

CAL CALLSHEET

<p style="text-align: center; color: blue; font-weight: bold;">BASE RUNS</p> <p>We sort our runs according to concept. For example all our Zone Runs come first then all our Trap plays, etc.</p>		<p style="text-align: center; color: blue; font-weight: bold;">3-STEP</p> <p>We sort our three step throws by concept. For example all our hitches come first followed by slant, Y-Stick, Etc.</p>		<p style="text-align: center; color: blue; font-weight: bold;">SCREENS</p> <p>All of our bubble screens, followed by WR slip screens, followed by our Dropback screen game</p>		<p style="text-align: center; color: blue; font-weight: bold;">REMINDERS</p> <p>I always list seven reminders. I will glance down at them in between a series. This helps me stick to the plan and also will remind me of a thought or "must call" that I had during the week.</p>
		<p style="text-align: center; color: blue; font-weight: bold;">5-STEP</p> <p>We sort our 5-Step game by concept. For example our verticle package will be followed by our hook package, etc.</p>		<p style="text-align: center; color: blue; font-weight: bold;">MOVEMENTS</p> <p>All motions and shifts that we have in for the week.</p>		<p style="text-align: center; color: blue; font-weight: bold;">HOME RUN PLAYS</p> <p>I try to break a tendency or take advantage of a defensive tendency with one or two Home runs per game.</p>
<p style="text-align: center; color: blue; font-weight: bold;">ACTION PASS</p> <p>Off all our runs we install a action pass. We define a action pass as a play in which we play-fake one direction and throw to a receiver crossing the field in the opposite direction.</p>				<p style="text-align: center; color: blue; font-weight: bold;">BEST PLAYER</p> <p>What ways do we have to get the ball to our best player. Usually these are ways the defense has not saw before.</p>		<p style="text-align: center; color: blue; font-weight: bold;">COVER 2 BEATERS</p> <p>Plays that take advantage of cover 2</p>
<p style="text-align: center; color: blue; font-weight: bold;">PLAY PASS</p> <p>A play pass is a when we play fake in the pocket and throw the ball down the field.</p>		<p style="text-align: center; color: blue; font-weight: bold;">7-STEP</p> <p>All of our 7-step passes. Sorted by concept.</p>		<p style="text-align: center; color: blue; font-weight: bold;">VS "0" BLITZ</p> <p>We always have a play to beat man blitz and a play to convert a 1st down vs man blitz</p>		<p style="text-align: center; color: blue; font-weight: bold;">COVER 4 BEATERS</p> <p>Plays that take advantage of cover 4</p>
				<p style="text-align: center; color: blue; font-weight: bold;">VS ZONE BLITZ</p> <p>List the plays that you like vs fire zones.</p>		<p style="text-align: center; color: blue; font-weight: bold;">COVER 3 BEATERS</p> <p>Plays that take advantage of cover 3</p>
				<p style="text-align: center; color: blue; font-weight: bold;">NICKEL RUNS</p> <p>Runs that you like vs pass defense. Usually called in long yardage situations.</p>		<p style="text-align: center; color: blue; font-weight: bold;">SEVEN MAN PROTECTIONS</p> <p>Plays that enable us to protect and throw the ball down the field.</p>

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<p style="text-align: center;">OPENERS</p> <p>Lets you maintain balance. Try to see how defense is going to line up to your formations.</p> <p style="text-align: center;">1ST DOWN EARNED</p> <p>Plays that are called after we make a 1st down.</p>		<p style="text-align: center;">3RD 1 OR LESS</p> <p>Have a identity. Don't worry if opponent knows what is coming.</p> <p style="text-align: center;">4TH DOWN</p> <p>Have a play for 4th & 7-10 4-6 2-3 1</p> <p style="text-align: center;">SHORT-YARDAGE</p> <p>Have a list of plays that the team feels comfortable running when you need a couple of yards.</p> <p style="text-align: center;">ROB THE RUN PLAN</p> <p>What is our plan for when teams Blitz off the edges trying to stop our spread running game.</p> <p style="text-align: center;">COMING OUT</p> <p>Plays that we run in the shadow of our own goal post.</p> <p style="text-align: center;">DIESEL</p> <p>Package we have for a particular player.</p>		<p style="text-align: center;">GREEN ZONE RUNS</p> <p>Runs we like going in to score.</p> <p style="text-align: center;">GREEN ZONE PASSES</p> <p>Passes we like going in to score. Try and call passes that you are likely not to take a sack with. Stay in field goal range.</p> <p style="text-align: center;">GREEN ZONE ATTACKERS</p> <p>Plays that attack a scheme, tendency or player. Be aggressive in the score area.</p> <p style="text-align: center;">3RD & 1 GREEN ZONE</p> <p>I like tight formations with some pre-snap movements. Use best runs.</p> <p style="text-align: center;">4TH DOWN GREEN ZONE</p> <p>Have a play for 4th & 7-10 4-6 2-3 1</p> <p style="text-align: center;">PLUS 10 GREEN ZONE</p> <p>I think that 1st and goal form the 6-10 needs to be treated differently. Hard to pound the ball in from the 7 yd line. Be aggressive, have package.</p> <p style="text-align: center;">GOAL-LINE</p> <p>Have a definite set of plays that have been rehearsed to perfection. I like base plays that are ran off pre-snap movements. We start goal-line offense on the 4 yard line.</p> <p style="text-align: center;">2 POINT PLAY</p> <p>Always have at least two 2 point plays ready.</p>		<p style="text-align: center;">4 MINUTE OFFENSE</p> <p>A list of plays that you are going to run when you need to run out the clock. Practice it, snap ball with 2 seconds left on the play clock. Stay in bounds make official take ball away from runner.</p> <p style="text-align: center;">2 MINUTE OFFENSE</p> <p>Practice every day. Have a specific set of plays. Never trade yardage for time (unless its to convert) Get out of bounds. Teach offense to get 1st downs and touchdowns will come.</p>
<p style="text-align: center;">2ND & LONG</p> <p>Try and get back into a manageable 3rd down.</p> <p style="text-align: center;">2ND & MEDIUM</p> <p>Best down in football. Most defense's have a tendency for this Down & Dis. Take advantage of this tendency.</p> <p style="text-align: center;">2ND & SHORT</p> <p>Have a conversion play and a attack play.</p>						
<p style="text-align: center;">3RD 7-10</p> <p>Call this according to the game situation. If winning or with bad field position be more conservative. Calls are usually Draws, Screens, and Verticals.</p> <p style="text-align: center;">3RD 4-6</p> <p>Call plays to the sticks. Do not be afraid to throw the ball down the field.</p> <p style="text-align: center;">3RD 2-3</p> <p>Usually are best runs and a couple of action passes off those runs.</p>						