

BIG "O" - Situational I.D.

1 THE FIELD ZONES

A FIELD ZONES

- 1 We have clearly defined Field Zones. Each one based on the experience a defensive coordinator will change his personality in play calling or strategy

B GREEN ZONE

- 1 **DEFINITION** (NOT A FIELD ZONE SITUATION) YOUR -10 to the +26
- 2 **GOAL** First Downs. Stay on Schedule
- 3 **PLAY CALLS** N.D.D. Top 24 Calls

C RED ZONE

- 1 **DEFINITION** (NOT A FIELD ZONE SITUATION) FROM THE +25 to the
- 2 **GOAL** NO SACKS or - Yardage plays! Stay in FG range, even on
- 3 **PLAY CALLS** Only variable here worth noting is amount of blitz. Have

D BLACK ZONE

- 1 **DEFINITION** YOUR GOAL LINE to the -10
- 2 **GOAL** NO HOLDING CALLS. NO SACKS. GET BALL TO -5 FIRST,
- 3 **PLAY CALLS**
 - 1 QB SNEAK: If the ball is on the 1 inch line, it's a must have
 - 2 12 P Inside Zone R.P.O - SPEED OUTS (Get the ball to the 5)
 - 3 12 P 8 man Play Action Max Protection - Take a shot to win the
 - 4 Third Down Call - Quick Game Cut Pro. No holding, No picks, c

E GOLD ZONE

- 1 **DEFINITION** FROM THE +12 to the +3
- 2 **GOAL** T.C.B.! POUND IT! POINT A to POINT B.
- 3 **PLAY CALLS**
 - 1 12 P Inside Zone R.P.O - GLANCE POST
 - 2 Zone Read, Outside Zone, QB Draw
 - 3 Screen Game = No Sacks
 - 4 Third Down Call - 6 man Protection Picket Fence Beaters

F BROWN ZONE

- 1 **DEFINITION** FROM THE +3 to the GOAL LINE
- 2 **GOAL** POUND IT! Same Formation, best players at the need:
- 3 **PLAY CALLS**
 - 1 13 P BURST TO INSIDE ZONE
 - 2 13 P BURST TO READ ZONE
 - 3 13 P BURST TO POP PASS
 - 4 13 P BURST TO JUMP BALL



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ve "Blitz Beaters" ready

THEN -10

re drill
atch and run for it

sary positions!

Big "O" - BLACK ZONE

A DEFINITION: BACKED UP, GL to your own -10

- 1) Plays that limit the possibility for a Holding Call
- 2) Plays that limit the chance for a loss yardage play
- 3) First Goal is to get the ball to the -5, so the punter can flip the field
- 4) Second Goal is to get the first down
- 5) Situations within:
 - * Ball on the -1 inch line
 - * Third down Call

B NEVER CHANGE YOUR IDENTITY

In 1,000 offensive calls, you will be backed up 10 times in a season. Do not invent new calls each week. If you have not run last weeks calls, carry them over to next week. If you change, change only the Formations, Calls, and Tags. NEVER change the Philosophy of the calls.

BLACK ZONE CALLS

<p>1) Ball Backed up inside the 1 yard line MUST CARRY THIS PLAY ALL THE TIME</p>	<p>2) Pound it run. Long Edges and No Puller Tag Hitches and Rolls = no tipped balls.</p>
<p style="text-align: center;">X OOXOO X H Q Y A</p>	<p style="text-align: center;">X OOXOO X H Y Q A</p>
<p>3) Take a Shot. Win the Drill. 8 Man Protection. Throw a Post and a Shake.</p>	<p>4) 3 Step. No Sacks, No Holding Calls. Throw for 5, run for 10.</p>
<p style="text-align: center;">X OOXOO X H Y Q</p>	<p style="text-align: center;">X OOXOOH S Q A</p>

Big "O" - GOLD ZONE

A DEFINITION: GOING IN, +13 to the +4

- 1) Plays that can block the Safety. Because of Field Zone, they will fit fast.
- 2) Plays that limit the chance for a loss yardage play, don't get pushed out of FG range.
- 3) First Goal is to get 7. Block them all!
- 4) Second Goal is to make sure you keep the 3...
- 5) Situations within:
 - * Third Down Bracket Beater

B THIS IS NOT RED ZONE

Red Zone is from the +25 to around the +14. We do not define this as a Situation where we need to find a specific Idnetity. Most DC's will not change the structure of their defense here. The one thing you will want to know is ammount of blitz. DC's try and get you our of FG range with a blitz. Other than calling blitz beaters, we stay on our Normal Down and Distance call sheet.

GOLD ZONE CALLS

C \$ W M \$ C E T N E S X O O X O O Y H X A Q	C \$ W M S \$ C E N T E X O O X O O X H S Q A		
1) Must get a hat on the \$ in the run game 12 P runs and/or Outside Zone can do this	2) Must get a hat on the \$ in the run game Read Option Plays can usually do this		
C \$ W M S \$ C E N T E H O O X O O X X S Q A	C \$ W M S \$ E N T E O O X O O H X S Q A		

3) Must get a hat on the \$ in the run game
 QB Draw can do this. Love this call!

4) Must have a concept that beats "Bracke
 This is also a good place to run Screen g

Big "O" - BROWN ZONE

A DEFINITION: GOAL LINE, +3 to the GL

- 1) Same Personnel and Formation on each hash - don't change it
- 2) Create a Formation that get your best players in the game at the right spots
- 3) First Goal is to get 7. Get your best blockers at the point of attack abd have answer plays
- 4) Second Goal is to make sure you keep the 3.... Take care of the ball. Best players touch it.
- 5) Situations within:
 * 2 point plays are discussed next

B NEVER CHANGE YOUR IDENTITY

In 1,000 offensive calls, you will be on the Goal Line 15 times in a season. Do not invent new calls ea week. Create a Personnel and Formation that allow you to get the best people in the game. Get your best OL at the point of attack, your power back and your jump ball WR in the game.

BROWN ZONE CALLS

YOOX**TT** X
 H H
 Q
 A

- 1) One Formation, Best Players, any hash
 Run behind best OL with Best RB = IZ

YOOX**TT** X
 H H
 Q
 A

- 2) One Formation, Best Players, any hash
 Answer play off IZ = IZ Read

YOOX**TT** X
 H **H**
 Q
 A

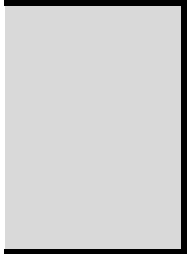
YOOX**TT** X
 H H
 Q
 A

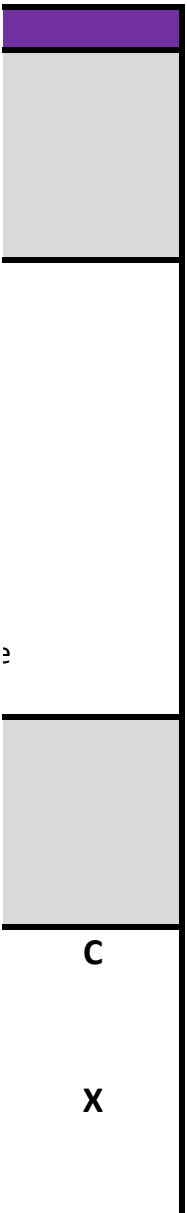
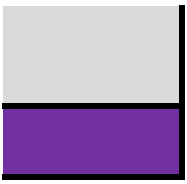
3) One Formation, Best Players, any hash
Answer play off IZ = IZ Pop Pass

4) One Formation, Best Players, any hash
Answer play off IZ = IZ 8 Man Pro - Singl



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