

Fantasy Football Description

Each team will be made up of the following:

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|------------------|---------------------------------|--------------------------|
| QB (Quarterback) | RB (Speed Running Back) | RB (Power Running Back) |
| TE Tight End | WR (Deep Threat) | WR (Possession Receiver) |
| Kicker | Offensive/Defensive Coordinator | Head Coach |

Each team will select one historical person to fill the roster spot. Prior to the draft, every student will select a historical figure and evaluate their historical and personality traits for each position. Each player will be given 50 points to spread out over 10 positions, the score the evaluator gives will be the point value of the player.

Position Descriptions

QB: The quarterback will be the leader on the field, it is up to them to communicate to the rest of the team, move the ball, and keep the ball in their possession. There are various types of quarterbacks:

Gunslinger: Plays by feel and not afraid to take chances, willing to sustain turnovers for a big pay off

Scrambler: Thinks and reacts on their feet. When things fall apart, they are more willing to place everything on their shoulders to get out of trouble

Manager: Does not have great physical skills, but uses their mind, others, and the environment to make the team better.

RB: The running back is the primary type of offensive weapon. Backs are considered dependable and are expected to make significant gains when running the ball. They are expected to never fumble and when given the opportunity in short yard situations, score.

Speed: Usually not the most durable type of runner. They have difficulty physically imposing their will, but their speed and quick play ability make them very popular.

Power: Very durable players, they are able to sustain long drives and lots of punishment. Their physical nature makes them feared by their opponents. Very rarely will they break a long run, but are capable when everything is opportunistic.

TE: A combination of various talents, they can block and also catch passes. Tight ends are expected to be able to protect the edge and also cause confusion in the secondary during a pass. Tight ends are usually the focal point of an offense and usually are considered dependable.

Receivers: Looked at not for their strength, but their speed and grace. They are not expected to do physical work, and are used for deception on both running and passing plays.

Possession: These receivers are not deep threats, and a quick strike is not what they are known for. They are consistent, dependable. They run crisp routes, and have good hands. They are looked for in the clutch when they need a catch to make a first down

Deep threat: These receivers are vocal, they wish to have the ball every play and believe that they can catch everything. They place fear in the defense for their ability to cover large distances in a short time. They are passionate and have a strong desire to win.

Kicker: Kickers are asked to be dependable; they are to never miss short field goals or extra points. They are also expected to score field goals from vast distances. The best kickers are found when the game is on the line and there is little to no time left. They have to come through no matter the physical circumstances, rain, wind, cold, etc.

Defensive/Offensive Coordinator: For this project, the historical person can be a defensive coordinator or offensive coordinator. The personality of the coordinator represents the type of defense/offense is used.

Innovator: This type of coach designs traps and schemes that the offense/defense cannot exploit. They are able to create traps and are also able to identify offensive/defensive tricks and turn a disadvantage into an advantage.

Thinker: This type of coach is able to get inside of his opponent and understand what the offense/defense is trying to do. This coach does not stray away from their plans, and are more calculating. They do not deviate from their game plan; they value preparation and practice more than the other two types of coordinators.

Blitzer/Attacker: These types of coaches create chaos and turn their defense into a type of offense. They refuse to adjust to the offense/defense but have the philosophy to make the offense/defense change because of them. This type of coach is willing to blitz and give up a big play. Offensively they like to make formation match ups that exploit the weakness of their opponent. They are willing to go deep and pass up the short yardage that they can easily obtain.

Head Coach: The head coach is judged by one thing, winning. The head coach must be able to win more than they lose. They must also be able to combine men to a common task. They have to be the head, heart, and sole of the team. A head coach is only to be evaluated by one attribute, the ability to win.