



2018

OFFENSIVE PLAYBOOK

Tribe



SHU



Lafayette



PLAY DOWNHILL

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BLUE PRINT FOR SUCCESS



goals

BUCKNELL OFFENSIVE GOALS

1 150 YARDS RUSHING

2 NO TURNOVERS

**3 8 EXPLOSIVE PLAYS
(10+RUN 15+PASS)**

**4 + 50 YARDS AFTER CONTACT
(Y.A.C.'S)**

**5 10 HAMMER HITS AND
CUTS**

**6 +2 TOUCHDOWN OVER
TURNOVERS**

PHILOSOPHY / OBJECTIVES



NO HUDDLE PHILOSOPHY

- **OFFENSIVE PHILOSOPHY:** EMPLOY A MULTIPLE SPREAD PRO OFFENSE SO WE CAN PLAY DOWN HILL, COMPLIMENT OUR BASE OFFENSE WITH OUR PASS CONCEPTS, SCREEN, PAP, RPO, AND ETC. BE AGGRESSIVE, PUT OUR ATHLETES IN SPACE.
- **NO HUDDLE PHILOSOPHY:** TO HAVE THE ABILITY TO PLAY FAST, USING MULTIPLE PERSONNELS TO ATTACK THE DEFENSE USING SPREAD AND PRO SETS. IN OUR NO HUDDLE PROCEDURE, WE DO NOT WANT TO PLAY RUSHED. WE WANT TO TEACH OUR PLAYERS TO TRIGGER QUICKLY AND PLAY FAST.

OBJECTIVES

- **KEEP THE PLAY MENU TIGHT, REPETITION, COMPLIMENT EACH PLAY,**
- **NEED TO INCREASE SCORING IN PRACTICE. INCREASE POSSESSIONS TO INCREASE SCORING. KEEP THE BALL MOVING HIGH EFF PLAYS (RUNS, SCREENS, QK GAME, BIG PLAYS, EFF DROP BACK AND PAP PASS GAME)**

OBJECTIVES

- FUNDAMENTALS
- SCORE POINTS
- HAVE FUN
- BEST CONDITIONED TEAM IN AMERICA
- COMPETITION WITH EVERYTHING WE DO
- PRACTICE PACE (NO DOWN TIME)

BLUE PRINT FOR SUCCESS



SITUATIONAL FOOTBALL

Two minute



TWO MINUTE IS TECHNIQUE TIME

EVERYONE MUST KNOW THE SITUATION PRIOR TO TAKING THE FIELD

- TIME REMAINING
- TIME OUTS REMAINING
- ONLY THE HEAD COACH CALLS TIME OUTS
- TD/FG
- POSSIBLE DEFENSIVE DOWN TIME
- POSSIBLE OFFENSIVE DOWN TIME
- EVERYONE MUST RECOGNIZE THE DIFFERENCE BETWEEN A TWO MINUTE DRILL THAT TAKES PLACE BEFORE THE END OF THE HALF AND A TWO MINUTE DRILL THAT TAKES PLACE AT THE END OF A GAME.

WHAT STOPS THE CLOCK

1. THE BALL OUT OF BOUNDS WITH TWO MINUTES AND UNDER IN EITHER HALF
2. AN INCOMPLETE PASS
3. TEMPORARILY FOR A FIRST DOWN WHEN BALL IS IN BOUNDS
4. TEMPORARILY FOR ADMINISTRATION OF A PENALTY
5. TEMPORARILY FOR AN INJURY TIME OUT
6. TEMPORARILY FOR A MEASUREMENT
7. A TIME OUT

Two minute



OFFENSE TWO MINUTE

1. CADENCE IS ATTACK CADENCE = “DOWN – SET – HUT”
2. ALL PLAYS WILL BE DIAMOND UNLESS WE CHANGE PERSONNEL FROM THE SIDELINE
3. YOU WILL RECEIVE THE PERSONNEL GROUP, FORMATION AND PLAY IN OUR NORMAL COMMUNICATION SEQUENCE
4. PERIMETER PLAYERS MUST GET YOUR EYES TO THE SIDELINE FOR FORMATION CALL AND PLAY SIGNAL.
5. WE MUST BE DISCIPLINED WITH OUR ALIGNMENTS ON/OFF THE BALL AND MAKE SURE THEY ARE CONFIRMED BY THE SIDE OFFICIALS
6. THE OFFENSIVE LINE MUST BE ALERT FOR PROTECTION CALL
7. THE QB WILL COMMUNICATE THE PROTECTION AND PLAY CALL TO THE OFFENSIVE LINE
8. IF WE DECIDE TO SPIKE IT EVERYONE ON THE BALL OFFENSIVE LINE BLOCKS INSIDE GAP
9. IF WE DECIDE TO CLOCK IT IS FAKE SPIKE, EVERYONE ON THE BALL ONLY THE X AND Z CAN GO DOWN THE FIELD

PLAY DOWNHILL

Two minute



TWO MINUTE EMPHASIS

1. IF YOU CATCH THE BALL BETWEEN THE NUMBERS AND THE SIDELINE GET EVERY YARD YOU CAN BEFORE GOING OUT OF BOUNDS
2. IF YOU CATCH THE BALL AT THE HASH ADVANCE THE BALL AS MUCH AS YOU CAN, "CATCH AND PUNCTURE"
3. BALL CARRIERS HAND THE BALL TO THE OFFICIAL, FIND HIM AND GIVE HIM THE BALL
4. THERE CAN BE NO SACKS, AND NO PENALTIES
5. IF YOU ARE INJURED GO DOWN AND STAY DOWN
6. OFFENSIVE LINE GET YOUR AIR OVER THE BALL
7. QB KNOW THE SITUATION FOR CHECK-DOWNS, KNOW THAT A TWO MINUTE DRILL IS A 4 DOWN SITUATION
8. WE NEED A POSITIVE PLAY ON THE FIRST PLAY, A COMPLETION OR POSITIVE RUN.
9. 4TH DOWN IS 4TH AND GAME YOU CAN EXTEND THE BALL IF NECESSARY TO GET A FIRST DOWN OR A TOUCHDOWN.
10. QBS CANNOT NOT GO DOWN WITH THE BALL ON 4TH DOWN.
11. LAST PLAY OF THE GAME THE BALL MUST GO INTO THE END ZONE. THIS IS THE SAME AS THE LAST PLAY OF THE HALF. THE OFFENSIVE LINE MUST COVER IN BOTH SITUATIONS
12. OFFENSIVE DOWN TIME IN A TWO MINUTE SITUATION. KNOW THE SITUATION ON THE SCOREBOARD AND KNOW THE CLOCK. IF WE USE THIS WE WILL SIGNAL FROM THE SIDELINE. IF YOU CAN GET A FIRST DOWN THE CLOCK WILL STOP. GO DOWN. IF YOU CANNOT GET A FIRST DOWN AND ALL WE NEED IS A FIELD GOAL GO DOWN.

PLAY DOWNHILL

BUCKNELL FOOTBALL FOUR MINUTE PHILOSOPHY



1. FOUR MINUTE OFFENSE

- JOB ALIGNMENT EYES
- BREAK HUDDLE AT 15 SECONDS
- SNAP BALL AT 2 SECONDS
- SIMPLE SNAP COUNTS – ON ONE OR QUICK
- POSSIBLE UNIQUE SURFACE RUN TO FIELD PERIMETER
- HAND BALL TO OFFICIAL
- PROTECT BALL WITH 2 HANDS
- DO NOT GO OUT OF BOUNDS
- THROWS MUST BE SAFE – MY GUY OR NO GUY
- QB IF YOU DO NOT HAVE AN SAFE THROW RUN AND STAY IN BOUNDS
- IN DOWN TIME – GET FIRST DOWN AND GO DOWN

2. FOUR MINUTE DEFENSE

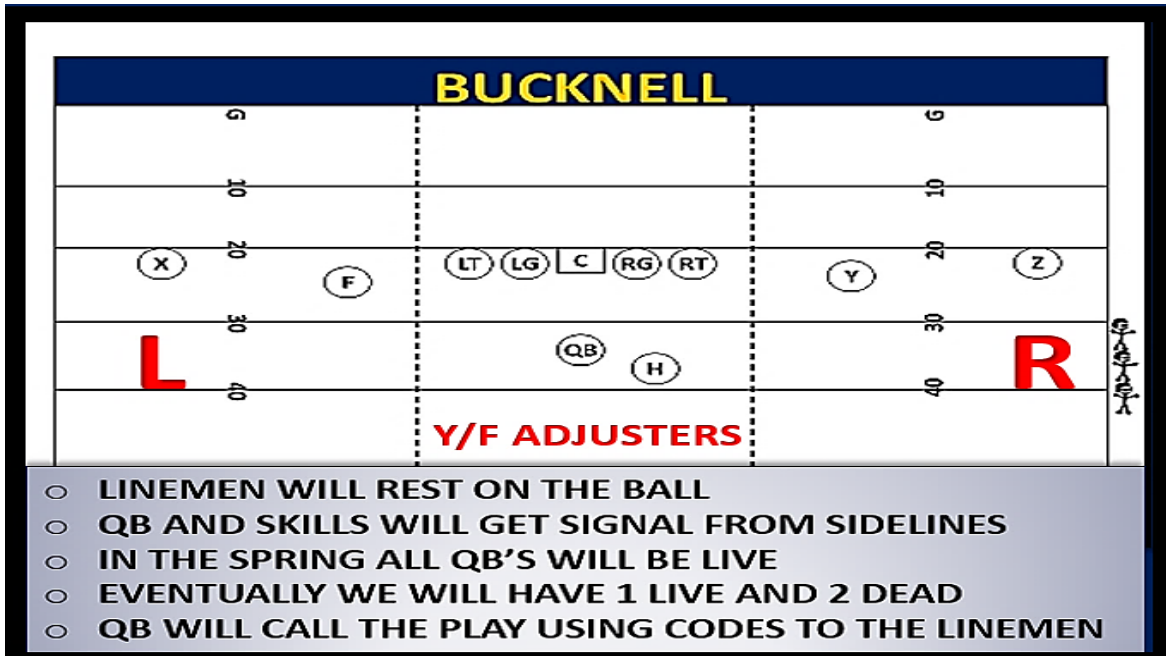
- JOB ALIGNMENT EYES
- TACKLE THE BALL SECOND MAN STRIP
- GET RUNNER OUT OF BOUNDS
- RUNNER OUTSIDE THE #S FIRST MAN HOLD UP SECOND MAN RUN OUT OF BOUNDS
- WATCH THE BALL – ALERT FOR HARD COUNT CADENCE

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PRESNAP PROCEDURE

NO HUDDLE PROCEDURE



- QB AND SKILLS WILL GET THE SIGNAL FROM THE SIDELINES (WR'S, TE, RB'S)
- THE QB'S WILL SIGNAL THE FORMATION, PLAY CONCEPT, AND DIRECTION.
 - EX: TRIPS RT EXXON (EXXON: DBL STICK DOT) (PROT: 53)
- QB WILL GIVE PLAY AND DIRECTION TO THE OL
- MOTIONS WILL BE SIGNAL BY THE QB USING HANDS OR FEET INDICATORS
 - A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX

COMMUNICATION

- DUMMY DIGIT WILL BE USE TO DISGUISE THE CALL (##/32)
-50=DUMMY / 32=32 BELLY
-WE WILL ALSO EVOLVE TO CODE WORDS (ZORRO
ODD=33 READ)
- THE DEFAULT CADENCE WILL BE ATTACK CADENCE.
EXAMPLE: (##/32) / (##/32) “DOWN” – SET HUT
- QB CAN CHANGE THE CADENCE USING THE DAYS OF THE
WEEK (MONDAY= ON 1) CHECK W/ ME CADENCE CAN
ALSO BE USED
EXAMPLE: (##/32) / (##/32) “MONDAY” – DOWN, BLUE 14, BLUE 14,
SET HUT

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”

<u>CODE WORDS/# FOR “LEFT” DIRECTION</u>	<u>CODE WORDS/# FOR “RIGHT” DIRECTION</u>
##/33	##/32
137	136
COLD	HOT
SMALL	BIG
SOUTH	NORTH

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PERSONNEL

PERSONNEL

DEUCE (DC): 1 RUNNING BACK, 2 TIGHT ENDS, 2 WIDE OUTS

DIAMOND (DI): 1 RUNNING BACK, 1 TIGHT END, 3 WIDE OUTS

PONY (PN): 2 RUNNING BACKS, 1 TIGHT ENDS, 2 WIDE OUTS

2Y: 2 RUNNING BACKS, 2 TIGHT ENDS, 1 WIDE OUT

3Y: 2 RUNNING BACKS, 3 TIGHT ENDS, 0 WIDE OUTS

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SHIFTS

SHIFTS

H SHIFT (GUN WEAK/STRONG)

TRADE

F TRADE

SCATTER

SHOP

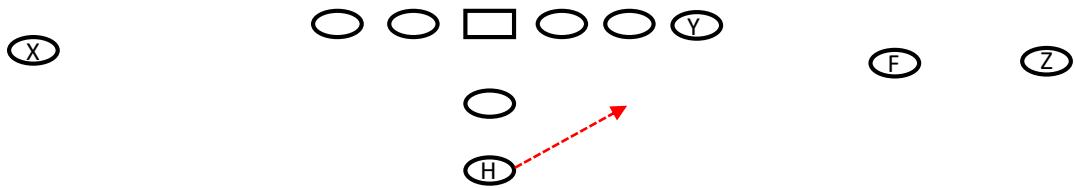
FLOP

H SHIFT (TO GUN)

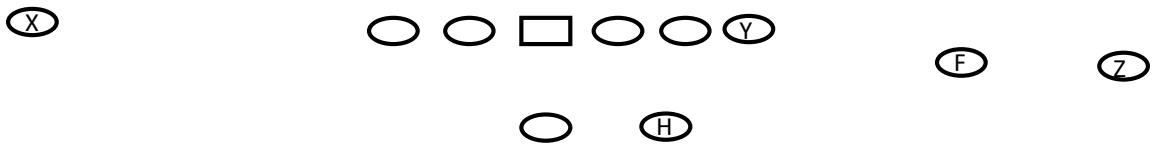
H Shifts from PISTOL (Home) Alignment to Gun Weak or Strong

Example: H Shift to Gun Str Trips Rt

START

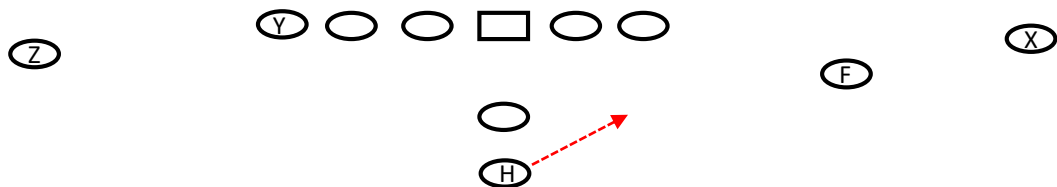


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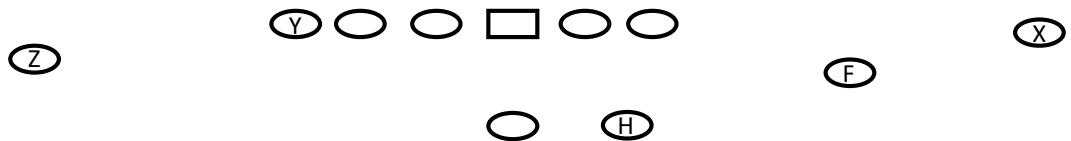


Example: H Shift to Gun Wk Near Lt

START



FINISH

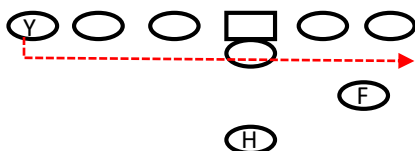


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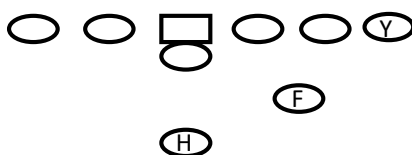
1. Y aligns opposite the call.
2. Y moves across the formation on "DOWN"
3. Z and X receiver move on or off the ball accordingly.

Example: Trade Jack Right

START

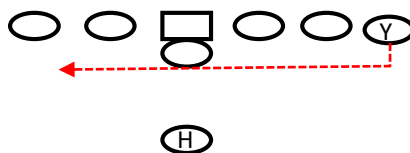


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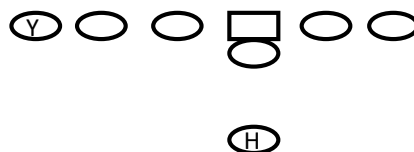


Example: Trade Near Left

START



FINISH



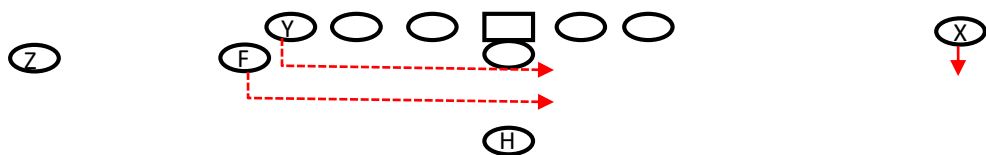
F-TRADE

“F TRADE”

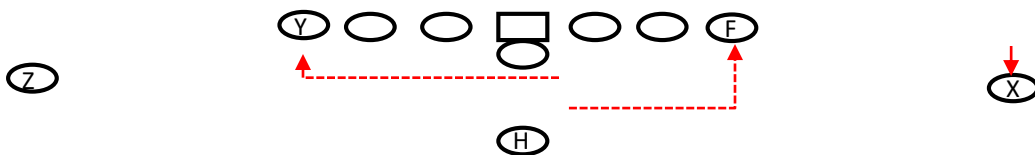
1. Y aligns to the call. F aligns as a wing with Y.
2. On “Down” Y begin to Trade, cross the center, and return to final formation.
3. F/W move to final formation.
4. Z and X move on or off the ball accordingly.

Example: F Trade Solo Left

START

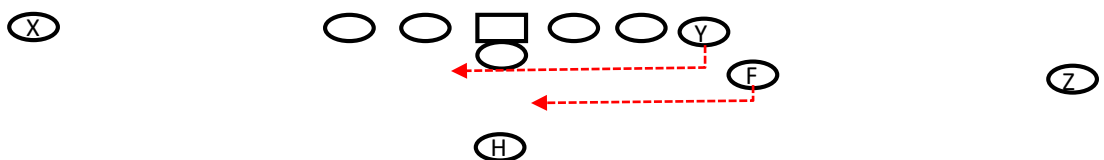


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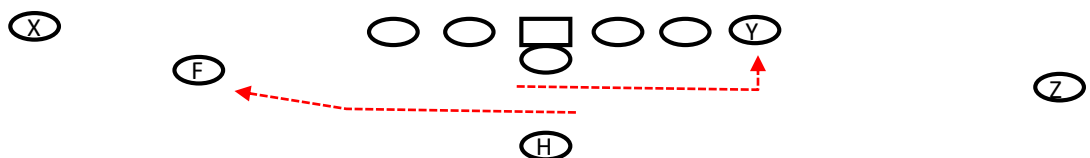


Example: F Trade Near Right

START



FINISH

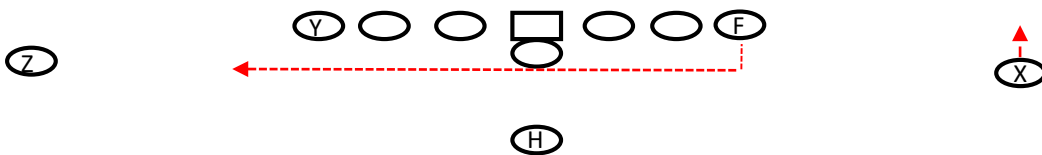


SCATTER

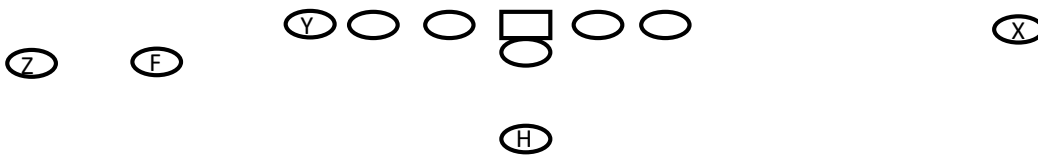
1. Always align in a solo formation to the strength.
2. On "Down" everyone moves to final destination.

Example: Scatter Trips Left

START

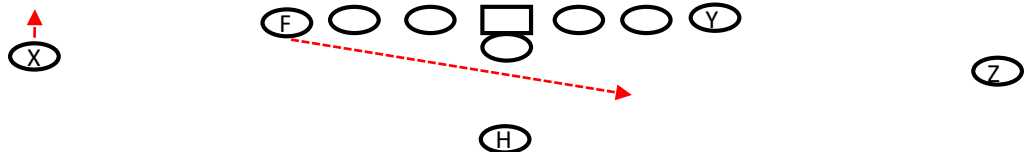


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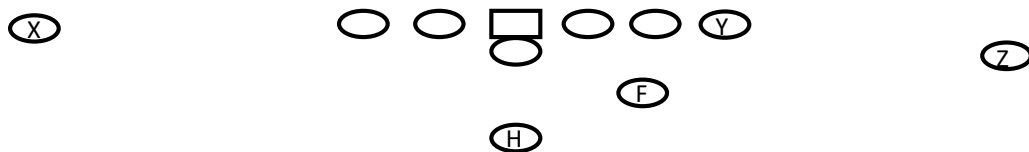


Example: Scatter Jack Right

START



FINISH

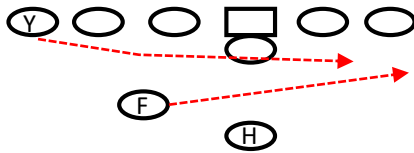


SHOP

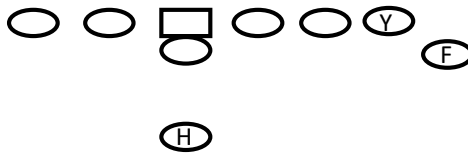
1. "Y" and "F" align in Jack opposite the strength call
2. Everyone else align in formation to call
3. On "Down" everyone moves to final destination.

Example: Shop East Right

START

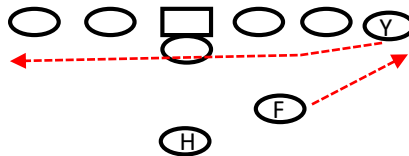


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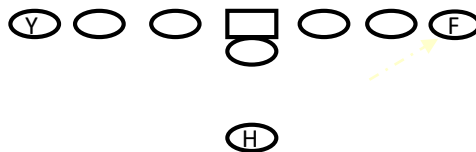


Example: Shop Solo Left

START



FINISH

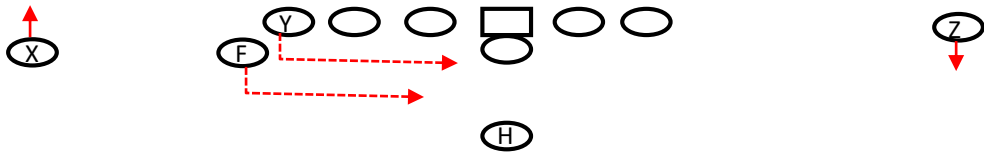


FLOP

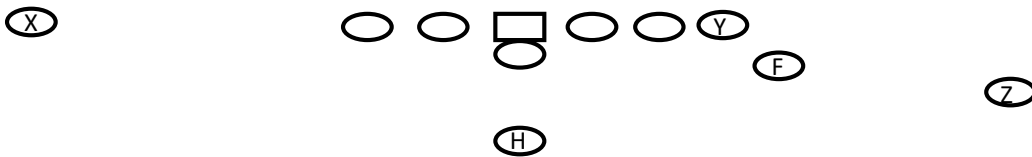
1. Y aligns opposite the call. F aligns opposite the call as a wing with Y.
2. Y and F move to final formation on "DOWN"
3. Z and X move on or off the ball accordingly.

Example: Flop East Right

START

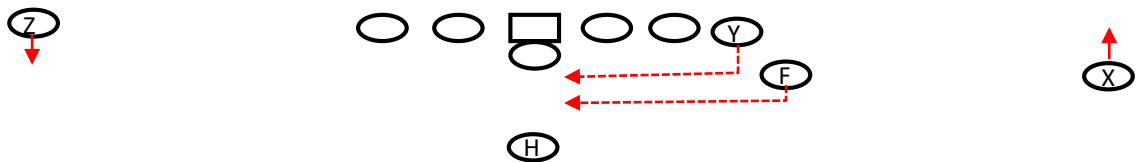


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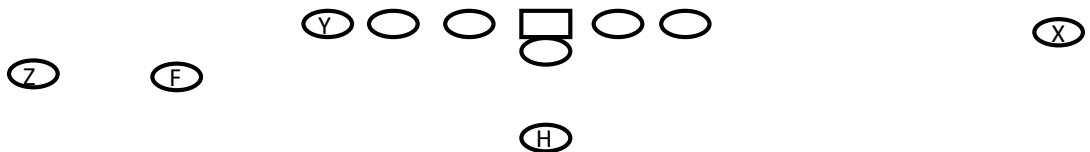


Example: Flop Trips Left

START



FINISH



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MOTIONS



MOTIONS



- **MOTIONS IN THE NO HUDDLE SPREAD PRO SYSTEM IS A WEAPON. WE WILL EMPLOY MOTIONS, FAST MOTIONS, AND SHIFTS TO ATTACK THE DEFENSE**
- **MOTIONS WILL BE CONTROLLED BY THE QB USING HANDS OR FEET INDICATORS**
 - **A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX**
- **MOTIONS NEED TO STRESS THE DEFENSE. BUILD FORMATION PRE AND POST SNAP**

RECEIVER MOTIONS

- **AP**
- **AC**
- **GHOST**

Y MOTIONS

- **YIG**

BACKS MOTION

- **AC**
- **FREE**



MOTIONS



FREE

X



Y

Z

H

Q

F

3 STEPS ON MOTION
EYES TO QB

SPLIT FREE

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO THE DOWN. H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY:

FAC

X

F



Y

Z

Q

T

ENDING MOTION IS PLAY SPECIFIC

DUAL RT F FAC

COACHING POINTS:

SNAP COUNT: NORMAL SNAP COUNT. WAIT FOR MOTION PLAYER TO GET INTO PLACE.

MOTION: CHANGE OF FORMATION MOTION. ONLY MOTION WHERE YOU ARE CREATING A NEW FORMATION INSTEAD OF OUT LEVERAGING DEFENSE. GAME PLAN SPECIFIC MOTION.

EXAMPLE PLAY: DUAL F FAC 33 BELLY

4/28/2019



MOTIONS



HAC

X



Y

Z

SNAP PT.
ALIGNMENT OF
REMAINING BACK



5 STEPS PAST REMAINING
BACK GIVE EYES TO QB

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO SAYING DOWN H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: SPLIT RT HAC 33 BELLY GIFT

FAP

X



Y

Z



2 YDS IN FRONT OF QB
CONTINUE ON SWING

COACHING POINTS:

SNAP COUNT: QB MUST SNAP THE BALL WHEN F REACHES THE TACKLE

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:



MOTIONS



GHOST

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 33 BELLY GIFT

2 YDS BEHIND QB
CONTINUE ON SWING

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FORMATIONS

FORMATIONS

2X2

DUAL
NEAR
QUEEN
EAST TWINS
SOLO
STACK

3X1

TRIO
TRIPS
KING
EAST
NEAR SLOT
BUNCH

2 BACKS

SPLIT

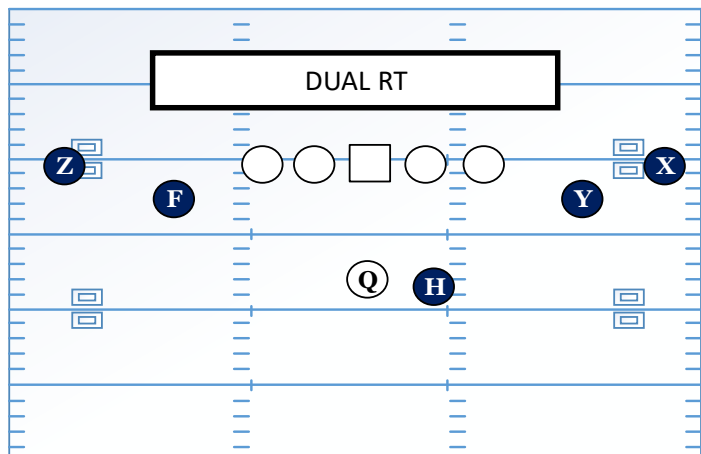
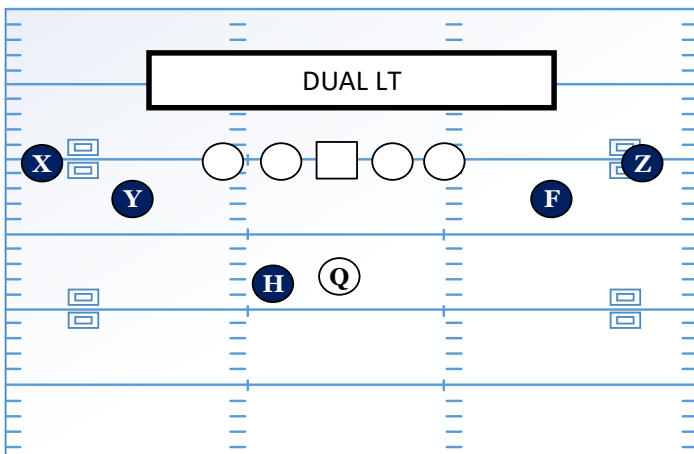
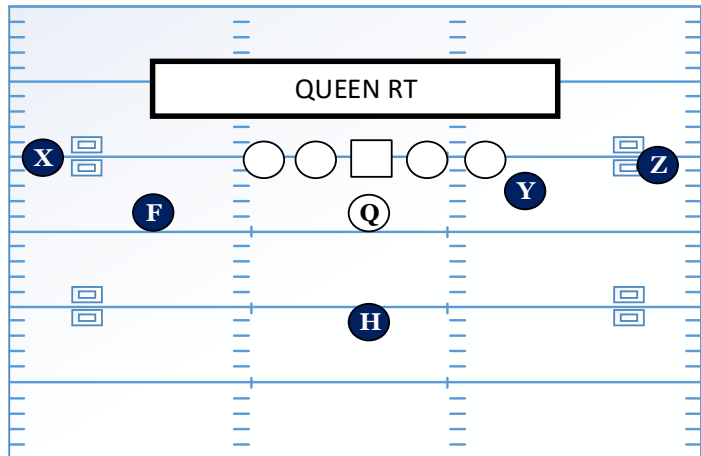
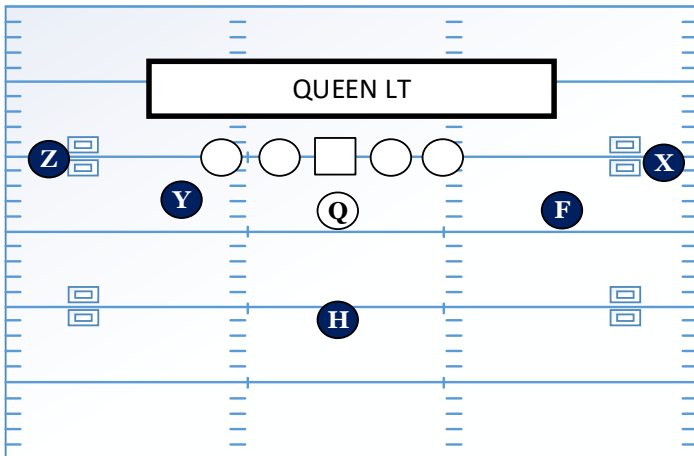
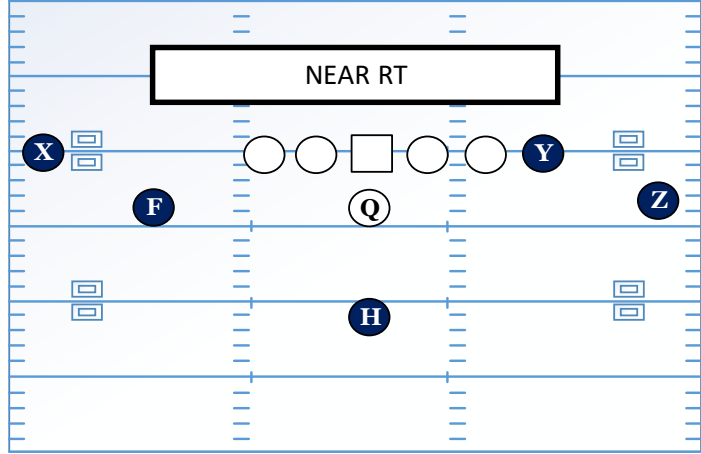
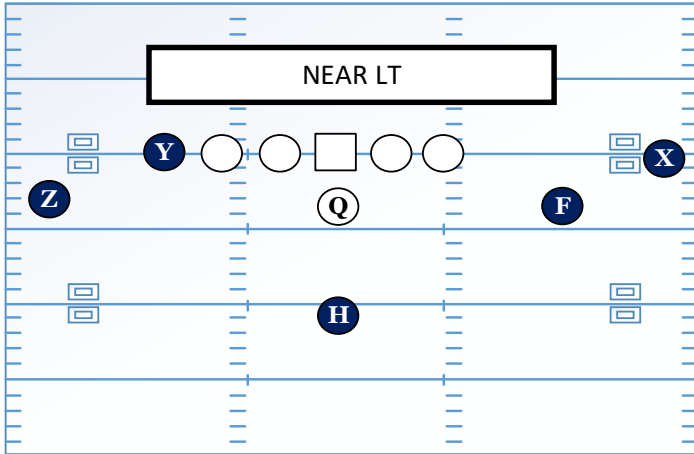
UNIQUES
UNBALANCE
2Y/3Y SETS

H ALIGNS BASE ON PLAY CALL



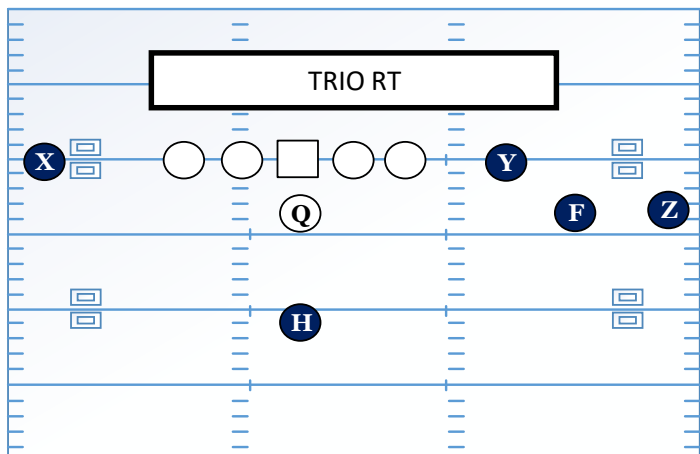
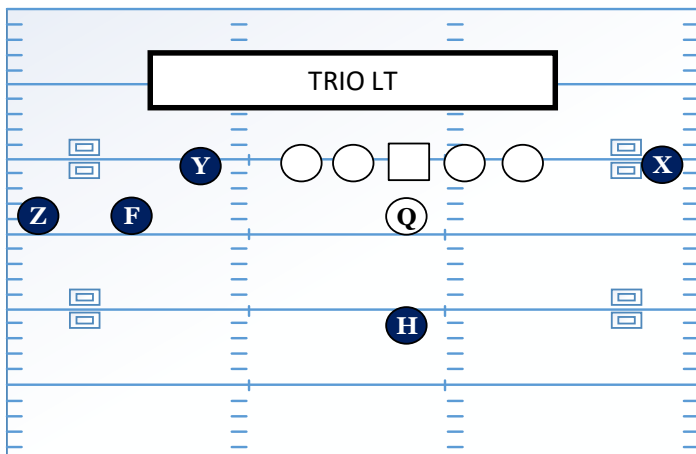
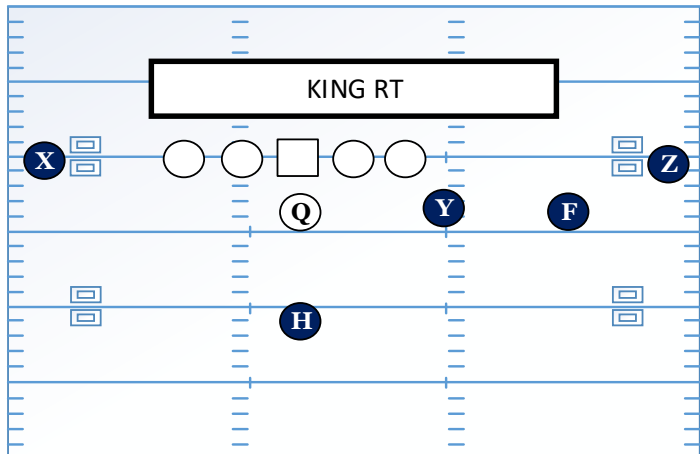
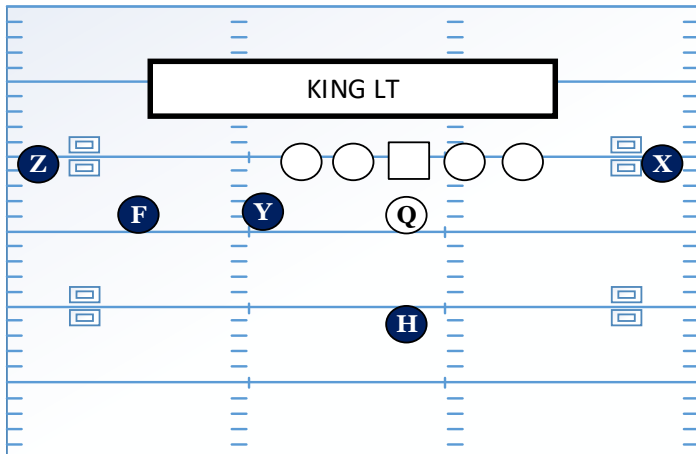
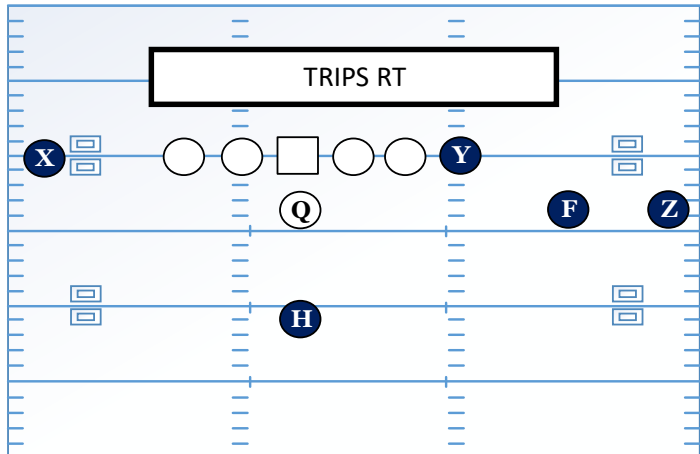
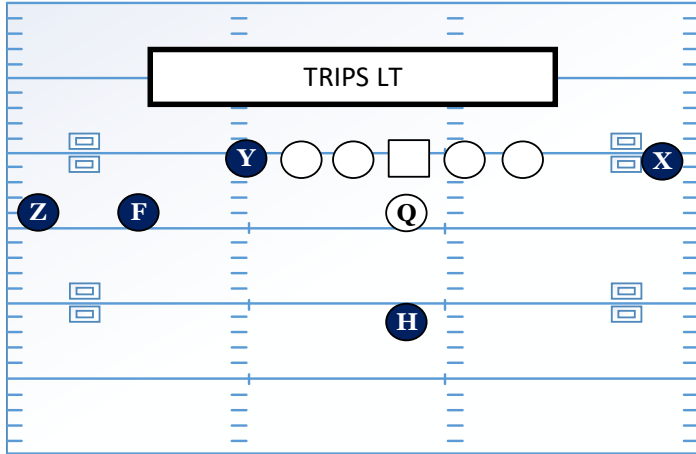


FORMATIONS



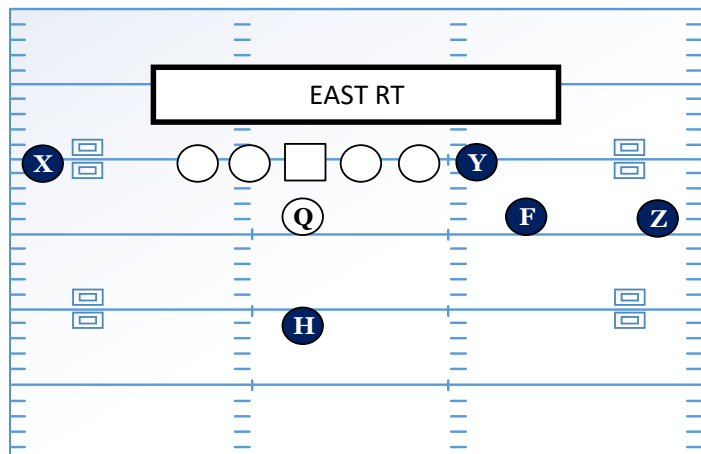
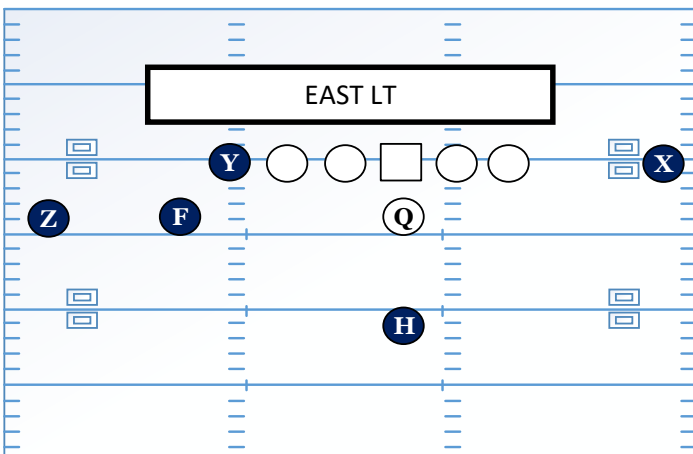
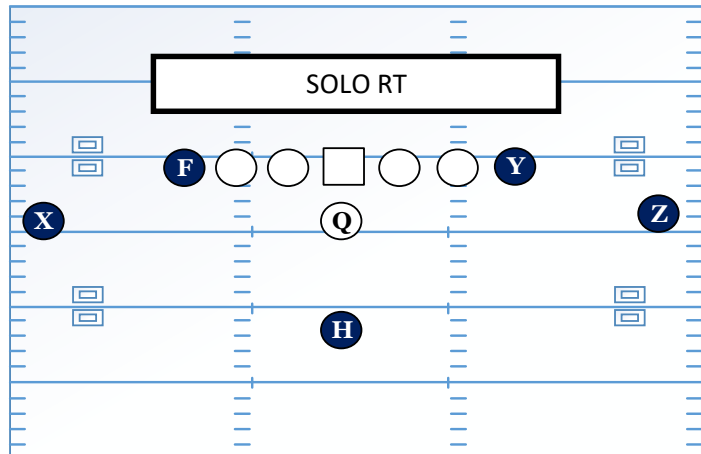
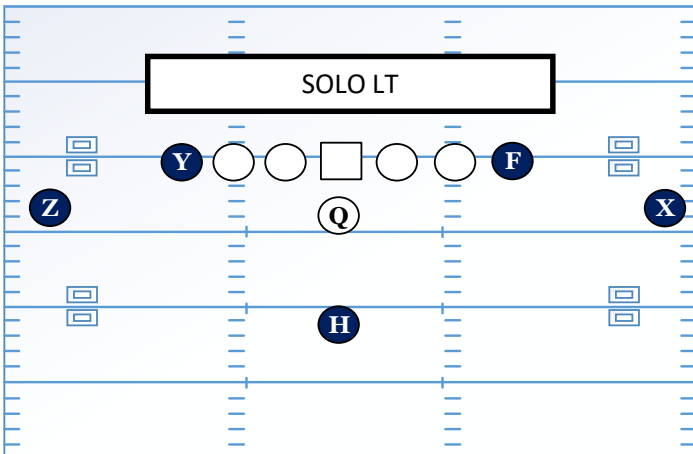
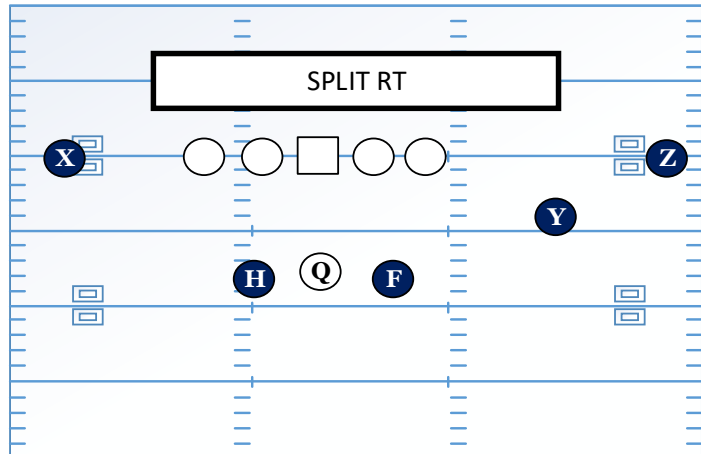
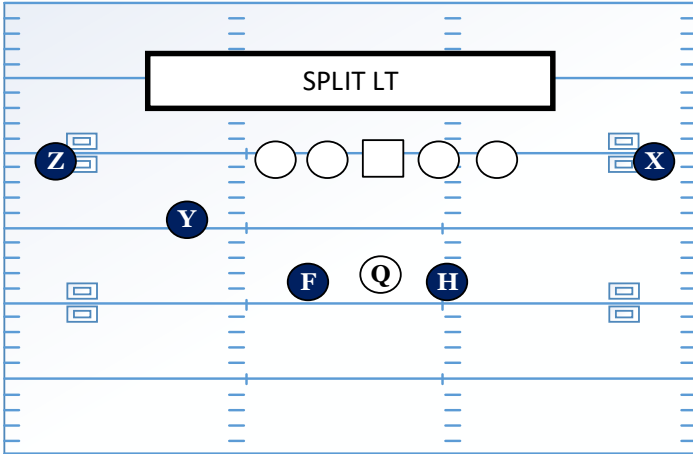


FORMATIONS



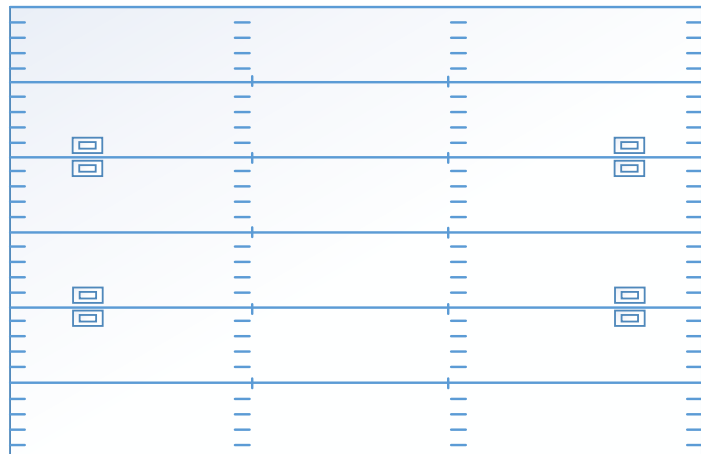
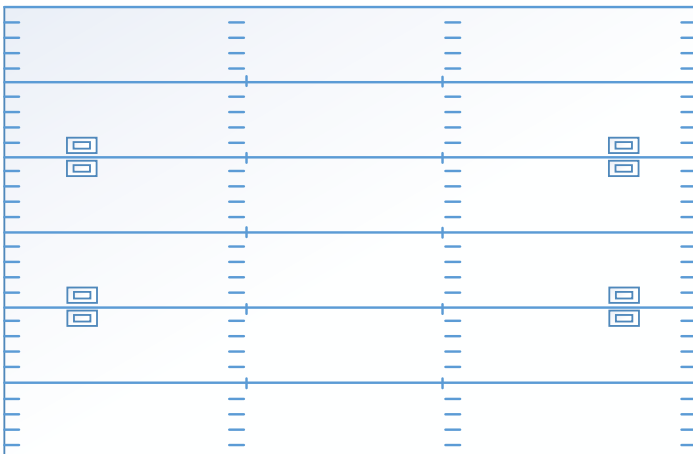
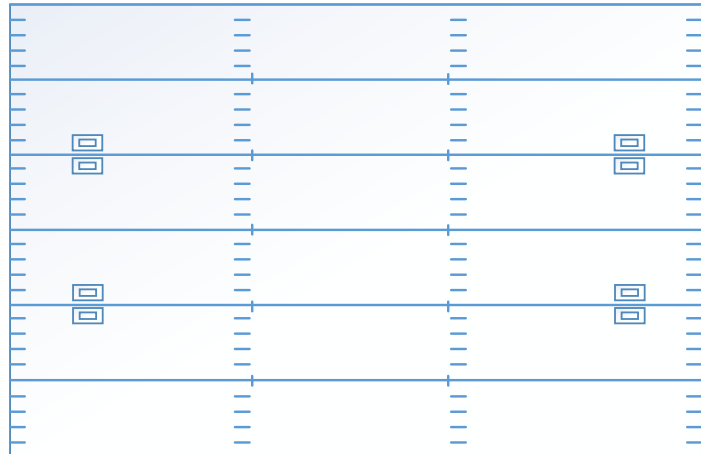
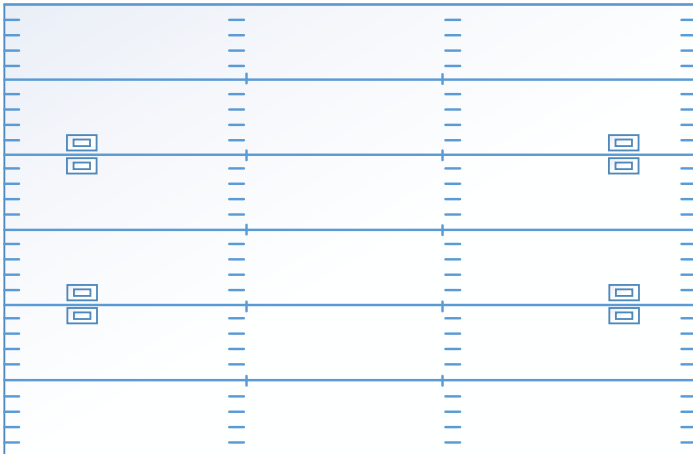
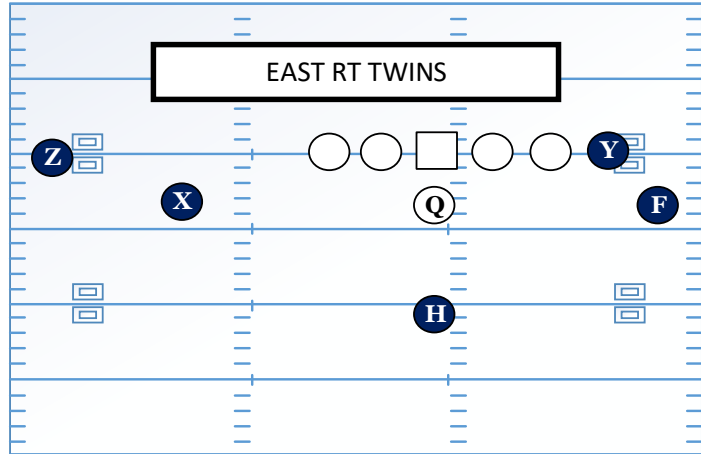
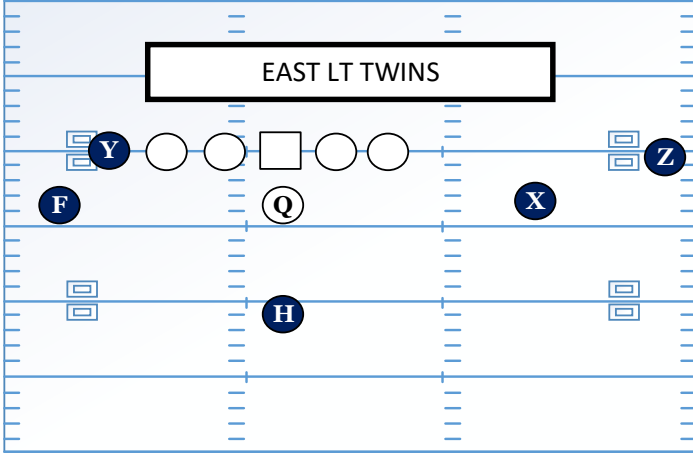


FORMATIONS





FORMATIONS



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RUN GAME



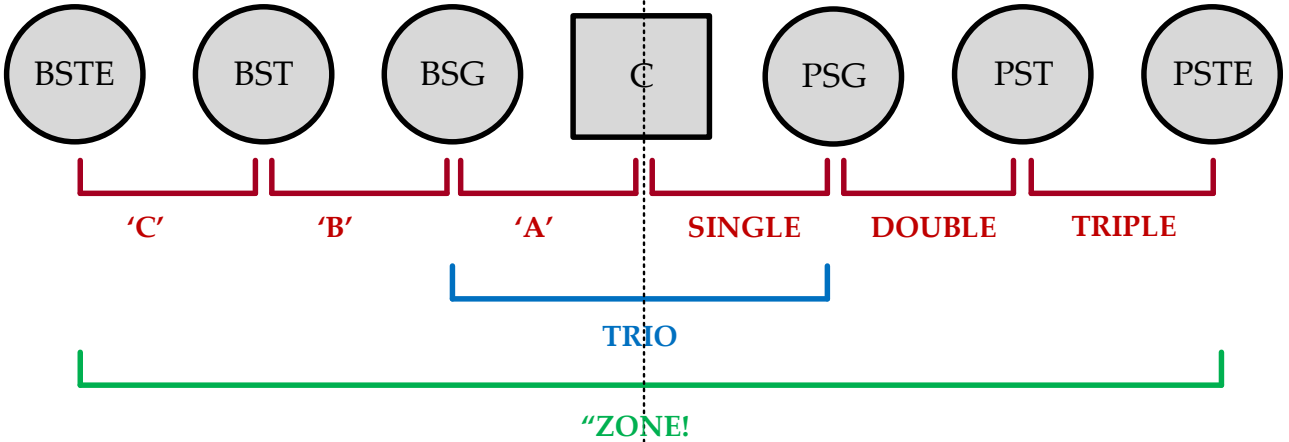
COMBINATION TERMINOLOGY / COMMUNICATION



ZONE COMBINATION BLOCKS

BACKSIDE

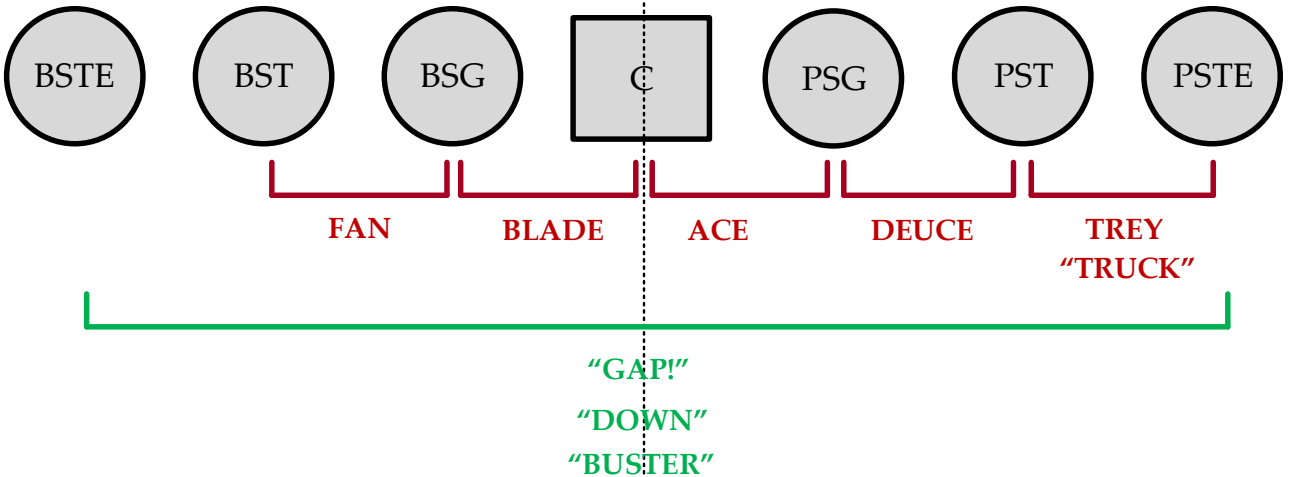
PLAYSIDE



GAP COMBINATION BLOCKS

BACKSIDE

PLAYSIDE



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GAP

17 / 16 BAM

CONCEPT: This play is a 1 back run designed to attack the 'A' Gap to the closed side. H will take a drop step and run a downhill course to the 'A' Gap. Read inside/out one gap at a time. Find the double team. Be decisive and get downhill. WR's will block MDM, unless tagged with a Key. OL will block the box employing gap blocking principles. Y will block the playside DE.

H: Toes at 7. Drop step off foot. Attack the 'A' gap. Find double team. Get ball down field.

WR: Play Side/Slot = MDM Inside.
Back Side/Slot = MDM Inside.

QB: Reverse out staying off the sideline. Set up for K4/K5. Do not push RB out of 'A' gap.

OL/Y: Gap blocking principles and calls (Center Point 2nd LB in box for combo). Y block the DE. 'On' call if O/S defender walks on LOS. 'Gap' call if Will LB walks on edge.

Line Call Glossary:

Playside:

'Down' – Man block inside

'Back' – OC block backside

'Ace' – OC/OG combo

'Deuce' – OG/OT combo

'Trey' – OT/TE combo

'On' - Man on Man outside for Y, OT, OG

'Tango'-Alerts puller that his man is on the LOS

'Gap, Gap' - Blitz adjust, block inside gap.

Backside:

'Seal-Hinge' – Protect playside gap & open backside

NOTES:

17 / 16 BAM

CONCEPT: This play is a 1 back run designed to attack the 'A' Gap to the closed side. H will take a drop step and run a downhill course to the 'A' Gap. Read inside/out one gap at a time. Find the double team. Be decisive and get downhill. WR's will block MDM, unless tagged with a Key. OL will block the box employing gap blocking principles. Y will block the playside DE.

H: Toes at 7. Drop step off foot. Attack the 'A' gap. Find double team. Get ball down field.

WR: Play Side/Slot = MDM Inside.
Back Side/Slot = MDM Inside.

QB: Reverse out staying off the sideline. Set up for K4/K5. Do not push RB out of 'A' gap.

OL/Y: Gap blocking principles and calls (Center Point 2nd LB in box for combo). Y block the DE. 'On' call if O/S defender walks on LOS. 'Gap' call if Will LB walks on edge.

Line Call Glossary:

Playside:

'Down' – Man block inside

'Back' – OC block backside

'Ace' – OC/OG combo

'Deuce' – OG/OT combo

'Trey' – OT/TE combo

'On' - Man on Man outside for Y, OT, OG

'Tango'-Alerts puller that his man is on the LOS

'Gap, Gap' - Blitz adjust, block inside gap.

Backside:

'Seal-Hinge' – Protect playside gap & open backside

NOTES:

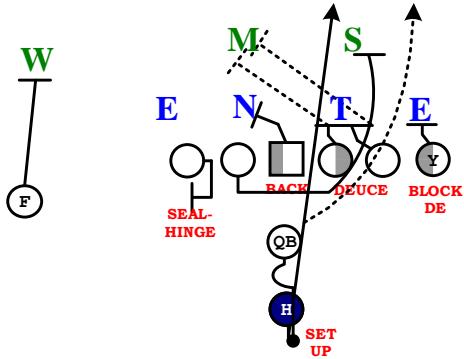


17 / 16 BAM



PIS NEAR RT 16 BAM

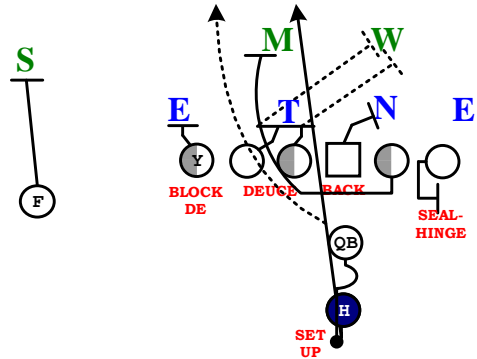
1) OVER W WLK



FRONT ID: "OVER"

PIS TRIPS LT 17 BAM

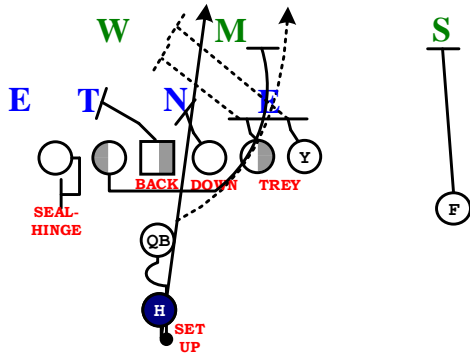
2) OVER 9 W WLK



FRONT ID: "EVEN"

PIS TRIPS RT 16 BAM

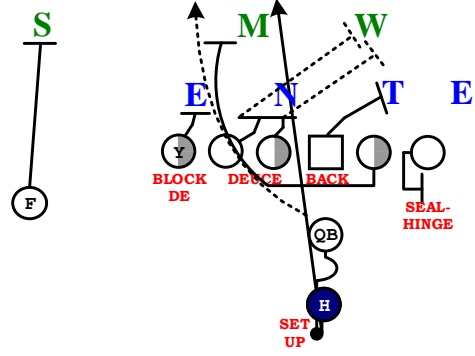
3) UNDER S WLK



FRONT ID: "ODD"

PIS TRIPS LT 17 BAM

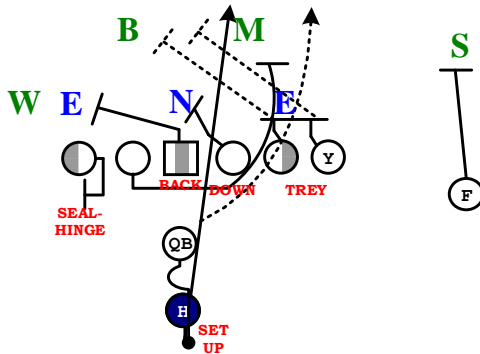
4) UNDER G 7 S WLK



FRONT ID: "EVEN"

PIS TRIPS RT 16 BAM

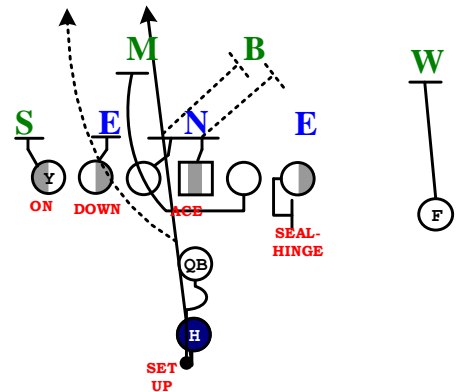
5) OKIE



FRONT ID: "OKIE"

PIS FAR LT 17 BAM

6) OKIE



FRONT ID: "OKIE"

16-17 POWER

CONCEPT: This play is a 2 back run designed to attack the 'A' Gap to the closed side. H will take a drop step and run a downhill course to the 'A' Gap. Read inside/out one gap at a time. Find the double team. Be decisive and get downhill. F will block the first defender off the butt of the Y. WR's will block MDM, unless tagged with a Key. OL will block the box employing gap blocking principles. Y will track the 'C' gap.

H: Toes at 7. Drop step off foot. Attack the 'A' gap. Find double team. Get ball down field.

F: Block 1st Defender outside Y's down block.

WR: Play Side = MDM Inside.
Back Side = MDM Inside.

QB: Reverse out staying off the sideline. Set up for K4/K5. Do not push H out of 'A' gap.

OL/Y: Gap blocking principles and calls. Y track the 'C' Gap.

16-17 POWER BASE: Same play as Power except for the F and Y. F will line up in a wing position. Possibility of two man blocks vs. a 'C' gap and 'D' gap on LOS.

16-17 POWER EZ: Same play as Power except for the F and Y. The Y will arc out and block the 'D' gap defender and the F will cut off the 'C' gap defender.

Line Call Glossary:

Playside:

'Down' – Man block inside
'Back' – OC block backside
'Ace' – OC/OG combo
'Deuce' – OG/OT combo
'Trey' – OT/TE combo
'Quad' – TE/WING combo

Backside:

'SEAL-HINGE' – Protect playside gap & open backside

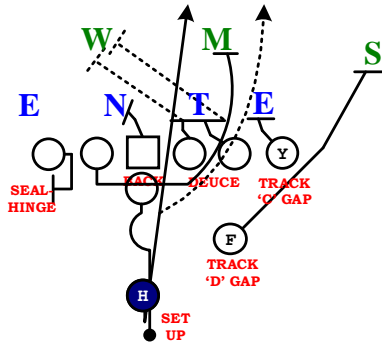
'Gap, Gap' - Blitz adjust, block inside gap.



16-17 POWER

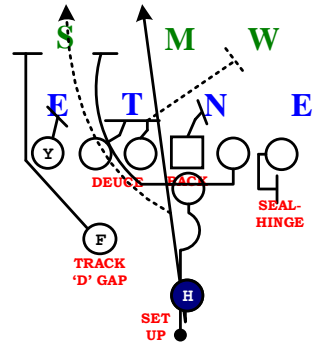


JACK RT 16 POWER



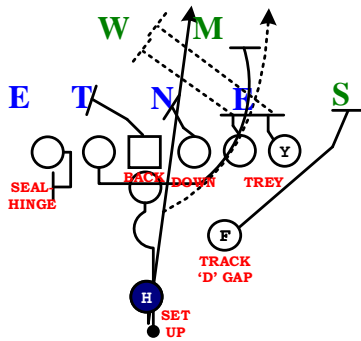
**OVER
BOSS**

JACK LT 17 POWER



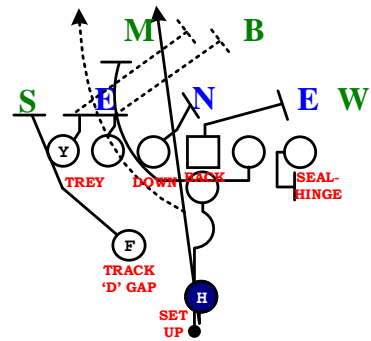
**OVER
STACK**

JACK RT 16 POWER



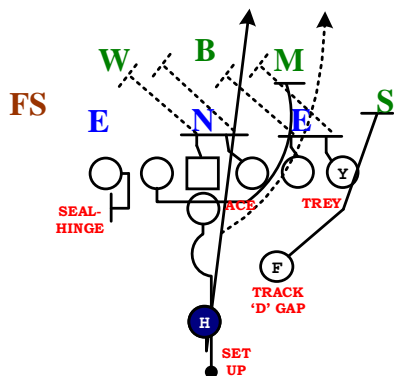
UNDER

JACK LT 17 POWER



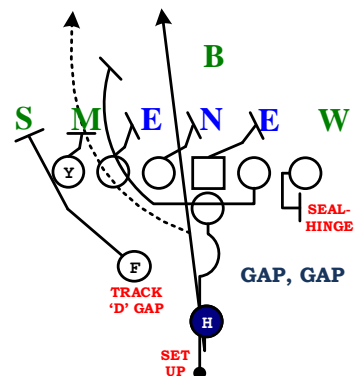
30

JACK RT 16 POWER



38/37 STK

JACK LT 17 POWER



BEAR

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OFFENSE



PIN-PULL

26-27 PIN

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge to the open side of the formation. The first “PIN” block will be on the SHADE. CENTER will pull based on the front, for 1st backer play side. RB will open, secure the handoff, run for width and read pullers block on LB. Be decisive and get downhill. Play turns to Press vs 3tech play side or any pressure look.

H: Open, see and secure Handoff. Run for width and follow block on LB. Make his block correct. Get downhill.

WR: Back Side = Near Safety.
Play Side = MDM (push crack)
Slot = Combo

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away.
ALERT to throw the Key if tagged.

OL: CENTER must pull based on front. Get depth, clear traffic, and block the 1st play side defender. Block color. “Pin and Pull” scheme Blocking principles and calls on the front side and outside zone blocking principles and calls on the backside.

Y: Cut-Off B\$ C-GAP. IF Detached Block MDM unless a route is called for you.

Line Call Glossary:

Playside:

‘Swap’ – Call by OC to alert P\$G to block down

‘Single’- Call by Center to alert P\$G to zone block and not block down

‘Zone-Zone’- Reach play side gap

Backside:

‘A’ – OC/OG combo

‘B’ – OG/OT combo

Other tags:

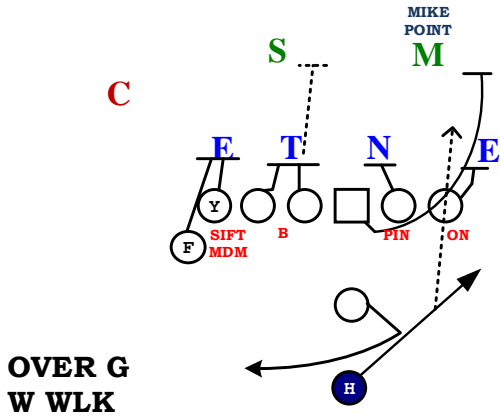
‘Crack’- Tells select WR to crack block the first play side LB



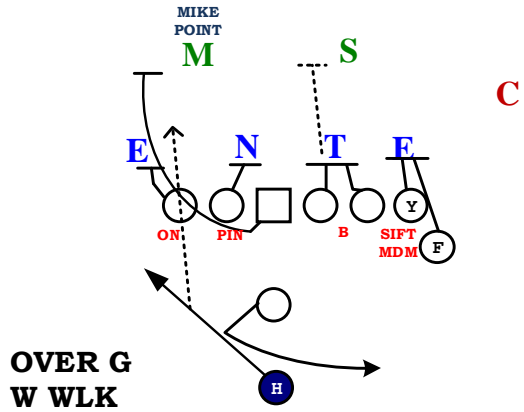
26-27 PIN



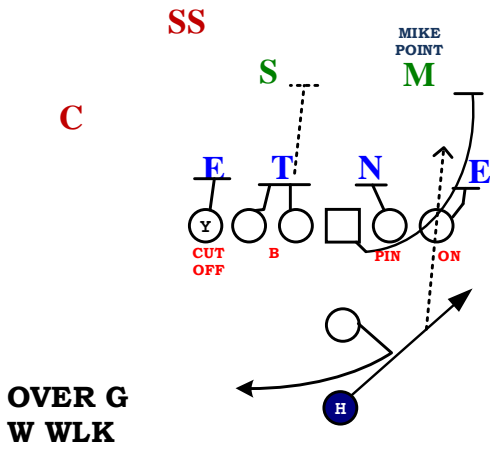
PIS EAST LT TWINS 26 PIN



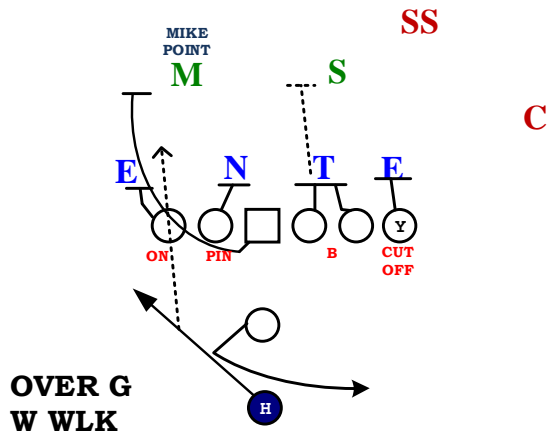
PIS EAST RT TWINS 27 PIN



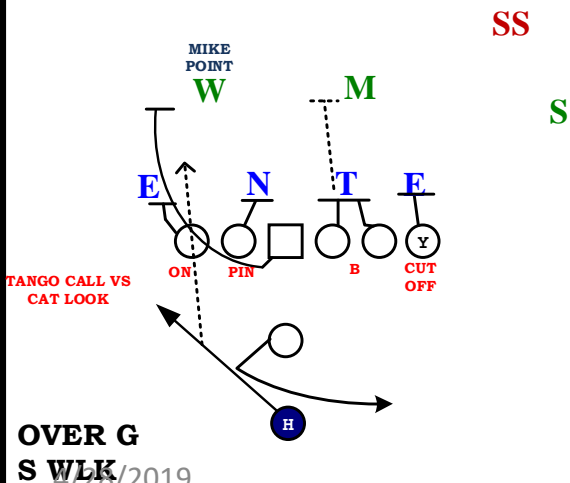
PIS NEAR LT 26 PIN



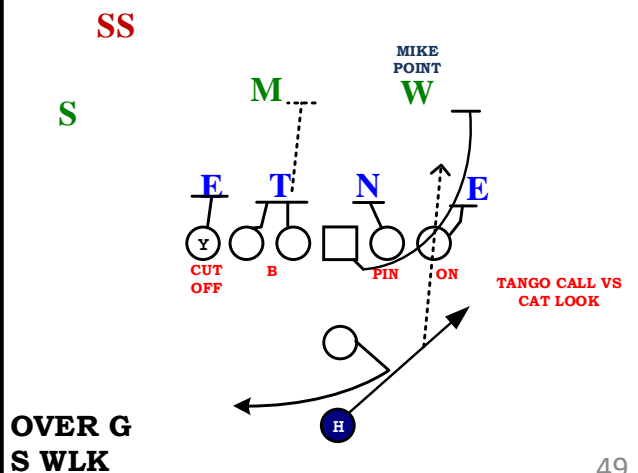
PIS NEAR RT 27 PIN



PIS TRIPS RT 27 PIN



PIS TRIPS LT 26 PIN



27 / 26 PITCH

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge. The first “PIN” block will be on made by TE or PST or 1st down Lineman. PST or PSG will pull based on the front, for support defender. RB will open, secure the toss, run for width and read pullers block on support. Be decisive and get downhill.

H: Open, see and secure toss. Run for width and follow puller. Make his block correct. Get downhill.

WR: Back Side = Near Safety.
Play Side = MDM
Slot = Combo

QB: Front out if H is in Gun or Pistol. Firm, dead toss, fake naked away.

OL: C: Point (PSLB), PST or PSG must pull based on front. Get depth, clear traffic, and block the alley (+1). Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.

Y: Block O/S V of neck of C gap defender. No penetration, can’t get cross faced. If no C gap Defender track through to LB level defender. Tango Call if there is an immediate threat.

Offensive Line Call Glossary

Playside:

‘You’ – Call by PSG to alert PST to pull
‘Me’ – Call by PSG to alert PST to block down
‘Swap’ – Call by OC to alert PSG to block down
‘Trey’ - Call by PST to combo with Y

Backside:

‘A’ – C / BSG combo
‘B’ – BSG / BST combo

Other tags:

‘Crack’- Tells select WR to crack block the first play side LB

NOTES:

4/28/2019

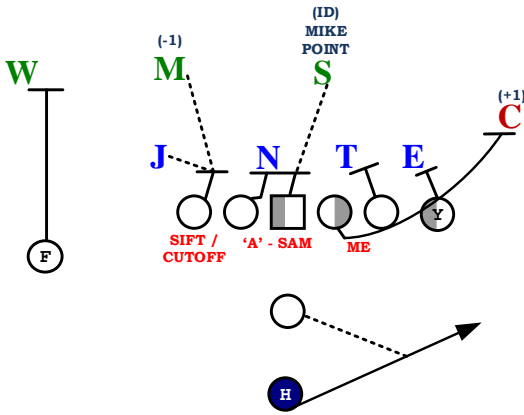


27 / 26 PITCH



PIS NEAR RT 26 PITCH

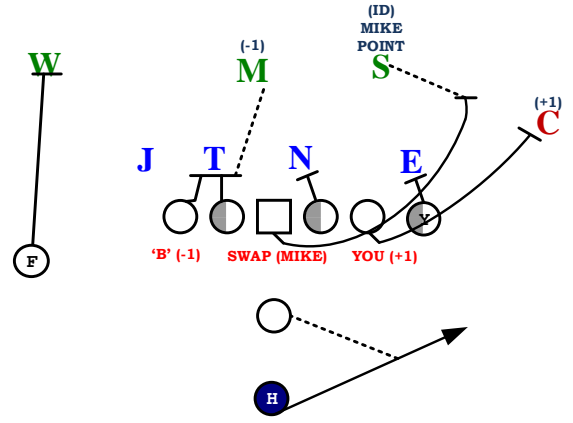
1) OVER S-WALK



FRONT ID: "OVER"

PIS NEAR RT 26 PITCH

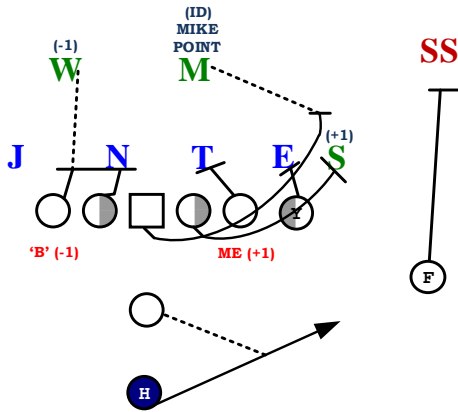
2) UNDER G W-WALK



FRONT ID: "EVEN"

PIS TRIPS RT 26 PITCH

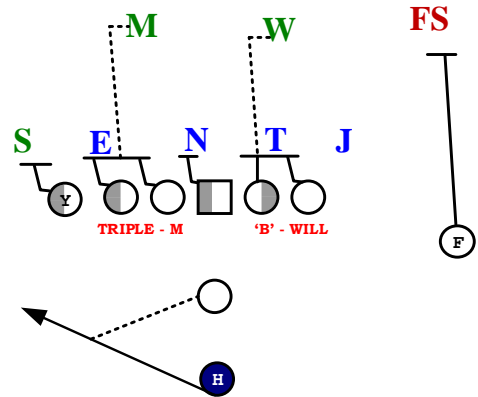
3) OVER G



FRONT ID: "EVEN"

PIS NEAR LT 27 PITCH

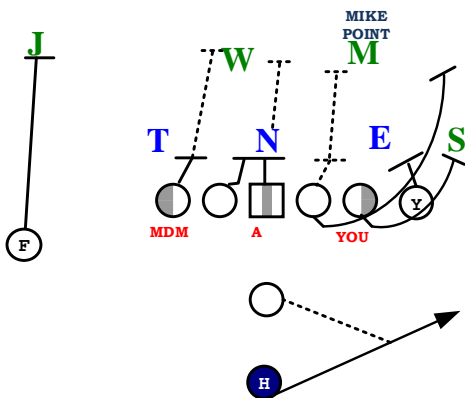
4) UNDER



FRONT ID: "ODD" ✓ 27 Press

PIS NEAR RT 26 PITCH

5) OKIE



4/28/2019
FRONT ID: "OKIE"



27 / 26 PITCH



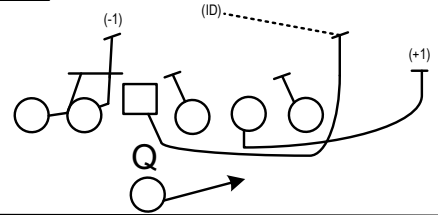
CONCEPT:

Pin & Pull + O/S Zone Scheme

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>PIN & PULL</u></p> <p><u>Rule:</u> Inside Gap or Pull +1 ID</p> <p><u>Aiming Point:</u> Near Number</p>	<p>1. C-gap = Down Block</p> <p>2. No C-gap = Pull "You" +1</p> <p>3. ODD/Bear/Pressure = "✓ Zone"</p>	
PSG	<p><u>PIN & PULL</u></p> <p><u>Rule:</u> Inside Gap or Pull +1 ID</p> <p><u>Aiming Point:</u> Near Shoulder</p>	<p>1. B-gap = Down Block</p> <p>2. No B-gap = Pull "Me" +1</p> <p>3. ODD/Bear/Pressure = "✓ Zone"</p>	
C	<p><u>PIN & PULL / OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1 or Pull for ID</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Pull for ID</p>	
BSG	<p><u>OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Zone Block to -1</p>	
BST	<p><u>OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Zone Block to -1</p>	

28-29 PITCH

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge with the F lead blocking. The first “PIN” block will be on the EMOL. The F will lead for support defender. PST or PSG will pull based on the front, for next alley defender. RB will open, see ball, secure the toss, run for width and read his block on support. Be decisive and get downhill.

H: Open, see and secure toss. Run for width and follow block on support. Make his block correct. Get downhill.

F: Block support defender.

WR: Back Side = MDM.
Play Side = Man Over
Slot = MDM

QB: Reverse out if H is in Home Position. Front out if H is in Gun. Firm, dead toss, fake naked away.

OL: PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.

Y: Block O/S V of neck of C gap defender. No penetration, can't get cross faced. If no C gap Defender track through to LB level defender.

28-29 PITCH

- CONCEPT:** This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge with the F lead blocking. The first “PIN” block will be on the EMOL. The F will lead for support defender. PST or PSG will pull based on the front, for next alley defender. RB will open, see ball, secure the toss, run for width and read his block on support. Be decisive and get downhill.
- H:** Open, see and secure toss. Run for width and follow block on support. Make his block correct. Get downhill.
- F:** Block support defender.
- WR:** Back Side = MDM.
Play Side = Man Over
Slot = MDM
- QB:** Reverse out if H is in Home Position. Front out if H is in Gun. Firm, dead toss, fake naked away.
- OL:** PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.
- Y:** Block O/S V of neck of C gap defender. No penetration, can’t get cross faced. If no C gap Defender track through to LB level defender.

Line Call Glossary:

Playside:

- ‘You’ – Call by PSG to alert PST to pull
- ‘Me’ – Call by PSG to alert PST to block down
- ‘Swap’ – Call by OC to alert PSG to block down
- ‘Trey’ - Call by PST to combo with Y

Backside:

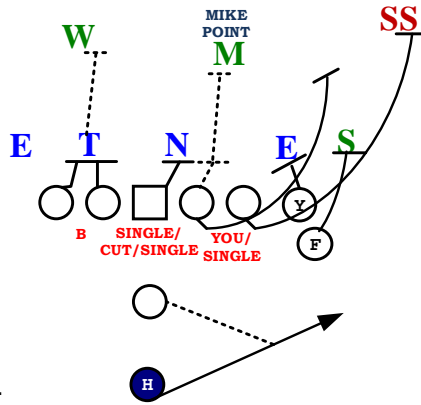
- ‘A’ – OC/OG combo
- ‘B’ – OG/OT combo



28-29 PITCH

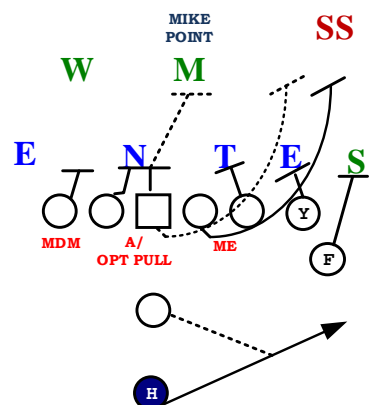


PIS EAST RT 28 PITCH



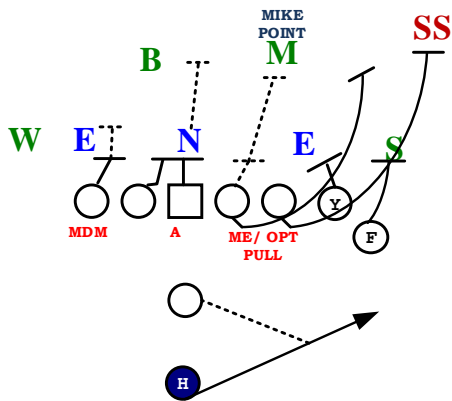
UNDER

PIS EAST RT 28 PITCH



OVER

PIS EAST RT 28 PITCH



30

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ZONE

31 / 30 GUT

CONCEPT: This run is designed to attack the inside hip of the P5G to both the closed and open side. Split flow by the H and F. H will take a drop step and run a downhill course to the 'B' Gap to the call. Read starts at the 'B' gap working callside back one gap at a time. If the 'B' gap is open, be decisive and put it in there. WR'S will block MDM, unless tagged with a Key. OL and Y will block the box employing inside zone blocking principles, with minimum LB flow. OL Communication: the Center will make the Front I.D. & necessary calls (P5LB), P5G / P5T / P5TE will make necessary calls, B5G / B5T will make any necessary calls. F will cut off the EMOL away from the call.

H: Toes at 7. Tight Open Step, Down Hill on 2nd Step. Attack the 'A' gap and take it if it is open. Read it one gap at a time callside back.

-(GUT READ). Path is now straight down hill. QB will get off midline for you as he reads B5 DE.

WR: Play Side = MDM.
Back Side = MDM.

QB: Open to call, Give the 'H' the midline. ALERT to throw the Key if tagged.
From Pistol – open to call but stay on the midline

OL/Y: Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down = P5LB

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P5TE
'FAN' – Out block by open P5T & P5G
'TRIO' - C / P5G / B5G combo
'SINGLE' – C / P5G combo
'DOUBLE' – P5G / P5T combo
'TRIPLE' – P5 TE / P5T combo

Backside:

'TRIO' - C / P5G / B5G combo
'A' – C / B5G combo
'B' – B5G / B5T combo
'C' - B5T / B5 TE combo
'Cutoff'- Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

4/28/2019

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31 / 30 GUT



PIS JACK RT 30 GUT

PIS NEAR LT 30 GUT

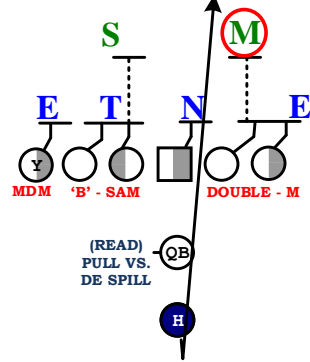
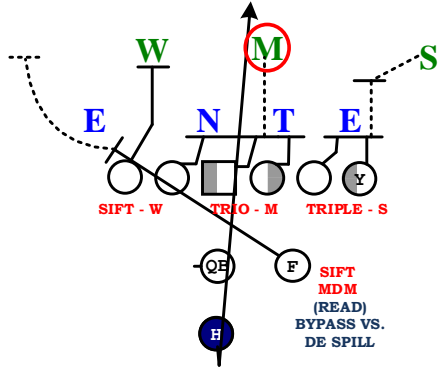
1) OVER BOSS

2) OVER W WLK

FS

FS

W



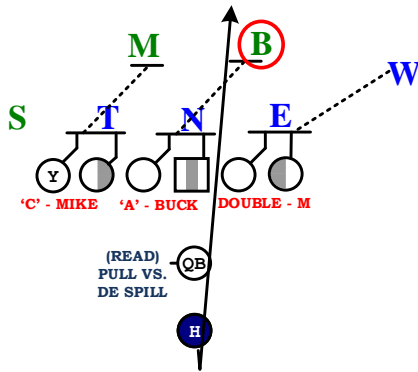
FRONT ID: "OVER", PSLB

FRONT ID: "ODD", PSLB

PIS NEAR LT 30 GUT

3) OKIE

FS



FRONT ID: "OKIE", PSLB



31 / 30 GUT



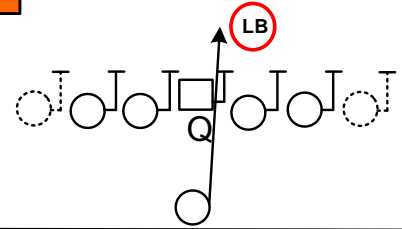
CONCEPT:

Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "SINGLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"SINGLE" / "A" "TRIO"
BSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "B" with BST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"B" "TRIO"
BST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B" / "C"

33 / 32 BELLY

CONCEPT: This run is designed to attack the inside hip of the P5G to both the closed and open side. Split flow by the H and F. Read starts at the 'B' gap working call side back one gap at a time. If the 'B' gap is open, be decisive and put it in there. WR'S will block MDM, unless tagged with a Key. OL and Y will block the box employing inside zone blocking principles, with minimum LB flow. OL Communication: the Center will make the Front I.D. & necessary calls (P5LB), P5G / P5T / P5TE will make necessary calls, B5G / B5T will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Tight Open Step, Down Hill on 2nd Step. Attack the 'A' gap and take it if it is open. Read it one gap at a time callside back. Gun – 1x1 off QB. Open, crossover, downhill. Aim point the defender closest to the Center

WR: Play Side = MDM.
Back Side = MDM.

QB: Open to call, Give the 'H' the sideline. ALERT to throw the Key if tagged. From Pistol – open to call but stay on the sideline

OL/Y: Inside zone blocking principles and calls.
4 Down = P5LB

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P5TE
'FAN' – Out block by open P5T & P5G
'TRIO' - C / P5G / B5G combo
'SINGLE' – C / P5G combo
'DOUBLE' – P5G / P5T combo
'TRIPLE' – P5 TE / P5T combo

Backside:

'TRIO' - C / P5G / B5G combo
'A' – C / B5G combo
'B' – B5G / B5T combo
'C' - B5T / B5 TE combo
'Cutoff'- Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

4/28/2019



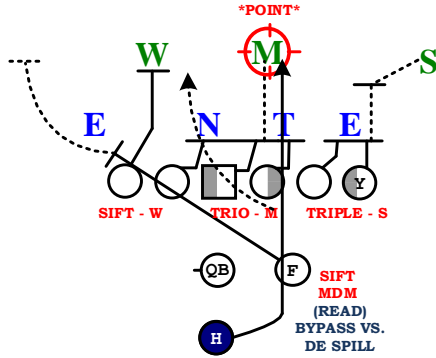
33 / 32 BELLY



PIS JACK RT 32 BELLY

1) OVER BOSS

FS



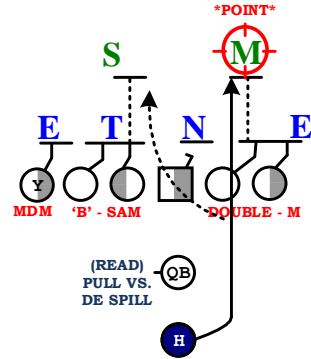
FRONT ID: "OVER", PSLB

PIS NEAR LT 32 BELLY

2) OVER W WLK

FS

W

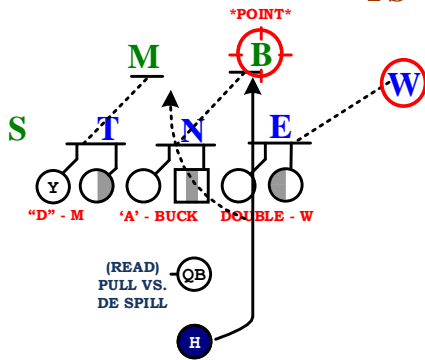


FRONT ID: "ODD", PSLB

PIS NEAR LT 32 BELLY

3) OKIE

FS



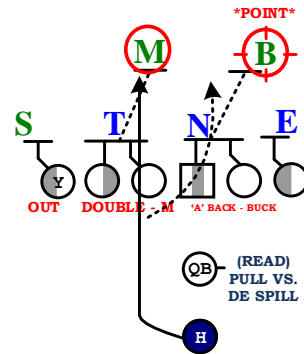
FRONT ID: "OKIE," PSLB

PIS NEAR LT 33 BELLY 'BOX'

4) OKIE

FS

W



FRONT ID: "OKIE BOX" BSLB



33 / 32 BELLY



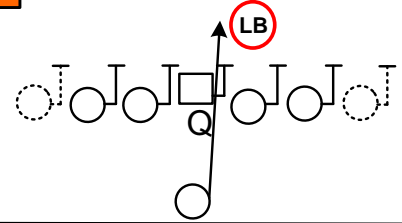
CONCEPT:

Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"DOUBLE" / "A" "TRIO"
BSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIO" with C & PSG 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B"

37 / 36 PRESS

CONCEPT: This run is designed to attack the perimeter to both the closed and open side. Split flow by the H and F. H will take an outside zone course to the outside leg of the TE. Read EMOL, then outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WRs will block MDM, unless tagged with a Key. OL and Y/F will block the box employing outside zone blocking principles. OL Communication: the Center will make the Front I.D. & necessary calls (P\$LB), P\$G / P\$T / P\$TE will make necessary calls, B\$G / B\$T will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Open step and set track for outside leg of the TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL, then outside/in one gap at a time.
Gun – Stack the Guard, Heels on QB toes, same aiming point

WR: Play Side = MDM.
Back Side = Near Safety.

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y: Outside zone blocking principles and calls.
4 Down = P\$LB

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P\$TE
'FAN' – Out block by open P\$T & P\$G
'TRIO' - C / P\$G / B\$G combo
'SINGLE' – C / P\$G combo
'DOUBLE' – P\$G / P\$T combo
'TRIPLE' – P\$ TE / P\$T combo

Backside:

'TRIO' - C / P\$G / B\$G combo
'A' – C / B\$G combo
'B' – B\$G / B\$T combo
'C' - B\$T / B\$ TE combo
'Cutoff'- Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

4/28/2019

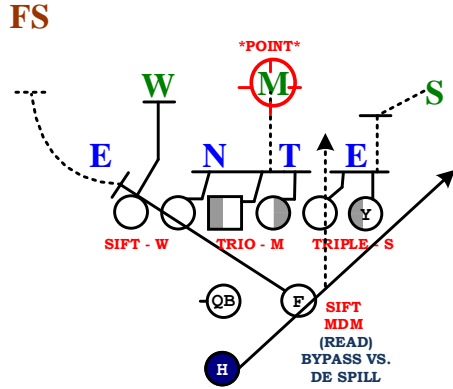


37 / 36 PRESS



PIS JACK RT 36 PRESS

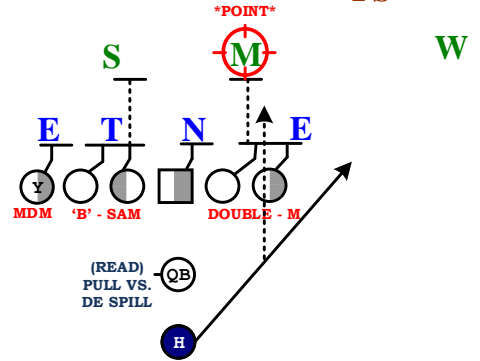
1) OVER BOSS



FRONT ID: "OVER", PSLB

PIS NEAR LT 36 PRESS

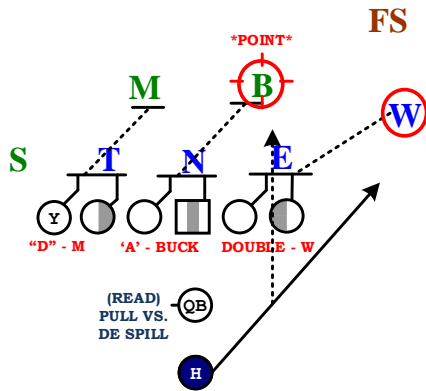
2) OVER W WLK



FRONT ID: "ODD", PSLB

PIS NEAR LT 36 PRESS

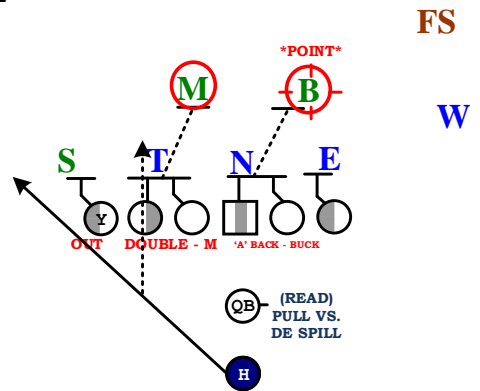
3) OKIE



FRONT ID: "OKIE," PSLB

PIS NEAR LT 37 PRESS 'BOX'

4) OKIE



FRONT ID: "OKIE BOX" BSLB



37 / 36 PRESS



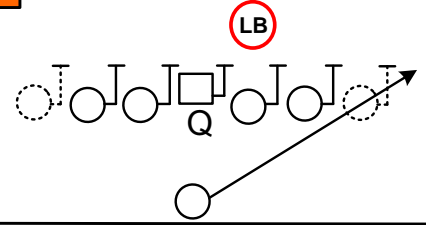
CONCEPT:

**Outside zone blocking principles and calls.
4 Down Point = PSLB**

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "SINGLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"SINGLE" / "A" "TRIO"
BSG	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B" / "C"

39 / 38 STRETCH

CONCEPT: This run is designed to attack the perimeter to the closed side. Full flow by the H and F. H will take an outside zone course to the outside leg of the TE. Read EMOL outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WR'S will block MDM, unless tagged with a Key. OL Communication: the Center will make the Front I.D. & necessary calls (Box), P5G / P5T / P5TE will make necessary calls, B5G / B5T will make any necessary calls. OL and Y/F will block the box and playside support employing outside zone blocking principles, blocking the box by counting back (B5LB) if possible. The playside Y/F will make the first line call and the rest of the blocking surface will make their calls accordingly working playside to backside.

H: Toes at 7. Open step and set track for outside leg of the TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL outside/in one gap at a time.

WR: Play Side = MDM.
Back Side = Near Safety.

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y/F: Outside zone (Box / B5LB) blocking principles and calls. F blocks playside support.

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P5TE
'FAN' – Out block by open P5T & P5G
'TRIO BACK' - C / P5G / B5G combo
'SINGLE BACK' – C / P5G combo
'DOUBLE' – P5G / P5T combo
'TRIPLE' – P5 TE / P5T combo
'QUAD' - P5 TE / WING combo

Backside:

'TRIO BACK' - C / P5G / B5G combo
'A' BACK' – C / B5G combo
'B' BACK' – B5G / B5T combo
'C' BACK' - B5T / B5 TE combo
'Cutoff' - Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

"Y" will tap to alert the "F" that he is taking the support defender- if the support defender is on the LOS and the "F" is aligned in the backfield.

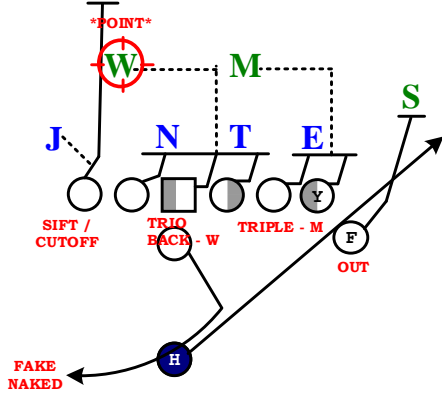


39 / 38 STRETCH



EAST RT 38 STRETCH

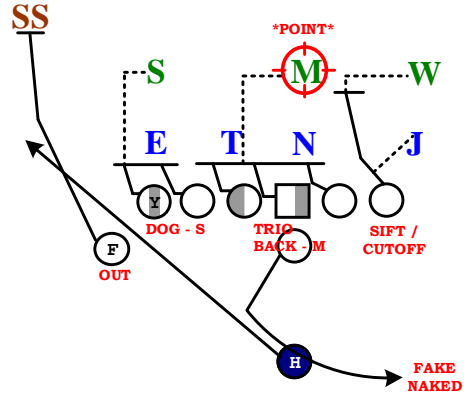
1) OVER BOSS



FRONT ID: "OVER, BSLB

EAST LT 39 STRETCH

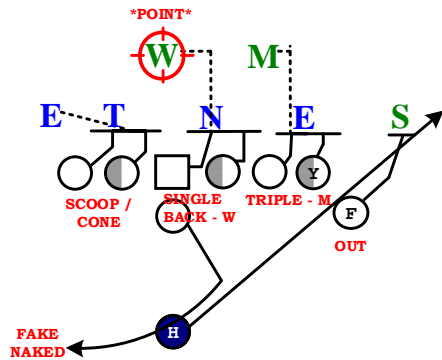
2) OVER STACK 9



FRONT ID: "OVER", BSLB

EAST RT 38 STRETCH

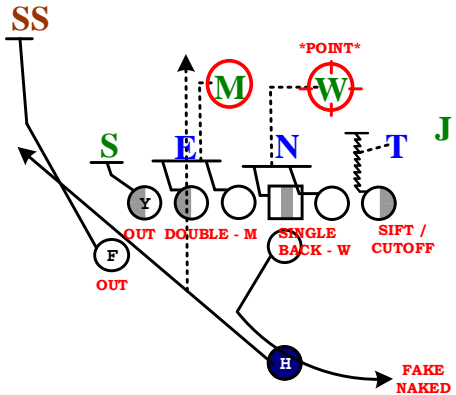
3) UNDER G



FRONT ID: "EVEN", BSLB

EAST LT 39 STRETCH

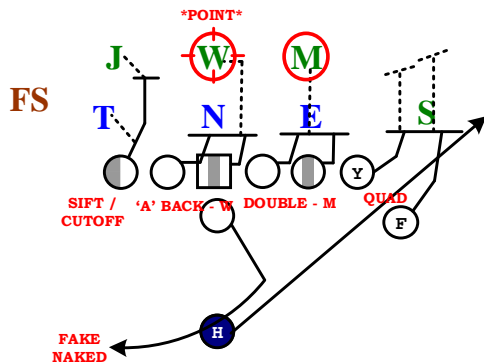
4) OKIE



FRONT ID: "OKIE (Box)", BSLB

EAST RT 38 STRETCH

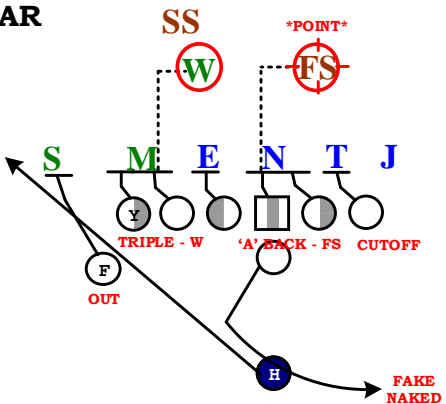
5) OKIE STACK



FRONT ID: "OKIE (Stack)", BSLB

EAST LT 39 STRETCH

6) BEAR



FRONT ID: "BEAR"



39 / 38 STRETCH



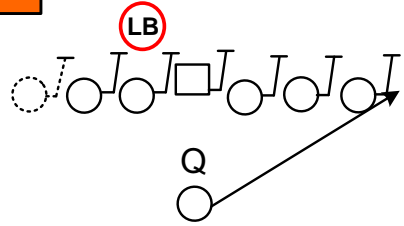
CONCEPT:

Outside zone (Box) blocking principles and calls.
4 Down = BSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>OUTSIDE ZONE (Box)</u></p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "TRIPLE" with TE</p>	"DOUBLE" / "TRIPLE"
PSG	<p><u>OUTSIDE ZONE (Box)</u></p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "DOUBLE" with PST</p> <p>3. vs. A / B-Gap Threat = "ZONE ALERT"</p>	"SINGLE BACK" / "DOUBLE" "TRIO BACK"
C	<p><u>OUTSIDE ZONE (Box)</u></p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "SINGLE BACK" w/ PSG</p> <p>3. "ZONE ALERT"</p>	"SINGLE BACK" "TRIO BACK"
BSG	<p><u>OUTSIDE ZONE (Box)</u></p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach / Cut</p> <p>2. Uncovered = "TRIO BACK" with C / PSG</p>	'A' BACK "TRIO BACK"
BST	<p><u>OUTSIDE ZONE (Box)</u></p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach / Cut</p> <p>2. Uncovered = 'B' BACK</p>	'B' BACK

39 / 38 Boss

CONCEPT: This run is designed to attack the perimeter to the open side. Full flow by the H and F. H will take an outside zone course to the outside leg of the ghost TE. Read EMOL outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WR'S will block MDM, unless tagged with a Key. OL and Y/F will block the box and playside support employing outside zone blocking principles. The playside OT will make the first line call and the rest of the blocking surface will make their calls accordingly working playside to backside.

H: Toes at 7. Open step and set track for outside leg of the ghost TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL outside/in one gap at a time.

WR: Play Side = Man Over, unless 'BOSS' call is made.
Back Side = MDM Inside.

QB: Open at 45 degrees. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y/F: Outside zone blocking principles and calls. F blocks playside support.

Line Call Glossary:

Playside:

'On' – Base block

'Single' – OC/OG combo

'Double' – OG/OT combo

'Swap'-OG blocks down Center pulls for LB

'Boss'-OT/F combo

'Zone, Zone' - Blitz adjust, block playside gap on an outside zone track.

Backside:

'A' – OC/OG combo

'B' – OG/OT combo

'C' – OT/TE combo

'D' – TE/WING combo

NOTES: Slot WR- Always Bypass Rule to safety unless 'Boss' call.

'ALERT' SWAP CALL 2I PLAYSIDE

33 / 32 & 37 / 36 LOCK

CONCEPT: This is an Inside Zone OR Outside run that can be a 1 or 2 Back call. H will be in Gun Strong or Weak, open to the QB according to play called (32/33, 36/37, 38/39), Be decisive and get the ball downhill if it's inside zone, Press the ball Outside if it's an outside zone play. WR'S will run routes tagged with the play. OL Communication: the Center will make the Front I.D. & necessary calls (P5LB), P5G / P5T / P5TE will make necessary calls, B5G / B5T will make any necessary calls. The P5T, P5G, and C will block the box employing inside or outside zone blocking principles. The B5G and B5T will lock on their man. QB will ride the H and read the Point. If Point plays run, pull to throw. If rotation happens, throw Alert.

H: H will be in Gun Strong or Weak, open to the QB according to play called (32/33, 36/37, 38/39), Be decisive and get the ball downhill if it's inside zone, Press the ball Outside if it's an outside zone play. Press LOS and react to flow.

WR: Run Routes tagged

QB: Ride H and Read Point. Must make decision to Pull by the time H is at front knee.

**P5T /
P5G / C** I/S or O/S Zone blocking principles and calls.

**B5T /
B5G** Man block DL.

Offensive Line Call Glossary

Playside:

'BASE' – Base block
'OUT' – Arc block by P5TE
'FAN' – Out block by open P5T & P5G
'TRIO' - C / P5G / B5G combo
'SINGLE' – C / P5G combo
'DOUBLE' – P5G / P5T combo
'TRIPLE' – P5 TE / P5T combo

Backside:

'A' – C / B5G combo
'BARB' - Man Block / Lock B5G / B5T

"HOT" Calls

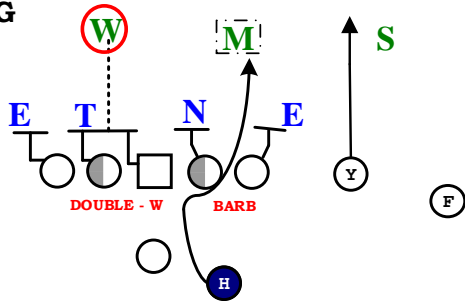
'ZONE' - Blitz adjust, block playside gap on an inside / outside zone track.

NOTES:



GN STR TRIPS RT 33 LOCK

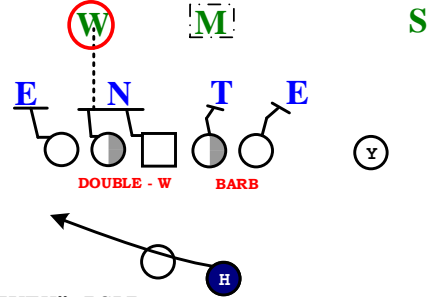
1) UNDER G



FRONT ID: "EVEN", PSLB

GN STR TRIPS RT 37 LOCK

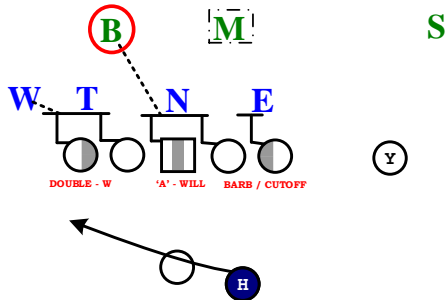
2) OVER G



FRONT ID: "EVEN", PSLB

GN STR TRIPS RT 33 LOCK

3) OKIE



FRONT ID: "OKIE", PSLB



33 / 32 LOCK



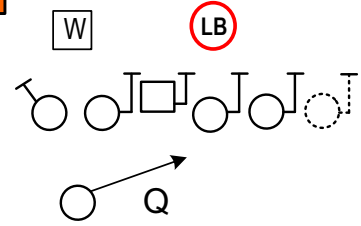
CONCEPT:

Inside zone blocking principles and calls. "BARB" / Man block Backside.

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "TRIPLE" with PSTE</p> <p>3. vs. C-Gap Threat = "ALERT ZONE"</p>	
PSG	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "STONE" with PST</p> <p>3. vs. A / B-Gap Threat = "ALERT ZONE"</p>	
C	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "STAB" with PSG</p> <p>3. vs. A-Gap Threat = "ALERT ZONE"</p>	
BSG	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Man</p> <p><u>Aiming Point:</u> Near #</p>	<p>1. Covered = Base</p> <p>2. Uncovered = "BARB" with BST</p> <p>3. vs. A / B-Gap Threat = "ALERT ZONE"</p>	<p>"A"</p> <p>"TRIO" / BARB</p>
BST	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Man</p> <p><u>Aiming Point:</u> Near #</p>	<p>1. BARB</p>	<p>BARB / FAN</p>



37 / 36 LOCK



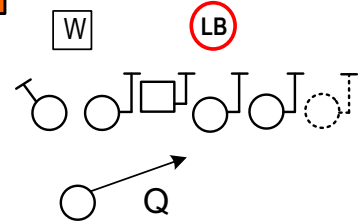
CONCEPT:

Outside zone blocking principles and calls. "BARB" / Man block Backside.
4 Down = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ZONE ALERT"	"DOUBLE" / FAN / "TRIPLE"
PSG	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ZONE ALERT"	"SINGLE" / "DOUBLE" / FAN TRIO
C	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "SINGLE" with PSG 3. vs. A-Gap Threat = "ZONE ALERT"	"SINGLE" / "A" "TRIO"
BSG	<u>OUTSIDE ZONE</u> Rule: Man Aiming Point: Near #	1. Covered = Base 2. Uncovered = "BARB" with BST 3. vs. A / B-Gap Threat = "ZONE ALERT"	"A" "TRIO" / BARB
BST	<u>OUTSIDE ZONE</u> Rule: Man Aiming Point: Near #	1. BARB	BARB / FAN

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MAN

(QB) 41 / 40 QUICK (READ)

CONCEPT: This play is out of 3x1 or 3x2 only, with QB in the Pistol and the Y displaced. Y will block the Mike point. OL will block the DL and 1st BSLB from Mike point. Show pass. Do not let defenders retrace steps. WR's will block MDM, unless we call Quick Read.

H: Slide step and gather. Keep eyes down field.

WR: Play Side = MDM Inside
Back Side = MDM Inside

QB: 1st step shows pass, pause, then find H. Sell pass.

OL/Y: OL will block the DL and 1st BSLB from the Mike point, Y will block the Mike point. Gap blocking calls with draw tempo.

QB QUICK: Same play as Quick except for the H and QB. We will run this from Crib formation, putting the H outside to the call side and blocking MDM. QB is the ball carrier now. Take a 1 step drop, pause, then press the LOS to set up blocks.

QUICK READ: Same play as Quick for the OL & H. The Y will run a 5 yd Hitch route, F and Z will run a key and X runs a Hitch that converts to a Go vs. Press. QB will take the snap and read the Mike. If the Mike drops into coverage, hand ball to H. If Mike plays in the box, throw the stick. Alert to go to the X vs. strong rotation.

Line Call Glossary:

Playside:

'On' – Base block

'Ace' – OC/OG combo

Backside:

'Blade' – OC/OG combo

'Match, Match' - Bear adjust, OL block 5 for 5. Y/F rules do not change.

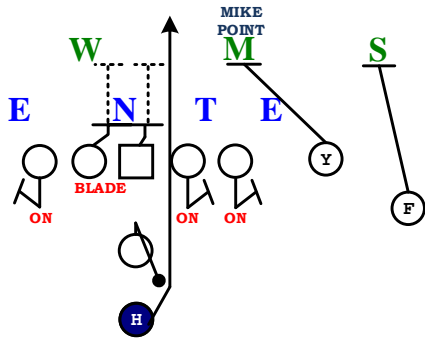
NOTES:



41 / 40 QUICK

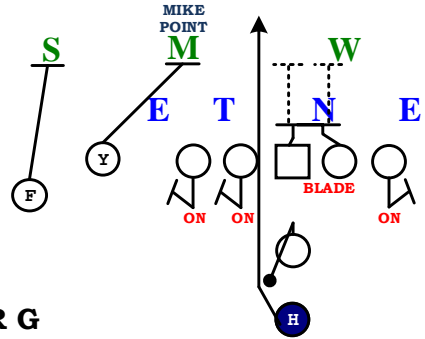


PIS TRIPS RT 40 QUICK



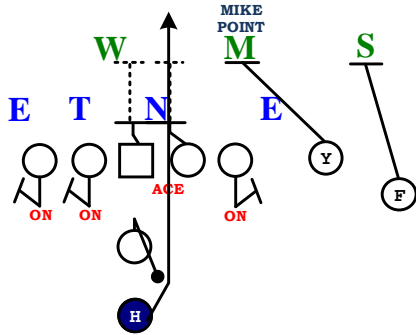
OVER
S WLK

PIS TRIPS LT 41 QUICK



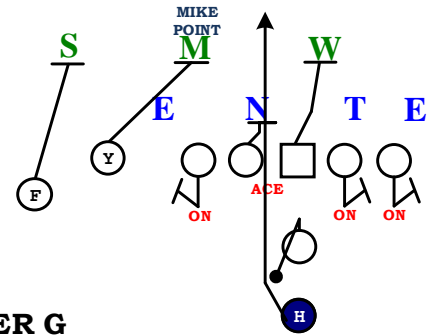
OVER G
S WLK

PIS TRIPS RT 40 QUICK



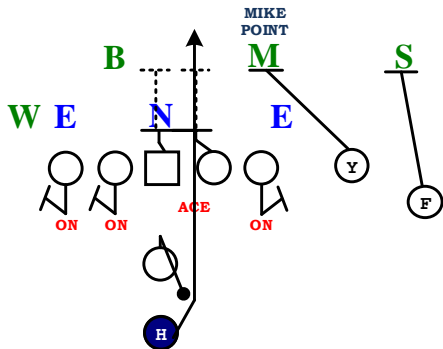
UNDER
S WLK

PIS TRIPS LT 41 QUICK



UNDER G
S WLK

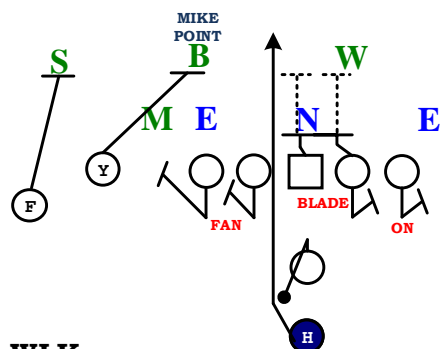
PIS TRIPS RT 40 QUICK



30 S WLK

4/28/2019

PIS TRIPS LT 41 QUICK



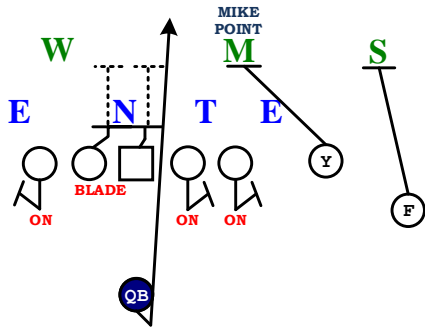
30 S WLK
M ON



QB 41 / 40 QUICK

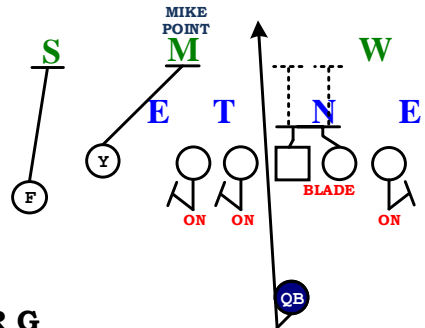


GUN CRIB RT QB 40 QUICK



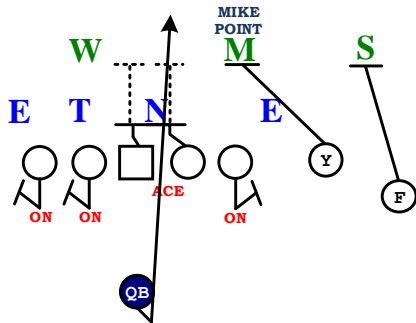
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S WLK

GUN CRIB LT QB 41 QUICK



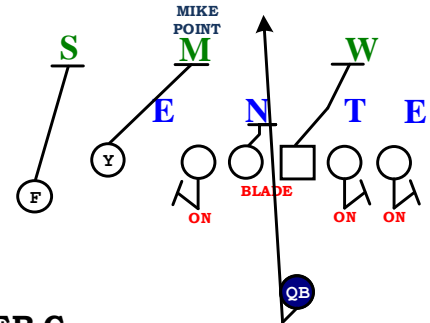
OVER G
S WLK

GUN CRIB RT QB 40 QUICK



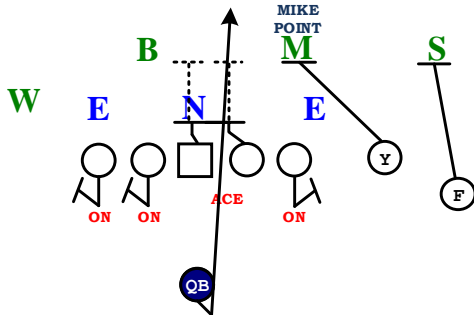
UNDER
S WLK

GUN CRIB LT QB 41 QUICK



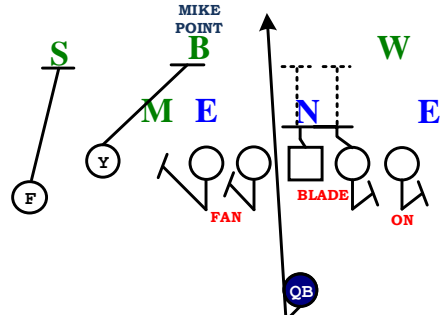
UNDER G
S WLK

GUN CRIB RT QB 40 QUICK



30 S WLK
4/28/2019

GUN CRIB LT QB 41 QUICK



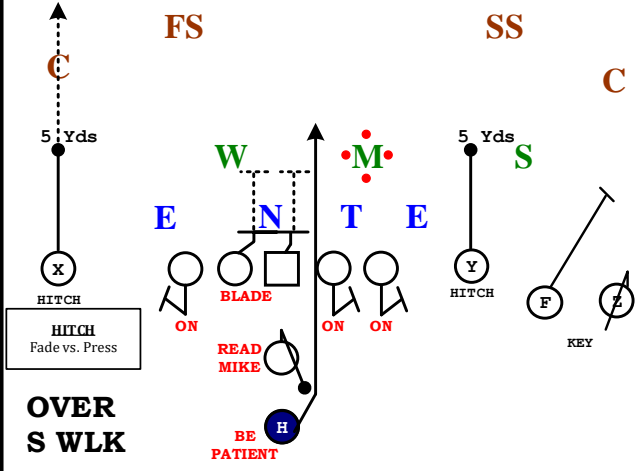
30 S WLK
M ON



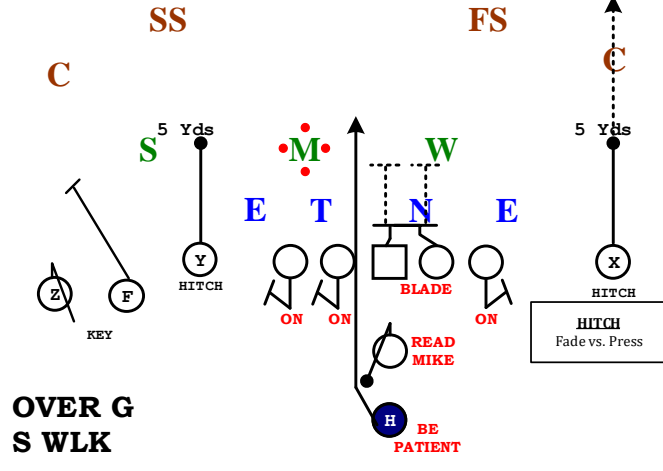
41 / 40 QUICK READ



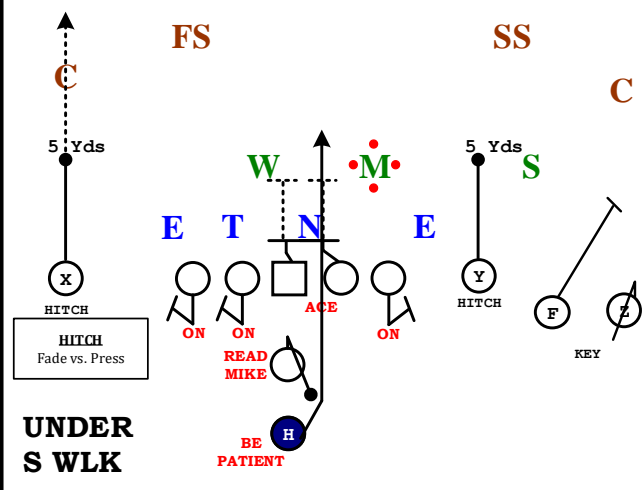
PIS TRIPS RT 40 QUICK READ



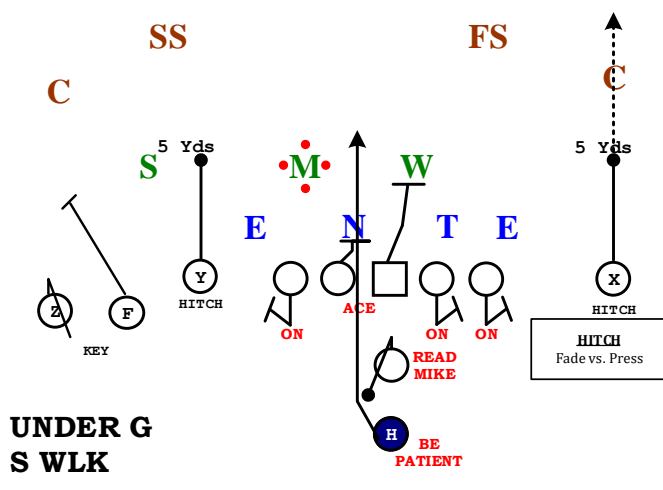
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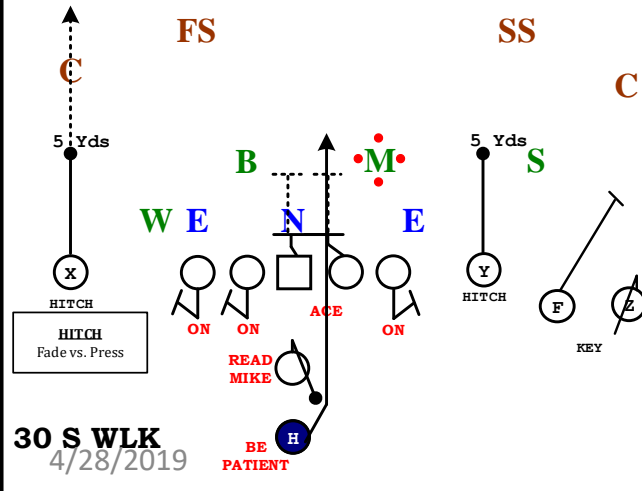
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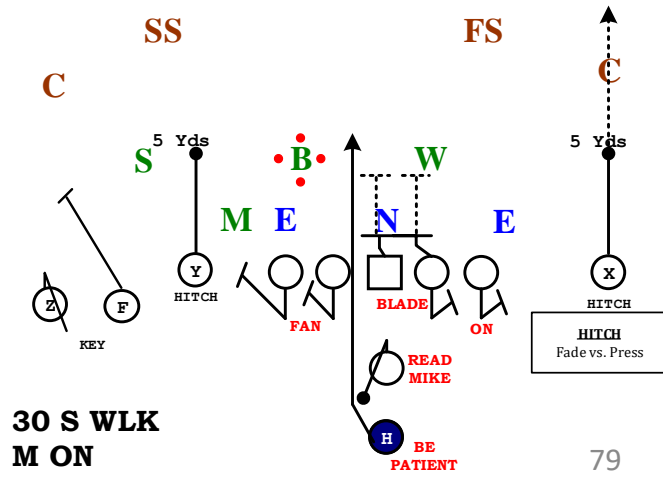
PIS TRIPS LT 41 QUICK READ



PIS TRIPS RT 40 QUICK READ



PIS TRIPS LT 41 QUICK READ



45 / 44 DUO

CONCEPT: This play is a 2 back run designed as a LEAD draw. F blocks the 1ST PSLB From Point. Y will block DE to Mike point (TRUCK w/ PST). OL will block the DL and 1st BSLB from Mike point. Show pass. Do not let defenders retrace steps. WR's will block MDM inside, unless tagged with a key.

H: Toes at 7. One slide step and gather. Keep eyes down field. Stay slightly inside of F.

F: Lateral shuffle. Clear QB. Block 1ST PSLB from Mike point by the Center.

WR: Play Side = MDM inside.
Back Side = MDM inside.

QB: 1st step shows pass, crossover, find H. Sell pass.
ALERT to throw the key if tagged.

OL/Y: OL will block the DL and 1st BSLB from the Mike point, (Center combo), Y will block DE to the Mike point. Gap blocking calls with draw tempo.

Offensive Line Call Glossary

Playside:

'On' – Base block
'Ace' – OC/OG combo
'Deuce'- OG/OT combo
'Truck'-PST/TE combo

Backside:

'Blade' – C / BSG combo
'Fan'- Backside vs 30 front

NOTES:

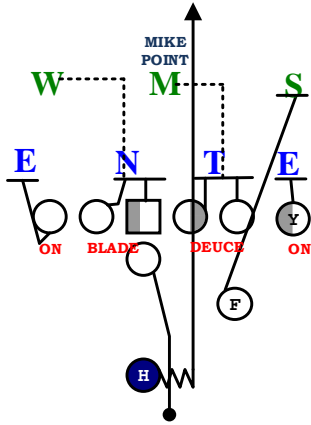


45 / 44 DUO



JACK RT 44 DUO

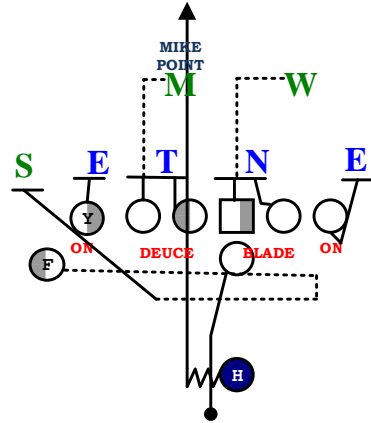
1) OVER STACK



FRONT ID: "OVER"

EAST LT FIG 45 DUO

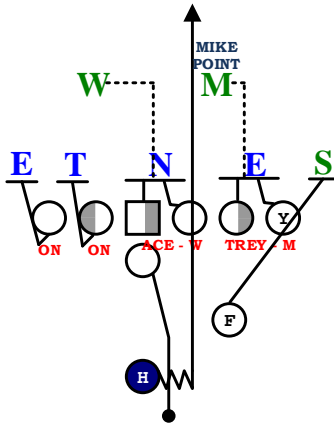
2) OVER



FRONT ID: "OVER"

JACK RT 44 DUO

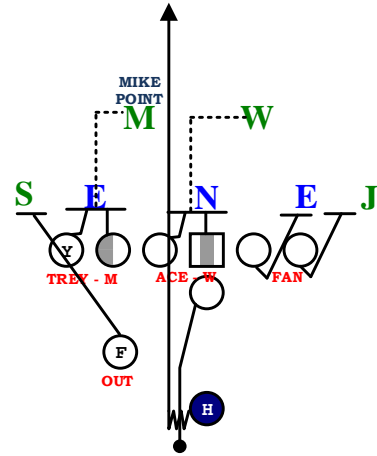
3) UNDER



FRONT ID: "ODD"

JACK LT 45 DUO

4) OKIE



FRONT ID: "OKIE"



45 / 44 Duo



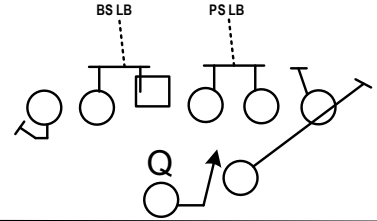
CONCEPT:

Power scheme w/ no puller. Double teams. Center Points PSLB, his combo goes to BSLB.

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>Rule:</u> Inside Gap / PSLB</p> <p><u>Aiming Point:</u> Near Number</p>	<p><u>2i / 3TQ:</u> "Deuce" to PSLB</p> <p><u>1TQ:</u> Track to PSLB - Eye Looper to LB</p> <p><u>5 TQ:</u> "Truck" w/ TE to PSLB</p>	"GAP" DBL's Away
PSG	<p><u>Rule:</u> Inside Gap / PSLB</p> <p><u>Aiming Point:</u> Near Number</p>	<p><u>2i / 3TQ:</u> "Deuce" to PSLB</p> <p><u>1TQ:</u> Track to PSLB - Eye Looper to LB</p> <p><u>Odd:</u> "Ace" NG to BSLB</p>	"GAP" DBL's Away
C	<p><u>Rule:</u> BS Gap / BSLB</p> <p><u>Aiming Point:</u> Near Number</p>	<p><u>Even:</u> "BLADE" BSLB w/ BSG</p> <p><u>Okie:</u> "Ace" w/ PSG to BSLB</p>	<p>"BLADE" BSLB w/ BSG</p> <p>"GAP" DBL's Away</p>
BSG	<p><u>Rule:</u> BS Gap / BSLB</p> <p><u>Aiming Point:</u> Near Number</p>	<p><u>Even:</u> "BLADE" BSLB w/ C</p> <p><u>Okie:</u> "Fan" if Jack or Will on LOS</p>	<p>"BLADE" BSLB w/ C</p> <p>"GAP" DBL's Away</p>
BST	<p><u>Rule:</u> "Base" BS C Gap</p> <p><u>Aiming Point:</u> Near Number</p>	<p><u>Okie:</u> "Fan" if Jack or Will on LOS</p>	"GAP" DBL's Away

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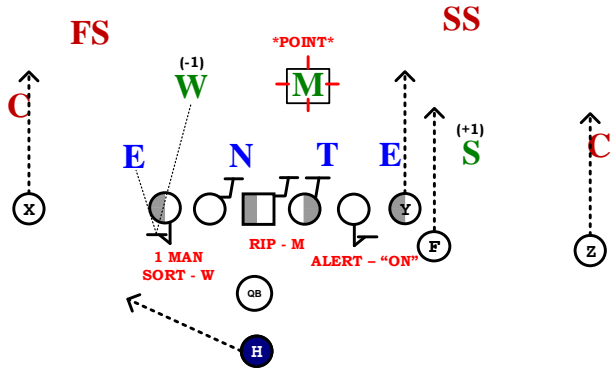


Pass protections



1) OVER

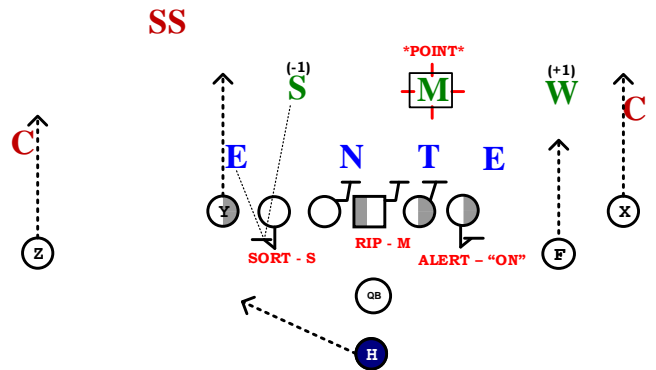
52



FRONT ID: "OVER", "RIP" MIKE

2) UNDER

52
FS



FRONT ID: "OVER", "RIP" MIKE

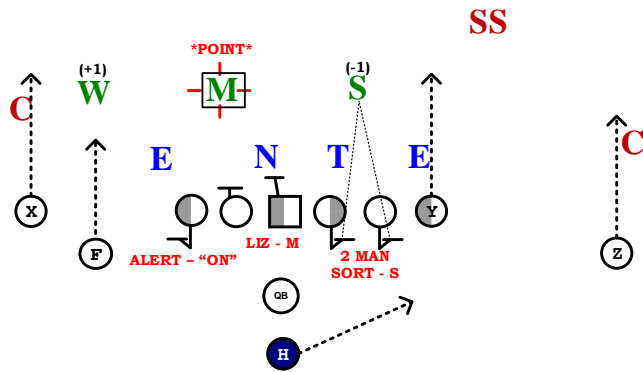
5 Man Basic protection can be a Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). Y/F/H/ X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with there sets.

Y	Route	
BACKSIDE TACKLE	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie
BACKSIDE GUARD	"SORT" side: Block Man (Big) Possible "SORT" OF -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/ Louie
CENTER	"DUAL" side: Block #1/A gap RIP (52) / LIZ (53) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE GUARD	"DUAL" side: Block #2/B gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE TACKLE	"DUAL" side: Block #3/C gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
F	Route	
H	Route	
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie



1) OVER

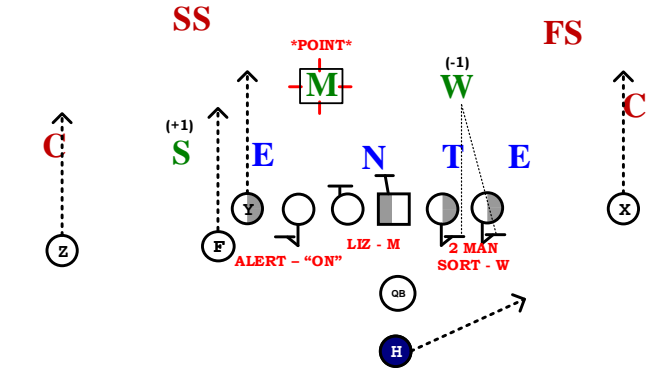
53 FS



FRONT ID: "ODD", "LIZ" MIKE

2) UNDER

53



FRONT ID: "ODD", "LIZ" MIKE

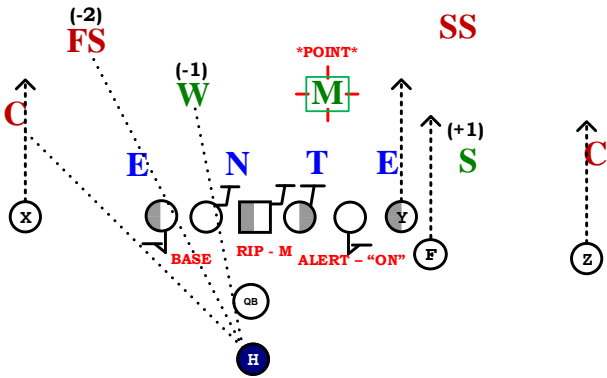
5 Man Basic protection can be a Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). Y/F/H/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with these sets.

Y	Route	
BACKSIDE TACKLE	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie
BACKSIDE GUARD	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/ Louie
CENTER	"DUAL" side: Block #1/A gap RIP (52) / LIZ (53) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE GUARD	Block #2/B gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE TACKLE	Block #3/C gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
F	Route	
H	Route	
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie



1) OVER

62

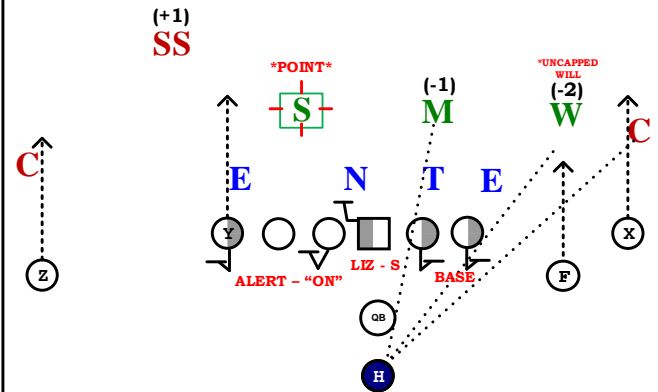


FRONT ID: "OVER", RIP MIKE

2) UNDER

63

FS



FRONT ID: "OVER", "LIZ" SAM

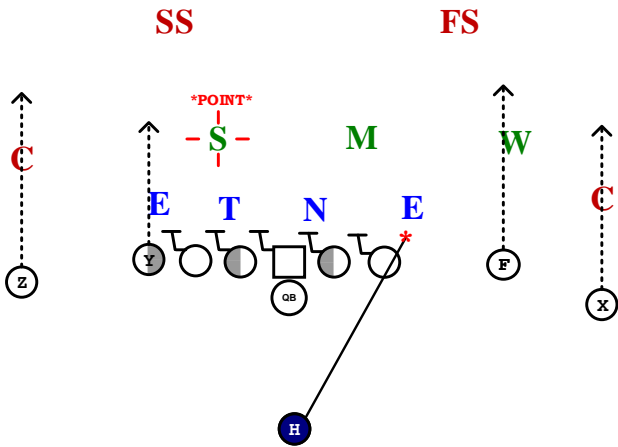
6 Man Basic protection can be Strong/Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). The HB will be responsible for -1 to -2 backside. Y/F/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with their sets.

Y	Route	
BACKSIDE TACKLE	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
BACKSIDE GUARD	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
CENTER	"DUAL" side: Block #1/A gap RIP (62) / LIZ (63) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE GUARD	"DUAL" side: Block #2/B gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE TACKLE	"DUAL" side: Block #3/C gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
F	Route	
H	Block -1 to -2 backside Stiff: If protection responsibility doesn't come stay in and help PSG vs 4DWN, PST vs 3DWN	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)

KICK 300 / 200

OVER

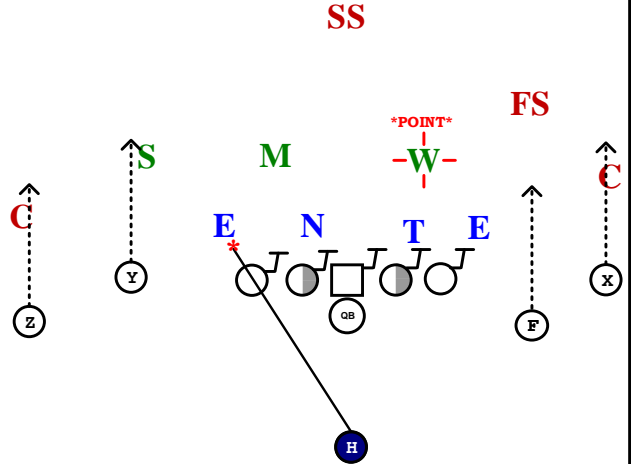
KICK 300



FRONT ID: "EVEN"

UNDER

KICK 200



FRONT ID: "EVEN"

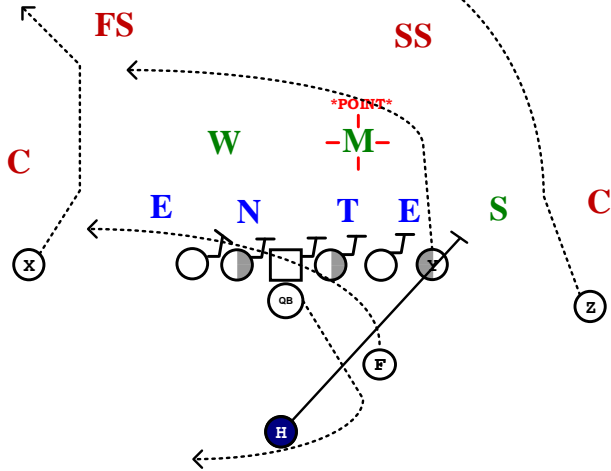
6 Man Gap protection- Aggressive 3 step, Offensive Line is protecting the PS Gap to the Play call. The HB will Cut the 1st Defender O/S of EMLOS. Y/X/Z/F are running routes.

Y	Route
BACKSIDE TACKLE	Gap Protect to B Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
BACKSIDE GUARD	Gap Protect to A Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
CENTER	Gap Protect to A Gap away from the call. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan) R(K300)/L(K200) calls to tell line direction of slide
PLAYSIDE GUARD	Gap Protect to B Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
PLAYSIDE TACKLE	Gap Protect to C Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
F	Route
H	1 Back: Cut 1 st Defender O/S EMLOS. MUST CUT.
X	Route
Z	Route
QB	3 Step Drop. If Gun or Pistol- Catch Set- Throw Tempo. Possible re-direct. 2 O/S EMLOS to Call side.

NAKEDS

OVER

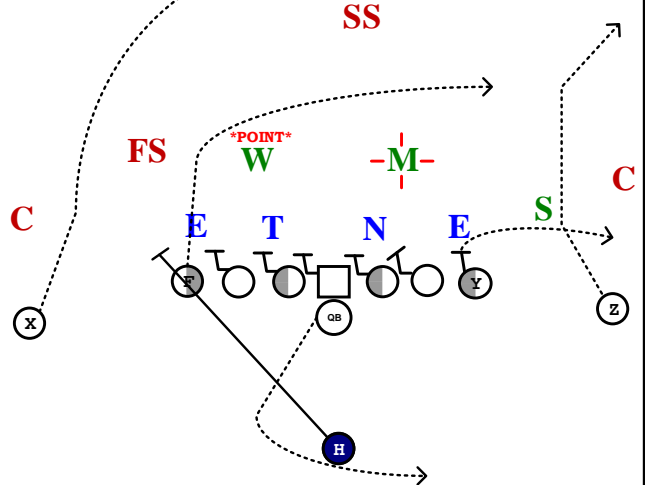
FK 36 NKD-LT



FRONT ID: "EVEN"

UNDER

FK 37 NKD RT



FRONT ID: "EVEN"

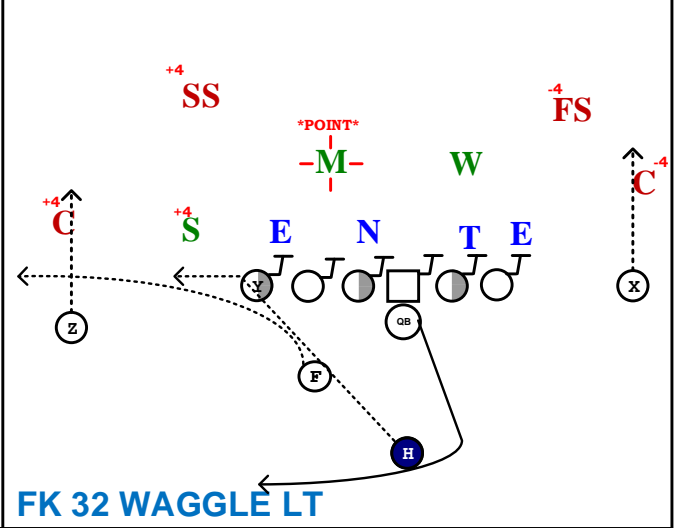
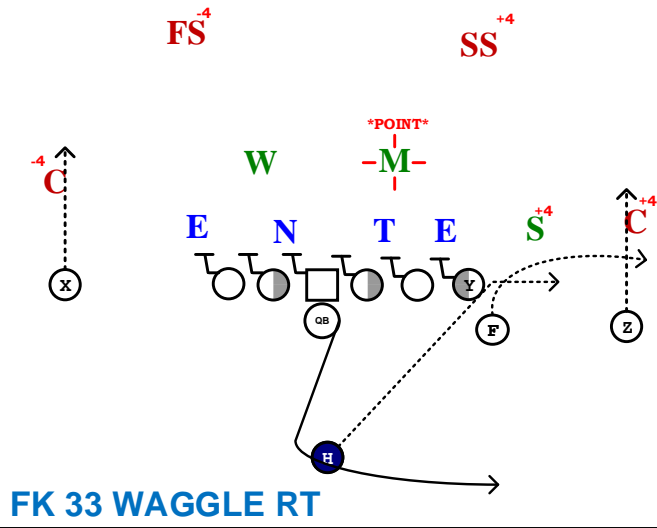
6 or 7 Man Play Action Movement protection designed to sell called run and have QB boot and break contain away from play call. Offensive Line is selling out blocking the run, no turn back.

Y/ F IN-LINE	Naked side: Slam Flat Fake side: Over Route or Clear	"Solid" call- Block DE, Make 'Money' call to OT with C & D gap Threats on Naked side
FAKE SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
FAKE SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
CENTER	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Block Back.
NAKED SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 3 tech	If GAP Scheme NKD-Pull
NAKED SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 5 tech	If GAP Scheme NKD-Seal NO Hinge
F	Influence DE make look like CUT Off Block- Slice route "F solid"- OT will Block DE with NO B Gap Threat. Track OLB/ no OLB help OT	
H	Fake Run scheme, Collision any color. Carry out fake past LOS.	
X	Route	
Z	Route	
QB	Extend ball on 3 rd step. 4 th step get depth. Roll away.	

FK 33/32 WAGGLE

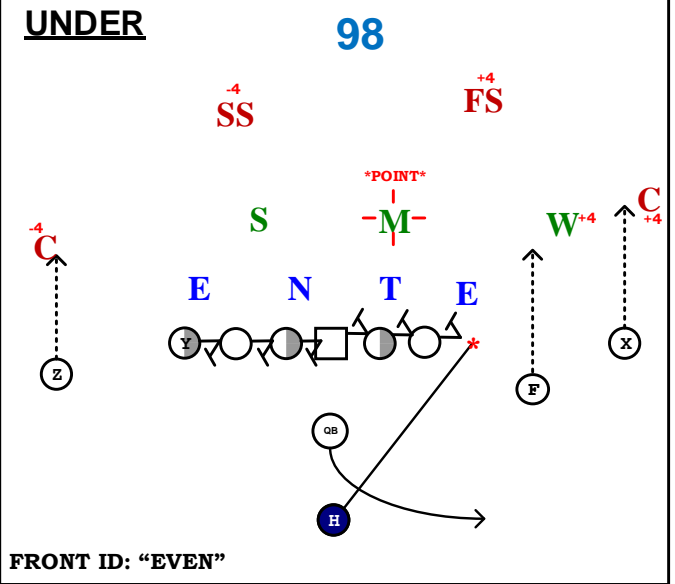
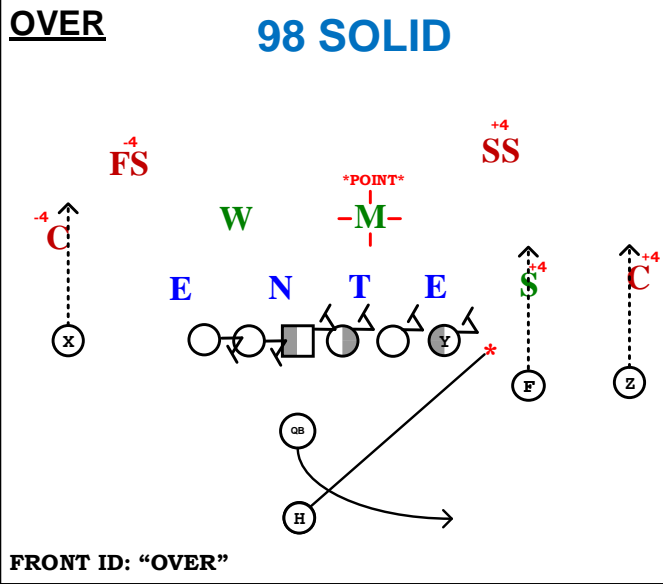
OVER

UNDER



6 Man Play Action protection designed to attack the flank.

Y	Waggle Side- Crack EOL, Block Full Time Fake Side- Over or Clear	
FAKE SIDE TACKLE	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
FAKE SIDE GUARD	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
CENTER	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
PLAY SIDE GUARD	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
PLAY SIDE TACKLE	Attack Fake side Gap, Sell run called Low Hat, Leave 1.	
F	Run Flat Route if NO blocking Responsibility F-Solid- Block 'D' Gap	
H	Flash fake to Waggle Direction. Avoid EOL, Run Flat Route.	
X	Route	
Z	Route	
QB	Reverse Pivot away from Call side. Flash Fake. Continue attacking Flank	



Sprint Out Protection - Reach on Gap

Y	Call Side -Free Release run route Back side TE- Protection Reach on Gap Backside	Solid: Home Call- Reach On Gap, Leave 1 for RB "Tap" to RB if 2 O/S.
CALL SIDE TACKLE	Open Side: Reach On Gap- Backside- Leave 1 for RB "Tap" to RB if 2 O/S Solid: Reach On Gap-Backside- No "Tap"	Alert: "Tap"
CALL SIDE GUARD	Reach On Gap - Backside	Alert: "Tap"
CENTER	Reach On Gap - Backside	Alert: "Tap"
BACKSIDE GUARD	Reach On Gap - Backside	
BACKSIDE TACKLE	Reach On Gap - Backside	
F	In Backfield: No Call run Flat route. F Solid call- Cut 1 st defender O/S of OT. In Line: F solid- Reach On Gap- Backside Leave 1 for RB. "Tap" to RB with 2 O/S	Alert: "Tap"
H	Cut the first defender outside of OT. See Possible "Tap" by OT with 2 O/S. F Solid- Block 1 st defender O/S of F's Block. Look for 2 nd Contain Solid- Cut the 1 st defender O/S of Y. See possible "Tap" by Y with 2 O/S	Alert: "Tap"
X	Route	
Z	Route	
QB	Controlled Roll- Out to Call Side.	

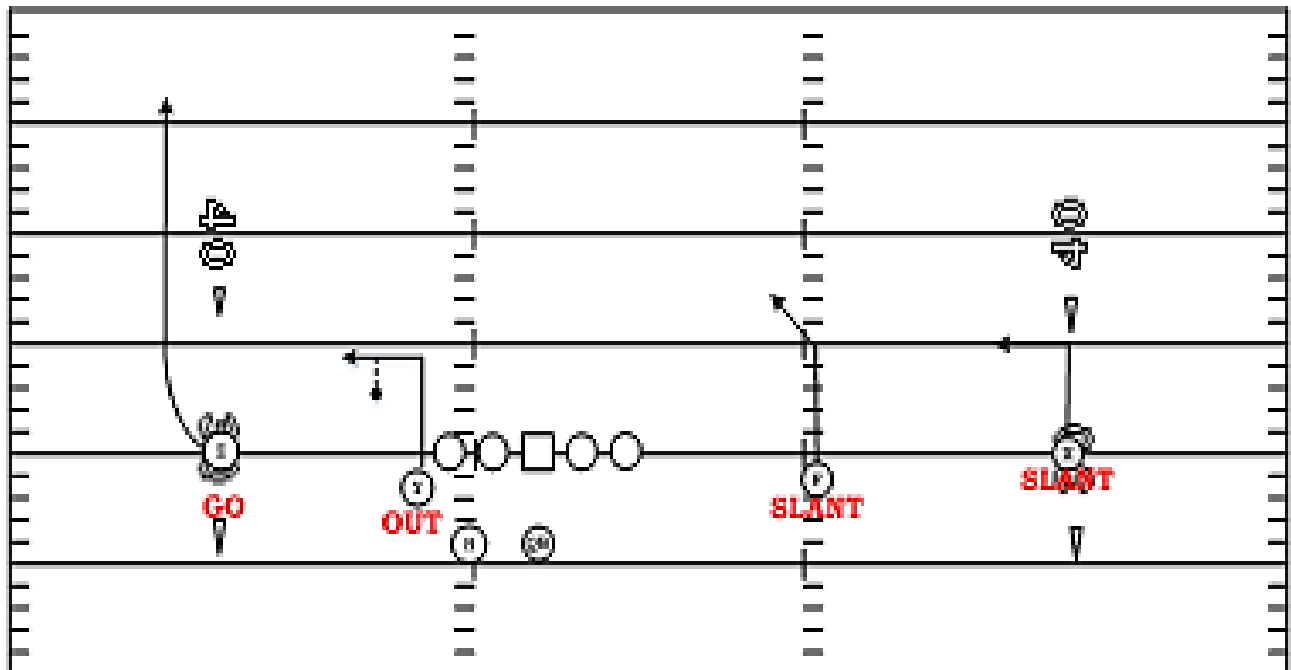
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QUICK
PASS GAME



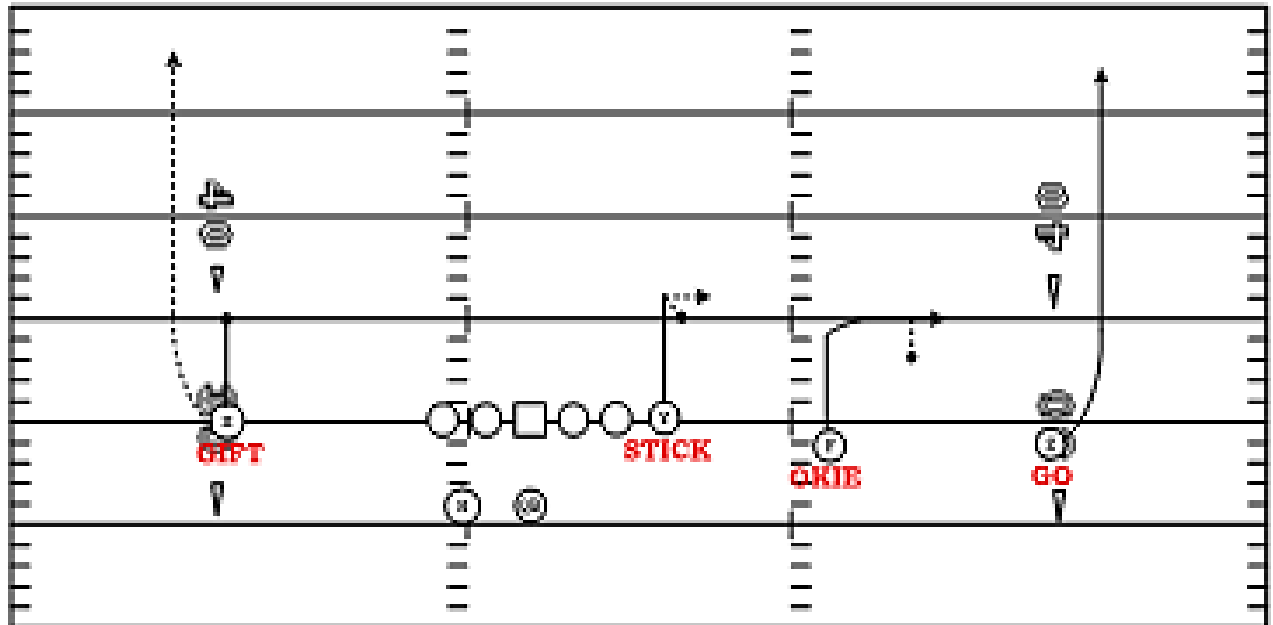
QUEEN LT KICK 200 DALLAS OAKLAND



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	5 STEP SLANT, MUST 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Z	PRG	PROTECTION RELEASE GO. MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	OUT	5 YARD OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. KEEP ON HIGH ANGLE.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



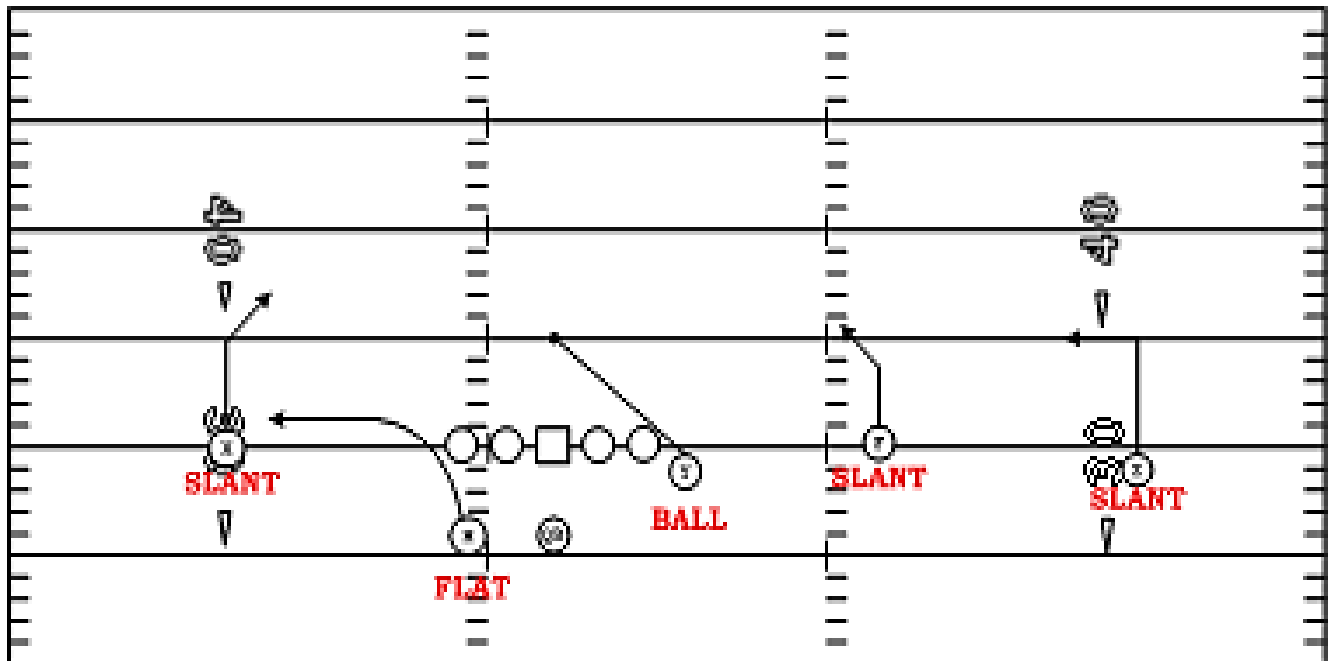
TRIPS RT KICK 200 DBL STICK



POSITION	ASSIGNMENT	COACHING POINT
X	GIFT	5 STEP HITCH. CONVERT TO A GO VS PRESS OR COVER 2.
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	STICK	6 YARDS SIT IF OPEN WINDOW. MELT AWAY VS INSIDE PRESSURE.
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	QUICK GAME	PRE-SNAP, OKIE, STICK



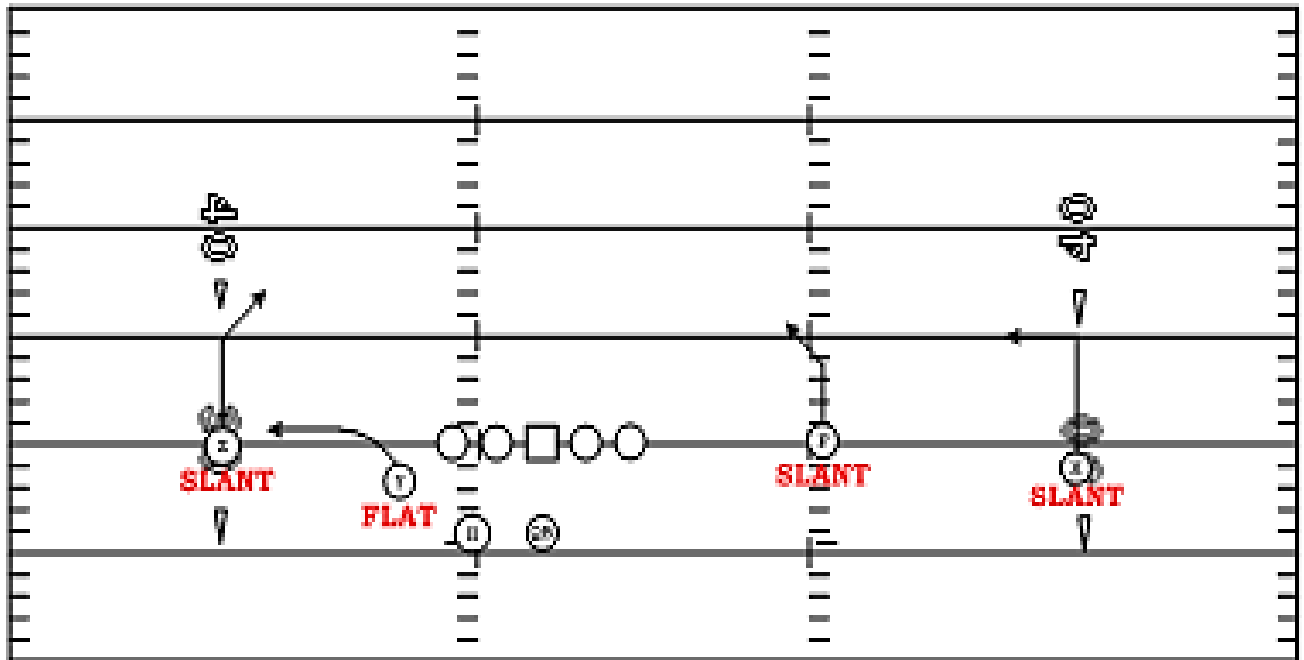
KING RT 52 TEXAS FRISCO



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	3 STEP SLANT, KEEP HIGH ANGLE.
Z	SLANT	5 STEP SLANT, MUST GET 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Y	BALL	6 YARDS OVER THE BALL
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. HIGH ANGLE.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



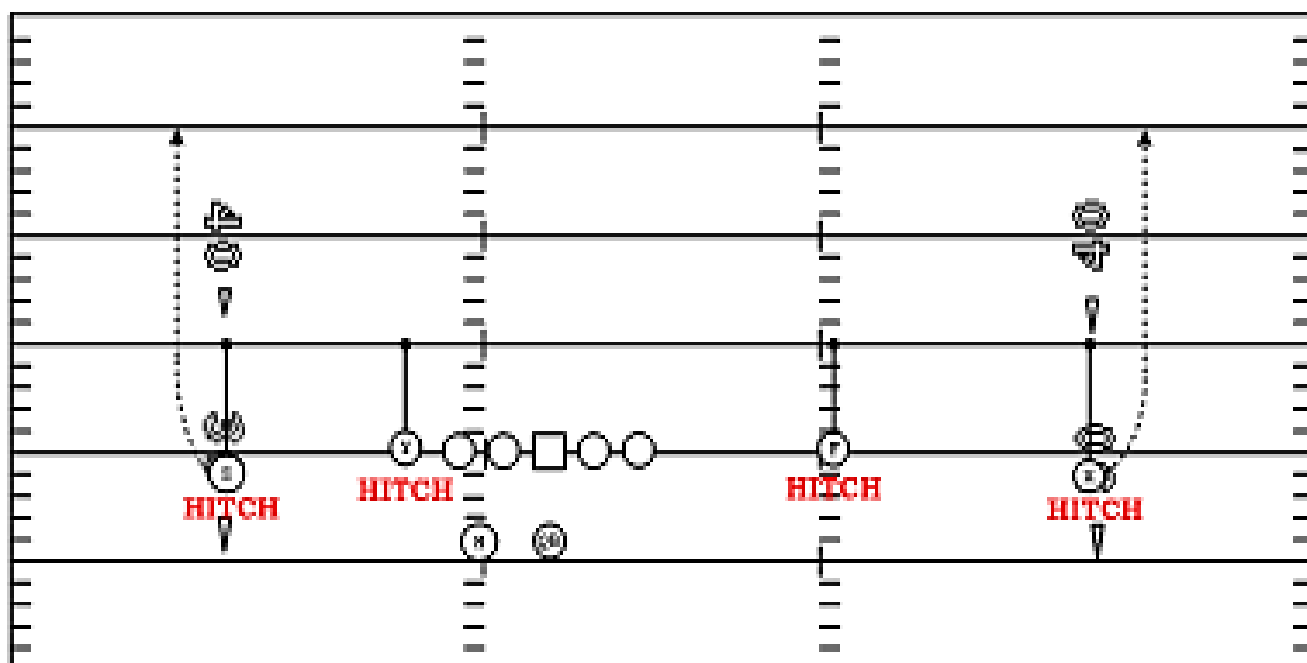
QUEEN LT KICK 200 DALLAS FRISCO



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	5 STEP SLANT, MUST 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Z	SLANT	3 STEP SLANT, KEEP HIGH ANGLE.
Y	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. KEEP ON HIGH ANGLE.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



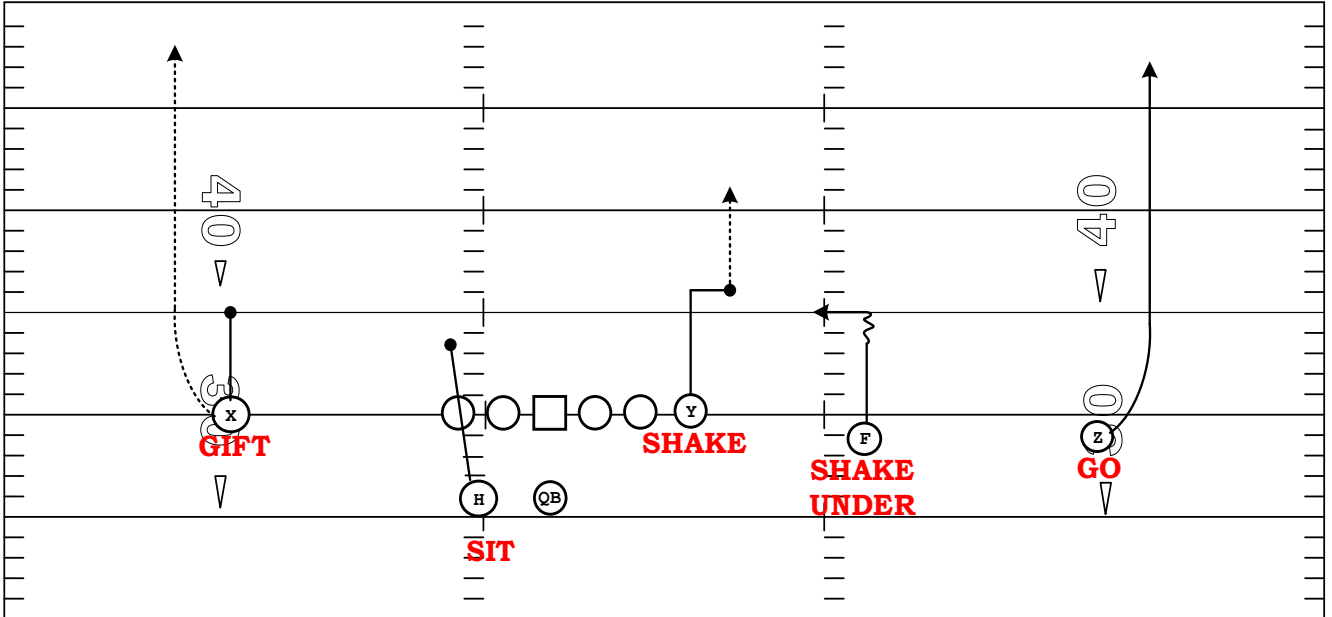
NEAR LT KICK 200 HITCH



POSITION	ASSIGNMENT	COACHING POINT
X	HITCH	5 STEP HITCH. CONVERT TO A GO VS PRESS OR COVER 2.
Z	HITCH	5 STEP HITCH. CONVERT TO A GO VS PRESS OR COVER 2.
Y	HITCH	5 YARD HITCH ATTACK O/S SHOULDER.
F	HITCH	5 STEP HITCH ATTACK O/S SHOULDER.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	COVERAGE READ	SHORTEST – EASIEST THROW



TRIPS RT 62 Y SHAKE



POSITION	ASSIGNMENT	COACHING POINT
X	GIFT	5 STEP HITCH. CONVERT TO A GO VS PRESS OR COVER 2.
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE.
Y	SHAKE	6 YARDS SELLING STICK ROUTE. BE PATIENT ON THE ROUTE.
F	SHAKE UNDER	5 YARD UNDER ROUTE. CALLED A SHAKE TO GIVE A LITTLE AT TOP FOR TIMING.
H	SIT	CHECKDOWN OVER TACKLE AT 3 YARDS.
QB	PROGRESSION	PRE SNAP, SHAKE, UNDER

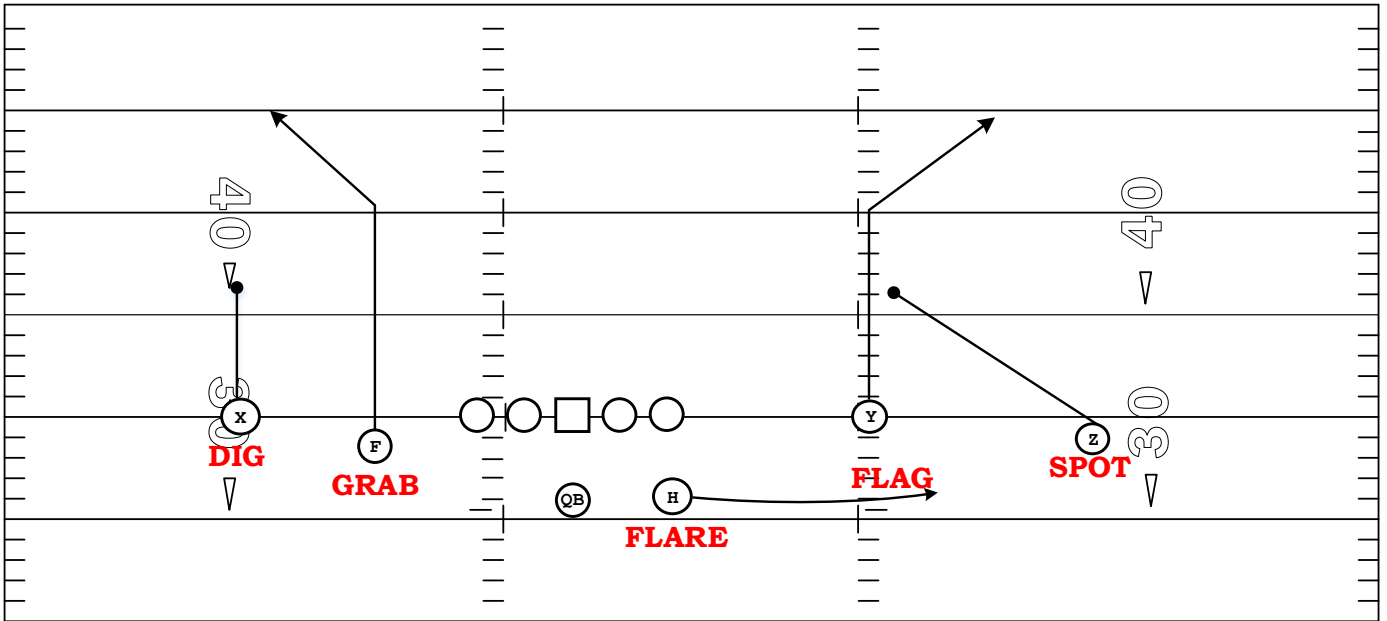
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SNAG PASS GAME

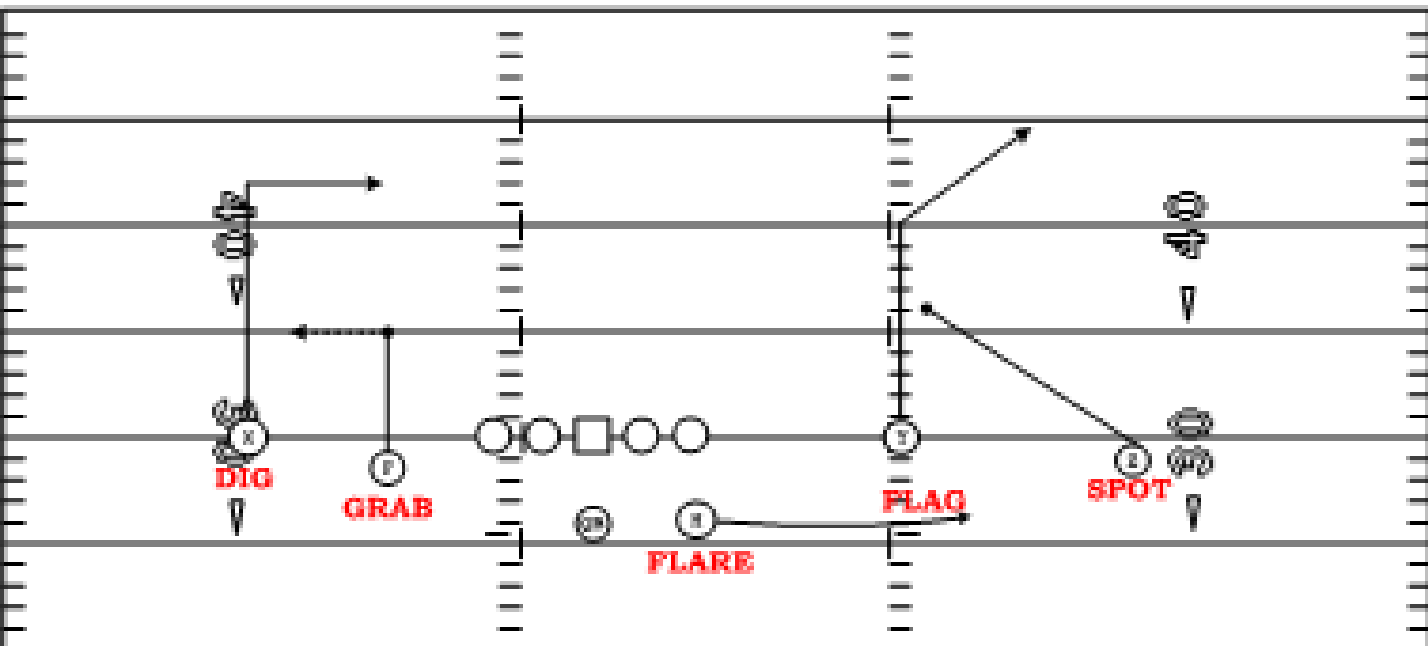


DUAL RT 53 CHEVRON SMASH



POSITION	ASSIGNMENT	COACHING POINT
Z	SPOT	RELEASE TOWARD ALIGNMENT OF #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YARDS.
X	HITCH	5 YARD HITCH
F	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
Y	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
H	FLARE	5 HARD STEPS TO FLD, QB WILL THROW YOU DOWNFIELD. ALERT FOR HOT
QB	PROGRESSION	2 HI / 1 HI

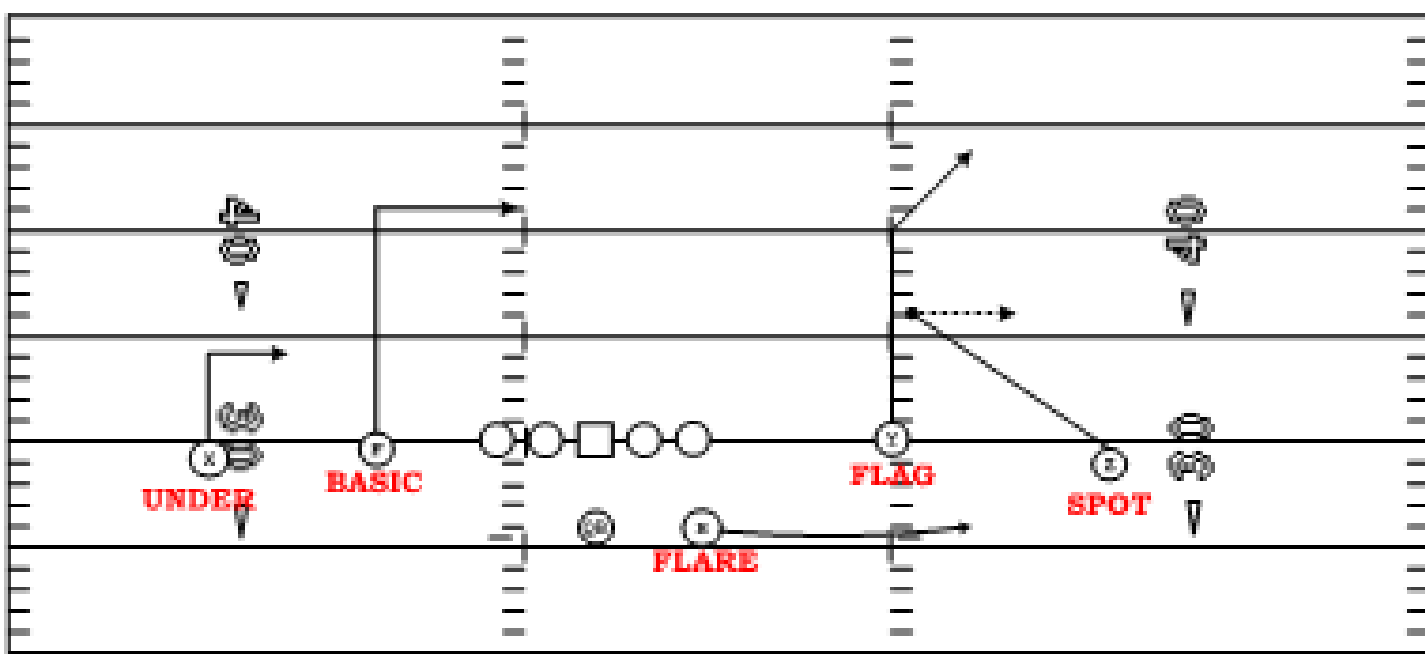
DUAL RT 53 CHEVRON



POSITION	ASSIGNMENT	COACHING POINT
Z	SPOT	RELEASE TOWARD ALIGNMENT OF #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YARDS.
X	DIG	FASTEST RELEASE. 12 YARD DIG STAY FLAT.
F	GRAB	5 YARD HITCH LOOK FOR BALL. IF YOU DON'T GET IT THEN BREAK OUT TOWARDS SL.
Y	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
H	FLARE	5 HARD STEPS TO FLD, QB WILL THROW YOU DOWNFIELD. ALERT FOR HOT
QB	PROGRESSION	SNAG, CORNER, FLAT, BACKSIDE TAG PRESSURE PLAN: SAM BLITZ- SPOT TO SWING



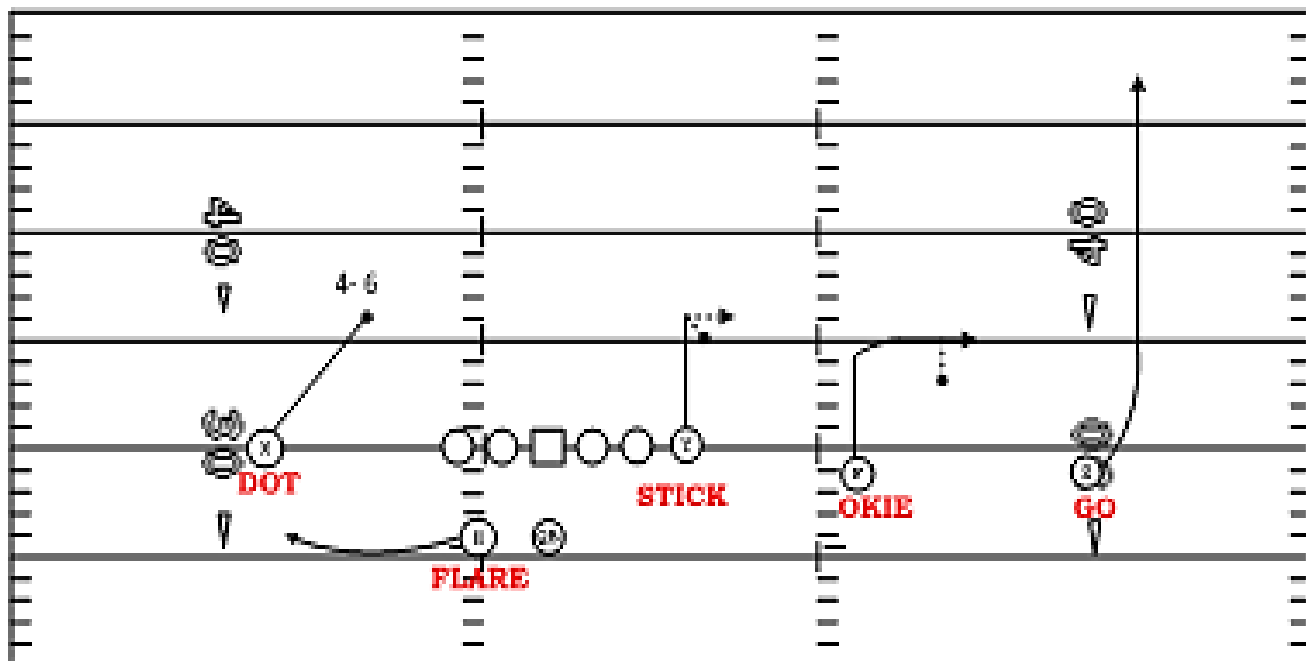
GN STR DUAL RT 53 CHEVRON SHELF



POSITION	ASSIGNMENT	COACHING POINT
X	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
Z	SPOT	RELEASE TOWARD ALIGNMENT OF #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YARDS. PIVOT VS MAN.
Y	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
F	UNDER	5 YARD UNDER. BE ALERT FOR HOT THROW.
H	FLARE	5 HARD STEPS TO FLD, QB WILL THROW YOU DOWNFIELD. ALERT FOR HOT
QB	PROGRESSION	SPLIT SAFETY = LOW – HI UNDER, BASIC POST SAFETY = HI – LOW SPOT, FLAG, FLARE

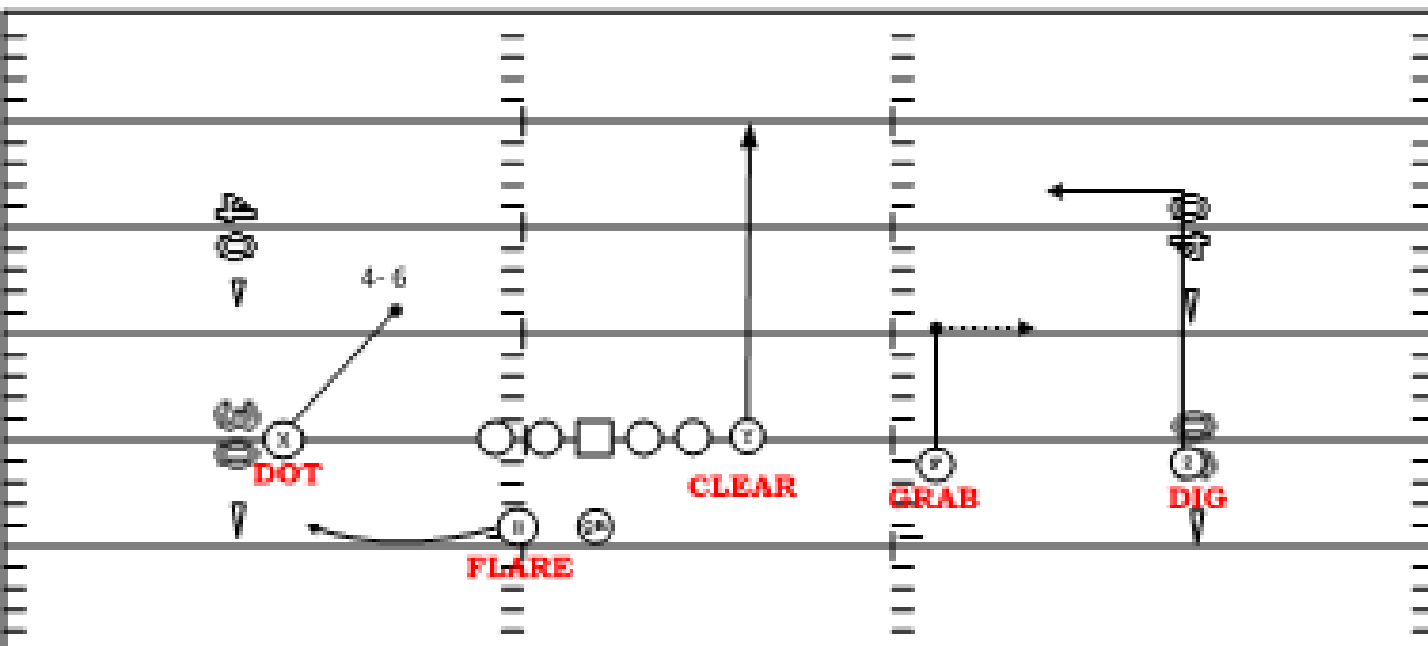


TRIPS RT 52 EXXON



POSITION	ASSIGNMENT	COACHING POINT
X	DOT	RELEASE TOWARD ALIGN OF GHOST #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YDS. SLANT VS PRESS
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	STICK	6 YARDS SIT IF OPEN WINDOW. MELT AWAY VS INSIDE PRESSURE.
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	SWING	3 STEPS TOB
QB	COVERAGE RD	SPLIT SAFETY = OKIE, STICK, DOT POST SAFETY = FLARE, DOT, STICK

TRIPS RT 52 DAGGER EXXON



POSITION	ASSIGNMENT	COACHING POINT
X	DOT	RELEASE TOWARD ALIGN OF GHOST #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YDS. SLANT VS PRESS
Z	PRG	FASTEST RELEASE. 12 YARD DIG STAY FLAT.
Y	STICK	PROTECTION RELEASE GO
F	GRAB	5 YARD HITCH LOOK FOR BALL. IF YOU DON'T GET IT THEN BREAK OUT TOWARDS SL.
H	SWING	3 STEPS TOB
QB	COVERAGE RD	SPLIT SAFETY = OKIE, STICK, DOT POST SAFETY = FLARE, DOT, STICK

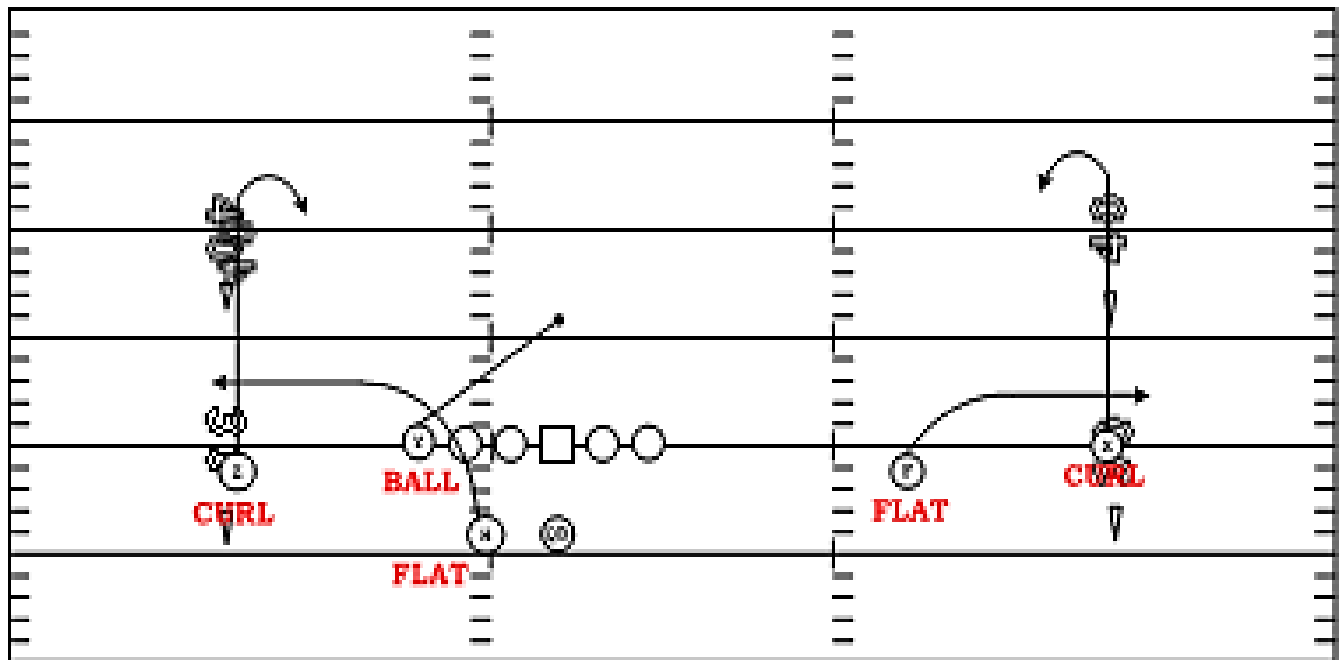
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DRAKE PASS GAME



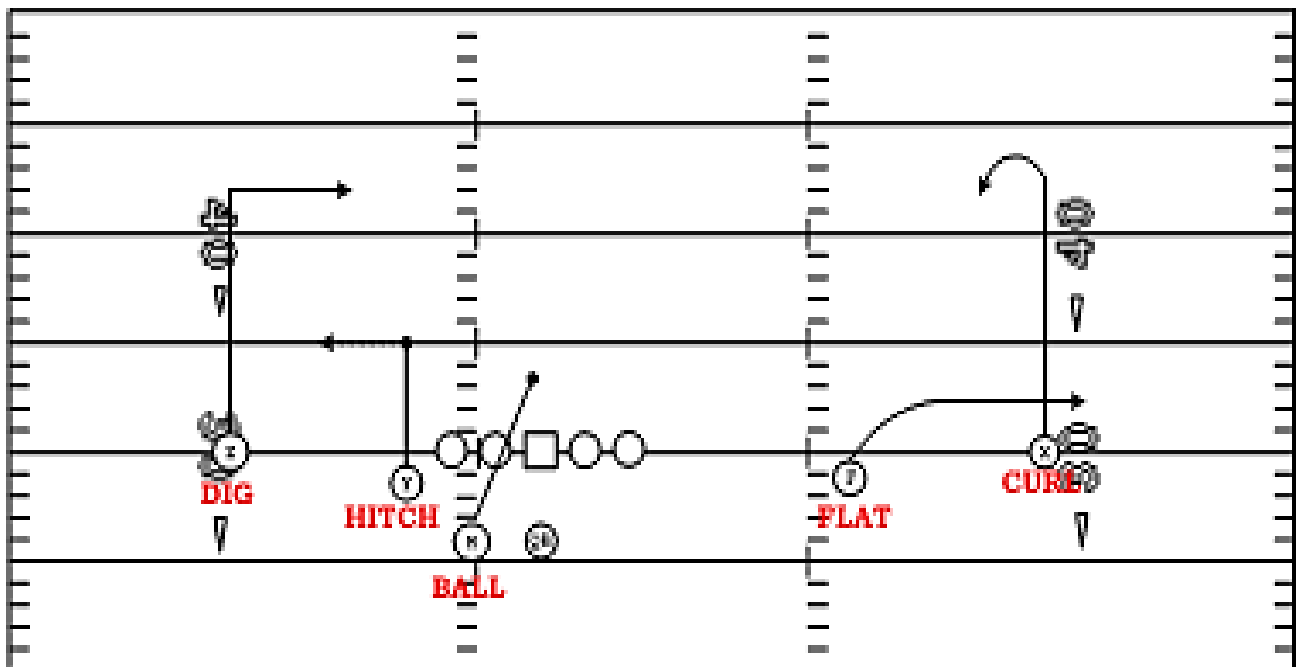
NEAR LT 62 DRAKE



POSITION	ASSIGNMENT	COACHING POINT
X	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Z	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Y	BALL	6 YARDS OVER THE BALL
F	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	PROGRESSION	SPLIT SAFETY = HANK, OUTLAW, FLAT POST SAFETY = HANK, CURL, FLAT



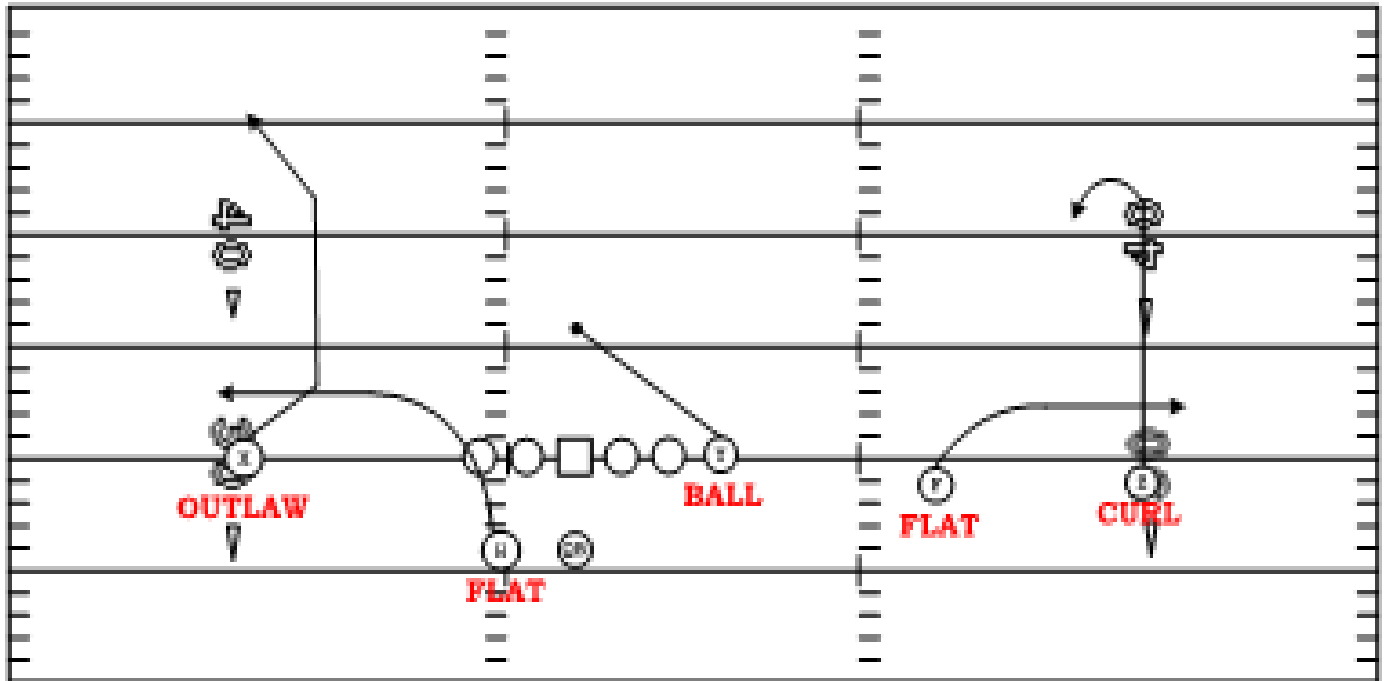
QUEEN LT 62 DRAKE KNIFE



POSITION	ASSIGNMENT	COACHING POINT
X	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Z	DIG	FASTEST RELEASE. 12 YARD DIG
Y	HITCH	5 YARD HITCH LOOK FOR BALL. IF YOU DON'T GET IT THEN BREAK OUT TOWARDS SL.
F	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
H	BALL	OVER THE BALL GIVE QB EYES AT 3 YDS.
QB	COVERAGE READ	SPLIT SAFETY = DIG, HITCH, CHECK-DOWN POST SAFETY = CURL, FLAT, CHECK -DOWN



GN WK TRIPS RT 62 DRAKE OUTLAW



POSITION	ASSIGNMENT	COACHING POINT
X	OUTLAW	3 X 5 STEM RELEASE. BREAK TO FLAG AT 10 YARDS. HIGH ANGLE
Z	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Y	BALL	6 YARDS OVER THE BALL
F	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	PROGRESSION	SPLIT SAFETY = HANK, OUTLAW, FLAT POST SAFETY = HANK, CURL, FLAT

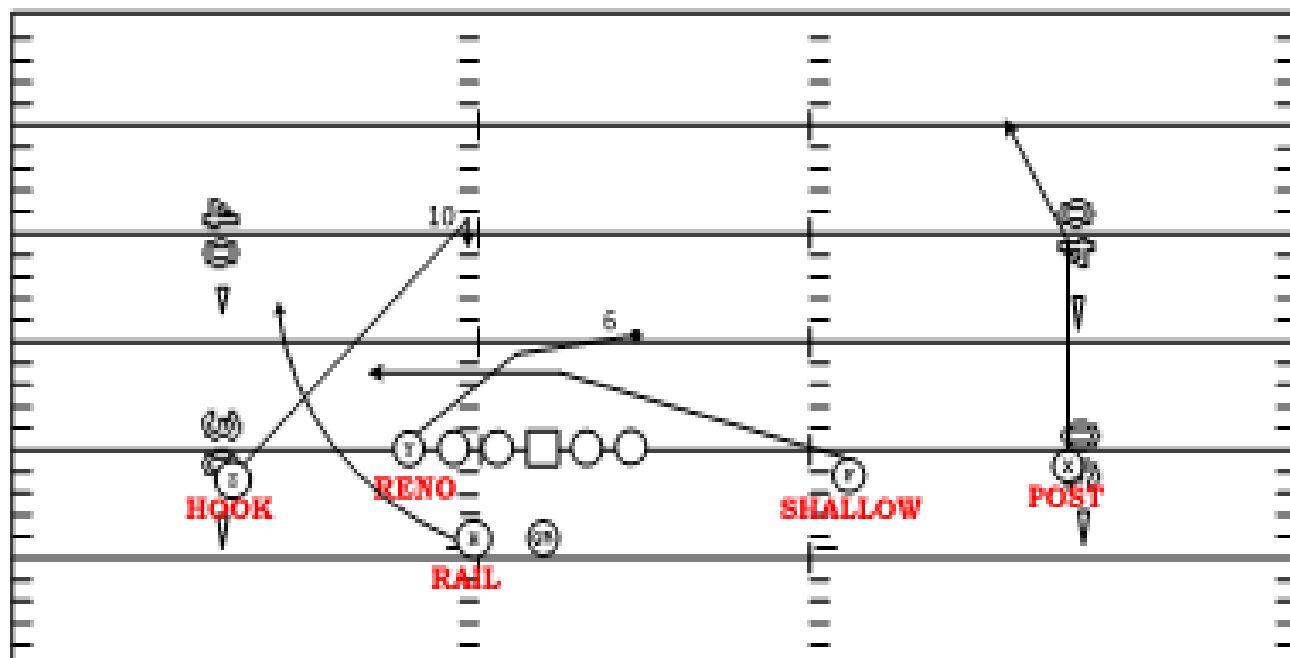
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MESH PASS GAME



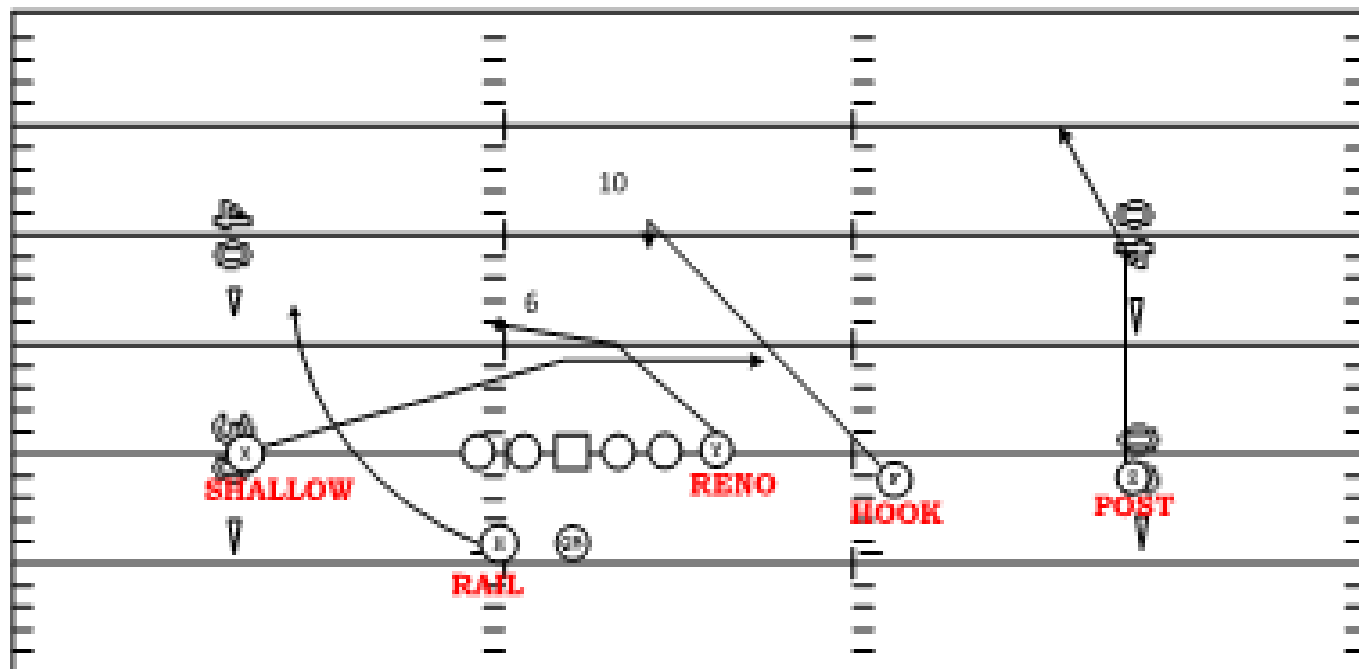
NEAR LT 52 YF MESH



POSITION	ASSIGNMENT	COACHING POINT
X	POST	7 STEPS. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
Z	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
Y	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
F	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE SHOULDER OF THE RENO RUNNER TO CREATE RUB.
H	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
QB	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO



GN WK TRIPS RT 52 YX MESH



POSITION	ASSIGNMENT	COACHING POINT
X	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. FIND THE MESH SETTER.
Z	POST	7 STEP. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
Y	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
F	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
H	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
QB	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO

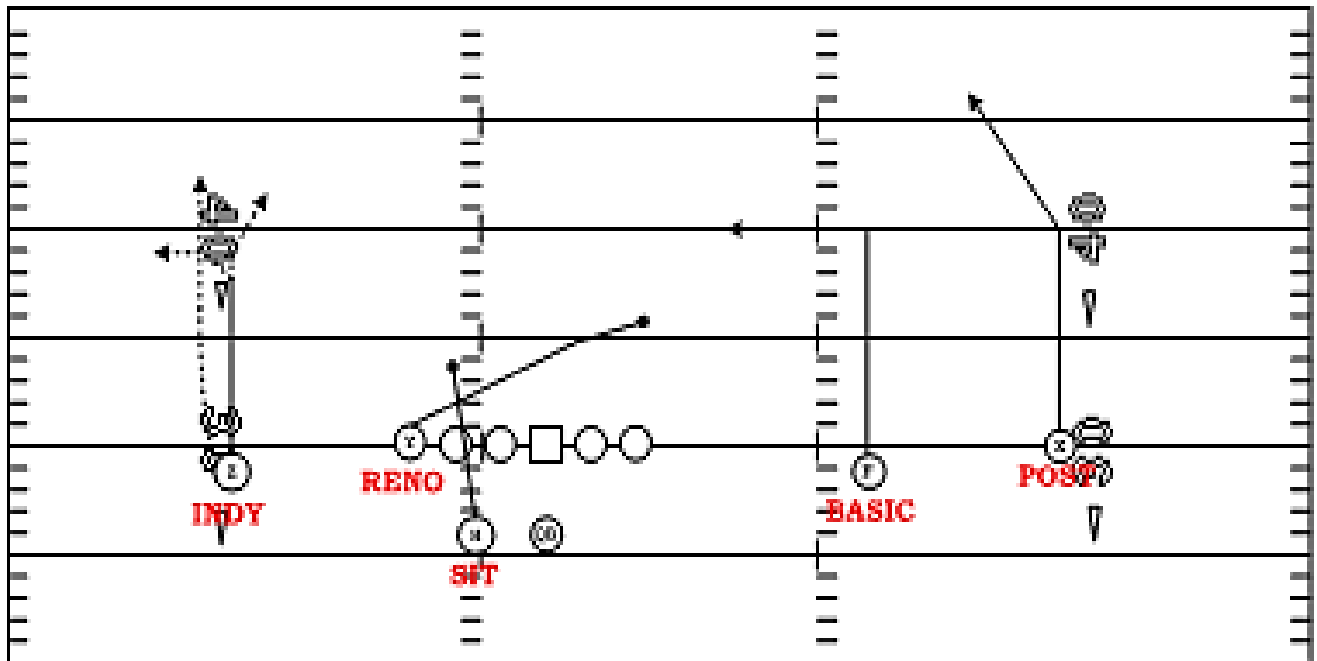
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DROP BACK
PASS GAME



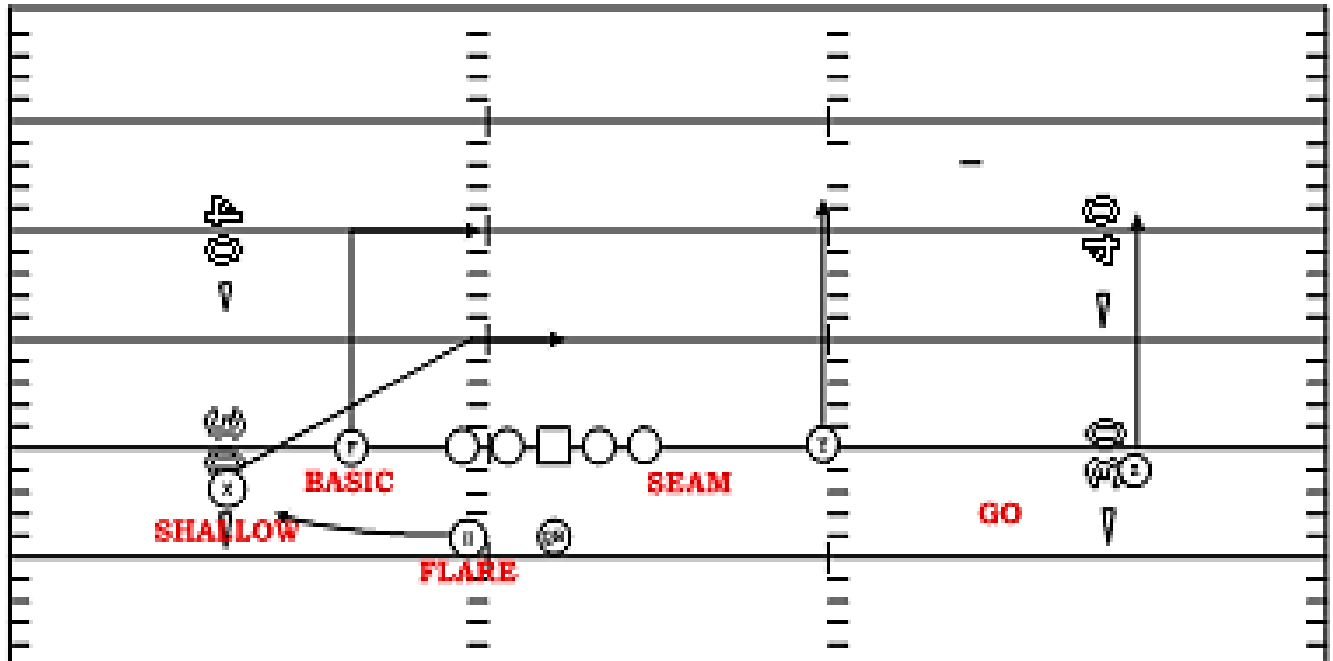
NEAR LT 62 BLADE INDY



POSITION	ASSIGNMENT	COACHING POINT
Z	POST	7 STEPS. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
X	INDY	ROUTE BASED OFF LEVERAGE. I/S – OUT, KITTY, GO O/S - GLANCE
Y	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE.
F	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
H	SIT	CHECKDOWN OVER TACKLE AT 3 YARDS.
QB	PROGRESSION	PRE-SNAP, HIGH – LOW OFF THE MIKE



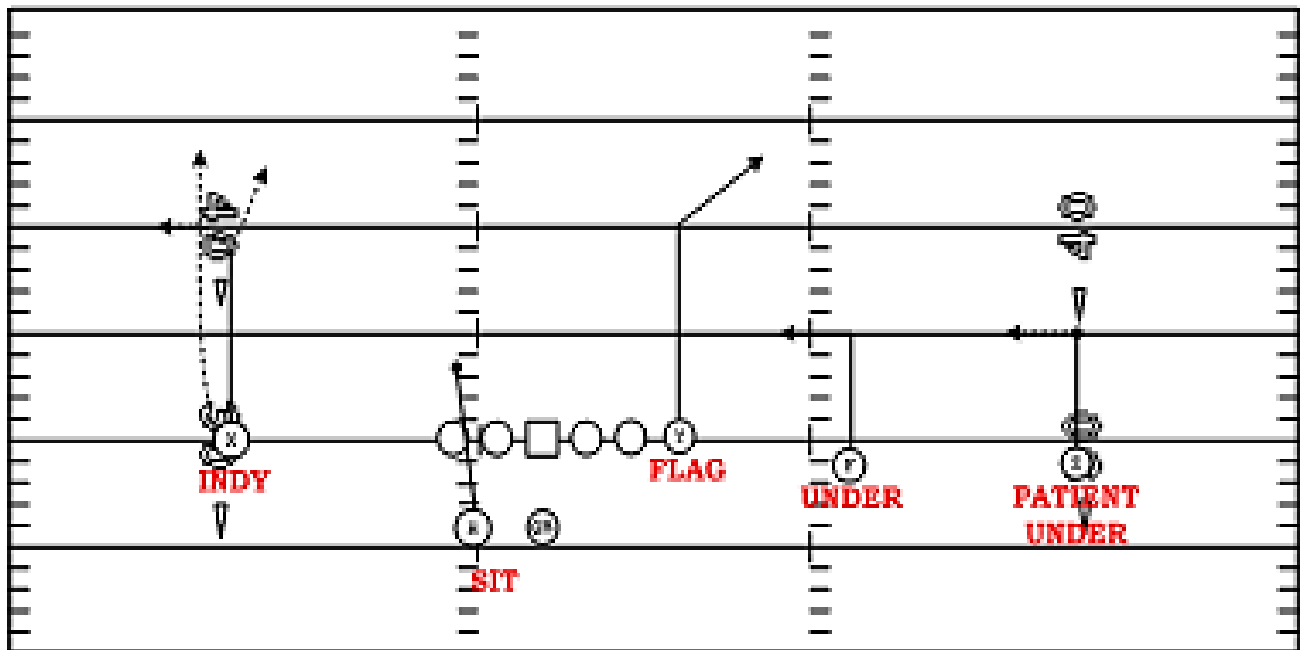
DUAL RT 52 DRIVE Y CLEAR



POSITION	ASSIGNMENT	COACHING POINT
X	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. EYES TO QB AFTER 3 STEPS FOR HOT.
Z	GO	PROTECTION RELEASE GO. MUST OUTSIDE.
Y	SEAM	PROTECTION RELEASE SEAM. MUST OUTSIDE.
F	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
H	FLARE	3 HARD STEPS TO FLD, ALERT FOR HOT
QB	PROGRESSION	LOW – HIGH, SHALLOW, BASIC, FLARE



TRIPS RT 62 BASH



POSITION	ASSIGNMENT	COACHING POINT
X	INDY	ROUTE BASED OFF LEVERAGE. I/S – OUT, KITTY, GO O/S - GLANCE
Z	PATIENT UNDER	5 STEP HITCH. IF YOU DO NOT GET BALL, UNDER ROUTE. STAY FLAT!
Y	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
F	UNDER	PUSH TO 5 YARDS. STAY FLAT BE ALERT FOR HOT.
H	SIT	CHECKDOWN OVER TACKLE AT 3 YARDS.
QB	PROGRESSION	PRE SNAP, UNDER, HI- LOW

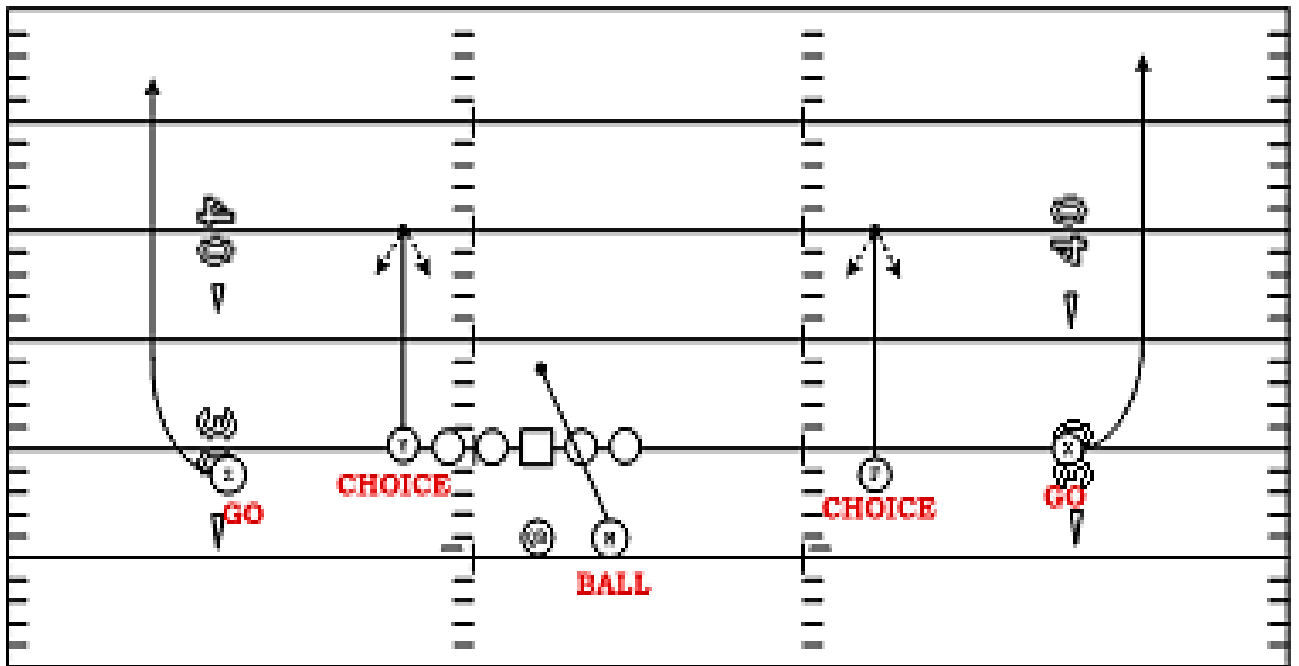
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VERTICAL PASS GAME



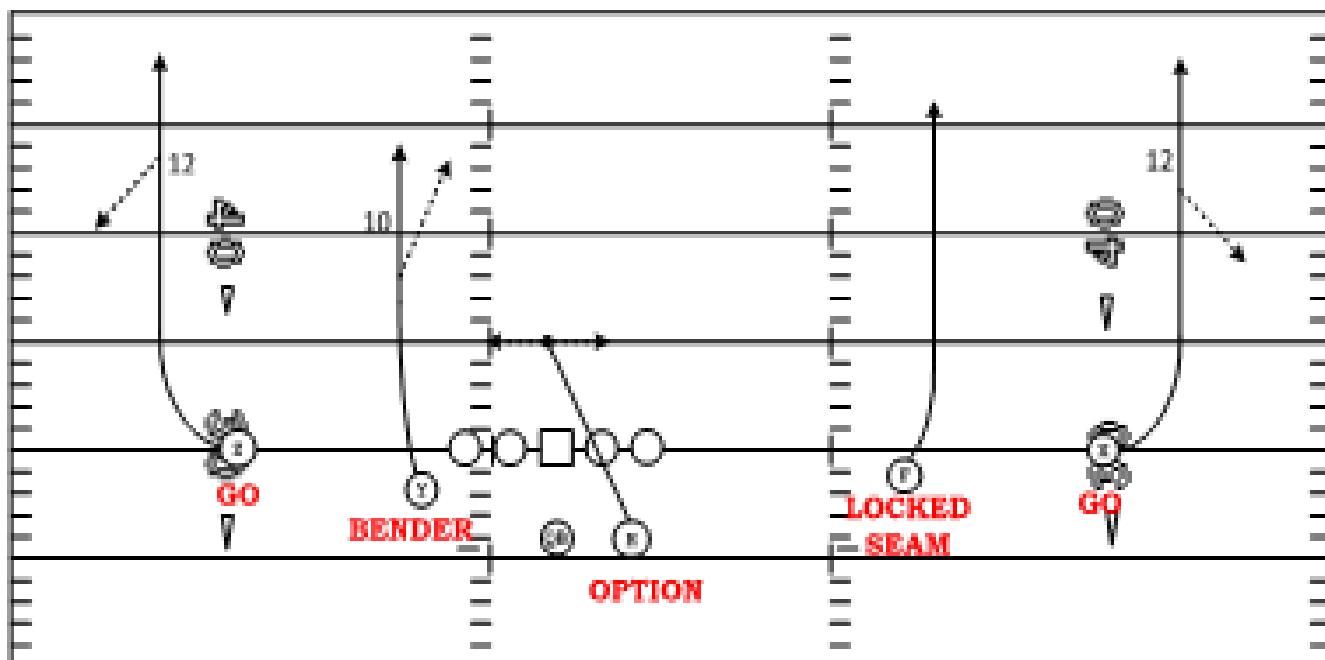
NEAR LT 63 HOUSTON



POSITION	ASSIGNMENT	COACHING POINT
X	GO	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Z	GO	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	CHOICE	PUSH TO 10 YARDS BREAKOUT BASED OFF THE LEVERAGE OF THE DEFENDER.
F	CHOICE	PUSH TO 10 YARDS BREAKOUT BASED OFF THE LEVERAGE OF THE DEFENDER.
H	BALL	OVER THE BALL GIVE QB EYES AT 3 YDS.
QB	PROGRESSION	SHORTEST – EASIEST THROW



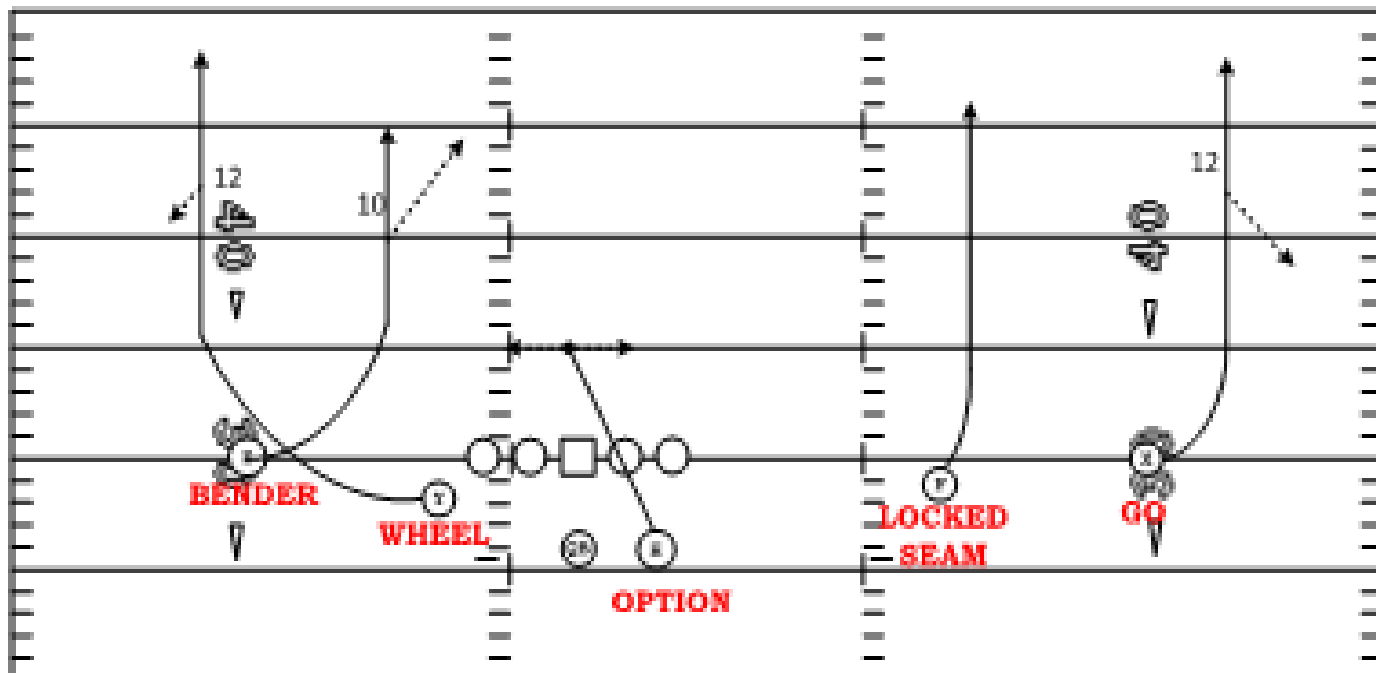
QUEEN LT 63 Y ALLEY



POSITION	ASSIGNMENT	COACHING POINT
X	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Z	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Y	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
F	LOCKED SEAM	LANDMARK 4 YARDS OUTSIDE THE HASH.
H	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
QB	PROGRESSION	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN POST SAFETY = SEAM, SEAM CHECK-DOWN



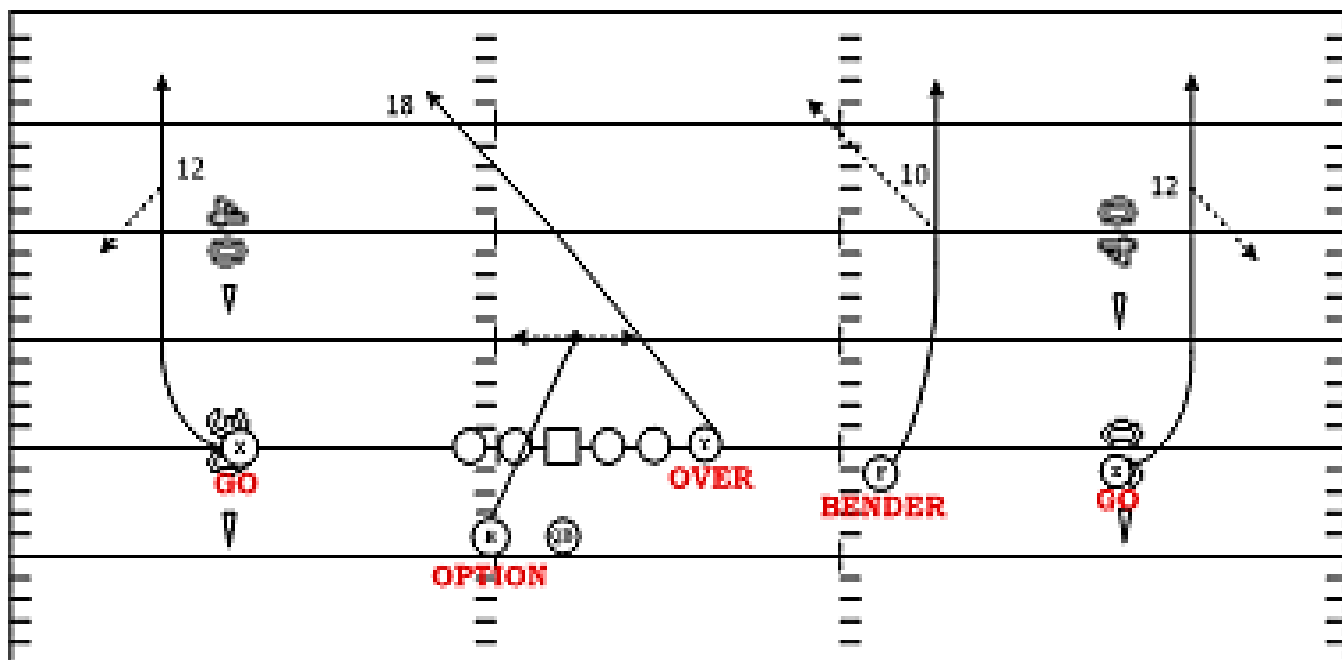
QUEEN LT 63 ALLEY SWITCH



POSITION	ASSIGNMENT	COACHING POINT
X	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Z	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
Y	WHEEL	WHEEL, FIND REDLINE, DROPOUT 12 YDS IF NOT OVER TOP.
F	LOCKED SEAM	LANDMARK 4 YARDS OUTSIDE THE HASH.
H	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
QB	PROGRESSION	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN POST SAFETY = SEAM, SEAM CHECK-DOWN



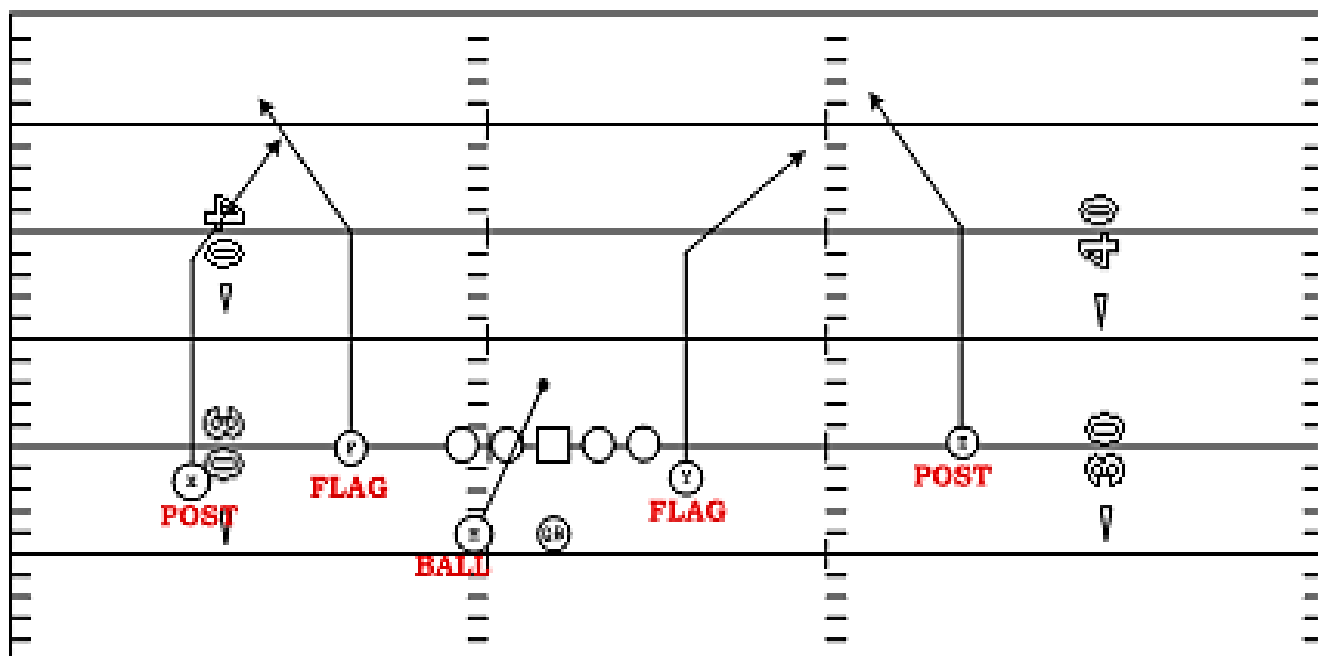
TRIPS RT 62 STREET



POSITION	ASSIGNMENT	COACHING POINT
X	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Z	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Y	OVER	18 YARD OVER TO OPPOSITE HASH
F	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
H	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
QB	PROGRESSION	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN POST SAFETY = SEAM, SEAM CHECK-DOWN



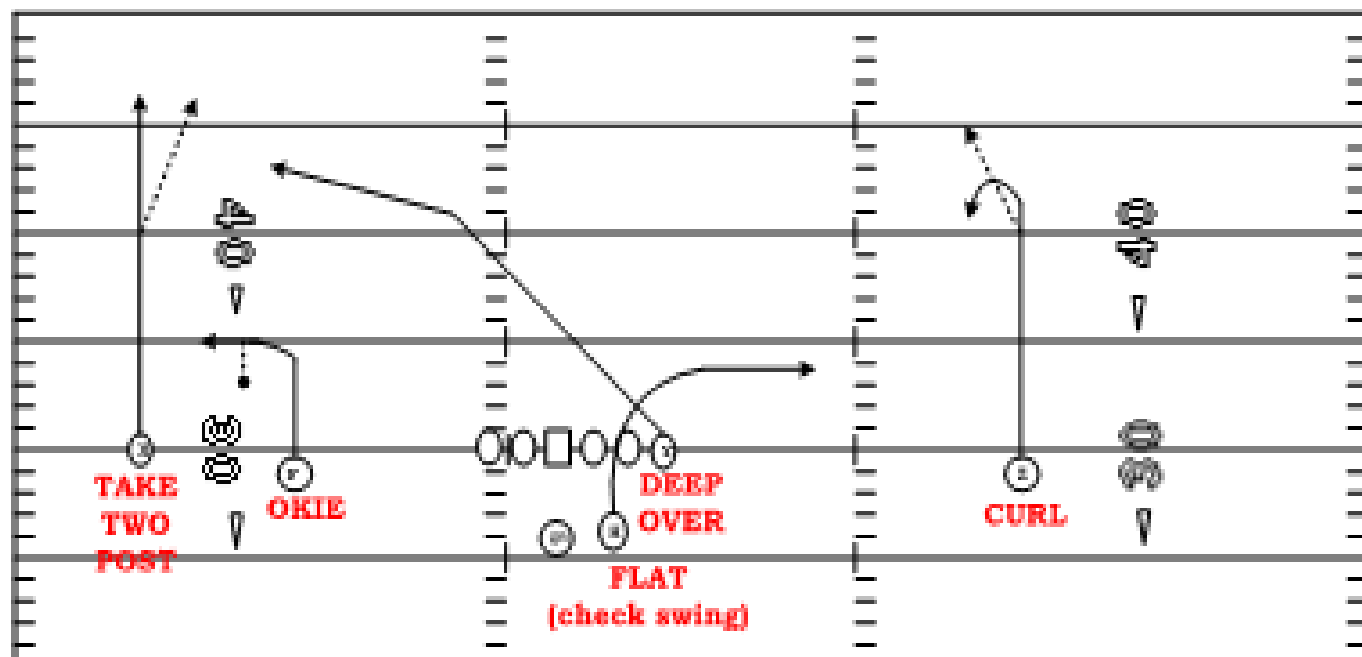
QUEEN RT 62 RAZOR SCISSORS



POSITION	ASSIGNMENT	COACHING POINT
X	POST	7 STEP POST. KEEP ON A HIGH ANGLE. COME UNDERNEATH FLAG.
Z	POST	7 STEP POST KEEP ON HIGH ANGLE. GOES 1 ST , CLEAR
Y	FLAG	MAKE BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE. COME UNDERNEATH POST.
F	FLAG	MAKE BREAK AT 10 YARDS. KEEP ON HIGH ANGLE. GOES 1 ST .
H	BALL	OVER THE BALL GIVE QB EYES AT 3 YDS.
QB	COVERAGE READ	SPLIT SAFETY = FLAG, POST, CHECK-DOWN POST SAFETY = POST, FLAG, CHECK-DOWN



NEAR LT 62 Y CROSS (POST)



POSITION	ASSIGNMENT	COACHING POINT
X	TAKE 2 POST	VS 1 HIGH: GO ROUTE VS 2 HIGH: POST
Z	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Y	DEEP OVER	18 YARD OVER TO OPPOSITE HASH
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	PROGRESSION	PRE SNAP, OKIE, DEEP OVER, CURL-FLAT

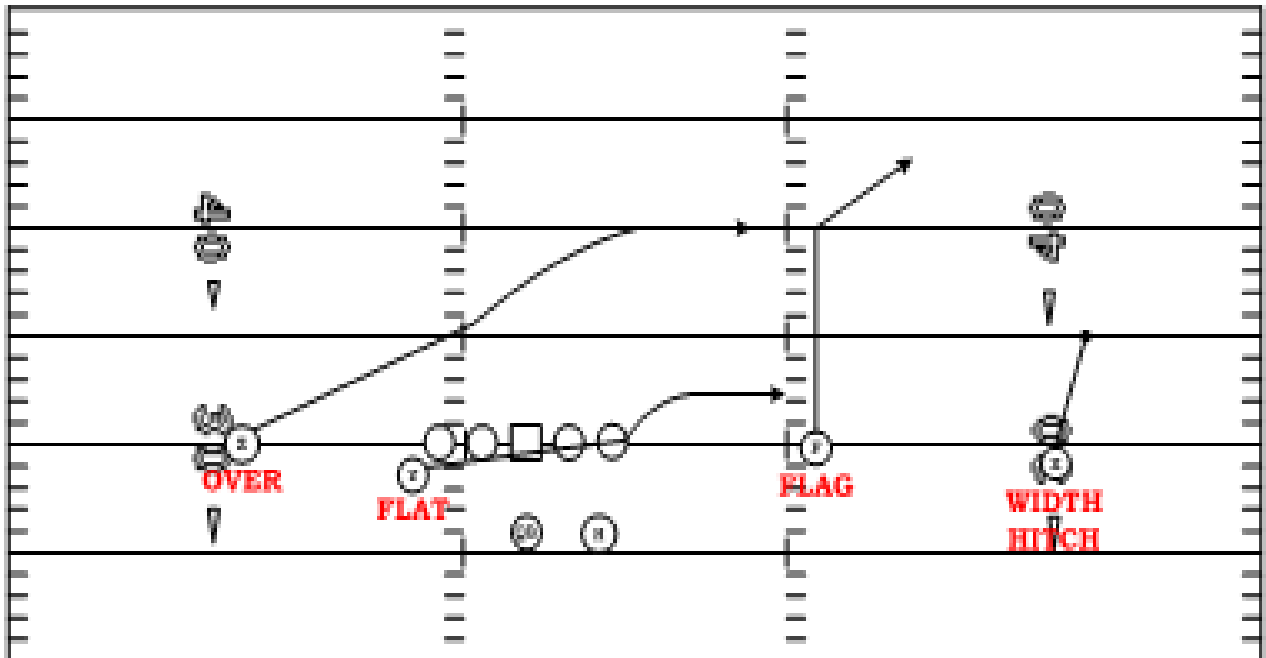
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PLAY ACTION PASS GAME



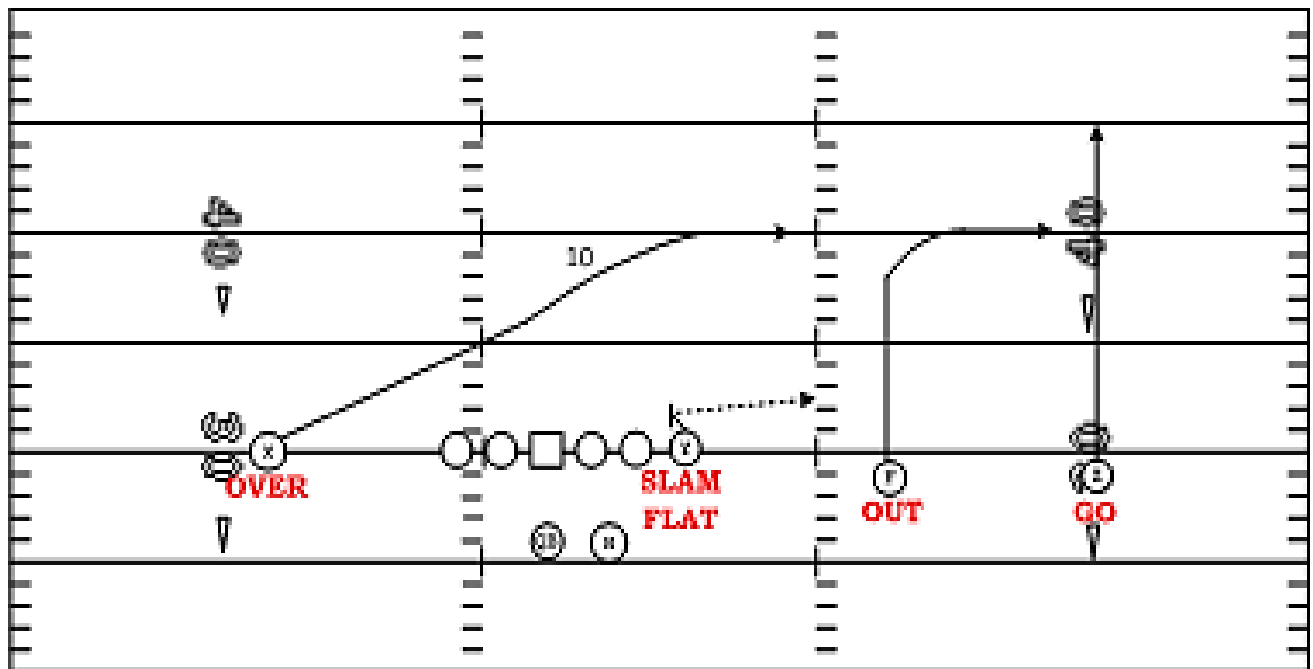
QUEEN LT 137 NAKED RT SMASH



POSITION	ASSIGNMENT	COACHING POINT
X	HITCH	5 STEP HITCH
Z	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
Y	FLAT	SLICE ACROSS FORMATION, FLAT ROUTE GAINING WIDTH BEFORE DEPTH.
F	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
H	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
QB	NAKED	HITCH, FLAG, FLAT



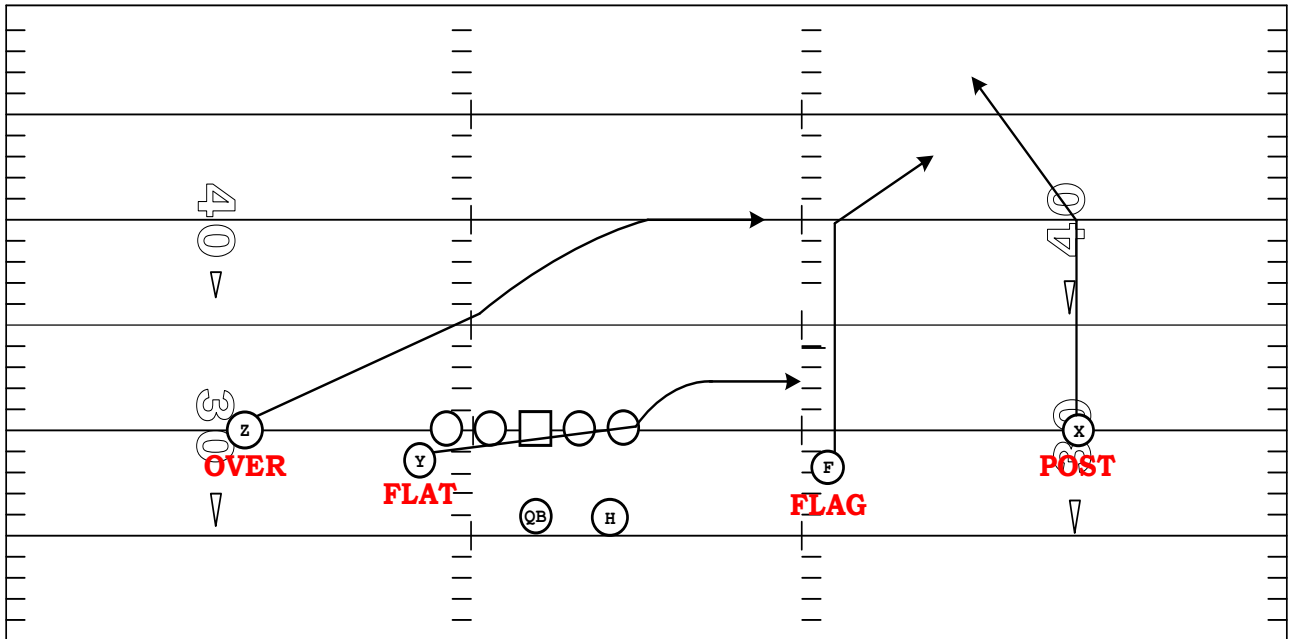
TRIPS RT 137 NAKED RT FLOOD



POSITION	ASSIGNMENT	COACHING POINT
X	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	SLAM FLAT	SLAM DOWN ON INSIDE DEFENDER SELLING RUN. SLIP OUT TO FLAT. WORKING FOR WIDTH FIRSRT.
F	OUT	10 YARD SPEED OUT
H	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
QB	NAKED	OUT, SLAM FLAT, DROPBOX



QUEEN LT 137 NAKED RT RAZOR



POSITION	ASSIGNMENT	COACHING POINT
X	POST	7 STEP POST KEEP ON HIGH ANGLE. GOES 1 ST , CLEAR
Z	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
Y	FLAT	SLICE ACROSS FORMATION, FLAT ROUTE GAINING WIDTH BEFORE DEPTH.
F	FLAG	MAKE BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE. COME UNDERNEATH POST.
H	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
QB	NAKED	FLAT, FLAG, DROPBACK

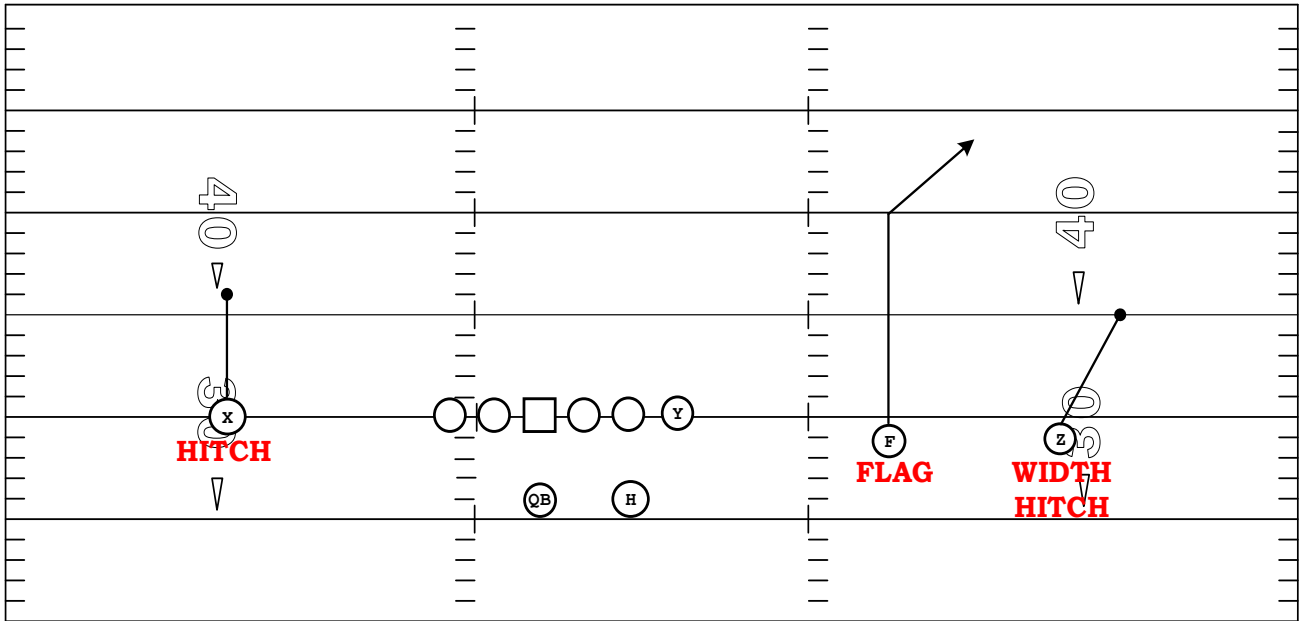
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SPRINT OUT PASS GAME



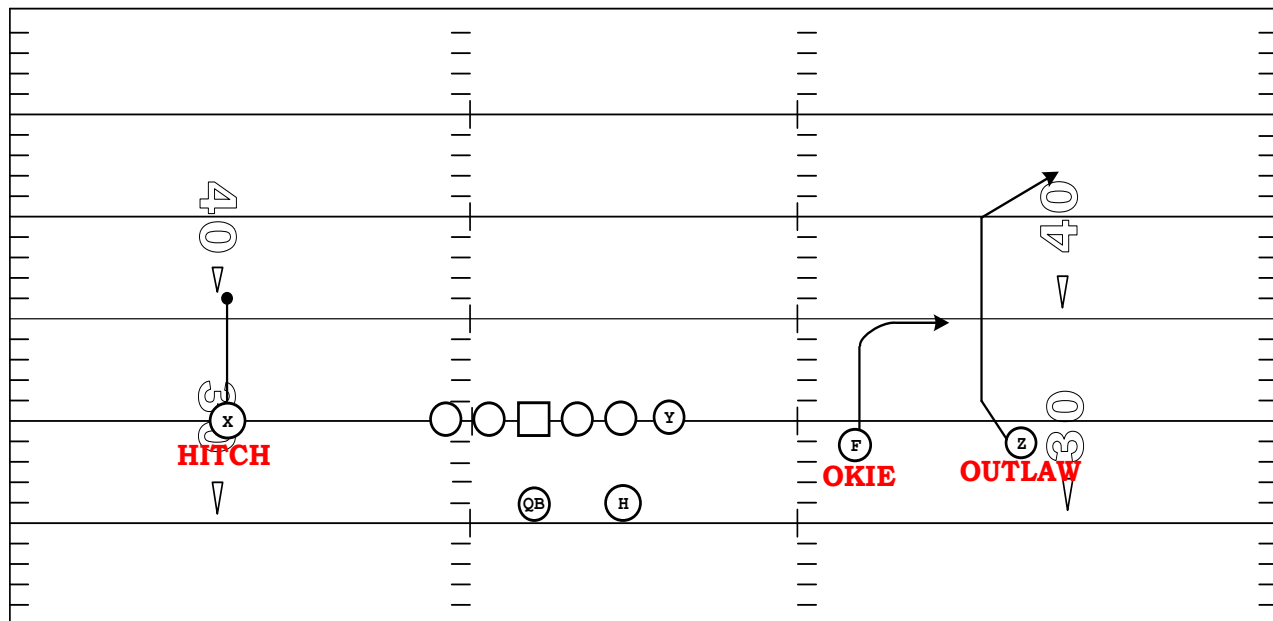
TRIPS RT 98 SOLID SMASH



POSITION	ASSIGNMENT	COACHING POINT
X	HITCH	5 STEP HITCH ATTACK O/S SHOULDER.
Z	WIDTH HITCH	5 STEP HITCH WORKING TO GET WIDTH. BOTTOM OF NUMBERS TARGET.
Y	SPRINT PROTECTION	BLOCK 98/99
F	PRF	PROTECTION RELEASE FLAG. MUST OUTSIDE. BREAK AT 10 YARDS. KEEP AT HIGH ANGLE.
H	SPRINT PROTECTION	BLOCK 98/99 PRO. MANDATORY CUT. ALERT "TAP" BY PST.
QB	SPRINT	HI-LOW PROGRESSION.



TRIPS RT 98 SOLID ROLL





POSITION	ASSIGNMENT	COACHING POINT
X	HITCH	5 STEP HITCH ATTACK O/S SHOULDER.
Z	OUTLAW	3 X 5 INSIDE RELEASE WORK VERTICAL BREAK AT 10 YARDS. HIGH ANGLE.
Y	SPRINT PROTECTION	BLOCK 98/99
F	OKIE	3 STEP SPEED OUT KEEP ON THE MOVE.
H	SPRINT PROTECTION	BLOCK 98/99 PRO. MANDATORY CUT. ALERT "TAP" BY PST.
QB	SPRINT	HI-LOW PROGRESSION.

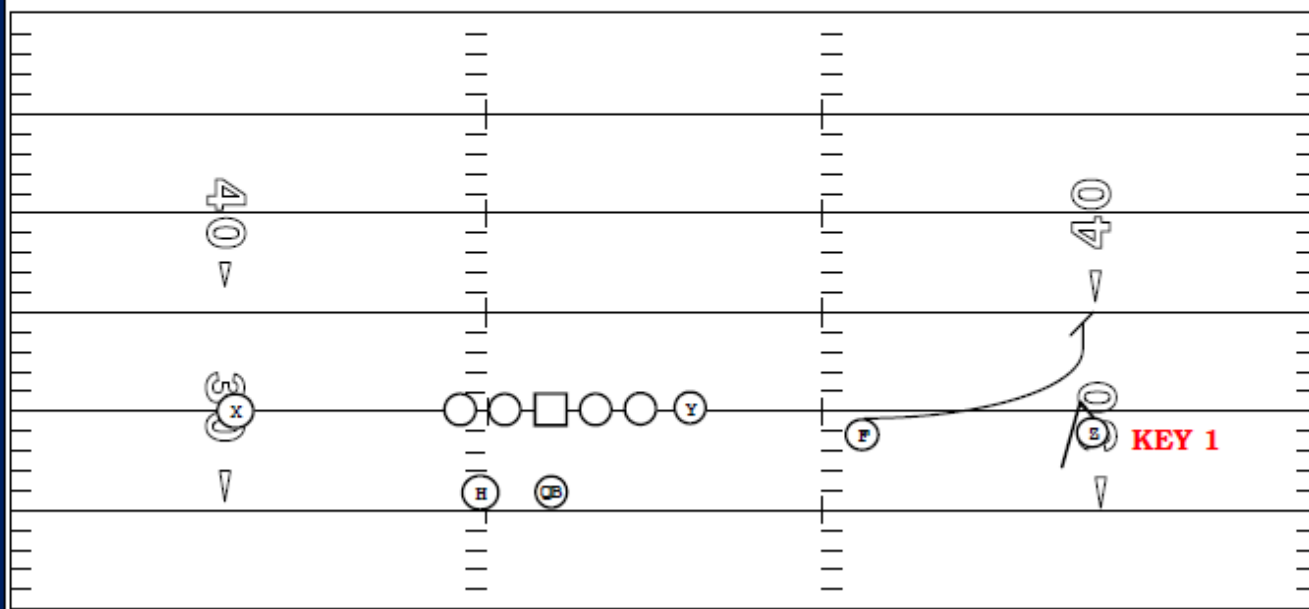
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OFFENSE



screens

KEYS



 **KEY 1** 

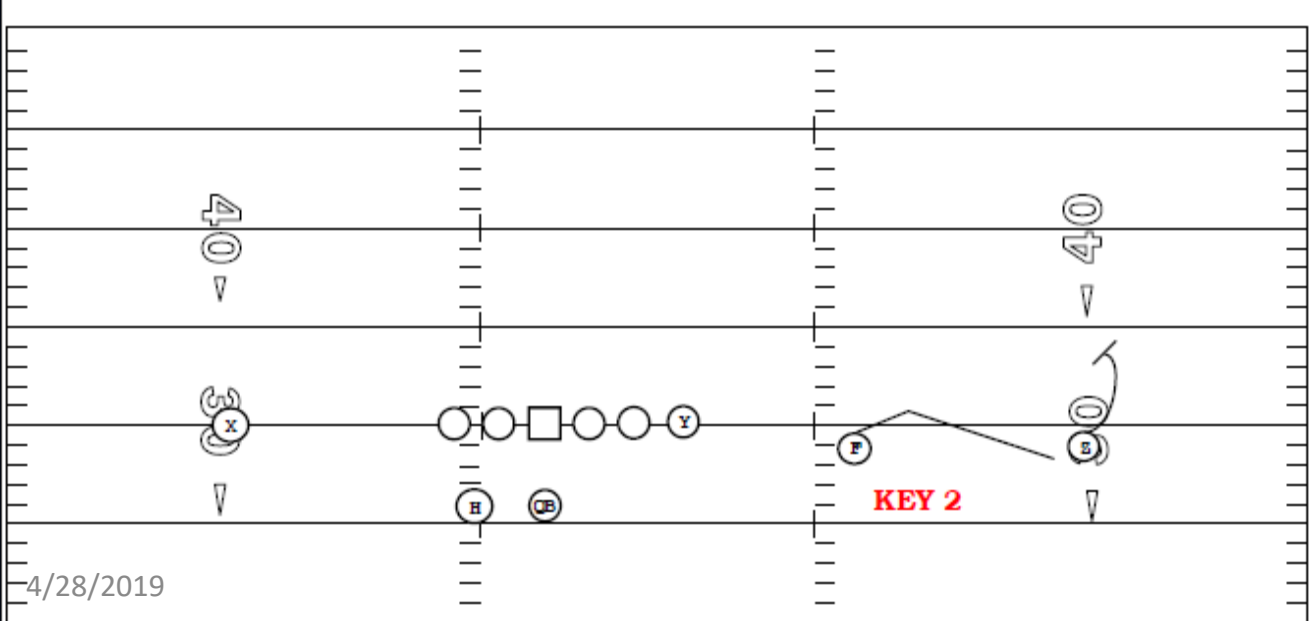


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30

KEY 1

 **KEY 2** 





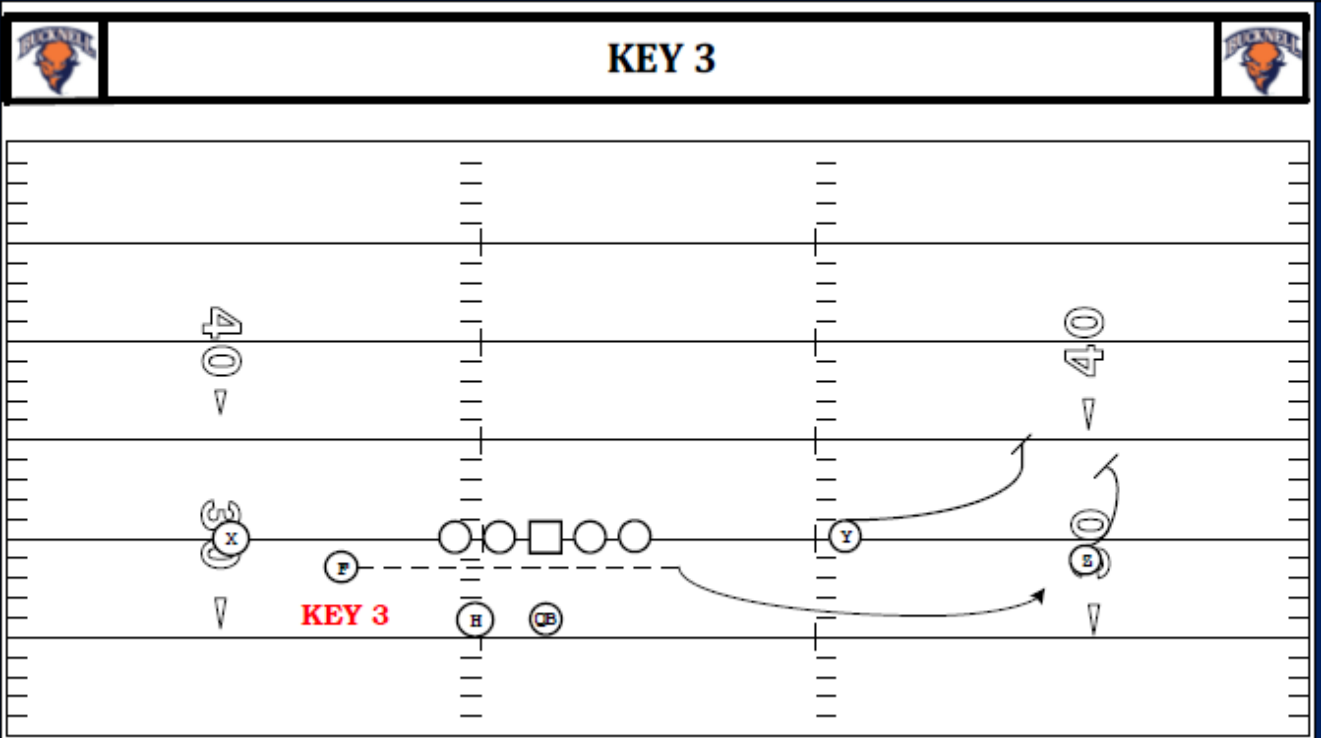
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KEY 2

KEYS



 **KEY 3** 

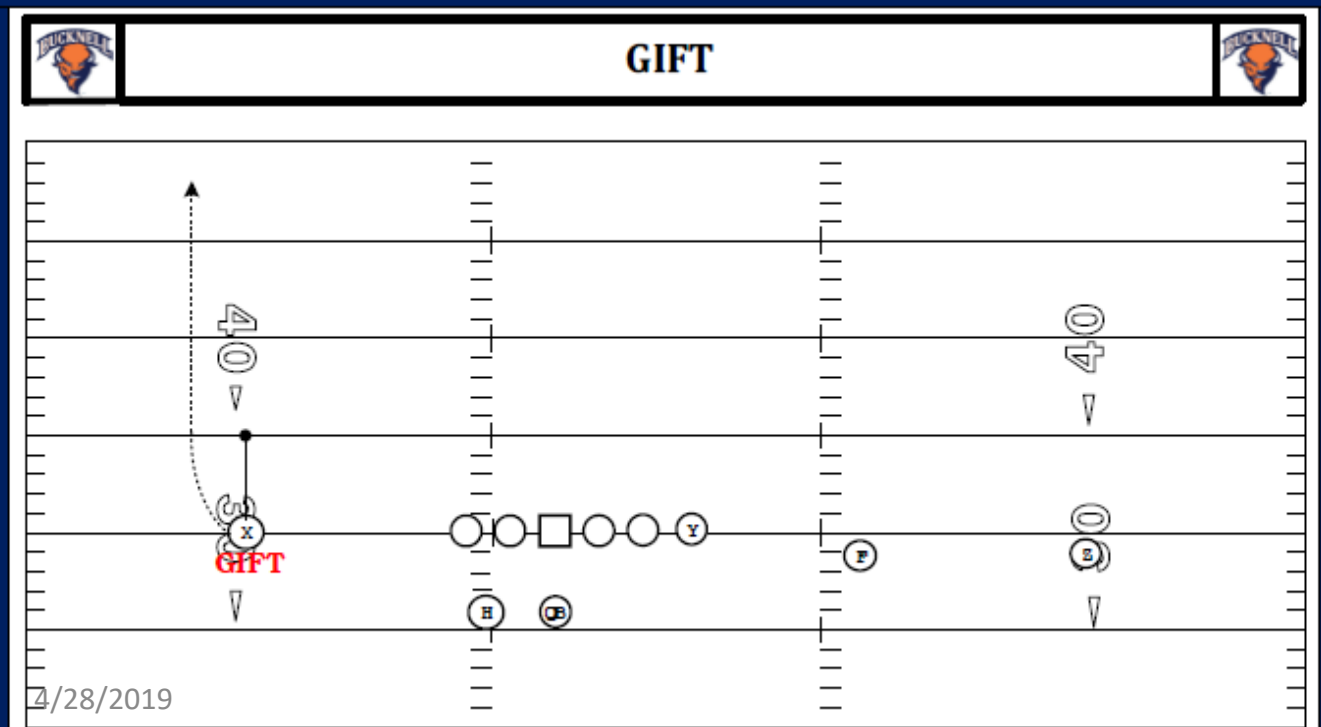


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KEY 3

40

 **GIFT** 



40

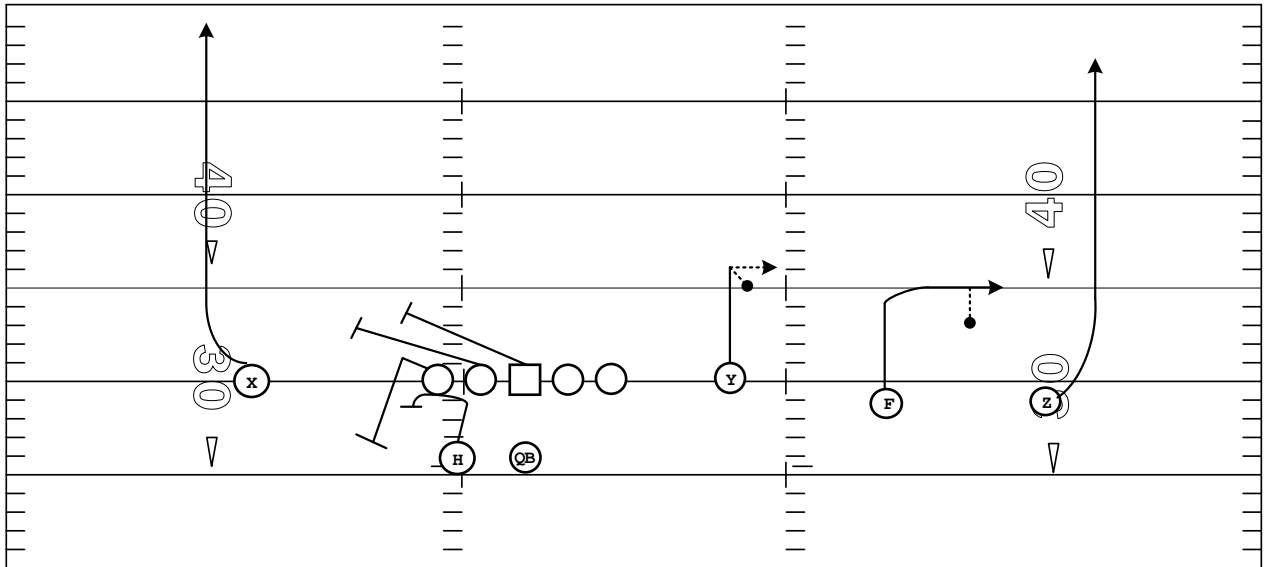
GIFT

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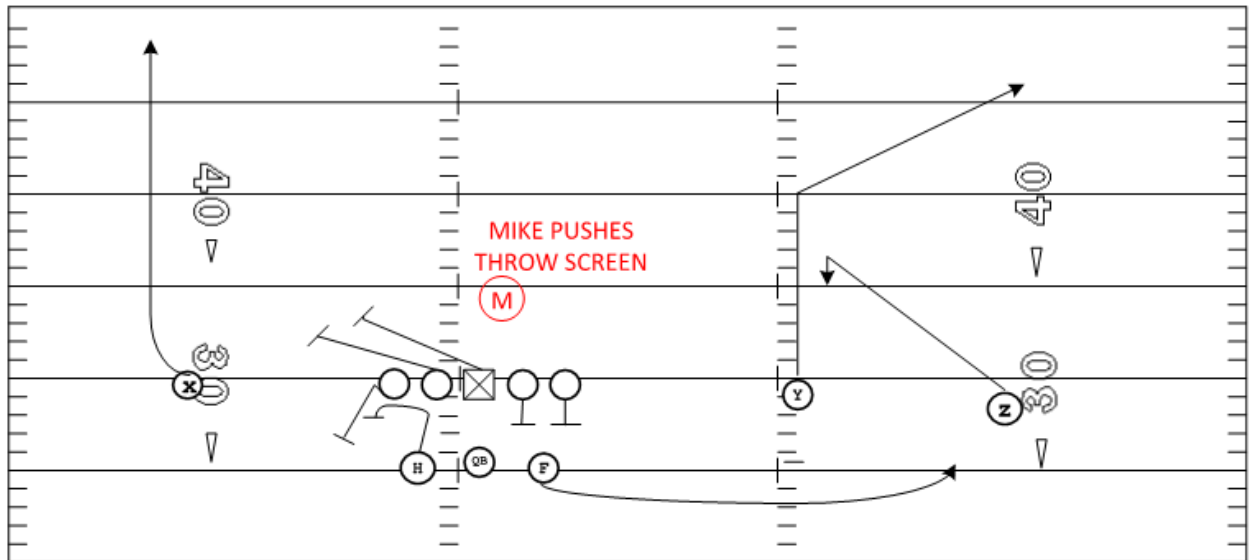
4/28/2019



TRIO RT 63Q DBL STICK H SCREEN RT



SPLIT RIGHT CHEVRON H SCREEN LEFT

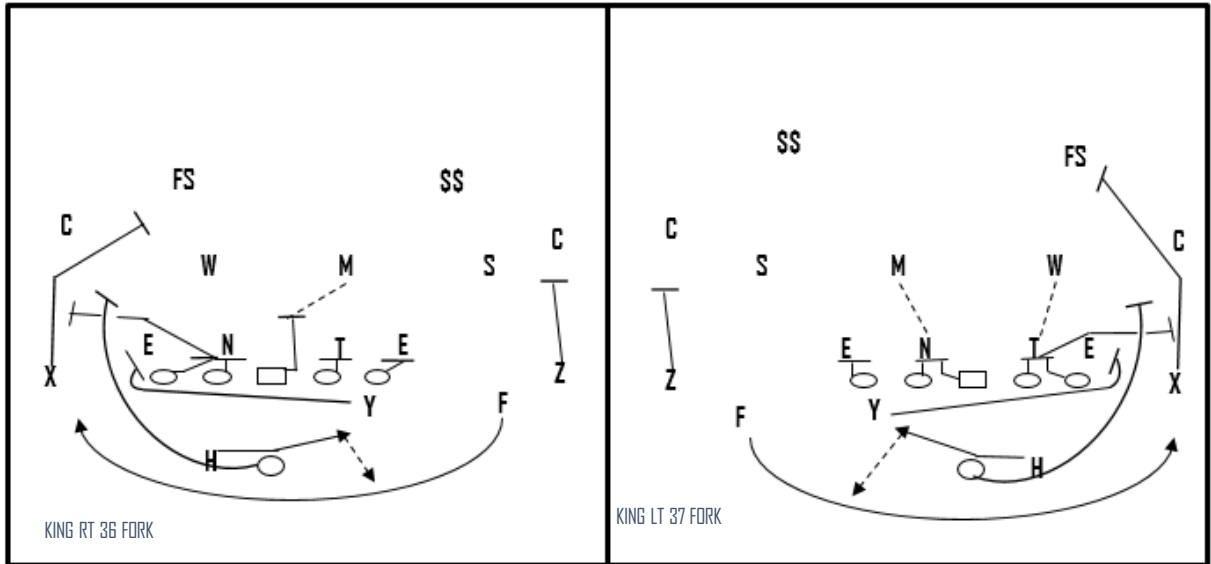


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DECEPTIVES

36/37 FORK



QB Communication:

36 FORK

QB Cadence:

Attack Cadence

Alignment: Toes @ 5 ½ yds

Assignment: *Press Fork is Wide Zone Footwork for us and back. Place the ball in the RB's belly. You will then track the alley looking for first threat. Y is responsible for the DE and you should work up, peeking the CB but WLB up to Safety. Alert edge pressure you pick it up.

Footwork: Wide Zone Footwork on 36/37 Fork, Keep feet parallel

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ONE WORDS PLAYS

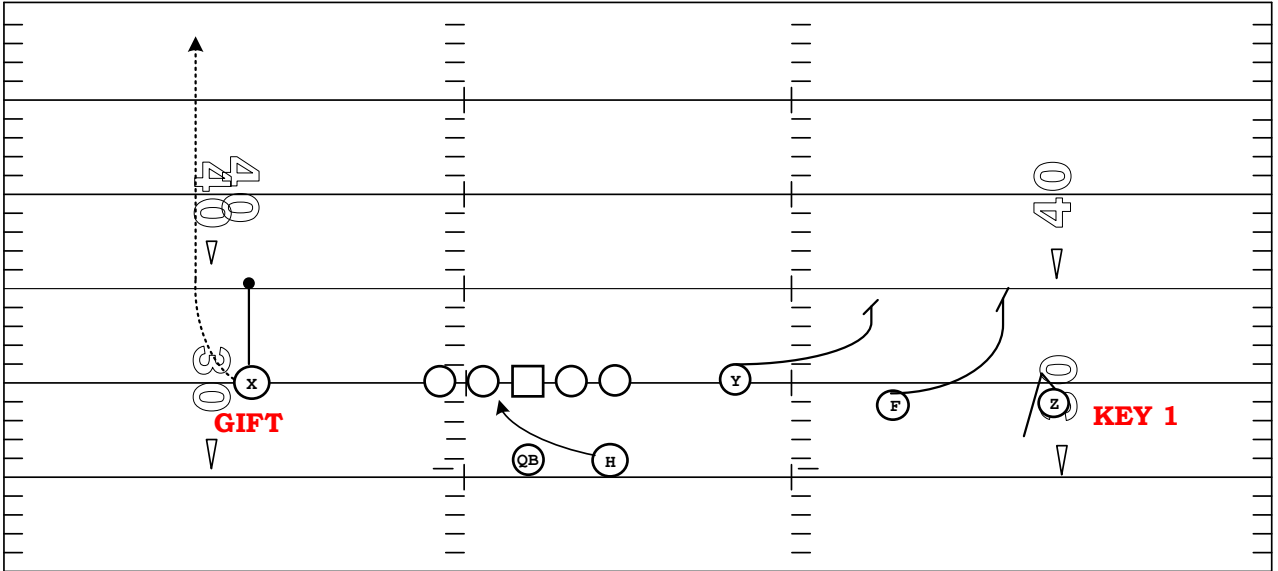
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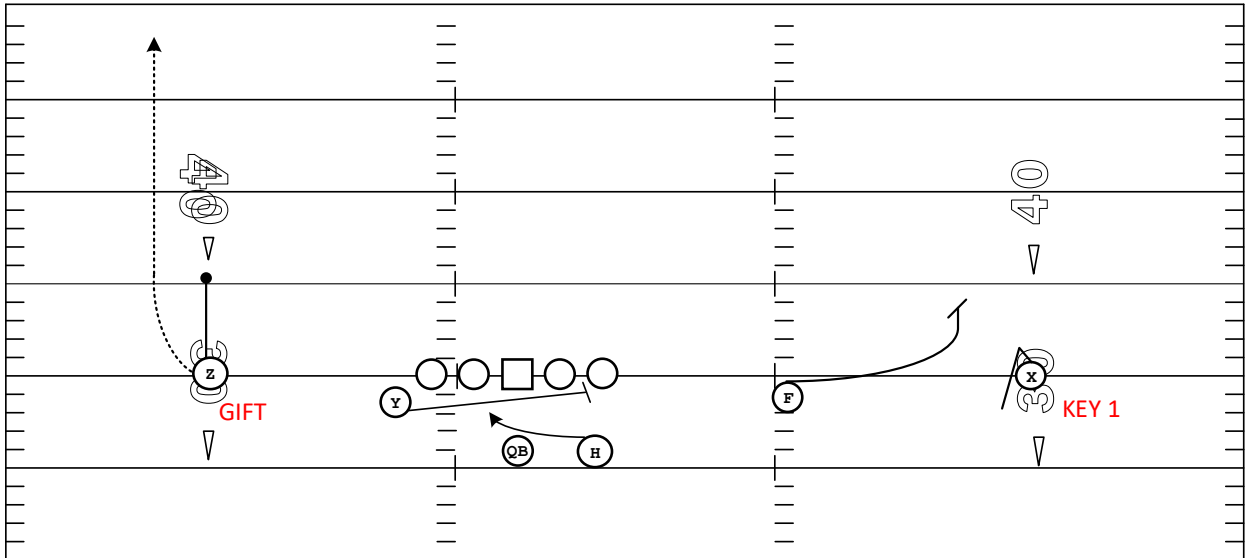
RUNS



WENDY'S: TRIO RT 33 BELLY KEY 1 GIFT



MCDONALDS: QUEEN LT 33 BELLY KEY 1 GIFT



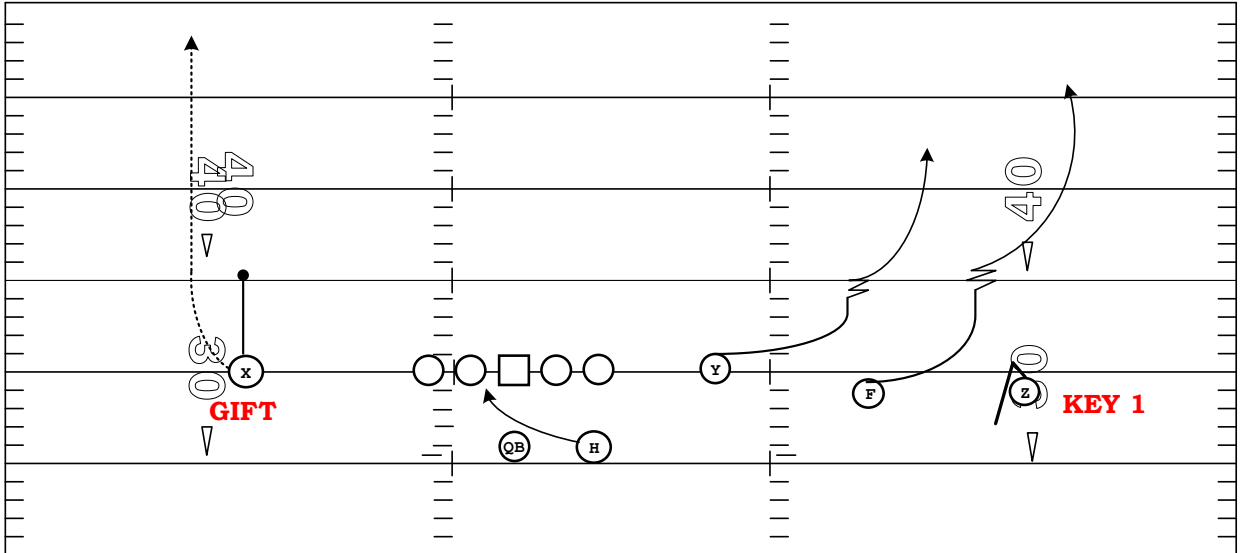
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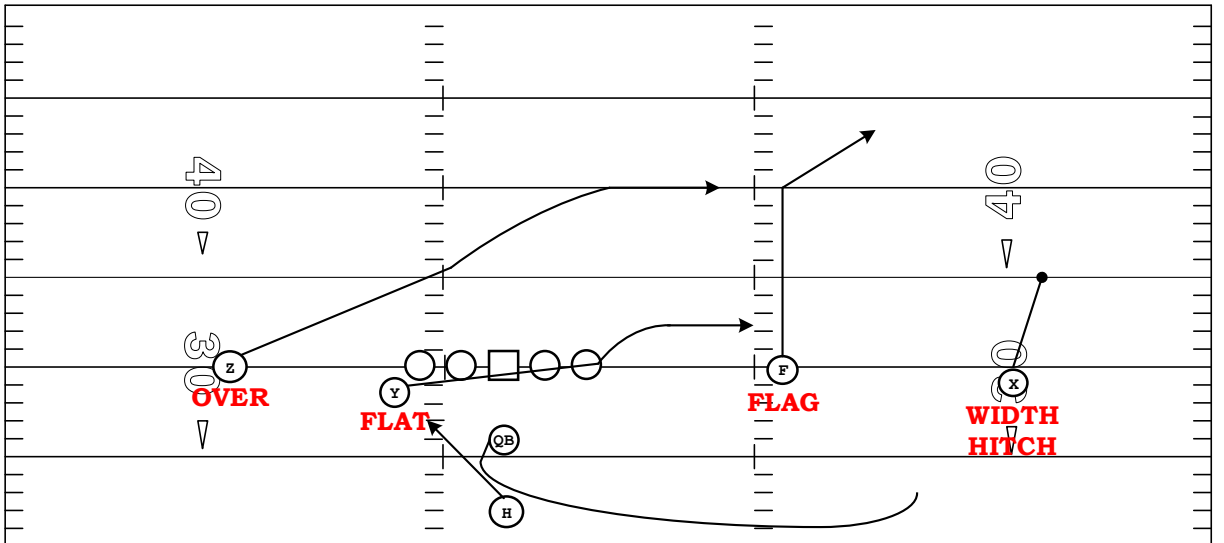
PASS



FROSTY: TRIO RT PP 33 FK KEY WHEEL



MCFLURRY: PIS QUEEN LT FAKE 37 NAKED RT SMASH



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NOW PLAYS
TOP GUN SERIES

TERMINOLOGY

- **nows**
 - **No calls allowed**
 - **Fast as possible**
 - **One formation**

- **BELLY READ (1,2)**
- **NAKED (3,4)**
- **STITCH (5)**
- **FREEZE (6)**

EXAMPLES

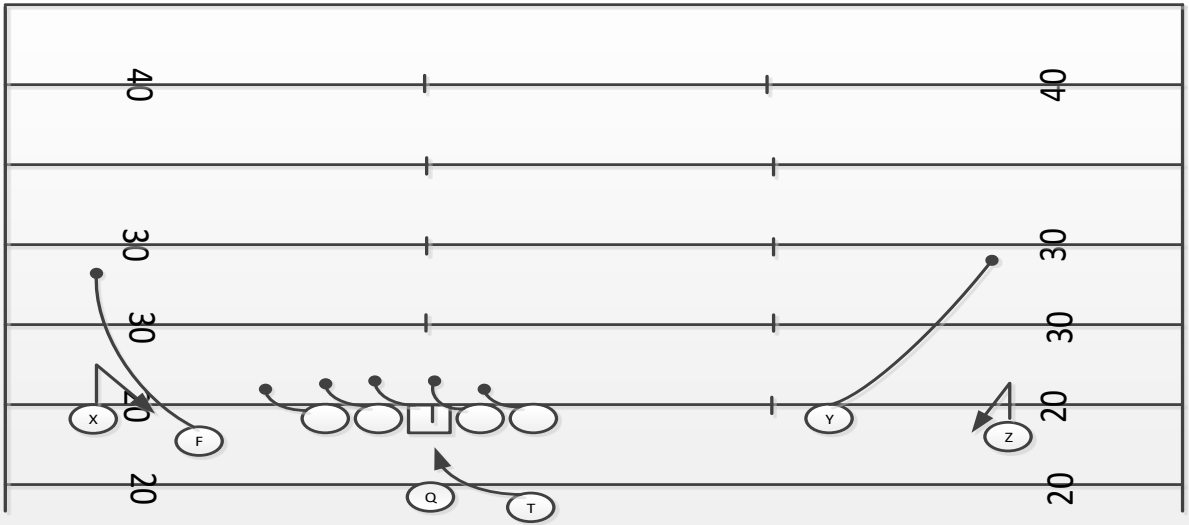
- **NOWS:**
 - **NOW 1- DUAL RT 33 KEY 1**
 - **NOW 2- DUAL RT 32 KEY 1**
 - **NOW 3- DUAL RT FK 37 NKD RT**
 - **NOW 4- DUAL RT FK 36 NKD LT**
 - **NOW 5- DUAL RT K300 HITCH**

TOP GUN

PLAY: DUAL 33 READ KEY 1

PASS PRO:

CODE: NOW 1

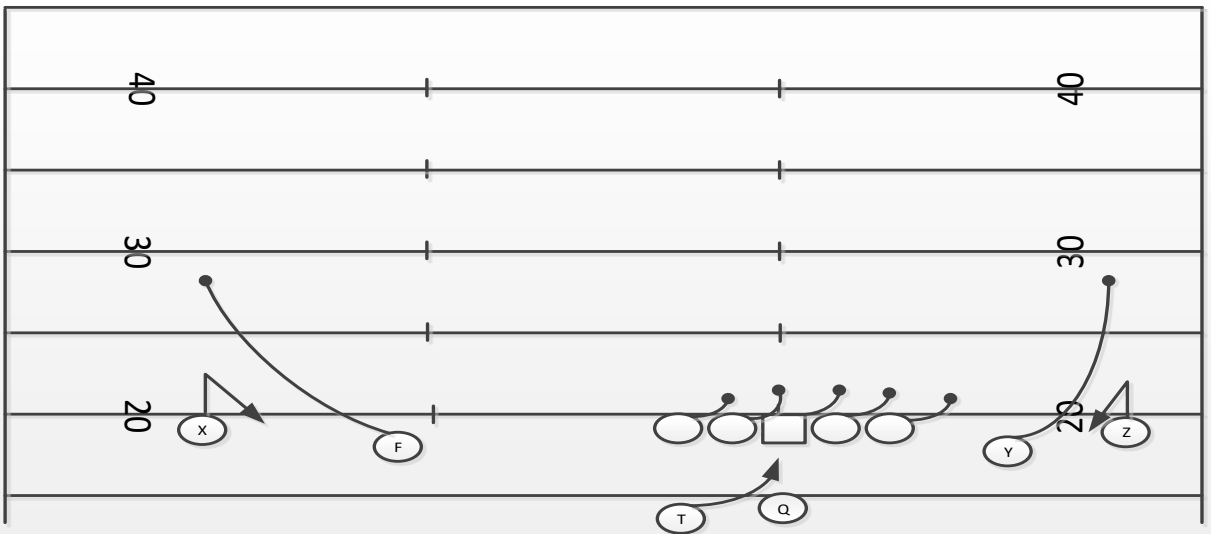


TOP GUN

PLAY: DUAL RT 32 READ KEY 1

PASS PRO:

CODE: NOW 2

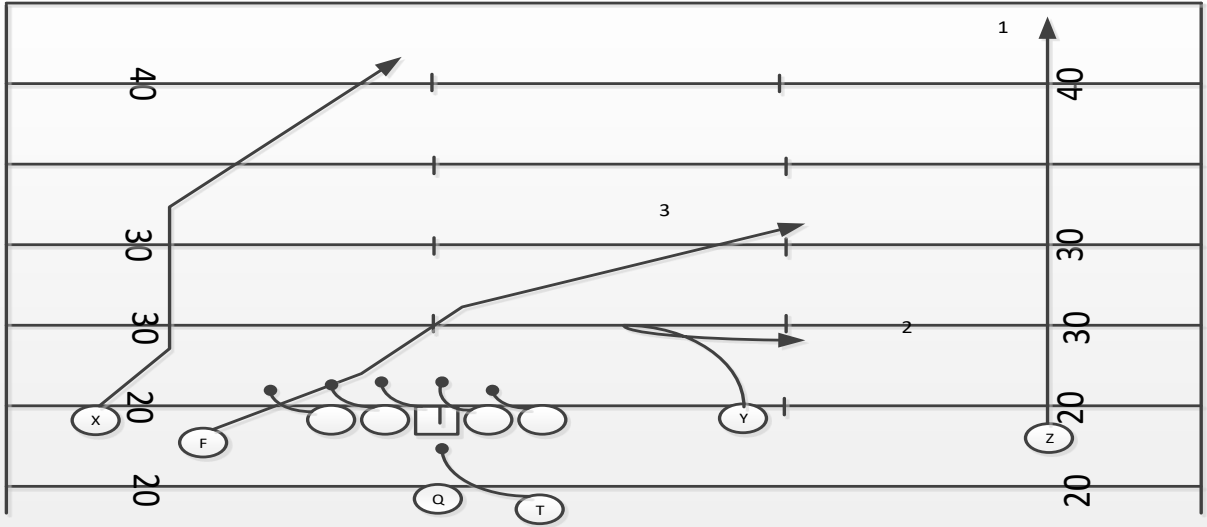


TOP GUN

PLAY: DUAL RT FK 37 NKD RT

PASS PRO:

CODE: NOW 3

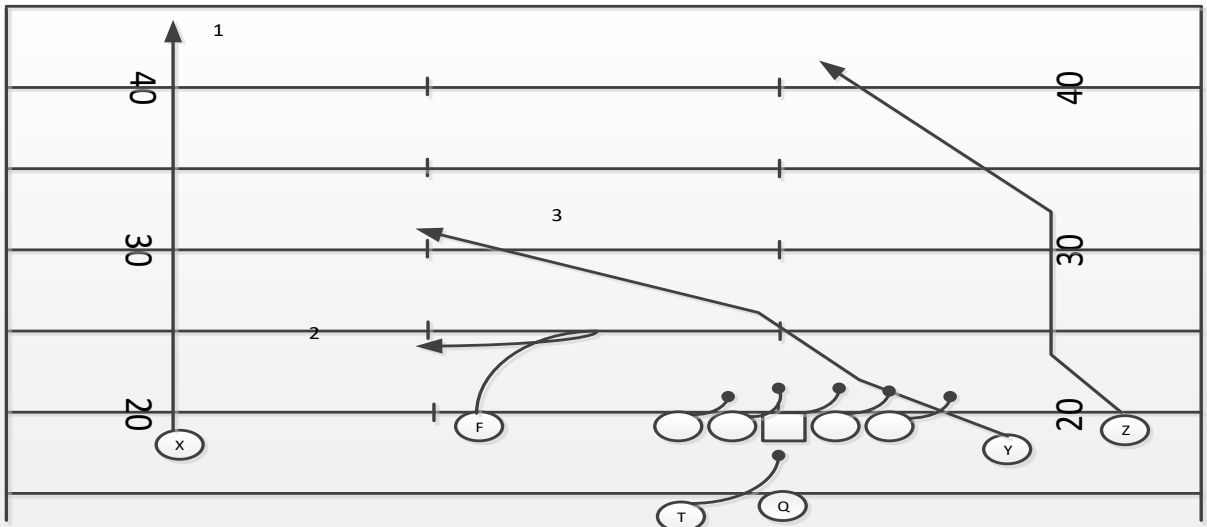


TOP GUN

PLAY: DUAL RT FK 36 NKD LT

PASS PRO:

CODE: NOW 4

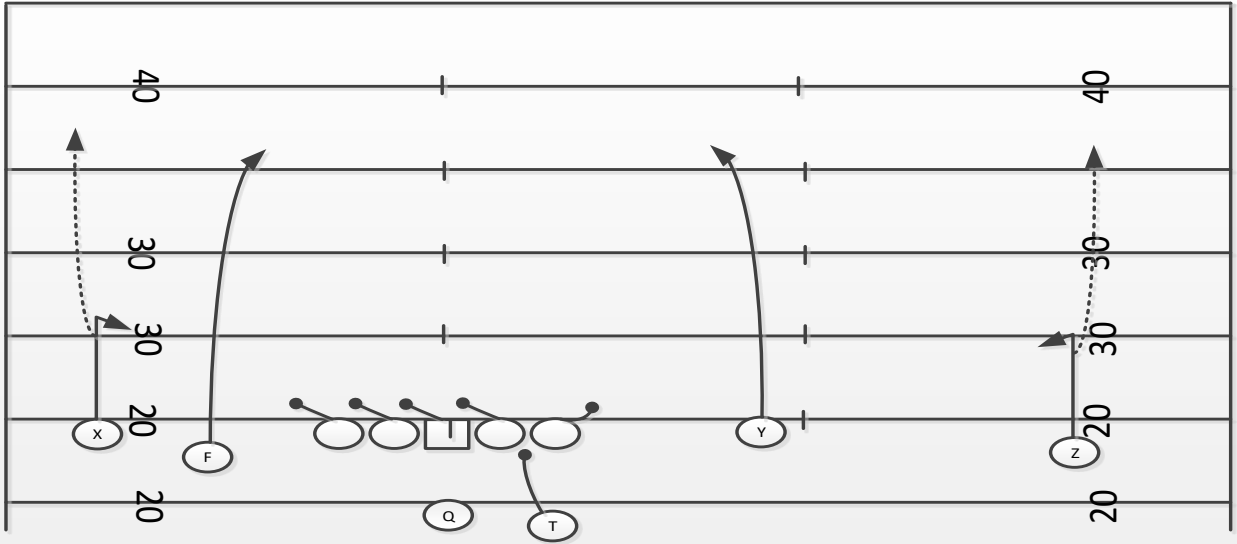


TOP GUN

PLAY: DUAL RT KICK 300 STITCH

PASS PRO:

CODE: NOW 5

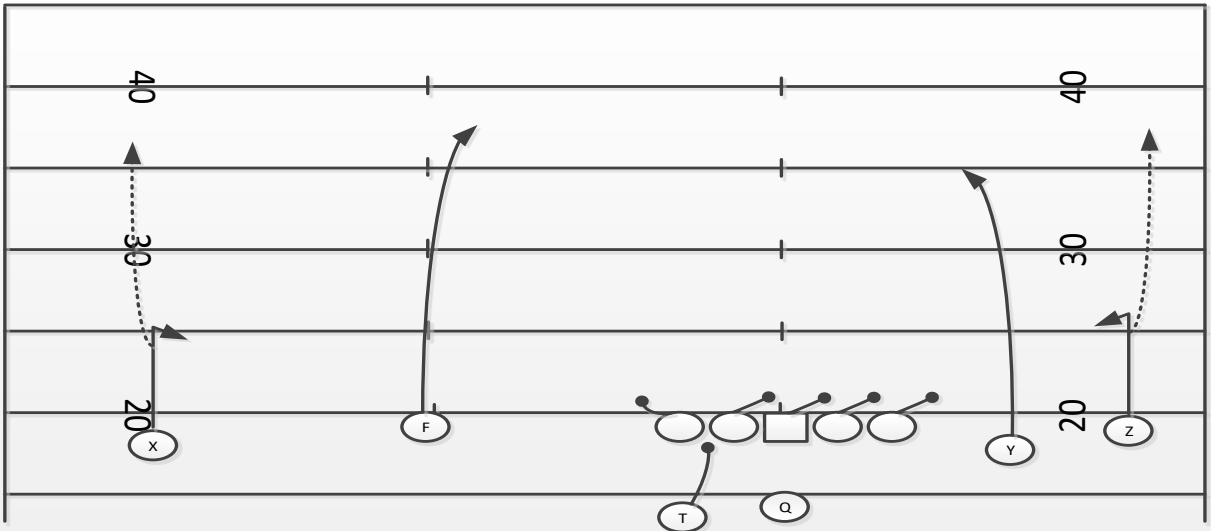


TOP GUN

PLAY: DUAL LT KICK 300 STITCH

PASS PRO:

CODE: NOW 5



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INSTALLS



MENU

2018



3 / 4 / 2018

CALL SHEET - RUN

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

RUNS (ZONE)

32/33 BELLY, RD, LOCK
 36/37 PRESS, RD, LOCK
 38/39 STRETCH (BOSS)

RUNS (GAP)

14/15 BAM
 16/17 POWER
 26/27 PIN
 26/27 PITCH
 28/29 PITCH

RUNS (MAN)

40/41 QK RD HITCH
 44/45 DUO
 10/11 TRAP

PROTECTIONS

50'S
 60'S
 KICK 200/300
 NAKED
 K4/K5
 P2/P3
 32/33 PP
 SPRINT (98/99)

PLAY ACTION

NAKED:
 SMASH, FLOOD, RAZOR, FAST
 FK KEY WHEEL
 32/33 PP CRACK SEAM
 SPRINT OUT
 K4/K5
 P2/P3 BACKCROSS
 PAINT CROSS, ALLEY SW

RPO'S

KEY 1 2 3
 GIFT
 DALLAS
 STICK
 HITCH
 Y/F POP
 FUNGO
 GLANCE

CALL SHEET - PASS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

SNAG GAME

CHEVRON
 CHEVRON SHELF, SMASH,
 KNIFE
 CHEVRON QK GAME TAGS
 DBL STICK EXXON
 DAGGER EXXON

SCREENS

H SCREEN
 DBL STICK, CHEVRON, BLADE
 KEYS 1,2,3

REDZONE

BASH
 Y SHAKE
 MESH
 BASE RUN / PASS GAME

MESH/DRIVE

YX MESH
 YF MESH
 DRIVE Y CLEAR

QUICK GAME

DOUBLE STICK
 DALLAS OAKLAND
 TEXAS FRISCO
 HITCH
 SMASH

FORMATIONS

NEAR
 NEAR SLOT
 QUEEN
 DUAL
 TRIPS
 KING
 TRIO
 SOLO
 SOLO SLOT
 EAST
 EAST TWINS
 SPLIT
 STACK
 BUNCH
 2Y
 UNBALANCE

1 WORD RUN

1. WENDYS: TRIO RT 33 BELLY KEY 1 GIFT
2. MCDONALDS: QUEEN LT 33 BELLY KEY 1 GIFT
3. TOP GUN SERIES

DRAKE SERIES

DRAKE
 DRAKE OUTLAW
 DRAKE KNIFE
 DRAKE SHELF
 DRAKE SMASH

VERTICAL PASS GAME

ALLEY
 ALLEY SWITCH
 RAZOR SCISSORS
 SWORD
 STREET (X SHALLOW)

1 WORD PASS

1. FROSTY: TRIO RT PP 33 FK KEY WHEEL
2. MCFLURRY: PIS QUEEN LT FK 37 NKD RT FLOOD
3. TOP GUN SERIES

HORIZONTAL PASS

HOUSTON
 Y CROSS
 BLADE INDY

TOP GUN

NOW'S
 1 / 2. 32/33 BELLY RD KEY 1
 3 / 4. NAKED
 5. STITCH

PERS

DIAMOND
 DC
 PONY
 2Y

1 WORD SCREEN

1. BURGER: TRIO RT 63Q DBL STICK H SCR LT

4/28/2019

SNAP COUNT

ATTACK
 DAYS OF THE WEEK
 DUMMY

GOAL LINE

MOTIONS

FAST	FREE
AC	AP 149
IG	IP

TABLE OF CONTENTS

- 1. INSTALL 1 – NORMAL DOWNS**
- 2. INSTALL 2 – NORMAL DOWNS**
- 3. INSTALL 3 – NORMAL DOWNS**
- 4. 3RD DOWN INSTALL**
- 5. REDZONE INSTALL**
- 6. 2 MINUTE INSTALL**
- 7. 4 MINUTE INSTALL**
- 8. GL / SHY INSTALL**



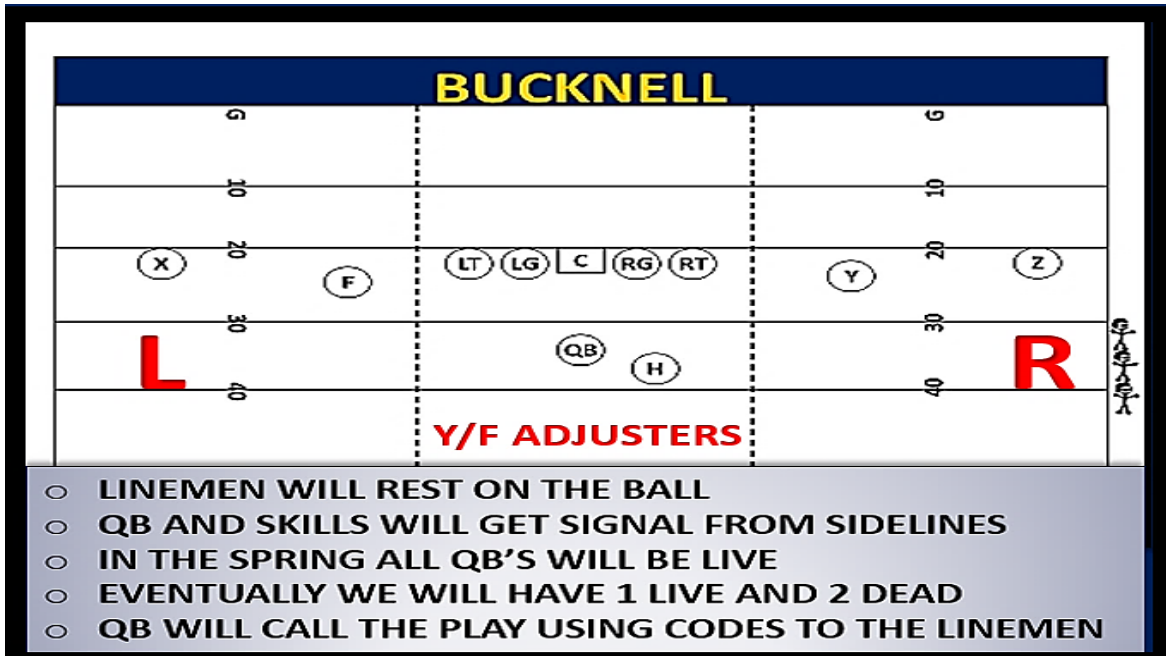
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INSTALL 1



NO HUDDLE PROCEDURE



- QB AND SKILLS WILL GET THE SIGNAL FROM THE SIDELINES (WR'S, TE, RB'S)
- THE QB'S WILL SIGNAL THE FORMATION, PLAY CONCEPT, AND DIRECTION.
 - EX: TRIPS RT EXXON (EXXON: DBL STICK DOT) (PROT: 53)
- QB WILL GIVE PLAY AND DIRECTION TO THE OL
- MOTIONS WILL BE SIGNAL BY THE QB USING HANDS OR FEET INDICATORS
 - A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX

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GENERAL INFORMATION SECTION



COMMUNICATION

- **DUMMY DIGIT WILL BE USE TO DISGUISE THE CALL (##/32)**
 - 50=DUMMY / 32=32 BELLY
 - WE WILL ALSO EVOLVE TO CODE WORDS (ZORRO ODD=33 READ)
- **THE DEFAULT CADENCE WILL BE ATTACK CADENCE.**
EXAMPLE: (##/32) / (##/32) “DOWN” – SET HUT
- **QB CAN CHANGE THE CADENCE USING THE DAYS OF THE WEEK (MONDAY= ON 1) CHECK W/ ME CADENCE CAN ALSO BE USED**
EXAMPLE: (##/32) / (##/32) “MONDAY” – DOWN, BLUE 14, BLUE 14, SET HUT



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”

<u>CODE WORDS/# FOR “LEFT” DIRECTION</u>	<u>CODE WORDS/# FOR “RIGHT” DIRECTION</u>
##/33	##/32
137	136
COLD	HOT
SMALL	BIG
SOUTH	NORTH

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PERSONNEL

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FORMATIONS



FORMATIONS

2X2

DUAL
NEAR
QUEEN
EAST TWINS
SOLO

3X1

TRIO
TRIPS
KING
EAST
NEAR SLOT

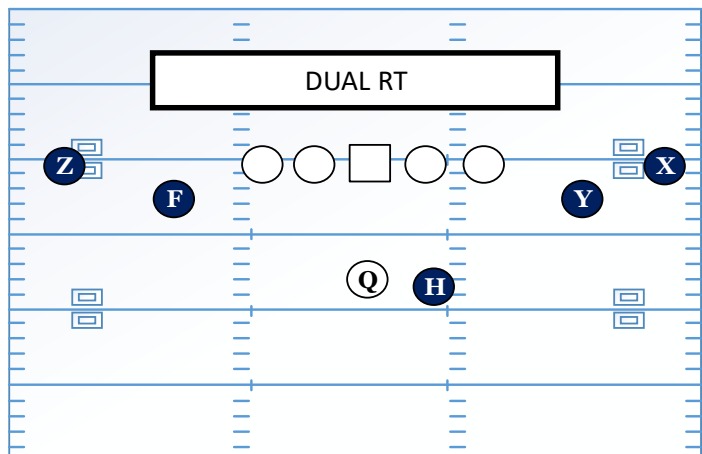
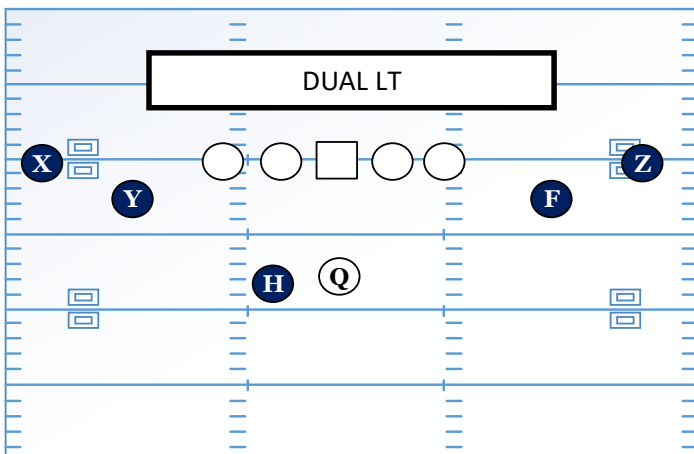
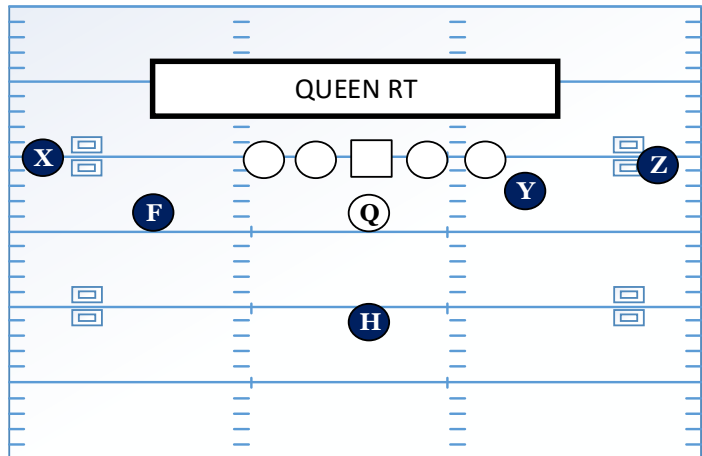
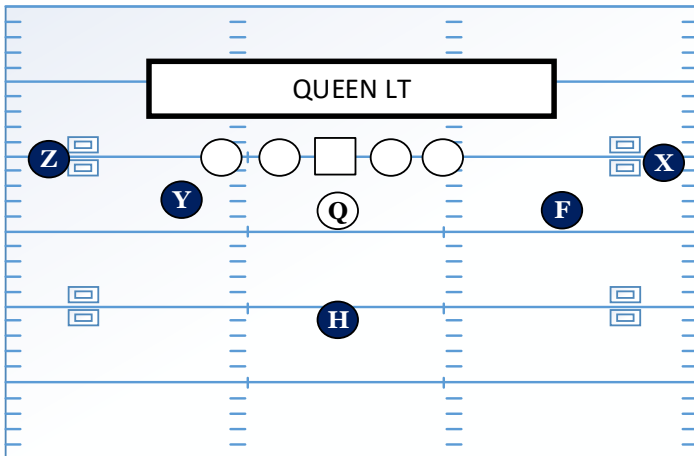
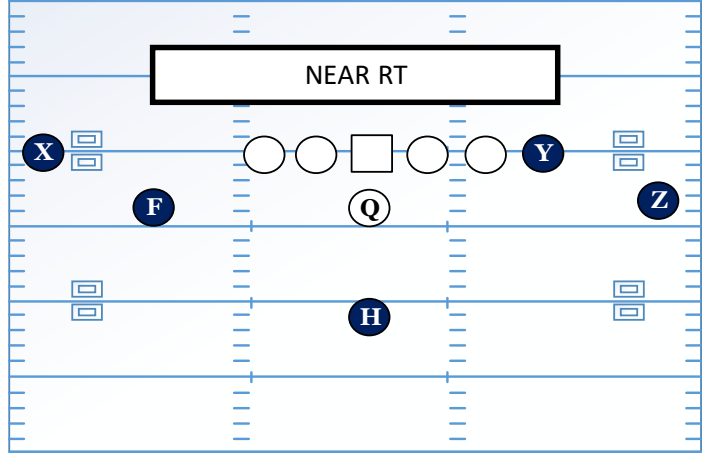
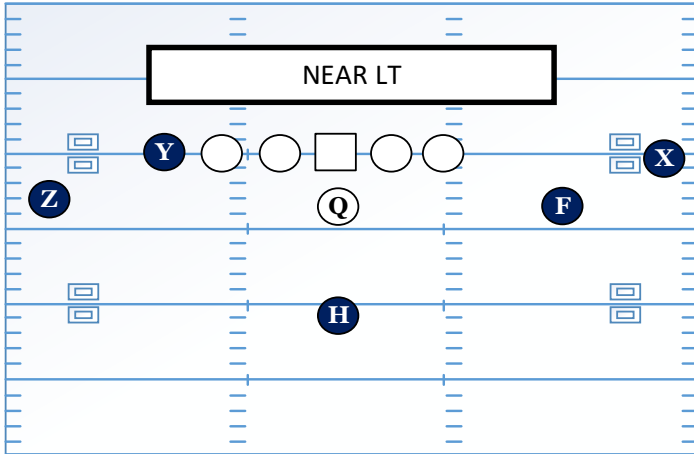
2 BACKS

SPLIT

H ALIGNS BASE ON PLAY CALL

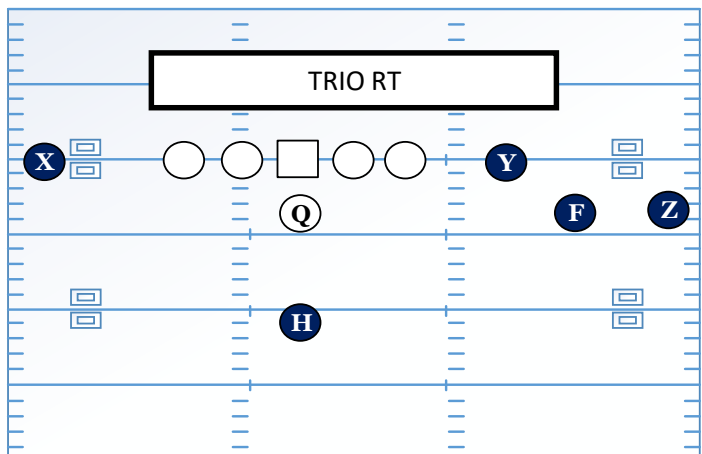
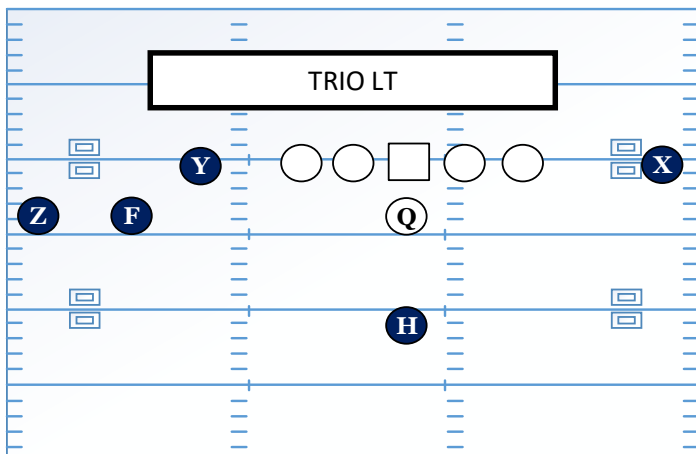
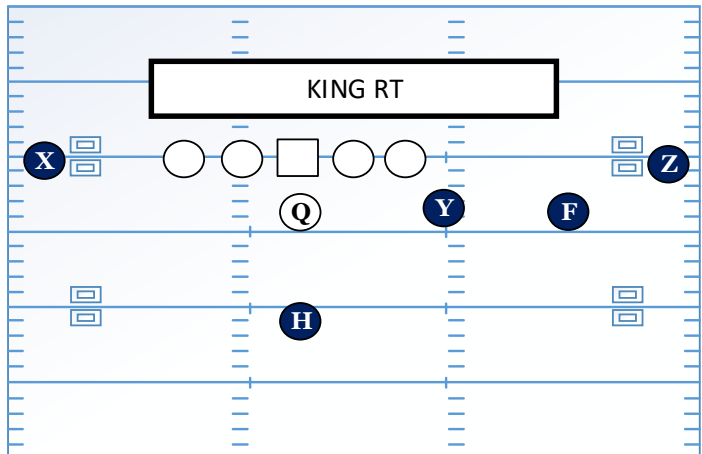
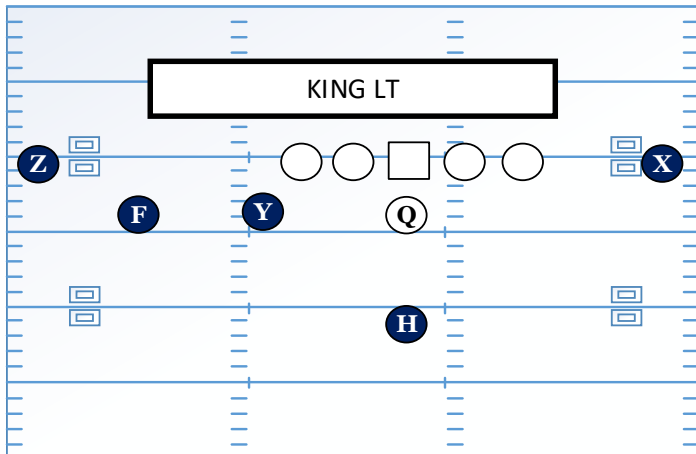
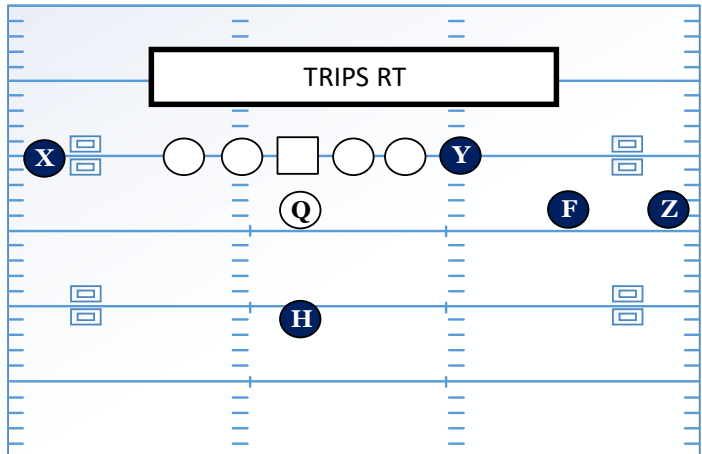
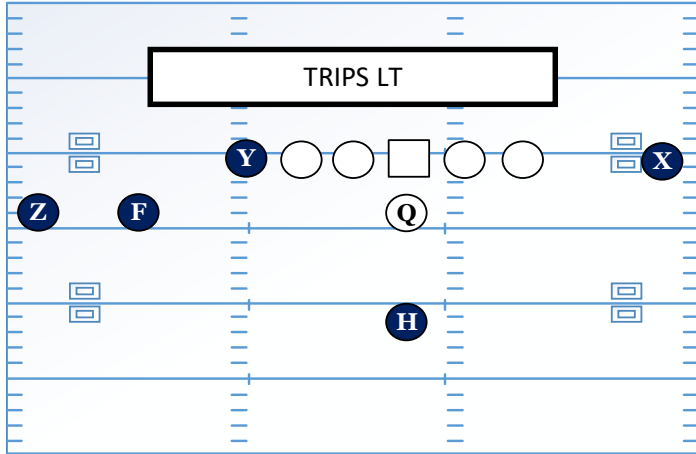


FORMATIONS



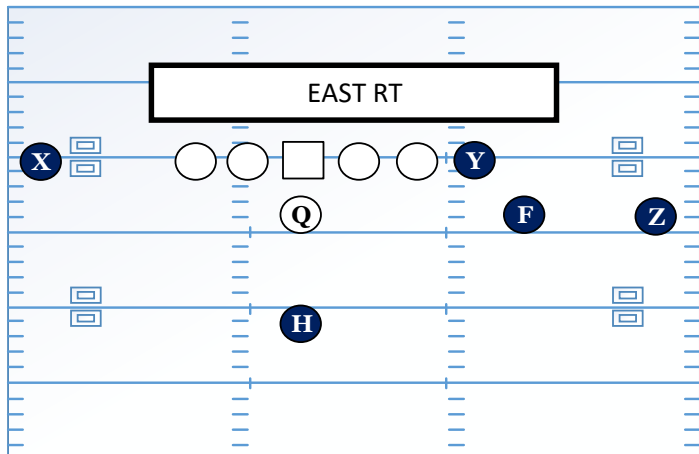
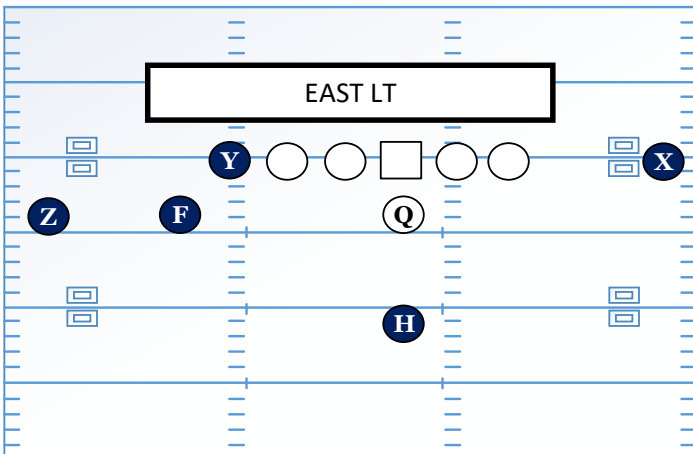
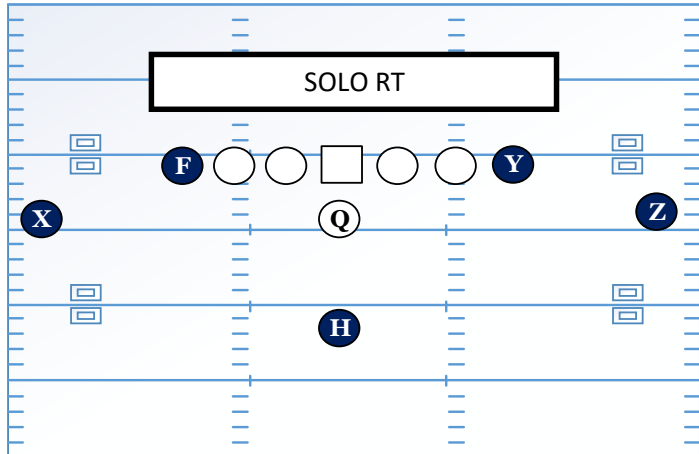
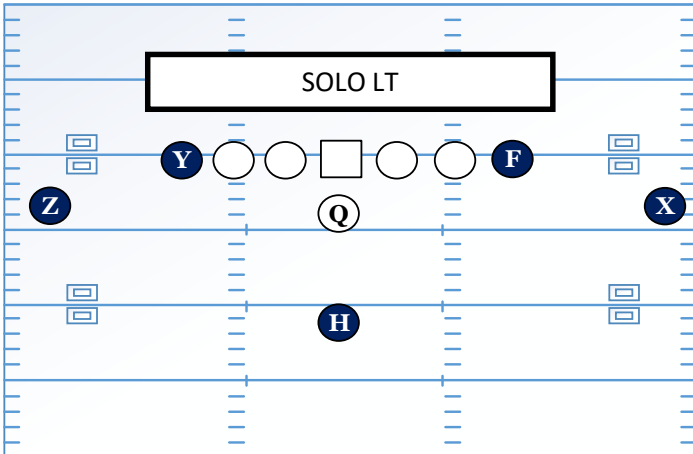
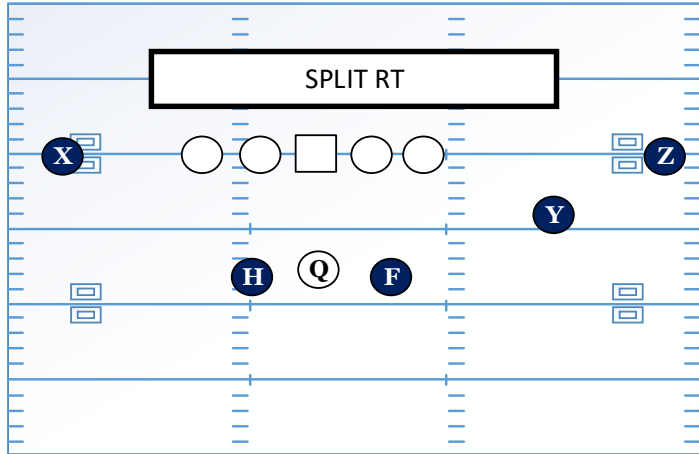
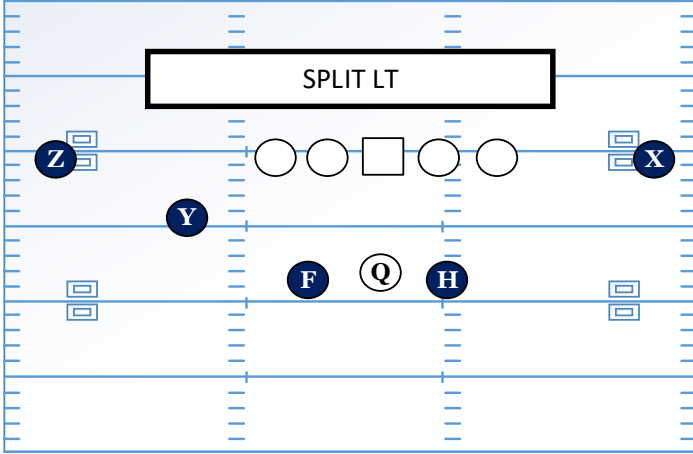


FORMATIONS



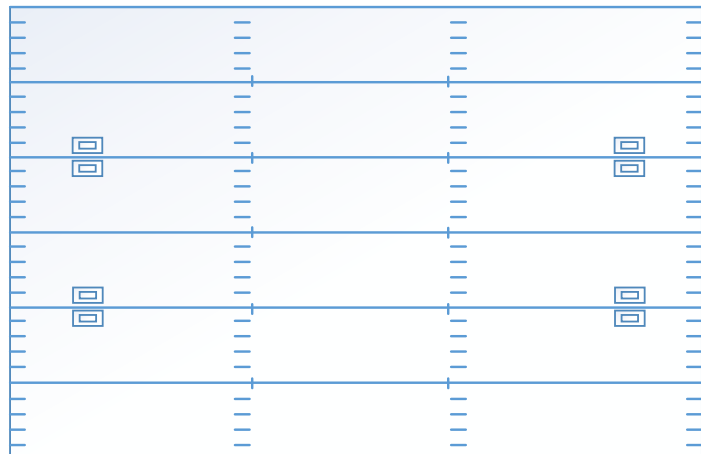
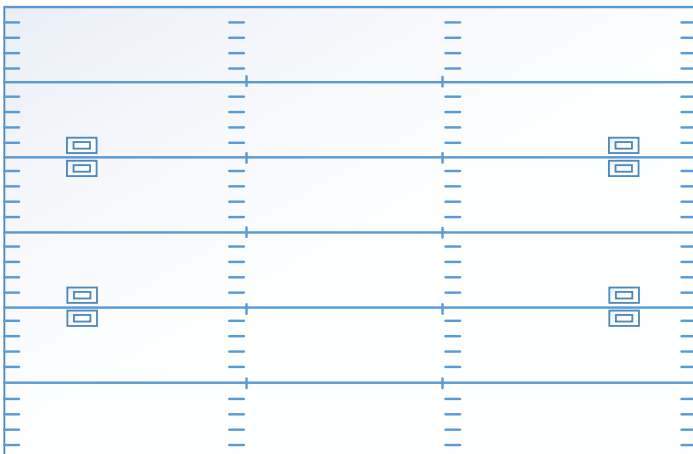
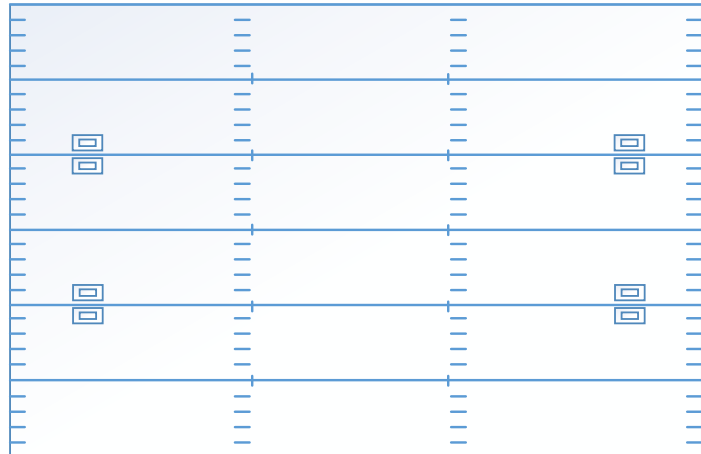
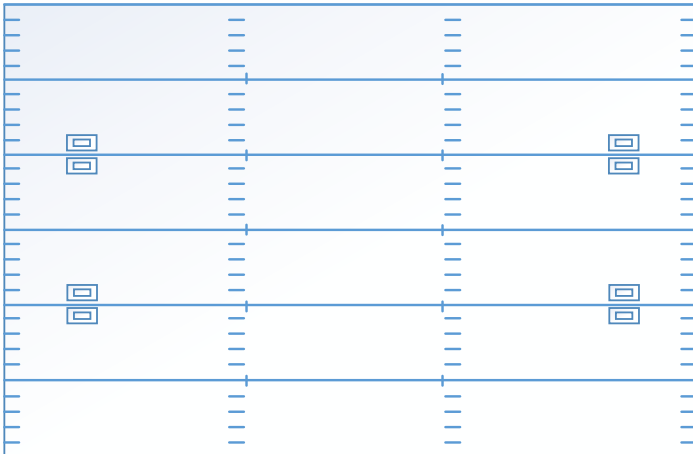
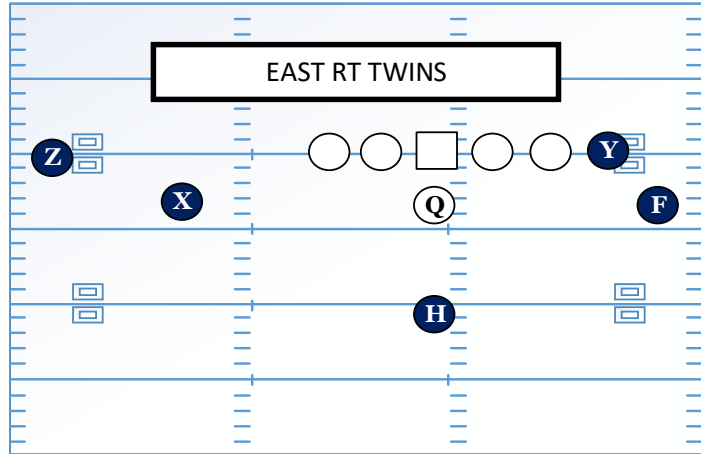
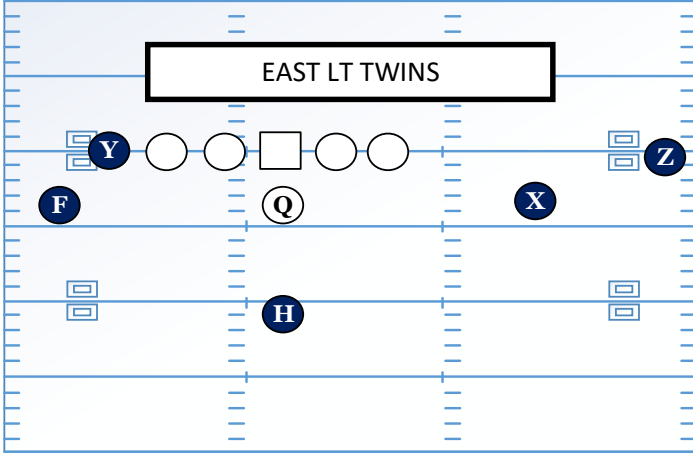


FORMATIONS





FORMATIONS



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MOTIONS



MOTIONS



- **MOTIONS IN THE NO HUDDLE SPREAD PRO SYSTEM IS A WEAPON. WE WILL EMPLOY MOTIONS, FAST MOTIONS, AND SHIFTS TO ATTACK THE DEFENSE**
- **MOTIONS WILL BE CONTROLLED BY THE QB USING HANDS OR FEET INDICATORS**
 - **A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX**
- **MOTIONS NEED TO STRESS THE DEFENSE. BUILD FORMATION PRE AND POST SNAP**

RECEIVER MOTIONS

- **AP**
- **AC**
- **GHOST**

Y MOTIONS

- **YIG**

BACKS MOTION

- **AC**
- **FREE**



MOTIONS



FREE

X



Y

Z

H

Q

F

3 STEPS ON MOTION
EYES TO QB

SPLIT FREE

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO THE DOWN. H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY:

FAC

X

F



Y

Z

Q

T

ENDING MOTION IS PLAY SPECIFIC

DUAL RT F FAC

COACHING POINTS:

SNAP COUNT: NORMAL SNAP COUNT. WAIT FOR MOTION PLAYER TO GET INTO PLACE.

MOTION: CHANGE OF FORMATION MOTION. ONLY MOTION WHERE YOU ARE CREATING A NEW FORMATION INSTEAD OF OUT LEVERAGING DEFENSE. GAME PLAN SPECIFIC MOTION.

EXAMPLE PLAY: DUAL F FAC 33 BELLY



MOTIONS



HAC

X



Y

Z

SNAP PT.
ALIGNMENT OF
REMAINING BACK



5 STEPS PAST REMAINING
BACK GIVE EYES TO QB

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO SAYING DOWN H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: SPLIT RT HAC 33 BELLY GIFT

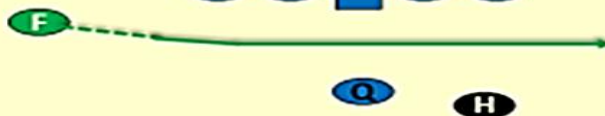
FAP

X



Y

Z



2 YDS IN FRONT OF QB
CONTINUE ON SWING

COACHING POINTS:

SNAP COUNT: QB MUST SNAP THE BALL WHEN F REACHES THE TACKLE

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:



MOTIONS



GHOST

DUAL RT F GHOST

**2 YDS BEHIND QB
CONTINUE ON SWING**

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 33 BELLY GIFT

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RUN GAME



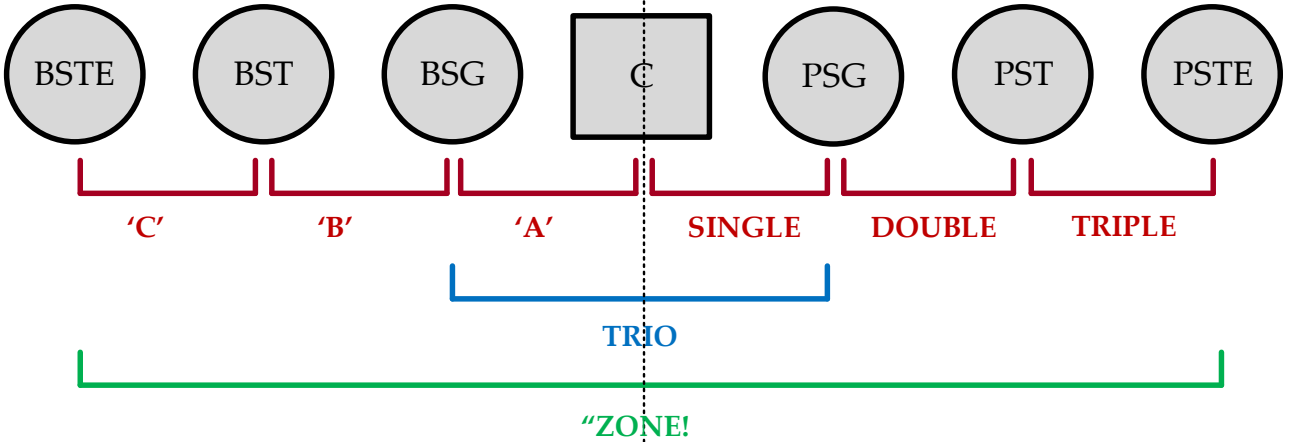
COMBINATION TERMINOLOGY / COMMUNICATION



ZONE COMBINATION BLOCKS

BACKSIDE

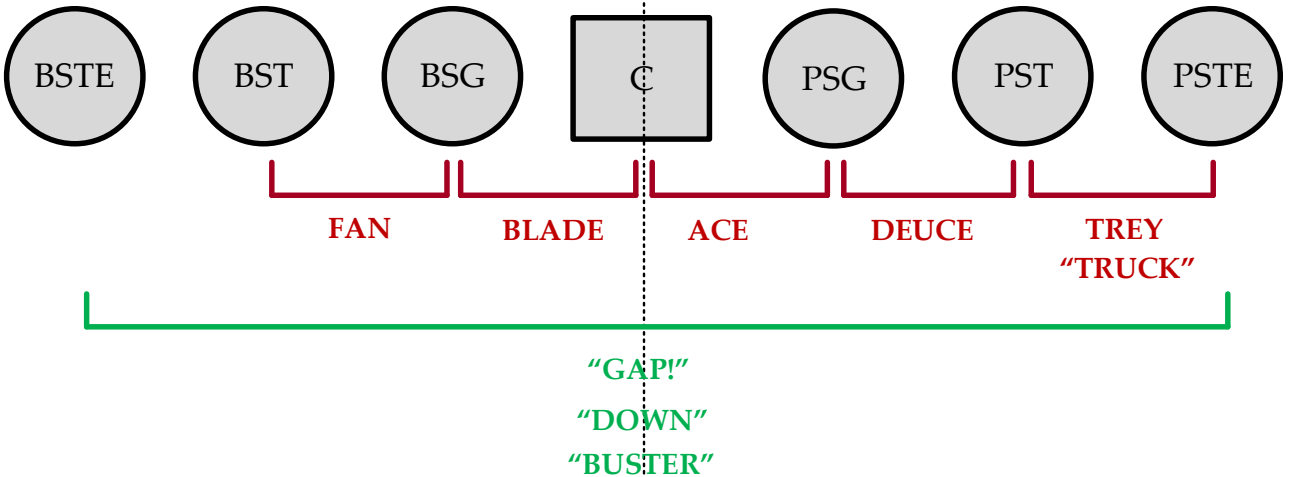
PLAYSIDE



GAP COMBINATION BLOCKS

BACKSIDE

PLAYSIDE



33 / 32 BELLY

CONCEPT: This run is designed to attack the inside hip of the P5G to both the closed and open side. Split flow by the H and F. Read starts at the 'B' gap working call side back one gap at a time. If the 'B' gap is open, be decisive and put it in there. WR'S will block MDM, unless tagged with a Key. OL and Y will block the box employing inside zone blocking principles, with minimum LB flow. OL Communication: the Center will make the Front I.D. & necessary calls (P5LB), P5G / P5T / P5TE will make necessary calls, B5G / B5T will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Tight Open Step, Down Hill on 2nd Step. Attack the 'A' gap and take it if it is open. Read it one gap at a time callside back. Gun – 1x1 off QB. Open, crossover, downhill. Aim point the defender closest to the Center

WR: Play Side = MDM.
Back Side = MDM.

QB: Open to call, Give the 'H' the midline. ALERT to throw the Key if tagged. From Pistol – open to call but stay on the midline

OL/Y: Inside zone blocking principles and calls.
4 Down = P5LB

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P5TE
'FAN' – Out block by open P5T & P5G
'TRIO' - C / P5G / B5G combo
'SINGLE' – C / P5G combo
'DOUBLE' – P5G / P5T combo
'TRIPLE' – P5 TE / P5T combo

Backside:

'TRIO' - C / P5G / B5G combo
'A' – C / B5G combo
'B' – B5G / B5T combo
'C' - B5T / B5 TE combo
'Cutoff'- Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

4/28/2019

170



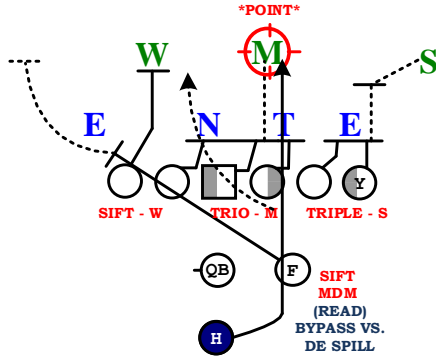
33 / 32 BELLY



PIS JACK RT 32 BELLY

1) OVER BOSS

FS



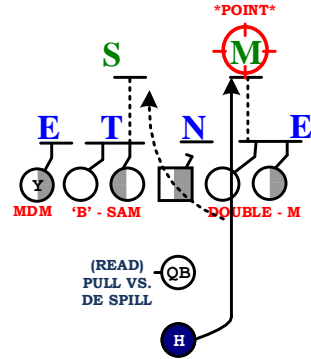
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PIS NEAR LT 32 BELLY

2) OVER W WLK

FS

W

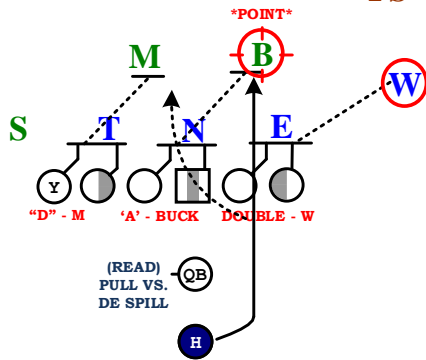


FRONT ID: "ODD", PSLB

PIS NEAR LT 32 BELLY

3) OKIE

FS



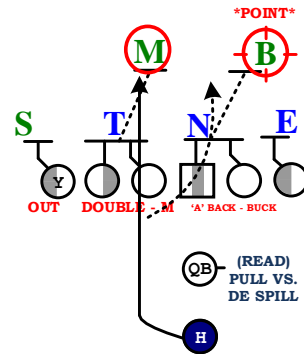
FRONT ID: "OKIE," PSLB

PIS NEAR LT 33 BELLY 'BOX'

4) OKIE

FS

W



FRONT ID: "OKIE BOX" BSLB



33 / 32 BELLY



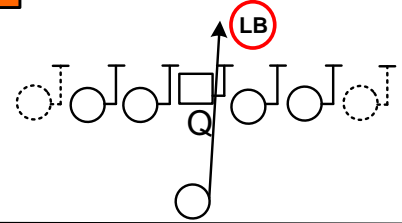
CONCEPT:

Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"DOUBLE" / "A" "TRIO"
BSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIO" with C & PSG 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B"

37 / 36 PRESS

CONCEPT: This run is designed to attack the perimeter to both the closed and open side. Split flow by the H and F. H will take an outside zone course to the outside leg of the TE. Read EMOL, then outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WRs will block MDM, unless tagged with a Key. OL and Y/F will block the box employing outside zone blocking principles. OL Communication: the Center will make the Front I.D. & necessary calls (P\$LB), P\$G / P\$T / P\$TE will make necessary calls, B\$G / B\$T will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Open step and set track for outside leg of the TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL, then outside/in one gap at a time.
Gun – Stack the Guard, Heels on QB toes, same aiming point

WR: Play Side = MDM.
Back Side = Near Safety.

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y: Outside zone blocking principles and calls.
4 Down = P\$LB

Offensive Line Call Glossary

Playside:

'ON' – Base block
'OUT' – Arc block by P\$TE
'FAN' – Out block by open P\$T & P\$G
'TRIO' - C / P\$G / B\$G combo
'SINGLE' – C / P\$G combo
'DOUBLE' – P\$G / P\$T combo
'TRIPLE' – P\$ TE / P\$T combo

Backside:

'TRIO' - C / P\$G / B\$G combo
'A' – C / B\$G combo
'B' – B\$G / B\$T combo
'C' - B\$T / B\$ TE combo
'Cutoff'- Backside cutoff man block

"HOT" Calls

'ZONE' - Blitz adjust, block playside gap on an inside zone track.

NOTES:

4/28/2019

173

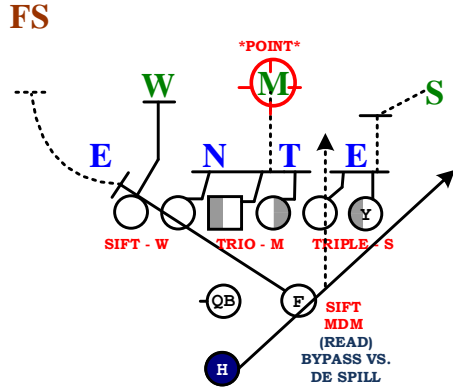


37 / 36 PRESS



PIS JACK RT 36 PRESS

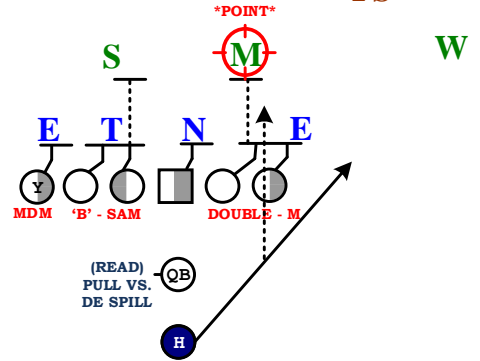
1) OVER BOSS



FRONT ID: "OVER", PSLB

PIS NEAR LT 36 PRESS

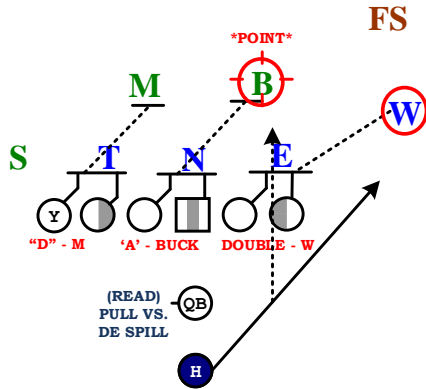
2) OVER W WLK



FRONT ID: "ODD", PSLB

PIS NEAR LT 36 PRESS

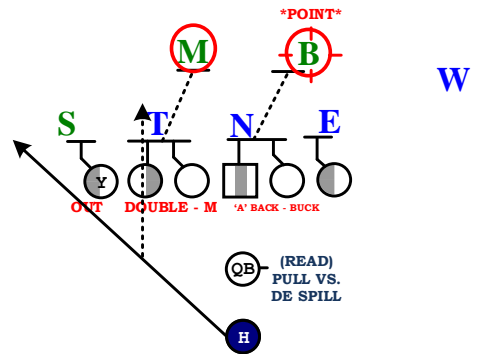
3) OKIE



FRONT ID: "OKIE," PSLB

PIS NEAR LT 37 PRESS 'BOX'

4) OKIE



FRONT ID: "OKIE BOX" BSLB



37 / 36 PRESS



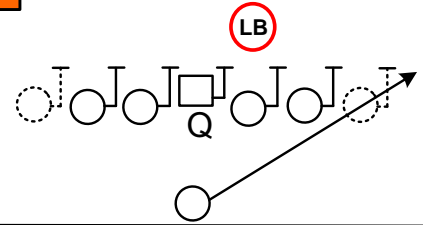
CONCEPT:

**Outside zone blocking principles and calls.
4 Down Point = PSLB**

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "SINGLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"SINGLE" / "A" "TRIO"
BSG	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>OUTSIDE ZONE</u> <u>Rule:</u> Playside Gap / 45 ° <u>Aiming Point:</u> Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B" / "C"

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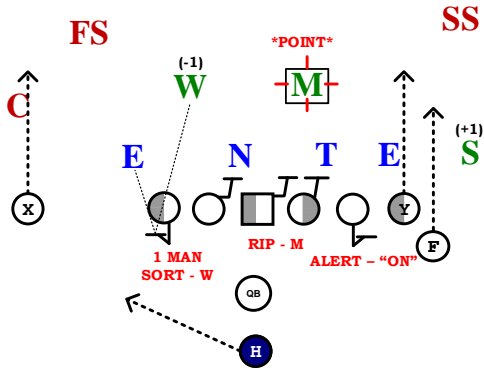


Pass protections



1) OVER

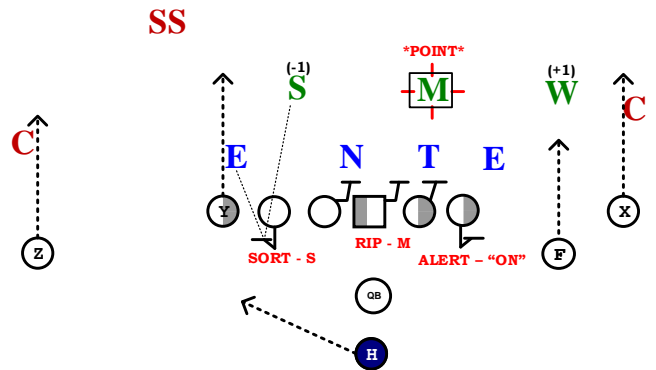
52



FRONT ID: "OVER", "RIP" MIKE

2) UNDER

52
FS



FRONT ID: "OVER", "RIP" MIKE

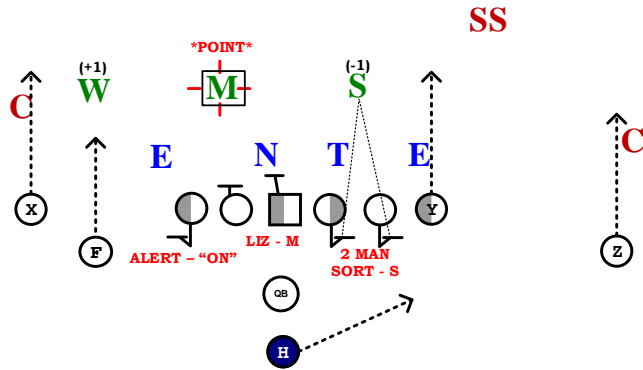
5 Man Basic protection can be a Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). Y/F/H/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with there sets.

Y	Route	
BACKSIDE TACKLE	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie
BACKSIDE GUARD	"SORT" side: Block Man (Big) Possible "SORT" OF -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/ Louie
CENTER	"DUAL" side: Block #1/A gap RIP (52) / LIZ (53) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE GUARD	"DUAL" side: Block #2/B gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE TACKLE	"DUAL" side: Block #3/C gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
F	Route	
H	Route	
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie



1) OVER

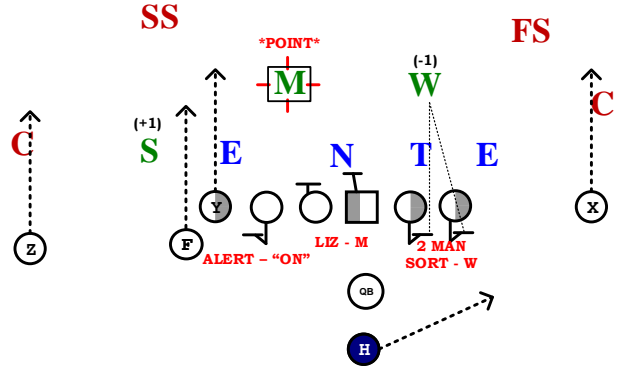
53 FS



FRONT ID: "ODD", "LIZ" MIKE

2) UNDER

53



FRONT ID: "ODD", "LIZ" MIKE

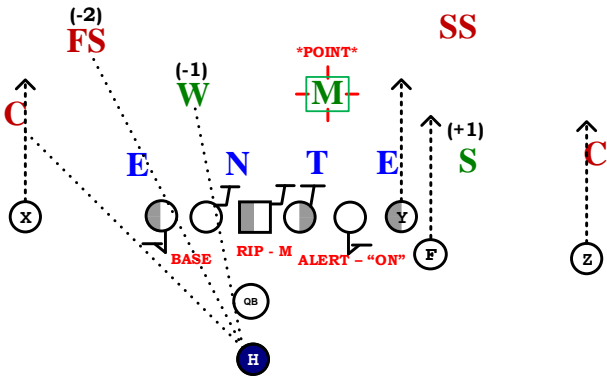
5 Man Basic protection can be a Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). Y/F/H/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with these sets.

Y	Route	
BACKSIDE TACKLE	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie
BACKSIDE GUARD	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/ Louie
CENTER	"DUAL" side: Block #1/A gap RIP (52) / LIZ (53) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE GUARD	Block #2/B gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE TACKLE	Block #3/C gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
F	Route	
H	Route	
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie



1) OVER

62

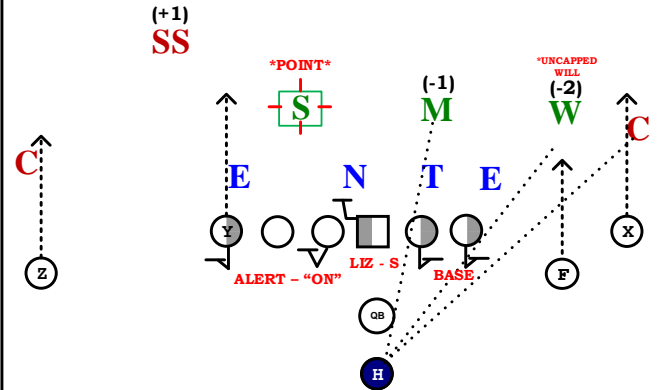


FRONT ID: "OVER", RIP MIKE

2) UNDER

63

FS



FRONT ID: "OVER", "LIZ" SAM

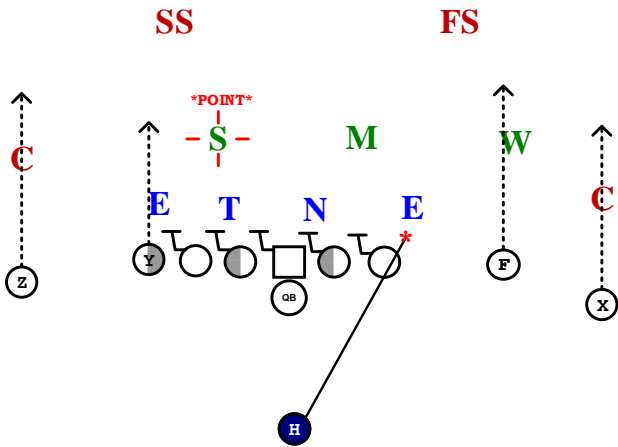
6 Man Basic protection can be Strong/Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). The HB will be responsible for -1 to -2 backside. Y/F/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with their sets.

Y	Route	
BACKSIDE TACKLE	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
BACKSIDE GUARD	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
CENTER	"DUAL" side: Block #1/A gap RIP (62) / LIZ (63) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE GUARD	"DUAL" side: Block #2/B gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE TACKLE	"DUAL" side: Block #3/C gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
F	Route	
H	Block -1 to -2 backside Stiff: If protection responsibility doesn't come stay in and help PSG vs 4DWN, PST vs 3DWN	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)

KICK 300 / 200

OVER

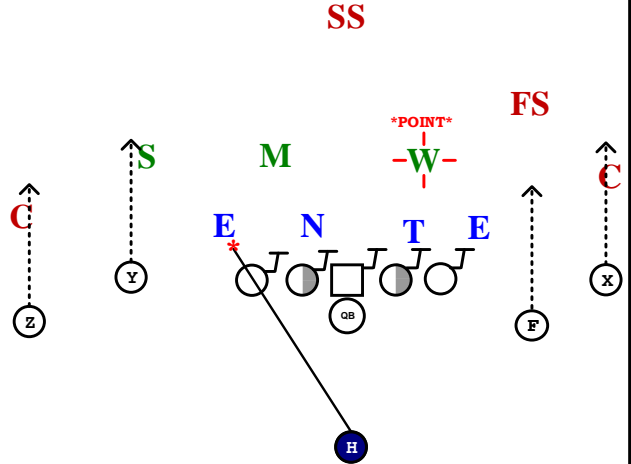
KICK 300



FRONT ID: "EVEN"

UNDER

KICK 200



FRONT ID: "EVEN"

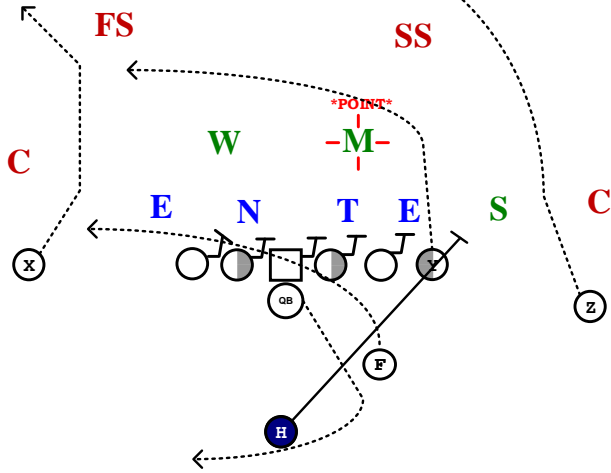
6 Man Gap protection- Aggressive 3 step, Offensive Line is protecting the PS Gap to the Play call. The HB will Cut the 1st Defender O/S of EMLOS. Y/X/Z/F are running routes.

Y	Route
BACKSIDE TACKLE	Gap Protect to B Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
BACKSIDE GUARD	Gap Protect to A Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
CENTER	Gap Protect to A Gap away from the call. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan) R(K300)/L(K200) calls to tell line direction of slide
PLAYSIDE GUARD	Gap Protect to B Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
PLAYSIDE TACKLE	Gap Protect to C Gap. Aggressive technique show run, get defenders hands down. Presence with backside arm. Slide with tempo. Keep Eyes in gap. Possible Cut Block (game plan)
F	Route
H	1 Back: Cut 1 st Defender O/S EMLOS. MUST CUT.
X	Route
Z	Route
QB	3 Step Drop. If Gun or Pistol- Catch Set- Throw Tempo. Possible re-direct. 2 O/S EMLOS to Call side.

NAKEDS

OVER

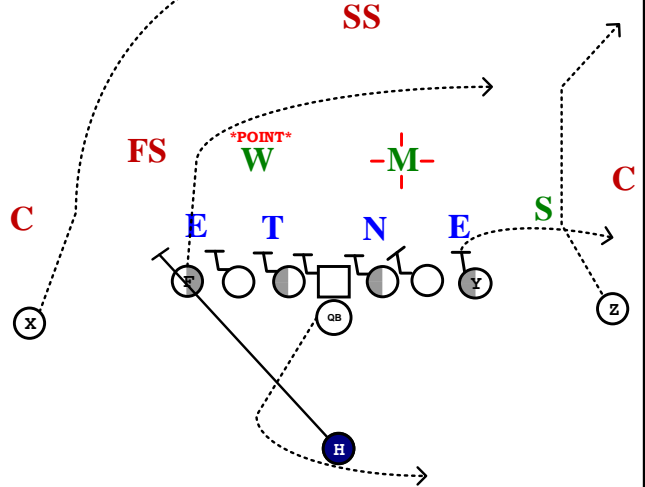
FK 36 NKD-LT



FRONT ID: "EVEN"

UNDER

FK 37 NKD RT



FRONT ID: "EVEN"

6 or 7 Man Play Action Movement protection designed to sell called run and have QB boot and break contain away from play call. Offensive Line is selling out blocking the run, no turn back.

Y/ F IN-LINE	Naked side: Slam Flat Fake side: Over Route or Clear	"Solid" call- Block DE, Make 'Money' call to OT with C & D gap Threats on Naked side
FAKE SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
FAKE SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
CENTER	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Block Back.
NAKED SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 3 tech	If GAP Scheme NKD-Pull
NAKED SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 5 tech	If GAP Scheme NKD-Seal NO Hinge
F	Influence DE make look like CUT Off Block- Slice route "F solid"- OT will Block DE with NO B Gap Threat. Track OLB/ no OLB help OT	
H	Fake Run scheme, Collision any color. Carry out fake past LOS.	
X	Route	
Z	Route	
QB	Extend ball on 3 rd step. 4 th step get depth. Roll away.	

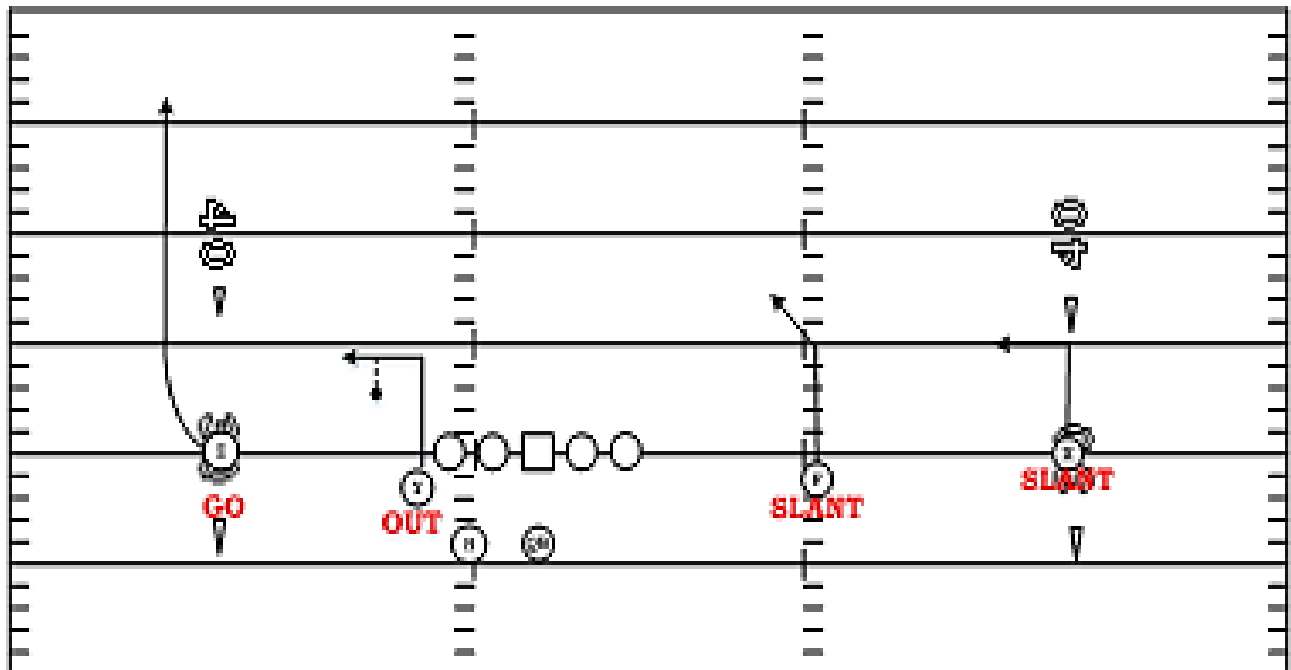
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OFFENSE



QUICK
PASS GAME



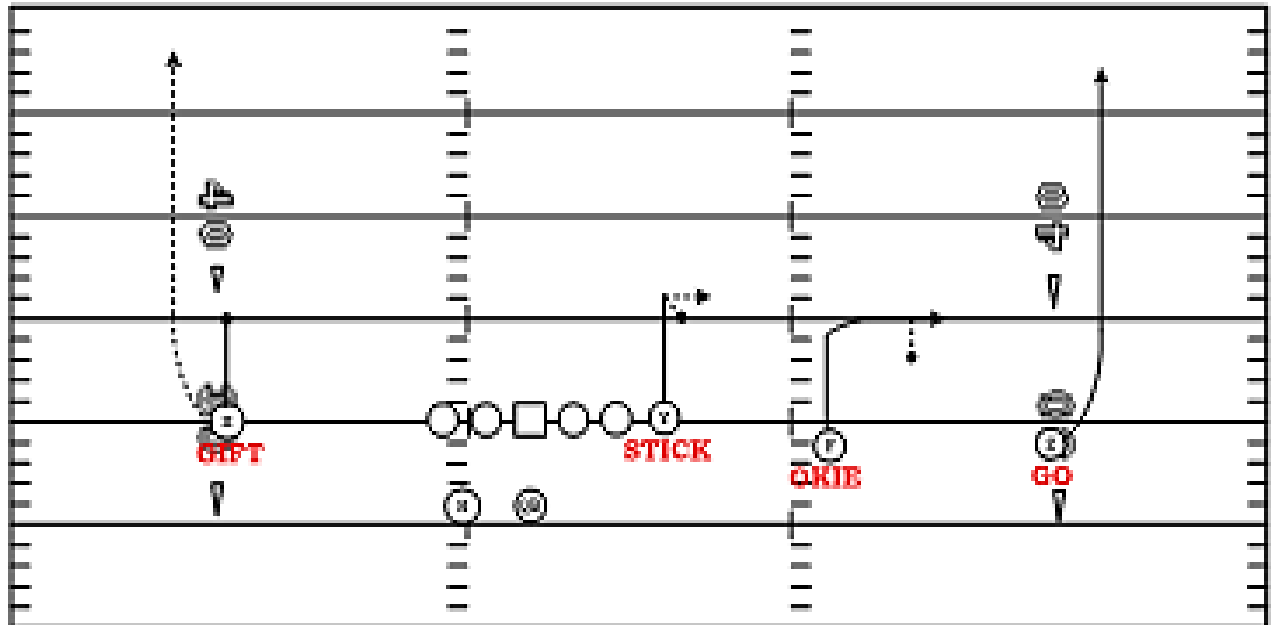
QUEEN LT KICK 200 DALLAS OAKLAND



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	5 STEP SLANT, MUST 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Z	PRG	PROTECTION RELEASE GO. MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	OUT	5 YARD OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. KEEP ON HIGH ANGLE.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



TRIPS RT KICK 200 DBL STICK



POSITION	ASSIGNMENT	COACHING POINT
X	GIFT	5 STEP HITCH. CONVERT TO A GO VS PRESS OR COVER 2.
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	STICK	6 YARDS SIT IF OPEN WINDOW. MELT AWAY VS INSIDE PRESSURE.
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	QUICK GAME	PRE-SNAP, OKIE, STICK

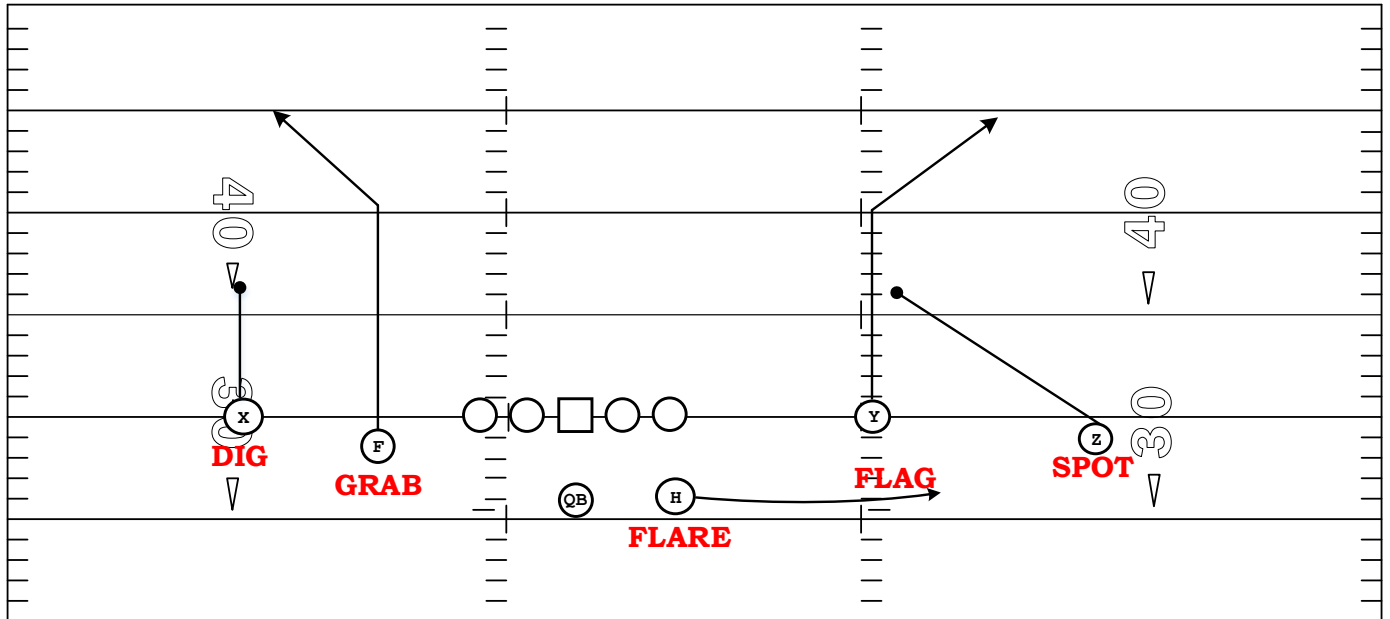
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SNAG PASS GAME



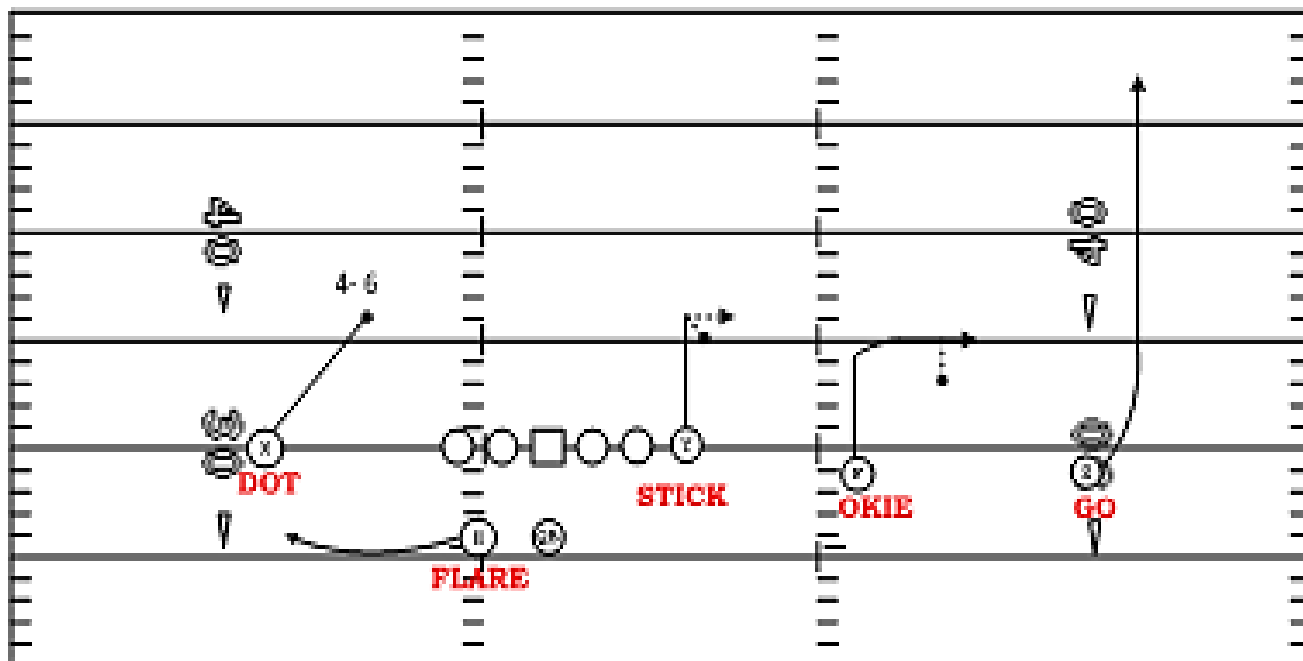
DUAL RT 53 CHEVRON SMASH



POSITION	ASSIGNMENT	COACHING POINT
Z	SPOT	RELEASE TOWARD ALIGNMENT OF #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YARDS.
X	HITCH	5 YARD HITCH
F	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
Y	FLAG	BREAK AT 10 YARDS. KEEP ON A HIGH ANGLE.
H	FLARE	5 HARD STEPS TO FLD, QB WILL THROW YOU DOWNFIELD. ALERT FOR HOT
QB	PROGRESSION	2 HI / 1 HI



TRIPS RT 52 EXXON



POSITION	ASSIGNMENT	COACHING POINT
X	DOT	RELEASE TOWARD ALIGN OF GHOST #2 WR. STOP ONCE FLAT DEFENDER CLEARS. NO DEEPER THAN 6 YDS. SLANT VS PRESS
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	STICK	6 YARDS SIT IF OPEN WINDOW. MELT AWAY VS INSIDE PRESSURE.
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	SWING	3 STEPS TOB
QB	COVERAGE RD	SPLIT SAFETY = OKIE, STICK, DOT POST SAFETY = FLARE, DOT, STICK

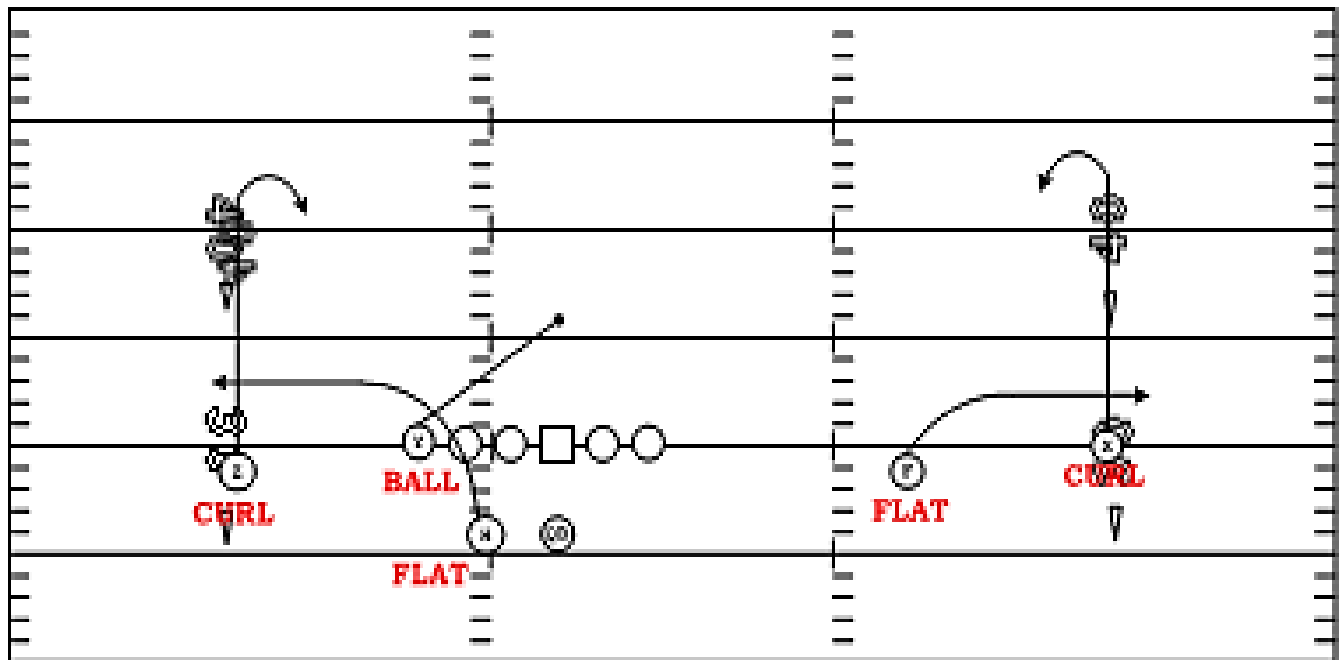
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DRAKE PASS GAME



NEAR LT 62 DRAKE



POSITION	ASSIGNMENT	COACHING POINT
X	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Z	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Y	BALL	6 YARDS OVER THE BALL
F	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	PROGRESSION	SPLIT SAFETY = HANK, OUTLAW, FLAT POST SAFETY = HANK, CURL, FLAT

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OFFENSE



DROP BACK
PASS GAME

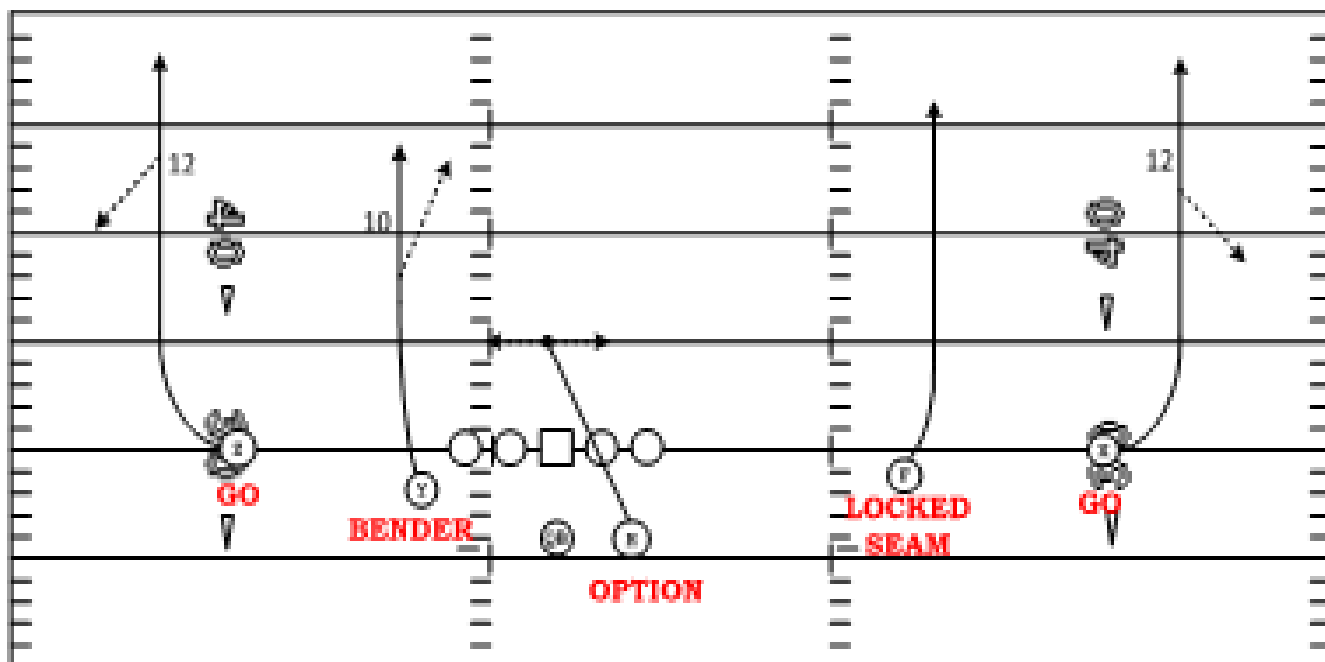
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VERTICAL PASS GAME

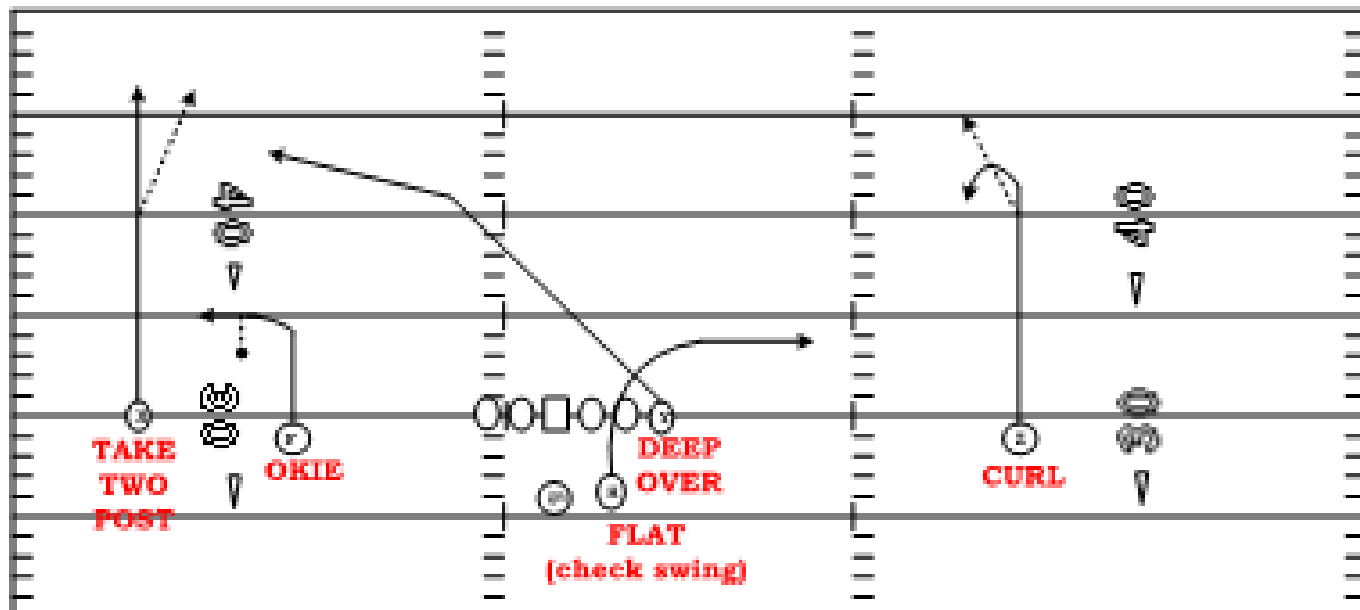


QUEEN LT 63 Y ALLEY



POSITION	ASSIGNMENT	COACHING POINT
X	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Z	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Y	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
F	LOCKED SEAM	LANDMARK 4 YARDS OUTSIDE THE HASH.
H	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
QB	PROGRESSION	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN POST SAFETY = SEAM, SEAM CHECK-DOWN

NEAR LT 62 Y CROSS (POST)



POSITION	ASSIGNMENT	COACHING POINT
X	TAKE 2 POST	VS 1 HIGH: GO ROUTE VS 2 HIGH: POST
Z	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Y	DEEP OVER	18 YARD OVER TO OPPOSITE HASH
F	OKIE	3 STEP SPEED OUT. THROTTLE IN THE HOLE VS COVER 2 CORNER.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	PROGRESSION	PRE SNAP, OKIE, DEEP OVER, CURL-FLAT

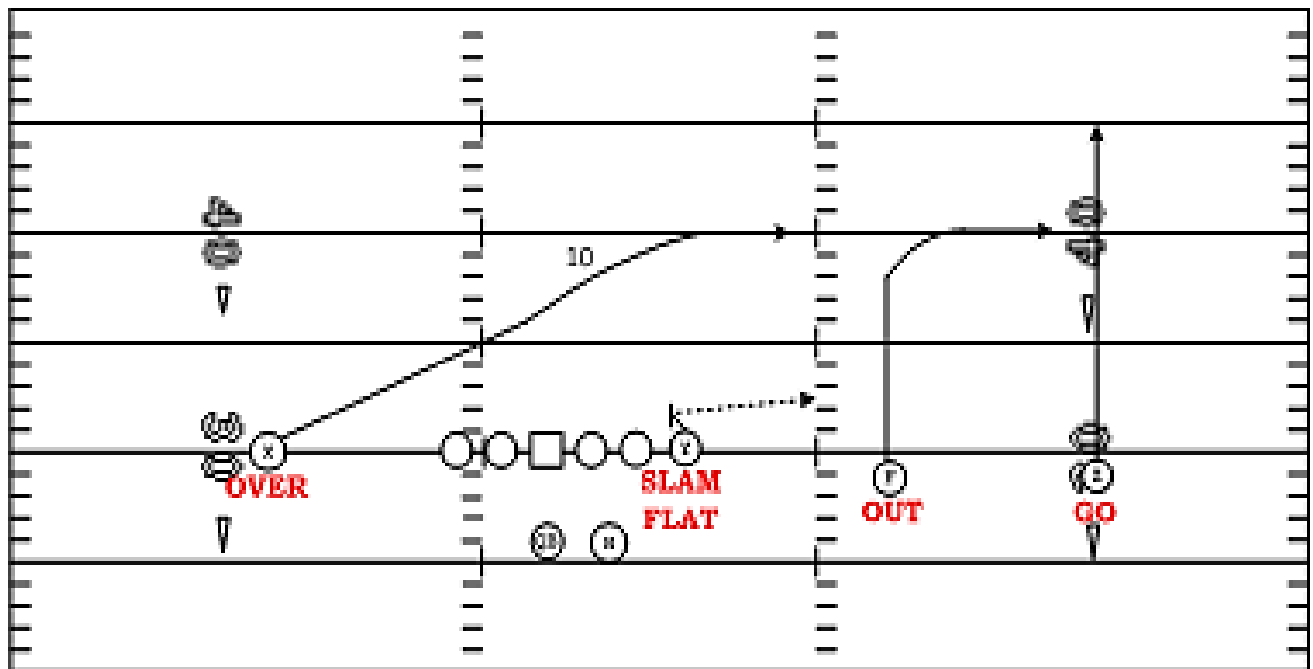
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OFFENSE



PLAY ACTION PASS GAME



TRIPS RT 137 NAKED RT FLOOD





POSITION	ASSIGNMENT	COACHING POINT
X	OVER	10 YARD OVER. GETTING IN PHASE WITH QB MORE IMPORTANT THAN DEPTH.
Z	PRG	PROTECTION RELEASE GO, MUST OUTSIDE. ALERT FOR HOLE SHOT.
Y	SLAM FLAT	SLAM DOWN ON INSIDE DEFENDER SELLING RUN. SLIP OUT TO FLAT. WORKING FOR WIDTH FIRSRT.
F	OUT	10 YARD SPEED OUT
H	NAKED	HARD SELL RUN ACTION PAST LOS, COLLISION COLOR
QB	NAKED	OUT, SLAM FLAT, DROPBOX

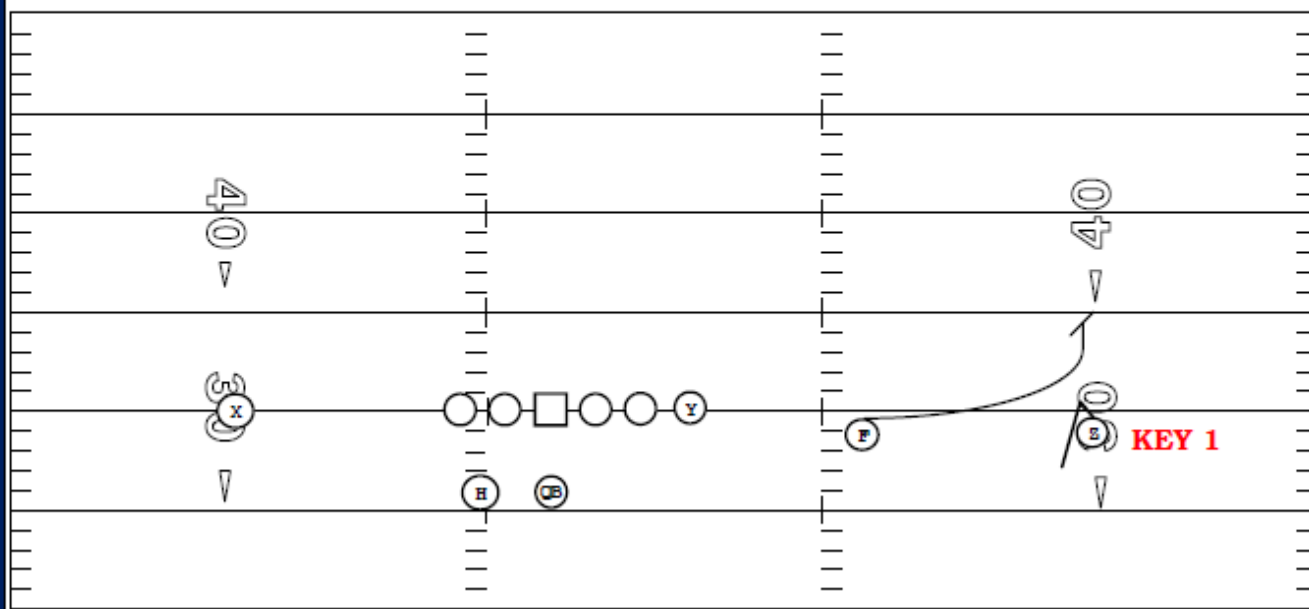
2018
BUCKNELL UNIVERSITY
OFFENSE



screens



KEYS

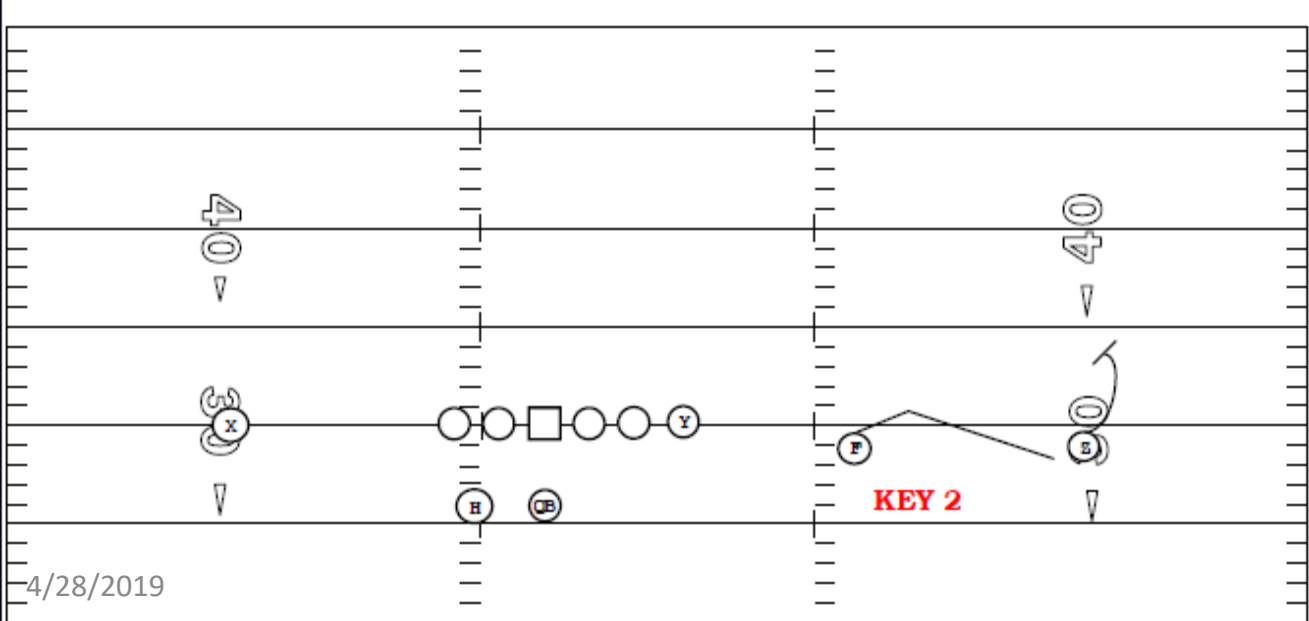
 **KEY 1** 



4/4

KEY 1



 **KEY 2** 

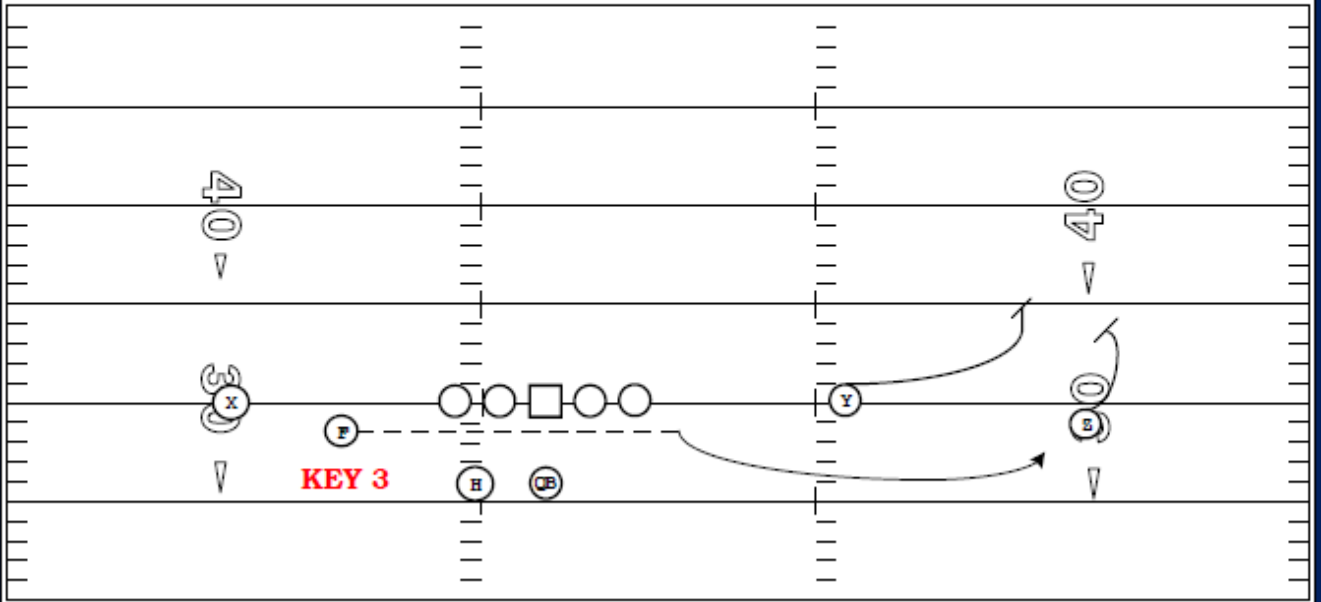


4/4

KEY 2

KEYS



 **KEY 3** 

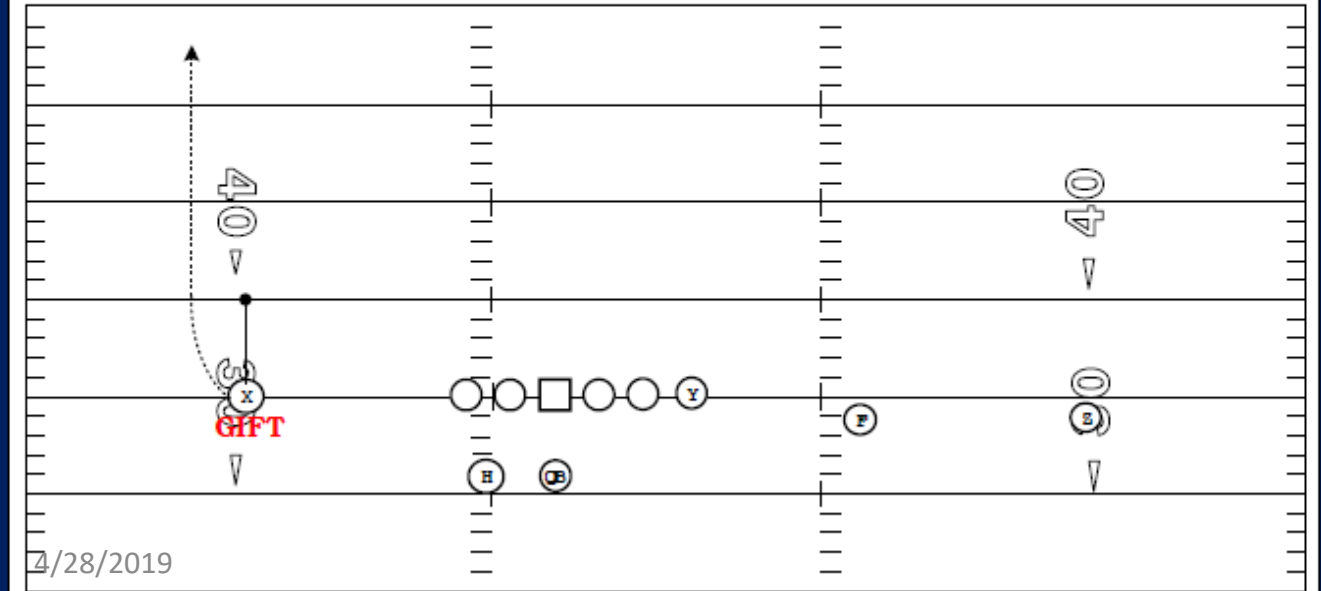


40

KEY 3

40

 **GIFT** 



40

GIFT

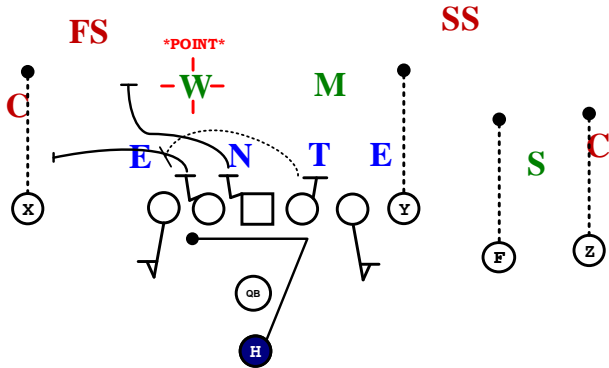
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4/28/2019

63/62 H-SCREEN LT/RT

OVER

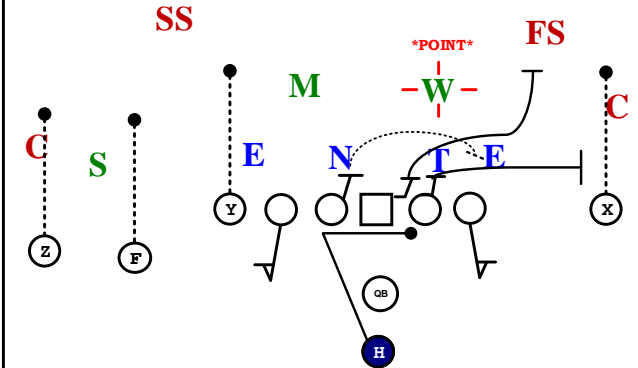
“LAKE”



63 H SCREEN LT

UNDER

“RIVER”



62 H SCREEN RT

Protection Side Screen- PST is vertical setting inviting DE up the field, Call side Guard and Center are executing the screen, BSG block Man, BST Block Man

Y	MDM
CALL SIDE TACKLE	Block Man, invite DE up field away/ out of drop zone. Don't let him retrace or play inside.
CALL SIDE GUARD	Block Man on DT. 1001-1002-GO and release flat for screen. Get eyes to 1 st PSLB to get zone or man read! "KICK THE FLAT" * Alert for Exchange with Call Side Guard.
CENTER	Slide to Slide side of protection. 1001-1002-GO and release flat for screen. Get eyes to PSG read his block. "DRIVE THE ALLEY" * Alert for Exchange with Call Side Guard.
BACKSIDE GUARD	Block for Protection. Block Man & climb to cover.
BACKSIDE TACKLE	Block Man, Invite DE up the Field. Don't let him Retrace or play inside,
F	MDM
H	Set away from protection. Read screen side Guard for release timing. Catch ball in drop zone, Puncture.
X	MDM
Z	MDM
QB	Three Count Screen Footwork

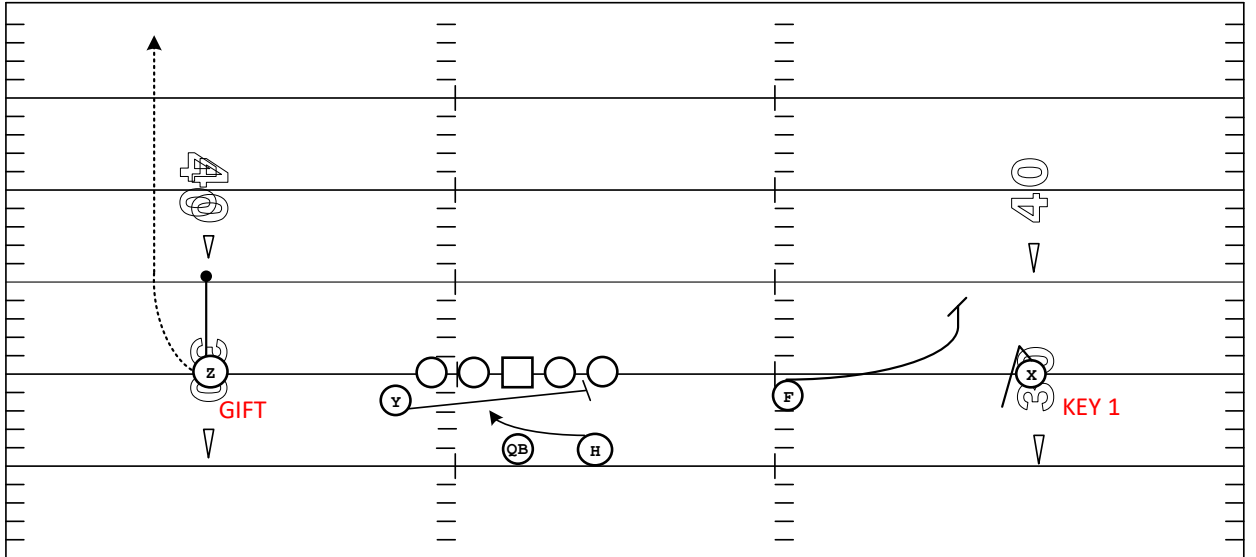
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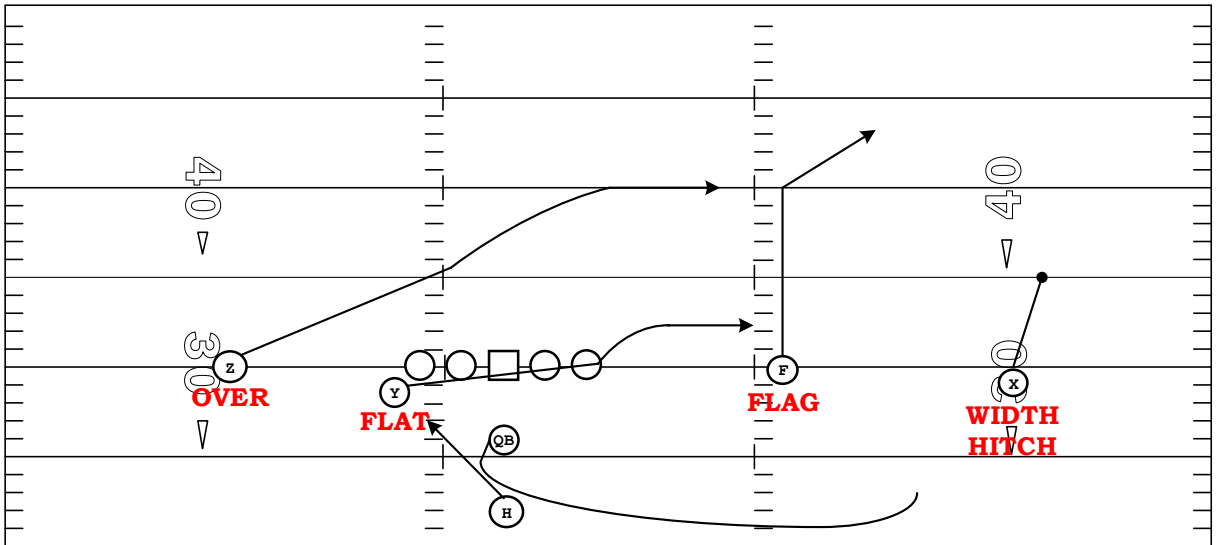
ONE WORDS PLAYS



MCDONALDS: QUEEN LT 33 BELLY KEY 1 GIFT



MCFLURRY: PIS QUEEN LT FAKE 37 NAKED RT SMASH



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INSTALL 2

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PERSONNEL

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FORMATIONS

FORMATIONS

2X2

DUAL
NEAR
QUEEN
EAST TWINS
SOLO

3X1

TRIO
TRIPS
KING
EAST
NEAR SLOT

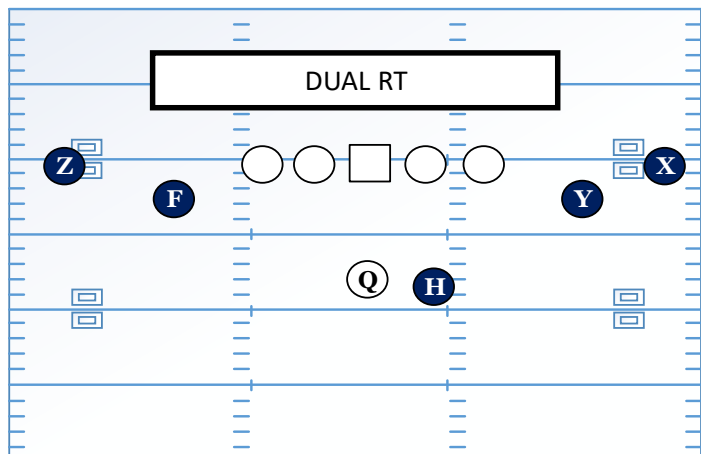
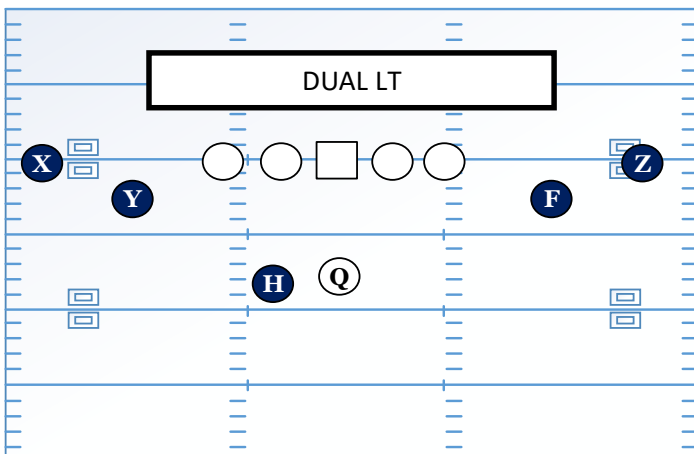
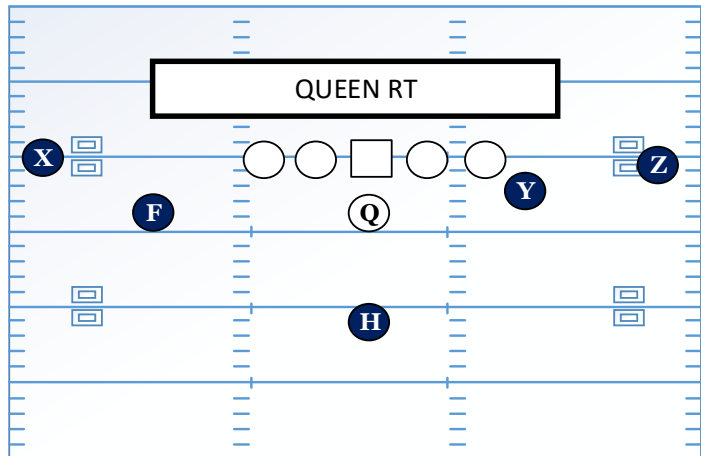
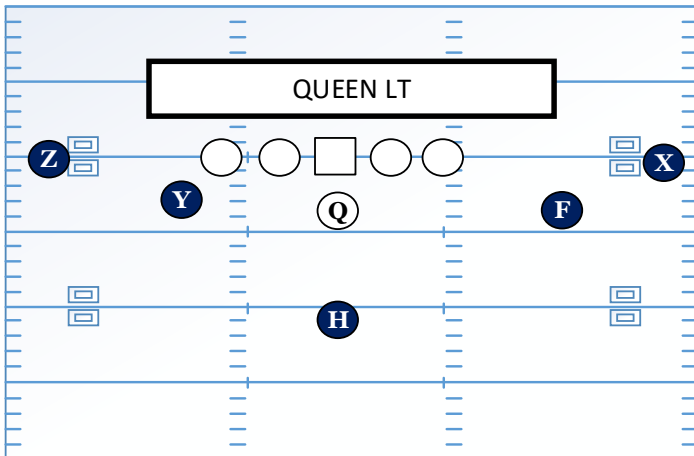
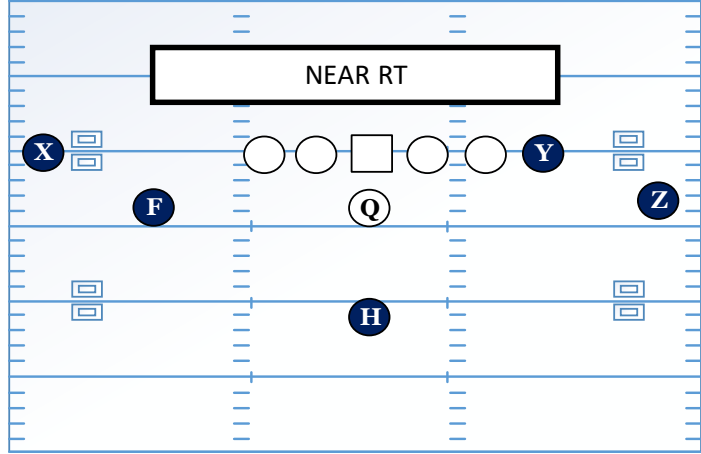
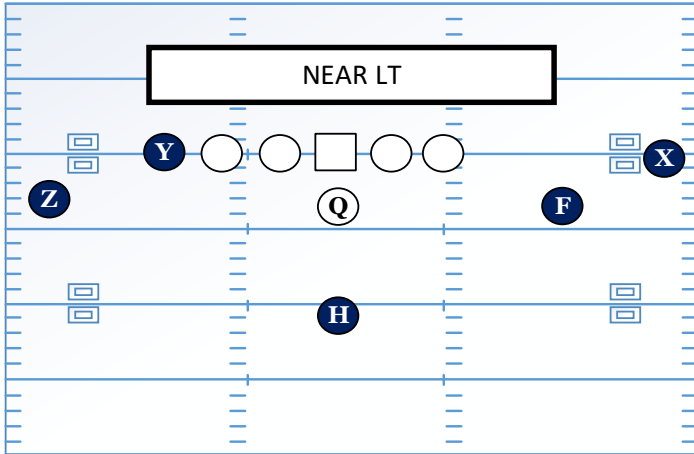
2 BACKS

SPLIT

H ALIGNS BASE ON PLAY CALL

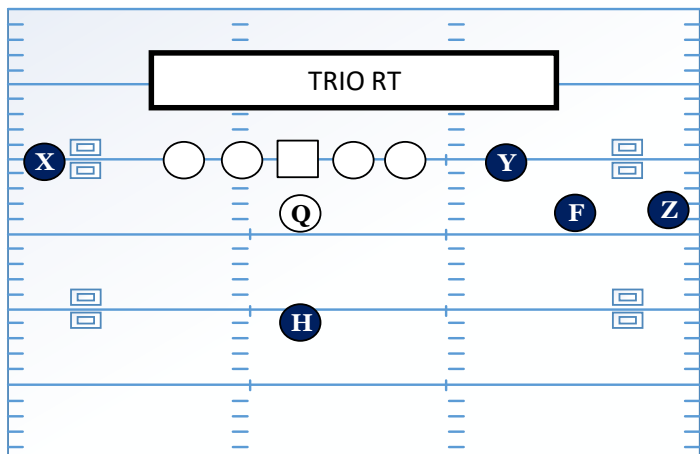
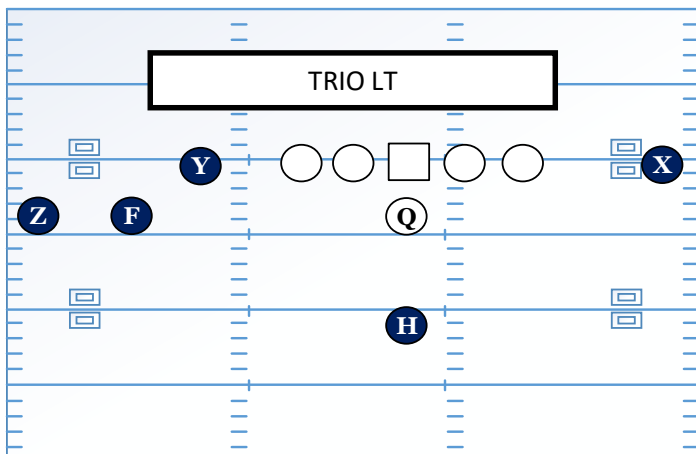
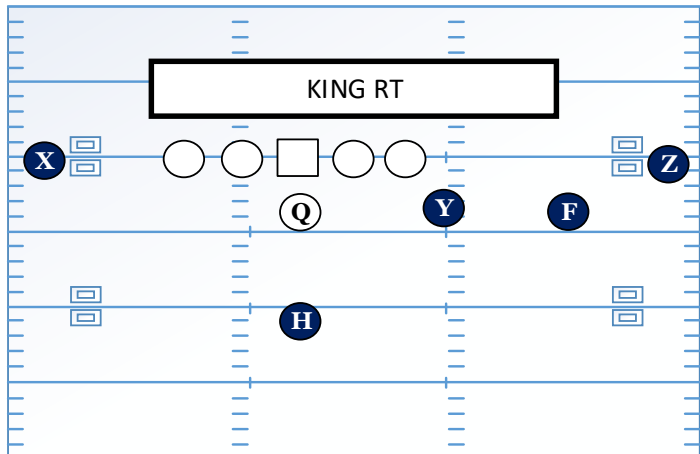
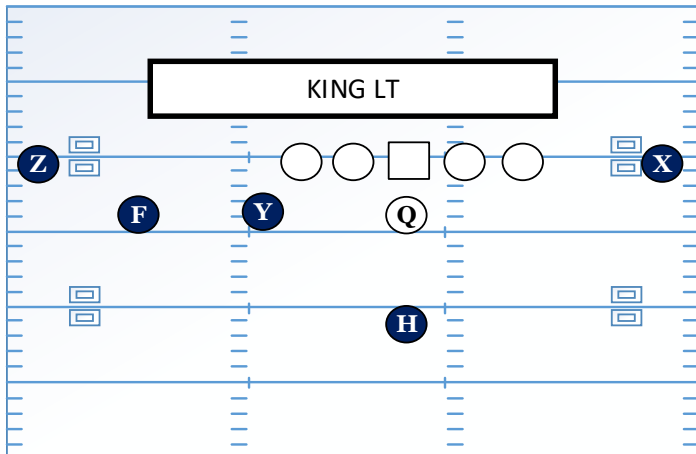
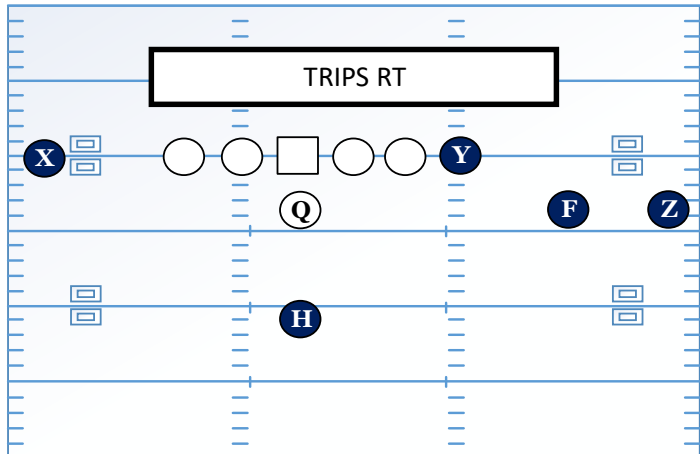
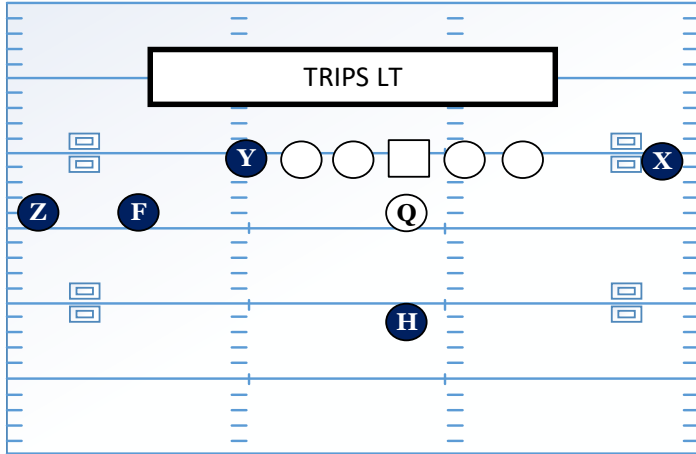


FORMATIONS



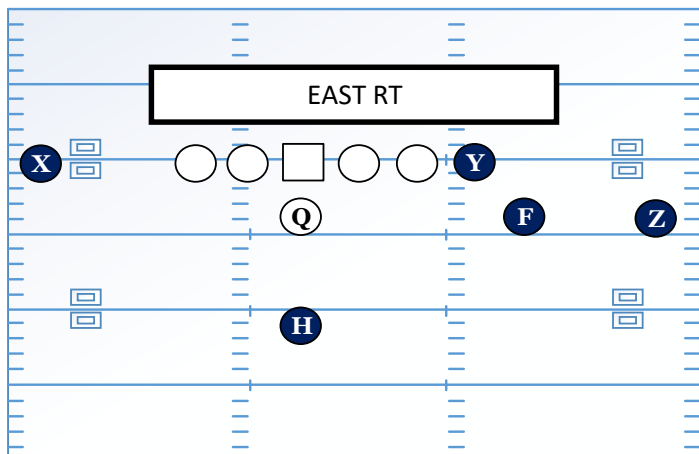
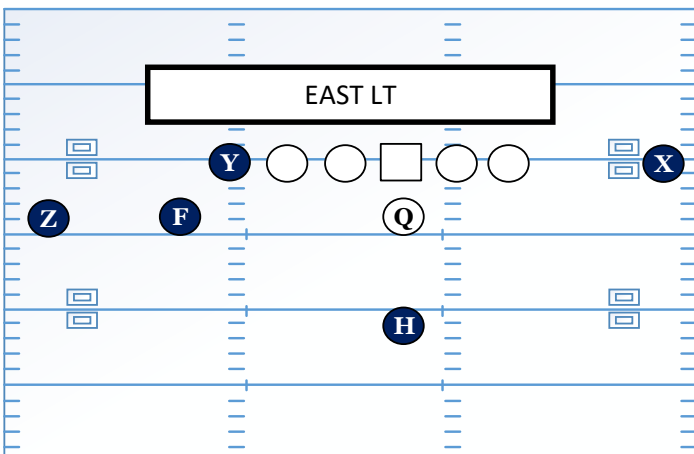
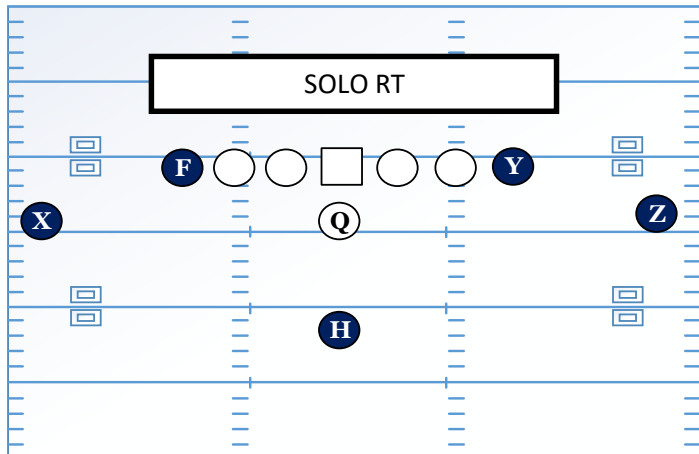
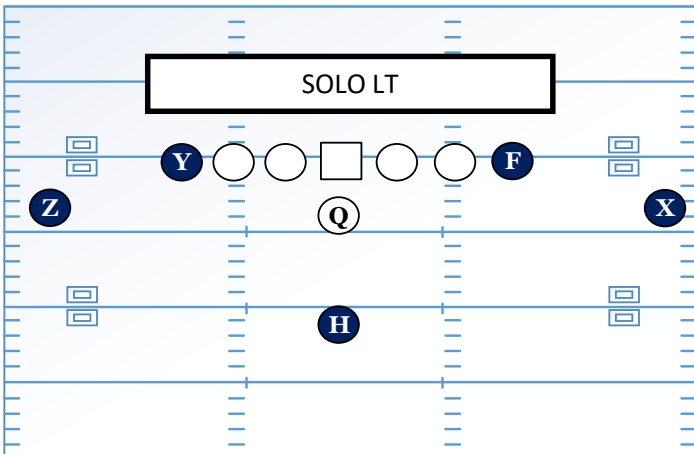
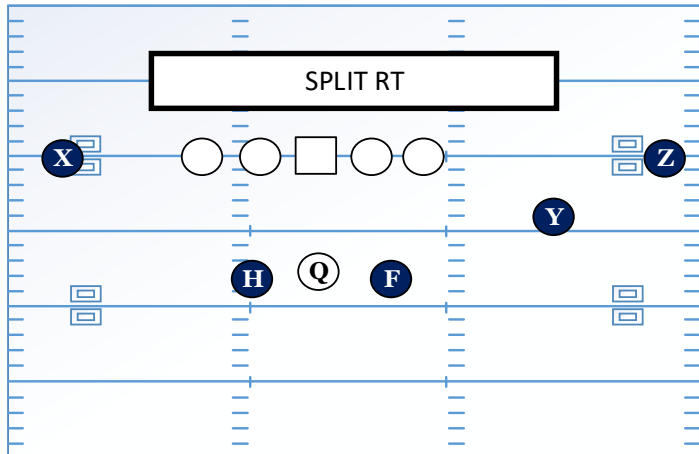
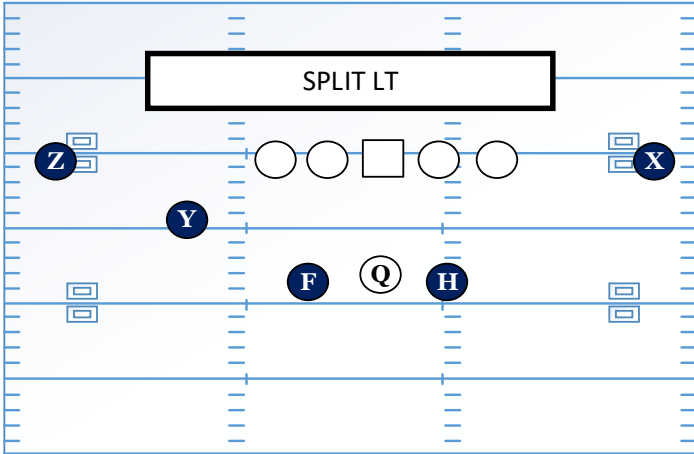


FORMATIONS



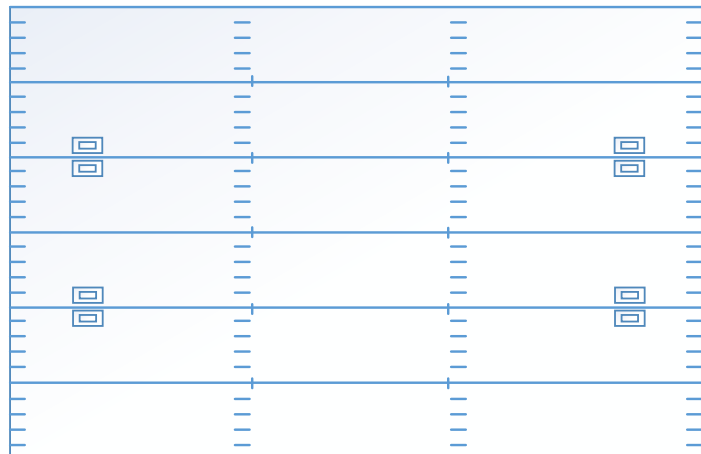
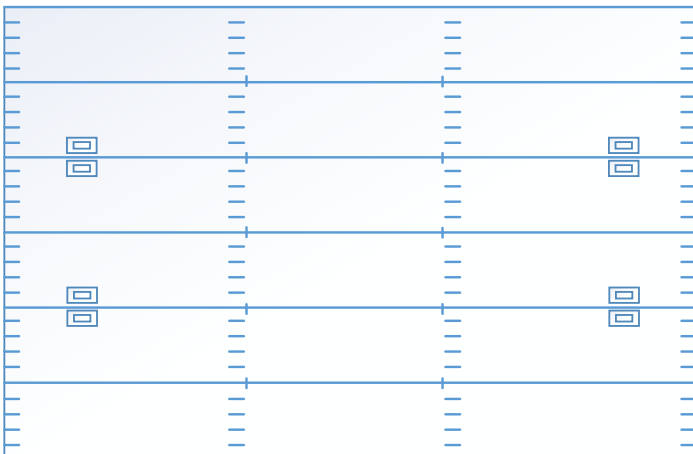
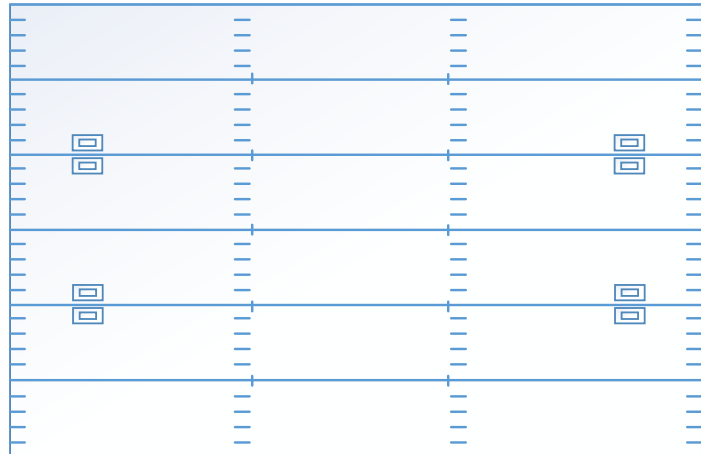
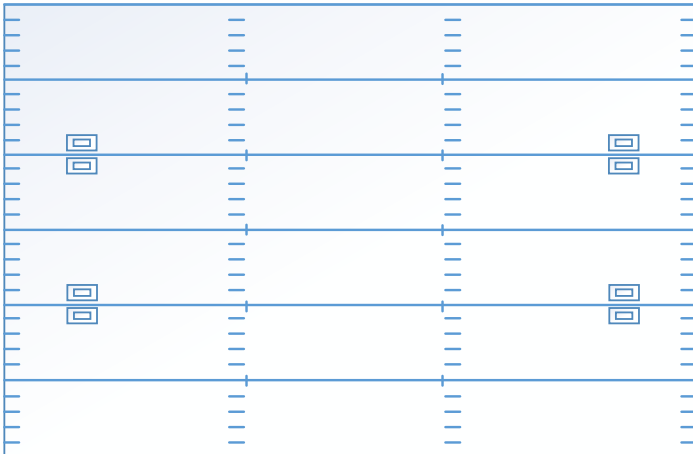
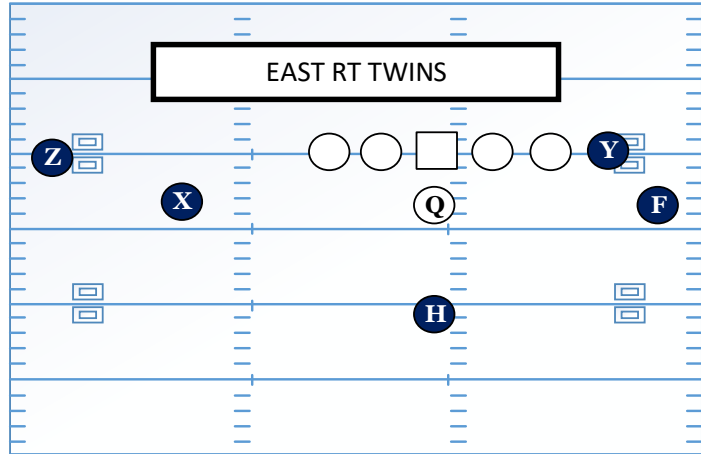
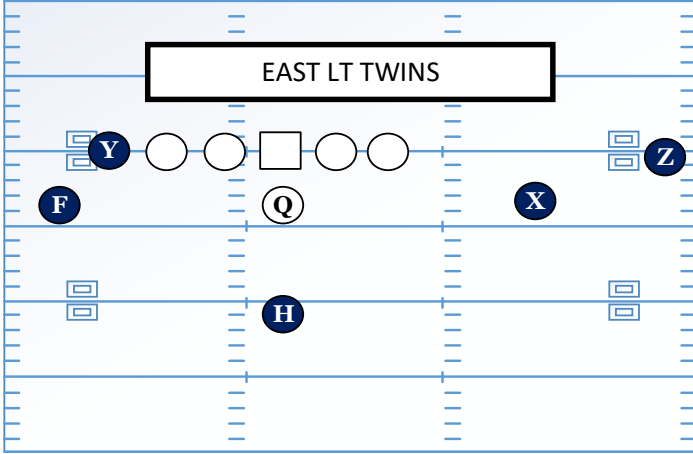


FORMATIONS





FORMATIONS



2018 BUCKNELL UNIVERSITY OFFENSE



MOTIONS



MOTIONS



- **MOTIONS IN THE NO HUDDLE SPREAD PRO SYSTEM IS A WEAPON. WE WILL EMPLOY MOTIONS, FAST MOTIONS, AND SHIFTS TO ATTACK THE DEFENSE**
- **MOTIONS WILL BE CONTROLLED BY THE QB USING HANDS OR FEET INDICATORS**
 - **A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX**
- **MOTIONS NEED TO STRESS THE DEFENSE. BUILD FORMATION PRE AND POST SNAP**

RECEIVER MOTIONS

- **AP**
- **AC**
- **GHOST**

Y MOTIONS

- **YIG**

BACKS MOTION

- **AC**
- **FREE**



MOTIONS



FREE

X



Y

Z

H

Q

F

3 STEPS ON MOTION
EYES TO QB

SPLIT FREE

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO THE DOWN. H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY:

FAC

X

F



Y

Z

Q

T

ENDING MOTION IS PLAY SPECIFIC

DUAL RT F FAC

COACHING POINTS:

SNAP COUNT: NORMAL SNAP COUNT. WAIT FOR MOTION PLAYER TO GET INTO PLACE.

MOTION: CHANGE OF FORMATION MOTION. ONLY MOTION WHERE YOU ARE CREATING A NEW FORMATION INSTEAD OF OUT LEVERAGING DEFENSE. GAME PLAN SPECIFIC MOTION.

EXAMPLE PLAY: DUAL F FAC 33 BELLY

4/28/2019



MOTIONS



HAC

X



Y

Z

SNAP PT.
ALIGNMENT OF
REMAINING BACK



5 STEPS PAST REMAINING
BACK GIVE EYES TO QB

COACHING POINTS:

SNAP COUNT: QB WILL PUT IN MOTION PRIOR TO SAYING DOWN H 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 HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: SPLIT RT HAC 33 BELLY GIFT

FAP

X



Y

Z



2 YDS IN FRONT OF QB
CONTINUE ON SWING

COACHING POINTS:

SNAP COUNT: QB MUST SNAP THE BALL WHEN F REACHES THE TACKLE

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:



MOTIONS



GHOST

DUAL RT F GHOST

**2 YDS BEHIND QB
CONTINUE ON SWING**

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 33 BELLY GIFT

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RUN GAME

26-27 PIN

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge to the open side of the formation. The first “PIN” block will be on the SHADE. CENTER will pull based on the front, for 1st backer play side. RB will open, secure the handoff, run for width and read pullers block on LB. Be decisive and get downhill. Play turns to Press vs 3tech play side or any pressure look.

H: Open, see and secure Handoff. Run for width and follow block on LB. Make his block correct. Get downhill.

WR: Back Side = Near Safety.
Play Side = MDM (push crack)
Slot = Combo

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away.
ALERT to throw the Key if tagged.

OL: CENTER must pull based on front. Get depth, clear traffic, and block the 1st play side defender. Block color. “Pin and Pull” scheme Blocking principles and calls on the front side and outside zone blocking principles and calls on the backside.

Y: Cut-Off B\$ C-GAP. IF Detached Block MDM unless a route is called for you.

Line Call Glossary:

Playside:

‘Swap’ – Call by OC to alert P\$G to block down

‘Single’- Call by Center to alert P\$G to zone block and not block down

‘Zone-Zone’- Reach play side gap

Backside:

‘A’ – OC/OG combo

‘B’ – OG/OT combo

Other tags:

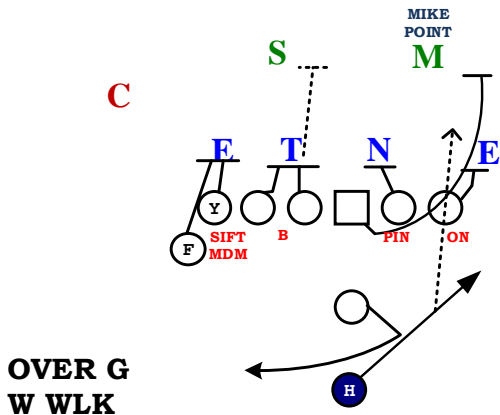
‘Crack’- Tells select WR to crack block the first play side LB



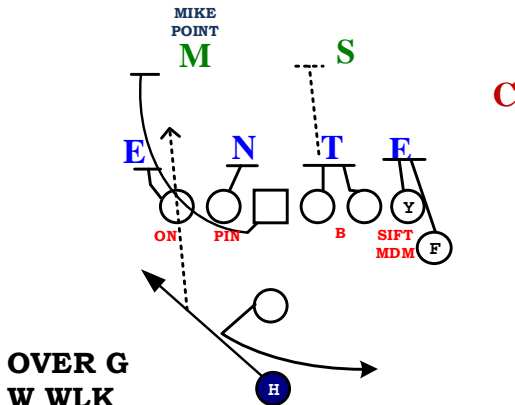
26-27 PIN



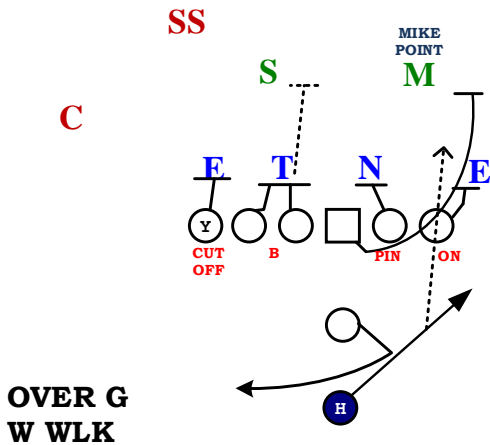
PIS EAST LT TWINS 26 PIN



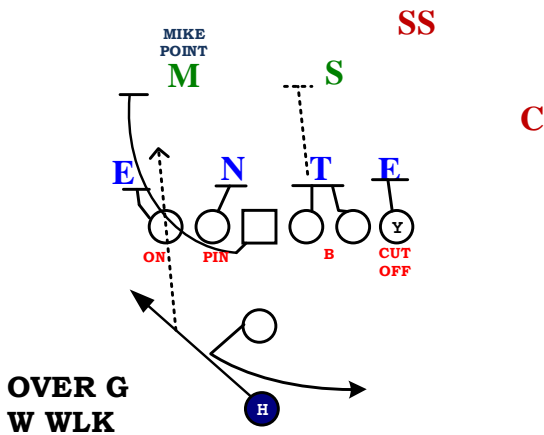
PIS EAST RT TWINS 27 PIN



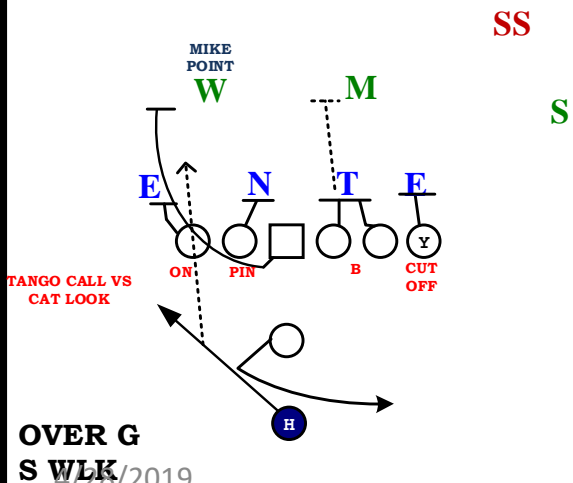
PIS NEAR LT 26 PIN



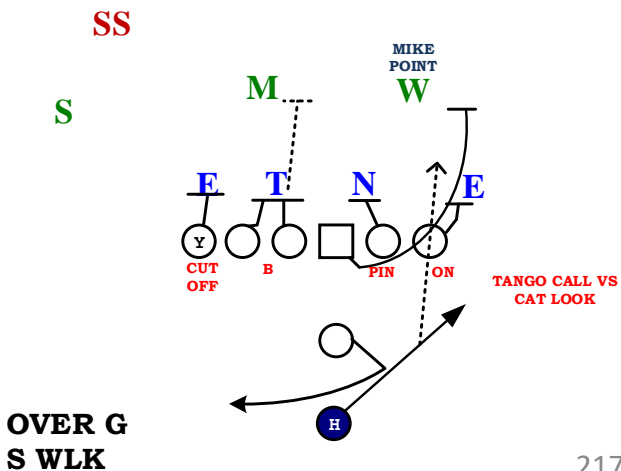
PIS NEAR RT 27 PIN



PIS TRIPS RT 27 PIN



PIS TRIPS LT 26 PIN



27 / 26 PITCH

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge. The first “PIN” block will be on made by TE or PST or 1st down Lineman. PST or PSG will pull based on the front, for support defender. RB will open, secure the toss, run for width and read pullers block on support. Be decisive and get downhill.

H: Open, see and secure toss. Run for width and follow puller. Make his block correct. Get downhill.

WR: Back Side = Near Safety.
Play Side = MDM
Slot = Combo

QB: Front out if H is in Gun or Pistol. Firm, dead toss, fake naked away.

OL: C: Point (PSLB), PST or PSG must pull based on front. Get depth, clear traffic, and block the alley (+1). Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.

Y: Block O/S V of neck of C gap defender. No penetration, can't get cross faced. If no C gap Defender track through to LB level defender. Tango Call if there is an immediate threat.

Offensive Line Call Glossary

Playside:

'You' – Call by PSG to alert PST to pull
'Me' – Call by PSG to alert PST to block down
'Swap' – Call by OC to alert PSG to block down
'Trey' - Call by PST to combo with Y

Backside:

'A' – C / BSG combo
'B' – BSG / BST combo

Other tags:

'Crack'- Tells select WR to crack block the first play side LB

NOTES:

4/28/2019

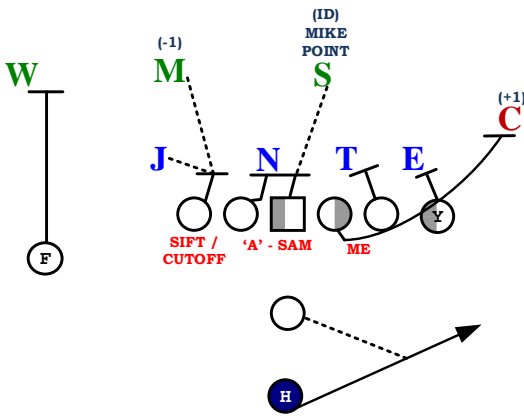


27 / 26 PITCH



PIS NEAR RT 26 PITCH

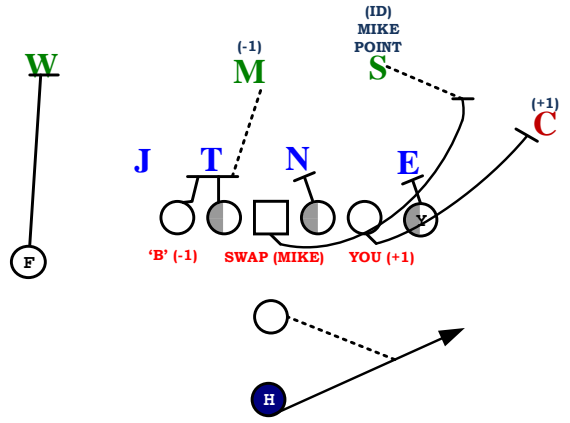
1) OVER S-WALK



FRONT ID: "OVER"

PIS NEAR RT 26 PITCH

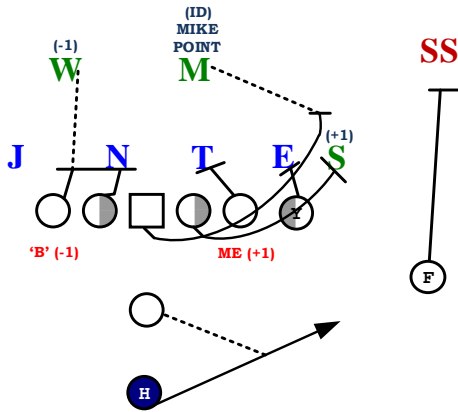
2) UNDER G W-WALK



FRONT ID: "EVEN"

PIS TRIPS RT 26 PITCH

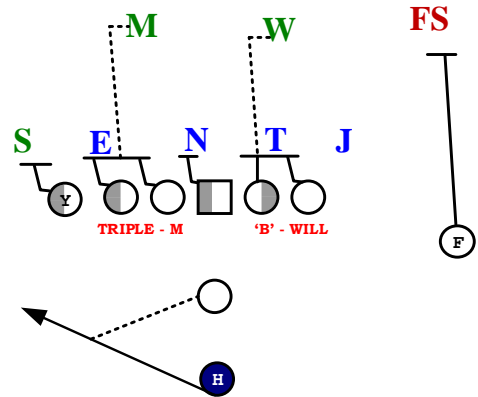
3) OVER G



FRONT ID: "EVEN"

PIS NEAR LT 27 PITCH

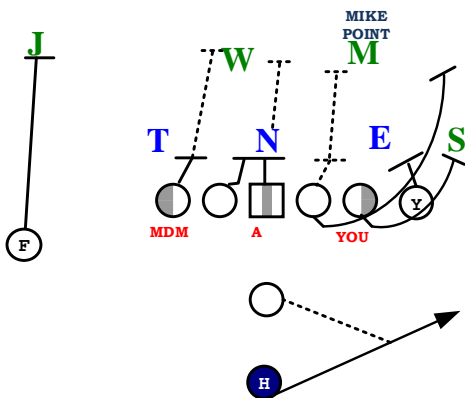
4) UNDER



FRONT ID: "ODD" ✓ 27 Press

PIS NEAR RT 26 PITCH

5) OKIE



4/28/2019
FRONT ID: "OKIE"



27 / 26 PITCH



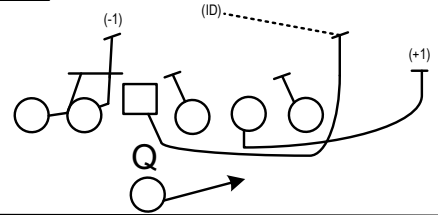
CONCEPT:

Pin & Pull + O/S Zone Scheme

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>PIN & PULL</u></p> <p><u>Rule:</u> Inside Gap or Pull +1 ID</p> <p><u>Aiming Point:</u> Near Number</p>	<p>1. C-gap = Down Block</p> <p>2. No C-gap = Pull "You" +1</p> <p>3. ODD/Bear/Pressure = "✓ Zone"</p>	
PSG	<p><u>PIN & PULL</u></p> <p><u>Rule:</u> Inside Gap or Pull +1 ID</p> <p><u>Aiming Point:</u> Near Shoulder</p>	<p>1. B-gap = Down Block</p> <p>2. No B-gap = Pull "Me" +1</p> <p>3. ODD/Bear/Pressure = "✓ Zone"</p>	
C	<p><u>PIN & PULL / OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1 or Pull for ID</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Pull for ID</p>	
BSG	<p><u>OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Zone Block to -1</p>	
BST	<p><u>OUTSIDE ZONE</u></p> <p><u>Rule:</u> Zone -1</p> <p><u>Aiming Point:</u> Playside Ampit</p>	<p>1. Zone Block to -1</p>	

28-29 PITCH

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge with the F lead blocking. The first “PIN” block will be on the EMOL. The F will lead for support defender. PST or PSG will pull based on the front, for next alley defender. RB will open, see ball, secure the toss, run for width and read his block on support. Be decisive and get downhill.

H: Open, see and secure toss. Run for width and follow block on support. Make his block correct. Get downhill.

F: Block support defender.

WR: Back Side = MDM.
Play Side = Man Over
Slot = MDM

QB: Reverse out if H is in Home Position. Front out if H is in Gun. Firm, dead toss, fake naked away.

OL: PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.

Y: Block O/S V of neck of C gap defender. No penetration, can't get cross faced. If no C gap Defender track through to LB level defender.

28-29 PITCH

- CONCEPT:** This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge with the F lead blocking. The first “PIN” block will be on the EMOL. The F will lead for support defender. PST or PSG will pull based on the front, for next alley defender. RB will open, see ball, secure the toss, run for width and read his block on support. Be decisive and get downhill.
- H:** Open, see and secure toss. Run for width and follow block on support. Make his block correct. Get downhill.
- F:** Block support defender.
- WR:** Back Side = MDM.
Play Side = Man Over
Slot = MDM
- QB:** Reverse out if H is in Home Position. Front out if H is in Gun. Firm, dead toss, fake naked away.
- OL:** PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.
- Y:** Block O/S V of neck of C gap defender. No penetration, can’t get cross faced. If no C gap Defender track through to LB level defender.

Line Call Glossary:

Playside:

- ‘You’ – Call by PSG to alert PST to pull
- ‘Me’ – Call by PSG to alert PST to block down
- ‘Swap’ – Call by OC to alert PSG to block down
- ‘Trey’ - Call by PST to combo with Y

Backside:

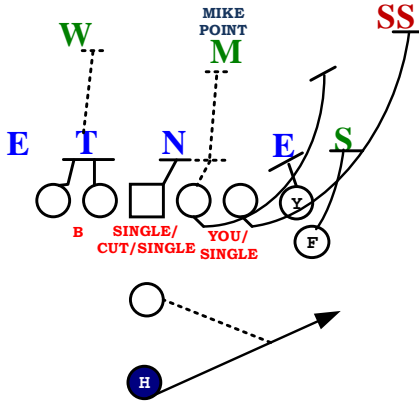
- ‘A’ – OC/OG combo
- ‘B’ – OG/OT combo



28-29 PITCH

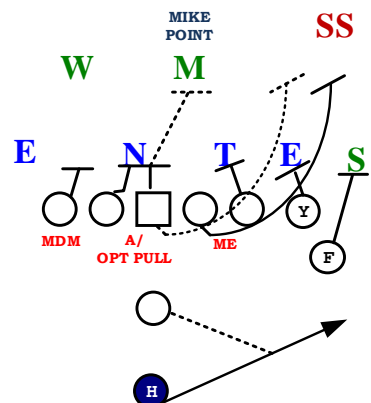


PIS EAST RT 28 PITCH



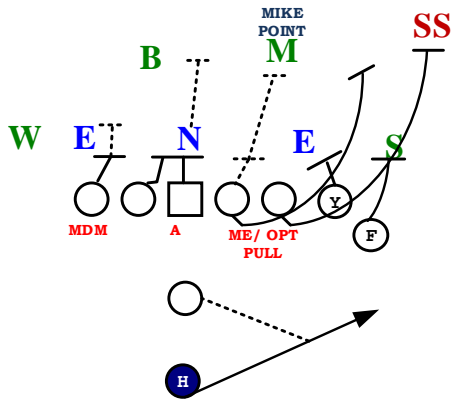
UNDER

PIS EAST RT 28 PITCH



OVER

PIS EAST RT 28 PITCH



30

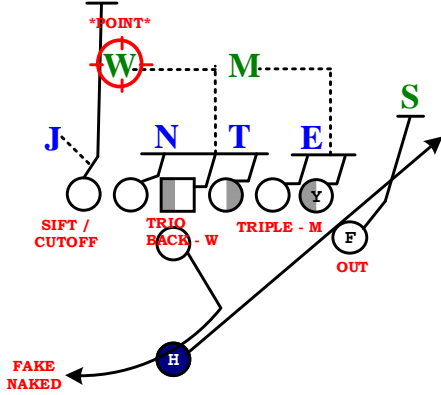


39 / 38 STRETCH



EAST RT 38 STRETCH

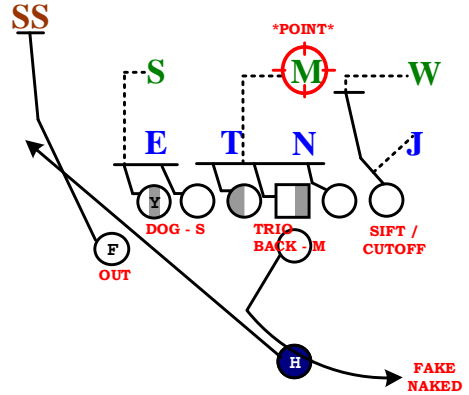
1) OVER BOSS



FRONT ID: "OVER, BSLB

EAST LT 39 STRETCH

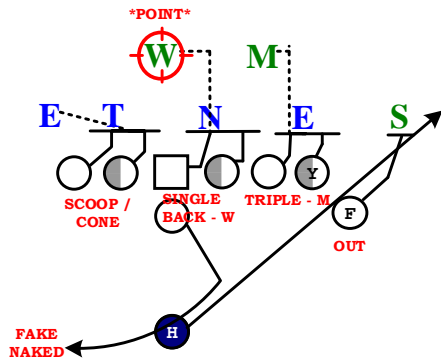
2) OVER STACK 9



FRONT ID: "OVER", BSLB

EAST RT 38 STRETCH

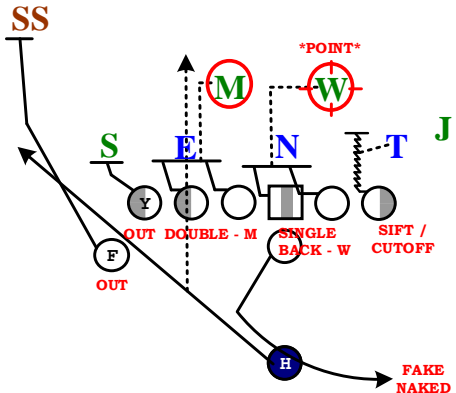
3) UNDER G



FRONT ID: "EVEN", BSLB

EAST LT 39 STRETCH

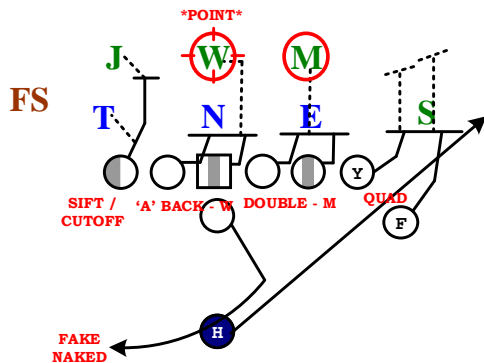
4) OKIE



FRONT ID: "OKIE (Box)", BSLB

EAST RT 38 STRETCH

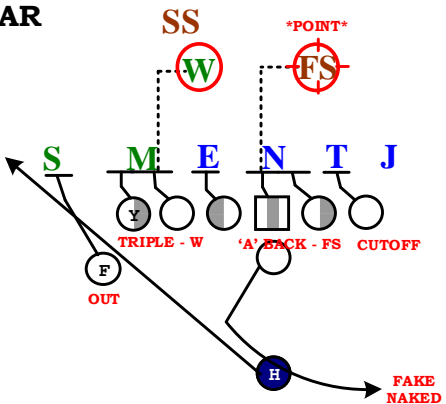
5) OKIE STACK



FRONT ID: "OKIE (Stack)", BSLB

EAST LT 39 STRETCH

6) BEAR



FRONT ID: "BEAR"



39 / 38 STRETCH



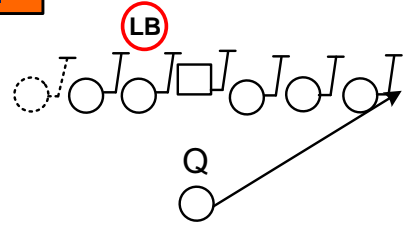
CONCEPT:

**Outside zone (Box) blocking principles and calls.
4 Down = BSLB**

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>OUTSIDE ZONE (Box)</u> Rule: PS Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "TRIPLE" with TE	"DOUBLE" / "TRIPLE"
PSG	<u>OUTSIDE ZONE (Box)</u> Rule: PS Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ZONE ALERT"	"SINGLE BACK" / "DOUBLE" "TRIO BACK"
C	<u>OUTSIDE ZONE (Box)</u> Rule: PS Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "SINGLE BACK" w/ PSG 3. "ZONE ALERT"	"SINGLE BACK" "TRIO BACK"
BSG	<u>OUTSIDE ZONE (Box)</u> Rule: PS Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach / Cut 2. Uncovered = "TRIO BACK" with C / PSG	'A' BACK "TRIO BACK"
BST	<u>OUTSIDE ZONE (Box)</u> Rule: PS Gap / 45° Aiming Point: Playside Armpit	1. Covered = Wide Reach / Cut 2. Uncovered = 'B' BACK	'B' BACK

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Pass protections

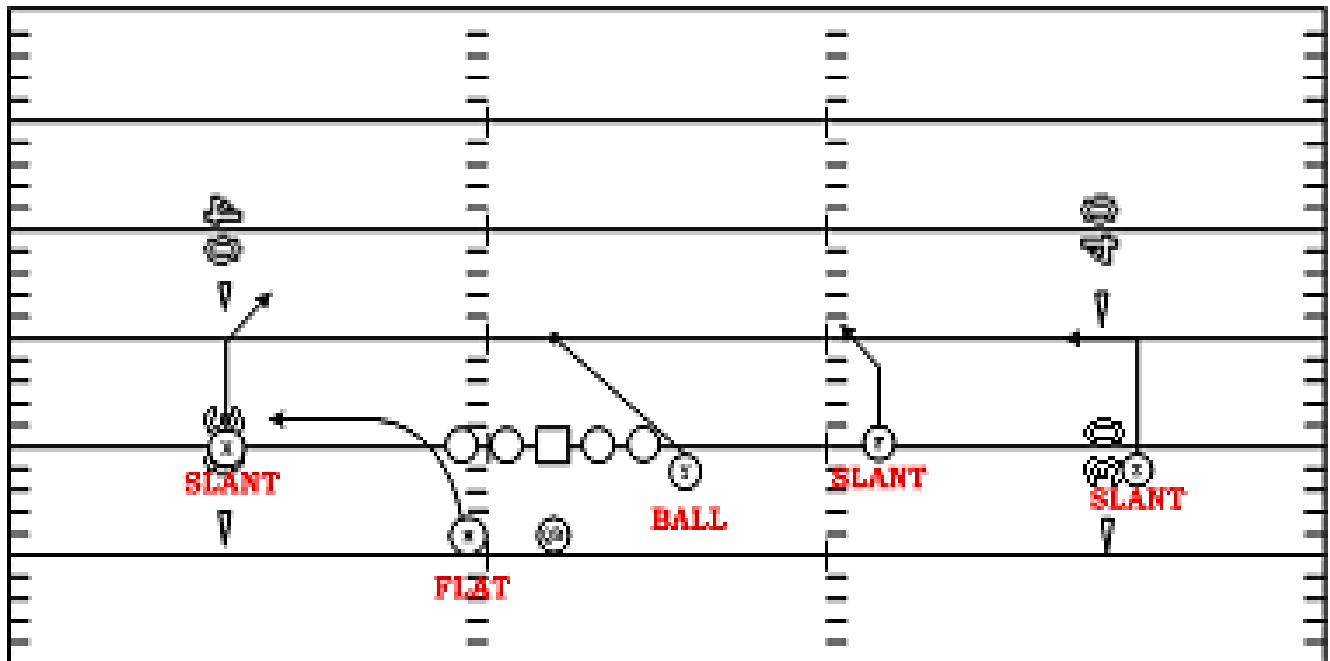
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QUICK
PASS GAME



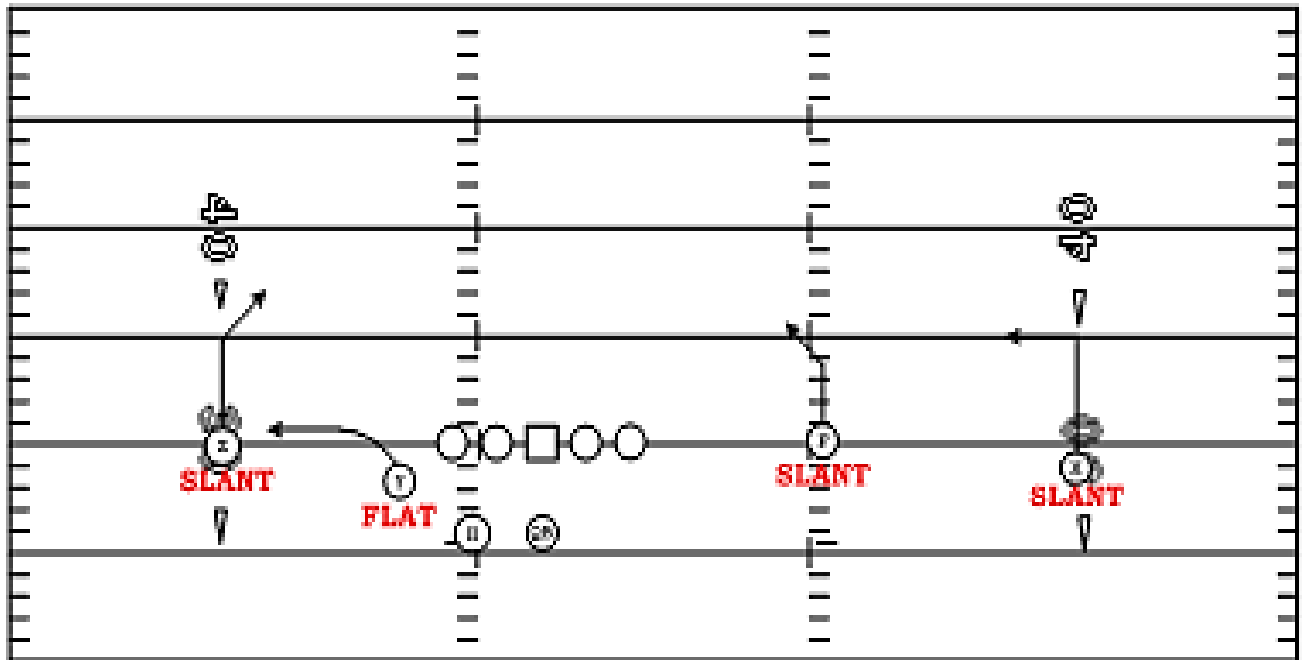
KING RT 52 TEXAS FRISCO



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	3 STEP SLANT, KEEP HIGH ANGLE.
Z	SLANT	5 STEP SLANT, MUST GET 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Y	BALL	6 YARDS OVER THE BALL
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. HIGH ANGLE.
H	FLAT	WORK TO GAIN WIDTH 1 ST BUILDING TO 3 YARDS.
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ



QUEEN LT KICK 200 DALLAS FRISCO



POSITION	ASSIGNMENT	COACHING POINT
X	SLANT	5 STEP SLANT, MUST 5 YARDS. STAY FLAT UNDER COVER 2 CORNER.
Z	SLANT	3 STEP SLANT, KEEP HIGH ANGLE.
Y	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
F	SLANT	3 STEP SLANT, MUST CROSS FACE OF OVERHANG DEFENDER. KEEP ON HIGH ANGLE.
H	PROTECTION	BLOCK KICK 200/300 PROTECTION
QB	COVERAGE READ	POST SAFETY – SPLIT SAFETY READ

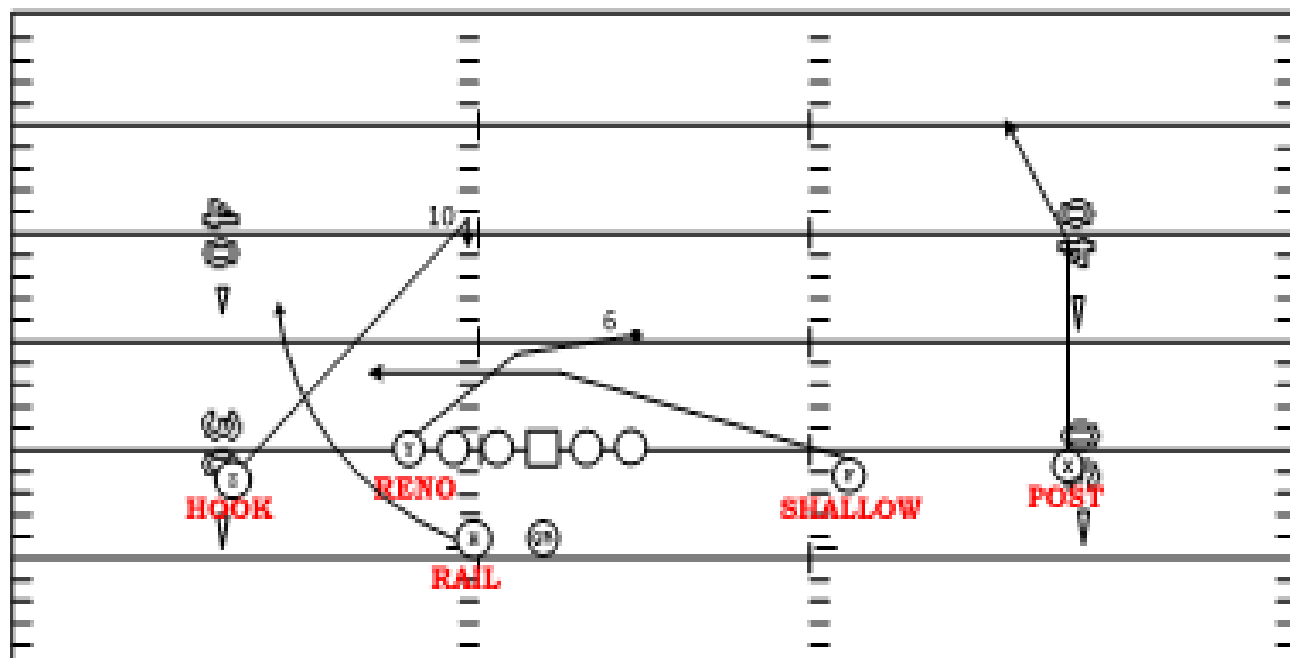
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MESH PASS GAME



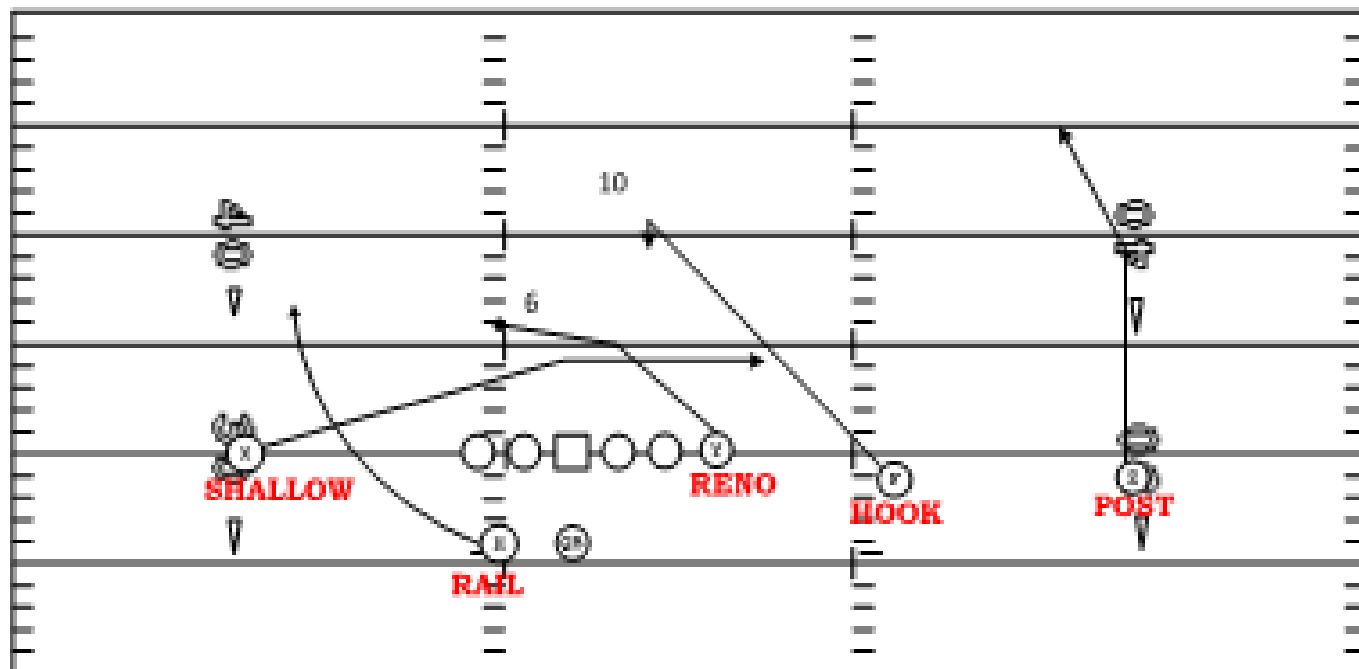
NEAR LT 52 YF MESH



POSITION	ASSIGNMENT	COACHING POINT
X	POST	7 STEPS. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
Z	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
Y	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
F	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE SHOULDER OF THE RENO RUNNER TO CREATE RUB.
H	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
QB	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO



GN WK TRIPS RT 52 YX MESH



POSITION	ASSIGNMENT	COACHING POINT
X	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. FIND THE MESH SETTER.
Z	POST	7 STEP. IF EVEN WITH DEFENDER TAKE IT OVER THE TOP.
Y	RENO	6 YARD SIT ROUTE OVER THE OPPOSITE SIDE TACKLE. SET THE MESH FOR RUB.
F	HOOK	10 YARD HOOK OVER THE TACKLE. GET TO DEPTH, LAST READ IN PROGRESS TO CREATE TRIANGLE.
H	RAIL	3 HARD STEPS TO ALIGNMENT OF #1 WR, ALERT FOR HOT
QB	PROGRESSION	PRE SNAP, SHALLOW, HOOK, RENO

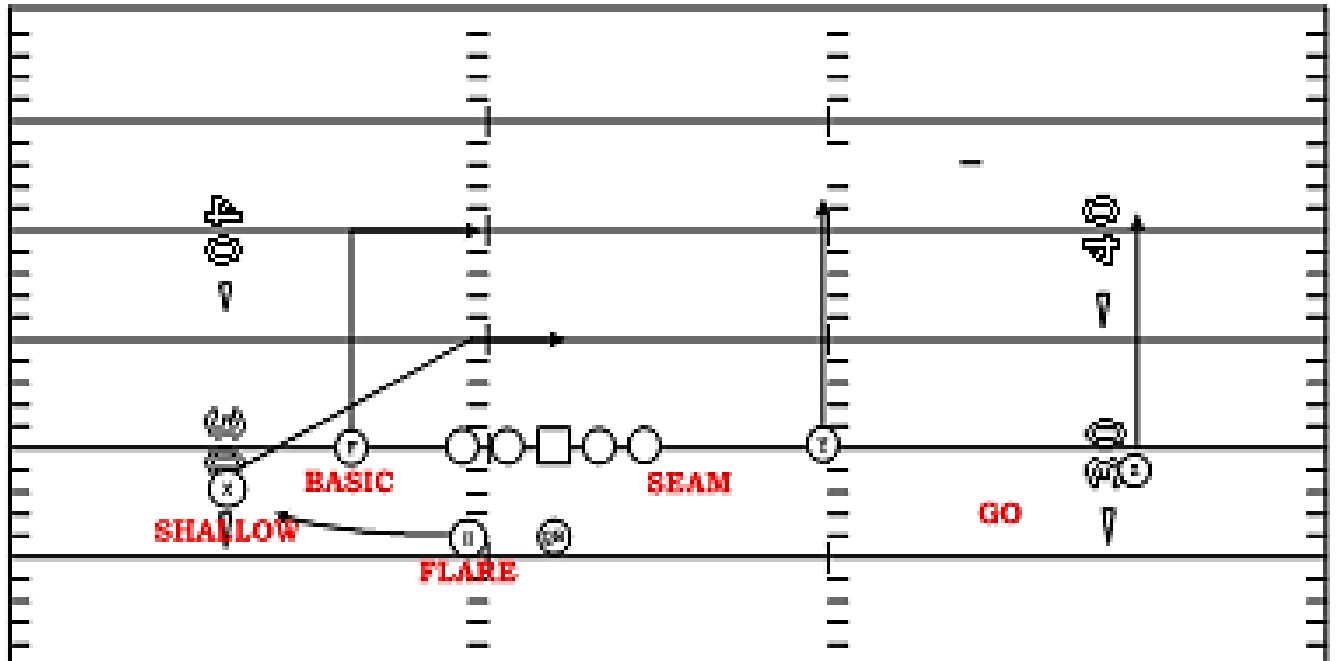
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DROP BACK
PASS GAME



DUAL RT 52 DRIVE Y CLEAR



POSITION	ASSIGNMENT	COACHING POINT
X	SHALLOW	BUILD TO 5 YARDS. AIMING FOR THE HEELS OF THE DL TO BEGIN. EYES TO QB AFTER 3 STEPS FOR HOT.
Z	GO	PROTECTION RELEASE GO. MUST OUTSIDE.
Y	SEAM	PROTECTION RELEASE SEAM. MUST OUTSIDE.
F	BASIC	10 YARD DIG. STAY FLAT AT THE TOP OF ROUTE.
H	FLARE	3 HARD STEPS TO FLD, ALERT FOR HOT
QB	PROGRESSION	LOW – HIGH, SHALLOW, BASIC, FLARE

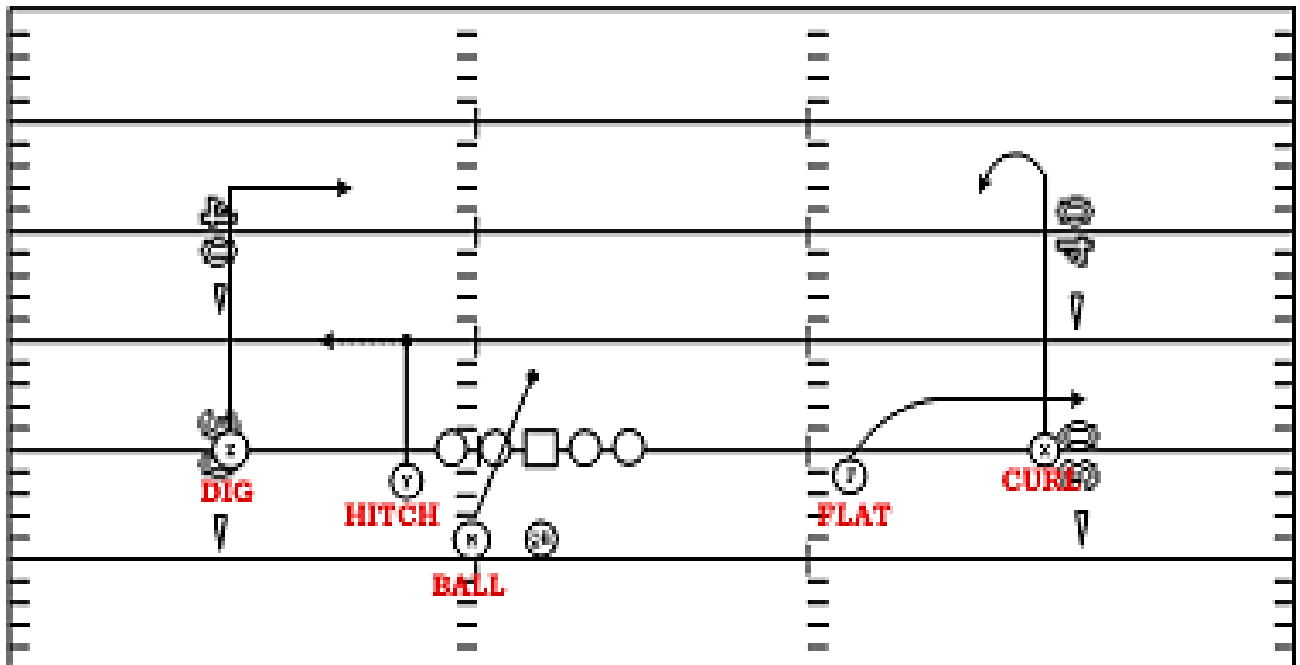
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DRAKE PASS GAME



QUEEN LT 62 DRAKE KNIFE



POSITION	ASSIGNMENT	COACHING POINT
X	CURL	12 YARD CURL. WORK BACK DOWN STEM TO QB.
Z	DIG	FASTEST RELEASE. 12 YARD DIG
Y	HITCH	5 YARD HITCH LOOK FOR BALL. IF YOU DON'T GET IT THEN BREAK OUT TOWARDS SL.
F	FLAT	2 STEP FLAT, WORKING TO GAIN WIDTH 1 ST . IF YOU GET TO NUMBERS THROTTLE DOWN.
H	BALL	OVER THE BALL GIVE QB EYES AT 3 YDS.
QB	COVERAGE READ	SPLIT SAFETY = DIG, HITCH, CHECK-DOWN POST SAFETY = CURL, FLAT, CHECK -DOWN

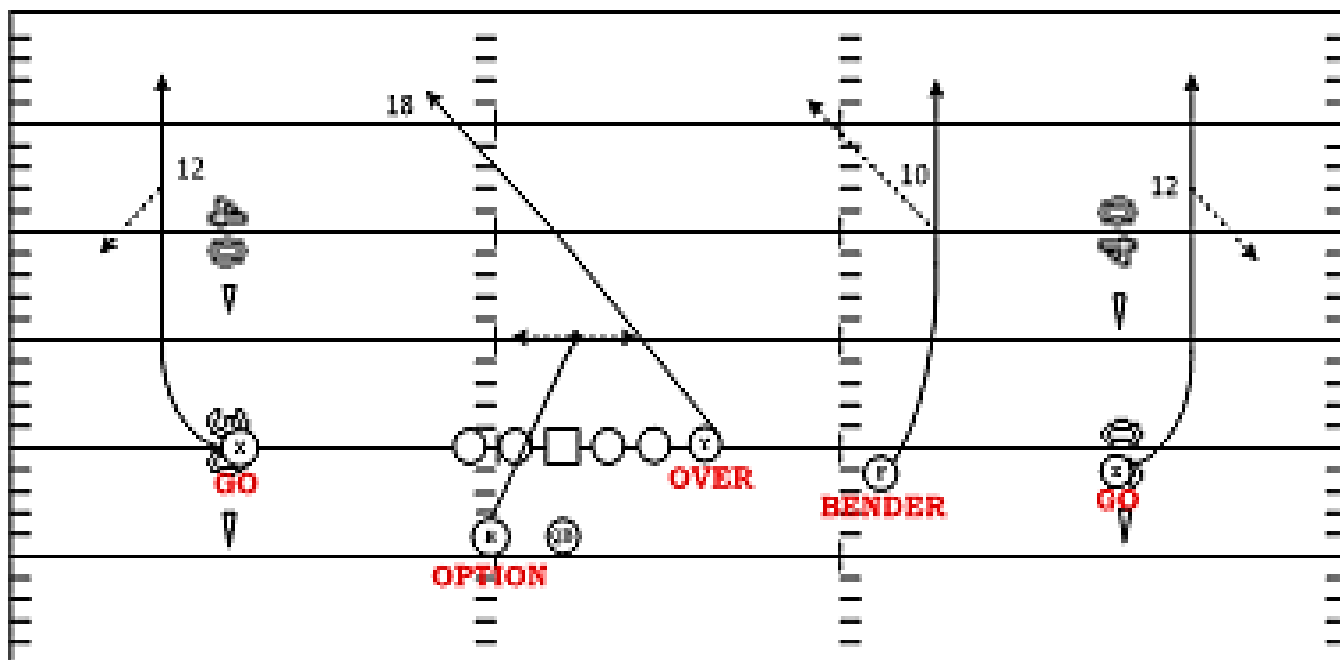
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VERTICAL PASS GAME



TRIPS RT 62 STREET



POSITION	ASSIGNMENT	COACHING POINT
X	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Z	GO	FASTEST RELEASE GO ROUTE. FIND REDLINE, DROPOUT AT 7 STEPS (12 YDS) IF NOT OVER TOP.
Y	OVER	18 YARD OVER TO OPPOSITE HASH
F	BENDER	LANDMARK 4 YARDS OUTSIDE THE HASH VS MOFC. BREAK AT 10 SKINNY POST VS MOFO
H	OPTION	VS ZONE: CHECK DOWN OVER BALL @ 5 YARDS. VS MAN: BREAK LT/RT BASED OFF LEVERAGE.
QB	PROGRESSION	SPLIT SAFETY = BENDER, SEAM, CHECK-DOWN 1ST SAFETY = SEAM, SEAM CHECK-DOWN



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PLAY ACTION PASS GAME

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screens

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ONE WORDS PLAYS

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INSTALL 3

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DEFENSE

BREAKDOWN COVERAGE: COVER 2

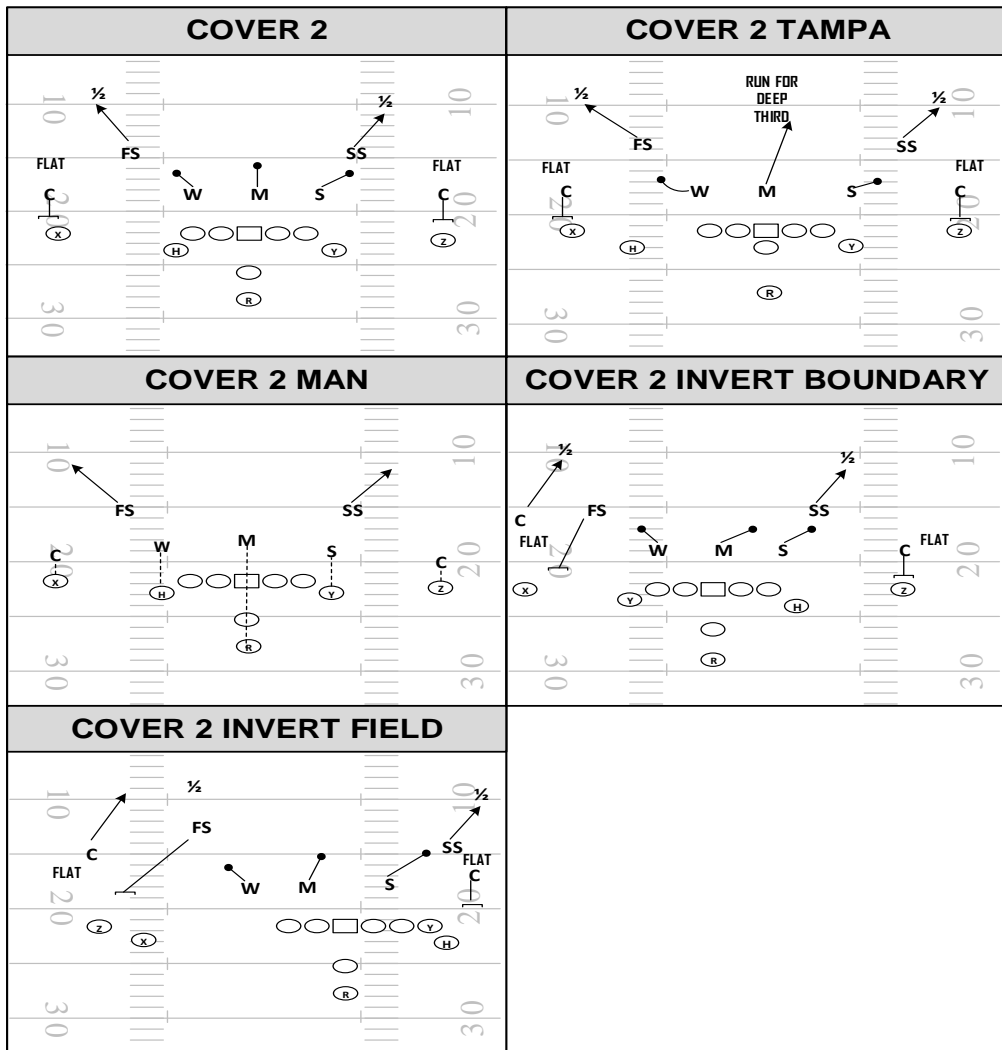
☐ COVER 2 (ZONE/OPEN): SAFETIES PLAYING DEEP ½'S

☐ VARIATIONS:

☐ TAMPA: MIKE IS THE DEEP HOLE DROPPER

☐ 2 MAN: SAFETIES PLAY DEEP ½'S WITH MAN COVERAGE UNDERNEATH

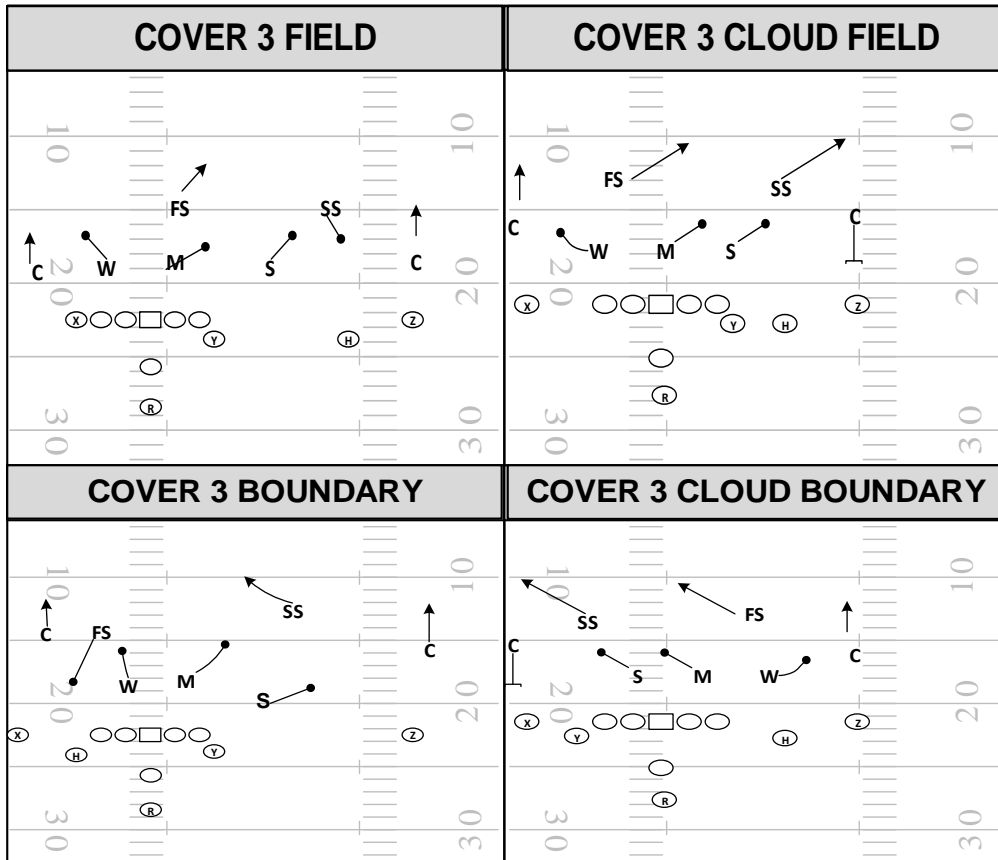
☐ 2 INVERT (FIELD OR BOUNDARY): CORNER DROPS BACK FOR THE DEEP ½ WHILE THE SAME SIDE SAFETY ROLLS DOWN TO PLAY THE FLAT



BREAKDOWN COVERAGE:

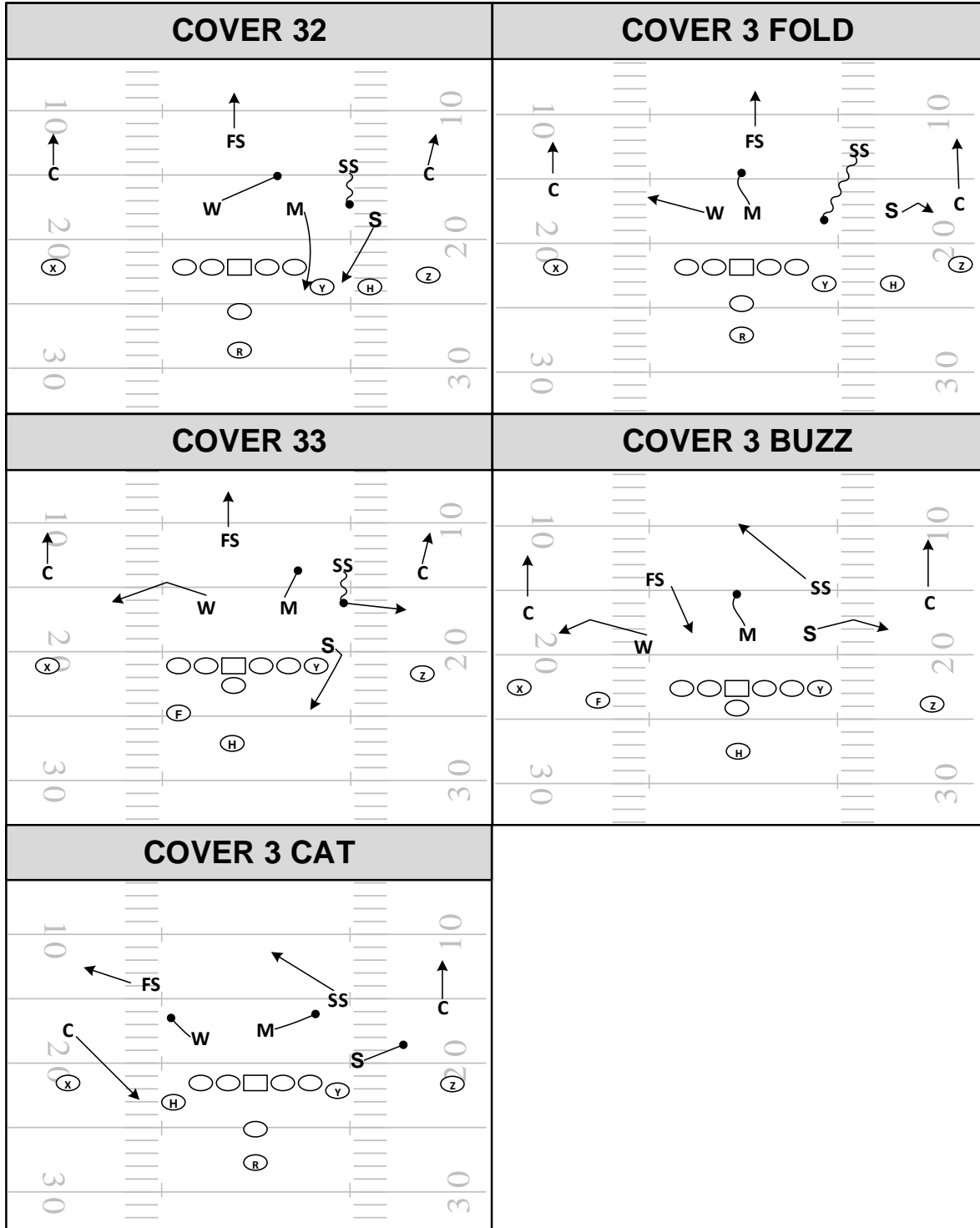
COVER 3

- ❑ **COVER 3 (ZONE/CLOSED): 3 PLAYERS IN DEEP 1/3 COVERAGE**
 - ❑ **3 FIELD OR BOUNDARY: STANDARD COVER 3 ROLLED TO FIELD OR BOUNDARY**
 - ❑ **3 CLOUD FIELD OR BOUNDARY: COVER 3 WITH A HARD CORNER ROLLED TO FIELD OR BOUNDARY**
 - ❑ **33: BLITZ COVERAGE / COVER 3 WITH 3 MEN UNDER**
 - ❑ **32: BLITZ COVERAGE / COVER 3 WITH 2 MEN UNDER**
 - ❑ **3 BUZZ: COVER 3 WITH BOTH OUTSIDE LB'S DROPPING FOR WIDTH**
 - ❑ **3 FOLD: COVER 3 WITH A SAFETY FOLDING IN BETWEEN 2 LB'S**
 - ❑ **3 CAT: SIMILAR TO CLOUD / COVER 3 WITH A BOUNDARY CORNER BLITZ**



BREAKDOWN COVERAGE:

COVER 3



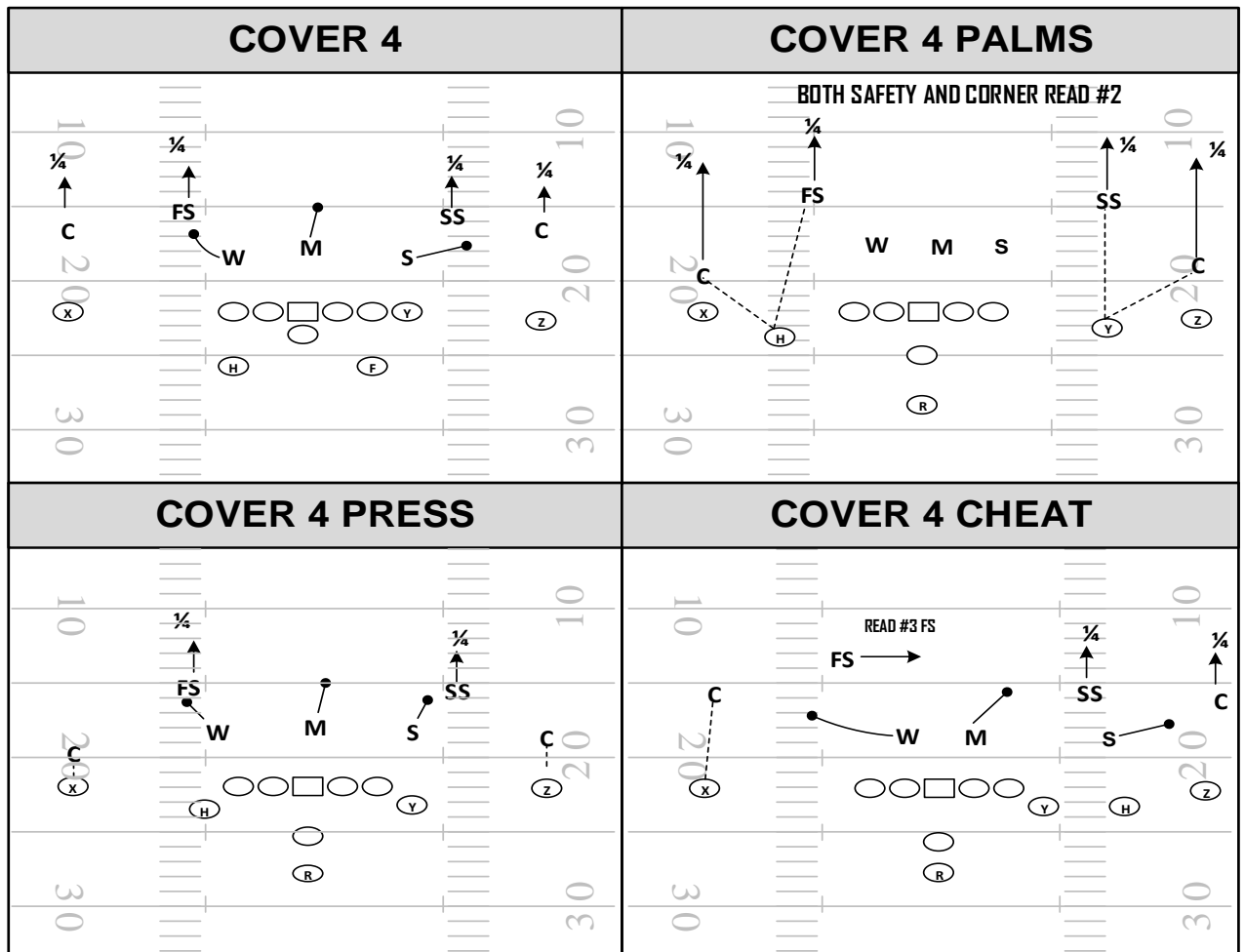
BREAKDOWN COVERAGE:

COVER 4

❑ **COVER 4 (ZONE/OPEN): SAFETIES AND CORNERS ARE EACH PLAYING A DEEP ¼ SAFETIES FILL HARD ON RUN**

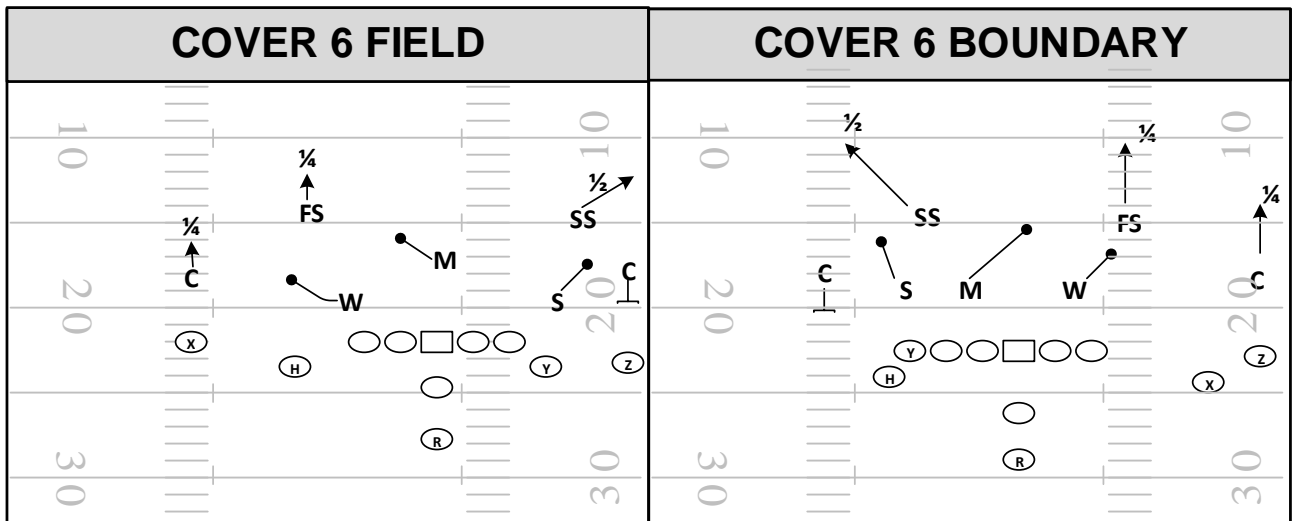
❑ **VARIATIONS:**

- ❑ **PRESS: CORNERS ARE UP IN PRESS COVERAGE**
- ❑ **CHEAT: COVER 4 AGAINST 3x1 FORMATIONS WHERE THE BACKSIDE SAFETY READS #3**
- ❑ **PALMS: CORNERS AND SAFETIES READ THE #2 RECEIVER TO THEIR SIDE (ROUTE READING)**

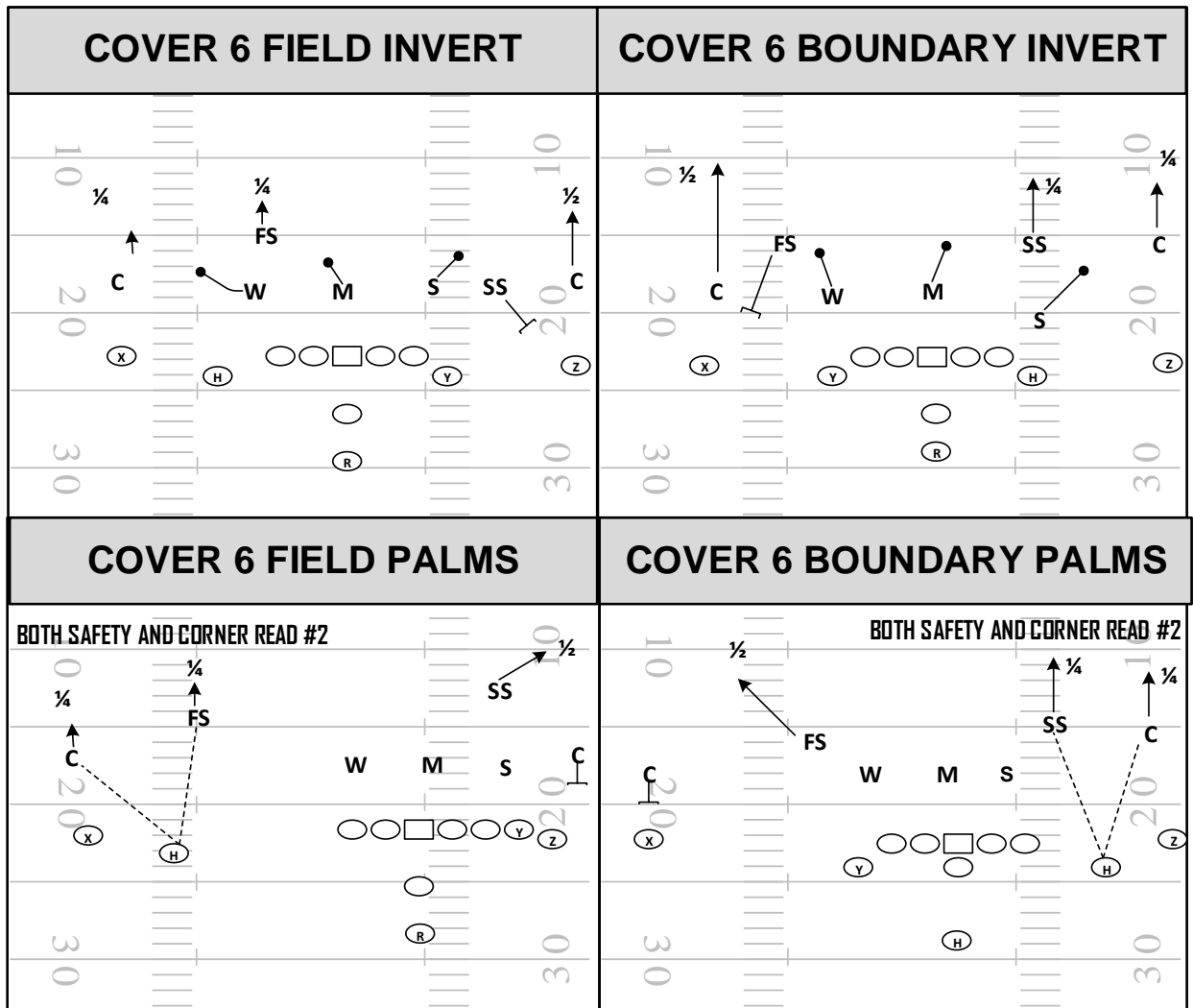


BREAKDOWN COVERAGE: COVER 6

- ❑ **COVER 6 (ZONE/OPEN): A COMBINATION COVERAGE OF COVER 2 AND COVER 4**
 - ❑ **FIELD OR BOUNDARY: CALLED TO THE SIDE PLAYING COVER 4**
 - ❑ **LOCK: THIS TELLS US THAT THE COVER 4 SIDE IS MANNED UP**
 - ❑ **COVER 6 (FIELD OR BOUNDARY) PALMS: COVER 4 SIDE IS ROUTE READING #2**
 - ❑ **COVER 6 (FIELD OR BOUNDARY) INVERT: CORNER IS PLAYING THE DEEP $\frac{1}{2}$ AND THE SAFETY ROLLS DOWN TO PLAY THE FLAT**



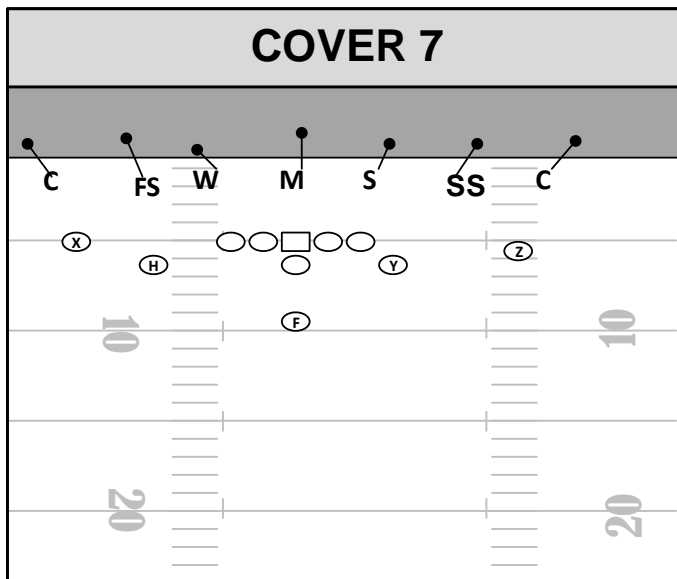
BREAKDOWN COVERAGE: COVER 6



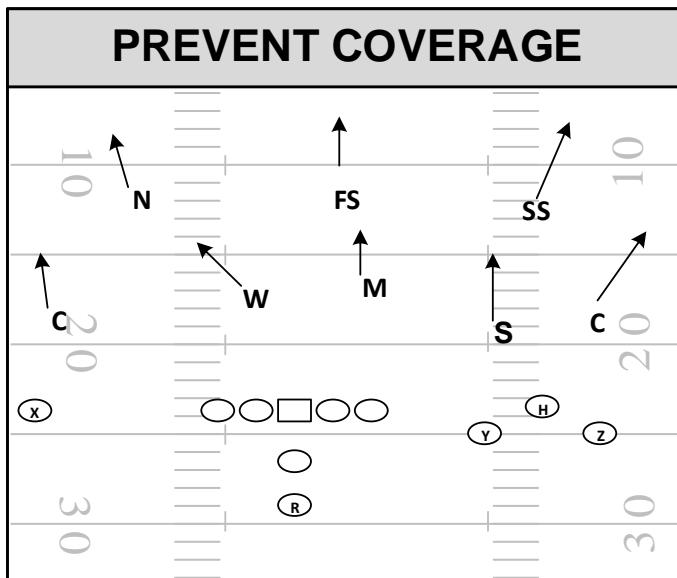
BREAKDOWN COVERAGE

IDENTIFICATION

- ❑ **COVER 7 (ZONE): GOAL LINE COVERAGE WITH 7 DROPPERS (PICKETT FENCE COVERAGE)**



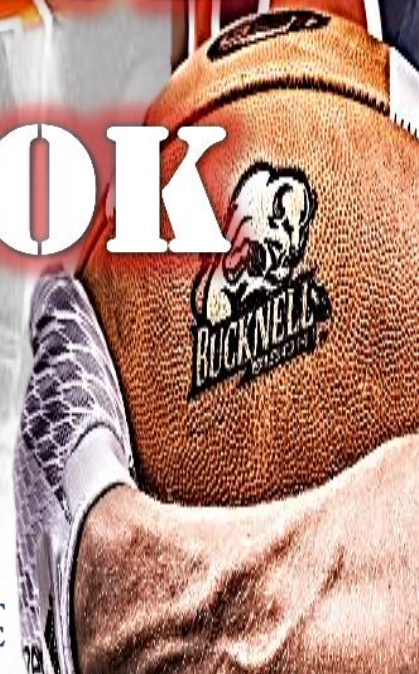
- ❑ **PREVENT (ZONE/CLOSED): 3 DEEP WITH 5 UNDER**





2018

OFFENSIVE PLAYBOOK



PLAY DOWNHILL