

Special Plays

Short Yardage: Tubby
Short Yardage: Thumper
Short Yardage: Ram/Lion

Joker Package
Raider - Bengal Package
Two-In-One Combo Plays
Trick Plays

TUBBY: Both Tackles & TE line up on same side of formation. Under Center, No Pistol.

THUMPER: Physical blockers sub in for LW and X WR. Physical edge vs good D-End.

RAM / LION: Both Wings on same side of formation, giving 2 lead blockers for TB.

JOKER: Both Tackles on one side, TE on other. Even front D gives up B & C gaps.

RAIDER/BENGAL: Our only true package where QB calls plays at the LOS.

TWO-IN-ONE COMBO PLAYS: Right side of offense runs one play, left side runs a different play.
The QB decides which direction the ball will go. Nobody else knows.

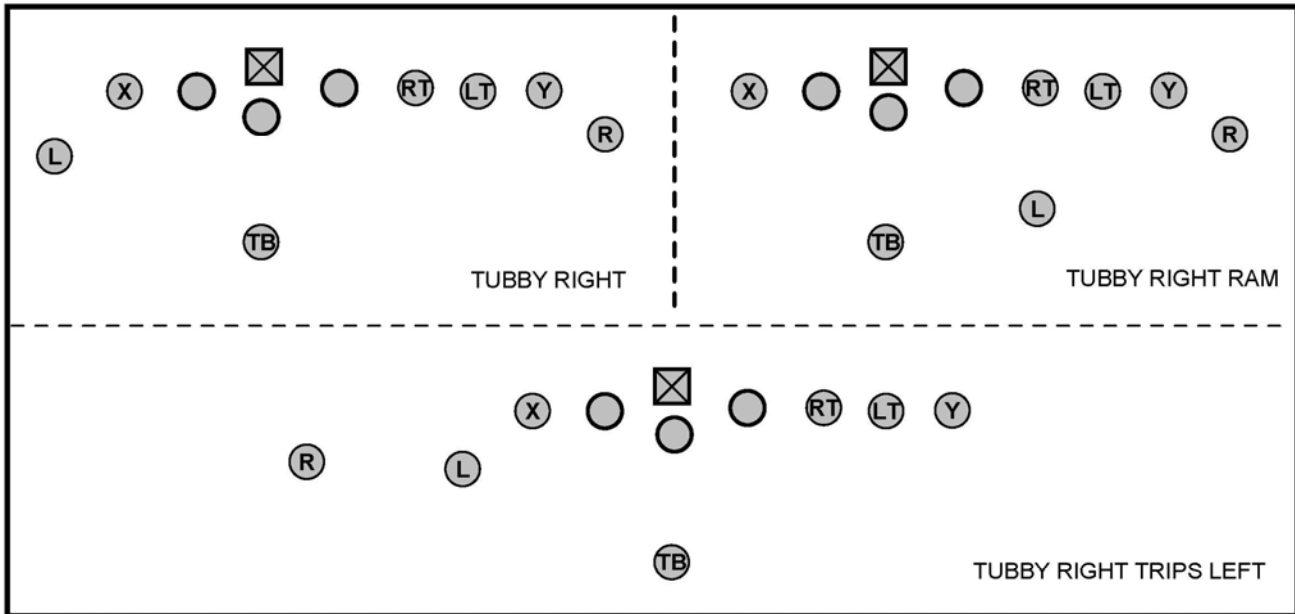
TRICK PLAYS: We install a new trick play every week, so that we have 10-12 for playoffs.

PISTOL WING T

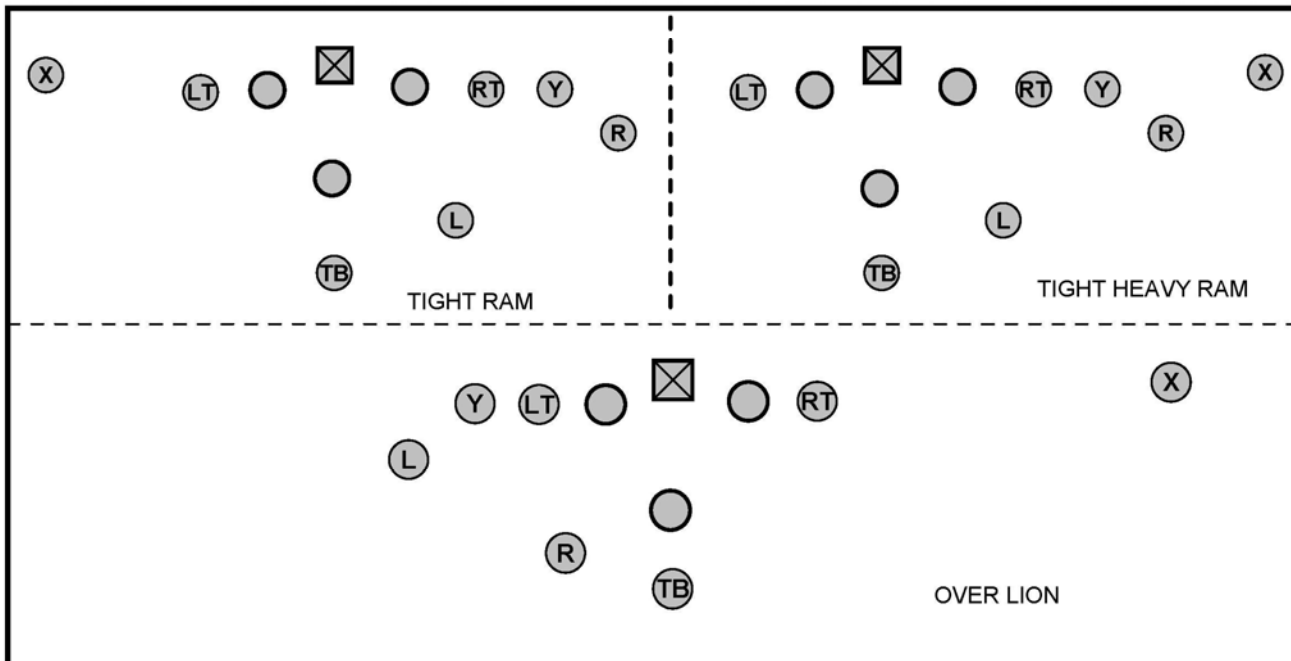
SHORT YARDAGE

TUBBY is always direct snap so TB can be at 3 1/2 yards

TUBBY

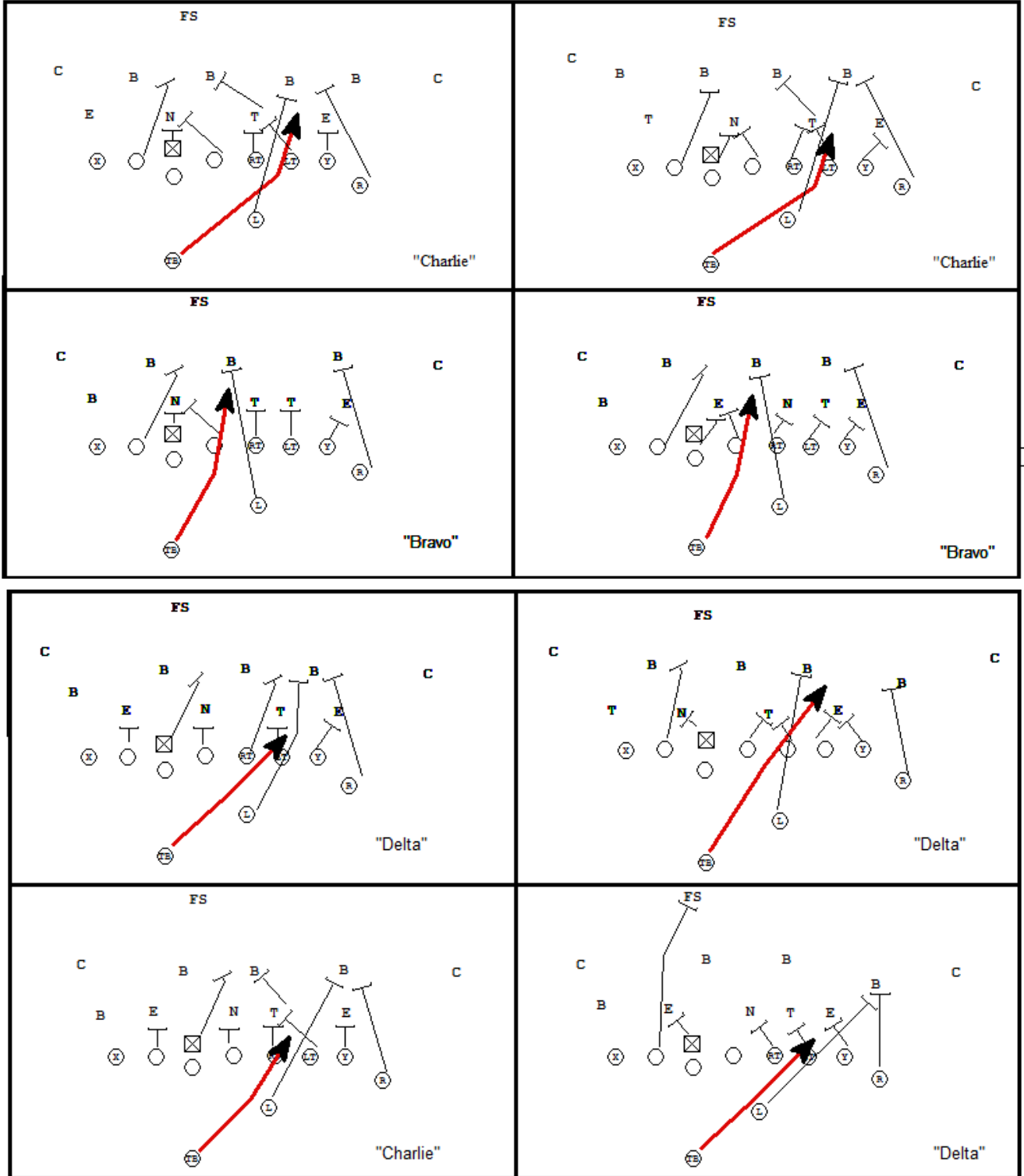


RAM

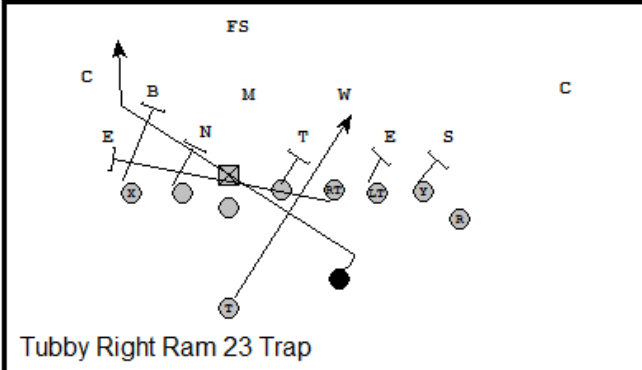


TUBBY RULES

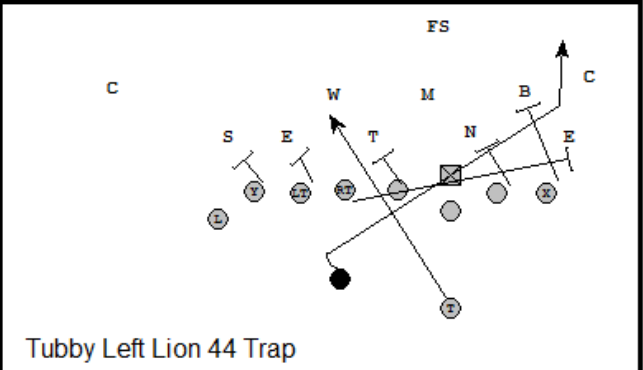
Blocking Rule is ON - GAP - REACH.
 If nobody on you, block down. If nobody on or in gap, double outside gap.
 If nobody on or in either gap, go to Linebacker



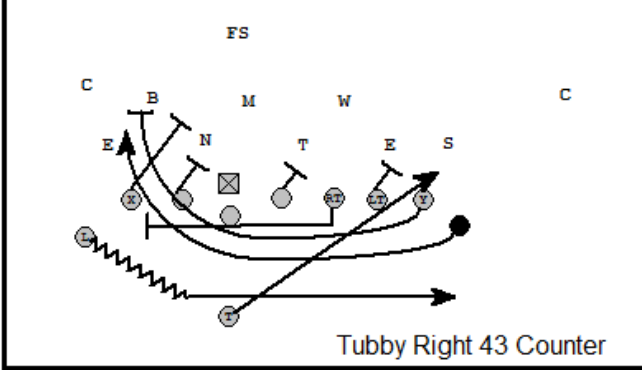
TUBBY COUNTERS



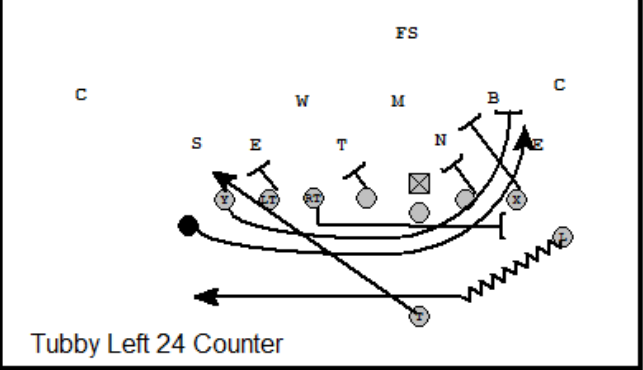
Tubby Right Ram 23 Trap



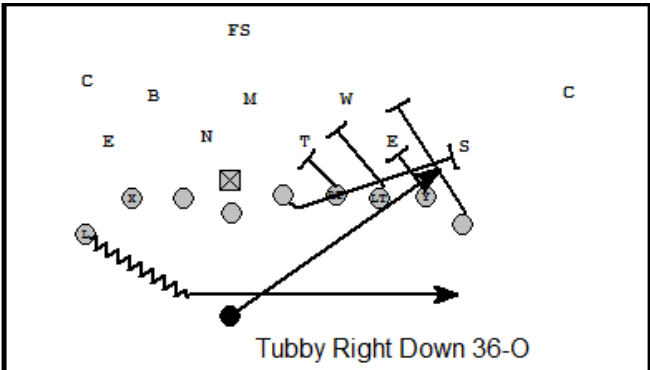
Tubby Left Lion 44 Trap



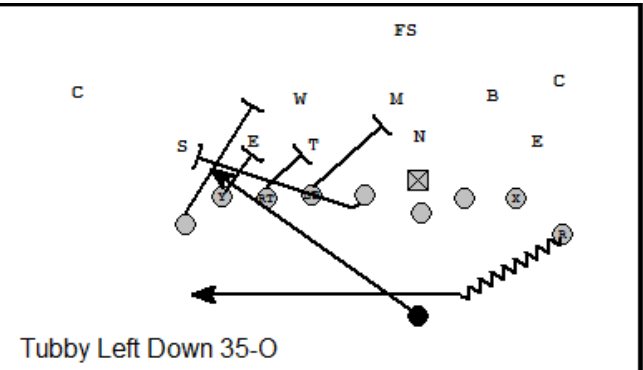
Tubby Right 43 Counter



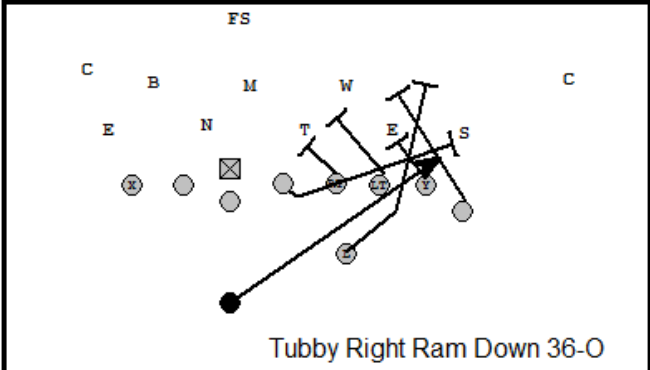
Tubby Left 24 Counter



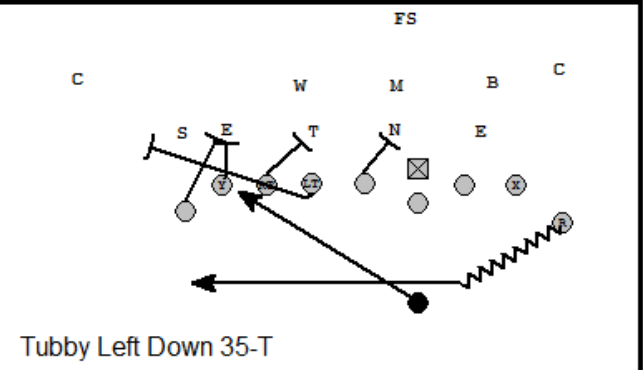
Tubby Right Down 36-O



Tubby Left Down 35-O

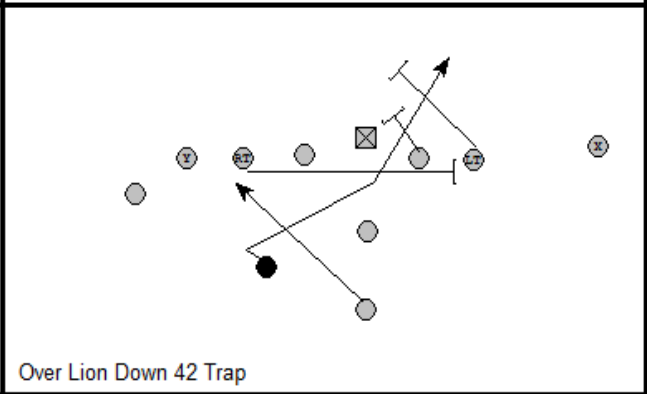
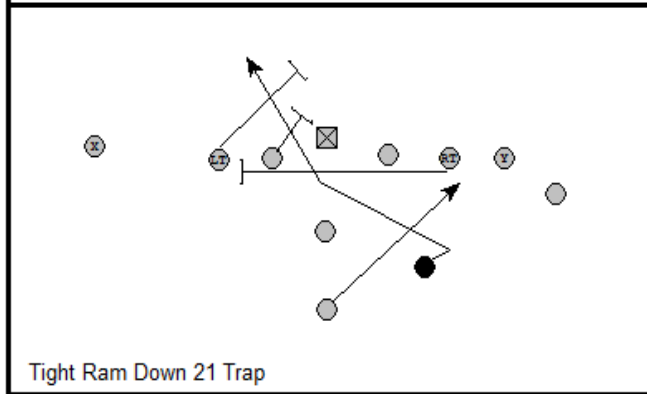
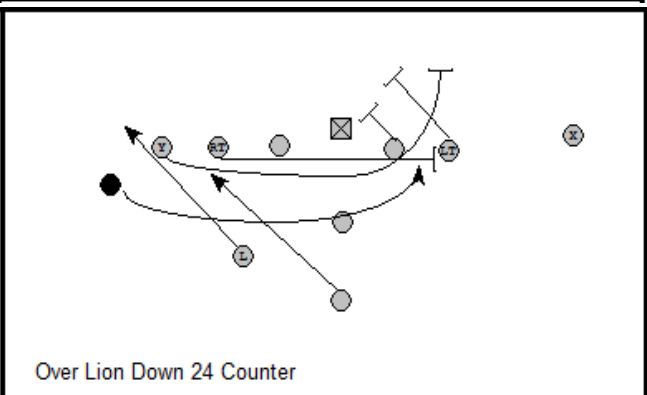
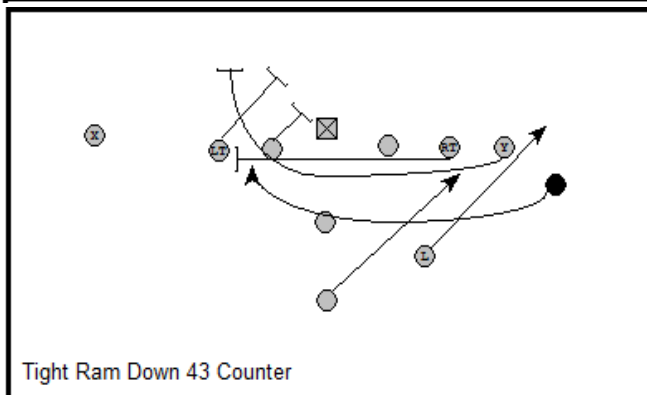
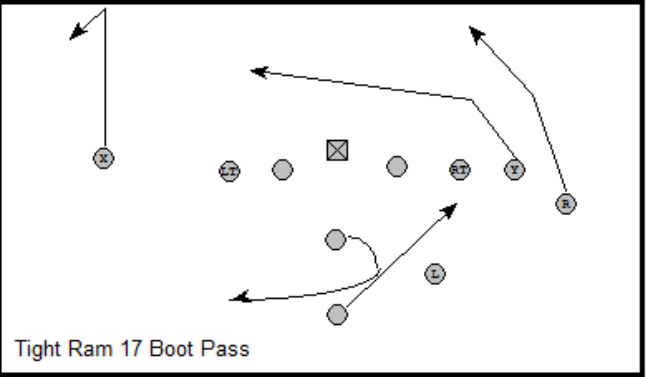
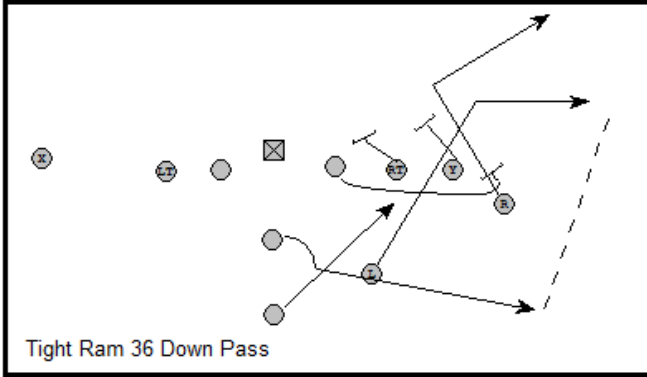
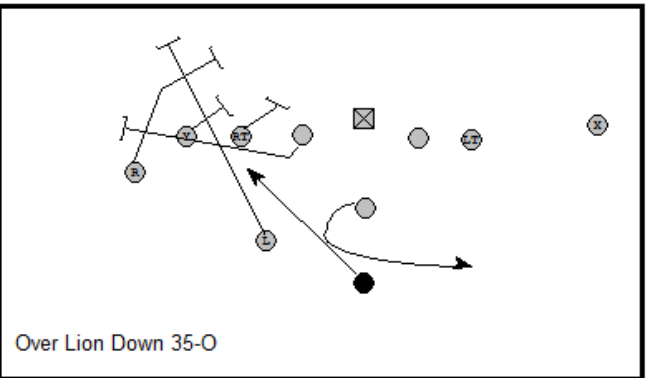
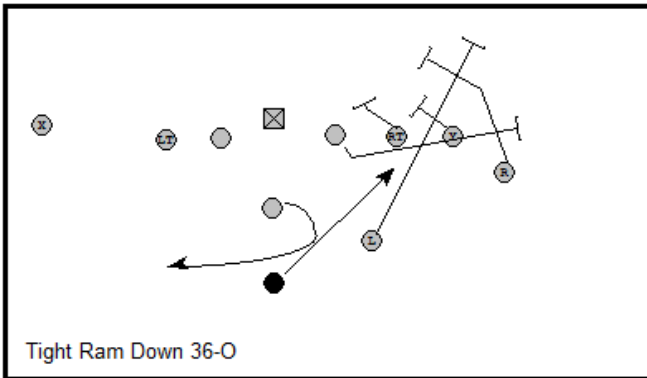


Tubby Right Ram Down 36-O

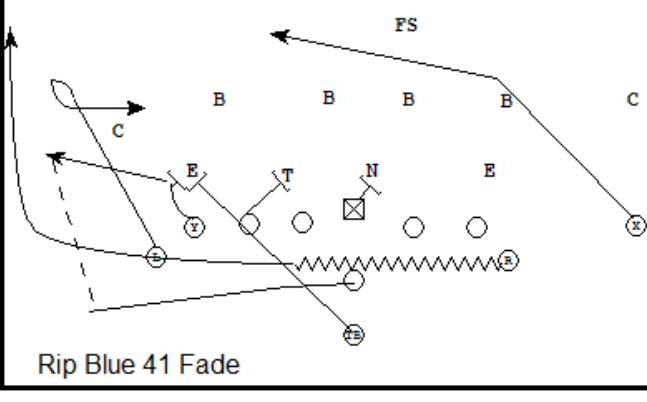
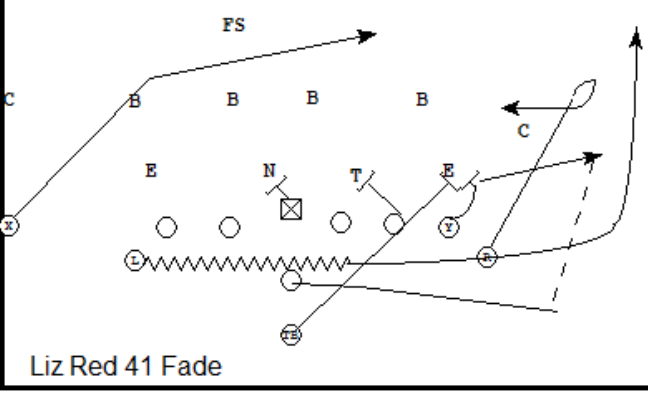
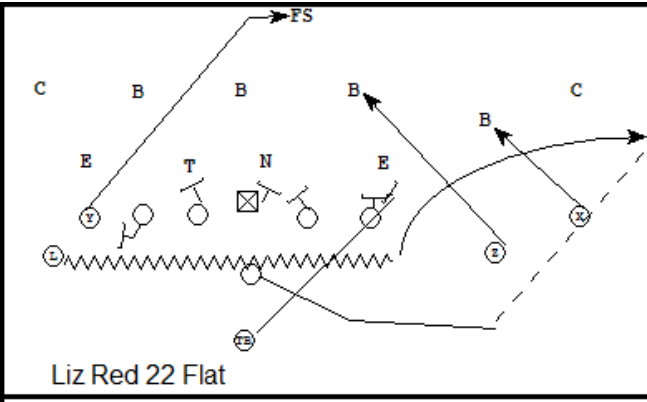
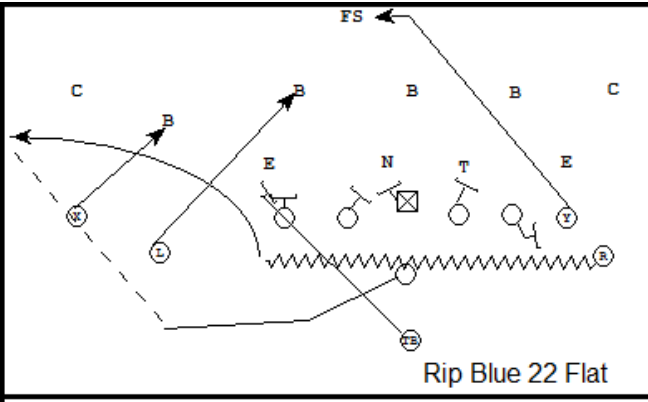
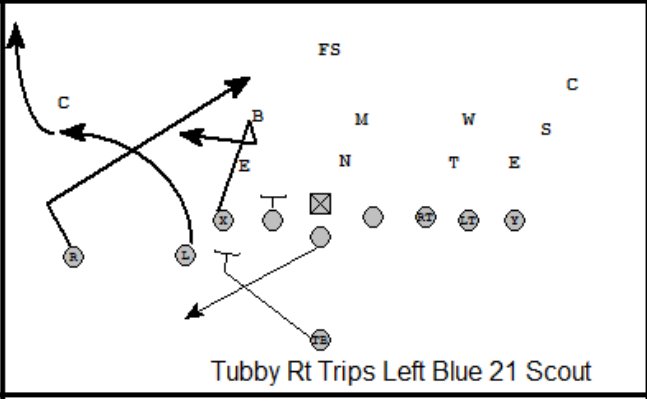
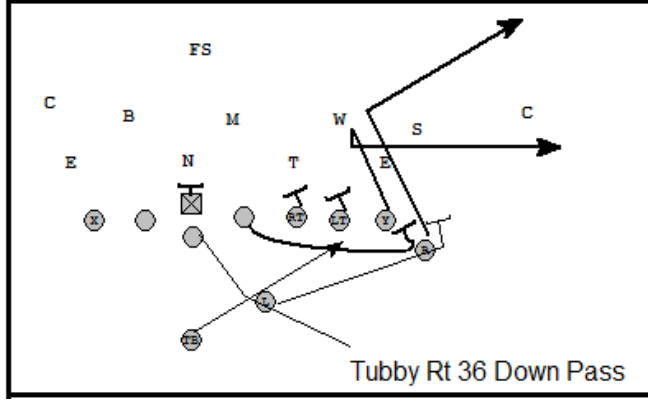
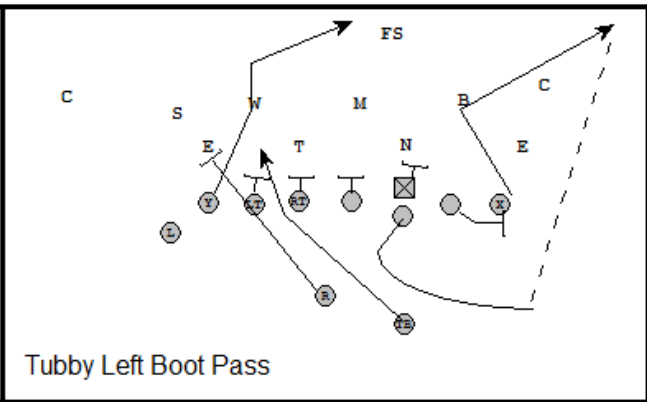
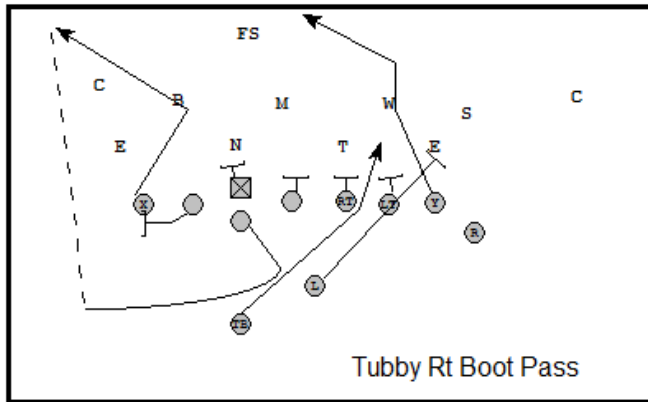


Tubby Left Down 35-T

RAM / LION



GOAL LINE PASSES

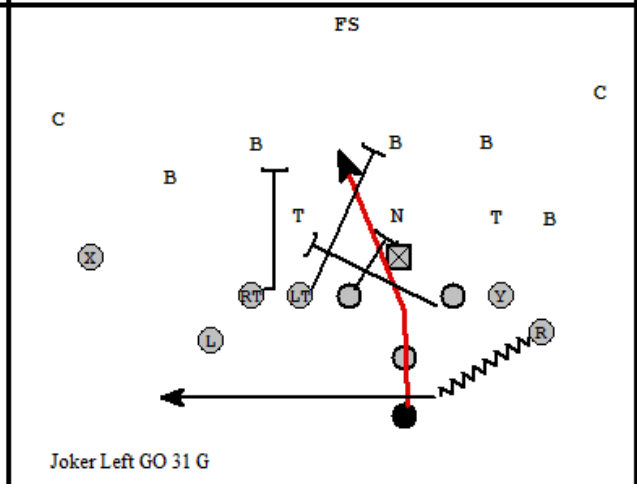
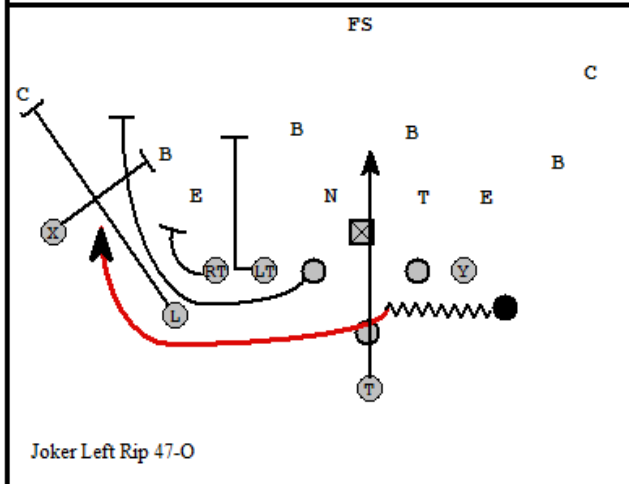
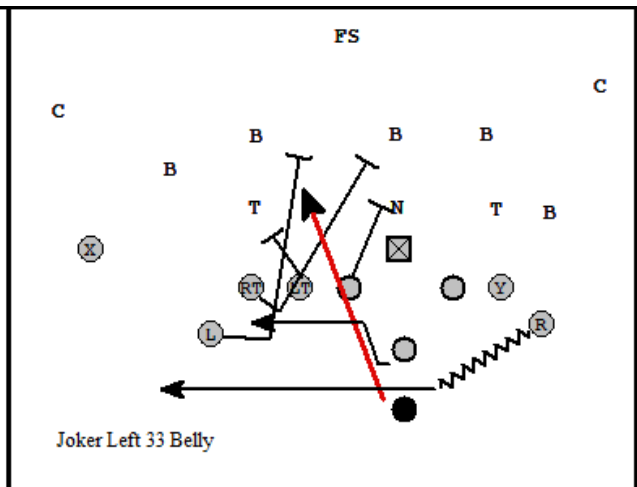
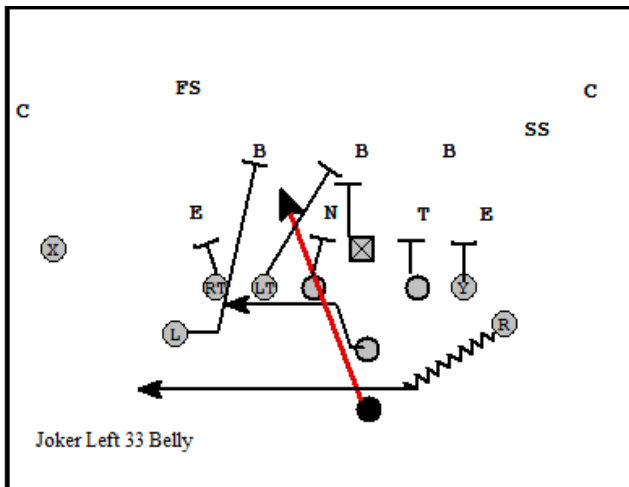
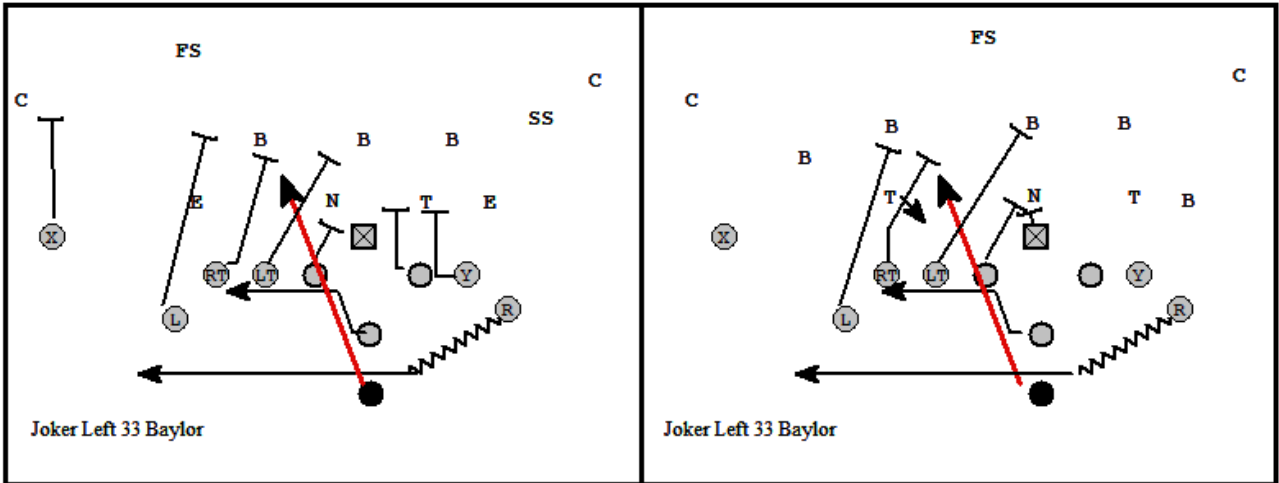


JOKER

Always Huddle First...then SPRINT out of Huddle & snap it in 3 seconds!

Really good vs even fronts

We don't run very many plays out of Joker to minimize confusion since we don't know how the defense will line up.

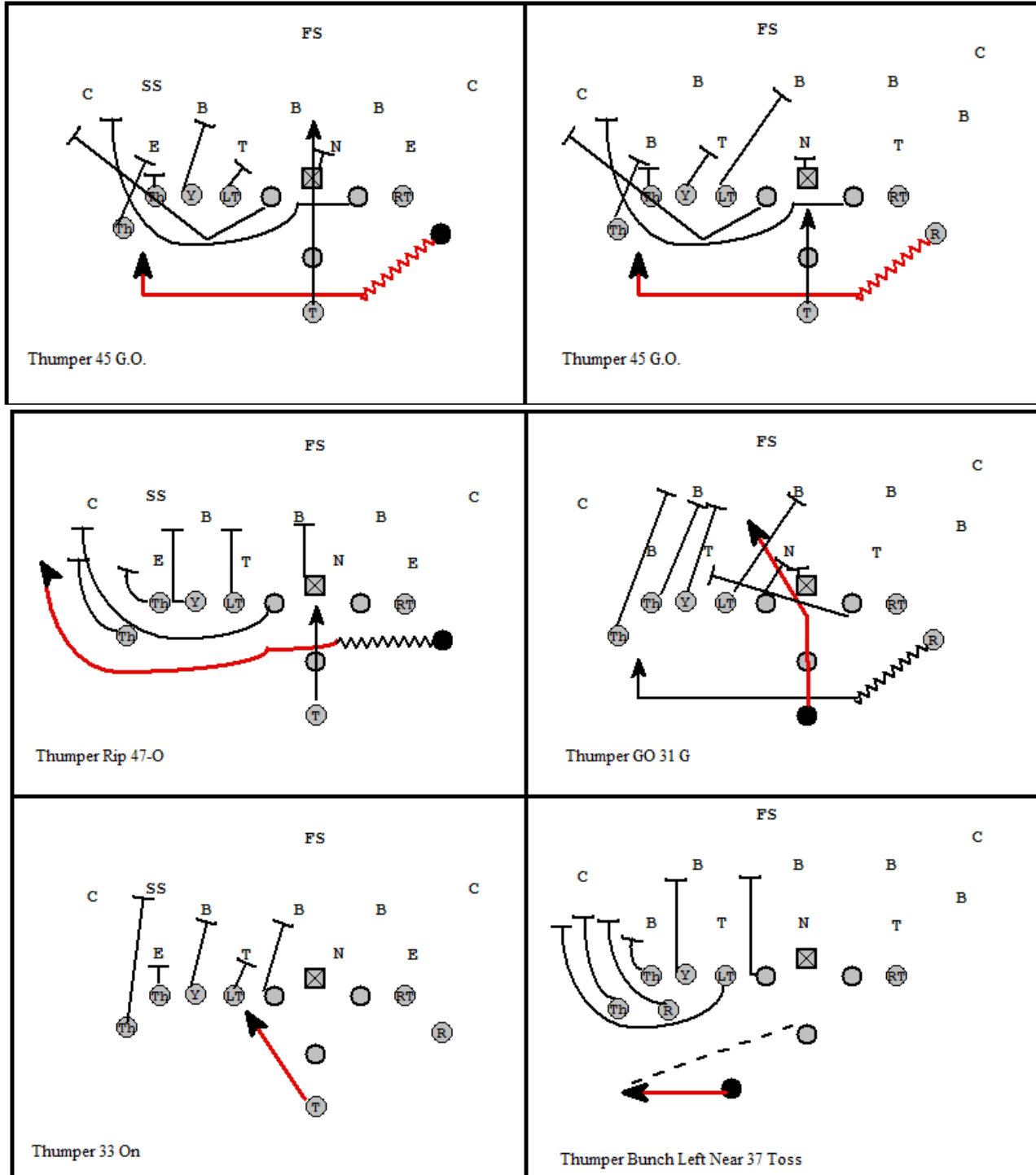


THUMPER

Always Huddle First...then SPRINT out of Huddle & snap it in 3 seconds!

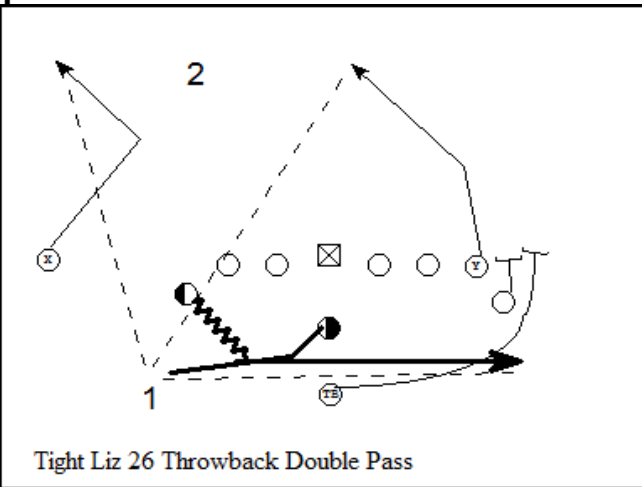
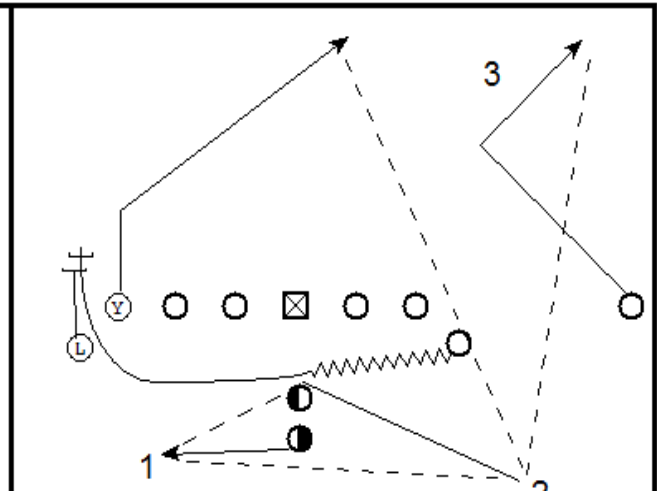
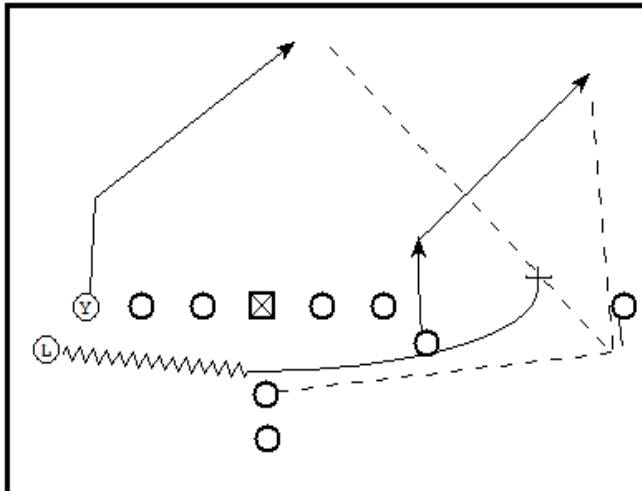
Really good vs even fronts

We don't run very many plays out of Thumper to minimize confusion since we don't know how the defense will line up.

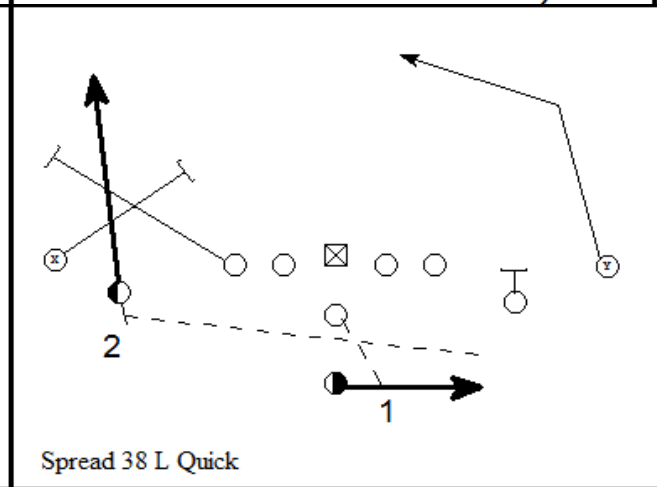


PISTOL WING T

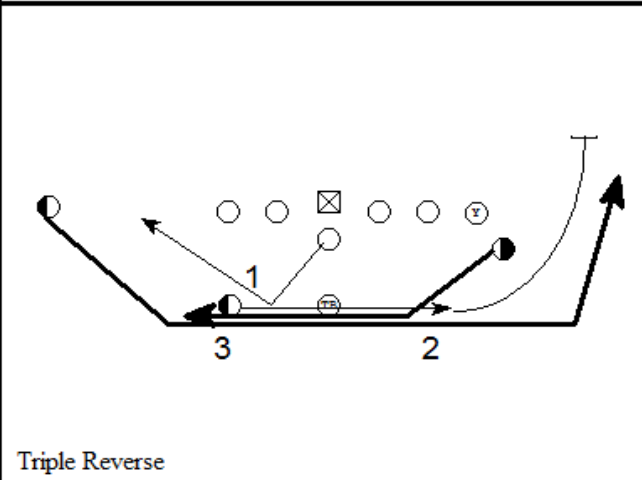
TRICK PLAYS



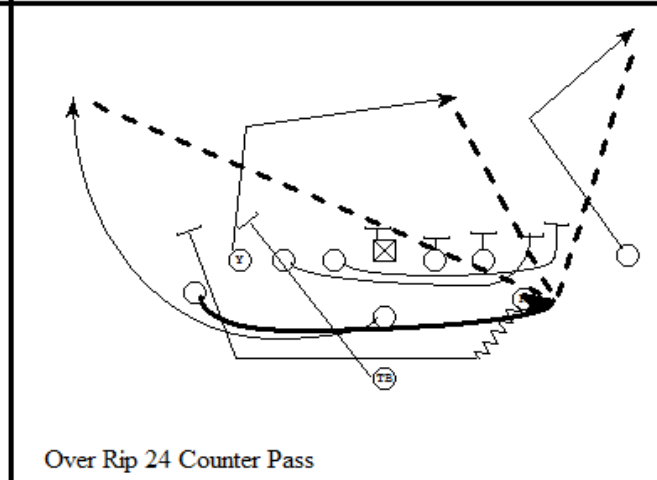
Tight Liz 26 Throwback Double Pass



Spread 38 L Quick



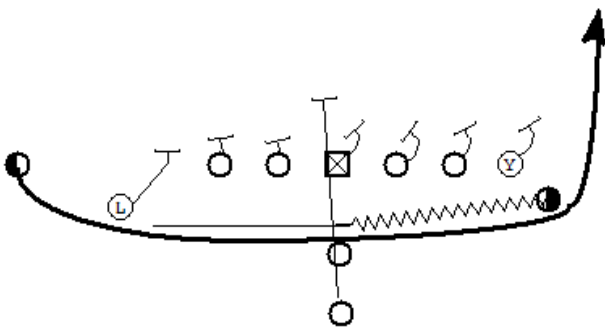
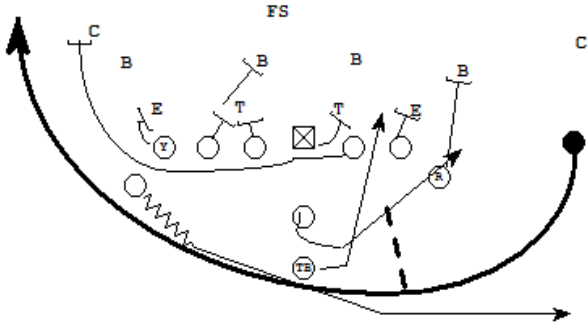
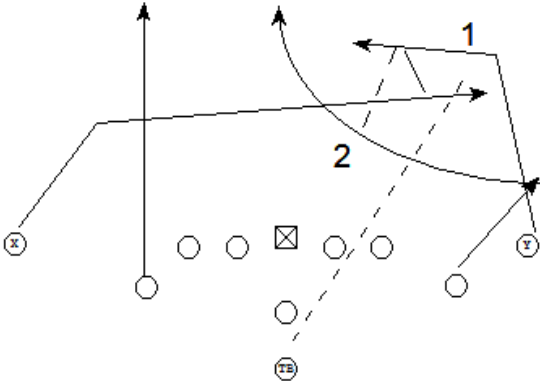
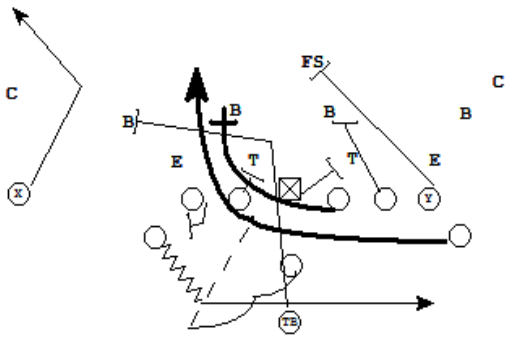
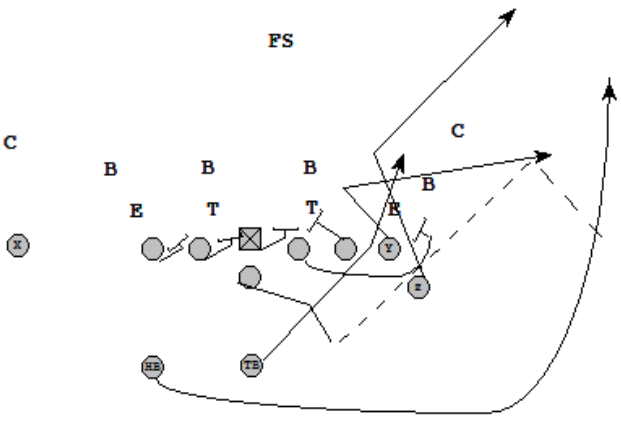
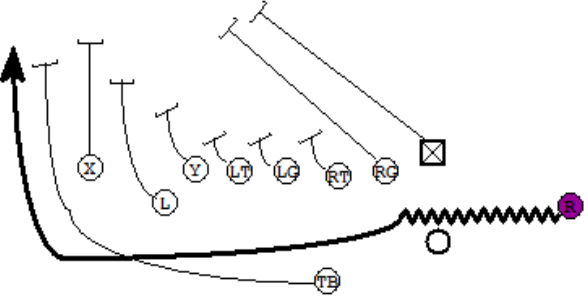
Triple Reverse



Over Rip 24 Counter Pass

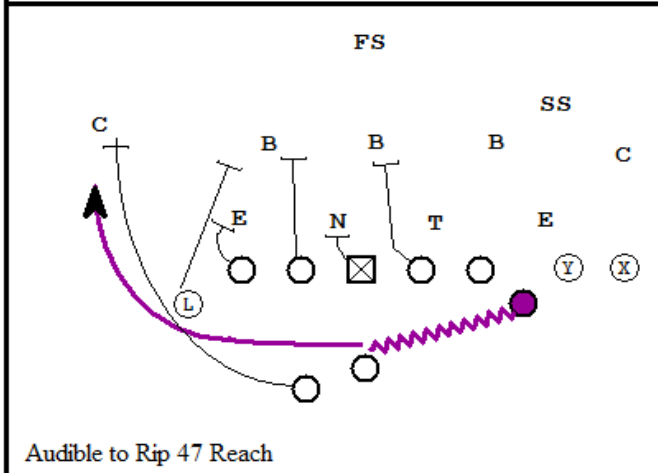
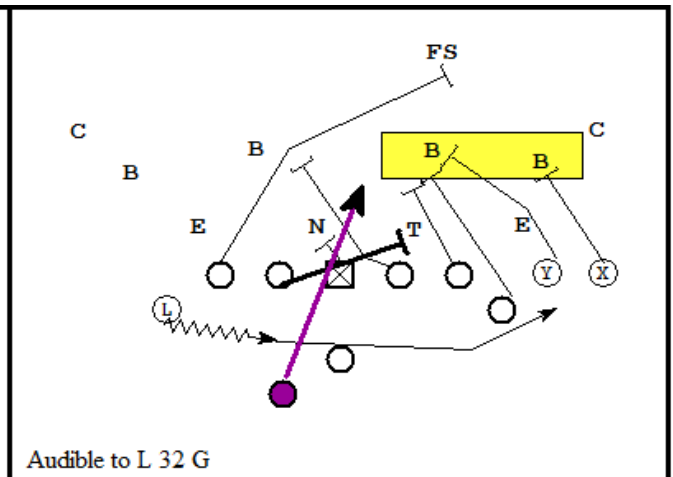
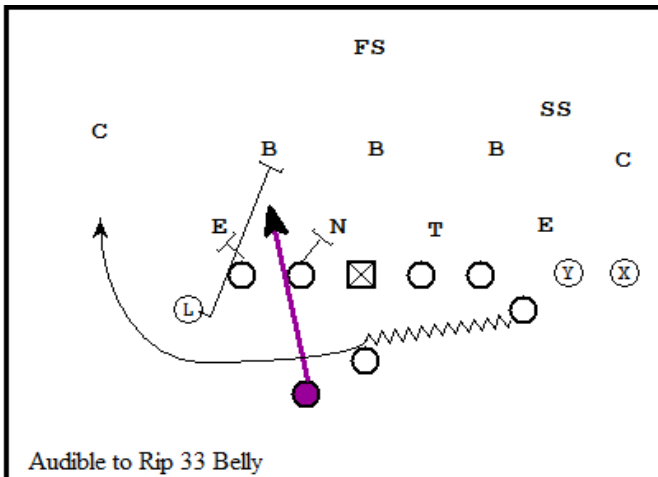
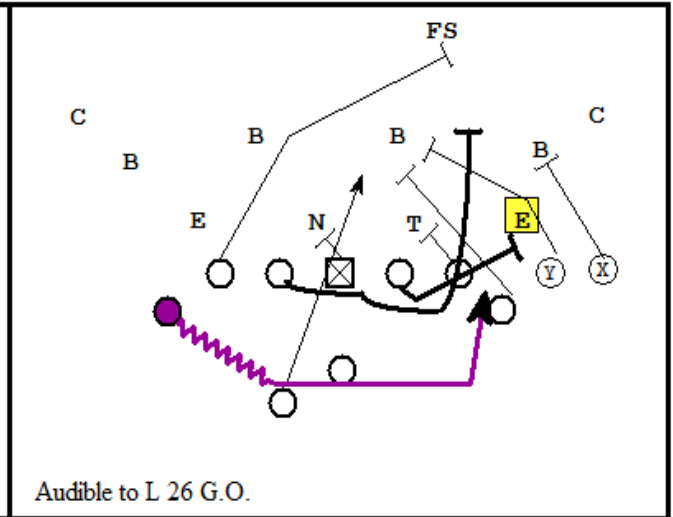
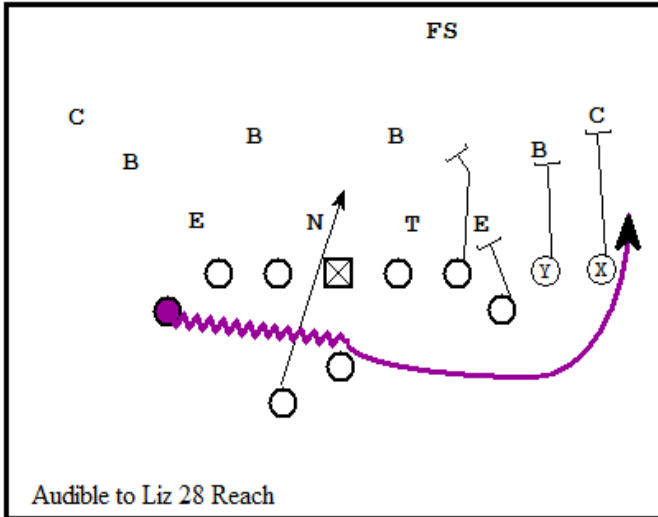
PISTOL WING T

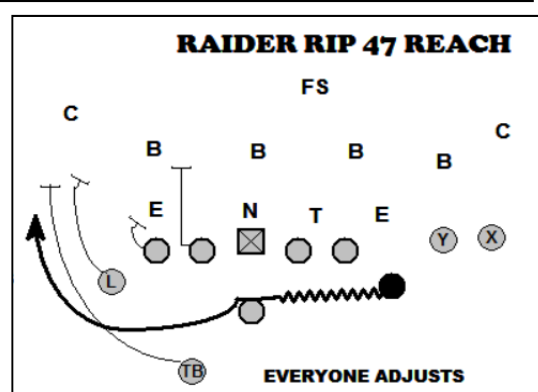
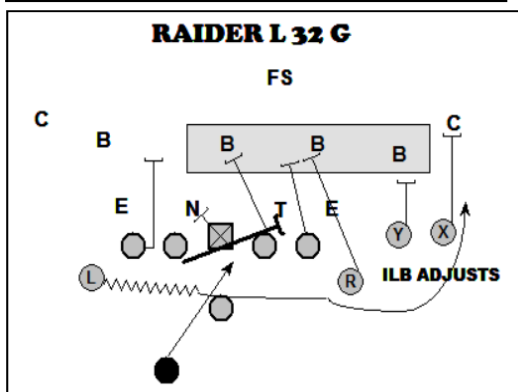
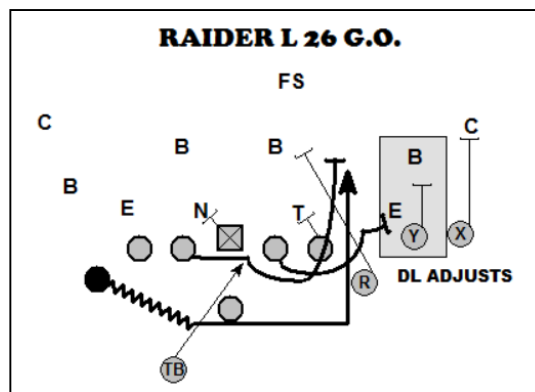
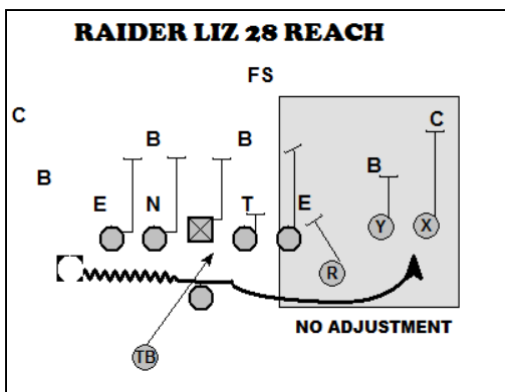
TRICK PLAYS

 <p>A diagram showing a play from the left side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center and moving towards the right end. A large arrow at the top right indicates the direction of the play.</p>	 <p>A diagram showing a play from the right side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center and moving towards the left end. A large arrow at the top left indicates the direction of the play.</p>
Tight Rip X Reverse Right	Over L Belly Option Reverse Left
 <p>A diagram showing a play from the left side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center, hooking to the right, and then lateraling to the left end. Two numbers, '1' and '2', are placed near the hook and lateral points respectively.</p>	 <p>A diagram showing a play from the right side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center, moving towards the left end, and then shoveling the ball to the right end. A large arrow at the top left indicates the direction of the play.</p>
Boise State Hook & Lateral	Tight L 17 G Shovel Pass
 <p>A diagram showing a play from the left side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center and moving towards the right end. A large arrow at the top right indicates the direction of the play.</p>	 <p>A diagram showing a play from the right side of the field. A line of players is shown with a center (C) marked with an 'X'. A zigzag line indicates the path of the ball carrier starting from the center and moving towards the left end. A large arrow at the top left indicates the direction of the play.</p>
	JAILBREAK

PISTOL WING T

Raider Audible





HOW WE CALL PLAY AT LINE IN RAIDER / BENGAL

The QB always scans the field left to right as if crossing the street.

If NO adjustment: Call Liz 28-O.

If the DE slides out with TE: Call 26 G.O.

If the Inside Linebackers slide towards TE: Call 32-G. If D-Line shifts: Call 33 Belly

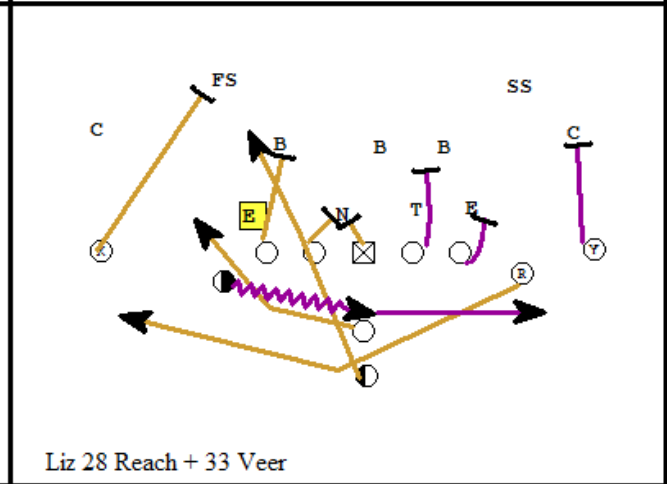
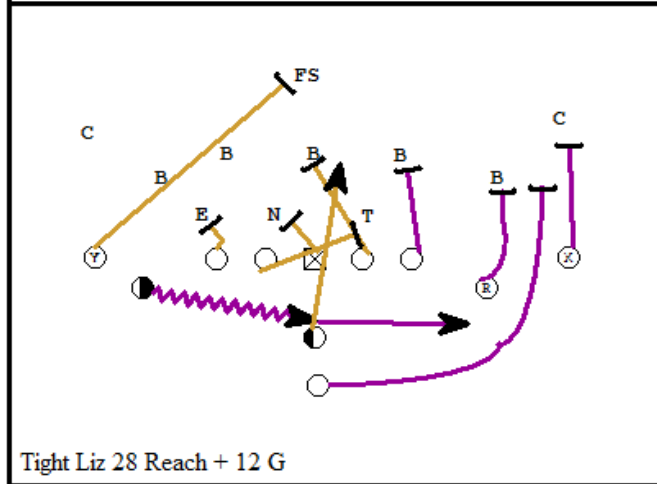
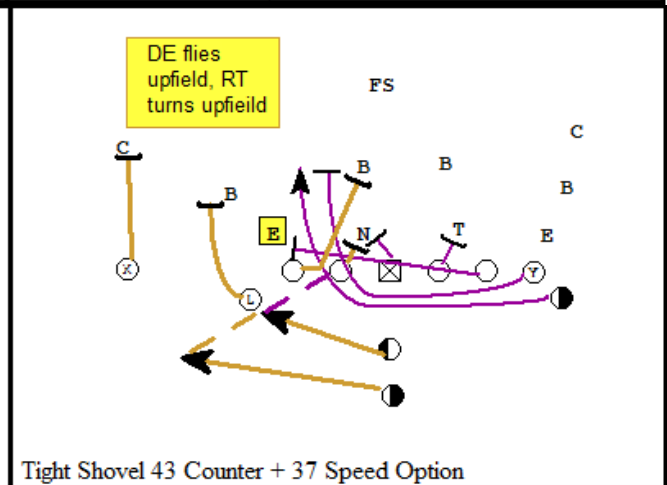
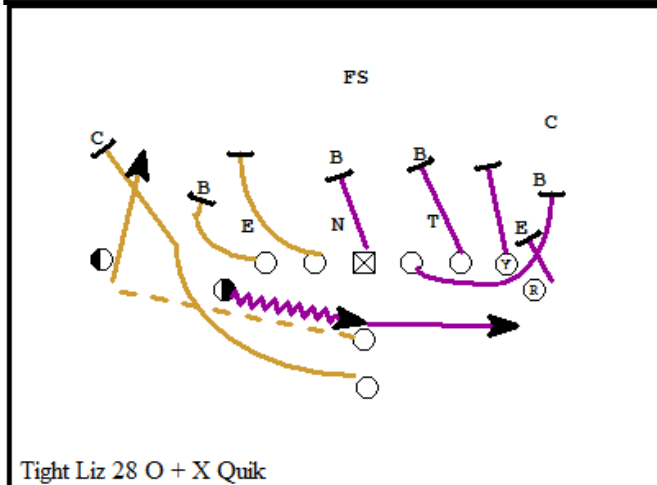
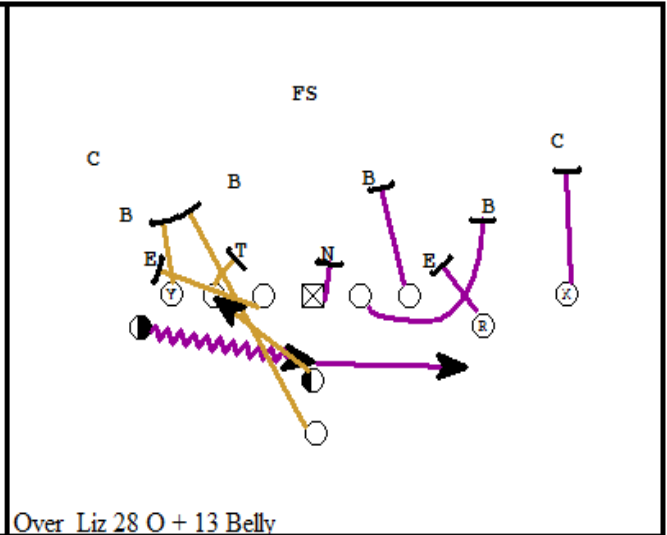
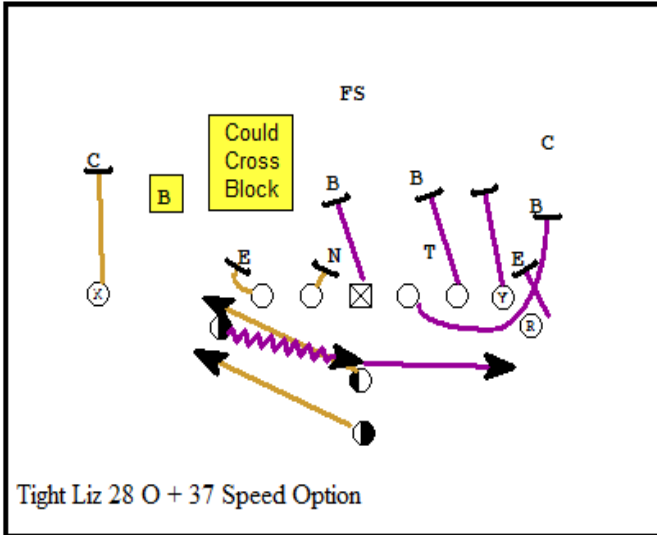
The QB will say Brown or Black to indicate direction followed by ANY number ending in the hole that we want to attack. Here are the examples of the calls at the LOS. Snap count is always on SET.

- 26 G.O. = “BROWN 76 Ready Set” (16, 26, 36, 106 1,006 could all be substituted in place of 76)
- 28 O = “BROWN 18 Ready Set” (28, 38, 48, 108 1,008 could all be substituted in place of 18)
- 33 Belly = “BLACK 133 Ready Set” (13, 53, 73, 103 183 could all be substituted in place of 133)

If we think that the other team knows our Raider calls, we will call a play in the Huddle out of Raider formation, give a dummy call and run the play that we called in the huddle.

PISTOL WING T

COMBO PLAYS



PISTOL WING T

COMBO PLAYS

QB is the only person who knows who is getting the ball.

Pre-Snap Reads

