## **OFFENSIVE GAME PLAN FORM**

Game:	Game Date:		
3RD & 1 TO 2 YARDS	GOAL LINE	RED AREA	
1	Runs	Runs	
2	1	_ 1	
3	2		
4	3		
5	4		
6	Passes 3rd & Goal At 6-9	Passes (Tring)	
3RD & 3TO 6 YARDS	1	-   . `	
Runs	2		
	3		
1	4		
2	5	_   4 4	
3	2 point Play	COMING OUT	
4	1		
Passes	2	-1 to -6 Runs	
1	3	_ 1	
2	4	_ 2	
3		_ 3	
4	<u>1ST AT 7, 8, 9</u>	4	
5	Runs	-1 to -6 Pass	
6	1	_ 1	
	2	_	
3RD & 7 YARDS	3		
Runs	Passes	Runs	
1	1	1	
2	2	2	
3	3	3	
4		4	
Passes (Balanced) (Trips)	1 PLAY TO WIN	Passes (Balanced) (Trips)	
1 1	30+ 20-29	-   . `	
2 2	10-19	-   _	
3 3	Under 10 Pass	-	
4 4	Under 10 Run	- <b> </b>	
5 5	Onder To Hull	_	
3RD DOWN NOTES	GOAL LINE NOTES	RED AREA & COMING OUT NOTES	
		-	

**DECEPTIONS** 

1	1. Play	1		
2	2. 3rd & less than 1			
3	3. 3rd & 1 to 2			
4	4. 3rd & 3 to 6			
5	5. 3rd & 17+			
6	6. 1st & 19 (7,8,9)		BEST DEEP SHOTS	
7	7. Play-action drop	1		
8	8. Drop back deep			
9.	9. Deception			
10.	10. 2 Pt. play			
11				
12	HALF-TIME ADJUSTMENTS		BEST % THROWS	
13	1	1		
14.	2	2		
15	3	3		
16.	4	4		
17	5	5		
18	6			
19			BLITZ GAME	
	1ST DOWN PASSES	1		
20	1	2		
21	2	3		
22	3	4		
23	4	5		
24	5			
25	6		<u>EITHER / ORS</u>	
26	Reminders:	1		
27		2		
28		3		
29.		4		
30		5		
SPECIAL SITUATIONS				
SCREENS & REVERSES	TWO MINUTE OFF.		END OF GAME	
1	1	1		
2	2	2		
3	3			
4	4			
5	5			

<u>1ST</u>

**FIRST HALF**