

DEFENSIVE SCOUTING GAME PLAN CHECKLIST

Team: _____ Game Scouted: _____

A. RUN-PLAN DEFENSIVE QUESTIONS

1. How do we take away their best run plays? _____

2. How do our defenders beat their blockers? _____

3. Who will contain on run plays? _____

4. What blitzes will we use? On what down? _____

B. PASS-PLAN DEFENSIVE QUESTIONS

1. How will we establish an effective pass rush? *[Ideas may include no adjustments if we have better personnel, blitz (out-number blockers), change rush lanes, use designated pass rushers by change defensive line personnel, etc.]* _____

2. When and how will we use our nickel pass coverage? *(Ideas: 6 yards or less — blitz with man coverage, 7 yards or more — zone, man coverage or blitz.)* _____

C. OVERALL GAME PLAN QUESTIONS

1. What is our short yardage game plan? _____

2. What is our goal-line game plan? _____

3. What is our red zone game plan? _____

4. What are our 2-minute and special-situation game plans? _____

DEFENSIVE SCOUTING GAME PLAN CHECKLIST

Team: Cedarcrest Game Scouted: vs. Central

A. RUN PLAN DEFENSIVE QUESTIONS

1. How do we take away their best run plays? 5-2 Press away cover-3 matches very well against lead dive & sweep from slot formation – they use slot 78%
2. How do our defenders beat their blockers? Blow delivery & slant tech will match up well — normal game plan
3. Who will contain on run plays? CE & Wolverine — normal scheme
4. What blitzes will we use? On what down? 2nd & long: Barney LB blitz, 2nd & med: corner blitz, 3rd & long: 49er blitz (SS)

B. PASS PLAN DEFENSIVE QUESTIONS

1. How will we establish an effective pass rush? *[Ideas may include no adjustments if we have better personnel, blitz (out-number blockers), change rush lanes, use designated pass rushers by change defensive line personnel, etc.]* No adjustments necessary
2. When and how will we use our nickel pass coverage? *(Ideas: 6 yards or less — blitz with man coverage, 7 yards or more — zone, man coverage or blitz.)* 1. Special defense — Red wolf cover-2 man (collision technique on slot receiver by SS) will take away hot receiver — use on 2nd long & 3rd & long.
2. cover-26 vs. Trips, DT use 4I tech in Trips.

C. OVERALL GAME PLAN QUESTIONS

1. What is our short yardage game plan? Normal D — LB move to 2-3 yds All must stuff holes
2. What is our goal-line game plan? 6-5 Goal-line
3. What is our red zone game plan? 6-5 Goal-line
4. What are our 2-minute and special-situation game plans? Cover-2