



# Scrimmage Tips & Template

## Planning & Coaching Tips

- **Always set and communicate clear Focus Points**
  - If the players don't have clear Focus Points to work on during the scrimmage, they will fall into the trap of focusing on "winning" the scrimmage instead of developing their skills.
- **Find the right opponent**
  - What level of challenge will best help us execute our Focus Points?
- **Vod review before scrim, NOT after**
  - This allows our players to come into vod review with fresh eyes and clear heads and lets them use the vod as a way to clearly understand and visualize the Focus Points for the day.
- **Warm-up**
  - Make sure the team has time to warm up properly before the scrimmage starts so that they're fully focused and ready to push themselves when the scrim begins.
- **Rotate through multiple Focus Points during the scrimmage (Interleaving)**
  - Frequently rotating through Focus Points during a scrim is a great way to help the players stay locked.
- **Take breaks (bathroom, hydration, movement, no screens)**
  - Take at least one break during the scrim. Make the players get up, move around, go to the bathroom, get water, and if possible, keep them off screens during the break so they don't lose focus.
  - Always take a break. If the team only takes breaks during scrimmages that are going poorly, the breaks just reinforce the fact that things aren't going well.
- **Keep our mouths shut**
  - Let the team struggle and work through problem solving (don't steal reps).
- **Stick to the Focus Points**
  - Avoid constantly playing coach whack-a-mole by addressing every single error and mistake that comes up. Focus leads to progress.
- **Remind, but don't teach**
  - Mid-scrimmage is not the time to teach and provide detailed instruction. Offering the occasional reminder to stay locked in on the current Focus Point or nudging the team in the right direction to help them execute the Focus Point can be helpful.



## (Example) 9/3/25 - Overwatch Scrim vs Northwestern College

### Scrim Details:

Date	Time	Opponent	Opponent Point of contact	Opponent Avg. Rank / strength	Final score
12/12/2025	8:00pm EST	Northwestern College	Discord: epicgamer2000	GM1	0-2

### Constraints (Map pool, character bans, special rules, etc.).

- Map pool
  - New Queen's Street
  - Havana
  - King's Row
  - Ilios
  - Suravasa
- Characters
  - Bans: Hazard, Widow, Ana
- Map 1: New Queen's Street
  - They want us to play Rein, Mei, Cass, Lucio, Bap against them
- Map 2: Havana
  - They will play Ball, Ashe, Tracer, Zen, Ana against us.

### Focus Points (Proactive, Specific, Observable, Controllable):

\*\*Dictate FPs or have players write individual Focus Points in their own words\*\*

1. Communication: Plan before every fight	2. Positioning: Control multiple angles	3. Range: Set up at the range that is good for our team comp.	4. Info calls: Call out enemy cool downs.
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### New Queen's Street

Score	Focus Point #s	Focus Point Assessment
1-2	2, 4	2: Our angle control was definitely better. We can probably move on from this and come back to test it next week. 4: We're good with calling out the tank cool downs, but we're still missing a lot of valuable information like their support and DPS CDs.

### Notes:

- Matchup: Queen comp vs Ram, Bastion, Soj, Lucio, Bap
- 9:50:
  - Why so scared? Feels like we're playing super timid.
  - Luke: Pushing bot is not a strat. Help the team with the fight.
- 8:35:
  - Zach/Luke: Great job holding that angle, but we can't just poke forever. Can we go for a dive on that bap/Soj?
- 7:45ish
  - We didn't call the fact that they had used their nade and sleep cool downs.



- 6:30
  - Good! We pushed them off of the left side angle and then used that angle ourselves.
- 5:20
  - Missed calling Genji no deflect and their Tracer no recall. Playing too timid because we don't realize how weak they are right now.
- 4:20
  - Missed calling Nade and Sleep cool downs again.
- 3:06
  - Good job calling and punishing their tank not having their bubble cool down.

## Havana

Score	Focus Point #s	Focus Point Assessment
2-3	1, 3	1: Our planning is looking really solid. We are doing it very consistently. 3: Range and pre-fight positioning still needs work. Sometimes we do it, especially on defense, but when we're attacking, we aren't thinking as intentionally about what paths and spaces on the map we should actually be using depending on the matchup.

### Notes:

- Attack
  - 1st point
    - 1st fight
      - Great work planning before the fight.
      - Zach: Huge play on the flank. Great timing. This is what we want!
    - 3:00
      - Bradley, get out if you can?
    - 2:30
      - MAP THEORY: Need to break the first corner: HOW?
        - Take top
        - OR create an angle our right with GOOD timing
    - 1:20
      - They sym wall and win? Not sure what happened here tbh
    - 0:30
      - They went for a crazy flank and failed
    - Overtime fight:
      - Best angles we've had all attack
  - 2nd point
    - 2:00
      - Ok ish?
      - Zen / Bap TOO split before TP is known?
    - 1:00
      - RANGE: This isn't where we should go. What's our best path based on the matchup?
    - 0:25
      - Good clutch?



- 3rd point
  - 1:10
    - Struggled to walk and kill Sym
  - 0:30
- They're creating good angles with Sym TP
- Defense
  - 1st point
    - MATCHUP:
      - 3:40
        - They TP'd onto us
      - 3:00
        - Need a slight angle with backline?
  - 2nd point
    - 3:30
      - Feels like we're getting SPLIT like Crazy and constantly floating around
    - 1:50
      - RANGE - Bradley: can't play that far up vs a TP
  - 3rd point
    - 2:30
      - Good patience & reaction to TP
    - 1:40
      - LATE: Bradley you can't dive post trans like that
    - 0:45
      - Good aggression



# (Template) DATE - TEAM\_NAME Scrim vs OPPONENT\_NAME

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**Focus Points** (Proactive, Specific, Observable, Controllable):

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1.	2.	3.	4.
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## MAP\_OR\_GAME\_NUMBER

Score	Focus Point #s	Focus Point Assessment

**Notes:**

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