

MAVERICKS FOOTBALL



2022-2023

#HORNSUP



FORMATIONS



OPEN

RANDOM EXTRA TEXT



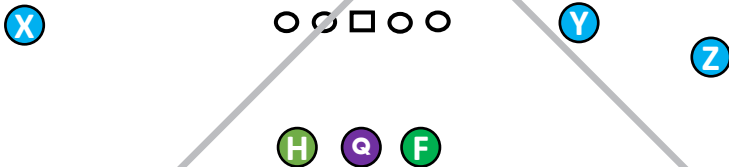
OPEN FLIP

RANDOM EXTRA TEXT



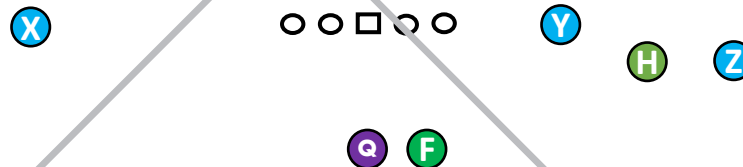
BLU

RANDOM EXTRA TEXT



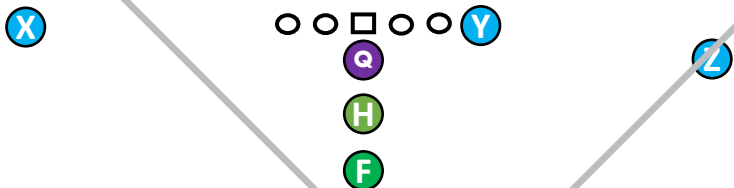
TRIPS

RANDOM EXTRA TEXT



PRO

RANDOM EXTRA TEXT



DEUCE

RANDOM EXTRA TEXT



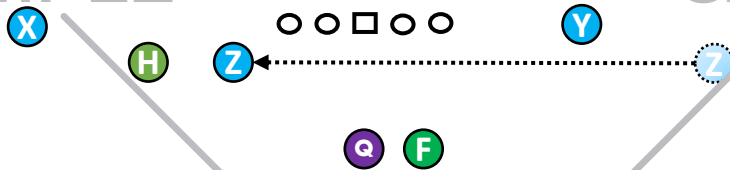


MOTIONS



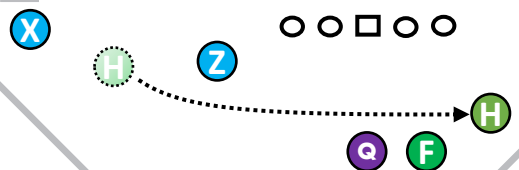
MOVE

ACROSS THE FORMATION - Z MOVE



JET

DEEP ACROSS FORMATION - H JET



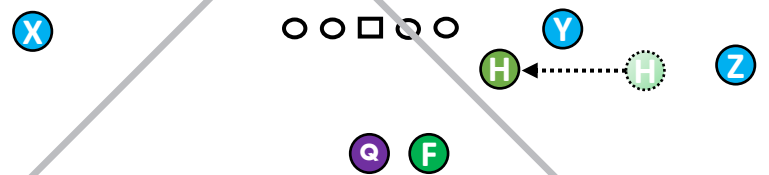
PUSH

BACK PUSHES OUT WIDE - F PUSH



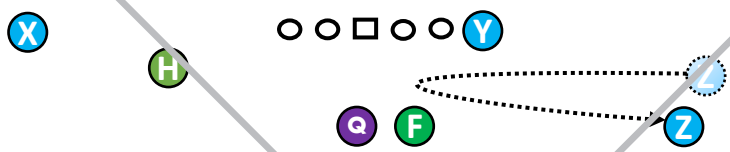
FLY

SHORT IN - H FLY



ORBIT

ADDITION THEN OUT - Z YOYO



SHOOT

SHORT OUT - H SHOOT





ROUTE NAMES & DESCRIPTIONS



POST

5-7 INSIDE BREAK TO POST

CORNER

5-7 YARDS OUTSIDE BREAK TO CORNER

MOR VERTICAL

MANDATORY OUTSIDE RELEASE VERTICAL, GET OUTSIDE THE CORNER

SPEED OUT

DRIVE 3 YARDS AND ROUND CUT OUT TO 5 YARDS

DRAG/SALLOW

AIM AT THE HEELS OF THE DEFENSIVE LINE, AND SPRINT AS FAST AS YOU CAN. TURN YOUR HEAD TO LOOK FOR THE BALL WHEN YOU CLEAR THE TACKLE

STICK

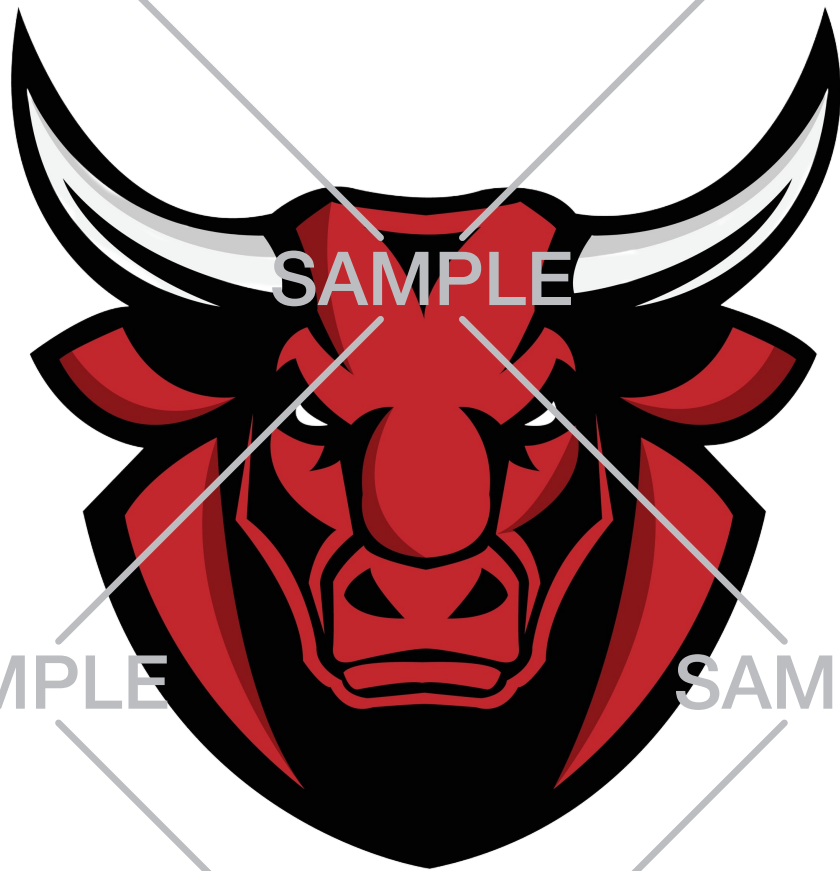
4-5 YDS, HARD PLANT BACK TO QB, SETTLE

CURL

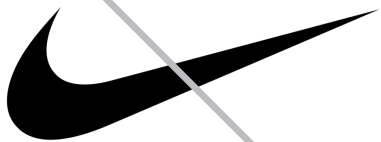
SIMILAR TO STICK BUT DEEPER, 10-15 YDS

SLANT

1 -R 3 STEPS VERTICAL THEN GET ACROSS THE FIELD, LOOK FOR AN OPEN WINDOW TO SETTLE DOWN IN



QUICK PASSING GAME

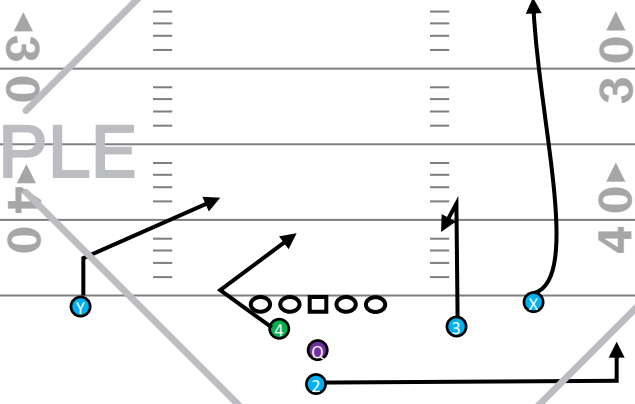


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#HORNSUP



STANFORD

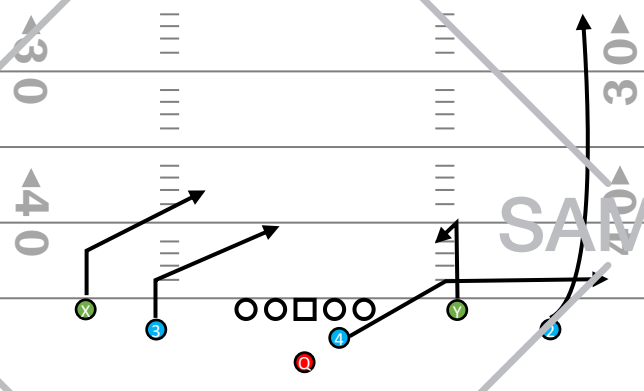


CONCEPT: STANFORD (STICK SWING), RIGHT SIDE CONCEPT
PURPOSE: PUTS THE OVERHANG (OLB OR ILB) IN CONFLICT, READ OFF HIM
EXAMPLE CALL: LEFT STANFORD

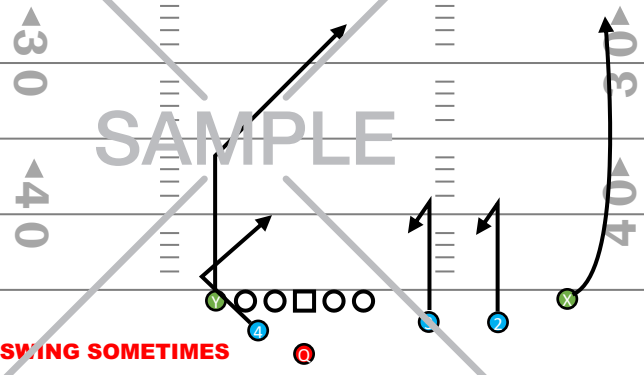
QB DROP: 1 STEP GRIP AND RIP.
QB PROGRESSION [PRE] PEEK AT THE VERTICAL [1] SWING [2] STICK [3/BLITZ] ANGLE TO CORNER
TAGS: STICKO (STICK AND GO) PEEL (POST WHEEL), TUESDAY (STANFORD RIGHT VERMONT LEFT)

PS #1	MOR VERTICAL	Mandatory outside release vertical, if the corner is down clear him and get your head around for hole throw
PS #2	STICK	4 yds or 4 steps, inside foot back, on cut find space, if you feel man, whip the route out
PS #3	SWING	Run right to the sideline, don't loop back, let the QB lead your route upfield, on catch get vertical
BS #1	POST or SLANT	POST, try and get on inside of the corner and play the safety, stay skinny if he doesn't drop, then flatten if he drops deeper, one step slant if detached
BS #2	ANGLE or SLANT	Right off the tackles hip, sell that you're going to the flats then angle to backers and get your head around, you may chip the end if necessary

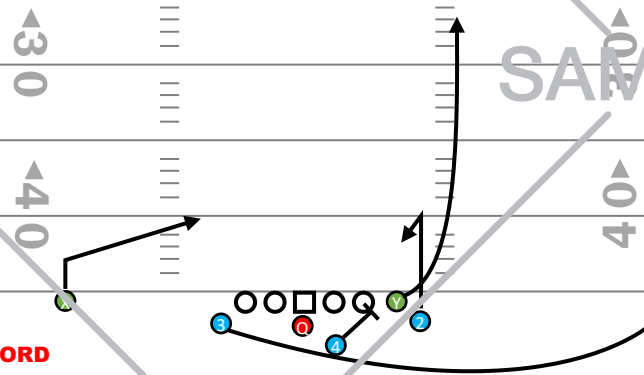
DOUBLES



TRIPS

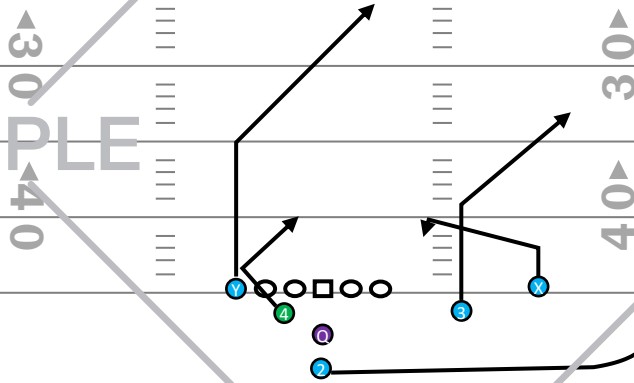


WING





RAIDER



CONCEPT: RAIDER (CORNER SNAG), RIGHT SIDE CONCEPT

PURPOSE: PUTS THE OVERHANG IN CONFLICT, COUNTER TO STANFORD

EXAMPLE CALL: LEFT RAIDER

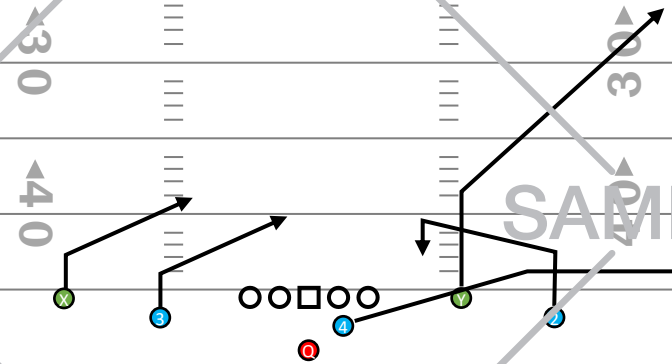
QB DROP: 1 STEP, CATCH THE SNAP, ONE STEP, RIP IT

QB PROGRESSION: [1] CORNER [2] SWING [3] SLANT [4/BLITZ] SLANT TO BACKSIDE

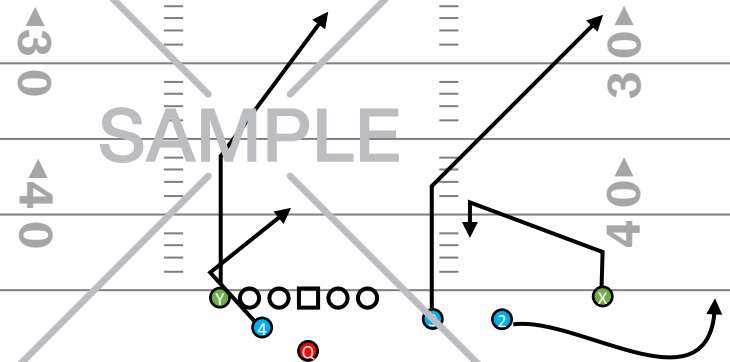
TAGS: SLUGGO (SLANT N GO), POCO (POST CORNER), MONDAY (RIGHT RAIDER, LEFT NOVA)

PS #1	SNAG	3 vertical steps, snag inside, try and get the corner to bite on you, find the hole and settle as you slant inside. STAY FLAT
PS #2	CORNER	5 yds or 5 steps, inside foot back, find the grass, could be skinny and high, or fat and low depending on safety/corner
PS #3	SWING	Run right to the sideline, don't loop back, let the QB lead your route upfield, stay flat get width, on catch get vertical
BS #1	POST or SLANT	POST, try and get on inside of the corner and play the safety, stay skinny if he doesn't drop, then flatten if he drops deeper.
BS #2	ANGLE or SLANT	Right off the tackles hip, sell that you're going to the flats then angle to backers and get your head around, you may chip the end if necessary

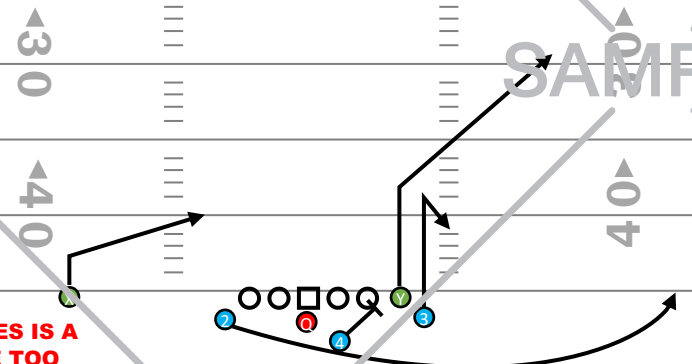
DOUBLES



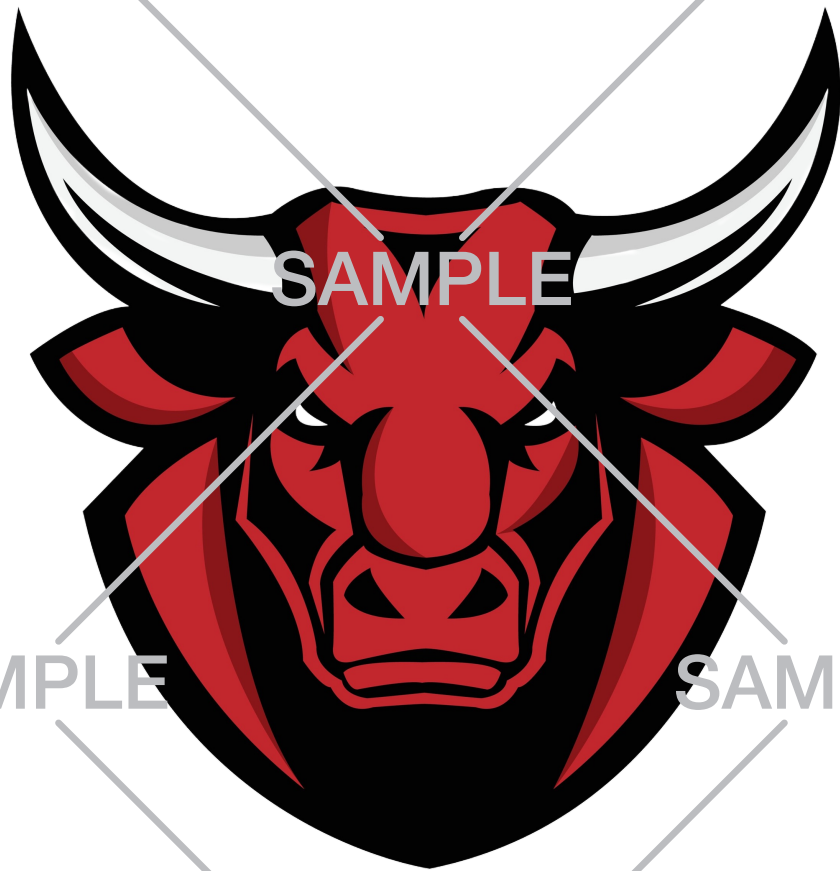
TRIPS



WING



END SERIES IS A FAVORITE TOO



DROPPACK PASSING GAME

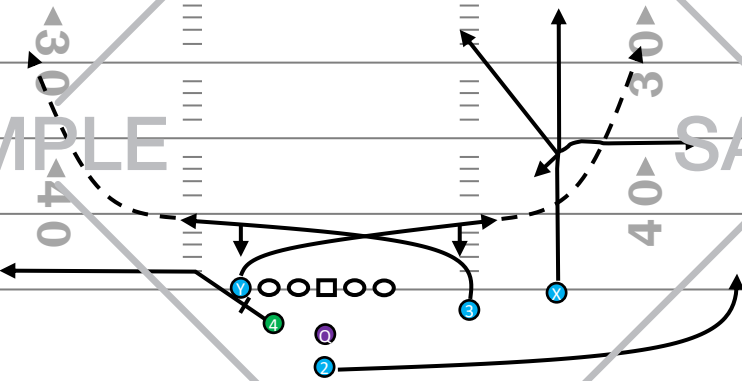


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MICHIGAN



CONCEPT: MESH – THE MESHERS ARE ALWAYS THE TWO INNERMOST RECEIVERS

PURPOSE: THE QB AND #1 PLAY CATCH WHILE PROVIDING HORIZONTAL STRETCH

EXAMPLE CALL: LEFT MICHIGAN, LEFT SPLIT MICHIGAN, TRIPS LEFT MICHIGAN,

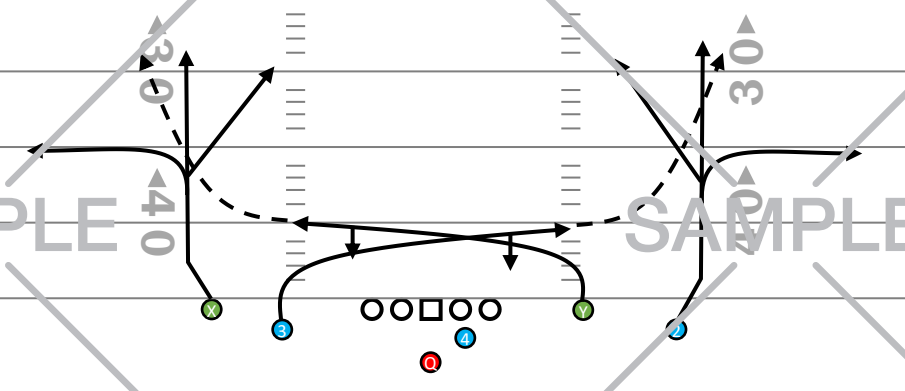
QB DROP: 3 STEP ON #1, HITCH TO THE FLAT, NO MESH READS

QB PROGRESSION: [PRE] TAG THE PS #1 ON A ROUTE YOU CAN COMPLETE AND DO IT [1] SWING [2] PS MESH [3] BS MESH [4] CHECKDOWN

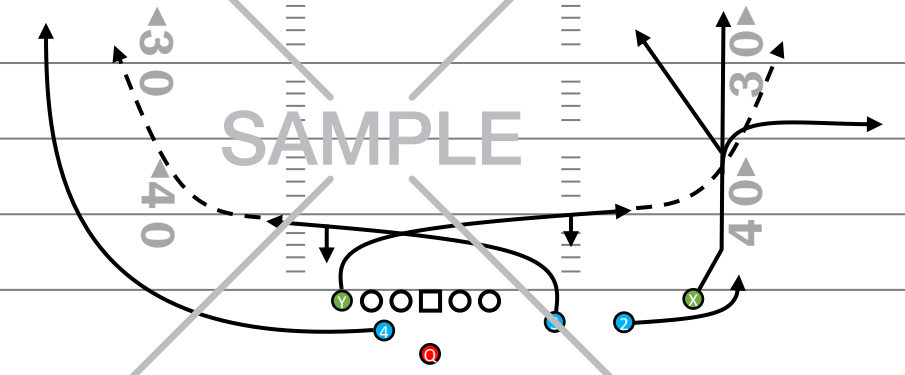
TAGS: PEEL (POST WHEEL), DBL PEEL, SNAKE (OUTSIDE RECEIVER IN TRIPS RUNS A SNAKE BEHIND THE NUMBER 2 LIKE A DIG), RAIL (RECEIVER NEXT TO MESH SITS 10 YDS OVER THE MESH POINT, THE SWING RAILS UP THE SIDELINE), X/2 - FLIP

PS #1	OPTION	10 yd out, post, vertical, curl, Communicated between you and the QB, you're the first read, get open.
PS #2	MESH	Mesh at or under 6 yds, slap hands, right hands for right based formation, left hands for left based formation, yell money if you see man, and zebra for zone, settle v. zone, bend up v. man
PS #3	SWING	Swing to the side of the first read
BS #1	MESH	Mesh at or under 6 yds, slap hands, right hands for right based formation, left hands for left based formation, yell money if you see man, and zebra for zone, settle v. zone, bend up v. man
BS #2	CHECK RELEASE	Check release pass pro to flat, if nobody is near you, give a ball call to the QB, only give a ball call if he can fart the ball out to you and you'll still get 10 yds

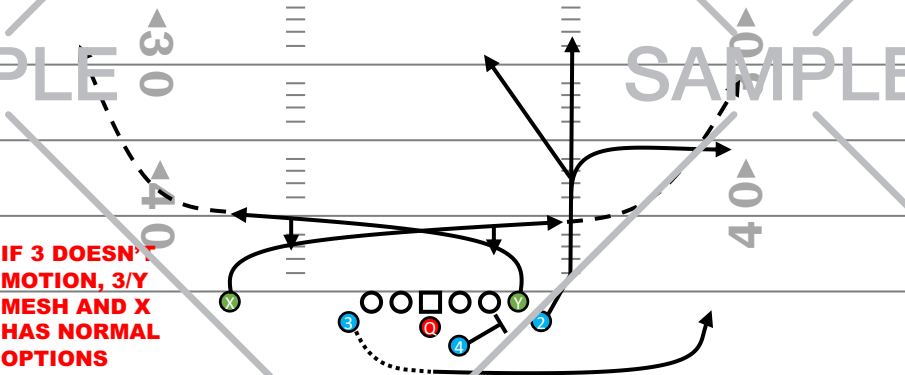
DOUBLES



TRIPS



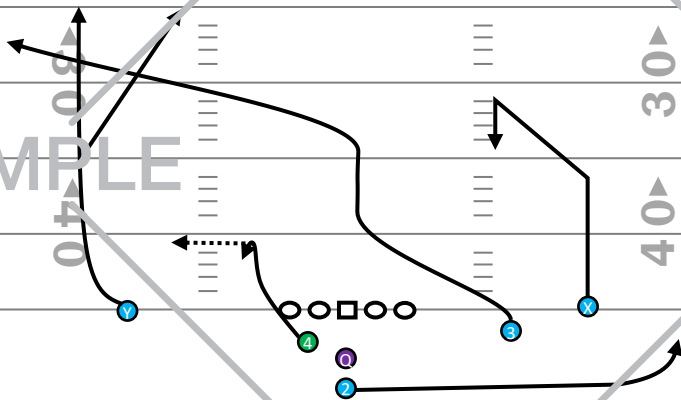
WING



IF 3 DOESN'T MOTION, 3/Y MESH AND X HAS NORMAL OPTIONS



KENTUCKY



CONCEPT: CROSS, WEAK FLOOD, PLAY ACTION

PURPOSE: CREATE HUGE SOFT SPOT IN THE COVERAGE AWAY FROM THE PASSING STRENGTH

EXAMPLE CALL: SPLIT LEFT KENTUCKY, DOUBLES KENTUCKY, (ALSO CAN BE A PLAY ACTION CONCEPT)

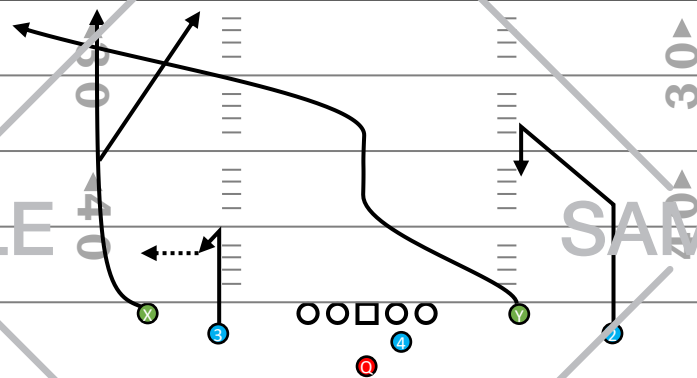
QB DROP: 3 STEP GUN, 5 STEP UNDER BOOT WING

QB PROGRESSION: TOP TO BOTTOM [1] VERTICAL/POST [2] CROSS [3] OPTION

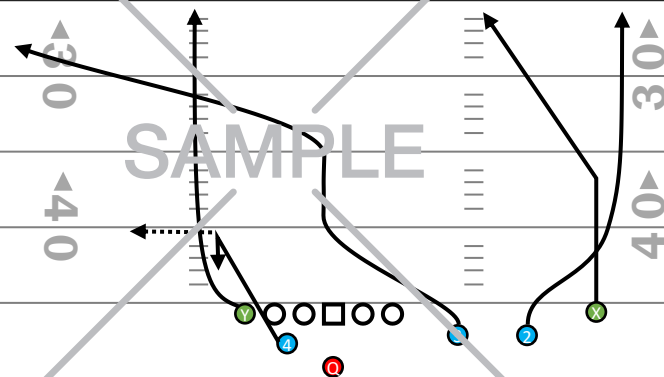
TAGS: LOW (READ LOW TO HIGH), POST (BACKSIDE PEEL), RETRO (CROSS FAKE AFTER BACKERS THEN CORNERS TO THE BACKSIDE)

PS #1	MOR VERTICAL	Mandatory outside release vertical, you are the first read, keep eyes on the safety, if he comes down go for the post
PS #2	OPTION	Off the tackle as fast as you can to 5 yds deep, if the outside defender flies out sit, if he sits, you fly out
BS #1	CROSS	Straight off the ball at the middle linebacker, get deeper than him before you cut across, find a soft spot or hole 18-25 yards downfield
BS #2	PEEL	post curl route. Run your normal post and if the safety bails on the cross continue, if he sits, find the soft spot in the coverage and be QB friendly
BS #3	BLOCK RELEASE	Check the backside for extra rushers and take if necessary. If nothing leak to the flats, if all alone, yell, "BALL, BALL, BALL". Only yell ball if you can easily get 10 yards on a pass. Your fault if intercepted.

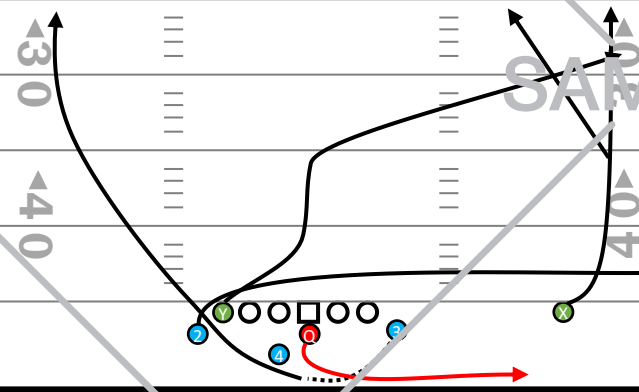
DOUBLES

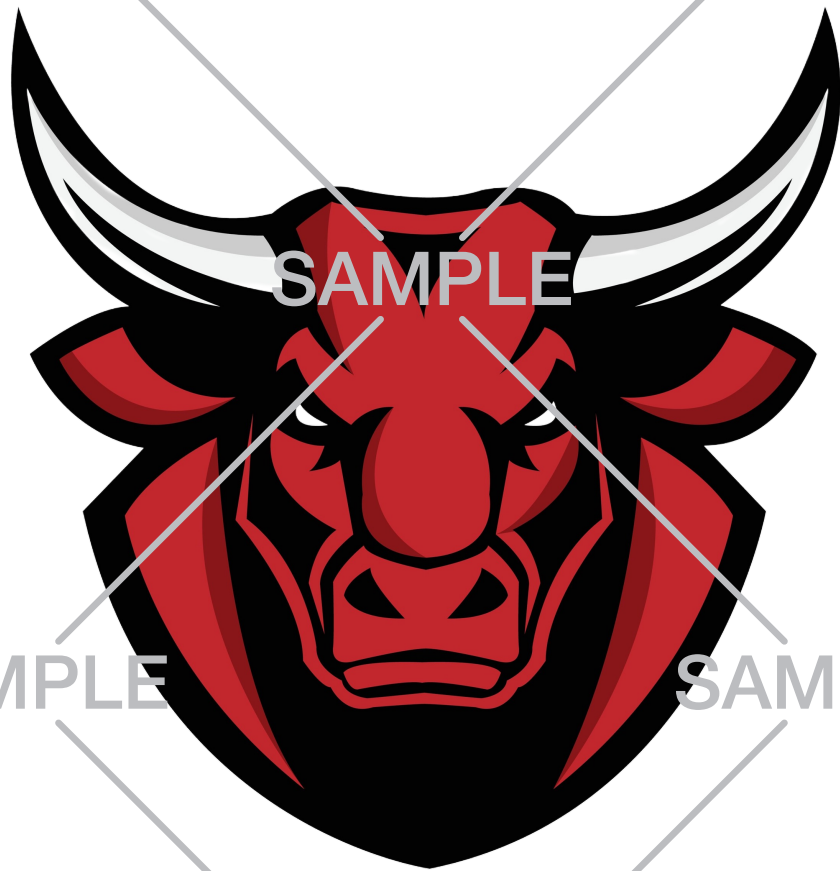


TRIPS

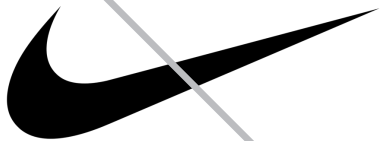


WING





OFF TACKLE RUN GAME

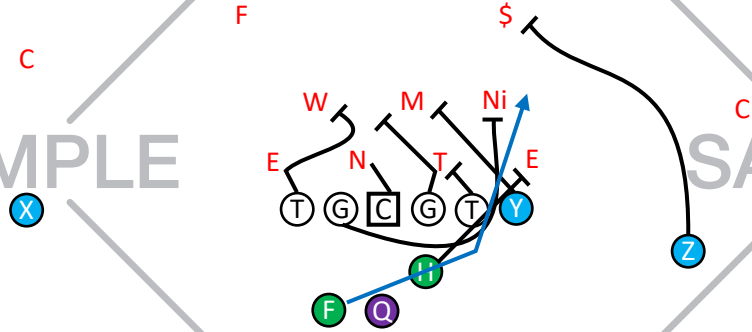


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RUN PLAY



CONCEPT: POWER

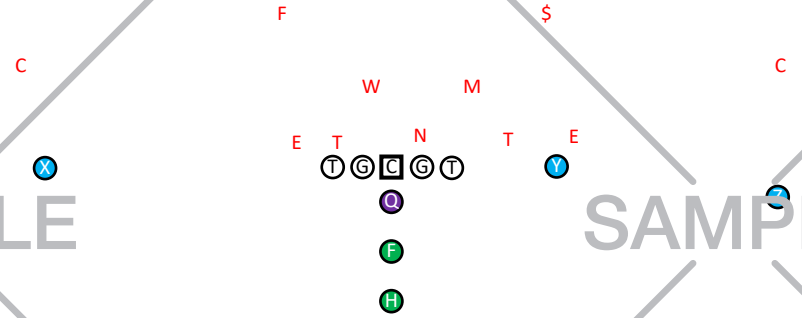
RUN TYPE: GAP

EXAMPLE CALL: PRO 3 POWER RIGHT

POS	RULES	TECHNIQUE	COACHING POINTS
PST	[insert text]	[insert text]	[insert text]
PSG	[insert text]	[insert text]	[insert text]
C	[insert text]	[insert text]	[insert text]
BSG	[insert text]	[insert text]	[insert text]
BST	[insert text]	[insert text]	[insert text]
Y	[insert text]	[insert text]	[insert text]
H	[insert text]	[insert text]	[insert text]
F	[insert text]	[insert text]	[insert text]
Q	[insert text]	[insert text]	[insert text]
X	[insert text]	[insert text]	[insert text]
Z	[insert text]	[insert text]	[insert text]

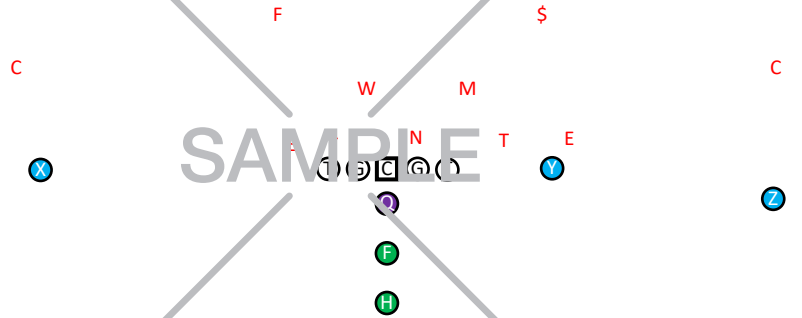
OTHER NOTES:

FORMATION EXAMPLE



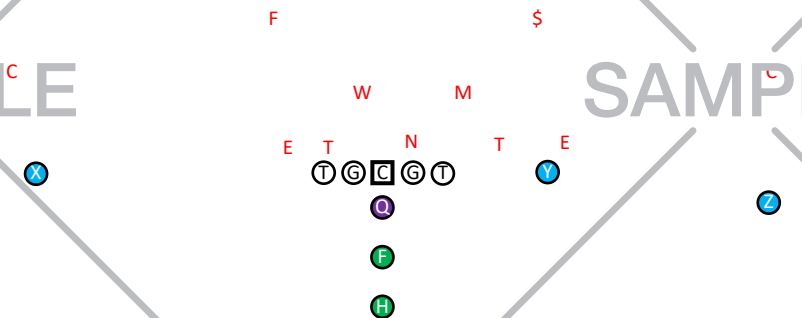
NOTES:

FORMATION EXAMPLE



NOTES:

FORMATION EXAMPLE



NOTES: