:45	Team Meeting
4:00	Gamechangers/ Unit / Position (Kill and Scout)
6:00	Practice

THURSDAY	
8:30	Staff Arrival
8:45	Wednesday Practice Review
10:00	Thursday Practice Prep
10:30	Thursday Practice Prep
11:30	Lunch/Workout
1:00	Hickman/ GA's Call Sheet Finalize Recruiting Time/Tips and Reminders
3:30	Meetings
5:00	Practice
Hickman/GA's Arrive (Call Sheet Finalize) * Depending on Travel Time on Friday be prepared to stay to get Tips /Call Sheet/ ect completed.	

Scouting Report/ Daily Reminders	
Hick	QB Pers. Report, Formations, Explosive Plays Screens/2 Minute/ Unbalanced
Chev	WR Pers. Report, Top 8 Passes, Top RZ Passes, 3rd and 7+
Jones	RB/TE Pers. Report, Top 8 RPO/Perimeter Run 3rd and 4-6, Goal Line/SY Pass
Fuller	Top 8 Runs, Goal Line/SY Runs, 3rd and 1-3
McGee	Opponent Depth Chart, Formation Hit Chart (Top Run/Passes) . 3rd Down Passes with Chev Scripts/ Practice Schedules
Kidd	Opponent Key Stats (Team and Individual) Assist Fuller/ Jones with Run Game Drawings Wristbands

TUESDAY	
7:00	Arrival- Openers Game Plan
9:30	Script Practice/ Cards/ Bands
11:30	Lunch/ Workout
1:00	Separate (Hick/Chev/McGee 3rd Med./3rd Long) (Jones, Fuller, Kidd)
3:30	Game Changers
3:40	Position Meetings
5:00	Practice

FRIDAY (Home Game/ Day of Road Trip)	
9:00	Hickman arrive with GA's for Miscellaneous *Compile Clips for Blackout Meeting/ Print Call Sheet
11:00	All Arrive
11:15	D- Staff Recruiting Meetings *TURN IN ALL TIPS AND REMINDERS TO GA's Before Lunch
12:15	Lunch/Workout
3:30	Meetings (Blackout Meeting)
5:00	Walkthru
FRIDAY (Road Game Overnight)	
8:00	Hickman/GA's Arrive For Miscellaneous *Compile Swarm Clips/ Print Call Sheet
9:00	All Arrive
9:15	D Staff Review/ Recruiting * TURN IN ALL TIPS AND REMINDERS
12:00	Lunch/Workout
1:00	Players arrive for meetings and walk-thru (Blackout Meeting Weekly)

Weekly Cutup Reminders	
All Plays (Kidd)	
All Runs (Kidd)	
All Passes (McGee)	
Explosive Plays (10+ Runs, 12+ Passes) (McGee)	
Goal Line (Inside 3) (Kidd)	
Negatives (Any Qb Hurries, Sacks, or Loss Yardage Plays- Kidd)	
Short Yardage (3rd or 4th Down3 or Less) (Kidd)	
Backed Up (Inside own 10) (Kidd)	
2 Minute (McGee)	
Redzone (Kidd)	
Sudden Change/Short Field (McGee)	
RPO Cut (Run or Pass) (McGee)	
Screens (McGee)	
Unbalanced (McGee)	
Empty (Kidd)	



Install Reminders



- **Do not be afraid to have review days.**
- **The younger the team, the slower you go.**
- **Teach sequentially and conceptually.**
- **Example below is of our 2025 team (21 ret. players played 200 snaps in 2024)**

Day 1/Day 2		August 11/12		Week 1 Summer July 15-July 16							
Shells	Fronts	Stunts/Twist	5 Man Pressures	Hot Pressures	Pressure Covers	Post Safety Cover	Split Safety	Empty Checks	Unb/4 Man Surface	Motion Adjustments	
Oyster	Bash (Okie)	Pick				Cover 3	Cover 4	4 Alert = Mids	Slide (Bandit Call)	Colors = Play It	
Clam	Jam (Okie)	Stem				Green	Mod	Trojan= Gold	Gray (4 Alert/Trojan)	Trojan= Spin	
	Bandit (Tite)					Gold	Meg	Colors= Play It		Alert= Bump	
Per. Groupings	Joker (Tite)		6 Man Pressures	Sub Pressures		Gray	Palms				
Base						Black	* 4 Alert (Check System)				
						* Trojan (Gold, Black, Gray)	3x1 Checks (Poach,Mids)				
Day 3		August 13		Week 1 Summer July 17-July 18							
Shells/ Grouping	Fronts	Stunts	5 Man Pressures	Hot Pressures	Pressure Covers	Post Safety Cover	Split Safety	Empty Checks	Unb/4 Man Surface	Motion Adjustments	
	Mint (Formation)	Echo	Sabre		Sabre 4 Arrow	Blue					
Per. Groupings	Max	Ram	Bomb		Bomb 4 Mids	Brown					
Nickel	Wax	Tear									
			6 Man Pressures	Sub Pressures							
Day 4		August 14		Week 2 Summer July 22-July 23							
Shells	Fronts	Stunts	5 Man Pressures	Hot Pressures	Pressure Covers	Post Safety Cover	Split Safety	Empty Checks	Unb/4 Man Surface	Motion Adjustments	
			Washington-Commander		Commander	Match (Flame/Smoke)	4 Bracket	4 Bracket= Tiny		4 Bracket= Bump	
			San Francisco- 49er		49er	Key				NFL = Play It	
Per. Groupings			Milwaukee- Packer		Packer					Except Commander	
Nickel										(Ck Packer to Tri- Width	
			6 Man Pressures	Sub Pressures							
Day 5		August 15		Week 2 Summer July 24-July 25							
Shells	Fronts	Stunts	5 Man Pressures	Hot Pressures	Pressure Covers	Post Safety Cover	Split Safety	Empty Checks	Unb/4 Man Surface	Motion Adjustments	
	Stack (Tite)	Enter	Guardian				2 (Trap, Banger, Palms)				
	Tite (Tite)	Tango	Yankee				6 (Trap, Banger, Palms)				
		Nut					8 (Trap, Banger, Palms)				
Per. Groupings	Split (Dime)	Tan	6 Man Pressures	Sub Pressures			Special Covers				
Dime	Heads (Dime)	Torch		Guardian			Blackjack				
	Mickey (Dime)			Yankee							



Script Reminders

- **Keep a Hit-Chart per week. Scripts should reflect your top calls in the gameplan**
- **Note obvious corrections from early in the week and get them ran again!**
- **Script for anti-success early. Give the hardest looks.**
- **Make sure to get pertinent checks into practice (Empty, Unbalanced, etc.)**

PITBULLS (14-16)									
#	D	DIS	FP	H	G	PER	FORM	PLAY	D PLAY
1		Chev		R	B		TROJAN LT	52 DBL POST / DRAG	BASS CUBE
2				RM	B		DRAGON LT	53 FORD/DRIVE	JAM SWITCH GREEN
3				LM	B		STORM RT	53 SCISSOR/CORNER	BEEF NUT 2 EYES
4				L	B		STORM RT	52 STICK/SMASH	PICK MAX BROWN
5				LM	G		DRAGON RT	52 X MESH F RAIL	BASS CUBE
6				RM	G		STORM LT	53 STICK/SMASH	BASH TROJAN
7		Fuller			RHINO		LION	STUPID PLAY	RHINO
8					RHINO		LION	STUPID PLAY	RHINO
9					RHINO		LION	STUPID PLAY	RHINO
10		AJ		R	B	12	SHOT LT H HIP	19	BEAT AREA
11				RM	B	11	DRAGON LT	23 CUT POKER	BANDIT RAM 6 SEE
12		18		LM	B	12	SONY RT	PAP 60 BOOT FLOOD	BANDIT RAM 4 TRACE
13				L	B	12	SHOT RT Z TIGHT	22 DUO WRAP	BEAT AREA
14				LM	B	12	PRO LT FSL	POWER PASS	BEAT AREA
15				RM	G	12	TWINS KING OVER	POWER O	SABRE RAM 4 ARROW
16				R	G	11	STORM LT	52 SCISSOR/CORNER	MOW BROWN
17				RM	G	12	SHOT LT	28 Q PIN PULL FLARE	BEAT AREA
18				LM	G	11	SHOT LT H HIP	18	BEAT AREA
19				L	G	12	SHOT RT Z TITE	22 DUO WRAP	COUGAR

SKELLY (17-18)									
#	D	DIS	FP	H	G	PER	FORM	PLAY	D PLAY
1					B	11	DUBS RT FIRE	52 SNAG F FLAT	BASS CUBE
2					B	11	TRIPS LT FIRE	52 HANK	BACK MARS
3					B	11	DUBS LT FIRE Y CROSS	52 FALCON	BEEF NUT 2 EYES
4					B	11	TRIPS RT	53 Y MESH F WHEEL	COUGAR
5					B	11	DRAGON RT	88 SHARK	BEEF BUNT 2 EYES
6					G	11	TEA RT A YOYO	63 STEAMER IS SW	BASS CUBE
7					G	11	DRAGON RT	63 DAGGER	BACK MARS
8					G	11	TOY RT	63 HOOKS IS SW	WAX BLUE
9					G	11	TRIPS LT Y HIP	63 DBL PUNCH	COUGAR
10					G	11	TEA LT BUNCH	63 MAGIC	BANDIT RAM 6 SEE
11					B	11	TOY RT Y HIP	63 DAGGER	PICK MAX BROWN
12					B	11	DRAGON RT CRAMP	53 X MOSS F WHEEL	AVALANCHE
13					B	11	DIP RT Y ZIP	63 SMASH	BACK MARS
14					B	11	DUBS LT Y ZIP	62 LEVELS	BOMB
15					B	11	TOY LT Y HIP	62 DBL PUNCH	BASS CUBE

PITBULLS - BASE/PRESSURES (19-21)									
#	D	DIS	FP	H	G	PER	FORM	PLAY	D PLAY
AU				L	B	11	TROJAN RT	23 CUT	BOMB 4 MIDS
20				LM	B	12	SHOT RT	29 Q PIN PULL FLARE	BEAT RIP AREA
21				RM	B	11	DRAGON LT	53 X MESH F RAIL	SABRE LEWIS 4 ARROW
22				R	B	12	DOT SHIFT	19	STRONG ZOMBIE
23				RM	B	12	TWINS KING OVER	PWR O	STEM BEEF PANTHER
24				LM	B	12	SONY RT	PAP 60 BOOT FLOOD	STRONG EAGLE
25				L	G	11	DRAGON RT Z IN	23 SPLIT ZONE	BASH RAM 6 SEE
AU				LM	G	12	TRUMP RT	22 EXTRA	BEAT AREA
26				RM	G	11	TROJAN RT	52 HI LO	AVALANCHE
27				R	G	12	SHOT LT	28 Q PIN PULL FLARE	BEAT AREA
28				RM	G	11	DRAGON LT	53 FORD/DRIVE	BACK MARS
29				LM	G	12	SONY RT	PAP 60 BOOT FLOOD	STRONG GHOST

TEAM SERVICE (22-25)									
#	D	DIS	FP	H	G	PER	FORM	PLAY	D PLAY
1				L	B	12	DOT RT Y HIP	25 YODA	BEAT AREA
2				LM	B	12	TRUMP RT	23 CUT	STEM STRONG ZOMBIE
3				RM	B	12	SHIP RT CRAMP H HIP	GREEN 19 SLIP	PENGUINS
4				R	B	12	DOT LT OVER (UNDER C)	18 BUBBLE	LEAFS
5				RM	B	12	SHOT LT	18 DELUXE	BEAT AREA
6				LM	B	12	SHOT RT Z JET	42 CUT (BOUNCE IT)	WEAK ZOMBIE
7				L	B	12	SHOT RT	78 PITTSBURGH	BEAT RIP AREA
8				LM	B	12	TRUMP RT	23 CUT X POKER	COUGAR
9				RM	B	12	SHOT LT	52 STEAMER RT F ANGLE	STEM JOKER GREEN
10				R	B	12	DOT LT Y HIP	19 DELUXE	STEM STRONG GHOST
11		20		L	G	11	DRAGON RT X ZIP	63 LEVELS X CORNER	
12		20		LM	G	11	TRIPS RT	93 CUT MOON	
13		18		RM	G	12	TRUMP LT H YOYO	12 DBL ARC	
14		18		R	G	11	DRAGON RT FLAME	93 DBL OSCAR X POKER	
15		15		RM	G	11	TRIPS LT	62 Y MESH Z COUNTRY	
16		10		R	G	11	DIP LT STK Y HIP	44 YODA HEAT	
17		8		RM	G	12	DEUCE LT OPEN Y IN	22 CUT SLICE	
18		8		L	G	11	STORM RT	11 Q	
19		6		L	G	11	DIP RT STK	63 SHAMU	
20		6		LM	G	12	TRUMP RT Z IN	GREEN 19 SEAL RODEO	