## (4.1)

## **QUARTERBACK OPPONENT-EVALUATION FORM**

		(Player Jersey Numbers)			
TE	<b>AM</b> :FS#:SS#	: RC#: LC#:	W#:	S#: M#:	
Sho	ortest DB: Tallest DB: Hardest H	litting DB:	_		
1.	WHAT ARE THE TEAM'S BASIC DEFENSES? (List 3 Or I	/lore)			
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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 S	SLOWER		
	Fastest DB: Slowest DB:				
	Team Toughness: PHYSICAL FAIR CAN BE INTIMII	DATED Toughest:	W	eakest:	
	Man Coverage Ability: GOOD FAIR POOR	Best:	Worst:		
	Do They Give Any Tips? YES NO	Zone Coverage Abili	ty: GOOD	FAIR POOR	
	Cover-3 Responsibility:	Cover-2 Responsibili	ity:		
	Cover-2 Man Responsibility:	Man Blitz Responsib	ility:		
	Use Collision Technique: YES NO				
	Bump Coverage? GOOD FAIR POOR	Off Coverage? GC	OD 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 NE				
	Best Match-Up Routes Against Them:				
	Ways To Make A Big Play Against Them:				
	Can They Be Fooled On Routes? ALWAYS SOMET	IMES NEVER			
	Which Routes:				
	Do They Cover Play-Action Well? ALWAYS SOMET				
	Do They Tip Off When They Blitz? YES NO				
6.	WHAT IS THEIR USUAL NUMBER OF PASS RUSHERS I				
	Defense #1:				
	Defense #2:				
	Defense #3:				
	Do They Stunt? YES NO	Do They Twist? YE			
	Do They Slant? YES NO	Do They Loop? YE			
	Best Pass Rusher:	worst Pass Rusher:			

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:			
3.	HOW WELL DO THEY DEFEAT BLOCKS? GOOD FAIR POOR			
	The Best Blocking Scheme To Beat Them:			
	Their Leading Tackler: How Can We Block Him?			
Э.	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):			
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υ.	TOUGHEST COVERAGES FOR YOU TO READ:			
1.	DOWNS THEY BLITZ ON:			
2.	FIELD ZONES THEY BLITZ ON:			
3.	DOES ANY DEFENDER PLAY TOO DEEP OR LOOSE?			
и				
14.	WHAT DO THEY DO BEST?			
15.	HOW WELL DO THE LBS REACT TO PASS?			
	Does Play-Action Fool Them?			
6.	WHAT PATTERNS MUST I COMPLETE AGAINST THIS DEFENSE FOR US TO WIN?			
7.	WHAT MUST I DO TO SUCCESSFULLY COMPLETE MY ASSIGNMENTS ON OFFENSE?			
8.	WHAT TEAM COVERAGES MUST WE BEAT TO WIN?			
9.	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?			
-2.				
22	IS THEIR DEFENSE BALANCED OR UNBALANCED? (Circle One)			
	Is This A Wide-Side (Field Defense) Or A Formation Defense? (Circle One)			