

# **PRACTICE/GAME PLANNING PHILOSOPHY**

**ATHLETIC COORDINATOR / HEAD FOOTBALL COACH  
TP MILLER**





# JOHNSON STAFF



## OFFENSE

**MICHAEL BURO (OC/QB)**

**JOHN MCGARVEY (OL)**

**JOSEPH COLLAZO (ASST. OL)**

**RYAN REDDING (WR)**

**EMERSON ALLEN (RB)**

**MIKE GRIFFITH (TE)**

## DEFENSE

**MICHAEL MULL (DC/LB)**

**WILLIAM GOODLOE (DLIN)**

**CLAY MEADOR (DLIN)**

**MICHAEL CASTRO (DB)**

**KYLE LENGYEL (CB)**

## ATHLETIC TRAINERS

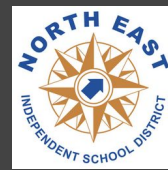
**VIKTORIA MORROW**

**ELISE HUGGINS**

## ADMINISTRATION

**CANDACE PEARSON ( PRINCIPAL )**

**JAY GOVAN (ATHLETIC DIRECTOR)**





# JOHNSON HIGH SCHOOL



## ENROLLMENT

**3,182 STUDENTS**  
**300 FOOTBALL ATHLETES**  
**6A DIVISION 1**

## LOCATION

**SAN ANTONIO, TEXAS**

## RECORD

**2020 SEASON 9-1**  
**2021 SEASON 10-1**  
**( 2022 SEASON 7-4 )**  
**( 2023 SEASON 10-2 )**  
**( 2024 SEASON 10-2 )**





# PRACTICE PHILOSOPHY



## ★ PLAN

- PRE PRACTICE & POST PRACTICE

## ★ ORGANIZATION

- COORDINATORS DISCRETION - O/D PRE-PRACTICE MEETING

## ★ PERSIST

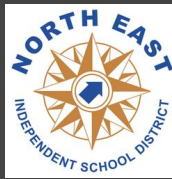
- WHAT IS THE DESIRED OUTCOME? STRIVE FOR WHAT MAKES US BETTER

## ★ LEARN

- MAKE MISTAKES, LEARN FROM THEM, FIX THEM

## ★ ADJUST

- BE FLEXIBLE, BE WILLING TO CHANGE AND ADAPT

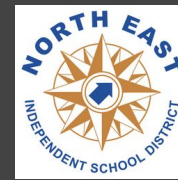




# **PRACTICE EFFICIENCY & EFFECTIVENESS**



- ★ **GOOD ON GOOD**
  - **TEAM WALK/TEAM TAKE OFF/PODS/BLITZ PICK UP**
- ★ **SCOUTS**
  - **MAXIMIZE REPS (VERBIAGE, VERTICAL ALIGNMENT) GoRout**
- ★ **SCOUT QB / LB**
  - **GIVE OWNERSHIP**
- ★ **PRESCRIPTION OF PERIOD**
  - **WHAT IS THE NEED OF THE PERIOD/DRILL FOR THE WEEK?**

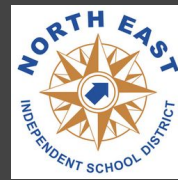




# MISCELLANEOUS



- ★ **HAVE TO KNOW WHAT YOUR TENDENCIES ARE IN A SCENARIOS**
  - **USE THEM TO YOUR ADVANTAGE**
- ★ **HAVE AN IDEA OF OPPONENT BASED OFF-SEASON STUDY OF 'MUST WIN' GAMES**
  - **USE PRIOR GAMES AS SET-UPS IF POSSIBLE**
    - **PLAY TO WIN, BUT UNDERSTAND WHEN YOU CAN GET AWAY WITH STUFF**
- ★ **PLAY YOUR BEST 11 & KNOW THEIR STRENGTH**
  - **ADAPT TO YOUR PERSONNEL STRENGTH**





# JOHNSON DEFENSIVE STAFF



**MICHAEL CASTRO**

SECONDARY  
SCOUT O-LINE  
FRONT PODS LEAD  
SECONDARY INDY

**CLAY MEADOR**

DEFENSIVE LINE  
SCOUT - VARSITY D-LINE  
PODS - VARSITY D-LINE  
D-LINE INDY

**WILLIAM GOODLOE**

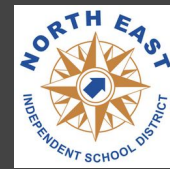
DEFENSIVE LINE  
D-LINE INDY  
PODS - VARSITY D-LINE

**KYLE LENGYEL**

SECONDARY  
SCOUT - J.V. SKILLS  
PASS HOLE - VARSITY SECONDARY  
SAFETY INDY

**MICHAEL MULL**

D.C. / ASSISTANT  
DEFENSIVE ORGANIZATION  
FLOAT  
LINEBACKER INDY

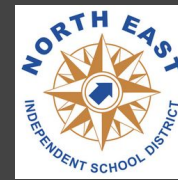




# GAME PLANNING 1ST & 2ND DOWN



- ★ **IDENTITY OF THE PLAY CALLER > PERCENTAGES & PLAYS**
- ★ **HOW DOES RESULT OF 1ST IMPACT 2ND DOWN**
  - **'WADE RULE'**
    - **NEGATIVE RUN (< 3 YARDS) ON 1ST DOWN = 2ND DOWN PASS**
    - **NEGATIVE PASS (< 3 YARDS) ON 1ST DOWN = 2ND DOWN RUN**
- ★ **HOW DOES FIELD POSITION, SUDDEN CHANGE, CLOCK & SCORE IMPACT 1ST & 2ND DOWN?**
  - **HUDL & COMPUTERS CAN'T ANALYZE THESE**
- ★ **HOW DOES POSITIVE OR EXPLOSIVE PLAYS ON 1ST DOWN IMPACT THE NEXT CALL?**
- ★ **EVERY OFFENSE HAS AN IDENTITY, IT'S OUR JOB TO TRY AND FIND IT**
  - **RUNNING BACK IN RELATION TO THE FORMATION?**
  - **PRE-SNAP NUMBERS?**
  - **POST-SNAP CONFLICT DEFENDERS?**





| 3RD/DIST | R/P | #PLAYS | %PLAYS |
|----------|-----|--------|--------|
| 1        | R   |        |        |
| 1        | P   |        |        |
| 2        | R   |        |        |
| 2        | P   |        |        |
| 3        | R   |        |        |
| 3        | P   |        |        |
| 4        | R   |        |        |
| 4        | P   |        |        |
| 5        | R   |        |        |
| 5        | P   |        |        |
| 6        | R   |        |        |
| 6        | P   |        |        |
| 7        | R   |        |        |
| 7        | P   |        |        |
| 8        | R   |        |        |
| 8        | P   |        |        |
| 9        | R   |        |        |
| 9        | P   |        |        |
| 10       | R   |        |        |
| 10       | P   |        |        |
| 11       | R   |        |        |
| 11       | P   |        |        |
| 12       | R   |        |        |
| 12       | P   |        |        |
| 13       | R   |        |        |
| 13       | P   |        |        |
| 14       | R   |        |        |
| 14       | P   |        |        |
| 15+      | R   |        |        |
| 15+      | P   |        |        |

| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |

3RD 1-2

| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |

3RD &amp; 7-8

| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |

3RD 3-4

| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |

3RD &amp; 9-10

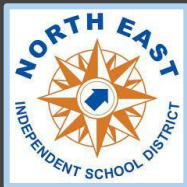
| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |



3RD &amp; 5-6

| PERS | R/P | #PLAYS | %PLAYS |
|------|-----|--------|--------|
| 10   | R   |        |        |
| 10   | P   |        |        |
| 11   | R   |        |        |
| 11   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 20   | R   |        |        |
| 20   | P   |        |        |
| 12   | R   |        |        |
| 12   | P   |        |        |
| 22   | R   |        |        |
| 22   | P   |        |        |
| 0    | R   |        |        |
| 0    | P   |        |        |
| 13   | R   |        |        |
| 13   | P   |        |        |

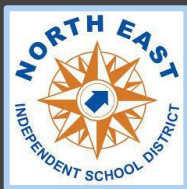
3RD &amp; 11+





|  <b>OPPONENT:</b> |         |       |     | <b>PERS:</b>  |         |       |     |
|---|---------|-------|-----|---|---------|-------|-----|
| SET:  | MOTION: | BACK: | FIB | SET:  | MOTION: | BACK: | FIB |
| ○ ○ ■ ○ ○   |         |       |     | ○ ○ ■ ○ ○   |         |       |     |
| ○ ○ ■ ○ ○   |         |       |     | ○ ○ ■ ○ ○   |         |       |     |
| ○ ○ ■ ○ ○   |         |       |     | ○ ○ ■ ○ ○   |         |       |     |
| ○ ○ ■ ○ ○   |         |       |     | ○ ○ ■ ○ ○   |         |       |     |



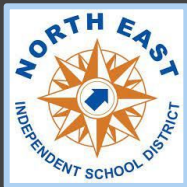


# BREAKING DOWN 3RD DOWN



- ★ CAN BE MORE PERCENTAGE BASED
- ★ LOOKING FOR BREAKING POINTS OF THE PLAY CALLER BASED ON DISTANCE
  - WHERE DO THE PERCENTAGES OF RUN, PASS OR RPO CHANGE?
- ★ ARE THERE PERSONNEL OR FORMATION BASED TIPS?
- ★ DO ROUTE CONCEPTS CHANGE ON 3RD DOWN?
- ★ SCHEME BASED OR TRYING TO GET THE BALL IN A PARTICULAR PLAYER'S HANDS?
- ★ IS THERE CHANGES IN PROTECTION TYPE BASED ON DISTANCE THAT WILL DICTATE ROUTES
- ★ SELF-EVALUATION
  - WHAT ARE OUR DEFENSIVE TENDENCIES? (STUNTS, COVERAGE, SHELLS, BOX, ETC.)
  - WHAT ARE THEIR FAVORITE CONCEPTS vs SIMILAR DEFENSIVE FRONTS, COV., NUMBERS





# GAME PLANNING SCHEDULE



| DAY | PLAY CALLER EMPHASIS  |
|-----|---|
| SAT | WATCH GAMES AS A WHOLE - NO TAGS (WHERE & HOW ARE THEY ATTACKING OPPONENTS) |
| SUN | 1ST & 2ND DOWN TENDENCIES - OFFENSIVE IDENTITY                              |
| M   | 3RD DOWN TENDENCIES - SCHEME? PLAYER DRIVEN? WHEN & HOW TO ATTACK?          |
| T   | BACKED-UP, RED ZONE & GOAL-LINE - REVISIT 1ST & 2ND DOWN                    |
| W   | SPECIAL SITUATIONS - REVISIT 3RD DOWN                                       |
| TH  | FINALIZE CALL SHEET   |

**ALLOWS POSITION COACHES TO STUDY  
INDIVIDUAL OPPONENT PLAYER  
TENDENCIES TO HELP WITH INDY DRILL  
LOOKS & STUDY MATERIAL CUT-UPS**

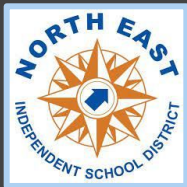
## **EXAMPLES:**

**D LINE COACH - STUDIES OFFENSIVE LINE  
LOOKS & MECHANICS**

**CORNER COACH - STUDIES RELEASES &  
BLOCK ANGLES OF PERIMETER  
DEFENDERS**

**SAFETY COACH - STUDIES QB DROPS AND  
THROWS**





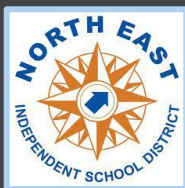
# PRACTICE EMPHASIS PER DAY



| DAY OF WEEK | EMPHASIS   |
|-------------|--|
| MONDAY      | 1ST & 2ND DOWNS - BASE CALLS & ALIGNMENT ADJUSTMENTS   |
| TUESDAY     | 3RD DOWNS - NEED CHAINS*                               |
| WEDNESDAY   | SCENARIO BASED PLAY CALLING - NEED CHAINS*             |
| THURSDAY    | REVISIT 3RD DOWNS / ADJUSTMENTS (MORE WALK-THRU TEMPO) |



GOOD ON GOOD VS OFFENSE ALSO REFLECTS THE EMPHASIS OF THE DAY



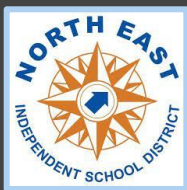


# EXAMPLES OF PRACTICE PLAN



|  |        | JOHNSON DEFENSIVE PRACTICE |         |                               |                 |                |         |  |  |
|---|--------|----------------------------|---------|-------------------------------|-----------------|----------------|---------|---|--|
|   |        | MONDAY                     | 8/26/24 | JUDSON                        | FULL PADS       | PRACTICE #1    | WEEK 0  |   |  |
| PERIOD TYPE   | PERIOD | MINUTES                    | TIME    | D-LINE                        | LINEBACKERS     | SAFETIES       | CORNERS | NOTES   |  |
| TEAM  |        | 10                         | 6:15    | TEAM MEETING                  |                 |                |         | DON'T ALLOW ANYBODY TO BE LATE. - MUST HAVE SOMETHING TO WRITE ON & WITH            |  |
| DEFENSE   |        | 10                         | 6:25    | SPECIAL TEAMS                 |                 |                |         |   |  |
| TRANSITION  |        | 20                         | 6:35    | UNIT MEETINGS                 |                 |                |         |   |  |
| LIFT  |        | 5                          | 6:55    | TRANSITION OUTSIDE            |                 |                |         |   |  |
| TRANSITION  |        | 5                          | 7:00    | SPECIALTY                     |                 |                |         |   |  |
| SPECIAL TEAMS   |        | 15                         | 7:05    | WALK-THRU                     |                 |                |         |   |  |
| TRANSITION  |        | 5                          | 7:20    | STRETCH                       |                 |                |         |   |  |
|   |        |                            |         |                               |                 |                |         |   |  |
| SPECIAL TEAMS   | 1      | 15                         | 7:25    | SPECIAL TEAMS                 |                 |                |         |   |  |
|   | 2      |                            | 7:30    |                               |                 |                |         |   |  |
|   | 3      |                            | 7:35    |                               |                 |                |         |   |  |
| T.T.O.  | 4      | 5                          | 7:40    | T.T.O. w/ OFFENSE             |                 |                |         | 1s - 2s - 1s  |  |
| CIRCUIT   | 5      | 10                         | 7:45    | HIT THE SLED                  |                 |                |         |   |  |
|   | 6      |                            | 7:50    | TACKLE CIRCUIT                |                 |                |         |   |  |
| INDY  | 7      | 10                         | 7:55    | INDY                          |                 |                |         |   |  |
|   | 8      |                            | 8:00    |                               |                 |                |         |   |  |
|   | 9      | 10                         | 8:05    | RUN FIT PODS (SLOW FLOW RUNS) |                 |                |         |   |  |
|   | 10     |                            | 8:10    |                               |                 |                |         |   |  |
| GOOD ON GOOD  | 11     | 10                         | 8:15    | 1on1                          | 7on7 w/ OFFENSE |                |         |   |  |
|   | 12     |                            | 8:20    |                               |                 |                |         |   |  |
|   | 13     | 10                         | 8:25    | INSIDE                        |                 | PERIMETER      |         |   |  |
|   | 14     |                            | 8:30    |                               |                 |                |         |   |  |
| GROUP   | 15     | 15                         | 8:35    | GROUP RUN FITS (SLOW FLOW)    |                 | DROPS OFF QB   |         | SWITCH SCOUTS AT 15   |  |
|   | 16     |                            | 8:40    |                               |                 | PERIMETER FIRE |         |   |  |
|   | 17     |                            | 8:45    |                               |                 |                |         |   |  |
|   | 18     | 10                         | 8:50    | INDY                          | SCRAMBLE DRILL  |                |         |   |  |
|   | 19     |                            | 8:55    |                               |                 |                |         |   |  |
| TEAM  | 20     | 15                         | 9:00    | TEAM vs SCOUTS                |                 |                |         |   |  |
|   | 21     |                            | 9:05    |                               |                 |                |         |   |  |
|   | 22     |                            | 9:10    |                               |                 |                |         |   |  |
| CONDITIONING  | 23     | 5                          | 9:15    | GAME SIMULATION               |                 |                |         |   |  |





# EXAMPLES OF SCOUT SCRIPTS



## TUESDAY (3RD DOWN EMPHASIS)

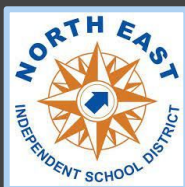
| PLAY # | TYPE   | PERS. | PLAY STYLE       | DWN | DIST | BALL YD LN | MARKER YD LN | SCENARIO               |
|--------|--------|-------|------------------|-----|------|------------|--------------|------------------------|
| 1      | RUN    | HVY   | BASE RUN         | 3RD | 3    | 3          | GL - 3       | 3RD & GL (AFTER +PASS) |
| 2      | PASS   | BASE  | QUICK GAME       | 3RD | 3    | 3          | GL - 3       | 3RD & GL (AFTER -RUN)  |
| 3      | PASS   | HVY   | PLAY ACTION PASS | 3RD | 3    | 3          | GL - 3       | 3RD & GL (AFTER +RUN)  |
| 4      | PASS   | HVY   | BASE RUN         | 3RD | 1    | -15        | -16 - 3      | 3RD & SHORT            |
| 5      | RUN    | BASE  | BASE RUN         | 3RD | 2    | -15        | -17 - 3      | 3RD & SHORT            |
| 6      | PASS   | BASE  | QUICK GAME       | 3RD | 3    | -15        | -18 - 3      | 3RD & SHORT            |
| 7      | RUN    | HVY   | BASE RUN         | 3RD | 3    | -15        | -18 - 3      | 3RD & SHORT            |
| 8      | GADGET | BASE  | BASE RPO         | 3RD | 4    | -15        | -19 - 3      | 3RD & MEDIUM           |
| 9      | RUN    | BASE  | PERIMETER RUN    | 3RD | 4    | -15        | -19 - 3      | 3RD & MEDIUM           |
| 10     | PASS   | BASE  | QUICK GAME       | 3RD | 5    | -15        | -20 - 3      | 3RD & MEDIUM           |
| 11     | PUNT   | BASE  | PERIMETER RUN    | 3RD | 5    | -15        | -20 - 3      | 3RD & MEDIUM           |
| 12     | PASS   | BASE  | QUICK GAME       | 3RD | 6    | -15        | -21 - 3      | 3RD & NORMAL           |
| 13     | PASS   | BASE  | PERIMETER RUN    | 3RD | 6    | -15        | -21 - 3      | 3RD & NORMAL           |
| 14     | RUN    | BASE  | DROP BACK PASS   | 3RD | 7    | -15        | -22 - 3      | 3RD & NORMAL           |
| 15     | PASS   | BASE  | DROP BACK PASS   | 3RD | 7    | -15        | -22 - 3      | 3RD & NORMAL           |
| 16     | PASS   | BASE  | DROP BACK PASS   | 3RD | 8    | -15        | -23 - 3      | 3RD & LONG             |
| 17     | RUN    | BASE  | DROP BACK PASS   | 3RD | 8    | -15        | -23 - 3      | 3RD & LONG             |
| 18     | PASS   | BASE  | DROP BACK PASS   | 3RD | 9    | -15        | -24 - 3      | 3RD & LONG             |
| 19     | RUN    | BASE  | TUNNEL SCREEN    | 3RD | 10   | -15        | -25 - 3      | 3RD & LONG             |
| 20     | PASS   | BASE  | MAX PROTECT PASS | 3RD | 10   | -15        | -25 - 3      | 3RD & LONG             |
| 21     | RUN    | BASE  | MAX PROTECT PASS | 3RD | 11   | -15        | -26 - 3      | 3RD & EXTRA LONG       |
| 22     | PASS   | BASE  | RB SCREEN        | 3RD | 12   | -15        | -27 - 3      | 3RD & EXTRA LONG       |
| 22     | RUN    | BASE  | DRAW RUN         | 3RD | 15   | -15        | -30 - 3      | 3RD & EXTRA LONG       |

## WEDNESDAY (SITUATIONAL EMPHASIS)

| PLAY # | TYPE   | PERS. | PLAY STYLE             | DWN | DIST | BALL YD LN | MARKER YD LN | SCENARIO              |
|--------|--------|-------|------------------------|-----|------|------------|--------------|-----------------------|
| 1      | RUN    | BASE  | BASE RUN               | 1ST | 10   | 40         | 30 - 1       | P&10                  |
| 2      | PASS   | BASE  | FAST SCREEN PASS       | 2ND | 9    | 40         | 29 - 2       | WADE RULE             |
| 3      | PASS   | BASE  | QUICK GAME PASS        | 3RD | 5    | 40         | 25 - 3       | 3RD & MEDIUM          |
| 4      | PASS   | BASE  | VERTICAL ROUTE CONCEPT | 1ST | 10   | 40         | 30 - 1       | TAKE A SHOT           |
| 5      | RUN    | BASE  | STRETCH RUN            | 1ST | 10   | 40         | 30 - 1       | AFTER EXPLOSIVE PLAY  |
| 6      | PASS   | BASE  | POP PASS               | 2ND | 2    | 40         | 38 - 2       | POSITIVE 1ST DOWN     |
| 7      | RUN    | HVY   | BASE RUN               | 3RD | 2    | 40         | 39 - 3       | 3RD & SHORT (AFT INC) |
| 8      | GADGET | BASE  | TRICK PLAY             | 1ST | 10   | 40         | 30 - 1       | SUDDEN CHANGE (P&10)  |
| 9      | RUN    | BASE  | BASE RUN               | 2ND | 12   | 40         | 28 - 2       | WADE RULE             |
| 10     | PASS   | BASE  | DROP BACK PASS         | 3RD | 10   | 40         | 30 - 3       | 3RD & LONG            |
| 11     | PUNT   | BASE  | QUICK PUNT             | 4TH | 4    | 40         | 36 - 4       | QUICK PUNT            |
| 12     | PASS   | BASE  | POP PASS               | 1ST | 10   | 40         | 30 - 1       | P&10                  |
| 13     | PASS   | BASE  | QUICK GAME PASS        | 1ST | 10   | 20         | 10 - 1       | RED ZONE              |
| 14     | RUN    | BASE  | STRETCH RUN            | 2ND | 4    | 20         | 14 - 2       | POSITIVE PASS         |
| 15     | PASS   | BASE  | QUICK GAME PASS        | 3RD | 4    | 20         | 12 - 3       | AFTER NEGATIVE RUN    |
| 16     | PASS   | BASE  | FAST SCREEN PASS       | 1ST | 8    | 8          | 8 - 1        | GOALINE               |
| 17     | RUN    | BASE  | STRETCH RUN            | 2ND | 6    | 6          | 6 - 2        | AFTER NEGATIVE PASS   |
| 18     | PASS   | BASE  | FAST SCREEN PASS       | 3RD | 4    | 4          | 4 - 3        | 4 DOWN TERRITORY      |
| 19     | RUN    | HVY   | BASE RUN               | 4TH | 2    | 2          | 2 - 4        | AFTER NEGATIVE RUN    |
| 20     | PASS   | BASE  | 2 PT PLAY              |     |      |            | n/a          | 2 PT PLAY             |
| 21     | RUN    | BASE  | BASE RUN               | 1ST | 10   | -2         | -12 - 1      | P&10 (BU)             |
| 22     | PASS   | BASE  | QUICK GAME PASS        | 2ND | 8    | -2         | -10 - 2      | NEGATIVE RUN (BU)     |
| 22     | RUN    | BASE  | STRETCH RUN            | 3RD | 7    | -2         | -9 - 3       | 3RD & NORMAL (BU)     |







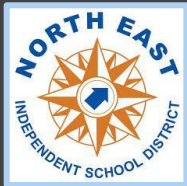
# EXAMPLES OF CALL SHEET



| 1ST DOWN                                  | 3RD DOWN                                  | OPPONENT TENDENCIES<br>FIELD POSITION | PERSONNEL<br>CAT PACKAGE   |
|---|---|---------------------------------------|----------------------------|
| <b>DRIVE STARTERS 67% R 33% P</b>         | <b>3RD &amp; LONG 7+ 70% R 30% P</b>      |                                       | <b>2 MAN</b>               |
| 1 INDIAN HEADS 2                          | 1 SOP FLOOD                               |                                       | 4                          |
| 2 INDIAN HEADS 6 CUT                      | 2 TB SCREEN / TB FLARE                    | <b>BACKED UP 100% RUN WK</b>          | 5                          |
| 3 MONEY HARD 2 COUGAR                     | 3 SLANTS / VERT OUT                       | QB ISO WK - (11P)                     | TY / FAIRLEY / ALEX / NICK |
| 4 INDIAN SLANT SHORT 2                    | <b>CALLS</b>                              | BAMA (20P) / F-CTR (20P)              | /                          |
| 5 INDIAN SLANT WIDE 2                     | FALCON / BUZZARD                          | PWR WK (20P) / QB TRK WK (11P)        | <b>DIME / NICKEL</b>       |
| 6   | STR/WK DOG                                | <b>COMING OUT 56% R 44% P</b>         | ROVER & GHOST OFF          |
|   | SMASH / GASH                              | INSIDE ZN                             | MOTL & SHAWN ON            |
| <b>2ND DOWN</b>                           | <b>3RD &amp; MED (4-7) 59% R 41% P</b>    | PWR RD WK                             | ROVER OFF - MOTL ON        |
| <b>2ND &amp; LONG 7+ 55% R 45% P</b>      | 1 PWR - RD WK (JET)                       | HITCH / NAKED                         | SMOKE 41 FREE / 2 MAN      |
| 1 ZN READ WK / STR                        | 2 PWR STR                                 | <b>OPEN FIELD 55% R 45% P</b>         |                            |
| 2 SWEEP STR / WK                          | 3 SOP - FLOOD                             | ZN RD WK / INSIDE ZN                  | <b>OKIE CALLS</b>          |
| 3 SOP / NAKED                             | 4 NAKED                                   | HITCHES / SOP                         | 1. OKIE PLUG 2             |
| <b>CALLS</b>                              | <b>CALLS</b>                              | ZN RD STR / PWR RD WK                 | 2. OKIE BLITZ 2            |
| \$ TKE PLUG(STR)TOM BLITZ(WK)             | MONEY HARD                                | <b>RED ZONE 68% R 32% P</b>           | 3. OKIE SMOKE UNDER 0      |
| ROD 3 / SMOKE 3                           | FALCON/ROD 3                              | INSIDE ZN                             | 4. OKIE ROD UNDER 0        |
| INDIAN SLANT (WIDE/SHORT)                 | READ                                      | PWR RD STR                            |                            |
| <b>2ND &amp; MED (4 - 7) 67% R 33% P</b>  | <b>3RD &amp; SHORT &lt; 4 64% R 36% P</b> | Q DART WK / Q CTR WK                  | <b>PWR STR / WK KILLER</b> |
| 1 PWR RD STR                              | 1 WHAM ISO WK/STR                         | <b>GOAL LINE 92% R</b>                | TAKE PLUG / FISH           |
| 2 ZN RD WK                                | 2 ZN RD WK                                | PWR RD WK                             | AMBUSH SPL STR PLUG        |
| 3 DIV ZN STR                              | 3 NAKED                                   | ZN RD STR                             | WEAK PLUG                  |
| <b>CALLS</b>                              | <b>CALLS</b>                              | Q PWR                                 |                            |
| \$ JET 2 COUGAR / FALCON/FISH/            | PLUG 3 / BLITZ 3                          | DIV ZN                                | AMBUSH SPLT WK BLITZ       |
| \$ TAKE PLUG                              | \$ TAKE PLUG 6                            | <b>3x1 CHECKS</b>                     | BITE                       |
| \$ SMOKE UNDER                            | INDIAN TAC BLITZ 3                        | 1 COUGAR                              | WEAK TOM BLITZ             |
| <b>2ND &amp; SHORT &lt; 4 67% R 33% P</b> |   | 2 ROPE                                |                            |
| 1 INSIDE ZN (QB)                          | <b>4TH DOWN</b>                           | 3 HALO                                |                            |
| 2 ZN RD STR (QB)                          | <b>4TH &amp; LONG (7+) 100% P</b>         | 4 STRAIGHT                            |                            |
| 3 SLANT-SLANT-OUT                         | <b>4TH &amp; 2+ R 50% P 50%</b>           | 5 FOX                                 |                            |
| <b>CALLS</b>                              | <b>4TH &amp; SHORT &lt; 2 100% R</b>      | <b>COVERAGE S</b>                     | <b>NOTES</b>               |
| INDIAN PINCH 0                            |   | 1 2 BUZZ / 4                          | RED 5                      |
| FISH/BITE - 0                             | <b>FIRE ZONE PRESSURES</b>                | 2 5                                   |                            |
| INDIAN JET ROD UNDER                      |   | 3 6                                   |                            |
| <b>PRESSURES</b>                          |   | 4 0                                   |                            |
| <b>COVER 0</b>                            | <b>COVER 3</b>                            | <b>GOALLINE (JUMBO PERSONNEL)</b>     | <b>REMINDERS</b>           |
| 1 LIGHTNING                               | 1 FALCON                                  | 1 INDIAN                              | AUTOMATIC KEY WHIP         |
| 2 THUNDER                                 | 2 FISH                                    | 2 INDIAN PINCH                        | READ                       |
| 3 GASH                                    | 3 BUZZARD                                 | 3 INDIAN OUT                          |                            |
| 4 SMASH                                   | 4 BITE                                    | 4                                     |                            |
| 5 AMBUSH 0                                | 5 STR/WK DOG                              | 5                                     |                            |







# **CONTACT INFORMATION**



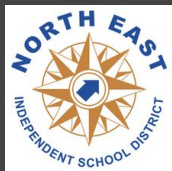
## **TP Miller**

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# DEFENDING DOWNS MULTIPLE COVERAGES

**ATHLETIC COORDINATOR / HEAD FOOTBALL COACH  
TP MILLER**





# 3-4 OVERVIEW



- ★ FLEXIBILITY AGAINST MULTIPLE OFFENSES (ADAPT)
- ★ DISGUISE PRESSURE/PACKAGES (READ QTRS/COVER 3 VARIATIONS/COVER 4/SPLIT FLD)

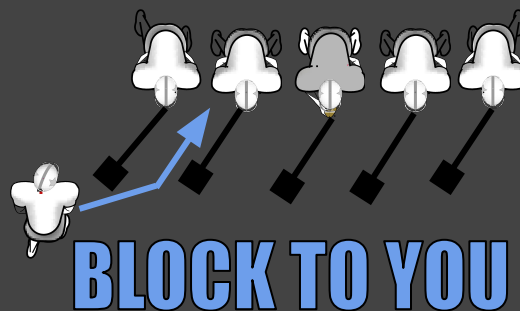
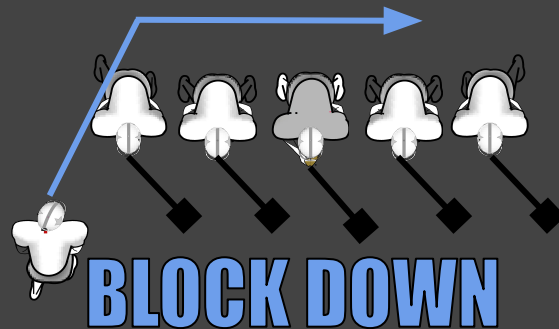




# MISCELLANEOUS



- ★ **READ (2/4)**
- ★ **FISH/FALCON = FIELD SIDE/STRONG SIDE (3/0)**
- ★ **BITE/BUZZARD = BOUNDARY/WEAK SIDE (3/0)**
- ★ **3-3-5 PACKAGE (2/3/4)**
- ★ **READ TECHNIQUE (KEY OT OR TE KEY EMOLS)**
  - **BLOCKS DOWN = HEEL LINE (TAKE DIVE)**
  - **BLOCKS TO YOU = CROSS FACE**
- ★ **BLITZ FEEDER (CONTAIN)**
  - **TURN THE BALL BACK INSIDE**



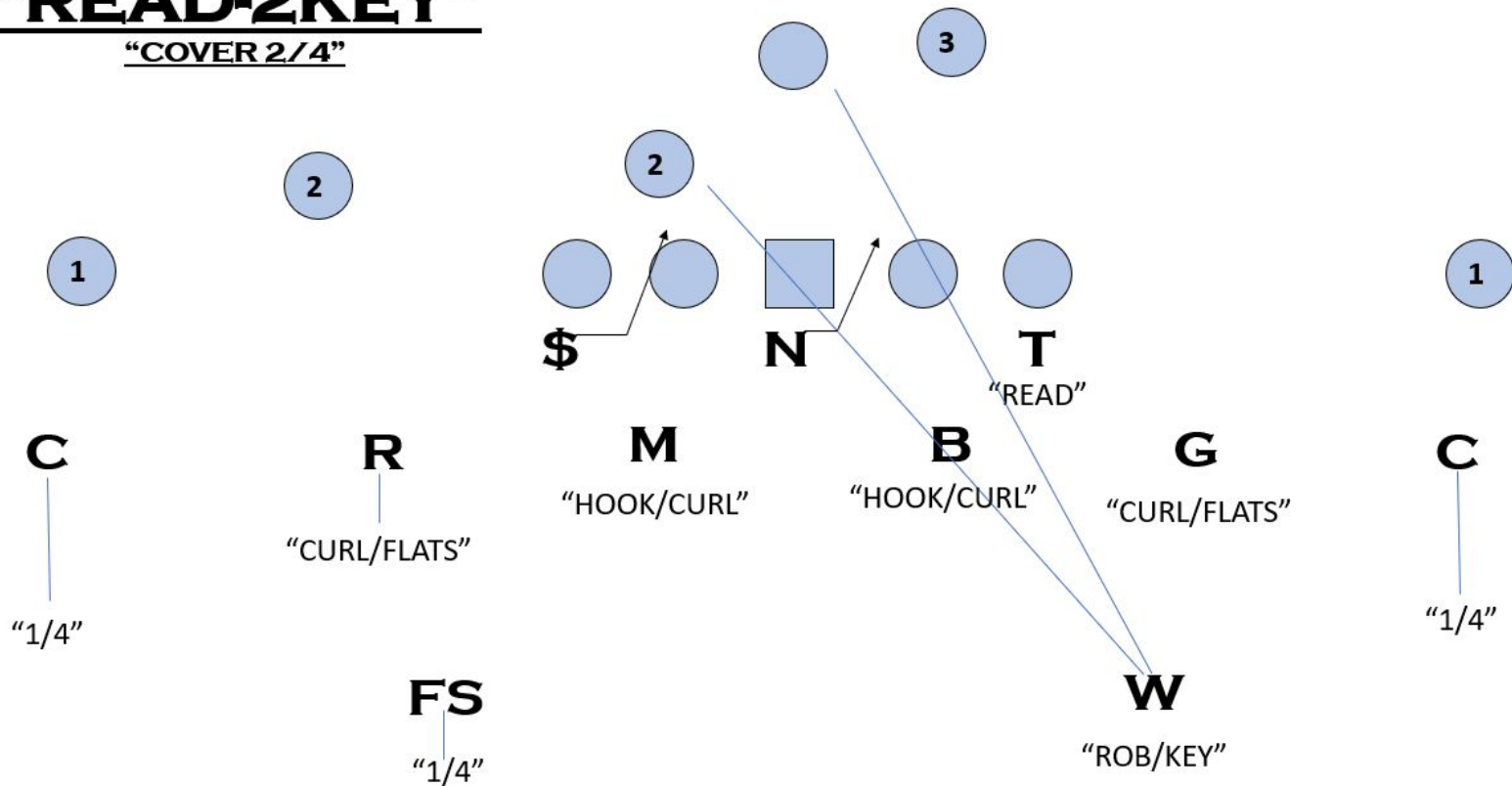


# READ - KEY



## "READ-2KEY"

"COVER 2/4"



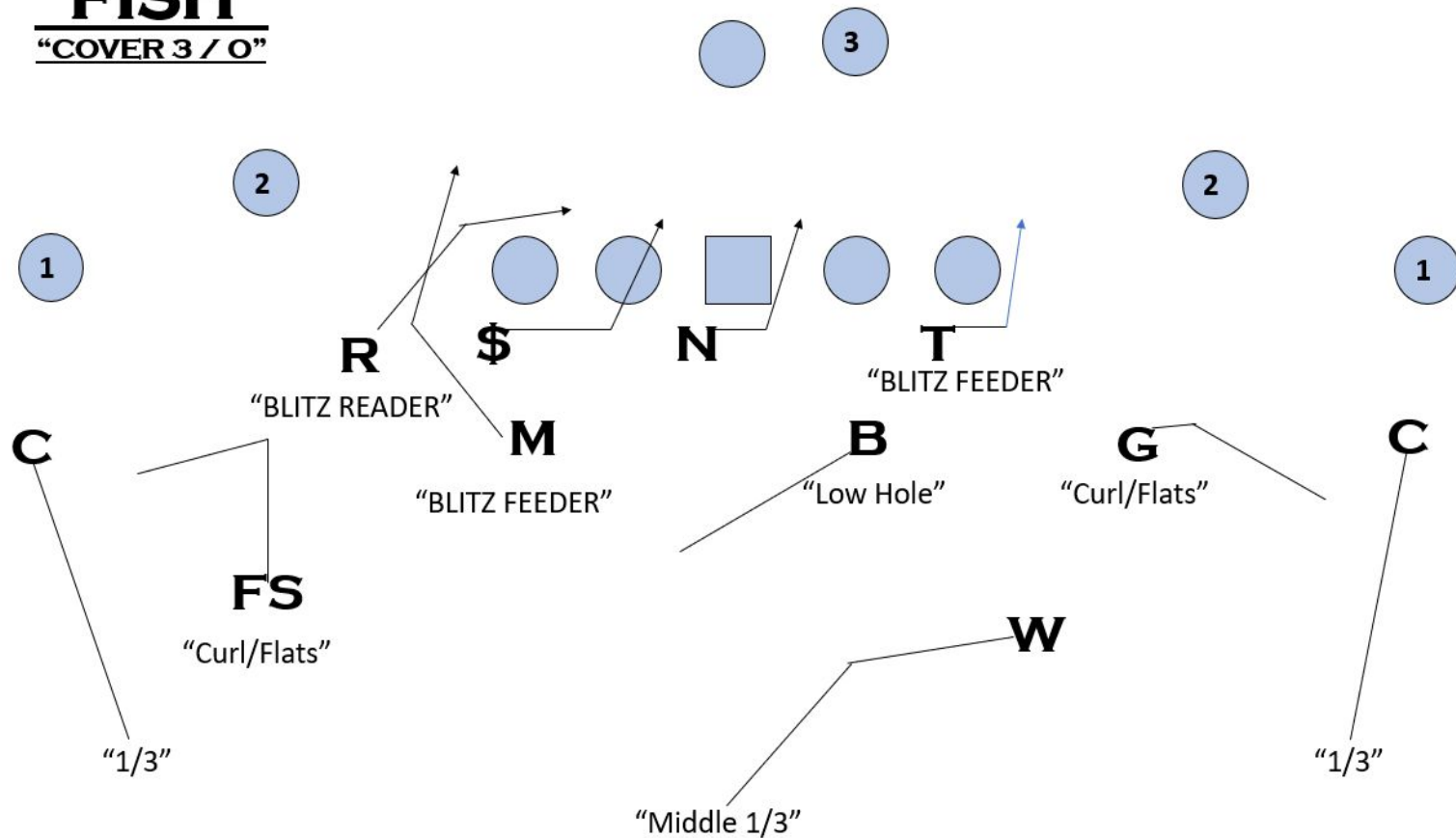


# FISH & FALCON



**"FISH"**

**"COVER 3 / O"**



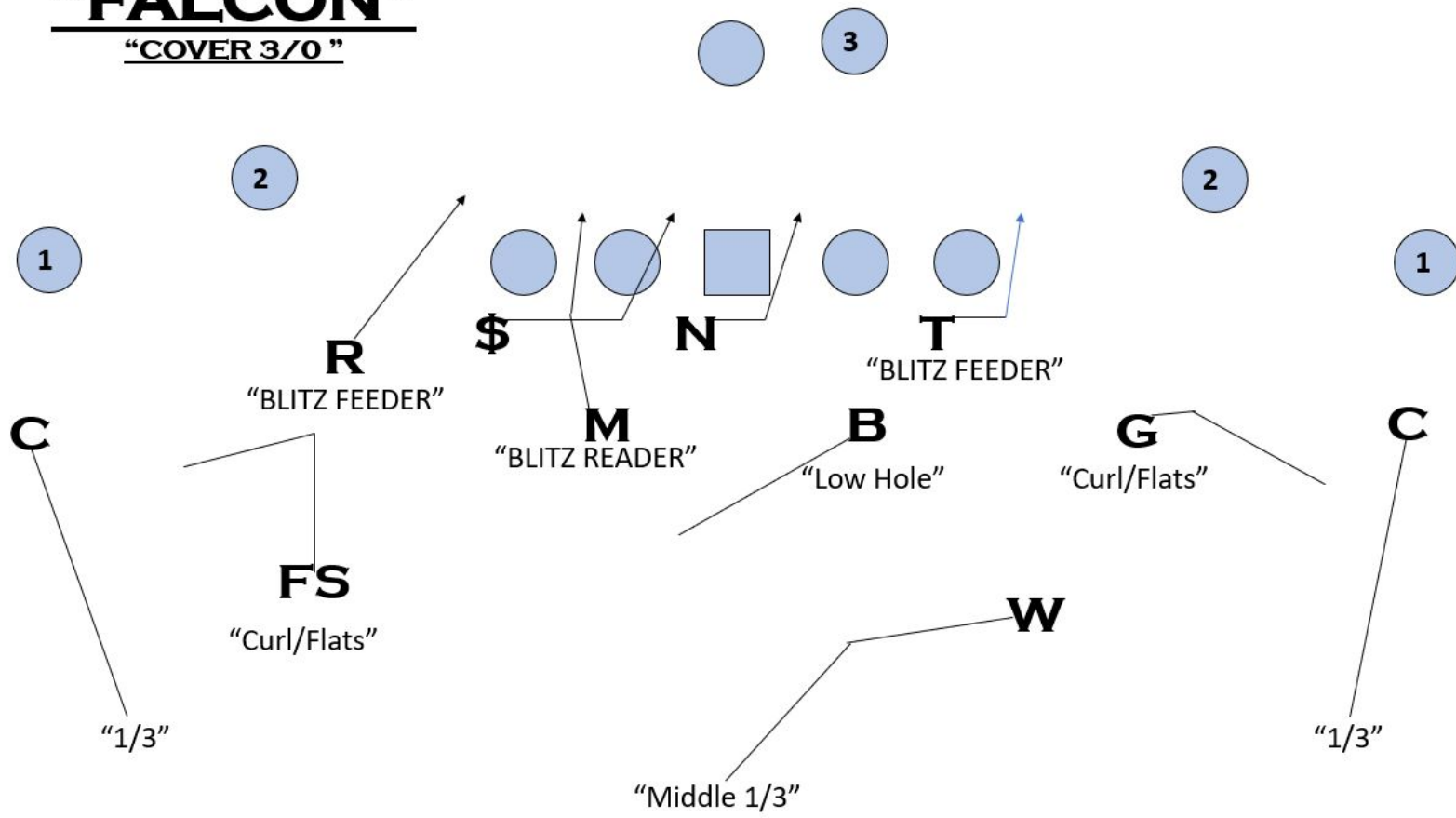


# FISH & FALCON



## "FALCON"

"COVER 3/0"

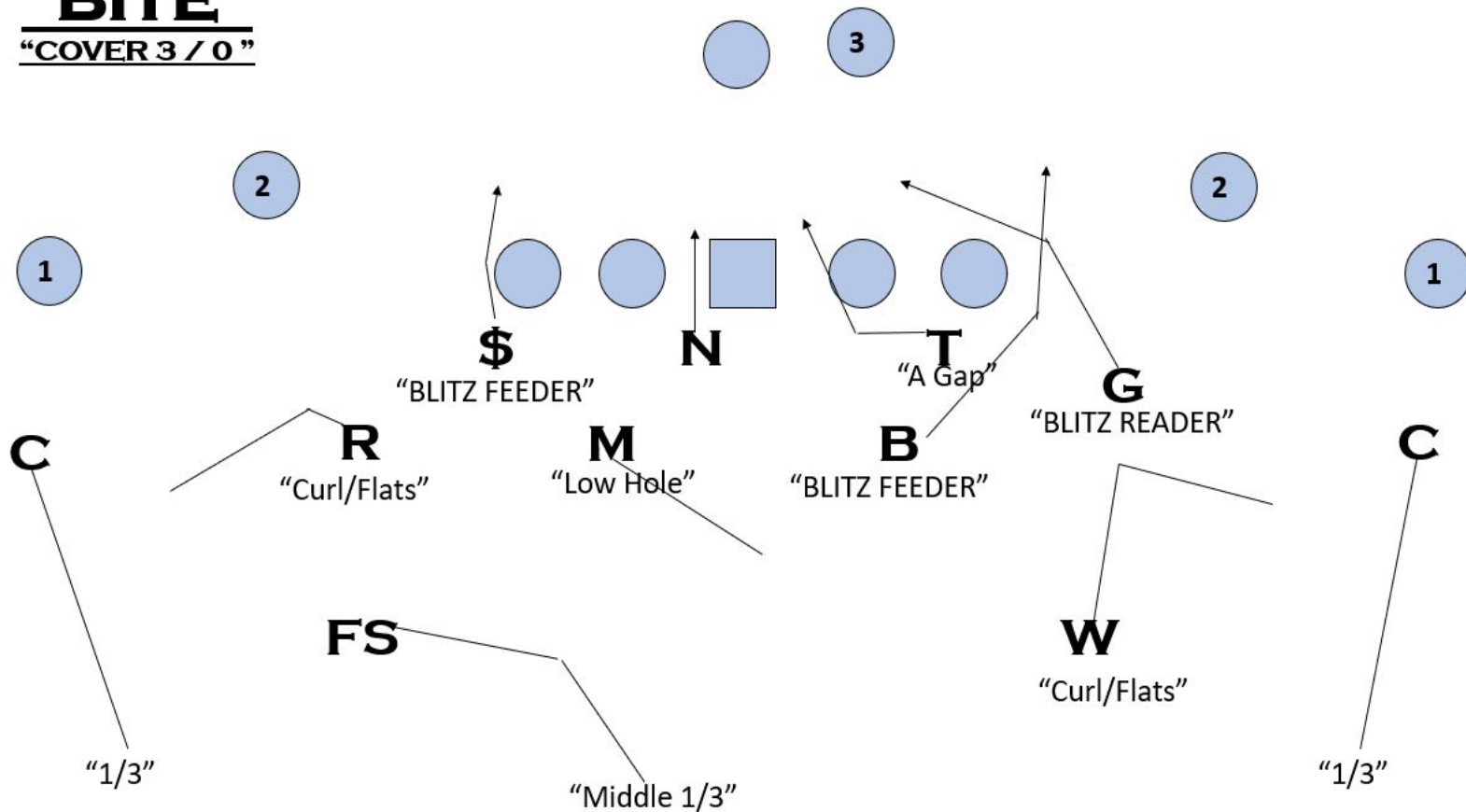




# BITE & BUZZARD



**"BITE"**  
**"COVER 3 / 0"**





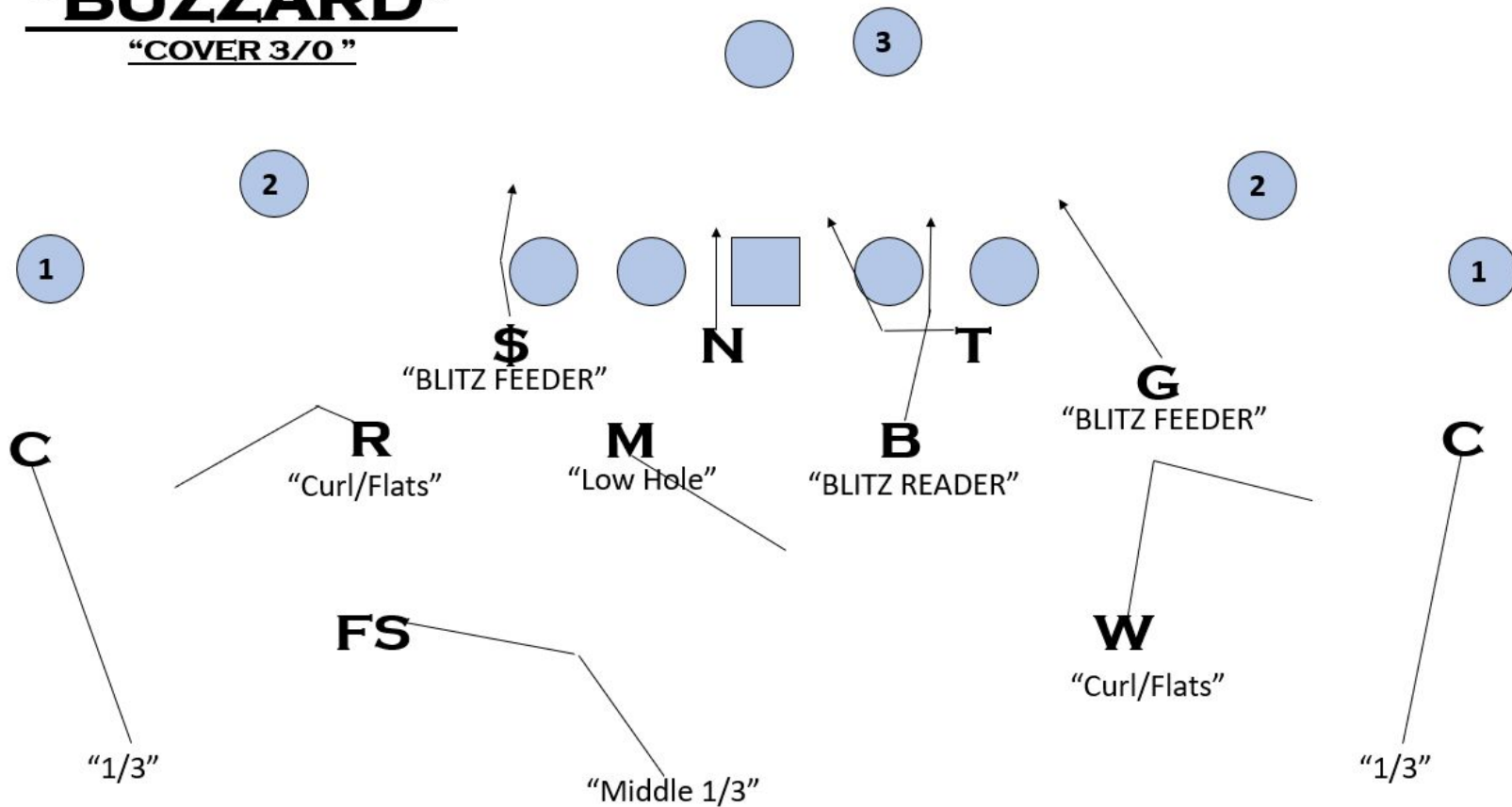


# BITE & BUZZARD



## “BUZZARD”

“COVER 3/0”





# 3-3-5 PACKAGE



- ★ **SITUATIONAL DOWNS/FLEXIBILITY AGAINST MULTIPLE OFFENSES (ADAPT)**
- ★ **MULTIPLE COVERAGES (COVER 2 / COVER 3 / SPLIT FIELD)**



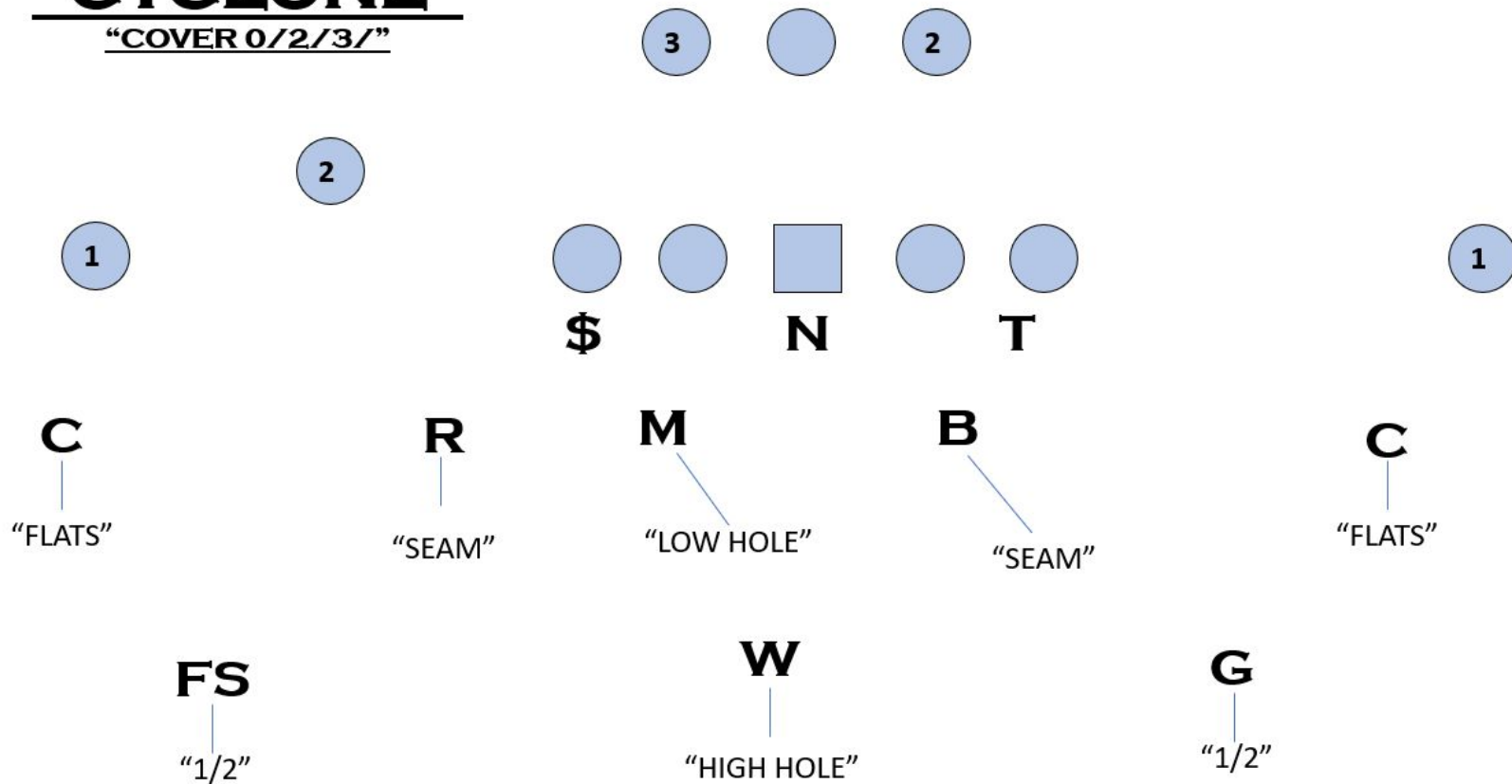


# 3 HIGH PACKAGE



**"CYCLONE"**

**"COVER 0/2/3/"**



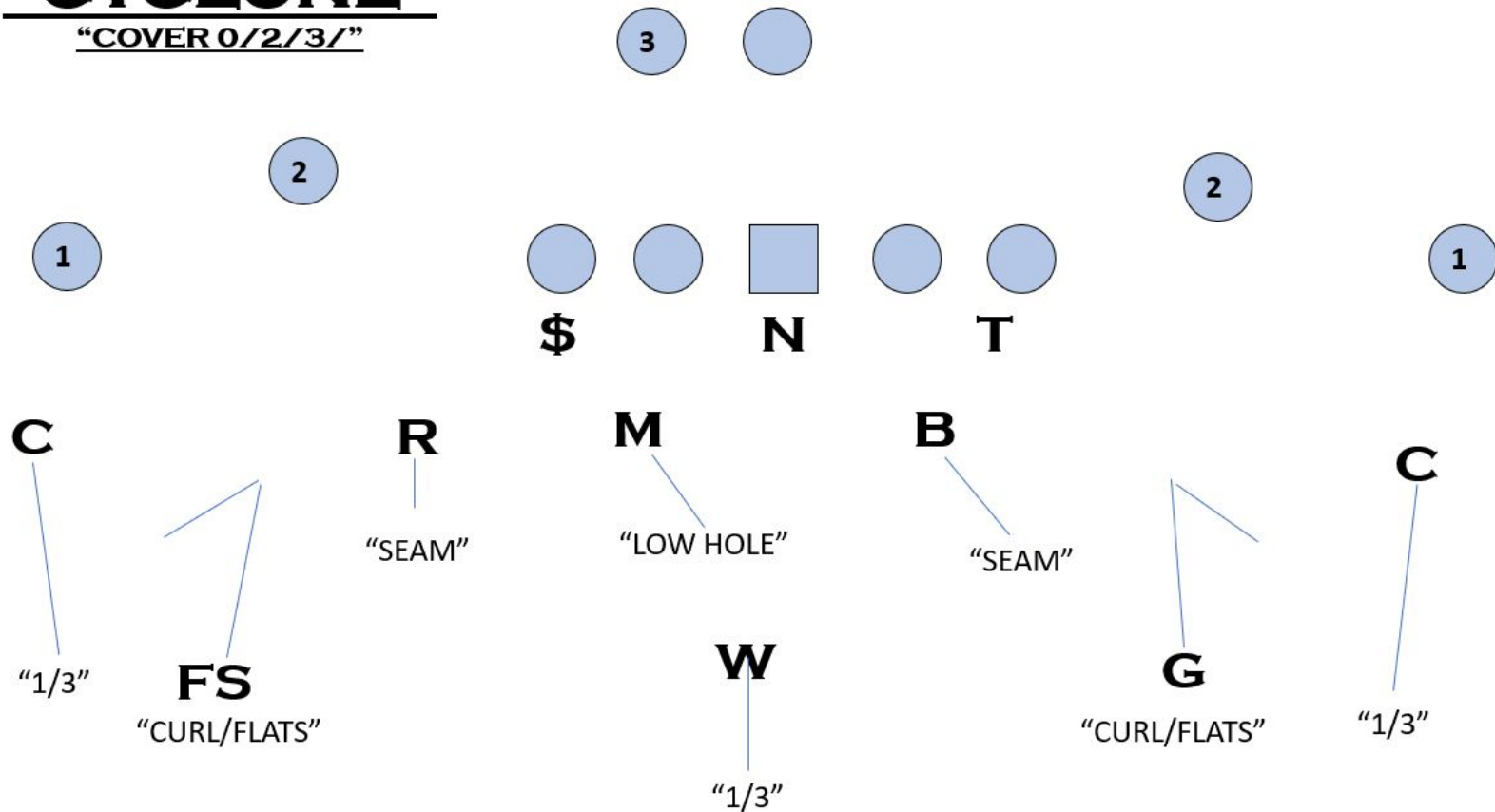


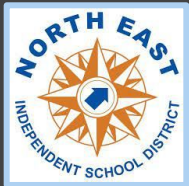
# 3 HIGH PACKAGE



## "CYCLONE"

"COVER 0/2/3/"





# **CONTACT INFORMATION**



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