Poss	Time	Down Distance	Yard Line	Hud.	Form.	Play	Type	Player(s) #1	Dir.	(Pl. #2)	(Yd. Line)	Defense	(Yds)	Yd Line	
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C
				H NH	UC SG / FG P	Ru Sc KD / P: C I X S			L M R	Dr		OB	H		P F / L C

Penalty Type		Team	Pl. #	Result	Enf. Spot	Yd Ln
DG FS HO IF IS IG OS PI PI PF UNR UNS				A D O	Prev Succ / DB Other	
DG FS HO IF IS IG OS PI PI PF UNR UNS				A D O	Prev Succ / DB Other	
DG FS HO IF IS IG OS PI PI PF UNR UNS				A D O	Prev Succ / DB Other	
DG FS HO IF IS IG OS PI PI PF UNR UNS				A D O	Prev Succ / DB Other	

Fum. At	Force		Rec: Team	Rec: Pl	Yd Line		Tackle(s)	(or)	Yd Line
	Y N	Rec OB TB				Ret EofP	OB	Fum Lat EofP	
	Y N	Rec OB TB				Ret EofP	OB	Fum Lat EofP	

Lateral Cont.	Target	Yd Line	Tack Fum Lat OB	Tackle(s)	Yd Line
Lateral Cont.	Target	Yd Line	Tack Fum Lat OB	Tackle(s)	Yd Line

Washington Football Scribe Sheet - June, 2020

Print on legal size paper (8" x 14"), landscape orientation
Excel permits editing to fit your calling style. Or use some ideas for your own design.
Based on forms used at UW and Seahawks games

Philosophy

Tries to cover most situations, but not all in order to avoid "clutter"
    For example, when we know a multi-lateral, end of game kickoff return
    is imminent, we don't use the form.

The need for speed.
    Write as little as necessary.
    Circle/slash is faster than writing
    As much as possible, have entries flow left to right

Circled/slashed item is easier to spot than written one, e.g. when looking
    through all of the incomplete passes

Penalties, fumbles, etc. don't happen on all plays; deal with them on new line

We haven't decided how to handle multi-number players. Probably, for double
    numbers we will assume it is the "logical"one based on position played,
    unless we indicate otherwise by initials or name. On special teams or
    if more than 1 off/def players wear number, we'll use initials.

It is important for the input person or whoever needs to read the form to
    understand what the scribe has written. Input may need to catch up
    while the game is ongoing and the scribe is still writing. But otherwise
    we are flexible in letting our scribe use whatever method she prefers.

The boxes can be make larger (vertically), but the number of plays on a page
    will drop

There is no one, "correct" way to do this, but what follows is what we are
    planning to do with the form, as of now anyway. There are likely things
    I've missed or ways we can do better.

What is on the sheet

We don't use the **possession** column; we use different colored ink for each team

Time: 1-15:00 or 2-15:00 works for start of quarter; no need for quarter otherwise
Down/Distance and yard line: self-explanatory
Huddle/No Huddle: We will pick a "norm" for each team at the start of a game
    and leave it blank unless the team departs from the norm
Formation: Same for formation, except for special teams
Play: The most common scrimmage plays are listed, along with Scramble and

Kneel Down. There is a blank space for all of the rest, e.g. special teams

Player(s) #1: Rusher, passer, KO kicker. We will squeeze punter-snapper and
kicker-holder-snapper, in that order, into the box

Direction: self explanatory

(Player #2): On a passing play, the intended receiver. KO/punt play, the returner
If drops are being kept, circle/slash the "Dr"

(Yard Line): On a KO/punt play, where the return began, punt downed, etc.
On a pass play, where pass thrown to/caught

Defense: Fill in just one box, solo tackle. Two boxes, each gets an assist
"OB" for out of bounds. Also a way to indcate a Hurry.

Yards: Optional. We always call the yards gained on rushes, completions,
returns because PA, TV and audit need it. Putting in on the scribe
sheet helps find a play if we are making a correction or looking for it

Yard Line: Ending yard line or TD.

Last Column: Circle/slash if there is a penalty, fumble, lateral or continuation

Penalties: There are (small) abbreviations for the most common ones (per what
the program lists), plus space to write in the others. Other columns
cover the player, result, enforcement spot and ending yard line.

Fumbles: The columns track the program entry . . . Where fumbled, forced or not,
recovered/OB/Touchback, team that recovered it, recovering player
if there is one, return or end of play, tacklers/OB, possible continuation
events, in which case we would use another fumble box, or the lateral
box, etc. Last, a place to insert the ending yard line.

Lateral/Continuation: It is one or the other, which can be marked. For a lateral,
there is a target, yard line received and ensuing action such as tackle,
fumble, etc. We use continuation for interceptions . . . No target,
yard line is already entered above, but there can be a tackle, fumble,
etc. In both cases, there is usually an ending yardline.