

## Preston Cash Offensive Notebook

## Core Philosophy

We must make the defense adjust to us first. I believe that football is a game of adjustments. Who ever is forced to adjust first is at a disadvantage. We must force the defense to adjust to our style of play and then be prepared for their adjustment.

We are able to do this by great practice structure and high confidence in our core plays. We will achieve this with our core run plays that fit our players, individual drills, installs and team sessions that have consistent teaching, simple rules and extreme attention to detail. This will give our offensive line the confidence to be successful in our core run plays so that we can run the ball no matter what the defense throws at us. This will allow us to pick up crucial downs, control the tempo of the game and most importantly force the defense to play reactionary while we are proactive.

Our core principles applies and will be personalized for each position group. Every drill, rep, coaching point will be based on these principles.

## CORE COACHING PRINCIPLES

1. STANCE
2. ALIGNMENT
3. FIRST STEP
4. HANDS
5. STEPS WITH HANDS
6. FINISH

## Building Confidence Through Habits

-This applies to all who are in the program. Coaches, Players, Managers and support staff.

### Habit Implementation

- This begins in the offseason working in coordination with the Strength and Conditioning Coach.
  - On field drills will feature our core principles.
- Coaching Progression will follow that order.

### Coaching Progressions

- Coaching Progressions will follow the above order in all phases, S&C drills, on field drills, and installs.
  - Where are their eyes, Where all their feet, Where are their hands, 3 questions that must be explained in detail to the athletes prior to any activity.
  - On "Football" days during the offseason, offensive players will be split into 3 groups, offensive line, backs, receivers. (Hybrid players will rotate week to week.)

These groups will only move their feet in ways that translates to in game feet work. Eyes feet and hand placement will be the focus point of these drills.

- As we approach the Spring, small portions of those days will be full unit work or half line.
- All coaches will be using this terminology. We must be on the same page so can speak clearly to the players. Clear instructions produce clear results.

### Install Progressions

#### Offensive Line

1. Stance
2. Split
3. First Step
4. Hands
5. Step with Fit
6. Fit – Drive
7. Step – Drive – Fit
8. Double team.

#### Running Backs

1. Stance
2. Alignment
3. First Step
4. Eyes
5. Hole Speed
6. 2<sup>nd</sup> level

#### Wide Receivers

1. Stance
2. Alignment
3. First Step
4. Blocking Hands
5. Leverage Block
6. Fit Drive
7. Route Cuts
8. Securing the Football
9. Route Tree 0-9
10. Route Tree with tags

## Offensive Structure

Offensive Structure through language.

### Direction

- Red
- Black

### Runs

- NFL Teams

### Pass Concepts Full Field

- College/Mascots

### Trips Concepts

- Anatomy

### Play Action

- MLB teams

### Quick Game

- Fast Food

### Screens

- NBA teams

### Motions

- MO. (Same side motion)
- Speed (Cross the ball with Sprint)
- Fly Motion out to new #1 receiver

### RPOs

- Run with a tag
- Formation, Run, Tagged with Pass
  - Ex. Twins Right Red Patriot 40 (Power with slot hitching behind overhand linebacker)

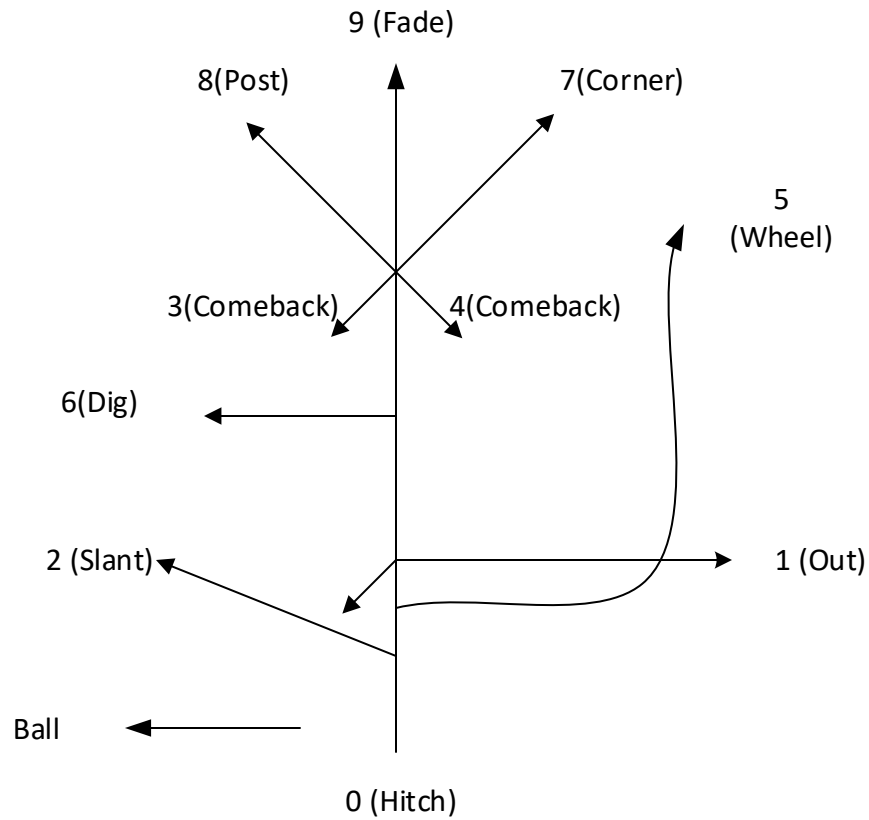
### 1 Word (Tempo)

- Nascar Races
  - Ex. Daytona (Empty Bunch FIB Now screen, Dart, Post Slant)

Ex.

2 Speed Red Patriot (Power Right with Speed Motion across)

# Route Tree



Tags

Shake (Corner Post)

Pop (Double move to a vertical)

Whip (Whip Route)

Switch (Inside Receiver runs outside receiver route and vice versa)

- Ex Hardees Pop (Hitch and Go)

Formation:		Motion:		Call:		Tag:	
3		6/7		6		4	
				Q		2	
				5			




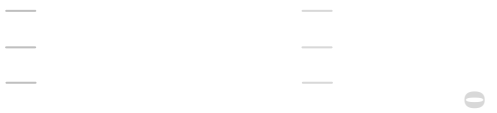

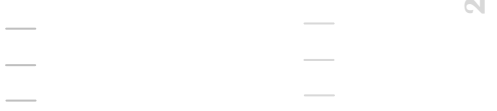

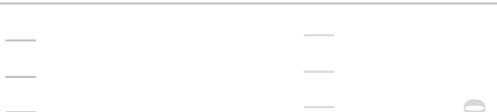
# Formations



# Core Formations

Twins Right			Trips Right		
Doubles			Rex/Lex		

# Situational and Formation tags

Bunch Right		Pro Right	
			
			
			

Uno (Under Center)	Group (Full Formation Condensed)
Ex. Uno Twins Right	Group Right Group

# Situational and Formation tags

Nasty		Wide	
Ex. Bunch Right Nasty		Ex. Twins Right Wide	
Diamond		Empty	
Example Diamond Left			

# Motions

# Motions

MO – Motion to your traditional spot. Will be primarily used for same side motion

Speed – Fast motion across the formation. Will be tagged if going out into a route.  
Commonly used in Jet Sweep actions.

Fly – Motion to new #1 receiver and reset.

# Core Runs

Offensive Lineman Gap Scheme principles.

These apply to all our run plays. The mindset of our Offensive Linemen will follow these 3 principles. Paired with our core principles, we will be able to run the ball in any situation. We want angles and leverage over size and strength.

## Communicate

- ID Doubles teams, call out end man on line of scrimmage.

## Lay the Tracks

- Get your eyes on the player you are supposed to blocking and lay the train tracks to them. Runover anyone who gets on those tracks.

## Explode off the ball

- Explosive get off breeds explosive contact. Our goal as an offensive line unit is to have the box players of the defense wanting the game to be over. Steal all the fun of football from your opponent and keep it for yourself.

## Finish

- Finish the block. The whistle is the only saving grace for the defense.

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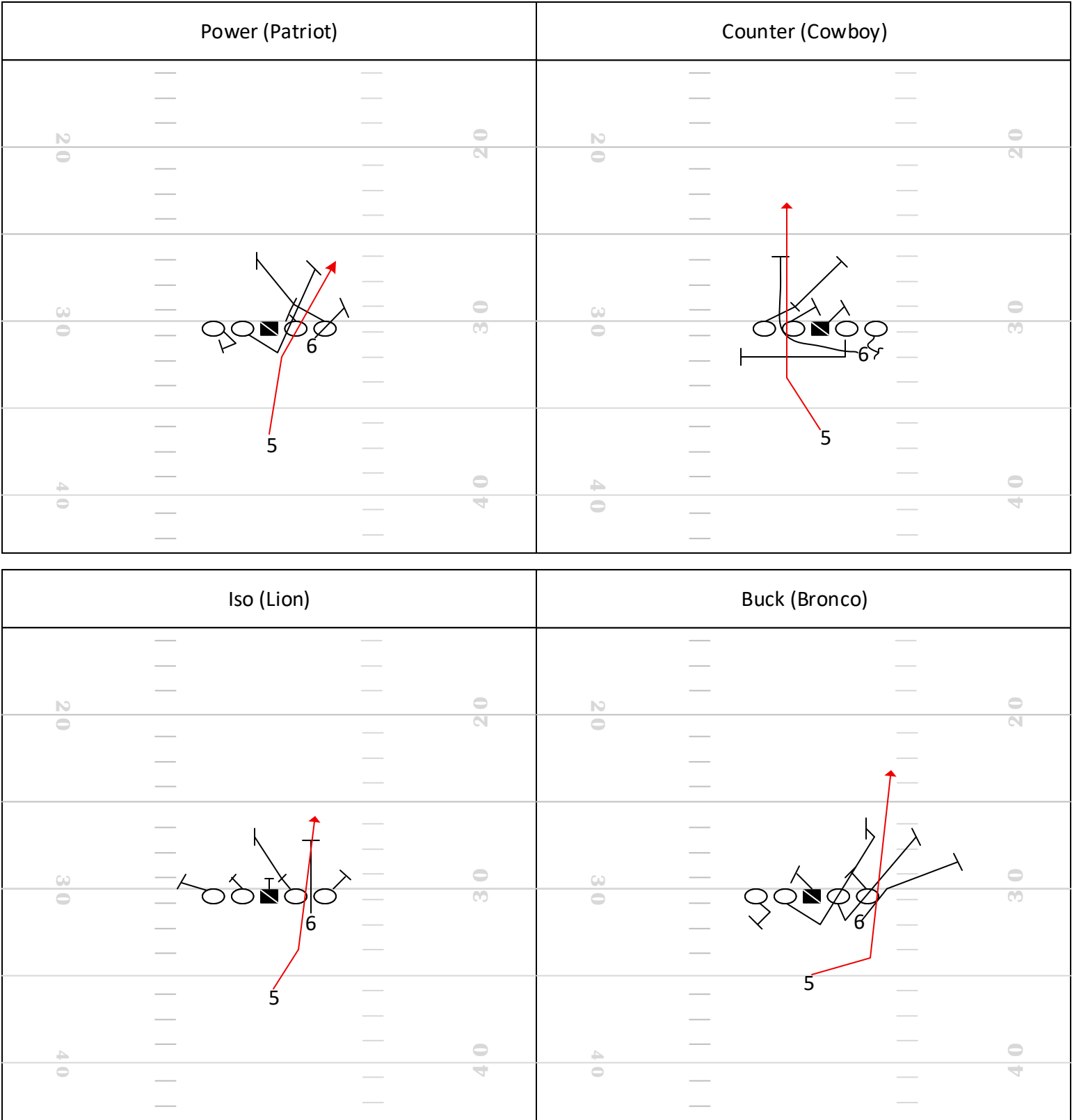
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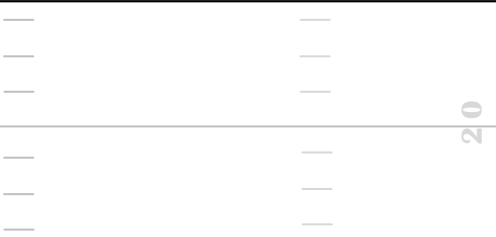
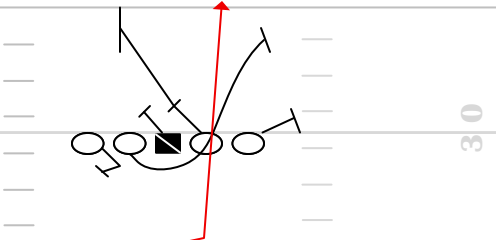

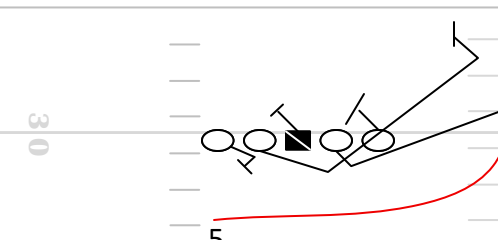
# Core 11p Runs





# Core 10p Runs

Dart				Trap			
20				20			
30				30			
40				40			

Base		Pin Pull	
			

# Core Pass

## Core Principles of the Pass Game

1. Lighten the box to run ball
2. Capitalize on the big play AT THE RIGHT TIME.
3. Force the defense to defend the entire field.
4. Dictate tempo and control the clock
5. Stabilize defensive alignment.

We will not always be the biggest or the strongest. Double teams are essential for us to be successful in the run game. Our pass game must be able to neutralize the defense. A balanced pass game will force the defense to present a clearer picture of their structure. Defensive teams who misalign, lose leverage, or over commit, will be punished. We will accomplish this through 3 phases in our pass game.

1. Edge Screens
2. Quick game and hots
3. Opportune deep balls

Edge game will be heavily utilized to lighten the box. 3-4 defenses will have to choose if they have an outside linebacker or a nickel. Apexed linebackers will be in conflict all night long. 4 fronts will be forced to tighten their secondary or push a linebacker out.

Quick game will be used to neutralize blitzers or teams who commit to stopping the edge game.

Deep ball will be used to break the back of the defense. We will also use it to open up the edge game. We will complete deep balls at a high percentage due to our commitment to it during our preparation. Outside receivers will have a great release and leverage down the field.

We will be great the core concepts in the following page. These concepts are our core concept because with these concepts we can easily tag 1 receiver and get to a different concept. The tagged concept also helps take advantage of a team who has over prepared to our tendencies and alerts the QB who the 1<sup>st</sup> read is.

For example. In a team who is heavy in cover 3 who is traditionally a heavy cover 4 team, we can call Oklahoma/Sooner tag the outside receiver on a post (28 or 38) and run the Mills concept. Even if we haven't worked that concept a lot that week. The receiver knows to change his route to an 8 (post) and the Qb knows to read the safety because the tagged route is a higher number than 5. This language organization allows us to adjust to the defense and get to concepts that we have not traditionally run.

Backside on all doubles formations will be an automatic Y cross, out of the slot and a post curl out of the backside receiver.

The call is College to the left and mascot on the right. We do have the ability to double call both sides for defenses who split field coverage effectively. For example, "Doubles Missouri Sooner. (Smash to the left, Post with a deep out on the right.)

# Qb Progressions

## Qb progressions

### Pre snap eyes

1. ID Safeties
2. Depth of Corners
2. ID outside linebackers.
3. Middle Pressure
4. Check Safeties
5. Snap ball

### Post Snap

- 1 High: anticipate backside Post Curl. Throw call side if picture changes post snap and its open. If the picture is cloudy rip the backside post curl.
- 2 High: Read call side safety. If he flies out, hitch or roll (depending on pressure) and throw the y cross. If he holds his ground, Take the deep option call side, check down to the shallow route if deep route is covered by the corner. If flushed out the scramble exit should be paired with the protection so you can find the Y cross running with you.
- 3 and 4 high. We will kill them with the edge game and force them out of it.

### How to identify the conflict player.

- If the concept has a route numbered 6,7,8 or 9. It is a play side safety read.  
Concepts that are a combination of 0,1,2,3,4 or 5. The flat defender is the read.

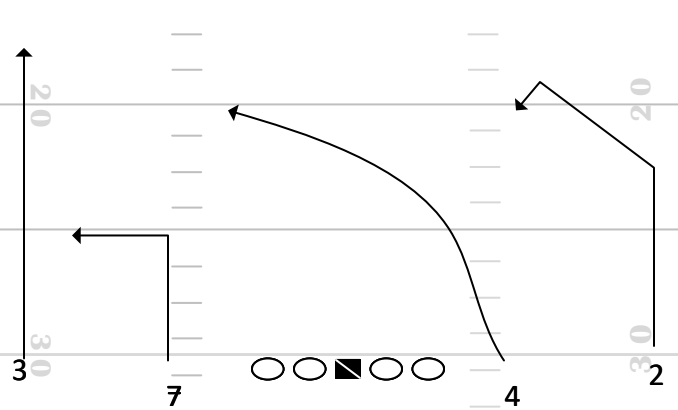
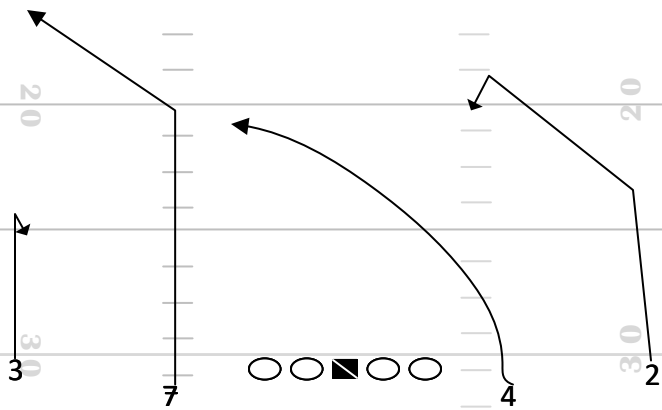
### Tagged Concepts

Concepts that have a tag tell the Qb who the first read is, and what level to read. For example, Baylor 78. The 7 is the main target, 8 is the post, the play side safety is the read. Another example is if a team is playing cover 4 to a twins set and their outside linebacker is bad in the flat and I want to change the QB read in the fade out from the safety or corner, (depending on shell) to the outside linebacker, I would tag Twins Right Bear 41. This puts the 4 on a 5 yard out, which he does anyway on the Bear concept, however now the QB will put his eyes on the outside linebacker and throw the out if the corner isn't robbing the flat. The eyeline of the Qb should include both the outside linebacker and the corner if he sits in the flat. This is different from base Bear read the deep defender down the sideline is his read because Bear features a 9 to the 2 receiver. We want the Qb to be able to easily read a conflict player. This method can help an inexperienced or indecisive Qb.

# Core Passing Concepts

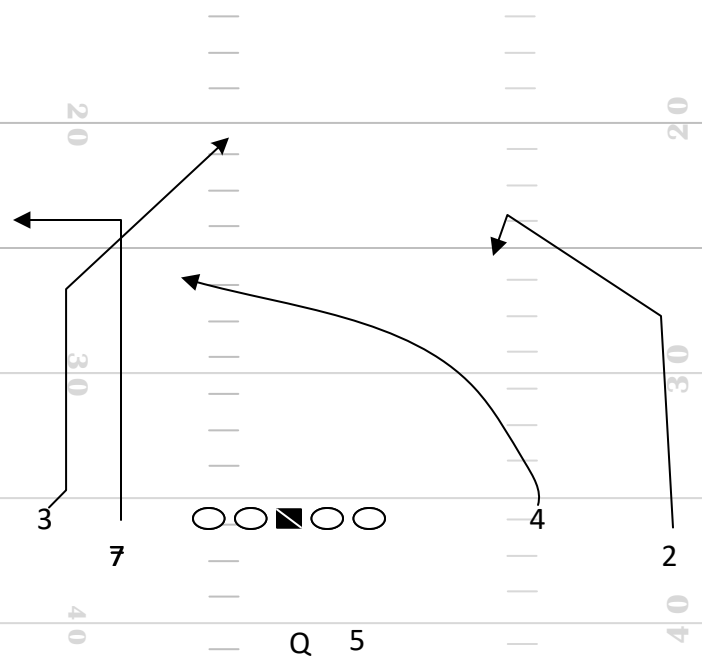
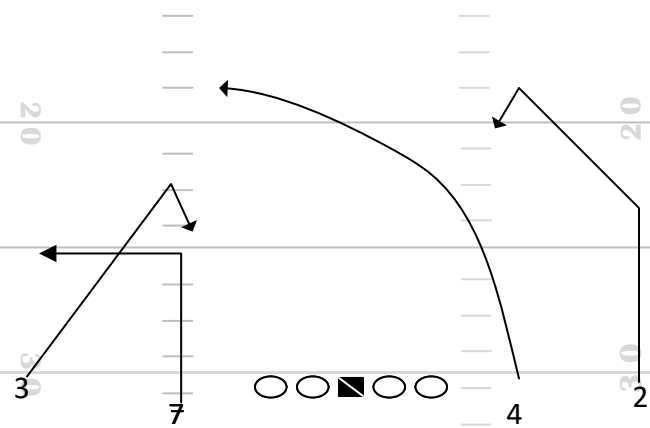
Smash (Missouri/Tiger)

Fade Out (Baylor/Bear)



Curl Flat (Florida/Gator)

Oklahoma/Sooner



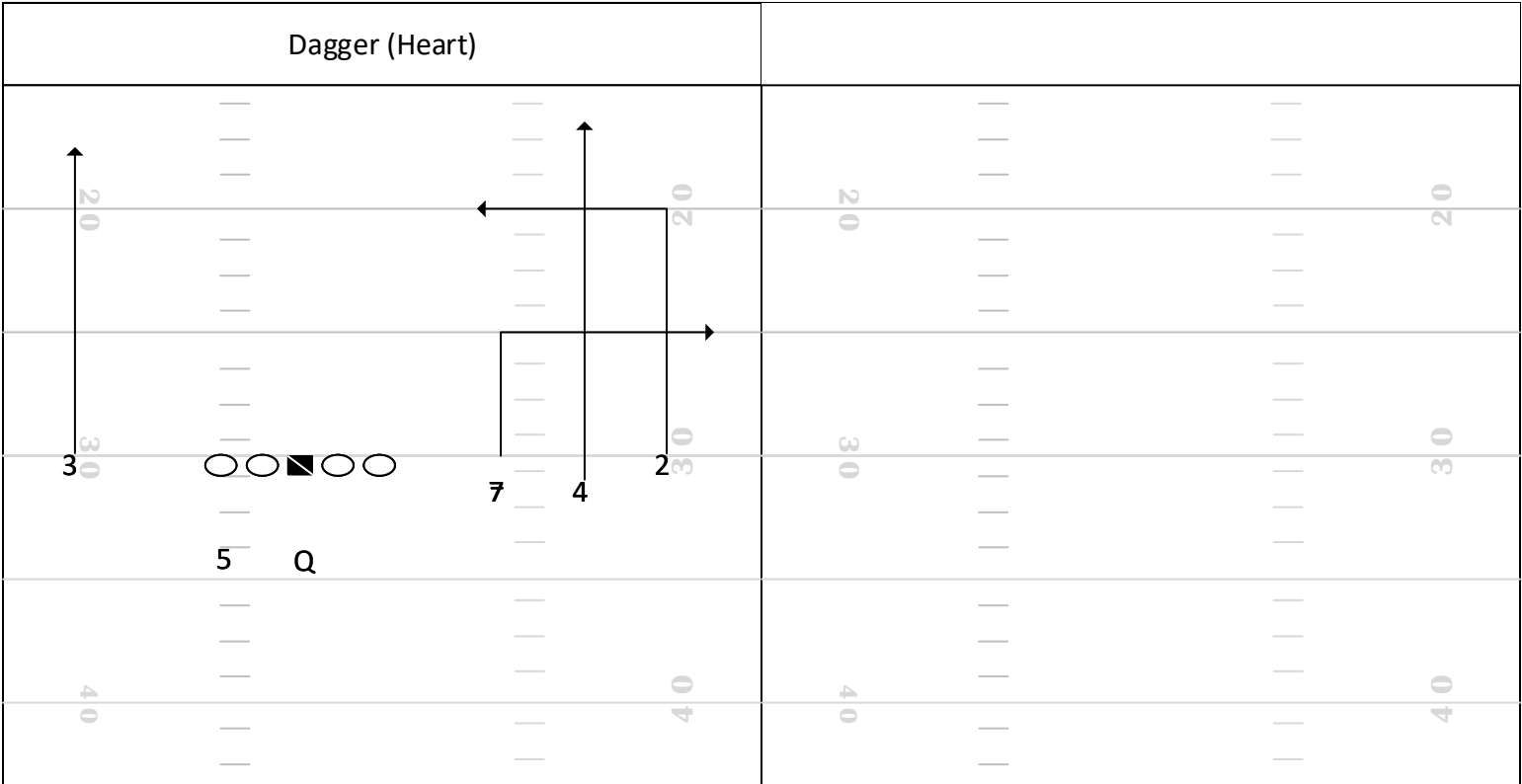
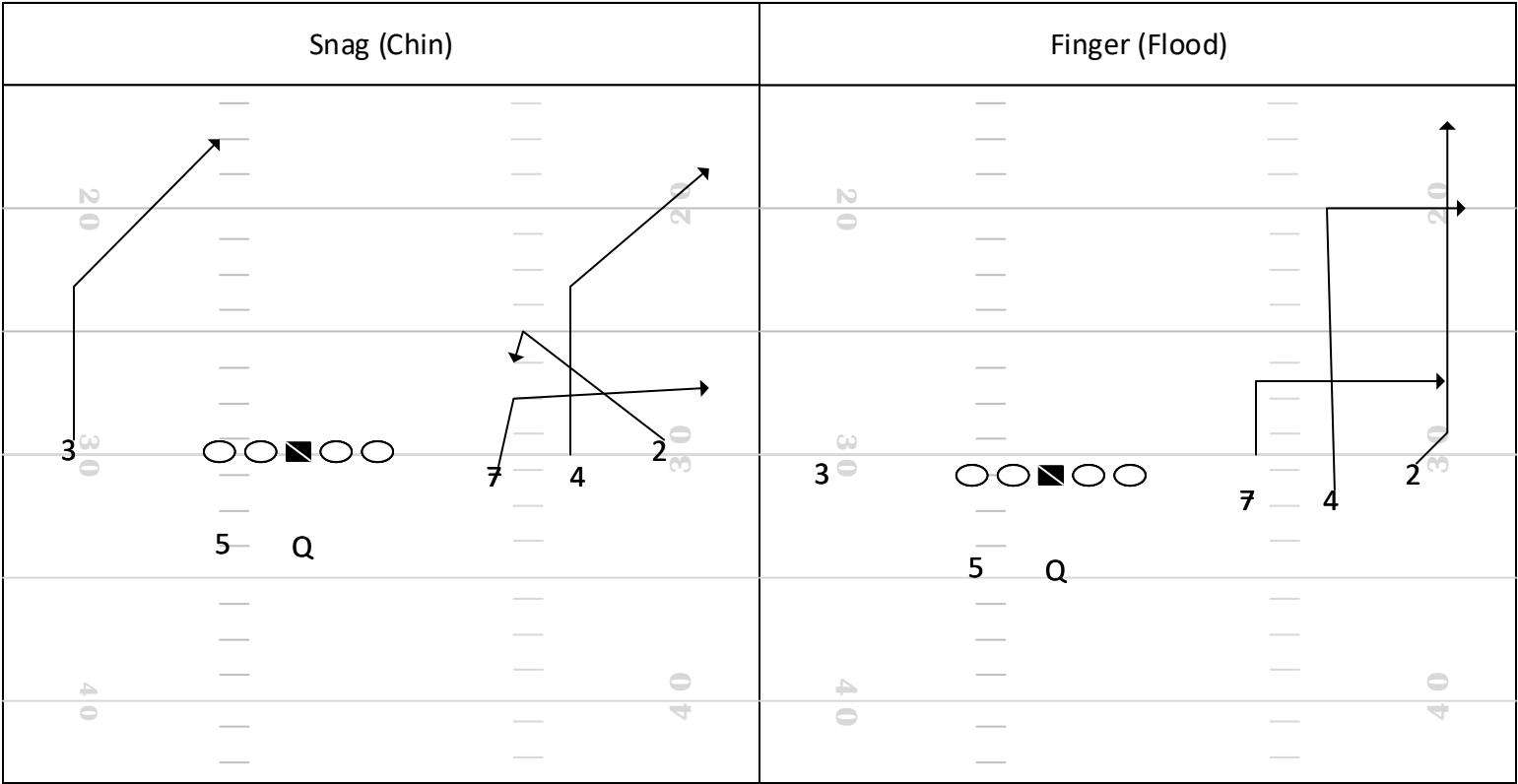
# Quick Game

# Core Quick 2 Receiver Concepts

Slants (Slims)	Hitches (Hardees)

Slant Bubble(In&Out)	

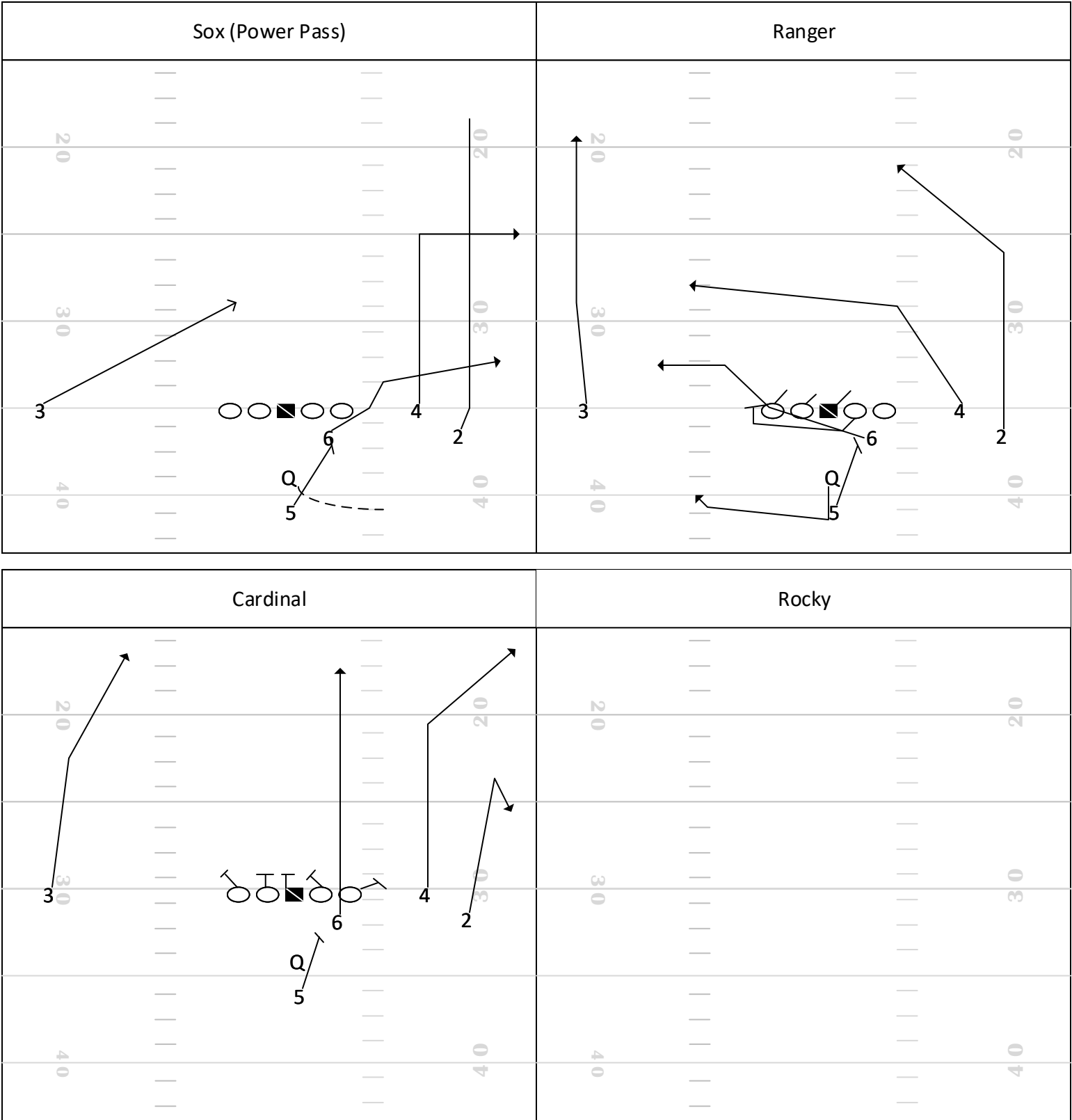
# Core Trips Quick Game



# Play Action



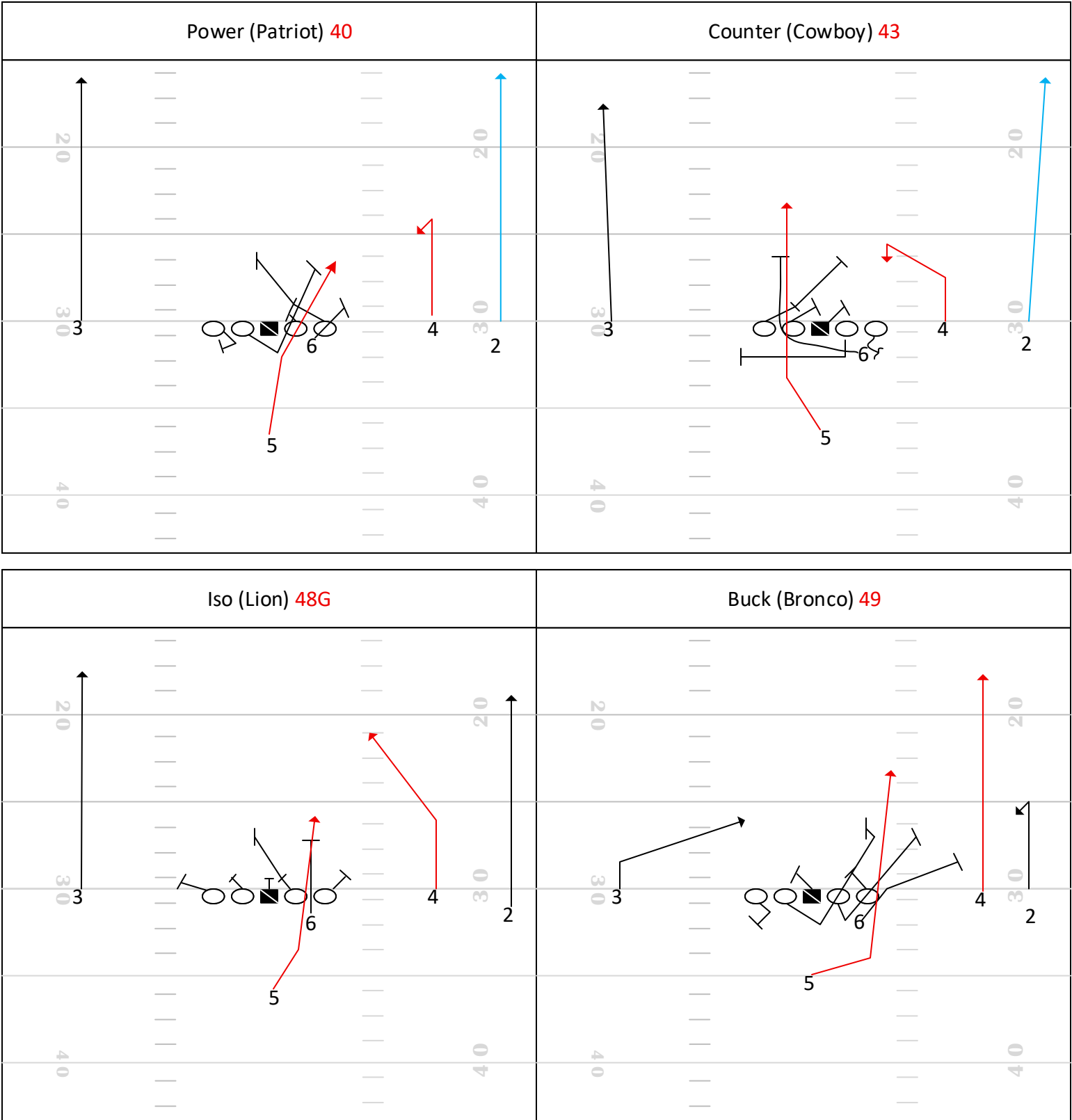
# Play Action Pass



# Run Pass Options

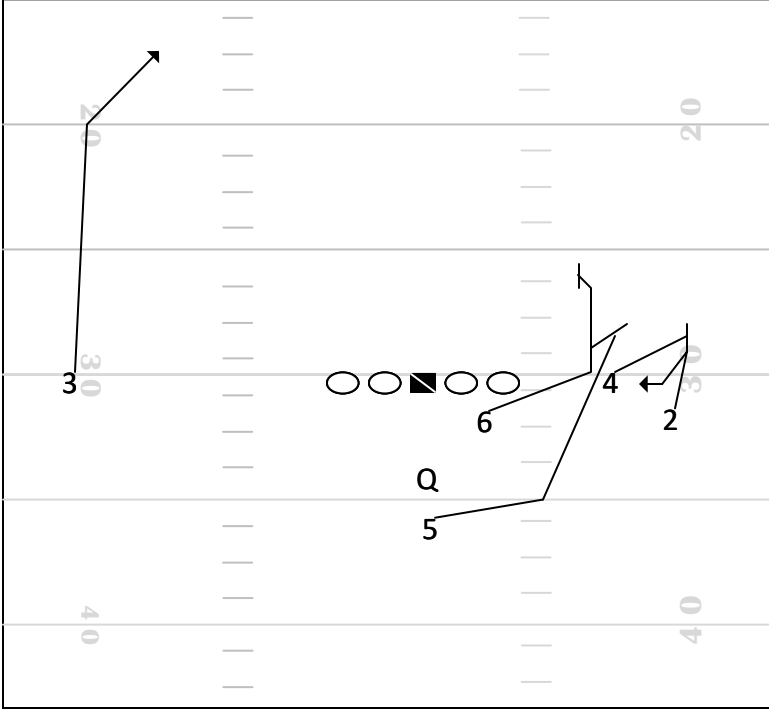
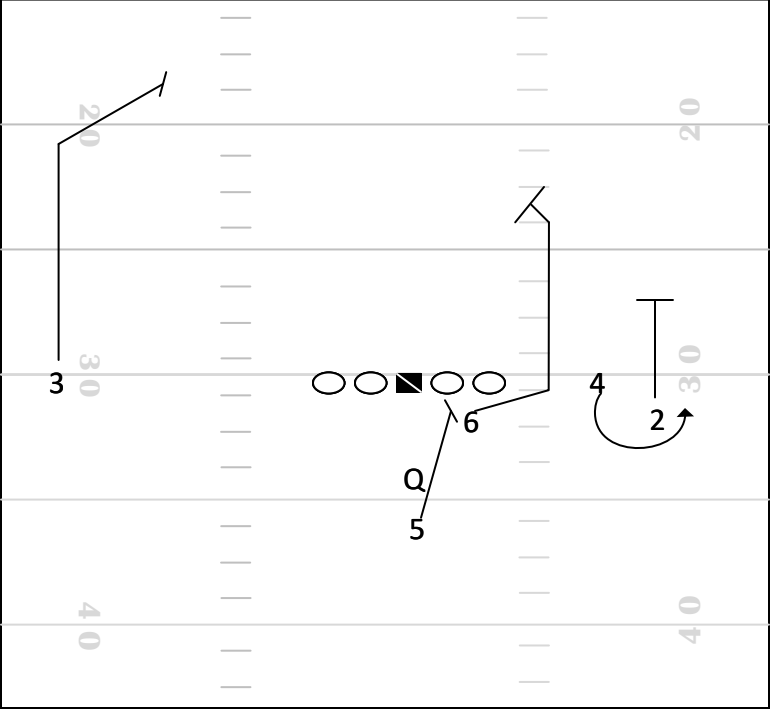
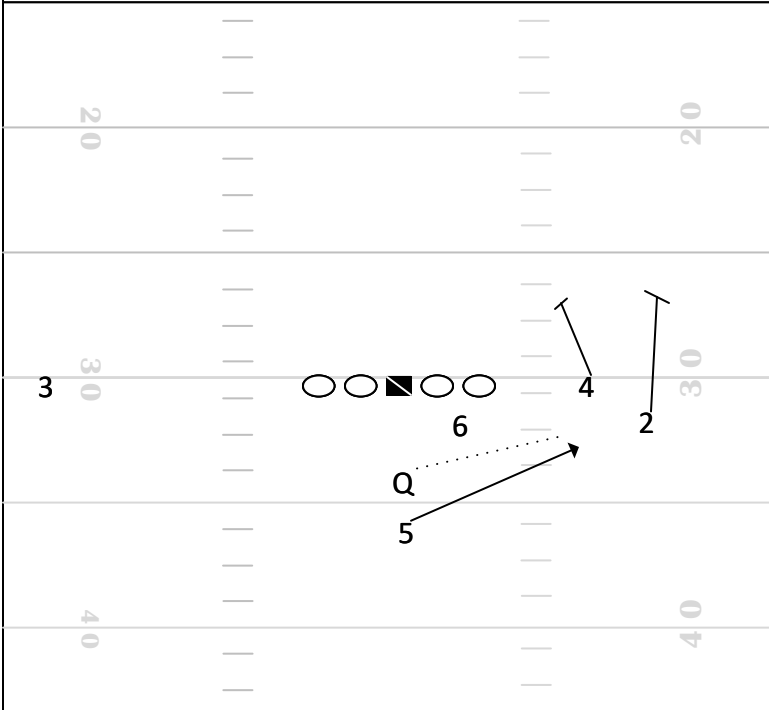
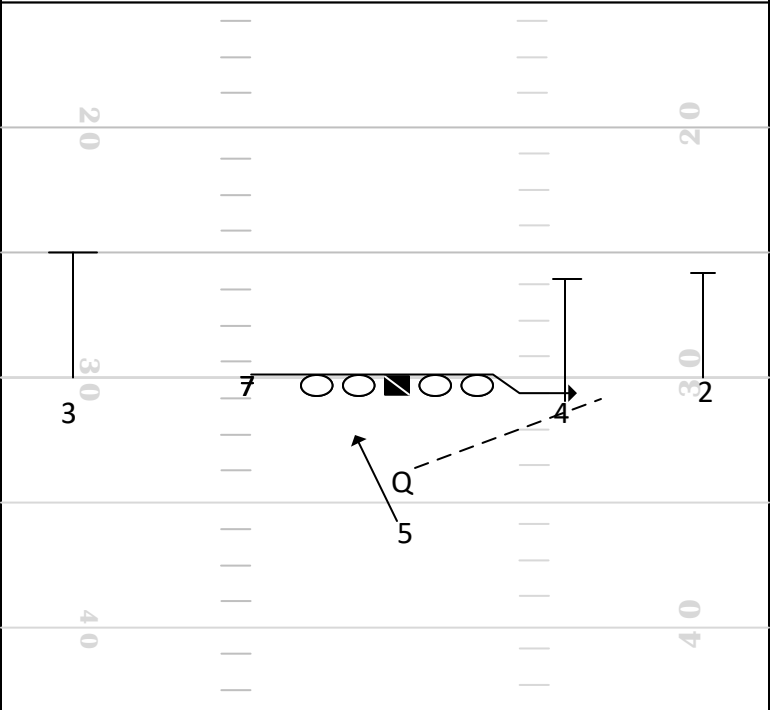
RPO's are very simple and are the easiest install. It is a run play, with a tagged receiver.

# Rpo Tag Examples



# Screens

# Screens

Now (Celtic) ***	Buck (Bubble) ***
	
T-Swing (Thunder) ***	Shallow Cross Screen (King)
	

\*\*\* = Pairs well with Run Game, can be tagged for RPO

# 1 Word Package

1 Word package is a tempo package. The receivers in the boundry line up on the numbers running back runs the now screen, receivers to the field take traditional splits and run a seam with a stacked arrow dig.

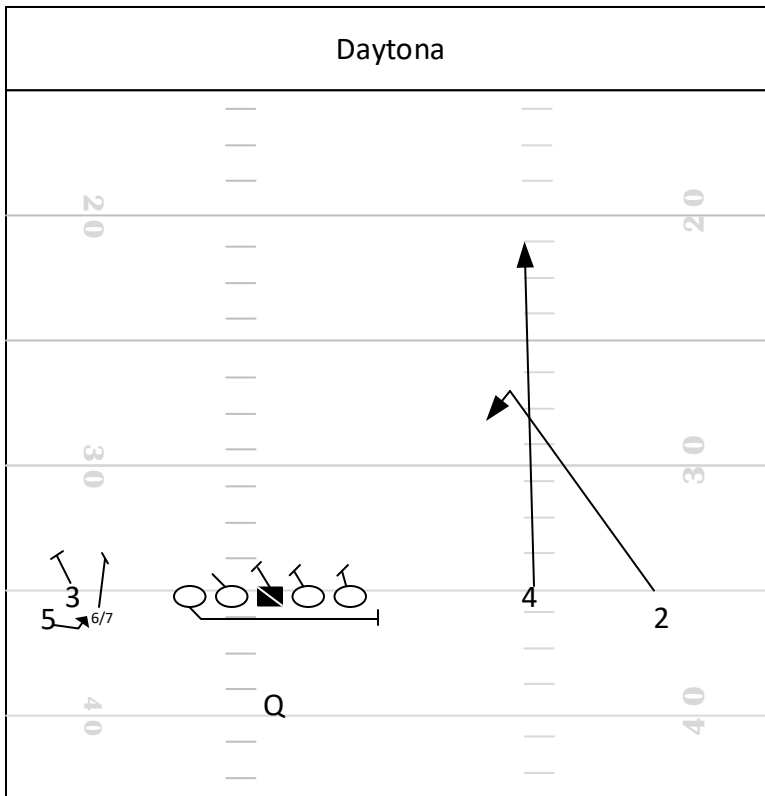
Cadence is set GO.

Qb looks at the bunch, less than 3 snap and throw. 3 or more, look to the field if getting man hold your feat and throw the best match up, if 3 over 2 run the ball.

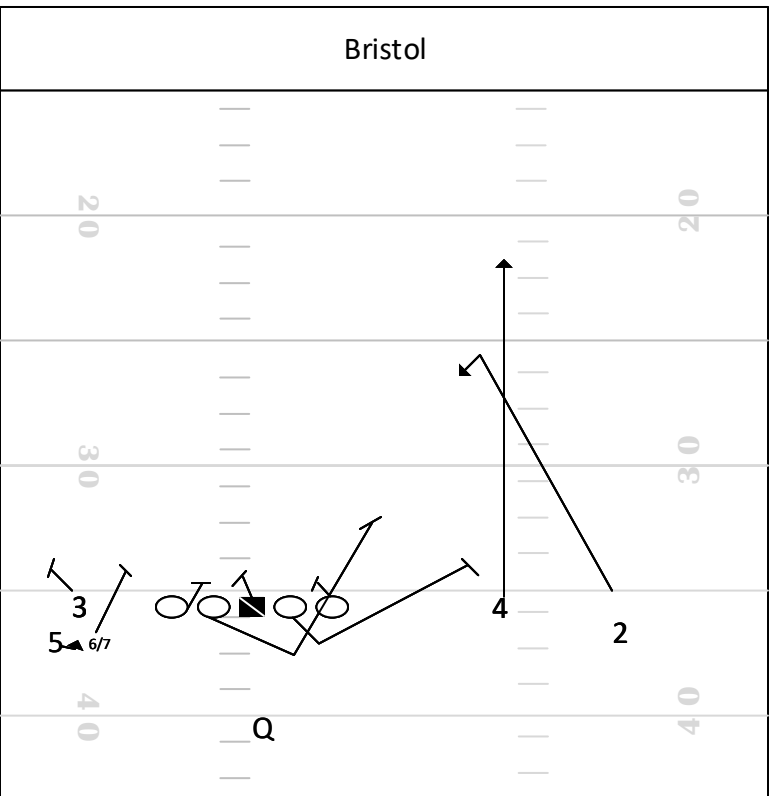
Plays are diagramed on the next page.

# 1 Word Package

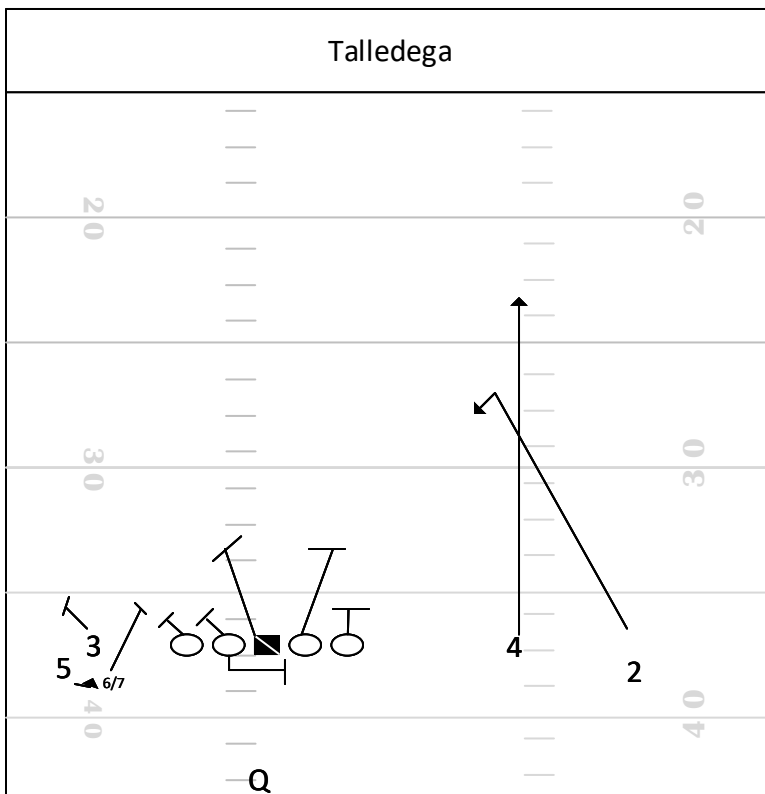
Daytona



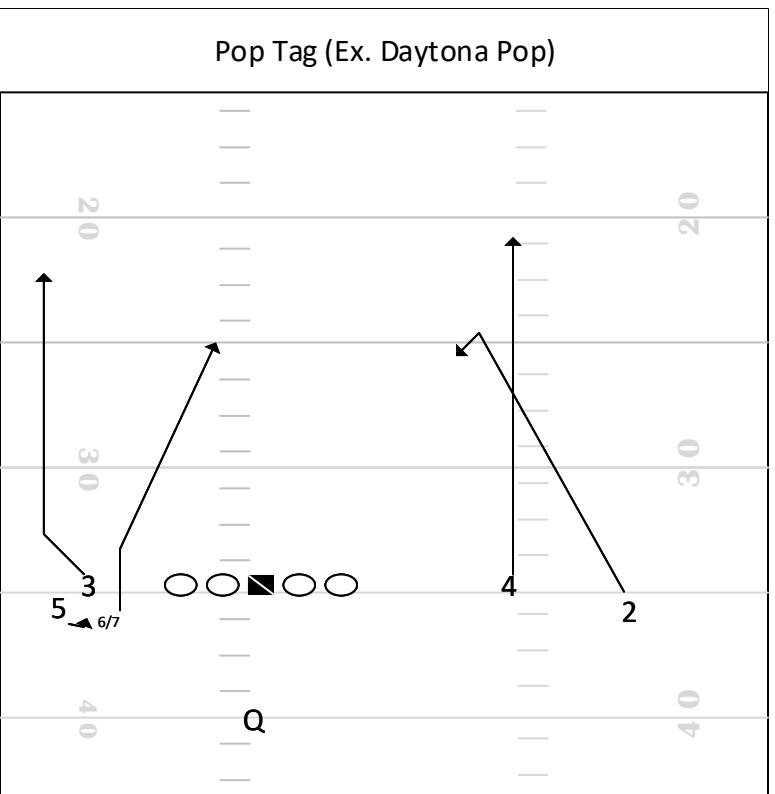
Bristol



Talledega



Pop Tag (Ex. Daytona Pop)



# Install Schedule



# March

1  Formation Install Twins/Doubles/ Trips	2	3  Formation Install Twins/Doubles/ Trips	4	5  Formation Install Twins/ DoublesTrips
6	7  Patriot/Cowboy Pods Slims/Hardees/ Celtic	8	9  Patriot/Cowboy Pods Slims/Hardees/ Celtic	10
11  Patriot/Cowboy Chin	12	13  Patriot/Cowboy Chin/Foot	14	15  Patriot Cowboy Chin/Foot/Heart
16	17  Rapid Fire Review	18	19  Rapid Fire Review	20

April/May				
1 OL: Patriot Rb: Patriot WR: Baylor/Bear w/ Backside	2	3 OL: Patriot Rb: Patriot WR: Baylor/Bear w/ Backside	4	5 OL: Patriot Rb: Patriot WR: Baylor/Bear w/ Backside
6	7 OL: Cowboy Rb: Cowboy WR: Missouri/ Tiger w/ Backside	8	9 OL: Cowboy Rb: Cowboy WR: Missouri/ Tiger w/ Backside	10
11 OL: Patriot/Cowboy Rb: Patriot/Cowboy WR: Missouri/Tiger w/ Backside	12	13 OL: Patriot/Cowboy Rb: Cowboy WR: Baylor/Bear w/ Backside	14	15 OL: Patriot/Cowboy Rb: Patriot/Cowboy WR: Baylor/Tiger
16	17 OL: Patriot/Cowboy Rb: Patriot/Cowboy WR: Baylor/Tiger	18	19 OL: Patriot/Cowboy Rb: Patriot/Cowboy WR: Baylor/Tiger	20
May/Spring Ball				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Spring Ball

June				
1 Indo Groups Core Values	2	3 Indo Groups Core Values	4	5
6 Indo Groups Core Values	7	8 Indo Groups Core Values	9	10
11 Indo Groups Core Values	12	13 Indo Groups Core Values	14	15
16	17	18	19	20
DEAD PERIOD				

July				
1	2	3	4	5
DEAD PERIOD				
6 Indo Groups Core Values	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Fall Camp				
1  10P Run Install 1 Word Skill Install	2  10P Run Install 1 Word Skill Install	3  10P Run Install 1 Word Skill Install	4  1 Word Team Install	5  1 Word Team Install
6  Week 0 Opponent Script	7  Week 0 Opponent Script	8  Week 0 Opponent Script	9  Benefit Game Script	10  Benefit Game Script
11	12	13	14	15
Benefit Week				
16	17	18	19	20
Game Week Schedule				

# Game Week Player Preparations

Scouting Reports to players every Monday by end of practice.

- Position Coaches will host a 30 minute review every Monday Morning before school or practice which ever the bell schedule allows.
- Scouting report will include
  - Opponent Roster
  - 3 Film tapes to watch on hudl
  - Key Players
  - Key blitzes
  - Situational Tendencies
  - Common Fronts
  - Common Coverage vs formations
  - Weaknesses
  - Installs for the Monday Practice
- Scouting Report Responsibilities
  - OC
    - Roster
    - Key Players
    - Key Tapes
    - Situational Tendencies
    - Weaknesses
  - RB/QB
    - Key Blitzes
  - WR
    - Common Coverages
  - OL
    - Common Fronts
- Each position coach is responsible for each install being on the scouting report.

Position Coaches will update the shared injured list for their position group daily throughout the week via google sheets. Each position Coach is responsible for making sure their athletes are attending treatment as prescribed by the trainer.

# Coaches

# Offensive Staff Gameplan Preparations.

Offensive Coordinator  
Saturday Night 7:30pm

## Opponent Staff research

- Who is the defensive playcaller?
  - What is his coaching background? (Who Coached him?, What Coaching tree did he come from?)
  - Why does he run the defense he does?
  - Why does he call the game the way he does?
  - Is he a system or player oriented coach?
  - If he is a system oriented coach, attack the system, if he is player oriented identify the key player.
  - Identify gap scheme teams they have played add them to the film acquisition list.
- Film Acquisition
  - Last 3 games plus previous matchup. (Replace any wing T or specialty offenses with gap scheme opponents. Potentially replace any heavy zone teams.
  - Hudl and Youtube/Tv Copies
    - Watch complete games in real time including their offensive series with holistic notebook.
    - Annotate anything that makes an impression.
    - Players, scheme, hash utilization, 2<sup>nd</sup> and 3<sup>rd</sup> level eyes.

## Cut the head off the snake.

- Opponent player breakdown
  1. Opponent social media
    - Who are they promoting?
    - Do they celebrate process or results?
  2. Check previous season award winners and nominees sheet.
    - Who is on the list that maybe shouldn't be and why?
  3. How do the above players fit into their scheme?
    - Are they protecting this player?
    - Are they leaving him unprotected to surround lesser players?
    - Do they follow key players?
    - Do they protect the field?
    - Do they have a strong side and weak side?
    - How do these key players react to motion and shifts?
- All the above is to cut the head off the snake.
  - Is there a player or scheme that they have confidence in? Can we attack that player or scheme to break their confidence and put doubt into their mind early in the game.
    - Ex. Opponent has a team captain at outside linebacker, put spot concepts, RPOs, and other plays that put him in conflict on the top of the practice and game scripts. Cut the head off the snake early.
  - If this player is a player that we do not want to test, how can we formation or motion get him away from the ball?

# OL Coach Pre Staff Meeting Checklist

## Offensive Line Coach Pre-Staff Meeting Checklist. (Run Game Coordinator)

Everyone's time is valuable it is not acceptable to show up to the Sunday staff meetings unprepared. All assistant Coaches need to complete this checklist prior to the staff meeting. It also allows for independent thought. We want each Coach to have impact on the gameplan with original ideas.

- What front do they base out of?
- What is our best matchup?
  - Run
  - Pass
- What is our worst matchup?
  - Run
  - Pass
- Do they flip box players?
  - What is it based off of?
- What are the threats to our core plays?
- Best run checks

## Film Breakdown Responsibilities

- Front
- Stunt
- Opponent run play
  - Notate best runs

## Previous game checklist

- 1-10 Did we put the offensive line in a position to be successful.
  - Why or why not?
- Did scheme or personnel lead to success or failure?
- 1-10 Did we highlight our best offensive lineman and matchups with our play calls.
- Did we limit their best box players?
- What run plays did we abandon too early?
- What run plays did stick to too long?
- Was the pass pro effective?
- 1-10 How well did we as coaches adjust.
  - Was the adjustment feasible?
- 1-10 Did the scout cards match the game?

Responses to the previous game checklist need to be very short and concise. Elaboration will happen in the staff meeting.



# Wr Coach Pre Staff Meeting Checklist

WR Pre-Staff Meeting Checklist. (Pass and Edge Game Coordinator)

Everyone's time is valuable it is not acceptable to show up to the Sunday staff meetings unprepared. All assistant Coaches need to complete this checklist prior to the staff meeting.

- What structure do they base out of?
- What is our best matchup?
  - Edge Game
  - Pass
- What is our worst matchup?
  - Edge Game
  - Pass
- Do they flip secondary players?
  - What is it based off of?
- What are the threats to our core plays?
- Best pass checks.
- Is there a second level player we have to avoid? What are his weaknesses and how can we expose them?

## Film Breakdown Responsibilities

- Coverage
- Opponent pass concept
  - Notate best concepts
- Identify best down for deep ball.
- How do they play the solo receiver?

## Previous game checklist

- 1-10 Did we put the skill players in a position to be successful.
  - Why or why not?
- Did scheme or personnel lead to success or failure?
- 1-10 Did we highlight our best skill players and matchups with our play calls.
- Did we limit their best secondary players?
- What pass plays did we abandon too early?
- What pass plays did stick to too long?
- Were the hot routes effective?
- 1-10 How well did we as coaches adjust.
  - Was the adjustment feasible?

Responses to the previous game checklist need to be very short and concise. Elaboration will happen in the staff meeting.

# QB/RB/TE Pre Staff Meeting Checklist

## Qb/Rb Pre-Staff Meeting Checklist.

Everyone's time is valuable it is not acceptable to show up to the Sunday staff meetings unprepared. All assistant Coaches need to complete this checklist prior to the staff meeting.

- How do they adjust to personal changes?
- How do they lineup to a TE
- How do they adjust to a full back?
- Do they personnel change in 10 v 12 personnel
- How do linebackers react to a FB/TE
- How do coverages change to FB/TE Side?

## Big Play

- What are 3 ways we can generate a big play.
  - 1<sup>st</sup> Drive
  - 1<sup>st</sup> Drive after halftime
  - Put away play
- How can we set up the 2<sup>nd</sup> and 3<sup>rd</sup> big play off our core?

## Film Breakdown Responsibilities

- Personal
- Run Pass
- D&D

## Previous game report.

- 1-10 Did we put the Qb in a position to be successful.
  - Why or why not?
- Did scheme or personnel lead to success or failure?
- Were we able to get the correct checks and hots
- Did we limit their players
- Were we able to adjust?
- Were we able to take advantage of the deep ball?
- Were the hot routes effective?
- Did we execute our big 3?

Responses to the previous game checklist need to be very short and concise. Elaboration will happen in the staff meeting.

# Jr High

1. Are we developing our kids with our core principles?
  - Power/Counter/Iso
  - Edge Game
  - Edge Blocking
  - Ball Security
  - Tags
  - Mid game adjustments
2. Are our Qbs developing their arms correctly?
3. Do our Qbs see the game as we do?
4. Are our Receivers developing into elite blockers?
5. Are our box players learning our core principles?

We will develop our Jr high through this lense.

- Practice Plans
- Game Plans
- Offseason Plans

Are we providing the best total experience possible that attracts more players out of the hallway, engages the players we have?

Are we developing a deep pride in our program beginning in the 7<sup>th</sup> grade?

Are we developing a relationship of structure, discipline and high productivity within our Jr High program.

Are we promoting and incentivizing multi sport athletes?

Before every single decision made with our Jr High we must ask ourselves these questions. If it does not answer one of these questions **we will not do it.**

# Game Day Staff Responsibilities

WR/Pass game Coordinator in the box: Eyes on the secondary and key defensive player.

OL Coach on the Field: ID front and stunts

Rb/QB Coach: ID future hot adjustments and pass pro adjustments. Tempo Coordinator

OC: Play caller.

Opening Drive

7 Play Script practiced on Wednesday and Thursday. Concrete on Thursday. The script should contain 1 play attacking every area of the field. We need to see how they are planning to defend us.

In between series:

Qb Coach speaks first :30. Do the hots need adjusting?

OL Coach:30, are the fronts and stunts what we prepared for?

- What adjustments need to be made?

OC: Make a decisive adjustment if needed.

OL to the TVs. Short meeting with adjustment. Show film only if needed.

QB Coach: On ipad with QB and Rb to adjust hots if needed.

Players are to be on the sideline. Engaged in the game unless absolutely necessary.

No adjustment conversations in front of the players.

If no player adjustments needed, encourage them and get them engaged in the game.

Coaches will huddle out of the way away from the field and discuss with any remaining time.

Wr Coach(in box) needs to be reviewing the previous drive identifying shot plays and looking for two way players who are playing defense that may be showing signs of fatigue. We are looking at finding ways to fatigue the 2 way players.

Ex. If he follows motion, we need to be motioning key every play. If he is a corner playing man, or responsible for deep route, he at a minimum needs a run off deep route every play.

# Example Practice Script

Tuesday, October 22, 2024								TUESDAY - Week 4			
24 Periods	2:50:00 AM - 4:45	Oline Emphasis	Backs Emphasis	DL Emphasis	LB Emphasis	DB Emphasis	Team Emphasis				
LIFT:											
GAMES TONIGHT		NOTES:									
Parent Teacher Conferences											
TIME	PER	OL	RB/FB	QB	WR	OL SUTTON	LBs Hotelling	DB Cosh	Hawk Pearson	PER	TIME
2:45	Pre - Practice EDDs										2:45
2:50	Script and Practice Plan Review										2:50
3:15	1	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	1	3:15
3:20	2	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	Indo Install	2	3:20
3:25	3	Inside Run/ Blitz Pick Up Installs		7on7/Edge Game Installs		Inside Run/ Blitz Pick Up Installs		7on7/Edge Game Installs		3	3:25
3:30	4									4	3:30
3:35	5									5	3:35
3:40	6	Specials								6	3:40
3:45	7	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	7	3:45
3:50	8	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	Tech Indo	8	3:50
3:55	9	Offensive Priority Script 1				Prep				9	3:55
4:00	10									10	4:00
4:05	11	Corrections				Defense On				11	4:05
4:10	12									12	4:10
4:15	13	Offensive Priority Script 2				Corrections				13	4:15
4:20	14									14	4:20
4:25	15	Corrections				Defense On				15	4:25
4:30	16									16	4:30
4:35	17	Offensive Priority Script 2				Corrections				17	4:35
4:40	18									18	4:40
4:45	19	Corrections				Defense On				19	4:45
4:50	20									20	4:50

# PEA RIDGE

Defensive Staff

1<sup>st</sup> D Prep



Scout Coach

Scout D1

OL Coach

1<sup>st</sup> Offense

WR Coach

Play Caller

# BLACKHAWKS

Scout O 2

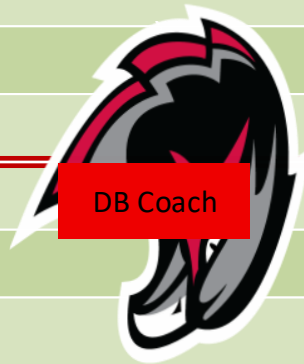
Scout O 1

Scout D 2

# PEA RIDGE

Offensive  
Staff

1<sup>st</sup> Offense



DB Coach

LB Coach

DL Coach

1<sup>st</sup> D

Scout O 1

Scout O 2

Scout Coach

Play Caller

# BLACK HAWKS

Scout D 2

Scout D 1