



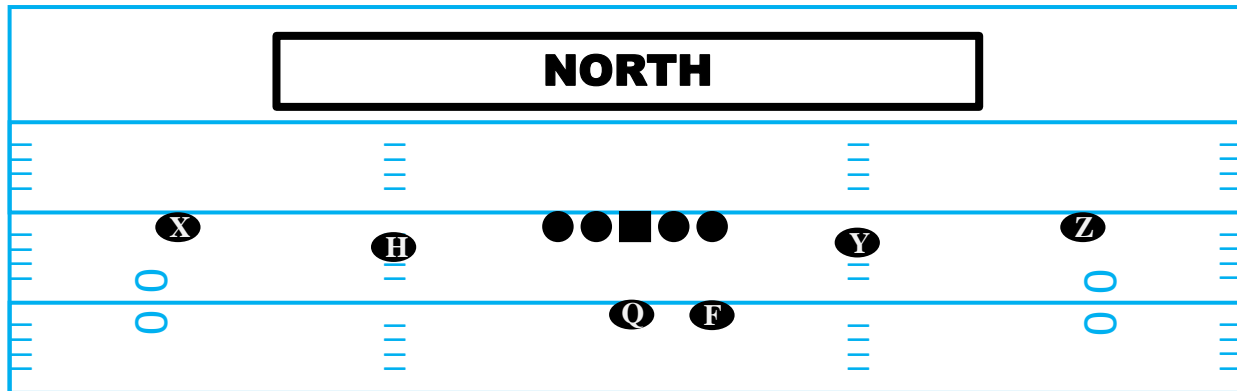
# **FORMATIONS**

- All formation calls should be no more than three words
  - Exception is B Word Formations

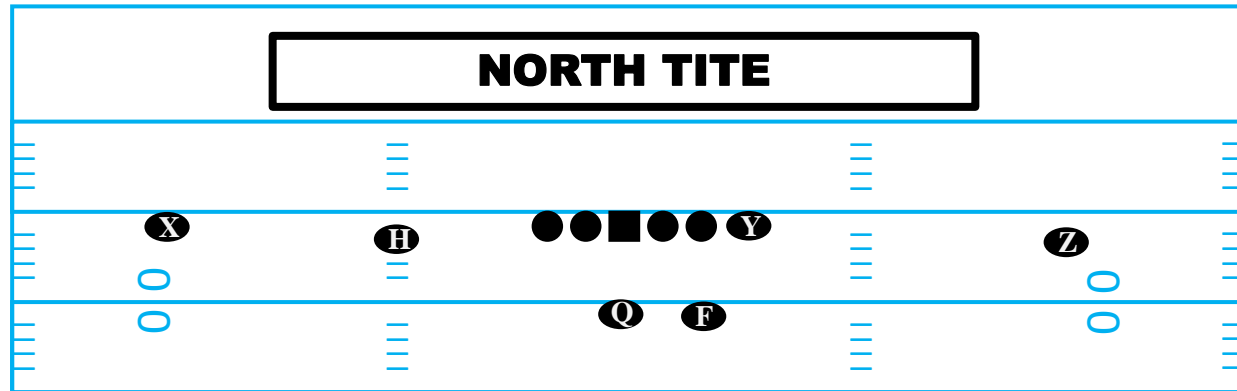
# NORTH/SOUTH

## 2X2 FORMATIONS

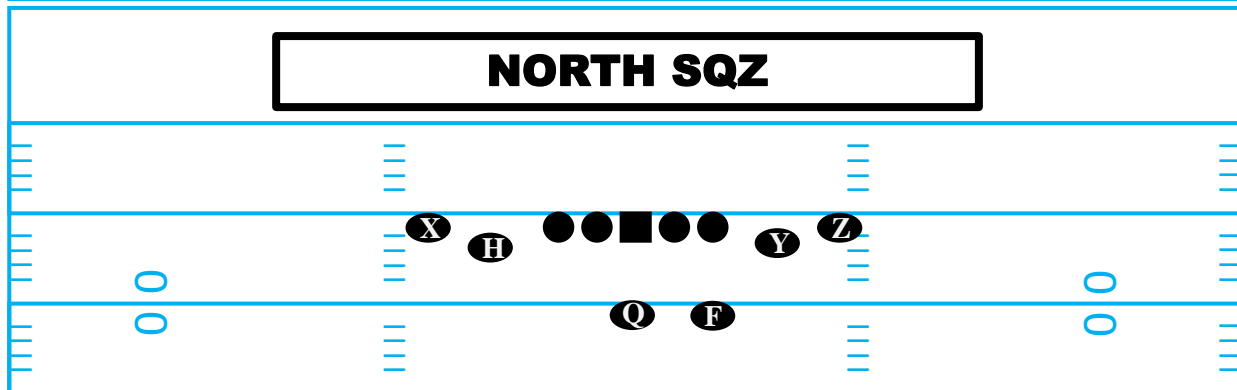
### NORTH



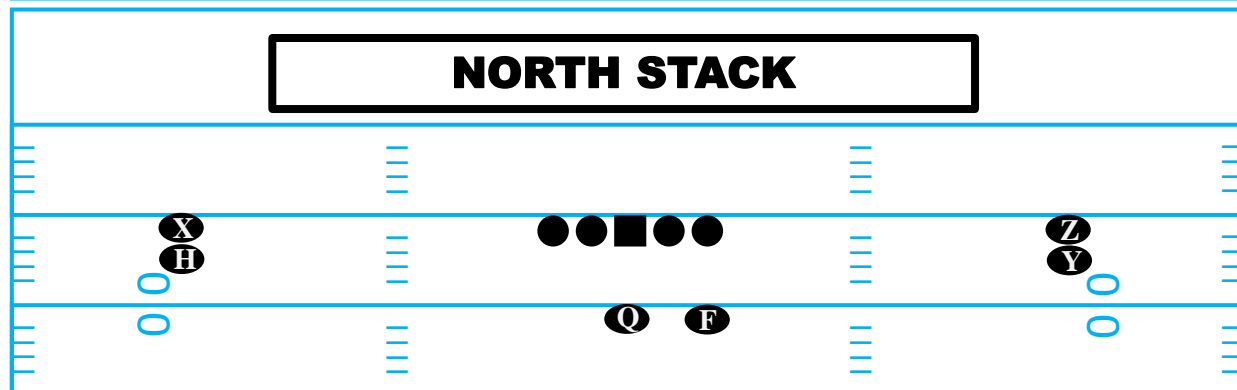
### NORTH TITE



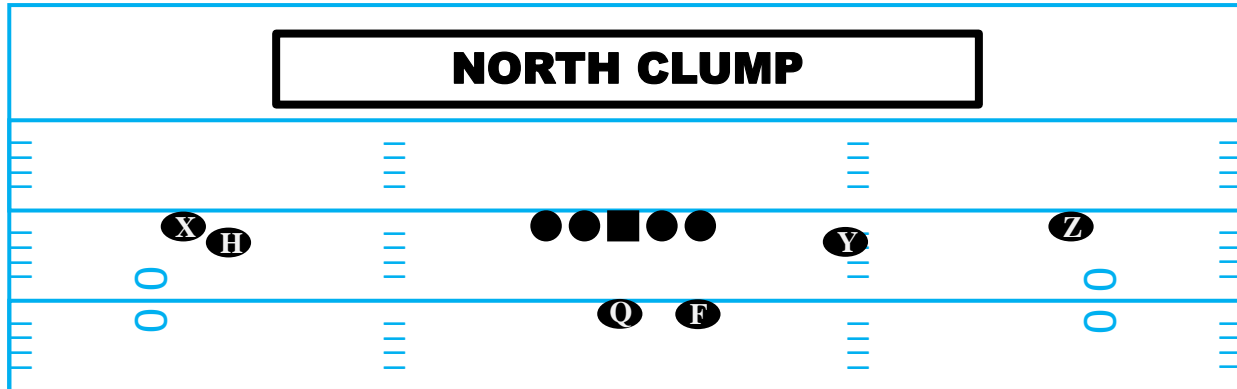
### NORTH SQZ



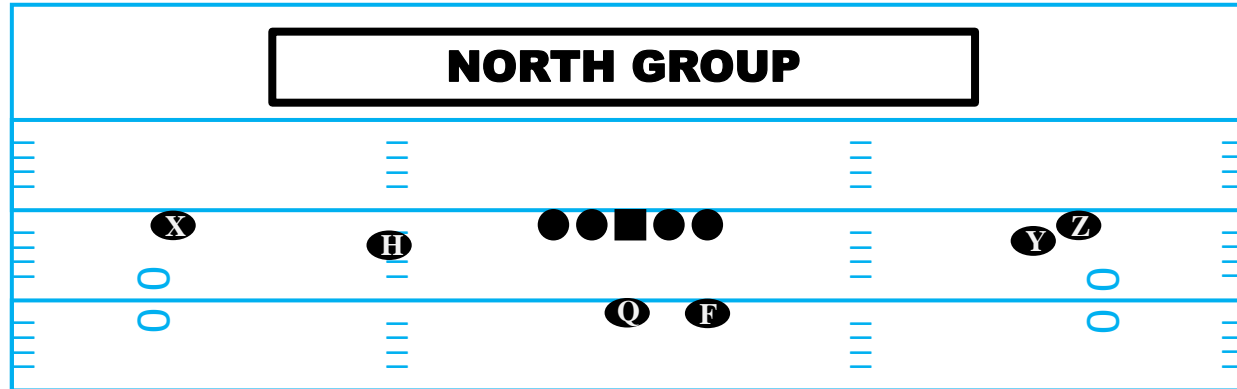
### NORTH STACK



### NORTH CLUMP



### NORTH GROUP



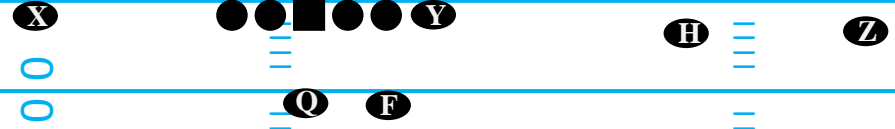
# EARLY/LATE

## 3X1 FORMATIONS

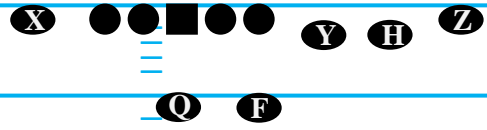
### EARLY



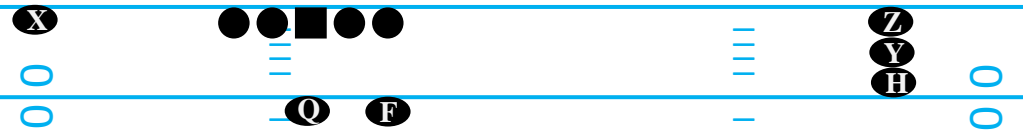
### EARLY TITE



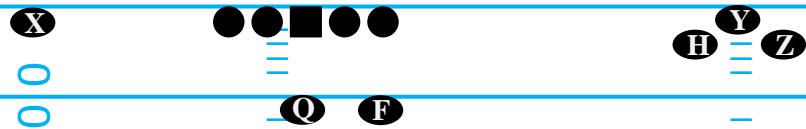
### EARLY SQZ



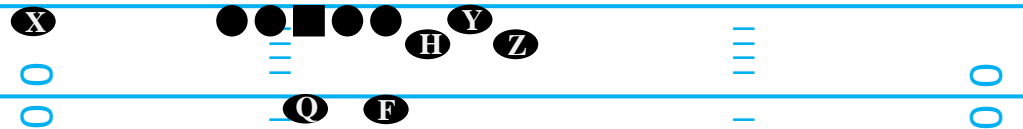
### EARLY STACK



### EARLY BUNCH



### EARLY TUB



# GREEN/GOLD

## 2 BACK (SPLIT) FORMATIONS

**GREEN**

**GREEN TITE**

**GREEN SQZ**

**GREEN STACK**

X

● ● ■ ● ●

Y

Z

○  
○

H Q F

○  
○

X

● ● ■ ● ● Y

Z

○  
○

H Q F

○  
○

X

● ● ■ ● ●

Y

Z

○  
○

H Q F

○  
○

X

● ● ■ ● ●

Z

Y

○  
○

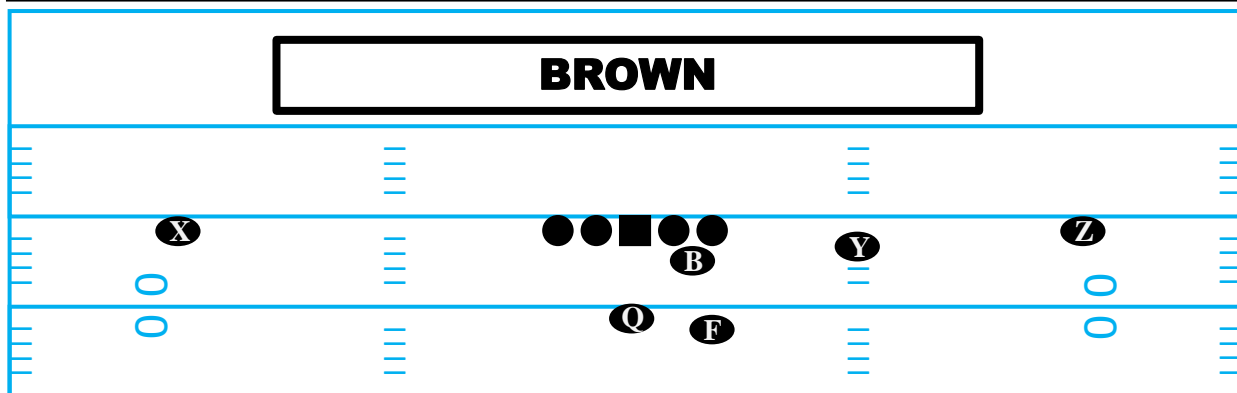
H Q F

○  
○

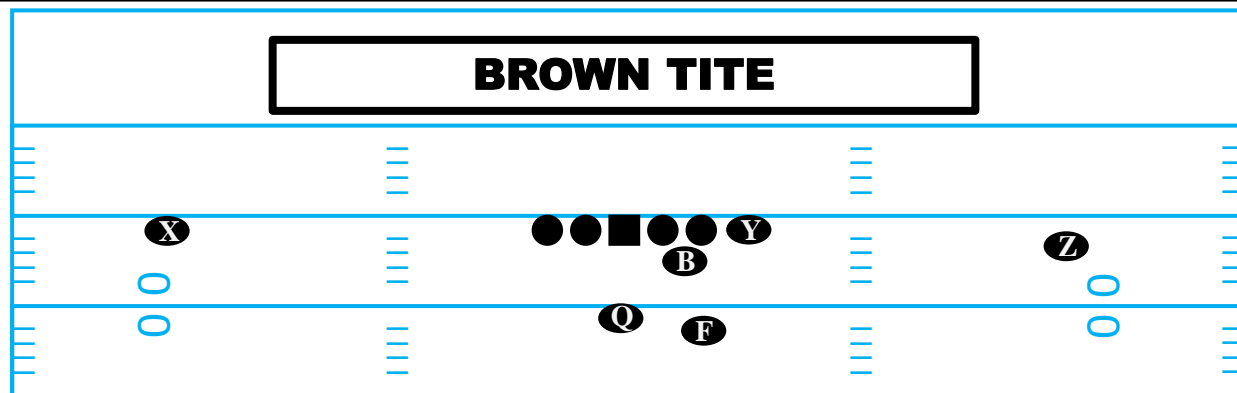
# BROWN/BLACL

## 2 BACK (SNIFFER) FORMATIONS

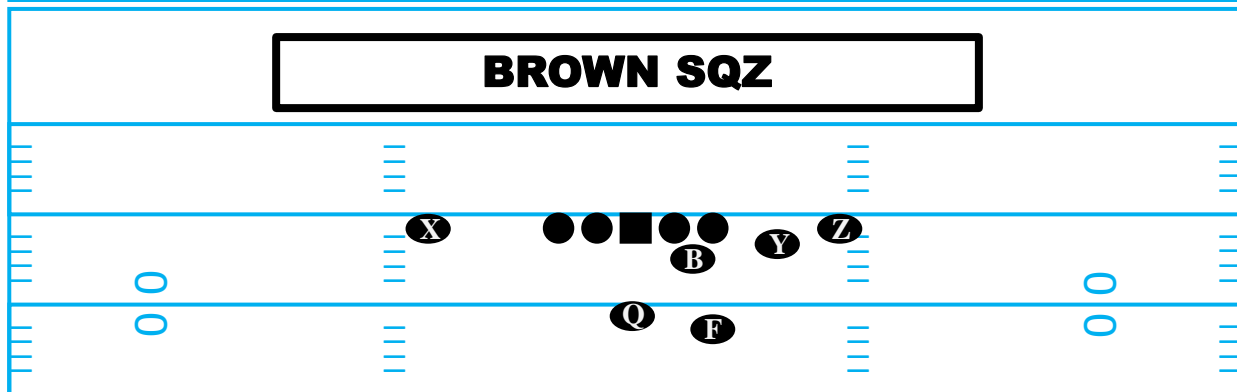
### BROWN



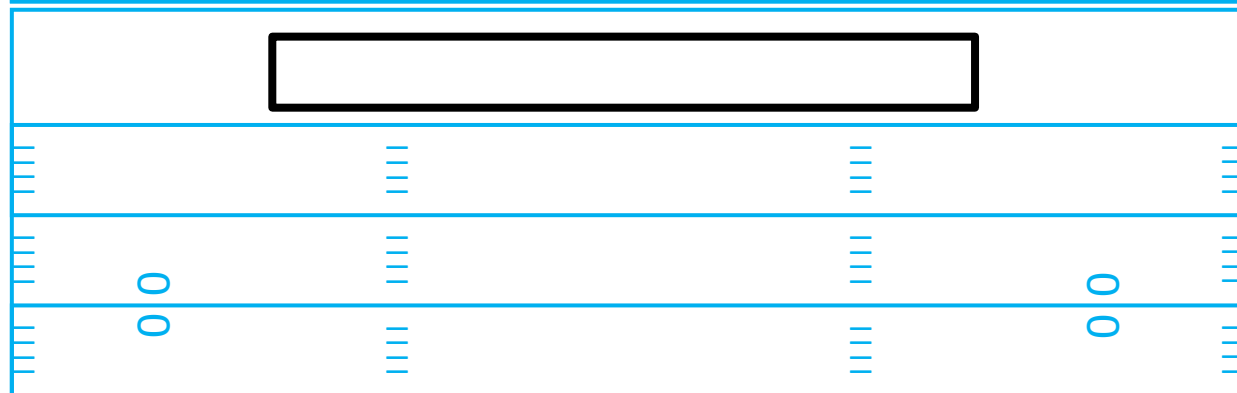
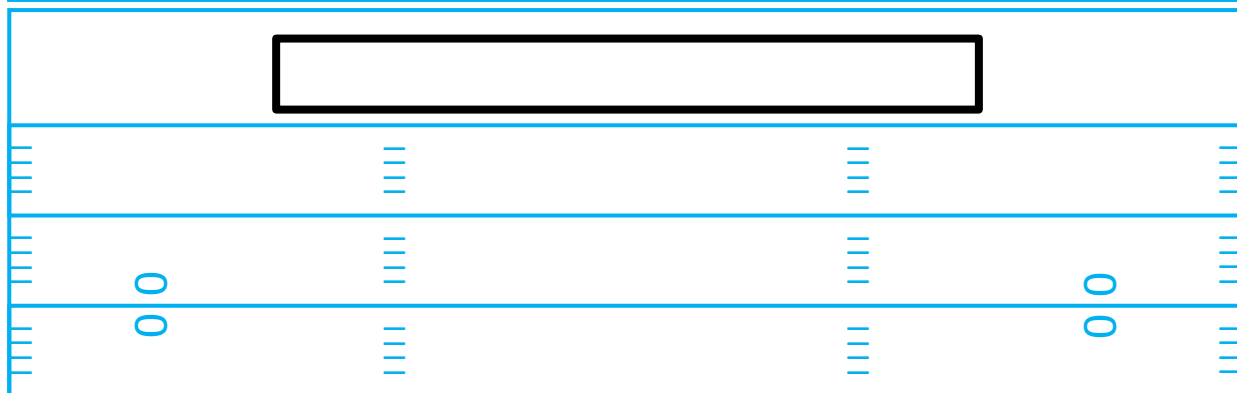
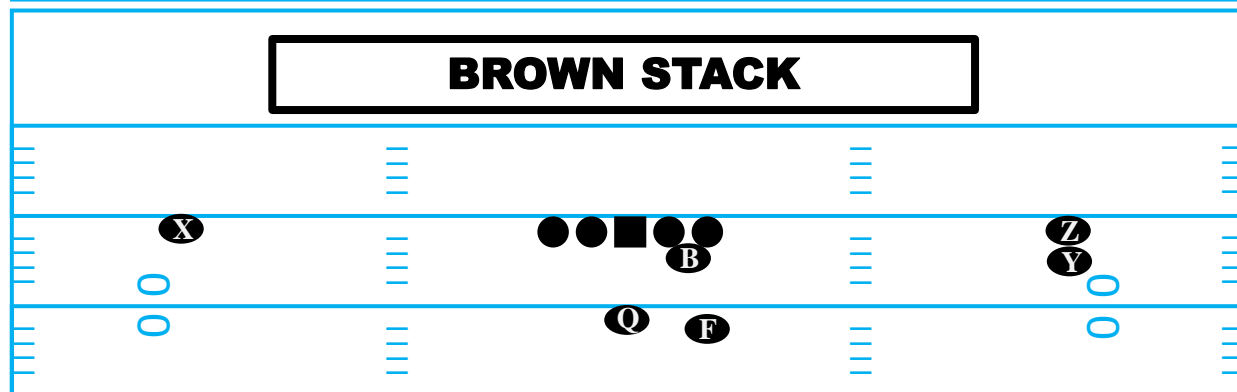
### BROWN TITE



### BROWN SQZ



### BROWN STACK



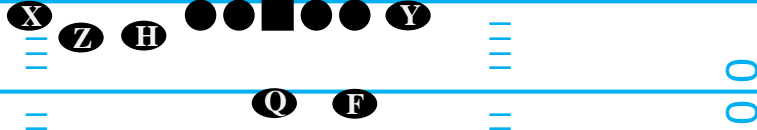
# ROCK/LAVA

## TE SOLO FORMATIONS

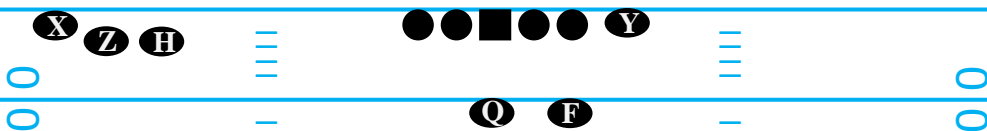
**ROCK**



**ROCK SQZ**



**ROCK CLUMP**



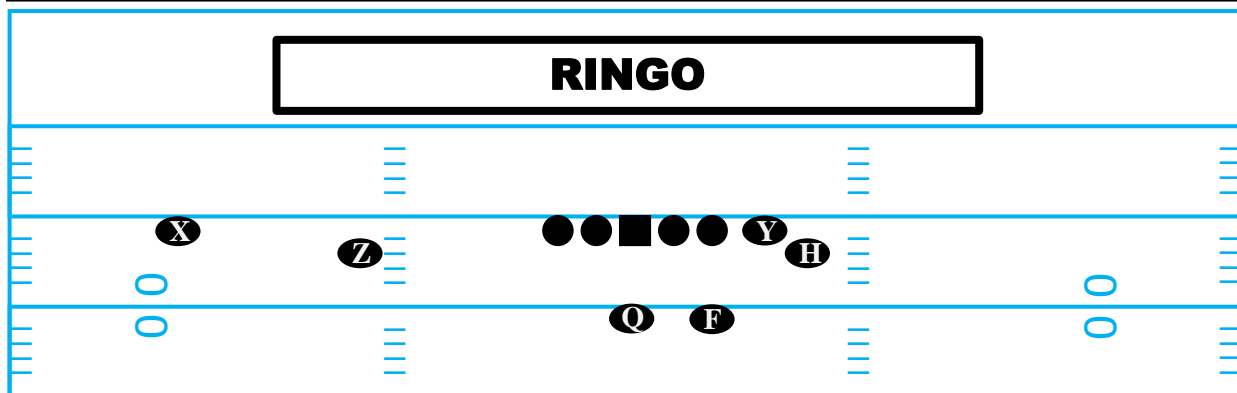
**ROCK STACK**



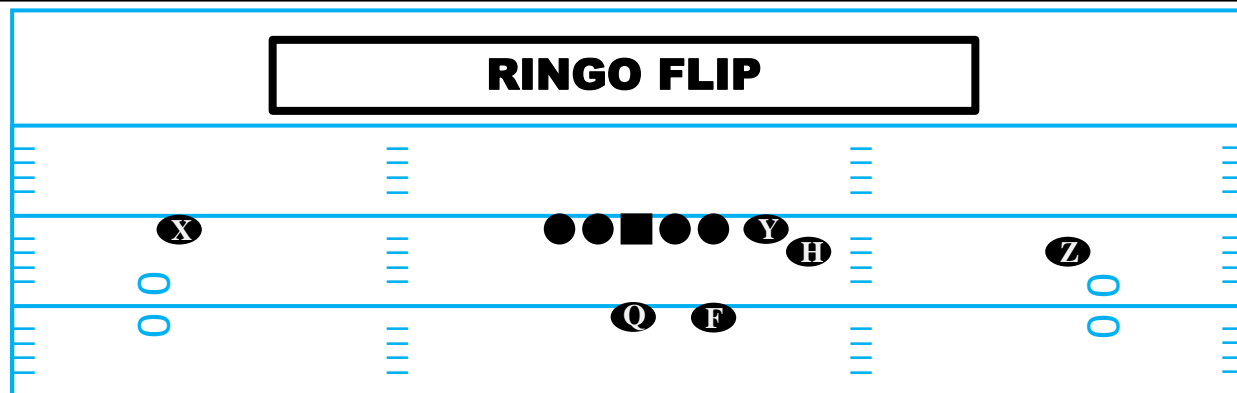
# RINGO/LUCKY

## TE WING FORMATIONS

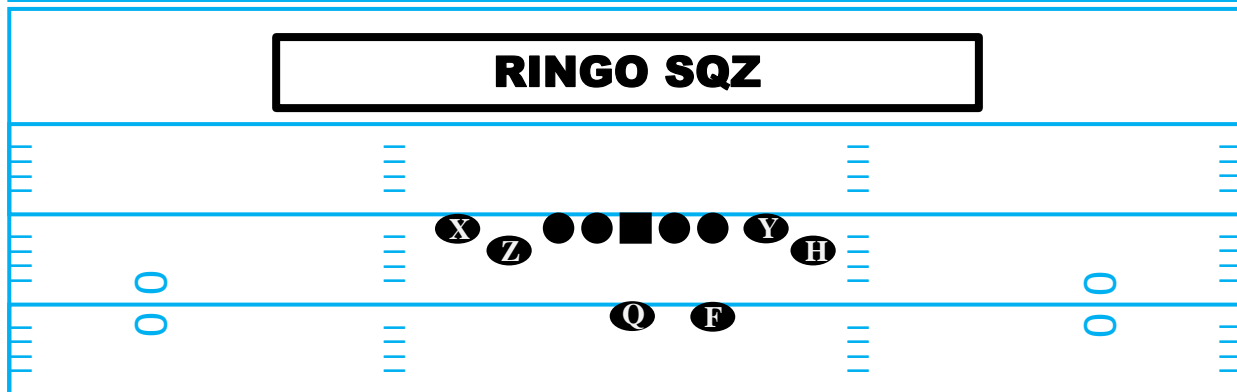
### RINGO



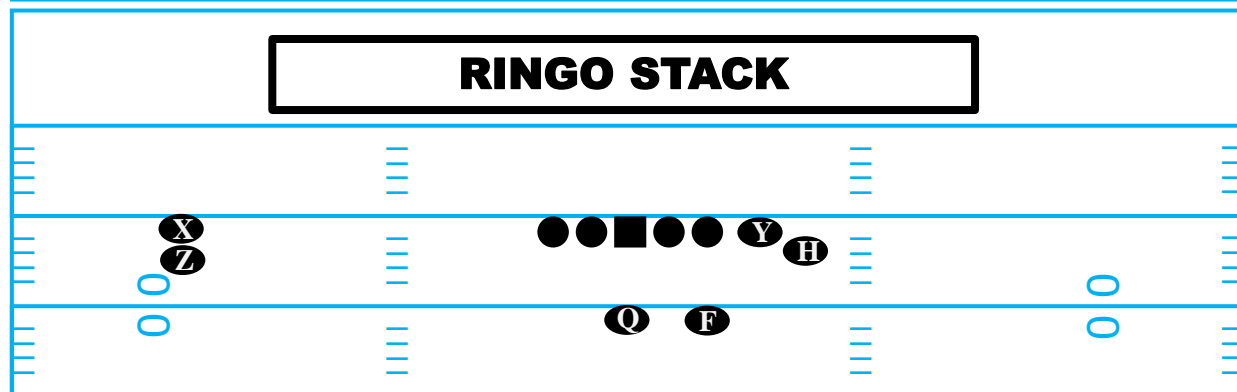
### RINGO FLIP



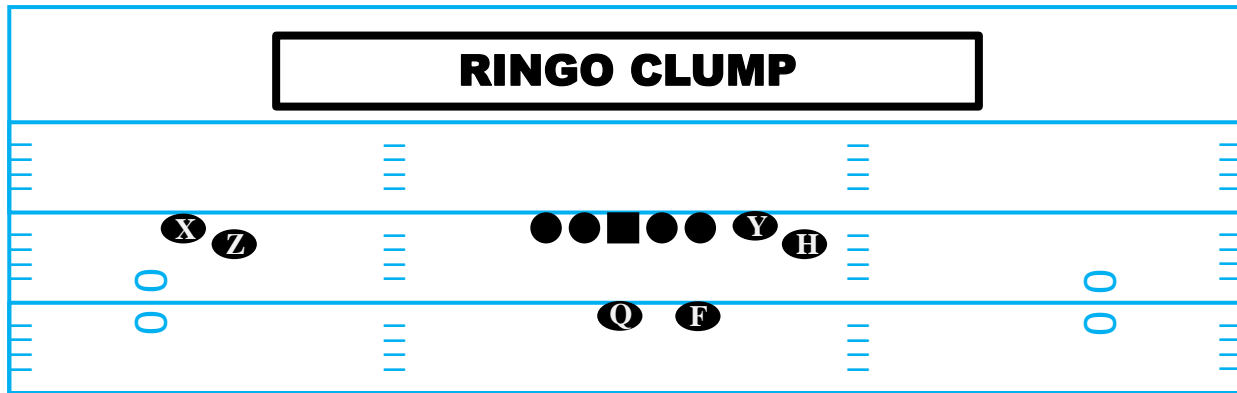
### RINGO SQZ



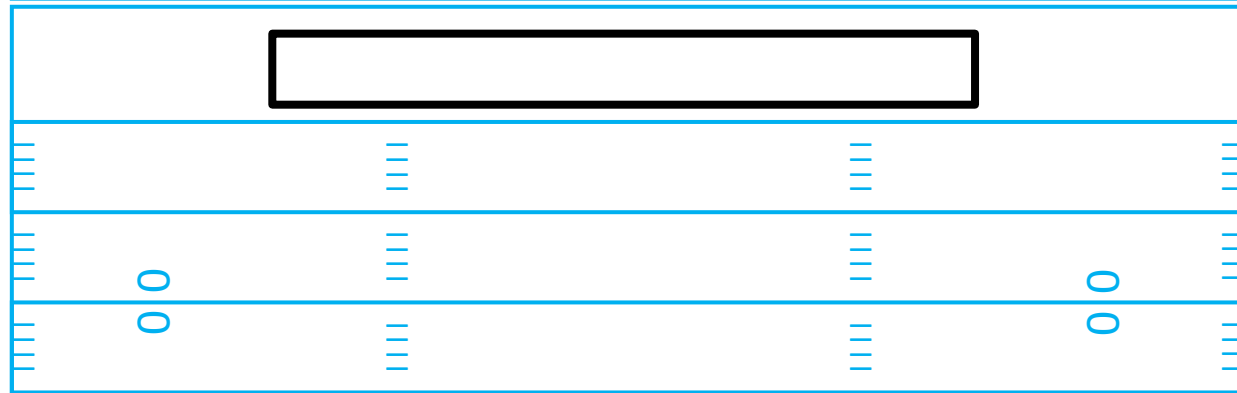
### RINGO STACK



### RINGO CLUMP



### [Empty Formation Box]

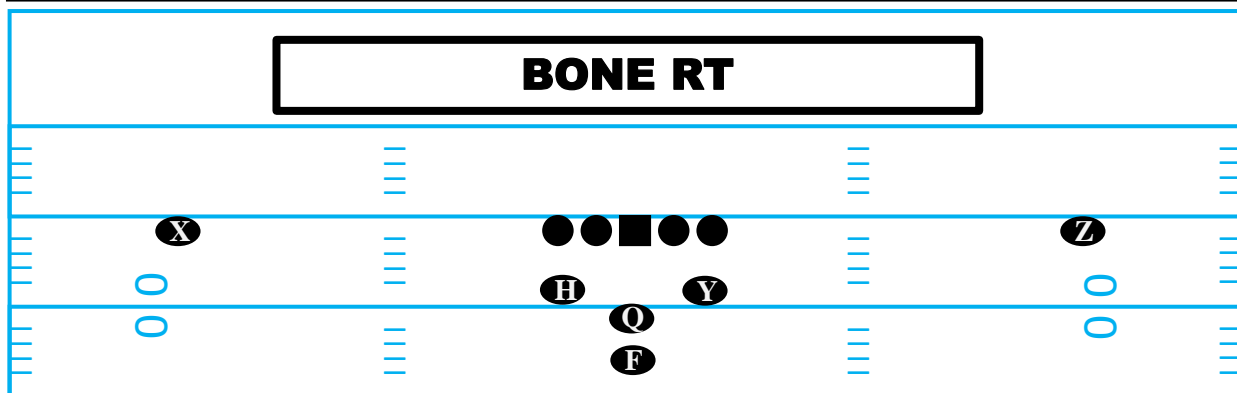




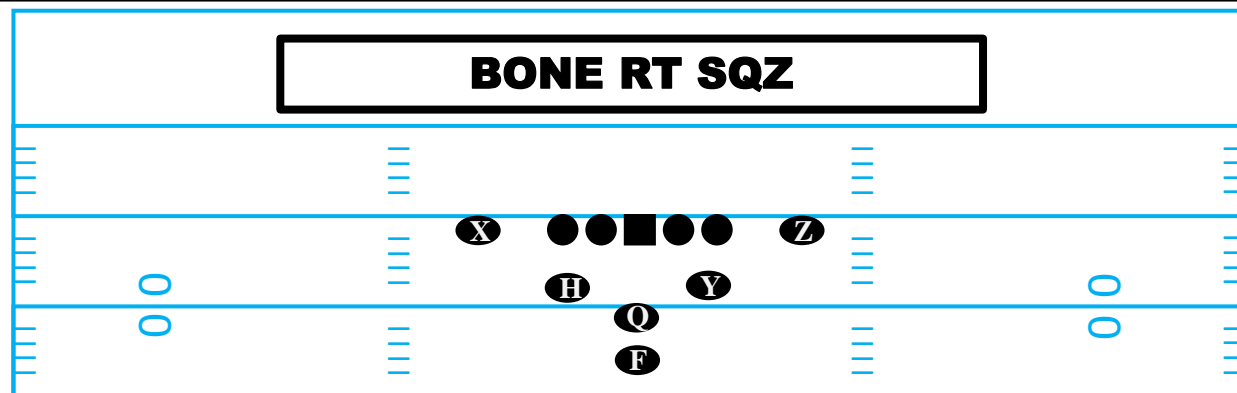
# BONE/BASE/BING (RT/LT)

## BALANCED FORMATIONS

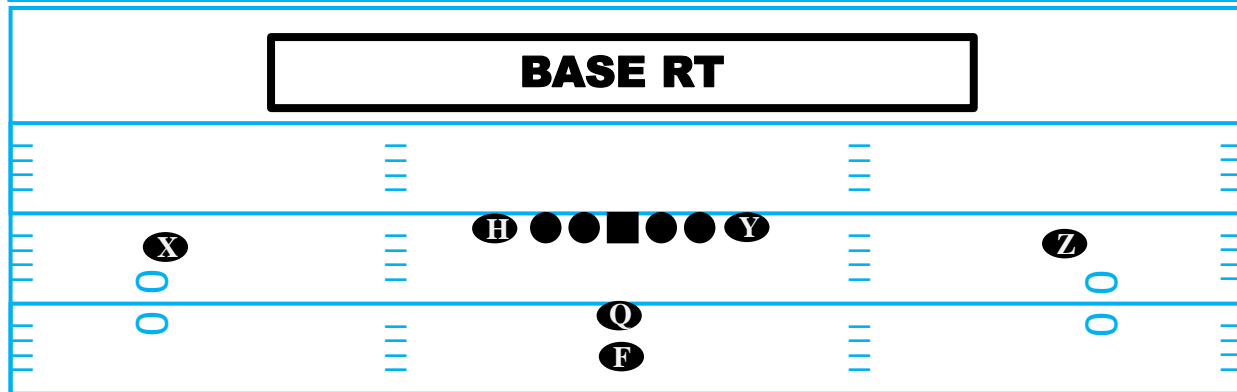
### BONE RT



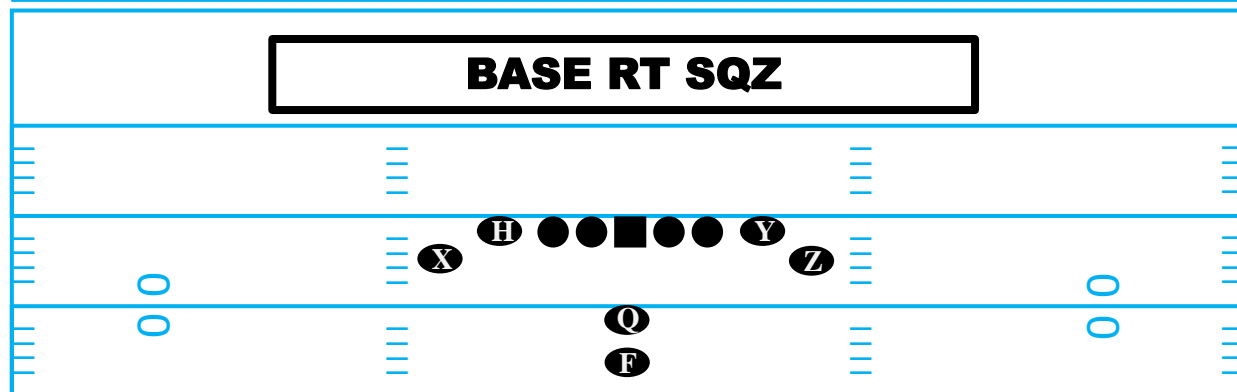
### BONE RT SQZ



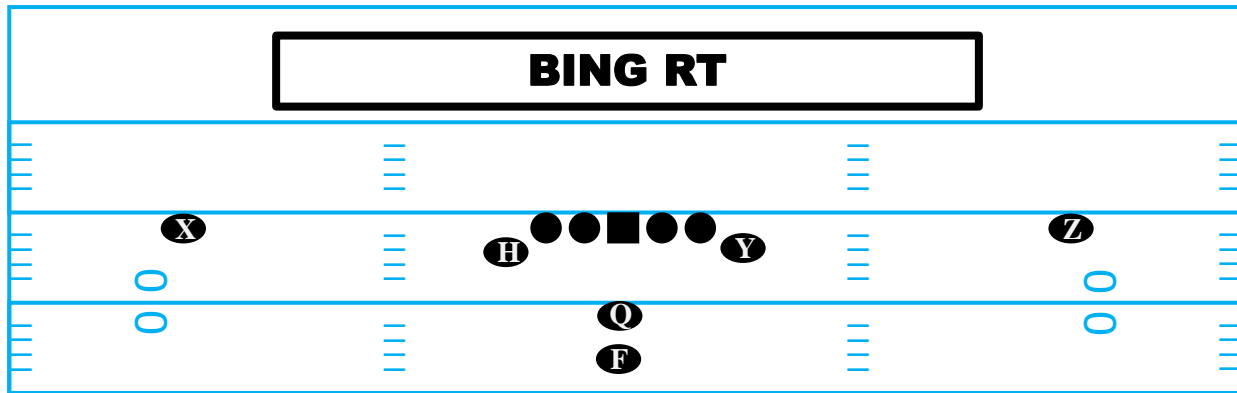
### BASE RT



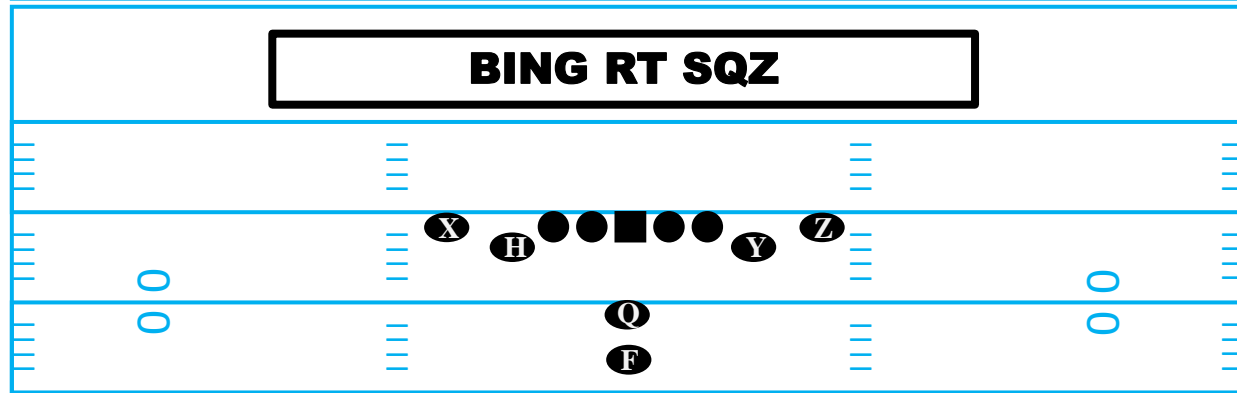
### BASE RT SQZ



### BING RT



### BING RT SQZ



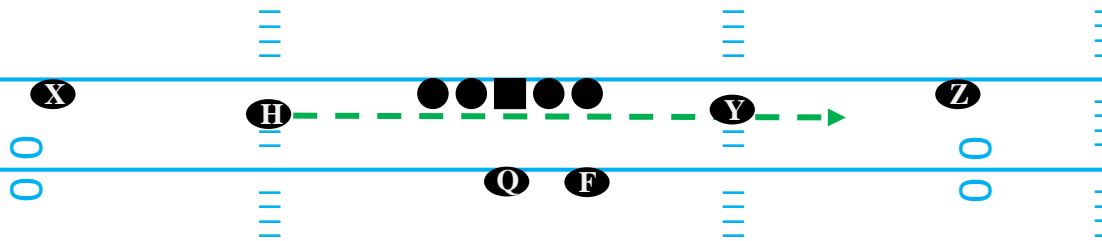
# INSIDE WR MOTIONS

Motions for the H & Y WR's

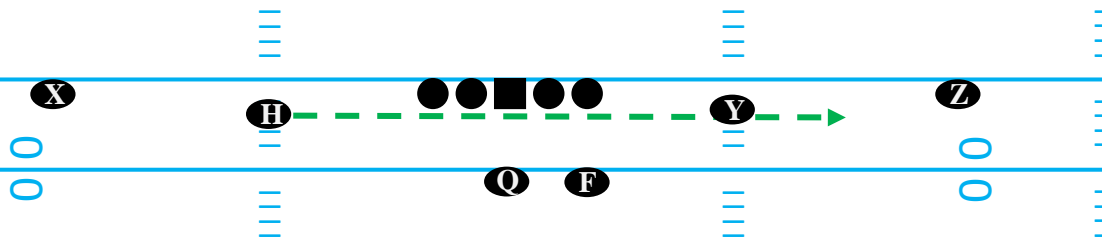
- Move – Move to the other side of the Formation
- Jet – Jet Sweep Motion
- Orbit – Behind the QB Motion

- Return – Move motion then Return to where you started
- Ski – Jet Motion across, stop and comeback across
- Pivot – Orbit Motion, Stop and swing back to where you came from

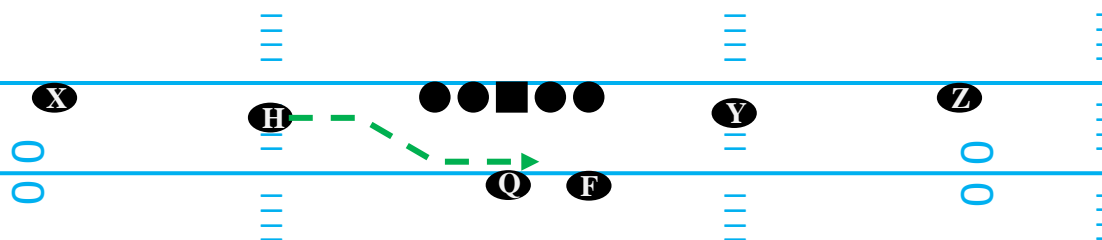
## H MOVE



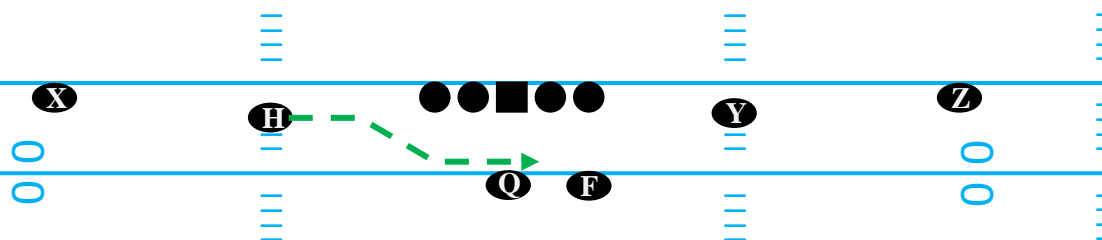
## H RETURN



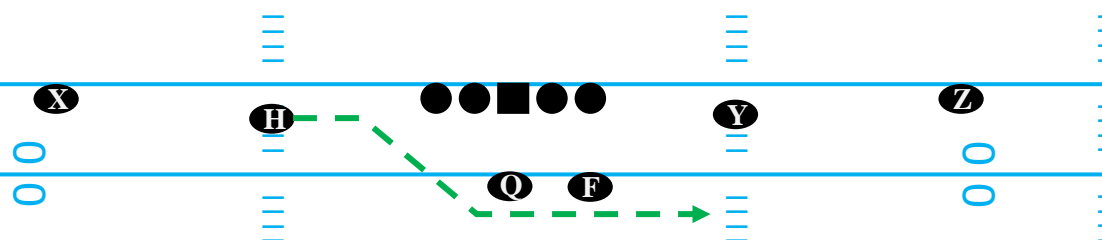
## H JET



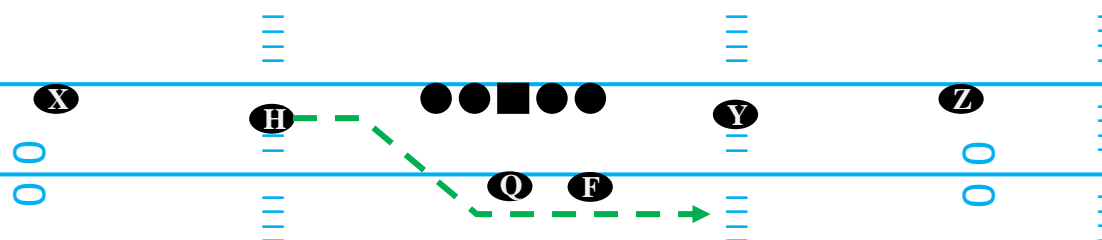
## H SKI



## H ORBIT



## H PIVOT



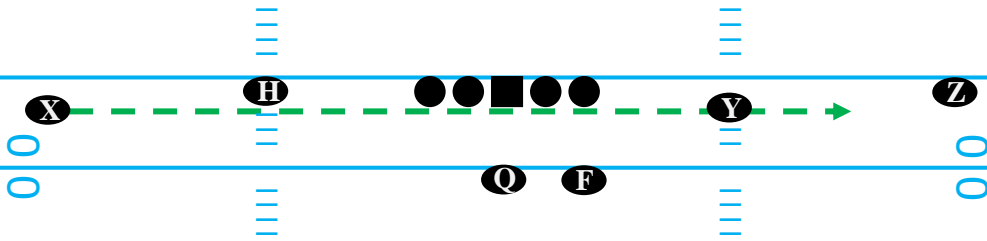
# OUTSIDE WR MOTIONS

Motions for the X & Z WR's

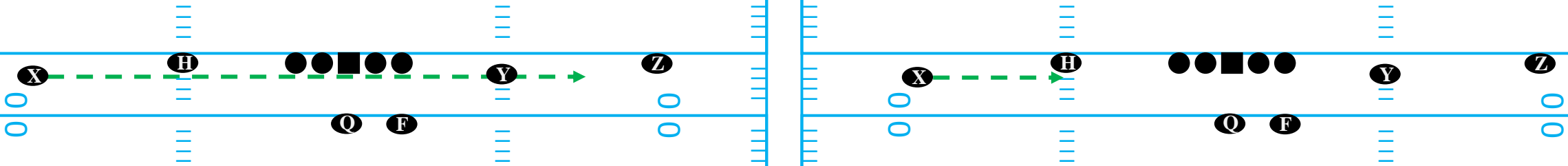
- Move – Move to the other side of the Formation
- Jet – Jet Sweep Motion
- Orbit – Behind the QB Motion

- In – Motion in toward the nearest WR
- Ski – Jet Motion across, stop and comeback across
- Pivot – Orbit Motion, Stop and swing back to where you came from

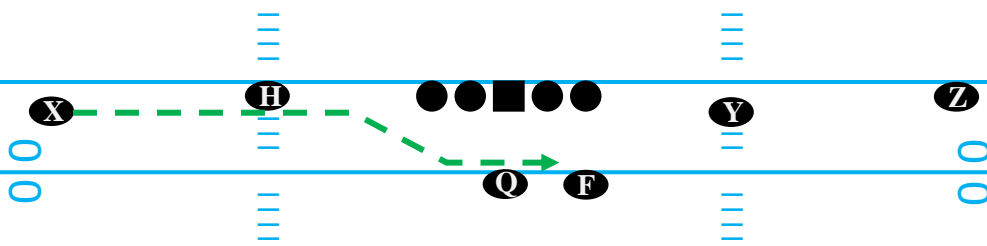
## X MOVE



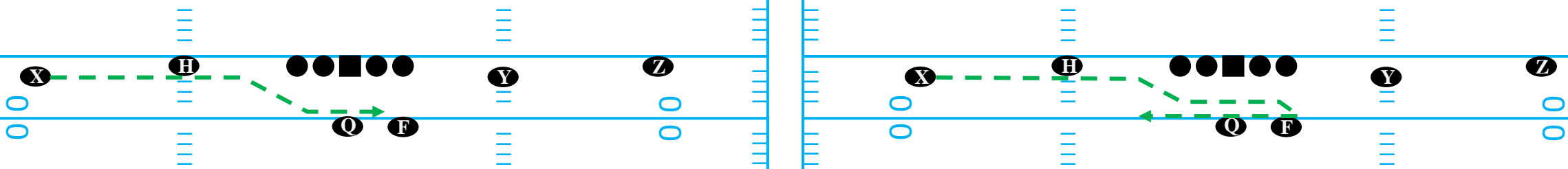
## X IN



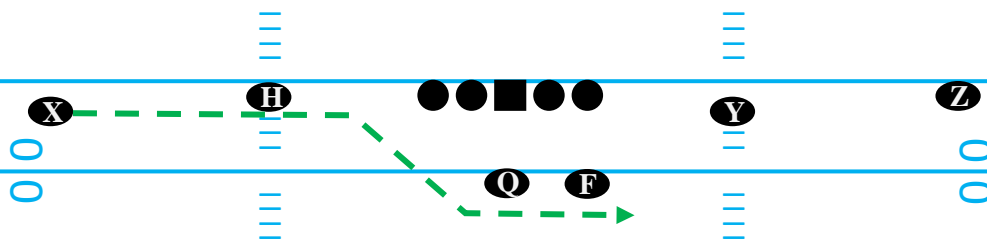
## X JET



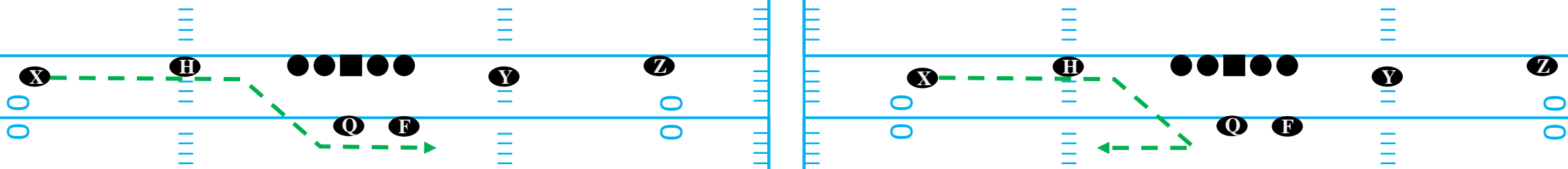
## X SKI



## X ORBIT



## X PIVOT

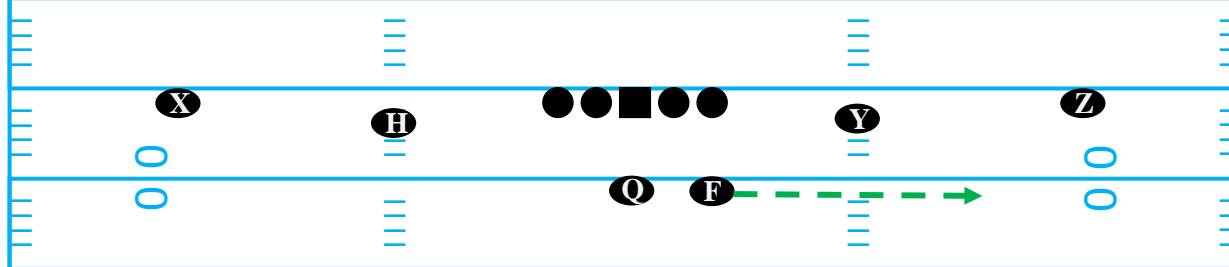


# RB MOTIONS

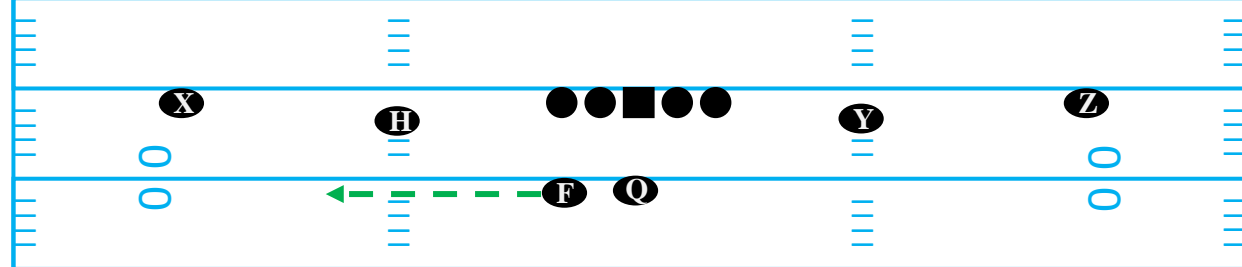
Motions for the F

- RIP/LIZ – Swing to the Play call
- ADD/AWAY – Motion to the slot (Add = to Strength, Away = opposite of strength)
- PLUS/MINUS – Motion to outside most WR (Plus = to strength, Minus = opposite of strength)
- HOME (NOT SHOWN) – Align in called Formation, Motion back into backfield

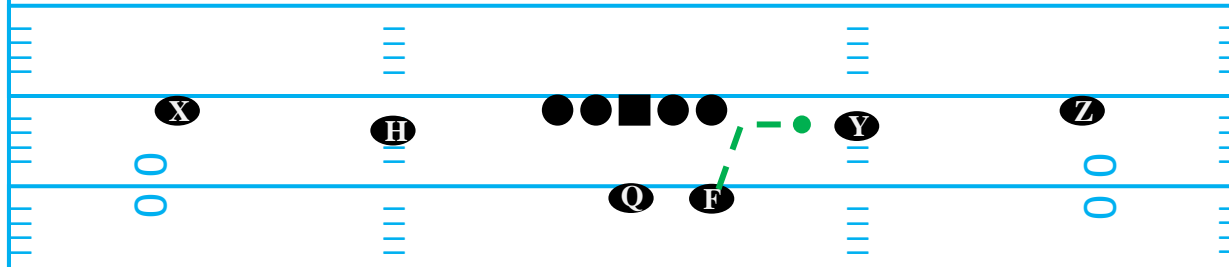
## RIP



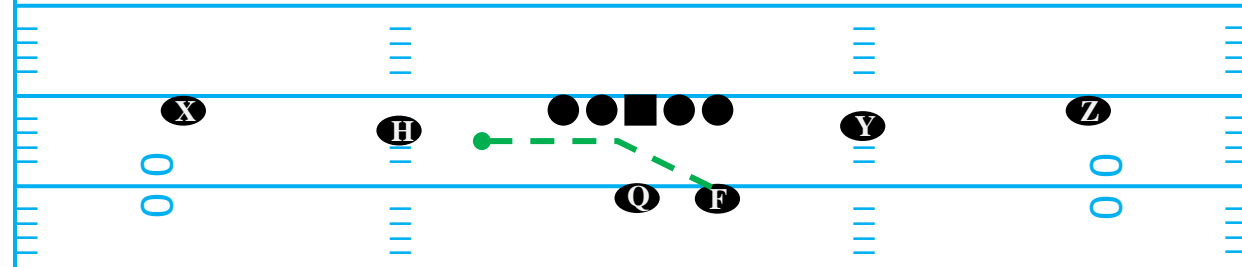
## LIZ



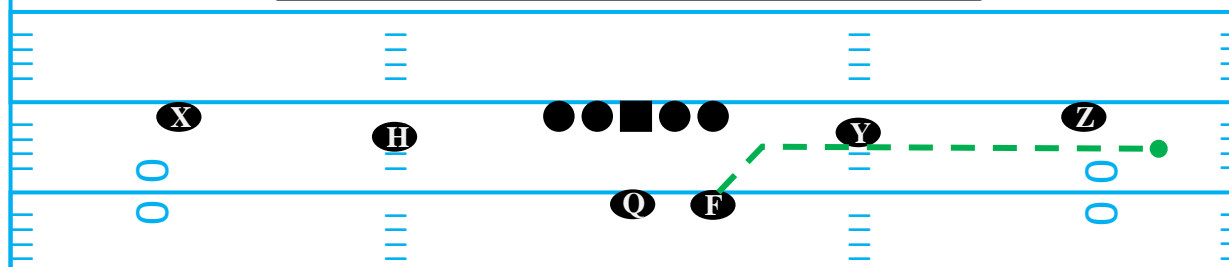
## ADD



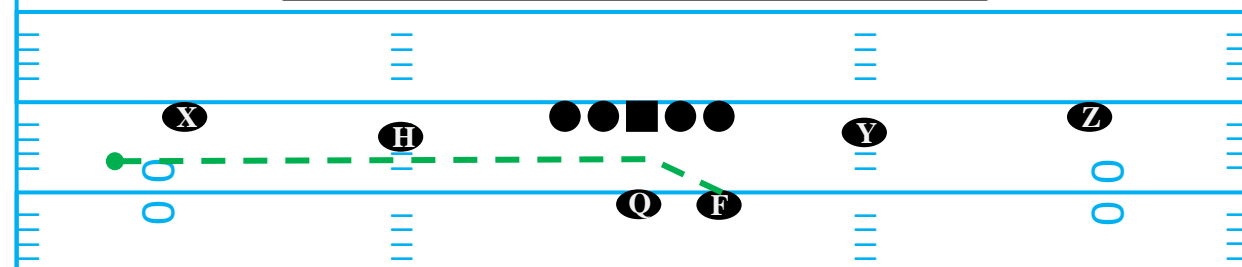
## AWAY



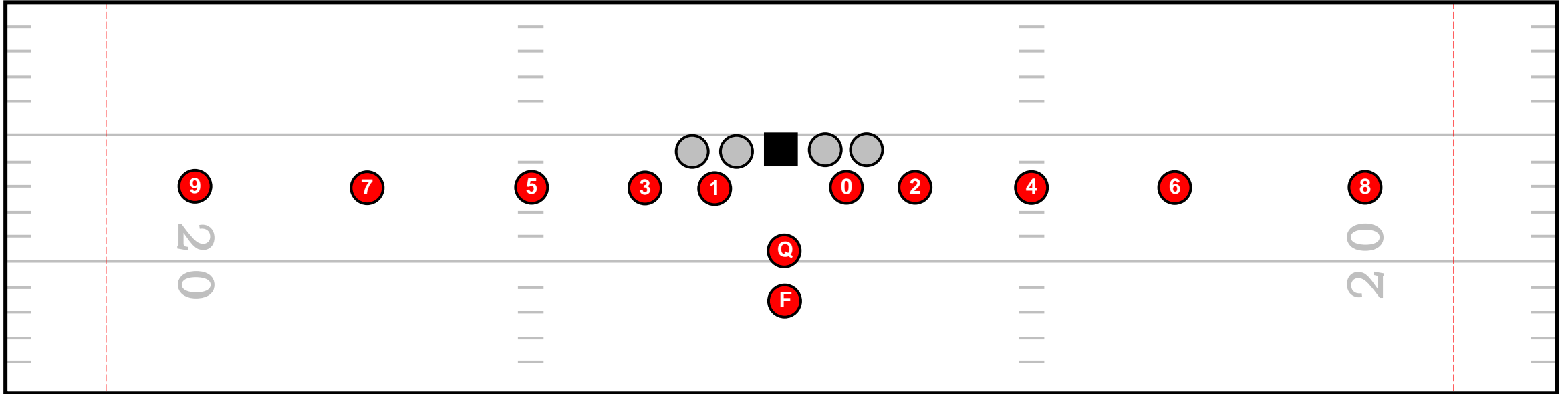
## PLUS



## MINUS



# MOVING THE RB INTO EMPTY FORMATIONS



#	ALIGNMENT
0/1	Align in the B Gap between the Guard and Tackle
2/3	Align off the EMOLOS in a Wing Position
4/5	Align as the Inside most WR
6/7	Align between the outside most WR and the Slot
8/9	Align as the outside most WR

# RUN GAME

## ZONE SCHEME

## GAP SCHEME

## MAN/MISC

POWER

TRAP ✓

BASE

COUNTER

-

COUNTER TREY

# PASS GAME

## SEAM VARIANTS

SEATTLE  
SEAHAWK  
    SONIC  
DOLPHIN  
    COFFIN  
STEELER (SEAM WHEEL)

## POST/CORNER VARIANTS

PATRIOT PACKER VIKING	CHIEFS
-----------------------------	--------

## SPACING

LION  
TEXAN  
SAINT (SNAG)

## 2 MAN TAGS

CASH (SHACK) CALF COLORADO  DRIVE MESH  EAGLE PHILLY	FADE SPOKE PEEL
--	-----------------------

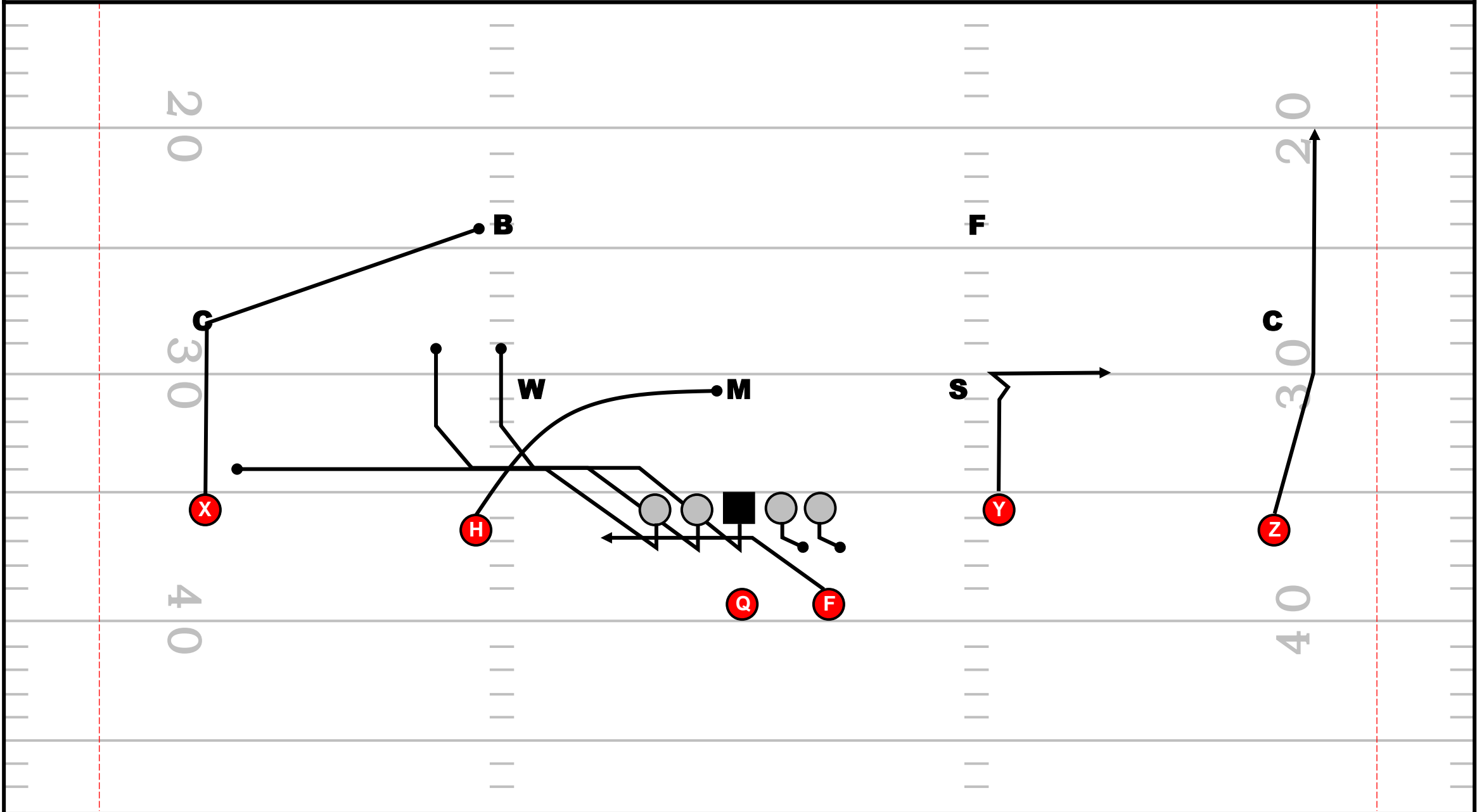
## 3 MAN TAGS

PEELER  
ROCKIES

## MISC

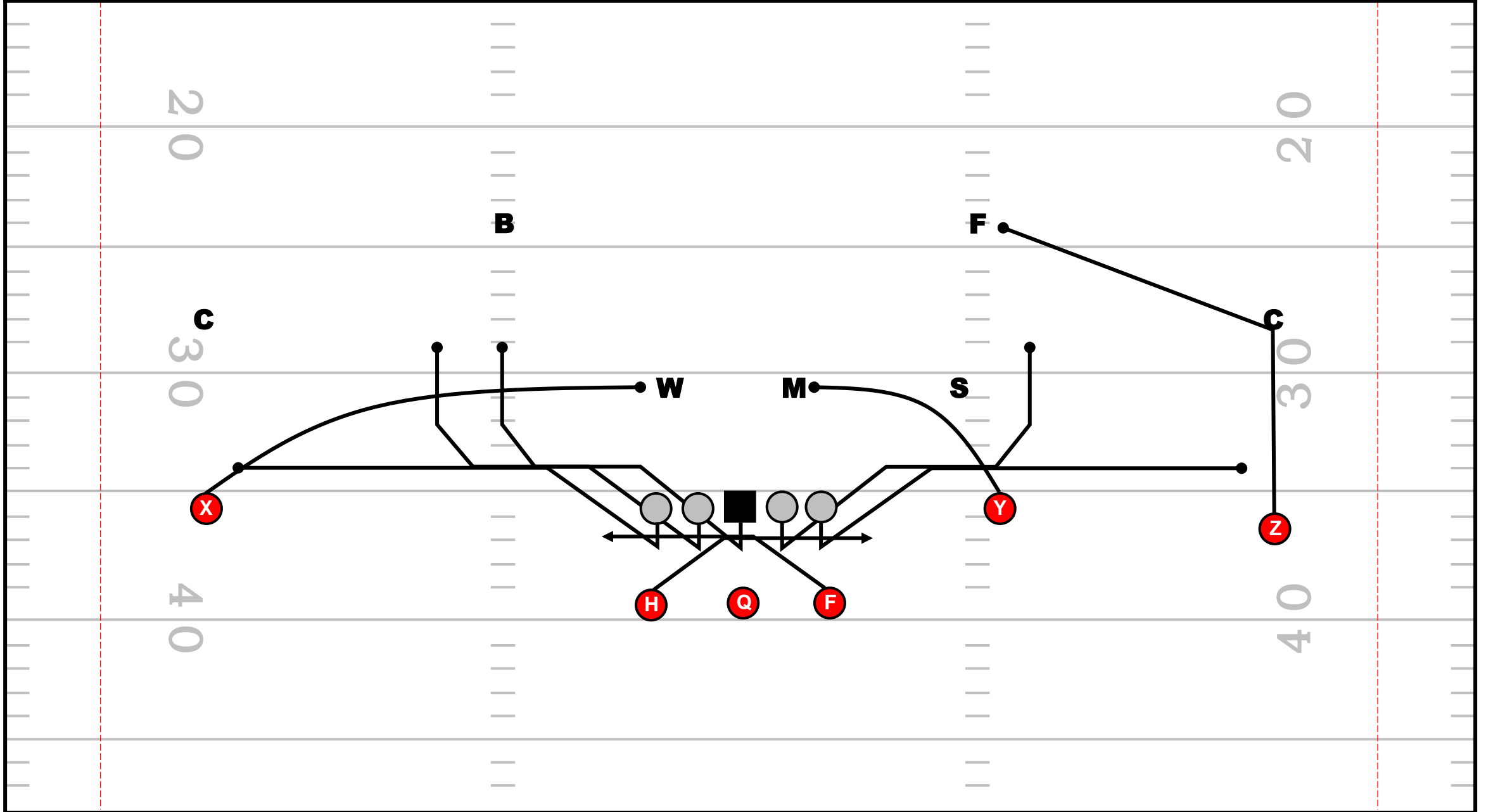
CHASE  
& GO READ ROUTES  
TRIPLE MOVE  
DOUBLE MOVE

# RB SCREEN LT





# DBL RB SCREEN LT



# MIDDLE SCREEN

20

30

40

X

B

W

H

M

Q

F

F

S

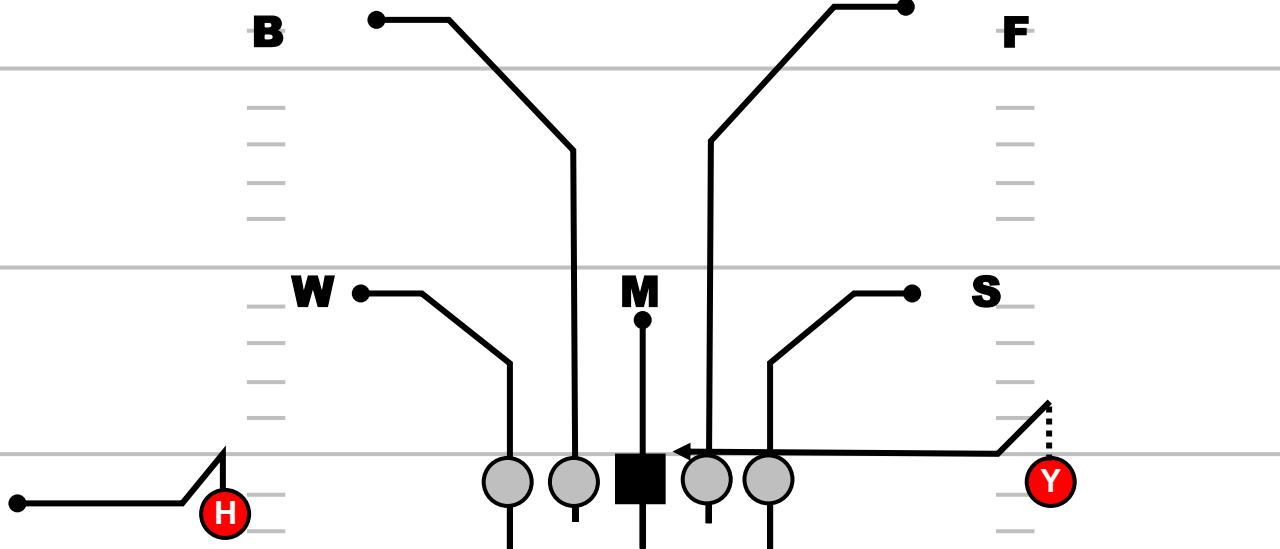
Y

20

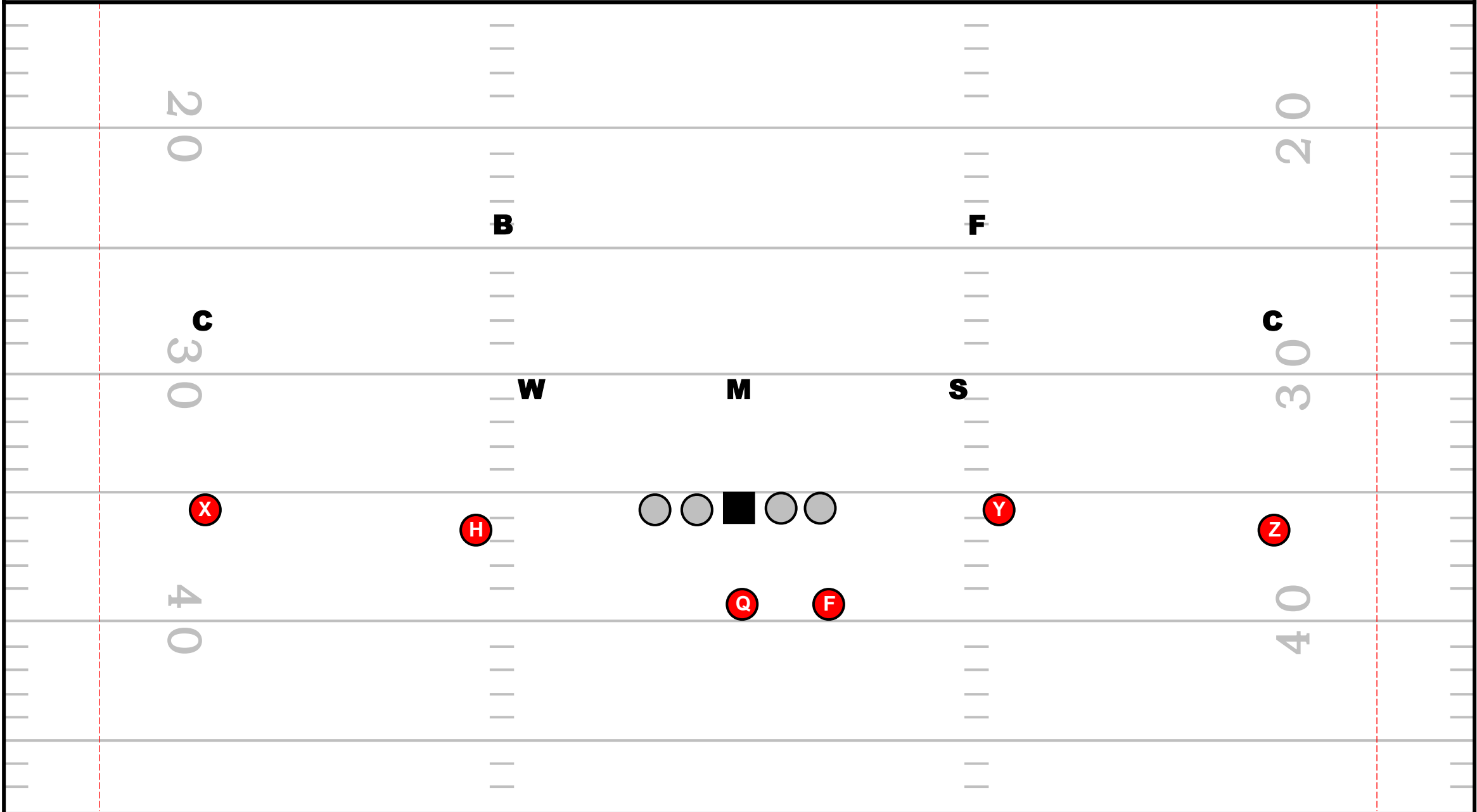
30

40

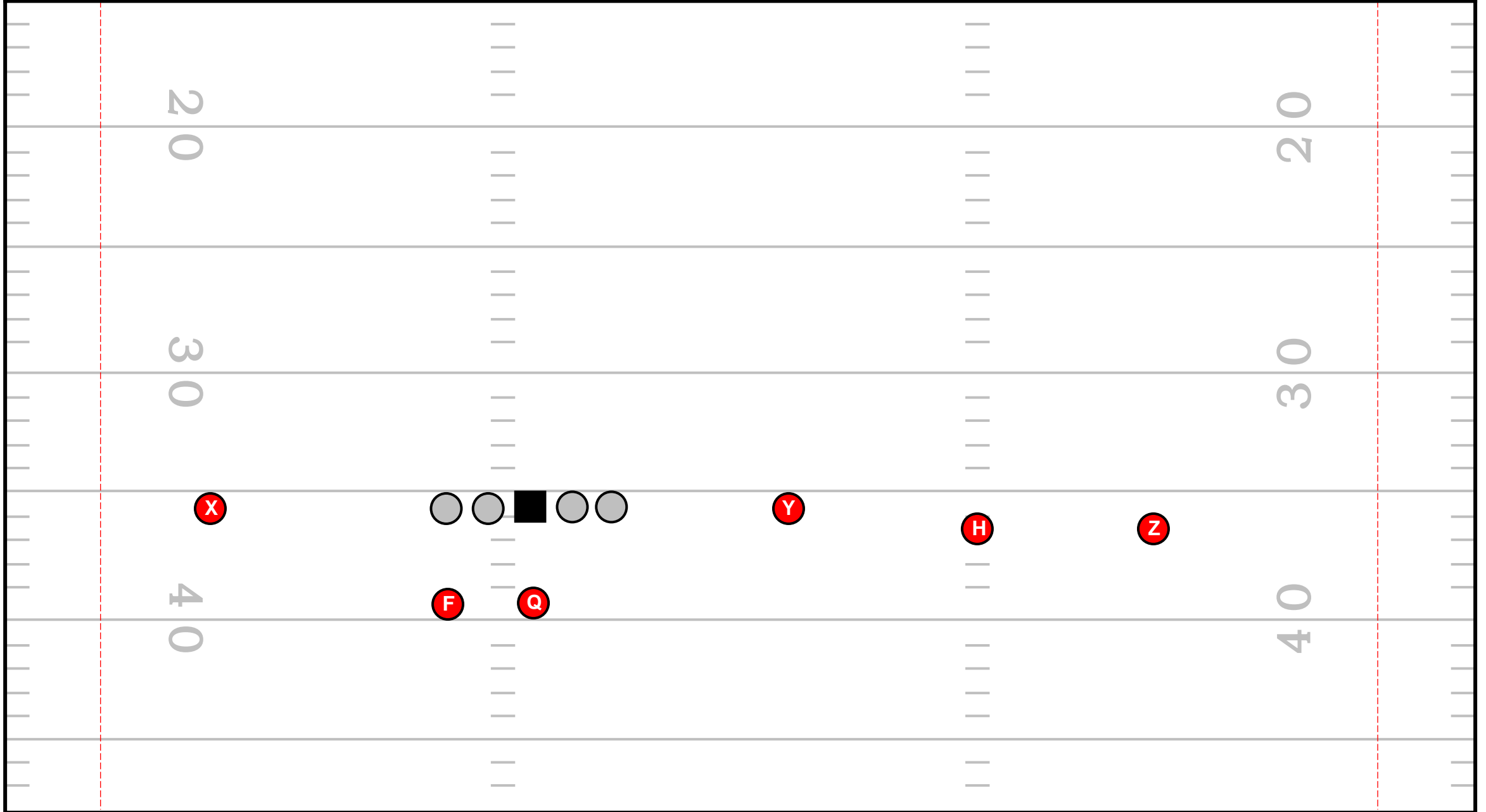
Z



# GO RT

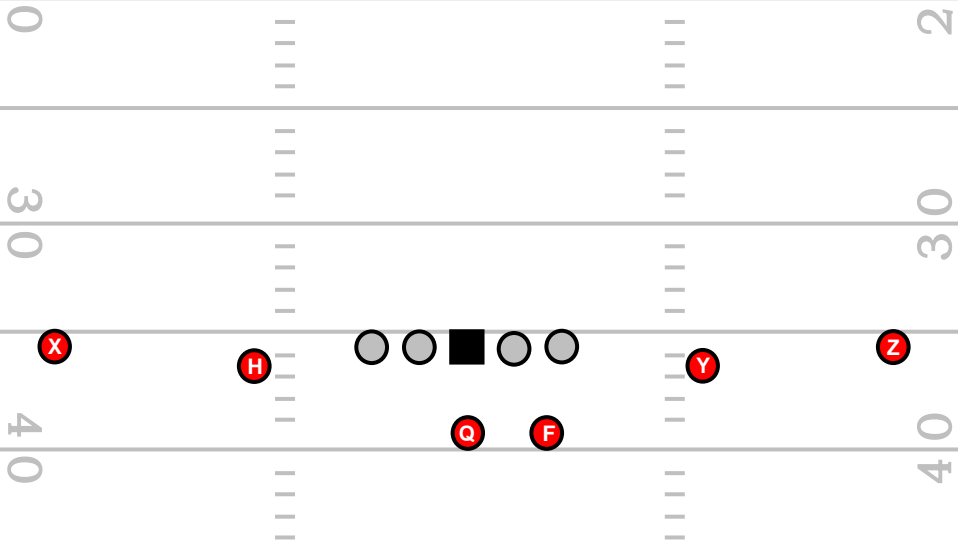


# DBL UNDER

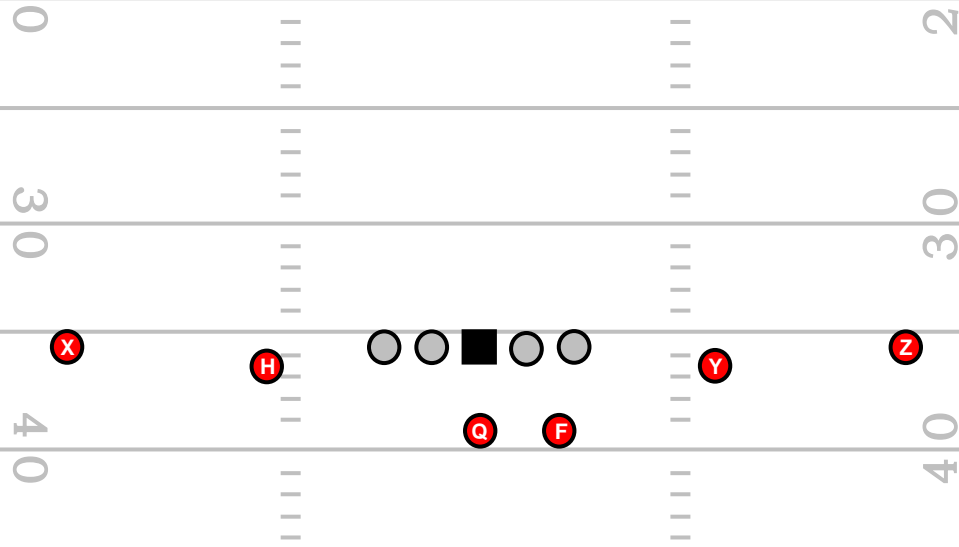


**SEATTLE VARIATIONS**

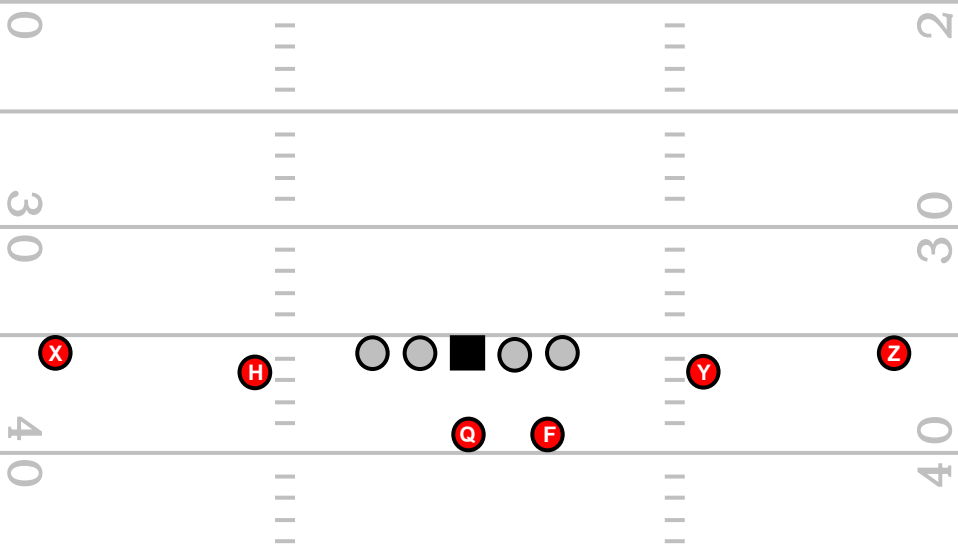
**EARLY Y SEATTLE**



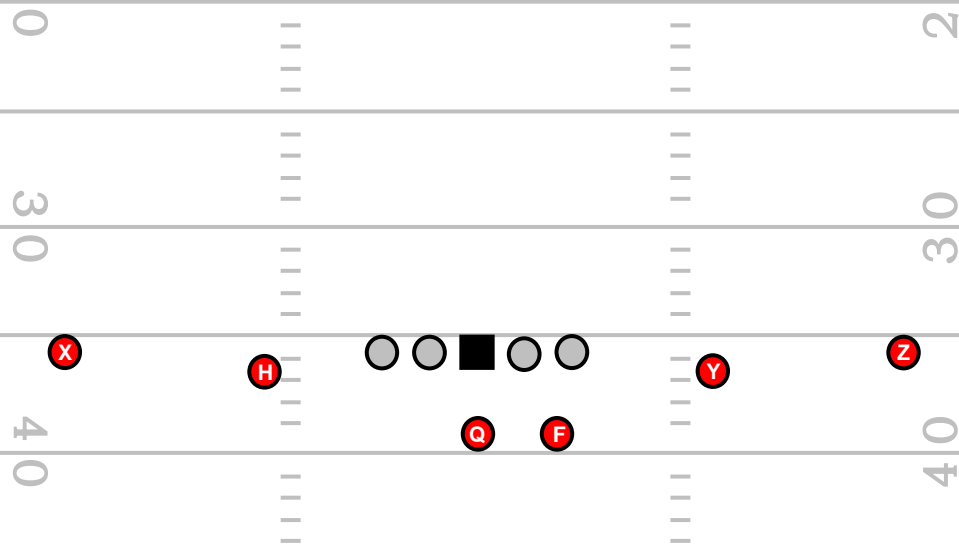
**EARLY Y SEATTLE**



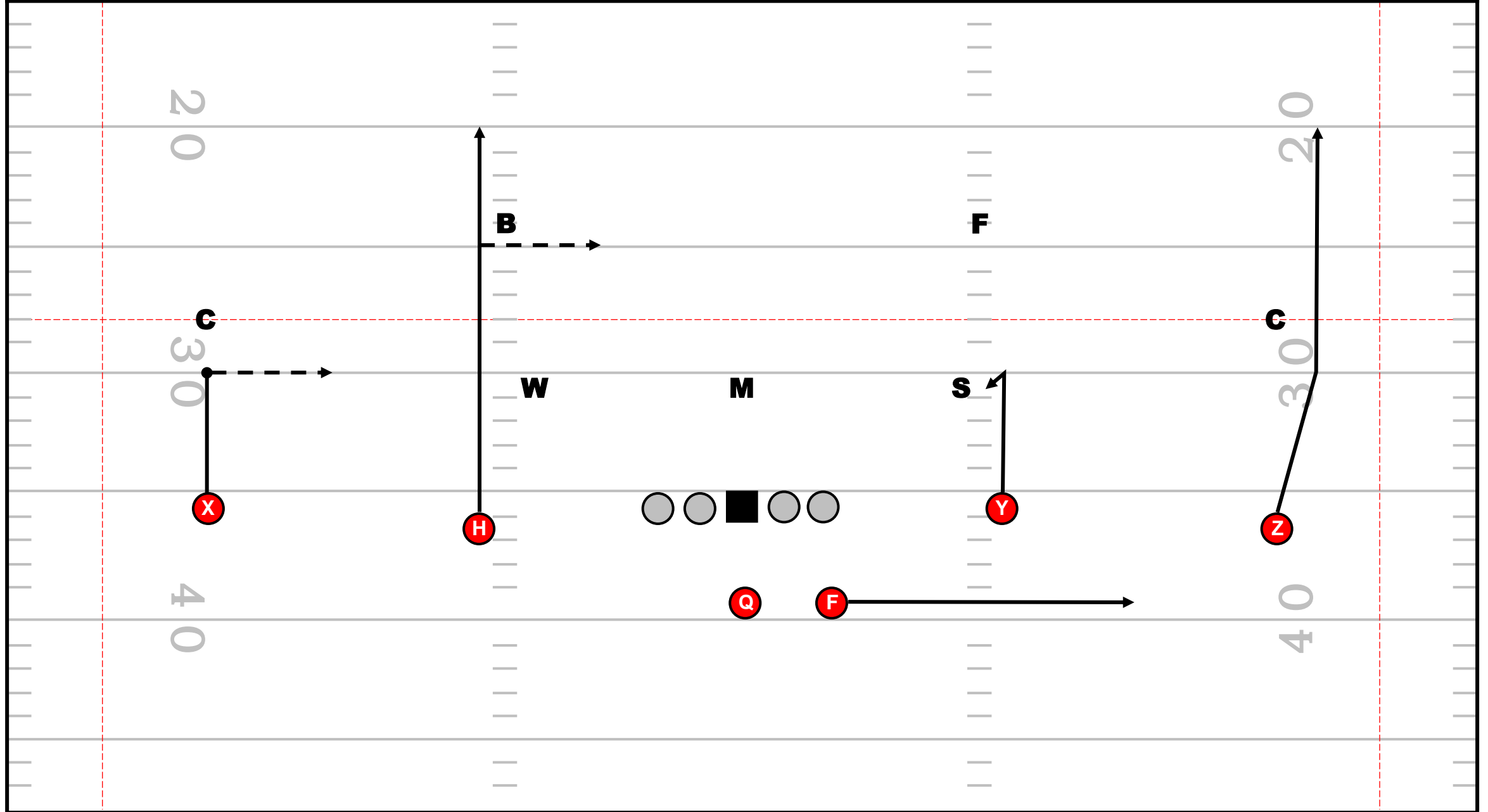
**EARLY Y SEATTLE**



**EARLY Y SEATTLE**

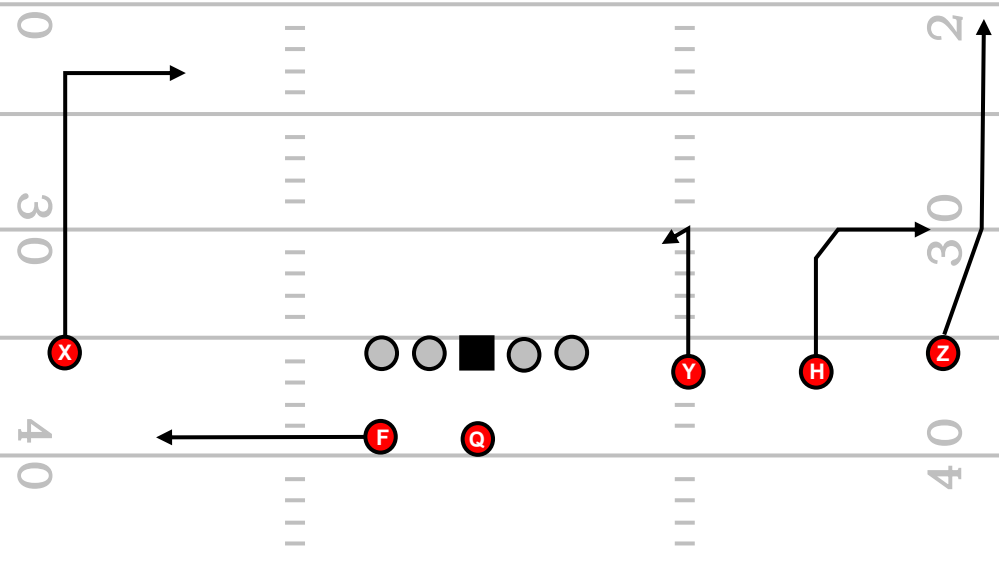


# SEATTLE

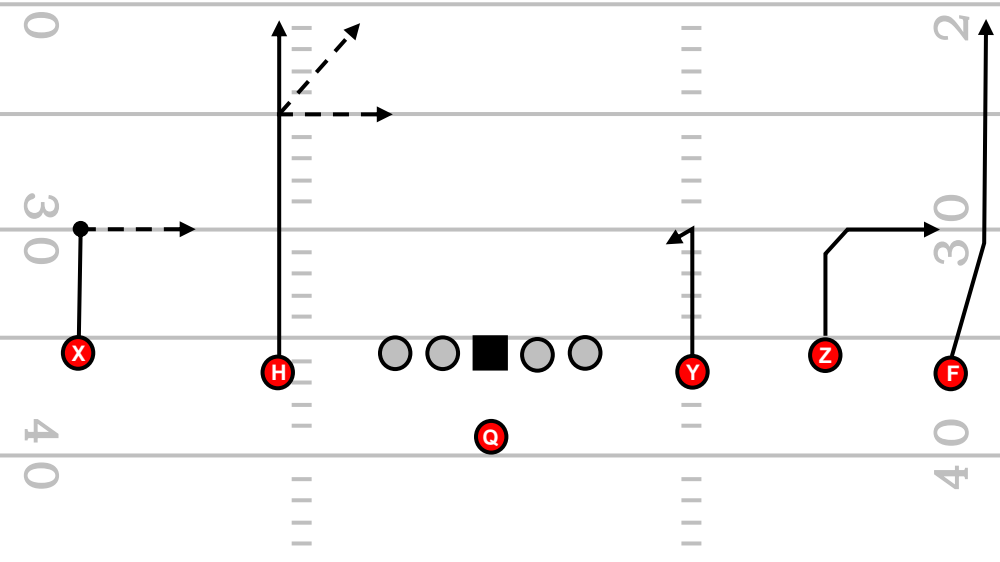


**SEATTLE VARIATIONS**

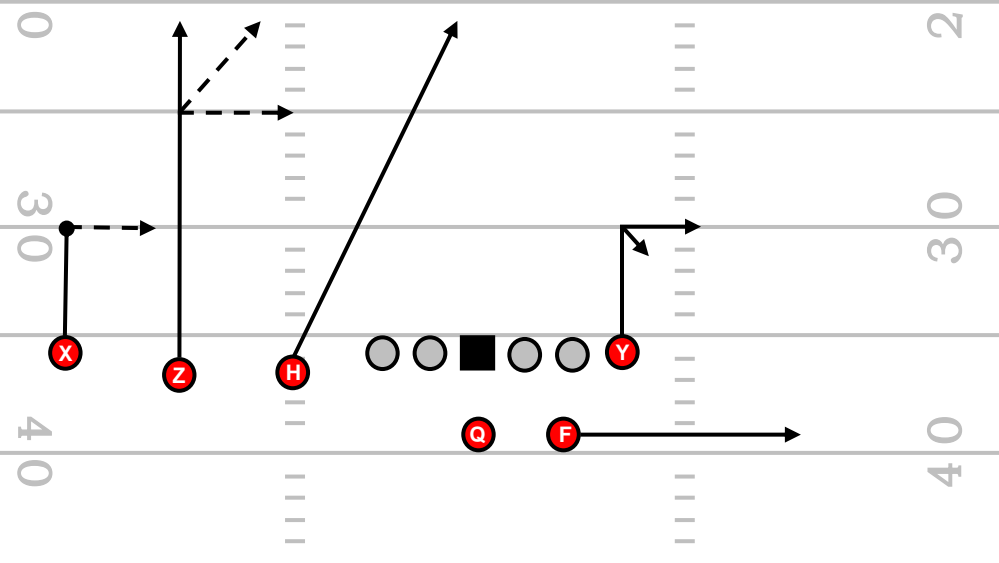
**EARLY SEATTLE**



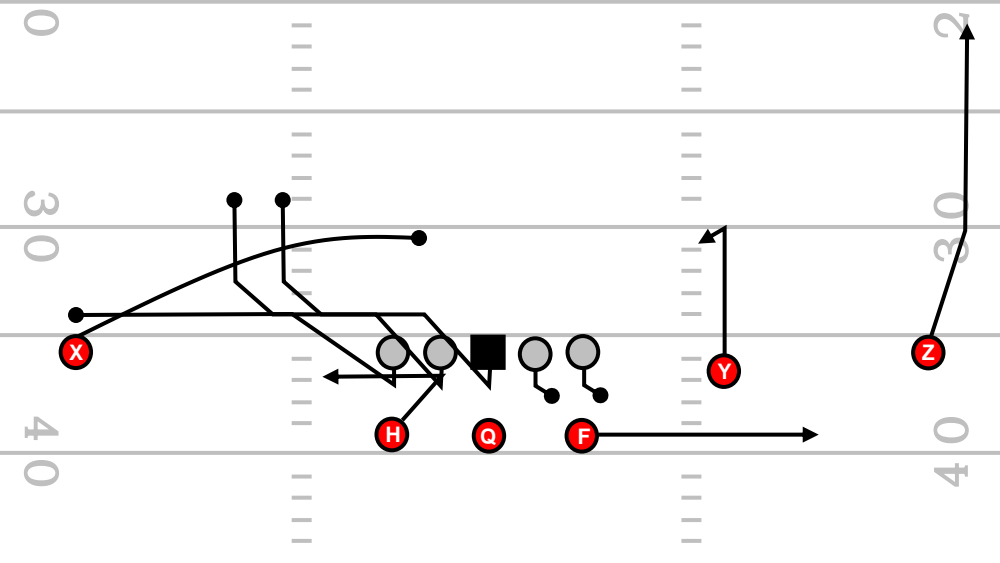
**8 NORTH SEATTLE**



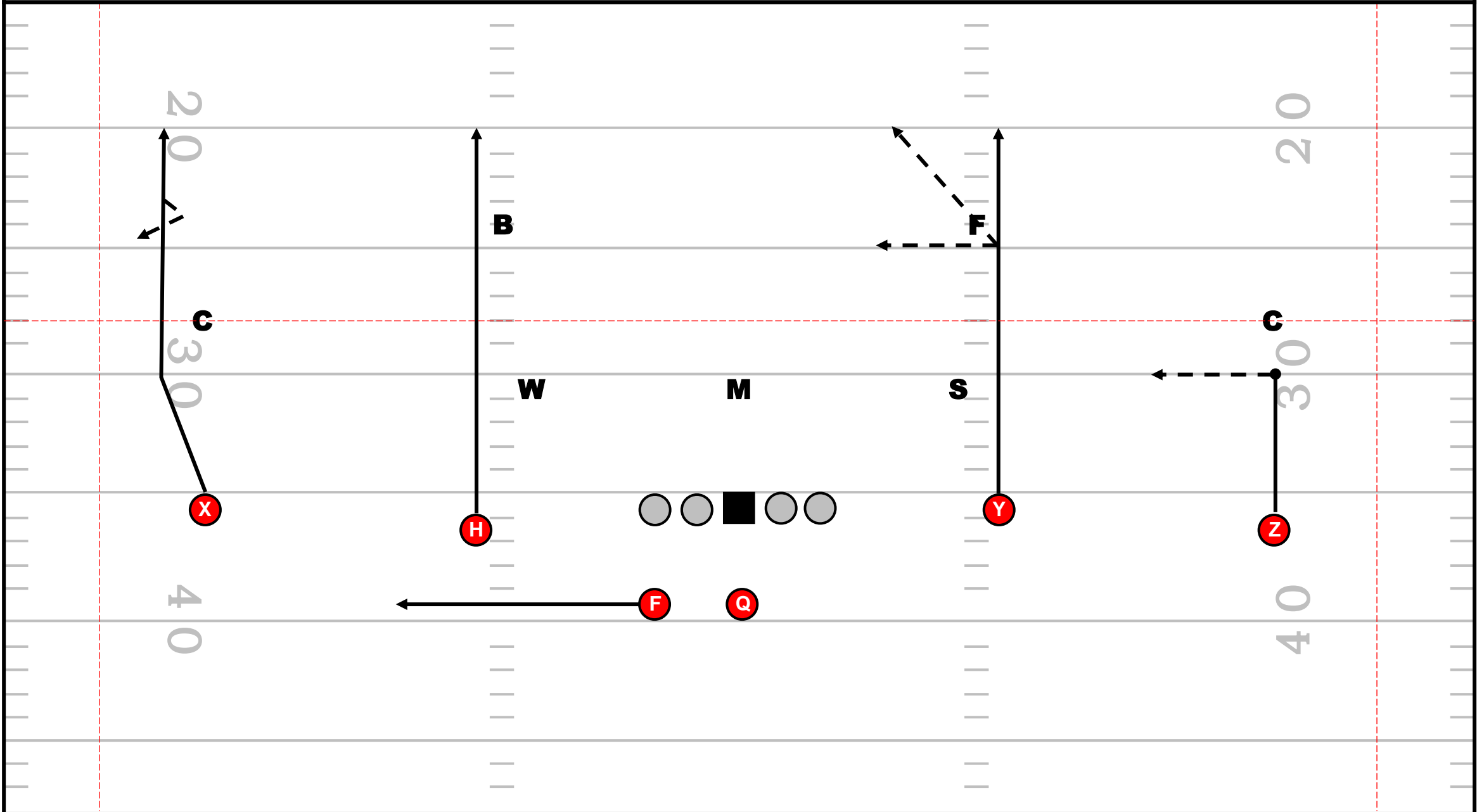
**ROCK SEATTLE (SEAHAWK)**



**GREEN SEATTLE (H LINDA)**



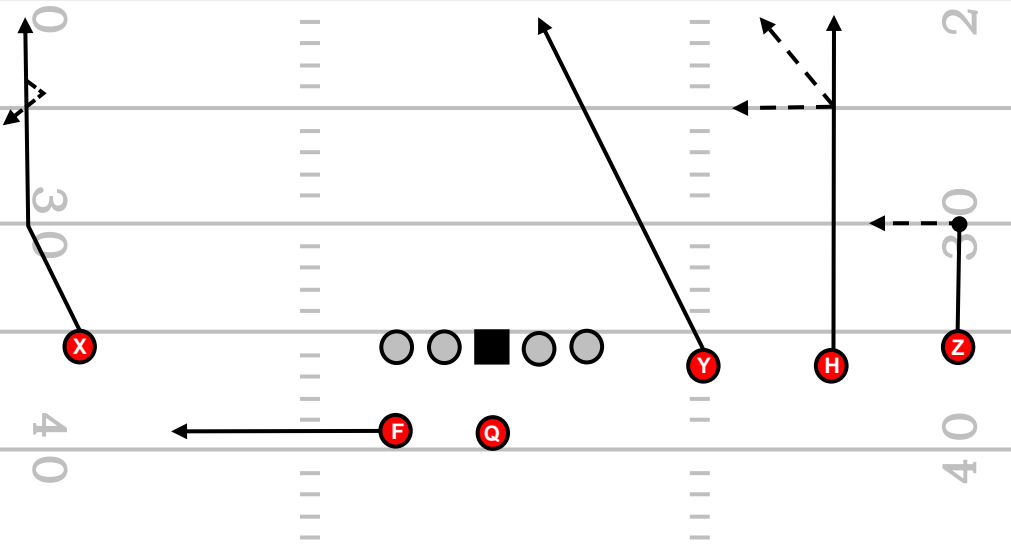
# SEAHAWK



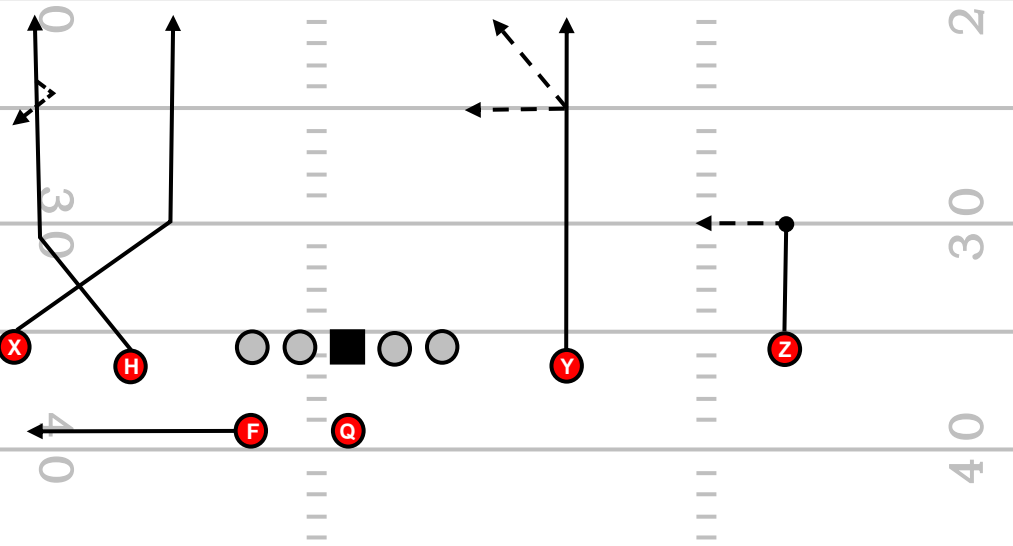


**SEAHAWK VARIATIONS**

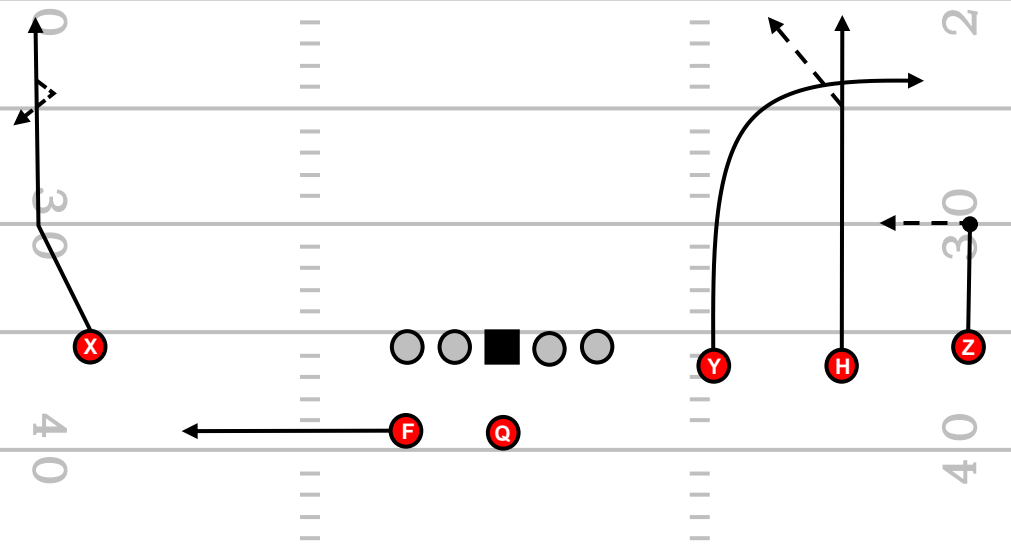
**EARLY SEAHAWK**



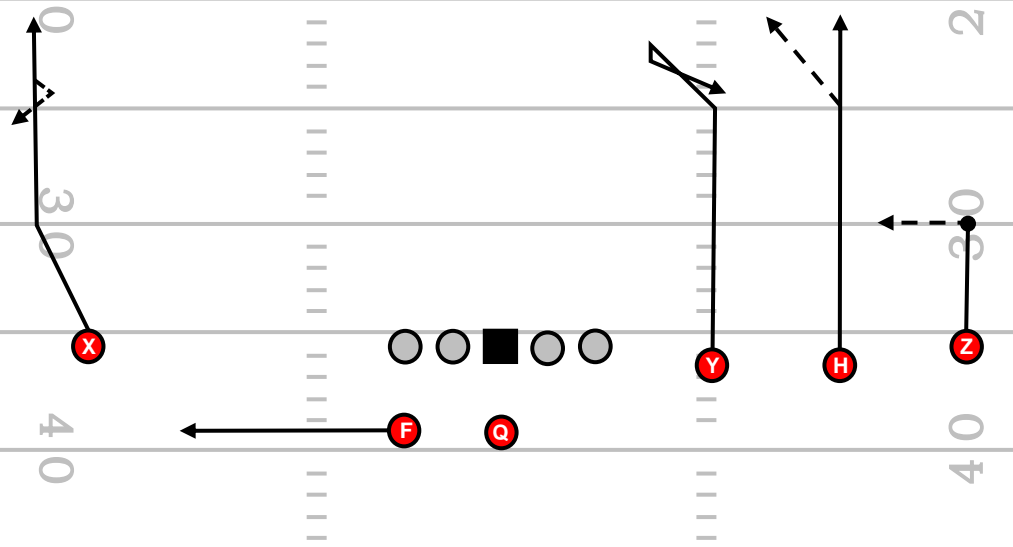
**NORTH SEAHAWK (PHILLY)**



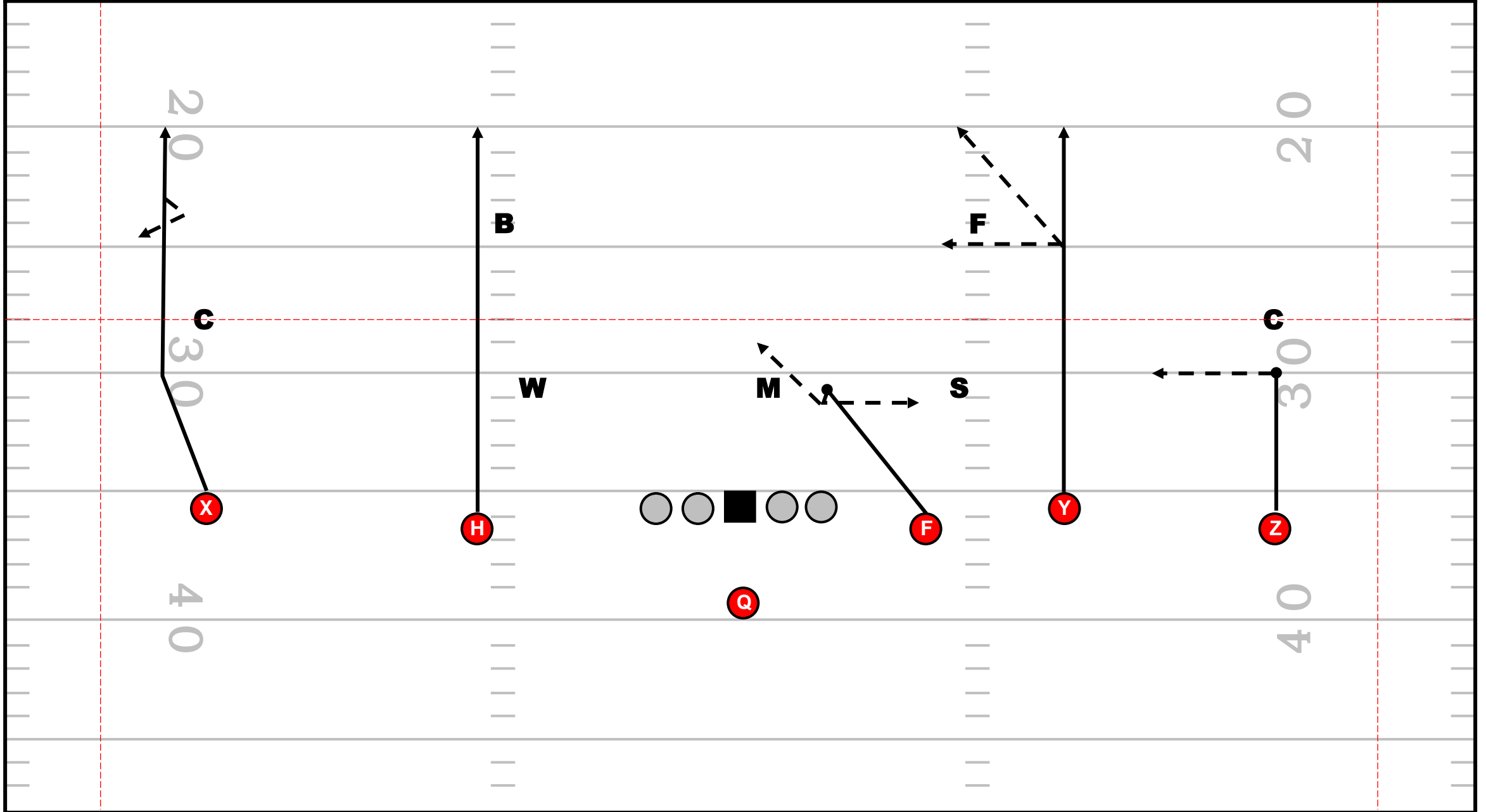
**EARLY SEAHAWK Y OUT**



**EARLY SEAHAWK Y SEARCH**

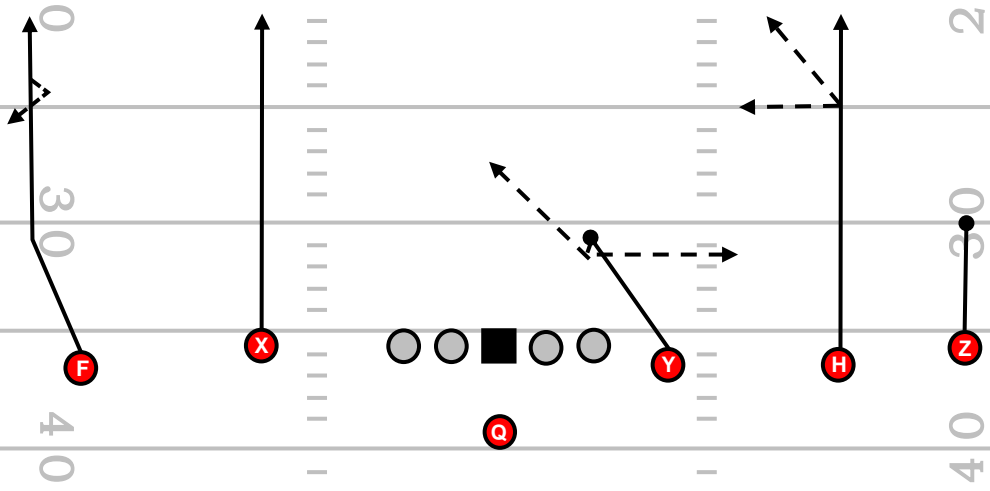


# SONIC

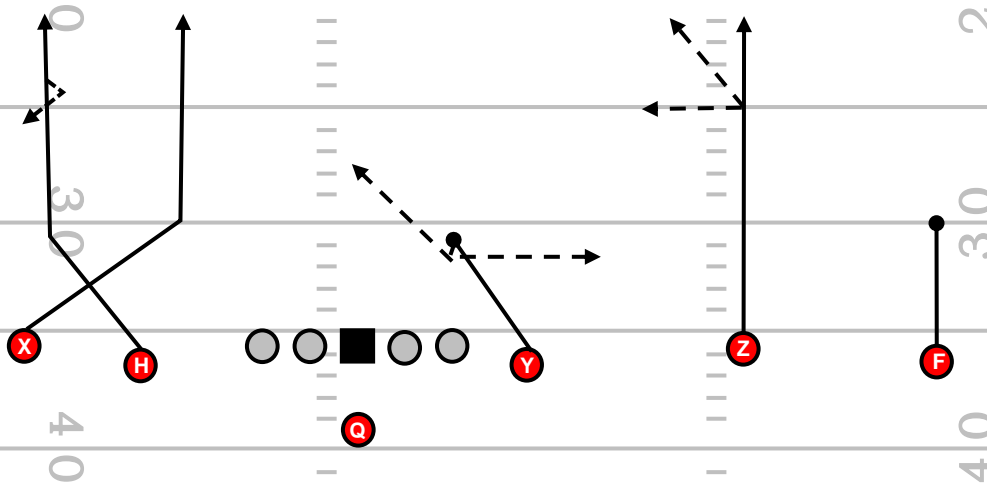


**SONIC VARIATIONS**

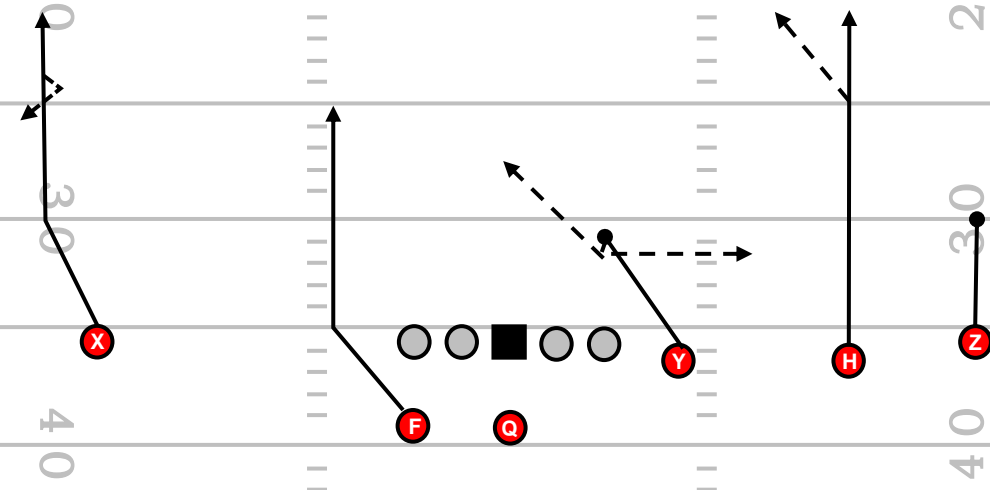
**9 EARLY SONIC**



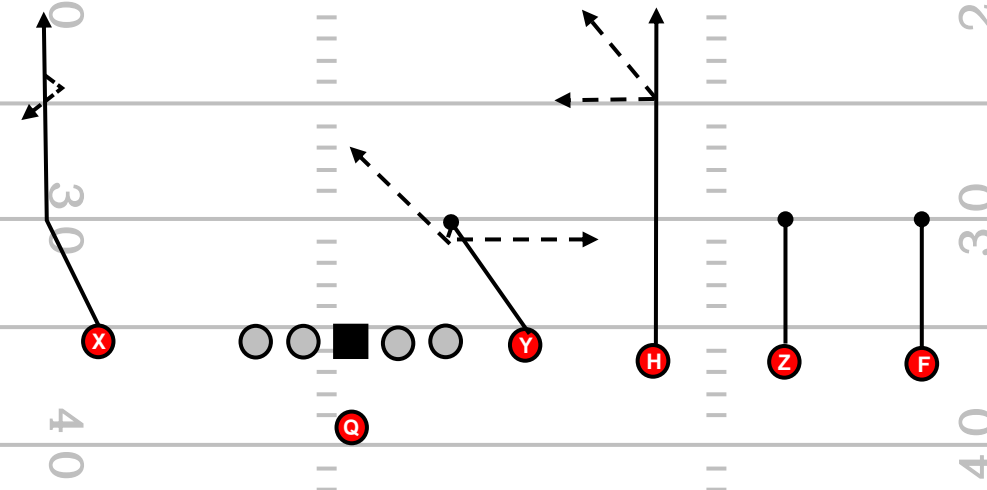
**8 NORTH SONIC (PHILLY)**



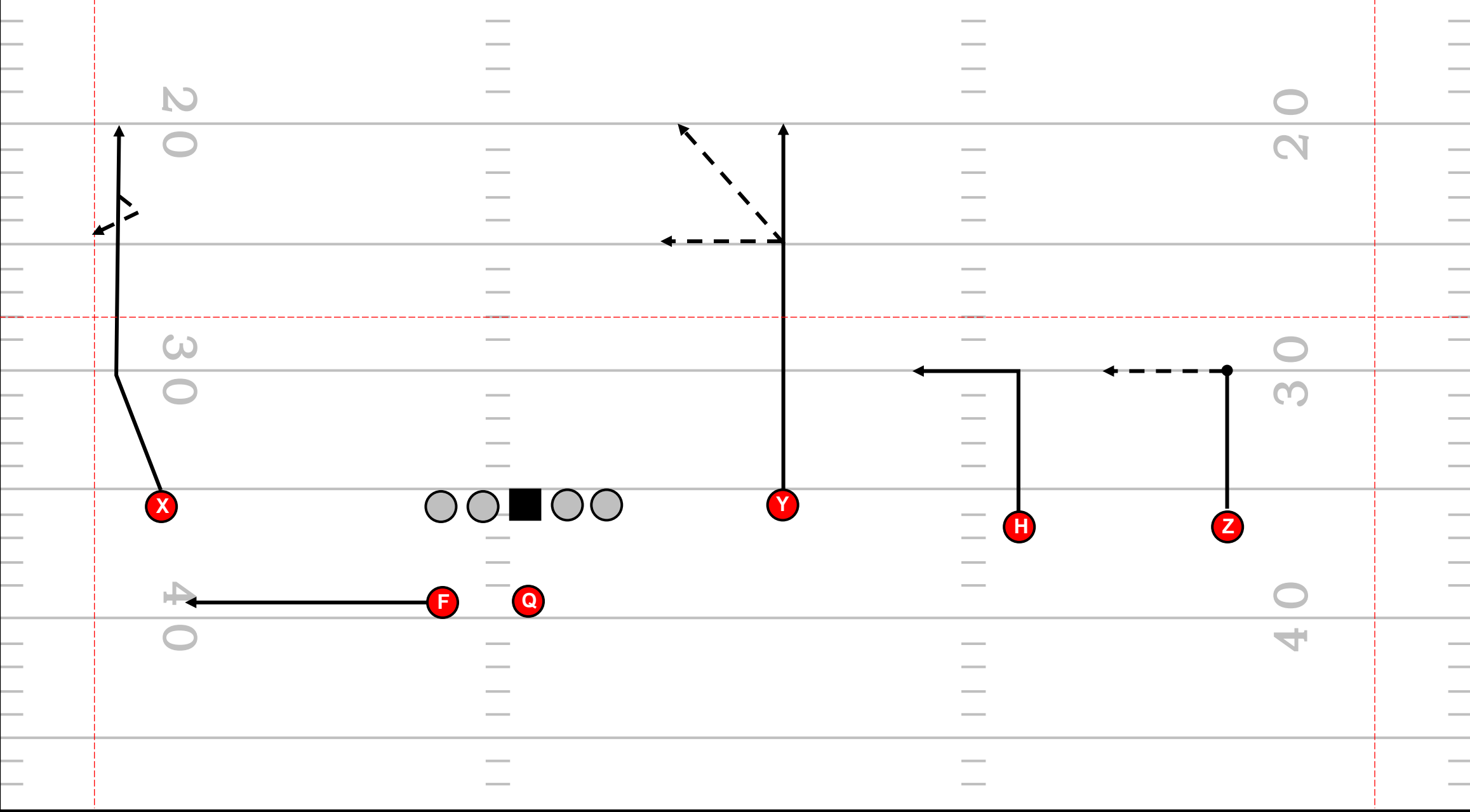
**EARLY SONIC F SEAM**



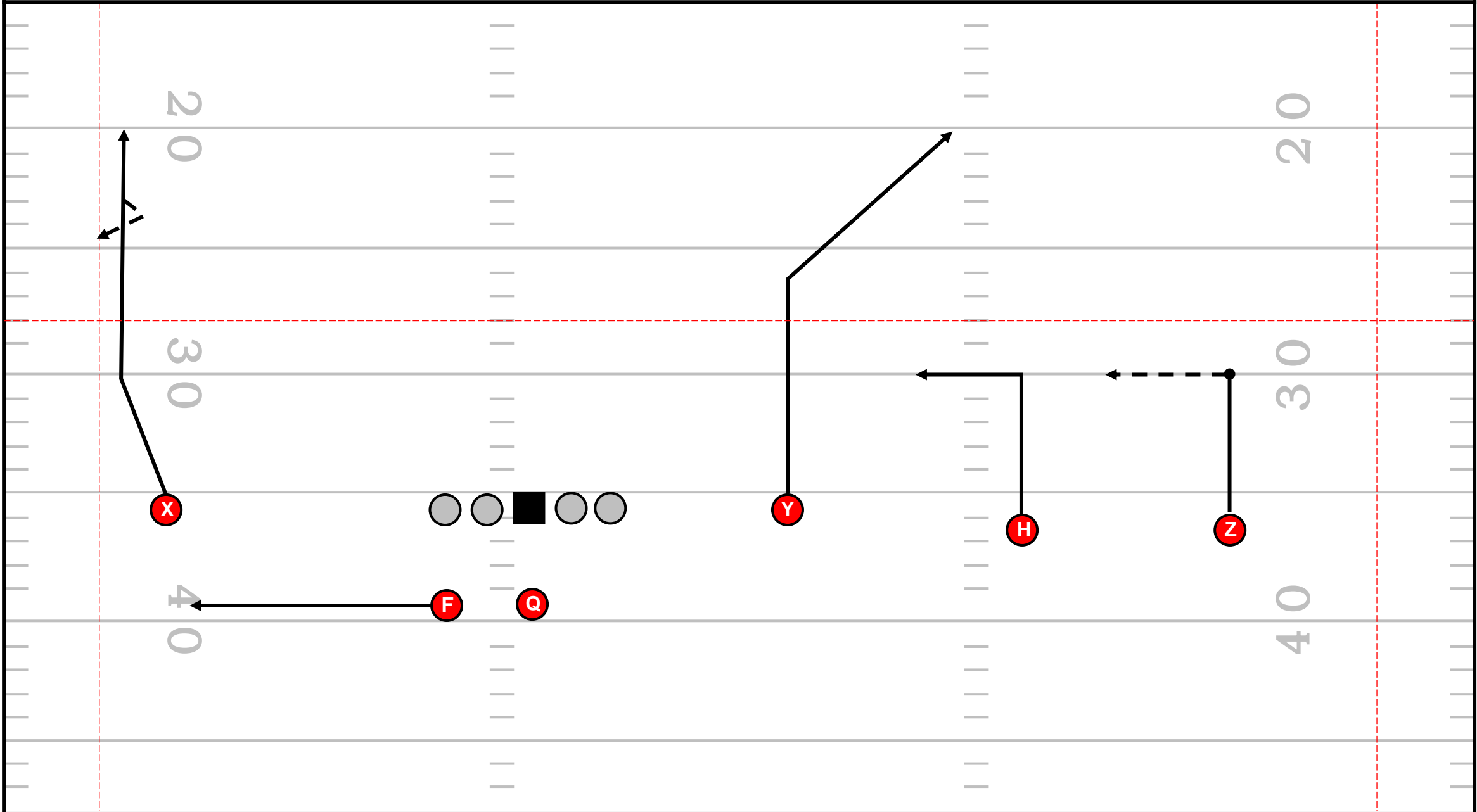
**8 EARLY SONIC**



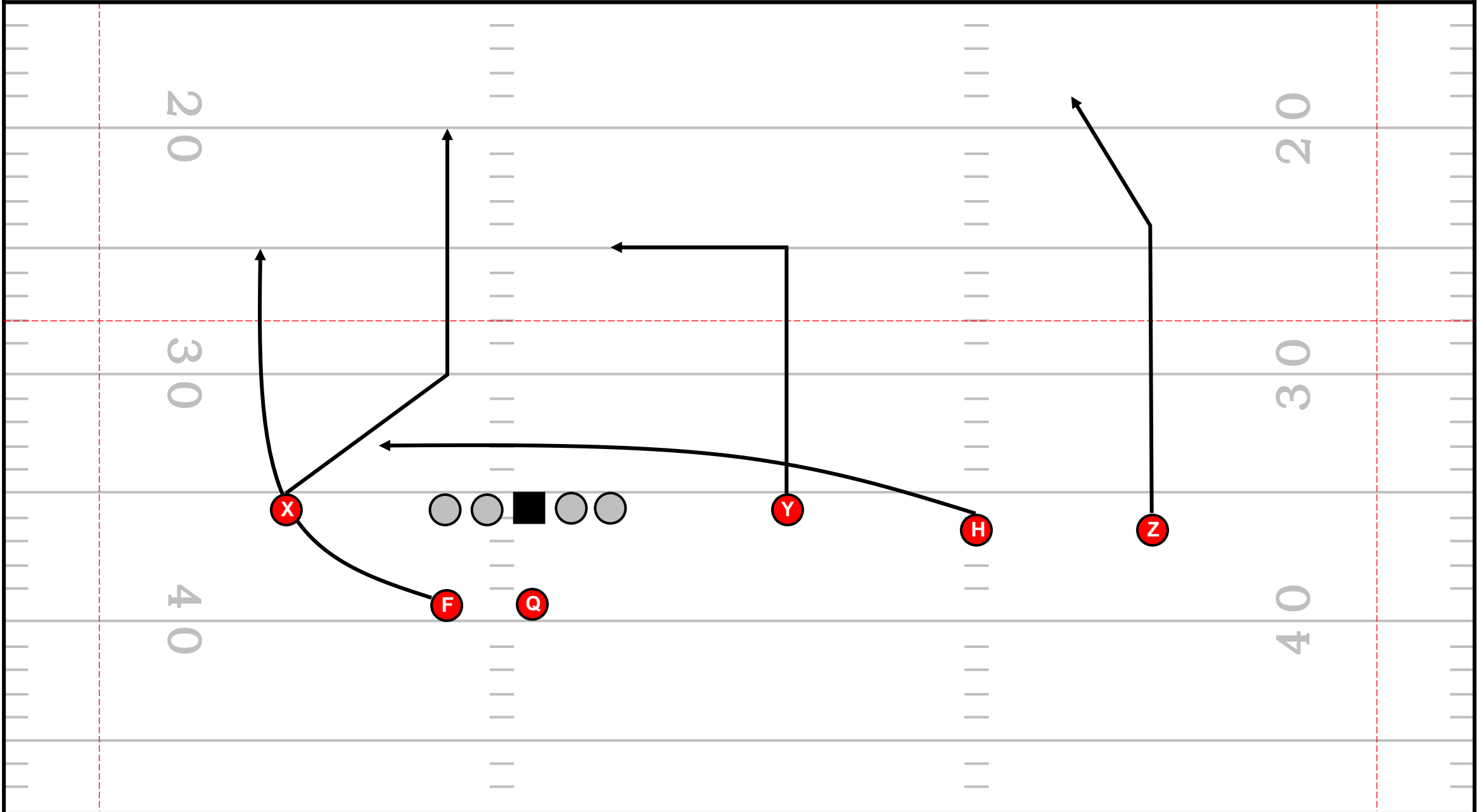
# DOLPHIN



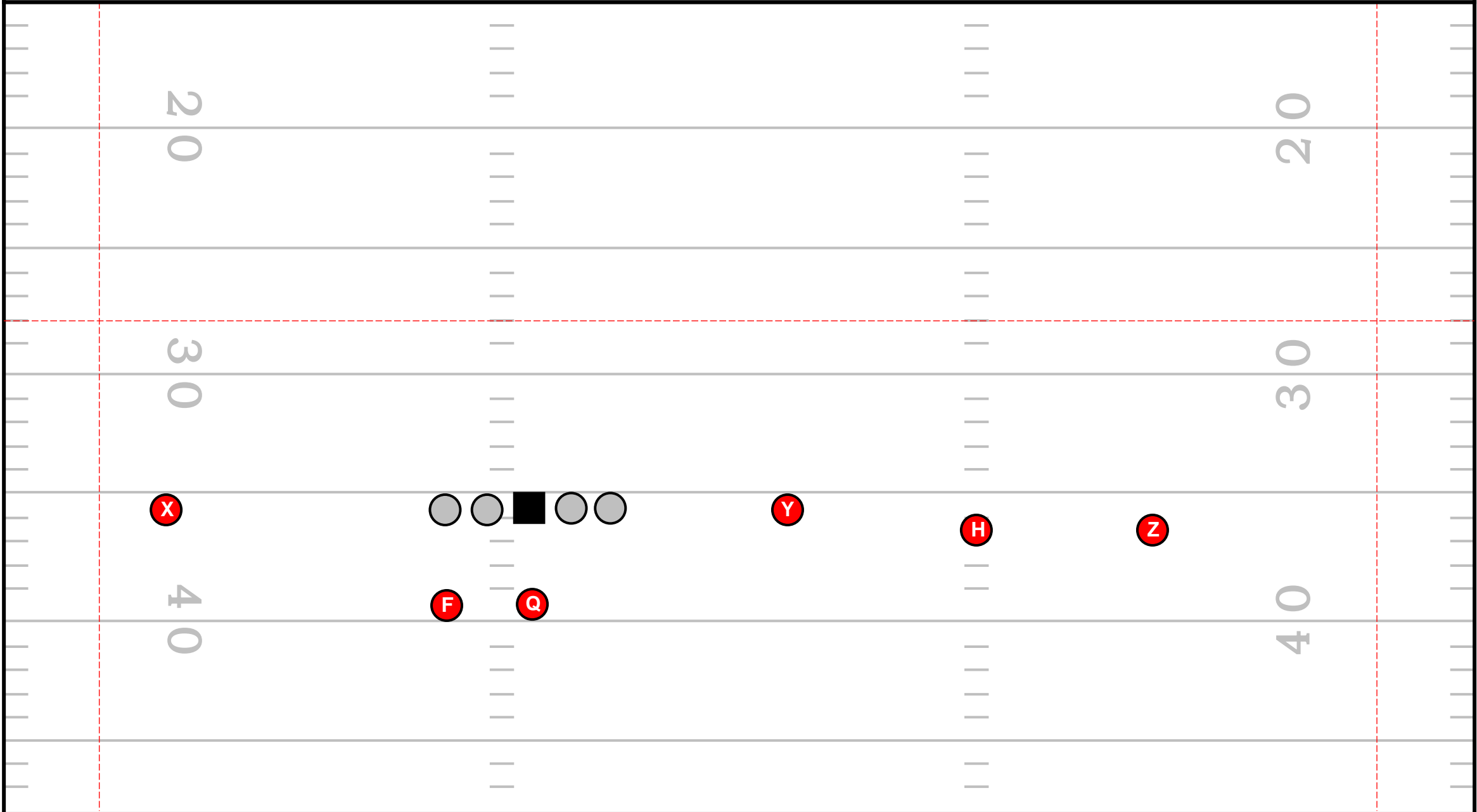
# COFFIN



# STEELER



# DBL UNDER



20

20

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40

40

X

F

Q

Q

Q

Q

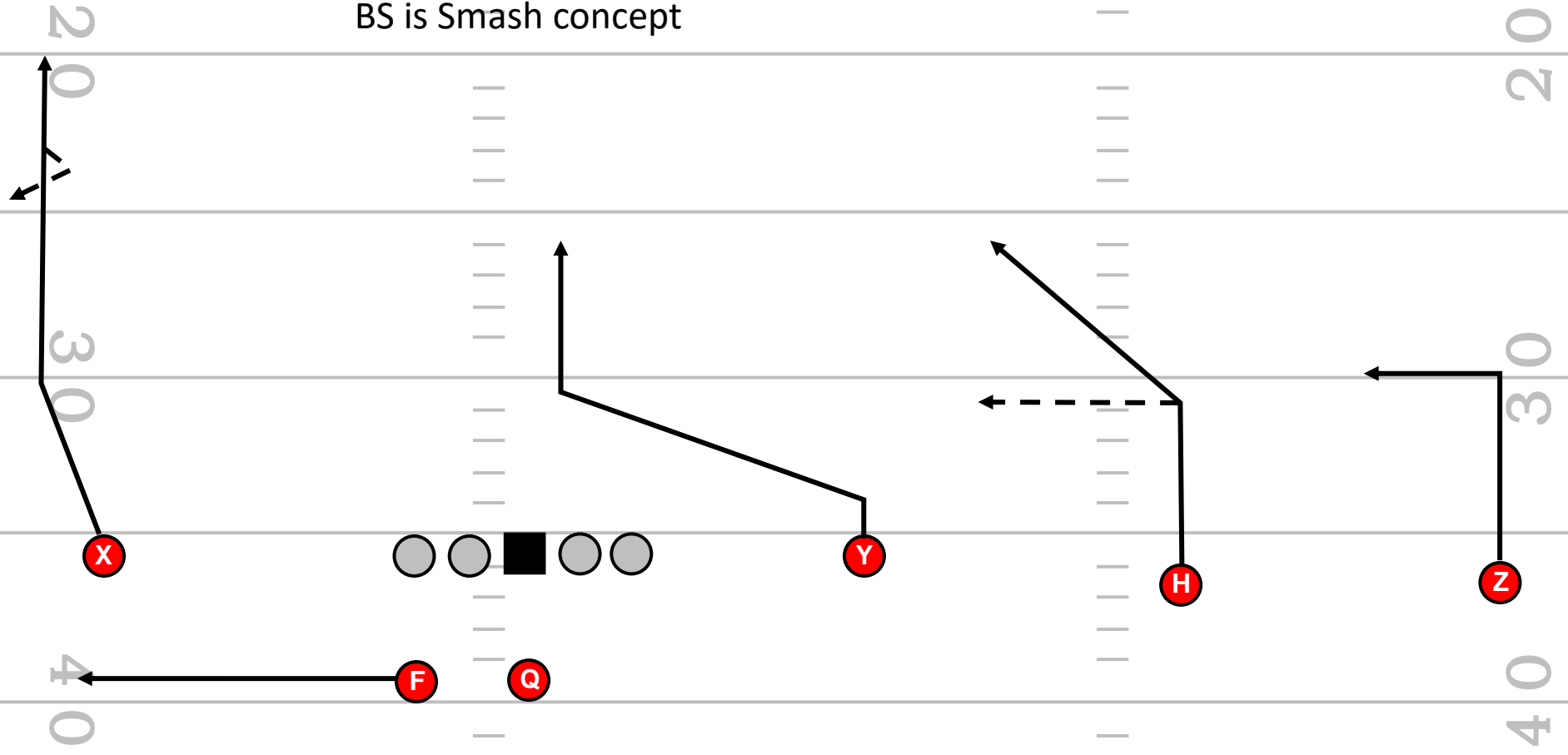
Y

H

Z

# LION

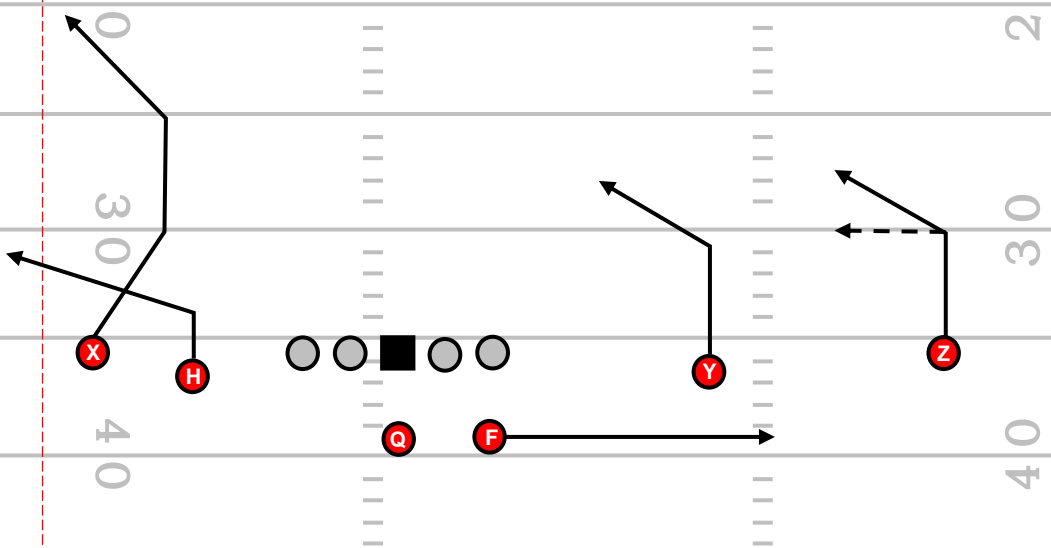
BS is Smash concept



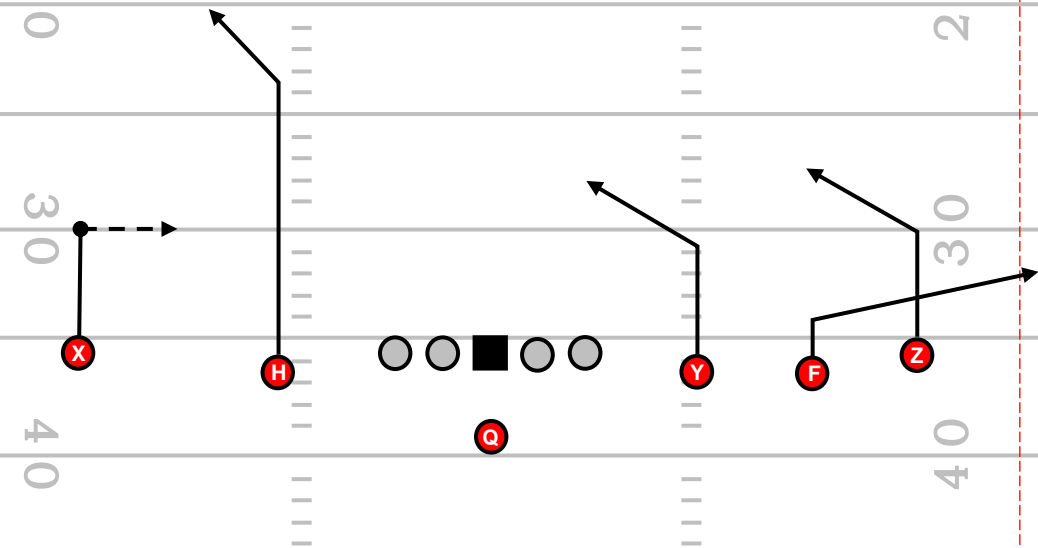


**LION VARIATIONS**

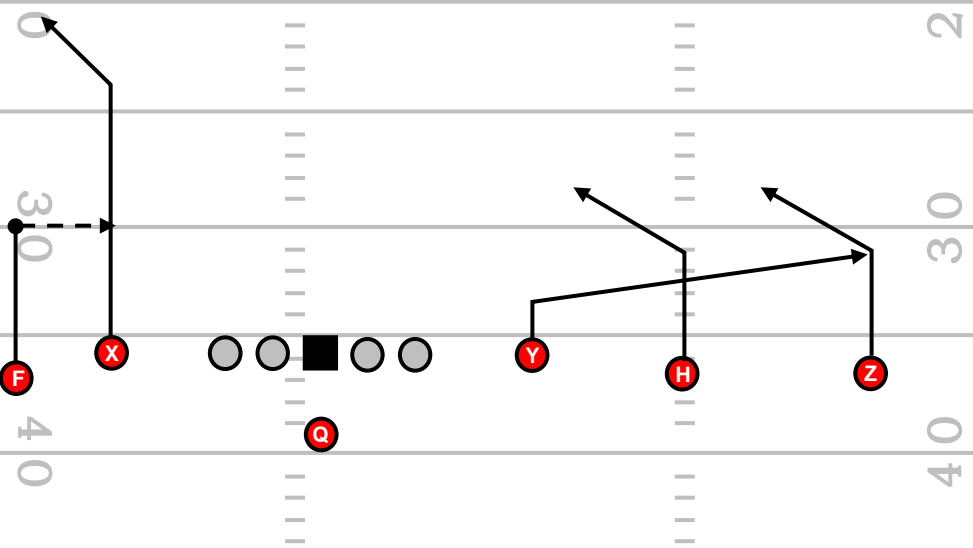
**NORTH LION (CALF)**



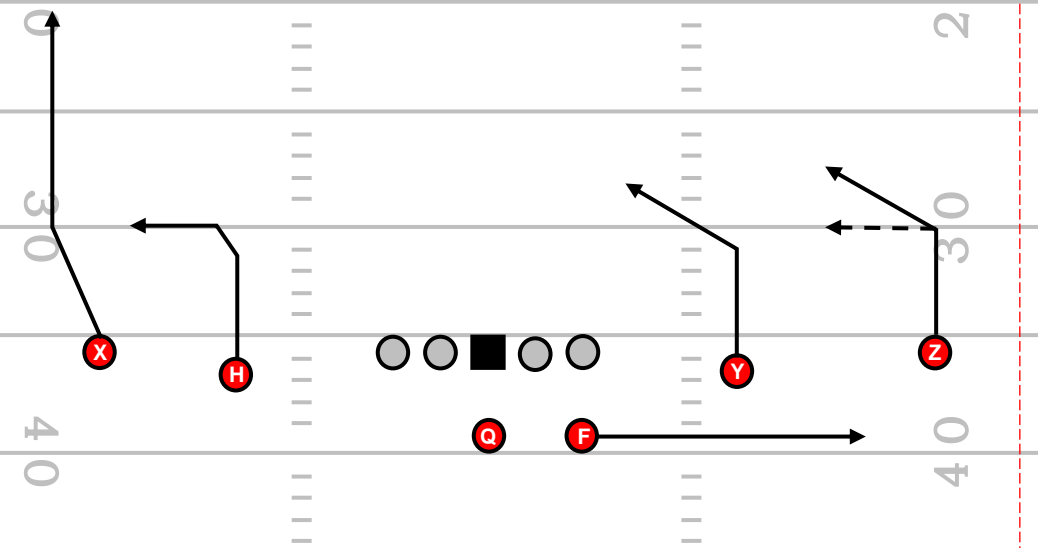
**6 NORTH F LION (COLORADO)**



**9 EARLY Y LION (COLORADO)**



**NORTH LION (FADE)**



# TEXAN

BS is Curl Flat

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X

●

●

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H

Y

Z

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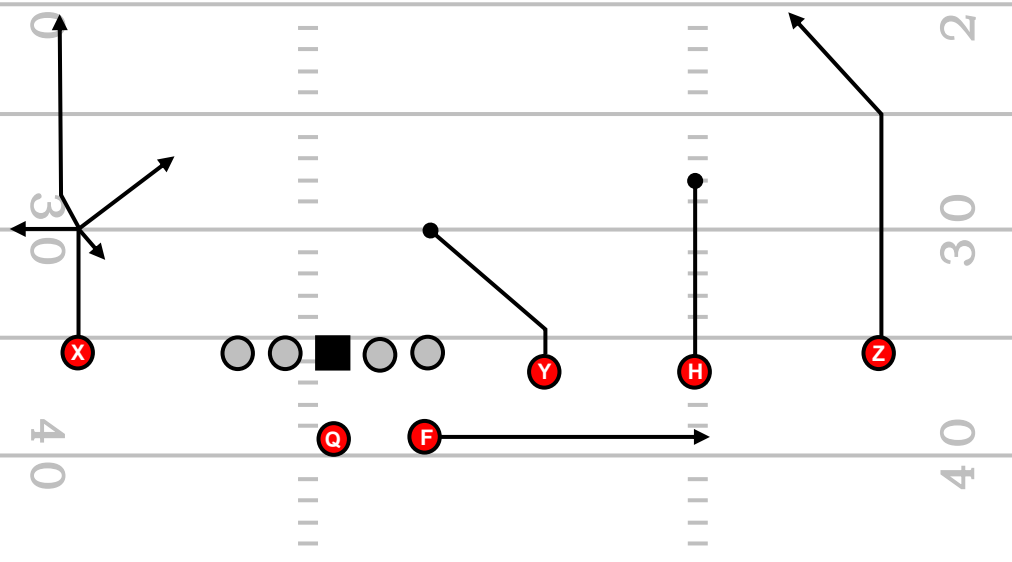
●

●

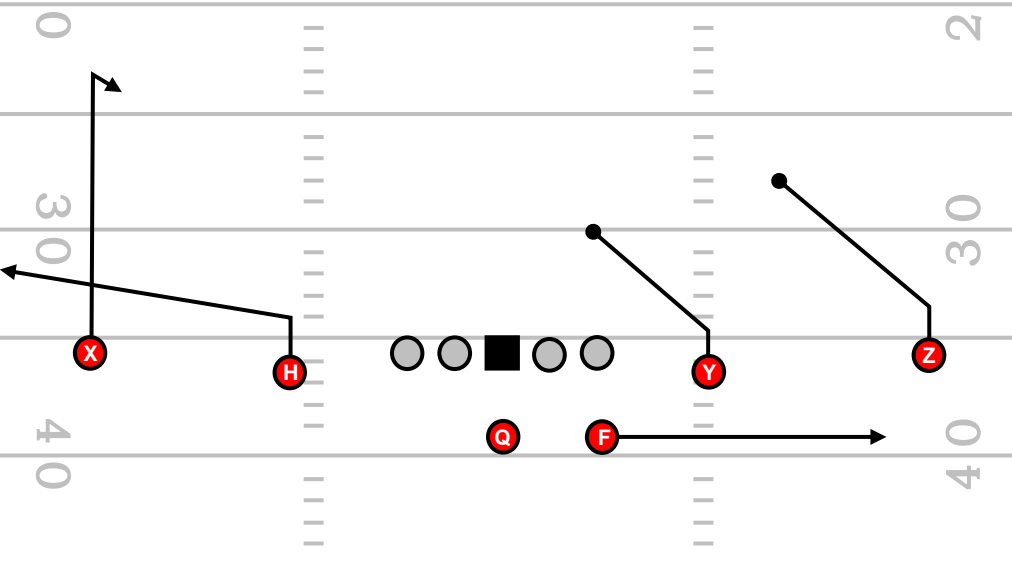
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**TEXAN VARIATIONS**

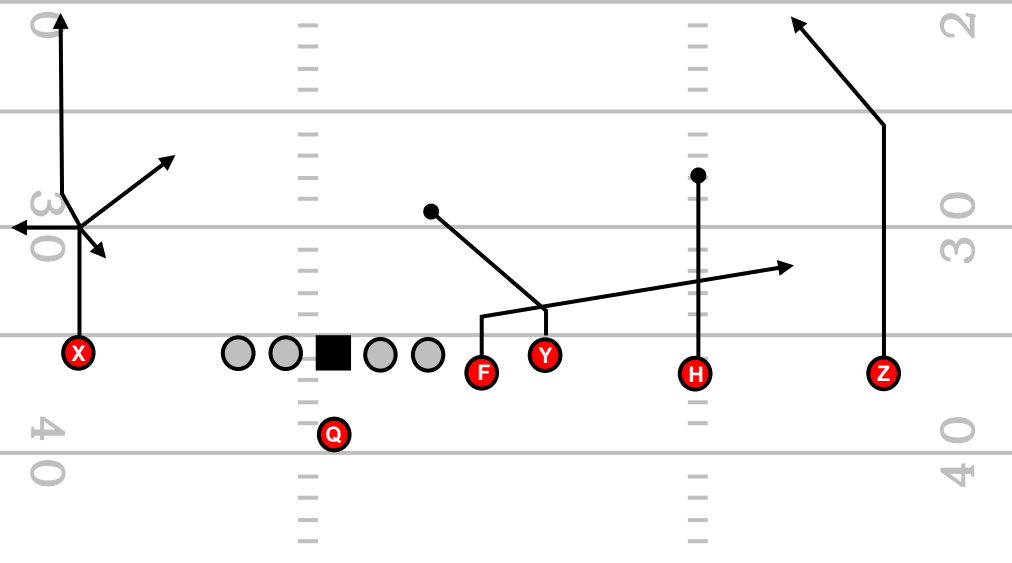
**EARLY TEXAN (GIFT)**



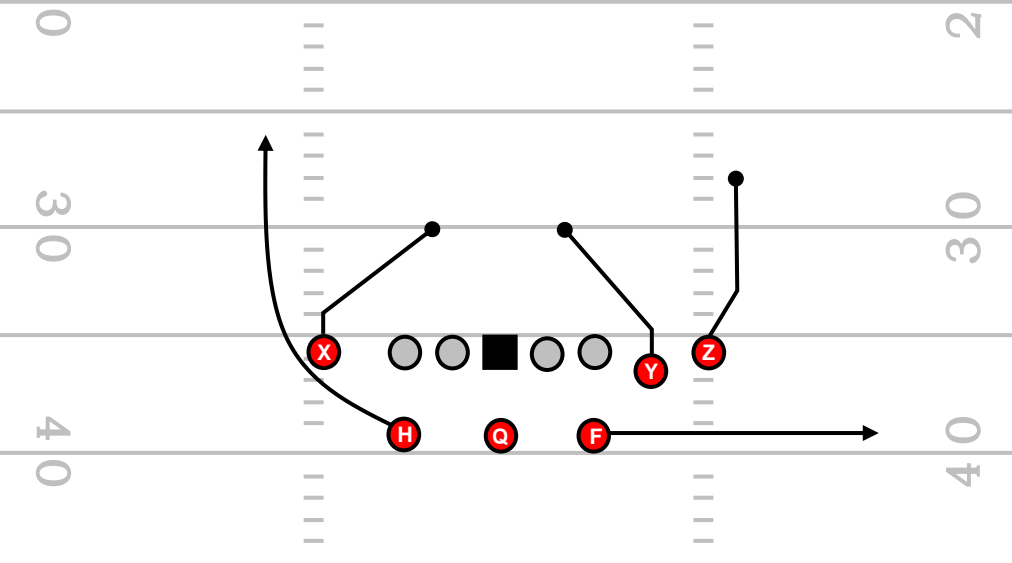
**NORTH TEXAN**



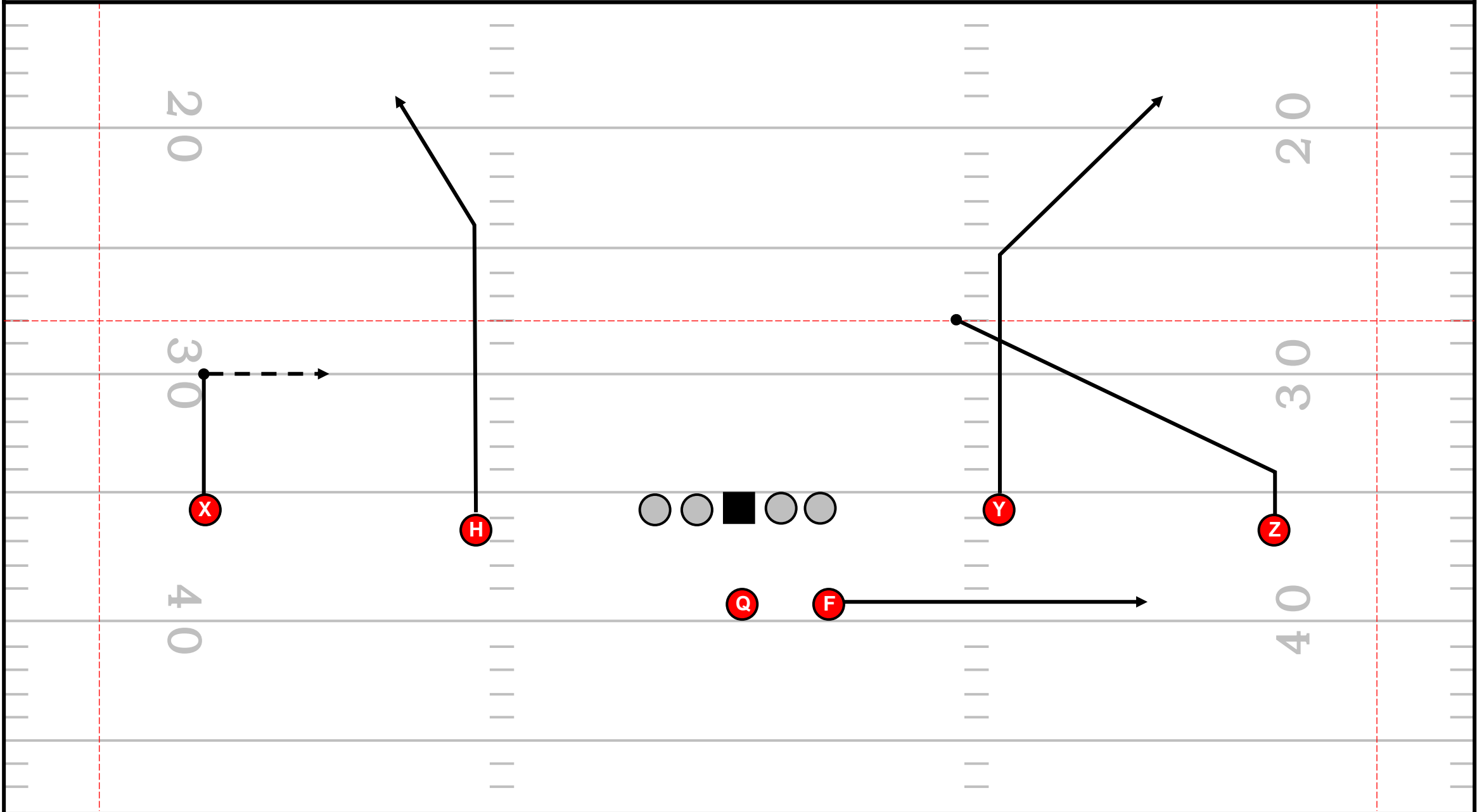
**2 EARLY TEXAN (GIFT)**



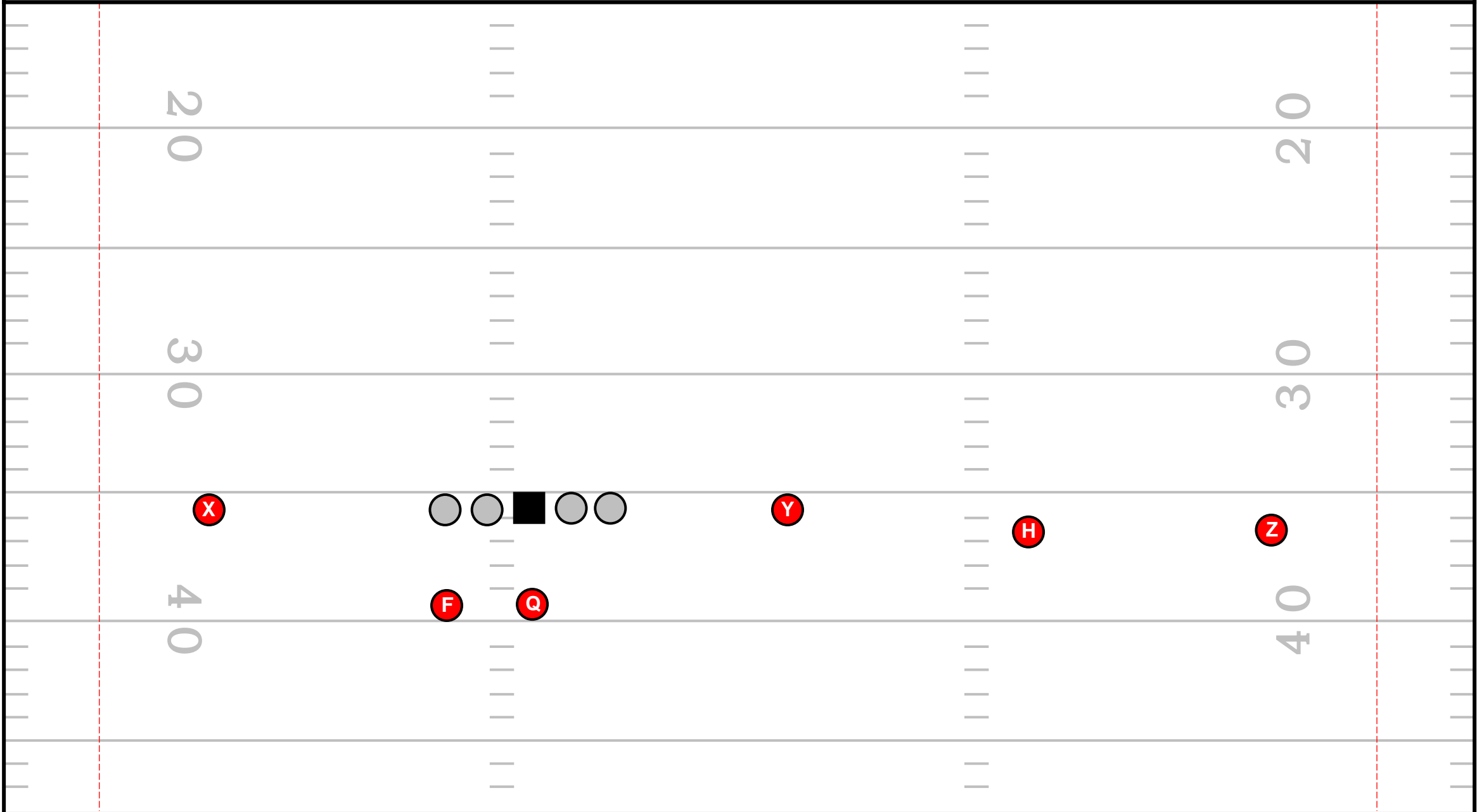
**GREEN SQZ TEXAN (SPOKE)**



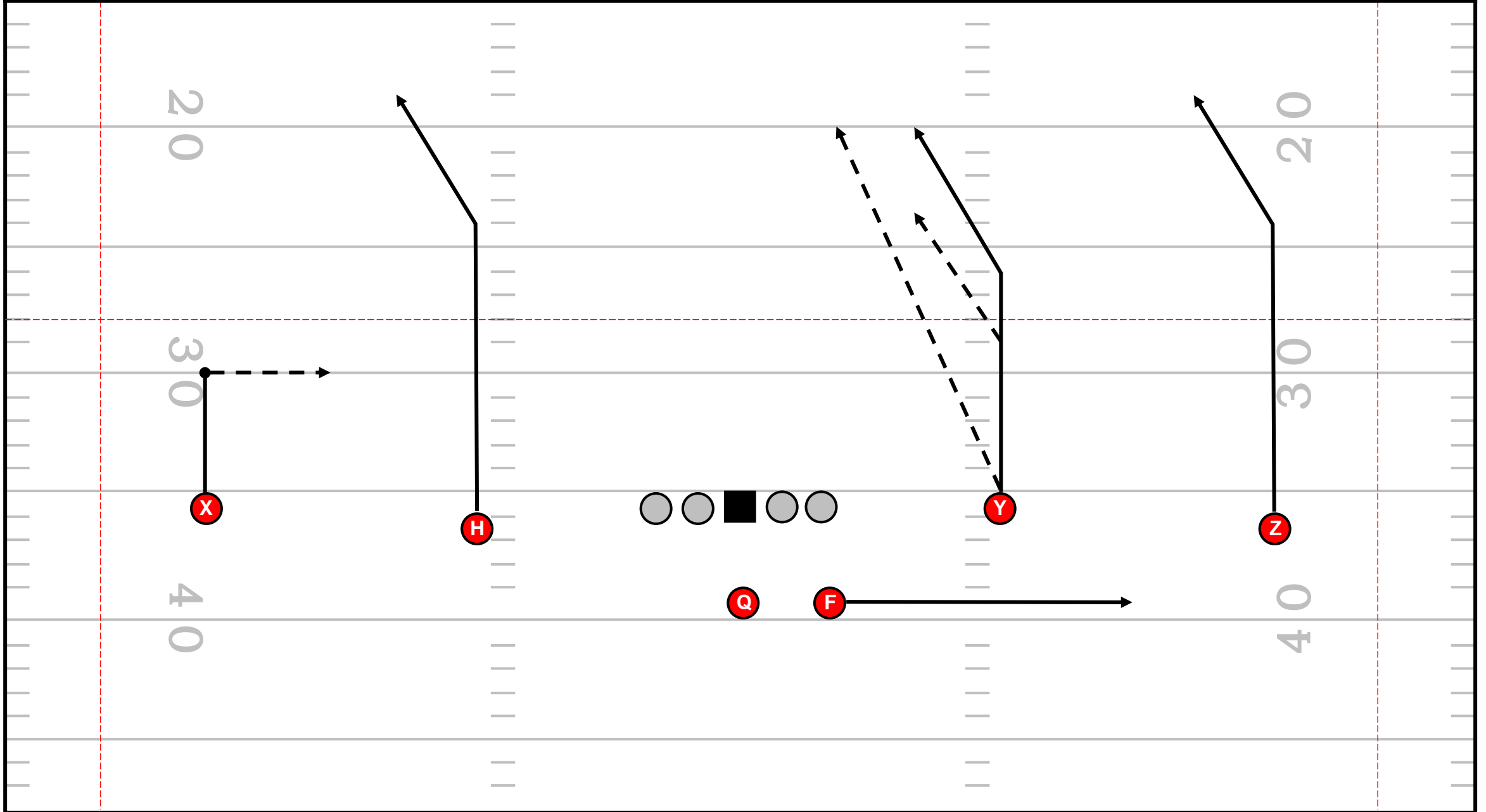
# SAINT



# LION

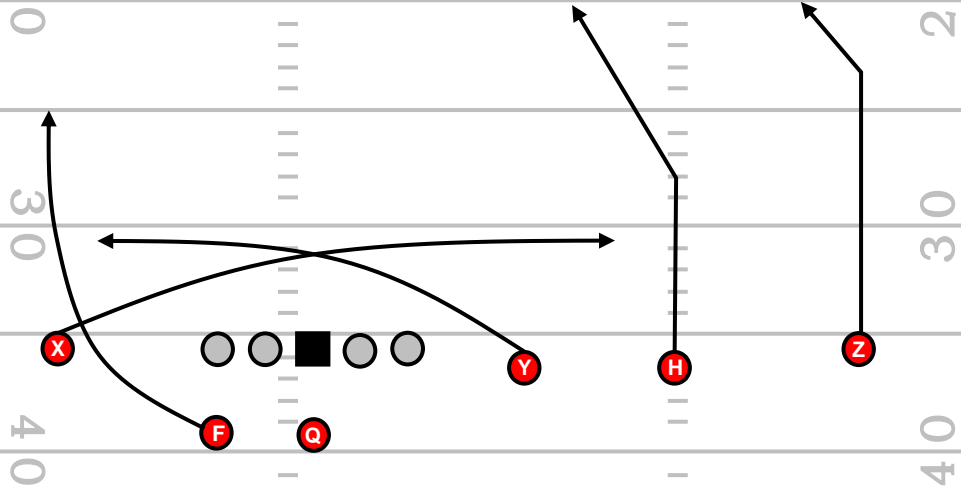


# PATRIOT

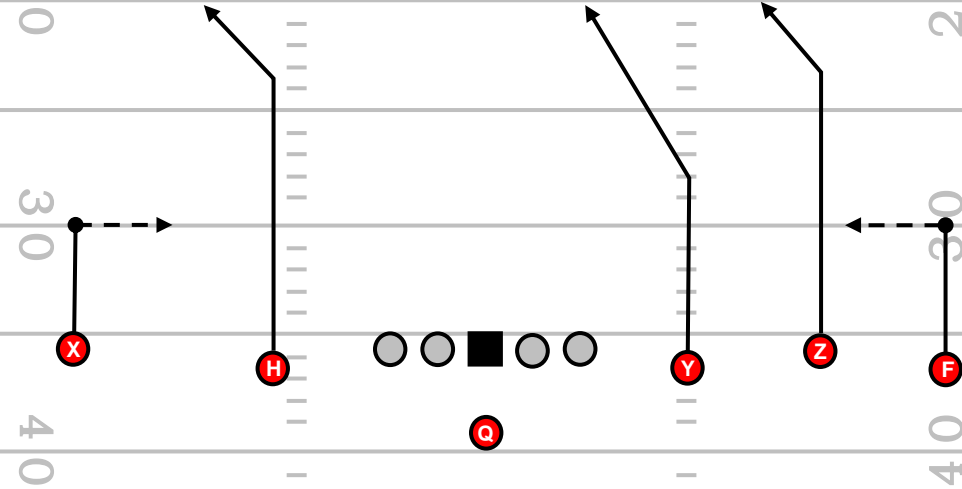


**PATRIOT VARIATIONS**

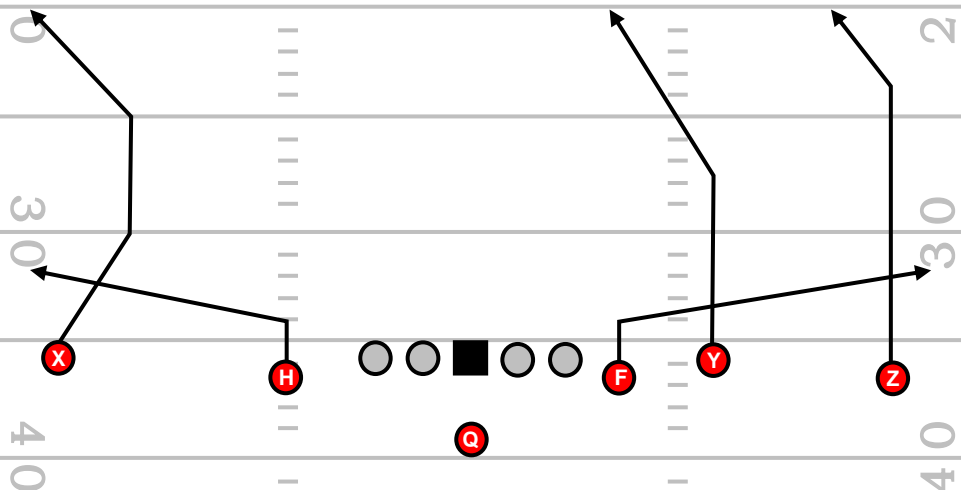
**EARLY PATRIOT (MESH)**



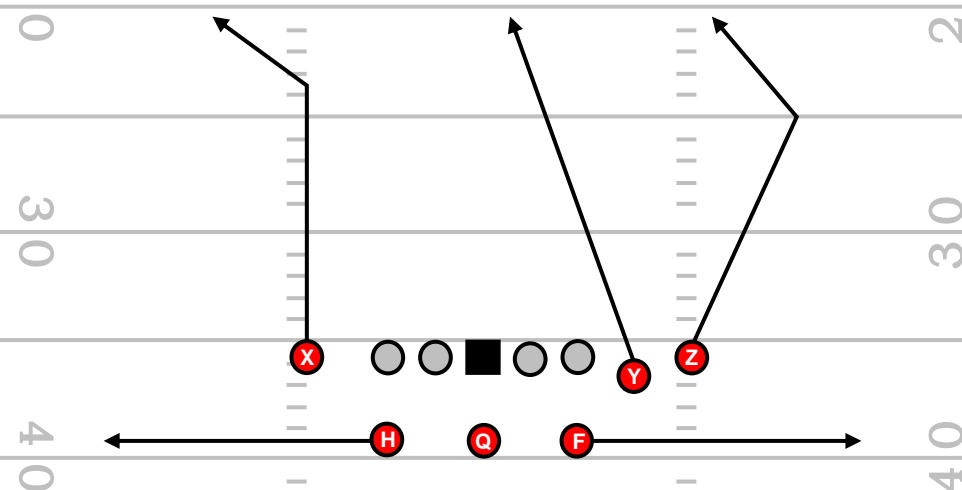
**8 NORTH PATRIOT**



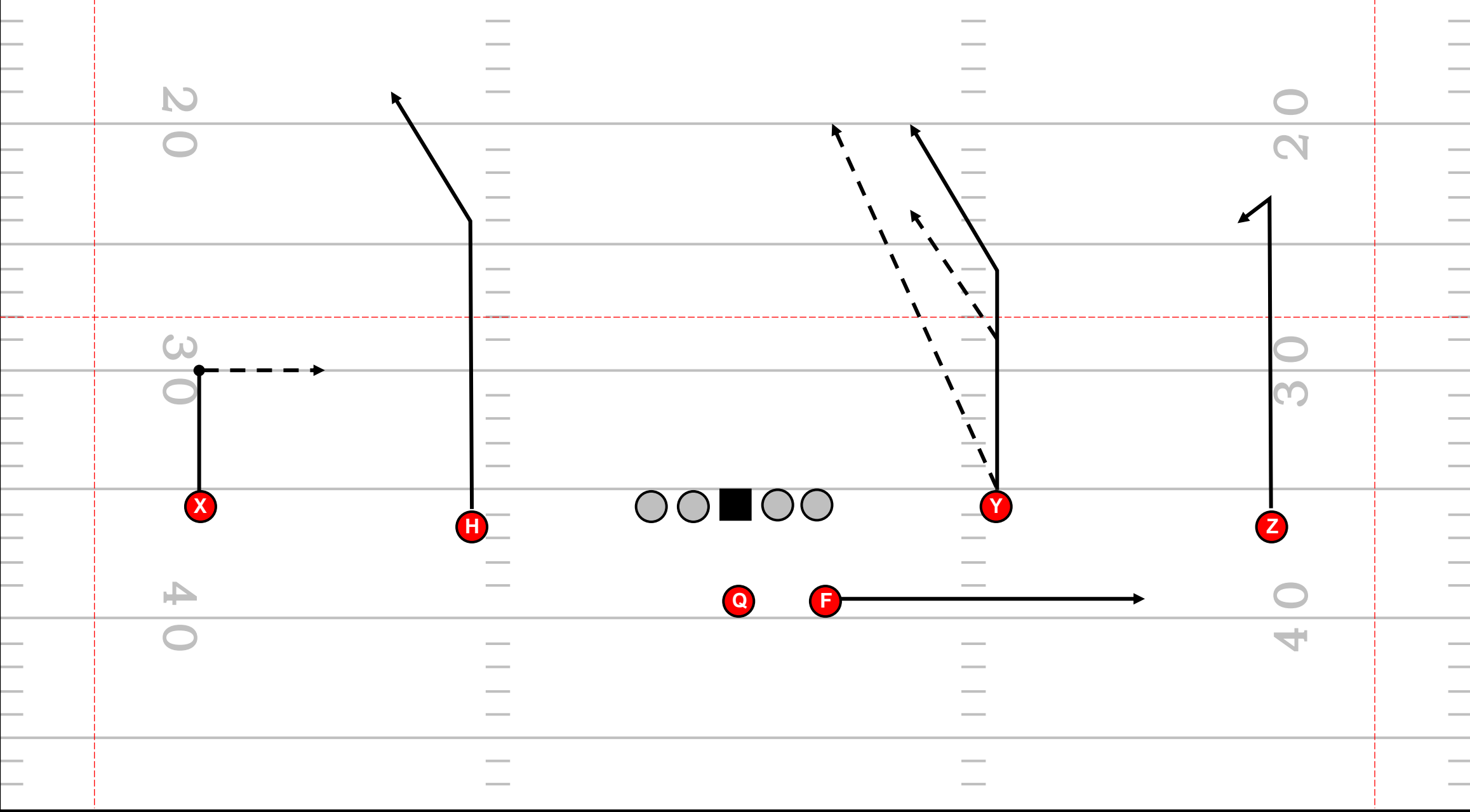
**2 NORTH PATRIOT (CALF)**



**GREEN SQZ PATRIOT**

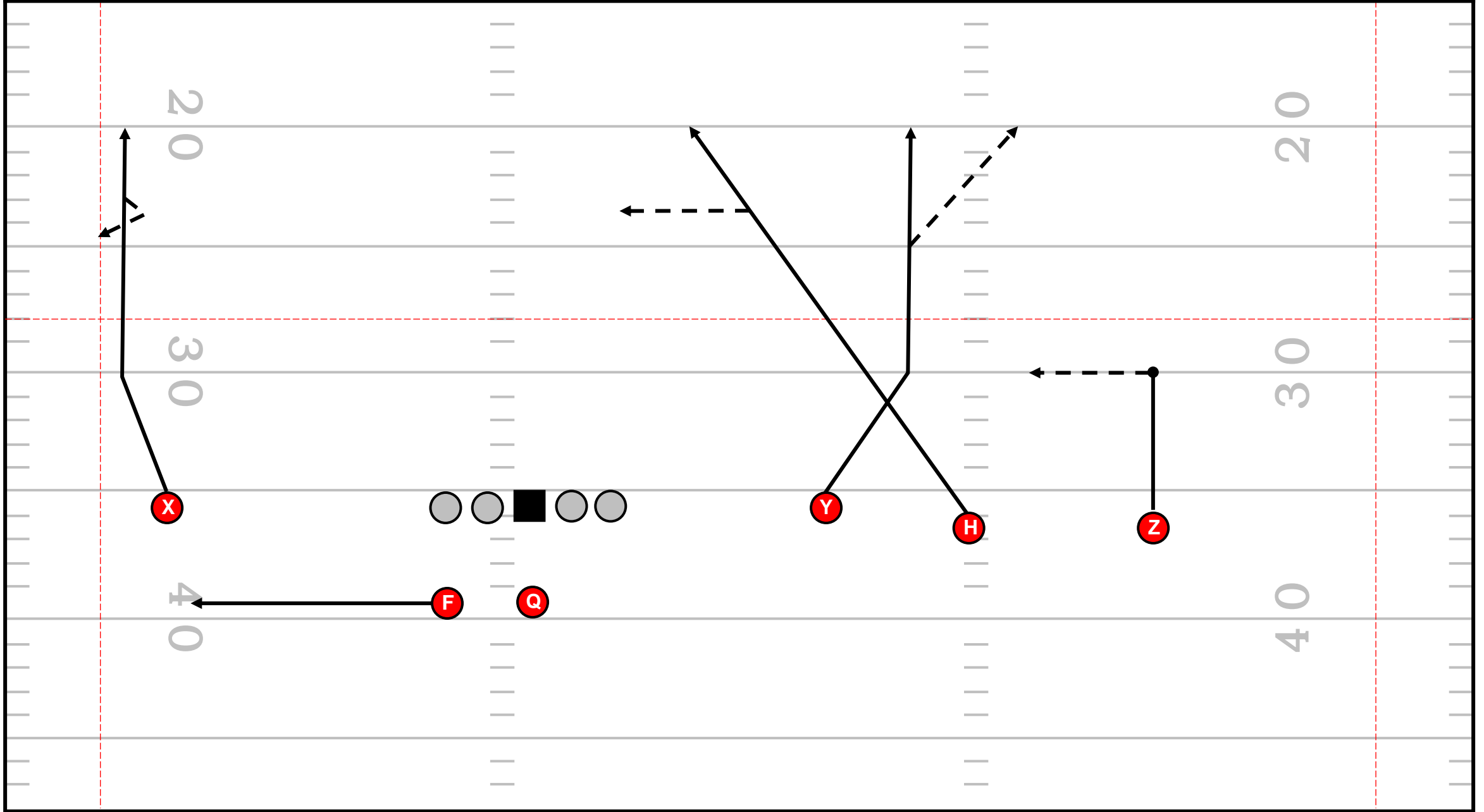


# PACKER



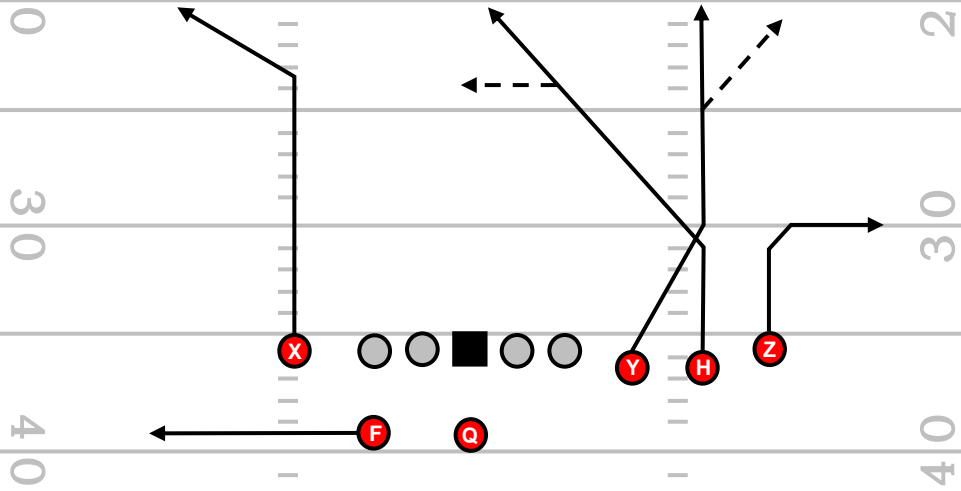


# VIKING

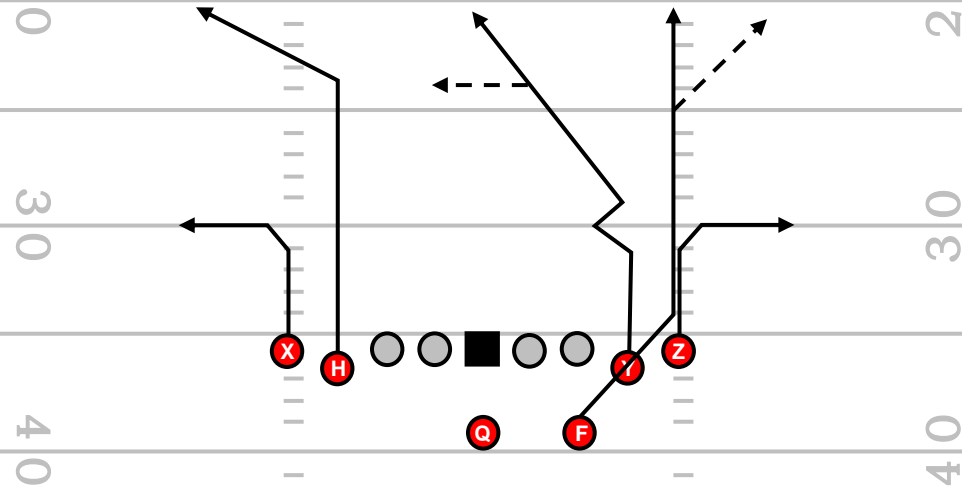


# VIKING VARIATIONS

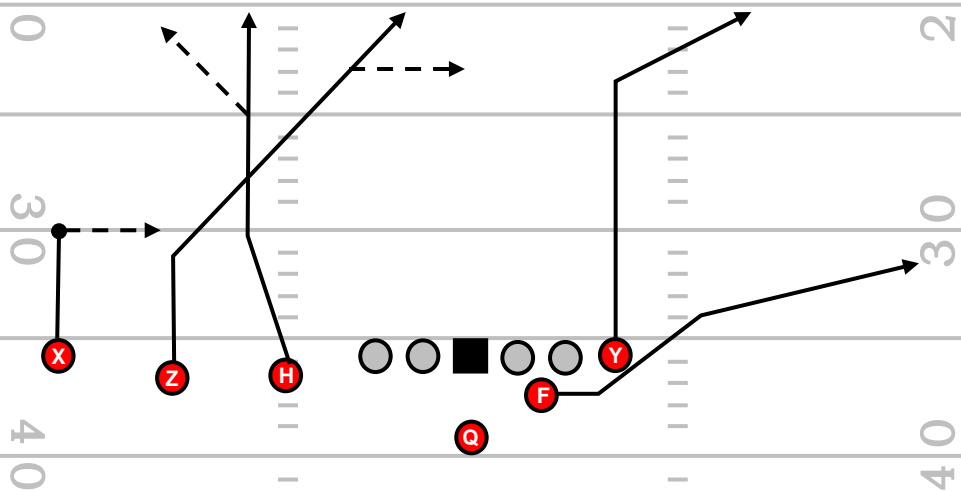
## EARLY SQZ VIKING (COLORADO)



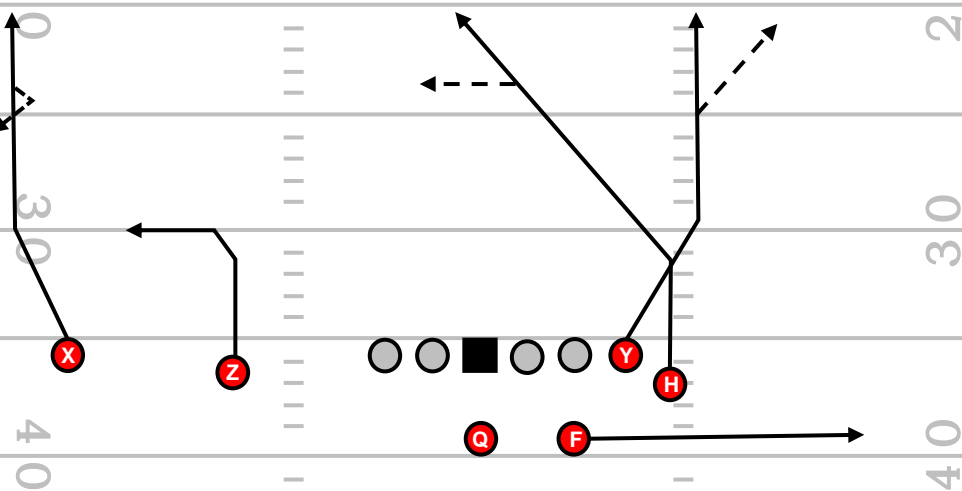
## NORTH SQZ F VIKING (COLORADO)



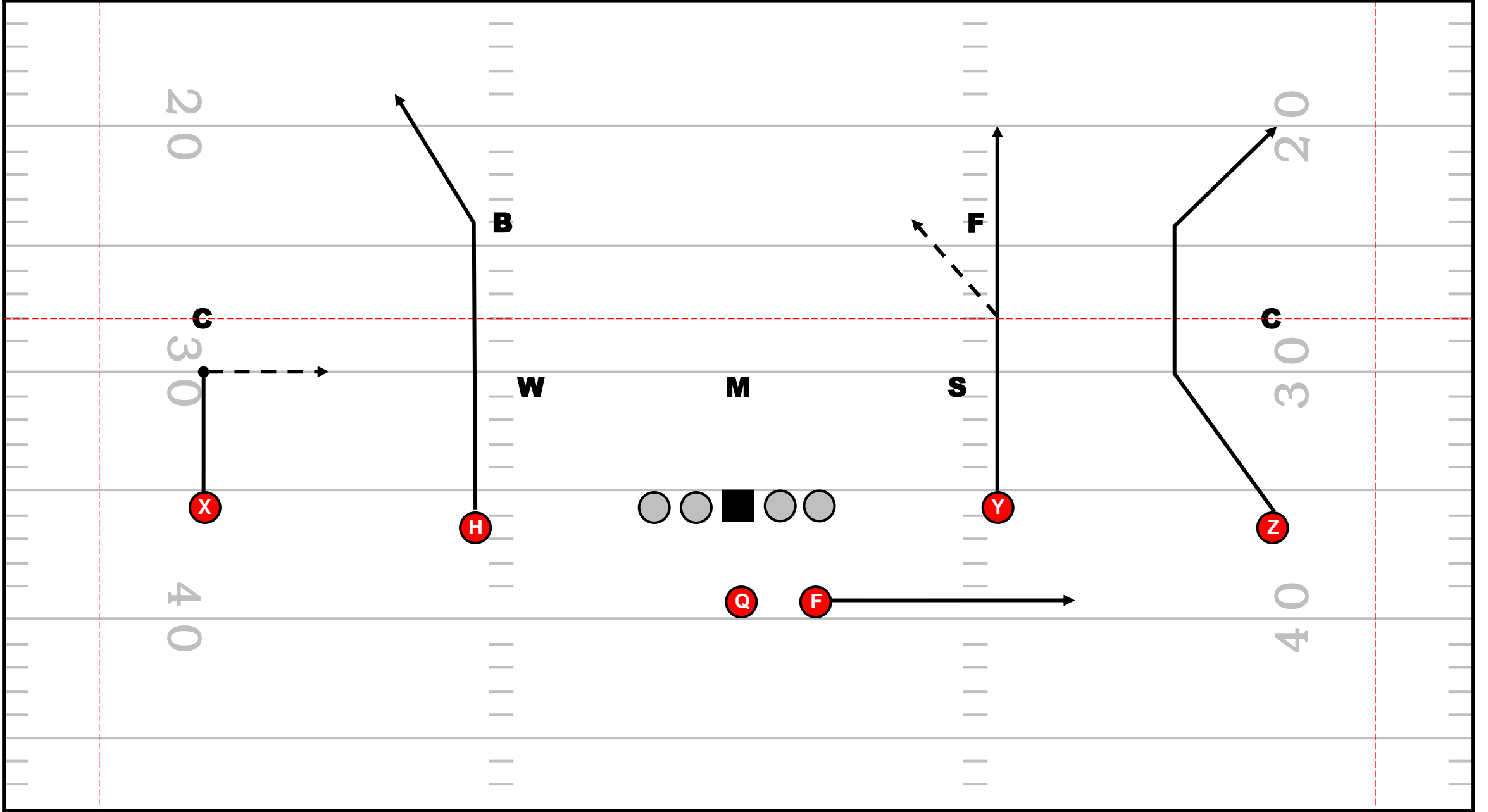
## 0 ROCK COLORADO (VIKING)



## RINGO VIKING (FADE)



# CHIEFS



# GO RT

