

PLY	DOWN	DST	YRD	PRSN	FORMATION	MOTION	R/P	PLAY	CONCEPT/PROT	RSLT	TEMPO	NOTES
					DRIVE 1							
1	1	10	15	12/21	Trips Unbalanced Twin TE H Wing Open	Z Jet	R	Jet Sweep		4	F	
2	2	6	19	12/21	Can't tell bc of broadcast		P	WR Screen	Screen	3	F	
	3	3								PEN -5	N/A	
3	3	8	17	11	Gun Open Doubles to Gun Trips WR Stack	Slot Fly	P	Drag-Slant-Curl/Curl	3 Step - 6 Man Pro	SACK -3	N/A	
					DRIVE 2							
4	1	10	9	12/21	Gun Doubles Ace H/Y Wing Condensed		P	Wheel-Curl/Post	PA - Half Roll - 7 Man PA C Pull Protection	INC	N	
5	2	10	9	11	Gun Doubles Open Offset		R	RB Draw		0	N	
6	3	10	9	11	Gun Doubles Open Double WR Flex		P	Double Smash	3 Step - 5 Man Release Pro	5	N/A	
					DRIVE 3							
7	1	10	20	11	Gun Doubles Y Wing Weak		R-RPO	Split Zone/Bubble RPO	RPO	6	F	
8	2	4	26	11	Gun Trips Y Wing Condensed Strong		R	Outside Zone		2	F	
9	3	2	28	11	Gun Trips Y Wing Condensed Strong		P	PA Slant - Bubble Slant	PA - 0 Step - 6 Man Pro	4 (SCR)		
10	1	10	32	12/21	Pistol Unbalanced Strong I Quads Tackle Over		R	Outside Zone		3	F	
					Pistol Unbalanced Strong I Quads Tackle Over to Pistol Unbalances Strong I Trips Tackle Over	Slot Fly	P	Double Post - Curl Flat	PA - 3 Step - 6 Man Pro	INC	N/A	
11	2	7	35	12/21			P	Levels - Smash	0 Step - 5 Man Pro	9	N/A	
12	3	7	35	10	Gun Empty Trey Open WR Flex		P					
					Gun Unbalanced Tackle Over Trips Open Strong to Gun Unbalanced Tackle Over Doubles WR Flex Strong	Slot Fly	P	Hitch - Triple Posts?	0 Step - 6 Man PA G Pull Pro	INC	F	WR at the T spot
13	1	10	44	10			R	Power Lead		-2 (HVC)	S	
14	2	10	44	12/21	Pistol Unbalanced Tackle Over Quads Strong I		P	Drag - Double Posts	5 Step - 7 Man Pro	INC	N/A	
15	3	12	42	12/21	Pistol Trips Weak I Closed		P					
					DRIVE 4							
16	1	10	25	12/21	Gun Doubles Strong (H Slot)		P	Double Post Stop Flat - Curl Flat	3 Step - 5 Man Pro	INC	F	
17	2	10	25	12/21	Gun Trey Wide Open Weak		P	Double In Corner - Slant	3 Step - 5 Man Release Pro	11	N	
18	1	10	36	11	Gun Trey Wide WR Flex		P	High Low - Smash	0 Step - 5 Man Pro	4	S	
19	2	6	40	11	Gun Trio Wide Condensed Strong to Gun Doubles WR Flex Condensed	Slot Fly	P	Can't see routes	3 Step - 5 Man Release Pro	9	F	
20	1	10	49	11	Gun Trey Wide WR Flex		P	Triple Ins - Curl Vert	3 Step - 5 Man Pro	8 (FUM)	N/A	
					DRIVE 5							
21	1	10	11	12/21	Pistol Doubles H/Y Double Flex Double Condensed		R	Outside Zone		24 (EXP)	F	
22	1	10	35	12/21	Gun Double WR Flex Double Condensed (H/Y)		P	Mills-Curl Vert	3 Step - 5 Man Release	25 (EXP)	N	
23	1	10	40	11	Gun Trips Y Wing Open Strong		P	PA Outside Zone - Slant- Bubble/Slant	PA - 3 Step - Outside Zone Pro	INC	S	
24	2	10	40	11	Gun Trips Y Wing Open Strong Offset		R	Outside Zone		3	N	
25	3	7	37	11	Gun Trey Wide Open Weak	Z Glide	P	Double Post Whip - Fade	3 Step - 5 Man Release Pro	-7 (SACK)	N/A	
					DRIVE 6							
26	1	10	10	12/21	Pistol Trey Twin TE Condensed to Unbalanced Trips H Offset Condensed	Y/H Shift and Slot Jet	R	Split Zone		3	S	
27	2	7	13	12/21	Gun Doubles Twin TE H Wing Strong to Gun Trips H Offset Closed Strong	H Glide	P/RPO	Split Zone/Bubble RPO	RPO	6	F	

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28	3	1	19	12/21	Gun Doubles Twin TE H Wing Strong to Gun Trips H Offset Closed Strong	H Glide	R/RPO	Split Zone/Bubble RPO	RPO	2	N	
29	1	10	21	12/21	Pistol Unbalanced Trips Tackle Over Strong I Open		P	Hitch Post - Vert	5 Step - 7 Man Release Pro	INC	F	
30	2	10	21	12/21	Pistol Unbalanced Quads Tackle Over Strong I		R	Power Lead		0	N	
31	3	10	21	11	Gun Empty Trey WR Flex		P	Post Double In - Smash	3 Step - 5 Man Pro	13	F	Curveball play off the Corner-Ins concept 42:50
32	1	10	34	11	Gun Empty Trey WR Flex		P	Double Post Wheel - Smash	3 Step - 5 Man Pro	8	F	
33	2	2	42	11	Gun Empty Trey WR Flex		P	Triple Ins - Curl Vert	3 Step - 5 Man Pro	INC	S	
34	3	2	42	11	Gun Unbalanced Trips Tackle Over Open Weak to Gun Unbalanced Doubles Tackle Over Weak	Slot Fly	RPO	Power Read-Bubble RPO	RPO - Triple Option	3	N	
35	1	10	45	11	Gun Doubles Tackle Over Weak to Gun Trey Tackle Over Weak	Slot Fly	P	PA Post-Wheel-Flat/Curl	PA - Half Roll - 5 Man Release Pro	28 (EXP)	F	
36	1	10	26	11	Gun Trey Wide Open Weak		P	Double Ins Corner - Dig	3 Step - 5 Man Pro	INC	N/A (time out)	
37	2	10	26	11	Gun Bunch Tight Condensed Weak		P	RB Screen	Screen	3	N	
38	3	7	23	11	Gun Trey Wide Closed Weak		P	Double In Pivot Corner	Sprint Out - 6 Man (Y) Sprint Out Pro	23 (TD)	N/A	
					DRIVE 7							
39	1	10	24	11	Gun Trey Wide Open Weak		R	Outside Zone		2	F	
40	2	8	26	11	Gun Trey Wide Open Weak		P	Clearout Slot Out	3 Step - 5 Man Release Pro	INC (PEN +10)	N/A	Seems to favor a lot of concepts that all break the same way
41	1	10	35	10	Gun Doubles Open	Z Glide	P	Clearout Drag	3 Step - 5 Man Release Pro	INC (PEN -10)	N/A	
42	1	20	25	10	Gun Doubles Open		R	RB Draw		2	S	
43	2	18	27	10	Gun Trey Wide Open Weak		P	Slant Double Posts	3 Step - 5 Man Release Pro	INC (PEN +15)	N/A	
44	1	10	42	10	Gun Doubles Open WR Flex		P	Switch Smash - Double Curl	3 Step - 5 Man Release Pro	7	F	
45	2	3	49	10	Gun Trey Wide Open Weak		P	Double Ins Corner - Dig	3 Step - 5 Man Release Pro	5	F	Back curls on a lot of these releases
46	1	10	44	10	Gun Trio Wide Open Strong		P	Can't see routes	3 Step - 5 Man Release Pro	5 (SCR)	F	
47	2	5	39	10	Gun Doubles Wide WR Flex Condensed		P	Can't see routes	3 Step - 5 Man Release Pro	INC	S	
48	3	5	39	10	Gun Doubles Open Double WR Flex	RB Rocket	P	Double Slants - Switch Vert Pick	3 Step - 5 Man Release Pro	INC	S	
49	4	5	39	10	Gun Doubles Double WR Flex Double Condensed		P	Double In - Post Out	3 Step - 5 Man Release Pro	39 (TD)	N/A	Double In draws the safety in to free up the one-on-one for the post. Example of window dressing to free up one route 1:02:07
					DRIVE 8							
50	1	10	25	11	Can't see		R	Can't See		6	F	
51	2	4	31	11	Gun Trips Condensed Weak to Gun Doubles Open WR Flex Condensed	Slot Fly	P	Vert Drag - Vert Clearout	3 Step - 5 Man Release Pro	7	F	
52	1	10	38	11	Gun Trips Y Wing Condensed Strong		R/RPO	Inside Zone Read-Bubble RPO	RPO - Triple Option	1	F	
53	2	9	39	11	Gun Doubles Open WR Flex to Gun Trio Open Weak	Slot Fly	P	Dig Slot Switch Verticals - Out	3 Step - 5 Man Release Pro	13	F	
54	1	10	48	11	Gun Trips Y Wing Condensed Strong		P/RPO	Inside Zone Read-Bubble RPO	RPO - Triple Option	0	N	Talk about sequencing
55	2	10	48	11	Gun Trey Open Weak		P	PA Short Dig Clearout/Curl	PA - 6 Man PA Pull Pro	22 (EXP)	F	Talk about mirrored concepts/can choose based on matchups and shell
56	1	10	26	11	Gun Trey Wide Open Weak		P	Levels - Curl	3 Step - 5 Man Release Pro	3 (SCR) (PEN -10)	N/A	
57	1	20	36	12/21	Pistol Unbalanced Trips Tackle Over Strong I	H Glide (to Weak I)	R	Power		2	F	
58	2	18	34	12/21	Pistol Unbalanced Trips Tackle Over Weak I		P	Fake 3 Step FB Swing Screen	Screen	6 (Pen -15)	N/A	
59	2	26	42	CT	Can't Tell		R	Power		16 (EXP)	N	Running ball in long distances
60	3	10	26	11	Gun Empty Trey Wide WR Flex		P	Double In Corner - Curl Vert	3 Step - 5 Man Pro	12 (PEN -10)	N/A	
61	3	20	36	11	Gun Trips Y Wing Open Weak		P	Can't see routes	3 Step - 5 Man Pro	INC		

[illegible]

PLY	DOWN	DST	YRD	PRSN	FORMATION	MOTION	R/P	PLAY	CONCEPT/PROT	RSLT	TEMPO	NOTES
99												
100												
					END OF GAME							
					CUMULATIVE STATS/TENDENCIES:							
				xx% 11 Personnel	xx% 2x Formations	41.38% Motion Rate	% Run		xx% PA percentage	xx Havoc Plays allowed	% Slow Tempo	
				xx% 12 Personnel	xx% 3x Formations		% Pass		xx% 5 Man Pro	xx Explosive Plays (x Pass, x Run)	% Fast Tempo	
				xx% 13 Personnel	xx% 4x Formations				xx% 3 Step		% No Tempo	
					xx% Empty Formations				xx% PA		% Check With Me Tempo	
					xx% Two-Back Formations				xx% 6 Man Pro			
					xx% Unbalanced Formations				xx% 7 Man Pro			
									xx% Run Reads			
									xx% Triple Option			
									xx% RPO			
									xx% Boot/Rollout			
									xx% Screen			