

# FOOTBALL FORMS FOR THE WINNING COACH

A Collection Of  
Ready-To-Use Tools To  
Organize Your Program

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*A Collection Of Ready-To-Use  
Tools To Organize Your Program*

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# FOREWORD

FOOTBALL COACHES, perhaps more than in any other sport, must balance an extensive number of roles. A football coach is a teacher, motivator, tactician, recruiter, promoter, performance evaluator, fundraiser, game-day strategist, administrator, guidance counselor, talent judge, scout and much, much more. And with the thousands of details and hours of time each role demands, it's downright impossible to do all of them without being organized.

There are hundreds of different ways a coach can go about his job — there's no “one way” of doing things. I'm convinced, however, that one of the fundamental keys for success is organization. From that organization, you can then formulate a solid plan that everyone — players and coaches — can buy into and execute. But to expect this buy-in, you'd better have a clear, justifiable reason for everything that you're doing.

## ORGANIZATION TURNS PROGRAMS

I've been fortunate to have participated in three of the biggest, and most dramatic, turnarounds in college football history at Iowa, Wisconsin and Iowa State, and have learned from masterful organizers and planners in Iowa's Hayden Fry and Wisconsin's Barry Alvarez. There's no greater testament to the importance of organization than turning around programs that were either winless or had one victory in the prior year. Your organizational methods will chart your course; it keeps you steadfast and uncompromising in your beliefs and plans. That's really where the whole process of successful coaching starts.

Not only will better organization help coaches individually, but it also breeds results — not to mention a common mission — at every level on your staff. As a former assistant coach and coordinator, I can tell you how appreciated it is to work for an organized head coach. Their clear, concise directives conveyed exactly what was expected of me, and this enabled me to stay focused on the tasks and priorities at hand. You can remove a great deal of the guesswork from the assistant coach's daily tasks through clear organization, and by giving them the tools that support the primary coaching objectives.

It's fascinating to see how all winning programs are built on a three-legged stool of organization, preparation and execu-

tion. While well-thought-out plans can make up for deficiencies elsewhere, the absence of an organized plan will handcuff a coach's ability to prepare and execute.

## NEVER STOP LEARNING

The fact that you have this book in your hands speaks volumes about you as a coach and your commitment to exploring new approaches to being the best you can be. This eagerness to learn is a trait that will take you and your program places. Aside from my colleagues at the college and professional levels, I can't tell you how many good ideas I continue to glean from high school coaches, ranging from the X's & O's, to building team chemistry to game preparation and even administrative things like traveling. The point is, no matter how much success you've had in this game, you can always learn something from a fellow coach. Those who think they have all the answers are missing out, and their programs will soon show it.

Even after 27 years at the Division 1 college level, I'll be the first to admit that I'll borrow ideas in this unique assembly of forms by Coach Hank Schrader. His *Football Forms For The Winning Coach* is a highly valuable and much turned-to resource for coaches at every level in the game, and its comprehensiveness reveals new organizational and evaluation tools that even the most experienced coach has never before seen. As coaches, we're always looking for things that will help save time and make better, sounder evaluations and decisions. These forms — and the organizational details found within them — are nothing short of a prescription for coaching success.

I encourage you to use *Football Forms For The Winning Coach* to spur new ideas and to advance your skills as a coach. The results will soon be evident throughout your entire program.

Prepare, work hard and never relent in your goals. Best of luck!

**Dan McCarney**  
**Head Football Coach**  
**Iowa State University**  
**Ames, Iowa**



# INTRODUCTION

THROUGHOUT MY FOOTBALL coaching career, I am constantly amazed at how much a coach must accomplish in a short time frame. Films, schedules, playbooks, meetings — not to mention the wide array of administrative duties — all vie for your time. I can't recall how many times I've fallen asleep in front of game films while preparing for an opponent. But I'm not alone — the bottom line is that it simply takes a lot of hard work to be successful in this profession.

As a career military officer prior to becoming a coach, I learned that there are many different methods to work more effectively — especially under a time crunch. I've always been willing to try anything that could make me more efficient and allow me to do what I wanted — instead of what I had to do. This is how this book first originated.

It's always been easier for me to work from a written plan versus trying to commit everything to memory. So whenever I found something that worked, I saved it so I would not have to reinvent the idea later. Season after season, these tools really helped my programs prepare for the challenges on the field. After other coaches began asking for a copy of this or that, I decided to organize my collection of forms into a logical, useful book so it could be shared with other coaches across the nation.

That is why this book exists — to help you organize your thoughts, ideas and schemes to save time and excel as a coach. The forms and checklists in this book are what have worked for me and my staff; I fully expect that you'll improve upon them for your program's specific needs. As you do so, you'll enjoy a big advantage over me on this journey — you won't have to assemble or create these forms, checklists and ideas from scratch. If a book like this existed somewhere, I would have owned it!

## ACKNOWLEDGEMENTS

Many of the ideas in this book were inspired from an article, book, clinic lecture or ideas exchanged with other coaches on a strategy or technique. At the beginning of each chapter, I've tried to give credit for the work when I can remember where the ideas came from. But because this book was borne from years of clinics, books, publications and videos, I hope you'll accept my apologies if I've somehow missed those who sparked the original concept.

There are, however, three people who deserve special recognition. First is Rick Synold, head coach at Brookfield Central High School, in Brookfield, Wisconsin. He taught me a great deal about defense while I was on his staff, and his knowledge and teachings are seen in all my defensive schemes. Synold has built one of the top high school programs in Wisconsin.

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*“That is why this book exists — to help you organize your thoughts, ideas and schemes to save time and excel as a coach...”*

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Second, Butch Goncharoff hired me to bring defense to Washington's Bellevue High School, the most explosive offensive high-school running team in the state. He kept pushing me to be a champion and taught me — along with everyone else around him — what it means to achieve success with class. Back-to-back state championships leave little doubt about the type of program he runs in Bellevue.

The last, and most important, person to thank is my lovely wife, Anne. Since her brother is also a Texas high school football coach, she knew long before me just how demanding a coaching career would become. She has supported me every step of the way. When I was disappointed with game films, she ran two video cameras with an up-close line view and a full-field view so I could see the game properly. When I complained about a form, she used her unparalleled computer skills to solve the problem. In fact, Anne is the original designer of many of the forms found in this book. She has been our team's biggest fan and supporter, and Anne is who my coaches said they'd most miss when we moved on to a new area. She always kept me on track, humble and focused.

### **SHARE IT WITH YOUR STAFF**

So, after years of helping me better manage my teams, you can now put *Football Forms For The Winning Coach* to work for you. Beyond the first-ever such collection of forms, several things are truly unique about this book. First, you'll find a completed example accompanying most forms, giving you an accurate picture of how the form was used.

Second, the book's publisher, *Gridiron Strategies*, fully encourages you to put this book on the photocopier so that you and your staff can enjoy the maximum benefit from these pages. Few publishers would sacrifice future book sales by inviting you to copy pages for your staff. In fact, this is the reason that the book is presented in a spiral-bound format.

If even one idea or form makes you a better coach and saves you time here and there, then this book was worth the effort. A coach is one of the most important role models that young people will ever have. So the better you coach, the better young people can develop to become successful adults.

### **HAVE FUN!**

I also hope you'll have fun with the ideas. After all, it is just a game, and we need to remember that at times. No matter how bad a day can get, as a career U.S. Army Officer, I can always find comfort in the fact that "at least no one is shooting at me!"

I sincerely hope this book will make you a better, more efficient coach on your path to molding successful young individuals. Good Luck!



**Henry C. "Hank" Schrader, Jr.**

**Gridiron Strategies Advisory Board Member**

# FOOTBALL FORMS FOR THE WINNING COACH

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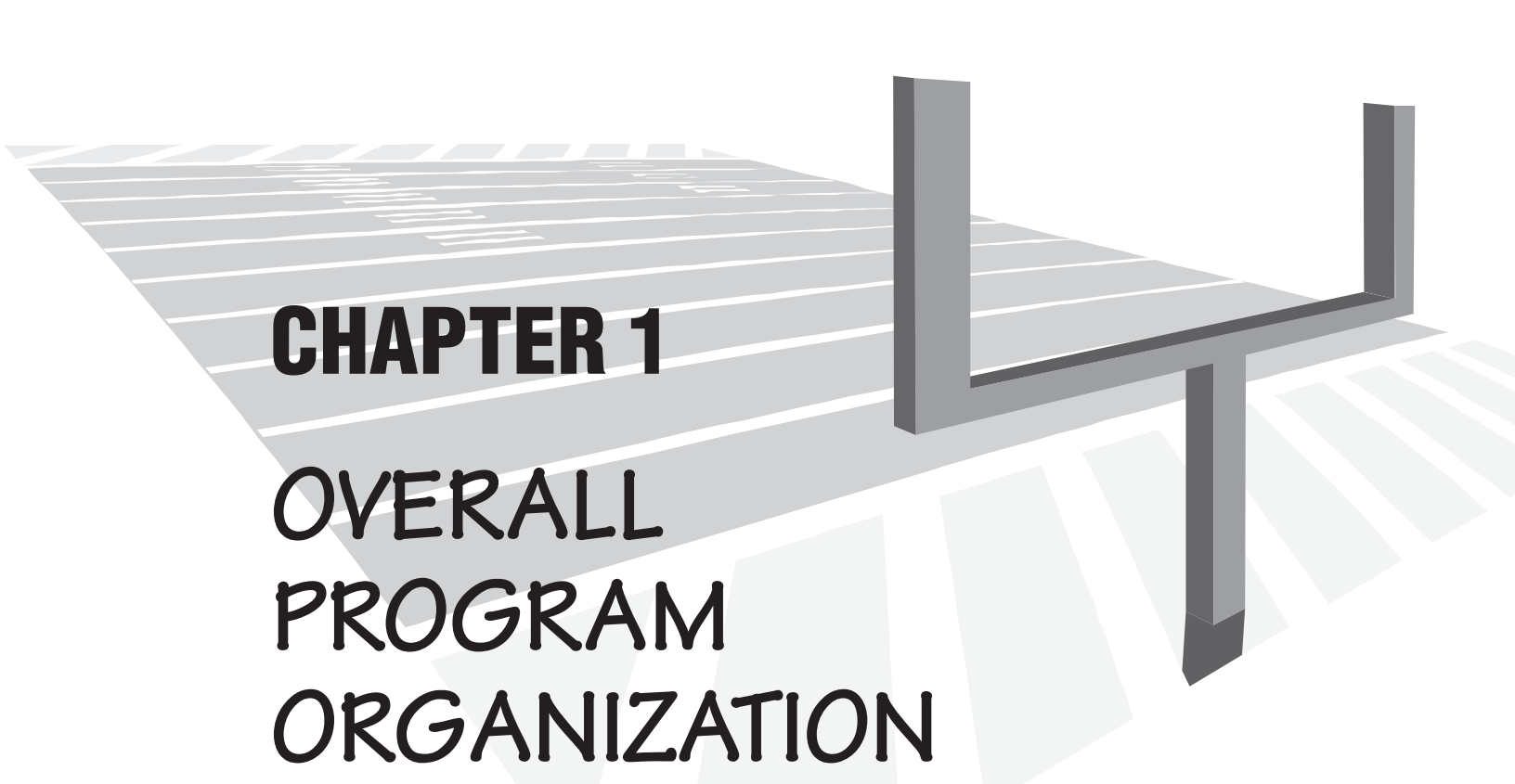
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# CHAPTER 1

## OVERALL PROGRAM ORGANIZATION

THE PURPOSE OF this chapter is to help you, as a football coach, more effectively organize your program. The first checklist is a High School Football Yearly Plan Of Action (1.1), which provides you with detailed ideas and positive steps to help you make your program more effective. This was adapted from several ideas contained in the book, *Organizational Keys and Checklists For Successful Football Coaching*, by Jack Olcott.

The Team Goals forms (1.2, 1.3 and 1.4) and their accompanying examples were shared by the respective teams. The “Team Waukesha USA Goals” were ones established for teams with which I worked as a head coach and coordinator for a program in Waukesha, Wis.

The Football Player Evaluation Form (1.5) is an adaptation of a form shared in “Becoming A Head Coach” by Tim Rimpfel that was published in the *1993 Coach of the*

*Year Clinics Football Manual*. The Football Coaches’ Performance Review (1.6) and Coaches Evaluation Form (1.7) are adaptations of rating forms published in several articles, including “The Ins and Outs of Evaluating Coaches,” by Dr. William F. Stier, Jr. in *Athletic Management*, May 1993 and the “Eckman Evaluation Instrument” in The National Soccer Coaches Association of America’s *Soccer Journal*.

The College Coach Self-Evaluation & Head Coach Evaluation (1.8) and How To Improve The Won-Loss Record (1.9) checklist were adapted from the book, *Administration of Athletic Programs A Managerial Approach* by J. Frank Broyles and Robert D. Hay. These forms are so self-explanatory that they are not accompanied by a completed example. The Coaches Time-Saving Memorandum (1.10) is a tool I created and used throughout my years as a U.S. Army Officer and a coach.

# HIGH SCHOOL FOOTBALL YEARLY PLAN OF ACTION CHECKLIST

## I. OFF-SEASON I (JANUARY TO MARCH)

- Establish a strength program. Start “Off-Season I” strength program.
- Meet with athletic director. Cover items such as:
  1. Inspect fields, facilities, equipment and supplies.
  2. Weight room
  3. Review fall schedule.
  4. Budget and supplemental fund raising.
  5. Review roster.
  6. Recruiting (if allowed).
  7. Plan for off-season, pre-season and season.
- Assemble staff, including assistant coaches, student support staff and medical team.
- Review game films.
- Conduct player interviews.
- Finalize offensive, defensive, special teams and players’ handbook.
- Publicity and community support — athletic director.
- Develop detailed plan for Off-Season II.
- Develop depth chart.
- Attend American Coaches Football Association Clinic.
- Establish and invite local coaches to your football clinic (May).
- Check football clinics and spring practices of colleges for the staff to attend. Arrange for attendance at best possible events that the budget allows.
- Review academic progress of athletes. Ensure satisfactory progress. Establish study help from school. Constantly monitor progress.
- Establish written goals for program. Forward goals to athletic director and principal.
- Review goal-line defense (January), total defense (February) and passing game (March) from last year’s game films. Decide on changes.
- Review state/conference regulations.

## I. OFF-SEASON II (APRIL TO JUNE)

- Finalize Spring practice schedule (if allowed).
- Supervise Off-Season II strength program.
- Check status of returned reconditioned equipment. Ensure all required equipment is ready for season and spring practice (if allowed).
- Attend football practice sessions around the country with as many staff members as possible. Prepare a checklist of questions and problems of interest to your program. Assign coaches by positions to cover all game elements.
- Prepare and present football clinic in May.
- Hold team meetings to explain team policies (if allowed).
- Wind up in-school recruiting program for the year. Check guidance counseling office for eligibility data to-date.
- Make final purchases of new equipment.
- Check departing seniors for college/technical school acceptance.

- Review pass defense (April), running game (May) and 2-minute offense (June) from last year’s game films. Decide on changes.
- Prepare news release on upcoming season.
- Set up individual conferences with all players with head coach after spring ball. Players must know where they stand.
- Scouting staff meeting for next year’s opponents.

## II. PRE-SEASON (JUNE TO AUGUST)

- Review kicking game.
- Check football player’s final grades. Follow up on players who need to attend summer school. Obtain scholastically ineligible list.
- Confirm film trading agreements with all opponents.
- Finalize depth charts.
- Prepare summer assignments for football staff. Check vacation plans.
- Prepare for football camp/2-a-days.
- Supervise pre-season weight and running program.
- Look into summer camps for athletes.
- Develop video plan.
- Finalize detailed practice schedules.
- Complete computerized scouting report on last year’s game films.

## III. SEASON (AUGUST TO NOVEMBER)

- Establish weekly practice routine.
- Establish weekly scouting procedure.
- Check on game-day preparations and rehearsals.
- Obtain coaches’ academic schedules, office hours and free hours. Obtain players’ class schedules.
- Establish game grading procedure for all coaches.
- Check travel plans one week ahead of each away game.
- Check your team’s tendencies to avoid becoming too predictable.
- Ensure smooth method of providing news media with statistics and photos.
- Establish a draft playoff plan.

## IV. POST-SEASON (NOVEMBER TO DECEMBER)

- All-star recognition and league meetings.
- Team banquet & recognition.
- Equipment collection and repair/inventories. Plan for new equipment needs.
- Prepare final statistics and season wrap-up. Hold staff meeting and evaluations of program.
- Send recruiting information to college head coaches and junior colleges.
- Collect players’ and coaches’ playbooks.
- Produce highlight film.
- Send thank-you letters to all those who helped your program.
- Review schedules for next 5 years.
- Schedule high school speaking engagements.

**SEASON GOALS:** \_\_\_\_\_

1. \_\_\_\_\_  
\_\_\_\_\_
2. \_\_\_\_\_  
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3. \_\_\_\_\_  
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15. \_\_\_\_\_  
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16. \_\_\_\_\_  
\_\_\_\_\_
17. \_\_\_\_\_  
\_\_\_\_\_



**SEASON GOALS:** Offense (Portland State)

1. No more than 1.5 sacks per game.  
\_\_\_\_\_
2. No more than 1.5 interceptions per game.  
\_\_\_\_\_
3. Make a first down on each possession.  
\_\_\_\_\_
4. Score 27 points a game.  
\_\_\_\_\_
5. Attain a 60% completion rate per game.  
\_\_\_\_\_
6. Outscore the opponent in the first quarter.  
\_\_\_\_\_
7. Run no fewer than 75 plays per game.  
\_\_\_\_\_
8. Gain no fewer than 370 yards of total offense per game.  
\_\_\_\_\_
9. Throw no more than 5% interceptions.  
\_\_\_\_\_
10. Score inside the 30-yard line 90% of the time. Score inside the 10-yard line 100% of the time.  
\_\_\_\_\_
11. Season goal of 90 points in the first quarter, 90 points in the second quarter,  
70 points in the third quarter and 50 points in the fourth quarter.  
\_\_\_\_\_
12. Average no less than 15 yards gained per reception.  
\_\_\_\_\_
13. Finish first in total offense and pass offense.  
\_\_\_\_\_
14. \_\_\_\_\_  
\_\_\_\_\_
15. \_\_\_\_\_  
\_\_\_\_\_
16. \_\_\_\_\_  
\_\_\_\_\_
17. \_\_\_\_\_  
\_\_\_\_\_

**TEAM GOALS BY GAME:** \_\_\_\_\_

GOAL	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					

**TEAM GOALS BY GAME:** Offense - University Of California

GOAL	GAME 1 <i>Southern Miss.</i>	GAME 2	GAME 3	GAME 4	GAME 5
1. 450 yards per game 225 passing 225 running	417 YPG 157 passing 260 running				
2. Make first down on each possession					
3. Three long scoring drives of 60 yards or more	3 - 79,70,87				
4. Key third down plays 3rd and 2: 100% 3rd and 3-4: 75% 3rd and 5: 50% 3rd and 11+: 25%					
5. Score inside 30-yard line	3/4				
6. Always score inside the 10-yard line					
7. Be violent downfield blocking team					
8. Outscore opponents in the first quarter	No 0-2				
9. 27 points per game	34				
10. 1.5 interceptions per game	1				
11. 59% completion rate per game	61% (11/18)				
12. 1.5 sacks per game	7				
13. 1.5 fumbles per game	0				

# TOTAL TEAM GOALS

OFFENSE GOALS			

Total Goals Achieved \_\_\_\_\_

SPECIAL TEAMS GOALS			

Total Goals Achieved \_\_\_\_\_

DEFENSE GOALS			

Total Goals Achieved \_\_\_\_\_

# TOTAL TEAM GOALS

West Virginia University

## OFFENSE GOALS

1. Win!		9. 80% success on third down and two yards to go or less.	
2. Average 4.0 yards per carry.		10. 50% success on third down.	
3. Gain 175 yards total offense.		11. Less than 3 penalties per game.	
4. Gain 400 yards total offense.		12. Make 2 first downs from inside our own 10-yard line.	
5. No more than one turnover.		13. No dropped passes.	
6. 20 first downs.		14. Run 80 scrimmage plays.	
7. 6 drives of 10 plays or score.			
8. Score on 30% of our possessions.			

**Total Goals Achieved** \_\_\_\_\_

## SPECIAL TEAMS GOALS

1. Win!		9. Total punt return yardage: 4 yards or less per attempt.	
2. Return past the 25-yard line.		10. Total objectives achieved.	
3. Stop opponent inside its 25-yard-line.		11. Down punt inside opponent's 10-yard line.	
4. No punt, field goal or extra point kick blocked by an opponent.		12. Cause a fumble.	
5. No penalties.		13. Recover fumble.	
6. Average 42 yards per punt.		14. Blocked punt, field goal or extra-point attempt.	
7. Average 10 yards per punt return.		15. Punt return for score.	
8. Allow no punt return over 10 yards.			

**Total Goals Achieved** \_\_\_\_\_

## DEFENSE GOALS

1. Win!		10. Less than 12 successive plays.	
2. 1 touchdown or less.		11. Kickoff coverage: 18 yards or less.	
3. Less than 125 yards rushing.		12. Punt return: average 10 yards or more.	
4. Less than 125 yards passing.		13. Score or set up at least 2 scores.	
5. Less than 250 yards total offense.		14. 100% stop after sudden change.	
6. No runs over 20 yards.		15. Achieve all these objectives.	
7. No touchdown passes.			
8. Intercept and recover three balls.			
9. Trap passer on 1 of 8 attempts.			

**Total Goals Achieved** \_\_\_\_\_

# TOTAL TEAM GOALS

Team USA (Waukesha)

OFFENSE GOALS			
1. No turnovers.		6. Points 80% of time inside 20.	
2. 150 yds rushing.		7. 3 consecutive 1st downs every series.	
3. Less than 4 penalties.		8. Score every 3rd series.	
4. 100 yds passing.		9. Score 3 times.	
5. 12 play or more drive & score.		10. Break 3 plays for 20+ yds.	

**Total Goals Achieved** \_\_\_\_\_

SPECIAL TEAMS GOALS			
1. No blocked kicks.		6. FG over 30 yds or game winner.	
2. Scoring other than PAT.		7. Blocked opponent kick.	
3. Forcing opponent to start at 20 or less.		8. No penalties.	
4. Down a punt inside 10.		9. Recover/prevent on-side kick.	
5. Return more than 35 yds.		10. Achieve 1st down on trick play.	

**Total Goals Achieved** \_\_\_\_\_

DEFENSE GOALS			
1. Force 2 or more turnovers.		7. Goal-line stand/prevent 2 point.	
2. Hold under 125 yds rushing.		8. 3 plays & out or 4 plays & out	
3. Hold under 75 yds passing.		(4th down).	
4. SHUTOUT!		9. Stop after sudden change.	
5. Defensive score.		10. No foolish penalties.	
6. No plays over 25 yds.			

**Total Goals Achieved** \_\_\_\_\_

# FOOTBALL PLAYER EVALUATION FORM

NAME: \_\_\_\_\_

POSITION: \_\_\_\_\_ CLASS: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

SCORE: \_\_\_\_\_ RANK: \_\_\_\_\_

For each of the 10 traits, select the phrase that best describes the athlete and write in the corresponding number of points.

<p><b>1. COMPETITION:</b> _____</p> <p>Refuses to lose at anything = .....10  Loves to compete = .....8  Good competitor = .....6  Likes to win if convenient = .....4  Doesn't matter = .....2</p> <p><b>2. TALENT:</b> _____</p> <p>All-state = .....10 - 9  All-league = .....8 - 7  Start on winner = .....6 - 5  Can contribute = .....4 - 3  Little help = .....2 - 1</p> <p><b>3. SPEED:</b> _____</p> <p>Outstanding = .....10 - 9  Good = .....8 - 7  Average = .....6 - 5 - 4  Below = .....3 - 2  Poor = .....1</p> <p><b>4. TOUGHNESS:</b> _____</p> <p>Real hitter = .....5  Good hitter = .....4  Average hitter = .....3  Poor hitter = .....2  Won't hit = .....1  Hides = .....0</p> <p><b>5. AWARENESS &amp; INTELLIGENCE:</b> _____</p> <p>Great instincts = .....5  Tell him once = .....4  Learns quickly = .....3  Learns w/ reps = .....2  Hard to teach = .....1</p>	<p><b>6. COMMITMENT &amp; HARD WORK:</b> _____</p> <p>Whatever it takes = .....5  Does the extra things = .....4  What is required = .....3  Does the minimum = .....2  Must push = .....1  Does nothing = .....0</p> <p><b>7. DURABILITY:</b> _____</p> <p>Never gets hurt = .....3  Sometimes hurt = .....2  Can't count on him = .....1  Always hurt = .....0</p> <p><b>8. COACHABILITY:</b> _____</p> <p>Takes coaching well = .....3  Does it the easy way = .....2  Does it his way = .....1  Doesn't do it at all = .....0</p> <p><b>9. STRENGTH:</b> _____</p> <p>Exceptionally strong = .....3  Good strength = .....2  Poor strength = .....1</p> <p><b>10. CHARACTER:</b> _____</p> <p>Fine person = .....3  Some flaws = .....2  Questionable = .....1  Get rid of him = .....0</p>
--	---

COMMENTS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Date of interview with athlete: \_\_\_\_\_

# FOOTBALL COACHES PERFORMANCE REVIEW

As a closure to the \_\_\_\_\_ football season, I would like to spend some time reviewing your coaching performance of the past football season. To prepare for these sessions, I have provided you a blank coaching performance review for your consideration. I would also like to discuss the following items:

**A. WHAT WAS YOUR MOST SATISFYING ACCOMPLISHMENT LAST YEAR?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**B. WHAT WAS YOUR BIGGEST DISAPPOINTMENT?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**C. WHAT DID YOU LEARN AND WHAT WILL YOU DO DIFFERENTLY?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**D. WHAT CAN I DO TO HELP YOU DO YOUR JOB BETTER?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**E. IN WHAT AREAS WOULD YOU LIKE TO GROW NEXT YEAR?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**F. HOW CAN I HELP YOU GROW ON YOUR JOB?** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

This is an honest attempt to make your coaching better in the upcoming years. I expect candor and honesty — you know you will get the same from me. Thanks for your help last year!



# COACHES EVALUATION FORM

NAME: \_\_\_\_\_ COACHING POSITION: \_\_\_\_\_

Rate the coach using the following Scale of 1-5 (Circle the appropriate number):

	Hardly Ever	Occasionally	Generally	Frequently	Almost Always
<b>I. PERSONAL AND PROFESSIONAL ATTRIBUTES</b>					
<b>A Personal Qualities</b>					
1. Demonstrates self-confidence	1	2	3	4	5
2. Is enthusiastic	1	2	3	4	5
3. Presents a positive role model for the athlete (i.e., appearance, language and sportsmanship)	1	2	3	4	5
<b>B Personal Conduct</b>					
4. Exhibits ethical behavior	1	2	3	4	5
5. Maintains emotional control under stress	1	2	3	4	5
6. Places the welfare of the athlete above winning and will not sacrifice values or principles to win	1	2	3	4	5
<b>II. ADMINISTRATIVE PROCEDURAL ABILITIES</b>					
<b>A. Practice Organization</b>					
7. Conducts well-planned practice sessions	1	2	3	4	5
8. Utilizes the entire coaching staff completely	1	2	3	4	5
9. Conducts appropriate pre-season preparation	1	2	3	4	5
<b>B. Financial Resources</b>					
10. Adheres to budget policies and procedures	1	2	3	4	5
11. Works within the constraints of the budget	1	2	3	4	5
<b>C. Equipment Management</b>					
12. Conducts pre-season equipment/uniform inventory	1	2	3	4	5
13. Submits timely requests for needed equipment/uniforms	1	2	3	4	5
14. Accountably issues equipment/uniforms	1	2	3	4	5
15. Maintains equipment/uniforms properly	1	2	3	4	5
16. Conducts accountable turn in of equipment/uniforms and charges athletes for missing equipment	1	2	3	4	5
<b>D. Awards</b>					
17. Submits awards list in timely manner	1	2	3	4	5
18. Distributes awards in a fair manner	1	2	3	4	5

*Continued on next page*

**III. KNOWLEDGE AND PRACTICE OF MEDICAL-LEGAL ASPECTS**

	Hardly Ever	Occasionally	Generally	Frequently	Almost Always
19. Exhibits reasonable and prudent conduct in preventing and handling accidents and injuries	1	2	3	4	5
20. Follows the advice of the physician/trainer regarding the participation of injured athletes	1	2	3	4	5
21. Provides safe playing conditions and protective equipment	1	2	3	4	5
22. Instructs players and supervises the implementation of school's athletic code	1	2	3	4	5
23. Reinforces the school's policy against drugs, alcohol and tobacco	1	2	3	4	5

**IV. THEORY AND TECHNIQUES OF COACHING****A. Coaching Methods**

24. Applies knowledge of the skills, techniques and rules of the sport	1	2	3	4	5
25. Assists athletes in reaching their fullest potential	1	2	3	4	5
26. Demonstrates the ability to analyze and correct errors	1	2	3	4	5
27. Demonstrates the ability to teach fundamentals	1	2	3	4	5
28. Develops good team spirit and morale	1	2	3	4	5
29. Develops self-confidence and determination in athletes	1	2	3	4	5
30. Employs sound methods to teach skills and techniques	1	2	3	4	5
31. Maintains discipline in a firm and friendly manner	1	2	3	4	5
32. Provides an environment that makes participation enjoyable for the athletes	1	2	3	4	5

**B. Strategy**

33. Demonstrates the ability to evaluate the performance of athletes and teams	1	2	3	4	5
34. Is knowledgeable of a variety of tactics and strategies	1	2	3	4	5
35. Selects appropriate strategies and tactics	1	2	3	4	5

**C. Rules and Regulations**

36. Abides by the rules and regulations of the sport and appropriate governing bodies and complies with the academic policies of the institutions	1	2	3	4	5
37. Demonstrates a knowledge of the rules and officiating techniques of the sport	1	2	3	4	5
38. Enforces team rules in an equitable and consistent manner	1	2	3	4	5

**V. PERSONNEL MANAGEMENT****A. Player-Coach Relationships**

39. Demonstrates the ability to communicate effectively with all athletes	1	2	3	4	5
40. Develops and maintains a positive attitude among athletes	1	2	3	4	5
41. Is able to motivate athletes	1	2	3	4	5
42. Is concerned about academic achievement of athletes	1	2	3	4	5
43. Respects the rights and individual differences of athletes as long as it is not a detriment to the rest of the team	1	2	3	4	5
44. Shows concern for the welfare of athletes	1	2	3	4	5

*Continued on next page*

Hardly Ever  
Occasionally  
Generally  
Frequently  
Almost Always

**VI. PUBLIC RELATIONS SKILLS**

45. Communicates effectively with assistant coaches	1	2	3	4	5
46. Cooperates with the athletic director in establishing and conducting a quality athletic program	1	2	3	4	5
47. Understands concerns of parents/guardians	1	2	3	4	5
48. Coordinates appropriately/timely for transportation	1	2	3	4	5
49. Coordinates appropriately/timely for meals	1	2	3	4	5

**VII. OVERALL EVALUATION**

**How well did the coach contribute to our:**

50. Competitiveness to win	1	2	3	4	5
51. Development of character in athletes	1	2	3	4	5
52. improvement of the program's image	1	2	3	4	5

**COMMENTS ON THE ABOVE ITEMS:**

Item # \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Item # \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Item # \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**VIII. RELATED INFORMATION**

**1. Areas of Strength:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**2. Areas Needing Improvement:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**3. Recommendations:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
Signature of Coach

\_\_\_\_\_  
Signature of Athletic Director/Head Coach

Date: \_\_\_\_\_

# COLLEGE COACH SELF-EVALUATION & HEAD COACH EVALUATION

Date: \_\_\_\_\_

Present Salary: \_\_\_\_\_

Recommended Salary: \_\_\_\_\_

Approved Salary: \_\_\_\_\_

**PROCEDURE:** Please read each statement carefully and then rate yourself by the number (1 = low, 5 = high) that most accurately describes your efficiency or status.

Employee's Signature: \_\_\_\_\_

Head Coach's Signature: \_\_\_\_\_

Director Of Athletics' Signature: \_\_\_\_\_

Head Coach's Evaluation

Assistant Coach's Own Evaluation

## A. COACHING

	Low		Satisfactory		High
1. I make an effort to coach all players, not just the top ones. Example: Working with B team and freshmen personnel during scrimmages and after practices.	1	2	3	4	5
2. I make a point of trying to praise players for good things done, rather than just constantly harping about their mistakes. In simple terms, this means trying to motivate daily with positive psychology to instill confidence in the player. Players tend to dislike coaches who criticize constantly and never throw a rose.	1	2	3	4	5
3. My drills, etc., are varied to the extent that they do not become boring.	1	2	3	4	5
4. I take full advantage of getting written material in the hands of my players, holding meetings, giving tests and watching films in an effort to promote learning and understanding.	1	2	3	4	5
5. My meetings and practices are run in such a manner that I tolerate nothing that detracts from learning. I am strict with players and demand mental discipline.	1	2	3	4	5
6. I spend as much time as necessary on the job (office or meetings).	1	2	3	4	5

## B. RECRUITING

1. I personally make an effort to visit each prospect that comes to campus, not just shake his hand.	1	2	3	4	5
2. I have a large working list of prospects at the conclusion of their junior year of high school, or very early in their senior year. I contact each of the prospects personally several times before the season has ended.	1	2	3	4	5

	Low		Satisfactory		High
3. I personally contact parents as well as the prospect to share with them my interest in their son.	1	2	3	4	5
4. I try to get each prospect interested in college. I help him to understand that it is not merely a question of "what he can do for us," but rather "what can we do for each other."	1	2	3	4	5
5. I spend my time wisely on Thursday and Friday of each week during the season, recruiting and corresponding with prospects.	1	2	3	4	5
6. I do a good job of organizing alumni in my area before the recruiting season so they can assist me.	1	2	3	4	5
7. I personally give follow-up consideration to each prospect I evaluate by film or observation. In other words, I reject him in a prudent manner to ensure a good working relationship with his school, coach and community.	1	2	3	4	5
8. I personally acknowledge faculty and program supporters for their help with our recruiting weekends.	1	2	3	4	5
9. When I got into a home to visit with parents, I have a routine worked out so I can tell our story effectively. In other words, I have film, pictures, charts and literature to sell our program. I am informed and I have a plan.	1	2	3	4	5
10. When I sell our program, I also try to sell myself. In other words, I can make the prospect feel I have an interest in him that will continue for four years and beyond, and that his happiness and welfare will be of great concern to me for at least the duration of his stay.	1	2	3	4	5
11. I invite prospects to visit with the players I have recruited and have them ask questions. I encourage them to ask questions about my role as a recruiter and coach, and about me as an individual.	1	2	3	4	5
12. I always take advantage of opportunities to promote public relations with all coaches in my area and not just with prospects.	1	2	3	4	5
13. I make an effort to make all high school coaches who visit our department feel at home.	1	2	3	4	5
14. I make an attempt to constantly keep myself advised regarding the structure of the university, our strengths and weaknesses, what our colleges are, and what proposed major fields are available.	1	2	3	4	5

### C. DISCIPLINE

1. I do my part to enforce rules or guidelines we have set up, and I do not rely on other coaches so I can avoid involvement.	1	2	3	4	5
2. I fulfill assigned discipline chores to the fullest extent. I am involved with help sessions, and I counsel the individual disciplinary problems assigned to me.	1	2	3	4	5
3. I make sure that my players are at practice and on time. I do this for all varsity players and B-Teamers who play the position I coach.	1	2	3	4	5
4. I help with team travel. I make sure that our players dress properly, conduct themselves properly, promote a good public image and maintain a team frame of mind.	1	2	3	4	5
5. I notify parents if I must discipline a boy I have recruited or coached. A well-written letter will suffice; only drastic problems merit a phone call.	1	2	3	4	5
6. I try to anticipate the disciplinary problems my players may be involved in before they actually surface.	1	2	3	4	5

*Continued on next page*

Low

Satisfactory

High

**D. ACADEMICS**

- |   | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| 1. I know the courses my players are enrolled in and their status from an academic and eligibility standpoint.  | 1 | 2 | 3 | 4 | 5 |
| 2. I follow up and get on top of class-cutting problems when problems with one of my players is reported to me.   | 1 | 2 | 3 | 4 | 5 |
| 3. I am constantly trying to promote good public relations with the faculty and the administration in an effort to get their help in recruiting. Also, I encourage the faculty to report players who are not doing well in their classes. | 1 | 2 | 3 | 4 | 5 |
| 4. I visit each player I have recruited on a regular basis to discuss his academic and personal problems.   | 1 | 2 | 3 | 4 | 5 |
| 5. I keep in touch with parents of my players who are academic risks and solicit their help in motivating their son.  | 1 | 2 | 3 | 4 | 5 |

**E. RELATIONSHIP WITH PLAYERS AND STAFF**

- |   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1. I do not make unfounded statements when judging players; such statements might affect our staff's evaluation of a player.                    | 1 | 2 | 3 | 4 | 5 |
| 2. I am courteous to all players at all times.  | 1 | 2 | 3 | 4 | 5 |
| 3. I regularly visit each floor of our dormitory to promote a feeling of good player-coach relationships.                                       | 1 | 2 | 3 | 4 | 5 |
| 4. I am courteous to members of our staff as well as to the coaches. An atmosphere of common courtesy often increases the staff's productivity. | 1 | 2 | 3 | 4 | 5 |

**F. IMPROVING PROFESSIONAL KNOWLEDGE AND STAFF EFFICIENCY**

- |   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1. I read all literature sent out by professional organizations.  | 1 | 2 | 3 | 4 | 5 |
| 2. I attempt to seek out new literature and knowledge.  | 1 | 2 | 3 | 4 | 5 |
| 3. At staff meetings, I suggest new trends and ideas I have learned. I do not just sit back and let one or two set the pattern for our offense, defense or program. | 1 | 2 | 3 | 4 | 5 |
| 4. I use good judgment by not discussing internal staff problems with people outside our department.  | 1 | 2 | 3 | 4 | 5 |
| 5. In public conversations, always speak highly of our staff members even if I do not agree with their teaching, philosophy or effort.                              | 1 | 2 | 3 | 4 | 5 |

**G. DEPARTMENT BUSINESS**

- |  |   |   |   |   |   |
|--|---|---|---|---|---|
| 1. I do a good job of filling out travel reports accurately so they don't take additional time.  | 1 | 2 | 3 | 4 | 5 |
| 2. I am prudent when spending department funds. I do not make false claims of expenses in travel. I do not feed and entertain people who are not important to our program. | 1 | 2 | 3 | 4 | 5 |
| 3. I plan recruiting trips wisely. I plan so I can see the maximum number of prospects in one trip. I do not just hop here and there without careful planning.             | 1 | 2 | 3 | 4 | 5 |
| 4. I am punctual in turning in travel reports after I return from a trip, or on a weekly basis.  | 1 | 2 | 3 | 4 | 5 |

	Low		Satisfactory		High
5. I fulfill my obligations when returning my loan car to the dealer. I replace tires, repair dents, give regular oil and lubricant service and return the car in tip-top shape.	1	2	3	4	5
6. I do a good job of showing my appreciation to car dealers for their contribution.	1	2	3	4	5
7. I do not use the phone (including calling cards or station calls) for national calls for my own personal matters.	1	2	3	4	5
8. I do not use the phone when a well-planned letter in advance would suffice.	1	2	3	4	5
9. I thoroughly understand what travel expenses are allowed and how much for each (example: laundry money is not included). I understand how much is allowed for meals and hotels.	1	2	3	4	5
10. I make an effort to avoid staying in the most expensive hotels. Also, I make an effort to stay where we can get special rates.	1	2	3	4	5
11. I investigate the possibility of getting courtesy cars in areas where they are available.	1	2	3	4	5
12. I am prompt in settling travel accounts with our own departmental business office.	1	2	3	4	5

#### H. PERSONAL IMAGE IN REGARD TO SCHOOL, COMMUNITY AND STATE

1. I do not use alcoholic beverages in excess. I present a good image of myself at gatherings that reflect our program.	1	2	3	4	5
2. If I am a married man, I uphold marital responsibilities that are expected of me as a teacher and coach.	1	2	3	4	5
3. I keep my business and financial affairs in a state not embarrassing to me, my family or the athletic department.	1	2	3	4	5
4. I present a satisfactory image to the public regarding grooming and dress, particularly when recruiting and representing our department at public functions.	1	2	3	4	5

## HOW TO IMPROVE THE WON-LOSS RECORD

STRATEGIES AND TACTICS	STRENGTH	WEAKNESS	NOTES
<b>A. QUALITY ATHLETES</b>			
1. Must identify them	<input type="checkbox"/>	<input type="checkbox"/>	
2. Must find them	<input type="checkbox"/>	<input type="checkbox"/>	
3. Need some blue chippers	<input type="checkbox"/>	<input type="checkbox"/>	
4. Players w/ extraordinary determination	<input type="checkbox"/>	<input type="checkbox"/>	
<b>B. QUALITY COACHES</b>			
1. Hiring quality coaches	<input type="checkbox"/>	<input type="checkbox"/>	
2. Working long and hard hours	<input type="checkbox"/>	<input type="checkbox"/>	
3. Great teachers	<input type="checkbox"/>	<input type="checkbox"/>	
<b>C. SUFFICIENT QUANTITY OF ATHLETES</b>			
1. Two-man depth for each position	<input type="checkbox"/>	<input type="checkbox"/>	
2. Create new sub-varsity teams	<input type="checkbox"/>	<input type="checkbox"/>	
<b>D. SUFFICIENT QUANTITY OF COACHES</b>			
1. Specialized coaches	<input type="checkbox"/>	<input type="checkbox"/>	
2. Good ratio of coaches to players	<input type="checkbox"/>	<input type="checkbox"/>	
<b>E. TEAM DURABILITY</b>			
1. Speed, agility and quickness training	<input type="checkbox"/>	<input type="checkbox"/>	
2. Year-long strength program	<input type="checkbox"/>	<input type="checkbox"/>	
3. Nutrition program	<input type="checkbox"/>	<input type="checkbox"/>	
4. Off-season programs	<input type="checkbox"/>	<input type="checkbox"/>	
5. Off-season camps	<input type="checkbox"/>	<input type="checkbox"/>	
<b>F. TEAM ADAPTABILITY</b>			
1. Built around players' strengths	<input type="checkbox"/>	<input type="checkbox"/>	
2. Cross-training	<input type="checkbox"/>	<input type="checkbox"/>	
3. Practice against competitors' strengths	<input type="checkbox"/>	<input type="checkbox"/>	
<b>G. TEAM DEPENDABILITY</b>			
1. Strong discipline	<input type="checkbox"/>	<input type="checkbox"/>	
2. Mutual respect between players and coaches	<input type="checkbox"/>	<input type="checkbox"/>	
<b>H. TEAM BALANCE</b>			
1. Offense	<input type="checkbox"/>	<input type="checkbox"/>	
2. Defense	<input type="checkbox"/>	<input type="checkbox"/>	
3. Special Teams	<input type="checkbox"/>	<input type="checkbox"/>	
<b>I. TEAM QUICKNESS</b>			
1. Strength training	<input type="checkbox"/>	<input type="checkbox"/>	
2. Running drills	<input type="checkbox"/>	<input type="checkbox"/>	
3. Agility drills	<input type="checkbox"/>	<input type="checkbox"/>	

*Continued on next page*



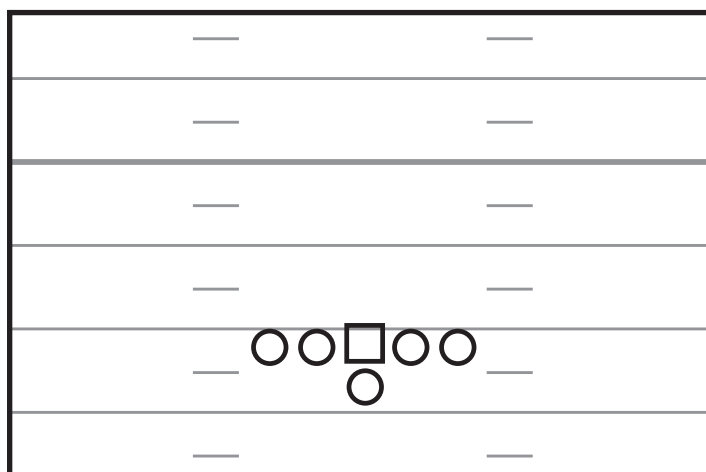
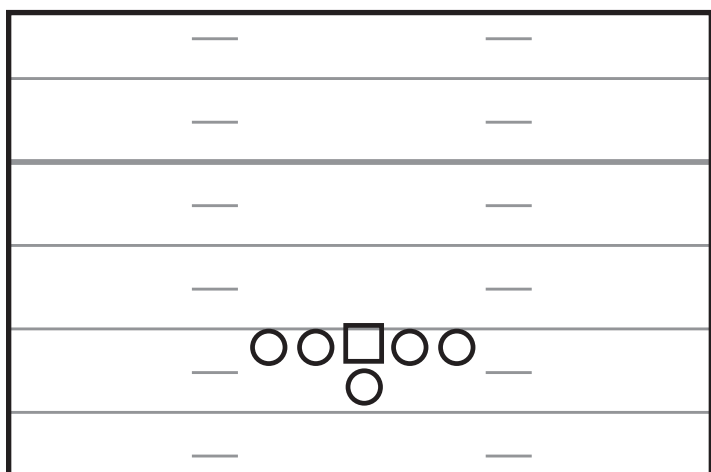
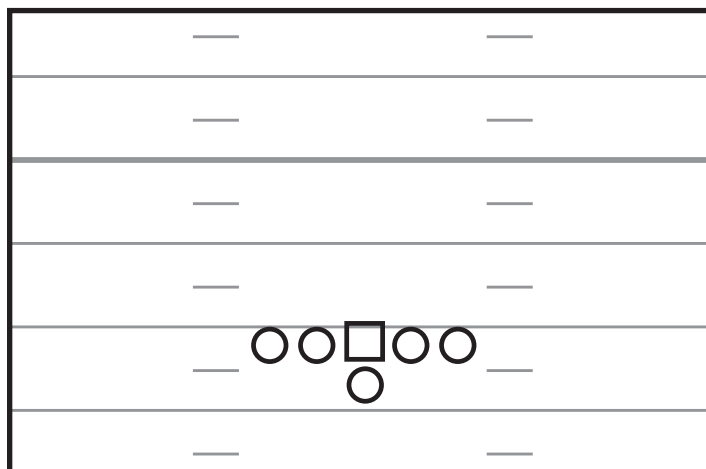
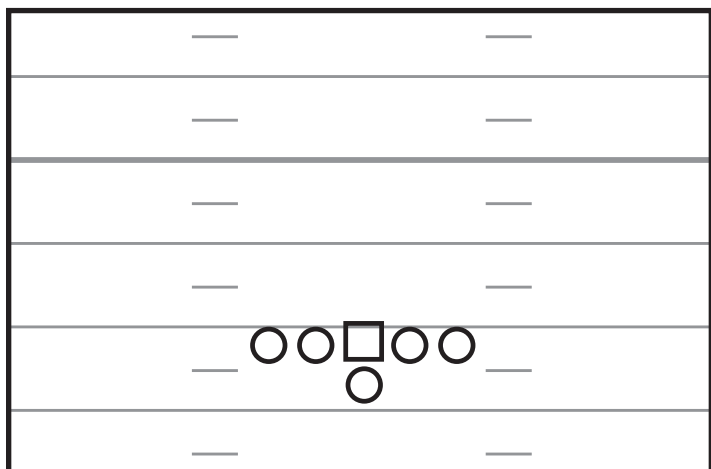
STRATEGIES AND TACTICS	STRENGTH	WEAKNESS	NOTES
<b>J. TEAM UNIQUENESS</b>			
1. What are we known for?	<input type="checkbox"/>	<input type="checkbox"/>	
2. Why do we want to be known for this?	<input type="checkbox"/>	<input type="checkbox"/>	
<b>K. TEAM INNOVATION</b>			
1. Are we creative?	<input type="checkbox"/>	<input type="checkbox"/>	
2. How can we do it better?	<input type="checkbox"/>	<input type="checkbox"/>	
<b>L. TEAM VARIETY</b>			
1. Do we have multiple schemes?	<input type="checkbox"/>	<input type="checkbox"/>	
2. Do we have a plan if things go wrong?	<input type="checkbox"/>	<input type="checkbox"/>	
<b>M. TEAM SAFETY</b>			
1. Safe equipment	<input type="checkbox"/>	<input type="checkbox"/>	
2. Team doctor	<input type="checkbox"/>	<input type="checkbox"/>	
3. Trainer	<input type="checkbox"/>	<input type="checkbox"/>	
<b>N. SCHEDULING</b>			
1. Sufficient home games	<input type="checkbox"/>	<input type="checkbox"/>	
2. Some "easy" games	<input type="checkbox"/>	<input type="checkbox"/>	
<b>O. WELL-ORGANIZED TEAM</b>			
1. Coaches' handbooks	<input type="checkbox"/>	<input type="checkbox"/>	
2. Players' handbooks	<input type="checkbox"/>	<input type="checkbox"/>	
3. Specific responsibilities	<input type="checkbox"/>	<input type="checkbox"/>	
4. Experienced coaches	<input type="checkbox"/>	<input type="checkbox"/>	
5. Delegated authority	<input type="checkbox"/>	<input type="checkbox"/>	
6. Good scouting	<input type="checkbox"/>	<input type="checkbox"/>	
7. Review of game films	<input type="checkbox"/>	<input type="checkbox"/>	
<b>P. CLEAN PRACTICE ENVIRONMENT</b>			
1. Clean practice area	<input type="checkbox"/>	<input type="checkbox"/>	
2. Clean locker rooms	<input type="checkbox"/>	<input type="checkbox"/>	
3. First-class facilities	<input type="checkbox"/>	<input type="checkbox"/>	
<b>R. TOP-NOTCH EQUIPMENT</b>			
1. High quality	<input type="checkbox"/>	<input type="checkbox"/>	
2. Adequate new equipment	<input type="checkbox"/>	<input type="checkbox"/>	
<b>FIRST-CLASS ACCOMMODATIONS</b>			
<b>FIRST-CLASS LODGING AND TRAVEL</b>			
<b>FIRST-CLASS MEALS</b>			

## **COACHES TIME SAVING MEMORANDUM**

COACHES NEVER SEEM to have enough time to do all that needs to be done. Time may be fixed, but you can learn how to use it more efficiently. Here is a list of things that can help you better organize your time. Not all of these suggestions will work for you, but adapt and use those that will. Each principle emphasizes organization, job knowledge, planning, delegation and common sense—the goals of all good coaches. These goals are all long-term. They may cost you a little more time and effort up front, but in the long-run, they will help you be a better leader and, in turn, benefit your entire organization.

1. Keep a list of specific items to be done, prioritize them each day and use common sense.
2. Concentrate on one thing at a time.
3. Work on your “Things To Do” list without skipping over difficult items.
4. Use a calendar. Keep track of activities and appointments in one place. Link it with your goals and objectives.
5. Write shorter letters and memos, use form letters/paragraphs; generate as little paperwork as possible.
6. Practice “Wastebasketry.” Throw away things you don’t need.
7. Correspondence. Handle each item only once; don’t put it back into the pile.
8. Put signs in your office to remind you of your goals.
9. Review/revise your goals once a month.
10. Ask yourself, “Would anything terrible happen if I don’t do this particular item?” If the answer is “No,” don’t do it.
11. When you are procrastinating, ask yourself what you are avoiding. Do your thinking on paper.
12. Set deadlines for yourself and others that are reasonable, but don’t waste other people’s time.
13. Listen actively in every discussion; ask clarifying questions.
14. Set up a plan to get you from what you are doing to what you want to accomplish.
15. Ask questions; see if someone else has the answer already. Don’t reinvent the wheel.
16. Know when to stop a task. Don’t overdo it.
17. Set a purpose and a time limit for all meetings. Ask only necessary individuals to participate. Follow an agenda, and provide it to all those coming to the meeting.
18. Get rid of busywork. It’s not how much you’re doing that’s important, but how much you get done.
19. Decision-making. A clear statement of the problem is 50% of the solution.
20. Use simple charts or diagrams to communicate ideas rather than long, drawn-out papers.
21. Remember that coaches plan, organize, direct, control, motivate, communicate and delegate. Trust your subordinates and players to do their share.
22. Set aside time to concentrate on high-priority items.
23. Set aside and protect large chunks of time for tasks that require uninterrupted concentration.
24. Keep your desktop cleared for action. Put the most important thing in the center of your desk.
25. Have a place for everything so you know where to look for things.
26. Group your outgoing phone calls together and plan what you will say.
27. Write things down. Carry 3 x 5 note cards at all times.
28. Continually ask yourself, “What is the best use of my time right now?”
29. Use checklists. When many things need to be done, and if the order in which they are done is critical, make a chronological list.
30. Say “No” when you can’t do something.
31. Reward yourself. Give yourself time off and special rewards when you’ve done the important things.
32. Anticipate, look ahead and play “Devil’s Advocate.”
33. Delegate. Do the most important work and plan out work for others. Give your subordinates authority and responsibility.
34. Do it right the first time. We always seem to find time to do it right the second time after the boss has chewed us out.
35. Set up a quick reference file. Use it and update it.
36. Routine tasks must be accomplished as second nature. Establish a standard operating procedure and make sure all use it.
37. Don’t be afraid to ask for help.
38. Understand the requirement before you start. Don’t waste time working on the wrong requirement. Don’t be afraid to think about a problem.

# COACHING NOTES



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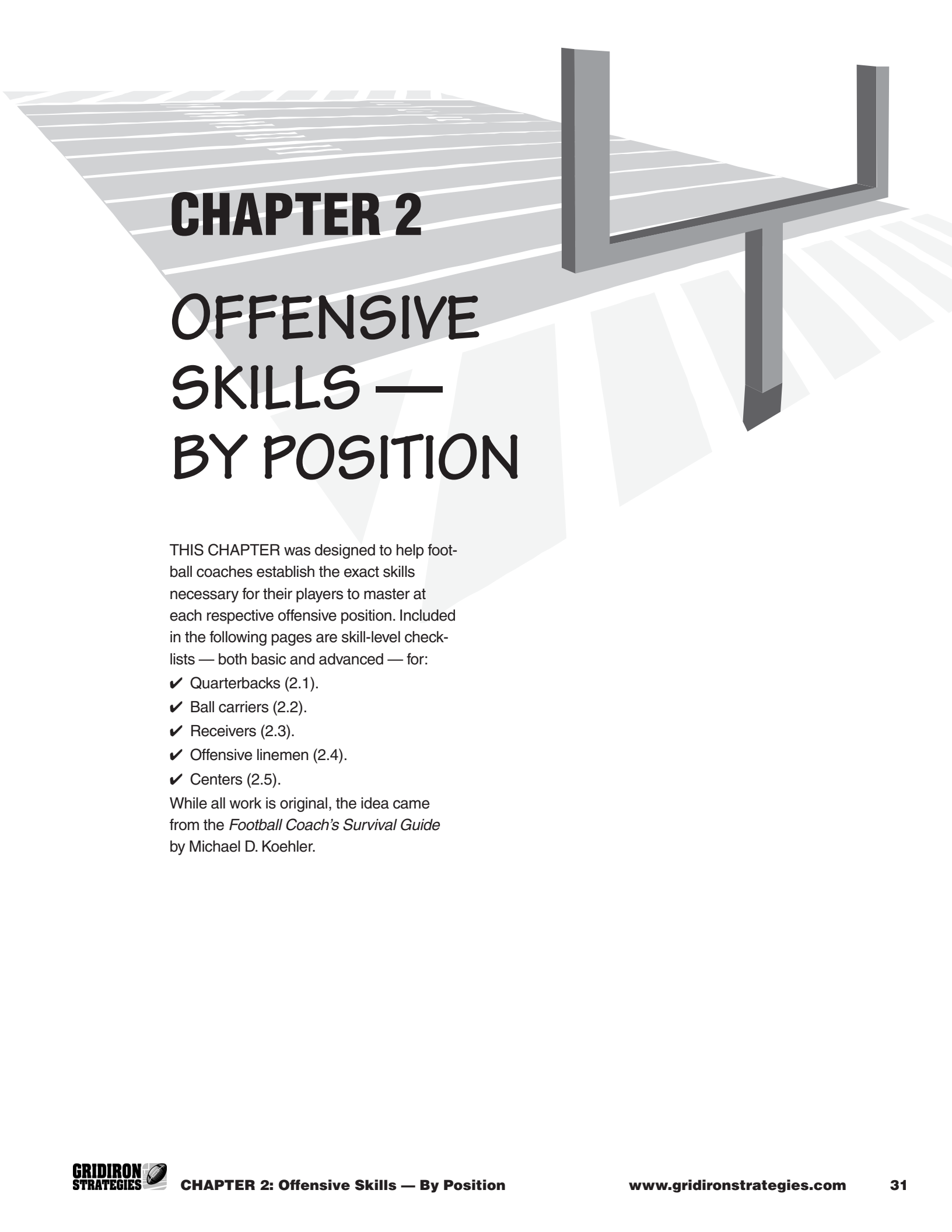
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# CHAPTER 2

## OFFENSIVE SKILLS — BY POSITION

THIS CHAPTER was designed to help football coaches establish the exact skills necessary for their players to master at each respective offensive position. Included in the following pages are skill-level checklists — both basic and advanced — for:

- ✓ Quarterbacks (2.1).
- ✓ Ball carriers (2.2).
- ✓ Receivers (2.3).
- ✓ Offensive linemen (2.4).
- ✓ Centers (2.5).

While all work is original, the idea came from the *Football Coach's Survival Guide* by Michael D. Koehler.

# QUARTERBACK SKILLS

Name: \_\_\_\_\_

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## BASIC SKILLS

Before competing at the varsity level, the quarterback must be able to:

- Assume a correct stance and secure the snap.
- Correctly call the cadence and snap of the ball (both under center and in the shot-gun).
- Execute a hand-off properly.
- Execute a pitchout properly.
- Execute a 1-, 3- or 5-step drop.
- Properly throw (pass) a football with the following 7-step throwing technique.
  - Firm wrist.
  - Coordinate shoulder turn.
  - Elbows at shoulder level.
  - Straight-arm follow through.
  - Head over front foot.
  - Air under heel (up on toes).
  - Head still and vertical.
- Know the pass tree routes.
- Execute the fake.
- Know quarterback's assignments on each and every play.
- Learn to control the huddle and properly call the play.
- Protect the football while running.

---

## ADVANCED SKILLS

To succeed at the varsity level, the quarterback must be able to:

- Successfully execute basic skills 10 out of every 10 plays.
- Know each player's responsibility on every play.
- Lead in the huddle and at the line of scrimmage.
- Direct the attack so the offense can either run or pass the ball for positive yardage 9 out of every 10 plays.
- Execute the option correctly 9 out of every 10 plays.
- Correctly read and identify pass coverages 8 out of every 10 plays.
- Read receiver adjustments to defensive coverages correctly at least 8 out of every 10 plays.
- Complete 6 out of every 10 pass attempts.
- Identify and call an audible "Hot" correctly at least 9 out of every 10 plays.
- Know the opposition's strong and weak points based upon the scouting report.

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NOTES: \_\_\_\_\_

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# BALL CARRIER SKILLS

Name: \_\_\_\_\_

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## BASIC SKILLS

Before competing at the varsity level, the ball carrier must be able to:

- Establish a balanced stance (2- and 3-point) and explode off the line of scrimmage on the correct snap count.
- Execute a correct QB-RB exchange (hand-off).
- Execute a correct fake hand-off.
- Protect the football while running.
- Execute sound run-blocking technique.
- Execute sound pass-blocking technique.
- Learn basic offensive calls (alignment and responsibility).
- Execute correct technique for receiving the pitch.

---

## ADVANCED SKILLS

To succeed at the varsity level, the ball carrier must be able to:

- Execute basic skills correctly 9 out of every 10 plays.
- Read blocks and cut to avoid tackles.
- Carry and avoid defenders after contact (stiff arm, hit and spin-and-power drive).
- Rush for a 3-plus yard average per carry.
- Block and defeat the correct defensive player at least 8 out of every 10 plays.
- React and execute "Hot" (audible) assignments correctly at least 9 out of every 10 plays.

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# RECEIVER SKILLS

Name: \_\_\_\_\_

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## BASIC SKILLS

**Before competing at the varsity level, the receiver must be able to:**

- Get into a fundamentally sound 2- or 3-point stance. Explode off the line of scrimmage on the correct snap count.
- Consistently catch the football while employing the basic skill of hand-eye coordination.
- Protect the football after the catch or hand-off, using the correct carry technique based upon game situation.
- Run assigned pass routes (alignment and responsibility).
- Know and execute pass tree routes.
- Free himself from a defender to execute the assigned pass pattern (using fakes and swim technique).
- Identify and execute the correct block of assigned opponent based upon the play called (screen technique, running block, mirror block, etc.).
- Identify defensive coverages and work to the open area for the reception based on the defensive reaction.
- Execute the correct motion and technique and then execute the offensive assignment.

---

## ADVANCED SKILLS

**To succeed at the varsity level, the receiver must be able to:**

- Execute basic skills correctly at least 9 out of every 10 plays.
- Catch at least 7 out of every 10 catchable passes.
- Run assigned pass routes or passing tree correctly on 9 out of every 10 plays.
- Identify and block the assigned man on 8 out of every 10 plays.
- Adjust pass routes correctly to defensive coverage (man/zone) on at least 8 out of every 10 plays.
- React and execute the "Hot" (audible) assignments correctly on at least 9 out of every 10 plays.

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**NOTES:** \_\_\_\_\_

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**OFFENSIVE LINEMEN SKILLS**

Name: \_\_\_\_\_

**BASIC SKILLS**

**Before competing at the varsity level, the offensive lineman must be able to:**

- Get into a fundamentally sound 3-point stance.
- Explode off the line of scrimmage on the correct snap count.
- Execute correct run-block technique.
- Understand and execute correct trap-block techniques.
- Understand and execute correct pulling and blocking techniques.
- Execute correct pass-blocking techniques.
- Identify and block assigned opponent based on the play called.

**ADVANCED SKILLS**

**To succeed at the varsity level, the offensive lineman must be able to:**

- Execute basic skills correctly on 9 out of every 10 plays.
- Identify and block assigned man effectively on 8 out of every 10 plays.
- Execute basic team run-blocking techniques.
- Execute basic team pass-blocking techniques.
- Execute cross-block, double-team and trap-blocking techniques on at least 8 out of every 10 plays.
- Call defensive opponent alignment/blitzes.
- React and execute audible assignments on 9 out of every 10 plays.

**NOTES:** \_\_\_\_\_

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## CENTER SKILLS

Name: \_\_\_\_\_

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### BASIC SKILLS

Before competing at the varsity level, the center must be able to:

- Assume the correct stance and fire out the snap on the count.
- Snap the ball crisply to QB on the correct count.
- Execute basic individual run-blocking techniques.
- Execute basic individual pass-blocking techniques.
- Know his assignments on each play.
- Execute a fundamentally sound block.
- Correctly snap the ball from shot-gun, punt and field goal/PAT formations.

---

### ADVANCED SKILLS

To succeed at the varsity level, the center must be able to:

- Execute basic skills correctly on 9 out of every 10 plays.
- Identify and block his assigned man on at least 8 out of 10 plays.
- Execute basic team run-blocking techniques.
- Execute basic team pass-blocking techniques.
- Call defensive opponent alignments and blitzes.
- Execute cross block, trap team and double-team blocking techniques on at least 8 out of 10 plays.
- React to and execute audible assignments.
- Snap the ball from the shot-gun, punt and field goal/PAT formation to the correct spot on 10 out of 10 plays.

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# CHAPTER 3

## OFFENSIVE DRILL & TECHNIQUE CHECKLIST FORMS — BY POSITION

THIS CHAPTER consists of “practice reminders” that help a coach manage drills during practice time.

Each of the worksheets lists the drills and techniques that each respective position player needs to practice to become a better player. There is room to keep an accurate record of drills performed for up to 10 practices.

Drill & Technique Checklist Forms are included for:

- ✓ Quarterbacks (3.1).
- ✓ Running backs (3.2)

- ✓ Receivers (3.3).
- ✓ Offensive linemen (3.4).

A blank form (3.5) is also provided so you can customize these drills and techniques for your own program.

The idea behind these forms is to ensure that the proper skills are being taught and to help the coach add variety to individual drill periods. It also helps ensure that no important techniques or drills are overlooked in practice. All work is original, but the idea for these sheets came from books written by the late Fritz Shurmur, former Green Bay Packers defensive coordinator.

# QUARTERBACK DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance/Snap</b>										
Stance										
Snap										
Cadence										
<b>Ball Handling</b>										
Hand-off										
Pitch out										
Fakes										
Over bags										
<b>Passing</b>										
Kneeling warm-up										
Single knee warm-up										
1-step drop										
3-step drop										
5-step drop										
7-step throwing technique										
Rollout										
Bootleg										
<b>Throwing Drills</b>										
Throw over goal post										
Hitch drill										
Long-pass drills										
Down-the-line drill										
Circle drill										
Quick-release drill										
Pass with a purpose										
Pass on the run drill										

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# RUNNING BACK DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance</b>										
3-point stance										
2-point stance										
<b>Ball Protection</b>										
Pocket/Exchange										
Gauntlet										
Strip										
Fumble recovery										
<b>Body Control/Agility</b>										
Spin										
Shake and bake										
Change arm and ball										
Stiff arm										
Bag obstacle course										
<b>Contact</b>										
Dummy strike										
Blocking punch										
Sideline attack										
<b>Sled</b>										
Contact										
<b>Timing Drills</b>										
Hand-off drills										
Motion timing drills										
Backfield plays										
Option-read drill										
<b>Blocking Drills</b>										
Lead-block drill										
Perimeter-block drill										
Pass-blocking drill										
<b>Passing Drills</b>										
Pass-tree routes										
See receiver checklist										

# RECEIVER DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance</b>										
3-point stance										
2-point stance										
<b>Starts/Releases</b>										
Power step										
Inside release										
Outside release										
Swim release										
Rip release										
<b>Ball Catching</b>										
Warm-up										
One hand catch										
Sideline and end-zone catch										
Goal post										
Sideline bag catch										
Hands up										
Pillow										
Ladder catches										
Sled/bag drill										
Gauntlet drill										
Partner harassing										
Seams										
<b>Routes</b>										
Passing tree										
The square										
The triangle										
<b>Blocking</b>										
Stalk block										
Double-team										

NOTES: \_\_\_\_\_  
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# OFFENSIVE LINE DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance</b>										
3-point										
<b>Starts</b>										
Line starts										
Power-step right and left										
Angle lead										
Pull										
<b>Blocking</b>										
6-point into dummy										
Contact fit										
Contact fit and drive										
Fire to fit and drive										
Full sprint and hit										
<b>Run Blocking</b>										
1-on-1										
Double-team										
Pull technique										
Down technique										
Cross-block										
Reach technique										
Zone technique										
<b>Pass Blocking</b>										
Man										
Area										

NOTES: \_\_\_\_\_

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# DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10

NOTES: \_\_\_\_\_  
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# CHAPTER 4

# OFFENSIVE OPPONENT- EVALUATION FORMS

THE OFFENSIVE Opponent-Evaluation Forms are intended to help your offensive players prepare for the team — and individuals — that they will face in an upcoming game. These forms consist of comprehensive lists that are used to help offensive players look for weaknesses and strengths in their assigned match-ups.

Offensive Opponent-Evaluation Forms are included for:

✓ Quarterbacks (4.1).

✓ Running backs (4.2).

✓ Receivers (4.3).

✓ Offensive line (4.4).

A completed example accompanies each of the forms.

These forms are also excellent tools to teach players how to watch and study game film. Further, these forms function as a study guide that players can use and reference on their own time while studying their responsibilities for the upcoming game.



# QUARTERBACK OPPONENT-EVALUATION FORM

(Player Jersey Numbers)

TEAM: \_\_\_\_\_ FS#: \_\_\_\_\_ SS#: \_\_\_\_\_ RC#: \_\_\_\_\_ LC#: \_\_\_\_\_ W#: \_\_\_\_\_ S#: \_\_\_\_\_ M#: \_\_\_\_\_

Shortest DB: \_\_\_\_\_ Tallest DB: \_\_\_\_\_ Hardest Hitting DB: \_\_\_\_\_

1. WHAT ARE THE TEAM'S BASIC DEFENSES? (List 3 Or More) \_\_\_\_\_

2. HOW WELL DO THEY:

a. Defend The Run? GOOD FAIR POOR      b. Defend The Pass? GOOD FAIR POOR

3. HOW WELL DO THE DBs EXECUTE?

Bump Technique? (Look For Alignment, Use Of Hands, Strength, Etc.) Best: \_\_\_\_\_ Worst: \_\_\_\_\_

Team Agility: GOOD FAIR POOR      Best: \_\_\_\_\_ Worst: \_\_\_\_\_

How Do DBs' Speed Relate To Our Receivers' Speed? FASTER SAME SLOWER

Fastest DB: \_\_\_\_\_ Slowest DB: \_\_\_\_\_

Team Toughness: PHYSICAL FAIR CAN BE INTIMIDATED      Toughest: \_\_\_\_\_ Weakest: \_\_\_\_\_

Man Coverage Ability: GOOD FAIR POOR      Best: \_\_\_\_\_ Worst: \_\_\_\_\_

Do They Give Any Tips? YES NO      Zone Coverage Ability: GOOD FAIR POOR

Cover-3 Responsibility: \_\_\_\_\_ Cover-2 Responsibility: \_\_\_\_\_

Cover-2 Man Responsibility: \_\_\_\_\_ Man Blitz Responsibility: \_\_\_\_\_

Use Collision Technique: YES NO

Bump Coverage? GOOD FAIR POOR      Off Coverage? GOOD FAIR POOR

Player That Covers Primary Receiver On 3rd Down: \_\_\_\_\_

His Catch-Up Ability After Catch? GOOD FAIR POOR

Do They Strip The Ball After The Catch? GOOD FAIR POOR

4. COVERAGE READS (Indicate Disguise Techniques, If Any)

Man Pre-Snap: \_\_\_\_\_ During Drop: \_\_\_\_\_

Man Blitz Pre-Snap: \_\_\_\_\_ During Drop: \_\_\_\_\_

Cover-3 Pre-Snap: \_\_\_\_\_ During Drop: \_\_\_\_\_

Cover-2 Pre-Snap: \_\_\_\_\_ During Drop: \_\_\_\_\_

Cover-2 Man Pre-Snap: \_\_\_\_\_ During Drop: \_\_\_\_\_

5. DB/LB STUDY

Play-Making Ability: GOOD FAIR POOR

Competitiveness: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Best Match-Up Routes Against Them: \_\_\_\_\_

Ways To Make A Big Play Against Them: \_\_\_\_\_

Can They Be Fooled On Routes? ALWAYS SOMETIMES NEVER

Which Routes: \_\_\_\_\_

Do They Cover Play-Action Well? ALWAYS SOMETIMES NEVER

Do They Tip Off When They Blitz? YES NO      How? \_\_\_\_\_

6. WHAT IS THEIR USUAL NUMBER OF PASS RUSHERS IN THEIR 3 FAVORITE DEFENSES?

Defense #1: \_\_\_\_\_

Defense #2: \_\_\_\_\_

Defense #3: \_\_\_\_\_

Do They Stunt? YES NO      Do They Twist? YES NO

Do They Slant? YES NO      Do They Loop? YES NO

Best Pass Rusher: \_\_\_\_\_ Worst Pass Rusher: \_\_\_\_\_

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7. **RUN TECHNIQUE.** *(How Well Do They React To):*

Inside Run: GOOD FAIR POOR \_\_\_\_\_ Outside Run: GOOD FAIR POOR \_\_\_\_\_

Sweep: GOOD FAIR POOR \_\_\_\_\_ Trap: GOOD FAIR POOR \_\_\_\_\_

Special Play: GOOD FAIR POOR \_\_\_\_\_ Option: GOOD FAIR POOR \_\_\_\_\_

Number Of Players Expected In The Box During Their Run Defense? Indicate On Lines Above.

Number Expected In The Red Zone: \_\_\_\_\_

8. **HOW WELL DO THEY DEFEAT BLOCKS?** GOOD FAIR POOR

The Best Blocking Scheme To Beat Them: \_\_\_\_\_

Their Leading Tackler: \_\_\_\_\_ How Can We Block Him? \_\_\_\_\_

9. **HOW DO YOU ADJUST YOUR PASS ROUTE?** *(Read Progression For:)*

Cover-3: \_\_\_\_\_

Cover-1 (Man): \_\_\_\_\_

Cover-4: \_\_\_\_\_

Blitz: \_\_\_\_\_

Cover-2 Man: \_\_\_\_\_

Cover-2: \_\_\_\_\_

Short Yardage (Technique): \_\_\_\_\_

Goal Line (Technique): \_\_\_\_\_

Long Yardage (Technique): \_\_\_\_\_

10. **TOUGHEST COVERAGES FOR YOU TO READ:** \_\_\_\_\_

11. **DOWNSTHEY BLITZ ON:** \_\_\_\_\_

12. **FIELD ZONES THEY BLITZ ON:** \_\_\_\_\_

13. **DOES ANY DEFENDER PLAY TOO DEEP OR LOOSE?** \_\_\_\_\_

14. **WHAT DO THEY DO BEST?** \_\_\_\_\_

15. **HOW WELL DO THE LBs REACT TO PASS?** \_\_\_\_\_

Does Play-Action Fool Them? \_\_\_\_\_

16. **WHAT PATTERNS MUST I COMPLETE AGAINST THIS DEFENSE FOR US TO WIN?** \_\_\_\_\_

17. **WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE?** \_\_\_\_\_

18. **WHAT TEAM COVERAGES MUST WE BEAT TO WIN?** \_\_\_\_\_

19. **WHEN MOTION IS USED, WHAT ADJUSTMENTS DO THEY MAKE?** *(Rotate To Motion, Etc.)* \_\_\_\_\_

20. **WHAT ARE THE PASS AND RUSH RESPONSIBILITIES OF THE DEs?** \_\_\_\_\_

21. **WHAT ARE THE STRENGTHS OF THIS DEFENSE?** \_\_\_\_\_

22. **WHAT ARE THE WEAKNESSES OF THIS DEFENSE?** \_\_\_\_\_

23. **IS THEIR DEFENSE BALANCED OR UNBALANCED?** *(Circle One)*

Is This A Wide-Side *(Field Defense)* Or A Formation Defense? *(Circle One)*

# QUARTERBACK OPPONENT-EVALUATION FORM

(Player Jersey Numbers)

TEAM: Crusaders FS#: 50 SS#: 68 RC#: 28 LC#: 57 W#: 42 S#: 36 M#: 53

Shortest DB: 37 Tallest DB: 28 Hardest Hitting DB: 28

1. WHAT ARE THE TEAM'S BASIC DEFENSES? (List 3 Or More) 4-3 Cover 2/3  
4-4 Cover 3 3-4 Cover 3 & Dime — long yds only

2. HOW WELL DO THEY:

a. Defend The Run? GOOD  FAIR  POOR      b. Defend The Pass? GOOD  FAIR  POOR

3. HOW WELL DO THE DBs EXECUTE?

Bump Technique? (Look For Alignment, Use Of Hands, Strength, Etc.) Best: 28 Worst: 37

Team Agility: GOOD  FAIR  POOR      Best: 28 Worst: 37

How Do DBs' Speed Relate To Our Receivers' Speed? FASTER SAME  SLOWER

Fastest DB: 37 Slowest DB: 28

Team Toughness: PHYSICAL  FAIR  CAN BE INTIMIDATED      Toughest: #53, 28 Weakest: #42, 20

Man Coverage Ability: GOOD FAIR POOR      Best: 28 Worst: 37

Do They Give Any Tips? YES  NO       Zone Coverage Ability: GOOD  FAIR  POOR

Cover-3 Responsibility: normal SS to flat! 68      Cover 2 Responsibility: normal

Cover-2 Man Responsibility: don't use      Man Blitz Responsibility: 53 blitz FS covers RB

Use Collision Technique: YES  NO

Bump Coverage?  GOOD  FAIR  POOR      Off Coverage? GOOD  FAIR  POOR

Player That Covers Primary Receiver On 3rd Down: #28

His Catch-Up Ability After Catch? GOOD  FAIR  POOR

Do They Strip The Ball After The Catch?  GOOD  FAIR  POOR

4. COVERAGE READS (Indicate Disguise Techniques, If Any)

Man Pre-Snap: CB inside alignment, all DB eyes on man      During Drop: DB run w/receivers

Man Blitz Pre-Snap: #53 cheats up-same alignment & look by DBs      During Drop: \_\_\_\_\_

Cover-3 Pre-Snap: FS middle - CB off @7 outside leverage      During Drop: SS rotates to flat other DBs deep 1/3

Cover-2 Pre-Snap: Z deep safeties CB outside leverage less than 5yds      During Drop: safeties deep - 5 under coverage

Cover-2 Man Pre-Snap: N/A      During Drop: N/A

5. DB/LB STUDY

Play-Making Ability: GOOD  FAIR  POOR

Competitiveness:  GOOD  FAIR  POOR

Affected By Pressure: ALWAYS  SOMETIMES  NEVER

Best Match-Up Routes Against Them: Must find seams - normal play routes will work

Ways To Make A Big Play Against Them: Execute what I have been taught

Can They Be Fooled On Routes? ALWAYS  SOMETIMES  NEVER

Which Routes: Play-action

Do They Cover Play-Action Well? ALWAYS  SOMETIMES  NEVER

Do They Tip Off When They Blitz?  YES  NO      How? #28 or #53 cheat up

6. WHAT IS THEIR USUAL NUMBER OF PASS RUSHERS IN THEIR 3 FAVORITE DEFENSES?

Defense #1: 4-3 - 4

Defense #2: 4-4 - 4

Defense #3: 3-4 - 3

Do They Stunt?  YES  NO      Do They Twist?  YES  NO

Do They Slant? YES  NO       Do They Loop? YES  NO

Best Pass Rusher: #73      Worst Pass Rusher: #65

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7. **RUN TECHNIQUE.** (How Well Do They React To):  
 Inside Run: GOOD FAIR POOR 7 Outside Run: GOOD FAIR POOR \_\_\_\_\_  
 Sweep: GOOD FAIR POOR 7 Trap: GOOD FAIR POOR \_\_\_\_\_  
 Special Play: GOOD FAIR POOR \_\_\_\_\_ Option: GOOD FAIR POOR \_\_\_\_\_  
**Number Of Players Expected In The Box During Their Run Defense? Indicate On Lines Above.**  
 Number Expected In The Red Zone: 8
8. **HOW WELL DO THEY DEFEAT BLOCKS?** GOOD FAIR POOR  
**The Best Blocking Scheme To Beat Them:** Our normal schemes  
**Their Leading Tackler:** #53 **How Can We Block Him?** Normal scheme
9. **HOW DO YOU ADJUST YOUR PASS ROUTE?** (Read Progression For:)  
**Cover-3:** Normal rules  
**Cover-1 (Man):** Normal rules  
**Cover-4:** Normal rules  
**Blitz:** Alert hot receiver  
**Cover-2 Man:** N/A  
**Cover-2:** Normal rules  
**Short Yardage (Technique):** Normal rules  
**Goal Line (Technique):** Normal rules  
**Long Yardage (Technique):** Remind players to run past 1st down marker or by situations
10. **TOUGHEST COVERAGES FOR YOU TO READ:** None — they do not disguise coverages well
11. **DOWNS THEY BLITZ ON:** 2 – 3rd
12. **FIELD ZONES THEY BLITZ ON:** 50 yds on in
13. **DOES ANY DEFENDER PLAY TOO DEEP OR LOOSE?** #37 – poor coverage skills
14. **WHAT DO THEY DO BEST?** 1. Stop inside runs 2. Pursue
15. **HOW WELL DO THE LBs REACT TO PASS?** Fair.  
**Does Play-Action Fool Them?** Play-action makes them commit too early
16. **WHAT PATTERNS MUST I COMPLETE ON THIS DEFENSE FOR US TO WIN?** Normal play —  
do what I have been taught
17. **WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE?** Execute the game plan
18. **WHAT TEAM COVERAGES MUST WE BEAT TO WIN?** All
19. **WHEN MOTION IS USED, WHAT ADJUSTMENTS DO THEY MAKE?** (Rotate To Motion, Etc.) Rotate to motion
20. **WHAT ARE THE PASS AND RUSH RESPONSIBILITIES OF THE DEs?** Rush – outside contain
21. **WHAT ARE THE STRENGTHS OF THIS DEFENSE?** Inside runs, ISO Cover 2 Short zones
22. **WHAT ARE THE WEAKNESSES OF THIS DEFENSE?** Pass coverage Traps – especially from trips
23. **IS THEIR DEFENSE BALANCED OR UNBALANCED?** (Circle One)  
**Is This A Wide-Side (Field Defense) OR A Formation Defense?** (Circle One)

# RUNNING BACK OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

## 1. LB NOTES

Alignment Technique: \_\_\_\_\_

Stance Technique (look for alignment, use of hands, strength, etc.): \_\_\_\_\_

Agility: GOOD FAIR POOR

How Does His Speed Relate To My Speed? FASTER SAME SLOWER

Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED

Man Coverage Ability: \_\_\_\_\_

Does He Give Any Tips? YES NO \_\_\_\_\_

Zone Coverage Ability: \_\_\_\_\_

Cover-3 Responsibility: \_\_\_\_\_

Cover-2 Responsibility: \_\_\_\_\_

Cover-1 Responsibility: \_\_\_\_\_

Man Blitz Responsibility: \_\_\_\_\_

Use Collision Technique: YES NO \_\_\_\_\_

Bump Coverage: GOOD FAIR POOR Off Coverage: GOOD FAIR POOR

Does He Cover The Primary Receiver On 3rd Down? YES NO \_\_\_\_\_

Catch-Up Ability After Catch: GOOD FAIR POOR

Does He Strip The Ball After The Catch? GOOD FAIR POOR

## 2. COVERAGE READS

Base Formation: \_\_\_\_\_

Man Coverage: \_\_\_\_\_

Man Blitz Coverage: \_\_\_\_\_

Goal-Line: \_\_\_\_\_

Short Yardage: \_\_\_\_\_

Cover-3: \_\_\_\_\_

Cover-2: \_\_\_\_\_

Cover-2 Man: \_\_\_\_\_

## 3. LB STUDY

Play-Making Ability: GOOD FAIR POOR

Competitiveness: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Best Match-Ups Routes Against Him: \_\_\_\_\_

Ways To Make A Big Play Against Him: \_\_\_\_\_

Continued on next page

Can He Be Fooled On Routes? ALWAYS SOMETIMES NEVER

Which Routes: \_\_\_\_\_

Does He Cover Play-Action Well? ALWAYS SOMETIMES NEVER \_\_\_\_\_

Does He Tip Off When He Blitzes? YES NO How? \_\_\_\_\_

4. RUN TECHNIQUE. (How Well Does He React To):

Inside Run	GOOD	FAIR	POOR	Outside Run	GOOD	FAIR	POOR
Sweep	GOOD	FAIR	POOR	Trap	GOOD	FAIR	POOR
Special Play	GOOD	FAIR	POOR	Option	GOOD	FAIR	POOR

5. HOW WELL DOES HE DEFEAT BLOCKS? GOOD FAIR POOR

What Is Your Best Blocking Technique To Beat Him? \_\_\_\_\_

Can You Crack Block Him Successfully? YES NO \_\_\_\_\_

6. DROP-BACK PASS. (How Do You Adjust Your Route Or Blocking To):

Cover-3: \_\_\_\_\_

Cover-1 (Man): \_\_\_\_\_

Cover-4: \_\_\_\_\_

Blitz: \_\_\_\_\_

Cover-2 Man: \_\_\_\_\_

Cover-2: \_\_\_\_\_

Short Yardage (Technique): \_\_\_\_\_

Goal-Line (Technique): \_\_\_\_\_

Long Yardage (Technique): \_\_\_\_\_

7. TOUGHEST COVERAGES FOR YOU TO READ: \_\_\_\_\_

\_\_\_\_\_

8. DOWNS THEY BLITZ ON: \_\_\_\_\_

\_\_\_\_\_

9. FIELD ZONES THEY BLITZ ON: \_\_\_\_\_

\_\_\_\_\_

10. WHAT DOES HE DO BEST? \_\_\_\_\_

\_\_\_\_\_

11. WHAT PATTERNS/RUNNING PLAYS MUST I BEAT MY DEFENDER ON FOR US TO WIN? \_\_\_\_\_

\_\_\_\_\_

12. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? \_\_\_\_\_

\_\_\_\_\_

13. WHAT TEAM PASS AND RUN COVERAGES MUST WE BEAT TO WIN? \_\_\_\_\_

\_\_\_\_\_

# RUNNING BACK OPPONENT-EVALUATION FORM

TEAM Crusaders

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: #53 Positions: \_\_\_\_\_

## 1. LB NOTES

Alignment Technique: A or B gap strong

Stance Technique (look for alignment, use of hands, strength, etc.): 2 point, good hands, average feet, 3-4 yds off LOS

Agility: GOOD FAIR POOR

How Does His Speed Relate To My Speed? FASTER SAME SLOWER

Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED

Man Coverage Ability: fair – slow reactions

Does He Give Any Tips? YES NO Always points at man when in man coverage

Zone Coverage Ability: Slow drops

Cover-3 Responsibility: Middle gone 1/4

Cover-2 Responsibility: Middle gone 1/5

Cover-1 Responsibility: None, don't use

Man Blitz Responsibility: He is blitz man – always cheats up

Use Collision Technique: YES NO

Bump Coverage: GOOD FAIR POOR Off Coverage: GOOD FAIR POOR

Does He Cover The Primary Receiver On 3rd Down? YES NO

Catch-Up Ability After Catch: GOOD FAIR POOR

Does He Strip The Ball After The Catch? GOOD FAIR POOR

## 2. COVERAGE READS

Base Formation: Zone middle

Man Coverage: Points at receiver he will cover

Man Blitz Coverage: Blitz man, cheats up

Goal-Line: \_\_\_\_\_

Short Yardage: \_\_\_\_\_

Cover-3: Zone middle

Cover-2: Zone middle

Cover-2 Man: Don't use

## 3. LB STUDY

Play-Making Ability: GOOD FAIR POOR

Competitiveness: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Best Match-Ups Routes Against Him: Drag routes

Ways To Make A Big Play Against Him: Use my speed to separate from him

Continued on next page



Can He Be Fooled On Routes? ALWAYS SOMETIMES NEVER

Which Routes: Drag routes, play-action

Does He Cover Play-Action Well? ALWAYS SOMETIMES NEVER This is his major cover weakness

Does He Tip Off When He Blitzes? YES NO How? Always moves close to LOS

**4. RUN TECHNIQUE. (How Well Does He React To):**

Inside Run GOOD FAIR POOR

Outside Run GOOD FAIR POOR

Sweep GOOD FAIR POOR

Trap GOOD FAIR POOR

Special Play GOOD FAIR POOR

Option GOOD FAIR POOR

**5. HOW WELL DOES HE DEFEAT BLOCKS? GOOD FAIR POOR**

What Is Your Best Blocking Technique To Beat Him? Get into his body – He will let you since he lacks upper body strength

Can You Crack Block Him Successfully? YES NO

**6. DROP-BACK PASS. (How Do You Adjust Your Route Or Blocking To):**

Cover-3 Run route normal

Cover-1 (Man): Separate with my speed

Cover-4: Middle is more open – expect ball

Blitz: I must block him – get into his body

Cover-2 Man: Not used

Cover-2: Run normal routes

Short Yardage (Technique): \_\_\_\_\_

Goal-Line (Technique): \_\_\_\_\_

Long Yardage (Technique): \_\_\_\_\_

**7. TOUGHEST COVERAGES FOR YOU TO READ: None**

\_\_\_\_\_  
\_\_\_\_\_

**8. DOWNS THEY BLITZ ON: 2nd & 3rd**

\_\_\_\_\_  
\_\_\_\_\_

**9. FIELD ZONES THEY BLITZ ON: Scoring (50- & 20) Red zone (20-0)**

\_\_\_\_\_  
\_\_\_\_\_

**10. WHAT DOES HE DO BEST? Very tough on inside run**

\_\_\_\_\_  
\_\_\_\_\_

**11. WHAT PATTERNS/RUNNING PLAYS MUST I BEAT MY DEFENDER ON FOR US TO WIN? Use Speed &**

read my blocks

\_\_\_\_\_  
\_\_\_\_\_

**12. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? 1. Alignment**

2. Know my assignments 3. Get my man

\_\_\_\_\_  
\_\_\_\_\_

**13. WHAT TEAM PASS AND RUN COVERAGES MUST WE BEAT TO WIN? 4-3 & 4-4 Cover-3 Cover-2**

\_\_\_\_\_  
\_\_\_\_\_



# RECEIVER OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

## 1. DB NOTES

Alignment Technique: \_\_\_\_\_

Bump Technique (look for alignment, use of hands, strength, etc.): \_\_\_\_\_

Agility: GOOD FAIR POOR

How Does His Speed Relate To My Speed? FASTER SAME SLOWER

Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED

Man Coverage Ability: \_\_\_\_\_

Does He Give Any Tips? YES NO \_\_\_\_\_

Zone Coverage Ability: \_\_\_\_\_

Cover-3 Responsibility: \_\_\_\_\_

Cover-2 Responsibility: \_\_\_\_\_

Cover-1 Responsibility: \_\_\_\_\_

Man Blitz Responsibility: \_\_\_\_\_

Use Collision Technique: YES NO \_\_\_\_\_

Bump Coverage: GOOD FAIR POOR Off Coverage: GOOD FAIR POOR

Does He Cover The Primary Receiver On 3rd Down? YES NO \_\_\_\_\_

Catch-Up Ability After Catch: GOOD FAIR POOR

Does He Strip The Ball After The Catch? GOOD FAIR POOR

## 2. COVERAGE READS

Base Formation: \_\_\_\_\_

Man Coverage: \_\_\_\_\_

Man Blitz Coverage: \_\_\_\_\_

Goal-Line: \_\_\_\_\_

Short Yardage: \_\_\_\_\_

Cover-3: \_\_\_\_\_

Cover-2: \_\_\_\_\_

Cover-2 Man: \_\_\_\_\_

## 3. DB STUDY

Play-Making Ability: GOOD FAIR POOR

Competitiveness: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Best Match-Ups Or Routes Against Him: \_\_\_\_\_

Ways To Make A Big Play Against Him: \_\_\_\_\_

Continued on next page

Can He Be Fooled On Routes? ALWAYS SOMETIMES NEVER

Which Routes: \_\_\_\_\_

Does He Cover Play-Action Well? ALWAYS SOMETIMES NEVER \_\_\_\_\_

Does He Tip Off When He Blitzes? YES NO How? \_\_\_\_\_

4. RUN TECHNIQUE (How Well Does He React To):

Inside Run	GOOD	FAIR	POOR	Outside Run	GOOD	FAIR	POOR
Sweep	GOOD	FAIR	POOR	Trap	GOOD	FAIR	POOR
Special Play	GOOD	FAIR	POOR	Option	GOOD	FAIR	POOR

5. HOW WELL DOES HE DEFEAT BLOCKS? GOOD FAIR POOR

What Is Your Best Blocking Technique To Beat Him? \_\_\_\_\_

Can You Crack Block Him Successfully? YES NO \_\_\_\_\_

6. DROP-BACK PASS. (How Do You Adjust Your Route Or Blocking To):

Cover-3: \_\_\_\_\_

Cover-1 (Man): \_\_\_\_\_

Cover-4: \_\_\_\_\_

Blitz: \_\_\_\_\_

Cover-2 Man: \_\_\_\_\_

Cover-2: \_\_\_\_\_

Short Yardage (Technique): \_\_\_\_\_

Goal-Line (Technique): \_\_\_\_\_

Long Yardage (Technique): \_\_\_\_\_

7. TOUGHEST COVERAGES FOR YOU TO READ: \_\_\_\_\_

\_\_\_\_\_

8. DOWNS THEY BLITZ ON: \_\_\_\_\_

\_\_\_\_\_

9. FIELD ZONES THEY BLITZ ON: \_\_\_\_\_

\_\_\_\_\_

10. WHAT DOES HE DO BEST? \_\_\_\_\_

\_\_\_\_\_

11. WHAT PATTERNS/RUNNING PLAYS MUST I BEAT MY DEFENDER ON FOR US TO WIN? \_\_\_\_\_

\_\_\_\_\_

12. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? \_\_\_\_\_

\_\_\_\_\_

13. WHAT TEAM COVERAGES MUST WE BEAT TO WIN? \_\_\_\_\_

\_\_\_\_\_

# RECEIVER OPPONENT-EVALUATION FORM

TEAM Crusaders

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: #28 Positions: Left cornerback

## 1. DB NOTES

Alignment Technique: Cover 2 bump/off Cover-3 off

Bump Technique (look for alignment, use of hands, strength, etc.): Outside shoulder, Strong hands, Good

Agility: GOOD FAIR POOR

How Does His Speed Relate To My Speed? FASTER SAME SLOWER

Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED

Man Coverage Ability: fair to good

Does He Give Any Tips? YES NO Eyes always on receiver

Zone Coverage Ability: Very good

Cover-3 Responsibility: Deep 1/3

Cover-2 Responsibility: Flat

Cover-1 Responsibility: Don't use

Man Blitz Responsibility: Man coverage

Use Collision Technique: YES NO

Bump Coverage: GOOD FAIR POOR Off Coverage: GOOD FAIR POOR

Does He Cover The Primary Receiver On 3rd Down? YES NO

Catch-Up Ability After Catch: GOOD FAIR POOR

Does He Strip The Ball After The Catch? GOOD FAIR POOR

## 2. COVERAGE READS

Base Formation: Cover-2

Man Coverage: Off at 7 yds inside leverage

Man Blitz Coverage: Off at 7 yds inside leverage

Goal-Line: Off at 5 yds

Short Yardage: Off at 5 yds

Cover-3: Off at 7 yds

Cover-2: Always in bump position outside shoulder

Cover-2 Man: Don't use

## 3. DB STUDY

Play-Making Ability: GOOD FAIR POOR

Competitiveness: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Best Match-Ups Or Routes Against Him: Chair, play-action, WR screen long

Ways To Make A Big Play Against Him: Above plays

Continued on next page

Can He Be Fooled On Routes? ALWAYS SOMETIMES NEVER

Which Routes: Double-moves in man coverage

Does He Cover Play-Action Well? ALWAYS SOMETIMES NEVER

Very aggressive in run support. Sometimes leaves coverage area too soon!

Does He Tip Off When He Blitzes? YES NO

How? Changes normal inside alignment closer to DL

**4. RUN TECHNIQUE. (How Well Does He React To):**

Inside Run GOOD FAIR POOR

Outside Run GOOD FAIR POOR

Sweep GOOD FAIR POOR

Trap GOOD FAIR POOR

Special Play GOOD FAIR POOR

Option GOOD FAIR POOR

**5. HOW WELL DOES HE DEFEAT BLOCKS? GOOD FAIR POOR**

What Is Your Best Blocking Technique To Beat Him? \_\_\_\_\_

Can You Crack Block Him Successfully? YES NO \_\_\_\_\_

**6. DROP-BACK PASS. (How Do You Adjust Your Route Or Blocking To):**

Cover-3: Look for seams

Cover-1 (Man): Separate, double-moves

Cover-4: Cut down long routes to open seams

Blitz: Look for ball quickly

Cover-2 Man: Don't use

Cover-2: Deep corner seam under safety

Short Yardage (Technique): Run with play adjustment rules

Goal-Line (Technique): Run with route adjustment rules

Long Yardage (Technique): Run with route long enough for 1st down

**7. TOUGHEST COVERAGES FOR YOU TO READ: None**

**8. DOWNS THEY BLITZ ON: 2nd & 3rd**

**9. FIELD ZONES THEY BLITZ ON: Scoring zone (50- 20) Red zone (20-0)**

**10. WHAT DOES HE DO BEST? Strip ball after catch, hits hard**

**11. WHAT PATTERNS/RUNNING PLAYS MUST I BEAT MY DEFENDER ON FOR US TO WIN? Run disciplined patterns & only adjust to coverage – no freelancing!**

**12. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? Do what we have been taught!**

**13. WHAT TEAM COVERAGES MUST WE BEAT TO WIN? All — trust our plays & abilities to execute**

# OFFENSIVE LINE OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

1. STANCE \_\_\_\_\_

2. DEFENSIVE ALIGNMENT \_\_\_\_\_

Nose:	0 TECH	1 TECH	SHADE	TILT
Right DT:	2I TECH	2 TECH	3 TECH	
Left DT:	2I TECH	2 TECH	3 TECH	
Right DE:	7 TECH	6 TECH	9 TECH	8 TECH
Left DE:	7 TECH	6 TECH	9 TECH	8 TECH

Other: \_\_\_\_\_

Inside LB: \_\_\_\_\_

Outside LB: \_\_\_\_\_

Strong Safety: \_\_\_\_\_

3. DEFENSIVE RUN TECHNIQUE

Hand Use: \_\_\_\_\_

Feet: \_\_\_\_\_

Position (*High/Low, etc.*) \_\_\_\_\_

Slant: \_\_\_\_\_

Blow Delivery: \_\_\_\_\_

Twist: \_\_\_\_\_

Stunt: \_\_\_\_\_

Blitz: \_\_\_\_\_

Zone Blitz: \_\_\_\_\_

Pursuit: \_\_\_\_\_

4. PLAY-ACTION RUSH TECHNIQUE

Playside: \_\_\_\_\_

Backside: \_\_\_\_\_

5. DROP-BACK PASS-RUSH TECHNIQUE

Alignment: \_\_\_\_\_

His Best Rush Move: \_\_\_\_\_

Hands: QUICK AVERAGE SLOW

Feet: QUICK AVERAGE SLOW

How They Attack Our Passing Pocket: \_\_\_\_\_

Technique: \_\_\_\_\_

Scheme: \_\_\_\_\_

6. SHORT-YARDAGE TECHNIQUE: \_\_\_\_\_

*Continued on next page*

7. GOAL-LINE TECHNIQUE: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

8. RUNNING GAME (Expected Defense):

8- & 9-Hole plays: Weak \_\_\_\_\_  
Strong \_\_\_\_\_

6- & 7-Hole Plays: Weak \_\_\_\_\_  
Strong \_\_\_\_\_

4- & 5-Hole Plays: Weak \_\_\_\_\_  
Strong \_\_\_\_\_

2- & 3-Hole Plays: Weak \_\_\_\_\_  
Strong \_\_\_\_\_

0- & 1-Hole Plays: Weak \_\_\_\_\_  
Strong \_\_\_\_\_

9. TOUGHEST PLAYS FOR ME TO BLOCK: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

10. DOWNS THEY STUNT ON: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

11. DOWNS THEY BLITZ ON? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

12. TOUGHNESS    GOOD    FAIR    POOR  
EXPLOSION    GOOD    FAIR    POOR  
ABILITY TO GET OFF BLOCKS    GOOD    FAIR    POOR

13. PLAYER'S STRENGTHS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

14. PLAYER'S WEAKNESSES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# OFFENSIVE LINE OPPONENT-EVALUATION FORM

TEAM Crusaders

Player Name: Jablonski Height: 6-2 Weight: 255

Jersey Number: #60 Positions: D-line

1. STANCE 3-point

2. DEFENSIVE ALIGNMENT Mostly 9 tech

Nose:	0 TECH	1 TECH	SHADE	TILT
Right DT:	2 TECH	2 TECH	3 TECH	
Left DT:	2 TECH	2 TECH	3 TECH	
<u>Right DE:</u>	7 TECH	<u>6 TECH</u>	<u>9 TECH</u>	8 TECH
Left DE:	7 TECH	6 TECH	9 TECH	8 TECH

Other: \_\_\_\_\_

Inside LB: \_\_\_\_\_

Outside LB: \_\_\_\_\_

Strong Safety: \_\_\_\_\_

3. DEFENSIVE RUN TECHNIQUE

Hand Use: Average

Feet: Very good

Position (High/Low, etc.) Gets high

Slant: Never

Blow Delivery: Favorite tech

Twist: Yes

Stunt: No

Blitz: Yes

Zone Blitz: No – never drops

Pursuit: Good

4. PLAY-ACTION RUSH TECHNIQUE

Playside: Often takes run fake

Backside: Plays well & under control

5. DROP-BACK PASS-RUSH TECHNIQUE

Alignment: 9 tech, he often rushes out of control!

His Best Rush Move: Swim

Hands: QUICK AVERAGE SLOW

Feet: QUICK AVERAGE SLOW

How They Attack Our Passing Pocket: 4 man rush – often no gaps

Technique: No coordinated rush, each player tries to get QB

Scheme: Rush in lanes, twist sometimes

6. SHORT-YARDAGE TECHNIQUE: \_\_\_\_\_

Continued on next page

7. GOAL-LINE TECHNIQUE: 4 point  
\_\_\_\_\_  
\_\_\_\_\_

8. RUNNING GAME (Expected Defense):

8- & 9-Hole plays: Weak 4-3, 4-4

Strong 4-3, 4-4

6- & 7-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

4- & 5-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

2- & 3-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

0- & 1-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

9. TOUGHEST PLAYS FOR ME TO BLOCK: Slot screen – must clear #60 to get to CB, others OK  
\_\_\_\_\_  
\_\_\_\_\_

10. DOWNS THEY STUNT ON: None  
\_\_\_\_\_  
\_\_\_\_\_

11. DOWNS THEY BLITZ ON? 2nd – 3rd  
\_\_\_\_\_  
\_\_\_\_\_

12. TOUGHNESS GOOD FAIR POOR

EXPLOSION GOOD FAIR POOR

ABILITY TO GET OFF BLOCKS GOOD FAIR POOR

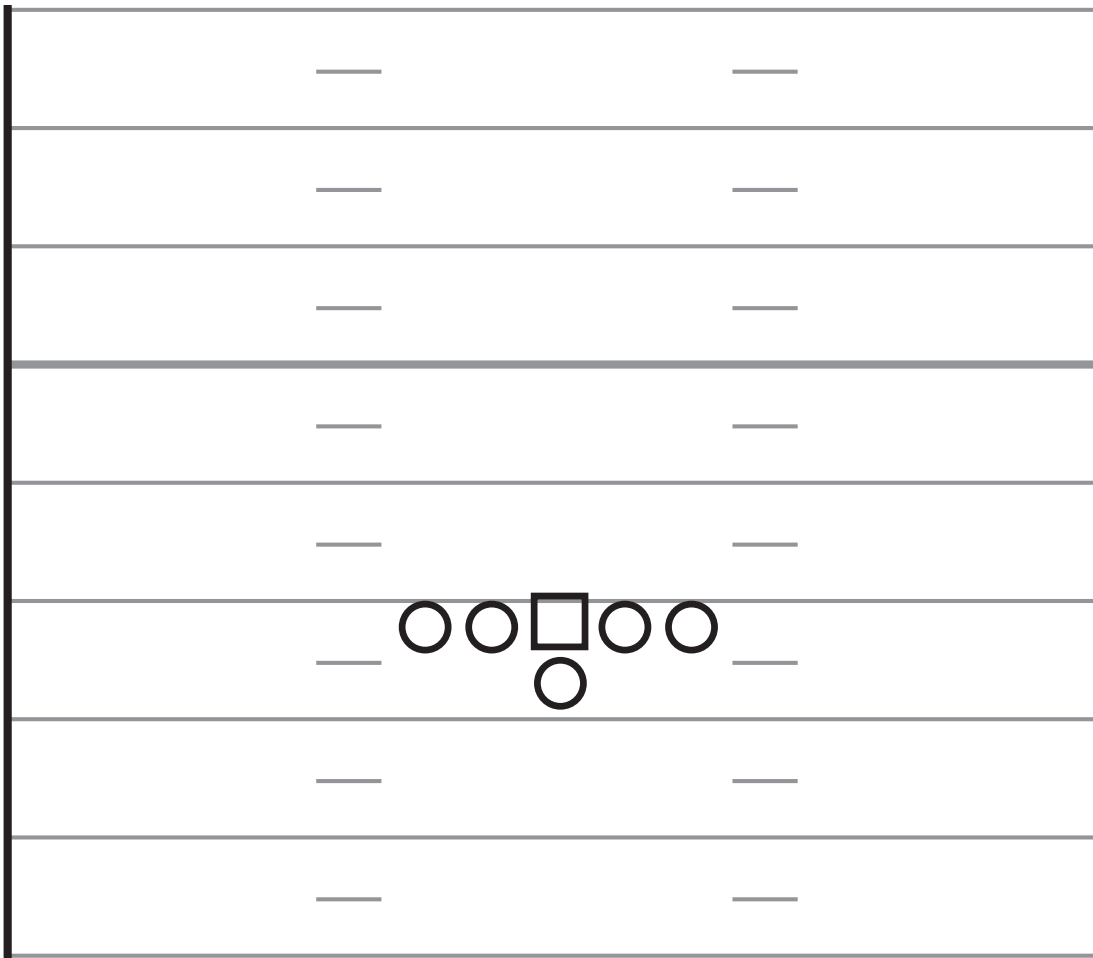
13. PLAYER'S STRENGTHS: Reads plays well  
\_\_\_\_\_  
\_\_\_\_\_

14. PLAYER'S WEAKNESSES: Too aggressive – loses leverage  
\_\_\_\_\_  
\_\_\_\_\_

15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE? 1. Be patient  
2. Ride him out of passing lane  
\_\_\_\_\_  
\_\_\_\_\_



# COACHING NOTES



NOTES: \_\_\_\_\_

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# CHAPTER 5

# OFFENSIVE GRADE SHEETS — BY POSITION

ALL GOOD COACHES want to improve the effectiveness and efficiency of their offense. While most coaches make corrections to their players after games, a much better way to evaluate performance is to actually grade players from game films.

Before explaining how I grade players, I must share a few words of caution —

grading takes a lot of time. To grade all 11 players for an offense consisting of 50 plays, you must watch the game film 550 times (and that is assuming you can see everything in one rewind of the film for each player — a task I've never been able to accomplish).

A solution is to have position coaches grade their players. Doing so not only cuts film-watching demands to maybe 200 times or so per coach, but it also strengthens your staff. Before you tell players you are going to grade them, make sure you can find the time — without sacrificing the next week's preparation. Finding the time is not as much of a problem for full-time coaches, but for

the rest of us, other constraints can really cut into your grading time. At a minimum, however, grade every game you lose. Losses should be graded to ensure there are no critical flaws in preparation. Good coaches are going to study their mistakes anyway, so why not grade at the same time? Also, try to grade the “great” perform-

ances just to be sure they were as great as you thought they were.

Another important item for grading is knowing the offensive call for each play. This is not a problem if you

chart all offensive calls on the sidelines — you can use the call sheet to check if the player executed the proper techniques for the called play. Grading is tremendously difficult, however, if you are trying to figure out the play call from watching the film alone. I have found this to be hard or even impossible because something that might look like a correctly executed assignment may actually have been the incorrect technique for the called play.

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*“Grading is an advanced technique that will enhance your players’ ability to play better football...”*

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## HOW IT WORKS

For each of the position grading sheets, a player is graded with a “1” or a “0” in each category for all graded categories. A “1” indicates the player accomplished the task correctly. A “0” indicates the task was not accomplished correctly. A critical mistake is denoted with a “Z,” while an “A” indicates great technique or effort.

On each of the sheets, there is a final percentage grade that is calculated by the successfully completed graded items divided by the number of opportunities.

## USING THE GRADE SHEET

The Quarterback Grade Sheet (5.1) grades the QB on his control of the huddle and line of scrimmage, snap technique, ball handling, pass drop, pass technique and fakes. Also recorded (but not graded) are QB completions, yards rushing, completions/attempts and yards passing.

The QB completions needs some explanation. For this metric, any pass that should have been caught is recorded as a completed pass. This tells you how well the QB is delivering the ball to his receivers, and more importantly, highlights problems that need fixing. Therefore, if the QB delivers the ball consistently to the right place but the receivers are dropping the passes, those drops would actually be counted as a QB completion. On the other hand, if the QB is throwing so hard that the receivers can’t catch the ball, it is not a QB completion. Looking at completions in this light helps highlight the need to spend extra time on receiver skills. A QB completion is also counted when the QB throws the ball away to avoid an interception.

I’ve found that the QB respects coaches who evaluate his total play by not counting dropped passes and throwaways against his stats. This evaluation technique really has helped improve our passing game.

## OTHER GRADE SHEETS

On the Offensive Back Grade Sheet (5.2), players are graded on alignment,

technique, ball protection, run drive, blocking, pass route and fakes. Yards rushing, catch yards and yards after contact are also recorded.

On the Receivers Grade Sheet (5.3), players are graded on alignment, release technique, ball protection, pass routes, catch technique and blocking. Great effort, attempts/catches, catch yards and yards after catch are also recorded.

On the Offensive Line Grade Sheet (5.4), players are graded on six items for each play they are in the game. In most cases, three or four items will occur on every play. The graded items are alignment, technique, fire out, contact, run block and pass block. On my grade sheet for offensive linemen, I record — but do not grade — items such as got man, missed man, missed assignment and great effort.

Each player graded should receive standardized comments about technique on his grade sheet. For example, run-blocking techniques may be a shoulder-block technique often used with a wing-T type team or iso-blocking techniques. Each coach should develop a standard list of error comments to help reinforce the desired technique.

At the end of each grade sheet are comment fields. “Coaching Points” include comments about correct techniques, game situations or anything else that needs coaching attention. Under “Things To Work On This Week,” items such as defeating defenders, sustaining blocks, choosing the correct running alley, selecting the proper receiver in the pass progression, etc., are listed. Finally, the “Summary” field includes thoughts about the type of football game that they played. I always try to be positive unless there is no other alternative.

Grading is an advanced technique that will enhance your players’ ability to play better football. Used properly, it will give you new insight to how well your players are actually playing.

# QUARTERBACK GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Control Huddle & LOS	Correct Snap Technique	Ball Handling	Pass Drop	Pass Technique	Fakes	** QB Comp.★	** Yds. Rushing	** Comp / Attempts	** Yds. Passing	Total Pts.	Grade

★ Balls that should have been caught and those intentionally thrown away are recorded as a completions.

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_

# QUARTERBACK GRADE SHEET

Name: Johnson

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Control Huddle & LOS	Correct Snap Technique	Ball Handling	Pass Drop	Pass Technique	Fakes	** QB Comp. ★	** Yds. Rushing	** Comp / Attempts	** Yds. Passing	Total Pts.	Grade
	10	10/10	9/10	7/10	2/3	2/3	4/7	3-3	12	2/3	22	34/43	79.06%
WR Screen	1	1	1	1	A-1	1		1-1		1/1	8		
32 Veer	2	1	O-Z	O-Z			0		12				
Slot Screen	3	1	1	1									
31 Veer	4	1	1	1			0						
Veer Bootleg	5	1	1	O-Z	0	1	1	1-1		1/1	14		
43 Lead	6	1	1	0			0						
WR Long Screen	7	1	1	1			1						
69 Speed Option	8	1	1	1									
White 4	9	1	1	1	1	0	1	1-1		0/1	0		
31 Trap	10	1	1	1			1						
<b>Total</b>	<b>10</b>	<b>10</b>	<b>9</b>	<b>7</b>	<b>2</b>	<b>2</b>	<b>4</b>	<b>3-3</b>	<b>12</b>	<b>2/3</b>	<b>33</b>	<b>34/43</b>	<b>79%</b>

★ Balls that should have been caught and those intentionally thrown away are recorded as a completions.

COACHING POINTS: Remember to read dive key correctly during QB-FB exchange

THINGS TO WORK ON THIS WEEK: QB-Center exchange, ball handling, faking

SUMMARY: Solid game but you are rushing the QB-FB dive - slow down & ride FB on veer series

# OFFENSIVE BACK GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Technique	Protect Ball	Run Drive	Block	Pass Route	Fake	** Yds. Rushing	** Catch Yds.	**Yds. After Contact	Total Pts.	Grade

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_

# OFFENSIVE BACK GRADE SHEET

Name: Smith

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Technique	Protect Ball	Run Drive	Block	Pass Route	Fake	** Yds. Rushing	** Catch Yds.	**Yds. After Contact	Total Pts.	Grade
	10	9/10	9/10	5/6	4/5	2/3	1/1	0/1	25	3	12	30/43	83.33%
WR Screen	1	1	1										
32 Veer	2	1	1	1	1				17		10		
Slot Screen	3	1	A										
31 Veer	4	1	1	1									
Veer Bootleg	5	0	0	0-Z									
43 Lead	6	1	1	1	1				3		0		
WR Long Screen	7	1	1			1							
69 Speed Option	8	1	1	1	1								
White 4	9	1	1			1	1						
31 Trap	10	1	1	1	1				5		2		
<hr/>													
Total	10	9	9	2	4	2	1	0	25		12	30/43	83%

COACHING POINTS: Veer bootleg exchange very poor - no fake & you tried to take ball from QB — almost caused a fumble!

THINGS TO WORK ON THIS WEEK: Bootleg fake, timing on veer series

SUMMARY: Great, hard-running game! Don't get lazy on fakes - be a complete player!

# RECEIVER GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Release Technique	Protect Ball	Pass Route	Catch Technique	Blocking	** Great Effort	** Catches / Attempts	** Catch Yds.	**Yds. After Contact	Total Pts.	Grade

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_



# RECEIVER GRADE SHEET

Name: J. Swift

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Release Technique	Protect Ball	Pass Route	Catch Technique	Blocking	** Great Effort	** Catches / Attempts	** Catch Yds.	**Yds. After Contact	Total Pts.	Grade
	10	9/10	9/10	2/3	2/3	2/3	4/7	1	2/3	23	7	28/36	77.07%
WR Screen	1	1	A	1	1	1			1/1	8	5		
32 Veer	2	1	1				1						
Slot Screen	3	1	1				0						
31 Veer	4	1	1				1	1					
Veer Bootleg	5	0	O-Z	1	O-Z	A-1			1/1	15	2		
43 Lead	6	1	1				1						
WR Long Screen	7	1	1										
69 Speed Option	8	1	1										
White 4	9	1	1	O-Z	1	0		1-0					
31 Trap	10	1	1				1						
<hr/>													
Total	10	9	9	2	3	2	4	1	2/3	23	7	28/36	77%

COACHING POINTS: Poor route on bootleg pass. Must concentrate on audibles

THINGS TO WORK ON THIS WEEK: Routes, missed audible on white 4 call!

SUMMARY: You made a great catch on the veer bootleg pass because you ran a poor route & had to dive for the ball. Remember, a good route = easy catch

# OFFENSIVE LINE GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Technique	Fire Out	Contact	Run Block	Pass Block	** Got Man	** Missed Man	** Missed Assignment	** Great Effort	Total Pts.	Grade
		/	/	/	/	/	/					/	

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_

# OFFENSIVE LINE GRADE SHEET

Name: Grabowski

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Offensive Call	Total Plays	Alignment	Technique	Fire Out	Contact	Run Block	Pass Block	** Got Man	** Missed Man	** Missed Assignment	** Great Effort	Total Pts.	Grade
	10	9/10	9/10	8/10	9/10	3/5	2/5	5	4	1	2	40/50	80%
WR Screen	1	1	A	1	1		1	1			1		
32 Veer	2	1	1	1	1	1		1					
Slot Screen	3	0	0	0-Z	0		0-Z		1	1			
31 Veer	4	1	A	1	1	1		1			1		
Veer Bootleg	5	1	1	1	1		0						
43 Lead	6	1	1	1	1	0		1	1				
WR Long Screen	7	1	1	1	1		1	1					
69 Speed Option	8	1	1	1	1				1				
White 4	9	1	1	1	1		0						
31 Trap	10	1	1	0	1	0			1				
<hr/>													
Total	10	9	9	8	9	3	2	5	4	1	2	40/50	80%

COACHING POINTS: Missed assignment on slot screen

THINGS TO WORK ON THIS WEEK: 1. Run blocking - trap & 43 lead 2. Slot screen play

SUMMARY: Solid game but you are not finishing your man. Become more aggressive & dominate — you have the talent!



# CHAPTER 6

# DEFENSIVE SKILLS — BY POSITION

SIMILAR TO CHAPTER 2 (“Offensive Skills — By Position”) the purpose of this chapter is to help football coaches establish the exact skills necessary for their players to master for each respective defensive position.

Included are skill-level checklists — both basic and advanced — for the following position areas:

- ✓ Defensive line (6.1).
- ✓ Defensive ends (6.2).
- ✓ Linebackers (6.3).
- ✓ Defensive backs (6.4).

While all work is original, the idea for these forms came from the *Football Coach’s Survival Guide* by Michael D. Koehler.

# DEFENSIVE LINE SKILLS

Name: \_\_\_\_\_

-----  
**BASIC SKILLS**

**Before competing at the varsity level, defensive line players must be able to:**

- Establish a balanced 3- and 4-point stance.
- React to the snap of ball and make contact with the opponent in a fundamentally sound position (hit-lift-look and flipper-shiver technique).
- React laterally (right or left) using correct technique.
- Consistently control the assigned run gap using correct defensive technique.
- React to and defeat an offensive block.
- Execute solid tackling fundamentals.
- Know how to react to the pass situation (a determined pass rush or cover-and-contain based on defensive assignment).
- Learn and execute the defensive assignment based on offensive key.
- Learn basic defensive calls (assignments and responsibilities).

-----  
**ADVANCED SKILLS**

**To succeed at the varsity level, defensive line players must be able to:**

- Execute basic skills correctly on 9 out of every 10 plays.
- Control the assigned run gap and limit the gain to less than 3 yards on at least 8 out of every 10 plays.
- Defeat or stalemate the offensive blocker on 8 out of every 10 plays (know blocking progression).
- Execute the correct stunt and alignment technique.
- Recognize and call out all the opponent's offensive line formations (double-tight, unbalanced line, etc.)
- Execute the correct pass-rush technique on 9 out of 10 plays.
- Force at least 1 turnover or tackle behind the line of scrimmage.
- Force at least 1 hurried or blocked pass per game.

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**NOTES:** \_\_\_\_\_

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# DEFENSIVE END SKILLS

Name: \_\_\_\_\_

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## BASIC SKILLS

Before competing at the varsity level, the defensive end must be able to:

- Establish a balanced 2-, 3- and 4-point stance.
- React on the snap and make contact with the opponent in a fundamentally sound position (hit-lift-look and flipper-shiver technique).
- React laterally (right or left) using the correct technique.
- Consistently control the assigned run gap using the correct defensive technique.
- React to and defeat an offensive block.
- Execute solid tackling fundamentals.
- Know how to react to the pass situation (determined pass rush or cover-and-contain based on defensive assignment).
- Learn and execute the defensive assignment based on the offensive key.
- Learn basic defensive calls (assignments and responsibilities).

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## ADVANCED SKILLS

To succeed at the varsity level, the defensive end must be able to:

- Execute basic skills correctly on 9 out of every 10 plays.
- Control the assigned run gap and limit the gain to less than 3 yards on at least 8 out of every 10 plays.
- Defeat or staminate the offensive blocker on 8 out of every 10 plays.
- Execute correct stunt and alignment technique.
- Recognize and call out all line offensive formations (double-tight, unbalanced line, etc.).
- Execute correct pass-rush technique.
- Force at least 1 turnover or tackle behind the line of scrimmage.
- Force at least 1 hurried or blocked pass per game.

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NOTES: \_\_\_\_\_

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# LINEBACKER SKILLS

Name: \_\_\_\_\_

## BASIC SKILLS

**Before competing at the varsity level, the linebacker must be able to:**

- Establish a sound hit position and stance.
- Deliver an effective forearm blow (react to and defeat an offensive block).
- React laterally (right or left) using the correct technique and correct pursuit path.
- Execute solid tackling fundamentals.
- Consistently control the assigned run gap using the correct defensive technique.
- Know how to react to the pass situation (determine whether o pass rush or cover the receiver based on defensive assignment).
- Learn and execute the defensive assignment based on the offensive key.
- Learn basic defensive calls (alignment and responsibilities).

## ADVANCED SKILLS

**To succeed at the varsity level, the linebacker must be able to:**

- Execute basic skills correctly on 9 out of every 10 plays.
- Control the assigned run gap and limit the gain to less than 3 yards on at least 8 out of every 10 plays.
- Limit the pass receiver to 4 catches out of every 10 plays in your area of responsibility.
- Execute correct hand shiver and other avoidance skills.
- Recognize and call out all offensive formations.
- Call out likely plays from opponent's offensive formations based on the scouting report.
- Execute the correct blitz technique.
- Defeat offensive blocker on 8 out of every 10 plays.
- Force at least 1 turnover or tackle behind the line of scrimmage per game.

**NOTES:** \_\_\_\_\_

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# DEFENSIVE BACK SKILLS

Name: \_\_\_\_\_

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**BASIC SKILLS**

**Before competing at the varsity level, the defensive back must be able to:**

- Establish a solid hit position and stance.
- Consistently execute backward running technique.
- Consistently cover the assigned receiver using man-coverage techniques.
- Consistently cover assigned zone-coverage area and react to the receiver once the ball is thrown.
- Defeat the blocker and force play using the correct technique.
- React on a correct pursuit path.
- Execute solid tackling fundamentals.
- Learn basic defensive calls (alignment and responsibilities).

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**ADVANCED SKILLS**

**To succeed at the varsity level, the defensive back must be able to:**

- Execute basic skills correctly on 9 out of every 10 plays.
- Determine run and pass responsibility based on the offensive formation/defensive responsibility.
- Limit the pass receiver to 4 catches out of every 10 plays in area of responsibility.
- Execute correct hand-shiver and other avoidance techniques.
- Recognize and call out offensive formations and identify the most dangerous receiver in your area of responsibility.
- Call out likely plays from opponent's formations based on the scouting report.
- Execute the correct blitz technique.
- Aggressively support against the run only after opponent can no longer pass.
- Defeat offensive blocker on 8 out of every 10 plays.
- Force at least 1 turnover or tackle behind the line of scrimmage per game.

**NOTES:** \_\_\_\_\_

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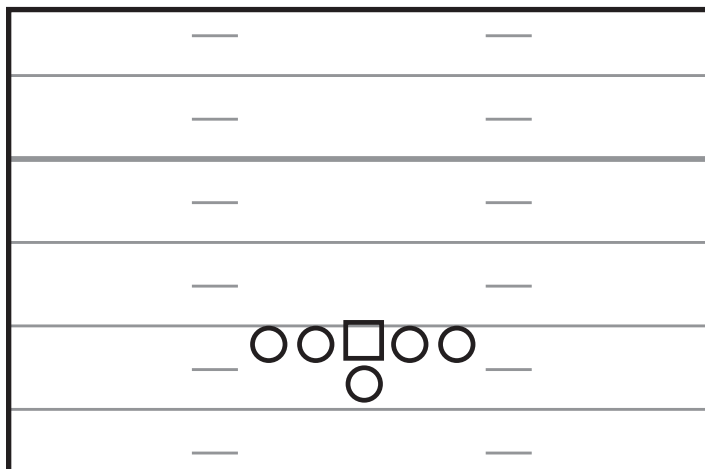
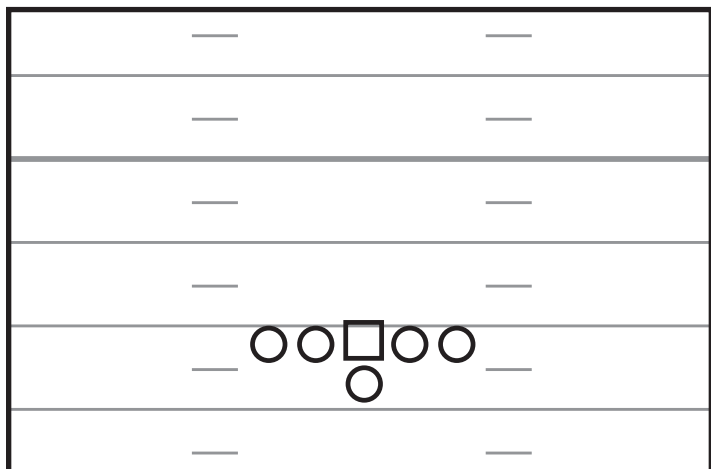
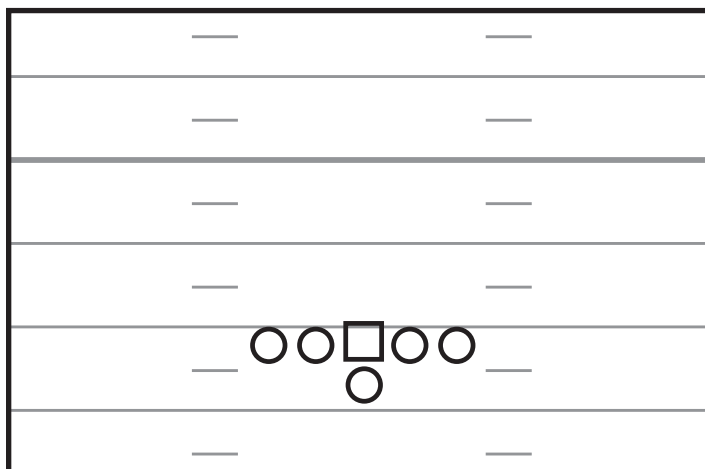
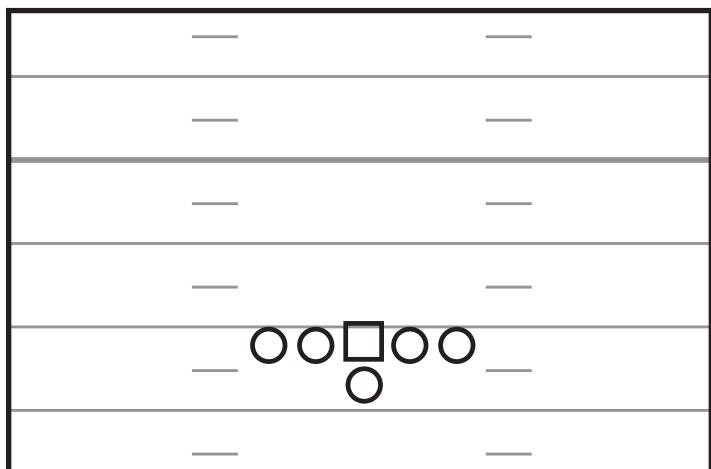
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# COACHING NOTES



NOTES: \_\_\_\_\_

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# CHAPTER 7

## DEFENSIVE DRILL & TECHNIQUE CHECKLIST FORMS — BY POSITION

THIS CHAPTER consists of “practice reminders” that help a defensive coach manage drills during practice time. It is the defensive counterpart to the forms introduced in Chapter 3.

Each of the worksheets lists the drills and techniques that the respective position player needs to practice to become a better defensive player. There is room to keep an accurate record of drills performed for up to 10 practices.

Defensive Drill & Technique Checklists are included for:

- ✓ Defensive line (7.1).
- ✓ Defensive ends (7.2).

- ✓ Linebackers (7.3).
- ✓ Defensive backs (7.4).

A blank form (7.5) is also provided at the end so that you can create your own forms — with your own favorite defensive drills — for each of the positions.

The idea behind these forms is to ensure that the proper skills are being taught and to help the coach add variety to individual drill periods. It also helps ensure that no important techniques or drills are overlooked in practice. All work is original, but the idea for these sheets came from books written by the late Fritz Shurmur, former Green Bay Packers defensive coordinator.

# DEFENSIVE LINE DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance</b>										
Carioca										
<b>Ladder Drills</b>										
<b>Bag Drills</b>										
High step forward										
Side shuffle over bags										
Quick feet over dummies										
Forward/backward										
Between dummies										
<b>Sled Drills</b>										
Hands from knees										
Hands from up position										
Hands down the line										
Blow delivery/gap step										
Pass rush sled										
<b>Power</b>										
Blow delivery/gap step										
Swim										
Slant										
<b>Tackling Drills</b>										
Thuds										
Shake and bake										
Tennessee 6-on-5										
<b>Run 1-on-1 Drills</b>										
Blow delivery/gap step										
Slant										
<b>Run 2-on-1 Drills</b>										
Double-team										
X block										
Run 3-on-2										
Trap										
Base										
Draw										
Blocking progression										
<b>Pass 1-on-1</b>										
Blow delivery/gap step										
Slant										
Sprint, touch and go										
Swim										

# DEFENSIVE END DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
<b>Stance</b>										
<b>Ladder Drills/Carioca</b>										
<b>Bag Drills</b>										
High step forward										
Side shuffle over bags										
Quick feet over dummies										
Between dummies										
<b>Sled Drills</b>										
Hands from knees										
Hands from up position										
Hands down line										
<b>Pass Rush Sled</b>										
Power										
Blow delivery/gap step										
Swim										
<b>Run 1-on-1 Drills</b>										
Blow delivery/gap step										
Loop step										
Gap charge										
2-gap technique										
<b>Run 2-on-1 Drills</b>										
Double-team										
X block										
<b>Run 3-on-2</b>										
Pull										
Base										
Draw										
Blocking progression										
<b>Tackling Drills</b>										
Thuds										
Shake and bake										
Tennessee 6-on-5										
<b>Pass 1-on-1 Rush</b>										
Blow delivery/gap step										
Slant										
<b>Pass Coverage</b>										
Cover-1										
Cover-2										
Cover-3										
Cover-4										

# LINEBACKER DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
2-point stance										
<b>Ladder Drills/Carioca</b>										
<b>Bag/Cone Drills</b>										
High step forward										
Side shuffle over bags										
Quick feet over dummies										
<b>Hip Flexibility</b>										
<b>Sled Drills</b>										
Hands from up position										
<b>Pass Rush Sled</b>										
Blow delivery/gap step										
Swim										
<b>Tackling Drills</b>										
Thuds										
Shake and bake										
Shed drill										
Tennessee 6-on-5										
Close sideline drill										
<b>Key Drills</b>										
<b>Run 1-on-1 Drills</b>										
Blow delivery/gap step										
Option drill										
<b>Run 2-on-1 Drills</b>										
Double-team										
X block										
<b>Run 3-on-2</b>										
Trap										
Base										
Draw										
<b>Pass 1-on-1 Rush</b>										
Blow delivery/gap step										
Swim										
Blitz										
<b>Team Pass Coverages</b>										
Cover-1										
Cover-2										
Roll cover-2										
Cover-3										
Cover-4										

# DEFENSIVE BACK DRILL & TECHNIQUE CHECKLIST

WEEKS OF: \_\_\_\_\_

Drill	1	2	3	4	5	6	7	8	9	10
2-point stance										
Carioca										
<b>Ladder Drills</b>										
<b>Hip Flexibility</b>										
Backpedal										
Backpedal and communicate										
In the box (W Drill)										
Mirror drill										
All-in-one drill										
<b>Ball Drills</b>										
Highest point										
Break on indicator										
Backpedal indicator										
One hand interception										
Speed turns										
Tip drills										
Break on hash										
Divide drill										
Strip drill										
Interception angle drills										
<b>Run Drills</b>										
Option drill										
Run force										
<b>Tackling Drills</b>										
Thuds										
Shake and bake										
Tennessee 6-on-5										
Close sideline drill										
<b>Cover Drills</b>										
Bump and run										
Man coverage										
Zone coverage										
Press coverage										
<b>Team Pass Coverages</b>										
Cover-1										
Cover-1 crash										
Cover-2										
Roll cover-2										
Cover-3										
Cover-4										
Cover-5										





# CHAPTER 8

# DEFENSIVE OPPONENT- EVALUATION FORMS

SIMILAR TO its offensive counterpart in Chapter 4, the purpose of this chapter is to help defensive players prepare for the team — and individuals — they will face in the upcoming game. The forms that follow are a comprehensive list to help defensive players look for weaknesses and advantages in their assigned match-ups.

Defensive Opponent-Evaluation Forms are included for:

✓ Defensive line (8.1).

✓ Linebackers (8.2).

✓ Defensive backs (8.3).

A completed example accompanies each of the forms.

These forms are also excellent tools to teach players how to watch and study game film. Further, these forms function as a study guide that players can use and reference on their own time when studying their responsibilities for the upcoming game.



# DEFENSIVE LINE OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

1. STANCE: \_\_\_\_\_

### 2. SPLITS

Run: \_\_\_\_\_ Play-Action: \_\_\_\_\_ Drop Back: \_\_\_\_\_

Goal-Line: \_\_\_\_\_ Short Yardage: \_\_\_\_\_ Plays To: \_\_\_\_\_

Plays Away: \_\_\_\_\_

### 3. RUN TECHNIQUE

Hand Use: \_\_\_\_\_ Feet: \_\_\_\_\_

Position (High/Low, etc): \_\_\_\_\_ Double-Team: \_\_\_\_\_

Pull: \_\_\_\_\_ Trap: \_\_\_\_\_

Down Block: \_\_\_\_\_ Reach Block: \_\_\_\_\_

Influence Blocks: \_\_\_\_\_ Man: \_\_\_\_\_

### 4. PLAY-ACTION TECHNIQUE

Playside: \_\_\_\_\_

Backside: \_\_\_\_\_

### 5. DROP-BACK PASS

Splits: \_\_\_\_\_

QB Set: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE

Hands: HEAVY BALANCED LIGHT

Feet: QUICK AVERAGE SLOW

How They Pick Up: \_\_\_\_\_ Technique: \_\_\_\_\_

Scheme: \_\_\_\_\_

6. SHORT-YARDAGE TECHNIQUE: \_\_\_\_\_

7. GOAL-LINE TECHNIQUE: \_\_\_\_\_

### 8. RUNNING GAME (Formation And Play)

8- & 9-Hole plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

6- & 7-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

4- & 5-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

2- & 3-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

0- & 1-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

Continued on next page

- 9. TOUGHEST PLAYS FOR ME TO READ: \_\_\_\_\_  
\_\_\_\_\_
- 10. DOWNS THEY DRAW ON: \_\_\_\_\_  
\_\_\_\_\_
- 11. DOWNS THEY SCREEN ON: \_\_\_\_\_  
\_\_\_\_\_
- 12. PASS PROTECTIONS USED: \_\_\_\_\_  
\_\_\_\_\_
- 13. PLAYER'S STRENGTHS: \_\_\_\_\_  
\_\_\_\_\_
- 14. PLAYER'S WEAKNESSES: \_\_\_\_\_  
\_\_\_\_\_
- 15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE? \_\_\_\_\_  
\_\_\_\_\_

# DEFENSIVE LINE OPPONENT-EVALUATION FORM

TEAM Crusaders

Player Name: Smith Height: 6-3 Weight: 260

Jersey Number: 73 Positions: 0 Tackle

1. STANCE: 3 point

2. SPLITS

Run: 3 Feet Play-Action: 3 Feet Drop Back: 3 Feet

Goal-Line: 2 Feet Short Yardage: 2 Feet Plays To: 3 Feet

Plays Away: 3 Feet

3. RUN TECHNIQUE

Hand Use: Very good Feet: Average

Position (High/Low, etc): Often gets too high Double-Team: w/ guard or TE

Pull: On T trap play or counter Trey Trap: T trap

Down Block: Yes Reach Block: Yes

Influence Blocks: No Man: Yes

4. PLAY-ACTION TECHNIQUE

Playside: Plays look the same

Backside: Plays look the same

5. DROP-BACK PASS

Splits: 3 Feet

QB Set: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE

Hands: HEAVY BALANCED LIGHT

Feet: QUICK AVERAGE SLOW

How They Pick Up: Zone Technique: Punches

Scheme: 6-man protection base scheme

6. SHORT-YARDAGE TECHNIQUE: \_\_\_\_\_

7. GOAL-LINE TECHNIQUE: \_\_\_\_\_

8. RUNNING GAME (Formation And Play)

8- & 9-Hole plays: Weak In Pro set, he will X block on wide plays.

Strong In Pro set, he'll down block on sweep.

6- & 7-Hole Plays: Weak In Pro set, he blocks me in.

Strong In Pro set, he blocks me out.

4- & 5-Hole Plays: Weak In Pro set, he guard traps.

Strong In Pro set, he guard traps.

2- & 3-Hole Plays: Weak In Pro set, he traps lead dive.

Strong In Pro set, he traps lead dive.

0- & 1-Hole Plays: Weak In Pro set, he traps lead dive.

Strong In Pro set, he traps lead dive.

Continued on next page

9. TOUGHEST PLAYS FOR ME TO READ: Tackle Trap
- 
10. DOWNS THEY DRAW ON: 3rd
- 
11. DOWNS THEY SCREEN ON: 2nd or 3rd
- 
12. PASS PROTECTIONS USED: 6 man zone & man Scheme – 7 man on long pass route
- 
13. PLAYER'S STRENGTHS: Pass Blocking
- 
14. PLAYER'S WEAKNESSES: Very aggressive – I can get him off balance
- 
15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE? Execute what my coaches have taught me!
-

# LINEBACKER OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

**1. STANCE OF RBs** \_\_\_\_\_

Does He Fake Well: ALWAYS SOMETIMES NEVER

Type Of Runner: OUTSIDE INSIDE BOTH

How Does RB's Speed Relate To My Speed? FASTER SAME SLOWER

Toughness: PHYSICAL FAIR CAN BE INTIMIDATED

Carries The Football: TIGHT LOOSE

Open-Field Skills: GOOD FAIR POOR

Ability To Catch The Ball Out Of The Backfield: GOOD FAIR POOR

Is He The "Go-To" Guy On:

3rd Down: YES NO SOMETIMES

Short Yardage: YES NO SOMETIMES

Long Yardage: YES NO SOMETIMES

His Favorite Running Plays: \_\_\_\_\_

**2. QB STUDY**

Arm Strength: GOOD FAIR POOR

Accuracy: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Frequently Thrown Routes: \_\_\_\_\_

Does He Look You Off Before Throwing: ALWAYS SOMETIMES NEVER

Will He Run: ALWAYS SOMETIMES NEVER When: \_\_\_\_\_

Is He Fooled On Coverages: ALWAYS SOMETIMES NEVER

QB Drops: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE

Does He Run Play-Action Well: ALWAYS SOMETIMES NEVER

Does He Fake Well: ALWAYS SOMETIMES NEVER

Tip Off When Passing: YES NO SOMETIMES How? \_\_\_\_\_

**3. SPLITS**

Run: \_\_\_\_\_ Play-Action: \_\_\_\_\_ Drop-Back: \_\_\_\_\_

Goal-Line: \_\_\_\_\_ Short-Yardage: \_\_\_\_\_ Plays To: \_\_\_\_\_

Plays Away: \_\_\_\_\_

**4. RUN TECHNIQUE** (*List Primary Blocking Threats*)

Dive: \_\_\_\_\_ Double-Team: \_\_\_\_\_

Pull: \_\_\_\_\_ Trap: \_\_\_\_\_

Down-Block: \_\_\_\_\_ Reach-Block: \_\_\_\_\_

Influence Blocks: \_\_\_\_\_ Man: \_\_\_\_\_

Special Play: \_\_\_\_\_ Option: \_\_\_\_\_

*Continued on next page*

5. PLAY-ACTION TECHNIQUE (List Assignments)

Playside: \_\_\_\_\_

Backside: \_\_\_\_\_

6. DROP-BACK PASS (Who/What Do You Cover)

Splits: \_\_\_\_\_

QB Set: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE

Cover-3: \_\_\_\_\_ Cover-1 (Man): \_\_\_\_\_

Cover-4: \_\_\_\_\_ Blitz: \_\_\_\_\_

No Back: \_\_\_\_\_ Cover-2 Shadow: \_\_\_\_\_

Cover-2: \_\_\_\_\_ Cover-26: \_\_\_\_\_

Cover-2 Crash: \_\_\_\_\_

7. SHORT YARDAGE TECHNIQUE: \_\_\_\_\_

8. GOAL LINE TECHNIQUE: \_\_\_\_\_

9. RUNNING GAME (Formation And Play)

8- & 9-Hole plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

6- & 7-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

4- & 5-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

2- & 3-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

0- & 1-Hole Plays: Weak \_\_\_\_\_

Strong \_\_\_\_\_

10. TOUGHEST PLAYS FOR ME TO READ: \_\_\_\_\_

11. DOWNS THEY DRAW ON: \_\_\_\_\_

12. DOWNS THEY SCREEN ON: \_\_\_\_\_

13. PASS PROTECTIONS USED: \_\_\_\_\_

14. PLAYER'S STRENGTHS: \_\_\_\_\_

15. PLAYER'S WEAKNESSES: \_\_\_\_\_

16. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE? \_\_\_\_\_

# LINEBACKER OPPONENT-EVALUATION FORM

TEAM Crusaders

Player Name: Bielinski Height: 6-1 Weight: 220

Jersey Number: 32 Positions: FB

1. STANCE OF RBs 3 point

Does He Fake Well: ALWAYS SOMETIMES NEVER  
 Type Of Runner: OUTSIDE INSIDE BOTH  
 How Does RB's Speed Relate To My Speed? FASTER SAME SLOWER  
 Toughness: PHYSICAL FAIR CAN BE INTIMIDATED  
 Carries The Football: TIGHT LOOSE  
 Open-Field Skills: GOOD FAIR POOR  
 Ability To Catch The Ball Out Of The Backfield: GOOD FAIR POOR  
 Is He The "Go-To" Guy On:  
 3rd Down: YES NO SOMETIMES  
 Short Yardage: YES NO SOMETIMES  
 Long Yardage: YES NO SOMETIMES  
 His Favorite Running Plays: Trap

2. QB STUDY Right handed

Arm Strength: GOOD FAIR POOR  
 Accuracy: GOOD FAIR POOR  
 Affected By Pressure: ALWAYS SOMETIMES NEVER  
 Frequently Thrown Routes: Deep  
 Does He Look You Off Before Throwing: ALWAYS SOMETIMES NEVER  
 Will He Run: ALWAYS SOMETIMES NEVER When: Roll out Bootleg  
 Is He Fooled On Coverages: ALWAYS SOMETIMES NEVER  
 QB Drops: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE  
 Does He Run Play-Action Well: ALWAYS SOMETIMES NEVER  
 Does He Fake Well: ALWAYS SOMETIMES NEVER  
 Tip Off When Passing: YES NO SOMETIMES How? Licks fingers before reaching LOS

3. SPLITS

Run: 3 Feet Play-Action: 3 Feet Drop-Back: reduce to 2 feet  
 Goal-Line: 2 or less Short-Yardage: 2 or less Plays To: 3 Feet  
 Plays Away: 3 Feet

4. RUN TECHNIQUE (List Primary Blocking Threats)

Dive: Guard Double-Team: Guard/Center  
 Pull: Guard Trap: Guard  
 Down-Block: Tackle Reach-Block: Tackle  
 Influence Blocks: Guard / Tackle / Center Man: Guard  
 Special Play: \_\_\_\_\_ Option: Guard

Continued on next page

**5. PLAY-ACTION TECHNIQUE** (*List Assignments*)

**Playside:** Play run first, then drop

**Backside:** Check run, then drop

**6. DROP-BACK PASS** (*Who/What Do You Cover*)

**Splits:** \_\_\_\_\_

**QB Set:** 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUTS WAGGLE

**Cover-3:** Back in middle zone **Cover-1 (Man):** Back

**Cover-4:** middle zone **Blitz:** 1 blitz

**No Back:** #3 receiver strong side **Cover-2 Shadow:** Middle zone

**Cover-2:** Middle zone **Cover-26:** Middle zone

**Cover-2 Crash:** #3 receiver

**7. SHORT YARDAGE TECHNIQUE:** 1 move up 2-3 yds

**8. GOAL-LINE TECHNIQUE:** Free (play to) or B gap

**9. RUNNING GAME** (*Formation And Play*)

**8- And 9-Hole plays:** Weak Counter, Sweep

Strong Sweep, Counter

**6- And 7-Hole Plays:** Weak Veer, T trap

Strong Veer, T trap

**4- And 5-Hole Plays:** Weak Veer

Strong Veer

**2- And 3-Hole Plays:** Weak Trap, Lead

Strong Trap, Lead

**0- And 1-Hole Plays:** Weak Trap, Lead

Strong Trap, Lead

**10. TOUGHEST PLAYS FOR ME TO READ:** Counter - hard to locate ball

**11. DOWNS THEY DRAW ON:** 3rd only

**12. DOWNS THEY SCREEN ON:** 2nd or 3rd

**13. PASS PROTECTIONS USED:** Man & zone

**14. PLAYER'S STRENGTHS:** Runs inside for tough yds - tough to bring down

**15. PLAYER'S WEAKNESSES:** Slow

**16. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE?** Execute



# DEFENSIVE BACK OPPONENT-EVALUATION FORM

TEAM \_\_\_\_\_

Player Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Positions: \_\_\_\_\_

**1. STUDY OF WRs**

Release Technique: \_\_\_\_\_

Fake Technique: (*Look For Head Fakes, Stutter Steps, Arm Movement & Body Leans*) \_\_\_\_\_

Type: SPEED POSSESSION

How Does WR's Speed Relate To My Speed: FASTER SAME SLOWER

Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED

Favorite Patterns: \_\_\_\_\_

Does He Give Any Tips: YES NO How: \_\_\_\_\_

Deep &amp; Inside: \_\_\_\_\_ Deep &amp; Outside: \_\_\_\_\_

Deep &amp; Straight: \_\_\_\_\_ Short &amp; Inside: \_\_\_\_\_

Short &amp; Outside: \_\_\_\_\_ Quick Passes: \_\_\_\_\_

Bump Coverage: GOOD FAIR POOR

Off Coverage: GOOD FAIR POOR

Primary Receiver On 3rd Down: YES NO

Run Ability After Catch: GOOD FAIR POOR

Carries The Ball After The Catch: TIGHT LOOSE

**2. SPLITS**

Base Formation: \_\_\_\_\_ Play-Action: \_\_\_\_\_ Drop-Back: \_\_\_\_\_

Goal-Line: \_\_\_\_\_ Short-Yardage: \_\_\_\_\_ Plays To: \_\_\_\_\_

Plays Away: \_\_\_\_\_

**3. QB STUDY**

Arm Strength: GOOD FAIR POOR

Accuracy: GOOD FAIR POOR

Affected By Pressure: ALWAYS SOMETIMES NEVER

Frequently Thrown Routes: \_\_\_\_\_

Does He Look You Off Before Throwing: ALWAYS SOMETIMES NEVER

Will He Run: ALWAYS SOMETIMES NEVER When: \_\_\_\_\_

Is He Fooled On Coverages: ALWAYS SOMETIMES NEVER

QB Drops: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE

Does He Run Play-Action Well: ALWAYS SOMETIMES NEVER

Does He Fake Well: ALWAYS SOMETIMES NEVER

Tip Off When Passing: YES NO SOMETIMES How? \_\_\_\_\_

**4. RUN TECHNIQUE** (*List Primary Blocking Threats*)

Inside Run: \_\_\_\_\_ Outside Run: \_\_\_\_\_

Sweep: \_\_\_\_\_ Trap: \_\_\_\_\_

Special play: \_\_\_\_\_ Option: \_\_\_\_\_

*Continued on next page*

**5. PLAY-ACTION TECHNIQUE** *(List Assignments)*

Playside: \_\_\_\_\_

Backside: \_\_\_\_\_

**6. DROP-BACK PASS** *(Who/What Do You Cover)*

Cover-3: \_\_\_\_\_ Cover-1 (Man): \_\_\_\_\_

Cover-4: \_\_\_\_\_ Blitz: \_\_\_\_\_

No Back: \_\_\_\_\_ Cover-2 Man: \_\_\_\_\_

Cover-2: \_\_\_\_\_ Cover-2 Crash: \_\_\_\_\_

Cover-26: \_\_\_\_\_

**7. SHORT YARDAGE TECHNIQUE:** \_\_\_\_\_

\_\_\_\_\_

**8. GOAL-LINE TECHNIQUE:** \_\_\_\_\_

\_\_\_\_\_

**9. LONG YARDAGE TECHNIQUE:** \_\_\_\_\_

\_\_\_\_\_

**10. TOUGHEST PLAYS FOR ME TO READ:** \_\_\_\_\_

\_\_\_\_\_

**11. DOWNS THEY DRAW ON:** \_\_\_\_\_

\_\_\_\_\_

**12. DOWNS THEY SCREEN ON:** \_\_\_\_\_

\_\_\_\_\_

**13. PLAYER'S STRENGTHS:** \_\_\_\_\_

\_\_\_\_\_

**14. WHAT PATTERNS MUST I TAKE AWAY?** \_\_\_\_\_

\_\_\_\_\_

**15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE?** \_\_\_\_\_

\_\_\_\_\_

**16. WHAT TEAM PATTERNS MUST WE STOP?** \_\_\_\_\_

\_\_\_\_\_

# DEFENSIVE BACK OPPONENT-EVALUATION FORM

TEAM Crusaders  
 Player Name: Weston Height: 6-2 Weight: 218  
 Jersey Number: #81 Positions: Z (flanker)

## 1. STUDY OF WRs

Release Technique: Swim, double fakes  
 Fake Technique: (Look For Head Fakes, Stutter Steps, Arm Movement & Body Leans) Double fakes  
 Type: SPEED POSSESSION  
 How Does WR's Speed Relate To My Speed: FASTER SAME SLOWER  
 Toughness: PHYSICAL FAIR HE CAN BE INTIMIDATED  
 Favorite Patterns: Fly, Deep  
 Does He Give Any Tips: YES NO How: When about to go deep, holds hands in front vs. at sides  
 Deep & Inside: Post, fly Deep & Outside: Flag, fade  
 Deep & Straight: Go Short & Inside: Hitch  
 Short & Outside: Out Quick Passes: Never hot receiver, always deep, doesn't like contact  
 Bump Coverage: GOOD FAIR POOR  
 Off Coverage: GOOD FAIR POOR  
 Primary Receiver On 3rd Down: YES NO  
 Run Ability After Catch: GOOD FAIR POOR  
 Carries The Ball After The Catch: TIGHT LOOSE

## 2. SPLITS

Base Formation: 8-12 yds from TE Play-Action: same Drop-Back: same  
 Goal-Line: 6-10 yds Short-Yardage: 8-12 yds Plays To: 8-12 yds  
 Plays Away: 8-12 yds

## 3. QB STUDY

Arm Strength: GOOD FAIR POOR  
 Accuracy: GOOD FAIR POOR  
 Affected By Pressure: ALWAYS SOMETIMES NEVER  
 Frequently Thrown Routes: Likes deep routes  
 Does He Look You Off Before Throwing: ALWAYS SOMETIMES NEVER  
 Will He Run: ALWAYS SOMETIMES NEVER When: \_\_\_\_\_  
 Is He Fooled On Coverages: ALWAYS SOMETIMES NEVER  
 QB Drops: 1-STEP 3-STEP 5-STEP 7-STEP ROLL OUT WAGGLE  
 Does He Run Play-Action Well: ALWAYS SOMETIMES NEVER  
 Does He Fake Well: ALWAYS SOMETIMES NEVER  
 Tip Off When Passing: YES NO SOMETIMES How? Licks fingers on pass plays after breaking huddle!

## 4. RUN TECHNIQUE (List Primary Blocking Threats)

Inside Run: Z (flanker) Outside Run: FB & Z  
 Sweep: TE Trap: Z  
 Special play: \_\_\_\_\_ Option: FB, TE or Z

Continued on next page

**5. PLAY-ACTION TECHNIQUE** (*List Assignments*)

**Playside:** Play assigned cover

**Backside:** Play assigned cover

**6. DROP-BACK PASS** (*Who/What Do You Cover*)

**Cover-3:** Deep 1/3

**Cover-1 (Man):** Z

**Cover-4:** Deep 1/4

**Blitz:** Blitz

**No Back:** Z

**Cover-2 Man:** Z

**Cover-2:** Flat

**Cover-2 Crash:** Blitz

**Cover-26:** Deep 1/4

**7. SHORT YARDAGE TECHNIQUE:** Move to 5 yds (off) or bump (call)

**8. GOAL LINE TECHNIQUE:** \_\_\_\_\_

**9. LONG YARDAGE TECHNIQUE:** Loosen to 7-8 yds

**10. TOUGHEST PLAYS FOR ME TO READ:** Play-action – I must not leave pass coverage to help on the run too soon

**11. DOWNS THEY DRAW ON:** 3rd

**12. DOWNS THEY SCREEN ON:** 2 & 3rd

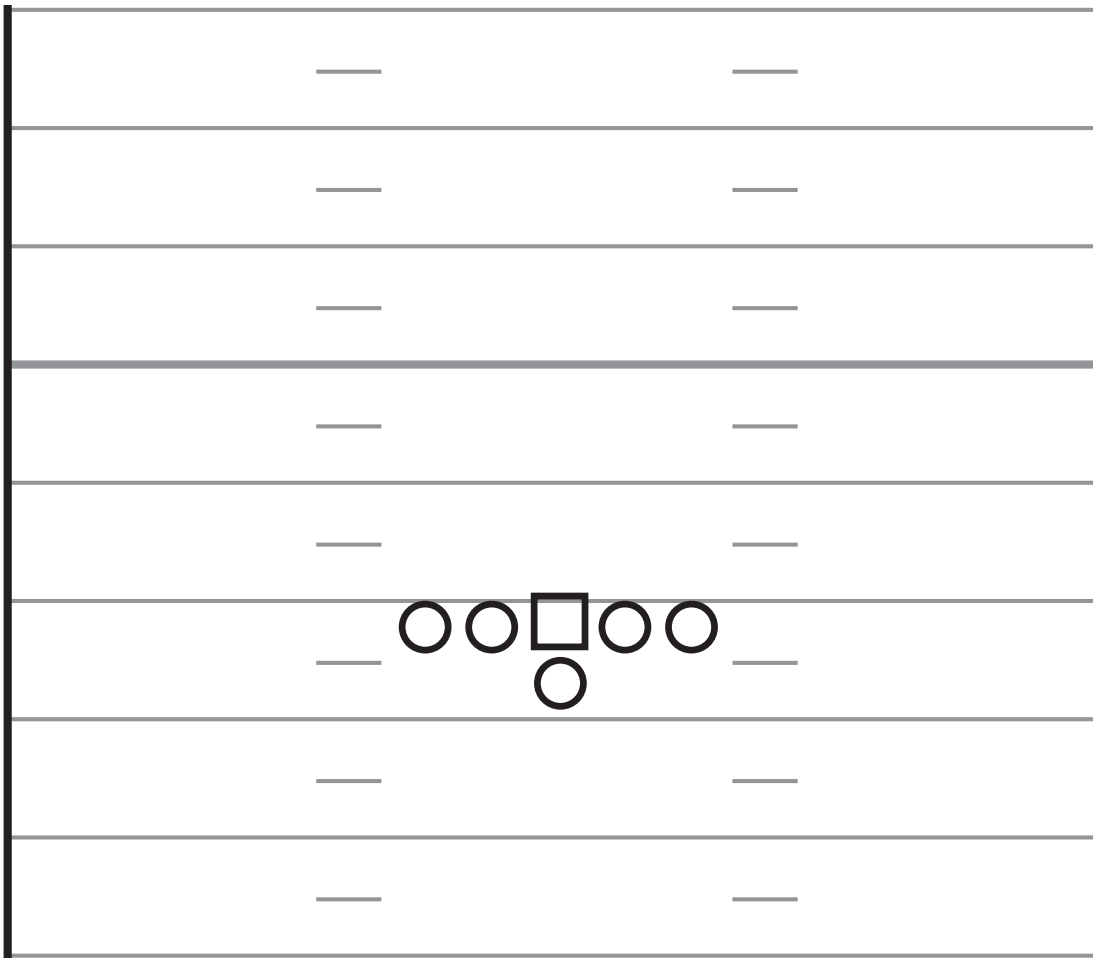
**13. PLAYER'S STRENGTHS:** Long pass patterns – deep threat

**14. WHAT PATTERNS MUST I TAKE AWAY?** Deny go, flag & deep routes

**15. WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON DEFENSE?** Do what my coaches have taught me.

**16. WHAT TEAM PATTERNS MUST WE STOP?** Deep go/flag route combo – is their favorite play

# COACHING NOTES



NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# CHAPTER 9

## DEFENSIVE GRADE SHEETS — BY POSITION

ALL GOOD COACHES want to improve the effectiveness and efficiency of their offense. While most coaches make corrections to their players after games, a much better way to evaluate performance is to actually grade players from game films.

This chapter is the defensive counterpart to “Offensive Grade Sheets — By Position (Chapter 5)” and much of the grading guidelines also apply on the defensive side of the ball. As was mentioned, grading all 11 players for an offense consisting of 50 plays means watching the game film a minimum of 550 times (assuming you can see everything in one rewind of the film for each player). You’ve got to make sure your position coaches can find the time to properly grade players without sacrificing preparation time for the next opponent.

At a minimum, grade every game you lose to ensure there are no critical flaws in

the preparation of your team. Also, try to grade the “great” performances just to be sure they were as great as you thought.

Again, make sure you know the defensive call for the play being graded. This is not a problem if you chart all defensive calls

on the sidelines — you can use the call sheet to check if the player executed the proper techniques for the defensive call.

Grading is tremendously difficult, however, if you are trying to figure out the call from watching the film alone. I have found

this to be hard or even impossible because something that might look like a correctly executed defensive assignment may actually have been the incorrect technique for a particular defensive call.

### GRADING SYSTEM

For each of the position grading sheets, a player is graded with a “1” or a “0” in each

---

*“At a minimum, grade every game you lose to ensure there are no critical flaws in the preparation of your team... Also, try to grade the ‘great’ performances just to be sure they were as great as you thought....”*

---

category for all graded categories. A “1” indicates the player accomplished the task correctly. A “0” indicates the task was not accomplished correctly. Critical mistakes are denoted with a “Z.” Meanwhile, an “A” indicates great technique or effort.

On the Defensive Line Grade Sheet (9.1), the player is graded on five items for each play he is in the game. These five items were selected because three or four of them typically occur on every play. The graded items are alignment, technique, pass rush, plug hole and defeat block. On my grade sheet for defensive line players I record — but do not grade — sacks, pursuit path, solo tackles, assisted tackles and missed tackles.

On the Linebackers Grade Sheet (9.2), the player is graded on alignment, key, pass react, plug hole and defeat block. Also recorded are pass attempts (in area of responsibility), pass completions (in area of responsibility) solo tackles, assisted tackles and missed tackles. Some coaches like to grade “scallop” (the correct LB technique of keeping shoulders parallel to the line of scrimmage as gaps are threatened) but I consider “react” and “plug-hole” to be the same measurement.

On the Defensive Backs Grade Sheet (9.3), the player is graded on alignment, key, pass react, run support, and rotation. The grades are designed so that key and pass reaction reflects man-coverage techniques, while rotation covers zone-pass techniques. Also recorded are pass attempts, pass completions, solo tackles assisted tackles and missed tackles.

### CONSISTENCY COUNTS

To ensure consistency in your grading evaluations, the chart at right can help you note errors. By noting errors in this way, your players learn what is expected of them and what an error actually is.

At the end of each grade sheet are

comment fields. “Coaching Points” would include comments about correct techniques, game situations or anything else that needs coaching attention. Under “Things To Work On This Week,” items such as defeating blockers, plugging the hole at the correct time, reacting to the key faster, etc., would be listed. Finally, the “Summary” field would include some thoughts about the type of football game that they played. I always try to be positive unless there is no other alternative.

Grading is an advanced technique that will enhance your player’s ability to play better football. Used properly, it could give you new insight as to how well your players are actually playing.

Area of Evaluation	Error(s)
<b>Key</b>	Slow to read or not reading key at all; Slow reaction or no reaction to key.
<b>Pass Reaction</b>	Slow recognition of pass pattern; Slow movement to area of responsibility.
<b>Plug Hole</b>	Slow recognition of play or blocking scheme; Poor positioning to meet ball carrier; Failure to meet the ball carrier with authority.
<b>Run Support</b>	Slow recognition of running play; Poor approach angle; Failure to force or contain.
<b>Rotation</b>	Slow recognition of key; Slow movement to the play; Poor angle in pursuit.

# DEFENSIVE LINE GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Technique	Pass Rush	Plug Hole	Defeat Block	** Pass Sack	** Pursuit Path	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade
		/	/	/	/	/						/	

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_



## DEFENSIVE LINE GRADE SHEET

Name: Jackson

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Technique	Pass Rush	Plug Hole	Defeat Block	** Pass Sack	** Pursuit Path	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade
		9 10	9 10	1 3	2 3	2 4	1	3	2	3	2		
5-2	1	1	A	1		1	1		1				
4-3	2	1	1		A			1		1			
5-2	3	0	1										
Slant 5-2	4	1	O-Z	0		0		1			1		
5-3	5	1	1		1				1				
5-2	6	1	1		0						1		
4-3	7	1	A			1							
5-2	8	1	1	0		0							
5-2	9	1	1					1		1			
5-3	10	1	1							1			
~~~~~													
Total	10	9	9	1	2	2	1	3	2	3	2	23/30	76%

COACHING POINTS: 1. Poor slant technique 2. You must align correctly every play – no excuses!

THINGS TO WORK ON THIS WEEK: 1. Tackling 2. Penetrate to 18" – then find ball

SUMMARY: Your were so aggressive that you played out of control – the result was 2 missed tackles.  
Play with controlled aggression.

# LINEBACKER GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Key	Pass React	Plug Hole	Defeat Block	** Pass Attempts	** Pass Completions	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_

# LINEBACKER GRADE SHEET

Name: Stotts

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Key	Pass React	Plug Hole	Defeat Block	** Pass Attempts	** Pass Completions	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade
	51	51 / 51	26 / 28	13 / 13	10 / 13	7 / 12	13	1	2	7	2	107 / 117	91.45%
5-2	1	1	1		1				1	1			
Cover-2, 4-3	2	1	0	1			1	1	1	1			
Slant 5-2	3	1	1		1					1			
5-3	4	1	1		0	0					1		
Cover-3, 5-2	5	1	1	1		A	1						
5-2	6	1	1		1	1				1			
Cover-2, 4-3	7	1	1	1			1						
5-2	8	1	1		1	1				1			
Cover-3, 5-2	9	1	1	1			1						
Cover-3, 5-3	10	1	1	1		1	1						
<hr/>													
Total	10	10	9	5	4	4	5	1	2	5	1	107/117	91%

**COACHING POINTS:** 1. Your consistency was outstanding! 2. Missed tackle was due to not breaking down in a good hit position

**THINGS TO WORK ON THIS WEEK:** 1. Tackling 2. Poor pass reaction on cover-2 — slow drop & poor angle

**SUMMARY:** Your leadership & mental prep showed on the field on every play — best game of your season so far!

# DEFENSIVE BACK GRADE SHEET

Name: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Key	Pass React	Support Run	Rotation	** Pass Attempts	** Pass Completions	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade

COACHING POINTS: \_\_\_\_\_

THINGS TO WORK ON THIS WEEK: \_\_\_\_\_

SUMMARY: \_\_\_\_\_

## DEFENSIVE BACK GRADE SHEET

Name: White

Key: 1 = achieved assignment, 0 = failed assignment, A = great technique, Z = critical mistake, \*\* = not graded

Defensive Call	Total Plays	Alignment	Key	Pass React	Support Run	Rotation	** Pass Attempts	** Pass Completions	** Solo Tackle	** Assisted Tackle	** Missed Tackle	Total Pts.	Grade
		9 10	9 10	1 3	2 3	2 4	3	1	2	3	2		
	10	9 10	9 10	1 3	2 3	2 4	3	1	2	3	2	23 30	76.66%
Cover-3	1	1	1		1					1			
Cover-2	2	0	1	1		O-Z	1						
Cover-3	3	1	1										
Cover-2	4	1	1		0	0					1		
Cover-1	5	1	0	O-Z			1	1	1				
Cover-3	6	1	1							1			
Cover-3	7	1	1			1			1				
Cover-2, Man	8	1	1	0			1						
Cover-1, Blitz	9	1	1		1					1			
Cover-3	10	1	1			1					1		
<hr style="border: 1px solid black;"/>													
Total	10	9	9	1	2	2	3	1	2	3	2	23/30	76%

COACHING POINTS: Two critical mistakes – particularly in Cover-1.

THINGS TO WORK ON THIS WEEK: Let's study game film on #87 to shut him down on Friday.

SUMMARY: Excellent open-field tackle.



# CHAPTER 10

# DEFENSIVE SCOUTING REPORT FORMS

THIS CHAPTER IS designed to help coaches gather information on an opponent's offense and convey that information to players in an organized manner that will help everyone efficiently prepare for the upcoming game.

The Opponent Offensive Team Depth Chart (10.1) is an adaptation of many different types of charts and forms. If necessary, I alter this form to give my players the opponent's base offense or most-used formation. Although receiving depth chart information on an opponent can be difficult, it's very important because the game often changes when a substitute enters the game. The coaches in the booth and the players on the field both must be aware of how substitution can change an offense.

The Defensive Scouting Fact Sheet (10.2) is a way to organize a scouting report. The examples illustrate ways to pass facts about our opponents to the players and the coaching staff. I always hand out this fact sheet and the Defensive Scouting Game Plan Checklist (10.3) on the first full day of practice after a game. The Game Plan Form (10.7) is distributed on the third

practice day, or two days before the game. Distributing them at this time allows the coach to make last-minute adjustments.

## KNOW WHAT TO EXPECT

The Opponent Offensive Formations Sheet (10.4) provides players with data about the opponent's plays. This is probably the most important sheet, as defensive players must recognize the most likely plays from the formation prior to the snap to play effective defense.

The Defensive Reminders Form (10.5) is used to show coaches how to help players remember a complicated game plan and when techniques must be changed for an upcoming game. Also included is a Defensive Match-Up Form (10.6).

The Pass Analysis Form (10.8) is a way of organizing your pass game in a manner you can use to decipher a passing attack. Looking at the filled-out form will tell you all you need to know to prepare for any type of passing attack. The formation and the receiver routes (if known) are listed in the description column on this form. The circled receiver is the intended receiver — make

notes where appropriate.

For example, on pass attempt #4 on the filled-in Pass Analysis Form, I noted the QB looked off the defense. The remarks section is reserved to tell what happened on the play. I note incomplete passes (inc.), batted down passes, receptions with the receivers' jersey number and yardage, and interceptions. I also note sacks, QB scrambles or runs, and penalties.

Time and special situations (such as 2-minute drill and "one play to win") can be captured in the margins.

Although I am a huge believer of scouting with computer reports, I always fill this form out by hand since I have never found any computer report that equals this form.

### EXAMINING TENDENCIES

The Formation Tendencies Sheet: Running Plays (10.9) was adapted from the late Fritz Shurmur's book, *Coaching Team Defense*. Included is an example of an actual scouting report (given to players) that shows how these forms — and the opponent's plays that I wanted my players to study — were prepared.

In my program, the Formation Tendencies sheet are always prepared in a defensive view (instead of the offensive view, as shown in this book). First, I fill out the form from my diagrammed plays and computer reports. Next, I provide diagrams for the players to study. Since the scouting reports require so much time to prepare, I have developed a short-cut method to assemble play sheets. When reviewing film, I diagram each play noting down, distance and result — from the offensive view. Then when preparing scouting reports, I "cut-and-paste" master play sheets so the players do not have to sort through the plays. This also allows me to show the play from the defensive view by simply turning the play upside

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***"Defensive players must recognize the most likely plays from the formation prior to the snap to play effective defense..."***

---

down when pasting it on to the sheets for the players. It looks a little sloppy but players say it makes studying opponents easier than seeing plays diagrammed from a normal offensive view. This also allows me to sort the plays by formation.

The Opponent Plays Formations Sheet (10.10) shows the various plays that are run out of a general formation. Viewing plays in this way helps you and your players understand tendencies in any given formation.

### SPECIAL SITUATIONS

The Short Yardage Formation And Down-And-Distance Summary (10.11) is another form adapted from Coach Shurmur. Using this form is a very good way to be prepared for both situations. My computer reports provide me with much of this same information, but this form helps my players and staff get a better feel for these two areas.

I have included a Red Zone Defensive Strategy Worksheet (10.12) to help you prepare to defend the red zone (20-yard line to goal line). I always break the red zone into

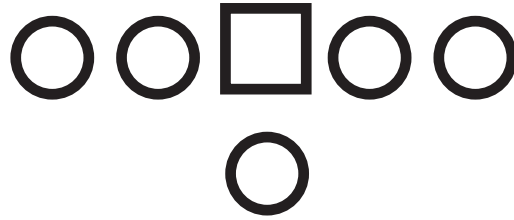
two 10-yard zones and analyze each on my computer. From this analysis, I develop the plan. I do not write out a formal plan for the red zone, but I fill out my defensive call sheet

based on the questions in the worksheet.

The Special Teams Summary Sheet (10.13) is an adaptation of a form created by Michael Koehler in his book, *Football Coach's Survival Guide*. I added critical statistical data blocks and time-measurement data to enhance this scouting form. The completed example has a wealth of information about special teams and provides all essential information to create a special teams game plan. If a team runs several types of special teams plays, simply use more copies of this form.

# OPPONENT OFFENSIVE TEAM DEPTH CHART

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

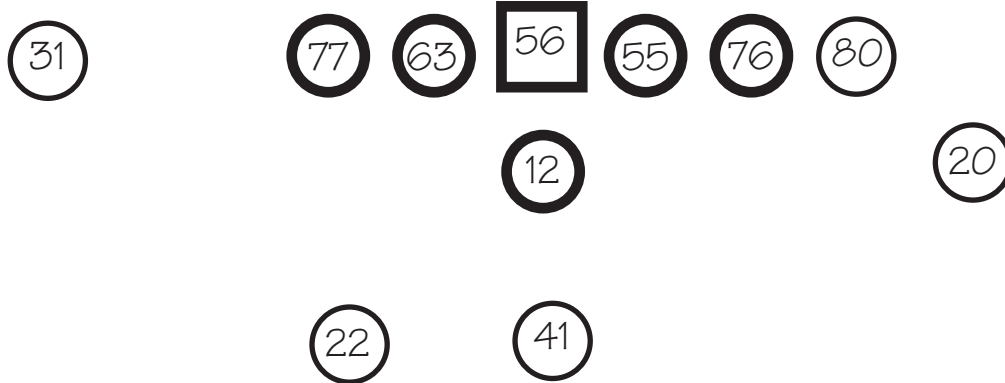


FIRST TEAM		SUBSTITUTES	
SE		SE	
RT		RT	
RG		RG	
C		C	
LG		LG	
LT		LT	
QB		QB	
B		B	
B		B	
FB		FB	
TE		TE	
OE		OE	



# OPPONENT OFFENSIVE TEAM DEPTH CHART

Team: Ferndale Game Date: \_\_\_\_\_



\* Denotes 2 way players

FIRST TEAM		SUBSTITUTES	
SE 31	Ty Staeb SR 6-0 165	SE 11	Alex Kurtz JR 5-10 160 SE Alternate sending plays in
RT 76	Mat Hudson SR 6-5 242	RT	
RG 55	JT Chapin JR 5-9 210	RG	
C 56	Drew Foulk SR 6-0 190	C	
LG 63	Tyler Vanderlinden SR 5-7 175	LG	
LT *77	Chad Meynders SR 6-2 230	LT	
QB *12	Michael Duncan SR 5-11 180	QB	
B *20	Joe Erickson SR 5-7 154	B	Wing
HB 22	Anthony Gardner SR 5-7 150	B	
FB 41	Blake Robbins SR 5-7 170	FB 42	Riley Cornelsen SOPH 6-0 187 Short yds back
<del>TE/OE</del> *80	Cody Boyd SR 6-8 222	<del>TE/OE</del> *44	Mario Moreno SR 6-1 195 Used when they go double tight

# DEFENSIVE SCOUTING FACT SHEET

Team: \_\_\_\_\_ Game Scouted: \_\_\_\_\_

1. Is there a hash-mark tendency for their running game? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. What are their field-position tendencies (using percentages) for run and pass? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3. What are their down-and-distance tendencies (using percentages) for run and pass? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

4. What role does the score and minutes remaining have in changing their tactics? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5. What is the role of motion and shifts in their offense? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

6. Describe their passing game. Include the QB, receivers, results, drops, etc. \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

7. Describe their running game in detail: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

8. List their key personnel (describe line, backs and receivers): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

9. List any special team notes: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

10. Comment on how we will win against this opponent: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DEFENSIVE SCOUTING FACT SHEET

**Team:** Ferndale **Game Scouted:** vs. Lynden 10/18

1. **Is there a hash mark tendency for their running game?** Left Hash: 40% short side; 60% wide side. Pass: 50% short side, 0% middle, 50% wide side. Right Hash: 33% short side; 67% wide side. Pass: 33% short side, 33% middle, 33% wide side. An alignment to the wide side on 5-2 would be correct.
2. **What are their field position tendencies (using percentages) for run and pass?** Danger zone (0 to –30): 71% run, 29% pass. Pass is on 2nd and 3rd down. Transition zone (-30 to -49): 75% run, 25% pass. Offensive zone (50 to 21): 75% run, 25% pass. Long scoring zone (20 to 10): 44 % run, 56% pass. Short scoring zone (10 to 0): 100% run, 0% pass.
3. **What are their down-and-distance tendencies (using percentages) for run and pass?** 1st down: 82% run, 18% pass. 2nd and long: 58% run, 42% pass. 2nd and 4 to 6 yds: 50% run, 50% pass (2 plays only). 2nd and short: 100% run, 0 % pass. 3rd and long: 43% run, 57% pass. 3rd and 4 to 6: 100% run, 0% pass (2 plays only). 3rd and short: 100% run, 0% pass. 4th Down: 67% run, 33% pass. They run the football first and pass only when they need big yardage or a change-up. They will throw the football if they can't run.
4. **What role does the score and minutes remaining have in changing their tactics?** They went on a 12-play drive with 4:55 just before the end of the first half against Lynden and threw the ball 7 times. To my knowledge, they have never trailed in a game in the second half and they run the football to protect the lead. They did throw from the end zone against Lynden to #22 after having the run stuffed on the previous play.
5. **What is the role of motion and shifts in their offense?** In the Lynden game, they used motion on 14 of 50 plays. The plays were from a wing formation and the motion man was a decoy in trace (shallow) motion. They threw to the motion back once from a double-tight wing formation. They use motion only if a play is successful instead of as a major part of their offense. Observation: maybe that is they key to their attack — their attack is versatile enough that they make you stop a play or they continue to run it several times in a row (maybe from a different formation). Motion is not the key issue.
6. **Describe their passing game:** The QB is #12 Duncan, 5-11, 180 SR. His numbers from the 8-game league play are 30 completions on 49 attempts for 581 yards 5 interceptions and 6 TDs. That averages out to a 61% completion percentage on 4 completions on 6 attempts per game. Do not be fooled — they threw 15 times against Lynden, so they will pass if they aren't moving the ball on the ground. His favorite target is #20 Erickson who had 18 catches for 313 yards and 1 TD. The other receiver is # 80 Boyd, a 6-8 222 lb-TE. Look at plays I have drawn up. QB drops are 3- step (7X), 1-step (5X), rollout (2X) and screen (1X).
7. **Describe their running game in detail:** This team rushed for over 270 yards against Kennedy. The leading rusher is FB #41 Robbins (sr, 5-7, 170) with 136 carries for 779 yards and 8 TDs in 8 games (season totals). He averages 97 YPG and 5.7 yards/carry. In the first-round playoff game, Robbins rushed for 160 yards on 29 carries. The second leading rusher is HB #20 Gardiner (sr, 5-7, 150) with 67 carries for 483 yards and 4 TDs in 8 games (again season average). He averages 60 YPG and 7.2 yards/carry. He had 118 yards rushing in the playoff game. The other wing is #20 Erickson. He does not carry the ball much in the wing-T set but does figure in the full-house set. This is a pure wing-T attack, with balanced carries — good faking and they try to take what the defense gives them. The plays are very similar to ours — belly, trap, sweep and down. To win this game, we must stop the run with and play responsible football for 48 minutes because all four backs could run for 5 yards or more on any play. The key to beating Ferndale is to not let them chew up the clock on their routine 14- to 15-play drives. They ran 39 plays for 216 yards against Kennedy — a 5.5 yard average in the first half.
8. **List their key personnel:** See Depth Chart. They have 5 players playing both ways! (It may be 6 — #31 may be the starting DB!)  
  
**LINE:** This is a good group and, in my opinion, the real strength of this football team. The tackles are #77 (Meynders, SR 6-2, 230) and #76 (Hudson, SR, 6-5 242). The guards are #63 (Vanderlinden, SR, 5-7, 175) and #55 (Chapin, JR, 5-9, 210). The center is #56 (Fouk, SR 6-0, 190). This line plays well together and they really have mastered wing-T blocking techniques. Do not underestimate their talent — stay low and your quickness will give us an advantage. The game will be won or lost up front — the line must keep their line off our backers, especially the tackles and TE (#80).

*Continued on next page*

**BACKS:** The run game section covers the backs in detail — it is really a 4-back attack in full-house or a 3-back attack in wing-T, even though they rely on the FB and HB as the “go-to” guys. The QB can scramble, so he is a threat off the bootleg or in full-house.

**RECEIVERS:** #20 is the key receiver — he had a 32-yard TD catch against Kennedy and is their leading receiver. They like to throw to him from the slot formation. #80 is a 6-8 TE and a good blocker! They will try to isolate him and run a quick hitch or fade route. I’ll bet he has 8-10 catches for 150 yards or so, and most importantly, the other 4 TD catches! From the 20 on in he is their favorite target. In full-house and double-tight sets, they bring in #44 Moreno (SR 6-1, 195) to beef up the line as a blocker.

**9. List any special team notes:** We have an advantage here. They run a tight punt and the snap is very slow. To ensure no blocks, they use 3 personal protectors. A good punt return is a goal we must have to win this game, as I do not think we will be able to get to the punter. The punter is #19 Jungblom and he is averaging 30 yards per kick on films I have seen. The placekicker is #15 Sues with 24 of 29 extra points for an 83% average. He made a 29-yard FG (his first of the season — had a couple of misses during the regular season) in the Kennedy game and my guess is that is about his maximum range. On extra point attempts they run the swinging-gate formation — I have drawn up their exact location by opponents’ jersey and Blue D will stay in for extra-point attempts. We should go after a FG attempt with our block.

### 10. Comment on how we will win against this opponent:

- A. 5-2 and 5-3 match up well. Assignment and alignment are critical. A reduce call also will help us keep the line off our backers. We must tackle well. We may use a bracket as a special D this week.
- B. Line — shoulders square, penetrate to 18 inches, STAY LOW! Get your pads out — don’t catch. The run game is their attack — we must stuff this to win the game. If we try to out-strength them, we will lose control of the line of scrimmage.
- C. We are quicker than they are. We need to play assignment football. WE MUST CONTROL THE MIDDLE. Hustle and contain are the keys.
- D. No plays over 25 yds. This team is a veteran unit and they will have no problem sustaining 12+ play drives. We need some 3 and outs! In the Lynden game, they attempted 15 passes when the run game was stuffed and this is just what I want them to do. Let’s make them try and beat us with #20 and #80.
- E. No long plays on 1st down. They can win the ball game if they run successfully. If they can’t, they will lose. Let’s make them throw.
- F. You have worked harder than they have, but do not think they are any less disciplined than you are. This is a quality team — prepare for your toughest test yet.
- G. You must prepare as hard as I have in studying them.
- H. Your goal is to make it to the finals of the 3A playoffs and win it all. Let’s make a pact to deliver on that challenge by playing great defense for the full 48 minutes. Commit yourself to: knowing your assignment and alignment, getting your man and not making a penalty! Do you have it in you? You may play from behind and they may grind it out for long drives. If you keep your composure and do your job, we will win. How you handle adversity will decide this game.

**GOOD LUCK! I AM PROUD TO BE YOUR COACH!**

**COACH SCHRADER**

# DEFENSIVE SCOUTING GAME PLAN CHECKLIST

Team: \_\_\_\_\_ Game Scouted: \_\_\_\_\_

## A. RUN-PLAN DEFENSIVE QUESTIONS

1. How do we take away their best run plays? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
2. How do our defenders beat their blockers? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
3. Who will contain on run plays? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
4. What blitzes will we use? On what down? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## B. PASS-PLAN DEFENSIVE QUESTIONS

1. How will we establish an effective pass rush? *[Ideas may include no adjustments if we have better personnel, blitz (out-number blockers), change rush lanes, use designated pass rushers by change defensive line personnel, etc.]* \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
2. When and how will we use our nickel pass coverage? *(Ideas: 6 yards or less — blitz with man coverage, 7 yards or more — zone, man coverage or blitz.)* \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## C. OVERALL GAME PLAN QUESTIONS

1. What is our short yardage game plan? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
2. What is our goal-line game plan? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
3. What is our red zone game plan? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
4. What are our 2-minute and special-situation game plans? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# DEFENSIVE SCOUTING GAME PLAN CHECKLIST

**Team:** Cedarcrest **Game Scouted:** vs. Central

## A. RUN PLAN DEFENSIVE QUESTIONS

1. **How do we take away their best run plays?** 5-2 Press away cover-3 matches very well against lead dive & sweep from slot formation – they use slot 78%
2. **How do our defenders beat their blockers?** Blow delivery & slant tech will match up well — normal game plan
3. **Who will contain on run plays?** CE & Wolverine — normal scheme
4. **What blitzes will we use? On what down?** 2nd & long: Barney LB blitz, 2nd & med: corner blitz, 3rd & long: 49er blitz (SS)

## B. PASS PLAN DEFENSIVE QUESTIONS

1. **How will we establish an effective pass rush?** *[Ideas may include no adjustments if we have better personnel, blitz (out-number blockers), change rush lanes, use designated pass rushers by change defensive line personnel, etc.]* No adjustments necessary
2. **When and how will we use our nickel pass coverage?** *(Ideas: 6 yards or less — blitz with man coverage, 7 yards or more — zone, man coverage or blitz.)* 1. Special defense — Red wolf cover-2 man (collision technique on slot receiver by SS) will take away hot receiver – use on 2nd long & 3rd & long.  
2. cover-26 vs. Trips, DT use 4I tech in Trips.


## C. OVERALL GAME PLAN QUESTIONS

1. **What is our short yardage game plan?** Normal D — LB move to 2-3 yds All must stuff holes
2. **What is our goal-line game plan?** 6-5 Goal-line
3. **What is our red zone game plan?** 6-5 Goal-line
4. **What are our 2-minute and special-situation game plans?** Cover-2

# OPPONENT OFFENSIVE FORMATIONS SHEET

Team: \_\_\_\_\_ Game Scouted: \_\_\_\_\_

Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass


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Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass

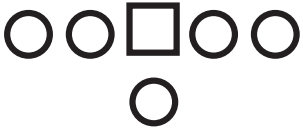
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Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass

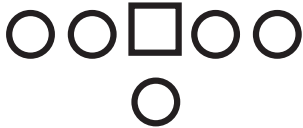
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Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass

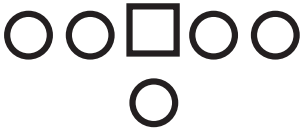
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Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass

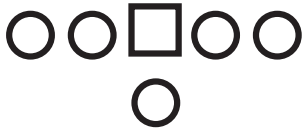
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Used \_\_\_\_% Formation: \_\_\_\_\_



\_\_\_\_% Runs      \_\_\_\_% Pass

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# OPPONENT OFFENSIVE FORMATIONS SHEET

Team: Ferndale Game Scouted: vs. Lynden

Used \_\_\_\_% Formation: T

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

Full-house 122-928 \_\_\_\_\_  
 Full-house QB sweep R/L \_\_\_\_\_  
 Blue trap 41 \_\_\_\_\_  
 X block behind 63-77 \_\_\_\_\_  
 \_\_\_\_\_

Used \_\_\_\_% Formation: Wing T & Double tight Wing

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

X block behind 63-77 \_\_\_\_\_  
 Sweep to 22 \_\_\_\_\_  
 Criss-cross - TE/T pull to 20 \_\_\_\_\_  
 142-948 down \_\_\_\_\_  
 \_\_\_\_\_

Used \_\_\_\_% Formation: Wing R/L

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

X block 4 behind 63-77    Pick pass 20 \_\_\_\_\_  
 FB trap - 63 pulls \_\_\_\_\_  
 Counter Trey to 22 \_\_\_\_\_  
     behind 63-77 \_\_\_\_\_  
 Draw to 41-behind 63-77 \_\_\_\_\_  
 \_\_\_\_\_

Used \_\_\_\_% Formation: Over

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

Counter Trey to 22 \_\_\_\_\_  
     behind 63-77 \_\_\_\_\_  
 FB trap \_\_\_\_\_  
 \_\_\_\_\_

Used \_\_\_\_% Formation: Unbalanced

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

Down to 41 \_\_\_\_\_  
 Trap to 41 \_\_\_\_\_  
 X block to 41 \_\_\_\_\_  
 \_\_\_\_\_

Used \_\_\_\_% Formation: Slot

\_\_\_\_% **Runs**                      \_\_\_\_% **Pass**

122 sweep to 22 \_\_\_\_\_  
 FB trap \_\_\_\_\_  
 Slot QB keep \_\_\_\_\_  
 \_\_\_\_\_



# OPPONENT OFFENSIVE FORMATIONS SHEET

Team: Mt Si Game Scouted: vs. East

Used 42 % Formation: Slot 21 plays

67 % **Runs**                      33 % **Pass**

TB quick pitch 12/14 runs    Middle slot out  
 TB lead                              SE hitch  
 TB counter Trey  
 \_\_\_\_\_  
 \_\_\_\_\_

Used 36 % Formation: Trips 18 plays

17 % **Runs**                      83 % **Pass**

Ace dive                              SE out  
 Ace option                          Slot slant in  
 Ace swing pass                      SE hook  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Used 18 % Formation: Pro 9 plays

78 % **Runs**                      22 % **Pass**

3 TB lead                              Flanker comeback  
 2 TB quick pitch                      Flanker fade  
 1 FB dive  
 1 TB option  
 \_\_\_\_\_  
 \_\_\_\_\_

Used 2 % Formation: Ace 2 plays

50 % **Runs**                      50 % **Pass**

Ace dive                              Slot post  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Used    %  Formation:                     

   %  **Runs**                         %  **Pass**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Used    %  Formation:                     

   %  **Runs**                         %  **Pass**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# DEFENSIVE REMINDER FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

**1. Defensive Line:**

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**2. Linebackers:**

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**3. Defensive Backs:**

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**DEFENSIVE REMINDER FORM**

Team: Skyline

Game Date:

**1. Defensive Line:**

- A. DE must keep tackles off LBs for all 48 minutes. Do not lose contain.
- B. We must have pressure on the QB — stay low. We will sub a lot to keep you fresh. Give an extra effort on the 49er Blitz!
- C. Shift to weakside on trips to counter the short-side run or option.
- D. Listen for 49er Spartan Bunch call — make the QB throw early or restrict his vision.

**2. Linebackers:**

- A. Spartan
  - 1. Widen on pass downs without losing leverage to the run game. Key one back to the slot on your side.
  - 2. Motion by slot is either max protect or lead or motion screen.
  - 3. Field Calls/Alerts. Switch is the call between the corner and wolverine or the contain end on the pick play. 49er Spartan Bunch is the call to handle bunch pass alignment.
  - 4. If #4 (Reynolds) goes in motion, Fred LB will cover with help from FS. Barney LB will play QB run.
- B. Cover-2
  - 1. Fred backer must play QB draw — never leave the middle zone until the ball has been declared.
  - 2. Field Calls/Alerts. Push Right/Left call tells cover men that Skyline is expanding (pushing out) by motion or swing route. Smash call tells corner to play the flag route and to drop deeper than flat. The Tomahawk call cancels the blitz. We use this call if one back goes in motion. Cover-2G is an adjustment to cover trips formation (check to see that wolverine covers the inside slot closest to Skyline’s offensive line.)
  - 3. Remind wolverine and contain end of option responsibilities on likely run downs.


**3. Defensive Backs:**

- A. Spartan
  - 1. Use good man-to-man techniques. No match-ups except for #4 — Willis will cover if they move him out of the backfield. Call a time out if you’re confused or we don’t find him fast enough.
  - 2. Corners and wolverine/contain ends must know how to play the switch call on the pick pass. Also, you must know the bunch technique.
  - 3. FS will help on #4 if he motions out of the backfield. We will not let their best player run in a mismatch with our LBs.
- B. Cover-2
  - 1. Know the calls. See the LB’s section.
  - 2. Use good zone technique — know the scheme. Be ready for the bunch call.
  - 3. No one beats a safety deep. Prevent the big play.
  - 4. Coverage disguises — see align coverage diagrams.

# DEFENSIVE MATCH-UP FORMS

Team Scouted: \_\_\_\_\_

Formation: \_\_\_\_\_




\_\_\_\_\_

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Formation: \_\_\_\_\_




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Formation: \_\_\_\_\_




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Formation: \_\_\_\_\_




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Formation: \_\_\_\_\_




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Formation: \_\_\_\_\_



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\_\_\_\_\_

# DEFENSIVE MATCH-UP FORMS

Team Scouted:  Skyline vs. West 9/9

Align spartan slide cover-2

**Formation:**  Ace

Must make this look like man coverage in pre-snap read.  
Look at receiver not at QB

**Formation:**  Trips slide to cover-26

Align cover-2 slide spartan (cover-1)

**Formation:** \_\_\_\_\_

W must be even w/ FS to give cover-2 read  
Look at QB & receiver like playing zone

**Formation:** \_\_\_\_\_

**Formation:** \_\_\_\_\_

**Formation:** \_\_\_\_\_

# DEFENSIVE GAME PLAN FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

**1. Defending The Run:**

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**2. Defending The Pass:**

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**3. Special Situations:**

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# DEFENSIVE GAME PLAN FORM

Team: Mt. Si Game Date: \_\_\_\_\_

## 1. Defending The Run:

### A. Important tendencies & keys

1. In slot formation, they run 80% of time to side of 60 (T) and 54 (G). In Pro they are 86% run to TE side. Only line calls this week will be "5-2 Press Away" or "5-2 Press Away G." Fred Backer aligns on inside shoulder of guard instead of A gap. LBs will key FB to TB or Ace back.

### B. Contain on run plays

1. 5-2 Cover-1 AE or CT on slot side. W or CE on SE side. FS has force.

2. 5-2 Cover-2 W or CE. WC & SC have force.

3. 5-2 Cover-3 W or CE. FS has force.

### C. Run down blitzes

1. 5-2 49er (Fred & Barney blitz) Cover-1.

2. 5-2 Cover-1 Crash.

3. Either 5-2 W or CE Crash Cover-2.

## 2. Defending The Pass:

A. Pass rush - We have better personnel and can get to QB without much blitz help. If help is needed we will use run down blitzes and Saint.

### B. Drop back/roll out plan

1. Man-to-man. #24 will match up on #9. #22 or #2 will match up on #10. On bracket #9 call, #24 & #9 will cover #9.

2. We will play cover-2 & cover-2 soft and cover-3.

## 3. Special Situations:

A. Short yards (2 or less) goal-line 6-5.

B. Goal-line (10 to 0) goal-line 6-5, #24 on #9, #8 on #10, W on next receiver, CE on 4th receiver (Barney goes to rush end).

C. 2 minute/special situations cover-2

# PASS ANALYSIS FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

Play#	Description	Receivers	Protection	QB Drop	Remarks
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					



# PASS ANALYSIS FORM

\* After turnover

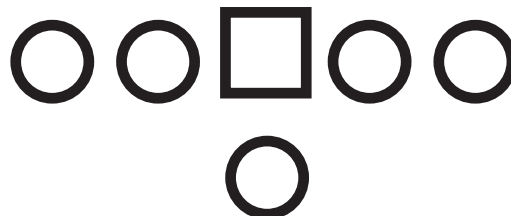
Team: Skyline Game Date: 10/14

Play#	Description	Receivers	Protection	QB Drop	Remarks
1	L SE hitch Slot right R SE drag in middle slot post	3	7 man	roll right	Inc
2	L SE hitch Slot right R SE drag in middle slot out	3	7 man	roll right	Inc
3	R SE drag across Slot left	3	7 man	roll left	Batted Down Inc
4	L SE slant in Slot left R SE fly middle slot out	3	7 man	look off 3 step	+ 15 #14
5	L SE hitch Slot right R SE drag in middle slot out	3	7 man	3 step	Inc
6	Slot left all curl	3	7 man	3 step	Butz Inc
* 7	L SE ? Slot right R SE slant in middle slot out	3	7 man	3 step	Interception
8	Slot left R SE screen	3	7 man	screen drop	Inc
9	L SE hitch Ace L Slot post R SE hitch R slot post	4	6 man	3 step	Interception
10	L SE fly Slot left middle slot deep out	3	7 man	QB roll left	Pass interference
11	Slot left R SE drag in middle slot out	3	7 man	QB roll left	Inc
12	L SE slant in Trips left Inside slot out middle slot hitch	4	6 man	QB 5 step	Inc
13	Ace QB scramble right	4	6 man	QB roll right	QB ran +10
14	L SE slant in Trips left Inside slot out middle slot slant in	4	6 man	QB 3 step	Inc
15	L SE hitch Trips left Inside slot out middle slot slant in	4	6 man	QB roll left	Inc
16	all fly Trips right Hail Mary	4	6 man	QB roll right	R SE Inc
17	Slot right ?	3	7 man	QB roll left	QB sack
18	Slot right R SE fly middle slot out	3	7 man	QB 3 step	+ 20
19	Slot right ?	3	7 man	QB roll left	QB scramble + 5
20	Ace ?	4	6 man	QB 5 step	QB sack
21	L SE hitch Ace L slot out	4	6 man	QB 5 step	Inc
22	L SE slant in Slot right R SE slant in slot slant in	3	7 man	QB 3 step	+ 12 #28
23	Slot left ?	3	7 man	QB roll left	QB scramble Inc
24	Slot right R SE drag in middle slot out	3	7 man	QB 3 step	+5
25	L SE slant in Slot right	3	7 man	QB 3 step	Inc

in before half

# FORMATION TENDENCIES SHEET: RUNNING PLAYS

Team: \_\_\_\_\_ Formation: \_\_\_\_\_



9	7	5	3	2	4	6	8

Run: \_\_\_\_\_ Pass: \_\_\_\_\_ Inside: \_\_\_\_\_ Outside: \_\_\_\_\_ Draw: \_\_\_\_\_

Must stop: 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_

Calls

1st & 10, 2nd normal: \_\_\_\_\_

2nd long: \_\_\_\_\_

2nd short: \_\_\_\_\_

3rd long: \_\_\_\_\_

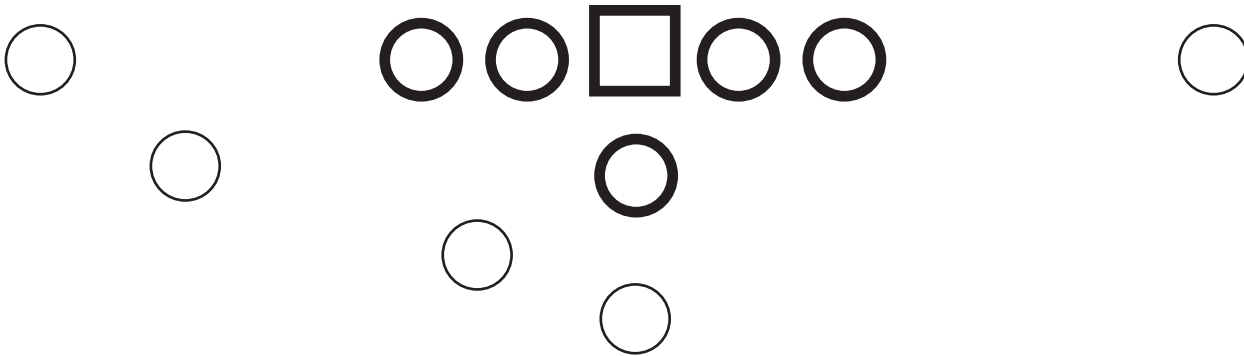
3rd short: \_\_\_\_\_

Inside 20: \_\_\_\_\_

Alerts: \_\_\_\_\_

# FORMATION TENDENCIES SHEET: RUNNING PLAYS

Team: Mt. Si Formation: Slot Right Plays



3 pitch plays

7 pitch plays

9	7	5	3	2	4	6	8
	TB Pitch 2 x 3.5 yds 1. 2-6 16 2. 2-7 -41 <hr/> Counter TB Trey 1 x 0 yds 1. 2-3 50 <hr/> TB Pitch 4 x 6 yds 1. 2-7 -41					TB Pitch 2 x 2.5 yds 1. 3-1 -47 2. 1-10 -39 <hr/> TB Lead 1 x 4 yds 1. 1-10 -43 <hr/> TB Pitch 4 x 1.8 yds 1. 4-2 +35 2. 1-10 -10 3. 1-10 -26 4. 2-6 -47 <hr/> TB Pitch 1 x 6.0 yds 1. 1-10 +47	
	4					8	

Run: 12 Pass: 6 Inside: \_\_\_\_\_ Outside: 12 Draw: \_\_\_\_\_

Must stop: 1. TB pitch 2. \_\_\_\_\_ 3. \_\_\_\_\_

Calls

1st & 10, 2nd normal: 4 TB pitch @ 6 hole

2nd long: 3 TB pitch @ 7 hole

2nd short: 1 TB counter Trey

3rd long: \_\_\_\_\_

3rd short: TB pitch @ 6 hole


Inside 20: TB pitch @ 7 hole (16 yd line)

Alerts: 83% pitch play. About 70% of runs went to 6-hole!

# OPPONENT PLAY FORMATIONS SHEET

Team: \_\_\_\_\_ Formation: \_\_\_\_\_


Formation: \_\_\_\_\_



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Formation: \_\_\_\_\_



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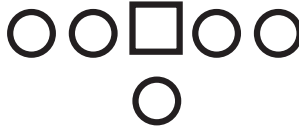
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Formation: \_\_\_\_\_



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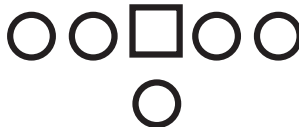
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Formation: \_\_\_\_\_



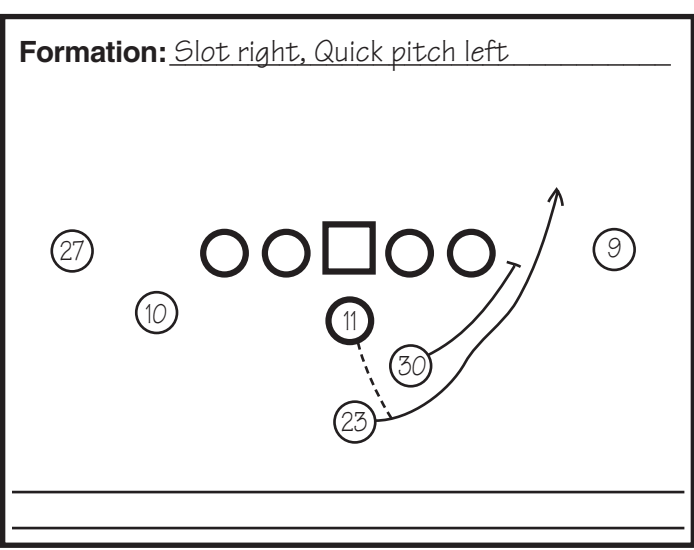
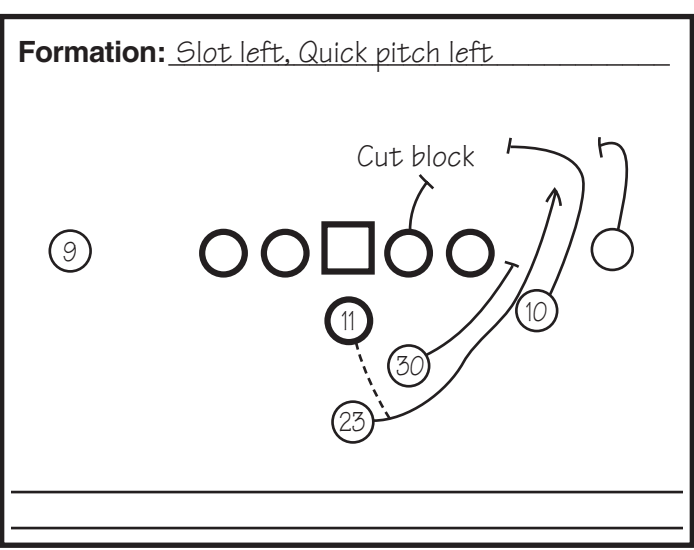
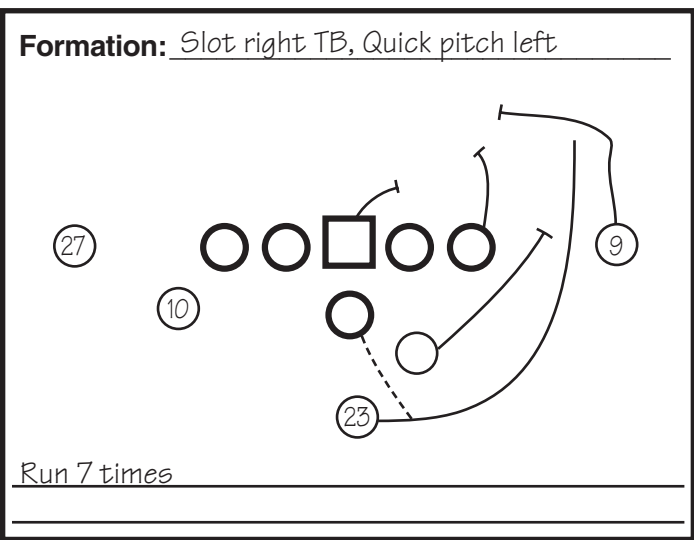
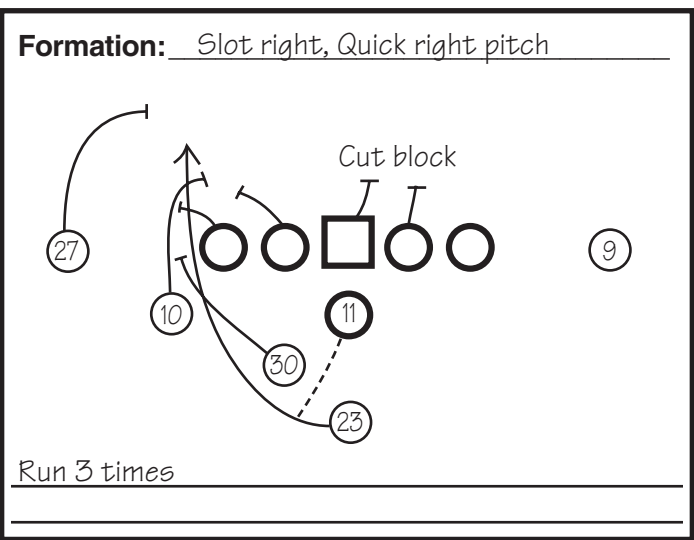
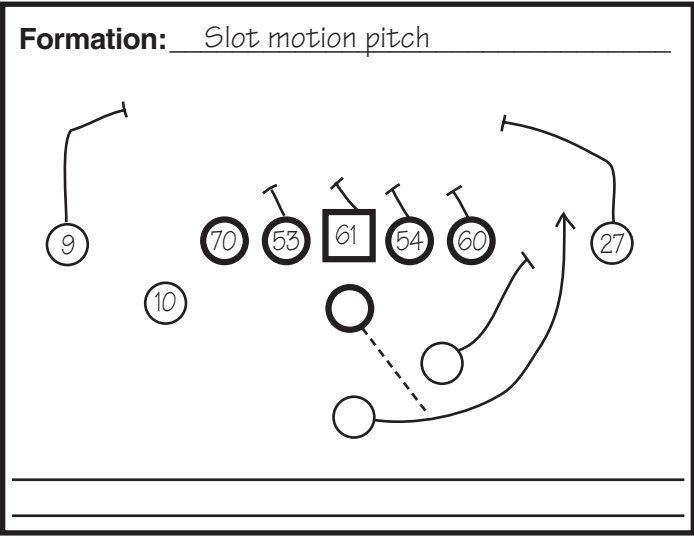
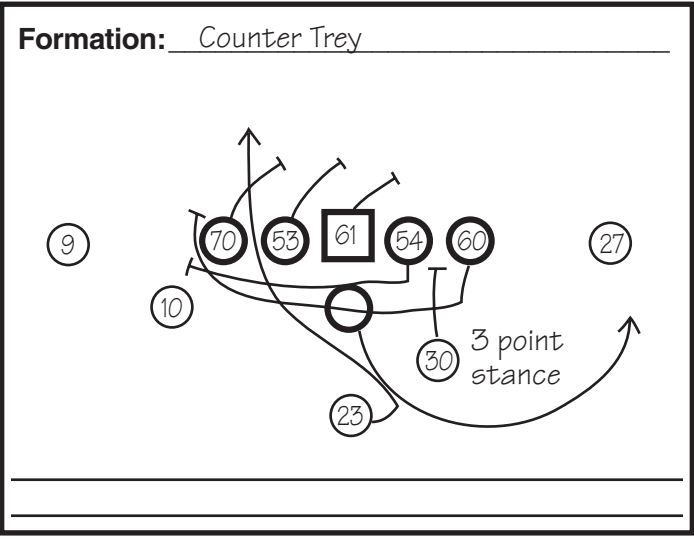
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# OPPONENT PLAY FORMATIONS SHEET

Team: Mt. Si

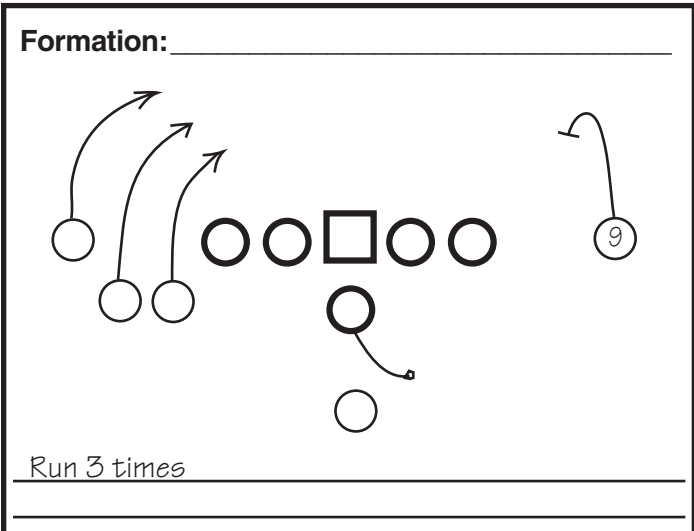
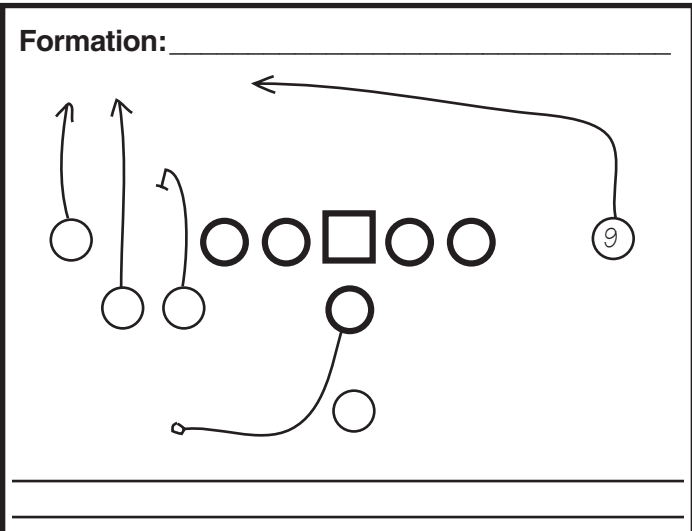
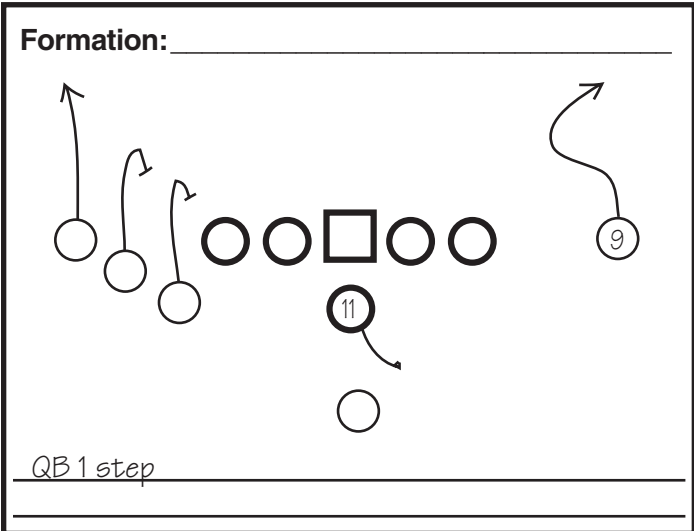
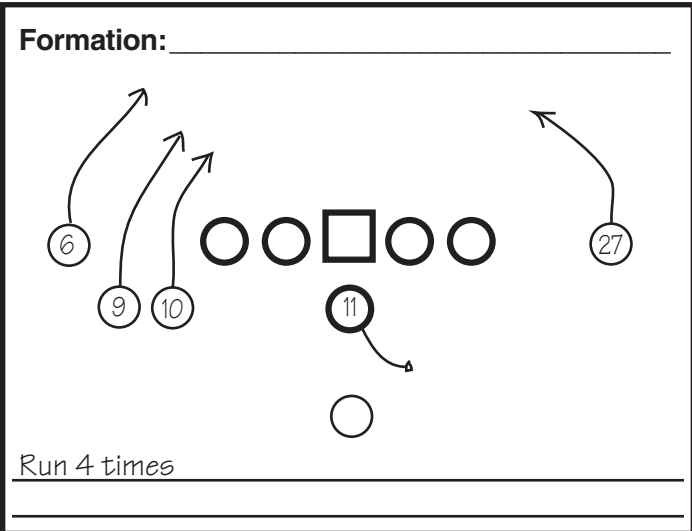
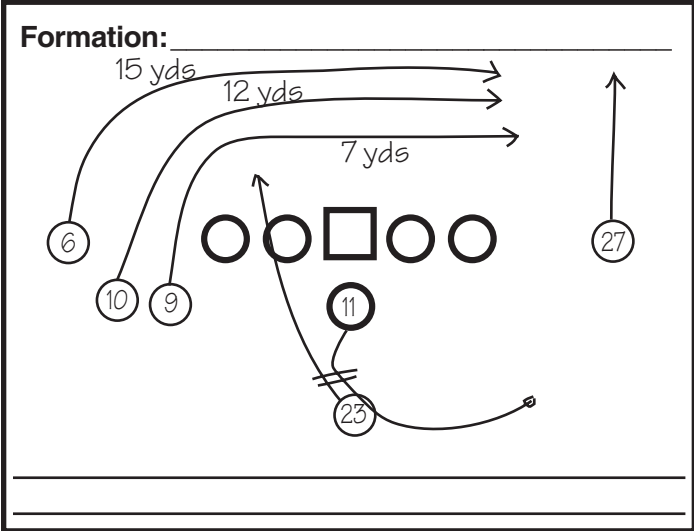
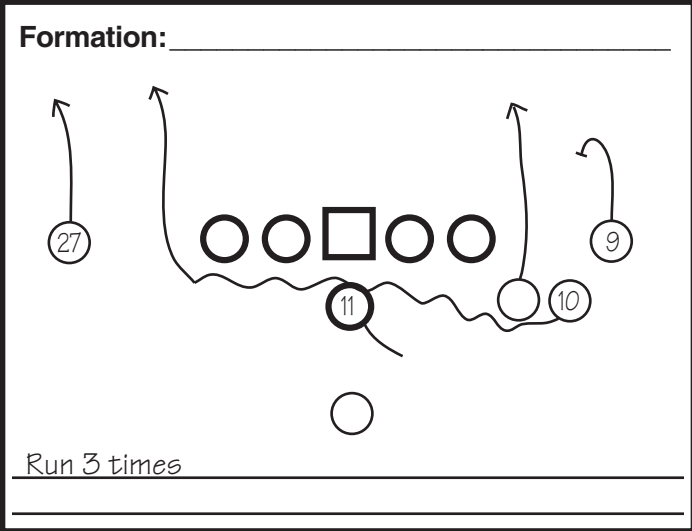
Formation: Slot Runs



# OPPONENT PLAY FORMATIONS SHEET

Team: Mt. Si

Formation: Trips Passes

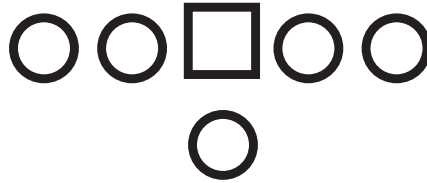


# SHORT YARDAGE FORMATION, DOWN-AND-DISTANCE SUMMARY

Team: \_\_\_\_\_ Game & Date: \_\_\_\_\_

Short Yardage

Goal-Line



Down & Distance	Formation			Play		
	Total	Run	Pass	Play-Action	Screen	Draw

### ALERTS

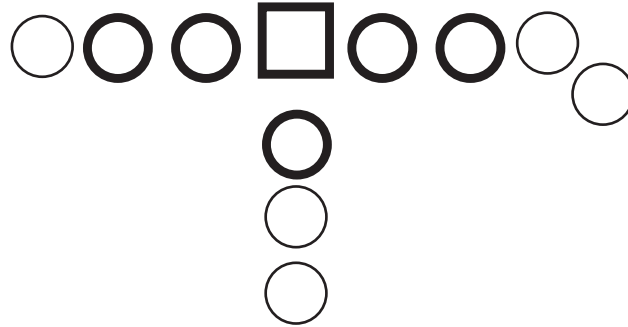
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

# SHORT YARDAGE FORMATION, DOWN-AND-DISTANCE SUMMARY

Team: Issaquah Game & Date: Vs. Mt. Si, 10/10

Short Yardage

Goal Line



Down & Distance	Formation			Play		
	Total	Run	Pass	Play-Action	Screen	Draw
2-3 +49	Slot L split			Lead Dive @ 4 hole #21 +3		
2-1 +37	Pro split			DBI hook/TE fly #9 +8 Flk hook		
3-2 +21	Wing T			Lead dive @ 4 hole #21 +		
3-3 -45	Pro Split			FB dive		
Totals	4	3	1			

### ALERTS

1. 100% success on 3 or less!
2. Favorite play lead dive
3. Formations Pro(2) Slot left & wing T
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



# RED ZONE DEFENSIVE STRATEGY WORKSHEET

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

1. WHAT ARE THEIR TENDENCIES BY DOWN-AND-DISTANCE — FROM THE 20- TO 10-YARD LINE AND THE 10-YARD LINE TO GOAL?

Total Plays	1st down	2nd down	3rd down	4th down
	<b>20 to 10</b> ___% run ___% pass _____ _____	<b>20 to 10</b> ___% run ___% pass _____ _____	<b>20 to 10</b> ___% run ___% pass _____ _____	<b>20 to 10</b> ___% run ___% pass _____ _____
	<b>10 to Goal</b> ___% run ___% pass _____ _____	<b>10 to Goal</b> ___% run ___% pass _____ _____	<b>10 to Goal</b> ___% run ___% pass _____ _____	<b>10 to Goal</b> ___% run ___% pass _____ _____

2. DO THEY HAVE ANY HASH MARK TENDENCIES FROM THE 20-YARD-LINE IN? \_\_\_\_\_

3. WHEN DO THEY GO INTO THEIR GOAL-LINE OFFENSE? \_\_\_\_\_

4. WHAT ARE THEIR SHORT YARDAGE TENDENCIES (3 YARDS OR LESS)? \_\_\_\_\_

5. DO THEY:

- Change Snap Counts: YES NO      Audible: YES NO
- Go On A Quick Count: YES NO      Have A Non-Rhythmic Count: YES NO
- Use A Long Count With No Hike To Draw Offside Penalty: YES NO

6. FORMATIONS RUN IN THE RED ZONE — DO THEY GIVE ANY TIPS? \_\_\_\_\_

7. SHIFTS AND MOTION USED: \_\_\_\_\_

8. LINE SPLITS: \_\_\_\_\_

Are These Different Than Normal: YES NO

9. DO THEY USE:

- A No-Huddle Offense: YES NO      Shotgun: YES NO

10. WHO ARE THEIR SUBSTITUTES IN THE GOAL-LINE PACKAGE? ARE THERE ANY TIP-OFFS TO PLAYS BASED ON THESE NEW PLAYERS? \_\_\_\_\_

11. DO THEY:

- Reverse: YES NO      Counter: YES NO
- Bootleg: YES NO      Run QB-Option/Pass Type Plays: YES NO

*Continued on next page*

12. WHAT ARE THEIR PASS DROPS AND PROTECTION SCHEMES? \_\_\_\_\_

\_\_\_\_\_

13. DO THEY RUN:

Screens: YES NO

Draws: YES NO

Shovel Passes: YES NO

14. DO THEY RUN THE OPTION: YES NO

15. THEIR 3 FAVORITE PLAYS FROM THE 20- TO 10-YARD LINE: \_\_\_\_\_

\_\_\_\_\_

16. THEIR 3 FAVORITE PLAYS FROM THE 10-YARD-LINE IN: \_\_\_\_\_

\_\_\_\_\_

17. PLAYS THEY SCORED ON IN THE RED ZONE: \_\_\_\_\_

\_\_\_\_\_

18. THEIR FAVORITE 2-POINT PLAYS: \_\_\_\_\_

\_\_\_\_\_

19. DO THEY RUN THEIR 2-POINT PLAYS FROM:

Left Hash: YES NO

Middle: YES NO

Right Hash: YES NO

20. HUDDLE BEFORE PAT AND FIELD-GOAL KICKS: YES NO

21. KEY SUBSTITUTES FOR THE KICK SCORING GAME:

Jersey Number: \_\_\_\_\_ Position: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Jersey Number: \_\_\_\_\_ Position: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

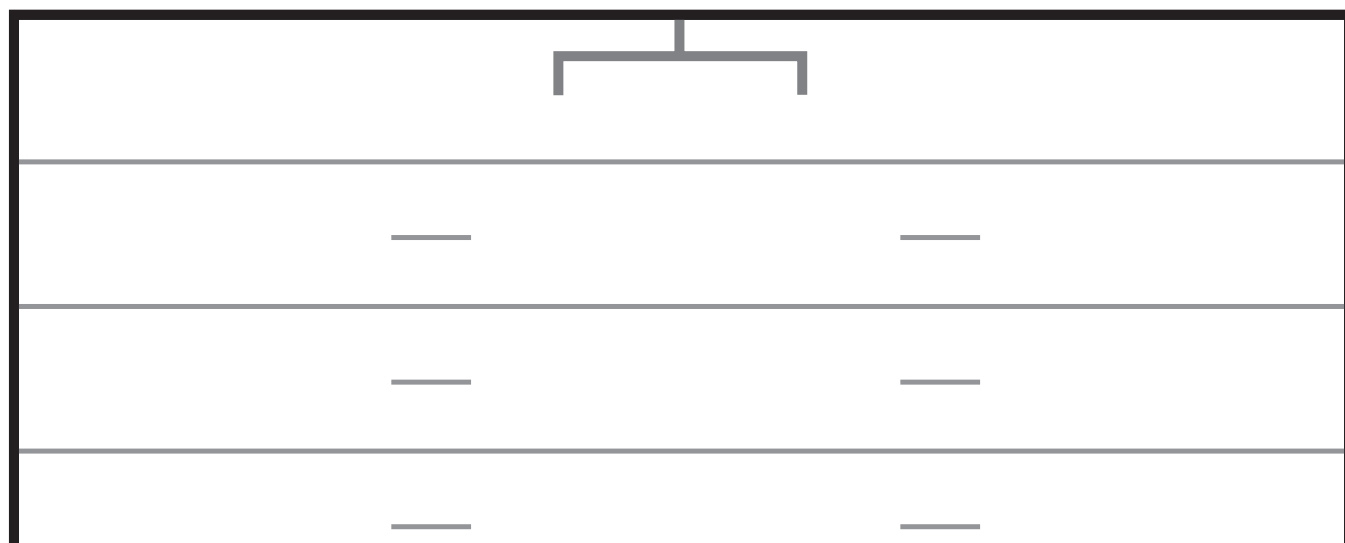
Jersey Number: \_\_\_\_\_ Position: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

22. DO THEY SHIFT OR RUN A SWINGING GATE-TYPE FORMATION? EXPLAIN/DIAGRAM BELOW \_\_\_\_\_

\_\_\_\_\_

23. DO THEY FAKE FIELD GOALS OR EXTRA POINTS? WHAT PLAYS DO THEY RUN? ARE THERE ANY TIP-OFFS TO THESE PLAYS? \_\_\_\_\_

\_\_\_\_\_



# RED-ZONE DEFENSIVE STRATEGY WORKSHEET

Team: Ferndale Game Date: \_\_\_\_\_

1. WHAT ARE THEIR TENDENCIES BY DOWN-AND-DISTANCE — FROM THE 20- TO 10-YARD LINE AND THE 10-YARD LINE TO GOAL?

Total Plays	1st down	2nd down	3rd down (Long)	4th down (Short)
9	<p>20 to 10</p> <p>50% run 50% pass</p> <p>Belly _____ Hitch _____</p> <p>Sweep _____ Fade _____</p>	<p>20 to 10</p> <p>33% run 67% pass</p> <p>Trap _____ Post _____</p> <p>_____ Slant In _____</p>	<p>20 to 10</p> <p>0% run 100% pass</p> <p>_____ V out _____</p> <p>_____ _____</p>	<p>20 to 10</p> <p>_____% run ____% pass</p> <p>Trap _____ _____</p> <p>_____ _____</p>
6	<p>10 to Goal</p> <p>100% run ____% pass</p> <p>Belly _____ _____</p> <p>Trap _____ _____</p>	<p>10 to Goal</p> <p>100% run ____% pass</p> <p>Trap _____ _____</p> <p>Belly _____ _____</p>	<p>10 to Goal</p> <p>100% run ____% pass</p> <p>Belly _____ _____</p> <p>_____ _____</p>	<p>10 to Goal</p> <p>100% run ____% pass</p> <p>Dive _____ _____</p> <p>_____ _____</p>

2. DO THEY HAVE ANY HASH MARK TENDENCIES FROM THE 20-YARD-LINE IN? No

3. WHEN DO THEY GO INTO THEIR GOAL-LINE OFFENSE? at 10 yd line

4. WHAT ARE THEIR SHORT YARDAGE TENDENCIES (3 YARDS OR LESS)? Trap, Belly, Dive

5. DO THEY:

Change Snap Counts: YES  NO

Audible: YES  NO

Go On A Quick Count: YES  NO

Have A Non-Rhythmic Count: YES  NO

Use A Long Count With No Hike To Draw Offside Penalty: YES  NO

6. FORMATIONS RUN IN THE RED ZONE — DO THEY GIVE ANY TIPS? Wing +, Full-house, Wing T, Double-Tight

7. SHIFTS AND MOTION USED: \_\_\_\_\_

8. LINE SPLITS: Normal line splits

Are These Different Than Normal: YES  NO

9. DO THEY USE:

A No-Huddle Offense: YES  NO

Shotgun:  YES NO

10. WHO ARE THEIR SUBSTITUTES IN THE GOAL-LINE PACKAGE? ARE THERE ANY TIP-OFFS TO PLAYS BASED ON THESE NEW PLAYERS? #42 short yardage, goal-line back, #41 stays in 100% run to 77 & 63 side!

11. DO THEY:

Reverse: YES  NO

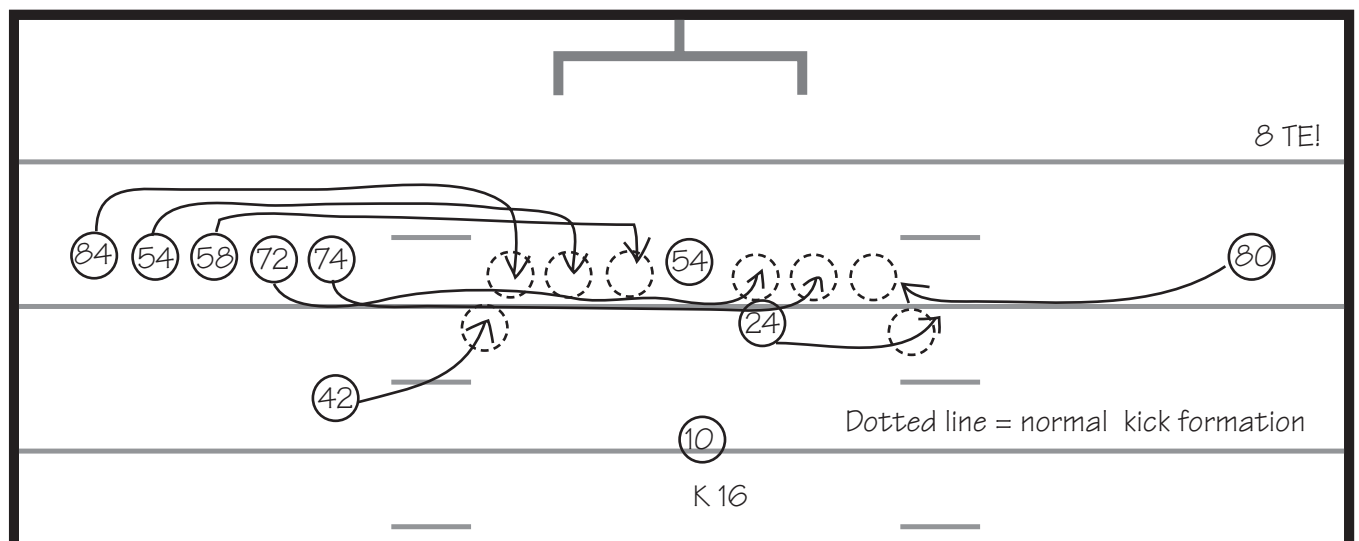
Counter: YES  NO

Bootleg: YES  NO

Run QB-Option/Pass Type Plays: YES  NO

Continued on next page

12. WHAT ARE THEIR PASS DROPS AND PROTECTION SCHEMES? Used 1-step, 3-step & roll out
- 
13. DO THEY RUN:  
 Screens: YES  NO  Draws: YES  NO   
 Shovel Passes: YES  NO
14. DO THEY RUN THE OPTION: YES  NO
15. THEIR 3 FAVORITE PLAYS FROM THE 20- TO 10-YARD LINE: Slant In or post #20, V out #80, Belly #41
- 
16. THEIR 3 FAVORITE PLAYS FROM THE 10-YARD-LINE IN: Belly #41 or #42, Trap #41, Dive #42
- 
17. PLAYS THEY SCORED ON IN THE RED ZONE: Fade to #80, Dive #42
- 
18. THEIR FAVORITE 2-POINT PLAYS: Out route to #20
- 
19. DO THEY RUN THEIR 2-POINT PLAYS FROM:  
 Left Hash: YES  NO  Middle:  YES  NO Right Hash: YES  NO
20. HUDDLE BEFORE PAT AND FIELD-GOAL KICKS:  YES  NO
21. KEY SUBSTITUTES FOR THE KICK SCORING GAME:  
 Jersey Number: #16 Position: Kicker Height: 5-7 Weight: 140  
 Jersey Number: #10 Position: Holder Height: 5-9 Weight: 150  
 Jersey Number: #54 Position: Center Height: 5-10 Weight: 205
22. DO THEY SHIFT OR RUN A SWINGING GATE-TYPE FORMATION? EXPLAIN/DIAGRAM BELOW Check coverage on #80, Check for #20 at wing — tip off to possible fake
23. DO THEY FAKE FIELD GOALS OR EXTRA POINTS? WHAT PLAYS DO THEY RUN? ARE THERE ANY TIP-OFFS TO THESE PLAYS? None I know about
- 



# SPECIAL TEAMS SUMMARY SHEET

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

KICKOFF	
Kicker: _____	Distance: _____
Safety: _____	1. _____
Returns: _____	2. _____
Average Return: _____	3. _____
	4. _____
	5. _____
	6. _____
	7. _____
	8. _____
Ball Placed	
L. Hash	Center
R. Hash	

45	
40	
35	
30	

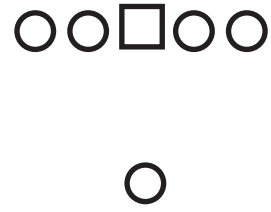
KICKOFF RETURN	
Returns: _____	Long: _____
Average Return: _____	TD: _____
	Deep Men: _____
Type Of Return: _____	

50	_____	_____
40	_____	_____
30	_____	_____
20	_____	_____
10	_____	_____

*FC = Fair Catch, NF = Not Fielded*

PUNT							
Punter: _____	Distance: _____	Get-Away Time: _____	Hang Time: _____				
Center: _____	1. _____ yds	1. _____ sec	1. _____ sec				
Punts: _____	2. _____ yds	2. _____ sec	2. _____ sec				
Average: _____	3. _____ yds	3. _____ sec	3. _____ sec				
Returns: _____	4. _____ yds	4. _____ sec	4. _____ sec				
Average Return: _____	5. _____ yds	5. _____ sec	5. _____ sec				
	6. _____ yds	6. _____ sec	6. _____ sec				
	7. _____ yds	7. _____ sec	7. _____ sec				
	8. _____ yds	8. _____ sec	8. _____ sec				
Type: _____							
Spread	Tight	Both					

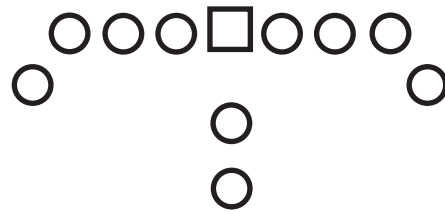


PUNT RETURN	
Returns: _____	TD: _____
Average Return: _____	Deep Men: _____
F.C.: _____	Type Of Return: _____
Blocks: _____	
Long: _____	



*XP = Extra Point FG = Field Goal*

PAT / FG			
Kicker: _____	FG Distance: _____	Get Away Time: _____	
Holder: _____	1. _____ yds	1. _____ sec	
L.R.: _____	2. _____ yds	2. _____ sec	
R.H.: _____	3. _____ yds	3. _____ sec	
Type: _____	4. _____ yds	4. _____ sec	
Regular	5. _____ yds	5. _____ sec	
Swinging Gate	6. _____ yds	6. _____ sec	
Both	7. _____ yds	7. _____ sec	
	8. _____ yds	8. _____ sec	



# SPECIAL TEAMS SUMMARY SHEET

Team: Mt. Si (Note: 2 games scouted)

Game Date: \_\_\_\_\_

### KICKOFF

Kicker: #9 Distance: \_\_\_\_\_  
 Safety: #9 1. 6 yd line 26 yds  
 Returns: 2 2. End zone  
 3. End zone  
 Average 4. End zone  
 Return: 22 yds 5. \_\_\_\_\_  
 6. \_\_\_\_\_  
 7. \_\_\_\_\_  
 8. \_\_\_\_\_

Ball Placed  
 L. Hash Center R. Hash

### KICKOFF RETURN

Returns: 5 Long: 35  
 Average TD: 0  
 Return: 18 Deep Men: #28, #9

Type Of Return: \_\_\_\_\_  
Wedge  
8 returns  
2 End zone  
1 out of bounds  
(start 35 yd line)

FC = Fair Catch, NF = Not Fielded

### PUNT

Punter:	Distance:	Get-Away Time:	Hang Time:
<u>#9</u>	1. <u>26</u> yds	1. <u>2.33</u> sec	1. <u>4.0</u> FC sec
<u>#52</u>	2. <u>32</u> yds	2. <u>2.22</u> sec	2. <u>3.65</u> sec
<u>7</u>	3. <u>40</u> yds	3. <u>2.12</u> sec	3. <u>3.37</u> sec
<u>Average: 32.7 yds</u>	4. <u>29</u> yds	4. <u>1.93</u> sec	4. <u>3.77</u> FC sec
<u>Returns: 3</u>	5. <u>33</u> yds	5. <u>2.17</u> sec	5. <u>3.85</u> NF sec
<u>Average</u>	6. <u>31</u> yds	6. <u>2.14</u> sec	6. <u>3.04</u> sec
<u>Return: 7.3</u>	7. <u>38</u> yds	7. <u>2.17</u> sec	7. <u>4.25</u> NF sec
<u>Type:</u>	8. _____ yds	8. _____ sec	8. _____ sec

Spread Tight Both

### PUNT RETURN

Returns: 1 TD: \_\_\_\_\_  
 Average Deep Men: #9, #28  
 Return: 21 yds Type Of Return: \_\_\_\_\_  
 F.C.: \_\_\_\_\_ Wall to their bench  
 Blocks: Unknown  
 Long: \_\_\_\_\_

XP = Extra Point FG = Field Goal

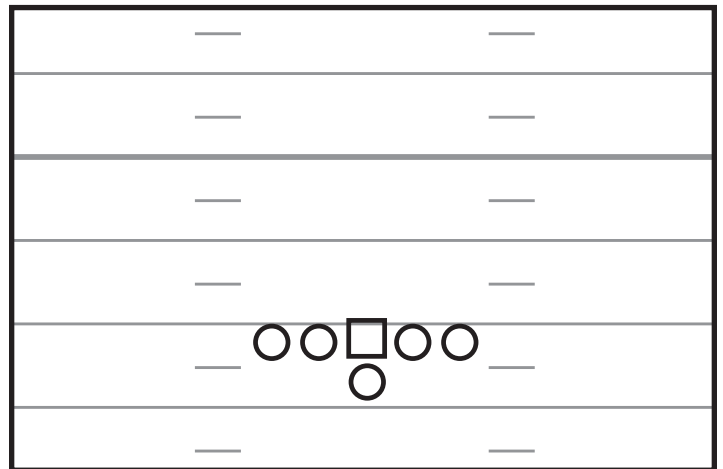
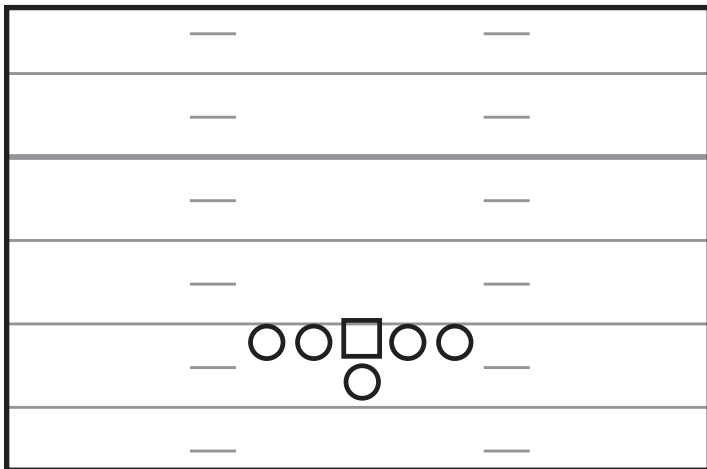
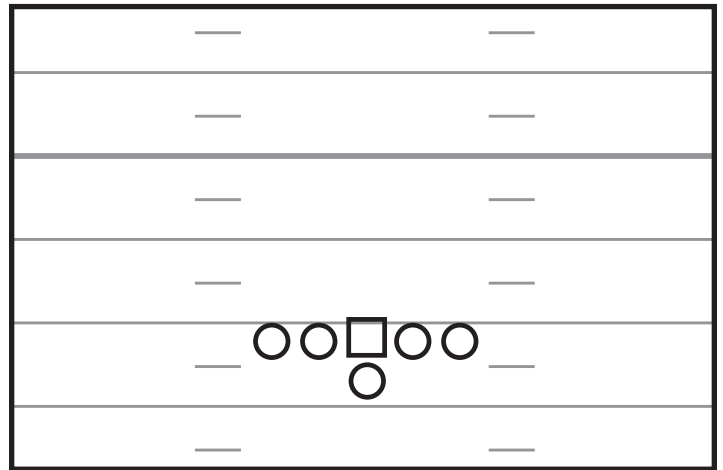
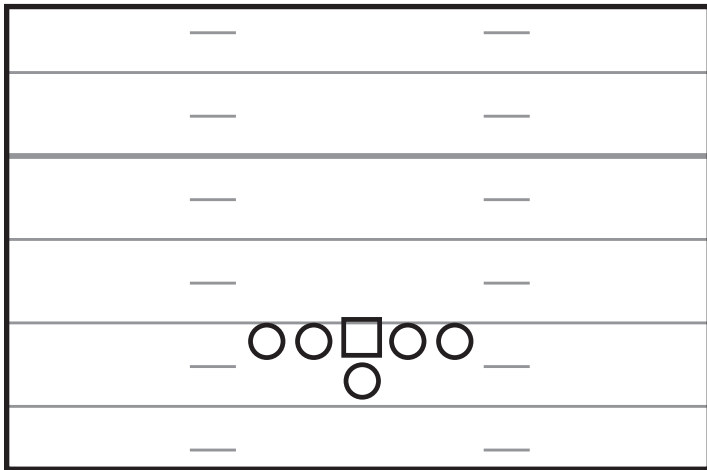
### PAT / FG

Kicker:	FG Distance:	Get Away Time:
<u>#9</u>	1. <u>32</u> yds	1. <u>1.48</u> FG sec
<u>#10</u>	2. _____ yds	2. <u>1.38</u> XP sec
<u>#6</u>	3. _____ yds	3. <u>1.37</u> XP sec
<u>#27</u>	4. _____ yds	4. <u>1.42</u> XP sec
<u>Type:</u>	5. _____ yds	5. <u>1.38</u> XP sec
<u>Regular</u>	6. _____ yds	6. _____ sec
<u>Swinging Gate</u>	7. _____ yds	7. _____ sec
<u>Both</u>	8. _____ yds	8. _____ sec

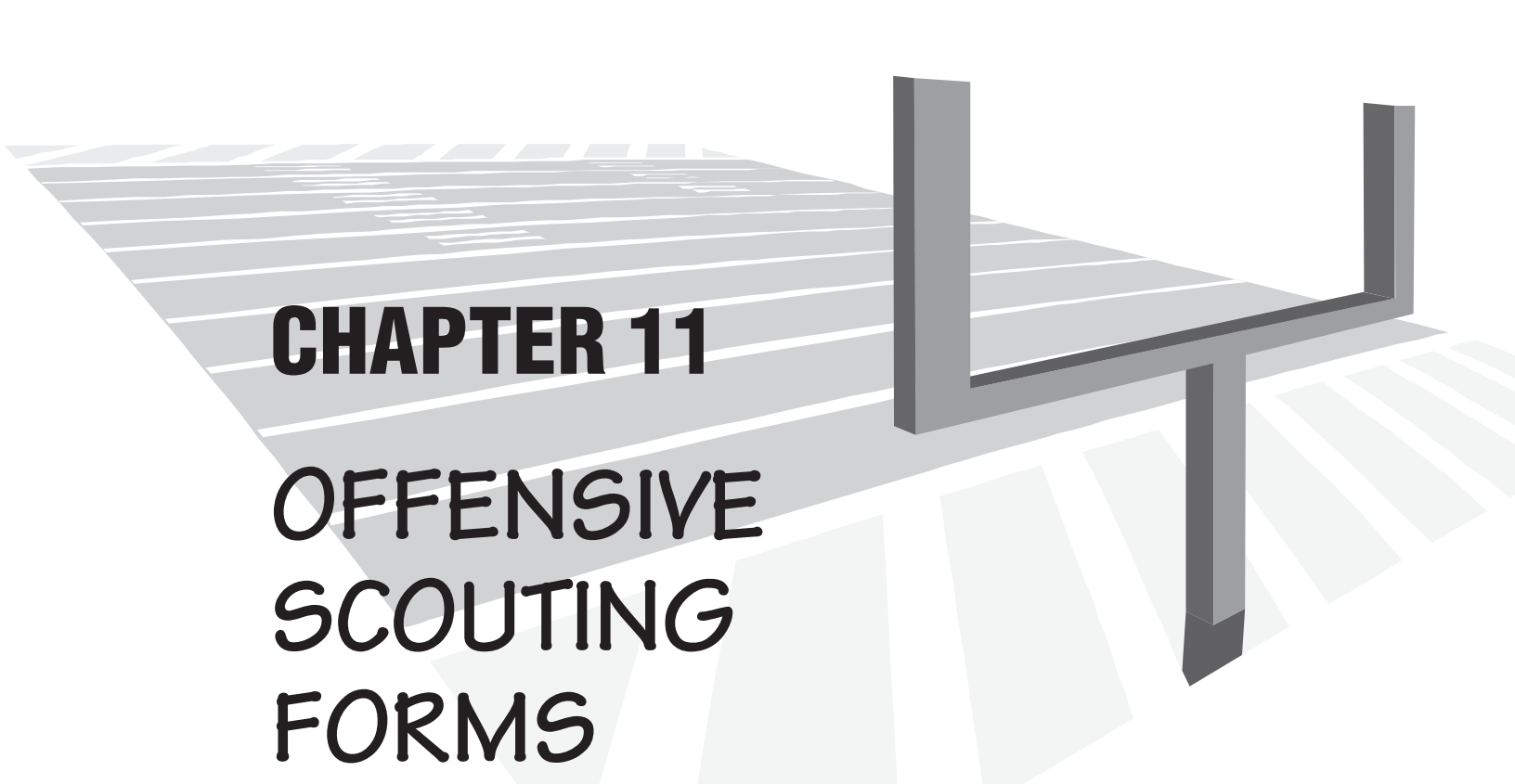
Alert: They always align for PAT in swinging gate!

See other side for swinging gate!

# COACHING NOTES



NOTES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# CHAPTER 11

## OFFENSIVE SCOUTING FORMS

PREPARATION OF SCOUTING reports on the opponent's defense is an area in which many coaches could improve their techniques. This chapter provides offensive coaches with ideas about how to properly scout an opponent's defense.

Coaches need to gather important information on their opponent's defense and convey that information to their players in an organized manner to help them more efficiently prepare for the upcoming game.

The first form is a 30-item Offensive Game Scouting Checklist (11.1) that provides answers to key questions about your opponent's defense. The running and passing attack section is developed from several questions and checklists provided in "Offensive Game Management (Chapter 12)."

The example document is an actual scouting report that I have used as a head coach.

The Defensive Team Depth Chart (11.2) is an adaptation of various charts and forms I've seen over the years. It shows the type information to gather on your opponent's defensive personnel. The Defensive Formation & Alignment Form (11.3) is important to help players and coaches plan for — and adjust to — various defensive schemes. It also helps with pass coverage and blitz analysis.

The information provided through these offensive scouting forms is vital to your offense, as recognition of defensive alignments is the key component to your offensive success.



# OFFENSIVE GAME SCOUTING CHECKLIST

Team: \_\_\_\_\_ Game Scouted: \_\_\_\_\_

1. BASIC FRONT: \_\_\_\_\_

\_\_\_\_\_

2. BASIC LINE TECHNIQUE: \_\_\_\_\_

\_\_\_\_\_

3. WHEN THEY BLITZ, STUNT: \_\_\_\_\_

\_\_\_\_\_

4. BASIC PASS COVERAGE: \_\_\_\_\_

\_\_\_\_\_

5. HASH MARK ADJUSTMENT: \_\_\_\_\_

\_\_\_\_\_

6. PURSUIT SKILLS: \_\_\_\_\_

\_\_\_\_\_

7. CONTAIN RESPONSIBILITY: \_\_\_\_\_

\_\_\_\_\_

8. WHO STAYS ON PLAYS AWAY: \_\_\_\_\_

\_\_\_\_\_

9. HOW WELL LBs PLAY THEIR POSITION \_\_\_\_\_

\_\_\_\_\_

10. WHEN DOES THE DEFENSE CHANGE ALIGNMENT: \_\_\_\_\_

\_\_\_\_\_

11. DEFENSES USED FOR:

Short Yardage (2 or Less): \_\_\_\_\_

Goal-Line: \_\_\_\_\_

Danger Zone: \_\_\_\_\_

Red Zone: \_\_\_\_\_

Last 2 Minutes: \_\_\_\_\_

2-Point Play: \_\_\_\_\_

3rd and Long: \_\_\_\_\_

12. TOP 3 DEFENSIVE PLAYERS: \_\_\_\_\_

\_\_\_\_\_

13. BEST DL: \_\_\_\_\_

\_\_\_\_\_

14. BEST LB: \_\_\_\_\_

\_\_\_\_\_

15. BEST PASS RUSHER: \_\_\_\_\_

\_\_\_\_\_

16. BEST COVERAGE PLAYER \_\_\_\_\_

\_\_\_\_\_

17. RELATIVE OVERALL STRENGTH OF THE D-LINE: \_\_\_\_\_

\_\_\_\_\_

*Continued on next page*

18. RELATIVE STRENGTH OF LBs: \_\_\_\_\_

\_\_\_\_\_

19. RELATIVE STRENGTH OF DBs: \_\_\_\_\_

\_\_\_\_\_

20. KEY BACKUPS: \_\_\_\_\_

\_\_\_\_\_

21. KEY SITUATIONAL SUBS: \_\_\_\_\_

\_\_\_\_\_

22. TIP-OFFS: \_\_\_\_\_

\_\_\_\_\_

23. WEAKEST RUN LINEMAN: \_\_\_\_\_

\_\_\_\_\_

24. WEAKEST PASS RUSHER: \_\_\_\_\_

\_\_\_\_\_

25. WEAKEST LB: \_\_\_\_\_

\_\_\_\_\_

26. WEAKEST DB: \_\_\_\_\_

\_\_\_\_\_

27. DEFENSIVE TENDENCIES

Fronts Used: \_\_\_\_\_

Blitzes: \_\_\_\_\_

2nd and Long: \_\_\_\_\_

2nd and Short: \_\_\_\_\_

3rd and 4 to 6: \_\_\_\_\_

4th Down: \_\_\_\_\_

Coverages: \_\_\_\_\_

1st Down: \_\_\_\_\_

2nd and 4 to 6: \_\_\_\_\_

3rd and Long: \_\_\_\_\_

3rd and Short: \_\_\_\_\_

28. OUR RUN GAME PLAN

Plays: \_\_\_\_\_

\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

29. OUR PASS GAME PLAN

Plays: \_\_\_\_\_

\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

30. HOW WE WILL WIN THIS GAME: \_\_\_\_\_

\_\_\_\_\_

## OFFENSIVE GAME SCOUTING CHECKLIST

Team: NORTHWESTTECH

Game Scouted: Vs. West 9/18

- 1. Basic Front:** Northwest Tech runs a base pro 4-3 defense. They also use a 4-4 in short yardage defense and at the goal line. In long yardage (+12 or more), they will operate out of a 3-4 alignment.
- 2. Basic Line Technique:** The basic line play is a penetrating technique. They play 2-gap responsibility but use penetrating technique instead of reading technique on the line. The linemen are very aggressive and often create large gaps by one player penetrating farther upfield than his teammates. Line technique is blow delivery.
- 3. When They Blitz, Stunt:** They run a lot of twist, stunts and blitzes by the LBs. They can run these defensive adjustments with varying degrees of success, but sometimes they leave significant gaps in their base front. LBs will fill vacated gaps by twisting and stunting linemen.
- 4. Basic Pass Coverage:** The base pass coverage is zone. They run a 2-deep, 5-under zone and a 3-deep zone, 4-under zone. They seem to like to run a man defense but the DBs' cover skills often seem weak and they quickly get out of man when they have coverage breakdowns.
- 5. Hash Mark Adjustment:** There seems to be no adjustment for hash marks. They play a balanced defense. They often become confused due to shifts and alignments or strange formations (slow to cover WR).
- 6. Pursuit Skills:** Pursuit is poorly coordinated by this defense. Some players take very good pursuit angles but others seem confused and show a lot of effort with no coordinated results.
- 7. Contain Responsibility:** Containment is very weak. Often, ends rush upfield while CBs retreat rapidly, leaving LBs in no man's land to try and chase down the play. Safeties often end up being the first player to contain the play. Rollouts and bootlegs are very good plays to run against this defense.
- 8. Who Stays On Plays Away:** Trailer on plays seems to be the opposite end to the play direction. This seems to be a strong point of their defensive design.
- 9. How Well LBs Play Their Position:** The LBs have trouble finding the ball on counters and option plays. They defend ISO and lead dive plays well. Weakside LB has trouble getting off blocks. LBs will rush or drop to zone in pass situations. Drops are quick and deep — quick passes and delays work well against them.
- 10. When Defense Changes Alignment:** On 3rd and 2 or less, the defense really tightens up. LBs are aligned at 2 1/2 yards or less. Short yard defense is 4-4 usually.
- 11. Defenses Used For:**

<b>Short Yardage (2 or Less):</b> <u>4-4</u>	<b>Goal-Line:</b> <u>Goal-line defense (4-4) starts at 5 yd line</u>
<b>Danger Zone:</b> <u>4-3</u>	<b>Red Zone:</b> <u>4-3 with lots of blitzes</u>
<b>Last 2 Minutes:</b> <u>4-3 with loose 2-deep zone</u>	<b>2-Point Play:</b> <u>4-4 with tight alignment</u>
<b>3rd and Long:</b> <u>4-3 or 3-4</u>	
- 12. Top 3 Defensive Players:** #53 Becham LB, #60 Mullen, DE, #28 Wakeford, CB.
- 13. Best DL:** #60.
- 14. Best LB:** #53, good pursuit, counters will beat him.
- 15. Best Pass Rusher:** #73 Frazier. O-linemen should help double-team him if possible.
- 16. Best Coverage Player:** #28. Good agility but speed questionable.
- 17. Relative Overall Strength Of The D-Line:** Poor, undersized, weak technique.

*Continued on next page*

18. **Relative Strength Of LBs:** Fair, tough football players.
19. **Relative Strength Of DBs:** fair, good run support, fair coverage skills.
20. **Key Backups:** unknown.
21. **Key Situational Subs:** # 6 Janowski will come in during nickel situations.
22. **Tip-Offs:** They show blitz early and will often jump offsides on hard counts.
23. **Weakest Run Lineman:** #65 Clarke. Head is down, poor against traps.
24. **Weakest Pass Rusher:** #65, loses balance too easily.
25. **Weakest LB:** #20 Hoskins, not very agile, loses feet too often.
26. **Weakest DB:** #37 Liggat, likes to make big hit after catch but does not defend the pass well.

## 27. Defensive Tendencies

**Fronts Used:** 4-3 (80%), 4-4 (18%), 3-4 (2%)

**Blitzes:** blitzes called on 15% of defensive downs

**2nd and Long:** 4-3, Cover-3 (100%)

**2nd and Short:** 4-4 Cover-3 (100%)

**3rd and 4 to 6:** 4-4 Cover-2 (100%)

**4th Down:** No data

**Coverages:** 2-deep zone (55%), 3-deep zone (38%), Man (7%)

**1st Down:** 4-3 (75%), Cover-2 (25%)

**2nd and 4 to 6:** 4-3, Cover-2 (88%), 4-3, Cover-3 (12%)

**3rd and Long:** 4-3, Cover-3 (85%), 3-4 Cover-3 (15%)

**3rd and Short:** 4-3, Cover-2 (100%)

## 28. Our Run Game Plan

**Plays:** 31/32 veer, 31/32 trap, 18/57 reverse, 22/24/41/43 lead, 60/61 QB lead, 28/47 sweep, 24/43 counter, 68/69 QB Option, 68/69 speed option.

**Notes:** Wide runs and traps will work best — attack all 8 gaps. Avoid running lead dives on short yards; they defend these plays best. Both motion and our alignment will work well vs. this team. They are especially vulnerable to the trap from trips. Rushing goal of 150 yards or more on 30 carries (5 yard avg.) Each run play must be practiced at least 10 times. 75% of plays will be 3-back running attack (15/20), and 25% will be 1-back running attack (5/20). Only TE running attack will be diamond formation, the rest is a split-end attack. No adjustment necessary for field position except in an absolutely wide-open option pitch in the danger zone (FB or QB keeps only). See game plan for list of special situation run plans.

## 29. Our Pass Game Plan

**Plays:** Lancer motion right/left, 31/32 Veer bootleg pass, Switch, 32 Veer HB option pass, 28/47 Sweep bootleg pass, 18 reverse pass, 67/68 speed option pass, White 4, Ringo 1/19/59, FB Quick screen R/L, WR screen R/L, WR screen long R/L, slot screen R/L, 39 swing pass, Double chair, QB motion pass right.

**Notes:** All 9 passing zones will be attacked. We must avoid throwing short in cover-2 vs. 5 short zones. Both motion and our alignment will work well. Roll out option pass and bootleg pass will be especially effective. We need 125 yards passing or more on 20 attempts. We need at least 10 repetitions per play to be ready for this game. The script will be used to determine best formations for this game. All pass formations will not use TE except the diamond formation pass. Field position will cause us to reduce the routes or break routes off in the red zone. Audibles are White 4, Ringo 1 and Ringo 19 or 59.

## 30. How We Will Win This Game:

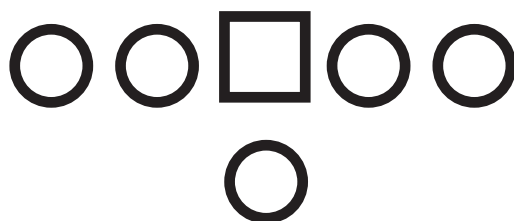
- A. Our line outweighs and has better skills than their D line. We will control the LOS. They do not play the trap well.
- B. Our offense is rarely seen in their league. Counters and special plays are confusing to them.
- C. We will control the tempo of the game by our script and execution.
- D. Passing plays disguised as runs are very good calls vs. this team. QB runs (option) put real pressure on them.
- E. Our biggest advantage will be our ability to get wide by breaking containment of their DEs.
- F. We will be able to counter their quickness through better football technique and experience.
- G. You must work as hard in practice as I have in studying them.

**They are talkers. You let your pads do the talking, not your mouths!**

**GOOD LUCK! Coach Schrader**

# DEFENSIVE TEAM DEPTH CHART

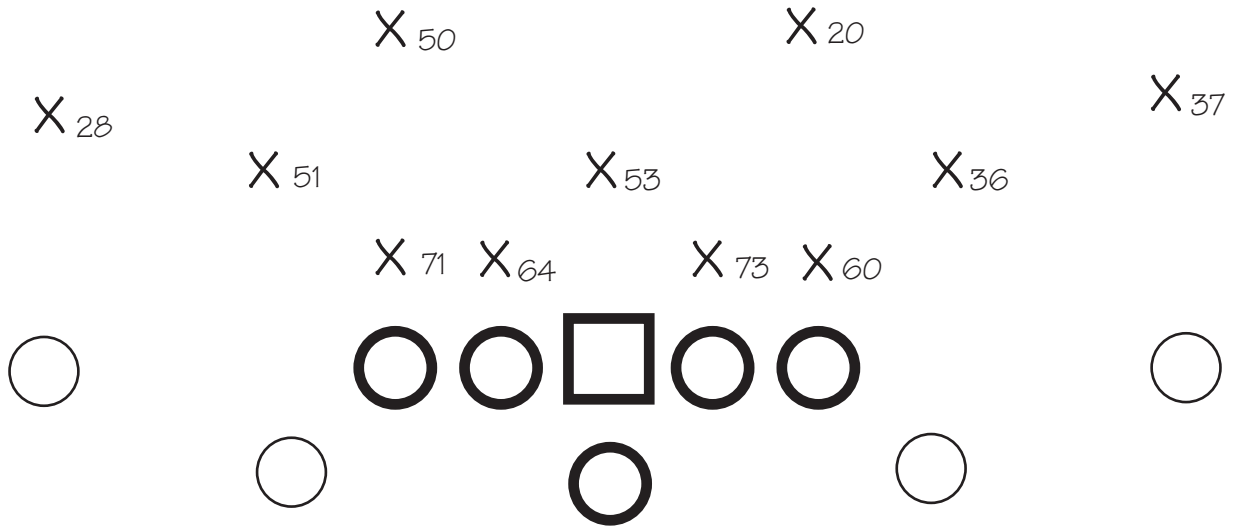
Team: \_\_\_\_\_ Game Date: \_\_\_\_\_



FIRST TEAM		SUBSTITUTES	
DE		DE	
DT		DT	
N/T		N/T	
DT		DT	
DE/LB		DE/LB	
LB		LB	
LB		LB	
SS/R		SS/R	
SC		SC	
FS		FS	
WC		WC	

## DEFENSIVE TEAM DEPTH CHART

Team: Northwest Tech Game Date: \_\_\_\_\_



FIRST TEAM		SUBSTITUTES	
DE 60	Nail Mullen 6-3, 270 <i>Best DL</i>	DE	
DT 73	Richard Frazier 6-5, 260 <i>Best pass rusher</i>	DT	
<del>N/T</del> 64	Niel Prothero 6-1, 210	N/T	
DT 71	Andrew Donald 6-2, 235	DT	
DE/LB 36	Martin Jolly 6-0, 195	DE/LB	
LB 53	Kirk Beacham 6-1, 210 <i>Best LB</i>	LB	
LB 51	Daniel Parker 5-11, 180	LB	
SS/R 20	Mark Hoskins 5-11, 185	SS/R	
SC 37	Steve Liggat 5-10, 172	SC	
FS 50	Paul Kelly 5-10, 165	FS	
WC 28	Paul Wakeford 6-0, 170 <i>Best DB cover</i>	WC	

# DEFENSIVE FORMATIONS & ALIGNMENT FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

Formation: \_\_\_\_\_  
Used \_\_\_\_% When \_\_\_\_\_  
Front: \_\_\_\_\_  
Coverage: \_\_\_\_\_  
\_\_\_\_\_  
Blitz: \_\_\_\_\_  
\_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Formation: \_\_\_\_\_  
Used \_\_\_\_% When \_\_\_\_\_  
Front: \_\_\_\_\_  
Coverage: \_\_\_\_\_  
\_\_\_\_\_  
Blitz: \_\_\_\_\_  
\_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Formation: \_\_\_\_\_  
Used \_\_\_\_% When \_\_\_\_\_  
Front: \_\_\_\_\_  
Coverage: \_\_\_\_\_  
\_\_\_\_\_  
Blitz: \_\_\_\_\_  
\_\_\_\_\_  
Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# DEFENSIVE FORMATIONS & ALIGNMENT FORM

Team: Northwest Tech Game Date: 10/13

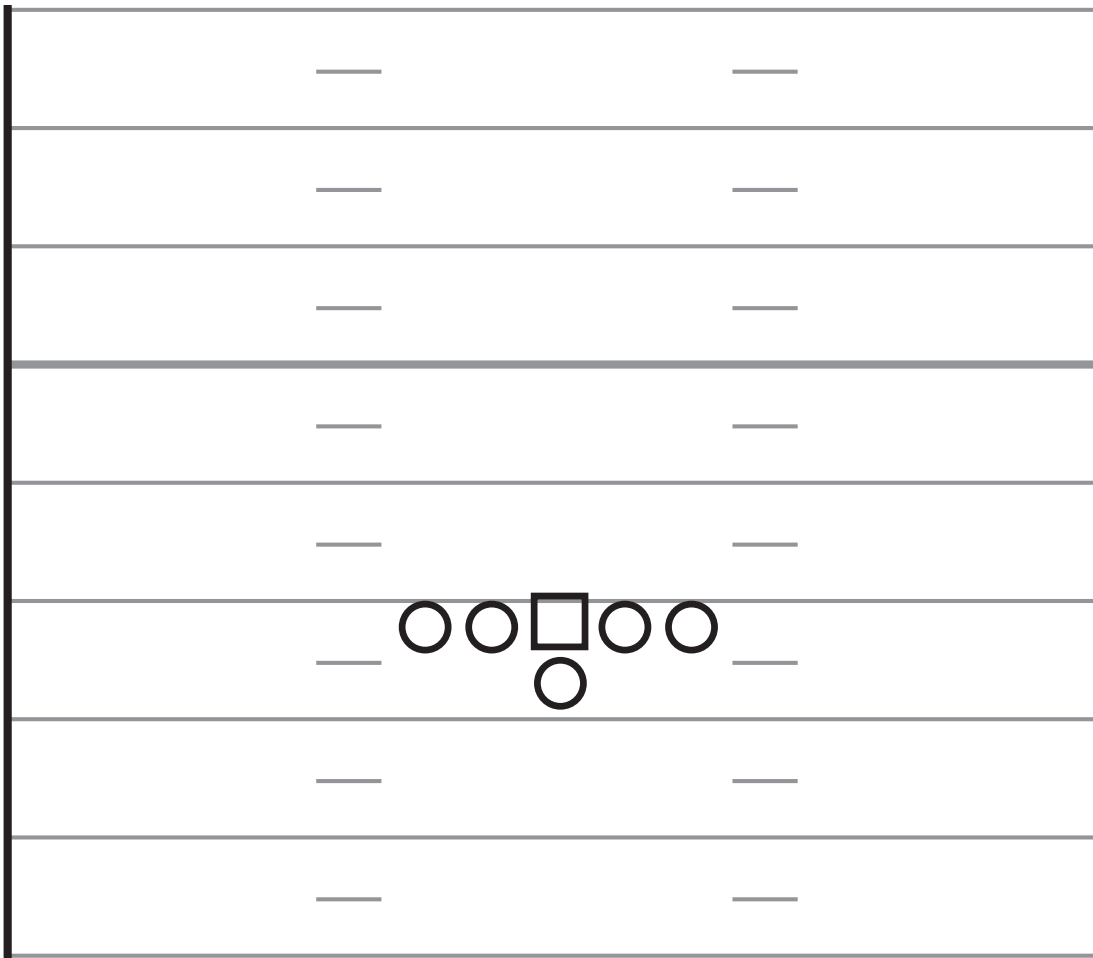
**Formation:** 4-3  
**Used** 80 % **When** \_\_\_\_\_  
**Front:** Even 4 man  
**Coverage:** Cover-2 Base on 2nd & 3rd  
Down: Cover-3 on long yds only  
**Blitz:** 15% LB or C  
**Notes:** unpredictable on 1st down

**Formation:** 4-4  
**Used** 18 % **When** \_\_\_\_\_  
**Front:** Even 4 man  
**Coverage:** Only cover-3  
**Blitz:** LB  
**Notes:** \_\_\_\_\_

**Formation:** 3-4  
**Used** 2 % **When** Long yds only  
**Front:** Odd 3  
**Coverage:** Cover-3, Dime  
**Blitz:** None Used  
**Notes:** \_\_\_\_\_



# COACHING NOTES



NOTES: \_\_\_\_\_

\_\_\_\_\_

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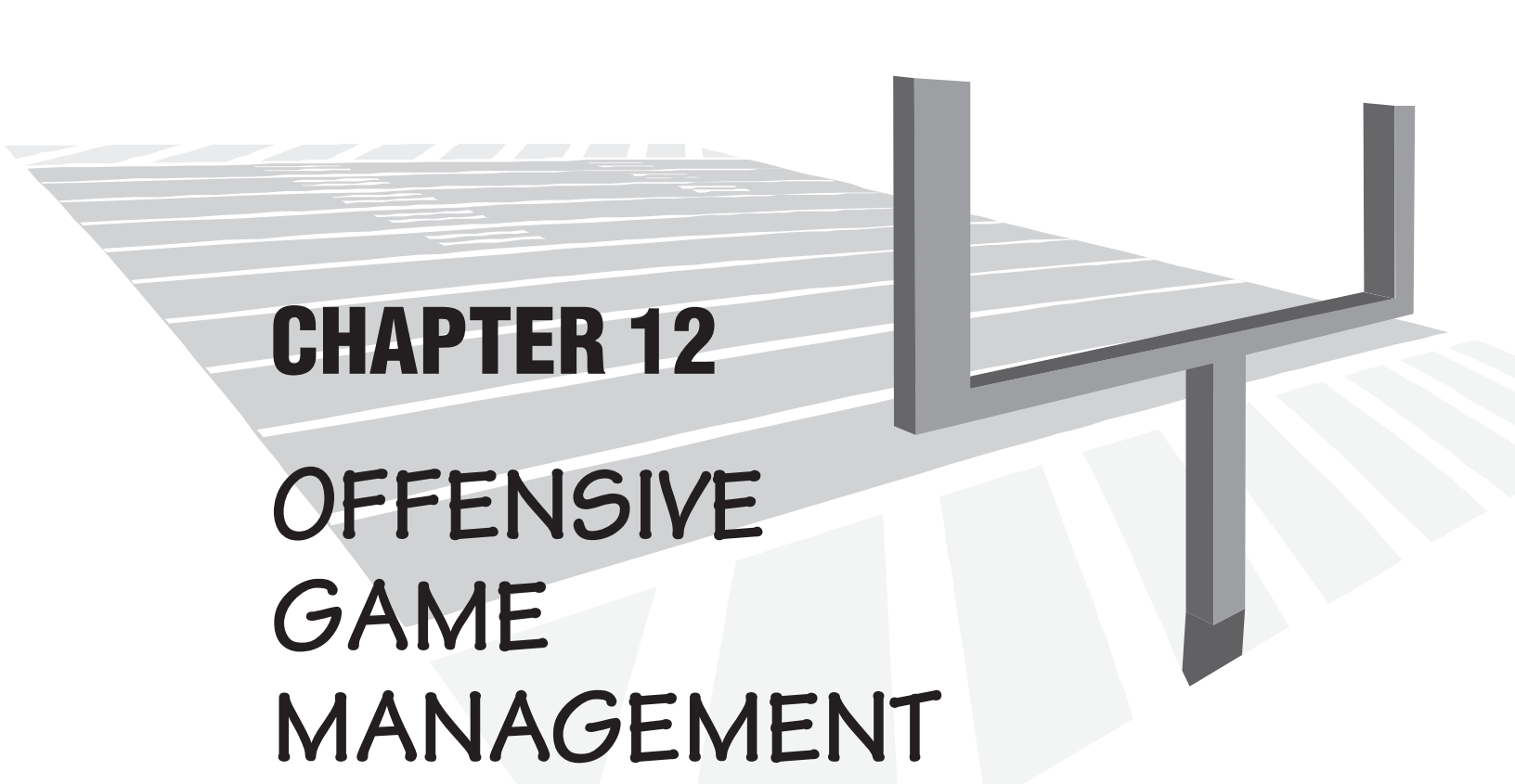
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# CHAPTER 12

## OFFENSIVE GAME MANAGEMENT

GETTING THE RIGHT offensive personnel on the field and quickly calling the right play for a given situation requires great organization from the coaching staff. Game adjustments are always necessary, but a coach who is prepared with well thought-out ideas and checklists can make the important game decisions far easier on himself and his team.

This chapter was designed to help coaches organize their personnel and attack the defensive weaknesses of their opponent.

### OFFENSIVE MANAGEMENT FORMS

The form at the bottom of the Three-Deep Offensive Depth Chart (12.1) offers a way to manage personnel packages by using a numeric system. The first number is the number of running backs, the second number is the number of tight ends and the third number is the number of wide receivers. This system was used by Mack Brown while he was head coach at

the University of North Carolina. The completed example shows how this form is put to work. Since we use a run-and-shoot offense, I adapted the position packages to use slots instead of tight ends for

some packages. The beauty of a system like this is its flexibility in matching personnel requirements to formations. If the team is more than

three-deep or more personnel packages are needed, simply use multiple copies of this form.

The Offensive Game Plan Form (12.2) is the most comprehensive offensive game plan form I have ever seen. It is easily adjusted to meet any offensive scheme, or you can change the title of the categories if they do not meet your exact needs. It takes some time (often 2 to 3 hours) to complete before the first game, but becomes easier as many plays remain the best option for a certain situation, regardless of the opponent.

---

*“If the defense is doing something different than what you expected, your game plan will need correcting...”*

---

On the completed example form, the circled number next to the play represents the wristband code for that play. Because our program calls all plays by a number system, we can always send in a play within 2 to 3 seconds of deciding what to call. This form was adapted from one used by Mack Brown and Greg Davis at the University of North Carolina.

The Offensive Player Substitution List (12.3) is an easy way to ensure that the right players are in the game for a specific call. On the completed example form, you'll see that I list each play and the player that I want on the field when it is run. I often write reminders on the form to relay certain points to the QB or remind a player entering the game of an important aspect of the upcoming play.

### **RUNNING OFFENSE FORMS**

The Formation- & Blocking-Scheme Matrix: Running Offense (12.4) form is an easy way to remember the different ways to block a particular play and from what formations the play can be run. This form saves a great deal of time because it allows all coaches to make adjustments quickly and not waste time and effort trying to figure out how to adjust to an opponent from memory. It is much easier to make an adjustment from a written plan instead of trying to remember all the permutations of your offense.

Both forms are an adaptation of Michael Koehler's work in his book *Football Coach's Survival Guide*.

Other running offense forms include the Running Attack Development Worksheet (12.5) and the Run Distribution Chart (12.6).

### **PASSING OFFENSE FORMS**

Passing counterparts to the run defense forms include the Formation- & Blocking-Scheme Matrix: Passing Offense (12.7),

Passing Attack Development Worksheet (12.8) and a Pass Distribution Chart (12.9). Several more forms address other important items for a successful passing game, such as Master Pass Plays: Protection Adjustments Chart (12.10), the Game Plan Defensive Read Chart (12.11) (examples show one completed for booth personnel both prior and during the game), Passing Strategy: Down-And-Distance (12.12), Master Pass Route Chart (12.13) and Passing Strategy: Key Reminders (12.14).

### **EXPECTED DEFENSIVE FRONT & TECHNIQUE FORMS**

The next section of forms, Expected Defensive Front & Technique Forms (12.15 to 12.20) were developed to verify that the defense is indeed playing in the manner expected from the scouting report. If the defense is doing something different than what you expected, your game plan will need correcting.

These forms really help booth personnel focus on the exact information needed to make sound adjustment decisions. The left-hand portion of the chart lists the technique observed during scouting. Meanwhile, the right-hand portion of the form is completed during the game by the coaches in the booth.

To show how these forms work, let's say your scouting report for a 5-2 base defense (example 12.19) indicated that the linebacker will hook to a curl on a pass. During the game, however, you might find that the LB blitzes on every passing down in this defense. By noting the variances from the "expected-to-actual" results, an unanticipated defensive technique is clearly revealed. By seeing this discrepancy, you can quickly make adjustments to protection schemes, change to a 3-step passing game or send a receiver into the vacated area. This form also verifies that your scouting is accurate.

---

*“These checklists and forms have made me a better offensive tactician...”*

---

While some coaches can recognize such changes, think about how many times you've received conflicting information during the "fog" of a game about what is actually occurring on the field. How many times have you asked a player what is happening on the field, only to get an answer like "two guys are coming at me" with no mention of jersey numbers or positions? These forms ensure everyone communicates in the same language. These forms are also used to verify the accuracy and thoroughness of your team's scouting activities.

### **MANAGING THE CLOCK**

The final form, Game Clock Management Notes (12.21), covers every clock situation I have ever encountered in a

game. These checklists were inspired from three articles: "The Two Minute Offense" published in *Gridiron Coach* by Jim Caldwell of Wake Forest University; "Squeeze the Most Out Of Each Second" in *The Point After* by Tom Deahn of St. Norbert's College; and "Clock Management" in *American Football Quarterly* by John T. Reed. Reed's premise is that running a quarterback sweep can add 10 seconds per play to a clock-killing effort. I caution coaches to practice this play to ensure against mistakes and also teach ball security. Ball location is another variable to consider in this decision.

These checklists and forms have made me a better offensive tactician, and I hope they do the same for you.

# THREE-DEEP OFFENSIVE DEPTH CHART

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

FIRST TEAM		SECOND TEAM		THIRD TEAM	
SE		SE		SE	
RT		RT		RT	
RG		RG		RG	
C		C		C	
LG		LG		LG	
LT		LT		LT	
QB		QB		QB	
B		B		B	
B		B		B	
FB		FB		FB	
TE/OE		TE/OE		TE/OE	

Package Key: First # = Backs, Second # = Tight Ends, Third # = Receivers

PACKAGE	BACKS	TE	RECEIVERS
3-2-0			
3-1-1			
2-1-2			
1-0-4			
0-0-5			

## THREE-DEEP OFFENSIVE DEPTH CHART

Game: Jefferson

Game Date: 10/16

FIRST TEAM		SECOND TEAM		THIRD TEAM	
SE #24	Mike Walker 6-0 175	SE #2	Jason Willis 5-10 175	SE #41	Oscar Maria 5-11 160
RT #79	Mike Broun 6-1 215	RT #78	Aaron Gibbs 6-4 275	RT	
RG #56	Mark Wilkerson 5-11 190	RG #76	Andy Miller 6-2 190	RG	
C #75	Nick Bumgardner 5-10 250	C #64	Brett Amos 5-10 210	C #53	Jeremy McCormick 5-10 175
LG #50	Lee Driftner 6-3 220	LG #62	Grant Milne 5-10 190	LG	
LT #52	Jeff Dicks 6-3 250	LT #70	Taylor Emerson	LT #65	Blake Smith 6-2 220
QB #8	Matt Coombs 5-11 185	QB #14	Danny Lytle 6-1 200	QB #12	David Cahill 6-0 165
B #1	Yohahns Carr 5-6 150	B #22	Brian Tapia 5-9 170	B #34	Andy Young 6-2 190
B #20	Gavin Smith 5-9 175	B #21	Kick Warren 5-11 190	B #40	JR Hasty 5-10 180
FB #42	Jay Johnson 5-11 215	FB #48	Kalin Tobin 6-1 200	FB	
TE/OE #82	Andy Willingham 5-7 155	TE/OE #90	John Marcus Pinard 6-5 225	TE/OE #88	Jake Maria 6-3 200

Package Key: *First # = Backs, Second # = Tight Ends, Third # = Receivers*

PACKAGE	BACKS	TE	RECEIVERS
3-2-0	#42 Johnson, #21 Warren, #48 Tobin	#90 Pinard, #88 Maria	
3-1-1	# Carr, #20 Smith, #42 Johnson	#90 Pinard	#24 Walker
2-1-2	#20 Smith, #42 Johnson	#90 Pinard	#24 Walker, #82 Willingham
1-0-4	#42 Johnson	Slots #1 Carr, #20 Smith	SE #24 Walker #82 Willingham
0-0-5	Inside slot #20 Smith	Slots #21 Tapia, #1 Carr	SE #24 Walker #82 Willingham

# OFFENSIVE GAME PLAN FORM

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

<p style="text-align: center;"><b><u>3RD &amp; 1 TO 2 YARDS</u></b></p> <p>1. _____  2. _____  3. _____  4. _____  5. _____  6. _____</p> <hr/> <p style="text-align: center;"><b><u>3RD &amp; 3 TO 6 YARDS</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>Passes</b></p> <p>1. _____  2. _____  3. _____  4. _____  5. _____  6. _____</p> <hr/> <p style="text-align: center;"><b><u>3RD &amp; 7 YARDS</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>Passes</b></p> <table style="width:100%; border: none;"> <tr> <td style="text-align: center;"><b>(Balanced)</b></td> <td style="text-align: center;"><b>(Trips)</b></td> </tr> <tr> <td>1. _____</td> <td>1. _____</td> </tr> <tr> <td>2. _____</td> <td>2. _____</td> </tr> <tr> <td>3. _____</td> <td>3. _____</td> </tr> <tr> <td>4. _____</td> <td>4. _____</td> </tr> <tr> <td>5. _____</td> <td>5. _____</td> </tr> </table> <hr/> <p style="text-align: center;"><b><u>3RD DOWN NOTES</u></b></p> <p>_____  _____  _____</p>	<b>(Balanced)</b>	<b>(Trips)</b>	1. _____	1. _____	2. _____	2. _____	3. _____	3. _____	4. _____	4. _____	5. _____	5. _____	<p style="text-align: center;"><b><u>GOAL LINE</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>Passes 3rd &amp; Goal At 6-9</b></p> <p>1. _____  2. _____  3. _____  4. _____  5. _____</p> <p><b>2 point Play</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <hr/> <p style="text-align: center;"><b><u>1ST AT 7, 8, 9</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____</p> <p><b>Passes</b></p> <p>1. _____  2. _____  3. _____</p> <hr/> <p style="text-align: center;"><b><u>1 PLAY TO WIN</u></b></p> <p>30+ _____  20-29 _____  10-19 _____  Under 10 Pass _____  Under 10 Run _____</p> <hr/> <p style="text-align: center;"><b><u>GOAL LINE NOTES</u></b></p> <p>_____  _____  _____</p>	<p style="text-align: center;"><b><u>RED AREA</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>Passes</b></p> <table style="width:100%; border: none;"> <tr> <td style="text-align: center;"><b>(Balanced)</b></td> <td style="text-align: center;"><b>(Trips)</b></td> </tr> <tr> <td>1. _____</td> <td>1. _____</td> </tr> <tr> <td>2. _____</td> <td>2. _____</td> </tr> <tr> <td>3. _____</td> <td>3. _____</td> </tr> <tr> <td>4. _____</td> <td>4. _____</td> </tr> </table> <hr/> <p style="text-align: center;"><b><u>COMING OUT</u></b></p> <p><b>-1 to -6 Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>-1 to -6 Pass</b></p> <p>1. _____</p> <hr/> <p style="text-align: center;"><b><u>OFF. SCHEDULE (+15 OR MORE)</u></b></p> <p><b>Runs</b></p> <p>1. _____  2. _____  3. _____  4. _____</p> <p><b>Passes</b></p> <table style="width:100%; border: none;"> <tr> <td style="text-align: center;"><b>(Balanced)</b></td> <td style="text-align: center;"><b>(Trips)</b></td> </tr> <tr> <td>1. _____</td> <td>1. _____</td> </tr> <tr> <td>2. _____</td> <td>2. _____</td> </tr> <tr> <td>3. _____</td> <td>3. _____</td> </tr> <tr> <td>4. _____</td> <td>4. _____</td> </tr> </table> <hr/> <p style="text-align: center;"><b><u>RED AREA &amp; COMING OUT NOTES</u></b></p> <p>_____  _____  _____</p>	<b>(Balanced)</b>	<b>(Trips)</b>	1. _____	1. _____	2. _____	2. _____	3. _____	3. _____	4. _____	4. _____	<b>(Balanced)</b>	<b>(Trips)</b>	1. _____	1. _____	2. _____	2. _____	3. _____	3. _____	4. _____	4. _____
<b>(Balanced)</b>	<b>(Trips)</b>																																	
1. _____	1. _____																																	
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4. _____	4. _____																																	

Continued on next page



<p style="text-align: center;"><b><u>FIRST HALF</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> <li>7. _____</li> <li>8. _____</li> <li>9. _____</li> <li>10. _____</li> <li>11. _____</li> <li>12. _____</li> <li>13. _____</li> <li>14. _____</li> <li>15. _____</li> <li>16. _____</li> <li>17. _____</li> <li>18. _____</li> <li>19. _____</li> <li>20. _____</li> <li>21. _____</li> <li>22. _____</li> <li>23. _____</li> <li>24. _____</li> <li>25. _____</li> <li>26. _____</li> <li>27. _____</li> <li>28. _____</li> <li>29. _____</li> <li>30. _____</li> </ol>	<p style="text-align: center;"><b><u>1ST</u></b></p> <ol style="list-style-type: none"> <li>1. Play _____</li> <li>2. 3rd &amp; less than 1 _____</li> <li>3. 3rd &amp; 1 to 2 _____</li> <li>4. 3rd &amp; 3 to 6 _____</li> <li>5. 3rd &amp; 17+ _____</li> <li>6. 1st &amp; 19 (7,8,9) _____</li> <li>7. Play-action drop _____</li> <li>8. Drop back deep _____</li> <li>9. Deception _____</li> <li>10. 2 Pt. play _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>HALF-TIME ADJUSTMENTS</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>1ST DOWN PASSES</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> </ol> <p><b>Reminders:</b></p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p style="text-align: center;"><b><u>DECEPTIONS</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>BEST DEEP SHOTS</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>BEST % THROWS</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>BLITZ GAME</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> </ol> <hr/> <p style="text-align: center;"><b><u>EITHER / ORS</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> </ol>
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**SPECIAL SITUATIONS**

<p style="text-align: center;"><b><u>SCREENS &amp; REVERSES</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> <li>7. _____</li> <li>8. _____</li> <li>9. _____</li> </ol>	<p style="text-align: center;"><b><u>TWO MINUTE OFF.</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> <li>7. _____</li> <li>8. _____</li> <li>9. _____</li> </ol>	<p style="text-align: center;"><b><u>END OF GAME</u></b></p> <ol style="list-style-type: none"> <li>1. _____</li> <li>2. _____</li> <li>3. _____</li> <li>4. _____</li> <li>5. _____</li> <li>6. _____</li> <li>7. _____</li> <li>8. _____</li> <li>9. _____</li> </ol>
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# OFFENSIVE GAME PLAN FORM

Game: vs. Memorial

Game Date: 9/18

**3RD & 1 TO 2 YARDS**

- Trips 31/32 Trap (4)
- 43/24 lead M A/L (3)
- 31/32 Veer (2)
- 60/61 QB lead (Send in)
- \_\_\_\_\_
- QB sneak if C uncovered

**3RD & 3 TO 6 YARDS**

**Runs**

- 31/32 Veer (2)
- 47/28 Sweep (5)
- 69 Speed Option (Trips) (14)
- 43/24 Counter (6)

**Passes**

- FB Quick Screen (8)
- WR Screen L/R (9)
- Slot Screen L/R Crazy Motion (11)
- Ringo 19-59
- Ringo 1
- Lancer (7)

**3RD & 7 YARDS**

**Runs**

- 47/28 Sweep (5)
- 31/32 Veer (2)
- 68/69 QB Option (Trips) (14)
- \_\_\_\_\_

**Passes**

<b>(Balanced)</b>	<b>(Trips)</b>
1. Lancer (7)	1. White 4 (15)
2. Ringo 1	2. _____
3. Veer Bootleg (2)	3. _____
4. 47/28 Bootleg (2)	4. _____
5. 68/67 S Option (9)	5. _____

**3RD DOWN NOTES**

Receivers must get to 1st down yardage.

**GOAL-LINE**

**Runs**

- 31/32 Veer (2)
- 47/28 Sweep (5)
- 43/24 Counter (6)
- 43/24 lead (3)

**Passes 3rd & Goal At 6-9**

- 47/28 Sweep bootleg pass\*
- 68 Speed option pass
- Ringo 19 or 59\*
- \_\_\_\_\_
- \*Modify wing routes

**2 point Play** \*\*Chose based on D reaction

- \*\*Diamond lead (Run) (18)
- \*\*White 4\* (pass) (15)
- WR Screen Long\* (10)
- \_\_\_\_\_

**1ST AT 7, 8, 9**

(Follow Script)

**Runs**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**1 PLAY TO WIN**

30+ Switch (A)

20-29 Lancer (7)

10-19 31/32 Veer Bootleg Pass (20)

Under 10 Pass 68 Speed Option (22)

Under 10 Run 43/24 Counter (3)

**GOAL-LINE NOTES**

\*Long Patterns become curls or deep square in S.

No audibles at goal-line.

**RED AREA**

**Runs**

- 31/32 Veer (2)
- 47/28 Sweep (5)
- 43/24 Counter (6)
- 43/24 lead (3)

**Passes**

<b>(Balanced)</b>	<b>(Trips)</b>
1. 68/67 Speed Option	1. White 4 (15)
2. Switch (A)	2. 39 Swing No pass (23)
3. _____	3. Double-Chair (24)
4. _____	4. _____

**COMING OUT**

**-1 to -6 Runs**

- 60/61 QB lead (send in)
- 24 lead MR (3)
- 43 Lead ML (3) → Call
- \_\_\_\_\_

**-1 to -6 Pass**

- 68 Speed Option Pass MR (19)

**OFF SCHEDULE (+15 OR MORE)**

**Runs**

- 47/28 Sweep (5)
- 43/24 Counter (6)
- 31/32 Veer (2)
- \_\_\_\_\_

**Passes**

<b>(Balanced)</b>	<b>(Trips)</b>
1. Switch (A)	1. WR Screen (10)
2. 18 Reverse Pass	2. White 4 (15)
3. _____	3. 39 Swing Pass (23)
4. _____	4. _____

**RED AREA & COMING OUT NOTES**

Emphasize line must not get blown back & protect ball.

No mistakes.

	FIRST HALF	1ST	DECEPTIVES
Motion B slot	1. WR screen R/L (9)	1. Play WR screen R/L (9)	1. Diamond pass (18)
	2. 32/31 Veer M R/L (2)	2. 3rd & less than 1 31/32 trap L/R (trips) (4)	2. 32 veer HB option pass (B)
	3. Slot screen R/L (11)	3. 3rd & 1 to 2 24/43 Lead M R/L (3)	3. QB motion pass (13)
	4. 32/31 Veer M R/L (2)	4. 3rd & 3 to 6 43/24 counter (6)	4. _____
	5. 32/31 Veer bootleg pass M R/L (20)	5. 3rd & 17+ 68 speed option pass M R (19)	
	6. 4/43 Lead M R/L (3)	6. 1st & 19 (7,8,9) Script (20)	
	7. WR screen long M R/L (10)	7. Play-action drop 32/31 Veer bootleg pass M R/L (20)	
Trips	8. 68 speed option (14)	8. Drop back deep Switch (A)	
	9. White 4 (15)	9. Deceptive Diamond pass (18)	
	10. 31/32 trap (4)	10. 2 Pt. play White 4 (15)	
No Motion Diamond	11. R lead (16)		
	12. Option (17)		
	13. Diamond pass (18)		
	14. 24/43 counter (6)		
	15. Switch (A)		
Motion A slot	16. 47/28 sweep (5)		
	17. 68 speed option pass M R (19)		
	18. Lancer M R/L (7)		
	19. Quick screen M R/L (8)		
No back	20. 32/31 Veer HB option pass M L (3)		
	21. 32 Veer HB option pass M L (B)		
	22. 18/57 Reverse M R/L (12)		
	23. 18/57 Reverse M R/L (22)		
	24. 39 Swing pass M L (23)		
	25. D-chair (24)		
	26. QB motion pass right (13)		
27. _____			
28. _____			
29. _____			
30. _____			

**HALF-TIME ADJUSTMENTS**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**1ST DOWN PASSES**

- WR screen R/L (9)
- WR screen long R/L (10)
- Diamond pass (18)
- 68 speed option pass ML
- 32 veer HB option pass ML (B)
- D-chair (no back) (24)
- White 4 (15)
- FB screen (quick)
- Lancer (7)
- \_\_\_\_\_

**Reminders:**  
 Goal line D 4-4, Will use 4-3 most of time, 3-4 rarely, No hash adjustments

**BEST DEEP SHOTS**

- Switch (A)
- WR screen long R/L (10)
- Double-chair (24)
- White 4 (3 long route) (15)

**BEST % THROWS**

- WR screen (9)
- Slot screen (11)
- White 4 (15)
- 68 speed option pass
- Lancer (19)

**BLITZ GAME**

- Ringo \_\_\_\_\_
- Ringo 19/59
- White 4 (trips) (15)
- \_\_\_\_\_
- \_\_\_\_\_

**EITHER / ORS**

- 68 speed option pass
- 67 speed option pass
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**SPECIAL SITUATIONS**

**SCREENS & REVERSES**

- FB Q screen M/R
- FB Q screen M/L
- WR screen R M/R (9)
- WR screen L M/L (9)
- WR screen R long MR (10)
- WR screen L long ML (10)
- Slot screen crazy motion ML (11)
- 18/57 reverse (12)
- 18/57 reverse pass (22)

**TWO MINUTE OFF.**

- White 4 trips R/L (15)
- WR screen L (4)
- 31/32 Veer M L/R (2)
- 28/47 sweep (5)
- 28/47 sweep bootleg (21)
- 39 swing pass (23)
- Double-chair (29)
- Switch (A)
- \_\_\_\_\_

**END OF GAME**

- 31 Veer (2)
- 32 Veer HB option pass (B)
- 39 Swing pass (23)
- QB motion pass (13)
- White 4 (15)
- Switch (A)
- Double-chair (24)
- Switch (A)
- \_\_\_\_\_

# OFFENSIVE PLAYER SUBSTITUTION LIST

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

PLAY	1 (WR)	2 (SLOT)	3 (FB)	4 (SLOT)	5 (WR)	6 (QB)
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						
17.						
18.						
19.						
20.						
21.						
22.						
23.						
24.						

# OFFENSIVE PLAYER SUBSTITUTION LIST

Game: vs. Lincoln

Game Date: 8/29

PLAY	1 (WR)	2 (SLOT)	3 (FB)	4 (SLOT)	5 (WR)	6 (QB)
1. WR screen R/L			1st team		Slot correct motion	
2. 32/31 Veer	Baker		QB Proper read			
3. Slot screen	Casper		Know which slot has "crazy" motion			
4. 32/31 Veer			Cannon		2nd Team	
5. 32/31 Veer bootleg	Baker	Angle	Deferer	Nelson	Derocher	Fritz
6. 24/43 Lead		Burkee	Correct slot in motion			
7. WR screen long			1st Team			
8. 69 Speed option		Angle		Nelson	Remind FB No Block	
9. White 4	Baker		No Motion			
10. 31/32 Veer	Baker	Angle	Cannon	Nelson	Derocher	
11. R. Lead	Casper		Stock	Healy		
12. Counter option			Wrist band			
13. Diamond pass				Allen		
14. 24/43 counter			1st Team			
15. Switch	Baker	Angle		Derocher		
16. 47/28 Sweep	Baker	Burkee		Nelson		
17. 68 Speed option pass		Shonkwiler	Cannon	Derocher		
18. Lancer		Angle	Welch	Nelson		
19. FB Quick screen	Baker					
20. 32/31 Veer		Burkee	Cannon			
21.						
22.						
23.						
24.						

# FORMATION- & BLOCKING-SCHEME MATRIX: RUNNING OFFENSE

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

	FORMATIONS						BLOCKING SCHEMES															
SERIES																						
PLAYS																						

# FORMATION- & BLOCKING-SCHEME MATRIX: RUNNING OFFENSE

Game: vs. Central High

Game Date: 9/12

SERIES <small>* Double-slot has wide option for slots. Double-white (6yds) or either slot wide (wide R - right slot at 6yds). ** Trips has bunch option receivers 11/2 apart. A. Cluster align at 12yds B. Bunch at 8yds C. Squeeze at 4yds</small>	FORMATIONS					BLOCKING SCHEMES																			
	I slot *	Trips **	No Back	Shotgun	PRo slot R/L	Man	Veer	Leads	Cross	G Trap	Swing	D Pull	T Trap	Counter	Hammer	Screen	Zone								
PLAYS																									
<i>Yeer</i>																									
31, 32	✓	✓			✓	✓	✓	✓																	
43, 22 Counter	✓	✓			✓	✓	✓		✓																
18,57 Reverse	✓	✓			✓	✓	✓		✓															✓	
33, 34 Cross	✓				✓	✓			✓																
60, 61 QB Sneak	✓	✓	✓	✓	✓	✓	✓		✓																
<i>Power</i>																									
22, 24 Lead	✓	✓		✓	✓	✓	✓	✓	✓	✓															
41, 43 Lead	✓	✓		✓	✓	✓	✓	✓	✓	✓															
60, 61 QB Sneak	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓															
<i>Quick</i>																									
28, 47 Sweep	✓				✓						✓	✓	✓			✓									
24, 43 Counter	✓														✓		✓								
24, 43 Scissors	✓						✓		✓	✓			✓												
<i>Draw</i>																									
31, 32	✓	✓		✓	✓	✓	✓		✓	✓															
QB	✓	✓	✓	✓	✓																				
<i>Option</i>																									
68, 69	✓	✓		✓	✓	✓			✓																
68, 69 Speed																									
<i>Trap</i>																									
31, 32	✓	✓		✓	✓					✓															
47, 28 Tackle	✓												✓												
<i>Motion</i>																									
26, 45 Counter	✓	✓													✓										
28, 47 Sweep	✓				✓							✓	✓			✓									

# RUNNING ATTACK DEVELOPMENT WORKSHEET

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

1. WHAT PLAYS SHOULD WE RUN? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. WHERE SHOULD WE RUN?  
1-Hole      2-Hole      3-Hole      4-Hole      5-Hole      6-Hole      7-Hole      8-Hole  
Remarks: \_\_\_\_\_

3. WHERE SHOULD WE AVOID RUNNING? \_\_\_\_\_  
\_\_\_\_\_  
Why? \_\_\_\_\_  
\_\_\_\_\_

4. HOW CAN WE DICTATE DEFENSIVE ALIGNMENTS BY OUR FORMATIONS, SHIFTS OR MOTION? \_\_\_\_\_  
\_\_\_\_\_

5. HOW MANY YARDS RUSHING ARE NEEDED TO WIN THIS GAME? \_\_\_\_\_  
\_\_\_\_\_

6. HOW MANY TIMES DO WE WANT TO RUN? \_\_\_\_\_  
\_\_\_\_\_

7. HOW MANY PRACTICE REPETITIONS DO WE NEED TO ACHIEVE OUR RUSHING GOALS? \_\_\_\_\_  
\_\_\_\_\_

8. HOW MANY 1-, 2-, OR 3-BACK SETS DO WE NEED FOR THIS GAME? \_\_\_\_\_  
1- Back: \_\_\_\_\_ 2- Back: \_\_\_\_\_ 3- Back: \_\_\_\_\_

9. HOW MANY TIGHT-END AND SPLIT-END FORMATIONS DO WE NEED TO USE?  
TE: \_\_\_\_\_ SE: \_\_\_\_\_

10. HOW WILL FIELD POSITION CHANGE OUR RUNNING GAME? HASH MARKS? \_\_\_\_\_  
\_\_\_\_\_  
Vertical Field Position \_\_\_\_\_  
\_\_\_\_\_

11. DO WE NEED ANY AUDIBLE RUN-PLANNING FOR THIS GAME? \_\_\_\_\_  
\_\_\_\_\_

12. WHAT IS OUR RUN PLAN FOR THE FOLLOWING SITUATIONS?  
Short Yardage: \_\_\_\_\_  
Goal-Line: \_\_\_\_\_  
Danger Zone (-20 Or Less): \_\_\_\_\_  
Red Zone (+20 Or Less): \_\_\_\_\_  
2-Minute Offense: \_\_\_\_\_  
Slow-Down Offense: \_\_\_\_\_  
2-Point Conversions: \_\_\_\_\_  
"Must-Have" 1st Down Rushing Situations: \_\_\_\_\_  
Runs Against "Stop-A-Drive" Defense: \_\_\_\_\_

# RUNNING ATTACK DEVELOPMENT WORKSHEET

**Game:** vs. Memorial **Game Date:** 9/16

**1. WHAT PLAYS SHOULD WE RUN?** 31/32 Veer, 24/43 Lead, 69 Speed option, 31/32 Trap, 24/43 Counter, 47/28 Sweep, 18/57 Reverse, 68/69 QB option

**2. WHERE SHOULD WE RUN?**

1-Hole 2-Hole 3-Hole 4-Hole 5-Hole 6-Hole 7-Hole 8-Hole

**Remarks:** Outside attack (7 & 8 hole), Spread field and run inside - esp. traps / counter

**3. WHERE SHOULD WE AVOID RUNNING?** 5/6 hole - strongest part of defense, Lead dives in short yardage situations..

**Why?** They defend lead dive very well — much more suspect on traps.

**4. HOW CAN WE DICTATE DEFENSIVE ALIGNMENTS BY OUR FORMATIONS, SHIFTS OR MOTION?** They align on our players - we can increase size of gaps by widening splits by 1-2 feet. Motion works well on this team

**5. HOW MANY YARDS RUSHING ARE NEEDED TO WIN THIS GAME?** 150 yds or more

**6. HOW MANY TIMES DO WE WANT TO RUN?** 30 times

**7. HOW MANY PRACTICE REPETITIONS DO WE NEED TO ACHIEVE OUR RUSHING GOALS?** 10 times per play. Must practice by script!

**8. HOW MANY 1-, 2-, OR 3-BACK SETS DO WE NEED FOR THIS GAME?** \_\_\_\_\_

**1- Back:** 25% (8/30) **2- Back:** \_\_\_\_\_ **3- Back:** 75% (22/30)

**9. HOW MANY TIGHT-END AND SPLIT-END FORMATIONS DO WE NEED TO USE?**

**TE:** None except diamond formation. **SE:** All SE attack.

**10. HOW WILL FIELD POSITION CHANGE OUR RUNNING GAME? HASH MARKS?** \_\_\_\_\_

No adjustments

**Vertical Field Position** No pitch in danger zone - FB or QB keeps only.

**11. DO WE NEED ANY AUDIBLE RUN-PLANNING FOR THIS GAME?** None needed.

**12. WHAT IS OUR RUN PLAN FOR THE FOLLOWING SITUATIONS?**

**Short Yardage:** 31/32 Veer, 31/32 Trap, give to FB

**Goal-Line:** 31/32 Veer, 31/32 Trap (trips), 43/24 Lead

**Danger Zone (-20 Or Less):** 60/61 QB lead, 24 Lead 1st & 2nd down - use 31/32 Trap on 3rd

**Red Zone (+20 Or Less):** 31/32 Veer, 47/28 Sweep, 43/24 Counter

**2-Minute Offense:** 31/32 Veer, 28/47 Sweep - use sweep / pitch & try to get out of bounds.

**Slow-Down Offense:** 31/32 Veer (give to FB) or 28/47 Sweep but give to FB no blocking!

**2-Point Conversions:** Diamond formation - QB lead dive

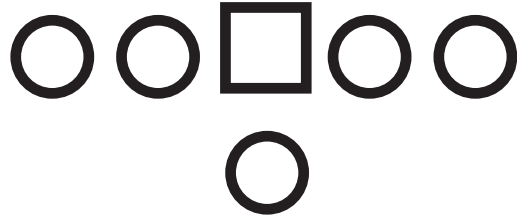
**“Must-Have” 1st Down Rushing Situations:** 31/32 Trap (trips)

**Runs Against “Stop-A-Drive” Defense:** 69 Speed option, 43/24 Counter, 31/32 Veer



# RUN DISTRIBUTION CHART

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

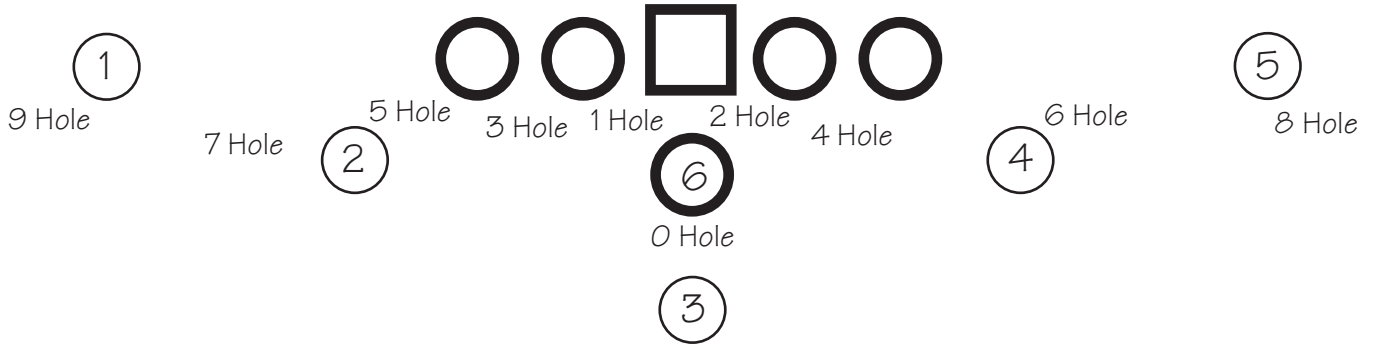


9 Hole	7 Hole	5 Hole	3 Hole	1 Hole	0 Hole	2 Hole	4 Hole	6 Hole	8 Hole

# RUN DISTRIBUTION CHART

Game: vs. Trojans

Game Date: 9/9



9 Hole	7 Hole	5 Hole	3 Hole	1 Hole	0 Hole	2 Hole	4 Hole	6 Hole	8 Hole
69 QB option	57 Reverse	45 Motion counter	33 Counter	31 Veer	QB Sneak	32 Veer	34 Cross	26 Motion counter	18 Reverse
69 Speed option	47 Sweep	35 Inside zone	33 Cross	41 Lead	QB Lead	32 Counter	24 Lead		28 Sweep
69 Weak option	47 Tackle trap	35 Diamond double-lead	43 Lead	31 Trap draw	QB Draw	22 Lead	24 Counter		28 Tackle trap
69 Strong option	47 Motion sweep		43 Counter	31 Trap		32 Trap draw	24 Scissors		68 QB option
39 Toss			43 Scissors			32 Trap	34 Inside zone		68 Speed option
39 Zone							34 Diamond double lead		28 Motion sweep
49 Diamond load option									68 Weak option
									68 Strong option
									38 Toss
									38 Zone
									28 Diamond Load option

# FORMATION- & BLOCKING-SCHEME MATRIX: PASSING OFFENSE

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

	FORMATIONS				BLOCKING SCHEMES																		
SERIES																							
PLAYS																							

# FORMATION- & BLOCKING-SCHEME MATRIX: PASSING OFFENSE

Game: vs. Trojans

Game Date: 9/9

SERIES	FORMATIONS					BLOCKING SCHEMES															
	D slot	Trips	No Back	Shotgun	PRo slot L/R	Man	Area	70 Zone	80 Man	Blitz	Swing										
PLAYS																					
<i>Base</i>																					
Lancer L/R	✓	✓		✓	✓	✓	✓	✓		✓											
First down L/R	✓	✓	✓	✓	✓	✓	✓	✓		✓											
Switch	✓	✓	✓	✓	✓	✓	✓	✓													
Lancer G-line R/L	✓	✓		✓	✓	✓	✓	✓		✓											
Slots cross	✓	✓	✓	✓	✓	✓	✓			✓											
<i>Go</i>																					
Go arrow R/L	✓	✓		✓	✓	✓	✓	✓		✓											
Go swap R/L	✓	✓		✓	✓	✓	✓	✓		✓											
<i>Screen</i>																					
Quick R/L	✓	✓			✓	✓	✓			✓	✓										
WR R/L	✓				✓	✓	✓			✓	✓										
WR long R/L	✓				✓	✓	✓			✓	✓										
Slot R/L	✓				✓	✓	✓			✓	✓										
<i>Short</i>																					
Switch R/L	✓	✓	✓	✓	✓	✓	✓			✓	✓										
Cross R/L	✓	✓	✓	✓	✓	✓	✓			✓											
<i>Play action</i>																					
24/43 Red dragon	✓	✓				✓	✓														
42/41 Slot drag	✓	✓				✓	✓														
47/28 Sweep B leg	✓	✓				✓	✓													✓	
<i>Trips</i>																					
25/46 Shovel pass	✓	✓		✓	✓	✓	✓													✓	
20/40 Slide	✓	✓		✓	✓	✓	✓														
Choice special R/L	✓	✓		✓	✓																
FB Shovel pass R/L	✓	✓		✓	✓	✓	✓													✓	
<i>Veer</i>																					
32/31 Veer bootleg	✓				✓	✓	✓														
32 Veer HB option	✓				✓	✓	✓														
32/31 Play action	✓				✓	✓	✓													✓	

# PASSING ATTACK DEVELOPMENT WORKSHEET

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

1. WHAT PASS PLAYS SHOULD WE USE? \_\_\_\_\_  
\_\_\_\_\_

2. WHERE SHOULD WE PASS?

Area 1	Area 2	Area 3	Area 4	Area 5
Area 6	Area 7	Area 8	Area 9	

Remarks: \_\_\_\_\_

3. WHERE SHOULD WE AVOID PASSING? \_\_\_\_\_

Why? \_\_\_\_\_

4. HOW CAN WE DICTATE DEFENSIVE ALIGNMENTS BY OUR FORMATIONS, SHIFTS OR MOTION? \_\_\_\_\_

5. HOW MANY YARDS PASSING ARE NEEDED TO WIN THIS GAME? \_\_\_\_\_

6. HOW MANY TIMES DO WE WANT TO PASS? \_\_\_\_\_

7. HOW MANY PRACTICE REPETITIONS DO WE NEED TO ACHIEVE OUR PASSING GOALS? \_\_\_\_\_

8. HOW MANY 1-, 2-, 3-, 4-, OR 5-RECEIVER SETS DO WE NEED FOR THIS GAME? \_\_\_\_\_

1-Receiver _____	2-Receiver _____	3-Receiver _____
4-Receiver _____	5-Receiver _____	

9. HOW MANY TIGHT-END AND SPLIT-END FORMATIONS DO WE NEED TO USE?

TE: \_\_\_\_\_ SE: \_\_\_\_\_

10. HOW WILL FIELD POSITION CHANGE OUR PASSING STRATEGIES? HASH MARKS? \_\_\_\_\_

Vertical Field Position \_\_\_\_\_

11. DO WE NEED ANY AUDIBLE PASS PLANNING FOR THIS GAME? \_\_\_\_\_

12. WHAT IS OUR PASS PLAN FOR THE FOLLOWING SITUATIONS?

Short Yardage: \_\_\_\_\_

Goal-Line: \_\_\_\_\_

Danger Zone (-20 Or Less): \_\_\_\_\_

Red Zone (+20 Or Less): \_\_\_\_\_

2-Minute Offense: \_\_\_\_\_

Slow-Down Offense: \_\_\_\_\_

2-Point Conversions: \_\_\_\_\_

“Must-Have” 1st Down Rushing Situations: \_\_\_\_\_

Runs Against “Stop-A-Drive” Defense: \_\_\_\_\_

# PASSING ATTACK DEVELOPMENT WORKSHEET

Game: vs. Huskies Game Date: 10/4

1. WHAT PASS PLAYS SHOULD WE USE? Lancer motion R/L, 31/32 Veer bootleg pass switch, 32 Veer HB option pass, 28/47 sweep bootleg pass, 18 reverse pass, 67/68 speed option pass, White 4 ringo 1 & 19/59 FB quick screen, WR screen, 39 swing pass

2. WHERE SHOULD WE PASS?



Remarks: Use run to set up pass, Vertical / horizontal stretch and flood routes.

3. WHERE SHOULD WE AVOID PASSING? Avoid throwing short in cover-2

Why? They have 5 defenders who play under coverage very well.

4. HOW CAN WE DICTATE DEFENSIVE ALIGNMENTS BY OUR FORMATIONS, SHIFTS OR MOTION? Motion & our alignment is very effective. They do not defend rollout bootleg passes well.

5. HOW MANY YARDS PASSING ARE NEEDED TO WIN THIS GAME? 125 yds

6. HOW MANY TIMES DO WE WANT TO PASS? 20 times

7. HOW MANY PRACTICE REPETITIONS DO WE NEED TO ACHIEVE OUR PASSING GOALS? 10 or more

8. HOW MANY 1-, 2-, 3-, 4-, OR 5-RECEIVER SETS DO WE NEED FOR THIS GAME? \_\_\_\_\_

1-Receiver \_\_\_\_\_ 2-Receiver \_\_\_\_\_ 3-Receiver 4% (1 play)  
 4-Receiver 95% with motion 5-Receiver 1% (1 play)

9. HOW MANY TIGHT-END AND SPLIT-END FORMATIONS DO WE NEED TO USE?

TE: 5% (1 play) SE: 95%

10. HOW WILL FIELD POSITION CHANGE OUR PASSING STRATEGIES? HASH MARKS? \_\_\_\_\_

Adjust routes to avoid near (short side) of field

Vertical Field Position Use adjustment rules inside red zone, long patterns become curls or deep.

11. DO WE NEED ANY AUDIBLE PASS PLANNING FOR THIS GAME? Yes, White 4 (trips) Ringo 1 (slant) & Ringo 19/59 (fade)

12. WHAT IS OUR PASS PLAN FOR THE FOLLOWING SITUATIONS?

Short Yardage: 69 speed option run/pass

Goal-Line: 47/28 sweep bootleg pass, 68 speed option pass, Ringo 19 or 59 (fade)

Danger Zone (-20 Or Less): 68 speed option pass

Red Zone (+20 Or Less): Lancer

2-Minute Offense: 32 Veer HB option pass, 39 swing pass, White 4, Switch (1 play to win)

Slow-Down Offense: 68 speed option pass

2-Point Conversions: White 4

“Must-Have” 1st Down Rushing Situations: WR screen, Slot screen, White 4, Lancer

Runs Against “Stop-A-Drive” Defense: Play-action passes or 69 speed-option pass

# PASS DISTRIBUTION CHART

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

7	8	9
<b>10 YDS</b>		
4	5	6
<b>LOS</b>		
1	2	3

## PASS DISTRIBUTION CHART

Game: vs. Crusaders Game Date: 9/26

<p><b>7</b></p> <p>32 Veer Bootleg (#1 Corner)          WR Screen Long (#4 Fly)          Trips R White 4 (#1 Fly)          Trips L White 4 (#5 Corner)          Lancer R (#1 Chair-Up)          Lancer L (#5 Throwback Seam)</p>	<p><b>8</b></p> <p>Trips R White 4 (#4 Fly)          Trips R White 4 (#2 Fly)          Lancer L (#2 Post or Cross)          Lancer R (#4 Post or Cross)</p>	<p><b>9</b></p> <p>31 Veer Bootleg (#5 Corner)          WR Screen Long (#2 Fly)          Trips R White 4 (#5 Corner)          Trips L White 4 (#5 Fly)          Lancer R (#5 Throwback Seam)          Lancer L (#5 Chair-Up)</p>
<b>10 YDS</b>		
<p><b>4</b></p> <p>Trips R White 4 (4 Out)          Lancer R (#1 Chair-Out)          1st Down (#1 Curl)</p>	<p><b>5</b></p> <p>32 Veer Bootleg (#4 Drag)          31 Veer Bootleg (#2 Drag)          1st Down (#4 Curl)</p>	<p><b>6</b></p> <p>Trips L White R (#2 Out)          Lancer L (#5 Chair-Out)          1st Down (#5 Curl)          1st Down (#2 Out)</p>
<b>LOS</b>		
<p><b>1</b></p> <p>WR Screen Left          Slot Screen Left          Trips R White 4 (#3 Swing)</p>	<p><b>2</b></p> <p>FB Quick Screen</p>	<p><b>3</b></p> <p>WR Screen Right          Slot Screen Right          Trips L White 4 (#3 Swing)</p>







## MASTER PASS PLAYS: PROTECTION ADJUSTMENTS CHART

Game: vs. Crusaders

Game Date: 9/14

PLAY	# OF RECEIVERS	PROTECTION	ADJUSTMENTS TO PROTECTION
<i>Base Series</i>			
Lancer, Motion R	4	6-man	motion slot blocks
Lancer, Motion L	4	6-man	motion slot blocks
1st Down, Motion R	4	6-man	motion slot blocks
1st Down, Motion L	4	6-man	motion slot blocks
Switch	4	6-man	slot blocks; run switch 1 side only
Lancer Goal-line, M R	4	6-man	motion slot blocks
Lancer Goal-line, M L	4	6-man	motion slot blocks
Slots Cross	4	6-man	Right WR moves to TE X-ray Right
Cardinal, Motion R	4	6-man	Left WR moves to TE X-ray Left
Cardinal, Motion L	4	6-man	Right WR moves to TE X-ray Right
<i>Go Series</i>			
Go Arrow, Motion L	4	6-man	Right WR moves to TE X-ray Right
Go Arrow, Motion R	4	6-man	Left WR moves to TE X-ray Left
Go Swap, Motion L	4	6-man	Right WR moves to TE X-ray Right
Go Swap, Motion R	4	6-man	Left WR moves to TE X-ray Left
<i>Screen Series</i>			
FB Quick Screen, M R	2	7-man	Tighten R WR to 4 yds
FB Quick Screen, M L	2	7-man	Tighten L WR to 4 yds
WR Screen Left, M L	1	7-man	Right WR moves to TE X-ray Right
WR Screen Right, M R	1	7-man	Left WR moves to TE X-ray Left
WR Screen L Long, M L	4	6-man	Right WR moves to TE X-ray Right
WR Screen R Long, M R	4	6-man	Left WR moves to TE X-ray Left
Slot Screen Right, C M R	2	6-man	Left WR moves to TE X-ray Left
Slot Screen Left, C M R	2	6-man	Right WR moves to TE X-ray Right
<i>Short Series</i>			
Short Switch, Crazy M R	4	6-man	Left WR moves to TE X-ray Left
Short Switch, Crazy M L	4	6-man	Right WR moves to TE X-ray Right
Short Double Switch, C M R	4	6-man	Left WR moves to TE X-ray Left
Short Double Switch, C M L	4	6-man	Right WR moves to TE X-ray Right
<i>X Dig</i>			
<i>Play Action Series</i>			
Fake 24 Dive Red Dragon R	4	6-man	motion slot blocks
Fake 43 Dive Red Dragon L	4	6-man	motion slot blocks
Fake 42 Dive Slot Drag R	3	7-man	Left WR moves to TE X-ray Left
Fake 21 Dive Slot Drag L	3	7-man	Right WR moves to TE X-ray Right
47 Sweep Bootleg Pass	3	6-man	sweep fake back blocks
28 Sweep Bootleg Pass	3	6-man	sweep fake back blocks

*Continued on next page*

<b>PLAY</b>	<b># OF RECEIVERS</b>	<b>PROTECTION</b>	<b>ADJUSTMENTS TO PROTECTION</b>
<i>Trips Series</i>			
Trips Right, 25 Shovel Pass	1	6-man	QB throws ball forward to ground
Trips Left 46 Shovel Pass	1	6-man	QB throws ball forward to ground
Trips Left 20 Slide	4	6-man	Right WR moves to TE X-ray Right
Trips Right, 40 Slide	4	6-man	Left WR moves to TE X-ray Left
Trips Left, Choice Special L	5	5 man	FB blocks only
Trips Right, Choice Special R	5	5 man	FB blocks only
Trips R, FB Shovel Pass R	5	5 man	Left WR moves to TE X-ray Left
Trips L, FB Shovel Pass L	5	5 man	Right WR moves to TE X-ray Right
Trips R, Bunch, Mesh Route	4	6-man	Left WR moves to TE X-ray Left
Trips L, Bunch, Mesh Route	4	6-man	Right WR moves to TE X-ray Right
<i>Veer Series</i>			
32 Veer Bootleg Pass	3	6-man	motion slot blocks
31 Veer Bootleg Pass	3	6-man	motion slot blocks
32 Veer HB Option Pass	3	6-man	QB blocks after pitch
32 Veer Play Action Pass	3	7-man	none
31 Veer Play Action Pass	3	7-man	none
<i>No Back Series</i>			
Gold, 47 Swing Pass, M L	5	5 man	Right WR to TE X-ray Right
Silver, 28 Swing Pass, M R	5	5 man	Left WR to TE X-ray Left
Gold, Inside Overload, C M L	5	5 man	Right Slot blocks
Silver, Inside Overload, C M R	5	5 man	Left Slot blocks
Gold Digger	5	5 man	Right Slot tightens & blocks
Silver Lode	5	5 man	Left Slot tightens & blocks
Jet Motion Right Special	5	5 man	Left slot blocks—no delay route
Jet Motion Left Special	5	5 man	Right slot blocks—no delay route
67 Throw Back Pass	5	5 man	Right Slot blocks after run fake
Gold, Flood Left	5	5 man	Right Slot moves to TE
Silver, Flood Right	5	5 man	Left Slot moves to TE
<i>Special Series</i>			
QB Motion Right Pass	4	6-man	none
QB Motion Left Pass	4	6-man	none
28 Slot Trail Pass	4	6-man	none
47 Slot Trail Pass	3	6-man	none
68 Speed Option Pass	3	6-man	none
67 Speed Option Pass	3	6-man	none
18 WR Reverse Pass	3	6-man	none
<i>Pass Audibles</i>			
White 1	5	5 man	FB blocks
White 2	5	5 man	FB blocks
White 3	5	5 man	FB blocks
White 4 (Trips Right)	5	5 man	FB blocks
White 5 (Trips left)	5	5 man	FB blocks



## GAME PLAN DEFENSIVE READ CHART

Game: vs. Crusaders Game Date: 9/18

PLAY	DEFENSIVE READ	DEFENSE	OTHER OBSERVATIONS
<u>WR screen R/L M R/L</u>	<u>How does playside</u>		
	<u>CB react? Look also</u>		
	<u>at safety</u>		
	<u>How do they adjust</u>		
	<u>for motion</u>		
<u>32/31 Veer M R/L</u>	<u>Who plays QB</u>		
	<u>Who plays dive</u>		
	<u>Who plays pitch</u>		
<u>Slot screen R/L</u>	<u>DB reaction</u>		
<u>Crazy motion R/L</u>			
<u>32/31 Veer M R/L</u>	<u>Verify QB?</u>		<u>Must know safety reaction</u>
	<u>Dive?</u>		
	<u>Pitch</u>		
<u>32/31 Veer bootleg pass</u>	<u>Watch for early</u>		
	<u>safety reaction</u>		
	<u>LB drops?</u>		

# example 2 (during game) - (12.11)

## GAME PLAN DEFENSIVE READ CHART

Game: vs. Crusaders Game Date: 9/18

PLAY	DEFENSIVE READ	DEFENSE	OTHER OBSERVATIONS
WR screen R/L M R/L	How does playside	4-3 cover 3	Strong side T & DE flex w/motion
	CB react? Look also		
+7 yds great block by #82	at safety		
	C - 7 yds soft		
	How do they adjust		LB out 2 steps - F5 adjust to #3
	for motion		receiver (motion man) toward motion
32/31 Veer M R/L	Who plays QB	4-3 cover 2	DE slow to QB
	DE		
Pitch to #42 +4	Who plays dive		
	line/LB		
	Who plays pitch		Very fast reaction to pitch
	Safeties		
Slot screen R/L	DB reaction		
Crazy motion R/L			Good play - open run again!
Inc	Played soft		
#6 Dropped ball!			
32/31 Veer M R/L	Verify QB?	4-3 cover 2	Must know safety reaction
	DE slow again		
+6 great leg drive by 42	Dive?		LBs keeping FB
	Line/LB		
	Pitch		Very fast again
	Safeties		
32/31 Veer bootleg pass	Watch for early	4-3 cover 3	Completely fooled! USE AGAIN!
	safety reaction		
TD! Great throw & easy	Safeties all faked out!		
catch for #24	LB drops?		
	None fooled by play-action!		

# PASSING STRATEGY: DOWN-AND-DISTANCE

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

1. 1ST AND 10 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. 2ND AND LONG \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3. 3RD AND 12 OR MORE \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

4. 3RD AND 7 TO 10 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5. 3RD AND 4 TO 6 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

6. 3RD AND 3 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



7. RED ZONE PLUS 25 \_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_

8. RED ZONE PLUS 15 \_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_

9. RED ZONE PLUS 5 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

10. DANGER ZONE OFFENSE (-1 TO -30) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# PASSING STRATEGY: DOWN-AND-DISTANCE

Game: vs. South \_\_\_\_\_ Game Date: 10/7 \_\_\_\_\_

## 1. 1ST AND 10

- a. Think play-action passes that look like run plays from normal formations.
  - b. Think quick, high-percentage throws (3 step drops).
  - c. Must not take a sack.
  - d. Defense varies their look, so use option-style routes (like Lancer).
- 
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- 

## 2. 2ND AND LONG

- a. Above all, we need high-percentage completions to get to 3rd and medium or short.
  - b. Rhythm throws off a quick 3- or 5-step, with option to 2nd level if short receivers are quickly jumped.
  - c. Since this is a blitz down for many teams, have "hot" receiver plan.
  - d. Delay routes are very good as zone defenders will make drops sooner and deeper.
- 
- 
- 
- 

## 3. 3RD AND 12 OR MORE

- a. Deep flag routes are usually our best percentage deep throws (15-18 yards).
  - b. Switch routes also good.
  - c. Dig route also very good.
  - d. Consider hook routes and run vs. soft zones.
  - e. Consider keeping one blocker in to help protect and give the play time to develop.
- 
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- 
- 

## 4. 3RD AND 7 TO 10

- a. Possible blitz, think max protection.
  - b. Use hooking patterns against zones; comeback routes on boundaries vs. man coverage.
  - c. Short crosses and delays are good plays also.
  - d. QB has a little more time, so he can wait for receivers to get open. A sack on 3rd down is not as devastating as on other downs.
- 
- 
- 
- 

## 5. 3RD AND 4 TO 6

- a. Teams often use their best or favorite coverage in this situation. Pre-snap reads by QB and receiver very important.
  - b. Route must be run so that receiver is beyond first down marker.
  - c. Receiver must get upfield immediately after catch, no dancing.
  - d. Often blitz down — think hot receiver.
- 
- 
- 
- 

## 6. 3RD AND 3

- a. Expect tight coverage, so receivers must push hard upfield, make precise breaks and use good separation techniques.
  - b. Hot receiver must be ready.
  - c. Flat routes 1 yard past the 1st down marker.
- 
- 
- 
-

**7. RED ZONE PLUS 25**

- a. Anticipate man coverage.
- b. Use route with at least one TD shot.
- c. Anticipate the blitz.

**8. RED ZONE PLUS 15**

- a. Use crossing routes and attack the corner of end zone; QB should think of leading receivers to these areas.
- b. Think blitz.
- c. Receivers must work to the back of the end zone if original pattern breaks down.
- d. Use distinct receiver breaks and push hard as reduced room dictates tighter coverage.

**9. RED ZONE PLUS 5**

- a. Get over goal line on routes.
- b. Use crossing and play-action routes.
- c. Must not take a sack and protect the football.
- d. QB throws must miss outside and deep — no late throws! No throws off the back foot.
- e. Receivers must work to the back of end zone if original patterns break down.
- f. Use tight coverage techniques when running routes.

**10. DANGER ZONE OFFENSE (-1 TO -30)**

- a. Have a hot receiver ready for blitz.
- b. Use isolation routes on the edges of the field, out of traffic.
- c. Use max protection if possible, to give QB time.





# MASTER PASS ROUTE CHART

Game: vs. Crusaders

Game Date: 9/22

PLAY	#1 (WR)	#2 SLOT	#3 FB	#4 SLOT	#5 WR	QB
<i>Base Series</i>						
Lancer, Motion R	Out & Up	Delay	Block	Read	Seam Post	3 to 5 Step
Lancer, Motion L	Seam Post	Read	Block	Delay	Out & Up	3 to 5 Step
1st Down, Motion R	Curl	Out	Block	Curl	Curl	3 Step
1st Down, Motion L	Curl	Curl	Block	Out	Curl	3 Step
Switch	Slant & Up	Wheel	Block	Wheel	Slant & Up	5 Step
Lancer Goal-line, M R	Out & Curl	Cross	Block	Delay	Deep In	3 to 5 Step
Lancer Goal-line, M L	Deep In	Delay	Block	Cross	Out & Curl	3 to 5 Step
Slots Cross	Slant In	Cross	Block	Cross	Fade	3 Step
Cardinal, Motion R	Fade	Wheel	Block	Slant In	Curl	3 Step
Cardinal, Motion L	Curl	Slant In	Block	Wheel	Fade	3 Step
<i>Go Series</i>						
Go Arrow, Motion L	Fly	Arrow	Block	Read	Fade	3 Step
Go Arrow, Motion R	Fade	Read	Block	Arrow	Fly	3 Step
Go Swap, Motion L	Slant & Up	Out	Block	Fly	Fly	3 Step
Go Swap, Motion R	Fly	Fly	Block	Out	Slant & Up	3 Step
<i>Screen Series</i>						
FB Quick Screen, M R	Block	Delay	Screen	Block	Corner	Screen
FB Quick Screen, M L	Corner	Block	Screen	Delay	Block	Screen
WR Screen Left, M L	Hitch	Block	Play-Action	Block	Fade	1 Step
WR Screen Right, M R	Fade	Block	Play-Action	Block	Hitch	1 Step
WR Screen L Long, M L	Slant In	Deep In	Play-Action	Fly	Fly	3 Step
WR Screen R Long, M R	Fly	Fly	Play-Action	Deep In	Slant In	3 Step
Slot Screen Right, C M R	Fly	Block	Swing	Screen	Block	1 Step
Slot Screen Left, C M R	Block	Screen	Swing	Block	Fly	1 Step
<i>Short Series</i>						
Short Switch, Crazy M R	Comeback	Read	Block	Wheel	Curl	3 Step
Short Switch, Crazy M L	Curl	Wheel	Block	Read	Comeback	3 Step
Short Double Switch, C M R	Curl	Out & Up	Block	Out	Post	3 Step
Short Double Switch, C M L	Post	Out	Block	Out & Up	Curl	3 Step
X Dig	Dig	Slant In	Block	Slant In	Post	3 Step
<i>Play Action Series</i>						
Fake 24 Dive Red Dragon R	Post	Out	Block	Corner	Hook	3 Step
Fake 43 Dive Red Dragon L	Hook	Corner	Block	Out	Post	3 Step
Fake 42 Dive Slot Drag R	Post	Drag	Block	Play-Action	Hook	Roll Right
Fake 21 Dive Slot Drag L	Hook	Play-Action	Block	Drag	Post	Roll Left
47 Sweep Bootleg Pass	Post	Drag	Block	Play-Action	Fly	Roll Right
28 Sweep Bootleg Pass	Fly	Play-Action	Block	Drag	Post	Roll Left

*Continued on next page*

PLAY	#1 (WR)	#2 SLOT	#3 FB	#4 SLOT	#5 WR	QB
<i>Trips Series</i>						
Trips Right, 25 Shovel Pass	Block	Shovel	Block	Hook	Fly	3 to 5 Step
Trips Left 46 Shovel Pass	Fly	Hook	Block	Shovel	Block	3 to 5 Step
Trips Left 20 Slide	Slant & Up	Wheel	Block	Post	Fly	3 Step
Trips Right, 40 Slide	Fly	Post	Block	Wheel	Slant & Up	3 Step
Trips Left, Choice Special L	Fly	Hook	Block	Cross	Post	3 Step
Trips Right, Choice Special R	Post	Cross	Block	Hook	Fly	3 Step
Trips R, FB Shovel Pass R	Fly	Post	Shovel	Fly	Out	3 to 5 Step
Trips L, FB Shovel Pass L	Out	Fly	Shovel	Post	Fly	3 to 5 Step
Trips R, Bunch, Mesh Route	Post	Slant Out	Block	Slant In	Corner	3 to 5 Step
Trips L, Bunch, Mesh Route	Corner	Slant In	Block	Slant Out	Post	3 to 5 Step
<i>Veer Series</i>						
32 Veer Bootleg Pass	Corner	Fake Pitch	Play-Action	Drag	Block	Roll Left
31 Veer Bootleg Pass	Block	Drag	Play-Action	Fake Pitch	Corner	Roll Right
32 Veer HB Option Pass	Post	Pass	Play-Action	Corner	Out	Option
32 Veer Play-Action Pass	Post	Block	Play-Action	Hook	Fade	3 Step
31 Veer Play-Action Pass	Fade	Hook	Play-Action	Block	Post	3 Step
<i>No Back Series</i>						
Gold, 47 Swing Pass, M L	Corner	Out	Post	Swing	Corner	Shotgun
Silver, 28 Swing Pass, M R	Corner	Swing	Post	Out	Corner	Shotgun
Gold, Inside Overload, C M L	Deep In	Drag	Cross	Hook	Fly	Shotgun
Silver, Inside Overload, C M R	Fly	Hook	Cross	Drag	Deep In	Shotgun
Gold Digger	Corner	Post	Out	Hook	Fly	Shotgun
Silver Lode	Fly	Hook	Out	Post	Corner	Shotgun
Jet Motion Right Special	Post	Delay	Out	Fly	Hook	3 Step
Jet Motion Left Special	Hook	Fly	Out	Delay	Post	3 Step
67 Throw Back Pass	Slant & Up	Wheel	Post	Option	Fade	3 Step
Gold, Flood Left	Post	Out	Corner	Hook	Corner	Shotgun
Silver, Flood Right	Corner	Hook	Corner	Out	Post	Shotgun
<i>Special Series</i>						
QB Motion Right Pass	Fly	Drag	Pass	Corner	Post	Hook
QB Motion Left Pass	Post	Corner	Pass	Drag	Fly	Hook
28 Slot Trail Pass	Fly	Pitch	Block	Hook	Block	3 Step
47 Slot Trail Pass	Block	Hook	Block	Pitch	Fly	3 Step
68 Speed Option Pass	Fly	Pitch	Block	Out	Fly	Option
67 Speed Option Pass	Fly	Out	Block	Pitch	Fly	Option
18 WR Reverse Pass	Reverse					
<i>Pass Audibles</i>						
White 1	Slant in	Arrow	Swing	Arrow	Slant In	3 Step
White 2	Hook	Hook	Swing	Hook	Hook	3 Step
White 3	Out	Slant In	Swing	Slant In	Out	3 Step
White 4 (Trips Right)	Fly	Out	Swing	Up	Corner	3 Step

# PASSING STRATEGY: KEY REMINDERS

## I. QUARTERBACK ACTION

### A. Shotgun Formation:

- ✓ Advantages:
  - ❑ All linemen can miss their blocks and QB can still get the pass off.
  - ❑ It improves QB vision (especially with a short QB).
  - ❑ It provides clear passing lanes.
  - ❑ Total pass package can be run with slight modifications.
  - ❑ 5-, 6-, 7-, and 8- man protection can be easily disguised.
- ✓ Disadvantages:
  - ❑ 3-step drops and timing may be messed up.
  - ❑ Players can mess up the snap.
  - ❑ There is a limited run package.

### B. Naked Bootlegs — Best Time To Run:

- ❑ When backside defensive end or outside linebacker tackles the ball or gets in on a sweep.
- ❑ When there is slow backside pursuit.
- ❑ When you want QB to attack the perimeter.
- ❑ When you want QB to slow down an aggressive, attacking defense.
- ❑ When your QB is a good athlete.
- ❑ To help keep the defense off balance.

### C. 3-Step Package:

- ❑ Allows easy, quick and short throws.
- ❑ Allows linemen to aggressively cut the defensive line.
- ❑ Great for danger- and red zone situations.
- ❑ Goal is to set up in 1.3 seconds.
- ❑ Goal is to get ball away in 1.7 to 1.9 seconds.

### D. 5-Step Package:

- ❑ Goal is 10- to 12-yard completion on rhythm.
- ❑ Goal is to set up (complete drop) in 1.6 seconds.
- ❑ Goal is to get ball off in 2.5 to 2.9 seconds.

### E. 7-Step Package:

- ❑ Goal is 16- to 18-yard completion.
- ❑ Goal is to set up in 2.5 seconds.
- ❑ Goal is to get ball off in 3.5 to 3.9 seconds.
- ❑ Requires sound blocking scheme and execution (7-man or more protection).

### F. Play-Action Passes:

- ❑ Single best way to throw football.
- ❑ Helps strip underneath coverage.
- ❑ Helps run game (slows run support of pass defenders) and offensive line by moving the QB.

- ❑ Great early-down call.

### G. Sprint Pass:

- ❑ Goal is to complete 10- to 12-yard pass.
- ❑ Very good against pressure or after a sack.
- ❑ Excellent against an end in a walk-away position.
- ❑ Allows QB the option to pass or run with quick pressure on perimeter.

### H. Screen Pass:

- ❑ Relies on timing and deception.
- ❑ Very good to slow down a hard rush.
- ❑ Normal QB action is a 5-step drop and then a backpedal.

NOTES: \_\_\_\_\_  
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## II. FORMATION ADJUSTMENTS

### A. 4-Receiver Sets:

#### 1. Bunch

- ✓ Advantages:
  - ❑ By grouping wide receivers, space is created for receivers to run outside routes.
  - ❑ Bunch formations allow easy ways to attack backside areas.
  - ❑ The natural picks and rubs force defenders to run through and around offensive players.
  - ❑ Good against zone defenses since it is hard to identify routes and is easy to attack vacated zones.
  - ❑ It is an excellent blitz passing attack (can use 7-man protection). Also very good in red zone, overtime and on 2-point plays.
  - ❑ Easy to force the defensive match-up desired. Most throws are easy, short, high-percentage passes.
  - ❑ Easy formation to run from.
  - ❑ It is equally good to the boundary or wide-side of the field.
  - ❑ Defenses must develop special sets of rules to defend this attack.



- ✓ Disadvantages:
  - Poor releases by wide receivers can ruin the concept. All WRs must understand their role.
  - Can be beat by a blitz or pressure.
  - Timing can be destroyed by bump-and-run coverage.

**2. Spread Formation:**

- ✓ Advantages:
  - It easily stretches the field vertically and horizontally.
  - It is easy to run with three different backs or use 4-receiver attacks.
  - It is a balanced alignment that is easily changed by motion or a trips alignment to change the strength of the formation.
  - Four receivers on or near to the line of scrimmage force defenses to alter their normal defensive formations (usually requires tighter pass coverage).
  - The theory is to overload and outflank zone coverages or to create individual mismatches and force defenders to lose leverage in man coverage type schemes.
- ✓ Disadvantages:
  - Limited off-tackle running game.
  - Often requires receivers and QBs to read and recognize secondary coverages.
  - Bad weather can limit attack.

**B. 3- Receiver Sets**

**1. Pro**

- Probably the most balanced overall passing and running formation.
- Easy to disguise role of running backs in routes or protection scheme.
- Allows for dual quick-passing threat (SE & flanker).
- Positioning of SE and flanker requires the defense to cover from sideline to sideline.

**NOTES:** \_\_\_\_\_  
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 \_\_\_\_\_

**III. PASS PATTERN DESIGN**

**A. Attacking Zone Defenses:**

- Flood Routes (sending 2 or 3 receivers into 1 or 2 zones forcing defender to cover more than one player).
- Vertical stretch of 2 or 3 receivers at different depths (example attack flat with orbit route combination of swing route and curl route at 10 to 12 yards).
- Seam routes (attacking the area between two zones)
- Look-ins, hooks, swings & curl patterns are hard to stop. (horizontal stretch)

**B. Attacking Man Defenses:**

- Receivers must accelerate away from defenders.
- Deep outs, curls and crossing patterns.

**C. Attacking Defensive Ends:**

- If the pass defender, use deep routes (more time to throw since there is less rush).
- If the pass defender, sprint out, rollout pass or swing route to running back.
- If rusher, hot patterns or look-ins.

**D. Attacking Linebackers:**

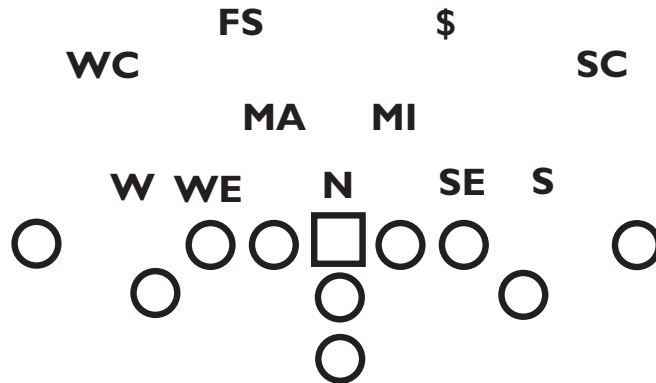
- Hot pass is very hard to defend.
- Scout reaction to hook and curl areas as coverage ability varies.
- Against rush or stunt, look-in, swing pass, or screen.
- Against rush or blitz, draw or trap work well.

**NOTES:** \_\_\_\_\_  
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# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 3-4

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_



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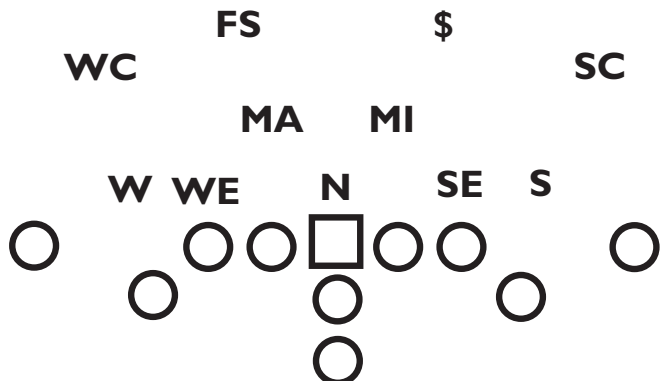
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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>STRONG END</b>		<b>WEAK END</b>	<b>STRONG END</b>		<b>WEAK END</b>
Action Toward				Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	
Action Away				Pursue Contain	Pursue Contain	
Option				QB Pitch	QB Pitch	
Pass				Rush Drop	Rush Drop	
<b>NOSE / LBS</b>	<b>NOSE</b>	<b>MACK LB</b>	<b>MIKE LB</b>	<b>NOSE</b>	<b>MACK LB</b>	<b>MIKE LB</b>
Action Toward				Switch/Stunt Read Slant Press	Gap Key Other	Gap Key Other
Action Away				Pursue Contain	Flow Key Trail	Flow Key Trail
Option				Run QB	Run/QB/Pitch	Run/QB/Pitch
Pass				Rush Drop	Zone Blitz Man	Zone Blitz Man
Aligns To					Deep SS Shallow WS	Deep SS Shallow WS
<b>OUTSIDE LB</b>	<b>WEAK LB</b>		<b>STRONG LB</b>	<b>WEAK LB</b>		<b>STRONG LB</b>
Action Toward				Gap Key Other	Gap Key Other	
Action Away				Flow Key Trial	Flow Key Trial	
Option				Run/QB/Pitch	Run/QB/Pitch	
Pass				Zone Blitz Man	Zone Blitz Man	
Aligns To				Deep SS Shallow WS	Deep SS Shallow WS	
<b>SAFETIES</b>	<b>SS</b>		<b>FS</b>	<b>SS</b>		<b>FS</b>
Action Toward				Contain Force Other	Contain Force Other	
Action Away				Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	
Option				Pitch QB	Pitch QB	
Pass				Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	
Aligns To				Formation Wide Short Middle	Formation Wide Short Middle	
<b>CORNERS</b>	<b>WCB</b>		<b>SC</b>	<b>WCB</b>		<b>SC</b>
Cover				Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	
Run To				Force	Force	
Run Away				Rotate Pursue Contain	Rotate Pursue Contain	
Aligns To				Receiver Wide Short	Receiver Wide Short	

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 3-4

Game: vs. Northwest Tech Game Date: 9/16



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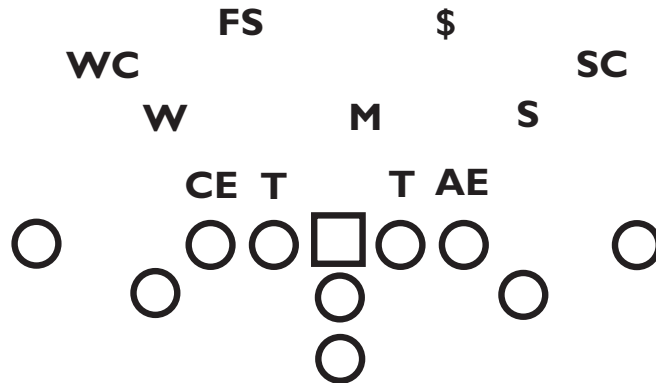
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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>STRONG END</b>	<b>WEAK END</b>		<b>STRONG END</b>	<b>WEAK END</b>	
Action Toward	C Gap	D Gap		Box Crash Trail Wait <u>Gap</u> Contain	Box Crash Trail Wait <u>Gap</u> Contain	
Action Away	Pursue	Contain		Pursue <u>Contain</u>	Pursue <u>Contain</u>	
Option	QB	QB		<u>QB</u> Pitch	<u>QB</u> Pitch	
Pass	Rush/Strong contain	Drop/Weak Flat		<u>Rush</u> Drop	<u>Rush</u> Drop	
<b>NOSE / LBS</b>	<b>NOSE</b>	<b>MACK LB</b>	<b>MIKE LB</b>	<b>NOSE</b>	<b>MACK LB</b>	<b>MIKE LB</b>
Action Toward	Press/Slant	Gap then read	Gap then read	Switch/Stunt <u>Read</u> Slant Press	Gap Key <u>Other</u>	Gap Key <u>Other</u>
Action Away	Pursue	Flow to: key	Flow to: key	<u>Pursue</u> Contain	<u>Flow</u> Key <u>Trail</u>	<u>Flow</u> Key <u>Trail</u>
Option	Run	Run/QB/Pitch	Run/QB/Pitch	Run QB	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>
Pass	Rush	Drop hook to curl	Drop hook to curl	<u>Rush</u> Drop	<u>Zone</u> Blitz Man	<u>Zone</u> Blitz Man
Aligns To		Short side of field	Short side of field		<u>Deep</u> SS <u>Shallow</u> WS	<u>Deep</u> SS <u>Shallow</u> WS
<b>OUTSIDE LB</b>	<b>WEAK LB</b>	<b>STRONG LB</b>		<b>WEAK LB</b>	<b>STRONG LB</b>	
Action Toward	Gap then read	Gap then read		<u>Gap</u> Key Other	Gap Key <u>Other</u>	
Action Away	Flow to: Key	Flow to: Key		<u>Flow</u> Key <u>Trial</u>	<u>Flow</u> Key <u>Trial</u>	
Option	Run/QB/Pitch	Run/QB/Pitch		<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>	
Pass	Drop hook to curl	Drop hook to curl		Zone Blitz Man	<u>Zone</u> Blitz Man	
Aligns To	Short side of field	Wide side of field		<u>Deep</u> SS <u>Shallow</u> WS	<u>Deep</u> SS <u>Shallow</u> WS	
<b>SAFETIES</b>	<b>SS</b>	<b>FS</b>		<b>SS</b>	<b>FS</b>	
Action Toward	Contain D gap	Rotate toward		<u>Contain</u> Force Other	Contain Force <u>Other</u>	
Action Away	Trail	Rotates away		<u>Trail</u> Pursue Rotate Blitz	<u>Trail</u> Pursue Rotate Blitz	
Option	Pitch	Inside out		<u>Pitch</u> QB	<u>Pitch</u> QB	
Pass	Strong flat	Deep 1/3 free		<u>Man</u> Zone 2/3/4 Flat Other	<u>Man</u> Zone 2/3/4 Flat Other	
Aligns To	Wide side of field	Middle/2 receiver side		Formation <u>Wide</u> Short Middle	Formation <u>Wide</u> Short Middle	
<b>CORNERS</b>	<b>WCB</b>	<b>SC</b>		<b>WCB</b>	<b>SC</b>	
Cover	Man, 3/4 zone	Man, 3/4 zone		Man 2/3/4 <u>Zone</u> Flat Other	Man 2/3/4 <u>Zone</u> Flat Other	
Run To	Force	Force		<u>Force</u>	<u>Force</u>	
Run Away	Rotate & pursue	Rotate & pursue		Rotate Pursue <u>Contain</u>	Rotate Pursue <u>Contain</u>	
Aligns To	Short side of field	Wide side of field		Receiver <u>Wide</u> Short	Receiver <u>Wide</u> Short	

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 4-3

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_



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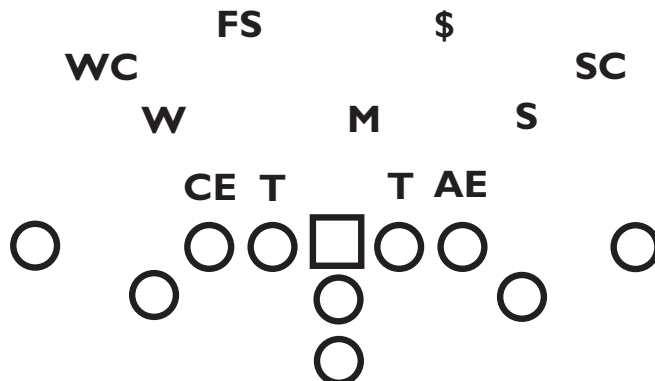
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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	AE		CE	AE		CE
Action Toward				Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	
Action Away				Pursue Contain	Pursue Contain	
Option				QB Pitch	QB Pitch	
Pass				Rush Drop	Rush Drop	
<b>LINEMEN</b>	WEAK DT		STRONG DT	WEAK DT		STRONG DT
Action Toward				Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	
Action Away				Pursue Contain	Pursue Contain	
Option				Run QB	Run QB	
Pass				Rush Drop	Rush Drop	
<b>LINEBACKERS</b>	WEAK LB	MIDDLE LB	STRONG LB	WEAK LB	MIDDLE LB	STRONG LB
Action Toward				Gap Key Other	Gap Key Other	Gap Key Other
Action Away				Flow Key Trail	Flow Key Trail	Flow Key Trail
Option				Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch
Pass				Zone Blitz Man	Middle	Zone Blitz Man
Aligns To				Deep SS Shallow WS	Deep SS Shallow WS	Deep SS Shallow WS
<b>SAFETIES</b>	SS		FS	SS		FS
Action Toward				Contain Force Other	Contain Force Other	
Action Away				Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	
Option				Pitch QB	Pitch QB	
Pass				Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	
Aligns To				Formation Wide Short Middle	Formation Wide Short Middle	
<b>CORNERS</b>	WCB		SC	WCB		SC
Cover				Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	
Run To				Force	Force	
Run Away				Rotate Pursue Contain	Rotate Pursue Contain	
Aligns To				Receiver Wide Short	Receiver Wide Short	

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 4-3

Game: vs. Wilson Game Date: 8/29



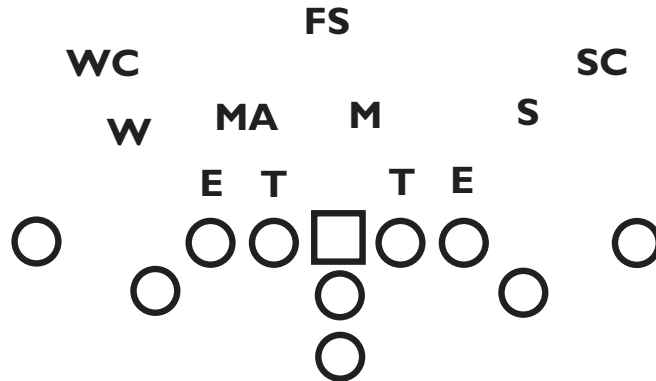
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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>	<b>CE</b>		<b>AE</b>	<b>CE</b>	
Action Toward	C/B Gap	C Gap		Box Crash Trail Wait <u>Gap</u> Contain	Box Crash Trail Wait <u>Gap</u> Contain	
Action Away	Pursue	Contain		Pursue <u>Contain</u>	Pursue <u>Contain</u>	
Option	QB	QB		<u>QB</u> Pitch	<u>QB</u> Pitch	
Pass	Rush/Strong contain	Drop/Weak Flat		<u>Rush</u> Drop	<u>Rush</u> Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>STRONG DT</b>		<b>WEAK DT</b>	<b>STRONG DT</b>	
Action Toward	Press/Slant	Press/Slant		Switch/Stunt Read Slant <u>Press</u>	Switch <u>Stunt</u> Read Slant Press	
Action Away	Pursue	Pursue		<u>Pursue</u> Contain	Pursue <u>Contain</u>	
Option	Run	Run		<u>Run</u> QB	<u>Run</u> QB	
Pass	Rush/Weak contain	Rush/Weak contain		<u>Rush</u> Drop	<u>Rush</u> Drop	
<b>LINEBACKERS</b>	<b>WEAK LB</b>	<b>MIDDLE LB</b>	<b>STRONG LB</b>	<b>WEAK LB</b>	<b>MIDDLE LB</b>	<b>STRONG LB</b>
Action Toward	Gap then read	Gap then read	Gap then read	Gap <u>Key</u> <u>Other</u>	Gap <u>Key</u> <u>Other</u>	Gap <u>Key</u> <u>Other</u>
Action Away	Flow to: key	Flow to: key	Flow to: key	Flow <u>Key</u> trail	Flow <u>Key</u> trail	Flow <u>Key</u> trail
Option	Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>
Pass	Drop hook to curl	Drop hook to curl	Drop hook to curl	<u>Zone</u> Blitz Man	<u>Middle</u>	<u>Zone</u> Blitz Man
Aligns To	Formation	Formation	Formation	Deep <u>SS</u> Shallow <u>WS</u>	Deep <u>SS</u> Shallow <u>WS</u>	Deep <u>SS</u> Shallow <u>WS</u>
<b>SAFETIES</b>	<b>SS</b>	<b>FS</b>		<b>SS</b>	<b>FS</b>	
Action Toward	Contain D gap	Rotate toward		<u>Contain</u> Force Other	Contain Force <u>Other</u>	
Action Away	Trail	Rotates away		Trail <u>Pursue</u> Rotate Blitz	Trail <u>Pursue</u> Rotate Blitz	
Option	Pitch	Inside out		<u>Pitch</u> QB	<u>Pitch</u> QB	
Pass	Deep 1/2	Deep 1/2 free		<u>Man</u> Zone 2/3/4 Flat Other	<u>Man</u> Zone 2/3/4 Flat Other	
Aligns To	Formation	Formation		Formation <u>Wide</u> Short Middle	Formation <u>Wide</u> Short Middle	
<b>CORNERS</b>	<b>WCB</b>	<b>SC</b>		<b>WCB</b>	<b>SC</b>	
Cover	Man 2, 3/4 zone	Man 2, 3/4 zone		Man 2/3/4 <u>Zone</u> Flat Other	Man 2/3/4 <u>Zone</u> Flat Other	
Run To	Force	Force		<u>Force</u>	<u>Force</u>	
Run Away	Rotate & pursue	Rotate & pursue		Rotate <u>Pursue</u> Contain	Rotate <u>Pursue</u> Contain	
Aligns To	Short side of field	Wide side of field		Receiver <u>Wide</u> Short	Receiver <u>Wide</u> Short	

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM FRONT: 4-4

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_



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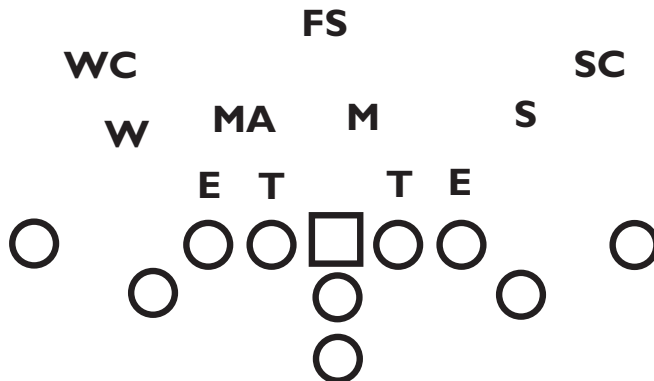
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	EXPECTED				ACTUAL (Circle Technique)			
<b>D ENDS</b>	AE		CE		AE		CE	
Action Toward					Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain
Action Away					Pursue Contain	Pursue Contain	Pursue Contain	Pursue Contain
Option					QB Pitch	QB Pitch	QB Pitch	QB Pitch
Pass					Rush Drop	Rush Drop	Rush Drop	Rush Drop
<b>LINEMEN</b>	WEAK DT		STRONG DT		WEAK DT		STRONG DT	
Action Toward					Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press
Action Away					Pursue Contain	Pursue Contain	Pursue Contain	Pursue Contain
Option					Run QB	Run QB	Run QB	Run QB
Pass					Rush Drop	Rush Drop	Rush Drop	Rush Drop
<b>LB</b>	WEAK LB	MIDDLE A LB	MIDDLE B LB	STRONG LB	WEAK LB	MIDDLE A LB	MIDDLE B LB	STRONG LB
Action Toward					Gap Key Other	Gap Key Other	Gap Key Other	Gap Key Other
Action Away					Flow Key Trail	Flow Key Trail	Flow Key Trail	Flow Key Trail
Option					Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch
Pass					Zone Blitz Man	Zone Blitz Man	Zone Blitz Man	Zone Blitz Man
Aligns To					Deep SS Shallow WS	Deep SS Shallow WS	Deep SS Shallow WS	Deep SS Shallow WS
<b>SAFETIES</b>	SS		FS		SS		FS	
Action Toward					Contain Force Other	Contain Force Other	Contain Force Other	Contain Force Other
Action Away					Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz
Option					Pitch QB	Pitch QB	Pitch QB	Pitch QB
Pass					Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other
Aligns To					Formation Wide Short Middle	Formation Wide Short Middle	Formation Wide Short Middle	Formation Wide Short Middle
<b>CORNERS</b>	WCB		SC		WCB		SC	
Cover					Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other
Run To					Force	Force	Force	Force
Run Away					Rotate Pursue Contain	Rotate Pursue Contain	Rotate Pursue Contain	Rotate Pursue Contain
Aligns To					Receiver Wide Short	Receiver Wide Short	Receiver Wide Short	Receiver Wide Short

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 4-4

Game: vs. Ferndale Game Date: 10/21



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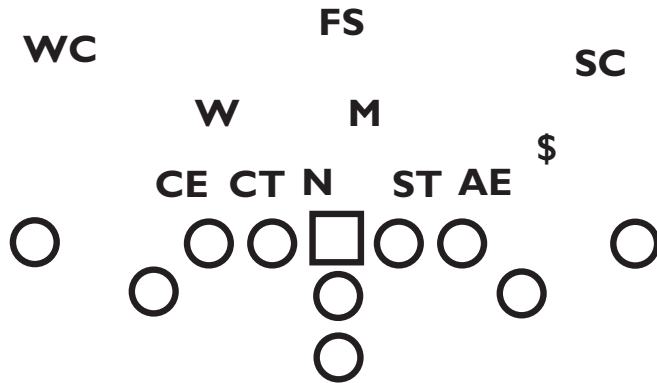
	EXPECTED				ACTUAL (Circle Technique)			
<b>D ENDS</b>	<b>AE</b>		<b>CE</b>		<b>AE</b>		<b>CE</b>	
Action Toward	C/B Gap		C Gap		Box Crash Trail Wait <u>Gap</u> Contain	Box Crash Trail Wait <u>Gap</u> Contain		
Action Away	Pursue		Contain		Pursue <u>Contain</u>		Pursue <u>Contain</u>	
Option	QB		QB		<u>QB</u> Pitch		<u>QB</u> Pitch	
Pass	Rush/Strong contain		Drop/Weak Flat		<u>Rush</u> Drop		<u>Rush</u> Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>		<b>STRONG DT</b>		<b>WEAK DT</b>		<b>STRONG DT</b>	
Action Toward	Press/Slant		Press/Slant		Switch/Stunt Read Slant <u>Press</u>	Switch <u>Stunt</u> Read Slant Press		
Action Away	Pursue		Pursue		<u>Pursue</u> Contain		Pursue <u>Contain</u>	
Option	Run		Run		<u>Run</u> QB		<u>Run</u> QB	
Pass	Rush/Weak contain		Rush/Weak contain		<u>Rush</u> Drop		<u>Rush</u> Drop	
<b>LB</b>	<b>WEAK LB</b>	<b>MIDDLE A LB</b>	<b>MIDDLE B LB</b>	<b>STRONG LB</b>	<b>WEAK LB</b>	<b>MIDDLE A LB</b>	<b>MIDDLE B LB</b>	<b>STRONG LB</b>
Action Toward	Gap then read	Gap then read	Gap then read	Gap then read	<u>Gap</u> Key Other	Gap Key <u>Other</u>	<u>Gap</u> Key Other	<u>Gap</u> Key Other
Action Away	Flow to: key	Flow to: key	Flow to: key	Flow to: key	Flow <u>Key</u> Trail	Flow <u>Key</u> Trail	Flow <u>Key</u> Trail	Flow <u>Key</u> Trail
Option	Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch	Run/QB/Pitch	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>
Pass	Drop hook to curl	Drop hook to curl	Drop hook to curl	Drop hook to curl	<u>Zone</u> Blitz Man	<u>Zone</u> Blitz Man	<u>Zone</u> Blitz Man	<u>Zone</u> Blitz Man
Aligns To	Formation	Formation	Formation	Formation	Deep <u>SS</u> Shallow <u>WS</u>	Deep <u>SS</u> Shallow <u>WS</u>	Deep <u>SS</u> Shallow <u>WS</u>	Deep <u>SS</u> Shallow <u>WS</u>
<b>SAFETIES</b>	<b>SS</b>		<b>FS</b>		<b>SS</b>		<b>FS</b>	
Action Toward	Contain D gap		Rotate toward		<u>Contain</u> Force Other	Contain Force <u>Other</u>		
Action Away	Trail		Rotates away		Trail <u>Pursue</u> Rotate Blitz	Trail <u>Pursue</u> Rotate Blitz		
Option	Pitch		Inside out		<u>Pitch</u> QB		<u>Pitch</u> QB	
Pass	Strong flat		Strong flat		<u>Man</u> Zone 2/3/4 Flat Other		<u>Man</u> Zone 2/3/4 Flat Other	
Aligns To	Wide sid of field		2 Reverse, 1/3 Middle side		Formation <u>Wide</u> Short Middle	Formation <u>Wide</u> Short Middle		
<b>CORNERS</b>	<b>WCB</b>		<b>SC</b>		<b>WCB</b>		<b>SC</b>	
Cover	Man , 3/4 zone		Man , 3/4 zone		Man 2/3/4 <u>Zone</u> Flat Other	Man 2/3/4 <u>Zone</u> Flat Other		
Run To	Force		Force		<u>Force</u>		<u>Force</u>	
Run Away	Rotate & pursue		Rotate & pursue		Rotate <u>Pursue</u> Contain	Rotate <u>Pursue</u> Contain		
Aligns To	Short side of field		Wide side of field		Receiver <u>Wide</u> Short	Receiver <u>Wide</u> Short		



# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 5-2 MONSTER

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_



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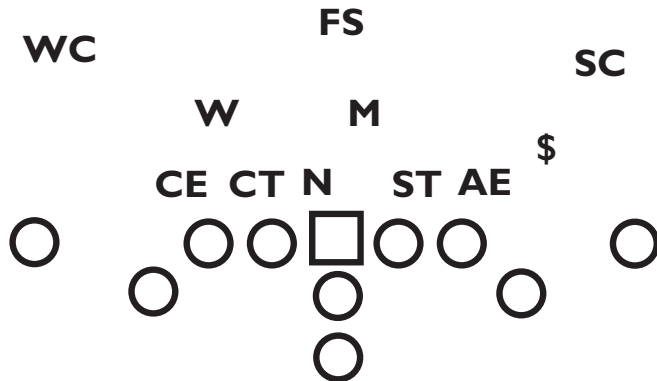
	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>	<b>CE</b>		<b>AE</b>	<b>CE</b>	
Action Toward				Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	
Action Away				Pursue Contain	Pursue Contain	
Option				QB Pitch	QB Pitch	
Pass				Rush Drop	Rush Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>
Action Toward				Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press
Action Away				Pursue Contain	Pursue Contain	Pursue Contain
Option				Run QB	Run QB	Run QB
Pass				Rush Drop	Rush Drop	Rush Drop
<b>LB</b>	<b>WEAK LB</b>	<b>MIDDLE LB</b>		<b>WEAK LB</b>	<b>MIDDLE LB</b>	
Action Toward				Gap Key Other	Gap Key Other	
Action Away				Flow Key Trial	Flow Key Trial	
Option				Run/QB/Pitch	Run/QB/Pitch	
Pass				Zone Blitz Man	Zone Blitz Man	
Aligns To				Deep SS Shallow WS	Deep SS Shallow WS	
<b>SAFETIES</b>	<b>MONSTER SS</b>	<b>FS</b>		<b>SS</b>	<b>FS</b>	
Action Toward				Contain Force Other	Contain Force Other	
Action Away				Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	
Option				Pitch QB	Pitch QB	
Pass				Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	
Aligns To				Formation Wide Short Middle	Formation Wide Short Middle	
<b>CORNERS</b>	<b>WCB</b>	<b>SC</b>		<b>WCB</b>	<b>SC</b>	
Cover				Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	
Run To				Force	Force	
Run Away				Rotate Pursue Contain	Rotate Pursue Contain	
Aligns To				Receiver Wide Short	Receiver Wide Short	



# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 5-2 MONSTER

Game: vs. Springfield Game Date: 9/7



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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>		<b>CE</b>	<b>AE</b>		<b>CE</b>
Action Toward	C Gap		D Gap	Box Crash Trail Wait <u>Gap</u> Contain	Box Crash Trail Wait <u>Gap</u> Contain	
Action Away	Pursue		Contain	Pursue <u>Contain</u>		Pursue <u>Contain</u>
Option	QB		QB	<u>QB</u> Pitch		<u>QB</u> Pitch
Pass	Rush/Strong contain		Drop/Weak Flat	<u>Rush</u> Drop		<u>Rush</u> Drop
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>
Action Toward	Press/Slant	Press/Slant	Press/Slant	Switch/Stunt Read <u>Slant</u> Press	Switch/Stunt Read <u>Slant</u> <u>Press</u>	Switch/Stunt Read <u>Slant</u> Press
Action Away	Pursue	Pursue	Pursue	<u>Pursue</u> Contain	<u>Pursue</u> Contain	<u>Pursue</u> <u>Contain</u>
Option	Run	Run	Run	Run QB	<u>Run</u> QB	<u>Run</u> QB
Pass	Rush/Weak contain	Rush	Rush Drop	<u>Rush</u> Drop	<u>Rush</u> Drop	<u>Rush</u> Drop
<b>LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>
Action Toward	Gap then read		Gap then read	<u>Gap</u> Key Other		Gap Key <u>Other</u>
Action Away	Flow to: Key		Flow to: Key	<u>Flow</u> Key Trial		Flow Key Trial
Option	Run/QB/Pitch		Run/QB/Pitch	<u>Run/QB/Pitch</u>		<u>Run/QB/Pitch</u>
Pass	Drop hook to curl		Drop hook to curl	Zone Blitz <u>Man</u>		<u>Zone</u> Blitz Man
Aligns To	Short side of field		Wide side of field	Deep <u>SS</u> Shallow WS		Deep SS Shallow <u>WS</u>
<b>SAFETIES</b>	<b>MONSTER SS</b>		<b>FS</b>	<b>SS</b>		<b>FS</b>
Action Toward	Contain D gap		Rotate toward	<u>Contain</u> Force Other		Contain Force <u>Other</u>
Action Away	Trail		Rotates away	Trail <u>Pursue</u> Rotate Blitz		Trail <u>Pursue</u> Rotate Blitz
Option	Pitch		Inside out	<u>Pitch</u> QB		<u>Pitch</u> QB
Pass	Strong flat		Deep 1/3 free	<u>Man</u> Zone 2/3/4 Flat Other		<u>Man</u> Zone 2/3/4 Flat Other
Aligns To	Wide side of field		Middle/2 receiver side	Formation <u>Wide</u> Short Middle		Formation <u>Wide</u> Short Middle
<b>CORNERS</b>	<b>WCB</b>		<b>SC</b>	<b>WCB</b>		<b>SC</b>
Cover	Man, 3/4 zone		Man, 3/4 zone	Man 2/3/4 <u>Zone</u> Flat Other		Man 2/3/4 <u>Zone</u> Flat Other
Run To	Force		Force	<u>Force</u>		<u>Force</u>
Run Away	Rotate & pursue		Rotate & pursue	Rotate <u>Pursue</u> Contain		Rotate <u>Pursue</u> Contain
Aligns To	Short side of field		Wide side of field	Receiver <u>Wide</u> Short		Receiver <u>Wide</u> Short

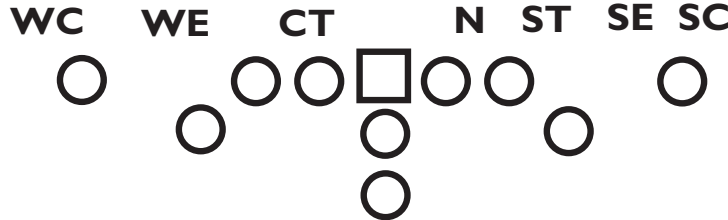
# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 5-2 COVER 2/3

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

FS \$

W M



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*Filled out during game*

	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>		<b>CE</b>	<b>AE</b>		<b>CE</b>
Action Toward				Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	
Action Away				Pursue Contain	Pursue Contain	
Option				QB Pitch	QB Pitch	
Pass				Rush Drop	Rush Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>
Action Toward				Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press
Action Away				Pursue Contain	Pursue Contain	Pursue Contain
Option				Run QB	Run QB	Run QB
Pass				Rush Drop	Rush Drop	Rush Drop
<b>LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>
Action Toward				Gap Key Other	Gap Key Other	
Action Away				Flow Key Trial	Flow Key Trial	
Option				Run/QB/Pitch	Run/QB/Pitch	
Pass				Zone Blitz Man	Zone Blitz Man	
Aligns To				Deep SS Shallow WS	Deep SS Shallow WS	
<b>SAFETIES</b>	<b>SS</b>		<b>FS</b>	<b>SS</b>		<b>FS</b>
Action Toward				Contain Force Other	Contain Force Other	
Action Away				Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	
Option				Pitch QB	Pitch QB	
Pass				Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	
Aligns To				Formation Wide Short Middle	Formation Wide Short Middle	
<b>CORNERS</b>	<b>WCB</b>		<b>SC</b>	<b>WCB</b>		<b>SC</b>
Cover				Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	
Run To				Force	Force	
Run Away				Rotate Pursue Contain	Rotate Pursue Contain	
Aligns To				Receiver Wide Short	Receiver Wide Short	

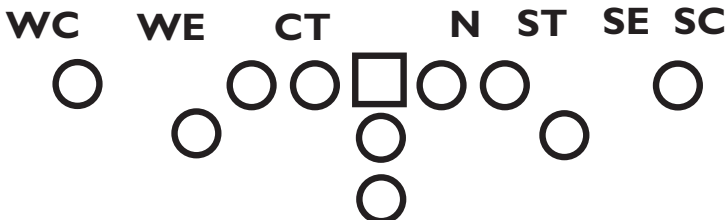
# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: 5-2 COVER 2/3

Game: Riverdale Game Date: 9/12

FS \$

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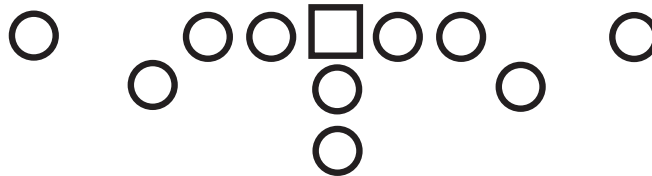
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	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>	<b>CE</b>		<b>AE</b>	<b>CE</b>	
Action Toward	C Gap	D Gap		Box Crash Trail Wait <u>Gap</u> Contain	Box Crash Trail Wait <u>Gap</u> Contain	
Action Away	Pursue	Contain		Pursue <u>Contain</u>	Pursue <u>Contain</u>	
Option	QB	QB		<u>QB</u> Pitch	<u>QB</u> Pitch	
Pass	Rush/Strong contain	Drop/Weak Flat		<u>Rush</u> Drop	<u>Rush</u> Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>
Action Toward	Press/Slant	Press/Slant	Press/Slant	Switch/Stunt Read <u>Slant</u> Press	Switch/Stunt Read <u>Slant</u> <u>Press</u>	Switch/Stunt Read <u>Slant</u> <u>Press</u>
Action Away	Pursue	Pursue	Pursue	<u>Pursue</u> Contain	<u>Pursue</u> Contain	<u>Pursue</u> <u>Contain</u>
Option	Run	Run	Run	Run QB	<u>Run</u> QB	<u>Run</u> QB
Pass	Rush/Weak contain	Rush	Rush Drop	<u>Rush</u> Drop	<u>Rush</u> Drop	<u>Rush</u> Drop
<b>LB</b>	<b>WEAK LB</b>	<b>MIDDLE LB</b>		<b>WEAK LB</b>	<b>MIDDLE LB</b>	
Action Toward	Gap then read	Gap then read		<u>Gap</u> Key Other	Gap Key <u>Other</u>	
Action Away	Flow to: Key	Flow to: Key		<u>Flow</u> Key Trial	Flow Key <u>Trial</u>	
Option	Run/QB/Pitch	Run/QB/Pitch		<u>Run/QB/Pitch</u>	<u>Run/QB/Pitch</u>	
Pass	Drop hook to curl	Drop hook to curl		Zone Blitz <u>Man</u>	Zone Blitz <u>Man</u>	
Aligns To	Short side of field	Wide side of field		Deep <u>SS</u> Shallow WS	Deep <u>SS</u> Shallow <u>WS</u>	
<b>SAFETIES</b>	<b>SS</b>	<b>FS</b>		<b>SS</b>	<b>FS</b>	
Action Toward	Contain D gap	Rotate toward		<u>Contain</u> Force Other	Contain Force <u>Other</u>	
Action Away	Trail	Rotates away		Trail <u>Pursue</u> Rotate Blitz	Trail <u>Pursue</u> Rotate Blitz	
Option	Pitch	Inside out		<u>Pitch</u> QB	<u>Pitch</u> QB	
Pass	Strong flat	Deep 1/3 free		<u>Man</u> Zone 2/3/4 Flat Other	<u>Man</u> Zone 2/3/4 Flat Other	
Aligns To	Wide side of field	Middle/2 receiver side		Formation <u>Wide</u> Short Middle	Formation <u>Wide</u> Short Middle	
<b>CORNERS</b>	<b>WCB</b>	<b>SC</b>		<b>WCB</b>	<b>SC</b>	
Cover	Man, 3/4 zone	Man, 3/4 zone		Man 2/3/4 <u>Zone</u> Flat Other	Man 2/3/4 <u>Zone</u> Flat Other	
Run To	Force	Force		<u>Force</u>	<u>Force</u>	
Run Away	Rotate & pursue	Rotate & pursue		Rotate <u>Pursue</u> Contain	Rotate <u>Pursue</u> Contain	
Aligns To	Short side of field	Wide side of field		Receiver <u>Wide</u> Short	Receiver <u>Wide</u> Short	

# EXPECTED DEFENSIVE FRONT & TECHNIQUE FORM

## FRONT: \_\_\_\_\_

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_



*Filled out before game*

*Filled out during game*

	EXPECTED			ACTUAL (Circle Technique)		
<b>D ENDS</b>	<b>AE</b>		<b>CE</b>	<b>AE</b>		<b>CE</b>
Action Toward				Box Crash Trail Wait Gap Contain	Box Crash Trail Wait Gap Contain	
Action Away				Pursue Contain	Pursue Contain	
Option				QB Pitch	QB Pitch	
Pass				Rush Drop	Rush Drop	
<b>LINEMEN</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>	<b>WEAK DT</b>	<b>N</b>	<b>STRONG DT</b>
Action Toward				Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press	Switch/Stunt Read Slant Press
Action Away				Pursue Contain	Pursue Contain	Pursue Contain
Option				Run QB	Run QB	Run QB
Pass				Rush Drop	Rush Drop	Rush Drop
<b>LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>	<b>WEAK LB</b>		<b>MIDDLE LB</b>
Action Toward				Gap Key Other	Gap Key Other	
Action Away				Flow Key Trial	Flow Key Trial	
Option				Run/QB/Pitch	Run/QB/Pitch	
Pass				Zone Blitz Man	Zone Blitz Man	
Aligns To				Deep SS Shallow WS	Deep SS Shallow WS	
<b>SAFETIES</b>	<b>SS</b>		<b>FS</b>	<b>SS</b>		<b>FS</b>
Action Toward				Contain Force Other	Contain Force Other	
Action Away				Trail Pursue Rotate Blitz	Trail Pursue Rotate Blitz	
Option				Pitch QB	Pitch QB	
Pass				Man Zone 2/3/4 Flat Other	Man Zone 2/3/4 Flat Other	
Aligns To				Formation Wide Short Middle	Formation Wide Short Middle	
<b>CORNERS</b>	<b>WCB</b>		<b>SC</b>	<b>WCB</b>		<b>SC</b>
Cover				Man 2/3/4 Zone Flat Other	Man 2/3/4 Zone Flat Other	
Run To				Force	Force	
Run Away				Rotate Pursue Contain	Rotate Pursue Contain	
Aligns To				Receiver Wide Short	Receiver Wide Short	

# GAME CLOCK MANAGEMENT NOTES

## A. OVERALL

- 1. Normal Situations.** Play clock for high school and college 25 seconds. Overall time includes time of the play, official's (referee) time to reset the ball and play-clock time. Minimum time is usually 31 seconds but often is 40-45 seconds or more (booth coaches should record the average time between plays at the beginning of the game — it could save a close game for you). Pro time is 40 seconds running clock.
- 2. Controlling Tempo.** Every team should be able to switch gears to slow down or speed up game tempo.

## B. TEMPO IDEAS

- 1. Normal Tempo.** Coaches need to establish these items:
  - ✓ Huddle procedures, alignment and distance from L.O.S
  - ✓ How play or defense will be communicated to players on the field.
  - ✓ How players will arrive at the L.O.S.
- 2. Up-Tempo.** An accelerated game pace tempo has the following elements:
  - ✓ All players hustle to the point of the ball.
  - ✓ Huddle is at or near L.O.S.
  - ✓ Play is communicated by the audible system or wristbands.
  - ✓ Ball is snapped on a pre-determined snap count.
  - ✓ A great technique to further disguise the play formation with this up-tempo pace is to break from the huddle at L.O.S. since the defense will have little or no time to adjust to the formation.
- 3. 2-Minute Offense/Defense.** The purpose is to score and/or prevent a score in the final 2 minutes of the half or game. There are 3 key elements for the offense
  - ✓ There is limited time in calling and executing the plays.
  - ✓ Dual goals are to advance the ball as quickly as possible and stop the clock if possible.
  - ✓ All concerned must know the precise time remaining and the number of timeouts remaining for both teams (and be able to communicate with game officials to use or conserve those available assets).

## C. WHAT STARTS AND STOPS THE GAME CLOCK:

### 1. The game clocks stops:

- a. When a timeout (charged or TV/radio) is called by an official.
- b. At the end of a period.
- c. After an incomplete pass.
- d. When a ball carrier goes out of bounds.
- e. During an administration of a penalty.
- f. When there is a measurement for a 1st down.
- g. When a live ball goes out of bounds (such as a punt out of bounds).
- h. When a coach requests to confer with an official and the official agrees to the conference.
- i. When a fair catch is made.
- j. When the ball is illegally touched (such as when an ineligible lineman behind the line of scrimmage catches a live ball).
- k. For an injury timeout.
- l. For an inadvertent whistle.
- m. For a score or touchback.
- n. For an official's timeout.

### 2. The game clock starts:

- a. When the ball is legally touched on a kickoff.
- b. When the official gives the "ready-to-play" signal.
- c. With the snap of the ball for the following conditions:
  - ✗ If the play of a new period starts with a play from scrimmage.
  - ✗ After a timeout.
  - ✗ After an incomplete pass.
  - ✗ After a ball carrier goes out of bounds.
  - ✗ After a touchback.
  - ✗ After the administration of a penalty.
  - ✗ After a team attempts to consume time illegally.
  - ✗ After a delay-of-game penalty is granted.

*Continued on next page*

**3. Ways To Conserve The Game Clock:**

- a. Hustle by all players everywhere.
- b. Use the preplanned 2-minute script.
- c. Punt the ball out of bounds.
- d. Down rolling punts quickly.
- e. Eliminate the huddle, if possible.
- f. Call two plays in the huddle on a clock stoppage.
- g. Request measurements when the ball is close to a first down.
- h. Space your time outs intelligently (have a plan).
  - i. Hustle to the line of scrimmage after a tackle has been made.
  - j. Use quick snap counts (rehearse your plan).
- k. Throw sideline or out-of-bounds passes.
  - l. Rehearse a ball-grounding pass play.

**4. Ways To Waste The Game Clock:**

- a. Break the huddle slowly.
- b. Use a long signal count.
- c. Get back to the huddle slowly when on offense.
- d. Run wide but stay in bounds.
- e. Eliminate passes.
  - f. Never call timeout.
- g. Take the full-allotted time to place the ball in play. Watch the clock. Rehearse your slow-down offense.
- h. Eliminate penalties which may stop the clock.
  - i. Keep the ball in-bounds.

**5. Reminders And Rules For Your Players:**

- a. The ball cannot be snapped until the referee has signaled the ball ready for play.
- b. If time has run out and there is a defensive penalty, the offense gets another play.
- c. You can fair catch a kickoff without a loss of time on the clock.
- d. No timeout is charged for an injured player.
- e. If a player runs off the field opposite his bench, it is a 5-yard penalty.
  - f. You can not run off the field through the end zone. It is a 5-yard penalty.
- g. The kick return clock starts after the ball is touched.
- h. QB can ground the ball to stop the clock.
  - i. A little-known rule allows a free kick after a successful fair catch. The free kick may be a field-goal attempt without any rush (the other team must be 10 yards back) by either a place-kick off the ground or from a tee.

**D. 2-MINUTE OFFENSE:**

1. Keep your poise and remain confident.
2. Make critical runs and pass completions to keep the chains moving.
3. Get as many yards as possible and then get out of bounds unless it is 4th down.
4. Always go on the first count on the 2-minute offense, but use a long count after an out of bounds, timeout, incomplete pass or any other clock stoppage type situation.
5. Always call two plays if you get the chance to huddle.
6. If you get a first down, be on the ball and ready to go when the official signals the ball ready to play.
7. Have an 8-play, 2-minute offense scripted and an end-of-game script of 8 plays. In our program, we practice both scripts with every offensive practice, and we run these plays at the end or late in practices to add realism and fatigue to the sessions. All sessions will be under the clock. No on-field coaching is allowed and all plays must be signaled under game-like conditions.
8. Have a code signal for several game situations. For example, our system call of “Mayday” means “no huddle.” “Deuce” means we are calling two plays in a row. Our normal audible system is in effect (color and number changes play). We will have our favorite (most successful) short-yardage play by calling “Turtle.” We have our long-yardage play call of “Big Mama.” “Junkyard” is grounding the ball to stop the clock. “Special Delivery” means one play to win.

**9. 2-Minutes To 1-Minute Remaining:**

- a. Emphasis must be on hustle, poise and proper execution.
- b. Do not call timeout (unless absolutely necessary).
- c. When possible, use an audible if you see a defensive weakness and can take advantage of that weakness.
- d. All plays must be off in 15 seconds or less. Coaches must manage this. Use quick cadence calls.

**10. 1-Minute To Go And No Timeout Remaining:**

- a. Utilize timeouts (huddle only when clock is stopped).
- b. Understand what stops the clock and use plays that will help you stop the clock if possible.
- c. Use quick passes; throw out of bounds if covered.
- d. Practice one play to win repeatedly so that your players believe it will work.

**E. WASTE-TIME OFFENSE:**

- 1. All players must know we are in a waste-time offense.
- 2. QB will watch for the coach’s signal to start the huddle (no sooner than 11 seconds).
- 3. Play clock should be at 3-4 seconds at the snap of ball.
- 4. Avoid motion or shifts that may cause delay of game penalties
- 5. All backs must keep the ball in bounds and do not fumble. Two hands on the ball.
- 6. No mistakes — think QB runs or hand-offs to your RB with the best ball security to avoid fumbles.

**F. INTENTIONAL SAFETY:**

- 1. **Slow Safety** — QB or punter, on instruction from the coaching staff, will take the ball and retreat to the end line and wait as long as possible until the defense approaches and then steps out of bounds. Do not get tackled in the end zone (could fumble and give up TD). Use as much time as possible.
- 2. **Fast Safety** — QB or punter, on instruction from the coaching staff, will sprint with the ball into the end zone and down the ball (take a knee) or run out of the end zone giving up the safety.

**G. TAKE A KNEE/QB SWEEP (KEEP) CLOCK-KILLING TABLE:**

- 1. These tables tell you exactly how much time you can afford to waste without having the ball go back to your opponent.

HIGH SCHOOL / COLLEGE OPPONENT TIMEOUTS LEFT				
Down	0	1	2	3
1	1:35	1:06	:37	:08
2	1:04	:35	:06	:06
3	:33	:04	:04	:04
4	:02	:02	:02	:02

HIGH SCHOOL / COLLEGE OPPONENT TIMEOUTS LEFT				
Down	0	1	2	3
1	2:10	1:39	1:08	:37
2	1:29	:58	:27	:27
3	:48	:17	:17	:17
4	:07	:07	:07	:07



# CHAPTER 13

# OFFENSE EFFICIENCY REVIEW FORMS

THIS CHAPTER WAS designed to help coaches monitor how well their offensive plays are working — either against a certain team or throughout the course of a season. This data is important to determine which plays consistently work over the course of a season.

These two forms, the Master Run Game/Season Efficiency Form (13.1) and Master Pass

Game/Season Efficiency Form (13.2) can be used on both an individual game or a cumulative basis. They will only tell you the facts,

however, they do not tell you why a play is successful or not. It is the coach's job to use these tools to figure out why a certain outcome or trend has developed on a certain

play. In my opinion, there isn't enough attention given to this type of analysis.

These two forms also remove some of the guesswork about your offense. Charting your plays in this manner will help you

quickly identify your best and worst plays. Again, you must determine why your plays are, or are not, successful.

---

*“It is the coach’s job to figure out why a certain outcome or trend has developed on a certain play. In my opinion, there isn’t enough attention given to this type of analysis...”*

---



# MASTER RUN GAME/SEASON EFFICIENCY FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

PLAY	NO.	NET YDS	AVERAGE	LONG GAIN	FUMBLE	PENALTY	TDS	2 POINT PLAYS
Game/Season Totals								

# MASTER RUN GAME/SEASON EFFICIENCY FORM

Team: SEASON TOTALS Game Date: \_\_\_\_\_

PLAY	NO.	NET YDS	AVERAGE	LONG GAIN	FUMBLE	PENALTY	TDS	2 POINT PLAYS
<b>Game/Season Totals</b>	177	1417	8.0	72	12	27	17	3
VEER SERIES TOTALS	104	934	8.9	72	6	16	10	3
31 Veer M Left	29	266	9.1	18	3	5	2	1
32 Veer M right	24	225	9.3	21	2	7	3	0
22 Counter	10	75	7.5	12	0	1	0	0
43 Counter	27	324	12.0	72	1	2	5	2
18 Reverse	3	18	6.0	10	0	0	0	0
57 Reverse	1	-5	-5.0	-5	0	0	0	0
33 Cross	2	8	4.0	6	0	0	0	0
34 Cross	2	11	5.5	6	0	0	0	0
60/61 QB sneak	6	12	2.0	3	0	1	0	0
POWER SERIES TOTALS	17	68	4.0	8.0	2	3	2	0
22 Lead	7	21	3.0	4.0	1	2	2	0
24 Lead	1	2	2.0	2.0	0	0	0	0
41 Lead	8	41	5.1	8.0	1	1	0	0
43 Lead	1	4	4.0	4.0	0	0	0	0
60 QB Lead								
61 QB Lead								
QUICK SERIES TOTALS	28	268	9.57	28	3	4	1	0
28 Sweep	10	70	7	18	1	2	0	0
47 Sweep	18	198	11	28	2	2	1	0
24 Counter								
45 Counter								
24 Scissors								
43 Scissors								
DRAW SERIES TOTALS	4	36	9.0	21	0	1	0	0
31 Trap Draw	2	23	11.5	21	0	0	0	0
32 Trap Draw	1	11	11.0	11	0	0	0	0
QB Draw	1	2	2.0	4	0	1	0	0
TRAP SERIES TOTALS	23	115	5.0	9.0	1	3	4	0
31 Trap	12	72	6.0	9.0	1	2	2	0
32 Trap	8	29	3.6	5.0	0	1	2	0
28 Tackle Trap	2	6	3.0	4.0	0	0	0	0
47 Tackle Trap	1	8	8.0	8.0	0	0	0	0
OPTION SERIES TOTALS	1	-4	-4.0	-4.0	0	0	0	0
68 QB option								
69 QB option	1	-4	-4.0	-4.0	0	0	0	0

# MASTER PASS GAME/SEASON EFFICIENCY FORM

Team: \_\_\_\_\_ Game Date: \_\_\_\_\_

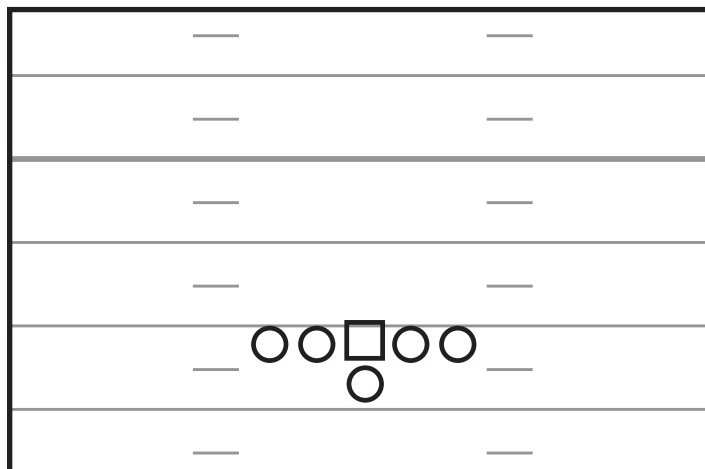
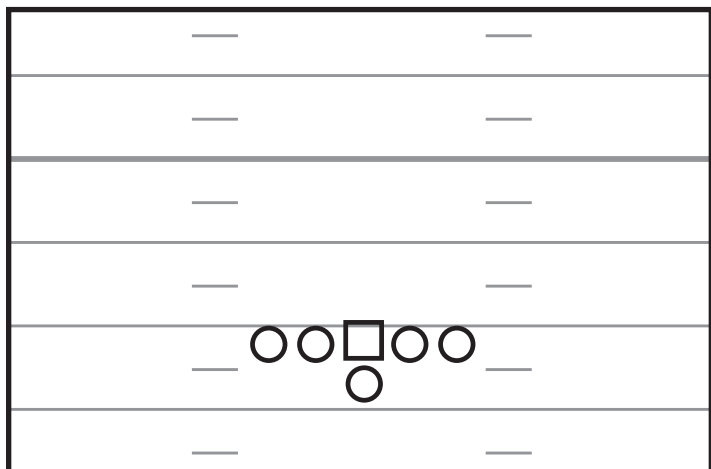
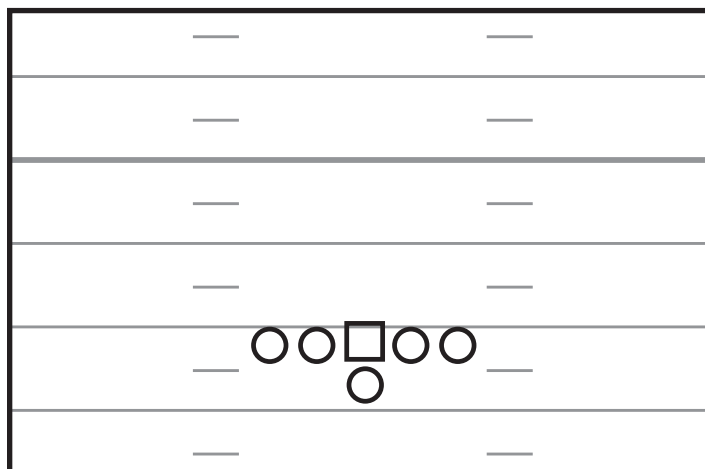
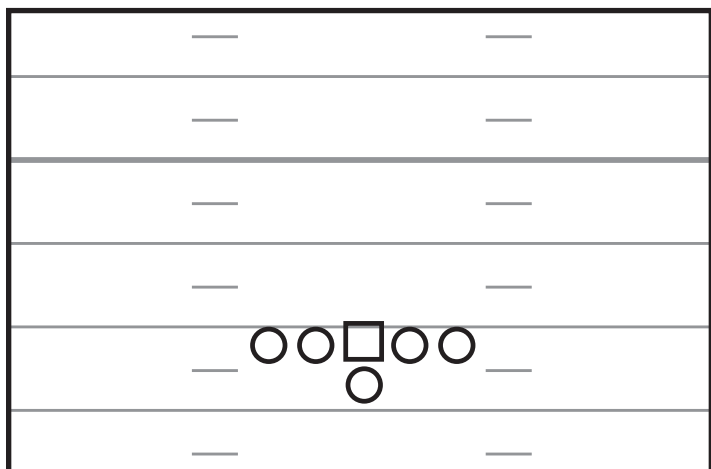
PLAY	ATTEMPTS	COMPLETE	% COMPLETE	LONG GAIN	INT	NET YDS	TDS	AVERAGE	YDS PER ATTEMPT	YDS AFTER CATCH
<b>Game/Season Totals</b>										

# MASTER PASS GAME SEASON EFFICIENCY FORM

Team: SEASON TOTALS Game Date: \_\_\_\_\_

PLAY	ATTEMPTS	COMPLETE	% COMPLETE	LONG GAIN	INT	NET YDS	TDS	AVERAGE	YDS PER ATTEMPT	YDS AFTER CATCH
<b>Game/Season Totals</b>	143	81	56.6	52	4	1043	11	12.8	7.29	453
<hr/>										
BASE SERIES TOTALS	66	35	53	52	2	504	4	14.4	7.63	199
Lancer, Motion R	16	8	50	21	1	80	1	10	5.00	18
Lancer, Motion L	14	7	50	14		70		10	5.00	20
1st Down, Motion R	8	4	50	11		40		10	5.00	10
1st Down, Motion L	4	3	75	12		25		8.3	6.25	17
Switch	12	8	66	52	1	248	3	31	20.66	119
Lancer Goal-line M R	3	1	33	8		8		8	2.66	0
Lancer Goal-line M L	2	1	50	6		6		6	3.0	0
Slots Cross	7	3	43	11		27		9	3.85	15
Cardinal Motion R										
Cardinal Motion L										
GO SERIES TOTALS	5	3	60	6		15		5	3	1
Go Arrow, Motion L	3	2	66	6		10		3	2	1
Go Arrow, Motion R	2	1	50	5		5		5	2.5	0
Go Swap, Motion L										
Go Swap, Motion R										
SCREEN SERIES TOTALS	22	14	63.6		1	130	2	9.2	5.9	72
FB Quick Screen M R	6	5	83.3	32		65	1	13	10.8	32
FB Quick Screen M L	2	1	50	2		2		2	1	2
WR Screen Left, M L	6	3	50	7	1	19		6.3	3.1	21
WR Screen Right, M R	3	2	66.6	8		12		6	4	2
WR Screen L Long, M L	3	1	33.3	10		10		10	3.3	0
WR Screen R Long, M R	2	2	100			22	1	11	11	15
Slot Screen Right, C M R										
Slot Screen Left, C M L										
SHORT SERIES TOTALS										
Short Switch, Crazy M R										
Short Switch, Crazy M L										
Short Double Switch C R M										
Short Double Switch C R L										
X Dig										
PLAY-ACTION SERIES TOTALS	15	8	53.3	47	1	138	2	17.3	9.2	99
Fake 24 Dive Red Dragon R	2	0	0	0	1			0	0	
Fake 43 Dive Red Dragon L	2	1	50	10		10		5	2.5	2
Fake 42 Dive Slot Drag R	4	4	100	47		88	2	22	22	68

# COACHING NOTES



NOTES: \_\_\_\_\_

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# CHAPTER 14

# DEFENSIVE GAME MANAGEMENT

THE FORMS IN this chapter were designed to help coaches conduct a sound defensive game plan to stop their opponents. The first form, Defensive Substitution Packages (14.1), helps coaches have the right personnel package ready for various game situations and special defenses.

The Defensive Game Plan Form (14.2) was developed over several years and condenses my most important pieces of information onto one sheet of paper. As you'll see on the completed example, this form contains all the essential information you need to make the best possible defensive call. It can quickly highlight the most likely plays by down-and-distance tendencies, your opponent's favorite formations (and favorite plays from those formations),

vertical field tendencies and the areas of the field they most like to attack.

The Defensive Play-By-Play Analysis Form (14.3) is used to track your opponent's actual game plays. As shown in the completed example, this form helps confirm your previous analysis of the opponent's tendencies and any special trends that you may need to adjust your game plan.

I also use a Defensive Drive Analysis Form (14.4), which reveals trends and play directions during the game.

The final form in the chapter is a Defensive Game Checklist (14.5). This is simply a reminder sheet about ways to adjust defensive calls, and includes game reminders that I have found useful.

# DEFENSIVE SUBSTITUTION PACKAGES

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

DEF 5-2 COVER-3										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS
DEF 4-3 COVER-2										
AE	ST	N	CT	WILL	SAM	MIKE	SS	SC	WC	FS
DEF 4-3 COVER-2 BLITZ										
AE	ST	N	CT	WILL	SAM	MIKE	SS	SC	WC	FS
DEF 5-2 COVER-1										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS
DEF 6-5 GOAL-LINE										
AE	ST	N	N	CT	CE	SS	MIKE	WILL	WC	FS
DEF 5-2 3RDTEAM GOLD D										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS

# DEFENSIVE SUBSTITUTION PACKAGES

Game: Warhawks

Game Date: 9/9

DEF 5-2 COVER-3										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS
Munzel	Braun	Breedt	Dicks	Lytle	Kellogg	Wilk	Drift	Tapia	Walker	Coombs
Pinard	Smith	Amos	Gibbs	Warren	Warren	Drift	Budda	Willis	O. Maria	O. Maria
Tobin	Gibbs	Johnson	Smith	J. Maria	Young	Milne	Budda	O. Maria		Tapia
DEF 4-3 COVER-2										
AE	ST	N	CT	WILL	SAM	MIKE	SS	SC	WC	FS
Munzel	Braun	Breedt	Dicks	Lytle	Kellogg	Wilk	O. Maria	Willis	Walker	Coombs
Pinard	Smith	Amos	Pinard	Warren	Warren	Drift	Tapia	Tapia	Tapia	Tapia
Tobin	Gibbs	Johnson	Gibbs	J. Maria	Young	Budda				
DEF 4-3 COVER-2 BLITZ										
AE	ST	N	CT	WILL	SAM	MIKE	SS	SC	WC	FS
Munzel	Braun	Breedt	Dicks	Drift	Kellogg	Wilk	O. Maria	Willis	Walker	Coombs
Pinard	Smith	Johnson	Pinard	Warren	Warren	Drift	Tapia	Tapia	Tapia	Warren
DEF 5-2 COVER-1										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS
Munzel	Braun	Breedt	Dicks	Lytle	Kellogg	Wilk	Drift	Tapia	Walker	Coombs
Pinard	Smith	Amos	Gibbs	Warren	Warren	Drift	Budda	Maria	Maria	Maria
	Gibbs	Johnson	Smith	O. Maria	O. Maria	Young	Milne	Willis	Willis	Willis
DEF 6-5 GOAL-LINE										
AE	ST	N	N	CT	CE	SS	MIKE	WILL	WC	FS
Munzel	Braun	Breedt	Johnson	Dicks	Warren	Kellogg	Wilk	Drift	Walker	Coombs
Pinard	Smith	Amos	Budda	Gibbs	Lytle	Warren	Drift	Budda	Tapia	Maria
DEF 5-2 3RD TEAM GOLD D										
AE	ST	N	CT	CE	SS	MIKE	WILL	SC	WC	FS
Tobin	Smith	Amos	Gibbs	Maria	Young	Milne	Budda	Fisher	Brooks	Roeter
Sikma	Andrews	Zarkos	Castle	Diego	JR Haasty	Chase	Jackey	Simons	Razore	Coombs
						Johnson				Francis



# DEFENSIVE GAME PLAN FORM

Game Scouted: \_\_\_\_\_ Game Date: \_\_\_\_\_

### Hole Report

	9	7	5	3	1	0	2	4	6	8
#										
Yds										

### Back Carries

QB	B	B	B

### Pass Chart

7	8	9
4	5	6
1	2	3

### Down & Distance Tendencies

<b>1st &amp; Long:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>4th Down:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>Reminders:</b>  <b>2-Point Play Hash L M R</b> <u>Defense</u> <u>Run</u> <u>Pass</u> _____
<b>2nd &amp; Long:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>2nd &amp; Med:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	
<b>3rd &amp; Long:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>3rd &amp; Med:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>3rd &amp; Short:</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____

### Opponent's Formations

<b>#1 Form.:</b> <u>Run</u> <u>Pass</u> %: _____ <input type="checkbox"/> % #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>#2 Form.:</b> <u>Run</u> <u>Pass</u> %: _____ <input type="checkbox"/> % #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>#3 Form.:</b> <u>Run</u> <u>Pass</u> %: _____ <input type="checkbox"/> % #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____
---------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------

### Vertical Field Tendencies

<b>Offense Inside Own 30</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>Offense Inside Opponent's 30</b> <u>Run</u> <u>Pass</u> %: _____ #1: _____ #2: _____ Base D: _____ Front Adj: _____ Blitz: _____	<b>Remarks</b> Transition Zone -30 to -49 Run ___% Pass ___% Offensive Zone 50 to 21 Run ___% Pass ___%
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### Best Defenses & Hash Mark Adjustments

Best Overall Defense	Best Short Yardage Defense	<table border="1"> <tr> <td>#</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td>T</td> <td>G</td> <td>C</td> <td>G</td> <td>T</td> <td>TE</td> <td></td> </tr> <tr> <td>HT.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>WT.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	#									T	G	C	G	T	TE		HT.								WT.							
#																																		
	T		G	C	G	T	TE																											
HT.																																		
WT.																																		
Best Run Defense	Best Pass Defense																																	
Left-Hash Adjustments Play to: SS ___% WS ___%	Right-Hash Adjustments Play to: SS ___% WS ___%																																	
Pass to: SS ___% M ___% WS ___%	Pass to: SS ___% M ___% WS ___%																																	

# DEFENSIVE GAME PLAN FORM

Game Scouted: Ferndale, Playoff #2

Game Date: 11/6

**Hole Report**

	9	7	5	3	1	0	2	4	6	8
#		5	16	4			24	9	12	1
Yds		11	51	10			110	53	58	3

**Back Carries**

QB	B	B	B
12	41	22	20

**Pass Chart**

7	1	8	4	9	6
4	1/1	5	0	6	3/3
1	3/1	2	2	3	0

**Down & Distance Tendencies**

<b>1st &amp; Long:</b> %: <u>89%</u> #1: <u>FB Trap (34%)</u> #2: <u>FB X Block (29%)</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>5-2 1, 2, 3</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>SE Fade 4%</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-1 crash</u>	<b>Pass</b> <u>11%</u> <u>SE Fade 4%</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-1 crash</u>	<b>4th Down:</b> %: <u>75%</u> #1: <u>FB Trap</u> #2: <u>HB dive</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>Cover-3</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>75%</u> <u>FB Trap</u> <u>HB dive</u> <u>5-3 Pat 6</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-3</u>	<b>Pass</b> <u>25%</u> <u>Slot Pick Pass</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-3</u>	<b>Reminders:</b> 1) Keep TE off LBs 2) Run or pull to 63 77 slot 95% 3) Must stop #41 4) Hard count 5) Swing gate D <b>2-Point Play Hash L M R</b> Swinging gate Defense <u>GL 6-5 4</u> Run <u>T out #20</u> Pass <u>T out #20</u>
<b>2nd &amp; Long:</b> %: <u>55%</u> #1: <u>FB Trap (34%)</u> #2: <u>FB X block</u> Base D: <u>5-2 1, 2, 3</u> Front Adj: <u>5-2 Press away</u> Blitz: <u>Mike &amp; Will</u>	<b>Run</b> <u>55%</u> <u>FB Trap (34%)</u> <u>FB X block</u> <u>5-2 1, 2, 3</u> <u>5-2 Press away</u> <u>Mike &amp; Will</u>	<b>Pass</b> <u>45%</u> <u>SE Fly/Fade</u> <u>Pick Pass</u> <u>Slot out</u> <u>Cover-1 10</u> <u>Cover-3 13</u>	<b>2nd &amp; Med:</b> %: <u>86%</u> #1: <u>FB Trap</u> #2: <u>Counter Trey</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>Reduce 7, 8</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>86%</u> <u>FB Trap</u> <u>Counter Trey</u> <u>5-3 Pat 6</u> <u>Reduce 7, 8</u>	<b>Pass</b> <u>74%</u> <u>Slot pick pass</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-3</u>	<b>2nd &amp; Short:</b> %: <u>100%</u> #1: <u>Trap</u> #2: <u>X block</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>GL 6-5 4</u> Blitz: <u>Cover-1 crash 11</u>
<b>3rd &amp; Long:</b> %: <u>67%</u> #1: <u>FB Trap (25%)</u> #2: <u>FB Draw</u> Base D: <u>5-2 1, 2, 3</u> Front Adj: <u>5-2 Press away</u> Blitz: <u>Cover crash 11</u>	<b>Run</b> <u>67%</u> <u>FB Trap (25%)</u> <u>FB Draw</u> <u>5-2 1, 2, 3</u> <u>5-2 Press away</u>	<b>Pass</b> <u>33%</u> <u>V out</u> <u>Post</u> <u>Cover-3</u> <u>Cover-1 10</u> <u>Cover crash 11</u>	<b>3rd &amp; Med:</b> %: <u>100%</u> #1: <u>FB Trap</u> #2: <u>FB Down</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>7, 8</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>100%</u> <u>FB Trap</u> <u>FB Down</u> <u>5-3 Pat 6</u> <u>7, 8</u>	<b>Pass</b> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-3</u> <u>Cover-3</u>	<b>3rd &amp; Short:</b> %: <u>100%</u> #1: <u>FB X block</u> #2: <u>FB Trap</u> Base D: <u>5-3 Pat 6</u> Front Adj: <u>GL 6-5 4</u> Blitz: <u>Cover-1 crash 11</u>

**Opponent's Formations**

<b>#1 Form.:</b> <u>50%</u> %: <u>85%</u> #1: <u>FB Trap (32%)</u> #2: <u>FB X block (13%)</u> Base D: <u>Wing place/out</u> Front Adj: <u>TE Route</u> Blitz: <u>Flag</u>	<b>Run</b> <u>85%</u> <u>FB Trap (32%)</u> <u>FB X block (13%)</u>	<b>Pass</b> <u>15%</u> <u>Wing place/out</u> <u>TE Route</u> <u>Flag</u>	<b>#2 Form.:</b> <u>37%</u> %: <u>65%</u> #1: <u>FB X block</u> #2: <u>FB Trap</u> Base D: <u>SE Fade/Fly</u> Front Adj: <u>Slot Pick Pass</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>65%</u> <u>FB X block</u> <u>FB Trap</u>	<b>Pass</b> <u>35%</u> <u>SE Fade/Fly</u> <u>Slot Pick Pass</u> <u>Cover-3</u>	<b>#3 Form.:</b> <u>11%</u> %: <u>80%</u> #1: <u>QB Follow</u> #2: <u>HB Sweep</u> Base D: <u>HB Fly</u> Front Adj: <u>(#20)</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>80%</u> <u>QB Follow</u> <u>HB Sweep</u>	<b>Pass</b> <u>20%</u> <u>HB Fly</u> <u>(#20)</u> <u>Cover-3</u>
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------	--------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------	--------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------	------------------------------------------------------------------------------

**Vertical Field Tendencies**

<b>Offense Inside Own 30</b> %: <u>81%</u> #1: <u>FB X block</u> #2: <u>FB Trap</u> Base D: <u>out #20</u> Front Adj: <u>Fly/Fade #80</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>81%</u> <u>FB X block</u> <u>FB Trap</u>	<b>Pass</b> <u>19%</u> <u>out #20</u> <u>Fly/Fade #80</u> <u>Cover-3</u>	<b>Offense Inside Opponent's 30</b> %: <u>44%</u> #1: <u>FB Trap</u> #2: <u>FB X block</u> Base D: <u>Fade/Flag</u> Front Adj: <u>Slot post #20</u> Blitz: <u>Cover-3</u>	<b>Run</b> <u>44%</u> <u>FB Trap</u> <u>FB X block</u>	<b>Pass</b> <u>56%</u> <u>Fade/Flag</u> <u>Slot post #20</u> <u>Cover-3</u>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------	--------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------	-----------------------------------------------------------------------------------------

**Remarks**

Transition Zone -30 to -49  
 Run 90% Pass 10%

Offensive Zone 50 to 21  
 Run     % Pass     %

QB	12	Dunca	SR	5-11	180
FB	41	Robbins	SR	5-7	170*
Slot/Wing	20	Erickson	SR	5-8	154*
Short yds	42	Cornelsen	Soph	6-0	180
TE	80	Boyd	SR	6-8	222*

\* = MUST STOP

**Best Defenses & Hash Mark Adjustments**

<b>Best Overall Defense</b> 5-2 Press away cover-3 (outside), 5-3 Pat cover-3 (inside)	<b>Best Short Yardage Defense</b> Goal-line 6-5, 5-3 Pat cover-2
<b>Best Run Defense</b> 5-2 Press away cover-3 (outside), 5-3 Pat cover-3 (inside)	<b>Best Pass Defense</b> 5-2 Press away cover-3, 5-3 Press away cover-1
<b>Left-Hash Adjustments</b> Play to: SS <u>27%</u> WS <u>72%</u> Pass to: SS <u>50%</u> M <u>0%</u> WS <u>50%</u>	<b>Right-Hash Adjustments</b> Play to: SS <u>52%</u> WS <u>48%</u> Pass to: SS <u>50%</u> M <u>25%</u> WS <u>25%</u>

X block/trap sweep pick pass/post  
 Trap/sweep criss-cross fade/fly pick pass

#	77	63	56	55	76	80	44
	T	G	C	G	T	TE	
HT.	6-2	5-7	6-0	5-9	6-5	6-8	6-1
WT.	230	175	190	210	242	222	195

**DEFENSIVE PLAY-BY-PLAY ANALYSIS FORM**

Qtr: \_\_\_\_\_ Vs.: \_\_\_\_\_ Date: \_\_\_\_\_

D CALL	DOWN & DISTANCE	FORMATION	PLAY DESCRIPTION	START YD LINE	YDS GAINED / LOST	BALL CARRIER	TACKLED BY	REMARKS

## DEFENSIVE PLAY-BY-PLAY ANALYSIS FORM

Qtr: 1st Vs.: Sammamish Date: 10/5

D CALL	DOWN & DISTANCE	FORMATION	PLAY DESCRIPTION	START YD LINE	YDS GAINED / LOST	BALL CARRIER	TACKLED BY	REMARKS
4	1-0	WT	Trap	-29	+1	20		
3	2-9	WT	Sweep	-30	-3	HB		
2	3-12	WT	Middle Run	-27	-4	?		
Punt R	4-16	Punt	Punt					3 runs 0 pass -6 yds
5	1-10	WT	Middle Run	-32	+1	?		
5	2-9	WT	Sweep	-33	+1	4		
3	3-8	WT	Pass Waggle	-34	-11	17	44	Sack!
Punt R	4-19	Punt	False start	-23	-5			
Punt R	4-24	Punt	offsides Blue (Bellevue)		+5			
Punt R	4-19	Punt						2 runs 1 pass
3	1-10	WT	Sweep	-20	+2	20	50	
3	2-8	WT	Pass	-22	Inc	20	56	Good coverage!
3	3-8	WT	X block	-22	+5	22	56	Line too high!
Punt R	4-3	WT	Punt	-27				2 runs, 1 pass
			End of Quarter					
			7 runs, 2 passes					

# DEFENSIVE DRIVE ANALYSIS FORM

Qtr: \_\_\_\_\_ Opponent: \_\_\_\_\_ Date: \_\_\_\_\_

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
1		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
2		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
3		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
4		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
5		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
6		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:			
7		7	5	3	1	0	2	4	6	8	7	8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>													1 2 3 4	1 2 3 4	1 2 3 4
1 2 3 4	1 2 3 4										4	5	6	5 6 7 8	5 6 7 8	5 6 7 8
5 6 7 8	5 6 7 8										1	2	3	9 10 11 12	9 10 11 12	9 10 11 12
9 10 11 12	9 10 11 12													13 14 15 16	13 14 15 16	13 14 15 16
13 14 15 16	13 14 15 16															

# DEFENSIVE DRIVE ANALYSIS FORM

Qtr: 2nd Opponent: Sammamish Date: 10/5

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
1		7	5	3	1	0	2	4	6	8	7	1 Inc	8	9	# <u>4</u>	# <u>28</u>	# <u>17</u>
<u>Weak</u>	<u>Strong</u>				1					1							
1 2 3 4	① ② ③ ④									1							
5 6 7 8	⑤ ⑥ ⑦ ⑧									1	4		5	6 1+5	① 2 3 4	① 2 3 4	① 2 3 4
9 10 11 12	9 10 11 12									1					5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
2		7	5	3	1	0	2	4	6	8	7	1 Inc	8	9	# <u>26</u>	# <u>4</u>	# <u>17</u>
<u>Weak</u>	<u>Strong</u>				1					1							
① ② 3 4	① ② ③ 4									1							
5 6 7 8	5 6 7 8									1	4	1+5	5	6	① 2 3 4	① 2 3 4	① 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
3		7	5	3	1	0	2	4	6	8	7		8	9	# <u>4</u>	# _____	# _____
<u>Weak</u>	<u>Strong</u>				1					1							
1 2 3 4	① ② 3 4																
5 6 7 8	5 6 7 8										4		5	6	① ② 3 4	1 2 3 4	1 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
4		7	5	3	1	0	2	4	6	8	7		8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>																
1 2 3 4	1 2 3 4																
5 6 7 8	5 6 7 8										4		5	6	1 2 3 4	1 2 3 4	1 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
5		7	5	3	1	0	2	4	6	8	7		8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>																
1 2 3 4	1 2 3 4																
5 6 7 8	5 6 7 8										4		5	6	1 2 3 4	1 2 3 4	1 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
6		7	5	3	1	0	2	4	6	8	7		8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>																
1 2 3 4	1 2 3 4																
5 6 7 8	5 6 7 8										4		5	6	1 2 3 4	1 2 3 4	1 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

SERIES #		RUN DISTRIBUTION								PASS DISTRIBUTION			# OF CARRIES BY:				
7		7	5	3	1	0	2	4	6	8	7		8	9	# _____	# _____	# _____
<u>Weak</u>	<u>Strong</u>																
1 2 3 4	1 2 3 4																
5 6 7 8	5 6 7 8										4		5	6	1 2 3 4	1 2 3 4	1 2 3 4
9 10 11 12	9 10 11 12														5 6 7 8	5 6 7 8	5 6 7 8
13 14 15 16	13 14 15 16										1		2	3	9 10 11 12	9 10 11 12	9 10 11 12
															13 14 15 16	13 14 15 16	13 14 15 16

# DEFENSIVE GAME CHECKLIST

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_

## 5. DEFENSIVE SITUATION CHECKLIST:

PLAY	BEST DEFENSE

DEFENSIVE KEYS TO WINNING

CALLS	
Defense	Cover
Blitz / Adjustments	

## DEFENSIVE GAME CHECKLIST

Game: West Game Date: 9/11

1. PRE-GAME REMINDERS: A. Personnel Match-Ups B. 8 Defensive Keys to Victory  
C. Game Plans
2. REVIEW DEFENSIVE SIGNALS (WRIST BAND)
3. Chart Offense During Game – Make sure expected tendencies are correct!
4. COACHES WATCH FOR: A. Alignment B. Correct Technique C. Evaluate Personnel

### 5. DEFENSIVE SITUATION CHECKLIST:

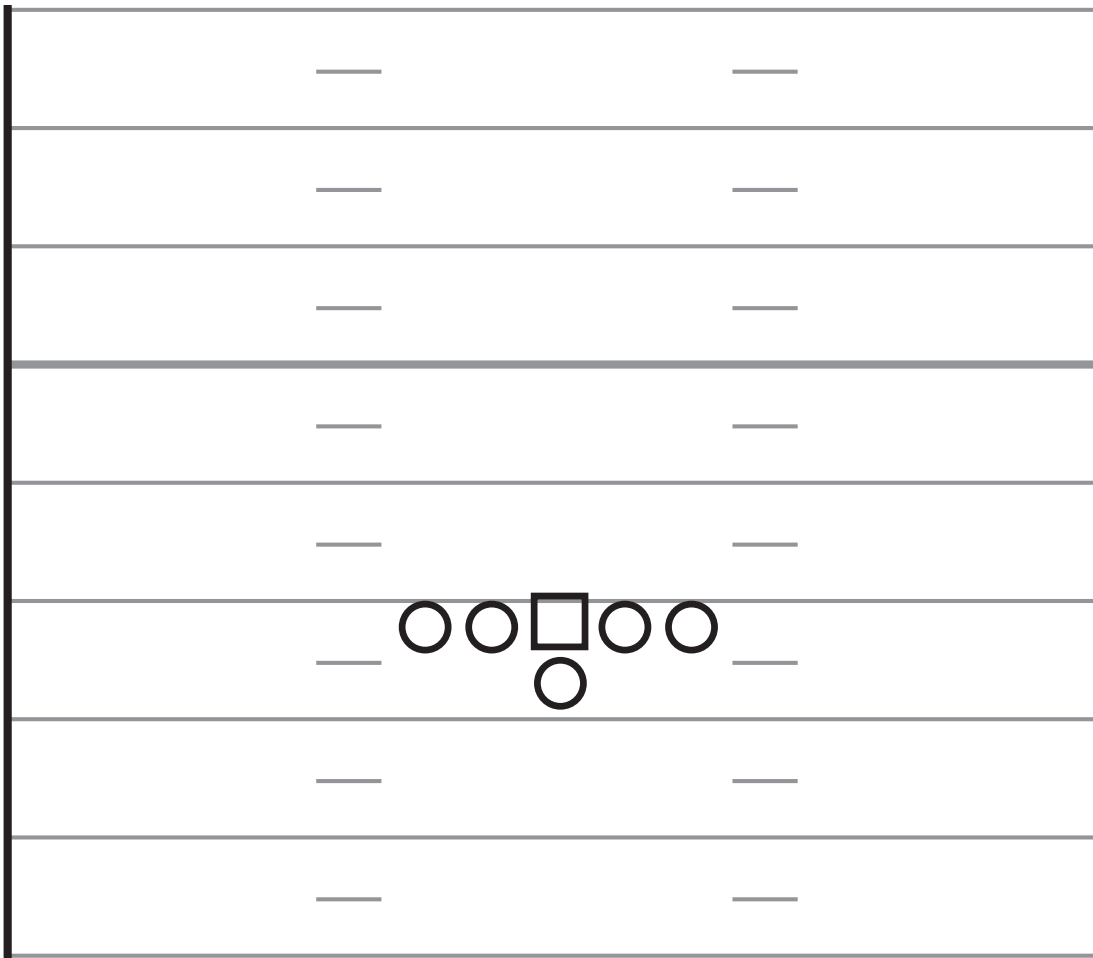
PLAY	BEST DEFENSE
A. Option	5-2 (QB, dive, pitch, delayed pitch): 5-3
B. Tighter pass coverage	Walk away; cover-1; cover-2 shadow
C. More heat on QB	Cover-1 crash; Mike/Will fire
D. Screen	Pinch away hold; cover-1
E. Perimeter help	Walk away; cover-2 shadow; cover-4
F. Heavier front	Beef package
G. Stop trap	5-3; slant away; pinch away hold (short yds)
H. Short yds	Pinch away hold; 5-3; slam; Mike/Will fire
I. Goal-line	Goal-line 6-5 press away; goal-line 6-5 pinch away hold
J. Long yds/prevent situations	Align DBs back; cover-4; cover-4 prevent
K. Take away best plays	Early D recognition; game plan
L. Half time adjustments	Make adjustments based on situation
M. Contain side help	Lancer flip, 5-3 delaware, roll cover-2

DEFENSIVE KEYS TO WINNING
1. Create turnovers
2. Prevent bombs (25 yds or more)
3. Hold during goal-line stands
4. Eliminate mental errors
5. Create minus yds plays
6. Eliminate foolish penalties
7. Win the kicking game
8. Stop our opponent after our turnovers

CALLS	
Defense	Cover
1. Slant away (5-2)	1. Cover-1
2. Press away (5-2)	2. Cover-2 shadow 81
3. Press away G (5-2)	3. Cover-4
4. Pinch away hold (5-2)	4. Cover-4 prevent
5. 5-3 (Ark, Del, Tex)	5. Cover-1 crash
6. Goal-line 6-5 press away	6. Cover-2 shadow 27
7. Goal-line 6-5 pinch away hold	
Blitz / Adjustments	
1. Mike fire	2. Will fire
3. Slam	4. Reduce
5. Switch	6. Walk away



# COACHING NOTES



NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# CHAPTER 15

# SPECIAL TEAMS MANAGEMENT

THE FORMS in this chapter will help you and your staff manage your special teams during a game.

The first two forms, Special Teams Depth Chart A (15.1) and Special Teams Depth Chart B (15.2), accomplish the same thing but in different formats. I've used both forms with equal success.

Next is a Special Teams Booth Form (15.3) to track special team statistics during the game. It's important to track these items — especially the hang times and get-away times — because they may provide you an opportunity to make a big play on special teams, particularly if you

discover an opponent's weakness that you can exploit.

The next three items are checklists for the Punt Return (15.4), Punt Rush (15.5), and Kickoff Coverage (15.6) teams. These are great last-minute reminders that your special teams coordinator can use to ensure that your players receive sound instructions just prior to taking the field.

In addition to a Special Teams Grade Sheet (15.7) is a Kick Distance/Time Goals Form (15.8). This is a handy reference sheet that will immediately show how your special teams are performing against your established standards.

# SPECIAL TEAMS DEPTH CHART A

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

## KICKOFF

★ Denotes Starter

R1		R2		R3		R4		RH		K		LH		L4		L3		L2		L1	
★		★		★		★		★		★		★		★		★		★		★	

PUNT		
	1st	2nd
LW		
LS		
LT		
LG		
C		
RG		
RT		
RS		
RW		
PP		
P		

PUNT RETURN		
	1st	2nd
QE		
QT		
ST		
SE		
S		
W		
M		
B		
LC		
RC		
RS		

PAT / FG		
	1st	2nd
LW		
LE		
LT		
LG		
C		
RG		
RT		
RE		
RW		
H		
K		

## LEFT SIDE

## KICKOFF RETURN

## RIGHT SIDE

6	7	4	K	5
1st★ _____	1st★ _____	1st★ _____	1st★ _____	1st★ _____
2nd _____	2nd _____	2nd _____	2nd _____	2nd _____
LW	LM	RM		RW
1st★ _____	1st★ _____	1st★ _____		1st★ _____
2nd _____	2nd _____	2nd _____		2nd _____
	LR		RR	
	1st★ _____		1st★ _____	
	2nd _____		2nd _____	

## HANDSTEAM

	LEFT	RIGHT
Front Row		
Back Row		
Returner		
Replacements		

# SPECIAL TEAMS DEPTH CHART A

Game: vs. Warhawks

Game Date: 10/21

## KICKOFF

★ Denotes Starter

R1		R2		R3		R4		RH		K		LH		L4		L3		L2		L1	
Dustin	Strehlow	Nowak	J. Blaine	Culhane	Siberowski	Nutting	Buelow	Jansen	Pergande	Alesci	Reitz	Nic D.	Cantwell	Saverine	Cantwell	Gonzalas	Nedeshiem	Ned	Valentine	Kroner	Angle
★		★		★		★		★		★		★		★		★		★		★	

PUNT		
	1st	2nd
LW	Saverine	J. Blaine
LS	Gonzalas	Alesci
LT	Valentine	A. Fuller
LG	Reitz	Pergande
C	Nedeshiem	Bobedilla/Alesci
RG	Denham	Woz
RT	Mauer	Jansen
RS	Ned	Dustin
RW	K. Blaine	Nowak
PP	Culhane	Casper
P	Cantwell	Strehlow

PUNT RETURN		
	1st	2nd
QE	Kroner	Matarrese
QT	Nutting	Alesci
ST	Culhane	Casper
SE	Cantwell	Boelk
S	Gonzalas	K. Blaine
W	Conrad	Woz
M	Ned	Dustin
B	Jansen	Valentine
LC	J. Blaine	Nowak
RC	Saverine	Strehlow
RS	Angle	Nowak

PAT / FG		
	1st	2nd
LW	Saverine	Dustin
LE	Jansen	Sullivan
LT	A. Fuller	Nutting
LG	Reitz	Pergande
C	Nedeshiem	Bobedilla/Alesci
RG	Conrad	Woz
RT	Walk	Mauer
RE	Valentine	J. Blaine
RW	Culhane	Droner
H	Cantwell	Matarrese
K	Nic D.	Cantwell

## LEFT SIDE

## KICKOFF RETURN

## RIGHT SIDE

6	7	4	K	5
1st★ Alesci 2nd Reitz	1st★ Jansen 2nd Pergande	1st★ Saverine 2nd Cantwell	1st★ Nic D. 2nd Cantwell	1st★ Nutting 2nd Reitz
LW	LM	RM	RW	
1st★ Nowak 2nd Greves	1st★ Culhane 2nd Sullivan	1st★ Cantwell 2nd Dustin	1st★ Saverine 2nd Angle	
LR		RR		
1st★ J. Blaine 2nd Siberowski		1st★ K. Blaine 2nd Kroner		

## HANDS TEAM

	LEFT	RIGHT
Front Row	5	Sullivan, Gonzalas, Jansen, Cantwell, Angle
Back Row	5	Casper, Buelk, J. Blaine, Kroner, Nutting
Returner	1	Saverine
Replacements		

# SPECIAL TEAMS DEPTH CHART B

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

KICKOFF		
	1st	2nd
L1		
L2		
L3		
L4		
L5		
K		
R5		
R4		
R3		
R2		
R1		

KICKOFF RETURN		
	1st	2nd
LE		
LT		
LG		
C		
RG		
RT		
RE		
UB		
UB		
LS		
RS		

PUNT		
	1st	2nd
LE		
LT		
LG		
C		
RG		
RT		
RE		
LB		
RB		
PP		
K		

PUNT RETURN / KICK BLOCK		
	1st	Block Team
LE		
LT		
LB		
N		
LB		
RT		
RE		
CB		
CB		
LS		
RS		

FIELD GOAL		
	1st	2nd
LE		
LT		
LG		
C		
RG		
RT		
RE		
FB		
RB		
H		
K		

HANDSTEAM		
	1st	2nd
LE		
LT		
LG		
C		
RG		
RT		
RE		
UB		
UB		
LS		
RS		

## SPECIAL TEAMS DEPTH CHART B

Game: vs. Warhawks

Game Date: 10/21

KICKOFF		
	1st	2nd
L1	Kroner	Angle
L2	Ned	Valentine
L3	Gonzalas	Nedeshiem
L4	Saverine	Cantwell
L5	Nic D.	Cantwell
K	Alesci	Reitz
R5	Jansen	Pergande
R4	Nutting	Buelow
R3	Culhane	Siberowski
R2	Nowak	J. Blaine
R1	Dustin	Strehlow

KICKOFF RETURN		
	1st	2nd
LE	Ned	Nedeshiem
LT	Valentine	Casper
LG	Gonzalas	Bobedilla
C	Nutting	Reitz
RG	Jansen	Mauer
RT	Culhane	Sullivan
RE	Nowak	Greves
UB	Cantwell	Dustin
UB	J. Blaine	Siberowski
LS	Saverine	Angle
RS	K. Blaine	Kroner

PUNT		
	1st	2nd
LE	Saverine	J. Blaine
LT	Gonzalas	Alesci
LG	Valentine	A. Fuller
C	Reitz	Pergande
RG	Nedeshiem	Bobedilla/Alesci
RT	Denham	Woz
RE	Mauer	Jansen
LB	Ned	Dustin
RB	K. Blaine	Nowak
PP	Culhane	Casper
K	Cantwell	Strehlow

PUNT RETURN / KICK BLOCK		
	1st	Block Team
LE	Kroner	Matarrese
LT	Nutting	Alesci
LB	Culhane	Casper
N	Cantwell	Boelk
LB	Gonzalas	K. Blaine
RT	Conrad	Woz
RE	Ned	Dustin
CB	Jansen	Valentine
CB	J. Blaine	Nowak
LS	Saverine	Strehlow
RS	Angle	Nowak

FIELD GOAL		
	1st	2nd
LE	Saverine	Dustin
LT	Jansen	Sullivan
LG	A. Fuller	Nutting
C	Reitz	Pergande
RG	Nedeshiem	Bobedilla/Alesci
RT	Conrad	Woz
RE	Walk	Mauer
FB	Valentine	J. Blaine
RB	Culhane	Droner
H	Cantwell	Matarrese
K	Nic D.	Cantwell

HANDS TEAM		
	1st	2nd
LE	Sullivan	
LT	Gonzalas	
LG	Jansen	
C	Cantwell	
RG	Angle	
RT	Casper	
RE	Boelk	
UB	J. Blaine	
UB	Kroner	
LS	Nutting	
RS	Saverine	

# SPECIAL TEAMS BOOTH FORM

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

OUR PUNTS	1	2	3	4	5	6	7	8	9	THEIR PUNTS	1	2	3	4	5	6	7	8	9
Punter										Punter									
Yards										Yards									
Hang Time										Hang Time									
Average										Average									
Receiver										Receiver									
Yds Returned										Yds Returned									
Get-Away Time										Get-Away Time									
Punt Inside 20										Punt Inside 20									
OUR KICKOFFS	1	2	3	4	5	6	7	8	9	THEIR KICKOFFS	1	2	3	4	5	6	7	8	9
Kicker										Kicker									
Yards										Yards									
Hang Time										Hang Time									
Average										Average									
Receiver										Receiver									
Yds Returned										Yds Returned									
OUR FG										THEIR FG									
Kicker										Kicker									
Yards										Yards									
Get-Away Time										Get-Away Time									
OUR SCORING	1	2	3	4	5	6	7	8	9	THEIR SCORING	1	2	3	4	5	6	7	8	9
TD										TD									
PAT (1)										PAT (1)									
PAT (2)										PAT (2)									
Field Goal										Field Goal									
Safety										Safety									
OUR ONSIDE K.	1	2	3	4	5	6	7	8	9	OPP ONSIDE K.	1	2	3	4	5	6	7	8	9

Key:    **B = Blocked**                      **F = Fake**                      **A = Attempted**                      **R = Recovered**  
            **FC = Fair Catch**                      **OB = Out of Bounds**                      **TD = Touchdown**

## SPECIAL TEAMS BOOTH FORM

Game: Crusaders Game Date: 10/5

OUR PUNTS	1	2	3	4	5	6	7	8	9	THEIR PUNTS	1	2	3	4	5	6	7	8	9
Punter	42	22	22	22						Punter	7	7	7	7	7	7	7		
Yards	38	39	37	36						Yards	34	32	35	36	32	33	29		
Hang Time	3.8	4.1	3.7	3.6						Hang Time									
Average					4/150=37.5						Average								
Receiver	7	8	8	0B						Receiver									
Yds Returned	B	FC	7	0						Yds Returned									
Get-Away Time	2.4	2.3	2.2	2.1						Get-Away Time									
Punt Inside 20		1		1						Punt Inside 20									
OUR KICKOFFS	1	2	3	4	5	6	7	8	9	THEIR KICKOFFS	1	2	3	4	5	6	7	8	9
Kicker	42	42	42	42	42	42	42			Kicker									
Yards	50	52	49	48	54	03	51			Yards									
Hang Time	4.1	4.2	4.0	3.9	4.3	3.6	4.1			Hang Time									
Average						6/50.6				Average									
Receiver										Receiver									
Yds Returned		TB			TB					Yds Returned									
OUR FG	1	2	3	4	5	6	7	8	9	THEIR FG	1	2	3	4	5	6	7	8	9
Kicker	42									Kicker									
Yards	31									Yards									
Get-Away Time	1.3									Get-Away Time									
OUR SCORING	1	2	3	4	5	6	7	8	9	THEIR SCORING	1	2	3	4	5	6	7	8	9
TD										TD									
PAT (1)	1	1		1	1	A				PAT (1)									
PAT (2)							2			PAT (2)									
Field Goal			1							Field Goal									
Safety										Safety									
OUR ONSIDE K.	1	2	3	4	5	6	7	8	9	OPP ONSIDE K.	1	2	3	4	5	6	7	8	9

Key:    **B = Blocked**                      **F = Fake**                      **A = Attempted**                      **R = Recovered**  
            **FC = Fair Catch**                      **OB = Out of Bounds**                      **TD = Touchdown**



## PUNT RETURN CHECKLIST

### GENERAL

- Don't be offsides. Be ready for a shift.**
- Don't rough the punter. Go for the ball — aim for the spot in front (about 9 yards deep).**
- Don't clip on the return.**
  - ✗ Get your head and shoulders out in front.
  - ✗ Never block if you're behind and running in the same direction as the man you want to block.
  - ✗ Never block if the ball carrier is ahead of you.
- Don't block below the waist.**
- Be alert for the bouncing ball. Never turn your back on the ball.**

### RECEIVERS (SAFETY AND DEEP BACKS)

- Always know where the ball is when it is kicked.**
  - ✗ Do not block if the ball is near you.
  - ✗ Be careful of the high, short kick.
  - ✗ Be alert to the bouncing ball. Never turn your back on the ball.
  - ✗ The safety has priority on all balls. His call decides who will field it. Calls: "ME!" or "YOU!"
- Fair catch any ball that is high and short.**
  - ✗ Get under the ball quickly.
  - ✗ Concentrate only on catching the ball. Forget about all else.
  - ✗ If the catch is dropped, it is a free ball.
- Fielding Punts: Safety (Play like a centerfielder in baseball.)**
  - ✗ Catch the ball with palms up and thumbs out.
  - ✗ Never try to catch the ball below your knees. Be careful if it is below the waist. Waist-up is safe.
  - ✗ Sprint fast to get under the ball, then come under control to catch the punt.
  - ✗ Taking the intermediate kick:
    - ◆ Sprint hard to the ball.
    - ◆ Decide early if you are going to catch the ball in the air or play the bounce.
    - ◆ Come under control for the catch.
    - ◆ Use the fair catch if needed.
    - ◆ All intermediate kicks down the middle are the safety's responsibility. If it's kicked to either side, call for the halfback to take the kick if you can't get to it.
  - ✗ If it's a short, high punt, play the bounce 5 yards behind the ball.
    - ◆ If ball comes to you, field and cover it.
    - ◆ If it bounces to the side, let it go.

- ✗ Fielding the long punt:
  - ◆ Turn and sprint backward to the ball.
  - ◆ Decide if you can get the ball in the air or play the bounce. If it is too long, play the bounce rather than stretching for it.
  - ◆ You usually have the time to get the ball as coverage has farther to go to reach you.
- ✗ It's important to field the ball without error and then get as much yardage as possible. Order of importance:
  - ◆ No errors.
  - ◆ Field the punt.
  - ◆ Return it.

### Line-Up Depth: Safety

- ✗ Always know the distance that the punter averages.
- ✗ Do not make the mistake of lining up too deep.
- ✗ Inside the 10-yard-line:
  - ◆ Line up at 10-yard-line and catch all balls that you can without backing up.
  - ◆ If the ball goes over your head, let it go, but do not turn your back on the ball. Do not let it hit you.
- ✗ There may be a time when you should pick up a ball that is going to stop on the 1-yard-line and run it out. Judge it this way:
  - ◆ No errors. (How close is the coverage?)
  - ◆ Does the ball have enough roll to get into the end zone?
  - ◆ Is it rolling backward?
- ✗ Down any ball that goes into the end zone. Do not let it come back out into the field of play.

### Playing The Wind

- ✗ When a strong wind is blowing against you:
  - ◆ Play up.
  - ◆ The punt will usually be short, either high and wobbly or low and hard.
  - ◆ The ball's roll will usually be short or back toward the punter. (May not go into the end zone.)
  - ◆ If there's any question on a short and high punt, don't field it.
- ✗ When a strong wind is blowing toward you:
  - ◆ Play deeper.
  - ◆ Be prepared for a high, deeper-spiral kick.
  - ◆ Know that it will usually roll a lot (into end zone).

## **PUNT RUSH CHECKLIST**

- Get off on the snap of the ball. Do not be offsides!**
- Always be ready for a run to your side — whether rushing or returning.**
  - ✗ If the punter runs, yell “RUN!”
- Avoid blockers. Use your hands or rip through the opponent’s shoulders.**
- Get to the punter fast.**
- Aim for a spot 5 yards in front of the spot where the punter lines up (about 9 yards deep).**
- When trying to block the punt, cross your arms, leave your feet and watch the ball coming off the punter’s foot. Bring your body down over the ball.**
  - ✗ Most punts are missed because the rusher comes too close to the punter’s body.
  - ✗ Block the punt out in front of the punter.
  - ✗ Watch the ball.
  - ✗ Your body angle should be 45° — not straight up.
- If the ball is punted, avoid contact with the punter at all costs. Keep under control and throw your body out of the way.**
- After the punt, get up and peel on the punt toward the right.**
- If you hear the punt is blocked, get up fast and get to the ball.**
  - ✗ If the area is crowded, fall on the ball.
  - ✗ If it’s open, pick the ball up and run. (You can run on a blocked punt but aren’t allowed to advance on a fumble that hits the ground.)
  - ✗ Block the kicker if you are second to the ball.
- You can advance a blocked kick.**
- Stay away from a partially blocked punt that lands on the defense’s side of the line of scrimmage. The ball belongs to the defense.**
- If we block a punt on 3rd down, fall on it. It could still be their ball if they fall on it. If we block a punt on 4th down, try to advance it.**

## KICKOFF COVERAGE CHECKLIST

### IMPORTANT REMINDERS:

- After 10 yards, the kickoff is a free ball — get on it!
- An onside kick must travel 10 yards before you can touch it.
- Know what type of kick is being called — long, squib or onside.
- Learn your assignment by the numbered position.
- Contain men: Don't cover deeper than the ball — squeeze outside — and in slowly. Don't open a funnel.
- Safety: Don't cross the 50-yard line, but keep the ball in front of you at all times.
- Don't be offsides.

### MUSTS: AGGRESSIVENESS AND SPEED ARE ESSENTIAL

- Speed to the ball — run at top speed — try to be the first cover man downfield.
- Stay in your cover lane relative to the ball.
- Keep equidistant spacing from the man next to you — don't create gaps.
- Employ block protection — don't go down. Run around to the left if you need to — and get back into your cover lane. Only run around if the ball carrier is more than 7 yards from the blocker. Otherwise, go through the blocker.
  - ✗ Outrun cross-blockers.
  - ✗ Headhunters: aggressively take on a wedge.
- Come under control 4 yards from the ball carrier — don't shoot past him.
- Responsibility to make the tackle lies with you — don't wait for a teammate to do it.

### ALIGNMENTS: KICKING FROM THE LEFT HASH.\*

- L 1 – L 4:** Space equidistant from hash to 4 yards inside the sideline.
- Kicker:** kick from 4 yards off the hash.
- R 1 – R 5:** Space equidistant from the middle of the field to 3 yards inside the sideline.
- Safety:** Align 2 yards inside of the ball.

*\* If kicking from the right hash, exchange assignments.*

# SPECIAL TEAMS GRADE SHEET

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

Key: 1 = achieved assignment, 0 = failed assignment, goal grade = 90% or above

NAME	PAT	FG	PUNT RETURN	KO RETURN	KO COVERAGE	PUNT COVERAGE	FG/PAT RUSH	HANDS TEAM	TOTAL
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									
9.									
10.									
11.									
12.									
13.									
14.									
15.									
16.									
17.									
18.									
19.									
20.									
21.									
22.									
23.									
24.									
25.									
26.									
27.									
28.									
29.									

# SPECIAL TEAMS GRADE SHEET

Game: vs. Warhawks Game Date: 10/21

Key: 1 = achieved assignment, 0 = failed assignment, goal grade = 90% or above

NAME	PAT		FG		PUNT RETURN		KO RETURN		KO COVERAGE		PUNT COVERAGE		FG/PAT RUSH		HANDS TEAM	TOTAL
1. Jones	3	4	1	1	2	2										6/7 = 85.7%
2. Smith	4	4	0	1												4/5 = 80%
3. Nelson	3	4	1	1					6	6						10/11 = 90.9%
4. Burns									5	6	2	2				7/8 = 87.5%
5. Walker							1	1	6	6	2	2				9/9 = 100%
6. Beal	2	4	0	1												2/5 = 40%
7. Dicks	4	4	1	1	2	2	1	1	6	6	2	2	1	1		17/17 = 100%
8. Blaine														1	1	1/1 = 100%
9. Nolan													1	1		1/1 = 100%
10.																
11.																
12.																
13.																
14.																
15.																
16.																
17.																
18.																
19.																
20.																
21.																
22.																
23.																
24.																
25.																
26.																
27.																
28.																
29.																

# KICK DISTANCE / TIME GOALS FORM

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

TYPE	DISTANCE	HANG TIME	GET-AWAY TIME
<b>Kickoff Goal</b>	<b>yds</b>	<b>secs</b>	
Kick 1	yds	secs	
Kick 2	yds	secs	
Kick 3	yds	secs	
Kick 4	yds	secs	
<b>Punt Goal</b>	<b>yds</b>	<b>secs</b>	
Punt 1	yds	secs	
Punt 2	yds	secs	
Punt 3	yds	secs	
Punt 4	yds	secs	
<b>PAT/FG Goal</b>	<b>yds</b>		<b>secs</b>
Kick 1			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 2			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 3			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 4			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss

RETURN GOALS		
TYPE	DISTANCE	START YARD LINE
<b>Kickoff Goal</b>	<b>yds</b>	<b>yd line</b>
Kick 1	yds	yd line
Kick 2	yds	yd line
Kick 3	yds	yd line
Kick 4	yds	yd line
<b>Punt Goal</b>	<b>yds</b>	<b>yd line</b>
Punt 1	yds	yd line
Punt 2	yds	yd line
Punt 3	yds	yd line
Punt 4	yds	yd line

### GAME GOALS:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

COVERAGE GOALS		
TYPE	DISTANCE	START YARD LINE
<b>Kickoff Goal</b>	<b>yds</b>	<b>yd line</b>
Kick 1	yds	yd line
Kick 2	yds	yd line
Kick 3	yds	yd line
Kick 4	yds	yd line
<b>Punt Goal</b>	<b>yds</b>	<b>yd line</b>
Punt 1	yds	yd line
Punt 2	yds	yd line
Punt 3	yds	yd line
Punt 4	yds	yd line

# KICK DISTANCE / TIME GOALS FORM

Game: vs. Warhawks Game Date: 10/21

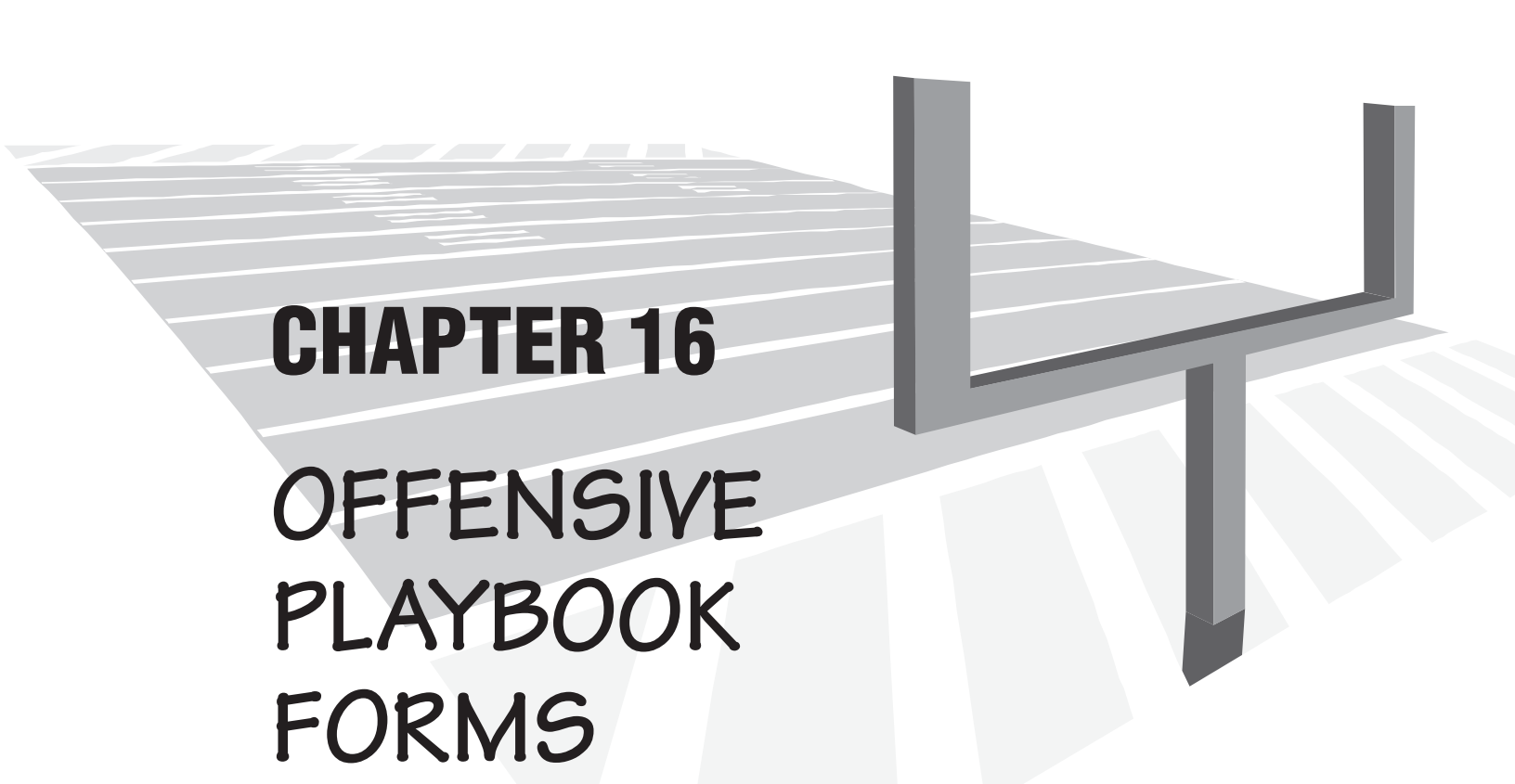
TYPE	DISTANCE	HANG TIME	GET-AWAY TIME
<b>Kickoff Goal</b>	<b>55 yds</b>	<b>4.0 secs</b>	
Kick 1	46 yds	3.8 secs	
Kick 2	60 yds	4.2 secs	
Kick 3			
Kick 4			
<b>Punt Goal</b>	<b>36 yds</b>	<b>4.0 secs</b>	<i>Snap: 0.9, punter: 1.3, Total: 2.2 sec</i>
Punt 1	31 yds	3.0 secs	<i>0.9 / 1.3 / 2.2</i>
Punt 2	29 yds	2.1 <i>Out of bounds</i> secs	<i>1.0 / 1.3 / 2.3</i>
Punt 3			
Punt 4			
<b>PAT/FG Goal</b>			<b>1.3 secs</b>
Kick 1	PAT		1.3 SECS <input checked="" type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 2	FG 17		1.3 SECS <input checked="" type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 3			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss
Kick 4			SECS <input type="checkbox"/> Make <input type="checkbox"/> Miss

RETURN GOALS			
TYPE	DISTANCE	START YARD LINE	
<b>Kickoff Goal</b>	<b>25 + yds</b>	<b>35 +</b>	<b>yd line</b>
Kick 1	22 yds	34	yd line
Kick 2			yd line
Kick 3			yd line
Kick 4			yd line
<b>Punt Goal</b>	<b>10 + yds</b>	<b>24</b>	<b>yd line</b>
Punt 1	8 yds	34	yd line
Punt 2			yd line
Punt 3			yd line
Punt 4			yd line

COVERAGE GOALS			
TYPE	DISTANCE	START YARD LINE	
<b>Kickoff Goal</b>	<b>20 or less yds</b>	<b>25 or less</b>	<b>yd line</b>
Kick 1	12 yds	26	yd line
Kick 2	13 yds	29	yd line
Kick 3			yd line
Kick 4			yd line
<b>Punt Goal</b>	<b>5 or less yds</b>		<b>yd line</b>
Punt 1	7 yds		yd line
Punt 2			yd line
Punt 3			yd line
Punt 4			yd line

**GAME GOALS:**

1. Opponent's net  
punt 32 yds or less.
2. Our net punt 37  
yds or more.
3. Force 2 fair  
catches or no returns  
per game.
4. Put opponent inside  
10-yd line at least  
once a game.
5. Block 4 punts & 4  
kicks each season.  
Get 1 this game!
6. \_\_\_\_\_



# CHAPTER 16

## OFFENSIVE PLAYBOOK FORMS

THE FORMS IN this chapter provide coaches with a means of recording their offensive schemes in a clear and concise manner to help teach players their responsibilities. It also contains reference material to help your players learn how to properly attack defensive weaknesses.

The first two forms, Run Play Form (16.1) and Pass Play Form (16.2), were adapted from similar forms used by David Champ in *The "One Back" Offense: A Complete Handbook*. Also included is a Screen Pass Play Form (16.3) and a completed example.

Next is a series of defensive recognition references to help your players understand the defensive alignments and techniques they are likely to face. These include: Defensive Line Technique Reference Form (16.4), Even Defensive Fronts Master Recognition Diagrams (16.5), Odd Defensive Fronts Master Recognition Diagrams (16.6) and 3/4 / Tilt Defensive Fronts Master Recognition Diagrams (16.7).

Next are a series of Basic Coverage Recognition Diagrams (16.8). The two diagrams were also adapted from Champ's work.

The Defensive Attack Diagrams (16.9, 16.10, 16.11 and 16.12) that show various defensive fronts are original, but the concepts and general formatting of the form were adapted Jack Olcott's book, *Organizational Keys & Checklists for Successful Football Coaching*.

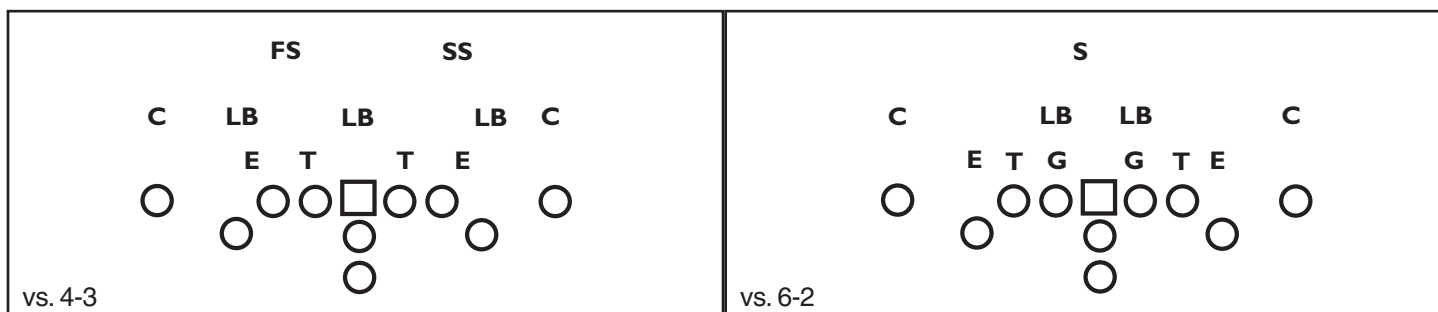
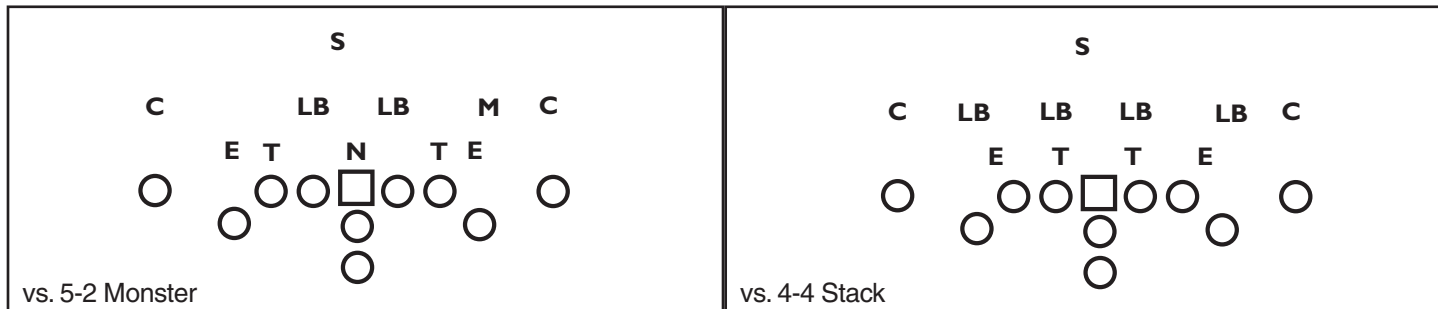
The last two references serve as a means to help your quarterback and receivers better learn how to read defensive coverages. The Quarterback Reference And Read Sheet (16.13) is a reorganized adaptation of material Stan Zwiefel presented in "Reading Secondary Coverages" from the March 1987 *Athletic Journal*. The Receiver Pre-Snap Keys To Coverage Recognition (16.14) is an original form, but was developed from years of clinic lectures and various texts.



# RUN PLAY FORM

Play: \_\_\_\_\_

Series: \_\_\_\_\_



POS	ASSIGNMENT	COACHING POINTS	CALLS/ADJUSTMENTS
RT			
RG			
C			
LG			
LT			
1 (OE)L			
5 (OE)R			
4(LSB)			
2(RSB)			
3 FB			
QB			

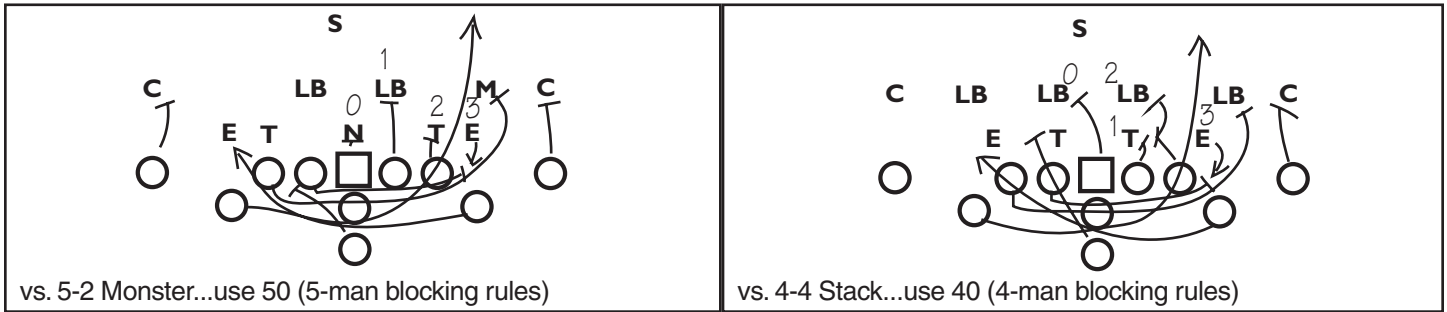
FORMATIONS: \_\_\_\_\_

COMMENTS: \_\_\_\_\_

# RUN PLAY FORM

Play: \_\_\_\_\_

Series: 24 Quick Counter



POS	ASSIGNMENT	COACHING POINTS	CALLS/ADJUSTMENTS
RT Playside	In 40, double-tm DT w/G. In 50/60, man-block DT. Shield man from 4-hole.	Combo-block technique w/ G.	
RG Playside	Double-tm w/T in 50/60 & 43, double-tm (#2 or #1 in 4-3). In 4-4 stack, double-tm w/T, then to LB.	Combo block technique w/ RT	
C	Block LB in 40 & 50. In 60 check G then work to backside LB.		
LG Backside	Kick penetrating DE out.	Pull & kick DE out.	
LT Backside	Pull & block LB or monster who aligns nearest 4 hole.	Pull & block LB in (wall off).	
1 (OE)L	Block C or man a deep pass pattern.		
5 (OE)R	In 50 & 60, stalk-block RC. In 40, block RC but be prepared to shift to M depending upon play of RC.		
<del>4(LSB)</del> 2 LSB	Take inside hand-off from QB.		
<del>2(RSB)</del> 4 RSB	Take outside fake from QB. 4 back goes first but timing is almost simultaneous. Run hard at backside DE. You must sell that you have ball – good fake.		
3 FB	Dive hard into backside 3 hole. Block T/E by filling for pulling guard & tackle.		
QB	2 yard inside hand-off to #2. Fake to #4 first.		

FORMATIONS: Double-slot.

COMMENTS: If you perfect the timing, defenses have a hard time finding the ball. Over the years, this has been our best running play.

# PASS PLAY FORM

Series: \_\_\_\_\_

PLAY: \_\_\_\_\_

PROTECTION: \_\_\_\_\_

FORMATION: \_\_\_\_\_

DROP: \_\_\_\_\_

MOTION: \_\_\_\_\_

VARIATIONS: \_\_\_\_\_

20
15
10
5
LOS

POS	ASSIGNMENT	COACHING POINTS
1.		
2.		
3.		
4.		
5.		
QB	<b>Progression:</b> 1. Zone _____ 2. Man _____ 3. Man Under _____	<b>Read:</b> vs. 3 _____ vs. 2 _____ vs. Man _____

Cover-2

Cover-3

2 Man

Man Blitz

# PASS PLAY FORM

**Series:** Great trick play to get QB in pass pattern. Especially good against man coverage, as QB is often not accounted for by D.

**PLAY:** QB motion right pass

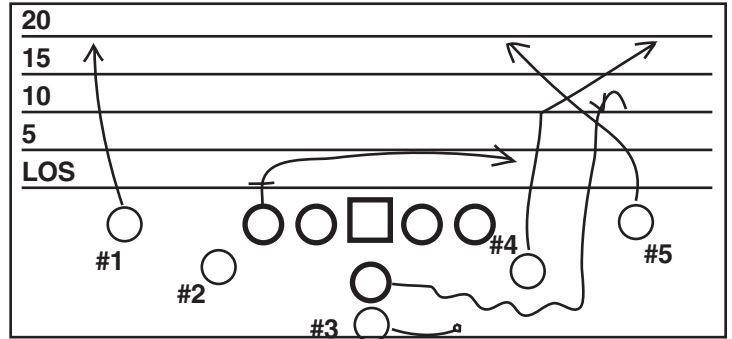
**PROTECTION:** 60

**FORMATION:** Double-slot

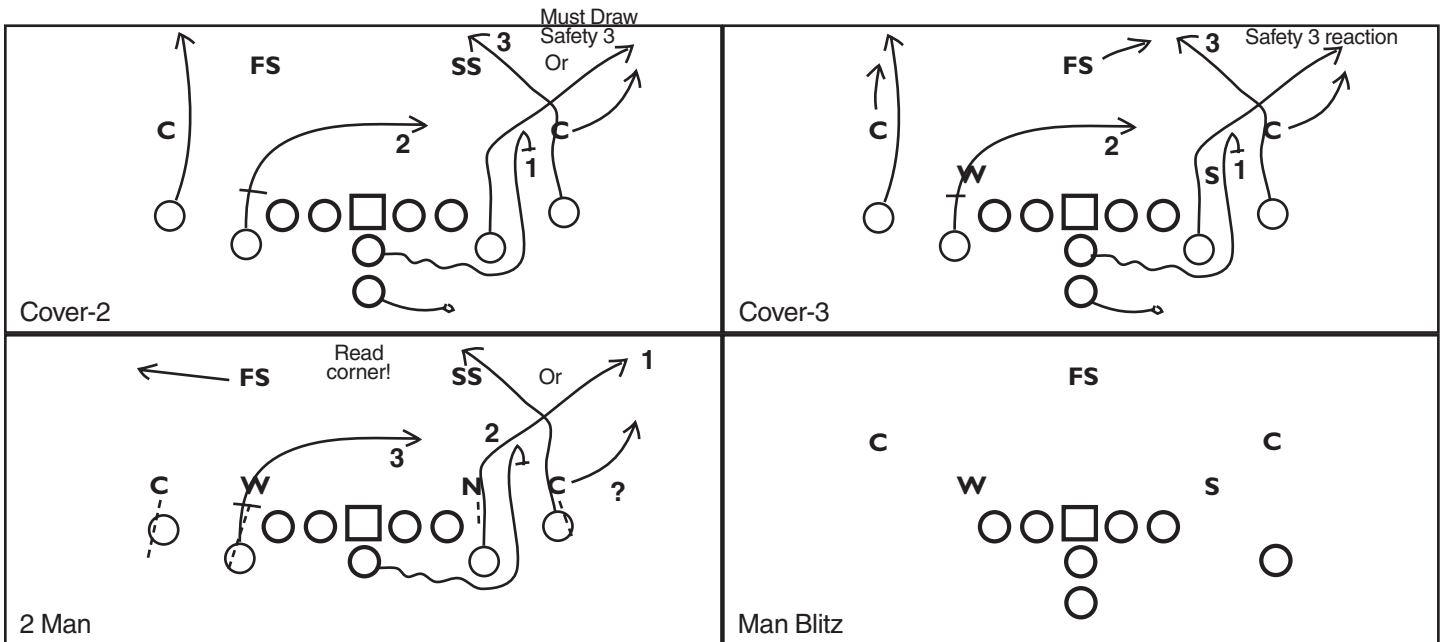
**DROP:** Shotgun (trick)

**MOTION:** QB motion right

**VARIATIONS:** None



POS	ASSIGNMENT	COACHING POINTS
1.	Fly route.	
2.	Block for a 2-count.	
3.	Receive direct snap from center. Roll right. Run option if all receivers are covered.	Make sure #3 can throw or substitute with any team QB. Reads are below.
4.	Flag route at 20 yds.	
5.	Post route at FS.	
QB	Go in motion after aligning under center. Run a curl route at 12-15 yds. Must find seam vs. LB.	<b>Progression:</b> 1. Zone _____ 2. Man _____ 3. Man Under _____  <b>Read:</b> vs. 3 <u>Ball is snapped when QB reaches right slot!</u> vs. 2 _____ vs. Man _____



# SCREEN PASS PLAY FORM

Play Number: \_\_\_\_\_

Basic Blocking: \_\_\_\_\_

Formation: \_\_\_\_\_

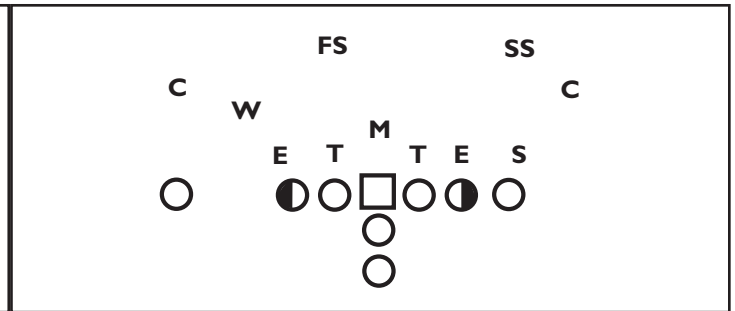
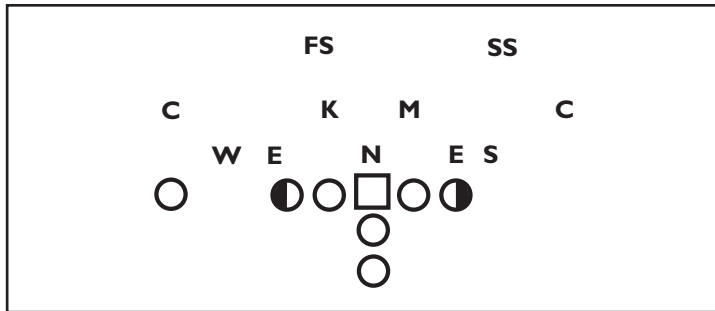
Formation: \_\_\_\_\_

Basic: \_\_\_\_\_

Basic: \_\_\_\_\_

Others: \_\_\_\_\_

Others: \_\_\_\_\_



BALL CARRIER: (F)	
BACK: (A)	
ON TACKLE:	
ON GUARD:	
CENTER:	
OFF. GUARD:	
OFF. TACKLE:	
TIGHT END: (Y)	
SPLIT END: (X)	
FLANKER: (Z)	
QB	

# SCREEN PASS PLAY FORM

**Play Number:** WR Screen Left, Motion Left

**Basic Blocking:** Screen

**Formation:** \_\_\_\_\_

**Formation:** All on LOS must keep defenders hands down!

**Basic:** Double-slot

**Basic:** Man

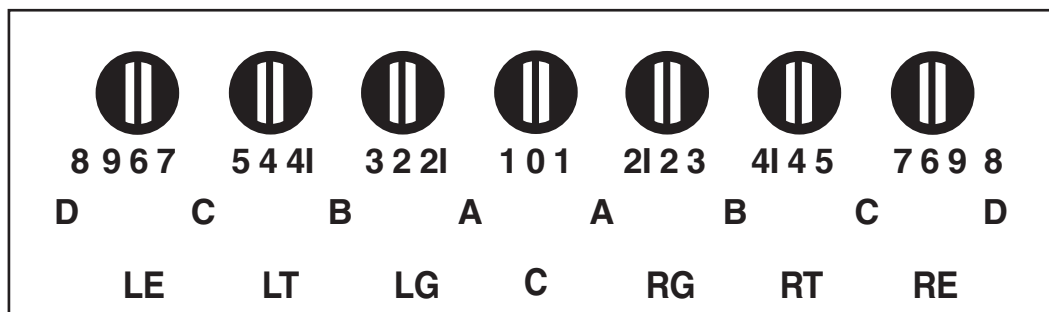
**Others:** 1. Pro Right, Slot left (Crazy motion)  
2. Pro Left, slot right 3. Trips right motion left

**Others:** \_\_\_\_\_



<b>BALL CARRIER: (F)</b>	FB #3 Fake dive at right guard (2 hole). Fake must hold LB.
<b>BACK: (A)</b> Slot #2	Seal LB – do not allow him to get to WR. Aggressive block – deny him access to passing lane. Keep his hands down.
<b>ON TACKLE:</b>	Block DE in – deny him pursuit to outside.
<b>ON GUARD:</b>	Uncovered: Block LB nearest you in. Covered: Block defender in.
<b>CENTER:</b>	Uncovered: React to LB. Covered: Block defender over you in.
<b>OFF. GUARD:</b>	Uncovered: Relax to safety. Covered: Block defender over you.
<b>OFF. TACKLE:</b>	Block DE out.
<b>TIGHT END: (Y)</b> Slot #4	Go in motion & block cornerback. This is an easy pull.
<b>SPLIT END: (X)</b>	Fake a hard release upfield (2 steps) & then come back behind LOS for pass Follow motion slot block.
<b>FLANKER: (Z)</b>	Run a hard decoy long route.
<b>QB</b>	1 step drop, hit playside WR (#1) with quick pass. Make sure LB or DE is opening up a passing lane. Timing of the pass important. 1-1.5 sec is goal. Throw the pass forward!

## DEFENSIVE LINE TECHNIQUE REFERENCE FORM



- 0 Technique** Head up on the center, with responsibility for A-gap frontside or backside.
- 1 Technique** Inside eye to outside shoulder of the center. Also called “shade technique.” Responsibility for A-gap to the shade side.
- Tilt Technique** Nose aligns at a 45-degree angle to the center aimed at the center’s helmet ear hole, with responsibility for the A gap in direction of the tilt.
- 2I Technique** Outside eye to inside shoulder of the guard, with A-gap responsibility.
- 2 Technique** Head up on the guard in a pre-slant alignment. A-gap responsibility.
- 3 Technique** Inside eye to the outside shoulder of the guard. B-gap responsibility.
- 4I Technique** Outside eye to the outside shoulder of the guard. B-gap responsibility.
- 4 Technique** Head up on the tackle in a pre-slant alignment. B-gap responsibility.
- 5 Technique** Inside eye to outside shoulder tackle. C-gap responsibility. May have contain responsibility if there is no tight end.
- 6 Technique** Head up on the tight end in a pre-slant alignment. C-gap responsibility.
- 7 Technique** Outside eye to the inside shoulder of the tight end. C-gap responsibility.
- 8 Technique** Outside the tackle on the LOS or walked-off between the tackle and the wideout.
- 9 Technique** Inside eye to outside shoulder of the tight end. D-gap responsibility (contain).

### NOTE:

Normal Alignment Depth is 12 inches off the LOS.

“**Tight**” means align as close to the LOS as possible.

“**Flex**” means align more than 12 inches off the LOS.

“**Off**” with any number 1 to 7 indicates LB alignment at 4 yards off the LOS but with the same alignment width as the defensive linemen.

# EVEN DEFENSIVE FRONTS: MASTER RECOGNITION DIAGRAMS

<p>W M</p> <p>E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>M</p> <p>W E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>
<p>M</p> <p>W E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>M</p> <p>W E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>
<p>W M</p> <p>E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>W M S</p> <p>E T T E</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>
<p>W M</p> <p>E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>W M S</p> <p>E T T E</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>
<p>W M</p> <p>E T T E S</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>W M S</p> <p>E T T E</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>
<p>¢ M S</p> <p>E T T E</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>	<p>¢ M ¢</p> <p>E T T E</p> <p>5 4 4   3 2 2   1 0 1   2   2 3   4   4 5   7 6 9 8</p> <p>C B A A B C D</p> <p>LT LG C RG RT RE</p>



# ODD DEFENSIVE FRONTS: MASTER RECOGNITION DIAGRAMS

<p>W            K            M</p> <p>      E            T            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>                  K            M</p> <p>W    E    N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>
<p>W            K            M</p> <p>      E            N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>W            K            M</p> <p>      E            N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>
<p>W            K            M</p> <p>      E            N            T    E    \$</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>                  K            M</p> <p>W    E            N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>
<p>                  K            M            W</p> <p>      E            N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>W            K            M</p> <p>      E            N            E    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>
<p>                  K            M</p> <p>W            E    N    E            S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>                  K            M</p> <p>W            E    N    E            \$    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>
<p>                  K            M</p> <p>W    E            N    E            \$    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>	<p>                  K            M</p> <p>                  E    N            E    \$    S</p> <p>544I 322I 101 2I23 4I45 769 8</p> <p>C    B    A    A    B    C    D</p> <p>LT LG C RG RT RE</p>

### 3-4 / TILT DEFENSIVE FRONTS: MASTER RECOGNITION DIAGRAMS

<p style="text-align: center;">FS                      SS</p> <p style="text-align: center;">B            B            B            B</p> <p style="text-align: center;">C            E            N            E            C</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p> <p>Odd</p>	<p style="text-align: center;">FS                      SS</p> <p style="text-align: center;">B            B            B            B</p> <p style="text-align: center;">C            E            N            E            B            C</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p> <p>Over or Even</p>
<p style="text-align: center;">M</p> <p style="text-align: center;">W            E            T            T            E            S</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p>	<p style="text-align: center;">M</p> <p style="text-align: center;">W            E            T            T            E            S</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p>
<p style="text-align: center;">M</p> <p style="text-align: center;">W            E            T            T            E            S</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p>	<p style="text-align: center;">M                      S</p> <p style="text-align: center;">W            E            T            T            E            S</p> <p style="text-align: center;">544I 322I 101 2I23 4I45 7698</p> <p style="text-align: center;">C    B    A    A    B    C    D</p> <p style="text-align: center;">LT   LG   C   RG   RT   RE</p>
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# BASIC COVERAGE RECOGNITION DIAGRAMS

**Cover Man Blitz**

**Strengths:**  
 Pressure defense.  
 Every receiver is covered.  
 5-7 man rush (8).  
 Strong & weak force.

**Weaknesses:**  
 Strong & weak contain.  
 Cover deep middle.  
 Crossing routes/rubs.  
 Man routes.  
 Reverses.

**Cover-1 (Man Free)**

**Strengths:**  
 Pressure defense.  
 Deep middle coverage.  
 Short & medium routes.  
 Strong & weak routes.  
 5 man rush.

**Weaknesses:**  
 Under coverage.  
 Crossing routes.  
 Contain perimeter plays.  
 Screens.  
 LB on backs – mismatch.

**Cover-3**

**Strengths:**  
 Deep.  
 Force & contain strong.  
 Out strongside.  
 Disguise.

**Weaknesses:**  
 Flood patterns weak.  
 Weakside out.  
 Weakside force.  
 Horizontal seams.  
 Easy release – wide cuts.

**Cover-5 Roll Weak**

**Strengths:**  
 Deep.  
 Bump on X.  
 Weak force & contain.  
 Disguise.  
 Weak out.

**Weaknesses:**  
 Flood routes strong.  
 Horizontal seams.  
 Force strongside.  
 Strong out.

**Cover-2**

**Strengths:**  
 Bump on X & Z.  
 Short routes.  
 Contain strong & weak.  
 Horizontal seams.  
 Excellent run defense.

**Weaknesses:**  
 2 deep.  
 Sweep spots.  
 Middle – inside receiver.  
 Vertical floods.  
 Corner routes.

**Cover-2 Man**

**Strengths:**  
 Double-cover all receivers.  
 Disguise.  
 Nickel.

**Weaknesses:**  
 2 deep.  
 Crossing routes.  
 Contain strong & weak.  
 QB can scramble.  
 Option.

Continued on next page

### Cover-2 Robber

(read #2 rec.)  
← FS →

Strengths:  
Rob inside receivers.  
Horizontal seams.

Weaknesses:  
Sweep spots.  
3 man rush.  
Inside receiver away from Robber.  
Corner routes.  
Soft force.

### Cover-26 Trips

Strengths:  
Weak force & contain.  
Weak out.  
Disguise.  
Bump on X.

Weaknesses:  
Strongside routes.  
Force strongside.  
Flood routes strong.

### Cover-2 Bracket Man – Out

Strengths:  
Eliminates wide receivers.  
Contain strong & weak.

Weaknesses:  
Balanced formations inside-read.  
Deep middle uncovered.  
Possible mismatch.  
Poor pass rush.

### Cover-2 Bracket Man – In

Strengths:  
Eliminates inside receivers.

Weaknesses:  
Wideouts possible mismatch.  
Deep middle.  
Poor pass rush.

### Cover-0 (Bracket Man Inside)

Strengths:  
Deep.  
Short routes.  
Disguise.  
Prevent coverage.

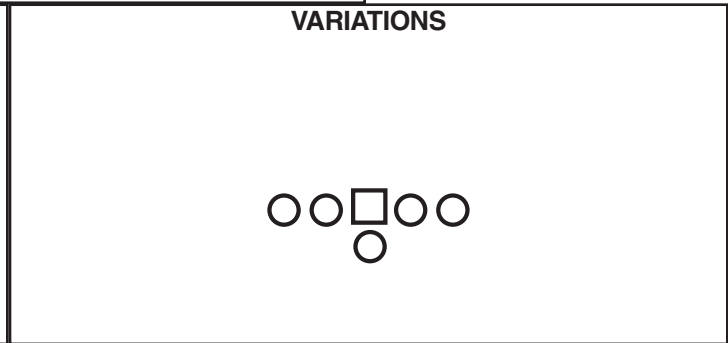
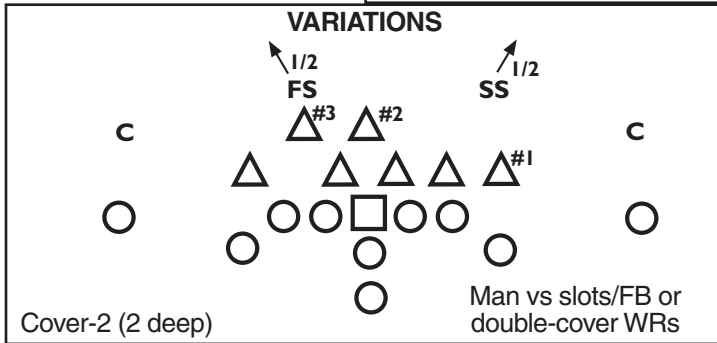
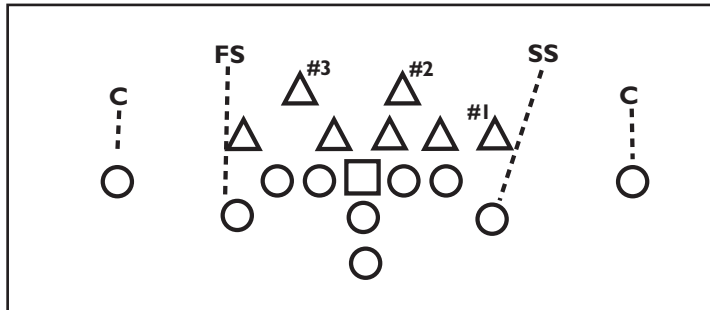
Weaknesses:  
Pass rush.  
Force weak.  
Easy release.  
Seams.

### Cover-8 (Prevent)

Strengths:  
Deep.  
Prevent coverage.

Weaknesses:  
Contain.  
Horizontal seams.  
Pass rush.

# DEFENSIVE ATTACK DIAGRAMS: 4-3 (PRO) MAN



**AREAS TO ATTACK RUNNING**

1. Must test contain of DE/LB.
2. Attack 3 player side of front 7.
3. 7/8 holes (attack LB # 1).
4. 2/3 holes.

**BASIC RUNNING PLAYS**

1. Veer & option good.
2. 28/47 sweep & 24/45 counter.
3. Traps (esp. from trips), draws & cross block. Power series good vs. short yds.

**STRONG POINTS OF GROUND DEFENSE**

1. Covers 7 gaps — strong against 4-player side of front 7.

**AREAS TO ATTACK PASSING**

1. Short zones if 4 deep.
2. Deep outside if 2 deep, 5 under or split FS/ SS in deep middle.
3. Attack seams between LB & safeties.

**BASIC PASSING PLAYS**

1. All base series.
2. Trips & play-action pass very good.
3. Jet motion by FB usually puts MLB vs. FB or forces safety or man coverage.

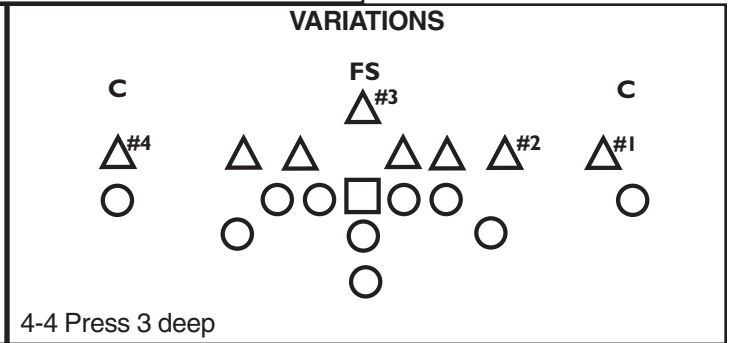
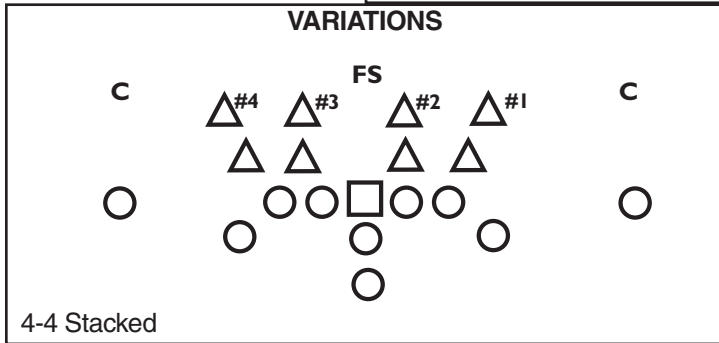
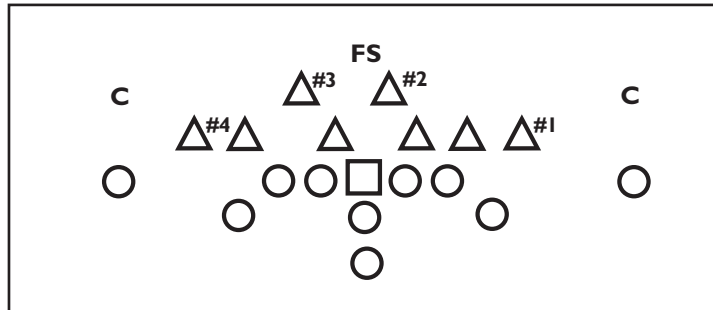
**STRONG POINTS OF PASS DEFENSE**

1. 4-man rush.
2. Can run all types of coverages & disguise them easily.

**COACHING POINTS**

1. Use even split-blocking rules.
2. Must test play of MLB (#2) & OLB (#1) as they are the strength of defense.
3. FS play & SS alignment & play critical to pass attack.

# DEFENSIVE ATTACK DIAGRAMS: 4-4

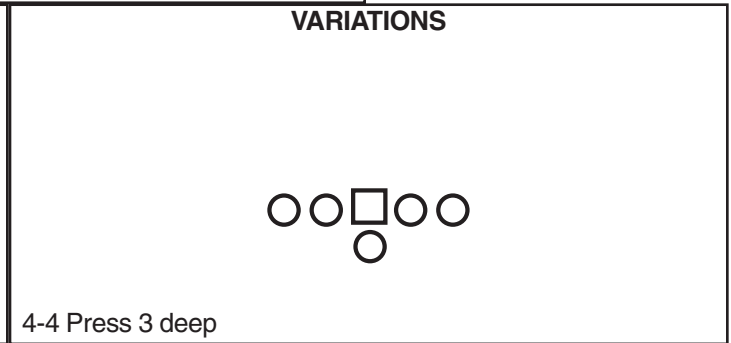
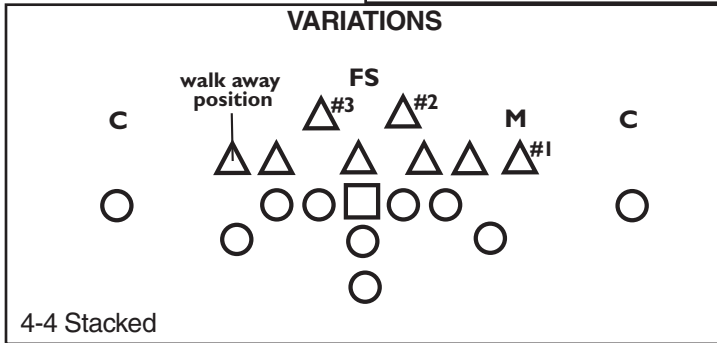
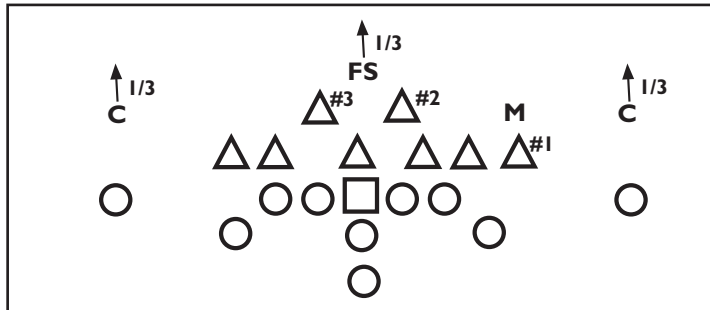


<b>AREAS TO ATTACK RUNNING</b>
1. 8/9 Holes & 6/7 Holes.
2. Counter @ 3 & 4 Holes.
3. 2/3/4/5 Holes (4-4 press).
<b>BASIC RUNNING PLAYS</b>
1. All options (Veer & Speed very good).
2. 47/28 Sweep, 38/39 Toss, 18/59 reverse.
3. 31/32 Trap, all draws, inside zone veer FB 22/44 counter & 33/34 cross all good against 4-4 press.
<b>STRONG POINTS OF GROUND DEFENSE</b>
1. 8 gaps covered (4-4 & 4-4 stacked).
2. Very strong against the run.
3. 4-4 stacked easy to protect LBs from blockers.

<b>AREAS TO ATTACK PASSING</b>
1. 4 receiver routes against 3 deep.
2. Flats after clearing w/ WR.
3. Screen away from motion (FB/Slot/WR).
4. Slot routes hardest to defend.
<b>BASIC PASSING PLAYS</b>
1. Lancer, Switch, Cardinal, 1st Down.
2. Veer HB Option Pass, Speed Option Pass.
3. 18/59 Reverse Pass, Veer Bootleg Pass.
4. Entire screen series.
<b>STRONG POINTS OF PASS DEFENSE</b>
1. 3-deep, 4-under coverage.
2. Very easy to blitz & disguise blitz by LBs.
3. 4-4 press allows better coverage of WR.

<b>COACHING POINTS</b>
1. If there's 8 in the box, throw the ball!
2. Must know split/stack line-blocking rules.
3. Motion will help identify man coverage or any rotation zone or man/zone combo.

# DEFENSIVE ATTACK DIAGRAMS: 5-2 (OKLAHOMA DEFENSE)



**AREAS TO ATTACK RUNNING**

---

1. Run away from monster (SS) (8 vs. 5).
2. Off tackle, 4 & 5 holes.

---

**BASIC RUNNING PLAYS**

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1. 43/24 counter (away from monster). 2. 34/35 Inside Zone.
3. 31/32 Veer, 33/34 Cross.
4. All Power Series (lead dives short yds).
5. Speed Option (motion to trips to block SS).

---

**STRONG POINTS OF GROUND DEFENSE**

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1. Monster (SS) side.
2. 8 gaps covered, very good run defense.

---

**AREAS TO ATTACK PASSING**

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1. Weakside (away from monster).
2. 4-deep pattern (if monster has short zone or sky coverage).
3. Flat monster side if 4 deep.
4. No walk away DE, quick slant weak.

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**BASIC PASSING PLAYS**

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1. Lancer, Slots Cross, 1st Down, Cardinal.
2. Switch, All Screens.
3. All Trips & Play-Action Series.
4. 67/68 Speed Option Pass 28/47 Swing Pass, Jet Motion, White 4 & 5.

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**STRONG POINTS OF PASS DEFENSE**

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1. W/ walk away DE, 3 deep, 4 short zones.
2. Monster coverage of flat.
3. Easy to disguise monster responsibility or bring off on blitz.

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**COACHING POINTS**

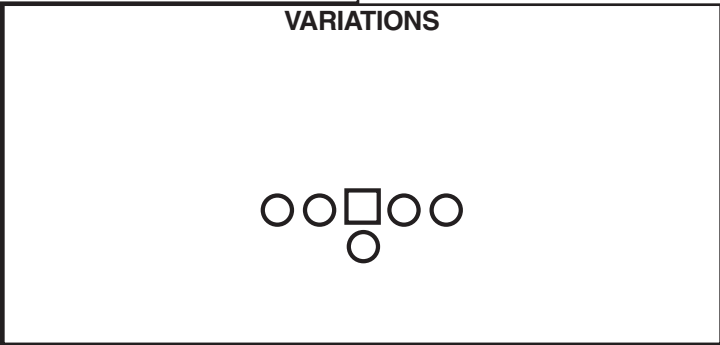
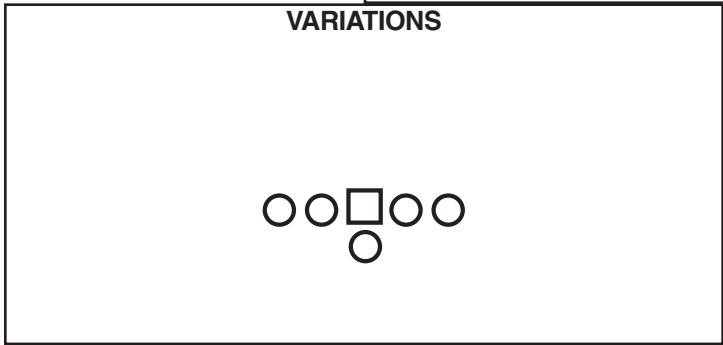
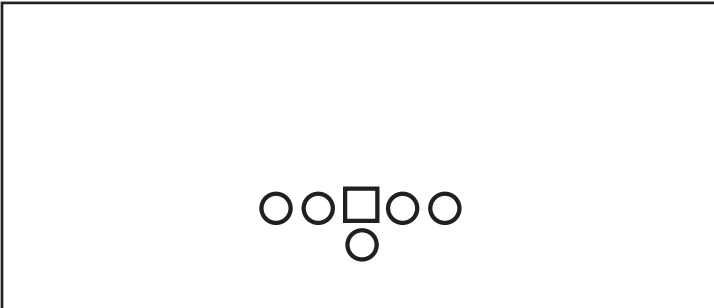
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1. Must determine Cover-3 (3 deep) or Cover 2/4 (2 or 4 deep).
2. In 3-deep, run away from monster. Use wide splits by tackles, normal splits by guards.

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# DEFENSIVE ATTACK DIAGRAMS

Formation: \_\_\_\_\_



**AREAS TO ATTACK RUNNING**

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**AREAS TO ATTACK PASSING**

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**BASIC RUNNING PLAYS**

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**BASIC PASSING PLAYS**

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**STRONG POINTS OF GROUND DEFENSE**

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**STRONG POINTS OF PASS DEFENSE**

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**COACHING POINTS**

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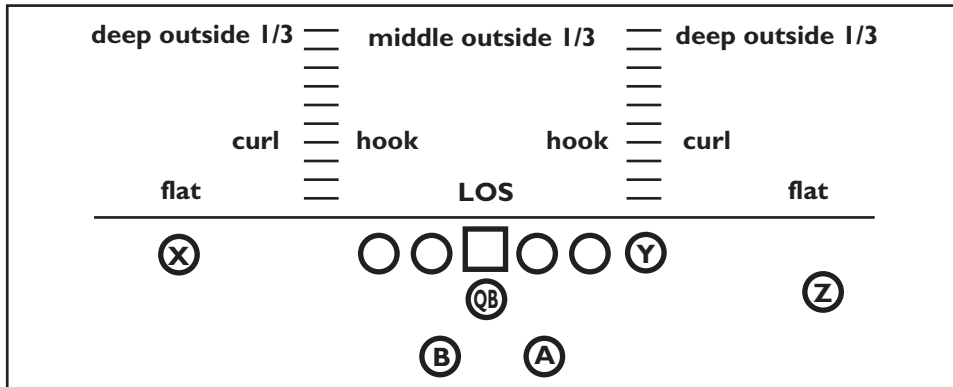
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# QUARTERBACK REFERENCE & READ SHEET

## PRE-SNAP READS

1. Use the time from the huddle to the snap of the ball to read the defensive look — from sideline to sideline (pre-snap read).
2. Locate the free safety first, then strong safety, then shortside flat coverage. This will give you your pre-snap defensive read. This should become a habit!
3. Read the intent of the cornerback. If he is positioned on the receiver's outside shoulder and facing the quarterback, he is positioned for zone responsibilities. If he is aligned on the inside in chase-technique position, he is positioned for man-to-man underneath coverage.
4. On snap of ball, for drop, sprint-out passes, etc., quarterback should first look off the free safety, then read defensive movements. Zone = secondary retreating and facing quarterback. Man to man = chase technique by underneath coverage. QB can become very confident in executing the pass package if he knows how to attack zone and man coverage. Relax and execute.
5. Versus a zone coverage read, quarterback must deliver the ball as the receiver settles in window of the zone. Versus man coverage read, receiver should use double-cuts, rollover breaks and get separation by running past defender. Deliver ball on final cut.



### Pass Rush/Coverage Ratio

<p>Cover-3 4 rush/4 under/3 deep</p>	<p>Cover-2 4 rush/5 under/2 deep</p>	<p>Man Blitz 6 rush/5 Man Coverage</p>
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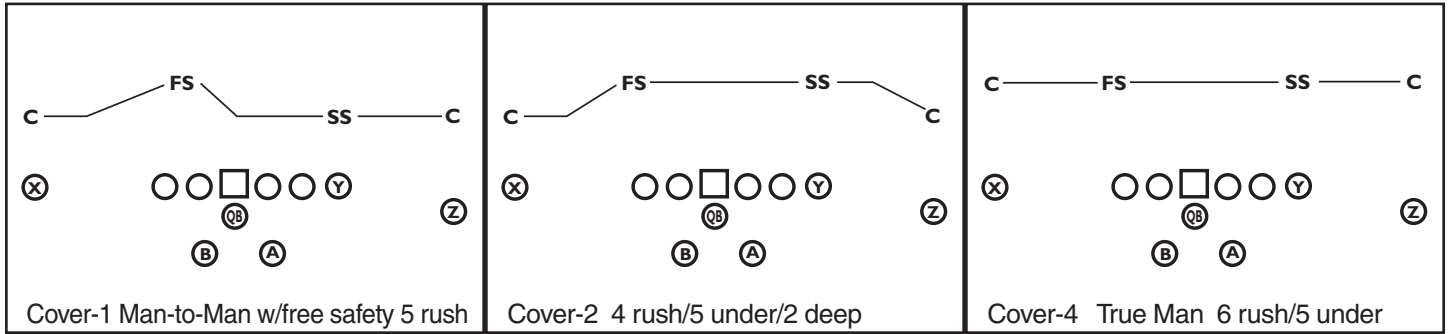
### Pass Rush/Coverage Ratio (cont.)

### Contour Of Defensive Secondary

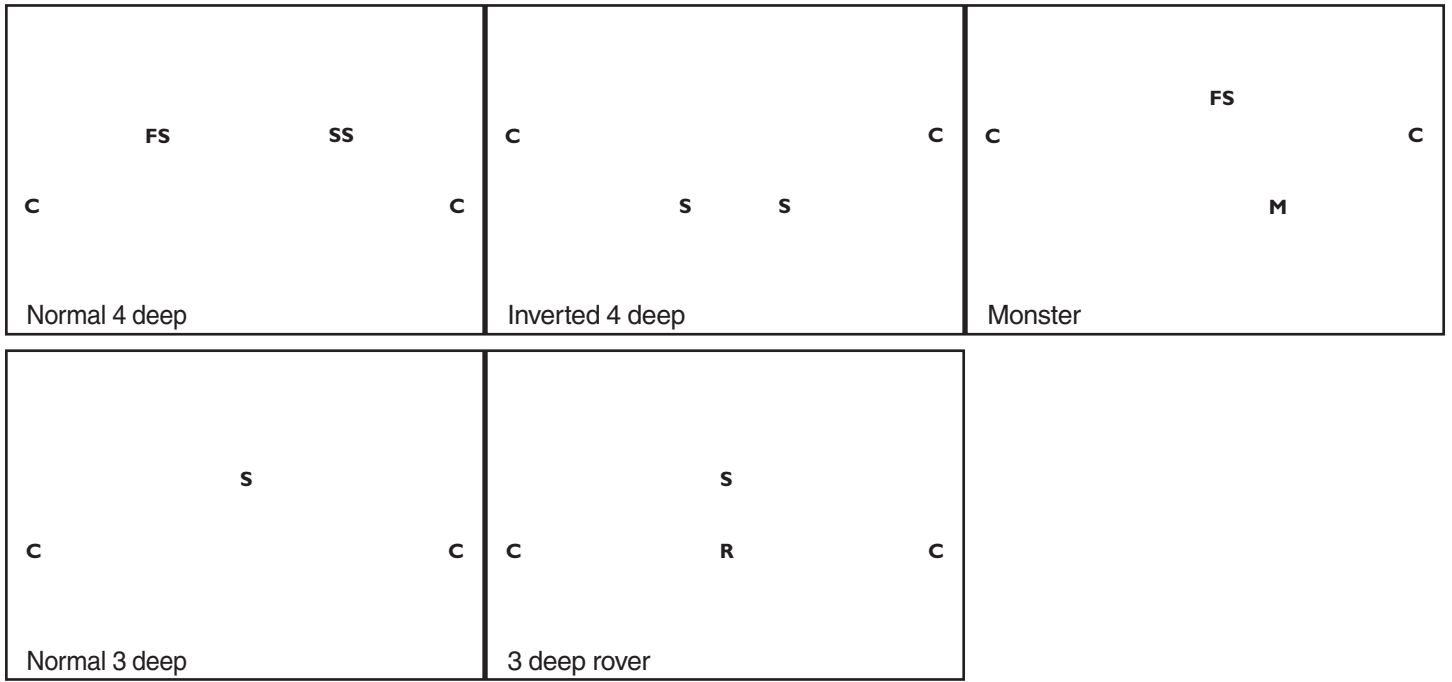
<p>Over Def Cover-2 4 rush/5 under/2 deep</p>	<p>Cover-3 Invert 4 rush/4 under/3 deep</p>	<p>Cover-3 Roll 4 rush/4 under/3 deep</p>
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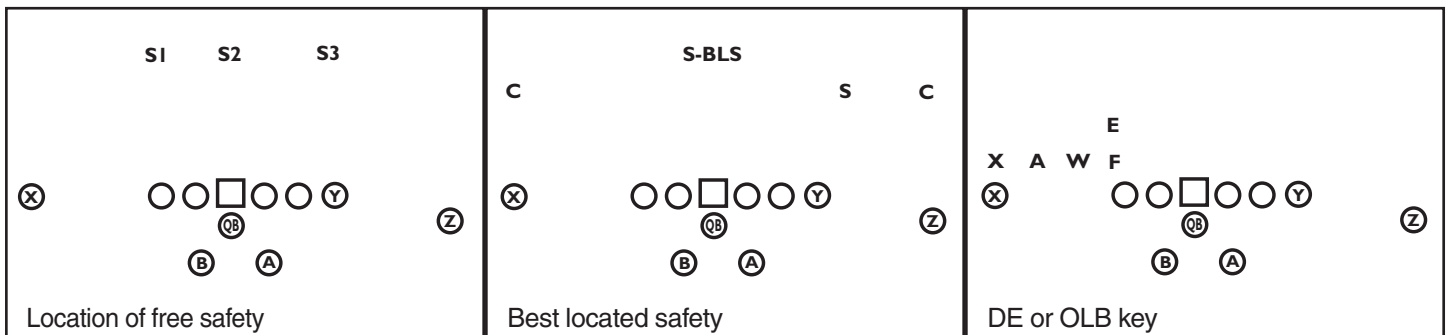
**Contour Of Defensive Secondary (cont.)**



**Defensive Secondary Sets**



**PRE- AND POST-SNAP READS**

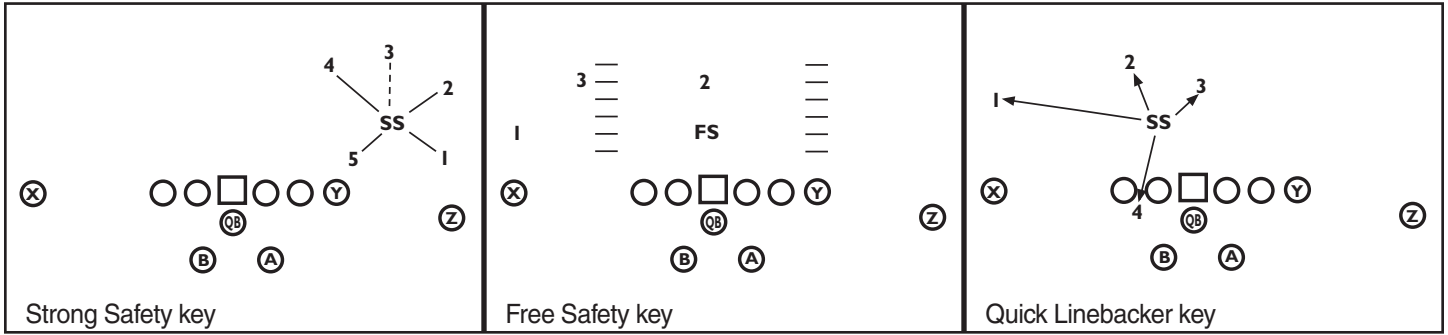


S1 – Throw right  
 S2 – Throw wideside or strongside  
 S3 – Throw left

Key the safety farthest away from Z (WR)

**Understanding FEWAX.** This tells you how the widest man in the undercoverage is aligned. An example is a drop end in a Cover-3 (diagram DE or OLB key). **F** — Force position — look for end rushing. **E** — Easy position—stacked behind tackle usually a drop end. **W** — Walk away position (definite drop position—some type of zone). **A** — Adjustable-definite drop and position-zone coverage. **X** — out on X: definitely in double-coverage man.

POST-SNAP READS

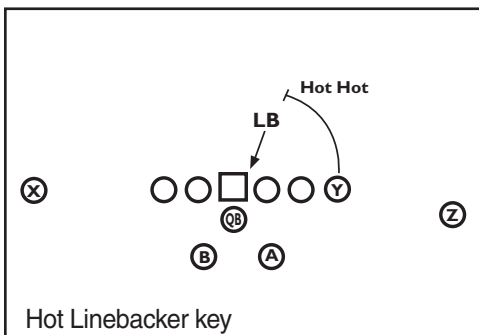
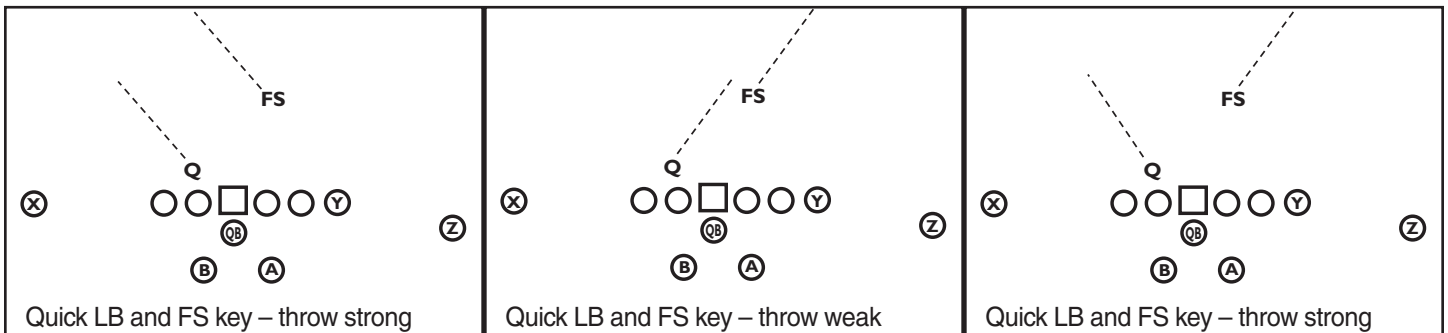


**Strong Safety Key.** If the defense disguises its coverages, the movement of the SS after the snap of the ball will help identify coverages.

**Free Safety Key.** The DA is a good key vs. teams that mix in Cover-3 and Cover-2 and disguise the two coverages well. If FS goes to the deep outside 1/3, it's a Cover-3 roll, if FS goes to deep middle 1/3, it's a cover-3 invert, if FS goes to deep outside 1/2 on the hash it cover-2 (diagram FS key).

The FS is also the best defender to key when throwing deep or down the middle because he is the defender who is most likely to intercept the pass.

**Quick Linebacker Key.** If quick LB goes weak, throw strong. If quick LB goes strong, throw weak. If quick LB goes straight back, throw weak. If quick LB blitzes, throw strong (diagram Quick Linebacker key).



# RECEIVER PRE-SNAP KEYS TO COVERAGE RECOGNITION

OUTSIDE RECEIVER	CORNER'S ALIGNMENT	CORNER'S EYES	CORNER'S LEVERAGE	SAFETY'S ALIGNMENT	SAFETY'S EYES	SAFETY'S LEVERAGE	COVERAGE READ
	7 yds or more	Eyes on QB	Outside Leverage	1 Middle-10 yds +	Eyes on QB	On to inside hash	Cover-3
	5 yds or less	Eyes on QB	Outside Leverage	2 safeties-10 yds +	Eyes on QB	On to outside hash	Cover-2
	7 yds or less	Eyes on WR	Inside Leverage	1 Middle-10 yds +	Eyes on QB	On to inside hash	Man Free
INSIDE RECEIVER	ALLEY ALIGNMENT	ALLEY EYES	ALLEY LEVERAGE	SAFETY'S ALIGNMENT	SAFETY'S EYES	SAFETY'S LEVERAGE	COVERAGE READ
	5 yds	Eyes on QB	Head up to inside	1 Middle-10 yds +	Eyes on QB	On to inside hash	Cover-3
	5 yds	Eyes on QB	Head up to inside	2 safeties-10 yds +	Eyes on QB	On to outside hash	Cover-2
	5 yds or less	Eyes on Slot	Inside Leverage	1 Middle-10 yds +	Eyes on QB	On to inside hash	Man Free

### ROUTE RUNNING RULES

1. Look for seams in zone coverage.
2. Run away (separate) from man coverage.
3. Only adjust your route based on our playbook rules — never freelance!

NOTES: \_\_\_\_\_

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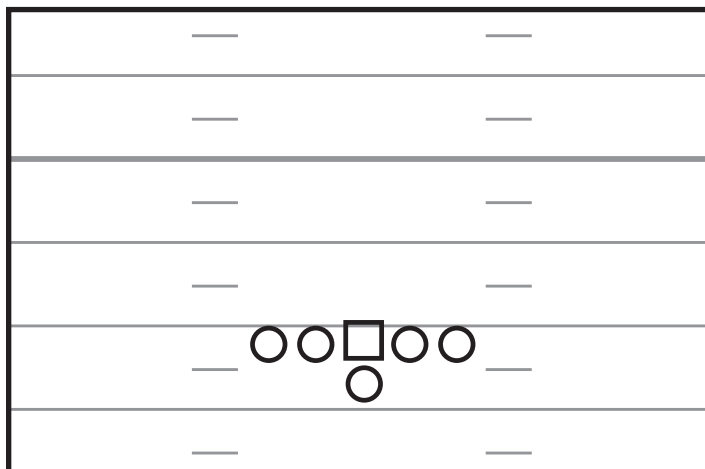
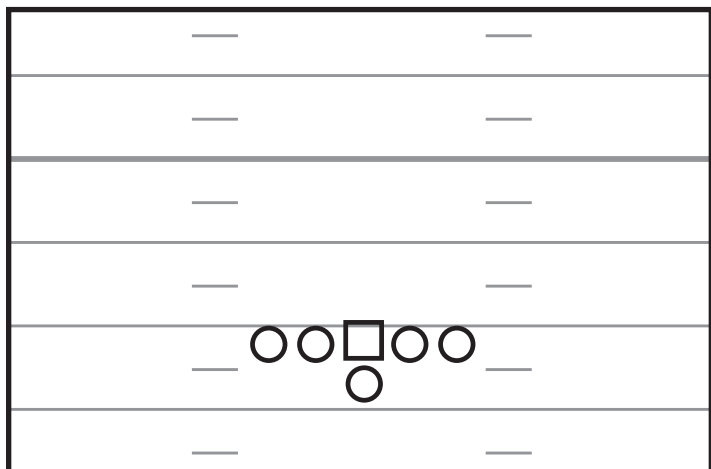
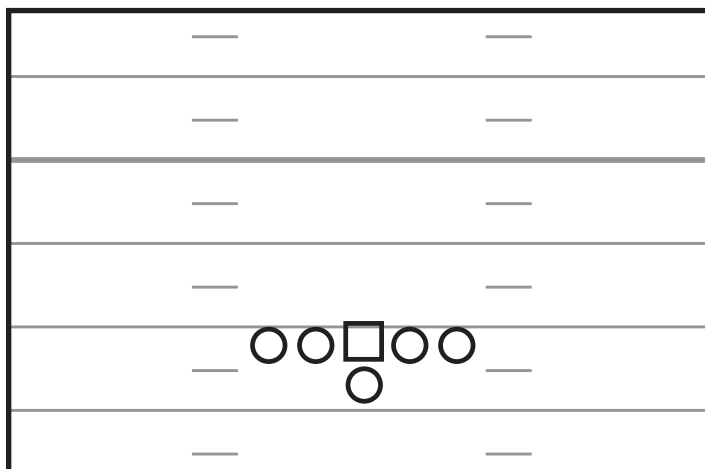
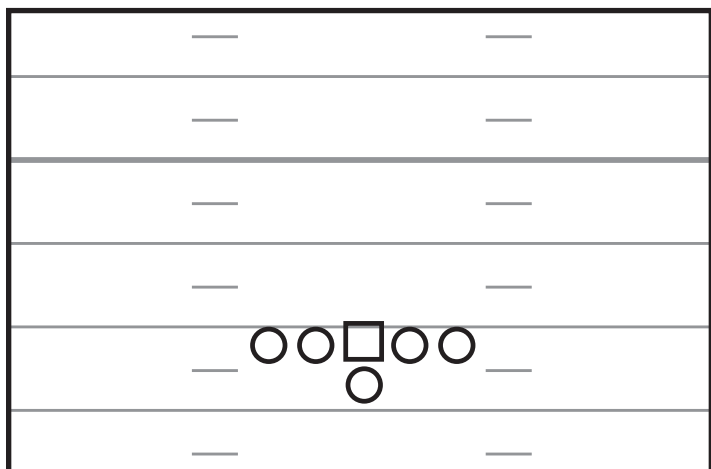
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# COACHING NOTES



NOTES: \_\_\_\_\_

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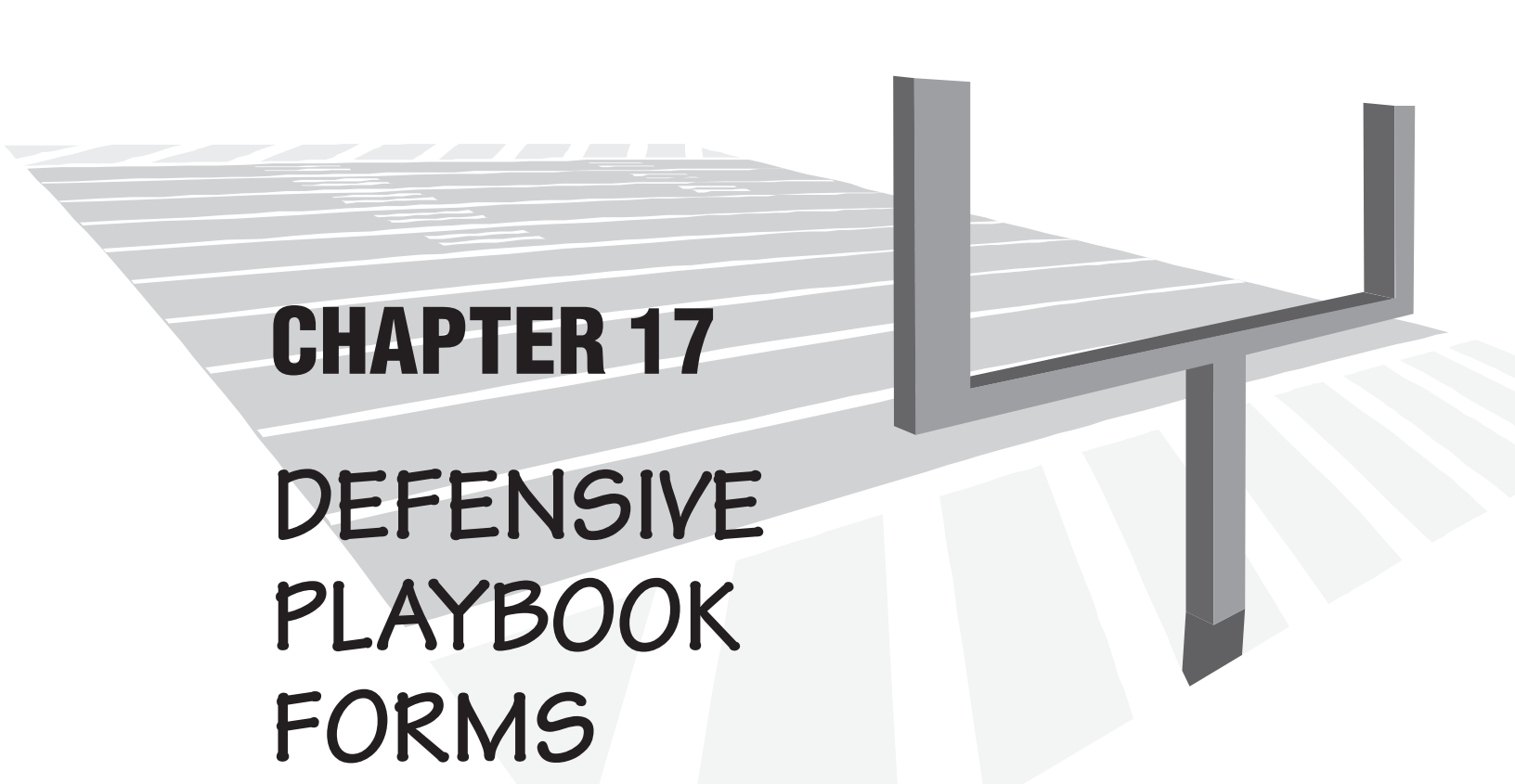
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# CHAPTER 17

## DEFENSIVE PLAYBOOK FORMS

THIS CHAPTER PROVIDES coaches with reference forms to help teach defensive players how to recognize offensive formations.

The first two documents (17.1 and 17.2) are formation alignment diagrams with common back adjustments. These diagrams, which were adapted from the *PowerScout Offensive Manual*, will help your players learn how to correctly identify offensive formations. A blank form is provided in 17.3.

The next two forms, [Blocking Progression — Defensive Line (17.4) and Blocking Progression — Linebackers (17.5)], help your defensive line and linebackers identify the player(s) most likely to block them. This knowledge raises defensive players' awareness of their blockers and the type of blocks they are most likely to face. These blocking progressions were adapted from Tom Bass' book, *Play Football the NFL Way*.

Backfield Alignments — Common Plays (17.6) provides an analysis of the different type of backfield alignments and the most likely plays that are run from them. The more your players know about the various strengths and weaknesses of a backfield set, the better they will react on the field. This work originated from Jerry Howell's book, *The Coach's Guide to Developing a Passing Attack*.

Also included is a Defense Quick Reference Sheet (17.7). This was a form I've used to make quick decisions on the field. An example shows how it was used. (The digits refer to our system of numbering schemes on wristbands.)

The last form in this section, Defensive Huddle Instructions (17.8), explains how to form the defensive huddle. This document was adapted from material provided in the University of Washington's defensive playbook.

## 2/3-BACK, 2/3-RECEIVER FORMATIONS

<p><b>T FORMATION</b></p>	
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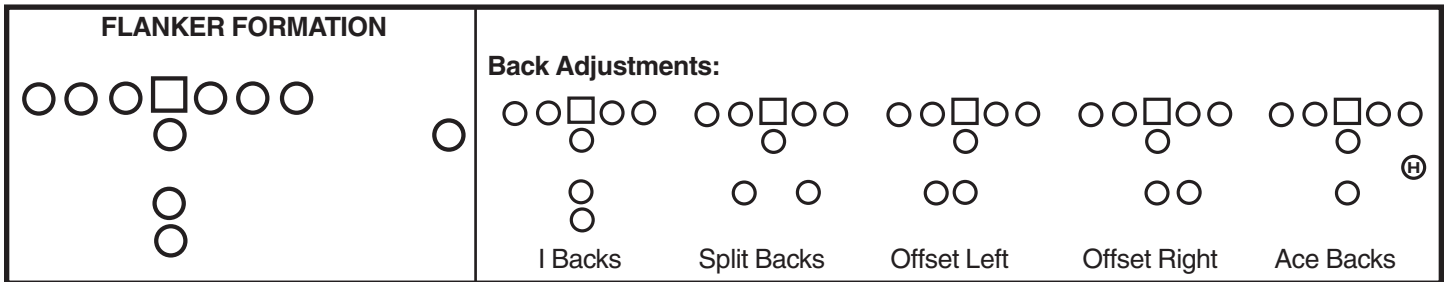
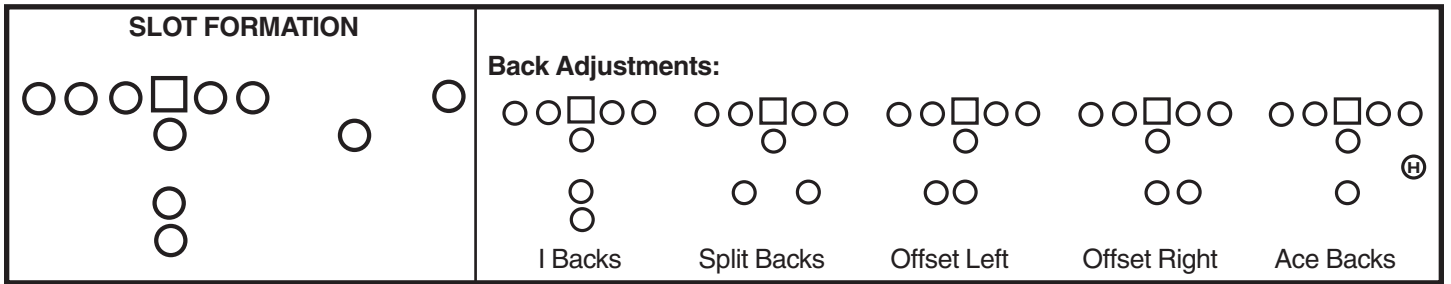
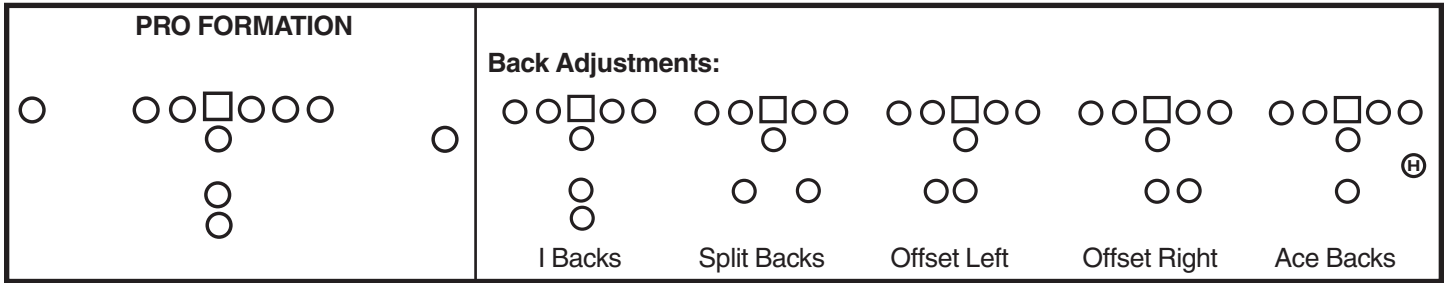
<p><b>TIGHT SLOT FORMATION</b></p>	<p><b>Back Adjustments:</b></p> <p style="text-align: center;">I Backs      Split Backs      Offset Left      Offset Right      Ace Backs</p>
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<p><b>WISHBONE FORMATION</b></p>	<p><b>Back Adjustments:</b></p> <p style="text-align: center;">Full Bone      Broken Bone</p>
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<p><b>TWINS FORMATION</b></p>	<p><b>Back Adjustments:</b></p> <p style="text-align: center;">I Backs      Split Backs      Offset Left      Offset Right      Ace Backs</p>
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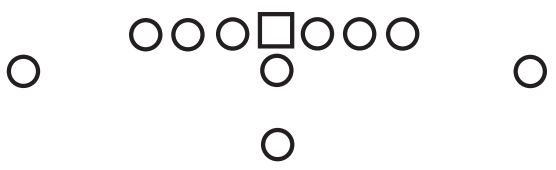





















<p><b>WING FORMATION</b></p>	<p><b>Back Adjustments:</b></p> <p style="text-align: center;">I Backs      Split Backs      Offset Left      Offset Right      Ace Backs</p>
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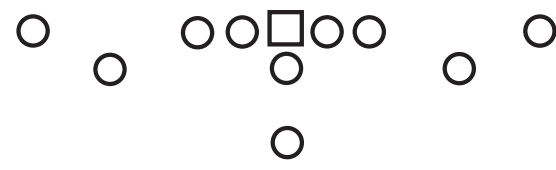





















<p><b>LONG I FORMATION</b></p>	
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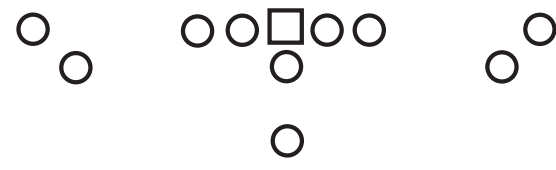























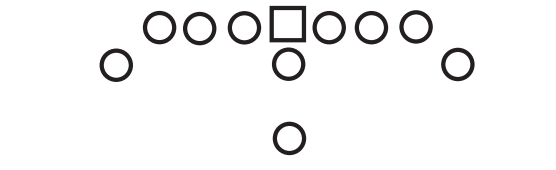























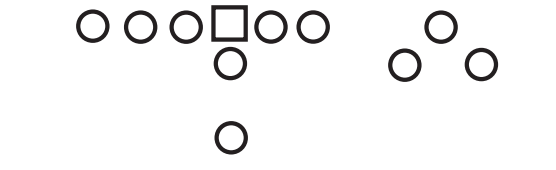





















# 1-BACK, 4-RECEIVER FORMATIONS

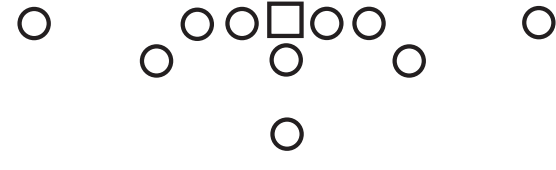





















<p><b>DOUBLE FLANKER FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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<p><b>DOUBLE SLOT FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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<p><b>DOUBLE TWINS FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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<p><b>DOUBLE WING FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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<p><b>TRIPS FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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<p><b>SPREAD FORMATION</b></p> 	<p><b>Back Adjustments:</b></p> <table border="0"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>I Backs</td><td>Offset Left</td><td>Offset Right</td><td>No Backs</td></tr></table>									I Backs	Offset Left	Offset Right	No Backs
													
													
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# RECEIVER FORMATIONS



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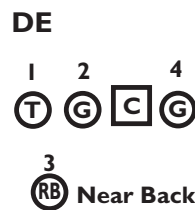
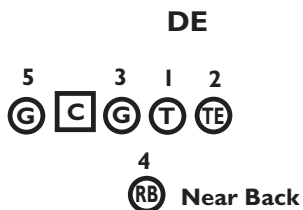
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# BLOCKING PROGRESSIONS — DEFENSIVE LINE

## DEFENSIVE END BLOCKING PROGRESSION



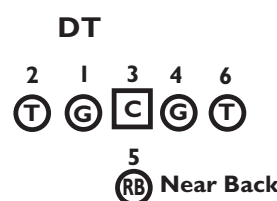
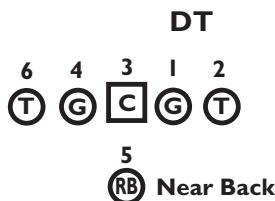
**Defensive End Blocking Progression:**

1. Tackle
2. Tight End
3. Near Guard
4. Near Back
5. Off Guard

**Expected Block Types, By Position:**

1. Tackle — drive, hook or double-team.
2. Tight End — angle, scoop or double-team.
3. Near Guard — angle, scoop or double-team.
4. Near Back — lead.
5. Off Guard — trap.

## DEFENSIVE END BLOCKING PROGRESSION

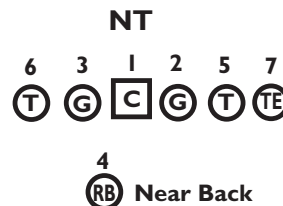
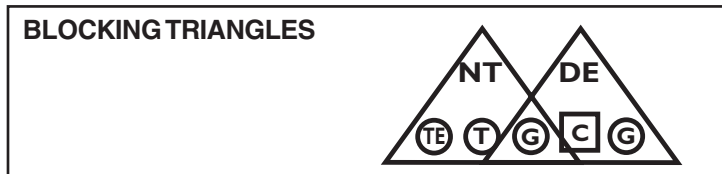


**Defensive Tackle Blocking Progression:**

1. Near Guard
2. Near Tackle
3. Center
4. Off Guard
5. Near Back
6. Off Tackle

**Expected Block Types, By Position:**

1. Near Guard — drive, hook or double-team.
2. Near Tackle — angle, scoop or double-team.
3. Center — angle, scoop or double-team.
4. Off Guard — quick trap.
5. Near Back — lead.
6. Off Tackle — slow trap.



## DEFENSIVE END BLOCKING PROGRESSION

**Nose Tackle Blocking Progression:**

1. Center
2. Strongside Guard
3. Weakside Guard
4. Near Back
5. Strongside Tackle
6. Weakside Tackle
7. Tight End

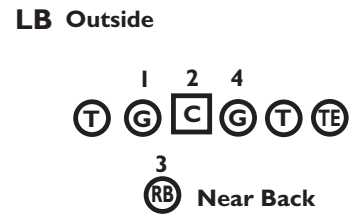
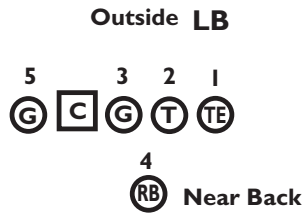
**Expected Blocks, By Position**

1. Center — drive, hook or double-team.
2. Strongside Guard — angle, scoop or double-team.
3. Weakside Guard — angle, scoop or double-team.
4. Near Back — lead or delayed double-team.
5. Strongside Tackle — trap.
6. Weakside Tackle — trap.
7. Tight End — trap or delayed double-team.

**Note:** Because the NT is positioned in the middle of the offensive formation, he has a greater chance of blockers attacking him from both the right and left. Hence, it may take the NT more time to understand and recognize blocking progressions.

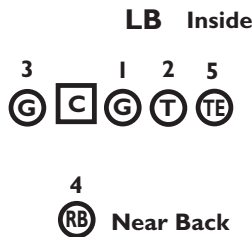
# BLOCKING PROGRESSIONS — LINEBACKERS

## OUTSIDE LINEBACKER BLOCKING PROGRESSION



Outside Linebacker Blocking Progression:	Expected Block Types, By Position:
1. Tight End	1. Tight End — drive or hook block.
2. Near Tackle	2. Near Tackle — angle or hook block.
3. Near Guard	3. Near Guard — trap block.
4. Near Back	4. Near Back — lead block.
5. Far Guard	5. Far Guard — trap block.

## INSIDE LINEBACKER BLOCKING PROGRESSION

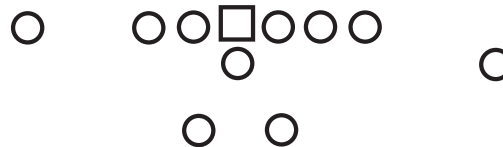


Inside Linebacker Blocking Progression:	Expected Block Types, By Position:
1. Guard In Front of Him	1. Guard In Front of Him — drive or cut block.
2. Tackle To Outside	2. Tackle To Outside — angle block.
3. Far Guard	3. Far Guard — trap block.
4. Near Back	4. Near Back — lead block drive or cut technique.
5. Tight End	5. Tight End — possible late-angle block.

## BACKFIELD ALIGNMENTS — COMMON PLAYS

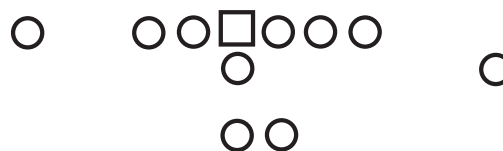
**Pro-Split-Back.** Poor running offense for almost any situation. The only effective plays from this set are:

- Dive — to either side.
- Counter — trap to either side. Weakside is best.
- Quick pitch — to strongside only.
- Draw — to either side.
- Screen — to anywhere.



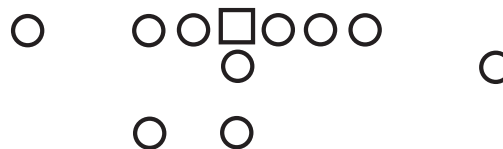
**Pro-Strong Tailbacks.** Offenses can be run to the strongside effectively, but with less success to the weakside.

- Dive — to strongside only.
- Counter — trap to strongside.
- Belly — second back through to the strongside.
- Cross-buck — to either side.
- Sweep — to strongside.
- Quick-pitch — to strongside.
- Blast — lead block or guard to blowout end. Strongside.
- Draw and screen — to anywhere.



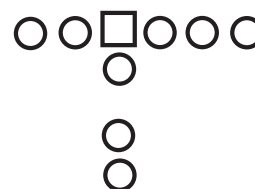
**Weakside Tailbacks.** This set is hard to run out of — it is effective only when the defense is dropped off.

- Quick dive as described above.
- Belly — to quickside only.
- Cross-buck — to strongside.
- Quick-pitch — to quickside.
- Counter trap — to strongside.
- Screen and draw — to anywhere.



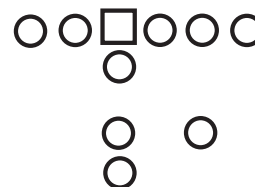
**I-Backs.** This formation is very effective for rushing in either direction. From this formation, however, it is hard to get backs into pass patterns, although the deep-back is able to flare better than the up-back in other formations. Hard to get downfield, though. Play-action pass with this offense is also effective.

- Dive — to either side.
- Belly or second-back — through either side.
- Cross-buck — to either side.
- ISO: inside or outside guard — to either side.
- Trap FB — inside and out.
- Blast — to either side. Strongside is best.
- Counter TB — to either side.
- Draw and screen — to anywhere.



**Power I.** This is a very effective short-yardage attack and can be balanced with the play-action pass. Smart offenses will use a wedge and man-blocking in this set.

- Dive — quick dive a good plan.
- ISO — to either side.
- Blast — to either side.
- Sweep — to strongside.
- Counter trap — quick.
- Draw is weak, but offenses can still screen.



# DEFENSIVE QUICK REFERENCE SHEET

Defense: \_\_\_\_\_

## FRONTS







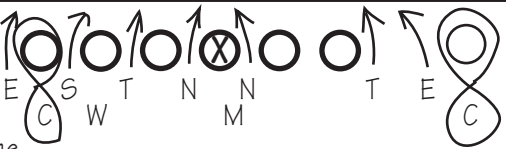

<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>	<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>
<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>	<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>
<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>	<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>
<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>	<p style="text-align: center;">○ ○ ○ ○ ○ ○ ○</p> <p>Play: _____</p>

<p><b>Front Call List:</b></p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<p><b>Coverage Call List:</b></p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
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# DEFENSIVE QUICK REFERENCE SHEET

Defense: Westbury Cowboy Defense

## FRONTS

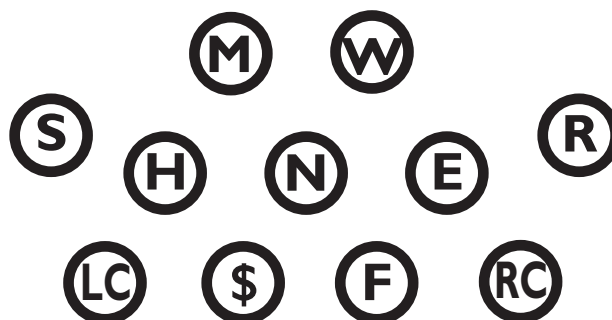
 <p>Play: <u>Cowboy</u></p>	 <p>Play: <u>Cowboy</u></p>
 <p>Play: <u>Cowboy 13</u></p>	 <p>Play: <u>Cowboy 13</u></p>
 <p>Play: <u>Cowboy Pinch</u></p>	 <p>Play: <u>Cowboy Pinch</u></p>
 <p>Play: <u>Goal-line</u></p>	 <p>Play: <u>Goal-line</u></p>

Front Call List:
1. Cowboy (6-,3-,1- and 5-) Gap Fire Technique
2. Cowboy 13 (6-,1-,3- and 5-) Gap Fire Technique
3. Cowboy Pinch (5, 2i, 2i, 5)
4. Cowboy Eagle (Cowboy Alignment; SS man on TE)
5. Cowboy Eagle Fire (SS Blitz)
6. Sam Fire (Outside Blitz D-Gap)
7. Sam Twist (Sam inside C-Gap, SE outside D-Gap)
8. Cowboy Mike Fire
9. Cowboy Will Fire
10. Cowboy Mike & Will Fire
11. Cowboy Mike & Same Fire
12. Cowboy Sam & Will Fire
13. Bluff (Mike & Will Bluff)
14. Jailhouse Break (all LBs Blitz)
15. Weak Corner Blitz
16. Strong Corner Blitz
17. Strong Safety Blitz
18. Free Safety Blitz
19. Goal-Line
20. Align Cowboy 13 Check Cowboy

Coverage Call List:
1. Cover-1
2. Cover-2
3. Cover-2 Man
4. Cover-23 (align 2, slide 3)
5. Cover-24 (align 2, slide 4)
6. Cover-26 (Trips adjustment)
7. Cover-3
8. Cover-3 Cloud
9. Cover-32 (align 3, slide 2)
10. Cover-4
11. Cover-6 (safety/corner switch)
12. Banjo Outside (Bracket X/Z)
13. Banjo Inside (Bracket A/B or Y)
14. Bracket _____ only

#s aligned with wristbands

## DEFENSIVE HUDDLE INSTRUCTIONS



### POSITIONING

- **NOSE:** Set the huddle — 3 yards away from the ball — facing the signal caller. Hands on the knees.
- **ENDS:** Line up on your respective side — keep a straight line — facing the signal caller. Hands on the knees.
- **OUTSIDE LBs:** Slightly in front of the ends — facing inside.
- **INSIDE LBs:** Face the huddle — get control of the huddle — make the defensive call and get around to see the offensive formation.

### IMPORTANT DETAILS

- Locate and form the huddle quickly.
- Keep the huddle compact without crowding.
- Absolutely no talking after the signal caller faces the huddle. Concentrate on the call — everyone's head is up with eyes on the signal caller.
- Signal caller makes the desired call.
- If you do not get or hear the call, say "Check" to ask for a repeat.

### BREAKING THE HUDDLE

- After completing the call, the signal caller says, "Ready-Break," and all players clap hands on break.
- After break, watch the offense as it breaks the huddle. Defensive backs remain near the ball until they see the formation.
- Assignments

**MIKE LB:** Call the line strength (left or right).

**DL:** Locate the TE and/or formation strength and point to it. Be in your stance when the center has his hands on the ball.

**F:** Locate the passing strength and make the strength call when necessary.

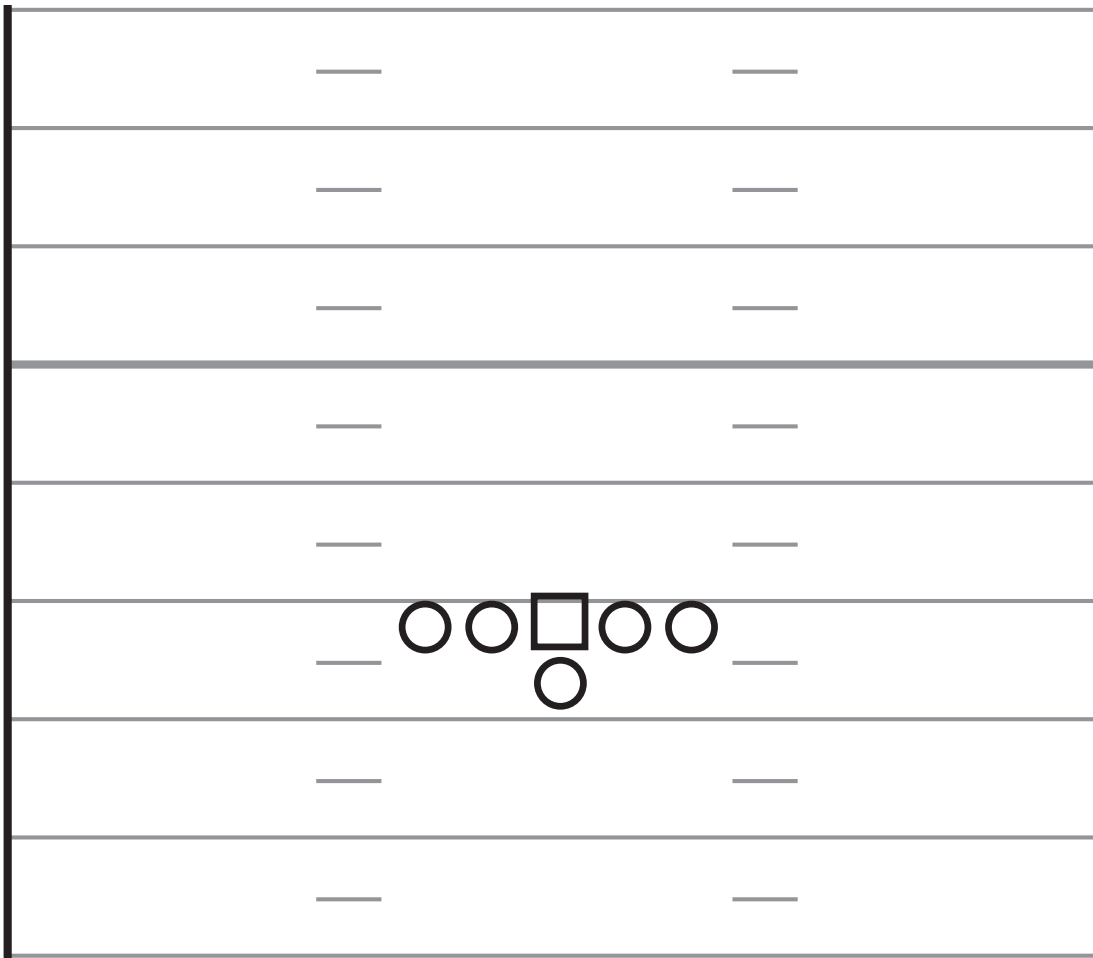
**W:** Alert the defense to offensive personnel.

**S:** Alert the defense to down-and-distance.

**§:** Alert the defense to our substitution group in the game.



# COACHING NOTES



NOTES: \_\_\_\_\_

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# CHAPTER 18

## SEASON REVIEW FORMS

FINAL STATISTICS are more than a nice season-ending handout for players — there are many valuable facts that you can learn about your team and what you did, and did not do, well during the just-completed season. It's also interesting to look at your team's performance relative to your opponents.

This chapter simply shows you several ways of capturing your team's final statistics for a post-season review.

The first form, Final Team Statistics (18.1) was created by Mark Pulkownik, offensive coordinator at Wisconsin's Brookfield Central High School. Conference Final Team Statistics (18.2) shows an

example of a type of chart published by many conferences. Another type of defensive statistics chart, Final Team Defensive Statistics — By Game (18.3), is another original document. These two forms are to illustrate how such information can be formatted; neither is accompanied by a blank form.

Accompanying the original Special Teams Statistics (18.4) is a “keys” form to ensure coaches understand how to correctly calculate the special team statistics. These are original documents.

Defensive Numbers (18.5) focuses on key defensive statistics. This form can be used on a game-by-game or post-season review basis.

# FINAL TEAM STATISTICS

		OPPONENTION					BCHS		INDIVIDUAL STATISTICS											
Opponents		15	40	42	8	8	113	Totals After Game #9												
BCHS Lancers		38	57	86	46	7	234													
<b>Total First Downs</b>		74	47	23	4	12	73													
By rushing		47	23	4	12	51	104													
By passing		23	37	8	8	51	104													
By penalty		4	8	8	8	51	104													
<b>3rd Downs Made</b>		12	12	73	12	51	104													
Attempted		12	12	73	12	51	104													
Efficiency		16.4%	16.4%	16.4%	16.4%	49.0%	49.0%													
<b>4th Downs Made</b>		6	6	12	6	10	14													
Attempted		6	6	12	6	10	14													
Efficiency		50.0%	50.0%	50.0%	50.0%	71.4%	71.4%													
<b>Offensive Play/Yds</b>		400	1,606	514	400	1,606	2,617													
Yds/Play		4.0	4.0	3.3	4.0	3.3	4.4													
<b>Rushing Plays/Yds</b>		274	913	392	274	913	1,726													
Yds/Carry		3.3	3.3	3.3	3.3	3.3	4.4													
<b>Passing Plays/Yds</b>		126	693	122	126	693	891													
Completions		57	126	122	57	126	63													
Attempts		126	126	122	126	126	122													
Yds/Catch		12.2	12.2	14.1	12.2	14.1	12.2													
Times Sacked		11	11	5	11	5	5													
<b>Returns</b>		68	979	59	68	979	721													
Interceptions & Yds		8	48	9	8	48	22													
Punt Ret. & Yds		20	130	20	20	130	104													
Kickoff Ret. & Yds		40	801	23	40	801	550													
Fumble Rec. & Yds		2	0	0	2	0	1													
<b>Punts/Avg.</b>		42	32.7	37	42	32.7	27.9													
Had Blocked		0	0	1	0	0	1													
<b>Penalties/Yds</b>		41	379	51	41	379	412													
<b>Total Turnovers</b>		19	19	9	19	19	9													
Fumbles		19	19	10	19	19	10													
Fumbles Lost		9	9	2	9	9	2													
<b>Touchdowns</b>		16	16	31	16	16	31													
Rushing		8	8	20	8	8	20													
Passing		7	7	7	7	7	7													
Return		1	1	4	1	1	4													
<b>Extra Points/Attempted</b>		7	9	22	7	9	27													
2-Pt. Conversions		4	6	3	4	6	4													
Field Goals		0	0	0	0	0	0													
<b>Time of Possession (Avg.)</b>			20:09			20:09	27:51													
								<b>RUSHING</b>												
								1 Saverine, Tony	55	164	3.0	1	18							
								8 Alesci, Greg	1	3	3.0	0	3							
								12 Tausend, Ryan	39	48	1.2	0	26							
								21 Ciborowski, Adam	1	3	3.0	0	3							
								23 Kroner, Joe	30	156	5.2	0	11							
								28 Culhane, Mike	7	27	3.9	1	15							
								33 Blaine, Kevin	131	641	4.9	9	60							
								34 Gonzalez, Justin	77	541	7.0	8	67							
								41 Nowak, Jeff	49	146	3.0	1.	14							
								45 Angle, Derek	2	-3	1.5	5	1							
								<b>BCHS Lancers</b>	<b>392</b>	<b>1,726</b>	<b>4.4</b>	<b>25</b>	<b>67</b>							
								<b>Opponents</b>	<b>274</b>	<b>913</b>	<b>3.3</b>	<b>8</b>	<b>63</b>							
								<b>PASSING</b>												
								12 Tausend, Ryan	63	122	891	7	8	66						
								<b>BCHS Lancers</b>	<b>63</b>	<b>122</b>	<b>891</b>	<b>7</b>	<b>8</b>	<b>66</b>						
								<b>Opponents</b>	<b>57</b>	<b>126</b>	<b>693</b>	<b>7</b>	<b>9</b>	<b>65</b>						
								<b>RECEIVING</b>												
								1 Saverine, Tony	10	77	7.7	0	15							
								16 Cartwell, Brad	9	91	10.1	0	18							
								23 Kroner, Joe	9	84	9.3	1	26							
								24 Casper, Ben	13	258	19.8	1	61							
								34 Gonzalez, Justin	2	15	7.5	0	8							
								84 Blaine, Jim	18	349	19.4	5	66							
								<b>BCHS Lancers</b>	<b>63</b>	<b>891</b>	<b>14.1</b>	<b>7</b>	<b>66</b>							
								<b>Opponents</b>	<b>57</b>	<b>693</b>	<b>12.2</b>	<b>7</b>	<b>65</b>							
								<b>PUNTING</b>												
								16 Cartwell, Brad	37	1,034	27.9	40								
								<b>BCHS Lancers</b>	<b>37</b>	<b>1,034</b>	<b>27.9</b>	<b>40</b>								
								<b>Opponents</b>	<b>42</b>	<b>1,373</b>	<b>32.7</b>	<b>51</b>								
								<b>KICK RETURNS</b>												
								1 Saverine, Tony	5	100	20.0	0	21							
								16 Cartwell, Brad	1	5	5.0	0	5							
								31 Graves, Jon	1	0	0.0	0	0							
								33 Blaine, Kevin	4	76	19.0	0	22							
								45 Angle, Derek	1	16	16.0	0	16							
								50 Boek, Allen	1	0	0.0	0	0							
								84 Blaine, Jim	10	353	35.3	2	87							
								<b>BCHS Lancers</b>	<b>23</b>	<b>550</b>	<b>23.9</b>	<b>2</b>	<b>87</b>							
								<b>Opponents</b>	<b>40</b>	<b>801</b>	<b>20.0</b>	<b>1</b>	<b>91</b>							
								<b>PUNT RETURNS</b>												
								1 Saverine, Tony	10	69	6.9	0	12							
								45 Angle, Derek	8	14	1.8	0	5							
								84 Blaine, Jim	3	21	7.0	0	12							
								<b>BCHS Lancers</b>	<b>21</b>	<b>104</b>	<b>5.0</b>	<b>0</b>	<b>12</b>							
								<b>Opponents</b>	<b>19</b>	<b>130</b>	<b>6.8</b>	<b>0</b>	<b>40</b>							
								<b>INTERCEPTION</b>												
								<b>RETURNS</b>												
								1 Saverine, Tony	3	2	0.7	0	2							
								8 Alesci, Greg	1	0	0.0	0	0							
								16 Cartwell, Brad	1	0	0.0	0	0							
								28 Culhane, Mike	2	11	5.5	0	11							
								33 Blaine, Kevin	1	0	0.0	0	0							
								36 Nutting, Brad	1	9	9.0	0	9							
								<b>BCHS Lancers</b>	<b>9</b>	<b>22</b>	<b>2.4</b>	<b>0</b>	<b>11</b>							
								<b>Opponents</b>	<b>8</b>	<b>23</b>	<b>2.9</b>	<b>0</b>	<b>23</b>							
								<b>FUMBLE RECOVERIES</b>												
								2 Jansen, Kyle	2	0	0.0	0	0							
								36 Nutting, Brad	2	15	7.5	1	15							
								50 Boek, Allen	1	30	30.0	1	30							
								51 Reitz, Chuck	1	0	0.0	0	0							
								66 Reger, Lou	1	0	0.0	0	0							
								<b>BCHS Lancers</b>	<b>7</b>	<b>45</b>	<b>6.4</b>	<b>2</b>	<b>30</b>							
								<b>Opponents</b>	<b>2</b>	<b>0</b>	<b>0.0</b>	<b>0</b>	<b>0</b>							
								<b>SCORING</b>												
								1 Saverine, Tony	1	0	0	0-0	0	6						
								23 Kroner, Joe	1	0	1	0-0	0	8						
								24 Casper, Ben	1	0	1	0-0	0	8						
								25 Dicaula, Nick	0	6	0	22-26	0	40						
								28 Culhane, Mike	1	0	0	0-0	0	6						
								33 Blaine, Kevin	9	0	0	0-0	0	54						
								34 Gonzalez, Justin	8	0	0	0-0	0	48						
								36 Nutting, Brad	1	0	0	0-0	0	6						
								41 Nowak, Jeff	1	0	0	0-0	0	6						
								50 Boek, Allen	1	0	0	0-0	0	6						
								84 Blaine, Jim	7	0	1	0-0	0	44						
								<b>Team Defense</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0-0</b>	<b>1</b>	<b>2</b>						
								<b>BCHS Lancers</b>	<b>31</b>	<b>6</b>	<b>3</b>	<b>22-26</b>	<b>1</b>	<b>234</b>						
								<b>Opponents</b>	<b>16</b>	<b>0</b>	<b>4</b>	<b>7-9</b>	<b>1</b>	<b>113</b>						

Continued on next page

## FINAL TOTAL DEFENSE

DEFENSE	SOLO TACKLES	ASSISTED TACKLES	TOTAL	SACKS	YDS	TACKLES FOR LOSS	YDS	PUNT BLOCK	KICK BLOCK	INT
1 Saverine, Tony	13	20	33	0.3	3	0	0	0	0	3
2 Jansen, Kyle	10	29	39	1	9	1	3	0	0	0
8 Alesci, Greg	4	5	9	0	0	0	0	0	0	1
9 Tomasevic, Ned	2	2	4	0	0	1	3	0	0	0
16 Cantwell, Brad	12	18	30	0	0	0	0	0	0	1
23 Kroner, Joe	3	1	4	0	0	0	0	0	0	0
24 Casper, Ben	1	1	2	0	0	0	0	0	0	0
25 Diciaula, Nick	0	1	1	0	0	0	0	0	0	0
28 Culhane, Mike	13	5	18	0	0	0	0	0	0	2
33 Blaine, Kevin	29	55	84	0	0	2.3	19	0	0	1
34 Gonzalez, Justin	14	15	29	4.8	35	5.8	21	0	0	0
36 Nutting, Brad	21	51	72	0	0	0	0	0	0	1
45 Angle, Derek	0	4	4	0	0	0	0	0	0	0
50 Boelk, Allen	20	19	39	0	0	2	7	0	0	0
51 Reitz, Chuck	10	26	36	2.3	17	1	2	0	0	0
60 Denham, Tyler	1	0	1	0	0	0	0	0	0	0
61 Wozniak, Chad	11	24	35	2	22	2.3	9	0	1	0
66 Reger, Lou	5	15	20	0	0	0	0	0	0	0
71 Bobedilla, Miguel	1	2	3	0	0	1	3	0	0	0
73 Nettesheim, Matt	1	4	5	0	0	0	0	0	0	0
74 Fuller, Andy	3	17	20	0	0	0	0	0	0	0
76 Conrad, Brent	6	23	29	1.5	12	4.7	8	0	0	0
77 Maurer, Curt	0	0	0	0	0	0.7	3	0	0	0
84 Blaine, Jim	3	0	3	0	0	0	0	0	0	0
87 Warczak, Dustin	2	1	3	0	0	0	0	0	0	0
<b>BCHS Lancers</b>	<b>185</b>	<b>338</b>	<b>523</b>	<b>12</b>	<b>73</b>	<b>19</b>	<b>70</b>	<b>0</b>	<b>1</b>	<b>9</b>

## CONFERENCE FINAL TEAM STATISTICS

RUSHING DEFENSE	GM	TD	FD	ATT	YG	YL	NET	G.AVG	P.AVG	HG	LG
1. Bellevue	9	2	29	259	927	264	663	73.7	2.6	200	-27
2. Skyline	9	20	45	306	1527	114	1413	157.0	4.6	302	9
3. Sammamish	9	21	56	267	1706	107	1599	177.7	6.0	370	26
4. Liberty	9	25	60	315	1935	110	1825	202.8	5.8	503	31
5. Newport	9	17	89	350	1960	111	1849	205.4	5.3	295	142
6. Mercer Island	9	20	53	314	1964	95	1869	207.7	6.0	473	49
7. Issaquah	6	18	63	346	2070	181	1889	314.8	5.5	445	66
8. Mount Si	9	24	77	372	2364	171	2193	243.7	5.9	497	91
9. Cedarcrest	9	25	62	324	2428	93	2335	259.4	7.2	501	59
10. Interlake	9	40	78	327	3104	92	3012	334.7	9.2	469	117

PASSING DEFENSE	GM	TD	FD	PA	PC	PL	YDS	G.AVG	P.AVG	PCT	HG	LG
1. Bellevue	9	5	25	154	65	9	665	73.9	4.3	42.2%	141	0
2. Cedarcrest	9	8	16	105	42	6	672	74.7	6.4	40.0%	226	0
3. Issaquah	6	9	28	131	65	7	808	134.7	6.2	49.6%	291	0
4. Skyline	9	4	38	182	77	16	912	101.3	5.0	42.3%	218	0
5. Newport	9	8	41	171	84	12	961	106.8	5.6	49.1%	225	35
6. Mercer Island	9	6	38	139	68	14	1002	111.3	7.2	48.9%	231	0
7. Liberty	9	8	40	144	79	4	1067	118.6	7.4	54.9%	268	24
8. Mount Si	9	8	39	166	86	11	1103	122.6	6.6	51.8%	269	0
9. Interlake	9	14	33	140	69	6	1317	146.3	9.4	49.3%	323	0
10. Sammamish	9	9	40	187	91	10	1608	178.7	8.6	48.7%	406	14

TOTAL DEFENSE	GM	TD	FD	ATT	RUSH	PASS	T.OFF	G.AVG	P.AVG	HG	LG
1. Bellevue	9	7	67	413	663	665	1328	147.6	3.2	242	60
2. Skyline	9	79	95	312	1413	912	2325	258.3	7.5	359	227
3. Issaquah	6	27	100	477	1889	808	2697	449.5	5.7	457	92
4. Newport	9	25	140	521	1849	961	2810	312.2	5.4	406	230
5. Mercer Island	9	26	95	453	1869	1002	2871	319.0	6.3	540	204
6. Liberty	9	33	105	459	1825	1067	2892	321.3	6.3	539	55
7. Cedarcrest	9	33	87	429	2335	672	3007	334.1	7.0	556	231
8. Sammamish	9	30	101	454	1599	1608	3207	356.3	7.1	476	183
9. Mount Si	9	32	126	538	2193	1103	3296	366.2	6.1	497	255
10. Interlake	9	54	114	467	3012	1317	4329	481.0	9.3	607	404

*Continued on next page*

TAKEAWAY RATIO	--TAKEAWAYS--				--TURNOVERS--							
	GM	FMBL	INT	TOT	FMBL	INT	TOT	RATIO				
1. Liberty	9	16	5	21	9	6	15	+6				
2. Bellevue	9	15	9	24	18	1	19	+5				
3. Mount Si	9	13	11	24	5	17	19	+5				
4. Mercer Island	9	9	14	23	8	11	19	+4				
5. Newport	9	6	12	18	12	6	18	+0				
6. Skyline	9	13	16	29	10	19	29	+0				
7. Interlake	9	17	6	23	12	12	24	-1				
8. Sammamish	9	7	10	27	10	8	18	-1				
9. Issaquah	9	14	7	21	19	7	26	-5				
10. Cedarcrest	9	11	6	17	18	12	30	-13				

PENALTIES	GM	NO.	YDS	GAME AVG		OPP YDS	OPP AVG				
1. Issaquah	9	75	567	63.0		386	42.9				
2. Skyline	9	64	528	58.7		558	62.0				
3. Liberty	9	66	505	56.1		322	35.8				
4. Mount Si	9	57	481	53.4		554	61.6				
5. Bellevue	9	52	476	52.9		316	35.1				
6. Interlake	9	51	434	48.2		708	78.7				
7. Newport	9	49	400	44.4		315	35.0				
8. Sammamish	9	45	392	43.6		537	59.7				
9. Mercer Island	9	51	377	41.9		415	46.1				
10. Cedarcrest	9	43	350	38.9		399	44.3				

# FINAL TEAM DEFENSIVE STATISTICS — BY GAME

Team: \_\_\_\_\_

OPONENT	RUSHING			PASSING				TOTAL			POINTS ALLOWED		
	PLAYS	YARDS	AVG	ATT	COMP	YARDS	AVG	AVG	PLAYS	YDS		AVG	
							YDS/COMP	YDS/ATT					
PER GAME AVERAGE													
TOTALS													

# FINAL TEAM DEFENSIVE STATISTICS — BY GAME

Team: Bellevue

OPPONENT	RUSHING			PASSING				TOTAL			POINTS ALLOWED	
	PLAYS	YARDS	AVG	ATT	COMP	YARDS	AVG YDS/COMP	AVG YDS/ATT	PLAYS	YDS		AVG
SKYLINE	18	-17	-0.94	27	15	132	8.80	4.88	45	115	2.55	6
INTERLAKE	36	3	0.08	20	10	72	7.20	3.60	56	75	1.34	7
CEADARCREST	25	-25	-1.00	15	6	87	14.50	5.80	40	62	1.55	7
MERCER ISLAND	24	49	2.04	25	9	78	8.66	3.12	49	127	2.59	0
SANMAMISH	36	45	1.25	9	3	22	7.33	2.44	45	67	1.48	0
MT. SI	23	47	2.04	29	9	91	10.11	3.14	52	138	2.65	7
LIBERTY	36	187	5.19	11	5	43	8.60	3.91	47	230	4.89	14
ISSAQUAH	38	102	2.68	15	7	95	13.57	6.33	53	197	3.71	12
NEWPORT	32	134	4.18	6	0	0	0.00	0.00	38	134	3.52	7
COLUMBIA RIVER	23	51	2.22	21	9	88	9.77	4.19	44	139	3.15	7
FERNDALE	26	50	1.92	12	3	37	12.33	3.08	38	87	2.29	0
<b>PER GAME AVERAGE</b>	28.82	56.90	1.97	17.27	6.91	67.73	9.80	3.92	46.09	124.64	2.70	6.09
<b>TOTALS</b>	317	626	1.97	190	76	745	9.80	3.92	507	1371	2.70	67



# SPECIAL TEAMS STATISTICS

SPECIAL TEAM CATEGORY	OUR TOTALS									
Avg. Kickoff Return (yds)										
Kickoff Coverage (yds allowed)										
Avg. Gross K. O. (yds)										
Opponent's Gross K. O. (yds)										
Avg. Punt Returns (yds)										
Avg. Gross Punt (yds)										
Avg. Net Punt (yds)										
Punts Inside the 20 (number)										
Avg. Punt Coverage (yds allowed)										
Opponent's Gross Punt (yds)										
Kick Security (# of Opp. Blocks)										
Blocked Kicks (number)										
Points Scored										
Points Against										
Extra Point Percentage										
Field Goals										
Field Goal Percentage										
Opponent's Field Goals										
Onside Kick Recovery										
Onside Kick Allowed										
Fake Punt Success										
Fake Punt Allowed										

Continued on next page

## KEY: Special Teams Statistics

SPECIAL TEAM CATEGORY	INSTRUCTIONS
Avg. Kickoff Return (yds)	Total yards from yard line that ball is caught / no. of returns (i.e., 26.8 yds)
Kickoff Coverage (yds allowed)	Total yards by opponent from the yard line that the ball is caught / no. of returns (i.e., 13.9 yds)
Avg. Gross K. O. (yds)	Total distance in yards the ball travels / no. of kickoffs (i.e., 50.2 yds)
Opponent's Gross K.O. (yds)	Opponents total distance in yards the ball travels / no. of kickoffs (i.e., 48 yds)
Avg. Punt Returns (yds)	Total yards from yard line that the ball is caught / no. of returns (i.e., 11.8)
Avg. Gross Punt (yds)	Distance in yards the ball travels / no. of punts (i.e., 42 yds)
Avg. Net Punt (yds)	Avg. gross punt - avg. punt return yds / no. of punt returns (i.e., 38.3 yds)
Punts Inside the 20 (number)	No. of punts inside the 20 yard line (i.e., 10)
Avg. Punt Coverage (yds allowed)	Opponents total punt returns yards / no. of punts (i.e., 2.6 yds)
Opponent's Gross Punt (yds)	Opponents total distance in yards the ball travels / no. of punts (i.e., 37.2 yds)
Kick Security (# of opp. Blocks)	No. of opponent's blocked kicks (i.e., 4)
Blocked Kicks (number)	No. of blocked kicks we allowed (i.e., 0)
Points Scored	No. of points we scored on special teams (i.e., 40)
Points Against	No. of points we allowed opponent to score on special teams (i.e., 42)
Extra Point Percentage	No. of extra points made / no. attempted (i.e., 32/41)
Field Goals	No. of field goals made (i.e., 3)
Field Goal Percentage	No. of field goals made / no. attempted (i.e., 3/5)
Opponent's Field Goals	No. of opponent field goals made / no. attempted (i.e., 4/8)
Onside Kick Recovery	No. of kicks recovered / no. attempted (i.e., 1/3)
Onside Kick Allowed	No. of kicks your opponents recovered / no. attempted (i.e., 2/5)
Fake Punt Success	No. of fake punts that made a first down or more / no. attempted (i.e., 2/2)
Fake Punt Allowed	No. of fake punts that your opponent made a first down or more / no. attempted (i.e., 0/3)

## SPECIAL TEAMS STATISTICS

SPECIAL TEAM CATEGORY	OUR TOTALS	Cedar C	Interlake	Issaquah	Liberty	Mercer I	Mt. Sinai	Newport	Samm	Skyline
Avg. Kickoff Return (yds)	10.87	23.6	12.8	8.3	14	16.2	14.66	11	16.4	14.4
Kickoff Coverage (yds allowed)	13.94	22.66	17.12	11	7.85	6.4	7.33	18.66	15	19.5
Avg. Gross K. O. (yds)	39.76	43.1	38.28	38.3	32.0	32.0	37.16	40.83	46.5	50
Opponent's Gross K.O. (yds)	39.5	38.0	47.3	25.9	52.5	34.8	41.3	28.2	44.2	54.2
Avg. Punt Returns (yds)	7.73				13.3			9	7	1.6
Avg. Gross Punt (yds)	34.34	34	36	30.6	37	32	33.6	33	36.5	35
Avg. Net Punt (yds)	26.61									
Punts Inside the 20 (number)										
Avg. Punt Coverage (yds allowed)				9			12		81	
Opponent's Gross Punt (yds)	30.03	30	22		33.6		37		21.25	36.33
Kick Security (# of Opp. Blocks)										
Blocked Kicks (number)										
Points Scored		7	5	3	5	1	7	8	3	1
Points Against		3	2	2	8	7	0	2	14	4
Extra Point Percentage	32/41 78%	7/8 87%	5/7 71%	3/5 60%	3/5 60%	1/3 33%	4/4 100%	5/5 100%	3/3 100%	1/1 100%
Field Goals							1	1		
Field Goal Percentage							1/1	1/1		
Opponent's Field Goals						1/1			1/1	
Onside Kick Recovery										
Onside Kick Allowed										
Fake Punt Success						1/1				
Fake Punt Allowed										

# DEFENSIVE NUMBERS

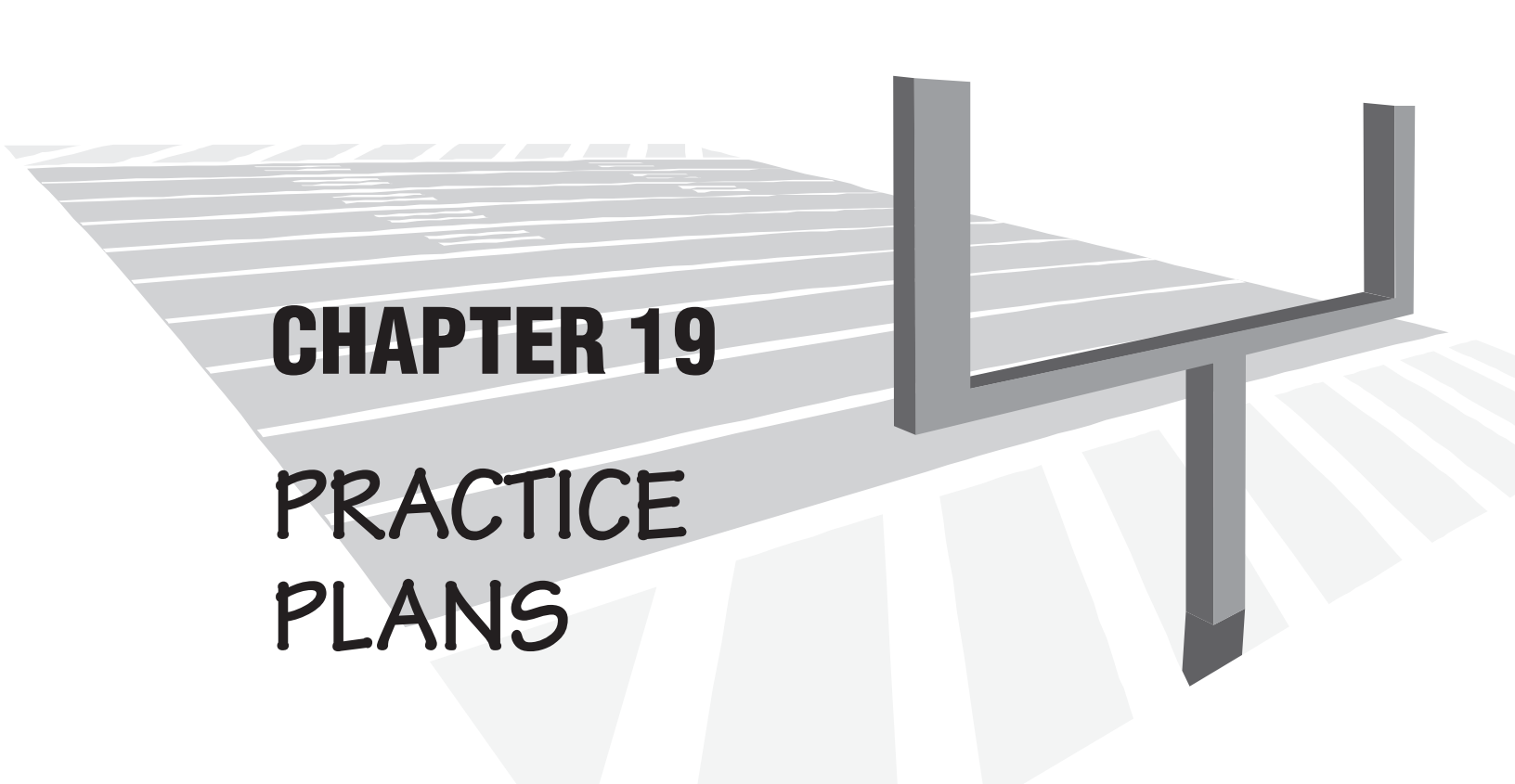
Game: \_\_\_\_\_ Season: \_\_\_\_\_

NAME	SOLO TACKLES	ASSISTS	TOTAL	TFL (YDS ONLY)	SACKS (YDS ONLY)	FUMBLE RECOV.	PUNT BLOCK	KICK BLOCK	INT	RETURN YDS

## DEFENSIVE NUMBERS

Game: \_\_\_\_\_ Season: \_\_\_\_\_

NAME	SOLO TACKLES	ASSISTS	TOTAL	TFL (YDS ONLY)	SACKS (YDS ONLY)	FUMBLE RECOV.	PUNT BLOCK	KICK BLOCK	INT	RETURN YDS
<b>SECONDARY</b>										
1 Carr, Y										
2 Englund	10	5	15			1			1	
22 Tapia	8	5	13							
10 Willis										
48 Tobin		1	1							
13 Whittlesey										
14 Lytle										
15 Coombs	43	17	60		1				1	
20 Smith, G										
24 Walker	8	11	19							
25 Warnick										
34 Carr, P	17	10	27						2	
36 Trefethen										
41 Maria, O										
<b>LINEMEN</b>										
37 Coyne	18	24	42		1			1	1	
44 Mutzel	28	24	52		14.5					
53 McCormick						1				
55 Breedt	8	25	33		3					
58 Campbell										
61 Schwartz, S										
62 Whitehead	3	7	10							
63 Mutzel, M	8	15	23			1				
66 Tremper										
68 Pederson										
70 Adams										
72 Smith, B										
74 Johanson										
77 Stanley	2		2		1					
79 Braund	12	18	30		2.5					
80 Brenner										
86 Maria, J										
<b>LINEBACKERS</b>										
9 Kellogg	10	14	24						1	
21 Warren	11	4	15							
30 Cruz	2	1	3		1					
42 Johnson	3	4	7							
56 Wilkerson	50	46	96		1	1				
69 Bumgardner	5	3	8							
90 Driftmier	30	34	64		1	1			1	
50 Tsao	1		1							



# CHAPTER 19

## PRACTICE PLANS

TO SUCCEED as a coach in this game, practice sessions must be fully organized — with no wasted time. This chapter aims to provide coaches with some sample workout forms.

The Practice Plan Form (19.1) is a simple, detailed form to keep track of time and make notes of certain things you want to accomplish during each practice session.

The General Practice Plan Breakdown (19.2) is used for more general team practice planning. It is followed by the Weekly

Practice Plan (19.3) that you can use as a general outline for specific things to cover each week of your season.

The last form in the chapter, Kicking Game Workout Form (19.4) is a practice plan form that is specific to the kicking game. This form was adapted from “The Kicking Game: Contender or Pretender,” by William Mitchell, kicking coach at the U.S. Air Force Academy, that appeared in the American Football Coaches Association’s *1994 Summer Manual*.

# GENERAL PRACTICE PLAN FORM

Practice Date: \_\_\_\_\_ Next Opponent: \_\_\_\_\_

TIME	PRIOR TO PRACTICE:			
	TEAM STRETCH:			
	AGILITIES:			
	PER	OFF / DEF LINE	REC / LB	QB / RB / DB
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
	13			
	14			
	15			
	16			
	17			
	18			
	19			
	20			
	21			
	22			
	23			

NOTES: \_\_\_\_\_  
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# GENERAL PRACTICE PLAN FORM

Practice Date: 8/29 Next Opponent: Interlake

TIME	PRIOR TO PRACTICE:		
5:00	Weights		
6:00	Chalk - counter, option keep, belly, HB belly, sweep, trap, 109-901 HB toss, 145 HB lead, 146 sally, zap 943 pass, 943 + go		
	TEAM STRETCH:		
7:00	Specialty - Danny, Thurston, Jerrell, Phil, Tappia, JA		
7:10	Cal - stretch, run speed up		
	AGILITIES:		
7:20	Team take off - Full doubles, HB belly, zap pitch, zap trap, zap pass, 943 + go, toss, full house		
		OFF / DEF LINE	REC / LB
	PER	QB / RB / DB	
7:35	1	Defensive team take off	
7:40	2	Tackle backs	
7:45	3		
7:45	4	TNT - LBers inside drill	D-backs daily's
7:55	5		
7:55	6	D-line alignment pass rush	/ 7 on 7 our offensive routes
8:05	7		
8:05	8	Blue defense vs Scout offense	
8:30	9		
8:30	10	Field goal live	
8:35	11		
8:35	12	Off-line - stance, low, pull-footwork	/ RBs attack block - sweep / WRs stock blue
8:45	13		
8:45	14	Sweep drill, counter, option keep, sweep, full, 22-25, HB lead, toss	
9:00	15		
9:00	16	Team Off vs Scout Def	
9:10	17		
9:10	18	Offensive condition by position	
9:15	19		
9:15	20	Victory Sprints	
	21		
	22		
	23		

NOTES: Wed: 9:00 - 11:00 Baseball field. No weights.  
Thurs: 5:00 Weights, 6:00 Chalk, Roster, ASB - practice  
Fri: 5:30 blue jerseys, gold pants, white socks, no earrings or head bands.



# GENERAL PRACTICE PLAN BREAKDOWN

Practice Date: \_\_\_\_\_ Next Opponent: \_\_\_\_\_

PRIOR TO PRACTICE:

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TIME	ACTIVITY

FIELD SET-UP & PICK-UP:

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# GENERAL PRACTICE PLAN BREAKDOWN

Practice Date: 8/29 Next Opponent: Interlake

<b>PRIOR TO PRACTICE:</b>	
<u>Group meetings</u>	
<u>Film Review: Quarterbacks and Running Backs</u>	
<u>Field Set-Up</u>	
<u>Individual Work On Field</u>	
TIME	ACTIVITY
3:00 – 3:15	<u>Suit up</u>
3:15- 3:30	<u>Specialty time</u>
3:30 – 3:40	<u>Cals, stretch, necks, run technique, reaction</u>
3:40 – 3:45	<u>Team take off</u>
3:45 – 3:55	<u>Special teams</u>
3:55 – 4:35	<u>Group breakdown</u>
4:35 - 5:15	<u>Team breakdown</u>
5:15 - ???	<u>Conditioning</u>
<b>FIELD SET-UP &amp; PICK-UP:</b>	
<u>LINE: sleds and bags</u>	
<u>BACKS: balls, tees and vests</u>	
<u>RECEIVERS: bags, chains, cones and hoses</u>	

**NOTES:** Check to see that shed is neat and locked.  
Players are not sent to the field to work alone.  
Players are not to be left alone in the locker room.  
Staff after practice – cover weight room or locker room.  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# WEEKLY PRACTICE PLAN

Week of: \_\_\_\_\_ Next Opponent: \_\_\_\_\_

**MONDAY:**

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**TUESDAY:**

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**WEDNESDAY:**

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**THURSDAY:**

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**FRIDAY:**

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**SATURDAY:**

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# WEEKLY PRACTICE PLAN

Week of: 8/24 Next Opponent: Interlake

**MONDAY:**

OFFENSE

1. Full pads.
2. Team takeoff (offense).
3. Offense vs. C-team with bags.
4. Finish offense with goal-line drill.
5. Script offense.
6. 15-minute team defense #1 vs. C-team offense.

**TUESDAY:**

DEFENSE

- |                                        |                                                       |                        |
|----------------------------------------|-------------------------------------------------------|------------------------|
| 1. Team takeoff (offense and defense). | 2. 1 contact drill.                                   | 3. Team tackle drills. |
| 4. Kickoff, KR before group.           | 5. Group breakdown — defense.                         | 6. Group tackle.       |
| 7. Punt, PR every 8th play.            | 8. Inside drill.                                      | 9. Goal-line — live.   |
| 10. Awards.                            | 11. 15-minute team offense #1 - #2 vs. #3 on defense. |                        |

**WEDNESDAY:**

OFFENSE

- |                                                       |                               |                           |
|-------------------------------------------------------|-------------------------------|---------------------------|
| 1. Team takeoff (offense and defense).                | 2. Group breakdown — offense. | 3. Punt, PR before group. |
| 4. Sweep drill.                                       | 5. Script offense.            |                           |
| 6. 30-yard drive — PAT going in, punt out.            | 7. Goal-line — live.          |                           |
| 8. 15-minute team on defense #1-#2 vs. #3 on offense. |                               |                           |

**THURSDAY:**

DEFENSE — SPECIAL TEAMS — REVIEW

- |                                    |                          |                                |
|------------------------------------|--------------------------|--------------------------------|
| 1. Full pads.                      | 2. Tackle drills (form). | 3. Group breakdown (optional). |
| 4. Team takeoff (offense-defense). | 5. D-rec.                | 6. O-review.                   |
| 7. Special teams.                  | 8. Team dinner.          |                                |

**FRIDAY:**

GAME DAY

**SATURDAY:**

- |                           |                     |                      |
|---------------------------|---------------------|----------------------|
| 1. Coaches Meeting.       | ✓ Review game film. | ✓ Review scout film. |
| ✓ Review scouting report. | ✓ Form game plan.   | ✓ Personnel review.  |
| 2. Players film review.   |                     |                      |
| 3. Players walk-through.  | A. Offense.         | B. Defense.          |

# KICKING GAME WORKOUT FORM

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**AGENDA**

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**CHART 1: KICKING**

		Left Hash			Middle			Right Hash				
G. L.											G. L.	
5		---	---	---	---	---	---	---	---	---	5	
10		---	---	---	---	---	---	---	---	---	10	
15		---	---	---	---	---	---	---	---	---	15	
20		---	---	---	---	---	---	---	---	---	20	
25		---	---	---	---	---	---	---	---	---	25	
30		---	---	---	---	---	---	---	---	---	30	
35		---	---	---	---	---	---	---	---	---	35	
40		---	---	---	---	---	---	---	---	---	40	

**CHART 2: KICKOFF**

		Left Hash			Middle			Right Hash				
G. L.											G. L.	
5				---						---	5	
10											10	
15				---						---	15	
20											20	
25				---						---	25	
30											30	

# KICKING GAME WORKOUT FORM

Name: Chris MacInnis Date: 8/25

## AGENDA

1. Warm-up: 15 minutes FLEX.
2. Jog one lap.
3. 3 kicks from left hash / 3 kicks middle / 3 kicks from right hash mark  
(indicate X = good or O = miss).
4. 30 kickoffs (indicate with X where ball hits).
5. Finish with 10 onside kicks and 3 tackles.

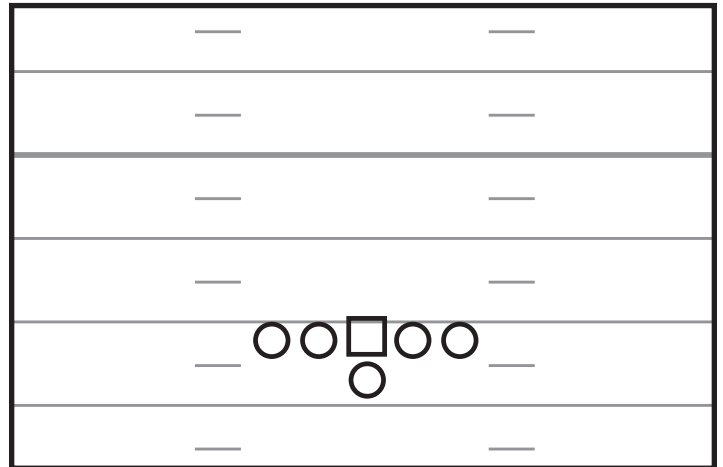
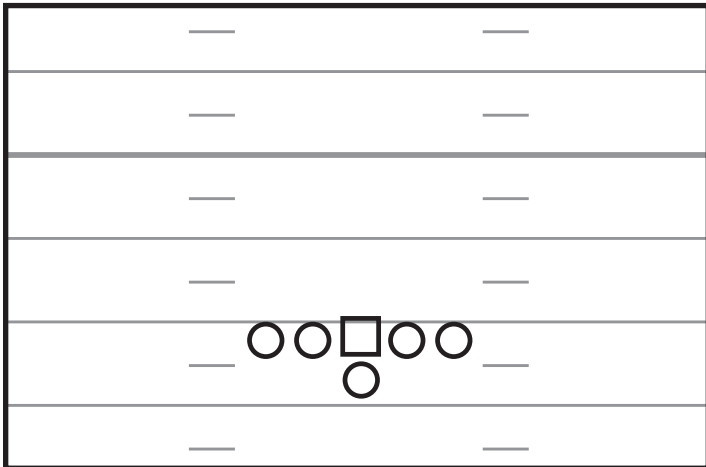
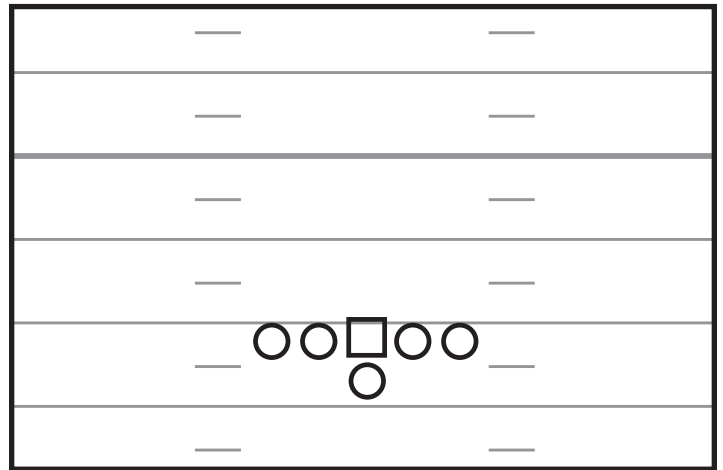
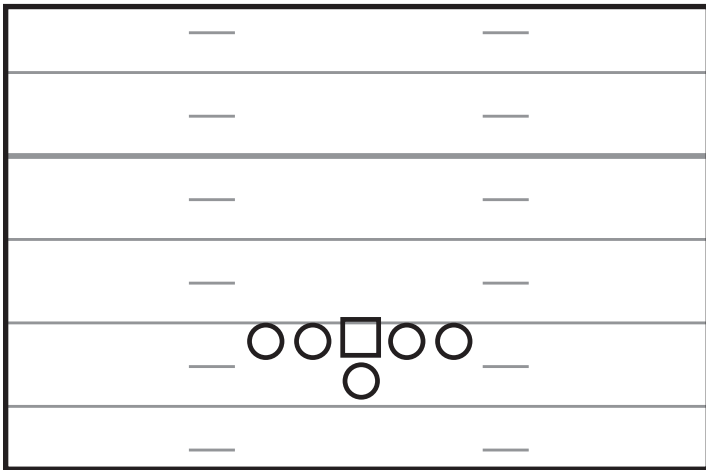
## CHART 1: KICKING

	Left Hash			Middle			Right Hash			
G. L.										G. L.
5										5
10	1.19 X	1.09 X	1.20 X	1.19 X	1.18 X	1.18 X	1.20 X	1.19 X	1.20 X	10
15										15
20	1.19 X	1.21 X	1.19 X	1.19 X	1.18 X	1.20 X	1.21 X	1.19 X	1.18 X	20
25									1	25
30	1.19 X	1.18 O →	1.20 X	1.20 X	1.18 X	1.18 X	1.19 X	1.20 X	1.19 O	30
35	1.20 X	1.19 X	1.18 O →	1.20 X	1.18 X	1.19 X	← 1.18 O	1.20 X	1.19 O →	35
40					1.18 O →					40
					5					

## CHART 2: KICKOFF

G. L.										G. L.
5										5
10										10
15										15
20										20
25										25
30										30

# COACHING NOTES



NOTES: \_\_\_\_\_

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# CHAPTER 20

# MISCELLANEOUS FORMS & CHECKLISTS

IN THIS CHAPTER, you will find several additional forms that can be of use in running a well-managed program.

The first form, Individual Statistics — Game (20.1), captures all offensive, defensive and special teams statistics on one sheet of paper.

The next two forms, Game-Day Equipment List (20.2) and First Aid Kit Equipment List (20.3), can help coaches, managers and trainers see that the team is properly prepared at all times.

Next is a Conditioning Evaluation Form (20.4) that you can use as a means of

measuring an athlete's progress in the weight room and in the gym.

The final forms in the chapter all concern equipment, and provide various samples for managing equipment inventories. The Football Equipment Checkout List (20.5), Inventory Sheet (20.6) and High School Athletic Inventory Form (20.7) were adapted from *Complete Communications Manual for Coaches and Athletic Directors*, by Susan and Steven Mamchak.

The final form, Football Equipment Issue Form (20.8) was adapted from the *2003 Coaching Academy Playbook*.



# INDIVIDUAL STATISTICS — GAME

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

NAME	RUSHING		RECEIVING		PASSING				
	ATT	YDS	NUM	YDS	ATT	COMP	INT	TD PASS	YDS

NAME	SCORING					KICKING			
	TDS	2 PT	1 PT	FG	SAFETY	KICK-OFFS		PUNTS	
						ATT	YDS	ATT	YDS

NAME	DEFENSIVE STATS			KICK RETURN		PUNT RETURN		RETURN YDS	
	OPPONENT FUM REC.	INT.	TACKLES	ATT	YDS	ATT	YDS	FUM REC.	INT.

# GAME-DAY EQUIPMENT CHECKLIST

Date: \_\_\_\_\_

<b><u>TOOL BOX</u></b> <ul style="list-style-type: none"><li><input type="checkbox"/> 6 extra mouth guards</li><li><input type="checkbox"/> 2 bags of extra shoulder pad buckles</li><li><input type="checkbox"/> 2 Philips screwdrivers</li><li><input type="checkbox"/> 1 flat tip screwdriver</li><li><input type="checkbox"/> Shoulder pad straps</li><li><input type="checkbox"/> Scissors</li><li><input type="checkbox"/> Face mask clips</li><li><input type="checkbox"/> 6 extra chin straps</li><li><input type="checkbox"/> 6 extra shoe laces</li><li><input type="checkbox"/> 6 extra shoulder pad cords</li><li><input type="checkbox"/> Ear pads: 6 large, 6 medium and 6 small</li><li><input type="checkbox"/> Air pump with needles</li><li><input type="checkbox"/> Box of chalk</li></ul> <b><u>BALL BAG</u></b> <ul style="list-style-type: none"><li><input type="checkbox"/> 12 Footballs (4 game balls)</li><li><input type="checkbox"/> 2 sets kickoff/PAT tees</li></ul>	<b><u>EXTRA PAD KIT</u></b> <ul style="list-style-type: none"><li><input type="checkbox"/> 4 knee guards</li><li><input type="checkbox"/> 4 thigh pads</li><li><input type="checkbox"/> 6 tail guards</li><li><input type="checkbox"/> 6 hip pads</li><li><input type="checkbox"/> 2 belts</li><li><input type="checkbox"/> 2 jerseys</li><li><input type="checkbox"/> 2 game pants</li></ul> <b><u>MISCELLANEOUS</u></b> <ul style="list-style-type: none"><li><input type="checkbox"/> Towel bag/towels</li><li><input type="checkbox"/> Sideline capes</li><li><input type="checkbox"/> Cleat cleaner (grass fields only)</li></ul> <b><u>FILM AND HEADSET CHECKLIST</u></b> <ul style="list-style-type: none"><li><input type="checkbox"/> Varsity camera charged and packed</li><li><input type="checkbox"/> 3 tapes for all games labeled</li><li><input type="checkbox"/> 1st scout camera charged</li><li><input type="checkbox"/> 2nd scout camera charged</li><li><input type="checkbox"/> Headphones charged and tested</li><li><input type="checkbox"/> Back up headsets</li><li><input type="checkbox"/> Walkie talkies tested with spare batteries for each unit</li></ul>
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Notes: \_\_\_\_\_

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# FIRST AID KIT EQUIPMENT LIST

Game: \_\_\_\_\_ Game Date: \_\_\_\_\_

ITEM	QUANTITY	COMMENTS
<input type="checkbox"/> Ace Bandages	6 two-inch; 6 four-inch; 6 six-inch	
<input type="checkbox"/> Alcohol Wipes	1 box	
<input type="checkbox"/> Ammonia Capsules	1 Box	
<input type="checkbox"/> Antiseptic	2 tubes or 2 spray bottles	
<input type="checkbox"/> Aspirin	1 bottle	only with doctor consent
<input type="checkbox"/> Band-Aids	1 box	
<input type="checkbox"/> Braces	Ankle, various sizes	lace-up types
<input type="checkbox"/> Butterfly Stripes	1 box	
<input type="checkbox"/> Cotton	1 roll	
<input type="checkbox"/> Cotton Swabs		
<input type="checkbox"/> Examination gloves	1 box in sterile packs	
<input type="checkbox"/> Eye-Black	1 tube	
<input type="checkbox"/> First Aid Cards	1 per player	emergency treatment permission
<input type="checkbox"/> First Aid Chart		
<input type="checkbox"/> First Aid Cream	1 tube	
<input type="checkbox"/> Flash Light	1	
<input type="checkbox"/> Gauze Pads (Sterile)	All sizes	10 of each size
<input type="checkbox"/> Ice Packs	6	
<input type="checkbox"/> Insect Repellent	1 spray can	
<input type="checkbox"/> Insect Sting Kit		
<input type="checkbox"/> List of Emergency phone numbers		
<input type="checkbox"/> Mirror		
<input type="checkbox"/> Mole Skin	1 roll	
<input type="checkbox"/> Mouth Guards		
<input type="checkbox"/> Plastic Bags	12	for ice
<input type="checkbox"/> Paper & Pencil/Pen		
<input type="checkbox"/> Pre-wrap	6 rolls	
<input type="checkbox"/> Safety pins	10	
<input type="checkbox"/> Saline Solution	1 bottle	for eyes
<input type="checkbox"/> Scissors	1 pair	
<input type="checkbox"/> Shoelaces	4 pair	
<input type="checkbox"/> Tape (white)	12 rolls	
<input type="checkbox"/> Tape (brown-stretch)		
<input type="checkbox"/> Tape Cutters		
<input type="checkbox"/> Tongue Depressors		
<input type="checkbox"/> Tweezers		
<input type="checkbox"/> Triangular Bandage	2	

# CONDITIONING EVALUATION FORM

Position: \_\_\_\_\_ Evaluation Date: \_\_\_\_\_

PLAYER NAME			STRENGTH						SPEED	ENDURANCE	AGILITY
	Wt	Year	Bench	Ratio	Squat	Ratio	Hang Clean	Ratio	40 yd Dash	300 Shuttle	Pro Agility

**FOOTBALL EQUIPMENT CHECKOUT LIST**

Player Name: \_\_\_\_\_ Home Room: \_\_\_\_\_  
 Locker No.: \_\_\_\_\_ Home Address: \_\_\_\_\_  
 Birth Date: \_\_\_\_\_ Phone No.: \_\_\_\_\_

Helmet: _____	Game Jersey
Shoulder Pads: _____	Home: _____
Hip Pads: _____	Away: _____
Knee, Thigh Pads: _____	Hand pads: _____
Game Pants: _____	Elbow, Arm Pads: _____
Practice Pants: _____	Shoes (size): _____
Practice Jersey: _____	Belt: _____
	Neck Brace: _____

Insurance: \_\_\_\_\_

Physical: \_\_\_\_\_

Parent Permission: \_\_\_\_\_

Player's Signature: \_\_\_\_\_

Comments: \_\_\_\_\_  
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# HIGH SCHOOL ATHLETIC INVENTORY FORM

Sport: \_\_\_\_\_ Date: \_\_\_\_\_

Coach: \_\_\_\_\_

- Equipment     Uniform  
(use one sheet for each)

ARTICLE / ITEM	NO. ON HAND	CONDITION			DISCARD & NO. TO REPLACE
		GOOD	FAIR	POOR	

# EQUIPMENT ISSUE FORM

Season: \_\_\_\_\_ Year In School: \_\_\_\_\_

Name: \_\_\_\_\_ Position: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

ARTICLE	SIZE	NUMBER	DATE ISSUED	DATE RETURNED
Shoes				
Practice Jersey				
Practice Pants				
Shoulder Pads				
Girdle Pads				
Thigh Pads				
Knee Pads				
Scrimmage Vest				
Socks				
T-shirt				
Notebook				
Game Jersey – Home				
Game Jersey – Away				
Game Pants				
Game Hose				
Special Equipment				

Address: \_\_\_\_\_ Phone: \_\_\_\_\_

Family Doctor: \_\_\_\_\_

Medical Exam Card: \_\_\_\_\_

Patient Permission Slip: \_\_\_\_\_ Transportation Slip: \_\_\_\_\_

Locker #: \_\_\_\_\_ Lock #: \_\_\_\_\_

Combination: \_\_\_\_\_ Homeroom: \_\_\_\_\_

Player's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Notes: \_\_\_\_\_

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Name: \_\_\_\_\_

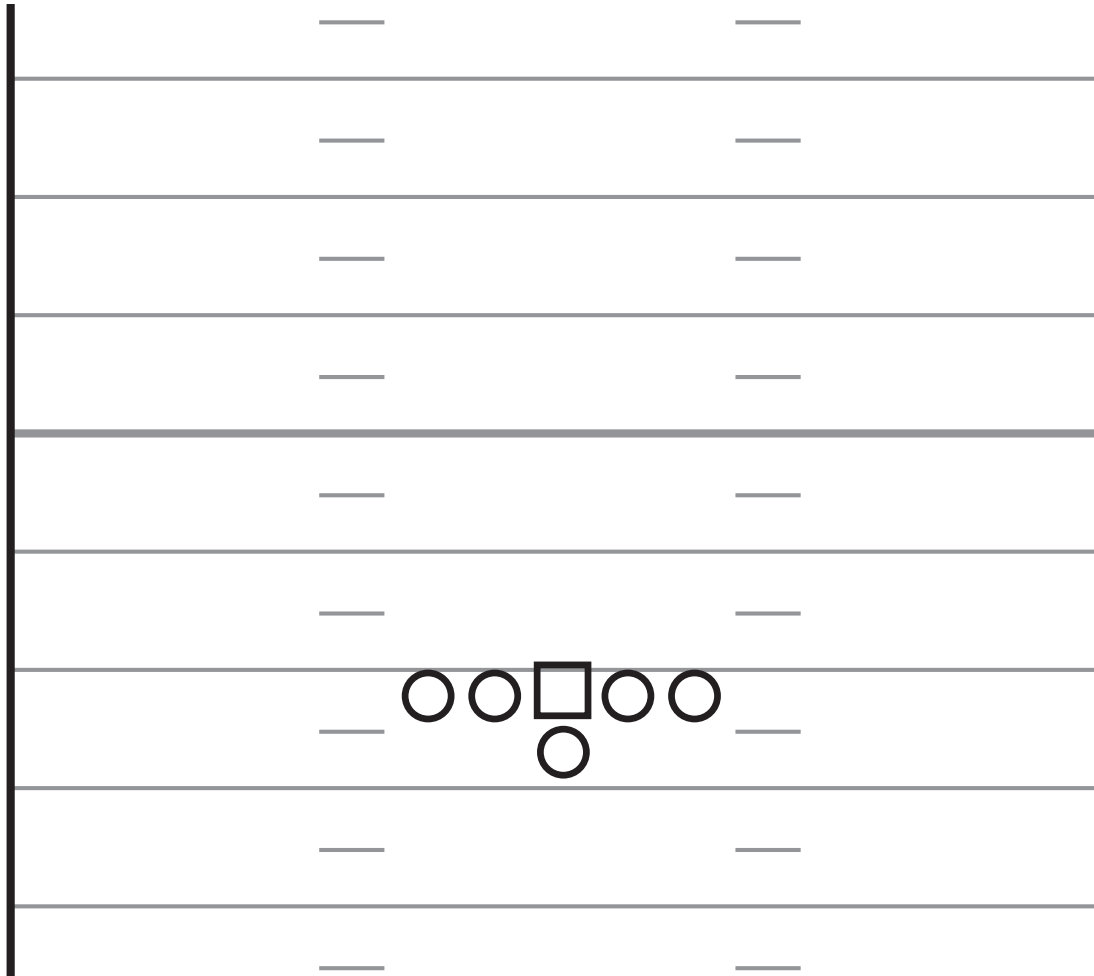
Address: \_\_\_\_\_

School Name: \_\_\_\_\_

Coaching Title: \_\_\_\_\_

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Name of play \_\_\_\_\_

Description of play: \_\_\_\_\_

\_\_\_\_\_  
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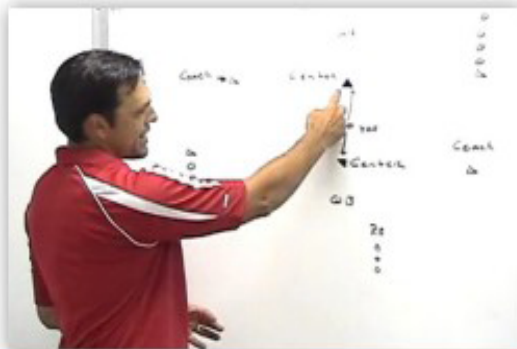
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7v7, T	6	Drop Back 1	47	1st&10	L
7v7, T	6	Dropback 2	48	1st&10	L
7v7, T	4	Dropback 3	49	1st&10	L
7v7, T	4	Dropback 4	50	1st&10	L
7v7, T	3	Dropback 5	51	1st&10	L
7v7, T	3	Dropback 6			

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