

# CH 4: NUMBERING SYSTEM

This chapter will look at a sample Tex-Bone numbering system. Let's begin by stating that there is nothing magical about the Tex-Bone numbering system we use. A team that already runs some of the Tex-Bone schemes and has a naming or numbering system they like is able to continue doing so while developing additional terminology as needed.

The *first number* (Figure 39) identifies whether the play goes to the right or the left in the Tex-Bone. The play is going to the right if the first number is even. The play is going to the left if the first number is odd. The first number also tells the play-side blockers what type of blocking scheme they execute. The *second number* tells backside blockers what blocking scheme they execute. Everyone needs to listen to the first number to know whether they are on the front side or backside of the play.

## First Number

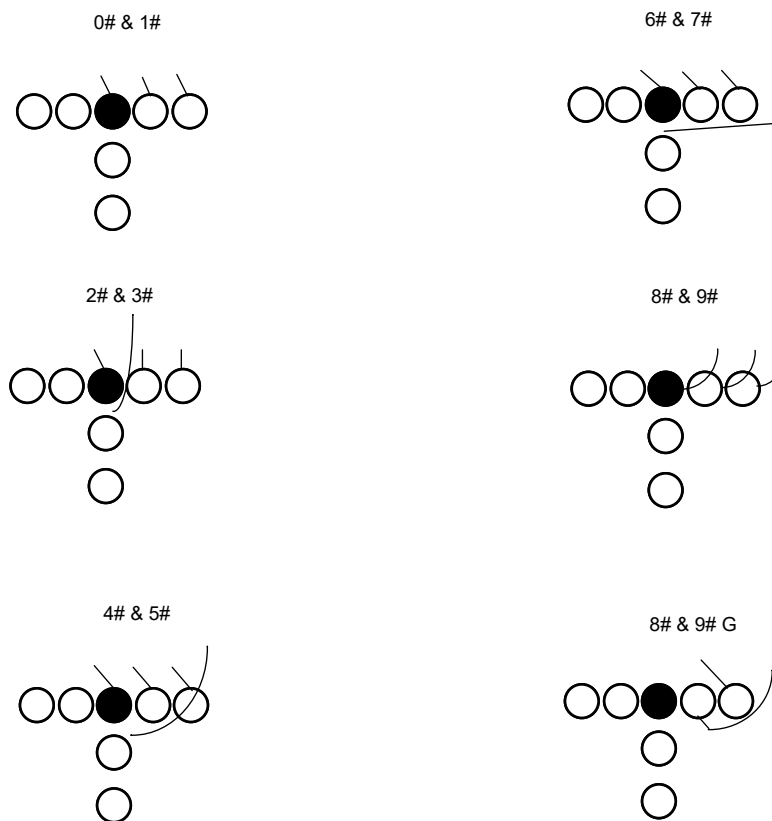


Fig 39

A first number of zero or one indicates an outside veer. Zero (treated as an even number) indicates a play going to the right as shown in Figure 39 (top left). A first number of one indicates a play running to the left. Two or three signifies an Iso scheme. An Iso consists of man-to-man blocking with an Isolation block coming through the open gap. Both two and three schemes are included in Figure 39 (middle left).

Four or five indicates power (bottom left of Figure 39). Veer and power are different even though they look alike. In veer the uncovered lineman works to the play-side linebacker. On power they uncovered lineman works to the backside linebacker. Power starts with front-side down blocks that lead to the backside linebacker. The Outside Veer (zero and one) and Power (four and five) look the same when taken at face value. For coaches new to the Tex-Bone the differences become easier to understand the more you study the offense.

A six or seven (top right of Figure 39) indicates power blocking with a trap coming from the backside.

Eight or nine in the Tex-Bone (center right of Figure 39) features reach and overtake blocking (otherwise known as full scoop blocking) typically found in speed option plays.

Coaches are able to make tags to any numbered play. The bottom right of Figure 39 shows an “eight” indicating an outside zone scheme to the right. A “G” is also tagged—indicating a tackle and guard fold used in the G Load Option play.

## Second Number

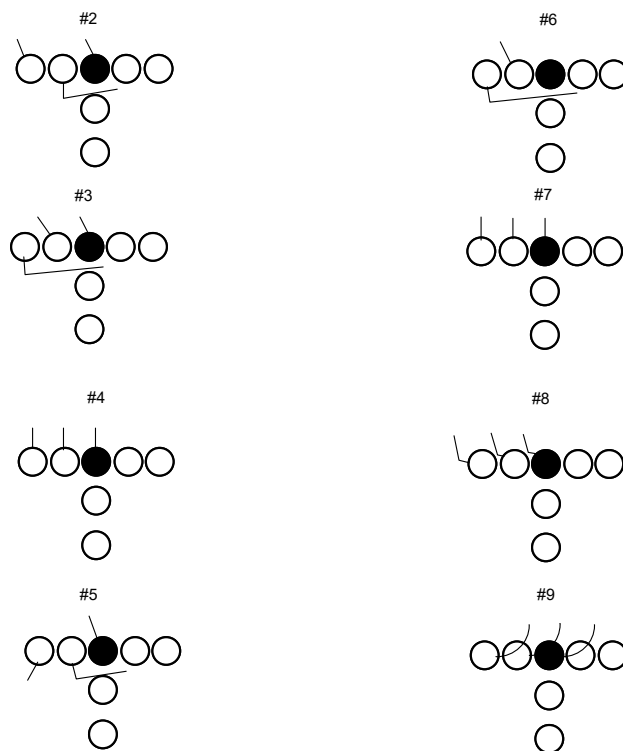


Fig 40

A second number of two (top left column of Figure 40) indicates a guard pull to block the play-side linebacker. This is an isolation block done by a guard. The center and backside tackle know what they need to do because they know the guard is pulling to the front-side of the play. During the play the center back blocks and the tackle inside-out blocks the defensive end.

The tackle pulls to the front side linebacker if the second number is a three (left column of Figure 40). Three is a Tackle Iso similar to how a two is a Guard Iso. The center and the guard know what to do

because a three call indicates a tackle pull. The center covers the backside A-gap to the backside linebacker while the guard covers the backside B-gap to the backside linebacker. The guard picks up defensive ends that squeeze in.

A four (left column of Figure 40) indicates man-to-man base blocking. There is a gap responsible blocker for each gap responsible defender.

A five (bottom left column of Figure 40) tells the backside guard to pull and trap off the play side edge. A five also tells the front and backside linemen that this is a pass protection. Linemen know to push everything down at level one (line of scrimmage) rather than work to level two (linebackers). (Remember: linemen blocking downfield beyond three yards is a penalty.) Run-pass option coaches are not always concerned with illegal man downfield violations. Tex-Bone coaches need to display discretion in this area however. The center and tackle block aggressively—making sure they stay on level one.

A six (top right column of Figure 40) tells the tackle to pull and trap off the edge. On a six the center and guard block similar to a five—making sure they stay on the line of scrimmage.

A seven (right column of Figure 40) signifies the same responsibilities as a four only in this case the play is a pass. This does not mean players pass set however. They aggressively run block at the line of scrimmage. Linemen without a gap threat then work down to the next inside or outside threat. The seven call reminds linemen to not block downfield illegally.

An eight (right column of Figure 40) indicates gap blocking on the backside and a nine (bottom right column of Figure 40) is reach and overtake (or full scoop) outside blocking.

Summary: The first and second number combination in the Tex-Bone signifies a specific blocking scheme. We prefer two number designations because of the specific information it provides players. Single number or single-word designations require greater amounts of memorization for players. It also increases the likelihood of player confusion and missed in-play blocking assignments.

Just because we do not prefer single number calls doesn't mean it isn't advisable. The beginning of this chapter recommended using terminology and labels your team is already familiar with. Use the Tex-Bone double number system if it works best for you. Use another system if it is more beneficial. Tex-Bone play labels are logical and easy-to-understand by design. From a practice and execution perspective this is extremely advantageous.

## THE FULL PLAY CALL

The next step is to combine the first number and second number to make a full play call. Detailed descriptions of all Tex-Bone schemes are later in the book.

Our base play (Power) is numbered 42 or 52 (Figure 41). The front side is a four if the play is going right or a five if the play is going left. The two denotes the blocking scheme to the backside of the play. The front side linemen backblock to the backside linebacker and the backside guard pulls to isolate the play-side linebacker. The center knows to backblock the first head up defender and the tackle blocks inside-out on the defensive end. These two numbers create a full power-blocking scheme for your offensive line. Coaches are able to add individualized aspects such as a tag to indicate a double pull power play. This Power concept is revisited later in the book.

42 Power (frontside 4, back side 2)

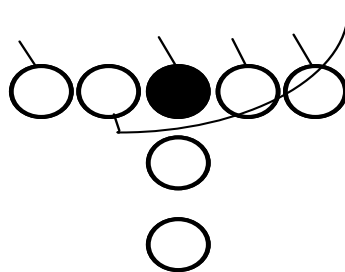


Fig 41

Tags can be added for thing like double pull

Another example is the Veer play in Figure 42. We call this a four. Coaches are able to call it a zero-four if desired. Players realize after a few practices that the play is really a front side zero with a backside four. The front side zero signifies gap blocking with a guard and tackle working to the play side linebacker. A backside four (3-for 3-blocking) accompanies this front side scheme.

04 Veer (frontside 0, backside 4)

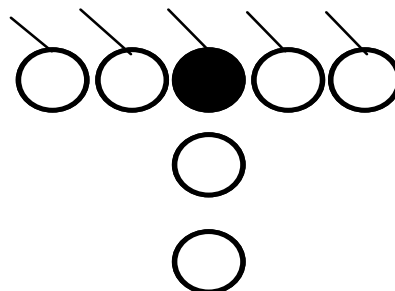
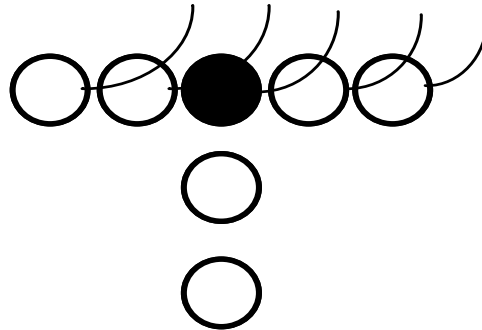


Fig 42

Speed option in Figure 43 is numbered an 89 (a front side eight and a backside nine). In Tex-Bone this is a speed option where the contain player becomes the option man. This scheme is also detailed in later chapters.

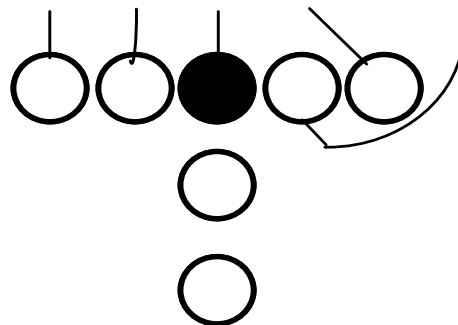
### 89 Speed (frontside 8, backside 9)



*Fig 43*

G Load is another base play for us (Figure 44). The example below is an 84 (the front side executes an eight and the backside executes a four). The front side eight includes a “G” tag that tells the guard and tackle to fold.

### 84 G (frontside 8, backside 4, G tag)



*Fig 44*