



BUCKNELL FOOTBALL



ZONE SCHEMES



32/33 BELLY



33 / 32 BELLY

CONCEPT: This run is designed to attack the inside hip of the PSG to both the closed and open side. Split flow by the H and F. Read starts at the 'B+gap working call side back one gap at a time. If the 'B+gap is open, be decisive and put it in there. WR will block MDM, unless tagged with a Key. OL and Y will block the box employing inside zone blocking principles, with minimum LB flow. OL Communication: the Center will make the Front I.D. & necessary calls (PSLB), PSG / PST / PSTE will make necessary calls, BSG / BST will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Tight Open Step, Down Hill on 2nd Step. Attack the 'A+ gap and take it if it is open. Read it one gap at a time call side back.
Gun – 1x1 off QB. Open, crossover, downhill. Aim point the defender closest to the Center

WR: Play Sde = MDM.
 Back Sde = MDM.

QB: Open to call, Give the 'H+the midline. ALERT to throw the Key if tagged.
 From Pistol – open to call but stay on the midline

OL/Y: Inside zone blocking principles and calls.
 4 Down = PSLB

Offensive Line Call Glossary

Playside:

- 'ON+– Base block
- 'OUT+– Arc block by PSTE
- 'FAN+– Out block by open PST & PSG
- 'TRIO+– C / PSG / BSG combo
- 'SINGLE+– C / PSG combo
- 'DOUBLE+– PSG / PST combo
- 'TRIPLE+– PSTE / PST combo

Backside:

- 'TRIO+– C / PSG / BSG combo
- 'A+– C / BSG combo
- 'B+– BSG / BST combo
- 'C+– BST / BSTE combo
- 'Cutoff+– Backside cutoff man block

"HOT" Calls

'ZONE+– Blitz adjust, block playside gap on an inside zone track.

NOTES:

33 / 32 BELLY	
<p style="text-align: center; font-weight: bold; font-size: small;">PIS JACK RT 32 BELLY</p> <p>1) OVER BOSS</p> <p style="font-size: x-small;">FRONT ID: "OVER", PSLB</p>	<p style="text-align: center; font-weight: bold; font-size: small;">PIS NEAR LT 32 BELLY</p> <p>2) OVER W WLK</p> <p style="font-size: x-small;">FRONT ID: "ODD", PSLB</p>
<p style="text-align: center; font-weight: bold; font-size: small;">PIS NEAR LT 32 BELLY</p> <p>3) OKIE</p> <p style="font-size: x-small;">FRONT ID: "OKIE," PSLB</p>	<p style="text-align: center; font-weight: bold; font-size: small;">PIS NEAR LT 33 BELLY 'BOX'</p> <p>4) OKIE</p> <p style="font-size: x-small;">FRONT ID: "OKIE BOX" BSLB</p>



33 / 32 BELLY



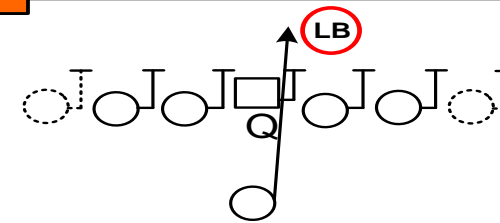
CONCEPT:

Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "DOUBLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"DOUBLE" / "A" "TRIO"
BSG	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "TRIO" with C & PSG 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>INSIDE ZONE</u> Rule: Playside Gap / Vertical Aiming Point: Playside #	1. Covered = Tight Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B"

36/37 PRESS



37 / 36 PRESS

CONCEPT: This run is designed to attack the perimeter to both the closed and open side. Split flow by the H and F. H will take an outside zone course to the outside leg of the TE. Read EMOL, then outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WRs will block MDM, unless tagged with a Key. OL and Y/F will block the box employing outside zone blocking principles. OL Communication: the Center will make the Front I.D. & necessary calls (PSLB), PSG / PST / PSTE will make necessary calls, BSG / BST will make any necessary calls. F will cut off the EMOL away from the call.

H: Pistol – Toes at 7. Open step and set track for outside leg of the TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL, then outside/in one gap at a time.
Gun – Stack the Guard, Heels on QB toes, same aiming point

WR: Play Sde = MDM.
 Back Sde = Near Safety.

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y: Outside zone blocking principles and calls.
 4 Down = PSLB

Offensive Line Call Glossary

Playside:

- 'ON± Base block
- 'OUT± Arc block by PSTE
- 'FAN± Out block by open PST & PSG
- 'TRIO± C / PSG / BSG combo
- 'SINGLE± C / PSG combo
- 'DOUBLE± PSG / PST combo
- 'TRIPLE± PSTE / PST combo

Backside:

- 'TRIO± C / PSG / BSG combo
- 'A± C / BSG combo
- 'B± BSG / BST combo
- 'C± BST / BSTE combo
- 'Cutoff± Backside cutoff man block

"HOT" Calls

'ZONE± Blitz adjust, block playside gap on an inside zone track.

NOTES:

37 / 36 PRESS	
<p style="text-align: center;"><i>PIS JACK RT 36 PRESS</i></p> <p>1) OVER BOSS</p> <p style="text-align: center;">FRONT ID: "OVER", PSLB</p>	<p style="text-align: center;"><i>PIS NEAR LT 36 PRESS</i></p> <p>2) OVER W WLK</p> <p style="text-align: center;">FRONT ID: "ODD", PSLB</p>
<p style="text-align: center;"><i>PIS NEAR LT 36 PRESS</i></p> <p>3) OKIE</p> <p style="text-align: center;">FRONT ID: "OKIE", PSLB</p>	<p style="text-align: center;"><i>PIS NEAR LT 37 PRESS 'BOX'</i></p> <p>4) OKIE</p> <p style="text-align: center;">FRONT ID: "OKIE BOX" BSLB</p>



37 / 36 PRESS



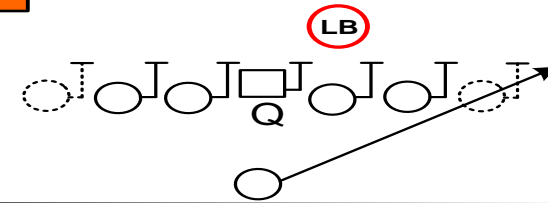
CONCEPT:

Outside zone blocking principles and calls.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45 ° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "TRIPLE" with PSTE 3. vs. C-Gap Threat = "ALERT ZONE"	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45 ° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "DOUBLE" with PST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45 ° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "SINGLE" with PSG 3. vs. A-Gap Threat = "ALERT ZONE"	"SINGLE" / "A" "TRIO"
BSG	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45 ° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BST 3. vs. A / B-Gap Threat = "ALERT ZONE"	"A" / "B" "TRIO"
BST	<u>OUTSIDE ZONE</u> Rule: Playside Gap / 45 ° Aiming Point: Playside Armpit	1. Covered = Wide Reach 2. Uncovered = "B" with BSG 3. vs. C-Gap Threat = "ALERT ZONE"	"B" / "C"

38/39 STRETCH



39 / 38 STRETCH

CONCEPT: This run is designed to attack the perimeter to the dosed side. Full flow by the H and F. H will take an outside zone course to the outside leg of the TE. Read EMOL outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WR will block MDM, unless tagged with a Key. OL Communication: the Center will make the Front I.D. & necessary calls (Box), PSG / PST / PSTE will make necessary calls, BSG / BST will make any necessary calls. OL and Y/F will block the box and playside support employing outside zone blocking principles, blocking the box by counting back (BSLB) if possible. The playside Y/F will make the first line call and the rest of the blocking surface will make their calls accordingly working playside to backside.

H: Toes at 7. Open step and set track for outside leg of the TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL outside/in one gap at a time.

WR: Play Sde = MDM.
Back Sde = Near Safety.

QB: Open at 45 degree angle. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y/F: Outside zone (Box / BSLB) blocking principles and calls. F blocks playside support.

Offensive Line Call Glossary

Playside:

'ON-- Base block
'OUT-- Arc block by PSTE
'FAN-- Out block by open PST & PSG
'TRIO BACK-- C / PSG / BSG combo
'SINGLE BACK-- C / PSG combo
'DOUBLE-- PSG / PST combo
'TRIPLE-- PSTE / PST combo
'QUAD-- PSTE / WING combo

Backside:

'TRIO BACK-- C / PSG / BSG combo
'A+BACK-- C / BSG combo
'B+BACK-- BSG / BST combo
'C+BACK-- BST / BSTE combo
'Cutoff-- Backside cutoff man block

"HOT" Calls

'ZONE-- Blitz adjust, block playside gap on an inside zone track.

NOTES:

"Y" will tap to alert the "F" that he is taking the support defender- if the support defender is on the LOS and the "F" is aligned in the backfield.



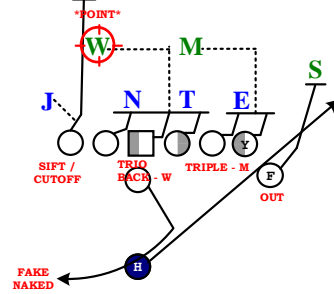
39 / 38 STRETCH



EAST RT 38 STRETCH

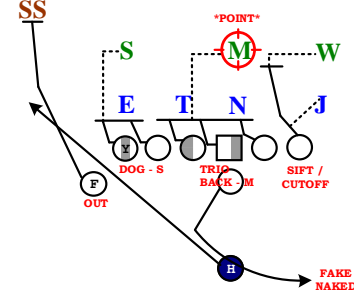
EAST LT 39 STRETCH

1) OVER BOSS



FRONT ID: "OVER", BSLB

2) OVER STACK 9

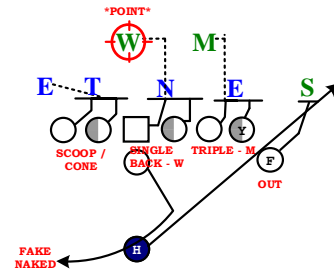


FRONT ID: "OVER", BSLB

EAST RT 38 STRETCH

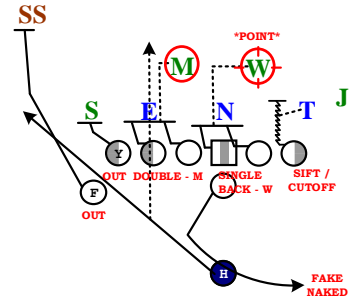
EAST LT 39 STRETCH

3) UNDER G



FRONT ID: "EVEN", BSLB

4) OKIE

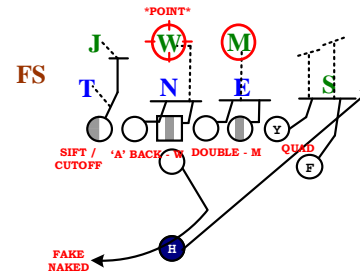


FRONT ID: "OKIE (Box)", BSLB

EAST RT 38 STRETCH

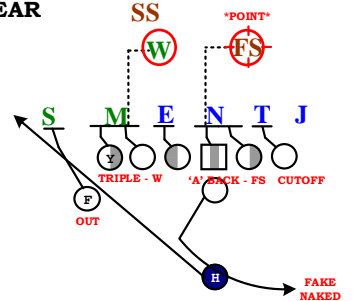
EAST LT 39 STRETCH

5) OKIE STACK



FRONT ID: "OKIE (Stack)", BSLB

6) BEAR



FRONT ID: "BEAR"



39 / 38 STRETCH



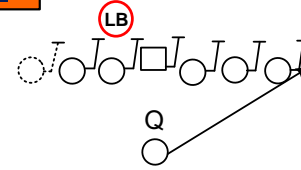
CONCEPT:

Outside zone (Box) blocking principles and calls
4 Down = B3LB

FORMATIONS:

ANY FORMATION.

CONCEPT:



POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p>OUTSIDE ZONE (Box)</p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "TRIPLE" with TE</p>	"DOUBLE" / "TRIPLE"
PSG	<p>OUTSIDE ZONE (Box)</p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "DOUBLE" with PST</p> <p>3. vs. A / B-Gap Threat = "ZONE ALERT"</p>	"SINGLE BACK" / "DOUBLE" "TRIO BACK"
C	<p>OUTSIDE ZONE (Box)</p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach</p> <p>2. Uncovered = "SINGLE BACK" w/ PSG</p> <p>3. "ZONE ALERT"</p>	"SINGLE BACK" "TRIO BACK"
B1G	<p>OUTSIDE ZONE (Box)</p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach / Cut</p> <p>2. Uncovered = "TRIO BACK" with C / PSG</p>	'A' BACK "TRIO BACK"
B2T	<p>OUTSIDE ZONE (Box)</p> <p><u>Rule:</u> PS Gap / 45°</p> <p><u>Aiming Point:</u> Playside Armpit</p>	<p>1. Covered = Wide Reach / Cut</p> <p>2. Uncovered = 'B' BACK</p>	'B' BACK



RUN GAME

INSTALL

A1



Spring Ball 2018

"PRACTICE IS EVERYTHING"

38/39 BOSS



39 / 38 Boss

CONCEPT: This run is designed to attack the perimeter to the open side. Full flow by the H and F. H will take an outside zone course to the outside leg of the ghost TE. Read EMOL outside/in one gap at a time. React to flow. Be decisive and get the ball downhill. WR=Swill block MDM, unless tagged with a Key. OL and Y/F will block the box and playside support employing outside zone blocking principles. The playside OT will make the first line call and the rest of the blocking surface will make their calls accordingly working playside to backside.

H: Toes at 7. Open step and set track for outside leg of the ghost TE. Be decisive and get ball down hill. Run outside zone course. Read EMOL outside/in one gap at a time.

WR: Play Side = Man Over, unless 'BOSS' call is made.
Back Side = MDM Inside.

QB: Open at 45 degrees. Hand ball off on 3rd step and fake naked away. ALERT to throw the Key if tagged.

OL/Y/F: Outside zone blocking principles and calls. F blocks playside support.

Line Call Glossary:

Playside:

- 'On+ - Base block
- 'Single+ - OC/OG combo
- 'Double+ - OG/OT combo
- 'Swap+ - OG blocks down Center pulls for LB

Backside:

- 'A+ - OC/OG combo
- 'B+ - OG/OT combo
- 'C+ - OT/TE combo
- 'D+ - TE/WING combo

'Boss+ - OT/F combo

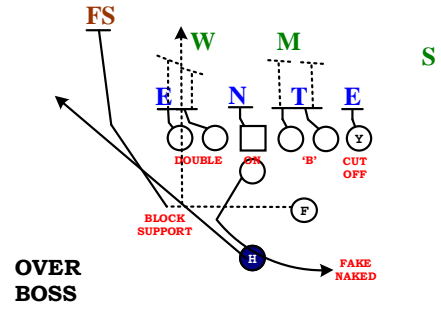
'Zone, Zone+ - Blitz adjust, block playside gap on an outside zone track.

NOTES: Slot WR- Always Bypass Rule to safety unless 'Boss' call.

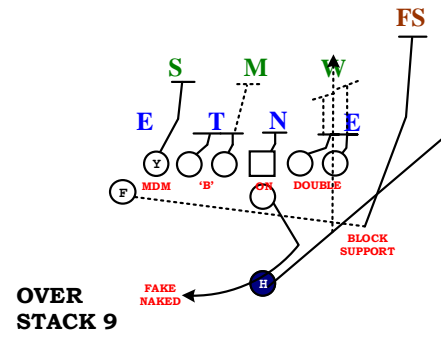
'ALERT' SWAP CALL 2I PLAYSIDE



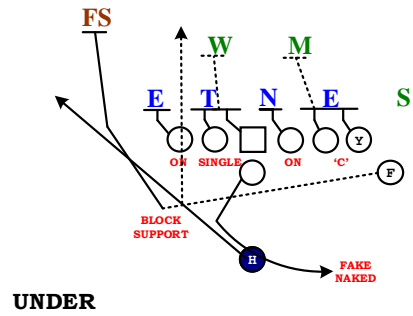
JACK RT FAC 39 BOSS



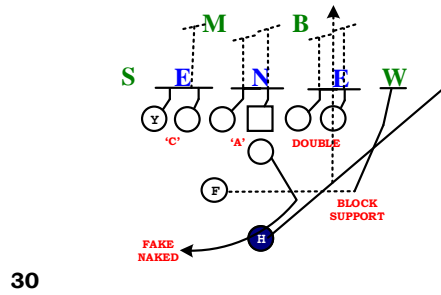
EAST LT FAC 38 BOSS



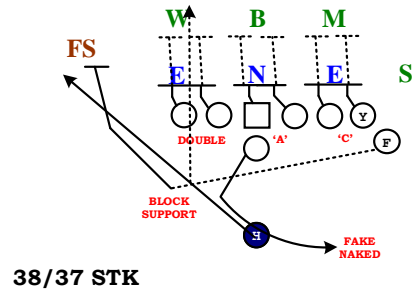
EAST RT FAC 39 BOSS



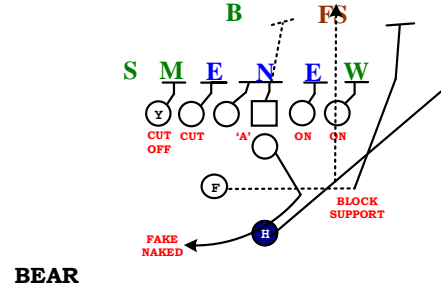
JACK LT FAC 38 BOSS



EAST RT FAC 39 BOSS



JACK LT FAC 38 BOSS



30/31 GUT



31/ 30 GUT

CONCEPT: This run is designed to attack the inside hip of the PSG to both the closed and open side. Split flow by the H and F. H will take a drop step and run a downhill course to the 'B+Gap to the call. Read starts at the 'B+gap working callside back one gap at a time. If the 'B+gap is open, be decisive and put it in there. WR-S will block MDM, unless tagged with a Key. OL and Y will block the box employing inside zone blocking principles, with minimum LB flow. OL Communication: the Center will make the Front I.D. & necessary calls (PSLB), PSG / PST / PSTE will make necessary calls, BSG / BST will make any necessary calls. F will cut off the EMOL away from the call.

H: Toes at 7. Tight Open Step, Down Hill on 2nd Step. Attack the 'A+gap and take it if it is open. Read it one gap at a time callside back.

-(GUT READ). Path is now straight down hill. QB will get off midline for you as he reads BSDE.

WR: Play Side = MDM.
Back Side = MDM.

QB: Open to call, Give the 'H+the midline. ALERT to throw the Key if tagged.
From Pistol – open to call but stay on the midline

OL/Y: Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down = PSLB

Offensive Line Call Glossary

Playside:

'ON+-- Base block
'OUT+-- Arc block by PSTE
'FAN+-- Out block by open PST & PSG
'TRIO+-- C / PSG / BSG combo
'SINGLE+-- C / PSG combo
'DOUBLE+-- PSG / PST combo
'TRIPLE+-- PSTE / PST combo

Backside:

'TRIO-- C / PSG / BSG combo
'A-- C / BSG combo
'B-- BSG / BST combo
'C-- BST / BSTE combo
'Cut off-- Backside cut off man block

"HOT" Calls

'ZONE-- Blitz adjust, block playside gap on an inside zone track.

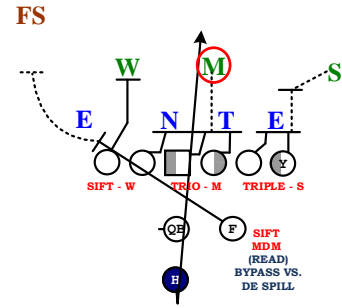
NOTES:



PIS JACK RT 30 GUT

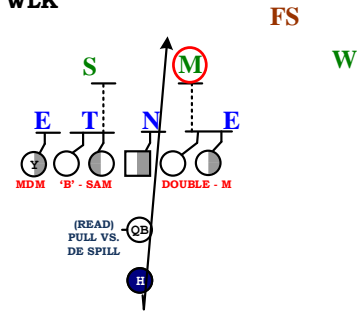
PIS NEAR LT 30 GUT

1) OVER BOSS



FRONT ID: "OVER", PSLB

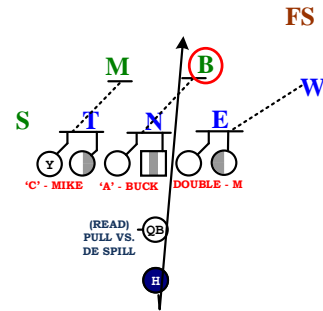
2) OVER W WLK



FRONT ID: "ODD", PSLB

PIS NEAR LT 30 GUT

3) OKIE



FRONT ID: "OKIE", PSLB



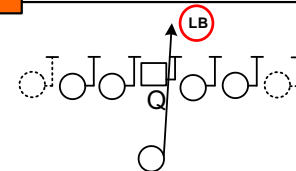
31/ 30 GUT

**CONCEPT:**

Inside zone blocking principles and calls. Alert for minimal LB flow.
4 Down Point = PSLB

FORMATIONS:

ANY FORMATION.

CONCEPT:

POS	RULES / AIMING POINT	PROGRESSION	COMMUNICATION
PST	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "TRIPLE" with PST</p> <p>3. vs. C-Gap Threat = "ALERT ZONE"</p>	"DOUBLE" / "TRIPLE" / "FAN"
PSG	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "DOUBLE" with PST</p> <p>3. vs. A / B-Gap Threat = "ALERT ZONE"</p>	"SINGLE" / "DOUBLE" / FAN "TRIO"
C	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "SINGLE" with PSG</p> <p>3. vs. A-Gap Threat = "ALERT ZONE"</p>	"SINGLE" / "A" "TRIO"
BSG	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "B" with BST</p> <p>3. vs. A / B-Gap Threat = "ALERT ZONE"</p>	"B" "TRIO"
BST	<p><u>INSIDE ZONE</u></p> <p><u>Rule:</u> Playside Gap / Vertical</p> <p><u>Aiming Point:</u> Playside #</p>	<p>1. Covered = Tight Reach</p> <p>2. Uncovered = "B" with BSG</p> <p>3. vs. C-Gap Threat = "ALERT ZONE"</p>	"B" / "C"