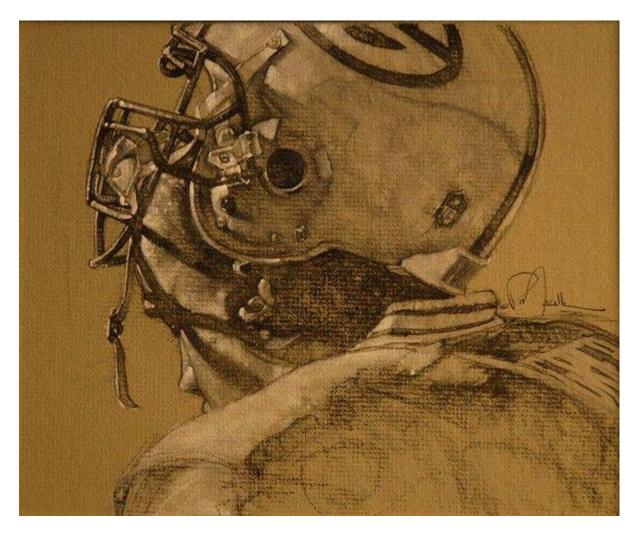
SECTION SEVEN

APPENDIX



PLAYER EVALUATIONS

SCOUT SHEETS

GLOSSARY



BLOCKING RULES SUMMARY

EMAIL COACH STEWART AT <u>rick@wingtcoaching.com</u> for this page.



GRADING OR EVALUATION SYSTEM

Offensive linemen are the ultimate team warriors in football. Football is the ultimate team game. Therefore, coaches look at offensive linemen as the ultimate team warriors in the ultimate team game. These players get very little recognition and stats. Playing offensive line is not like playing defense, where players get a certain number of tackles, sacks, pass breakups, interceptions, or other stats. An offensive lineman has no statistics, certainly none appearing in the next day's paper. If you give an offensive lineman a grade every week, he can take pride in his grades. You can also foster in them a feeling of pride in your total offense. Without them, no offense would exist. The team can have great backs, but great backs can do only so much without good blocking for them. Without strong blocking, they will not be productive. The offensive line puts most of its individual time in blocking technique period.

Keep your evaluations specific and understandable. In reality, it really does not matter if a player's technique was perfect. Your linemen either got the job done or they did not get the job done. If you are evaluating the effectiveness in any other way, you may need to take a closer look at your grading system.

It is important for the linemen to understand the areas of their performance that need improvement, as well as the areas of their play that are positive. The grading sheet should be simple yet effective in providing input on whether or not they are getting the job done (Figure 9-

Play#	Player	Play	Execution? Y/N
			= =
		010	
		18	

Divide efficient plays by total plays to find your grade for each player.

- 90 to 100%—Excellent (rare)
- · 70% and above-Good
- Below 70%—Find another guy or simplify the package

Figure 9-1. Sample game grade sheet



OPPONENT:				-	$\mathbf{\Omega}$
FIRST O-LINE			put jersey n	number here	OF
RUSHING	VALUE	<u> </u>			 TE
Get Off	+1				
Block	+1				
BONUS					
Tackle on TO	+1				
Downfield Block	+2				
DeCleat or Pancake	+2				
Fumble Recovery	+2				
DEDUCTIONS					
No Block	-1				
No Get Off	-1				
Blown Assignment	-1				
Walk out of huddle	-1				
Penalty	-2				
TOTAL INDIVIDUA	LSCORE				

Take total score and divide it by the number of plays to get the percentage
Every lineman on a score gets a sticker
COMMENTS:

SECOND O-LINE		put jersey number here				
RUSHING	VALUE	·				 TE
Get Off	+1					
Block	+1					
BONUS						
Tackle on TO	+1					
Downfield Block	+2					
DeCleat or Pancake	+2					
Fumble Recovery	+2					
DEDUCTIONS						
No Block	-1					
No Get Off	-1					
Blown Assignment	-1					
Walk out of huddle	-1					
Penalty	-2					
TOTAL INDIVIDUA	LSCORE					

Take total score and divide it by the number of plays to get the percentage
Every lineman on a score gets a sticker
COMMENTS:



SUMMARY OF ALL PLAYS

GO FAMILY

Buck Sweep	26 & 45 G.O.
TB Guard Trap	32 & 31 G
Counter	GO 24 Counter GO 43 Counter
Play Action	17 & 18 GO Pass
Power	26 & 45 G-Lead

BELLY FAMILY

Weak Iso Belly	33 & 34 Belly
Sweep	47 & 28 G
Tackle Trap	22 & 41 Trap
Play Action	33 & 34 Belly Pass
Option ¹	47 & 28 Option ¹

DOWN FAMILY

Off Tackle Down	35 & 36 "O"
Counter	Down 24 Counter Down 43 Counter
Play Action	35 & 36 Down Pass
Option ¹	47 & 28 Option 1

OPTION FAMILY

Midline	11 & 12 Army ²
Inside Veer	13 & 14 Baylor ²
Outside Veer	15 & 16 Cal ²

LIZ / LAZER FAMLY

Jet Sweep	Liz 28 "O" Rip 47 "O"
Rocket	Lazer 28 "T" Rocket 47 "T"

SHORT YARDAGE

Smash Mouth	Tubby 33 / 34 Lead
Counter	Tubby 41 / 22 Trap
Play Action	Tubby Boot Pass

DROP BACK PASS

Quick Pass	Purple
Drop Back	White & Gray
Screen	Silver & Gold

SPRINT OUT PASS

Sprint Right	Red 75, 67, 95
Sprint Left	Blue 75, 67, 95

We don't call option anymore. The QB always reads the OLB on Belly & Down, with a green light to pull the ball & run option if the OLB is cheating to tackle the TB.



² Army=read 1st man past "A" gap; Baylor= read 1st man past "B" gap; Cal = read 1st man past "C" gap

SCOUTING

7-MAN FRONTS:

Find the flank opposite rolled up safety. Where is SS lining up vs TE/WB, SE, and balanced sets. On SE side, the OLB/DE is in conflict. Weakside flats.

Use balanced formations vs odd fronts.

- 5-2 weak OLB is on the LOS. Shift the HB. First 6 plays should have 6 different formations. Spread places Weak OLB in conflict. Quick passing game is lethal. Run away from SS or formation him away from play if he is declaring a strength.
- 6-1 Tackle trap, G.O., Down, Down option with SE on TE side. Weakside options. Quick pitch. Put FB on ILB and WB on FS when running down option.
- 4-3 Sucker, Weak options, Army, Baylor, Belly to SE and TE sides, G.O. to SE side. Flats.
- 5-3 Tackle trap to motion man. Cal. Down Tee. Loose/Trips/Trey All Options. Quick Pitch. 3 step pass game. Jet

8-MAN FRONTS:

Start off tackle running at #3 or #4. One of them has dual responsibility. If DE takes the off-tackle hole, the OLB is in conflict. Attack middle with gut. Attack weakside with Belly, gut, criss-cross counter, and waggle. Use unbalanced formations vs even fronts. Use shifts/Joker if flopping their personnel. Use doubles/trips to get OLB out of the box.

- 4.4 Belly, B. Option, sucker. Pick on #3. Is he a contain player or off-tackle? Down Option. G.O. to SE Run everything out of Loose formation except Down series. Are they rolling secondary?
- 6-2 Roll secondary? Attack the flats. Run option, Belly Pass, Down Pass. Put the SE on TE side.
- BEAR Weakside HB in flats. Change formations. Tackle trap to motion man. Option & formations kill this defense. Guard trap, Belly, Belly Option, Belly Pass. Cross WR in Waggle.

RUN THESE PLAYS WHEN:

G.O. Corner is making tackles off edges. Hard squeezing DE

Guard Trap When DT is penetrating

Counter DL running upfield to stop Boot.

Belly Anytime. Can run Belly vs any defense.

Belly Option When OLB makes tackle on Belly

Tackle Trap Backside ILB on Belly
Down OLB or DE running upfield.
Down Option OLB makes tackle on Down.



GLOSSARY & INDEX OF TERMS

