

QUALITY CONTROL – 2011 through 2015

STATE COLLEGE 9TH GRADE FOOTBALL – DATA RESEARCH

OFFENSE - RUSHING

YEAR	ATTEMPTS	YARDS	AVG PER	RUSH TDS	NOTES
2015	343 (72%)	2128	6.20	33	Core = Power & Sweep
2014	306 (74%)	1800	5.88	29	Core = Power & Sweep
2013	241 (65%)	1350	5.60	16	Core = Twrap & OZ
2012	332 (82%)	2492	7.51	38	Core = Twrap / Jet / Blast
2011	280 (73%)	1045	3.73	9	Core = Twrap & Blast

OFFENSE - PASSING

YEAR	COMP	ATTEMPTS	YARDS	COMP %	YDS/COMP	PASS TDS	INT	DROPS	NOTES
2015	72	133 (28%)	1338	54.13	18.58	17	7	21	New = Lookie + PAP
2014	62	110 (26%)	1519	56.36	24.50	20	3	12	New = Multi-Vert PAP
2013	68	132 (35%)	834	51.52	12.26	5	8	11	New = 2 nd level RPO
2012	38	74 (18%)	509	51.35	13.39	6	4	7	New = Jet QB Twrap
2011	55	102 (27%)	748	53.92	13.60	6	12	NA	New = 4 verts + snag

TOTAL OFFENSE

YEAR	OFFENSIVE PLAYS	OFFENSIVE YARDS	AVG PER PLAY	OFFENSIVE TDS	NOTES
2015	476	3466	7.28	50	ALL RPO + Mulit-Vert PAP
2014	416	3319	7.97	49	Power & Sweep RPO +PAP
2013	373	2184	5.85	21	Twrap 2 nd level RPO
2012	406	3001	7.39	44	Twrap + Jet + QB Twrap
2011	382	1793	4.69	15	Last 6 games No huddle

SCORING

YEAR	RUSH TDS	PASS TDS	RET/DEF TDS	PAT – 2 PT	PAT – KICK	SCH PTS / AVG	OPP PTS / AVG
2015	33	17	7	29	5/5	405 / 40.5	184 / 18.4
2014	29	20	4	30	0	378 / 37.8	235 / 23.5
2013	16	5	3	10	0	164 / 18.2	156 / 17.3
2012	38	6	3	23	5/8	333 / 33.3	130 / 13.0
2011	9	6	8	11	½	161 / 16.1	206 / 20.6

TEAM STATS – OFFENSE / DEFENSE / PUNT

YEAR	1 ST DOWNS	RUSH YDS	PASS YDS	TOTAL YDS	PUNTS	PUNT RET	FUMBLES	INT	TO +/-
2015 <i>*10 games</i> 10 WINS 0 LOSSES	SC9- 160 +61 OPP- 99	SC9- 2128 +556 OPP- 1602	SC9- 1338 +548 OPP- 790	SC9- 3466 +1074 OPP- 2392	PUNT- 15 AVG- 26.73 RETYD- 13	RET- 7 AVG- 19.29 TDS- 0 LONG- 46	SC9- 9 +7 OPP- 16	SC9- 7 +10 OPP- 17	SC9- 16 +17 OPP- 33
2014 <i>*10 games</i> 9 WINS 1 LOSS	SC9- 136 +10 OPP- 126	SC9- 1800 +115 OPP- 1685	SC9- 1519 +519 OPP- 1000	SC9- 3319 +634 OPP- 2685	PUNT- 18 AVG- 29 RETYD- 132	RET- 10 AVG- 14.7 TDS- 0 LONG- 45	SC9- 10 0 OPP- 10	SC9- 3 +8 OPP- 11	SC9- 13 +8 OPP- 21
2013 <i>*9 games</i> 4 WINS 5 LOSSES	SC9- 102 +31 OPP- 71	SC9- 1350 +551 OPP- 799	SC9- 834 +226 OPP- 608	SC9- 2184 +777 OPP- 1407	PUNT- 28 AVG- 24.43 RETYD- 6	RET- 11 AVG- 12.27 TDS- 0 LONG- 28	SC9- 8 +6 OPP- 14	SC9- 8 -4 OPP- 4	SC9- 16 +2 OPP- 18
2012 <i>*10 games</i> 9 WINS 1 LOSS	SC9- 122 +24 OPP- 98	SC9- 2492 +1297 OPP- 1195	SC9- 509 -45 OPP- 554	SC9- 3001 +1252 OPP- 1749	PUNT- 13 AVG- 34 RETYD- 0	RET- 13 AVG- 14.08 TDS- 0 LONG- 35	SC9- 11 +5 OPP- 16	SC9- 4 +9 OPP- 13	SC9- 15 +14 OPP- 29
2011 <i>*10 games</i> 4 WINS 6 LOSSES	SC9- 86 -24 OPP- 110	SC9- 1045 -787 OPP- 1832	SC9- 748 +94 OPP- 654	SC9- 1793 -693 OPP- 2486	PUNT- 27 AVG- 29.22 RETYD- 59	RET- 4 AVG- 18.75 TDS- 1 LONG- 57	SC9- 13 +6 OPP- 19	SC9- 12 -4 OPP- 8	SC9- 25 +2 OPP- 27

***2015** installed **Short Punt** (quick kick for all punts) + **Auburn (Batman) Swinging Gate PAT** + **62 front with Cover 3 or Man Defense (aggressive)**

***2015** used mostly **RPO's (Run Pass Options)** + **Multiple Vertical PAP (Colors)** + **43 Front with Cover 4 Defense (aggressive cover – fill – blitz)**

***2014-2015** installed **Power and Sweep Run Schemes**

***2013** installed **first RPO** (Twrap with Bubble Pre and Zone Read + Lock-Lookie) + **Base Pass PAP (Black)** and **4 Verts (Granite)**

***2011** (mid-season) installed **Twrap with Zone Read**

APPLICATION OF DATA

DATA ANALYSIS *2014-15 = most likely an increase in stats = increase in talent + staff consistency

2014-15: Increase in plays per game = increase in possessions = **increase in Points**

2014-15: Increase in Aggressive Defensive play = increase in turn-overs = **Points**

2014-15: Increase in secondary Aggressiveness + Cover 4 = increase in interceptions = **Points**

2014-15: Increase in RPO's plays = increase in yardage (play + game) = **Points**

2014-15: Increase in Multi-Vert PAP plays = increase in big plays + pass game efficiency = **Points**

2014-15: Increase in Tempo = increase in plays = increase in possessions = **Points**

2014-15: Increase in Passing yards + TD's = **NOT an increase in pass play attempts** = increased Pass Efficiency

NEW RESEARCH (X and O Labs – over 5,000 coaches surveyed – all levels – hard data – numbers)

***To increase points per game – various points of emphasis must be implemented (O-D-Kick)**

Increase plays = increase 2-3 possessions per game = **increase Points (1 TD per game = +7)**

More Aggressive on 4th Down = increase possessions = **Points**

Use Aggressive Defensive Philosophy = increase turn-overs = increase possessions = **Points**

Focus on Interceptions to TD ratio (Defense) = increase in possessions = points + (Offense) = **Quick Scores**

Use Aggressive Punt Block Philosophy = increase turn-overs = possessions = **Points**

Use Aggressive Kick Off Philosophy (onside kicks) = increase turn-overs = possessions = **Points**

2016 APPLICATION – OBJECTIVES + STRATEGIES + GOALS for 2016

More Possessions = 1 more TD per game: *Faster Tempo + 3rd Level RPO's + Multi-Vert PAP* = **Add Gogo(+) = 47 pts per**

More Red Zone Scores = 1 more TD per game: *Full RPO's + NEW red zone run-pass schemes* = **47 pts per**

More Aggressive Defensive Phil = More turn-overs (INT's): *Simplify + Stop Run + C4-O + Blitz* = **Under 13 pts against**

More Aggressive 4th Down Offensive Philosophy = more possessions: *Evolve Short Punt Concept* = **Use Tight Punt set**

More Aggressive PAT Phil = more points: *Simplify Swinging Gate + increase execution* = **FG & Punt Tight set (Stacking)**

More Aggressive Punt Block Phil = More turn-overs: *Consistent Defensive Attack Phil* = **62 Def front with 1 Returner**

More Aggressive Kick Off Phil = More turn-overs: *Multiple kick options + work early-often* = **Variety of Kicks & Onsides**

***Sophisticated Simplicity** = looks like more, but doing less = **Aggressive O-D-Kick = all the time!**