

UAPB FOOTBALL

SCOUTING REPORT



WALT BEAZLEY/UNIVERSITY OF TULSA



VS



Chapman Stadium

TV: ESPN+

Radio: BIG COUNTRY 99.5 FM

KXBL RADIO

Aug 31 (Thursday)

7 p.m. (CT)

UAPB FOOTBALL

THE BALL

12% RULE

Turnovers:

- Sacks:
- Penalties:
- Drop balls:



UAPB

FOOTBALL

Weekly Schedule

- **Sunday (Review and Plan)**
- **Monday (Review and Presentations)**
- **Tuesday (Competition Tuesday)**
- **Wednesday (Ball Security Wed)**
- **Thursday (Sweep the Corners)**
- **Friday (Lock In)**

“You Will Play Like you Practice!”



UAPB FOOTBALL

2023 OFFENSIVE SCOUTING REPORT

UAPB
GOLDEN LIONS



VS



TULSA
GOLDEN HURRICANES

AUGUST 31ST, 2023 @7:00pm CT
H.A. CHAPMAN STADIUM – TULSA, OK

OVERALL
11-2

PCT
84.60

STREAK
1L

HOME
5-0




AWAY
6-0

NEUTRAL
0-2

HEAD COACH: DANA HOLGORSEN (3RD SEASON AS HC)
DEF COORDINATOR: DOUG BELK (1ST SEASON AS DC)

PERSONNEL

TULSA 2023 PROJECTED DEFENSIVE BACKS

 TYREE CARLISLE #4 LCB 6'1" 180 SR TRANSFER IND. CC 2020: 15 TCKLS, 3 ASST. 2021: 18 TCKLS	 KENDARIN RAY #1 SAF 6'3" 208 GR 2022 CAREER TCKLS: 67 TFL, 15 PBU, 4 INT, 1 INT 7 GAMES W/10+ TCKLS	 KANYON WILLIAMS #9 FS 6'0" 190 GR TRANSFER OKSU 2020: 11 TCKLS 2021: 7 TCKLS, SPT CAPTAIN 2022: 7 TCKLS	 DEMARCO JONES #6 RCB 6'0" 185 GR TRANSFER OKSU 31 GAMES TOTAL 2020/2021: SPT PLAYER 2022: 30 TCKLS
LEFT CORNER	LEFT SAFETY	RIGHT SAFETY	RIGHT CORNER
 KENNEY SOLOMON II #7 LCB 6'0" 170 SR TRANSFER 2020: MOST SPT 2021: 4 TCKL, 3 PBU 2022: 19 TCKL, 2 PBU, 1 INT	 LI WALLACE #3 MLB 6'2" SAF GR TRANSFER 2018: CU FIGHT 2019: IOWA WEST 17 TCKLS 2 PBU TULSA: 27 TCKLS, 1 INT, 1 INT	 SEAN O'KEEFE #10 FS 6'2" 195 RS JR	 KEUJAN PARKER #5 RCB 5'11" 178 RS SO TRANSFER 2020: MOST SPT 2021: 4 TCKL, 3 PBU 2022: 19 TCKL, 2 PBU, 1 INT
CORNER SR/TR TENNESSEE	SAFETY GR/TR IOWA, WEST/ CU	SAFETY RS JR	CORNER RS SO/TR ARKANSAS
 JARDE OLIVER #25 NI 6'2" 212 RS SR 2020: 11 TCKLS, 9 SOLO 2021: 39 TCKLS, 5 PBU, 1 INT 2022: 14 TCKLS, 3 PBU, 3 INT	 JEHLEN CANNADY #2 NI 5'11" 180 RS SR TRANSFER 2020: 11 TCKLS, 9 SOLO 2021: 39 TCKLS, 5 PBU, 1 INT 2022: 14 TCKLS, 3 PBU, 3 INT	#10 FS 2022: 7 GAMES, 3 TCKLS	#10 FS 2022: 7 GAMES, 3 TCKLS
NICKEL	NICKEL RS SR/TR GEORGIA		

COLOR INDICATES STARTERS FROM LAST SEASON

FIELD



- THE CB'S ARE OLDER GROUP, VERY EXPERIENCED.
- 2021 RETURNING STARTERS: 2
- STRENGTH OF SECONDARY IS TACKLING

IMPACT PLAYERS

- #1 KENDARIN RAY – SAFETY
- #9 KANYON WILLIAMS – SAFETY
- #4 TYREE CARLISLE – CORNERBACK

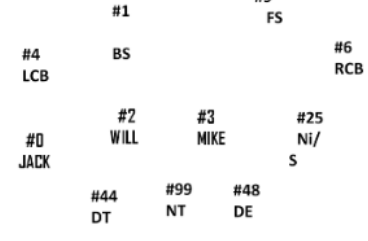
DEFENSIVE BACKS

TOP PLAYER #1 KENDARIN RAY

DEFENSIVE GROUP STRUCTURE

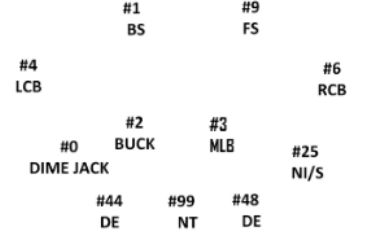
BASE 3 DOWN

COV. 0 AND COV. 40



3 DOWN DIME

COV. 0 AND COV. 40








RED INDICATES SUBS

FIELD



PERSONNEL

TULSA 2023 PROJECTED DEFENSIVE FRONT

 Julien Simon #24 6'1" 230 R-So 2021: Re-signed at USC 2022:	 Dorian Hopkins #41 6' 236 R-Sr 2021: 26 Tackles in 13 games played 2 forward fumbles 2022:	 Mitchell Kulklin #40 6' 218 GR 2021: 13 Tackles in 13 games played 2022:	 Jarde Oliver R-Sr 6'2" 212 2021: Started 6 games played in 12 21 Career games 50 tks 5 PBU 1 INT
SAM TRANS USC	MIKE	WILL	NI
 Brian Johnson #6 6'1" 198 R-Sr Transfer- A&M 2021: 9 Games total of 6 tackles 2022: 11 Tackles in 10 games	No info	 Cade Lopez #54 6' 215 Transfer from Hutch CC 2020: 22 TCKLS, 2 TFL, 1 SACK 2021: 83 TCKLS, 4 TFL, 1 SACK, 3 FF	 Jehlen Cannady #2 6' 215 R-JR Transfer- UGA 2021: Walk on at UGA
SAM	MIKE	WILL	NI TRANS UGA

COLOR INDICATES STARTERS FROM LAST SEASON

FIELD



- THE CB'S PLAY LT & RT. SAFETIES ARE FLD / BNDRY. REST OF D IS FORMATIONAL.
- 2021 RETURNING STARTERS: 10
- STRENGTH OF DEFENSE IS THEIR SECONDARY. #8 IS THE MOST VERSATILE PLAYER

IMPACT PLAYERS

- #32 GERVARRIUS OWENS – SAFETY
- #2 DEONTAY ANDERSON - BUCK
- #10 CHIDOZIE NWANKWO - DT

DEFENSIVE LINE

- SACK LEADER #92 LOGAN HALL
- FREEDOM TO SLANT & PENETRATE
- STRONG AT POA – GOOD 8 MAN ROT.

LINEBACKERS

- LEADING TACKLER #2
- ARE NOT COMFORTABLE IN SPACE
- BIG PHYSICAL LB'S

DEFENSIVE BACKS

- TOP PLAYER NOT EXPECTED TO PLAY
- SAFETIES HARD IN RUN FITS
- EXPERIENCED SECONDARY

RED INDICATES SUBS


FIELD



- 4 DOWN TE OVER G BASED WITH 4 DOWN VARIATIONS. 14% PRESSURE
- WILL MIX 3D FRONT ON 3RD DOWNN (7%). DO NOT HAVE TO SUB TO GET IN IT.
- FUNDAMENTALLY SOUND UNIT & PLAY WITH GOOD TECHNIQUE ACROSS THE BOARD

PERSONNEL

TULSA 2023 PROJECTED DEFENSIVE FRONT

 OWEN OSTROSKI #48 DE 6'2" 262 R-SO	 EVERITT ROGERS #99 NT 6'2" 305 SR	 JOSEPH ANDERSON #44 DT 6'0" 281 GR	FIRST LAST #00 JACK 0'0" 000 YR
2022: 3 GAMES, 1 TKL, RDSHRT	2021: 8 GAMES, 10 TKLS 2022: NO STATS	2021: 22 TKL, 3.5 TFL, 1 SACK 2022: NO STATS	
END	NOSE	TACKLE	JACK
 BEN KOPENSKI #21 DE 6'1" 255 GR	 JAYDEN SIMON #90 NT 6'5" 330 RS-JR	 ZAID HAMDAN #57 DT 6'0" 255 GR	FIRST LAST #00 JACK 0'0" 000 YR
2022: MOSTLY SPT PLAYER AT OKSU	2022: SCOUT TEAM POY AT COLORADO	2021: 3 GAMES AT JMU	
END GR TRANS OK STATE	NOSE TRANS COLORADO	TACKLE GR TRANS SILL, JMU, OHIO STATE	JACK
 VONTROY MALONE #32 DE 6'5" 225 R-FR	 JUSTIN LOHRENZ #94 DT 6'5" 255 R-SO		
2022: REDSHIRT	2022: 4 GAMES		
DE	DT TRANS WASHINGTON STATE		



COLOR INDICATES STARTERS FROM LAST SEASON FIELD →

DEFENSIVE GROUP STRUCTURE

BASE 3 DOWN					
CB'S: LT / RT		#1 BS		#9 FS	#6 RCB
SAF'S: FLD / BDRY	#4 LCB				
LB'S: FLD / BDRY	#00 JACK	#40 WILL	#41 MIKE		#25 Ni/S
DE'S: FLD / BDRY		#44 DT	#99 NT	#48 DE	
3 DOWN DIME					
CB'S: LT / RT		#1 BS	#22 DIME JACK		#9 FS
SAF'S: FLD / BDRY	#4 LCB				#6 RCB
LB'S: FORMATION #2 COMES OUT & #4 COMES IN		#40 WILL	#41 MLB		#25 Ni/S
#6 COMES IN AS THE DIME					
DE'S: FORMATION WHOMEVER IS IN AT NOSE WILL COME OUT		#44 DE	#99 NT	#48 DE	

RED INDICATES SUBS FIELD →

- THE CB'S PLAY LT & RT. SAFETIES ARE FLD / BDRY. REST OF D IS FORMATIONAL.
- 2021 RETURNING STARTERS: 10
- STRENGTH OF DEFENSE IS THEIR SECONDARY. #8 IS THE MOST VERSATILE PLAYER

- 4 DOWN TE OVER G BASED WITH 4 DOWN VARIATIONS. 14% PRESSURE
- WILL MIX 30 FRONT ON 3RD DOWN (7%). DO NOT HAVE TO SUB TO GET IN IT.
- FUNDAMENTALLY SOUND UNIT & PLAY WITH GOOD TECHNIQUE ACROSS THE BOARD

IMPACT PLAYERS

- #32
- #2
- #10

DEFENSIVE LINE

- SACK LEADER #44 JOSEPH ANDERSON
- F
- S

LINEBACKERS

- LEADING TACKLER #2
- ARE NOT COMFORTABLE IN SPACE
- BIG PHYSICAL LB'S

DEFENSIVE BACKS

- TOP PLAYER NOT EXPECTED TO PLAY
- SAFETIES HARD IN RUN FITS
- EXPERIENCED SECONDARY

UAPB

FOOTBALL

COVERAGE

REPORT

FRONT

BLITZ

STUNTS

UAPB FOOTBALL

CREATING EXPLOSIVES

“THIS IS WHO WE ARE”

(9)

AN EXPLOSIVE RUN IS:

 10+ YDS

AN EXPLOSIVE PASS IS:

 16+ YDS

UAPB FOOTBALL

**3RD DOWN
“CONVERT”
(40%)**



UAPB FOOTBALL

**3RD DOWN
“CONVERT”
(40%)**



UAPB

FOOTBALL

REDZONE

100%



UAPB FOOTBALL

REDZONE

UAPB FOOTBALL

GAME PLAN



UAPB

FOOTBALL

FRONT

BLITZ

RUN GAME

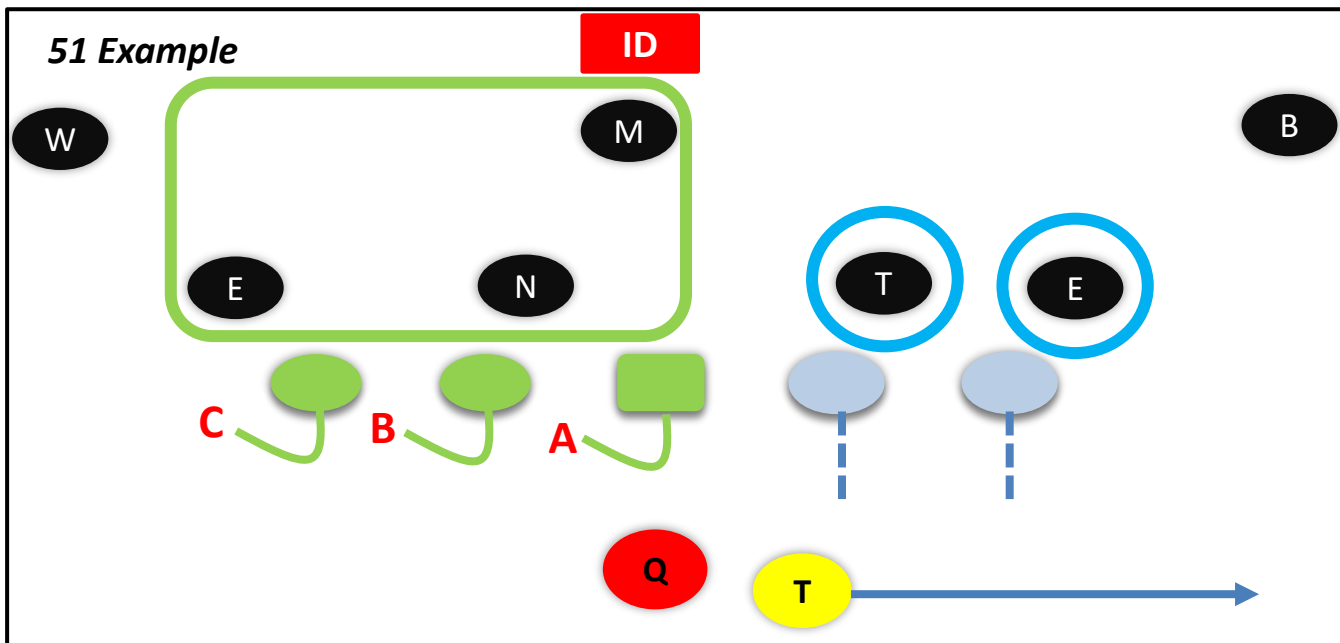
PROTECTION

UAPB FOOTBALL

RUN GAME

UAPB FOOTBALL

Protections

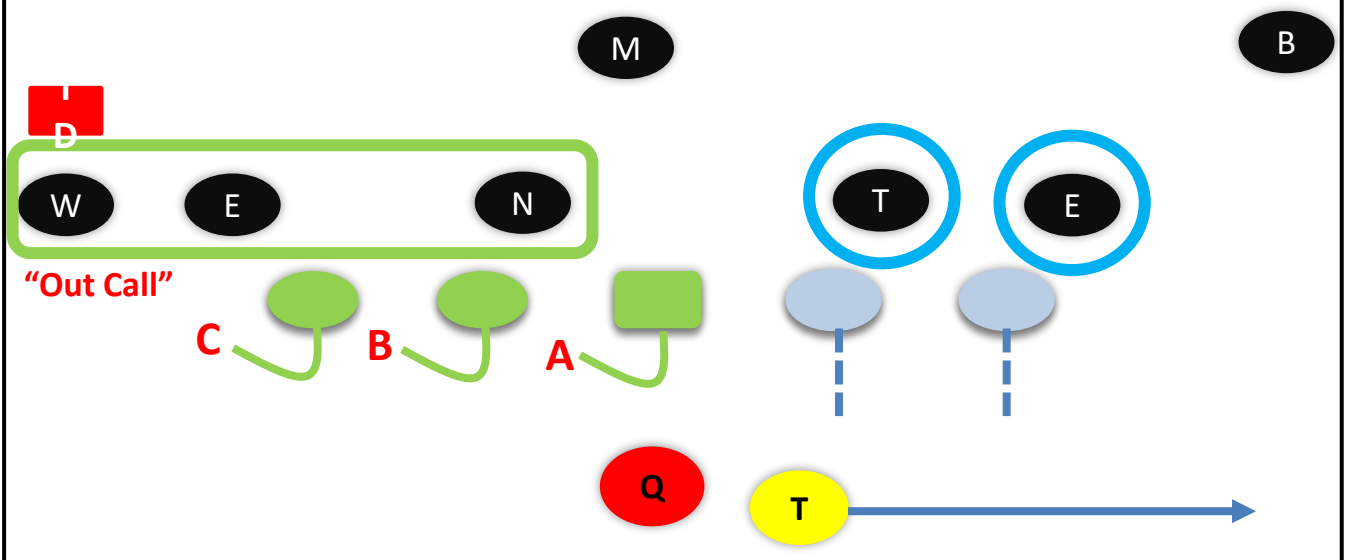


Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

50/51

51 Example

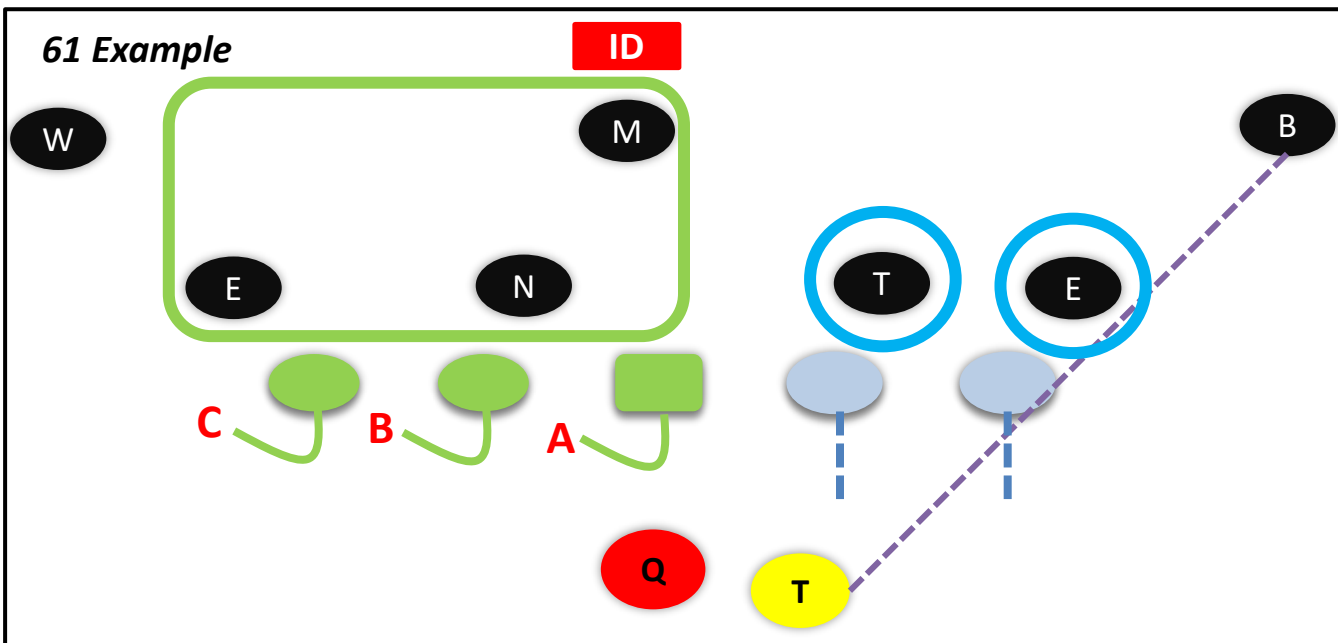


Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2

60/61

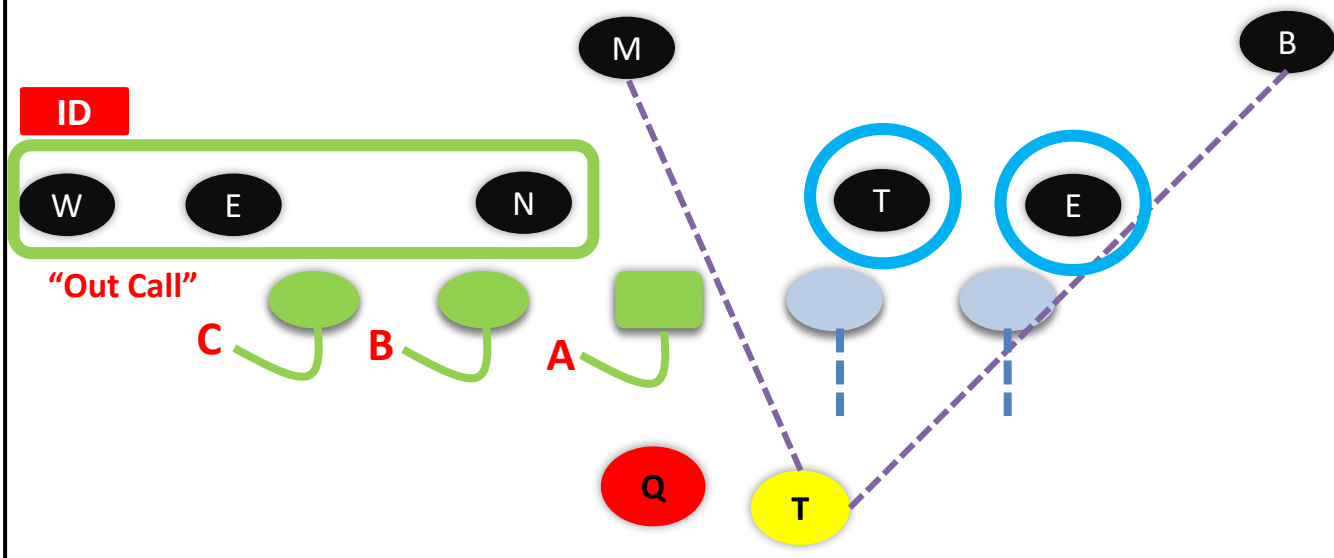


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60/61

61 Example



Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2

UAPB FOOTBALL

DECEPTIVES

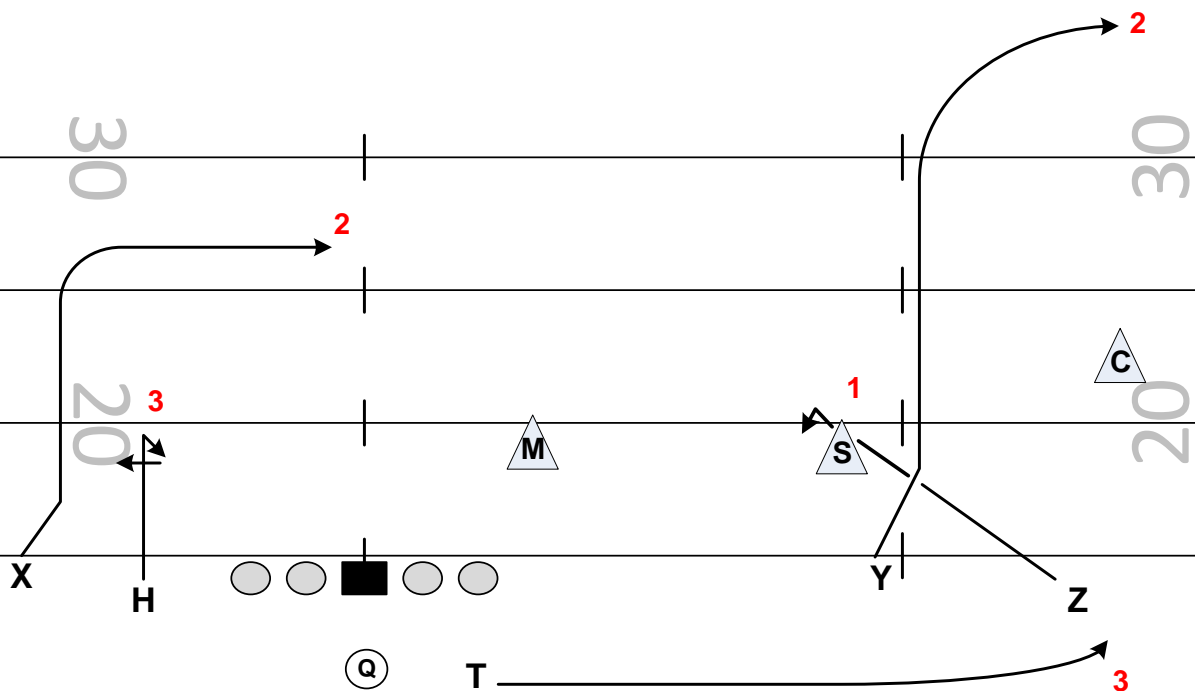
UAPB FOOTBALL

NEW PASS PLAYS

UAPB FOOTBALL

PASS GAME

DOUBLES RT (51) CHEVRON



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS:

DOUBLE, TRIO, GREEN

PROTECTION: **50 - 51**

PROGRESSION:

PURE - Z/Y/T Z/X/H

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

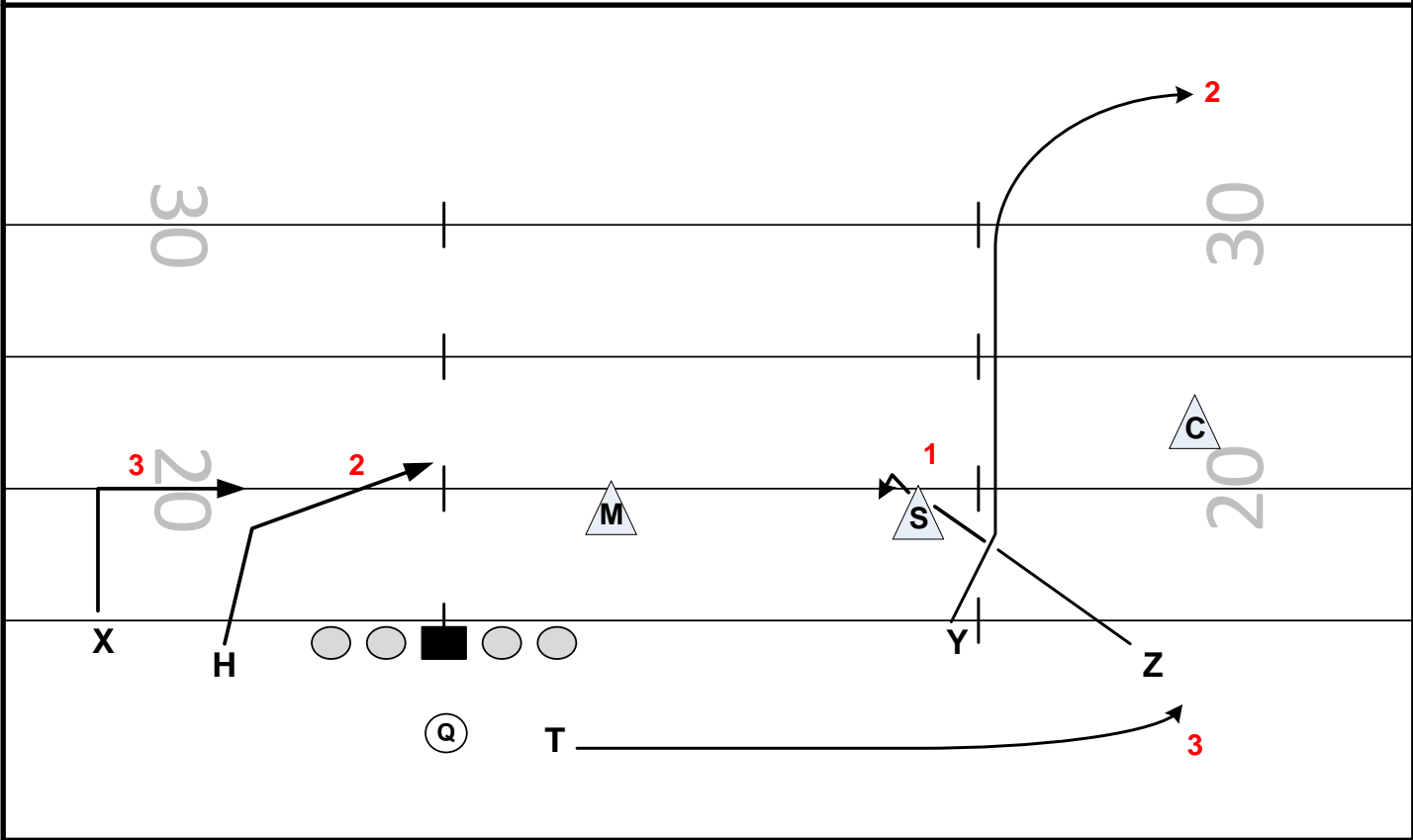
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (51) CHEVRON 94



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS:

DOUBLE, TRIO, GREEN

PROTECTION: **50 - 51**

PROGRESSION:

PURE - Z / Y / T Z / X / H

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	PATIENT SLANT	5 YARD PATIENT SLANT
H	SLANT	3 STEP SLANT GET VERTICAL ONCE IN HOLE

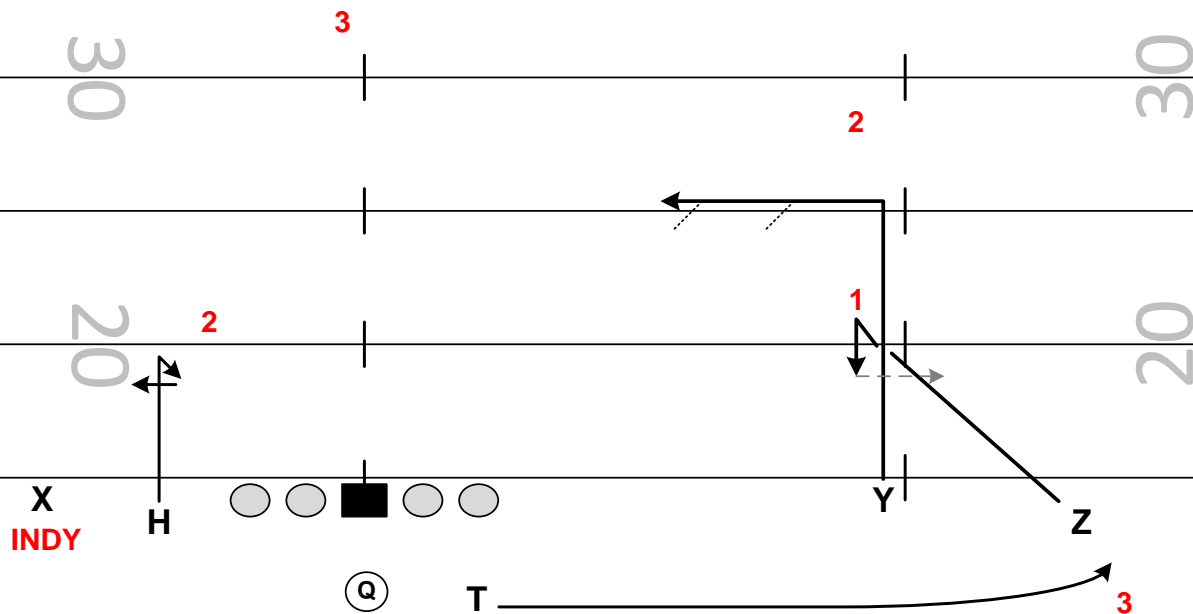
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (50) SHELL



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS: **DOUBLES/DUO/FLEET/TRIPS/TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/H/X**

ALERT: **HOT SWING**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	SNAG - REPLACE WHERE Y STARTED
Y	BASIC ROUTE	10 - 12 YD DIG - FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SWING	5 HARD STEPS - GIVE EYES TO QB
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES
X	INDY	FADE / GLANCE / DROPOUTS / STUTTER FADE

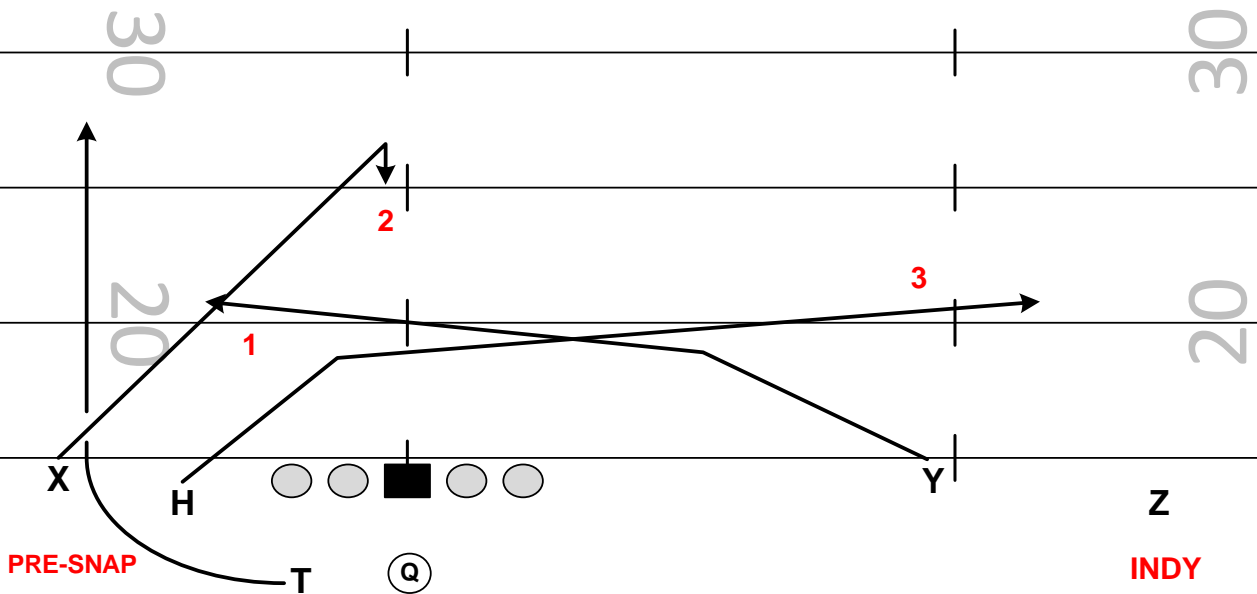
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (50) MESH



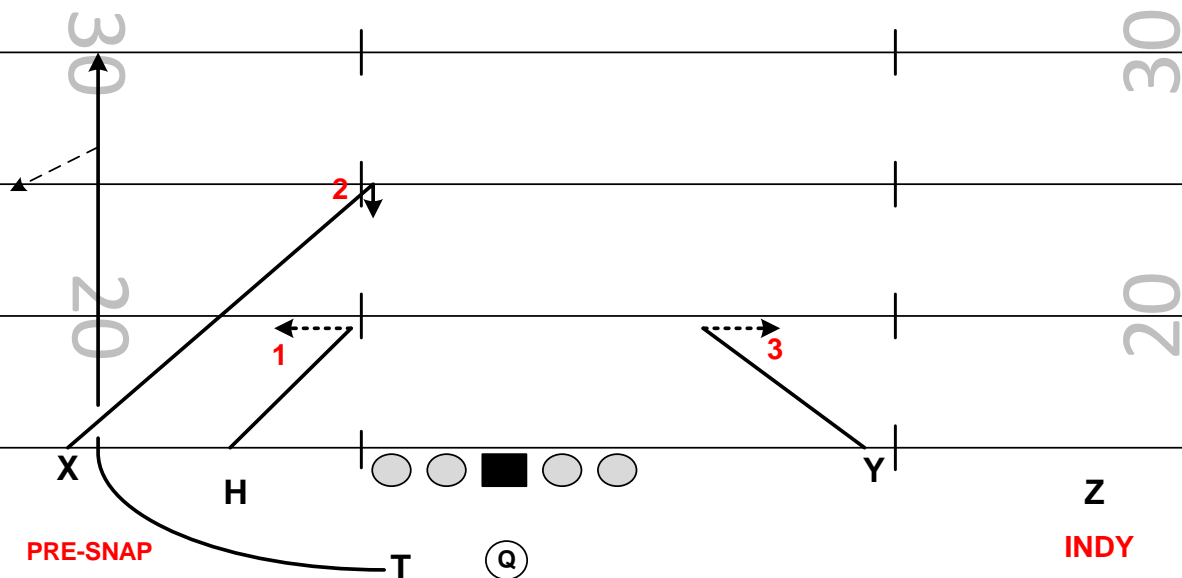
FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**
 FORMATIONS: **DOUBLES / DUO / FLEET** PROTECTION: **50 - 51**
 PROGRESSION: **PRE-SNAP T / Y / X / H** ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	SHALLOW CROSSER	SET THE MESH AT 6 YDS
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

DOUBLES RT (50) PIN



FAMILY: HORIZONTAL CONCEPT: MESH NARROW: WILL

FORMATIONS: DOUBLES, QUEEN PROTECTION: 50 - 51

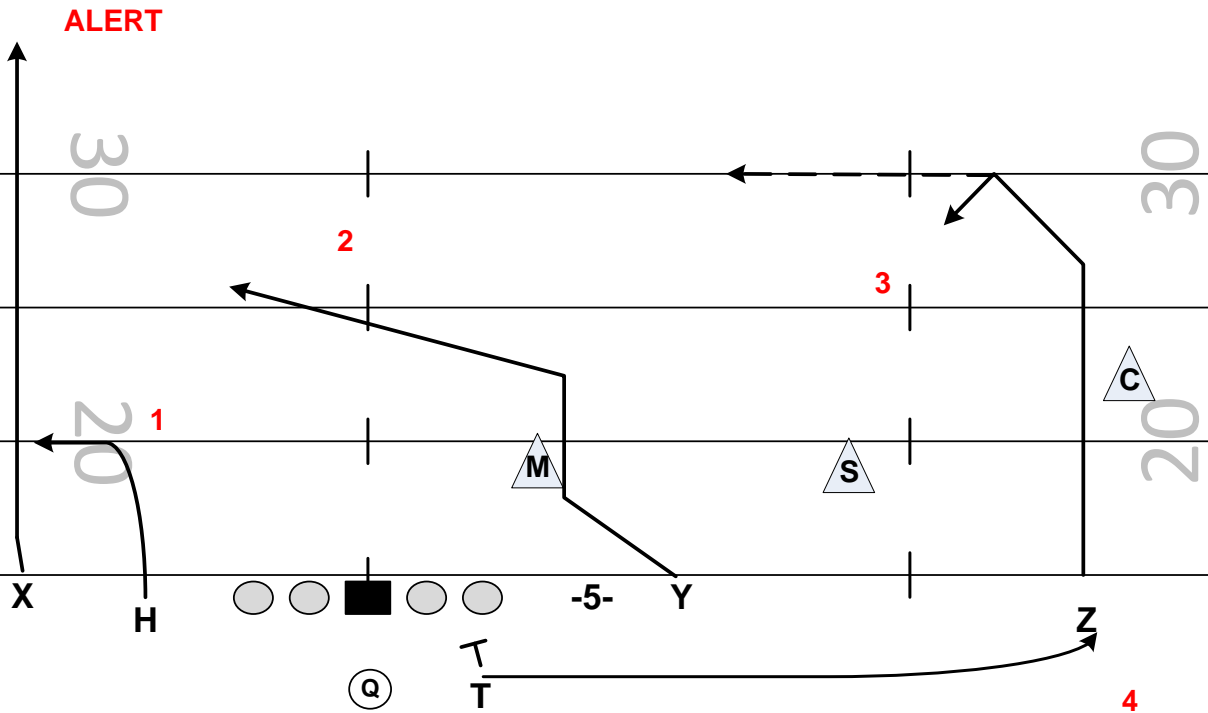
PROGRESSION: PRE-SNAP T / H / X / Y ALERT: Z INDY / T

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: REDIRECT PROTECTION W/ SAFETIES TILT

NOTES:

DOUBLES RT (61) CADDY



FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN** PROTECTION: **60 - 61**

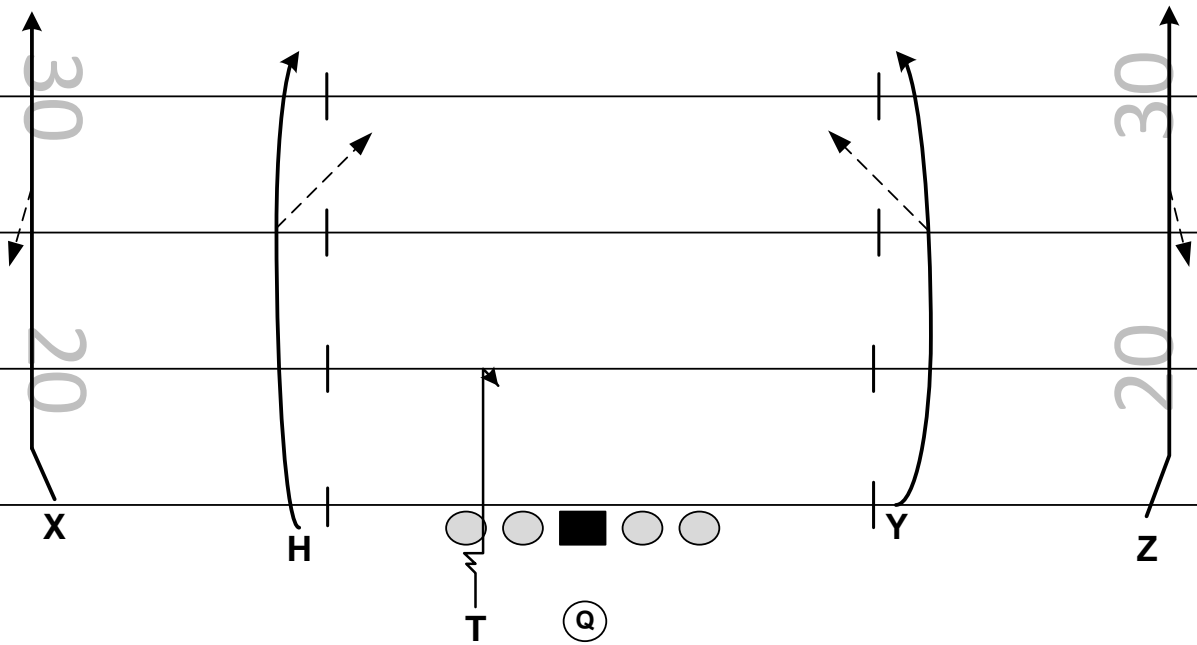
PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS:

DOUBLE, TRIO

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

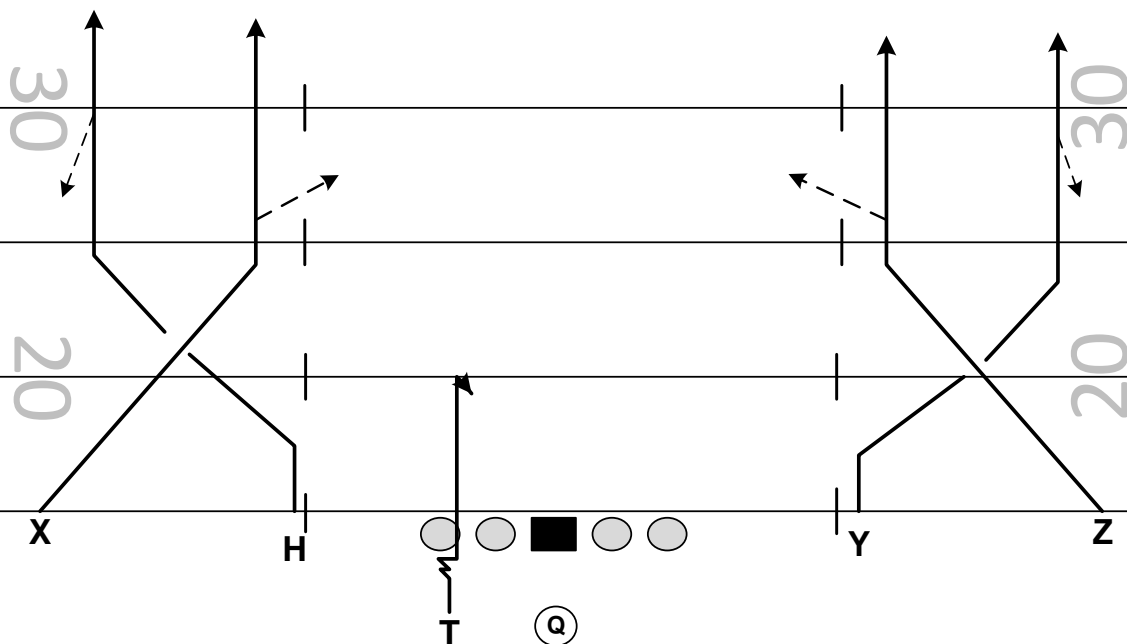
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM	2 HIGH/1 HIGH READ
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLES / TRIO** PROTECTION: **60 - 61**

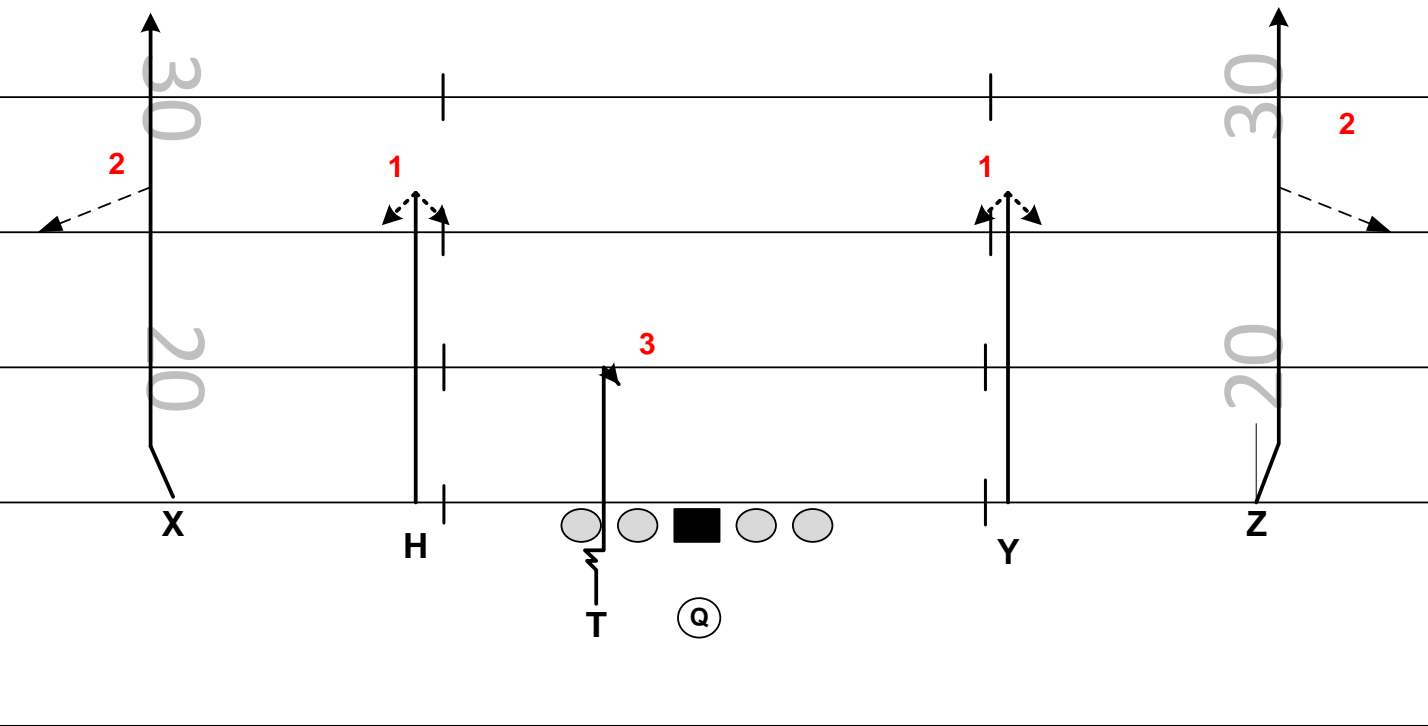
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLE, QUEEN, TRIO, KING** PROTECTION: **60 - 61**

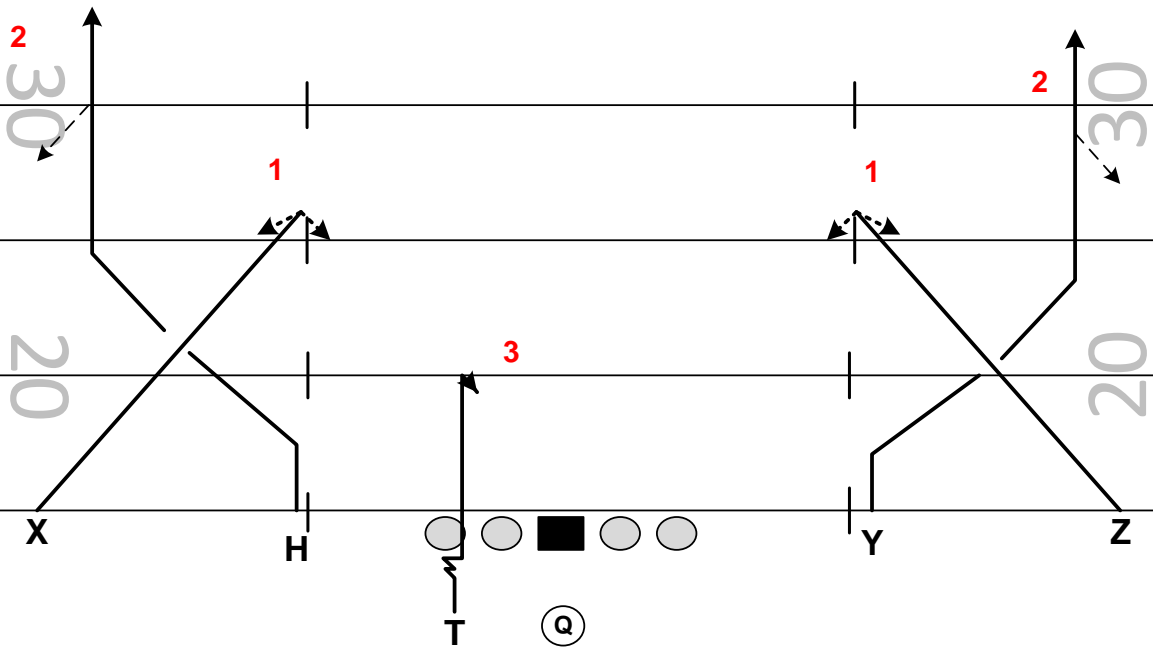
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER SWITCH



FAMILY: **VERTICAL**

CONCEPT: **STICKS**

NARROW: **SAM OR WILL**

FORMATIONS:

DOUBLE, QUEEN

PROTECTION:

60 - 61

PROGRESSION: **PICK A SIDE – INSIDE OUT TO T**

ALERT:

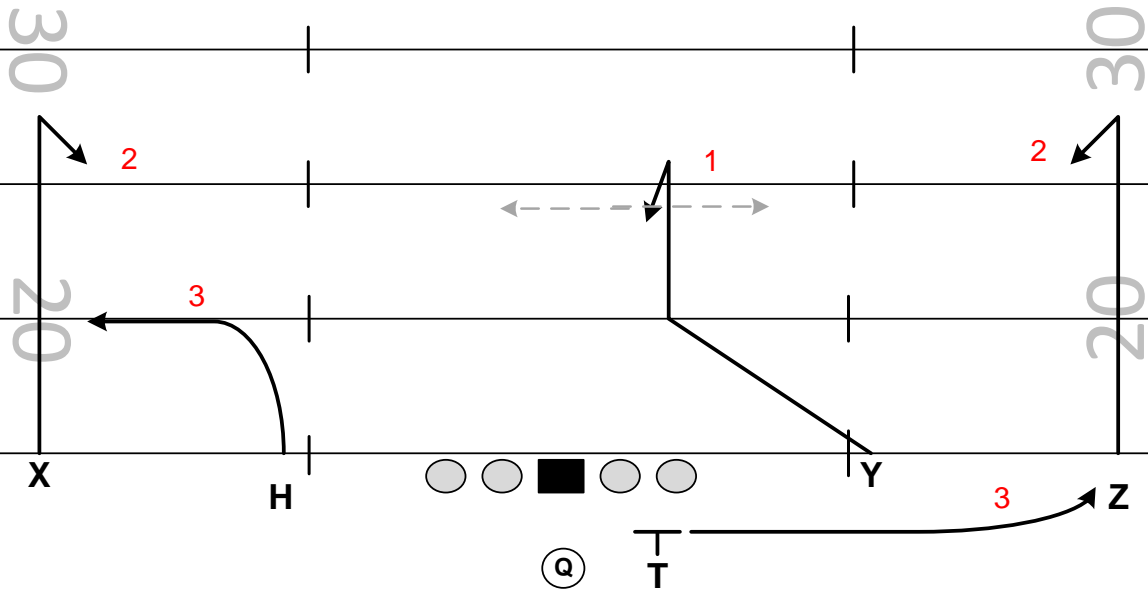
DROPOUTS

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (61) HONDA



FAMILY: **CARS** CONCEPT: **OPTION – CURL/FLAT** NARROW: **MIKE**

FORMATIONS: **DOUBLE, TRIO, TRIPS, KING, QN** PROTECTION: **60 - 61/50 - 51**

PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

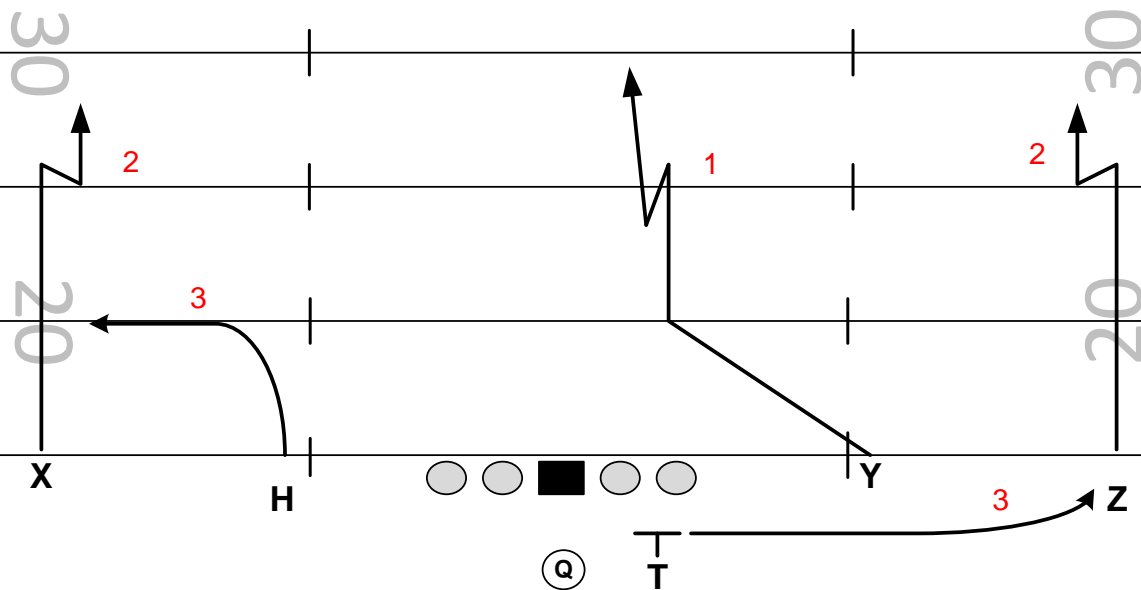
PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 – CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 – OPTION ROUTE MUST WIN VS/ MIKE LB**

PROGRESSION: **OPTION – CURL FLAT (AWAY ROT 1/2 HIGH OR EVEN = FIELD)**

DOUBLES RT (61) HONDA PUMP



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT- PUMP** NARROW: **MIKE**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **60 - 61/50 - 51**

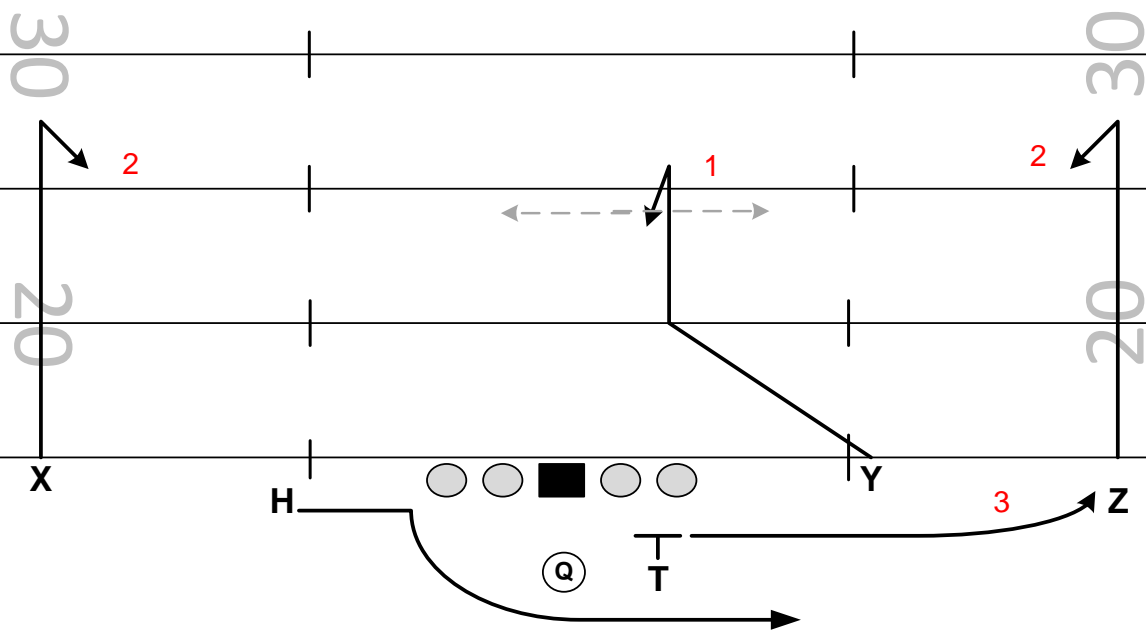
PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 - CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 - OPTION ROUTE MUST WIN VS/ MIKE LB**

DOUBLES RT H-GHOST (61) HONDA



FAMILY: **CARS** CONCEPT: **OPTION – CURL/FLAT** NARROW: **MIKE**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **60 - 61/50 - 51**

PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	H-GHOST MOTION	QUICK MOTION THEN ONE YARD FROM TACKLE AIM BEHIND QB INTO PITCH RELATIONSHIP
X	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS

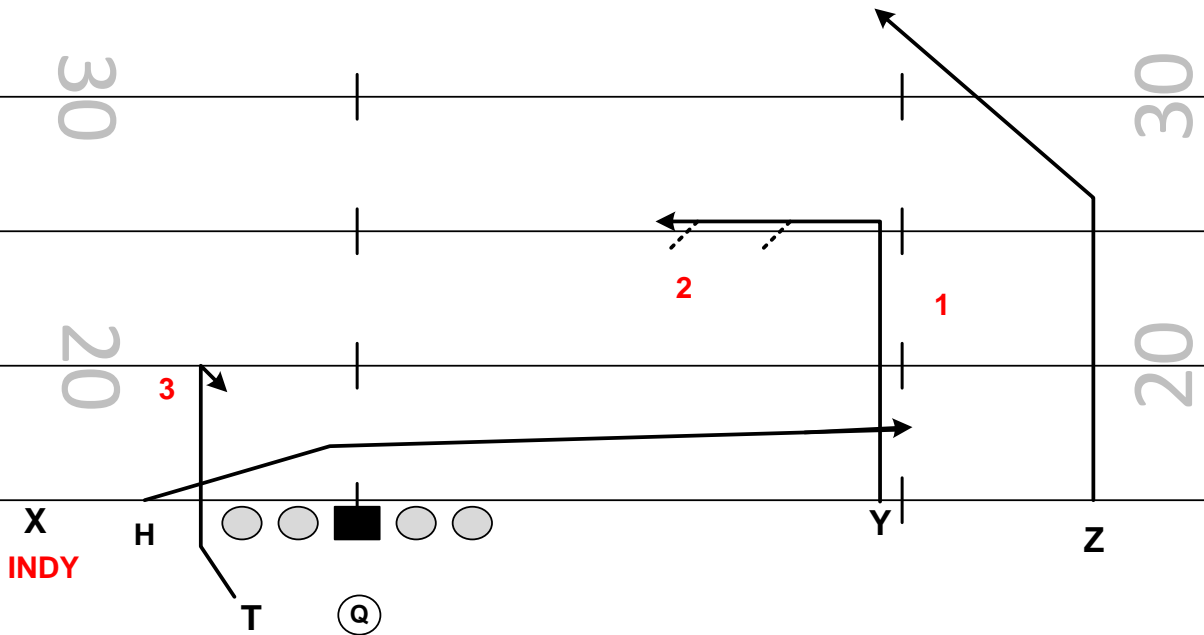
PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 – CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 – OPTION ROUTE MUST WIN VS/ MIKE LB**

DOUBLES RT (60) BENZ

ALERT

ALERT



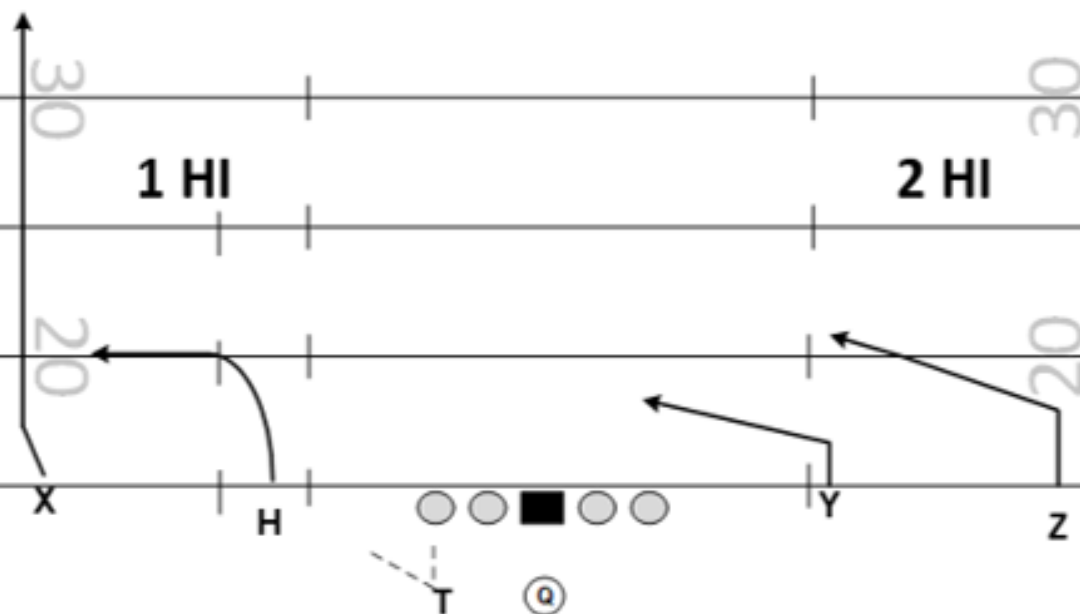
FAMILY: **CARS** CONCEPT: **DRIVE (HIGH-LOW)** NARROW: **SAM**
 FORMATIONS: **DOUBLE, QUEEN, TRIO, TRIPS** PROTECTION: **60 – 61/ 50 - 51**
 PROGRESSION: **ALERT – H / Y / TROUBLE (MIKE RD)** ALERT: **INDY**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	POST ROUTE – BREAK AT 10-12 YDS
Y	BASIC ROUTE	10 – 12 YD DIG – FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SIT ROUTE	C/R SIT AT 5 YDS
H	SHALLOW CROSS	RELEASE AT HEELS OF DL – AIM 5-6 YDS OPPOSITE HASH
X	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETIES TILT**

NOTES: **QB WILL SIGNAL “X” INDY ROUTE**
IF SAFETIES ROTATE TO STRENGTH, SIT ROUTE BECOMES #2

DOUBLE RT NAIL



FAMILY: **QK GAME** CONCEPT: **ZONE/MAN BEATER** NARROW: **FLAT DEFENDER**

FORMATIONS: **DOUBLE** PROTECTION: **SPAN**

PROGRESSION: **BEST MATCHUP - READ INSIDE OUT** ALERT: **NONE**

PLAYER	ROUTE	ASSIGNMENTS
Z	TEMPO SLANT	5 STEP TEMPO SLANT
Y	SLANT	3 STEP SLANT
T	PASS PROTECTION	PROTECTION - INSIDE/OUT
H	OUT	3 STEP OUT
X	GO	MOR

PRESSURE PLAN: **NONE**

NOTES:

DOUBLE RT 99

30

30

20

20

X
"TAG"

H
"TAG"



Y
"TAG"

Z
"TAG"

T
"TAG"



FAMILY:

CONCEPT:

NARROW:

FORMATIONS

DOUBLES

PROTECTION

PROGRESSION:

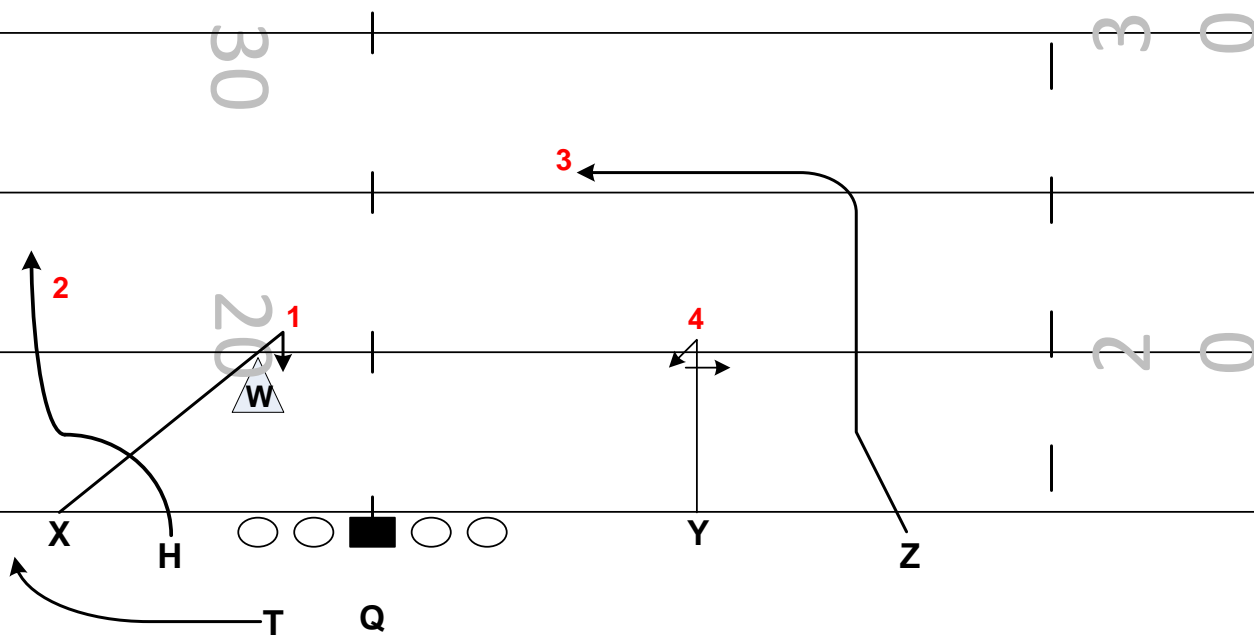
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	TAG	Look at QB and he will give you a signal
Y	TAG	Look at QB and he will give you a signal
T	TAG	Look at QB and he will give you a signal
H	TAG	Look at QB and he will give you a signal
X	TAG	Look at QB and he will give you a signal

PRESSURE PLAN:

NOTES:

DOUBLES RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **DOUBLES**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

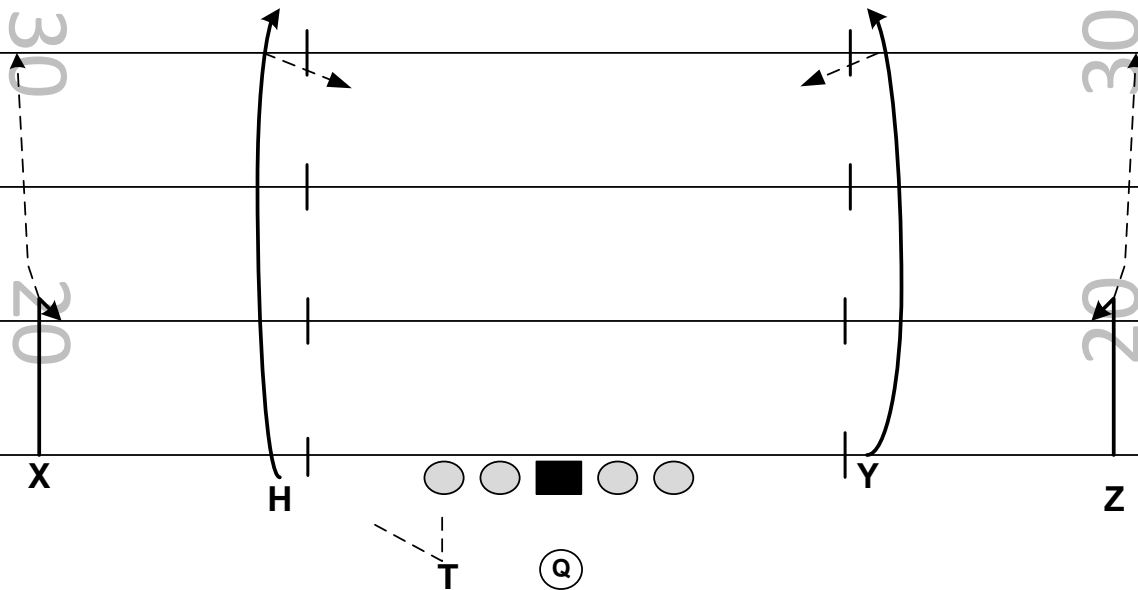
PLAYER	ROUTE	ASSIGNMENTS
Z	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
H	WHEEL	2 STEP OUT – WHEEL UP THE NUMBERS
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

DOUBLES RT 90



FAMILY: **QK GAME** CONCEPT: **HITCH/SEAM** NARROW: **DAYTONA RULES**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **SPAIN**

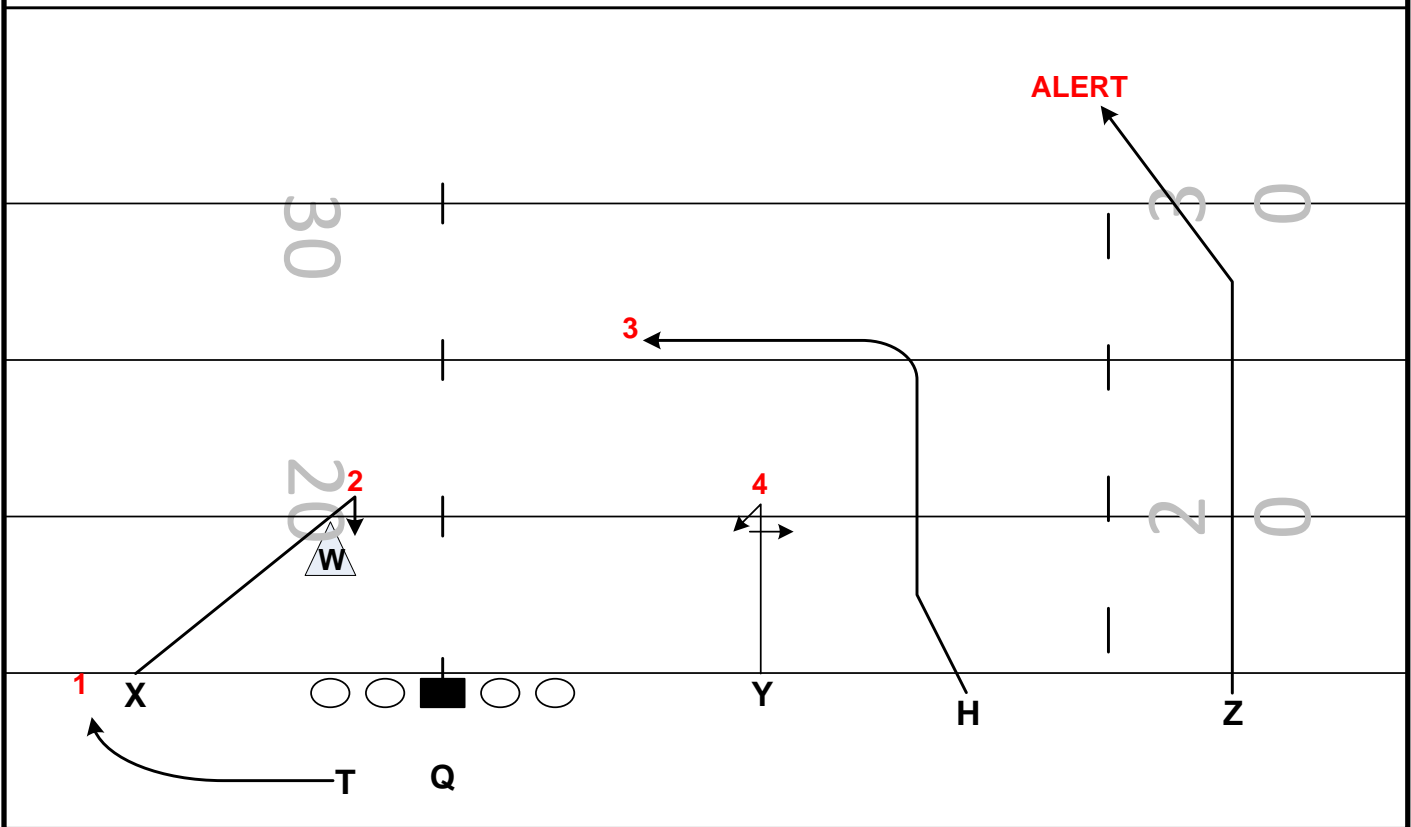
PROGRESSION: **POST SAFETY – BEST LOOK/ SPLIT SAFETY – READ LIKE DAYTONA** ALERT: **BEST MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN
Y	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE/OUT
H	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
X	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN

PRESSURE PLAN: **NONE**

NOTES:

TRIO RT (50) EXXON



FAMILY: **GAS STATION** CONCEPT: **2 MAN SNAG** NARROW: **WILL**

FORMATIONS: **TRIO** PROTECTION: **50 - 51**

PROGRESSION: **PURE** ALERT: **POST VS COV 4**

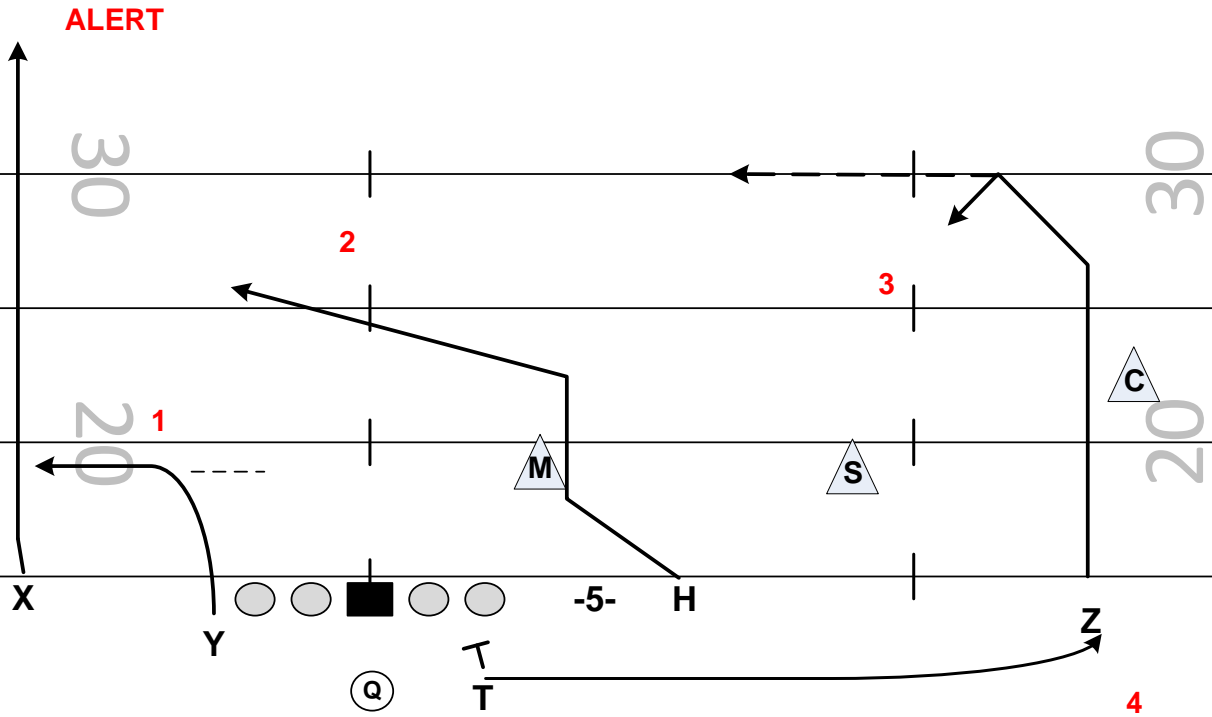
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

QUEEN RT (61) CADDY



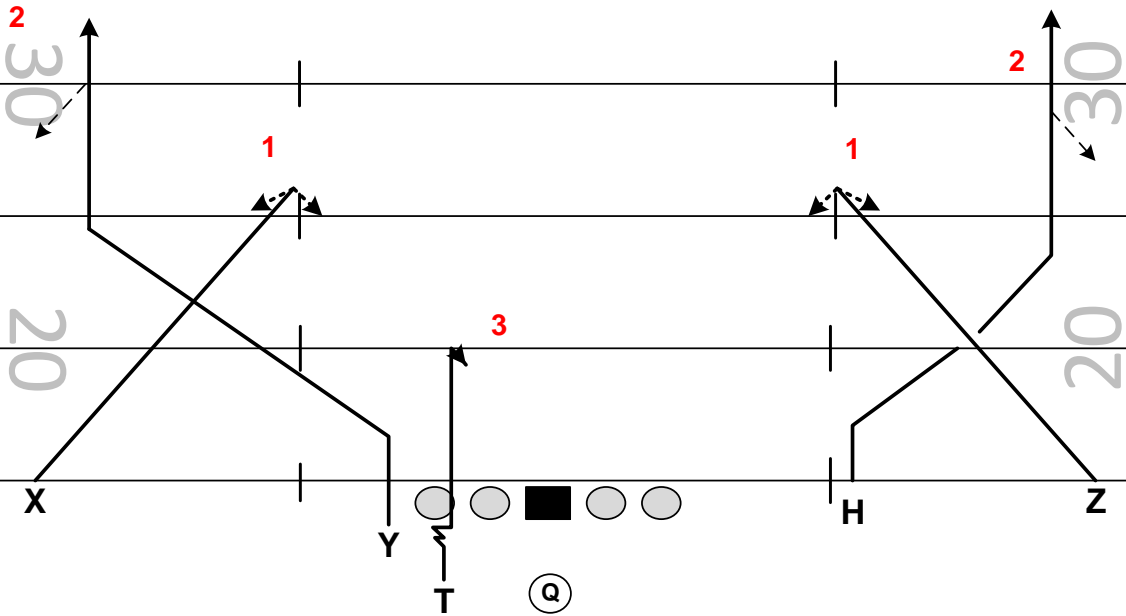
FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**
 FORMATIONS: **QUEEN, TRIO, GREEN** PROTECTION: **60 - 61**
 PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

QUEEN RT (60) MARKER SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **QUEEN** PROTECTION: **60 - 61**

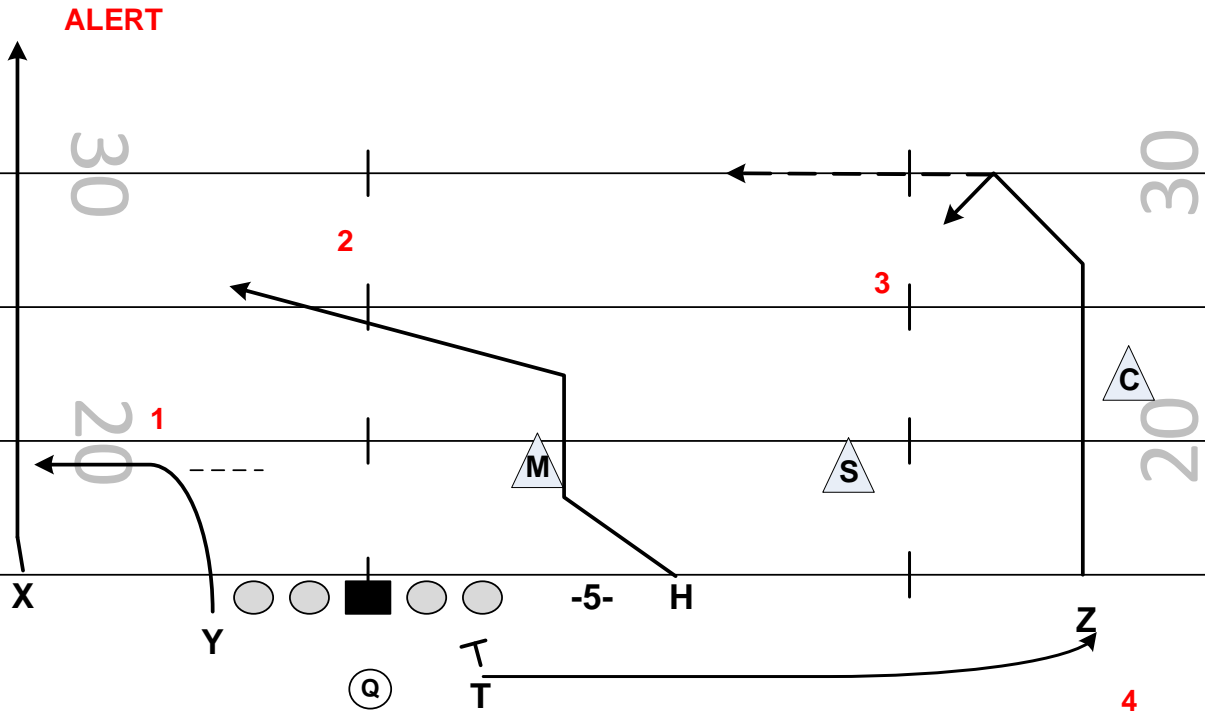
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

QUEEN RT (61) CADDY



FAMILY: **CARS**

CONCEPT: **Y CROSS**

NARROW: **WILL**

FORMATIONS: **QUEEN, TRIO, GREEN**

PROTECTION: **60 - 61**

PROGRESSION: **ALERT - H, Y, Z, TROUBLE**

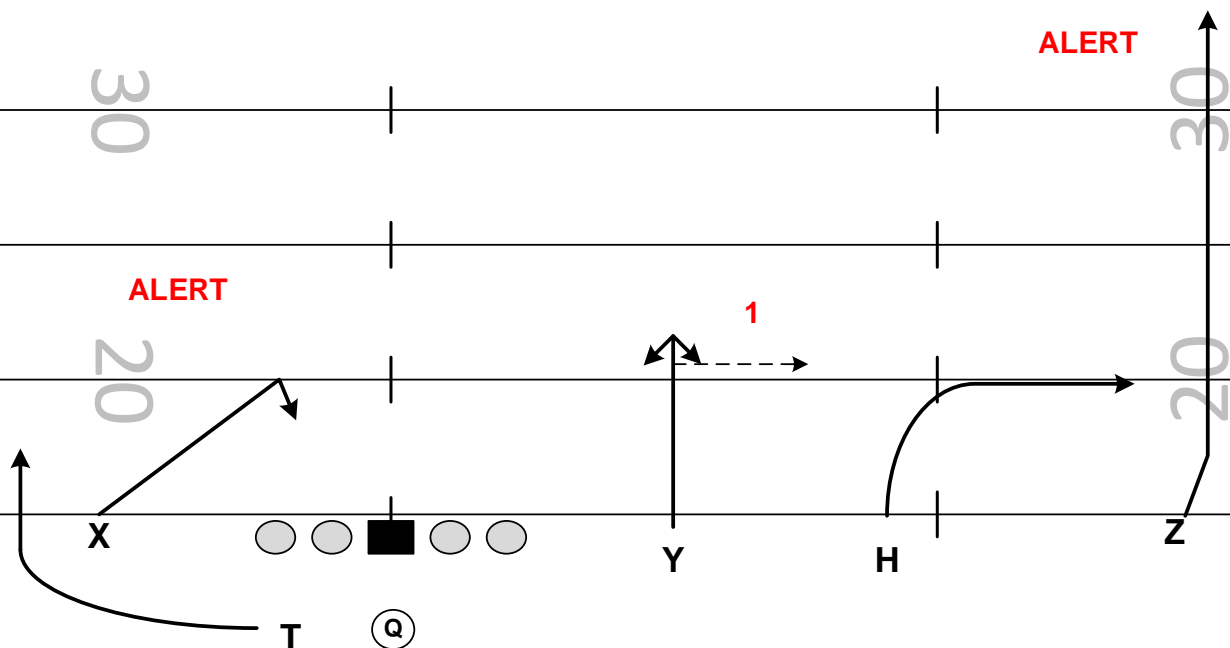
ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

TRIO RT 50 STICK EXXON



FAMILY: **SPO**

CONCEPT: **SPO**

NARROW: **MIKE**

FORMATIONS: **TRIPS/TRIO/FLEET**

PROTECTION: **50**

PROGRESSION: **ALERT / Y / H**

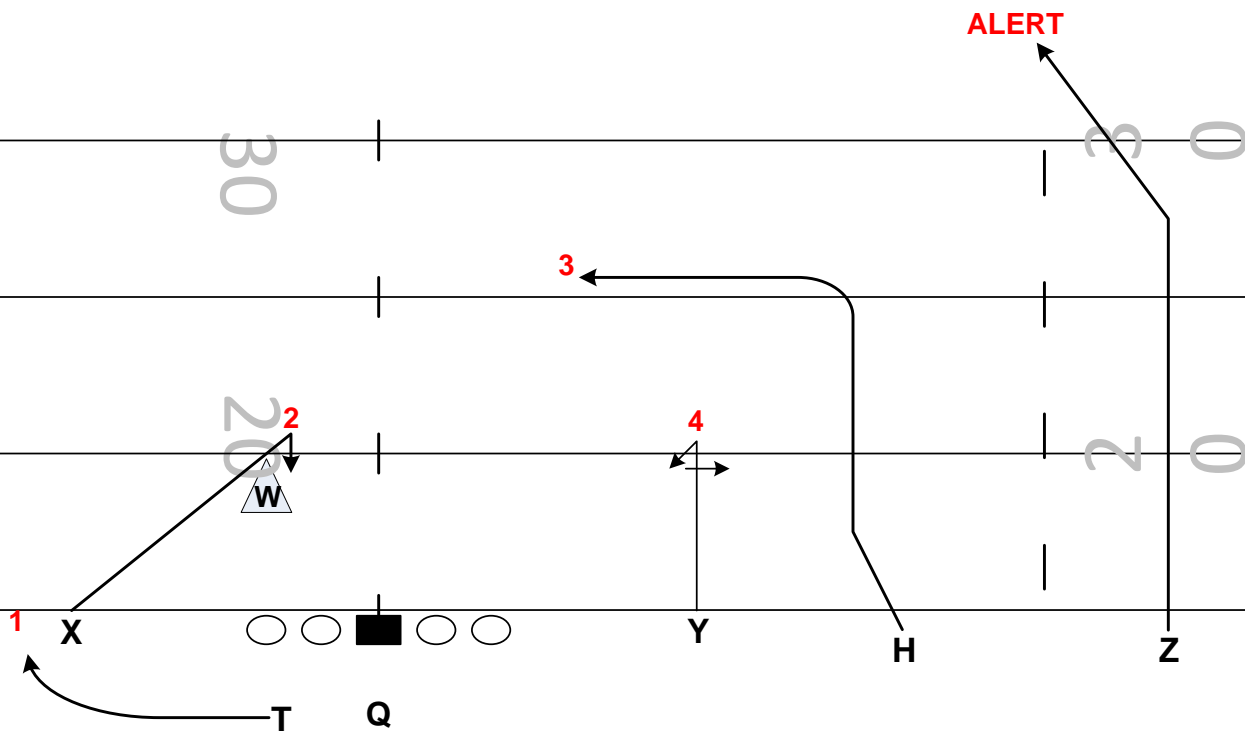
ALERT: **GIFT**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	MOR - FADE
H	SPEED OUT	2 STEPS - WORK TO 5 YDS - IF YOU GET TO #'S THROTTLE DOWN (ALERT - TRAP CORNER)
Y	STICK ROUTE	THROUGH 6 YDS - LULL AWAY FROM PRESSURE / NO PRESSURE - STICK
T	WIDE	3 HARD STEPS LATERAL TEMPO TURN UP FIELD
X	SNAG	3 MAN SNAG

PRESSURE PLAN: **NONE**

NOTES:

TRIO RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

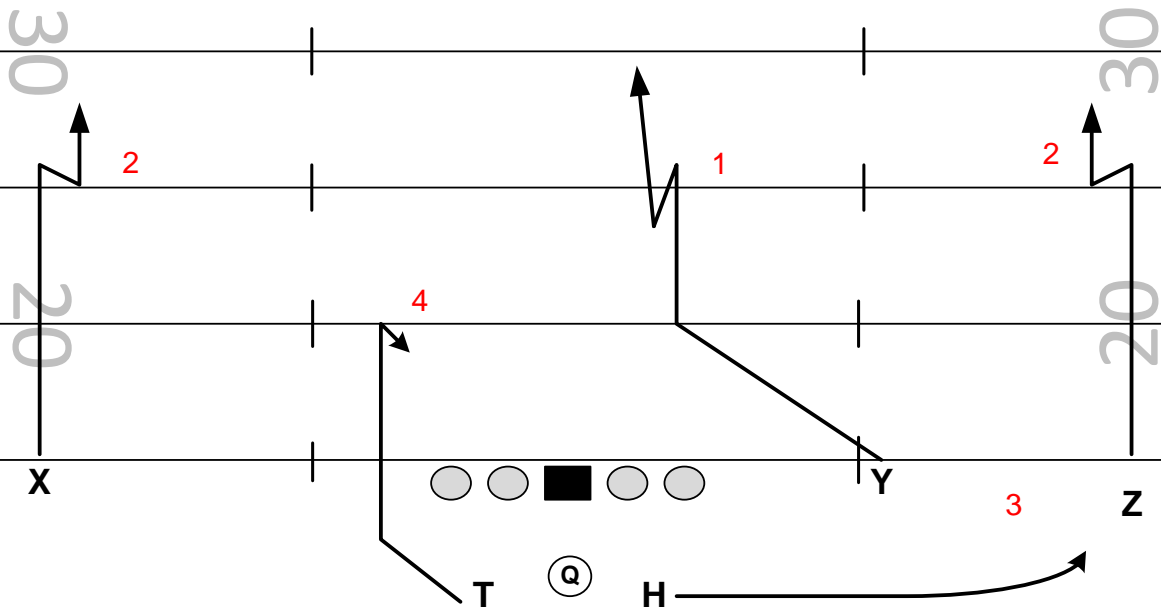
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

GREEN (60) HONDA PUMP



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT- PUMP** NARROW: **MIKE**

FORMATIONS: **GREEN** PROTECTION: **60 - 61/50 - 51**

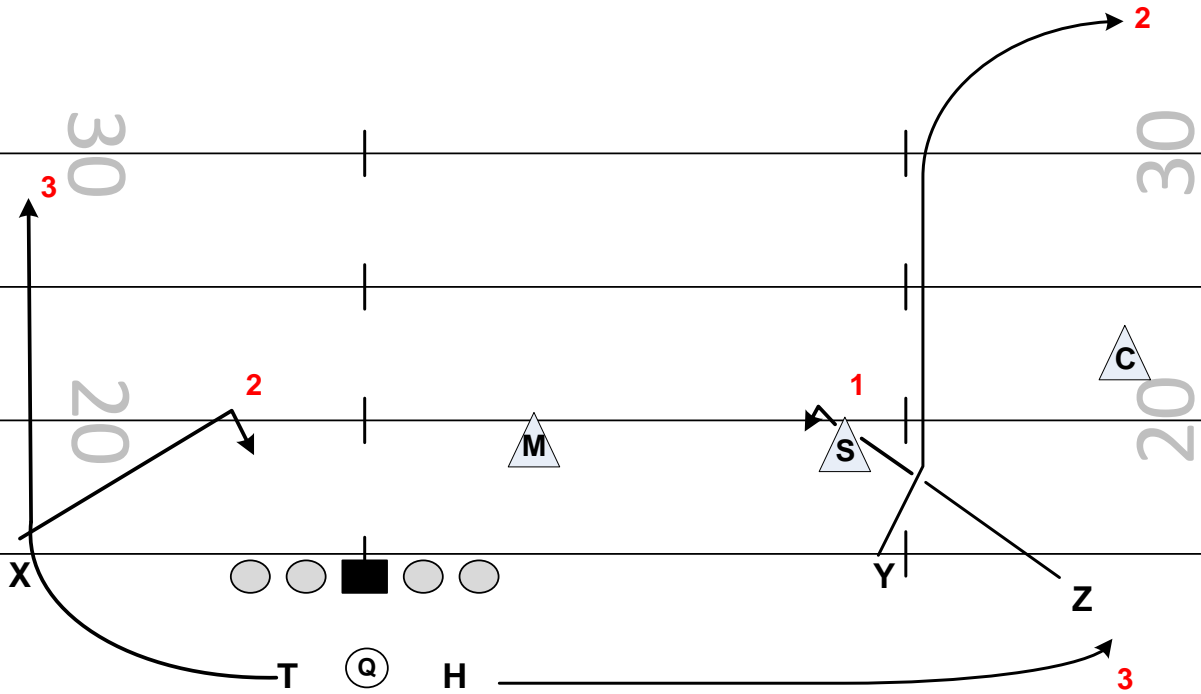
PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	SIT ROUTE	C/R SIT AT 5 YDS
H	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 - CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 - OPTION ROUTE MUST WIN VS/ MIKE LB**

GREEN FREE (50) CHEVRON EXXON



FAMILY: **GAS STATION** CONCEPT: **3 MAN SNAG** NARROW **SAM**

FORMATIONS: **GREEN** PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/X/H** ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	RAIL ROUTE	3 HARD STEPS - VERTICAL UP NUMBERS
X	SNAG	3 MAN SNAG
H	HOT SWING	5 HARD STEPS - GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

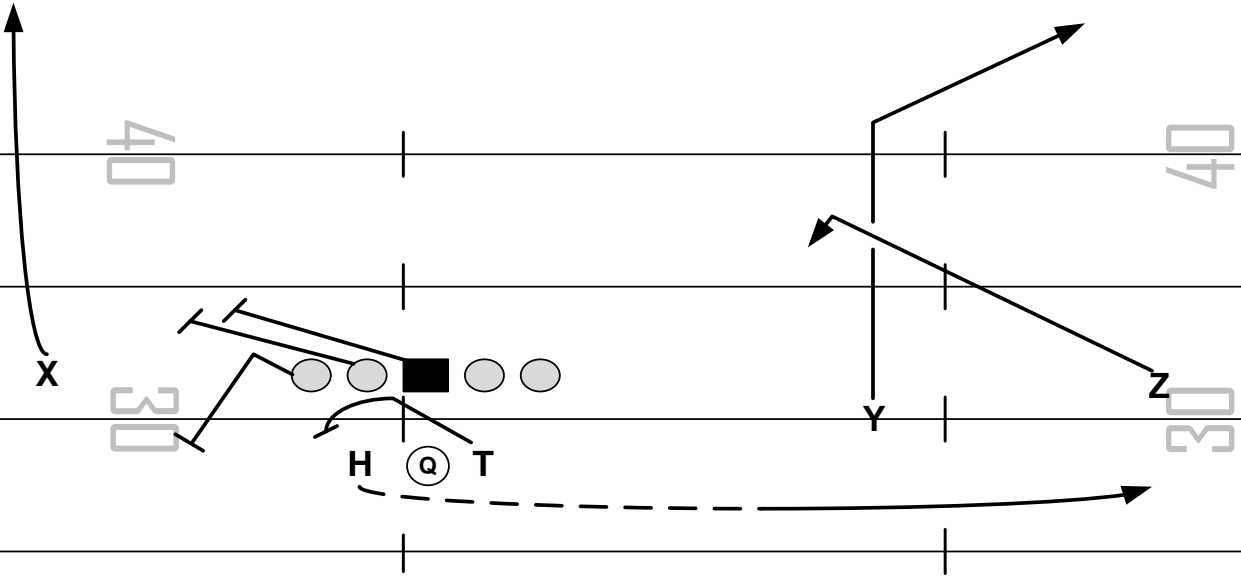


ASCENDER FOOTBALL



SCREENS

FUEL



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: _____ RUN PLAY _____

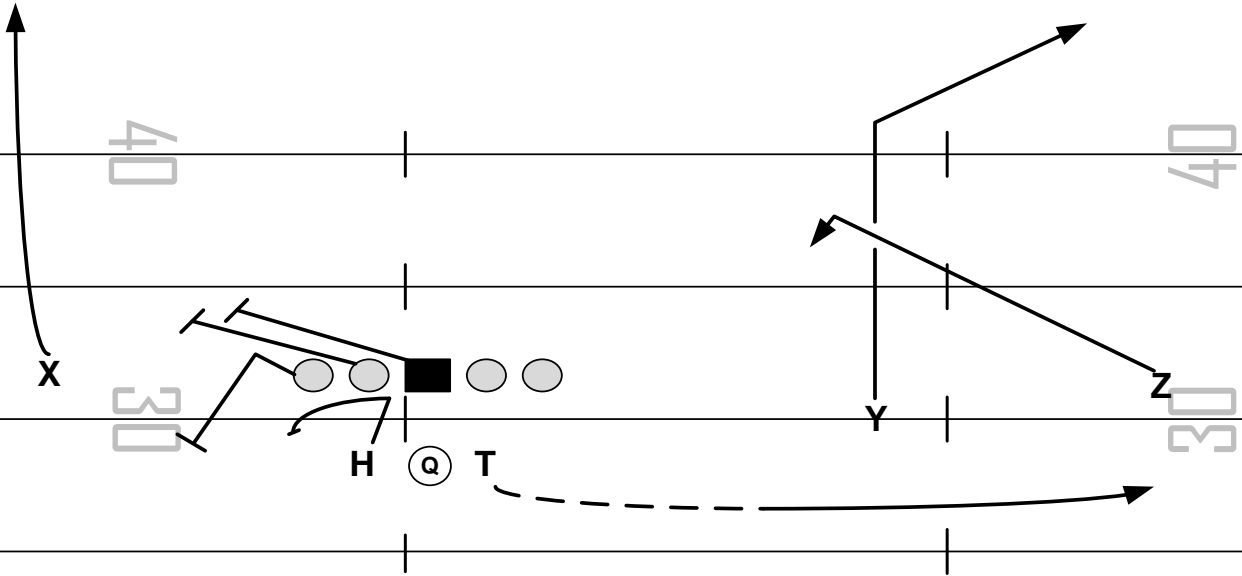
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

FLEET RT CHOP CHEVRON LINDA



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

RUN PLAY

PROGRESSION:

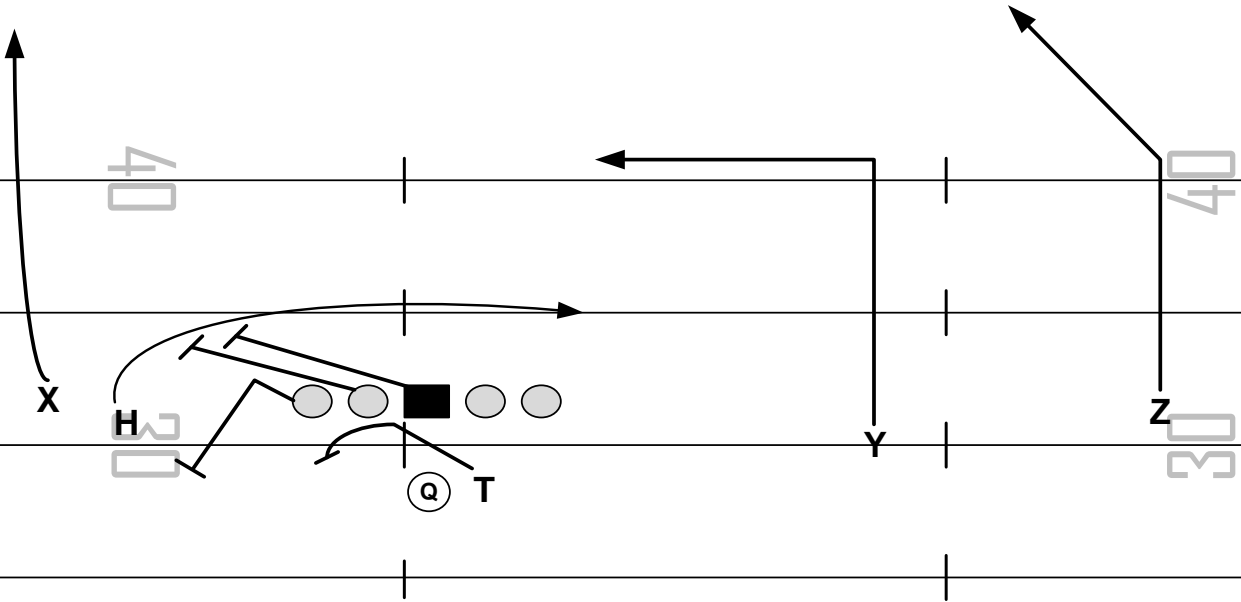
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	LINDA	
X	RUN OFF	
T	CHOP MOTION	

PRESSURE PLAN:

NOTES:

DART BENZ LINDA



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: **DART** _____ RUN PLAY _____

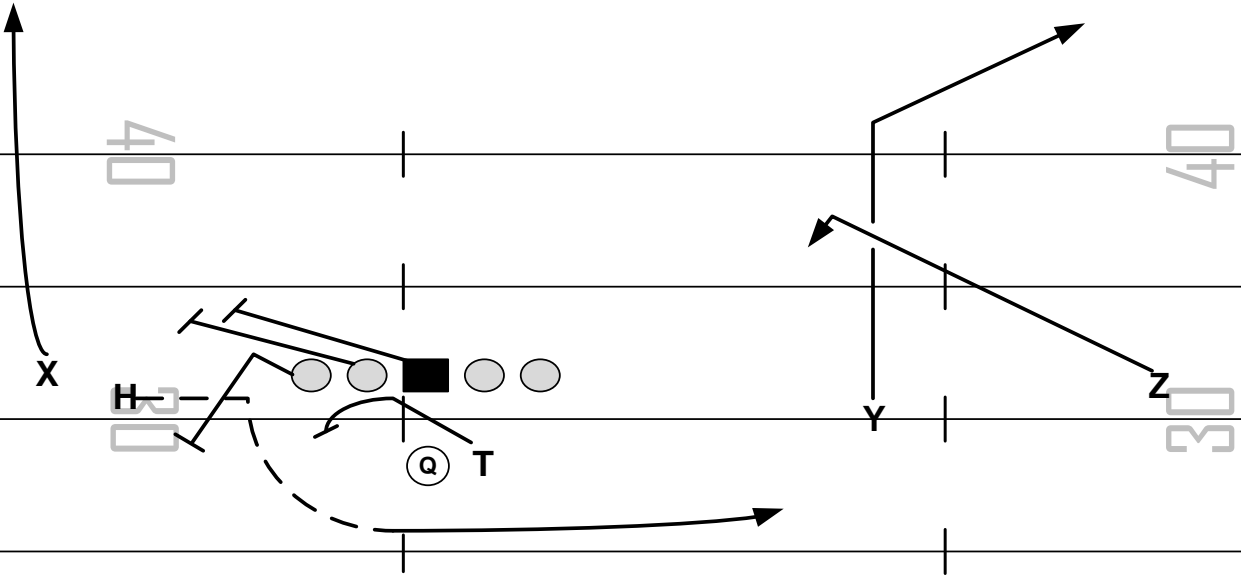
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	
Y	DIG	
H	BENZ	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

DART PLANE CHEVRON LINDA



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: **DART** _____ RUN PLAY _____

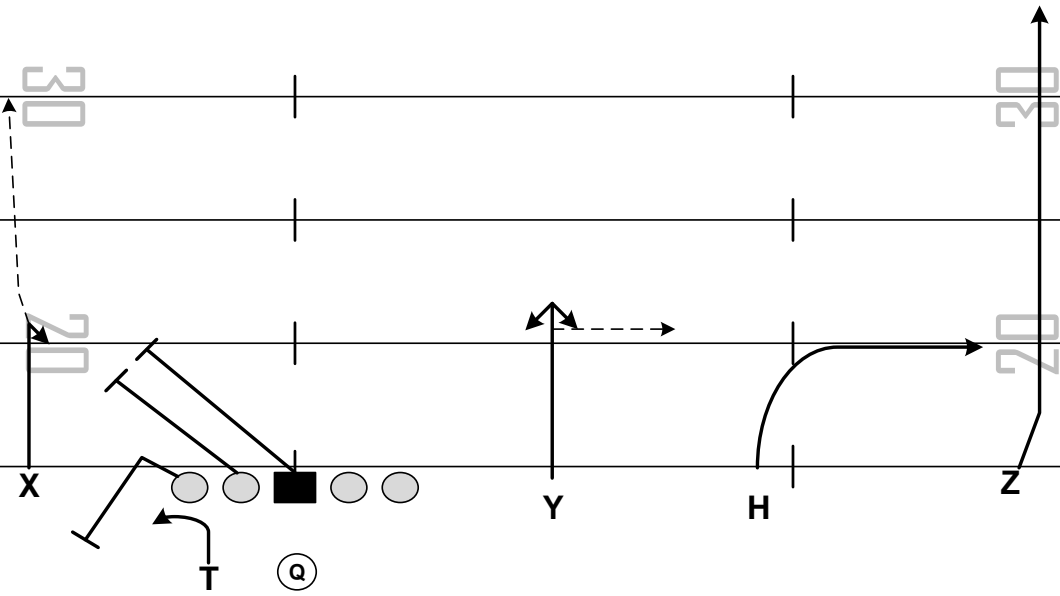
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

TRIPS RT STICK LINDA



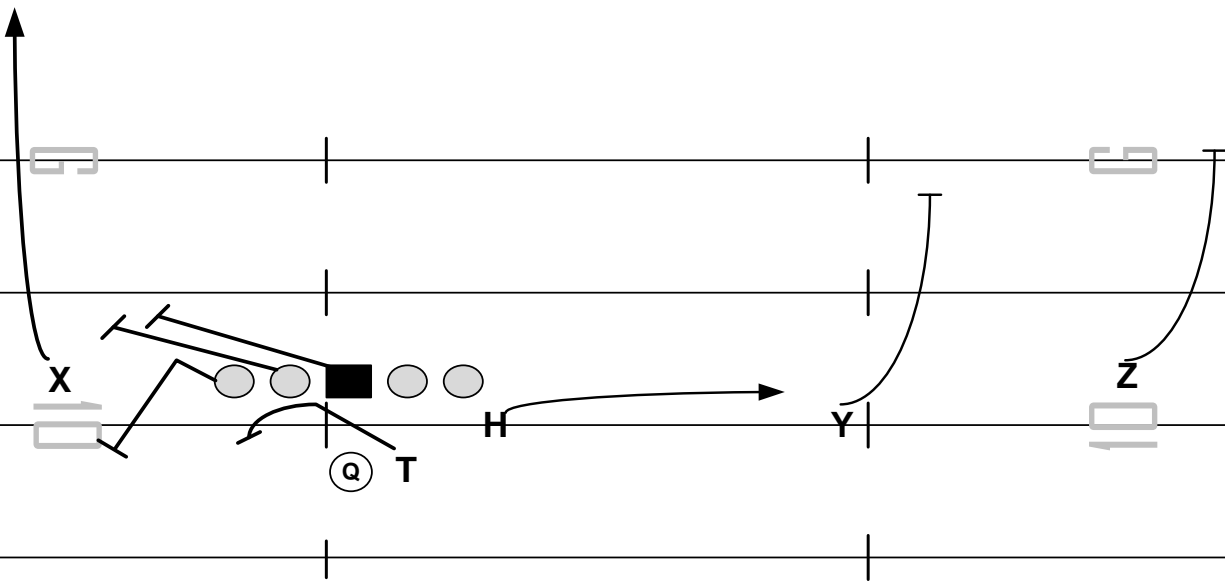
FAMILY: **SCREEN** CONCEPT: **STICK** NARROW: **MIKE**
 FORMATIONS: **TRIPS/TRIO/FLEET** PROTECTION: **LINDA**
 PROGRESSION: **MIKE READ** ALERT: **GIFT**

PLAYER	ROUTE	ASSIGNMENTS
F1	GO ROUTE	MOR - FADE
F2	SPEED OUT	2 STEPS – WORK TO 5 YDS – IF YOU GET TO #’S THROTTLE DOWN (ALERT – TRAP CORNER)
F3	STICK ROUTE	THROUGH 6 YDS – LULL AWAY FROM PRESSURE / NO PRESSURE - STICK
T	HB SCREEN	ATTACK MIDPOINT BETWEEN “T” AND “B” GAP. RELEASE AND FIND QB EYES
B1	GIFT	5 YD HITCH – CONVERT TO FADE IF PRESS MAN

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES: **SCREEN TO THE RIGHT = “ROSE”**
BE AWARE FOR FRONT SIDE TAGS: CHEVRON/LINDA – BENZ/LINDA

TRIO FUNGO LINDA



FAMILY: _____ CONCEPT: **REVERSE** NARROW: _____

FORMATIONS: **TRIPS / TRIO / FLEET** RUN PLAY **TEXAS**

PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	BLOCK	
Y	BLOCK	
H	FUNGO	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____

UAPB FOOTBALL

KEYS TO VICTORY

UAPB

FOOTBALL

- 1) THE BALL**
- 2) NO UNFORCED ERRORS**
- 3) PLAY THE NEXT PLAY**
- 4) COMMUNICATION**
- 5) PLAY HARD AND AGGRESSIVE**
- 6) UMAC FOOTBALL GAME**
- 7) EXPLOSIVE PLAYS**
- 8) ESTABLISH RHYTHM**
- 9) WIN THE SITUATIONS**
- 10) DOMINATE 60 MINUTES**
- 11) VENICE WILL PLAY ITS BEST FOOTBALL**
- 12) DO YOUR PART, PLAY WITHIN YOUR SELF**

UAPB FOOTBALL

TOP COVERAGE VS 2X2: _____

TOP COVERAGE VS 3X1: _____

PREDOMINANTLY MAN OR ZONE: _____

CORNERS FIELD/BOUNDARY OR SAME SIDE: _____

CORNERS PRESS MAN OR SOFT MAN: _____

DEPTH OF SOFT CORNERS: _____

UAPB FOOTBALL

WHAT PRESS TECHNIQUE DO THE CORNERS PLAY:

LT/CB

RT/CB

SAFETY DEPTH IN COV 2: _____

SAFETY DEPTH IN COV 4: _____

UAPB FOOTBALL

SAFETIES ROLL TO THE FIELD OR BNDRY VS 2X2 _____

SAFETIES ROLL TO THE FIELD OR BNDRY VS 3X1 _____

WHO IS THEIR NICKEL: _____

TOP 3RD DOWN COVERAGE: _____

WHAT UNIQUE COVERAGES: _____

HIGH/LOW PRESSURE ON BASE DOWNS _____

HIGH/LOW PRESSURE ON THIRD DOWN _____