

Call Sheet Instructions

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Audibles—This section is pretty obvious. Just insert the audibles that you have set up for your team.

Team Info—This section allows you to self-scout your team by putting in key ratings for your playmakers. You will also see space to put the team name as well as offensive & defensive playbacks that you are using with this call sheet. For the O-Line section, put the RBS/RBF ratings in the top box, and the PBS/PBF ratings in the bottom box.

Base Offense—In this box you will enter the plays that you are most confident in building your offense around.

- Inside Runs—blasts, dives, isos, inside zone runs, etc.
- Outside Runs—tosses, stretches, off tackles, pitch plays
- Pullers—plays with a pulling guard such as counters and Power O runs
- Special Runs—FB Dives, QB Draws, HB Draws, Wildcat Runs, etc.
- Quick Game—quick passing plays you can use to beat the blitz
- Play Action—your favorite play action plays
- Screens—HB screens, FL screens, WR screens, etc.
- Delay Routes—plays with 1 or more delay routes. Useful for beating “all-coverage” defenses
- BNR Beaters—your favorite plays to beat bump-n-run coverage. Auto motion plays work well here.
- Zone Beaters—plays you can use to flood zones

Passing Concepts—The key to running a strong offense is to run the same concepts, but from multiple sets. This section will help you get in a good play calling flow, while keeping your reads simple. Next to the letter (A, B, C, D, E) put the name of a passing concept you like. For numbers 1-4, put the name of the formations that it appears in. For example, the Corner Strike concept can be found in Gun Bunch Wk, Singleback Double Flex, I-Form Slot Flex and Gun Y-Trips Wk.

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Play Script—This is a Bill Walsh special. Basically you are scripting out the first 20 normal down and distance plays that you want to run.

We define normal down and distance as being 1st and 10 or less, or 2nd and 7 or less. These plays will be called between the 20 yard lines. You can refer to situational calls for redone, coming out and 3rd down situations. Use the play script to throw different things at your opponent to see how he responds to your play calling. Be sure to get your favorite plays into the script early.

Go For 2—This is a simple chart that lets you know when you should attempt a two-point conversion. If either the Ahead By or Behind By scenarios exist for your team after scoring a touchdown, you should go for two.

Situational Calls—This section covers plays in the Redzone (inside the 20), and coming out (from your own goal line to your own 10). It also includes plays for 3rd down as well as the two-minute drill.

Personnel Groups—With all the different formations and sets in *Madden NFL 10*, it can get confusing as to what personnel is included in each formation. If you sense that your opponent is struggling with your 2 TE sets for example, you are going to want to hit them again and again from these sets.

The ALT. PACKAGE space gives you room to put in the name of a favorite package you have from that set as a reminder to use it in-game. You will also see a blank set at the bottom where you can add your own favorite personnel package. We used 2 Back Sets in our example. You might go with something like Spread Sets or Empty Sets depending on your playbook.

AUDIBLES

- _____
- _____
- X _____
- Δ _____
- L1 _____

TEAM INFO

	NUM	SPD	SAC	MAC	DAC	THP	RUN	PAC		NUM	SPD	CTH	RTE	SPC	CIT	
QB									WR1							
	NUM	SPD	TRK	SFA	SPM	JKM	CAR	CTH	WR2							
HB1									WR3							
HB2									TE							
TEAM _____	O-LINE		LT		LG		C		RG		RT					
OFF _____	RBK															
DEF _____	PBK															

BASE OFFENSE

INSIDE RUNS	OUTSIDE RUNS	QUICK GAME	SCREENS	BNR BEATERS
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____
PULLERS	SPECIAL RUNS	PLAY ACTION	DELAY ROUTES	ZONE BEATERS
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

PASSING CONCEPTS

A:	B:	C:	D:	E:
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

PLAY SCRIPT

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

GO FOR 2

Ahead By		Behind By	
1	12	2	17
4	19	5	18
5		10	21
11		16	

SITUATIONAL CALLS

COMING OUT RUNS

1. _____
2. _____
3. _____
4. _____

3RD & 1-2

1. _____
2. _____
3. _____
4. _____

3RD & 3-6

1. _____
2. _____
3. _____
4. _____

3RD & 7+

1. _____
2. _____
3. _____
4. _____

2PT PLAYS

1. _____
2. _____
3. _____
4. _____

COMING OUT PASSES

1. _____
2. _____
3. _____
4. _____

REDZONE 20-10 YDS

1. _____
2. _____
3. _____
4. _____

REDZONE 10-GL

1. _____
2. _____
3. _____
4. _____

RED ZONE 3-GL

1. _____
2. _____
3. _____
4. _____

TWO MINUTE DRILL

1. _____
2. _____
3. _____
4. _____

PERSONNEL GROUPS

2 TE SETS

1. _____
2. _____
3. _____
4. _____

ALT. PACKAGE

- _____
- _____
- _____
- _____

3WR SETS

1. _____
2. _____
3. _____
4. _____

ALT. PACKAGE

- _____
- _____
- _____
- _____

4WR SETS

1. _____
2. _____
3. _____
4. _____

ALT. PACKAGE

- _____
- _____
- _____
- _____

BUNCH SETS

1. _____
2. _____
3. _____
4. _____

ALT. PACKAGE

- _____
- _____
- _____
- _____

ALT. PACKAGE

1. _____
2. _____
3. _____
4. _____

- _____
- _____
- _____
- _____