

**THE COWBOY PACKAGE
AND ITS FORMATION
VARIATIONS**

30

30

COWBOY

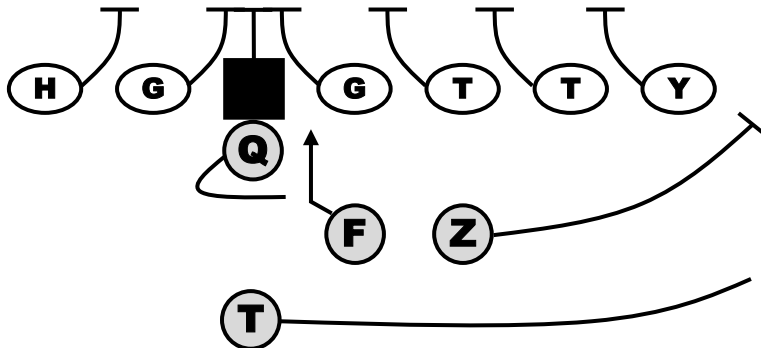
40

40

50

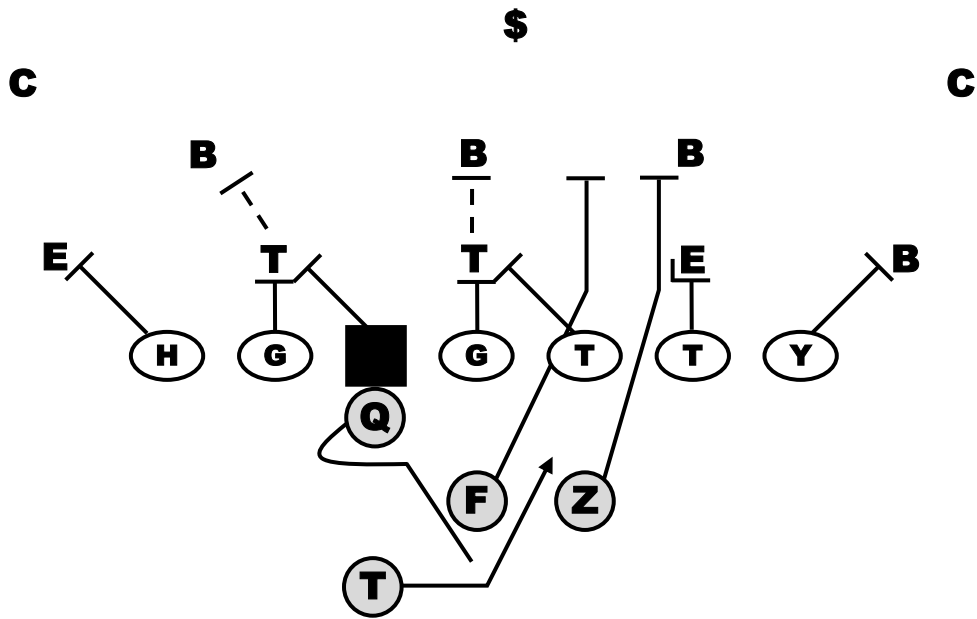
50

COWBOY WEDGE RT



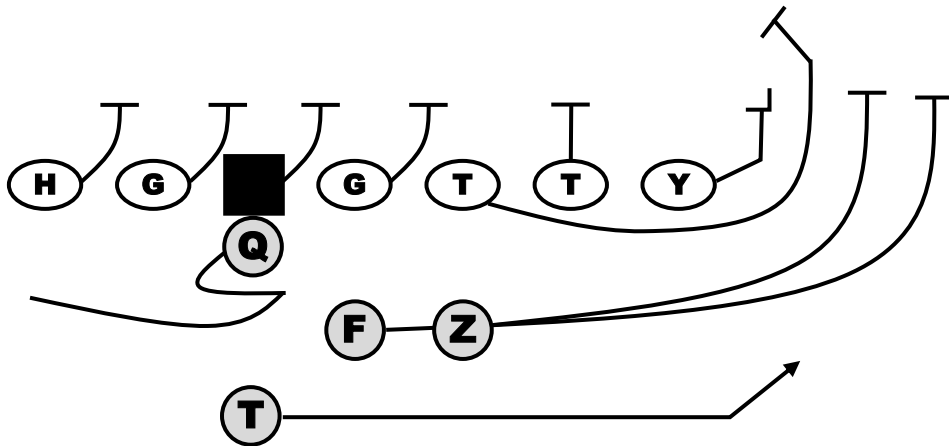
H	Block In. Block Near Hip of I/S Man in toward the Center
WG	Block In. Block Near Hip of I/S Man in toward the Center
C	Attack Closest Man to you and Drive. You're going to be wedged
SG	Block In. Block Near Hip of I/S Man in toward the Center
ST	Block In. Block Near Hip of I/S Man in toward the Center
OT	Block In. Block Near Hip of I/S Man in toward the Center
Y	Block In. Block Near Hip of I/S Man in toward the Center
F	Take 1 Slide Step to in toward the QB for timing, then attack downhill 100 MPH. YOU MUST SECURE THE HANDOFF.
Z	Sell the Sweep Block, don't let anyone cross your face
Q	Take Snap, Spin and Leave the ball for the F
T	Sell the Sweep to the Callside Can Swing opposite also

COWBOY ISO RT



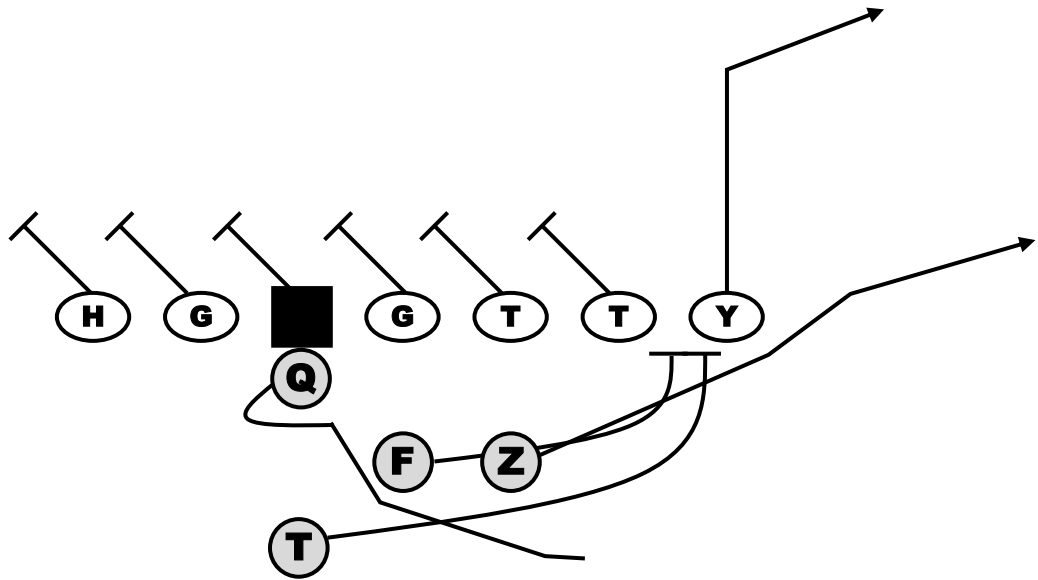
H	On to In Drive Block a Head Up Defender, no one head up then Block Inside
WG	On to In Drive Block a Head Up Defender, no one head up then Block Inside
C	On to In Drive Block a Head Up Defender, no one head up then Block Inside
SG	On to In Drive Block a Head Up Defender, no one head up then Block Inside
ST	On to In Drive Block a Head Up Defender, no one head up then Block Inside
OT	On to In (Try and Turn a Head Up Defender Out) Drive Block a Head Up Defender, no one head up then Block Inside
Y	On to Out Drive Block a Head Up Defender, no one head up then Block Outside
F	Insert in the Open Gap and Lead up on the 1 st Threat
Z	Insert in the Open Gap and Lead up on the 1 st Threat
Q	Take Snap, and Sprint to T, The RB will make the Handoff, you must get it to him
T	1 Big Slide Step, 2 Little Slide Steps for timing, Make pocket, Take Handoff and follow the ISO blockers

COWBOY SWEEP RT



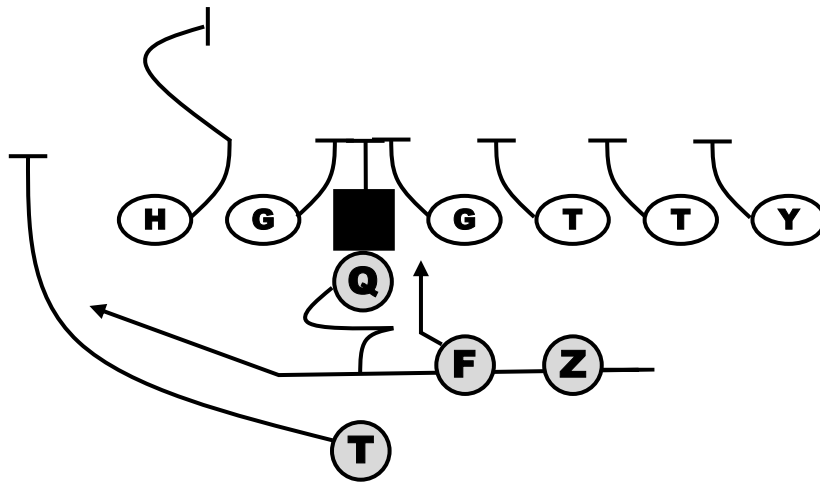
H	Scoop Playside Gap
WG	Scoop Playside Gap
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
OT	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
Y	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
F	Pull wide and block First Threat Pin Inside if you can
Z	Pull wide and block First Threat Pin Inside if you can
Q	Take Snap, Toss to Back, Fake Keeper Away
T	Get Width ASAP, Catch Toss, Follow Wide Pullers

COWBOY ACTION RT



H	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
WG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
C	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
SG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
ST	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
OT	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Y	Best Release and run a 6-8YD Corner Route
F	Attack O/S Leg of Callside TE and Block 1 st Threat
Z	Attack O/S Leg of the Callside TE and run a Flat Route (No Deeper than 2YDS)
Q	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
T	Fake ISO, then widen and Attack O/S Leg of the F and Block 1 st Threat

COWBOY WEDGE RT SNEAK



H	Sneak Block Scoop Playside Gap, any LOS threat take it, No threat, then sneak out and block 2 nd Level
WG	Block In. Block Near Hip of I/S Man in toward the Center
C	Attack Closest Man to you and Drive. You're going to be wedged
SG	Block In. Block Near Hip of I/S Man in toward the Center
ST	Block In. Block Near Hip of I/S Man in toward the Center
OT	Block In. Block Near Hip of I/S Man in toward the Center
Y	Block In. Block Near Hip of I/S Man in toward the Center
F	Fake Wedge
Z	1 Big and 2 Little Slide Steps for timing, Press off of O/S Foot and attack the Handoff Get to the O/S and follow the Puller
Q	Take Snap, Fake to the Wedge Man (Open hand Fake), Press off of the Fake and Give to Z
T	Pull opposite of Call and Block 1 st Threat O/S of the TE

30

30

COWBOY OPEN

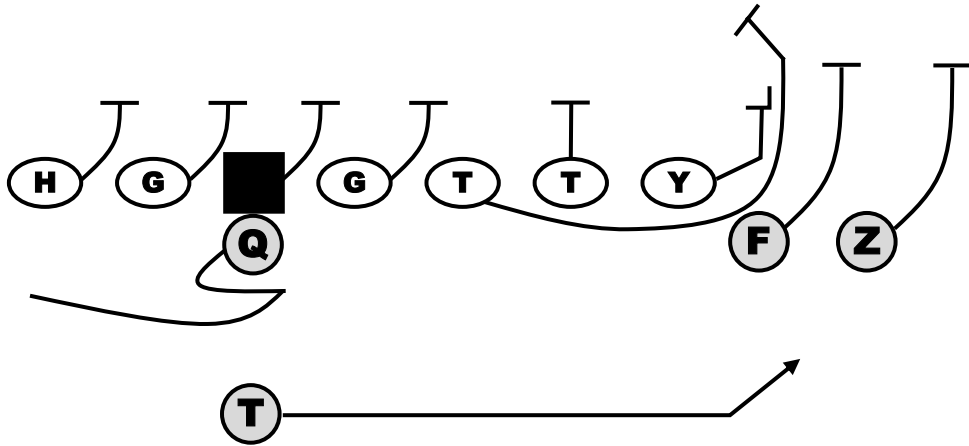
40

40

50

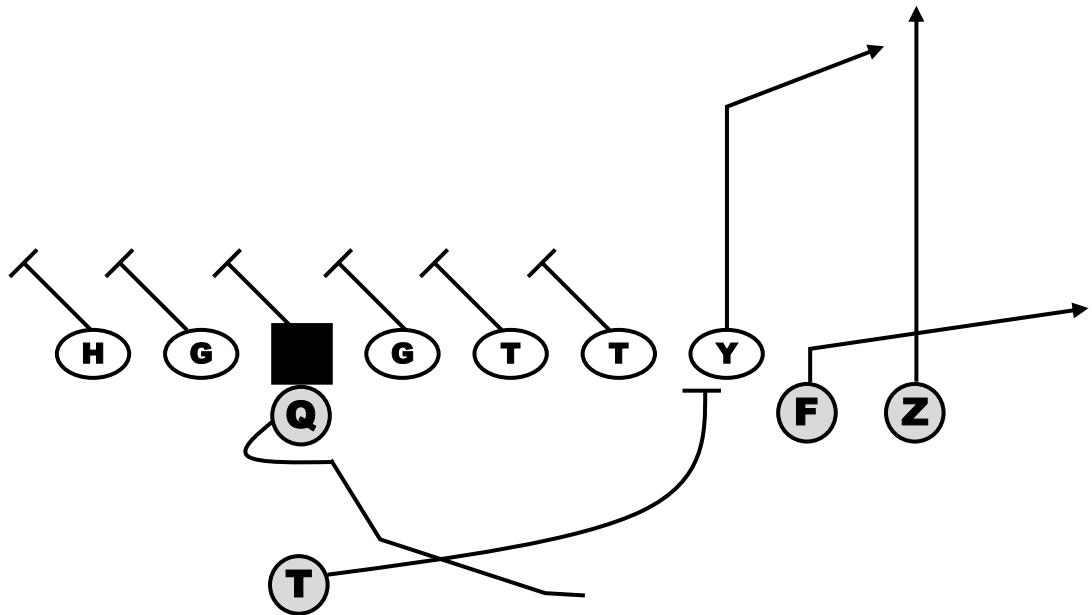
50

COWBOY OPEN SWEEP RT



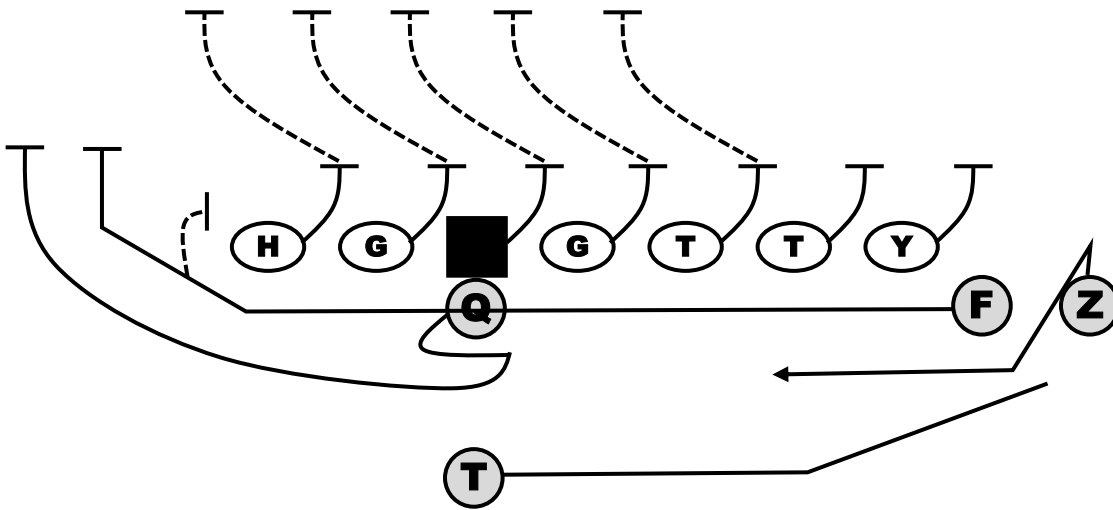
H	Scoop Playside Gap
WG	Scoop Playside Gap
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
OT	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
Y	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
F	Pull wide and block First Threat Pin Inside if you can
Z	Pull wide and block First Threat Pin Inside if you can
Q	Take Snap, Toss to Back, Fake Keeper Away
T	Get Width ASAP, Catch Toss, Follow Wide Pullers

COWBOY OPEN ACTION RT



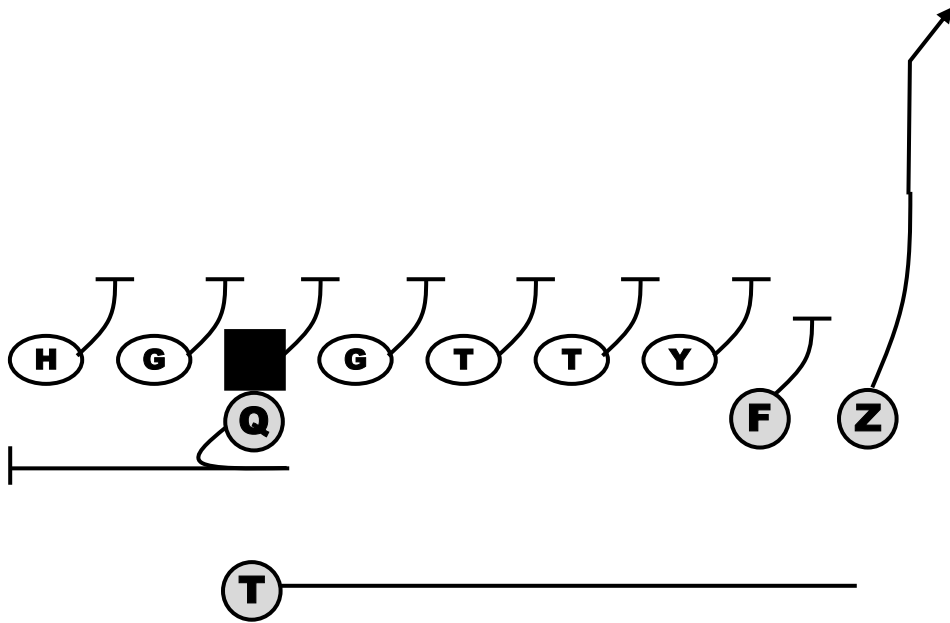
H	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
WG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
C	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
SG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
ST	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
OT	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Y	Best Release and run a 6-8YD Corner Route
F	1 Step Upfield and work to the Flats (No Deeper than 2YDS)
Z	Best Release and run a Seam Route (Can be a Deeper Corner also)
Q	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
T	Fake ISO, then widen and Attack O/S Leg of the OT and Block 1 st Threat

COWBOY OPEN REVERSE RT



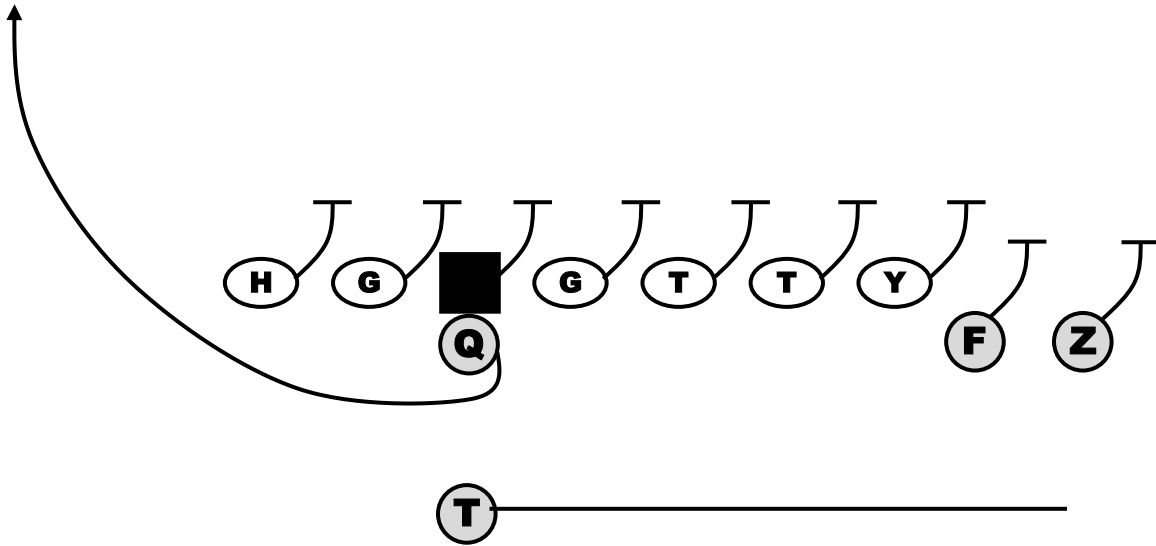
H	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
WG	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
C	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
SG	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
ST	Scoop Playside Gap
OT	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
Y	Scoop Playside Gap
F	Take 1 Big Step to the Callside, Plant and work back toward where the reverse is going Read the DE if he cant make the play pass him and get upfield, if he can then block him
Z	Take 1 Step up, Comeback in toward the Ball, Take Handoff from the T, Follow the F and look to get outside
Q	Take Snap, Turn and Pitch to T, Follow the F and look to make a block
T	Catch the Pitch, Sell the Sweep, Handoff to T, Fake like Sweep

COWBOY OPEN PITCH PASS RT



H	Scoop and Stay. Scoop your Playside Gap but do not go down field
WG	Scoop and Stay. Scoop your Playside Gap but do not go down field
C	Scoop and Stay. Scoop your Playside Gap but do not go down field
SG	Scoop and Stay. Scoop your Playside Gap but do not go down field
ST	Scoop and Stay. Scoop your Playside Gap but do not go down field
OT	Scoop and Stay. Scoop your Playside Gap but do not go down field
Y	Scoop and Stay. Scoop your Playside Gap but do not go down field
F	Block like Sweep, Secure the Edge, Protect the Passer
Z	Arc and run a 6-8YD Corner Route
Q	Take Snap, Pitch to Back, Fake Keeper and Cutoff any Backside Pursuit
T	Catch Toss, Attack the Edge like Sweep, If you can throw it, throw it, If not run Sweep

COWBOY OPEN THROWBACK RT



H	Scoop and Stay. Scoop your Playside Gap but do not go down field
WG	Scoop and Stay. Scoop your Playside Gap but do not go down field
C	Scoop and Stay. Scoop your Playside Gap but do not go down field
SG	Scoop and Stay. Scoop your Playside Gap but do not go down field
ST	Scoop and Stay. Scoop your Playside Gap but do not go down field
OT	Scoop and Stay. Scoop your Playside Gap but do not go down field
Y	Scoop and Stay. Scoop your Playside Gap but do not go down field
F	Scoop and Stay. Scoop your Playside Gap but do not go down field
Z	Scoop and Stay. Scoop your Playside Gap but do not go down field
Q	Take Snap, Pitch to Back, Fake Keeper and Run a Wheel Route ***Open to RB for the Pitch, Do Not Reverse Out***
T	Catch Pitch, Fake Sweep, Setup and Throwback to QB

30

30

COWBOY WEAK

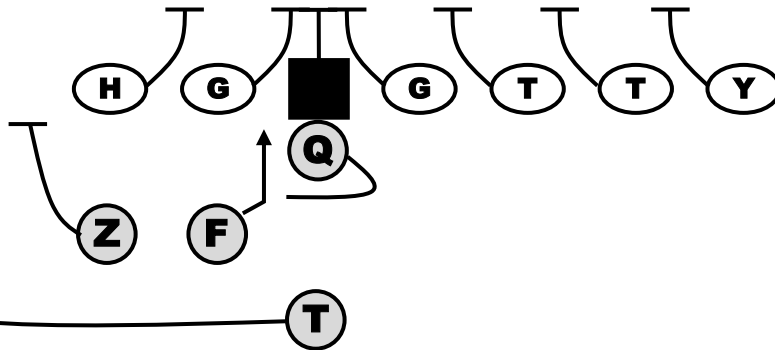
40

40

50

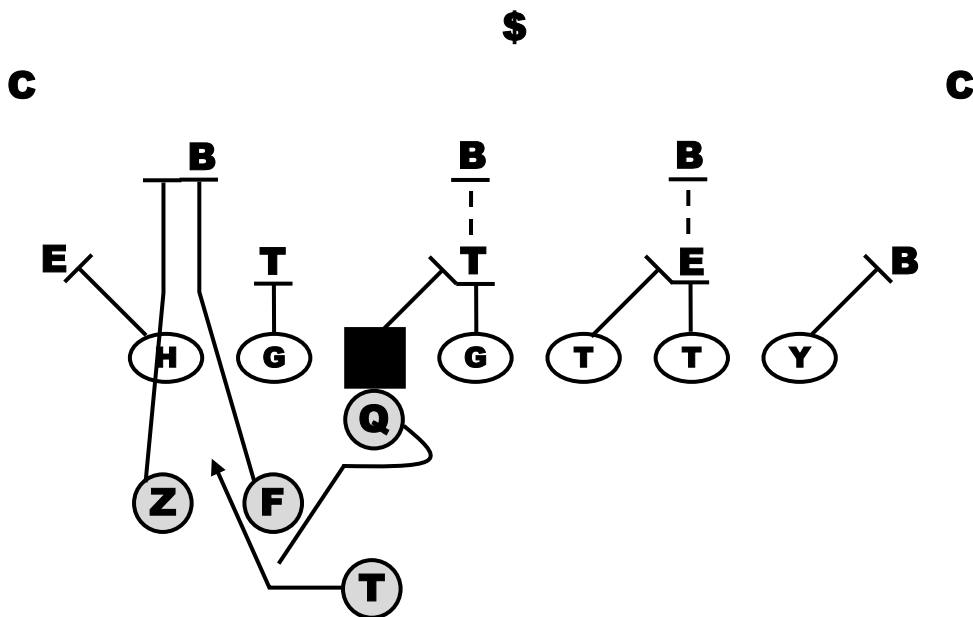
50

COWBOY WEAK WEDGE LT



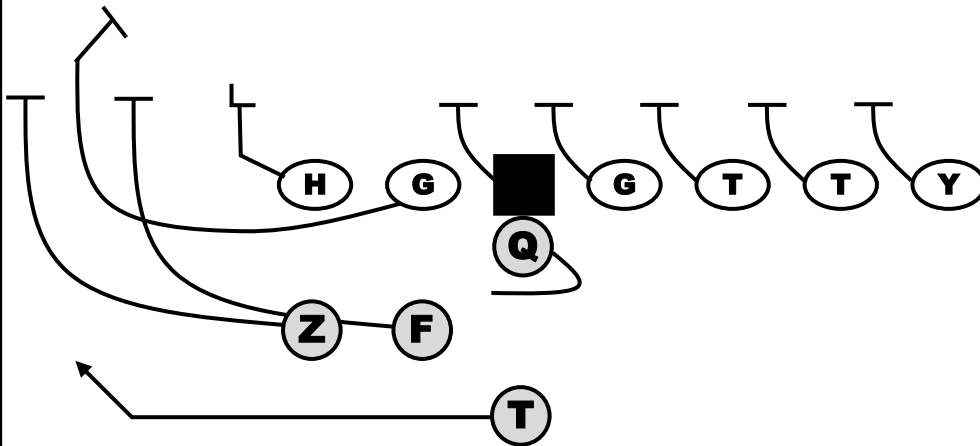
H	Block In. Block Near Hip of I/S Man in toward the Center
WG	Block In. Block Near Hip of I/S Man in toward the Center
C	Attack Closest Man to you and Drive. You're going to be wedged
SG	Block In. Block Near Hip of I/S Man in toward the Center
ST	Block In. Block Near Hip of I/S Man in toward the Center
OT	Block In. Block Near Hip of I/S Man in toward the Center
Y	Block In. Block Near Hip of I/S Man in toward the Center
F	Take 1 Slide Step to in toward the QB for timing, then attack downhill 100 MPH. YOU MUST SECURE THE HANDOFF.
Z	Sell the Sweep Block, don't let anyone cross your face
Q	Take Snap, Spin and Leave the ball for the F
T	Sell the Sweep to the Callside Can Swing opposite also

COWBOY WEAK ISO LT



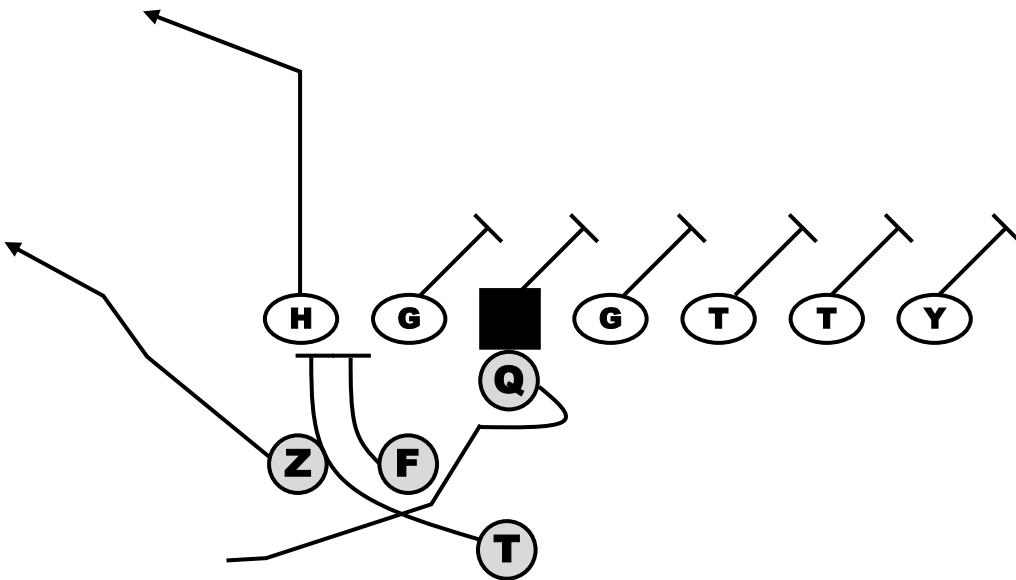
H	On to Out Drive Block a Head Up Defender, no one head up then Block Outside
WG	On to In (Try and Turn a Head Up Defender Out) Drive Block a Head Up Defender, no one head up then Block Inside
C	On to In Drive Block a Head Up Defender, no one head up then Block Inside
SG	On to In Drive Block a Head Up Defender, no one head up then Block Inside
ST	On to In Drive Block a Head Up Defender, no one head up then Block Inside
OT	On to In Drive Block a Head Up Defender, no one head up then Block Inside
Y	On to In Drive Block a Head Up Defender, no one head up then Block Inside
F	Insert in the Open Gap and Lead up on the 1 st Threat
Z	Insert in the Open Gap and Lead up on the 1 st Threat
Q	Take Snap, and Sprint to T, The RB will make the Handoff, you must get it to him
T	1 Big Slide Step, 2 Little Slide Steps for timing, Make pocket, Take Handoff and follow the ISO blockers

COWBOY WEAK SWEEP LT



H	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
WG	Pull wide and around the TE, block 1 st threat, try to pin inside
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Scoop Playside Gap
OT	Scoop Playside Gap
Y	Scoop Playside Gap
F	Pull wide and block First Threat Pin Inside if you can
Z	Pull wide and block First Threat Pin Inside if you can
Q	Take Snap, Toss to Back, Fake Keeper Away
T	Get Width ASAP, Catch Toss, Follow Wide Pullers

COWBOY WEAK ACTION LT



H	Best Release and run a 6-8YD Corner Route
WG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
C	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
SG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
ST	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
OT	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Y	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
F	Attack O/S Leg of Callside TE and Block 1 st Threat
Z	Attack O/S Leg of the Callside TE and run a Flat Route (No Deeper than 2YDS)
Q	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
T	Fake ISO, then widen and Attack O/S Leg of the F and Block 1 st Threat

30

30

COWBOY WIDE

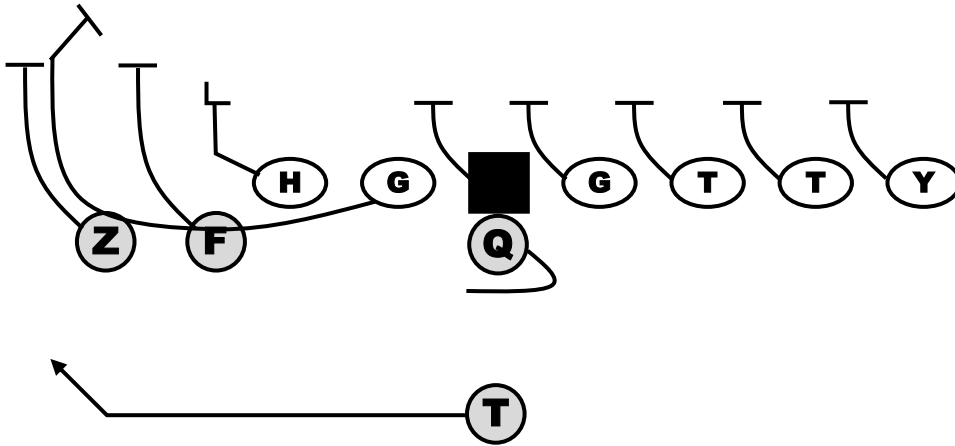
40

40

50

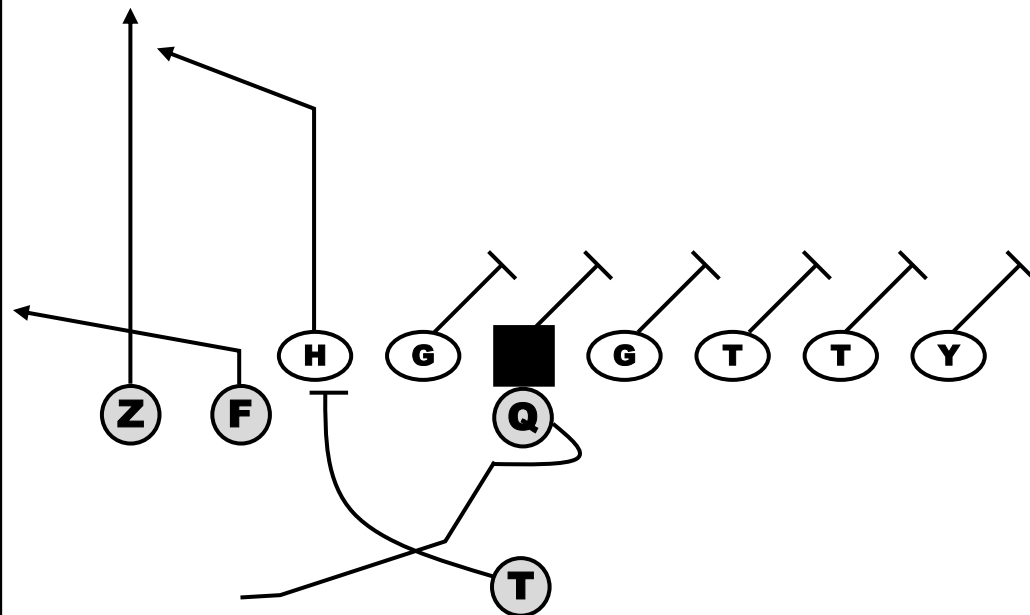
50

COWBOY WIDE SWEEP LT



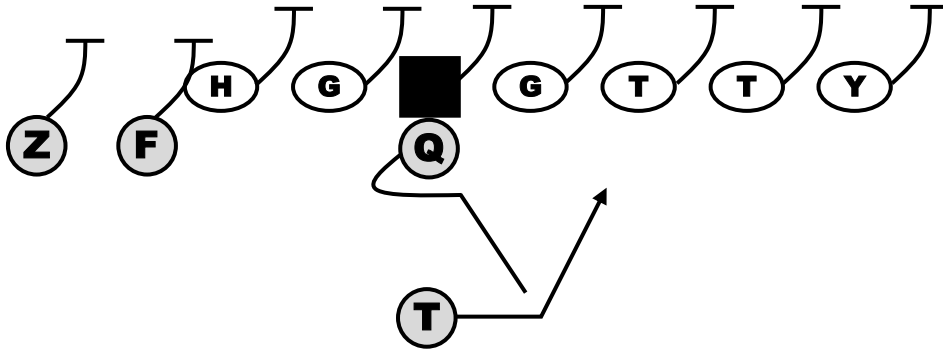
H	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
WG	Pull wide and around the TE, block 1 st threat, try to pin inside
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Scoop Playside Gap
OT	Scoop Playside Gap
Y	Scoop Playside Gap
F	Pull wide and block First Threat Pin Inside if you can
Z	Pull wide and block First Threat Pin Inside if you can
Q	Take Snap, Toss to Back, Fake Keeper Away
T	Get Width ASAP, Catch Toss, Follow Wide Pullers

COWBOY WIDE ACTION LT



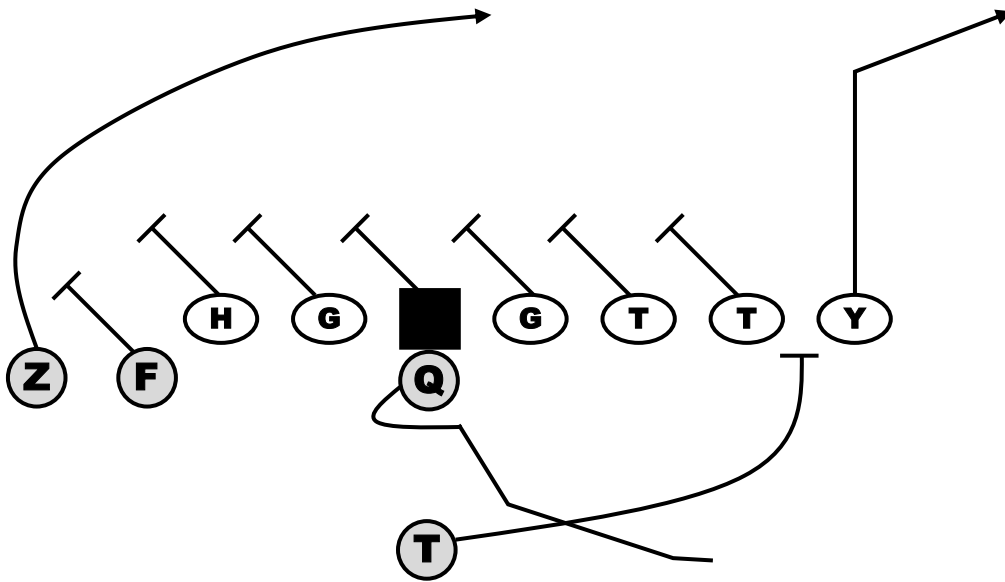
H	Best Release and run a 6-8YD Corner Route
WG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
C	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
SG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
ST	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
OT	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Y	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
F	1 Step Upfield and work to the Flats (No Deeper than 2YDS)
Z	Best Release and run a Seam Route (Can be a Deeper Corner also)
Q	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
T	Fake ISO, then widen and Attack O/S Leg of the Guard and Block 1 st Threat

COWBOY WIDE SCOOP RT



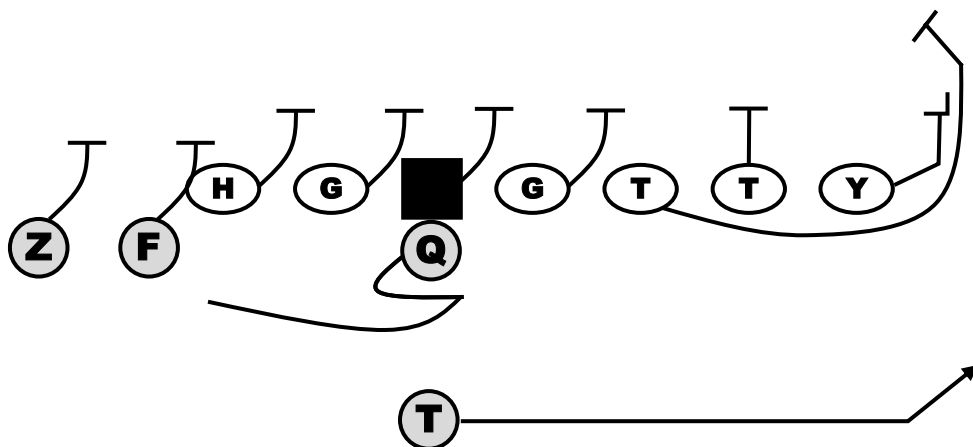
H	Scoop Playside Gap
WG	Scoop Playside Gap
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Scoop Playside Gap
OT	Scoop Playside Gap
Y	Scoop Playside Gap
F	Scoop Playside Gap
Z	Scoop Playside Gap
Q	Take Snap, and Sprint to T, The RB will make the Handoff, you must get it to him
T	Same as ISO RT

COWBOY WIDE ACTION RT



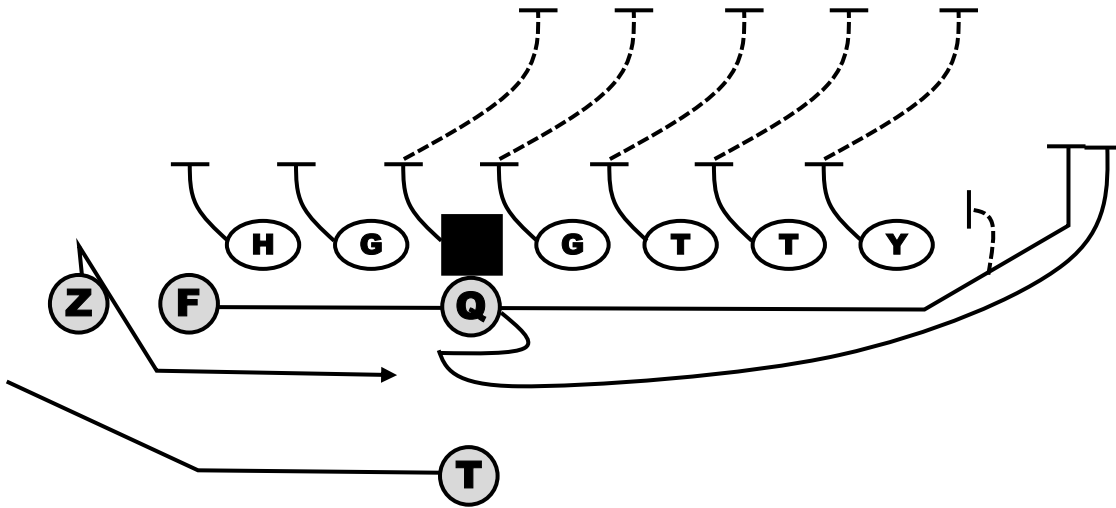
H	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
WG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
C	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
SG	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
ST	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
OT	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Y	Best Release and run a 6-8YD Corner Route
F	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
Z	***Rule Change*** Run an Over Route and look to get QB Friendly (Can also run a Skinny Post)
Q	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
T	Fake ISO, then widen and Attack O/S Leg of the F and Block 1 st Threat

COWBOY WIDE SWEEP RT



H	Scoop Playside Gap
WG	Scoop Playside Gap
C	Scoop Playside Gap
SG	Scoop Playside Gap
ST	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
OT	Pull if You Can. If there is someone Head up or in your PS Gap of you block them, if not then you can Pull.
Y	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
F	Scoop Playside Gap
Z	Scoop Playside Gap
Q	Take Snap, Toss to Back, Fake Keeper Away
T	Get Width ASAP, Catch Toss, Follow Wide Pullers

COWBOY WIDE REVERSE LT



H	Scoop Playside Gap
WG	Scoop Playside Gap
C	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
SG	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
ST	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
OT	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
Y	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
F	Take 1 Big Step to the Callside, Plant and work back toward where the reverse is going Read the DE if he cant make the play pass him and get upfield, if he can then block him
Z	Take 1 Step up, Comeback in toward the Ball, Take Handoff from the T, Follow the F and look to get outside
Q	Take Snap, Turn and Pitch to T, Follow the F and look to make a block
T	Catch the Pitch, Sell the Sweep, Handoff to T, Fake like Sweep