

# FORDHAM OFFENSIVE SCOUTING REPORT



VS



SATURDAY 10/02  
FISHER STADIUM  
EASTON, PA  
3:30 PM

# KEYS TO VICTORY

## KEYS TO VICTORY

1. RUSHERS GET HOME ON EVERY SINGLE PLAY.
2. COMMUNICATE CALLS. IDENTIFY FORMATIONS AND ROUTES. KEEP THE BALL IN FRONT OF US.
3. MAKE THE QB UNCOMFORTABLE ON EVERY SNAP. MAKE HIM HAND IT OFF.

## WHO TO STOP

1. QB #17
2. WR #4 & WR #82
3. QB #17

## WHAT TO STOP

1. RPO
2. 5-STEP INTERMEDIATE PASSING
3. DEEP SHOTS

## HOW TO STOP THEM

1. GET TO QB. MAKE QB HAND THE BALL OFF.
2. COMMUNICATE AND MATCH ROUTE CONCEPTS.
3. STEAL POSSESSIONS.

**COACHES**

Joe Conlin (HC)  
 Art Asselta (Assoc. HC/WRs)  
 Kevin Decker (OC/QBs)  
 James Lenahan (RBs)  
 Alex Huettel (OL)  
 David Weeks (TEs)  
 Tyler King (Volunteer OFF QC)

**FORDHAM OFFENSE 2021**

H

3 - Trey Sneed  
 5'11", 215, 5th  
21 - Trey Wilson III  
 5'9", 185, Jr.  
25 - Antonio Cortez Feria  
 5'10", 200, Sr.

QB

Z

4 - Dequece Carter  
 6'0", 195, Jr.  
7 - Garrett Cody  
 6'3", 175, Jr.

Y

87 - Jack Lynch  
 6'5", 250, 5th  
85 - Peter Fitzgerald  
 6'2", 235, Sr.

RT

71 - Phil Saleh  
 6'4", 302, Sr.  
76 - David Eybomenya  
 6'5", 286, Fr.

RG

65 - Ryan Joyce  
 6'5", 305, Jr.  
58 - Aidan McCarty  
 6'2", 300, Sr.

C

67 - Gio Potente  
 6'4", 300, Jr.  
64 - Gabriel Jacques  
 6'2", 295, Sr.

S

82 - Fotis Kokosioulis  
 5'9", 180, Sr.  
1 - Hamze El-Zayat  
 5'10", 185, 5th

LG

72 - Lucas Portes  
 6'5", 305, Jr.  
79 - Wyatt Klawiter  
 6'5", 260, Jr.

X

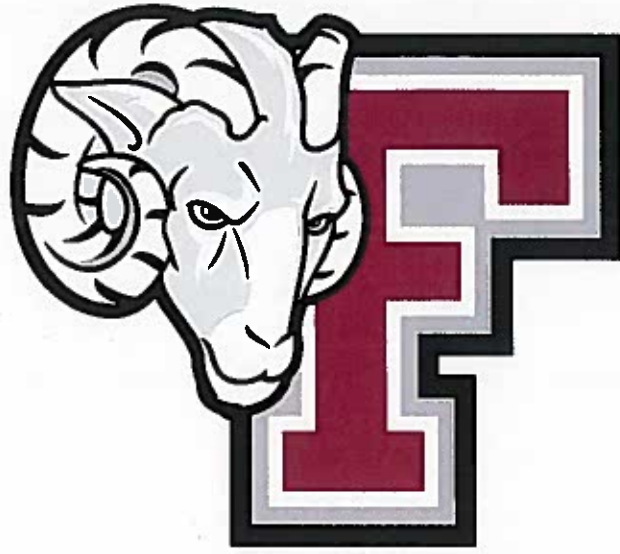
23 - MJ Wright  
 6'0", 192, Jr.  
80 - Dan Byrnes  
 6'0", 195, Jr.

LT

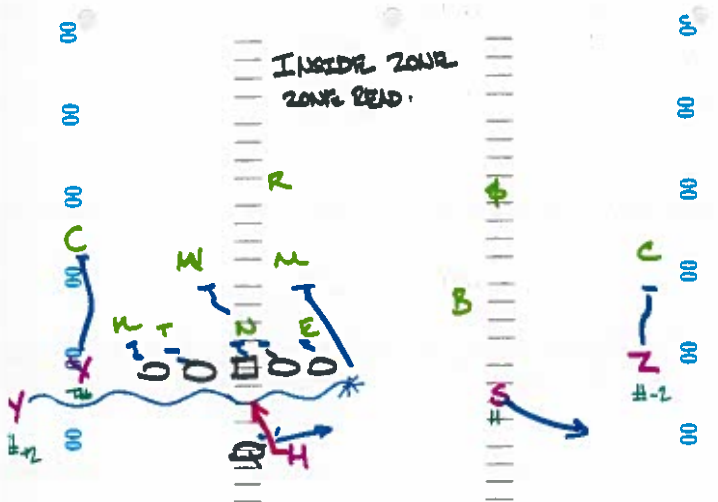
75 - Nick Zakelj  
 6'5", 325, 5th  
70 - Noah Aloja  
 6'6", 305, Jr.

**SPECIALISTS**

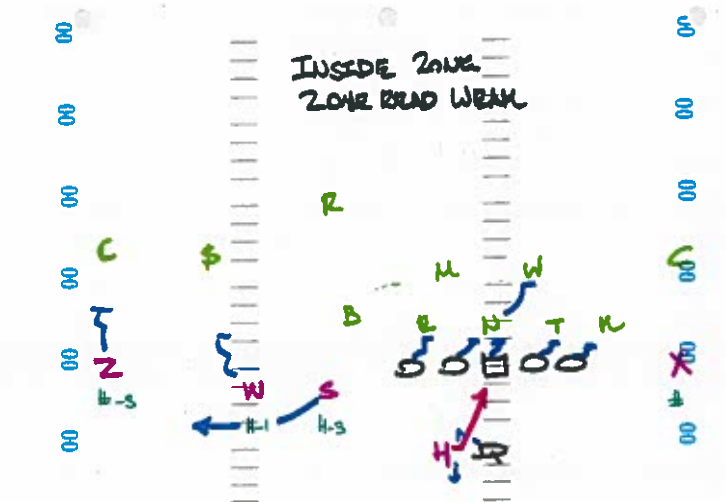
38 - John O'Friel (P)  
 90 - Nick Leinenweber (PK)  
 57 - Tom Callahan (LS)  
 11 - Sean Holland (Holder)  
 82 - Fotis Kokosioulis (KOR)  
 3 - Trey Sneed (KOR)  
 82 - Fotis Kokosioulis (PR)  
 81 - Cole Thornton (PR)



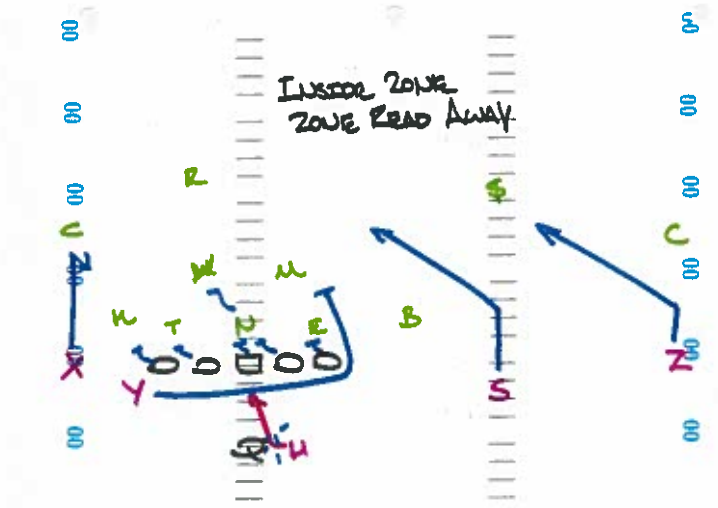
# INSIDE RUN



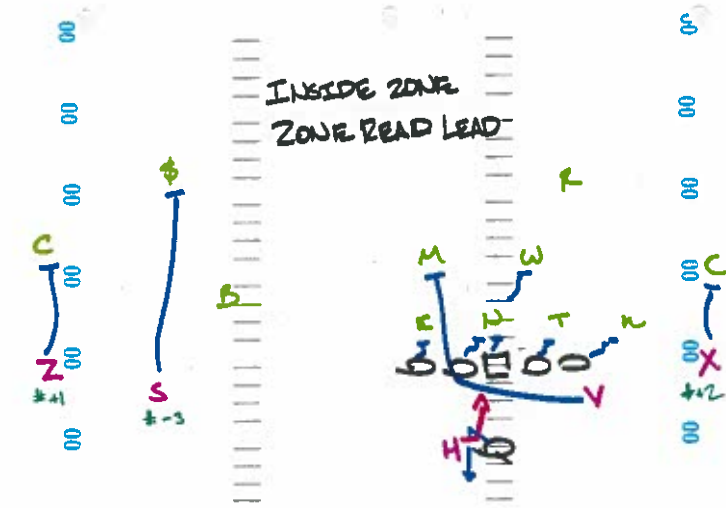
Opp FU Quarter: \_\_\_ Score: \_\_\_ Play # 7 D&D 10 YDL Hash L R/P \_\_\_ Per 11 Form TW Motion PK Result \_\_\_  
 Play ZONE READ Pass Concept: \_\_\_ Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



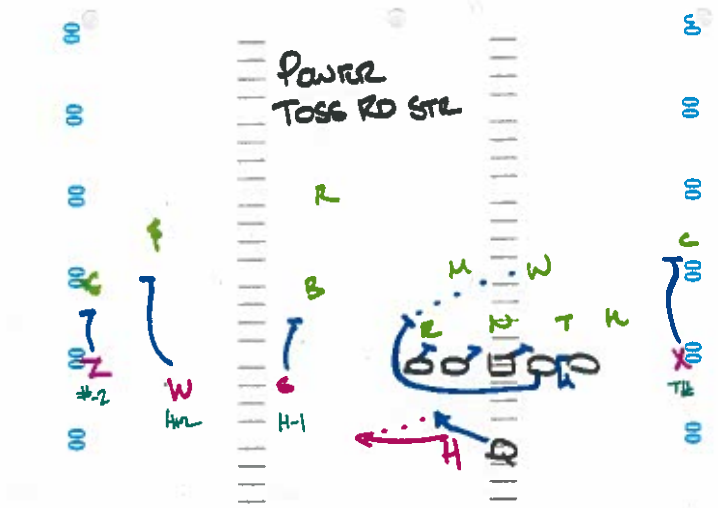
Opp FU Quarter: \_\_\_ Score: \_\_\_ Play # 12 D&D 10 YDL Hash R R/P \_\_\_ Pa 10 Form TW Motion \_\_\_ Result \_\_\_  
 Play ZONE READ Pass Concept: \_\_\_ Play Category: INS Situation: \_\_\_ Play-Call Pattern: \_\_\_



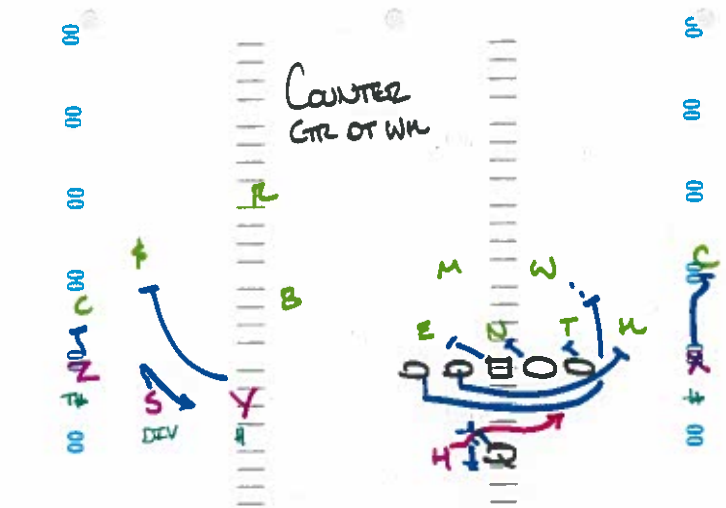
Opp LF Quarter: \_\_\_ Score: \_\_\_ Play # 5 D&D 10 YDL Hash L R/P \_\_\_ Per 11 Form TW Motion \_\_\_ Result \_\_\_  
 Play ZONE READ AWAY Pass Concept: \_\_\_ Play Category: INS Situation: \_\_\_ Play-Call Pattern: \_\_\_



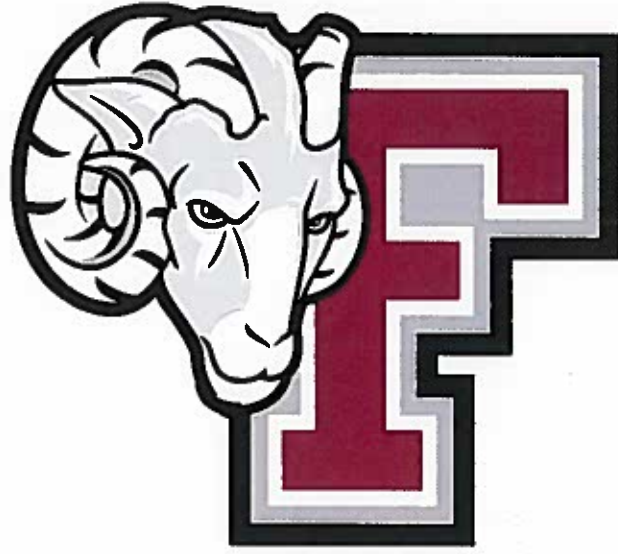
Opp FU Quarter: \_\_\_ Score: \_\_\_ Play # 9 D&D 10 YDL Hash R R/P \_\_\_ Per 11 Form TW Motion \_\_\_ Result \_\_\_  
 Play ZONE READ Pass Concept: \_\_\_ Play Category: INS Situation: \_\_\_ Play-Call Pattern: \_\_\_



Opp LF Quarter: \_\_\_ Score: \_\_\_ Play # 11 D&D 10 YDL Hash R R/P \_\_\_ Per 10 Form TW Motion \_\_\_ Result \_\_\_  
 Play RD STR Pass Concept: \_\_\_ Play Category: POWER Situation: \_\_\_ Play-Call Pattern: \_\_\_



Opp FU Quarter: \_\_\_ Score: \_\_\_ Play # 14 D&D 10 YDL Hash R R/P \_\_\_ Per 11 Form TW Motion \_\_\_ Result \_\_\_  
 Play CTR OT WM Pass Concept: \_\_\_ Play Category: COUNTER Situation: \_\_\_ Play-Call Pattern: \_\_\_



**OUTSIDE RUN**

200 MIA Quarter Score Play # 57 D&D 1/0 YDL 76 Hash R R/P Per II Form Triple Yo Motion <sup>W</sup> Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern

200 MIA Quarter Score Play # 35 D&D 1/0 YDL 20 Hash L R/P Per II Form Triple Motion Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category Outside 2W Situation Play-Call Pattern

200 MIA Quarter Score Play # 11 D&D 7/4 YDL 48 Hash L R/P Per II Form Triple Yo Motion Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern

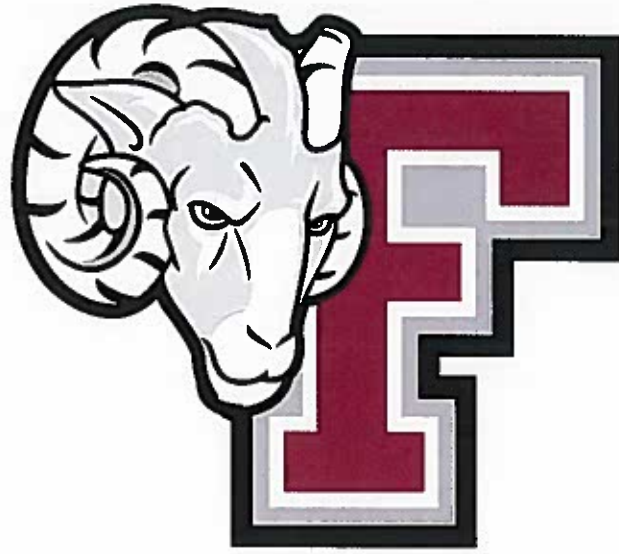
200 MIA Quarter Score Play # 44 D&D 1/02 YDL 35 Hash L R/P Per II Form Triple Motion Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern

200 FDU Quarter Score Play # 31 D&D 7/4 YDL 27 Hash L R/P Per II Form DRES Motion Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern

200 FDU Quarter Score Play # 44 D&D 1/02 YDL 9 Hash L R/P Per II Form Triple Motion <sup>S</sup> Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category Outside 2W Situation Play-Call Pattern

200 FDU Quarter Score Play # 11 D&D 1/02 YDL 14 Hash L R/P Per II Form Triple Yo Motion <sup>W</sup> Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern

200 MIA Quarter Score Play # 17 D&D 7/4 YDL 24 Hash L R/P Per II Form Triple Motion Result  
 Play <sup>OB</sup> RB STE Pass Concept Play Category OB 2W Situation Play-Call Pattern



# PASS GAME



# TIM DEMORAT - #17, SR., 6'4, 220 - FALL 2021 (4 GAMES)

OVERALL 2021			
COMP	ATT	YDS	COMP %
80	151	998	53.0%
TDS	9	INTS	5

LEFT DEEP			
COMP	ATT	YDS	COMP %
3	15	123	20.0%
TDS	2	INTS	0

MIDDLE DEEP			
COMP	ATT	YDS	COMP %
2	3	62	66.7%
TDS	0	INTS	0

RIGHT DEEP			
COMP	ATT	YDS	COMP %
3	13	87	23.1%
TDS	0	INTS	1

LEFT INTERMEDIATE			
COMP	ATT	YDS	COMP %
8	15	89	53.3%
TDS	2	INTS	1

MIDDLE INTERMEDIATE			
COMP	ATT	YDS	COMP %
5	10	130	50.0%
TDS	2	INTS	1

RIGHT INTERMEDIATE			
COMP	ATT	YDS	COMP %
7	16	93	43.8%
TDS	1	INTS	1

LEFT FLAT			
COMP	ATT	YDS	COMP %
5	12	35	41.7%
TDS	0	INTS	0

LEFT CURL			
COMP	ATT	YDS	COMP %
7	10	74	70.0%
TDS	0	INTS	0

LEFT HOOK			
COMP	ATT	YDS	COMP %
8	11	97	72.7%
TDS	1	INTS	1

RIGHT HOOK			
COMP	ATT	YDS	COMP %
4	6	31	66.7%
TDS	1	INTS	0

RIGHT CURL			
COMP	ATT	YDS	COMP %
3	6	38	50.0%
TDS	0	INTS	0

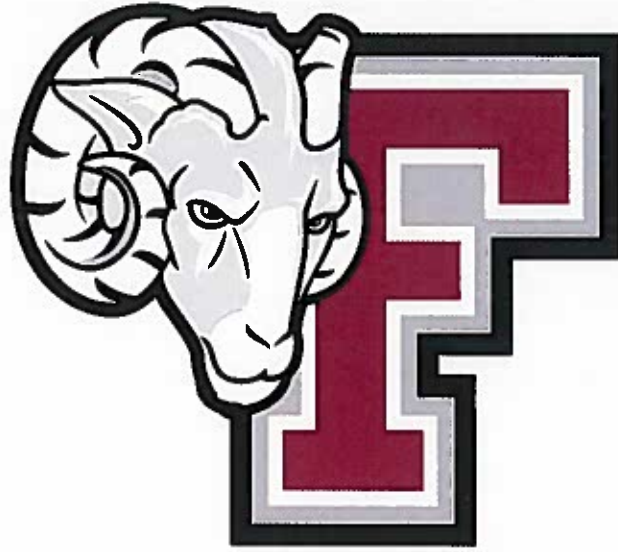
RIGHT FLAT			
COMP	ATT	YDS	COMP %
6	14	28	42.9%
TDS	0	INTS	0

LEFT SCREEN			
COMP	ATT	YDS	COMP %
10	10	60	100.0%
TDS	0	INTS	0

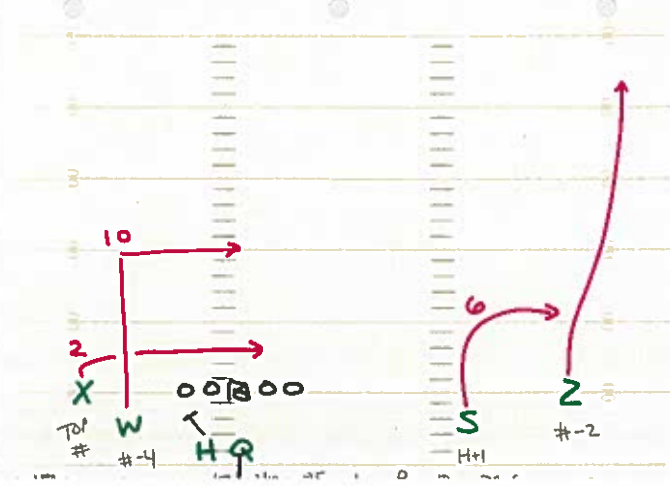
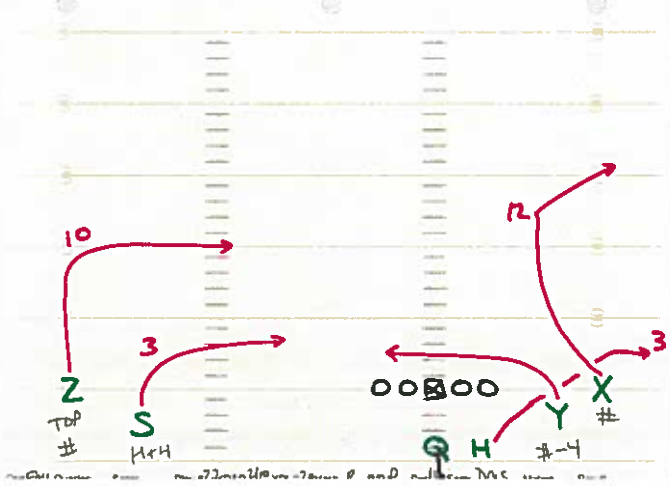
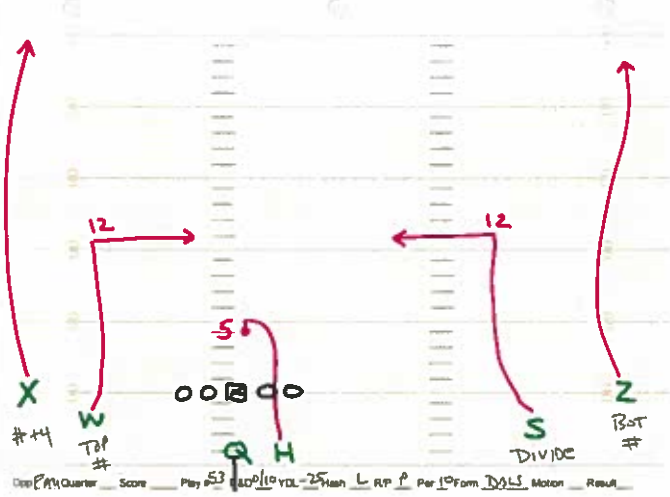
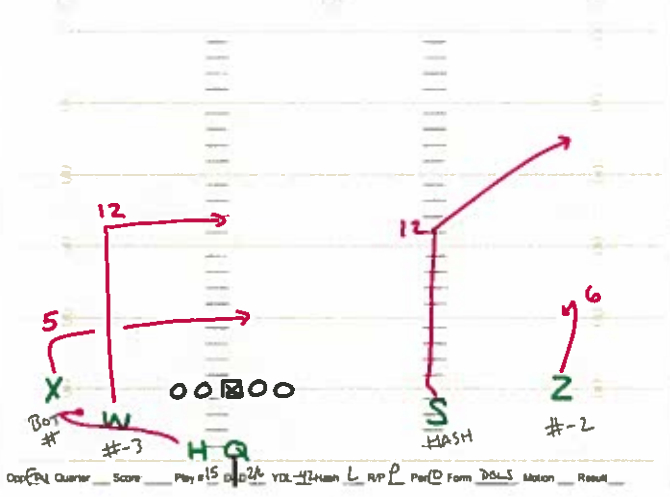
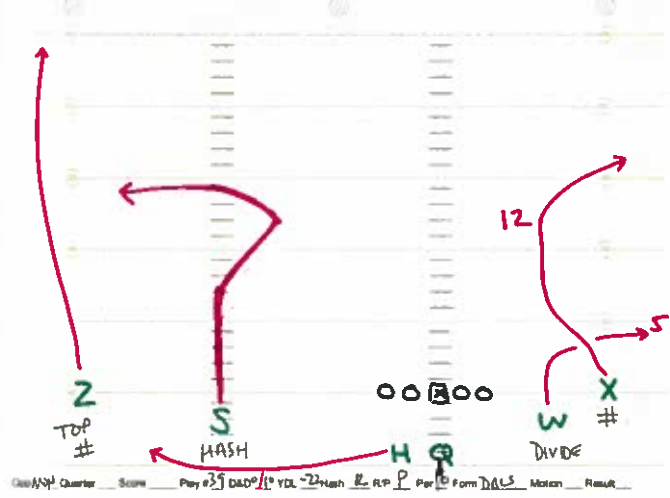
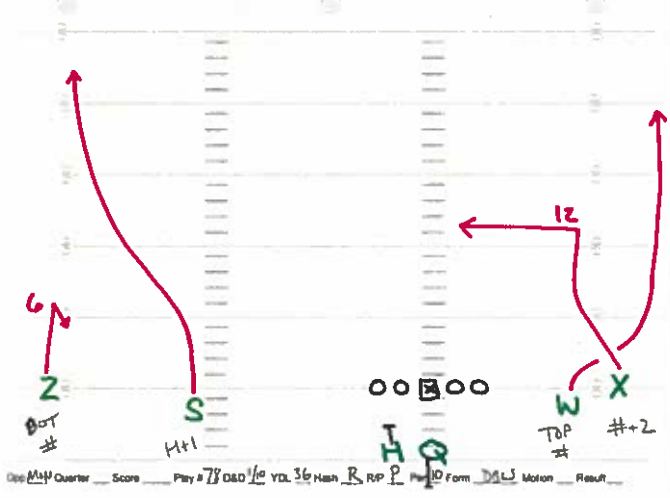
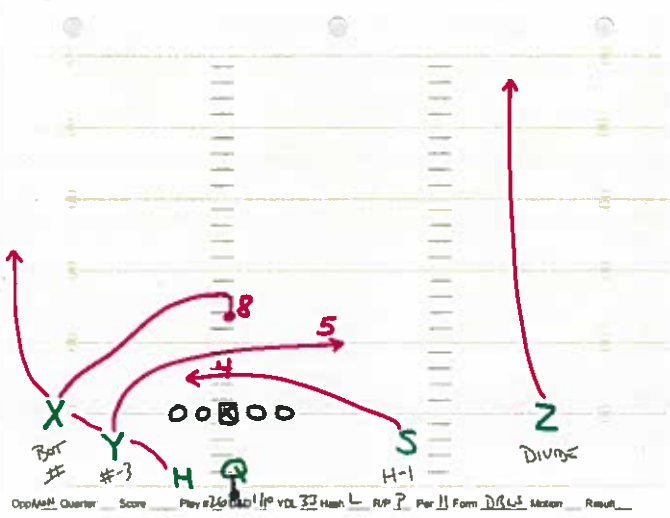
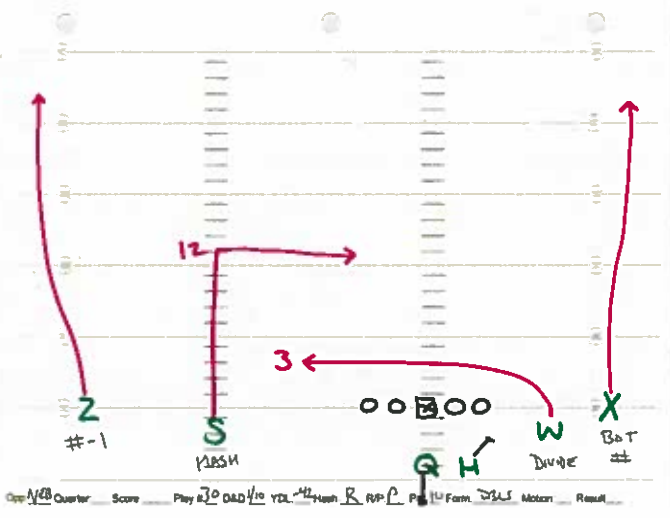
MIDDLE SCREEN			
COMP	ATT	YDS	COMP %
0	0	0	0.0%
TDS	0	INTS	1

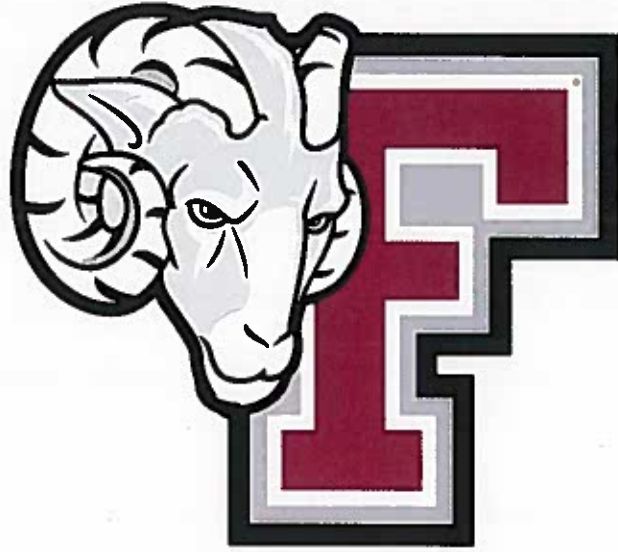
RIGHT SCREEN			
COMP	ATT	YDS	COMP %
8	8	49	100.0%
TDS	0	INTS	0



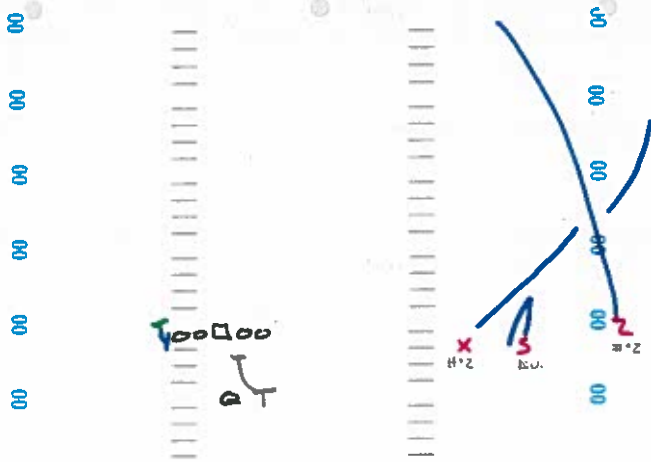


**1<sup>ST</sup> AND 2<sup>ND</sup> DOWN  
DROPPACK PASS**

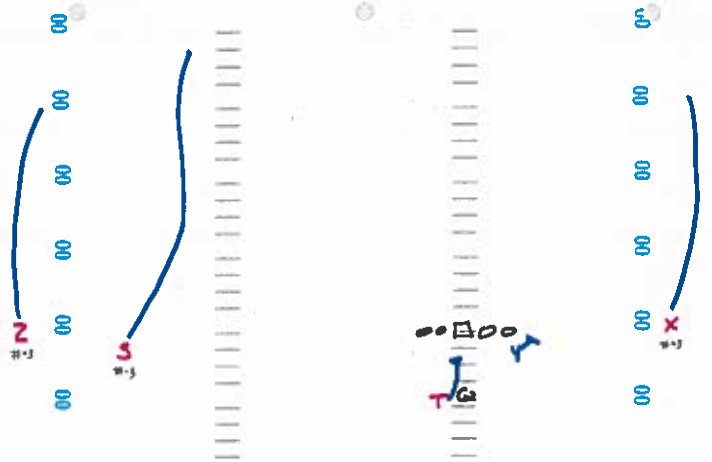




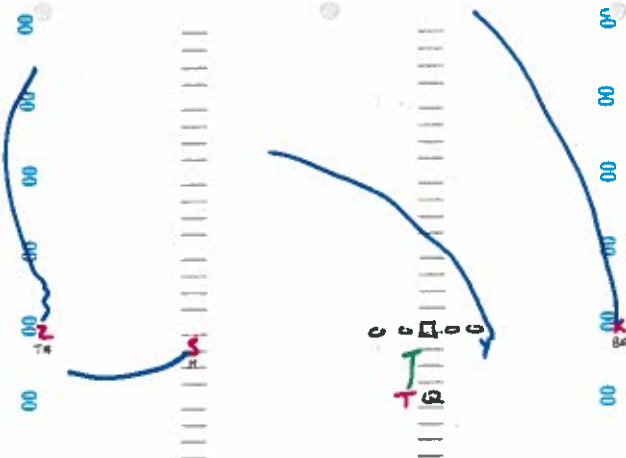
**PLAYACTION  
PASS**



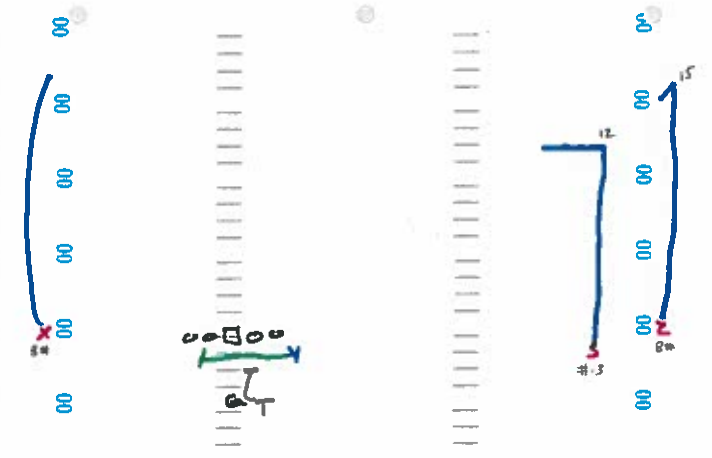
Opp SBK Quarter: \_\_\_ Score: \_\_\_ Play # 3 DAD 7/11 YDL 29 Hash: LM R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Flood Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



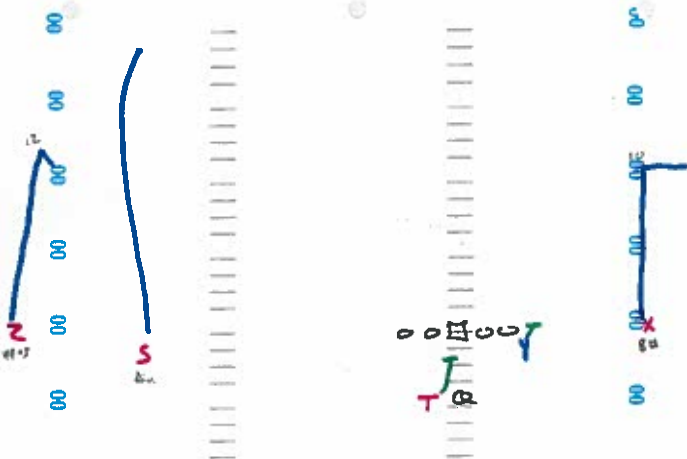
Opp SBK Quarter: \_\_\_ Score: \_\_\_ Play # 7 DAD 7/11 YDL 3 Hash: R R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Vert Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



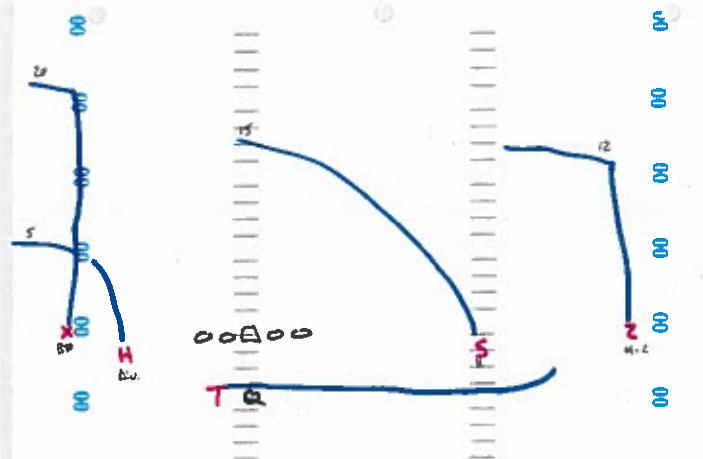
Opp FAU Quarter: \_\_\_ Score: \_\_\_ Play # 51 DAD 7/10 YDL 32 Hash: R R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Bob Saker Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



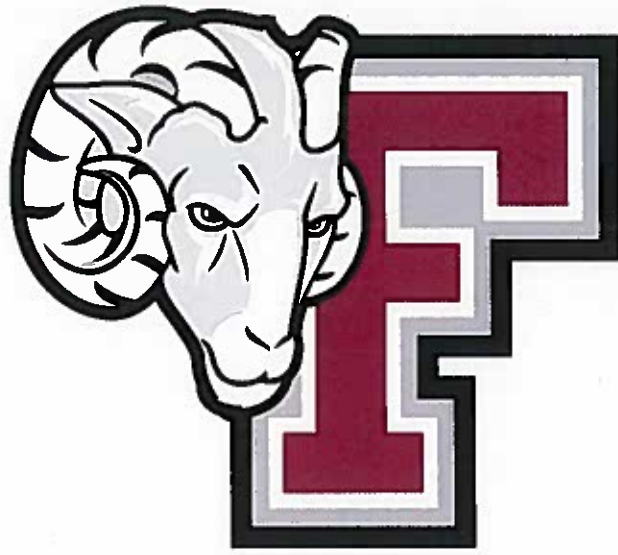
Opp FAU Quarter: \_\_\_ Score: \_\_\_ Play # 51 DAD 7/10 YDL 48 Hash: L R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Hit Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



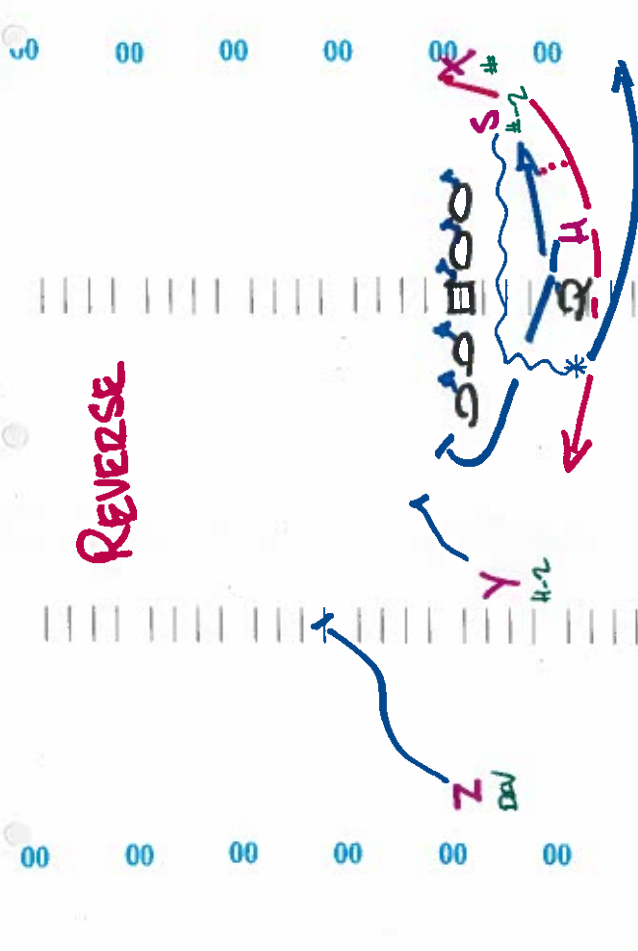
Opp FAU Quarter: \_\_\_ Score: \_\_\_ Play # 11 DAD 7/10 YDL 13 Hash: R R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Cut Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



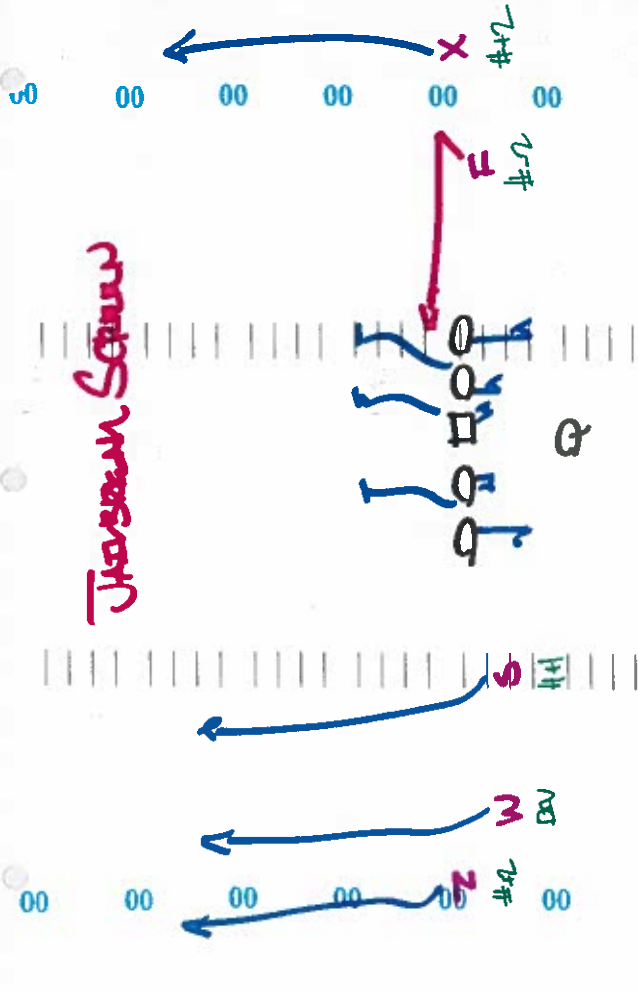
Opp FAU Quarter: \_\_\_ Score: \_\_\_ Play # 13 DAD 7/10 YDL 27 Hash: L R/P: \_\_\_ Per II Form T Motion: \_\_\_ Result: \_\_\_  
 Play PAP Pass Concept: Slits Play Category: \_\_\_ Situation: \_\_\_ Play-Call Pattern: \_\_\_



# SCREENS AND TRICKS



App: QB Quarter: 1 Score: 0-0 Play # 10 DAD: 10 YDL: 10 Hash: R RIP: P Per: 10 Form: 10-10 Motion: Result  
 Play: REVERSE Pass Concept: TRICK Play Category: TRICK Situation: TRICK Play-Call Pattern: TRICK



App: QB Quarter: 1 Score: 0-0 Play # 10 DAD: 10 YDL: 10 Hash: R RIP: P Per: 10 Form: 10-10 Motion: Result  
 Play: JAW-BREAK Pass Concept: TRICK Play Category: TRICK Situation: TRICK Play-Call Pattern: TRICK



App: QB Quarter: 1 Score: 0-0 Play # 10 DAD: 10 YDL: 10 Hash: R RIP: P Per: 10 Form: 10-10 Motion: Result  
 Play: JAW-BREAK Pass Concept: TRICK Play Category: TRICK Situation: TRICK Play-Call Pattern: TRICK

App: QB Quarter: 1 Score: 0-0 Play # 10 DAD: 10 YDL: 10 Hash: R RIP: P Per: 10 Form: 10-10 Motion: Result  
 Play: JAW-BREAK Pass Concept: TRICK Play Category: TRICK Situation: TRICK Play-Call Pattern: TRICK

App: QB Quarter: 1 Score: 0-0 Play # 10 DAD: 10 YDL: 10 Hash: R RIP: P Per: 10 Form: 10-10 Motion: Result  
 Play: JAW-BREAK Pass Concept: TRICK Play Category: TRICK Situation: TRICK Play-Call Pattern: TRICK