START HERE - SETUP & HOW TO USE

OUR TEAM	
OPPONENT	
GAME DATE	
LOCATION / KICKOFF	
HEAD COACH / OC	
SIDELINE SIGNAL CALLER	
BOOTH	

TAB	WHAT IT IS
1. PlayBank	Your menu. Every play typed ONCE here (exact name + TYPE). Every dropdown in the workbook reads this list and every play cell colors itself by TYPE. Put text in the ALERT column to make that play show orange
2. Game Day	The main one-page call sheet (11x17): opening script, hashes, run game, coverage beaters, situations, red zone, sub packages. Box titles are editable - rename them to your run families.
3. By Formation	Formation-first sheet: 12 formation containers (run strong / weak, quick-RPO-screen, dropback-PA, shot-constraint) + openers, priority calls, get-back-on-track, 4-minute.
4. By Down & Distance	Down & distance x field zone grid (backed up to goal line) with 3 calls per box + situational band (2-minute, 4-minute, blitz beaters, 2-point, sudden change, last play).
5. Wristband	80 numbered slots; WB CALL fills from the play (overwrite with your wristband wording).
6. Practice Plan / Scripts	Period plan with auto start times + 7 script blocks (inside run, 7v7, team, red zone, 2-min, card) with front / coverage / result dropdowns and run-pass counts.
7. Formations / Alignments	Editable field diagrams: players are colored circled letters - drag a square to move him. Alignments: pick our formation + front + coverage from the dropdowns and the picture draws itself, then tweak. Formations comes with
8. Scout Report	Tally fronts, coverages and pressure by situation - TOP LOOK calculates.
9. Personnel & Subs	Depth chart + up to 4 sub packages with their call lists.
10. Game Tracker	Log every snap: success rate, explosives and averages by type, down, front and coverage calculate live.
PRINTING	Call sheets are set to 11x17 landscape, one page. In Google Sheets choose File > Print > Paper size Tabloid, Fit to page, Landscape.
COLOR KEY	RUN pink • QB RUN dark pink • RPO yellow • PASS green • PLAY ACTION dark green • SCREEN gray • SHOT blue • TRICK peach • ALERT orange • yellow cells = inputs

GAME DATE: _____ OUR TEAM vs OPPONENT

	OPENING SCRIPT		SUB PACKAGE CALLS (tag: Q / D / ...)		LEFT HASH (field RT)		MIDDLE		RIGHT HASH (field LT)		1 HIGH BEATERS		SCREEN GAME
1				1		1		1		1		1	
2				2		2		2		2		2	
3				3		3		3		3		3	
4				4		4		4		4		4	
5				5		5		5		5		5	
6				6		6		6		6		6	
7				7		7		7		7		7	
8				8		8		8		8		8	
9				9		9		9		9		9	
10				10		10		10		10		10	
11				11		11		11		11	2 HIGH BEATERS		MOTIONS / SHIFTS
12				12		12		12		12		1	
13				13		13		13		13		2	
14				14		14		14		14		3	
15					RUN GAME 1		RUN GAME 2		RUN GAME 3			4	
	2ND & SHORT		3RD & SHORT	1		1		1		5		5	
1		1		2		2		2		6		6	
2		2		3		3		3		7		7	
3		3		4		4		4		8		8	
4		4		5		5		5		9		9	
5		5		6		6		6		10		10	
6		6		7		7		7			2 MINUTE OFFENSE	11	
7		7		8		8		8		1			SPRINT OUT / MOVING POCKET
8		8		9		9		9		2		1	
	2ND & MEDIUM / LONG		3RD & MEDIUM / LONG	10		10		10		3		2	
1		1		11		11		11		4		3	
2		2		12		12		12		5		4	
3		3		13		13		13		6		5	
4		4		14		14		14		7		6	
5		5		15		15		15		8		7	
6		6			RED ZONE (20 - 10)		RUN GAME 4 / EDGE		CALLS TO ADD	9		8	
7		7		1		1		1		10			NOTES - SUBS
8		8		2		2		2		11			
	RED ZONE (10 - GL)		4TH DOWN / 2-POINT	3		3		3			SHOTS		
1		1		4		4		4		1			
2		2		5		5		5		2			RUN
3		3		6		6		6		3			QB RUN
4		4		7		7		7		4			RPO
5		5		8		8		8		5			PASS
6		6		9		9		9		6			PLAY ACTION
7		7		10		10		10		7			SCREEN
8		8		11		11		11		8			SHOT
9		9		12		12		12		9			TRICK
10		10		13		13		13		10			ALERT

CALL SHEET - BY FORMATION

Each formation is a container: run strong / run weak / quick-RPO-screen / dropback-PA / shot-constraint. Type the formation name in the black bar. Right column = situational calls.

FORMATION 1:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 2:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 3:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 4:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 5:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 6:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 7:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 8:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 9:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 10:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 11:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

FORMATION 12:	
	RUN - STRONG
1	
2	
3	
	RUN - WEAK
1	
2	
3	
	QUICK / RPO / SCREEN
1	
2	
3	
	DROPBACK / PLAY ACTION
1	
2	
3	
	SHOT / CONSTRAINT / TRICK
1	
2	

	OPENERS (best from each formation + 1 trick)
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
	PRIORITY CALLS (must call)
1	
2	
3	
4	
5	
6	
	GET BACK ON TRACK (after neg. play)
1	
2	
3	
4	
5	
6	
	AFTER TURNOVER - SHOT
1	
2	
3	
	MOTIONS / SHIFTS TAGS
1	
2	
3	
4	
5	
6	
	BACKUP QB / SUB PACKAGE
1	
2	
3	
4	
5	
6	
	4-MINUTE (run clock)
1	
2	
3	
4	
5	
6	
	NOTES
1	
2	
3	
4	
5	
6	

CALL SHEET - DOWN & DISTANCE x FIELD ZONE

3 calls per box. Rows = down & distance, columns = field zone. Bottom band = situations.

DOWN & DIST		BACKED UP (own 1-10)		COMING OUT (own 11-35)		OPEN FIELD (35 - 35)		FRINGE (opp 35-21)		RED ZONE (20-11)		LOW RED (10-4)		GOAL LINE (3 - GL)
1st & 10	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
1st & 11+ (penalty)	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
2nd & 1-3	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
2nd & 4-6	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
2nd & 7-10	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
2nd & 11+	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
3rd & 1-2	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
3rd & 3-5	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
3rd & 6-9	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
3rd & 10+	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
4th & 1-2	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	
4th & 3+	1		1		1		1		1		1		1	
	2		2		2		2		2		2		2	
	3		3		3		3		3		3		3	

	OPENING SCRIPT		2-MINUTE / NO HUDDLE		4-MINUTE (milk clock)		BLITZ / PRESSURE BEATERS		2-POINT PLAYS		AFTER TURNOVER / SUDDEN CHANGE		LAST PLAY / HAIL / VICTORY
1		1		1		1		1		1		1	
2		2		2		2		2		2		2	
3		3		3		3		3		3		3	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
6		6		6		6		6		6		6	
7		7		7		7		7		7		7	
8		8		8		8		8		8		8	
9		9		9		9		9		9		9	
10		10		10		10		10		10		10	
11		11		11		11		11		11		11	
12		12		12		12		12		12		12	
13		13		13		13		13		13		13	
14		14		14		14		14		14		14	
15		15		15		15		15		15		15	

WRISTBAND / PLAY CARD

Pick the play in each slot; WB CALL is what the player reads (edit it - defaults to the play name).

#	PLAY (dropdown)	WB CALL	#	PLAY (dropdown)	WB CALL	#	PLAY (dropdown)	WB CALL	#	PLAY (dropdown)	WB CALL
1			21			41			61		
2			22			42			62		
3			23			43			63		
4			24			44			64		
5			25			45			65		
6			26			46			66		
7			27			47			67		
8			28			48			68		
9			29			49			69		
10			30			50			70		
11			31			51			71		
12			32			52			72		
13			33			53			73		
14			34			54			74		
15			35			55			75		
16			36			56			76		
17			37			57			77		
18			38			58			78		
19			39			59			79		
20			40			60			80		

PRACTICE PLAN

Enter the start time once - every period start time calculates from the minutes column.

DATE		
DAY / V		
OPPOI		0
THEME		
START		3:30 PM
UNIFO		
WEATI		

PER	START	MIN	PERIOD	OFFENSE / UNIT	QB	OL	WR / TE	RB	FOCUS / NOTES
1	3:30 PM	10	**Pre-practice / specialists**						
2	3:40 PM	10	**Dynamic warm-up**						
3	3:50 PM	10	**Indy 1**						
4	4:00 PM	10	**Indy 2**						
5	4:10 PM	10	**Group: inside run / skelly**						
6	4:20 PM	8	**Group: screens / RPO**						
7	4:28 PM	12	**Inside run**						
8	4:40 PM	12	**7 on 7**						
9	4:52 PM	10	**Special teams**						
10	5:02 PM	12	**Team 1 (base / script)**						
11	5:14 PM	12	**Team 2 (situational)**						
12	5:26 PM	8	**Red zone / goal line**						
13	5:34 PM	8	**2-minute**						
14	5:42 PM	8	**Conditioning**						
15	5:50 PM	5	**Huddle up**						
16	5:55 PM								
17									
18									
19									
20									
21									
22									
23									
24									

TOTAL **145** **Ends 5:55 PM**

WEEKLY PLAN	
MONDAY	Base install: base runs, base passes, screens. Scout: their most common front & coverage.
TUESDAY	Constraints & tags off the base plays. 3rd down. Scout: their 2nd-most common looks.
WEDNESDAY	Blitz beaters, red zone, goal line, 2-minute. Scout: pressure looks.
THURSDAY	Simulated game: script by situation, opening 15, sub packages, special situations.
FRIDAY / GAME	Walk-through: openers, 2-point plays, last play / victory, alerts.

PRACTICE SCRIPTS

One block per period. Play = dropdown from PlayBank. TYPE fills in. Results are counted at the bottom of each block.

INSIDE RUN

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

RUN 0 **PASS** 0 **RPO / SCREEN** 0 **GOOD %** -

7 ON 7

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

RUN 0 **PASS** 0 **RPO / SCREEN** 0 **GOOD %** -

TEAM 1 - BASE

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

RUN 0 **PASS** 0 **RPO / SCREEN** 0 **GOOD %** -

TEAM 2 - SITUATIONAL

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

RUN 0 **PASS** 0 **RPO / SCREEN** 0 **GOOD %** -

RED ZONE / GOAL LINE

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

RUN 0 **PASS** 0 **RPO / SCREEN** 0 **GOOD %** -

2-MINUTE

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

11												
12												
13												
14												
15												
	RUN	**0**		**PASS**		**0**		**RPO / SCREEN**	**0**		**GOOD %**	**-**

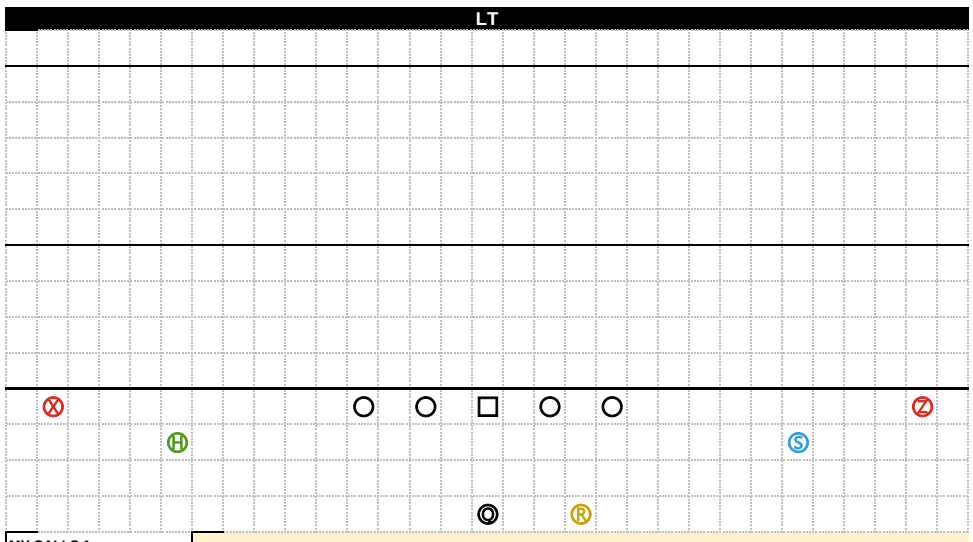
SCOUT / CARD PERIOD

#	D & D	HASH	PERSONNEL	FORMATION	PLAY (dropdown)	TYPE	SCOUT FRONT	SCOUT COVERAGE	CARD #	RESULT	COACHING POINT / NOTES
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
	RUN	**0**		**PASS**		**0**		**RPO / SCREEN**	**0**		**GOOD %**	**-**

FORMATIONS

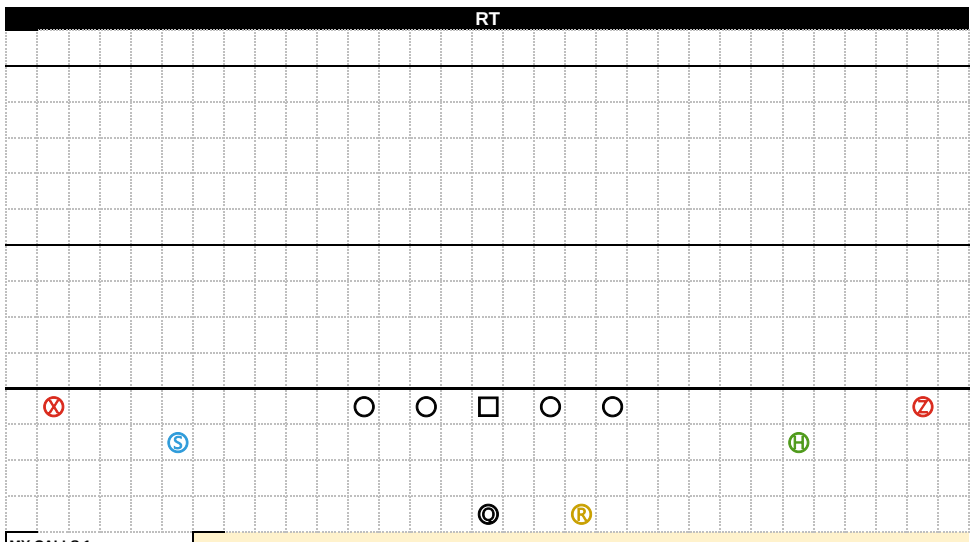
Players are circled letters in the squares: drag a square to move him, or copy / paste one. Ⓧ Ⓩ red • Ⓢ blue • Ⓗ Ⓨ green • Ⓡ Ⓕ yellow • Ⓠ QB • ○ □ line.

LT



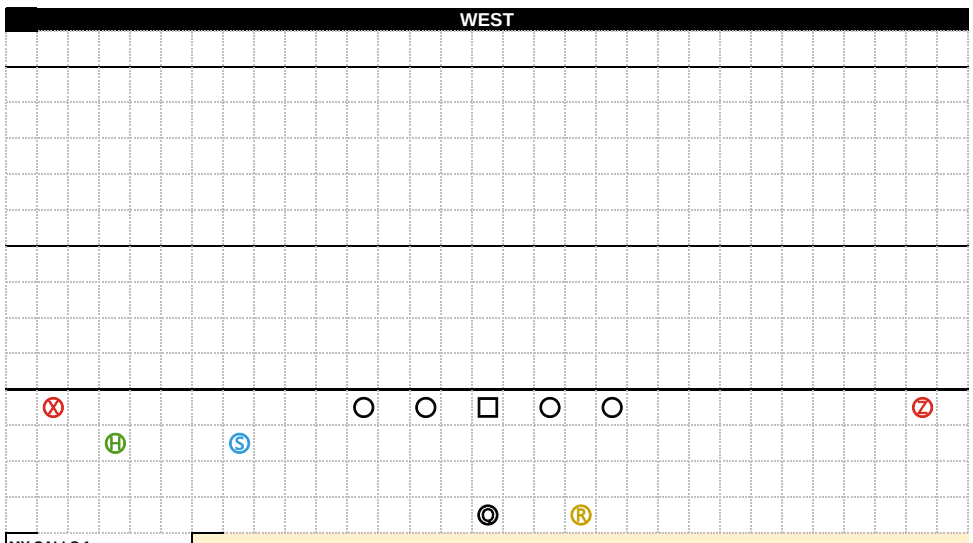
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

RT



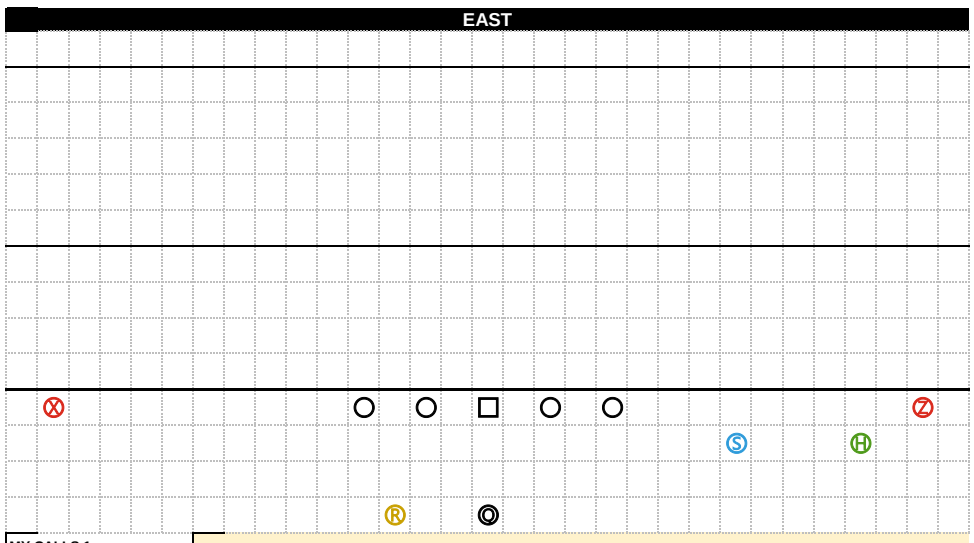
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

WEST



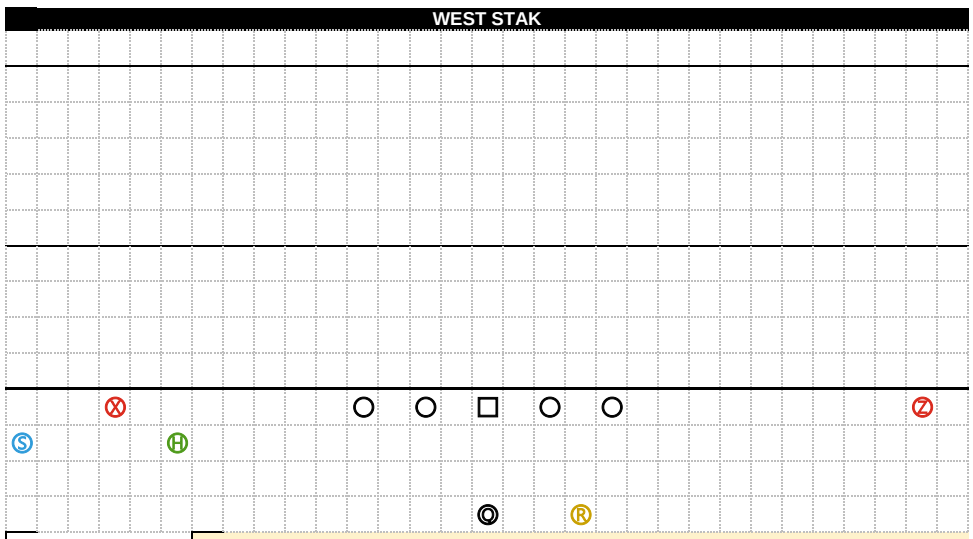
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

EAST



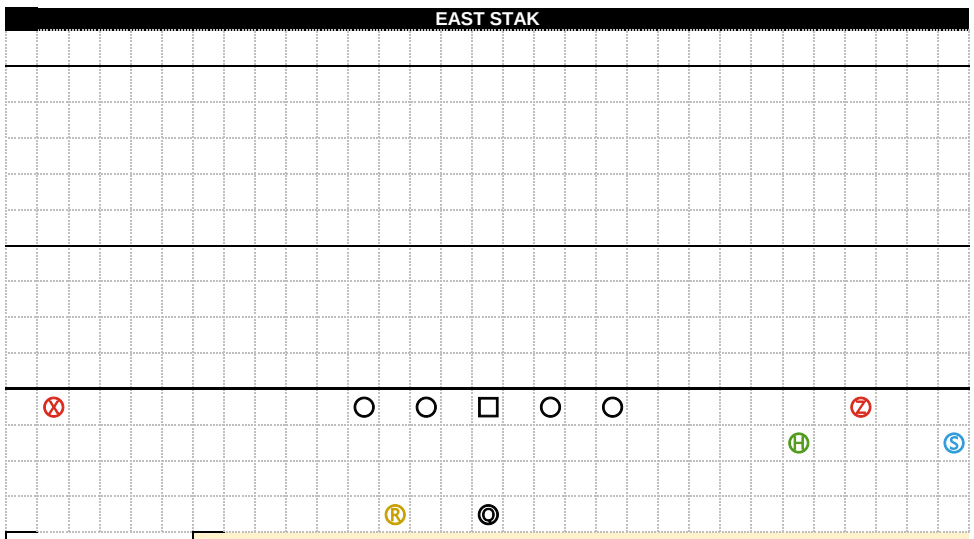
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

WEST STAK



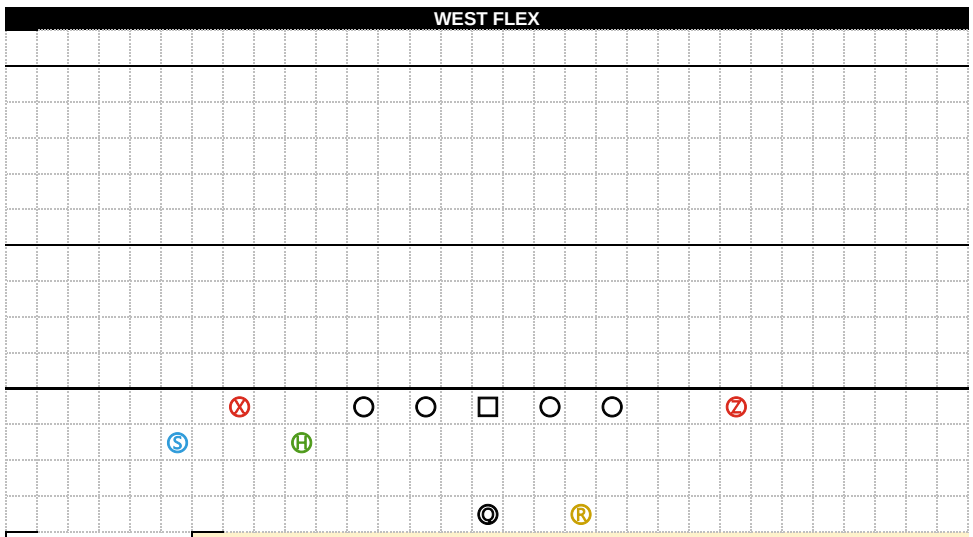
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

EAST STAK



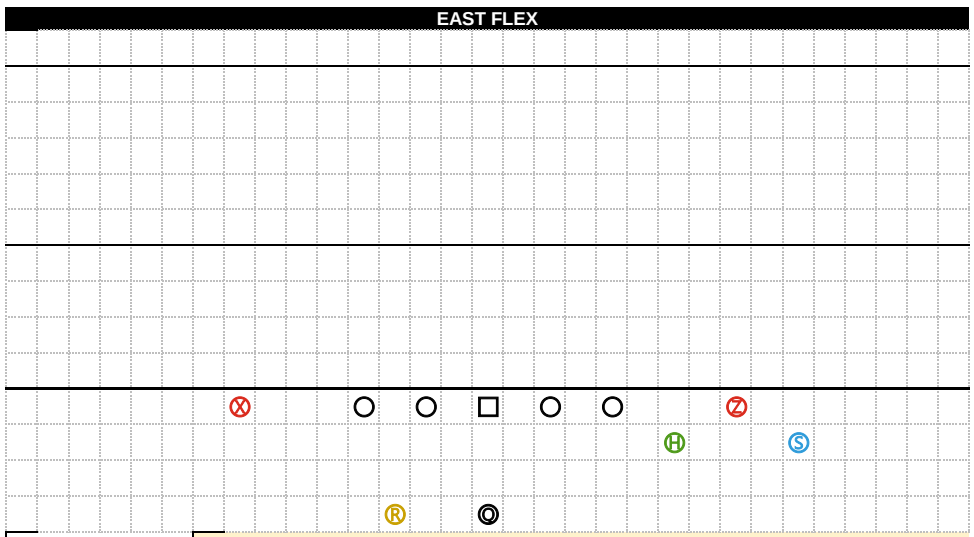
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

WEST FLEX



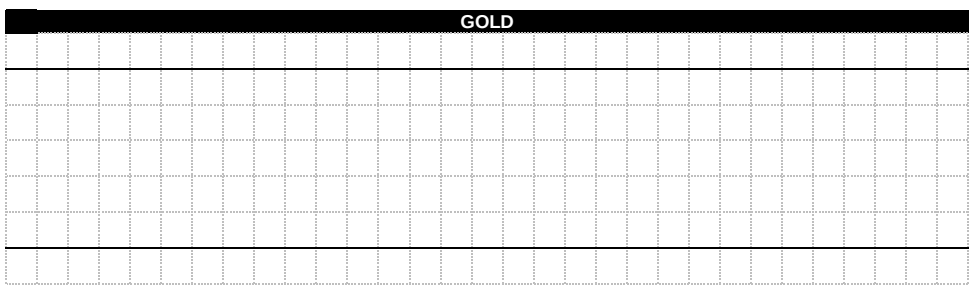
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

EAST FLEX

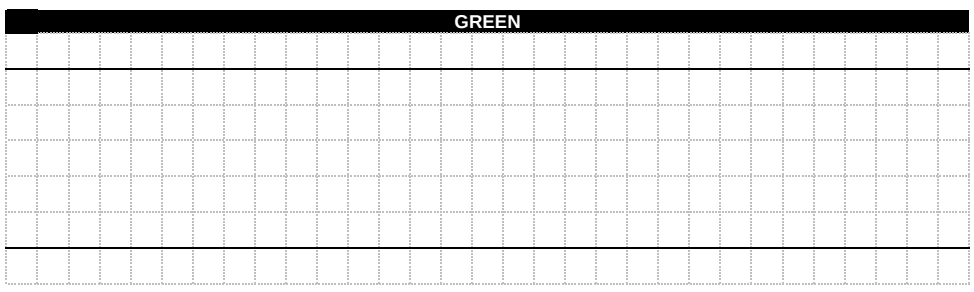


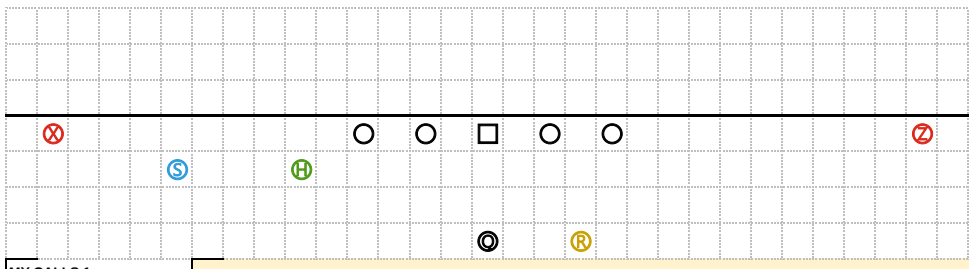
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

GOLD

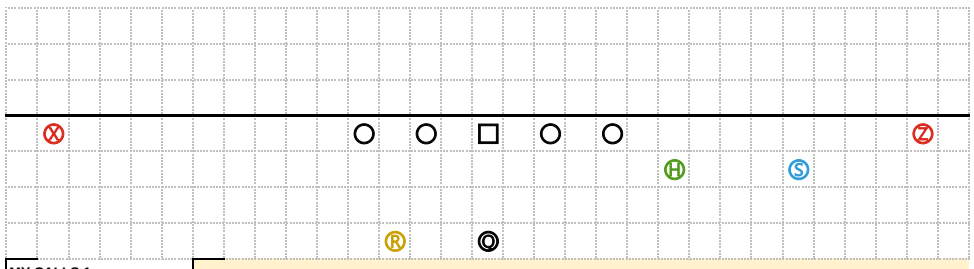


GREEN



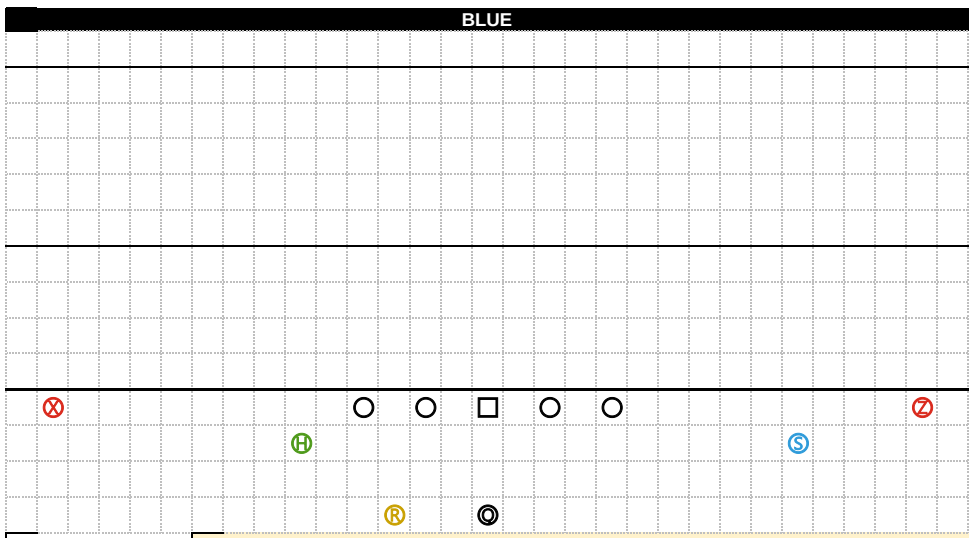


MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:



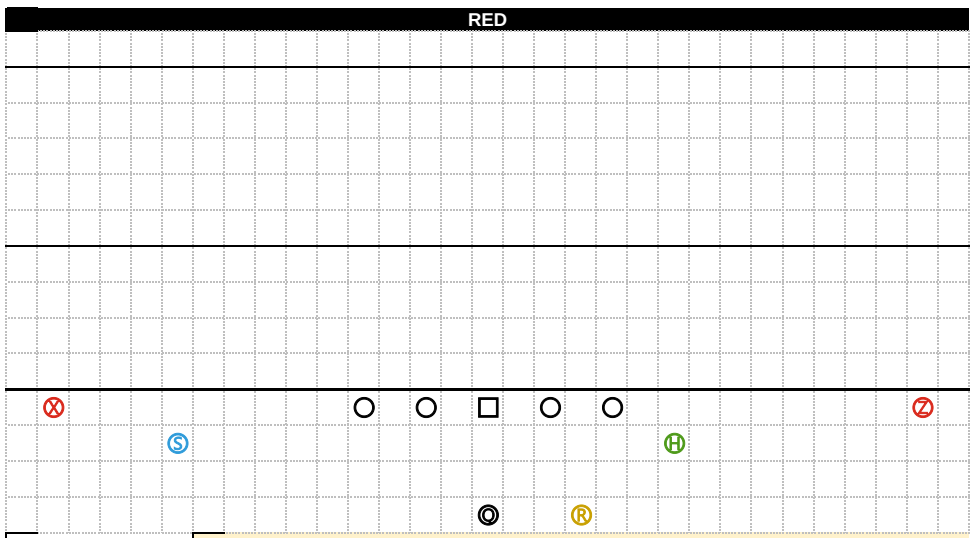
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

BLUE



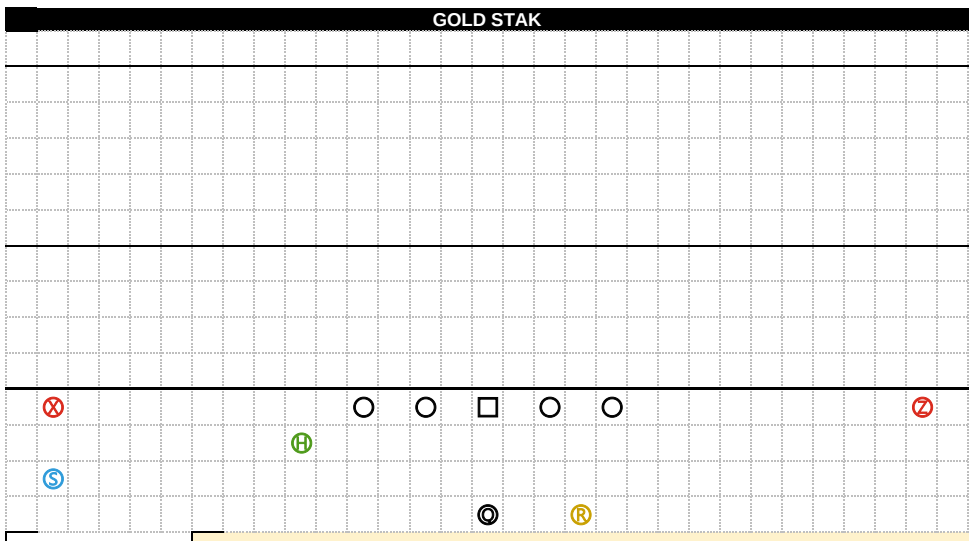
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

RED



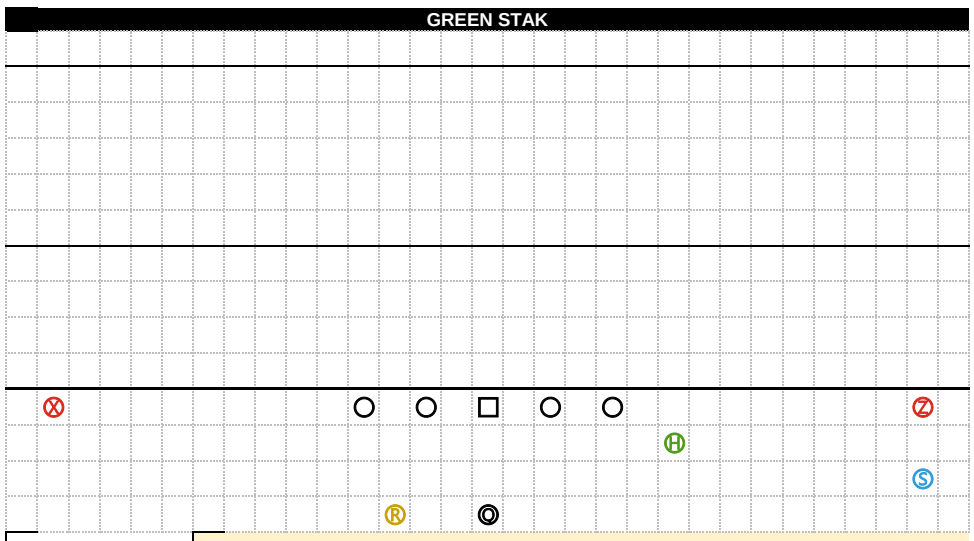
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

GOLD STAK



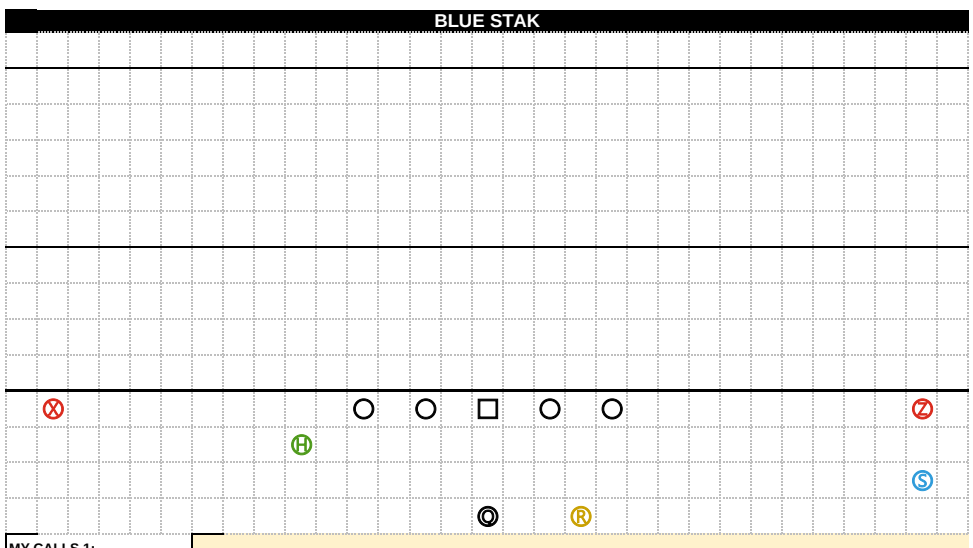
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

GREEN STAK



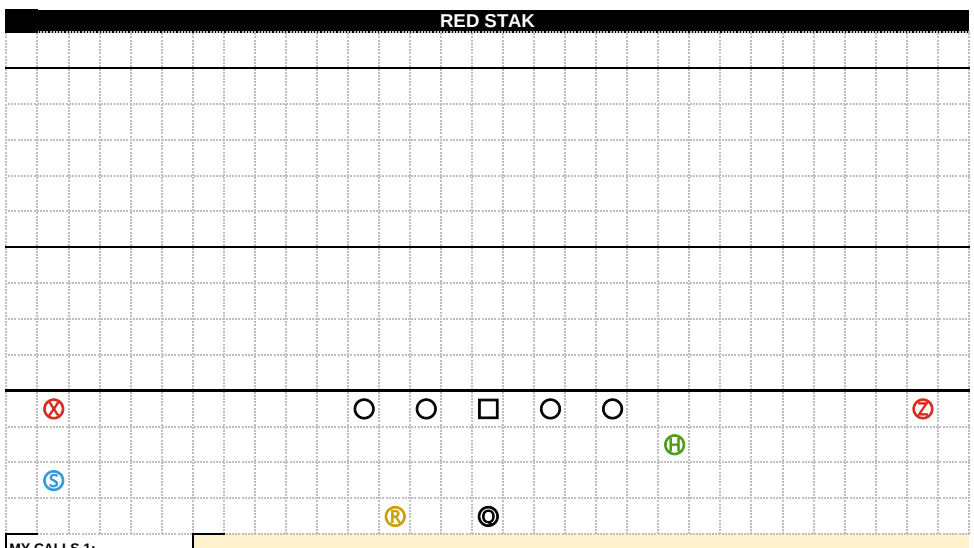
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

BLUE STAK



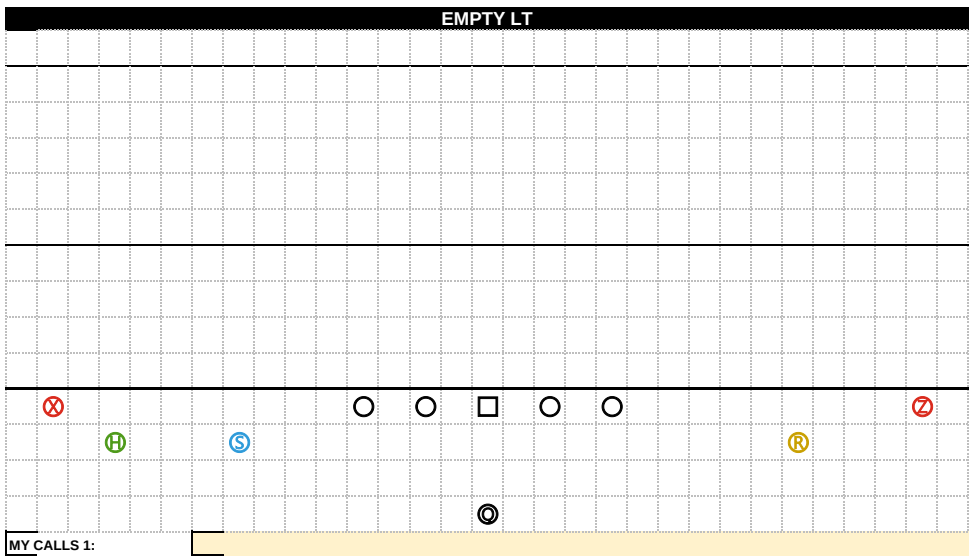
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

RED STAK



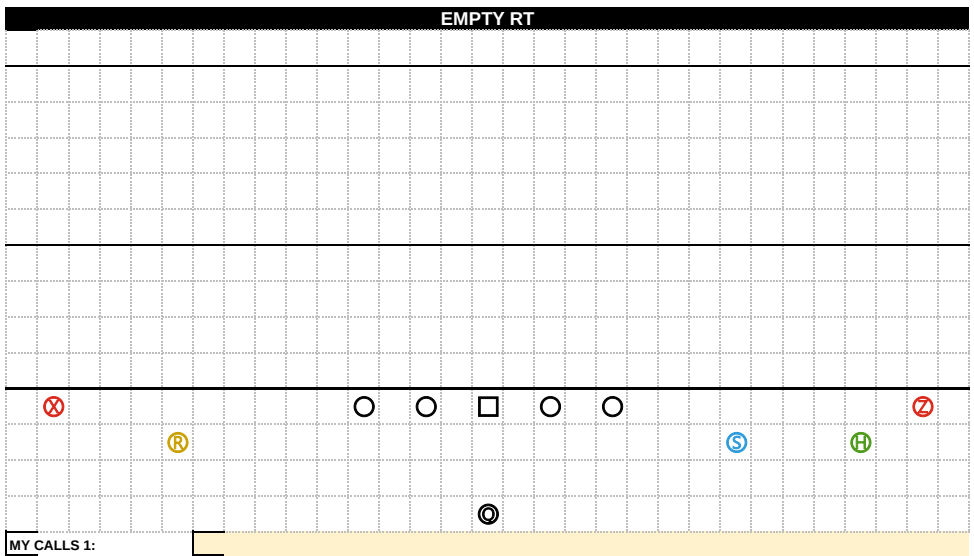
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

EMPTY LT



MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:

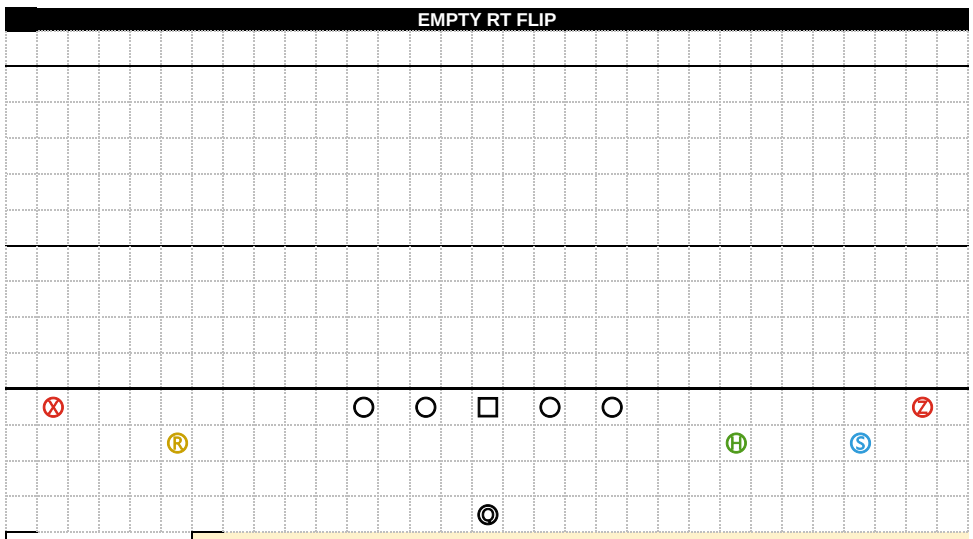
EMPTY RT



MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:

NOTES:

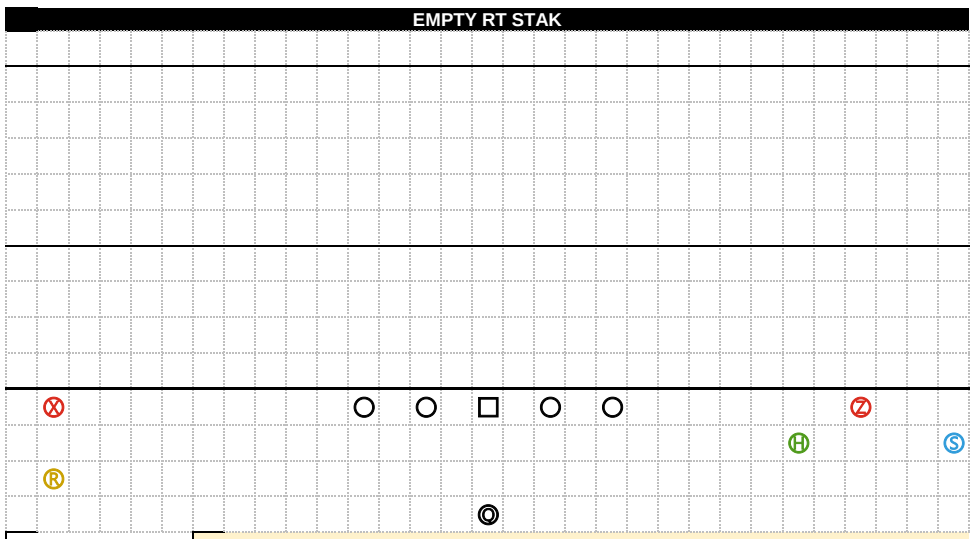
EMPTY RT FLIP



MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

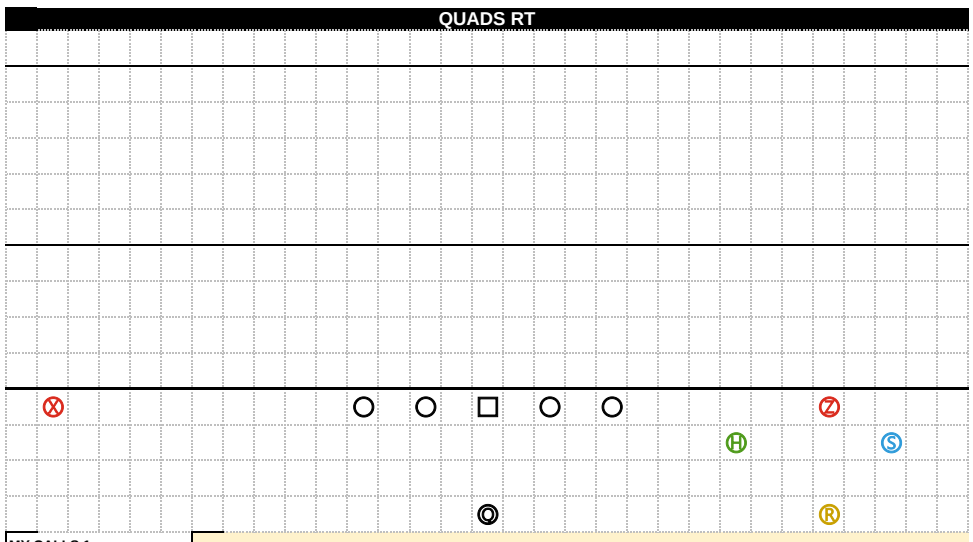
NOTES:

EMPTY RT STAK



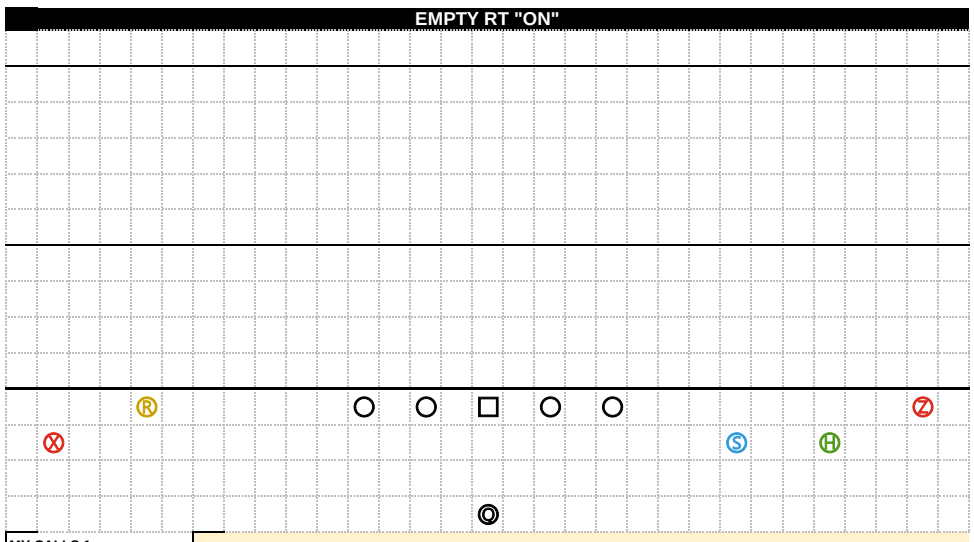
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

QUADS RT



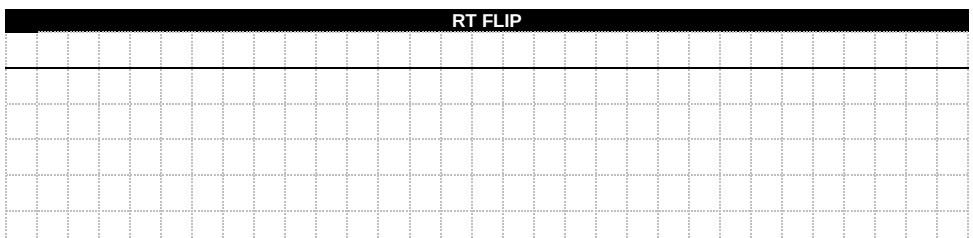
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

EMPTY RT "ON"



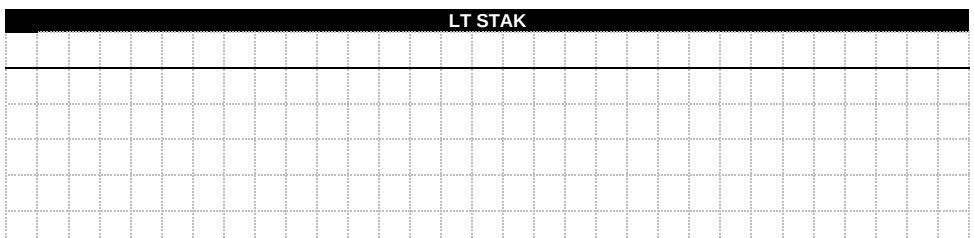
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

RT FLIP



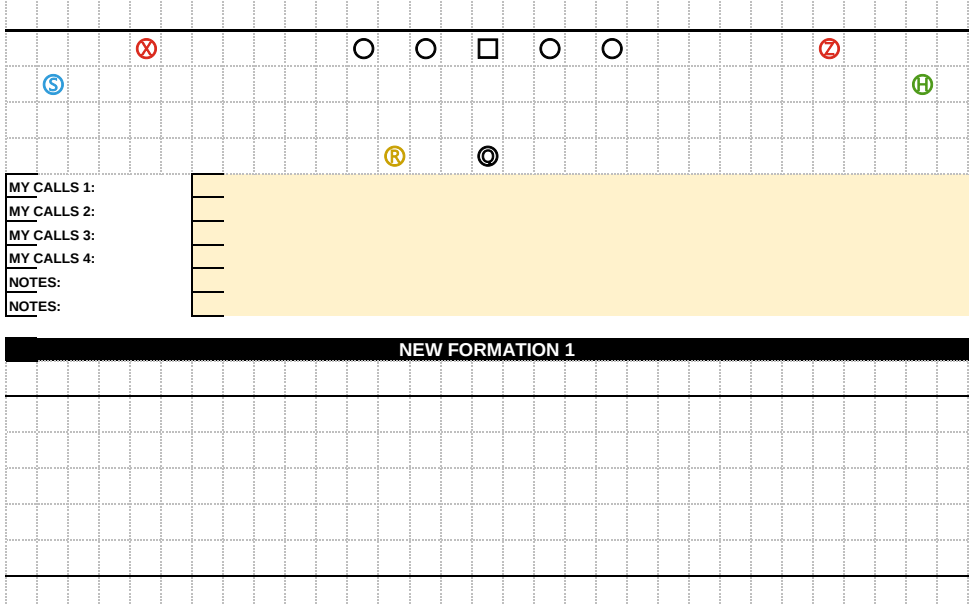
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

LT STAK



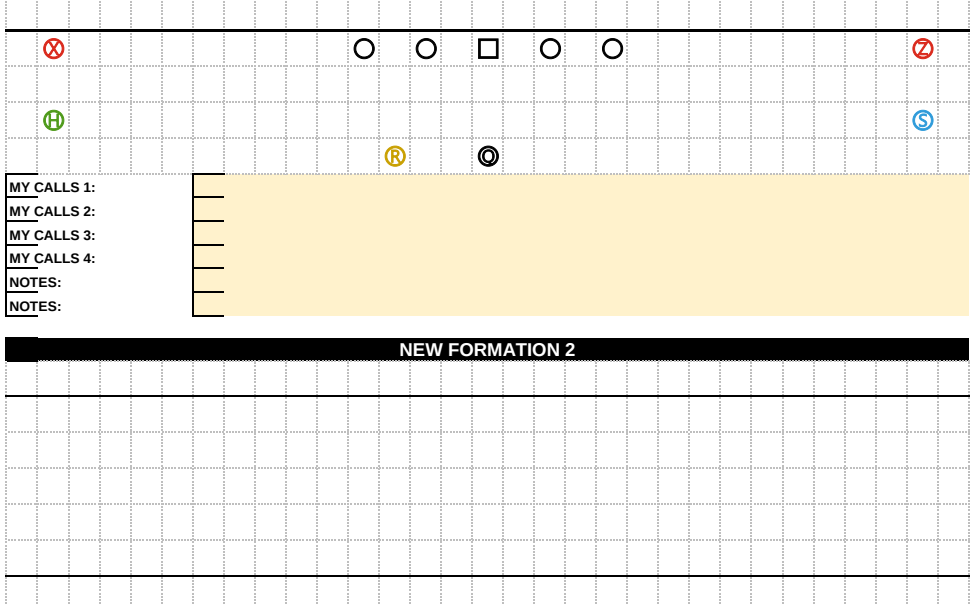
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

NEW FORMATION 1



MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

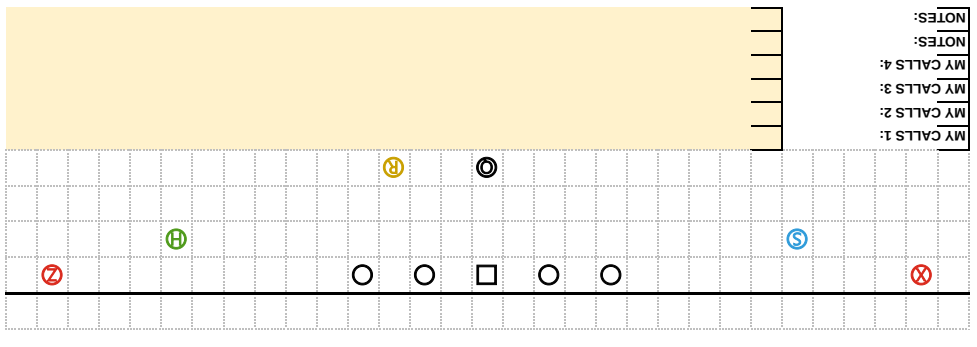
NEW FORMATION 2

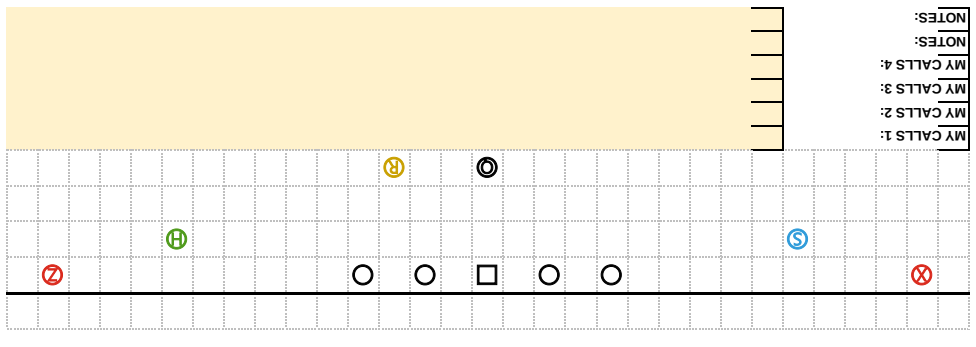


MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

NEW FORMATION 3

NEW FORMATION 4


X
Z
H
S
R
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

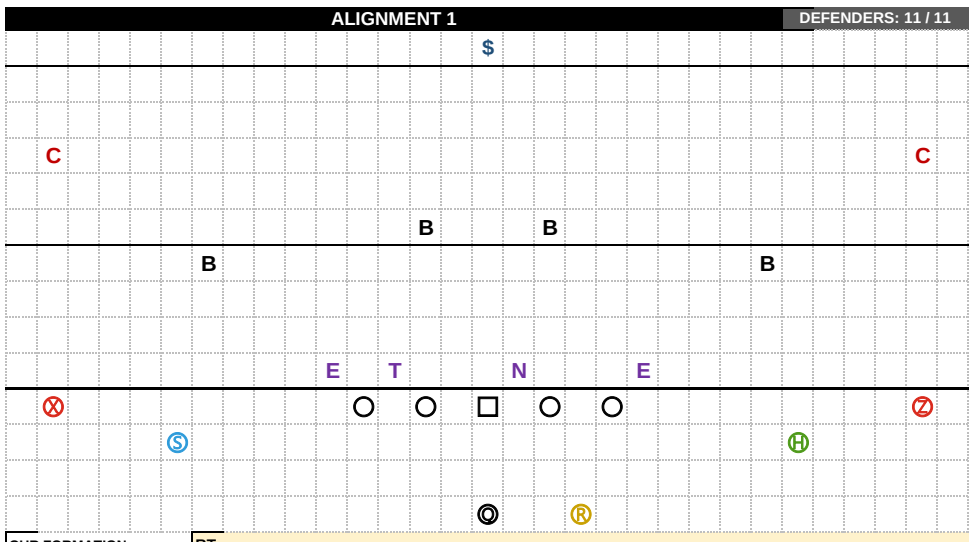

X
Z
H
S
R
MY CALLS 1:
MY CALLS 2:
MY CALLS 3:
MY CALLS 4:
NOTES:
NOTES:

ALIGNMENTS

Pick OUR FORMATION, FRONT and COVERAGE under each box - the whole picture draws itself. Then tweak: type over any square to move one man (E T N = DL, B = LB / apex, C = corner, $ = safety). Header turns red if the count is not 11.

ALIGNMENT 1

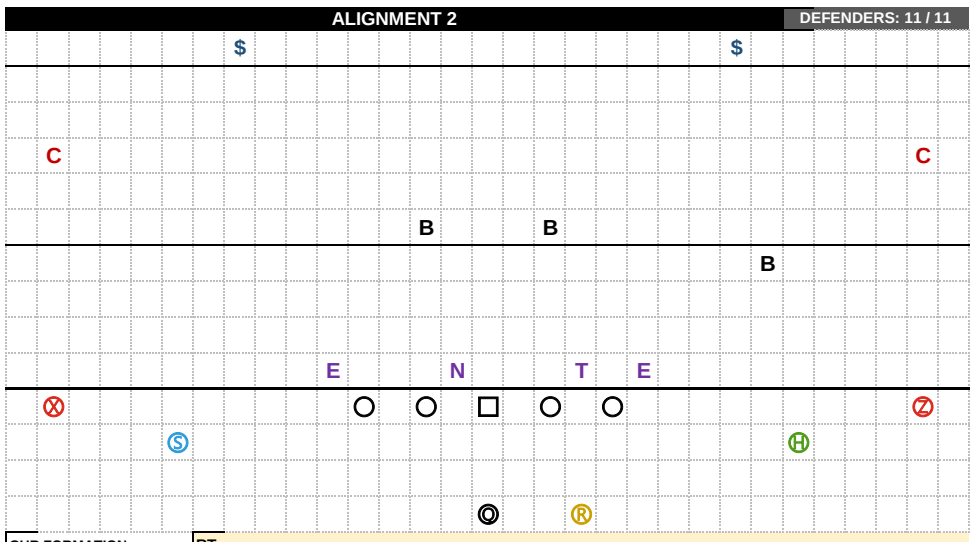
DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	4-2 OVER LT (3-tech LT)
COVERAGE:	2x2 1-HIGH (C3 / C1)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 2

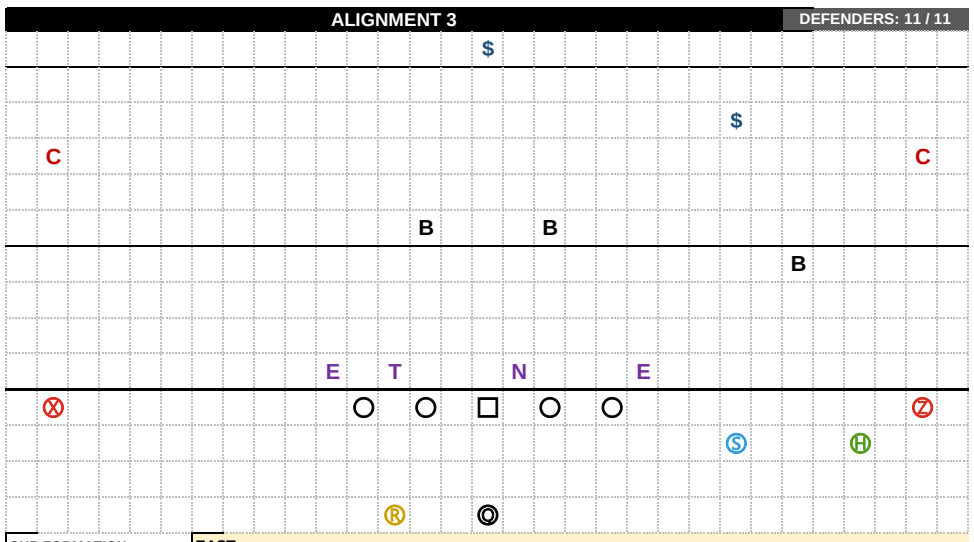
DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	4-2 UNDER LT (1-tech LT)
COVERAGE:	2x2 2-HIGH apex RT
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 3

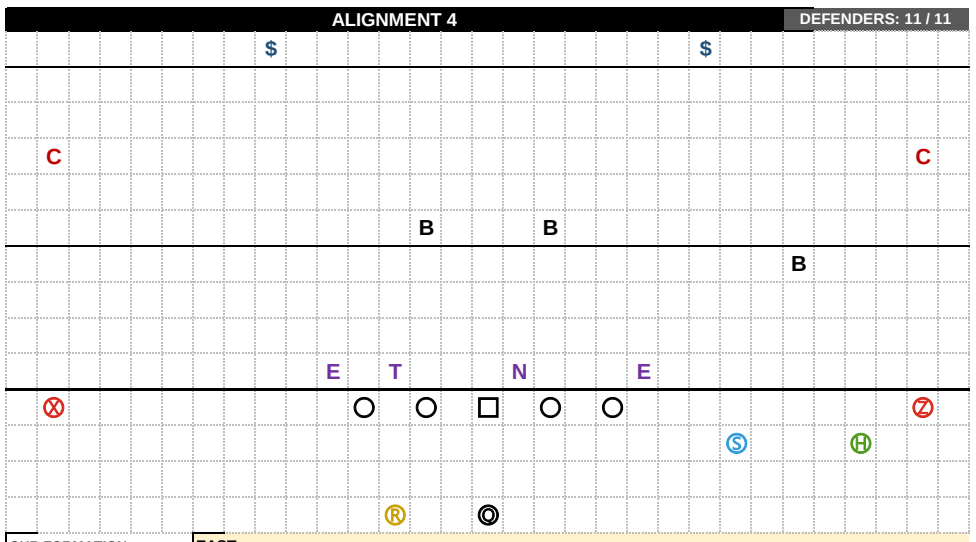
DEFENDERS: 11 / 11



OUR FORMATION:	EAST
FRONT:	4-2 OVER LT (3-tech LT)
COVERAGE:	3x1 RT 1-HIGH
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 4

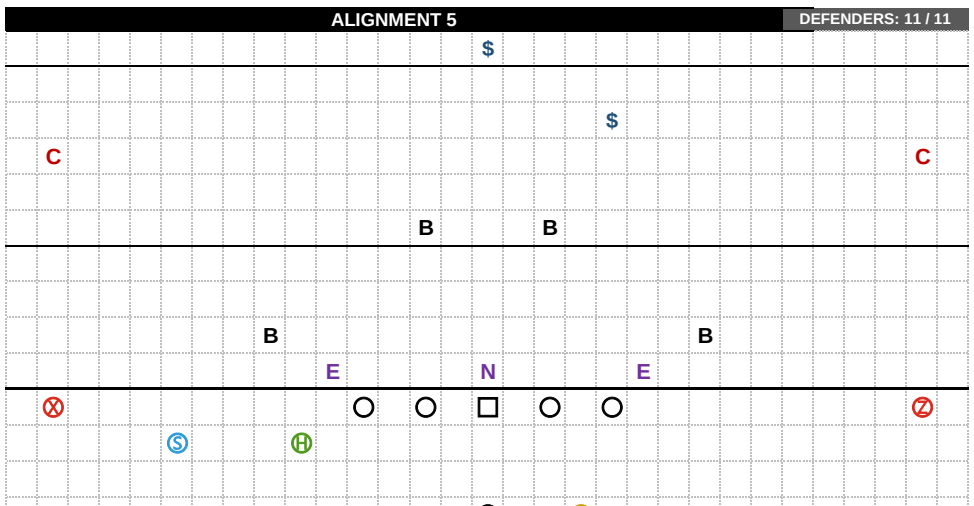
DEFENDERS: 11 / 11



OUR FORMATION:	EAST
FRONT:	4-2 UNDER RT (1-tech RT)
COVERAGE:	3x1 RT 2-HIGH
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 5

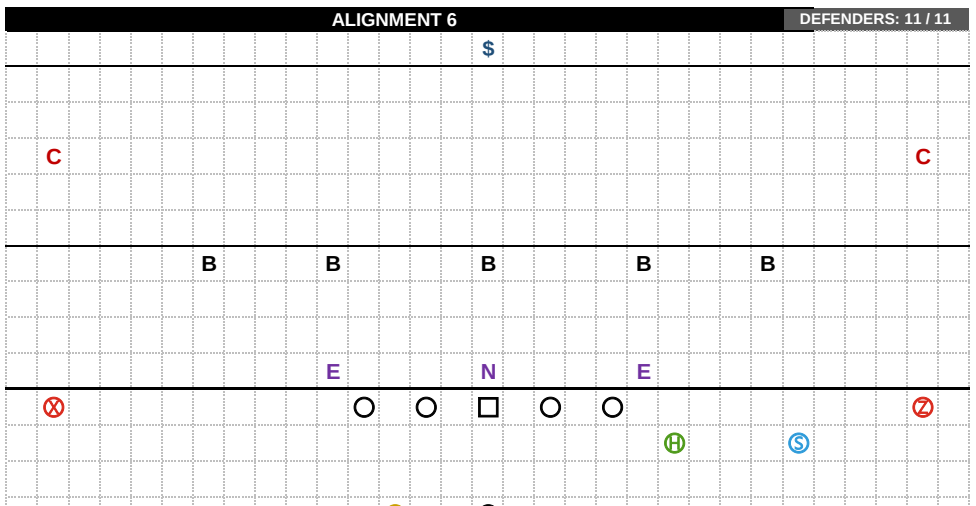
DEFENDERS: 11 / 11



OUR FORMATION:	GOLD
FRONT:	3-4 OKIE 5-0-5
COVERAGE:	4-DB 1-HIGH (vs 3-4 / 4-3)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 6

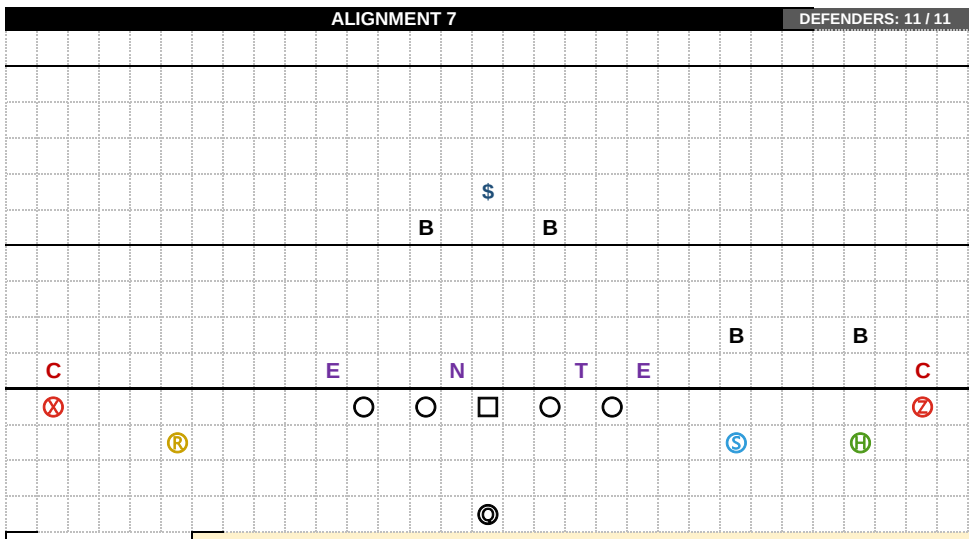
DEFENDERS: 11 / 11



OUR FORMATION:	GREEN
FRONT:	3-3 STACK
COVERAGE:	2x2 1-HIGH (C3 / C1)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 7

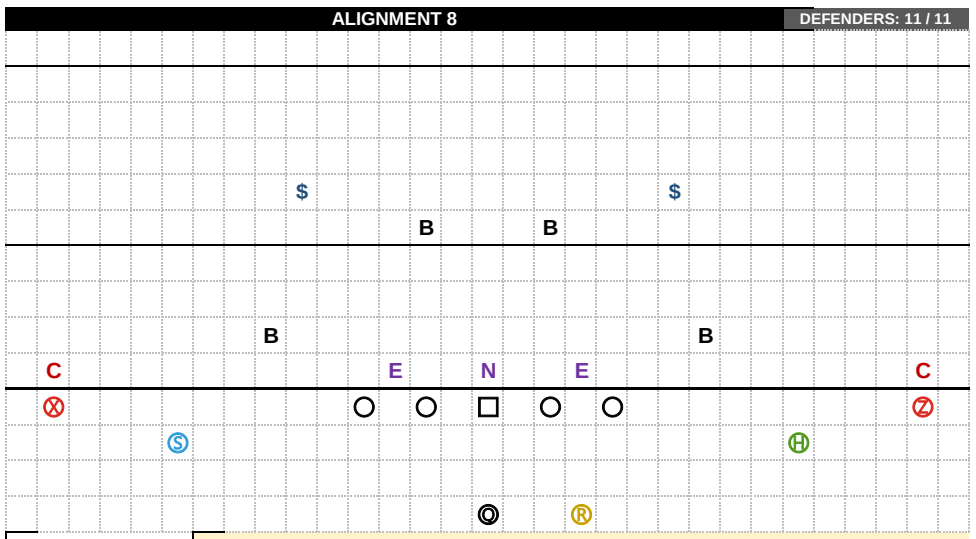
DEFENDERS: 11 / 11



OUR FORMATION:	EMPTY RT
FRONT:	4-2 OVER RT (3-tech RT)
COVERAGE:	3x1 RT 0-HIGH PRESS
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 8

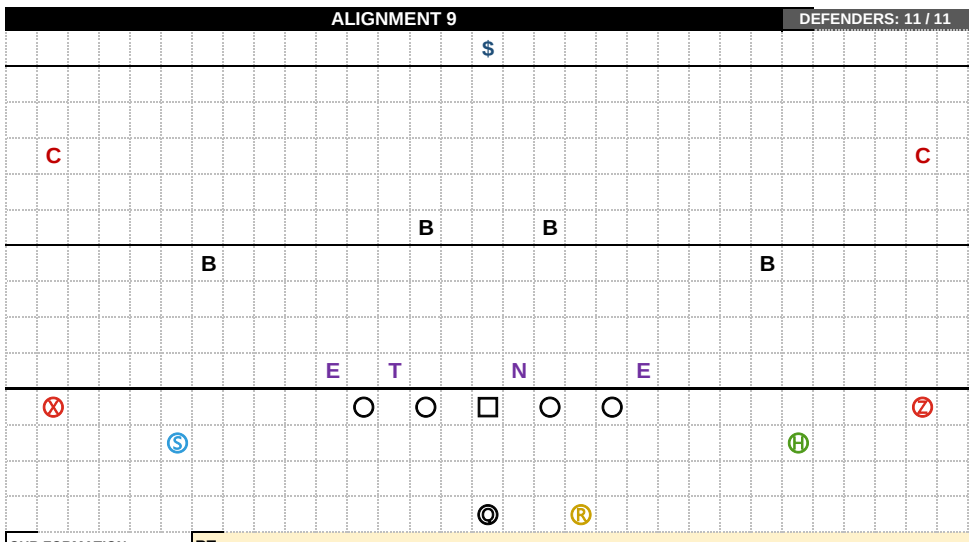
DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	3-4 TITE 4i-0-4i
COVERAGE:	4-DB 0-HIGH PRESS (vs 3-4 / 4-3)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 9

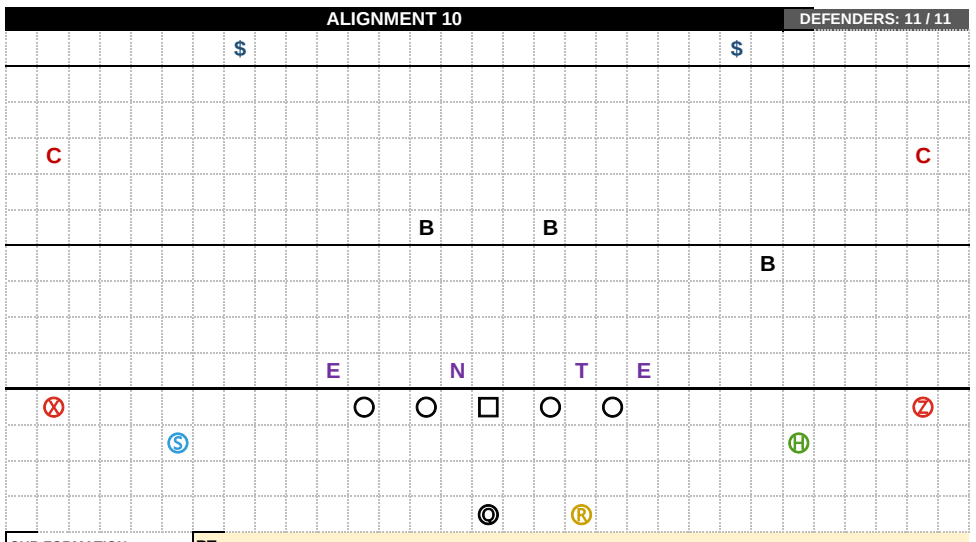
DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	4-2 OVER LT (3-tech LT)
COVERAGE:	2x2 1-HIGH (C3 / C1)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 10

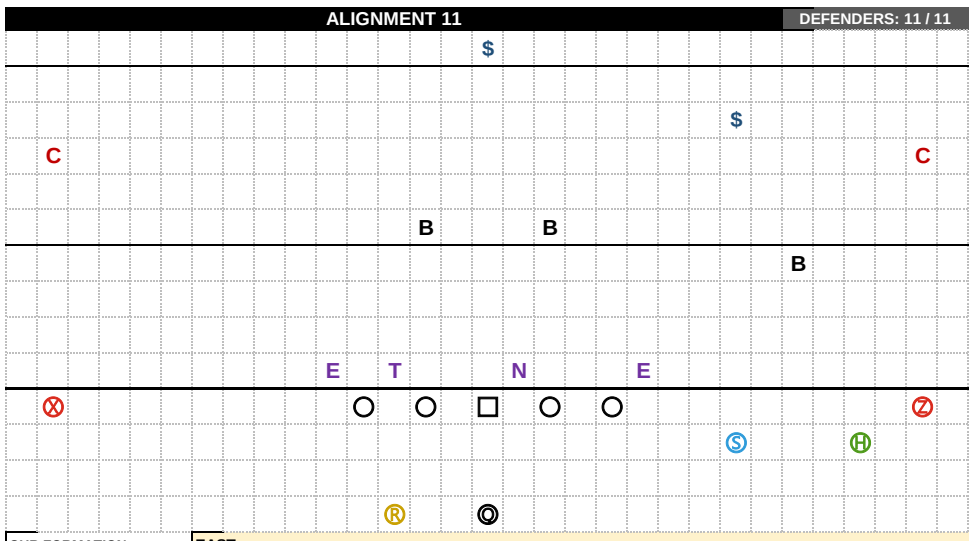
DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	4-2 UNDER LT (1-tech LT)
COVERAGE:	2x2 2-HIGH apex RT
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 11

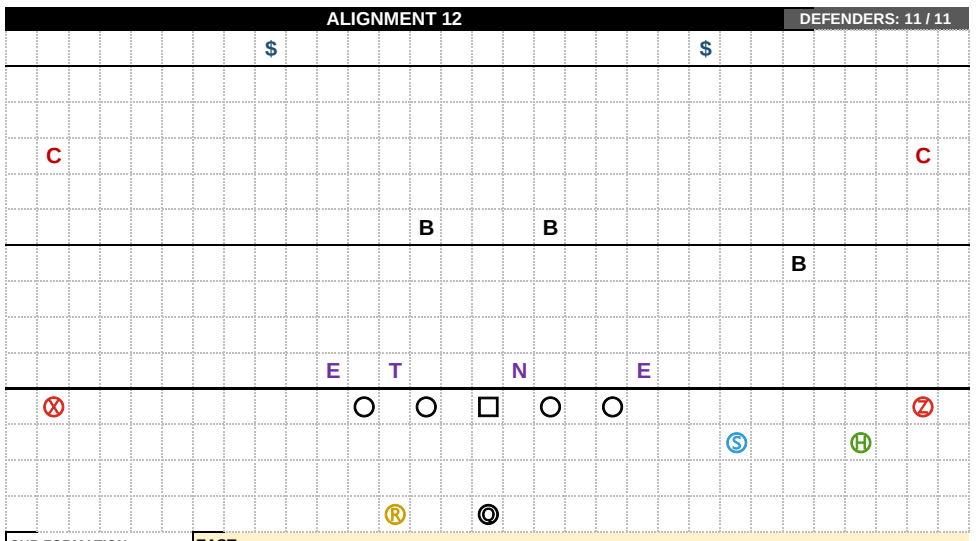
DEFENDERS: 11 / 11



OUR FORMATION:	EAST
FRONT:	4-2 OVER LT (3-tech LT)
COVERAGE:	3x1 RT 1-HIGH
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 12

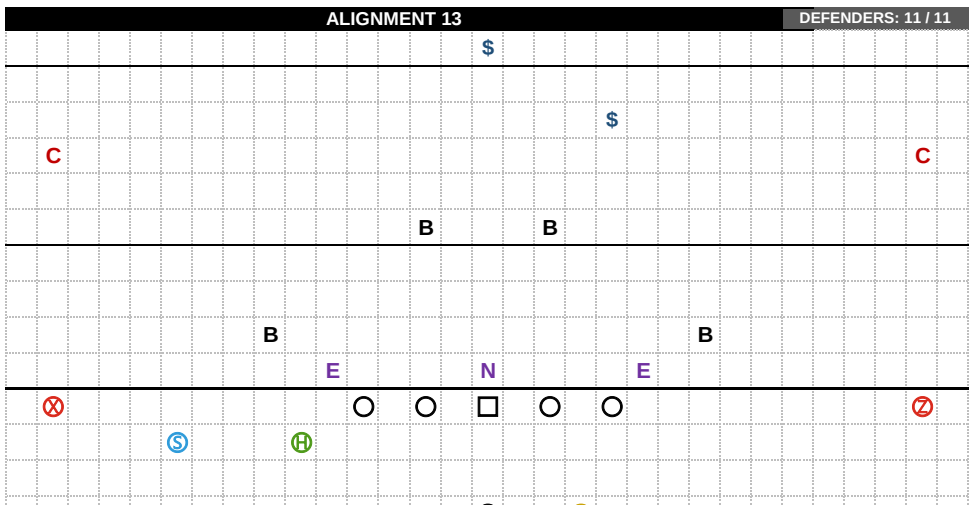
DEFENDERS: 11 / 11



OUR FORMATION:	EAST
FRONT:	4-2 UNDER RT (1-tech RT)
COVERAGE:	3x1 RT 2-HIGH
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 13

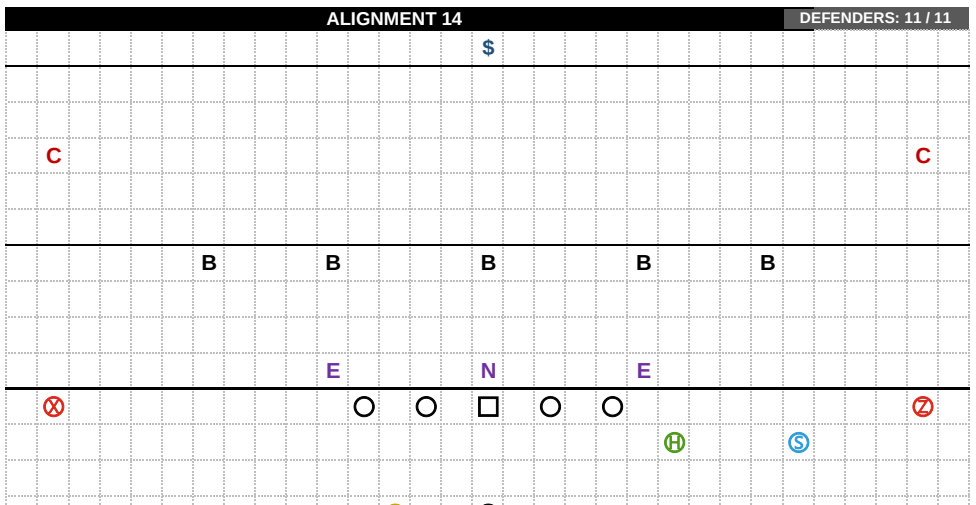
DEFENDERS: 11 / 11



OUR FORMATION:	GOLD
FRONT:	3-4 OKIE 5-0-5
COVERAGE:	4-DB 1-HIGH (vs 3-4 / 4-3)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 14

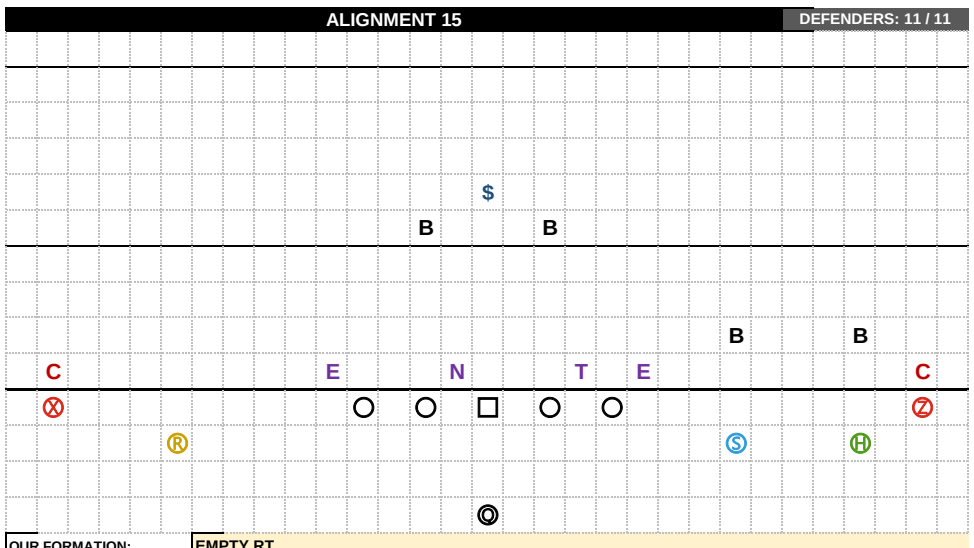
DEFENDERS: 11 / 11



OUR FORMATION:	GREEN
FRONT:	3-3 STACK
COVERAGE:	2x2 1-HIGH (C3 / C1)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 15

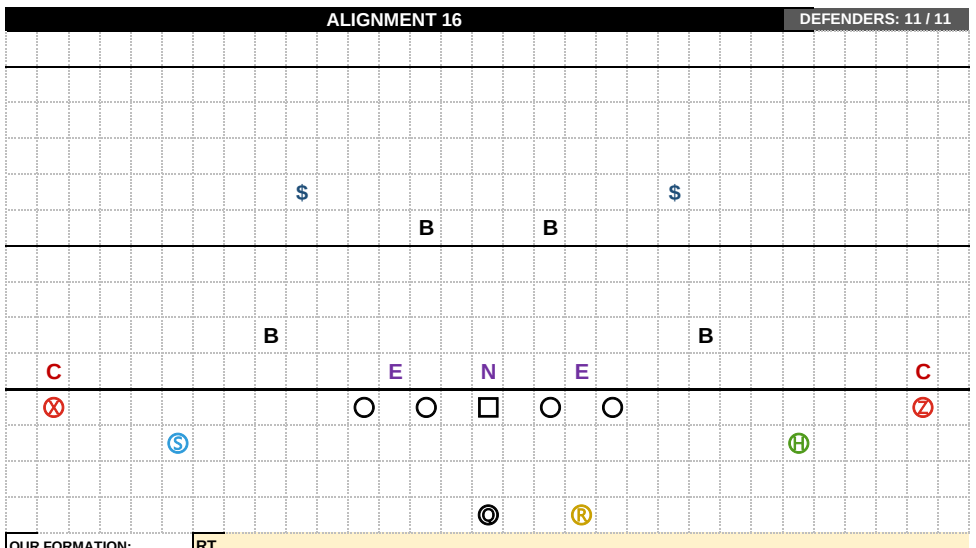
DEFENDERS: 11 / 11



OUR FORMATION:	EMPTY RT
FRONT:	4-2 OVER RT (3-tech RT)
COVERAGE:	3x1 RT 0-HIGH PRESS
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

ALIGNMENT 16

DEFENDERS: 11 / 11



OUR FORMATION:	RT
FRONT:	3-4 TITE 4i-0-4i
COVERAGE:	4-DB 0-HIGH PRESS (vs 3-4 / 4-3)
MY CALLS 1:	
MY CALLS 2:	
MY CALLS 3:	
MY CALLS 4:	
NOTES:	
NOTES:	

OPPONENT SCOUTING REPORT

Tally from film (type counts). % columns calculate.

FRONT BY SITUATION								
SITUATION	OVER	UNDER	ODD	TITE	BEAR	3-3 STACK	OTHER	TOP LOOK
1st & 10								
2nd & long								
2nd & medium								
2nd & short								
3rd & long								
3rd & medium								
3rd & short								
Red zone								
Goal line								
vs 2x2								
vs 3x1								
vs Empty								
vs 2-back / TE								

COVERAGE BY SITUATION								
SITUATION	COVER 0	COVER 1	COVER 2	COVER 3	COVER 4	COVER 6	OTHER	TOP LOOK
1st & 10								
2nd & long								
2nd & medium								
2nd & short								
3rd & long								
3rd & medium								
3rd & short								
Red zone								
Goal line								
vs 2x2								
vs 3x1								
vs Empty								
vs 2-back / TE								

PRESSURE BY SITUATION							
SITUATION	NO BLITZ	LB BLITZ	DB BLITZ	SIM / CREEPER	STUNT	ZERO	TOP LOOK
1st & 10							
2nd & long							
2nd & medium							
2nd & short							
3rd & long							
3rd & medium							
3rd & short							
Red zone							
Goal line							
vs 2x2							
vs 3x1							
vs Empty							
vs 2-back / TE							

KEY PLAYERS / ALERTS			
#	NAME	POS	NOTES

BIG-PICTURE NOTES

PERSONNEL, DEPTH CHART & SUB PACKAGES

POS	STARTER	2ND	3RD	ROLE / NOTES
QB				
R				
X				
Z				
S				
H				
Y / TE				
LT				
LG				
C				
RG				
RT				

SUB PACKAGES (who comes in, what we call)			
	PACKAGE 1:	*who is in / for whom:*	
1			
2			
3			
4			
5			

	PACKAGE 2:	*who is in / for whom:*	
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	PACKAGE 3:	*who is in / for whom:*	
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	PACKAGE 4:	*who is in / for whom:*	
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IN-GAME TRACKER & SELF-SCOUT

Success: 1st down = 40% of the distance, 2nd = 60%, 3rd/4th = 100%. Explosive = run 12+ / pass 16+.

#	QTR	DN	DIST	YD LN	HASH	PERS	FORMATION	PLAY (dropdown)	TYPE	FRONT	COVERAGE	PRESSURE	GAIN	SUCCESS	EXPLOSIVE	NOTES
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BY TYPE	CALLS	AVG GAIN	SUCCESS %	EXPL
RUN	0	-	-	0
QB RUN	0	-	-	0
RPO	0	-	-	0
PASS	0	-	-	0
PLAY ACTION	0	-	-	0
SCREEN	0	-	-	0
SHOT	0	-	-	0
TRICK	0	-	-	0

BY DOWN	CALLS	AVG GAIN	SUCCESS %	EXPL
1	0	-	-	0
2	0	-	-	0
3	0	-	-	0
4	0	-	-	0

BY FRONT	CALLS	AVG GAIN	SUCCESS %	EXPL
OVER	0	-	-	0
UNDER	0	-	-	0
ODD / 3-4	0	-	-	0
TITE	0	-	-	0
BEAR	0	-	-	0
3-3 STACK	0	-	-	0
OTHER	0	-	-	0

BY COVERAGE	CALLS	AVG GAIN	SUCCESS %	EXPL
COVER 0	0	-	-	0
COVER 1	0	-	-	0
COVER 2	0	-	-	0
COVER 3	0	-	-	0
COVER 4	0	-	-	0
COVER 6	0	-	-	0
MAN	0	-	-	0
OTHER	0	-	-	0

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#	PLAY CALL (exact name)	TYPE	FORMATION	PERSONNEL
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CONCEPT / NOTES	BEST vs FRONT	BEST vs COVERAGE

SITUATIONS	WRISTBAND #	ALERT (shows orange)	DRAWN ON SLIDE

