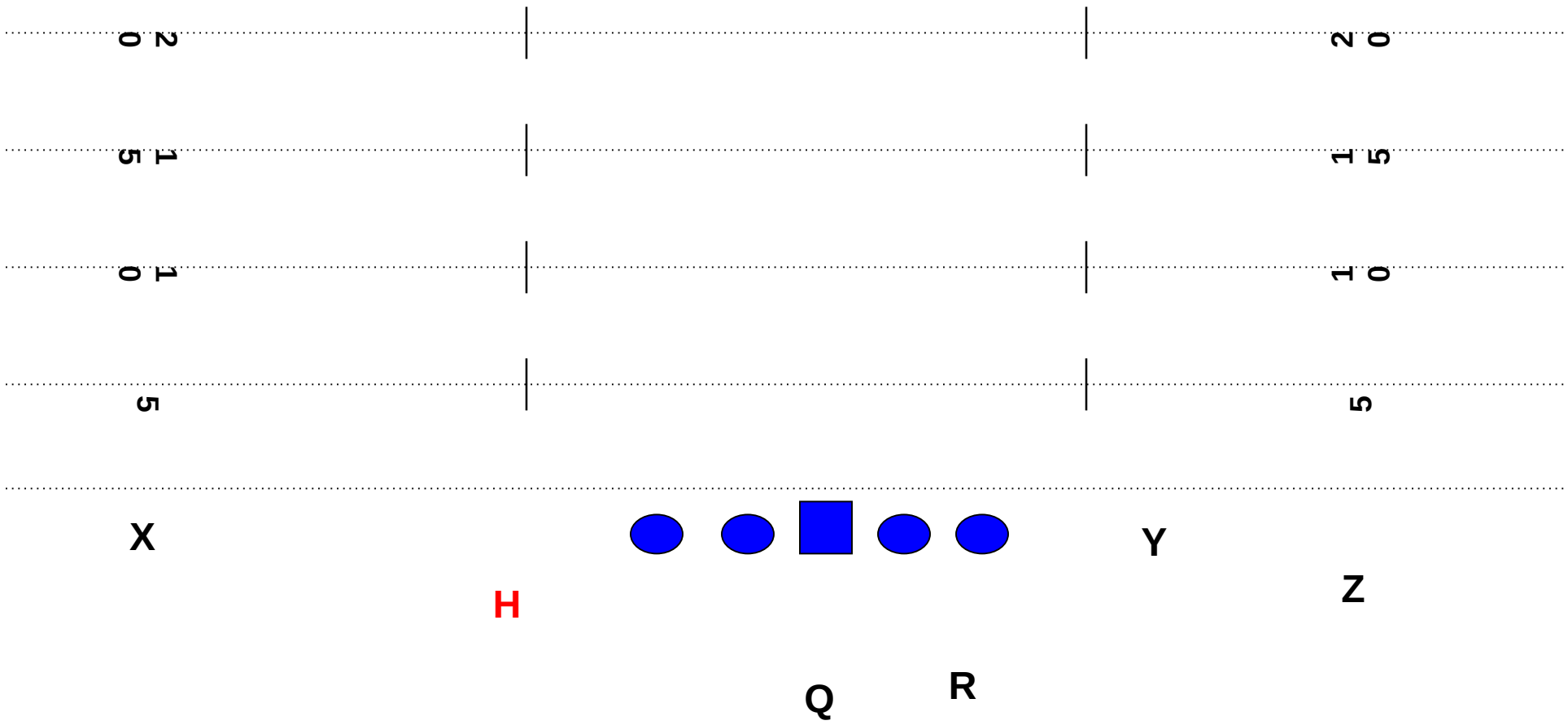
2019 Offense

FORMATIONS

ACE

- 2X2 FOUR WIDE X AND Y ON THE BALL
- Z AND H OFF THE BALL

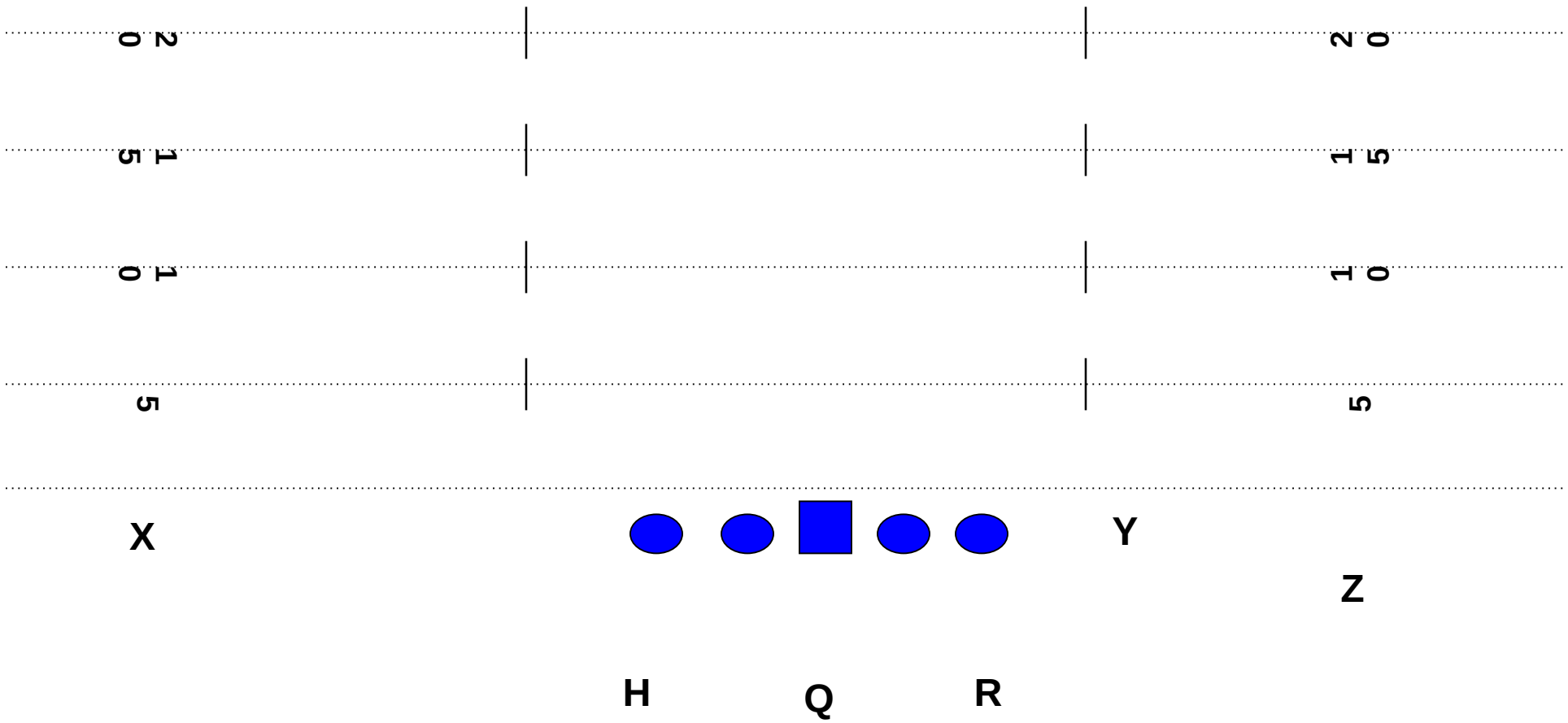
ACE



BLUE

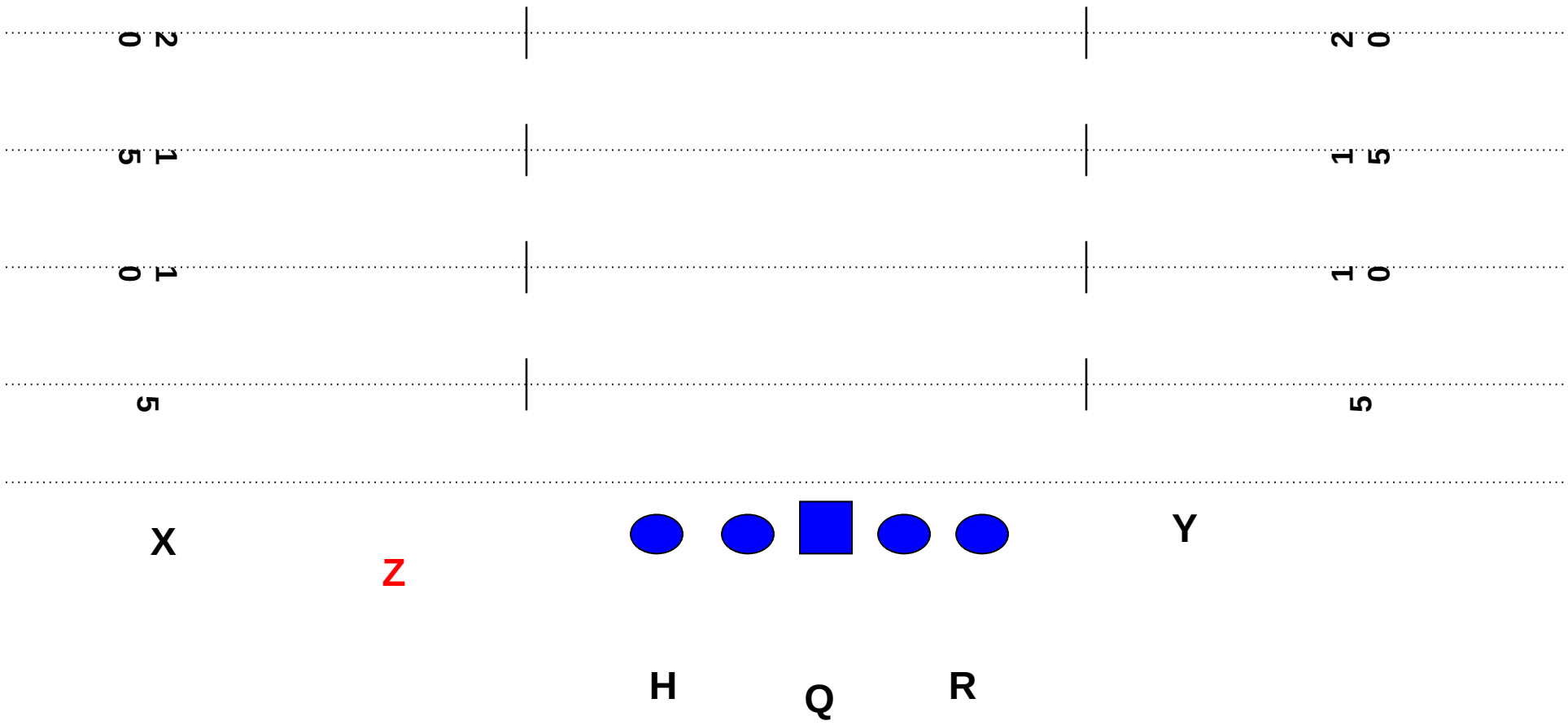
- SHOTGUN 2 BACK
- H IS TO THE LEFT (H goes to 2nd letter in Name. L=Left)

BLUE



BLUE FLIP

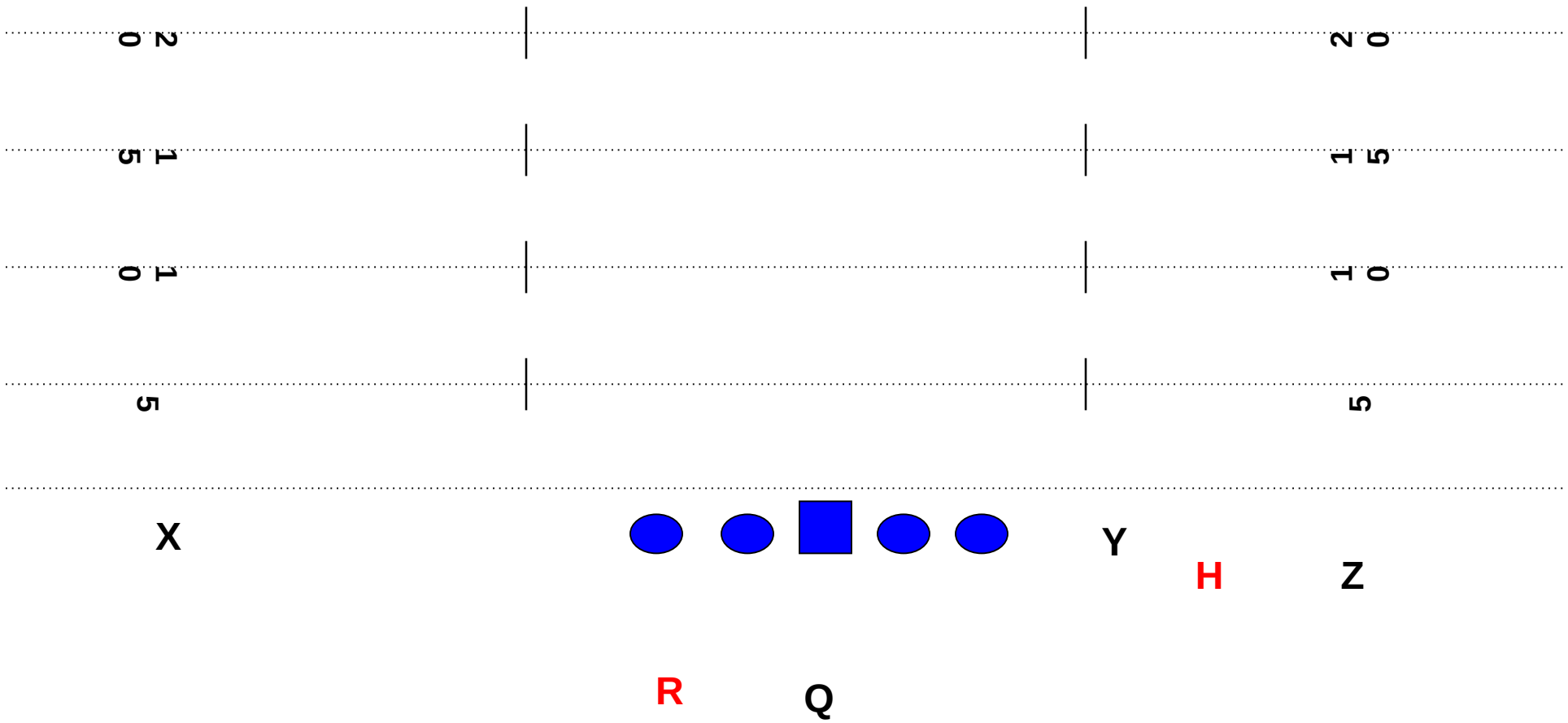
(FLIP SENDS Z TO OPPOSITE SIDE OF Y)



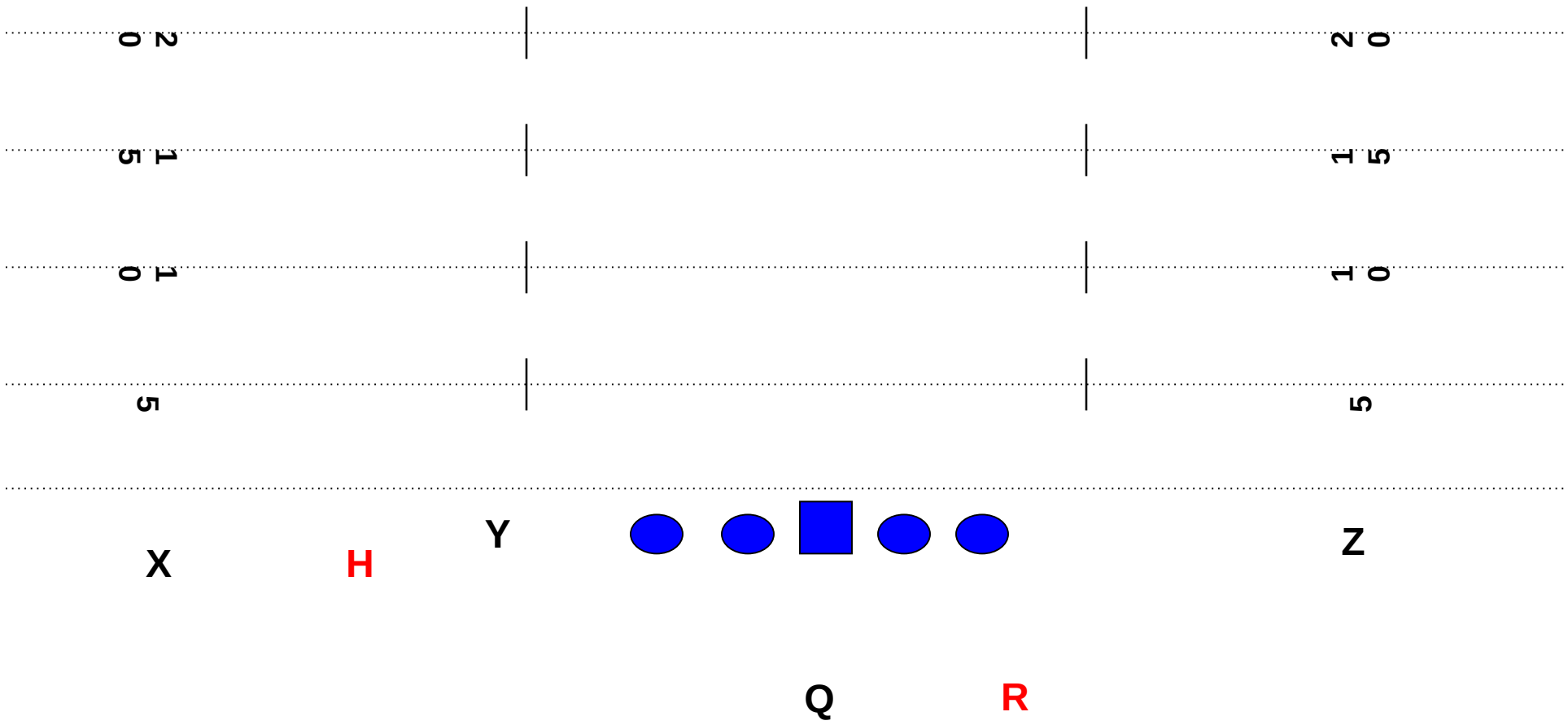
EARLY/LATE

- TRIPS WITH H “OUTSIDE” Y
- F IS OPPOSITE

EARLY



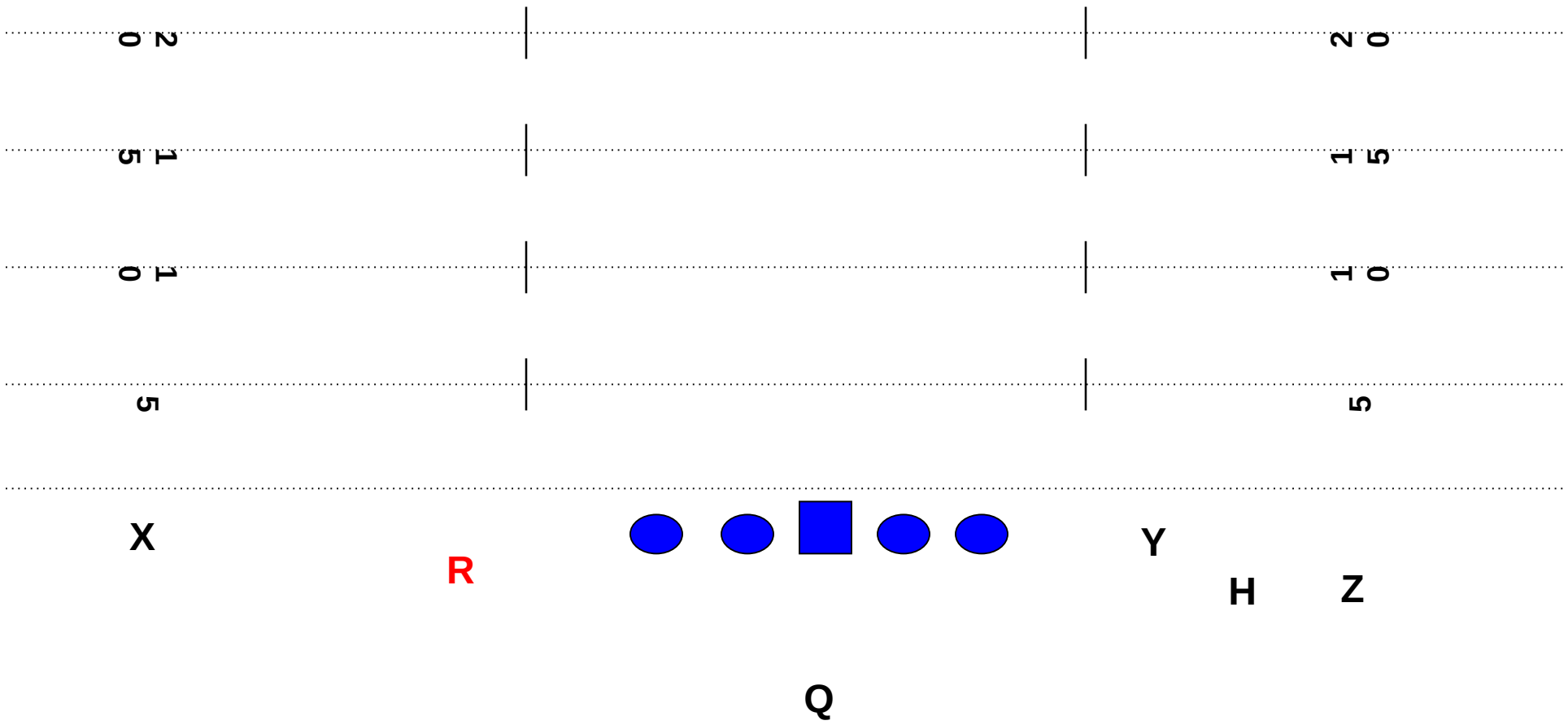
LATE



EMPTY

- 2X 3 FOUR WIDE X AND Y ON THE BALL, H between Y & Z
- Z AND H OFF THE BALL

EMPTY

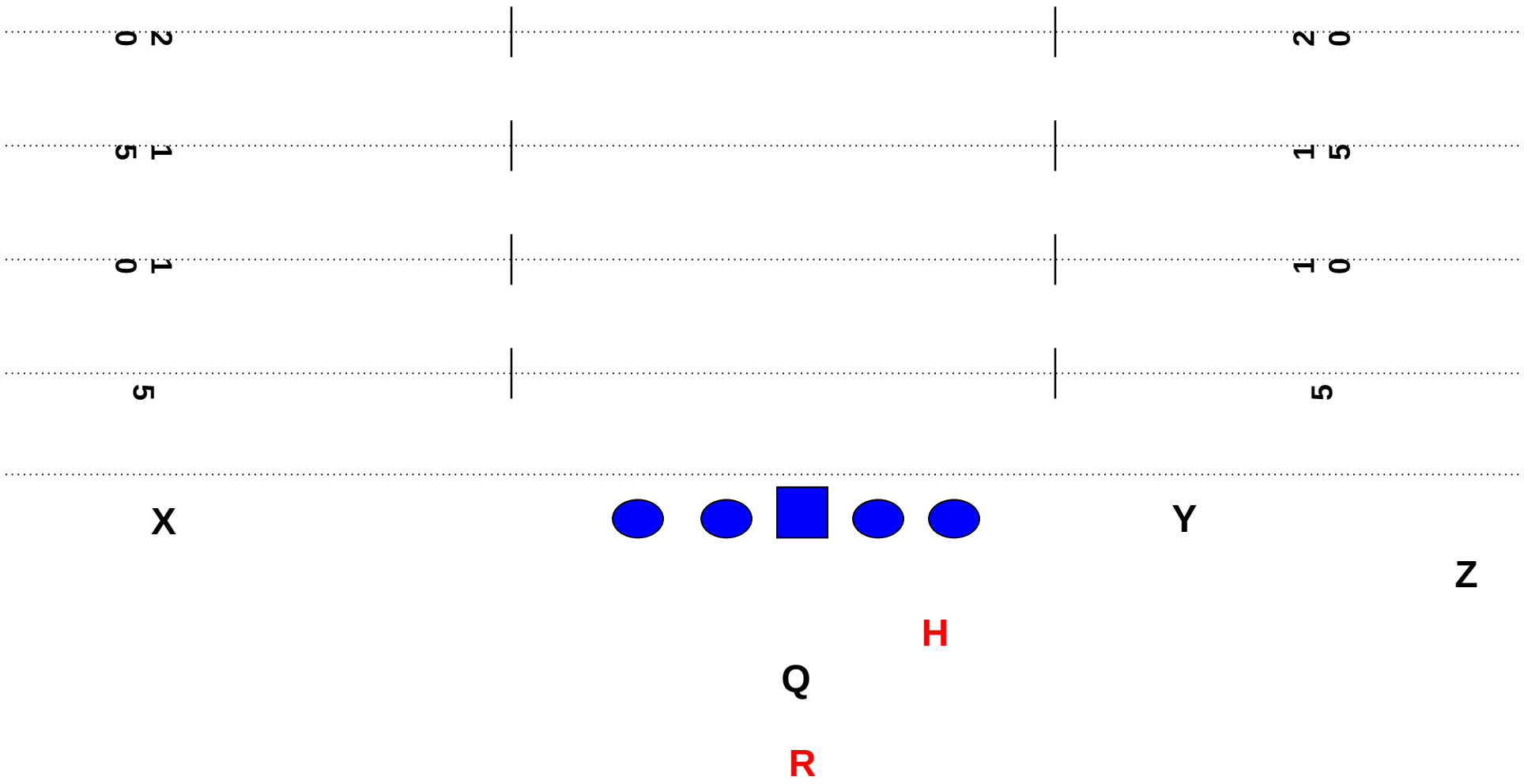


HERO/HALO

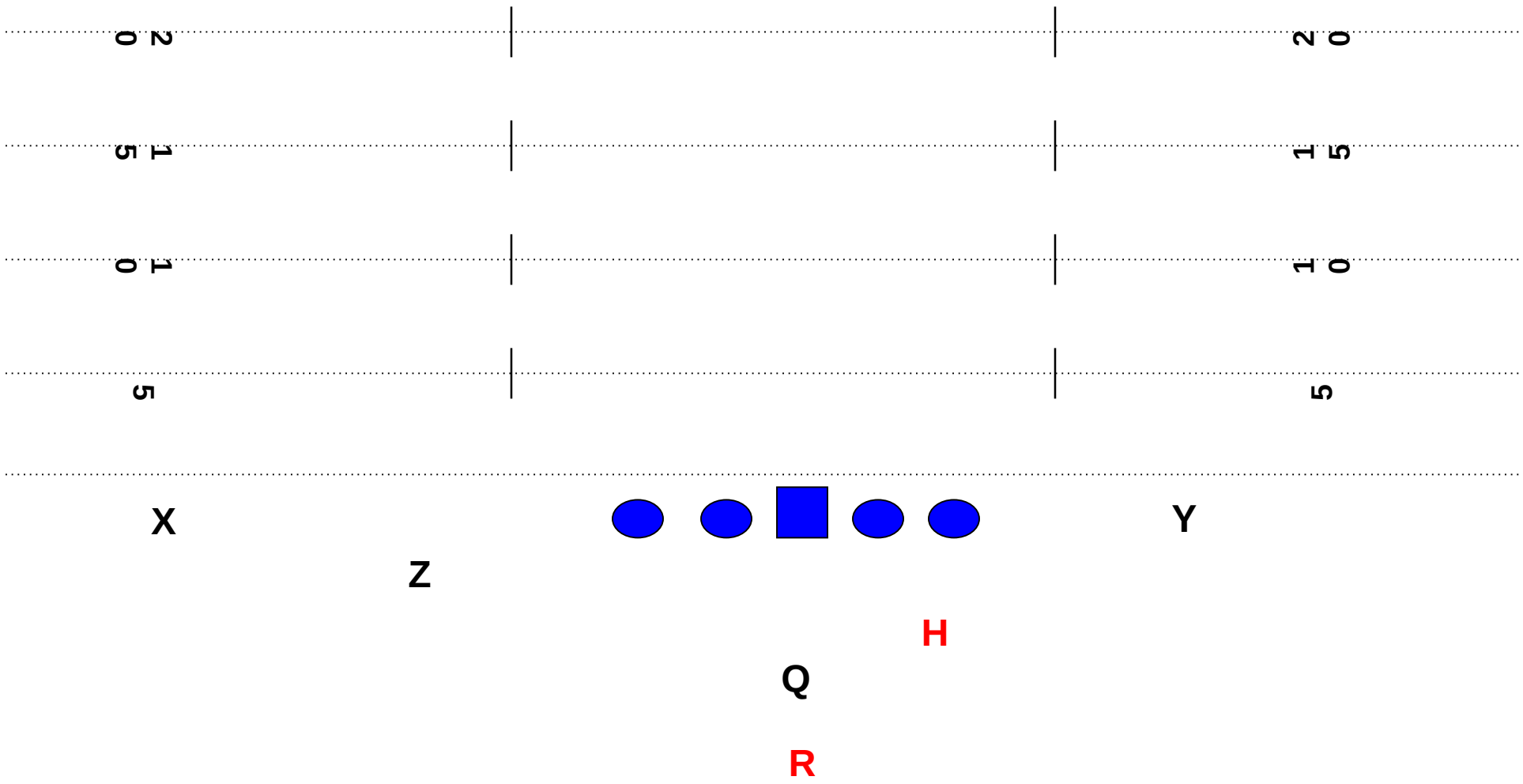
PISTOL NEAR/FAR BACKFIELD

- Q=Feet at 4 ½ F=Feet at 6

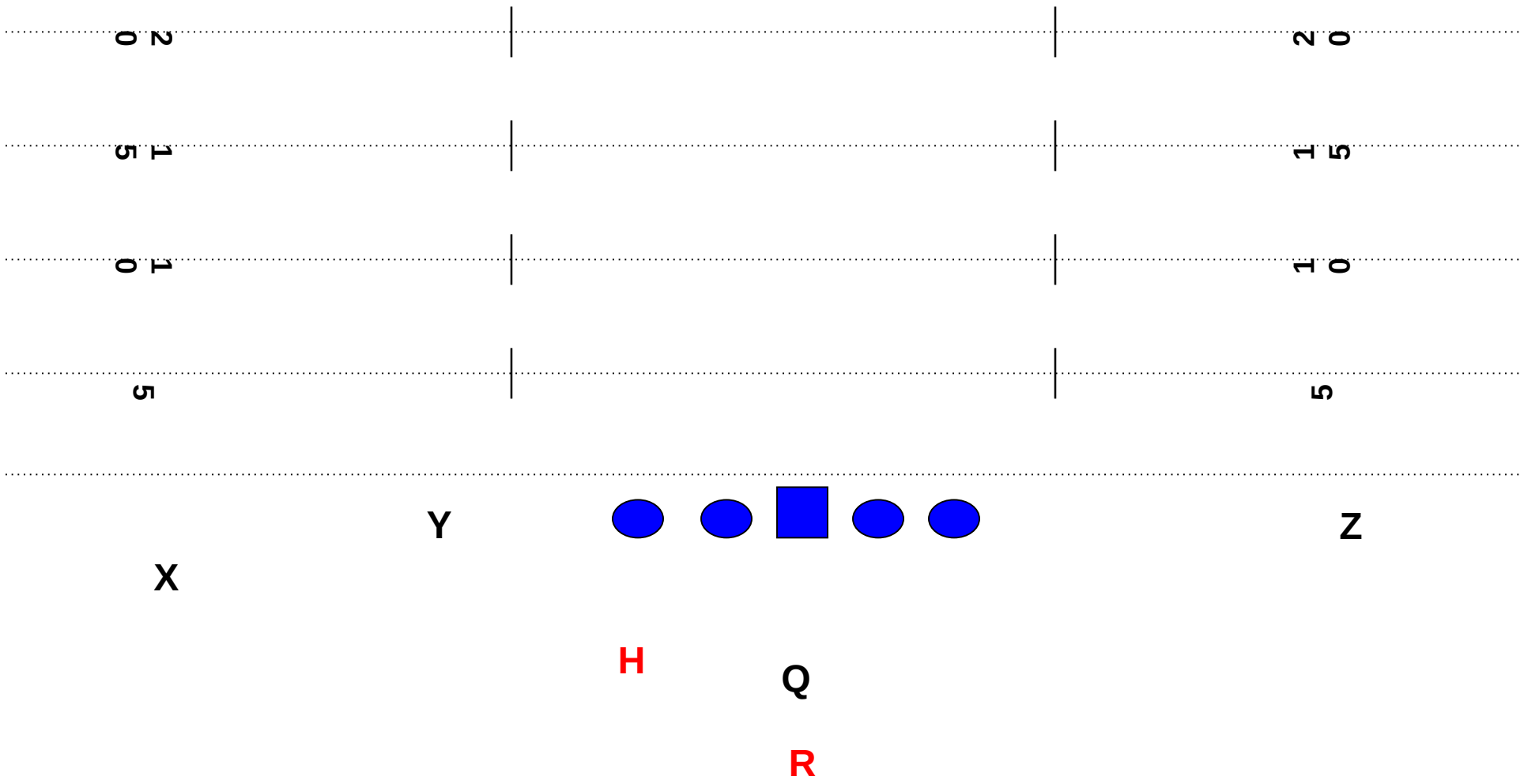
HERO



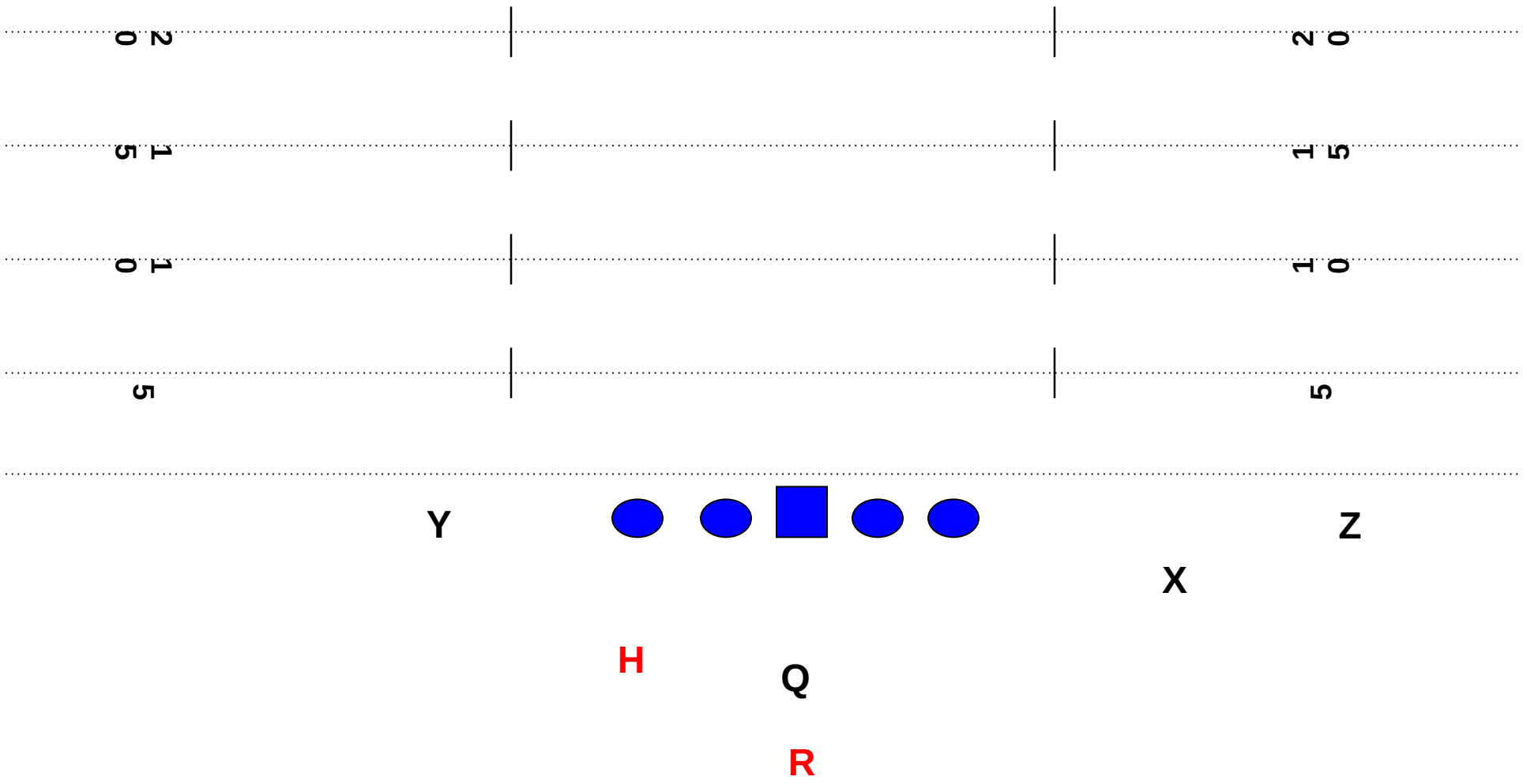
HERO “FLIP”



HALO



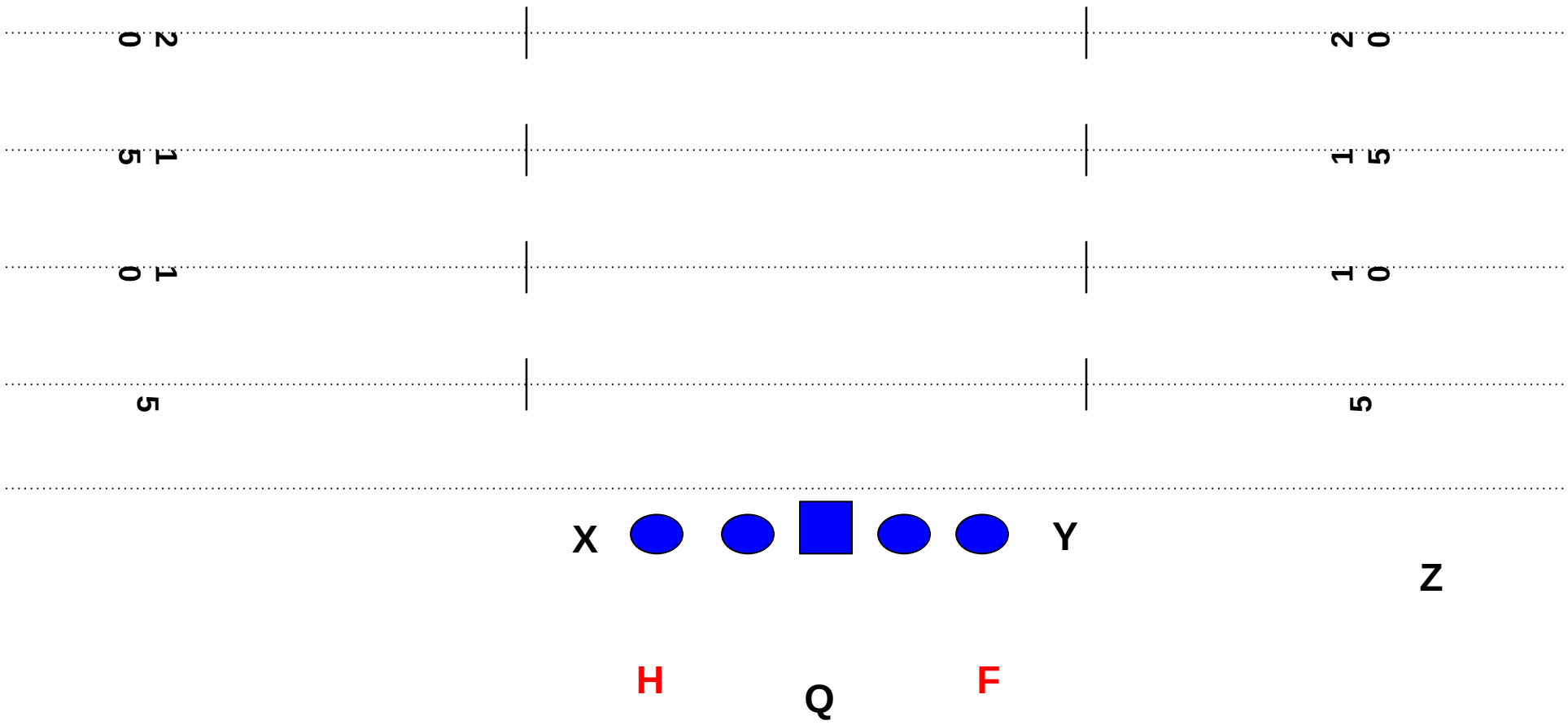
HALO “FLIP”



HAMMER

- BLUE BACKFIELD
- Two Tight Ends (22)

HAMMER

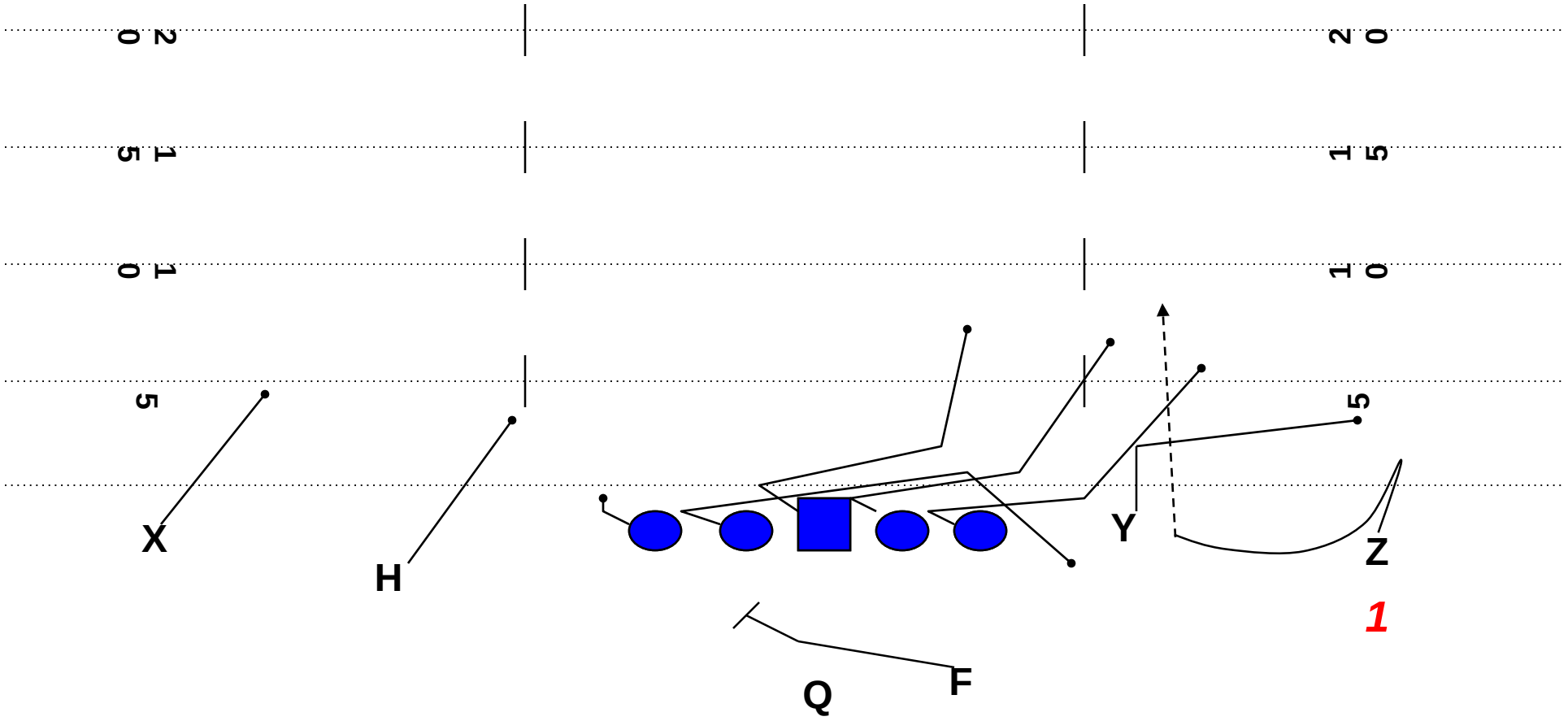


SCREENS

SCREENS

- TEXAS=Fast Screen, FLORIDA=Slow Screen
- NUMBER INDICATES RECEIVER
- *41=SCREEN RT TO Z, 52=SCREEN LT TO H*

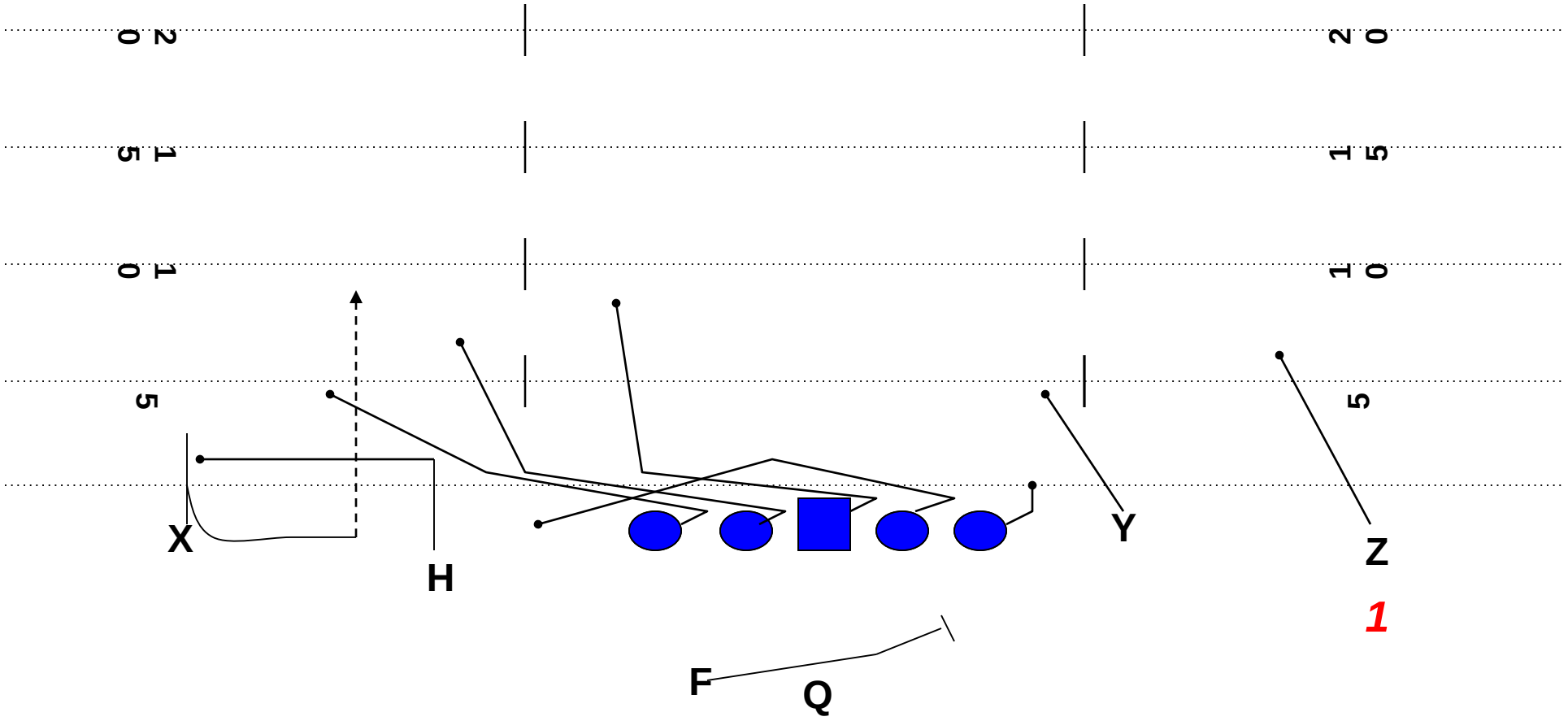
ACE 41 (TEXAS EVEN)



ACE 41

POS.	RULE
LT	Full Zone Lt
LG	Sell Zone 3 steps to Lt and then release –Peel Block
C	Sell Zone 3 steps to Lt and then release – 2nd LB in Box
RG	Sell Zone 3 steps to Lt and then release – 1st LB in Box
RT	Sell Zone 3 steps to Lt and then release – Alley defender
X	Cut-off Backside M.D.M.
Y	2 Steps up field – Block #1 or M.D.M.
Z	Solid Screen – 3 Steps up field, Retrace, Work toward QB straight down LOS, Attack the Ball, Catch & Score!
H	Cut-off Backside M.D.M
F	Fake 33 and protect edge
QB READS	*Flash Fake 25 / retreat / get feet fast and throw solid screen to Z as soon as he begins down L.O.S.*

ACE 51 (Texas ODD)



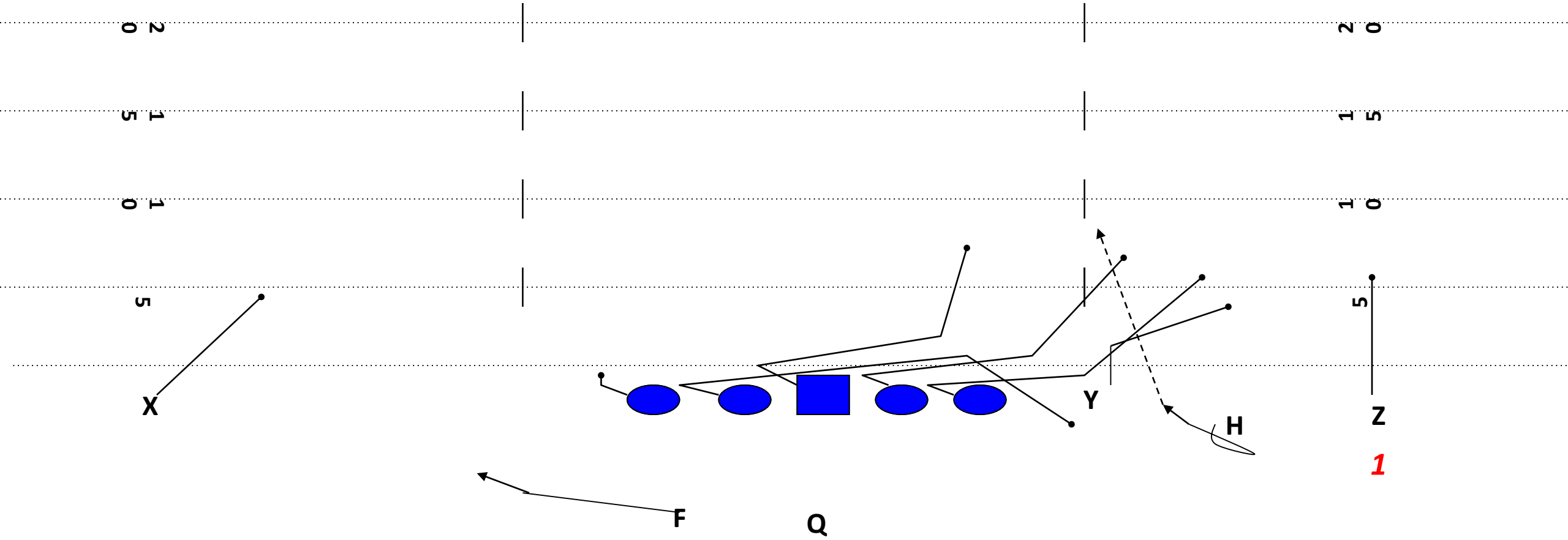
ACE 51

POS.	RULE
LT	Sell Zone 3 steps to Lt and then release – Alley defender
LG	Sell Zone 3 steps to Lt and then release – 1st LB in Box
C	Sell Zone 3 steps to Lt and then release – 2nd LB in Box
RG	Sell Zone 3 steps to Lt and then release –Peel Block
RT	Full Zone Lt
X	Solid Screen – 3 Steps up field, Retrace, Work toward QB straight down LOS, Attack the Ball, Catch & Score!
Y	Cut-off Backside M.D.M.
Z	Cut-off Backside M.D.M.
H	2 Steps up field – Block #1 or M.D.M.
F	Fake 32 and protect edge
QB READS	*Flash Fake 24/ retreat / get feet fast and throw solid screen to X as soon as he begins down L.O.S.*

ACE 42/52

POS.	RULE
LT	Denver/Dallas
LG	Denver/Dallas
C	Denver/Dallas
RG	Denver/Dallas
RT	Denver/Dallas
X	Block MOM
Y	Bubble – arc at ¾ speed and catch on run/attack and score
Z	Block #1 – Be Under Control!
H	Mirror Bubble
F	Fake Zone Lt and Protect Edge
QB READS	*Flash Fake to F and throw bubble to Y*

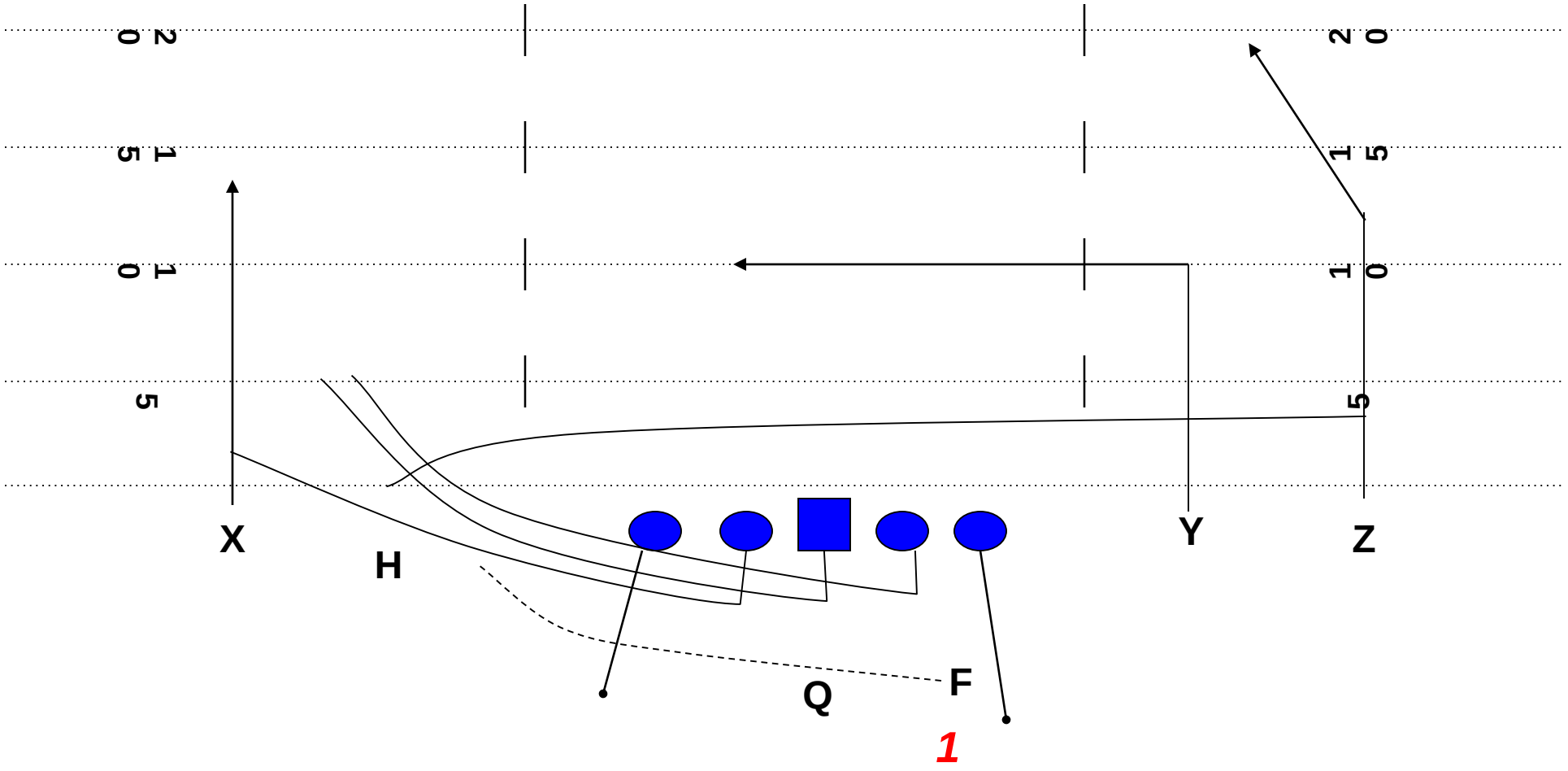
EARLY 42 (Texas Even)



EARLY 42

POS.	RULE
LT	Full Zone Lt
LG	Sell Zone 3 steps to Lt and then release –Peel Block
C	Sell Zone 3 steps to Lt and then release – 2nd LB in Box
RG	Sell Zone 3 steps to Lt and then release – 1st LB in Box
RT	Sell Zone 3 steps to Lt and then release – Alley defender
X	Cut-off Backside M.D.M.
Y	2 Steps up field – Block #2 or M.D.M.
Z	Block M.O.M.
H	Inside Solid Screen – Run bubble for 3 steps, Put foot in ground, Retrace at a downhill angle, Attack the Ball, Catch & Score!
F	Fake 33 and protect edge
QB READS	*Flash Fake 33 / retreat / get feet fast and throw solid screen to H as soon as he begins down L.O.S.*

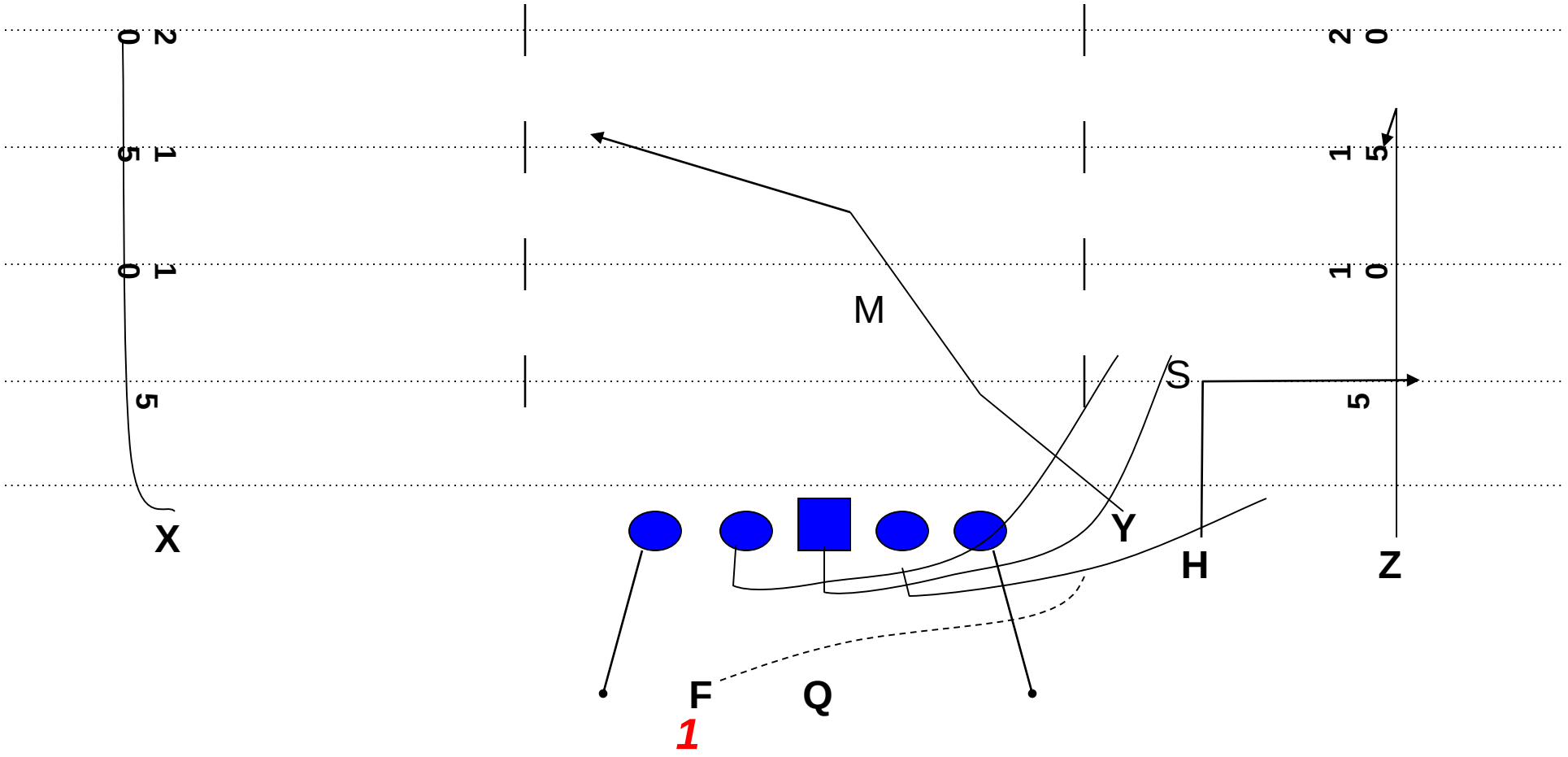
ACE 53 (Florida Odd)



ACE 53

POS.	RULE
LT	Vertical set and High wall DE
LG	90 set show hands, engage, 3 count, pull by, release Lt flat to OLB
C	90 set show hands, engage, 3 count, pull by, release Lt to MLB
RG	90 set show hands, engage, 3 count, pull by, release Lt to BSLB
RT	Vertical set and High wall DE
X	Go Outside
Y	10 Dig
Z	10 Post
H	H-Shallow
F	Slide to inside leg of playside guard at snap / check blitz / when guard leaves you leave and find throwing lane / catch and score
QB READS	*3 step drop out of gun / Go through 2 reads of route / retreat and draw rush in and throw slow screen to F*

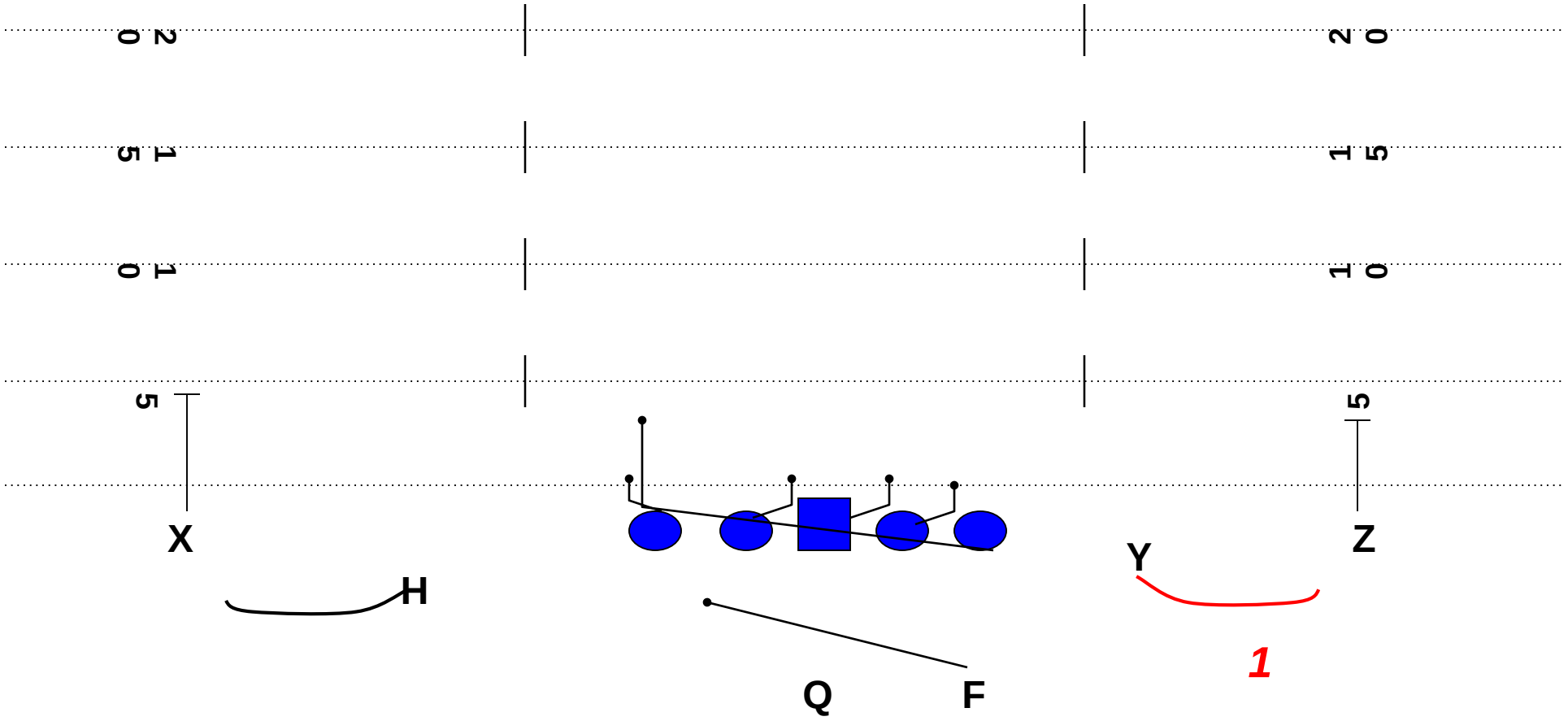
EARLY 44 (Florida Even)



EARLY 44

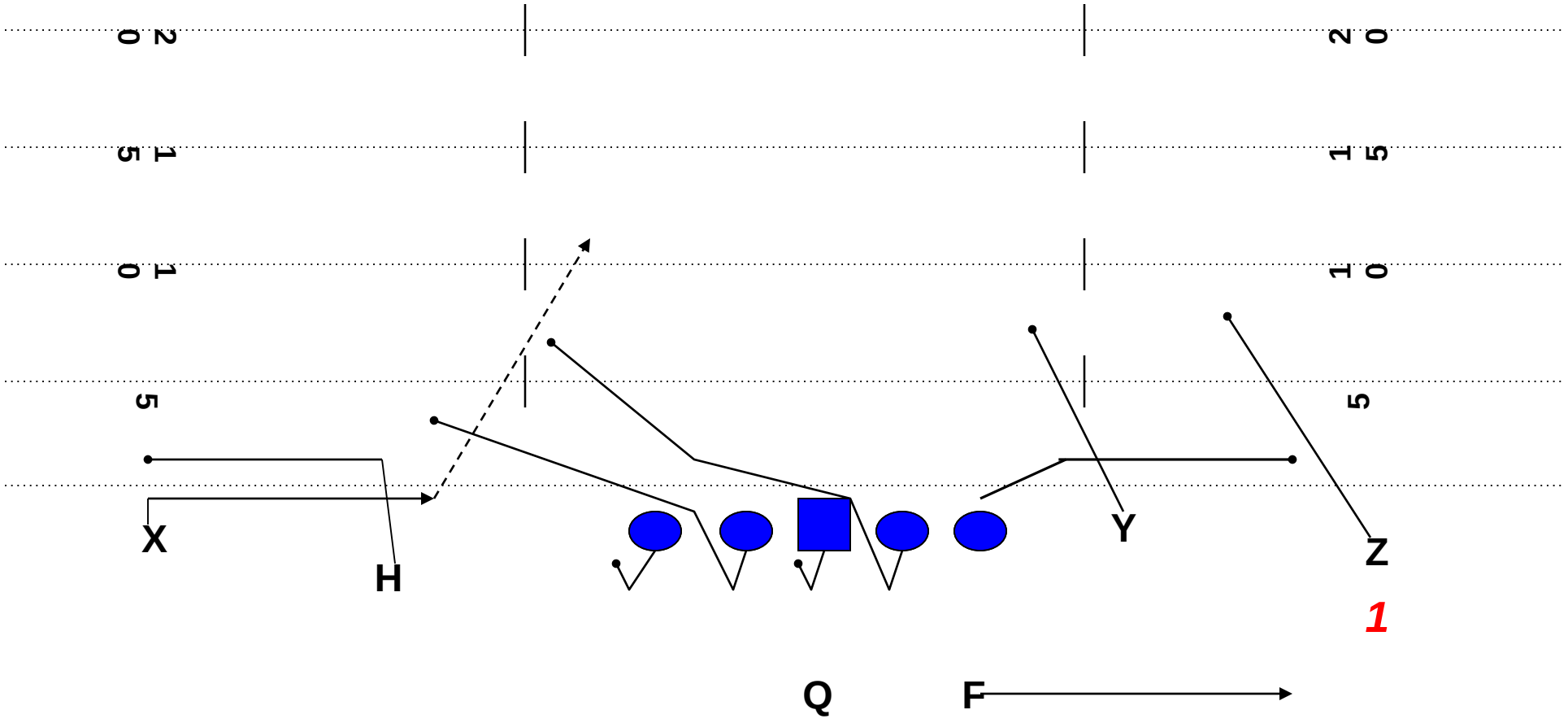
POS.	RULE
LT	Vertical set and High wall DE
LG	90 set show hands, engage, 3 count, pull by, release Rt to BSLB
C	90 set show hands, engage, 3 count, pull by, release Rt to MLB
RG	90 set show hands, engage, 3 count, pull by, release Rt flat to OLB
RT	Vertical set and High wall DE
X	Go Take 2
Y	10-17 Under Sam Over Mike
Z	17 Curl
H	5 Out
F	Slide to inside leg of playside guard at snap / check blitz / when guard leaves you leave and find throwing lane / catch and score
QB READS	*3 step drop out of gun / Go through 2 reads of route / retreat and draw rush in and throw slow screen to F*

ACE 42/52 (Run Call)



Can also run Ace 52 Bubble

ACE Surge RT (VEGAS EVEN)



ACE Surge RT

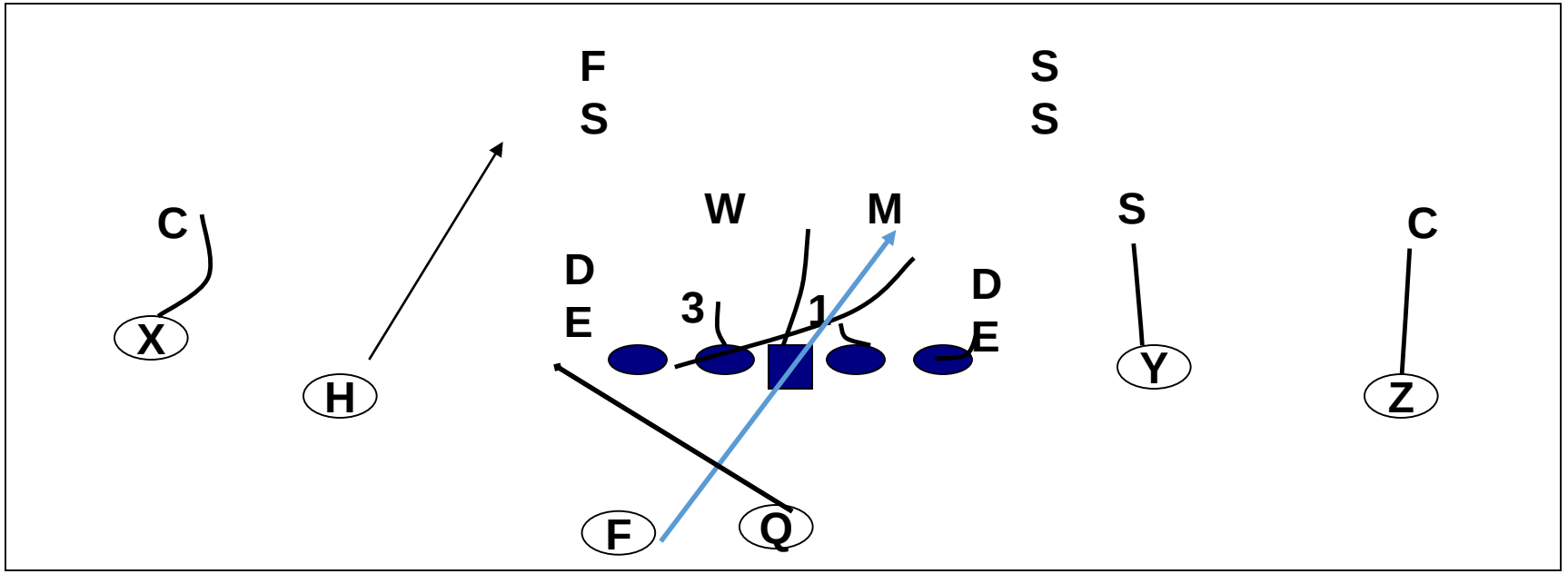
POS.	RULE
LT	90 set and high wall DE; If DE crosses face then Cut
LG	90 set and show hands flat release block Alley Defender (#2)
C	90 set and show hands block 1st D-lineman Frontside
RG	90 set and show hands flat release block 1st LB inside Box (#3)
RT	60 show hands flat release block Most Dangerous
X	Missile Screen – Jab up field 1 hard step, Come down line of scrimmage under control, Attack the ball, Catch & Score
Y	Cut-off backside M.D.M.
Z	Cut-off backside M.D.M.
H	2 Steps up field – Block #1 or M.D.M.
F	Swing #'s
QB READS	*Pump Fake opposite / Retreat / Get Big-Be Athletic /Throw to X as he comes down line early*

RUN GAME

20’s

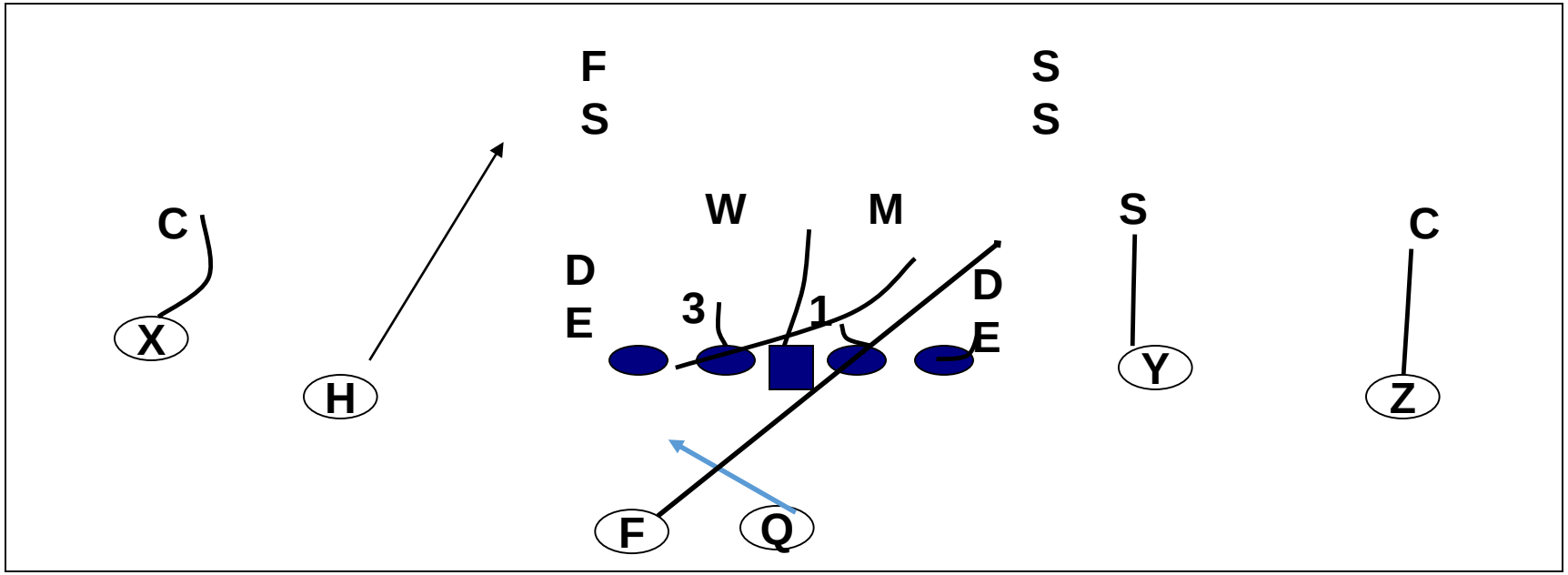
- 20’s are F-RUNS
- 2nd NUMBER INDICATES DIRECTION
- *22/23 Zone, 24/25 Dart*

Inside Zone (Atlanta)



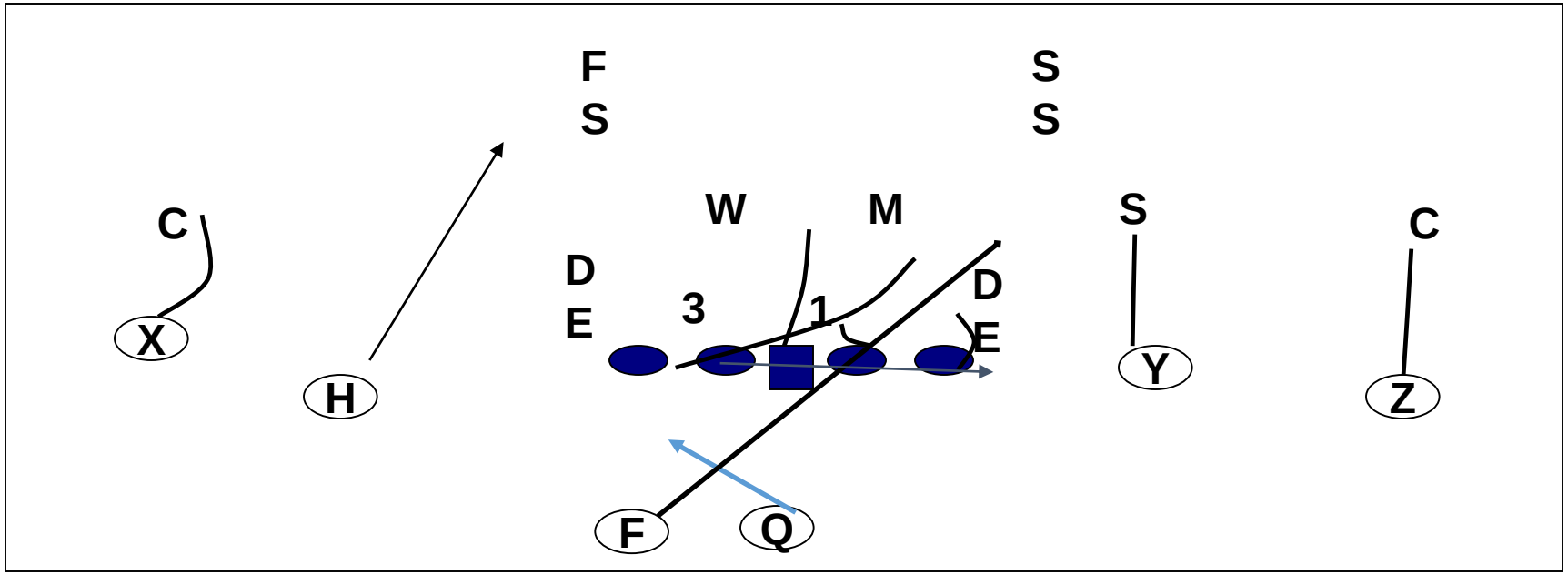
- **PST- Covered-Zone Reach/Uncovered-Gallop Step and Overtake**
- **PSG- Covered-Zone Reach/Uncovered-Gallop Step and Overtake, Climb**
- **BST- Covered-Zone Reach/Uncovered-Gallop Step and Overtake, Climb**
- **BSG- Covered-Zone Reach/Uncovered-Gallop Step and Overtake, Climb**
- **C- Covered-Zone Reach/Uncovered-Gallop Step and Overtake, Climb**
- **Z- STALK #1/Alert Screen**
- **X- STALK #1/Alert Screen**
- **Y- STALK #2/Alert Screen**
- **F- Aiming pt. Guard outside leg, Read 1st DL play side of ball**
- **H- Block MDM/Alert Screen**
- **Q- Step up with opposite leg and Read BSE/Alert Screen**

Dart (Denver)



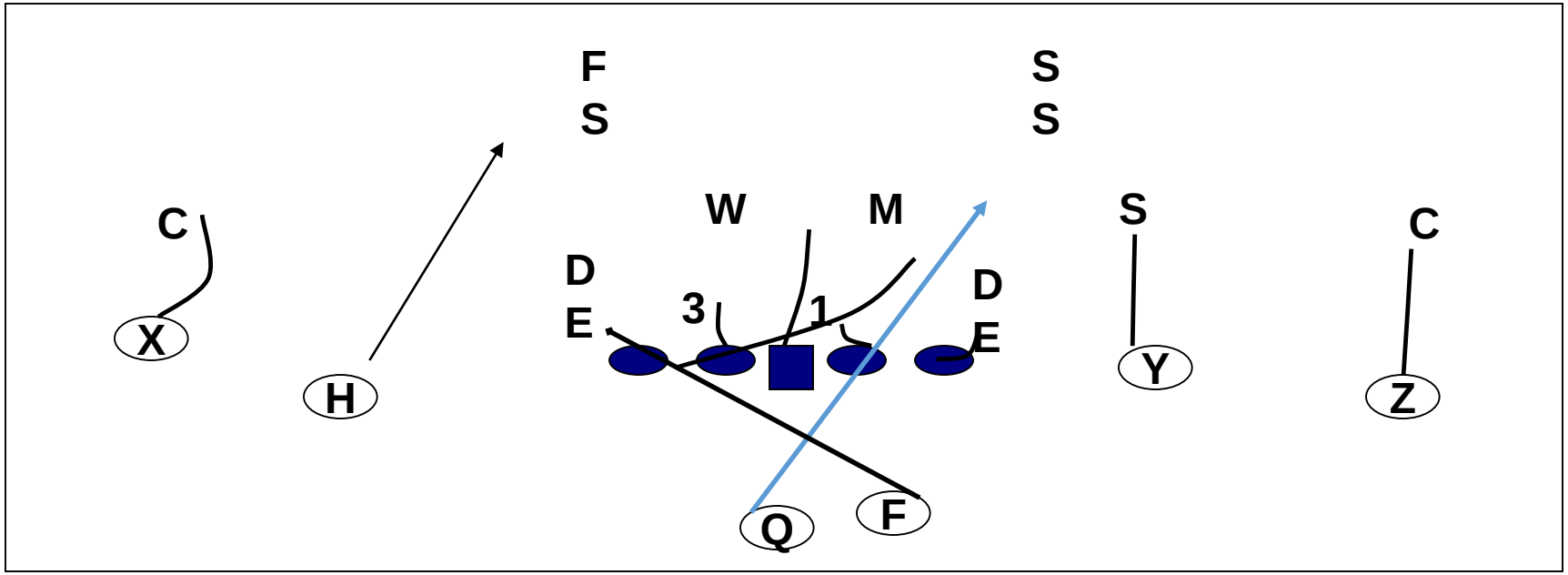
- **PST- Base DE/**
- **PSG-Base all 3's, DOUBLE all 1's**
- **BST- PULL and Lead B-GAP**
- **BSG- Base all 3's, DOUBLE all 1's**
- **C- Base all 3's, DOUBLE all 1's, if 11 work weak.**
- **Z- STALK #1/Alert Screen**
- **X- STALK #1/Alert Screen**
- **Y- STALK #2/Alert Screen**
- **F- Mesh and Find Pulling Tackle. Put foot in the Ground and hit Downhill.**
- **H- Block MDM/Alert Screen**
- **Q- STEP with Opposite Foot of F Read BSE/ALERT Screen**

Counter (Oklahoma)



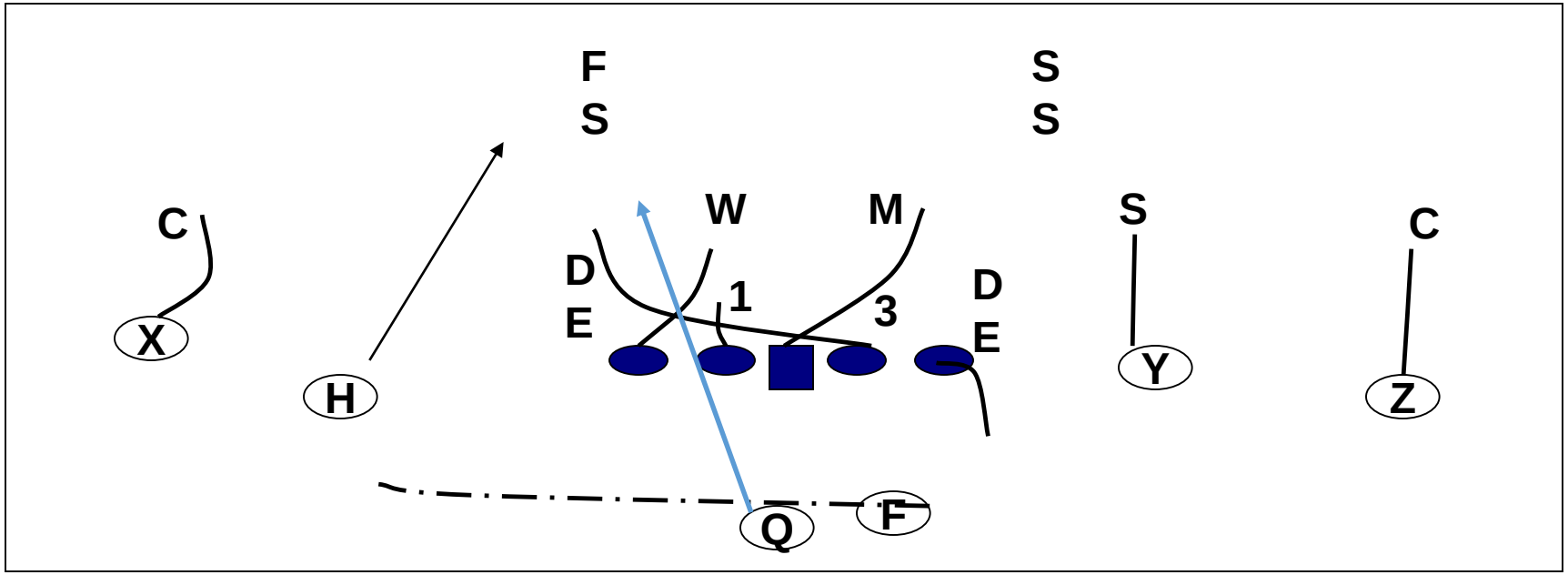
- **PST- FS B**
- **PSG-FS A**
- **BST- PULL and Lead B-GAP**
- **BSG- PULL and Kick B-Gap**
- **C- BSG A.**
- **Z- STALK #1/Alert Screen**
- **X- STALK #1/Alert Screen**
- **Y- STALK #2/Alert Screen**
- **F- Mesh and Find Pulling Tackle. Put foot in the Ground and hit Downhill.**
- **H- Block MDM/Alert Screen**
- **Q- STEP with Opposite Foot of F Read BSE/ALERT Screen**

Switch (DENVER)



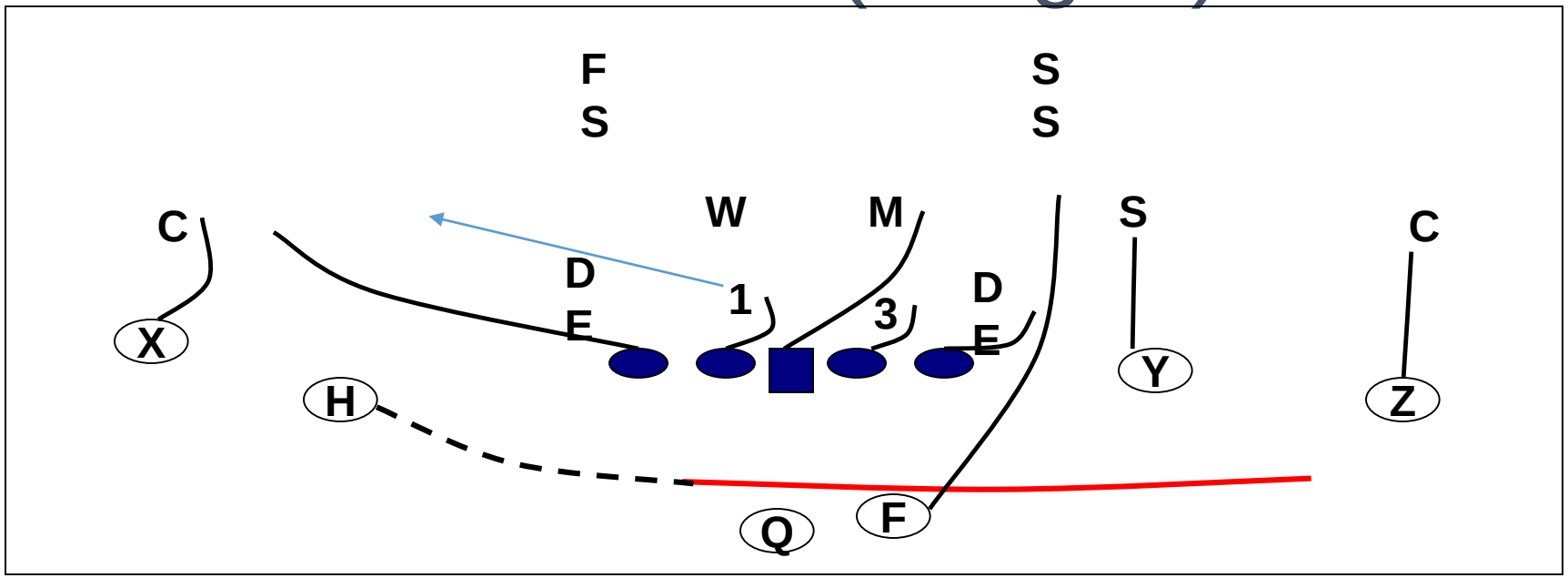
- PST- Base DE/
- PSG-Base all 3's, DOUBLE all 1's
- BST- PULL and Lead B-GAP
- BSG- Base all 3's, DOUBLE all 1's
- C- Base all 3's, DOUBLE all 1's, if 11 work weak.
- Z- STALK #1/Alert Screen
- X- STALK #1
- Y- STALK #2/Alert Screen
- F- FLASH fake and pick-up BS DE
- H- Block MDM
- Q- Ride & Read PS DE. If he closes give, if not Keep.

Power Read (Bama)



- **PST- B-GAP DOWN**
- **PSG-A-Gap Down (DEUCE)**
- **BST- Post-Hinge B-GAP**
- **BSG- Pull & Lead B-Gap**
- **C- Secure BS-A-GAP**
- **Z- STALK #1/Alert Screen**
- **X- STALK #1**
- **Y- STALK #2/Alert Screen**
- **F- Flame READ, Be Full-Speed on Snap**
- **H- Block MDM**
- **Q- Ride & Read PS DE. If he closes give, if not Keep.**

Stretch/Jet (Oregon)



- **LT- Inside Release then Flat for 5, Solid Screen**
- **LG- Block Down for 2-count then release late for ALLEY**
- **RT- REACH DE**
- **RG- CUT 3 TECHNIQUE**
- **C- PLAYSIDE A GAP**
- **Z- STALK #1**
- **X- STALK #1/Alert Screen**
- **Y- STALK #2**
- **F- SEAL PLAYSIDE BACKER**
- **H- MOTION, BE FULL SPEED ON SNAP, SPRINT TO NUMBERS**
- **Q- GIVE TO H, DON'T MAKE H SLOW DOWN**

PASSING GAME

QUICK GAME

60’s

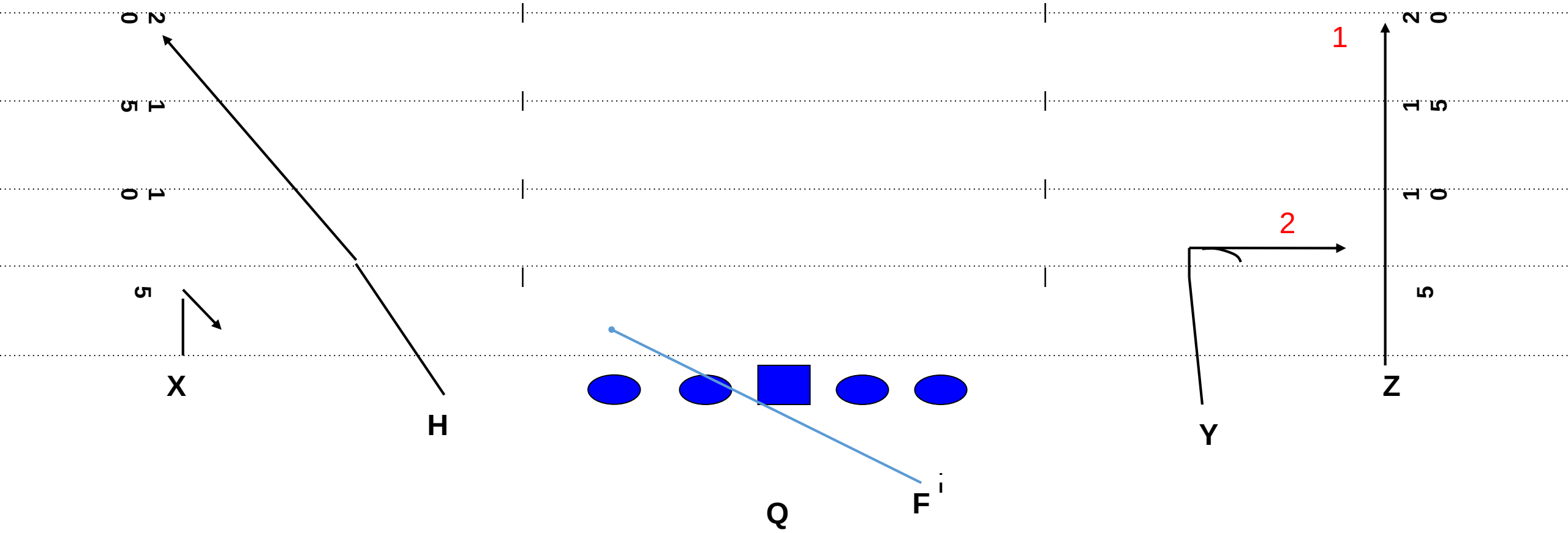
- 1-Step & Throw
- *61, 62, 66, 67, 68*
- *Signal: Fist to the Chest*
- *Verbals: Miami*

FLAT (61/62)

- Peek, Out, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)

ACE 62

Find Best Grass



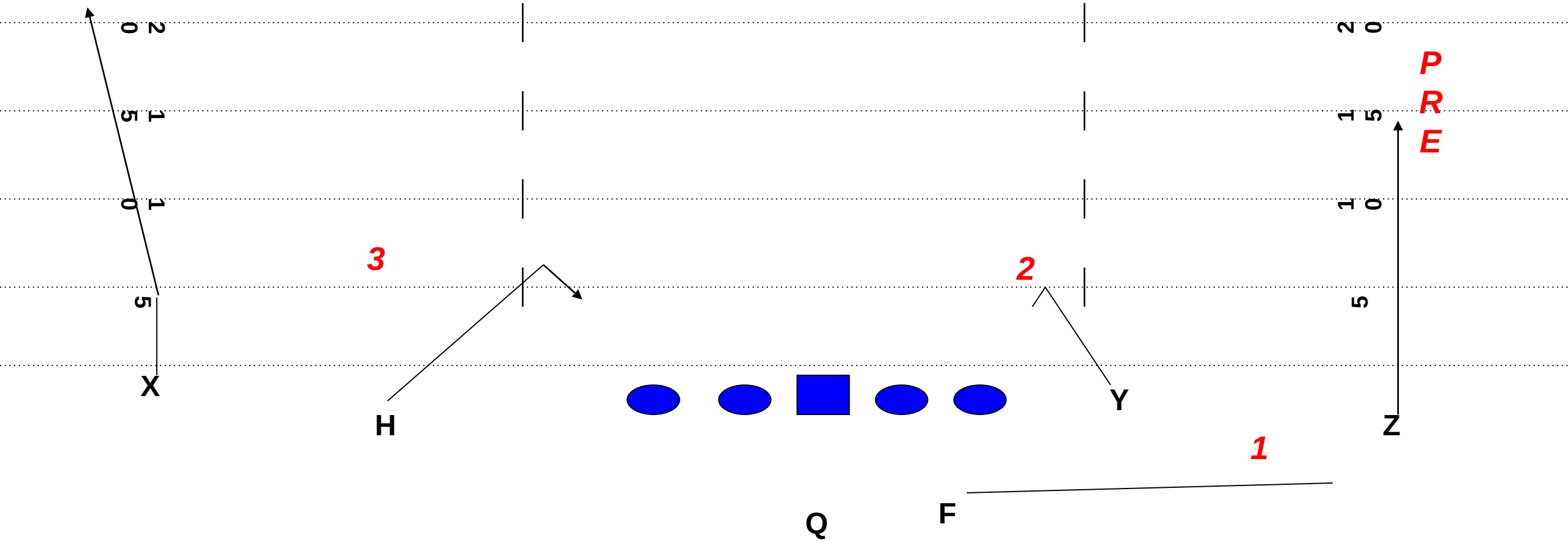
ACE 62

POS.	RULE
LT	60's
LG	60's
C	60's
RG	60's
RT	60's
X	5-In
H	Inside Sit
Y	OUT at 5 yards. Run the route off the outside pad of the hole players. Make sure to come downhill so the defender can not undercut
Z	MOR (Mandatory Outside Release) Collision the defender vs Press go win
F	Check Release (Make call opposite the Play call)
QB READS	*PRESNAP SLANTS-STREAK (MOR)-OUT-SPOT*

Stick (63/64)

- Peek, Swing, Stick, Backside Slant-Return
- 1-Step Throw.

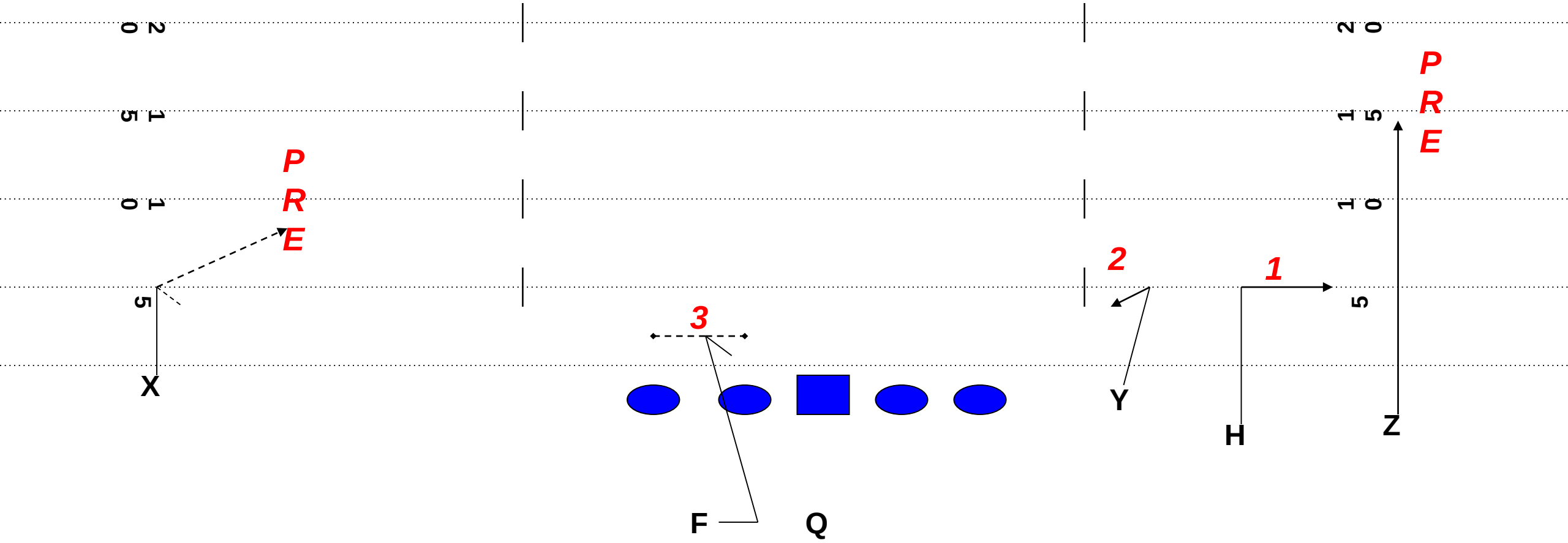
ACE 64



ACE 64

POS.	RULE
LT	60’S
LG	60’S
C	60’S
RG	60’S
RT	60’S
X	5-In
Y	4 Stick (Make Defender Wrong)
Z	Go Outside (hit defenders shoulder if he squats)
H	Inside Slant Return– Be Flat & Do not cross the center (Read Grass)
F	Free Release Swing
QB READS	Pre-snap Go if grass, Swing (F), Stick hot (Y),Check-down (H-converted slant has settled) Slants

EARLY 64



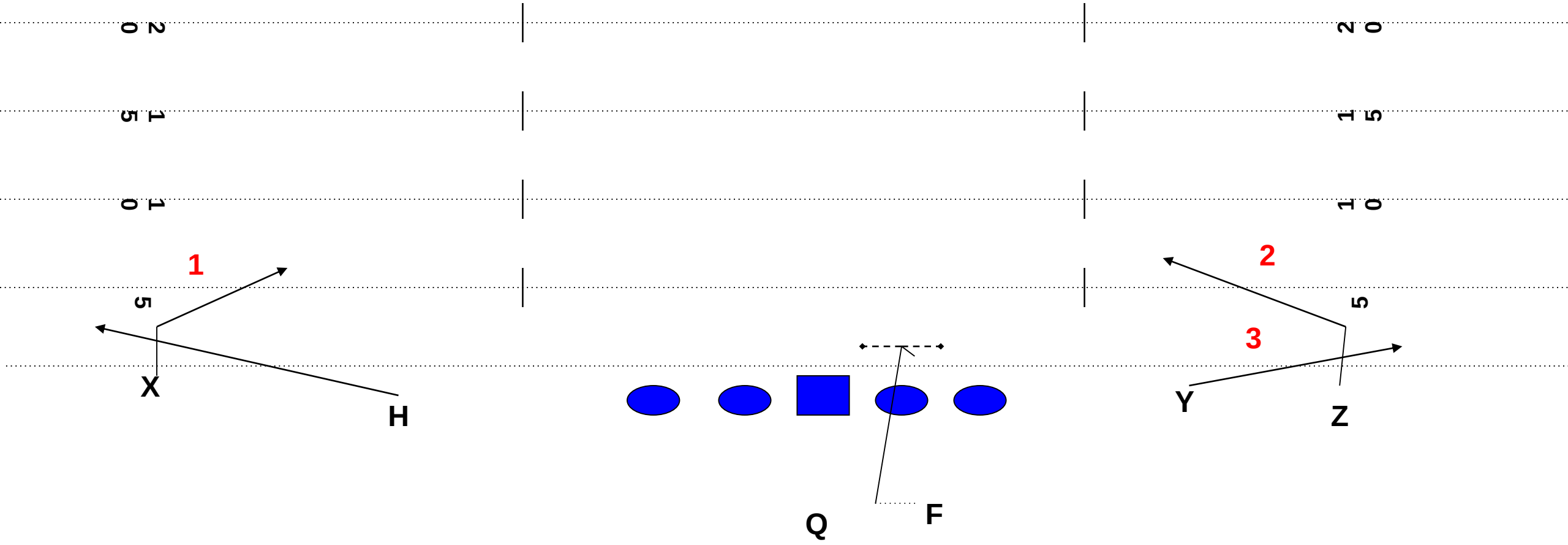
EARLY 64

POS.	RULE
LT	60's
LG	60's
C	60's
RG	60's
RT	60's
X	Read Slant
Y	4 Stick (Work at inside # of hole defender)
Z	Go Outside (hit defenders shoulder if he squats)
H	5 yard Read Out
F	1002 count then Check-Down- if man break in or out/if zone settle
QB READS	Pre-snap Go if grass, Swing (F), Stick hot (Y),Check-down (H-converted slant has settled) Slants

Slant (65)

- Slant, Slant, Shoot
- 2nd Number tells QB which way to start
- “Lock”-call, lock onto initial slant, WR will run thru

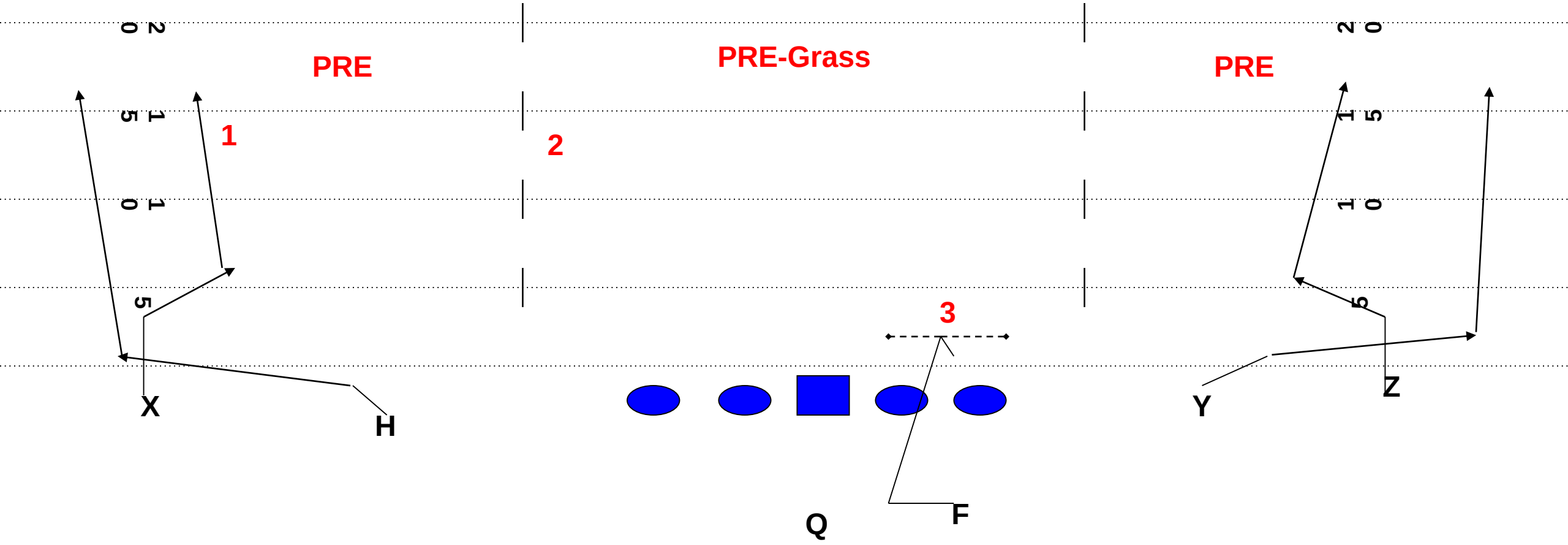
ACE 65



ACE 65

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	**Foot fire slant. Stem to inside pad of CB. Typewriter feet to 3 yards. Stick and be flat.**
H	**Shoot to 3 Convert to Wheel**
Y	**Shoot to 3 Convert to Wheel**
Z	**Foot fire slant. Stem to inside pad of CB. Typewriter feet to 3 yards. Stick and be flat.**
F	**1002 count then Check-Down- if man break in or out/if zone settle**
QB READS	***Slant –Slant-Shoot***

ACE 65 “Sluggo”



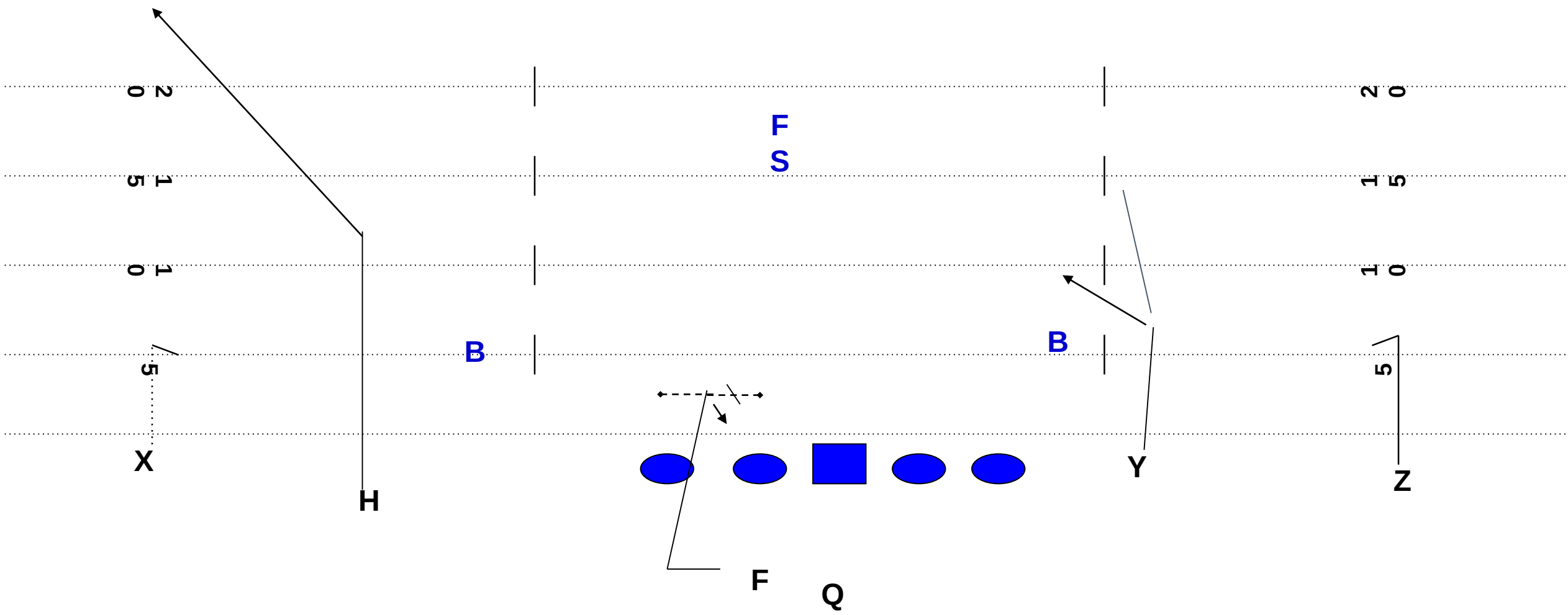
ACE 65 Sluggo

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	Foot fire slant. Sell slant beat defender on best release.
H	Shoot to 3 Convert to Wheel
Y	Shoot to 3 Convert to Wheel
Z	Foot fire slant. Sell slant beat defender on best release.
F	1002 count then Check-Down- if man break in or out/if zone settle
QB READS	*Sluggo-Sluggo-Wheel*

HITCH (66/67)

- Hitch, OS Seam Read, BS
- 1-Step Throw. Read Best Grass/Match-up

ACE 66



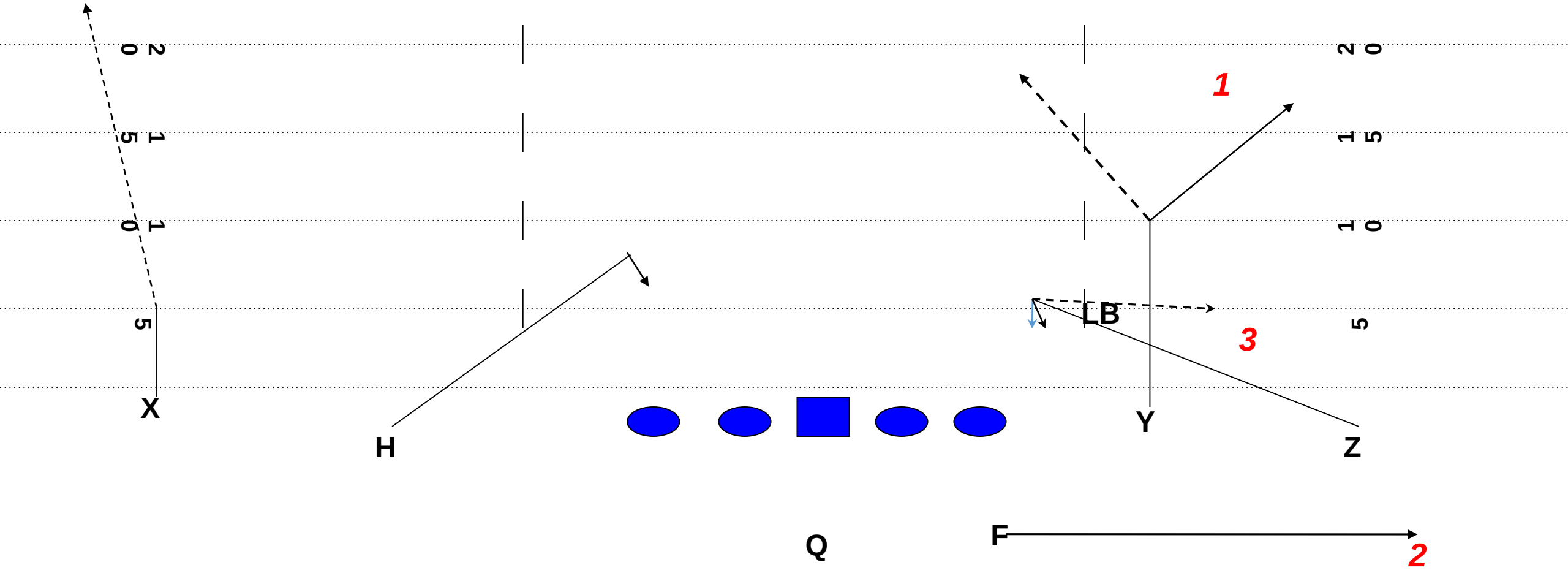
ACE 66

POS.	RULE
LT	60's
LG	60's
C	60's
RG	60's
RT	60's
X	Outside Hitch @ 5
H	Outside Smash
Y	Outside Seam Read
Z	Outside Hitch @ 5
F	Opposite Call. Check Down
QB READS	***Best Grass-Slant –Slant-Shoot***

Corner (68/69)

- Corner, Lazy, Swing, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)

ACE 68



ACE 68

POS.	RULE
LT	60'S
LG	60'S
C	60'S
RG	60'S
RT	60'S
X	MOR
Y	10 Corner-aiming point is front pylon if outside 25 yard line and back pylon if inside 25 yard line (Look at QB on pre-snap for possible change to post signal – if post keep it "skinny" unless 0 cover and no safety)
Z	5 yard "Spot" route- Run to inside hip of hole player, align 7 yards from deep route runner
H	Inside Slant – Be Flat & Do not cross the center (Read Grass)
F	Free Release (align wide) – Swing #'s – head swivel to look for early throw
QB READS	*Corner or Post (Y), Swing (F), Spot (Z), slant hot(H)*

DROP BACK GAME

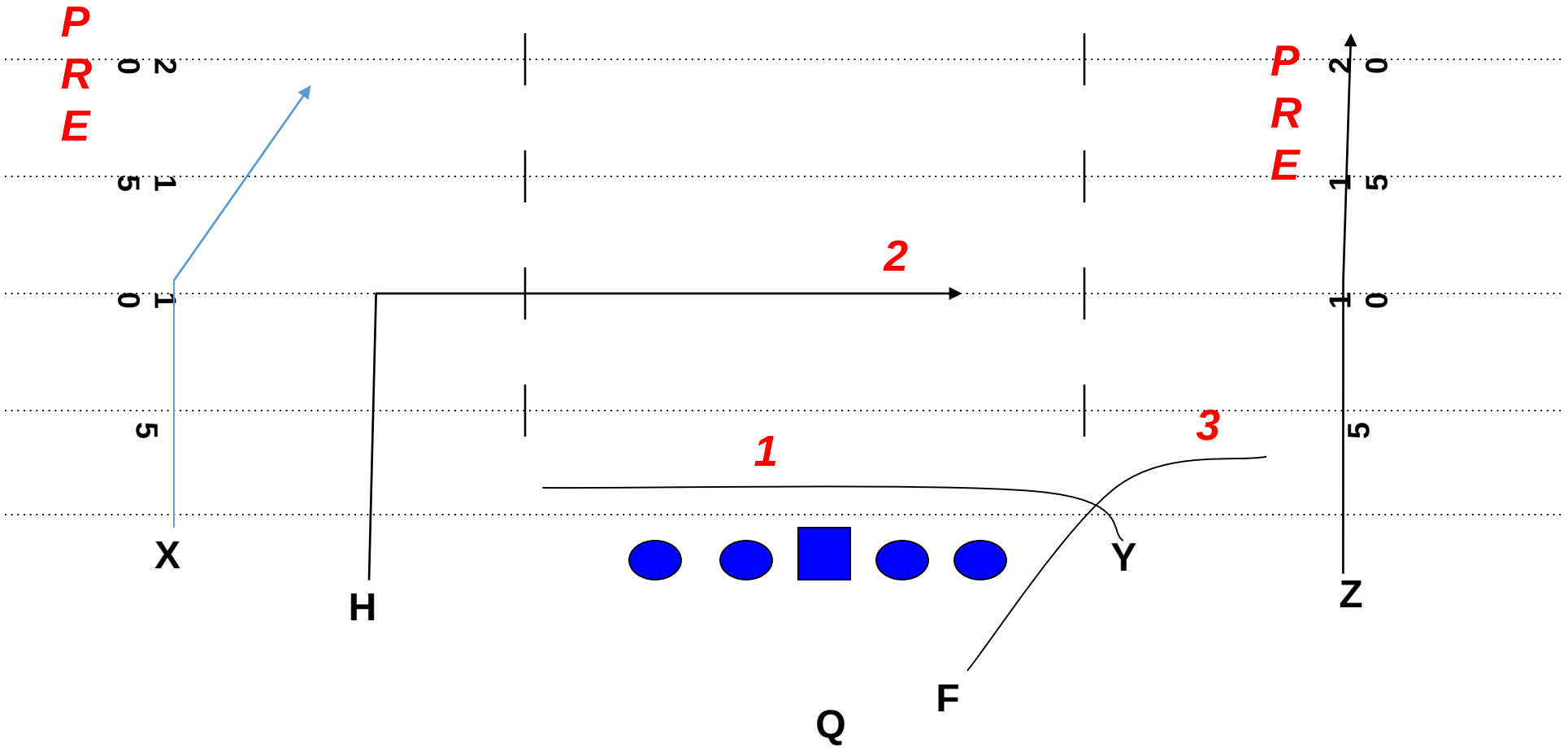
90’s

- 3-Step & Throw
- *90, 91, 92, 94, 95, 96, 99*
- *Signal: Top of the Head*
- *Verbals:*

SHALLOW (90)

- Peek, Shallow, Dig, Post, F
- Can Shallow any receiver. F can give a “Ball” Call
- 3 x 1 “Trail”

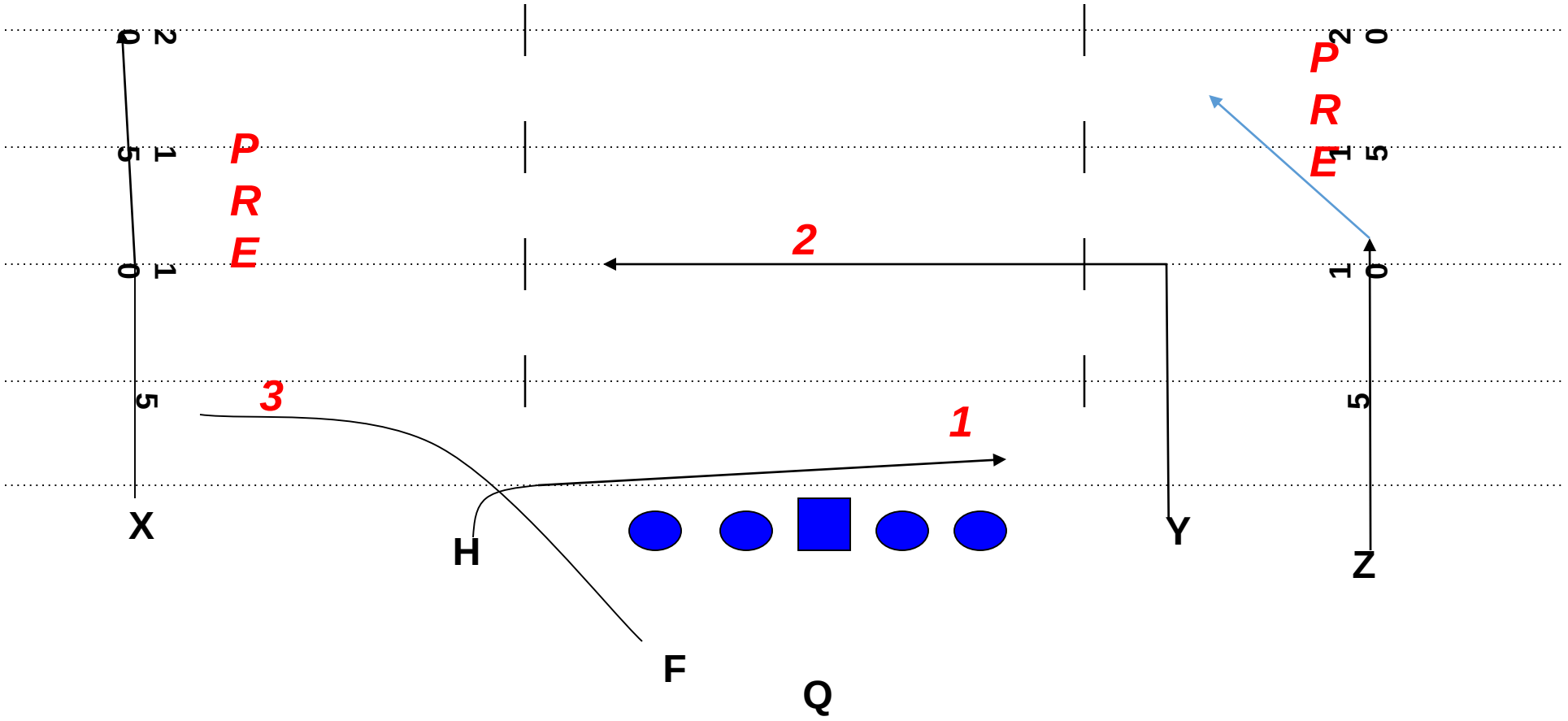
ACE 90 Y-SHALLOW



ACE 90 Y-SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	10-Post
Y	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep-catch and sprint to numbers gaining ground as you run/ peek
Z	Go Outside
H	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender")
F	Check Protection - 3 Shoot #'s -head swivel after clearing D-end and look for ball
QB READS	*Shallow (Y), Dig (H), Shoot (F), Pre-snap Post (X) and Go (Z) if "0" cover or grass- Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left* ,etc.

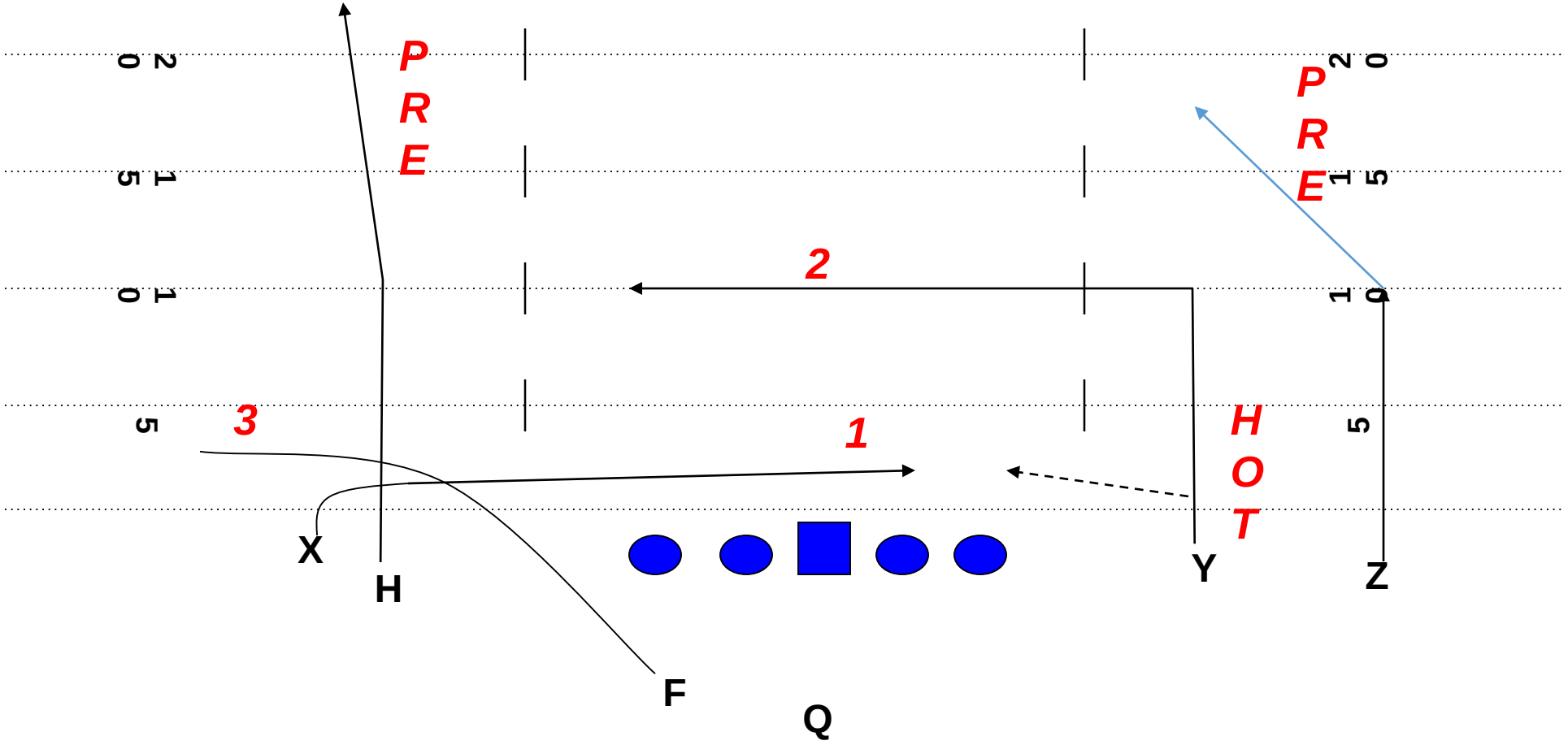
ACE 90 H-SHALLOW



ACE 90 H-SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	Go Outside
Y	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender")
Z	10 Post
H	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep- catch and sprint to numbers gaining ground as you run/ peek
F	Check Protection - 3 Shoot #'s -head swivel after clearing D-end and look for ball
QB READS	*Shallow (H), Dig (Y), Shoot (F), Pre-snap Post (Z) and Go (X) if "0" cover or grass- Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left* ,etc.

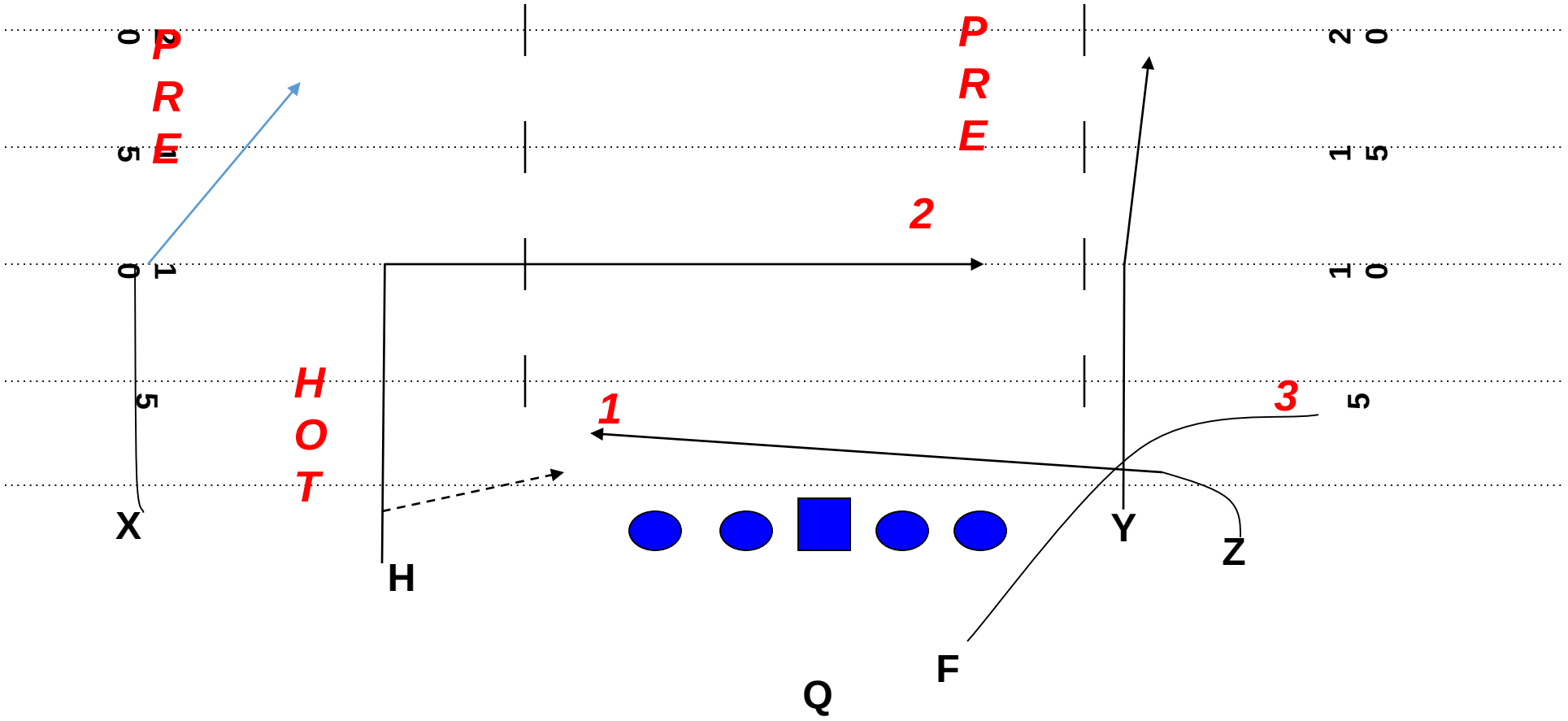
ACE 90 X SHALLOW



ACE 90 X SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep- catch and sprint to numbers gaining ground as you run/ peek
Y	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender") – Check Hot on release
Z	10-Post
H	Go Vertical
F	3 Shoot #'s -head swivel after clearing D-end and look for ball
QB READS	Hot (Y), Shallow (X), Dig (Y), Shoot (F), Pre-snap Post (Z) and Go (H) if "0" cover or grass- Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left ,etc.

ACE 90 Z SHALLOW



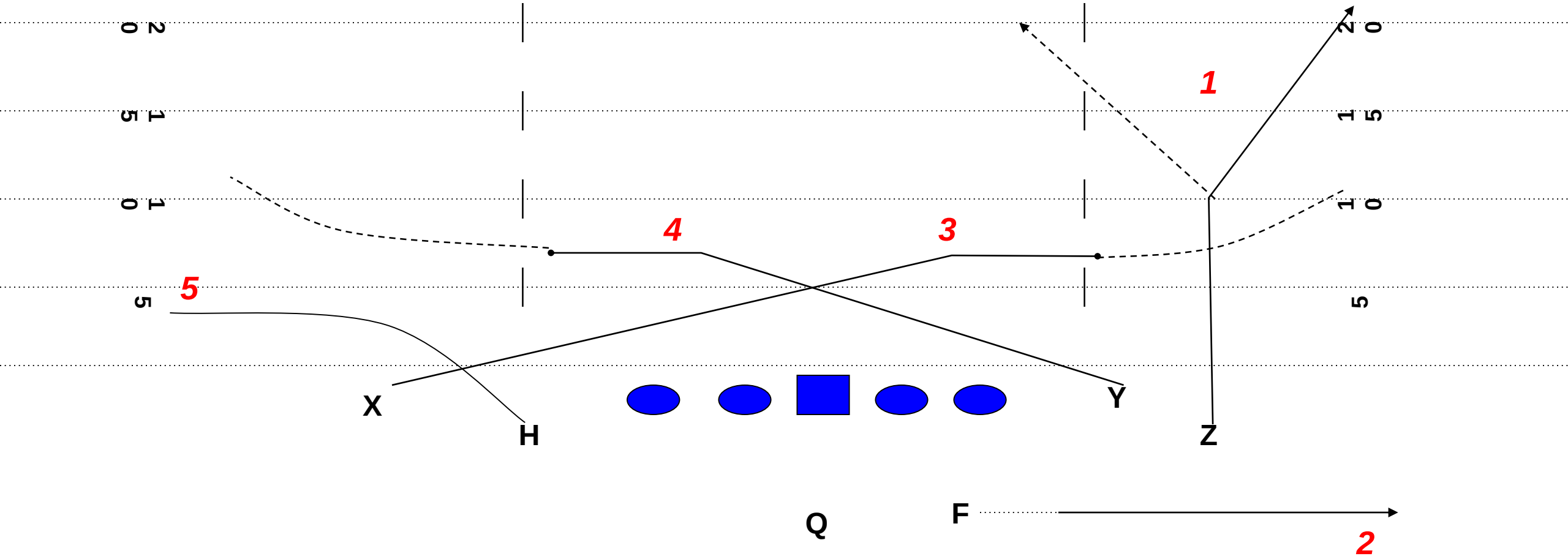
ACE 90 Z SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	10-Post
Y	10 Post
Z	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep- catch and sprint to numbers gaining ground as you run/ peek
H	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender") – Check Hot on release
F	3 Shoot #'s -head swivel after clearing D-end and look for ball
QB READS	*Hot (H), Shallow (Z), Dig (H), Shoot (F), Pre-snap Post (X) and Go (Z) if "0" cover or grass-* Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left ,etc.

MESH (92)

- High-Swing-Frontside/Backside Mesh-Shoot
- Mesh: Always set from RT @ 6. Settle vs. Zone, Climb vs. Man.
- 92 Left

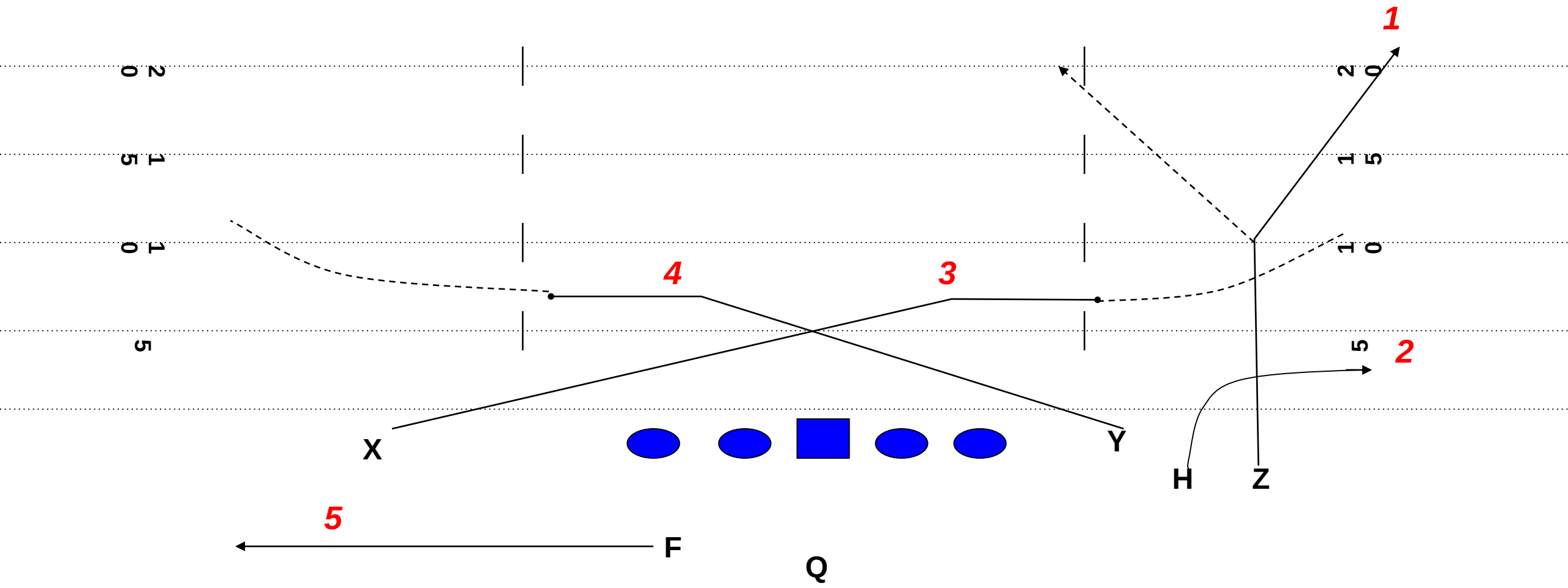
ACE 92



ACE 92

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	5 Mesh Under – Make it Tight! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) *(Peek)*
Y	6 Mesh Over – Set the Mesh! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) *(Peek)*
Z	10 Corner-aiming point is front pylon if outside 25 yard line and back pylon if inside 25 yard line (Look at QB on pre-snap for possible change to post signal – if post keep it "skinny" unless 0 cover and no safety)
H	3 Shoot #'s or Bubble (head swivel on route to check for early throw)
F	Swing #'s (head swivel on route to check for early throw)
QB READS	*(Peek Mesh Hot) Corner or signal post if more grass (Z), Play-side Mesh (X), Play-side Back (F), Backside Mesh (Y), Backside Back (H)*

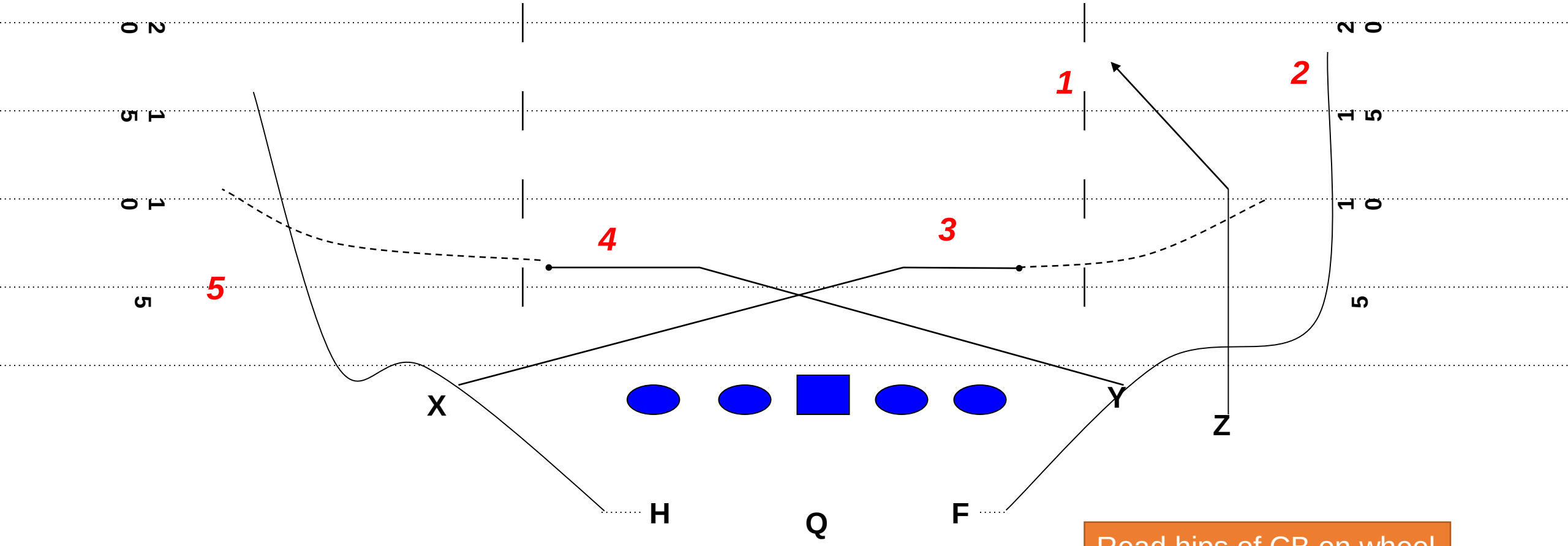
EARLY 92



EARLY 92

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	5 Mesh Under - Make it Tight! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) *(Peek)*
Y	6 Mesh Over - Set the Mesh! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) *(Peek)*
Z	10 Corner-aiming point is front pylon if outside 25 yard line and back pylon if inside 25 yard line (Look at QB on pre-snap for possible change to post signal – if post keep it "skinny" unless 0 cover and no safety)
H	3 Shoot #'s *or* Bubble (head swivel on route to check for early throw)
F	Swing #'s (head swivel on route to check for early throw)
QB READS	*(Peek Mesh Hot) Corner or signal post if more grass (Z), Play-side Mesh (X), Play-side Back (H), Backside Mesh (Y), Backside Back (F)*

BLUE 92 WHEEL



Read hips of CB on wheel tag

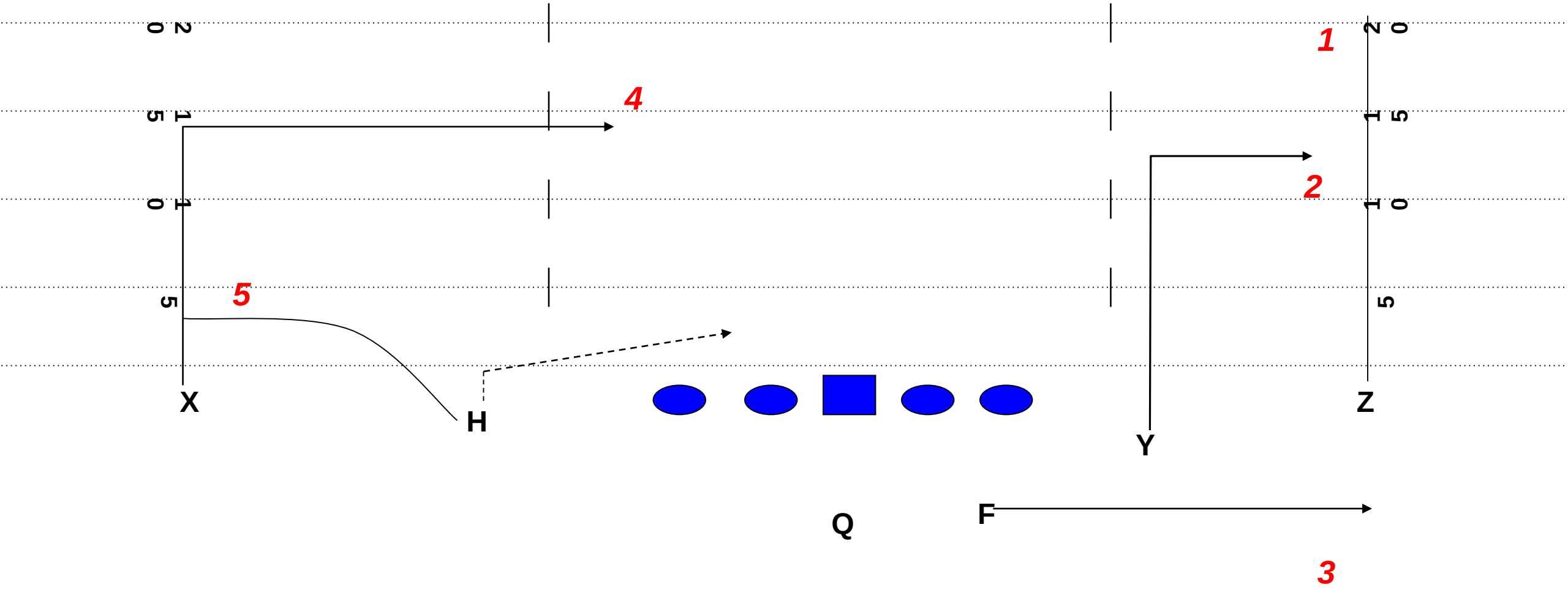
BLUE 92 WHEEL

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	Check Edge Blitz for at least 2 count) if no blitz, 5 Mesh Under (If Man continue and gain ground- if Zone settle in grass after mesh)
Y	6 Mesh Over (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) *(Peek)*
Z	(Cheat alignment In)10 Post
H	3 Shoot #'s (head swivel on route to check for early throw)
F	Cheat out and up-Free Release- run arrow at 3 yards and turn into a wheel near top of #'s
QB READS	*(Peek Mesh)* *Post* (Z), *Wheel* (F), *Playside Mesh* (X), *Backside Mesh* (Y), *Backside Back* (H)

Sail (93/94)

- Peek-Sail-Swing-Dig-Flat
- Take 2 by outside guy
- 3 X 1 H has sit or trail depending on alignment

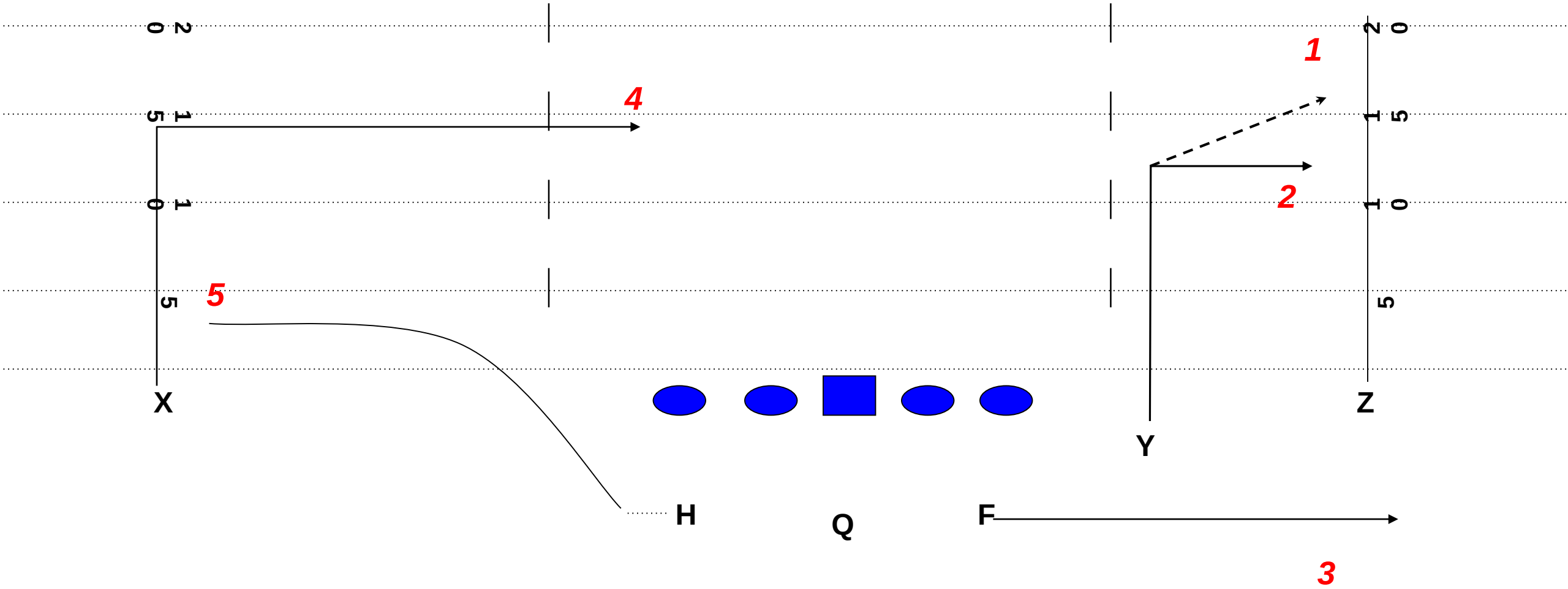
ACE 94



ACE 94

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	14 Dig(stem deep defender-if cover 2 or 4 work to stem safety)
Y	12 Out (If defender is waiting in your grass - sit down in open grass) Peek
Z	Go Take 2 (occupy 2 defenders on your deep route if you can’t win)
H	3 Shoot #’s (head swivel on route to check for early throw) hot
F	Swing #’s (head swivel on route to check for early throw)
QB READS	*Go* (Z), *Out* Peek(Y), *Swing* (F), *Dig* (X), *Shoot* hot (*H*)

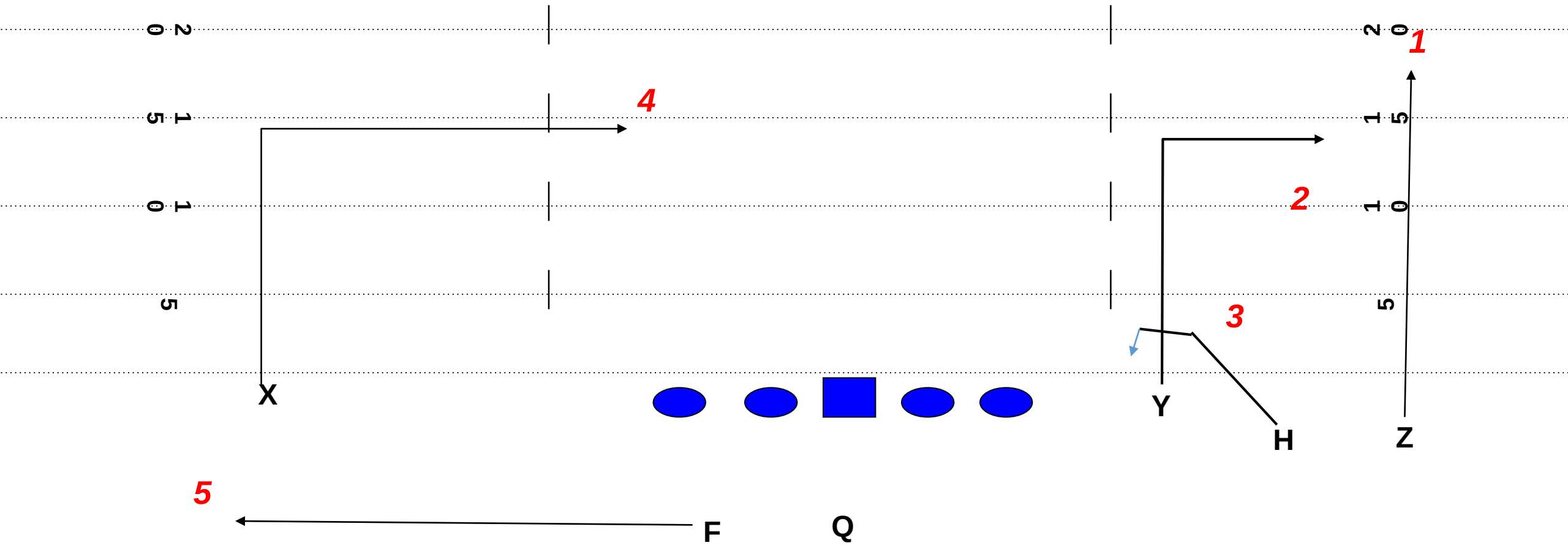
BLUE 94



BLUE 94

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	14 Dig (stem deep defender-if cover 2 or 4 work to stem safety)
Y	12 Out (If defender is waiting in your grass - sit down in open grass) Peek
Z	Go Take 2 (occupy 2 defenders on your deep route if you can’t win)
H	3 Shoot #’s (head swivel on route to check for early throw)
F	Swing #’s (head swivel on route to check for early throw)
QB READS	*Go* (Z), *Out* (Y), *Swing* Peek (F), *Dig* (X), *Shoot* (H)

EARLY 94



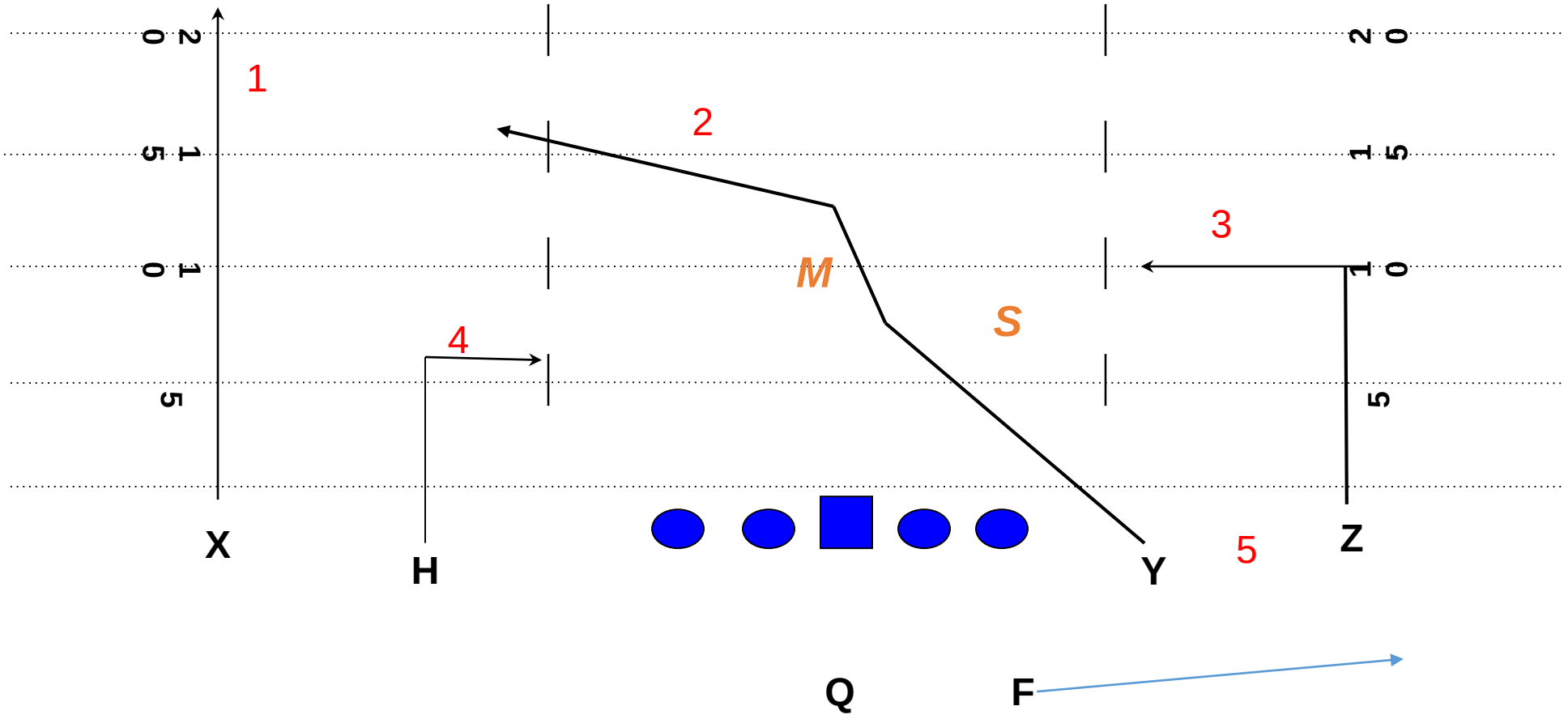
EARLY 94

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	14 Dig(stem deep defender-if cover 2 or 4 work to stem safety)
Y	12 Out (If defender is waiting in your grass - sit down in open grass)
Z	Go Take 2 (occupy 2 defenders on your deep route if you can’t win)
H	Lazy Slant-Sit @ 5 Work off of ILB
F	Swing #’s (head swivel on route to check for early throw)
QB READS	Go (Z), Out Peek(Y), Lazy hot(H), Dig (X), Swing (F)

Cross (95)

- Go-Cross-Dig-Option-Flat
- Y-Under SAM over MIKE attack 22-yards.
- 3-Step Throw. Once Y-Stacks Mike he is open.

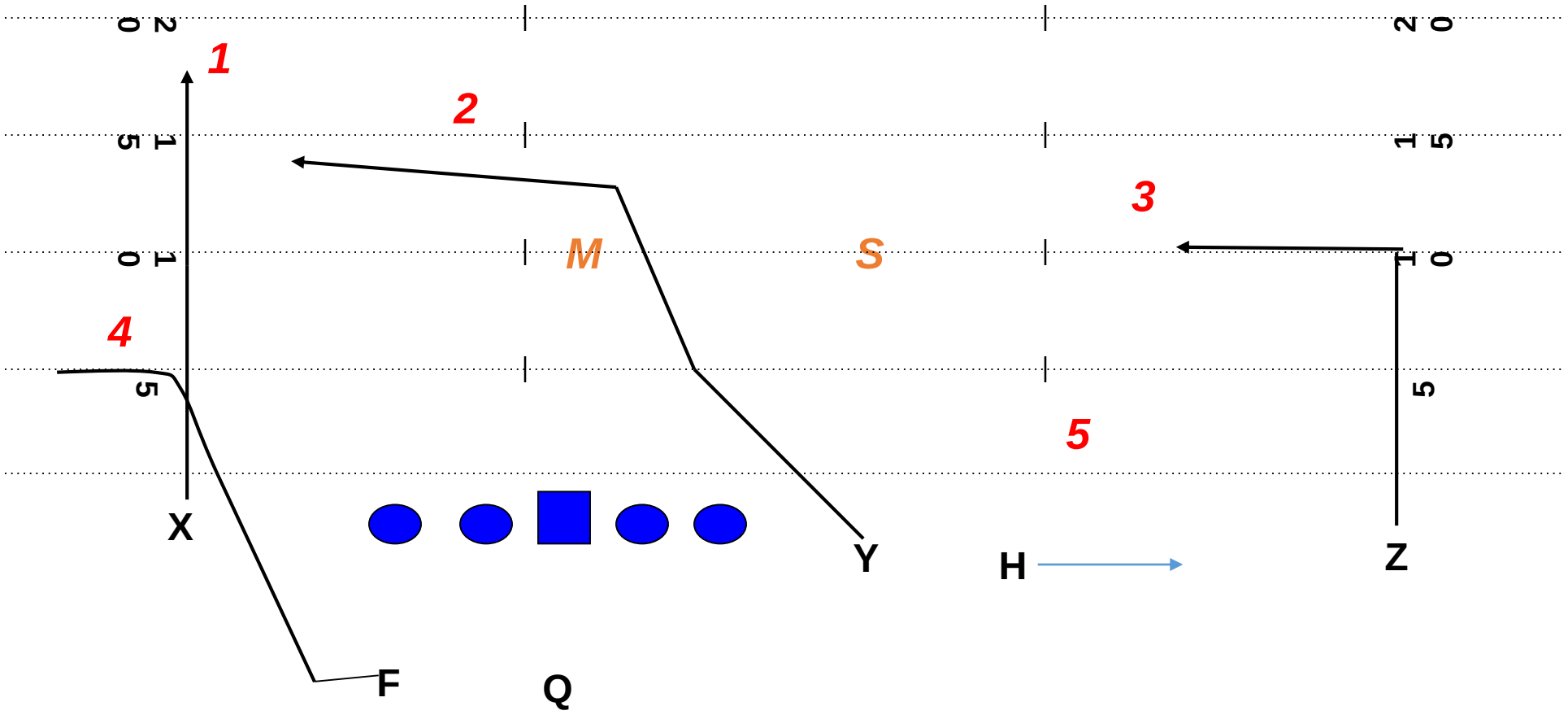
ACE 95



ACE 95

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	STREAK on #’s (Work for Outside Release). Work to get back on top of defender.
H	IN at 7 yards. Run the route off the hole player.
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	10-DIG
F	Out on the left side
QB READS	*STREAK, CROSS, DIG, OPTION, FLAT*

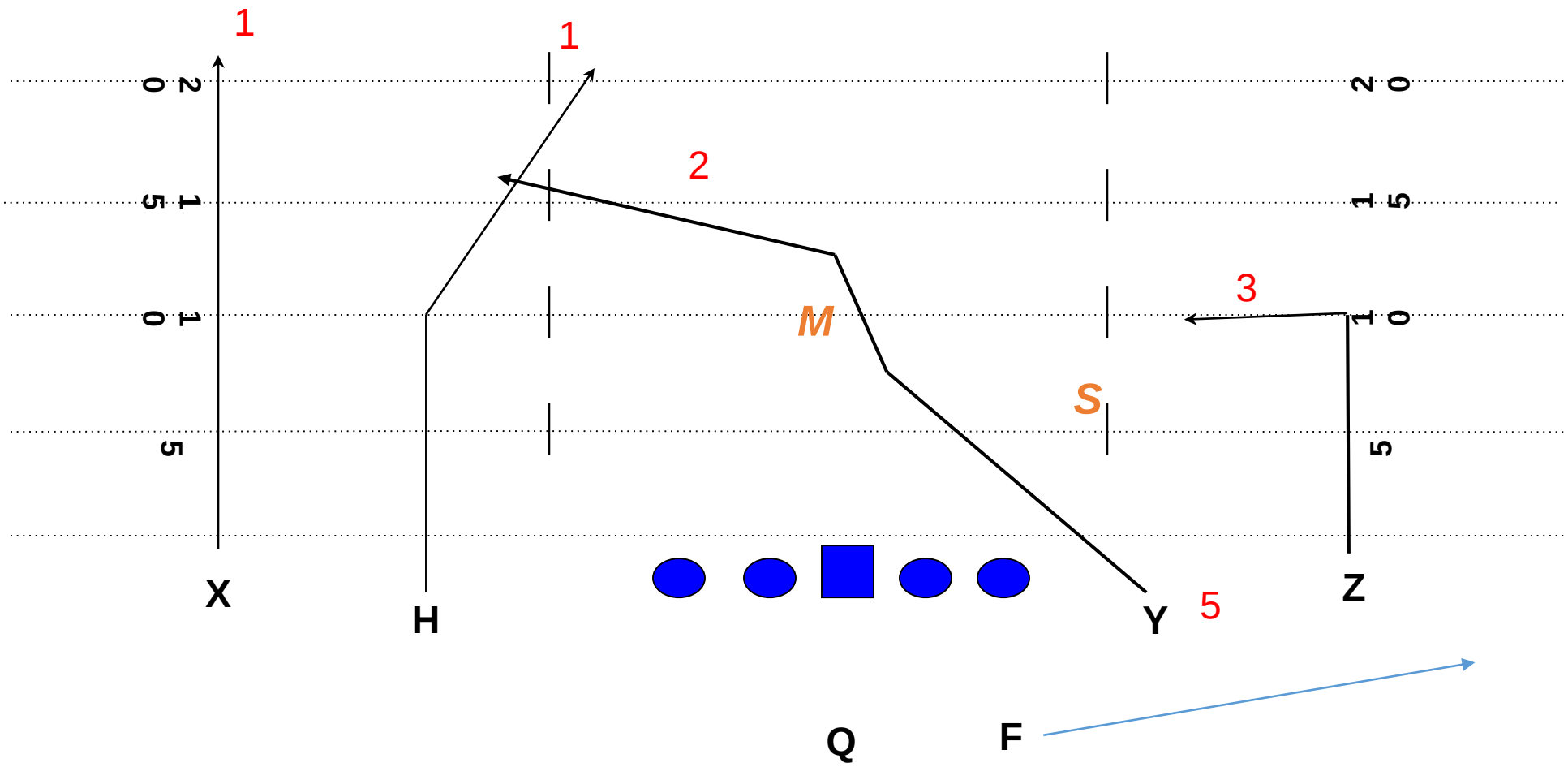
EARLY 95



EARLY 95

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	STREAK on #’s (Work for Outside Release). Work to get back on top of defender.
H	HOOK at 10 yards. Follow the Cross Route. Attack back downhill
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	10-DIG
F	Out on the left side
QB READS	*STREAK, CROSS, DIG, OPTION, FLAT*

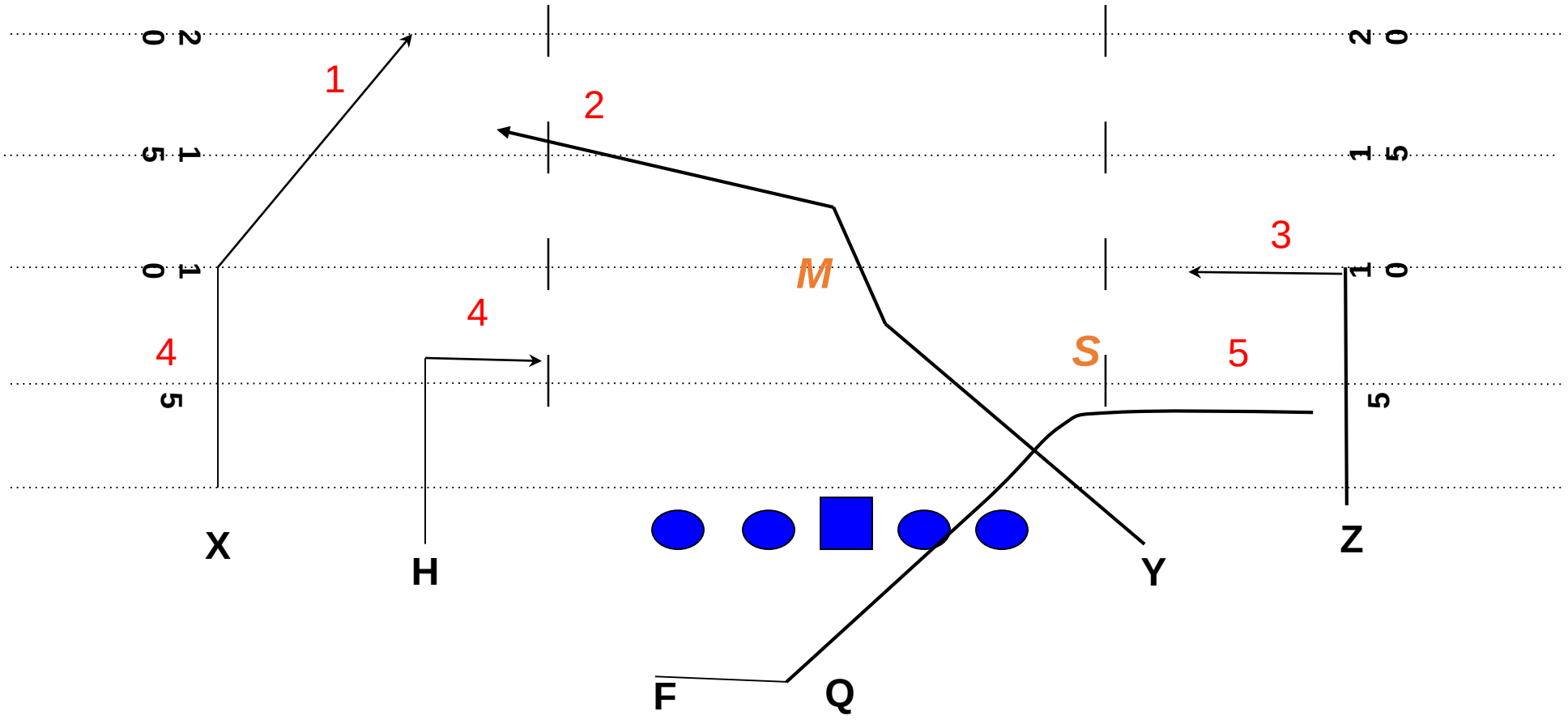
ACE 95 H-POST



ACE “CROSS H POST”

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	STREAK on #’s (Work for Outside Release). Work to get back on top of defender.
H	POST at 10 yards.
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	10-DIG
F	Out on the RTI side
QB READS	*STREAK-POST-CROSS-DIG-FLAT*

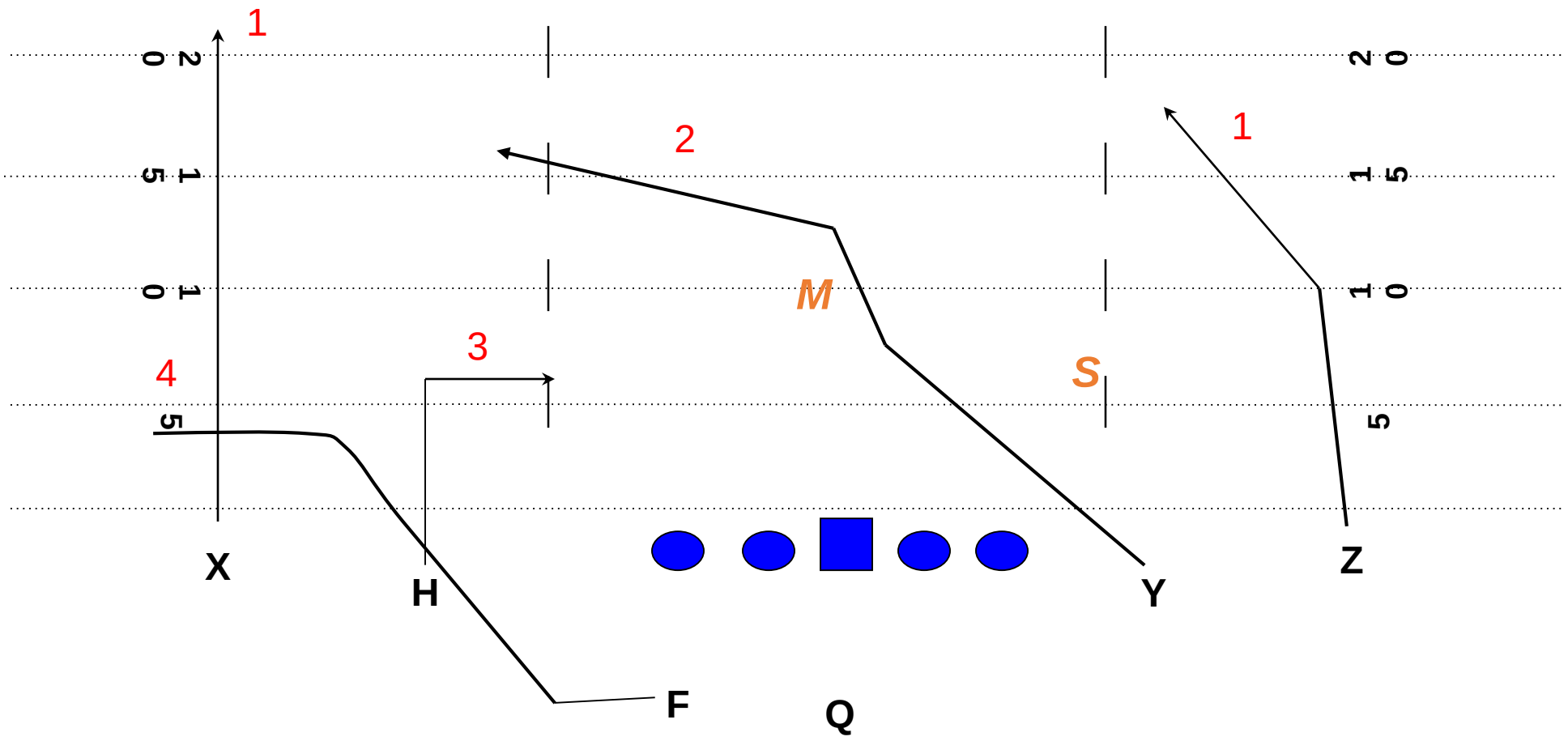
ACE 95 X-POST



ACE “CROSS X POST”

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	POST at 10 yards
H	IN at 7 yards. Run the route off the hole player.
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	10-DIG
F	Out on the Rt side
QB READS	*POST-CROSS-DIG-OPTION-FLAT*

ACE “CROSS Z POST”



ACE “CROSS Z POST”

POS.	RULE
LT	90’S
LG	90’S
C	90’S
RG	90’S
RT	90’S
X	STREAK on #’s (Work for Outside Release). Work to get back on top of defender.
H	IN at 7 yards. Run the route off the hole player.
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	POST at 10 yards
F	Out on the left side
QB READS	*POST/STREAK-CROSS-IN-OUT*

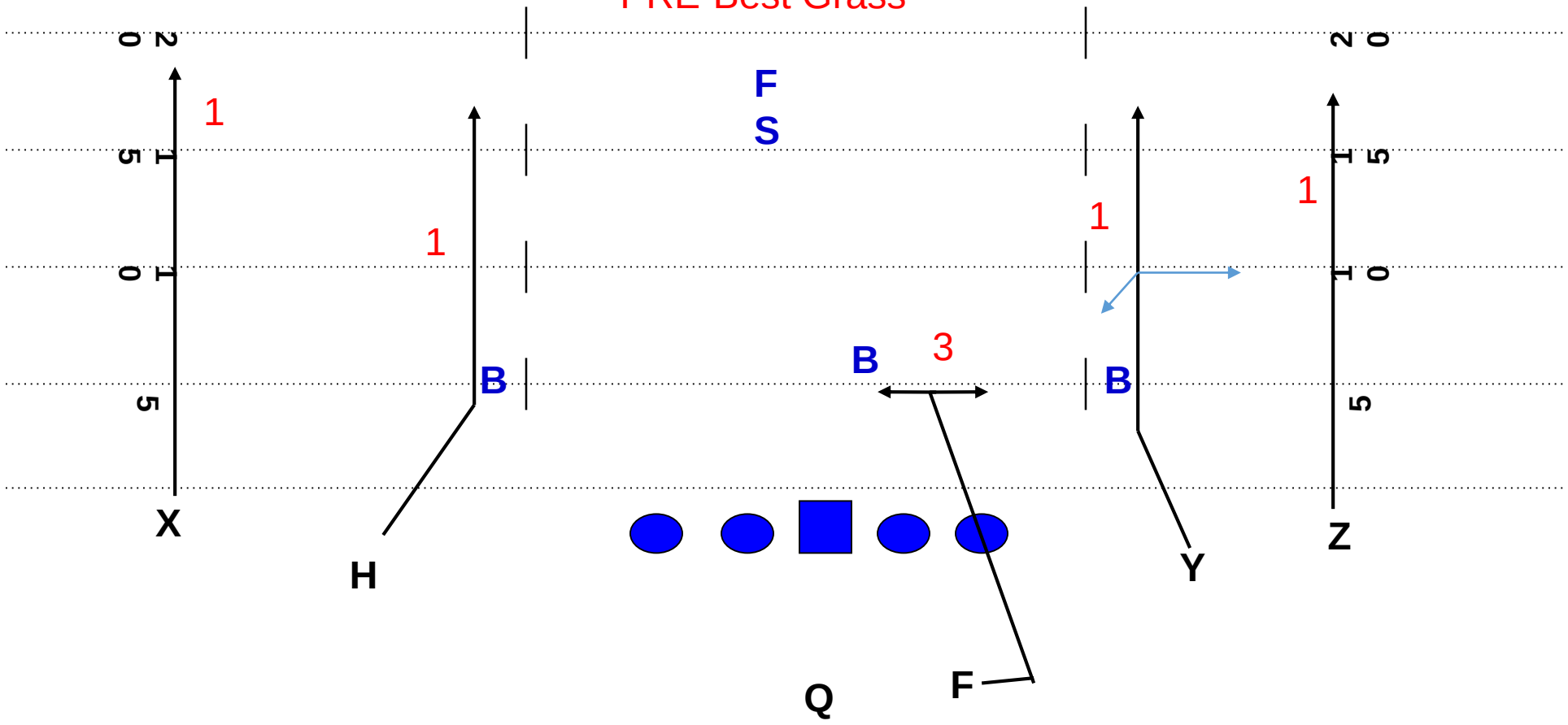
Verticals (6)

- Pre-Snap Best Grass/ Vertical-Vertical-Option
- 3-Step Throw.

ACE 6

vs. 1 High Safety

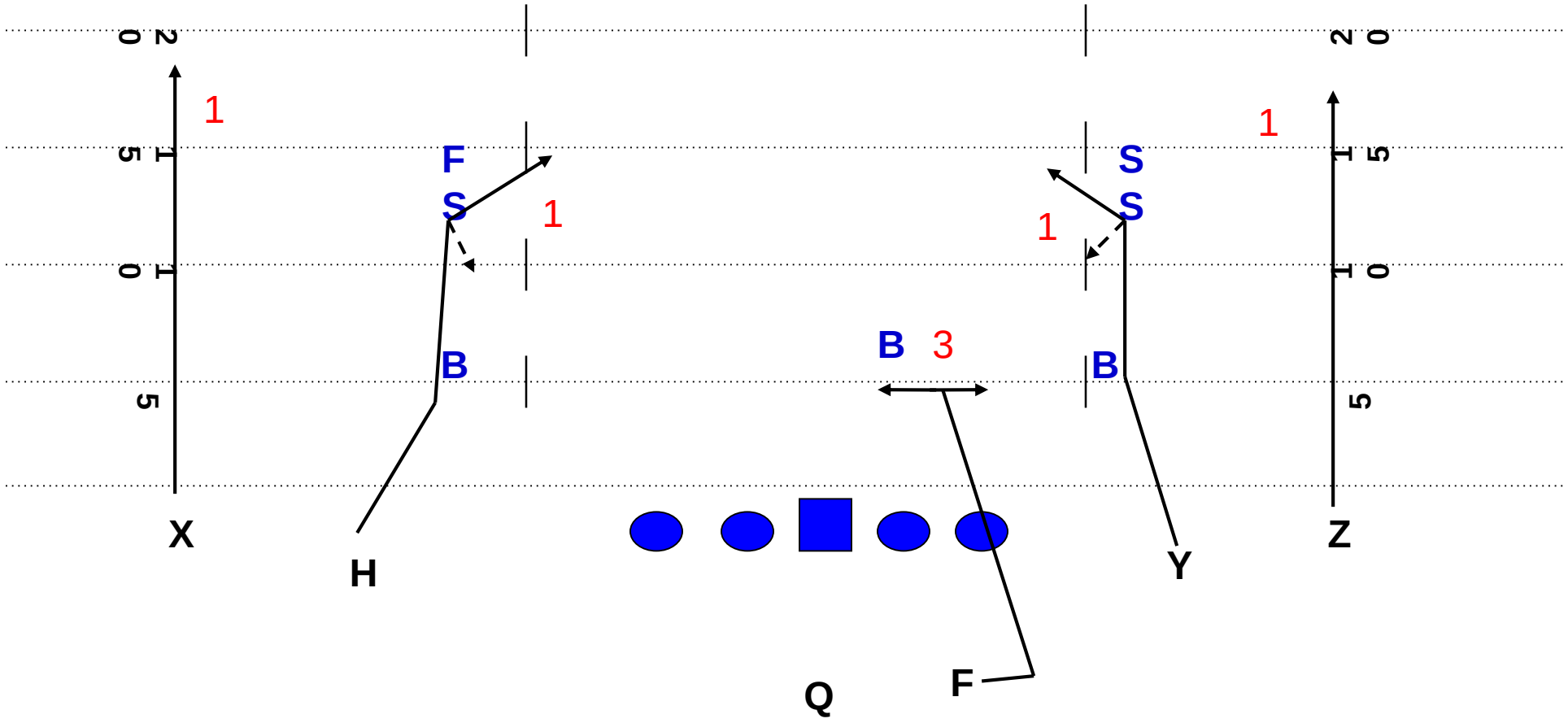
PRE-Best Grass



ACE 6

Vs 2 High Safety

PRE-Best Grass

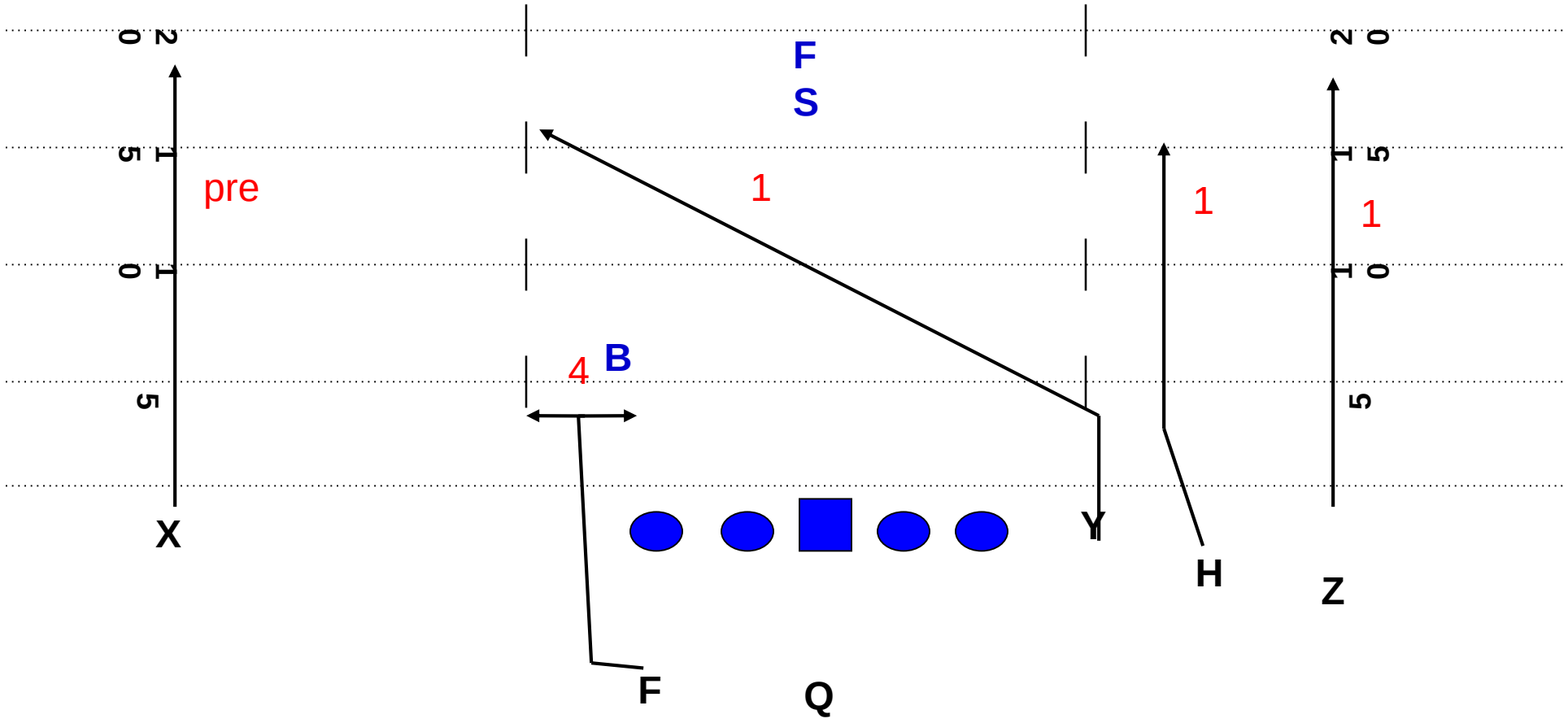


ACE 6

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	STREAK on #'s (Work for Outside Release). Work to get back on top of defender.
H	STREAK (Work for Outside Release) Stem the inside shoulder pad of the hole defender but make sure work outside release. vs. 2 high = Bend, vs. 1 high = stay vertical. Get to the Grass
Y	STREAK (Work for Outside Release) Stem the inside shoulder pad of the hole defender but make sure to work outside release. Work to 10 and make decision. Get to Grass
Z	STREAK on #'s (Work for Outside Release). Work to get back on top of defender.
F	Option
QB READS	*PRE-Best Grass. Must read Safeties-Read STREAK, STREAK, Option.*

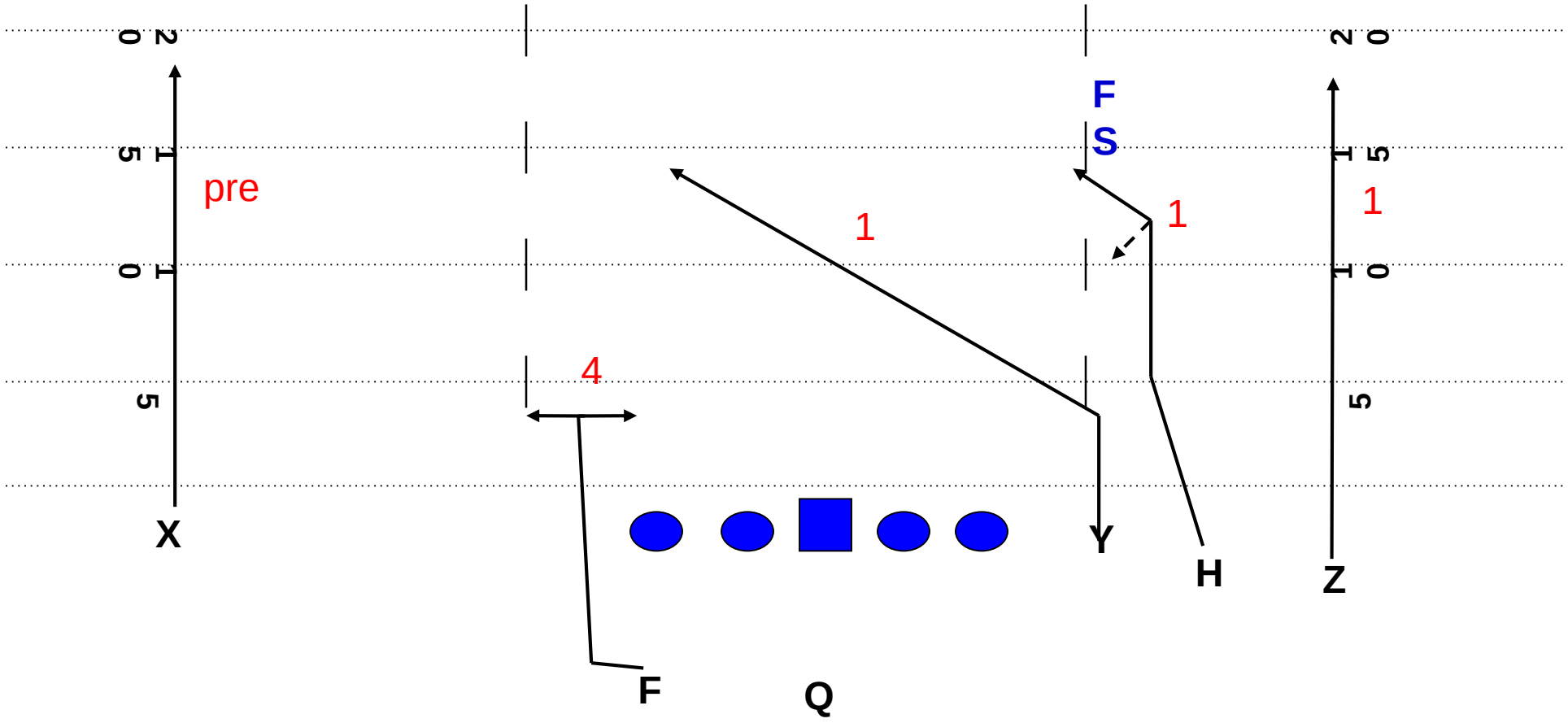
Early 6

vs. 1 High Safety



EARLY 6

vs. 2 High Safety



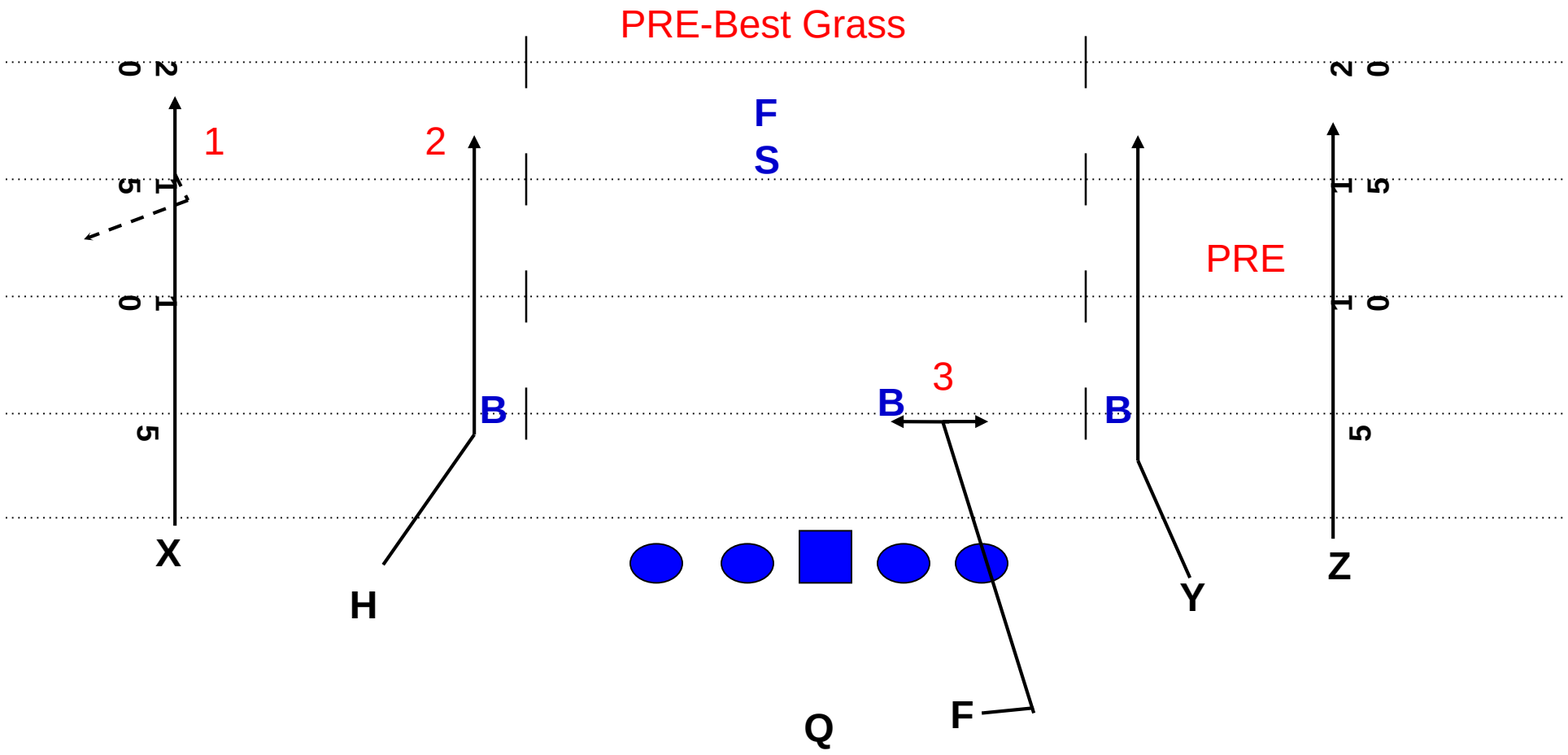
*** Can also run Trips Lt Streak

EARLY 6

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	STREAK on #'s (Work for Outside Release). Work to get back on top of defender.
H	STREAK (Work for Outside Release) Stem the inside shoulder pad of the hole defender but make sure work outside release. vs. 2 high = Bend, vs. 1 high = stay vertical. Get to the Grass
Y	3 steps vertical then work to opposite hash
Z	STREAK on #'s (Work for Outside Release). Work to get back on top of defender.
F	Option
QB READS	*PRE-Best Grass. Must read Safeties-Read STREAK, STREAK, STREAK Option.*

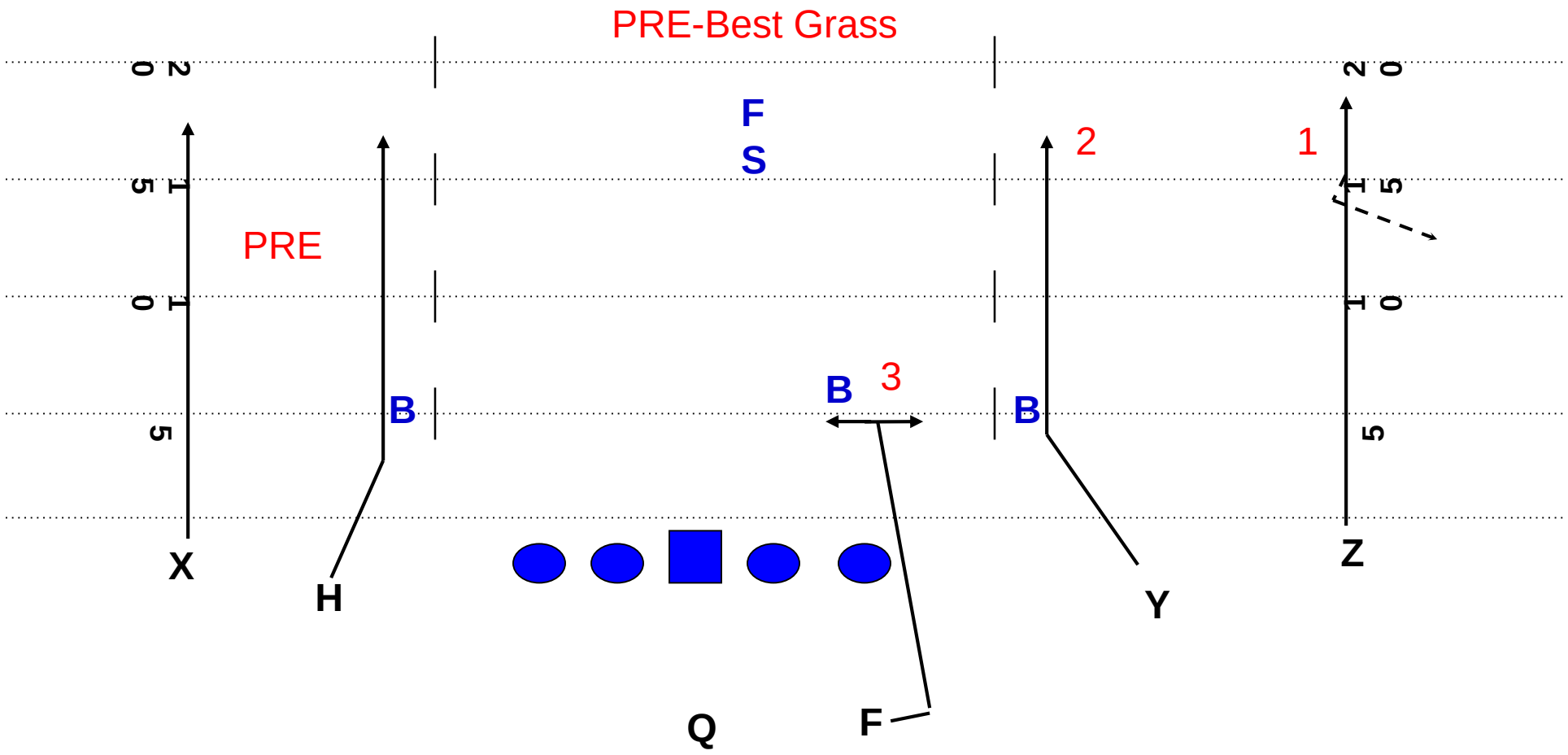
ACE 6 X-STOP

vs. 1 High Safety



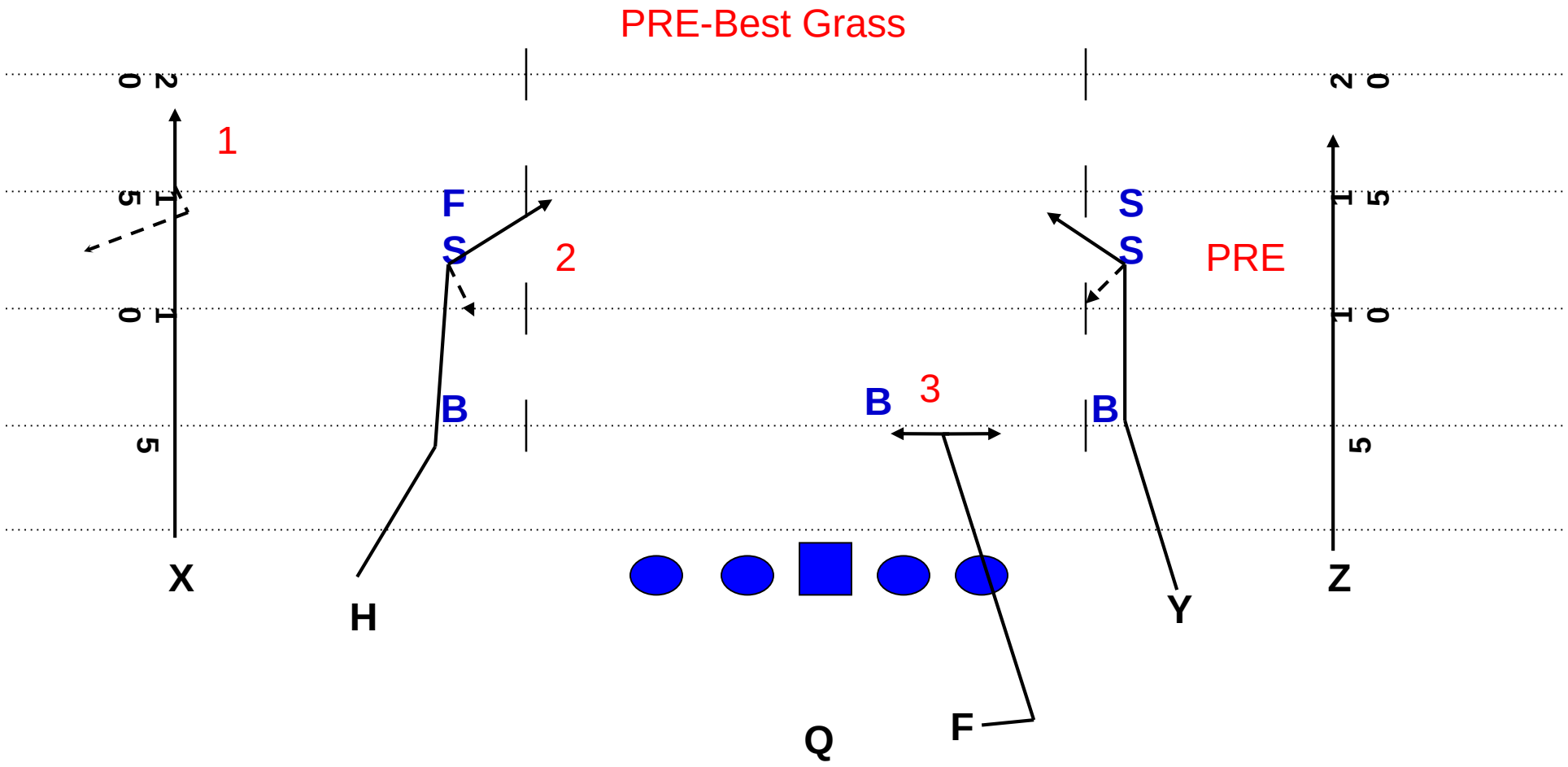
ACE 6 Z-STOP

vs. 1 High Safety



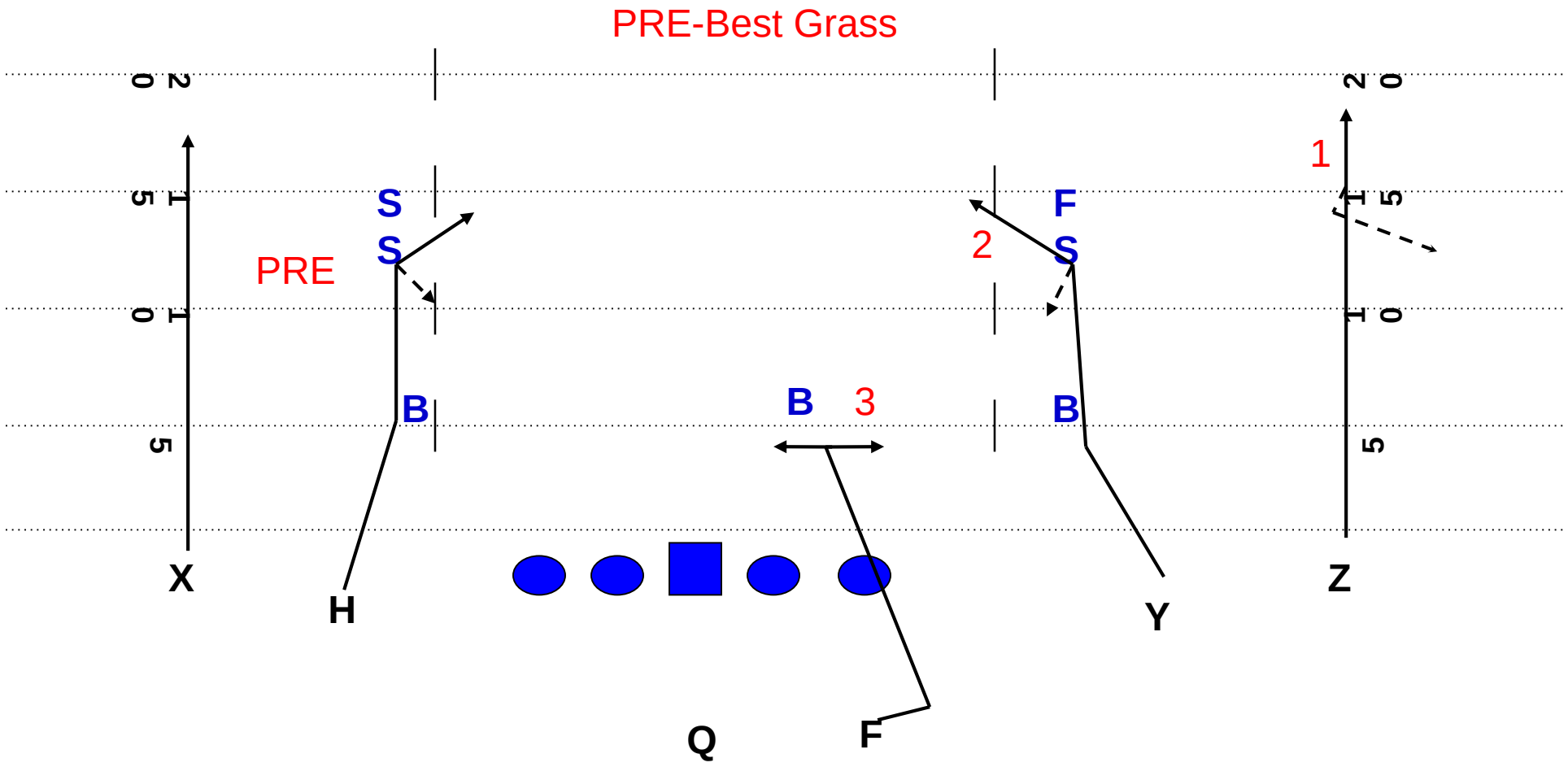
ACE 6 X-STOP

Vs 2 High Safety



ACE 6 Z-STOP

Vs 2 High Safety



ACE 6 X or Z-STOP

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	STREAK on #'s (Work for Outside Release). Work to get back on top of defender. If tagged with a "stop" run comeback at 15 yards.
H	STREAK (Work for Outside Release) Stem the inside shoulder pad of the hole defender but make sure work outside release. vs. 2 high = Bend, vs. 1 high = stay vertical. Get to the Grass
Y	STREAK (Work for Outside Release) Stem the inside shoulder pad of the hole defender but make sure to work outside release. vs. 2 high = Bend, vs. 1 high = stay vertical. Get to the Grass
Z	STREAK on #'s (Work for Outside Release). Work to get back on top of defender. If tagged with a "stop" run comeback at 15 yards.
F	Option
QB READS	*PRE-Best Grass. Must read Safeties-Read STREAK (BACK), STREAK, Option.*