SECTION FIVE

APPENDIX



Chapter 14: Evaluating Players
Chapter 15: Organizing Your Coaching Staff

Evaluating Players

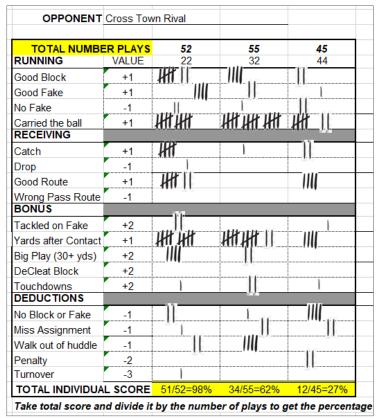


It is important for the players to understand the areas of their performance that need improvement, as well as the areas of their play that are positive. Keep your evaluations specific and understandable. In reality, it really does not matter if a player's technique was perfect. Your players either got 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.

We do not watch our film during our coaches meetings. We meet from 7am to 1pm on Saturdays and get all the info entered for 3 scout games, run our reports, generate scripts, develop depth charts, and print up practice

schedules. While we are doing this, our Falcon and Mike LB are entering the defensive data for our game and our QB is entering all of our offensive play calls. This has to be done by 4pm on Saturday and our position coaches need to have grading and notes done by Noon on Sunday. These grade sheets are posted in the locker room every Monday.

Here is an example grade sheet for running backs. I have always let our position coaches have the freedom to create the categories they feel are important and assign the appropriate point values.



This sheet is only used by our Offensive Coordinator. He writes every play down in the order that we called the play in the game and makes notes. Or he could just put a minus 2, minus 1, a zero, or plus 1, or plus 2. Then he will type these into Excel and put all the points together for each play. So, we may have called 33 Belly five times in the game, but on the typed sheet there would only be one line item for 33 Belly with all the points.

This gives us a very quick snap shot of plays we need to work on.

OPPONENT:					-		
FIRST O-LIN	VALUE		put jer	sey number hei	ner	OL	
E 8000						TE	
Get Off	+1	ļ					
Block BONUS	+1		<u>i</u>				
Tackle on TO	+1		i				
Downfield Block	+2						
DeCleat or Pancak	+2						
Fumble Recovery DEDUCTIONS	+2						
No Block	-1						
No Get Off	-1	•					
Blown Assignment	-1		·····				
Walk out of huddle	-1	•	······		***************************************	······	
Penalty	-2		·····				
OTAL INDIVIDUA	L SCOR						
		tal score and	divide it by the i		s to get the	e percentage	
co	MMENTS:	Every linema	n on a score ge	ts a sticker			
SECOND O-L	INF		nut ier	sey number he	na .		
RUSHING	VALUE		parjer	sey namber ne		TE	
Get Off	+1						
Block BONUS	+1						
Tackle on TO	+1						
Downfield Block	+2						
DeCleat or Pancak	+2	•					
Fumble Recovery DEDUCTIONS	+2		OPPONENT	T	9	•	BB
No Block	-1		TOTAL MUME	NED DI AVO			KK
No Get Off	-1		TOTAL NUMB RUNNING	VALUE			ILL
Blown Assignment	-1		Good Block	+1			
Walk out of huddle	-1		Good Fake No Fake	+1 -1			COMMENTS
Penalty	-2		Carried the ball	+1			
OTAL INDIVIDUA	L SCOR		RECEIVING				
	Take to	tal score and	Catch Drop	-1			
CO	MMENTS:	Every linema	Good Route	+1			
	· ii iLitio.		Wrong Pass Route	e -1			
			BONUS				
			Tackled on Fake Yards after Contac	+2 t +1			
			Big Play (30+ yds)				
			DeCleat Block	+2			
			Touchdowns DEDUCTIONS	+2			
			No Block or Fake	-1			
			Miss Assignment	-1			
			Walk out of huddle				
			Penalty	-2 -3			
			Turnover TOTAL INDIVIDU		<u> </u>		
			() A M M/II M	AL SCOPE			

OPPONENT				WD
RECEIVERS		put jerse	y number here	TTR
RUSHING	VALUE			
Downfield Block	+1			
RECEIVING				
Route	+1			
Catch	+1			
BONUS				
Tackle on TO	+1			
Big Hit	+1			
TD Block	+1			
Big Play (30+ yds)	+2			
Fumble Recovery	+2			
Touchdown	+3			
DEDUCTIONS				
Wrong Formation	-1			
Walk out of huddle	-1			
No Block	-1			
Drop	-1			
Wrong Route	-1			
Penalty	-2			
TOTAL INDIVIDU	IAL SCORE			

Take total score and divide it by the number of plays to get the percentage

COMMENTS:

OPPONENT:			NR					T
QB			ud	TIGHT EN	IDS			
RUNNING	VALUE			RUSHING	VALUE			
Miss Assignment	-1			No Get Off	-1			
Good Block	+1			Get Off	+1			
Good Fake	+1			Block	+1			
No Fake	-1			Downfield Block	+1			
Carry	+1			RECEIVING				
PASSING				Route	+1			
Good Drop	+1			Catch	+1			
Read & Throw	+1			Drop	-1			
BONUS				Wrong Route	-1			
Completion	+1			BONUS				
Avoid a Sack	+1			Tackle on TO	+1			
Tackle on TO	+1			Big Hit	+1			
Good Audible	+1			Block after cate	+1			
Fumble Recovery	+2			Big Play	+2			
Big Play	+3			Fumble Recove				
No Tempo	-1			Touchdown	+3			
Penalty	-2			Walk out of hud	-1			
Turnover	-3			Block after cate				
TAL INDIVIDUAL	SCORE	0	0					
				Penalty	-2			
				L INDIVIDUAL	SCORE	0	0	

	Def	fe	ns	e	Tackle	Tackle for loss	Sack	Assist Tackle	Miss Tackle	Fumble Recovery	Caused Fumble	Interception	Scoop	Game Breaker	Penalty	Mental Error	Critical Error	Loafing
#	PLAYER		Numer of Plays		3			1	-1	5	5	5	5	10	yd of Penalty	-6	-9	-12
		_															_	
		U	PPONENT:		+			_		+		+					NI	
			FIRST D-L							put,	jersey	пан	nber	here			J	
		POS	ITIVE	VALU	Ε							_						_
		Sting		+1														
			t Tackle	+1														
			Tackle	+1														
			e for Loss	+2														
		Sack		+3														
			ed Fumble	+2														
		DED	le Recovery JCTIONS	+3														
		No St		-1														
			d Tackle	-1														
		Pena	lty	-2														
		Misse	d Assignmen															
		No Pu		-2	_							_						_
		OTAI	. INDIVIDUA			-1								Inc. c	a get ti	b.a		
						ai 500	æ.	ana di	wae r	e uy en	e num	wer	or p	rays (t	gera	ie për	centa	ge
			COM	MENT:	5:							Ŧ						

								ĿK-	-	
INSIDE LINEBACE POSITIVE	VALUE			put jer	sey number	here			-	
Filled Window	+1								†	
Assist Tackle	+1								†	
									+	
Solo Tackle	+2								+	
Pass Breakup Sack	+1								+	
	+2								†	
Caused Fumble	+2								†	
Fumble Recovery	+2								+	
Interception	+3								+	
Scoop & Score	+5								+	
Pick 6 DEDUCTIONS	+5				<u> </u>				ı	
Miss Alignment	1									
Wrong Read	-1								.]	
Missed Tackle	-2								.]	
Penalty	-2								_	
No Pursuit	_1								_	
	-2								╛	
TOTAL INDIVIDUAL									1	
	Take tota	d score a	ınd divide .	it by the i	rumber of p	lays to g	et the per	rcentage	-	
COM	MENTS:									
CUTOIDE LE							_∧	HD	1	
OUTSIDE LB	S			put jer.	sey number	here			1	
PUSHIVE	VALUE						·			
	VALUE						V	LV	+	
Squeeze Window	+1							LU	-	
Squeeze Window Assist Tackle	+1 +1									
Squeeze Window Assist Tackle Pass Breakup	+1 +1 +1	OF	PPONENT:							
Squeeze Window Assist Tackle Pass Breakup Solo Tackle	+1 +1 +1 +2	OF	PONENT:							n
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack	+1 +1 +1 +1 +2 +2	DEI	FENSIVE B				put jers	Sey numb	er here	D
POSITIVE Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble	+1 +1 +1 +1 +2 +2 +2	DEI	FENSIVE B	VALUE			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery	+1 +1 +1 +2 +2 +2 +2 +2	DEI POSI Solo Ta	FENSIVE B FIVE ackle	VALUE +1			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery	+1 +1 +1 +2 +2 +2 +2 +2 +3	DEI POSI Solo Ta Assist	FENSIVE B TIVE ackle Tackle	VALUE			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception	+1 +1 +1 +2 +2 +2 +2 +2 +3 +5	DEI POSI Solo T Assist Pass B	FENSIVE B FIVE ackle	+1 +1 +1 +1			put jer:	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6	+1 +1 +1 +2 +2 +2 +2 +2 +3	DEI POSI Solo T. Assist Pass E Sack	FENSIVE B FIVE ackle Tackle ireakup	+1 +1 +1 +1 +2			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS	+1 +1 +1 +2 +2 +2 +2 +2 +3 +5 +5	DEI POSI Solo T Assist Pass E Sack Cause	FENSIVE B TIVE ackle Tackle ireakup d Fumble	+1 +1 +1 +1 +2 +2			put jer:	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS	+1 +1 +1 +2 +2 +2 +2 +2 +3 +5 +5	DEI POSI Solo T Assist Pass E Sack Cause	FENSIVE B FIVE ackle Tackle ireakup	+1 +1 +1 +1 +2			put jer:	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1	DEI POSI Solo T Assist Pass E Sack Cause	FENSIVE B FIVE ackle Tackle dreakup d Fumble e Recovery	+1 +1 +1 +1 +2 +2			put jer.	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce	FENSIVE B FIVE ackle Tackle dreakup d Fumble e Recovery	+1 +1 +1 +1 +2 +2 +2			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop	FENSIVE B FIVE ackle Tackle freakup d Fumble Recovery ption & Score	+1 +1 +1 +2 +2 +2 +3			put jer	sey numb	er here	D.
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -2 -2 -2	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU	FENSIVE B FIVE ackle Tackle dreakup d Fumble e Recovery option & Score	+1 +1 +1 +2 +2 +2 +3 +5			put jers	sey numb	er here	
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -2 -2 -2	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al	FENSIVE B FIVE ackle Tackle ireakup d Fumble Recovery ption & Score CTIONS ignment	+1 +1 +1 +2 +2 +2 +3 +5 +5			put jer.	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed	FENSIVE B FIVE ackle Tackle dreakup d Fumble e Recovery ption & Score CTIONS ignment	+1 +1 +1 +2 +2 +2 +3 +5 +5			put jers	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -2 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed Penalt	FENSIVE B FIVE ackle Tackle d Fumble e Recovery ption & Score CTIONS ignment I Tackle	+1 +1 +1 +2 +2 +2 +3 +5 +5 -1 -2			put jers	sey numb	er here	D.
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed	FENSIVE B FIVE ackle Tackle d Fumble e Recovery ption & Score CTIONS ignment I Tackle	+1 +1 +1 +2 +2 +2 +3 +5 +5 -1 -2 -2			put jen	sey numb	er here	D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed Penalt No Pur	FENSIVE B FIVE ackle Tackle freakup d Fumble Recovery ption & Score CTIONS ignment I Tackle y suit	+1 +1 +1 +2 +2 +2 +3 +5 +5 -1 -2 -2 -1			put jers	sey numb	er here	
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed Penalt No Pur	FENSIVE B FIVE ackle Tackle d Fumble e Recovery ption & Score CTIONS ignment I Tackle	+1 +1 +1 +2 +2 +2 +3 +5 -1 -1 -2 -2 -1 -2 AL SCOR						D
Squeeze Window Assist Tackle Pass Breakup Solo Tackle Sack Caused Fumble Fumble Recovery Interception Scoop & Score Pick 6 DEDUCTIONS Miss Alignment No Contain/Squeeze Missed Tackle Penalty No Pursuit	+1 +1 +1 +2 +2 +2 +2 +3 +5 +5 -1 -1 -1 -2 -2 -1 SCORE	DEI POSI Solo T. Assist Pass E Sack Cause Fumble Interce Scoop Pick 6 DEDU Miss Al Missed Penalt No Pur	FENSIVE B FIVE ackle Tackle ireakup d Fumble Recovery ption & Score CTIONS ignment I Tackle y suit	+1 +1 +1 +2 +2 +2 +3 +5 -1 -1 -2 -2 -1 -2 AL SCOR						D.

OPPONENT:								V
KICKOF	F			put jersey	number he	re		W
POSITIVE	VALUE							
Assist Tackle	+1							
Solo Tackle	+1							
Ball inside the 20	+2							
Break the Wedge	+2							
DeCleat	+2							
Caused Fumble	+3							
Fumble Recovery	+3							
DEDUCTIONS								
No Lane	_1							
Missed Tackle	_1							
Penalty	-2							
Ball past 50	-2							
Jogging	-2							<u>.</u>
Gave up TD	-5							
OTAL INDIVIDUA	AL SCOR		<u> </u>					<u> </u>
	Take total sco	re and divide it	t by the numb	er of plays i	to get the p	percentag	ge	
COM	MENTS:							

N DEPONENT									
DPPONENT:									
KICKOFF RE	TURN				put jersey	number he	re		VAL
POSITIVE	VALUE								
Outstanding block	+1								
Ball past the 50	+2								
Recover onside	+2								
DeCleat	+2								
Score TD	+3								
DEDUCTIONS									
Missed Block	-1								
Your Man make tac	-2								
Penalty	-2								
Ball inside the 20	-2								
Jogging	-2								
OTAL INDIVIDUA	L SCOR	<u> </u>						<u> </u>	<u> </u>
	Take tot.	al score an	d divide it b	y the numbe	r of plays	to get the ,	oercentag	рe	
COM	MENTS:								

OPPONENT:									DH	MT
PUNT					put jersey	number he	ene		TU	M
POSITIVE	VALUE									
Assist Tackle	+1									
Solo Tackle	+1									
No Return	+2									
Break the Wedge	+2									
DeCleat	+2									
Caused Fumble	+3									
Fumble Recovery	+3									
DEDUCTIONS										
NoLane	-1									
Missed Tackle	-1									
Penalty	-2									
Ball back to LOS	-2									
Jogging	-2									
Gave up a Punt blo	-4									
Gave up TD	-5									
OTAL INDIVIDUA	L SCOR	<u> </u>						<u> </u>		<u> </u>
	Take total	score and o	livide it by	the numbe	r of plays	to get the ,	percentag	ge		
COM	MENTS:									
										_

OPPONENT:											
OIT ONLINT.									DH	NT	DET
PUNT RETU	IRN					out jersey .	number he	rre	10	М	VF I
POSITIVE	VALUE										
Outstanding block	+1										
Ball back to LOS	+2										
DeCleat	+2										
Blocked punt	+3										
Score TD	+5										
									<u> </u>		
DEDUCTIONS						_					_
Missed Block	-1										
Penalty	-2										
No return	-2										
Jogging	-2										
OTAL INDIVIDUA											
	Take tot.	al score a	nd divid	e it by th	e numbe.	r of plays t	o get the p	percentag	pe .		
COM	MENTS:									-	
30.											