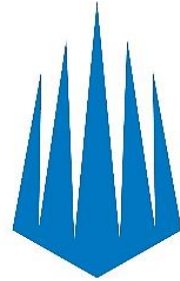




2020
PLAYBOOK

**“we don’t inherit an
attitude, we create
it”**

2020 PLAYBOOK



IMG

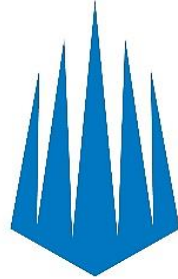
ACADEMY

TABLE OF CONTENTS

TABLE OF CONTENTS

- **PHILOSOPHY**
- **Objectives**
- **ADAPTING THE NZONE**
- **FORMATIONS/ALIGNMENTS/MOTIONS**
- **RUN GAME**
- **QUICK GAME**
- **SNAG GAME**
- **DROP BACK GAME**
- **PASS PROTECTION**
- **RUN-PASS OPTIONS**
- **PLAY-ACTION**
- **TOP GUN**

2020 PLAYBOOK



IMG

ACADEMY

PHILOSOPHY

PHILOSOPHY

- **Champions**
- **TEMPO**
- **KNOWLEDGE**
- **Finish**
- **The difference**
- **12% rule**

THE DIFFERENCE

- **TURNOVERS**
- **SACKS**
- **DROP BALLS**
- **FOOLISH PENALTIES**

"WE WILL BE WHAT WE COACH AND PRACTICE TO BE"

12% RULE

- **TURNOVERS**
 - **SACKS**
 - **DROP BALLS**
 - **FOOLISH PENALTIES**
-
- **OUR WINNING PERCENTAGE GOES UP TO 92% WHEN 12% OUR UNDER OF OUR TOTAL PLAYS.**
-
- **EXAMPLE: 90 OFFENSIVE PLAYS-12% OF 90 IS 11 PLAYS.**
 - **WE MUST HAVE NO MORE THAN 11 PLAYS FROM ABOVE.**

2020 PLAYBOOK



IMG

ACADEMY

FORMATIONS

FORMATIONS

BUILDING FORMATIONS:

Y: THE Y WR ALWAYS SETS THE STRENGTH OF THE FORMATION. THE RIGHT (RT) AND LEFT (LT) CALL WILL DIRECT WHERE THIS PLAYER GOES. BASE ALIGNMENT IS ON THE BALL, ALERTS OUTSIDE WR'S IF THEY ARE Z OR X.

Z/X: OUTSIDE WR'S DO NOT SWITCH SIDES (UNLESS YOU PREFER THAT THEY DO). THE WR'S ALL LEARN Z AND X ROUTES. WR TO THE STRENGTH BECOMES THE Z, THIS WR ALWAYS HAS THE Y TO HIS SIDE. THE X IS ALWAYS AWAY FROM THE STRENGTH OF THE FORMATION.

F: INSIDE WR, THIS IS THE WR THAT BUILDS THE FORMATION (2X2, 3X1).

T: ONE BACK FORMATIONS ALWAYS ALIGNS BASED ON THE PLAY

FORMATIONS

BUILDING FORMATIONS

TWO BACK FORMATIONS: DESIGNATED BY COLORS. R OR L IN THE COLOR WILL DESIGNATE THE STRENGTH OF THE FORMATION: GREEN (RIGHT) AND BLUE (LEFT)

2X2 FORMATIONS: TRADITIONALLY DESIGNATED BY D WORDS: DUAL/DART/DOUBLE

3X1 FORMATIONS: TRADITIONALLY DESIGNATED BY T WORDS: TRIO/TREY/TRIPS

SLOT FORMATIONS: FORMATIONS WHERE Z FLIPS TO THE WEAK SIDE CREATING A SLOT LOOK AND F TO STRONG SIDE USE F WORDS: FLEX/FLANK

BIG F FORMATIONS: NEW FORMATION SERIES DESIGNATED BY FACE CARDS: QUEEN, KING

FORMATIONS

- **DUAL (RT/LT)**
- **TRIO (RT/LT)**
- **GREEN/BLUE**
- **BROWN/BLACK**
- **KING (RT/LT)**
- **QUEEN (RT/LT)**
- **DART (RT/LT)**
- **DUECE (RT/LT)**
- **BONE**
- **FLEX (RT/LT)**
- **TREY (RT/LT)**
- **TRIPS (RT/LT)**
- **FLANK (RT/LT)**
- **TEX (RT/LT)**

FORMATIONS

PERSONNEL GROUPINGS

10: 1 RUNNING BACK, 0 TIGHT ENDS, 4 WIDE OUTS

11: 1 RUNNING BACK, 1 TIGHT ENDS, 3 WIDE OUTS

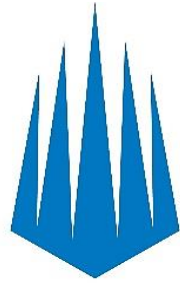
12: 1 RUNNING BACK, 2 TIGHT ENDS, 2 WIDE OUTS

20: 2 RUNNING BACK, 0 TIGHT ENDS, 3 WIDE OUTS

30: 3 RUNNING BACK, 0 TIGHT ENDS, 2 WIDE OUTS

21: 2 RUNNING BACK, 1 TIGHT ENDS, 2 WIDE OUTS

FORMATIONS



IMG

ACADEMY

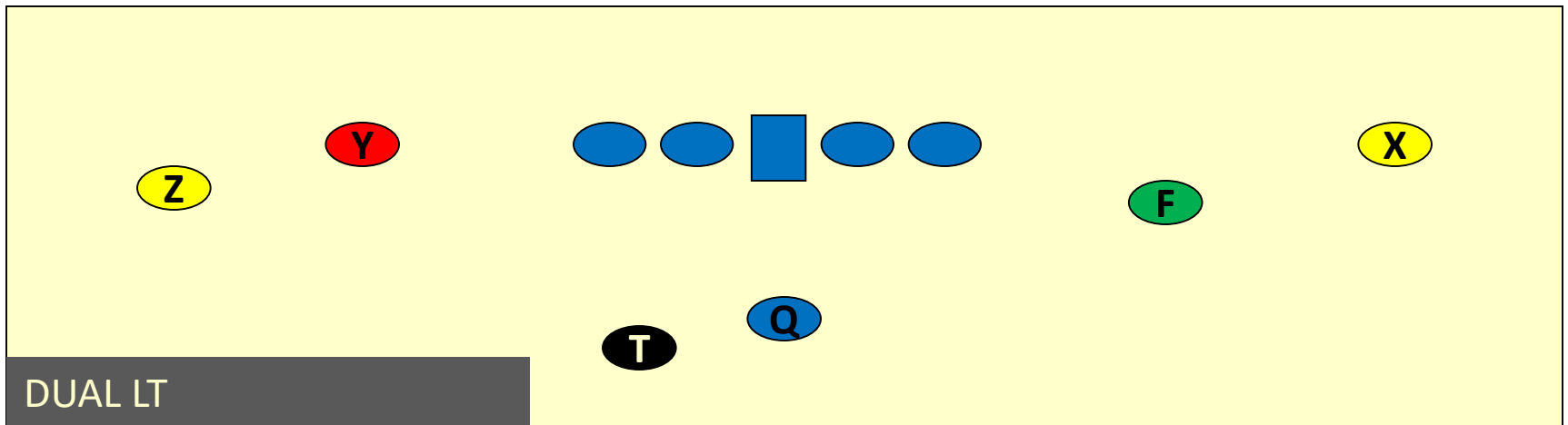
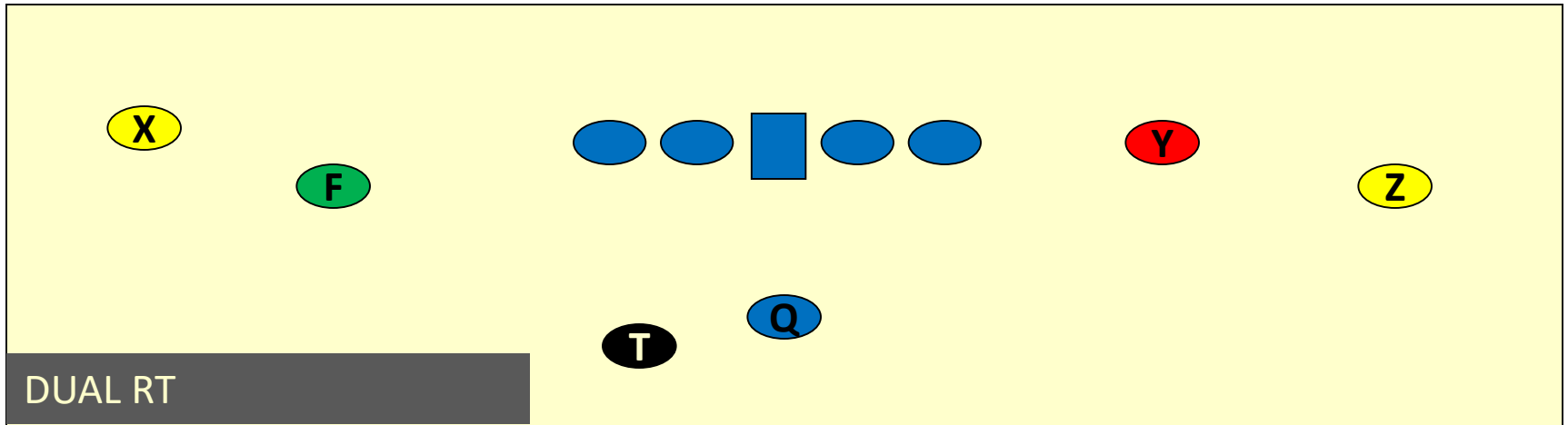
10 personnel

FORMATIONS

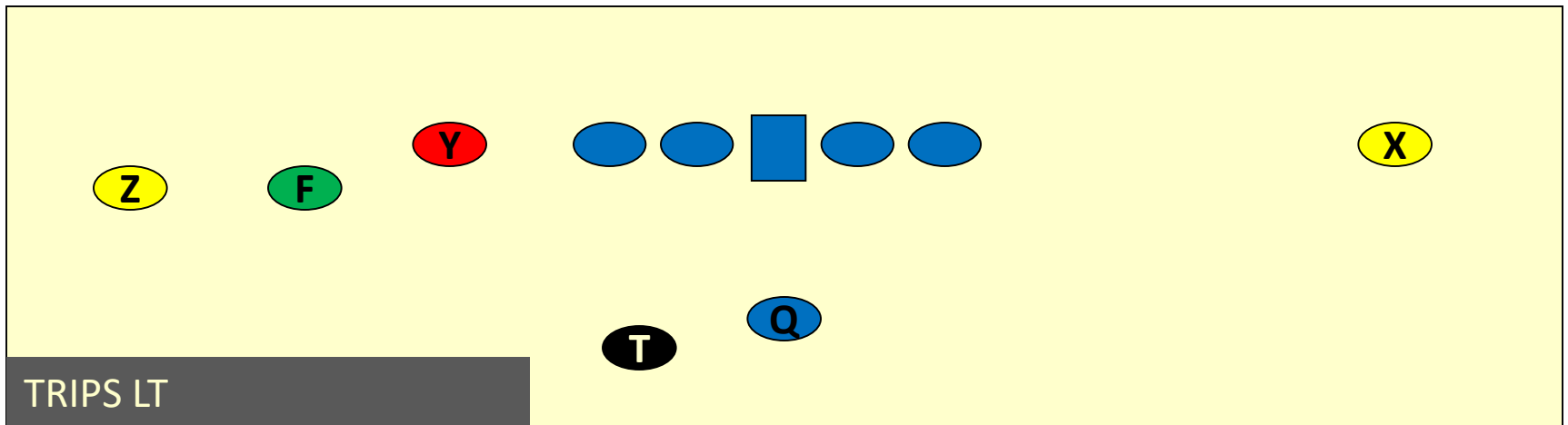
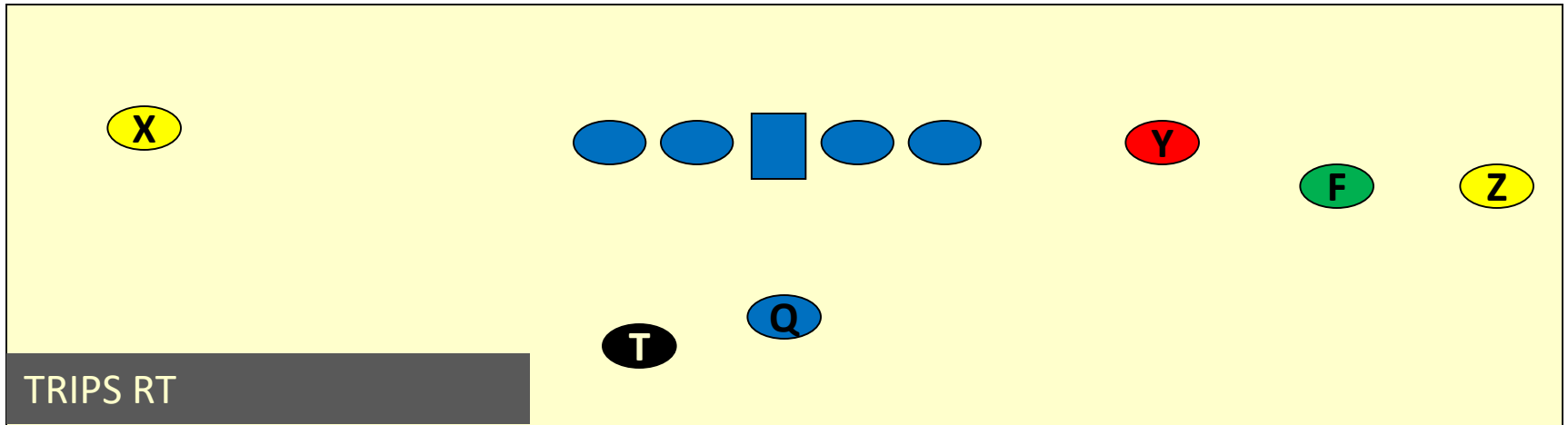
10 PERSONNEL

- **DUAL (RT/LT)**
- **TRIO (RT/LT)**
- **DART (RT/LT)**

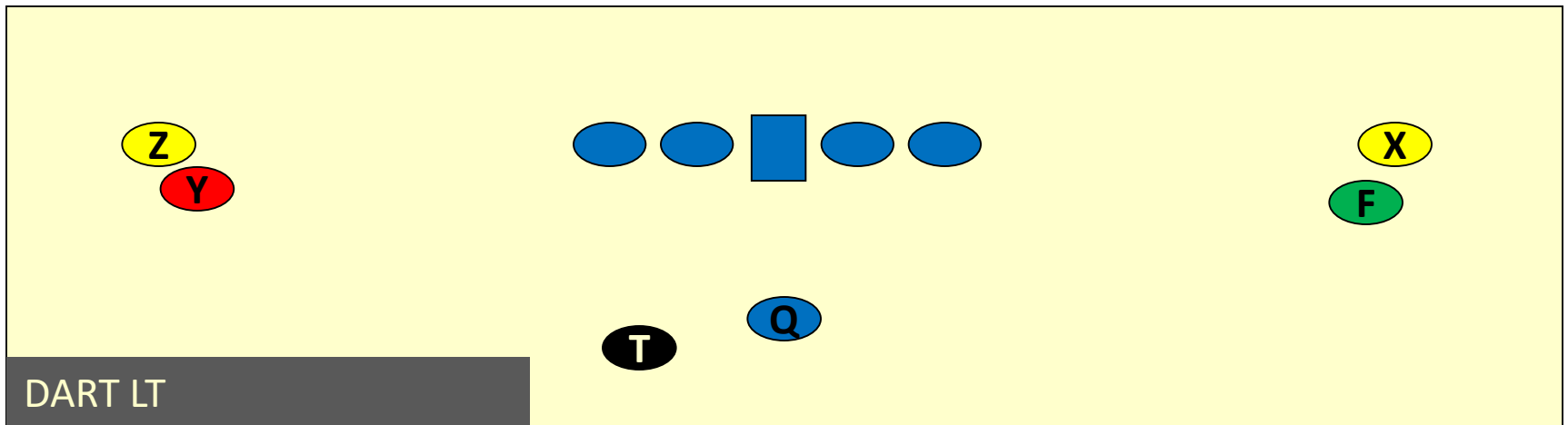
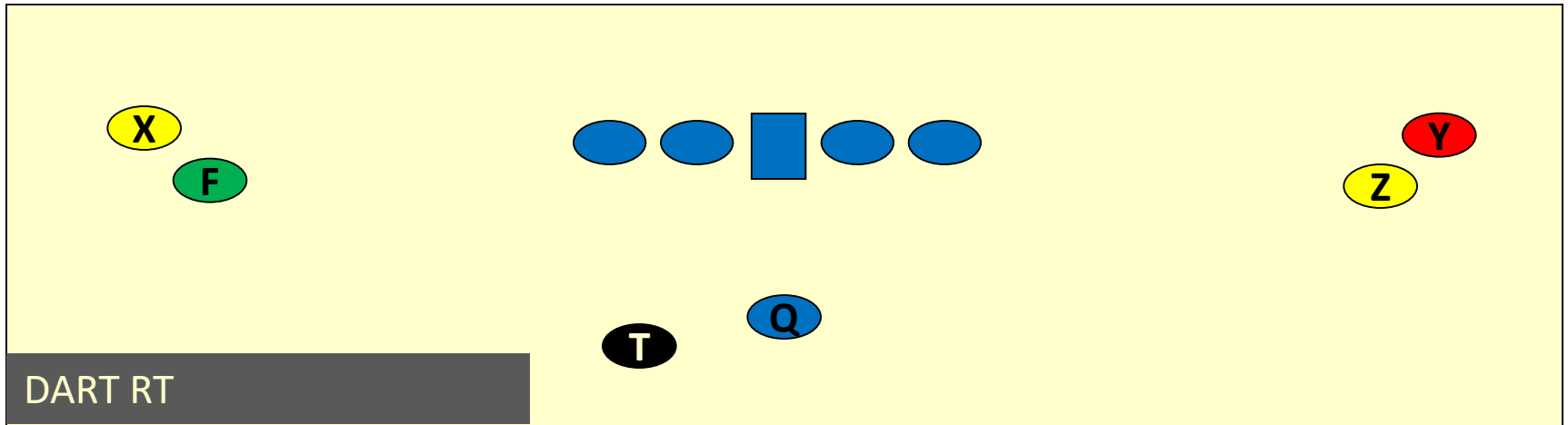
DUAL



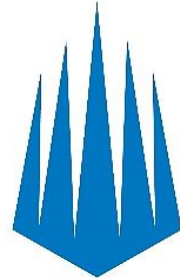
TRIPS



DART



formations



IMG

ACADEMY

20 personnel

FORMATIONS

20 PERSONNEL

(2 TAIL BACKS)

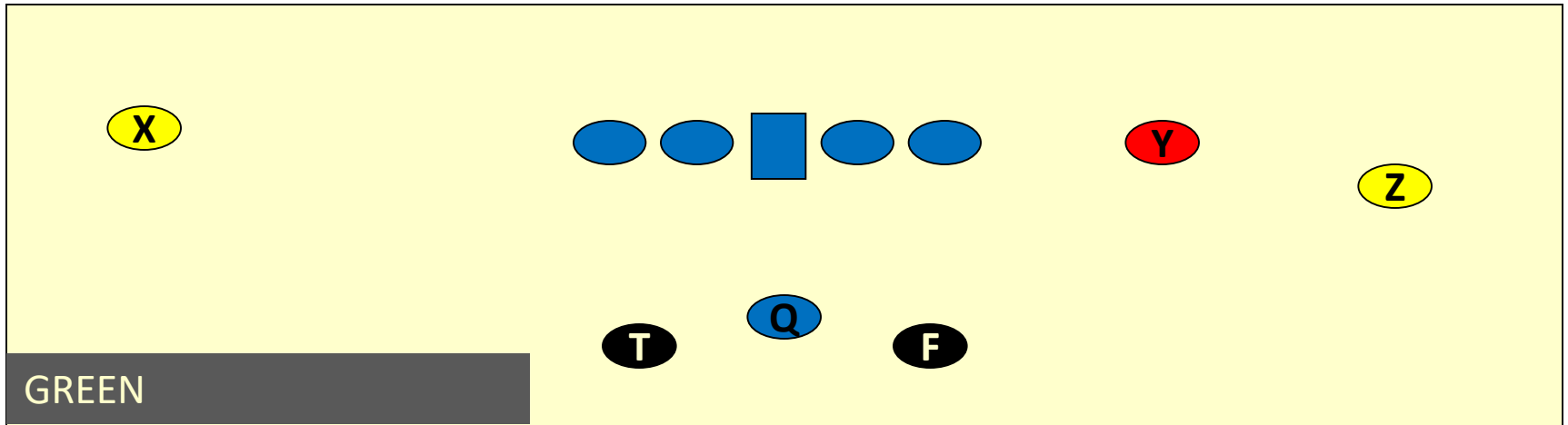
- GREE/BLUE

20 PERSONNEL

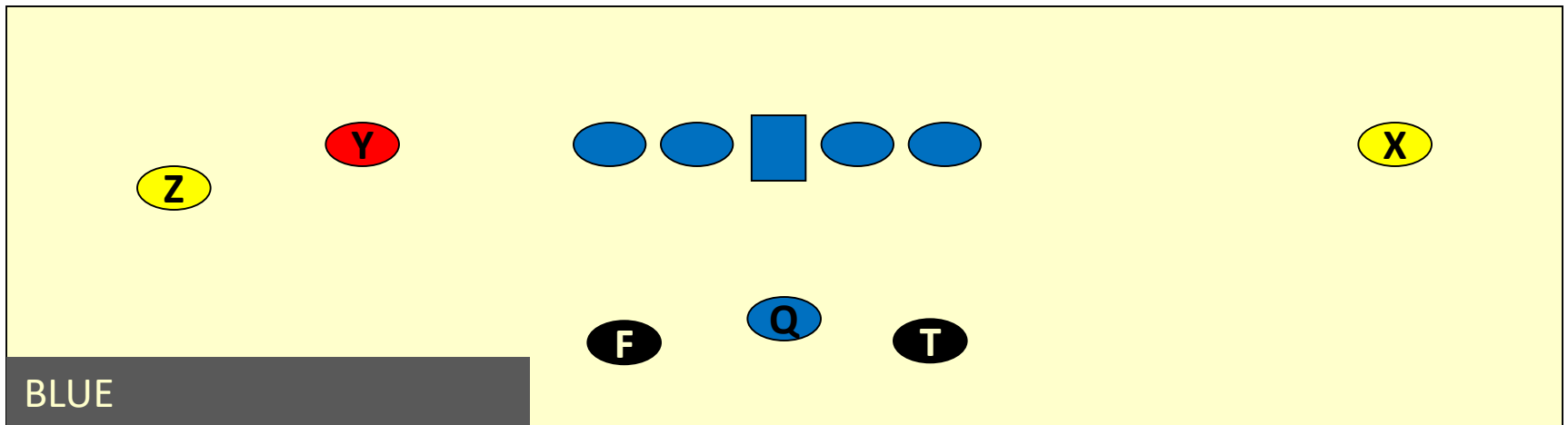
(1 TAIL BACK/1 FULL BACK)

- BROWN/BLACK

GREEN/BLUE

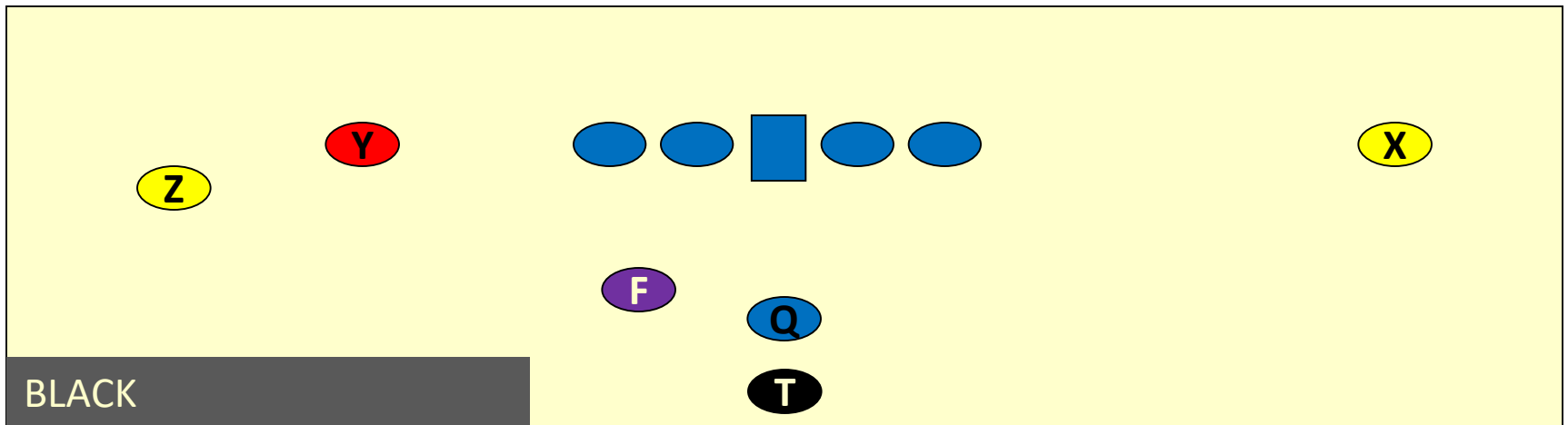
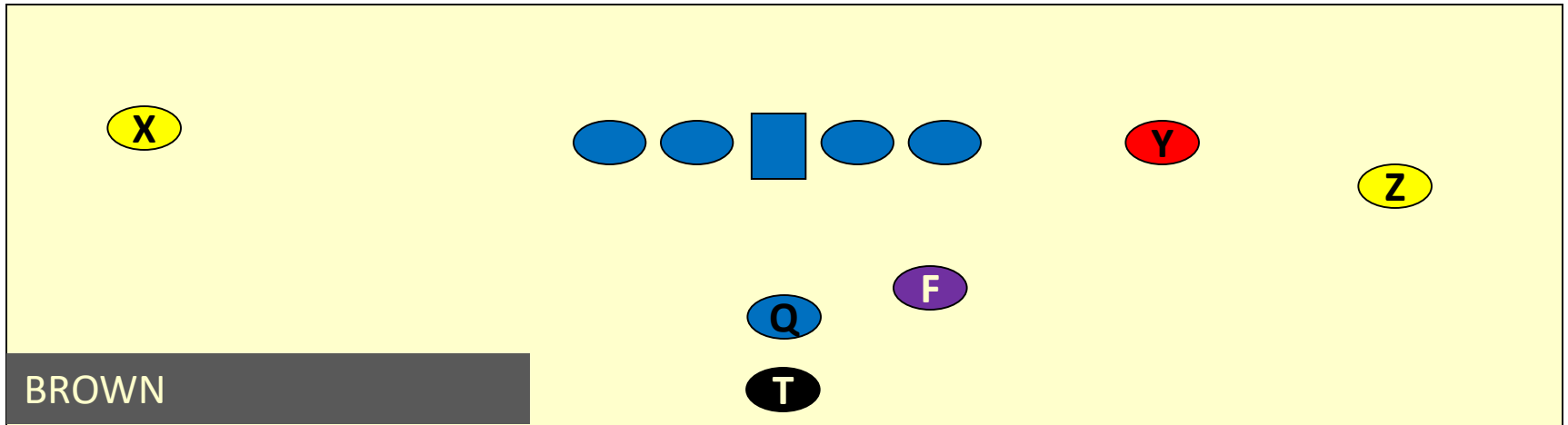


A diagram on a yellow background. On the left, a grey bar contains the word "GREEN". In the center, there is a horizontal row of five shapes: two blue circles, one blue square, and two more blue circles. Below this row are three black circles containing the letters "T", "Q", and "F" from left to right. To the left of the central shapes is a yellow circle with the letter "X". To the right of the central shapes is a red circle with the letter "Y". Further to the right is another yellow circle with the letter "Z".

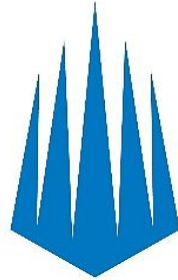


A diagram on a yellow background. On the left, a grey bar contains the word "BLUE". In the center, there is a horizontal row of five shapes: two blue circles, one blue square, and two more blue circles. Below this row are three black circles containing the letters "F", "Q", and "T" from left to right. To the left of the central shapes is a yellow circle with the letter "Z". To the right of the central shapes is a red circle with the letter "Y". Further to the right is another yellow circle with the letter "X".

BROWN/BLACK



FORMATIONS

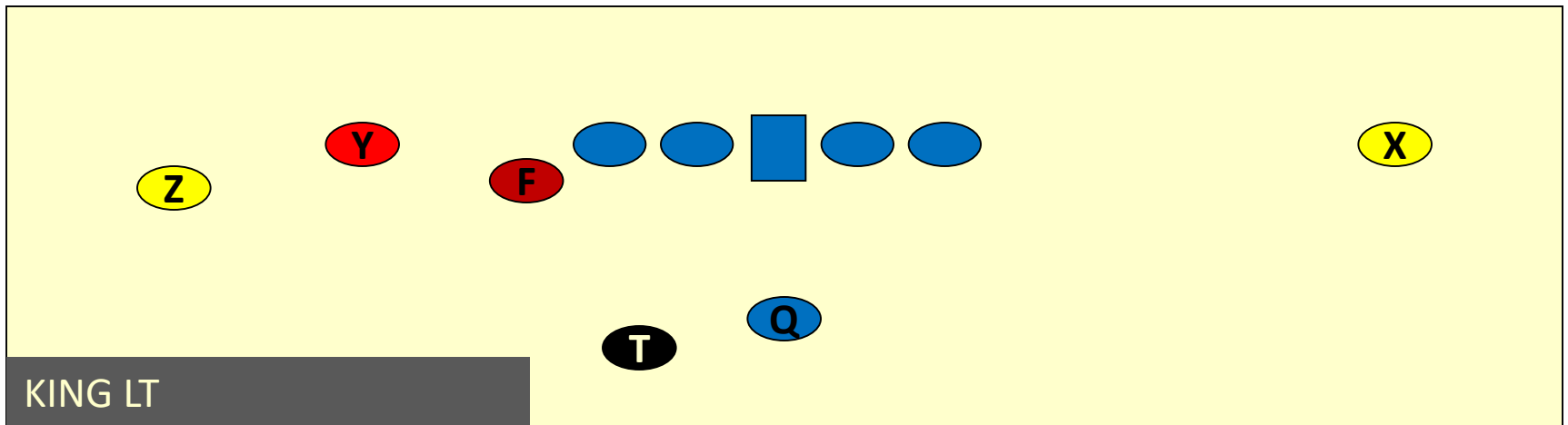
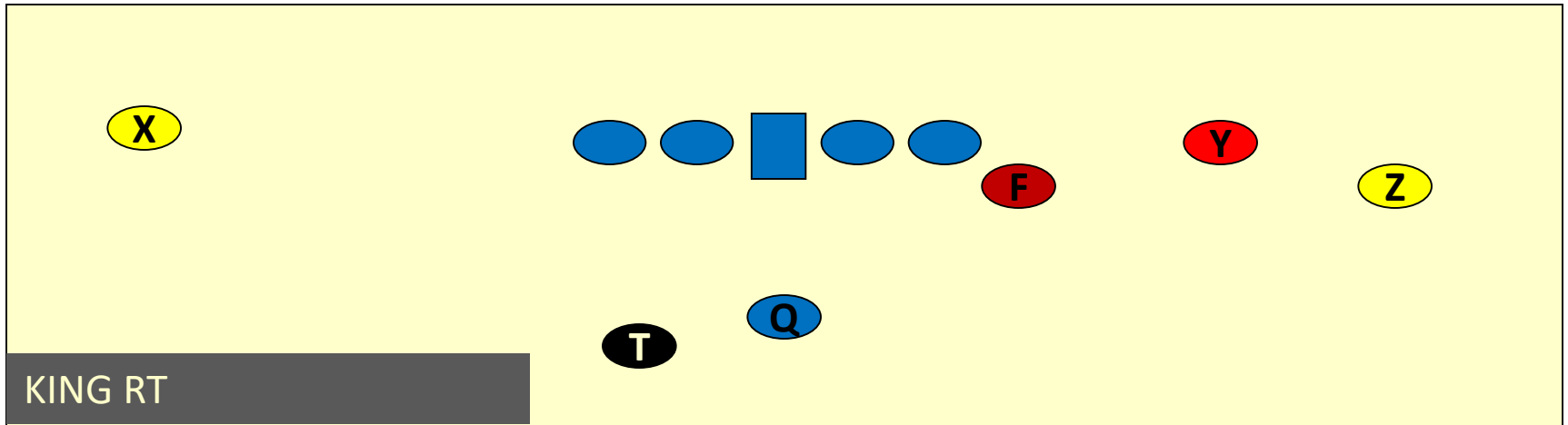


IMG

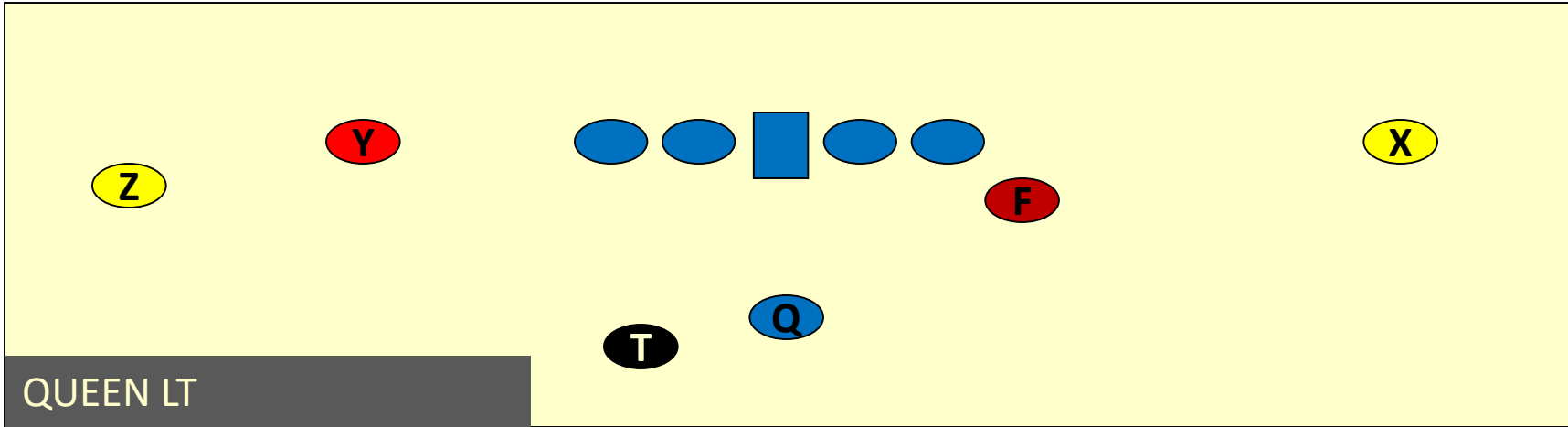
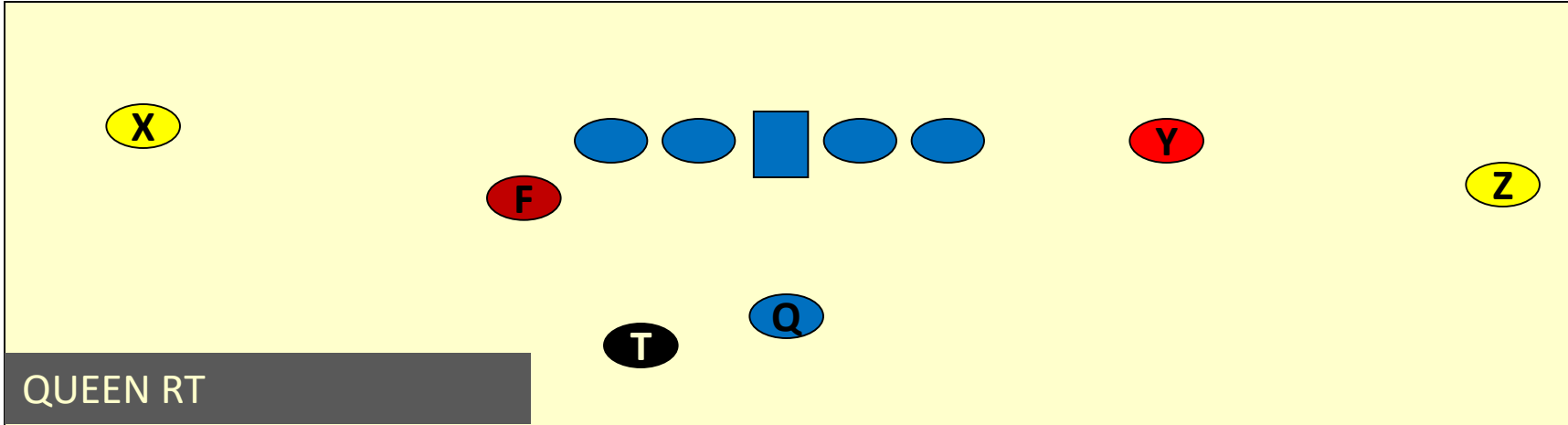
ACADEMY

11 personnel

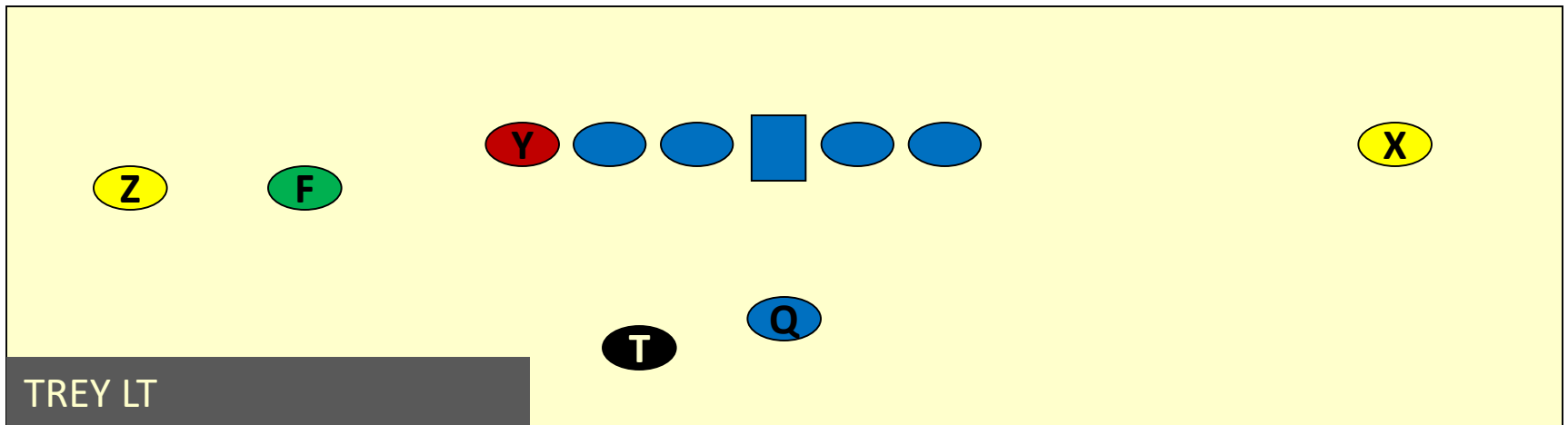
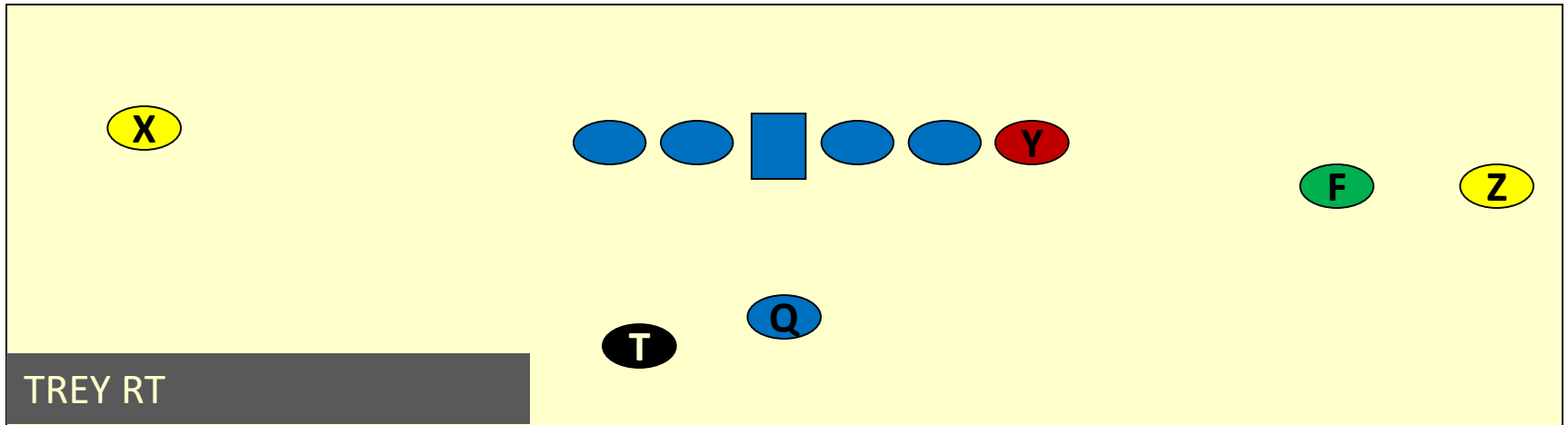
KING



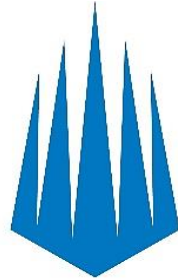
QUEEN



TREY



2020 PLAYBOOK



IMG

ACADEMY

MOTIONS

MOTIONS

BUILDING TWO BACK MOTIONS:

TWO BACK MOTION: WHEN USING TEAR, TRAVEL, FAST, FREE FROM TWO BACK FORMATIONS (GREEN/BLUE) YOU ARE SENDING A SPECIFIC BACK IN A SPECIFIC DIRECTION. WHEN INSTALLING THIS OFFENSE OR UNDERSTANDING YOUR PERSONNEL YOU CAN TEACH A SPECIFIC PLAYER THAT THEY ALWAYS ALIGN IN THE SPOT THAT IS GOING IN MOTION. OR IF YOU HAVE TWO TRUE BACKS AND BOTH CAN MOTION THEN YOU TEACH BY JUST THE WORDS. ALL BASED ON PREFERENCE AND PLAYERS YOU HAVE (EVERY YEAR IS DIFFERENT!)

MOTIONS

BUILDING ONE BACK MOTIONS

ONE BACK MOTIONS: WHEN USING TEAR AND TRAVEL OUT OF ONE BACK FORMATIONS YOU CREATE EMPTY SETS. IN THIS SITUATION THE TEAR AND TRAVEL ARE TAUGHT A BIT DIFFERENT. IN ONE BACK FORMATIONS THE BACK ALIGNS BASED ON THE SPECIFIC PLAY CALL. THE SAME IS DONE WITH ONE BACK MOTION CALLS. IF **TEAR** CHEVRON IS CALLED THE BACK WILL ALIGN OPPOSITE THE SIDE HE NEEDS TO MOTION TOWARDS WHEN CREATING THE SWING FOR CHEVRON. WHERE AS IN **TRAVEL** THE BACK WILL ALIGN TO THE SAME SIDE THAT HE WILL MOTION TOWARDS FOR THE PLAY CALL.

MOTIONS

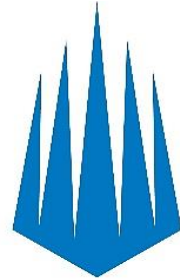
Running back specific motions

- **TEAR**
- **TRAVEL**
- **FAST**
- **FREE**

WR motions: must tag specific player (F, Z, ETC)

- **QUICK**
- **GHOST**
- **ORBIT**
- **FLY**

MOTIONS



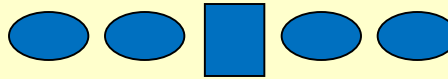
IMG

ACADEMY

TEAR

TEAR

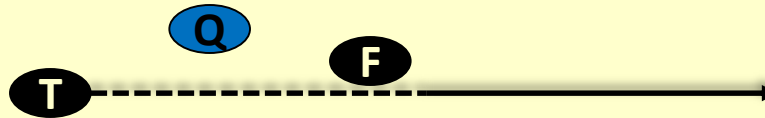
X



Y

Z

GREEN TEAR



COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

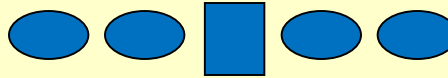
MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: GREEN TEAR ZORRO ODD COMET

TEAR

X

F



Y

Z

DUAL RT TEAR

Q

T



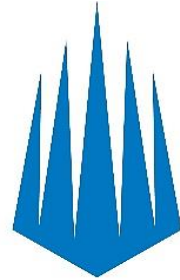
COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: DUAL TEAR CHEVRON DAGGER

MOTIONS



IMG

ACADEMY

TRAVEL

TRAVEL

X

F



Y

Z

Q

DUAL RT TRAVEL



COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: DUAL TRAVEL CHEVRON DAGGER

MOTIONS

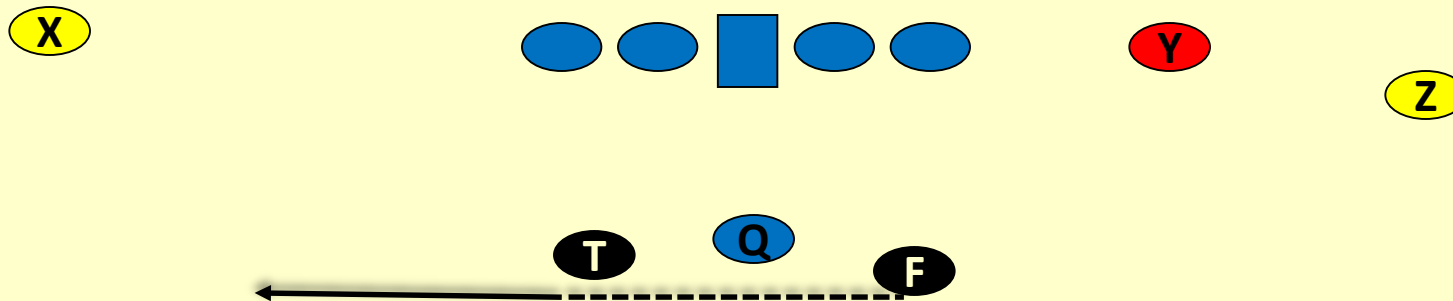


IMG

ACADEMY

FAST

FAST



GREEN FAST

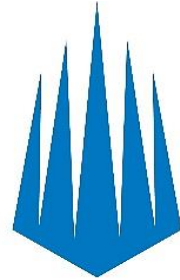
COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: GREEN FAST ZORRO EVEN COMET

MOTIONS



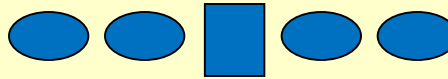
IMG

ACADEMY

FREE

FREE

X



Y

Z

T

Q

F



GREEN FAST

COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: GREEN FREE HONDA

MOTIONS



IMG

ACADEMY

QUICK

QUICK

X

F



Y

Z

Q

T

DUAL RT F QUICK

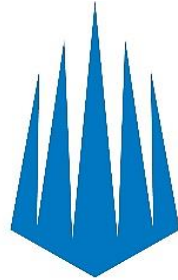
COACHING POINTS:

SNAP COUNT: MUST BE FAST SNAP, CENTER MUST SNAP BALL AS SOON AS THE QUARTERBACK CALLS FOR IT.

MOTION: MUST GIVE YOURSELF SPACE FROM THE TACKLE TO GET TO FULL SPEED. ONCE YOU GET TO TACKLE AIM FOR BEING HALFWAY BETWEEN CENTER AND QUARTERBACK. IF NOT A FLY SWEEP CONTINUE INTO COMET RELATIONSHIP.

EXAMPLE PLAY: DUAL F QUICK ZORRO ODD COMET

MOTIONS

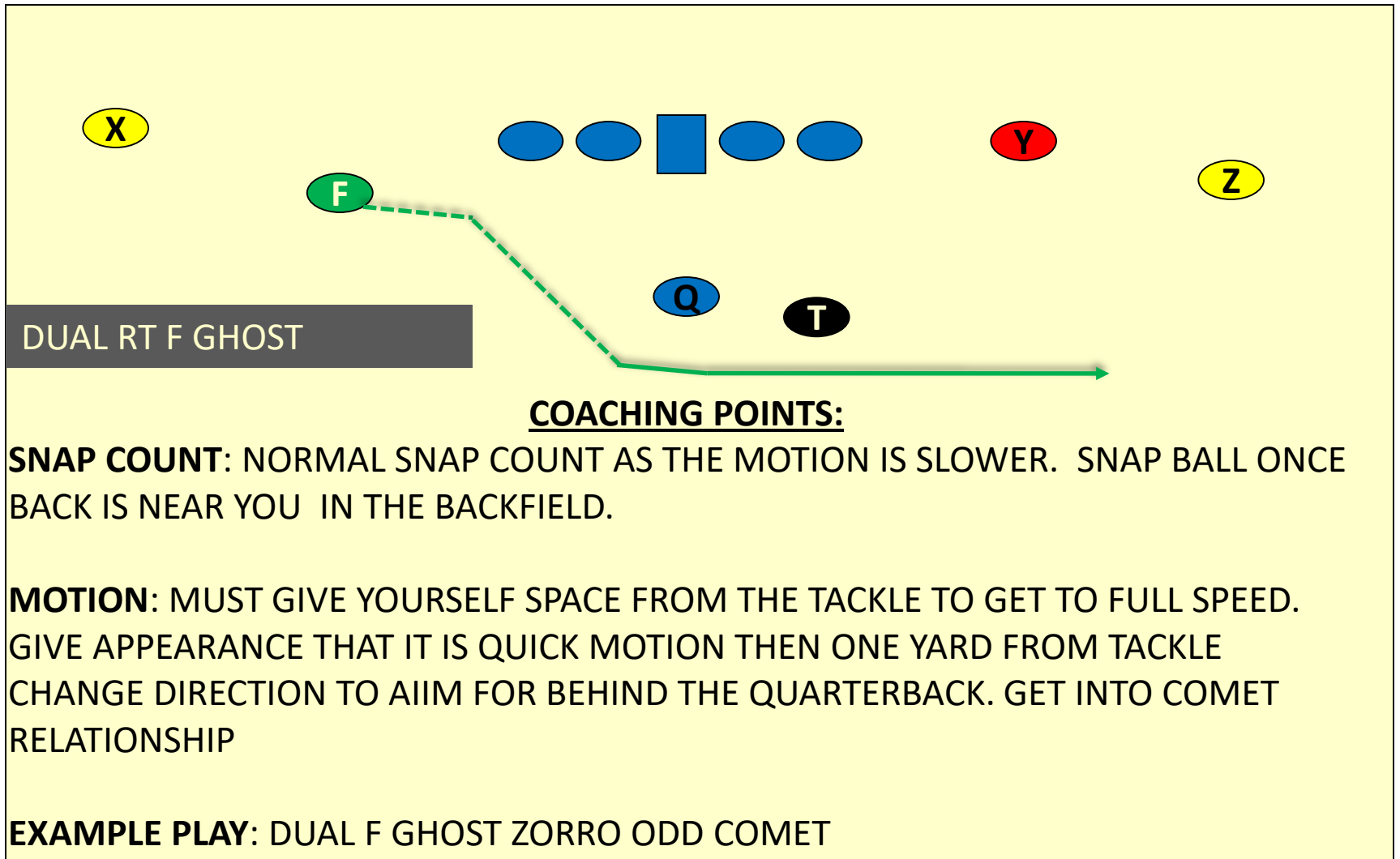


IMG

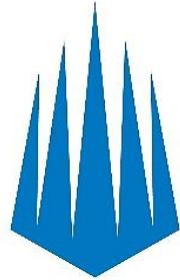
ACADEMY

GHOST

GHOST



RUN GAME



IMG

ACADEMY

RUN GAME

RUN GAME

- **ZORRO: INSIDE ZONE**
- **GIANTS: PIN-PULL**
- **DETROIT: DRAW**
- **TAMPA: ONE BACK POWER/TRAP**
- **SLIP: SPLIT ZONE**

RUN GAME

BUILDING THE RUNNING GAME

OFFENSIVE LINE COACH: WHEN BUILDING THE RUN GAME THE OFFENSIVE LINE COACH IS THE KEY! IF HE IS NOT IN THEN THE KIDS WILL KNOW AND NOT BUY INTO WHAT IS BEING ASKED. ALSO OFFENSIVE LINE COACH MUST UNDERSTAND WHAT IS BEING ASKED OF THE ZONE STYLE. DISPLACEMENT IS THE NAME OF THE GAME, NOT LOOKING TO COMBO BLOCK ALL THE WAY TO THE SECOND LEVEL.

RUN GAME

BUILDING THE RUNNING GAME

PERSONALITY: WHEN BUILDING THE RUN GAME THE HEAD COACH AND OFFENSIVE COORDINATOR NEED TO BE ON THE SAME PAGE AND OPEN. UNDERSTAND WHAT YOU WANT TO DO. DO NOT ADD TWO BACK POWER IF THAT IS NOT YOUR PERSONALITY. SAME THING CAN BE ACCOMPLISHED BY RUNNING SLIP/COLT OUT OF TWO BACK. BUT NOW YOUR OFFENSIVE LINE HAS EVEN MORE REPS RUNNING INSIDE ZONE (STEPS, AND COMBOS)

RUN GAME

BUILDING THE RUNNING GAME

QUARTERBACK: WHEN BUILDING THE RUN GAME THE QUARTERBACK NEEDS TO BE THOUGHT OF NOT JUST THE OFFENSIVE LINE. IF HE IS A RUNNER ACCOUNT FOR THAT AND WHAT RUNS YOU WANT TO INSTALL USING HIM AS A RUNNER. IF HE IS NOT A RUNNER THINK OF THOSE RUNS AND THE COMPLIMENTS.

ALWAYS PROTECT YOUR PLAYERS AND PROTECT YOUR PLAYS:

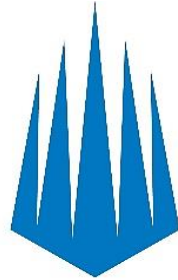
RUNNING QB:

ZORRO, ARMY, QB RANGER, QB DETROIT

POCKET QB:

COLT, SLIP, RANGER, DETROIT, GIANTS

RUN GAME



IMG

ACADEMY

ZORRO (12/13)

ZORRO (12/13)

- **INSIDE ZONE**

QUARTERBACK

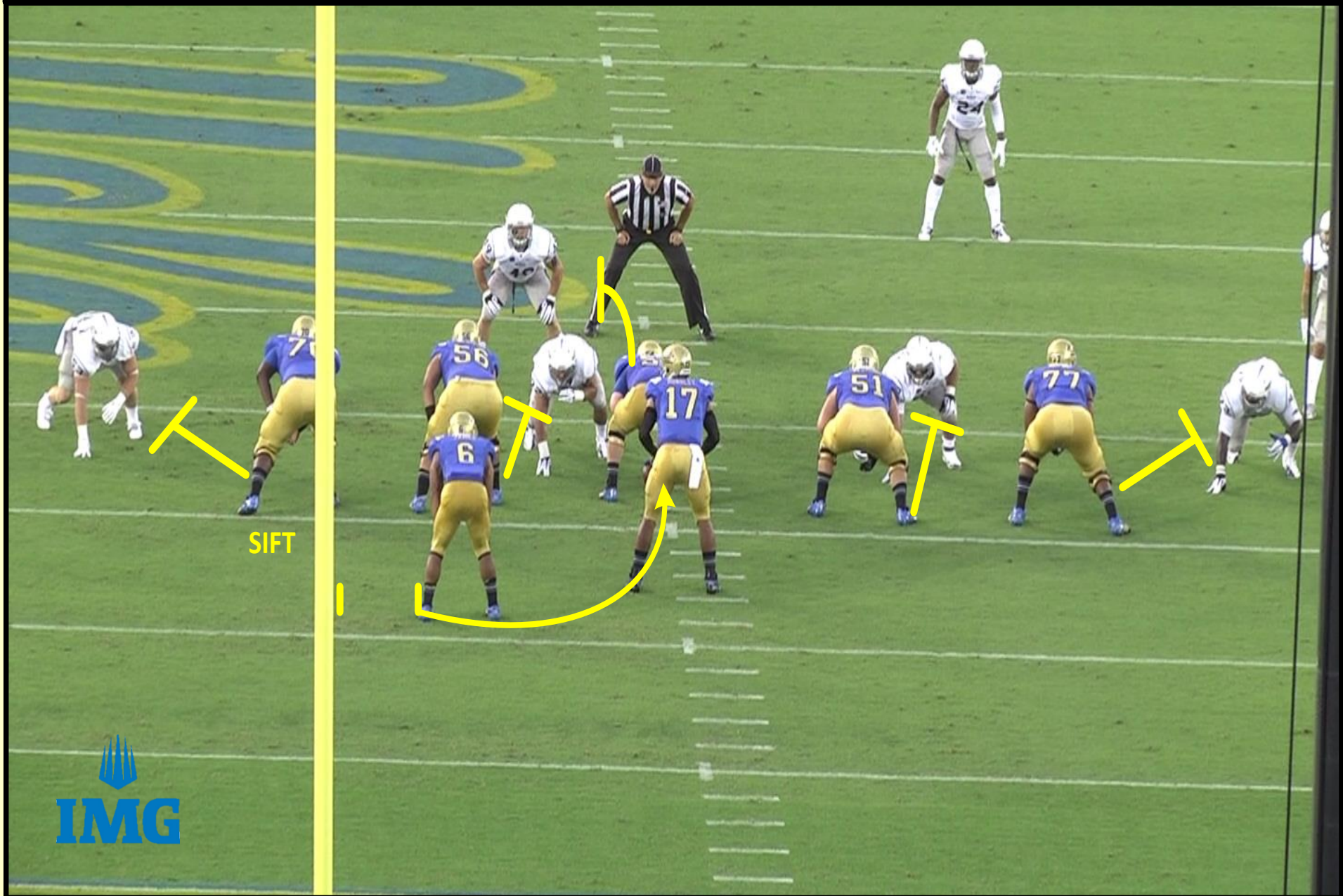
- 5 MAN BOX: KEY THE 6TH DEFENDER
- 6 MAN BOX: READ THE 6TH DEFENDER (USUALLY D-END)
- 7 MAN BOX: THROW

BACKSIDE TACKLE:

- 5 MAN BOX: BASE DEFENSIVE END (BOX CALL), ALERT LATE THREAT OF LB FROM OUTSIDE
- 6 MAN BOX:
 - BACKER STACKED ON END: VERTICAL SIFT DEFENSIVE END UP TO LB
 - BACKER INSIDE OF END: THRU BLOCK, MUST PROTECT B GAP THREAT

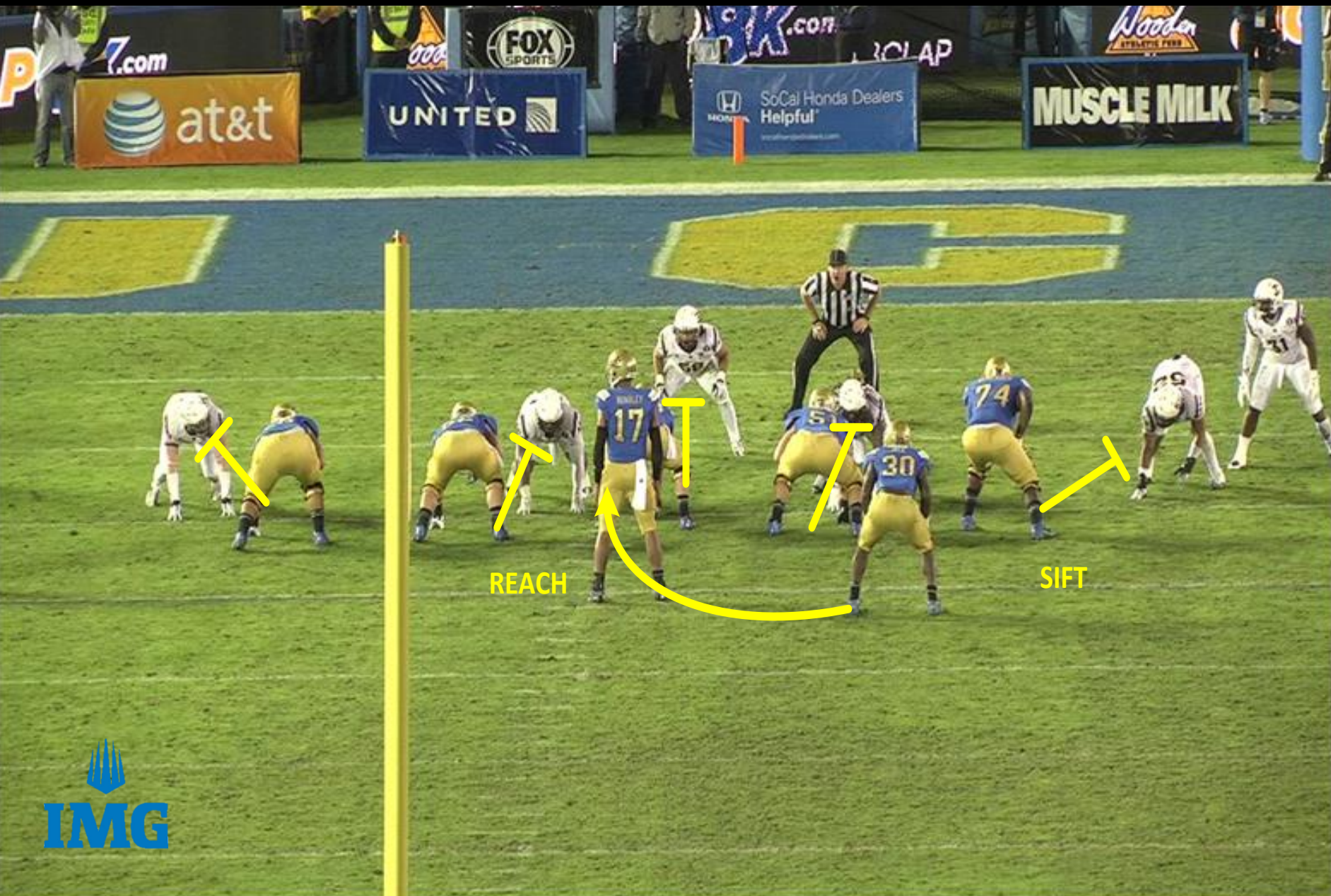
PLAY: ZORRO EVEN

DEFENSE: 4-1 OVER



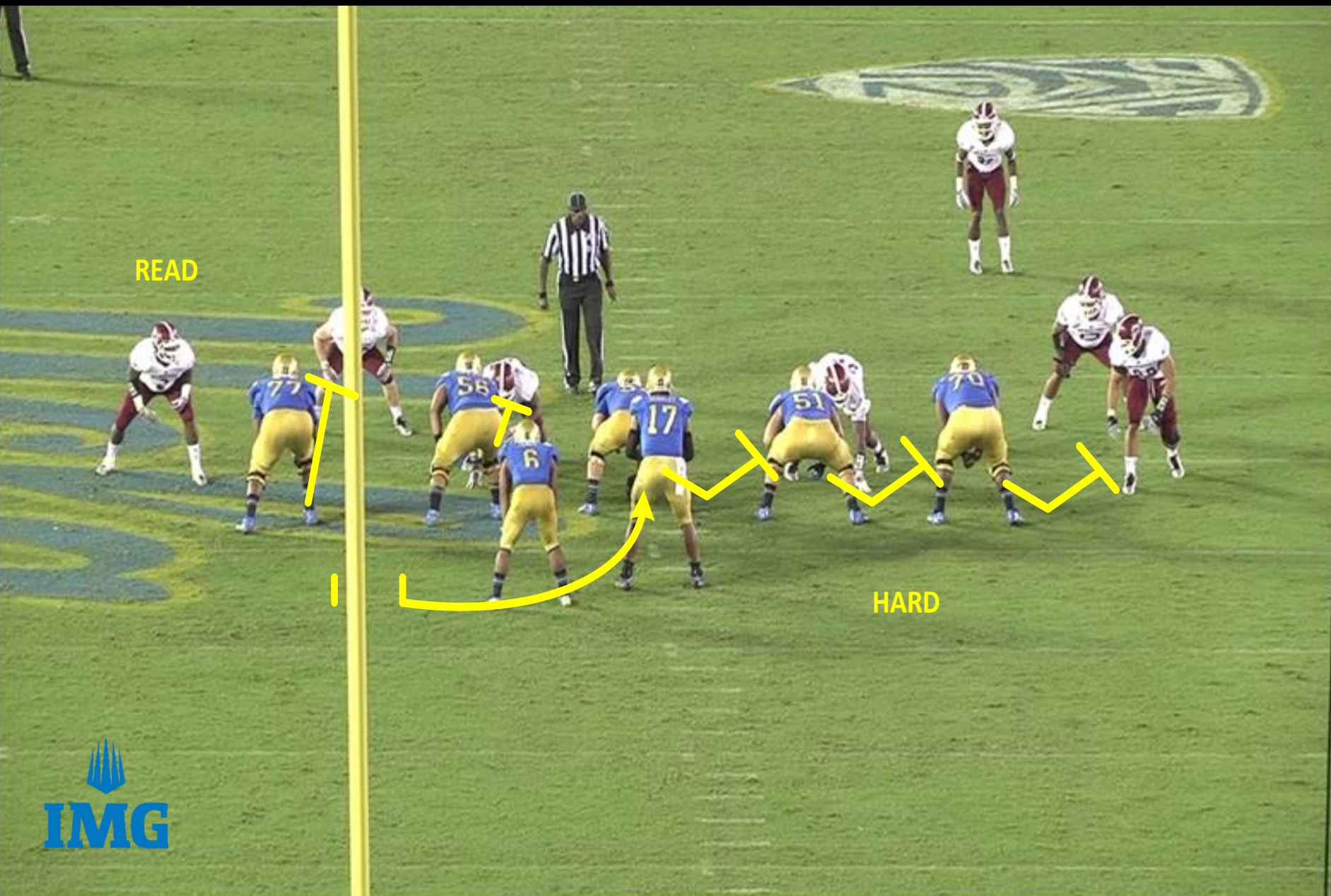
PLAY: ZORRO ODD

DEFENSE: 4-1 UNDER



PLAY: ZORRO EVEN

DEFENSE: 4-2 OVER



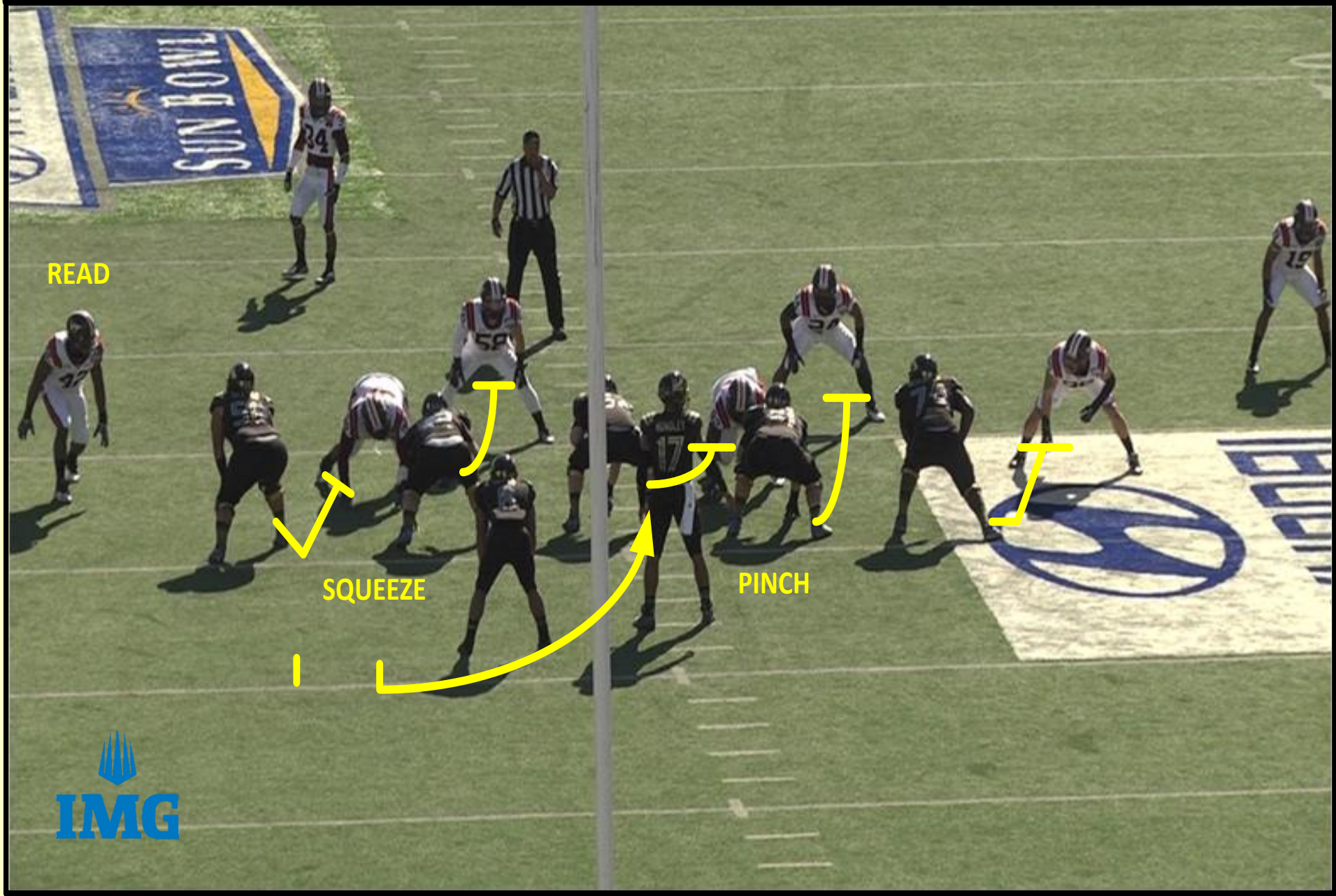
READ

HARD



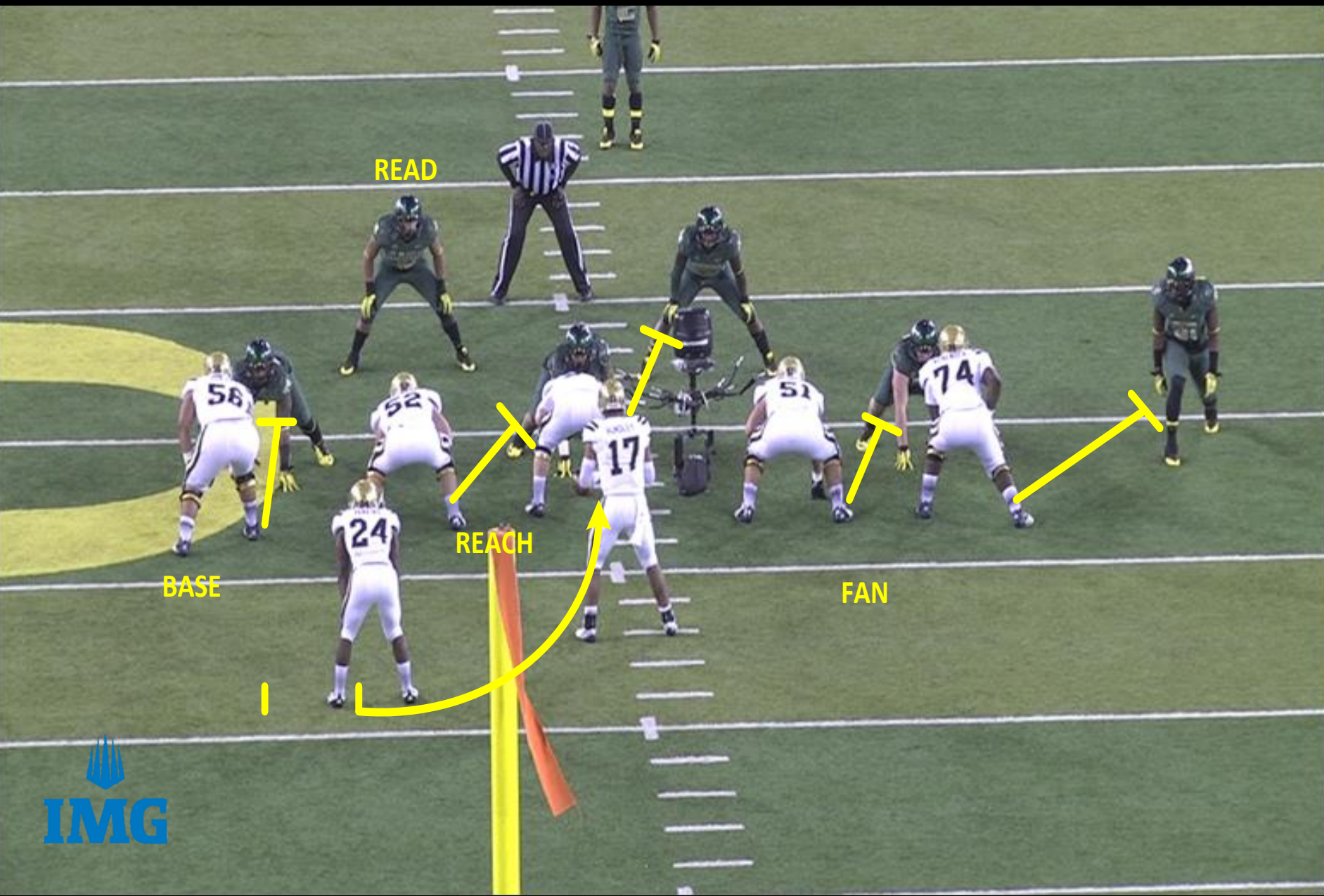
PLAY: ZORRO EVEN

DEFENSE: 4-2 UNDER



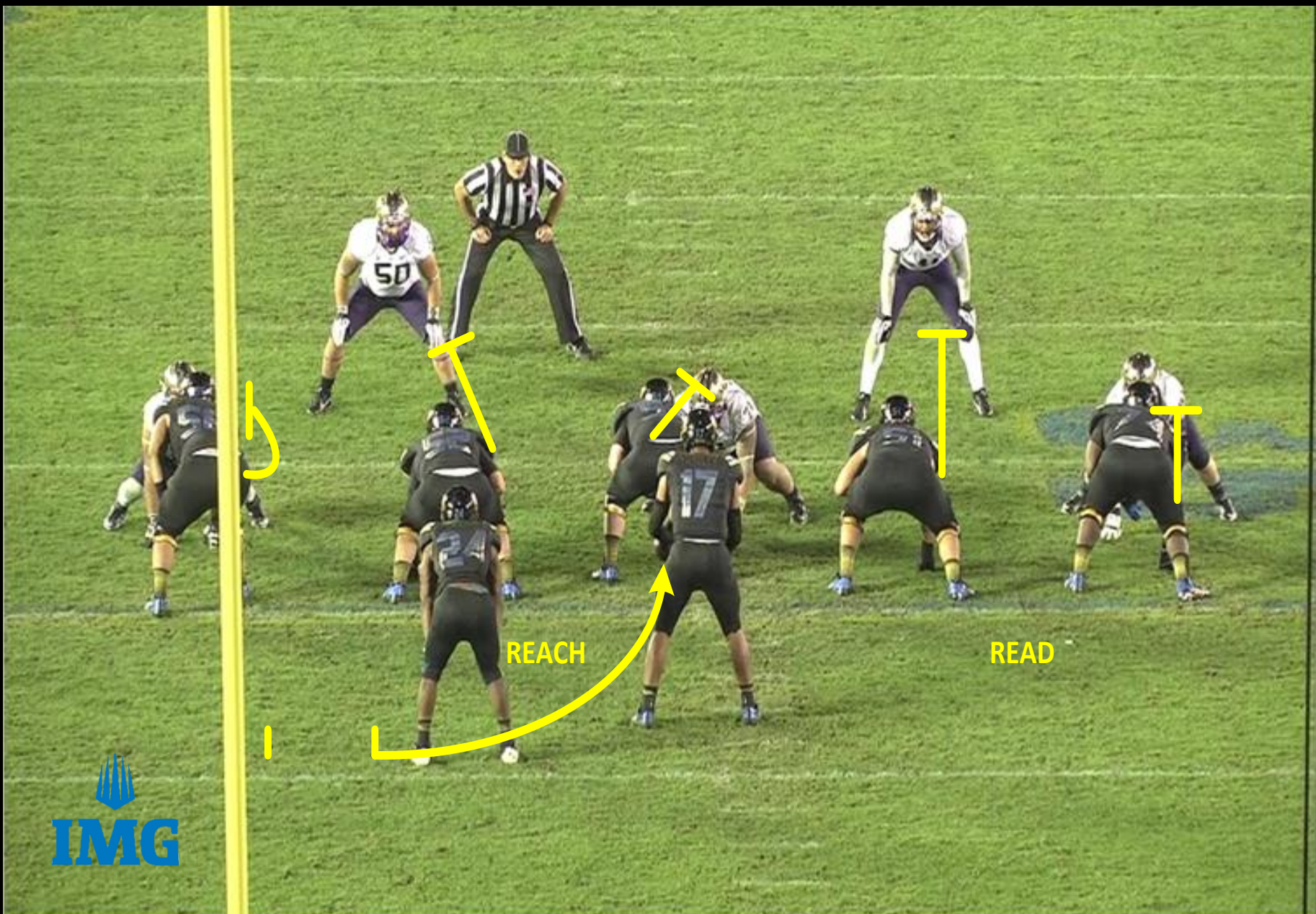
PLAY: ZORRO EVEN

DEFENSE: TITE



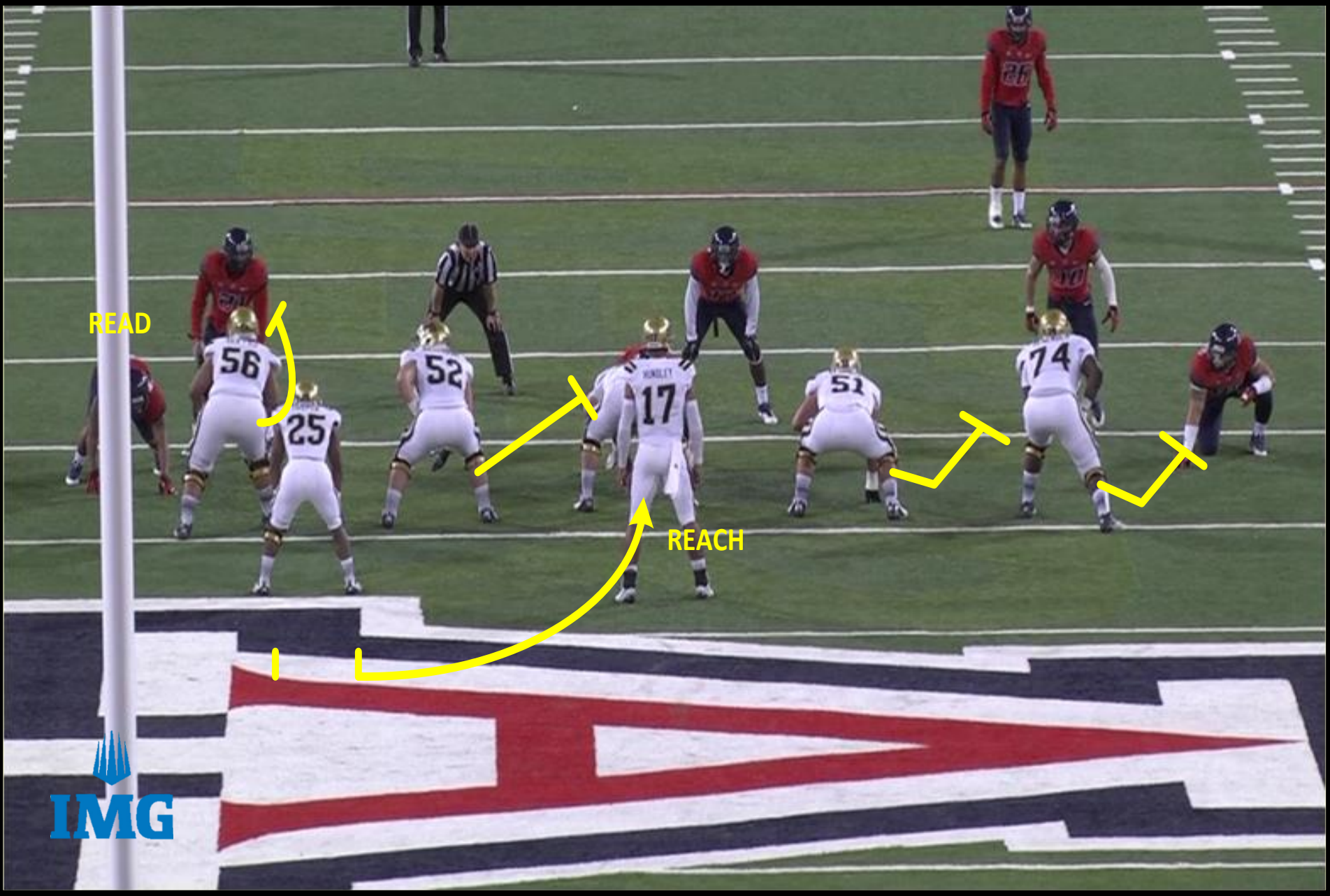
PLAY: ZORRO EVEN

DEFENSE: ODD



PLAY: ZORRO EVEN

DEFENSE: ODD STACK



READ



REACH



PLAY: ZORRO EVEN

DEFENSE: BEAR



RUN GAME



IMG

ACADEMY

PIN PULL (16/17)

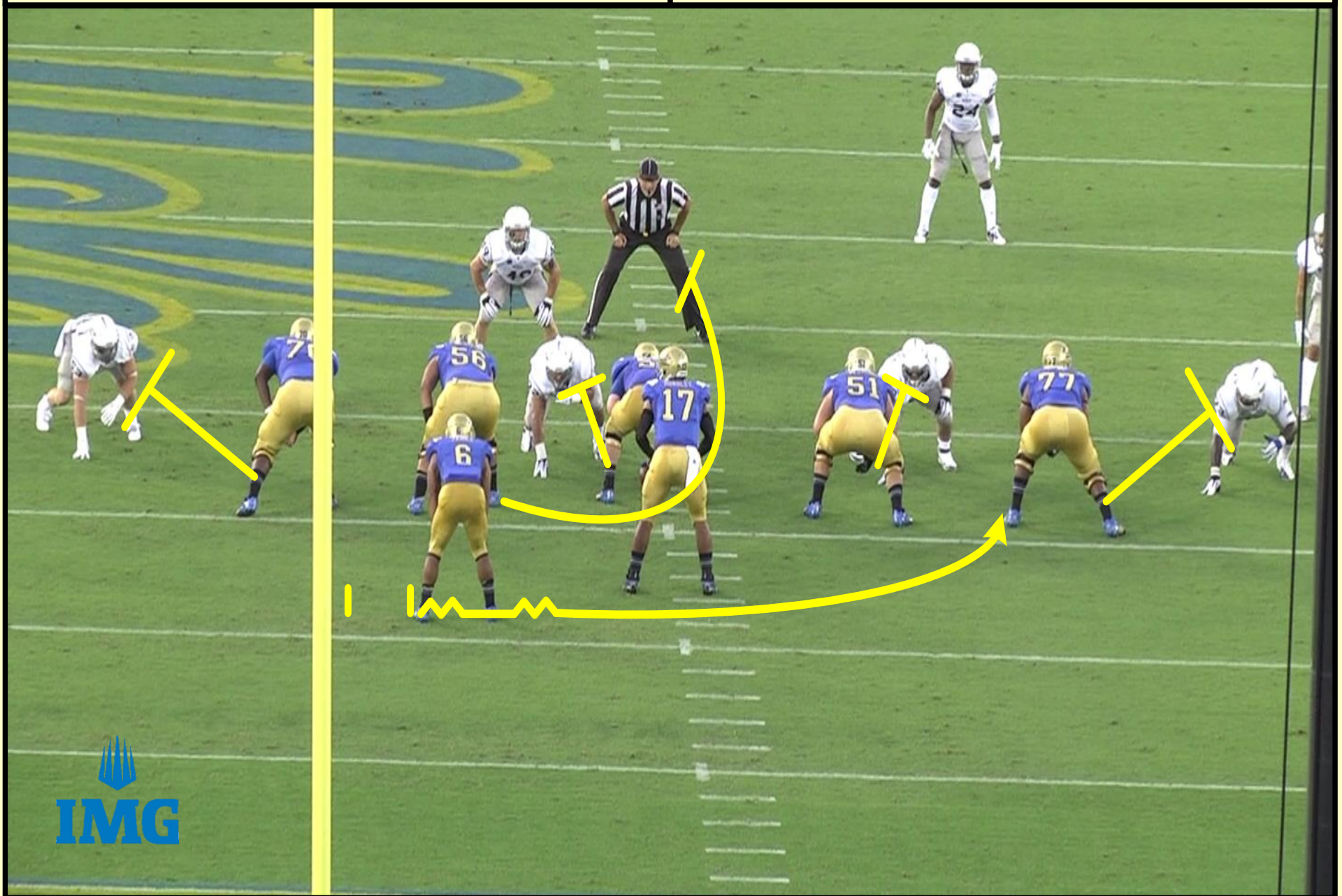
PIN PULL (16/17)

- PIN AND PULL
 - FRONTSIDE: STRETCH
 - PIN/PULL VARIATION
 - BACKSIDE: PIN/PULL
 - READ 6TH DEFENDER
 - DEFENSIVE END: (IF RUNNING QUARTERBACK)
 - LINEBACKER: (IF YOU DON'T WANNA RUN QUARTERBACK, AND FOR RUNNING POP AS RUN/PASS TAG)



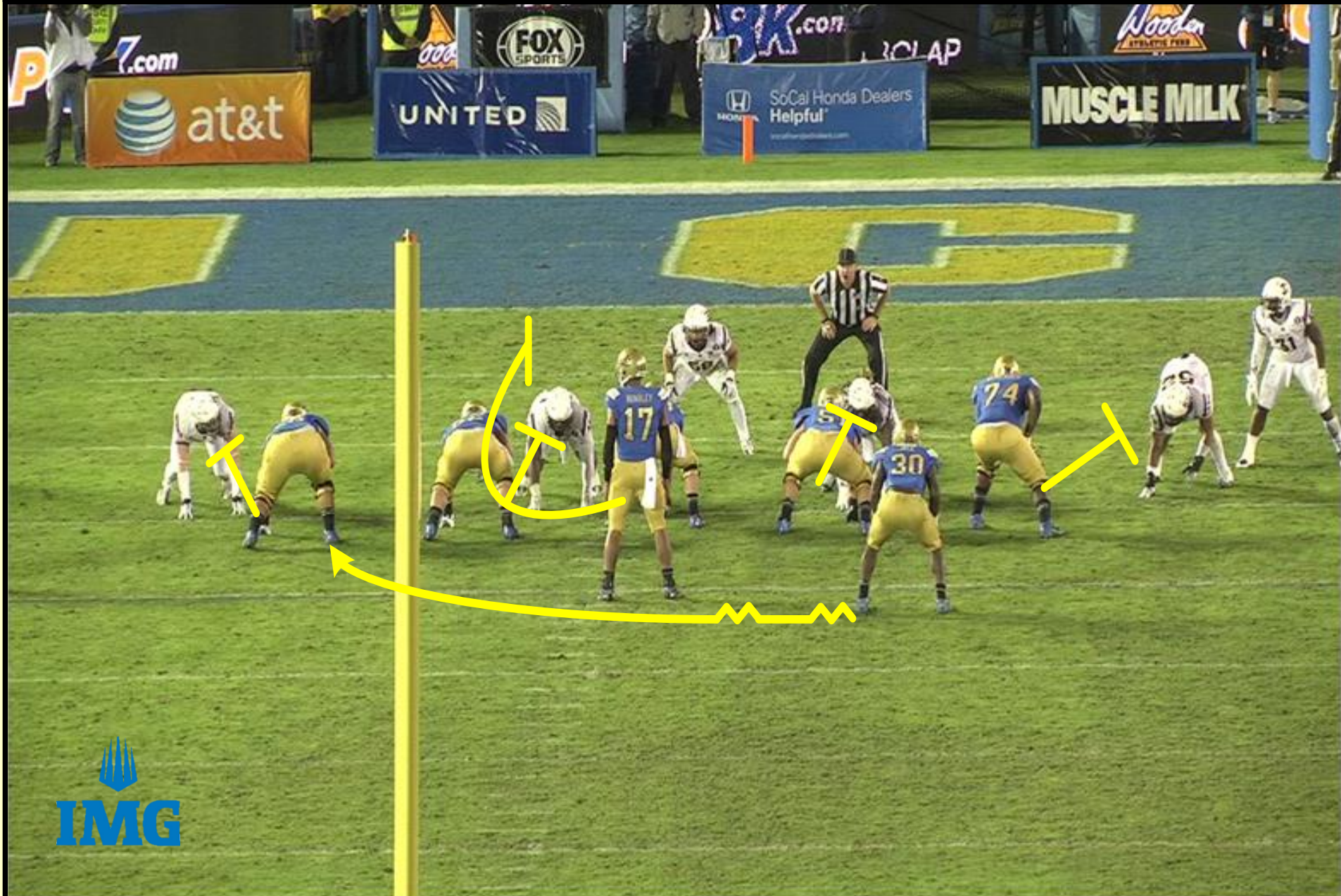
PLAY: GIANTS EVEN

DEFENSE: 4-1 OVER



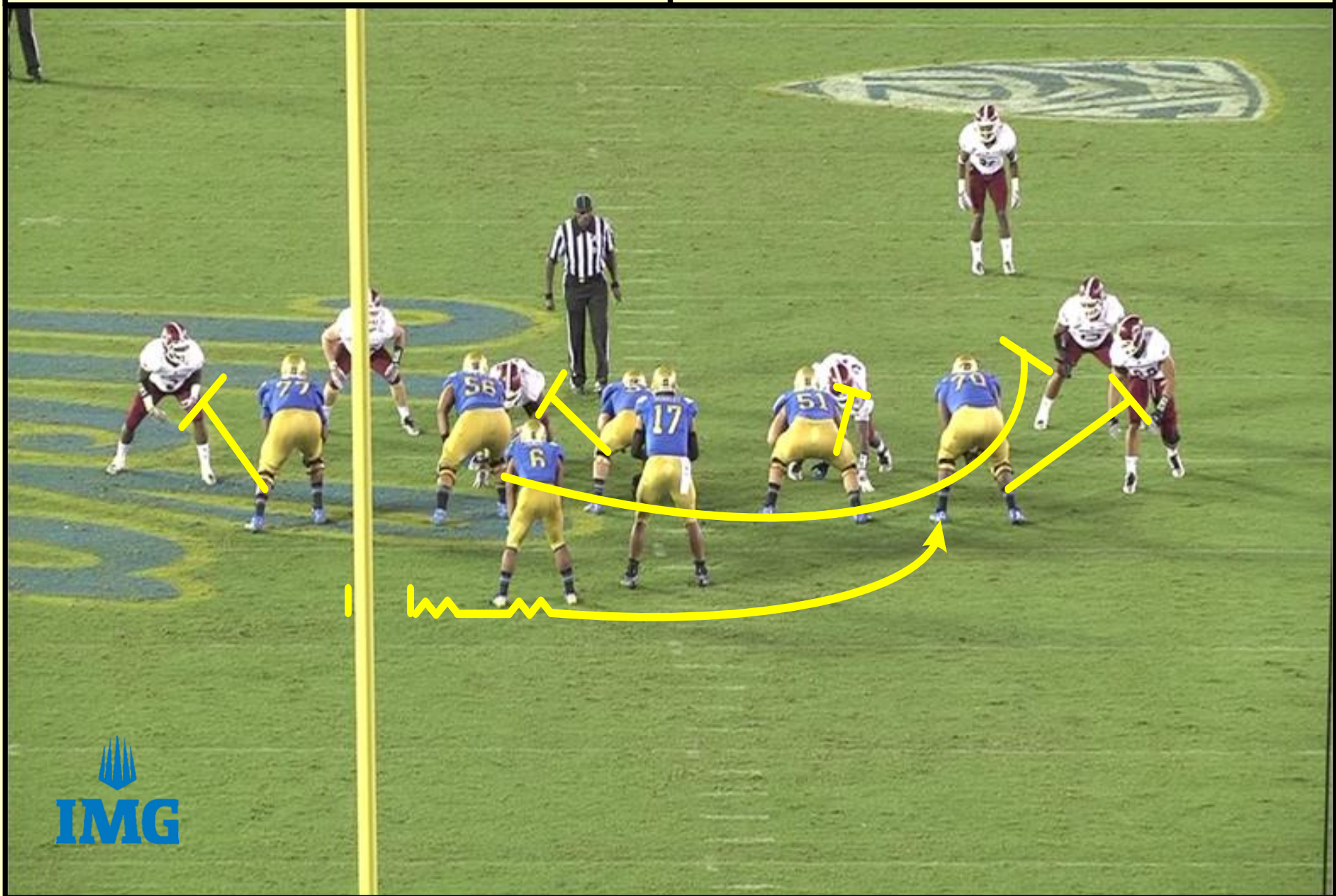
PLAY: GIANTS ODD

DEFENSE: 4-1 UNDER



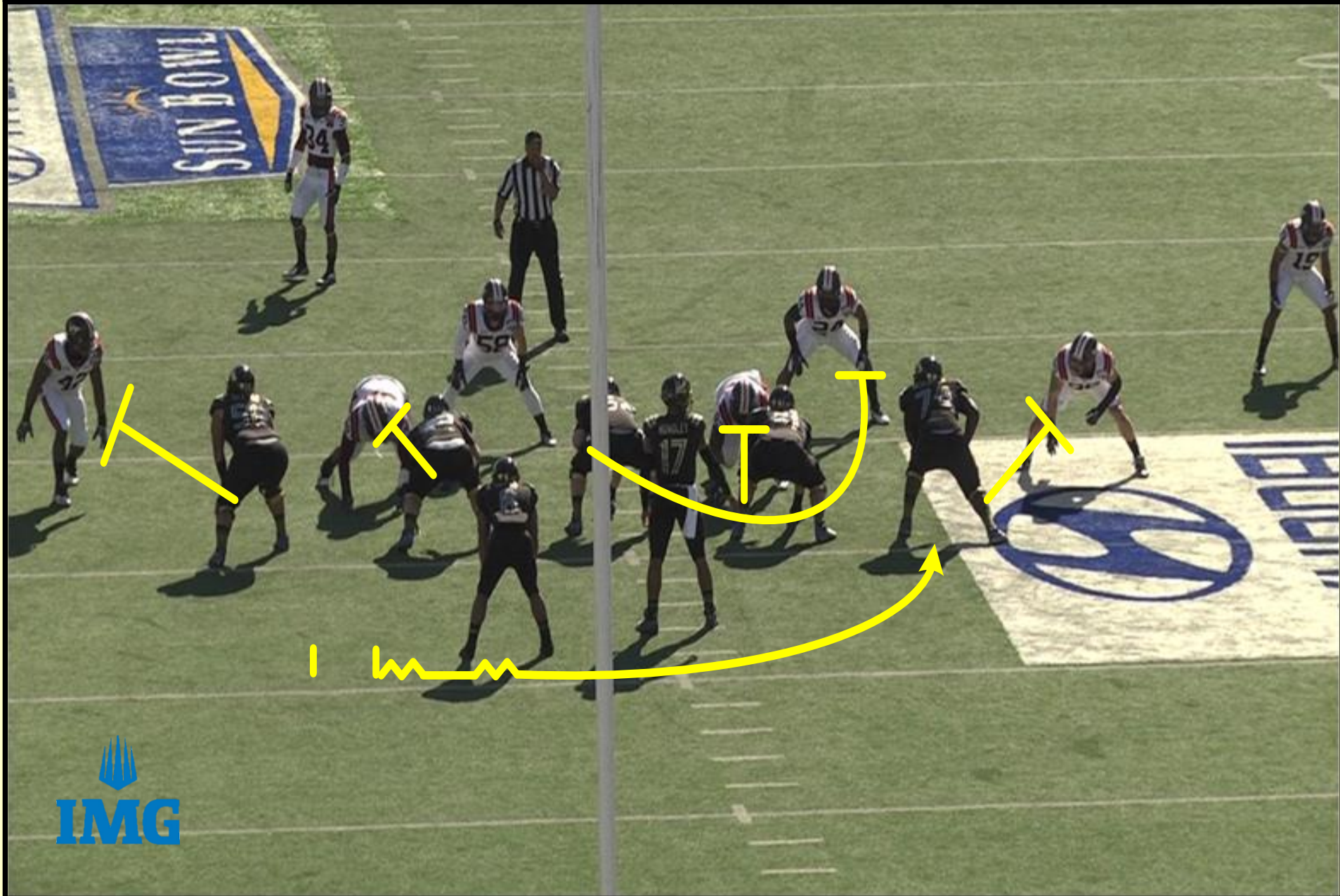
PLAY: GIANTS EVEN

DEFENSE: 4-2 OVER



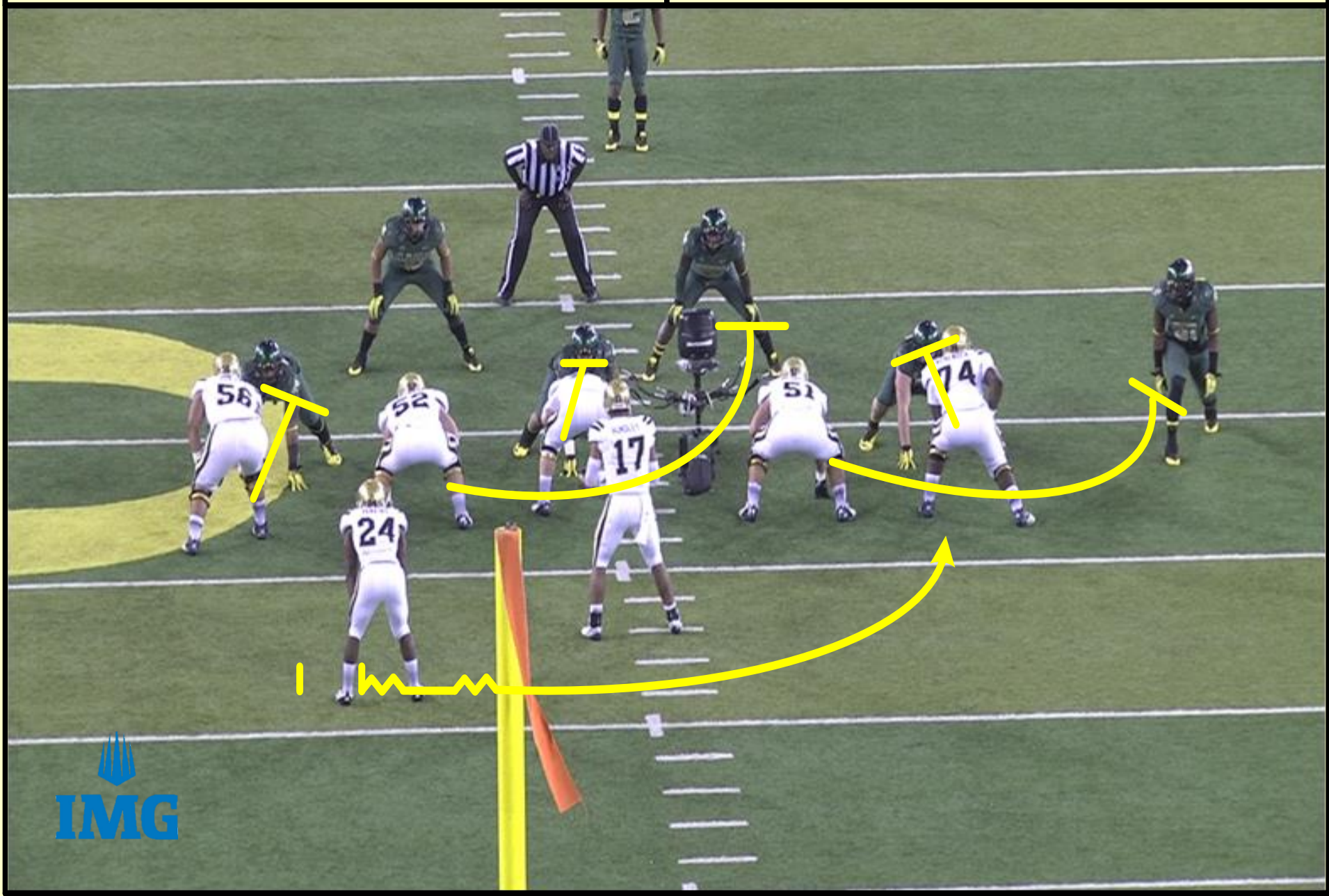
PLAY: GIANTS EVEN

DEFENSE: 4-2 UNDER



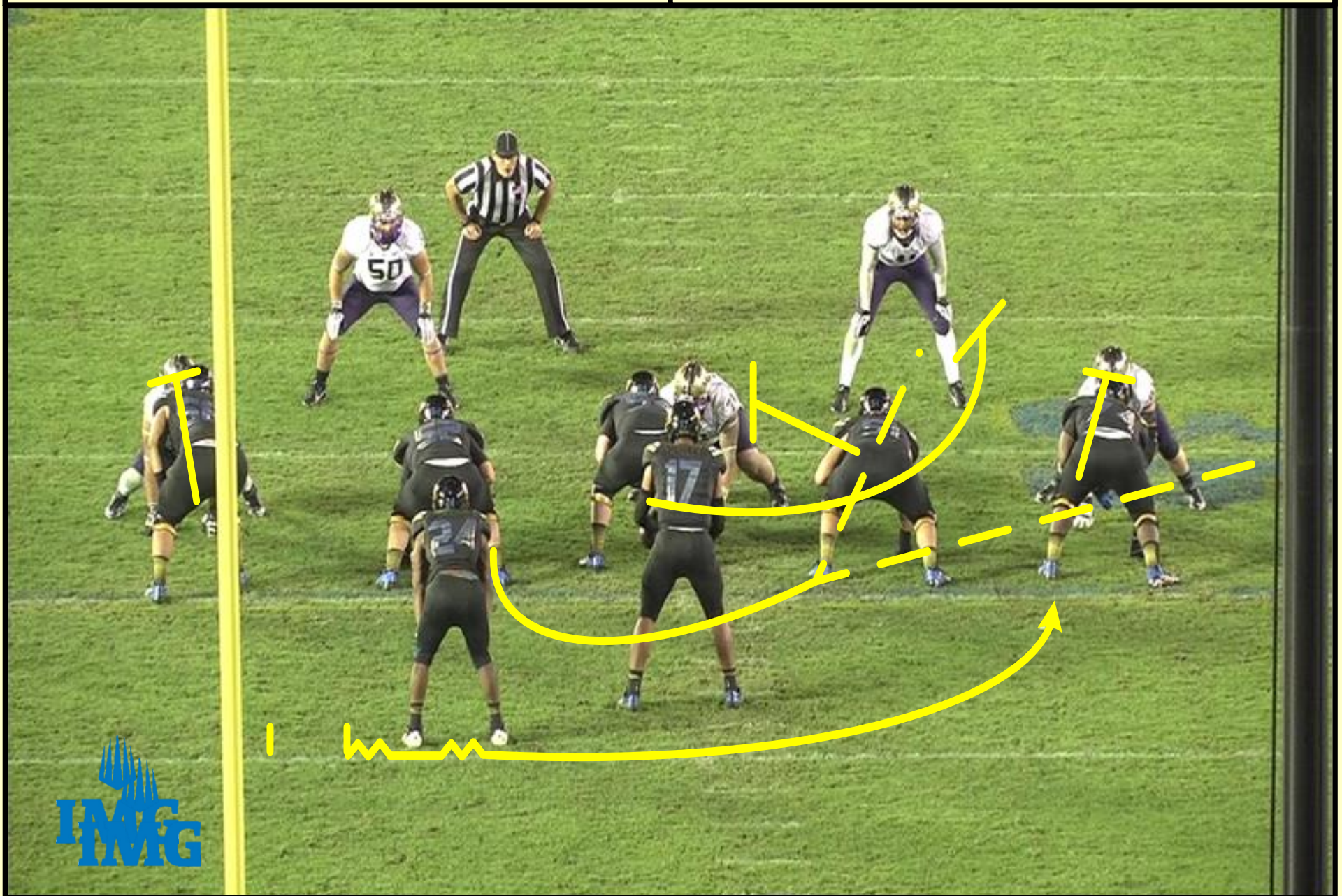
PLAY: GIANTS EVEN

DEFENSE: TITE



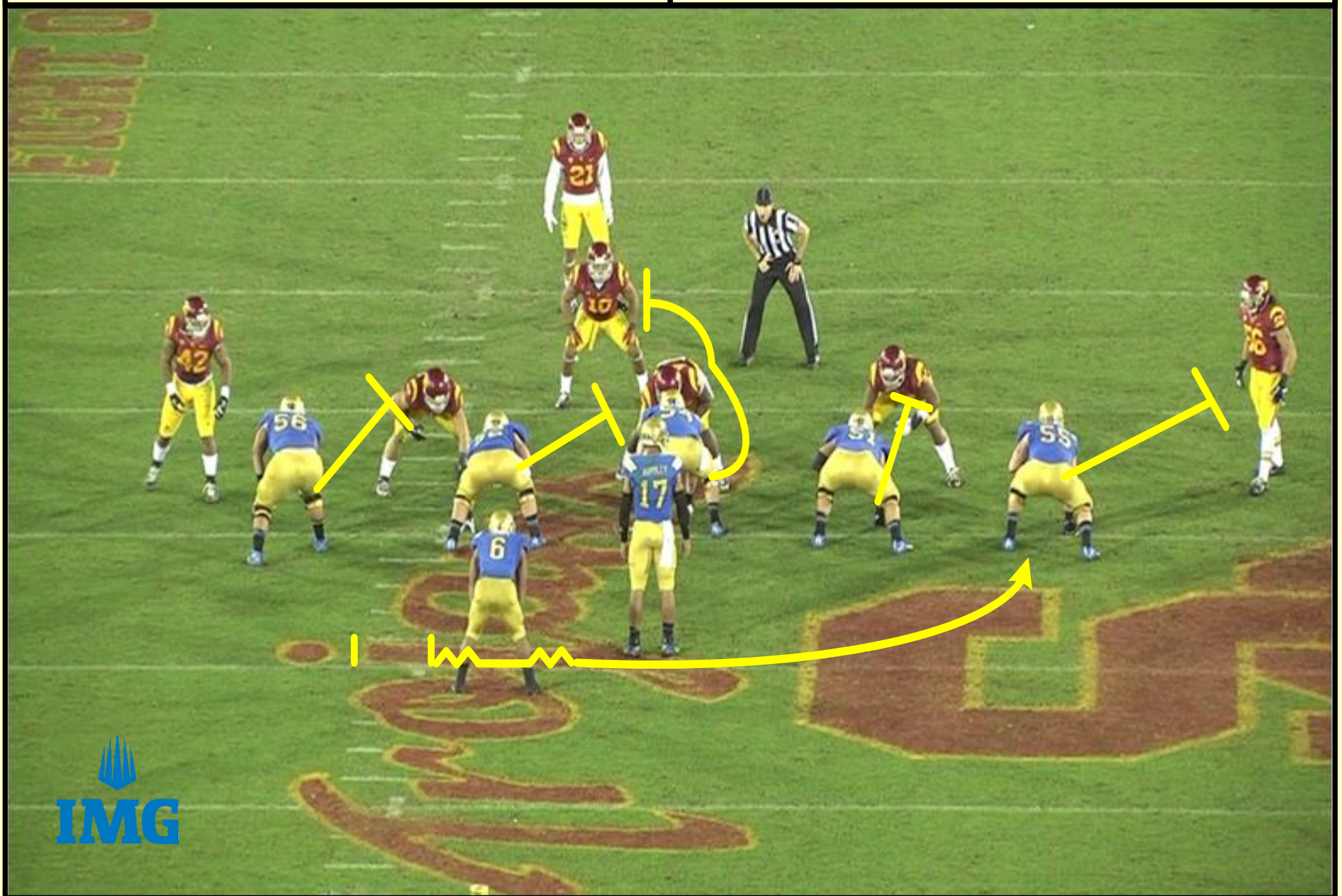
PLAY: GIANTS EVEN

DEFENSE: ODD

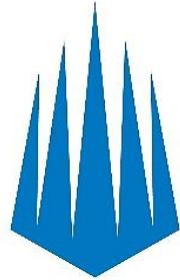


PLAY: GIANTS EVEN

DEFENSE: BEAR



RUN GAME



IMG

ACADEMY

STICK DRAW

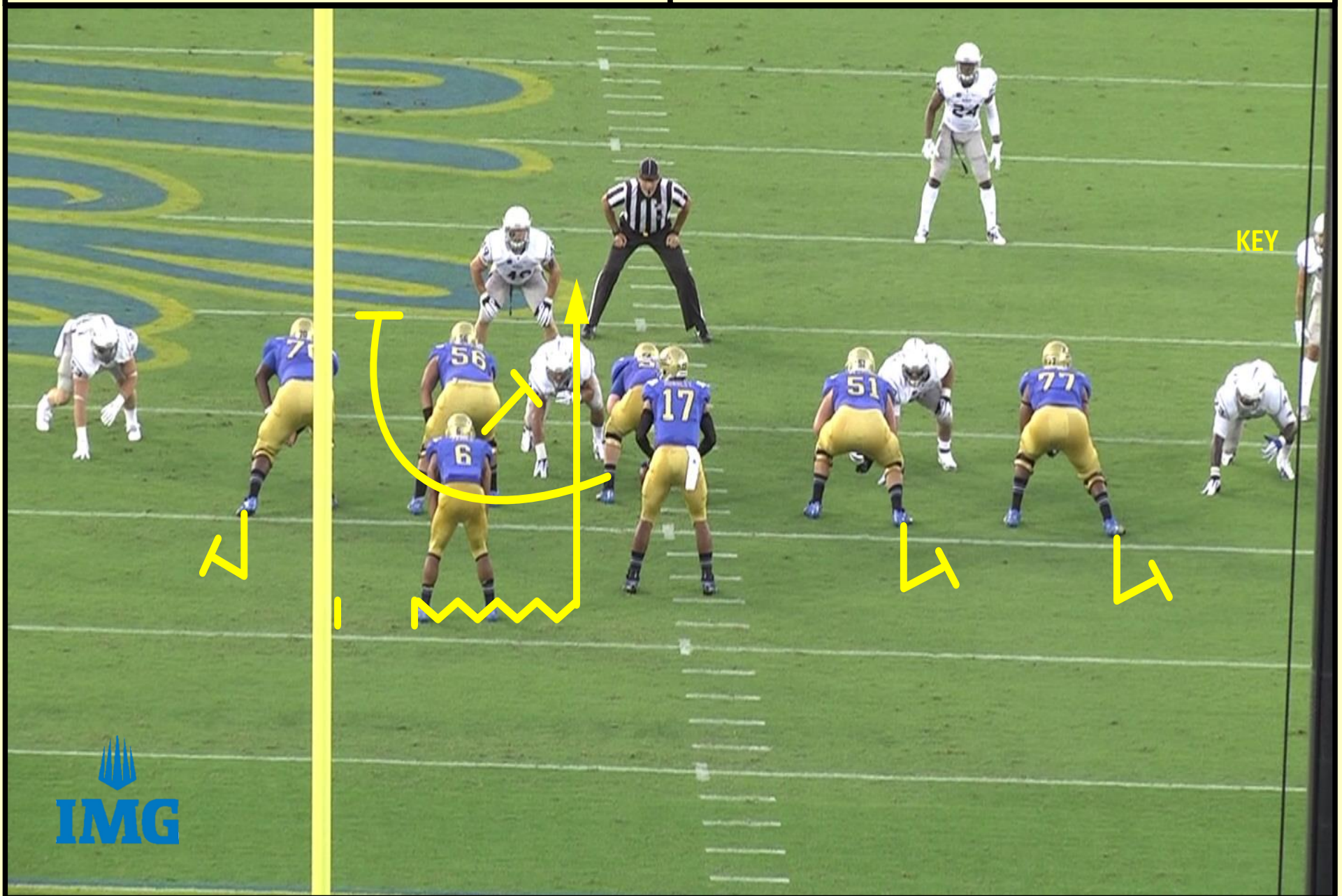
STICK DRAW (10/11)

- DRAW
- FOLD AT SHADE
- READ 6TH DEFENDER



PLAY: DETROIT ODD

DEFENSE: 4-1 OVER

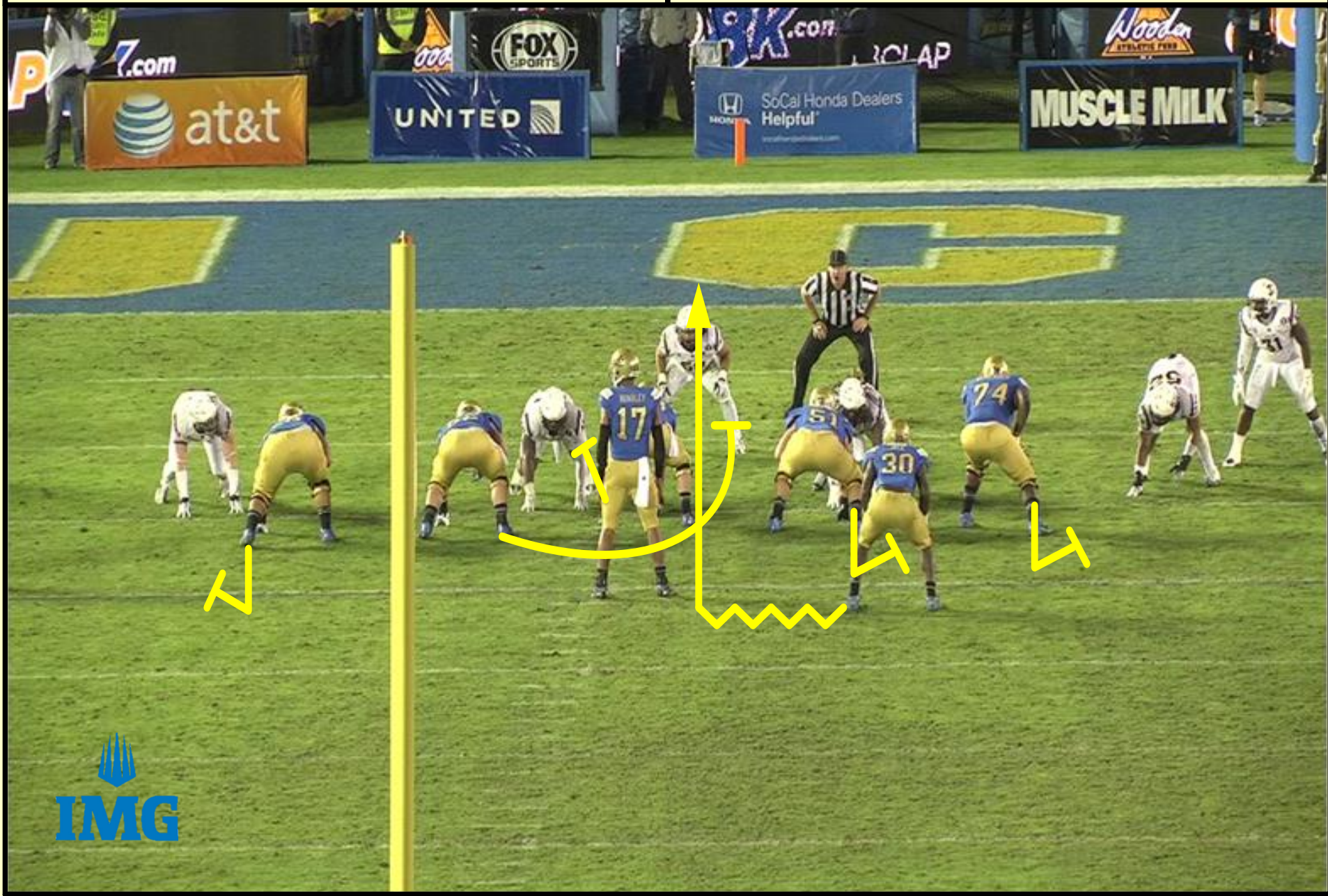


KEY



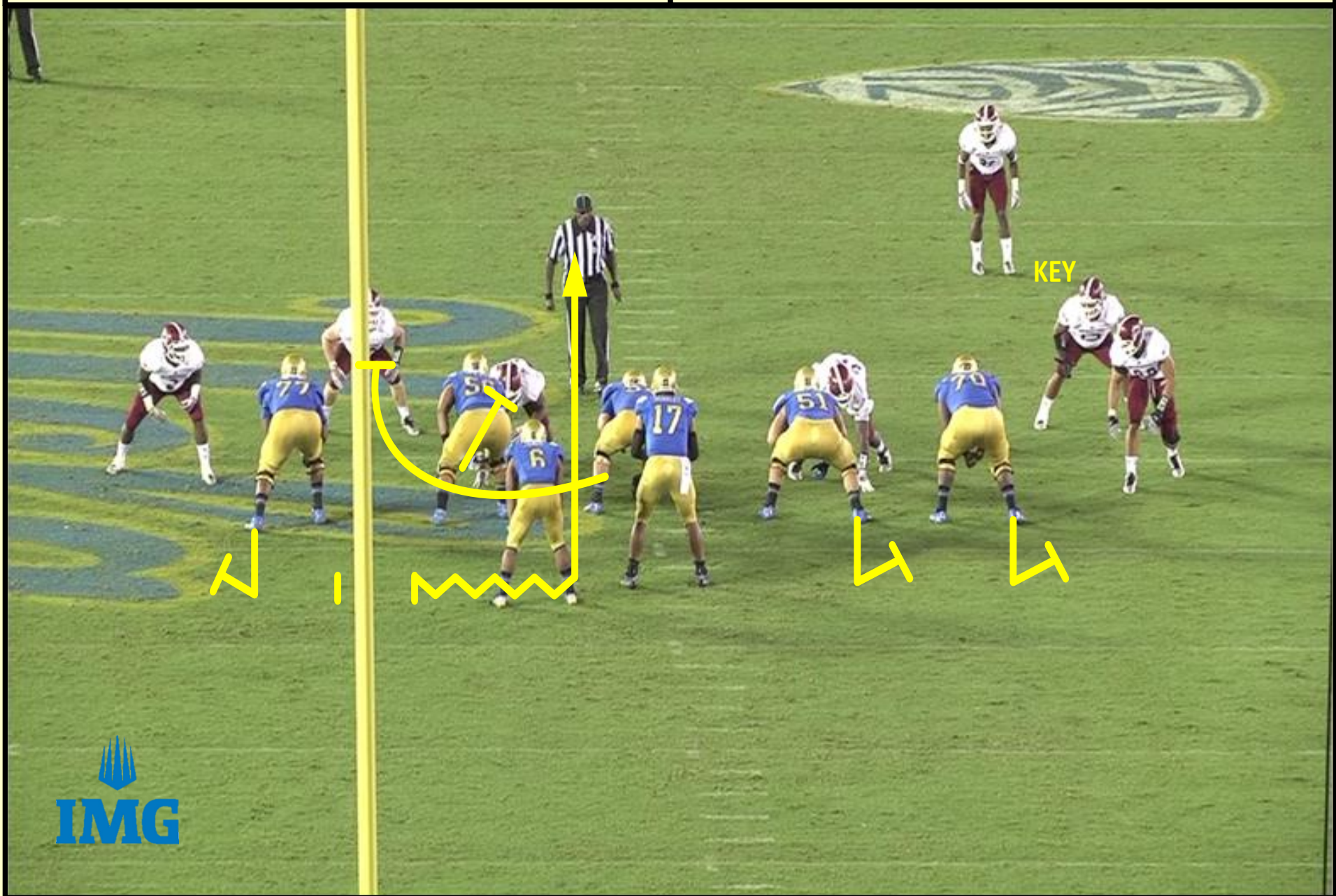
PLAY: DETROIT EVEN

DEFENSE: 4-1 UNDER



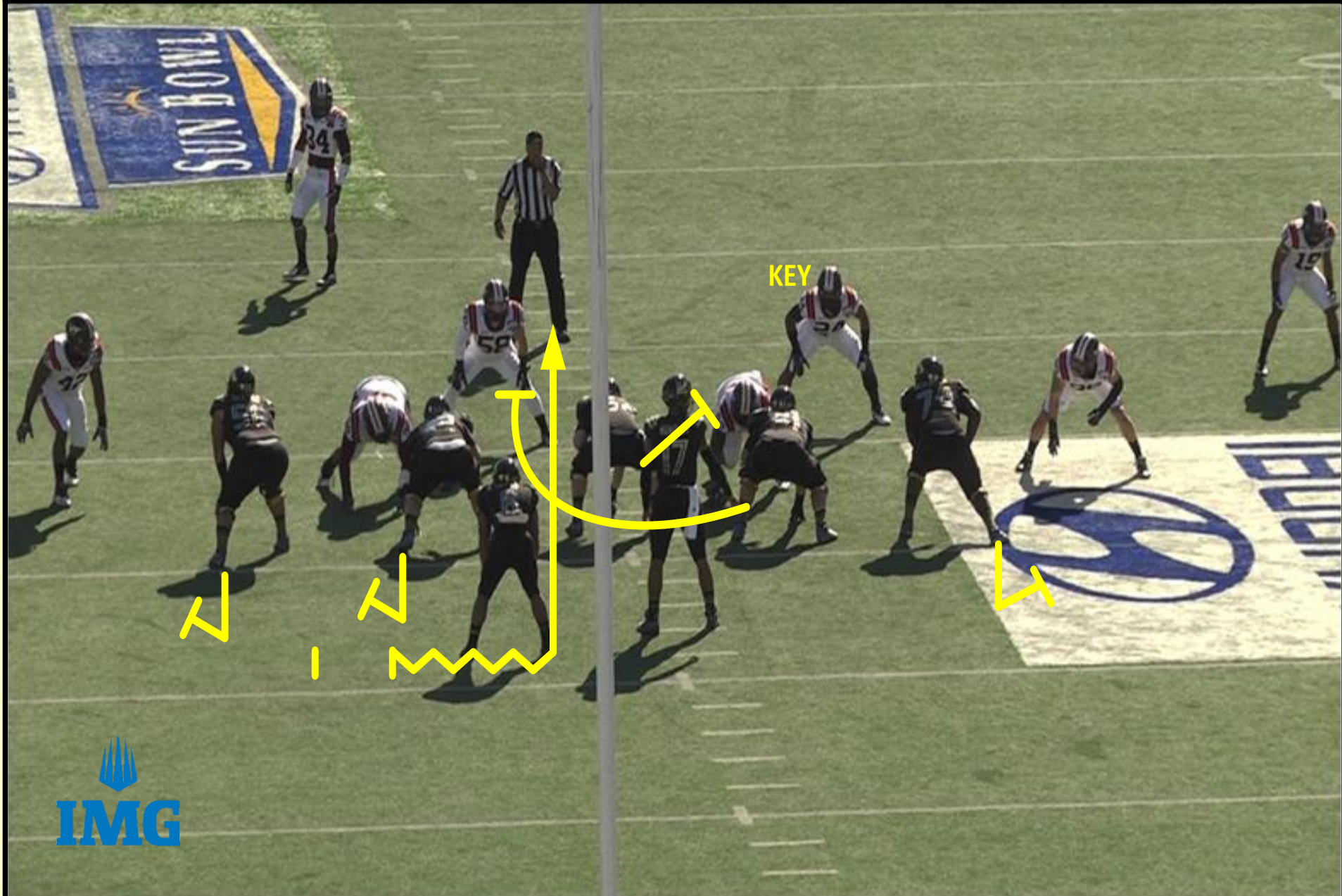
PLAY: DETROIT ODD

DEFENSE: 4-2 OVER



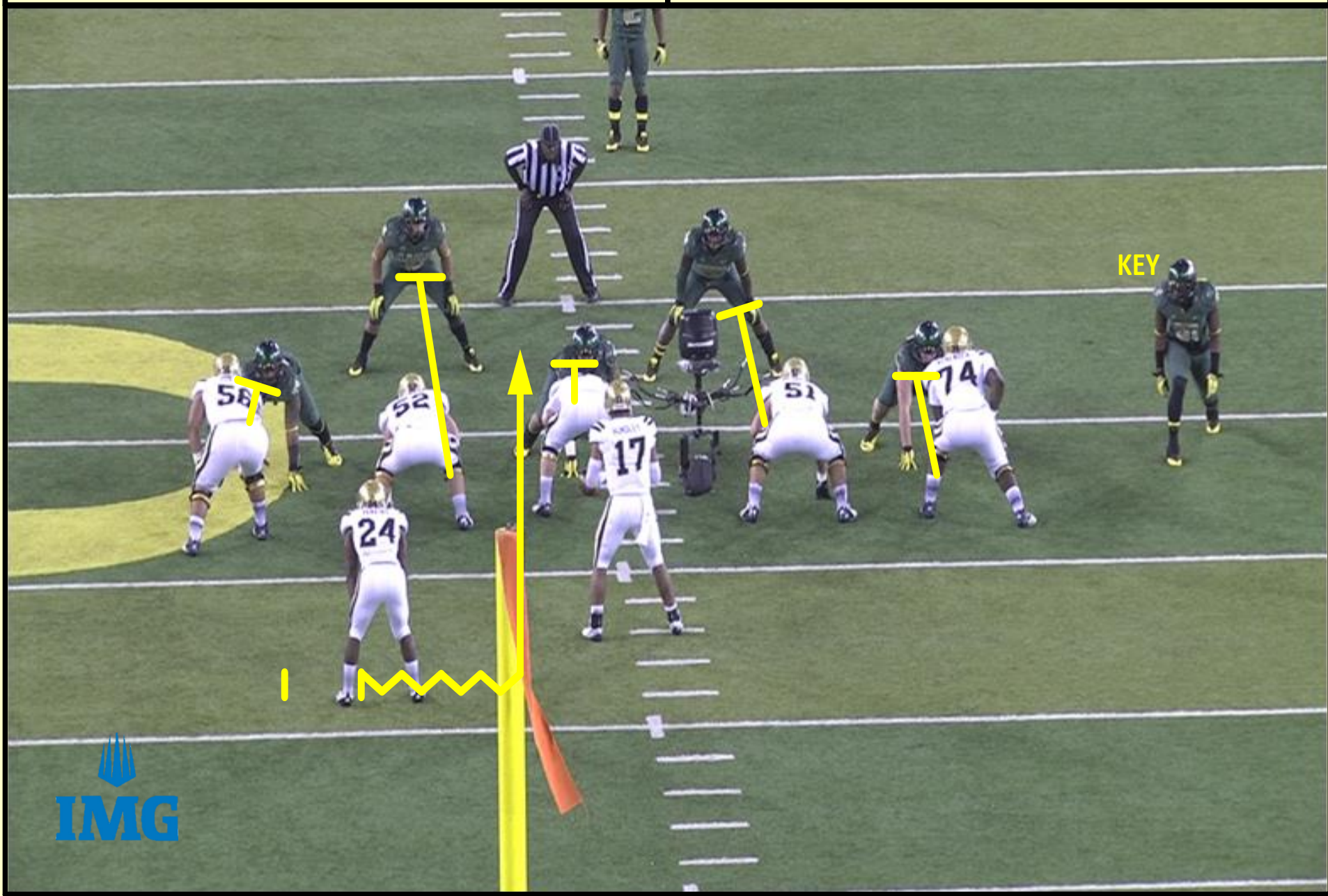
PLAY: DETROIT ODD

DEFENSE: 4-2 UNDER



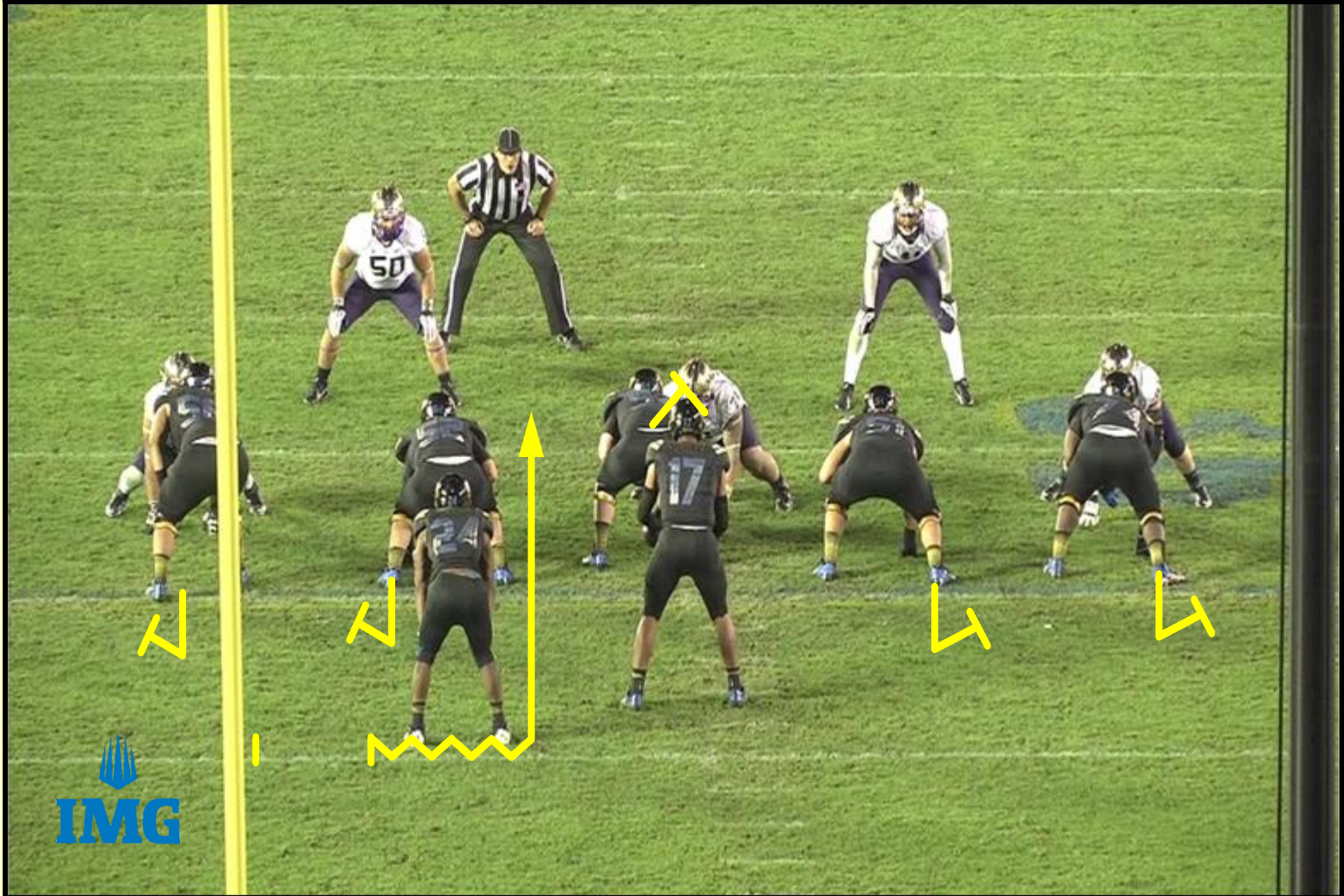
PLAY: DETROIT ODD

DEFENSE: TITE



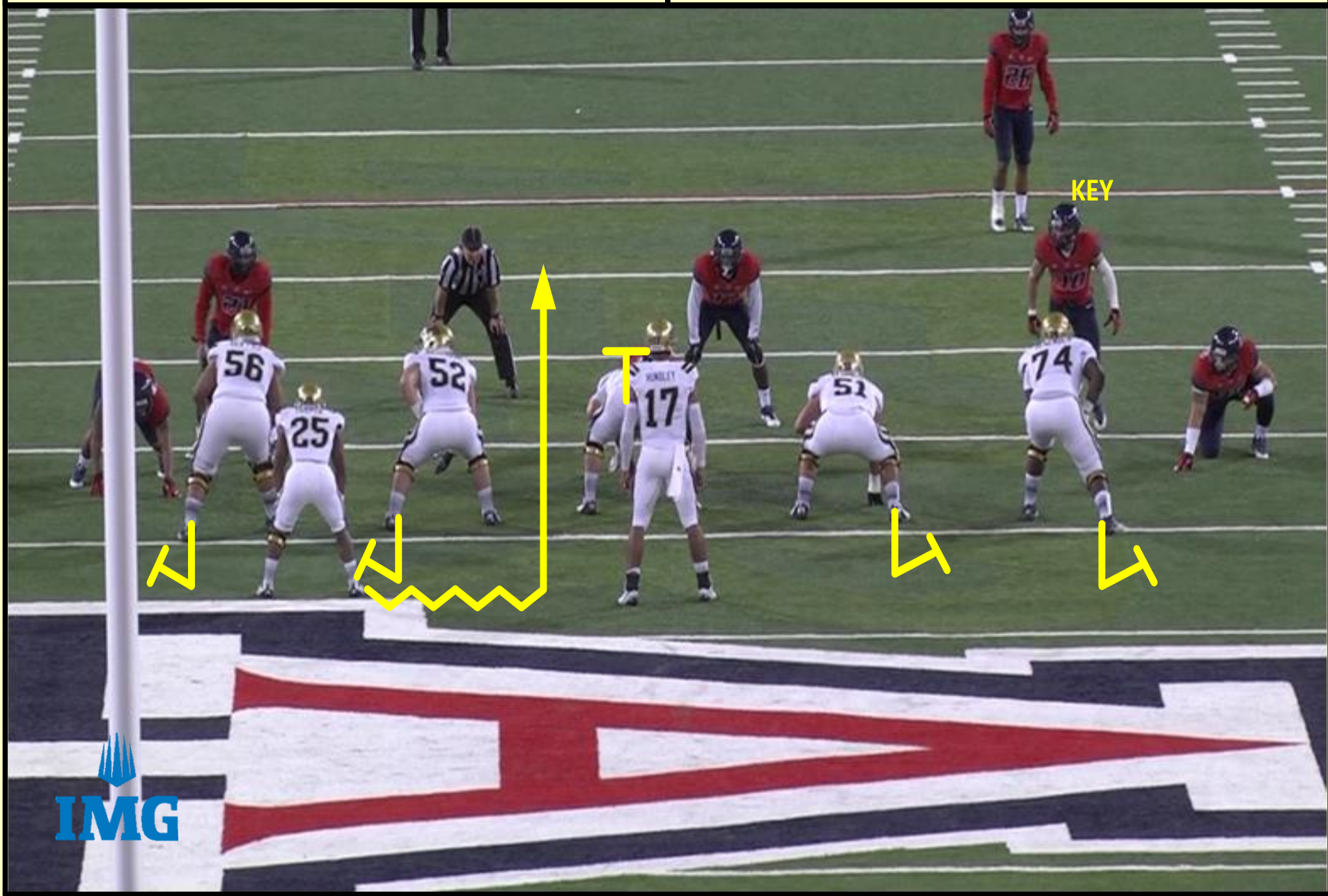
PLAY: DETROIT ODD

DEFENSE: ODD



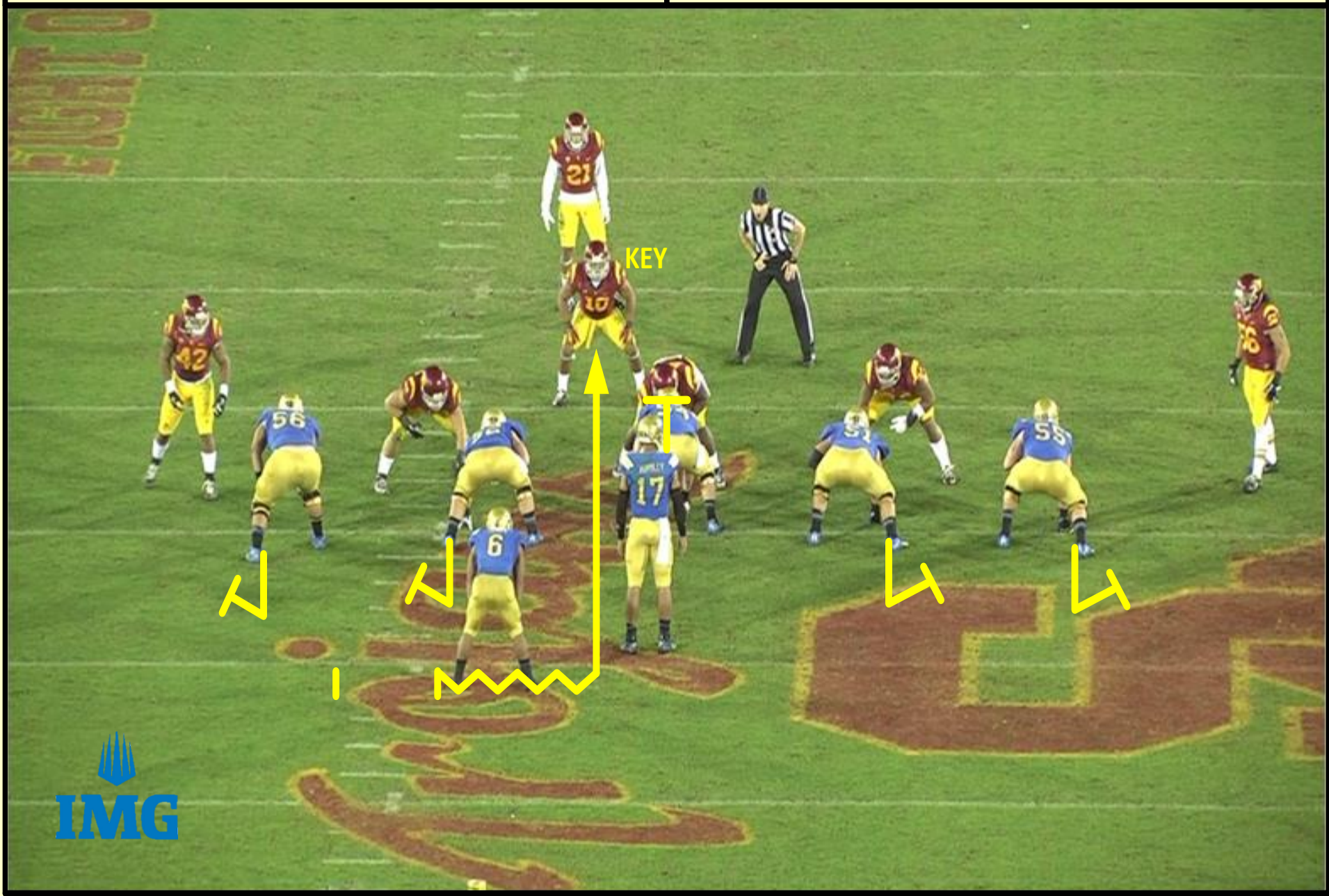
PLAY: DETROIT ODD

DEFENSE: ODD STACK

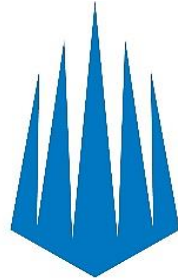


PLAY: DETROIT EVEN

DEFENSE: BEAR



RUN GAME



IMG

ACADEMY

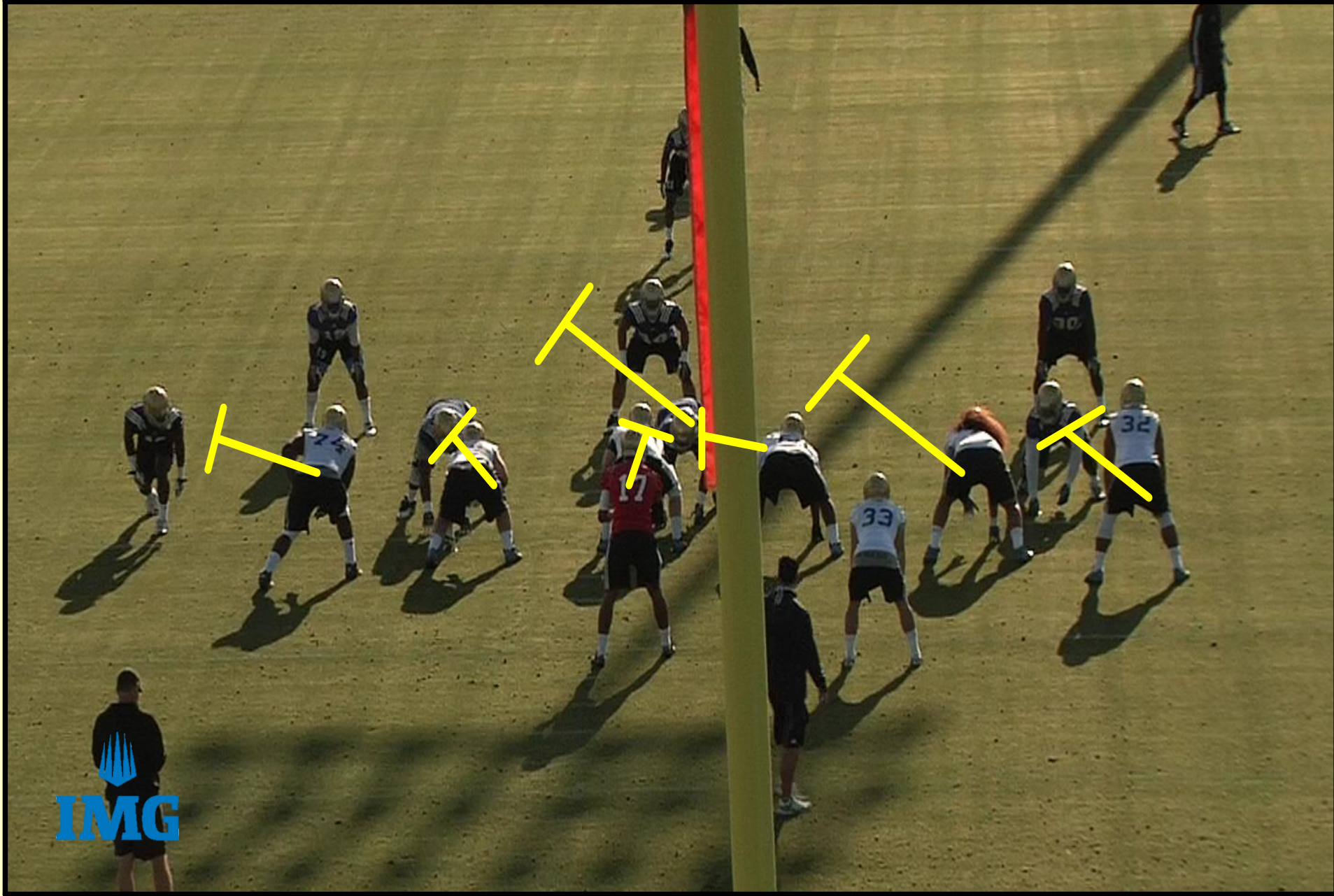
DIVIDE ZONE 30/31

DIVIDE ZONE (30/31)

- **INSIDE ZONE**
- **SPLIT ZONE (READ)**
 - **DIVIDE ACTION**
 - **SAME SIDE ACTION**
 - **PISTOL**

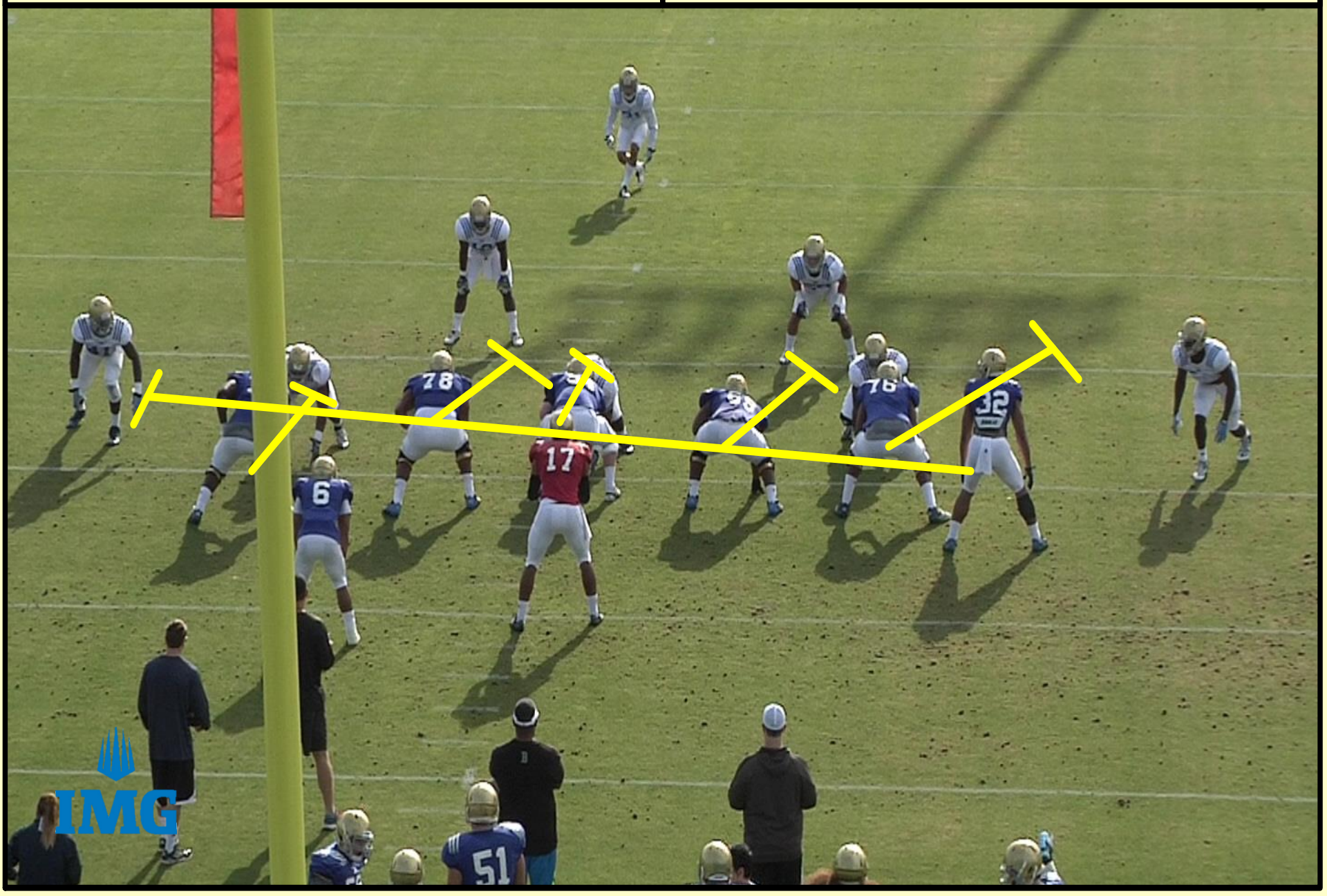
PLAY: SLIP

DEFENSE:



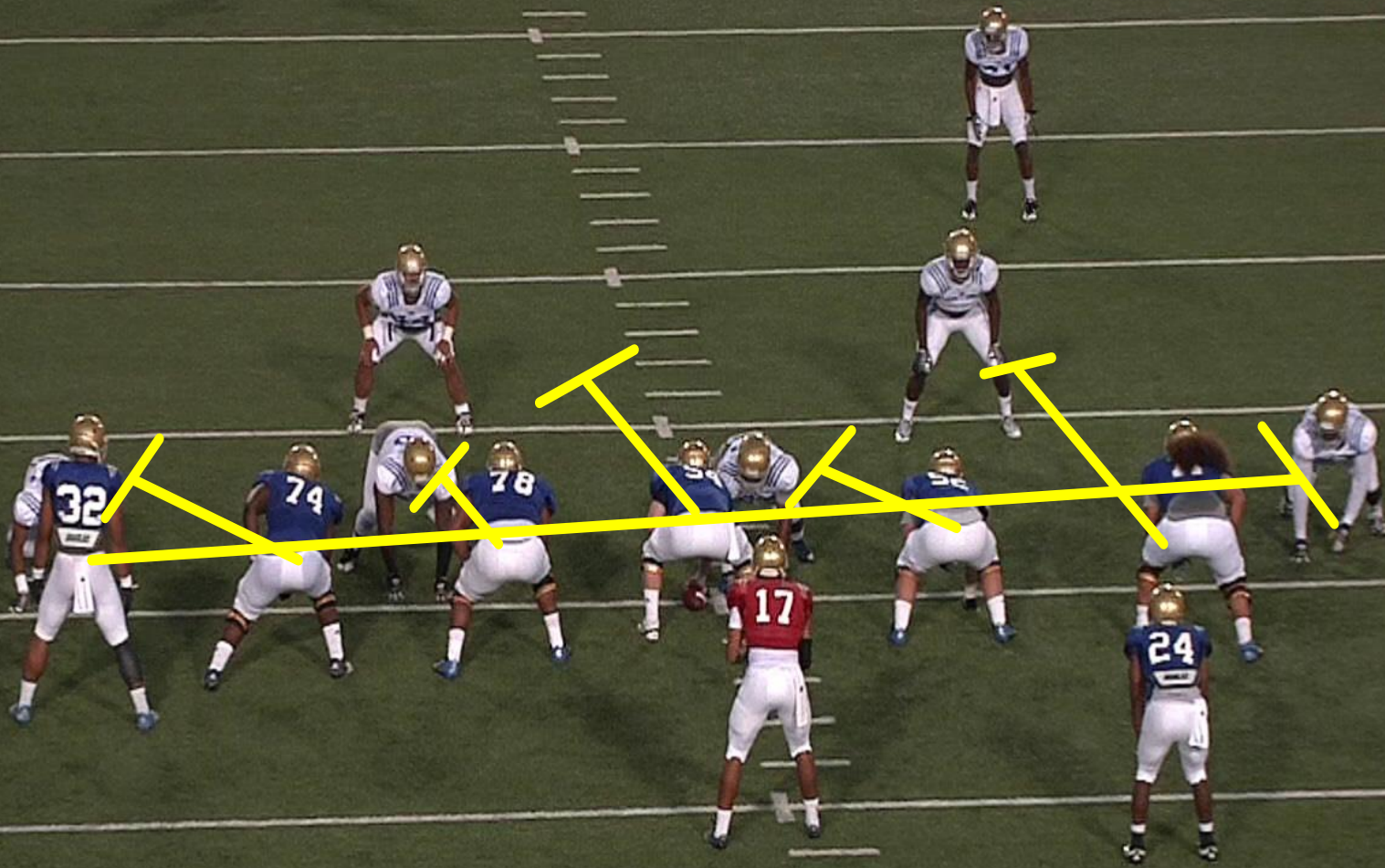
PLAY: STAR

DEFENSE:



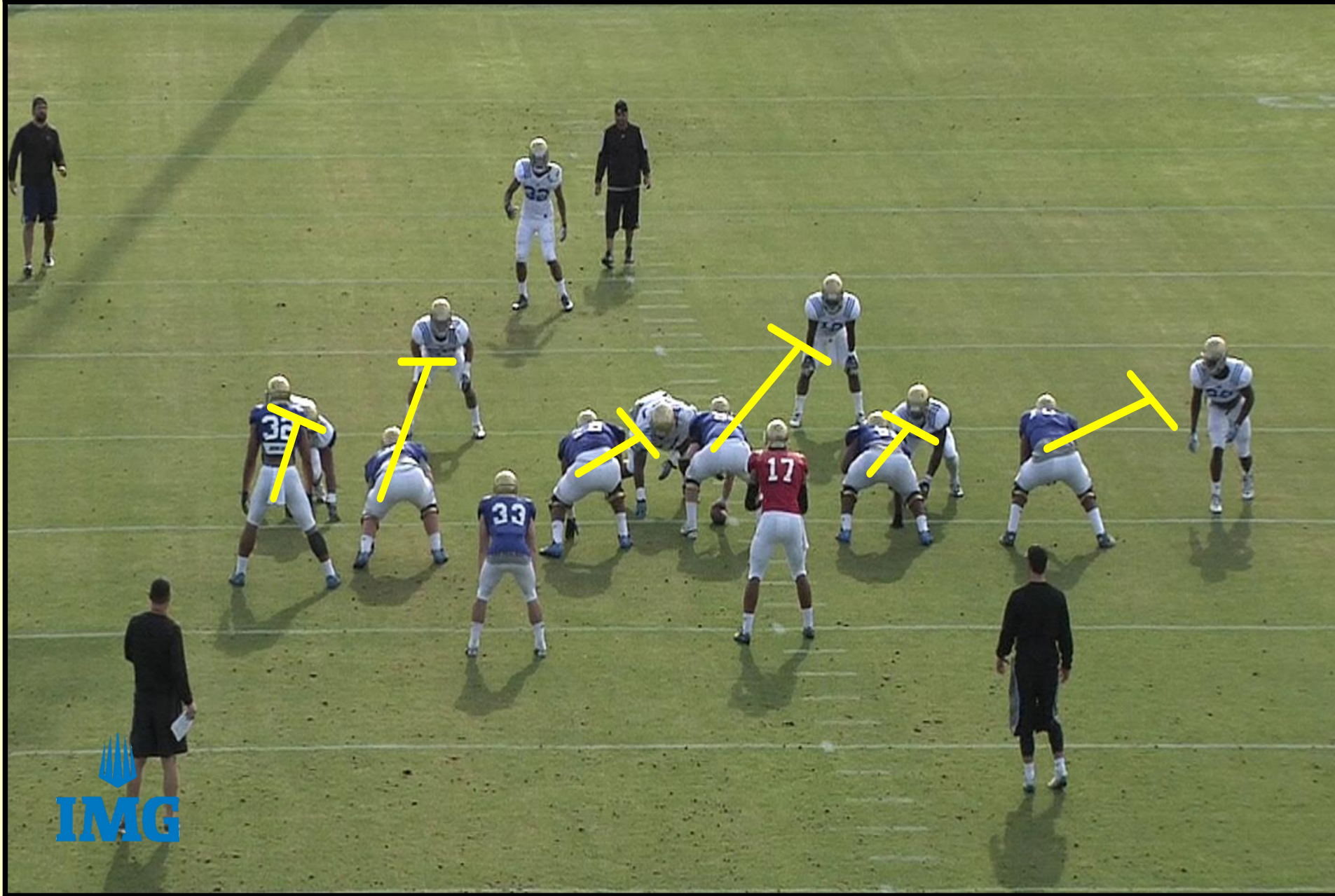
PLAY: SLIP

DEFENSE:

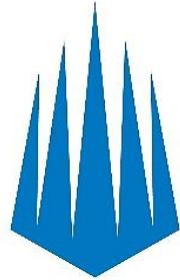


PLAY: STAR

DEFENSE:



RUN GAME



IMG

ACADEMY

BEARS

BEARS

- **INSIDE ZONE (LOCKED TACKLE)**
 - TWO BACK: LEAD BLOCK BY FULL BACK
 - ONE BACK: READ 6TH DEFENDER (2ND BACKER)
- **INSIDE ZONE BY OFFENSIVE LINE**
 - BACKSIDE TACKLE BLOCKS DEFENSIVE END
 - FRONT SIDE OF LINE BLOCKS TO MIKE BACKER LIKE ZORRO
 - LEAVE SECOND LINE BACKER FOR THE QUARTERBACK (1 BACK)
 - LEAVE SECOND LINE BACKER FOR THE FULL BACK (2 BACK)
- **READ BACKSIDE INSIDE BACKER (1 BACK)**

 • USED AS CHANGE UP TO PREVENT QUARTERBACK FROM BECOMING RUNNER.
ALLOWS TRUE QUICK GAME (DEEPER ROUTES) TO BE ATTACHED TO RUN GAME

PASS GAME



IMG

ACADEMY

QUICK GAME

QUICK GAME

- **90: HITCH-SEAM**
- **91: KEY-FADE**
- **92: SLANT-FLAT**
- **93: FADE-OUT**
- **94: SLANT-SLANT**
- **95: STICK**
- **99: QUARTERBACK OPTION**



QUICK GAME

BUILDING THE QUICK GAME

QUICKS: WHEN CALLING THE QUICK GAME ROUTES ARE NOT NORMALLY MIRRORED. IN MOST CASES IT IS DUAL CALLED WITH ONE ROUTE ON ONE SIDE AND ONE ON THE OTHER. THE FIRST NUMBER CALLED IN THE STRONGSIDE CONCEPT AND THE SECOND IS THE WEAKSIDE CONCEPT.

EXAMPLE

DUAL RT 94 93

STRONG SIDE (Y AND Z) HAVE THE 94 DOUBLE SLANT

WEAK SIDE (X AND F) HAVE THE 93 FADE OUT

USUALLY PAIRED WITH RIO/LOBO GAP PROTECTION OR JET PROTECTION

PASS GAME



IMG

ACADEMY

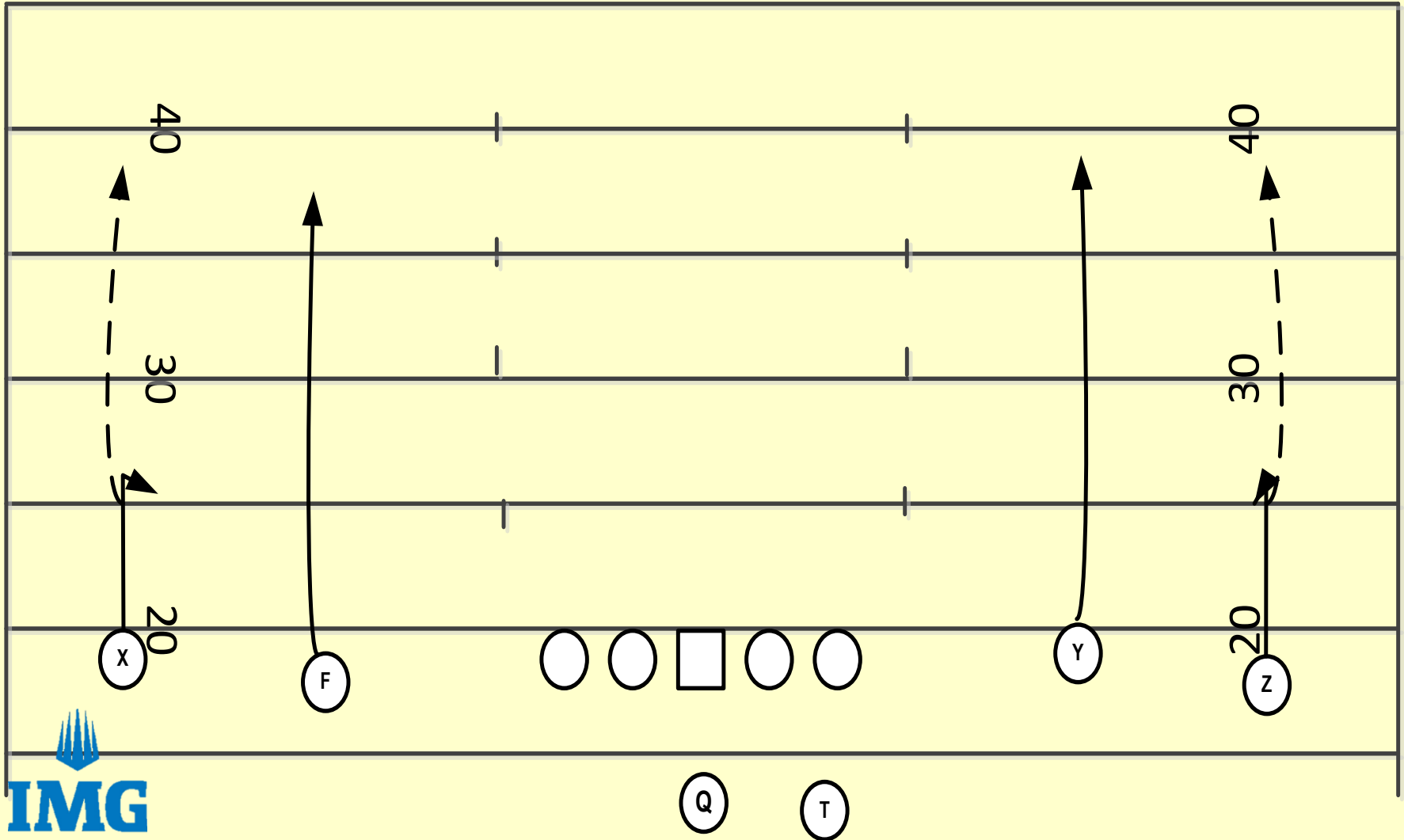
90

90

PLAY: DUAL 90

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

ACADEMY

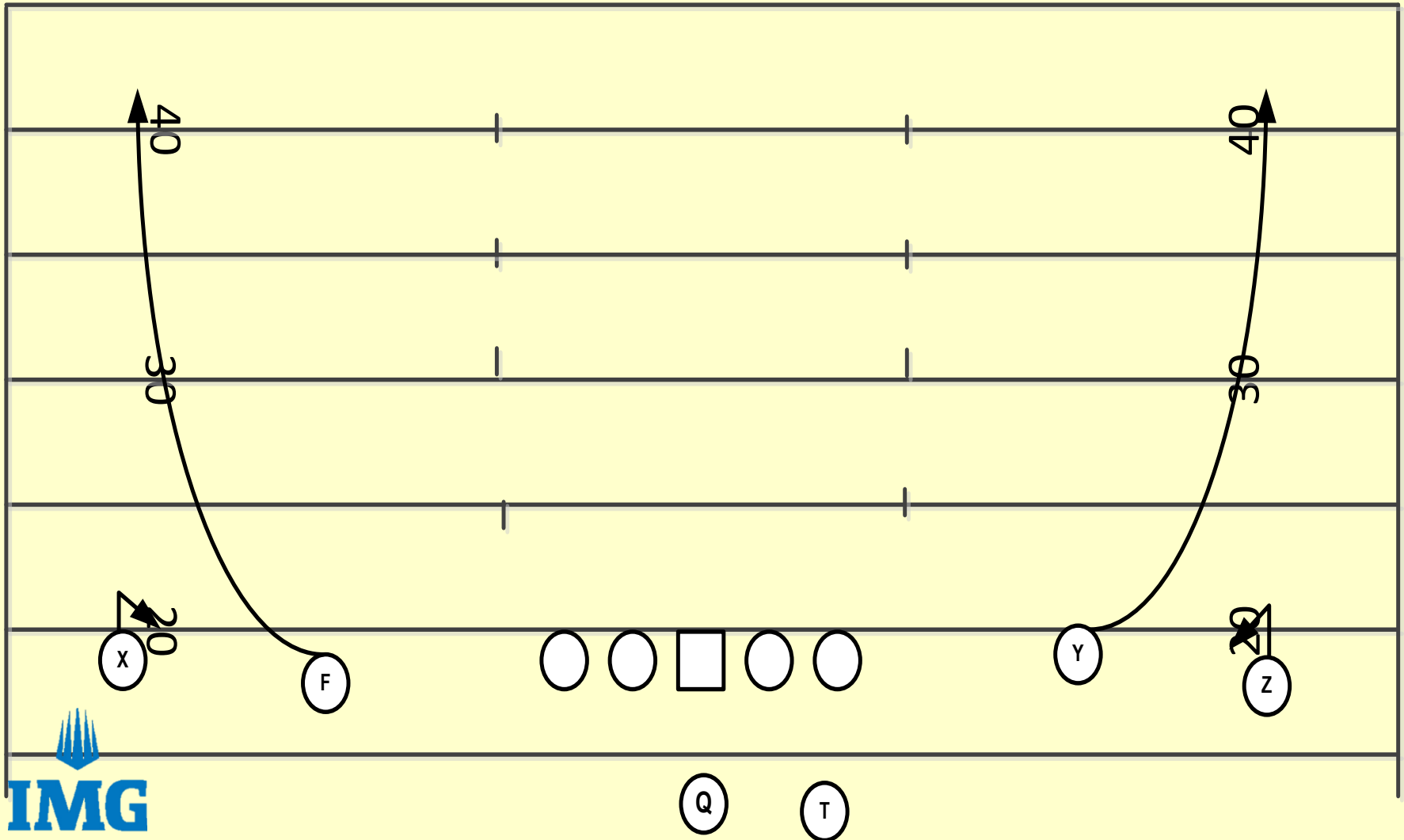
91

91

PLAY: DUAL 91

PASS PRO: RIO/LOBO

CODE:

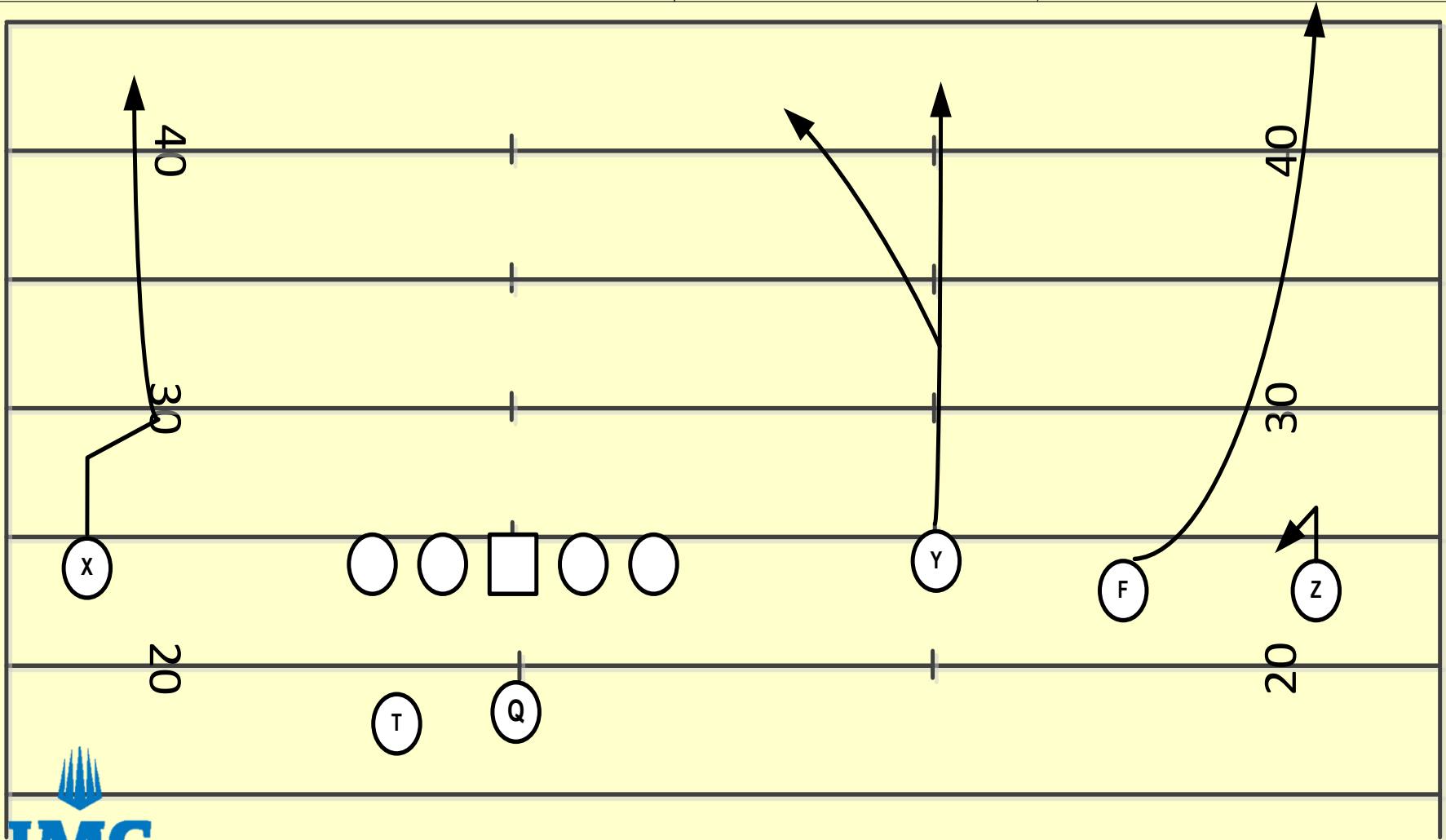


91

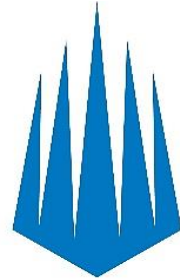
PLAY: TRIO 91 SLUGGO

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

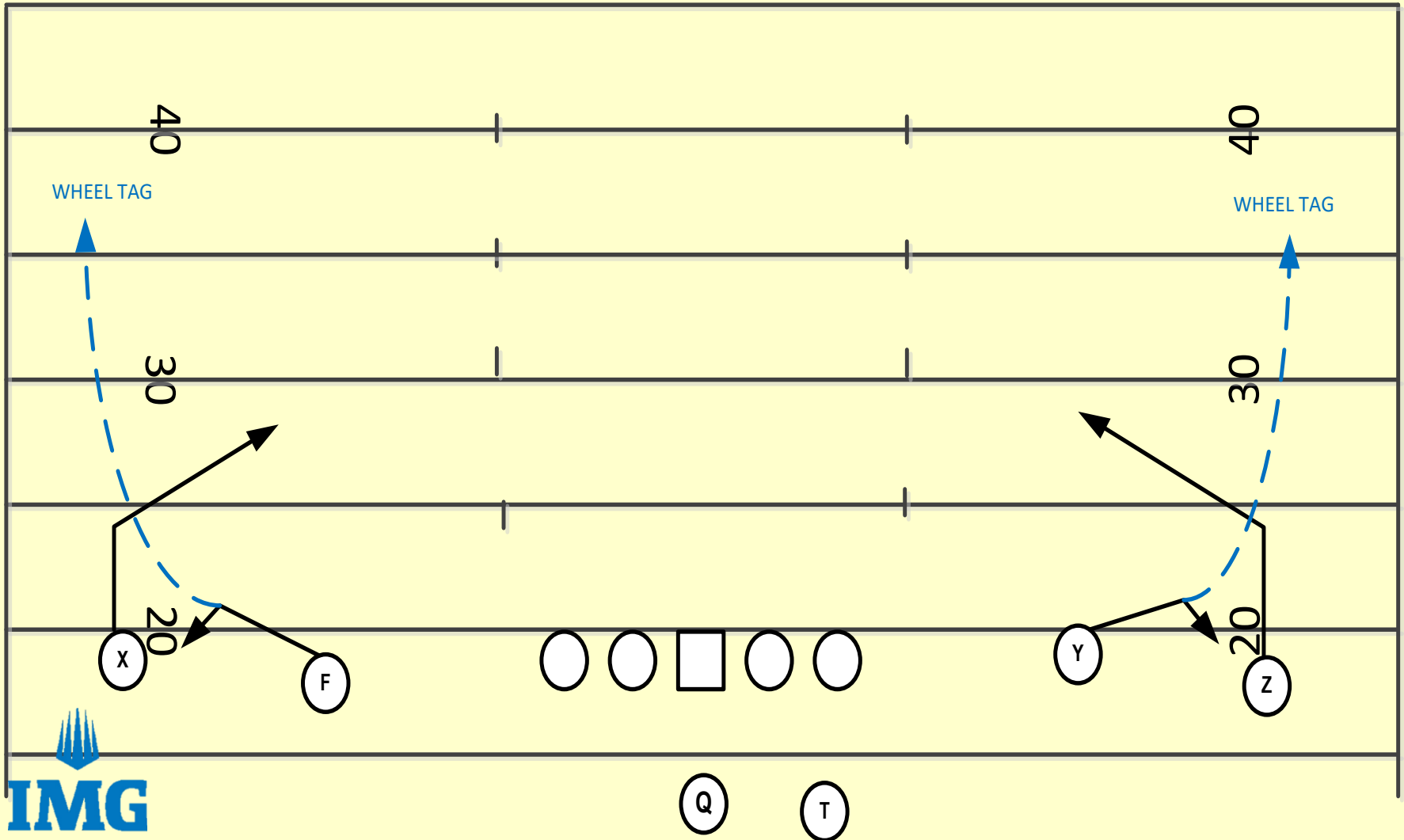
ACADEMY

92

PLAY: DUAL 90 (WHEELS)

PASS PRO: RIO/LOBO

CODE:

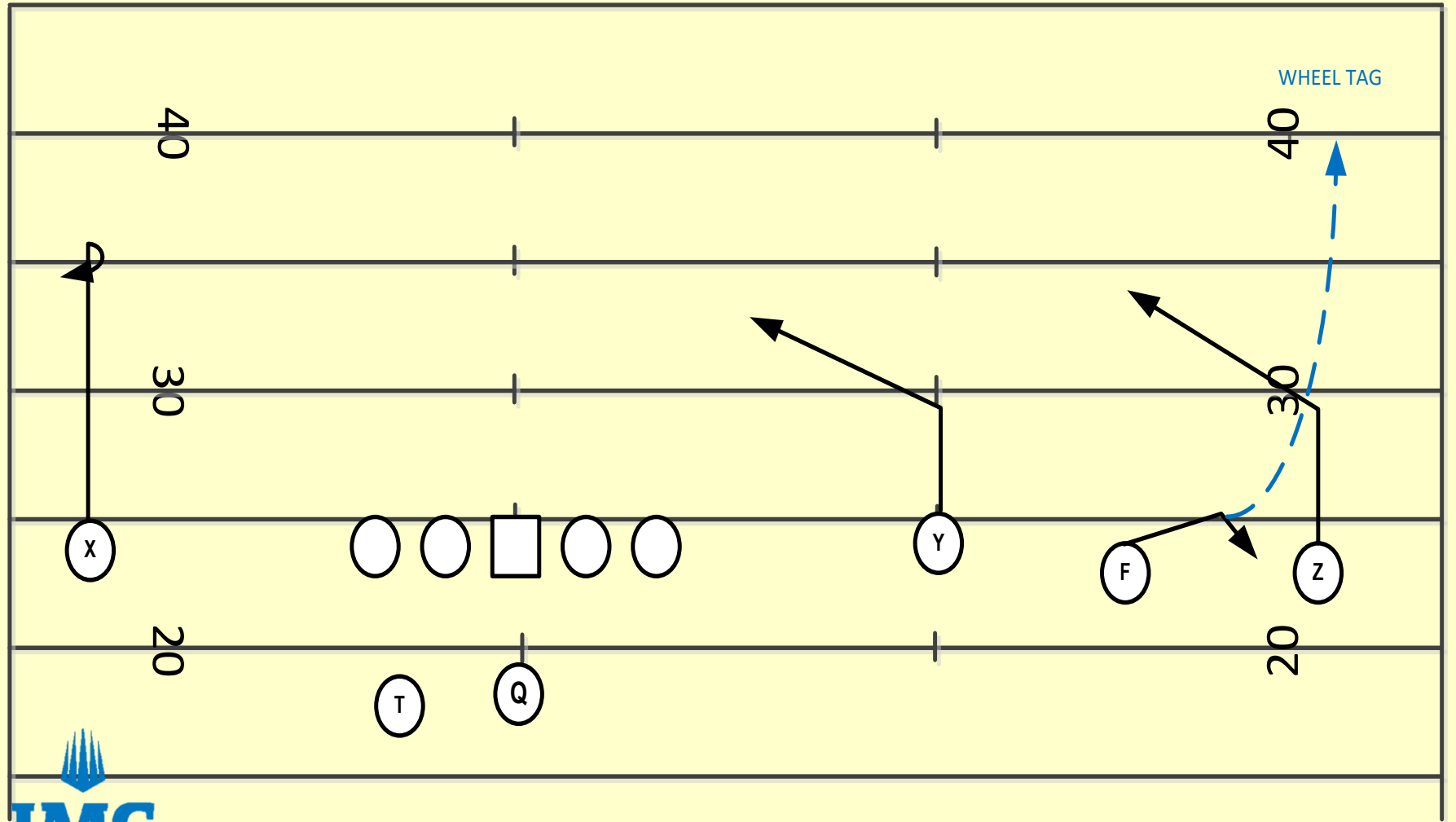


92

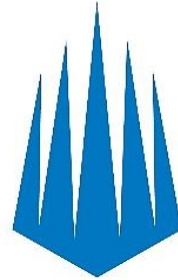
PLAY: TRIO 92 SATURN (WHEEL)

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

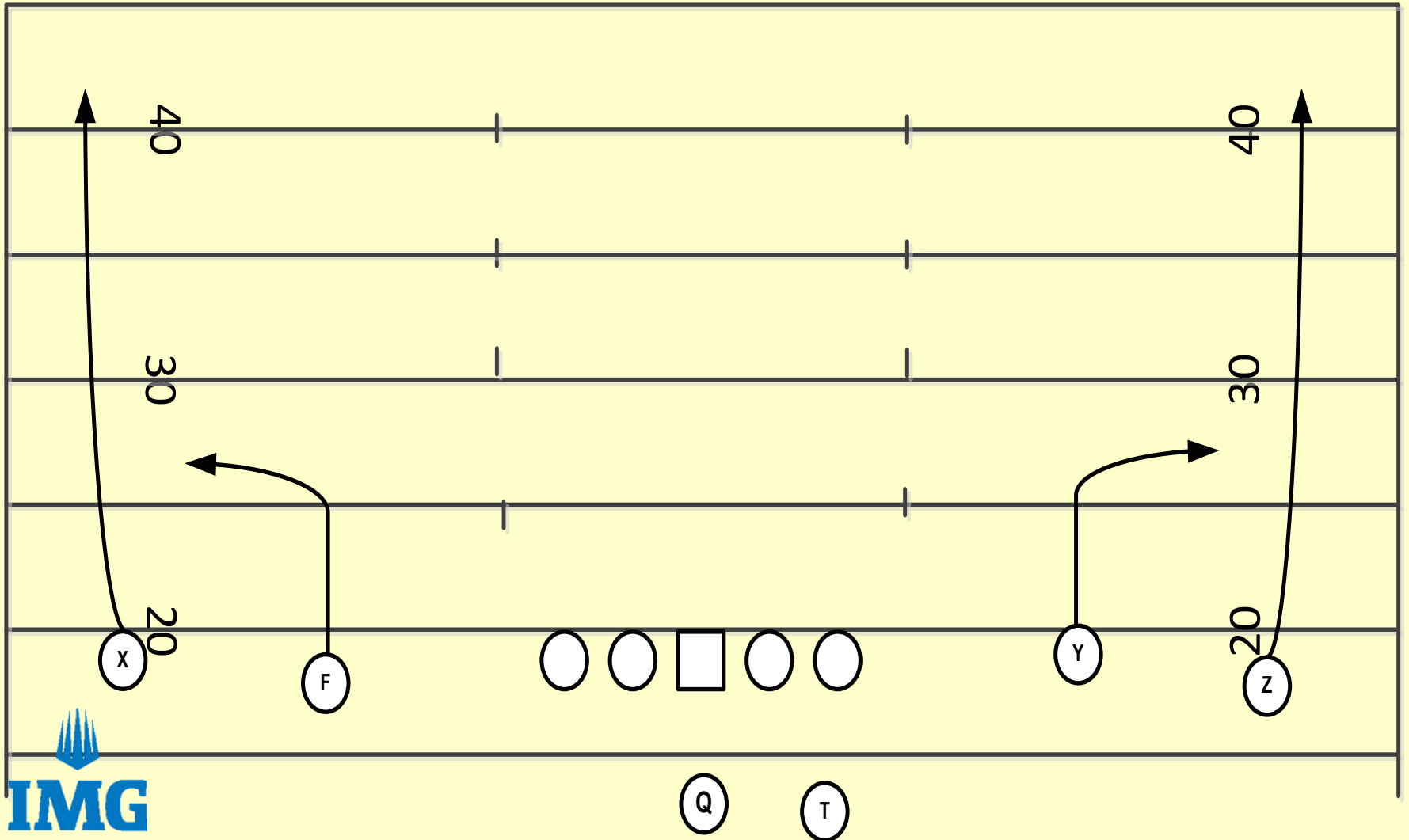
ACADEMY

93

PLAY: DUAL 90

PASS PRO: RIO/LOBO

CODE:

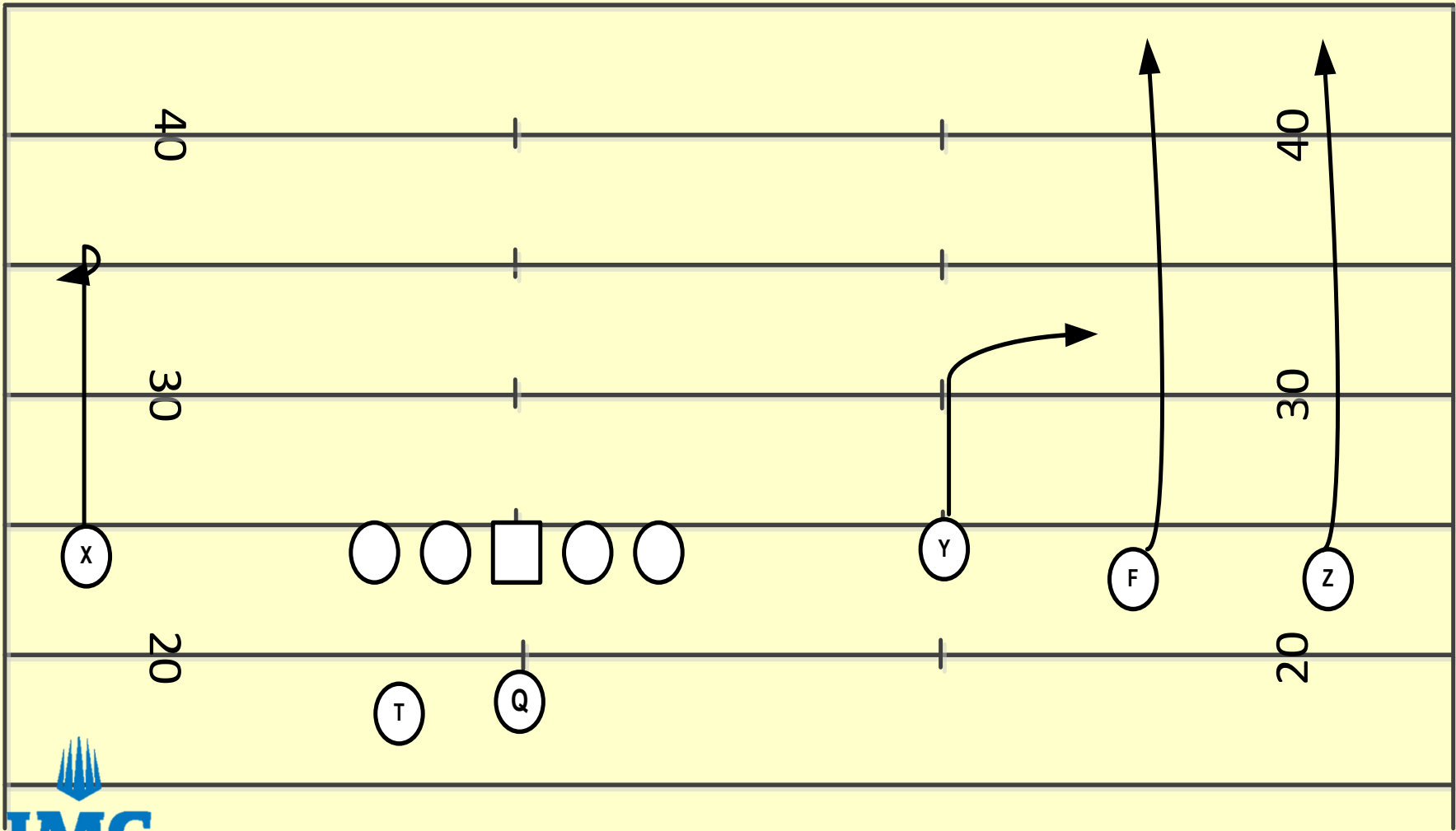


93

PLAY: TRIO 93 SATURN

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

ACADEMY

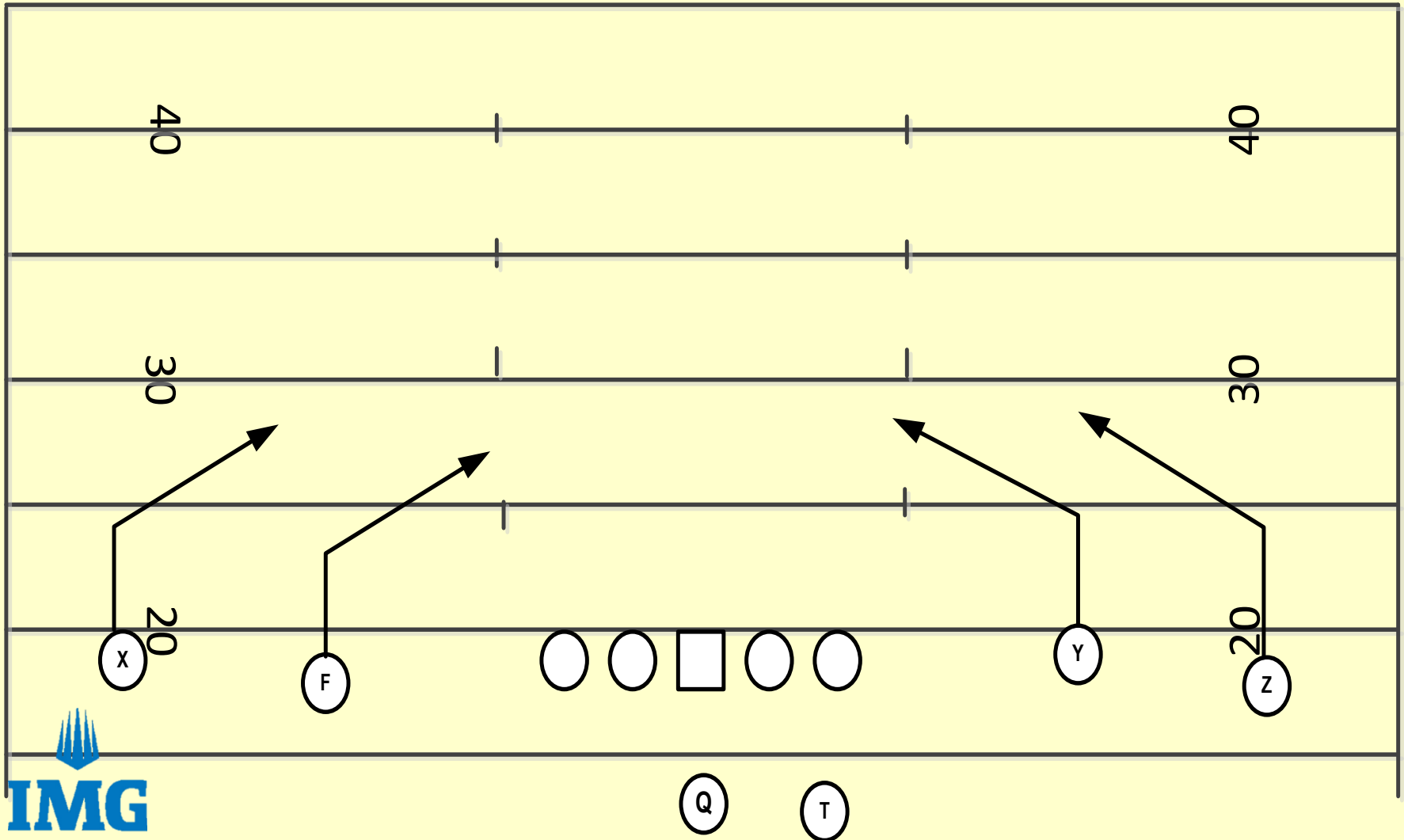
94

94

PLAY: DUAL 94

PASS PRO: RIO/LOBO

CODE:

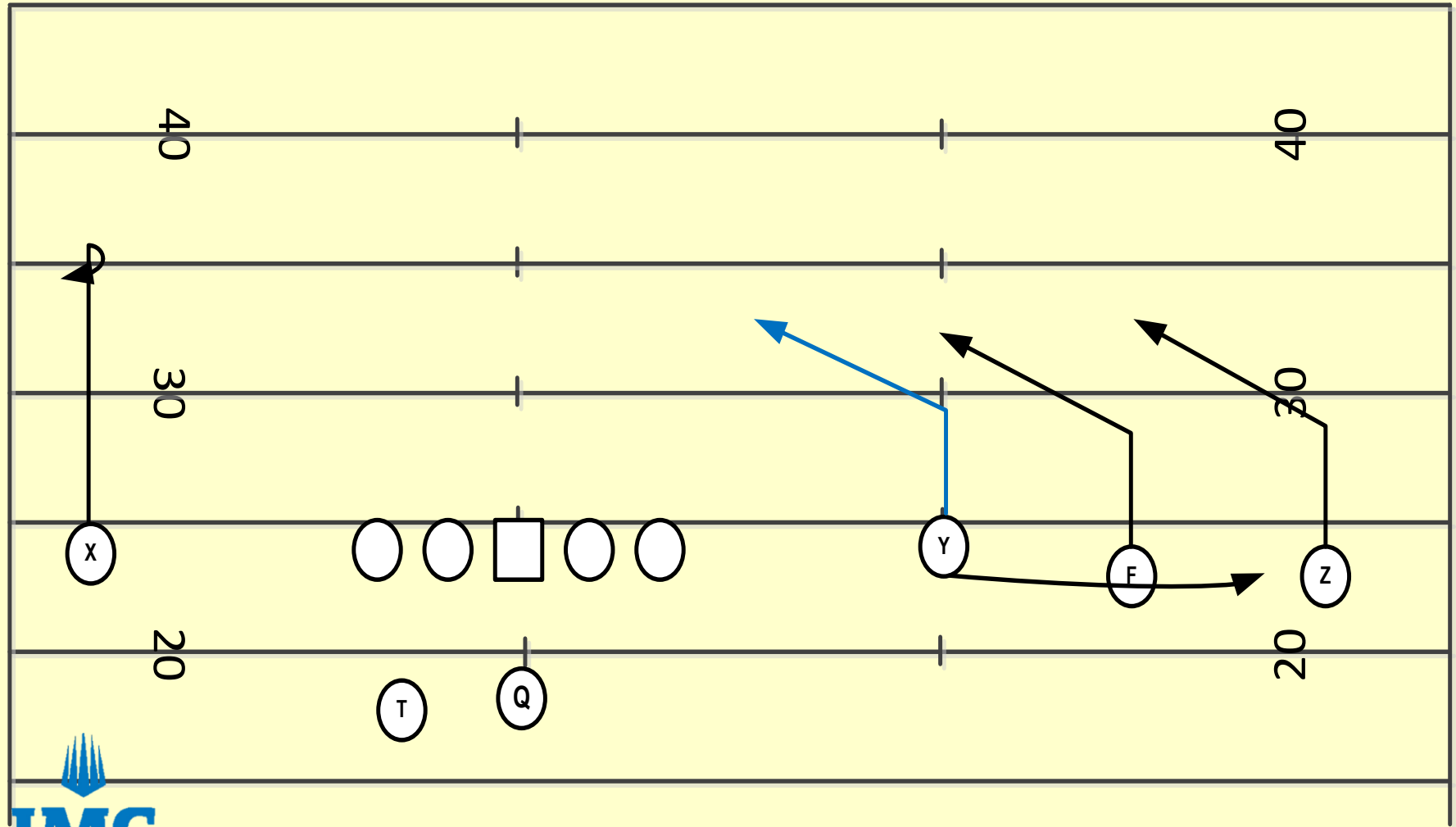


94

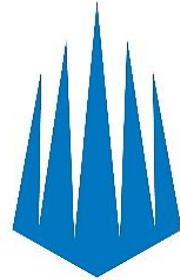
PLAY: TRIO 94 SATURN (ALL SLANT)

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

ACADEMY

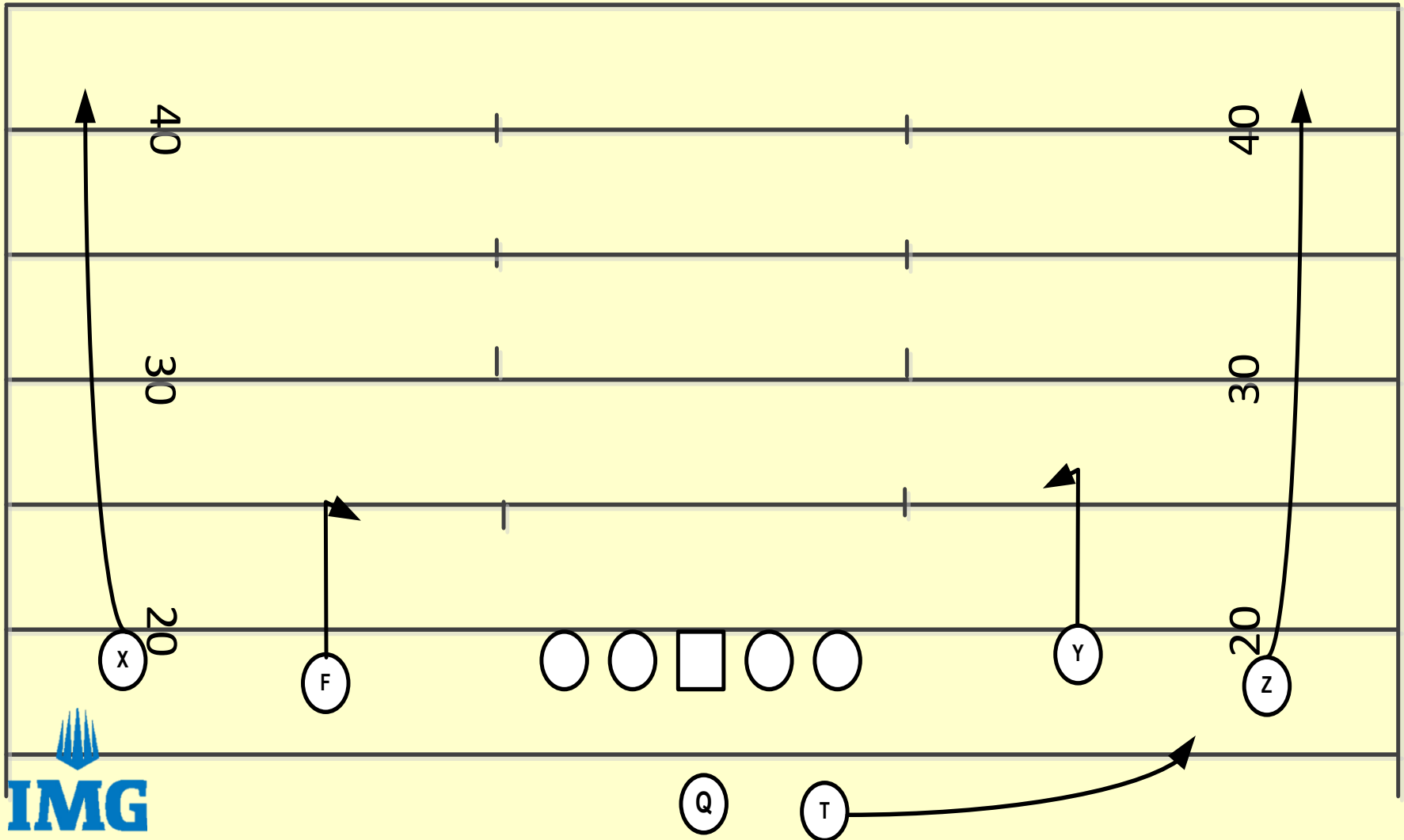
95

95

PLAY: DUAL 95

PASS PRO: R/L

CODE:

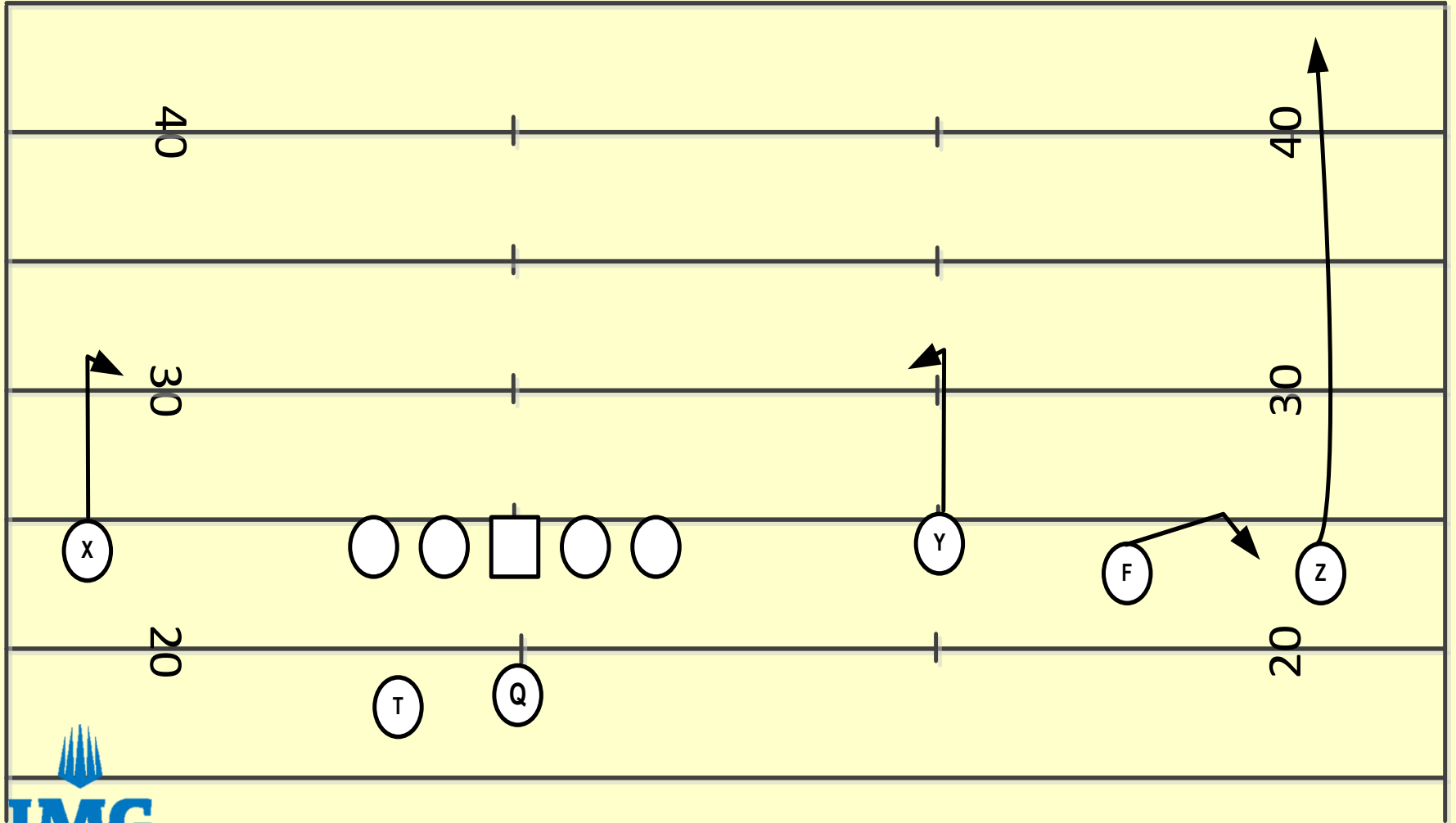


95

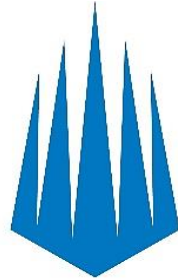
PLAY: TRIO 95 GIFT

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

ACADEMY

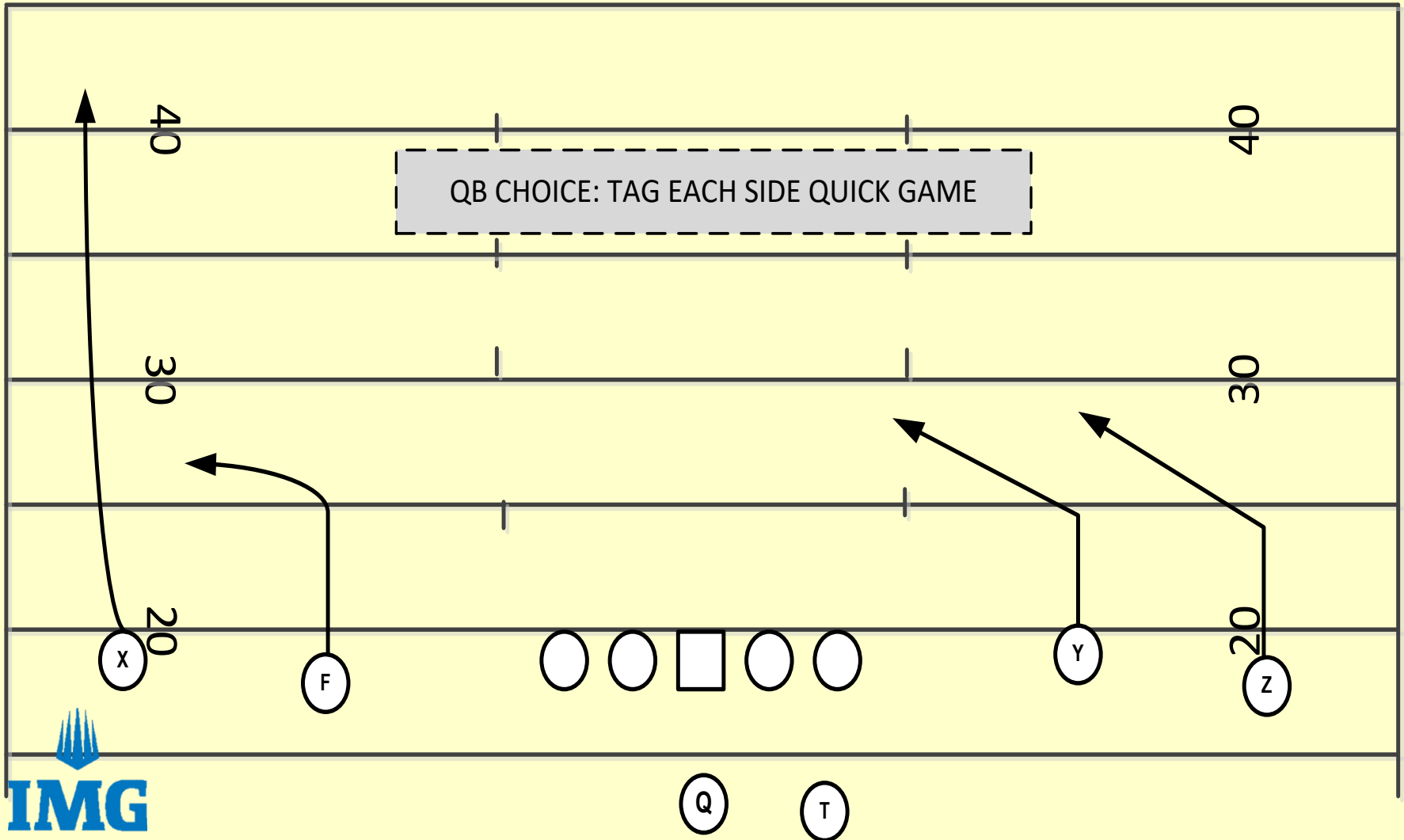
99

99

PLAY: DUAL 99

PASS PRO: RIO/LOBO

CODE:

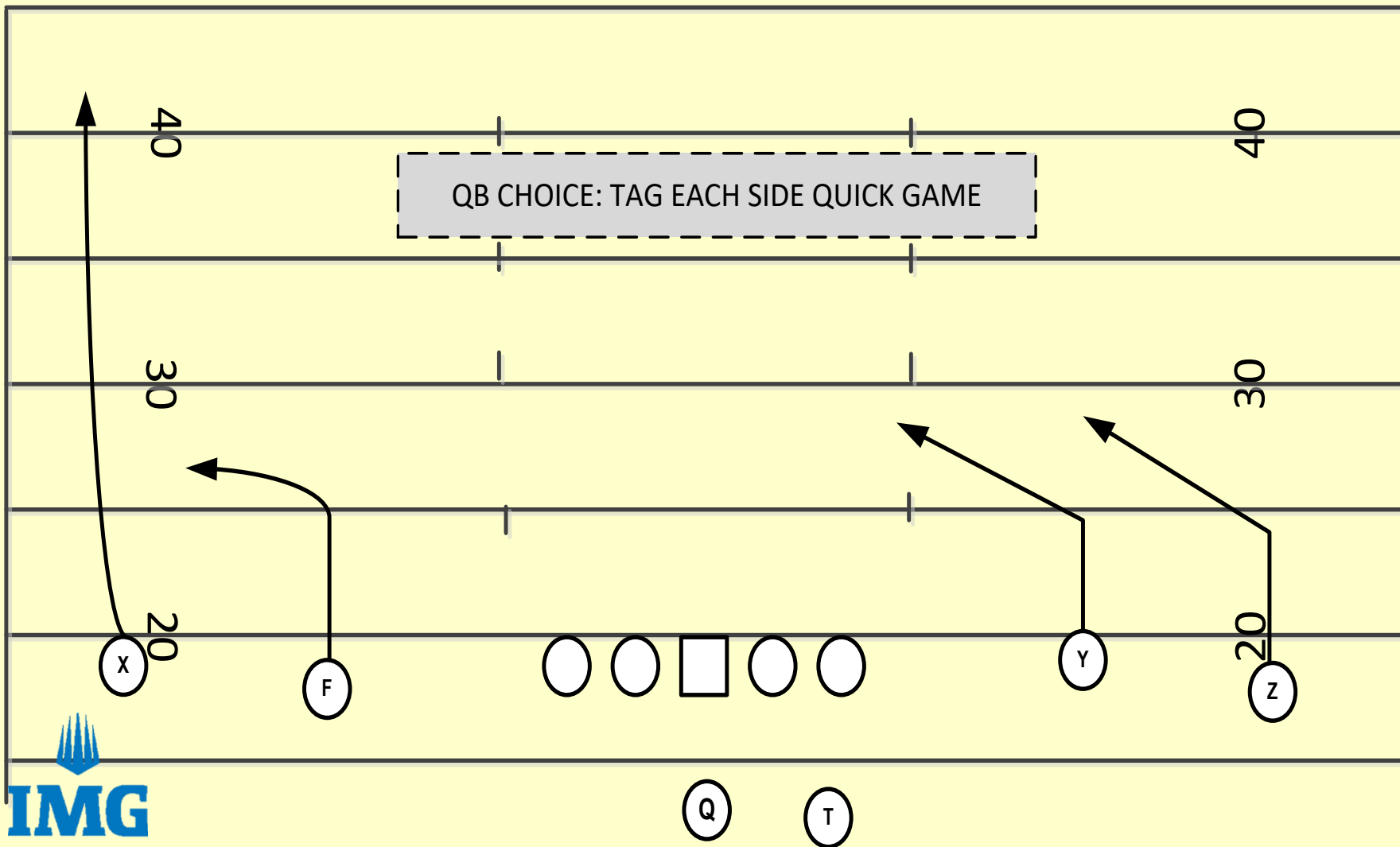


99

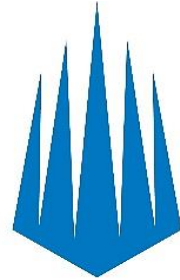
PLAY: DUAL 99

PASS PRO: RIO/LOBO

CODE:



PASS GAME



IMG

ACADEMY

SNAG GAME

SNAG GAME

- **CHEVRON: 3 MAN SNAG (STRONG)**
- **EXXON: 2 MAN SNAG (WEAK)**
- **SHELL: 3 MAN SNAG (STRONG)**

SNAG GAME

BUILDING THE SNAG GAME

SNAG: WHEN CALLING THE SNAG GAME CONCEPTS ARE SET TO BE EITHER A STRONG SIDE (CHEVRON) OR WEAK SIDE (EXXON) SNAG READ. QB WILL ALWAYS START TO THE SIDE THE CONCEPT IS SET, AS THE IS ALSO THE HOT SIDE READ FOR THE QB. SNAGS CAN BE SET WITH AUTOMATIC BACKSIDE CONCEPT (QUICKER FOR TEMPO/AND IF NOT BIG SNAG TEAM) OR WITH ABILITY TO CALL BACK SIDE TAG (SECOND WORD AFTER INITIAL SNAG CONCEPT)

EXAMPLE

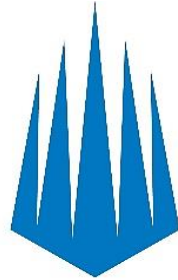
DUAL RT CHEVRON (CHEVRON IS SET STRONG SIDE AS CONCEPT, BACKSIDE (WEAK) KNOWS AUTOMATIC ROUTES)

TRIO RT EXXON SHELL (EXXON IS SET WEAK SIDE AS A CONCEPT, BACKSIDE (STRONG) IS TAGGED WITH SHELL CONCEPT)

USUALLY PAIRED WITH R/L EMPTY 5 MAN PROTECTION. (QB EYES ALWAYS START HOT SIDE)



PASS GAME



IMG

ACADEMY

CHEVRON

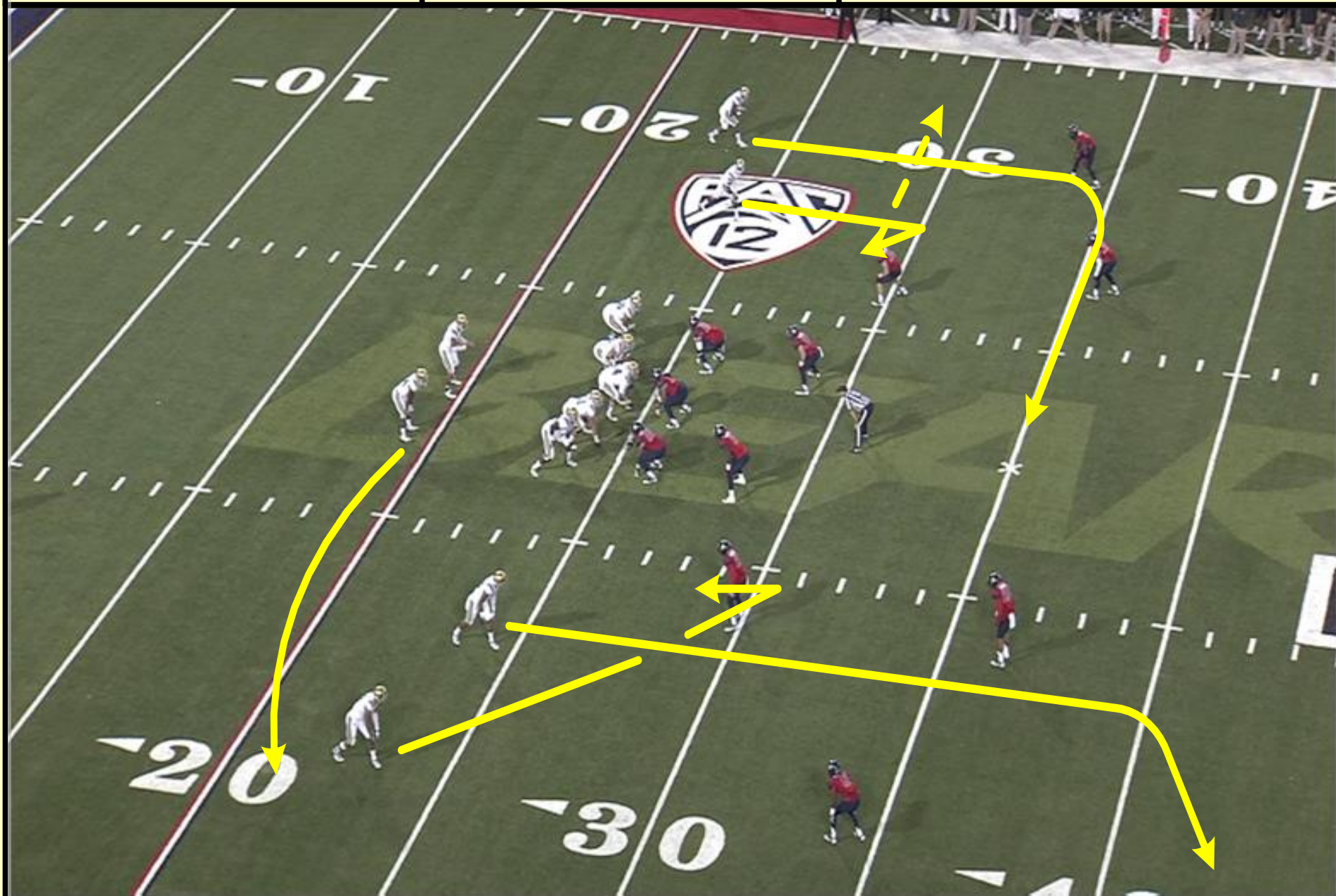
CHEVRON

- **3 MAN SNAG**
 - **PURE PROGRESSION CONCEPT**
 - **BACKSIDE TAGS – DAGGER / SKINNY / SHELL**
 - **1 BACK PROTECTION – 50 / 51**
 - **2 BACK PROTECTION – 60 / 61**

PLAY: DUAL RT CHEVRON

TAG: DAGGER

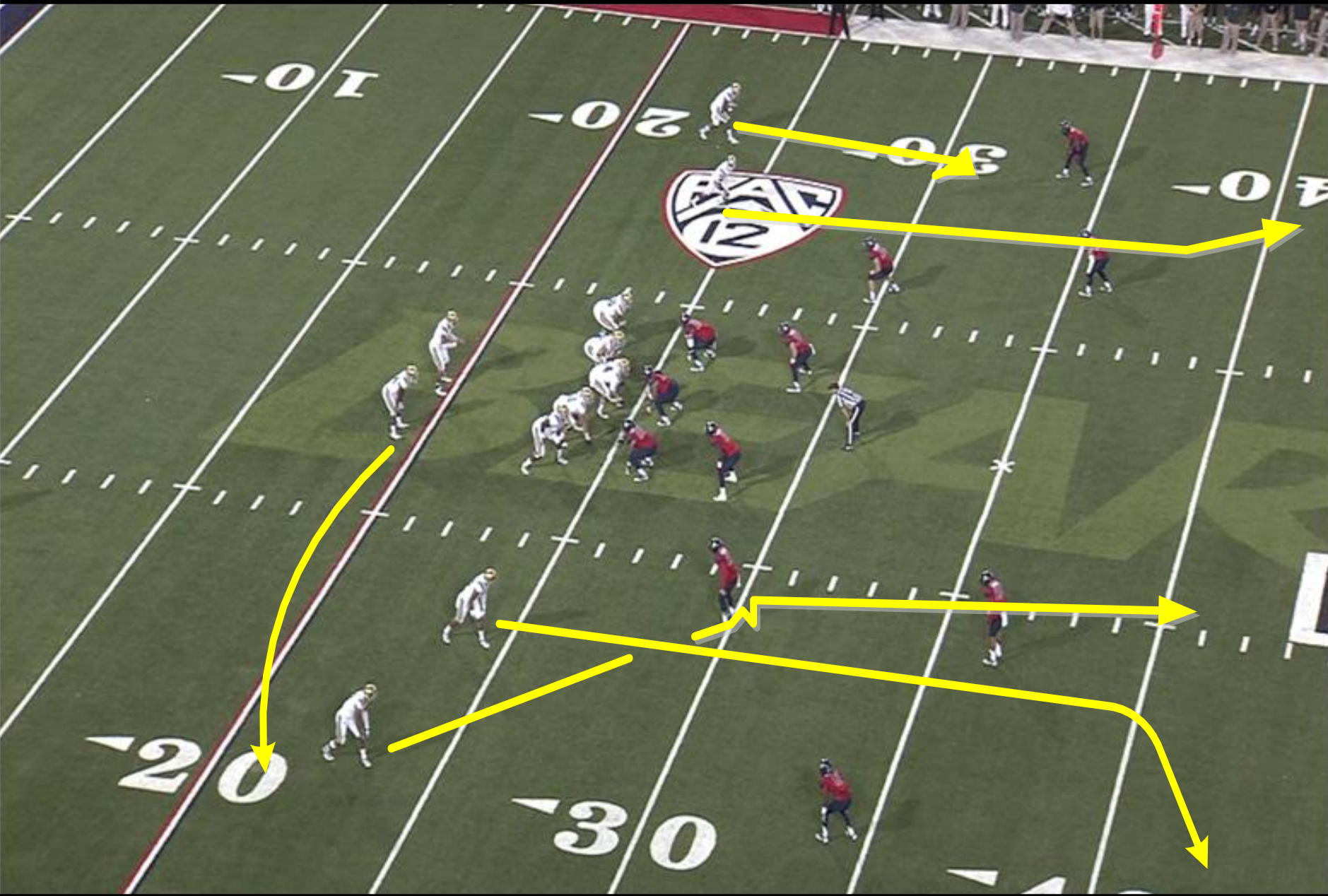
PASS PRO: L



PLAY: DUAL RT SNAGGO

TAG: CHINA

PASS PRO: L

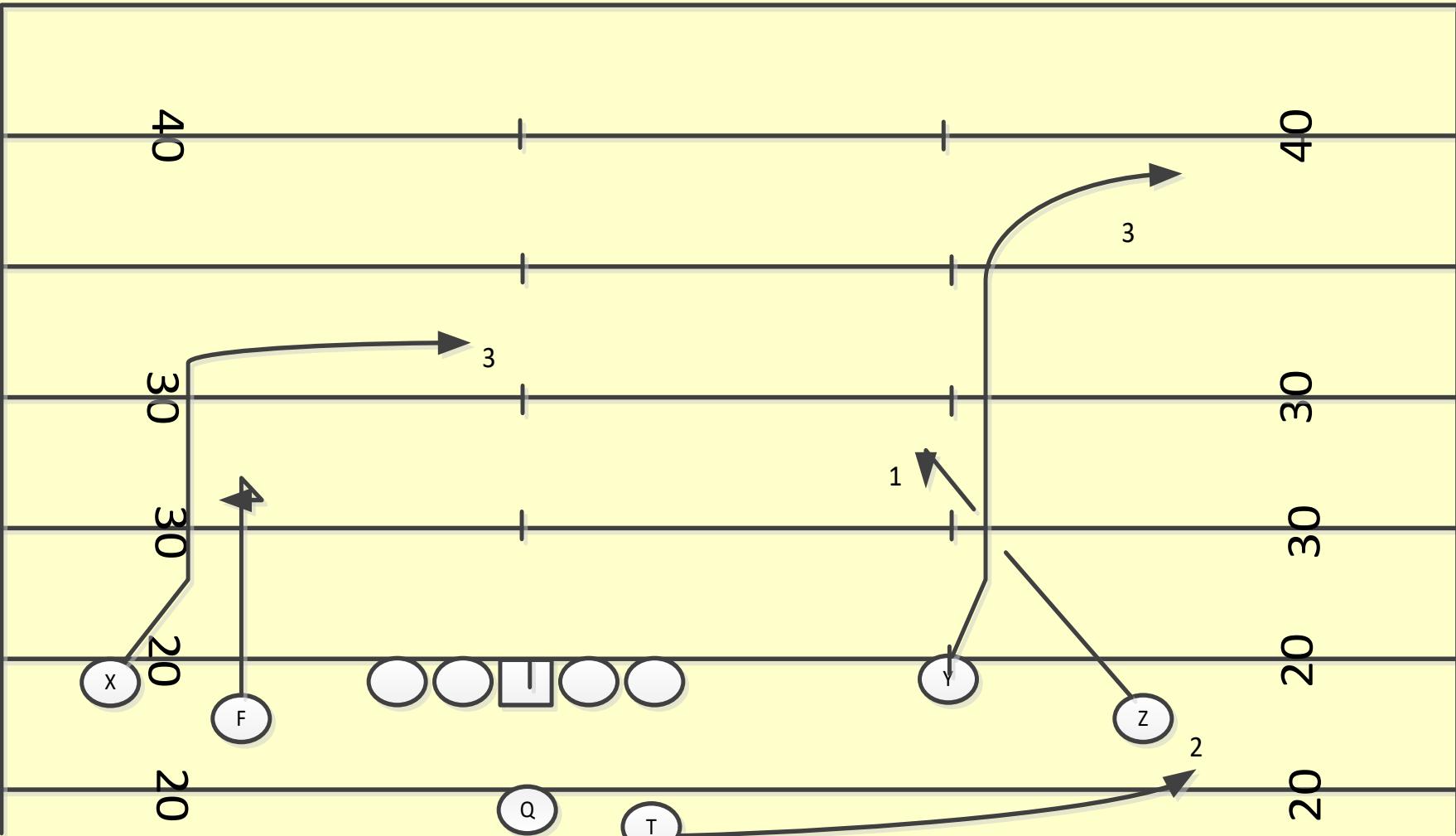


CHEVRON

PLAY: DUAL CHEVRON DAGGER

PASS PRO: R/L

CODE:

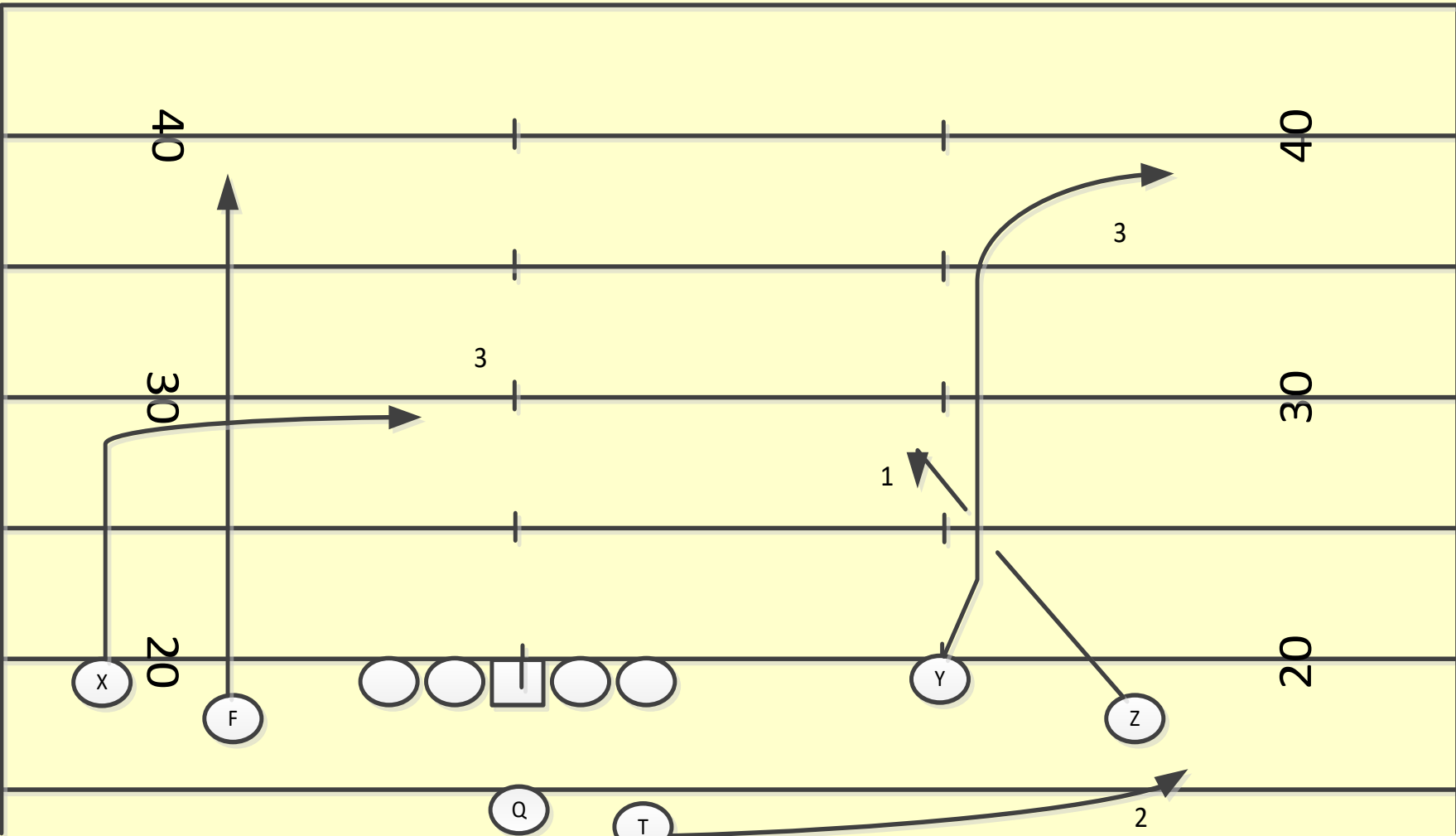


CHEVRON

PLAY: DUAL CHEVRON SKINNY

PASS PRO: R/L

CODE:



PASS GAME



IMG

ACADEMY

EXXON

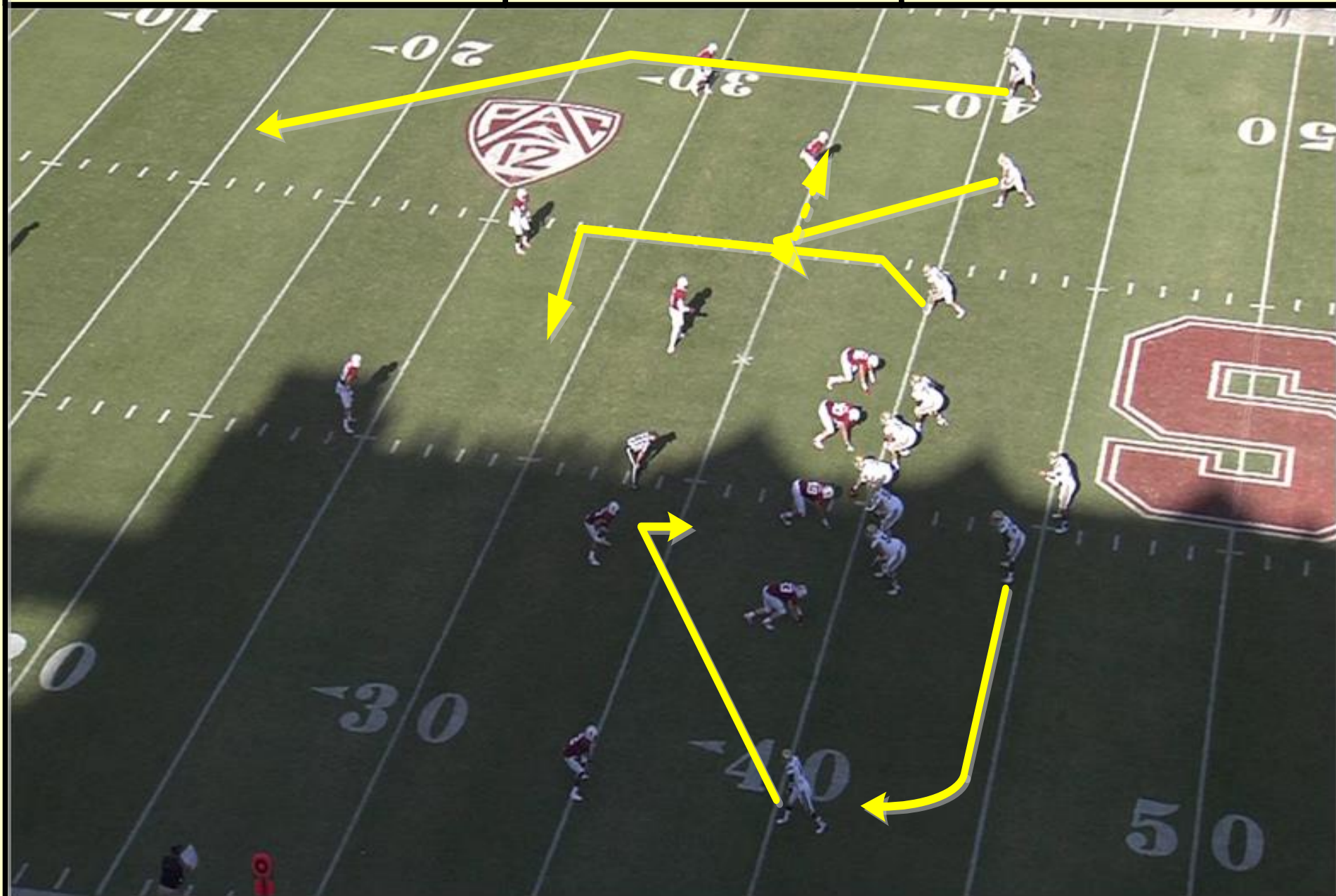
EXXON

- **2 MAN SNAG**
- **PURE PROGRESSION CONCEPT**
- **BACKSIDE TAGS – SHELL / DAGGER**
- **1 BACK PROTECTION – R / L**
- **2 BACK PROTECTION – RON / LOU**

PLAY: TRIO RT EXXON

TAG: SHELL

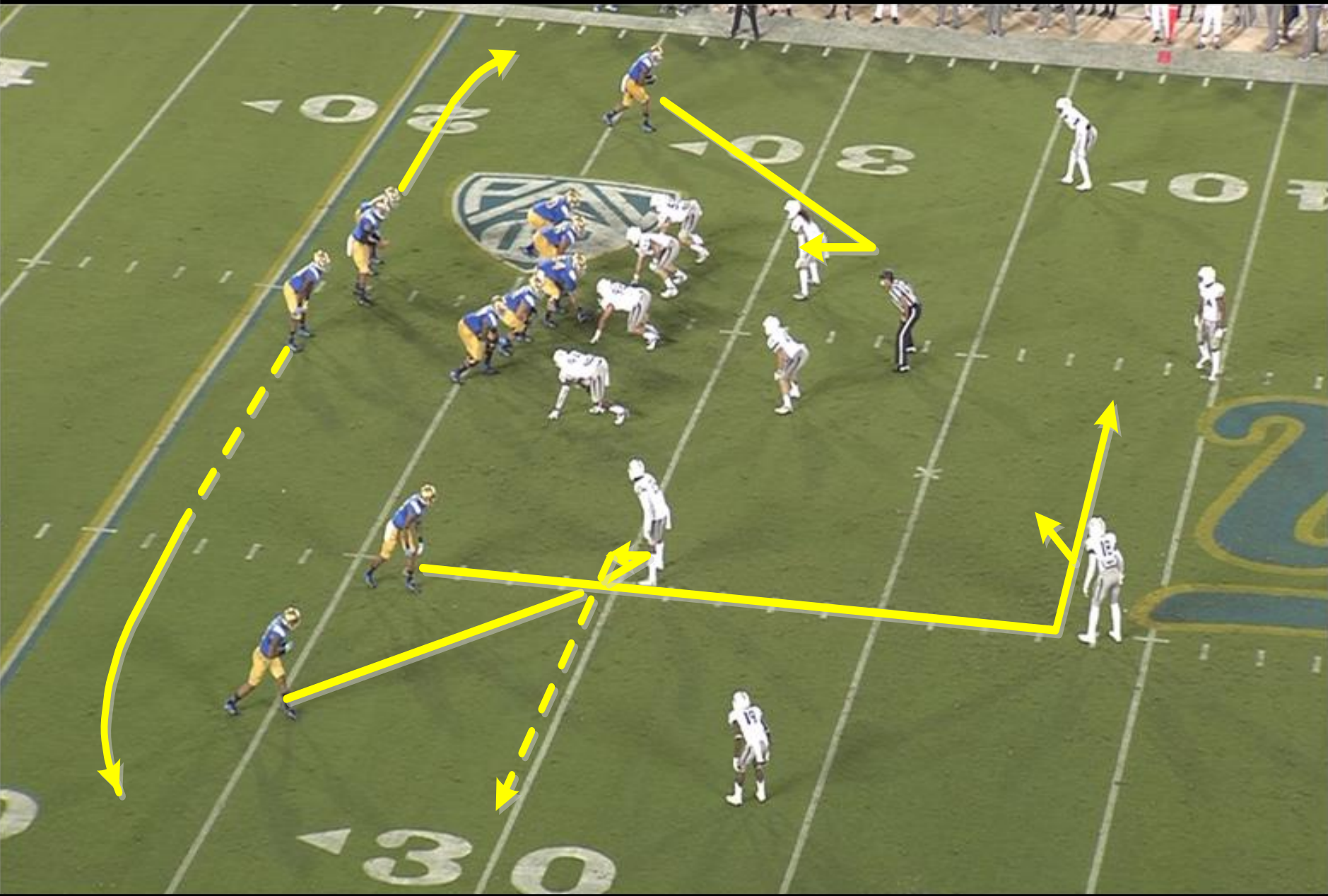
PASS PRO: R



PLAY: GREEN FREE EXXON

TAG: SHELL

PASS PRO: R

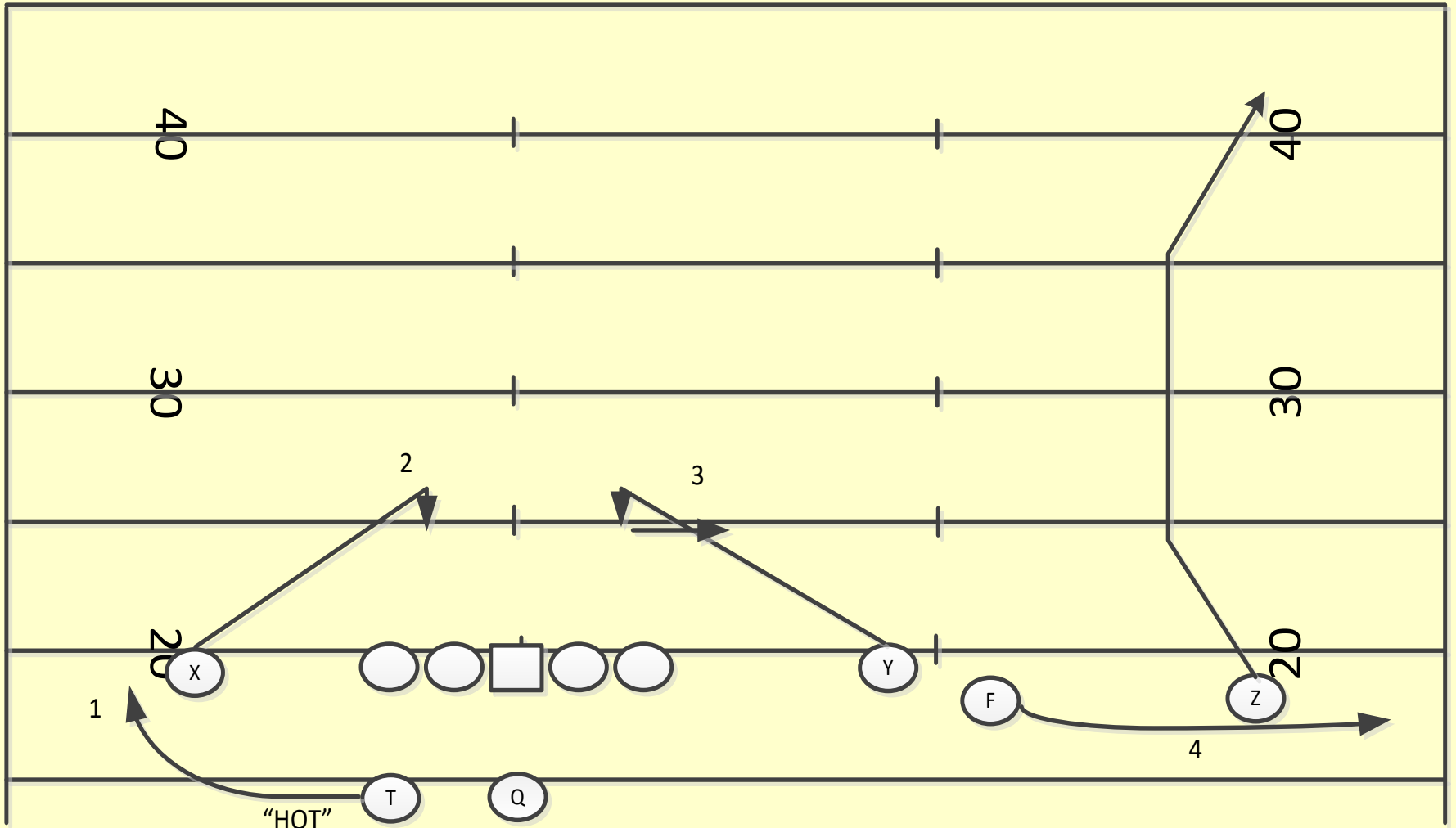


EXXON

PLAY: TRIO EXXON

PASS PRO: R/L

CODE:

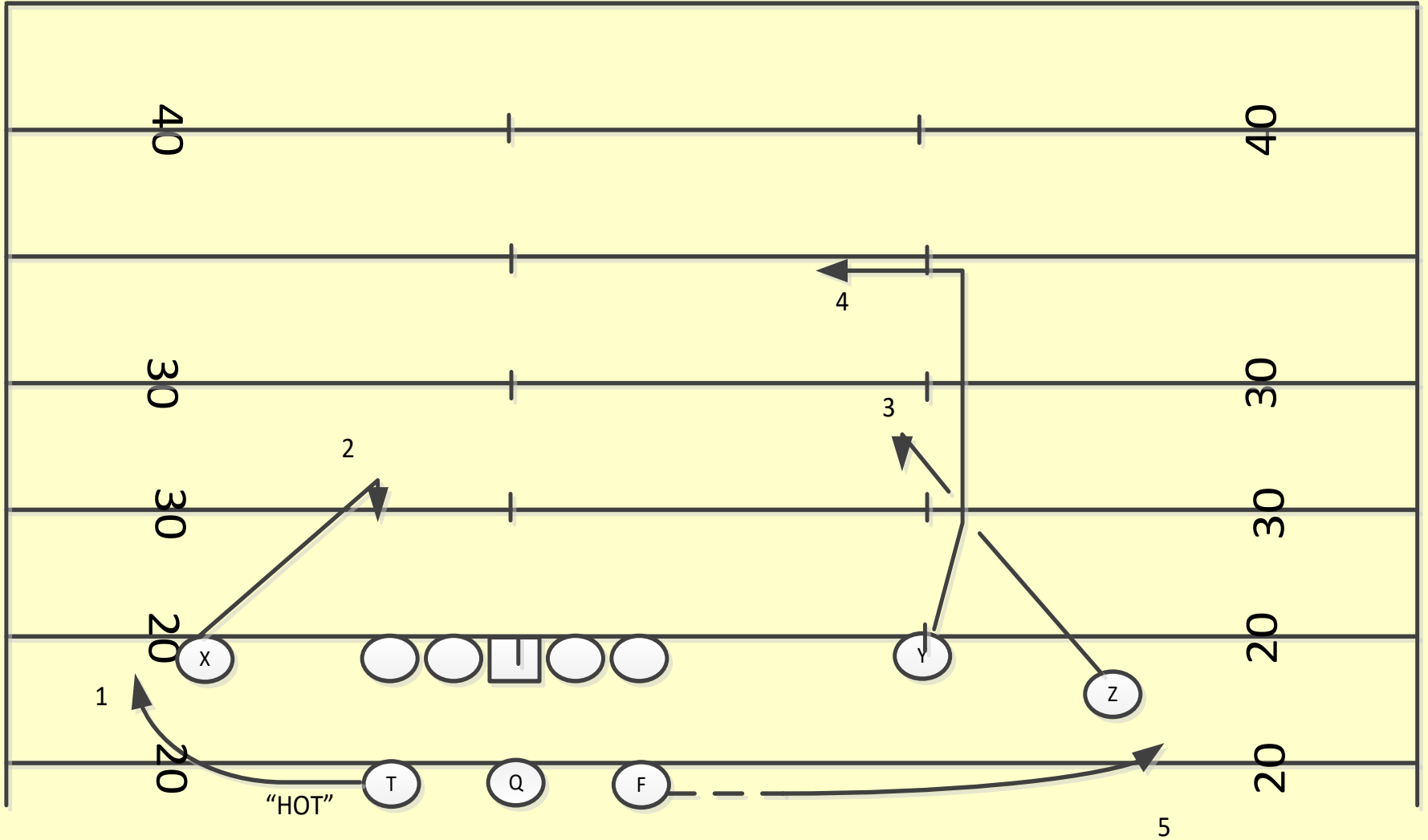


EXXON

PLAY: GREEN FREE EXXON SHELL

PASS PRO: R/L

CODE:

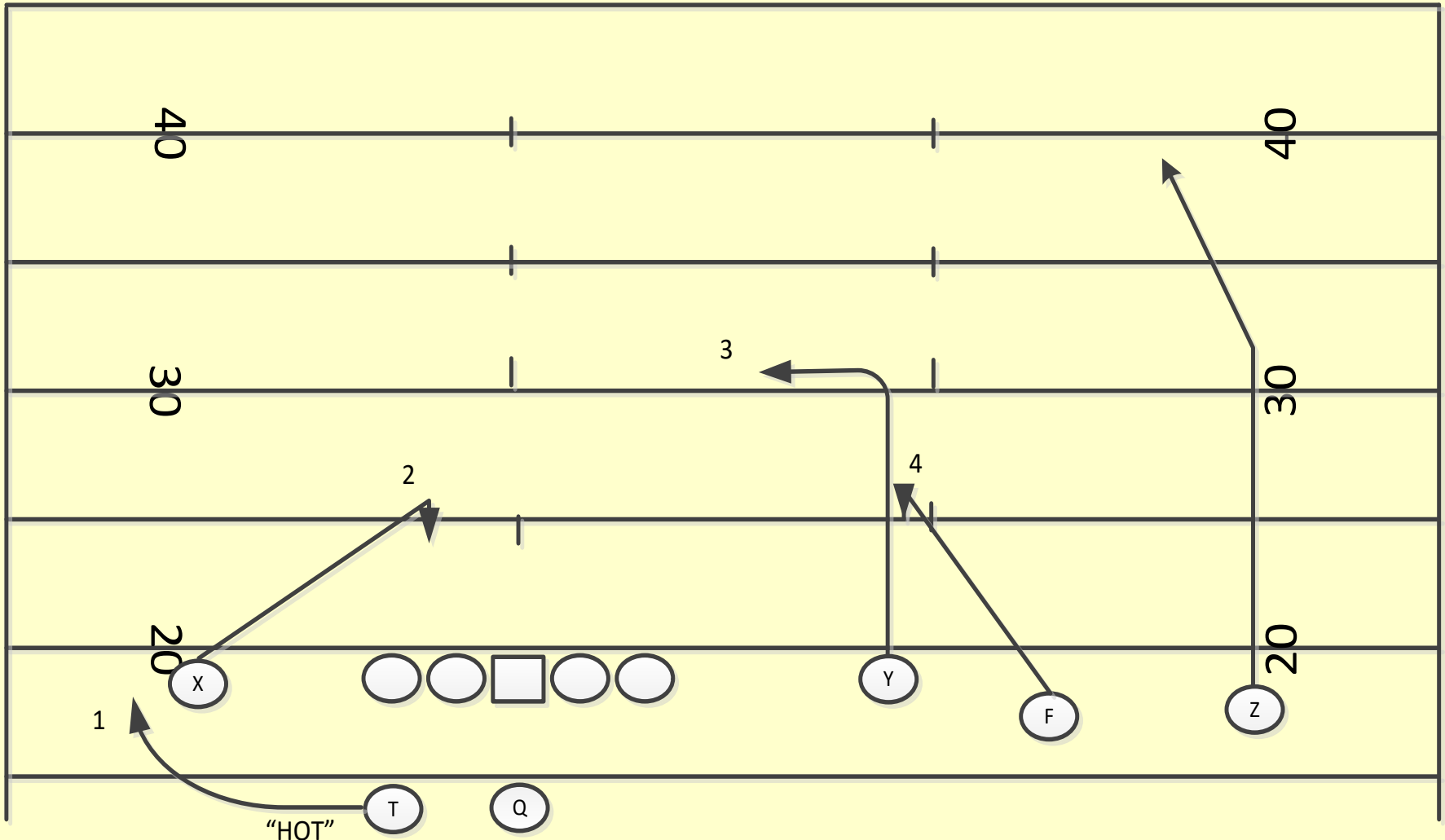


EXXON

PLAY: TRIO EXXON SHELL

PASS PRO: R/L

CODE:

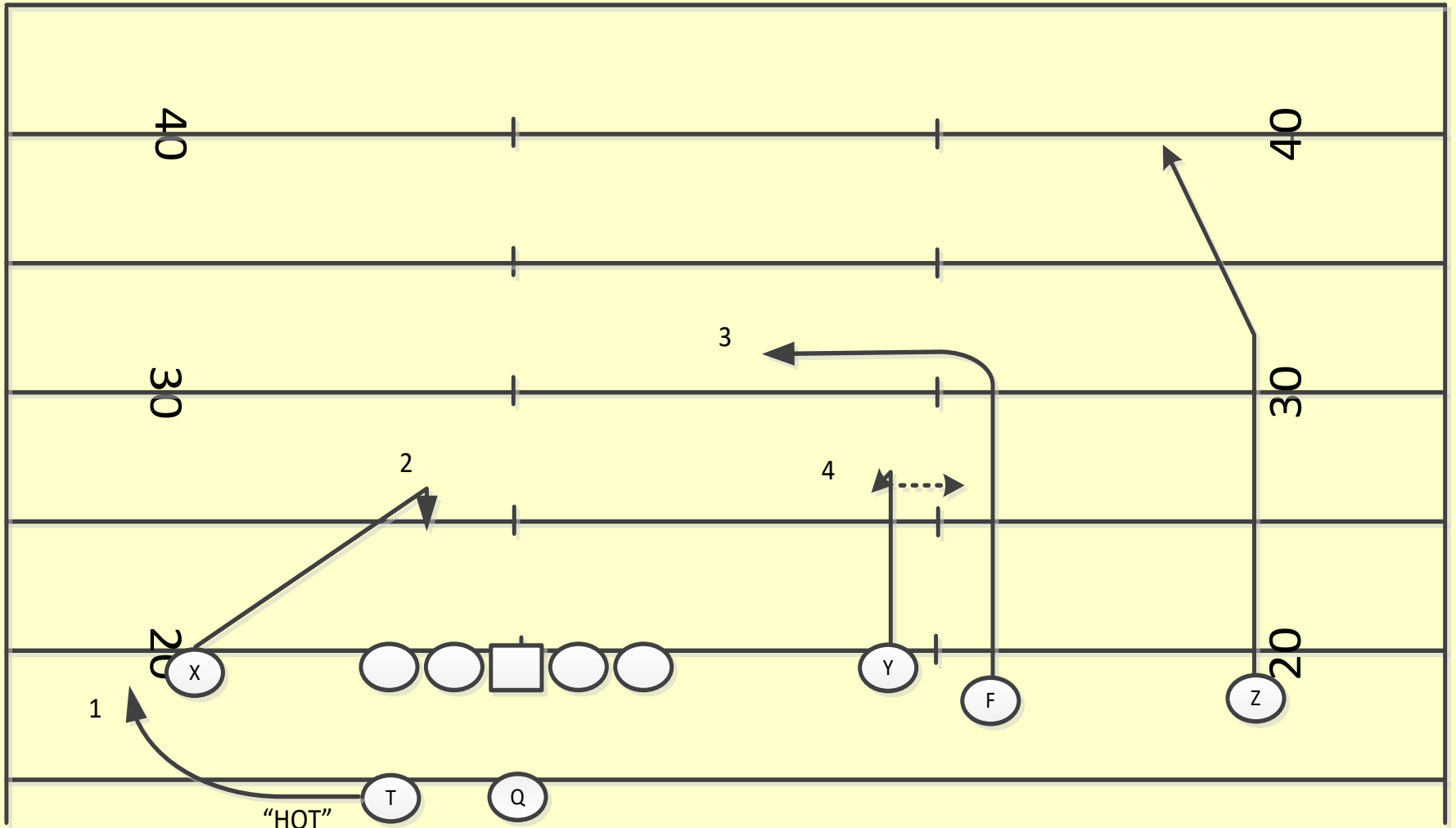


EXXON

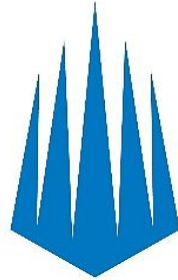
PLAY: TRIO EXXON DAGGER

PASS PRO: R/L

CODE:



PASS GAME

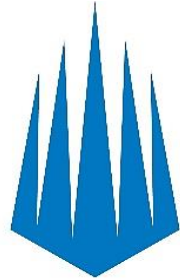


IMG

ACADEMY

SHELL

PASS GAME



IMG

ACADEMY

DROP BACK

DROP BACK GAME

- **DAYTONA: FOUR VERTICALS**
- **HONDA: CURL FLAT (Y CHOICE)**
- **SEATTLE: Y SAIL (STRONG FLOOD)**
- **CADDY: Y CROSS (WEAK FLOOD)**
- **SHACK: SHALLOW CROSS (F)**
- **MERCEDES: MESH**

DROPPACK GAME

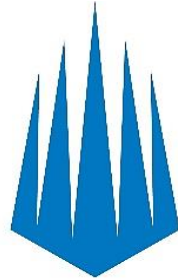
BUILDING THE DROPPACK GAME

DROPPACK: WHEN CALLING THE DROPPACK GAME CONCEPTS ARE DESIGNED TO BE EITHER STRONG SIDE OR WEAK SIDE FLOODS (CADDY/SEATTLE/MERCEDES), MIDDLE READS (HONDA), OR 4 WR CONCEPTS (DAYTONA, SHACK). THE FLOODS ALONG WITH HONDA ARE CREATING TRIANGLE READS FOR THE QUARTERBACK SIMILAR TO CHEVRON.

USUALLY PAIRED WITH RON/LOU 6 MAN PROTECTION.

THESE CONCEPTS CAN BE USED WITH MULTIPLE PASS PROTECTIONS INCLUDING PLAY ACTION.

PASS GAME



IMG

ACADEMY

DAYTONA

DAYTONA

- **FOUR VERTICALS CONCEPT**
 - **START READ BOUNDARY SIDE**
 - **VS POST SAFETY WORK BOUNDARY SIDE TO OPPOSITE HASH**
 - **VS SPLIT SAFETY WORK BOUNDARY TO NEAR HASH TO FAR HASH**
 - **1 BACK PROTECTION – 60 / 61**

PASS GAME



IMG

ACADEMY

HONDA

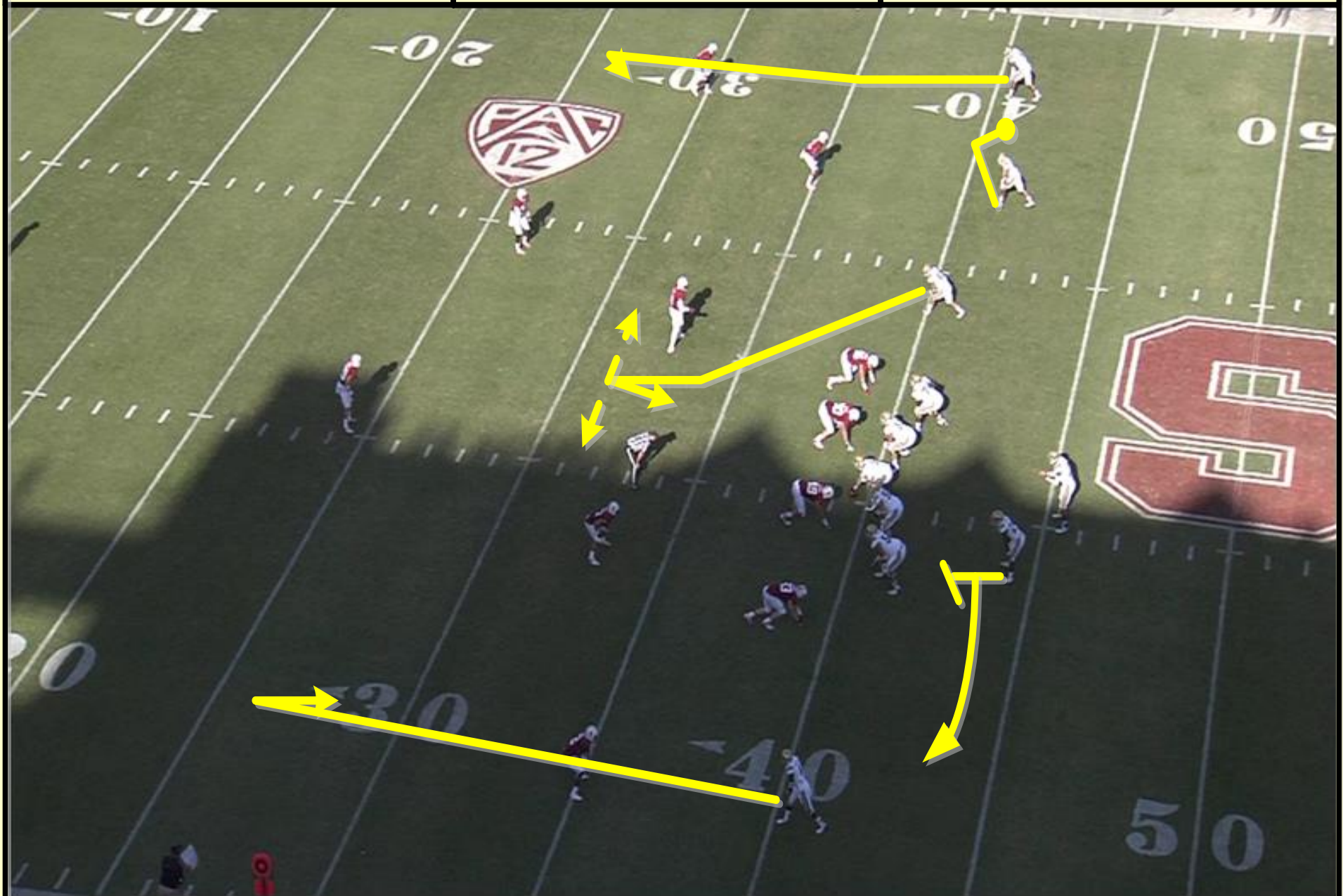
HONDA

- **CURL FLAT / Y CHOICE**
 - **Y AND DECIDE PROGRESSION**
 - **F TAGS – WHEEL / KEY 2**
 - **1 BACK PROTECTION – 60 / 61**
 - **2 BACK PROTECTION – 60 / 61**

PLAY: TRIO RT HONDA

TAG:

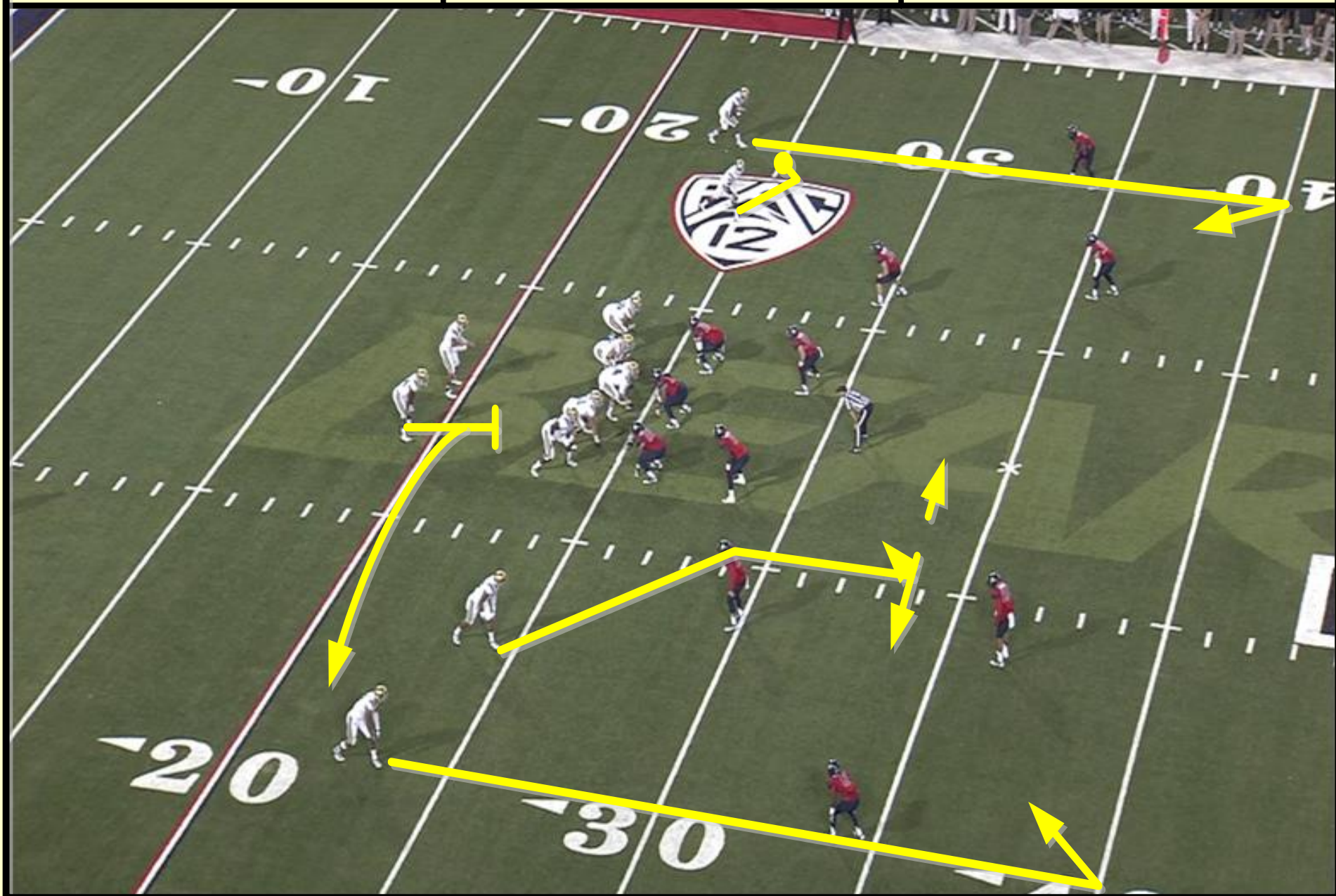
PROTECTION: RON/LOU



PLAY: DUAL RT HONDA

TAG

PASS PRO: LOU

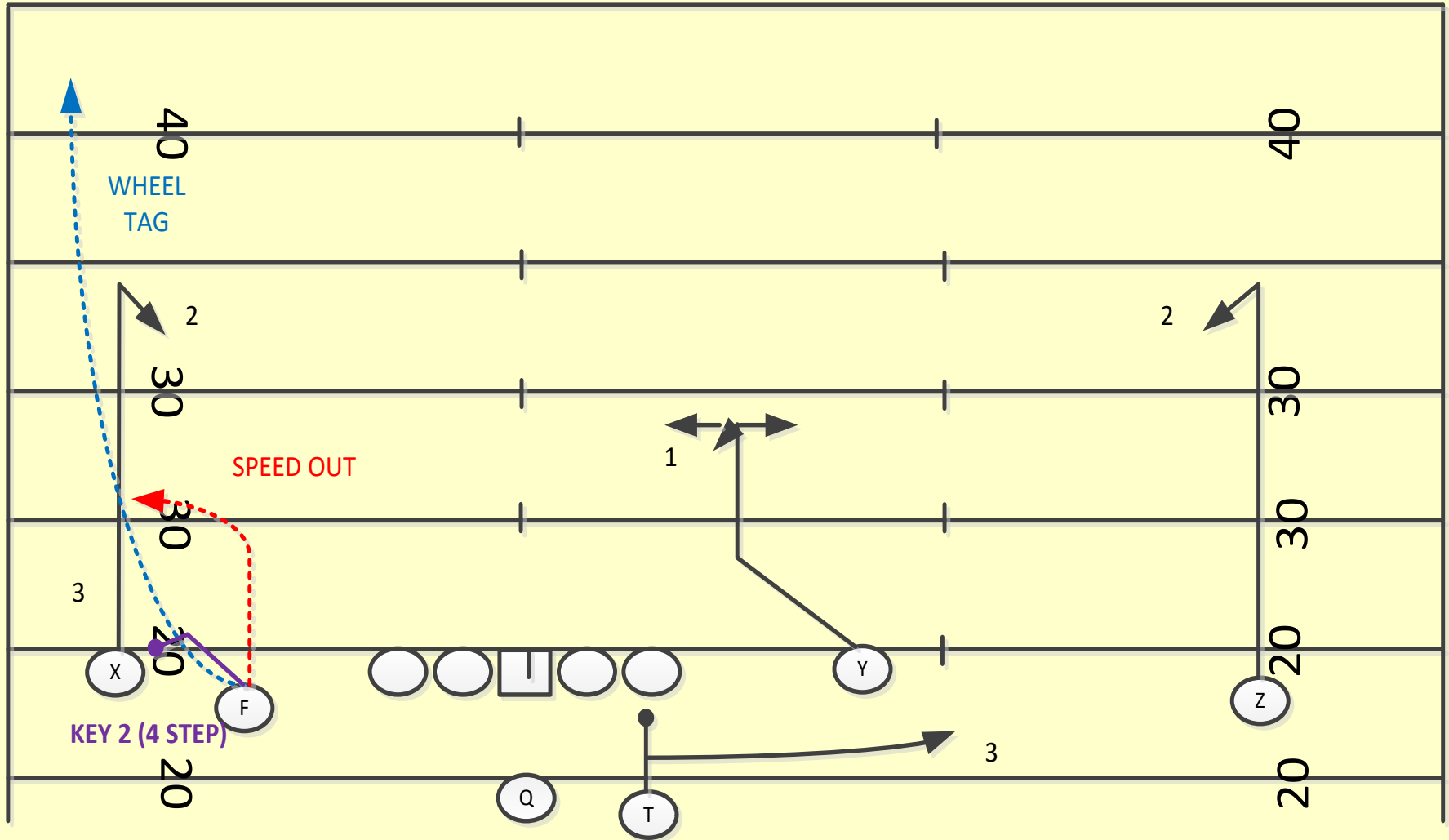


HONDA

PLAY: DUAL HONDA

PASS PRO: RON/LOU

CODE:

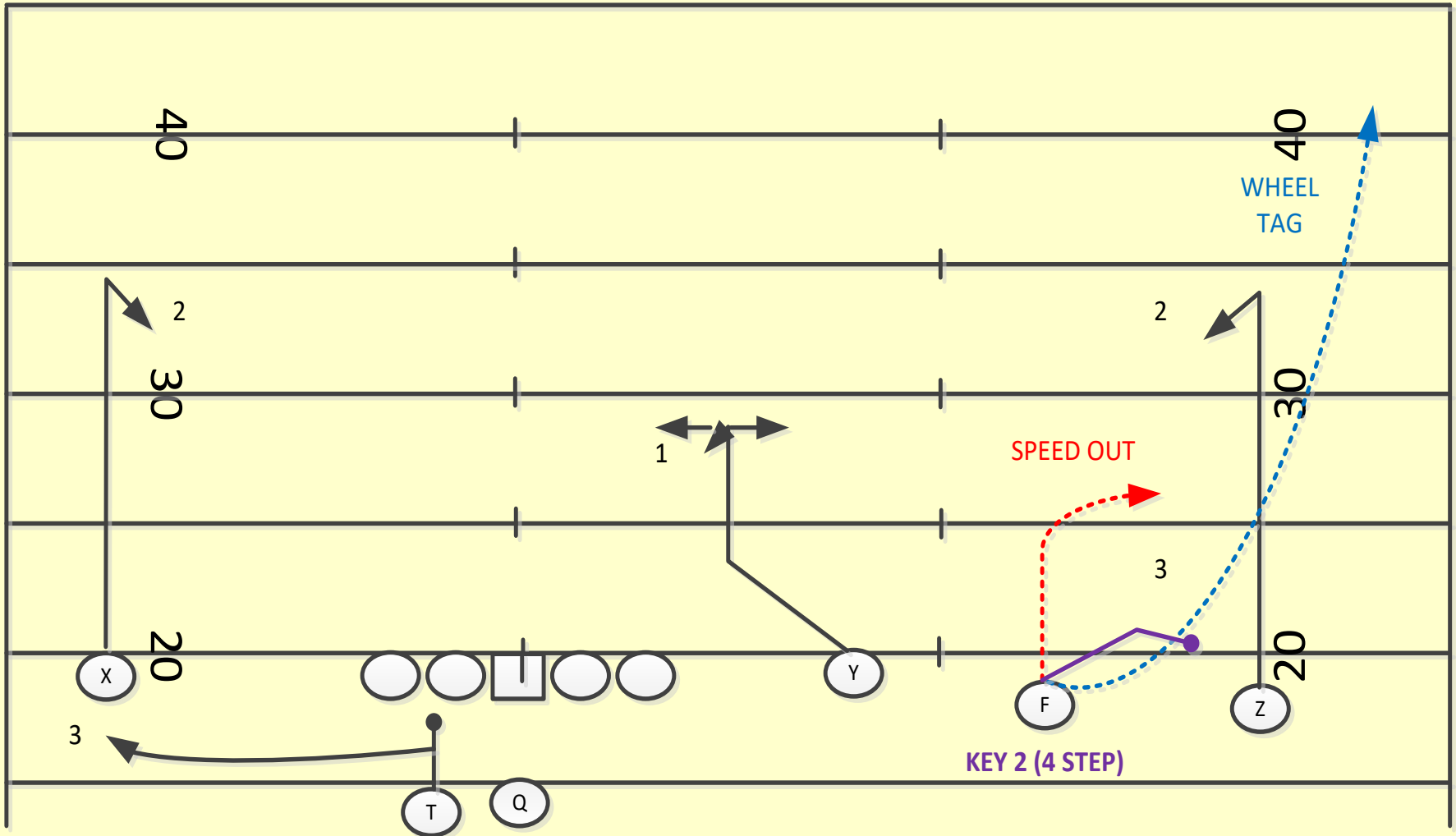


HONDA

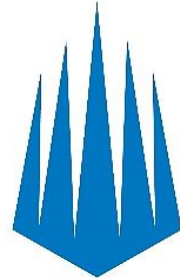
PLAY: TRIO HONDA

PASS PRO: RON/LOU

CODE:



PASS GAME



IMG

ACADEMY

SEATTLE

SEATTLE

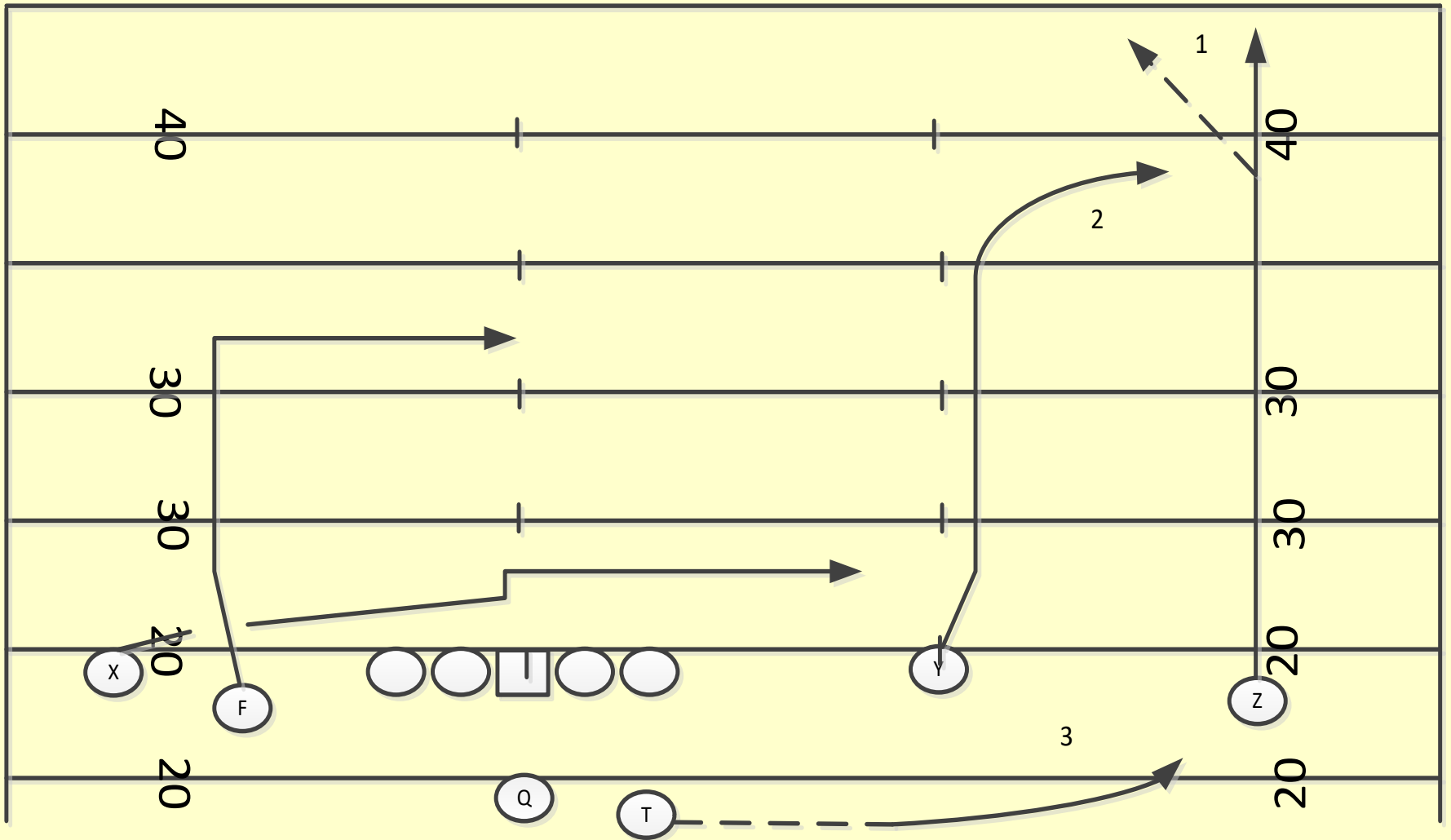
- **3 LEVEL FLOOD**
- **HI-LO PROGRESSION**
- **BACKSIDE TAGS: DODGE/SKINNY**
- **1 BACK PROTECTION – RON / LOU**
- **2 BACK PROTECTION – RON / LOU**

SEATTLE

PLAY: DUAL TRAVEL SEATTLE DODGE

PASS PRO: R/L

CODE:

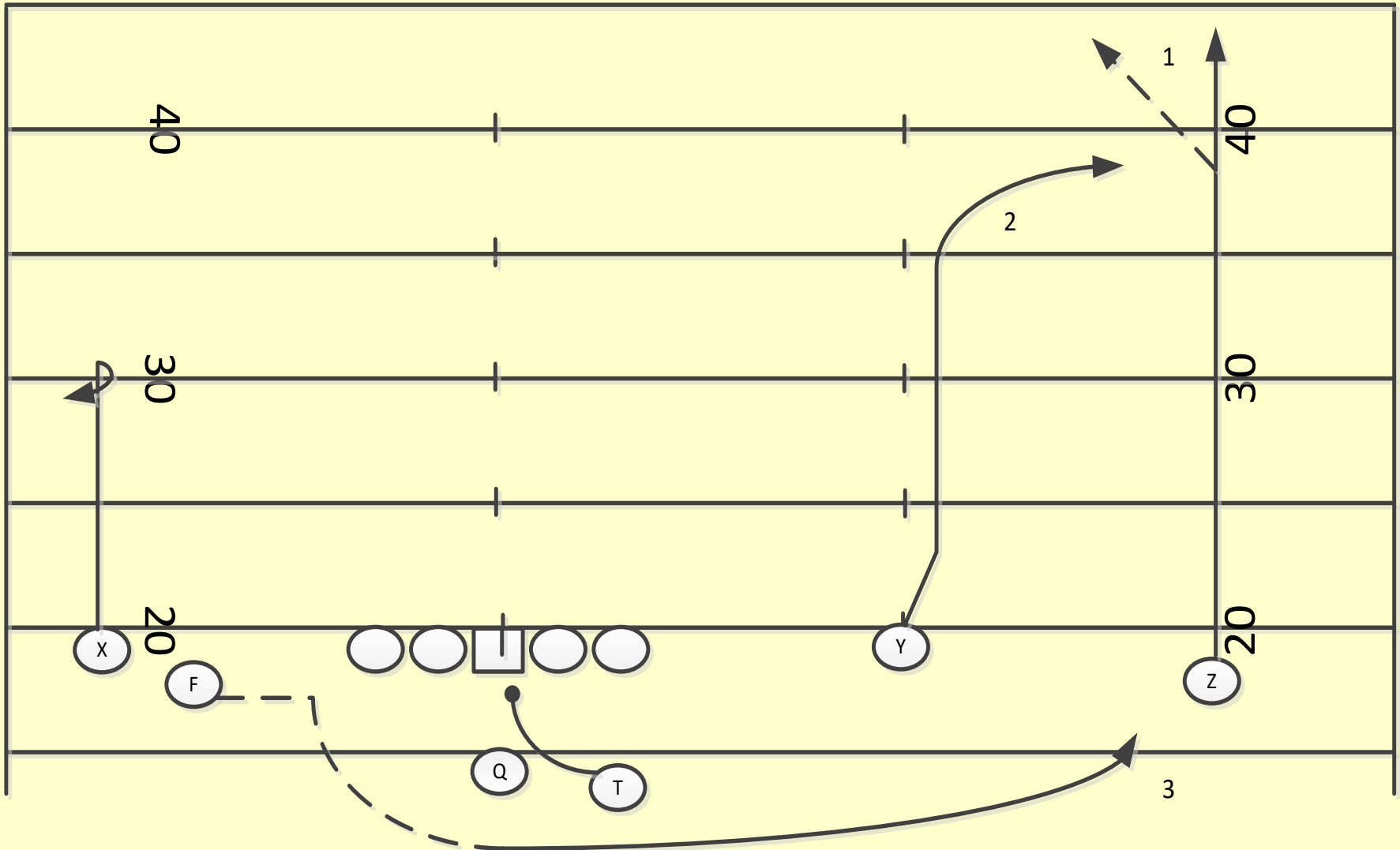


SEATTLE

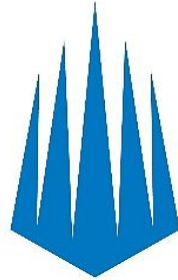
PLAY: DUAL F GHOST ACT SEATTLE SATURN

PASS PRO: ACT

CODE:



PASS GAME



IMG

ACADEMY

CADDY

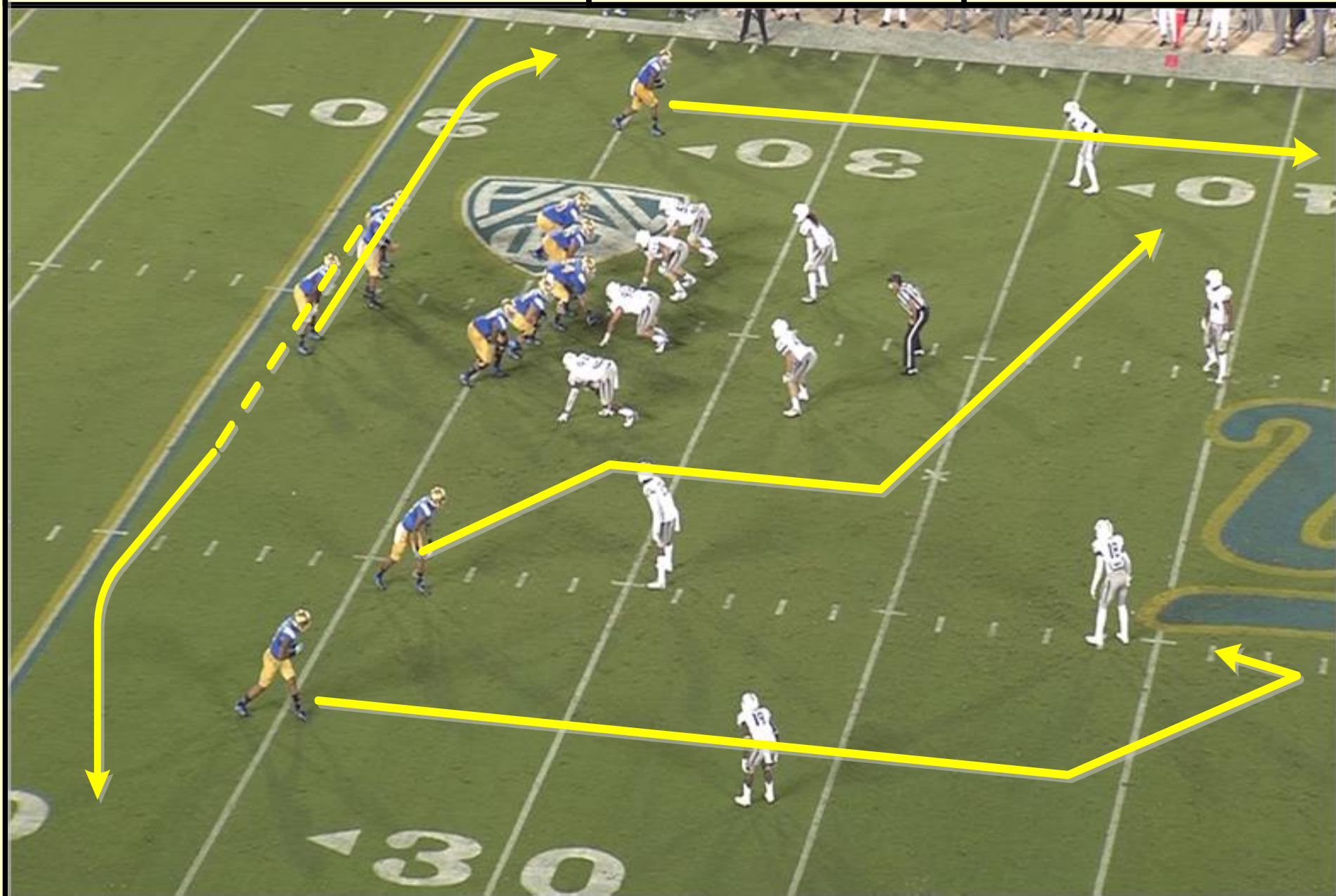
CADDY

- **CROSS**
- **PURE PROGRESSION**
- **PRE SNAP GO ROUTE BY X**
- **PROGRESSION IS WEAK SIDE FLAT ROUTE -CROSS-POST CURL-FLAT**
- **1 BACK PROTECTION - RON / LOU**
- **2 BACK PROTECTION - RON / LOU**

PLAY: GREEN TEAR RAM CADDY

TAG

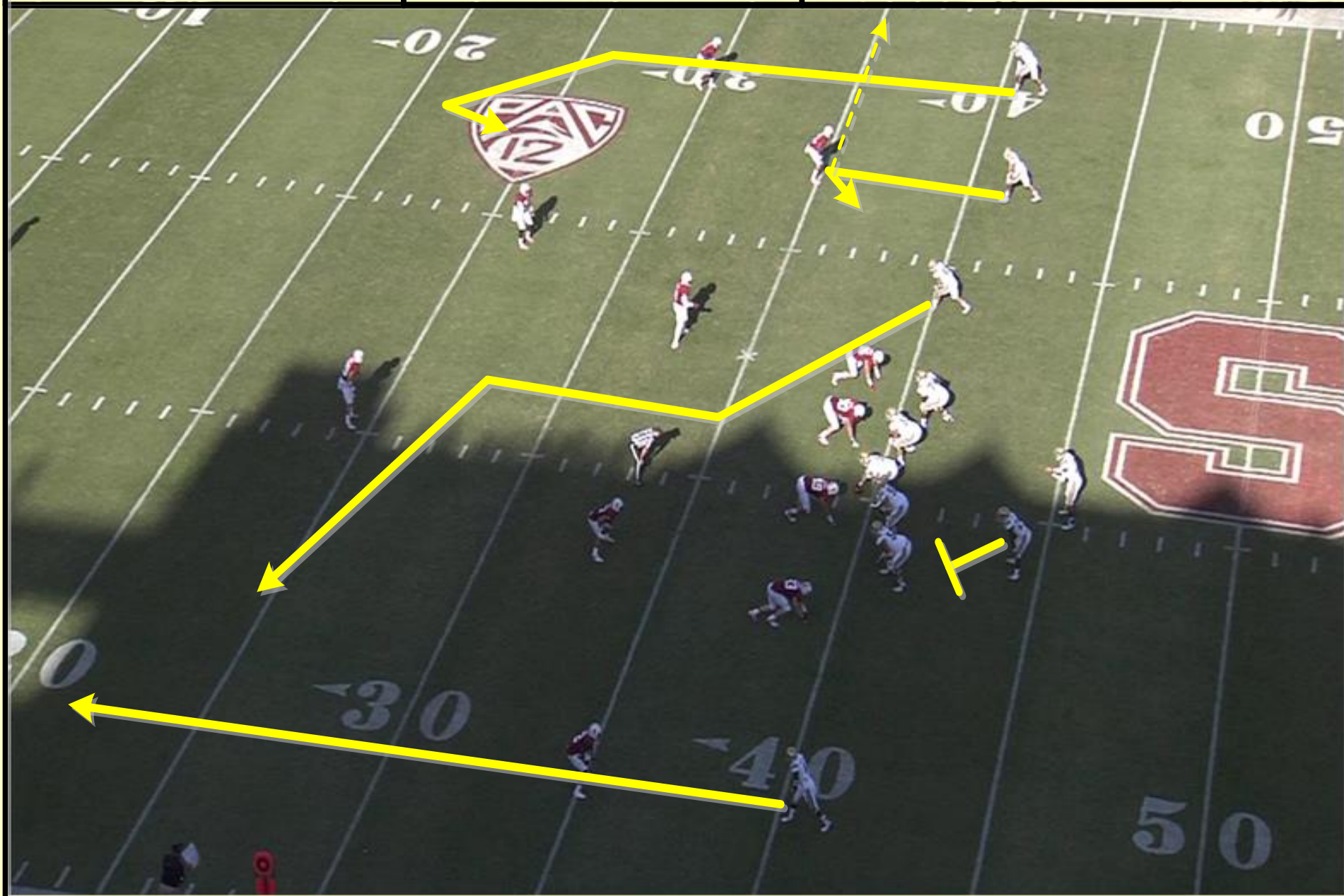
PASS PRO: RAM



PLAY: TRIO RT CADDY

TAG

PASS PRO: RON

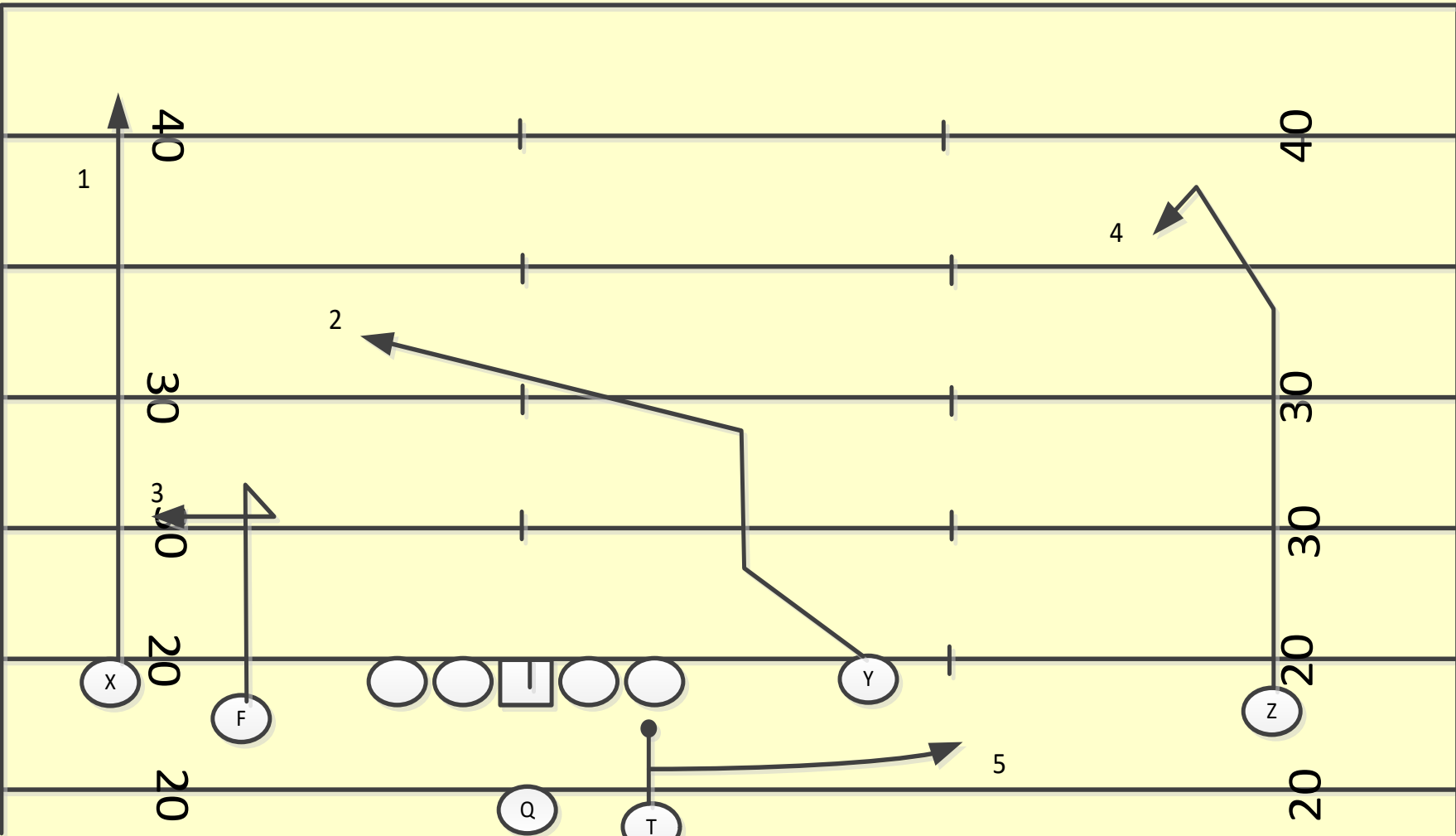


CADDY

PLAY: DUAL CADDY

PASS PRO: RON/LOU

CODE:

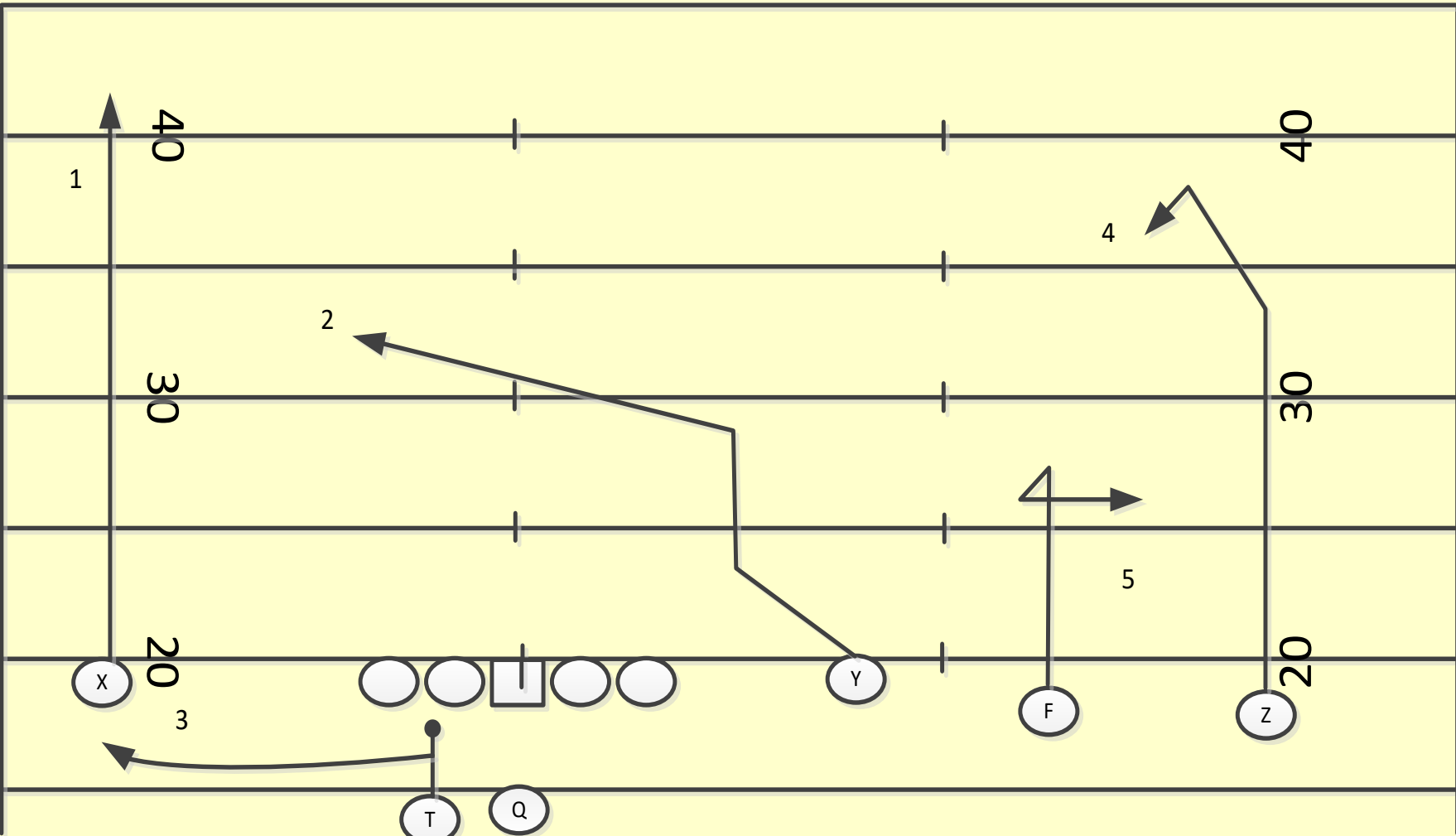


CADDY

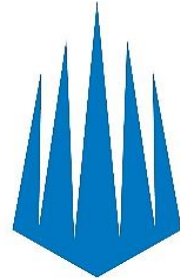
PLAY: TRIO CADDY

PASS PRO: RON/LOU

CODE:



PASS GAME



IMG

ACADEMY

SNACK

SHACK

- **SHALLOW**
 - **START READ OPPOSITE SHALLOW ROUTE RUNNER**
 - **HI-LO THE MIKE BACKER**
 - **ALERT LOW SAFETY TO WORK HI-LOW POST-DIG**
 - **POST SAFETY-WORK BACK SIDE OMAHA ROUTE**
 - **1 BACK PROTECTION – RON / LOU**

PASS GAME



IMG

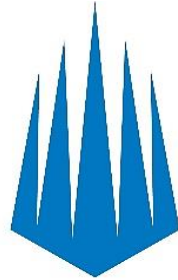
ACADEMY

MERCEDES

MERCEDES

- **MESH**
 - **MAN-ZONE PROGRESSION**
 - **READ HI ROUTE (CIRCUS) TO PLAY SIDE MESH TO BACK SIDE MESH**
 - **1 BACK PROTECTION – RON / LOU**
 - **2 BACK PROTECTION – RON / LOU**

PROTECTION



IMG

ACADEMY

PASS PROT

PASS PROTECTION

- **60 / 61: BASE 6 MAN PROTECTION**
- **50 / 51: BASE 5 MAN PROTECTION**
- **90 / 91: 6 MAN FULL SLIDE PROTECTION**
- **ACT: 7 MAN PLAY ACTION**
- **SHOW: 6 MAN PLAY ACTION**
- **RIDE: 6 MAN PLAY ACTION (NAKED)**

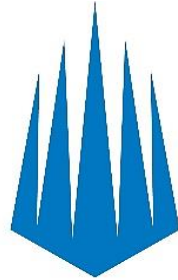
PASS PROTECTION

BUILDING PASS PROTECTIONS

PASS PRO: WHEN PUTTING TOGETHER THE OFFENSE THE PRIORITY NEEDS TO BE PLACED ON PASS PROTECTION. THE OFFENSE IS MOST EFFECTIVE WHEN RUN AS ENTIRE SYSTEM. R/L PASS PROTECTION AS THE BASE PROTECTION IS KEY AS IT IS THE SAME BLOCKING ASSIGNMENTS AND CALL AS ZORRO THE BASE RUN. RON/LOU PROTECTION IS THE SAME AS ONE BACK COLT. THE BEAUTY OF THE SYSTEM IS UNDERSTANDING HOW THEY ARE RELATED AND CALLS CAN BE FOR RUN AND PASS TO DETER THE DEFENSE FROM LISTENING TO CALLS BEING MADE. EVERY SPRING/FALL START WITH R/L AND RON/LOU SO KIDS WILL ALWAYS KNOW RULES, THEN ADJUST BASED ON WHAT YOUR TEAM IS GOING TO BE THAT YEAR.

UNDERSTAND WHAT YOU WANT TO DO OUT OF THE OFFENSE AND USE WHAT YOU NEED DON'T ADD TO ADD.

PROTECTION



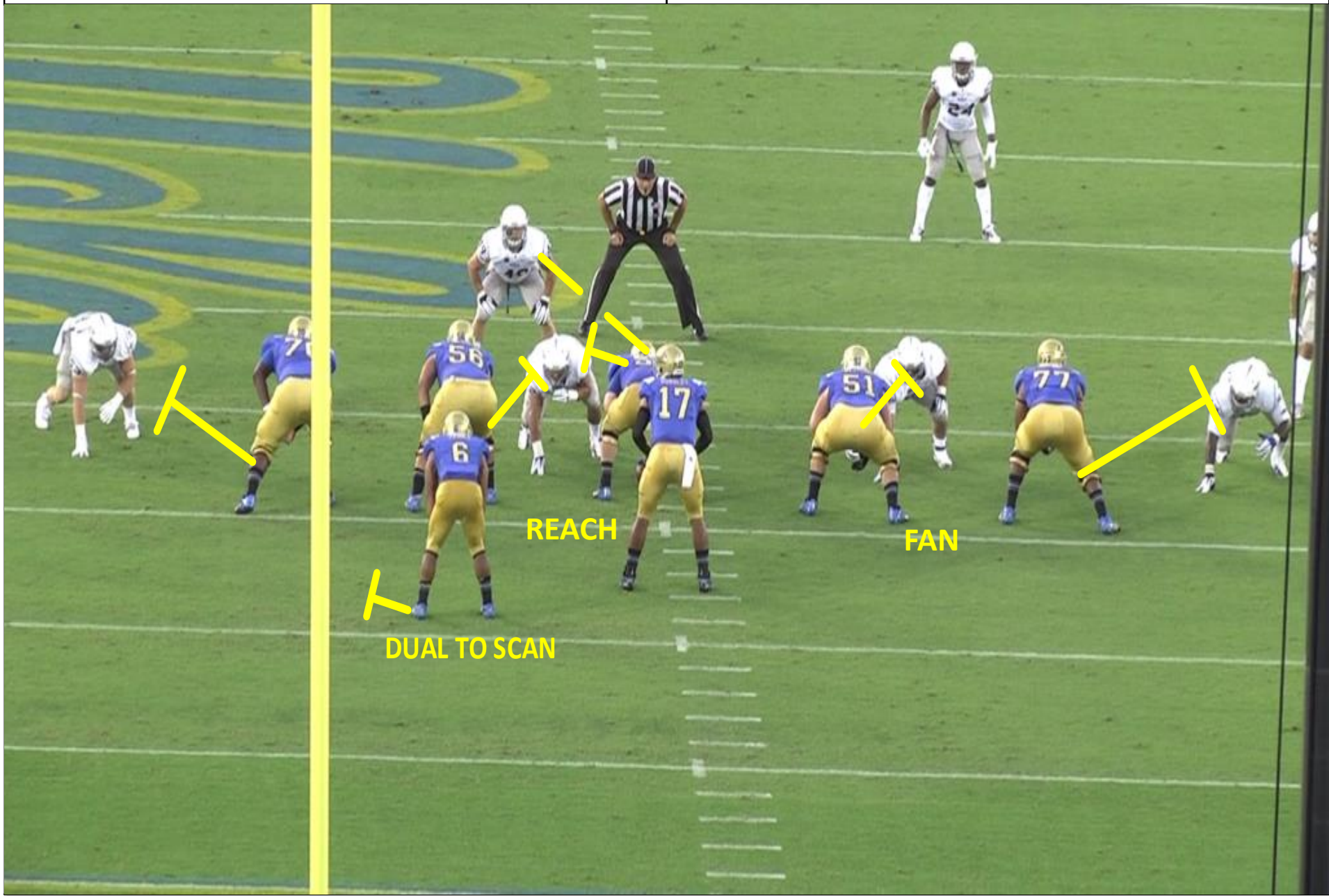
IMG

ACADEMY

60/61

PROTECTION: 60 / 61

DEFENSE: 4-1 OVER



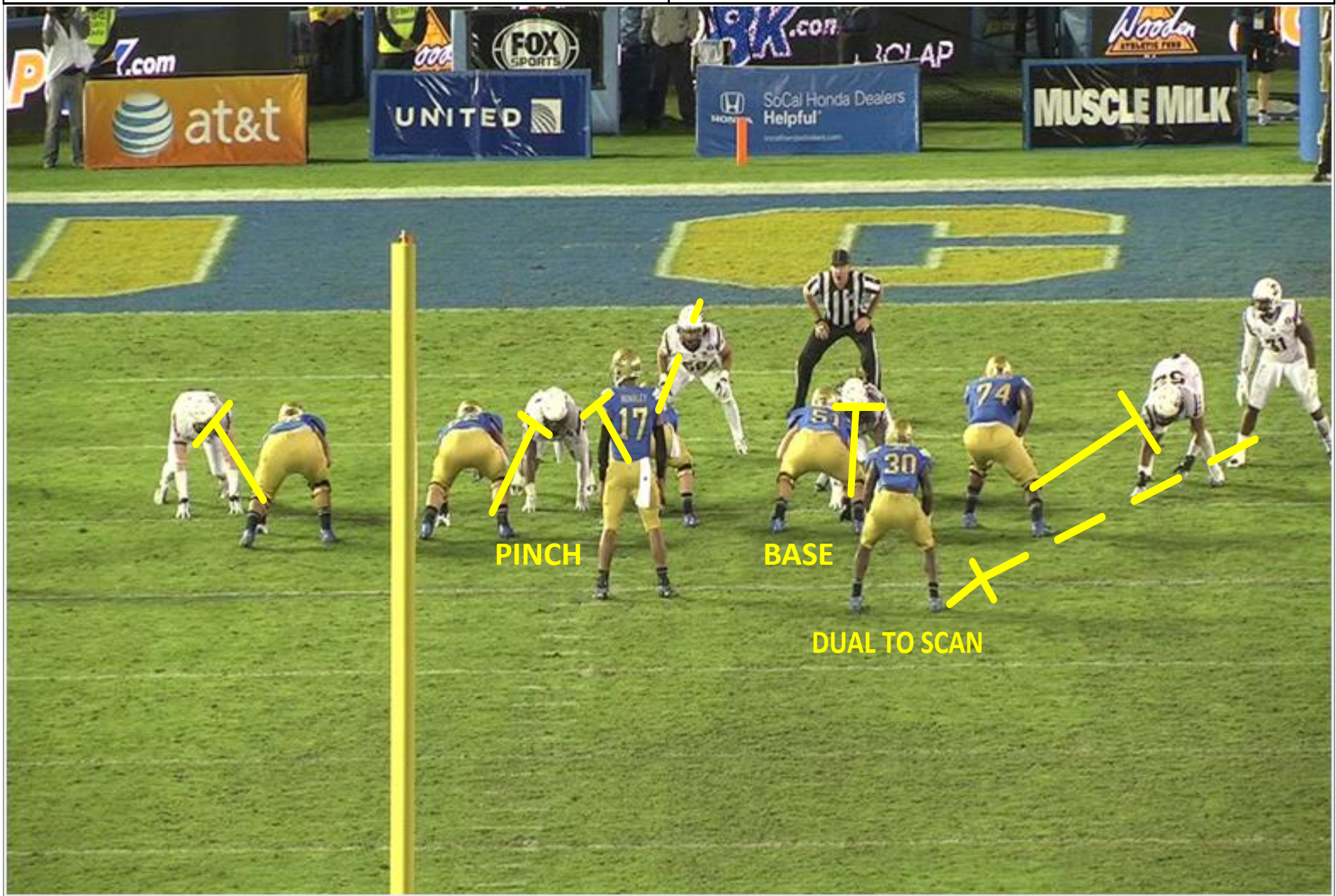
REACH

FAN

DUAL TO SCAN

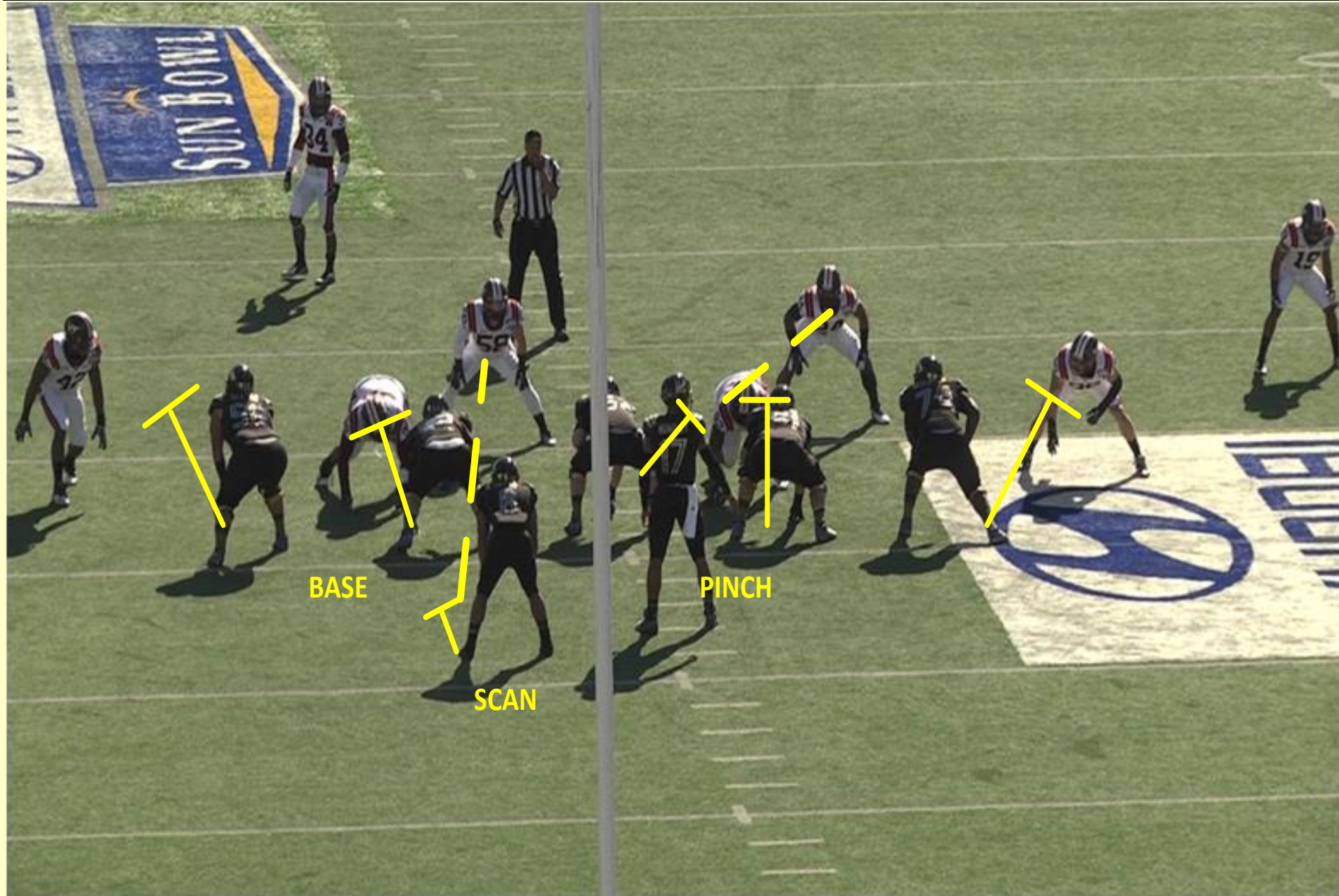
PROTECTION: LOU

DEFENSE: 4-1 UNDER



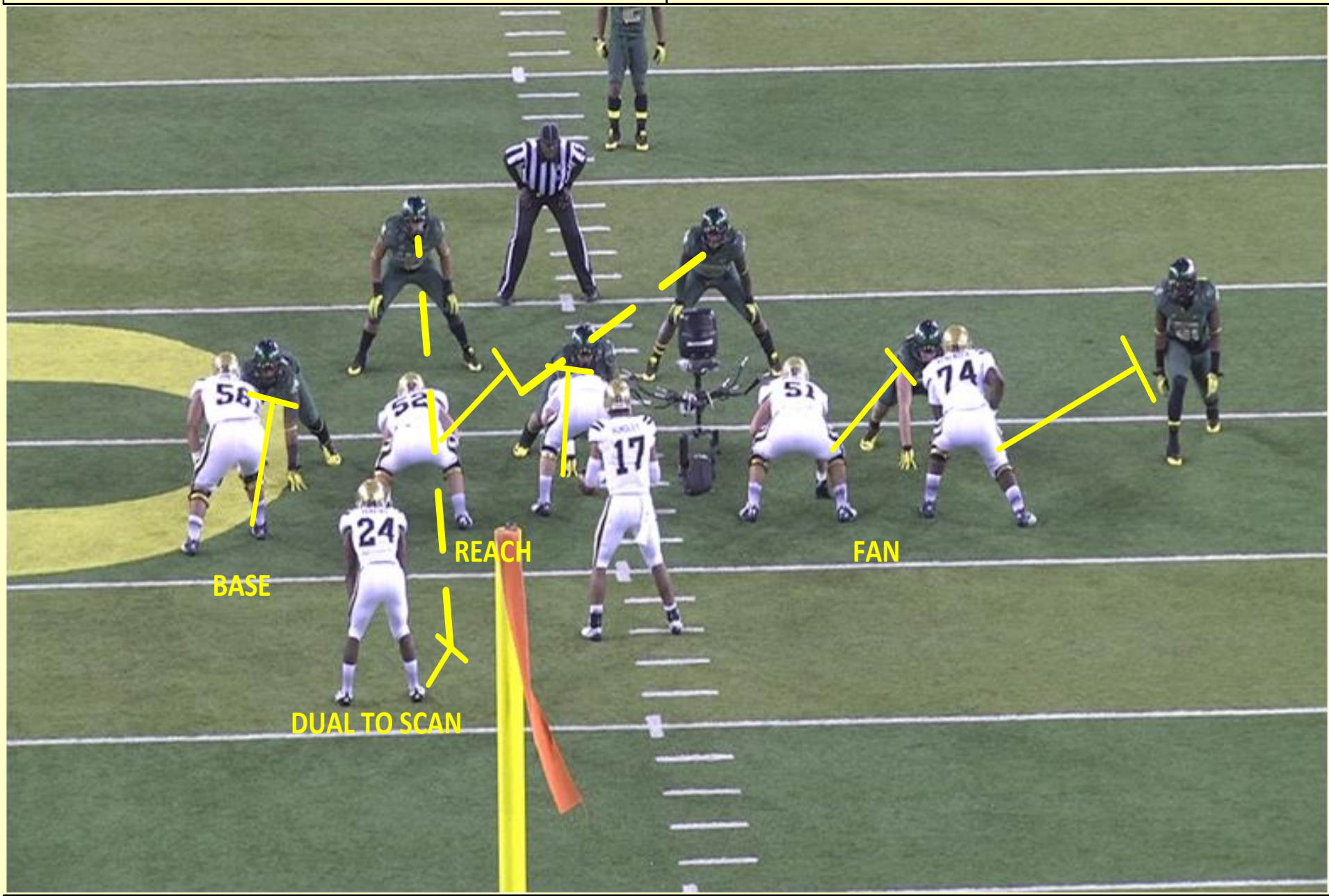
PROTECTION: RON

DEFENSE: 4-2 UNDER



PROTECTION: RON

DEFENSE: TITE



BASE

REACH

DUAL TO SCAN

FAN

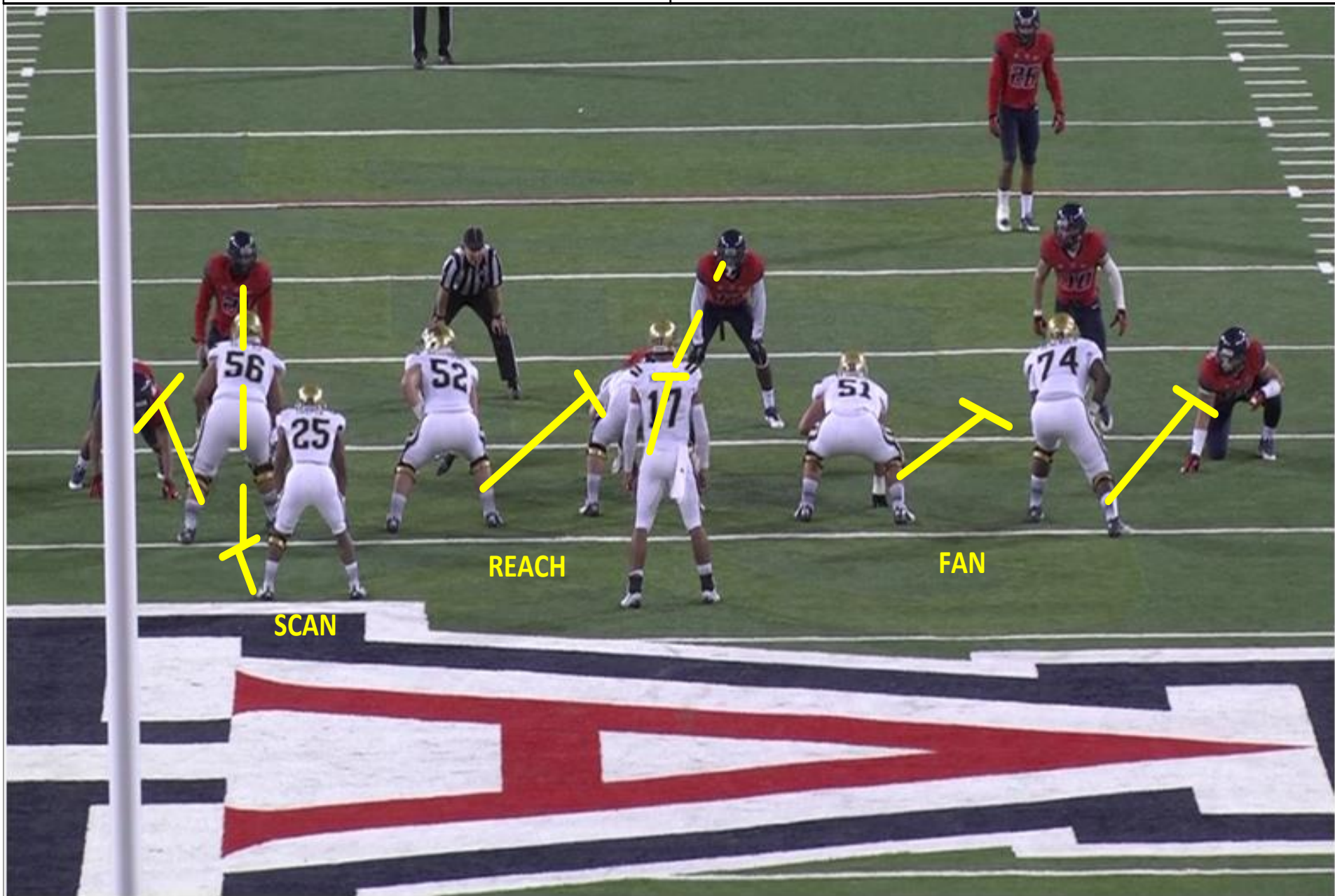
PROTECTION: RON

DEFENSE: ODD



PROTECTION: RON

DEFENSE: ODD STACK



SCAN

REACH

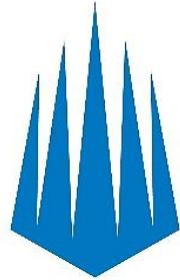
FAN

PROTECTION: RON

DEFENSE: BEAR



PROTECTION



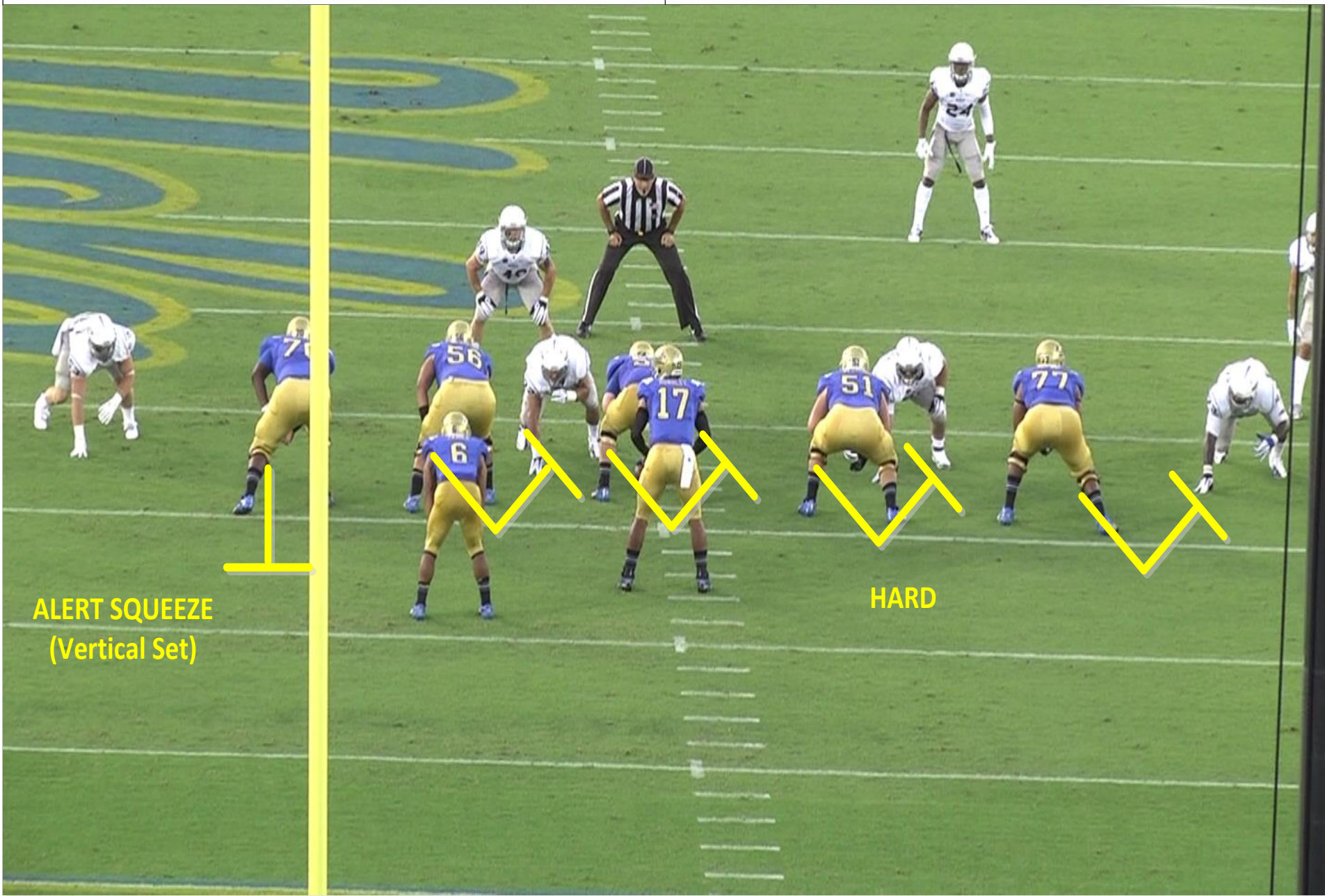
IMG

ACADEMY

50/51

PROTECTION: R

DEFENSE: 4-1 OVER

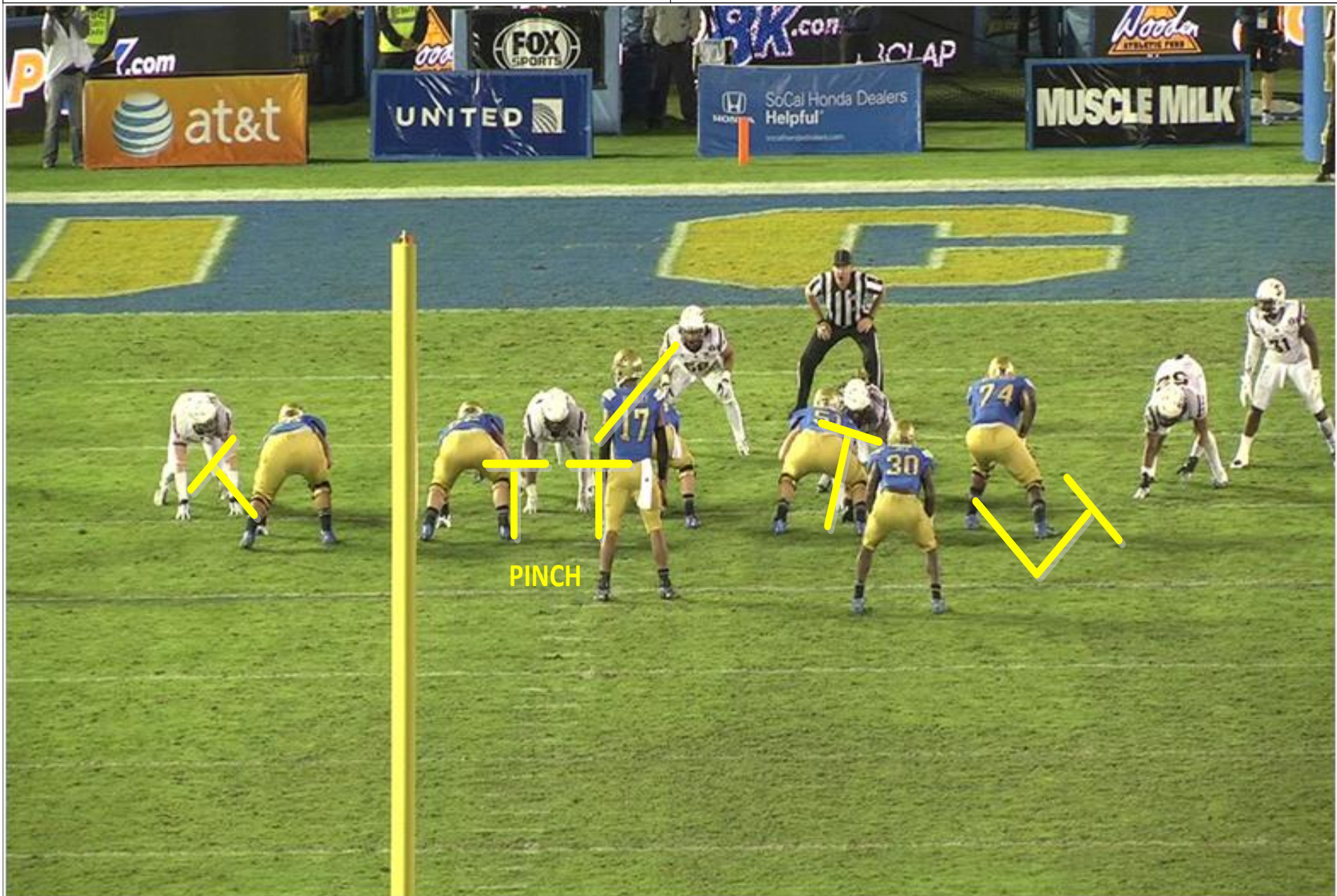


ALERT SQUEEZE
(Vertical Set)

HARD

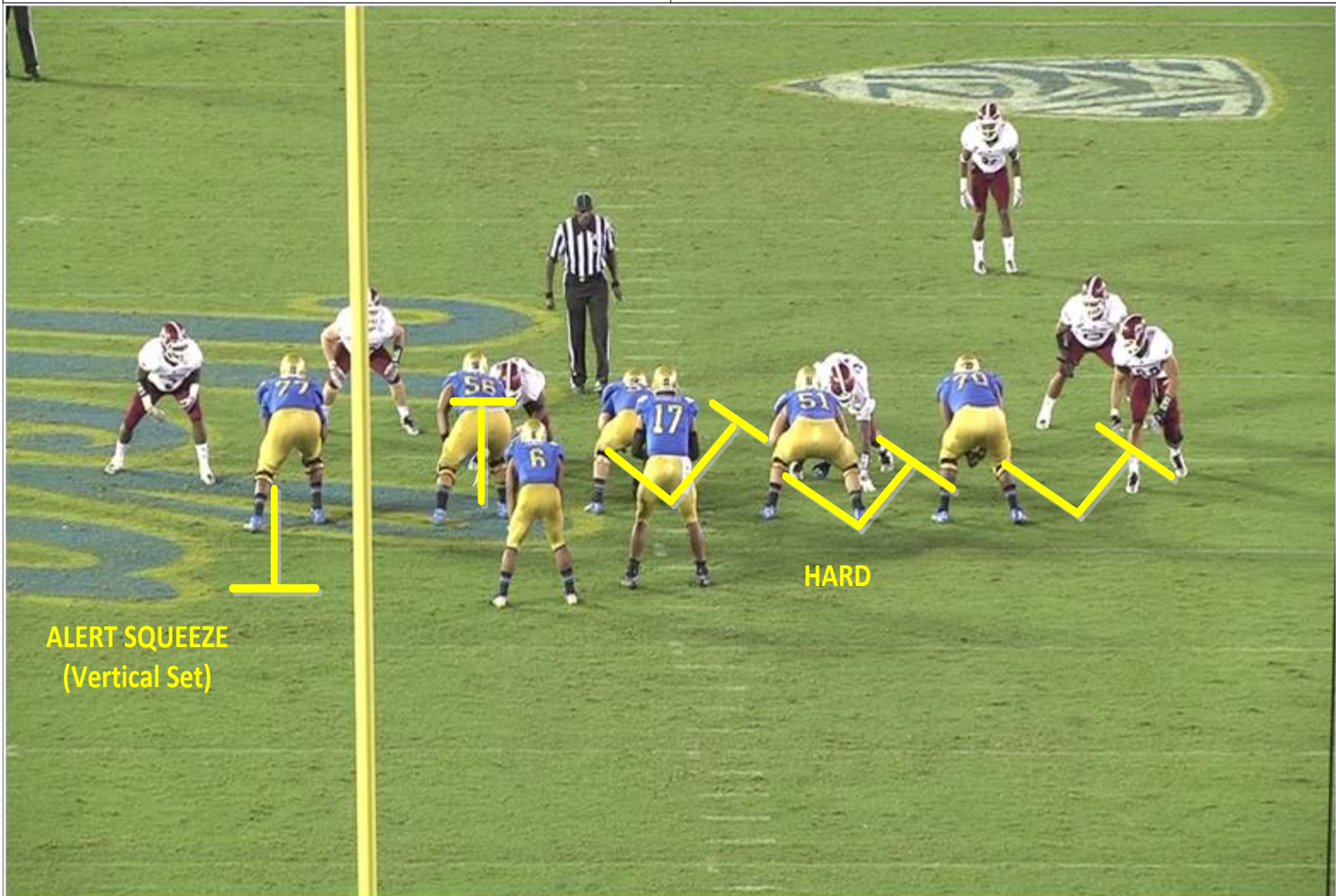
PROTECTION: L

DEFENSE: 4-1 UNDER



PROTECTION: R

DEFENSE: 4-2 OVER

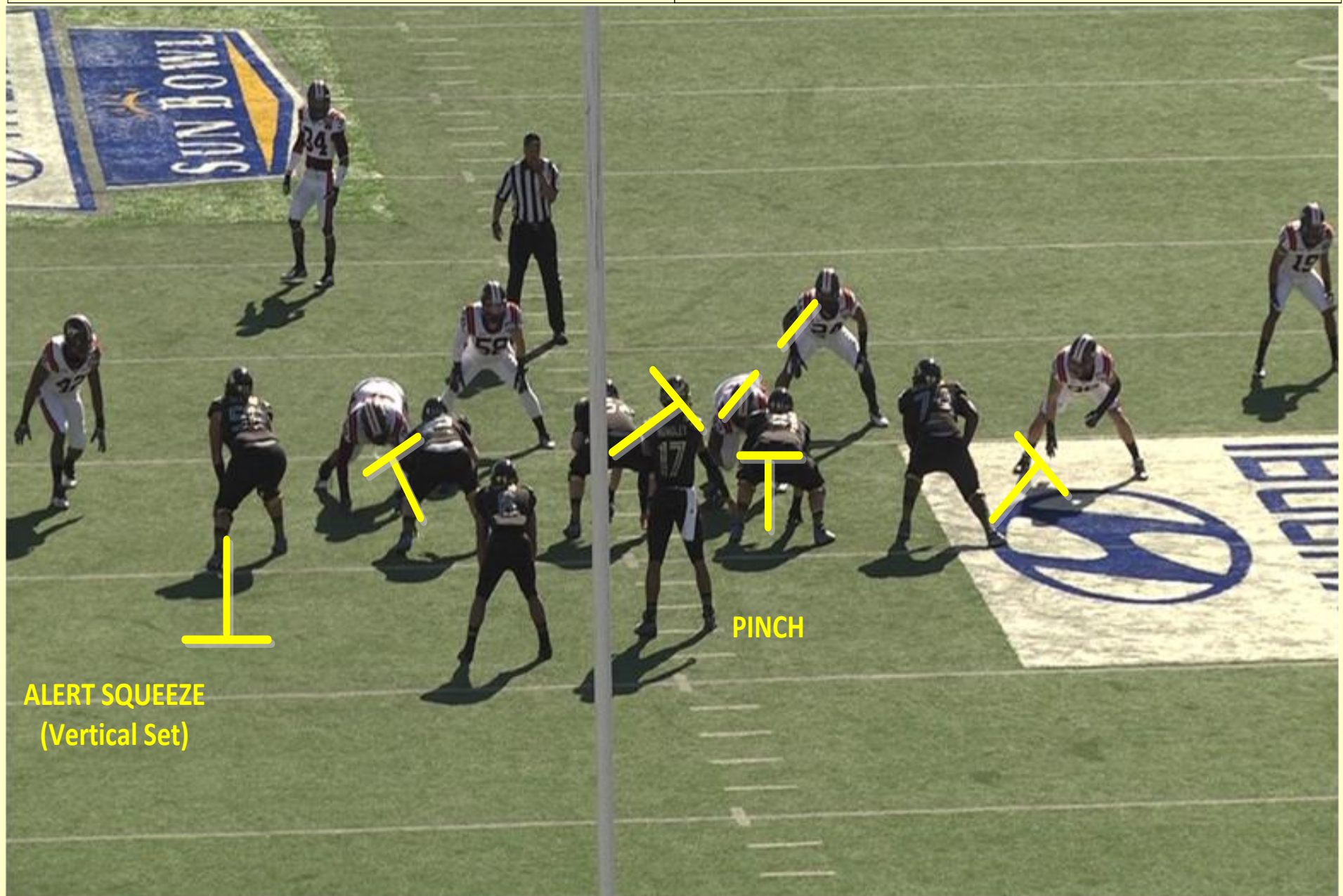


**ALERT SQUEEZE
(Vertical Set)**

HARD

PROTECTION: R

DEFENSE: 4-2 UNDER

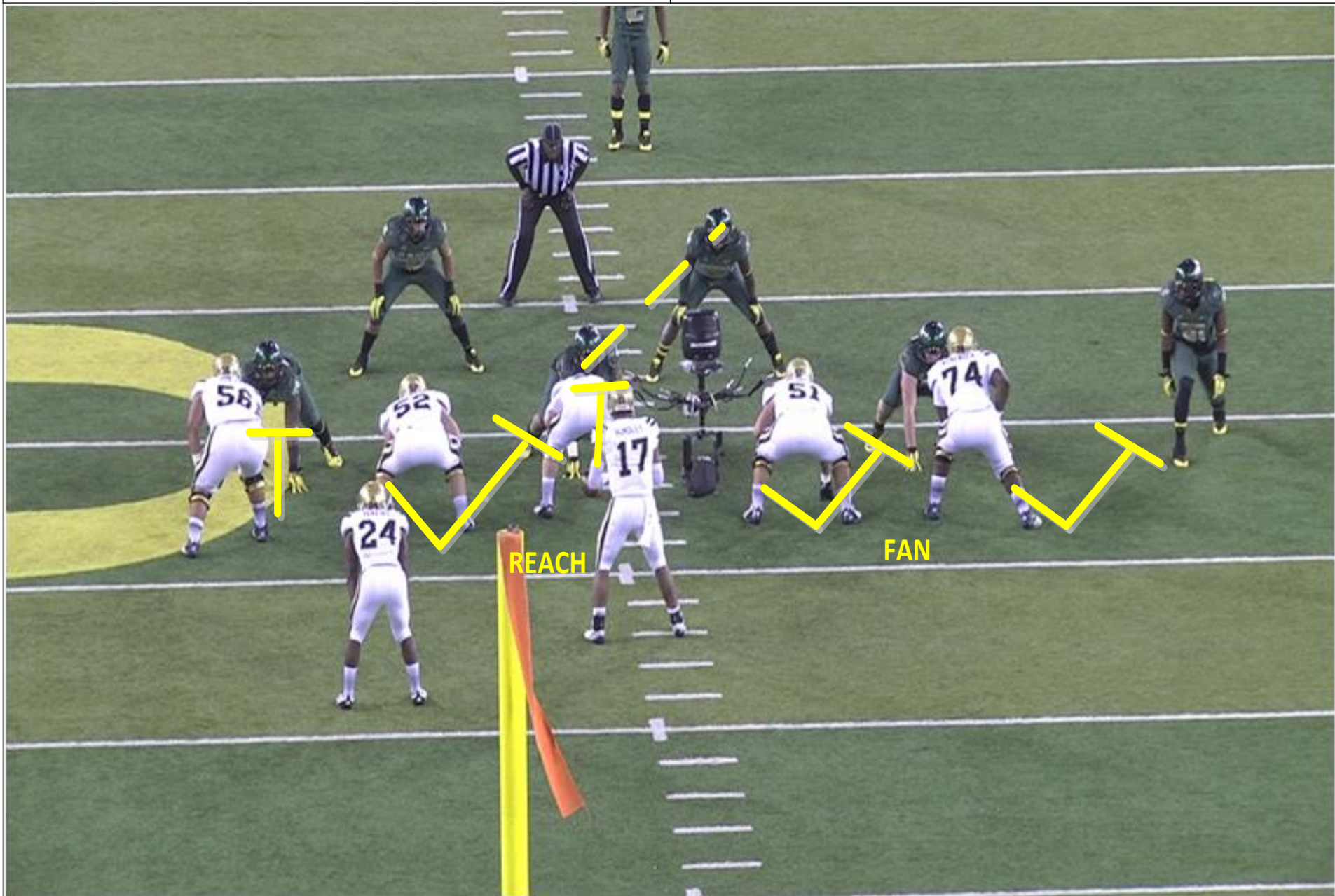


ALERT SQUEEZE
(Vertical Set)

PINCH

PROTECTION: R

DEFENSE: TITE



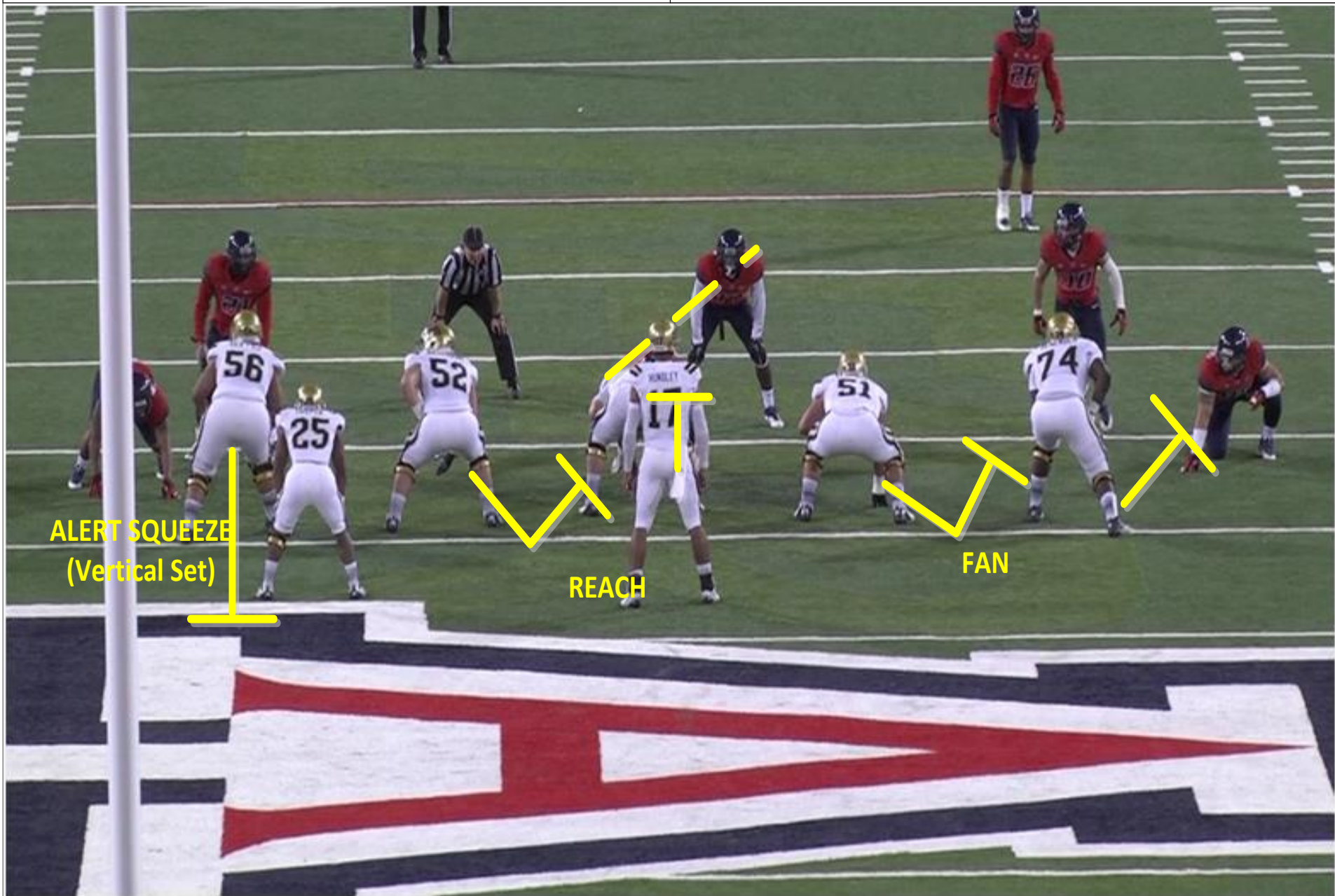
PROTECTION: R

DEFENSE: ODD



PROTECTION: R

DEFENSE: ODD STACK

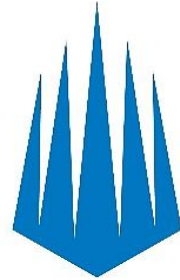


ALERT SQUEEZE
(Vertical Set)

REACH

FAN

RPO



IMG

ACADEMY

RUN - PASS TAGS

Run-pass tags

- **Key 1: key screen #1**
- **Key 2: key screen #2**
- **Key 3: key screen #3 (bubble)**
- **Stickie: stick with key 2**
- **Pop: pop with key 2 (tag pop: y/f)**
- **Quick game: hitches/outs**
- **Gift: single wr**
- **Gift: non read side**
- **Storm**
- **Nickel**
- **Fungo**

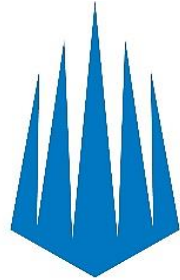
RUN PASS OPTIONS (RPO)

BUILDING RUN/PASS OPTIONS (RPO)

RPO: WHEN BUILDING YOUR RPO'S YOU NEED TO UNDERSTAND WHAT IT IS YOU ARE TRYING TO ATTACK. IF YOU ARE READING A DEFENSE IF END THEN KEY SCREENS AND COMETS ARE THE BEST ATTACHMENT FOR THE OUTLET FOR THE QUARTERBACK. AND THOSE ARE EVEN TAKEN WHEN THE DEFENDERS ARE INSIDE THE BOX LEAVING WR'S UNCOVERED. IF YOU ARE READING A SECOND LEVEL DEFENDER THEN YOU THROW MORE DOWNFIELD THROWS (POP) AS THE LINE IS GOING TO BE ON THE LINE OF SCRIMMAGE LONGER.

ATTACK THE DEFENDERS RUN FIT! PUT HIM IN CONFLICT

RPO



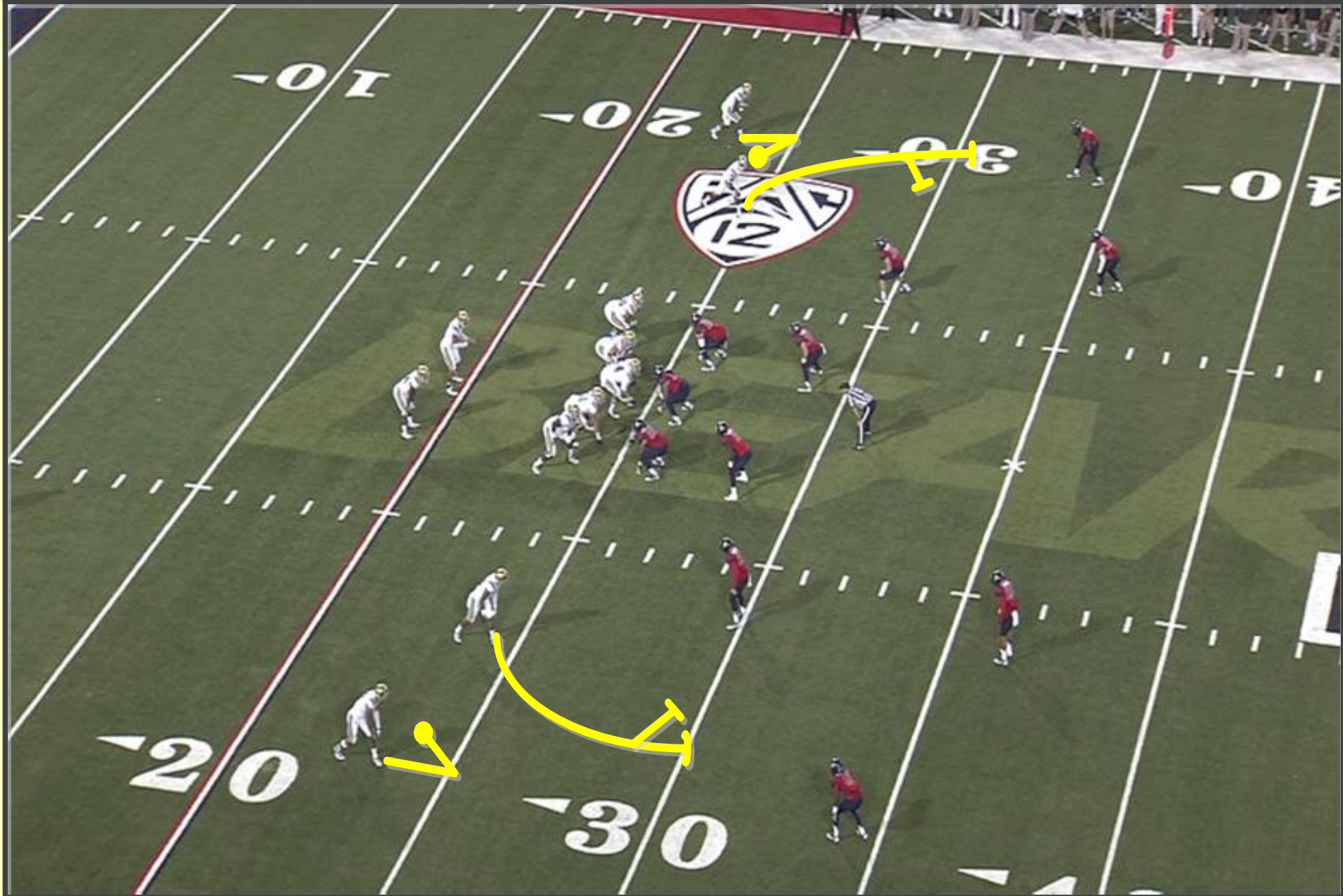
IMG

ACADEMY

KEY 1

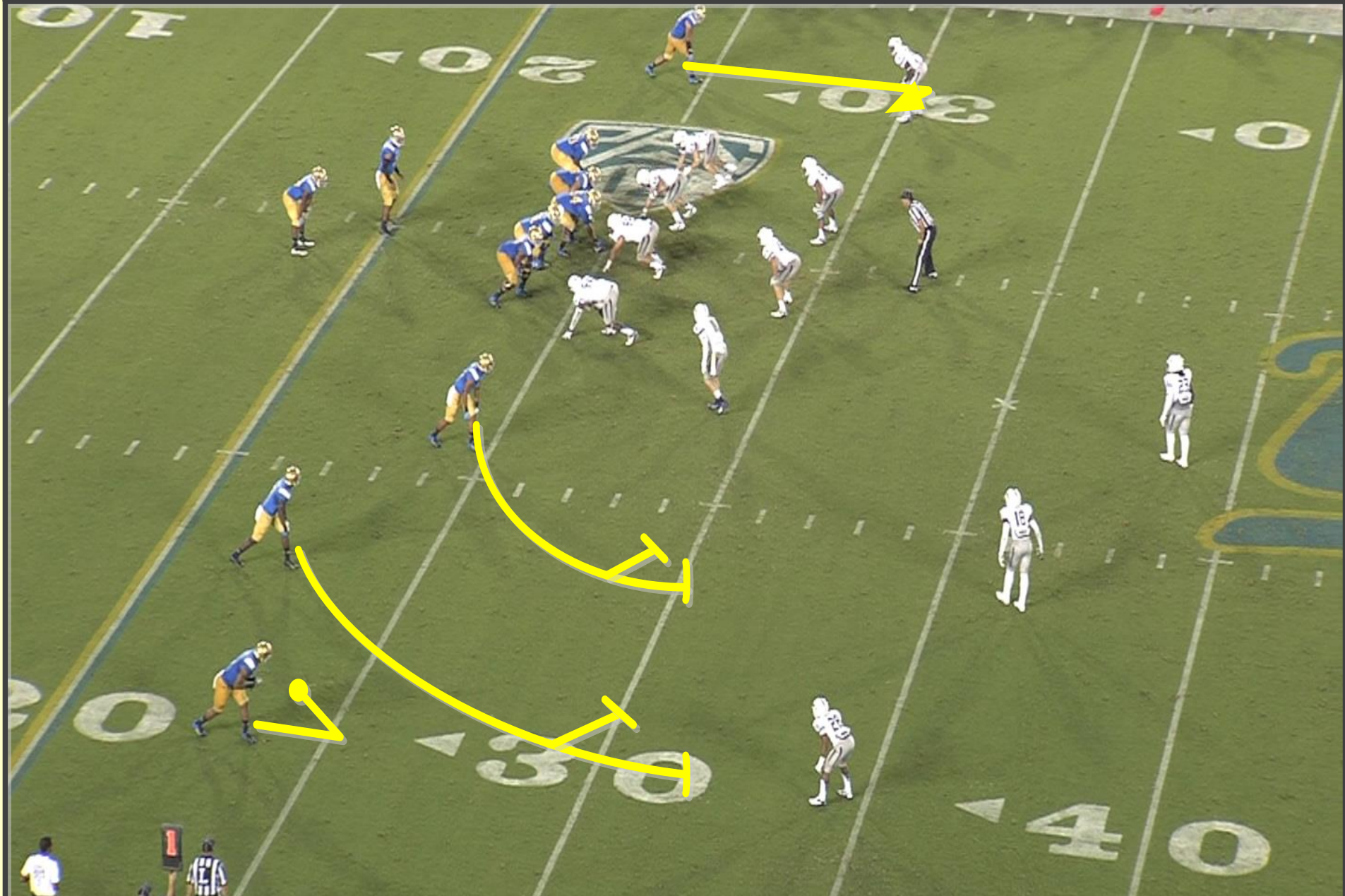
PLAY: DUAL ZORRO ODD KEY 1

RUN/PASS TAG: KEY 1

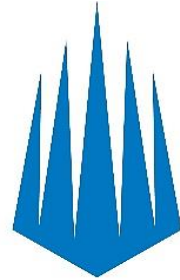


PLAY: TRIO ZORRO ODD KEY 1

RUN/PASS TAG: KEY 1



RPO



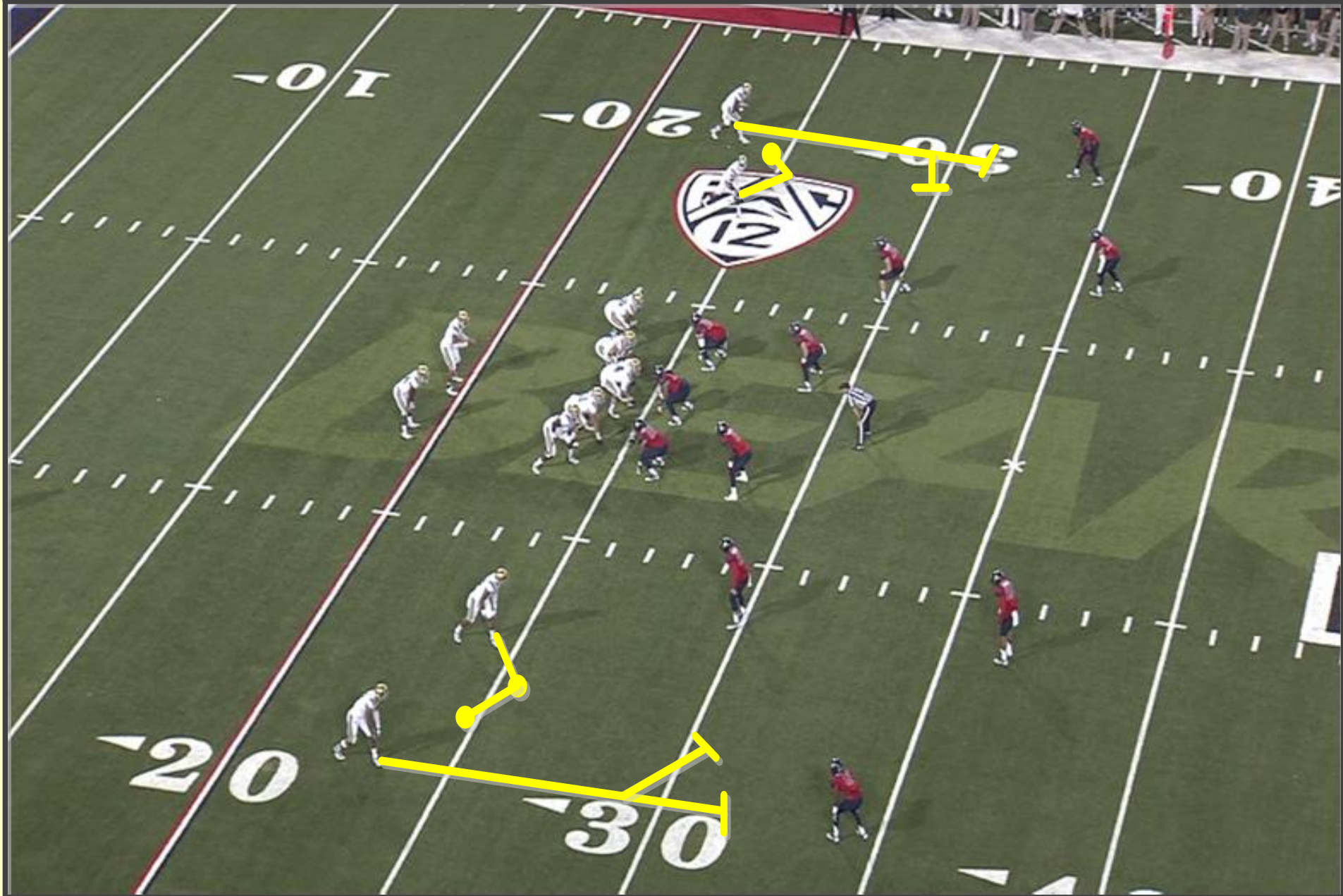
IMG

ACADEMY

KEY 2

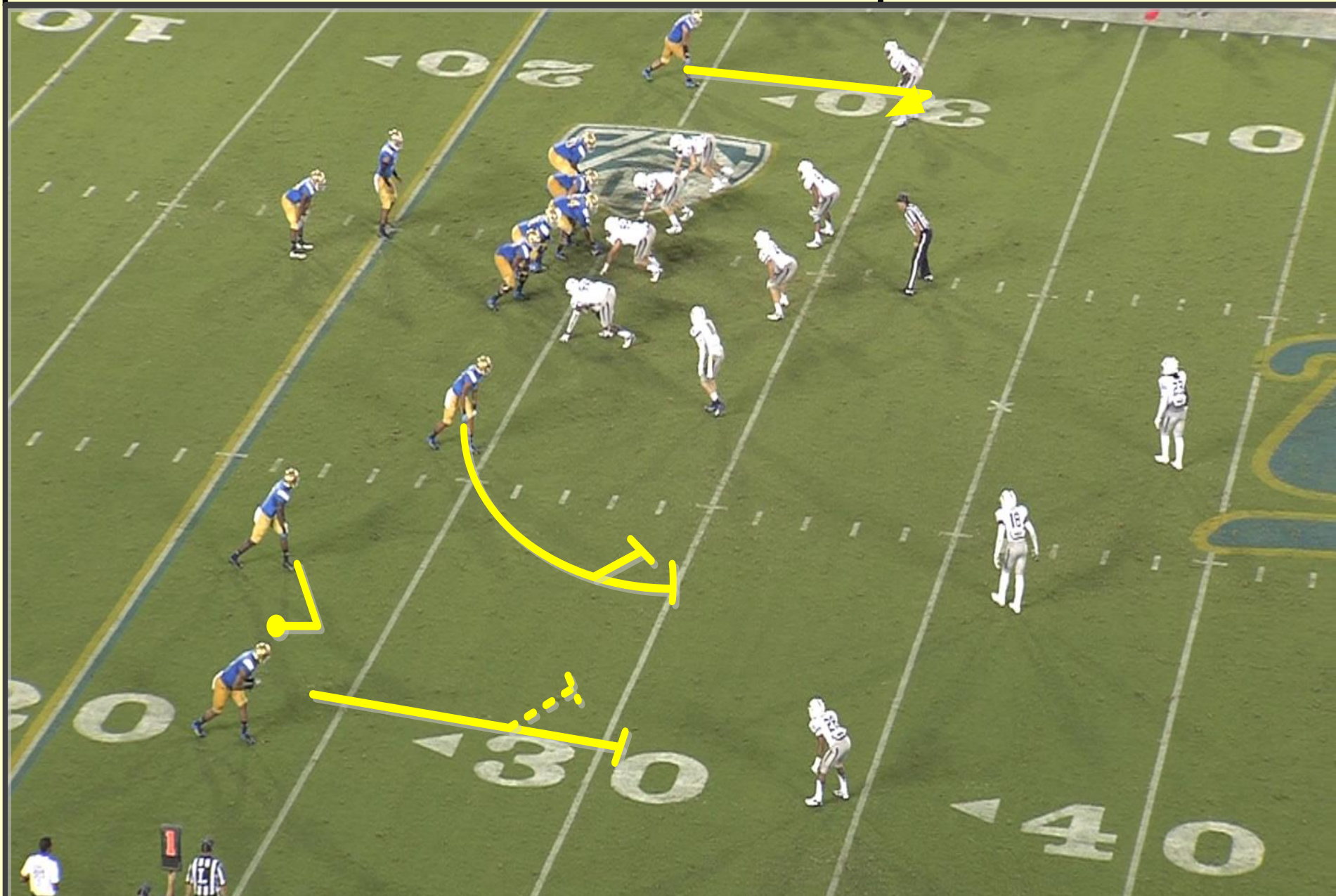
PLAY: DUAL ZORRO ODD KEY 2

RUN/PASS TAG: KEY 2

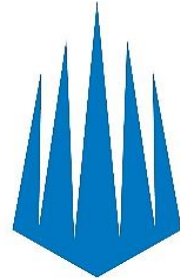


PLAY: TRIO ZORRO ODD KEY 2

RUN/PASS TAG: KEY 2



RPO

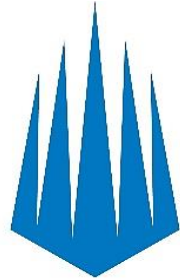


IMG

ACADEMY

KEY 3

RPO



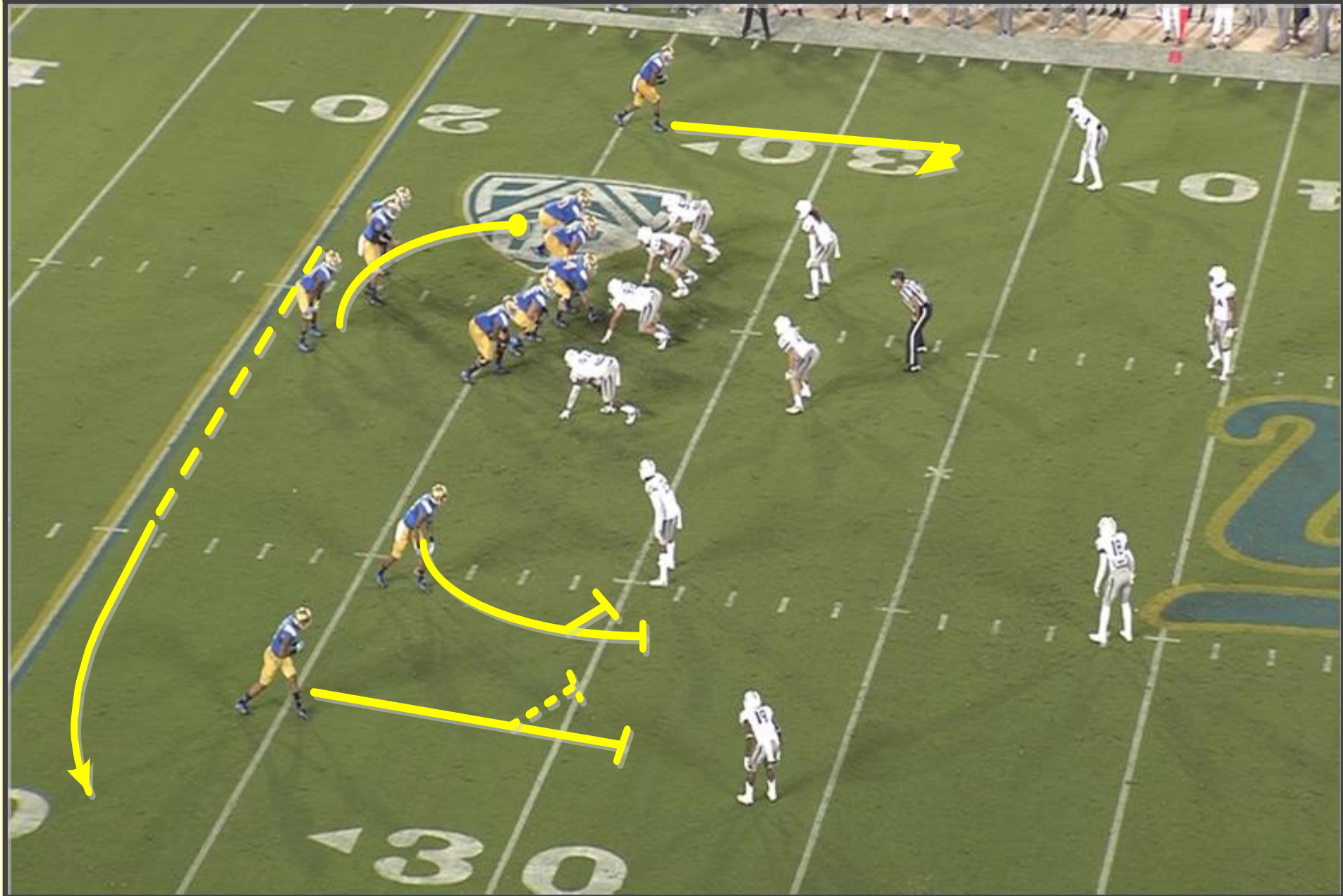
IMG

ACADEMY

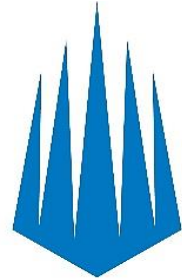
KEY 1

PLAY: GREEN TEAR ZORRO ODD COMET

RUN/PASS TAG: COMET



RPO



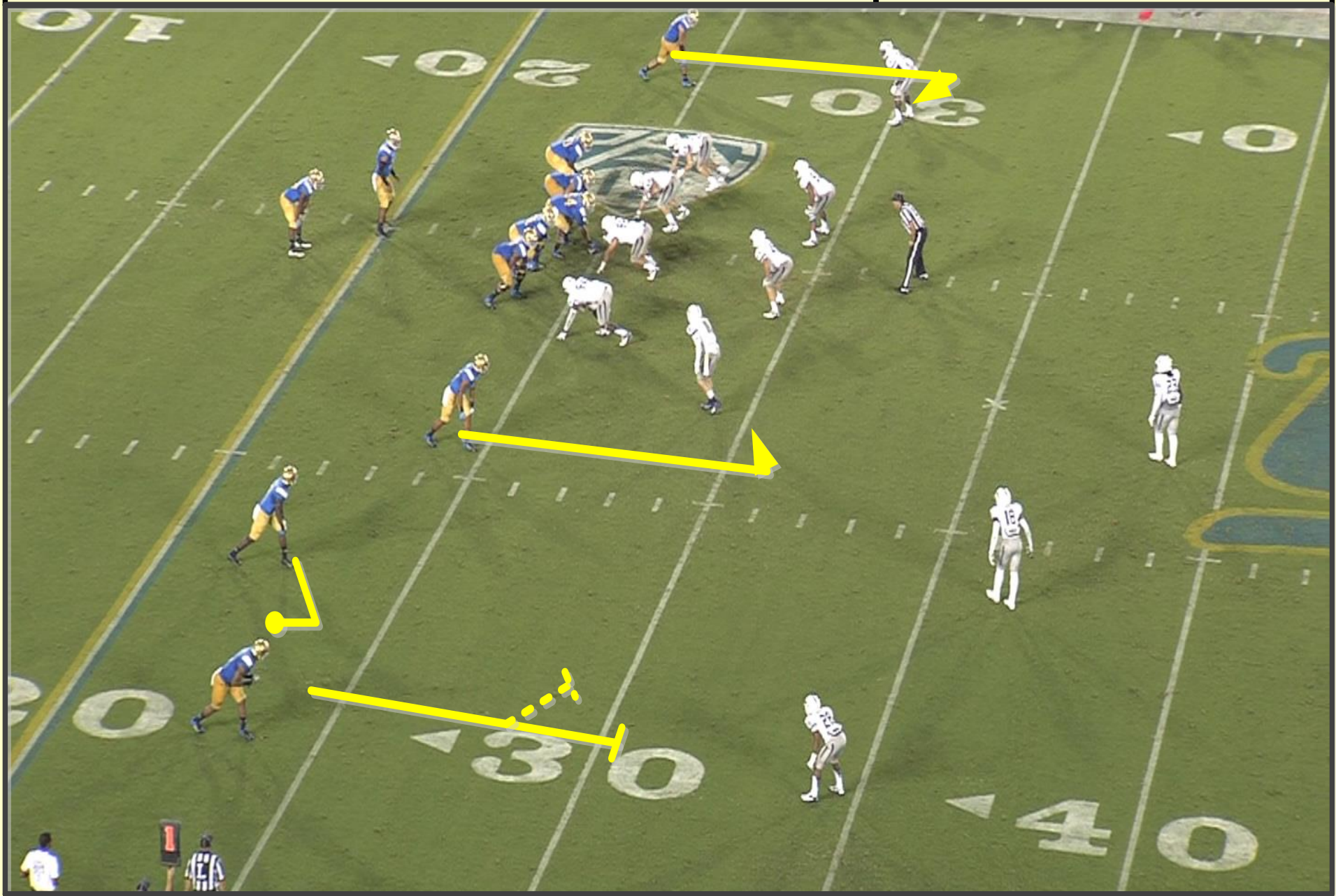
IMG

ACADEMY

HITCH

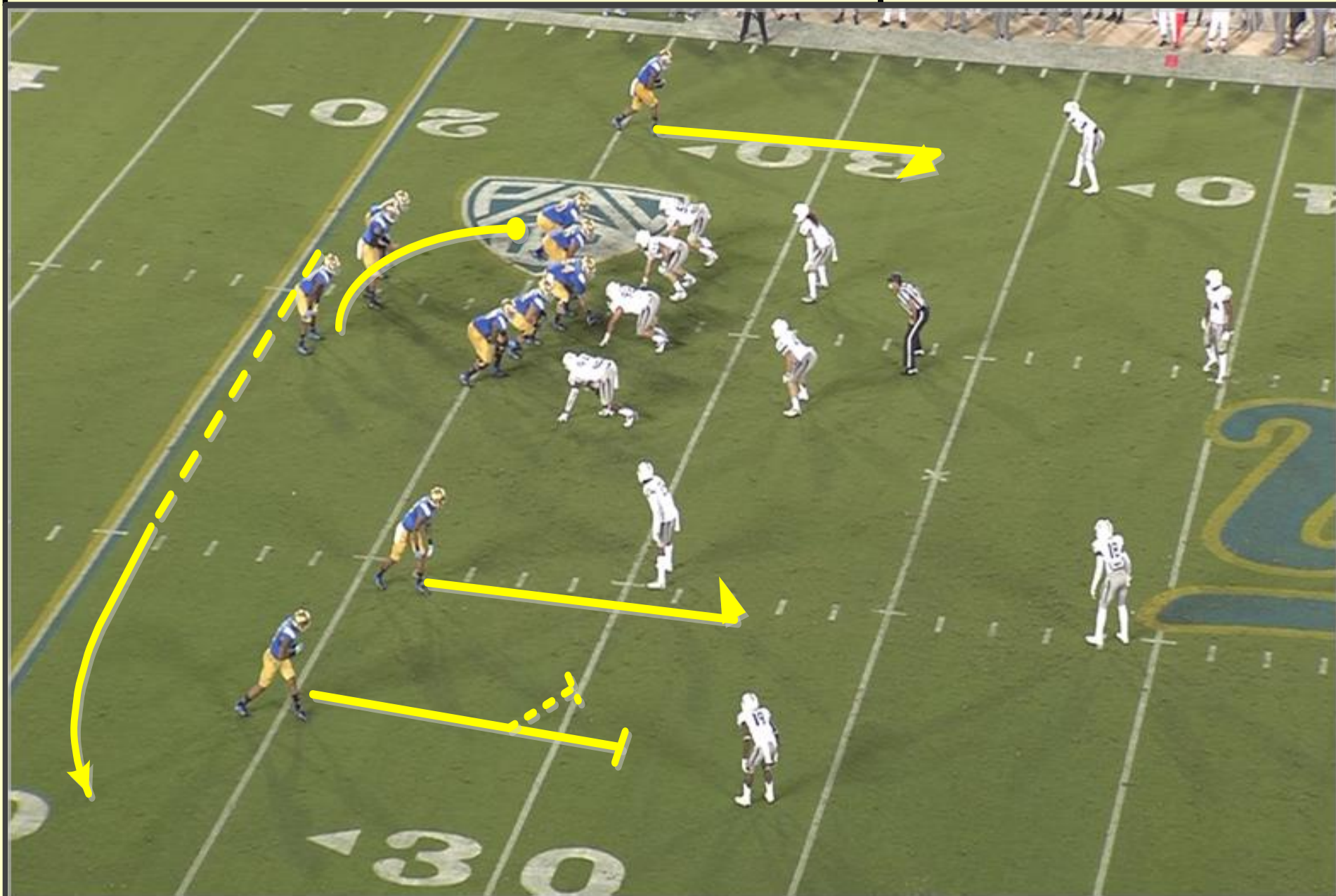
PLAY: TRIO ZORRO ODD STICKIE

RUN/PASS TAG: STICKIE

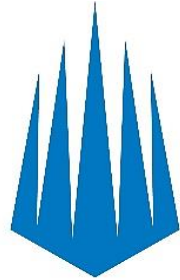


PLAY: GREEN TEAR GIANTS ODD STICKIE

RUN/PASS TAG: STICKIE



RPO



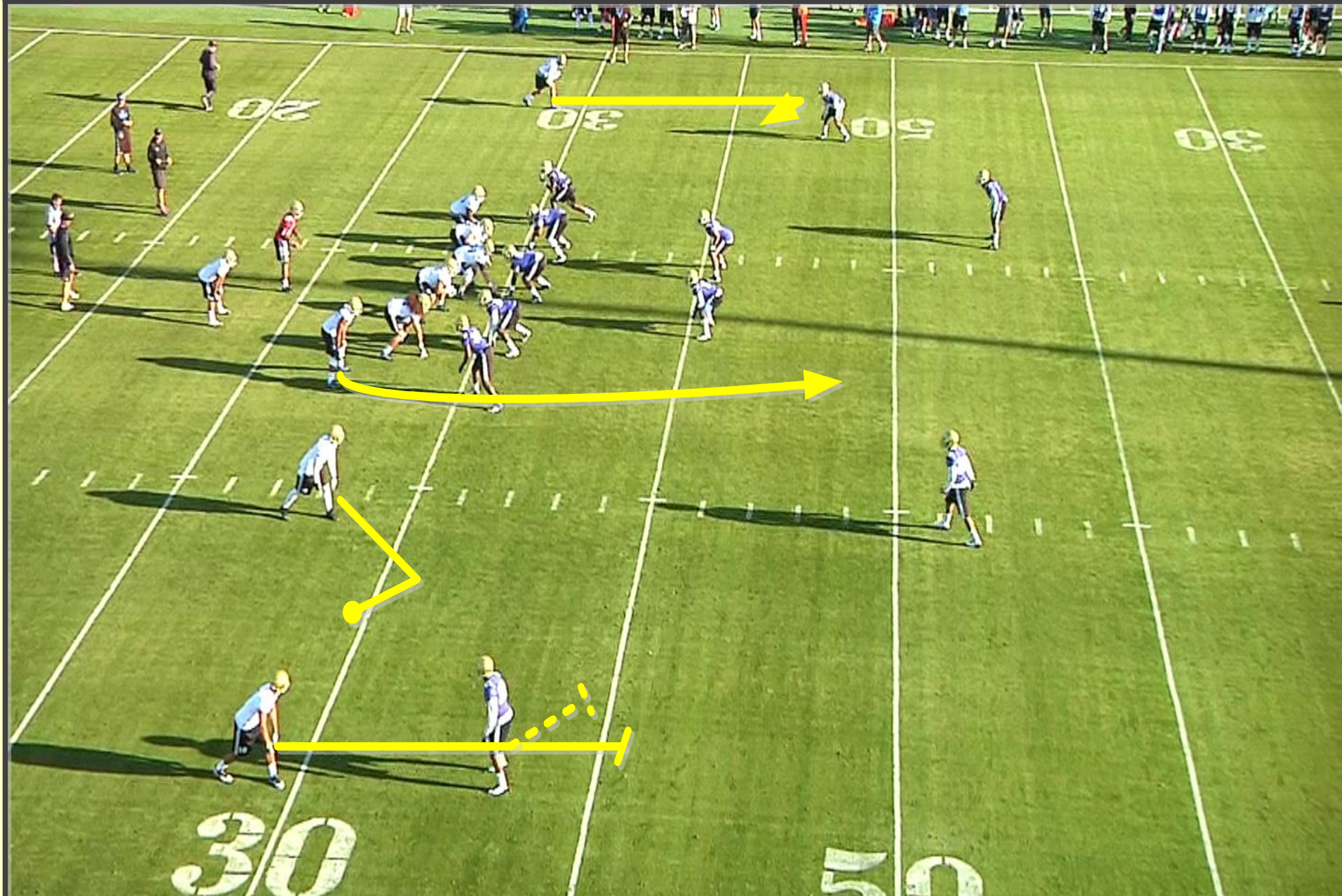
IMG

ACADEMY

POP

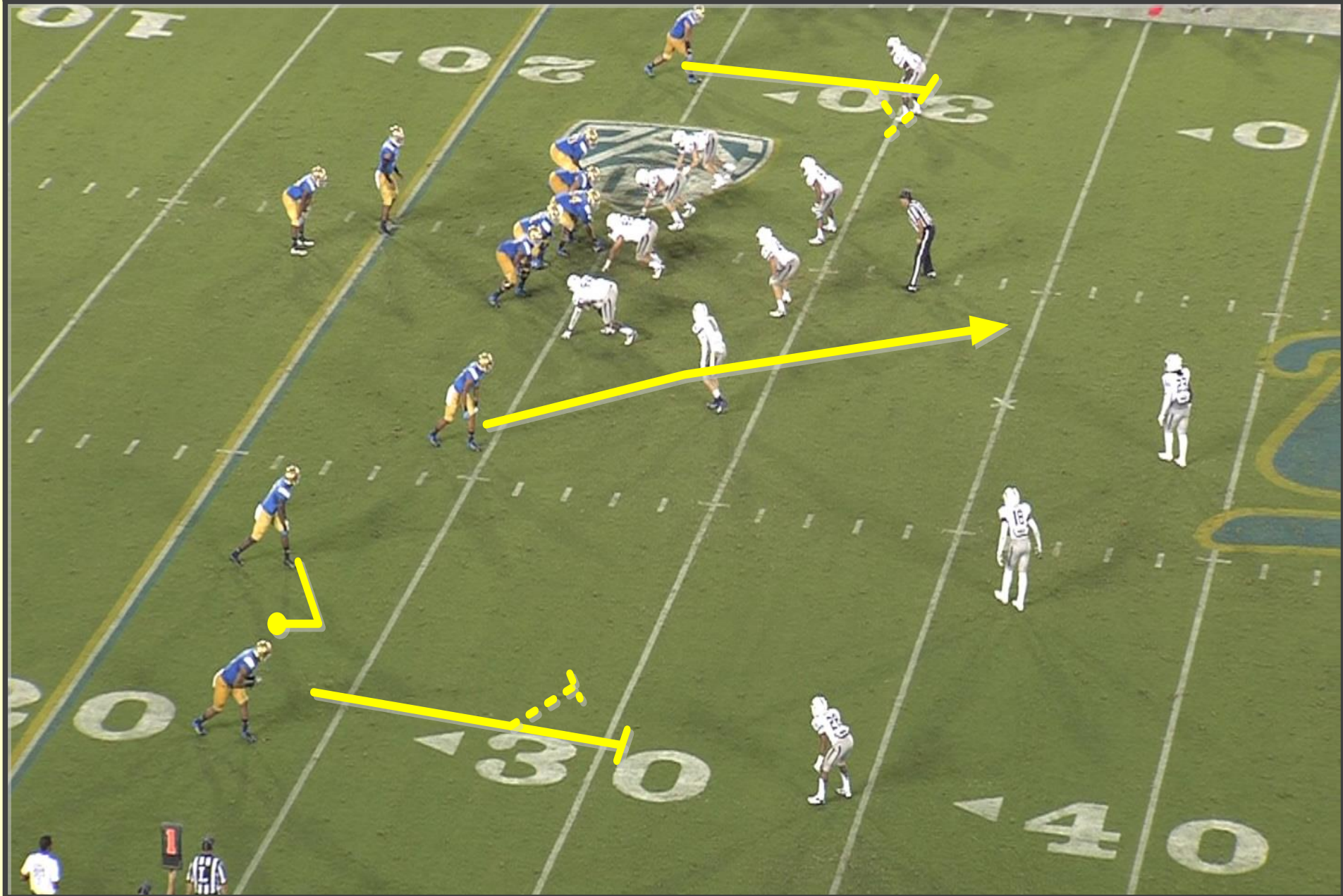
PLAY: KING F POP

RUN/PASS TAG: F POP



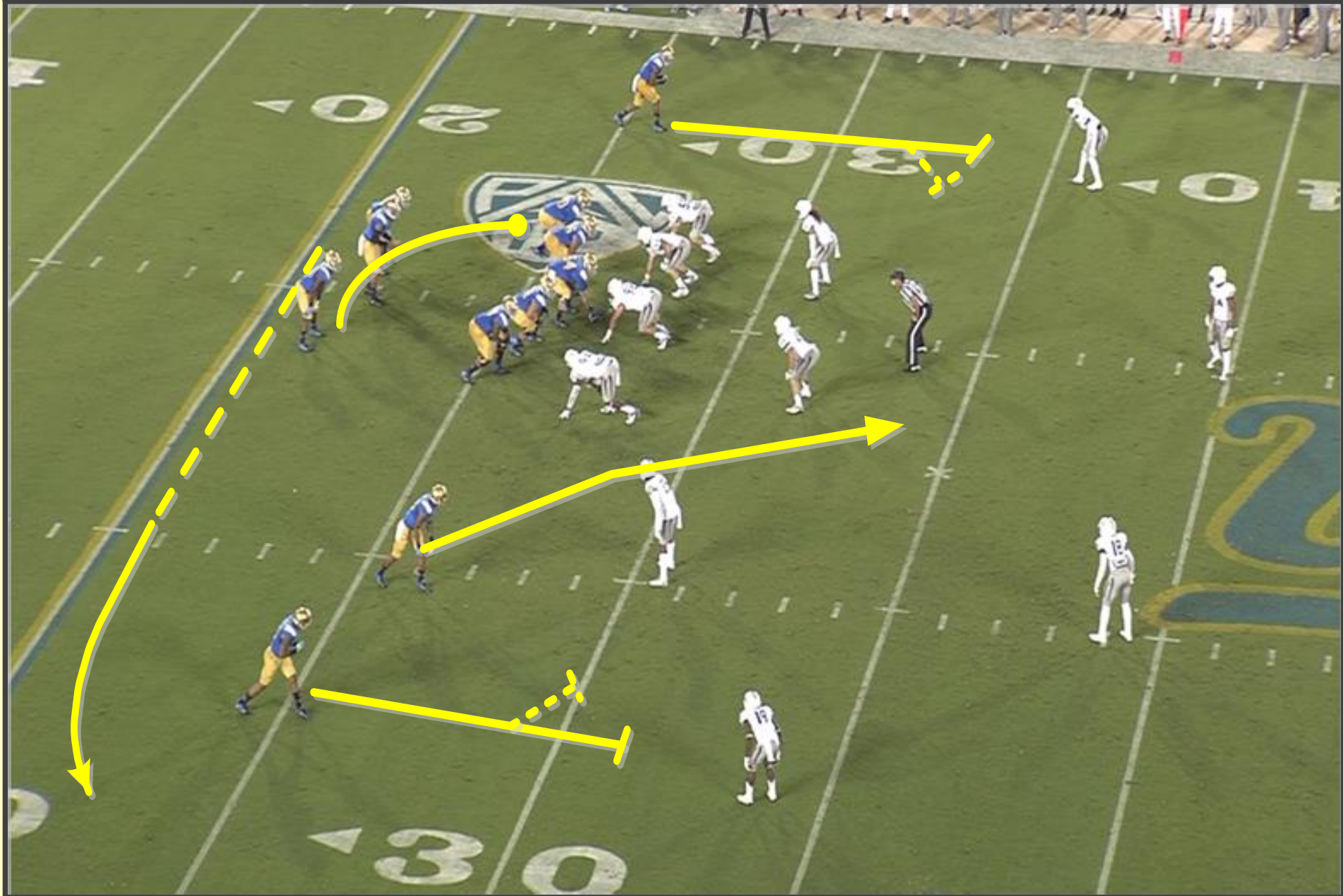
PLAY: TRIO ZORRO ODD POP

RUN/PASS TAG: POP

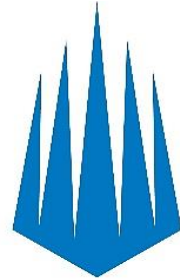


PLAY: GREEN TEAR GIANTS ODD POP

RUN/PASS TAG: POP



RPO



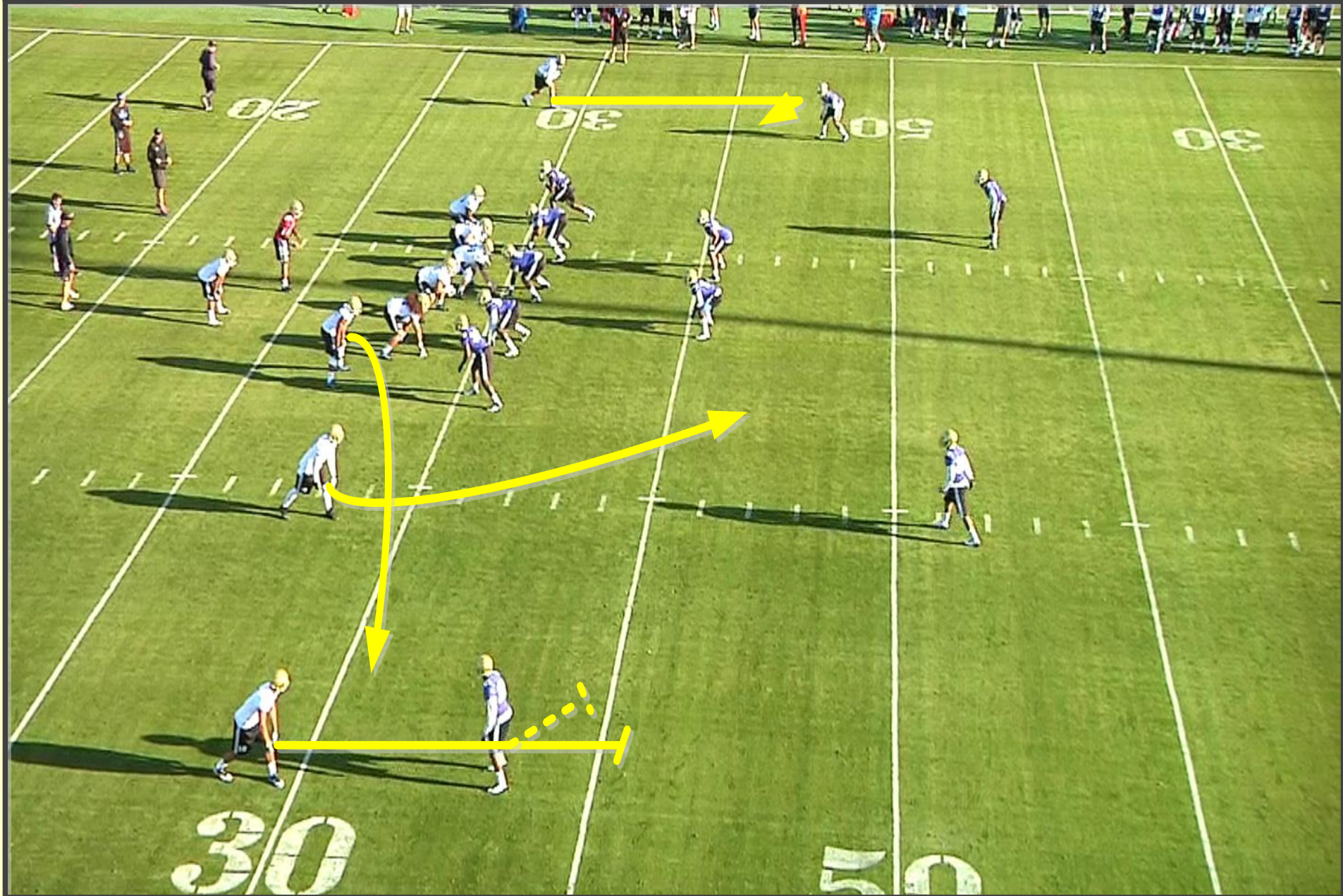
IMG

ACADEMY

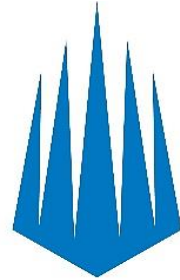
FUNGO Y POP

PLAY: KING Y POP

RUN/PASS TAG: Y POP



RPO



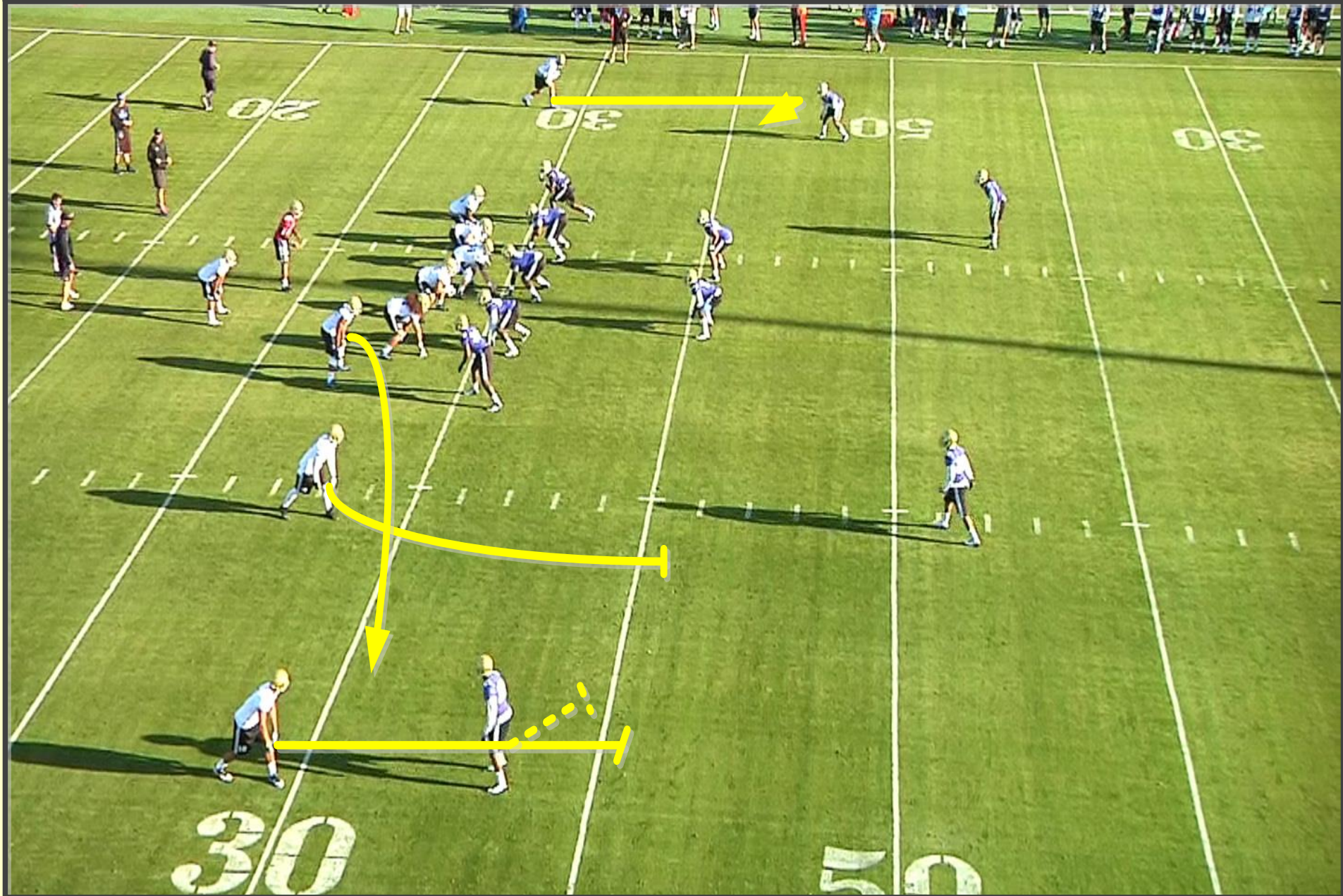
IMG

ACADEMY

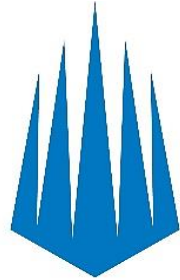
FUNGO

PLAY: KING FUNGO

RUN/PASS TAG: FUNGO



RPO



IMG

ACADEMY

GIFT

PLAY: GREEN TEAR ZORRO ODD COMET

RUN/PASS TAG: COMET

