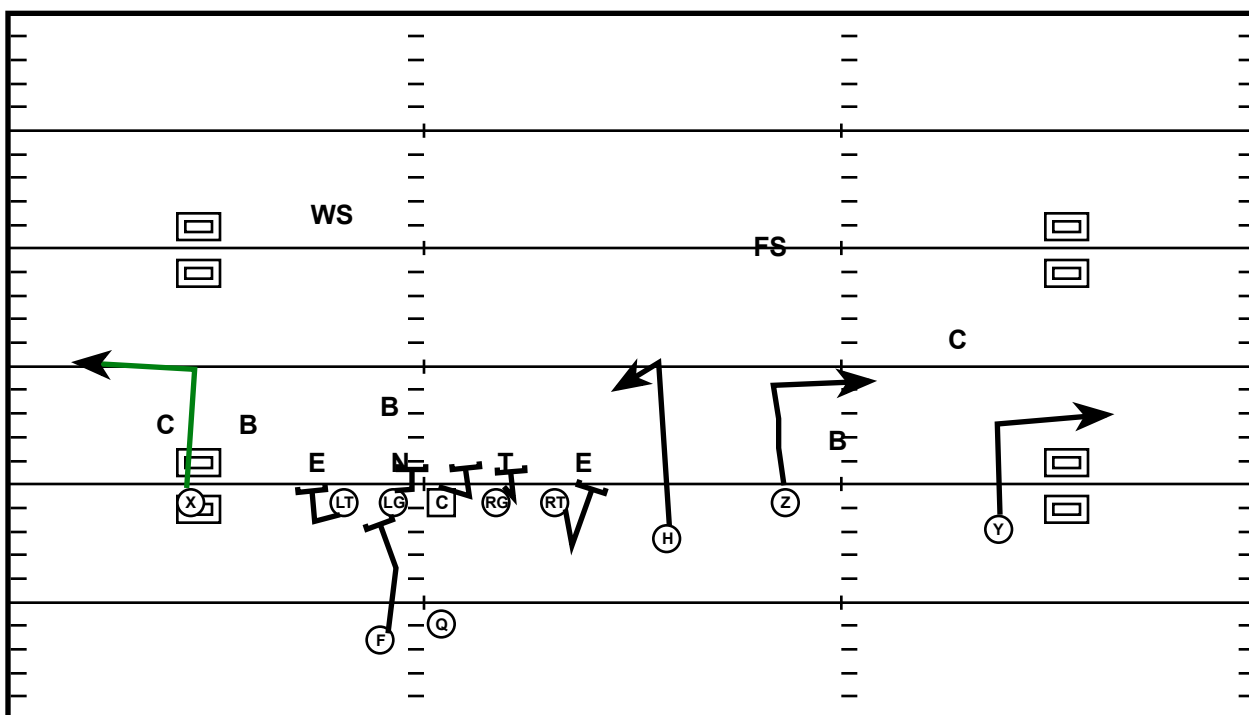


Trips Right Split - Quick Out H Hitch

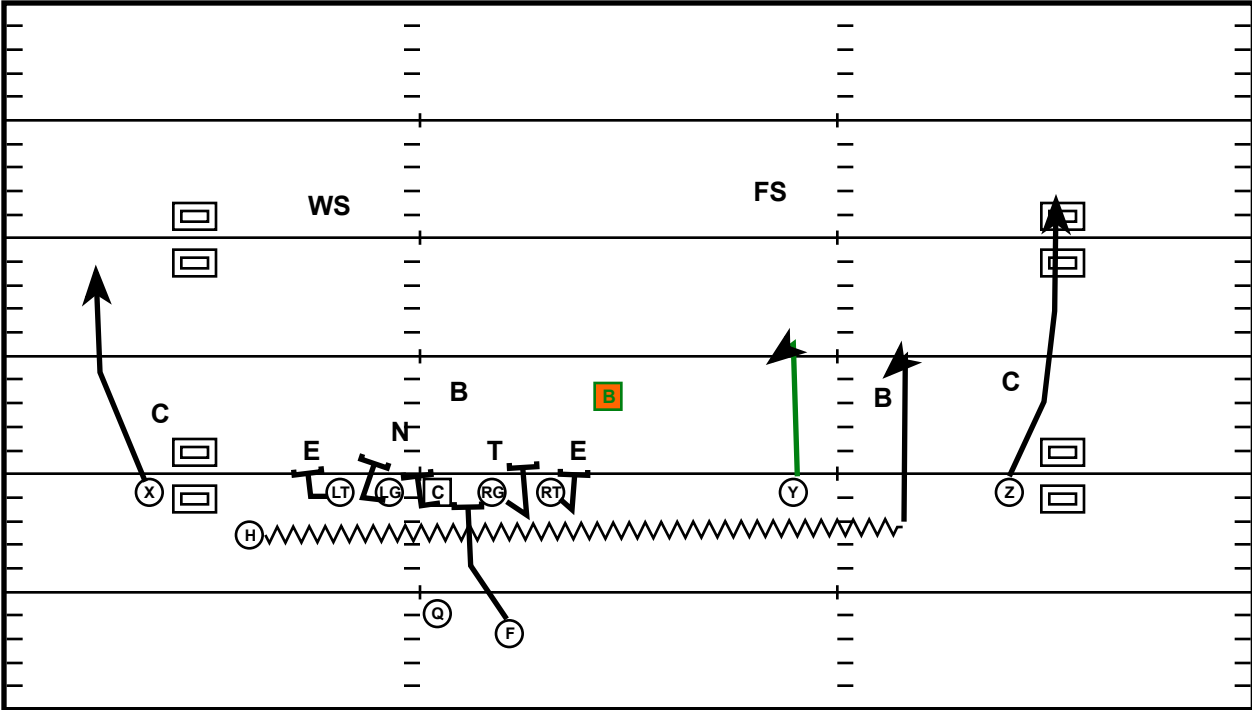
Drive	Time	D & D	Result	Score
Clemson 2	12:02 Q1	2nd & 10 (-25)	Pass +6	7-7



RT	Pass Pro	<p>* Alabama sends a lot of pressure on 2nd down throughout this game. Clemson takes advantage of this by throwing a lot of quick game on 2nd down.</p> <p>* The key to running double out routes to one side of the field is spacing. This is essentially a spacing concept with the two outs and a hitch attached to the same side of the field. It forces linebackers to play in space and run with receivers.</p> <p>* Also, since Clemson likes to use the running back in pass concepts it often holds the backers in place and make them late to rally to other concepts.</p> <p>* This is quick game which means it takes the QB and WRs to be on the same page. QB has to trust his initial pre snap read</p>
RG	Slide Rt.	
C	Slide Rt.	
LG	Slide Rt.	
LT	Pass Pro	
Y	Speed Out	
X	Speed Out	
Z	Speed Out	
H	Hitch	
F	Pass Pro- Has B-gap responsibilities	
Q	Pre Snap read- Catch and throw	

Doubles Right Split - H Trade Zone Rt Y-Hitch

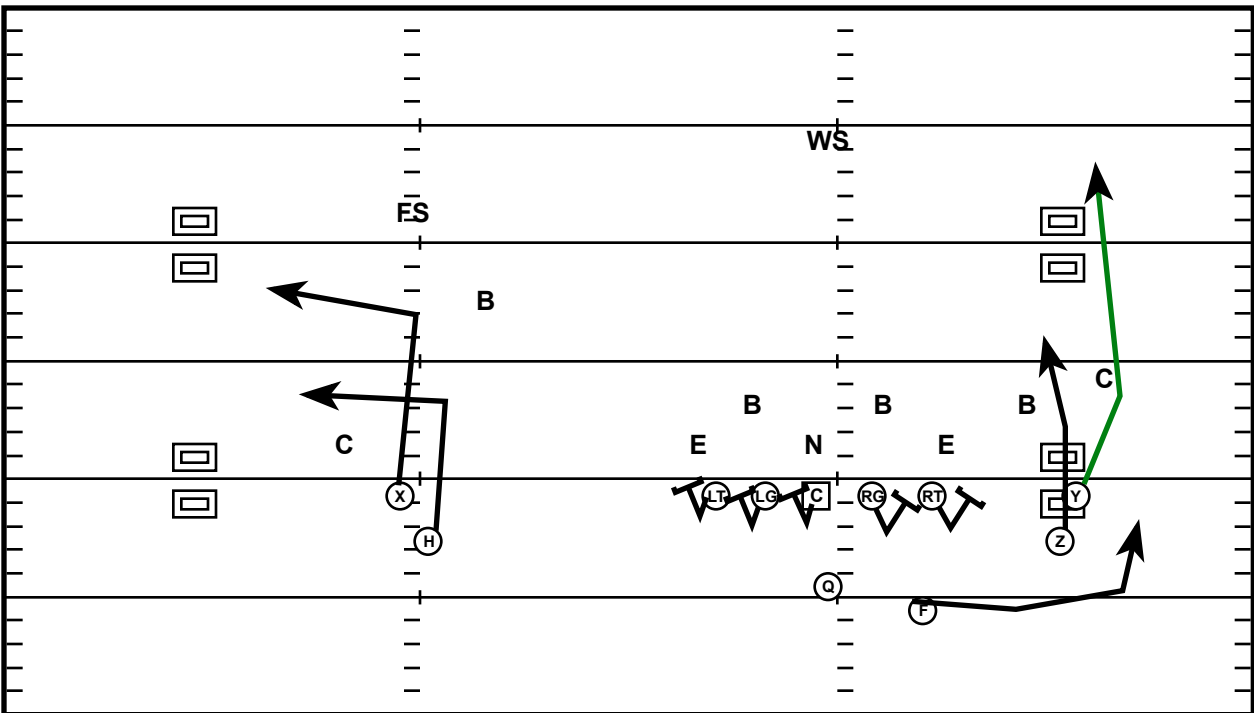
Drive	Time	D & D	Result	Score
Clemson 2	11:59 Q1	2nd & 23 (-12)	Pass +9	7-7



RT	Zone Rt.	<p>* On this concept the O-line is blocking inside zone. With the backside tackle accounting for the backside end. The motion moves a backer outside the box so now clemson has an even box to contain.</p> <p>* The QB reads the playside backer. If he stays home for run, throw the inside hitch. If he takes away the hitch run inside zone.</p> <p>* Simple RPO Concept to run/ install. Key is training your QB's eyes to look at his read and make the right decision.</p> <p>* QB Drills during practice can help the QB practice his reads in those types of situations. The spacing by the recievers also go a long way in helping the QB make the correct read.</p>
RG	Zone Rt.	
C	Zone Rt.	
LG	Zone Rt	
LT	Man	
Y	Hitch	
X	Fade	
Z	Fade	
H	H-Trade, Hitch	
F	Inside Zone	
Q	Read Inside backer to trips side	

Doubles Right Stack - Double Outs 33 F Release

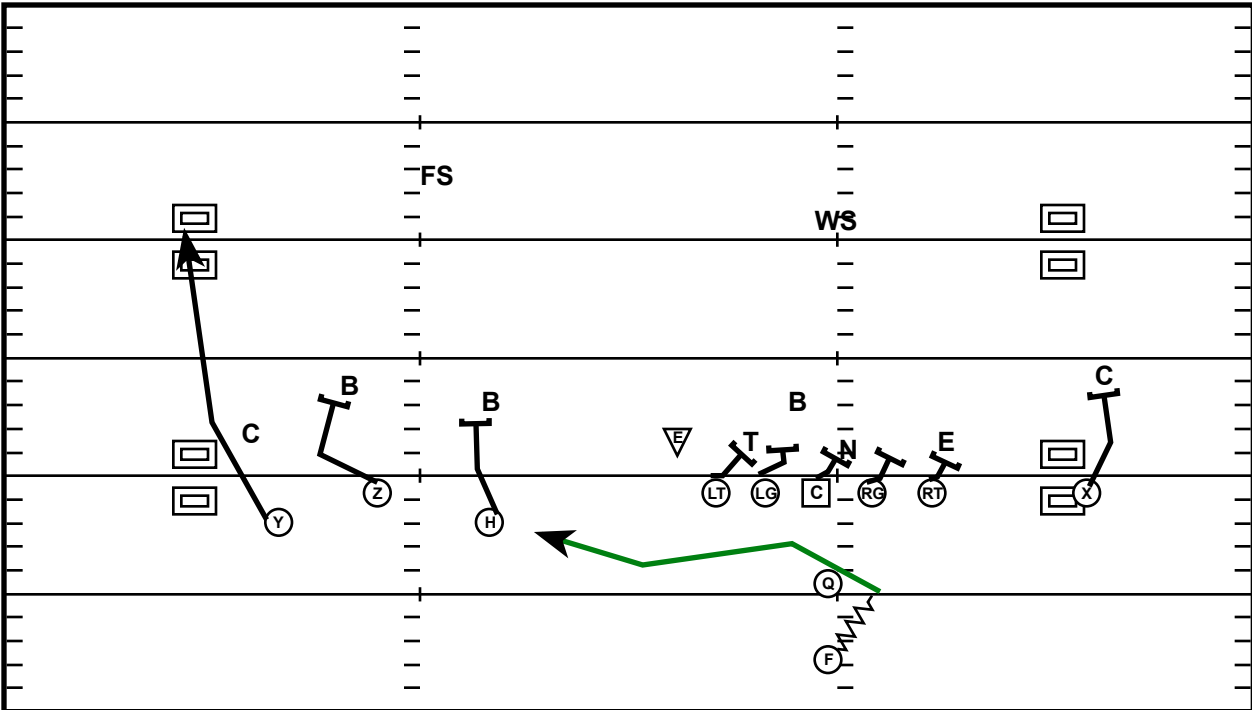
Drive	Time	D & D	Result	Score
Clemson 2	11:32 Q1	3rd & 14 (-21)	Pass +62	7-7



RT	Pass Pro	<p>* In this concept you have a double out routes to the field side. However, Alabama also has a numbers advantage to the field. Corner, Backer and FS over two recievers. Take the numbers and attack.</p> <p>* To the boundary you have two go concepts with a swin by the back. This puts the overhang backer in a bind. He is either got to run with the vertical by #2 or take the flat.</p> <p>* As the QB you have to find the conflict player which in this case is the overhang. Both the WS and Corner do not communicate and allows for the Y to run untouched striaght up the field.</p> <p>* This is as much a mistake by Alabama as it is good recognition by the Clemson QB.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Fade	
X	Deep Out	
Z	Go	
H	Speed out	
F	Swing	
Q	Pre-Snap; Find numbers advantage	

Trips Left Split I - Veer Left

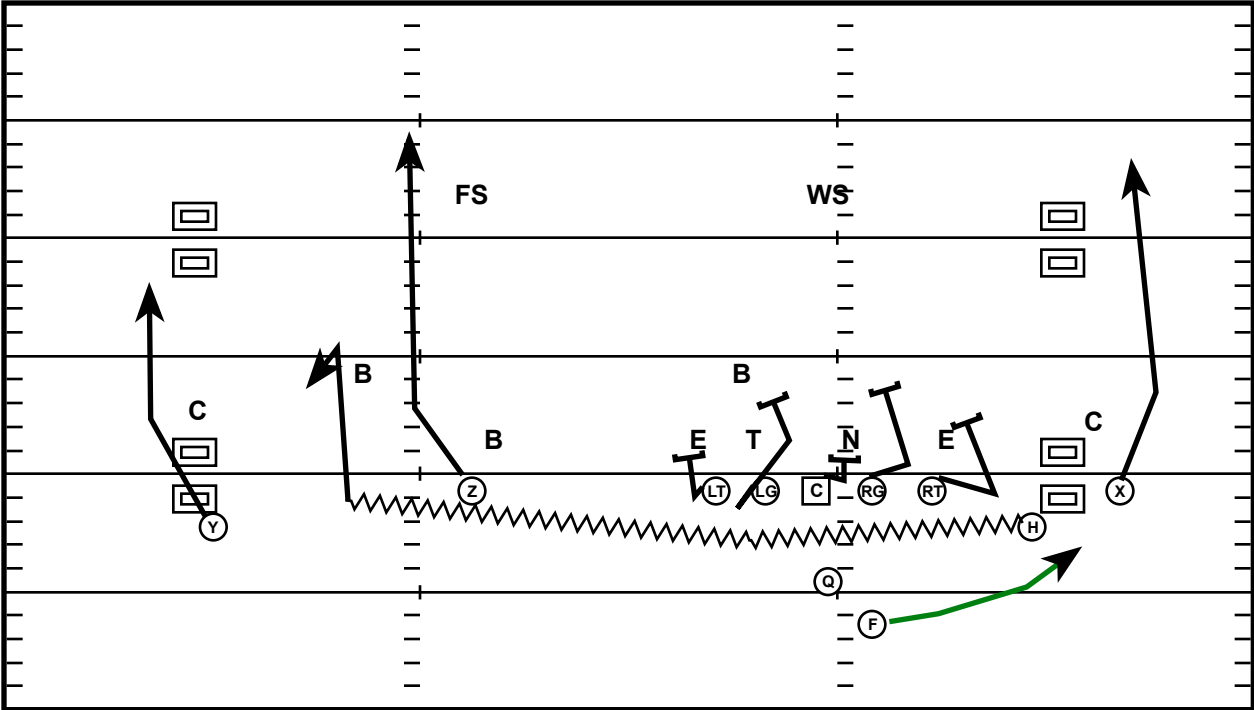
Drive	Time	D & D	Result	Score
Clemson 2	10:58 Q1	1st & 10 (17)	Rush +17 TD	7-7



RT	Zone Rt.	<p>* This is an Inverted veer concept. The O-line is taking their zone steps to the right leaving the left defensive end unblocked. The QB is reading the backside end to determine a pull or give.</p>
RG	Zone Rt.	
C	Zone Rt.	
LG	Zone Rt.	<p>* This takes a lot of reps with the QB reading the defensive ends movement. A lot of defenses have come up with ways to counter the zone read concept. Essentially that is what you are doing with this concept. However, this time the RB is on the outside release and the QB is running what we would typically call the zone concept.</p>
LT	Zone Rt.	
Y	Fade	
X	Stalk Block	
Z	Stalk Block	
H	Stalk Block	
F	Outside zone steps; attacking the Alley	
Q	Read Backside end.	<p>* This was definitely a nice wrinkle to the zone read concepts the run in this game. Changing the responsibilities gives the defense something else to look out for.</p>

Doubles Right H Trade - All Vert H Stick

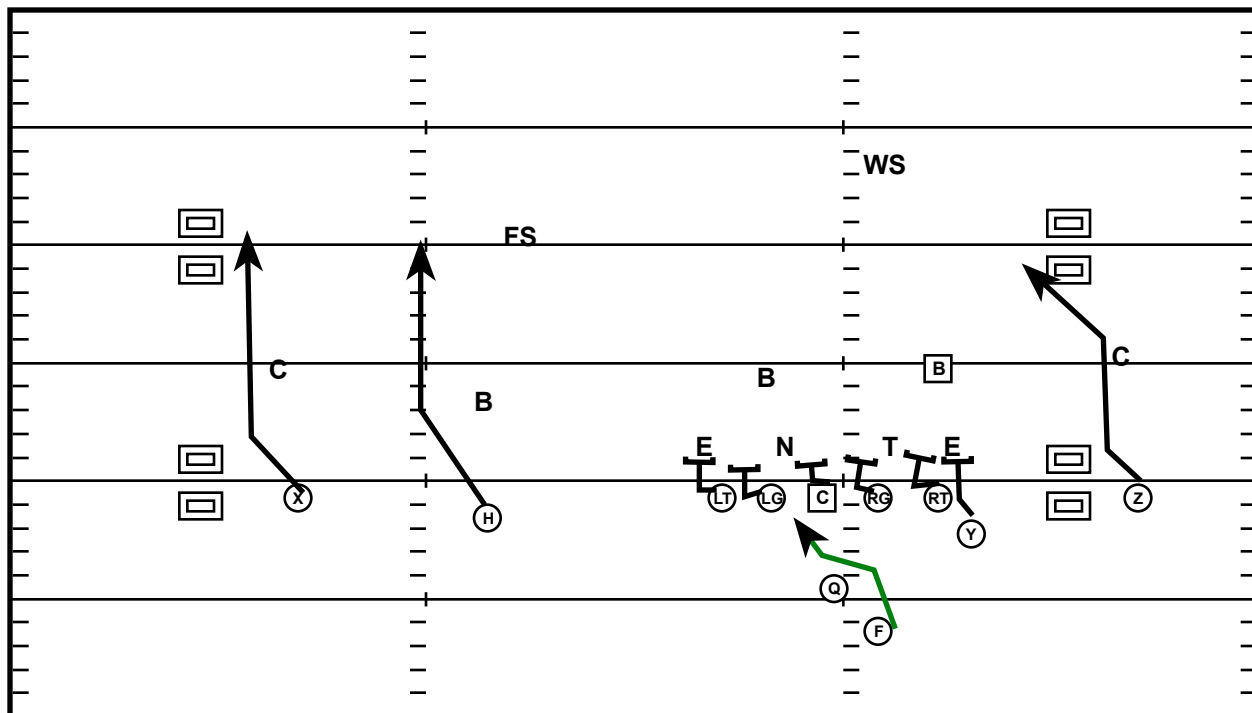
Drive	Time	D & D	Result	Score
Clemson 4	14:14 Q2	1st & 10 (50)	Pass +26	14-16



RT	Pass Pro	<p>* RB screen is a nice concept vs teams that bring a lot of pressure. Especially if their defensive line is getting penetration very quickly into the backfield.</p> <p>* It's important that the QB looks off the coverage and focuses his eyes opposite the side he is going to. It's also important for your interior lineman to work to the second level to get those essential blocks.</p> <p>* This is a play that works when your offensive line has been struggling blocking the defensive front. It requires great timing with the interior line to be able to hold their initial blocks for 2-3 seconds and then release to their next assignments.</p>
RG	Bucket Step; work to 1st Backer	
C	Bucket Step: work to next backer in box	
LG	Bucket Step:	
LT	Pass Pro	
Y	Fade	
X	Fade	
Z	Seam	
H	H- Trade; Hitch	
F	Swing	
Q	Look to trip side; Dump ball off to swing	

Doubles Right Y Off - Zone Left Z Post

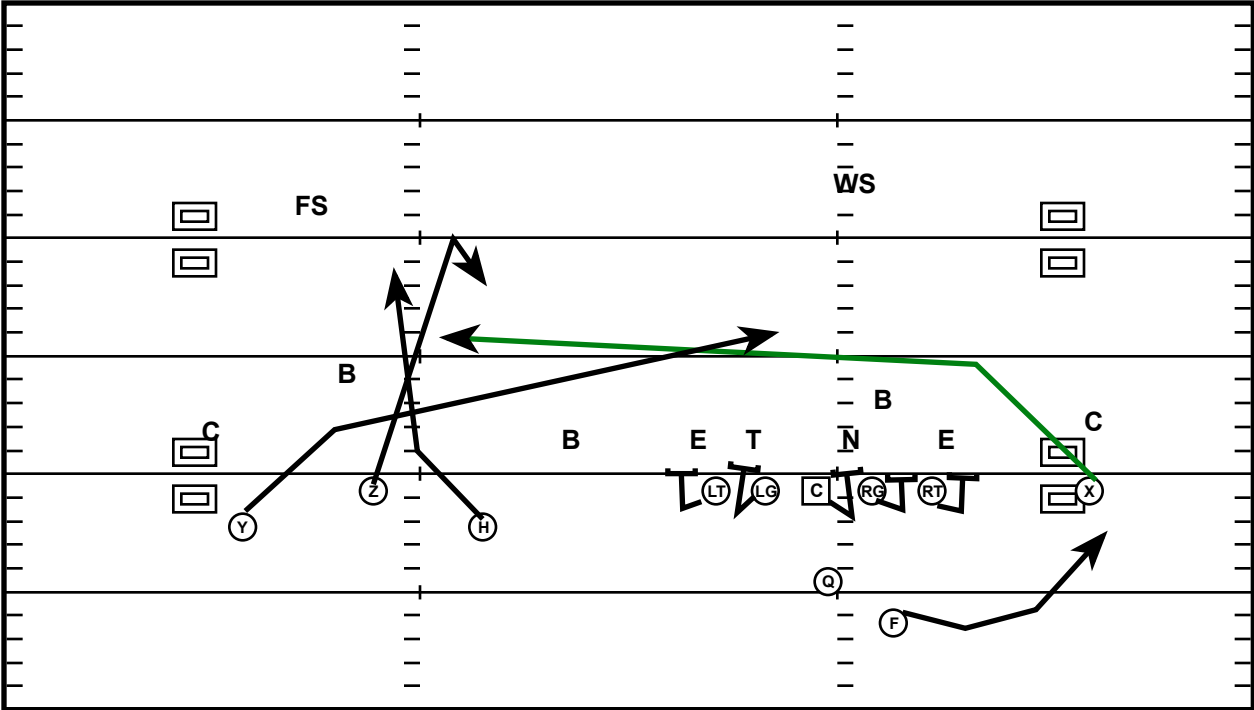
Drive	Time	D & D	Result	Score
Clemson 4	13:49 Q2	2nd & 9 (23)	Run +4	14-16



RT	Zone Left	<p>* An inside zone RPO is an effective tool in any spread offensive arsenal. In the Alabama game Clemson had some success with the inside zone play. However it worked much better with a 6 man surface vs the read concept with 5 blockers.</p> <p>* By including the TE in this formation it gives a heavy run read and allows for Clemson to account for the 6 man box of Alabama.</p> <p>* The read to the boundary is a nice addition to this play. There are really only two defenders that can have an immediate impact on the pass concept here (Boundary backer & Corner). The receiver gets an inside release however the backer stays home and forces the run.</p>
RG	Zone Left	
C	Zone Left	
LG	Zone Left	
LT	Zone Left	
Y	Zone Left	
X	Fade	
Z	Post	
H	Seam	
F	Inside Zone	
Q	Ride Mesh; Read Boundary Backer	

Trips Left Split - Mesh Y flip Z sit

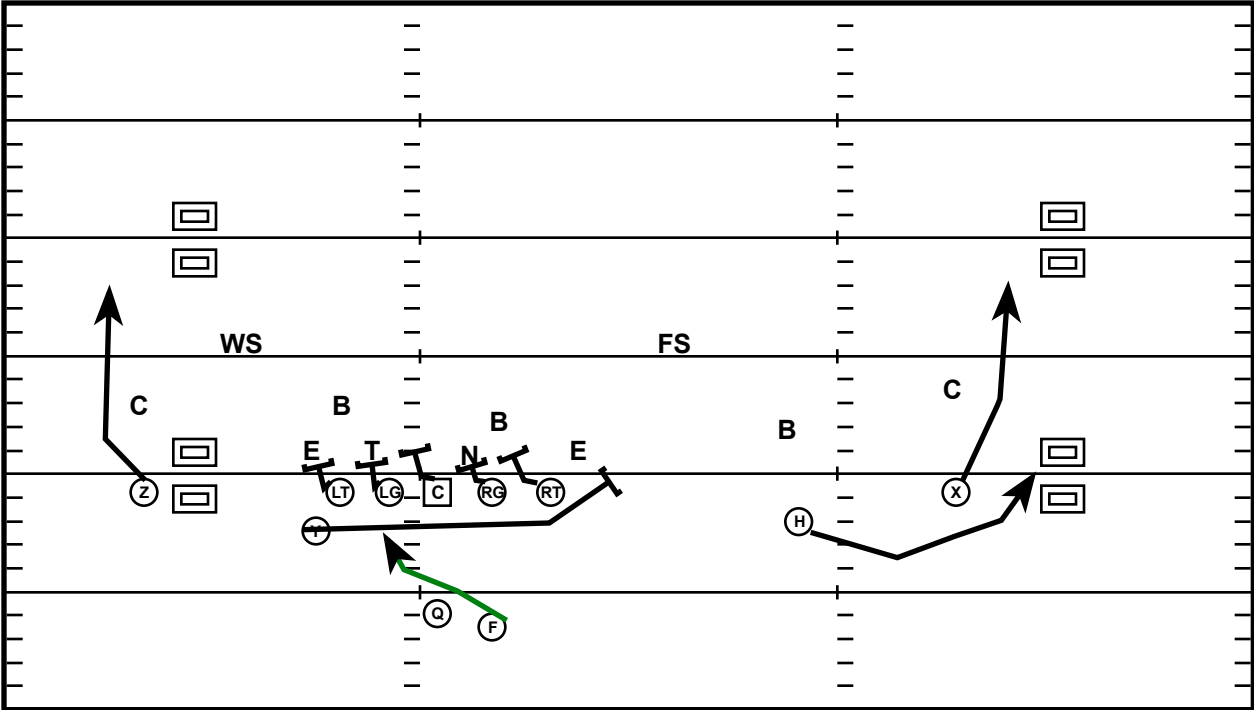
Drive	Time	D & D	Result	Score
Clemson 4	13:10 Q2	3rd & 5 (19)	Pass +13	14-16



RT	Pass Pro	<p>*Mesh concept; is a very effective pass concept. Spacing and timing are points of emphasis when teaching this concept.</p> <p>* The Mesh consists of a underneath shallow concept with a similar route coming from the other side of the formation. You try to force defenders to run across the entire field and or cause a natural pick when the two receivers cross each other.</p> <p>* Typically you are telling your QB to wait for the receivers to get to the opposite tackle before making the throw.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Shallow Cross	
X	Shallow Cross	
Z	Sit	
H	Seam	
F	Swing	
Q	Read the coverage; Wait for the mesh to develop	

Doubles Left Y Off - Zone left H-Bubble

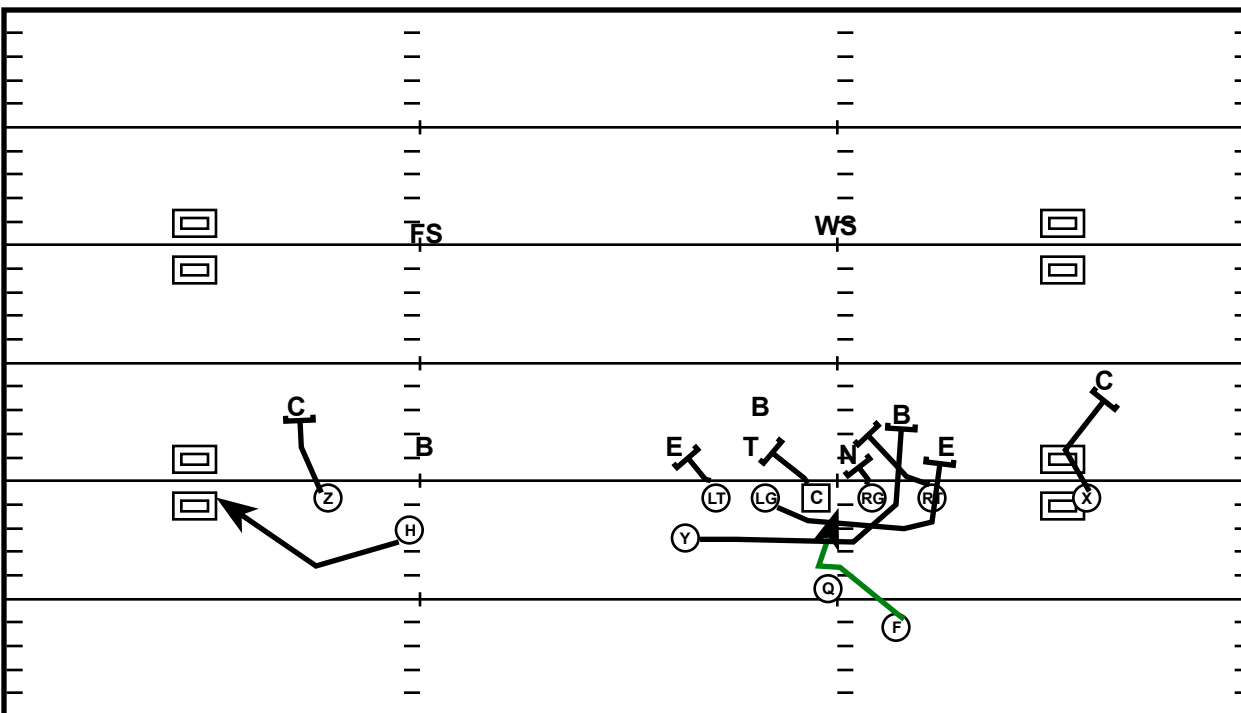
Drive	Time	D & D	Result	Score
Clemson 4	12:38 Q2	1st & Goal (6)	Rush +5	14-16



RT	Zone Left	<p>* Zone read (with split zone action). This is a split zone concept with the TE avoiding the DE.</p> <p>* This is another variation of inside zone. You get the end so use to the backfield action of split zone and then you can have the option of slipping the TE into the flat. He often will not be accounted for. In addition they tagged a bubble to this concept.</p> <p>* If Inside zone in your primary running attack you want to have a few different variations of the play. Clemson does a good job of keeping things simple but giving defenses different looks while running the same concepts.</p> <p>* The bubble tag is also vary helpful when trying to keep backers out of the box in a TE formation.</p>
RG	Zone Left	
C	Zone Left	
LG	Zone Left	
LT	Zone Left	
Y	Split Zone action; Avoid the end	
X	Fade	
Z	Fade	
H	Bubble	
F	Inside Zone	
Q	Zone Read	

Trips Left Y Off - Counter Rt H-Bubble

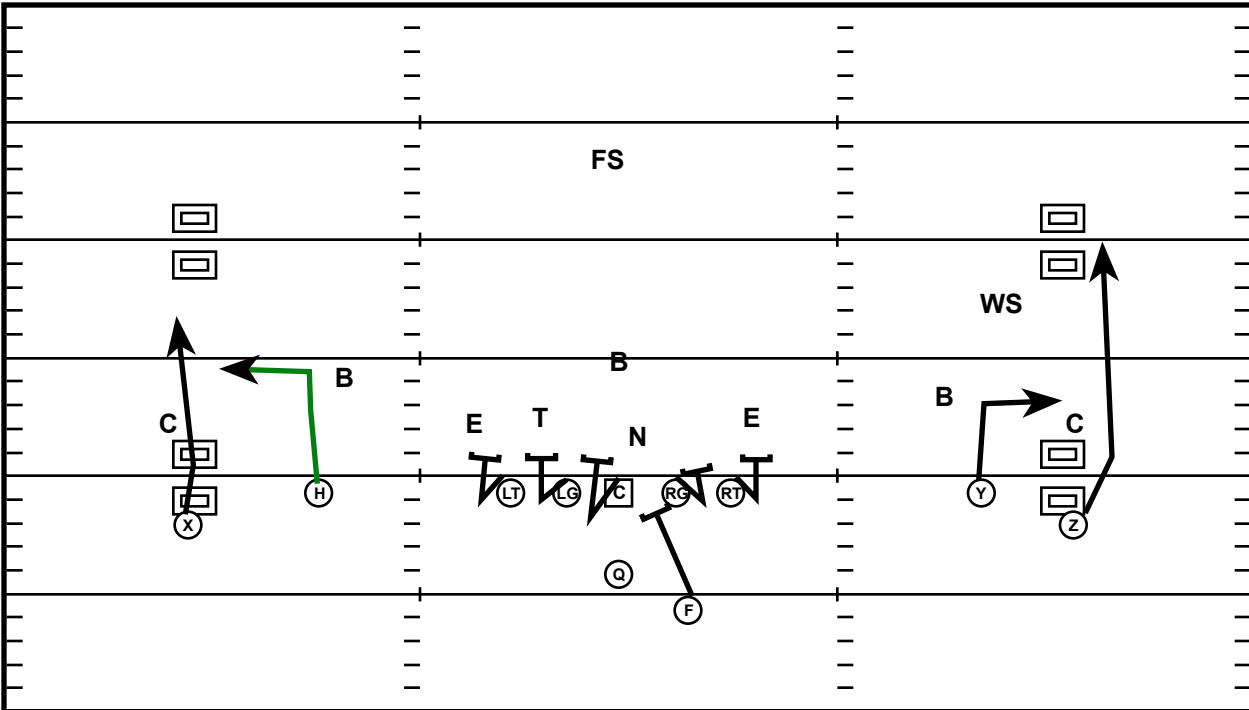
Drive	Time	D & D	Result	Score
Clemson 5	8:03 Q2	1st & 10 (47)	Run +3	21-16



RT	Block down; working towards backside backer	<p>*Clemson runs the counter play with a very similiar look to their split zone formation. Clemson has done a very good job of making all their run plays look very similiar from the start of the play.</p> <p>* Counter is a very good play class against a defense who is very aggressive and good at persuing and reading their intial keys. Here they run the guard/TE counter and leave the backside tackle to account for the aggressive defensive end.</p> <p>* A very good run play to any offensive arsenal. I like the play call because most if not all of their run plays are full flow to one side. So do have a play to go against the grain is definetly useful.</p>
RG	Down Block	
C	Down Block	
LG	Pull for playside end	
LT	Block Down on Defensive End	
Y	Pull for 1st backer in box	
X	Stalk Block	
Z	Stalk Block	
H	Bubble	
F	Counter	
Q	Handoff; Counter steps	

Doubles Right Split - 31 Mirror

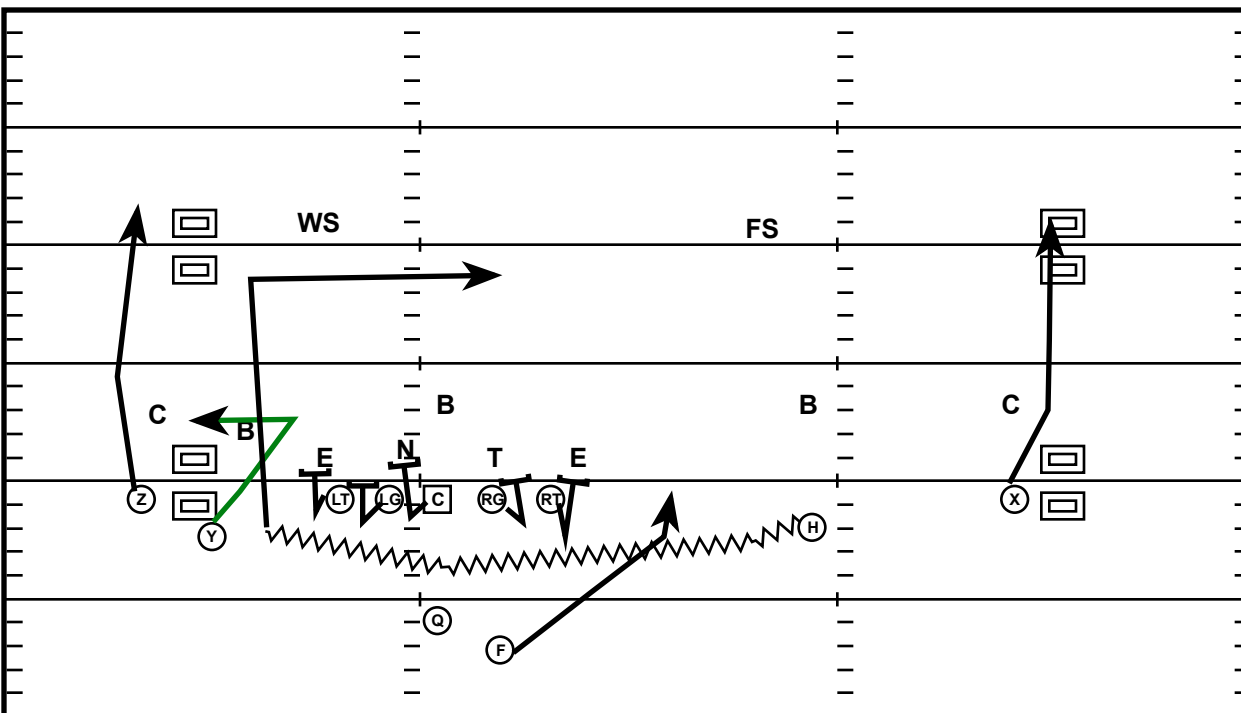
Drive	Time	D & D	Result	Score
Clemson 5	7:52 Q2	2nd & 7 (44)	Pass +5	21-16



RT	Pass Pro	<p>*Quick game- Fade/Out concept. This is good against cover 3 where the Backers are responsible for the flats. The quick out is tough for backers to cover especially against speedy slot receivers.</p> <p>* The other positive about this concept is you have built in shot down the field. Should you get coverage/matchup that favorable to the offense you can always take the show down field with the fade route.</p> <p>* This is typically an easy install and a nice pitch and catch for the receivers. The quick is something that takes work because the ball has to be on target. Typically you are throwing with a trailing backer or corner so it's essential to get the ball in front of the receiver.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Quick Out	
X	Fade	
Z	Fade	
H	Quick Out	
F	Pass Pro; Responsible for A-C gap. Take 1st threat	
Q	Read Coverage; Catch & Throw	

Doubles Right Split - H Trade Z Flip Dagger

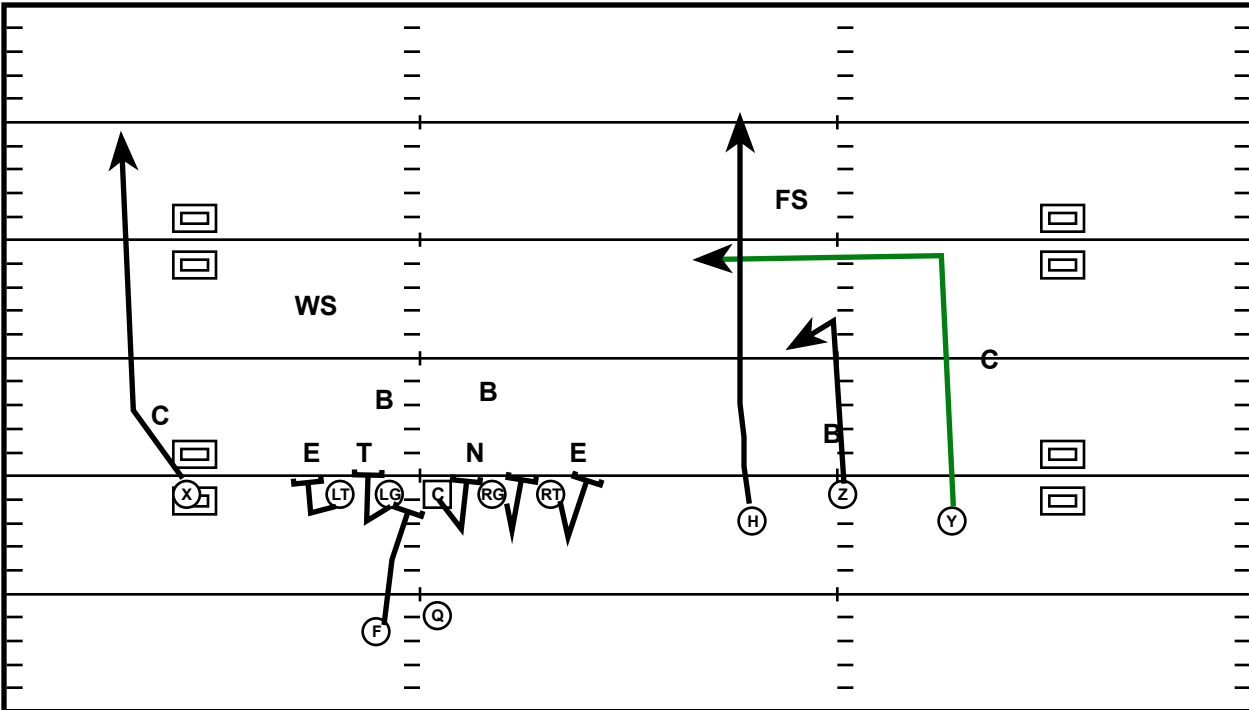
Drive	Time	D & D	Result	Score
Clemson 5	7:17 Q2	3rd & 2 (39)	Pass +5	21-16



RT	Pass Pro	<p>* 3 man concept to the boundary. Clemson starts with a 2X2 formation then motioning to trip to the boundary. This is a variation of the dagger concept that they have run a few times in this game.</p> <p>* Clemson changes the route responsibilities on this play. Giving the outside receiver the Fade route, the middle receiver gets a pivot concept which is their flat route in this concept and then the inside receiver runs the dig.</p> <p>* Giving the defense something else to look out without installing new concepts is the the key to play fast and keeping things simple for your players.</p> <p>* Keys to this play and alot of other plays run is teach concept not assignments.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Pivot	
X	Fade	
Z	Fade	
H	H-Trade; Dig	
F	Swing	
Q	Read Coverage; Eyes on Overhand to corner.	

Trips Right Split - Dagger Z Hitch

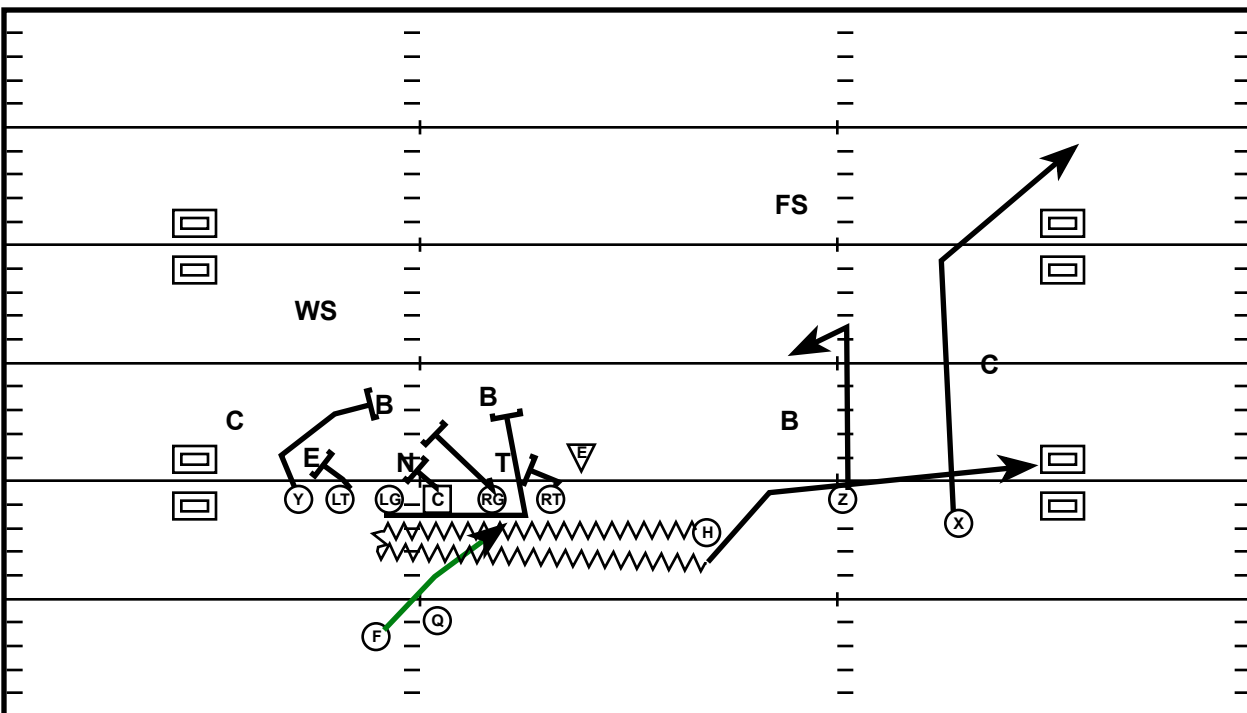
Drive	Time	D & D	Result	Score
Clemson 5	6:12 Q2	3rd & 7 (31)	Pass +25	21-16



RT	Pass Pro	<p>*Dagger Concept; Clemson has run this concept quite a few times this game. The dig has come open often. It's just a tough route to cover for a corner.</p> <p>* This is something where you need to train your QB's eyes to avoid the middle of the field to open the passing window. This concept with the appropriate spacing.</p> <p>* With this combination of routes the QB is able to read the FS and throw off what ever he decides to defend. Alabama uses their WS to help out the corner to the boudary. So the FS has to cover what looks like two verticals to start and then when the dig window open it's too late.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Dig	
X	Fade	
Z	Hitch	
H	Seam	
F	Pass Pro; Responsible for A-C gap; take 1st threat.	
Q	Read Coverage	

Trips Right Closed H Return - Shovel Read RT

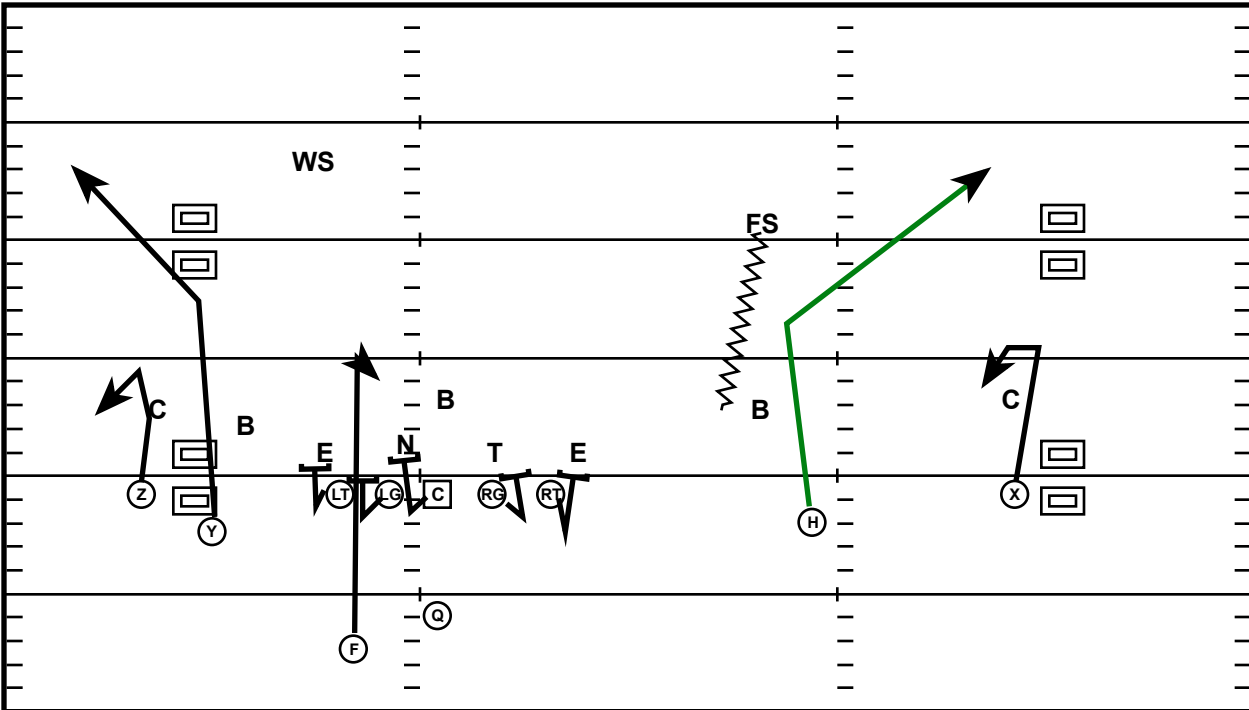
Drive	Time	D & D	Result	Score
Clemson 5	5:06 Q2	2nd & 5 (5)	Pass +5 TD	21-16



RT	Down Block	<p>*Shovel Pass- This play was run on the goal line. QB had the option of keeping after reading playside end. The backside guard pulled through to lead the way for the running back.</p> <p>* Nice addition to the run game. The shovel pass requires a good pitch relationship with the QB and the QB having a clear lane to pass the ball through.</p> <p>* Clemson does a nice job of using 6 guys to account for Alabama's Box. They also read the 7th guy so give them a little more flexibility in the play.</p> <p>* Shovel is a great play to add to the playbook. When you run a lot of backfield action (Split zone, counter, etc.) this gives you another look/play.</p>
RG	Down Block	
C	Down Block	
LG	Pull for 1st backer	
LT	Step and hinge off backside	
Y	Work to 2nd level defender	
X	Corner	
Z	Hitch	
H	Return Motion; Flat	
F	Shovel Pass	
Q	Read Playside End; Shovel Pass	

Doubles Left Split - Smash Mirror

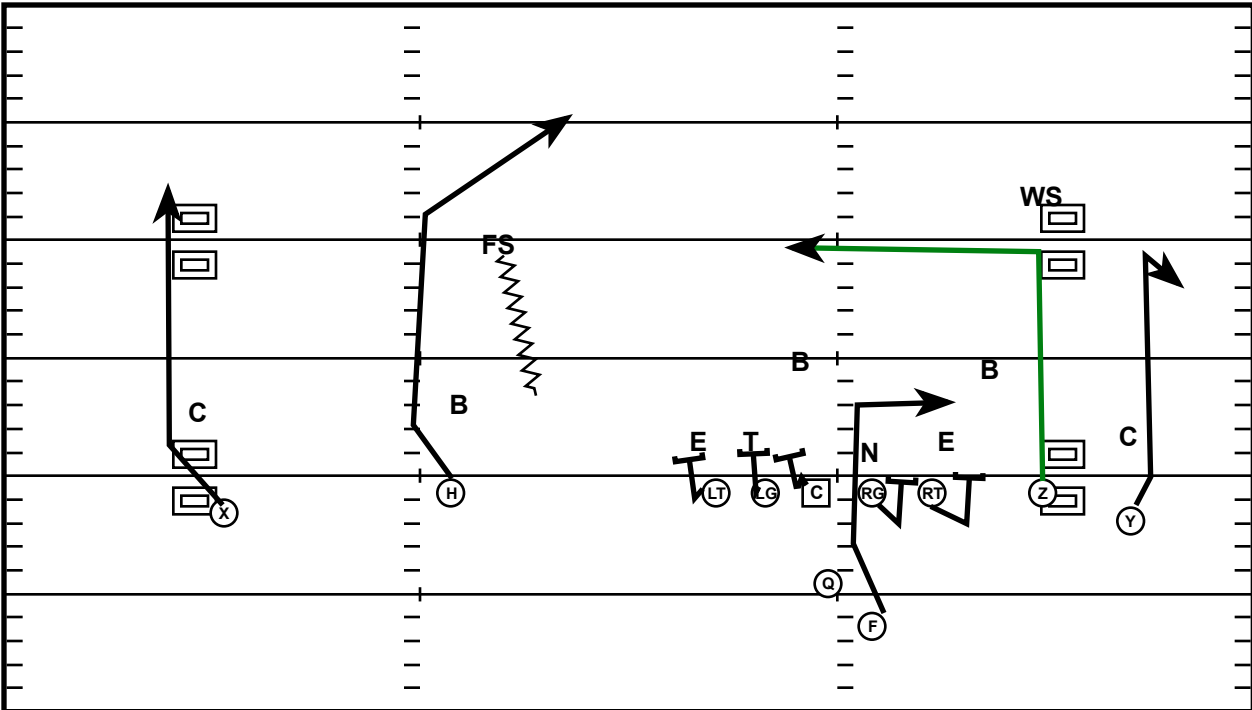
Drive	Time	D & D	Result	Score
Clemson 6	2:04 Q2	1st & 10 (-21)	Pass +19	28-16



RT	Pass Pro	<p>* Smash is a concept typically called Vs cover 2. Alabama shows two high safeties majority of the time. When the safety walks down over number 2 it tells the QB he has a simple high low read on the corner.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	<p>* This play the Free walks down and the fake a blitz off the edge. They QB still gets the look they want because the backer and safety sit on the hitch forcing the corner to try and get on top of the corner route.</p>
LT	Pass Pro	
Y	Corner	<p>* Great Concept against a 2 high look. To get the defense on their heels it nice to add in motion and or switch route rules. Meaning have the inside and outside recieves switch routes. A little vartation to a common play can cause havic to a secondary.</p>
X	Hitch	
Z	Hitch	
H	Corner	
F	Delayed release thru middle. Runs a hitch	
Q	Read Coverage. See's the FS walk down works to that side of the field	

Doubles Right Split - Levels

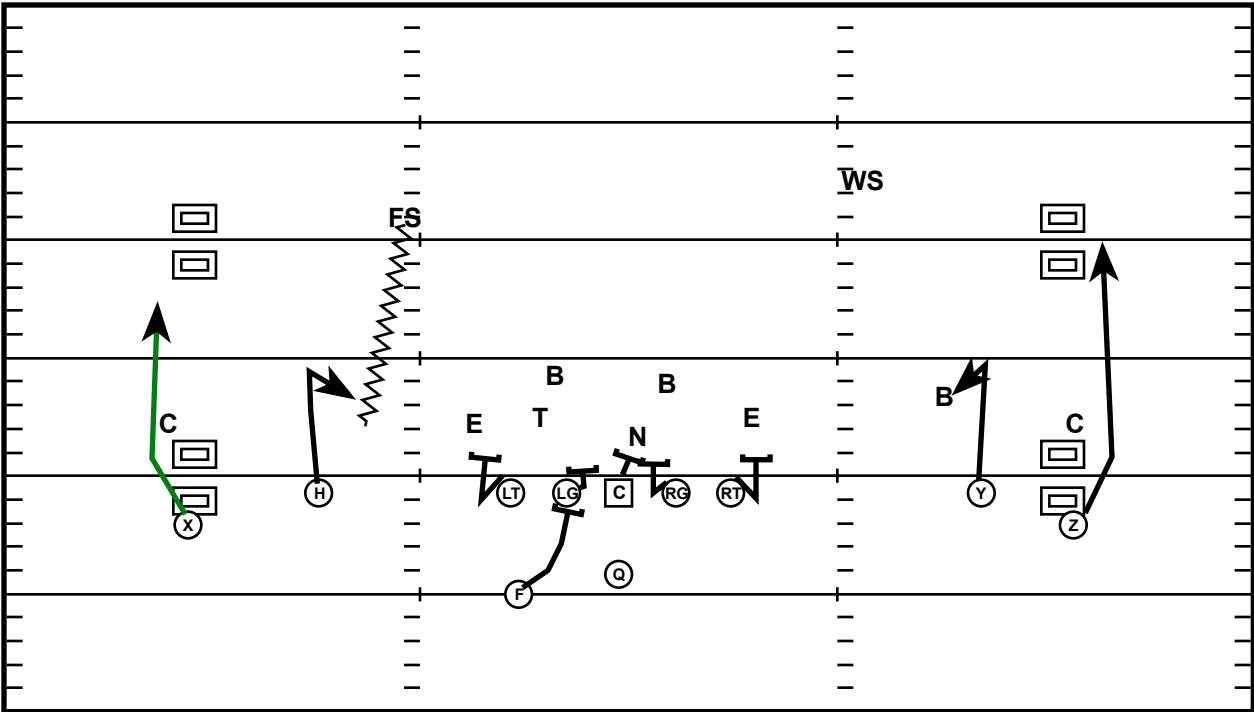
Drive	Time	D & D	Result	Score
Clemson 6	1:44 Q2	1st & 10 (33)	Pass +18	28-16



RT	Pass Pro	<p>* Presnap movement put Alabama in some predictable looks in the secondary. The FS walks down Pre-snap which means only one high Safety.</p> <p>* The RB releasing out of the backfield makes the only backer in the box account for him. Thus leaving the dig window wide open for a big completion.</p> <p>* It's imperative to always moving the backers with either the QB eyes or the running back releasing into a pass concept in order to open the middle of the field up for a dig.</p> <p>* Timing and the ability to manipulate the secondary with your eyes as a QB are imperative skills to be able to successfully run these concepts.</p>
RG	Pass Pro	
C	Slide Left	
LG	Man	
LT	Pass Pro	
Y	Comeback	
X	Fade	
Z	Dig	
H	Post	
F	Delayed Release; Through middle of formation settle over Tackle	
Q	Read Coverage	

Doubles Left Split - 30 Mirror

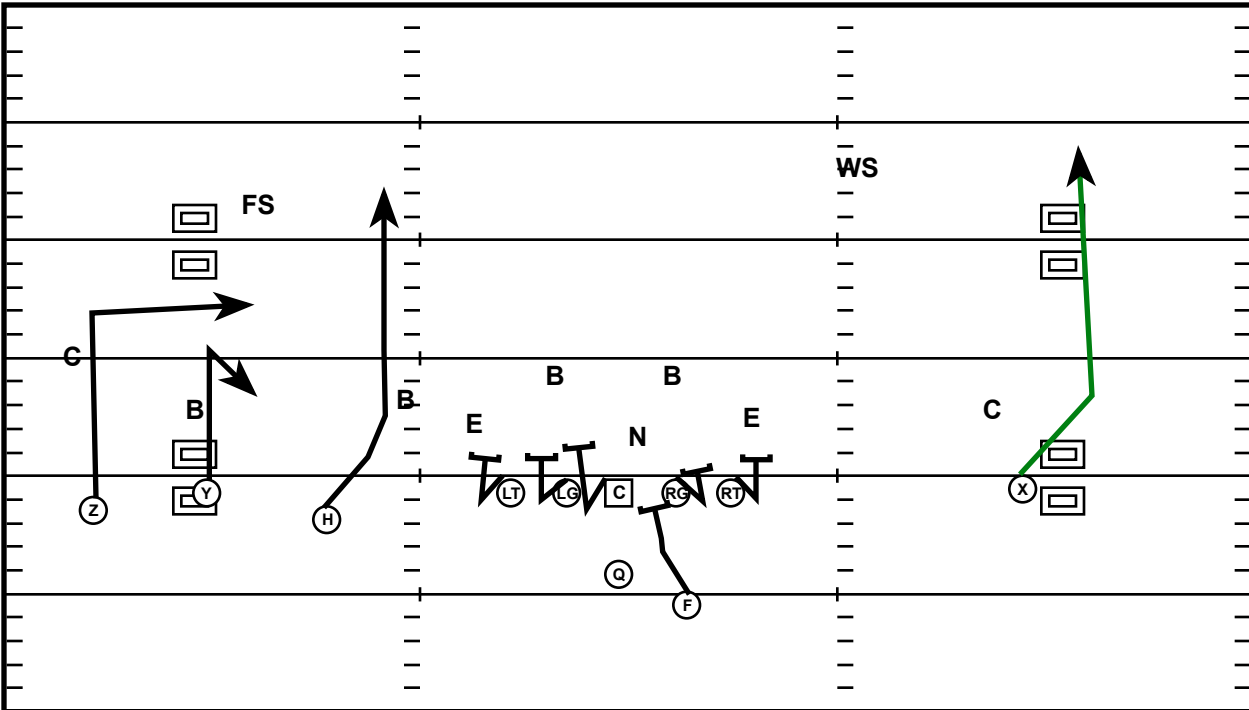
Drive	Time	D & D	Result	Score
Clemson 8	5:24 Q3	2nd & 6 (-15)	Pass +12	37-16



RT	Pass Pro	<p>* FS Rolls down on cadence. Tells the QB he has 1 on 1 coverage to outside.</p> <p>* A down and distance where Alabama likes to big pressure. This concept gives Clemson a quick and deep option on the play.</p> <p>* The Man to man coverage on the outside allows for a easy pitch and catch to the back sholder of the X reciever.</p> <p>* The slide protection on the interior helps the center with the Nose. The back is able to help out with the 3 tech as he accounts for him in the pass pro.</p> <p>* The early movment by Alabama's defefense really allows the QB to know where he wants to go with the ball pre-snap.</p>
RG	Slide Left Pass Pro	
C	Pass Pro	
LG	Slide Right Pass Pro	
LT	Pass Pro	
Y	Hitch	
X	Fade	
Z	Fade	
H	Hitch	
F	Pass Pro- Protect immediate threat in B-Gab	
Q	Quick Game- Catch and throw	

Trips Left Split - Dagger Y Hitch

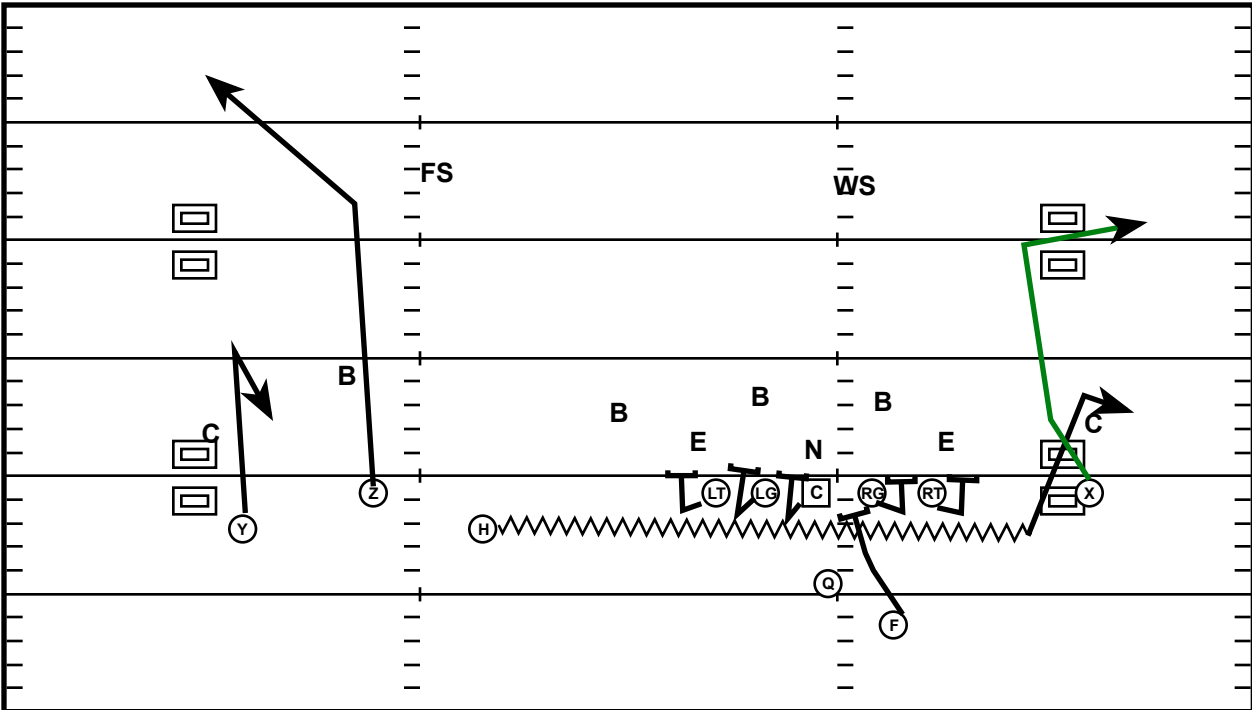
Drive	Time	D & D	Result	Score
Clemson 8	4:05 Q3	3rd & 12 (-25)	Pass +37	37-16



RT	Pass Pro	<p>* A variation of the dagger concept. The Y (middle receiver runs a hitch). Typically a flat route is apart of this concept. The Hitch requires the backer to stay home. The inside seam forces the FS and Backer to vacate the middle of the field.</p> <p>* The QB watches the WS on the snap of the ball. If he works to the trips concept he will take a shot 1 on 1 with his X receiver. If the WS stays outside of the hash He will work back to the Dagger Concept.</p> <p>* 3rd down and long this is a good concept to run. It creates natural windows and has a shot attached the concept should the defense focus on the 3 receiver side.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Hitch	
X	Fade	
Z	Dig	
H	Seam	
F	Pass Pro- Responsible for A to C gap. Take 1st threat.	
Q	Read Weak Safeties movement. Works to trips take a shot	

Trips Left Split H Trade X Flip - Smash Mirror

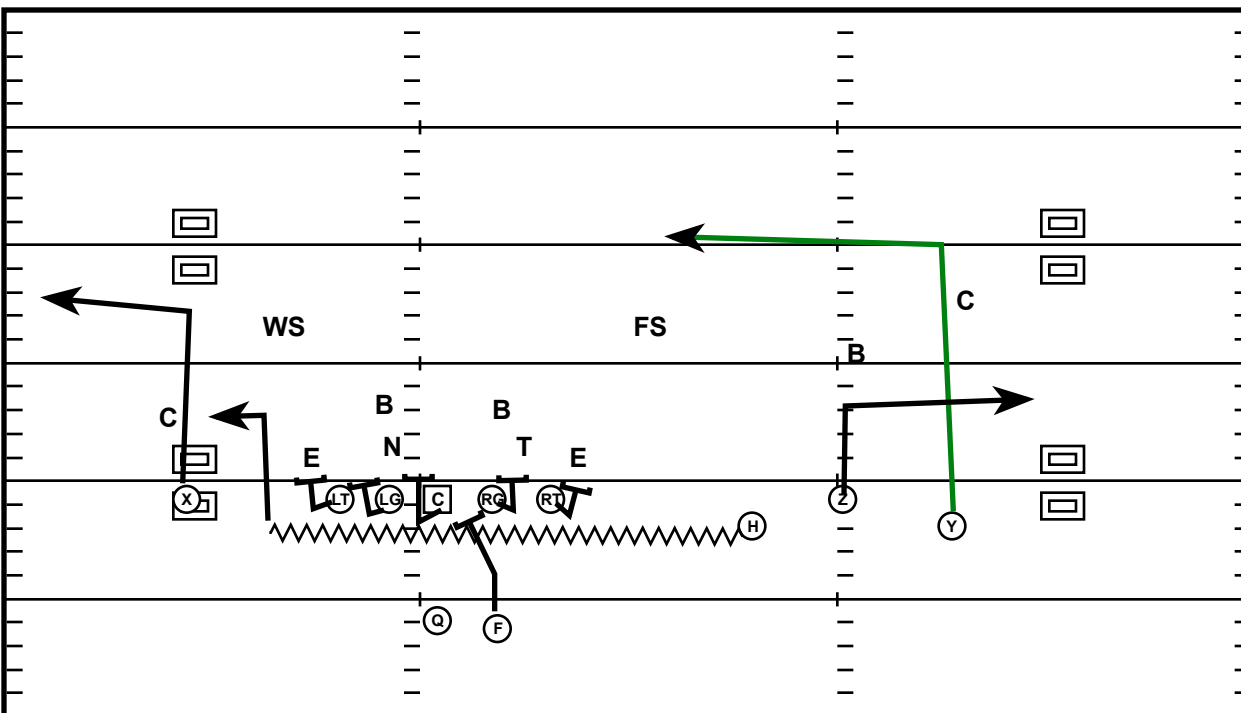
Drive	Time	D & D	Result	Score
Clemson 8	2:46 Q3	3rd & 9 (37)	Pass +17	37-16



RT	Pass Pro	<p>* The motion allows the QB to get a better assessment on the coverage. Alabama rolls the weak safety down to blitz. Which means the corner has no help inside.</p> <p>* This is a Smash concept mirrored to both sides. With the motion and movement made in the secondary the read side now becomes that motion side. Clemson changes the responsibilities of traditional smash. The inside receiver runs the hitch now and the outside receiver releases inside and works back to the corner.</p> <p>* With the inside release by the X receiver forces the corner to turn his helps and now loses his outside leverage.</p>
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	
LT	Pass Pro	
Y	Hitch	
X	Corner	
Z	Corner	
H	Trade Motion- Hitch	
F	Pass Pro- Responsible for A to C gap. Take 1st threat	
Q	Read Corner; Stays flat throw the corner; Takes Corner throw hitch	

Trips Right Split H Trade - All Outs Y Dig

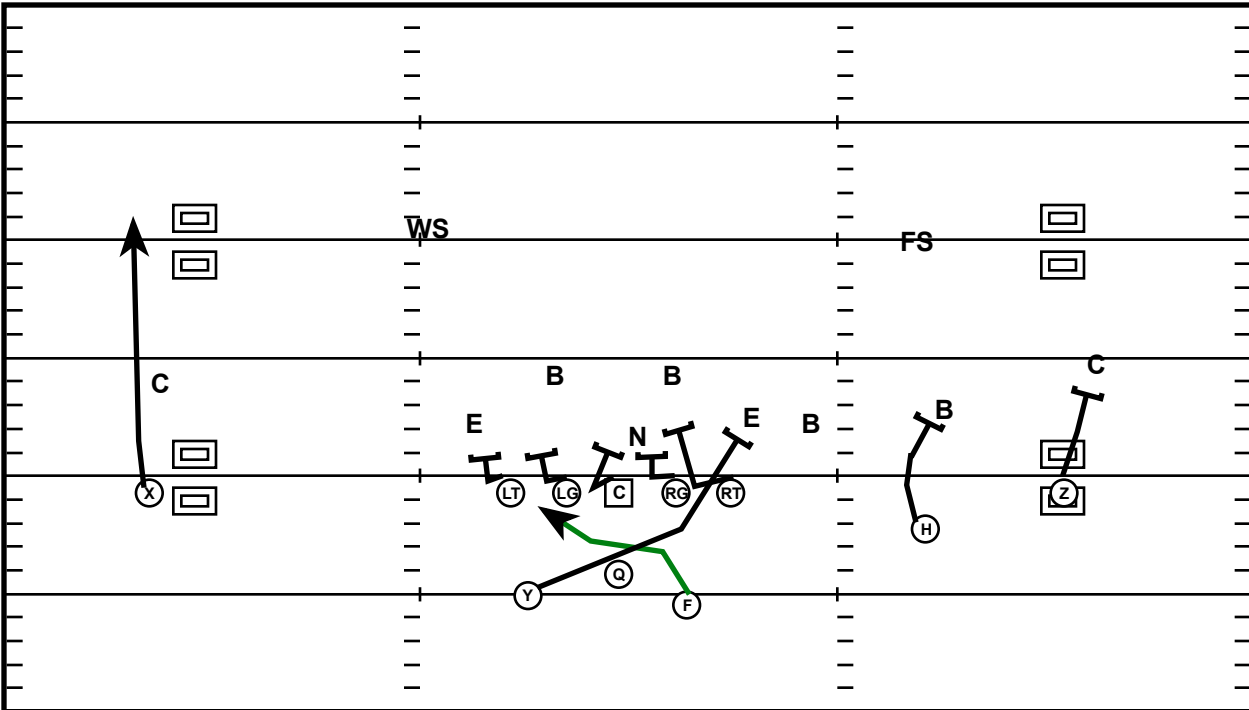
Drive	Time	D & D	Result	Score
Clemson 8	0:55 Q3	3rd & 6 (6)	Pass +6 TD	37-16



RT	Pass Pro	* This creates threats to multiple levels of the field. Quick outs Attack the flat areas. Deep out gives a vertical threat. The Flat routes create a natural window for the dig concept.
RG	Pass Pro	
C	Pass Pro	
LG	Pass Pro	* Motioning from Trips to doubles forces backer to play to the boundary and takes one more defender out of the dig window.
LT	Pass Pro	
Y	Dig (10 yd in)	* This close to the goalline Alabama is in man coverage. Clemson could have used a Jet motion Vs the trade motion and forced that Backer to cover the flat while running across the field.
X	Deep Out (10yd out)	
Z	Quick Out	
H	Trade Motion- Quick Out	* This play is successful because the QB uses his eyes to create a passing lane. It is essential for the QB to the boundary on this play and allow the middle of the field to open.
F	Pass Pro - Responsible for A to C Gap. Take 1st threat	
Q	Eyes on Backer & WS to hold. Create Window for the Dig	

Ace Right - Split Zone Left

Drive	Time	D & D	Result	Score
Clemson 10	7:31 Q4	2nd & 9 (-18)	Run +39	44-16



RT	Step to playside gap - No threat work to 2nd level	<p>* Great play when the backside end is very active in the offensive backfield</p> <p>* When split zone starts to work well. You can slip the Y past the DE into the flat. Defenses tend to lose the Y when they expect him to block the end.</p> <p>* Split Zone is just a nice variation of the inside zone and zone read play.</p> <p>* Split Zone is a nice concept to attach an RPO to. It allows you to account for 6 in the box and still have a Run/Pass threat to.</p>
RG	Combo the nose - work to 1st backer	
C	Combo the nose - Work to 1st backer	
LG	Step to playside B Gap- Work to 2nd Level	
LT	Step to playside C Gap	
Y	Responsibile for last man on LOS away from play call	
X	Fade - If corner settles breakdown and stalk	
Z	Stalk Block	
H	Stalk Block	
F	Inside zone steps	
Q	Hand off to F- Eyes on Backside end	