

A Method For Planning A Game

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Planning for a football game today is somewhat different than the original concept of the game in which the quarterback was the field general and saw weaknesses during the game and called his plays accordingly. Obviously the game is much more complex today. I was fortunate to be involved with some of the great football coaches and programs. I have been afforded the experience that allowed us to conceive an offense, a defense, and a system of football that is basically a matter of rehearsing what we do prior to the game.

What we do is call the plays. When I was with Paul Brown and the Cincinnati Bengals, his trademark was sending in messenger guards. He had great success. Paul Brown was the man that changed the game from one that was a rugged, slugging it out type of play, to a much sophisticated method. The advancing of teaching techniques, coaching techniques, the use of teaching aids, the use of film, the black board, etc. All were originated and developed by Paul Brown just after World War II. Part of his concept was a strategy in which virtually everything was spelled out. It was a system in which the plays were called from the sideline. He was criticized for it at the time, but today it is virtually done by everyone. One of the problems you have today is that you don't have trained quarterbacks who can call plays because it has always been the coach who called the plays. At Cincinnati we had a young quarterback, the name of Greg Cook, who had a short career, but may have been the greatest single talent to play the game. It became my responsibility to call the plays from the press box. Paul would always ask, "What are your openers?" He wanted to know how we were going to start the game. He was

thinking about two or three plays that he would start the game with; an off tackle play, a pass, etc. So we began to develop our franchise. When I left in 1975, we had a 11-3 record and the number one offense in professional football. A lot of it was related to disciplining a quarterback. At that time it was Ken Anderson. It was disciplining an offense to know what to expect when we called a play. Consequently we could call a play with the assurance that we could get something done.

My next employment was with the San Diego Chargers and I was fortunate enough to have someone like Dan Fouts to work with. Now the list of opening plays began to number 10 and 12. In other words, we began to plan the opening sequences of the game. From there I went to Stanford and the list went to 20. We would have our first 20 plays to be called. Now with San Francisco we finally stopped with 25. What we have finally done is rehearse the opening part of the game, almost the entire first half, by planning the game before it even starts.

Now why would you do such a thing? I know this, your ability to think concisely, your ability to make good judgements is much easier on Thursday night than during the heat of the game. So we prefer to make our decisions related to the game almost clinically, before the game is ever played. We've scouted our opponent, we have looked at films, we know our opponent well. If you coach at the high school level, often you are in the same league with the same coaches and you know them like a book. With out question you can make more objective decisions during the week as to what you would do in the game than you can spontaneously as the game is being played. To be honest with you, you are in a state of stress,

sometimes you are in a state of desperation and you are asked to make very calculated decisions. It is rarely done in warfare and certainly not in football; so your decisions made during the week are the ones that make sense. In the final analysis, after a lot of time and thought and a lot of planning, and some practice, I will isolate myself prior to the game and put together the first 25 plays for the game. They are related to certain things.

What are the reasons for pre-planning your offense before the game?

1. ESTABLISH FORMATIONS to see the adjustments the opponent will make. You can't wait to find out when you are on their five yard line. Early in the game you are going to show certain formations to see what adjustments are. The coach in the press box knows what formations are coming up, so he knows what to watch for concerning adjustments.

2. BASE OFFENSE. You have to establish in your own mind how you are going to handle a base offense. In other words, you want to have certain plays to start the game in which you take on your opponent physically, man to man, and the coach upstairs as well as the coach on the field, is observing that. You get a better feel which way to run and what kinds of plays work best. Part of your plays are where you attack your opponent physically and find out where your matchups are. You want to find that out early in the game, so that some time later you have an idea of just what you want to do.

3. SET UP CERTAIN THINGS. In our case we will run a given play so that later we can run the play pass that can win the game for us. Occasionally we will play an opponent in which we will run the play pass first, faking the run and throwing; so that later we can run the running play itself. In our case we want to set up the play pass.

4. SPECIALS. One of the interesting things about Paul Brown Football is that he would always be terribly upset if someone would run a reverse before we did, or a run pass before we did. He would grab the phone and scream in my ear, "They did it

before we did!" This was very distressing because it sounded so dated. But you know something, over the years, I found that Paul was 100% right. If you run your reverse first, and you can make 5 yards or more, the other guy won't run his. If you have a special play of any kind, get it into the game quickly. How many of you have had a ball game and you have practiced two or three things that you thought for sure would work. The game is over and you didn't try them or you are so far out of it, it doesn't matter whether you try them or not. Paul was right. Set up your special plays early and run them early. Get them done, it affects your opposition.

This approach to the game has a good track record. When I was at Stanford, I was told by our student manager that in seven straight games, we scored on our first drive. This year in virtually every game, we scored early. Against the Raiders, a game we lost, in 17 plays we had two touchdowns. Our problem was later on. The point is that in every game, we will move the ball early. A year ago we moved the ball throughout the game. Last year, we just moved it early. Planning can make the difference. Those first twenty five plays can make the difference.

5. ESTABLISH SEQUENCE. If you have running plays with any sequence to them at all, you will want to start the sequence so you can establish something to work from. If you can do this at home, or in your office, think and visualize yourself how you would like to see the game develop. Write down your plays and the corresponding formations. Believe me, it takes tremendous pressure off of you. If you feel confident going into the game, it makes you that much more confident. If you have the feeling that a lot of us have had before a game, that you are going to lose the thing, you are out gunned, etc., it certainly takes a lot of pressure off the out-gunned coach to know that you have done everything you could before going into the game. If you want to sleep at night before the game, have your first 25 plays established in your own mind the night before that. You can walk into the

stadium and you can start the game without that stress factor. You will start the game and you will remind yourself that you are looking at certain things because a pattern has been set up.

6. ISOLATE THE SECOND HALF. In our particular case we have already gone into the second half, not in the detail that we did at the start of the game. In our particular level, every game is a tight one. If you win a game by a big score, you never expected to. If you lose by a big score, you never expected to. There is just never a game that you can count on. You might as well plan part of the second half. You hold certain things back that you think will be effective in the second half. Some are related to your original plan, others are related to your opposition in regard to what adjustments you think they might make. I will tell you this, I think we can do a better job with halftime adjustments on Thursday than we can at halftime the day of the game. It's that simple.

SITUATION FOOTBALL

The question comes up how can you have 25 starting plays when you don't know what the down and distance will be or where you'll be on the field, etc. Let's get into the other part of the plan because that's the difference. We have 25 plays we have basically decided upon. We have talked to the line coach, who may handle the running end of it. Basically you look for a formula to win in those 25 plays. Let's talk about things we seldom practice but they win or lose a game.

1. BACKED UP OFFENSE. You won't worry about it until you are backed up, but one of the things we do as part of our plan, the offense will run any where from your own one foot line out as far as your own 8-10 yard line. What are you going to do when you look down at the far end of the field, you have the ball, your players seem like they are a mile away from you and you have to drive out. The defense certainly has a feeling about that. They feel if they have you in the hole, the defensive charges are going to be lower and harder, you know the

opposition is going to be blitzing, You know that who ever is supporting sweep plays is going to be up near the line of scrimmage. You know that the linebackers are ready to plug as quickly as they can because, obviously they have you in a jam. There are certain factors such as that that you look for when you scout the opposition. In our case, we have probably four runs and two passes for the backed up offense. The passes, you hate to think of throwing, but you may be behind and have to throw. You do certain types of passes from that situation. Things that you can do the best with very little chance of interception.

We know when we are backed up, we can't fumble the ball. Certainly when we are backed up, we can't take a loss. We know that when we are backed up, a penalty against us is far more damaging, and we know when we are backed up we have to have room for our punter to punt the ball with a certain amount of poise. If he doesn't have the room, the ball is snapped very quickly to him, it's a bad punt, the return is good and it means 7 points for the opposition. So backed up offense means something to us in our game plan, but also it means something when we practice. This all comes from experience, men. It wasn't ordained to me or any one else. It came through 25 years of coaching and some bad experiences with it.

Generally when you practice this kind of work it has to be contact. It does not have to be scrimmaging where there is tackling, but there has to be full speed blocking where everybody gets a feel. You take your offense to the goal line, put the ball on the six inch line, offense huddle up in the end zone, defense huddle up and wait. Now the offensive coaches and the defensive coaches will discuss backed up football. The defensive coach will talk about the advantage they have and how to maintain it and what you must not allow the opponent to do. The offensive coach talks about the things I just mentioned. Now, the team has been spoken to, here are the plays we will be running, probably all year, we are going to fight our way out of here. And so you will practice it. You may

be able to get that done twice or three times during the first two weeks of practice. What you are going to do is to back up your team to the six inch line, move the ball out to the two yard line, move the ball out to the four yard line, and in each case, talk about the things you are going to do and how to practice them. The defense, of course, is doing the correlating thing. Each week in practice when you play a given opponent, you have four plays, line up your team on its own one yard line and you run four plays to remind everybody if the backed up offense and what the problems will be.

Most often the problem comes just inside the tight end. The linebackers or ends as you may call them, come underneath the tight ends. Often we will go to two tight ends, as part of that offense. But we practice it. Believe it or not, when your team is on the field and somebody punts the ball out of bounds, of some other disaster occurs and your offensive team runs out there, you can hear them talking about the backed up offense, what they have to do. When that starts to happen, your team is prepared to play football. You are doing the best job you can do, a thorough job.

2. 3RD AND 3 OFFENSE. The next thing we talk about is the 3rd and 3 offense. Naturally this is in your game plan. 3rd and 3 is a tough situation. We will practice it. We will allow certain amounts of time in our training camp for 3rd and 3 football. We set up the down markers, we line up the defense, offense, we have lectured it to our team as part of our situation football. Most often you are going to go to your best back with your best running play and you are not going to fool anybody at that point. You are going to depend heavily on that running back to get the extra yard or two with his ability, figuring that the block for the first two yards of it. 3rd and 3 to us may mean a pass in our style of football. We may throw 3 to 1 over running the ball because of some of the defenses we face. 3rd and 3 means something and you practice it. The first two weeks of practice you will hit on that. You will say, one of the toughest situations we have, men,

is when it is 3rd down and approximately 3 yards to go. The opposition is not in their short yardage defense at that point, but they are going to come after you and it is a critical down. Occasionally the defense isn't quite as aware as the offense of how important it is. In our 3rd and 3 offense we will probably have four runs. They may be the same as your backed up offense, and in our case, we will have two or three passes. You will practice those each week. You will say it is 3rd and 3 as part of your situation practice. We are going to have four plays, defense get ready. It will be live, not tackling. We are going to block it and we are going to make it. The runner will have the feeling of what he is after. He will come out of the huddle and see those 3 yards are the difference in this ball game, we win it or we lose it. He will learn how to control the ball, not take any silly chances, stopping, dodging. He has to bust up in there, use his blocking and get his three.

3. 3RD AND SHORT. 3rd and short can mean anywhere from 1-6 inches all the way to 2 yards. In this situation the 6 inch play may be different than the 2 yard play. Often there are plays that are somewhat different than your other plays. Most teams will stay in their same defense but they will have a way to play it. Everybody will pinch down, linebackers scraping, corners at the line of scrimmage, safety at the line, whatever. As we list our short yardage plays, we will list the play and we might list the formation, a 16 Power for example, may be the play that we use from 1 inch to 1 1/2 yards. Often 6 inches to go, we are going to quarterback sneak. Often 2 yards to go is too much for a sneak, who are we kidding, we are going to run an off tackle power with double team blocking. I really don't worry much about the play because everyone runs a slightly different offense. I do know, that you as a coach better anticipate the degree of what we call the short yardage situation. Again, you talk to your team during the two week period before your first game, you are probably only going to get about 10 minutes of it, and you are going to practice it. You

are going to line up your team, you're going to have your down markers, you are going to show right now, we've got 2 yards to go and it is 3rd down. Here are the things we do, here's what to expect from the opposition. We are going to move it right up to the tip of the ball on that yard marker. Meanwhile, the defensive coach is doing the same thing. Talking about it. Each week you are going to get four short yardage plays. To be honest with you, it would be more than that for us.

4. SHORT YARDAGE PASSES. One, naturally, is the one you try to score a touchdown on. The short yardage situation is the only time you are sure what the coverage is. Teams won't play around with it. If you are sure of the pass coverage, the time you might be able to score is on 3rd down and one yard to go and your team knows it. This is where we have them, they know the coverage, we know who is going to be blitzing and how to block it. We will also have a play, most often with the quarterback rolling out, running or passing to make the yard or two as one of our passes. So we have a TD play and we want it every week and we practice it every week. You may not use it for 7 weeks and you will win a game with it the eighth week.

OPPONENT'S 20 YARD LINE (PLUS 20)

By and large, if you have gotten to your opponent's 20 yard line with one or two first downs, the opposing head coach is desperate. The defensive coach is trembling because the head coach is walking toward him. The head coach says, "Blitz, stop them now. Blitz, they are killing us." The defensive coach doesn't have time to explain that they have only made one first down and it was the silly offense that got them there. Most people get desperate, some people panic. Teams go to a man to man coverage, teams will blitz. So, on the plus 20 yard line, we are going to throw the ball and make a touchdown. Now we have a better idea of what the pass coverages are. We know the man to man coverage is far more likely than a pure zone coverage. We know that teams are more likely to blitz so we are looking to throw for a

touchdown. I don't recommend that unless you have a skilled quarterback. One week it may be the 18 yard line or the 25 yard line, but that part of our football is special. We will have four passes that would be scoring passes. You might go the entire game and not use them because that situation doesn't come up. You move the ball from the 45 down to the 2, you are never there. You have passes and you are looking to break man to man coverage. You may have some special runs because a blitzing defense, if you trap it just right, you can score against it. Again, the first two weeks of football practice, you show your team. You show your team what you think is best in this situation. We will use the same ones all year, but we are going to practice them. You talk about it for ten minutes, you practice it offensively and defensively. During the week of practice before a game, there is situation football. You move the ball to the plus 15 or plus 18, wherever that breaking point is for you and your opponent and you run those passes. Now when your team comes out of the huddle on the 18 yard line, the guys are saying, "Look out for the blitz, here's our chance to score." The receiver is saying, "Throw the ball out front of me, don't make me stop for it." Whatever it is, you have those plays. In our case, most of our touchdown passes will come from this area. If they want to zone you, we have outlet people who we would throw to against the zone. We know that it gets tougher and tougher to score as you go in closer.

PLUS 8 TO THE PLUS 3 OR 4. This is when your opponent hasn't got into his goal line defense. Often you will go to your backed up football. There are certain base block run plays against the three man line that you are going to run right at that point. You are looking to see if they have substituted their goal line defense. If they haven't substituted their goal line defense, you are looking for your 8 yard line or your close offense. You have certain plays that you would run. Again, going back to your two weeks practice before your opening game, you talk about it. "Men, there is a point

from that 10 yard line in that they are going to stay in their basic defense. They are going to blitz us and we are going to have certain plays that we are going to run." We know that people can get underneath the blocker and make the stops. We know that we don't want to lose yardage.

GOAL LINE OFFENSE. In this phase they have substituted their goal line defense. I suppose there are teams that don't substitute, but by and large, let's assume they do. They use 6 linemen and the gap charge. Often you have to make a change in the blocking patterns that you'll use to face up to that goal line defense. Like our short yardage offense, when we talk about our goal line offense, we are talking about what we need. Certainly there is a certain situation where we need inches. So we would start our list with those plays where we need inches to score. We would move our list down to let's say the six plays we might run if we are sitting with 3rd down and 3 on the 3 yard line and they are still in their goal line defense. You will see varied charges. When we get to the six inch line or the 1 foot line, we are going to see everyone in the gap, coming straight ahead. When we are on the 3 yard line with 3 yards to go, often there is an out charge. There is a substitute man coming in for one of the linebackers. There is a free safety back in the game, those kind of things happen. We have to account for those situations. You can't account for these situations if you haven't planned to do it because you will look down at that far end of the field and you will just see a bunch of bodies and rear ends facing you. You can't tell where you are. You have to have a method you have worked with and your coach in the press box has to tell you just where you are. We talk to our quarterback about signaling distance. He will put up his hands and you think it is something that it is not. He will signal and it looks like we need 3 yards and later you will see the film and we only needed 1 yard. You have ways to talk to him about what that means to you and then you have that part of your football developed. The first two weeks of practice you

have to have some goal line football. Every week you have a certain number of plays. You place the ball on the 3 yard line, the 2 yard line, the 1 yard line, the 6 inch line, and the 1 inch line. Bring it out to the 3 and it is 3rd and 3 on the 3. Here's what we are going to run. Practice it that way and often these plays run together. Your players have so much more confidence, coming out of the huddle knowing what they have been in those situations before. Obviously, line splits make a difference. Hopefully there is an extra blocker on the weakside, the tight end or some big wide rear ended guy, to help protect his gap. But whatever you have, if you have planned it and fail, you can't blame yourself for losing your poise. You can't blame yourself for panicking if you have planned these things and they fail. You may really search yourself for the kinds of decisions you made on Thursday night, but you certainly can't make the decision during the game. As a coach, one of the things you are always fighting during the game is the stress factor, breaking your will. The stress factor will affect your thinking. I have been in situations where I could not even begin to think what to do. From that point on, I knew that I had better rehearse everything.

END OF THE GAME (LAST 3 PLAYS)

To save your own sanity, you'd better practice the last three plays of the game. I don't worry so much what they are. Don't get yourself in a position to try to think of something to do with just a few seconds left because you will always wonder why you didn't do something else. Through experience we said that we were going to have 3 plays. Often they are the kind of plays with a very low percentage. I have seen the Atlanta Falcons win their division in three consecutive games, I think it was, throwing the ball way down the field on their so-called planned play with a tipped pass. I won't talk about those plays in detail, but certainly one would be catching the ball and lateralling it. Our team has practiced those last three plays and when it gets

down to that point, they go in the game knowing just what they are going to do. I say, "Good luck" and amazingly enough, a couple of those have worked. We walked off the field with our heads up. "My God, we almost pulled it out." Rather than throwing the ball up in the air and having it intercepted and humiliating you.

3RD AND 8 YARDS TO GO (OR MORE). You have plays that you are going to call for that kind of situation. A lot of high school teams will run the ball on 3rd and 8. If they can run it, they should run it because it is certainly the best way to attack somebody. 3rd down and 8 should mean something to you. Number one, the best single pass in Football is the hook. It's not an out. Percentages throwing an accurate out drop considerably compared to a hooking pass. Obviously, a receiver can adjust to a hook. The receiver can see the ball leave the quarterback's hands and the receiver can adjust to coverages. You will need some type of a hook pass that gets you 8 yards on 3rd and 8. You hear the sportscaster comment that the receiver did not run the distance he needed to make a first down. You have to school your team on the fact that half of the yardage you make forward passing is after the catch. If we have 3rd down and 15 yards to go, it does not mean we are going to run a 15 yard pass pattern. We will generally throw the ball 10 and get up into the 20's. We remind our team, it is 2nd and 20, 3rd and 25, we are going to run a basic pattern, get all we can out of the completion and run for the rest of it. We are constantly reminding our receivers what their stats are running after the catch. Dwight Clark might be 4.2; Fred Solomon might be 9.3. This is one way you measure a receivers performance and his contribution to the ball club. 3rd down and 8 does not mean you have to throw an 8 yard pass.

LONG YARDAGE - LAST THREE PLAYS. What are you going to do when you have 15 yards to go on a given down? You count on your best receiver catching the ball and then have running room to make the yardage. In each of these situations, you will practice them.

TIME FACTOR. The next thing you

talk about is the time factor in a game. There is a dramatic difference for example, between the end of the first half and the end of the second half. Obviously at the end of the game if you are behind, you are not going to be very cautious. You have to do certain things. Some of the gross errors are made at the end of the first half.

So often teams leave the field after attempting to drive and score with time outs remaining. I suggest, if you have a so called two minute offense, you first decide whether you are going to score or run the clock out. You can run the clock out in a way that your principal and students won't notice. You have to call certain sweep type plays, but you are looking at the clock and you want to get the heck out of there. We know, we may try to go for it with a two minute offense, but the minute I see the odds start to turn the other way, I signal to our quarterback and now we watch the clock run. We want to get out of there. Let's say that we feel we can get into position to score and we have been a reasonably effective team in doing that. We are a team that uses our time outs. We want to use our time outs even if it is at the wrong time as far as the clock is concerned. What we really need to do is discuss strategy with the quarterback. We will give the quarterback two or maybe three plays to call. We will talk about what the defense is doing, what defense they are in, remind him what our game plan was. We are not going to be able to send plays in at that point. So we will set our strategy at the expense of the clock. We know that with a minute and 20 seconds left in the half, call your time outs if the clock is running because if that clock is running with a minute and 20 seconds, if you have any kind of play, by the time you run the next play you have probably run 20-25 seconds off the clock. You do that twice and it is now third down and you are really in trouble, because the other team is going to get the ball back. I say use your time outs and don't wait too long.

Almost the first day of practice you install your basic running game.

It might be a 16 Power or a 17 Power, whatever it is, you simply talk to your team in a meeting and tell them that we are going to call two plays. The quarterback is going to call the formation, the plays are going to be on a certain snap count, for us it is on set which is the second sound, and the quarterback is going to say "two plays" 16 Power twice. You come up to the line of scrimmage and you run 16 power on set. You don't jump around, you take your time and run it again. If you will do that in your early camp once or twice a day, just a couple of plays, you have established a system in which you can call your plays. Most two minute offensive plays are not elaborate plays. You can repeat the same one three or four times. It could be a very simple hooking type pass or an out. The point is, all you need is the facility to do it. You simply say, two plays and name them. The next thing you might do is call your formation Red Right, check with me, you come to the line of scrimmage and say 16. Now you can run two plays. Remember if you huddle up it could cost you at least 25 seconds. The two minute offense is related to one, being able to call two plays in the huddle; two, to use your time outs; three, know when you are not going to make it. Those are the key things.

FOUR MINUTE OFFENSE. Four minute offense does not mean you are trying to score. In the two minute offense you want to score points. Four minute offense, you want to use the clock and control the ball. This was brought home in 1972 when I was with the Cincinnati Bengals. With four minutes left in the game, we had an 11 point lead and had the ball. We lost the game. We know this, we can use 35 seconds on the clock by simply not going out of bounds, not throwing an incomplection and not being penalized. But 35 seconds is 4 forward passes that your opponent can get if you don't use it up. In a four minute offense, every play can use 35 seconds. All we really have to do is make a first down and we are going to win that thing. You must practice the four minute offense. It has to be live, you don't tackle people necessarily because you can blow the

whistle when you think the man would have been stopped. You have to talk to your team about it. You are going to win the game and here is how you are going to do it. You are going to have the lead with four minutes to go and you are going to have a first down. You will win if you can maintain control. You know you have 35 seconds if you don't go out of bounds. You know the clock will stop on a penalty. You know that a fumble is disastrous, that if you can just squeak out a first down by good play calling and aggressive blocking, you will win.

Always feel that when you go into a game, the other team has a one point edge on you. As a coach even if they have a 40 point edge on you, don't think about that. You figure every time you play, you are a one point underdog. They are one point better than you are. You will be a little more alert about it. If you think the opponent is one point better, you have to control the ball. We have plays that we are going to run. We are looking at the clock and unfortunately, we may have to throw a pass to get that first down, which we have had to do and have been successful. But we have practiced it and our quarterback knows the fears he can have with a mistake. Your four minute offense can win you the game. If you will talk about it, you will be surprised. If you practice it each week, four of five plays. You can say, here we are, on our 30 yard line, four minutes to go, let's see what we can do. Let's see if we can get a first down and how we will use the clock. Throughout much of this situation football, there is pressure on the offense.

SNAP COUNT. One of the big mistakes you can make is to play around with the snap count. Any time we are backed up, we are going to snap the ball on set. Any time we are sitting there in short yardage, we are not going to play around with the snap count. We have seen teams try to draw teams offside and one of their own linemen moves and then it is 3rd down and 6 to go. We are going to snap the ball on the regular count that makes sense. Paul Brown has a certain snap count for every play and Paul was right

because with certain plays it makes a dramatic difference in the way you use your cadence. The first thing you remind yourself, don't outsmart yourself. Give the offense every chance to come off the ball together. Further down the list you might say, let's disrupt the defense by getting them off balance. Your snap count is very important to you.

If you are talking about offensive football, the running game is the most vital part of the game, but when you talk about your running game, what you are saying is you have to be able to run when you are backed up. You have to be able to run on 3rd and 3, you have to be able to run on short yardage. You have to be able to run through tough situations. In the professional level, the forward pass dominates the rest of the game. But if you can't run in tough situations, your chances of success are minimal.

So what do we do? We take a sheet and list our first 25 plays. We keep a sheet and on one side of it are listed 25 plays that we are going to run. We have one square accounting for the second half of the football game and we have a block where we write in our adjustments at half time. I will show you two charts at the end of this talk.

You start the game with the first 25 plays, but now it is 3rd and 3. You turn the sheet over and go to the 3rd and 3 list. You have listed the plays in the order that you would call them on 3rd and 3. You take it; turn the sheet over and go to your next play. Trouble; long yardage, you turn the sheet over and go to the long yardage category. Punt; get the ball back. You have your first 25 plays listed, but of course, somewhere in here you are going to be backed up. You have the ball on your 1 yard line; so don't fight it. Turn over the sheet and look at your BACKED UP OFFENSIVE PLAYS. You make a first down, turn the sheet over and now we are on play number 5. It works; go to number 6. It works; go to number 7; we are in pretty good shape. Oh; you got to the 20 yard line. You have another choice now. You can stay with your original list which might have been a basic run; or you can decide to try to get into the end zone

with a pass. Say you don't quite make it and you are on the 8 yard line. You are on the 6 inch line. You look at these categories. You score a touchdown. By the time you get back to the sheet, you are behind 21-7, but don't worry about it. You have a lot of plays on your list to call. So continue to go through your list.

This is a way to pre-plan the game. We feel pretty solid about this. Write on the plan the opponent and the date so that you don't end up using last years plan. This is a format that establishes how you practice.

The next thing is when do you practice these things. Obviously we have more time to practice than you do. But I will fake a plan for the high school coaches. If I remember right, you play on Friday night. On Saturdays you are cutting the grass, if I remember right. That is not a bad life. On Sunday you should go to church with your wife.

MON. - Review, etc. Install plays.

TUE. - We will not cover the situations that much.

WED. - 6 plays (4 minutes)
6 plays (3rd & 3)
6 plays (short yardage)
6 plays (goal line)

THU. - Last 3 plays
6 plays (long yardage)
6 plays (3rd & 8)

FRI. - GAME

When we plan our practice we don't talk about how much time we are going to practice. We figure that one play is one minute. So we go by the number of plays. In a given practice we will have 5 plays of short yardage, and 6 of long yardage. We will say "get 12 plays in 10 minutes" of drills. Each day you will have one segment of your game plan that you will practice. There is obviously time when you are going to cover your base offense and your base defense. But, you plan on certain days for these things to be done. You can live with this much easier than second guessing yourself.

On the other side of the sheet is where the difference is. This is where we categorize all of the things we have talked about. Thank you very much.

FRONT SIDE OF CHART

FIRST HALF (25 PLAYS)

2ND HALF (25 PLAYS)

2ND HALF ADJUSTMENTS

1.

1.

1.

2.

2.

2.

3.

3.

3.

4.

4.

4.

5.

5.

5.

6.

6.

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20.

21.

21.

22.

22.

23.

23.

24.

24.

25.

25.

BACKSIDE OF CHART

GOAL LINE OFFENSE

Play & distance needed

3RD & SHORT

1 To 6 Inches

- 1.
- 2.
- 3.

2 Yards

- 4.

TD Play

1. QB Outside With Roll
- 2.

3RD & 8

Passes

- 1.
- 2.
- 3.

1 to 6 inches

- 1.
- 2.

2 to 3 yards

- 3.

Passes

- 1.
- 2.

PLUS 8 TO PLUS 3-4

3RD & 3

4 Runs

- 1.
- 2.
- 3.
- 4.

2-3 Passes

- 1.
- 2.

LONG YARDAGE

Passes

- 1.
- 2.
- 3.

- 1.
- 2.
- 3.
- 4.

PLUS 20

3RD & 8

Runs

- 1.
- 2.
- 3.
- 4.

Passes

- 1.
- 2.

BACKED UP OFFENSE

1 Ft. To 8-10 Yd. Line

4 Runs

- 1.
- 2.
- 3.
- 4.

Passes

- 1.
- 2.

4 TD Passes

- 1.
- 2.
- 3.
- 4.

2 MINUTE OFFENSE

LONG YARDAGE

Runs

- 1.
- 2.

Call Two Plays

- 1.
- 2.

4 MINUTE OFFENSE

LAST THREE PLAYS

- 1.

- 2.

- 3.

Runs

- 1.
- 2.
- 3.
- 4.

Passes

- 1.
- 2.