



**UAPB**

**2023**

**INSTALL 1**

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



# 5 Star Character



- SMART
- DISCIPLINE
- COMPETITIVE
- HARD WORKING
- SELFLESS
- STUDENT ATHLETE IS A LIFESTYLE

## KEYS TO SUCCESS:

BE ON TIME!  
WORK HARD!  
PAY ATTENTION!

## EVALUATION CRITERIA:

DO YOU KNOW WHAT TO DO?  
ARE YOU DOING THE THINGS YOU  
ARE COACHED TO DO?  
ARE YOU THE SAME PLAYER  
EVERYDAY?

## EVERY PLAY MUSTS:

DO YOUR JOB FIRST.  
TRUST THE GUY NEXT TO  
YOU.  
COMMUNICATE.  
FOCUS.  
FINISH.



# 2023 PLAYBOOK



# PHILOSOPHY

# BLUEPRINT FOR SUCCESS

SMART  
TOUGH  
COMPETITIVE  
HARDWORKING  
SELFLESS  
THE PROGRAM IS IMPORTANT

# PHILOSOPHY

# **“OUR TEMPO” (OUR BEST OFFENSIVE PLAY)**

## **We Will Not Huddle!**

- **O-Line must get to ball and get set Immediately**
- **QB will give OL direction the WR's and RB's must see the signals**
- **Once given formation and motion, we must get lined up and ready to receive the play fast as possible**



# **OUR TEMPO**

## **(OUR BEST OFFENSIVE PLAY)**

### Position Responsibilities

**QB - Receive signals, communicate and demand tempo**

**WR - If you can get set and see the signal from the sideline – Do it  
If you can't get signal from sideline – Give QB your eyes and "Call Me"**

**RB – Align for success with possibility of late motion or movement**



# 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.**





# LINE OF SCRIMMAGE CALLS

**DIRECTIONAL CALLS** – A CALL AT THE L.O.S. TO GIVE THE DIRECTION OF THE PLAY GIVEN EITHER “RIGHT” OR “LEFT”

**SKILL POSITION:** GET THE SIGNALS FROM THE SIDELINE

CODE WORDS/# FOR “LEFT” DIRECTION

25 / 13  
25 / 61

**CHEVRON (ONEWORD PLAYS)**

CODE WORDS/# FOR “RIGHT” DIRECTION

25 / 12  
25 / 60

**CHEVRON (ONEWORD PLAYS)**



# UAPB



## OFFENSIVE PLAYBOOK

# MENU

# INSTALL 1

## RUN SCHEME

12/13 (INSIDE ZONE)  
14/15 (SPLIT ZONE)  
16/17 (MIZZ)

## PROTECTIONS

50/51  
60/61  
30/31 PA BOOT

## PASS CONCEPTS

CHEVRON  
EXXON  
CADDY  
DAYTONA  
HOMERUN

## FORMATIONS

DOUBLES  
TRIO  
QUEEN  
KING  
GREEN/BLUE

## RUN RELIEF & RPO

KEY 1  
KEY 2  
KEY 3  
GIFT  
STORM

## SCREENS (40/41)

40/41 (ROSE / LINDA)

## MOTION

GHOST

## QUICK GAME

FAT  
SLASH  
NAIL



# 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

## 10/11/20 PERSONNEL

- **DOUBLES (RT/LT)**
  - **TRIO (RT/LT)**
  - **KING (RT/LT)**
- **QUEEN (RT/LT)**
- **GREEN/ BLUE**



# 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



# DOUBLE

DOUBLE RT

DOUBLE LT





# TRIO

TRIO RT

X Y H Z  
T Q

TRIO LT

Z H Y X  
T Q



# KING

X      ● ● ■ ● ●      H      Z

Y

T      Q

KING RT

Z      H      Y ● ● ■ ● ●      X

T      Q

KING LT



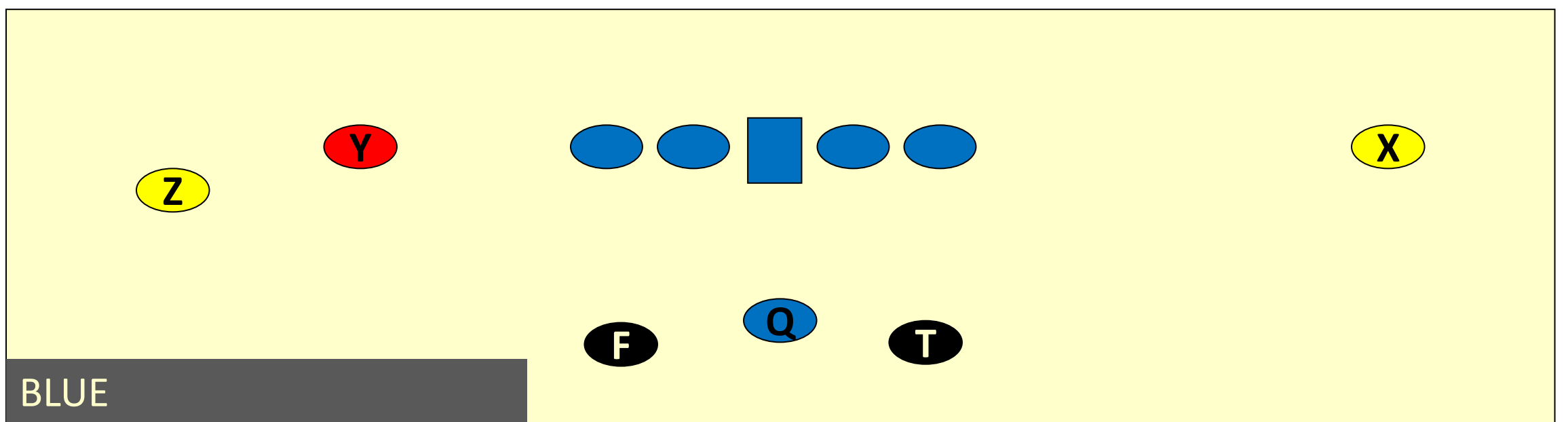
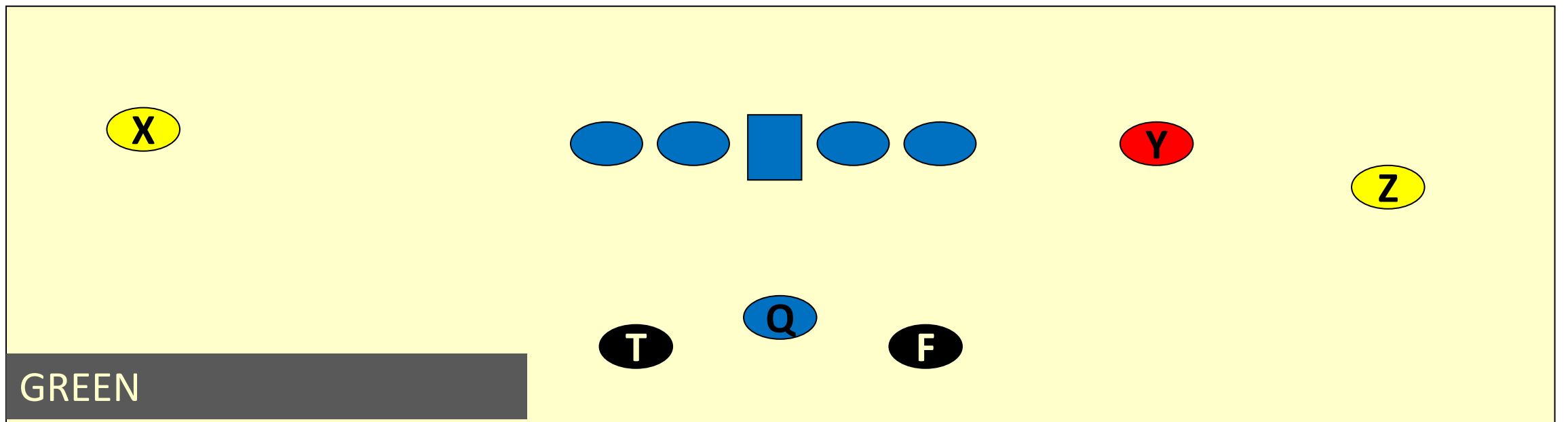
# QUEEN

QUEEN RT

QUEEN LT



# GREEN/BLUE



# 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 BAK 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.

# 2023 PLAYBOOK

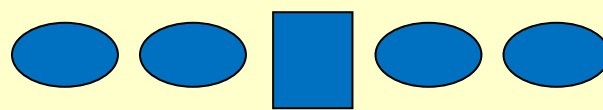


# TEAR



# TEAR

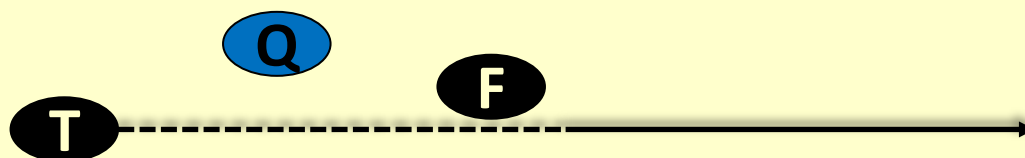
X



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

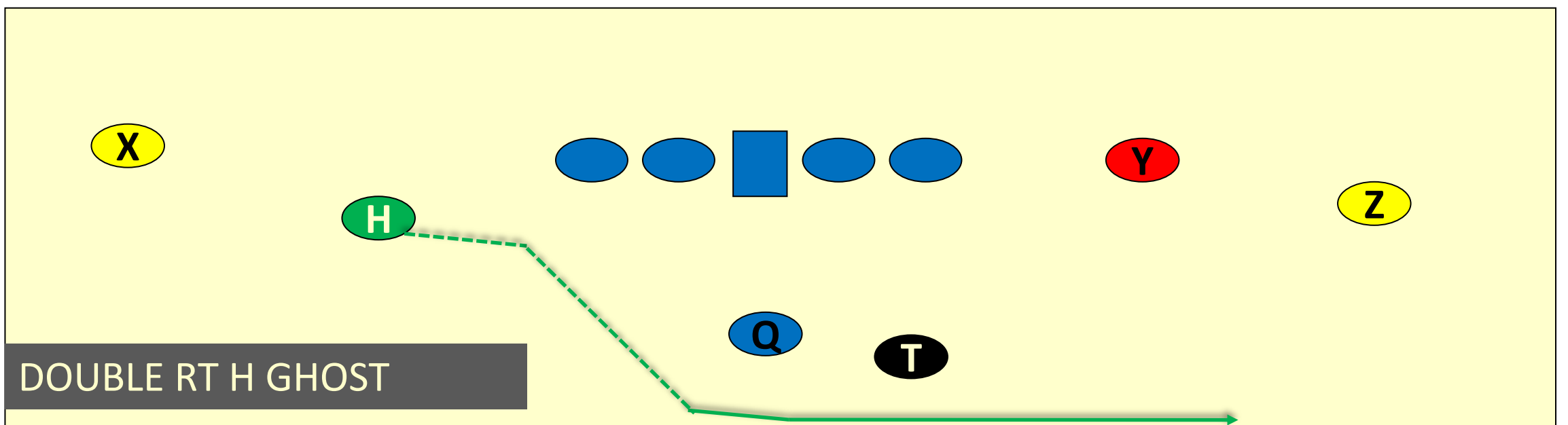


# 2023 PLAYBOOK



# GHOST

# GHOST



**DOUBLE RT H 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



# 2023 PLAYBOOK



# RUN GAME

# UAPB



## OFFENSIVE PLAYBOOK

### INSIDE ZONE 12/13

# **RUN GAME**

- **12/13: INSIDE ZONE**
- **14/15: DIVIDE ZONE**
- **16/17: MID ZONE**



42 UNDER G

FS

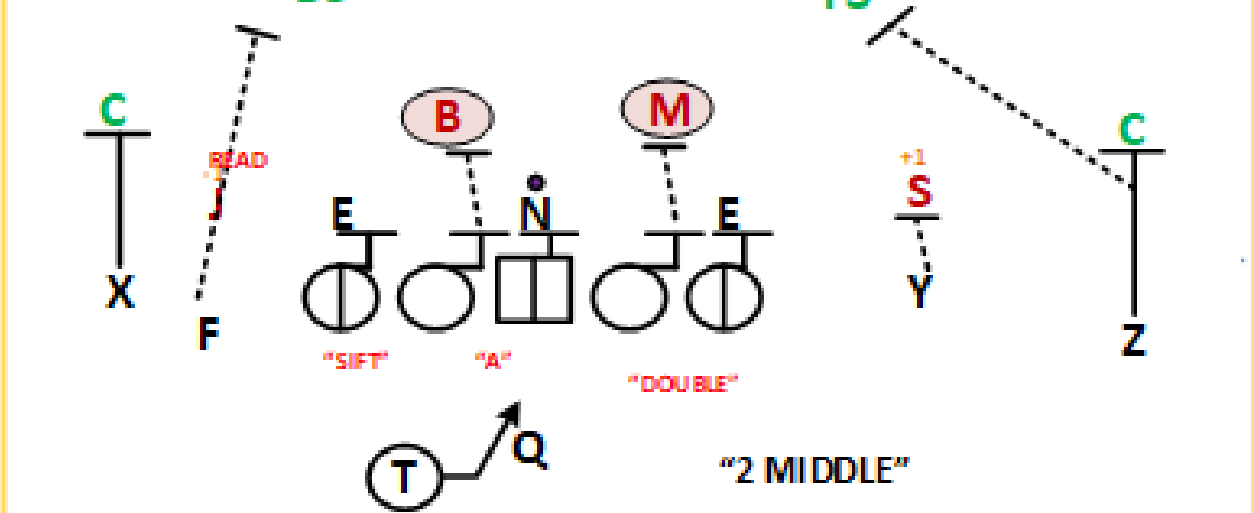
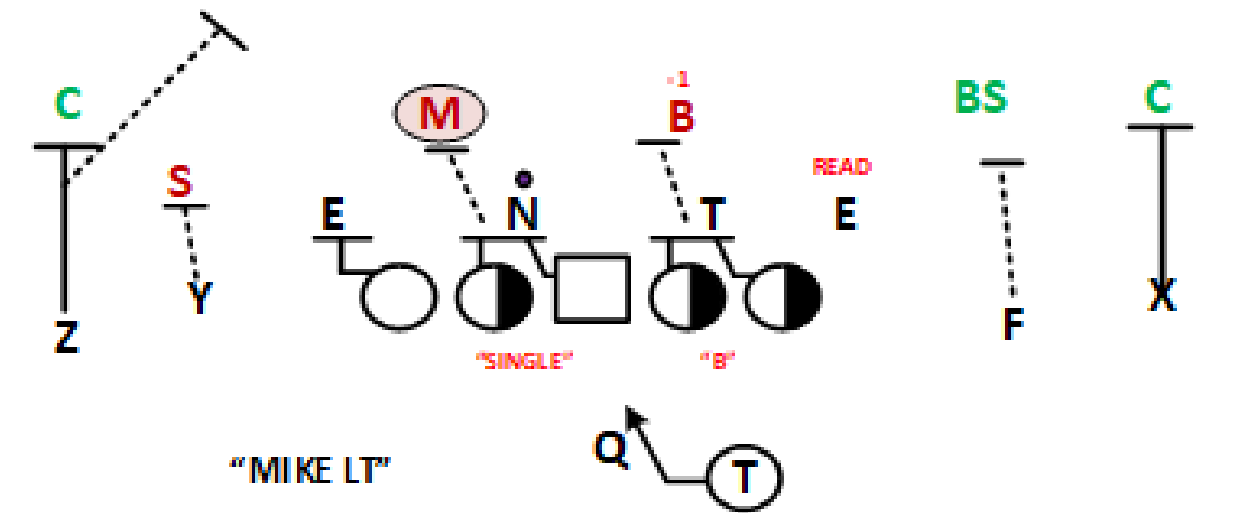
A

30

BS

FS

B



13

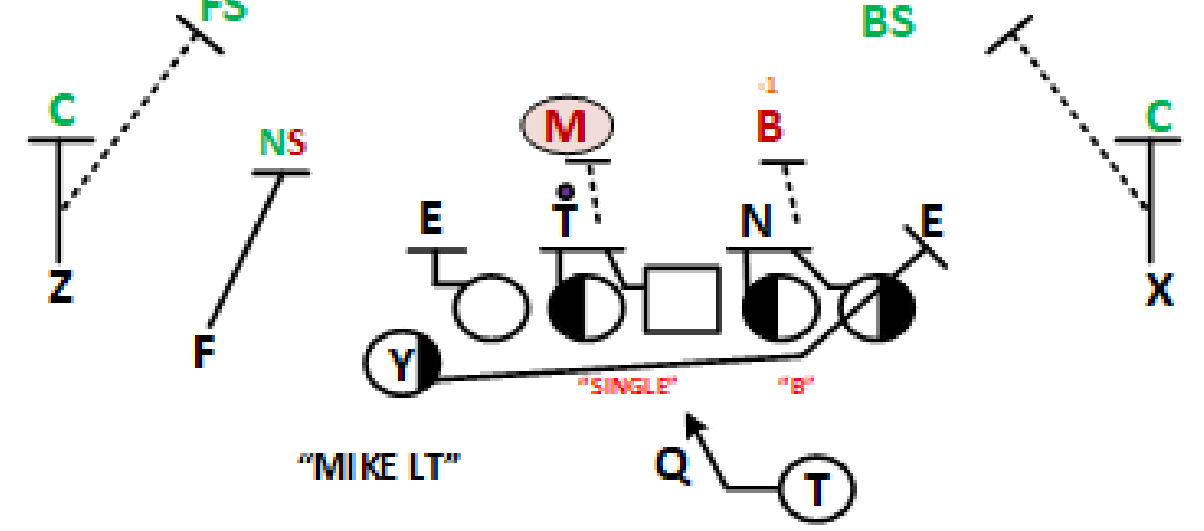
12

**DESCRIPTION:** INSIDE ZONE TO THE TE SIDE W/ AT LEAST 1 BLOCKER BACKSIDE

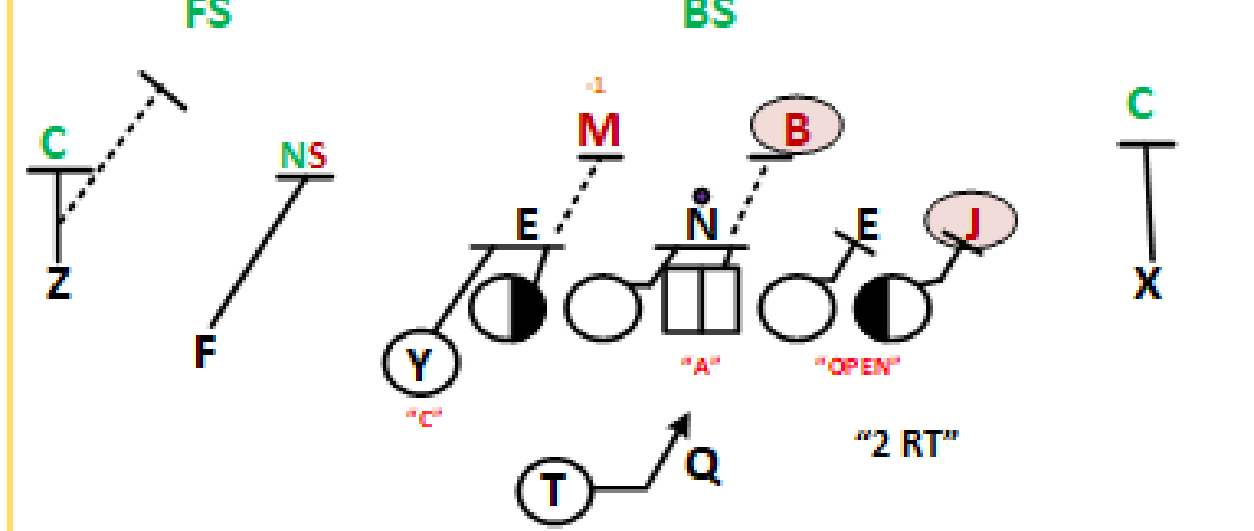
**DECLARATION:** VS 4 DOWN = PLAYSIDE LB / MIDDLE LB (3 LB BOX)  
VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 "DOUBLE" / "TRIPLE"	"SINGLE" = MAN / "TRIPLE" "FAN" = +1 ON L.O.S. "WAGON" = DL PINCH (TE TO THE MIKE) "TRACKS" = +2 PRESSURE	
PSG	BLOCK #1 "SINGLE" / "DOUBLE"	"A" = MAN / "DOUBLE" "DIP" = DL PINCH "WAGON" = DL PINCH (TE TO THE MIKE) "TRACKS" = +2 PRESSURE	
CTR	BLOCK #0 "SINGLE" / "A"	"DIP" = DL PINCH "TRACKS" = EDGE PRESSURE "TRAIL" = CROSS POP / BEAR FRONT	
BSG	BLOCK #1 "A" / "B"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = EDGE PRESSURE "MAN" = -1 SPOT ON THE L.O.S.	
BST	BLOCK #2 "B" / "C"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = EDGE PRESSURE "MAN" = -1 SPOT ON THE L.O.S.	
Y	BLOCK #3 "TRIPLE" / "EASY"	"EASY" = +1 OFF THE BALL & OUT OF THE BOX "FAN" = +1 ON THE BALL "TRACKS" = +2 PRESSURE "WAGON" = DL PINCH (TE TO THE MIKE)	
F	CUTOFF B\$	"TRACKS" = EDGE PRESSURE "TRAIL" = INSIDE PRESSURE / BEAR FRONT	
PS REC	MDM: SINGLE WR BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE		BOB RUNNER FRONT FOOT IS 2 YDS. FROM LOS POSSIBLE POINT OR WIPE
QB	STEP REPLACE WITH S HOULDERS AT A 45% ANGLE. DON'T CUTOFF TB PATH SET MESH POINT AND RIDE WITH EYES. CARRY OUT FAKE PAST L.O.S. UNDER/Q - SEAT THE BALL, REACH WITH ONE, OPEN @ 5 OR 7, DRIVE BALL DEEP, BOOT AWAY (5 HARD STEPS)		DON'T PUSH RB PATH TOO WIDE SLIDE, SET, RIDE THROW BUBBLE VS LEVERAGE OR EDGE PRESSURE (MTP)
T	NORMAL: LATERAL STEP WITH PLAY SIDE FOOT, SECOND STEP TO MID LINE AIMING POINT IS THE PLAY SIDE LEG OF THE CENTER Q/UNDER: OPEN STEP WITH PLAY SIDE FOOT, SECOND STEP TO THE MID LINE. AIMING POINT IS INSIDE LEG OF THE PSG		SHOULDERS SQUARE THROUGH MESH. PRESS L.O.S., ONE STEP CUT. READ KEY IS 1 <sup>ST</sup> DOWN DL HEAD-UP/PLAYSIDE OF CENTER
BS REC	MDM: SINGLE WR BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE		

42 OVER G



30



15

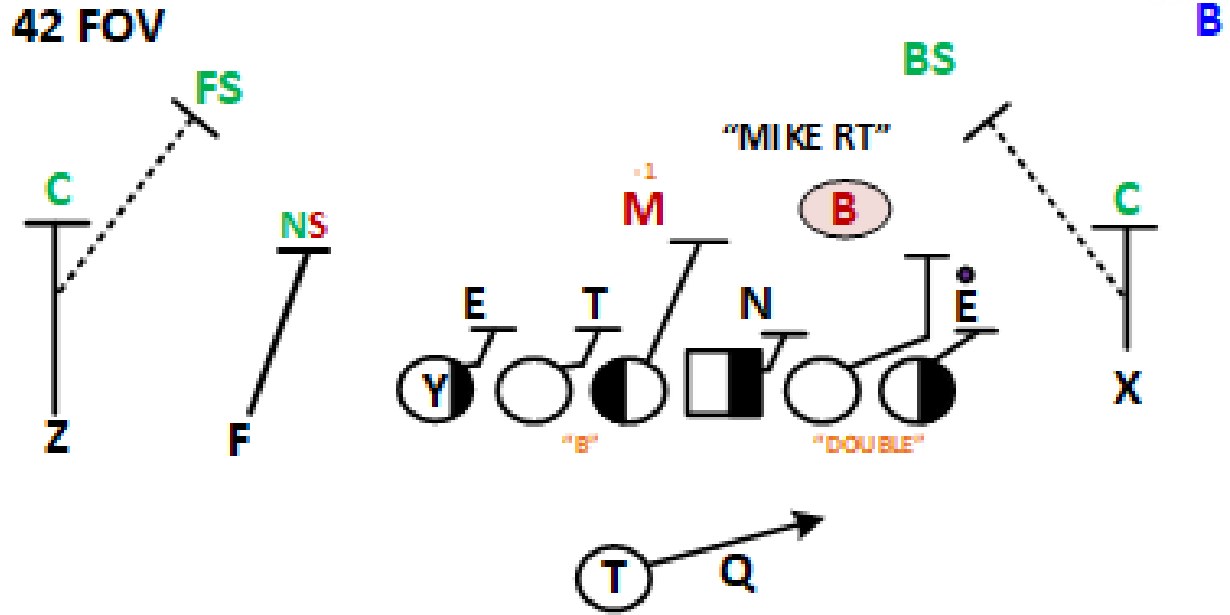
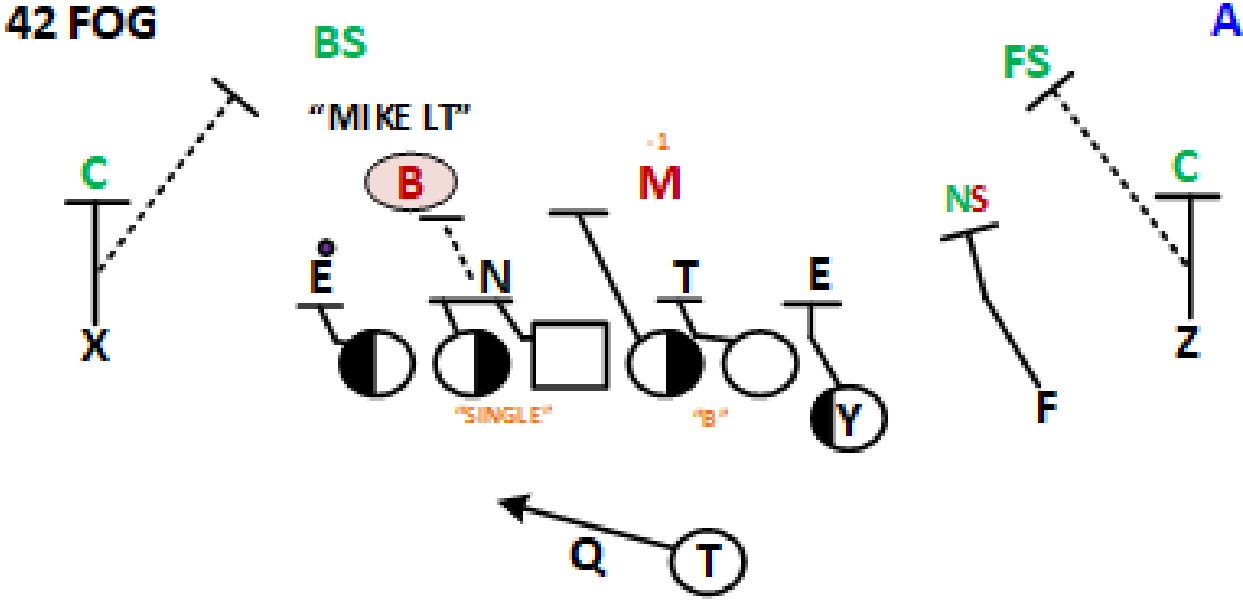
14

**DESCRIPTION:** 4 DOWN – RUN @ 3 TECHNIQUE (PRESSURE = UNFAIR)  
3 DOWN – RUN @ OVERHANG (PRESSURE = UNFAIR)

**DECLARATION:** VS 4 DOWN = PLAYSIDE LB  
VS 30 = 2 MIDDLE (NO OVERHANG)  
2 LT/ RT (OVERHANG)

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 "DOUBLE"	"SINGLE" = MAN "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	
PSG	BLOCK #1 "SINGLE" / "DOUBLE"	"A" = MAN "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	
CTR	BLOCK #0 "SINGLE" / "A"	"DIP" = DL PINCH "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "TRAIL" = CROSS POP / BEAR FRONT	
BSG	BLOCK #1 "A" / "B"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BST	BLOCK #2 "B" / "C"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BSTE	CUTOFF DE (C-GAP) "C"	"TRACKS" = CALLSIDE EDGE PRESSURE "TRAIL" = INSIDE PRESSURE / BEAR FRONT	IF ALIGNED PLAYSIDE "RIM" TO BACKSIDE
PS REC	MDM: BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE 1X = OMAHA		
QB	STEP REPLACE WITH SHOULDERS AT A 45% ANGLE. DON'T CUTOFF TB PATH SET MESH POINT AND RIDE WITH EYES. CARRY OUT FAKE PAST L.O.S. UNDER/Q - SEAT THE BALL, REACH WITH ONE, OPEN @ 5 OR 7, DRIVE BALL DEEP, BOOT AWAY (5 HARD STEPS)		DON'T PUSH RB PATH TOO WIDE SLIDE, SET, RIDE THROW BUBBLE VS LEVERAGE OR EDGE PRESSURE (MTP)
T	NORMAL: LATERAL STEP WITH PLAY SIDE FOOT, SECOND STEP TO MID LINE AIMING POINT IS THE PLAYSIDE LEG OF THE CENTER Q/UNDER: OPEN STEP WITH PLAYSIDE FOOT, SECOND STEP TO THE MID LINE. AIMING POINT IS INSIDE LEG OF THE PSG		SHOULDERS SQUARE THROUGH MESH. PRESS L.O.S., ONE STEP CUT. READ KEY IS 1 <sup>ST</sup> DOWN DL HEAD-UP/ PLAYSIDE OF CENTER
F	F WR: MDM		BOB RUNNER FRONT FOOT IS 2 YDS. FROM LOS
BS REC	MDM: BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE		POSSIBLE POINT/WIPE





17 16

**DESCRIPTION:** MIDZONE TO THE OPEN SIDE **DECLARATION:** VS 4 DOWN = PLAYSIDE LB  
VS 30 = 2 MIDDLE (NO OVERHANG)  
2 LT/RT (OVERHANG)

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 "DOUBLE"	"SINGLE" = MAN (CHR) "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	PLAYSIDE # ON CHR (REACH) PLAYSIDE ARM PIT ON COMBOS UNCOVER = SCREWS TO SCREWS
PSG	BLOCK #1 "SINGLE" / "DOUBLE"	"A" = MAN (CHR) "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	
CTR	BLOCK #0 "SINGLE" / "A"	"DIP" = DL PINCH "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "TRAIL" = INSIDE PRESSURE / BEAR FRONT	
BSG	BLOCK #1 "A" / "B"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BST	BLOCK #2 "B" / "C"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BSTE	CUTOFF DE (C-GAP) "C"	"TRACKS" = CALLSIDE EDGE PRESSURE "TRAIL" = INSIDE PRESSURE / BEAR FRONT	IF ALIGNED PLAYSIDE "RIM" TO BACKSIDE
PS REC	MDM: BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE 1X = OMAHA		
QB	STEP REPLACE WITH SHOULDERS AT A 45% ANGLE. DON'T CUT OFF TB PATH SET MESH POINT AND RIDE WITH EYES. CARRY OUT FAKE PAST L.O.S. UNDER/Q - SEAT THE BALL, REACH WITH ONE, OPEN @ 4:30 OR 7:30, DRIVE BALL DEEP, BOOT AWAY (5 HARD STEPS)		DON'T PUSH RB PATH TOO WIDE SLIDE, SET, RIDE THROW BUBBLE VS LEVERAGE OR EDGE PRESSURE (MT P)
T	Q/UNDER: OPEN CROSSOVER 3 <sup>RD</sup> STEP ON TRACK AIMING POINT IS <b>INSIDE LEG</b> OF THE TIGHT END GUN: SHORT OPEN CROSSOVER 3 <sup>RD</sup> STEP ON TRACK AIMING POINT IS THE OUTSIDE LEG OF THE TACKLE		PRESS THE L.O.S, ONE STEP CUT. READ KEY IS 1 <sup>ST</sup> DOWN PAST THE GUARD
F	H WR: MDM		BOB RUNNER FRONT FOOT IS 2 YDS. FROM LOS
BS REC	MDM: BLOCK MDM (CB/SAF) USING PUSH/PIN TECHNIQUE BOB ON TWO WR SIDE OR POSSIBLE WIPE		POSSIBLE POINT/WIPE

# PASS PROTECTION

- **30/31: NAKED PAP PROTECTION**
- **50/51: BASE 5 MAN PROTECTION**
- **60/61: BASE 6 MAN PROTECTION**
- **90/91: QUICK GAME GAP PROTECTION  
(RED/BLACK/FIRM)**



42 UNDER G

FS

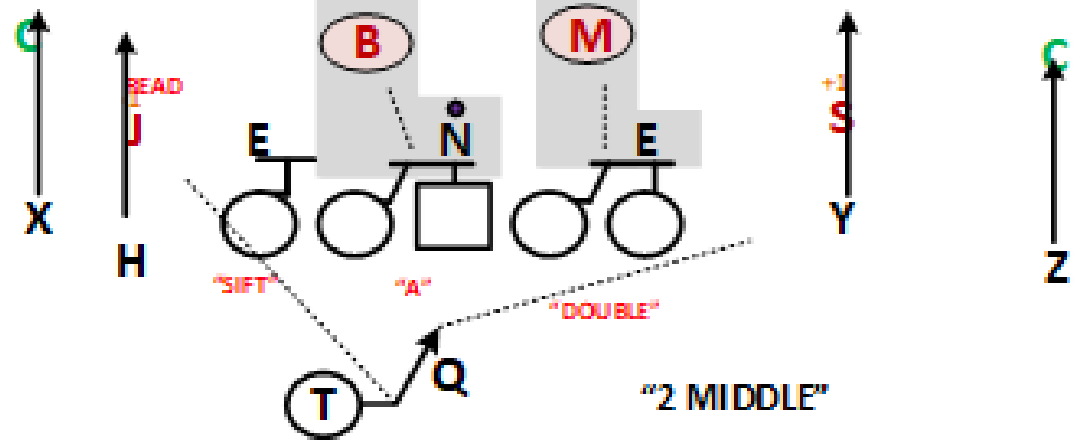
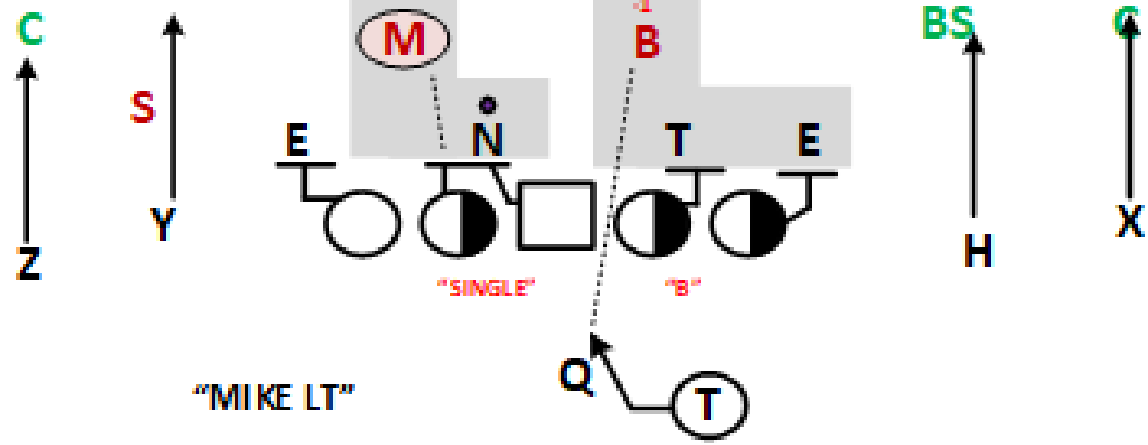
A

30

BS

FS

B



31

30

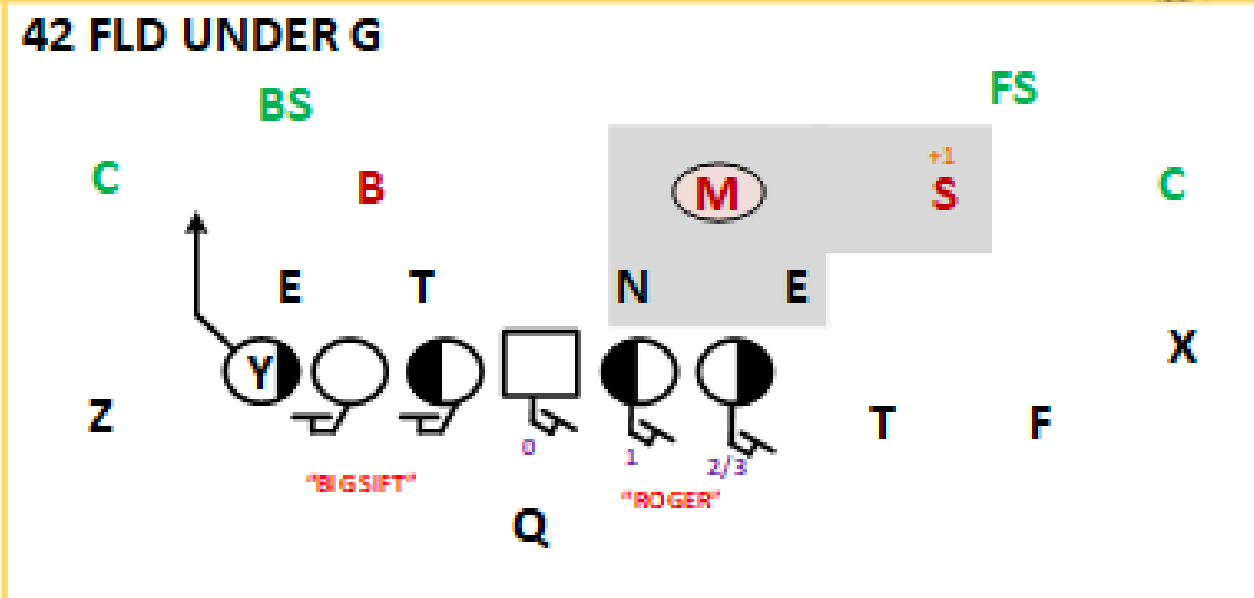
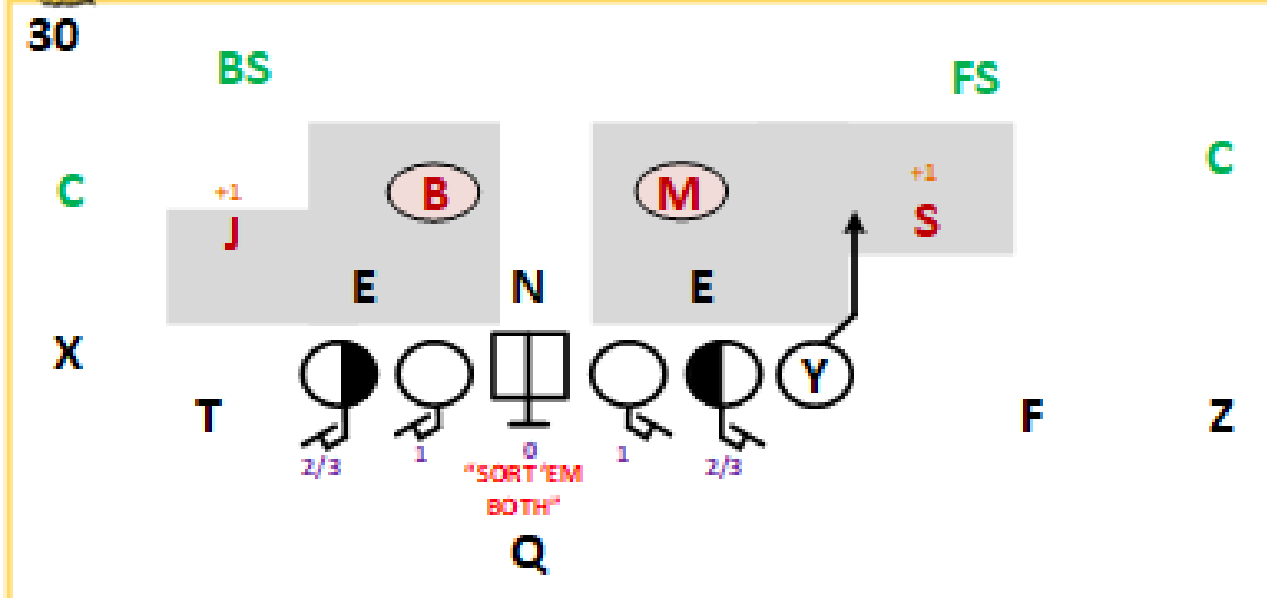
**DESCRIPTION:**

AGGRESSIVE 8 MAN PROTECTION OFF OF 12/14

**DECLARATION:**

VS 4 DOWN = PLAYSIDE LB / MIDDLE LB (3 LB BOX)  
VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 "DOUBLE" / "TRIPLE"	"FAN" "SINGLE"	SELL THE RUN WILL MAKE PRO EASIER MAKE RUN CALLS
PSG	BLOCK #1 "SINGLE" / "DOUBLE"		
CTR	BLOCK #0 "SINGLE" / "A"	"TRAIL"	
BSG	BLOCK #1 "A" / "B"	"TRAIL" "MAN"	
BST	BLOCK #2 "B" / "C"	"TRAIL" "MAN"	
Y	BLOCK #3 "TRIPLE" / "EASY"	PLAY BASED	
H	CUTOFF DE (C-GAP) "C" / "D"	"TRACKS" = EDGE PRESSURE "TRAIL" = INSIDE PRESSURE / BEAR FRONT	
PS REC	FREE RELEASE		FREE RELEASE
QB			
T	SELL ARIZONA BLOCK PERIMETER ABORT FAKE WITH PRESSURE		
BS REC	FREE RELEASE		



50 1

50 2

**DESCRIPTION:** 5-MAN SORT PROTECTION OUT OF EMPTY SORT CAN BE ADJUSTED OFF OF ROTATION NOBODY UP THE PIPE! **DECLARATION:** VS 4 DOWN = TRUE MIKE LB VS 30 = "2-MIDDLE"

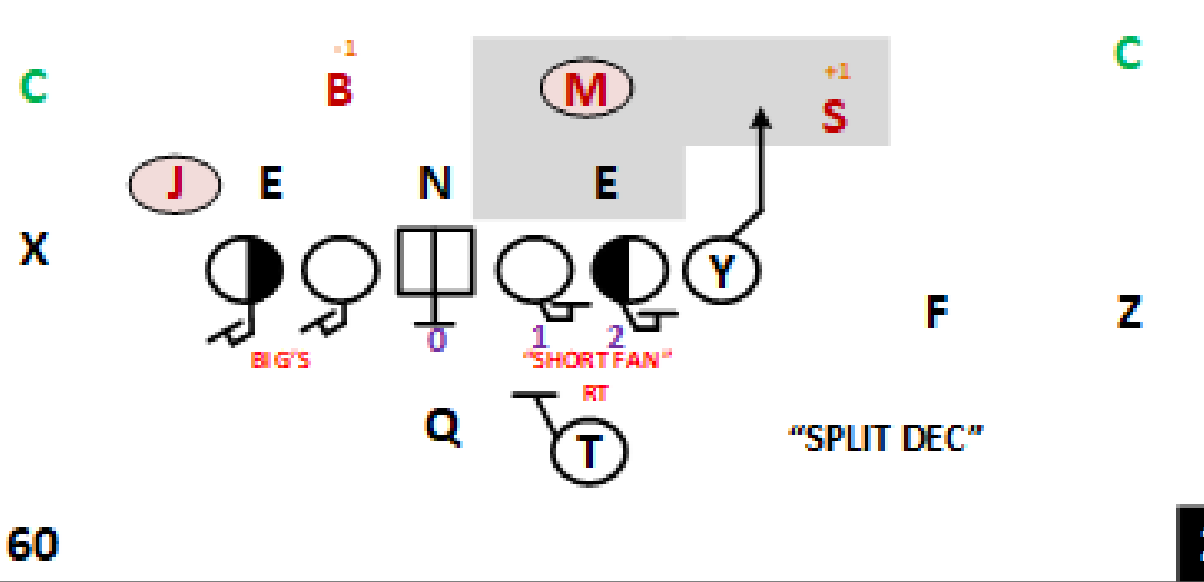
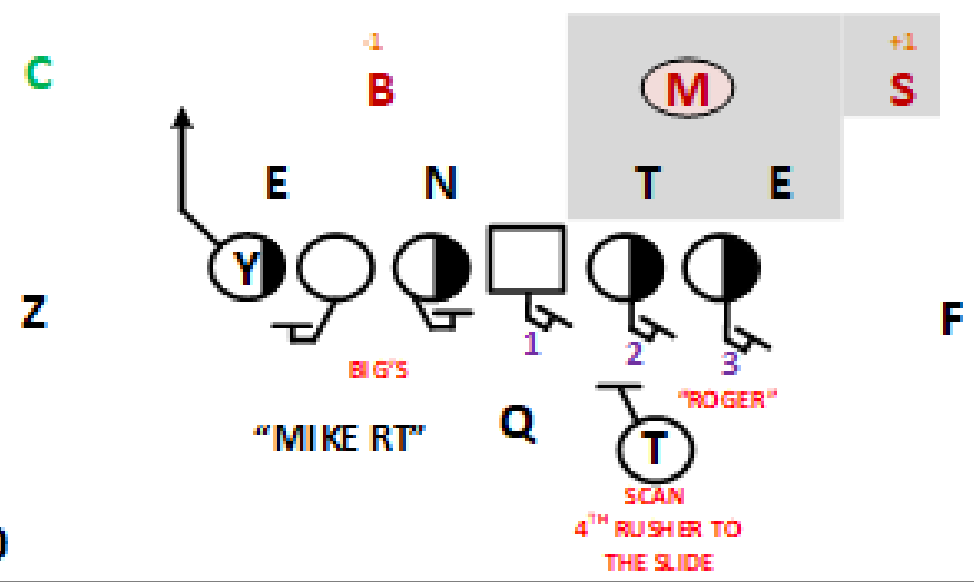
POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 (BIGS) "SIFT" MINDSET AWAY FROM DECLARED	"ROCKY / LUCKY" "PIN" = 2 <sup>ND</sup> LEVEL A-GAP WALK-UP	
PSG	BLOCK #1 (BIGS) "SIFT" MINDSET AWAY FROM DECLARED	"ROCKY / LUCKY" "PIN" = 2 <sup>ND</sup> LEVEL A-GAP WALK-UP	
CTR	BLOCK 1 <sup>ST</sup> RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 <sup>ND</sup> LEVEL A-GAP WALK-UP	
BSG	BLOCK 2 <sup>ND</sup> RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 <sup>ND</sup> LEVEL A-GAP WALK-UP	
BST	BLOCK 3 <sup>RD</sup> RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 <sup>ND</sup> LEVEL A-GAP WALK-UP	
TE	FREE RELEASE		
PS REC	FREE RELEASE		
QB	STRAIGHT DROP BACK HOT OFF 2 TO THE DECLARED, HOT OFF 1 AWAY FROM DECLARED		
T	FREE RELEASE		
H	FREE RELEASE		
BS REC	FREE RELEASE		

42 FLD OVER G  
BS

LT HASH 30

BS

FS LT HASH



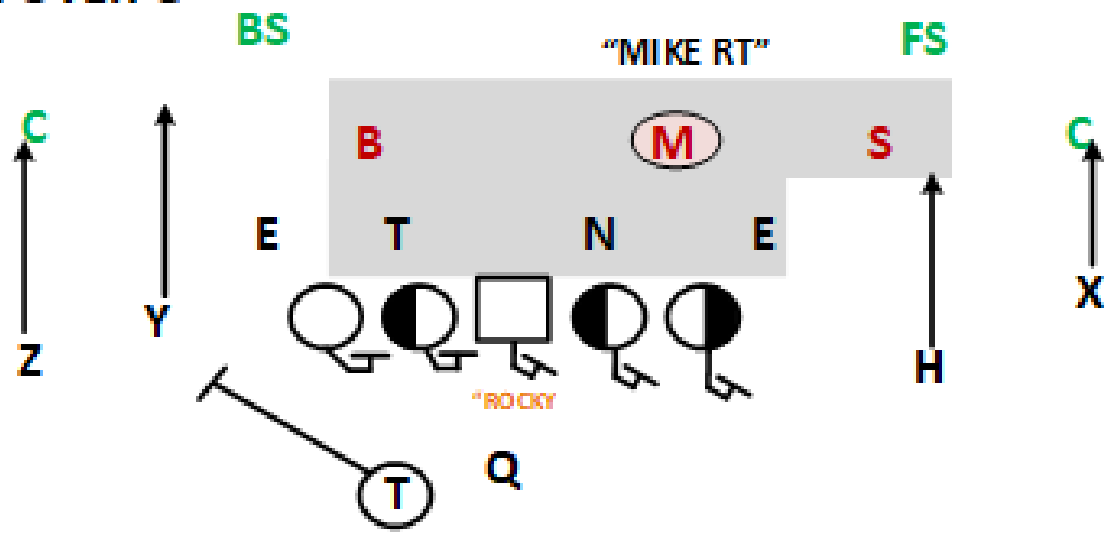
**DESCRIPTION:** 6-MAN SORT PROTECTION  
SORT CAN BE ADJUSTED OFF OF ROTATION

**DECLARATION:** VS 4 DOWN = SPOT MIKE TO THE FIELD  
VS 30 = SHORT-FAN TO THE FIELD

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	(AWAY FROM DECLARED) BLOCK #2 "BIG"	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	HOCKEY TEAMS
PSG	(AWAY FROM DECLARED) BLOCK #1 "BIG"	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
CTR	BLOCK 1 <sup>ST</sup> RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	ROGER / LOUIE = UNCOVERED OR TO A 3 TECHNIQUE SHORT FAN = COVERED WITH 2 BIGS BACKSIDE
BSG	BLOCK 2 <sup>ND</sup> RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
BST	BLOCK 3 <sup>RD</sup> RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
TE	FREE RELEASE		
PS REC	FREE RELEASE		
QB			
T	RESPONSIBLE TO BOUNDARY 1 <sup>ST</sup> BUCK TO PERIMETER IN BOUNDARY MIKE TO 4 <sup>TH</sup> RUSHER (LOOPER/WIDEST) TO FIELD		
H	FREE RELEASE		
BS REC	FREE RELEASE		

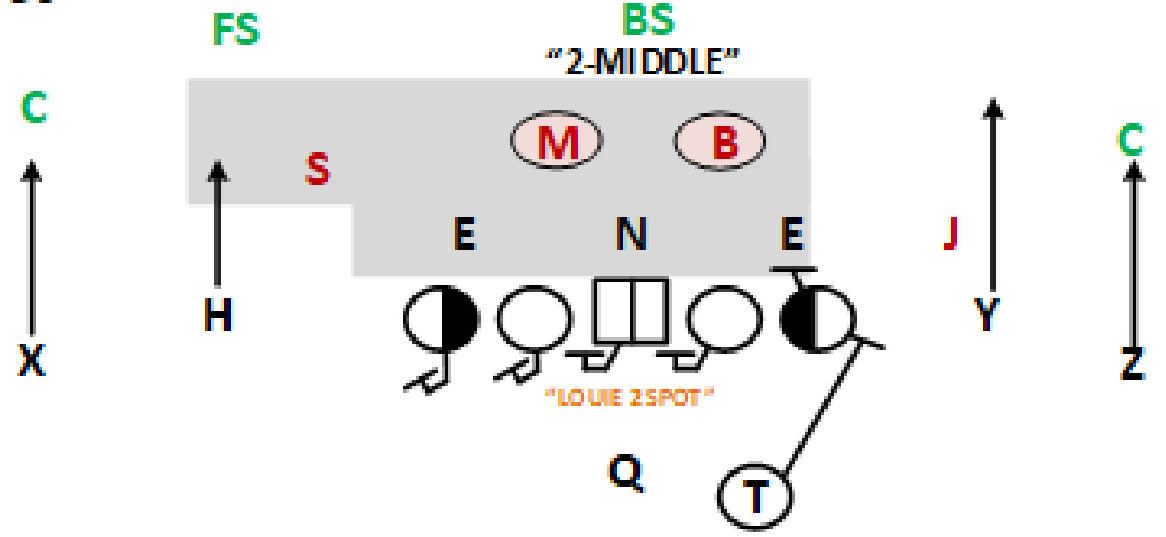
# 90/91

42 OVER G



90

30



91

**DESCRIPTION:** 6-MAN SLIDE PROTECTION WITH GAP PRINCIPLES. DL NEEDS TO BE CUT. **DECLARATION:** VS 4 DOWN = TRUE MIKE VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
PSG	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
CTR	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BSG	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BST	BLOCK C-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
TE	FREE RELEASE		VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
PS REC	FREE RELEASE		
QB			
T	BLOCK C GAP NOW		
H	FREE RELEASE		
BS REC	FREE RELEASE		

# 2023 PLAYBOOK



**RUN-PASS TAGS**

# **RUN-PASS TAGS**

- **KEY GAME (1, 2, 3)**
- **GIFT**
- **STORM**

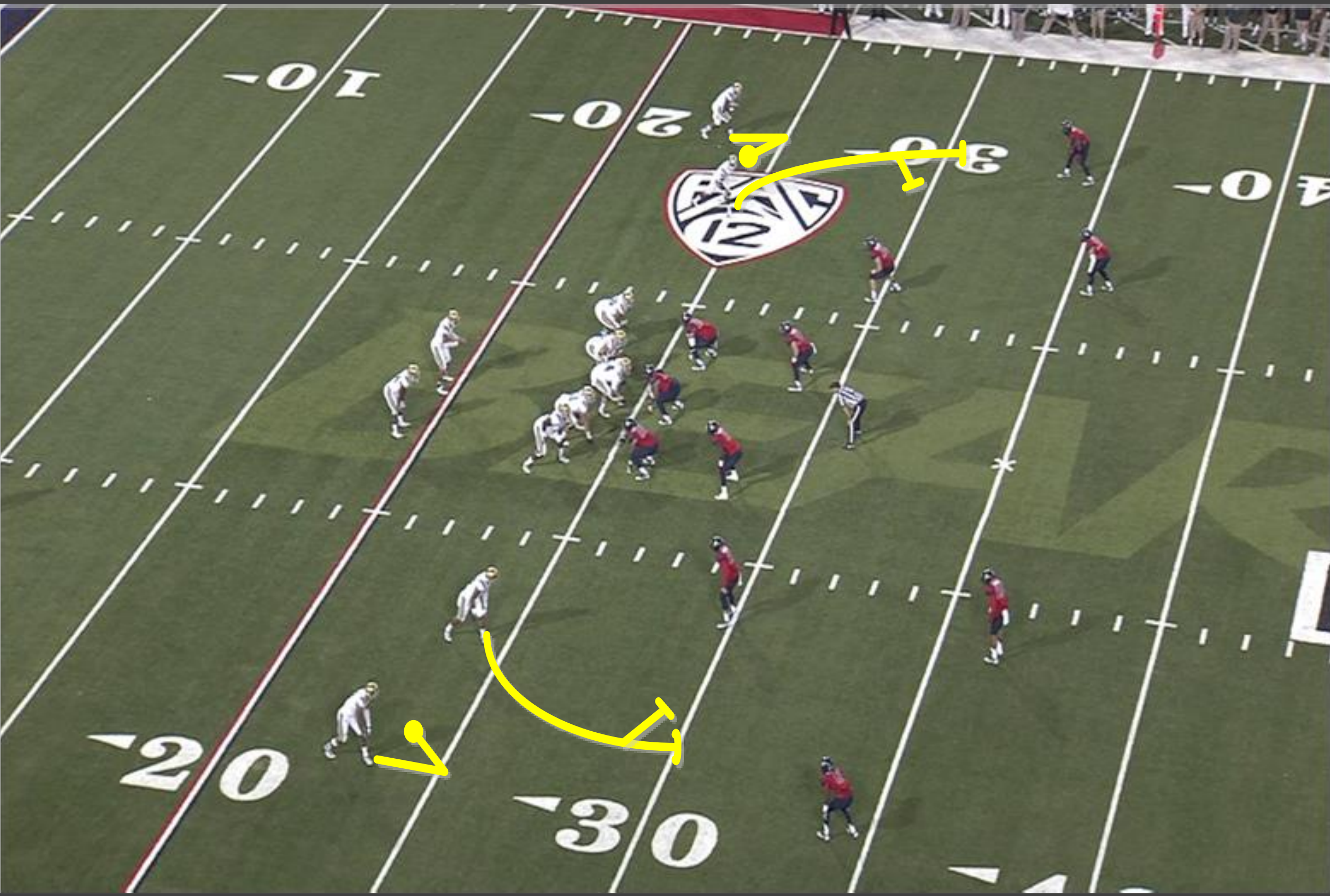




# 2023 PLAYBOOK



# KEY 1



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

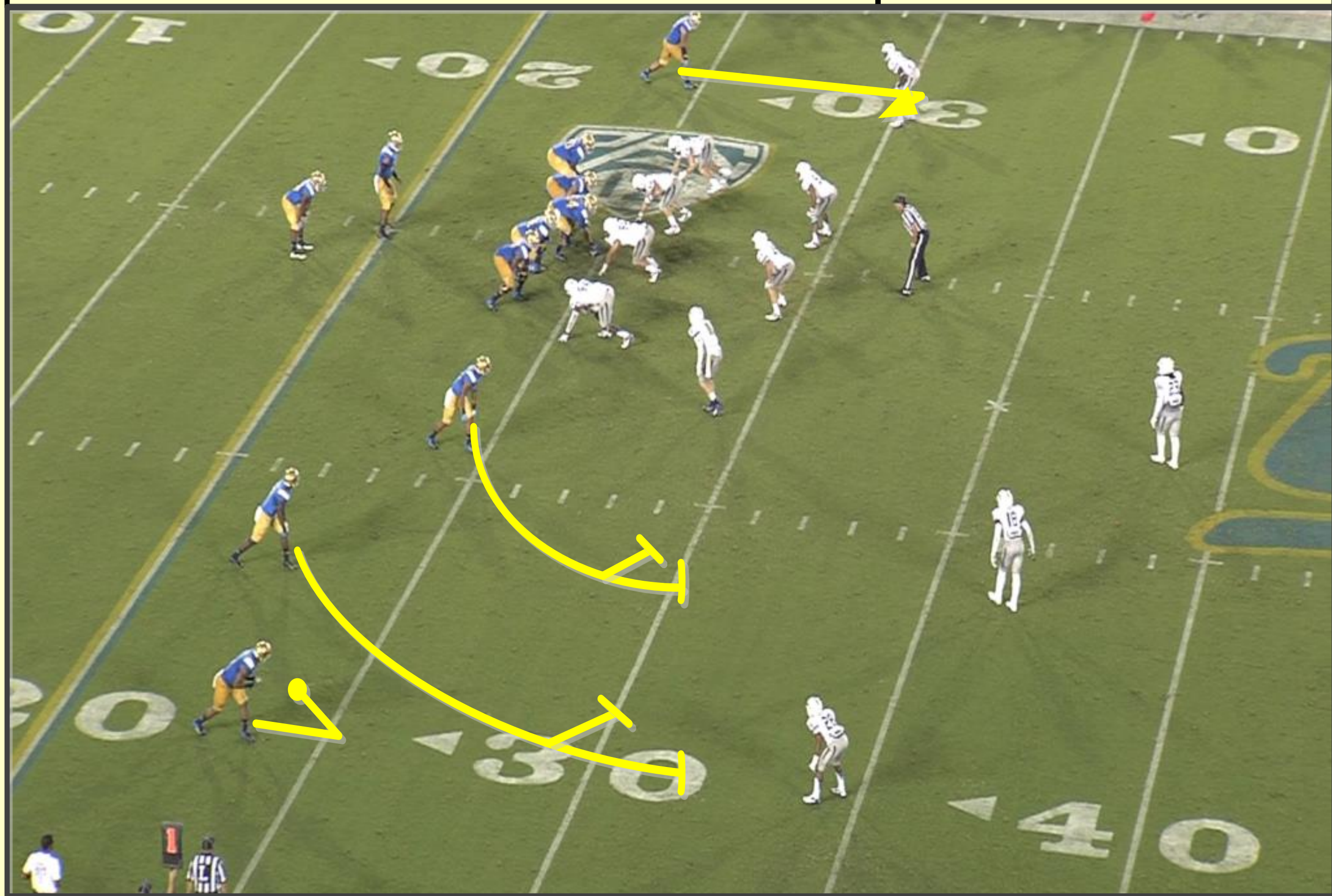
PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN: \_\_\_\_\_

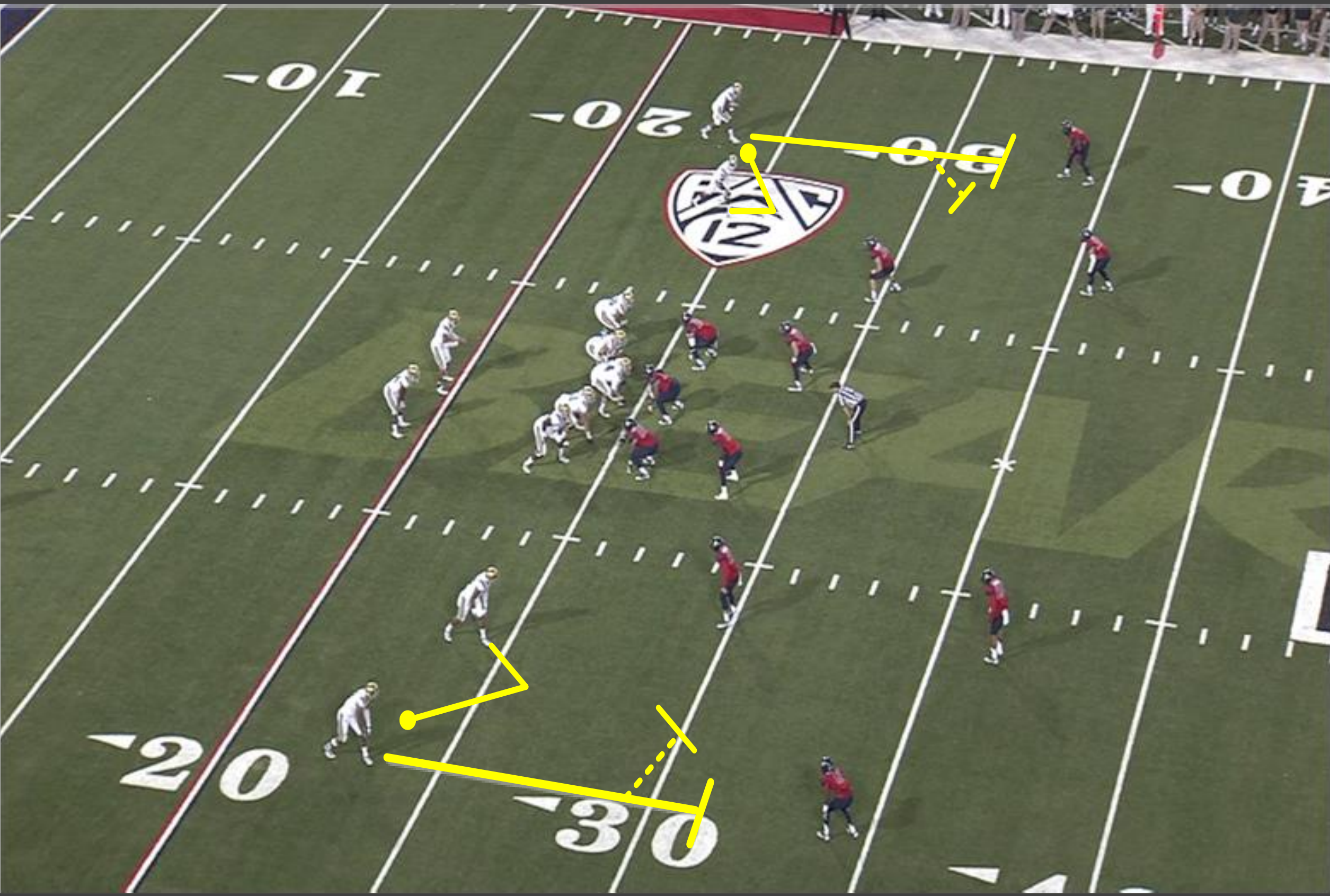
NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

# 2023 PLAYBOOK



# KEY 2



FAMILY:

CONCEPT:

ATTACK:

FORMATIONS:

PROTECTION:

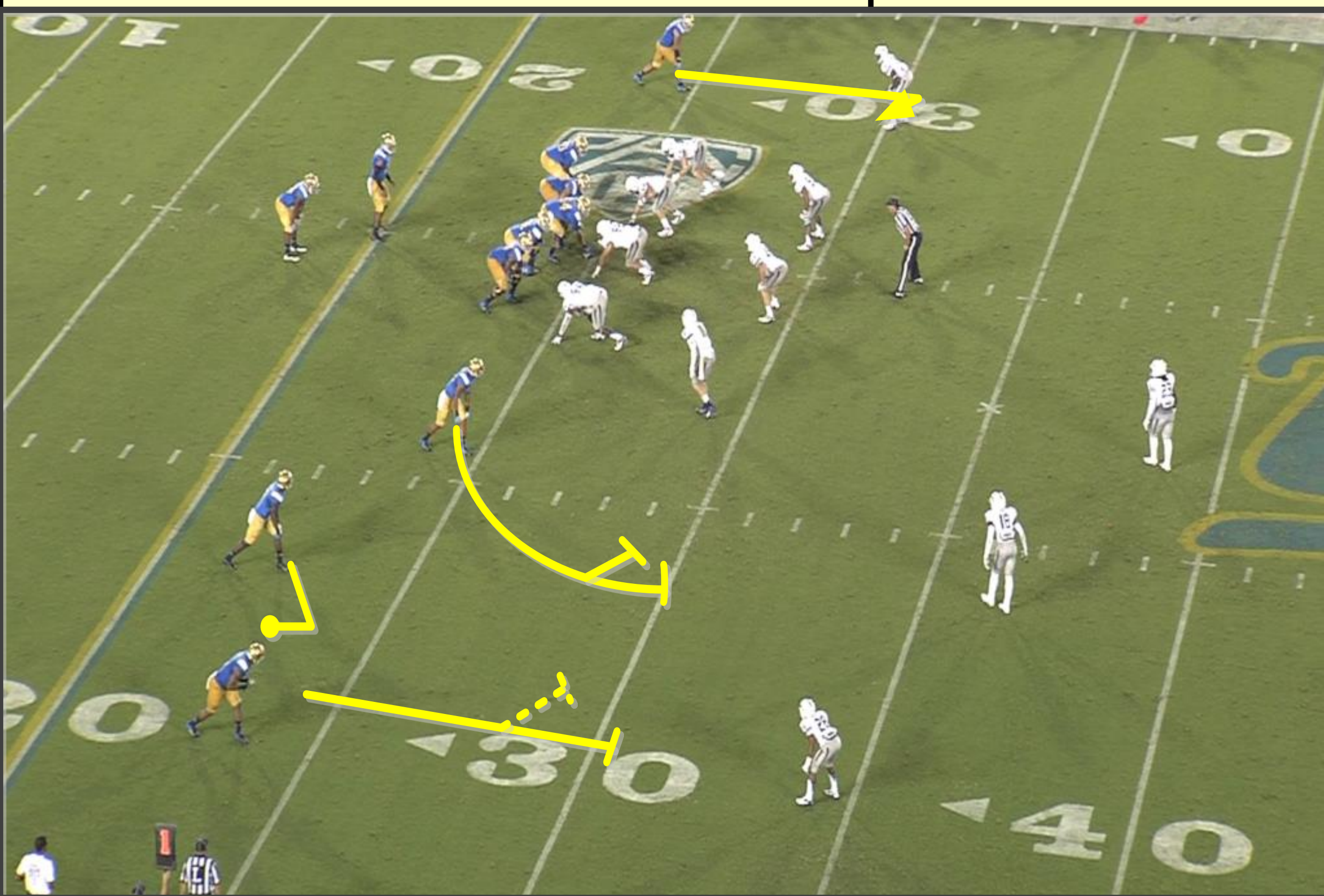
PROGRESSION:

ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN:

NOTES:



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

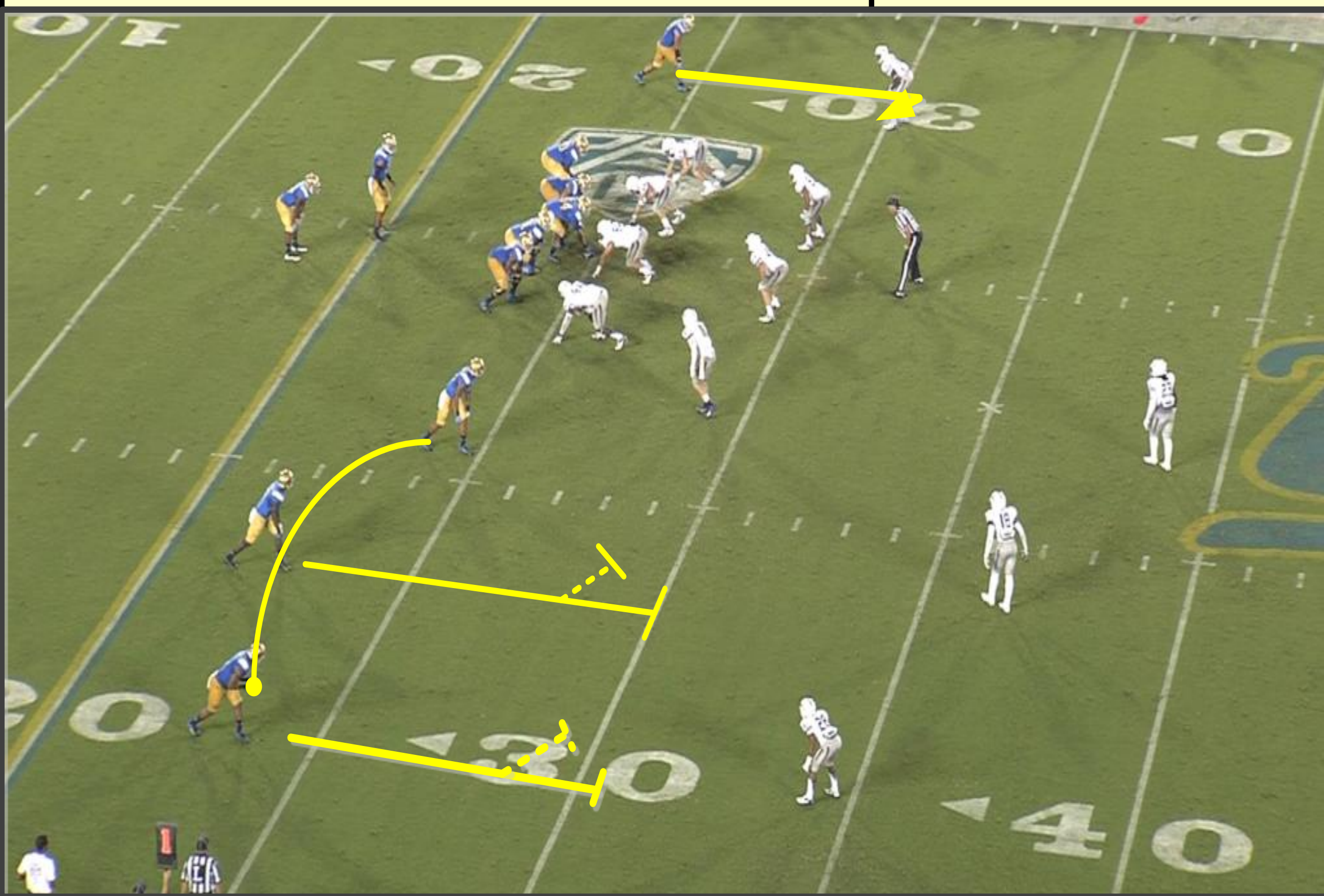
PRESSURE PLAN: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# 2023 PLAYBOOK



# KEY 3



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

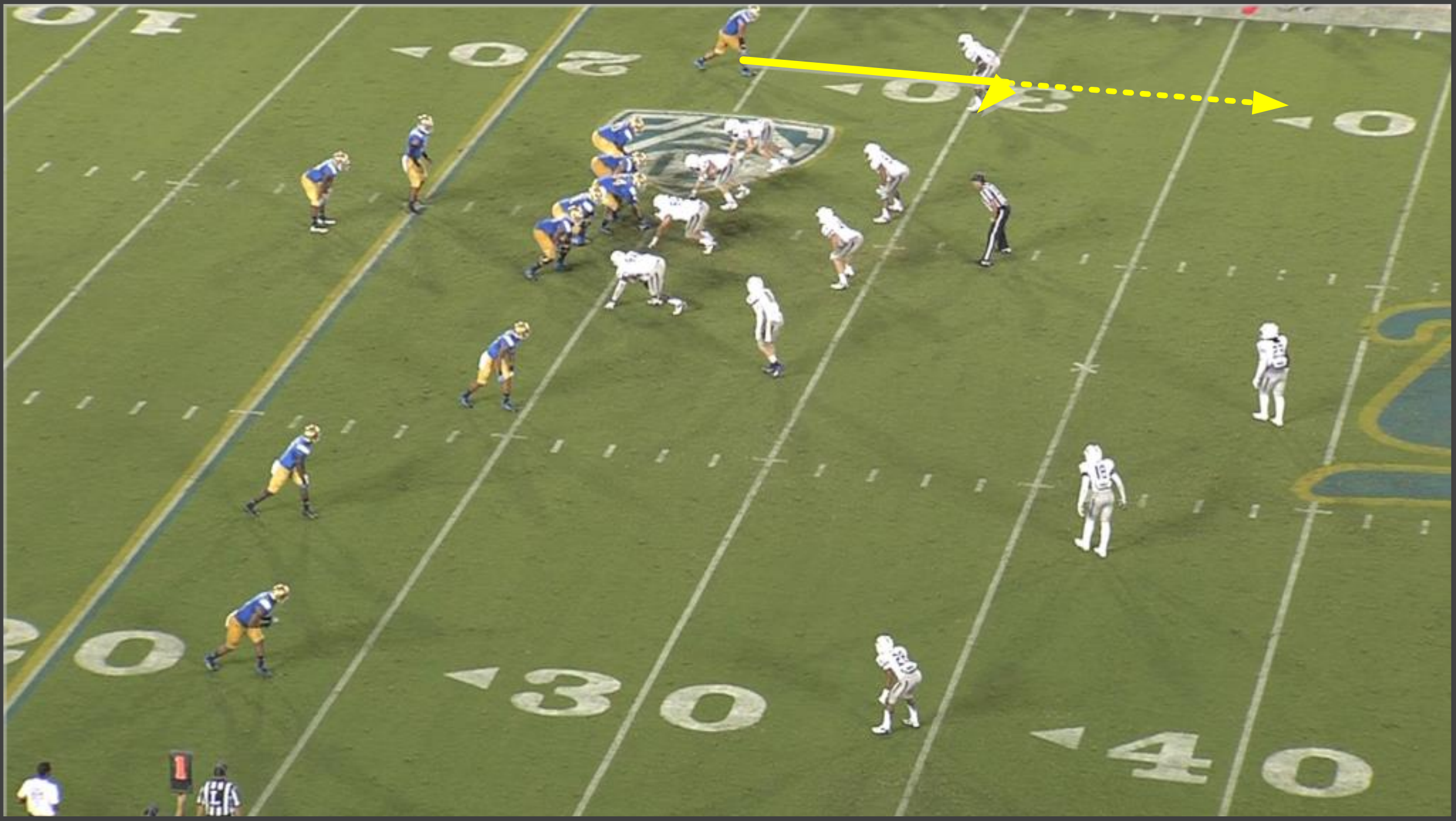


# 2023 PLAYBOOK



**GIFT**  
UAPB FOOTBALL

**RUN/PASS TAG: GIFT**



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# 2023 PLAYBOOK



# STORM

# STORM

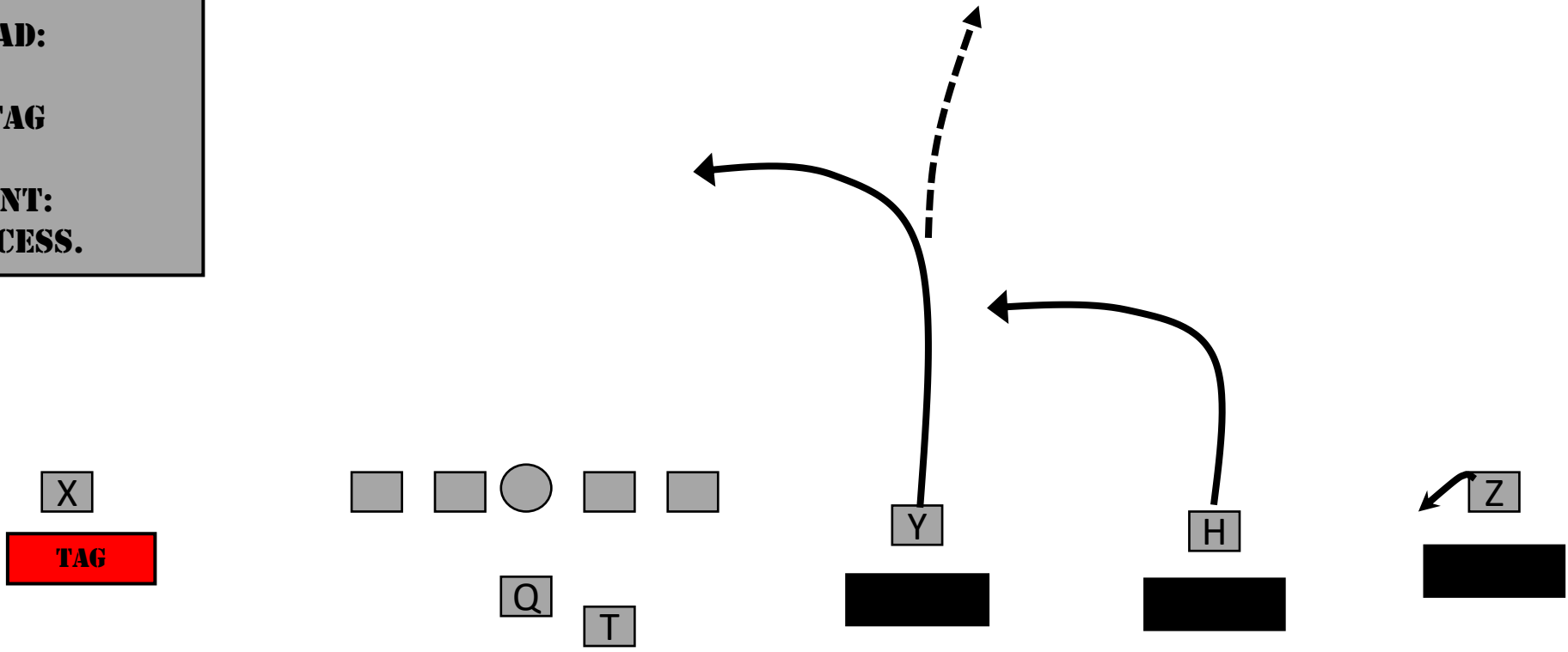
**MESH: INSIDE RUN / OUTSIDE RUNS**

**6 MAN BOX READ: NICKEL/SAM**

**7 MAN BOX READ:**

**MAN BEATER TAG**

**COACHING POINT: TAKE FREE ACCESS.**



FAMILY: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ ATTACK: \_\_\_\_\_

FORMATIONS: \_\_\_\_\_ PROTECTION: \_\_\_\_\_

PROGRESSION: \_\_\_\_\_ ALERT: \_\_\_\_\_

PLAYER	ROUTE	ASSIGNMENTS
Z		
Y		
T		
H		
X		

PRESSURE PLAN: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

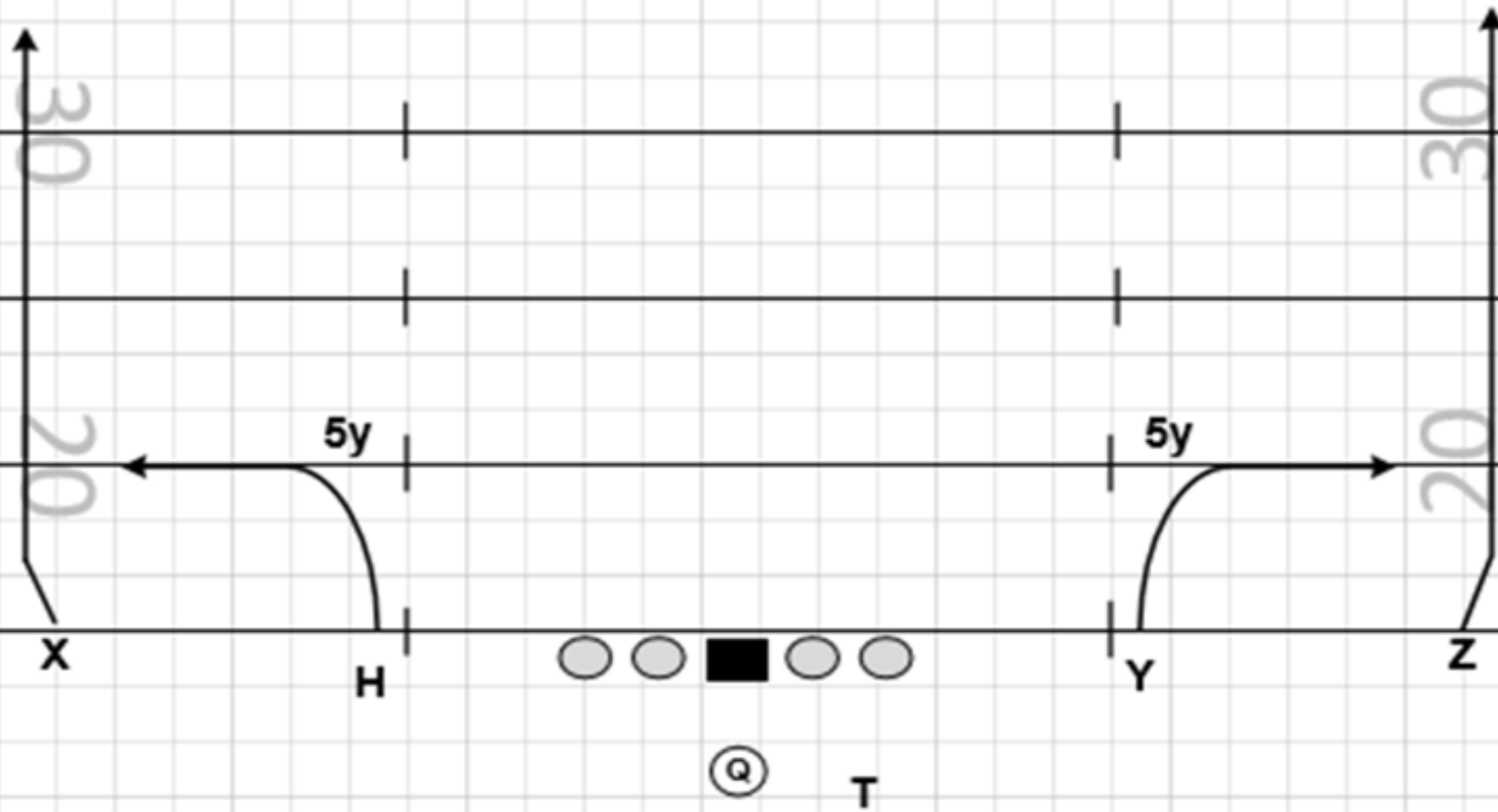
\_\_\_\_\_

# 2023 PLAYBOOK



# QUICK GAME

## DOUBLES RT BLACK FAT



FAMILY: **QUICK GAME**

CONCEPT: **FADE/FLAT**

KEY:

FORMATIONS: **DOUBLES**

PROTECTION: **RED/BLACK**

PROGRESSION: **BEST LOOK SIDE / HI-LO**

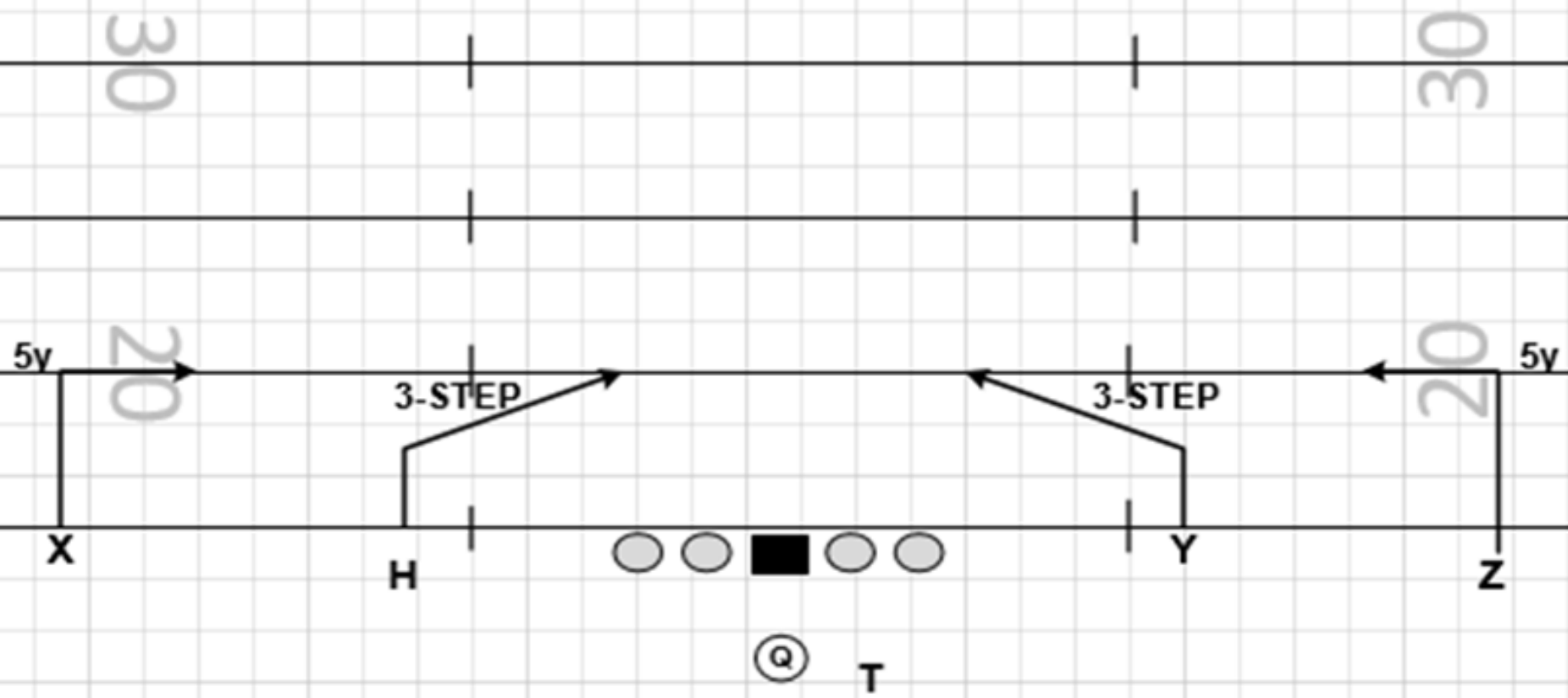
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	MOR	MOR - FADE
Y	QUICK-OUT	5y OUT
T	PASS PROTECTION	PASS PROTECTION - INSIDE OUT
H	QUICK-OUT	5y OUT
X	MOR	MOR - FADE

PRESSURE PLAN: **NONE**

NOTES:

## DOUBLES RT BLACK SLASH



FAMILY: **QK GAME**      CONCEPT: **DBL SLANT**      KEY:

FORMATIONS: **DOUBLES**      PROTECTION: **RED/BLACK**

PROGRESSION: **BEST LOOK SIDE – AWAY FROM MIKE**      ALERT: **NONE**

PLAYER	ROUTE	ASSIGNMENTS
Z	UNDER	5y IN
Y	SLANT	3 STEP SLANT
T	PASS PROTECTION	PROTECTION – INSIDE/OUT
H	SLANT	3 STEP SLANT
X	UNDER	5y IN

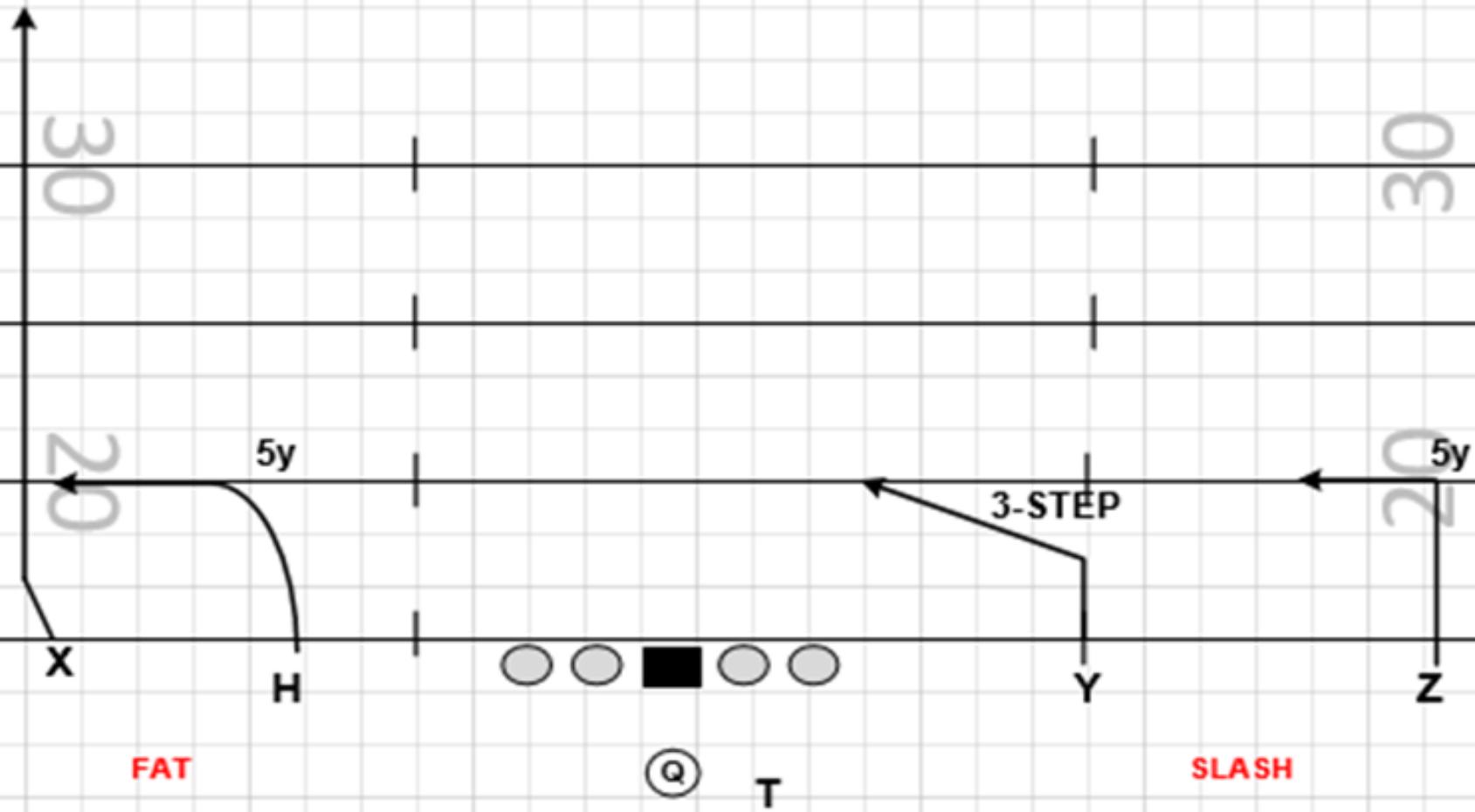
PRESSURE PLAN: **NONE**

NOTES:

## DOUBLES RT BLACK NAIL

1H

2H



FAMILY: **QK GAME**    CONCEPT: **DBL SLANT**

KEY:

FORMATIONS: **DOUBLES**

PROTECTION: **RED/BLACK**

PROGRESSION: **1H / 2H**

ALERT: **NONE**

PLAYER	ROUTE	ASSIGNMENTS
Z	UNDER	5y IN
Y	SLANT	3 STEP SLANT
T	PASS PROTECTION	PROTECTION – INSIDE/OUT
H	QUICK-OUT	5y OUT
X	MOR	MOR - FADE

PRESSURE PLAN: **NONE**

NOTES:



# 2023 PLAYBOOK



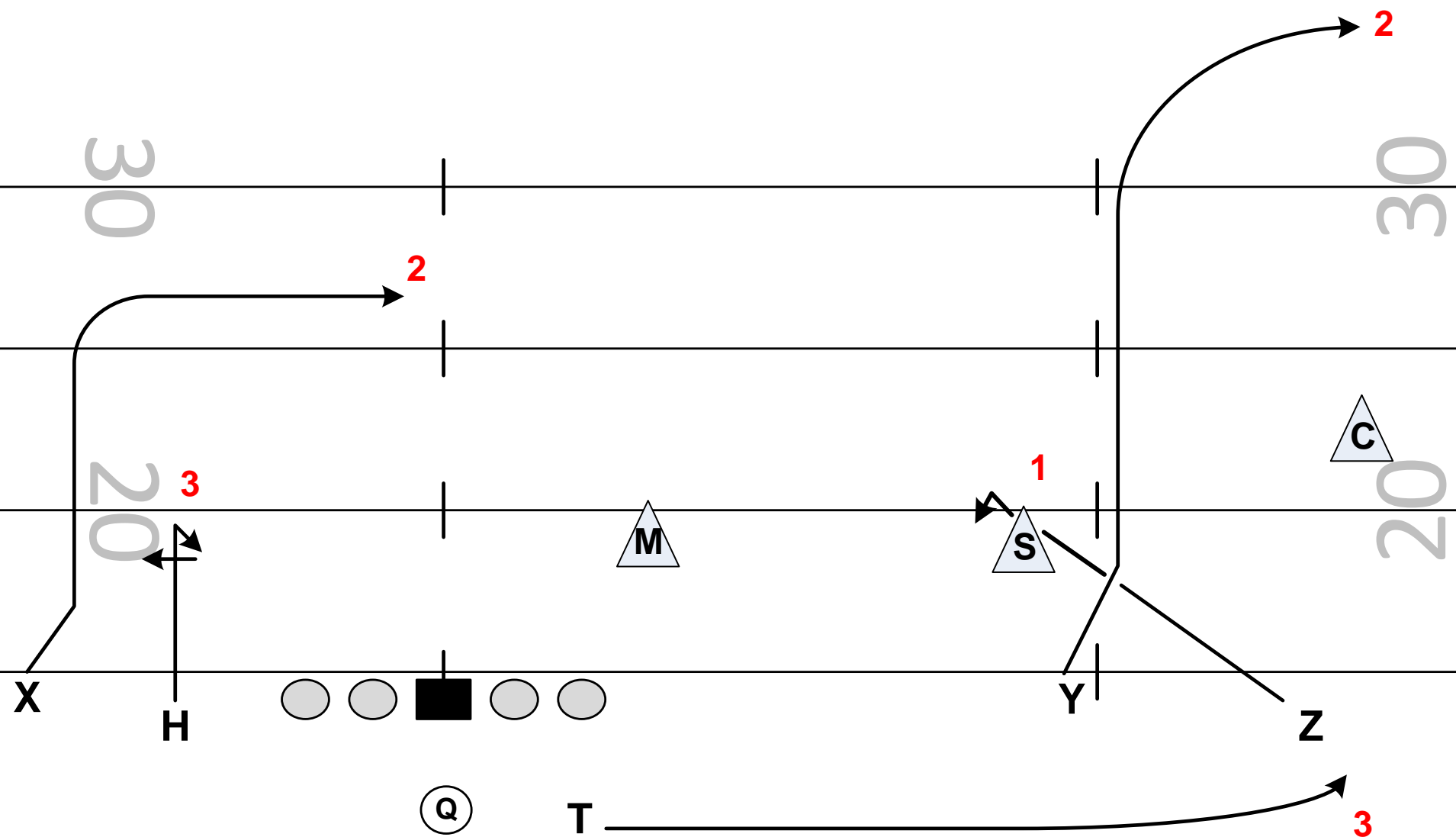
# GAS STATIONS

# CHEVRON

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



# DOUBLE RT (51) CHEVRON



FAMILY: **GAS STATION**      CONCEPT: **3 MAN SNAG**      NARROW      **SAM**

FORMATIONS:      **DOUBLE, TRIO, GREEN**      PROTECTION: **50 - 51**

PROGRESSION:      **PURE - Z/Y/T    Z/X/H**      ALERT:      **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW**

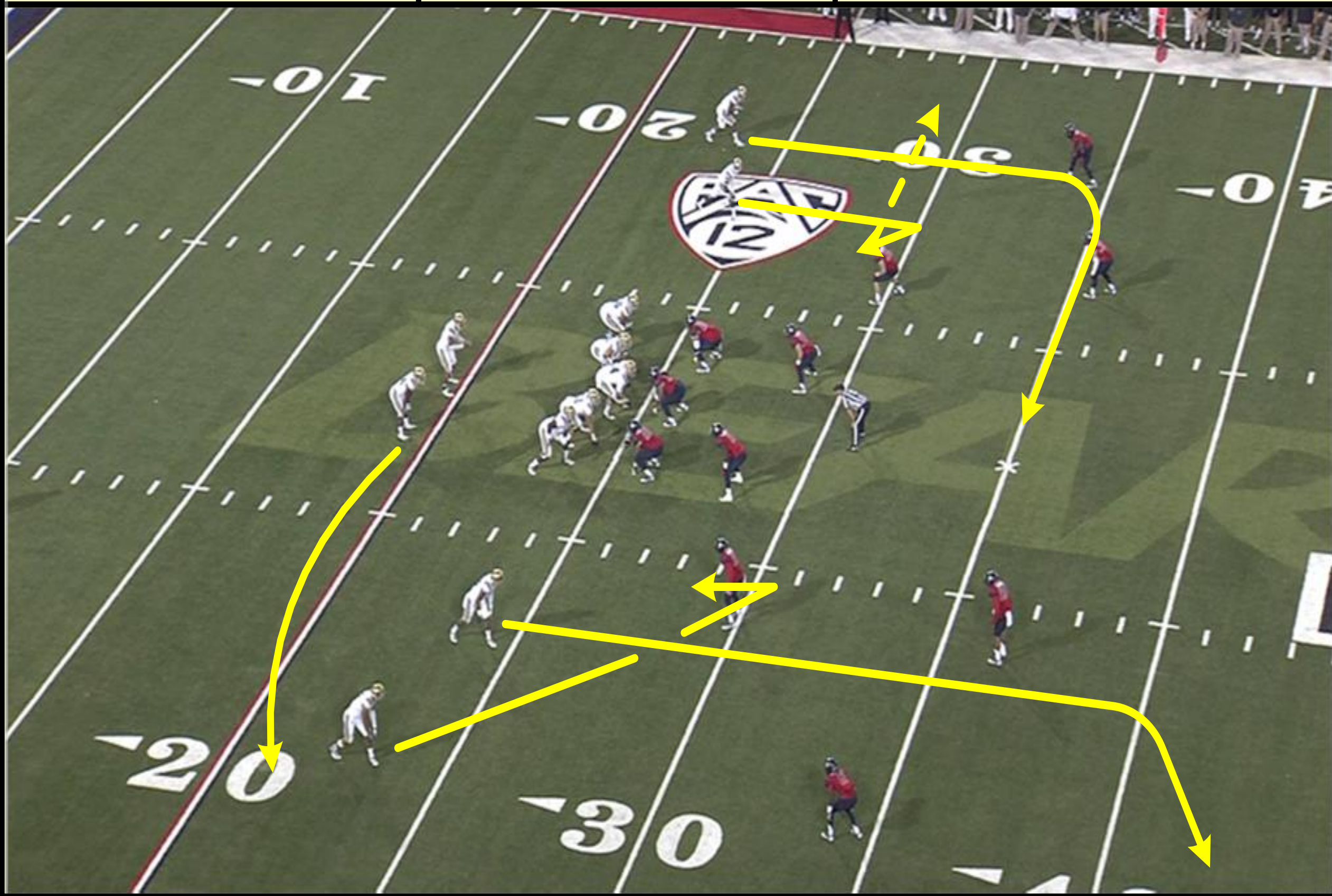
NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

**BE AWARE OF POSSIBLE BACKSIDE TAGS**

PLAY: DOUBLE RT CHEVRON

TAG:

PASS PRO: 51



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

**SAM**

FORMATIONS: **DOUBLE, TRIO, GREEN**

PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/X/H**

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW**

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

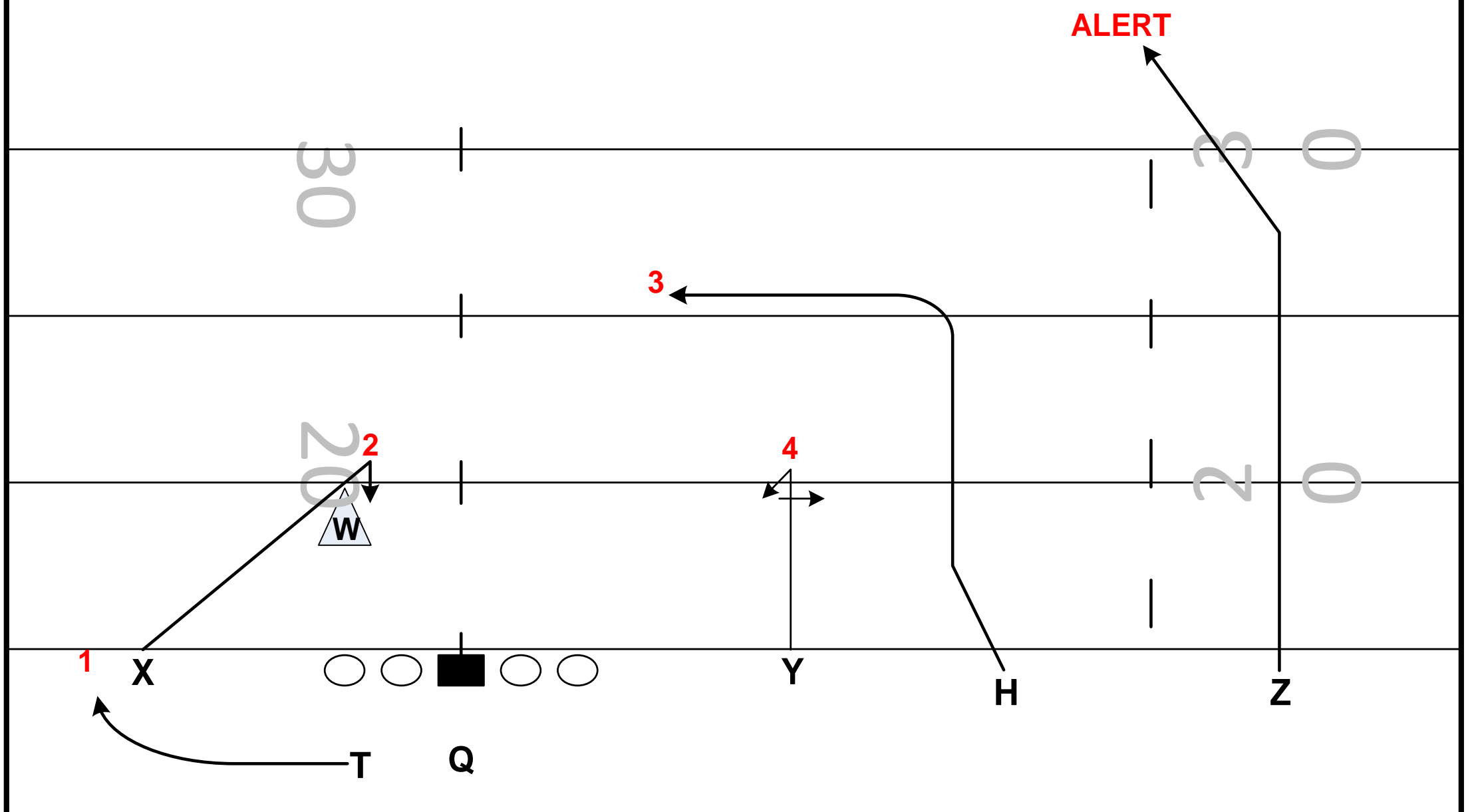
**BE AWARE OF POSSIBLE BACKSIDE TAGS**

# 2023 PLAYBOOK



**EXXON**  
UAPB FOOTBALL

# TRIO RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

**5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW**

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

# 2023 PLAYBOOK



# DROP BACK

# 2023 PLAYBOOK



# CADDY

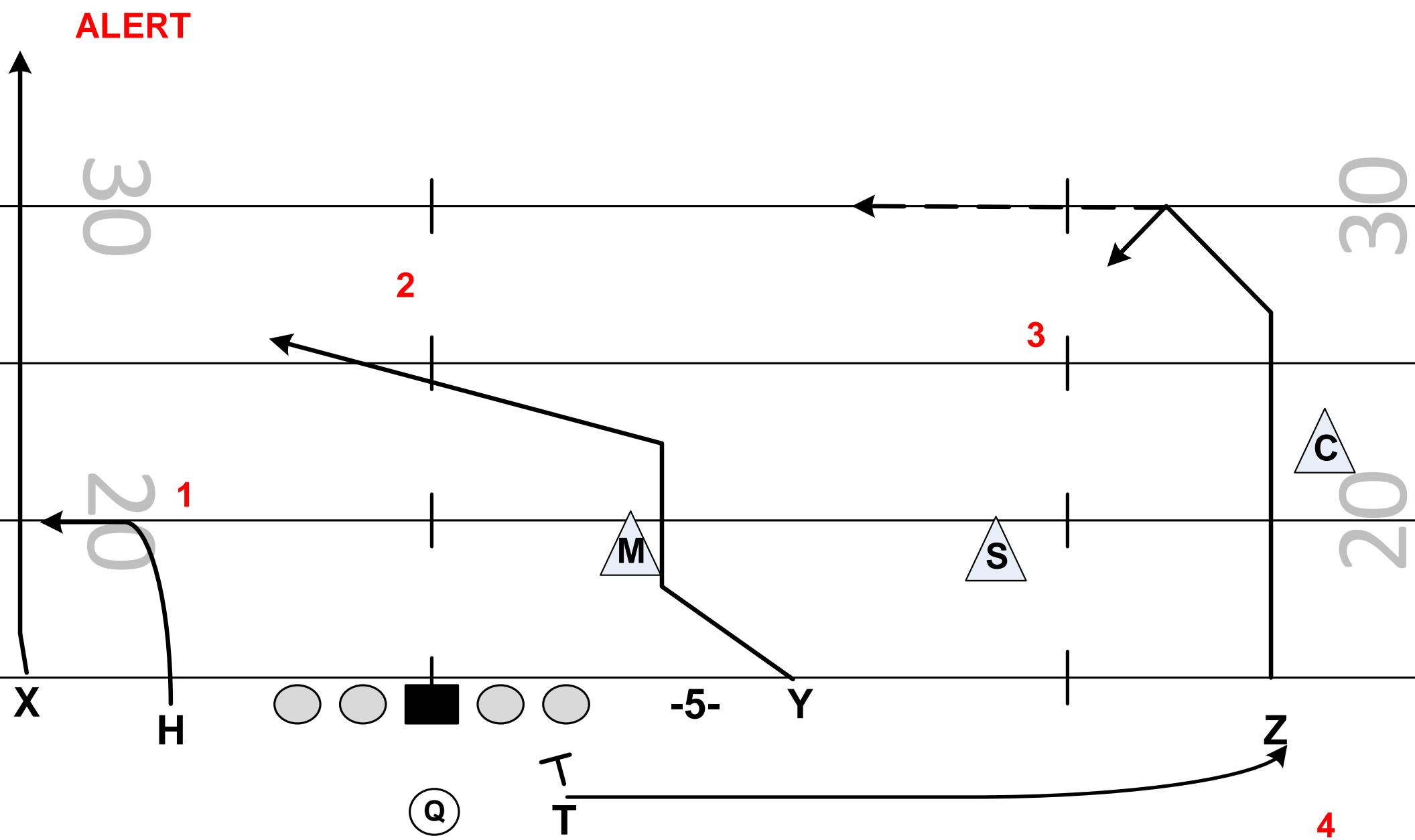


# CADDY (TAGS)

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



# DOUBLE RT (61) CADDY



FAMILY: **CARS**      CONCEPT: **Y CROSS**      NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN**      PROTECTION: **60 - 61**

PROGRESSION: **ALERT - H, Y, Z, TROUBLE**      ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

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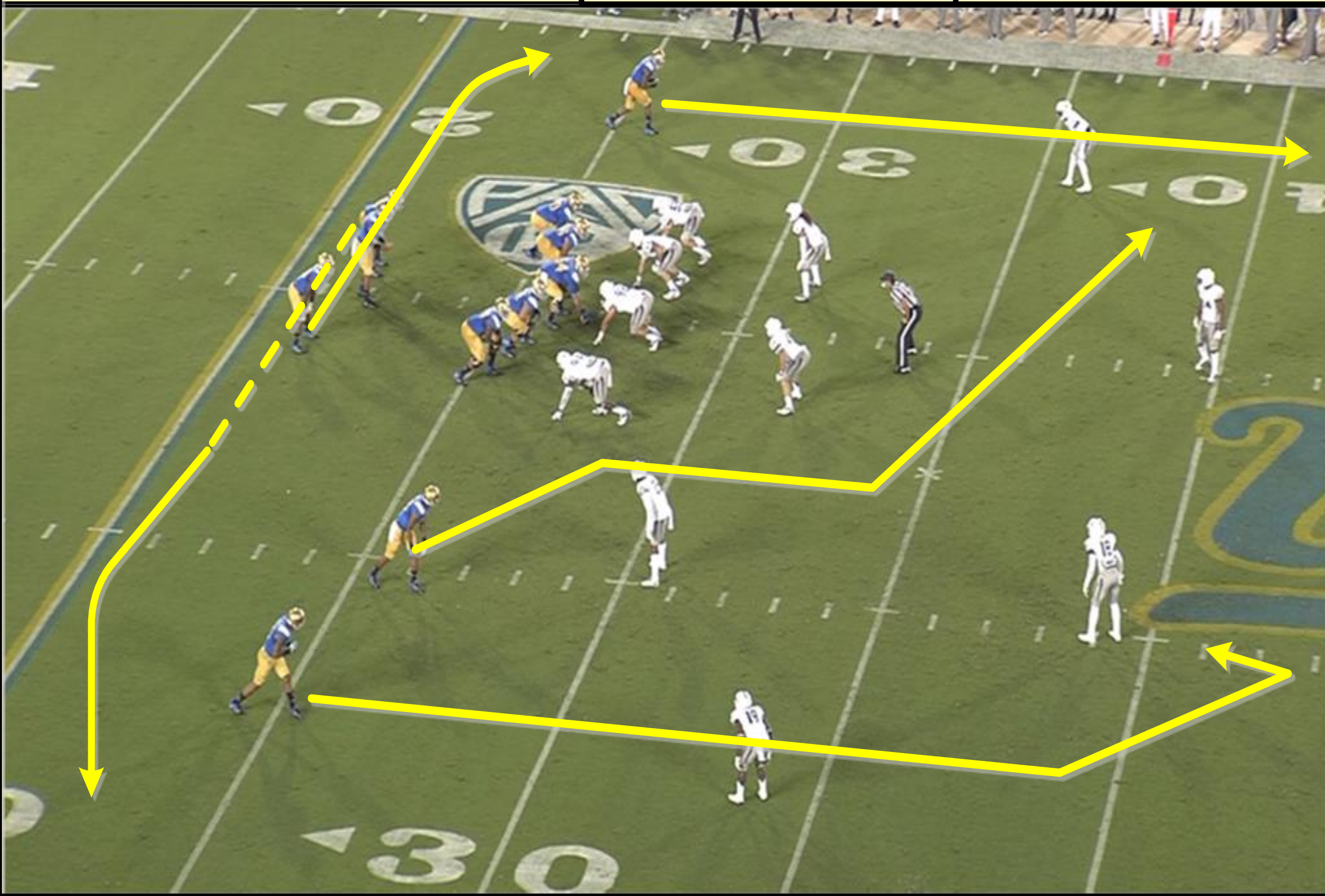


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PLAY: CADDY

TAG

PASS PRO:



FAMILY: **CARS**

CONCEPT: **FULL CONCEPT**

NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN**

PROTECTION: **60 - 61**

PROGRESSION: **ALERT - H, Y, Z, TROUBLE**

ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

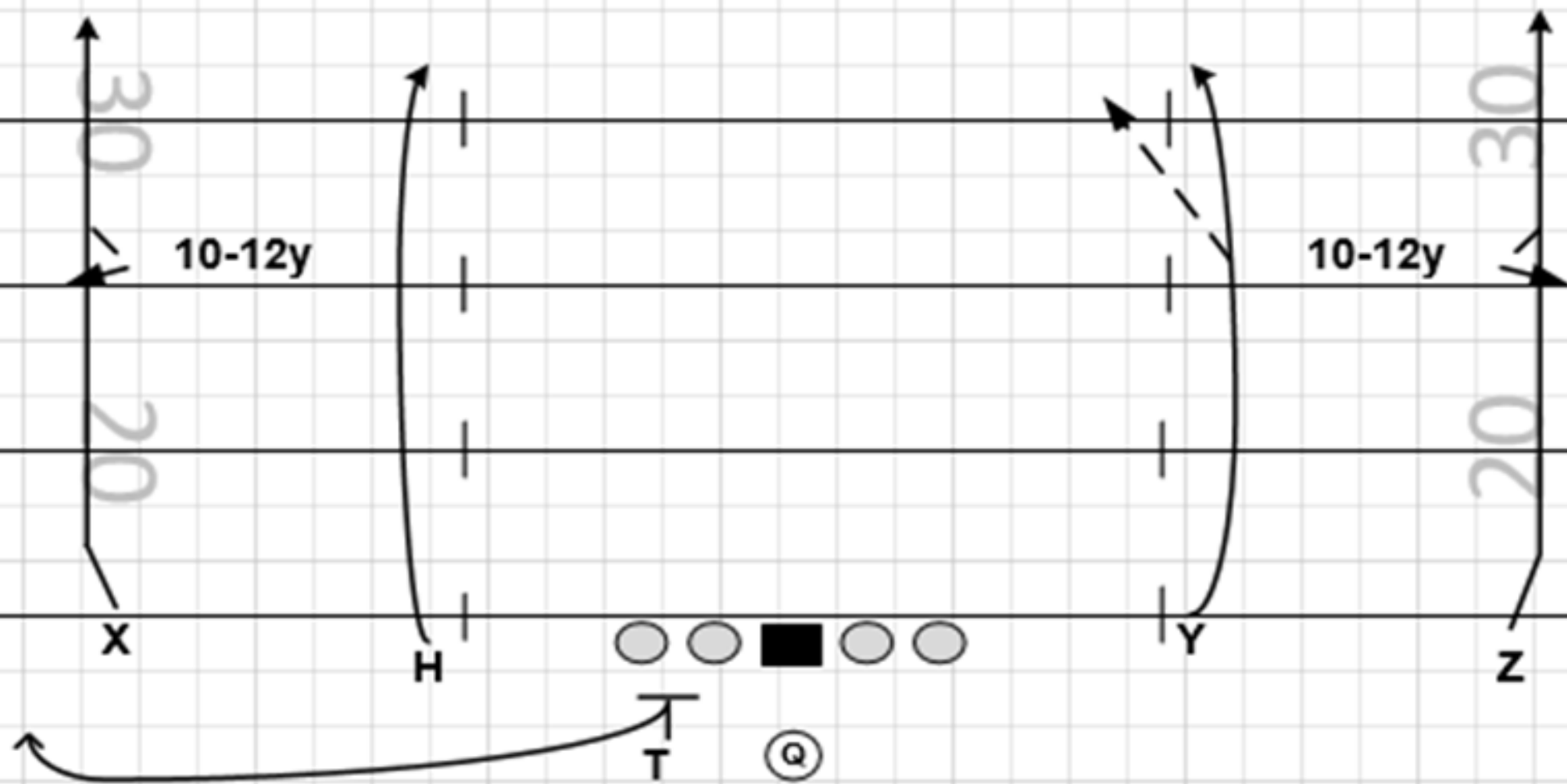
NOTES:

# 2023 PLAYBOOK



# DAYTONA

# DOUBLES RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **VERTICAL**

KEY: **1 OR 2 HIGH**

FORMATIONS: **DOUBLES, TRIO**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO / DROPOUT	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM / BENDER	2 HIGH/1 HIGH READ
T	CHECK-SWING	5 YARDS OVER THE CENTER
H	SEAM	SEAM – OUTFRAN THE COVERAGE
X	GO / DROPOUT	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

# 2023 PLAYBOOK

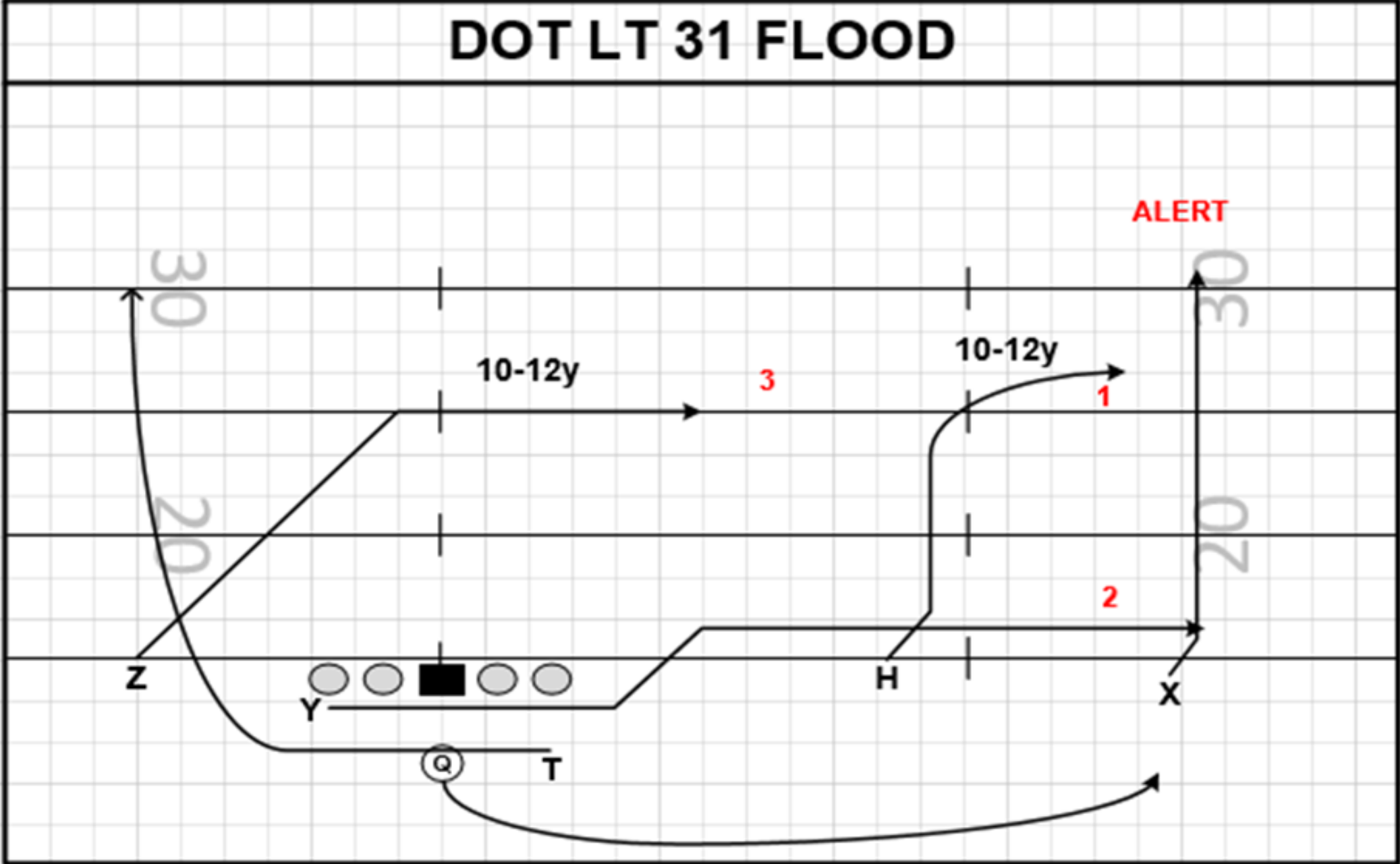


# 2023 PLAYBOOK



30/31

# DOT LT 31 FLOOD



FAMILY: **PA BOOT**      CONCEPT: **NAKED FLOOD**      KEY: **FLAT DEFENDER**

FORMATIONS: **DOT, TOP, TRIO, DOUBLES, GREEN/BLUE**      PROTECTION: **30/31**

PROGRESSION: **X/H/Y/Z**      ALERT: **CHECK RUN**

PLAYER	ROUTE	ASSIGNMENTS
Z	DROP-BOX	RELEASE UNDER WILL LB – CLIMB TO 10-12 YDS. RECEPTION AREA IS 10 YDS OPP. HASH
Y	BLUFF-FLAT	BLUFF THE DE, 1 STEP OVER LOS FLAT
T	(P.A.)RAIL	CARRY OUT FAKE AND RAIL UP BOTTOM OF NUMBERS
H	SPEED-OUT	10-12y SPEED-OUT
X	MOR	MOR - FADE

PRESSURE PLAN: **IF YOU SEE PRESSURE FROM FIELD – CHECK TO BOUNDARY STRETCH**

NOTES:

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# 2023 PLAYBOOK



# SCREENS

# 2023 PLAYBOOK



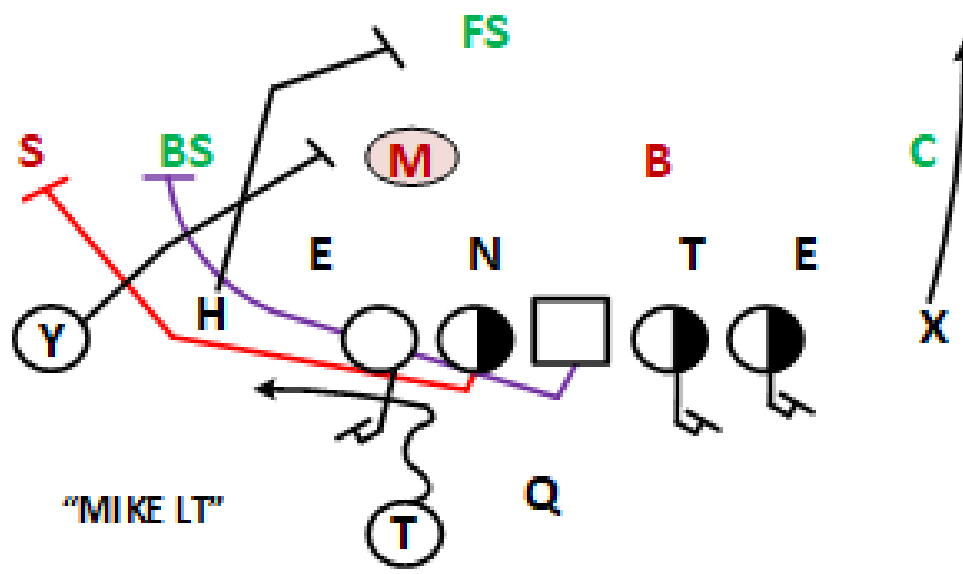
**ROSE**  
UAAPB FOOTBALL



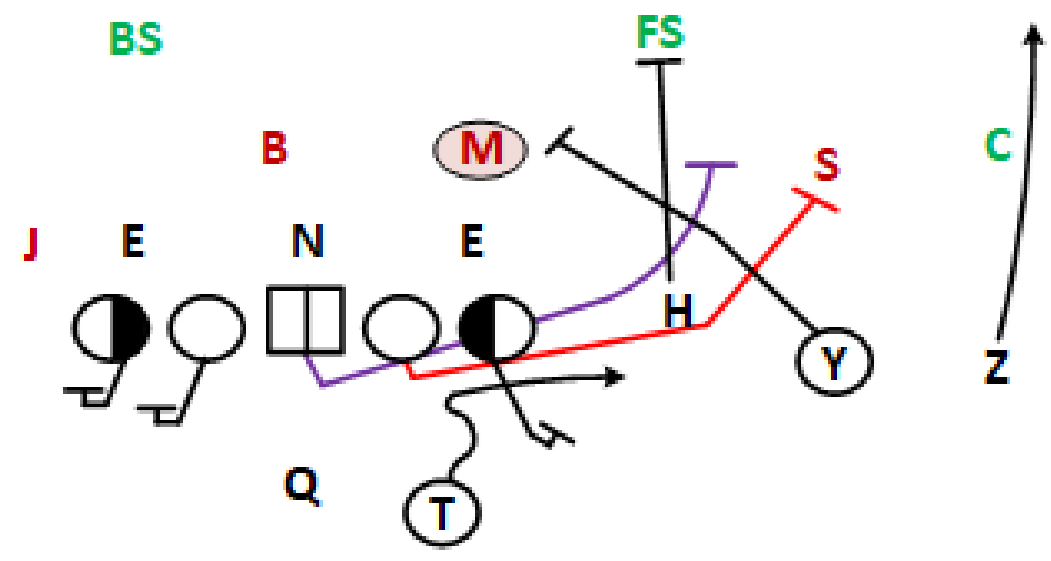
# ROSE / LINDA



42 OVER G



30



LINDA

ROSE

**DESCRIPTION:** SLOW SCREEN TO HB WITH Y CRACKING LB LEVEL DEFENDER.

**DECLARATION:** VS 4 DOWN = FIELD LB  
VS 30 = FIELD LB

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	SET SOLID, GET UPFIELD RUSH, WHEEL AND RUN BY QB		60 RULES FOR FRONT SIDE
PSG	SET SOLID, RELEASE FLAT AND BLOCK 1 <sup>st</sup> THREAT ON THE SIDEWALK (FORCE DEFENDER)		WE DO NOT BLOCK BLITZERS!
CTR	SET SOLID, RELEASE FLAT AND RUN THE ALLEY.		WE DO NOT BLOCK BLITZERS!
BSG	60 RULES ON AWAY SIDE SET SOLID, TRAIL FOR ANY TRASH.		
BST	SET #2 UP THE FIELD		
Y	CRACK FIRST 2 <sup>ND</sup> LEVEL DEFENDER IN THE BOX.		WE DO NOT BLOCK BLITZERS!
PS REC	RUN OFF CORNER. SELL PASS AND BLOCK LATE. FULL SPEED.		
QB	GUN 3 LET RSH COME TO YOU, LOSE 2 AND THROW A BALL TO KEEP HIM ON THE MOVE. BE AN ACTOR.		
T	SELL PASS PROTECTION, EYES ON THE BACKER OVER YOU, LEAVE WHEN GUARD LEAVES. AVOID DL ON THE WAY OUT.		
H	RUN OFF. BLOCK SAFETY.		
BS REC	RUN OFF CORNER. SELL PASS AND BLOCK LATE. FULL SPEED.		