

GoArmy Edge Football User Manual



INTRODUCTION



GoArmy Edge Football is a free U.S. Army application. The app provides a virtual training experience which increases performance and minimizes player risk. GoArmy Edge Football brings plays to life through real-time 3D play mapping, precision player movements, and shareable content.

GoArmy Edge Football is a product of the Army's STEM innovation. It combines the Army's training and technology expertise with years of testing and feedback from teams across the country. The app was built for phone, tablet and browser use so that all teams, regardless of size or budget, can employ it. It is available for free via <http://www.goarmyedge.com> as well as through Apple's App Store, Google Play and the Microsoft Windows Store.

Army Game Studio
Systems Simulation Software and Integration Directorate
Redstone Arsenal, AL
January 19, 2022
App Version 1.11.316275.p

Learning GoArmy Edge Football

1) PRINT THE MANUAL

2) VIEW GETTING STARTED VIDEO - [PLAY NOW](#)

3) EXPLORE THE APP

4) FOUR DOWNS TO A SOLID TEAM - Follow the instructions outlined in the infographic on page 3 and in greater detail at the end of the manual.

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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



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

4



GETTING STARTED

The app runs in a browser or can be downloaded **FREE** for your device.

To download, click an icon below that matches your hardware or open in a web browser at:
<https://www.goarmyedge.com/football>



CANCEL Create a new Account CONTINUE

User Name
John Smith

Date of Birth Month/Year
03/1968

Email
jsmith6801@gmail.com

Confirm Email
jsmith6801@gmail.com

Password

BACK U.S. Army Interest CONTINUE

What's your interest in the U.S. Army?
Check all that apply

- Very Interested
- Somewhat Interested
- Not Interested
- Don't know enough about the Army to say
- Currently in the military

Account Creation

All users need to set up an account in order to use GoArmy Edge Football. Once you have opened the app, choose **CREATE A NEW ACCOUNT**. Fill out the two forms and select **CONTINUE**. After the **SUCCESS** message, check your inbox for a validation email. After clicking the link in the email, you can login to your new account.

NOTE:
Passwords must have 8 to 15 characters with 1 number and 1 special character
SPECIAL CHARACTER EXAMPLES ! @ # \$ % ^ & *

Success

Account successfully created. Before logging in, you must validate your account. Please check your inbox for a validation email.

OK

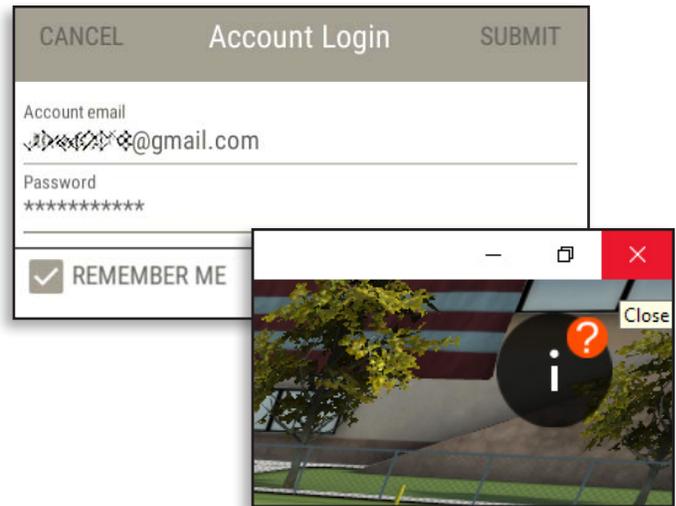
Logging In

To skip the login process in the future, check the **REMEMBER ME** box.

The next time you come back you will be automatically logged in and brought to the last team you were working with.

For this feature to work, you must close your session by clicking the **X**, in the Windows version. Mobile users can swipe to close the app. The feature isn't supported in the browser version.

If you use the **LOGOUT** option, you will need to provide your email and password to log back in.



The image shows two overlapping screenshots. The top one is a desktop-style login form titled "Account Login" with "CANCEL" and "SUBMIT" buttons. It contains fields for "Account email" (with a checkmark icon and a masked email address ending in @gmail.com) and "Password" (with a masked password of 11 asterisks). Below the fields is a checked checkbox labeled "REMEMBER ME". The bottom screenshot is a mobile app interface showing a background image of a building with a large circular information icon (a lowercase 'i' with a question mark) overlaid on it. A "Close" button is visible in the top right corner of the mobile app window.

My Account

After logging in, the first screen you come to is **My Account**.

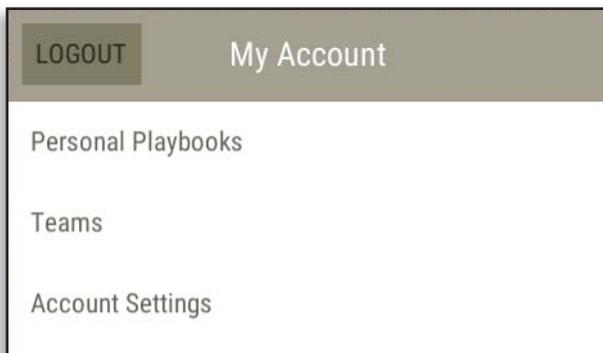
PERSONAL PLAYBOOKS allow a coach to save plays outside of a specific team. The information is associated with the coach's own account and can be used with any team.

TEAMS holds a list of all the teams you create or have been invited to join.

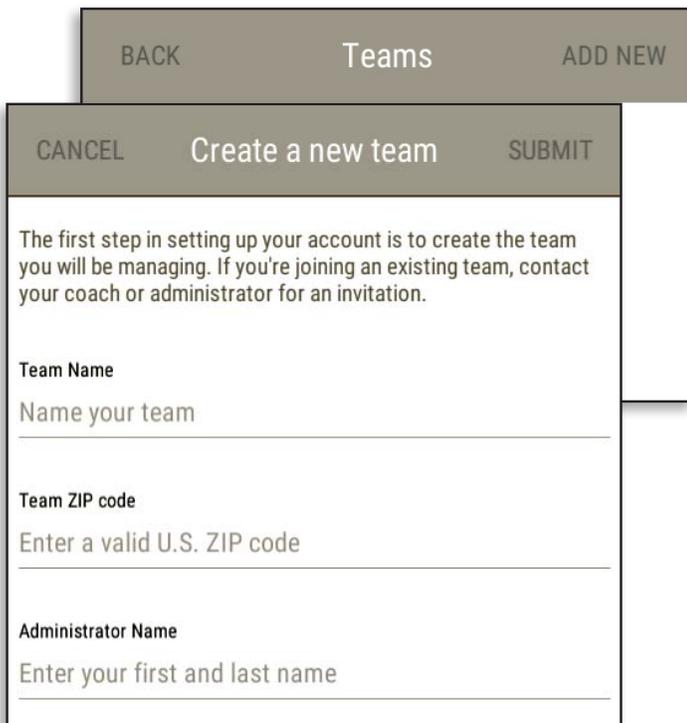
Select **ADD NEW** to create a new team. Fill out the short form and submit.

If you're joining an existing team, contact your coach or administrator for an invitation.

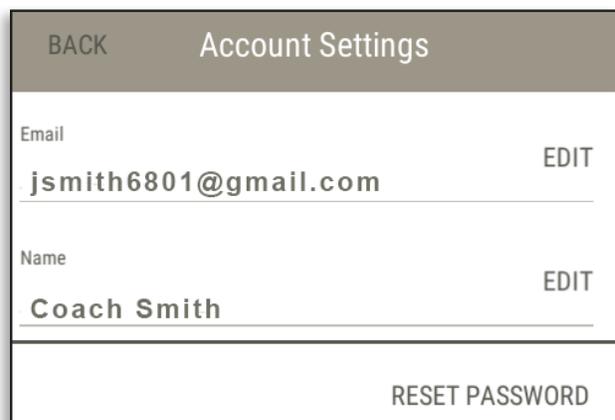
ACCOUNT SETTINGS allows you to update your email, user name or password.



The image shows a "My Account" menu. At the top, there is a "LOGOUT" button and the title "My Account". Below the title are three menu items: "Personal Playbooks", "Teams", and "Account Settings".



The image shows a "Create a new team" form. At the top, there is a "BACK" button, the title "Teams", and an "ADD NEW" button. Below the title is a "CANCEL" button and the title "Create a new team", followed by a "SUBMIT" button. The main content area contains the following text: "The first step in setting up your account is to create the team you will be managing. If you're joining an existing team, contact your coach or administrator for an invitation." Below this are three form fields: "Team Name" with the placeholder "Name your team", "Team ZIP code" with the placeholder "Enter a valid U.S. ZIP code", and "Administrator Name" with the placeholder "Enter your first and last name".

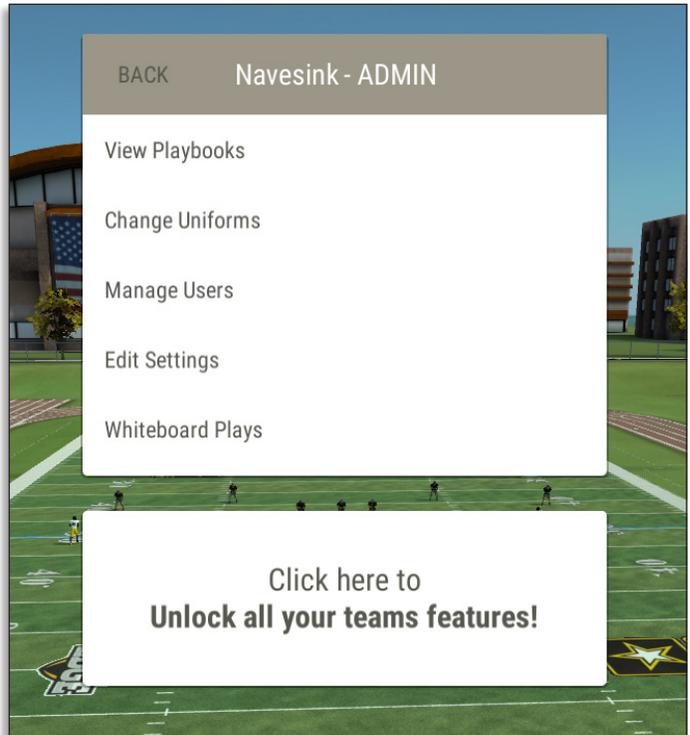


The image shows an "Account Settings" form. At the top, there is a "BACK" button and the title "Account Settings". Below the title are two rows of settings: "Email" with the value "jsmith6801@gmail.com" and an "EDIT" button, and "Name" with the value "Coach Smith" and an "EDIT" button. At the bottom of the form is a "RESET PASSWORD" button.

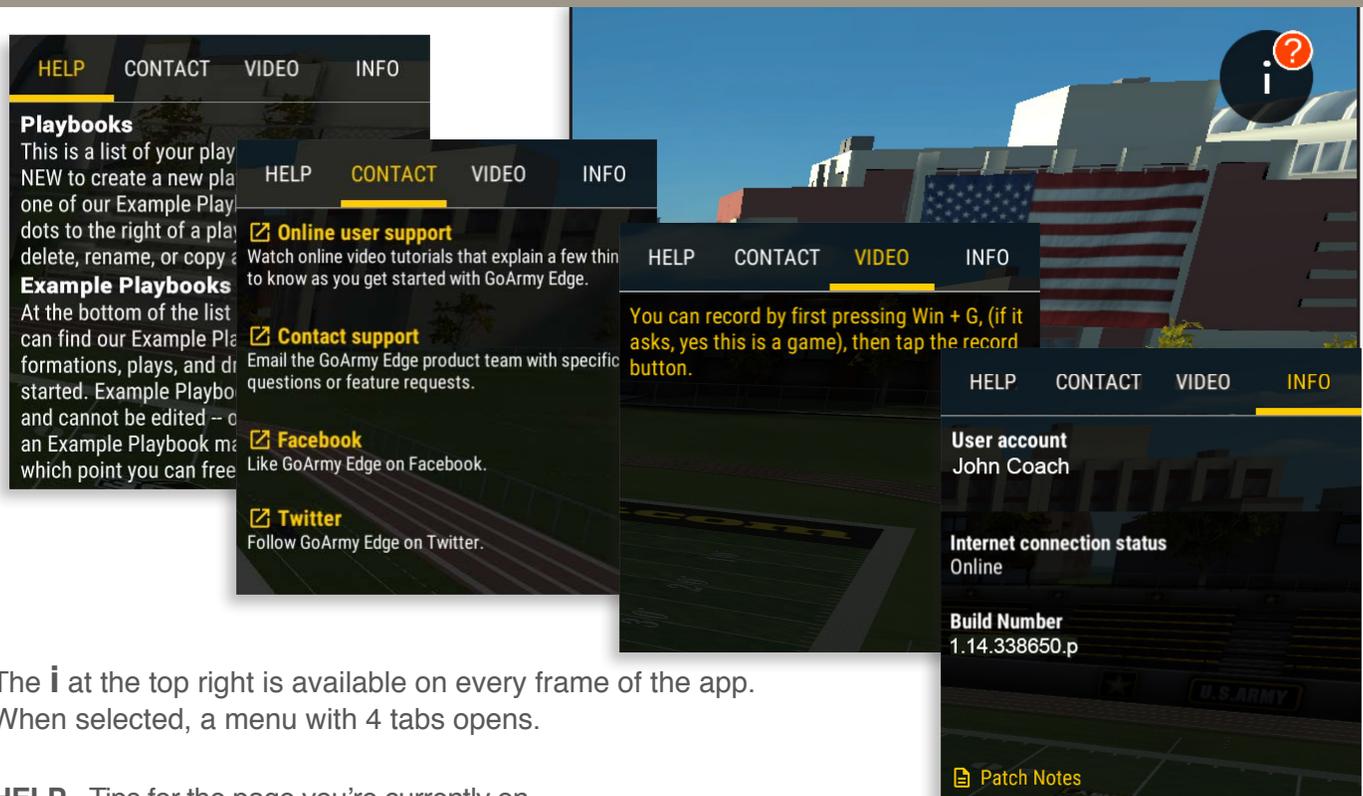
Unlock the Team

Once a new team has been set up and you are logged in as an Admin, start off by unlocking all your team's features. Coaches are limited to one playbook and the default uniforms until the request is sent. Unlocking allows you to:

- **Create Custom Drills**
Set up Drills to teach and quiz formations, plays, alignments, reads, keys, coverages and blitzes for players to review on their own
- **Customize Uniforms**
Match the colors, style and jersey numbers for your team and upcoming opponents
- **Create Unlimited Playbooks**
Create as many playbooks as you want. Copy to a new one every week during the season so your players know where to be.
- **Invite Players and Coaches to Your Team**
Invite players and coaches to collaborate and view your playbooks and plays.



Help - Contact - Video Recording - App Info



The **i** at the top right is available on every frame of the app. When selected, a menu with 4 tabs opens.

HELP - Tips for the page you're currently on.

CONTACT - Links to our support page, email and social media accounts.

VIDEO - Record screen activity. Video recording is not supported when using the app in a web browser.

INFO - Shows your account name, online status and the current version of the app. **Patch Notes** at the bottom list all changes made from the prior version of the app.

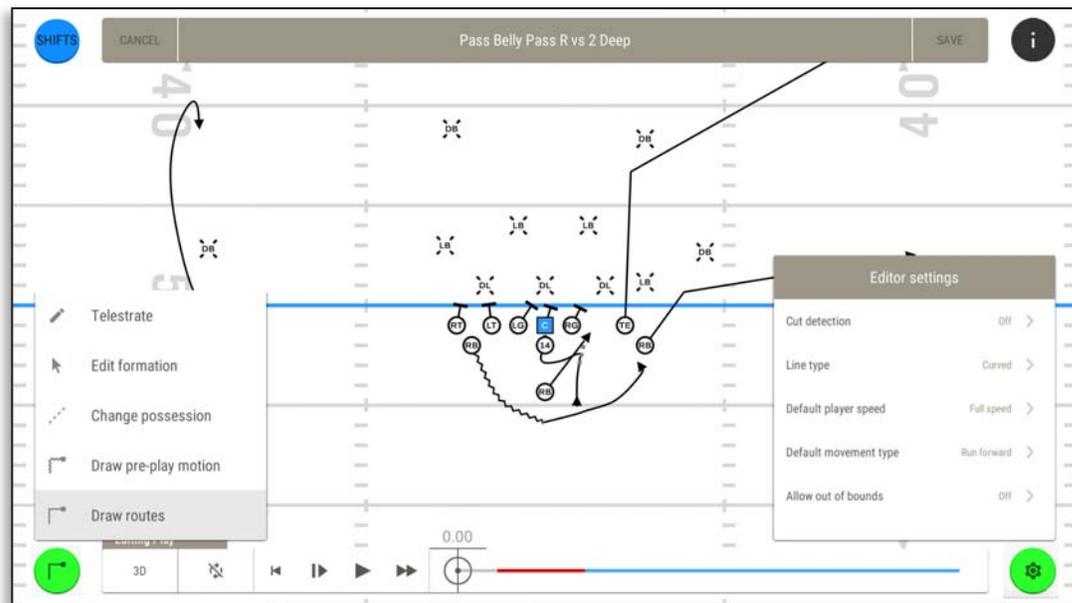
Menu System

2D Menu Options

GoArmy Edge uses a contextual menu system on some screens (in green above and below). The functions of the menu on the left and right change based upon what is selected. In the 2D example, Draw Routes is selected on the left and its associated options are contained on the right. If a player or their path is selected, options for those are contained on the right.

Shifts Button

The Shifts button appears when editing in 2D and 3D. If selected, a side menu opens to allow adding a Shift or Huddle.



3D Menu Options

The left menu has camera controls. There are fixed camera positions around the field. Up to 4 camera positions can be saved. You can also follow the ball, a player or view from any player's perspective. The right menu has options for player visibility, player labels, showing routes, showing telestration and billboard notes.

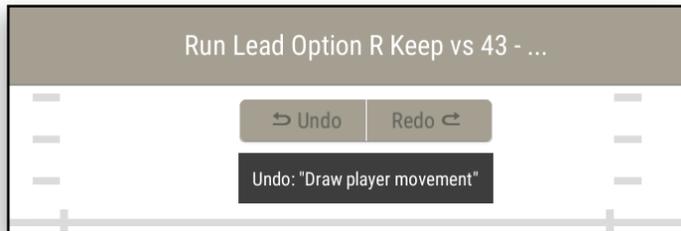
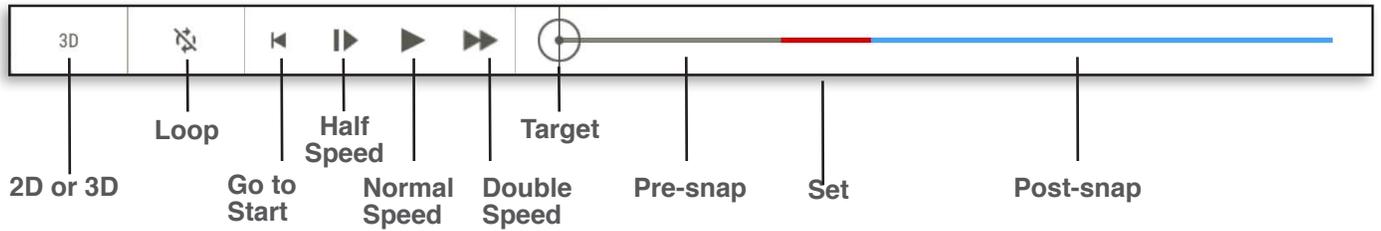
Hide Button

When viewing plays the Shifts button is replaced by an option to Hide/Show the top and bottom menu bars. This is helpful when viewing Drills or saving screen shots and videos.



Playback Controls

Playback controls are found at the bottom of the screen when viewing and editing Plays and Drills.



Undo & Redo

An **UNDO/REDO** menu will appear at the top center of the screen when editing in the app. There are 10 levels of undo and redo per edit. After saving, all undo and redo actions are cleared.

Team Admin Screen

After selecting your team, you will be brought to your **TEAM ADMIN SCREEN**. There are 6 items in this menu which will be described in detail in subsequent pages.

RECENTLY VIEWED – Shows recently viewed items

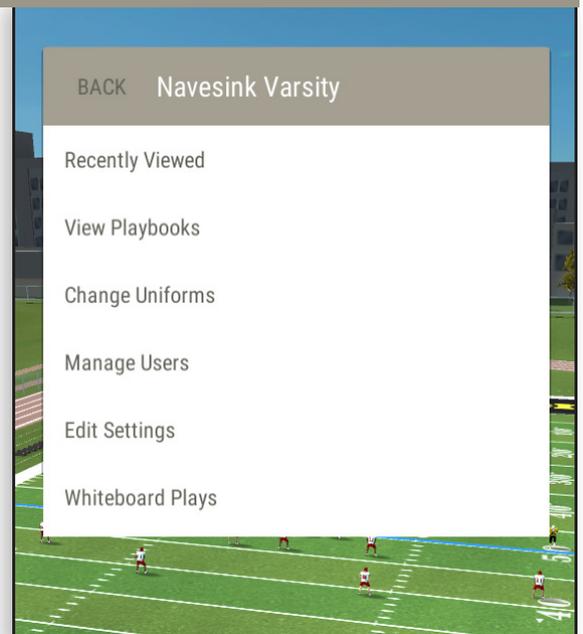
VIEW PLAYBOOKS – Lists of all your playbooks

CHANGE UNIFORMS - Customize your uniforms

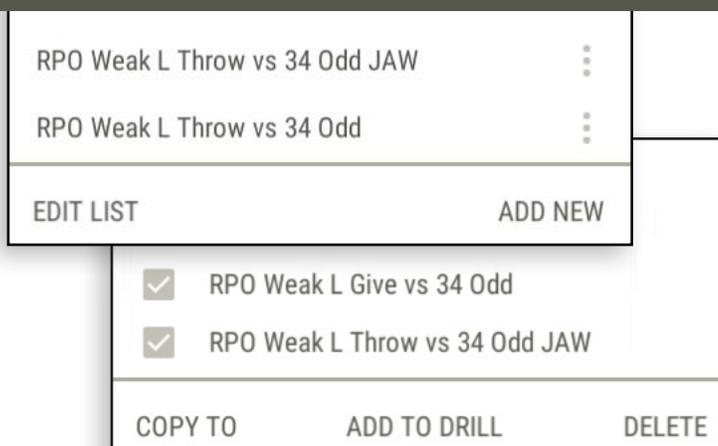
MANAGE USERS - Add and delete team members and set roles such as coach or player

EDIT TEAM SETTINGS - Set uniform style, symbol types, field orientation, play previews, undo/redo, graphics quality and the ability to share content between teams

WHITEBOARD PLAYS - Good for quickly illustrating concepts. Drawing and viewing tools are the same as in Plays. Nothing is saved when you exit.



PLAYBOOKS



Group Edit Playbooks

At the bottom of Personnel Groups, Formations, Huddles, Plays and Drills are selections **EDIT LIST** and **ADD NEW**.

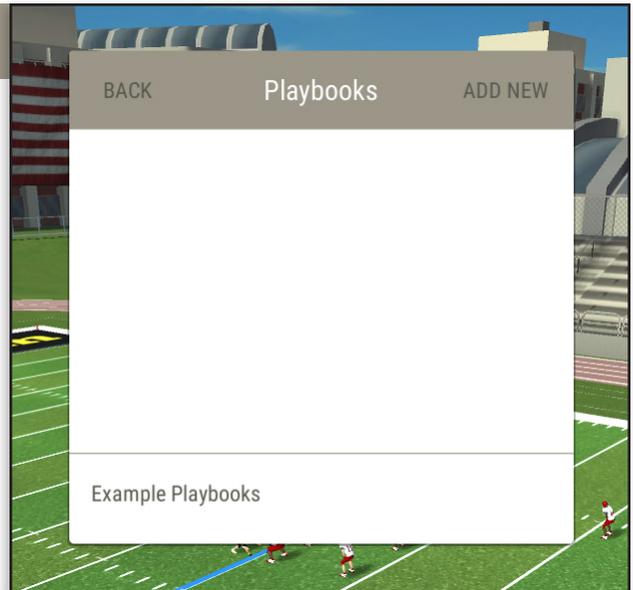
When **EDIT LIST** is selected, checkboxes appear that allow you to choose multiple items. The selected items can be copied to another playbook, added to a drill or deleted.

Create a Playbook

Playbooks List Screen

The playbooks list will be empty when you initially set up your team. GoArmy Edge Football comes with example playbooks to get you started quickly. Each of these playbooks comes preloaded with Personnel Groups, Formations, Routes, Plays and Drills ready for you to copy and use as your own.

You can copy entire playbooks or individual elements from them. Playbooks can be copied between teams with Admin permission.



| |
|--|
| New playbook Select an option |
| Create Default Playbook Create a new default playbook. |
| Copy Example Playbook Create a playbook from one of the EDGE example playbooks. |
| Import Playbook Import an Edge playbook from exported file. |

New Playbooks

To create a new playbook select **ADD NEW**. There are three options.

CREATE DEFAULT PLAYBOOK - All DEFAULT PLAYBOOKS have no Plays included but come with some Personnel Groups and Formations.

COPY EXAMPLE PLAYBOOK - GoArmy Edge comes pre-loaded with EXAMPLE PLAYBOOKS that can be copied, and edited.

IMPORT PLAYBOOK - Import a playbook that has been exported from Powerpoint or Visio.

Create Default Playbook

Name the playbook and choose **FIELD TYPE**. The choices are **High School**, **College** or **Pro**. The difference is in the spacing of the hash marks. High School hash marks are 53'4" apart, College 40' and Pro marks are 18'6" apart. Plays can be copied between different field types

DEFAULT PLAYER COUNT allows for teams with 5 to 12 players.

All **DEFAULT PLAYBOOKS** have no Plays included but come with some Personnel Groups and Formations.

| | |
|--|-----------------|
| Create playbook Create a new blank playbook | × |
| Playbook name RPO Reads 1 | |
| Field Type High School | ▼ |
| Default Player Count 11 | ▼ |
| BACK | CREATE PLAYBOOK |

Copy An Example Playbook

Name the playbook and choose **FIELD TYPE**. Choose the playbook to copy from the **Example Playbooks Dropdown**. Select **COPY PLAYBOOK** to complete the process.

The dialog box titled "Copy example playbook" has a close button (X) in the top right. Below the title bar, it says "Copy a playbook from an EDGE example playbooks". There are three input fields: "Playbook name" with the text "Front Rec Playbook NAV", "Field Type" with a dropdown menu showing "High School", and "Example playbooks dropdown" with a dropdown menu showing "Front Rec Example Playbook". At the bottom, there are two buttons: "BACK" on the left and "COPY PLAYBOOK" on the right.

The dialog box titled "Import EDGE playbook" has a close button (X) in the top right. Below the title bar, it says "Import an EDGE playbook from exported file.". There are three input fields: "Playbook name" with the text "Defensive Fits Week 5", "Import playbook file" with a text input containing "Defensive-Fits-Week5.json" and a "SELECT FILE" button to its right, and "GoArmy Edge Football User Manual" with a checked checkbox and the text "Do you want to link any plays to a huddle". At the bottom, there are two buttons: "BACK" on the left and "IMPORT PLAYBOOK" on the right.

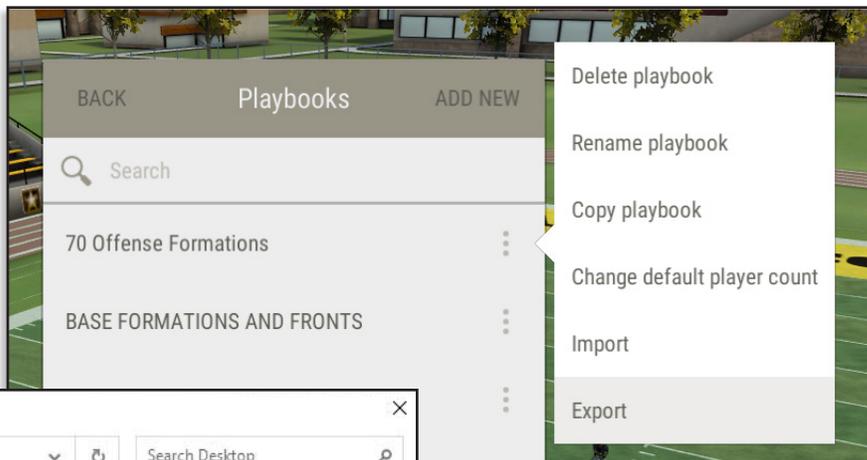
Import Playbook

Name the playbook and select the file to import (file type is json). Check the box to link plays to a huddle. Select **IMPORT PLAYBOOK** to complete the process.

GoArmy Edge can import Playbooks created in Powerpoint and Visio. A plugin from <https://www.proquickdraw.com/> is required to export the files.

Export Playbook

GoArmy Edge playbooks and individual plays can be exported as json files. Click the **3 DOTS** to the right and choose **EXPORT PLAYBOOKS**. Choose the destination and give the file a unique name then **SAVE**.



The "Save As" dialog box shows the file path "cyberpo... > Desktop". The "File name" field contains "Exported Playbook.json" and the "Save as type" is set to "JSON (*.json)". There are "Save" and "Cancel" buttons at the bottom right.

How Playbooks are Organized

Playbook Screen

Playbooks contain all the tools needed to draw plays and create complete training sessions. They consist of six sections plus a **SEARCH** function.

PERSONNEL GROUPS determine which players are on the field.

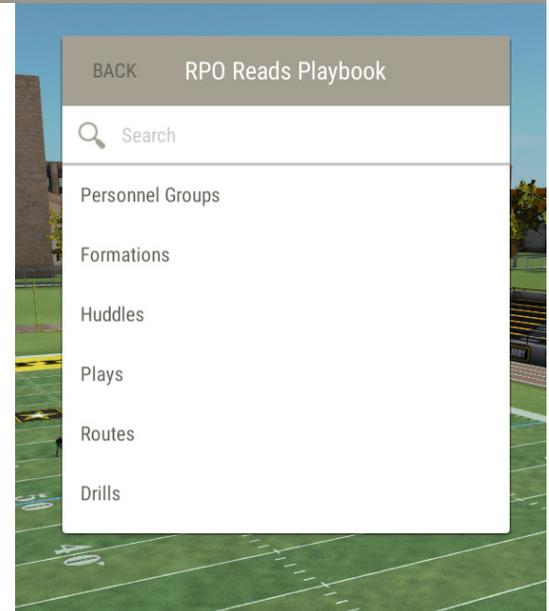
FORMATIONS align players on the field for a play.

HUDDLES align players on the field before a play.

PLAYS are drawn to illustrate how, when, and where players move.

ROUTES are player movements saved for reuse.

DRILLS turn your plays into flashcards for rapid learning.



Personnel Groups

Personnel Groups are used to determine which players will be on the field in a play. There are both offense and defense personnel groups.



Offense Groups

On offense, in addition to five linemen and a quarterback, the mix of the remaining five players is a personnel group. An offensive personnel group determines how many running backs, tight ends and wide receivers are on the field.



Defense Groups

A defensive personnel group sets the number of defensive linemen, linebackers, and defensive backs. Personnel groups can be named with any combination of letters and numbers.

Create a New Personnel Group

Personnel Groups can be created with variable team sizes (7v7, 8v8, etc.) if needed.

Make sure you are in one of your own playbooks.

Select **ADD NEW** and enter a name. The name doesn't need to match the two-digit format GoArmy Edge Football uses. After entering a name, select whether it will be **OFFENSE** or **DEFENSE**.

Choose the number of players for each position and **SAVE** when done.

CANCEL Create a Personnel Group SAVE

Personnel group name
Enter your personnel group name

OFFENSE Defense

| | |
|----|-------|
| QB | - 1 + |
| OL | - 5 + |
| RB | - 1 + |
| TE | - 2 + |
| WR | - 3 + |

CANCEL Create a Personnel Group SAVE

Personnel group name
Enter your personnel group name

OFFENSE Defense

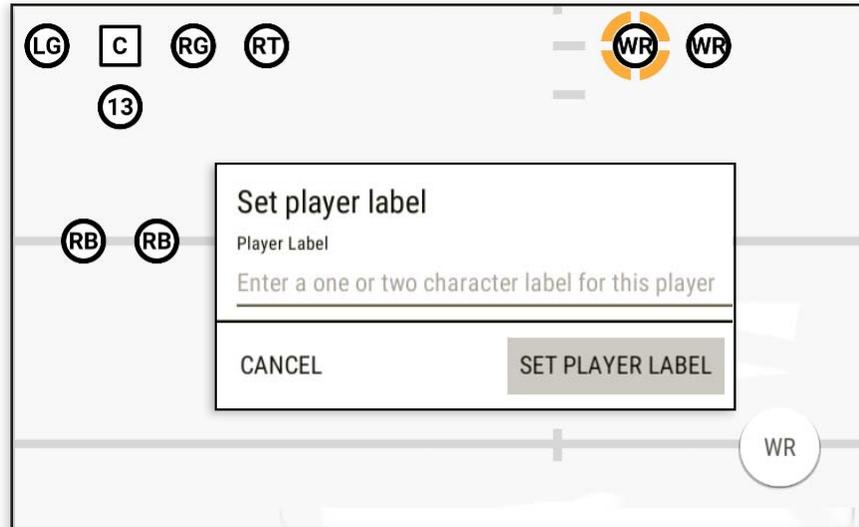
| | |
|----|-------|
| DL | - 5 + |
| DB | - 4 + |
| LB | - 3 + |

Set Player Labels

After a new group is created, you can change the letters displayed on a player's jersey. Make sure you are in edit mode; then select a player and make the change. Any formation or play drawn using this personnel group will use the jersey labels you set here.

After you're finished changing labels, select **SAVE** and **DONE** up top to return to the Personnel Groups side menu.

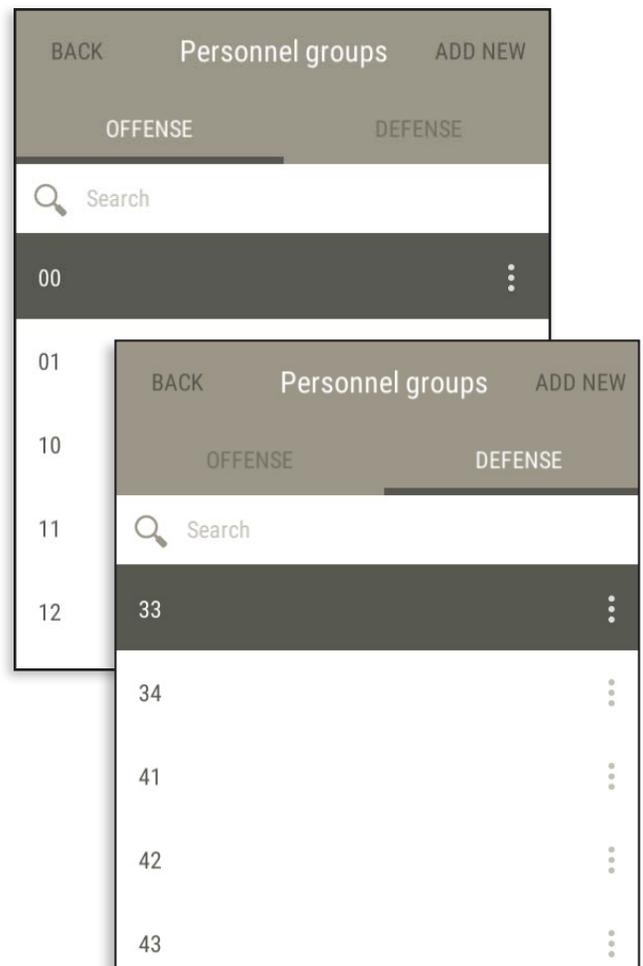
Jersey labels can also be set on a per play basis when in **PLAY EDIT** mode.



Preloaded Personnel Groups

Each example playbook comes with 12 of the most common offensive groups (**00, 01, 10, 11, 12, 20, 21, 22, 23, 30, 31, 32**), and 8 of the most common defensive groups (**33, 34, 41, 42, 43, 44, 52, 53**).

All new playbooks come with five of the most basic personnel groups (**00, 10, 11, 21, 30**) on offense, and (**33, 34, 42, 43, 53**) for defense.



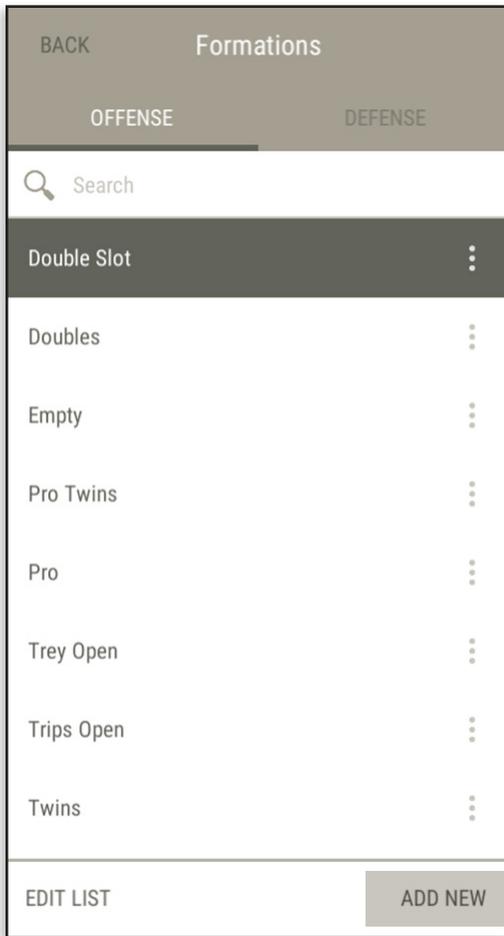
Formations

Formations are how players align on the field at snap. Each example playbook comes with the formations used to draw the plays contained in it. Formations can be created with variable team sizes (7v7, 8v8, etc.) if needed. A Personnel group with the reduced number of players needs to be created in order to do this.

All new playbooks come with 8 offensive formations and 12 special team offensive formations. New playbooks also contain 5 defensive formations and 8 special team defensive formations.

Create a New Formation

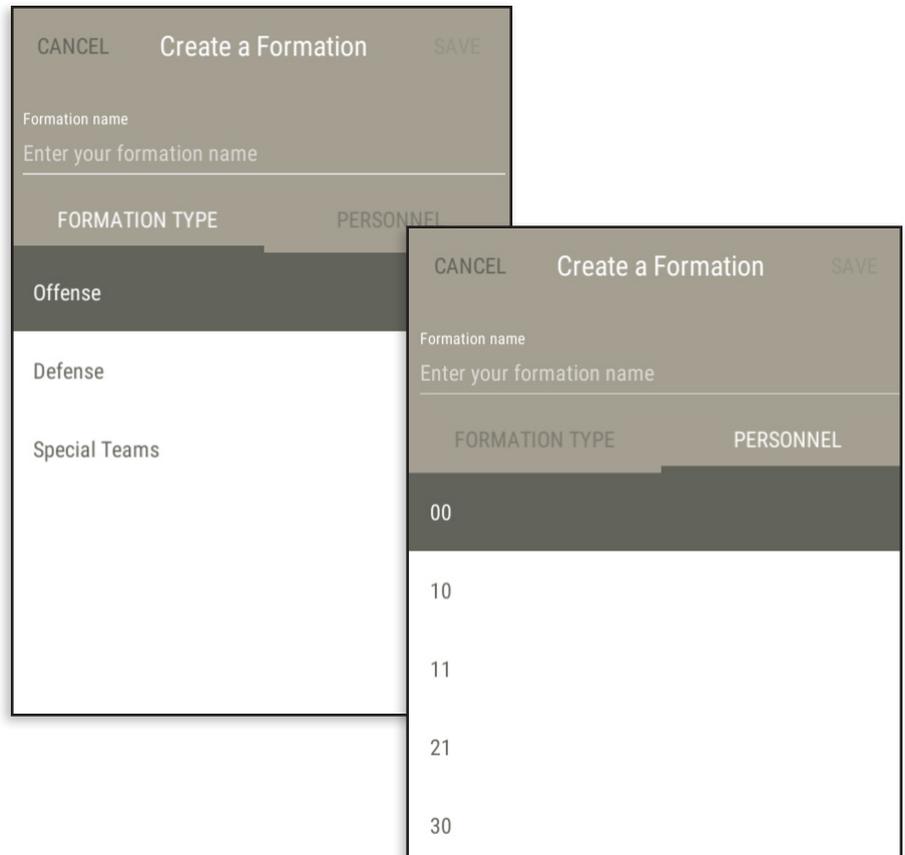
Make sure you're in one of your own playbooks. Select **ADD NEW** down below. Enter a name for your new Formation. After entering a name, select whether the formation will be **OFFENSE** or **DEFENSE**.



Next, select **PERSONNEL** and choose the **PERSONNEL GROUP** the formation will use. Select **SAVE** to create your Formation and add it to your playbook.

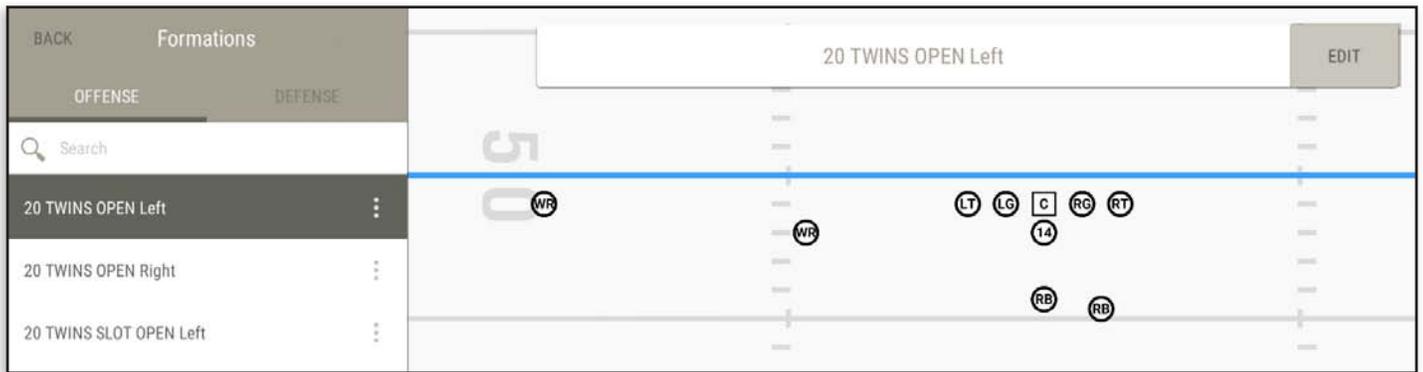
You will now see your new Formation on the 2D field. Move the players to their desired alignment. **SAVE** when done.

Changing the location of the ball is done in **PLAYS**.



Formation Editing

Select a formation from your list and **EDIT** to begin the process. A legal offensive formation must have seven players on the line of scrimmage and four off the line. GoArmy Edge Football does not enforce this rule because you may be drawing practice drills.

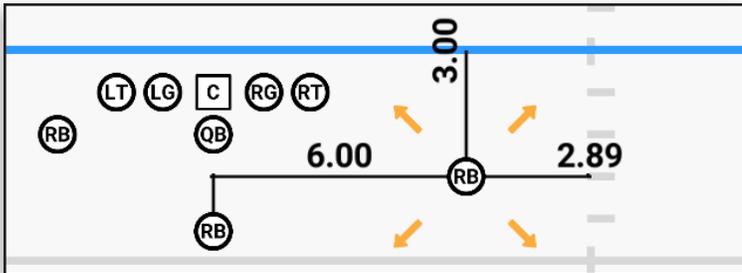


Formation - Edit General Settings

When editing a formation, select the **RIGHT CONTEXT MENU** to adjust general settings. The first three listed items, **RULER**, **GRID** and **ALLOW OUT OF BOUNDS** can also be adjusted when editing a play.

RULER

When on, smart rulers appear when dragging a player. The rulers can show the distance to the line of scrimmage, hash marks, players and the sidelines.



GRID

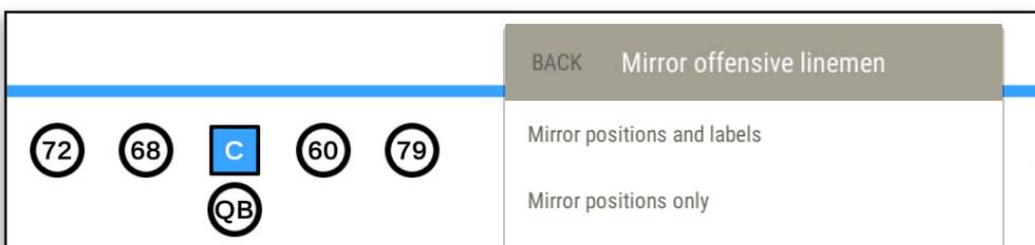
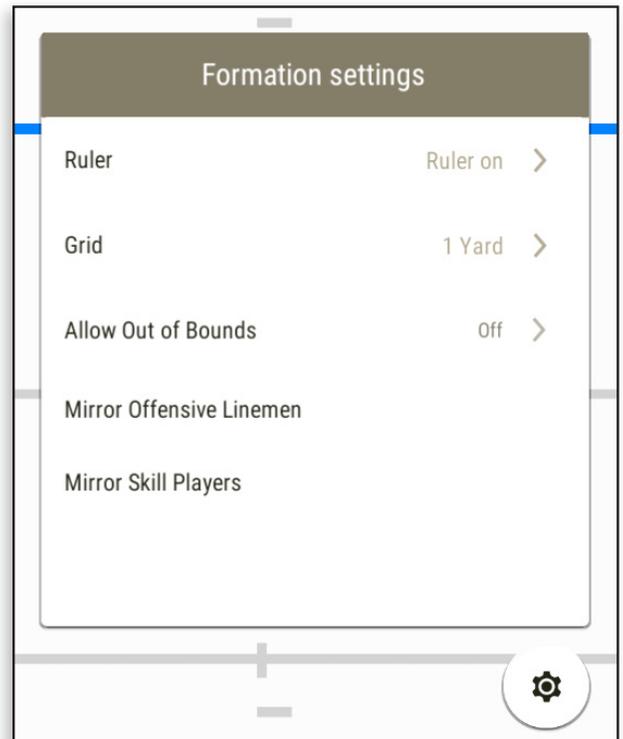
Players can “stick” to an unseen grid as you move them around. Select **GRID**, and choose between **6 INCH**, **1 FOOT**, or **1 YARD**. The grid can also be turned off by choosing **NO GRID**.

ALLOW OUT OF BOUNDS

When on, players can move off the field.

MIRRORING

You can mirror (flip left or right) the Offensive Line or the Skill Players. You have the option to mirror the Offensive Line positions with their labels attached or the positions only.



Formation - Edit Individual Player Settings

When editing a formation, additional settings are available on a per player basis. Select a player and the right menu to make changes.

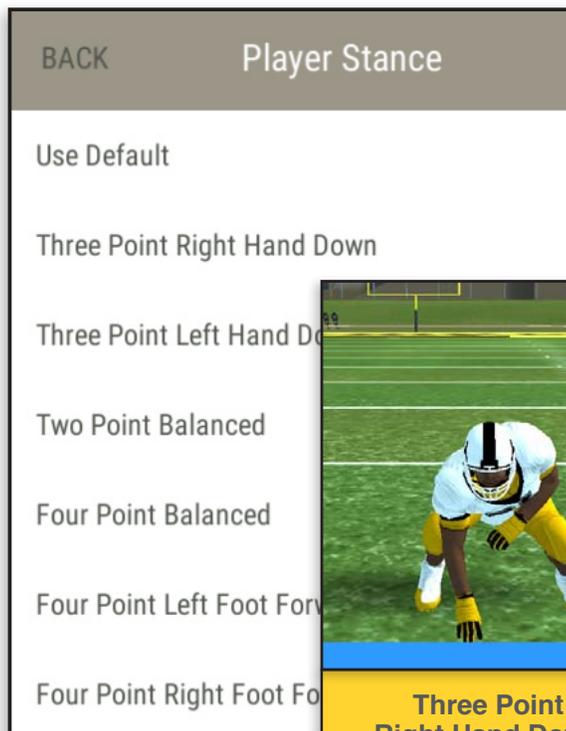
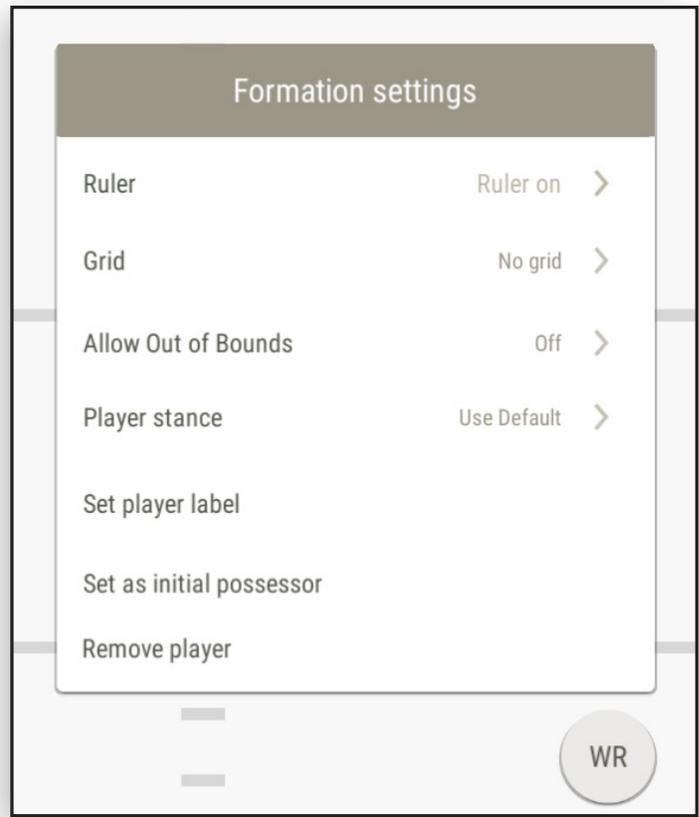
RULER, GRID and **ALLOW OUT OF BOUNDS** appear on this menu and the changes made here override the general settings.

PLAYER STANCE sets the stance of the selected player at snap unless pre-play motion or a shift has been added. Each position has a set of stances appropriate for that position. Stances can also be changed on a per play basis.

SET PLAYER LABEL changes the two characters on a player's jersey. Labels assigned when creating **Personnel Groups** can be changed here in **Formations** and also when editing **Plays**.

SET AS INITIAL POSSESSOR changes the player who has the ball at snap.

REMOVE PLAYER deletes the player.



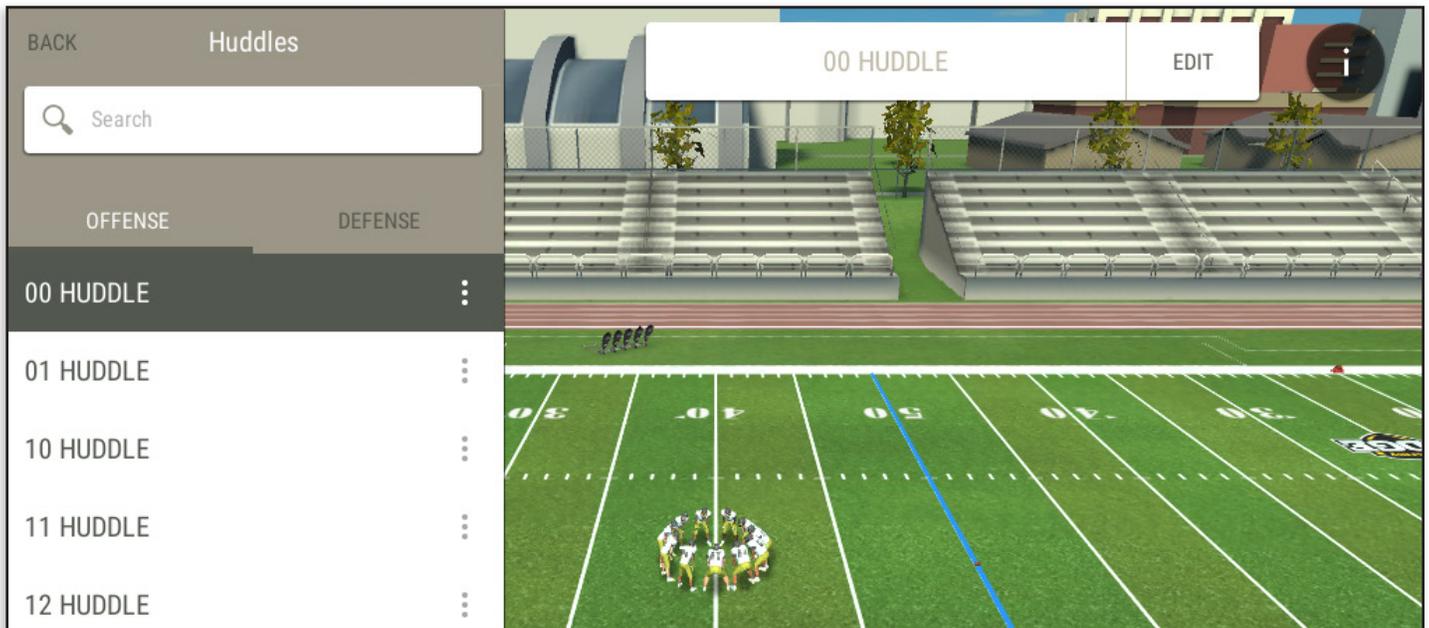
Change Player Stance

Changing the **Stances** of various players can add to the realism of **Drills**. Player appropriate stances are available for each position. Shown below are several of the stances applicable for a Defensive Lineman.



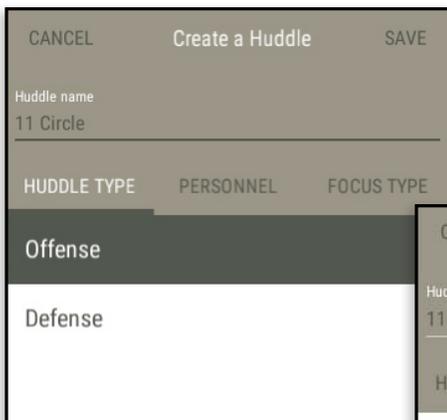
Huddles

Before players execute a play, they may break from a huddle and align in their formation. While not necessary for the entire playbook, having players break from a huddle in Drills adds to the realism of the exercise. If you copy an example playbook, all huddles associated with that playbook are included.

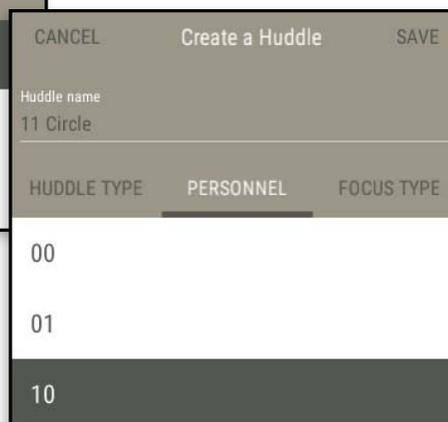


Create a New Huddle

Go to **HUDDLES** in one of your own playbooks and select **ADD NEW** at the bottom of the list. Enter a name for your new Huddle in the Huddle name field. This can be as simple as combining the personnel with the shape; for example, "11 circle."



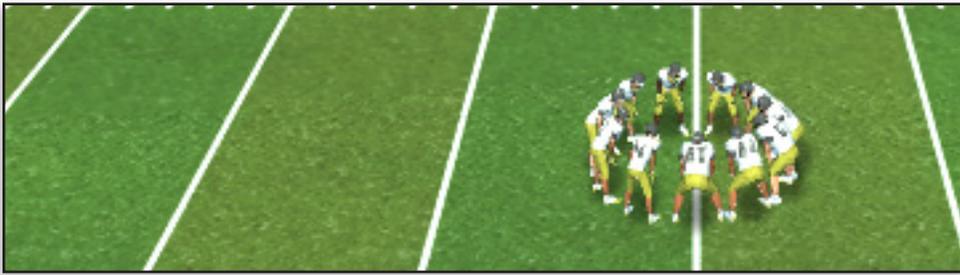
After naming, choose if the huddle is **OFFENSE** or **DEFENSE**.



Next, select the **PERSONNEL** tab and pick the **PERSONNEL GROUP** used in your huddle.



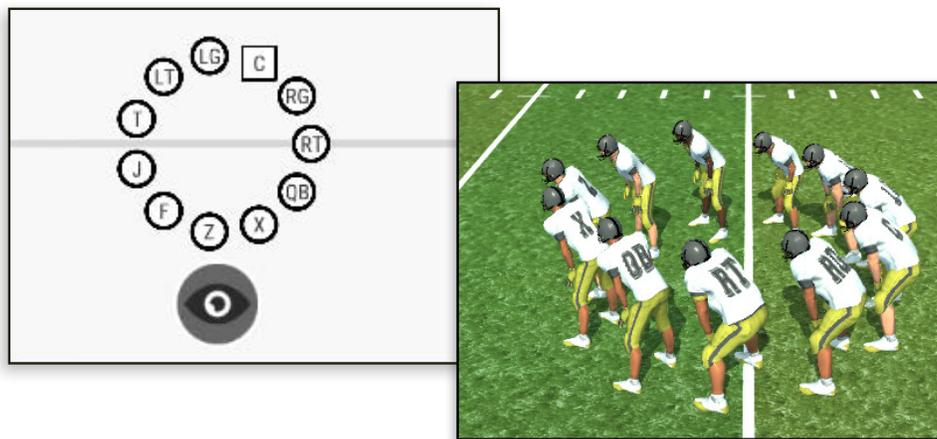
Then select the **FOCUS TYPE** tab. Choose whether you want your huddle to be all facing a certain **POINT** on the field (to make a standard circular huddle) or if you want the players all facing a certain **LINE** on the field. Select **SAVE** to create the huddle. Now the huddle is ready to be used in any Plays matching that Personnel Group.



Edit Huddle

By default, all offense huddles look at their 40-yard line and all defense huddles look at their 45-yard line. To change this, select a **HUDDLE** and then **EDIT**.

In **2D VIEW** select and drag the **EYE ICON** to different points on the field. You will see all the players face that point. You can also move players if you want them in a different alignment. Remember to select **SAVE** when done.

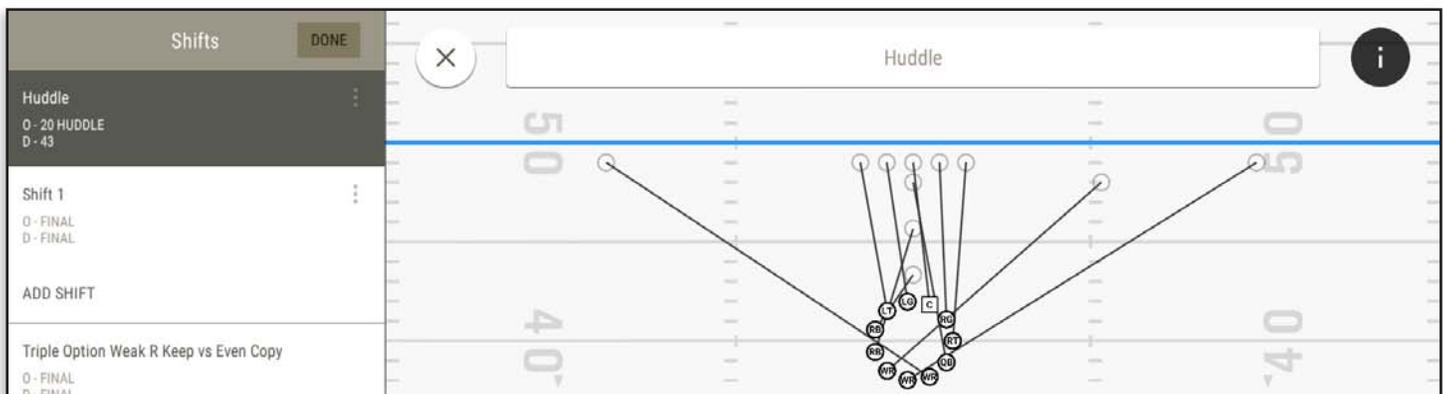


Adding Huddles

To add a huddle, open the Shifts menu in the upper left and select **ADD HUDDLE**. Select **OFFENSE** or **DEFENSE**; then choose a huddle and select **ADD** at the top.



The huddle is now added to the beginning of the play. Select **DONE** to exit the Shifts menu and return to the Play Editor. The huddle will appear after the play has been saved.

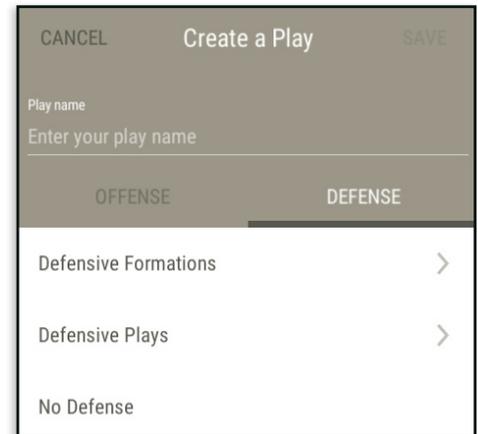
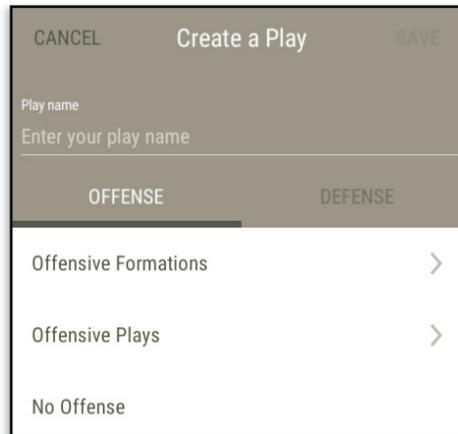
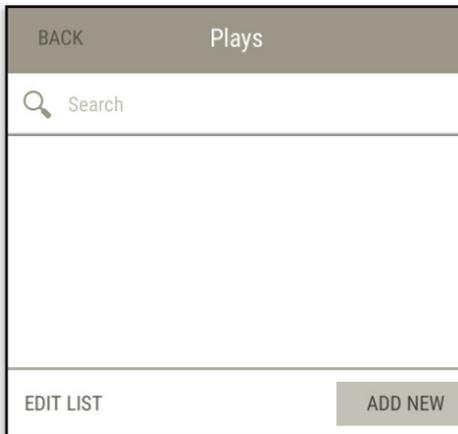


Plays

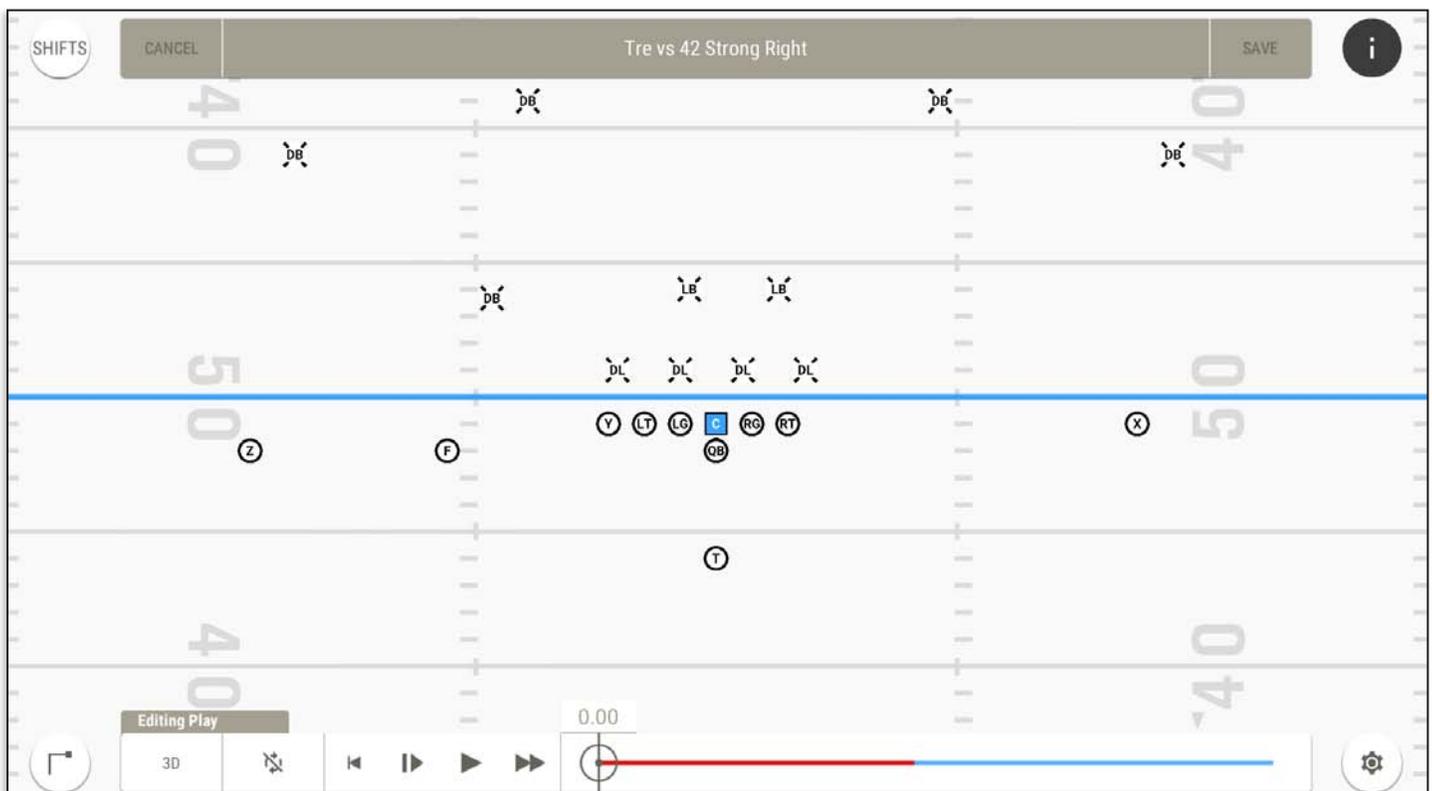
Create a New Play

Select **ADD NEW** and the **Create a Play** screen will open. Name the play. Choose the **OFFENSE** and **DEFENSE** from the formations list or by combining the **OFFENSE** and **DEFENSE** of previously created plays. You may also choose **NO OFFENSE** or **NO DEFENSE**.

When you have completed these steps, the **SAVE** button will become active. Plays can be created with variable team sizes (7v7, 8v8, etc.)



When you hit **SAVE**, the play will be created and you'll be taken to edit mode. You can continue editing or hit **CANCEL** and be brought back to the Plays list. If you make any changes, remember to **SAVE**.



Add Player Motion

After creating a new play, the first step is to add player motion. Make sure you are in editing mode and **DRAW ROUTES** is selected in the lower left menu. Check the default **Editor Settings** before you start drawing.

| Editor settings | |
|-----------------------|---------------|
| Cut detection | On > |
| Line type | Curved > |
| Default player speed | Full speed > |
| Default movement type | Run forward > |
| Allow Out of Bounds | Off > |

Default Motion Settings

These settings will be applied to all new motion paths for all players. They can also be adjusted on an individual player basis.

CUT DETECTION - if on, any 45, 90, or 135 degree path angle will be replaced with a pre-recorded Cut animation which can add more realistic moves and timing.

LINE TYPE - has **Straight** or **Curved**. Players can have both types of lines already in their paths. Choose the line type prior to drawing a segment. The line type can't be changed on a segment that has already been drawn.

DEFAULT PLAYER SPEED - can be set to **Full, 3/4, 1/2, or 1/4**

DEFAULT MOVEMENT TYPE - includes **Backpedal, Shuffle Left, Shuffle Right, Run Forward, Pass Drop, Pass Block, Drive Block**. Additional movement types are available for some position groups.

ALLOW OUT OF BOUNDS - when on, players can move off the field.

Individual Player Motion Settings

Select a **PLAYER** and choose the **RIGHT MENU** to adjust settings. The settings listed apply to that player only.

| X | |
|-----------------------|-----------|
| First steps | > |
| Route color | Default > |
| Set end of route icon | Arrow > |
| Select route | > |
| Cut detection | Off > |
| Line type | Curved > |
| Allow out of bounds | Off > |
| Set player label | |

FIRST STEPS - holds a list of pre-drawn starting motions (described in detail later).

ROUTE COLOR - six options for player route colors (example shown on next page).

SET END OF ROUTE ICON - options are **Arrow, Dot, Line, None** (example shown on next page).

SELECT ROUTE - holds a list of pre-drawn Routes (described in detail later).

CUT DETECTION - see above

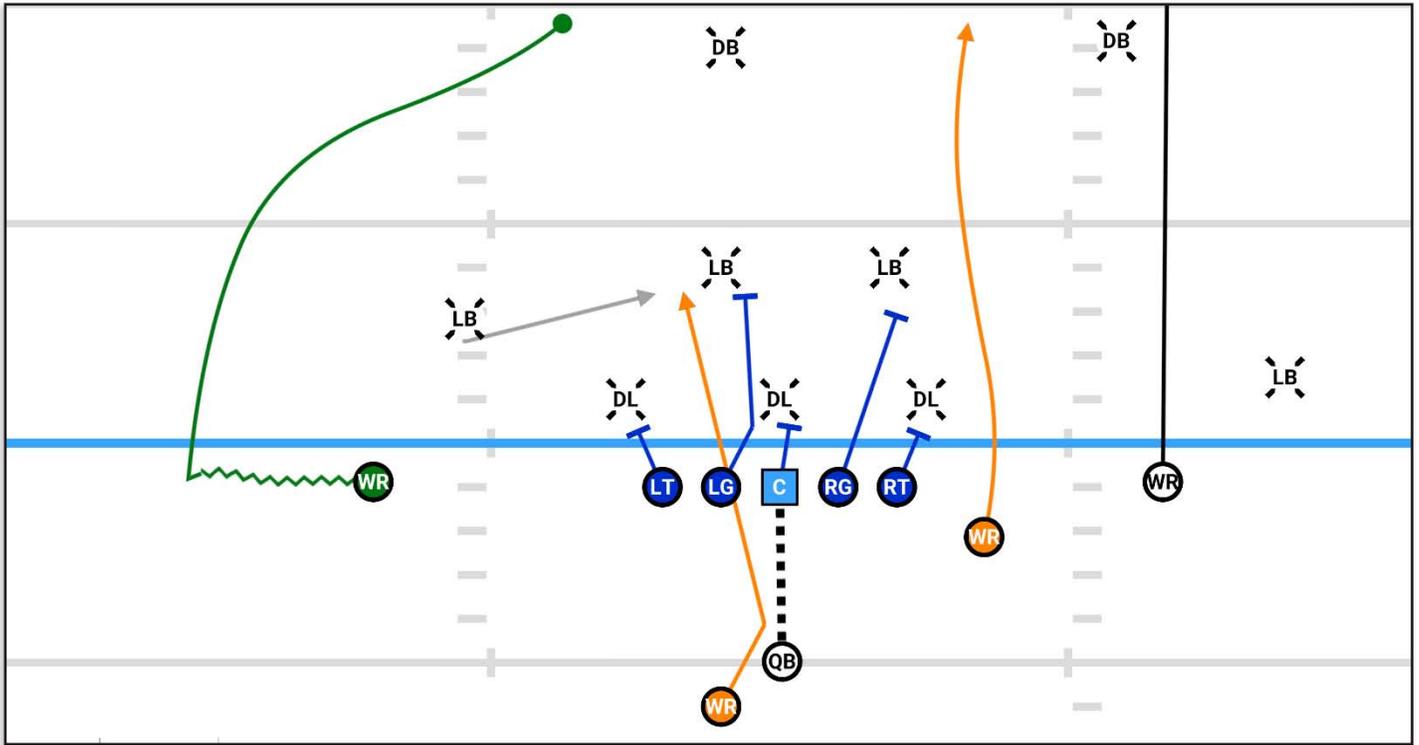
LINE TYPE - see above

ALLOW OUT OF BOUNDS - see above

SET PLAYER LABEL - changes the two characters on a player's jersey. The change applies to this play only.

Line Examples

Shown below are examples of **Straight** and **Curved** lines, **End of Route Icons** and 4 of the 6 **Color Options**. A black line with an arrow is the default. The wide receiver on the left also has pre-play motion.



| | |
|--|----------------------|
| | Telestrate |
| | Edit formation |
| | Change possession |
| | Draw pre-play motion |
| | Draw routes |

Draw Pre-Play Motion

To draw pre-snap motion, select **DRAW PRE-PLAY MOTION** in the left menu. Click on the player and drag to draw motion. The line will be squiggly to denote pre-snap motion. Pre-play must be drawn prior to post-snap motion. A Shift can be added at any time.

Apply First Steps

Each position has over 8 different first steps with specialized animation. Employ **First Steps** before drawing the balance of the player's route. The selected path is highlighted in yellow as you move through the list. Select **SAVE** to apply.

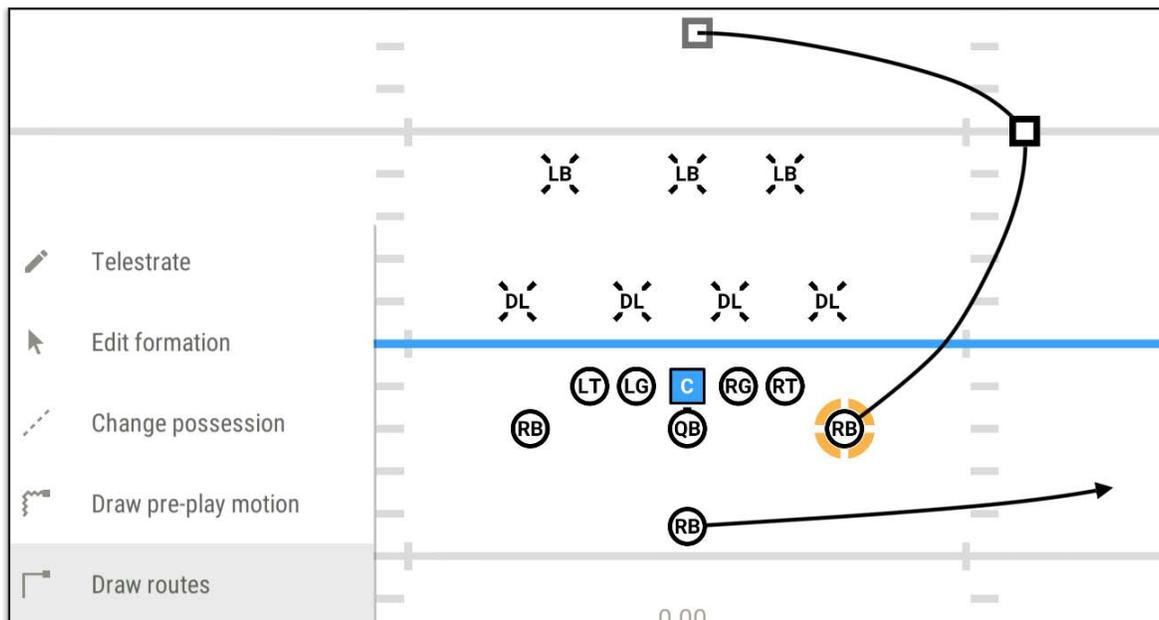
Pre-Play Motion and First Steps CAN NOT be used together.

| CANCEL | First steps | SAVE |
|--------|-----------------------|------|
| | Right Double Move | |
| | Left Double Move | |
| | Right Outside Release | |
| | Left Outside Release | |
| | Right Punch and Rip | |
| | Left Punch and Rip | |

Draw Post-Snap Movement

To draw a player's post-snap movement, select **DRAW ROUTES** in the **LEFT MENU**. Click the player and drag to draw their path. Releasing will complete that path segment. You can continue drawing from any **WHITE SQUARE** on a path. Before continuing, you can change the **Line Type** for subsequent segments. Motion can be delayed by moving the play head after snap and then drawing the player's route.

To erase all segments of a path, double click on the **PLAYER**. To delete just the remainder of any player's path, double click on the **WHITE SQUARE** preceding the line.



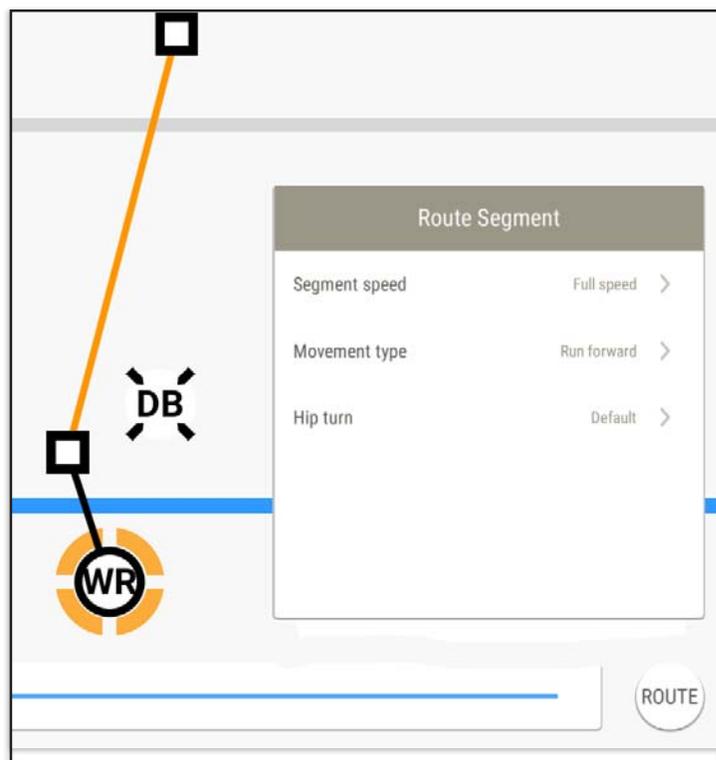
Custom Movement Settings

After a player's path is drawn, there are options to customize each path segment. To modify a path segment, click on the **PLAYER** and then click a **SEGMENT** of the player's path so it is highlighted and select the **RIGHT MENU**.

SEGMENT SPEED - Full, 3/4, 1/2, or 1/4.

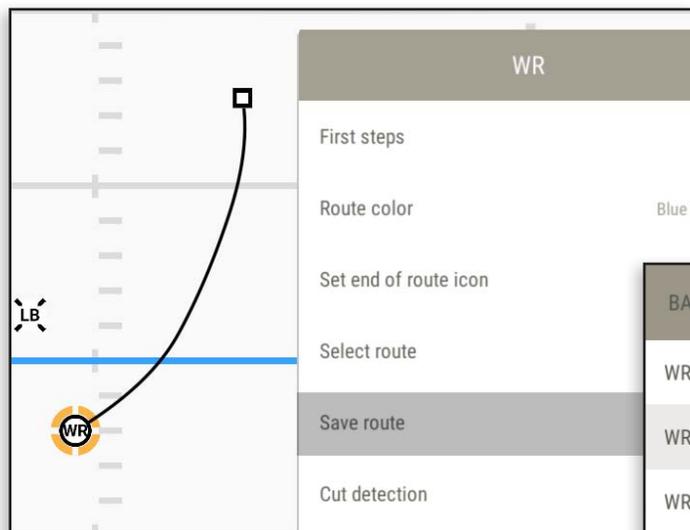
MOVEMENT TYPE - Backpedal, Shuffle Left, Shuffle Right, Run Forward, Pass Block, Drive Block. Additional movement types are available for some position groups.

HIP TURN controls the hip movement direction of players from segment to segment. When changing a player's hip turn direction, select the segment before the turn and choose **Turn clockwise**, **Turn counter-clockwise**, or use **path default** which makes a best guess on the direction a player's hips should rotate.



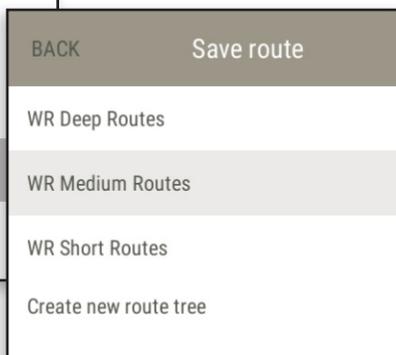
Using Routes

Routes can be saved for reuse later. Rather than redrawing the same 10-yard out route every time, draw it once and save it as a route. Other players at that position can then run the same route by applying the saved version.



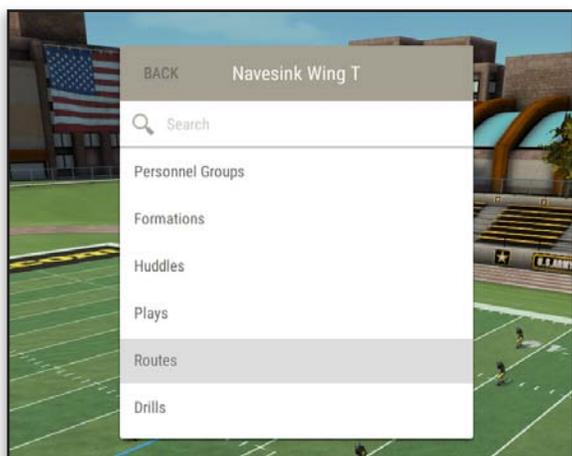
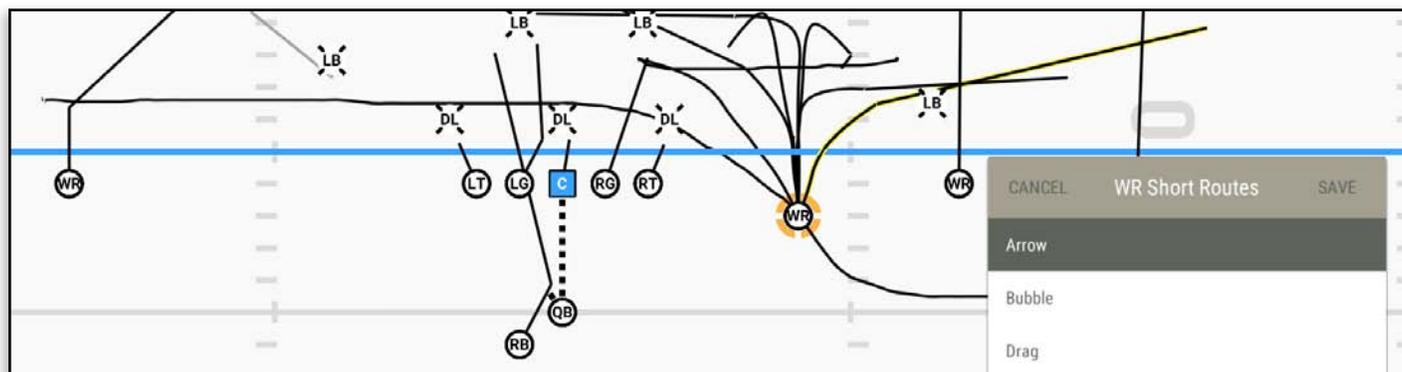
Save a Route

Make sure you are in edit mode. Select any player with a route you want to save, then select the **RIGHT MENU**. Choose **SAVE ROUTE** and either add it to an existing route tree (folder) or create a new route tree.



Apply a Saved Route

If no routes have been saved for a specific position, the **SELECT ROUTE** option will not appear. Each position has subfolders (Route Trees) to organize similar types of routes. To apply a saved route, click the **PLAYER**; then select the **RIGHT MENU**. Choose **SELECT ROUTE**; then choose a **ROUTE**. The path selected is highlighted in yellow on the player. **SAVE** to apply the route to the player.

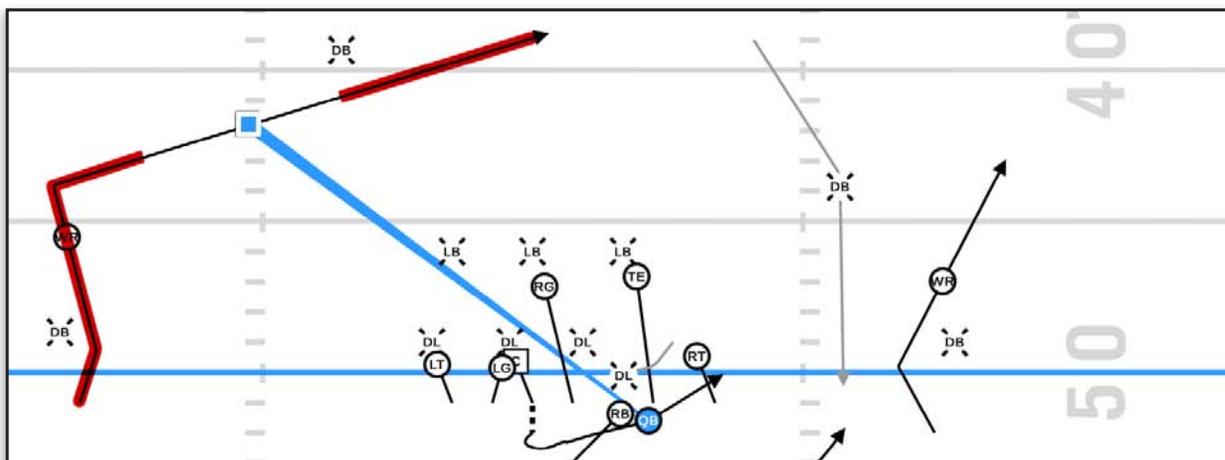


Routes Library

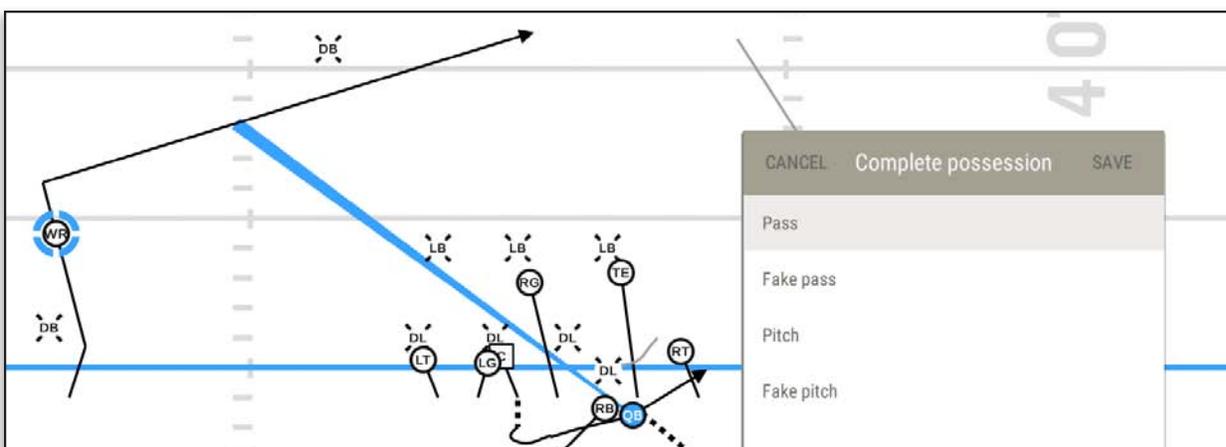
Each playbook contains a listing of all the routes that have been saved in that particular playbook. Here routes can be renamed, copied to other playbooks or deleted.

Change Possession

Select **CHANGE POSSESSION** from the left context menu. Set the timeline to when the ball will change hands; then drag from the **QB** to the **PLAYER** who will receive the ball. The section of the route in black shows where the pass can be completed at that specific point in the timeline. If the timeline is moved, the area where the pass can be completed will change accordingly.

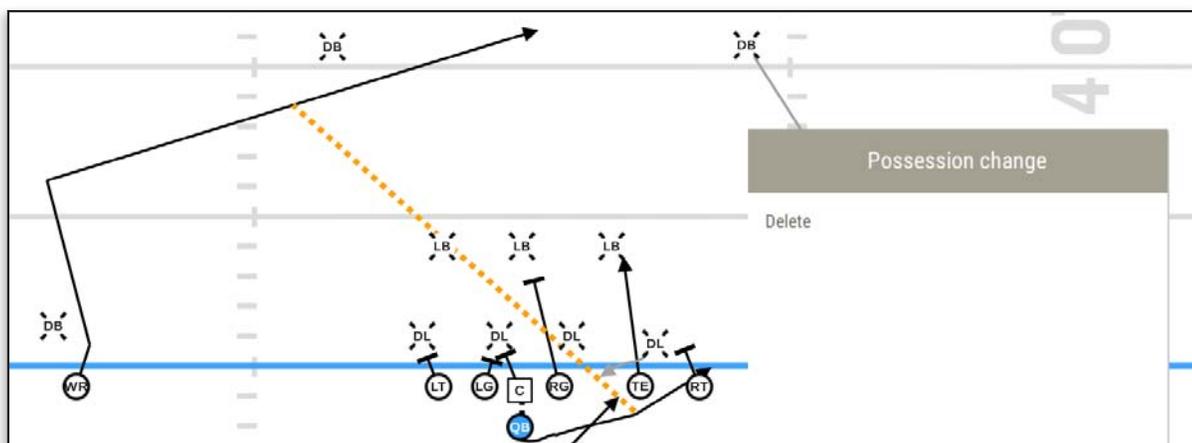


On release, the **COMPLETE POSSESSION** menu will appear. Options are **PASS**, **FAKE PASS**, **PITCH** and **FAKE PITCH**.



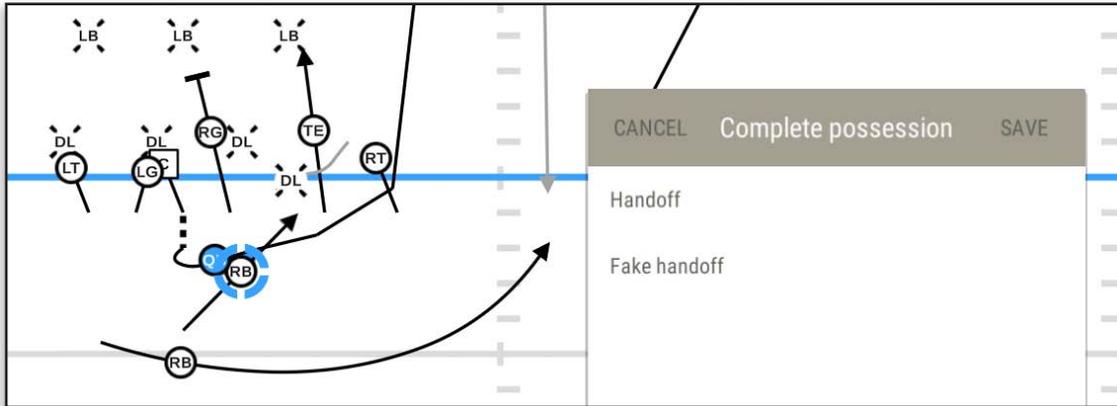
Delete Possession

To delete the possession, select the path of the ball. The black dotted line will turn yellow and the right menu will appear with the title **PASS**. Open the menu and **Delete**.



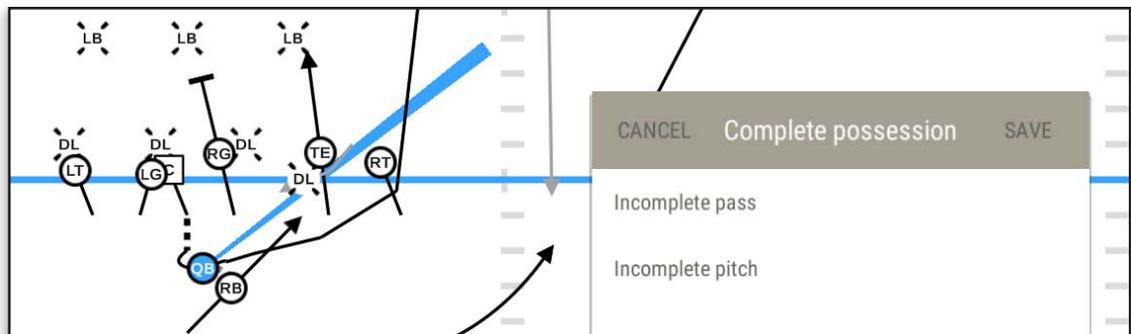
Handoff

The player's paths must be close at the time of handoff. When the player with the ball is within range for a handoff, on release the **COMPLETE POSSESSION** menu will show **HANDOFF** and **FAKE HANDOFF**. If the players are not within range, the standard Pass menu will show.



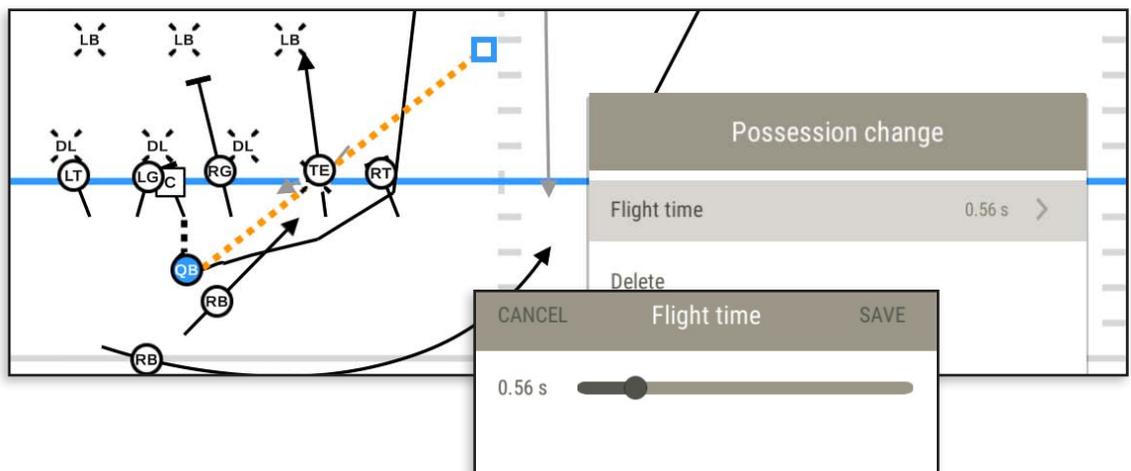
Incomplete Possession

If a pass is incomplete or intercepted on release, the menu will show **INCOMPLETE PASS** and **INCOMPLETE PITCH**.



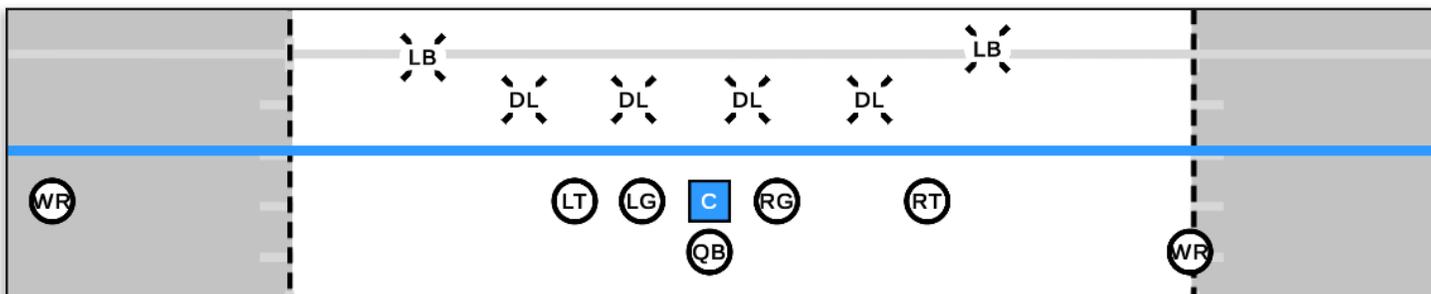
Flight Time

Once a pass or pitch is saved, you have the ability to **DELETE** or adjust the **FLIGHT TIME** of the possession change. **FLIGHT TIME** is used to set how long it takes for the snap to travel from the Center to the Quarterback or to any player on either Offense or Defense without a motion path.



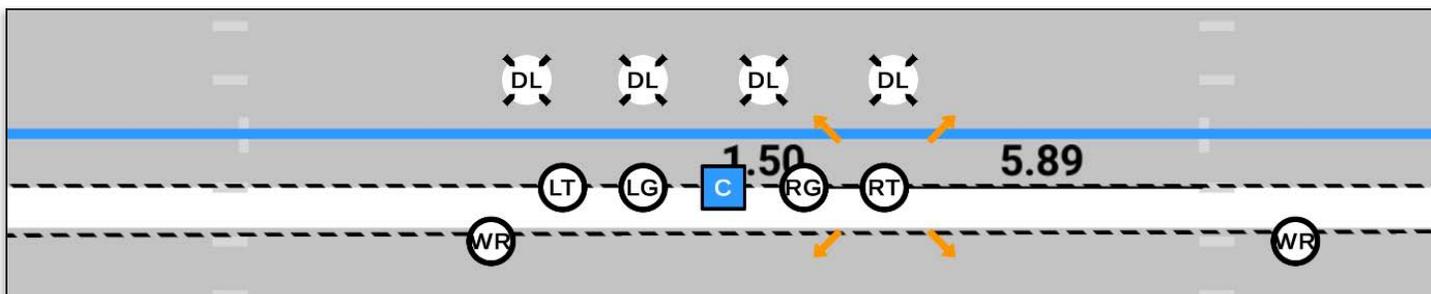
Move the Line of Scrimmage

Select **EDIT FORMATION** in the **LEFT MENU**. Click and drag the **CENTER** to move the line of scrimmage. 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. **NOTE:** the distance between the hash marks is decided when you create a playbook and choose the **Field Type (High School, College, or Professional)**.



Make an Unbalanced Line

Select **EDIT FORMATION** in the **LEFT MENU**. Grab the tackle and move to the opposite side of the OL to make a "Tackle Over" formation.

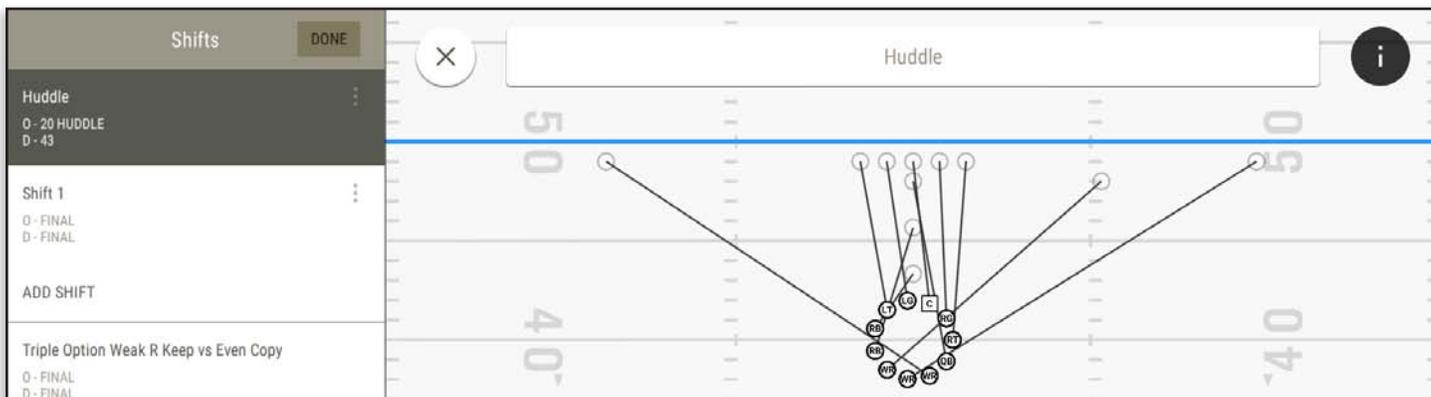


Adding Huddles

To add a huddle, open the Shifts menu in the upper left and select **ADD HUDDLE**. Select **OFFENSE** or **DEFENSE**; then choose a huddle and select **ADD** at the top.

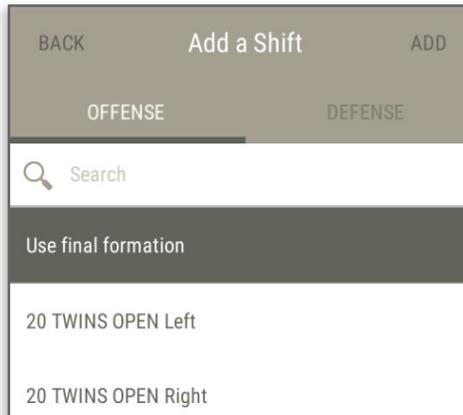


The huddle is now added to the beginning of the play. Select **DONE** to exit the Shifts menu and return to the Play Editor. The huddle will appear after the play has been saved.



Adding Shifts

There are two methods to use when adding Shifts. You can select a saved formation with a compatible personnel group and apply that or select **USE FINAL FORMATION** and then move the players manually.

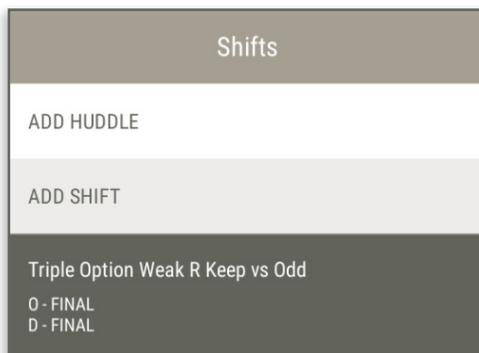
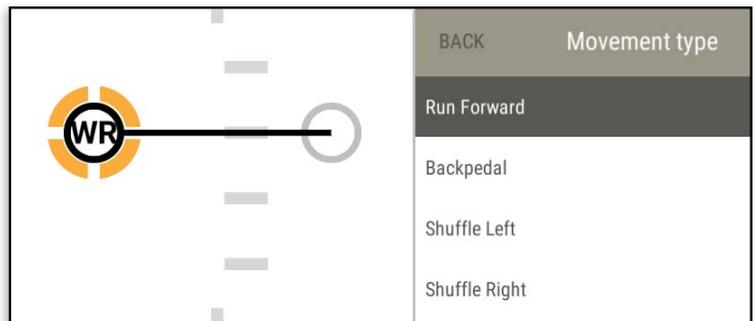


Add Shift Method 1

Open the **SHIFTS** menu and select **ADD SHIFT**. Choose **USE FINAL FORMATION** and **EDIT INITIAL FORMATION** in the lower left menu, Move players to their starting locations. When complete, select **DONE** and **SAVE**.

Choose Movement Type

If you choose **USE FINAL FORMATION**, you are able to set the movement type for each player if needed. Select the **PLAYER** and **RIGHT MENU** to access the options.

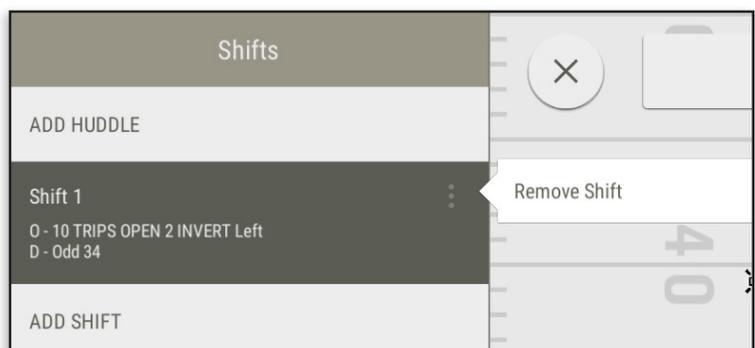


Add Shift Method 2

Open the **SHIFTS** menu and select **ADD SHIFT**. Choose one of the listed formations which have compatible personnel groups, When complete, select **DONE** and **SAVE**.

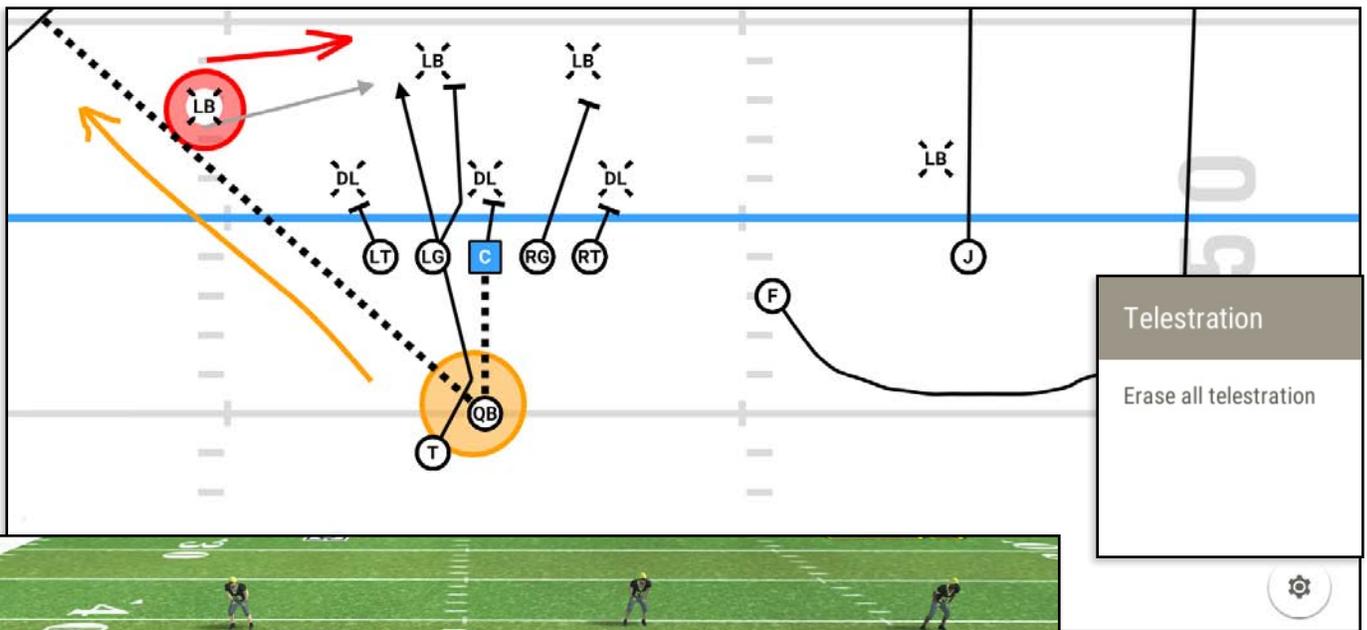
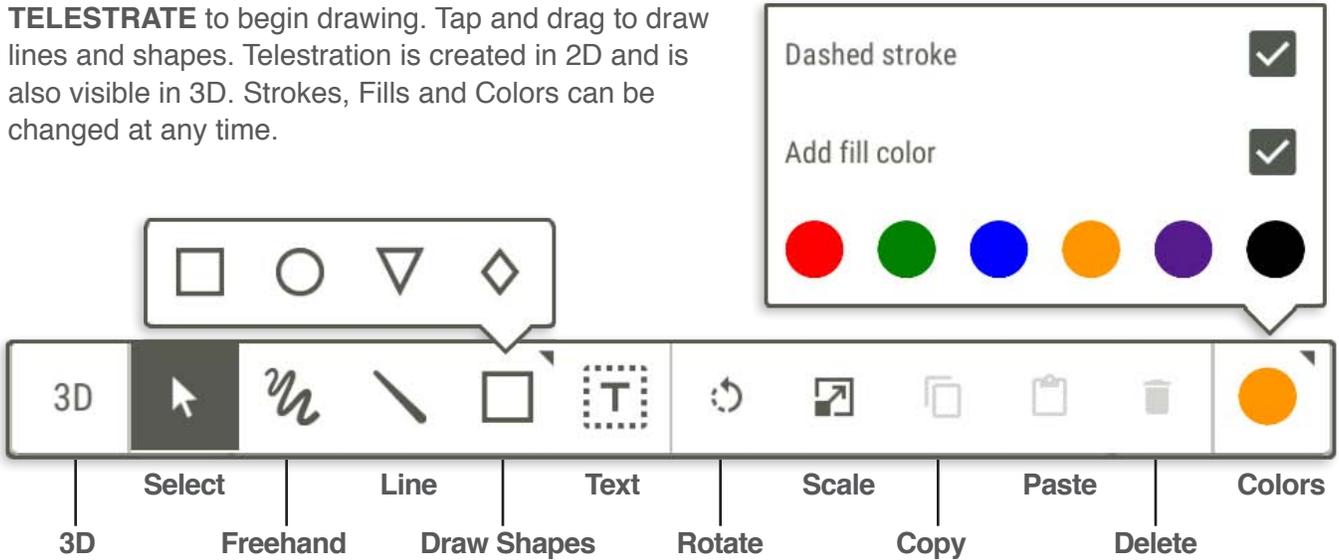
Remove Shift

A Shift can be deleted by selecting the **3 DOTS** to the right and choosing **REMOVE SHIFT**.



Telestration

Telestration is available when creating Plays and in the Whiteboard. Select the **LEFT MENU** and choose **TELESTRATE** to begin drawing. Tap and drag to draw lines and shapes. Telestration is created in 2D and is also visible in 3D. Strokes, Fills and Colors can be changed at any time.



Drills

Drills turn your Plays into virtual flashcards, allowing players to get mental reps anytime. In Drills, plays from your library are combined with coaching notes to create virtual practice sessions.

Edit an Existing Drill

Most example playbooks come with a few Drills to get you started. To edit an existing drill, select **DRILLS** and choose the drill you would like to modify from the list; select **EDIT** in the top right. You can then add, remove, or reorder plays and notes in the drill.

| CANCEL | Create Drill | SAVE |
|----------------------------|--------------------|------|
| Drill name | Wednesday Practice | |
| Q Search | | |
| Add note | | + |
| Defensive Formations | | > |
| Defensive Personnel Groups | | > |
| Offensive Formations | | > |
| Offensive Personnel Groups | | > |
| Plays | | > |

Create a New Drill - Method 1

Select **DRILLS** and **ADD NEW**. Name the drill and choose from the following items:

ADD NOTE

DEFENSIVE FORMATIONS

DEFENSIVE PERSONNEL GROUPS

OFFENSIVE FORMATIONS

OFFENSIVE PERSONNEL GROUPS

PLAYS

After making a choice, the menu will be replaced with a list of items under that heading.

The example below shows a Plays list. Add items by clicking the **PLUS SIGN**. To remove an item, select the **3 DOTS** on the right and choose **DELETE**. All new items are added at the bottom of the list. Grab and drag to reorder or to group with other items. Drag the lines on the left to change the position of grouped items. **SAVE** when done.

| BACK | Plays | |
|--------------------------------|-------|---|
| Q Search | | |
| Add note | | + |
| RPO Strong R Give vs 43 Even 1 | | + |
| RPO Strong R Give vs 43 Even 2 | | + |
| RPO Strong R Give vs 43 Even | | + |
| RPO Strong R Throw 43 Even 2 | | + |

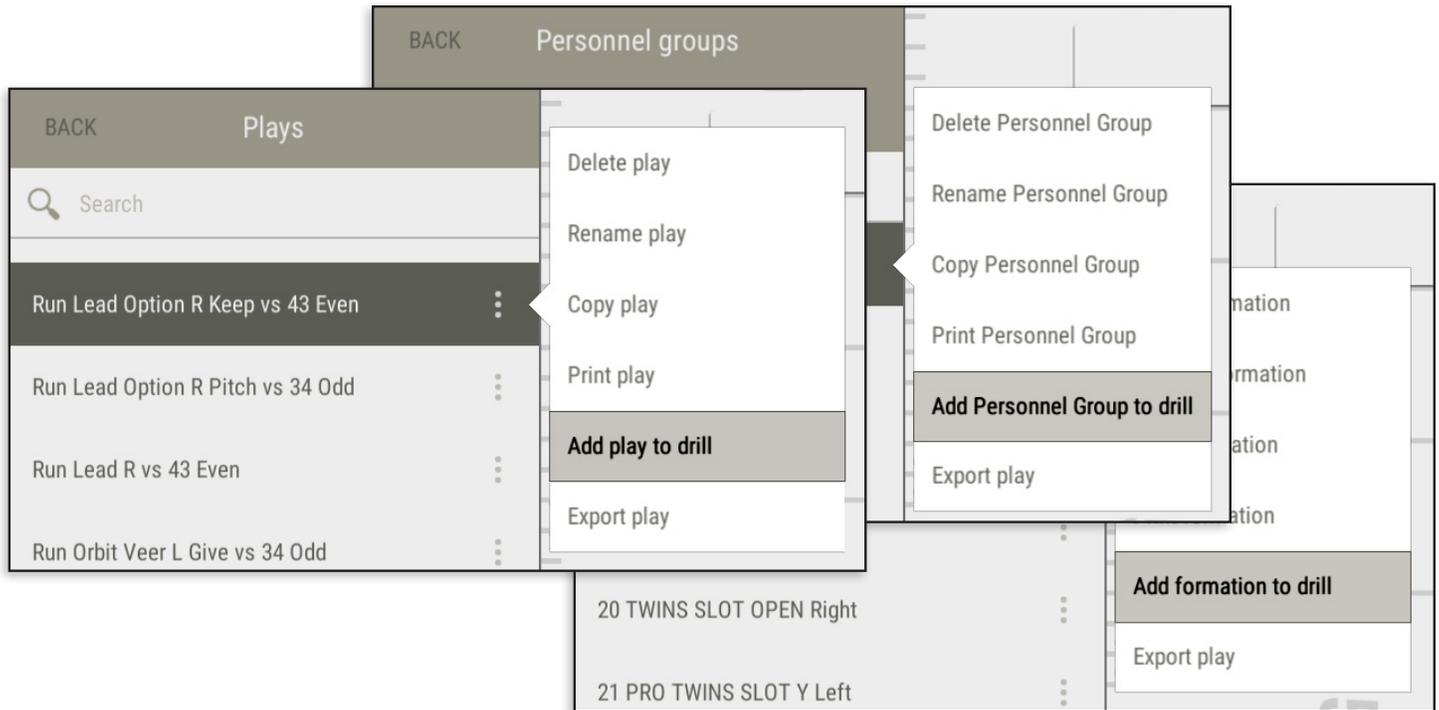
Note
This drill is for a QB to practice RPO reads of the left overhang. ⋮

Play
RPO Weak L Give vs 34 Odd ⋮

Note
ANSWE... ⋮

Create a New Drill - Method 2

Personnel Groups, Formations and Plays can be added to a new or existing Drill from their respective menus. Notes must be added from the Drills menu.



Drill Notes

Drill notes are used to provide instructions, ask questions, give answers, or call the play being displayed.



Once you have added a drill note, select the **3 DOTS** on the right and **EDIT NOTE** to enter your text. A new window will open. Notes have a maximum of 500 characters. Select **SAVE** to keep your note changes or **CANCEL** to back out without saving.



Individual Drill Settings

To edit settings for an individual drill, select the **DRILL** from the list and **EDIT**. Next, select the **RIGHT MENU**. The settings are listed below.

PLAY INFORMATION - Show or hide the text in the title bar

AUTOPLAY SETTINGS

- Use Autoplay - On or Off
- Time Per Drill Note - 1, 3, or 5 seconds
- Time Before Playback Starts - 1, 2, or 3 seconds
- Time Per Drill Item - 1, 3, or 5 seconds
- Time After Play Ends - No Delay, 1, 3, or 5 seconds

PREVIEW PLAY BEFORE SHIFTS

If **ON**, you will see the at-snap look of the play in the preview window. If set to **OFF**, the pre-snap look of the play will show.

3D VIEW SETTINGS

If Custom Settings are **OFF**, default 3D settings are used.

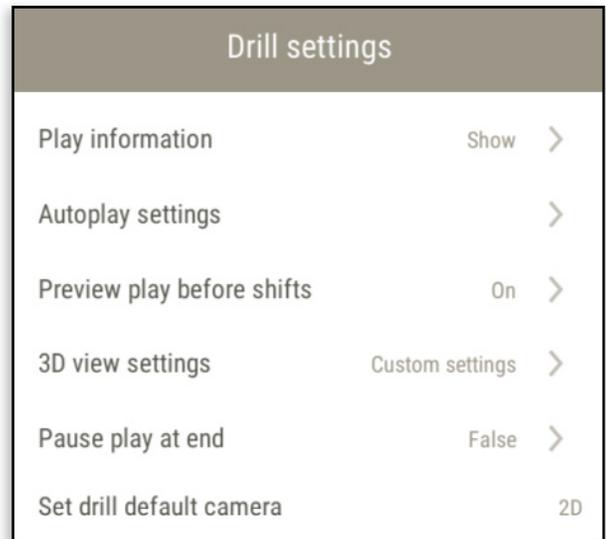
If **ON**, the 3D settings are unique for that individual drill. 3D Settings are described on page 34.

PAUSE PLAY AT END

Set to **TRUE** or **FALSE**

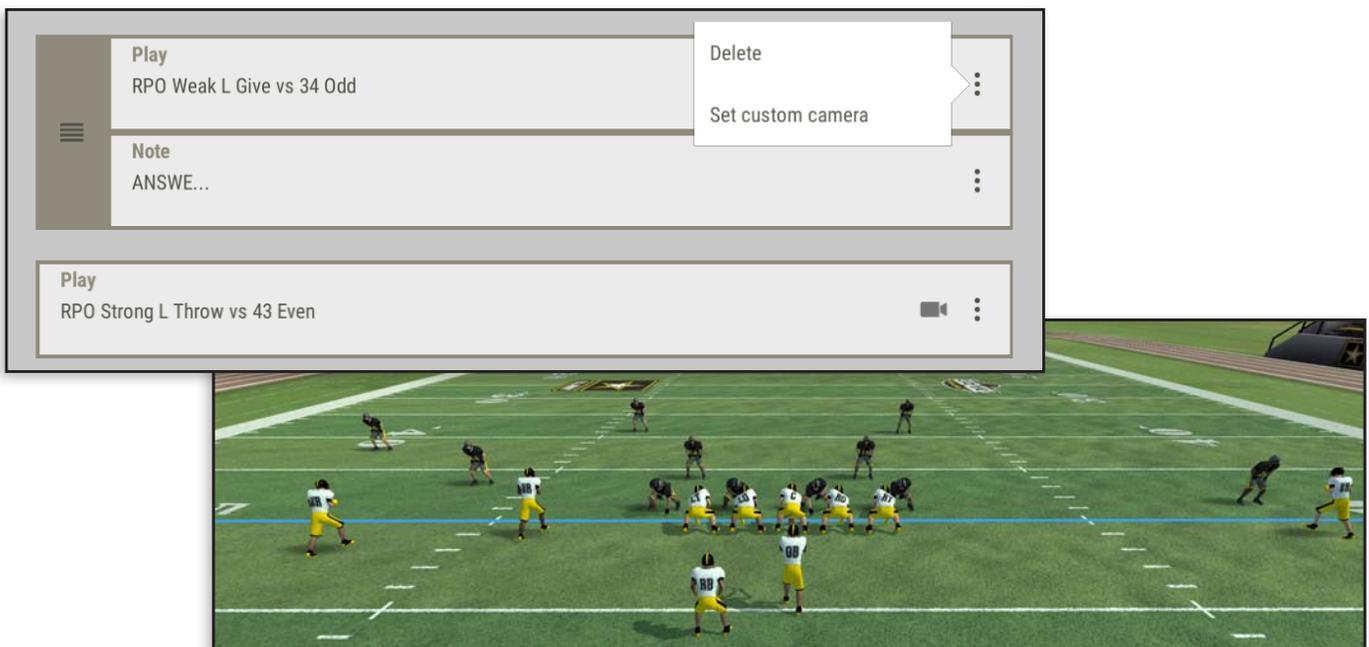
SET DRILL DEFAULT CAMERA

Set a camera view for all new plays added to the drill. The default view is 2D, but you can also set a 3D camera.



Custom 3D Camera

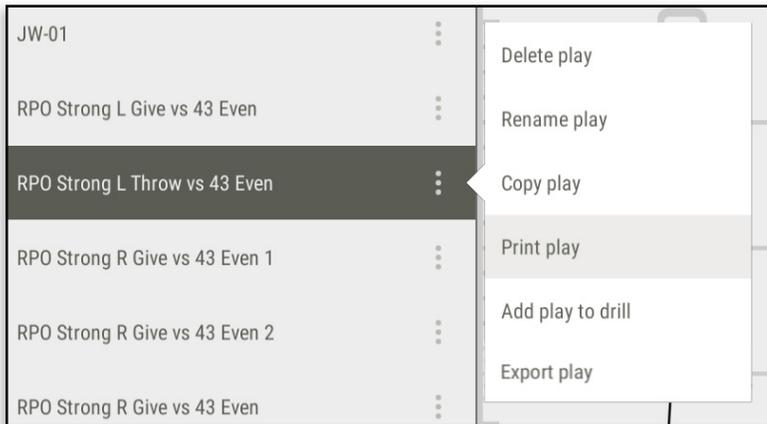
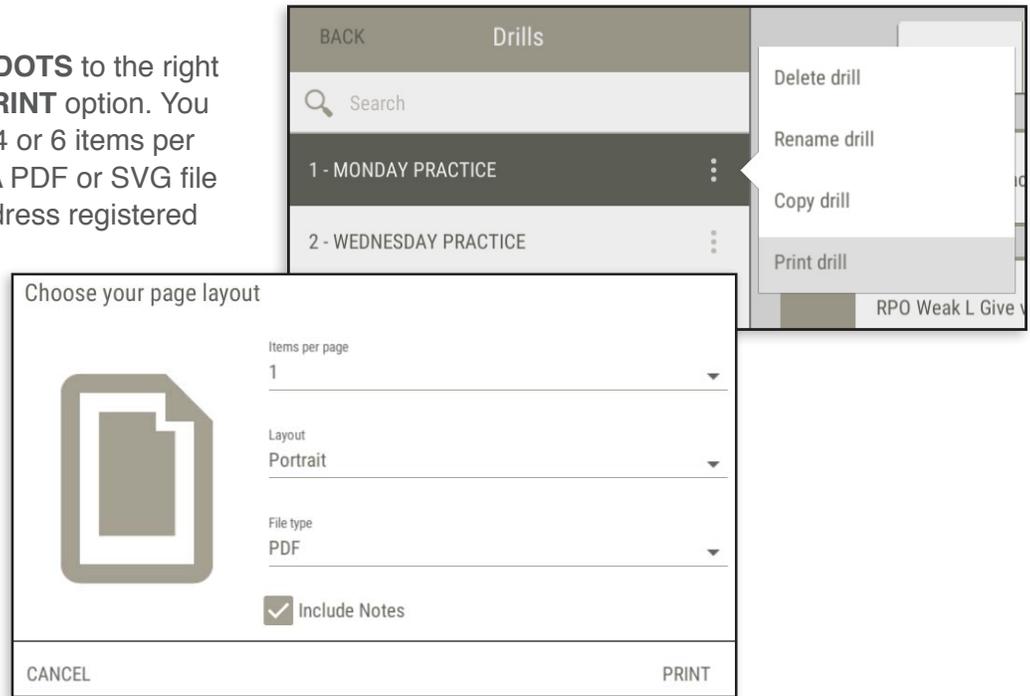
3D cameras can also be set on a play by play basis. Click the **3 DOTS** on the play to set a custom camera. A 3D view will open where you can move the camera to your desired position. A camera icon will appear next to the **3 DOTS** on any play that has had a custom camera set.



Printing

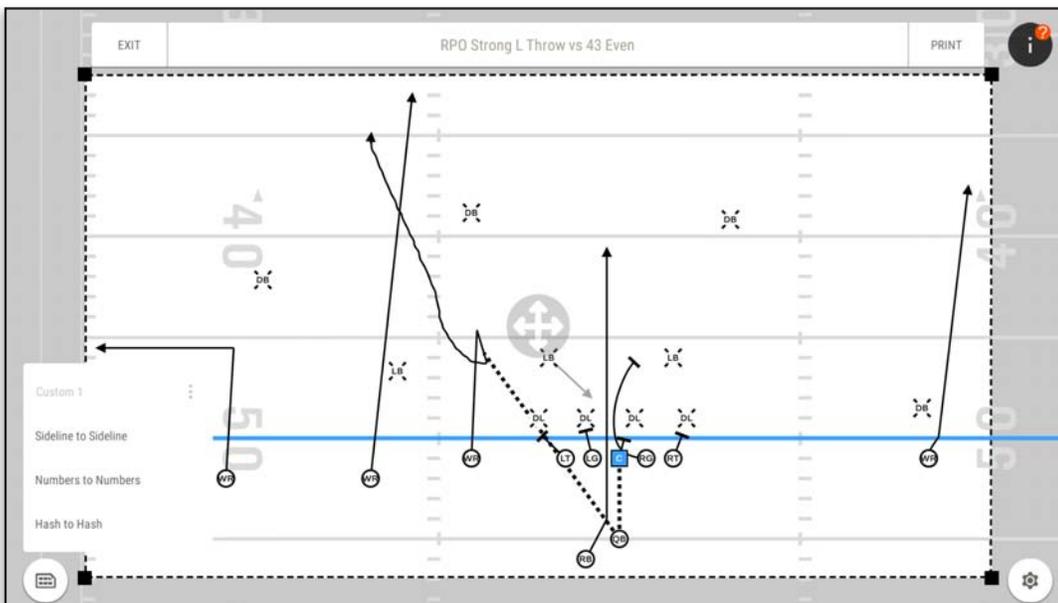
Print a Drill

To print a drill, select the **3 DOTS** to the right of the drill and select the **PRINT** option. You may choose to include 1,2,4 or 6 items per page when printing a drill. A PDF or SVG file will be sent to the email address registered with your account.



Print Others

Certain areas of a playbook offer the ability to print. You will find this option in **PERSONNEL GROUPS, FORMATIONS, HUDDLES, and PLAYS**. To print, select the **3 DOTS** to the right of the item and choose the **PRINT** option. You may then choose an area of the screen to include in the print.



Print Region

Select the print region by making a choice from the left menu or by manually adjusting the black handles. Click the print button in the upper right when ready.

Receive File

A PDF file will be sent to the email address registered with your account.
Save the file; then open and send to your printer if you would like a hard copy

noreply@goarmyedge.com

Today at 12:35 PM

To: [redacted]@gmail.com

GoArmy Edge Football, Requested Printout



Please find attached the requested converted play(s).

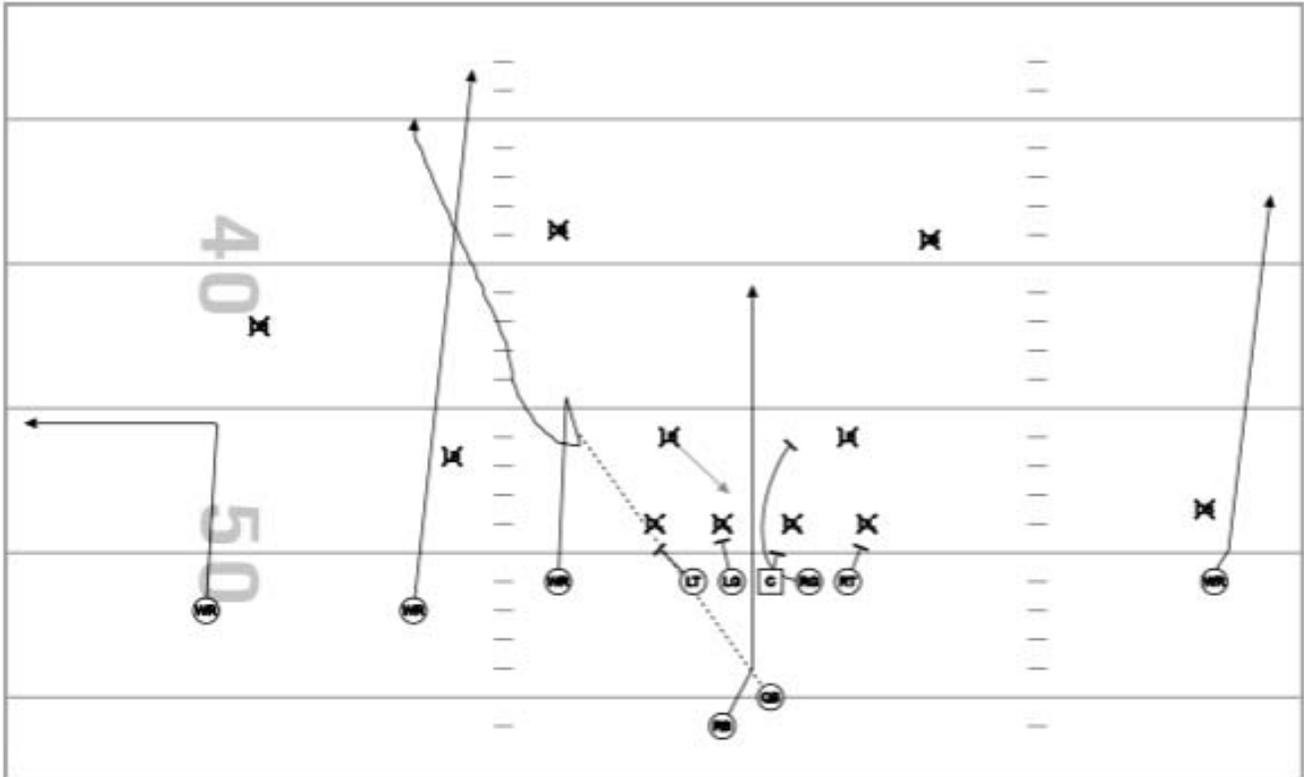
This message was sent from an unmonitored account. Any responses will not be read.
If you have any questions or concerns, please contact support@goarmyedge.com

Thanks,

The GoArmy Edge Team
<https://www.goarmyedge.com> | <https://twitter.com/goarmyedge>

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NAVESINK VARSITY | RPO Reads Playbook



POWERED BY THE
U.S. ARMY
www.goarmy.com

RPO Strong L Throw vs 43 Even



VIEWING IN 3D

GoArmy Edge Football lets you view the 3D field with different cameras and camera modes. All camera control options can be found in the **LEFT MENU** in any 3D field view.

3D Camera Settings

Moving the Camera

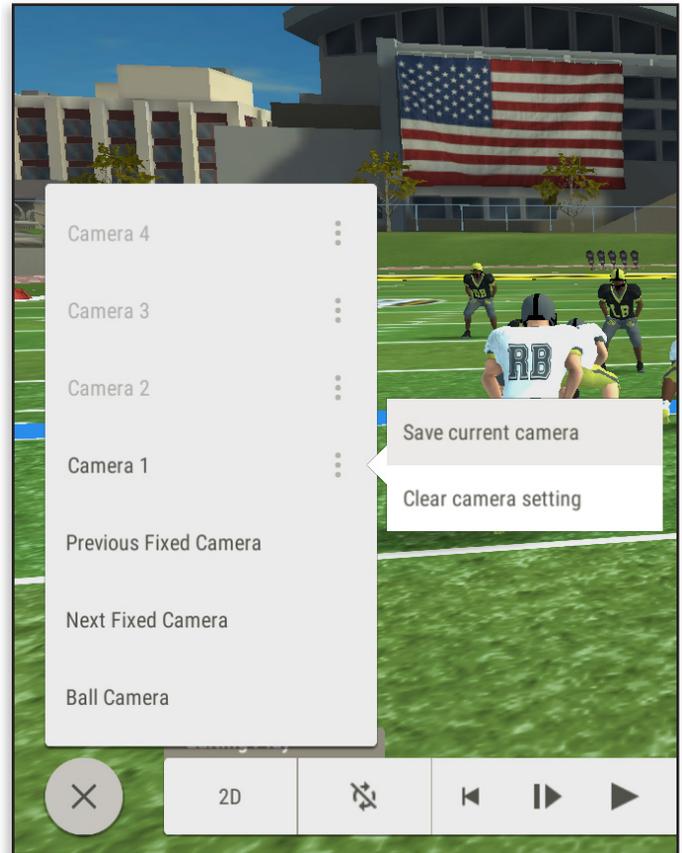
Click or tap a location on the field and the camera will snap to that view. This will anchor the camera to that spot on the field. It will initially orient towards the football. You can zoom in and out by rolling the mouse wheel or using a two-finger pinch on your mobile device.

Saving a Camera Angle

To save a camera angle, select the **3 DOTS** next to **CAMERA 1, 2, 3, or 4**, and choose **SAVE CURRENT CAMERA**. To remove a previously saved camera, select **CLEAR CAMERA SETTING**.

Fixed Cameras

From the Camera menu you can also rotate through several fixed cameras around the 3D field. Use **NEXT FIXED CAMERA** or **PREVIOUS FIXED CAMERA** to rotate through the fixed cameras.



Follow the Ball - Follow a Player - First Person View

Follow the ball by selecting **BALL CAMERA**.

Follow a player by selecting the **PLAYER**. A blue circle will appear around them.

View through a player's eyes by selecting a **PLAYER** and scrolling in with the mouse or **DOUBLE-TAPPING** on the player.



3D View Settings

In 3D, options exist to show or hide **Player Groups**, **Player Labels** and **Player Routes**. Select the **RIGHT MENU** to access the settings which are described below.

OFFENSE VISIBILITY - Turn on and off position groups

DEFENSE VISIBILITY - Turn on and off position groups

SHOW OFFENSIVE LABELS - Show player labels in 3D

SHOW DEFENSIVE LABELS - Show player labels in 3D

SHOW PLAYER ROUTES - Show player routes in 3D

SHOW TELESTRATION - Show telestration in 3D

BILLBOARD NOTES - When on, telestration text will face the viewer from all 3D camera angles except first person

| 3D view settings | | |
|-----------------------|--------------------|---|
| Offensive visibility | OL, TE, RB, WR, QB | > |
| Defensive visibility | DL, LB, DB | > |
| Show offensive labels | All hidden | > |
| Show defensive labels | LB | > |
| Show player routes | On | > |
| Show telestration | Show | > |
| Billboard Notes | On | > |



Linebacker Labels On - Routes On - Telestration On - Billboard On

CUSTOMIZING UNIFORMS

Main Uniforms Screen

The **CHANGE UNIFORMS** menu is located on each team's main menu.

When you enter the Uniforms area, you will see the two active uniforms applied to players with the Offense on the left and the Defense on the right. The menu on the left shows the active uniform names on top and a list of created uniforms below. All new teams come with default GoArmy Edge offense and defensive uniforms. You will need to create a new uniform to apply your team's colors.

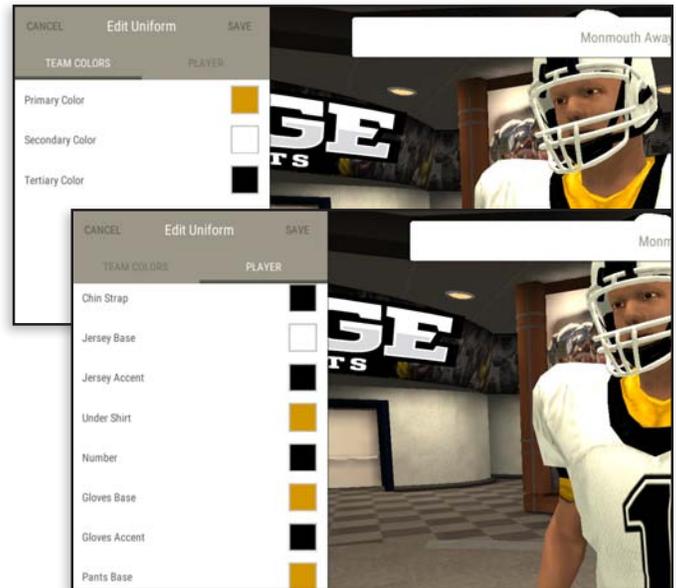


Create New Uniforms

Choose **ADD NEW**. Name the uniform and select **CREATE UNIFORM**. Select the new uniform from the list and then **EDIT** at the top right.

The **TEAM COLORS** tab sets the primary, secondary, and accent colors for your team. The **PLAYER** tab customizes individual components of the uniforms. Select **SAVE** when done and **BACK** to return to the locker room.

To apply a saved uniform, select either **OFFENSE** or **DEFENSE**, choose a uniform and **SET ACTIVE**.



Copy Monmouth Home

Copy Uniform Name
Monmouth Home Copy

Team
Navesink JV

CANCEL COPY UNIFORM

Copy Uniforms

Select the 3 dots on the right and **COPY UNIFORM**. Name the uniform and select the team it will be associated with.

Permission for Coaches to copy between teams must be set in **MANAGE USERS**.

MANAGE USERS

Access the **Manage Users** from your **Team Menu**.

Add New Users

Select **ADD NEW**. You will be given a choice between three methods, **Add User**, **Add Multiple Users**, and **Import Users**.

Add new user to team ×

Select an option

Add User
Add a new user to your team. If the user has an Edge account, they will be notified in app. New users will be sent an email to create an account.

Add Multiple Users
Add multiple users at a time to your team.

Import Users
Use our import service to add a large number of users.

Add single user ×

Select team role

Player

Coach Role
As a Coach, you have the ability to create and view content. You can add and remove Players from the Team.
Invited users will need to create an account (if they don't already have one), log in, and accept the Team invite.

Admin
Once the invite is accepted this Team will appear in the user's Team list.

BACK

Add a Coach ×

New user's name and email.

Name
Butch Franklin

Email
bffrank63@yahoo.com

BACK ADD COACH

Add a Single User

Select the user's role and **CONTINUE**. Fill out the information on the subsequent screen and **ADD**. The new user will receive an email to complete account creation. The user will need to download the app and create an account inside the app to finish verification. If the user does not respond, the invitation email can be re-sent.

Add Multiple Users

Fill in the users' names, roles and emails. Select **ADD USERS** to finish. The new users will receive an email to complete account creation. The user will need to download the app and create an account inside the app to finish verification. If the user does not respond, the invitation email can be re-sent.

Add Users ×

3 users.

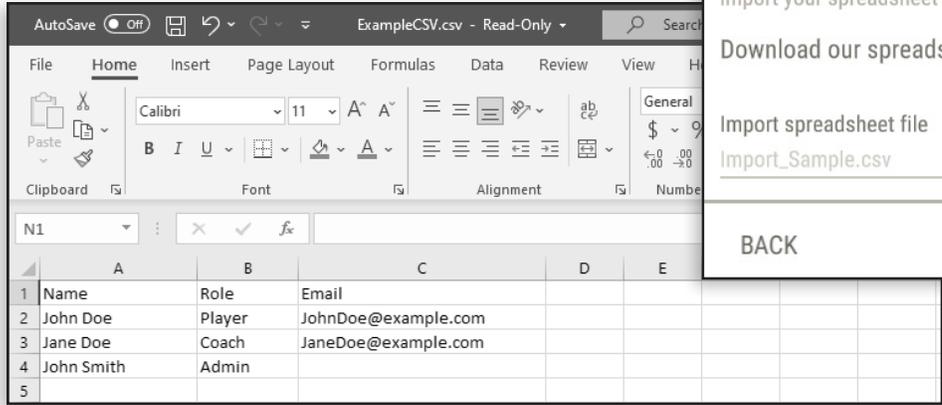
| | | | | | | |
|------|------------------|--------|-------|----------------------|---|----|
| Name | John Wilson | Player | Email | jwill2004@gmail.com | ✓ | 🗑️ |
| Name | Andre Washington | Coach | Email | drec9873@msn.com | ✓ | 🗑️ |
| Name | Jackson Freeze | Coach | Email | jfcolddude23@mac.com | ✓ | 🗑️ |

ADD NEW USER

BACK ADD USERS

Import a Large Group of Users

Download the spreadsheet template. Add users and import the finished spreadsheet at the same location.



Import Users

Create and import roster spreadsheet.

In this step, download the example spreadsheet template and use Excel or another app to add your user's information. Then you can come back here, import your spreadsheet and verify your users before import.

Download our spreadsheet template

Import spreadsheet file
Import_Sample.csv SELECT FILE(XLSX, CSV)

BACK CONTINUE

User Roles & Permissions

Select the tabs to filter the user list by role. To remove a user from the team, select the **3 DOTS** to the right of their name and select **REMOVE USER**.

Admins can create and view content. They can add and remove Players, Coaches and Admins from the team.

Coaches can create and view content. They can add and remove Players from the team.

Players can view Drills and Plays.

BACK User Accounts ADD NEW

ADMIN COACH PLAYER

| | |
|----------------|------------------------|
| Butch Franklin | VALID |
| Jay Wilson | PENDING ⋮ |

TEAM SETTINGS

OFFENSE ORIENTATION sets the offense on the top or bottom in 2D view. The default has the offense oriented to the Bottom of the screen.

UNIFORM STYLE affects players in 3D. Options are Shorts, Shells, or Full Pads. The default is Full Pads.

OFFENSE SYMBOL - In 2D, offensive players can be a Circle, an X, or a Triangle icon. The default Offense Symbol is the Circle icon.

CENTER SYMBOL - In 2D, the center can be a Square icon or match the symbol of the offense. The default Center Symbol is the Square icon.

DEFENSE SYMBOL - In 2D, defensive players can be a Circle, an X, or a Triangle icon. The default Defense symbol is the X icon.

END OF ROUTE ICON VISIBILITY - Turn on or off the end of route icons

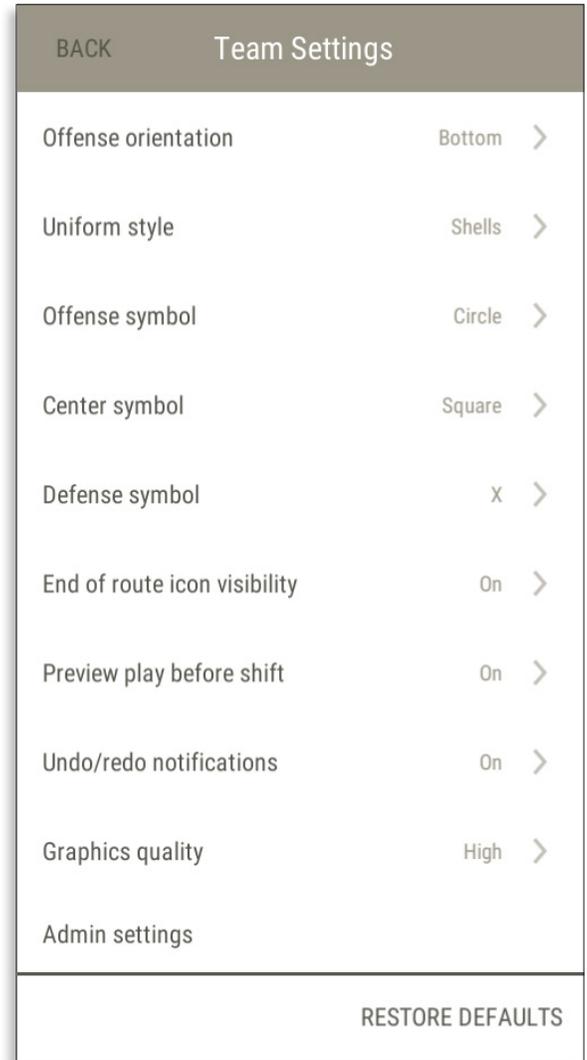
PREVIEW PLAY BEFORE SHIFT - If the Preview Play before Shift is on, then you will see the at-snap look of the play in the preview window. If this item is set to off, then you will see the pre-snap look of the play with shifts or huddles. The default preview play before shift is set to on.

UNDO/REDO NOTIFICATIONS - Turns on or off the undo/redo menu at the top of the screen when editing.

GRAPHICS QUALITY - Can be set to Auto, Low or High. The High setting adds more detail in 3D.

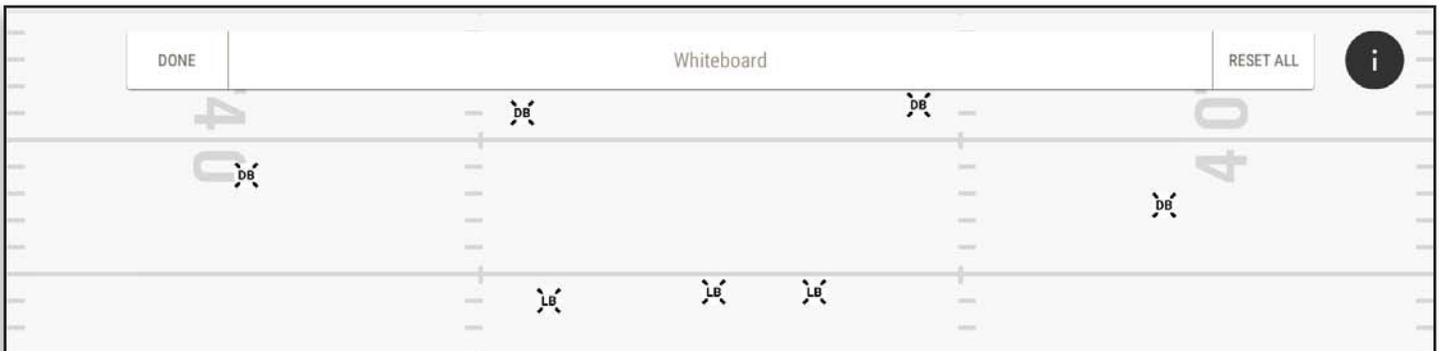
ADMIN SETTINGS - Turns on or off the ability to copy plays between teams for Coaches and Admins.

RESTORE DEFAULTS - Resets all team settings



WHITEBOARD

Whiteboard is designed for quick illustrations and discussion with the team. Nothing is saved when you exit. The Whiteboard can be viewed in 2D and 3D. All tools are the same as the playbook version. The default starting formations are Gun Right Pro Twins vs a 4-3 Defense.



VIRTUAL REALITY

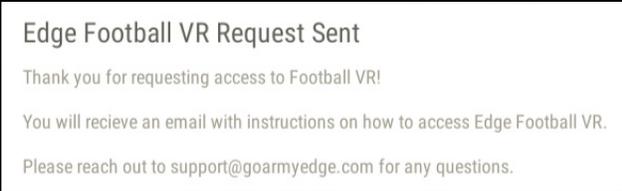
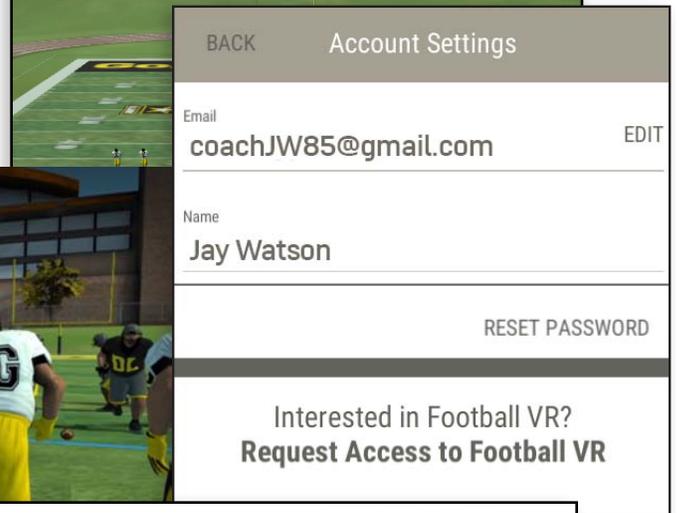
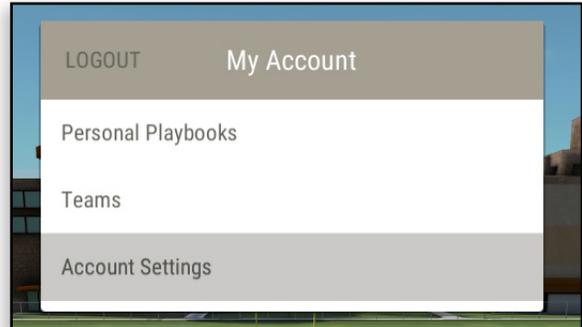
Google Cardboard VR

Previous versions of GoArmy Edge supported Google Cardboard which was a phone-based version of virtual reality. Google dropped development and support for Cardboard in March of 2021. The current version of GoArmy Edge does not include the option for Cardboard.

Oculus VR

GoArmy Edge supports the Oculus Quest 2. A separate version of GoArmy Edge is required to use this feature. All existing existing playbooks are available in GoArmy Edge VR.

To request access to GoArmy Edge VR, select **ACCOUNT SETTINGS** on your My Account screen then click the banner below. You will receive an email with downloading instructions.



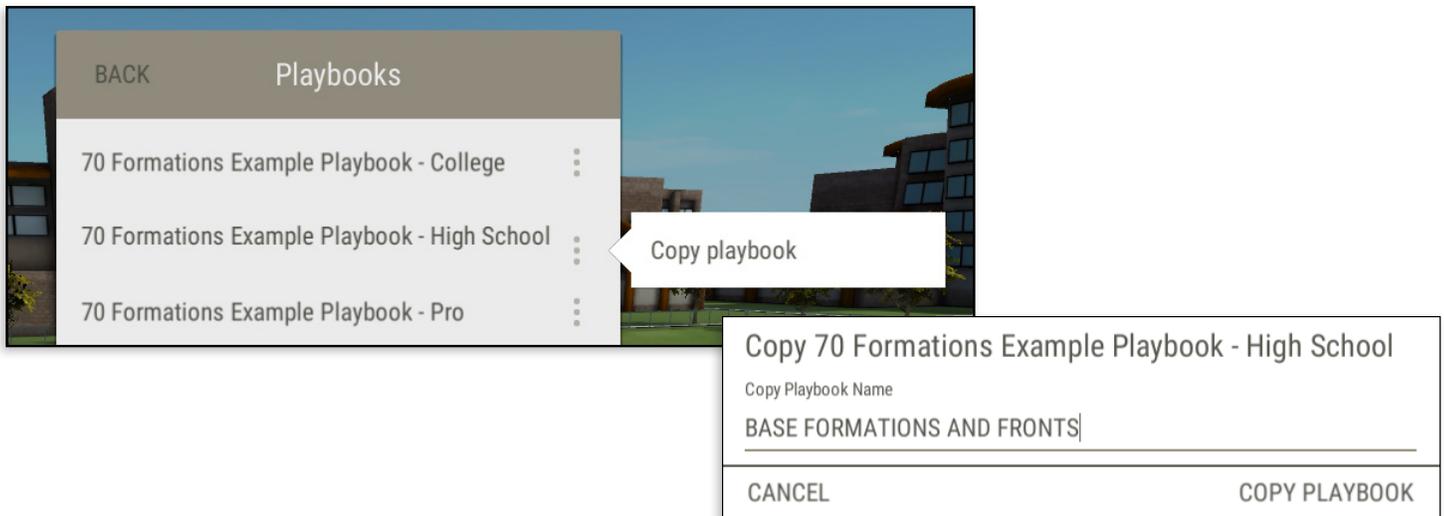
FOUR DOWNS TO A SOLID TEAM

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.

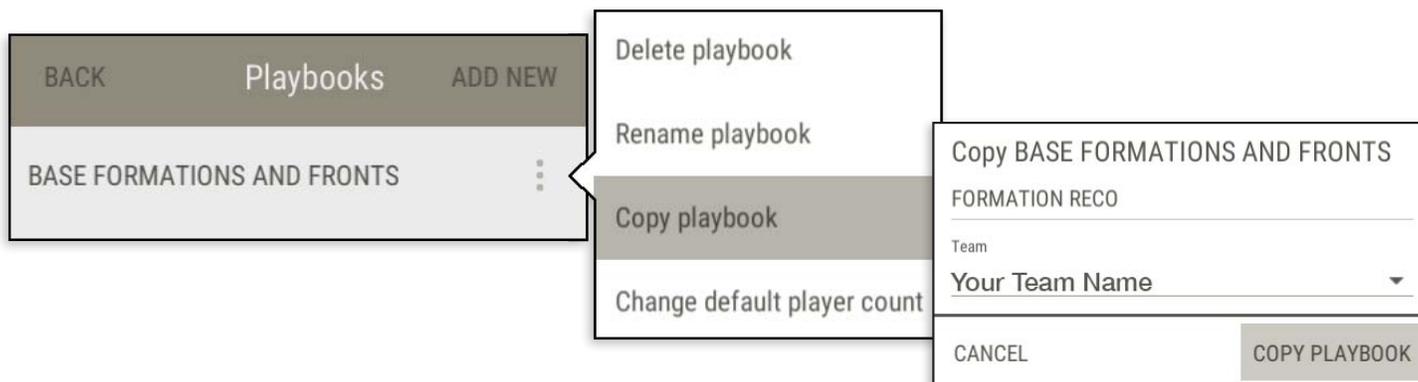


Editing any **Personnel Group** is only used to change the two letters or numbers displayed on any player's jersey. Select any player in your Personnel Group and you'll notice whatever is on their jersey will show up in the circle icon at bottom right. Select this circle icon and select **SET JERSEY 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.

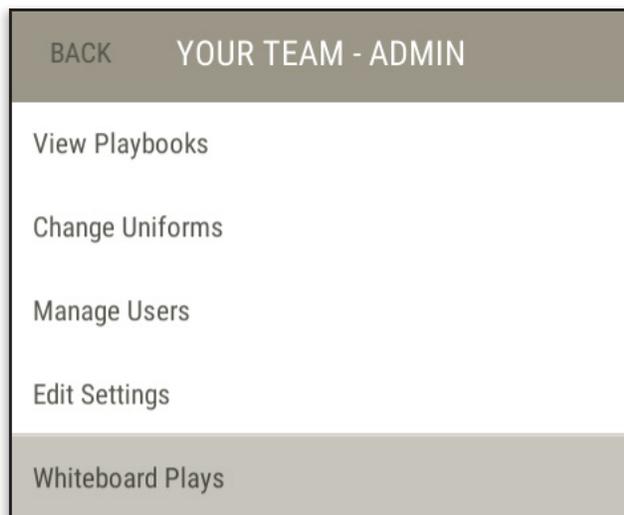
FORMATION & FRONT RECOGNITION

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.

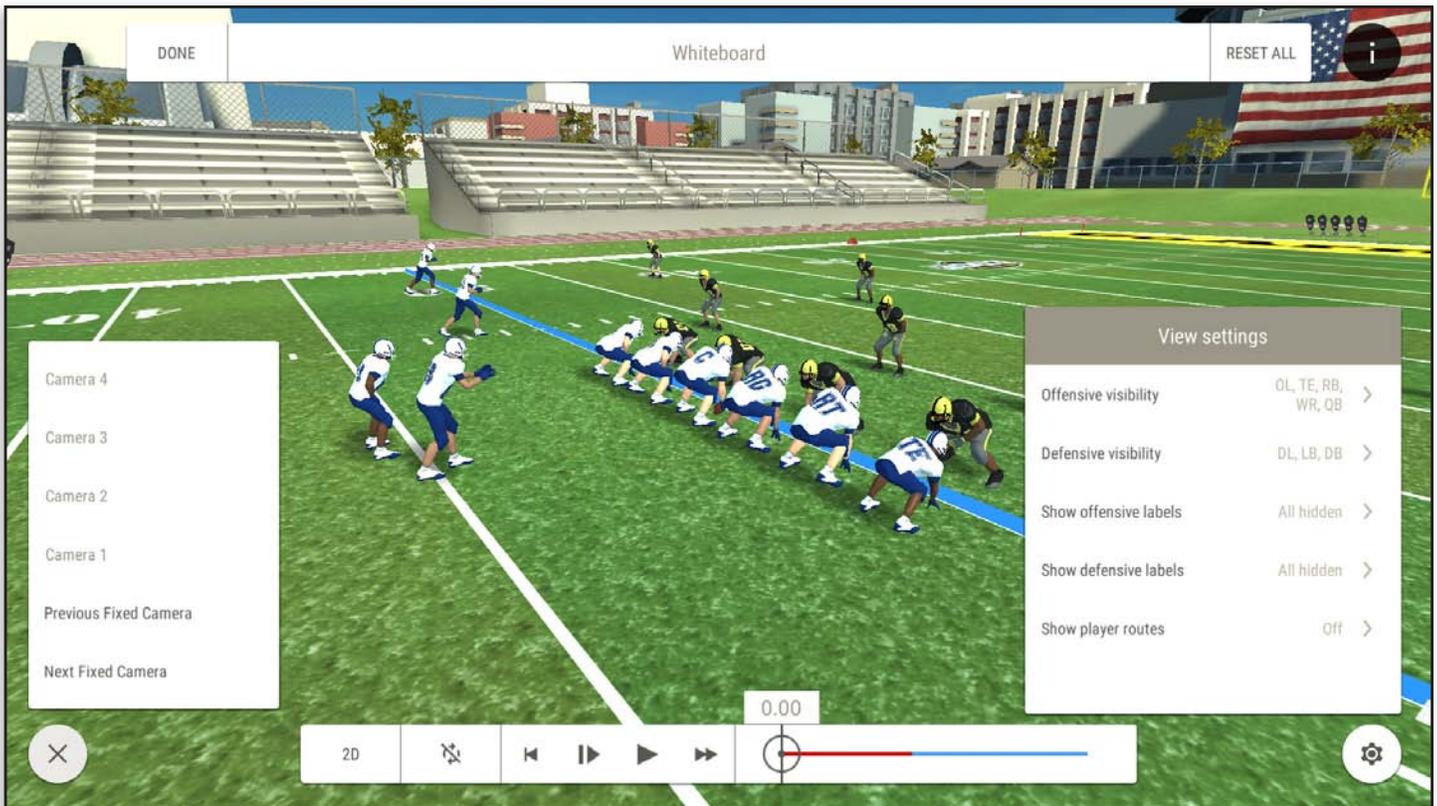
2ND DOWN RUN PLAYS ON AIR



Whiteboard Practice

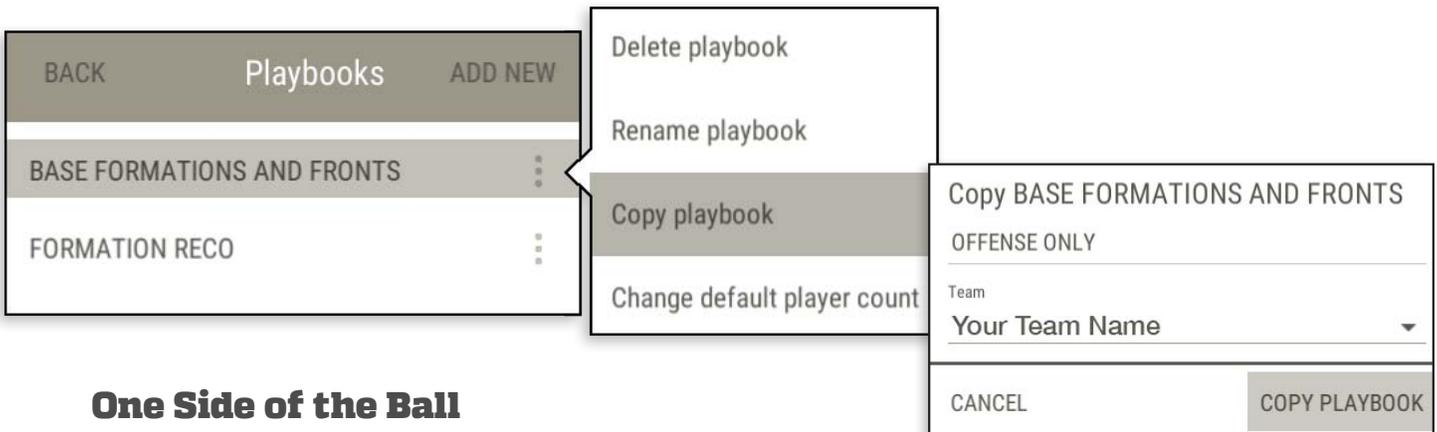
Start by practicing play-drawing and adding movement to your plays by using the Whiteboard. The Whiteboard is designed for quick illustrations and nothing is saved when you exit.

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.

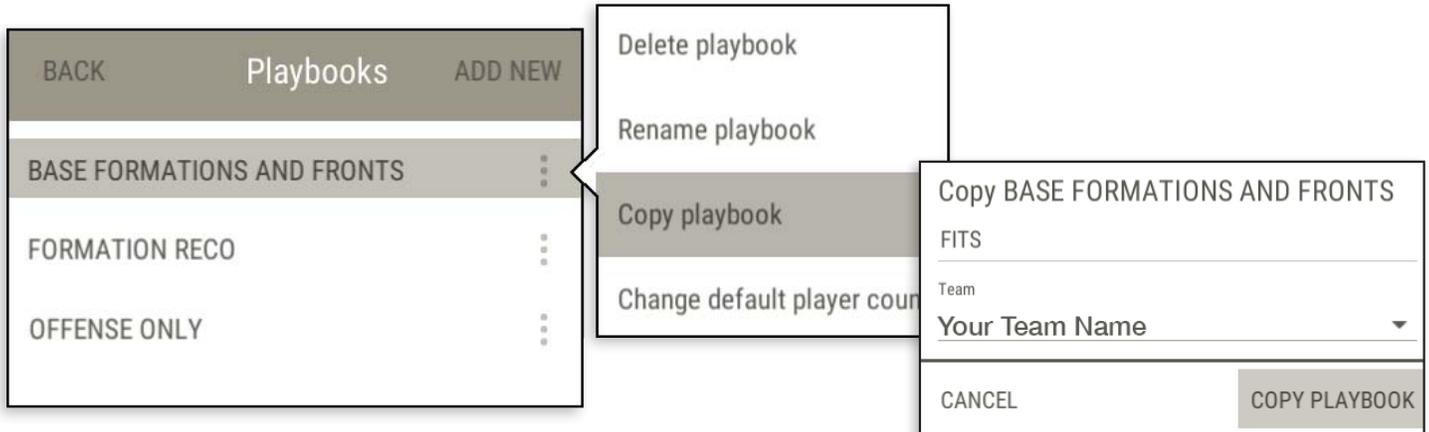


One Side of the Ball

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

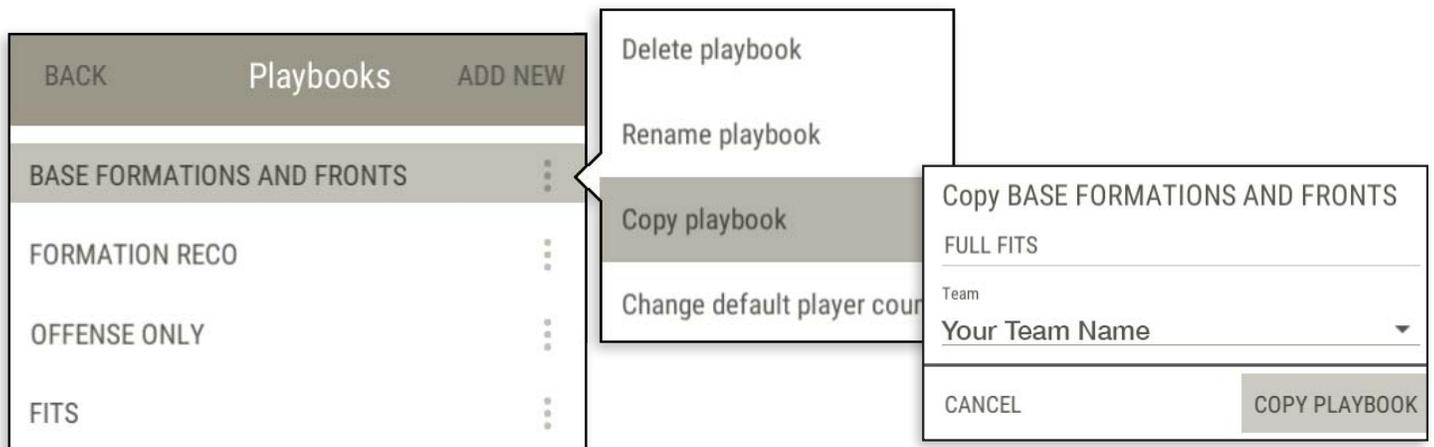
Copy the **FORMATIONS AND FRONTS** playbook and name it **FITS**. Draw half field or half line fits with both the offense and the defense moving. Use path delays, change segment types, and segment speed changes to perfect the fit. Hide position groups when in 3D to focus on the players of interest for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



4TH DOWN ALL 22 MOVING ON THE FULL FIELD

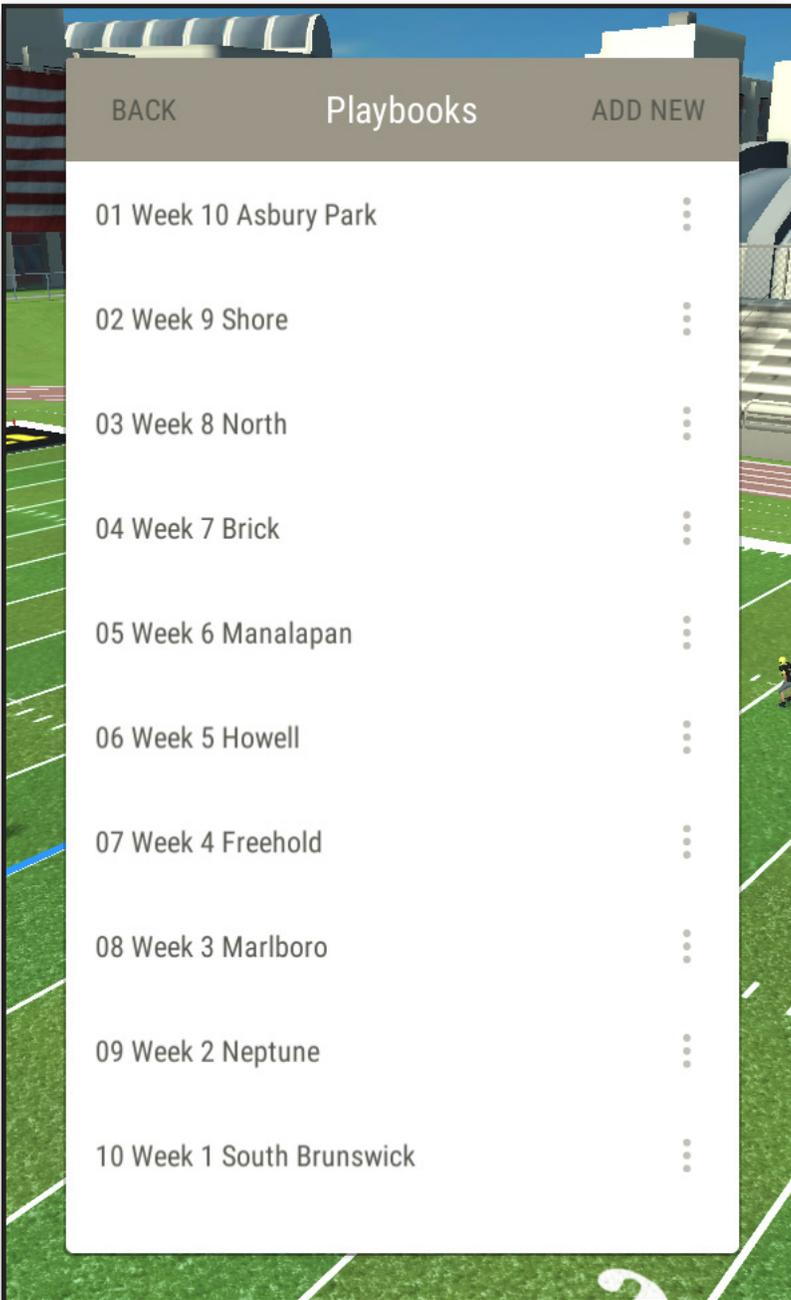
Copy the **FORMATIONS AND FRONTS** playbook and name it **FULL FITS**. Draw the fits for the entire offense and defense. To save time, only draw positions that are pertinent to the fit. For example: from an Offensive perspective, only draw the paths, angles, and fits of the offensive line instead of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

ADDITIONAL HELP

Video Tutorials

<https://www.youtube.com/goarmyedge>

Contact Support

support@goarmyedge.com

Twitter

<https://twitter.com/goarmyedge>

Instagram

<https://www.instagram.com/goarmyedge/>

Facebook

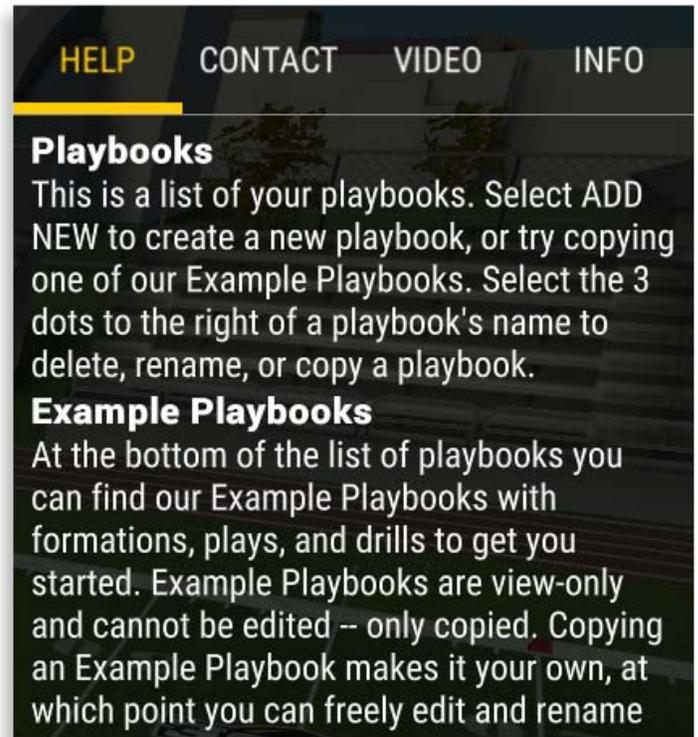
<https://www.facebook.com/GoArmyEdgeFootball/>

In App Help Links

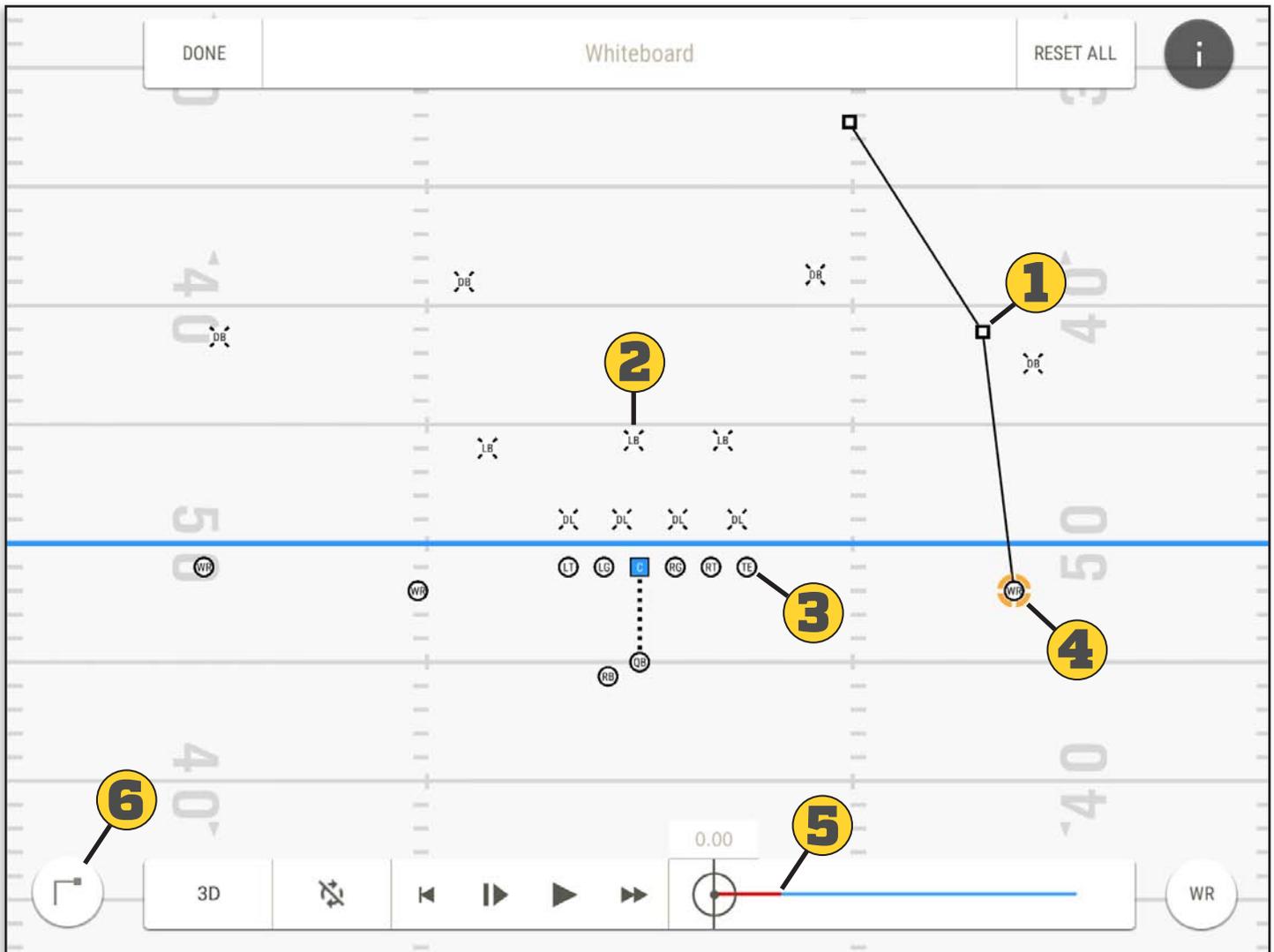
The **i** at the top right is available throughout the app.

The **HELP** tab contains tips pertaining to the current page.

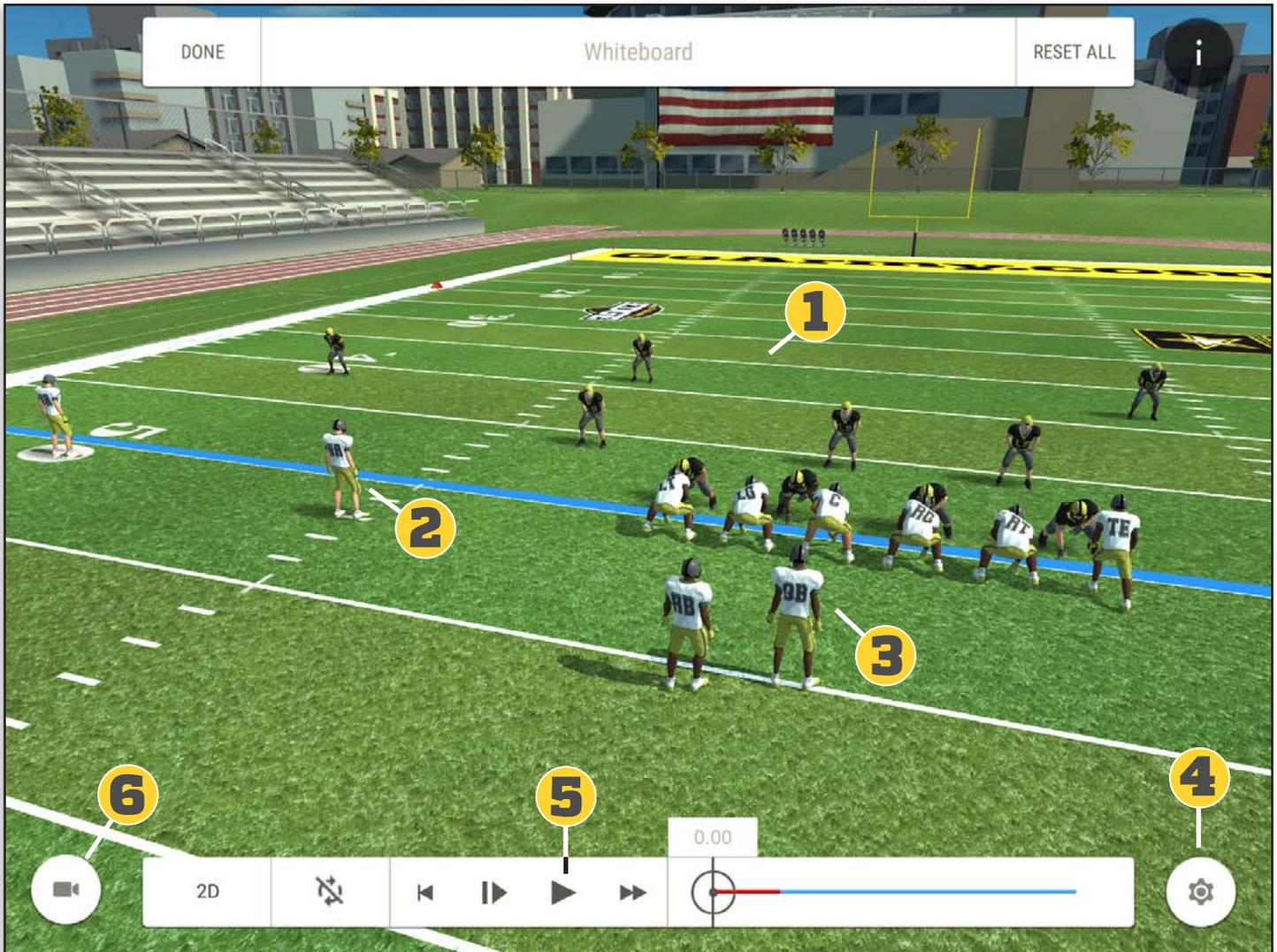
The **CONTACT** tab has links to our support page, support email and social media accounts.



CHEAT SHEETS



- 1.** Drag from a white square to continue a route or redraw a segment.
- 2.** Draw routes for defenders too.
- 3.** Drag any player to draw movement routes.
- 4.** Double-tap a player to erase his route.
- 5.** Advance the timeline before drawing routes to add delays.
- 6.** Draw routes.



- 1.** Tap the field to attach your camera.
- 2.** Tap a player to attach the camera to them.
- 3.** Double-tap a player to see from their helmet.
- 4.** Movement type in 2D - View options in 3D
- 5.** Use play controls to watch at half, full or double speed.
- 6.** Tap this button to save your favorite camera angles.