Innonenti		Laco	Call Sheet		
pponent: 1st 10 Script- 1st Half		Dat	e: 1st 10 Script- 2nd Half	Loca	End of Game Situations
1		1			Drive Starters/ Clock Stopped
2		2		1	
3		3		3	
5		5			3rd/4th Down Overtime
6		6		1	
<mark>7</mark>		7 8		2	Last 3 Full Field
9		9		1	Last 3 Full Field
10		10		2	
To Win	on Last Play/ Clock Stopped		Hard Ball (4 Minutes)	3	
1	End of Game	1	Runs and Passes	1	Last 3 Speical
	EOG/ 2nd To Last Play	2		2	
1	oo, and to assert a,	3		3	
2		4			Playmaker Plays
	Last Play +31-50		Plays the Attack Weak Defender	2	304 - 101 101 100 11
1	Last Play +21-30	2		3	
1		3		4	
	Last Play +11-20	4			Playmaker #2 Plays
1	Last Black C 10		Nascar	2	0.00
1	Last Play +6-10	2	7	3	
	Last Play Inside the 6	3		4	
1		4			Playmaker #3 Plays
	Formation 1		Fringe (+30-+21) (Defense)	1	
2		2		2	Best Trick Plays
3		3		4	Dest Hick Flays
4		4		5	
5		_	High Red (+20-+16) (Defense)		Cover 1 Beaters
7		1 2		2	
	Formation 2	3		3	
1		4		4	
3			Mid Red (+15-+11) (Defense)	4	Cover 2 Beaters
4		2		2	
5		3		3	
	Formation 3	4		4	
1		_	Low Red (+10-+6) (Defense)	1	Cover 3 Beaters
3		2		2	
4		3		3	
5		4		4	
1	Formation 4	1	Inside the 5 (Defense)	1	Cover 4 Beaters
2		2		2	
3		3		3	
4		4	Carlling	4	
5	Formation 5	1	Goalline	1	Two Minute Script
1	Joinnation 3	2		2	
2		3		3	
4		4	Two Daint Dlave	4	Nelsodo - 10
5		1	Two Point Plays	1	Nakeds and Boots
	Tackle Over	2		2	
1			Coming Out Plays	3	
2	7 11 0 7	1		4	
1	Tackle Over Pass	2		1	Screens/Draws
2		4		2	
	Scoring Zone Plays		Coverage Beaters	3	
Plus Te	rritory (+41-+30) (Defense)		Cover 0 Beaters	4	
2		1 2		NOTE	ES:
3		3		-	
4		4		_	

Opponent:	Ins	ert Tea	<u>m Name</u>	Offensive	Ca	all Sheet
	LEFT HASH		MIDD	LE	LOCC	RIGHT HASH
1st Play	of a Drive (% Blitz,		1st Play of a Driv	e (% Blitz, % Man)		1st Play of a Drive (% Blitz, % Mar
1		1			1	
2		2			2	
3		3			3	
4 5		5			5	
6		6			6	
7		7			7	
8		8			8	
9		9			9	
10		10			10	J.
	LEFT HASH		MIDD			RIGHT HASH
	and 10 (% Blitz, % N		1st and 10 (%	Blitz, % Man)		1st and 10 (% Blitz, % Man)
1		1			1	
2		2			2	
3 4		3			4	
5		5			5	
6		6			6	
7		7			7	
8		8			8	
	LEFT HASH		MIDE	LE		RIGHT HASH
	and 1-4 (% Blitz, %		2nd and 1-4 (% Blitz, % Man)		2nd and 1-4 (% Blitz, % Man)
1		1			1	
2		2			2	
3 4		3			3	
	and 4-7 (% Blitz, %		2-114.7/	% Blitz, % Man)	4	2nd and 4-7 (% Blitz, % Man)
2nd	and 4-7 (% Blitz, %	vian)	2nd and 4-7 (6 Blitz, % Ivian)	1	2nd and 4-7 (% Biltz, % Man)
2		2			2	
3		3			3	
4		4			4	
5		5			5	
6		6			6	
7		7			7	
	and 8+ (% Blitz, % I		2nd and 8+ (9	6 Blitz, % Man)		2nd and 8+ (% Blitz, % Man)
1		1			1	
3		3			3	
4		4			4	
5		5			5	
6		6			6	
7		7			7	
	LEFT HASH		MIDD			RIGHT HASH
	and 1-3 (% Blitz, % I		3rd and 1-3 (9	6 Blitz, % Man)		3rd and 1-3 (% Blitz, % Man)
1		1			1	
3		2			2	
	d a 7 (0/ pli)		2-111	/ Bliss of Asses	3	2-114-7 (0/ 00
3rd a	and 4-7 (% Blitz, % I	Man)	3rd and 4-7 (5	6 Blitz, % Man)	1	3rd and 4-7 (% Blitz, % Man)
2		2			2	
3		3			3	
4		4			4	
5		5			5	
	and 8+ (% Blitz, % l		3rd and 8+ (%	Blitz, % Man)		3rd and 8+ (% Blitz, % Man)
1		1			1	
2		2			2	
3 4		3			3	
5		5			5	
<u>- ا</u>	LEFT HASH	3	MIDD	IF.	3	RIGHT HASH
	and 1 (% Blitz, % N	lan)		Blitz, % Man)		4th and 1 (% Blitz, % Man)
4th		1	411 and 1 (70		1	
	and a r (or pile	Man)	4th and 2-5 (9	6 Blitz, % Man)		4th and 2-5 (% Blitz, % Man)
1	and 2-5 (% Blitz, % I	1			1	
1 4th a	and 2-5 (% Blitz, % I			Blitz % Man		4th and 6+ (% Blitz, % Man)
1 4th :	and 2-5 (% Blitz, % i and 6+ (% Blitz, % i	Man)	4th and 6+ (9	Direct, 70 intuity		
1 4th :					1	
1 4th :	and 6+ (% Blitz, % N	Man) 1	4th and 6+ (9 Two Poi		1	
1 4th: 1 4th:	and 6+ (% Blitz, % F	Man) 1 ad By:	Two Poi	nt Chart		Behind By
1 4th : 1 4th : 1 0- Kick PAT	and 6+ (% Blitz, % N	ad By:	Two Poi	nt Chart 0- Kick PAT	4-	Kick PAT 8- Kick PAT 12- Go F
1 4th: 1 4th:	and 6+ (% Blitz, % F	Man) 1 ad By:	Two Poi	nt Chart	4-	