
“HEAD COACH v3”

THE ULTIMATE SIMULATION OF
AMERICAN FOOTBALL
ON A MICROCOMPUTER



CODA
SOFTWARE

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CONTENTS

INTRODUCTION	3
GETTING STARTED	3
CHOOSING A DIVISION	3
TEAM HEADQUARTERS	4
TRAINING CAMP	4
PREPARING FOR A MATCH	5
PLAYING A MATCH	5
AFTER A MATCH	6
PRE-SEASON AND POST-SEASON PLAY	7
COLLEGE DRAFT	7
A FINAL WORD	7
PLAYER ROSTER	8
PLAYER PROFILES	9
 PLAYBOOK SECTION	
SUMMARY OF PLAY KEYS	16
OFFENSIVE PLAY CALLING	17
DEFENSIVE PLAY CALLING	22
SPECIAL TEAMS PLAY CALLING	24

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INTRODUCTION

Welcome to "HEAD COACH v3" You will now be able to enjoy all of the thrills and spills of the NFL without a single bruise to show for it!

You have been appointed to the position of Head Coach of the newest team in the NFL, the Schoburg Franklins. They are what you might politely call a team in transition, having run through a string of coaches, each unable to lift the team to the lofty heights of Division Titles, Playoffs and Superbowls, that the Directors are so desperate for.

Fortunately, your task has been made a little easier by the recent drafting in of several new young players, but you will still have your work cut out.

GETTING STARTED

As soon as "HEAD COACH v3" has loaded, you will be presented with the title screen offering you the choice of 'C' to Continue a current game, or 'S' to Start Again. If you are starting from scratch then select 'S', otherwise you will continue to the Team Headquarters straight away and be able to continue from where you left off last time.

There is one other option available from the Title Screen, although it is not displayed as it will be rarely used. Pressing 'U' will enable you to update the Database which stores the information held on all 28 NFL Teams. Update Sheets are available from Coda Software.

CHOOSING A DIVISION

If starting from scratch you must choose a division to place Schoburg in, and a team for them to replace. The 28 NFL Teams are split into six divisions. If you replace a team near the top of a division then you will inherit their schedule which is likely to be fairly tough.

Choosing to replace a team lower down will usually mean a softer schedule. Enter the name of the team you have chosen, and there will then be a period of disk access while all data is reset ready for the new season and the new Coach.

TEAM HEADQUARTERS

Team Headquarters will be your central base throughout the playing of "HEAD COACH v3". From here you have access to all data available on any of your players, you can go to Training Camp, you can continue to your next match, or you can finish playing and exit the program.

You should only ever exit "HEAD COACH v3" from Headquarters where there is an option on the menu specifically for this purpose. Try to avoid switching the computer off in the middle of a match.

Amongst all the other statistics available, during the regular season you will be shown how Schoburg is ranking against the other NFL Teams in all categories of Offense and Defense. This will give you a good idea which areas need most attention, and can help you to devise a gameplan.

TRAINING CAMP

Especially important when you first start the game, but useful throughout the season also, is the ability to take your players to Training Camp. Here you can get a good idea of the abilities and limitations of each player by comparing him to others in two different ways.

Selecting a Speed Trial will allow you to compare players over a straight 40 yard dash. This is the standard distance used in the NFL to evaluate the speed of a player, since it is considered rare to need to run more than 40 yards flat out on any one play. Quick starts are especially important.

With positions such as Wide Receiver or Cornerback, you may consider Speed to be the most important factor, and you may therefore wish to pick your starters based solely on this information.

However you may also compare players of the same position by a comparison of their abilities as assessed by the coaching staff. Each time you select one of the positions, the players are rated on a scale of 1-5, with 5 being the highest.

You may see slight differences of opinion occurring if you re-assess the players several times, but this is only to be expected as certain players impress the coaches more than others at different practice sessions.

You may often be more impressed by the performances of younger players in Training Camp. Their raw athletic ability may prove eye catching, but there is no truer test of a player than his performances in real matches. It would be unwise therefore, to draw conclusions about a player based solely on his Training Camp achievements.

PREPARING FOR A MATCH

If you select the "Continue to Next Match" option from Headquarters, then you will be shown who your next opponents are, and how your coaches view their strengths and weaknesses.

From here, pressing any key will take you to the Statistics Center, which you can later visit throughout the Match. Before a match, you will only be offered two options, to change your team or to begin the match.

If you decide to change your team then your current line-up will be displayed, with any injured players highlighted in a different colour to the fit players. If possible, never play an injured player in a match, since not only will he diminish your chances of winning, but he may well aggravate his injury into something which would rule him out for the rest of the season.

When selecting your Special Teams players, you may choose to have the same man as both first and second Kickoff or Punt returner, but if he is handling all of the returns himself, then his risk of an injury is obviously increased.

After all changes have been made, select the option to begin the match, and you're ready for action.

PLAYING A MATCH

At the start of each play, the 30 Second Clock will start ticking. When on offense, the code of your chosen play must be entered before the clock runs out or you will incur a 5 yard penalty for Delay of Game. When on defense, a non-entered play will result in the basic 3-4-4 Defensive Formation being selected for you.

It will help to have the list of Play Codes open in front of you, but as an alternative, press TAB when the 30 second clock is ticking, and the play options will be displayed on the screen.

With regard to the strategy of what play to call and when, please consult the Playbook section of this manual.

The time remaining in the current quarter is displayed as a bar, which becomes shorter as time runs out. When the bar finally disappears, it signals the last play of the quarter.

At the end of each quarter you have the option of directly continuing the match or returning to the Statistics center, from where you may change your team and consult the statistics of the current match. When you have finished, select the Continue option, and you will return to the Match, ready for the next quarter.

If the scores are tied at the end of the Fourth Quarter, you will go into a period of sudden death overtime in which the first team to score, wins the match.

AFTER A MATCH

After the match is finished and you have consulted all of the statistics that you wish to see, selecting the continue option will take you through the various post-game rituals.

Firstly, the team Doctor will report any injuries that were sustained during the game, and then a panel of Sportswriters and Journalists who watched the game will vote for Schoburg's 3 Most Valuable Players.

This is the highest accolade a player can be given, and the computer will keep track of these votes throughout the season, awarding 5 points, 3 points and 1 point to each of the top 3 players in each match. Over a season, this will give you an unequalled indication of who is performing on the field and who isn't.

Of course you would naturally expect Quarterbacks, Running Backs and Linebackers etc, to receive more attention than players such as the Linemen, but to a certain extent, the panel will take that into account when considering their votes.

Subsequently, you can watch the results of all the other matches come through, and see the new divisional standings displayed. It is important to pay particular attention to the results of your closest divisional rivals, since it may eventually be either you or they who make the playoffs.

You may also display your schedule, which shows forthcoming fixtures and results of past matches. If you saw that you had a couple of easier fixtures coming up, you might decide to vary tactics or players, before your more important games.

You can then return to Headquarters where you may decide whether to play your next full match, or to exit the program. When you Exit the Program, "HEAD COACH v3" keeps all data on the disk, ready to continue next time, from where you left off.

PRE-SEASON AND POST-SEASON PLAY

"HEAD COACH v3" features two Pre-Season games to help you prepare for the Regular Season. This is a time to experiment with tactics and players that might not be used during real matches. The results of the games do not count towards any standings, and the statistics of the games are not preserved.

Furthermore, the teams that you face will usually be fielding experimental sides, so playing your strongest side against them would prove very little. These games help you decide which if any of your recently signed rookies, deserve to win starting jobs.

At the end of the Regular Season, your performance will be assessed by the club directors who will consider whether or not to extend your contract. Naturally, if you have had a successful year and taken Schoburg to the playoffs then your job will be secure, but otherwise, the longer you continue without success, the less likely the directors are to remain patient.

THE COLLEGE DRAFT

Assuming that you have kept your job, you face the task at the end of the season of drafting 12 rookies from college. Before you go to the draft, make sure that you have a clear list in mind of the positions on the team which require most urgent attention. A good draft can make all the difference between making the playoffs and slipping down the standings, so don't hurry your preparation.

You can pick one player in each of the 12 rounds, and obviously the higher the pick, the more likely it is that the player will have NFL calibre abilities. Top players in the impact positions (QB, RB, LB etc) usually go fairly quickly, where as good Kickers and Punters are often still available in the lower rounds.

A FINAL WORD

Having read this far, you should have enough information to be able to attempt the job of Head Coach successfully. Lifting the Schoburg Franklins to the pinnacles of NFL achievement will depend on many things including a good draft, a balanced roster, a lack of outstanding weaknesses, well devised gameplans, a little good fortune, and most of all, experience. Good Luck.

S C H O B U R G F R A N K L I N S P L A Y E R R O S T E R

No	NAME	POSITION	HGHT	WGT	Age	COLLEGE
14	DALLAS WILDMAN	Punter	6'00	196	29	Arkansas
15	EARL LILLEY	Kicker	5'10	194	34	North Carolina
18	GARTH BARCLAY	Quarterback	6'05	205	28	Jacksonville
19	PETE CROWE	Quarterback	6'00	195	26	Georgia
20	ERIC MOROSKI	Safety	6'03	190	25	Memphis State
22	ROB DYLAN	Safety	5'11	198	24	Nicholls State
27	VALENTINE MAGNUS	Safety	6'02	187	26	San Diego State
29	SCOTT STARRING	Safety	6'01	191	23	Arkansas
30	MARK MACMURRAY	Cornerback	5'09	176	24	Bowling Green
31	LESTER MAGUIRE	Cornerback	6'04	195	27	Indiana
33	DUANE GERAULD	Cornerback	6'02	190	26	Toledo
38	TODD SANDFORD	Cornerback	5'09	180	24	Baylor
40	AL CARVER	Running Back	6'00	226	29	Nebraska
41	BING RAWLINGS	Running Back	5'11	193	26	Nebraska
45	JOE KOWALSKI	Running Back	6'03	222	25	Ohio State
47	SAM SCOTT	Running Back	5'08	204	30	Tennessee
49	MATT DAMON	Running Back	5'11	218	24	Maine
50	PIETRO EMERY	Center	6'08	285	32	Pittsburgh
51	JIM BELKO	Center	6'00	250	30	Northeastern
52	IVOR DUPREE	Linebacker	6'02	222	29	Purdue
53	CHADWICK CLARK	Linebacker	6'04	235	26	Tennessee
55	ALOYSIUS HAYES	Linebacker	6'01	215	27	Utah State
56	TITCH ASLETT	Linebacker	6'10	260	34	Texas
57	STEVE GREAM	Linebacker	6'02	243	30	Baylor
58	CLIFF MILLER	Linebacker	6'04	229	26	Wisconsin
59	RADLEY ZACHARY	Linebacker	6'06	221	27	Wisconsin
63	BRIAN MCSWEEN	Guard	6'06	275	26	Pittsburgh
66	BILL LAYNE	Guard	6'03	260	25	Philadelphia
67	CLAYTON SPAGNOLA	Guard	6'06	274	25	Nevada
70	CODY CUNNINGHAM	Nose Tackle	6'04	280	32	Nicholls State
73	JAY MACEK	Nose Tackle	6'02	250	24	Memphis State
74	HENRY HAYNES	Nose Tackle	6'07	300	24	Bowling Green
76	DON BLACK	Tackle	6'02	270	23	Texas
77	STEVE BECKER	Tackle	6'06	295	28	Wisconsin
78	CAMDEN SPRINGS	Tackle	6'05	273	23	Baylor
80	KIM VAN OBENDORF	Wide Receiver	5'10	186	22	Wyoming
81	LUTHER MOSELEY	Wide Receiver	5'11	198	32	West Texas State
82	GALVIN GREEN	Wide Receiver	6'03	202	26	San Diego State
83	TONY SALUMBE	Wide Receiver	5'11	195	25	Arkansas
84	VAN SIMMONS	Tight End	6'03	220	27	Notre Dame
86	ALLEN HOOD	Tight End	6'04	237	25	Maine
89	RANDY CLARK	Tight End	6'03	236	25	Trinity College
95	DOUG MCMAHON	Defensive End	6'05	253	23	Ohio State
97	DON MUCKENSTRAUM	Defensive End	6'05	243	29	Tennessee
99	PHIL REDFORD	Defensive End	6'03	245	24	Grambling

P L A Y E R P R O F I L E S**SPECIAL TEAMS**

Punter DALLAS WILDMAN has been the starter in each of his six Pro Seasons. Not renowned for booming kicks, but is consistent in placing the ball inside the opposition's 20 yard line. Has a good Net Average.

EARL LILLEY has had his fair share of moves for a kicker. He started at New Orleans before being traded to Indianapolis. After a spell on Injured Reserve, he was waived and picked up by the Franklins. Very unflappable, a player who doesn't dwell on past mistakes, and who has a good reputation as one of the NFL's more solid short range kickers. Has occasionally had accuracy problems from beyond 40 yards.

QUARTERBACKS

PETE CROWE has been the Schoburg starter since being drafted in the third round from Georgia. Never one to be too concerned about how his own statistics look, so long as the job gets done. Operates a very efficient short passing game and prefers not to rely on the long bomb too often. Cool under pressure and resilient, Pete is rarely injured.

GARTH BARCLAY has good upper body strength and a fast arm. However in all his years in the league, he hasn't landed a starting job and time may be running out. He is the holder for Field Goals and Extra Points, and signals plays in from the sideline. Not afraid to go downfield with his passes, and it may be that he has finally matured sufficiently to mount a serious challenge for the starter's job.

SAFETIES

Safetyman SCOTT STARRING is widely regarded as the most exciting player in the Schoburg defense. Took over the play calling duties from Valentine Magnus in his rookie season, and was a unanimous Pro Bowl Selection. His bone jarring tackles have been responsible for many fumbles. Likes nothing better than to come on a Safety blitz, and when he sacks Quarterbacks, they stay sacked.

VALENTINE MAGNUS has been starting Free Safety since his college days at San Diego State, where he was an All Conference selection. His play may look unspectacular but he is consistent and rarely beaten deep. Recently though, Val's job has become less secure with the emergence of the over achieving and highly emotional ROB DYLAN. Rob started solely on Special Teams in his rookie year, returning Punts, but his exceptional energy and solid tackling has led to several starts at Free Safety.

ERIC MOROSKI has good strength, and has the height to tip away passes from the hands of receivers, but he seems to lack that extra ounce of speed and aggressiveness which Coaches notice on the highlight films. He is used mainly as an extra defensive back on certain Passing downs.

CORNERBACKS

Starting Corners LESTER MAGUIRE and DUANE GERAULD don't have much to say off the field, but they let their play do the talking for them. Lester spent two seasons holding out on a contract dispute, but showed his pay cheque to be money well spent when returning to the best form of his career. Picked off 4 passes in his rookie year, returning 2 for TD's.

Duane has great speed for his size, and plays in a very physical way for a cornerback. Wide Receivers have more than their share of trouble trying to get open, when Duane is marking man to man.

TODD SANDFORD was an eighth round draft pick out of Baylor, where he was listed as a kickoff returner. Was noticed by the Schoburg Coaching Staff and drafted for that purpose, but he has good hands, and excellent work habits, and it would be no surprise to see him break into the line-up in a couple of seasons.

MARK MACMURRAY was picked up as a Free Agent and has seen plenty of action on Special Teams. Tends to mark Receivers very closely, but while he picks up interceptions, he also gets beaten deep quite often.

RUNNING BACKS

Top Running Back over the past two seasons has been JOE KOWALSKI, who is the highest draft pick ever taken by the Franklins. He was the sixth player taken overall in the first round, and had an outstanding career at Ohio State where he shattered single season records for yards gained, and touchdowns scored. Has suffered slightly at the Franklins due to an inexperienced offensive line and recurring proneness to injury, but is an exceptionally strong runner.

AL CARVER is very experienced and often acts as lead blocker on slants and sweeps. Often used in short yardage due to his exceptional leg strength. Al is also an effective pass receiver out of the backfield, and having a good pair of hands, he rarely drops a pass.

BING RAWLINGS is a smaller, niftier type of runner who has a similar low gravity style of running to the Giants' Joe Morris. He has suffered from a lack of playing time through no fault of his own, and could be an interesting prospect for the future.

SAM SCOTT was originally drafted by Pittsburgh and played on Special Teams there in the great era of the late 70's. Came to the Franklins four seasons ago and has been used as a Punt Returner. When used, he has proved experienced and dependable, and rarely fumbles the ball.

Youngest of the backs is MATT DAMON who was considered something of a dubious selection when drafted in the third round out of Maine. Has yet to live up to his college achievements and has a lot to learn.

CENTERS

PIETRO EMERY is the guiding force behind the young Schoburg Offensive Line. Has twice been a Pro Bowl Selection, although has slowed a little in recent years. His great strength and size overpowers opposing Nose Tackles, and means that he is frequently double teamed.

JIM BELKO was picked up on waivers from the St.Louis Cardinals when Pietro went down with a knee injury last season. Considered by some too short to play Center in the NFL, he filled in adequately although his place may soon be threatened by a younger player.

LINEBACKERS

The Schoburg Linebacking corps has for many seasons been built around the awesome physique of TITCH ASLETT who dominates the inside linebacking area, causing nightmares for opposition Running Backs. Age hasn't seemed to dull his powers, though some might say that he lacks the agility of younger and lighter players.

Backing up the inside position is 'Mean' STEVE GREAM who is known for his feats of strength off the field as much as on it. Very strong against the running game, but has a little trouble covering Running Backs man to man.

Unanimously Schoburg's most valuable defensive Player last year was outside linebacker CHADWICK CLARK who played with an unparalleled level of intensity to log a career high 11 sacks. Very fast, and very aggressive on the field, Chad is equally effective against run and pass.

The quiet man of the defense is RADLEY ZACHARY. This softly spoken product of the linebacker factory at Wisconsin has proved a consistent threat to Quarterbacks. Deceptively quick, he is able to chase down runners from behind, and in his career, has caused many fumbles.

Lacking size but with good speed would be an accurate description of ALOYSIUS HAYES who was drafted out of Utah State as a Safety before making the transition to Linebacker. Worth a place in the team when facing a pass orientated offense, he has had little experience so far.

CLIFF MILLER is the youngest of our Linebackers who has been unfortunate enough to play in only 4 games in 5 seasons. Used in Special Teams and keeps his place on the squad mainly due to his fair speed.

IVOR DUPREE is one of the few original Schoburg players who were with the team from Day 1. Hasn't been a starter for several years due to the emergence of Radley Zachary, but is a reliable backup player.

GUARDS

CLAYTON SPAGNOLA was drafted straight from Nevada into the Franklins Offensive Line, bringing a much needed boost to what was the weakest part of the team. Has great strength and is used as the lead blocker on Sweeps. It may be however, that we haven't yet seen the best of him.

BRIAN MCSWEEN is the starting right guard, but has recently been forced to share playing time with the shorter but more agile BILL LAYNE. Brian is not very quick, but is an adequate pass blocker. Bill is probably the more versatile, being used more as a lead blocker for running plays, but they have similar upper body strength.

NOSE TACKLES

CODY CUNNINGHAM was for many years the undisputed starter, but has now gone for over a season without starting a game. He has the ideal size for a Nose Tackle, and continues to play younger than his years.

One of the most satisfying success stories is that of JAY MACEK who was overlooked in the draft, considered by many to be too light. Was picked up by the Franklins as a Free Agent, and added 10 pounds to his frame before battling his way into the line-up and making it to the Pro Bowl in only his second NFL season.

HENRY HAYNES was drafted out of Bowling Green because of his colossal size and strength, but has continued to have excessive weight problems. He is listed at 300 pounds though this is a phenomenal feat of Public Relations by the Schoburg Media People! If he can shape up mentally as much as physically, and fulfil his raw potential, then he could turn out to be the Refrigerator Mark II and might well prove to have a future at the Franklins.

TACKLES

DON BLACK is part of the crop of rookies brought in to bolster the Schoburg Offensive Line, and so far looks the part. Started the last half of last season and impressed everyone with his strength and professionalism, staying fit and doing all that was asked of him.

STEVE BECKER is the man Don replaced, and after 6 seasons in the team, he'll be wanting to prove that experience still counts for something. The ideal physique for a tackle has not been sufficient to keep Steve at Left Tackle but he may deserve a final shot at the job.

CAMDEN SPRINGS is another of the linemen taken to strengthen the line, and was the player who had the most immediate impact on the team. He was given most of the credit as the number of sacks of our QB's dropped from 58 to 47 in the first season. Despite this early promise, Camden still has quite a lot more to learn.

WIDE RECEIVERS

KIM VAN OBENDORF is an exceptional athlete. He was a college track star at Wyoming which he attended on an athletic scholarship. Had not played football prior to college, having concentrated solely on sprinting. He has proved to be as fast a learner as he is a runner, and has broken into the Schoburg lineup in place of LUTHER MOSELEY.

Luther is an 11 year veteran out of West Texas State who has a reputation as the man to throw to when the game is on the line. No longer fast enough to hold down a starting job, but is a useful addition to any roster and can return Punts.

GALVIN GREEN is consistently the highest scorer on the team. Frequently double teamed, he continues to get open and catch the most incredible touchdowns. Blessed with amazing cutting abilities, he can make mincemeat out of an inexperienced cornerback. A three time Pro Bowl selection, he was drafted in the first round out of San Diego State.

TONY SALUMBE was added to the roster to return Kickoffs and Punts, and to compete with Luther Moseley, before Kim Van Obendorf appeared on the scene. Still the most efficient return man on the squad, he ran back a Kickoff 97 yards for a TD against the N.Y.Jets in his rookie season.

TIGHT ENDS

If it had to be one player, then RANDY CLARK would probably get the vote as the best all round contributor on the team. He is exceptionally strong for his weight, frequently knocking linebackers over on Running Plays, and often running clean around them on Passing Plays. Rarely injured, he is considered by coaches to be the model player.

ALLEN HOOD started life as a Running Back at Maine where he played alongside Matt Damon. Soon outgrew that position though, and his hands were put to use at Tight End. Unfortunate to be on the same roster as Randy Clark as he would almost certainly start with any other team.

VAN SIMMONS was drafted primarily because of the respect Franklin coaches have for the Notre Dame system. They consistently turn out NFL players of the highest calibre, and Van was drafted despite nagging injuries which ruled him out of the team for most of his Sophomore year.

DEFENSIVE ENDS

Defensive End is one of the positions that has undergone a radical restructuring, with only one man DON MUCKENSTRAUM keeping his place. Don brings experience to the job, knowing when to blitz and when to hesitate. His speed is the only question mark to his ability.

DOUG MCMAHON established a reputaiaon at Ohio State for being very mean, and a true intimidator of Quarterbacks in the Lawrence Taylor mould. Seems to have lived up to most of that, though he has found it harder to frighten the guys in the NFL.

PHIL REDFORD is the most enigmatic of the trio. Hasn't had much playing time but logged 4 sacks in the 6 games he started. Had the chance to establish himself in the team, but one or two below par performances has left him still challenging Don for the Left End spot.

P L A Y B O O K S E C T I O N

O F F E N S I V E P L A Y K E Y S

A DIVE	J FLARE	P CROSS	U FLAG
B DRAW	K HOOK	Q DOWN & IN	V HAIL MARY
C SLANT	L LOOK IN	R DOWN & OUT	W POST
D SNEAK	M SCREEN	S PLAY ACTION	
	N SIDELINE	T SHOTGUN	
E BOOTLEG	O SLANT		
F PITCH			
G REVERSE			
H SWEEP			
I VEER	0 Field-Goal	1 Punt	2 Angled Punt

D E F E N S I V E P L A Y K E Y S

A 3-1-7	H 4-2-5	O 5-4-2
B 3-2-6	I 4-3-4	P 6-1-4
C 3-3-5	J 4-4-3	Q 6-2-3
D 3-4-4	K 4-5-2	R 6-3-2
E 3-5-3	L 5-1-5	S 7-1-3
F 3-6-2	M 5-2-4	T 7-2-2
G 4-1-6	N 5-3-3	U 8-1-2

Press TAB to display these options during a Match

OFFENSIVE PLAY CALLING

"HEAD COACH v3" features 23 separate offensive plays of which 9 are running plays, and 14 are pass plays.

RUNNING PLAYS

The running plays can further be categorised as follows:

INSIDE RUNS

- A Dive
- B Draw
- C Slant
- D Sneak

OUTSIDE RUNS

- E Bootleg
- F Pitch
- G Reverse
- H Sweep
- I Veer

The success of an Inside Run depends largely on the match between the offensive line and the defensive line. This match is much less significant on outside runs where lateral pursuit by mobile linebackers (and defensive backs) is the key to stopping the play.

For Example a 7-2-2 goal-line defense will usually be effective in limiting the yardage gained on inside runs, but against sweeps and reverses it will be left to the outnumbered linebackers to pursue the play, often resulting in a good gain for the offense.

The key to good offensive play calling often lies in anticipating what the defense expects you to do, and therefore doing something else.

INSIDE RUNS

A) DIVE This is the most basic running play in the book. It calls for a quick hand-off by the Quarterback to one of the backs, who will plunge straight ahead towards a pre-determined hole in the offensive line. Usually reserved for short-yardage situations.

B) DRAW The Draw calls for an element of deception and as such is usually less effective than a simpler play, when used by a weak offense. The Quarterback drops back into his pocket as if to pass, and as soon as the defense begins to penetrate the pocket, the ball is handed to the running back who attempts to dash straight past the on-coming pass rush. However if the run is anticipated by the defense such as in a short yardage situation, the play can often result in a loss.

C) SLANT This play which is sometimes referred to as the Off-Tackle Slant, is the basis for many a bread and butter running game. It was the play which made John Riggins a household name, behind the Redskins' Offensive Line, The Hogs. It was also largely responsible for Washington's defeat of the Miami Dolphins in Superbowl XVII. It calls for the running back to run at an angle towards the hole vacated by either Left or Right Tackle. The other back plunges through first, in order to occupy the attentions of the inside linebackers.

D) SNEAK The quarterback sneak can often make the difference when the Offense is having trouble scoring a touchdown on the goal line. The Quarterback takes the snap and immediately plunges into the line. There is almost no danger of a loss on the play, and with a good quarterback, it can take the heart out of the defense, who have hardly any time from the snap of the ball in which to react to the play. Jim McMahon of the Bears used it to great effect against the Patriots in Superbowl XX.

OUTSIDE RUNS

E) BOOTLEG The quarterback bootleg may be a surprise inclusion in a summarised playbook, since it is often the result of a broken play. The Quarterback takes the snap, fakes a handoff to a back, and scampers around the outside of the line. Despite its simplicity, this play, when run by a scrambling quarterback is often just what's needed to pick up the necessary four or five yards for a first down, particularly when the defense has dropped back into coverage anticipating a pass.

F) PITCH This play involves the Quarterback turning and pitching the ball underhand to a running back who has already begun to run towards the outside. It often gives a top running back the extra step on the linebackers that he needs to be able to turn the corner and start upfield. The Quarterback will often fake a hand-off to the other back before the pitch, to try and freeze the linebackers for that extra fraction of a second.

G) REVERSE Without doubt the riskiest running play in the book. It calls for a running back to take the hand-off and begin running as fast as possible towards the sideline. Meanwhile the Wide Receiver on that side of the field sprints towards the back, and as they pass each other the ball changes hands and the receiver sprints across field in the hope of turning the corner for a big gain. The amount of time spent in the backfield means that if the play is anticipated by the defense, a substantial loss can occur. When the defense is fooled, this can be the most spectacular play in the game. To be used sparingly!

H) SWEEP The Sweep takes the ball slightly further outside than the Slant, and calls for at least two offensive linemen to pull outside and lead the blocking for the ball carrier. With good linemen, it can be quite a job for the linebackers to get near the ball carrier, and the play was for many years the cornerstone of many NFL Gameplans. Green Bay won the first two Superbowls largely because of their Sweeps, but the recent emergence of the 3-4-4 defense over the 4-3-4, and that extra linebacker, has made the sweep slightly less fashionable.

I) VEER This play consists of a quick hand-off to the running back who chooses where to run according to the reactions of the defense. If he sees the linebackers jamming up the line of scrimmage, he may well start in towards them, and then veer outside and around the corner of the line. As an alternative he will often start off in one direction, and then head back the other way.

PASSING PLAYS

The passing plays can further be categorised as follows:

SHORT	MEDIUM	LONG
J Flare	P Cross	U Flag
K Hook	Q Down & In	V Hail Mary
L Look In	R Down & Out	W Post
M Screen	S Play Action	
N Sideline	T Shotgun	
O Slant		

SHORT PASSES

J) FLARE The Flare is the simplest of all passing plays. As soon as the ball is snapped, the running back sprints laterally and catches an immediate pass from the Quarterback before trying to run around the line of scrimmage. Rarely used to gain more than a few yards, but its effectiveness can lie in its extreme simplicity.

K) HOOK The aim of the Hook is to force the defender in one direction, before hooking back the other way to catch the pass. Either the Tight End or one of the Wide Receivers will sprint downfield for 7-8 yards and then turn and run a yard or so back towards the Quarterback. Since the receiver will then have his back to the defense, he is likely to be hammered almost immediately, and the chances of a big gain from a Hook are not high.

L) LOOK IN In this play, one of the running backs sprints out of the backfield between the Tackle and Tight End. He then turns into the middle of the field to catch the pass over the line of scrimmage. Since the receiver will usually still be running when he catches the pass, the chances of turning upfield are slightly better than with a Hook.

M) SCREEN The Screen is essentially the same as a Flare, but it incorporates a vital element of deception. The quarterback takes the snap and drops back inviting the defense to break through and sack him. Just as they are closing in on their target though, the quarterback dumps the ball off to a running back who proceeds to run downfield behind the lead blocking of the offensive linemen. If the defense is fooled and puts everything into a blitz, this play can result in a significant gain, but the delayed tactics employed increase the risk of the ball carrier being tackled in the backfield.

N) SIDELINE This play calls for the wide receiver to sprint downfield and then turn back to catch a quick pass before stepping out of bounds to avoid being hit from behind. This is a useful play when the running game has been stifled, and occasionally the receiver will be able to turn upfield instead of out of bounds, if he has succeeded in wrong-footing the cornerback.

O) SLANT The Slant calls for the receiver to sprint at full speed into the centre of the field and try to catch a lightning pass from the Quarterback. If executed correctly, it stands a good chance of catching the defense by surprise, but the speed of the pass increases the chances of a dropped ball or interception.

MEDIUM PASSES

P) CROSS A well executed crossing pattern can drive the defensive coverage into disarray. A wide receiver hares downfield taking his marker with him, while another receiver sprints across field to catch the pass in the area just vacated by the other man. Often most effective when used by veteran receivers against rookie cornerbacks.

Q) DOWN & IN This is a straight forward but effective medium pass, and it involves a receiver sprinting downfield for about 10 yards before cutting in to the center of the field to make the catch. The trick is to make the cut just as the defender is convinced that the play is going deep downfield. The chances for a fair gain after the catch are good.

R) DOWN & OUT The counterpart of the Down & In, the Down & Out is aimed at the Tight End more often than the wide receivers. The designated receiver will run downfield 10 yards and then turn 90 degrees towards the sideline. If it looks possible, he will try and stay in bounds and run down the sideline, but usually the receiver will step straight out of bounds.

S) PLAY ACTION Another play often aimed at the Tight End, this can break a game wide open if operated successfully. It's success depends on forcing the defense to anticipate a run, faking the run, and tossing the ball downfield to the Tight End who has broken behind the coverage. A good quarterback is also necessary to execute a believable hand-off to the running back, and to conceal the ball until the receiver gets open.

T) SHOTGUN Refers to the formation in which the Quarterback stands some 7-8 yards behind center and catches a long snap. All receivers including the backs will race downfield and try to get open and attract the attention of the Quarterback. Usually used on long yardage situations, the advantage of the play lies in the extra time the Quarterback has to look downfield, although the defense will be well aware of his intentions to throw at least 20 yards deep.

LONG PASSES

U) FLAG The Flag and the Post are the two plays commonly called "Bombs". On a Flag Pattern, the wide receiver will start off downfield at half speed and suddenly break to the outside at full speed where he tries to use the extra step he has on the defender to give him time to catch the pass and head downfield for the End Zone.

V) HAIL MARY The Hail Mary is usually a desperation pass reserved for the last play of the game. The Quarterback drops back around 10 yards and waits for his receivers to get downfield before launching the ball as hard and as high as he can throw it. The ball will usually come down around 50 yards from the line of scrimmage, but you'll need to say your prayers if the game comes down to this one!

W) POST The Post is executed identically to the Flag, except that at the last second the receiver sprints from the sidelines in towards the posts to make the catch. As with the Flag, it's crucial that the receiver gets a step ahead of the defender when running the pattern, or the pass stands a fair chance of being intercepted.

DEFENSIVE PLAY CALLING

The following is a list of the 21 Defensive Formations available for selection in "HEAD COACH v3".

A	3-1-7	H	4-2-5	O	5-4-2
B	3-2-6	I	4-3-4	P	6-1-4
C	3-3-5	J	4-4-3	Q	6-2-3
D	3-4-4	K	4-5-2	R	6-3-2
E	3-5-3	L	5-1-5	S	7-1-3
F	3-6-2	M	5-2-4	T	7-2-2
G	4-1-6	N	5-3-3	U	8-1-2

The Codes refer to the number of linemen, linebackers and defensive backs used in the formation. Code F for example, features 3 Defensive Linemen, 6 Linebackers and 2 Defensive Backs.

Selecting the right defense is a skill that comes with practice. You will soon begin to discover which formations are most appropriate for the various situations that you may encounter during the course of a game, and nothing teaches faster than practice.

The Standard formation is the 3-4-4 (Code D), and if an alternative defense is not selected by the time the 30 Second Clock runs down, then this is the formation that Schoburg will adopt. The 3-4-4 is a good defense to select when there is no abnormally high indication of either a pass or a run.

It is effective against inside runs, and particularly outside runs, since the lateral pursuit provided by the extra linebacker greatly increases the chances of tackling the runner before he can break to the outside.

The 4-3-4 (Code I) used to be the most common defense in the NFL. The extra defensive lineman helps close up the inside run, and generates a better pass-rush, more likely to sack the Quarterback. However, one less linebacker does mean that the defense is more vulnerable to both outside runs and short passes than the 3-4-4.

Either one of these formations is a sensible selection in situations such as First and 10, or Second and 5 where a run may be as likely as a pass, but at other times, particularly late in the game when a team has to score quickly, you may need to choose a more specialist defense.

SPECIALIST PASS DEFENSES

With an above average likelihood of a pass, the Nickel Defense or 4-2-5 (Code H), involves substituting one of the linebackers from a 4-3-4 for an extra defensive back.

The Dime Defense or 4-1-6 (Code G) goes one step further, while still maintaining a fair pass rush from the four linemen. Obviously the more defensive backs you put in, the more vulnerable you are to short passes, so these multiple defensive back formations are usually only selected when a short pass won't be enough for the offense.

The most extreme pass defense is the Penny or 3-1-7 (Code A) which uses 7 defensive backs, but will probably only be brought in on the last play of the half or the match, where a play such as a Hail Mary is expected.

A different approach to pass defense is to mount a heavy pass rush as well as using multiple defensive backs. Formations such as the 5-1-5 (Code L) or the 6-1-4 (Code P) would fit the bill.

SPECIALIST RUN DEFENSES

When a run is strongly indicated in short yardage situations and in front of the End Zone, a goal line defense is usually preferred. For extreme short yardage there is the 8-1-2 (Code U) or more commonly the 7-2-2 (Code T).

There is always a slight weakness with these defenses and it is exploited when an offense decides to run wide, or throw a short pass. Therefore, bringing in more linebackers such as in a 5-3-3 (Code N) or a 5-4-2 (Code O) adds extra insurance against that possibility.

Remember that a defense must be called even on Fourth Down when the opposition are likely to Punt or Kick a Field-Goal, as there is always the possibility that they will decide to go for the yards needed instead. However if they do decide to kick, then your Special Team Formation will automatically be selected instead.

SPECIAL TEAMS PLAY

"HEAD COACH v3" features 3 specific Special Teams Plays:

0 FIELD-GOAL 1 PUNT 2 ANGLED PUNT

You can make any of these calls as an alternative to a run or pass play, when you have possession, and the 30 Second Clock is ticking.

These plays are usually reserved exclusively for use on Fourth Down, but with the game clock running out, it is often essential to kick a game winning Field-Goal on the last play of the match, regardless of Down.

Remember that the actual distance that a Field-Goal kick has to travel, is 17 yards further than the line of scrimmage. Therefore it would be rare to attempt a kick when you were further out than the opposition's 35 yard line, since even that would mean a Field-Goal of 52 yards.

When you are outside Field-Goal range, then Punting the ball away is the safest course of action on fourth down. Calling a Punt (Code 1) will instruct your Punter to go for maximum distance with his kick. This is preferable when you are punting from within your own half of the field.

However, when you are in better field position, it may be wiser to call an Angled Punt (Code 2) in which the ball will be kicked towards the sidelines and out of bounds. This obviously prevents the threat of any return, and can be especially useful when trying to protect a slender lead late in a match.

An Angled Punt is also preferable in situations where you are just out of Field-Goal range, but where an ordinary Punt would probably sail into the End-Zone causing a Touchback, and therefore a 20 yard bonus in field position for the other team.

A good punter is often judged on his ability to place the ball inside the opposition's 20 yard line, without sending the ball into the End Zone. It is up to you as Head Coach, to instruct your Punter when to kick for distance, and when to attempt to place his kick out of bounds.

