



**UAPB**

**2023**

**PLAYBOOK**

**“WE DON’T  
INHERIT AN  
ATTITUDE, WE  
CREATE IT”**





**2023 PLAYBOOK**

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# 2023 PLAYBOOK



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# PHILOSOPHY

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- **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 WE ARE UNDER 12%**
- 
- **EXAMPLE: 90 OFFENSIVE PLAYS-12% OF 90 IS 11 PLAYS.**
  - **WE MUST HAVE NO MORE THAN 11 PLAYS FROM ABOVE.**



# 2023 PLAYBOOK



**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

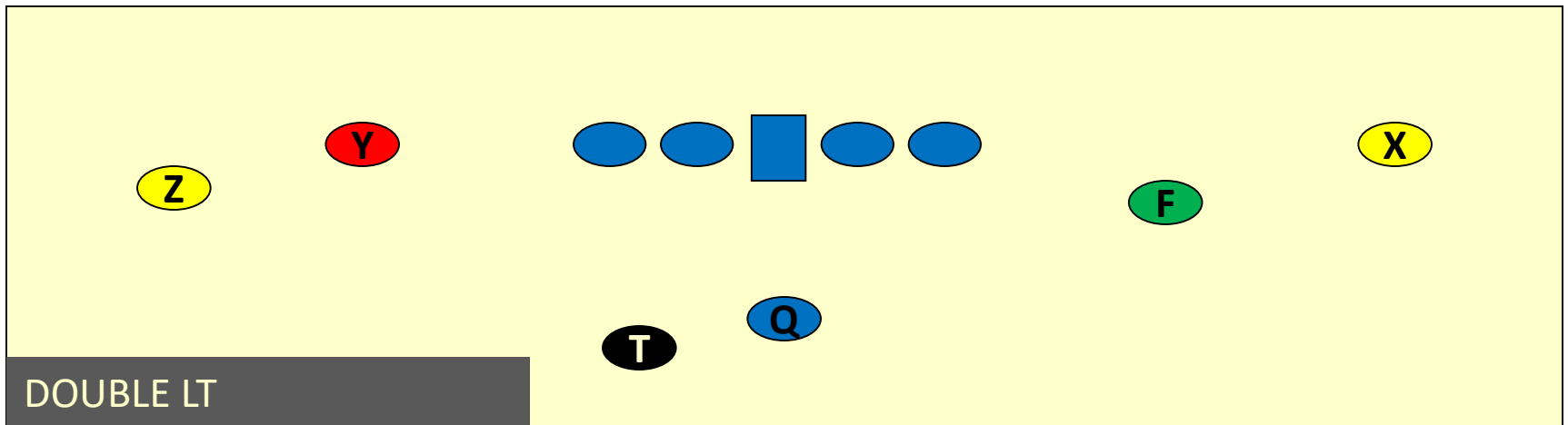
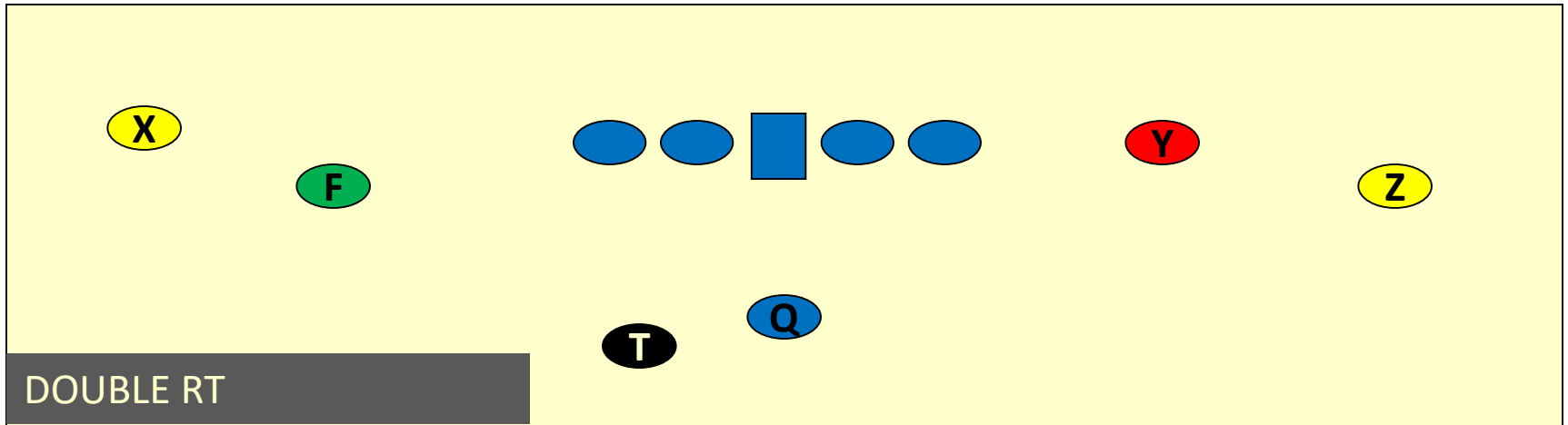


# FORMATIONS

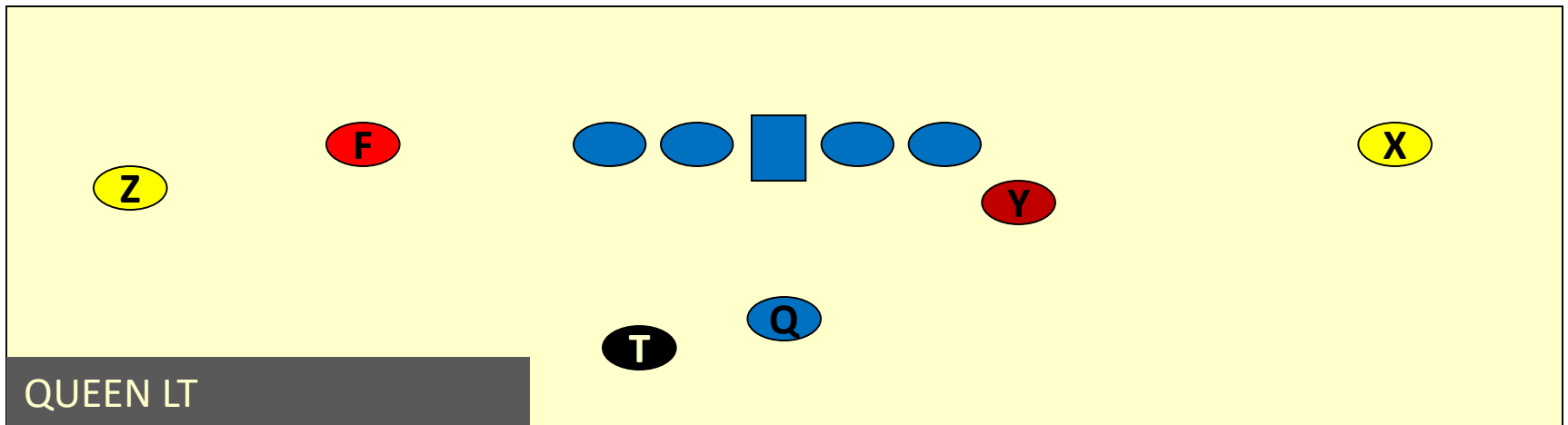
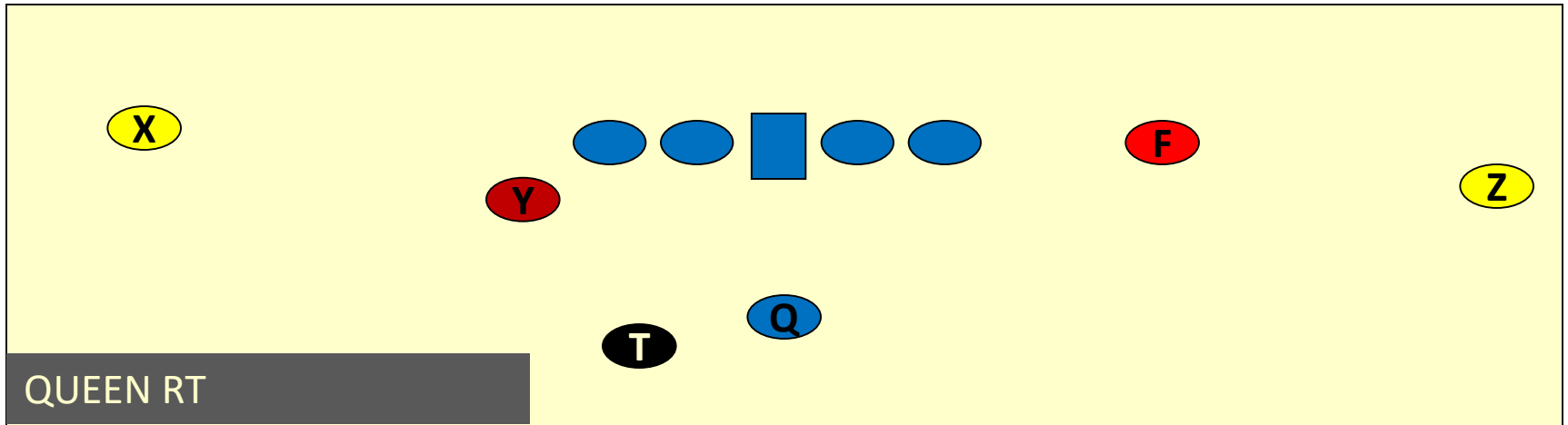
- **DOUBLE (RT/LT)**
- **DART (RT/LT)**
- **QUEEN (RT/LT)**
- **TRIO (RT/LT)**
- **KING (RT/LT)**
- **TREY (RT/LT)**
- **GREEN/BLUE**
- **ACE**
- **BONE**
- **UNBALANCE**



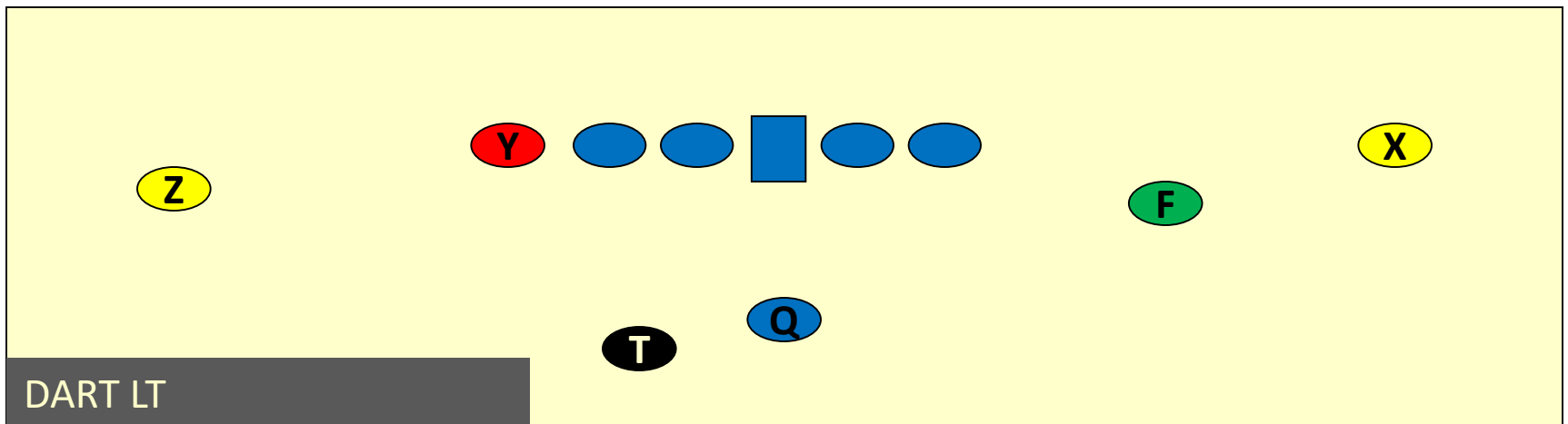
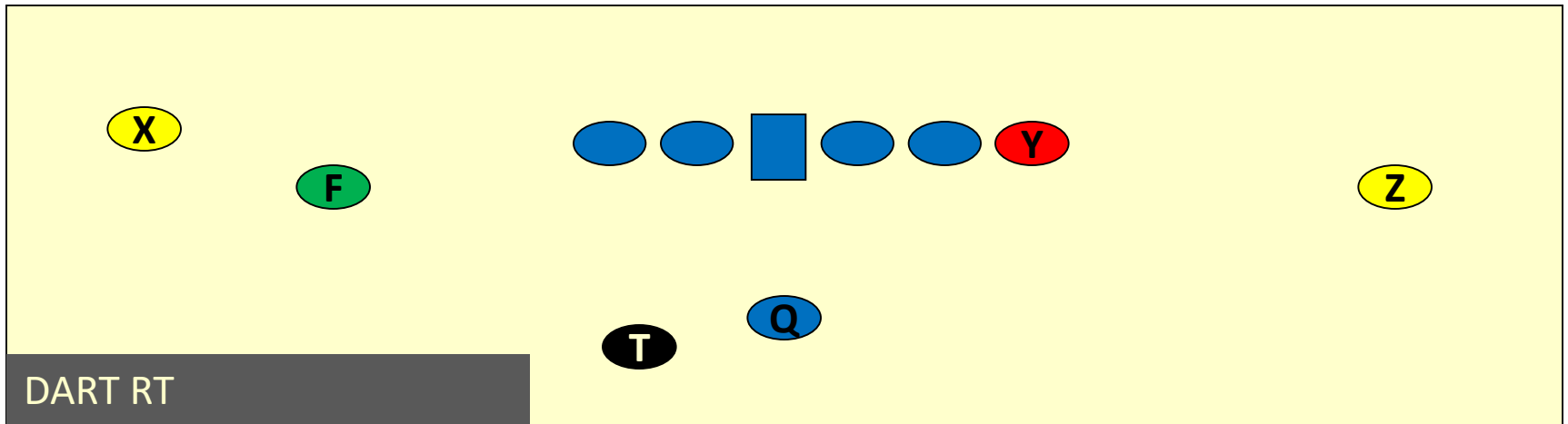
# DOUBLE



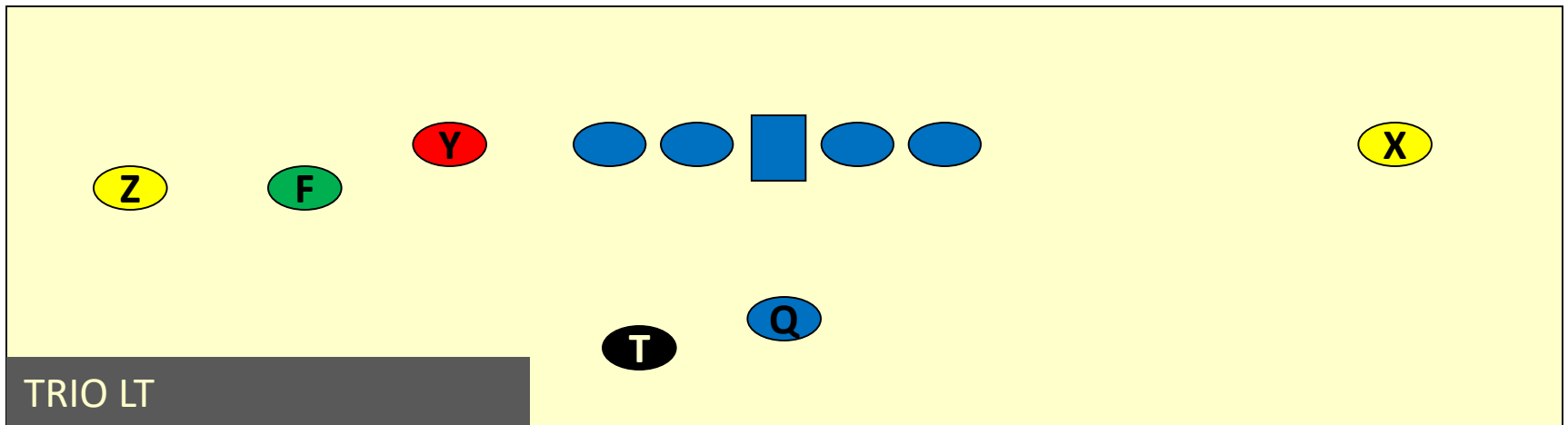
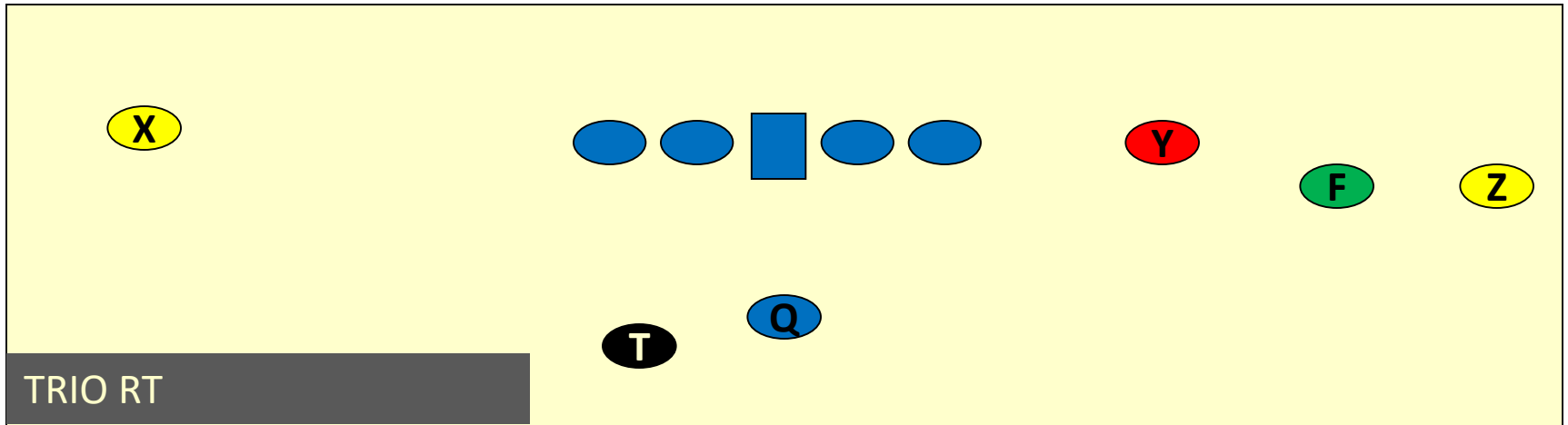
# QUEEN



# DART



# TRIO



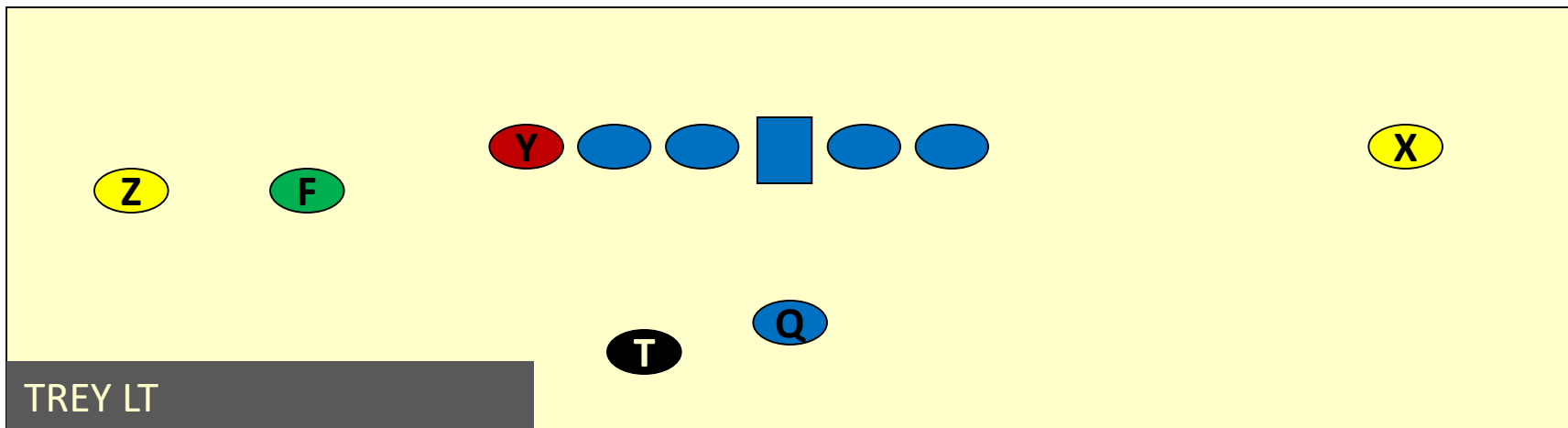
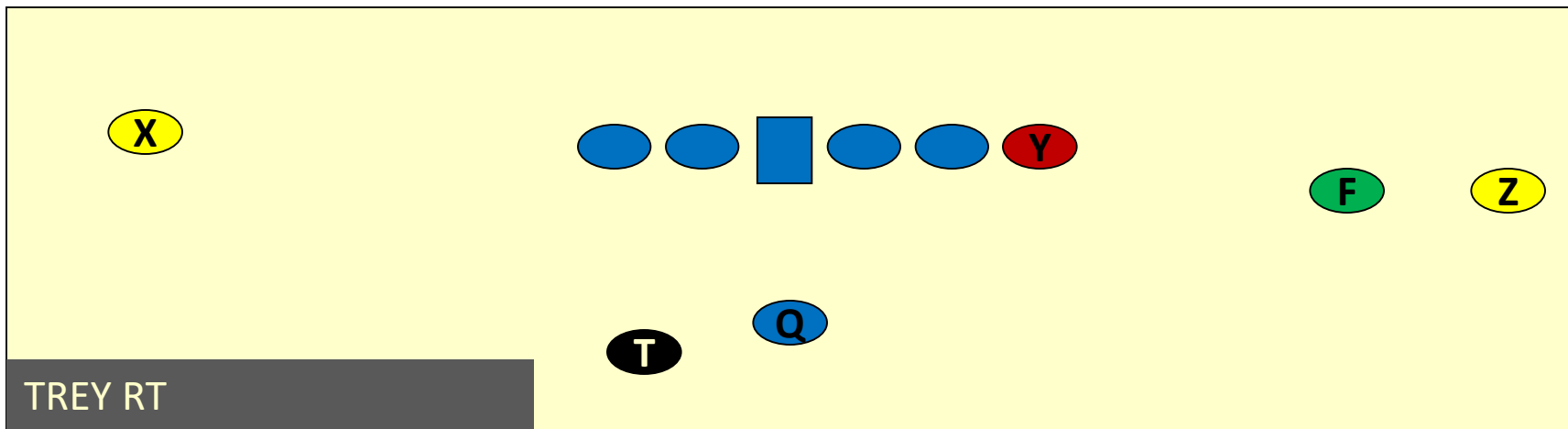
# KING

A diagram on a light yellow background. On the left, a yellow oval contains the letter 'X'. In the center, there are five blue shapes: two circles, a square, and two more circles. To the right of these shapes is a red circle with the letter 'Y'. Further right is a red circle with the letter 'F'. On the far right, a yellow oval contains the letter 'Z'. Below the central shapes, there is a black circle with the letter 'T' and a blue circle with the letter 'Q'. A dark grey bar at the bottom left contains the text 'KING RT'.

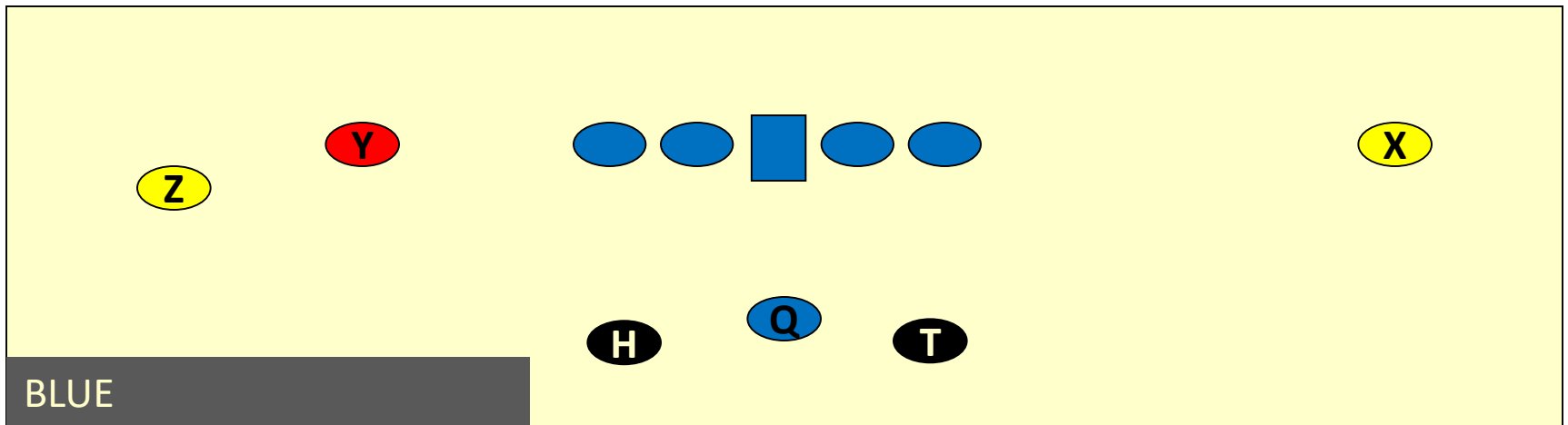
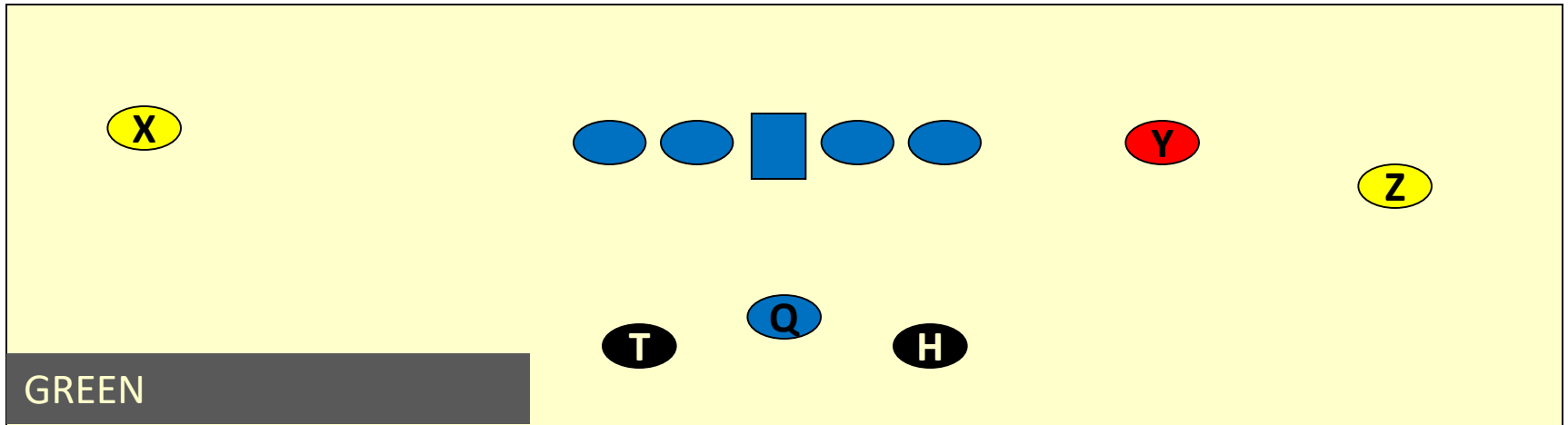
A diagram on a light yellow background. On the left, a yellow oval contains the letter 'Z'. To its right is a red circle with the letter 'F'. Further right is a red circle with the letter 'Y'. In the center, there are five blue shapes: two circles, a square, and two more circles. On the far right, a yellow oval contains the letter 'X'. Below the central shapes, there is a black circle with the letter 'T' and a blue circle with the letter 'Q'. A dark grey bar at the bottom left contains the text 'KING LT'.



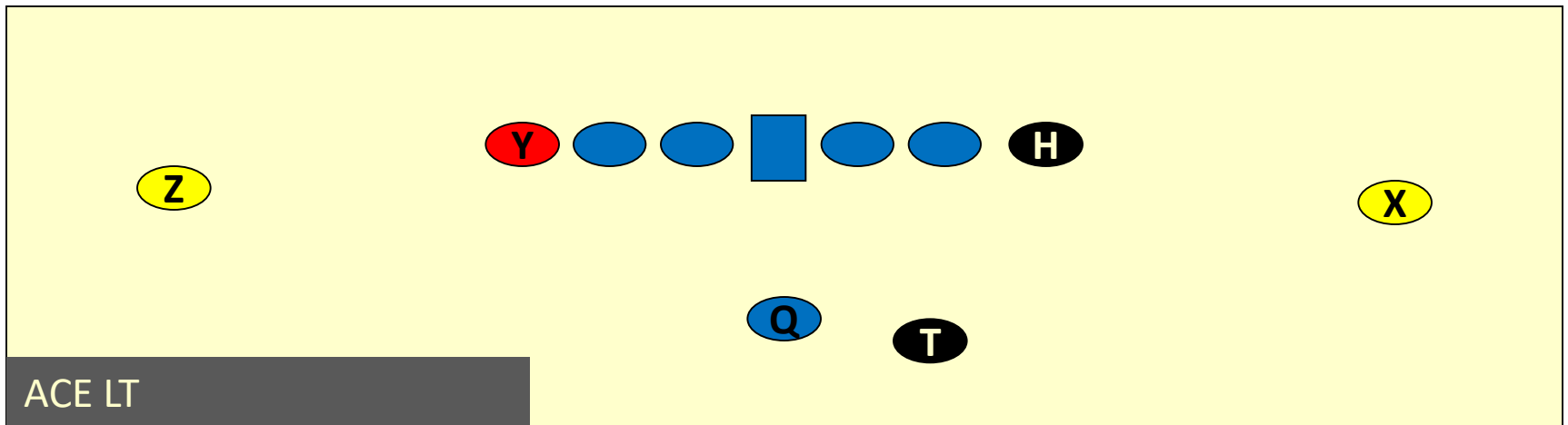
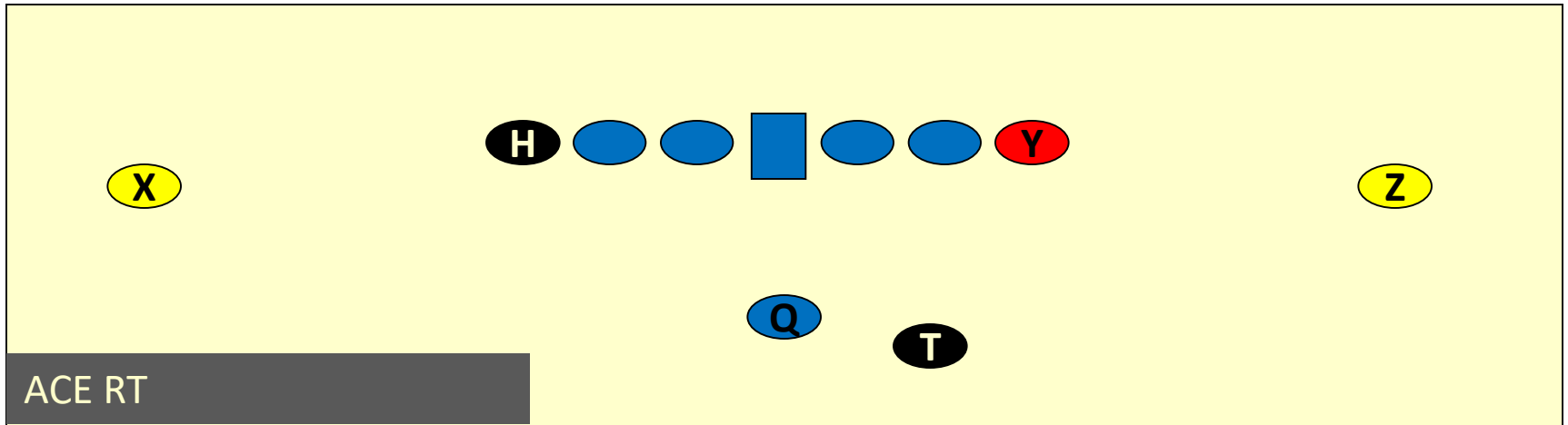
# TREY



# GREEN/BLUE



# ACE



# 2023 PLAYBOOK



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**



# 2023 PLAYBOOK

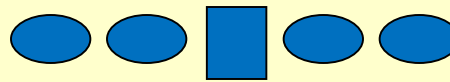


TEAR



# TEAR

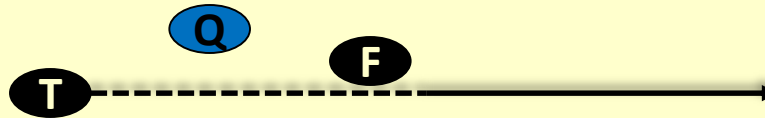
X



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.

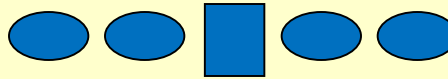
**MOTION TO FIELD:** FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING  
**MOTION TO BOUNDARY:** THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

**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

# 2023 PLAYBOOK



TRAVEL

# TRAVEL

X

F



Y

Z

Q

DUAL RT TRAVEL

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.

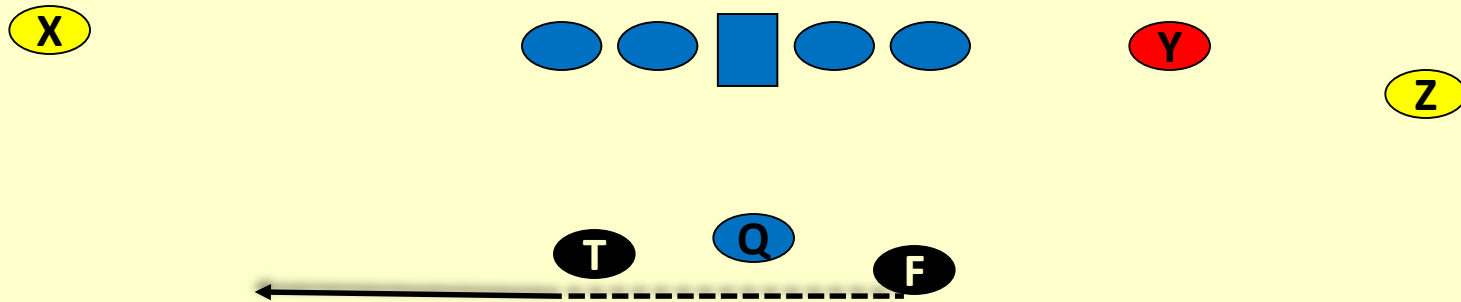
**EXAMPLE PLAY:** DUAL TRAVEL CHEVRON DAGGER

# 2023 PLAYBOOK



**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.

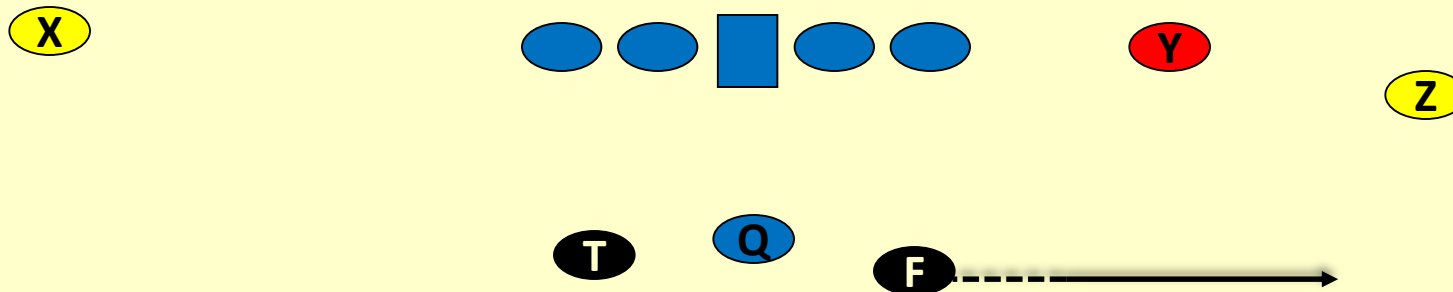
**EXAMPLE PLAY:** GREEN FAST ZORRO EVEN COMET

# 2023 PLAYBOOK



FREE

# FREE



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

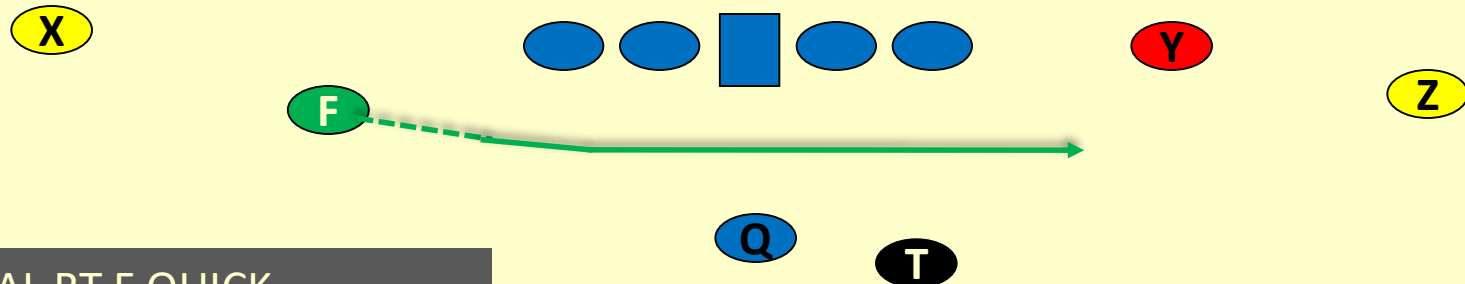


# 2023 PLAYBOOK



QUICK

# QUICK



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

# 2023 PLAYBOOK



GHOST

# GHOST

X

F



Y

Z

Q

T

DUAL RT F GHOST

## COACHING POINTS:

**SNAP COUNT:** NORMAL SNAP COUNT AS THE MOTION IS SLOWER. SNAP BALL ONCE BACK IS NEAR YOU IN THE BACKFIELD.

**MOTION:** MUST GIVE YOURSELF SPACE FROM THE TACKLE TO GET TO FULL SPEED. GIVE APPEARANCE THAT IT IS QUICK MOTION THEN ONE YARD FROM TACKLE CHANGE DIRECTION TO AIM FOR BEHIND THE QUARTERBACK. GET INTO COMET RELATIONSHIP

**EXAMPLE PLAY:** DUAL F GHOST ZORRO ODD COMET

# 2023 PLAYBOOK



**RUN GAME**

# **RUN GAME**

- **12/13: INSIDE ZONE (ZORRO)**
- **14/15: SPLIT ZONE (SLIP)**
- **16/17: MID ZONE / PIN-PULL (GIANTS)**
- **10/11: STICK DRAW (DETROIT)**



# 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



# 2023 PLAYBOOK



**INSIDE ZONE (12/13)**

# **INSIDE ZONE (12/13)**

- **INSIDE ZONE (ZORRO: RPO)**

## **QUARTERBACK**

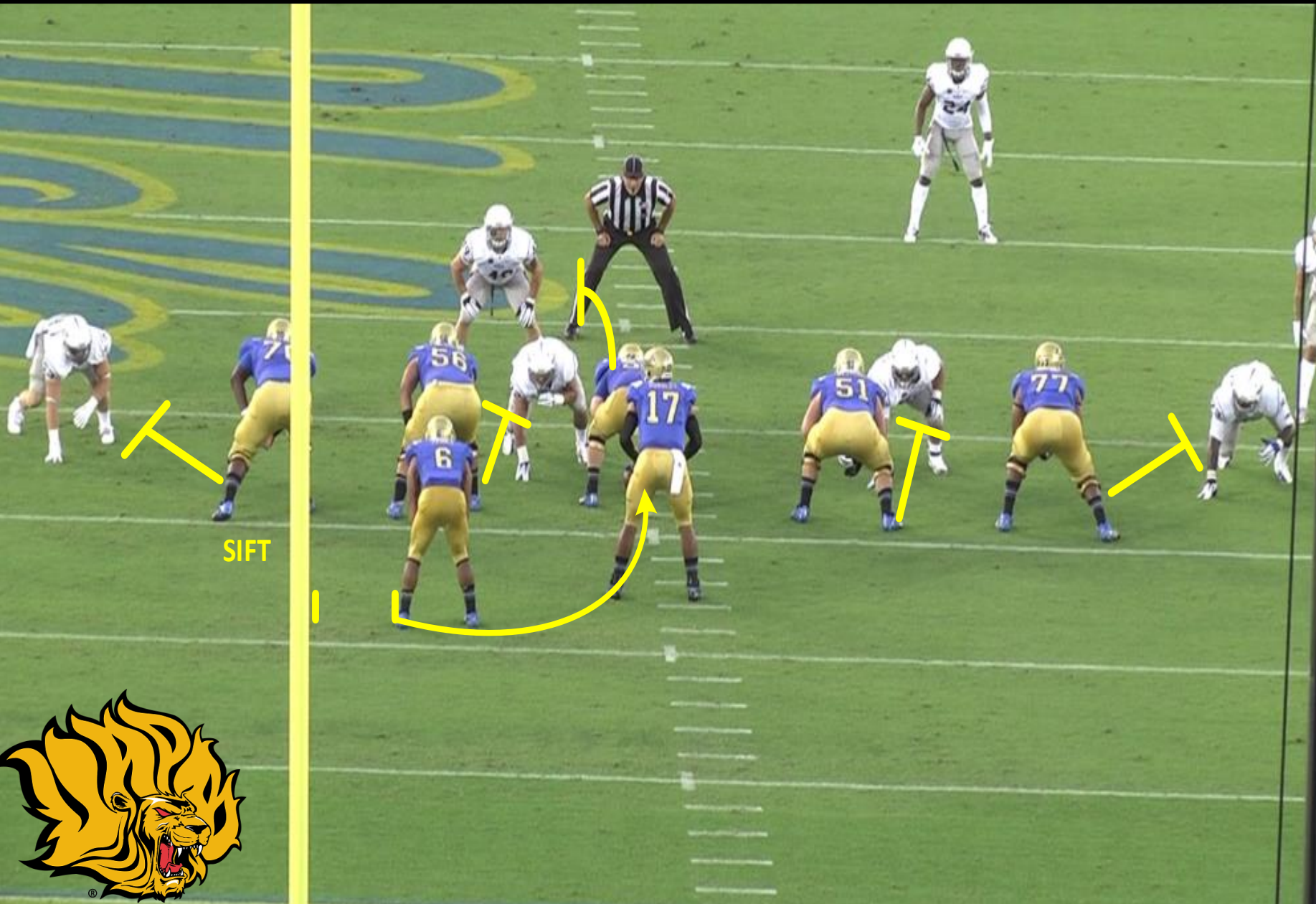
- **5 MAN BOX: KEY THE 6<sup>TH</sup> DEFENDER**
- **6 MAN BOX: READ THE 6<sup>TH</sup> DEFENDER (USUALLY D-END)**
- **7 MAN BOX: THROW**

## **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: 12/13

DEFENSE: 4-1 OVER



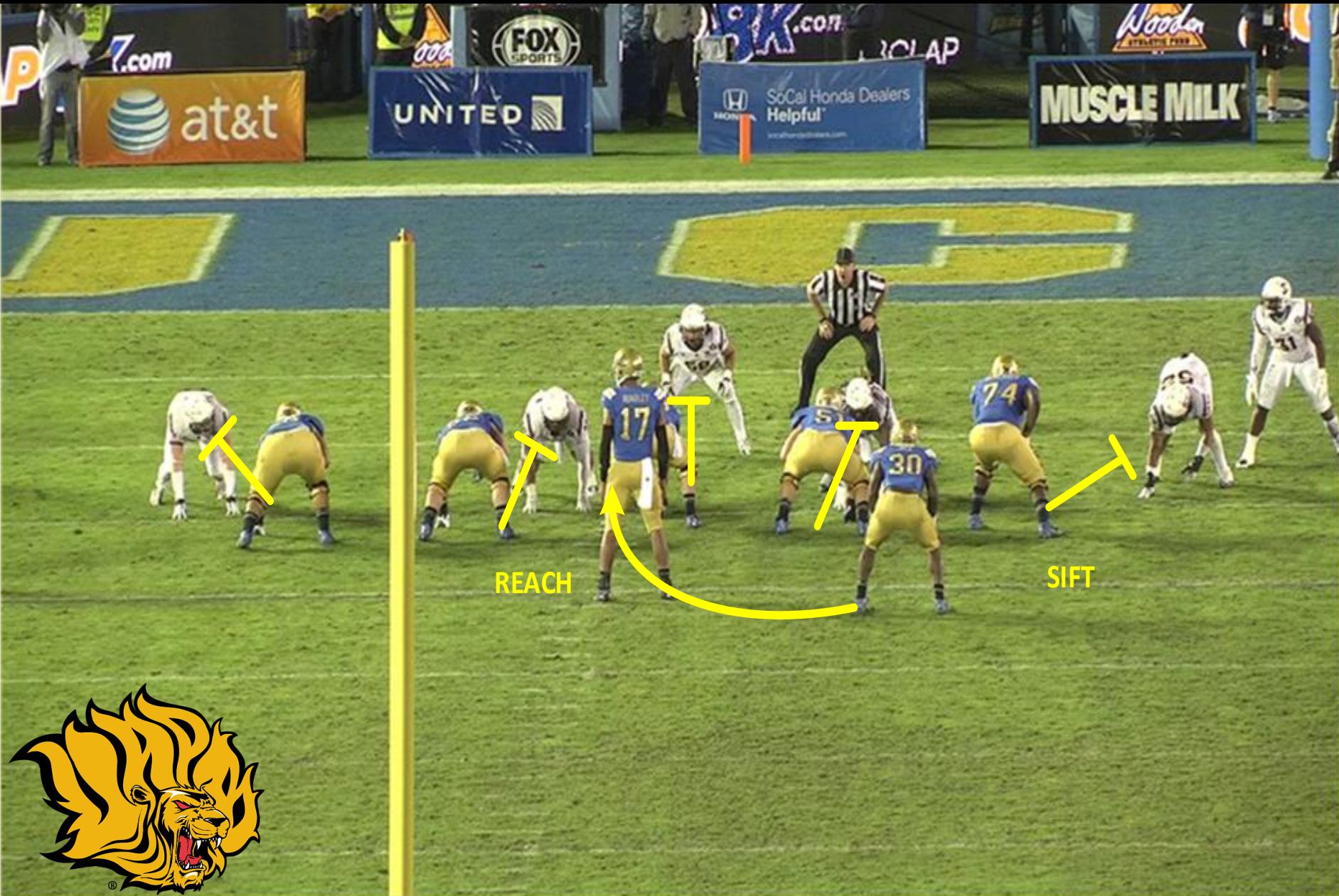
SIFT





PLAY: 12/13

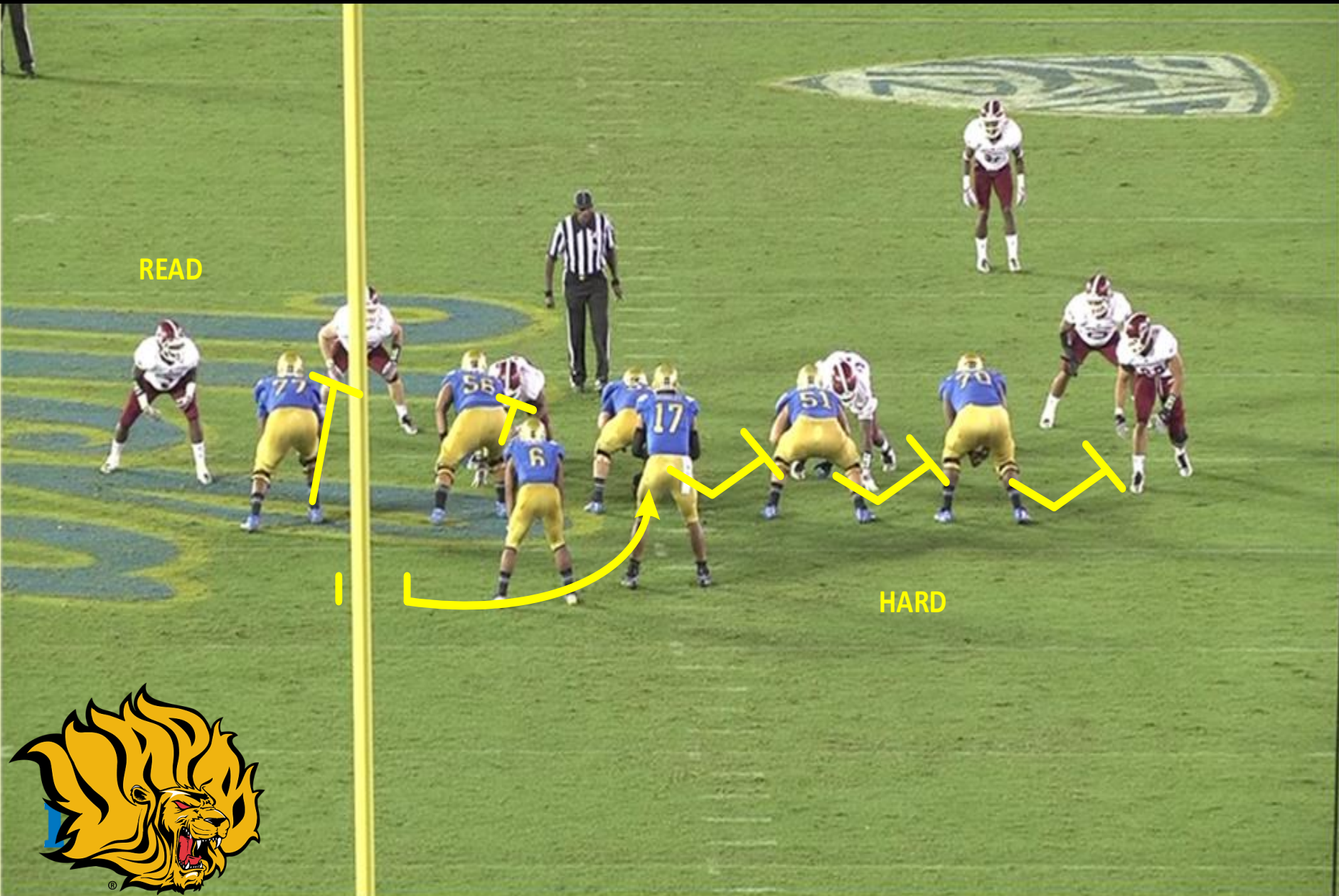
DEFENSE: 4-1 UNDER





PLAY: 12/13

DEFENSE: 4-2 OVER



READ

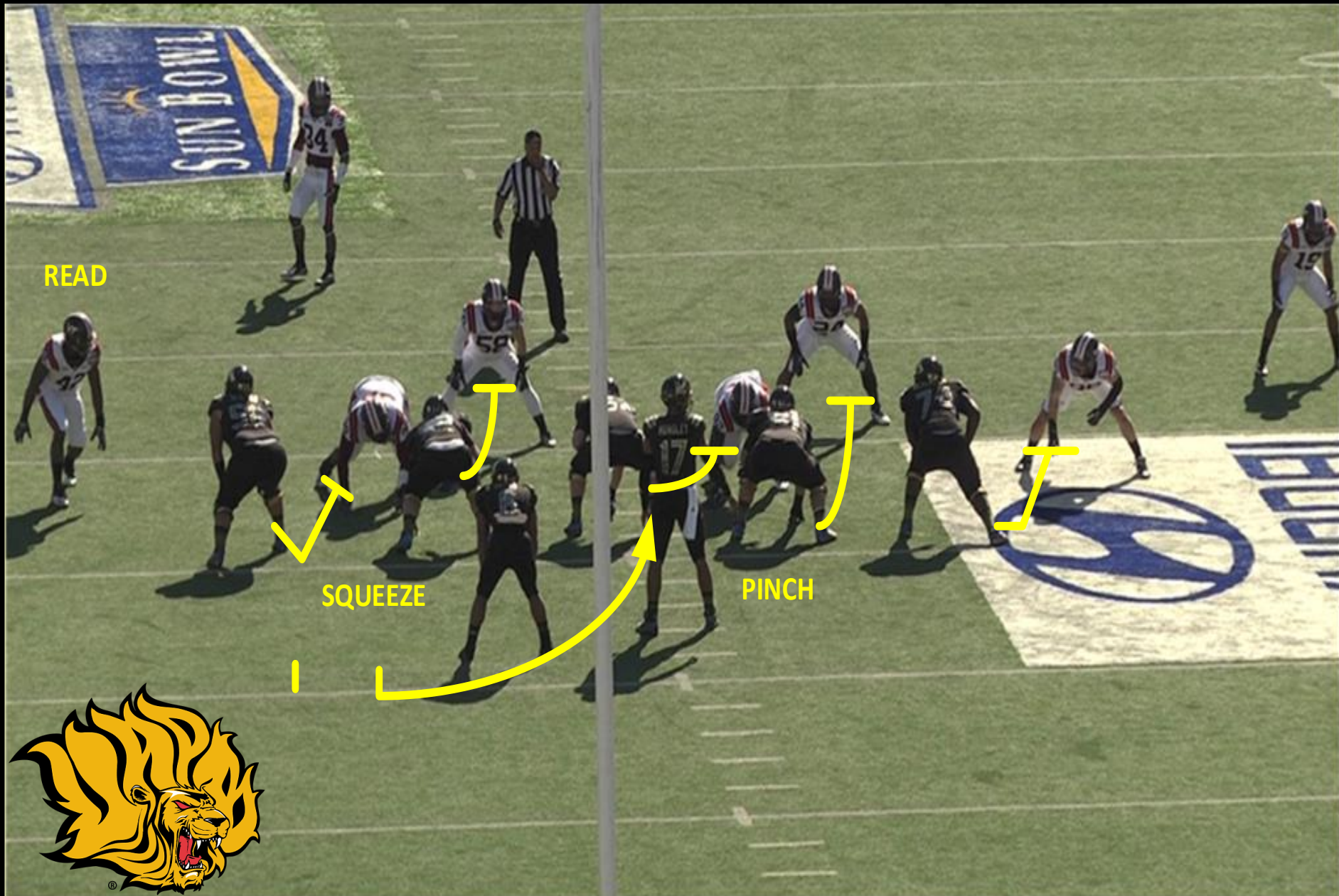
HARD





PLAY: 12/13

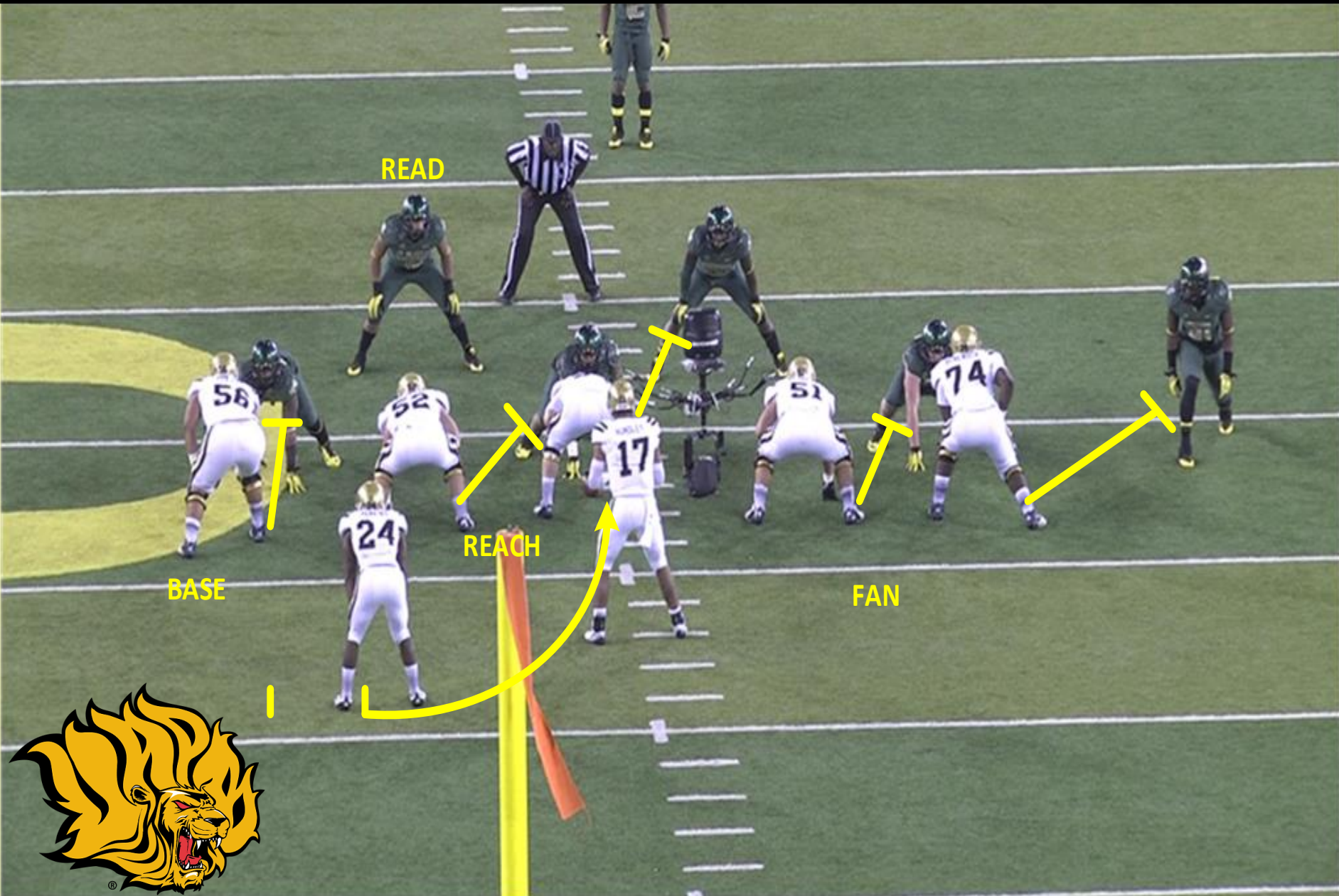
DEFENSE: 4-2 UNDER





PLAY: 12/13

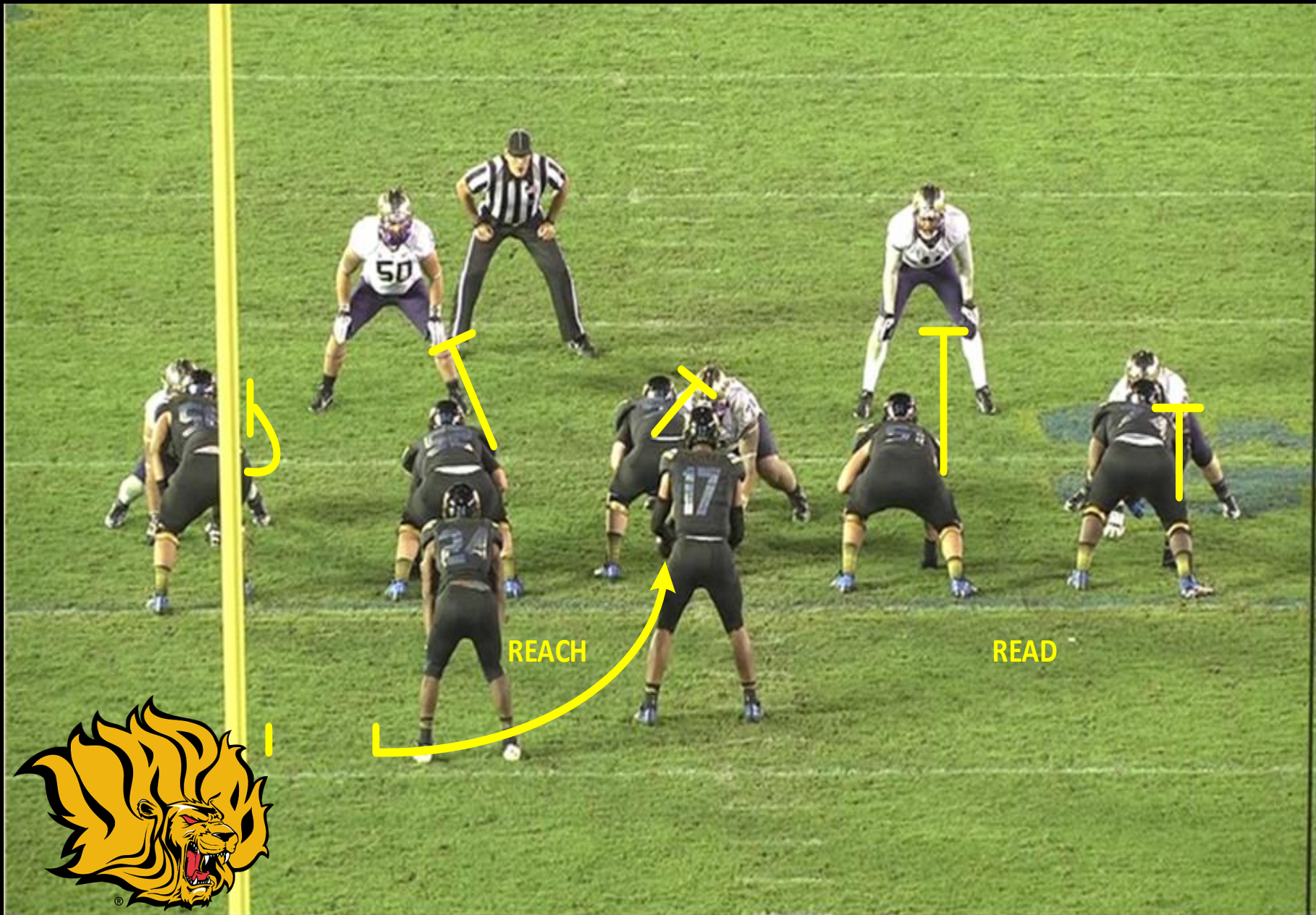
DEFENSE: TITE





PLAY: 12/13

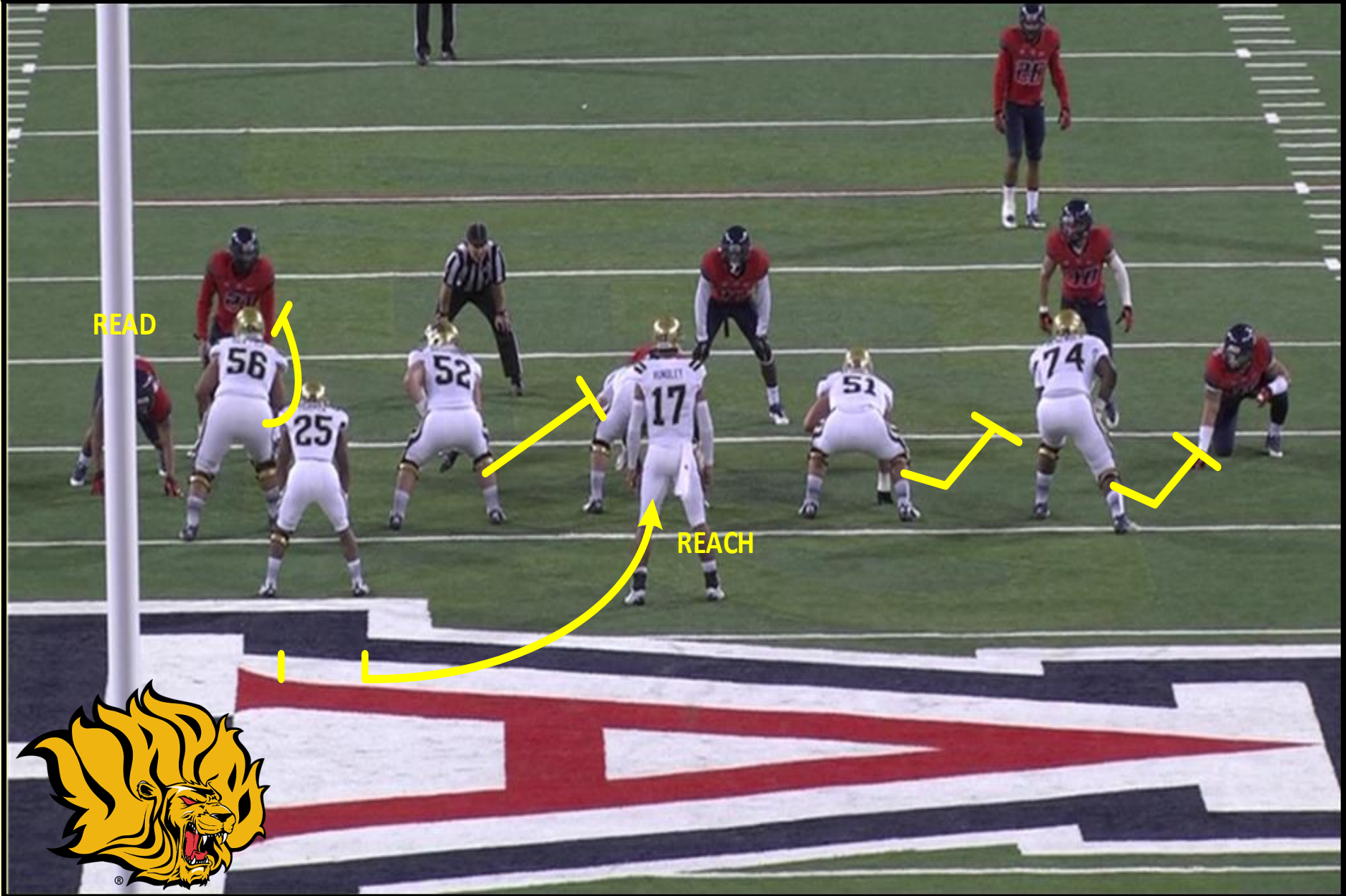
DEFENSE: ODD





PLAY: 12/13

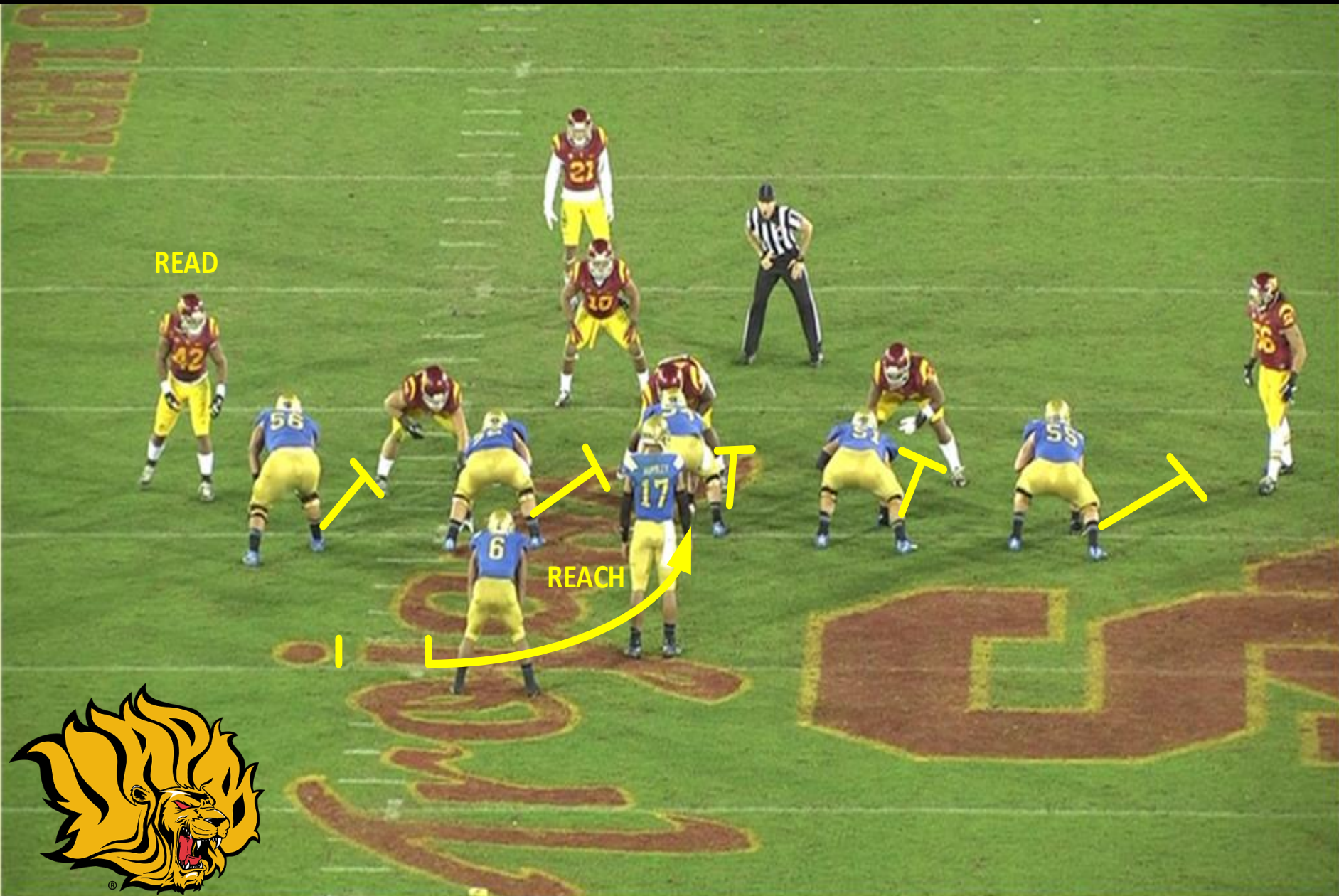
DEFENSE: ODD STACK





PLAY: 12/13

DEFENSE: BEAR



# 2023 PLAYBOOK



**SPLIT ZONE (14/15)**

# **DIVIDE ZONE (14/15)**

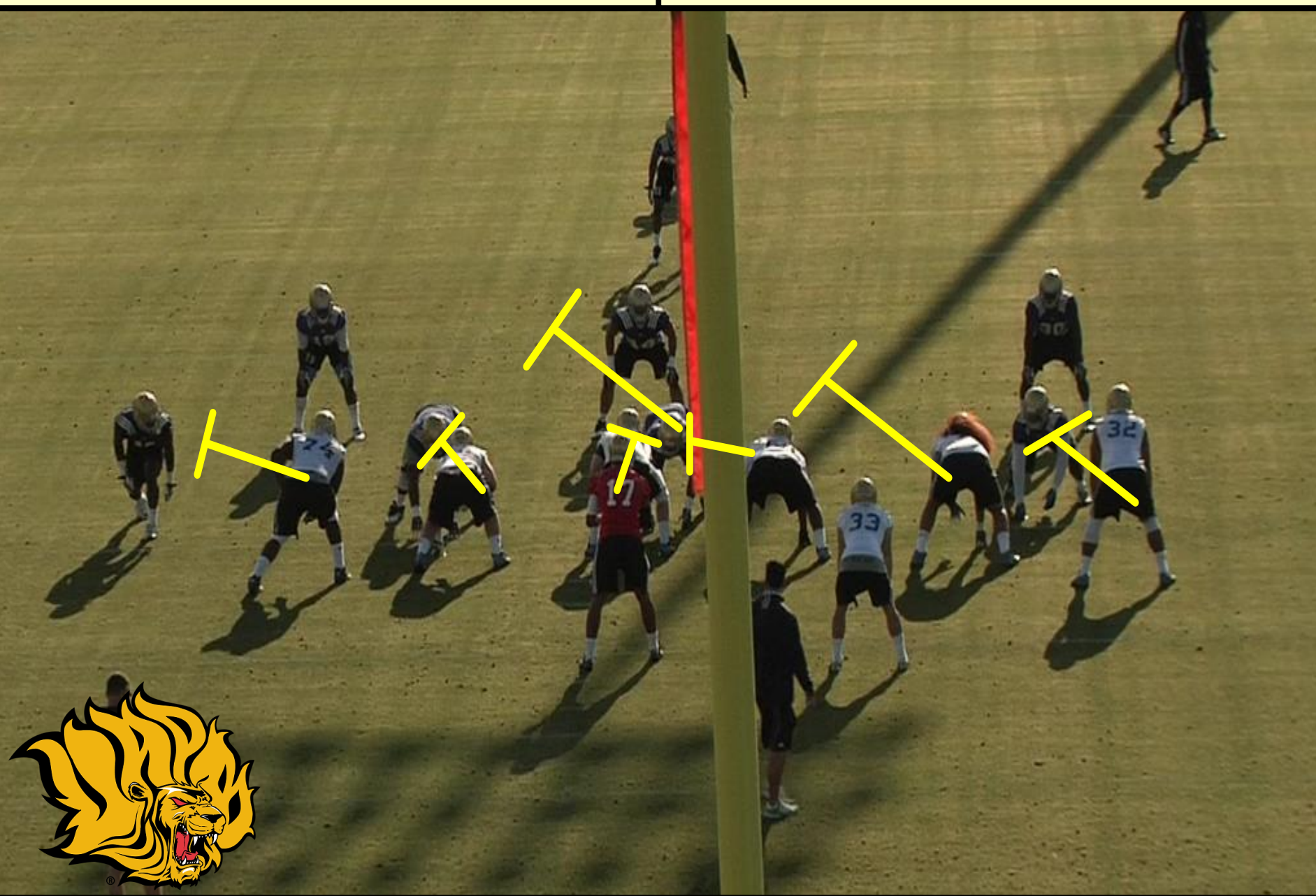
- **INSIDE ZONE**
- **SPLIT ZONE (READ)**
  - **DIVIDE ACTION**
  - **SAME SIDE ACTION**
  - **PISTOL**





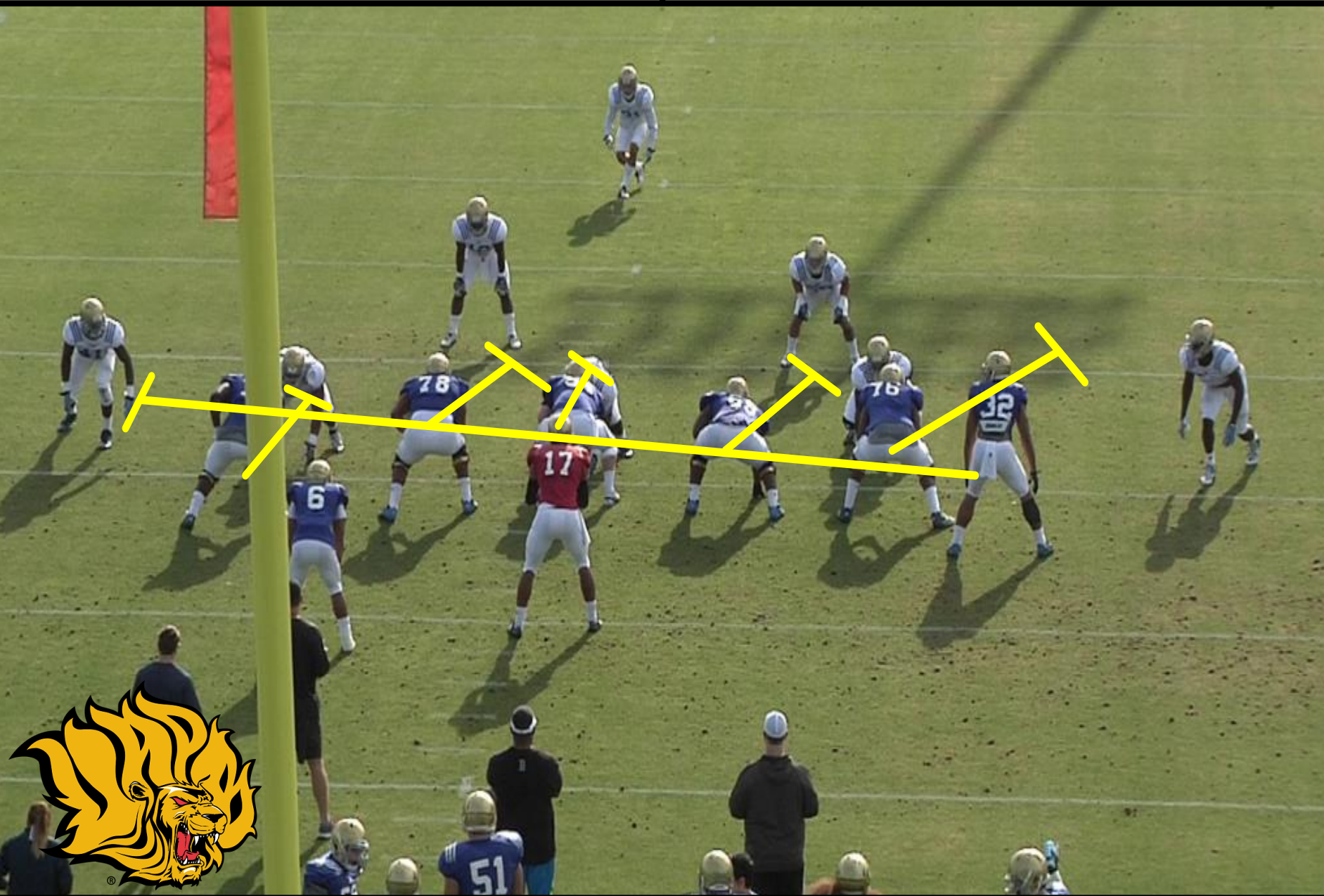
PLAY: 30/31

DEFENSE:



PLAY: 30/31

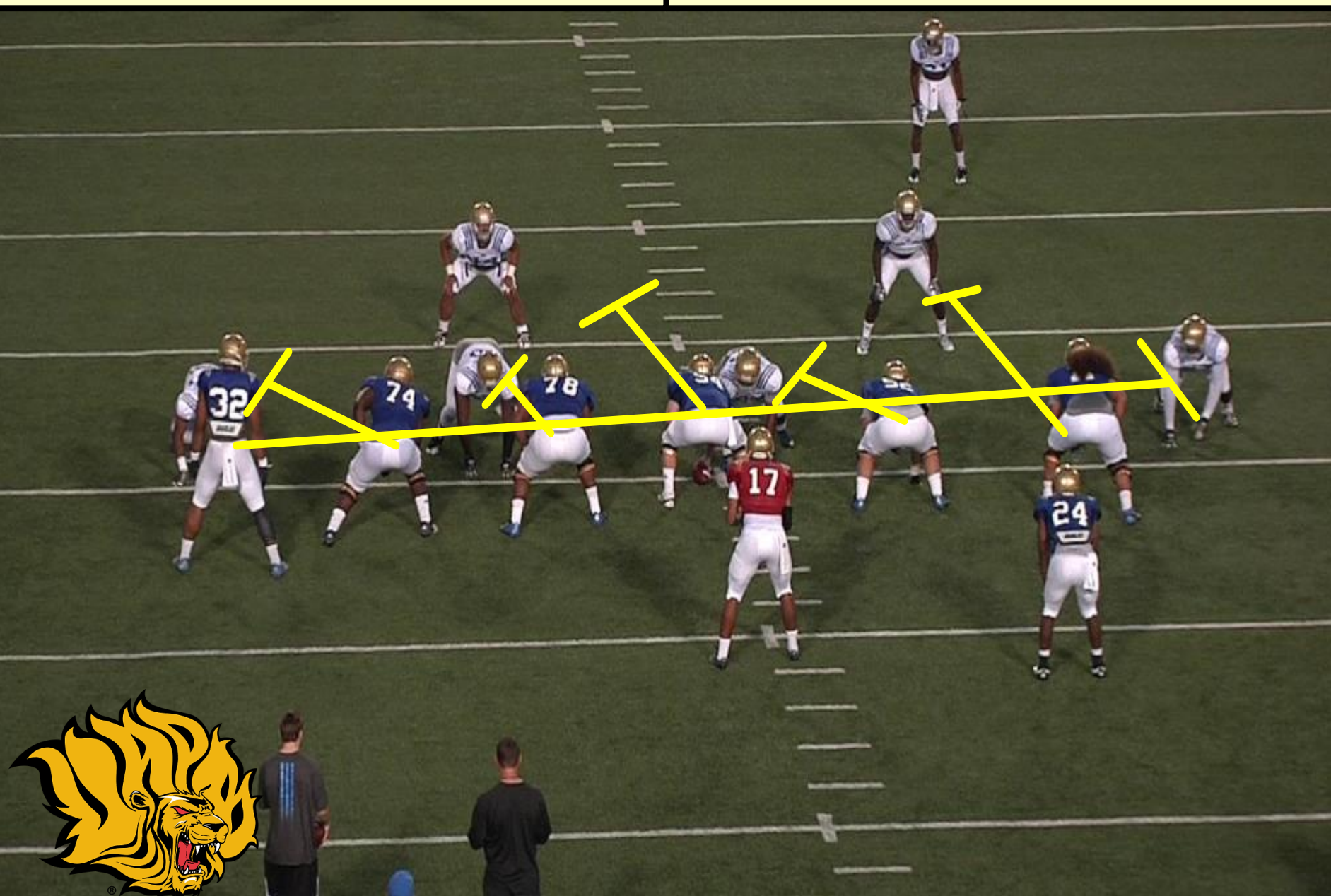
DEFENSE:





PLAY: 30/31

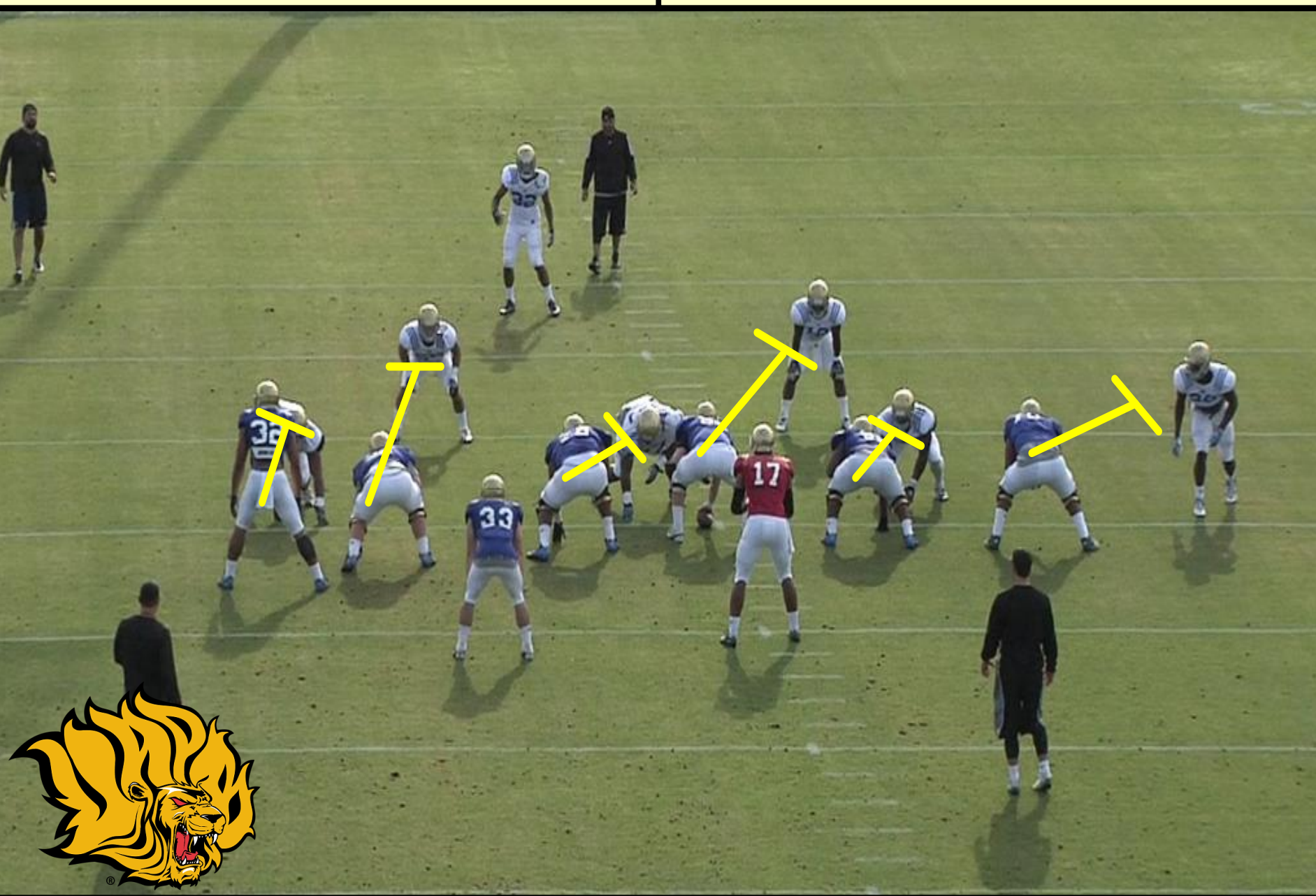
DEFENSE:





PLAY: 30/31

DEFENSE:



# 2023 PLAYBOOK



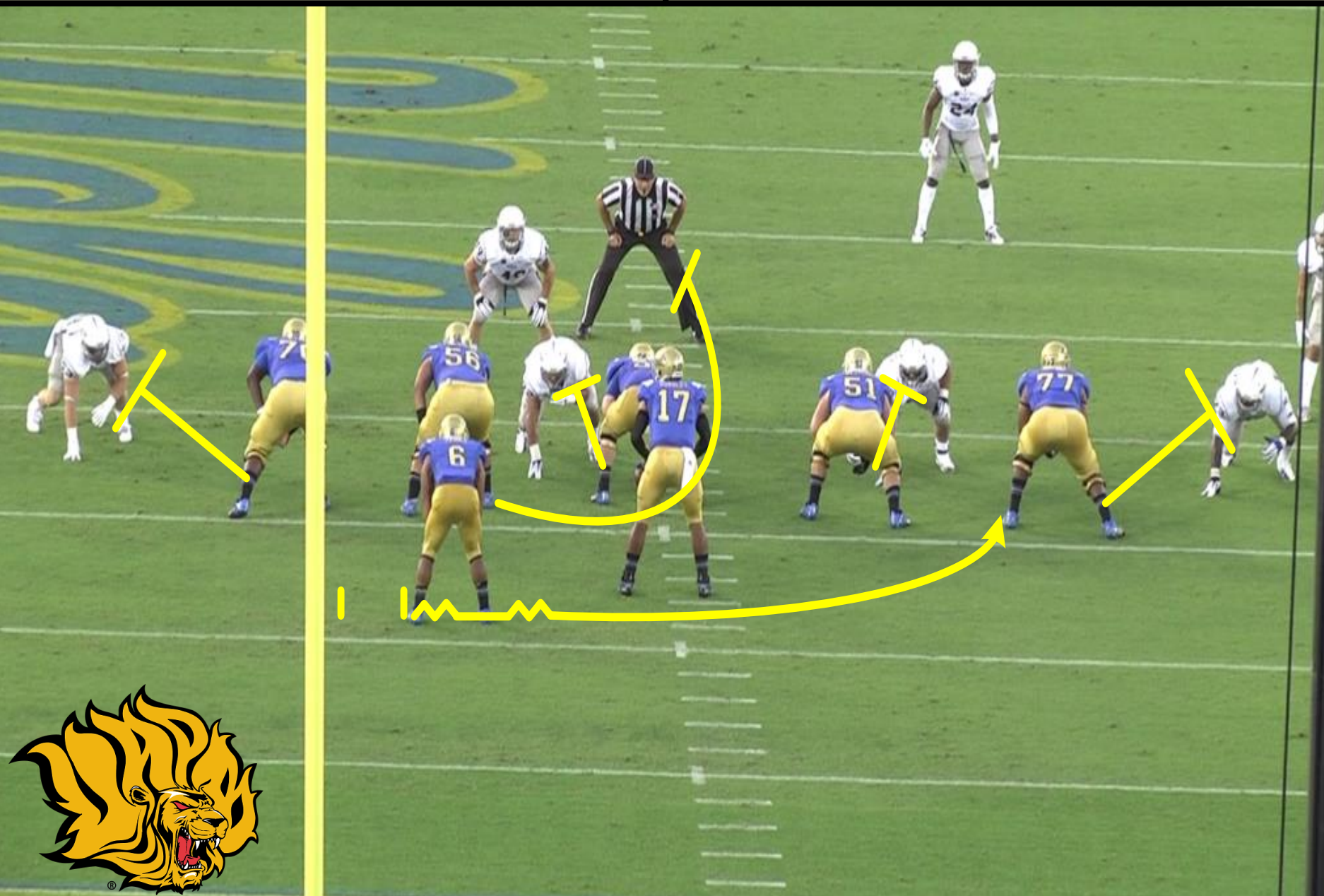
**PIN PULL (16/17)**

# **PIN PULL (16/17)**

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

PLAY: 16/17

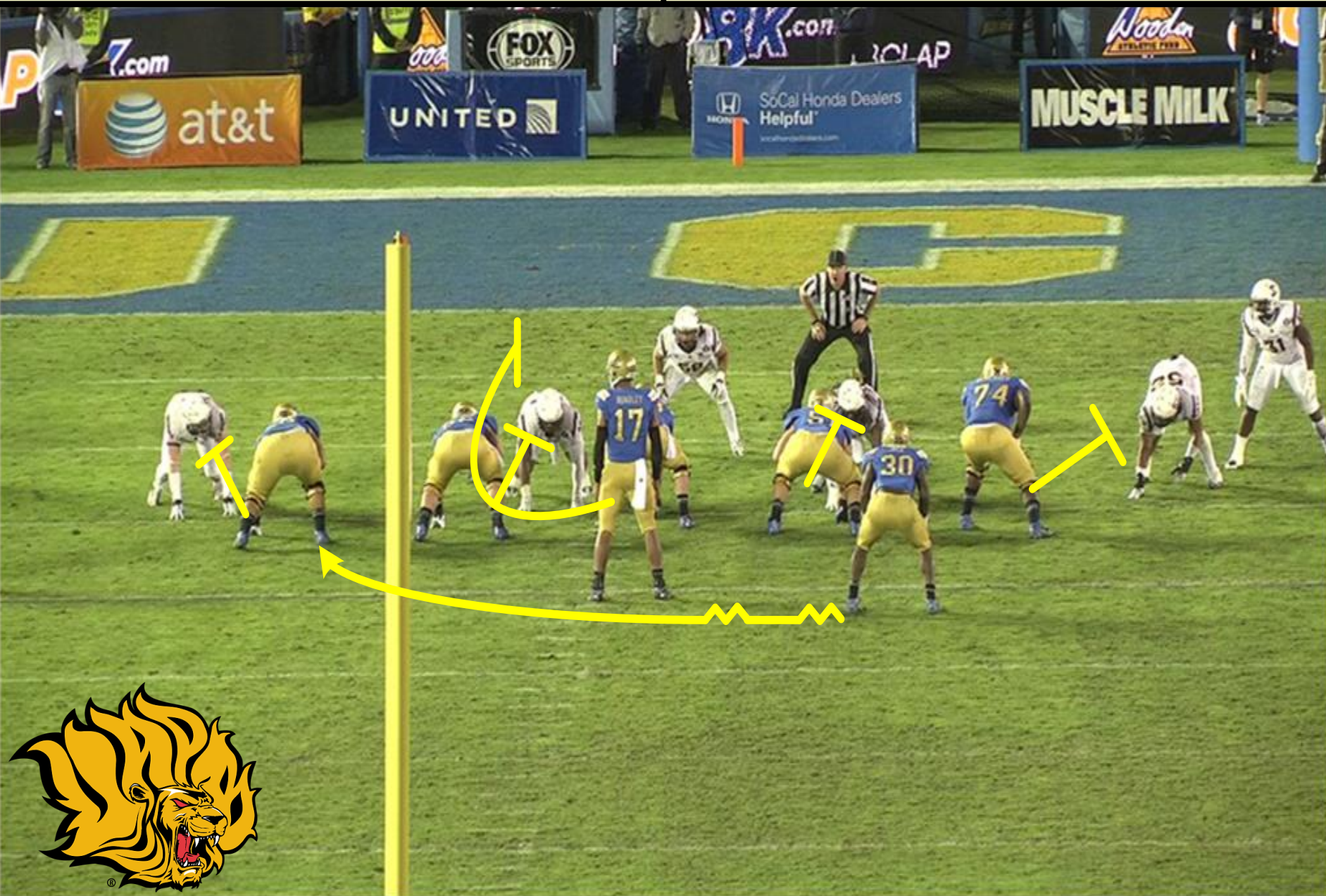
DEFENSE: 4-1 OVER





PLAY: 16/17

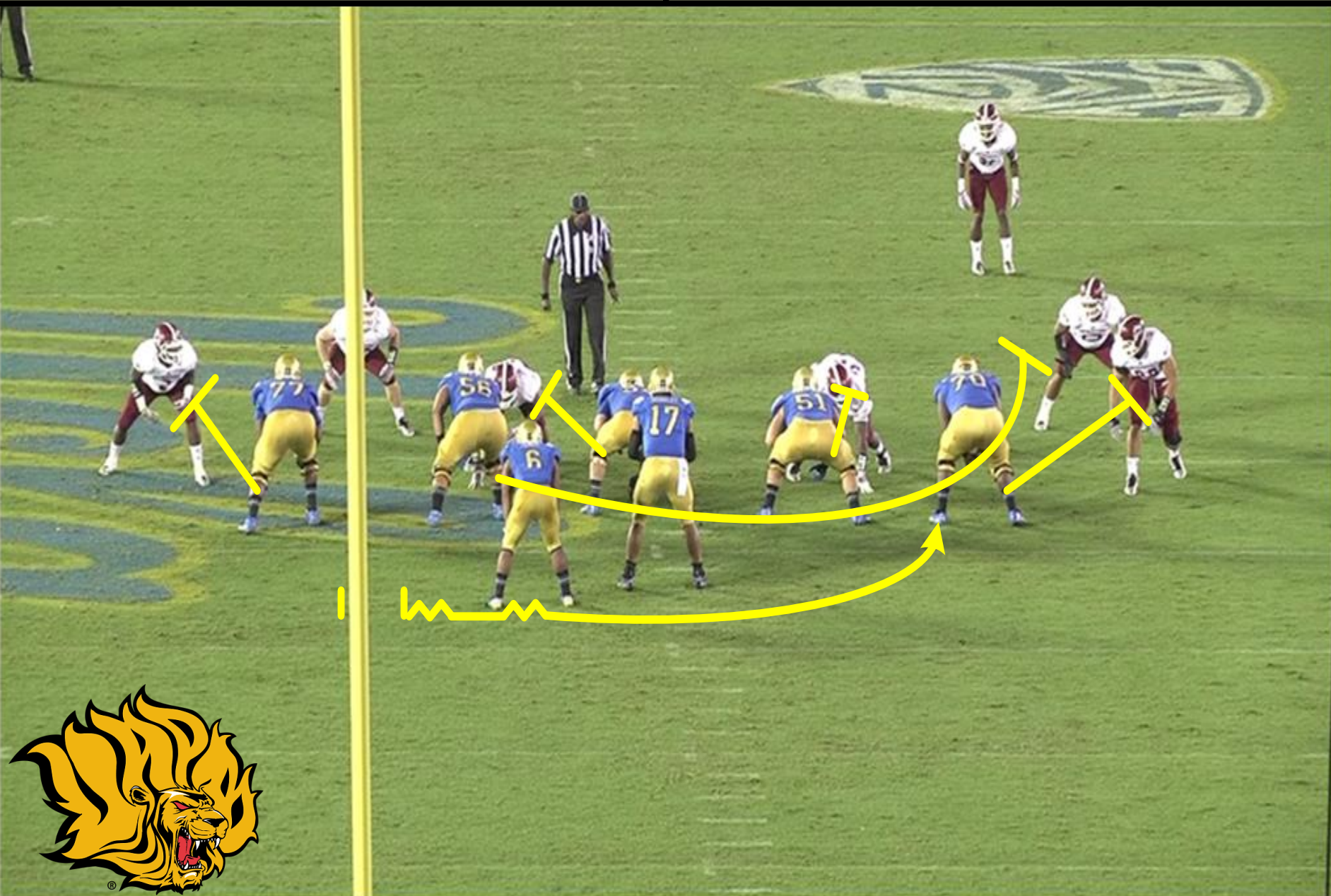
DEFENSE: 4-1 UNDER





PLAY: 16/17

DEFENSE: 4-2 OVER



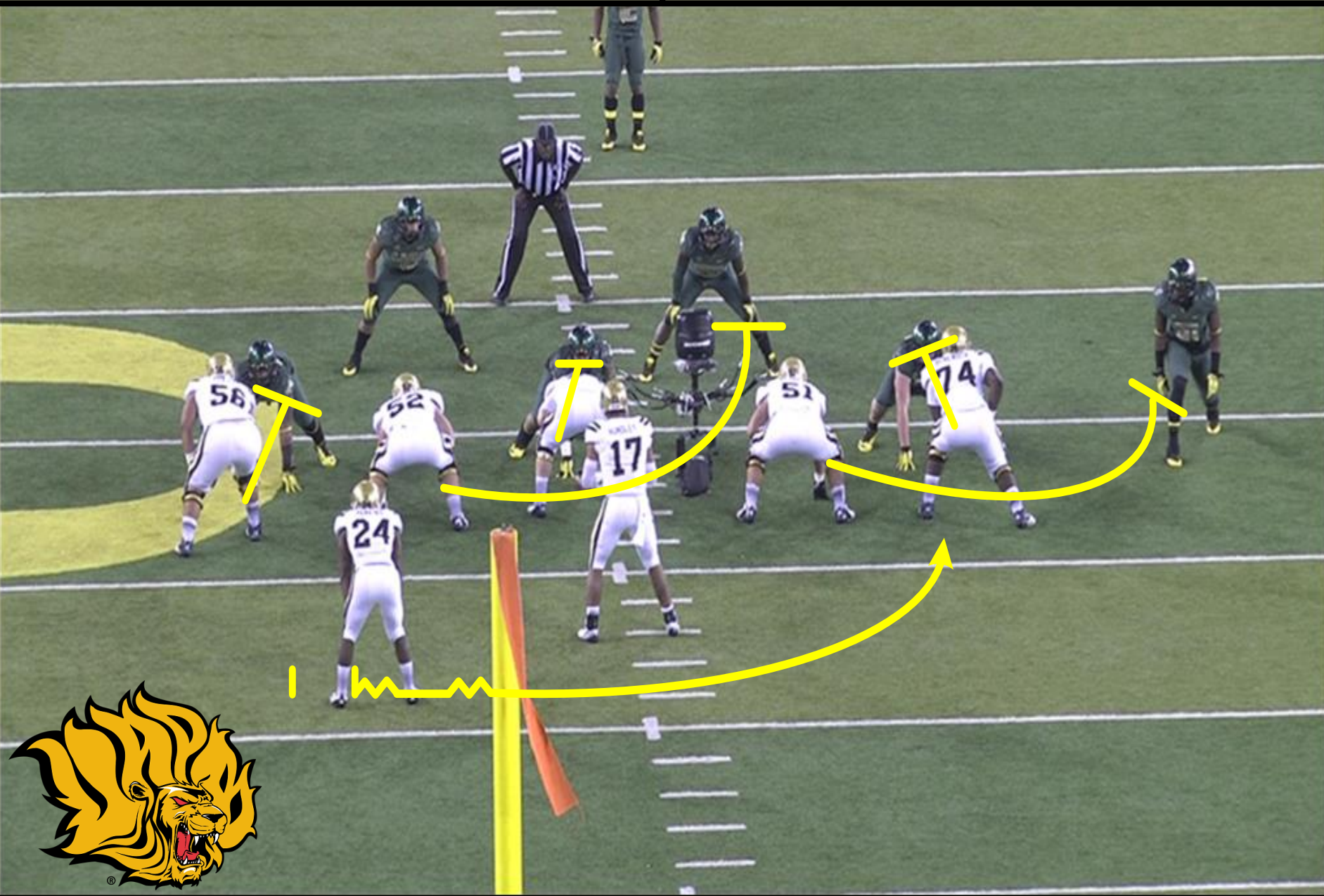






PLAY: 16/17

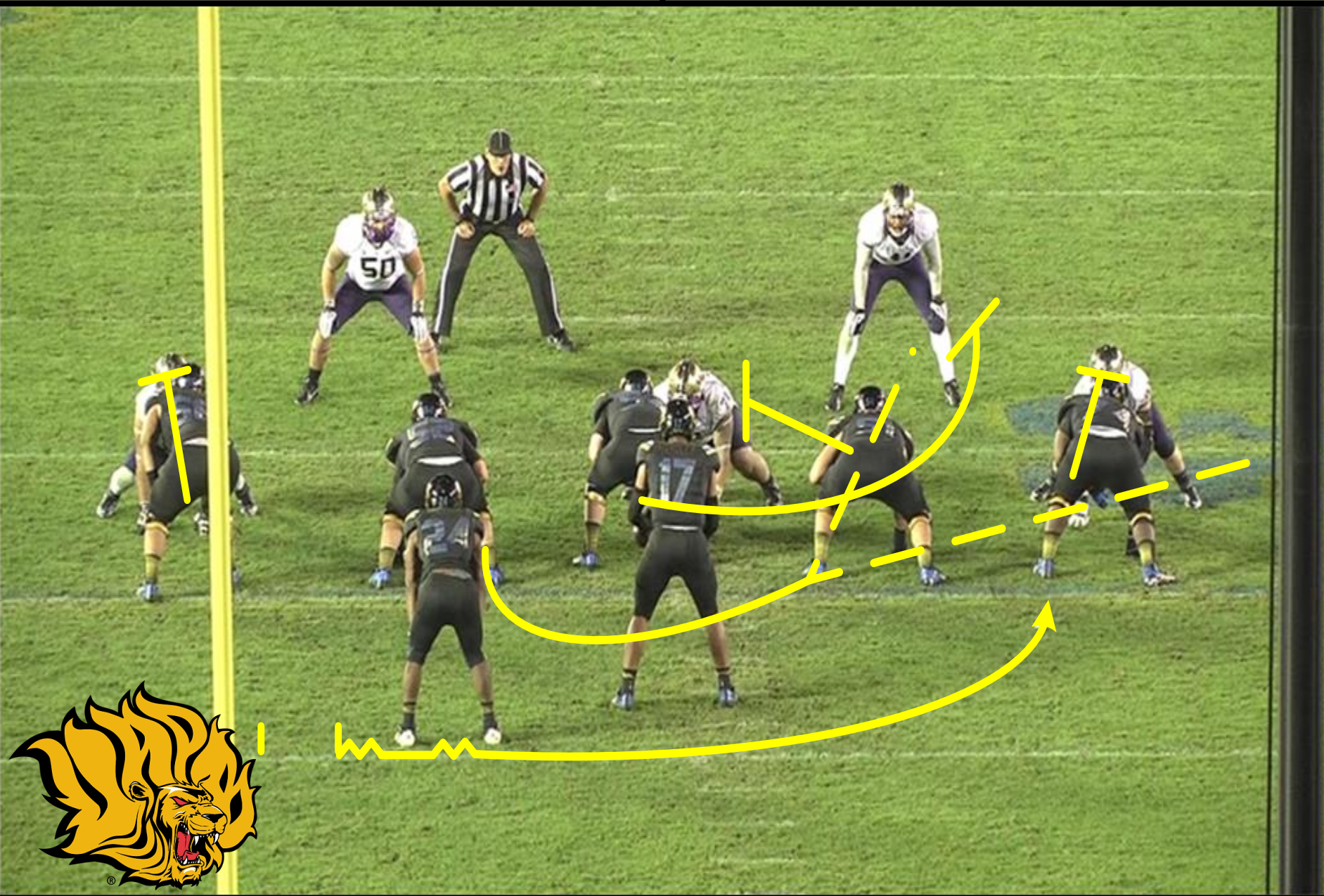
DEFENSE: TITE





PLAY: 16/17

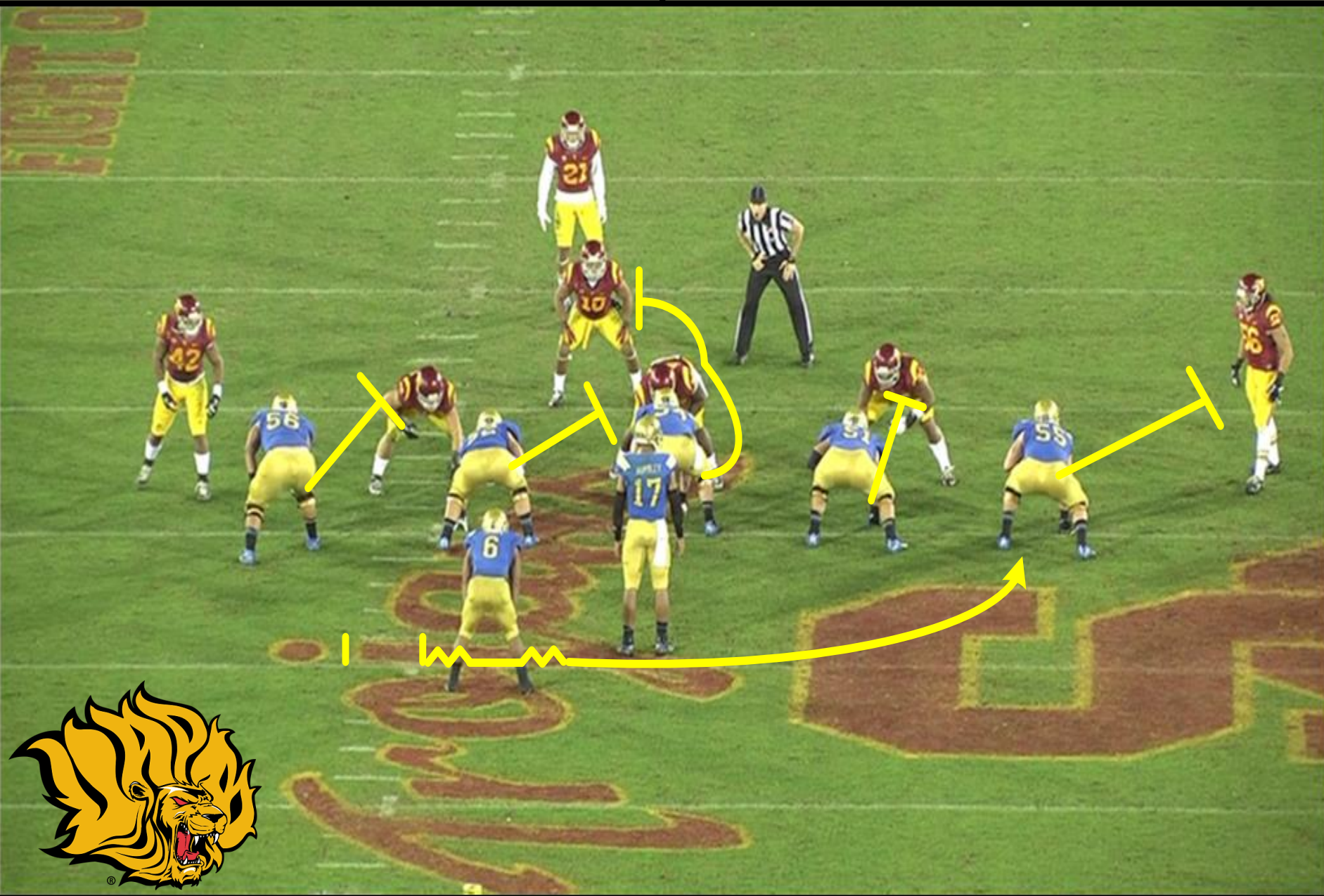
DEFENSE: ODD





PLAY: 16/17

DEFENSE: BEAR



# 2023 PLAYBOOK



**STICK DRAW**

# STICK DRAW (10/11)

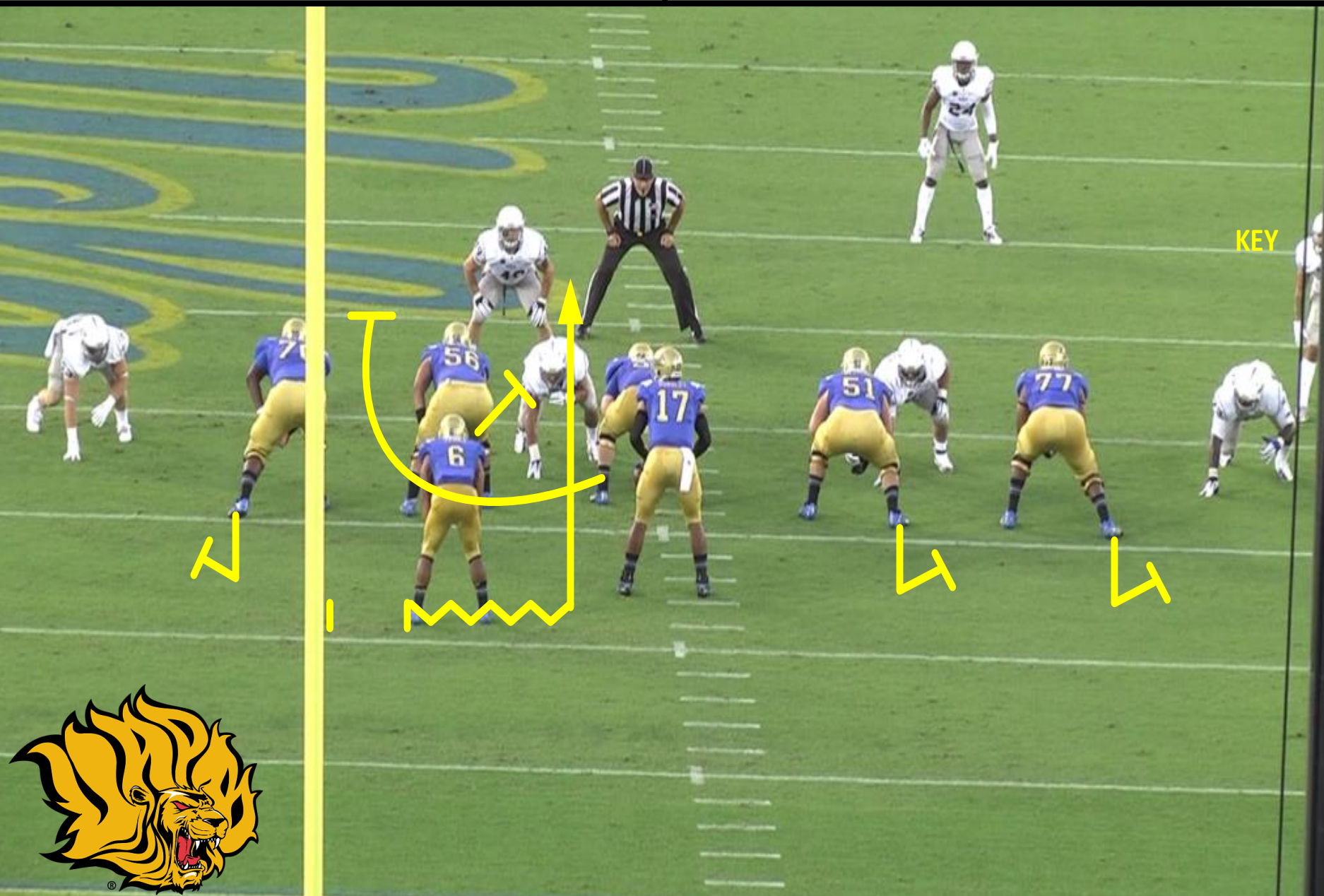
- **DRAW (DETROIT)**
- **FOLD AT SHADE**
- **READ 6<sup>TH</sup> DEFENDER**





PLAY: 10/11

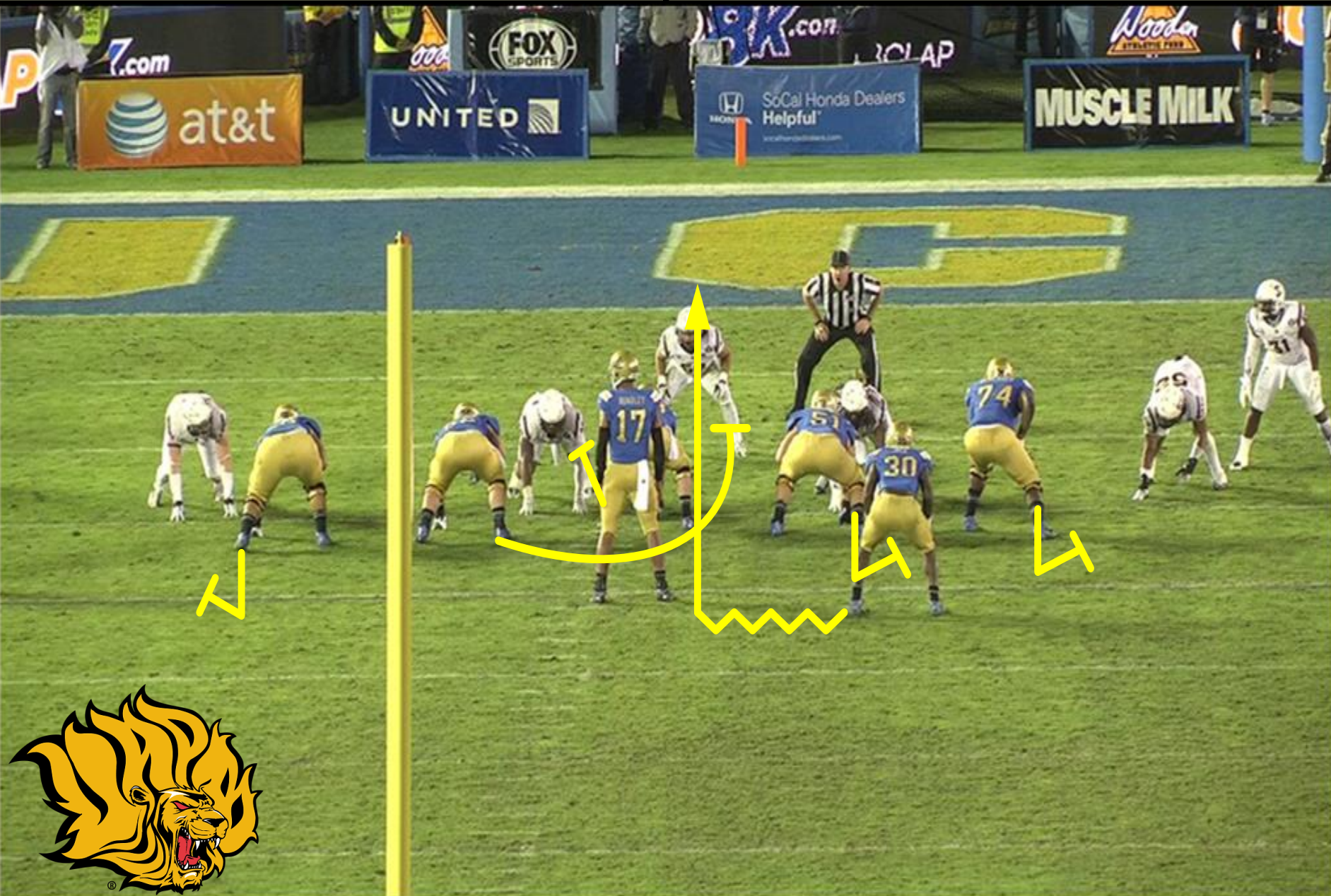
DEFENSE: 4-1 OVER





PLAY: 10/11

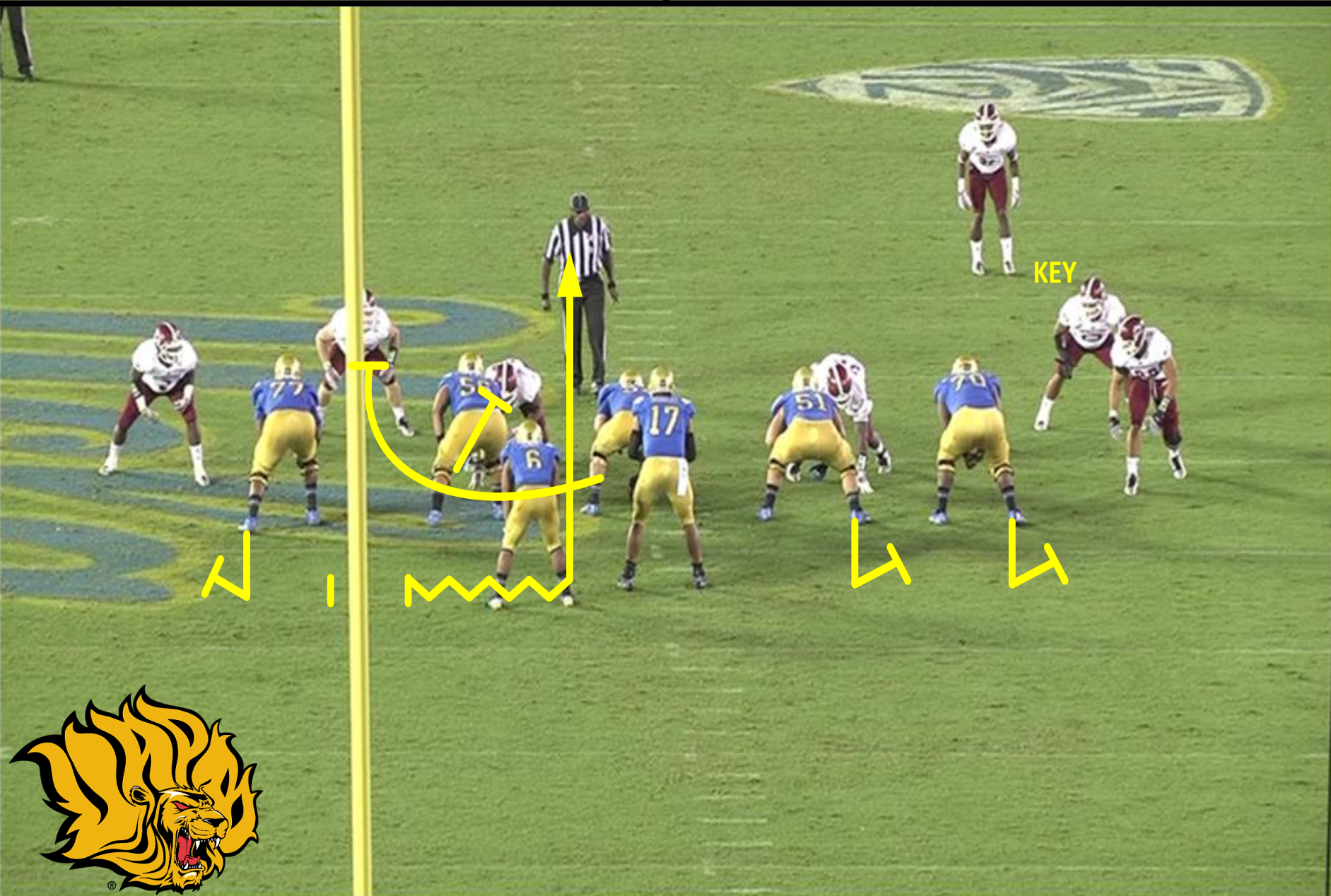
DEFENSE: 4-1 UNDER





PLAY: 10/11

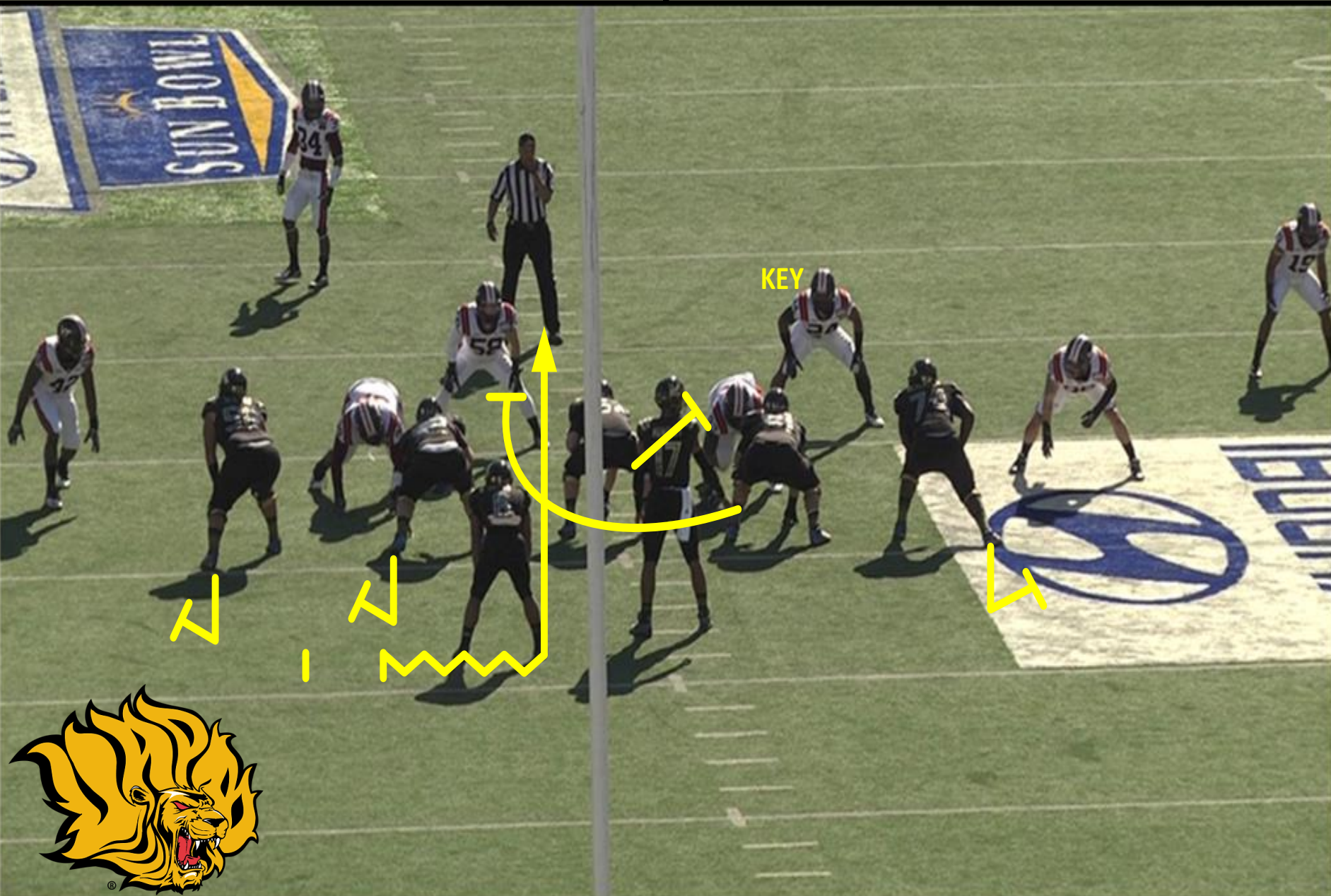
DEFENSE: 4-2 OVER





PLAY: 10/11

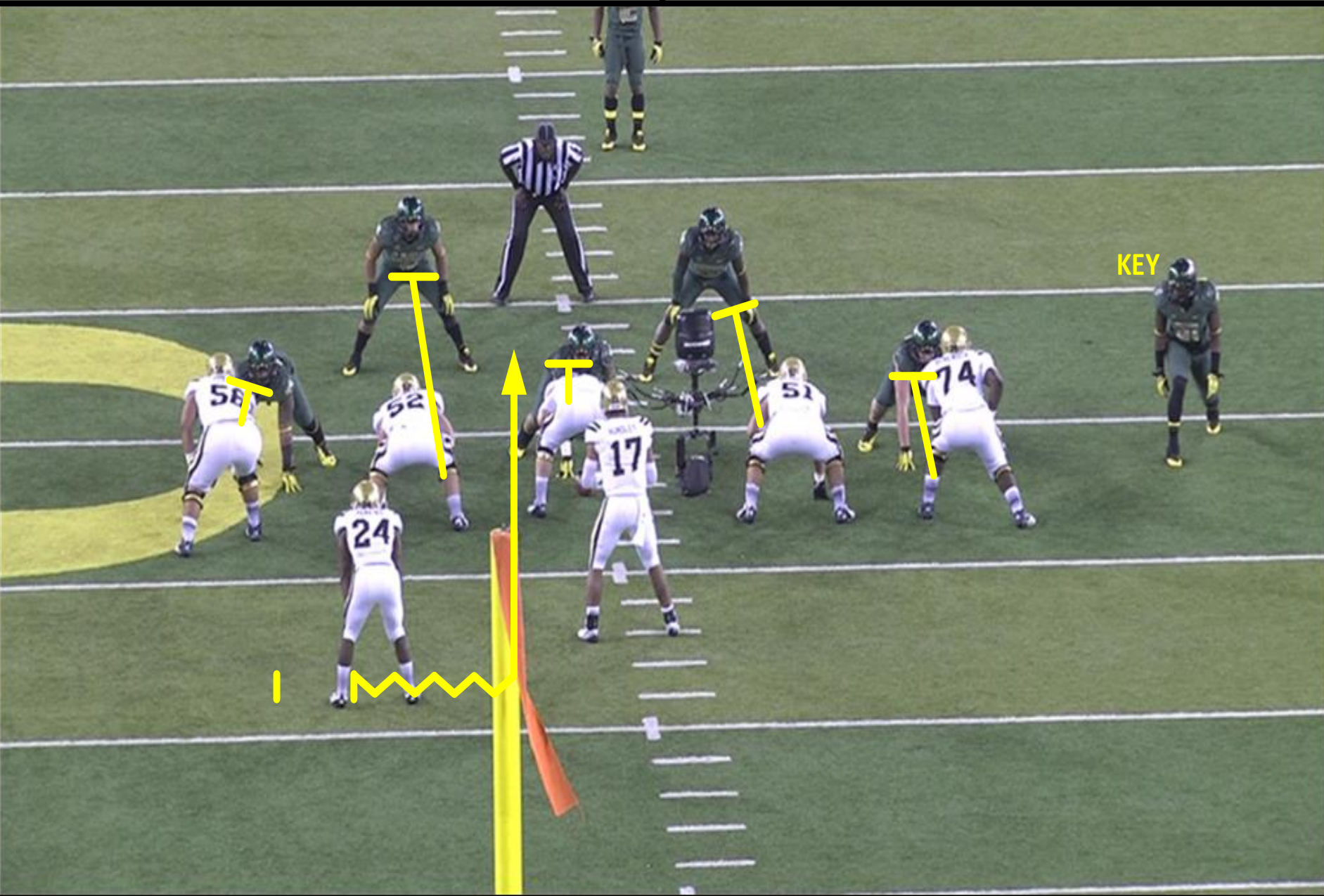
DEFENSE: 4-2 UNDER





PLAY: 10/11

DEFENSE: TITE



KEY

T

T

T

T

T

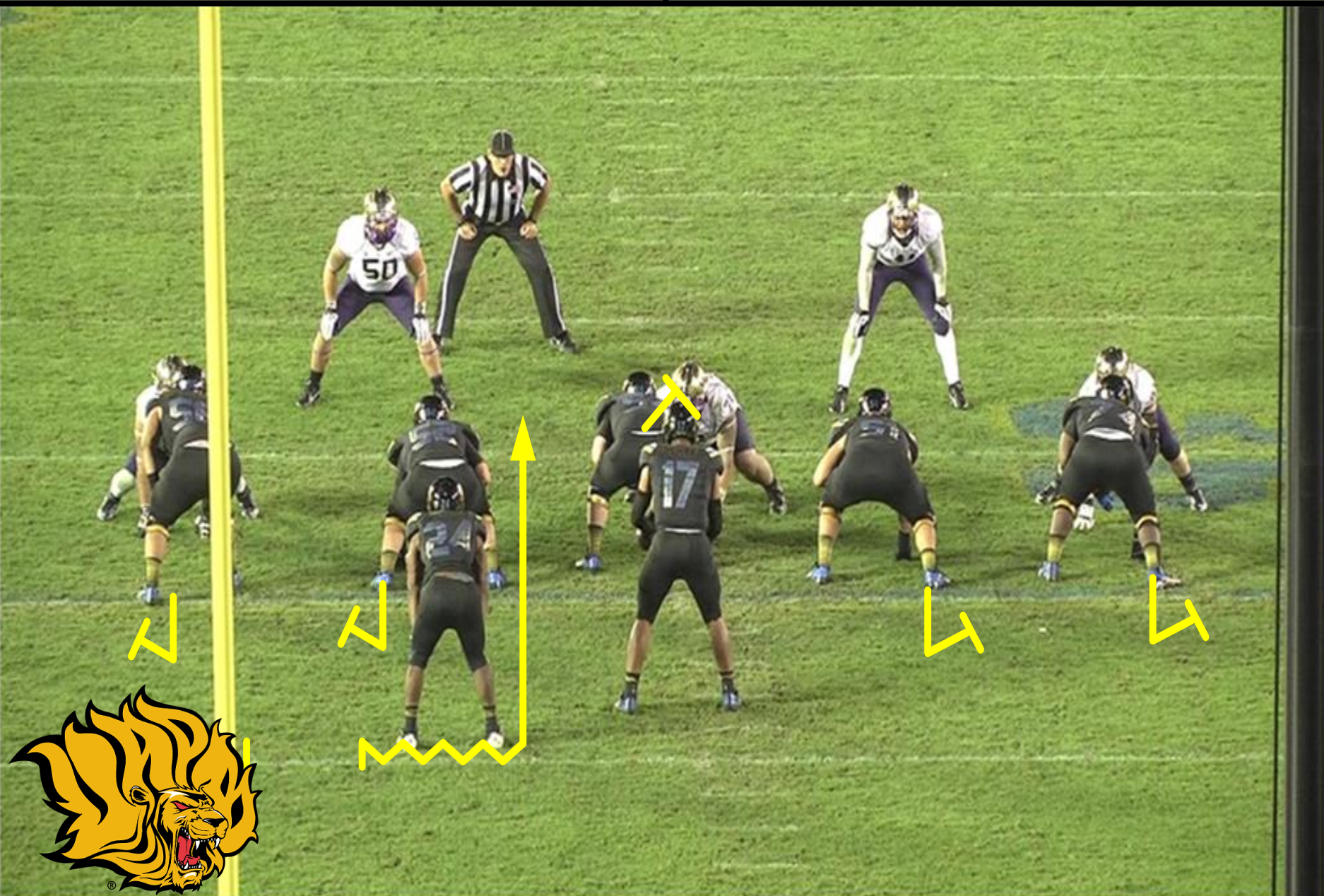
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PLAY: 10/11

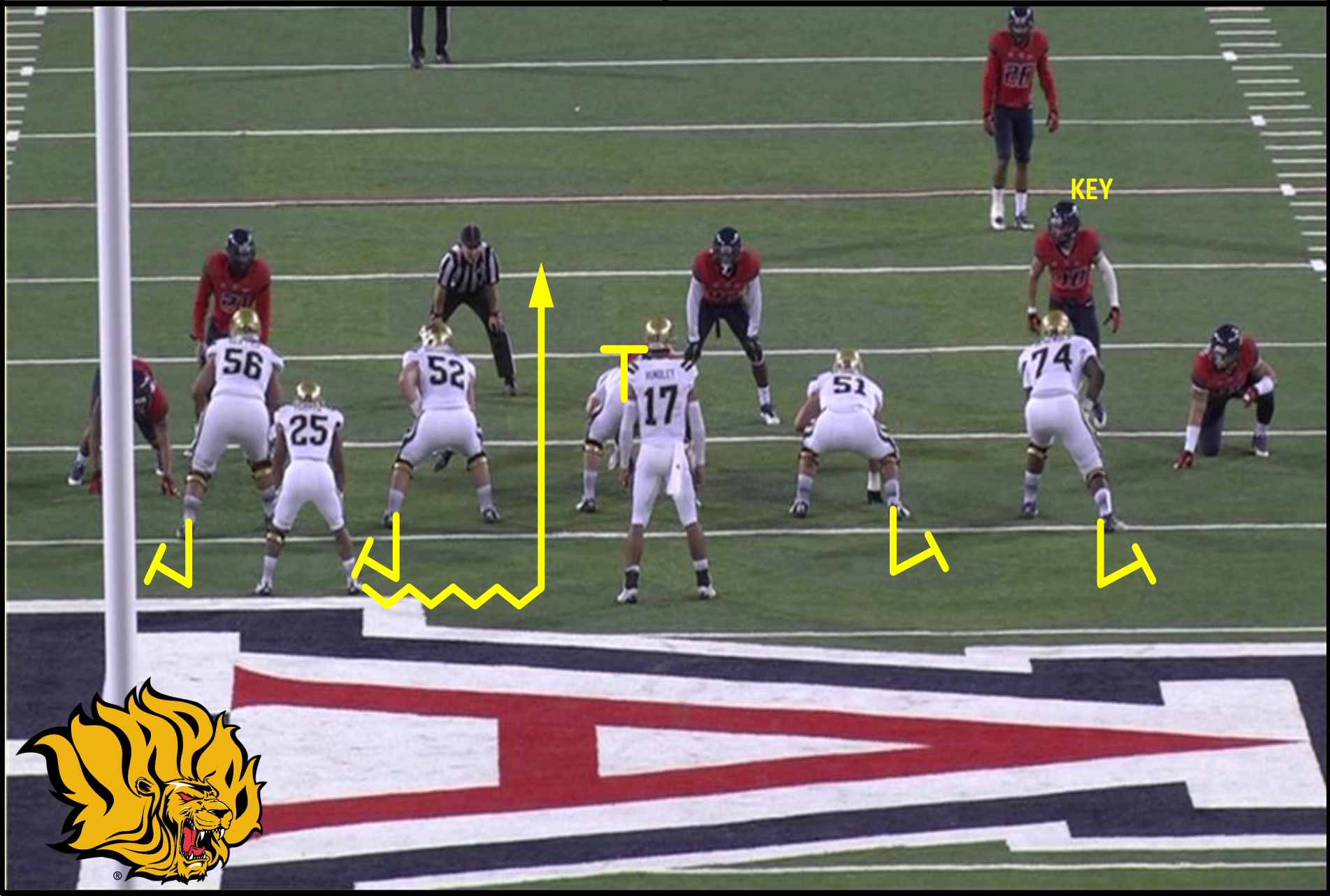
DEFENSE: ODD





PLAY: 10/11

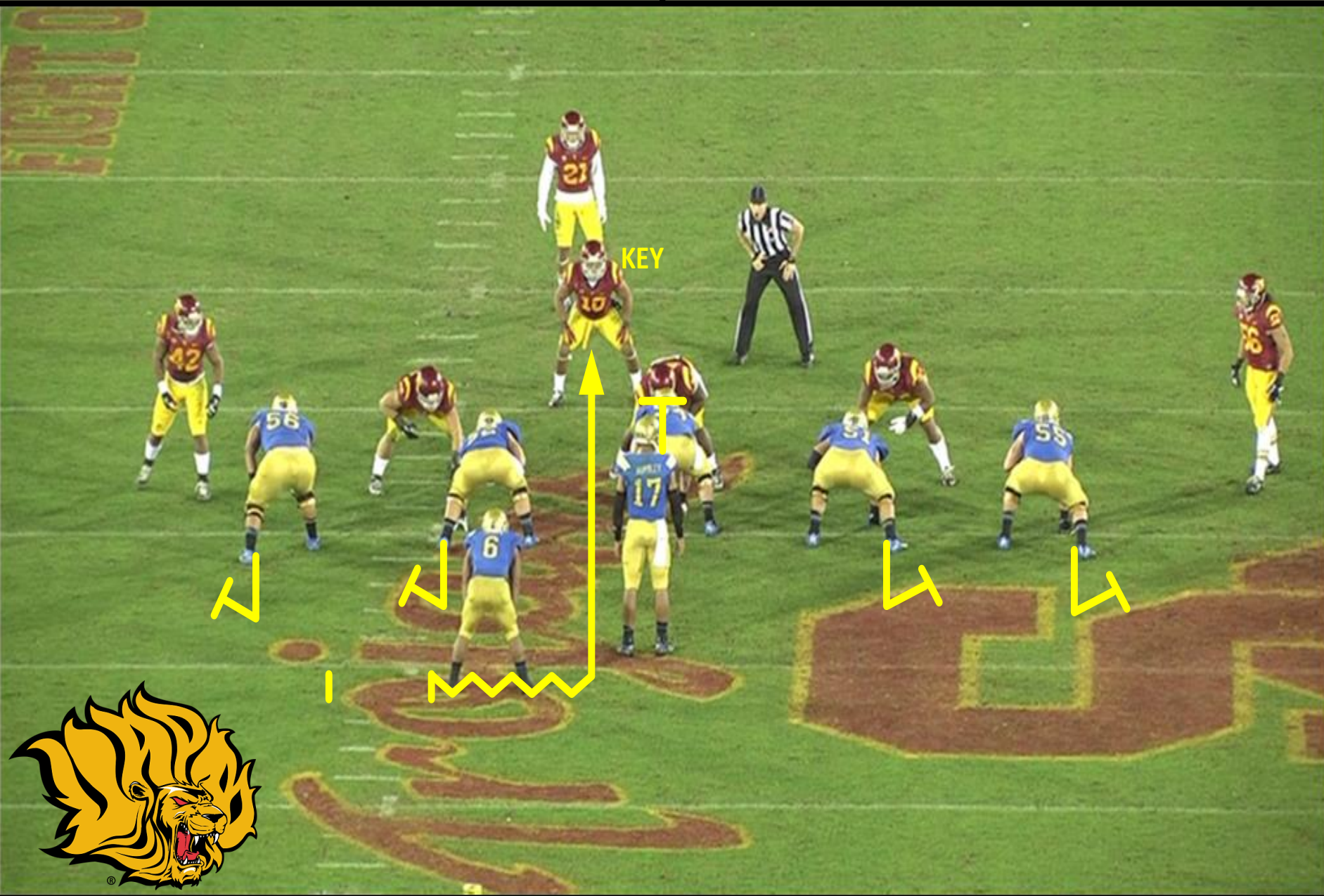
DEFENSE: ODD STACK





PLAY: 10/11

DEFENSE: BEAR





# 2023 PLAYBOOK



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



# 2023 PLAYBOOK



90

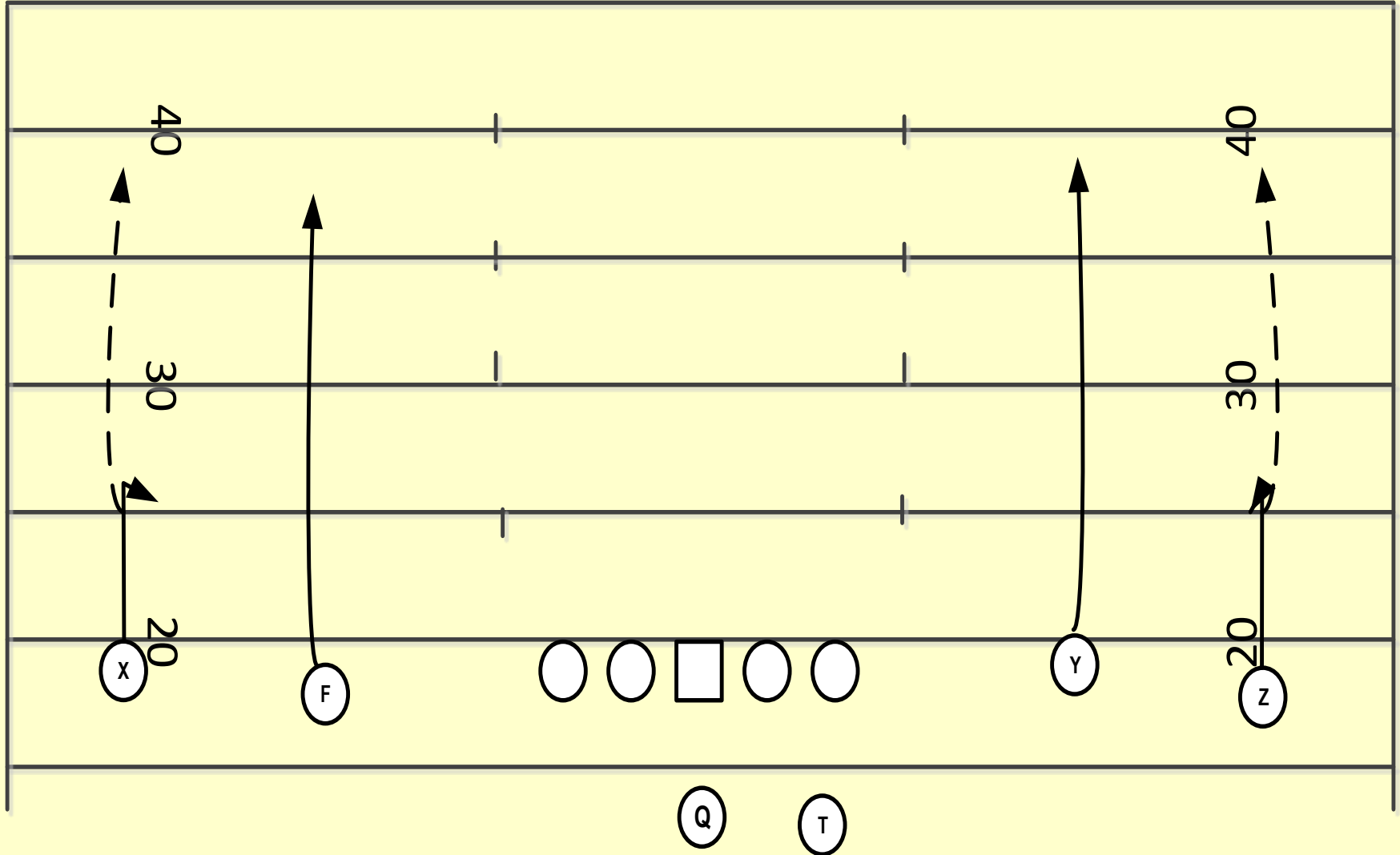


# 90

PLAY: DUAL 90

PASS PRO: 90/91

CODE:





# 2023 PLAYBOOK



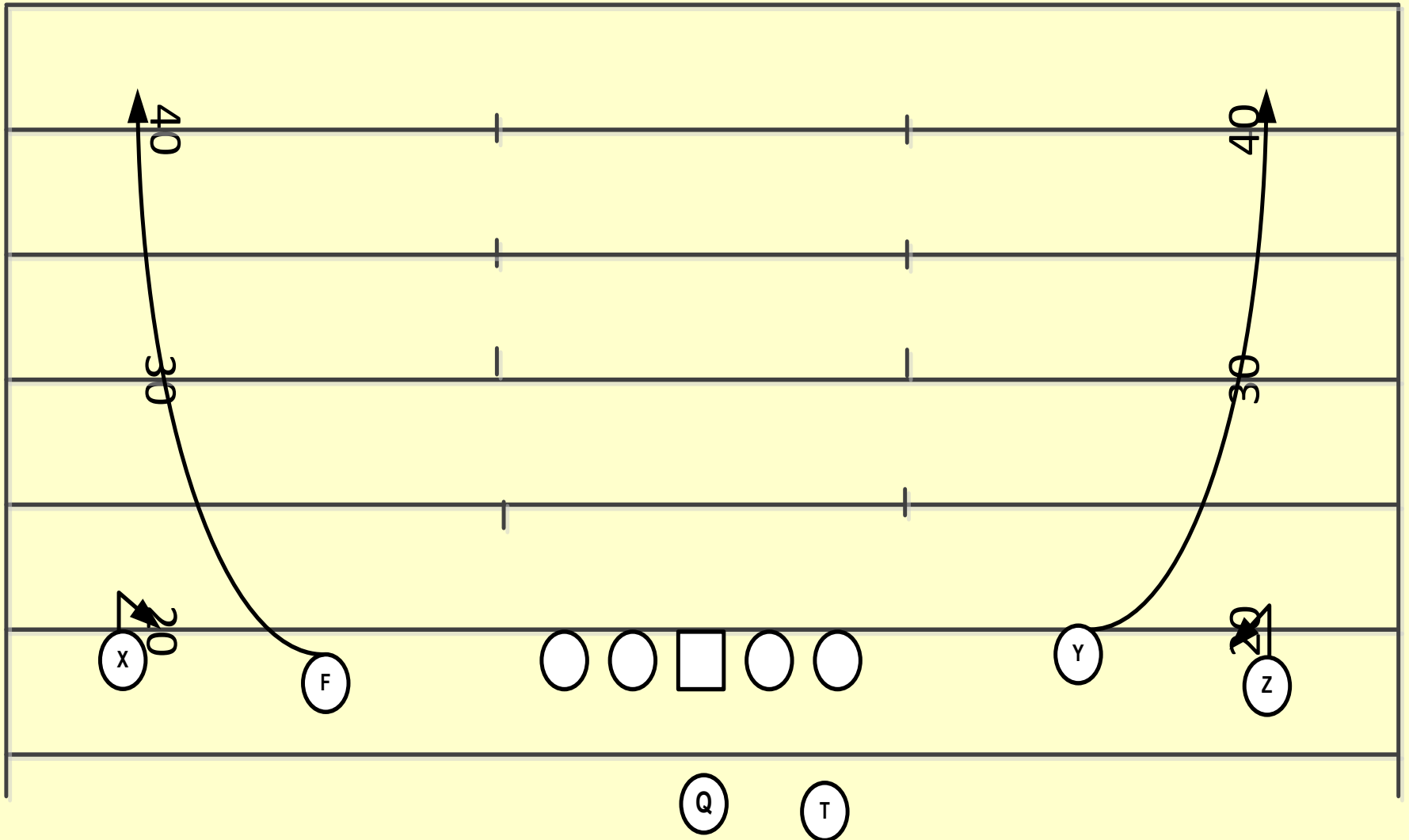
91

# 91

PLAY: DUAL 91

PASS PRO: RIO/LOBO

CODE:



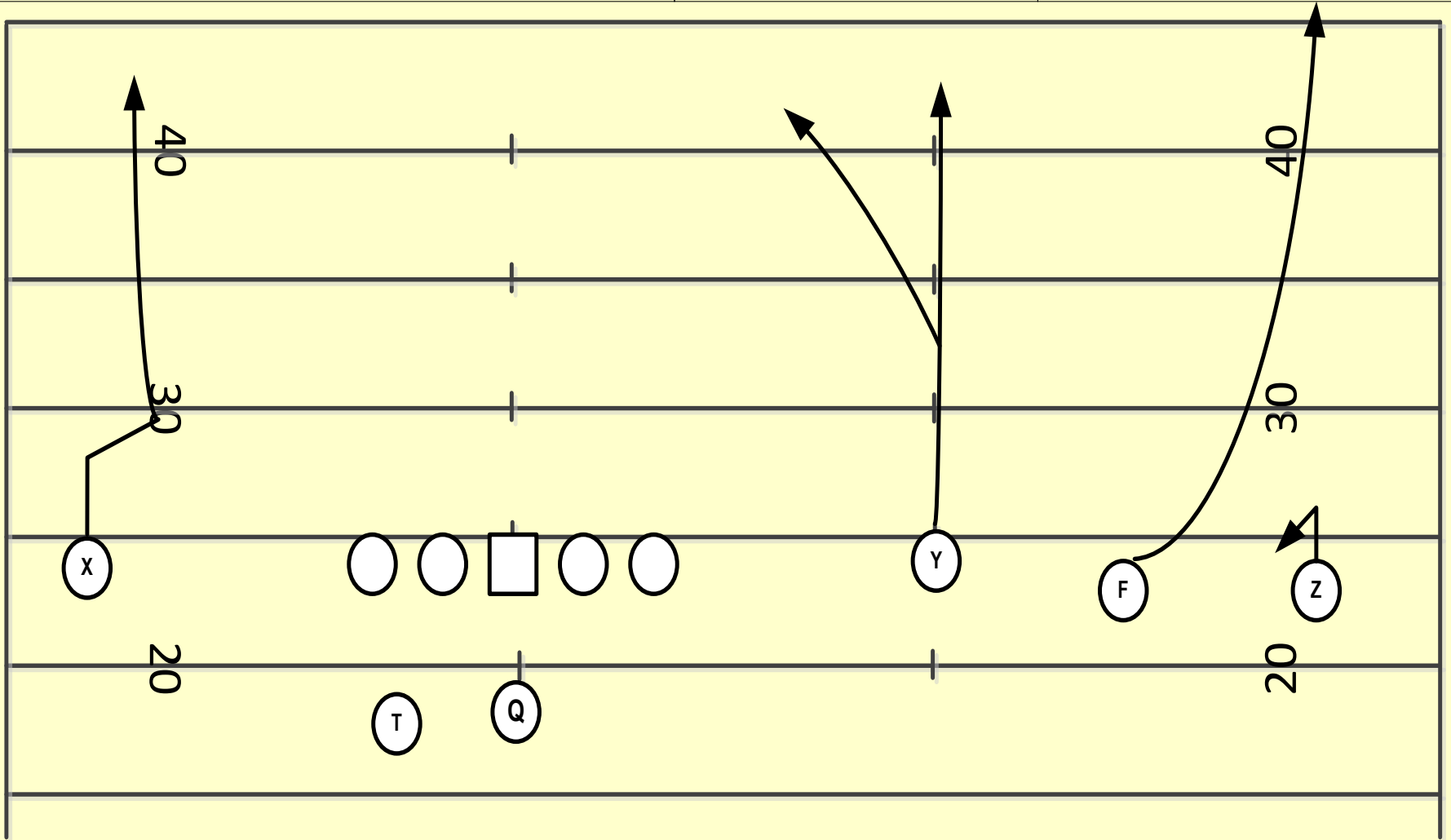


# 91

PLAY: TRIO 91 SLUGGO

PASS PRO: RIO/LOBO

CODE:



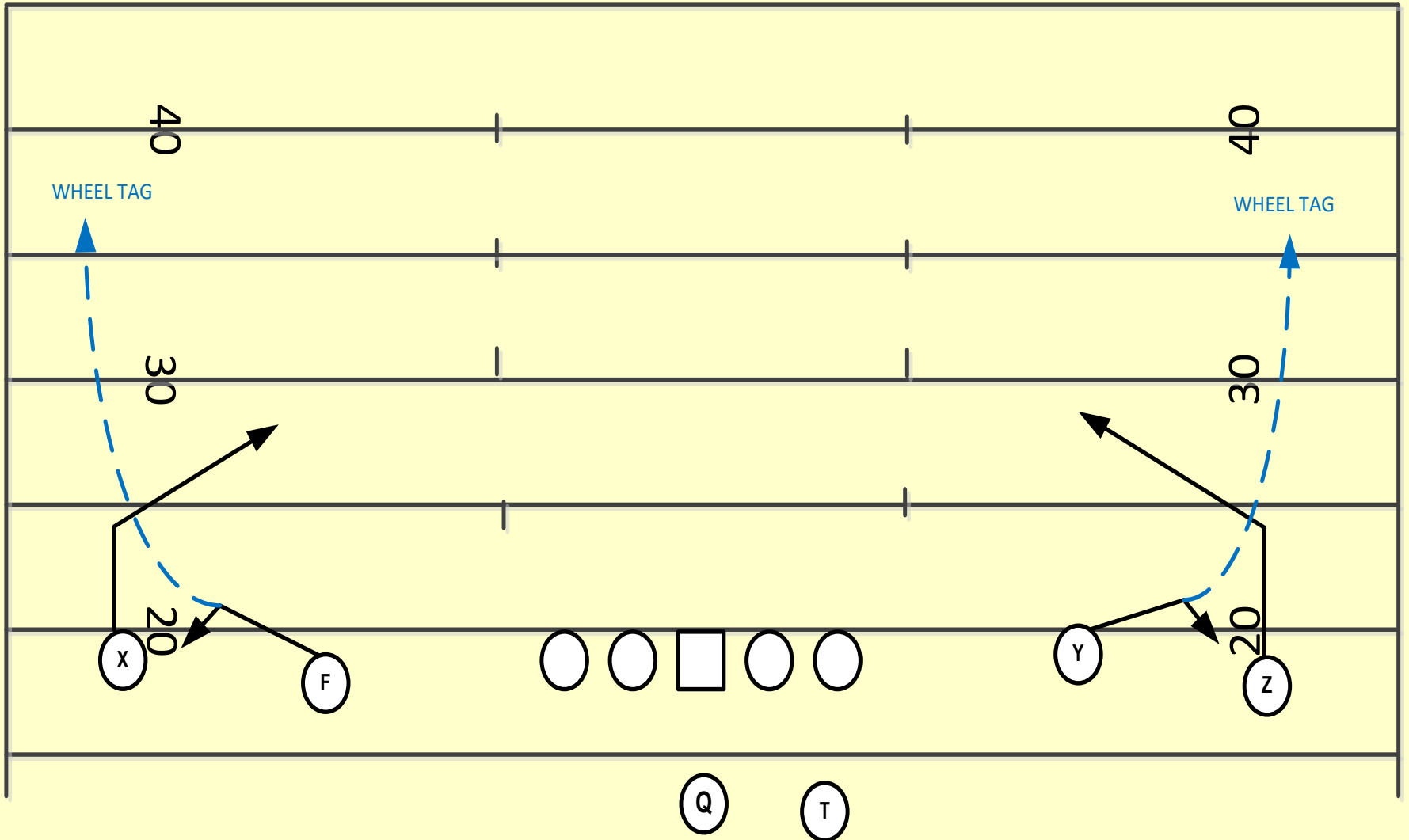
# 2023 PLAYBOOK



PLAY: DUAL 90 (WHEELS)

PASS PRO: RIO/LOBO

CODE:

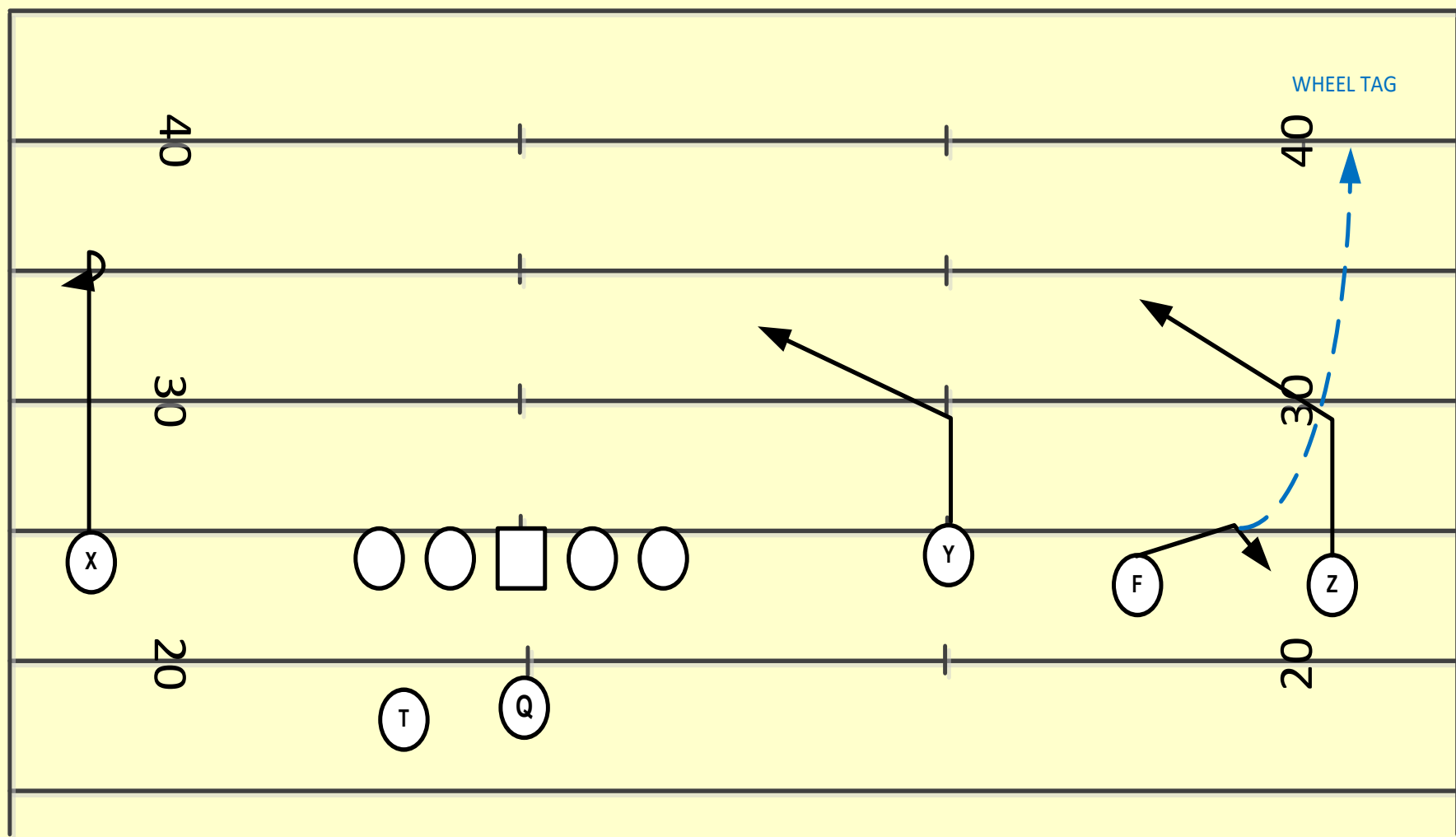


# 92

PLAY: TRIO 92 SATURN (WHEEL)

PASS PRO: RIO/LOBO

CODE:





# 2023 PLAYBOOK



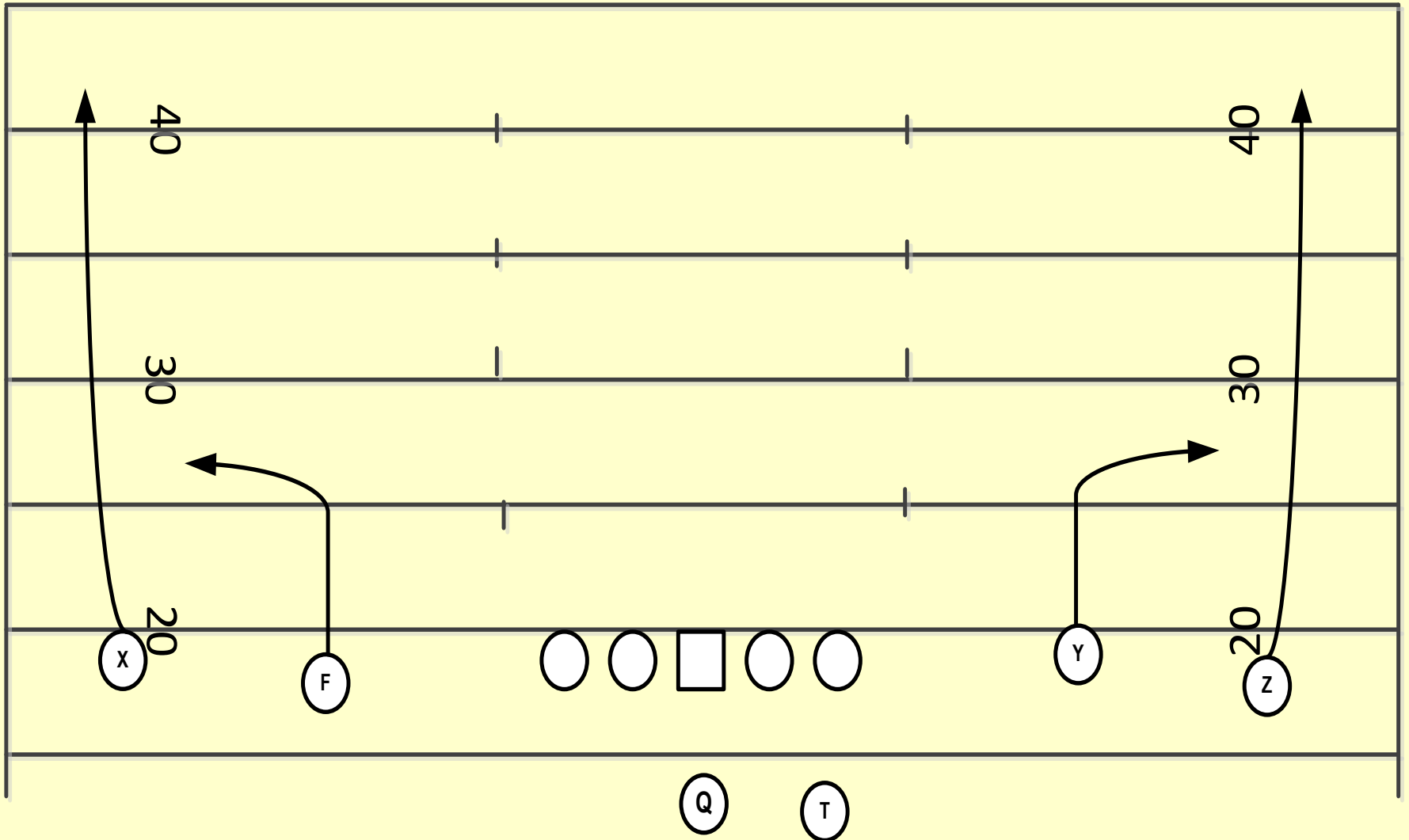
93

93

PLAY: DUAL 90

PASS PRO: RIO/LOBO

CODE:

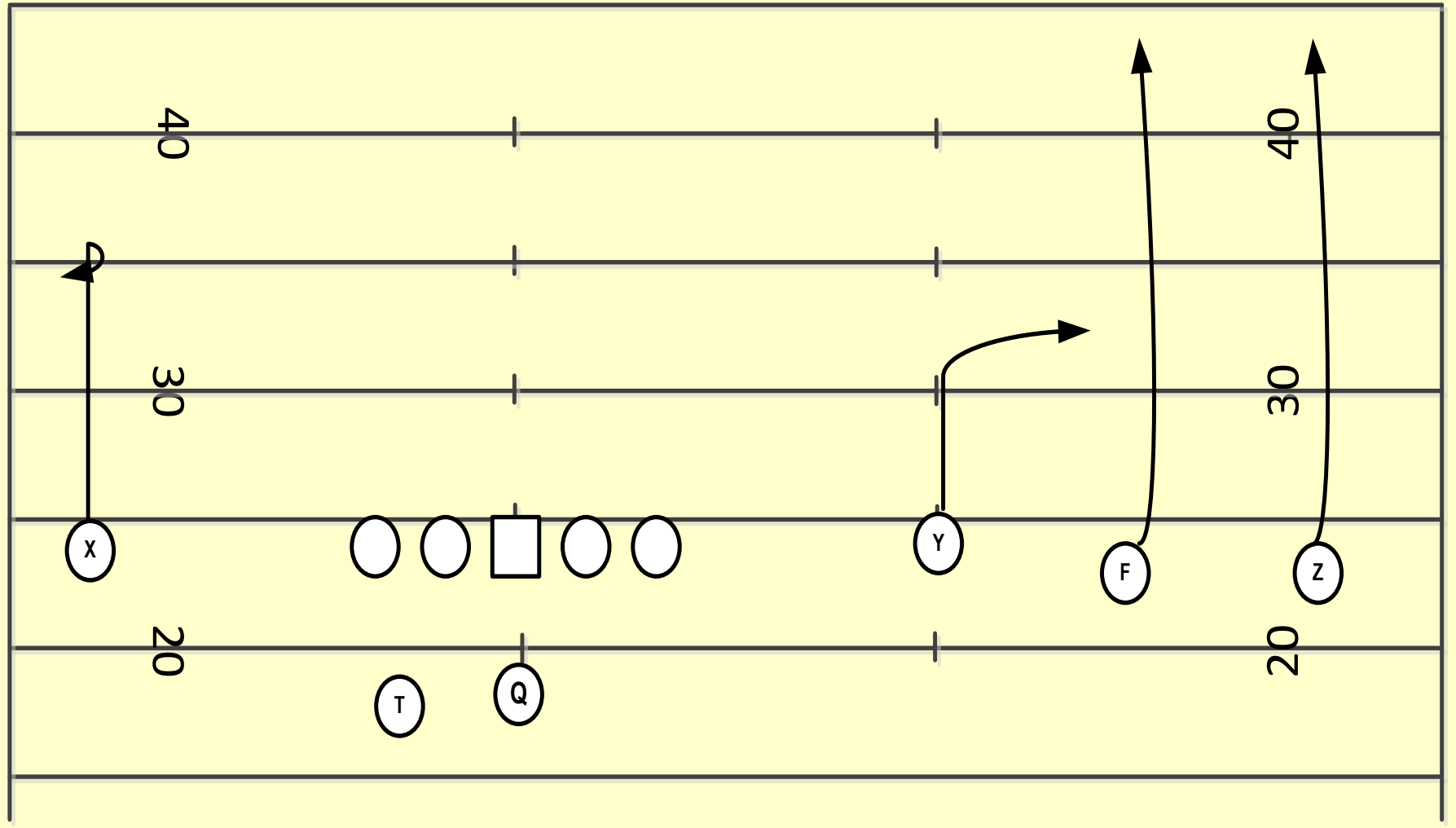


# 93

PLAY: TRIO 93 SATURN

PASS PRO: RIO/LOBO

CODE:



# 2023 PLAYBOOK

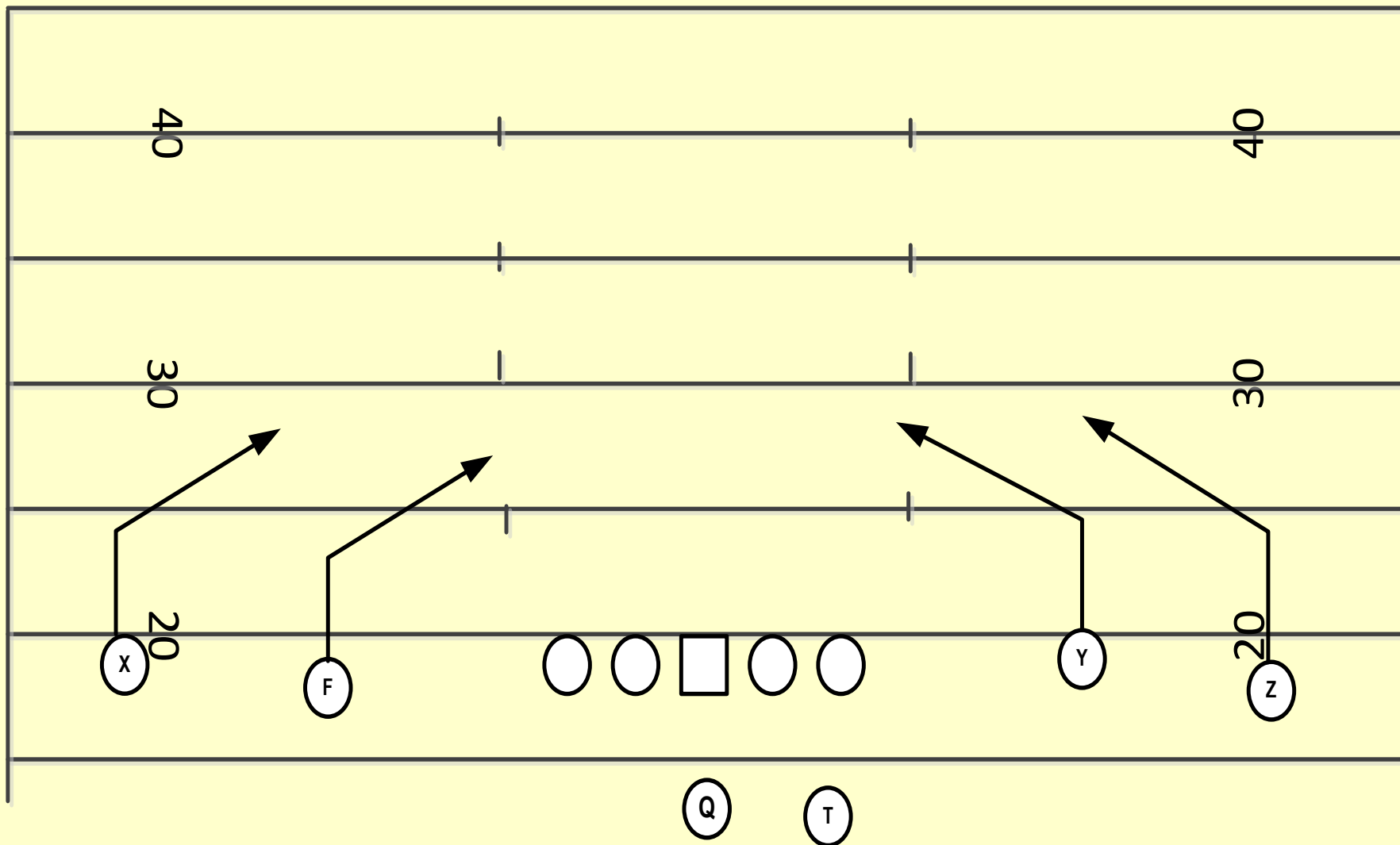


# 94

PLAY: DUAL 94

PASS PRO: RIO/LOBO

CODE:



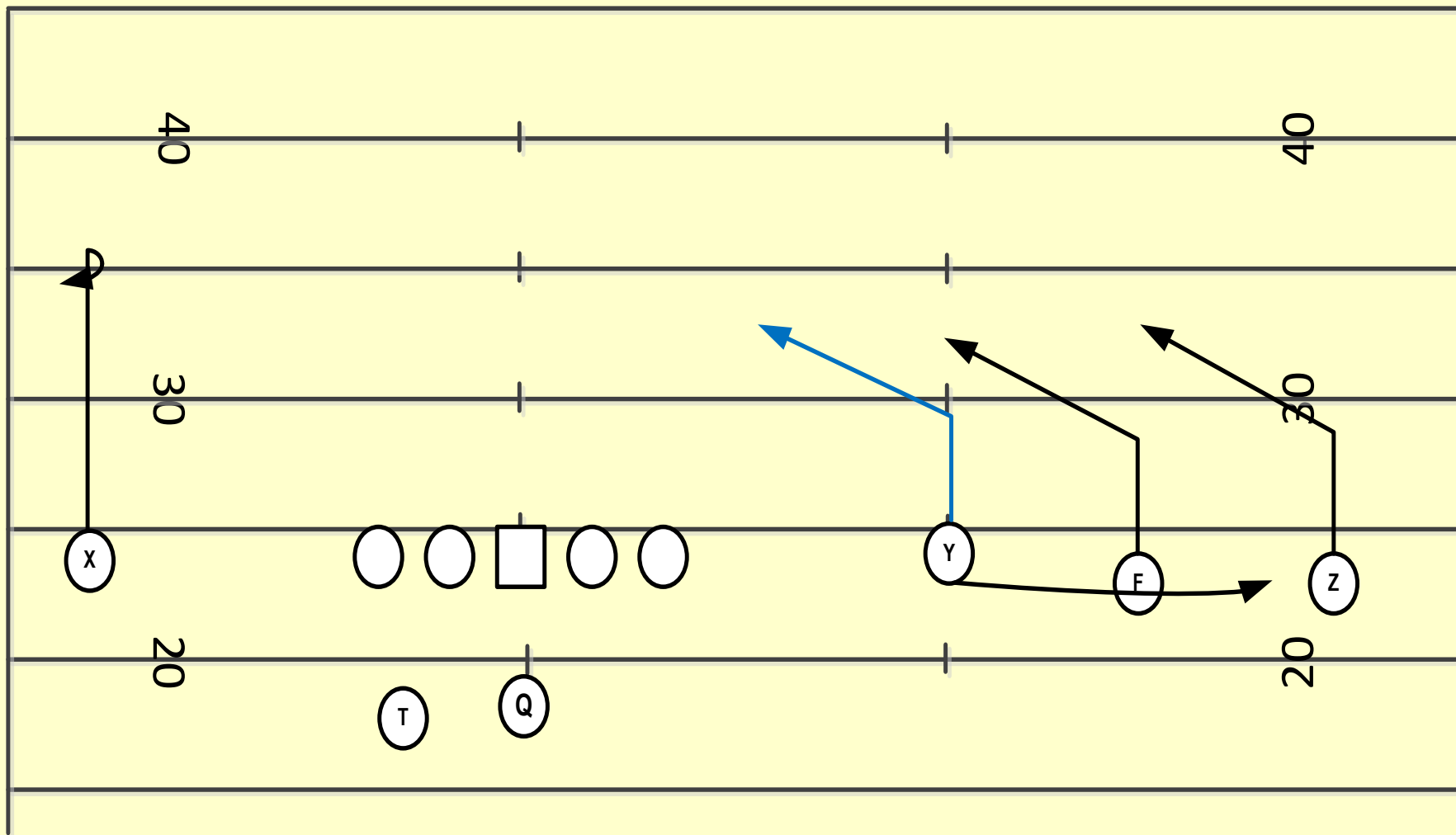


# 94

PLAY: TRIO 94 SATURN (ALL SLANT)

PASS PRO: RIO/LOBO

CODE:



# 2023 PLAYBOOK



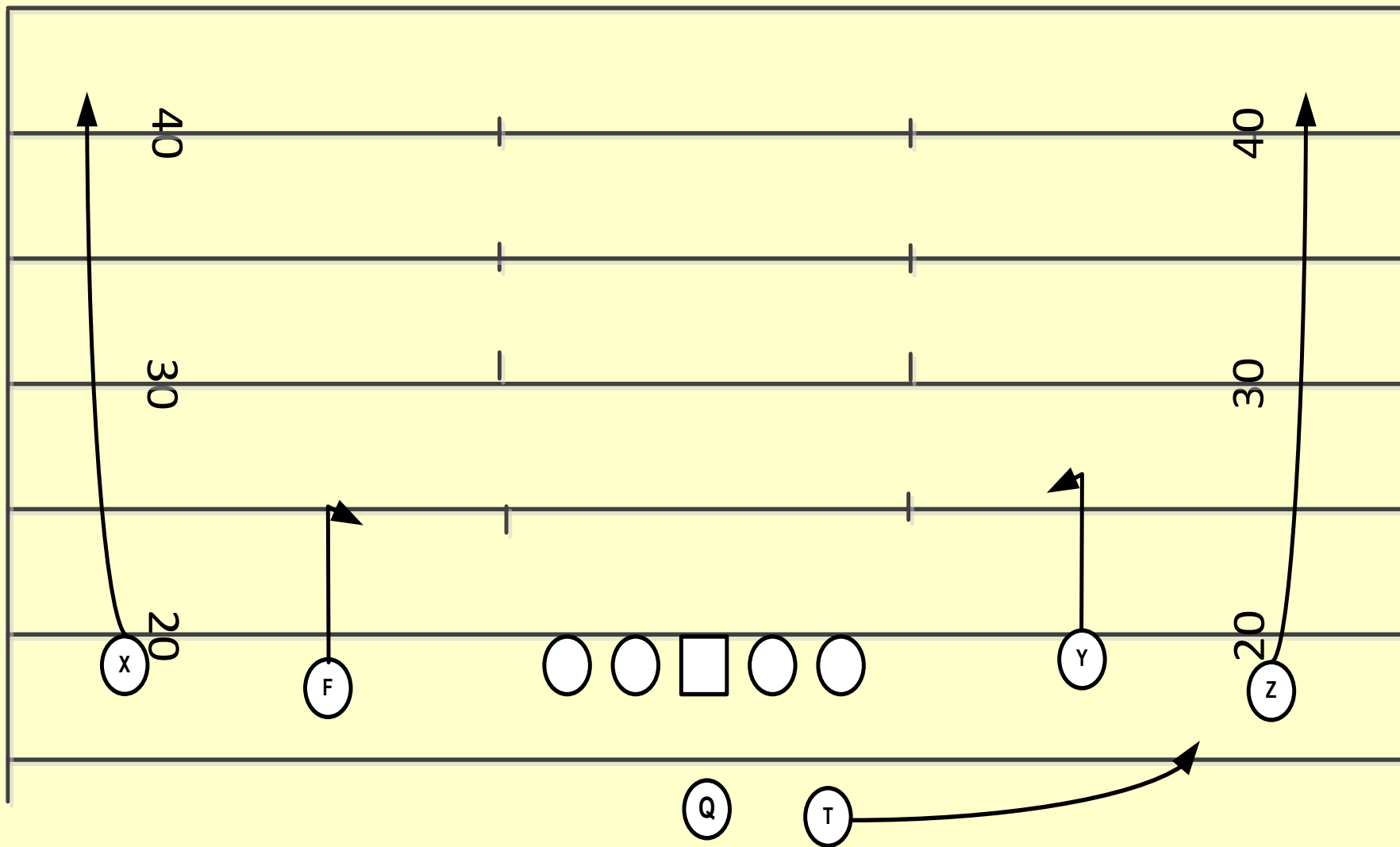
95

# 95

PLAY: DUAL 95

PASS PRO: R/L

CODE:

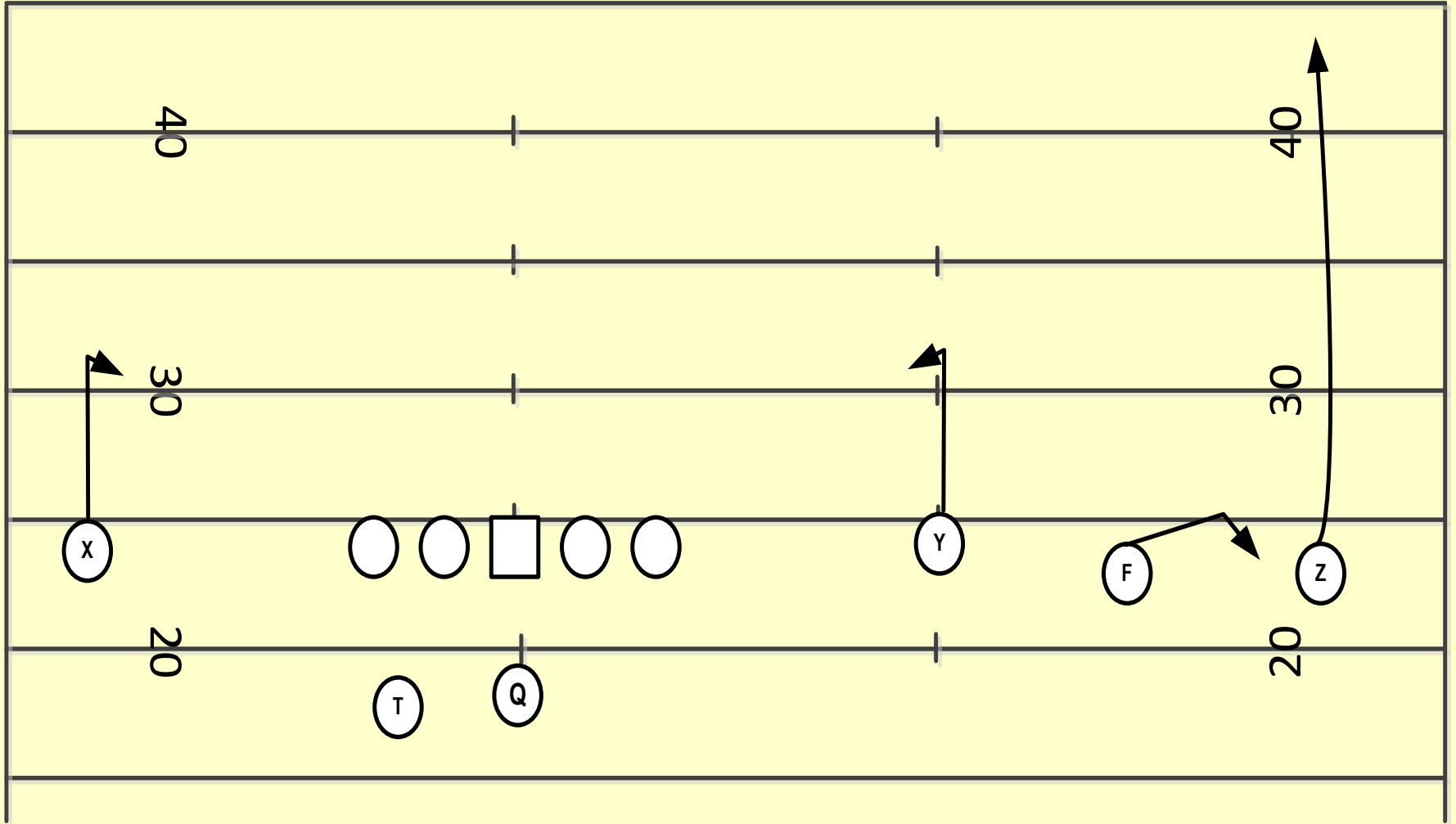


95

PLAY: TRIO 95 GIFT

PASS PRO: RIO/LOBO

CODE:



# 2023 PLAYBOOK



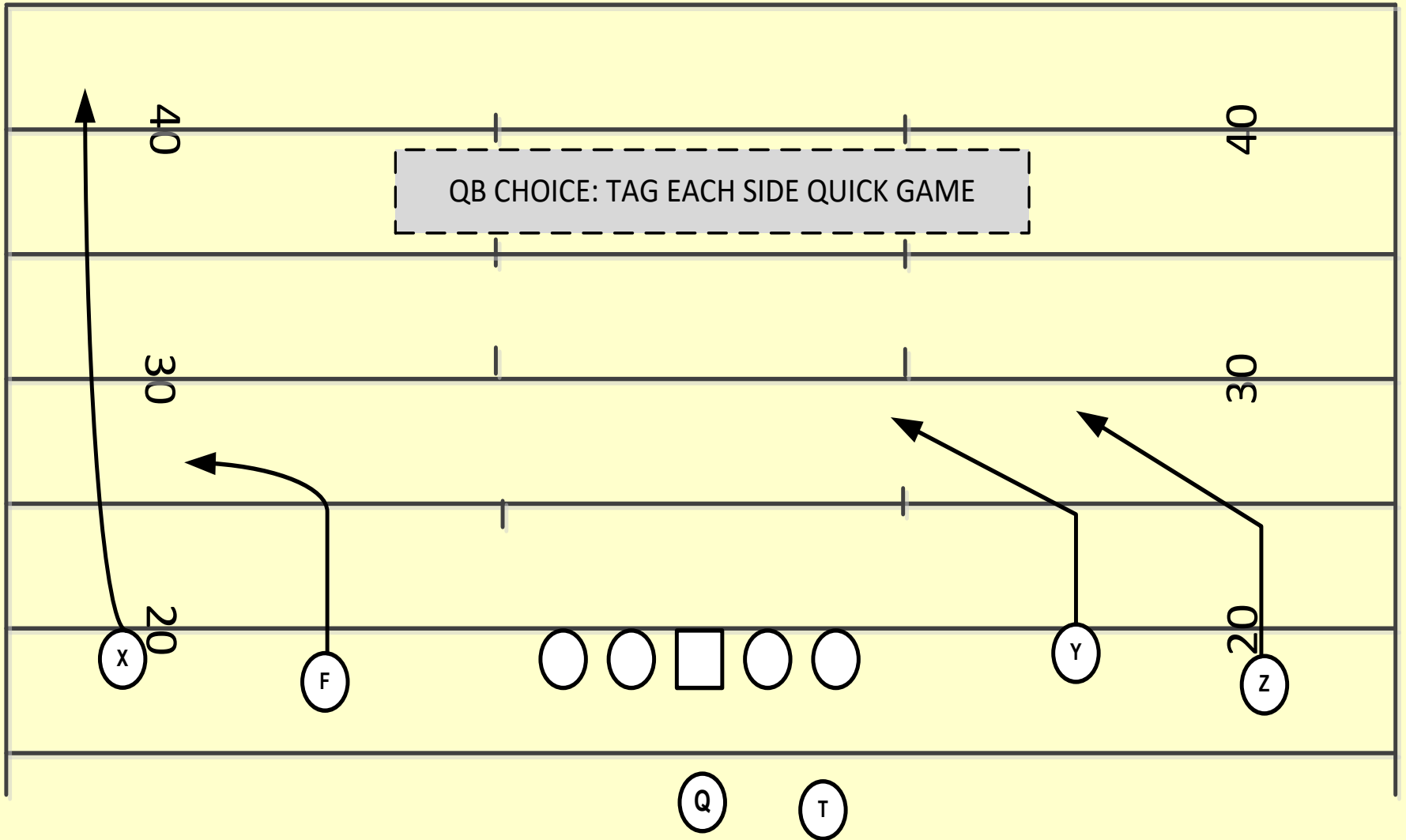


# 99

PLAY: DUAL 99

PASS PRO: RIO/LOBO

CODE:

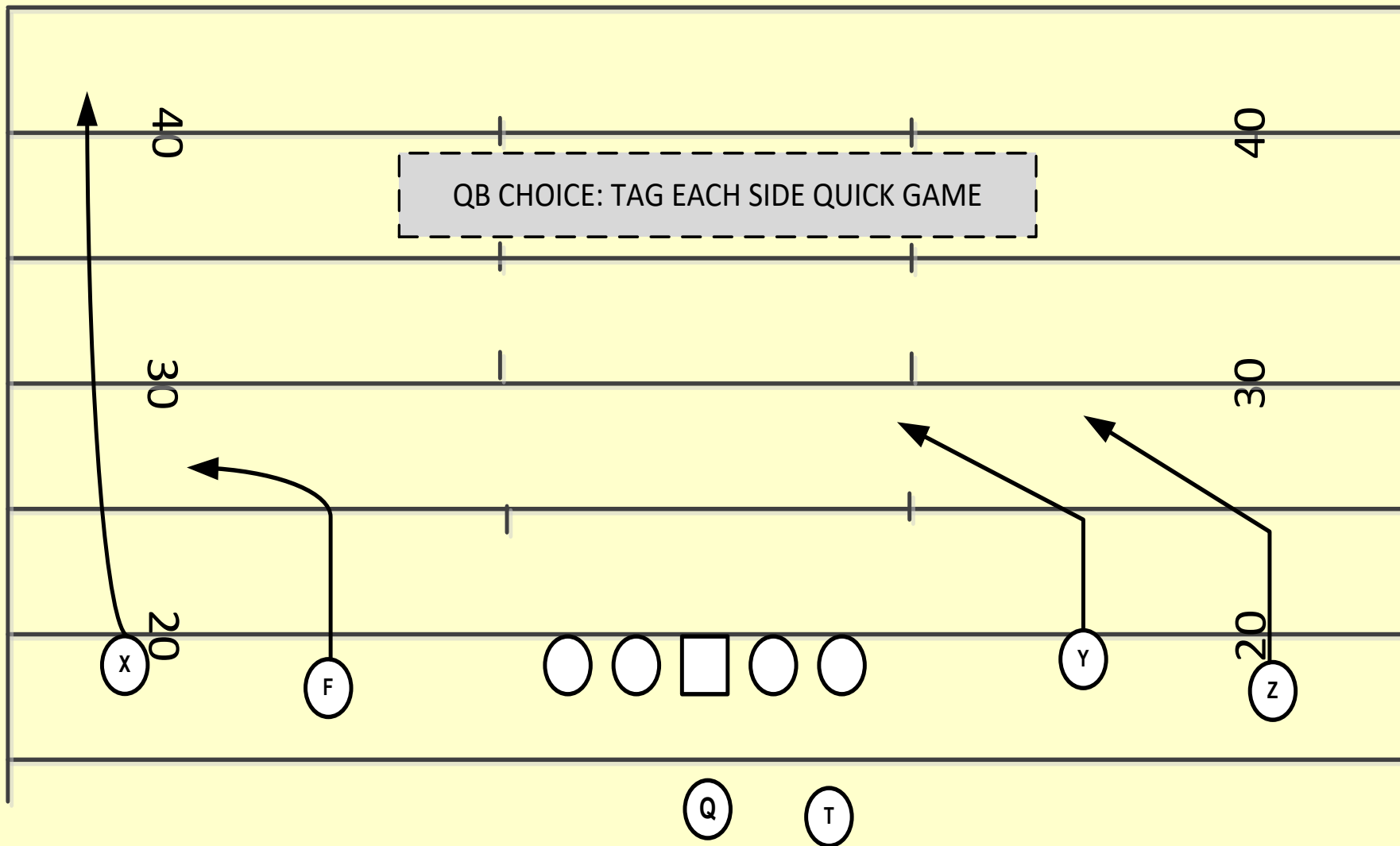


# 99

PLAY: DUAL 99

PASS PRO: RIO/LOBO

CODE:



# 2023 PLAYBOOK



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 THIS 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)



# 2023 PLAYBOOK



CHEVRON

# CHEVRON

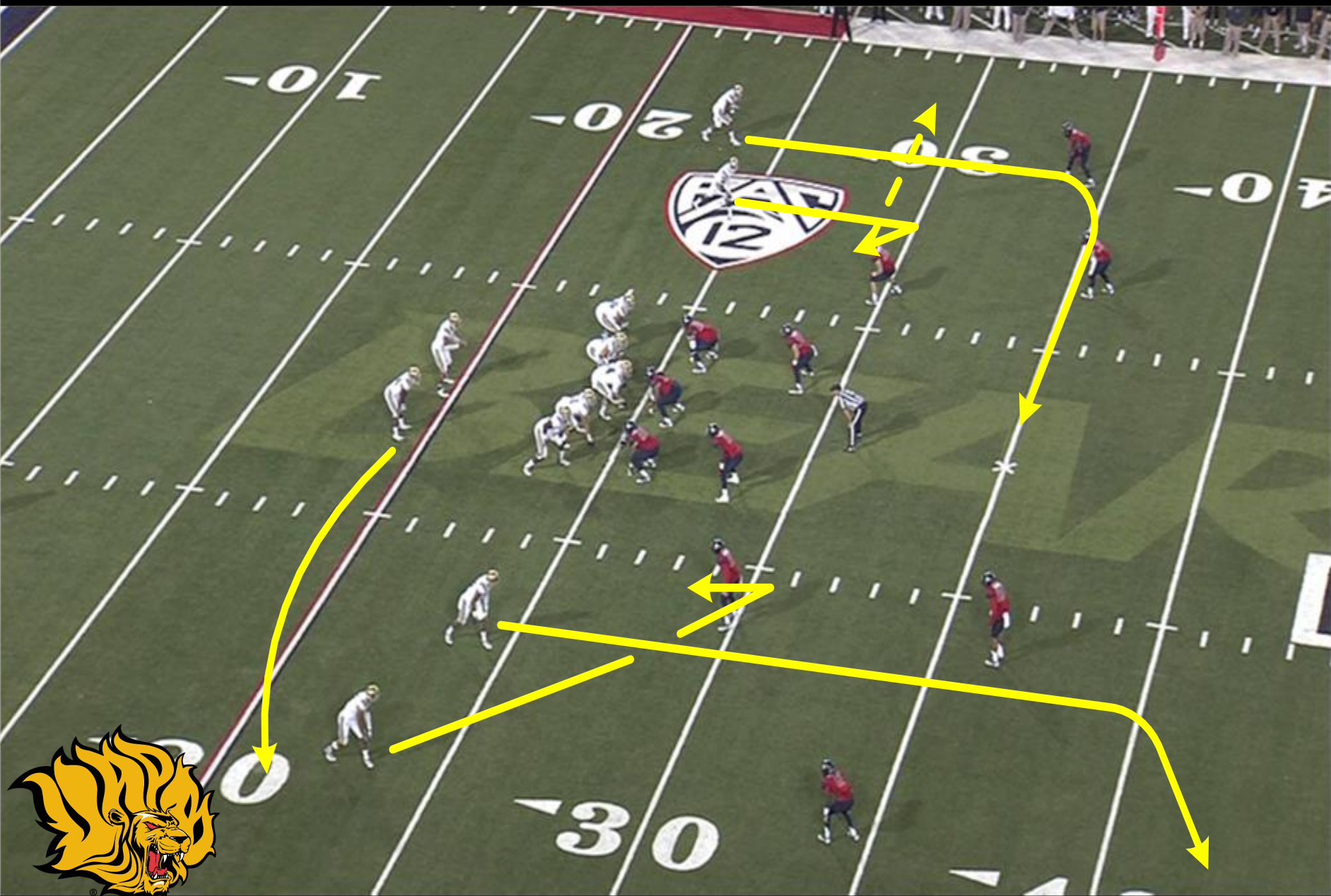
- **3 MAN SNAG**
- **PURE PROGRESSION CONCEPT**
- **BACKSIDE TAGS – DAGGER / SKINNY / SHELL**
- **1 BACK PROTECTION – 50 / 51**
- **2 BACK PROTECTION – 60 / 61**



PLAY: DOUBLE RT CHEVRON

TAG: DAGGER

PASS PRO: 51

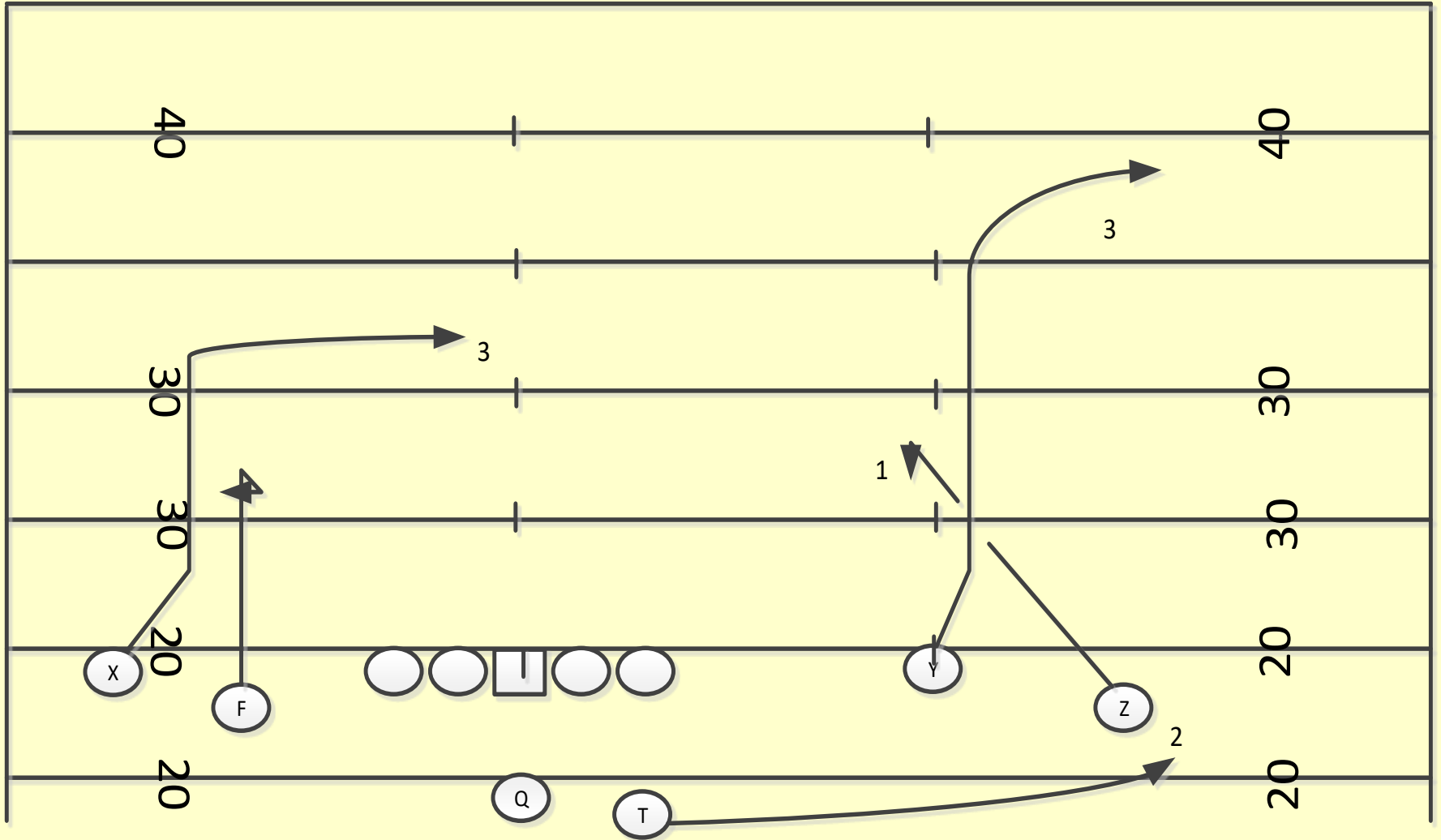


# CHEVRON

PLAY: DOUBLE CHEVRON

PASS PRO: 50/51

CODE:

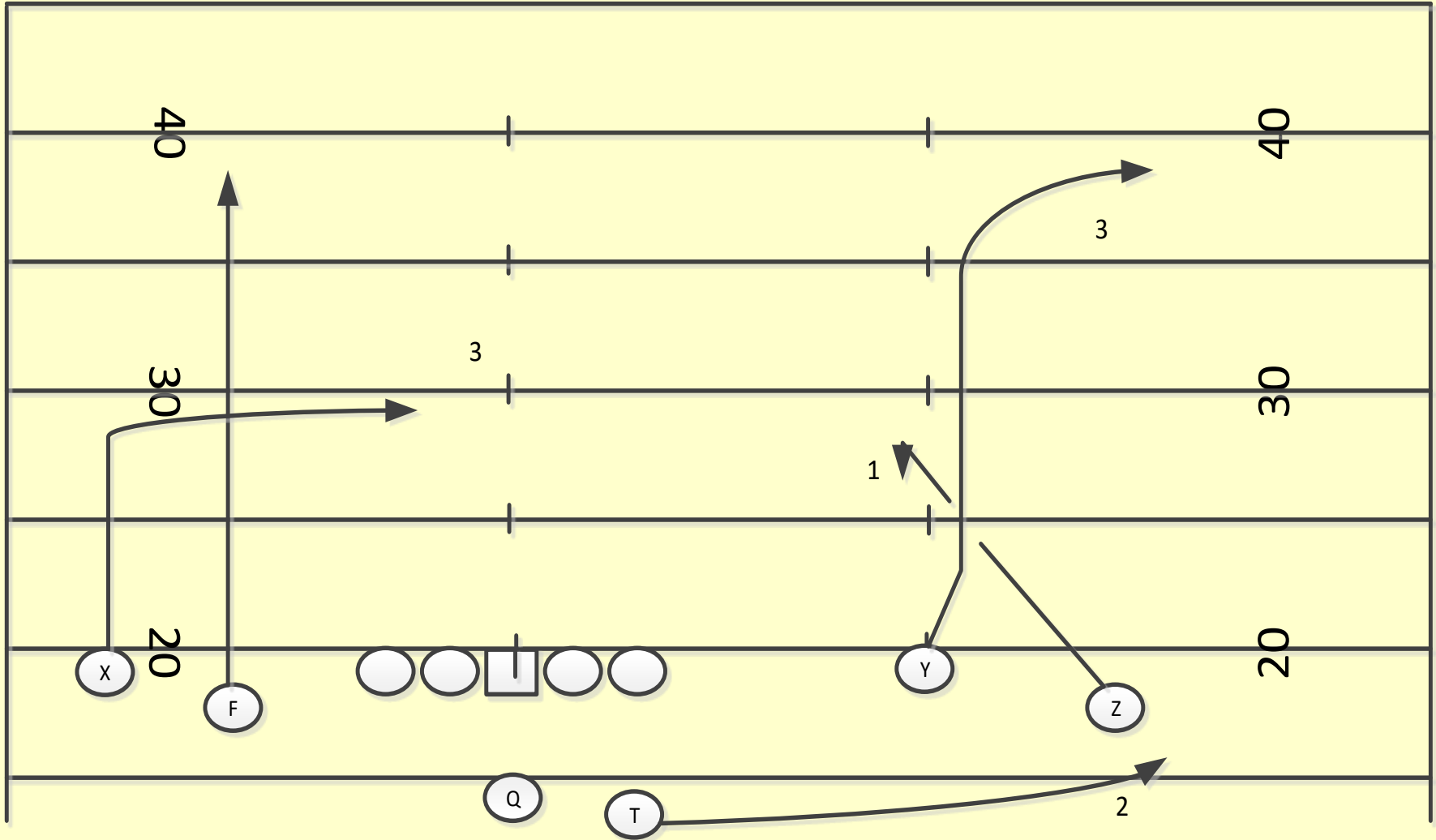


# CHEVRON

PLAY: DOUBLE CHEVRON SKINNY

PASS PRO: 50/51

CODE:





# 2023 PLAYBOOK



EXXON

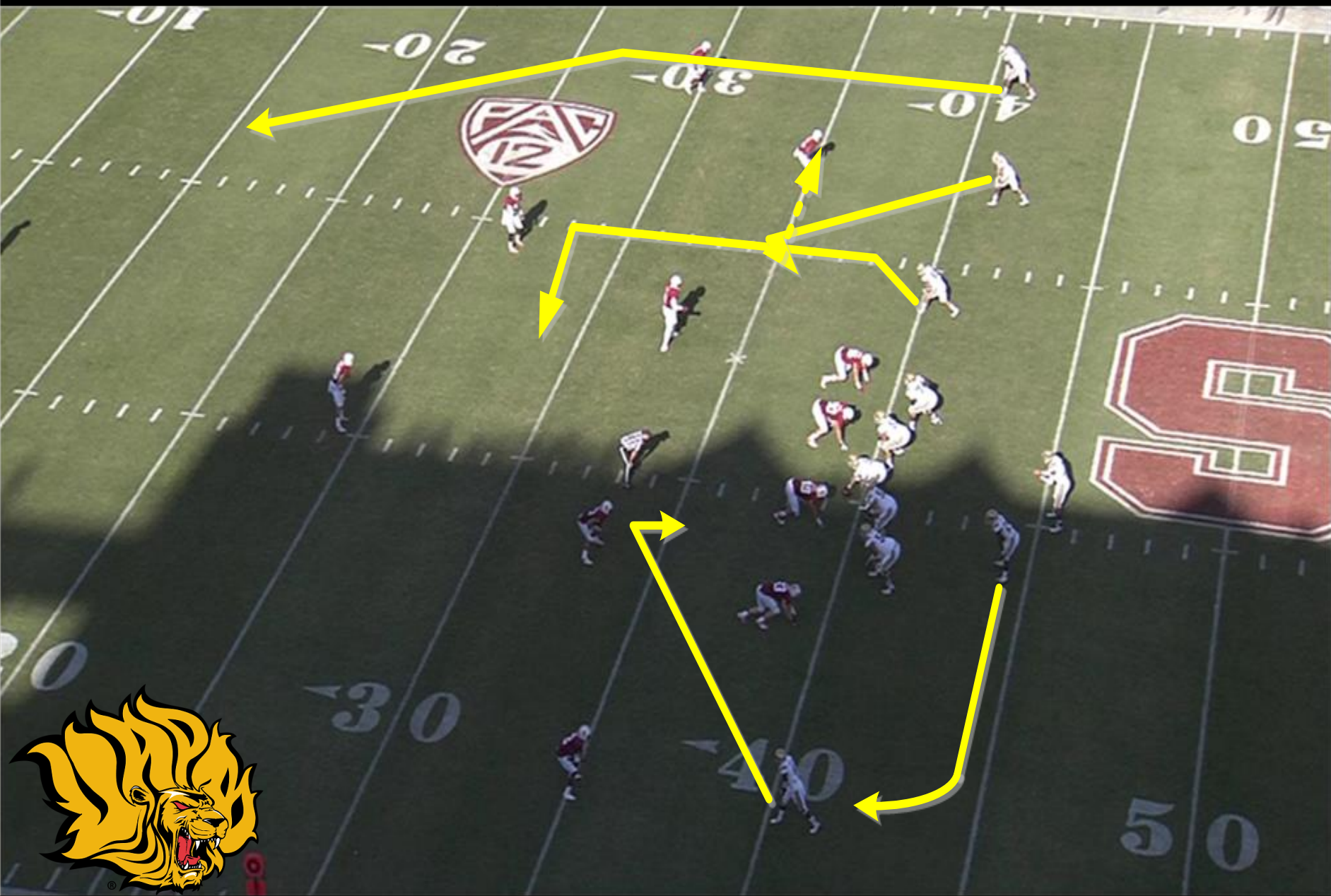
# EXXON

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

PLAY: TRIO RT EXXON

TAG: SHELL

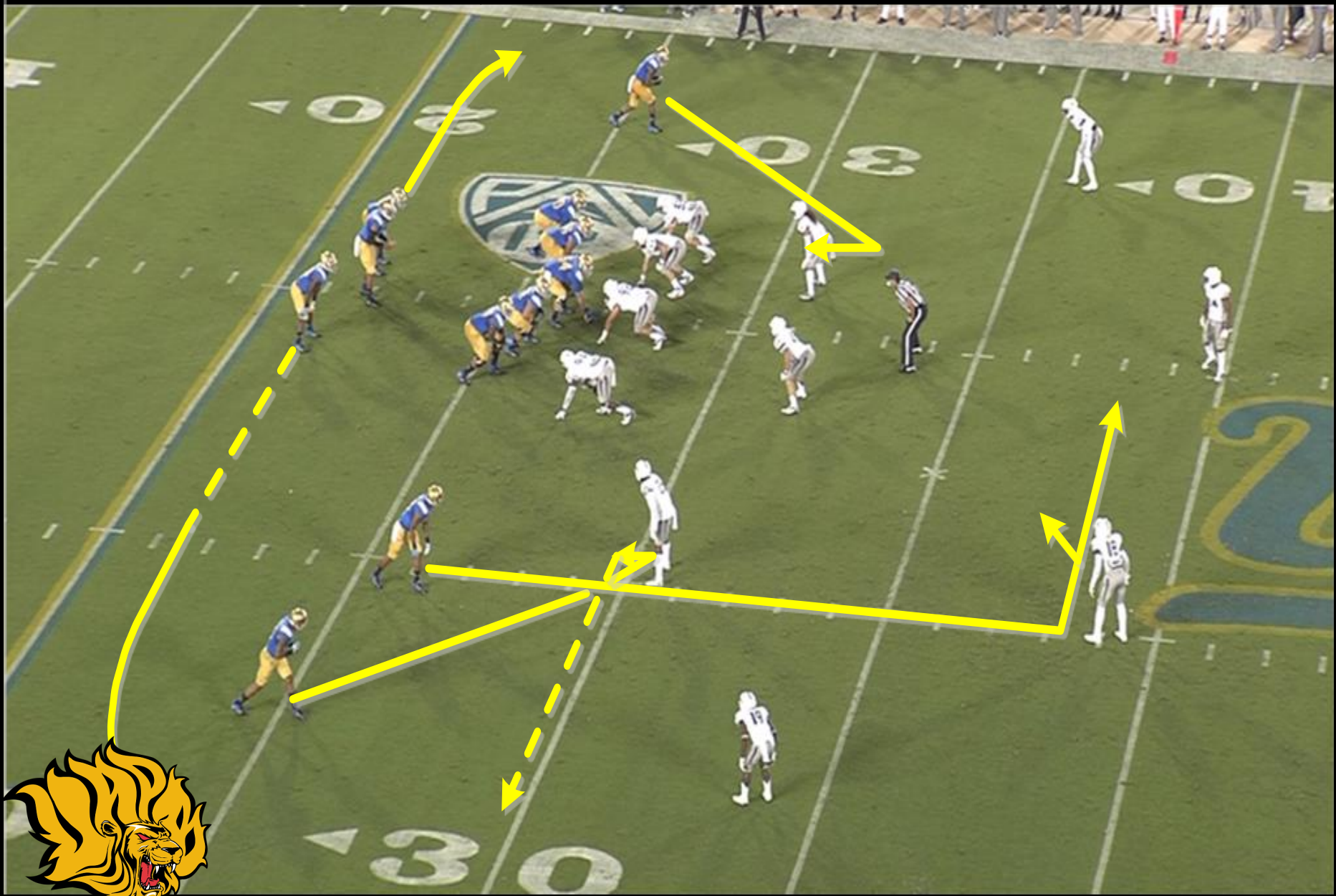
PASS PRO: 50



PLAY: GREEN FREE EXXON

TAG: SHELL

PASS PRO: 50/51

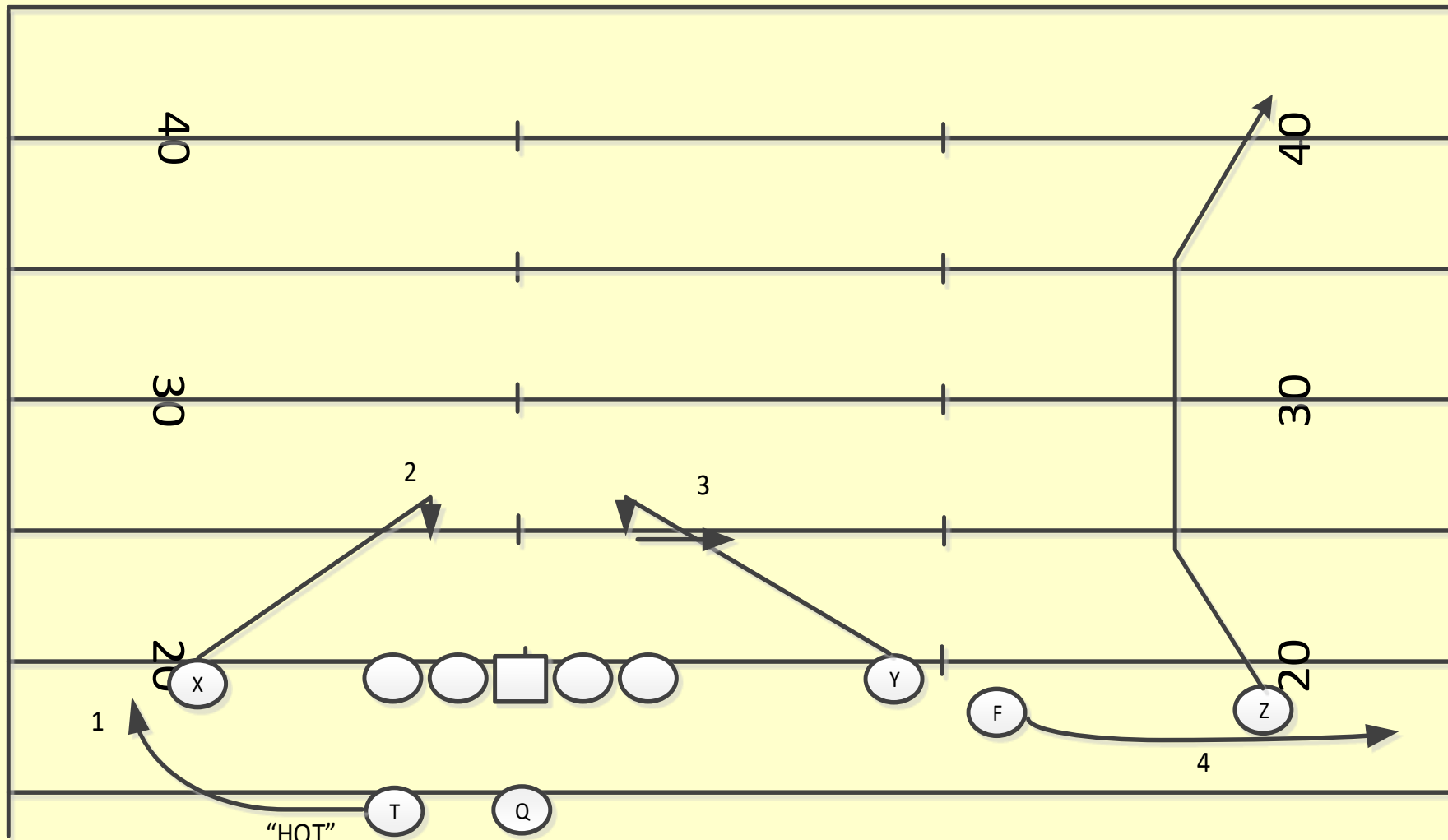


# EXXON

PLAY: TRIO EXXON

PASS PRO: 50/51

CODE:



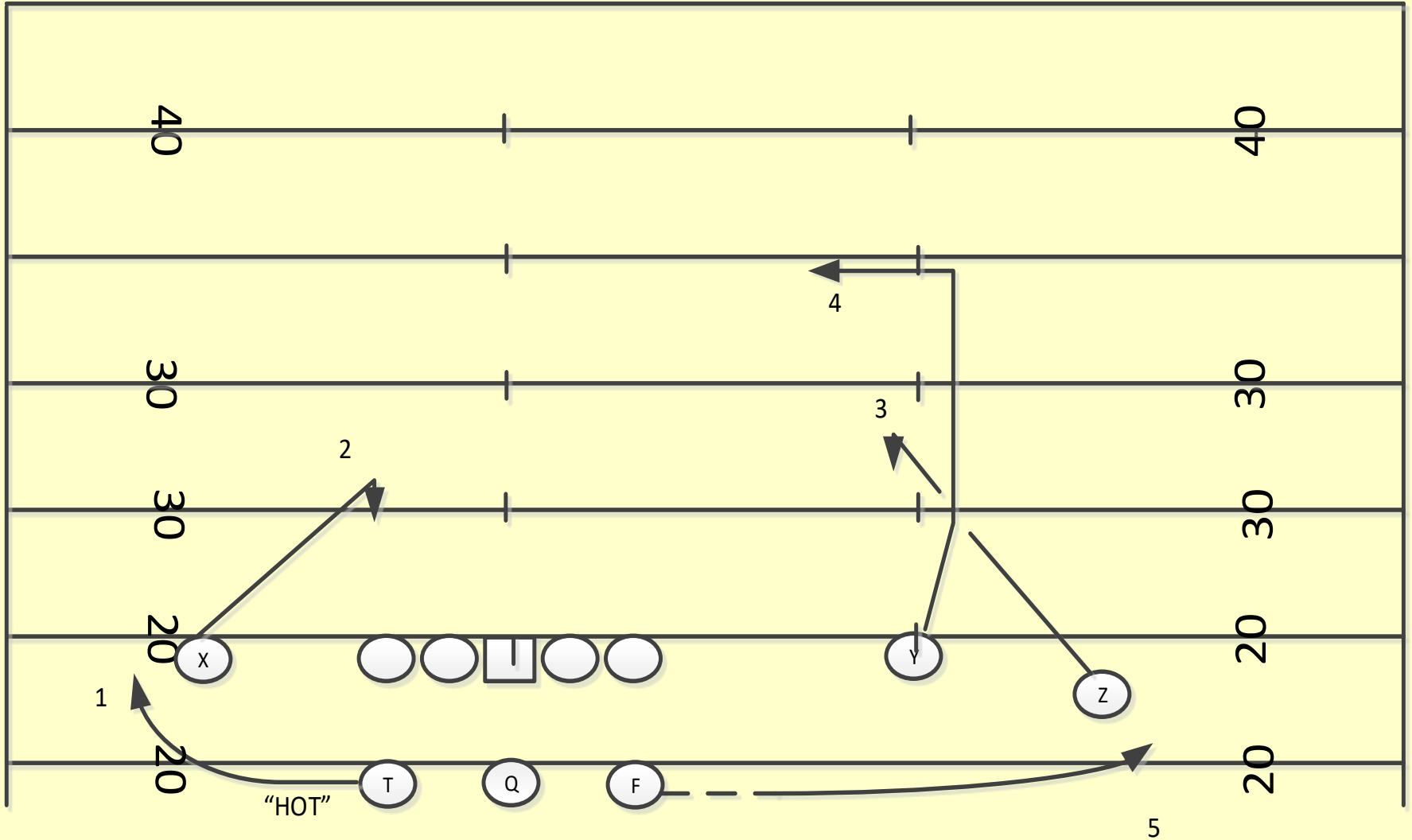


# EXXON

PLAY: GREEN FREE EXXON SHELL

PASS PRO: 50/51

CODE:

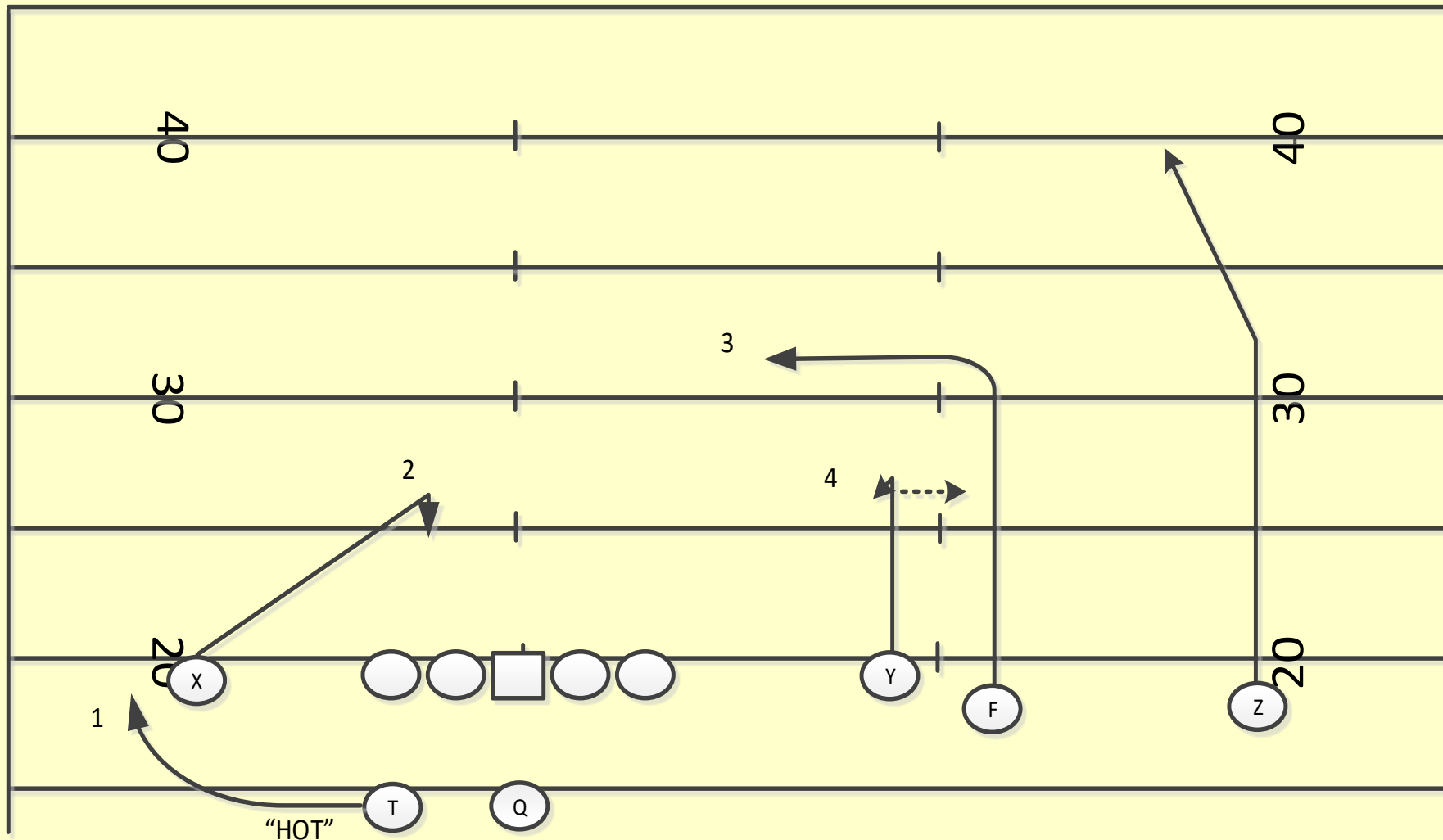


# EXXON

PLAY: TRIO EXXON

PASS PRO: 50/51

CODE:



# 2023 PLAYBOOK



SHELL

# 2023 PLAYBOOK



**DROP BACK**

# **DROP BACK GAME**

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





# DROPSBACK GAME

## BUILDING THE DROPSBACK GAME

**DROPSBACK:** WHEN CALLING THE DROPSBACK 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.



# 2023 PLAYBOOK



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**
- **COMPLIMENTS**
  - **DAYTONA SWITCH**
  - **MARKER / MARKER SWITCH**

# 2023 PLAYBOOK



HONDA

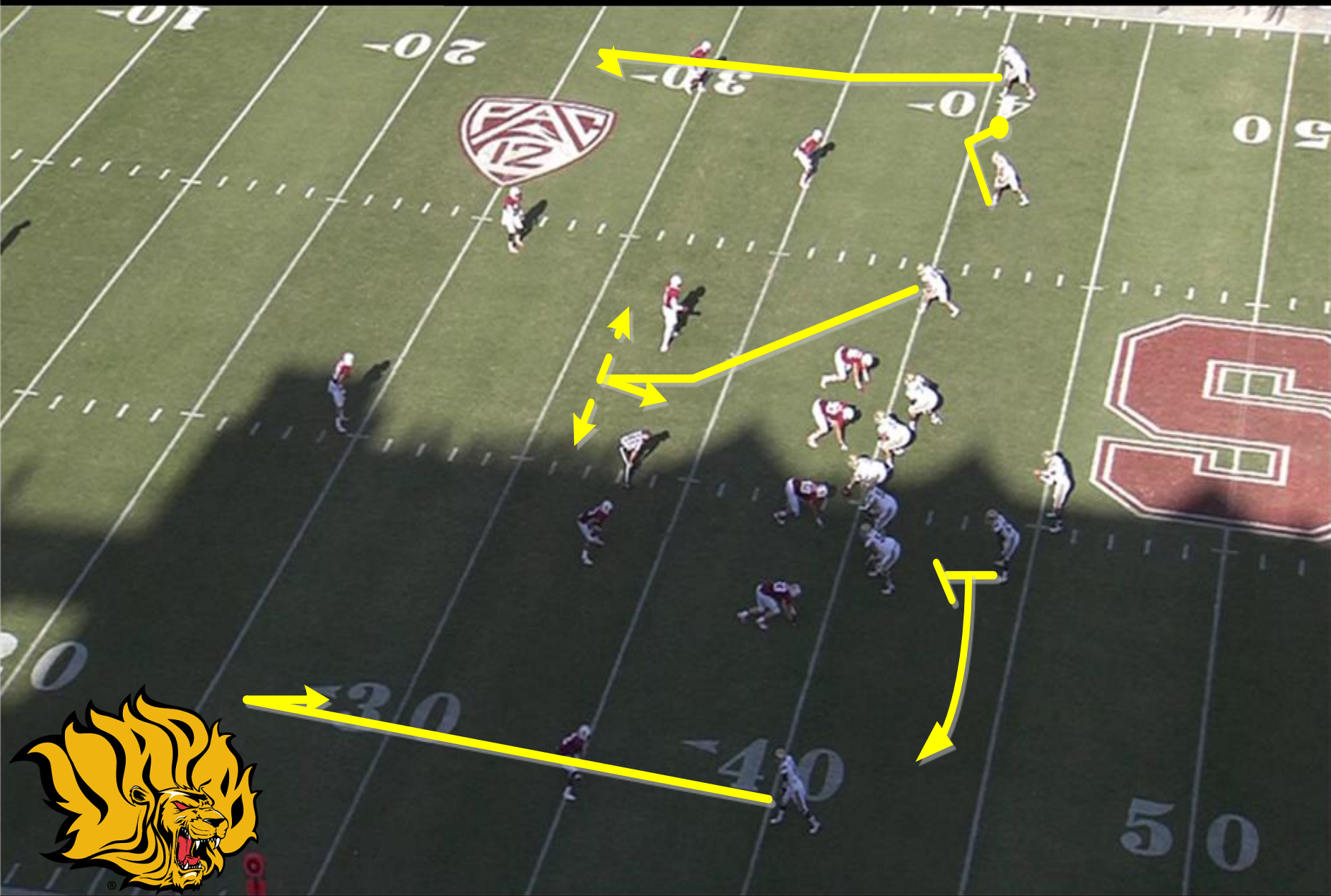
# HONDA

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

PLAY: TRIO RT HONDA

TAG:

PROTECTION: 60/61

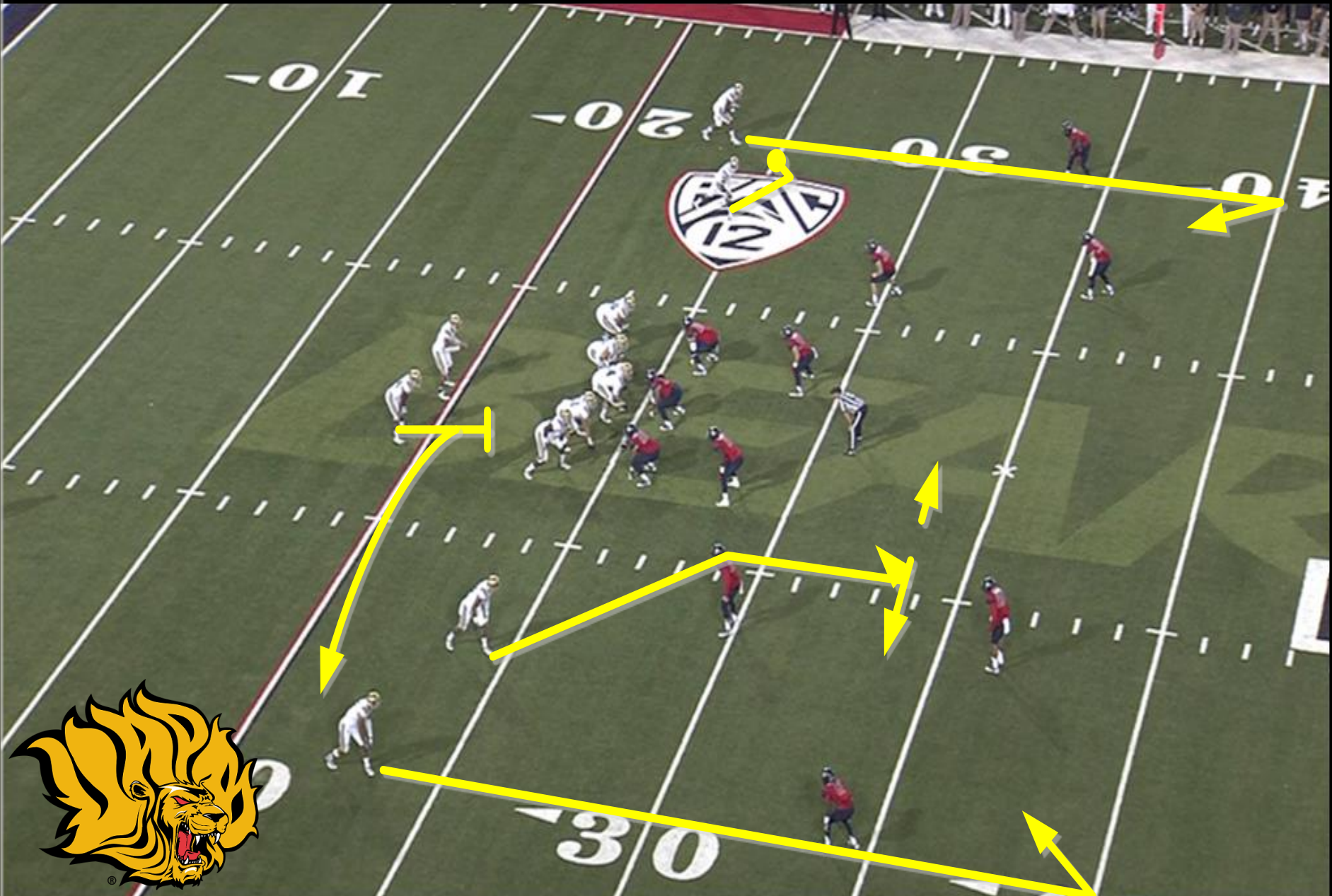




PLAY: DOUBLE RT HONDA

TAG

PASS 60/61

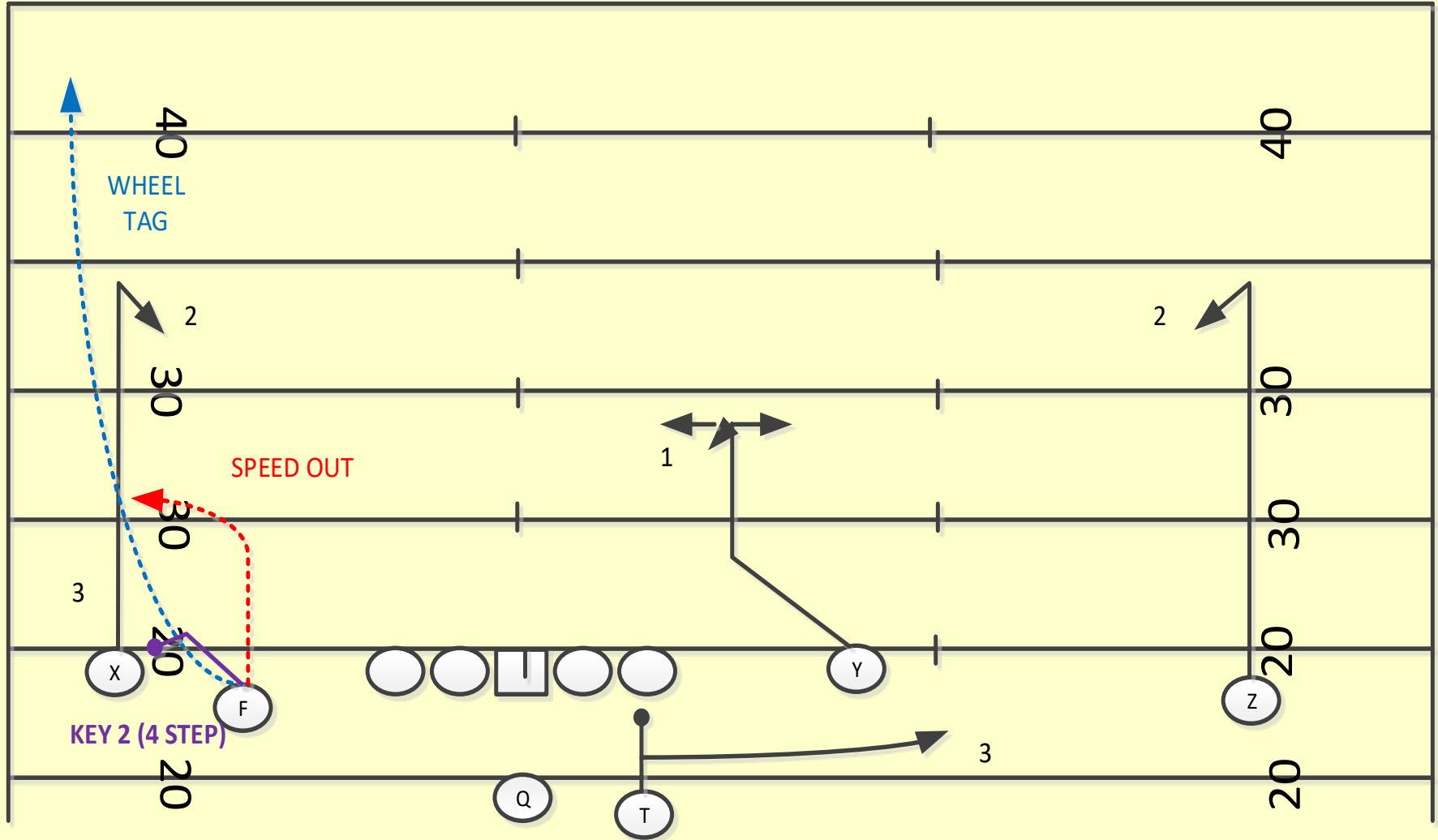


# HONDA

PLAY: DOUBLE HONDA

PASS PRO: 60/61

CODE:





# 2023 PLAYBOOK



SEATTLE

# SEATTLE

- **3 LEVEL FLOOD**
- **HI-LO PROGRESSION**
- **BACKSIDE TAGS: DODGE/SKINNY**
- **1 BACK PROTECTION - 50/51**
- **2 BACK PROTECTION - 60/61**

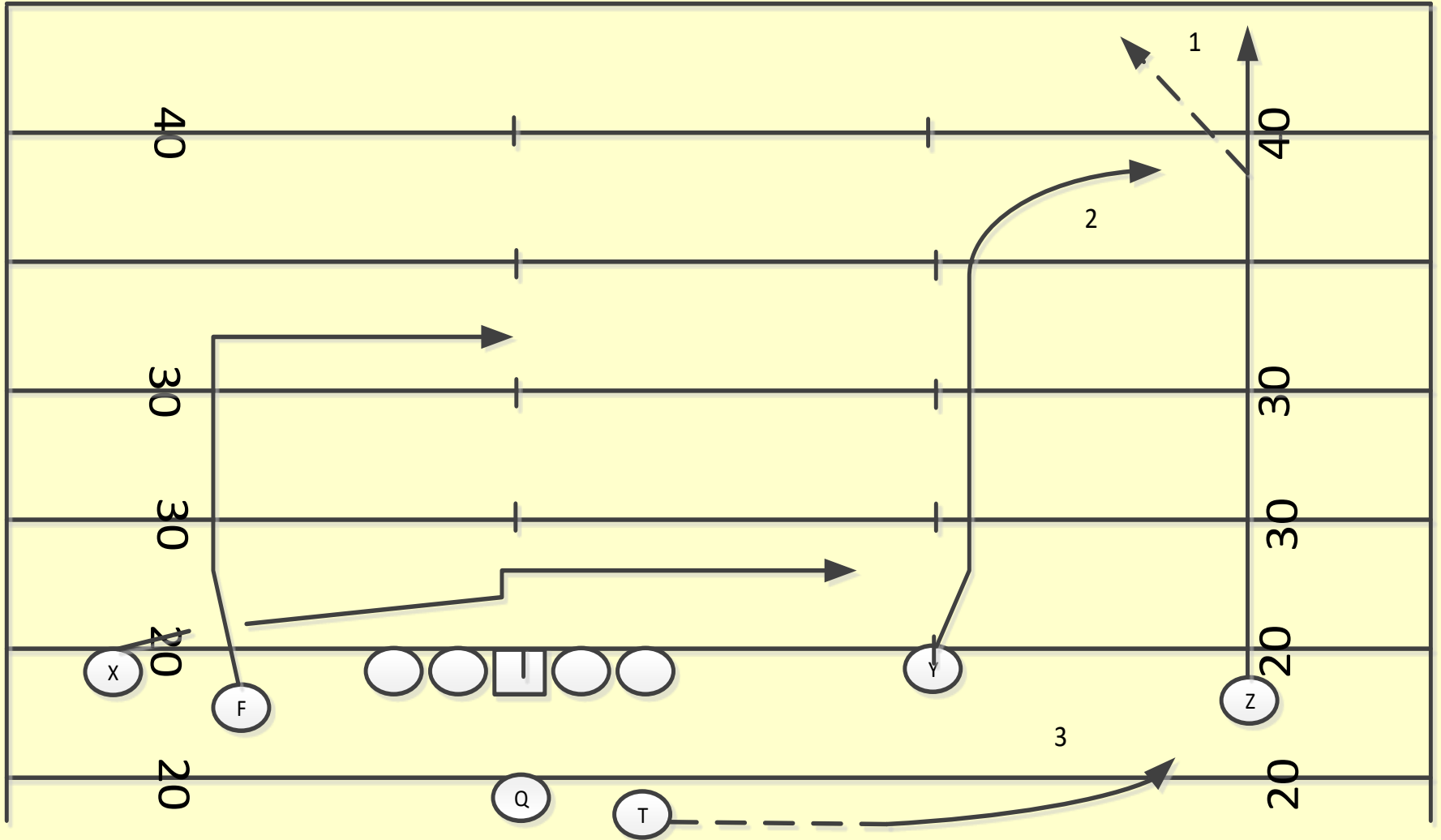


# SEATTLE

PLAY: DUAL TRAVEL SEATTLE DODGE

PASS PRO: 50/51

CODE:



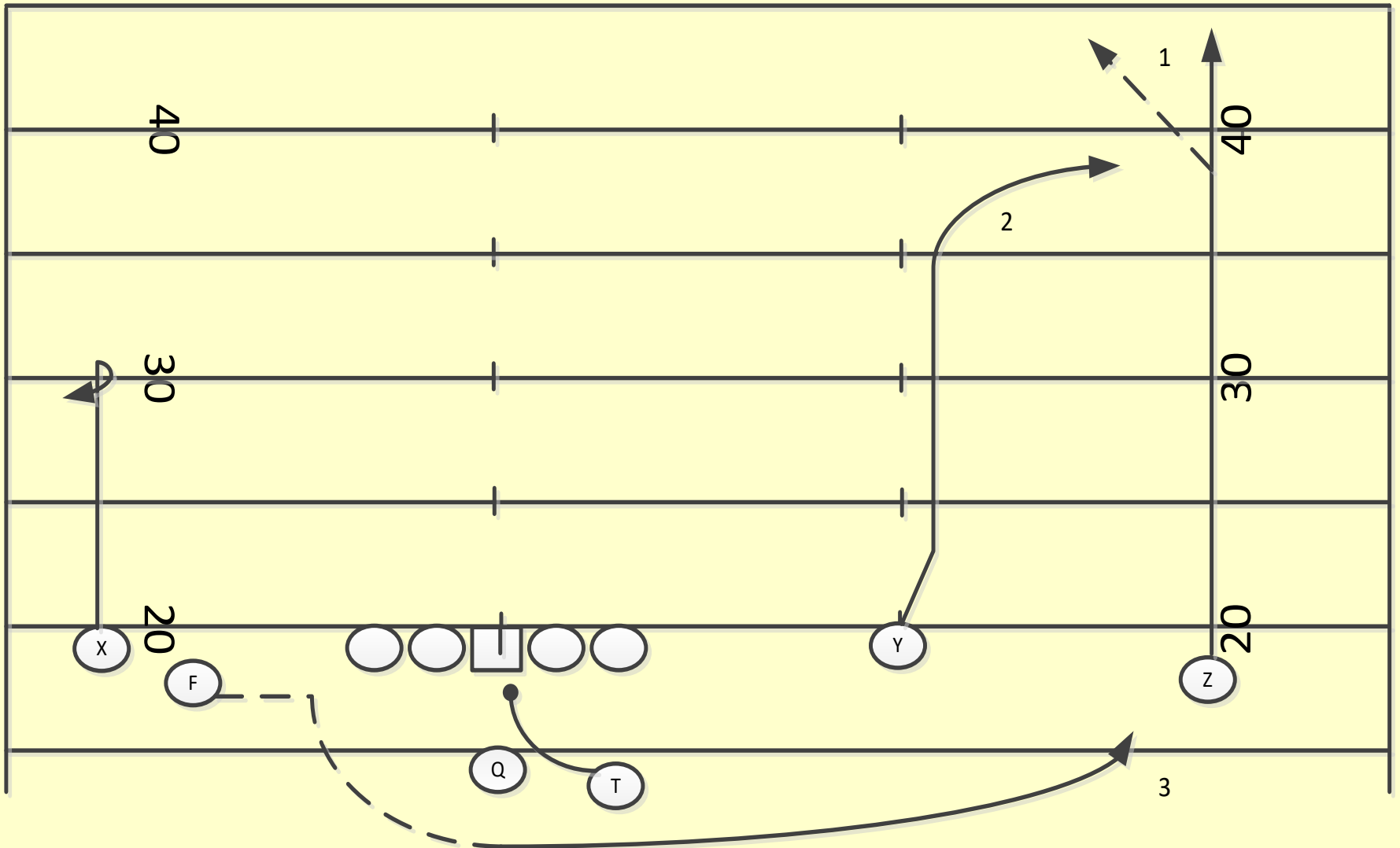


# SEATTLE

PLAY: DUAL F GHOST ACT SEATTLE SATURN

PASS PRO: ACT

CODE:



# 2023 PLAYBOOK



CADDY

# CADDY

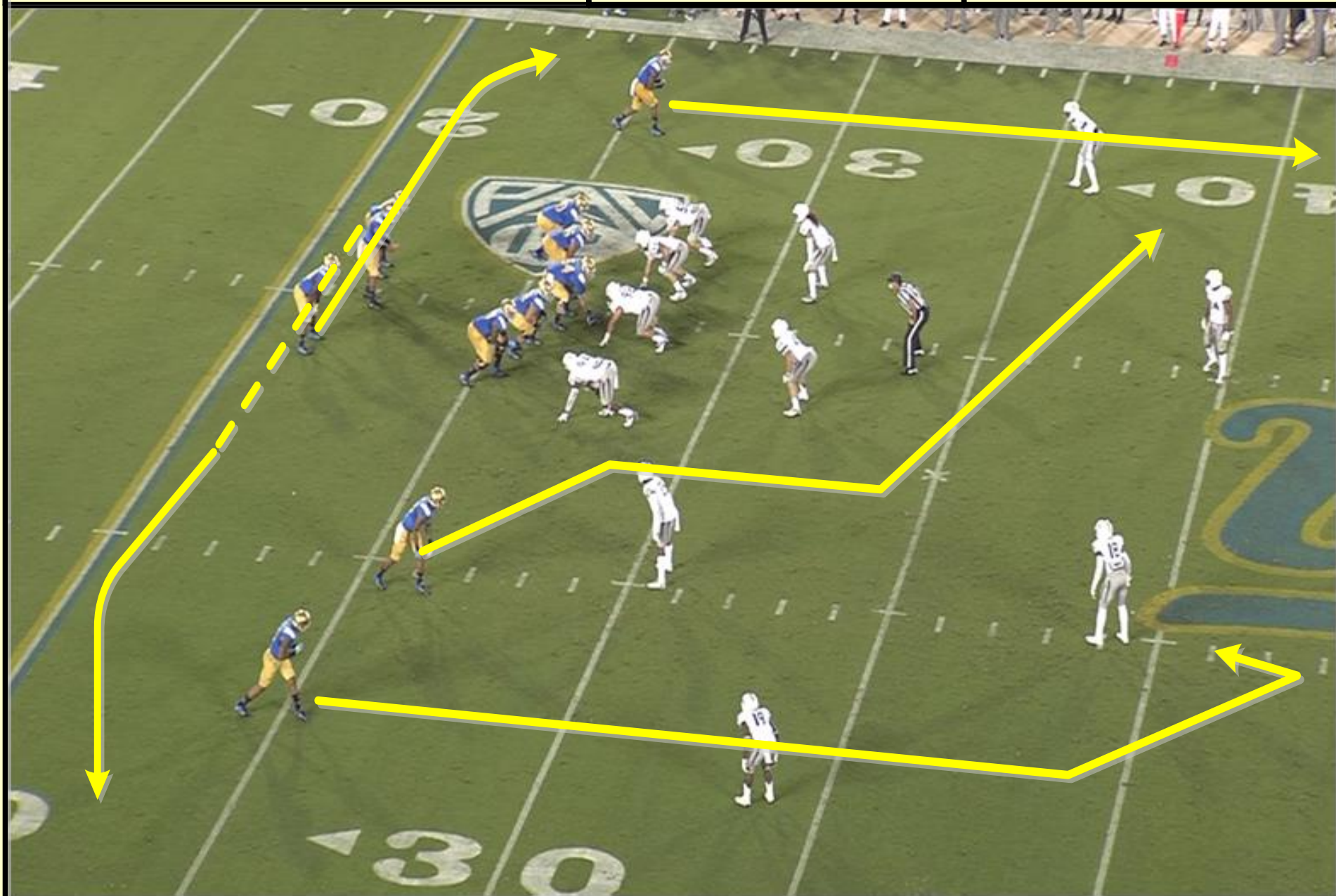
- **CROSS**
- **PURE PROGRESSION**
- **PRE SNAP GO ROUTE BY X**
- **PROGRESSION IS WEAK SIDE FLAT ROUTE -CROSS-POST CURL-FLAT**
- **1 BACK PROTECTION - 50/51**
- **2 BACK PROTECTION - 60/61**
- **TAGS**



**PLAY: GREEN TEAR RAM CADDY**

**TAG**

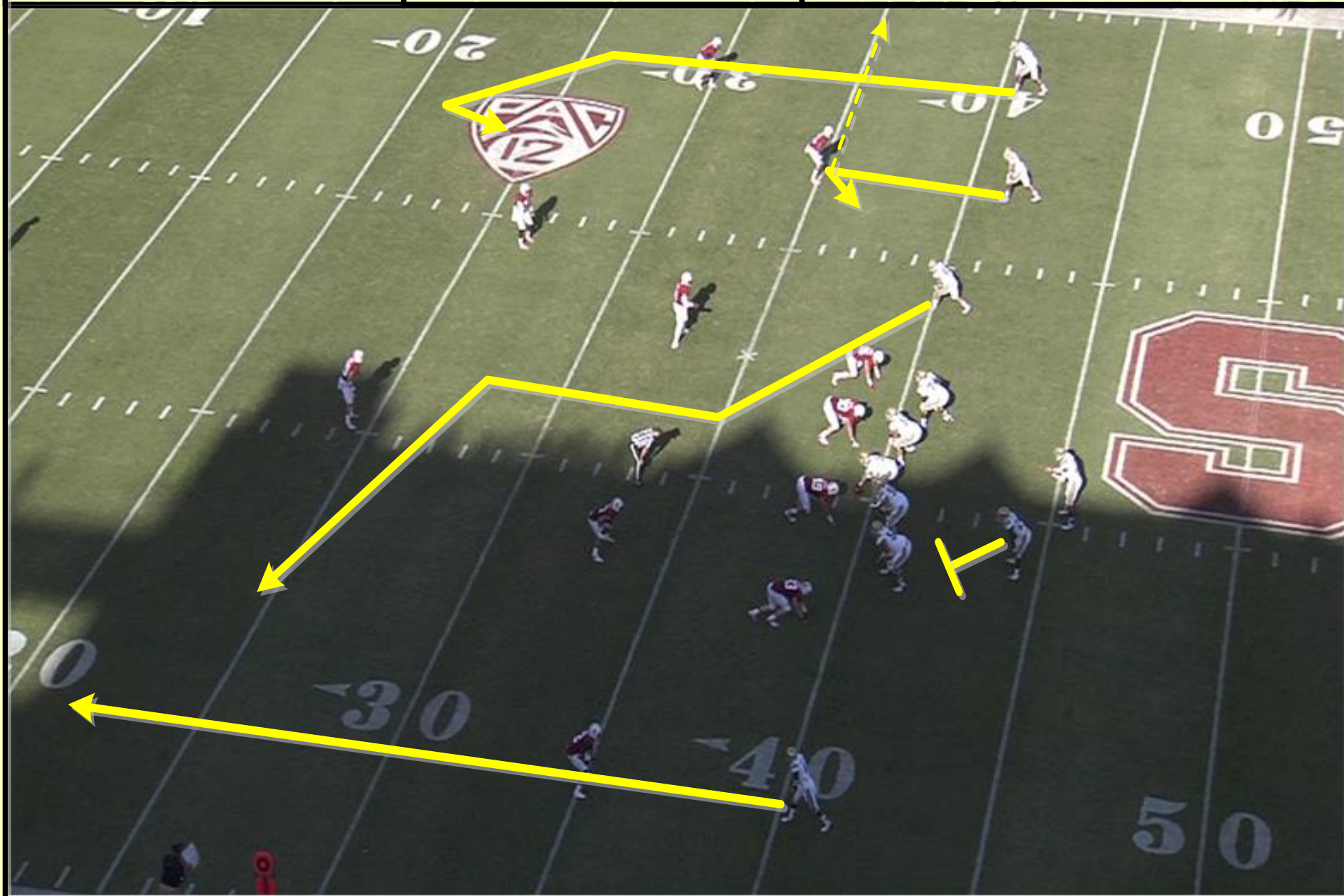
**PASS PRO: RAM**



PLAY: TRIO RT CADDY

TAG

PASS PRO: RON

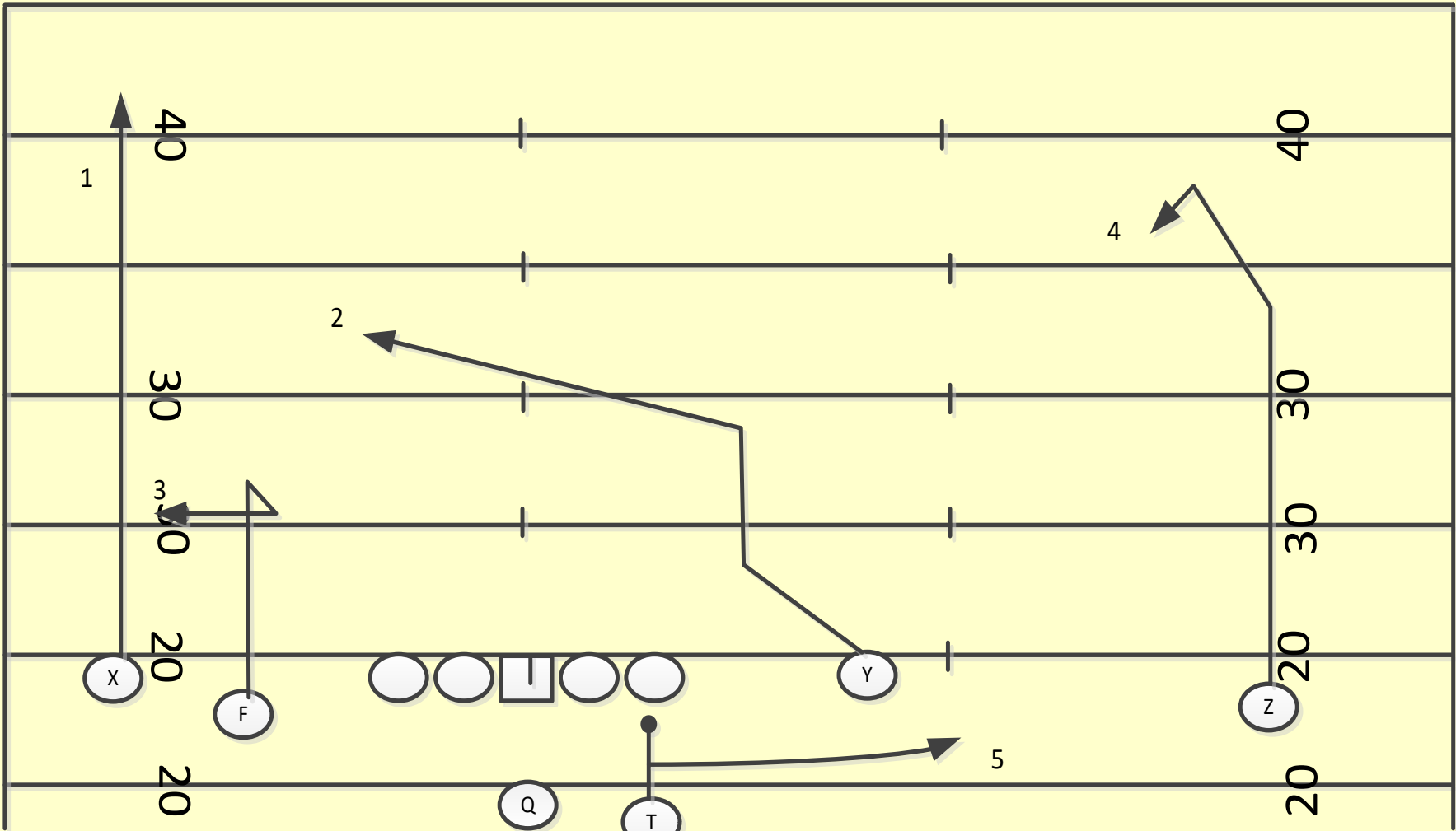


# CADDY

PLAY: DUAL CADDY

PASS PRO: RON/LOU

CODE:







# 2023 PLAYBOOK



SHACK

# 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 – 60/61**



# 2023 PLAYBOOK



**MESH**

# MERCEDES

- **MESH**
- **MAN-ZONE PROGRESSION**
- **READ HI ROUTE (CIRCUS) TO PLAY SIDE MESH TO BACK SIDE MESH**
- **1 BACK PROTECTION - 50/51**
- **2 BACK PROTECTION - 60/61**



# 2023 PLAYBOOK



PASS PROTECTIONS



# PASS PROTECTION

- **30/31: 6 MAN PLAY ACTION (NAKED)**
- **40/41: SPO: P/R SCREENS**
- **50 / 51: BASE 5 MAN PROTECTION**
- **60 / 61: BASE 6 MAN PROTECTION**
- **80/81: SPRINT PROTECTION**
- **90 / 91: 6/7 QUICK GAME**



# 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.**



# 2023 PLAYBOOK



**PASS PROTECTIONS**

# PASS PROTECTION

- **60/61: BASE 6 MAN PROTECTION**
- **50/51: BASE 5 MAN PROTECTION**



# 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.**

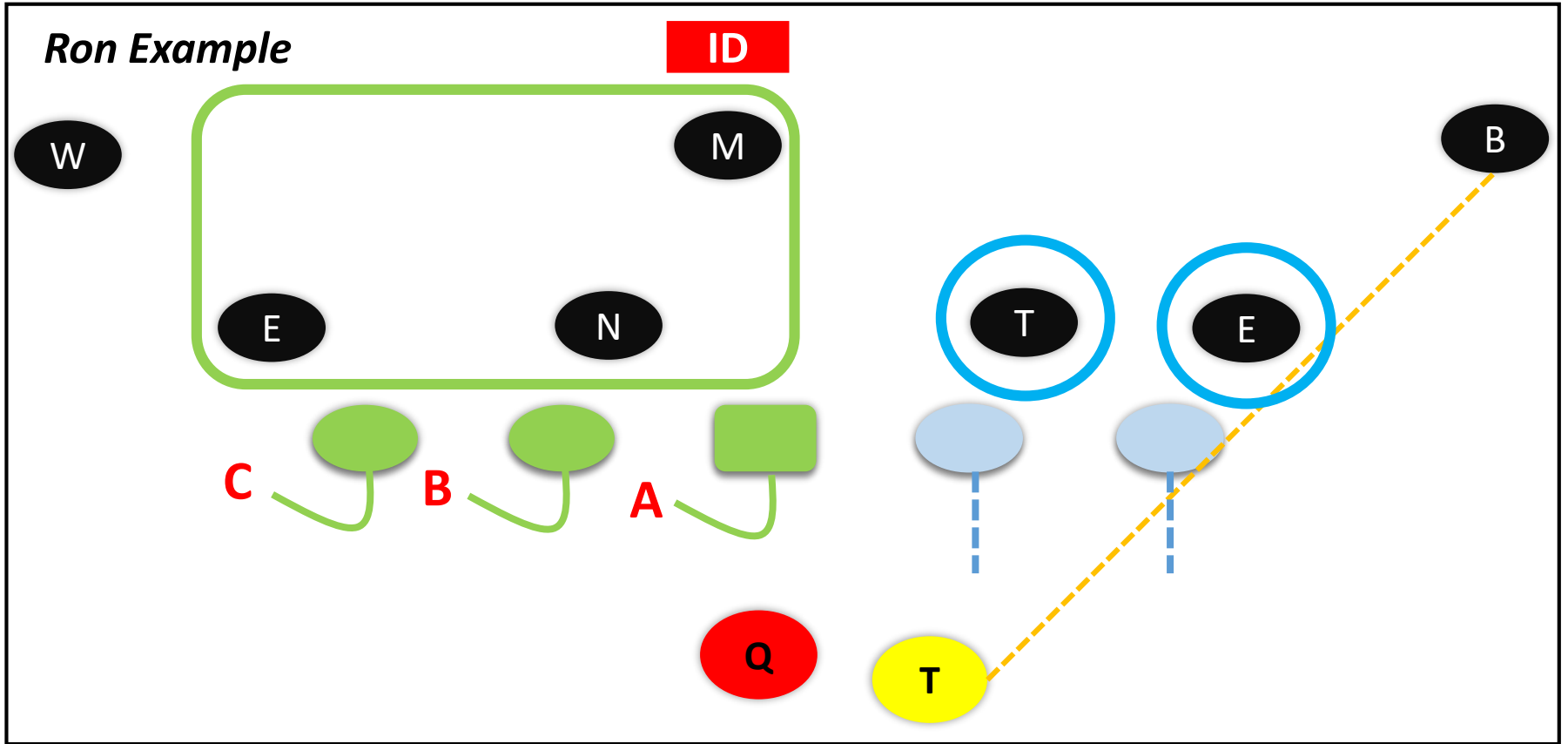


# 2023 PLAYBOOK



60/61

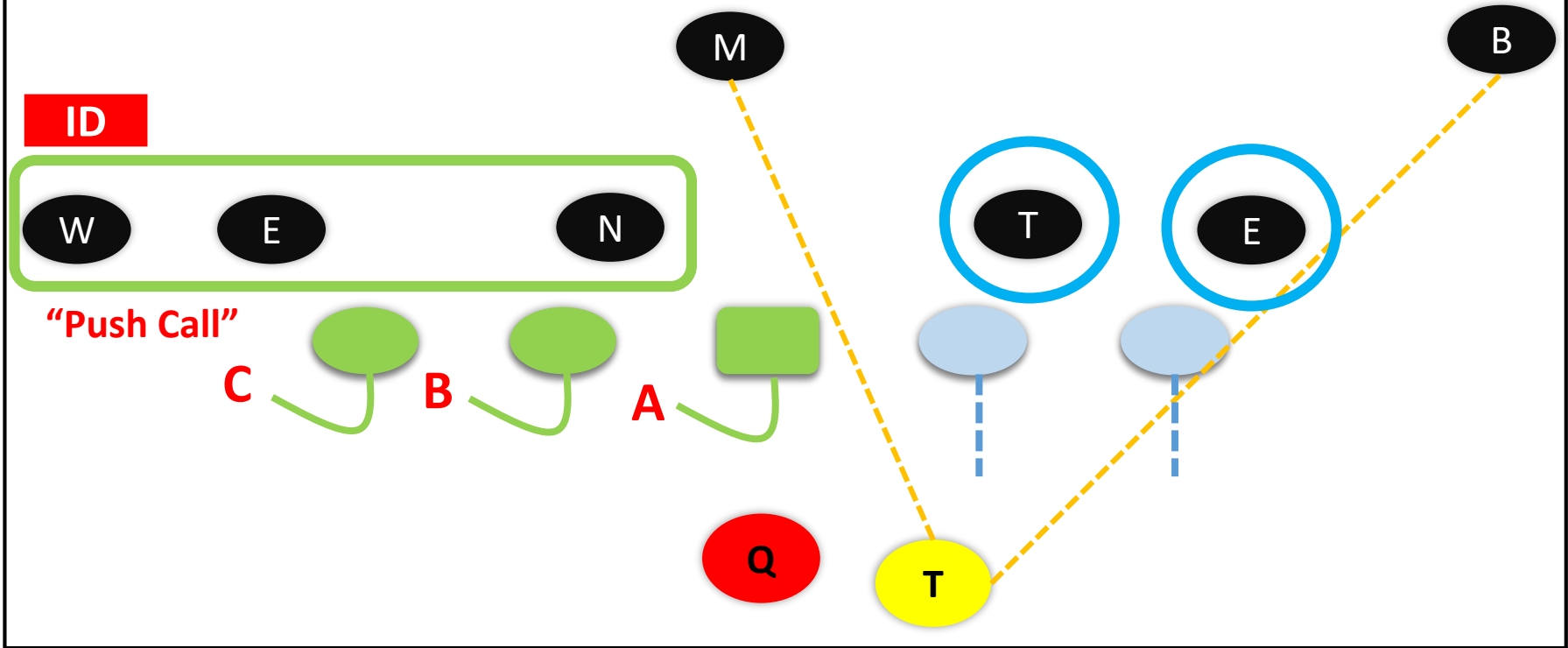




Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

## Ron Example

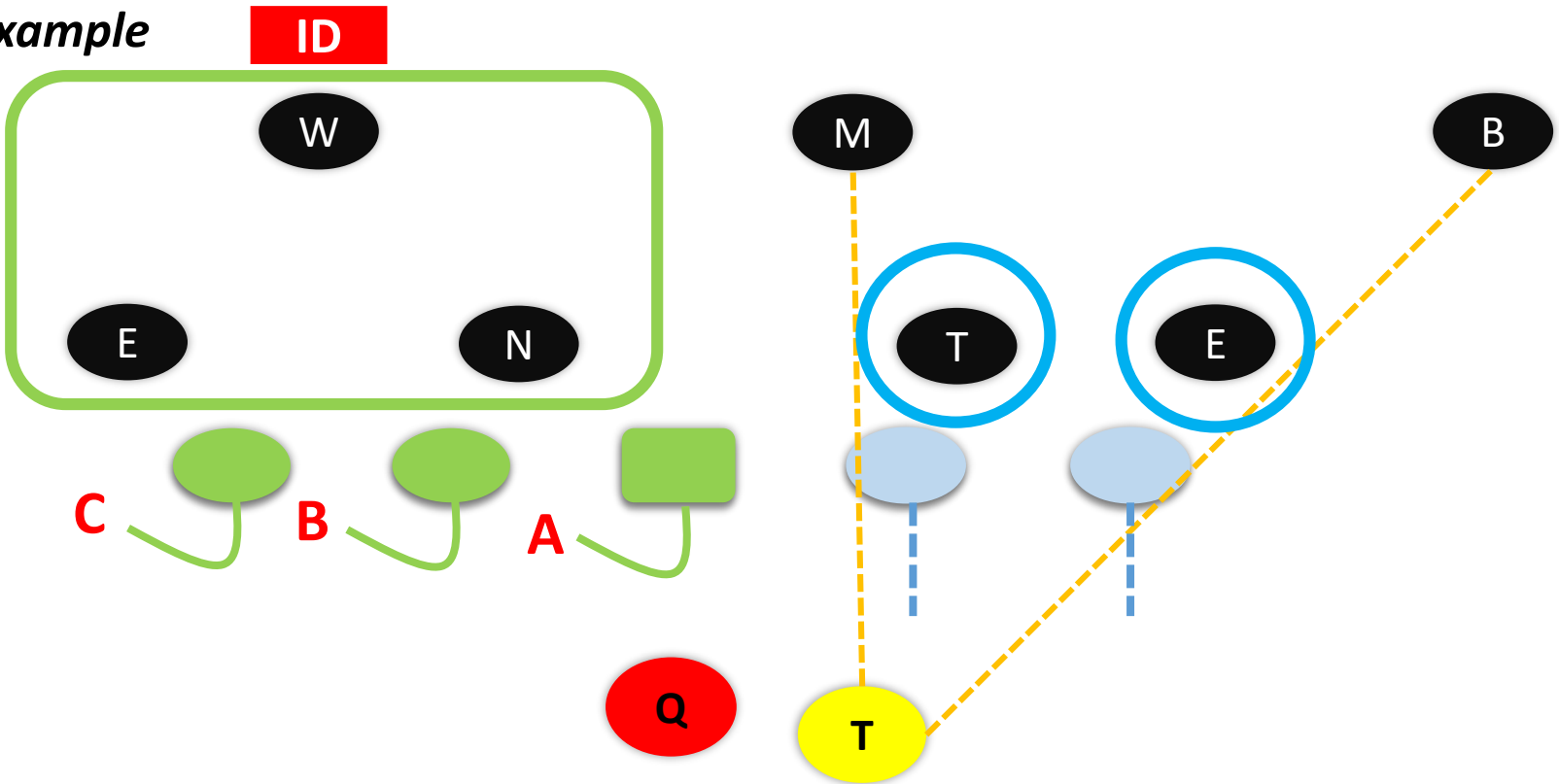


Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2

## Ron Example

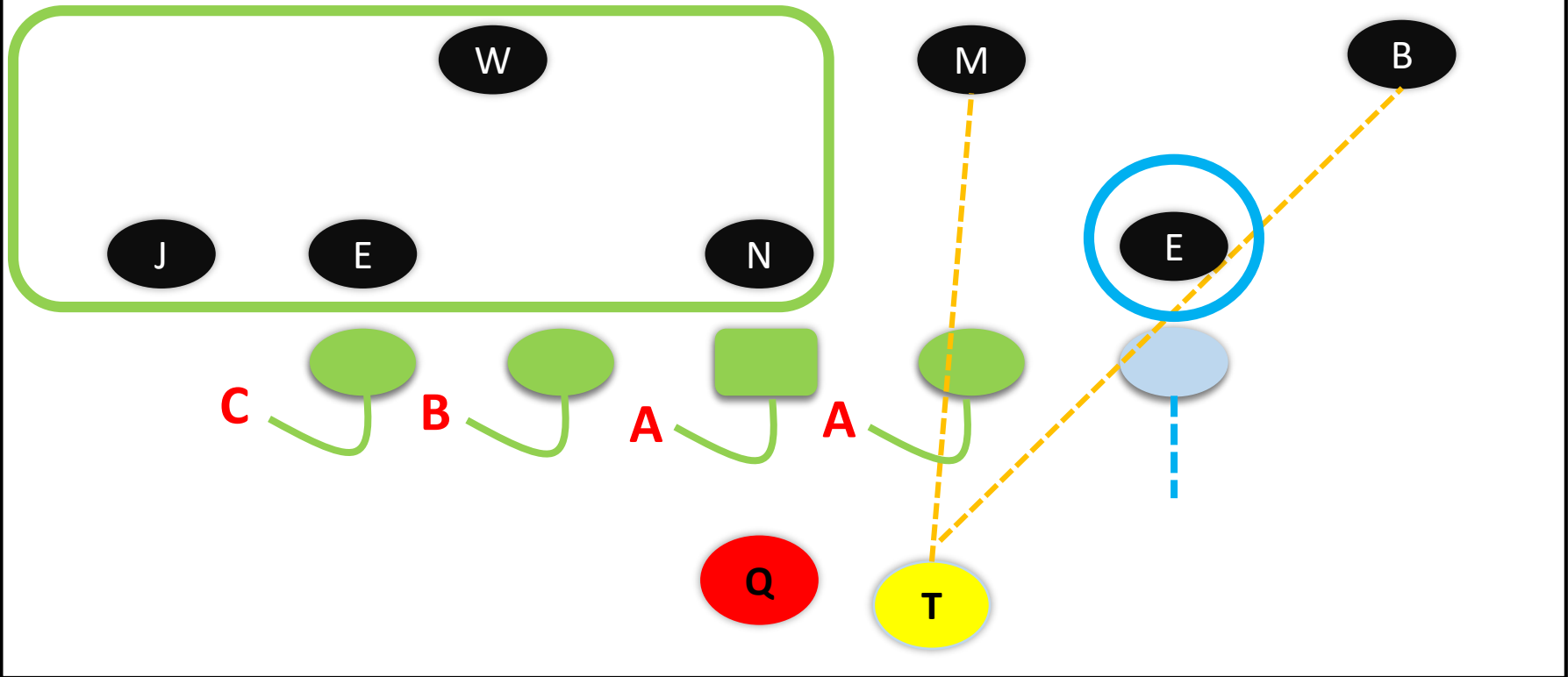


Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

## Ron Example

ID

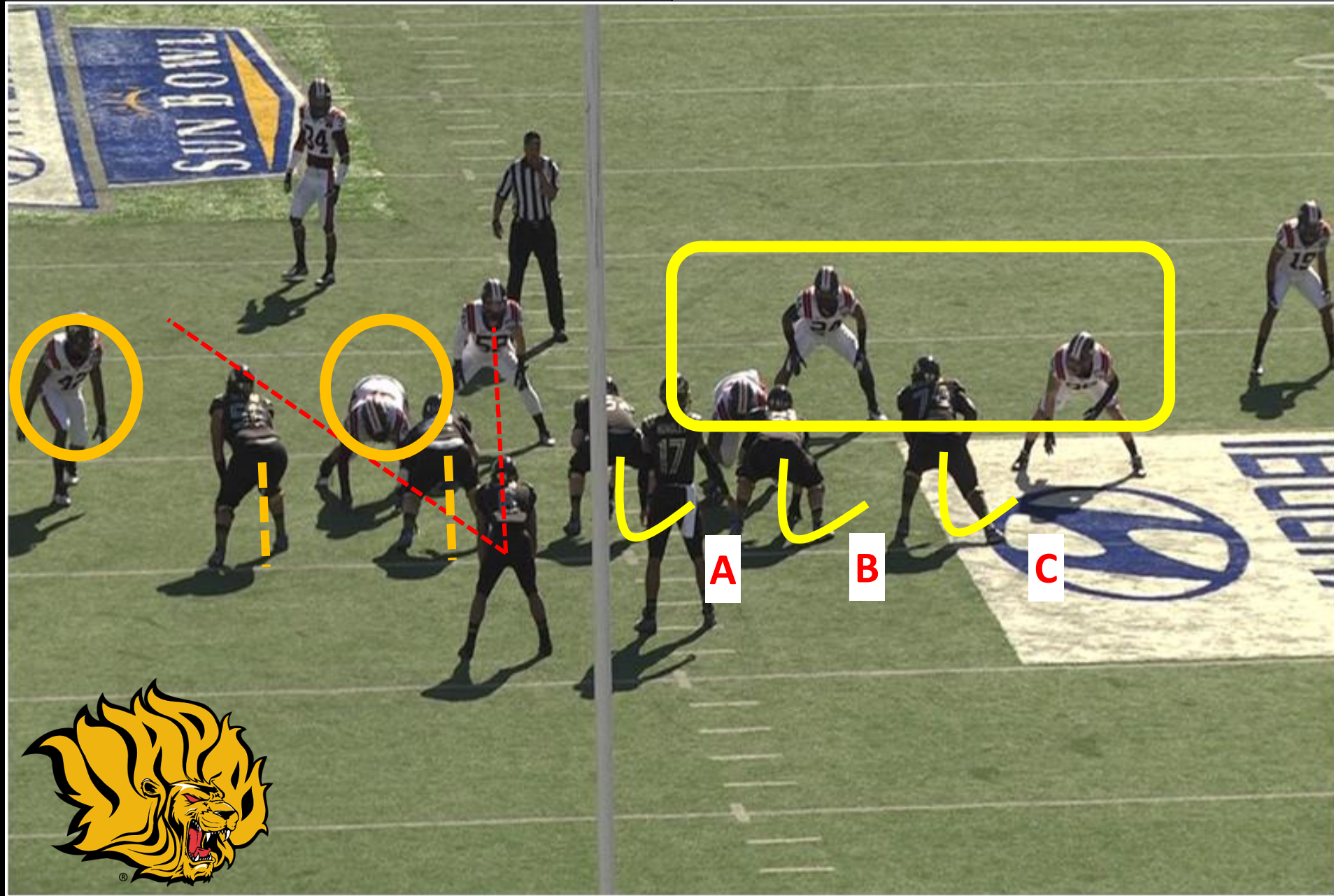


## Pass Protection Rules (Half slide half man)

T: will pick up any blitz threat starting from his #1 to anything outside  
 When engaging a blitz, goal is to keep player from getting inside pocket.  
 Always block off his inside leg, and force player outside.  
 If no blitz T can check release based on play

**PROTECTION: RON/LOU**

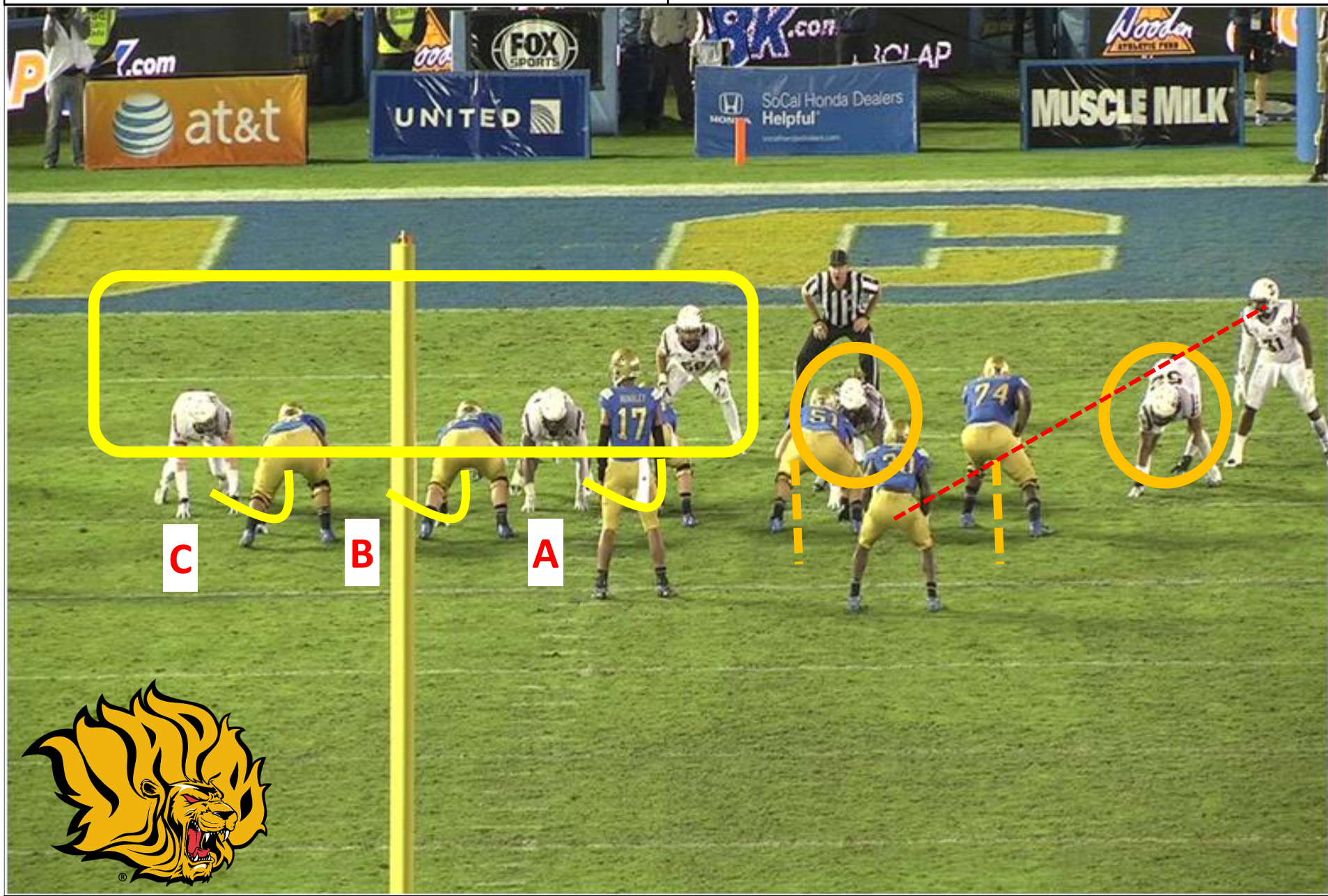
**DEFENSE: 4-2 UNDER**





PROTECTION: RON/LOU

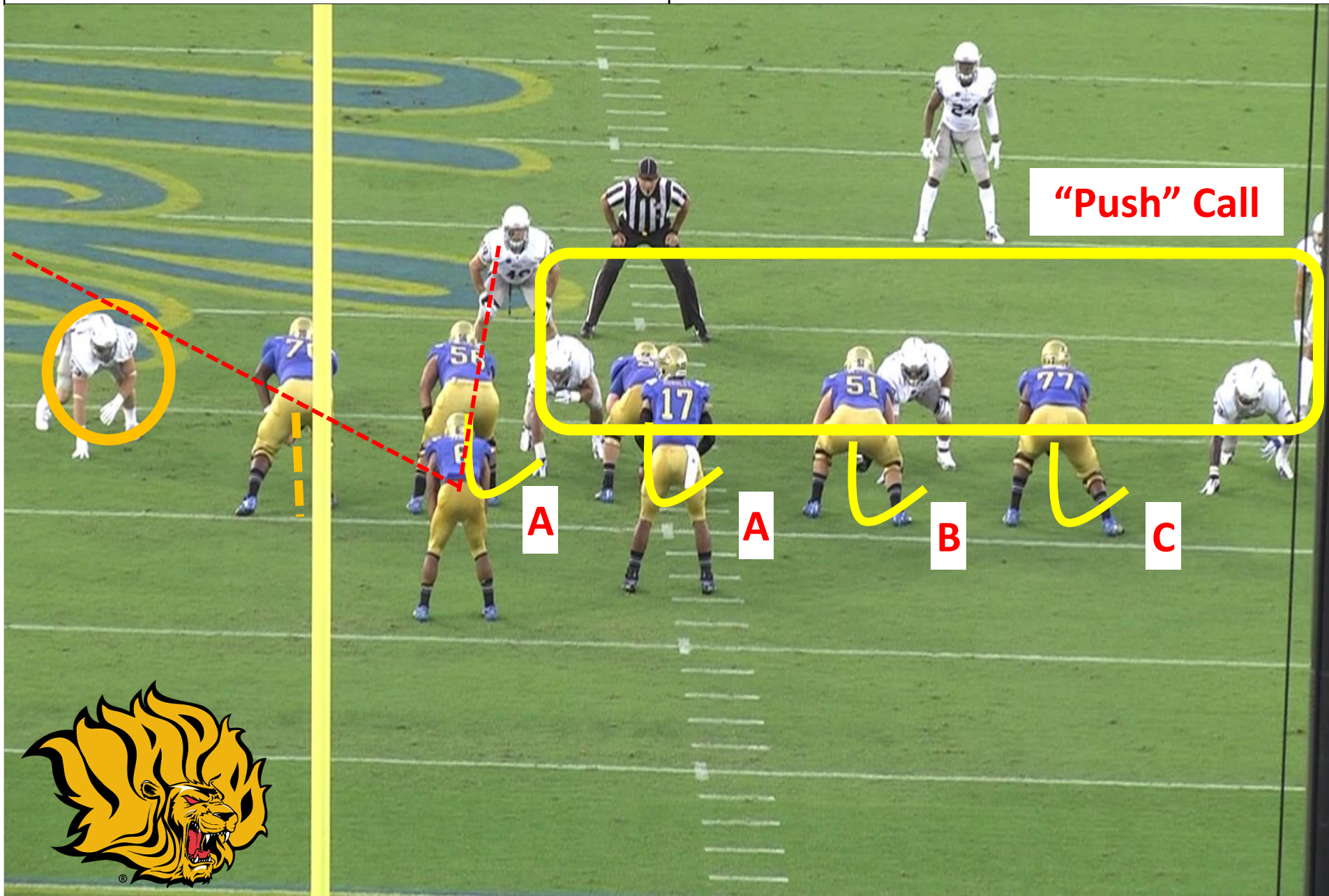
DEFENSE: 4-1 UNDER





PROTECTION: RON/LOU

DEFENSE: 4-1 OVER



"Push" Call

A

A

B

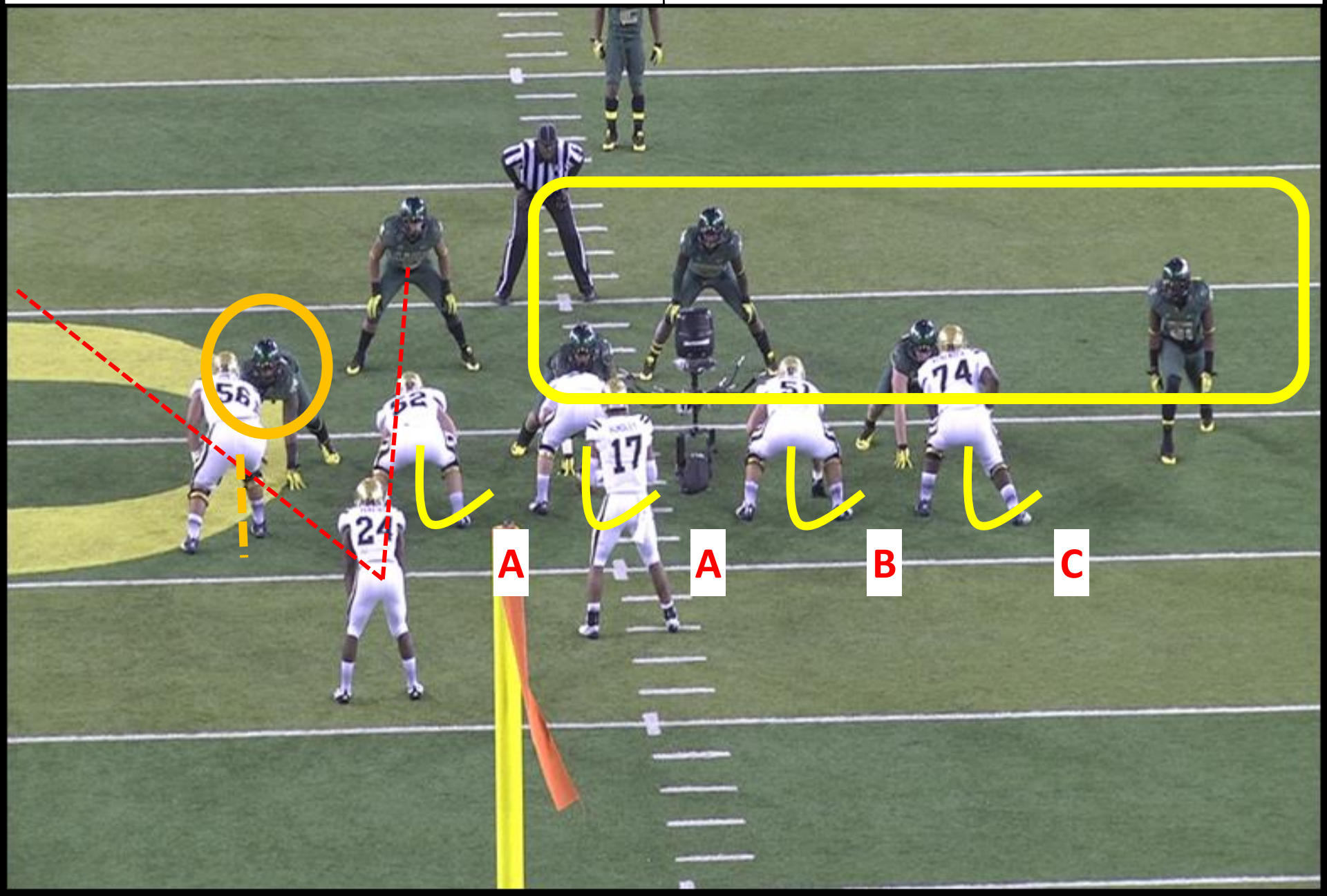
C





**PROTECTION: RON/LOU**

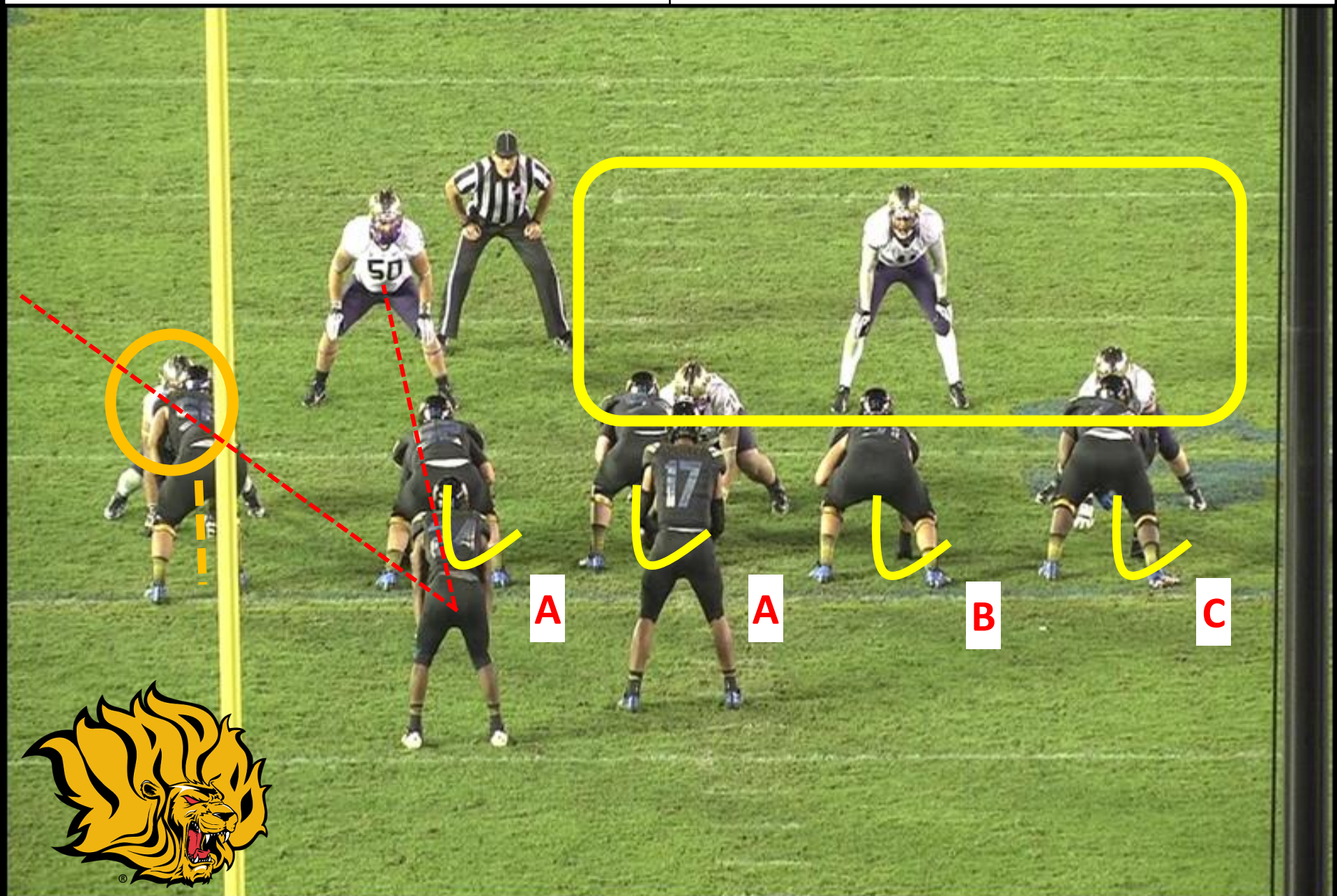
**DEFENSE: ODD (4i)**





PROTECTION: RON/LOU

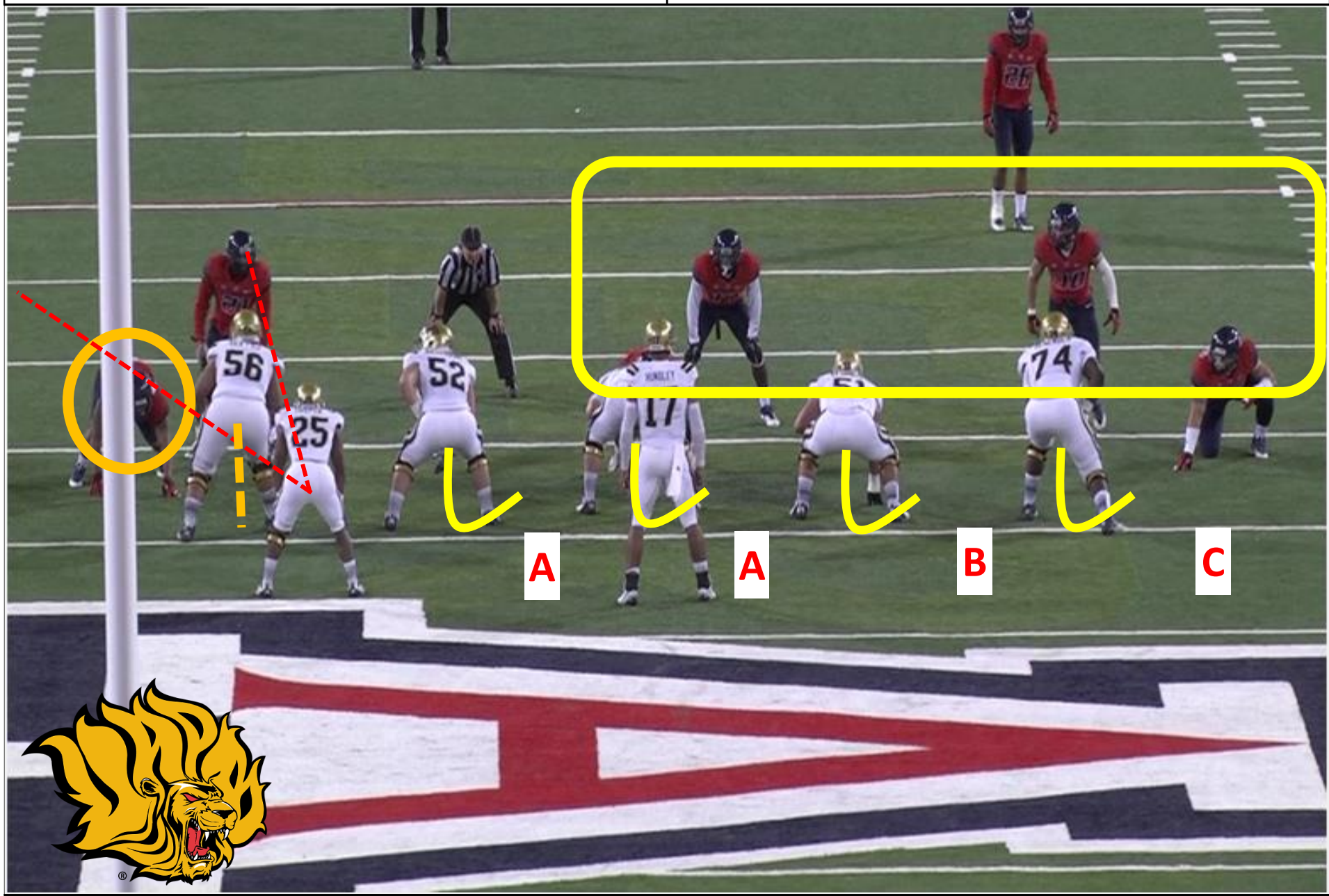
DEFENSE: ODD





PROTECTION: RON/LOU

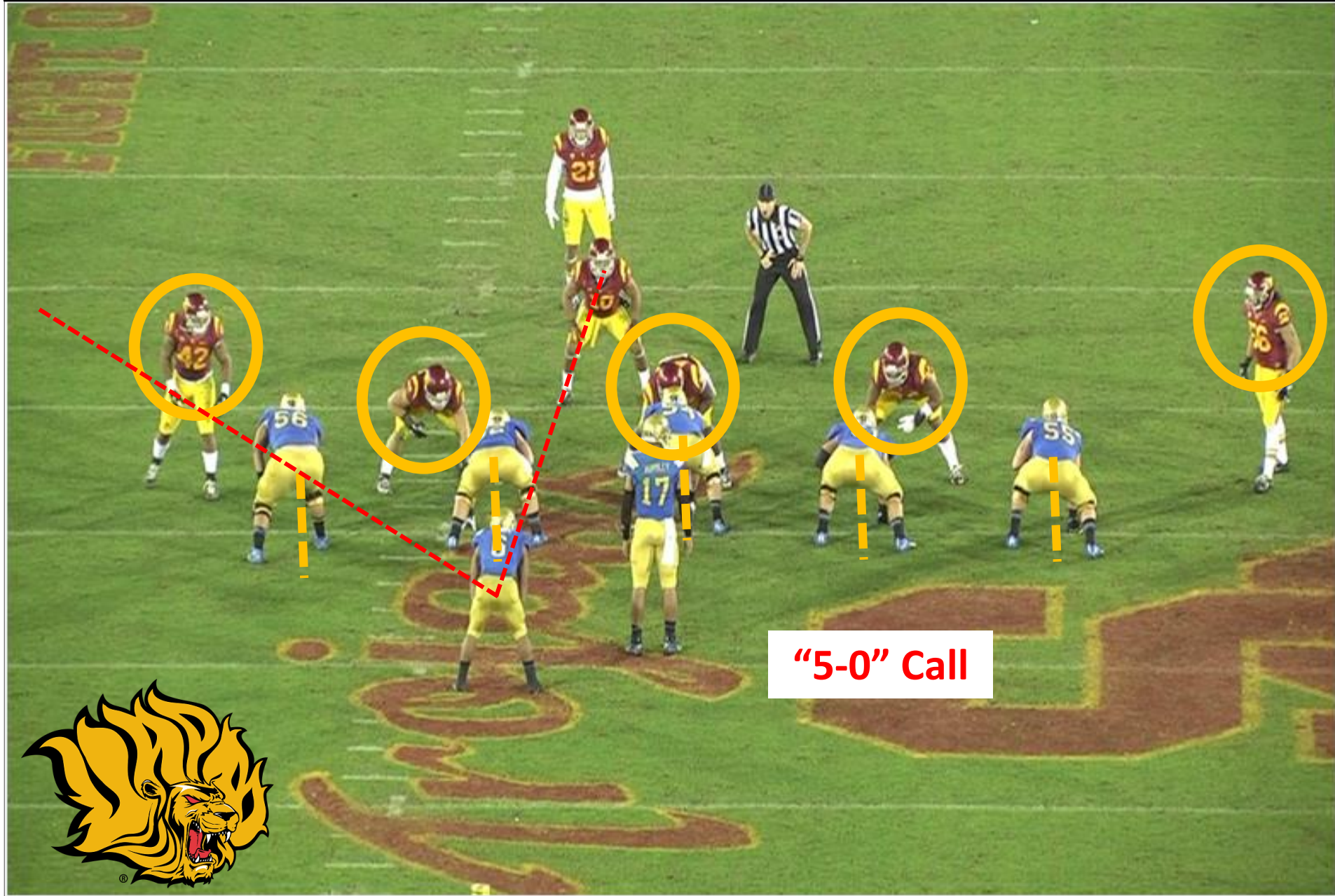
DEFENSE: ODD STACK





**PROTECTION: RON/LOU**

**DEFENSE: BEAR**



**"5-0" Call**

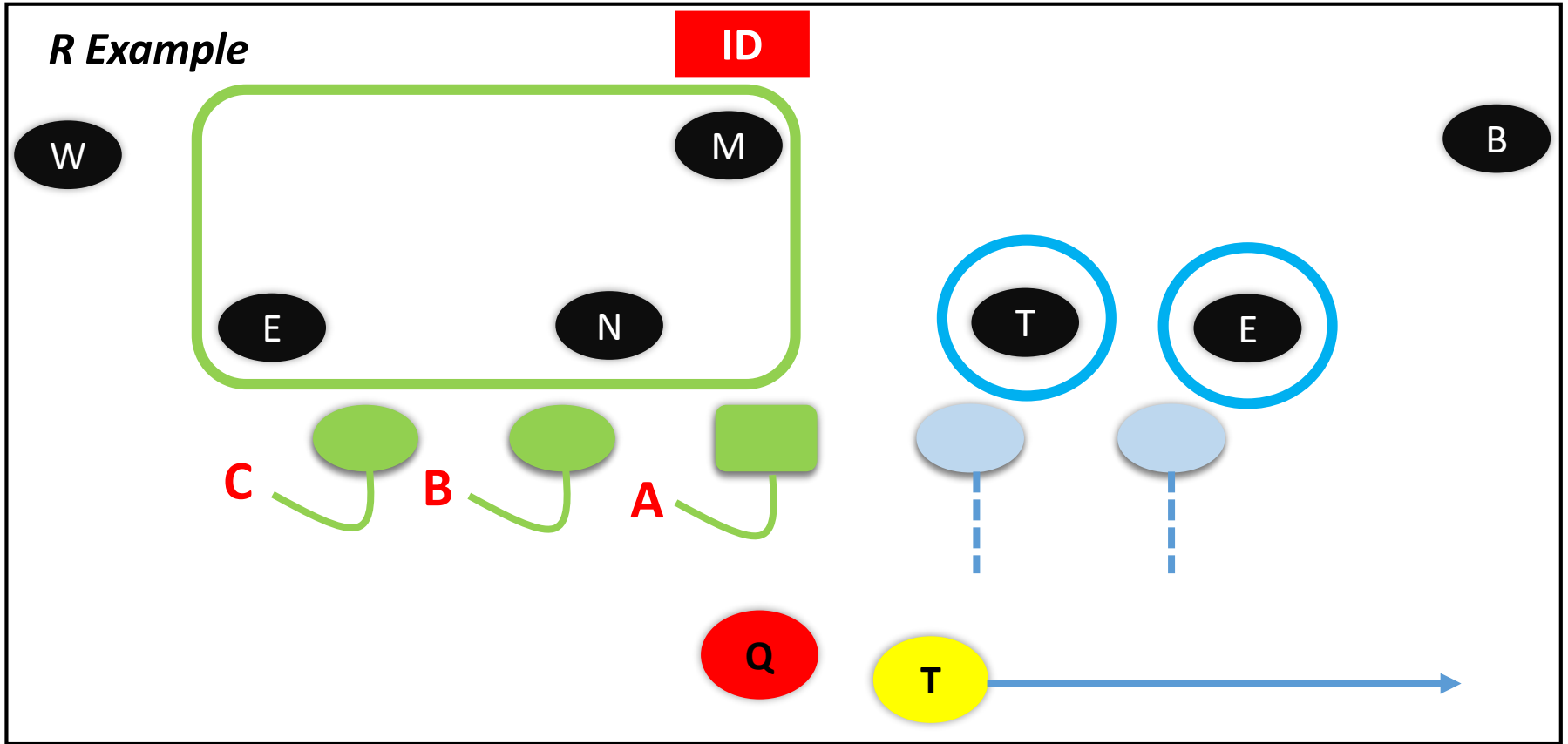


# 2023 PLAYBOOK



50/51

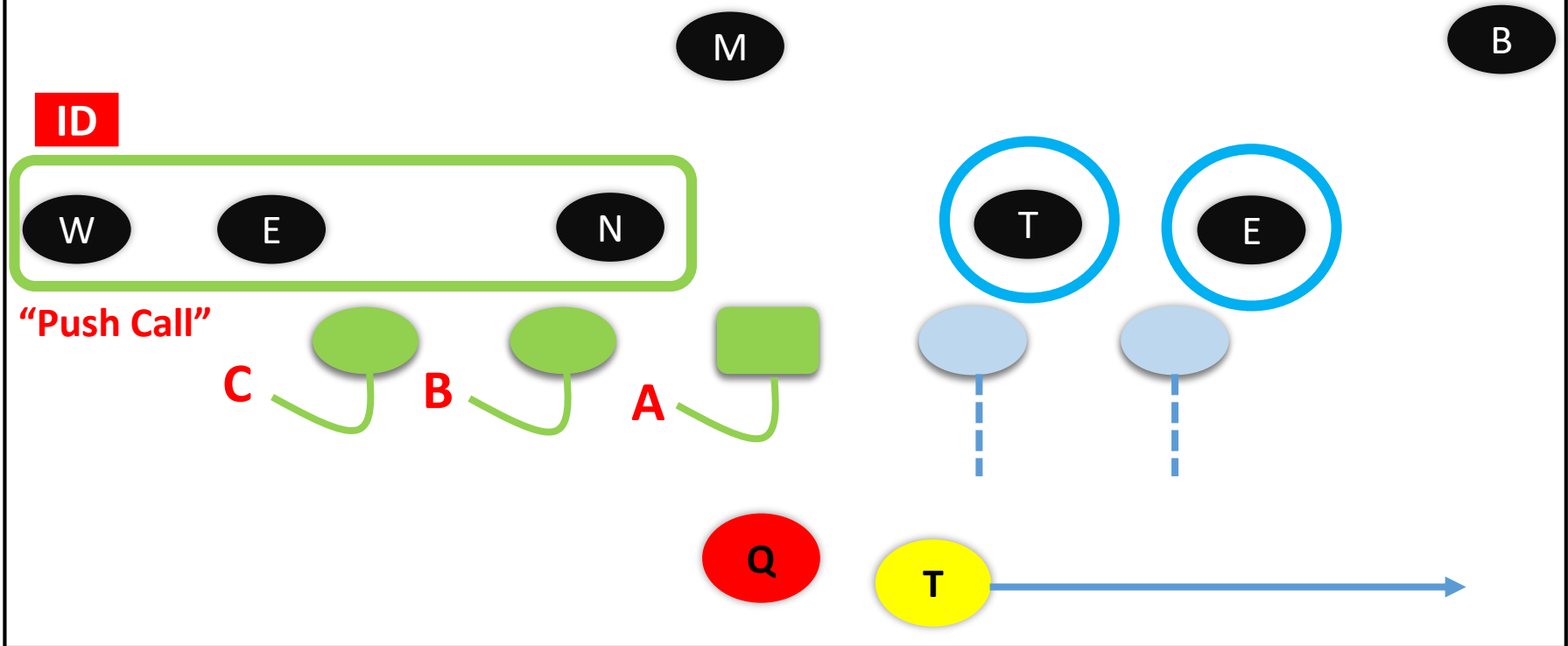




Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

## R Example

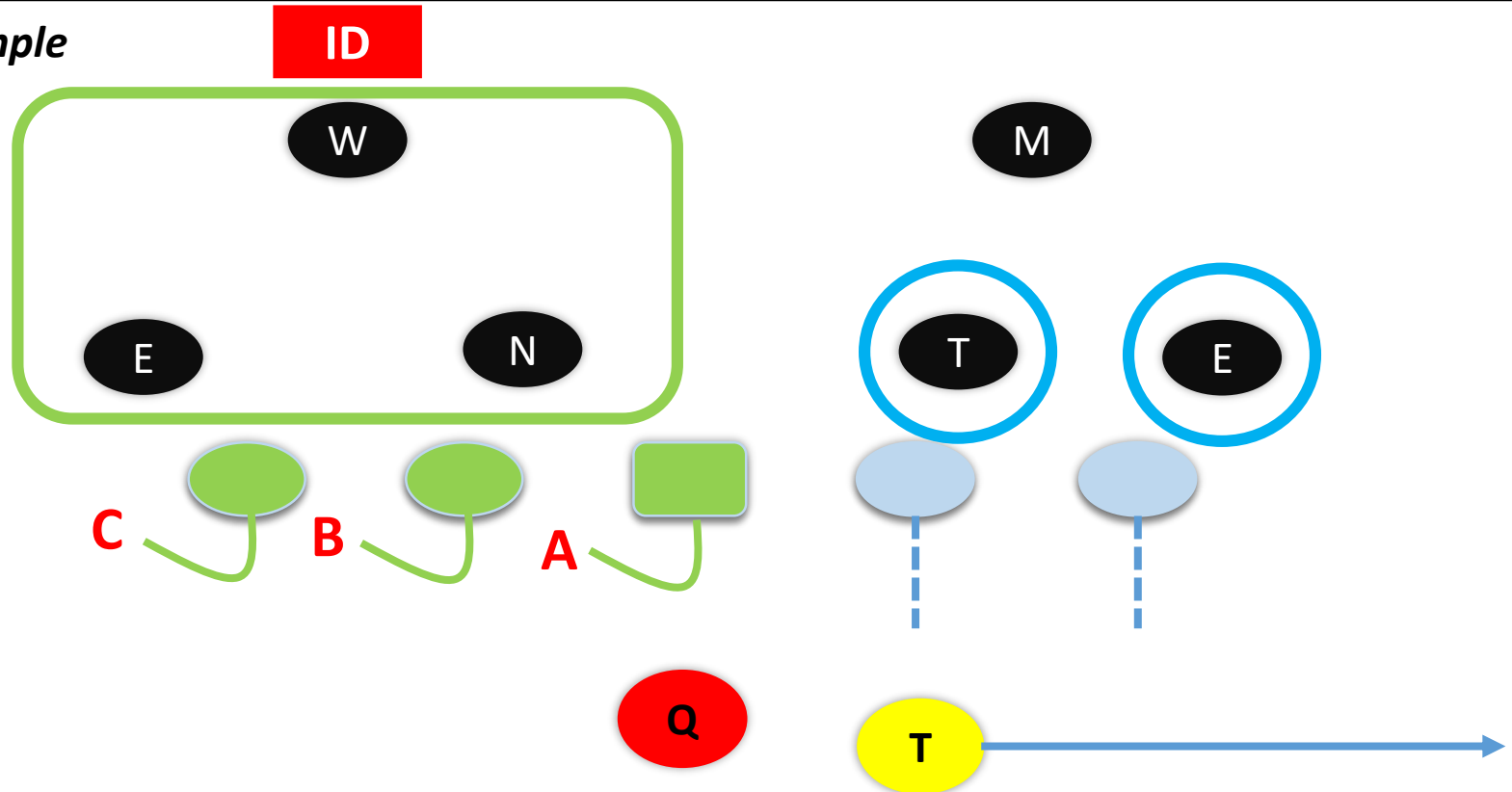


## Pass Protection Rules (Half slide half man)

Center ID first LB away from the call side. (5 man box then the mike is the mike)

5 Man Box "Push" Call to Re-ID, T has #1 to #2

*R Example*

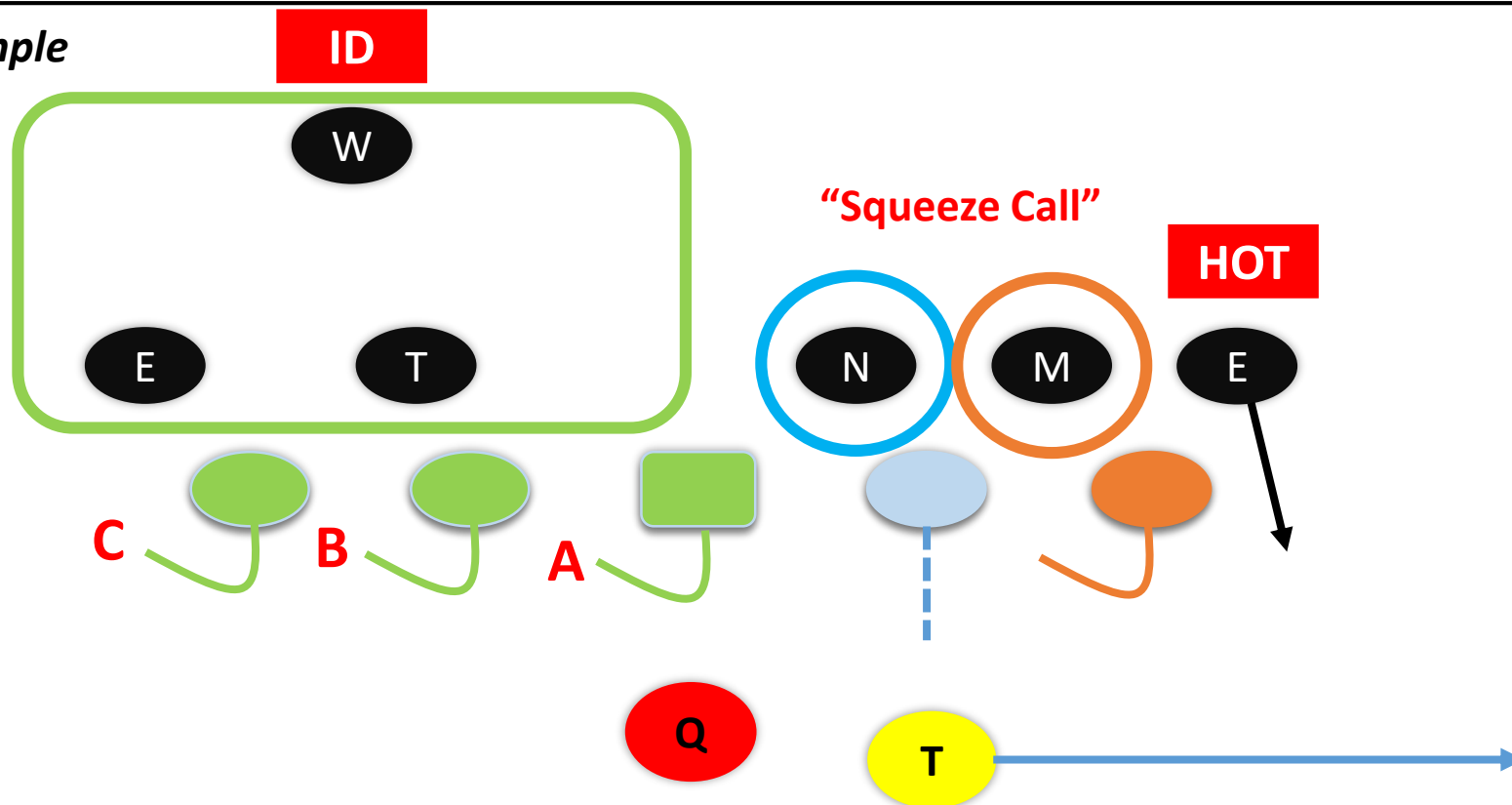


### Pass Protection Rules (5 man free)

1. Always protecting the QB backside
2. Allow no A/B run through
3. 4 weak pressure is handled by the slide side (Alert call)
4. 4 strong is handled by hot
5. Call side is a lock squeeze concept
6. QB responsible for the 6<sup>th</sup> defender

# R / L

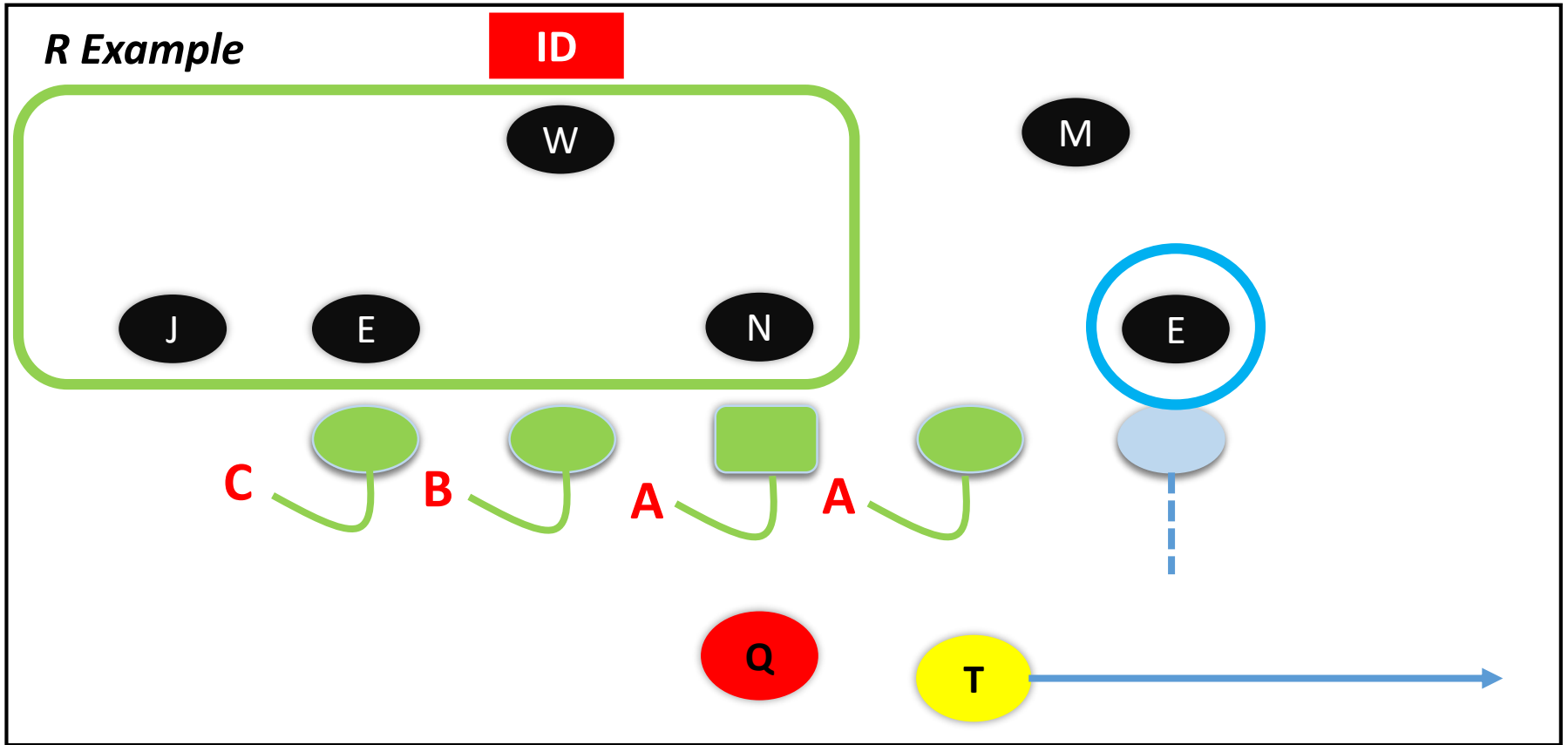
R Example



Pass Protection Rules (5 man free)

- Man 1<sup>st</sup> two DL call side (must pass any twists) Vertical set on man side
- Make squeeze vs M linebacker blitz internal. Throw hot off the E to call side.
- Slide side away from call, must protect your gap. Make "Alert" call if 2 come from depth.

# R / L

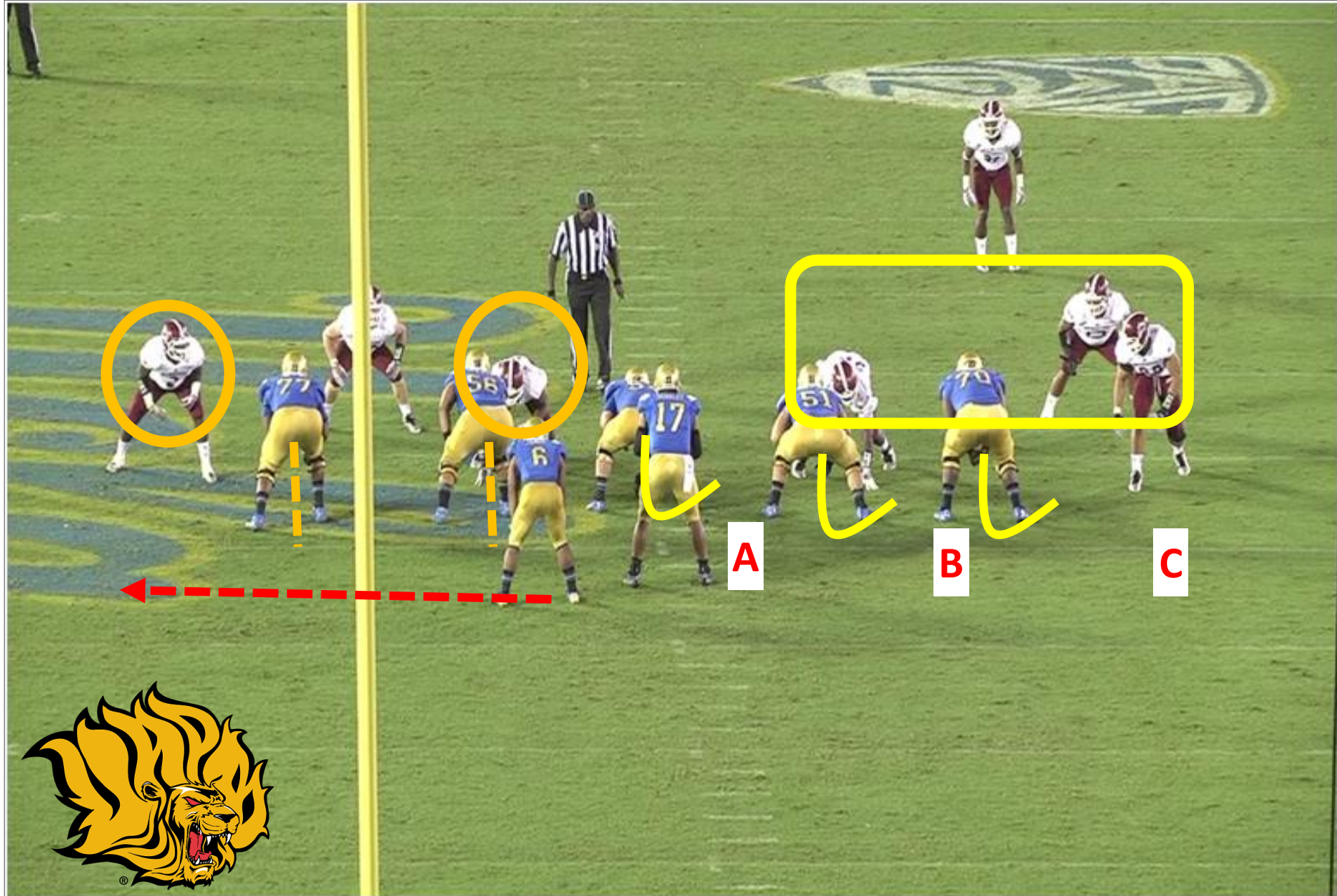


## Pass Protection Rules (5 man free)

- Man 1<sup>st</sup> two DL call side (must pass any twists) Vertical set on man side
- Make squeeze vs M linebacker blitz internal. Throw hot off the E to call side.
- Slide side away from call, must protect your gap. Make "Alert" call is 2 come from depth.

PROTECTION: R/L

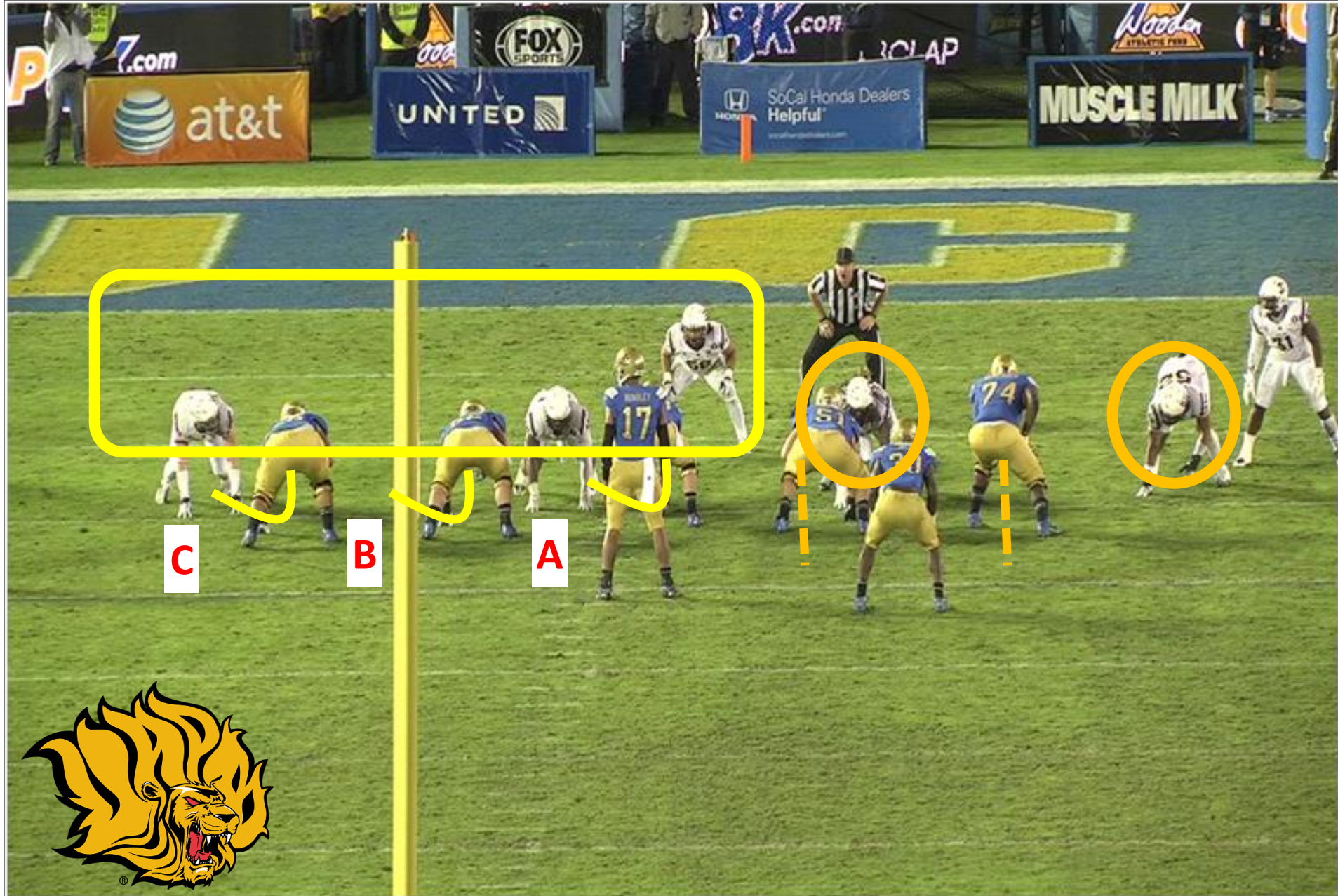
DEFENSE: 4-2 OVER





PROTECTION: R/L

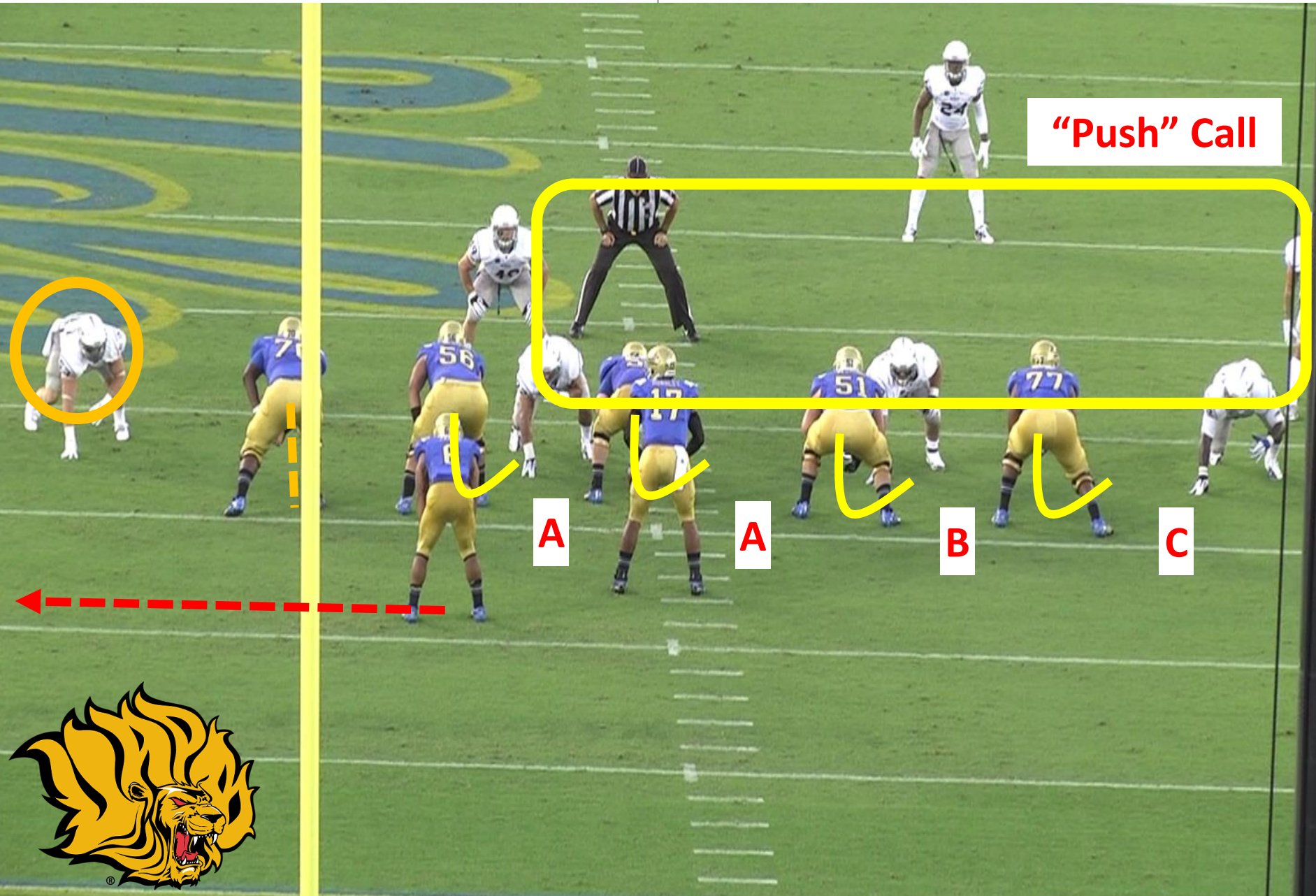
DEFENSE: 4-1 UNDER



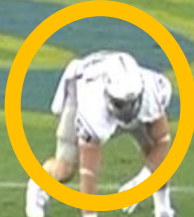


**PROTECTION: R/L**

**DEFENSE: 4-1 OVER**



**"Push" Call**



**A**

**A**

**B**

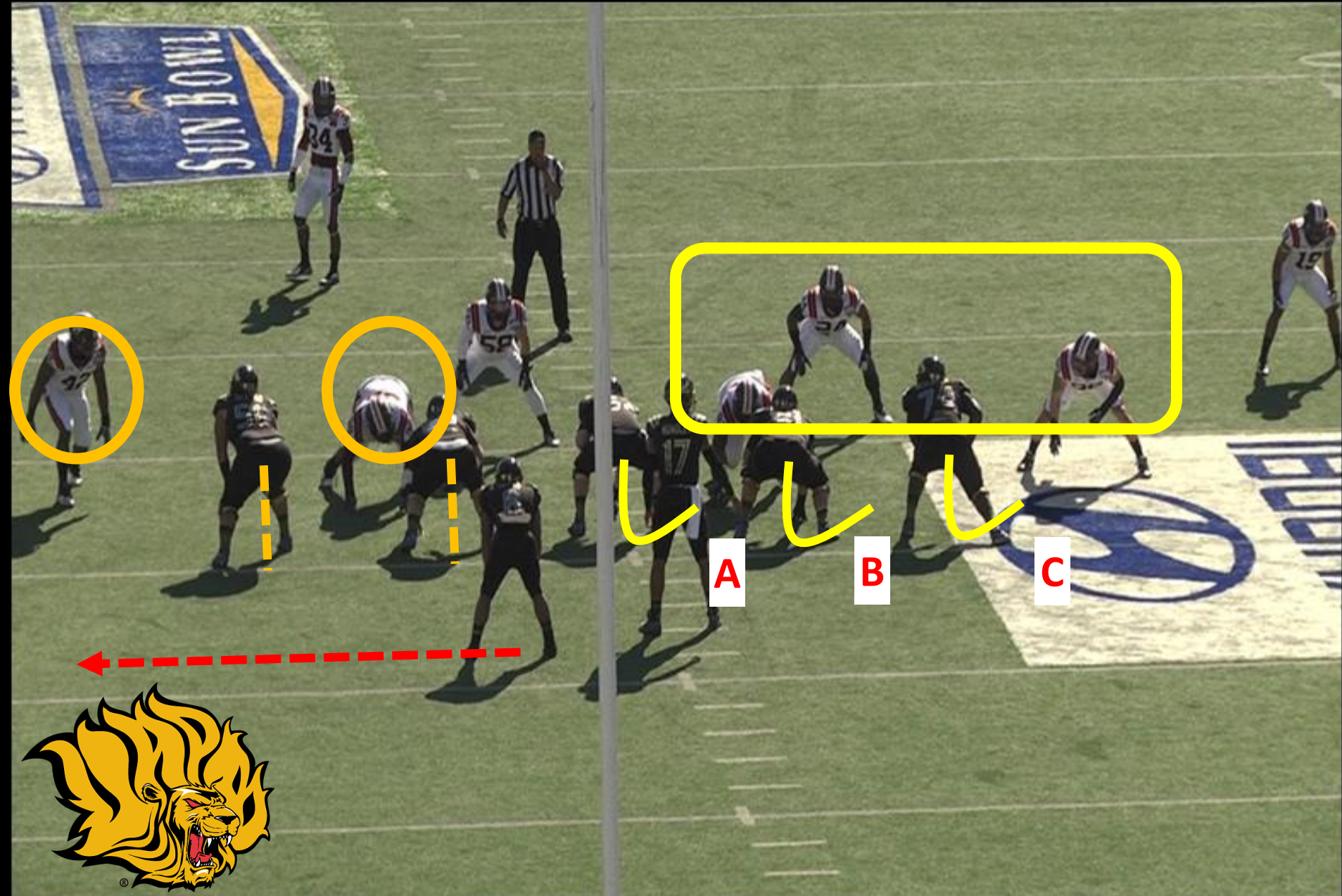
**C**





PROTECTION: R/L

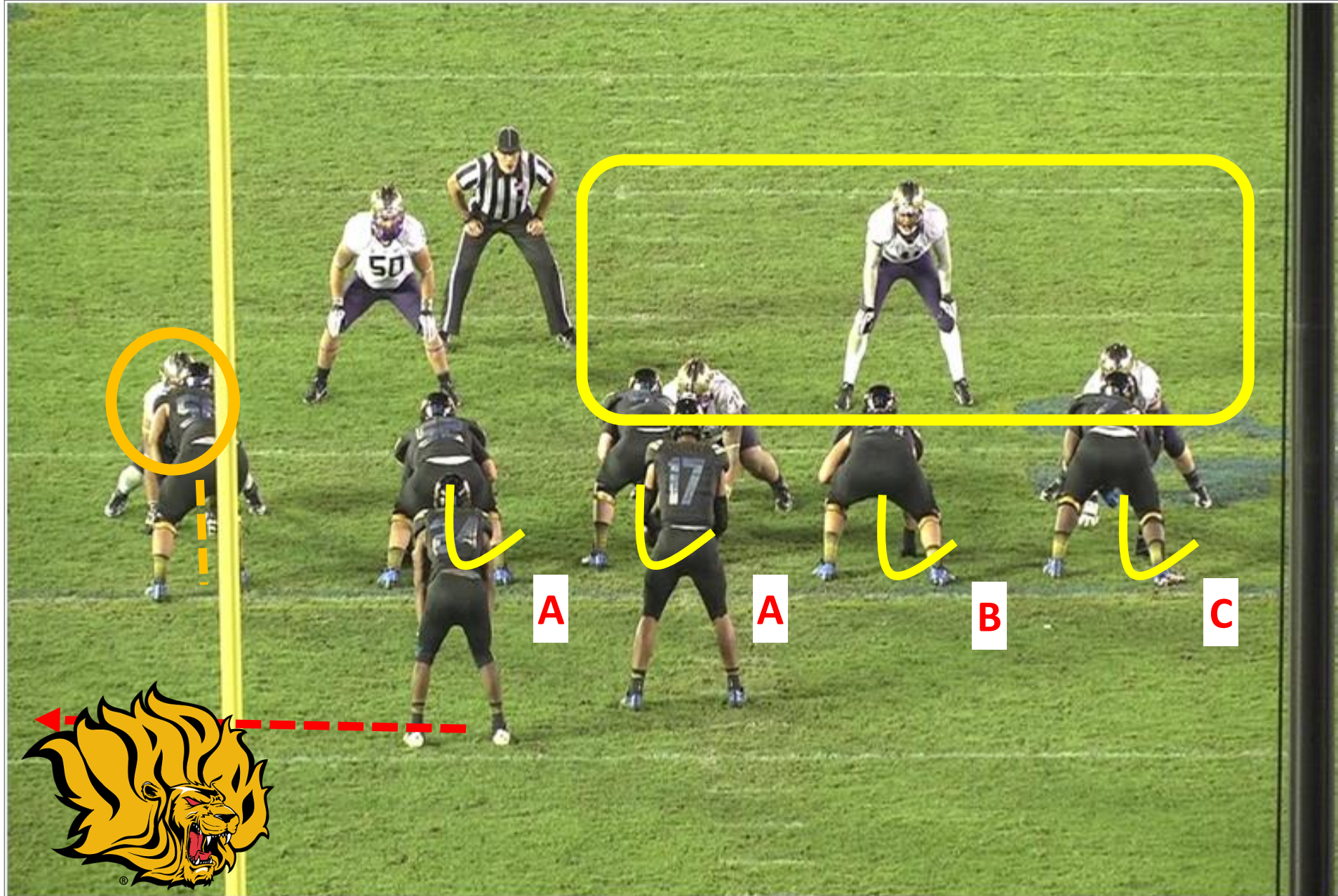
DEFENSE: 4-2 UNDER





PROTECTION: R/L

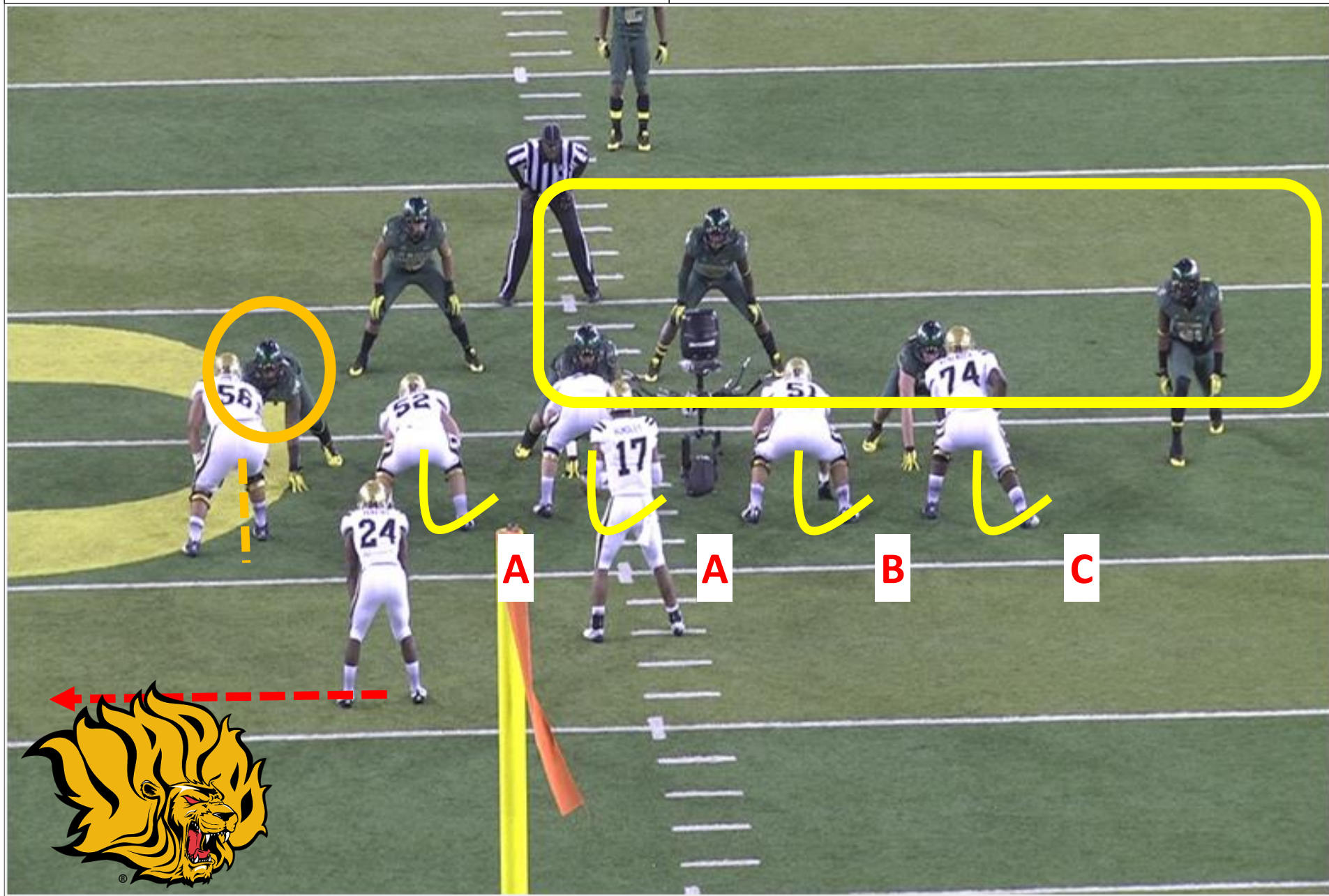
DEFENSE: ODD





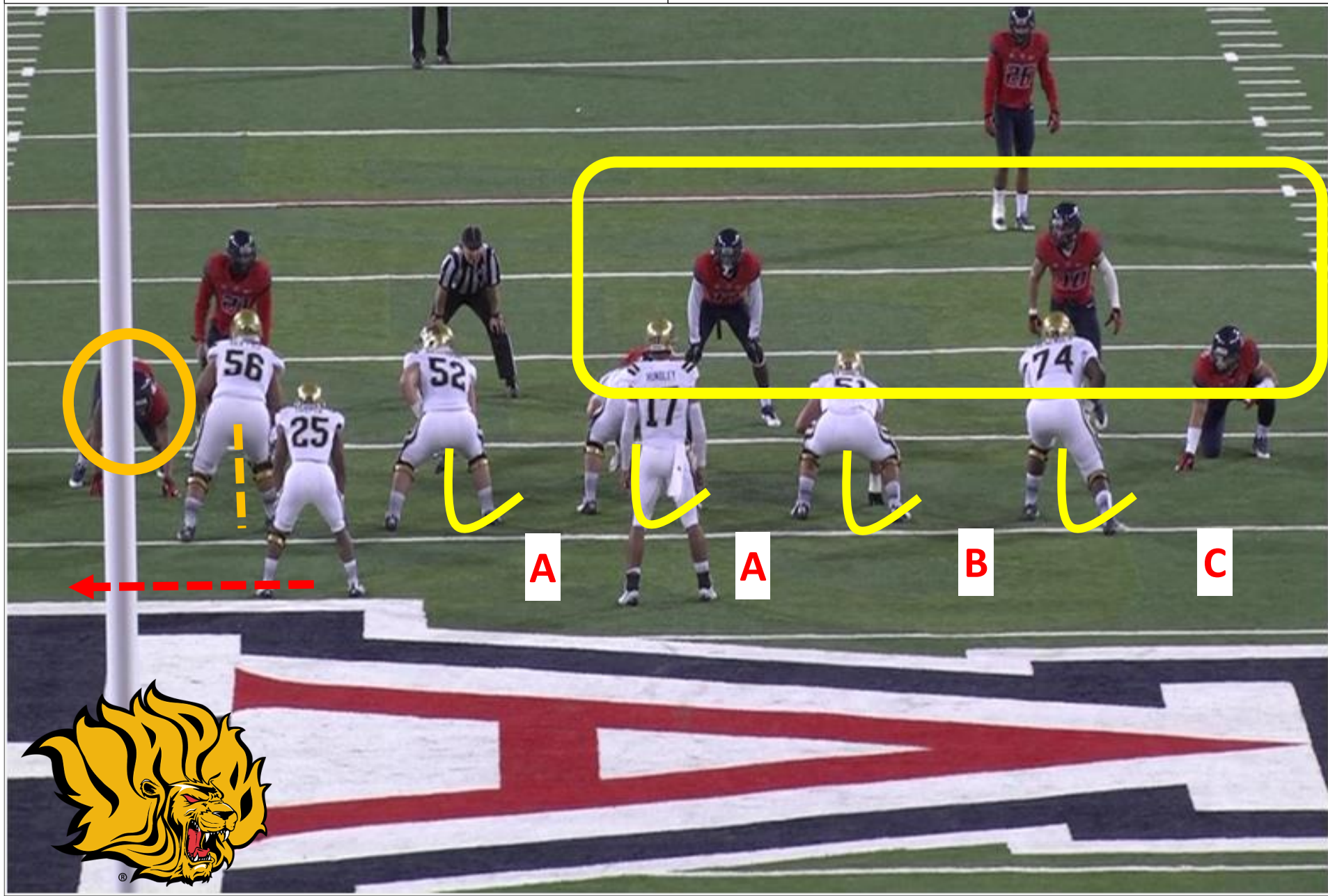
**PROTECTION: R/L**

**DEFENSE: ODD (4i)**



PROTECTION: R/L

DEFENSE: ODD STACK





# 2023 PLAYBOOK



**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**
- **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

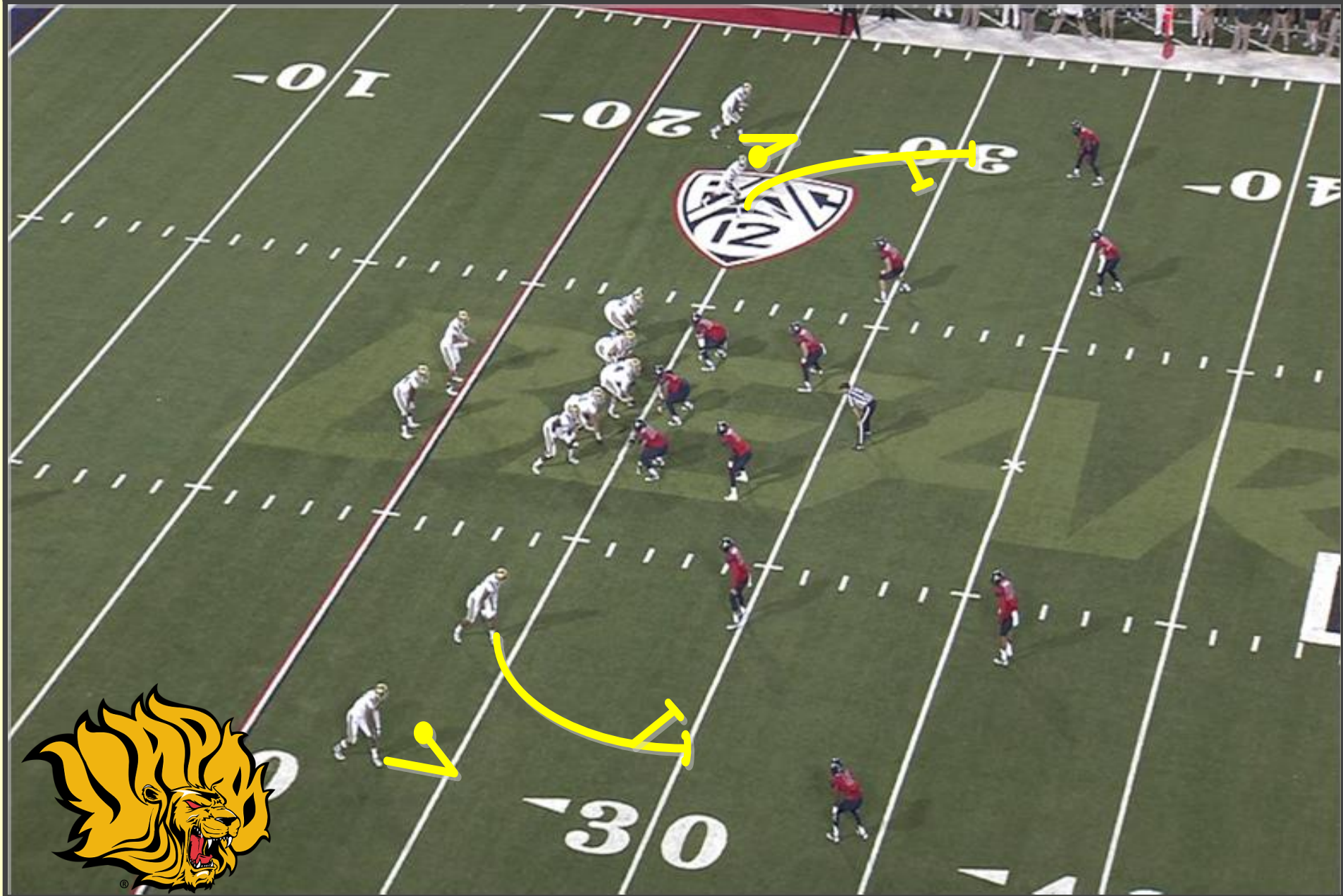
# 2023 PLAYBOOK



**KEY 1**

PLAY: DUAL ZORRO ODD KEY 1

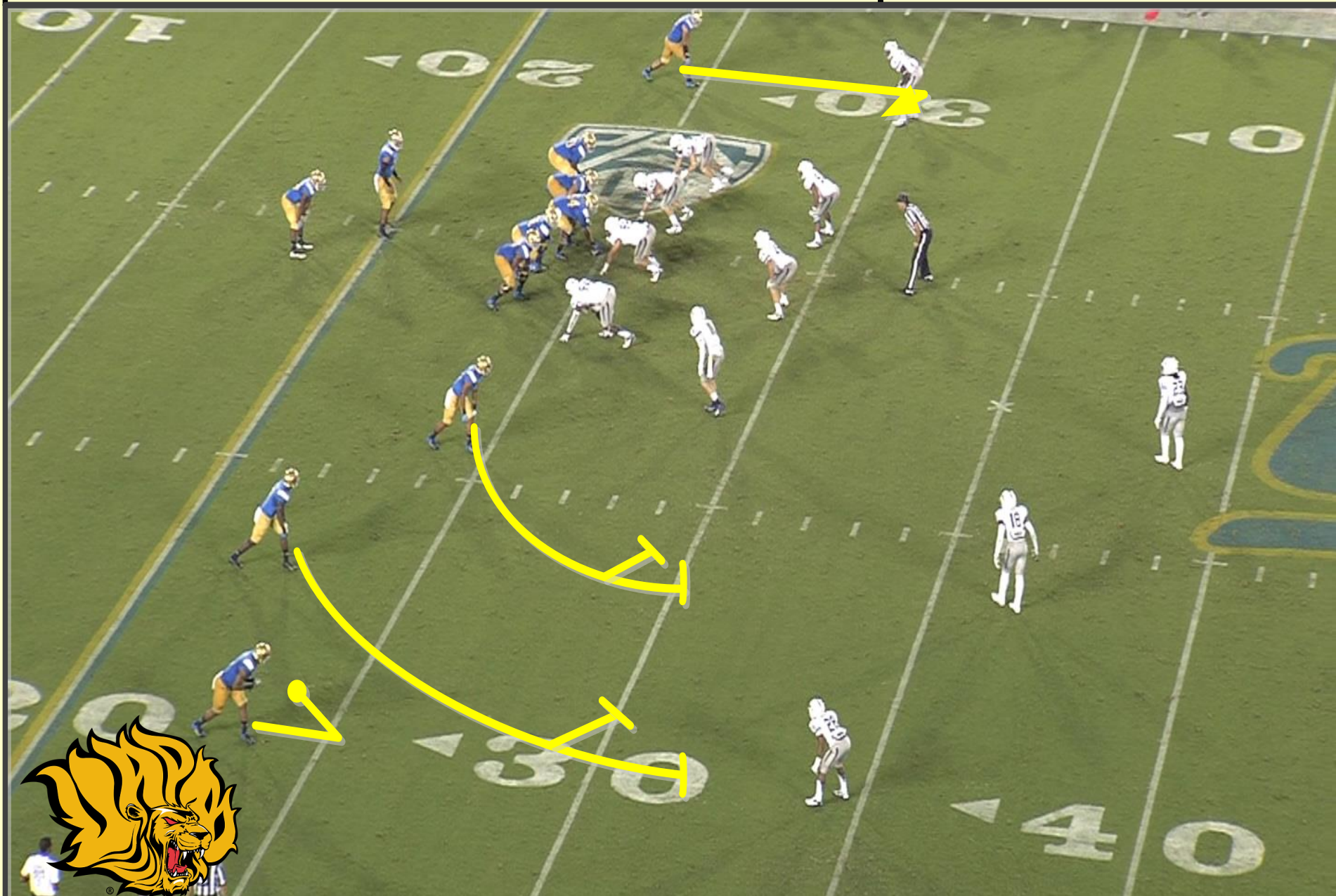
RUN/PASS TAG: KEY 1





PLAY: TRIO ZORRO ODD KEY 1

RUN/PASS TAG: KEY 1



# 2023 PLAYBOOK

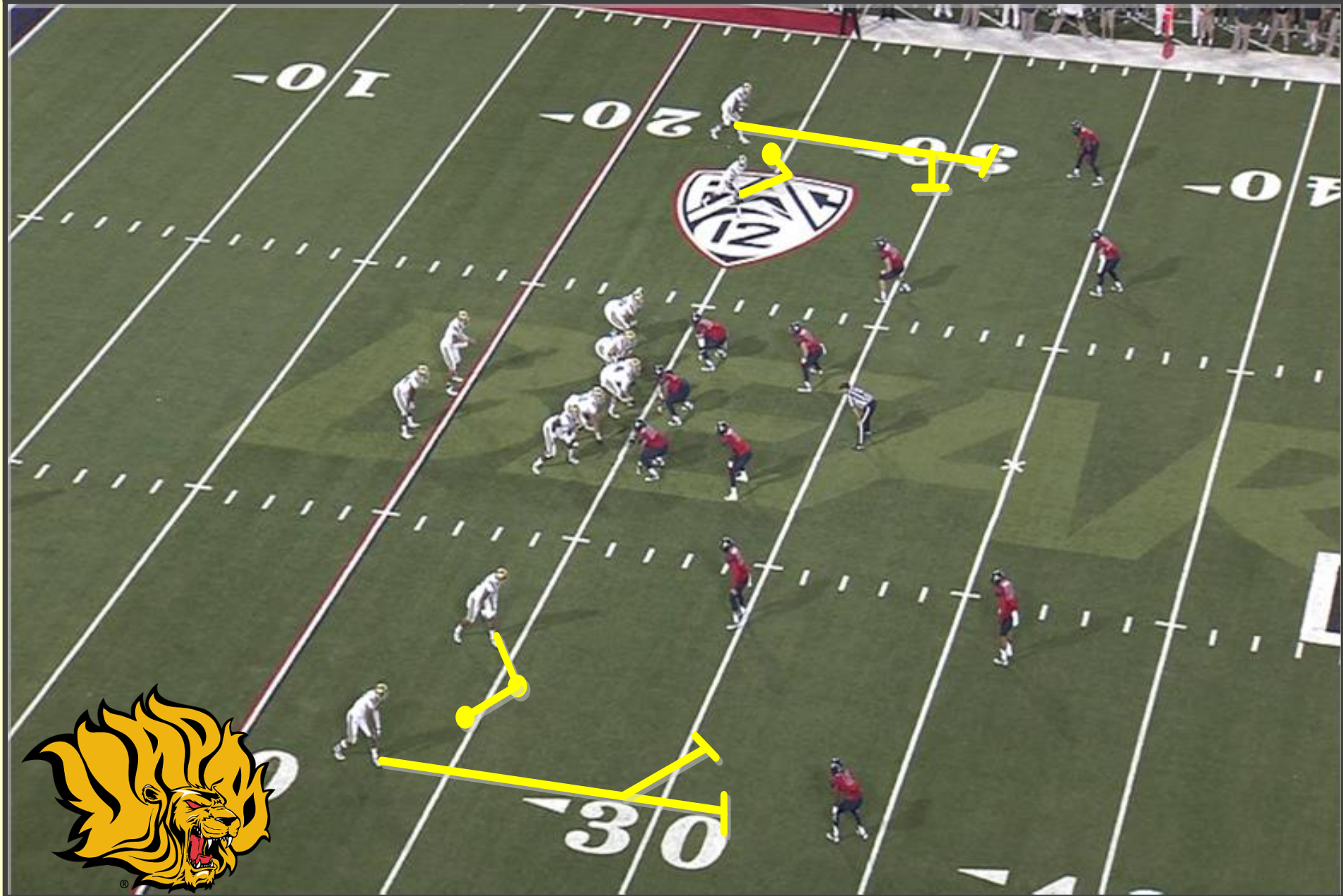


KEY 2



PLAY: DUAL ZORRO ODD KEY 2

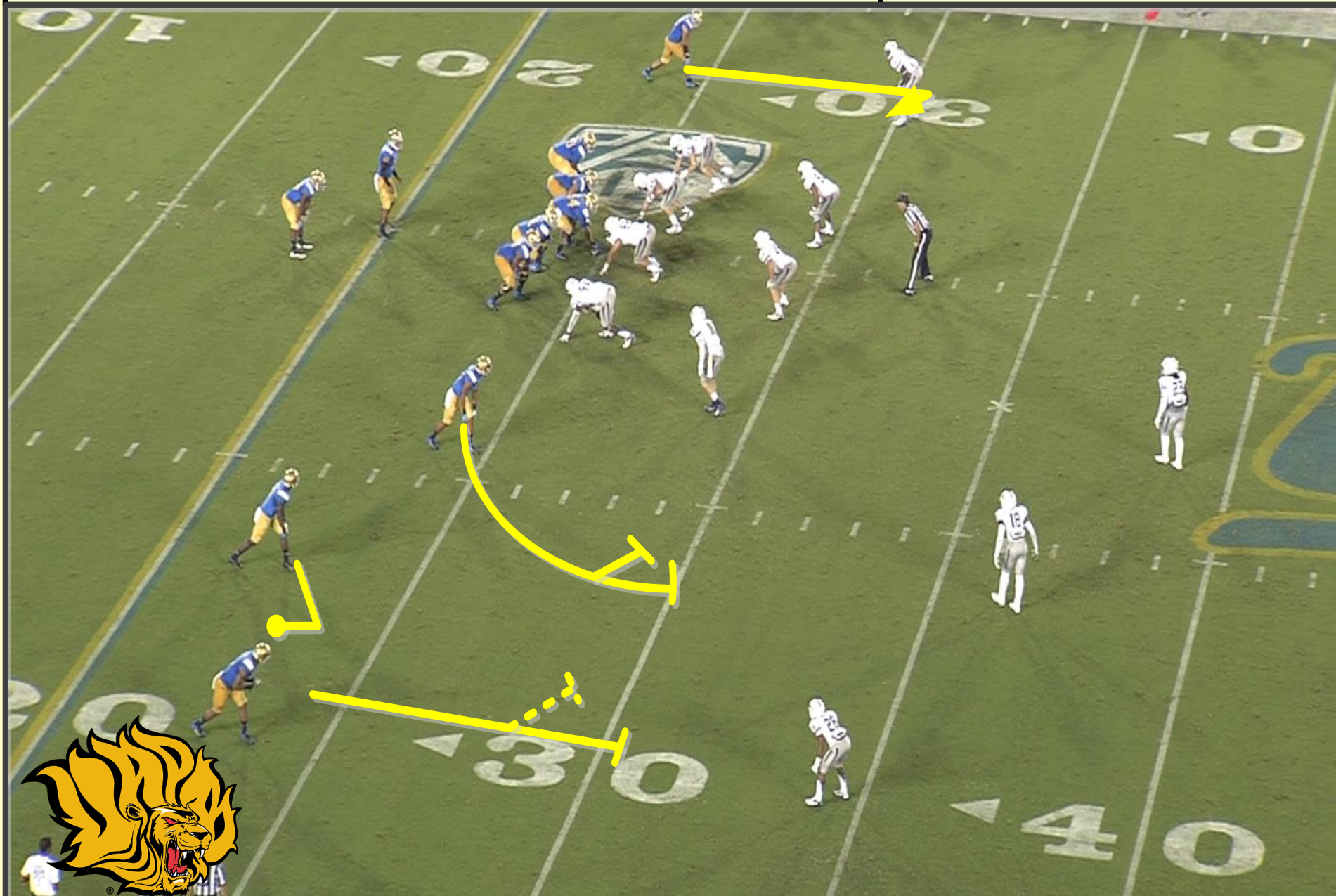
RUN/PASS TAG: KEY 2





PLAY: TRIO ZORRO ODD KEY 2

RUN/PASS TAG: KEY 2



# 2023 PLAYBOOK

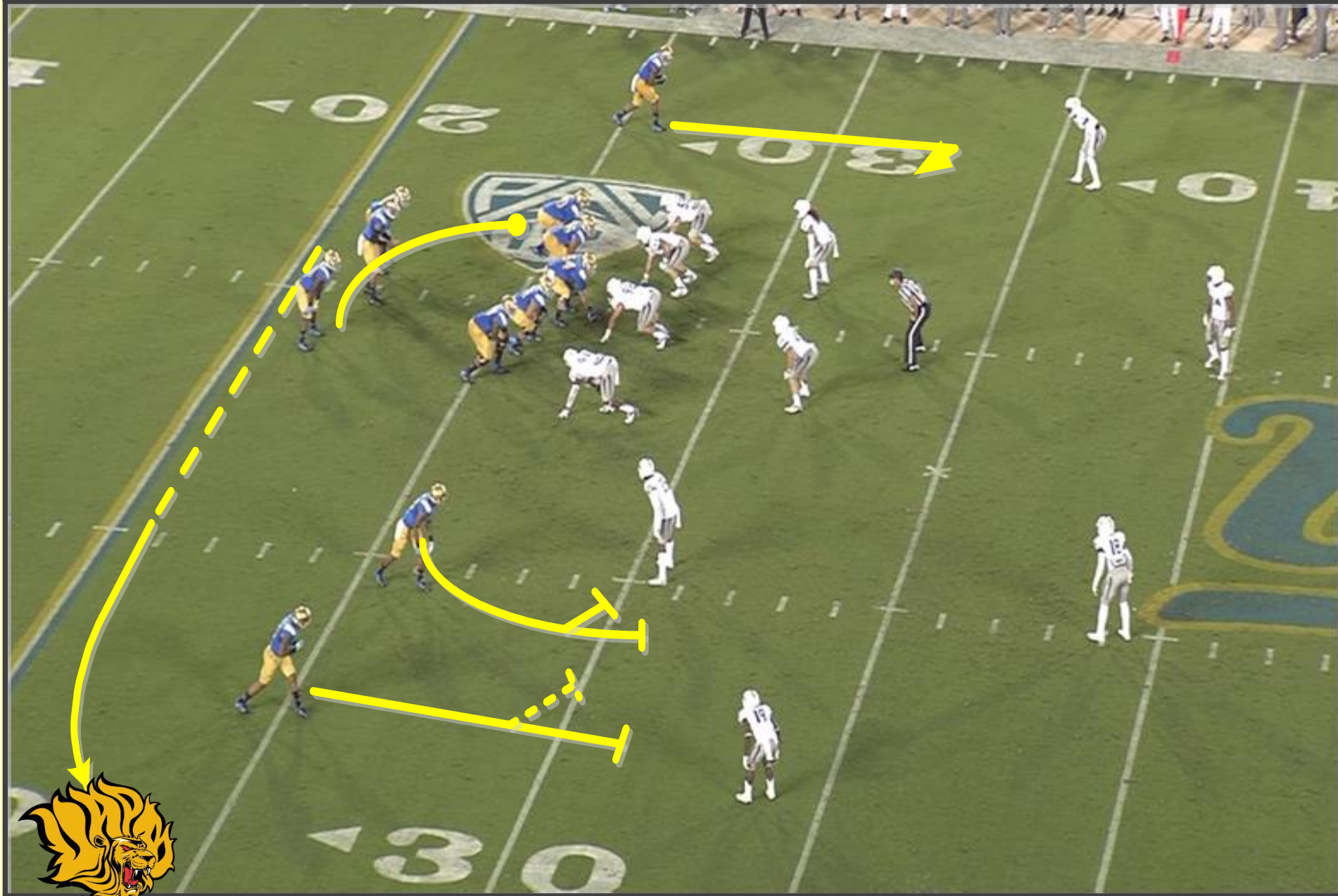


**KEY 3**



PLAY: GREEN TEAR ZORRO ODD COMET

RUN/PASS TAG: COMET



# 2023 PLAYBOOK

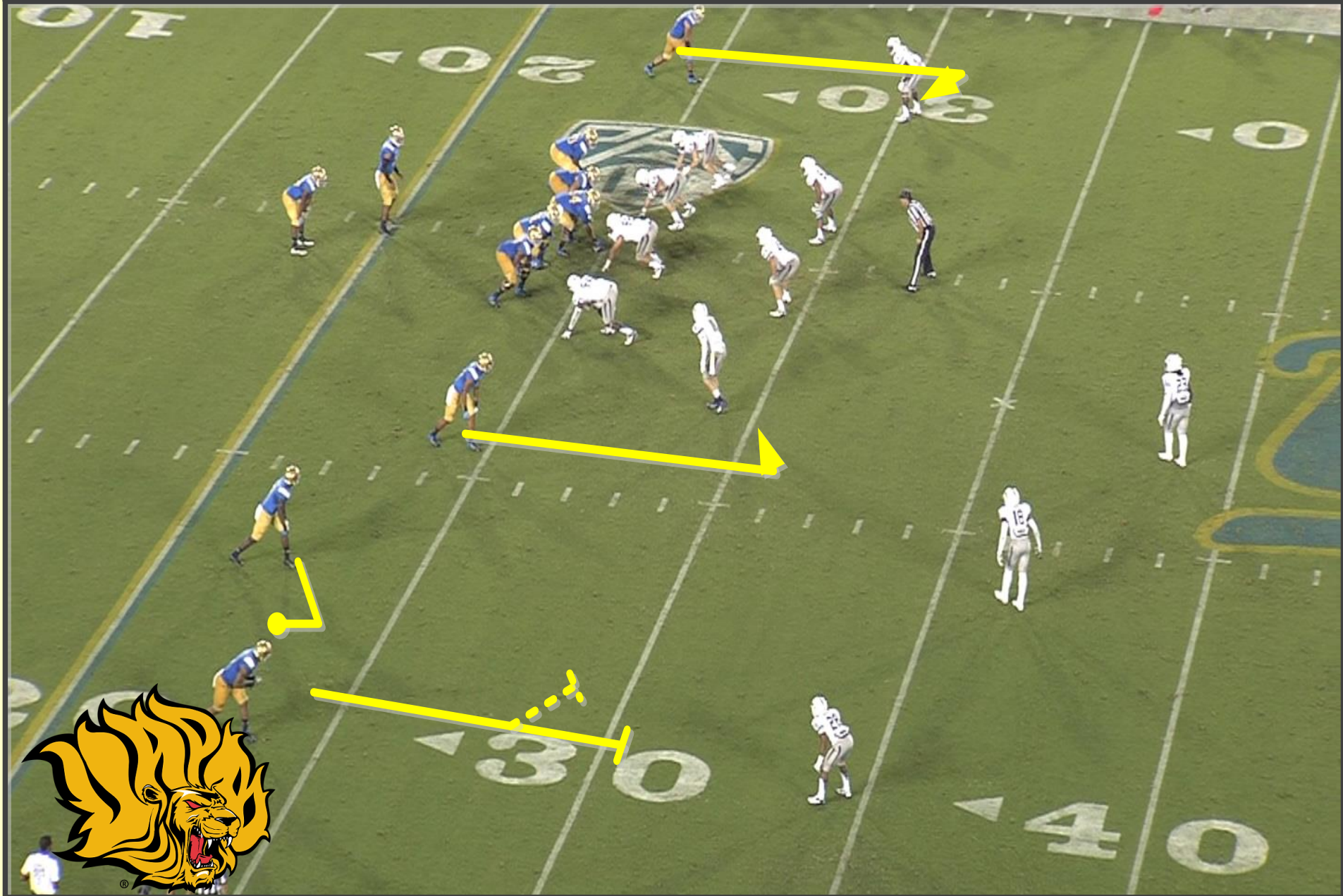


HITCH



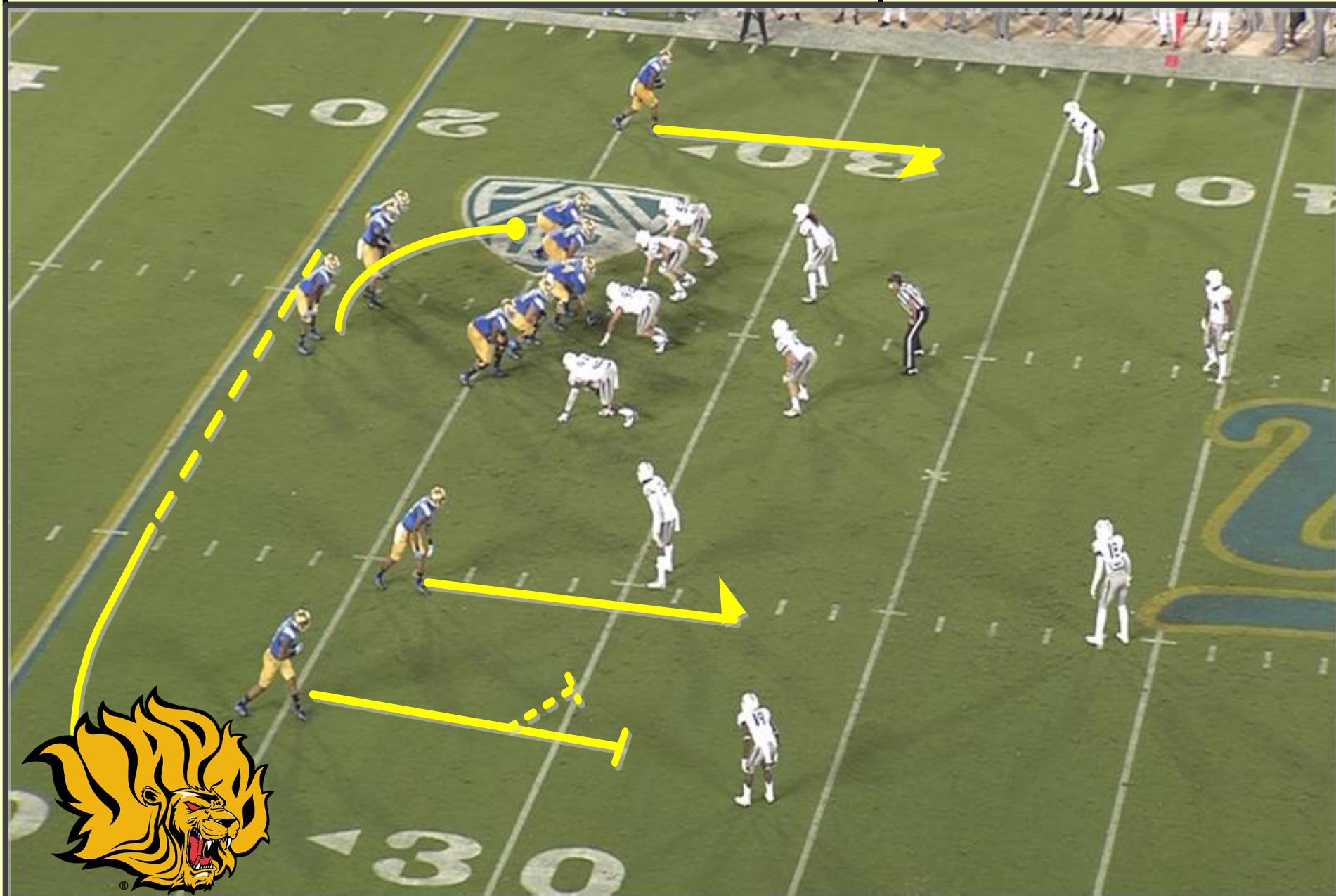
PLAY: TRIO ZORRO ODD STICKIE

RUN/PASS TAG: STICKIE



**PLAY: GREEN TEAR GIANTS ODD STICKIE**

**RUN/PASS TAG: STICKIE**





# 2023 PLAYBOOK

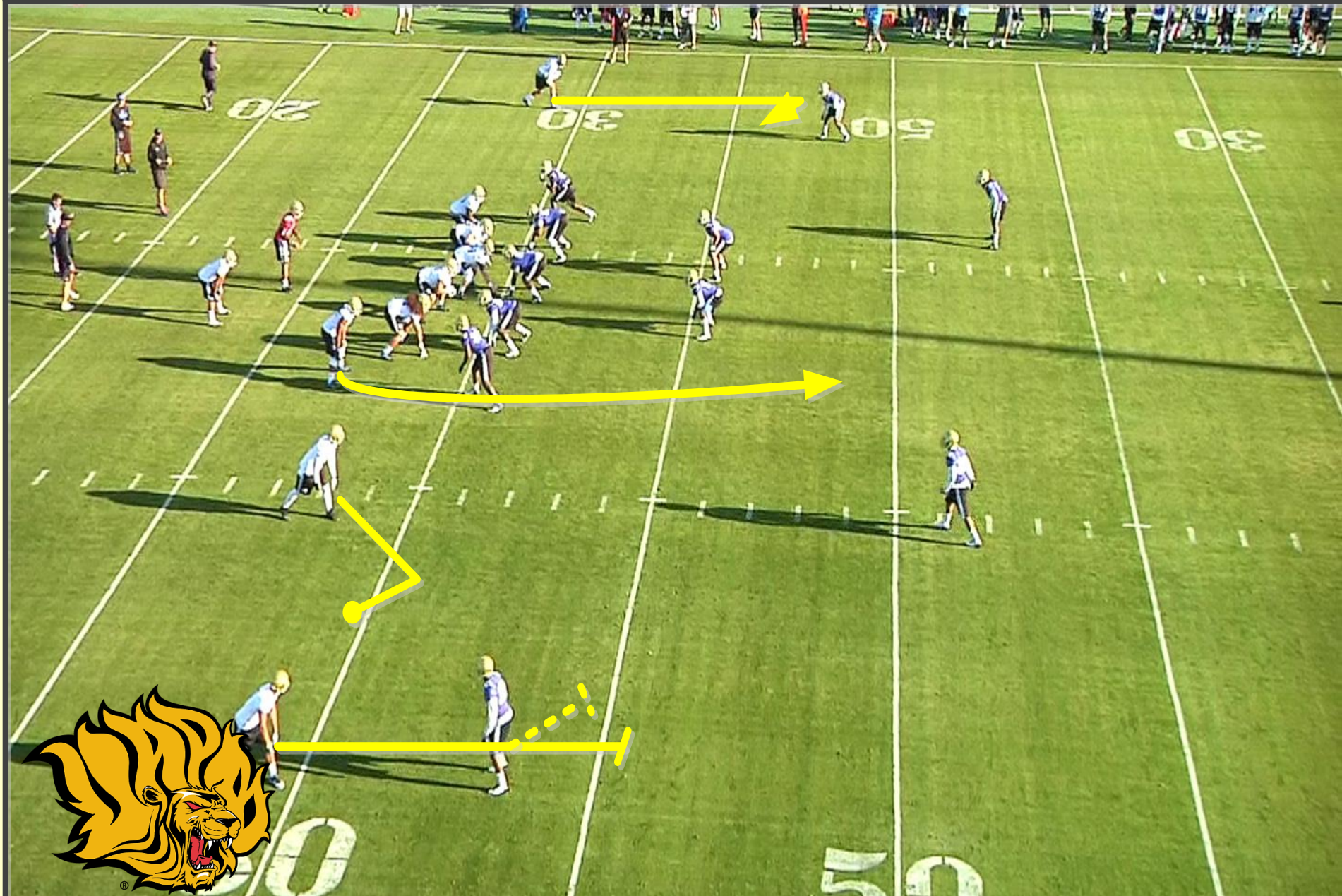


POP



PLAY: KING F POP

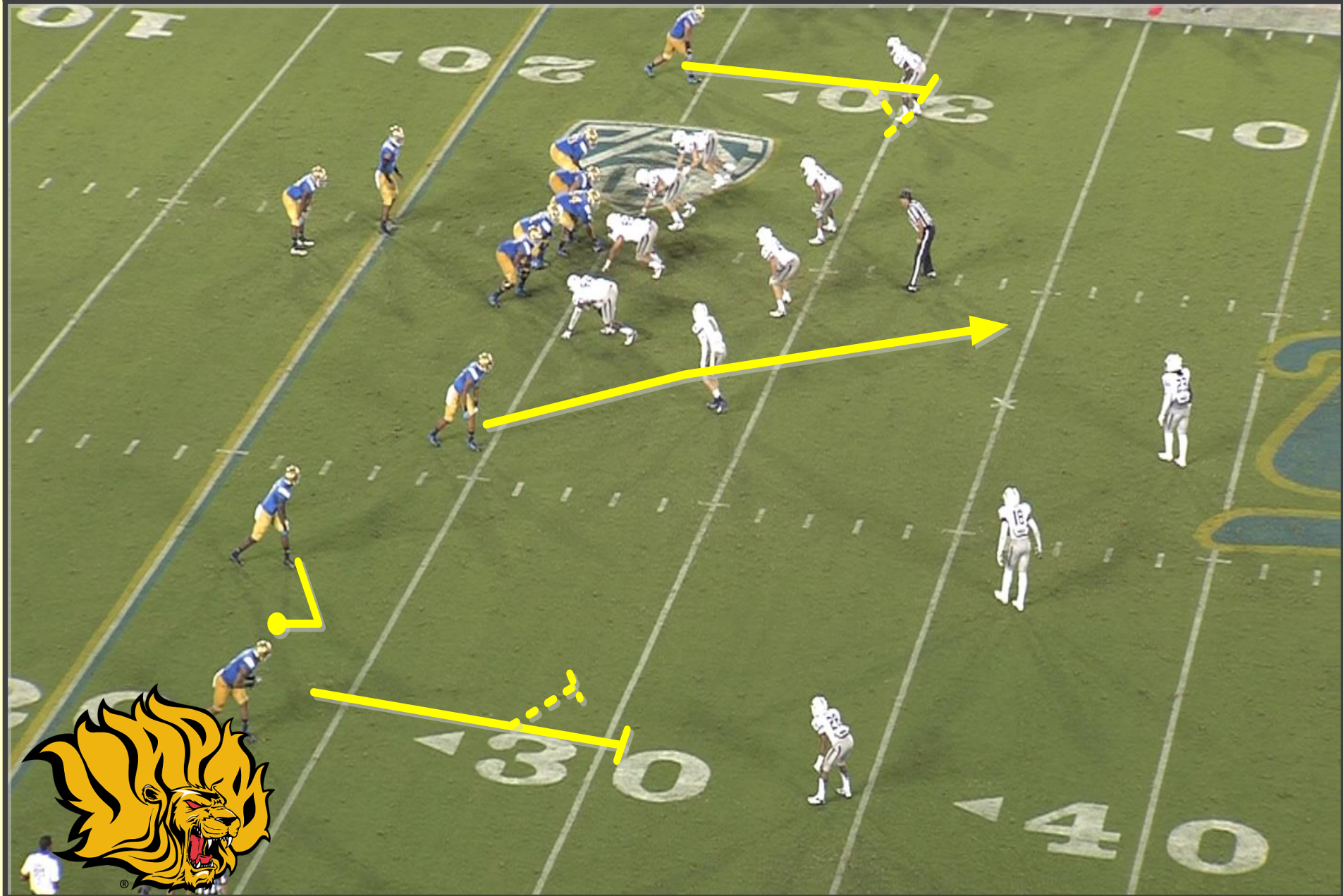
RUN/PASS TAG: F POP





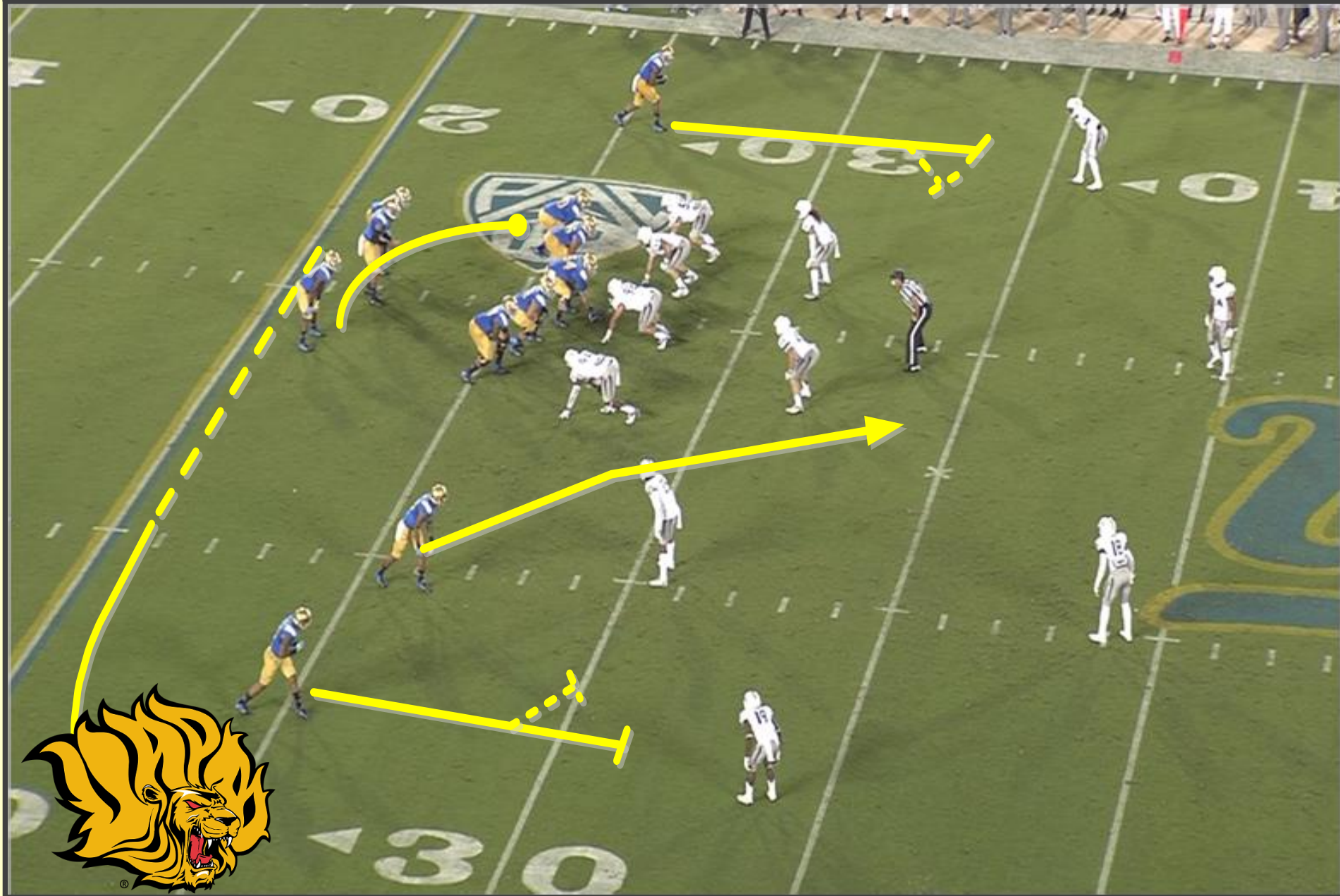
PLAY: TRIO ZORRO ODD POP

RUN/PASS TAG: POP



PLAY: GREEN TEAR GIANTS ODD POP

RUN/PASS TAG: POP





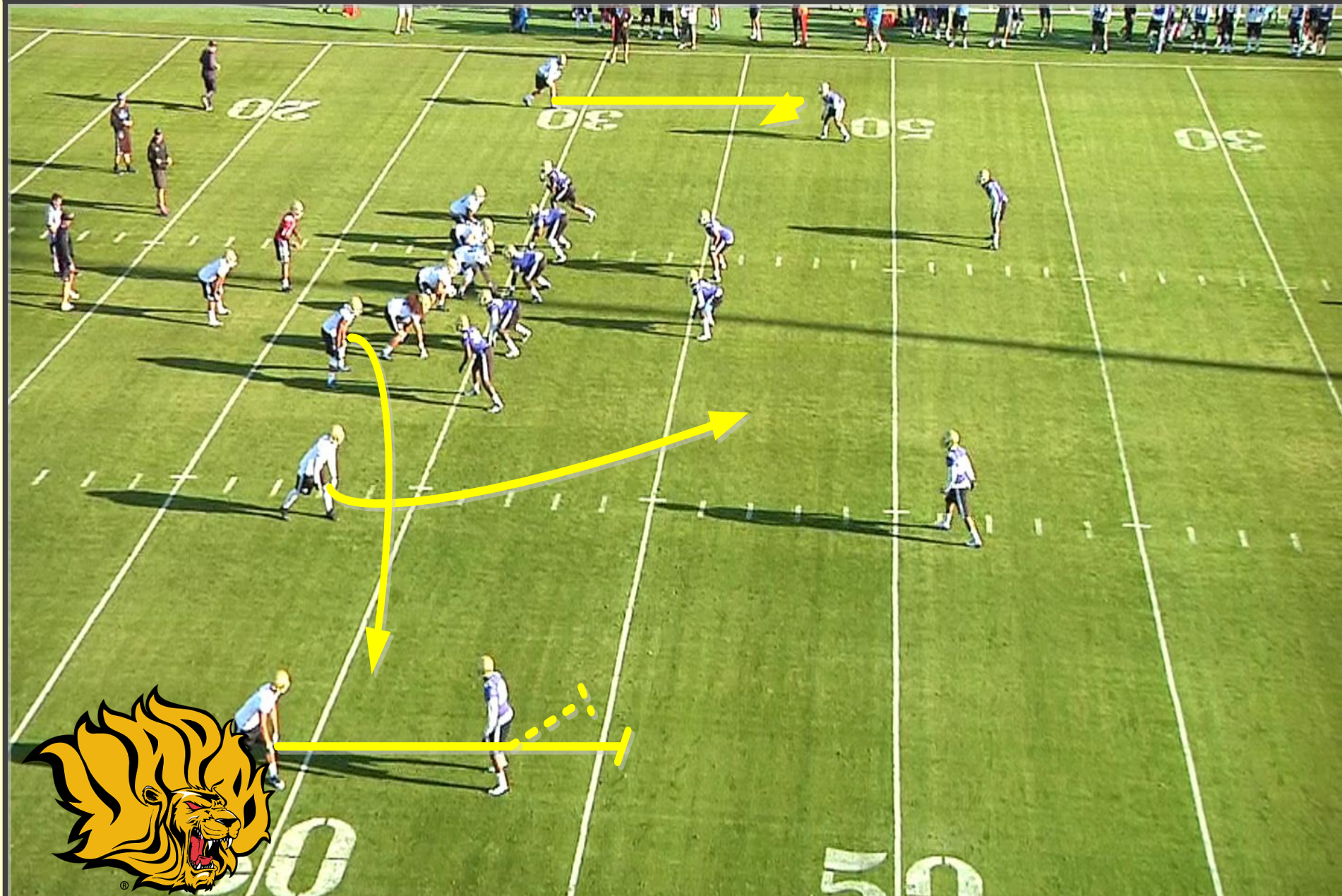
# 2023 PLAYBOOK



FUNGO Y POP

PLAY: KING Y POP

RUN/PASS TAG: Y POP





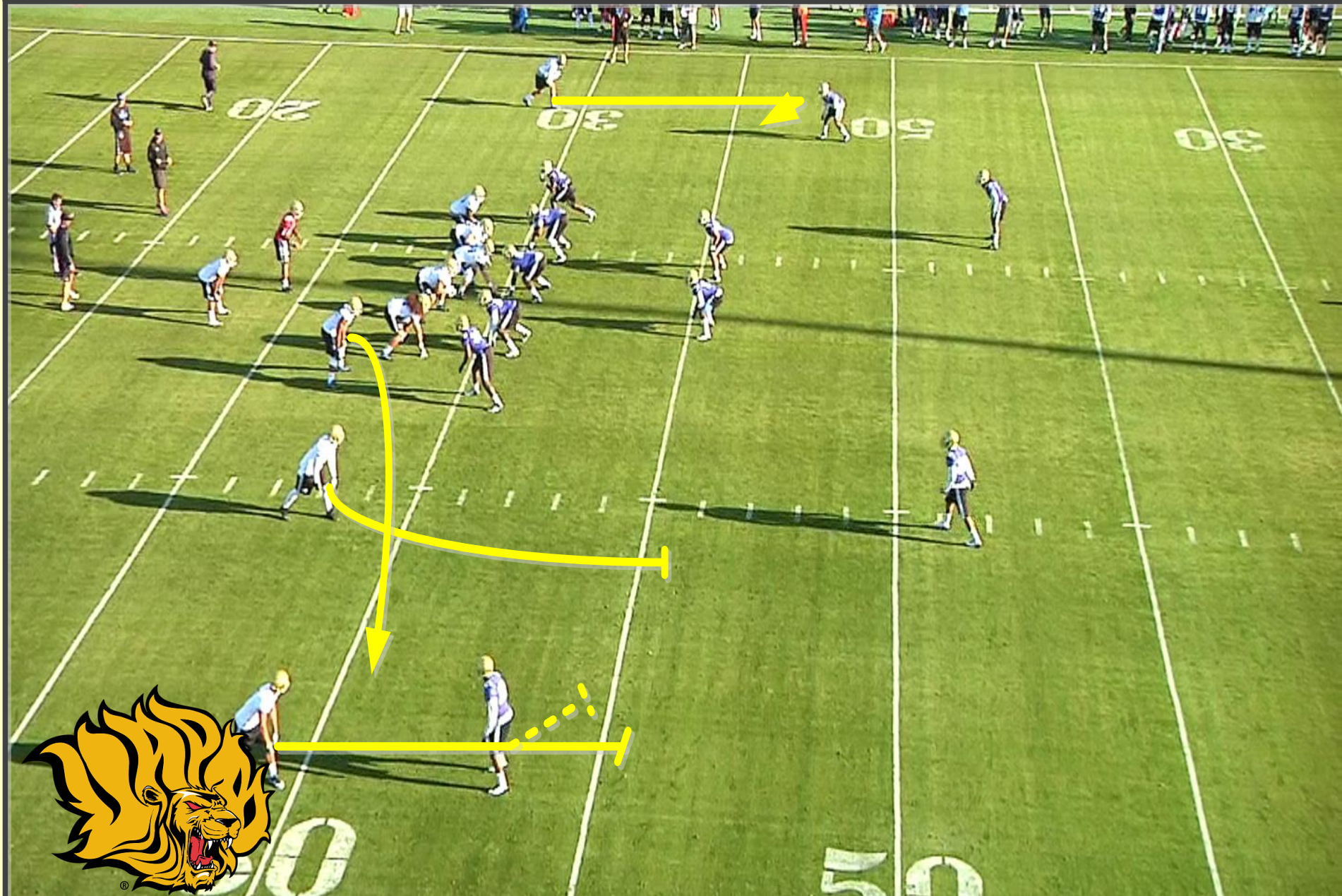
# 2023 PLAYBOOK



FUNGO

**PLAY: KING FUNGO**

**RUN/PASS TAG: FUNGO**



# 2023 PLAYBOOK



GIFT



PLAY: GREEN TEAR ZORRO ODD COMET

RUN/PASS TAG: COMET

