Offensive Philosophy in Front Office Football

When you first play Front Office Football, the game handles your depth charts and game plans. If you want to do this yourself, you need to change the settings through the Bulletin – Options menu, using the Edit Single-Player Options screen. In multi-player leagues, commissioners control these settings for the entire league using the Edit Multi-Player Options screen.

Once the AI is turned off, the changes you make using the Chronicle – Game Planning menu are used during simulated games.

If you're accustomed to the way Front Office Football used to handle defense, many fundamental concepts have changed. As Front Office Football evolves, as it has for nearly 20 years now, so has professional football.

Player Positions and Skills

In Front Office Football, offensive players are closely tied to their positions. When a player gains experience, he gains experience specific to his position. You can change a player's primary position, but it might change his ratings significantly. You'll get an idea of how much the ratings will change when you make the position change.

Offensive players can play out of position and gain experience for that new position, but they generally are more effective when their position matches their assigned position. This is very different from the defensive system, where defensive players can switch positions and play out of position without penalty.

Some positions are closely related. Offensive linemen can play anywhere on the line. Running backs and fullbacks share many attributes, as do flankers and split ends (X and Z receivers). While it's always best to keep a player in his exact positions, don't change a player's primary position unless it's for the long haul.

Players have physical attributes and they have defensive skills. The following physical attributes can be important when evaluating players:

Weight: this is often the most important attribute for a player. Physics gives us the reason. The force on an object is equal to mass times acceleration. To move an opposing player, a lineman has to create a change in his acceleration. In order to do this, a player needs both mass and what we call explosion. Since everyone is playing on the same field at the same altitude, we can cancel out the role of gravity and substitute weight for mass.

Weight can be controlled, to a small extent. During training camp, you can ask your players to lose or gain weight. Each player is limited as to how much he can weight train and in what direction, so you can't transform a cornerback into a nose tackle. In Front Office Football, a player's performance is reduced by the difference between that player's weight and the ideal weight for the position he is playing on that particular play.

Height: For some positions, height matters. Quarterbacks ideally can see over the rushing defensive linemen. Height matters more for quarterbacks than for any other position, but a quarterback's weight does not matter. Wide receivers and tight ends can better compete for thrown balls if they're taller.

This chart shows the ideal weight for each player at each position in the basic defenses. Players closer to the ideal weight for their assigned position will perform better in games. Players who are further from the average height/weight ratio for their position might see a small decline in performance. This will be shown on the weight training screen for that player.

Ideal Weight Chart	Offense
Quarterback	219
Running Back	217
Fullback	242
Tight End	255
Split End	197
Flanker	195
Left Tackle	311
Left Guard	309
Center	291
Right Guard	314
Right Tackle	319

Combine Numbers: Explosion creates acceleration, which is the other half of Newton's second law of motion. A player's combine numbers, therefore, lead to better performance on the field. Look at the bench press and the broad jump to see how much explosion the player creates. There's more on this topic in the help file article related to the combine – in particular what attributes are most important when evaluating physical skills.

Every year, all players are tested in the combine events. Front Office Football does this because you don't have actual tape to watch, as real professional coaches have.

The following offensive attributes are also important when evaluating players. Keep in mind that the combine numbers and these attributes are heavily intertwined. Numbers are reported both as a player's current level in this skill, and what your coaches think this player will be able to do once he has reached his full potential.

Quarterbacks are rated for several skills unique to their position. First, they are rated for their ability to complete passes at various distances. Notice that with the exception of screen passes, these ratings don't necessarily correspond to the pass distances associated with specific routes. That's because each pass route requires a combination of slightly different skills.

Third Down Passing: Passes in situations where the defense knows there will be a pass attempt.

Accuracy: A quarterback's ability to hit a receiver in stride, leading to longer gains.

Timing: A quarterback's ability to take advantage of defensive player miscues, leading to more big plays.

Sense Rush: A quarterback's ability to avoid sacks.

Read Defense: A quarterback's ability to read a defense, leading to less throws into double coverage.

Two-Minute Offense: A quarterback's ability to run the two-minute offense late in a half when getting the next play called and set up quickly is very important.

Scramble Frequency: How often a quarterback chooses to scramble when dropping back to pass.

Running backs and fullbacks are scouted for the following attributes:

Breakaway Speed (RB only): Ability to outrun the defense once in the open field.

Power Inside: Power running the ball inside.

Third Down Running: Ability to get an extra yard or two on important third-down plays.

Hole Recognition: Ability to find the right path to run against the defense.

Elusiveness: Tendency to take chances, sometimes leading to longer gains, sometimes leading to losses.

Speed to Outside: Ability to get outside the defense's containment.

Blitz Pickup: Ability to block blitzing defensive players.

Receivers (running backs, fullbacks, tight ends and wide receivers) are scouted for the following attributes:

Avoid Drops: Ability to catch what's thrown in their direction.

Getting Downfield (RB/TE/WR only): Ability to gain a little more yardage on a route.

Route Running: Quality of passing routes, which leads to more catches.

Third Down Catching: Ability to catch passes on those crucial third-down plays.

Big-Play Receiving (TE/WR only): Ability to break away for a huge gain after the catch.

Courage (TE/WR only): Ability to catch passes thrown over the middle of the field.

Adjust to Ball (TE/WR only): Ability to catch a poorly-thrown pass.

Offensive linemen, fullbacks and tight ends are scouted for the following attributes:

Run Blocking: Ability to block on running plays.

Pass Blocking: Ability to handle pass rush technique on a passing play.

Blocking Strength: Ability to block a down lineman on a passing play.

Offensive skill players are also rated for their ability to avoid fumbling, and quarterbacks are rated for their abililty to avoid interceptions. But these are essentially hidden ratings in that your scout can not help you with them, and you'll need to analyze the statistics these players produce to evaluate how well your players avoid turning the ball over.

Offensive Personnel Charts

Your offensive personnel charts largely determine playing time. Your quarterback and offensive linemen usually play the entire game, except in the preseason. So you don't need to set up backups. Skill position players are arranged by personnel group. These are the players who take the field for every play involving that personnel group. There's one exception: you will designate a running back who plays on third- or fourth-down and three or more yards to go in every personnel group that includes a running back. This should be a back who can both catch passes and handle blitz pickup.

Personnel groups indicate the number of backs, tight ends and wide receivers, however they may line up for the play. For instance, a 113 personnel group (the most commonly used group in professional football, by far) includes a running back, a tight end and three wide receivers.

Tired players may be substituted in addition to what you've set up in the depth chart. In this case, the game will make an intelligent choice as to who will substitute, and this will be done on a play-by-play basis. If you use the personnel charts to try and force a player to remain on the field too long, he will start "economizing" his performance and you will get a generally reduced level of play. If there's a danger of this happening, you will see the issue come up when you press the "analyze" button on the personnel chart screen.

If it appears that a player will be used beyond his endurance, you'll see a warning when you analyze the depth chart. That player may be less effective in a game as a result, and he will be more likely to become tired and limited in future games.

While you can use players slightly out of position, unlike on the defense, it's advisable to use players in their exact position as much as possible. You'll notice that unlike on defense, player experience is specific to his position. During games, players will accumulate experience not only at the position they play, but at related positions at a lower rate. This will help if you want to slowly transition a player to a new position. Still, regardless of experience, a player will perform better in his primary position.

If you like, the game will recommend an optimal depth chart for you that attempts to maximize your talent without tiring players unnecessarily. The Game Plan Details screen has a setting allowing you to emphasize an exact position match when filling out the depth chart. The game will pay more attention to a player's stated position in the roster when that setting is higher.

Depth Chart - Offense

Quarterback, Linemen, Passing Down HB

QB	QB 6 Cutler	Lock
LT	LT 74 Bushrod	Lock
LG	LG 75 Long	Lock
C	C 63 Garza	Lock
RG	RG 77 Walsh	Lock
RT	RT 62 Britton	Lock
3D HB	RB 22 Forte	Lock

Personnel Key: X - Split End, Z - Flanker, R, S, V - Slot Receivers, Y - Tight End, T, U - Extra Tight Ends, A - Halfback, B - Fullback.

3D HB: This is a running back who replaces the halfback in all packages on third and fourth down and three or more yards to go.

005 Personnel
X - WR	SE 19 Morgan	Lock
V - WR	SE 10 Wilson	Lock
Z - WR	FL 15 Marshall	Lock
R - WR	FL 14 Holmes	Lock
S - WR	SE 17 Jeffery	Lock

014 Personnel
X - WR	SE 19 Morgan	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
R - WR	FL 14 Holmes	Lock
S - WR	SE 17 Jeffery	Lock

023 Personnel
X - WR	SE 19 Morgan	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
R - WR	FL 14 Holmes	Lock
T - TE	TE 88 Rosario	Lock

104 Personnel
X - WR	SE 19 Morgan	Lock
R - WR	FL 14 Holmes	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
S - WR	SE 17 Jeffery	Lock

113 Personnel
X - WR	SE 19 Morgan	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
R - WR	FL 14 Holmes	Lock

122 Personnel
X - WR	SE 19 Morgan	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
T - TE	TE 88 Rosario	Lock

131 Personnel
T - TE	TE 85 Mulligan	Lock
Y - TE	TE 88 Rosario	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
U - TE	FB 35 Rafferty	Lock

14 Santonio Holmes WR

Avoid Drops		48
Getting Downfield		21
Route Running		25
Third Down Catching		23
Big-Play Receiving		83
Courage		59
Adjust to Ball		31
Endurance		63
Overall		38

RB 6 FB 0 TE 0 FL 9 SE 8

5-10, 185 lbs., 9 yrs exp.

203 Personnel
X - WR	SE 19 Morgan	Lock
R - WR	FL 14 Holmes	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
B - FB	FB 35 Rafferty	Lock

212 Personnel
X - WR	SE 17 Jeffery	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
B - FB	FB 35 Rafferty	Lock

221 Personnel
T - TE	TE 88 Rosario	Lock
Y - TE	TE 83 Bennett	Lock
Z - WR	FL 15 Marshall	Lock
A - HB	RB 22 Forte	Lock
B - FB	FB 35 Rafferty	Lock

230 Personnel
T - TE	TE 85 Mulligan	Lock
Y - TE	TE 88 Rosario	Lock
U - TE	FB 35 Rafferty	Lock
A - HB	RB 22 Forte	Lock
B - FB	RB 25 Carey	Lock

Cancel　　Recommend　　Analyze　　Confirm

The Playbook

Every year during training camp, you will set up a playbook for use during the entire season. In fact, the first season of a new universe begins with training camp precisely so you can set up your playbook. A playbook consists of 100 to 200 offensive plays. You'll probably want all 200. These are the plays you can run on offense during the year.

This will seem intimidating at first, and some GMs might have no interest in going into this type of detail. Don't worry, "Rex," the game's AI, is happy to create a new playbook for you every year – one that takes into account your team's strengths. A playbook should also be balanced, so you're able to keep your opponents guessing and tailor a game plan to defeat a specific opponent.

You can create a small number of your favorite plays, and have the AI fill your playbook according to your instructions. You can also load and save playbooks, reusing them from year to year.

Team Playbook

Add Play	Plays to Generate	100	Offensive Style Threshold	15	Offensive Coordinator	Loggains, Dowell (Spread)
Delete Play	Generate Plays		Play Count	200	Starting Quarterback	Cutler, Jay (Short Pass QB)

Play Name	Personnel	Formation	QB	Run/Pass	Primary	Route	Best Fit
014 Pass RXYZS S7S32	014	Empty	Normal	Pass	R	S	Spread
014 Pass XRZS W1D4 Pistol	014	Empty	Pistol	Pass	X	W	Spread
014 Pass XYZRS 30S35	014	Empty	Normal	Pass	X	3	Spread
014t Cntr. 11	014t	Empty	Shotgun	Counterplay	Q	LT	Spread
014t PAct. RYXZS W5803 Shotgun	014t	Empty	Shotgun	Play Action	R	W	Spread
014t Pass ZRXS 0F10	014t	Empty	Normal	Pass	Z	0	Spread
014t Pass ZXYRS 30322	014t	Empty	Normal	Pass	Z	3	Spread
014t Pass ZXYRS F6741 Shotgun	014t	Empty	Shotgun	Pass	Z	F	Spread
014t Pass ZYXRS DW120 Pistol	014t	Empty	Pistol	Pass	Z	D	Spread
014t Run 15	014t	Empty	Normal	Run	Q	RG	Erhardt-Perkins
014t Run 17	014t	Empty	Shotgun	Run	Q	RE	Spread
023 PAct. ZRXT 40FF	023	Empty	Normal	Play Action	Z	4	Smashmouth
104 Wk Pass ZSXRA 86S12 Pistol	104	Weak	Pistol	Pass	Z	8	Spread
104 Wk Pass ZXRS 19S4	104	Weak	Normal	Pass	Z	1	Spread
104 Str Run 20	104	Strong	Normal	Run	A	LE	West Coast
113 Pro Cntr. 24	113	Pro	Normal	Counterplay	A	RM	West Coast
113 Pro PAct. YXZAR 905S2	113	Pro	Normal	Play Action	Y	9	Balanced
113 Pro PAct. ZXAR 7WS0	113	Pro	Normal	Play Action	Z	7	Balanced
113 Pro Pass AZXR 7SS1	113	Pro	Normal	Pass	A	7	Balanced
113 Pro Pass RXYZA 103FS	113	Pro	Normal	Pass	R	1	Balanced
113 Pro Pass RYXZA 824FF	113	Pro	Normal	Pass	R	8	Balanced
113 Pro Pass XAYZR 0FWSS	113	Pro	Normal	Pass	X	0	Balanced
113 Pro Pass ZRXYA 30820	113	Pro	Normal	Pass	Z	3	Balanced
113 Pro Pass ZXYAR 32627	113	Pro	Normal	Pass	Z	3	Balanced
113 Pro Run 22	113	Pro	Normal	Run	A	LG	West Coast
113 Pro Run 23	113	Pro	Normal	Run	A	LM	West Coast
113 Pro Run 26	113	Pro	Normal	Run	A	RT	West Coast
113 Wk PAct. RAXYZ DS0SD	113	Weak	Normal	Play Action	R	D	Balanced
113 Wk Pass RYXZA 7104S	113	Weak	Normal	Pass	R	7	Balanced
113 Wk Pass XRYZA 9F41S	113	Weak	Normal	Pass	X	9	Balanced
113 Wk Pass XRYZA F131S Shotgun	113	Weak	Shotgun	Pass	X	F	Spread
113 Wk Pass XYZAR 663F2 Shotgun	113	Weak	Shotgun	Pass	X	6	Spread
113 Wk Pass XYZAR 6S02F	113	Weak	Normal	Pass	X	6	Balanced
113 Wk Pass XZYAR 21S01	113	Weak	Normal	Pass	X	2	Balanced

Reset Playbook	Open Playbook	Save Playbook	Playbook Name		Close Window

Offensive Plays

Each offensive play is set of instructions. In Front Office Football, all quarterbacks are right-handed, so the better pass protection is on the left (the blind side) and the strength of each formation is on the right.

These are the decisions you'll make when creating plays:

Personnel: The personnel group for the play. This is how many running backs, tight ends and wide receivers you'll use on the play. This decision also determines the formation of the receivers. There's no pre-snap motion in Front Office Football. It's assumed that most plays contain the motion necessary for the quarterback to read a little about the defensive coverage.

With the 014 and 133 personnel groups, you have both a regular and a "t" option. The t stands for trips, which means three of the receivers are grouped on the strong side of the formation. With a formation, seven offensive players must line up on the line of scrimmage. The outside player on each side of the line is an eligible receiver (Front Office Football doesn't include unbalanced lines and intentionally ineligible receivers). Strength is the side with more receivers. If the formation is balanced, then the side with the tight end is generally considered the strong side.

Formation: This describes where the running backs line up. Empty backfields mean there are no running backs on the field. In Front Office Football, running backs do not line up on the line. You are free to create personnel groups including running backs in these positions if you have a back who is a particularly good receiver. But generally this is not optimal. In a pro formation, the backs line up close to the quarterback. In a strong formation, the running back lines up to the strong side and in a weak

formation, the running back lines up to the weak side of the formation. And in an I formation, the backs are directly behind the quarterback.

The I formation is strongest for running plays and strong or weak formations are a little better with pass protection.

QB Depth: The quarterback can line up behind center, in the shotgun (7-9 steps deep) or in the pistol (about 5 steps deep). The shotgun or pistol snap is better against a heavier pass rush, but it's a little harder to run the ball.

Play Type: This determines the primary action taken on the play.

Pass: A pass play. The quarterback drops back and looks for the open receiver.

Play Action: Also a pass play. The quarterback fakes a handoff to a running back before dropping back and looking for the open receiver. This can help a receiver get open, but it also gives the pass rush a bit longer to break free.

Run: A standard running play.

Counterplay: A misdirection run between the tackles. The blocking is designed to lead the defense into filling the wrong holes. Generally, you can't run very many of these plays, as the defense catches on and easily gets around the blocks.

Reverse: A run play that looks like it's going to one side, then a receiver, moving back against the play, takes the ball and runs it around the opposite end. You are very limited in how many of these plays you can run.

Run Play Selections:

Ball Carrier: The player who will run the ball.

Run Direction: The hole the player will try to run the ball into. Middle means to the side of the center, guard means outside one of the guards, tackle means outside one of the tackles and end means outside the tight end (or the area the tight end would be if he were in the formation). Run direction is also numbered, from left to right (some professional teams use odd numbers on one side and even numbers on the other side, but this is one popular way to number run direction).
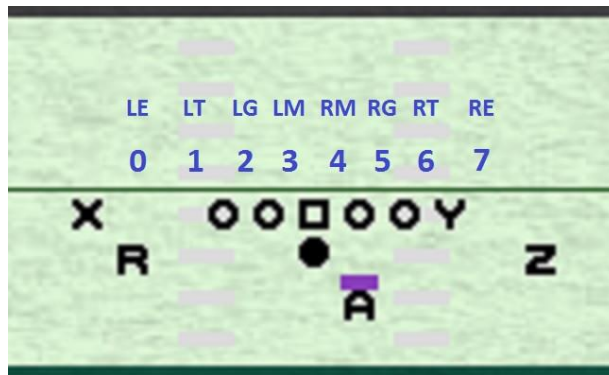
Quarterback Playing Style: Quarterbacks are either dual-threat quarterbacks, who scramble more often and are more conservative with their passes, short-pass quarterbacks or long-pass quarterbacks. The long-pass quarterbacks have a little more success throwing deep. This designation is not absolute.

Pass Play Selections: For pass plays, the selections in this section determine the roles of your skill position players. Each player has a role and a potential route. Roles can be primary (the intended receiver), secondary (the receiver your quarterback goes to first if the primary receiver is not open), outlet (also eligible to catch the pass) and protect (providing extra pass protection).

The route selection is ignored for players providing pass protection. This is the "route tree" used in Front Office Football. It's available for all players, though running backs can't go deep from the backfield. While the numbering systems differ among teams and route variations can be significant in professional football, this tree is a good representation of how passing works in football. The route determines the length of the attempted pass. The diagram below is a strong-side tree. Everything is reversed on the weak side – for example, a slant route always goes toward the center of the field. Even-numbered routes go toward the center of the field and odd-numbered routes generally go toward the sidelines.
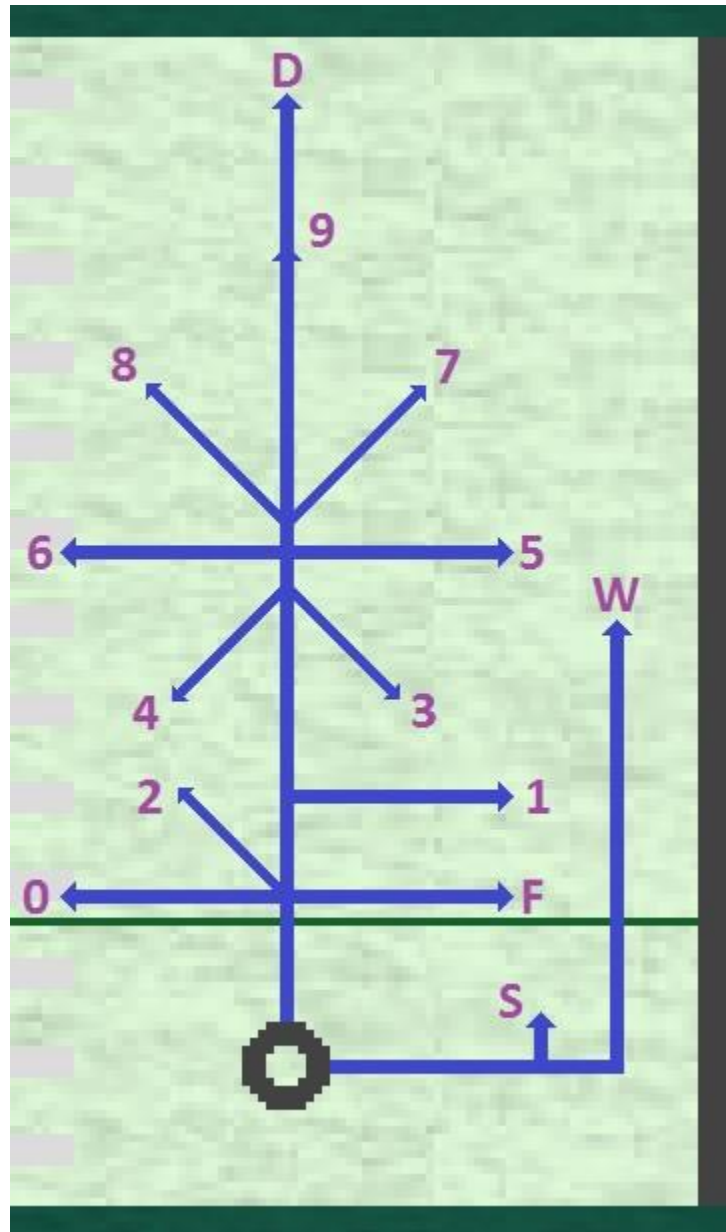
Fit to Offensive Philosophy: Each offensive coordinator has an offensive philosophy. And each play better fits some philosophies than others. For example, slant routes are very much a "West Coast" offense theme and Air Coryell favors deep routes.

While offensive coordinators can run any play, teams get a slight bonus when running plays that best fit their philosophy. In this day and age, receivers have to be so precise with routes and teams have to memorize these vast playbooks, so the days of one type of play being off the table with a team are long gone. However, here's a chart showing the general strengths and weaknesses of each philosophy:

Philosophy	Power Run	Finesse Run	Short Slant	Short Pass	Long Pass
Smashmouth	++	-	-	-	+
Balanced		-		+	+
West Coast		+	++	-	-
Air Coryell	+	-	--	-	++
Erhardt-Perkins	-	-	++	++	--
Spread	-	+	+	+	

You can also give each play a name, though the default name of each play describes the play in its entirety. These play names are not sent to the commissioner in multi-player games, and they aren't used in the game logs. But they can be useful once you're very familiar with game planning.

Offensive Positions

These are the positions on offense. On all plays, you'll have a quarterback, five skill-position players and five offensive linemen. Seven players always start the play right at the line scrimmage and can't move before the snap. There are always five eligible receivers on pass plays. The quarterback and three of the eligible receivers line up behind the line of scrimmage, wide receivers often only a couple of steps behind the line of scrimmage.

Your left tackle is the anchor of your pass coverage. He is responsible for protecting the quarterback's blind side (since all quarterbacks in Front Office Football are right-handed – as are about 99% of professional quarterbacks) and often goes up against the opponent's best pass rusher.

Your right tackle is usually a little larger and is often your best run blocker. Many teams run more to the right side, which is the strong side of most formations (all formations in Front Office Football).

A personnel package also includes five of the following skill-position players. Two of the five must line up at the line of scrimmage, "covering" the tackles. Either a tight end or a wide receiver can play this role.

A – Running back. Usually the ball carrier on running plays.

B – Fullback. Usually serves a blocking role, but can break out and receive passes.

X – Split End. Often a "possession" receiver, a little bit bigger than most wide receivers, as he usually lines up on the line of scrimmage on the weak side and can face press coverage.
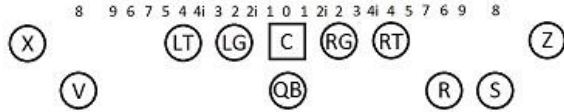
Z – Flanker. Often a "speed" receiver who can stretch the defense. He rarely lines up on the line of scrimmage, but still can face press coverage. He is almost always on the strong side of the offense.

R, S, V – Slot Receivers. These are additional receivers used in personnel groups with more than two wide receivers.

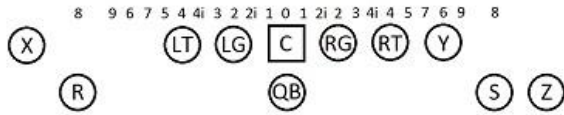Y – Tight End. Usually lines up on the strong side, next to the right tackle (on the left side in the 014t, 113t and 221 groups). An excellent blocker, though some have good receiving skills.

T, U – Additional Tight Ends. For the personnel groups, geared more toward running plays, that feature more than just the primary tight end.
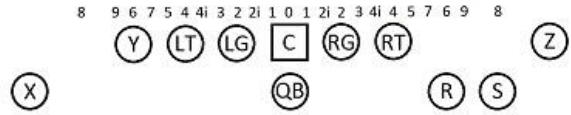
The diagrams below indicate how offensive players line up in the various personnel groups:
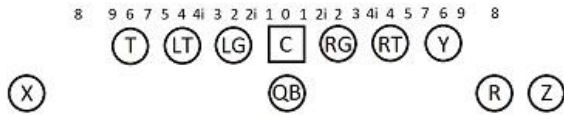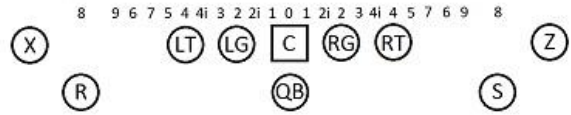
005 Personnel Group

```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
X           LT  LG  C  RG  RT              Z
  V                    QB              R  S
```

005 Personnel Group

```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
X            LT  LG  C  RG  RT  Y                                 Y  LT  LG  C  RG  RT               Z
  R                     QB          S  Z                       X                    QB          R  S
```

014 Personnel Group   014t Trips Variation
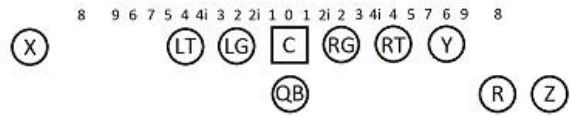
```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
   T  LT  LG  C  RG  RT  Y                                    X        LT  LG  C  RG  RT               Z
 X                     QB          R  Z                         R                    QB              S
```
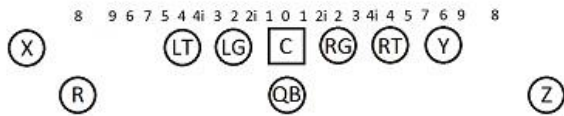
023 Personnel Group   A   104 Personnel Group

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8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
X         LT  LG  C  RG  RT  Y                                 X         LT  LG  C  RG  RT  Y
  R                   QB            Z                            R                    QB          R  Z
       A       113 Personnel Group                                  A      113 Trips Variation
```

```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
  T  LT  LG  C  RG  RT  Y                                        T  LT  LG  C  RG  RT  Y
X                    QB            Z                         Z                     QB                U
      A       122 Personnel Group                                 A       131 Personnel Group
```
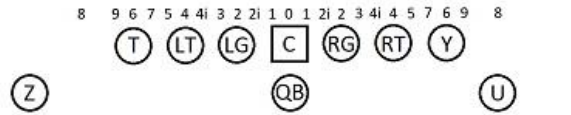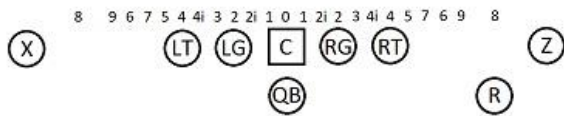
```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
X         LT  LG  C  RG  RT              Z                     X         LT  LG  C  RG  RT  Y
                   QB              R                                               QB                    Z
    A       B    203 Personnel Group                             A       B    212 Personnel Group
```
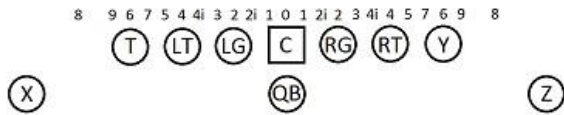
```
8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8          8   9 6 7 5 4 4i 3 2 2i 1 0 1 2i 2 3 4i 4 5 7 6 9   8
  T  LT  LG  C  RG  RT  Y                                       T  LT  LG  C  RG  RT  Y
                   QB              Z                                            QB                 U
    A       B    221 Personnel Group                             A       B    230 Personnel Group
```
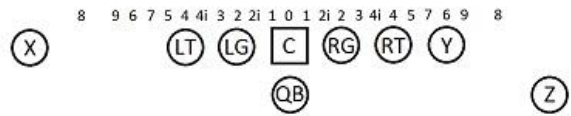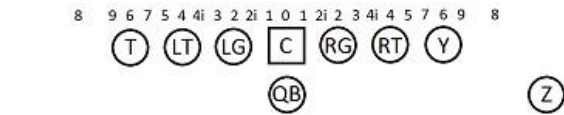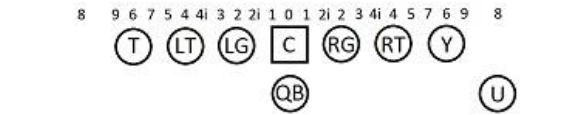
Play Calling

Front Office Football has a new game-planning system that research shows is close to how professional coaches approach preparing for games.

After training camp, you have a playbook filled with 200 offensive plays you can use during the season. Professional team playbooks are a lot bigger and new plays can be drawn during the season, but in order to keep Front Office Football from becoming a full-time job, you're limited to these 200 plays.

Each offensive coordinator is rated for how many different plays he can "install" during a week. This number is at least 60. Those are the plays your team "learns" during the week and can use in the next game.

You set up a game plan by adding plays to each section in the plan. There are 20 different sections. You can place a play in more than one section. In fact, you can add a play to several different sections, but if they're used during a game, your opponent will learn them quickly and later uses won't be as effective.

Each section in the game plan is a script. Starting at the top of the section, the game will execute the plays in order during a game. If you run out of plays, the game will start again at the beginning of the section. The AI will create a game plan for you which contains enough plays in each section that you won't run out often.

You can add up to 150 entries to your game plan. This includes duplicates.

For the most part, sections are just related to down and distance. The concept of dividing first-and-ten plays into "at possession" and "earned" is an important one in professional football. The "at possession" plays are the first plays in a possession. The "earned" plays come after gaining a first down. You also have a first-and-ten section in the red zone, which takes precedence over the other two categories. And you have a "two-minute drill" section for plays you use when you're late in the fourth quarter and need to move quickly for a score. Research suggests professional coordinators spend a lot of time installing a special set of plays for that situation.

Offensive Game Plan

Offensive Playbook

Play Name	Per.	Type	Rte.	Cnt.
113 Str Pass RXYZA 44SS2	113	Pass	4	1
113 Str Pass RYXZ WS33 Shotgun	113	Pass	W	0
113 Str Pass RZXA 21F1 Pistol	113	Pass	2	0
113 Str Pass XAZR 03SW Shotgun	113	Pass	0	1
113 Str Pass YXZAR 9310S Pistol	113	Pass	9	0
113 Str Pass YZXR 928W Shotgun	113	Pass	9	0
113 Str Pass ZAXYR 2013S	113	Pass	2	2
113 Str Run 15	113	Run	RG	0
113 Str Run 22	113	Run	LG	0
113 Str Run 24	113	Run	RM	2
113 Str Run 26	113	Run	RT	0
113 Wk PAct. RAXYZ DS0SD	113	PAct.	D	0
113 Wk Pass RYXZA 7104S	113	Pass	7	0
113 Wk Pass XRYZA 9F41S	113	Pass	9	0
113 Wk Pass XRYZA F131S Shotgun	113	Pass	F	0
113 Wk Pass XYZAR 663F2 Shotgun	113	Pass	6	0
113 Wk Pass XYZAR 6S02F	113	Pass	6	0
113 Wk Pass XZYAR 21S01	113	Pass	2	0
113 Wk Pass XZYAR 74008 Shotgun	113	Pass	7	0
113 Wk Pass YAXZR 82716 Pistol	113	Pass	8	0
113 Wk Pass YXZAR 72103 Pistol	113	Pass	7	0
113 Wk Pass YZXAR S00SD Pistol	113	Pass	S	0
113 Wk Pass YZXR S302	113	Pass	S	1
113 Wk Pass ZYXAR 544F5 Shotgun	113	Pass	5	0
113 Wk Pass ZYXAR W04F1	113	Pass	W	0
113 Wk Run 11	113	Run	LT	0
113 Wk Run 20	113	Run	LE	2
113 Wk Run 22	113	Run	LG	2
113 Wk Run 22	113	Run	LG	0
113 Wk Run 23	113	Run	LM	0
113 Wk Run 27	113	Run	RE	2
113t I PAct. RYXZ 4011	113t	PAct.	4	0
113t I PAct. XRYZA 21F2F	113t	PAct.	2	0
113t I PAct. XYZR 228W	113t	PAct.	2	0
113t I PAct. ZXYAR F420W	113t	PAct.	F	2
113t Pro Pass AZXR 42F5	113t	Pass	4	0
113t Pro Pass RAXYZ 71142	113t	Pass	7	0
113t Pro Pass RXZ W40	113t	Pass	W	2

Play Diagram

Move Play Up in Section
Move Play Down in Section
Delete Play from Game Plan

Plan Analysis
Expected Run Percentage: 42.9

Plays Installed
61 different plays used, limit of 61

Plays may be used in your plan more than once.

Generate Offensive Game Plan
Open Game Plan
Save Game Plan
Reset Game Plan
Cancel
Confirm

Game Plan (click on button to add play to section)

1st Down and 10 – at Possession
113 I Run 20
113t I PAct. ZXYAR F420W
104 Wk Pass ZXRS 19S4
104 Str Run 20
212 Str Run 25
113 I Run 24
203 Str Run 24
014t Pass ZXYRS F6741 Shotgun
113 Wk Run 22
104 Str Run 20
122 Wk Run 23
113 Pro Pass AZXR 7SS1
113t Wk Run 21
113 Str Run 24
113t Wk Rev. 67

1st Down and 10 – Earned
212 Wk Pass ZXA S82
113 I Pass XYZR 2204
221 Pro Pass ATYZ 223F
122 Wk Run 23
113t Str Run 25
113t Wk Run 21
122 I Run 23
122 Pro Pass XZYAT F14F9
113t Pro Run 23
203 Str Pass XZR 460 Pistol
113t Str Run 27
113 I Pass XYZR 2204
122 Str Pass ZAXYT S1232 Shotgun
014t Pass ZXYRS F6741 Shotgun

1st/2nd Down and 1-2 Yards
113 Pro Pass AZXR 7SS1
113 Wk Run 27
122 Str Run 21

1st/2nd Down and 3-5 Yards
113t Pro Pass RXZ W40
221 Pro Run 25
113 Str Pass XAZR 03SW Shotgun

You're probably wondering at this point about those late-game situations when you're trying to run the clock, or you need to throw a "Hail Mary" or even where a run play would be inappropriate. The in-game AI understands this, and includes "Hot Plays" for these situations. There are two generic hot plays – one a simply run up the middle and one a short pass with slanting receivers. You'll see these in the play list at all times when you're calling the plays yourself during a game. Your opponents will recognize these plays and defend them a little better, but the important thing is that you're never locked into a bad choice. When a "Hail Mary" is appropriate, that Hot Play will be in the list as well.

When you play Front Office Football single-player and you're calling the plays yourself, you have the option of limiting the plays you can call to those available in your situation or all the plays in your game plan. This option is found on the Bulletin – Options, Edit Single Player Options screen.