

# 4 DOWNS TO A SOLID TEAM

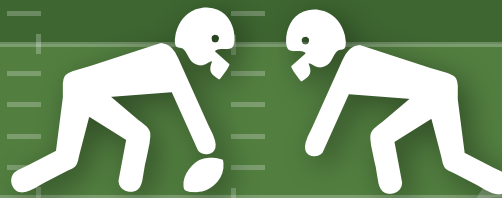
After printing and reading the manual follow "4 Downs To A Solid Team" outlined below and described in detail at the end of the manual.

1

## FORMATIONS & FRONTS PLAYBOOK

COPY AND RENAME EXAMPLE PLAYBOOK

- Copy one of the **70 FORMATIONS PLAYBOOKS** in Example Playbooks
- Rename offensive and defensive sets to your terminology
- Use this book to create all other playbooks
- Create pre snap recognition drills for your offense and defense



2

## RUN PLAYS ON AIR

PRACTICE IN WHITEBOARD MODE THEN DRAW UP REAL PLAYS

- Experiment with the play-drawing tools in Whiteboard Mode
- Create plays with one side of the ball
- Try offensive assignments or defensive blitz paths

3

## FULL PLAYS ON THE HALF FIELD

DRAW BOTH SIDES OF THE BALL ON ONE HALF OF THE FIELD

- Draw half field fits with both the O&D moving on the right or left side
- Use path delays & segment speeds to perfect fits and timing



4

## ALL 22 MOVING ON THE FULL FIELD

DRAW BOTH SIDES OF THE BALL ON THE FULL FIELD

- Draw the plays and fits for the offense & defense 11 on 11
- After drawing all your base plays, copy & organize playbooks by opponent, week, or scheme



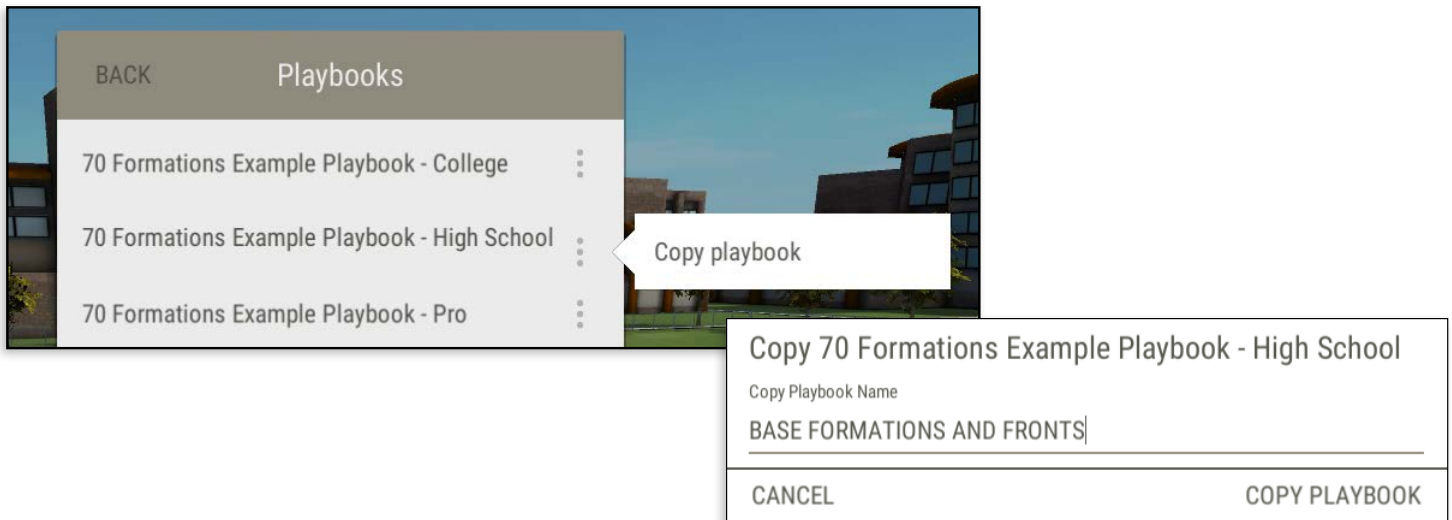
# FOUR DOWNS TO A SOLID TEAM

We recommend following these steps when first starting with GoArmy Edge Football. They allow you to learn the app and build your team's playbooks in an orderly fashion. First, create your team; then download and print the manual. Read the entire manual before starting.

## 1ST DOWN FORMATIONS & FRONTS PLAYBOOK

Your initial playbook will serve as a base template which will be copied to create other playbooks. The playbook will be used not only as a building block for later versions but also for use in pre-snap recognition drills for both offense and defense. This playbook will contain no plays; just all personnel groups, huddles, offensive formations and defensive fronts.

To get started, go to **VIEW PLAYBOOKS, EXAMPLE PLAYS** and copy one of the **70 FORMATIONS PLAYBOOKS** and name it **BASE FORMATIONS AND FRONTS**.



## RENAME TO YOUR TERMINOLOGY

By copying the formation example playbook, all personnel groups, huddles, formations, and fronts are created. To customize to your team's terminology, load each section and change player labels or formation names. Remember, there will be no plays in this **BASE FORMATION AND FRONTS** playbook.

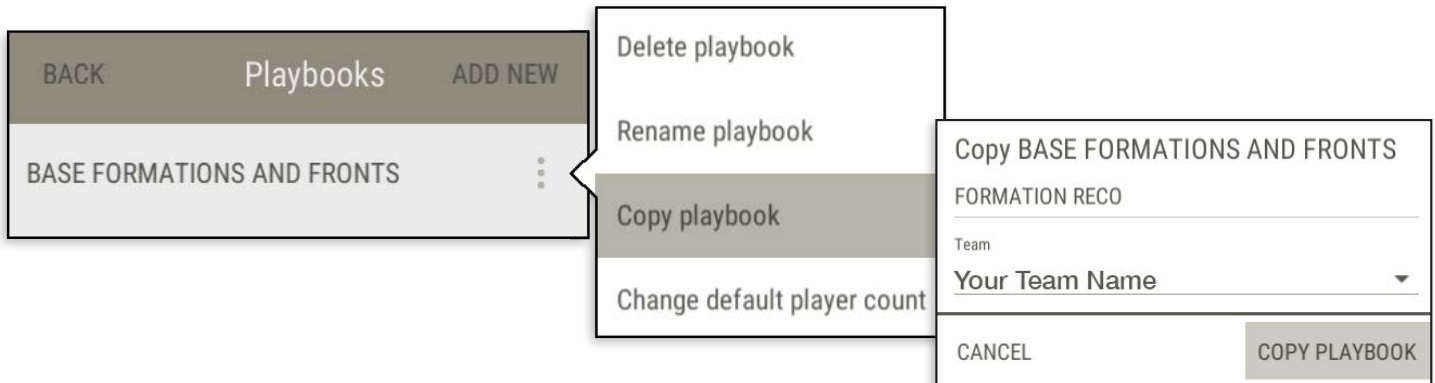


Editing any **Personnel Group** is only used to change the two letters or numbers displayed on any player's jersey. Select any player in your Personnel Group and you'll notice whatever is on their jersey will show up in the circle icon at bottom right. Select this circle icon and select **SET JERSEY LABEL** to change the two characters on that player's jersey. You can use any combination of two letters and numbers. You can specify your **WR** labels with **X** and **Z**, or number your **WR** as actual players like **80** and **84**, or mix and match. Any formation or play drawn using this personnel group will use the jersey labels you set here. Jerseys can also be set for any individual play on the fly as well. After you are finished editing any jersey labels, select **SAVE** to save your changes and **DONE** to return to the **Personnel Groups** side menu.

Next, edit the names of the offensive formations and defensive fronts. Don't worry about making every formation exactly accurate (including backfield sets) as you will have that opportunity to make finer changes inside a specific play.

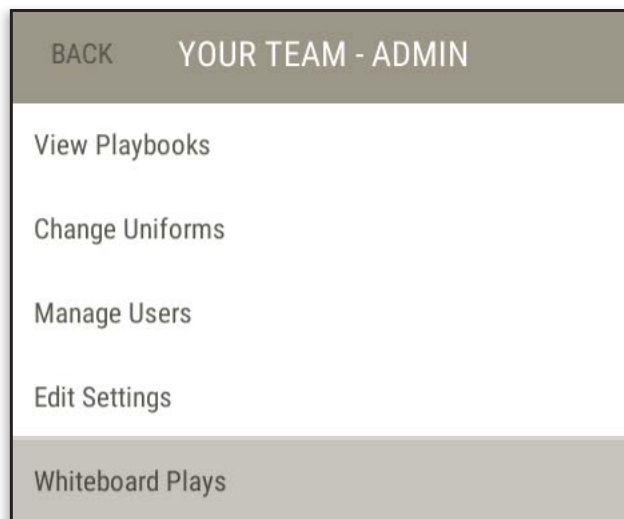
## FORMATION & FRONT RECOGNITION

Once the base playbook is complete and accurate, copy this playbook by selecting **PLAYBOOKS**, then selecting the three dots and **COPY PLAYBOOK** (name the playbook **FORMATION RECO**). This book will contain formations and fronts for your team to see before the snap.



To start, select **PLAYS** and **ADD NEW**. Choose the **Offensive or Defensive Formations**, enter a name, and **SAVE** the play. After saving, you will be in edit mode. Click the bottom left context menu and select **EDIT FORMATION** to fine tune player's positions, the ball's location and the field zone. Moving the Center up or down the field will change the line of scrimmage, and moving left or right will change the location of the ball between the hashes. To add a huddle, choose **SHIFTS** and add a huddle to the Offense and/or Defense. To save, select the bottom play line then select X. **SAVE** when done.

## 2ND DOWN RUN PLAYS ON AIR



### Whiteboard Practice

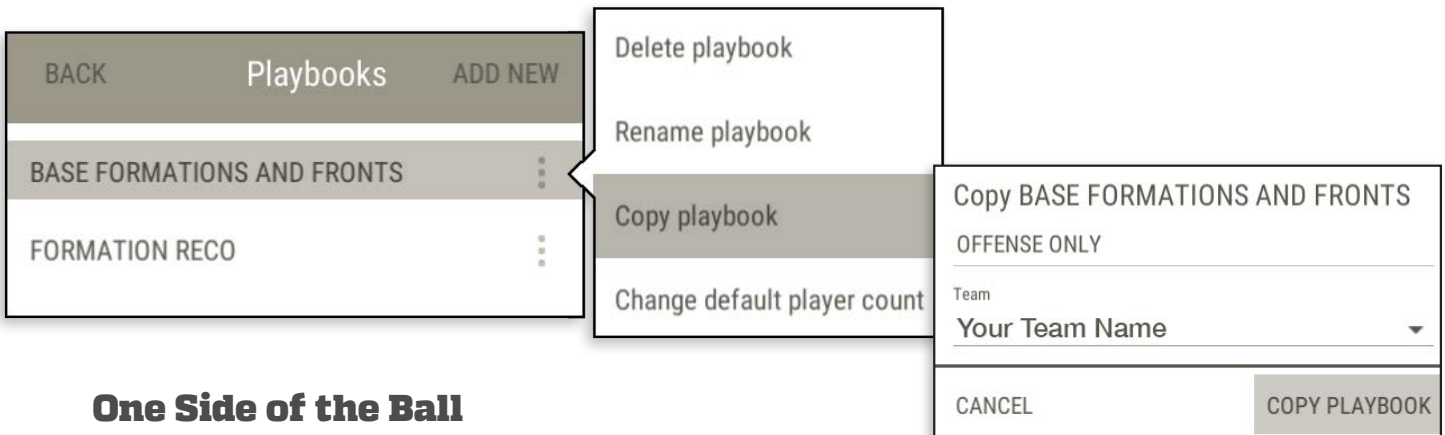
Start by practicing play-drawing and adding movement to your plays by using the Whiteboard. The Whiteboard is designed for quick illustrations and nothing is saved when you exit.

Select **WHITEBOARD PLAYS** on your **TEAM MENU** and experiment with the drawing tools and the context menus. Try the pre-play tools **EDIT FORMATION** and **DRAW PRE-PLAY MOTION**. Continue by drawing routes and changing possession. Click on a route or a change of possession and adjust their parameters in the right context menu. Click on a player and use the right context menu to change their attributes.



## Whiteboard Practice

In **3D mode**, experiment with cameras in the left context menu and view settings in the right context menu. Try using time bar controls to stagger player movement. You can delay the movement of players post snap by moving the time bar and then drawing a route.

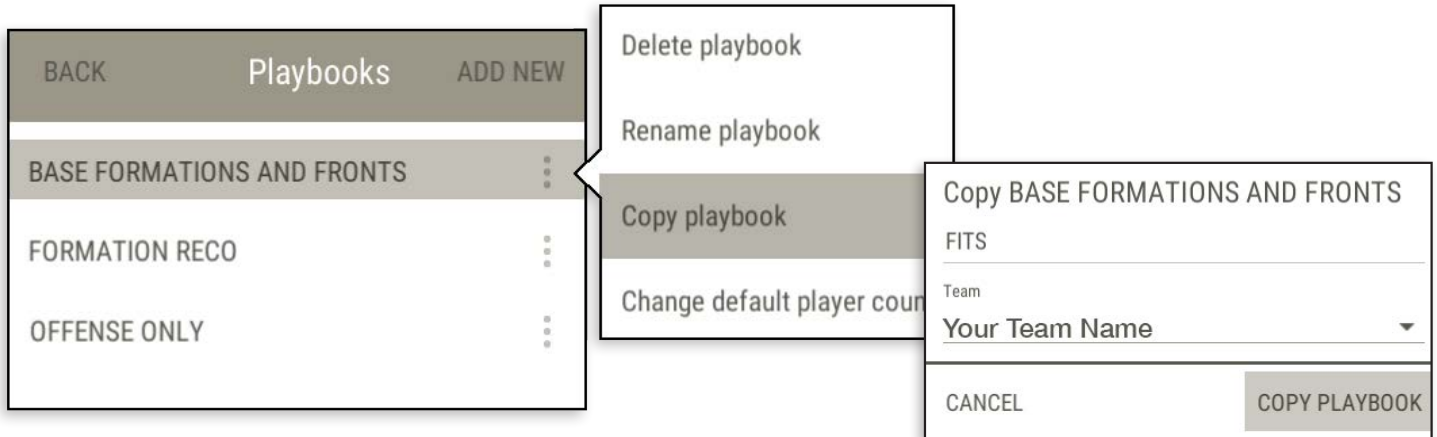


## One Side of the Ball

When you are comfortable with the features on the **Whiteboard**, move on by copying the **BASE FORMATIONS AND FRONTS** playbook and name it **OFFENSE ONLY** or **DEFENSE ONLY**. Continue editing the plays, but draw only one side of the ball: offensive movement against static defenses or defensive movement against an offensive formation.

## 3RD DOWN FULL PLAYS ON THE HALF FIELD

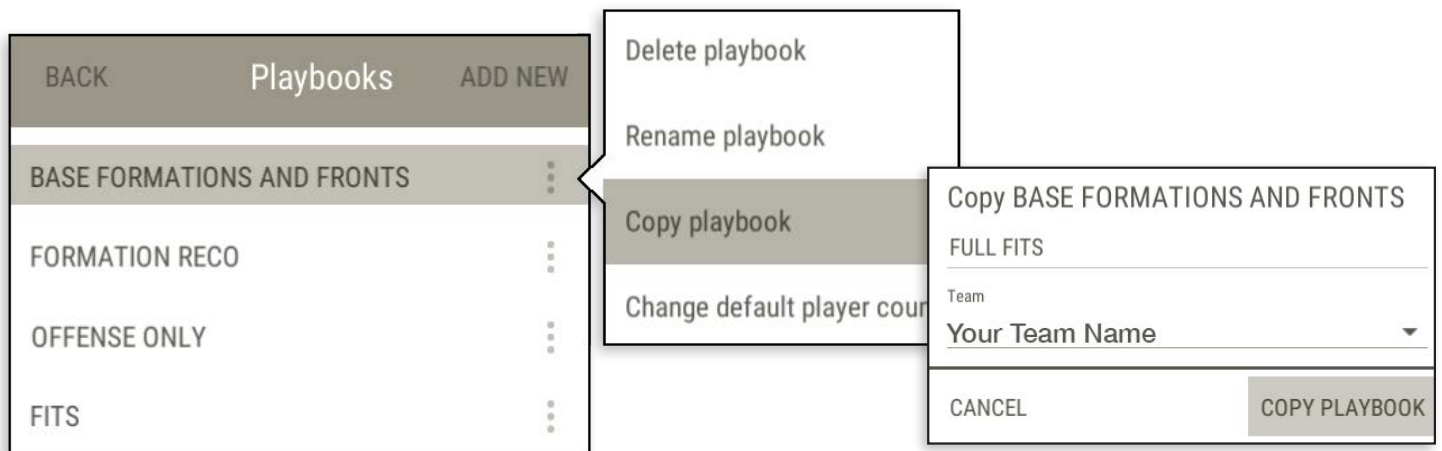
Copy the **FORMATIONS AND FRONTS** playbook and name it **FITS**. Draw half field or half line fits with both the offense and the defense moving. Use path delays, change segment types, and segment speed changes to perfect the fit. Hide position groups when in 3D to focus on the players of interest for different plays.



## 4TH DOWN ALL 22 MOVING ON THE FULL FIELD

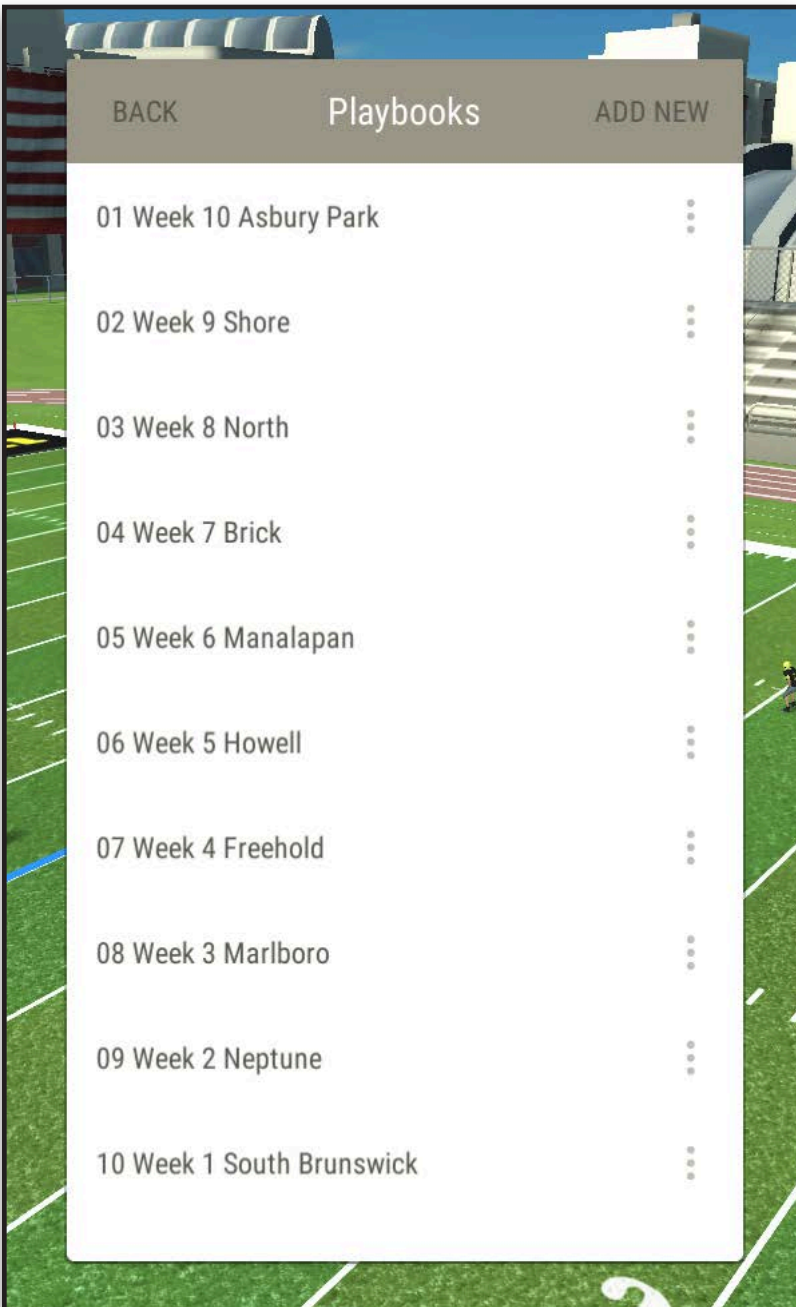
Copy the **FORMATIONS AND FRONTS** playbook and name it **FULL FITS**. Draw the fits for the entire offense and defense. To save time, only draw positions that are pertinent to the fit. For example: from an Offensive perspective, only draw the paths, angles, and fits of the offensive line instead of both the offensive and defensive lines.

After completing all the offensive and defensive fits, these playbooks can then be copied to be modified as your season progresses. Using the multi select feature, you can copy or delete multiple items to keep your book organized.



# PLAYBOOK ORGANIZATION

There are many ways playbooks can be organized. The master playbook can be copied and edited to focus on the Run Game, Pass Game, Coverage, Pressure or Off Season Drills.



## Week by Week Method

When you are in season, your master playbook can be copied and tailored week to week to fit to your actual opponent. Uniforms can be customized to match.

Making a new playbook for every opponent allows your players and coaches to know week by week where to be in GoArmy Edge Football. Number the weeks when you make these playbooks so the most recent game is on top.

Inside every weekly playbook you can add your practice scripts, base alignments and formations, example fits, position drills, and quizzes. Drills can be made to organize the information for the players.

Setting up the base playbook will require some work; but when completed, it will be well worth the effort as it will not have to be done again.