

SERIES	PLAY #	PLAY TYPE	NOTES
1	1	Run - Iso	Before you went under center, you pointed something out to the RB – Norm Chow said that he looks for that – it shows you are in control of the offense. You finished the play!
	2	Pass	Nice catch and crossover but your hitch wasn't efficient – you come off off your first progression nicely (a little late) and go to the drag as you step into the pass (perfectly – just like we worked on) and then you pumped instead of throwing the pass for some reason – it was a perfect pump / save the throw but why not give the ball to the drag route? Maybe you thought the defender was coming up to quickly – but if you would have gone through your progression quicker, it would have been perfect. Still, you went from #1 to #2 very well. Watch Donovan McNabb in a game – he goes through his progressions perfectly – at the perfect time.
	3	Gun – Run	You move around a bit too much without having your hands up – the defense knows the ball isn't going to be snapped UNTIL your hands go up. Get them up right away so the d-linemen have to stay in their stances longer – it make them fatigue faster. Also Nick, you need to carry out your fake more – as soon as you are confronted by the end, you stop – keep going – its good for another downfield block or two if the ball ever cuts back and 4-year coaches will like that you carry out fakes.
	4	Gun - Run	Again, you stand there barking out signals without having your hands up ready for the snap – everyone on defense knows not to worry until you hands come up
2	1	Gun – Run	Hands came up quicker – lazy follow-through – make it look like you have the ball for five-yards.
	2	Gun – Pass	Quick screen to RB – you were a bit too fast and looked too soon – just a tiny bit too fast – nice throw-motion with a lot of rotation – easy ball to catch.
	3	Gun – Pass	You made the right throw but you should have hit is sooner – I can help you see this faster – but look at the throw – it was PERFECT. I wish you would just trust your arm and throw more like a gun-slinger instead of someone who has to make sure someone is open before you throw it – you are wasting your talent. Look at how accurate you are.
	4	Gun – Pass – Bubble Screen	Feet were OK but you never moved your shoulders so it went high – the coach can't call passes when you throw like that – it is a mechanics issue.
	5	Gun – Run	Very nice job of ball-handling here nick you had me fooled and you took out two defenders on the LOS with your fake.
3	1	Gun – Quick Pass	We worked on this all summer – don't go backwards at all because the ball comes out late and the DB makes the hit for not much gain – get the ball out BEFORE the receiver makes his break – this needs to change. You look at him for a good two seconds before you throw – start the throw, then look – you have proved in this game you can pull it down and save the throw if you have to – you are telegraphing all your throws. You need to break this habit now!
	2	Gun – Run	Nice work here – you affected two guys on defense – very nice job.
	3	Gun – Pass – Seam Route	You hit the guy about 30-plus yards down field with a perfect throw. Ideally, you hit this before he is at 20-yards with one safety and the defender only a few yards off the LOS. But this shows your ability – you looked off the safety just enough – now if you really look defenders off, you will be in great shape. Nice accuracy and touch here.
	4	Gun – Run	Look at the way the defense has figured out your cadence – it is killing your run game right now.