

Sample Team Offensive Scouting Report — Our Team Defense

Oct 9, 2026 ·

Executive summary

Sample Team is a pass-first, quick-game offense that has struggled to move the ball: 67% pass by called play over 156 snaps in 4 games, 3.5 yards a play, 26 plays for a loss, and 3 offensive touchdowns on this film. Everything still runs through the Hitch (22 calls, the X its top target, thrown to the boundary 12 of 18 times off a hash) out of BLACK and GREY, and they throw on about 3 of every 4 snaps from those two. Their run game averages 1.7 yards, so their big plays come through the air: 15 passes of 15+ yards on crossers (J Cross), Slant Go (54 yds), Snag (37), routes by the T and slants behind W CLEAR motion. The game added to the film this week brought ACE TWINS OVER RIGHT (8 snaps), Thunder on 3rd and 4th down, and F TRADE motion (pass on 7 of 9). Our plan: stem the 3-5-3 and win 1st down, then let our experienced corners sit on the Hitch without biting on the Slant Go, wall the crossers, and carry the T out of the backfield. They convert only 7 of 36 third downs and 2 of 9 fourth downs; if we tackle the catch short of the sticks, they punt.

Step 1 — Data check

The file holds 164 rows from 4 games; after removing 3 timeouts and 5 dead-ball penalties with no play called, 156 snaps are analyzed. The new game is the first 45 rows of the file; the other 119 rows match last week's file exactly. There is no game column, so the games come from the PLAY # restarting at a low number (rows 1–45, 46–75, 76–126, 127–164), which gives 43, 29, 48 and 36 snaps. Game numbers in this report follow that file order. Jumps of 3+ in the play number mark a new drive (33 drives inferred).

Column	How I read it
PLAY #	Clip number; restarts mark a new game, jumps mark a new drive
ODK	All O (offense)
DN / DIST	Down and distance
HASH	L / M / R, defensive view; the field (wide) side is the opposite hash
YARD LN	Negative = Sample Team's own side, positive = our side; used to build field zones
PLAY TYPE	Run or Pass (see the fixes below)
RESULT / GN/LS	Outcome and yards; penalty and interception rows count for play calls but not yards

Column	How I read it
OFF FORM	Formation, kept exactly as tagged (37 different tags after the typo fix)
MOTION	Motion tag, 30 snaps (19%)
OFF PLAY	Play or concept name
WHO GOT BALL?	Ball carrier or target (filled on 89 rows)
OFF STR	Formation strength L / R / BAL, defensive view
PLAY DIR	Direction, defensive view
PASS ZONE	Filled on 11 snaps, values 1–8; I don't have your zone key, so it is only listed
COVERAGE	Filled on 9 snaps, none in the new game: the defense they faced
QTR	Quarter

Empty in every row: FIELD ZONE (rebuilt from YARD LN), GAP, DEF FRONT, BLITZ.

Cleanup I made (formations untouched except one typo):

- GOLD ZPLIT Z TIGHT → Gold SPLIT Z TIGHT (typo)
- SLANT GO-SLANTGO → SLANT GO-SLANT GO; STICK- Z IN → STICK-Z IN
- Capitals only: Slant STICK-SLANT STICK, Slant W FLAT, Slant BUBBLE, Slant FLAT-SLANT FLAT
- WHO GOT BALL: Q SCRAMBLE → Q

Run/Pass fix (please confirm). Fourteen snaps are tagged Run but the play is a pass concept, most likely a scramble, sack or tagging slip. I counted them by the play called, as Pass:

Game	Play #	Down & dist	Formation	Play	Result as tagged
1	39	3rd & 8	BLACK	THUNDER (QB scrambled)	Rush, 5
1	49	2nd & 10	YELLOW BUNCH	KEY 4 (to the T, T TEAR LEFT)	Rush, 0
1	107	3rd & 3	ACE TWINS OVER RIGHT	SNAG (QB scrambled)	Rush, 0
1	115	3rd & 3	GREY	SLANT GO	Rush, 0

Game	Play #	Down & dist	Formation	Play	Result as tagged
1	144	4th & 13	BROWN	SMASH INVERT (QB scrambled)	Rush, 22
2	63	3rd & 16	GREY	T SWING LEFT	Rush, 5
2	93	3rd & 11	BLACK	SLANT FADE-SLANT FADE	Rush, 11
2	101	1st & 10	GREEN BUNCH	THUNDER	Rush, 2
2	103	3rd & 3	GREEN	HITCH (to Z)	Rush, 7
3	77	1st & 10	GREEN	J CROSS	Rush, -8
3	99	1st & 10	YELLOW BUNCH	HITCH (to X)	Complete, 5
3	106	1st & 10	BLACK	VERTZ X DRAG	Rush, -9
3	120	3rd & 31	BLACK	VERTZ	Rush, -7
3	126	1st & 10	BLACK	SLANT GO-SLANT GO	Complete, 10

As tagged they are 42% run; by the play called they are 33% run. Every split in this report uses the play called. KEY 4 is the least certain of the 14.

Entries to know about (left as tagged):

- Game 3, play 62: COLUMBUS from BROWN is tagged Pass, Complete, 26 yds to the T.
- Game 1, play 97: GREY with X ORBIT motion, no play name, QB carried for 2 (likely a scramble).
- Game 1, play 145: Snag TD with no formation tagged.
- Game 1, play 71: BLACK TO GREY is kept as its own tag; it looks like a shift.
- Game 4, play 108: the MOTION column says VERTZ and the play is F HITCH.
- Game 4, play 18: motion H TRADES; H is not one of our player letters.
- Game 3, plays 118–119: two runs for -4 and -17 with no formation or play name.
- 3 snaps have no formation and 7 have no play name; they count in totals but not in formation or play breakdowns.

Strength check. GREEN (Trey right) is tagged L on 9 of 11 snaps and TEAL (Trey left) R on 8 of 14, which matches seeing the offense from the defense. BLACK (R 20, L 13), GREY (L 19, R 4) and ACE TWINS OVER RIGHT (L 7, R 1) carry more than one strength value; BLACK and GREY may be mirror tags. Neither is in our glossary.

What the missing columns limit: no time or score means no 2-minute or leading/trailing breakdown; no personnel column; GUN appears in only one tag (GUN DOUBLE SLOT), so under center vs. shotgun can't be measured; no possession or turnover column, so drive starts are inferred and after-turnover tendencies can't be measured.

Glossary additions

These tags showed up on Sample Team film but are not in our glossary. Directions are from the defense's view. Where the film doesn't show what a tag means, the entry says "confirm."

Formations

Tag	Snap	Tagged strength	Pass %	What we know
BLACK	26	R 18, L 8	77	Their most-used set. Look: confirm
GREY	17	L 15, R 2	82	Second most-used; their 3rd & long set (7 of 15). Look: confirm; may be the mirror of BLACK
PRO RIGHT TWINS OVER	3	L	33	Look: confirm
PRO LEFT / PRO RIGHT / Pro	3 / 1 / 1	R / L / R	—	Look: confirm
YELLOW BUNCH / YELLOW CRUNCH	3 / 1	R	33 / 0	YELLOW (3x1) with a bunch or crunch of the three receivers
GREEN BUNCH	1	L	100	Trey right with a bunch
Saints UNDER / TEAL UNDER	1 / 1	BAL / R	100	Both play-action passes. UNDER: confirm
Saints STACK	1	BAL	—	Penalty snap
Gold SPLIT Z TIGHT	2	BAL	0	TE and wing set with split backs and a tight Z

Tag	Snaps	Tagged strength	Pass %	What we know
Twins LEFT OVER SPLIT BACKS / PRO TWINS LEFT OVER	1 / 1	R	—	Look: confirm
Miami LEFT / Miami RIGHT	1 / 1	L	100	Both on 4th or 2nd & long. Look: confirm
Twins Flex	1	R	100	Look: confirm
ACE WING LEFT	1	L	0	Detroit Wham

Run plays

Tag	Snaps	What we saw
Q CAIRO	2	Counter with the QB carrying; 2 and 7 yds
Q BUCK RIGHT	1	QB carry, -1. BUCK: confirm
DETROIT WHAM / DETROIT SPLIT ZONE	1 / 1	Inside zone with a wham block or split-zone action; 1 and 3 yds
RENO LEAD	1	A-gap power with a lead blocker, from split backs
SAN FRAN EYES	1	Outside run with the QB carrying, from Saints with W ZIP motion. EYES: confirm
BAD SNAP	1	Not a play call

Pass concepts

Tag	Calls	Where we saw it	Ball went to
HITCH	20	Every formation family	X (5), Z, W (2 each)
J CROSS and its tags (F DRAG, Z OUT, Y DRAG, PA)	6	Saints, BLACK, GREY, GREEN, TEAL UNDER	J; 17 and 28-yd gains
T CONCRETE	3	GREY, GREEN, YELLOW	T every time; 12.3 yds a catch
STICK-STICK / STICK-SNAG / SLANT STICK	4 / 1 / 1	BLACK, TEAL, Saints	J, Z; the only TD on film was Slant Stick to the Z

Tag	Calls	Where we saw it	Ball went to
SLANT W FLAT / SLANTS W WHEEL	1 / 1	Saints with W CLEAR motion	W; 18 and 19 yds
SHALLOW	2	BLACK, 3rd down	No completions
STOP	2	GREY, 3rd & long	Sack and incompletion
KEY 2 / KEY 2 NOW, T KEY	2 / 1	TEAL, BLACK	J, T
THUNDER / THUNDER T FLAT	2 / 1	GREEN BUNCH, ORANGE, GREEN	J (19 yds)
PA FLOOD RIGHT / FLOOD RIGHT	1 / 1	Gold, PRO RIGHT TWINS OVER	Z (25 yds)
FAKE BUFFALO BOOT PASS RIGHT, FAKE BIRMINGHAM BOOT PASS LEFT, FAKE SAN FRAN LAZER	1 each	Saints UNDER, PRO TWINS LEFT OVER, PRO LEFT	Boot and fake-run passes
T SWING LEFT, T ASPHALT, F HITCH, SLANT F FLAT	1–2 each	GREY, BLACK, TEAL, ORANGE	T or F
DRIVE, CURL GO, GO HITCH, SLOT POST, SPRINT LEFT Z COMEBACK, VERTZ (with X/J tags)	1–3 each	Mixed	Mixed

Motions

Tag	Snap	What followed
W CLEAR	2	Slants to the W, 18 and 19 yds
F TRADE	2	Pass to the F or Stick-Stick
F ZAP	1	T Concrete, 18 yds
J CLEAR	1	San Fran, 19 yds
W ZIP / W ZIP TO WING LEFT	1 / 1	Boot pass; QB San Fran
X CLEAR / Z CLEAR / Z TRADE	1 each	Seattle, T Asphalt, penalty

Tag	Snaps	What followed
T TEAR RIGHT / T TO WING RIGHT	1 each	T Key, Flood Right
H TRADES	1	Hitch; H: confirm

Step 2 — Tendency analysis

Sample Team throws on two of every three snaps, runs mostly on 1st down and 2nd & short, and throws on almost every 3rd and 4th down. Averages leave out penalty and interception snaps. Flag column: TENDENCY = 70%+ one way on 6+ snaps.

1. Overall

Play type	Snaps	Share	Avg yds	Median yds
Run	38	34%	1.8	2
Pass	75	66%	4.3	2

Passing: 33 of 57 attempts completed (58%), 1 interception, 5 sacks, 3 scrambles. 3.4 yards a play overall; 20 plays lost yardage. One offensive TD on film. 3rd-down conversion 6 of 25 (24%); 4th-down conversion 1 of 7. Explosives: 3 runs of 10+, 10 passes of 15+.

Top plays	Snaps	Avg yds	Median yds
HITCH	20	4.3	3
COLUMBUS	5	2.5 on 4 runs; 1 tagged pass for 26	2 (runs)
RENO	4	0.3	1.5
SEATTLE	4	-1.3	-1
STICK-STICK	4	3.7	7
DETROIT	3	3.7	4
LOUISVILLE	3	4.3	3
T CONCRETE	3	12.3	16
VERTZ	3	2.0	0

2. Down and distance

Situation	Snap	Run %	Pass %	Avg yds	Top plays	Flag
1st & 10	41	46	54	5.2	HITCH (6), COLUMBUS (3), BUFFALO (2)	balanced
1st & 11+	5	40	60	8.4	HITCH, CAIRO, J CROSS Z OUT (1 each)	small sample
1st & under 10	1	0	100	4.0	SLANT STICK (TD)	small sample
2nd & short (1-3)	6	83	17	-1.0	SEATTLE (2), RENO (1), BIRMINGHAM (1)	TENDENCY run
2nd & medium (4-6)	4	75	25	1.8	COLUMBUS, RENO, HITCH (1 each)	small sample
2nd & long (7+)	24	25	75	2.2	HITCH (5), SLANT F FLAT (2)	TENDENCY pass
3rd & short (1-3)	4	50	50	3.0	HITCH, LOUISVILLE, DETROIT (1 each)	small sample
3rd & medium (4-6)	6	0	100	2.5	SHALLOW (2), STICK-STICK (1), HITCH (1)	TENDENCY pass
3rd & long (7+)	15	7	93	1.9	HITCH (2), STOP (2), STICK-SNAG (1)	TENDENCY pass

Situation	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
4th down	7	0	100	2.6	HITCH (2), VERTZ, J CROSS F DRAG (1 each)	TENDENCY pass

3. Field zone

Zone	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
Backed up (own 1–10)	5	40	60	3.8	HITCH (2), DETROIT (2)	small sample
Own territory (own 11–39)	43	44	56	4.8	HITCH (6), COLUMBUS (3), RENO (3)	balanced
Midfield (own 40–opp 40)	46	30	70	3.2	HITCH (8), SHALLOW (2), Q CAIRO (2)	lean pass (69.6%)
Plus territory (opp 39–21)	13	15	85	-0.2	HITCH (2), SEATTLE (1)	TENDENCY pass
Red zone (opp 20–11)	5	20	80	3.2	HITCH (2), COLUMBUS (1)	small sample
Goal line (opp 10–1)	1	0	100	4.0	SLANT STICK (TD)	small sample

They have only 6 snaps inside our 20 in 3 games.

4. Formation

No personnel column, so this is by formation only, tags kept exactly as written. Formations with 3+ snaps:

Formation	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
BLACK	26	23	77	2.0	HITCH (5), SEATTLE (3),	TENDENCY pass, 75%+

Formation	Snap	Run %	Pass %	Avg yds	Top plays	Flag
					STICK-STICK (3)	
GREY	17	18	82	2.4	HITCH (3), STOP (2)	TENDENCY pass, 75%+
TEAL	9	22	78	3.5	8 different plays, 1 each	TENDENCY pass, 75%+
GREEN	9	33	67	2.2	HITCH (3)	lean pass
BROWN	8	50	50	6.5	HITCH (3), COLUMBUS (3)	balanced
Saints	7	29	71	8.1	J CROSS, SLANT W FLAT, SLANTS W WHEEL	TENDENCY pass
YELLOW	4	25	75	5.8	RENO, HITCH X GO, DRIVE	small sample
VIOLET	3	67	33	0.0	COLUMBUS, BAD SNAP, HITCH	small sample
Gold	3	33	67	9.7	HITCH, DETROIT, PA FLOOD RIGHT	small sample
PRO LEFT	3	67	33	6.7	CAIRO, Q CAIRO, FAKE SAN FRAN LAZER	small sample
ORANGE	3	0	100	9.5	THUNDER, VERTZ J DRAG, T SWING LEFT	small sample

Formation	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
YELLOW BUNCH	3	67	33	2.3	HITCH, RENO, LOUISVILLE	small sample
PRO RIGHT TWINS OVER	3	67	33	6.0	COLUMBUS, FLOOD RIGHT, SAN FRAN	small sample

The other 13 tags have 1–2 snaps each. BROWN is their best formation per snap (6.5 yds).

5. Hash and field/boundary

Play type	To field	To boundary	Middle hash
Run (38)	21 (55%)	12 (32%)	5 (13%)
Pass (75)	27 (36%)	30 (40%)	18 (24%)

Runs lean to the field (21 of 33 off a hash). Passes are split, but the Hitch goes to the boundary 11 of 17 times off a hash, and from the left hash 18 of 31 passes went to the boundary.

6. Formation strength

No tendency: runs went to strength 17 times and away 17; passes 33 to and 36 away. By play, RENO went to strength 4 of 4 and COLUMBUS away 3 of 4 (small samples).

7. Motion and shifts

Motion on 14 snaps (12%); 11 of the 14 were passes. Each motion tag appears only 1–2 times, so every motion is a small sample. The two that matter: W CLEAR (2) = slants to the W for 18 and 19 yds; F ZAP (1) = T Concrete for 18. Full list in the glossary.

8. Backfield alignment

No GUN, PISTOL, NEAR or FAR words appear in their tags, so backfield depth and offset can't be measured. Small samples from the words that do appear: SPLIT BACKS (2) = runs (Buffalo, Reno Lead); UNDER (2) = play-action passes.

9. Situational

Situation	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
First play of drive (22 inferred)	22	55	45	4.2	COLUMBUS, BUFFALO, RENO (2 each)	balanced

Situation	Snaps	Run %	Pass %	Avg yds	Top plays	Flag
After a 10+ gain	19	37	63	8.4	HITCH (5)	lean pass
After a negative play	17	12	88	2.6	HITCH (5)	TENDENCY pass

After turnovers, 2-minute, and leading vs. trailing can't be measured (no possession, time or score columns).

10. Players

Player	Touches	Yards	Avg	When they get it
T	31 (25 runs, 5 catches, 1 tagged-pass Columbus)	135	4.5	2.5 a carry on runs; T Concrete 12.3 a catch
J	7	78	11.1	Crossers: J Cross 17 and 28; Thunder 19
X	7	49	7.0	The Hitch receiver (5 of his 7)
Z	6	58	9.7	PA Flood 25; the only TD
W	5	60	12.0	Slants behind W CLEAR, 18 and 19
Q	3 runs	10	3.3	Not a running threat on film

Most dangerous: the J on crossers, the T as a receiver out of the backfield, and the W on slants after motion.

11. Game by game

Game (file order)	Snaps	Run %	Most-used formations
1	29	38	BLACK 8, GREY 5, GREEN 4
2	48	38	BLACK 16, BROWN 7

Game (file order)	Snaps	Run %	Most-used formations
3	36	25	GREY 10, TEAL 7, Saints 5

If the file is in date order, their latest game was their most pass-heavy and moved from BLACK and BROWN to GREY, TEAL and Saints.

12. Defenses they faced (9 tagged snaps)

Against 2 MAN they went 0 for 3 (Shallow, Vertz, Hitch). Against Cover 2 they hit 2 of 3 Hitches (10 and 15 yds). Against Cover 0, an incomplection and a scramble for -4; against Cover 4, an incomplete Hitch. Small sample, but it points the same way as the call sheet.

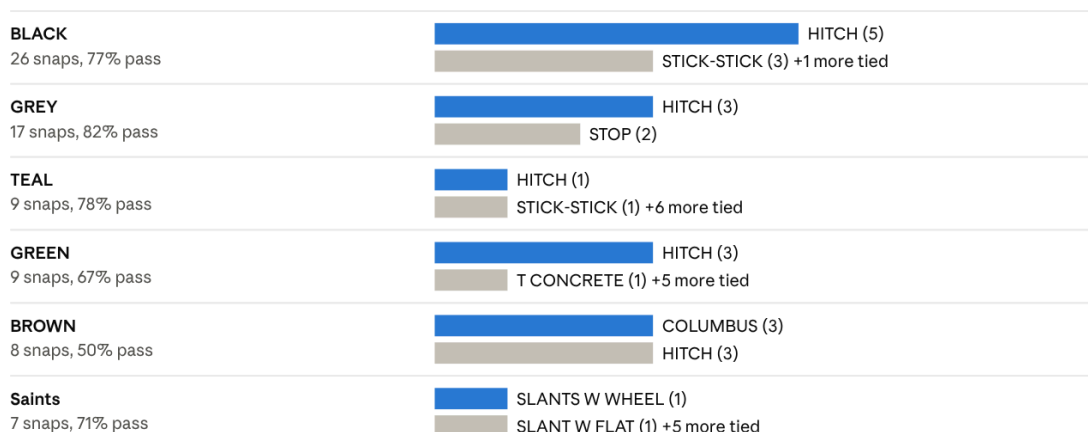
Charts

Top 2 plays by formation

Hitch is the top call from BLACK, GREY and GREEN

Top 2 plays from each formation with 5+ snaps. Bar = times called; ties broken by average yards.

■ #1 play ■ #2 play



PlaylistData_2026-10-08 (1).xlsx · 113 snaps, 3 games · formations with 5+ snaps

BLACK, GREY and GREEN lean on the Hitch, and BROWN splits Columbus and Hitch 3 and 3. TEAL and Saints never called the same play twice, so read those two by run/pass, not by play.

Top formations by down and distance

BLACK leads most downs; GREY takes over on 3rd and long

Snap by formation and down and distance. Darker = bigger share of that situation; outlined = most-used named formation.

	1st & 10 n=41	1st & 11+ n=5	2nd & 1-3 n=6	2nd & 4-6 n=4	2nd & 7+ n=24	3rd & 1-3 n=4	3rd & 4-6 n=6	3rd & 7+ n=15	4th down n=7
BLACK (26)	8		1		6	1	4	4	2
GREY (17)	3	1	1		3		1	7	1
TEAL (9)	5				1			2	1
GREEN (9)	4		1		3	1			
BROWN (8)	4		1	2	1				
Saints (7)	3	2					1		
All other tags (incl. blank) (37)	14	2	2	2	10	2		2	3

Formation tags exactly as written. All other = 20 tags with 1 to 4 snaps plus 2 blank. Not shown: 1st and under 10 (1 snap, the Saints TD).

PlaylistData_2026-10-08 (1).xlsx · 113 snaps, 3 games

BLACK is their answer on most downs, including 3rd & medium (4 of 6). On 3rd & long, GREY takes over (7 of 15).

Step 3 — What matters

Twelve situations meet the 70%-on-6+-snaps bar. The ones that change a call: 3rd down, 4th down and 2nd & long are pass; 2nd & short is run; BLACK, GREY and TEAL are pass; motion is pass.

Confirmed tendencies (70%+, 6+ snaps)

Situation	Snaps	What they do
4th down	7	Pass 100%
3rd & medium (4–6)	6	Pass 100%
3rd & long (7+)	15	Pass 93%
After a negative play	17	Pass 88%
Plus territory (opp 39–21)	13	Pass 85%
2nd & long (7+)	24	Pass 75%
2nd & short (1–3)	6	Run 83%
GREY	17	Pass 82%
TEAL	9	Pass 78%

Situation	Snaps	What they do
BLACK	26	Pass 77%
Saints	7	Pass 71%
Any motion	14	Pass 79% (11 of 14)

Leans (60–69% or under 6 snaps): midfield pass 70% (just under the bar); GREEN pass 67%; after a 10+ gain pass 63%; runs go to the field 21 of 33 off a hash; the Hitch goes to the boundary 11 of 17 off a hash. 1st & 10 is balanced (54% pass).

Bread and butter

1. **HITCH** — 20 calls, 27% of their passes. Median 3 yds, 12 completions. They call it on every down: 1st & 10 (6), 2nd & long (5), 3rd and 4th down (6). The X is the main target (5), and it goes to the boundary.
2. **J CROSS** (with its tags: F DRAG, Z OUT, Y DRAG, PA) — 6 calls, their best big-play concept: 17 and 28 yds to the J. From Saints, GREY, BLACK, GREEN and TEAL UNDER.
3. **COLUMBUS** (Counter Left) — their top run: 4 runs at 2.5 yds, all to our right side, plus one tagged pass for 26. From BROWN, VIOLET and PRO RIGHT TWINS OVER, mostly on 1st & 10.

Tells

- **3rd down (4+) and 4th down = pass:** 27 of 28 snaps.
- **After a negative play = pass:** 15 of 17, usually the Hitch.
- **2nd & short = run:** 5 of 6 (Seattle, Reno, Birmingham).
- **BLACK, GREY, TEAL = pass** (77–82%).
- **Motion = pass:** 11 of 14. **W CLEAR = slants to the W** (2 of 2, 18 and 19 yds).
- **UNDER = play-action** (2 of 2) and **SPLIT BACKS = run** (2 of 2), small samples.

Where they struggle (take away vs. bait)

Area	Result	Use it to
Run game	1.8 yds a run; 13 of 36 runs for 0 or less	Win it with the stem; don't overload the box and give up crossers
SEATTLE, RENO	-1.3 and 0.3 yds	Stay gap-sound; these are wins for us
3rd and 4th down	6 of 25 and 1 of 7 converted; 4 of their 5 sacks came on 3rd down	Bait: tackle the catch short of the sticks
SHALLOW, STOP, VERTZ	0 completions on 4 Shallow and Stop calls; Vertz median 0	Bait: let them throw it

Area	Result	Use it to
Plus territory	-0.2 yds a snap	We can hold; don't blitz into big plays
vs. 2 MAN	0 for 3	Use it (see installs)

What they do succeed with: T Concrete (12.3 a catch), J Cross (17, 28), slants behind W CLEAR (18, 19), PA Flood Right (25), Thunder (19), and BROWN (6.5 yds a snap).

Step 4 — Game plan

Win 1st down with the stem, then take away the Hitch with our corners and wall every crosser. They are 2 of 15 on 3rd & 7+; make them throw short and tackle the catch.

Must-stop priorities

1. **The Hitch.** 20 calls, on every down, to the X and to the boundary. Corners sit at 6 yards, break on the throw and tackle the catch.
2. **Crossers and the T out of the backfield.** J Cross went for 17 and 28; T Concrete for 16 and 18. No free crossers, and someone always has the T.
3. **Slants behind W CLEAR motion.** 2 calls, 18 and 19 yds. When the W motions across, the slot defender plays inside.
4. **1st down.** Their 1st & 10 is 54% pass and their runs average 1.8 yds. Win it and they live in 2nd & long, where they average 2.2 yds.
5. **3rd and 4th down.** 27 of 28 are passes; they convert 6 of 25 on 3rd and 1 of 7 on 4th. Keep it that way.

Call sheet

Calls use our 3-5-3 stemming front, Cover 1/2/3/4, Quarter-Quarter-Half (QQH) and our blitz packages. "Pressure" means one of our installed blitzes that keeps an edge rusher on contain.

Situation	Primary	Alternate	Why (from the data)
1st & 10	Stem, Cover 1 (press the X)	Stem, Cover 3	54% pass, Hitch the top call (6); runs average 1.8
1st & 11+	Cover 3	Cover 4	Small sample; the 28-yd J Cross came on 1st & 20
2nd & short (1–3)	Stem to strength, Pressure, Cover 1	Stem, Cover 1	5 of 6 runs (Seattle, Reno); -1.0 yds avg
2nd & medium (4–6)	Stem, Cover 3	Stem, Cover 1	3 of 4 runs (small sample)

Situation	Primary	Alternate	Why (from the data)
2nd & long (7+)	Cover 2 (hard corners on the Hitch)	QQH	75% pass, Hitch 5 times; 2.2 yds avg
3rd & short (1–3)	Stem, Cover 1	Pressure, Cover 1	Split 2 and 2 (small sample)
3rd & medium (4–6)	Cover 1 press	2 MAN (install)	6 of 6 pass: Shallow, Stick-Stick, Hitch
3rd & long (7+)	QQH, 4-man rush	Pressure, Cover 1	14 of 15 pass; 2 of 15 converted; 4 of 5 sacks came on 3rd down
4th down	Cover 1 press	2 MAN (install)	7 of 7 pass; Hitch 2; 1 of 7 converted
After a negative play	Cover 2	QQH	15 of 17 pass, mostly the Hitch
Own territory / midfield	Down-and-distance calls above	—	56–70% pass
Plus territory (opp 39–21)	Cover 2	Cover 1	85% pass, -0.2 yds a snap
Red zone / goal line	Cover 1, LB on the T	Cover 2	6 snaps in 3 games; the TD was Slant Stick to the Z

Formation adjustments

Formation	Alignment and call	Key
BLACK	Cover 1 or Cover 2; press or squat on the X	77% pass; Hitch (5), Stick-Stick (3); Seattle (3) is the run
GREY	QQH or Cover 4 on 3rd down; hook player carries the T	82% pass; their 3rd & long set; T Concrete, Stop
TEAL / GREEN (Trey left / right)	Set strength to the Trey; Mike walls the J	78% / 67% pass; J Cross, Thunder, T Concrete
BROWN	Stem to the TE; backside LB folds for Columbus	Balanced; their best formation at 6.5 yds a snap
Saints	Cover 1 or Cover 2; on W CLEAR, slot defender inside	71% pass; J Cross and the W slants

Formation	Alignment and call	Key
PRO LEFT / PRO RIGHT TWINS OVER	Stem, Cover 3	Small samples; Cairo 13, San Fran 19

Pressure vs. drop

Pressure on: 2nd & short (5 of 6 runs) and as the 3rd & long alternate, with Cover 1 press behind it so the Hitch has no cushion. Drop on: 2nd & long, 3rd & long (primary), after a negative play and in plus territory. Their big plays came on crossers and routes by the T, so every pressure needs a player assigned to the T.

Red zone and goal line

They had only 6 snaps inside our 20: Hitch (2), Columbus, J Cross F Drag, Drive for 12, and the Slant Stick TD from Saints. Play Cover 1 with an LB on the T, corners in inside leverage against the slant, and wall the J.

Wrinkles to prep (rare but shown)

- Boot and fake-run passes: Fake Buffalo Boot Pass Right (Saints UNDER, W ZIP), Fake Birmingham Boot Pass Left, Fake San Fran Lazer, PA J Cross
- PA Flood Right from Gold: 25 yds
- QB runs: Q Cairo (2), San Fran Eyes from Saints with W ZIP TO WING LEFT
- Double moves: Go Hitch (sacked), Hitch X Go, Slant Go
- Detroit Wham from ACE WING LEFT
- One-time sets: Miami LEFT / RIGHT, Twins Flex, YELLOW CRUNCH
- 1 bad snap on film

Recommended installs (pick 1–2)

Both are built from rules our players already know.

Install	What it is	Why (from the data)	Cost	What it gives up
"Cloud" boundary tag on Cover 3	Boundary corner squats at 5–6 yds on the Hitch and flat; boundary safety takes the deep half	The Hitch is their #1 play (20 calls), thrown to the boundary 11 of 17 off a hash, X the main target	1 period; only the boundary corner and safety change rules	A wider deep middle to the field side
2 MAN on 3rd & 4+ and 4th down	Two safeties split the deep halves; everyone else plays man underneath with	27 of 28 3rd & 4+ and 4th-down snaps are passes; crossers and the T are their big plays;	2 periods; safety rules from Cover 2, man rules from Cover 1	Only a 4-man rush; their QB is not a runner (3 runs, 10 yds)

Install	What it is	Why (from the data)	Cost	What it gives up
	trail technique; LBs take the backs	0 for 3 against 2 MAN on film		

If there is time for only one, install Cloud: it takes their #1 play away on every down.

Step 5 — Practice and player tools

Script the first 10 every day: they cover the Hitch, the crossers, the T out of the backfield and the slants behind motion.

Scout team script (priority order)

#	Situation	Formation	Motion	Play	Coaching point
1	1st & 10	BLACK	—	HITCH (to X, boundary)	Corner sits at 6, breaks, tackles
2	2nd & 11	BLACK	—	HITCH	Same; no yards after the catch
3	1st & 10	Saints	—	J CROSS	Wall the crosser (17 on film)
4	1st & 20	GREY	—	J CROSS, Y DRAG	Two crossers; LBs collide both (28 on film)
5	3rd & 21	GREY	—	T CONCRETE	Hook player carries the T (16 on film)
6	1st & 10	GREEN	F ZAP	T CONCRETE	Same, off motion (18 on film)
7	1st & 10	Saints	W CLEAR	SLANT W FLAT	Slot defender inside (18 on film)
8	3rd & 5	Saints	W CLEAR	SLANTS W WHEEL	Inside on the slant, carry the

#	Situation	Formation	Motion	Play	Coaching point
					wheel (19 on film)
9	1st & 10	BROWN	—	COLUMBUS	Backside fold, play the counter
10	2nd & 2	BLACK	—	SEATTLE	Set the edge on 2nd & short
11	3rd & 6	BLACK	—	SHALLOW	Wall the shallow cross
12	1st & 10	BLACK	—	STICK-STICK	Flat defender squeezes
13	4th & 2	BLACK	—	HITCH	4th-down Hitch (15 on film)
14	2nd & 2	GREY	—	RENO	A-gap fits; Reno went to strength 4 of 4
15	3rd & 11	GREY	—	STOP	Sit on it; rush and contain
16	2nd & 7	Gold	—	PA FLOOD RIGHT	Eyes on your man after the fake (25 on film)
17	2nd & 12	ORANGE	—	THUNDER	Stay on top of the J (19 on film)
18	1st & 10	PRO RIGHT TWINS OVER	J CLEAR	SAN FRAN	Set the edge (19 on film)
19	3rd & 3	YELLOW BUNCH	—	LOUISVILLE	A-gap power; fill fast
20	2nd & 7	Saints UNDER	W ZIP	FAKE BUFFALO BOOT PASS RIGHT	Backside player stays home

#	Situation	Formation	Motion	Play	Coaching point
21	1st & 15	PRO LEFT	—	CAIRO	Counter fit (13 on film)
22	1st & 10	TEAL	—	Q CAIRO	Someone has the QB
23	3rd & 7	GREY	—	GO HITCH-GO HITCH	Don't bite on the double move
24	1st & goal at 4	Saints	—	SLANT STICK-SLANT STICK	Inside leverage at the goal line (their TD)
25	1st & 10	BLACK	—	VERTZ	Stay on top (13 on film)

Player keys

D-Line

- On 2nd & long, 3rd and 4th down they throw. If the QB catches the snap and looks outside right away, get your hands up in his throwing lane.
- On 2nd & short they run. Get low and win your gap.

Linebackers

- No free crossers. When a receiver runs across in front of you, hit him and walk him.
- When the T runs out of the backfield, the player who has him goes with him. Their T catches the ball for big gains.

Defensive backs

- The X runs 5 yards and turns around (Hitch). Sit at 6 yards, break on the throw, and tackle him right there.
- When the W motions across the formation, the slot defender stays inside. It's a slant.

Keys to victory (team meeting)

Sample Team wants to throw short and quick, and their favorite play is the Hitch to the X. Win 1st down, and they have to throw on 2nd & long. Sit on the Hitch, tackle the catch, and wall every crosser.

Someone always has the T when he leaves the backfield. They have only converted 6 of 25 third downs, so get off the field and give our offense the ball.

Questions and data gaps

- ☐ Confirm the 9 Run-tagged pass concepts should count as passes, and whether COLUMBUS (game 2, play 62) was a run or a pass.

- ☐ What do BLACK and GREY look like? They are 43 of 113 snaps, and the player handout has a blank box for each until we know.
- ☐ What do OVER, UNDER, CRUNCH, Miami, Twins Flex and Pro mean in our terminology?
- ☐ Who is H (H TRADES), and was VERTZ in the MOTION column meant to be the play?
- ☐ What is the PASS ZONE key (1–8)? With it we can show exactly where the Hitch is thrown.
- ☐ Is the file in date order? If so, their latest game was their most pass-heavy.
- ☐ Are these full games? 29–48 snaps a game is low, so some drives may be missing.
- ☐ Keep tagging COVERAGE. 9 snaps already suggest 2 MAN gives them trouble.
- ☐ Add time and score, personnel, GUN/PISTOL in the formation tag, and drive results.
- ☐ Name our blitz packages so the call sheet can use the real call names.
- ☐ This plan uses the 3-5-3 stemming front from this week's prompt; last week's prompt said 3-4.

Formation	Snaps	Pass %	#1 Play	Calls	#2 Play	Calls	Note
BLACK	33	76%	HITCH	5	STICK-STICK	3	1 more play also called 3x
GREY	23	74%	HITCH	4	STOP	2	1 more play also called 2x
TEAL	14	79%	HITCH	1	STICK-STICK	1	Every play called once
GREEN	11	73%	HITCH	3	T CONCRETE	1	7 more plays also called 1x
BROWN	10	60%	COLUMBUS	3	HITCH	3	
Saints	8	75%	SLANTS W WHEEL	1	SLANT W FLAT	1	Every play called once
ACE TWINS OVER RIGHT	8	63%	SEATTLE	2	SLANT GO	1	5 more plays also called 1x

YELLOW BUNCH	4	50%	HITCH	1	RENO	1	Every play called once
Gold	4	50%	PA FLOOD RIGHT	1	DETROIT	1	Every play called once
YELLOW	4	75%	DRIVE	1	RENO	1	Every play called once
VIOLET	3	33%	COLUMBUS	1	BAD SNAP	1	Every play called once
PRO LEFT	3	33%	CAIRO	1	Q CAIRO	1	Every play called once
ORANGE	3	100%	THUNDER	1	VERTZ J DRAG	1	Every play called once
PRO RIGHT TWINS OVER	3	33%	SAN FRAN	1	FLOOD RIGHT	1	Every play called once