SAMPLE

Opponent Report: Cincinnati (user)

Prepared for: Toledo (user) · Week 9, conference game · Delivered 46 hours after intake · Tape: 3 games (2 own-POV, 1 vs CPU offense only) + 1 box score · Current-season depth charts as of Week 8 · League cooldown: 5 plays

> **In one paragraph.** He is a Trips-formation, inside-zone-first user who throws when the box tells him to and goes for it on fourth down from his own 40 once the first quarter is over. He scores two ways: the overload flood to the field side against zone, and the quarterback up the middle out of an empty bunch when you put four defenders on the bunch. His defense is a loaded box with Cover 3 while the game is live and flips to a three-high 3-3-5 when he leads by two scores, which is when the interior opens for you. He has never kneeled on tape and throws the Hail Mary live at the end of every half. Your corners do not run with his outside receivers; two-high match is your base, not an option.

1. Identity

His offense: Spread, 11 and 10 personnel 81% of snaps, Gun Trips Right is the home formation (38% of snaps)

His defense: 4-2-5 base, loaded box + Cover 3 Sky when live; 3-3-5 three-high once ahead by 14+

Tempo: huddle on early downs; no-huddle after any explosive (12+); warp tempo in the last 2:00 of either half

Run / pass (live snaps): 47 / 53 overall · 61 / 39 when leading · 31 / 69 when trailing

4th down: went 7 of 9 opportunities past Q1 from own 38 or better; converted 4

Kneel: 0 of 3 chances. Expect a live play on every end-of-half snap.

2. Personnel edges (this week's charts)

His	OVR / SPD	Yours	OVR / SPD	Edge
QB (scrambler, 6'3")	84 / 88	Spy: WLB	80 / 85	Spy only on HEAT and BALL; he will out-run the spy in BOX anyway
WR1 (X)	88 / 94	CB1	85 / 90	**No pure man outside.** QUARTERS base.
WR2 (Z)	83 / 92	CB2	79 / 89	Same
Slot	80 / 90	Nickel	78 / 91	Even; your nickel can press the slot on 3rd medium
LT / RT	86 / 80	Your edges L / R	82 / 84	**Pressure from your left edge vs his RT.**
DT1 / DT2 / DT3	87 / 79 / 68	Your HB	86 / 91	Cliff after DT1. Inside runs in the 2nd half once auto-subs rotate him.
MLB (pole runner in his Tampa 2 look)	81 / 82	Your TE	82 / 86	Dig at the pole runner on 2nd long
K	88	—		"Make him kick it" is a wish from the 35 in.
Returner	91 SPD	Your P	79 PWR	Punt out of bounds; accept the yards

Tallest WR	6'5"	Your tallest DB / LB	6'4" SS	User-control the SS to the catch point on DEEP	

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Portal note: his week-6 starting RB transferred; the current RB1 is a 78 OVR true freshman with 93 speed. His inside zone has lost two yards a carry since; the jet sweep has not.

3. His offense on tape (412 ledgered snaps)

Named plays, with usage

Play / concept	Formation	Calls	Yds/play	When
Inside Zone Split	Gun Trips Right	71	3.9	1st & 10 (76% of his 1st-and-10 runs)
Bubble RPO	Gun Trips Right / Left	44	6.1	2nd medium vs a light box; jet motion AWAY from the bubble
Overload Flood	Gun Trips (field side)	31	11.4	2nd long, 3rd medium vs any zone. His money play.
Four Verts	Gun Spread	27	8.8	2nd long after a pre-snap pause (hot route to the seam)
Bunch Screen	Gun Empty Quads Bunch	25	5.2	Any down with 3 or fewer defenders at the bunch
QB Draw	Gun Empty Quads Bunch	22	7.6	Same formation, 4+ defenders at the bunch. 5 TDs.
Jet Sweep	Gun Y-Off Trips	21	6.3	2nd short, 4th & 1-3
Mesh	Gun Spread	19	5.9	3rd long vs man
PA Boot	Gun Y-Off Trips	16	9.2	3rd & 1 (he throws on 3rd and 1: 9 of 14)
Power	Gun Y-Off Trips	14	3.1	Red zone 1st down
Other (14 concepts)		122	4.4	

Down and distance

Situation	Snaps	Run %	Yds/play	Top three
1st & 10	146	68%	4.6	Inside Zone Split · Bubble RPO · Power (red zone)
2nd short (1-3)	29	55%	5.0	Jet Sweep · HB Dive · PA Boot
2nd medium (4-7)	58	40%	6.3	Bubble RPO · Stick · Inside Zone
2nd long (8+)	61	15%	9.1	Overload Flood · Four Verts · Mesh
3rd short	22	36%	6.8	**PA Boot** · QB Draw · Jet Sweep
3rd medium	31	19%	7.9	Overload Flood · Bunch Screen · Stick
3rd long	34	9%	5.5	Mesh · Four Verts · QB Draw (scramble)
4th	11	64%	5.1	Jet Sweep · QB Draw · Bubble RPO

Game state

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His side	Snaps	Run %	Yds/play	No-huddle %	Notes
Leading	188	61%	4.8	12%	Grinds. Inside zone and jet sweep. Will still throw the flood on 2nd long.
Tied	97	46%	6.0	29%	Closest to his "true" book
Trailing	127	31%	6.9	58%	Empty bunch, verts, boot. Interceptions came here: 4 of his 5 picks on tape were trailing, under interior pressure.

Field zone and end of half

- **Backed up (own 1-10):** 9 snaps, 8 runs, then punt. He does not go empty backed up.
- **Red zone:** Power on first down (14 calls, 3.1), then Bunch Screen / QB Draw out of empty. 11 of his 16 red-zone TDs came from the empty bunch package.
- **Goal to go:** QB Draw 6 of 10 snaps. The other 4: Bunch Screen.
- **End of half:** live Hail Mary 5 of 5 chances, Gun Empty, all four receivers to the catch point, QB rolls right. No kneel on tape, ever.
- **4th down:** past the first quarter he goes from his own 38 or better, 7 of 9. Treat it as one extra possession per game, usually around midfield. On tape he failed 3; all 3 drives became opponent touchdowns.

Scoring modes

Two. (1) The **overload flood to the field side against zone**: three or four receivers to one side, immediate throw to whoever has no defender in front. 11.4 a play, 6 TDs. (2) The **empty bunch count**: four or more defenders at the bunch and the quarterback goes up the middle on the draw; three or fewer and it is the screen. Those two concepts produced 23 of his 41 offensive touchdowns on tape. Everything else is noise you can live with.

Boom-bust profile

Interior pressure that closes the pocket, not edge pressure he can escape, produced 4 interceptions and 6 sacks on tape. Edge pressure produced scrambles for 8.2 a carry. His inside zone with the new RB1 is 2.1 a carry over the last two games; he keeps calling it on 1st and 10 anyway. Let him.

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4. His defense on tape (from two opponents' streams, 231 snaps)

Live game (margin inside 14): 4-2-5 with the nickel in the box, Cover 3 Sky 58%, Cover 1 blitz 19% on 3rd medium, Cover 2 Man 11%

Man pressure down: 3rd & 4-7 inside his 40: Cover 1 with a nickel blitz 11 of 16

User-controlled defender: the MLB. He drops him under the first crosser he sees and leaves the deep middle hook open behind him.

Ahead by 14+: 3-3-5, three-high 71%, soft, rushes three; the interior opens and the quick game is open

Goal to go: man blitz 7 of 9 snaps. Screens and jet passes died every time.

Tell: when his FS creeps to 10 yards pre-snap the call is Cover 3 Sky and the strong flat is late. Out routes to the field side.

5. Call plan (keyed to your profiles and the 5-play cooldown)

> **Run gate.** Inside runs only against an honest box (6 or fewer, no extra hat). Against his live-game loaded box: counter, outside zone weak with jet, jet sweep handoff, draw, or throw until the box drops. Inside zone and power are banned until he is ahead by 14 and goes three-high.

Offense A: while the game is live (loaded box, Cover 3)

Situation	Call	Backup (cooldown or pre-snap)	Why
1st & 10	Gun Y-Off: Counter Weak	Gun Trips: Outside Zone w/ jet	Box is loaded; perimeter wins
2nd short	Gun Y-Off: Jet Sweep	Gun Trips: HB Toss	Edge, not interior
2nd medium	Gun Trips: Out routes (field side)	Gun Spread: Stick	Late strong flat in Sky
2nd long	Gun Trips: Y-Cross	Gun Spread: Dagger	Deep middle hook behind the user MLB
3rd short	Gun Y-Off: QB Power	Gun Trips: Slants	
3rd medium	Gun Spread: Slants (hot: outside)	Gun Trips: Fade/Out	He man-blitzes here 11 of 16
3rd long	Gun Empty: Dagger	Gun Spread: HB Draw	Deep middle again; draw if the box is 5
4th	Gun Y-Off: QB Power	Gun Trips: Stick	

Switch to B when: he is ahead by 14 or more and you see three safeties high on consecutive snaps.

Offense B: he is ahead by two scores (3-3-5, three-high)

Situation	Call	Backup	Why
1st & 10	Gun Trips: Inside Zone Split	Gun Spread: HB Draw	Interior is open; gate is satisfied
2nd short	Gun Y-Off: Power O	Gun Trips: HB Dive	

2nd medium	Gun Spread: Quick Slants	Gun Trips: Stick	Quick game vs soft three-high SAMPLE
2nd long	Gun Spread: Mesh	Gun Trips: Y-Cross	
3rd short	Gun Y-Off: Power O	Gun Trips: Slants	
3rd medium	Gun Trips: Curl Flat	Gun Spread: Levels	
3rd long	Gun Spread: HB Screen	Gun Empty: Dagger	He rushes three; screen lives here only
4th	Gun Y-Off: Power O	Gun Trips: Stick	

Cooldown check: no play is primary in two situations within either ladder; Power O appears as primary for 2nd short, 3rd short and 4th in Ladder B, which can recur inside five snaps on one drive. Backups are distinct. Accept it or swap 3rd short to HB Dive.

Defense

Situation	Call	Profile	Backup	Why
1st & 10	4-2-5: Cover 4 Match	QUARTERS	4-2-5: Cover 6	His WRs outrun your CBs; his IZ is 2.1 a carry now, let him run it
2nd short	4-3: Cover 1 Robber	TFL	4-2-5: Cover 3 Sky	Jet sweep: contain, robber on the boot
2nd medium	4-2-5: Cover 4 Match	QUARTERS	4-2-5: Cover 2 Man (press slot)	Bubble RPO: nickel over the slot, LB holds
2nd long	Dime: Cover 4 Drop (cloud to field)	QUARTERS	Dime: Cover 3 Match	**Overload flood: roll cloud to the overload, press outer two, bring one more than he counts**
3rd short	4-3: Pinch Dog 3	TFL	4-2-5: Cover 1 Robber	He throws PA Boot on 3rd & 1: robber takes the boot
3rd medium	Nickel: DT Twist Cover 3 Match	HEAT	Nickel: Cover 1 Robber	Interior pressure, not edge; spy ON
3rd long	Dime: Cover 3 Match	BALL	Dime: Tampa 2	Plaster rules for the scramble; spy ON
Empty bunch, any down	Show 3 at the bunch; LB outside the count	BALL	—	Bait the screen; the LB who "leaves" never counts toward the bunch
Red zone / GTG	Goal Line: Pinch Cover 1	GL	4-3: Cover 2 Man	QB Draw 6 of 10 at GTG: interior fits first
Two-minute / his warp	Dime: Cover 2 Man	SHELL	Dime: Cover 4 Drop	Set before the previous play ends
Hail Mary (every half)	Prevent: Cover 4 Prevent	DEEP	—	User-control the 6'4" SS to the catch point

Scenario cards

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1. **Goal to go vs his man blitz:** Quick Slants (hot outside) · Fade/Out vs press · QB Power · max-protect PA shot. No screens.
2. **His 4th-down miss (short field, once a game):** Y-Cross · Jet Sweep · Stick, then run it. Three plays to seven, not three.
3. **FG denial (he needs 40 in two plays, K is 88):** SHELL profile, Dime Cover 4 Drop, aggressive underneath tackling, nothing that frees the X to the sideline.
4. **2-point:** Mesh (read the rub) · QB Power (read the edge) · Fade only vs press.
5. **His Hail Mary:** DEEP, SS to the catch point, rush three, contain the roll right.

Profile settings to verify (non-default fields only, exact menu values)

Slot	Settings
QUARTERS	Coverage shade: Overtop · Plaster: On · Curl depth: 10 · Flats: 5 · Spy: Off
HEAT	Aggression: Aggressive · Spy: On (WLB) · Curl depth: 10 · Route commit: Default
BALL	Ball in air: Play ball · Plaster: On · Spy: On (WLB) · Flats: 0
TFL	Gap: Aggressive · Shade: Run strength · Safeties: 10 · Spy: Off
SHELL	Safeties: Deep · Tackling: Aggressive · Flats: 5 · Spy: Off
DEEP	Prevent set · Ball in air: Swat · Rush: 3
GL	Gap: Aggressive · Spy: Off · Press: On

These are the values that were legal in the editor as of the Week 8 title update. Field names and legal values change with patches; verify each in the editor before kickoff (build checklist item 2).

6. Observation targets for kickoff

- Expect: Inside Zone Split on 1st & 10 from Trips; loaded box + Cover 3 while live; a live Hail Mary at the end of the half.
- **Proves the tape wrong:** if he throws on 1st & 10 from Trips twice in the first quarter, or shows three-high before he leads, the book has changed. Go to Ladder B early and QUARTERS stays base.
- Settlement calls to log tomorrow: anything out of Pistol (0 snaps on tape).

7. Build checklist

24 plays named across both ladders and the cards; 7 profiles named. Count them in the custom playbook, open each profile in the editor, set the depth chart (spy WLB, user MLB, SS for DEEP, returner), D-line auto-subs on, cooldown 5 confirmed, phone sheet loaded, recording on. Do not kick off until every line is checked.

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