

# Langston Hughes vs. Northgate

## Complete Analytics Report

Game Date: October 17, 2025

Region Showdown: 7-0 vs 7-0

Prepared by Beast Analytics

 **UPDATED WITH IMPROVED DATA QUALITY**

*Based on analysis of Langston Hughes game film across 6 opponents, primarily for the Defense.*

*All player names, targets, and efficiency metrics are verified with HUDL rosters.*



# What's New

## CRITICAL INSIGHTS

- ✓ **Opponent-Specific Performance:** Can now see how LH performs vs. different quality opponents (6.45 YPP variance!)
- ✓ **Updated Player Stats:** All rushers, passers, receivers verified - QB Kelly actually has 19 carries (not 16)
- ✓ **Pressure Analysis Corrected:** More 5-man and 6-man pressure plays identified - reveals shocking pattern
- ✓ **Completion Rate Updated:** 72.7% (not 62.5%) - They're even MORE efficient passing
- ✓ **Formation Success Rates:** Know exactly which formations produce big plays vs. struggle

### Original Key Stat

**62.5%**

Completion Rate (original estimate)

### Updated Key Stat

**72.7%**

Completion Rate (verified data)

**+10.2% MORE ACCURATE**

# Executive Summary

## THE BOTTOM LINE

**QB Darnell Kelly (#5) is the X-Factor.** He's averaging 11.79 yards per carry (224 yards on just 19 runs) with three runs over 40+ yards. He runs RIGHT 68% of the time (13 of 19). The two-headed backfield is extremely dangerous (Baker #2 and Wiggins #1) combining for 8.9 yards per carry. This is a former 6A powerhouse playing 5A, they're bigger, faster, and some would say more talented. We don't buy that and neither should you. **Discipline and assignment football will win this game.**

**CRITICAL NEW FINDING:** Langston Hughes' performance varies WILDLY by opponent. They dominated McIntosh (12.36 YPP) but struggled vs. Banneker (5.91 YPP) - a 6.45 yard per play difference. Northgate MUST understand where they fit in this spectrum.

**SHOCKING DISCOVERY:** It's not that pressure doesn't work against them. They average 10.1 yards vs. pressure compared to 7.93 yards with no pressure. It's that they have many counter attacks to pressure built into their schemes and run them often. Challenge this offense by strategically bringing pressure in situations where the offense is inefficient or uncomfortable. This isn't guaranteed to force mistakes but it's designed to take away their options.

**11.79**

QB YPC (19 carries)

Updated: -7.95 from original

**8.67**

Baker YPC (#2)  
48 carries, 11 explosive

**72.7%**

Completion Rate  
Updated: +10.2% from original

**10.10**

YPP vs Pressure  
More explosive vs pressure!

# Keys to Victory

## **Key #1: Contain Kelly**

Assign a QB spy WITH REGULARITY. Kelly has broken three 40+ yard runs. He runs right 68.42% (13 OF 19) of the time. Set your edge defenders to force him inside to pursuit. When showing blitz on money downs, he speeds up mentally and either (a) rips with anticipation to the sticks (leading to dropped passes or tipped INTs) or (b) prefers the high-variance deep pass (belief in WR matchups, e.g., Kendrick's speed vs press). He has not shown comfort with in-breakers vs Middle of the Field Closed coverages—which is the offense's designed antidote to pressure and 1-high safeties.

## **Key #2: Gap Integrity**

Their top run plays (Inside Zone, Power) utilize both zone and gap running schemes. One missed B-gap assignment = Baker or Wiggins house call. One peek inside from the C-gap defender could be disastrous. Find yourself on the inside shoulder of Right Tackle #72 and it will be a long night. When on the offense's right hash with trips to the field, be aware of who needs to stay home for QB keeps. Stack the box vs 21 personnel (they run 90.9% of the time out of it).

## **Key #3: Keep your eyes on #3**

McKinney (#3) is Kelly's security blanket with 20 catches on 30 targets for a 66.6% catch rate and an aDot of 12.05 yards (23 catches on 34 targets across all QBs in the 6 games analyzed). While he projects as a short to intermediate route runner at the next level, he will go deep during play action fakes, make sharp breaks to the sideline in scramble drills and will operate as the primary target earner of this offense. He is often featured in a Post-Wheel (Switch Verticals) concept that is designed to put the deep third defender in conflict. McKinney has a team-leading 5 receiving touchdowns as well as a punt return touchdown.

# Top 5 Matchups to Watch

## 1. Darnell Kelly (#5) vs. Brysen Davies (#14)

The game's most important matchup. Kelly must have a spy as much as the coverage will allow. Davies has the required athleticism to match up here but will likely face a number of down blocks from both sides, tackles and TEs. If Kelly gets loose, it's 20+ yards every time. Davies' discipline and pursuit angles will be the key to neutralizing the Panthers biggest threat. Do your best not to undercut down blocks, read your Guard keys to get an edge on where the play is going, keep your pad level low, and shout out screens at the top of your lungs. This team feeds off of your energy!

## 2. Carsyn Baker (#2) vs. Northgate Defensive Line

Baker is a Florida commit for a reason—8.04 YPC with 26.9% explosive rate. He runs with an extremely low pad level, keeps his shoulders square to the line and does not break speed when he cuts. Leave a crease and he will find it. Swarm to the football while being physical at the POA, and you will make his night miserable. Northgate's defensive line must shoot their hands with more violence and close down gaps with aggression. Prevent second-level releases by squeezing down blocks, anchoring double teams, and transitioning efficiently to pursuit against screen passes. Spill pulling lineman and force their runningbacks to bounce their runs. Trust your pursuit. This will help the linebackers flow freely.

### **3. Julian Kendrick (#14) vs. Northgate's open field tackling**

This offense is designed for QB's to feel comfortable. Part of that is the integration of the screen game into their offense as Bubble, Tunnel, Now and Beneath screens. With so many weapons, a defense must pride themselves on running to the football and consistently making open field tackles. Kendrick is not the route runner that Mckinney is, but with an 11.3 100m track time to boast, he will stretch the field vertically and if given a crease with the ball in his hands, he will not be caught. Award him a moderate amount of cushion in the pass game (7-9 yards) and corners should be ready to aggressively replace if the alley defender is crack blocked. I mentioned before that he is not the route runner that Mckinney is, however, you must be disciplined in your coverage and not allow him to get behind you. If you see screen, trust your reads and attack the ball.

### **4. TE Xavier Tiller (#11) & TE Chase Golson (#9) vs. Northgate DB's led by DB Keaton Stigall (#2)**

Both Xavier Tiller and Chase Golson are their large targets with good hands and really excel as blockers. With just as many pancakes as catches, they make defenders pay for being their assignment. Tiller sets the tone for their offense with his physicality and ability to get to the second level. While Golson is quick to react to defender movement making him an efficient blocker on the move; both have their fair share of blocking responsibilities and hold their own vs defenders of all sizes. Golson is the more natural receiver, while Tiller has the much larger wingspan. Stigall is a rangy safety with good size and an above average athletic toolkit. He will need to be aware of their blocking schemes and aggressively attack screens when they are the lead blockers. He has room to grow as a pursuit defender and must learn to play with his hair on fire, but with his size and length, he can be a force in the box against the run and a solid cover defender against the pass.

## 5. Langston Hughes OL vs. Northgate Blitz

They average 10.1 YPP vs blitz—meaning they handle pressure well. Northgate must be strategic with blitzes, using them on 3rd & long and ensuring someone always has QB contain. The liability on this OL is made excessively evident on film as #72 Zavion Baker, a 6'4", 340-pound mauler struggles to get to the second level and is often seen getting pushed back into the pocket on pass sets as well as struggling to reach C-gap defenders. If Northgate can target his gap with B gap fire stunts, he will struggle to redirect, but lose contain on Darnell Kelly and it is game over. If Northgate can overload his side with stunts and twists on 3rd downs to create pressure up the middle, they may find success.



# Opponent-Specific Performance Analysis

## WHY THIS MATTERS FOR NORTHGATE

Langston Hughes' performance varies dramatically based on opponent quality. Understanding where Northgate's defense ranks relative to these teams is CRITICAL for game planning. If Northgate's defense is similar to Banneker's, they can contain LH. If it's similar to McIntosh's, this will be a long day.

### Performance by Opponent (Ranked)

Opponent	Total Plays	Yards/Play	Efficiency %	Run %
McIntosh	38	12.36	53.7%	47.4%
Douglas County	41	10.98	32.6%	65.9%
Newnan	40	8.82	58.5%	60.0%
Westlake	55	7.30	43.8%	69.1%
Dutchtown	46	7.06	60.0%	65.2%
Banneker	39	5.91	37.0%	43.6%

**Key Insight:** LH averaged 12.36 YPP vs. McIntosh but only 5.91 YPP vs. Banneker - a massive 6.45 yard difference per play. This suggests Banneker had the defensive scheme or personnel to limit LH effectively.

### **Hot Performance (McIntosh)**

**Passing:** 18.63 YPA (dominant)

**Run/Pass:** Balanced 47% run

**QB Kelly:** 63-yard TD run

**Why:** McIntosh failed to contain QB Darnell Kelly and allowed too many deep shots

### **Cold Performance (Banneker)**

**Passing:** Only 6.38 YPA

**Run/Pass:** 43.6% run (below average)

**QB Kelly:** Only 3 yards on 1 carry

**Why:** Banneker had an excellent pass rush and had a solid mix of coverage schemes.

# QB Kelly by Opponent

Opponent	Carries	Yards	YPC	Long
Douglas County	7	20	2.86	9
Dutchtown	4	84	21.00	44
McIntosh	1	63	63.00	63
Westlake	4	49	12.25	42
Banneker	1	3	3.00	3
Newnan	2	5	2.5	6

**CRITICAL FINDING:** Kelly can be contained! Douglas County, Banneker, and Newnan held him to minimal yards. Dutchtown and McIntosh gave up huge runs. The difference is defensive discipline and interior defensive line penetration that disrupts him before he gets going.

# Offensive Tendencies Breakdown

## Run Game Analysis

### Top Run Plays

Play Call	Times Run	Concept	Yards Gained	YPC	Success Rate
IZZO	24	Inside Zone	334	13.92	79.16%
PIERCE	24	Guard and TE across, roles switch between pull and kick out blocks.	162	6.75	54.17%
OAKLAND	19	Outside Zone	124	6.53	73.68%
G WRAP	13	Backside Guard Pull	90	6.92	53.84%
CALI/CORY	9	GT Counter	113	12.55	55.56%

**Inside Zone and Power are their bread and butter run concepts.** They run it 48 times in 6 games with minor variations in call frequency. They also have the split zone variation of Inside Zone and the G Wrap variation of Power. Expect these concepts to be run frequently.

## Hash Mark Tendencies

Left Hash

**56.4%**

RUN

Balanced approach

Middle Hash

**54.8%**

RUN

Most balanced and Most Explosive

Right Hash

**65.6%**

RUN

Most predictable - Prepare for a run

**Coaching Point:** On the right hash, they run 2 out of every 3 plays. Adjust box structure accordingly.

# Situational Tendencies

## Down & Distance

Situation	Run %	Pass %	Plays	Yards Per Play
1st Down	63.6%	36.4%	129	10.33
2nd Down	63.51%	36.49%	74	10.68
2nd Down & 6 or less	60.71%	39.28%	28	<b>6.11</b>
2nd Down & 7 or more	65.22%	34.78%	46	13.46
3rd Down	36.8%	63.2%	36	5.97
<b>3rd &amp; Short (1-3)</b>	<b>70%</b>	30%	10	7.5
<b>3rd &amp; Med (4-7)</b>	20%	<b>80%</b>	15	4.13
<b>3rd &amp; Long (8+)</b>	27.3%	<b>72.7%</b>	11	7.36
<b>4th Down</b>	<b>54.55%</b>	45.44%	11	6.54
<b>4th &amp; Short (1-3)</b>	<b>100%</b>	0%	5	5.4
<b>4th &amp; 4+</b>	<b>16.67%</b>	83.32%	6	7.5

**Key Insight:** They run on 4th down 58.3% of the time—expect aggression! When this team is unsuccessful on 1st down and they are in 2nd down and long (7-9), they run the ball 76.92% of the time, but in the off chance that they pass it, they've ran three plays: Play Action Split Zone Flood, RPO Counter Read Slants, and an RPO Inside Zone Funnel Screen to Julian Kendrick. This team comes alive when facing 2nd and 10+, their probability of passing the ball jumps to 39.4% but more importantly, their yards per play jumps to 14.34 YPP. Meaning, that if their offense picks up 4 yards on 1st down, you will see their best version of conservative playcalling, with the intention of just converting the first down. Their aggressive playcalling gets truly unleashed when they are in 2nd down and 10+ situations.

Moreover, on 3rd down and medium to long situations (4+ yards), they pass the ball over 70% of the time. This is a team that does not want to be forced into passing situations, but when they are, they are extremely uncomfortable in the short passing game and want to throw it deep or complete screens that don't require a read. Interestingly enough, of the 5 interceptions that Darnell Kelly has thrown in the 6 games analyzed, 2 have come on 3rd and medium and 1 from 2nd and medium (the other 2 being on 1st and 10). A closer look at Kelly's passing stats in 3rd and medium, shows that he is 2/10 for 47 yds, 2 TDs, 2 INTs; which is good for a 32.9 QB Rating. Take away the deep throws and force Kelly to pick up first downs underneath and you will be forcing him to play football in a way that he hasn't had to thus far in his entire high school career.

# ⚡ Pressure: When it Helps

## Overall Blitz KPIs

### Performance With and Without Blitz

Metric	No Blitz	Blitz
Overall YPP	10.12	10.10
Pass Comp%	89.6%	70.4%
Pass YPA	10.88	7.27

*Interpretation:* Overall YPP rises under blitz (due to runs/screens), but pass efficiency drops significantly.

## Situational KPI Comparison

### Performance on Key Downs

Situation	Plays	Comp%	YPA	Success%	aDOT
3rd & Medium (4–7)	13	76.9%	6.9	38.5%	Bi-modal ( $\leq 7$ or $> 15$ )
2nd & Medium (4–6)	23	--	6.26	69.57%	$\approx 5.33$

*Interpretation:* 3rd & Medium shows vertical bias and lower success vs blitz; 2nd & Medium favors short throws (aDOT  $\approx 5.3$ ).





## GAME-CHANGING DISCOVERY

With improved pressure identification (62 plays vs pressure), the data reveals a shocking truth: **Langston Hughes offense has built-in answers when defenses blitz.**

No Pressure (182 plays)

**10.12**

yards per play

With Pressure (62 plays)

**10.10**

yards per play (-0.02)

# Pressure Breakdown Analysis

Pressure Type	Plays	Avg Gain	Efficiency %	Run YPC	Pass YPA
No Pressure	182	10.12	58.19%	9.70	10.88
5-Man Pressure	43	10.09	53.49%	11.97	6.21
6-Man Pressure +	19	10.28	50.0%	10.82	9.13

## Expert Takeaway: Don't Take the Bait

Let's be clear: the data unequivocally shows that conventional pressure is a tactical mistake against this offense. Their yards-per-play remains static—just over 10—whether you rush four or six. While a blitz can marginally disrupt their passing game, dropping their YPA, it's a pyrrhic victory. They exploit the vacated gaps, causing their run YPC to spike from 9.7 to nearly 12 against a 5-man front. Essentially, you're trading a manageable pass for a catastrophic run. This offense is designed to punish undisciplined aggression; don't take the bait. Stay home and play assignment football.

## Defensive Recommendations

### **DON'T: Judge pressure globally; use it situationally**

3rd & medium (4–7): Show pressure, rotate to MOF Coverage Schemes or Zero with a half-field cap that allows manned up defenders to play tight and underneath. Our samples show that if you leave MOFO and show any signs of pressure or press, this is where they will take their deep shots vs settling for the sticks.

3rd & 8+: Mix 5-man Blitz with a robber to speed up the QB's internal clock; show deep coverage but play the sticks, tackle in front. If you get two or more third down stops this way, expect them to be more aggressive as the game progresses.

1st & 2nd: Use simulated pressure and trap more than true 5+; LH's early-down screens/RPOs punish static blitz

### **DO: Use Fire Zone Blitzes**

The right side of the line often struggles to pick up interior slants and stunts that target the B gap away from the slide. Just make sure that containing the QB is a non-negotiable to all C-gap rushers

### **DO: Disguise pressures, then drop**

Show blitz pre-snap to influence play call, then drop into coverage. Confuse their audibles. Why? Pressure tells trigger vertical bias: Most throws >15 air yards were under pressure or tight coverage looks

### **DO: Save pressure for passing downs**

Blitzed passes show a lower completion %, success % and YPA than 4 man rush defenses, but it helps their run game. If you must blitz on early downs, use it on balanced 2×2 Shotgun Spread formations, and Trips Right Open formations. These are the most consistent formational tells for a pass.

# Defensive Blueprint: The Banneker Plan

## Core Idea: Show, Cap, & Squeeze

Show pressure pre-snap, cap vertical routes post-snap, and squeeze the sticks. Make the QB choose between **covered deep shots** and the **tight-window stick throws** he's shown less comfort with.

## 1. Pre-Snap Presentation

*Objective: Manufacture pressure-tells to bait the quarterback's vertical mindset.*

- **Mugged A-gaps** with ILBs; walk up the nickel on the slot.
- **Bear fronts** vs condensed formations; show edge pressure from the field.
- **Corners press** with outside leverage to sell Cover 0 or Cover 1.

## 2. Post-Snap Reality

*Objective: Rotate to cap deep routes and trap underneath throws.*

- **Bail to 2-Read/Palms, 3 Cloud, or 6 Weak** to the boundary (trap the quick out; cap the go route).
- **Tampa 2** on 3rd & 5-7, where they like seam shots off a zero-blitz look.
- **3 Buzz Mable** vs trips: buzz safety into hook/curl, press the outside WR, and have the post safety midpoint the seam/go.

### 3. Pressure Without Bleeding Coverage

*Objective: Use creepers and simulated pressures to disrupt the QB without sacrificing coverage integrity.*

- **Simulated Looks:** Bring 4 rushers from a 5-man pressure look (e.g., drop the DE to cover the #3 WR's seam, insert nickel or Mike on a blitz).
- **Green-dog the RB:** If the running back blocks, the assigned defender adds to the rush; if he releases, the defender carries him in coverage. This preserves answers vs. screens.
- **Use a "Rat":** Keep a low-hole defender to poach shallow crossers and deter the QB from throwing hot.

### 4. Situational Calls on 3rd & 4-7

#### Call Family A: "Show 0, Bail 2-Read"

Show both safeties at 8-9 yards with LBs mugged in A-gaps. Post-snap, rotate to **2-Read/Cloud** to the boundary and **Quarters** to the field. Field DE drops to the hot #3, boundary CB squats on the sticks, and both safeties cap the vertical routes.

#### Call Family B: "Press-Man with Post Safety + Creeper"

Play **Cover 1 Cross/Robber** with a creeper blitz to get a hand in the QB's face. The robber reads the seam/bender. This keeps the deep middle capped and steals any in-breaking routes.

#### Call Family C: "Tampa vs Shot"

On hash/formation tells that indicate a seam/pylon shot, snap to **Tampa 2**. The MLB must turn and run with the seam. Corners press-bail, and safeties play top-down.

#### Call Family D: "3 Buzz Replacement vs Bear Looks"

Present a **Bear front** and rotate to **3 Buzz**. The boundary safety becomes the buzz/robber on digs/sticks. Corners will split the difference between switch verticals, shading 70:30 to the inside vertical to force the more difficult throw up the sideline.

# Player Performance Overview

## QB #5 Darnell Kelly

**Rushing:** 19 carries, 224 yards, 11.79 YPC

**Long:** 63 yards (vs McIntosh)

**Explosive (10+):** 5 of 19 carries (26.3%)

**40+ yard runs:** 3 (44, 42, 63)

**Direction:** RIGHT 68.42% (13 of 19)

**Passing:** 72.7% completion, 14 TDs

**UPDATED:** Kelly has MORE carries and higher YPC than originally analyzed. But Douglas County and Banneker held him to 2.83 and 3.00 YPC respectively. Containment IS possible.

## RB #2 Carsyn Baker

**Carries:** 48

**Yards:** 416

**YPC:** 8.67

**Explosive (10+):** 11 of 48 (22.9%)

**Best game:** Banneker (11.50 YPC)

**Worst game:** Newnan (4.93 YPC)

**NEW DATA:** Baker has 48 carries. He's the most consistent RB with production across all opponents.

## RB #1 Qwantavius Wiggins

**Carries:** 31

**Yards:** 287

**YPC:** 9.26

**Explosive (10+):** 5 of 31 (16.1%)

**Best game:** Newnan (27.14 YPC!)

**Worst game:** Douglas County (2.22 YPC)

**NEW DATA:** Wiggins has 31 carries . His 27.14 YPC vs Newnan suggests he's explosive but inconsistent - big plays or stuffed.

# Receiving Corps

Receiver	Catches	Yards	YPC	Role
Jamarion McKinney #3	20	335	16.75	Overall Go-To Guy
Julian Kendrick	15	164	10.93	Track Speed Receiver
Chase Golson #9	9	155	17.22	Reliable MOF Target
Xavier Tiller	10	106	10.60	End Zone Target
De'emery Carmichael	5	85	17.00	Deep option. Rangy kid that can exploit size mismatches

**UPDATED:** McKinney has 23 catches for 400+ yards. In the 6 games analyzed, he averages 16.75 YPC - a true game-breaker. The game not analyzed was his biggest receiving game of the year, to the tune of 8 rec for 140 yds. Golson is also highly efficient at 17.22 YPC. Play your most agile cover guy on McKinney and account for Golson down the seams.



NEW

# Formation Success Analysis

## Know Which Formations to Fear

With improved data, we can now identify which formations produce explosive plays vs. which formations struggle. Defensive adjustments should be formation-specific, not generic.

### EXPLOSIVE FORMATIONS (Danger!)

Formation	YPP	n
GUN Left Twins Right King	19.00	8
GUN Left Twins Right Queen	15.14	8
GUN Right Trips Left Open	14.15	14
Dot GUN LT	10.11	10

**Action Required:** When you see GUN Left Twins Right KING/QUEEN or GUN Right Trips Left Open, expect gap run schemes and the play action deep passes that go along with them. Roll safeties down in the box, disguise the coverage, and keep the QB in sight.

## ❄️ INEFFECTIVE FORMATIONS (Exploit!)

Formation	YPP	n
GUN Right Trips Right	1.25	8
GUN Left Trips Left Bunch	3.20	10
GUN Right Trips Right Open	3.22	9
GUN Left Trips Right Open	6.38	8

**Opportunity:** Trips Right formations have struggled (avg 2.29 YPP). These are likely predictable runs. Stay aggressive.

## Formation-Specific Game Plan

When You See...	Expect...	Call...
<b>GUN Left Twins Right KING/QUEEN</b>	Big play alert (19.00 YPP)	6-7 man box, spy active, press
<b>GUN Right Trips Left Open</b>	Pass likely (14.15 YPP)	Cover 2 or 6 weak, watch for screens.
<b>GUN Right Trips Right Bunch</b>	Run heavy (87.5%, 6.88 YPP)	Stack box, inside zone fits
<b>Dot GUN Right/Left</b>	Pass (7-10 YPP)	Nickel, pressure consideration
<b>GUN Right/Left Trips Right</b>	Struggling (1-3 YPP)	Base defense, be aggressive

# Game Flow & Quarter Analysis

## Performance by Quarter

Quarter	Plays	Run %	Pass %	Avg YPP	Tendency
Q1	68	63.2%	36.8%	10.68	Establish run, test defense with play action.
Q2	97	46.4%	53.6%	8.12	More pass, balanced attack
Q3	45	62.2%	37.8%	<b>4.35</b>	STRUGGLES - adjustments
Q4	49	77.6%	22.4%	10.23	Their games haven't been close in the 4th quarter.

### CRITICAL INSIGHT: Q3 Vulnerability

Langston Hughes averages only 4.35 YPP in Q3 - less than HALF their Q1 and Q4 averages. This suggests:

- Opponents make effective halftime adjustments
- LH may be slow to counter-adjust
- 2nd Half has been blowouts, so lesser players enter the game
- Predictable scripts coming out of halftime.

**Northgate Strategy:** Make aggressive adjustments at halftime. Attack in Q3 while they're adjusting. If game is close going to Q4, expect them to lean heavily on run game (77.6% run rate).

# Defensive Game Plan

## PRIMARY OBJECTIVES

1. **Contain QB Kelly (#1 Priority):** He can be stopped (Douglas County: 2.83 YPC). Disciplined spy, edge contain, force inside to pursuit.
2. **DON'T Rely on Blitz:** They average 10.1 YPP vs pressure. Use simulated pressure looks to confuse the OL and force quick decisions.
3. **Maintain Backside Responsibilities:** Ensure backside defenders are aware of cutback lanes and potential scrambles.
4. **Read the Guards:** Watch for pull and trap blocks to identify run direction. These are their most explosive plays.
5. **Get them to 3rd Down:** Force them into obvious passing situations where they are less comfortable.

## Base Defense (No Pressure)

- ✓ **Front:** 4-man rush with contain principles
- ✓ **Coverage:** Cover 3 Sky (run support/screen support + deep help). This is not the team where linebacker will have to make 12-15 yd drops into hook curl zones
- ✓ **Spy:** Brysen Davies mirrors Kelly early and often
- ✓ **Get them into 3rd & Long** Defensive Ends lined up with B-gap responsibilities will often find themselves unblocked on early downs. You need to keep your eyes inside to spill incoming Guards.
- ✓ **Discipline:** Gap integrity - 4i's and even 4 techniques should not let Tackles cross their face with ease. This is where the battle will be won/lost.

## When to Pressure

✓ **3rd & 4-7 Yes** — Present blitz (pressure tell) and rotate late; anticipate deep aDOT and lower success; Zero coverage + (pressure/press) tell shows an offensive win-rate of 0% in our tags (n=6)

✓ **1st & 2nd:** Prefer creepers/simulated rushes to all-out blitz on early downs; protect flats and hots with trap rotations. LH's early-down screens/RPOs punish static blitz schemes.

✓ **3rd & 8+:** Mix 5-man with a robber; play the sticks, tackle in front.

⚠ **SUPPLEMENT:** 6-man pressure (9.13 YPA) with fire zone schemes where OLBs must be aware of beneath routes, screens, and RPO windows.

⚠ **AVOID:** 5-man pressure on early downs in opponent territory, try to get them into as many 3rd down situations as possible (11.97 YPC running vs 5-man pressure)

## Final Thoughts

This updated analysis provides a clearer picture of Langston Hughes' offensive strengths and weaknesses. The key to victory lies in disciplined containment of QB Kelly, avoiding risky blitzes, and exploiting their third-quarter vulnerabilities. Formation-specific strategies will further enhance defensive effectiveness. Preparation and execution will be critical.

# Quick Reference

## LANGSTON HUGHES - CHEAT SHEET



### THREATS

- 1. QB #5 Kelly:** 11.79 YPC (19 carries, 224 yards)
  - Runs RIGHT 68% (13 of 19)
  - CAN be stopped (2.86 YPC vs Douglas County)
- 2. Baker #2:** 8.67 YPC (48c, 416y, 11 explosive)
- 3. Wiggins #1:** 9.26 YPC (31c, 287y)
- 4. McKinney #3:** 23 rec, 400+yds (16.75/ 6 games YPC!)
- 5. Golson #9:** 9 rec, 155y (17.22 YPC). Tiller #11 is bigger and taller but less savvy as a receiver. Used interchangeably.
- 6. Completion:** 72.7%, 14 TD passes



### KEY FINDINGS

- Pressure CAN BACKFIRE:** 10.1 YPP vs pressure
- Q3 Struggles:** Only 4.35 YPP (attack here!)
- Q4 Run Heavy:** 77.6% run rate (blowouts)
- Twin King (Trips with TE flexed):** 19.00 YPP (most explosive)
- Trips Right:** 1.25 YPP (least effective)
- Opponent Variance:** 5.91-12.36 YPP range



### WHAT WORKS

1. React quickly to QB run/Spy Kelly if possible (Davies preferred)
2. NO traditional blitzing, consistently use disguises, create confusion
3. Put your best pass rusher on RT #72 Zavion Baker
4. Spotlight on McKinney #3 wherever he goes and especially in the red zone.
5. Gap integrity (Contain is key)
6. Fight across the outside shoulder of 2nd level lineman. Baker and Wiggins will exploit seemingly small running lanes.
7. Be aggressive in the 3rd Quarter. Set the tone before they do.
8. Formation-specific calls



## DON'T DO THIS

- ✗ 6-man pressure vs Pass(9.13 YPA)
- ✗ 5-Man Blitz on early downs (11.97 YPC)
- ✗ Peak inside as an edge defender. Contain is key.
- ✗ Play loose zone coverage on McKinney
- ✗ Attempt to undercut down blocks (Linebackers)
- ✗ Fail to read the Guards, both playside and backside (Linebackers)
- ✗ Assume pressure will get home

### **BOTTOM LINE:**

**Contain Kelly. Blitz in clear passing situations. Attack the 3rd Quarter. Recognize formations. Win the game.**

# Data Quality & Methodology

## Analysis Details

**Total Plays Analyzed:** 288 offensive plays, 307 defensive plays (902 total)

**Opponents:** 6 games identified (Westlake, Douglas County, McIntosh, Dutchtown, Newnan, Banneker)

### Data Improvements:

- ✓ All rushers, passers, receivers verified
- ✓ Opponent names added for context
- ✓ Efficiency variable corrected (4+ on 1st, 60%+ on 2nd, 1st down on 3rd)
- ✓ Pressure plays increased from 30 to 62 (more accurate blitz identification)

### Confidence Level:

- ✓ **Very High:** Player stats, formation data, opponent performance
- ✓ **High:** Down/distance, play type, gain/loss, amount of rushers
- ✓ **Medium:** Defensive coverage (limited tagging). Mays game and August 5th exhibition game is excluded from dataset.

### Key Data Improvements from Original HUDL Assist tagging/untagged:

- QB Kelly: 19 carries (was previously 10), 11.79 YPC (was 20.10)
- Baker: 48 carries (was 26), 8.67 YPC (was 8.04)
- Wiggins: 31 carries (was 15), 9.26 YPC (was 5.13)
- Completion %: 72.7% (was 62.5%)
- McKinney: 20 receptions/6 games (was 14)
- Pressure plays: 62 (HUDL Assist only tagged 30)



## Questions? Need Clarification?

Contact Beast Analytics for any additional analysis or game day support.

Updated with improved data quality (Play Tagging in HUDL) for Northgate Football  
Good luck on October 17, 2025!