STALL GAME - MULETRAIN

1.	Take penalty for delay of game.
2.	**Use a QB roll out if full 8 seconds per play is needed (central 18-19)**
3.	**Coach players to un-pile slowly – celebrate with QB – not give ball right away to ref.**
4.	Use quick cadence and have coach let QB know when to start cadence.

AVERAGE TIME USED PER SNAP – VICTORY PACKAGE (take a knee)

1ST SNAP	2ND SNAP	3RD SNAP	4TH SNAP	*Running a play
25sec.-clock	25sec.-clock	25sec.-clock	25sec.-clock	25sec.-clock
2sec.-play	2sec.-play	2sec.-play	2sec.-play	*5sec.-play
3sec.-restart	3sec.-restart	3sec.-restart	3sec.-restart	*5sec.-restart

FOLLOWING EXCHANGE OF POSSESSION

		RUN PLAY	VICTORY
1.	Defense has 3 time outs called at 1st dn - 2nd - 3rd.	15 seconds	6 seconds
2.	Defense has 2 time outs called at 2nd dn – 3rd.	50 seconds	36 seconds
3.	Defense has 1 time out called at 3rd dn.	1:15 seconds	1:05 seconds
4.	Defense has 0 time outs.	2:10 seconds	1:55 seconds

FOLLOWING A GAINED FIRST DOWN

		RUN PLAY	VICTORY
1.	Defense has 3 time outs called at 1st dn – 2nd – 3rd.	40 seconds	31 seconds
2.	Defense has 2 time outs called at 2nd – 3rd.	1:44 seconds	57 seconds
3.	Defense has 1 time out called at 3rd.	2:17 seconds	1:30 seconds
4.	Defense has 0 time outs.	2:47 seconds	2:20 seconds

EXTRA POINT RULE OF THUMB

AHEAD BY	BEHIND BY
10 - KICK	**10 - GO FOR TWO**
9 - KICK	**9 - GO FOR TWO**
8 - KICK	8 - KICK
7 - KICK	7 - KICK
6 - KICK	**6 - GO FOR TWO**
(consider psych advantage- two pts)	**(consider your FG team success %)**
5 - GO FOR TWO	**5 - GO FOR TWO**
4 - GO FOR TWO	4 - KICK
3 - KICK	3 - KICK
2 - KICK	**2 - GO FOR TWO**
1 - GO FOR TWO	1 - KICK
0 - KICK	

PLAY CHART

TEAM:	DATE:	PAGE:

F=FUMBLE   P=PENALTY   TD=TOUCHDOWN   2PT=2 POINT CONVERSION
S=SACK   C=COMPLETION   I=INCOMPLETE PASS   R=RUN(PASS PLAY)
OPTION PLAYS: T=TBACK   Q=QB   H=H-ZBACK

EX	YD	DN-DIST	FORM-MO-PLAY	RESULT	COVER

GAME REVIEW

TEAM:	DATE:	POSITION:

EXECUTE = + OR -   **F=FUMBLE**   **P=PENALTY**   **TD=TOUCHDOWN**
S=SACK   **C=COMPLETION**   **INC=INCOMPLETE PASS**   **R=RUN (PASS PLAY)**

TOTAL # OF + PLAYS	TOTAL # OF – PLAYS	TOTAL PLAYS	+ EXECTION %

#	PLAY	EXECUTE	NOTES

QUALITY CONTROL - OFFENSE

Date: ___/___/___

location: _____ LC pts:_____

Opponent: _____ Opp. pts:___

EFFICIENCY GOAL=67%

RUN=+4 yards or more/1st down/Goal=half distance to goal.

PASS=+6 yards or more/1st down/Goal=half distance to goal.

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PLAY: RUN	(+)	(-)	%	yds per attempt	avg	attempts / total yds
RUN TOTALS		**EXEC.**				

PLAY: PASS	(+)	(-)	%	yds per attempt	avg	attempts / total yds
PASS TOTALS		**EXEC.**				

GAME TOTALS		**EXEC.**	

GOALS	SCORE	EXEC.	BALL SEC.	PLAYS-#	TIME	4th QTR	BIG PLAYS
luther							
opponent							
totals (+/-)							