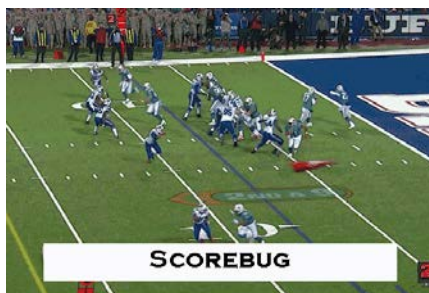


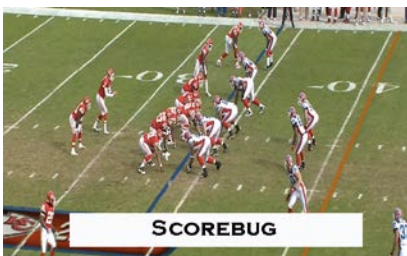


Best Practices For Single-Camera Game Coverage - Football

- All zooms and pans have to be smooth and gradual. No swish pans or fast zooms.
- Above all else – you are not shooting coaches film. You should not frame your shots to see the entire field sideline to sideline.
- At the beginning of the game, the camera operator needs to be tight on the kicker prior to kick, zooming back slowly to set the shot for the kick. Get to a tighter shot as the runback develops. At the end of the play, stay tight with the return man if it's a good return; or if there's a great hit on the play and you can stay on that defensive player, follow him off the field, and then gently move off to follow the offense or defense on to the field. You should end up with a framed shot with the ball centered and the two huddles to the sides of the shot.
- FRAMING UP THE TWO TEAMS BEFORE THE SNAP – Traditionally, you frame up your shot to have the deepest running back on offense at one side, and the linebackers for the defense at the opposite side. Changes to the game to spread the offensive formation out and the advent of HDTV coverage of games has resulted in wider shots being used – but still not as wide as coaches film. Here are some examples:



These are examples of shooting tight to a regular formation. Note the deepest offensive back is at one edge of the frame, the linebackers on defense to the other edge. This is the preferred framing. If a team is punting, the punter must be in the shot.



If a team is running a spread formation on offense, you will need to widen your shot so that when a pass is thrown, the camera operator will not have to zoom out or pan quickly to the action.

Please note that the framing in these three images accommodates the placement of the scorebug. Work with the computer operator to achieve this look.



This is how coaches video is framed, showing all 22 players and both sidelines. This is **NOT** what you should be shooting.

- Once the ball is snapped, gently zoom to the play and pan appropriately. Don't zoom so tightly that you have to swish pan for a long pass or have the play run out of the frame.
- For the first play...if you didn't pick up the quarterback coming onto the field, zoom to him after you establish the ball and the huddles, and gently zoom back to play. Then, as play develops, follow that same idea as described in the kickoff as to who to follow after a play is over. If you determine that a particular set of players switch in and out of the lineup on each play, it doesn't hurt to follow one off and then focus on the coach sending the next play in, and stay on that player as he comes onto the field.
- PENALTIES – Be sure you know where the white-hatted official is at all times. He lines up behind the quarterback on all plays. If you see that there is a flag on the play, what you'll want to do is gently push over to that official to get the signal and then gently pan and zoom to get back to the play.
- SCORING PLAYS – Be tight on the player scoring, and follow back to the huddle or towards the bench. Remember that if it was a touchdown, you'll need to get back (zooming and panning gently, of course) to cover the point after try. If it's a kick, and you have a chance, zoom in a bit to highlight the kicker and then zoom back to frame up the shot with the kicker on one edge of the frame, the goal posts on the other edge. Let the play go and then gently zoom and pan to the official beneath the goal post or behind the kicker for the signal. If the play is at the scoreboard end of the field, gently zoom and pan to the scoreboard; show it for about 5 second and then return towards the field. You might be able to get the bench, the band or the grandstands.
- TIME OUTS – Be thinking ahead and plan on what you could shoot if a timeout is called depending on where the ball was on the field. Showing the head coach talking to players on the sideline is always good. Sideline pans, fans in stands and cheerleaders or the scoreboard are other options.
- LONG PLAYS – On those plays where the ball is high in the air, like punts and kickoffs – pan to where the ball is going. Don't follow the ball into the air. Anticipate where the ball is going to be and pan and zoom to that spot.
- END OF THE HALF – Follow the teams off the field and then go to your next planned shot
- END OF THE GAME – Show some of the post-game celebration on the field and the teams shaking hands.