

GPS Teams Checklist

- ✓ 2 normal Teams each Mon., Tues., Wed.(#)
- 3 Situational Teams per each Mon., Tues., Wed. in “Winning Edge”(*)
- 6 Situational Teams on Thursday (S)

Teams

Indy/Units

Teams: K.O. - deep (RML), Squib, Pooch#	R.O.T. - O-Line/D-Line (list of work)
Teams: K.O. - Onside: desperate, surprise S	R.O.T. - O-Line/D-Line (list of work)
Teams: K.O. - After safety S	R.O.T. - O-Line/D-Line (list of work)
Teams: K.O.R. - deep (RML), Squib, Pooch, Hail Mary#	R.O.T. - O-Line/D-Line (list of work)
Teams: K.O.R. - Hands Team S	R.O.T. - O-Line/D-Line (list of work)
Teams: K.O.R. - After safety S	R.O.T. - O-Line/D-Line (list of work)
Teams: Punt - Normal (Protect and Cover)#	R.O.T. - O-Line/D-Line (list of work)
Teams: Punt - Backed up, Downing it S	R.O.T. - O-Line/D-Line (list of work)
Teams: Punt - fakes, last play, Qk safety, Long safety*	R.O.T. - O-Line/D-Line (list of work)
Teams: Punt Ret/Blk - Normal#	R.O.T. - O-Line (list of work)
Teams: Punt Ret/Blk - Safe (fakes, alignments) S	R.O.T. - O-Line (list of work)
Teams: Punt Ret/Blk - Last play: (must block/must secure)*	R.O.T. - O-Line (list of work)
Teams: P.A.T.#	R.O.T. - Skill players (list of work)
Teams: P.A.T. - Gadgets: swinging gate/fakes*	R.O.T. - Skill players (list of work)
Teams: F.G. - (RML), SOS (no T.O's), Fakes, Cover*	R.O.T. - Skill players (list of work)
Teams: P.A.T. Block - vs. gadgets, formations, fakes#	R.O.T. - Skill players (list of work)
Teams: F.G. Block - check block past & behind LOS*	R.O.T. - Skill players (list of work)

Indy/Opps - see special teams fair