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Keys

- Meet all Year – Personnel
- Youth Program
 - Coaches Meet
 - Coaches / Players Attend Practice
 - Host Practice
- Assume Nothing
- Good H.S. Players – 4 DI in 7 years
- Read / Learn / Ask – Still much to do
- Best Job - Teach / Coach



Basics

- Discuss / Study – Winter / Spring
- Personnel All Year
- Off-Season Drills
- June – Meet / Instruction
- July – Instruction
- Double Sessions Work
- Game Week Work
- Specifics



Practice / Game

- Scouting Report
- Specialists – Before
- Kicking – During
- Offense / Defense – Add to Period
- Thursday – Situations
- Friday – Meet Before / Video / Halftime
- Saturday – Review Game
- Sunday – Personnel / Adjustments



Issues

- 2 way players divide time
- Varsity vs. JV Time
- Players distracted – Counting who above and behind
- Routes / Blocking / Hands when tough all affect time



Passing Game

1. Pre-Season

2. Doubles

3. Game Preparation



Pre-Season

1. January – May

- Clinic, Staff Meetings,

Playbook, Player Led Drills

- Tennis Ball Drills

- Jugs

- Routes



Pre-Season

2. June – July

- Playbook Mtg.'s, QB

Practices, Instruction/Install

- Pad n' Go, Plays going out, in, and red zone



Pre-Season

Instruction/Installation

Each Phase (PA, 3/5 Step, Sprint, etc...)

- Indy (technique work)
- Group (timing – drop, routes, with read)
- Perimeter/Team



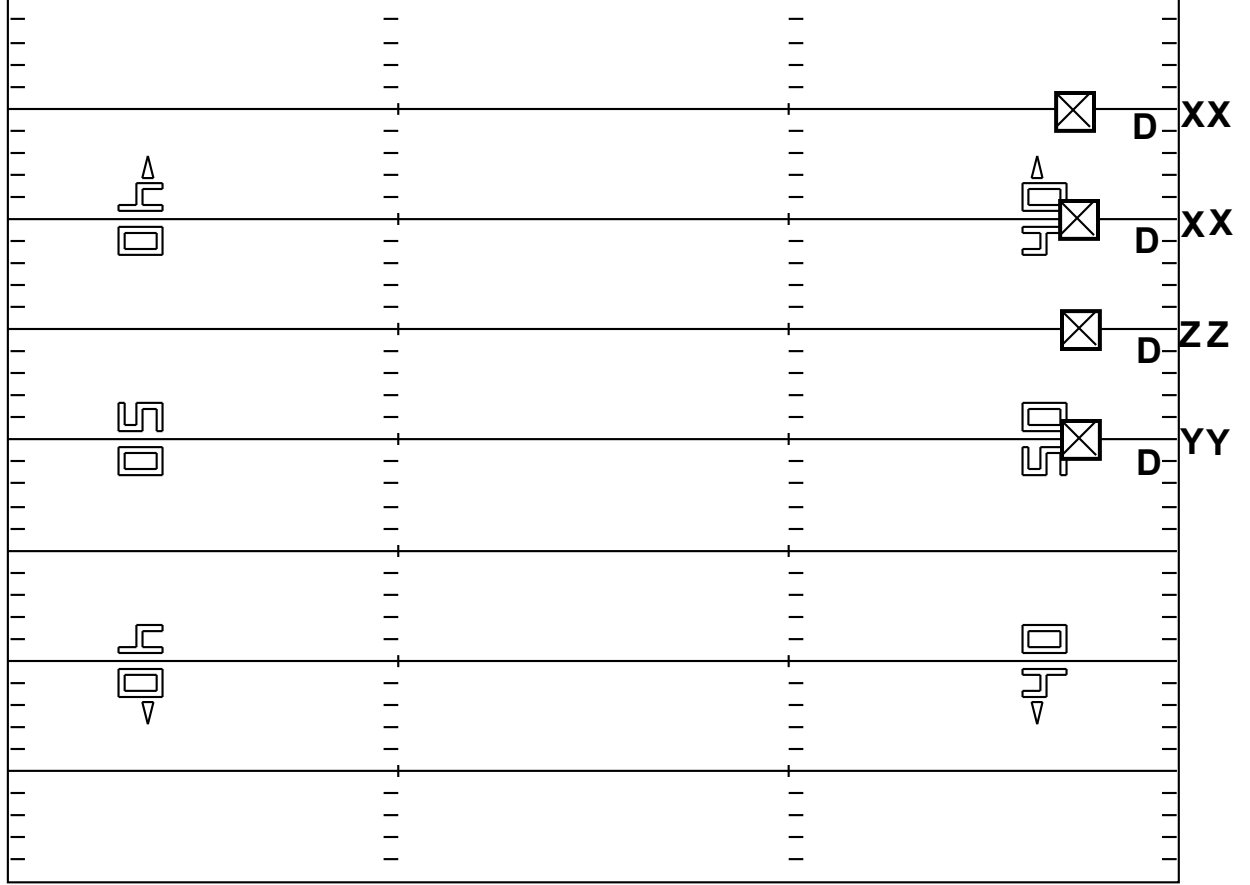
Indy

RELEASE DRILL

- Hand to joint combat progression at LOS
- Side hand to elbow (fast and violent) / backside hand is a whip (abbreviated swim technique) / release hip to hip through defender to stack
- Release into Cone Drill
(Press/Soft jam/Cat/Zone)
Addition (wiggle/crossover)

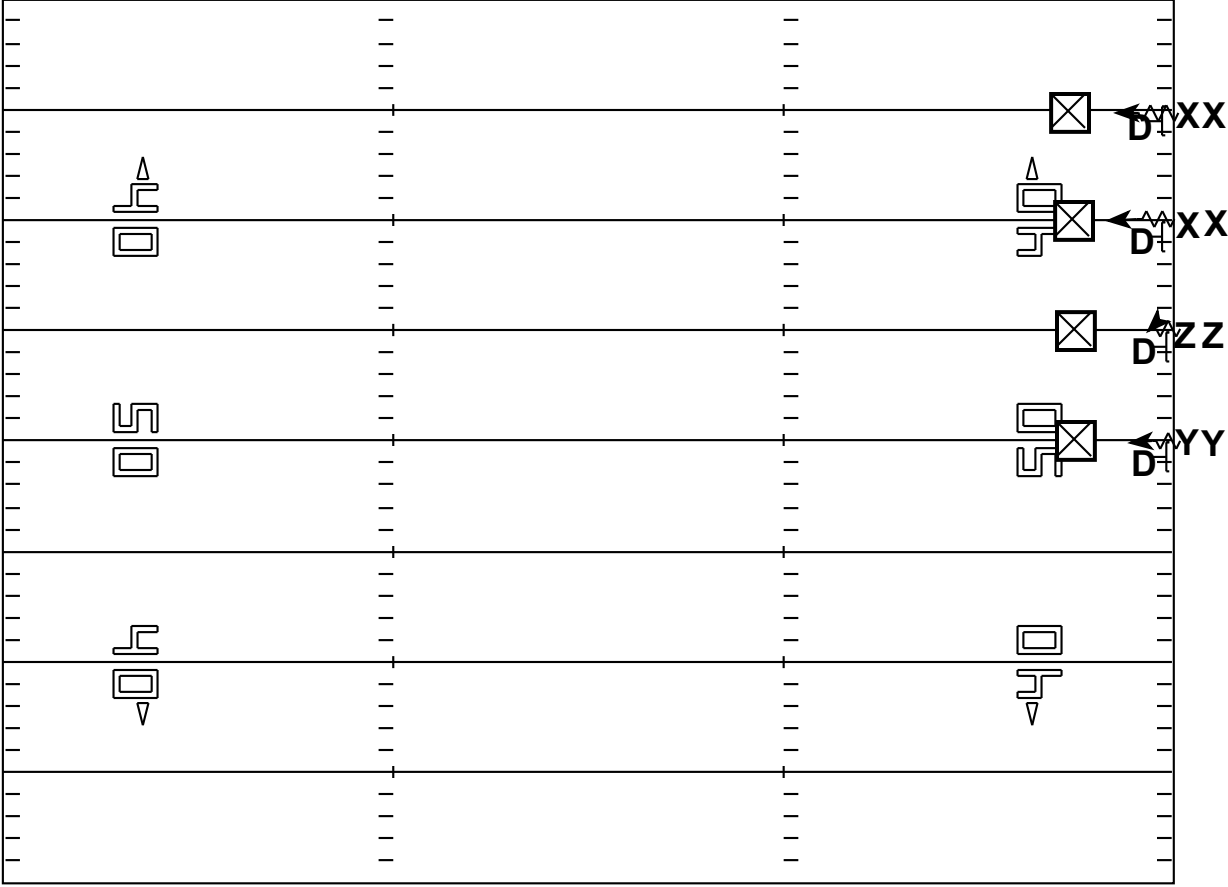


INDY





Indy





Indy

CONE DRILL

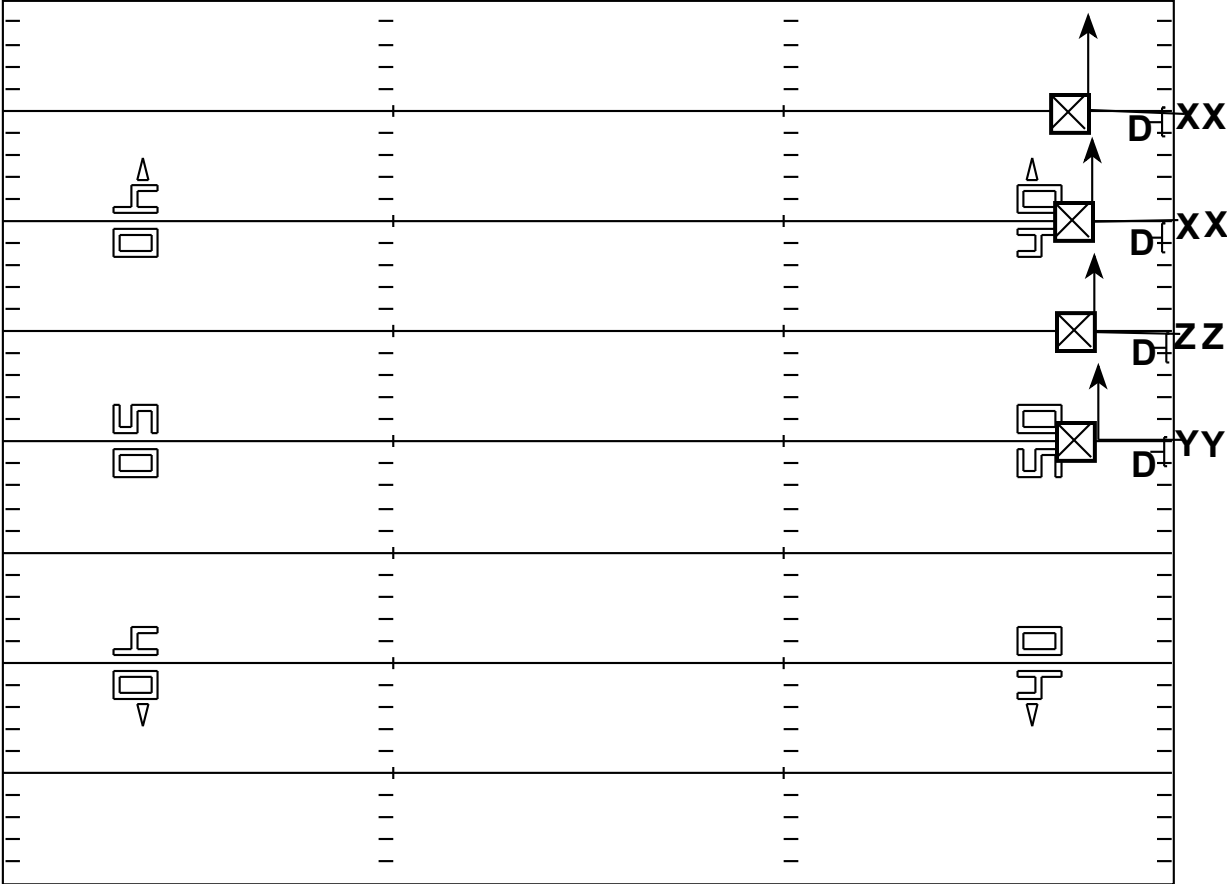
- Cones 5 yards from WR lines
- Crisp cuts (Hitch/Out/Slant)
- Lower hips/shoulders
- Shoulders over front toes
- Weight on toes

Freeze first time through

(What are HS DB's most afraid of?)



Indy





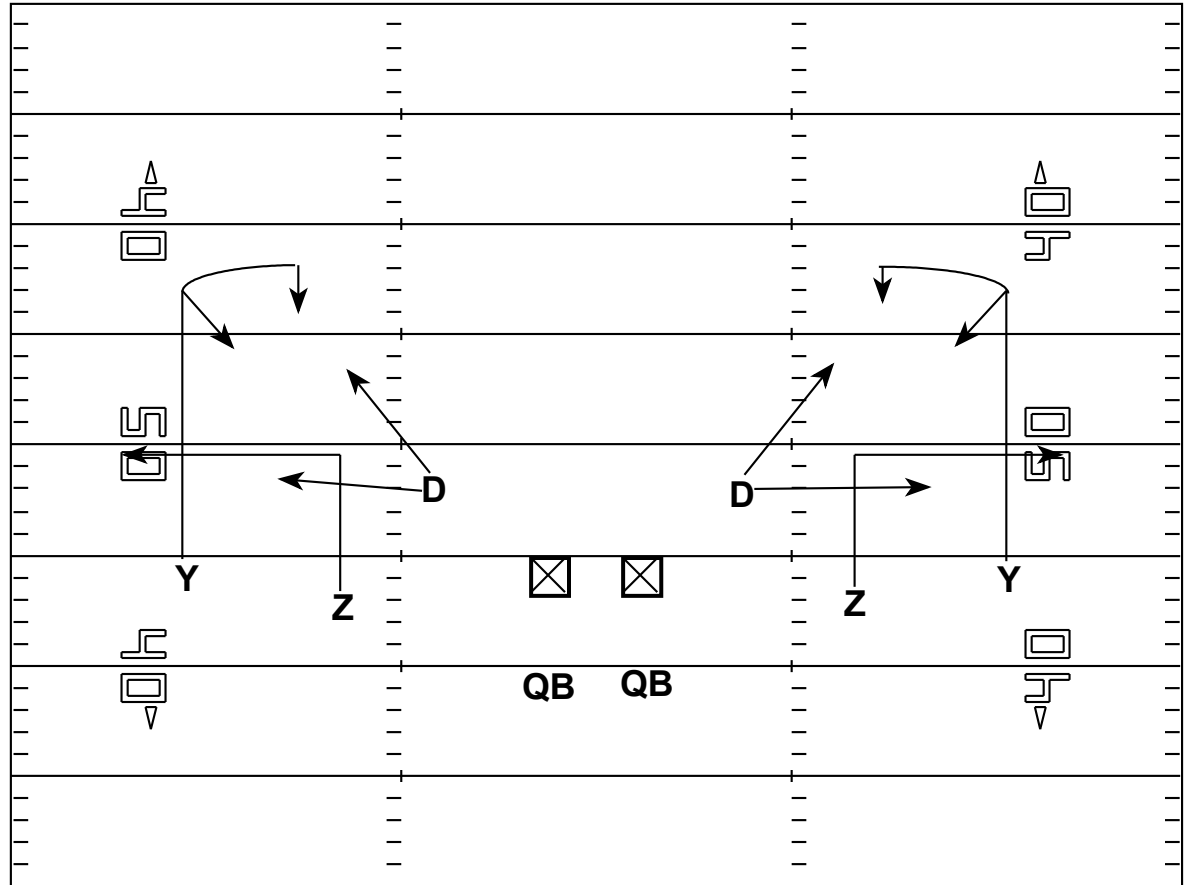
Group

High Energy/High Reps/Short Period

- 1/2 field Varsity / 1/2 field JV
- Combination WR lines/2 QB's taking snaps
- Always give QB a defender to READ and throw off of



Group





Perimeter/Team

Tempo/Reps

- 2 Huddles (1 Varsity/1 JV)
- Signal in all plays
- Run through script twice
(even/odd)



Doubles

1. Extra Individual Periods
(Special Teams Periods)
2. Route Technique
 - vs. Zone/Man
 - vs. Cushion/Jam



Extra Indy Periods

Re-teach Technique/Skills #1

TAP DANCE DRILL

- 1 line facing the sideline (15 yards from sideline, coach 10 yards)
- Throw ball when WR is about 5 yards from sideline
- Catch and check feet position in relation to sideline

Addition to drill (Turn and accelerate up field)



Tap Dance Drill

A grid for a tap dance drill. The grid consists of 7 rows and 2 columns. The first row contains the text "ZYXZYX" with a horizontal arrow pointing to the left above it. The second row contains a "C" on the left and a symbol on the right. The third row contains a symbol on the left and a symbol on the right. The fourth row contains a symbol on the left and a symbol on the right. The fifth row contains a symbol on the left and a symbol on the right. The sixth row contains a symbol on the left and a symbol on the right. The seventh row is empty.

ZYXZYX ←	
C	⌞
⌞	⌞
⌞	⌞
⌞	⌞
⌞	⌞



Doubles

3. Blocking Technique

- To/Away
- Cushion/Jam
(Outside Run)

4. Re-Teach Schemes

- Work Towards Perfection



Stalk Blocking Drill

SHUFFLE BLOCKING

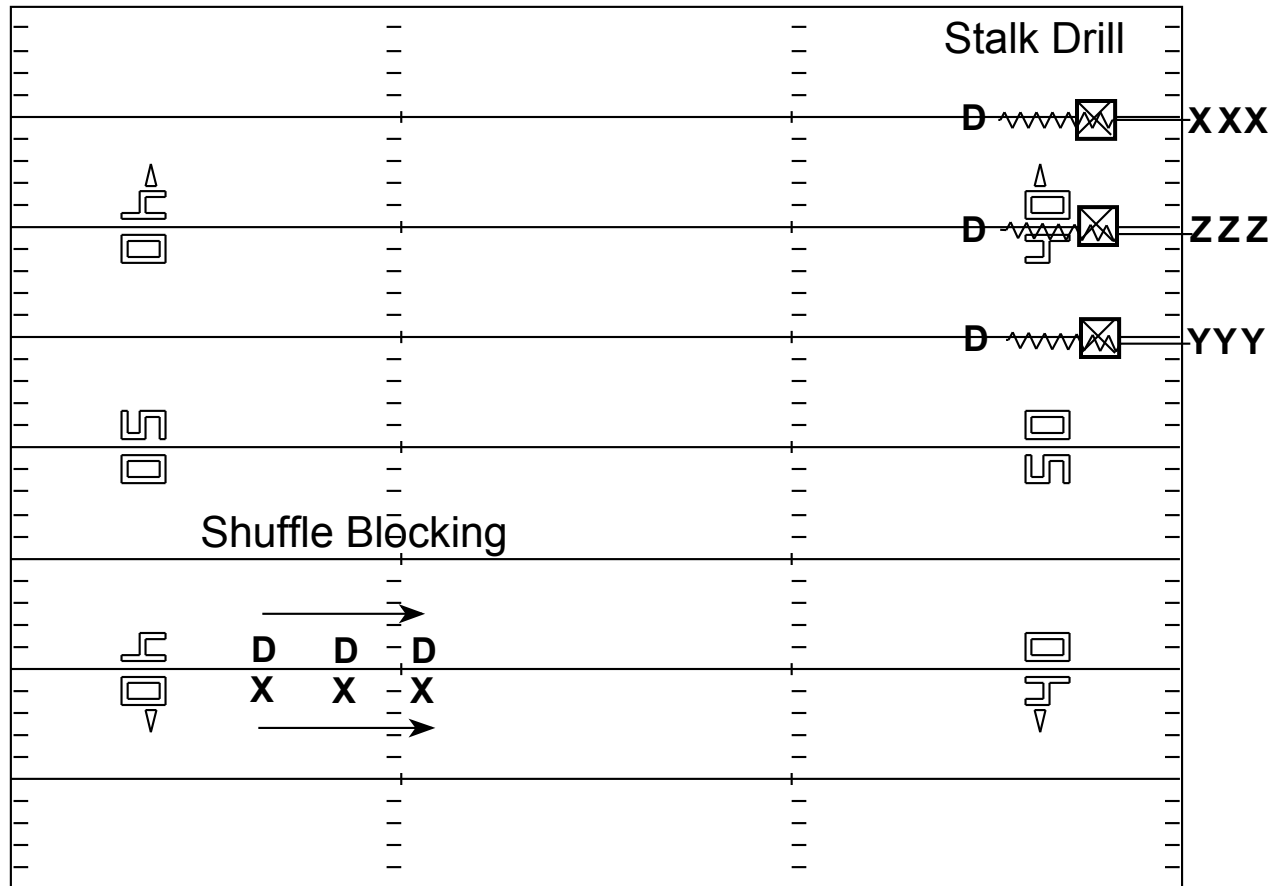
- Shuffle down line mirroring defender
- Punch defender outside shoulder with open hand_

STALK DRILL

- Release off LOS for 5 yd
- Ready position, short choppy steps (baby steps) to reel in defender
- Fit defender, punch (elbows in) and drive legs (low), keep base underneath you



Stalk Drills





Doubles

5. QB/WR Timing
6. Red Zone Pass
7. Jugs Machine



Game Preparation

1. Weekend Film/Game Prep
2. Scouting Report
3. Introduce Opposing Defense
and New Schemes



Game Preparation

4. Individual, Inside Run, and Kick Off Periods
 - Corrections/Improvements
 - Route Technique/Drills
5. QB/WR Timing



Game Preparation

6. Perimeter (2 Huddles)

- Signals
- Situations
- 2 Minute Drill



Game Preparation

7. Team

- Situations
- 2 Minute Drill/Red Zone

8. After Practice

- Jugs/Red Zone Routes



Play Action Pass

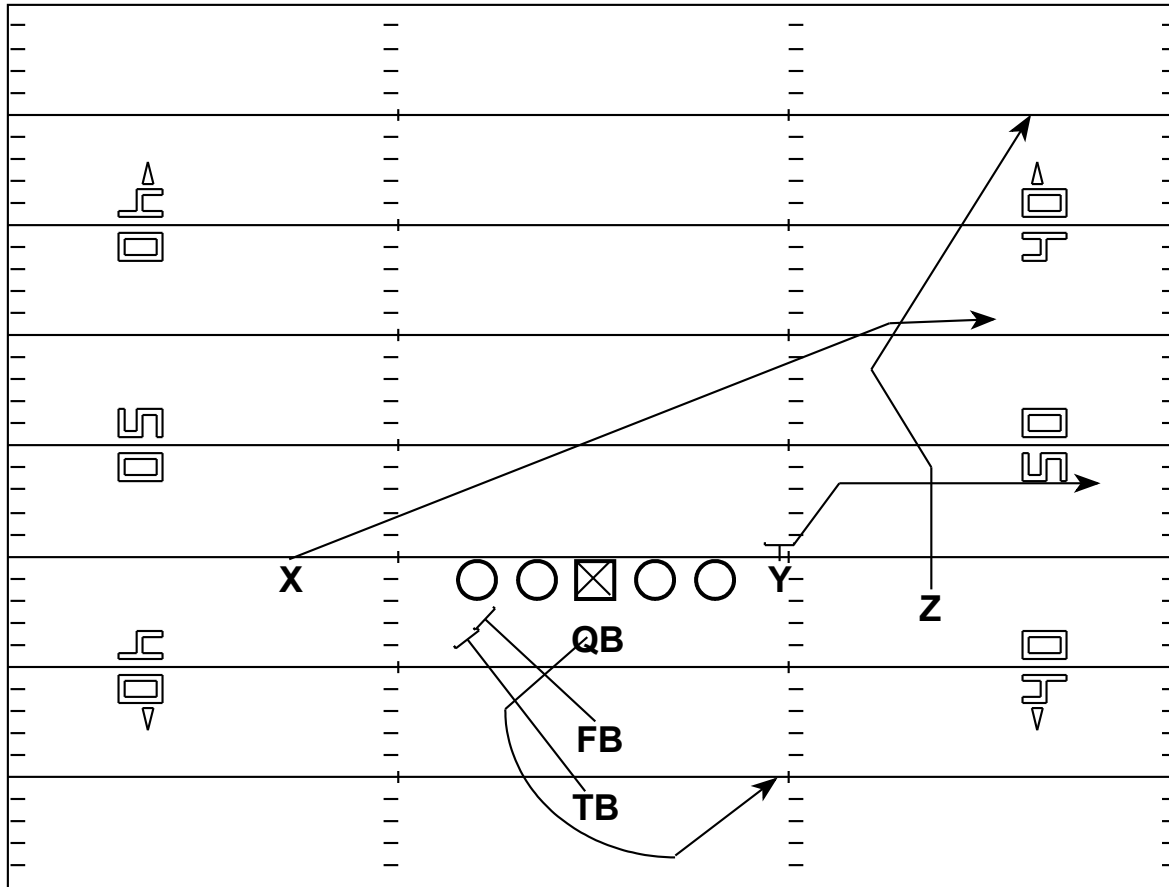
1. Slide Pass

2. Stretch Pass

3. Lead/Smash Pass

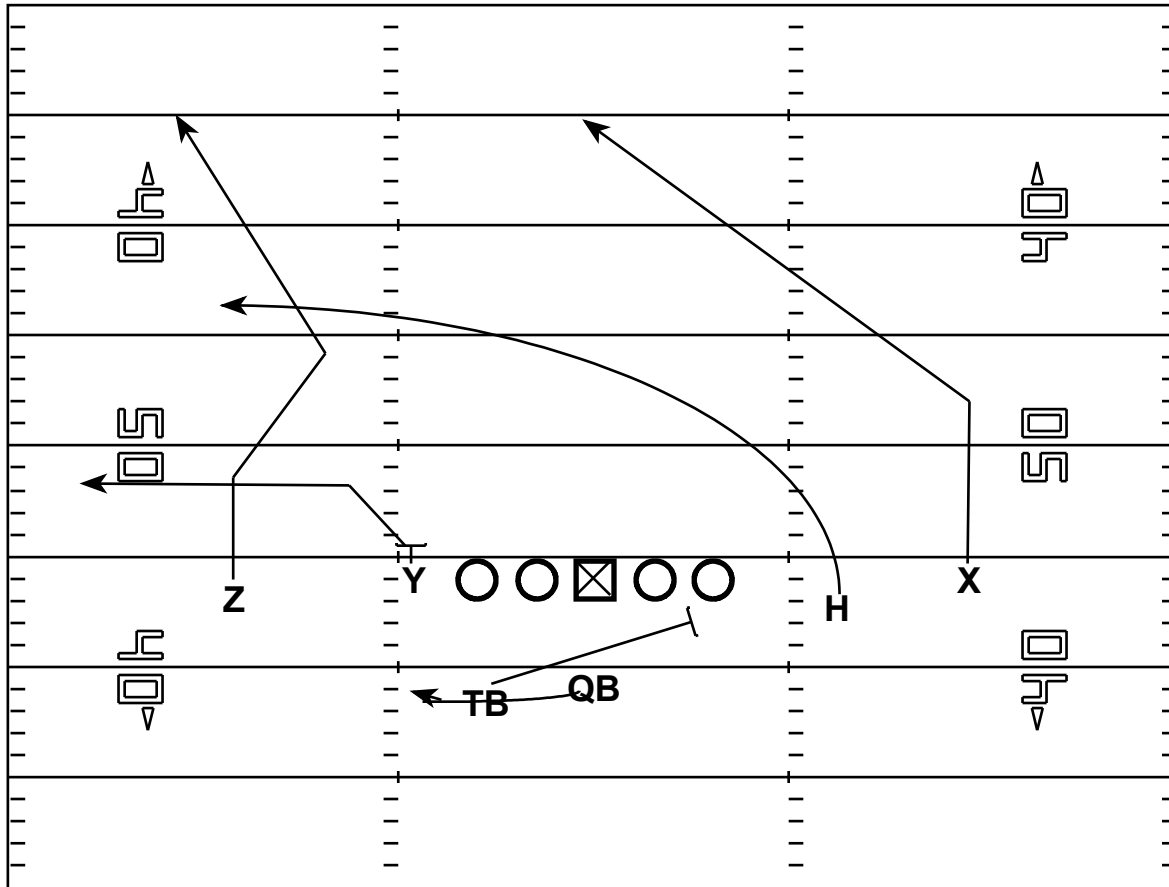


Slide Pass





Stretch Pass





Lead/Smash Pass

