

## Group Film Study — Week 8 — Kville

Play	Player	Detail
10	Martise	<b>Notes:</b> The dig should be flat down when you come out your break
11	Aiden	<b>Notes:</b> I like the effort here blocking, always put hands on the dbs ANNOY THEM
14	Martise	<b>Key play ++:</b> Loaf (Laziness)   <b>Key play --:</b> Loaf (Laziness)   <b>Notes:</b> jog off the line and touch noone
17	Aiden	<b>Notes:</b> your block helps opens the lane for ju nice job
17	Martise	<b>Notes:</b> your block opens up the TD nice work here
28	Jakari	<b>Notes:</b> away from the run this is great effort
29	Aiden	<b>Key play ++:</b> Missed Assignment   <b>Key play --:</b> Missed Assignment   <b>Notes:</b> what happened here??
29	Martise	<b>Key play ++:</b> Missed Assignment   <b>Key play --:</b> Missed Assignment   <b>Notes:</b> what happened here??
30	Aiden	<b>Key play ++:</b> Dropped Pass   <b>Key play --:</b> Dropped Pass   <b>Notes:</b> focus, catch everything
32	-	<b>Key play ++:</b> when you see the Q run turn and block downfield   <b>Key play --:</b> when you see the Q run turn and block downfield
51	-	<b>Key play ++:</b> nice downfield blocking as a unit   <b>Key play --:</b> nice downfield blocking as a unit
54	Taj	<b>Key play ++:</b> Missed Assignment   <b>Key play --:</b> Missed Assignment   <b>Notes:</b> gotta know your assignment here missed block
56	Zay	<b>Notes:</b> good job getting your feet inbounds and holding onto the ball tough catch
78	-	<b>Key play ++:</b> double move hitch n go need to sell the hitch a bit more when teams playing this far off   <b>Key play --:</b> double move hitch n go need to sell the hitch a bit more when teams playing this far off
80	Martise	<b>Notes:</b> great job spinning to the outside and getting yards and nice hurdle
102	Jakari	<b>Notes:</b> good job getting to the block and being ready at all time
121	Zay	<b>Key play ++:</b> Loaf (Laziness)   <b>Key play --:</b> Loaf (Laziness)   <b>Notes:</b> this is just pure domination, followed up by a bone head play no need to taunt here you just babied him