

2023 PLAYBOOK



INSTALL 1

2023 PLAYBOOK



**TEMPO IS A WAY OF
LIFE**

BLUEPRINT FOR SUCCESS

SMART
TOUGH
COMPETITIVE
HARDWORKING
SELFLESS
THE PROGRAM IS IMPORTANT

PHILOSOPHY

FOOTBALL
PROGRAM M A N U A L



OFFENSIVE

PHILOSOPHY

PHILOSOPHY

- **CHAMPIONS**
- **TEMPO**
- **KNOWLEDGE**
- **FINISH**
- **THE DIFFERENCE**
- **12% RULE**



THE DIFFERENCE

- **TURNOVERS**
- **SACKS**
- **DROP BALLS**
- **FOOLISH PENALTIES**

"WE WILL BE WHAT WE COACH AND PRACTICE TO BE"



12% RULE

- **TURNOVERS**
 - **SACKS**
 - **DROP BALLS**
 - **FOOLISH PENALTIES**
-
- **OUR WINNING PERCENTAGE GOES UP TO 92% WHEN WE ARE UNDER 12%**
-
- **EXAMPLE: 90 OFFENSIVE PLAYS-12% OF 90 IS 11 PLAYS.**
 - **WE MUST HAVE NO MORE THAN 11 PLAYS FROM ABOVE.**



OBJECTIVES “SCORE”

- **CONTROL THE TEMPO OF THE GAME**
- **NO TURNOVERS**
- **SCORE POINTS**
- **BE PHYSICAL IN BOTH THE RUN AND PASS GAME**
- **MUST BE ABLE TO RUN THE BALL IN ALL SITUATIONS**
 1. **SHORT YARDAGE**
 2. **GOALLINE**
 3. **RED ZONE**
 4. **LAST 4 MINUTES**
 5. **BE A HIGH EFFICIENCY PASSING TEAM**
 6. **BE A GREAT 3RD DOWN TEAM (45% OVERALL ON 3RD DOWN)**
- **100% ON 3RD & 1-2**
- **65-70% ON 3RD & 3**
- **55% ON 3RD & 4-6**
- **35-40% ON 3RD & 7-10**
- **25% ON 3RD & 11**
- **BE ABLE TO HANDLE THE BLITZ (PROTECT THE QB)**
 1. **SIGHT ADJUSTMENTS**
 2. **CHECKS**
- **ELIMINATE NEGATIVE PLAYS AND PENALTIES**



2023 PLAYBOOK



MENU

INSTALL 1

(OPEN FIELD / BASE OFFENSE)

RUN SCHEME

12/13 (INSIDE ZONE)
14/15 (SPLIT ZONE)
BEARS HOT/COLD

PROTECTIONS

50/51
60/61
30/31
PURPLE
RED/BLACK (FIRM)

PASS CONCEPTS

CHEVRON (SLASH, OPTION, FAT)
EXXON (DBL STICK)
CADDY
HOMERUN (BURST/BOX)

FORMATIONS

DOUBLES
TRIO
QUEEN
KING
GREEN/BLUE

RUN RELIEF & RPO

KEY 1
KEY 2
KEY 3
GIFT
NICKEL

SCREENS (40/41)

40/41 (ROSE / LINDA)

MOTION

GHOST

QUICK GAME

FAT
HAMMER
DBL STICK
NAIL

PLAY ACTION

LOCK 1 (PURPLE 12/13)
FLOOD (30/31)

INSTALL 1A

(OPEN FIELD / BASE OFFENSE)

RUN SCHEME

BEARS HOT/COLD
12/13 BASH
QUEEN 12/13

PROTECTIONS

PURPLE 12/13

PASS CONCEPTS

SHELL

CHEVRON SLASH
STICK EXXON
CADDY SMASH
PUMP HOMERUN

FORMATIONS

RUN RELIEF & RPO

KEY 1
KEY 2
GIFT
HAMMER, FAT, PALMS, RUB
DBL STICK

SCREENS (40/41)

GHOST 40/41
(ROSE/LINDA)

MOTION

GHOST

QUICK GAME

STICK
PUMP NAIL

PLAY ACTION

LOCK 1 (PURPLE 12/13)
KING FLOOD (30/31)

LINE OF SCRIMMAGE CALLS

DIRECTIONAL CALLS – A CALL AT THE L.O.S. TO GIVE THE DIRECTION OF THE PLAY GIVEN EITHER "RIGHT" OR "LEFT"

SKILL POSITION: GET THE SIGNALS FROM THE SIDELINE

CODE WORDS/# FOR "LEFT" DIRECTION

25 / 13
25 / 61

CHEVRON (ONEWORD PLAYS)

CODE WORDS/# FOR "RIGHT" DIRECTION

25 / 12
25 / 60

CHEVRON (ONEWORD PLAYS)

DIRECTIONS

LEFT

**ODD #
SOUTH
COLD
BLACK
LINDA**

RIGHT

**EVEN #
NORTH
HOT
RED
ROSE**

2023 PLAYBOOK



FORMATIONS

FORMATIONS

BUILDING FORMATIONS:

Y: THE Y WR ALWAYS SETS THE STRENGTH OF THE FORMATION. THE RIGHT (RT) AND LEFT (LT) CALL WILL DIRECT WHERE THIS PLAYER GOES. BASE ALIGNMENT IS ON THE BALL, ALERTS OUTSIDE WR'S IF THEY ARE Z OR X.

Z/X: OUTSIDE WR'S DO NOT SWITCH SIDES (UNLESS YOU PREFER THAT THEY DO). THE WR'S ALL LEARN Z AND X ROUTES. WR TO THE STRENGTH BECOMES THE Z, THIS WR ALWAYS HAS THE Y TO HIS SIDE. THE X IS ALWAYS AWAY FROM THE STRENGTH OF THE FORMATION.

F: INSIDE WR, THIS IS THE WR THAT BUILDS THE FORMATION (2X2, 3X1).

T: ONE BACK FORMATIONS ALWAYS ALIGNS BASED ON THE PLAY



FORMATIONS

BUILDING FORMATIONS

TWO BACK FORMATIONS: DESIGNATED BY COLORS. R OR L IN THE COLOR WILL DESIGNATE THE STRENGTH OF THE FORMATION: GREEN (RIGHT) AND BLUE (LEFT)

2X2 FORMATIONS: TRADITIONALLY DESIGNATED BY D WORDS: DUAL/DART/DOUBLE

3X1 FORMATIONS: TRADITIONALLY DESIGNATED BY T WORDS: TRIO/TREY/TRIPS

SLOT FORMATIONS: FORMATIONS WHERE Z FLIPS TO THE WEAK SIDE CREATING A SLOT LOOK AND F TO STRONG SIDE USE F WORDS: FLEX/FLANK

BIG F FORMATIONS: NEW FORMATION SERIES DESIGNATED BY FACE CARDS: QUEEN, KING

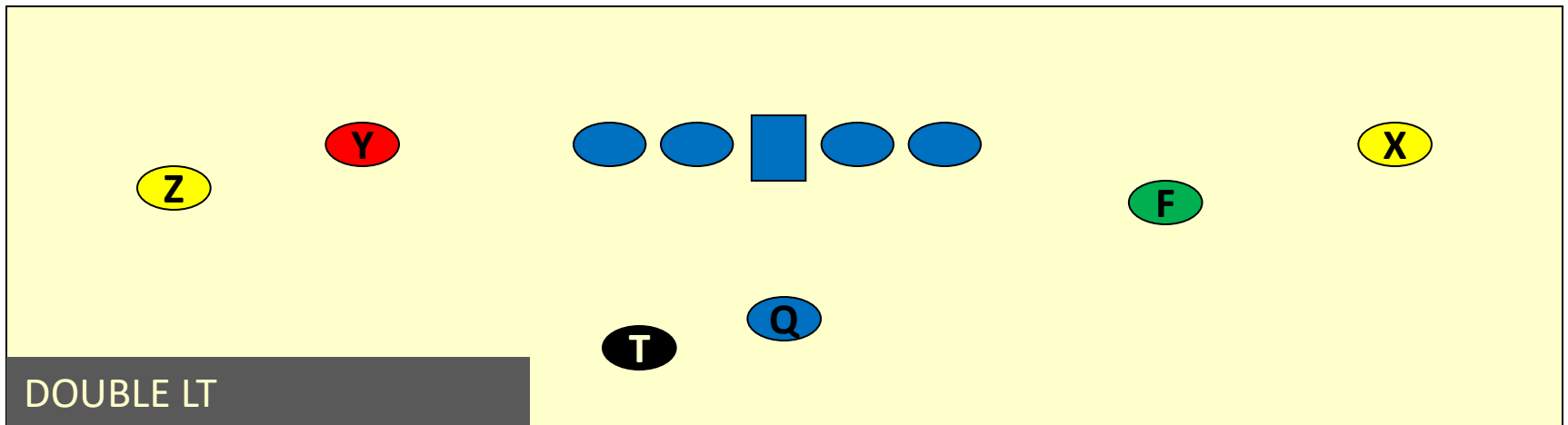
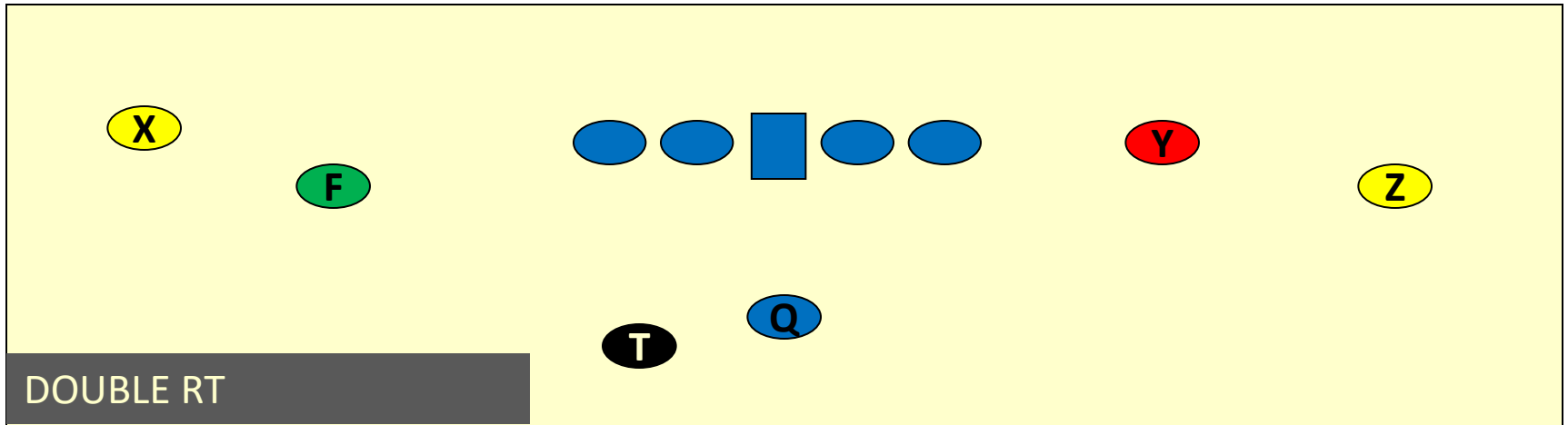


FORMATIONS

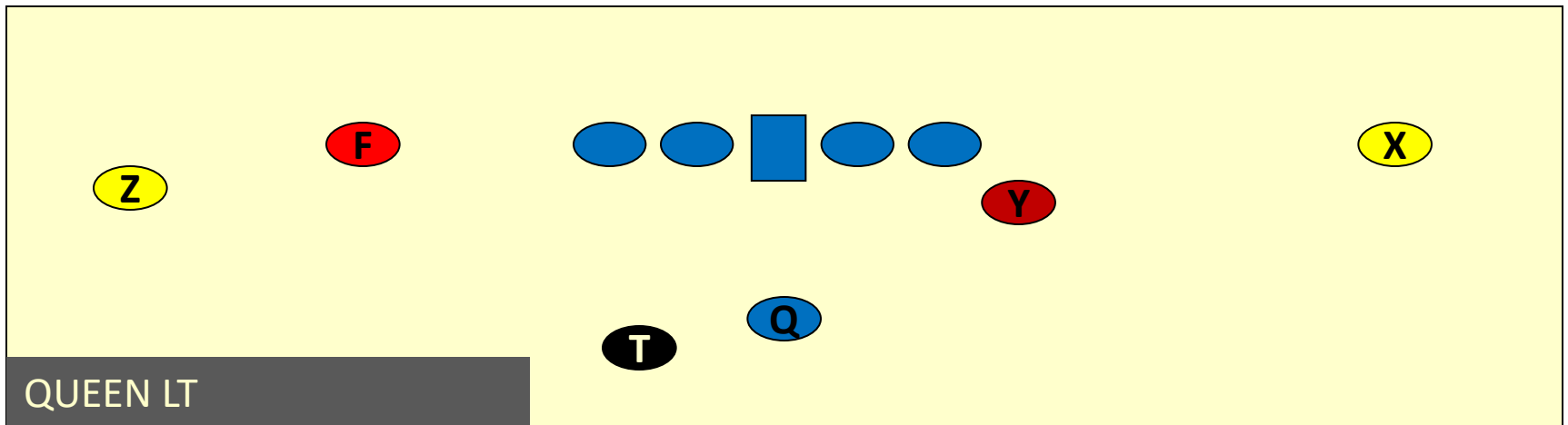
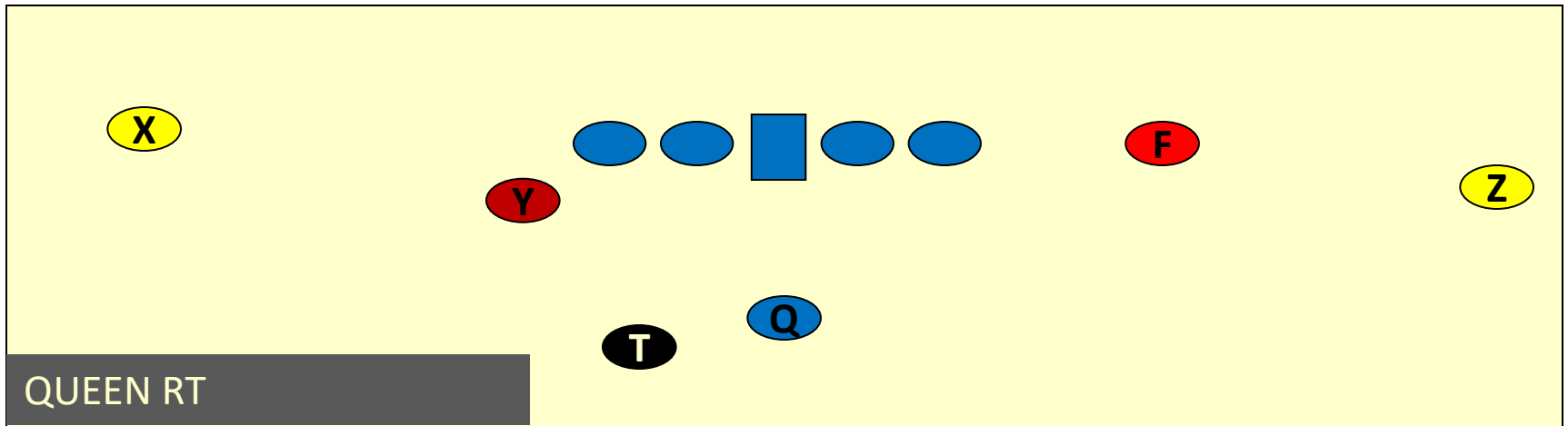
- **DOUBLE (RT/LT)**
- **QUEEN (RT/LT)**
- **TRIO (RT/LT)**
- **KING (RT/LT)**
- **GREEN/BLUE**



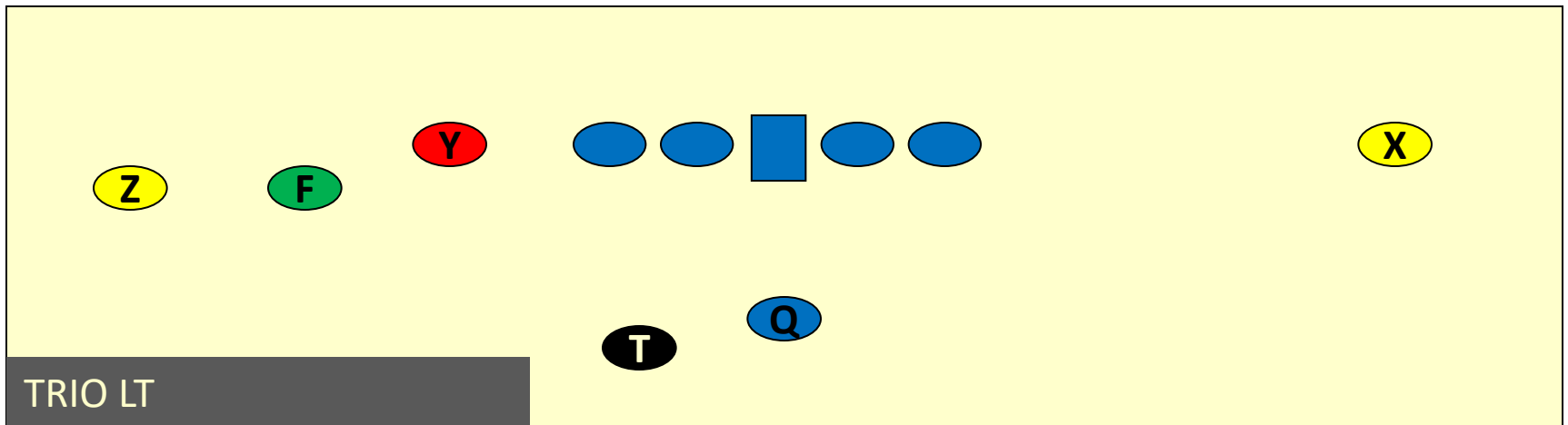
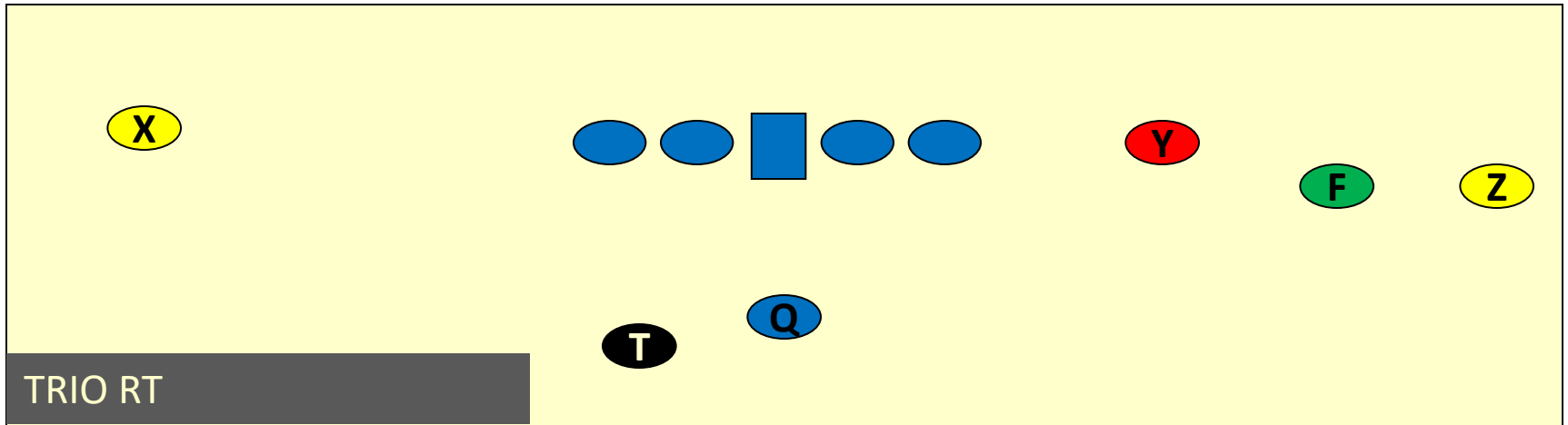
DOUBLE



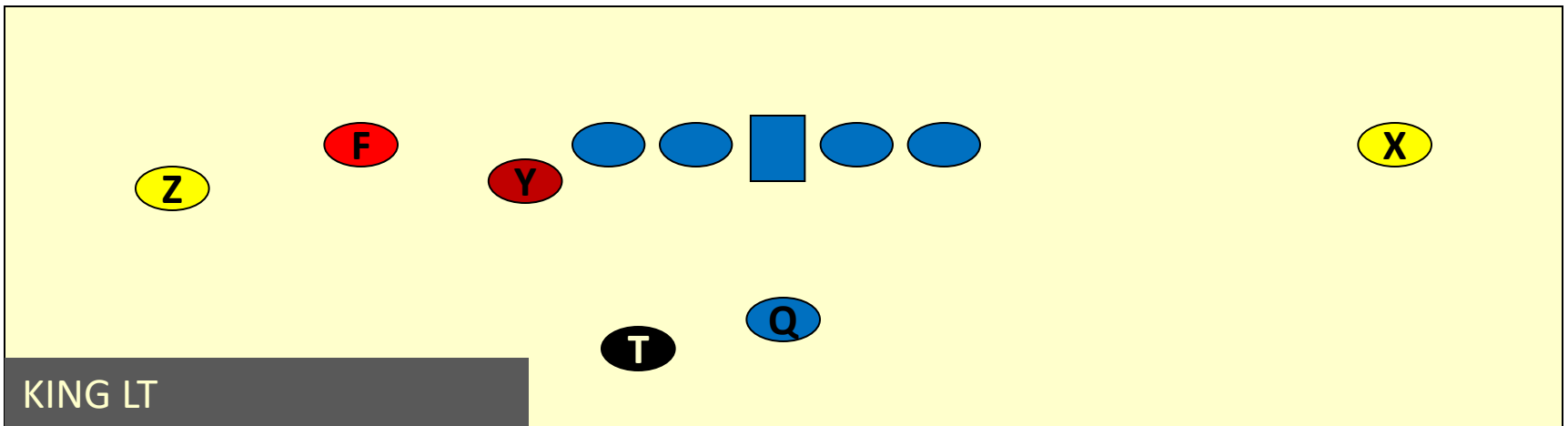
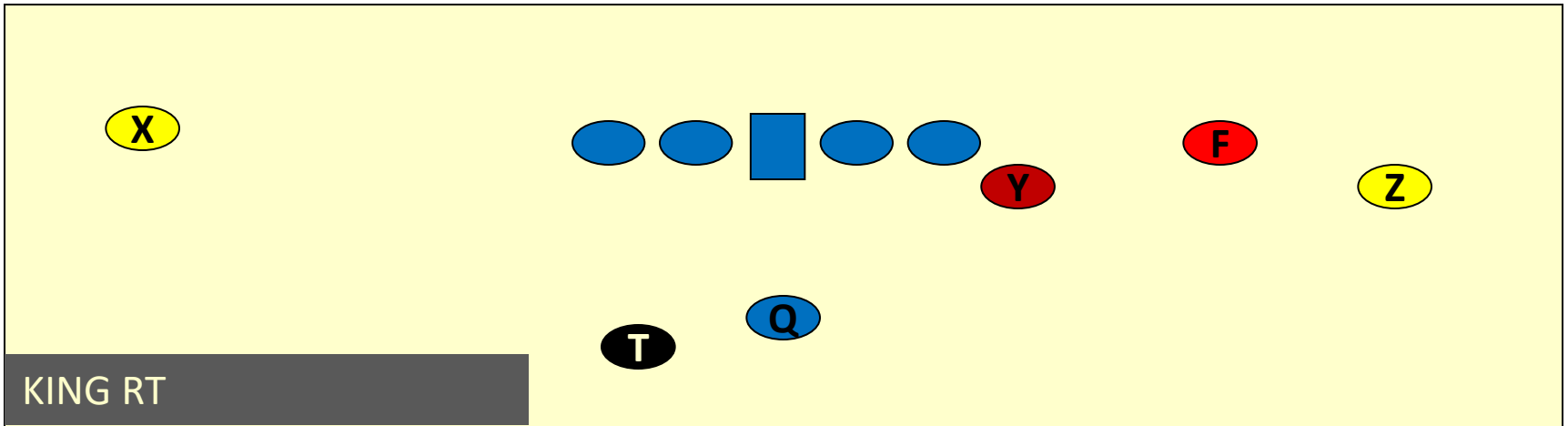
QUEEN



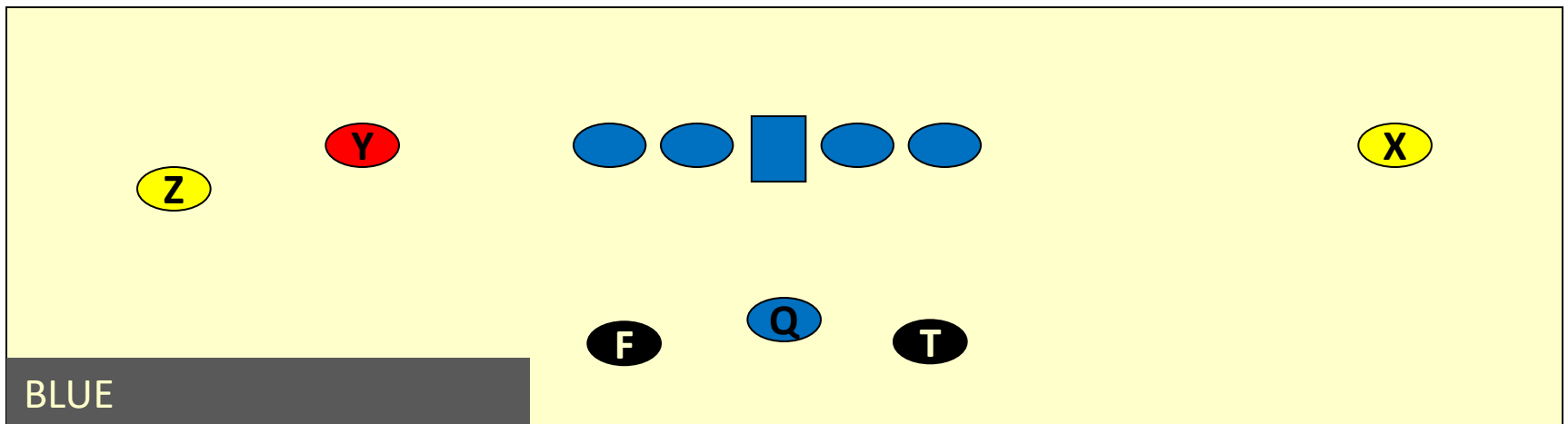
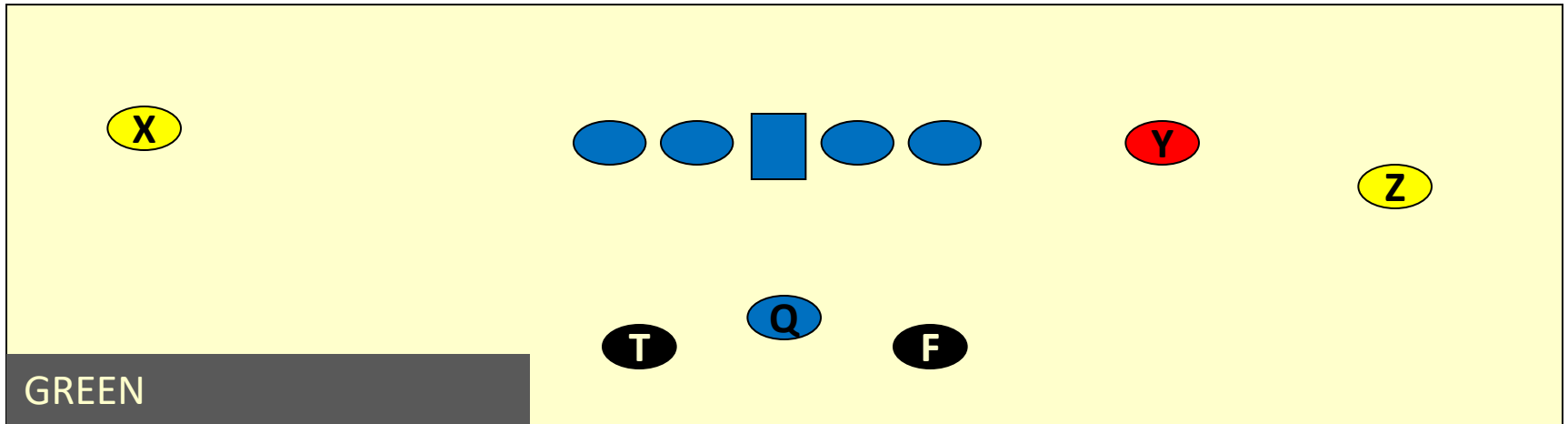
TRIO



KING



GREEN/BLUE



2023 PLAYBOOK



MOTIONS

MOTIONS

BUILDING TWO BACK MOTIONS:

TWO BACK MOTION: WHEN USING TEAR, TRAVEL, FAST, FREE FROM TWO BACK FORMATIONS (GREEN/BLUE) YOU ARE SENDING A SPECIFIC BACK IN A SPECIFIC DIRECTION. WHEN INSTALLING THIS OFFENSE OR UNDERSTANDING YOUR PERSONNEL YOU CAN TEACH A SPECIFIC PLAYER THAT THEY ALWAYS ALIGN IN THE SPOT THAT IS GOING IN MOTION. OR IF YOU HAVE TWO TRUE BACKS AND BOTH CAN MOTION THEN YOU TEACH BY JUST THE WORDS. ALL BASED ON PREFERENCE AND PLAYERS YOU HAVE (EVERY YEAR IS DIFFERENT!)

MOTIONS

BUILDING ONE BACK MOTIONS

ONE BACK MOTIONS: WHEN USING TEAR AND TRAVEL OUT OF ONE BACK FORMATIONS YOU CREATE EMPTY SETS. IN THIS SITUATION THE TEAR AND TRAVEL ARE TAUGHT A BIT DIFFERENT. IN ONE BACK FORMATIONS THE BACK ALIGNS BASED ON THE SPECIFIC PLAY CALL. THE SAME IS DONE WITH ONE BACK MOTION CALLS. IF **TEAR** CHEVRON IS CALLED THE BACK WILL ALIGN OPPOSITE THE SIDE HE NEEDS TO MOTION TOWARDS WHEN CREATING THE SWING FOR CHEVRON. WHERE AS IN **TRAVEL** THE BACK WILL ALIGN TO THE SAME SIDE THAT HE WILL MOTION TOWARDS FOR THE PLAY CALL.

MOTIONS

RUNNING BACK SPECIFIC MOTIONS

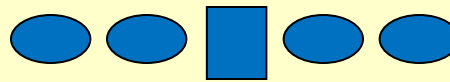
- **TEAR**
- **GHOST**

WR MOTIONS: MUST TAG SPECIFIC PLAYER (F, Z, ETC)



TEAR

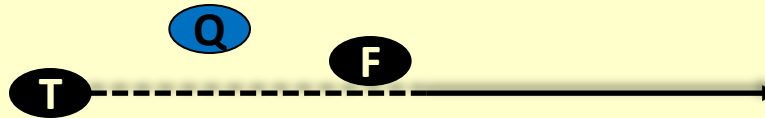
X



Y

Z

GREEN TEAR



COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

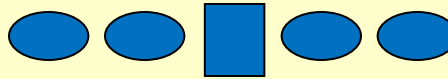
MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: GREEN TEAR ZORRO ODD COMET

TEAR

X

F



Y

Z

DOUBLES RT TEAR

Q

T



COACHING POINTS:

SNAP COUNT: TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

MOTION TO FIELD: FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING
MOTION TO BOUNDARY: THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

EXAMPLE PLAY: DOUBLES RT TEAR CHEVRON DAGGER

2023 PLAYBOOK



GHOST

GHOST

X

F



Y

Z

Q

T

DOUBLES RT F GHOST

COACHING POINTS:

SNAP COUNT: NORMAL SNAP COUNT AS THE MOTION IS SLOWER. SNAP BALL ONCE BACK IS NEAR YOU IN THE BACKFIELD.

MOTION: MUST GIVE YOURSELF SPACE FROM THE TACKLE TO GET TO FULL SPEED. GIVE APPEARANCE THAT IT IS QUICK MOTION THEN ONE YARD FROM TACKLE CHANGE DIRECTION TO AIM FOR BEHIND THE QUARTERBACK. GET INTO COMET RELATIONSHIP

EXAMPLE PLAY: DUAL F GHOST ZORRO ODD COMET

2023 PLAYBOOK



RUN GAME

RUN GAME

- **12/13: INSIDE ZONE (ZORRO/ZULU)**
- **14/15: SPLIT ZONE (SLIP)**



RUN GAME

BUILDING THE RUNNING GAME

OFFENSIVE LINE COACH: WHEN BUILDING THE RUN GAME THE OFFENSIVE LINE COACH IS THE KEY! IF HE IS NOT IN THEN THE KIDS WILL KNOW AND NOT BUY INTO WHAT IS BEING ASKED. ALSO OFFENSIVE LINE COACH MUST UNDERSTAND WHAT IS BEING ASKED OF THE ZONE STYLE. DISPLACEMENT IS THE NAME OF THE GAME, NOT LOOKING TO COMBO BLOCK ALL THE WAY TO THE SECOND LEVEL.



RUN GAME

BUILDING THE RUNNING GAME

PERSONALITY: WHEN BUILDING THE RUN GAME THE HEAD COACH AND OFFENSIVE COORDINATOR NEED TO BE ON THE SAME PAGE AND OPEN. UNDERSTAND WHAT YOU WANT TO DO. DO NOT ADD TWO BACK POWER IF THAT IS NOT YOUR PERSONALITY. SAME THING CAN BE ACCOMPLISHED BY RUNNING SLIP/COLT OUT OF TWO BACK. BUT NOW YOUR OFFENSIVE LINE HAS EVEN MORE REPS RUNNING INSIDE ZONE (STEPS, AND COMBOS)



RUN GAME

BUILDING THE RUNNING GAME

QUARTERBACK: WHEN BUILDING THE RUN GAME THE QUARTERBACK NEEDS TO BE THOUGHT OF NOT JUST THE OFFENSIVE LINE. IF HE IS A RUNNER ACCOUNT FOR THAT AND WHAT RUNS YOU WANT TO INSTALL USING HIM AS A RUNNER. IF HE IS NOT A RUNNER THINK OF THOSE RUNS AND THE COMPLIMENTS.

ALWAYS PROTECT YOUR PLAYERS AND PROTECT YOUR PLAYS:

RUNNING QB:

ZORRO, ARMY, QB RANGER, QB DETROIT

POCKET QB:

COLT, SLIP, RANGER, DETROIT, GIANTS



2023 PLAYBOOK



INSIDE ZONE (12/13)

INSIDE ZONE (12/13)

- **INSIDE ZONE (ZORRO: RPO) (BEARS, BASH)**

QUARTERBACK

- **5 MAN BOX: KEY THE 6TH DEFENDER**
- **6 MAN BOX: READ THE 6TH DEFENDER (USUALLY D-END)**
- **7 MAN BOX: THROW**

BACKSIDE TACKLE:

- **5 MAN BOX: BASE DEFENSIVE END (BOX CALL), ALERT LATE THREAT OF LB FROM OUTSIDE**
- **6 MAN BOX:**
 - **BACKER STACKED ON END: VERTICAL SIFT DEFENSIVE END UP TO LB**
 - **BACKER INSIDE OF END: THRU BLOCK, MUST PROTECT B GAP THREAT**

42 UNDER G

FS

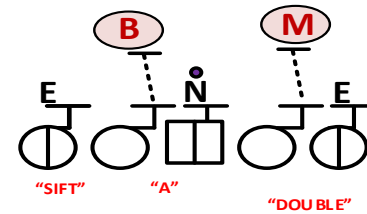
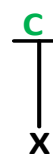
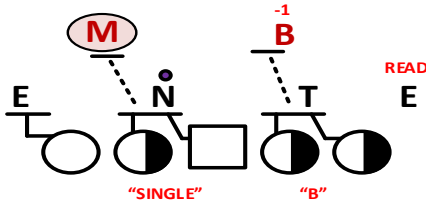
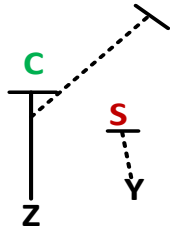
A

30

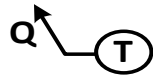
BS

FS

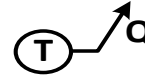
B



"MIKE LT"



"2 MIDDLE"



13

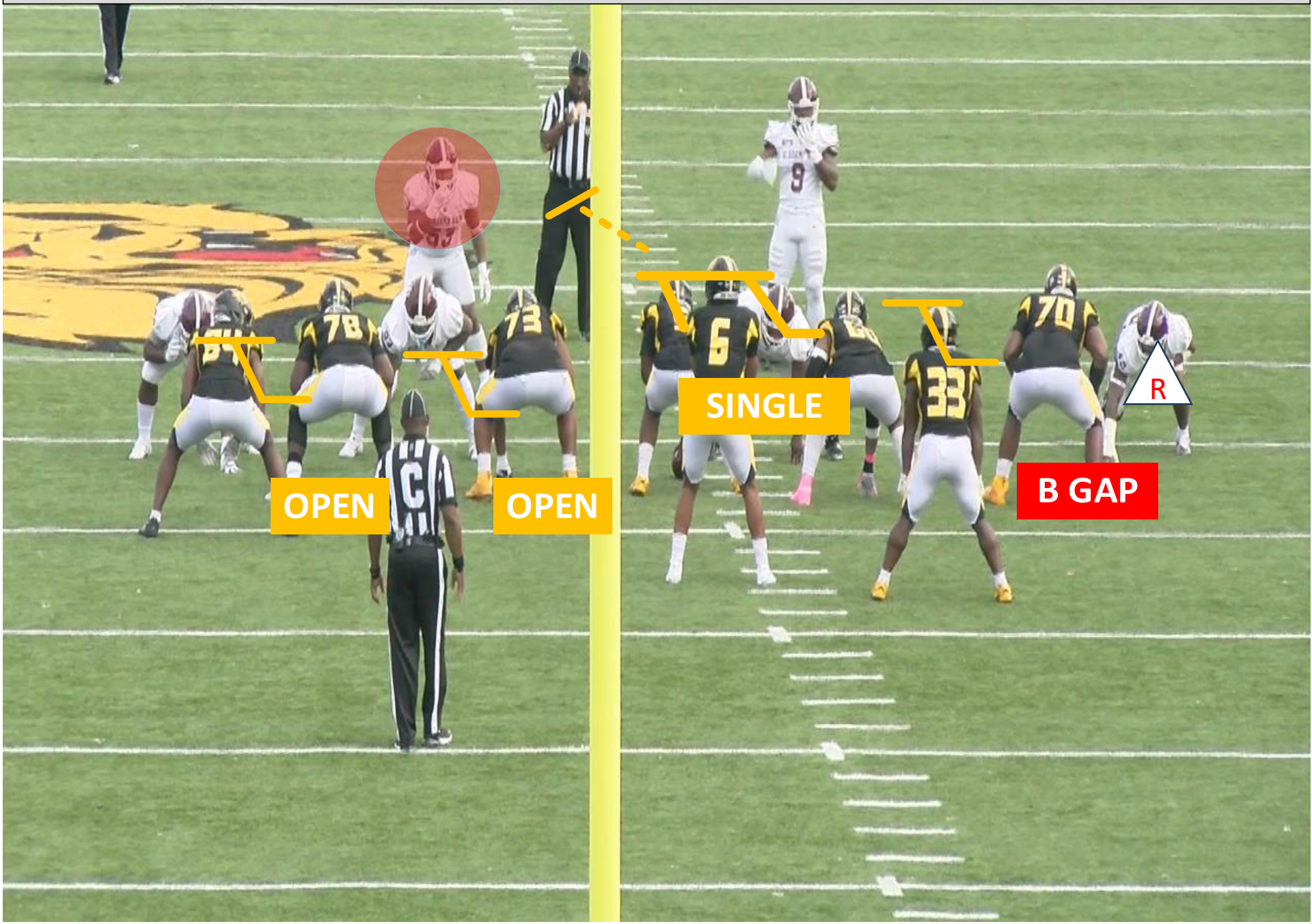
12

DESCRIPTION: INSIDE ZONE TO THE TE SIDE W/ AT LEAST 1 BLOCKER BACKSIDE

DECLARATION: VS 4 DOWN = PLAYSIDE LB / MIDDLE LB (3 LB BOX)
VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 "DOUBLE" / "TRIPLE"	"SINGLE" = MAN / "TRIPLE" "FAN" = +1 ON L.O.S. "WAGON" = DL PINCH (TE TO THE MIKE) "TRACKS" = +2 PRESSURE	
PSG	BLOCK #1 "SINGLE" / "DOUBLE"	"A" = MAN / "DOUBLE" "DIP" = DL PINCH "WAGON" = DL PINCH (TE TO THE MIKE) "TRACKS" = +2 PRESSURE	
CTR	BLOCK #0 "SINGLE" / "A"	"DIP" = DL PINCH "TRACKS" = EDGE PRESSURE "TRAIL" = CROSS POP / BEAR FRONT	
BSG	BLOCK #1 "A" / "B"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = EDGE PRESSURE "MAN" = -1 SPOT ON THE L.O.S.	
BST	BLOCK #2 "B" / "C"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = EDGE PRESSURE "MAN" = -1 SPOT ON THE L.O.S.	





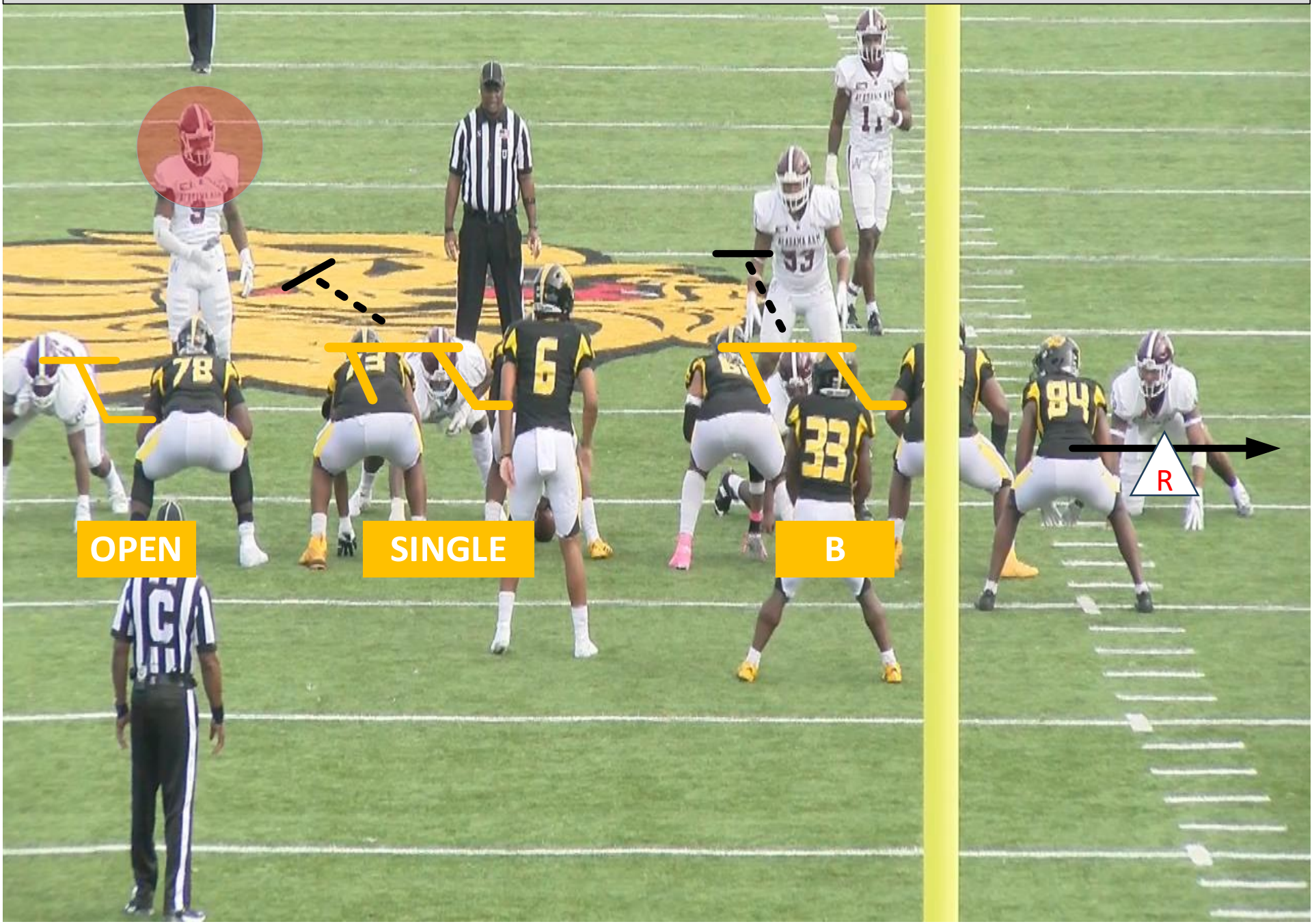
OPEN

OPEN

SINGLE

B GAP





OPEN

SINGLE

B

R

2023 PLAYBOOK



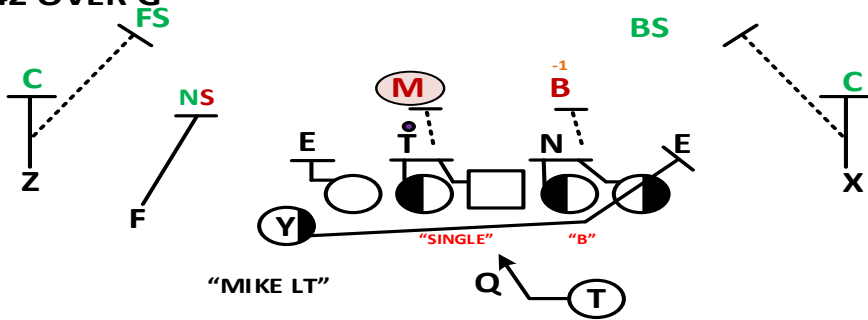
SPLIT ZONE (14/15)

DIVIDE ZONE (14/15)

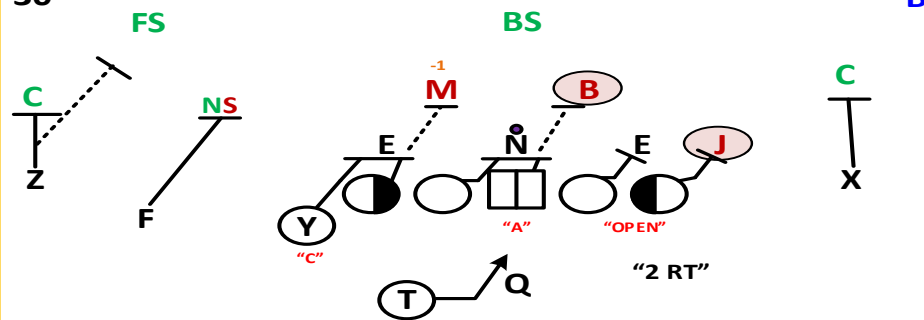
- **INSIDE ZONE**
- **SPLIT ZONE (READ)**
 - **DIVIDE ACTION**
 - **SAME SIDE ACTION**
 - **PISTOL**



42 OVER G



A 30



15

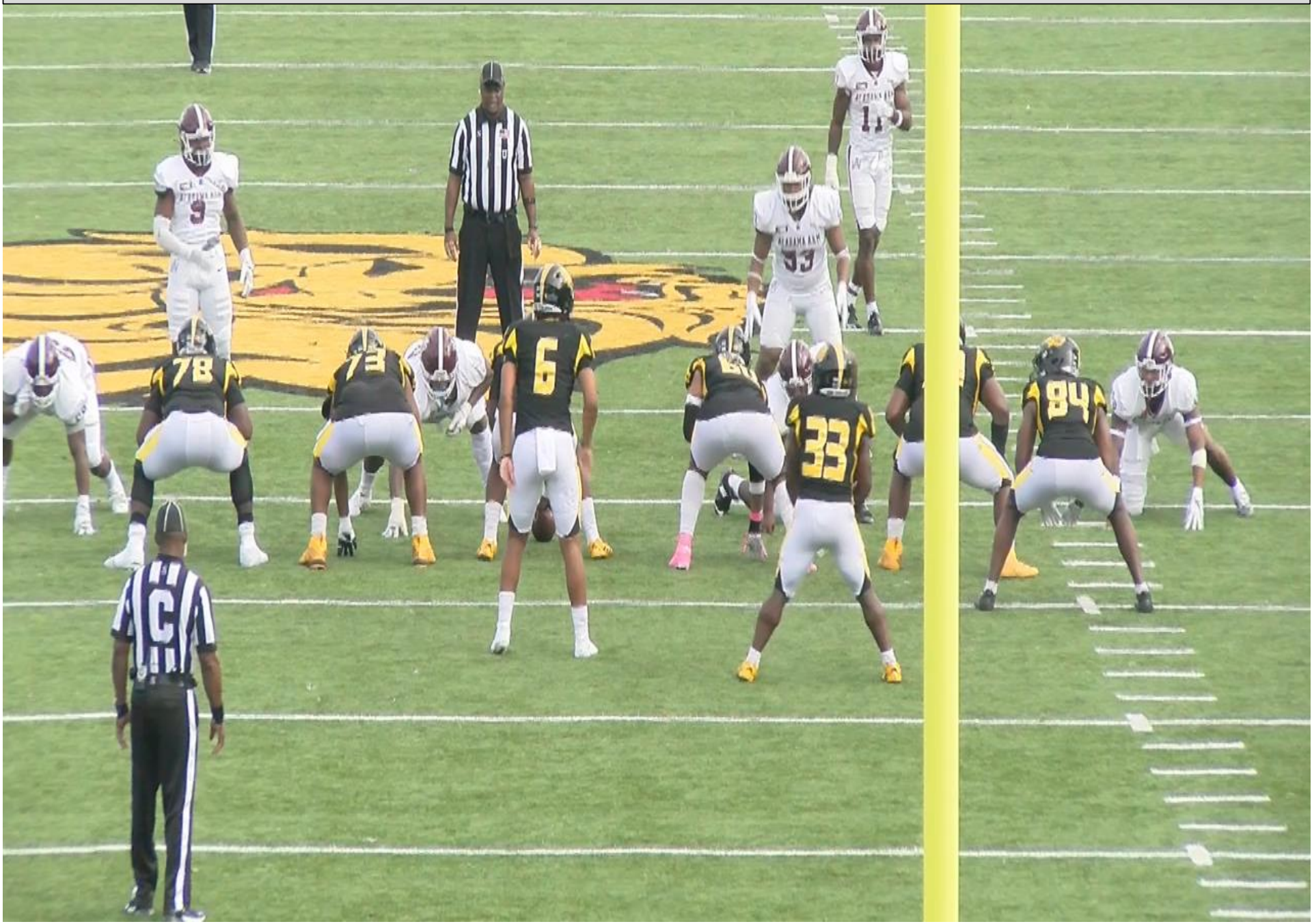
DESCRIPTION: 4 DOWN – RUN @ 3 TECHNIQUE (PRESSURE = UNFAIR)
3 DOWN – RUN @ OVERHANG (PRESSURE = UNFAIR)

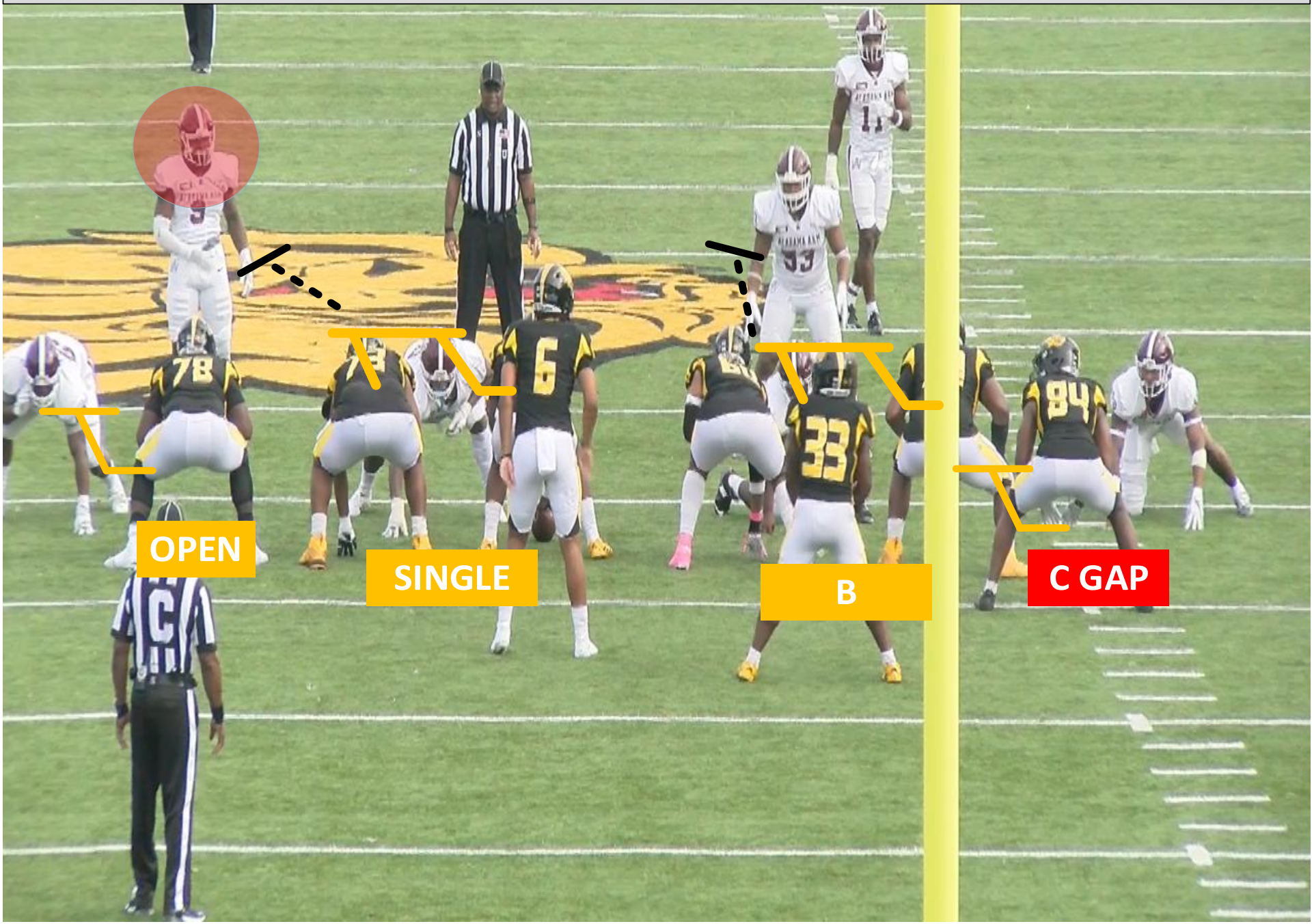
DECLARATION: VS 4 DOWN = PLAYSIDE LB
VS 30 = 2 MIDDLE (NO OVERHANG)
2 LT/ RT (OVERHANG)

POS. RULES / CALLS ALERTS COACHING POINTS

PST	BLOCK #2 "DOUBLE"	"SINGLE" = MAN "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	
PSG	BLOCK #1 "SINGLE" / "DOUBLE"	"A" = MAN "OPEN" = DECLARED ON L.O.S. "DIP" = DL PINCH "TRACKS" = +1 THREAT	
CTR	BLOCK #0 "SINGLE" / "A"	"DIP" = DL PINCH "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "TRAIL" = CROSS POP / BEAR FRONT	
BSG	BLOCK #1 "A" / "B"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BST	BLOCK #2 "B" / "C"	"TRAIL" = INSIDE PRESSURE / BEAR FRONT "TRACKS" = +1 THREAT "OPEN" = DECLARED ON L.O.S. "MAN" = -1 SPOT ON THE L.O.S.	
BSTE	CUTOFF DE (C-GAP) "C"	"TRACKS" = CALLSIDE EDGE PRESSURE "TRAIL" = INSIDE PRESSURE / BEAR FRONT	IF ALIGNED PLAYSIDE "RIM" TO BACKSIDE

DS MDM: BLOCK MDM (CB/SAE) USING PUSH/PIN TECHNIQUE



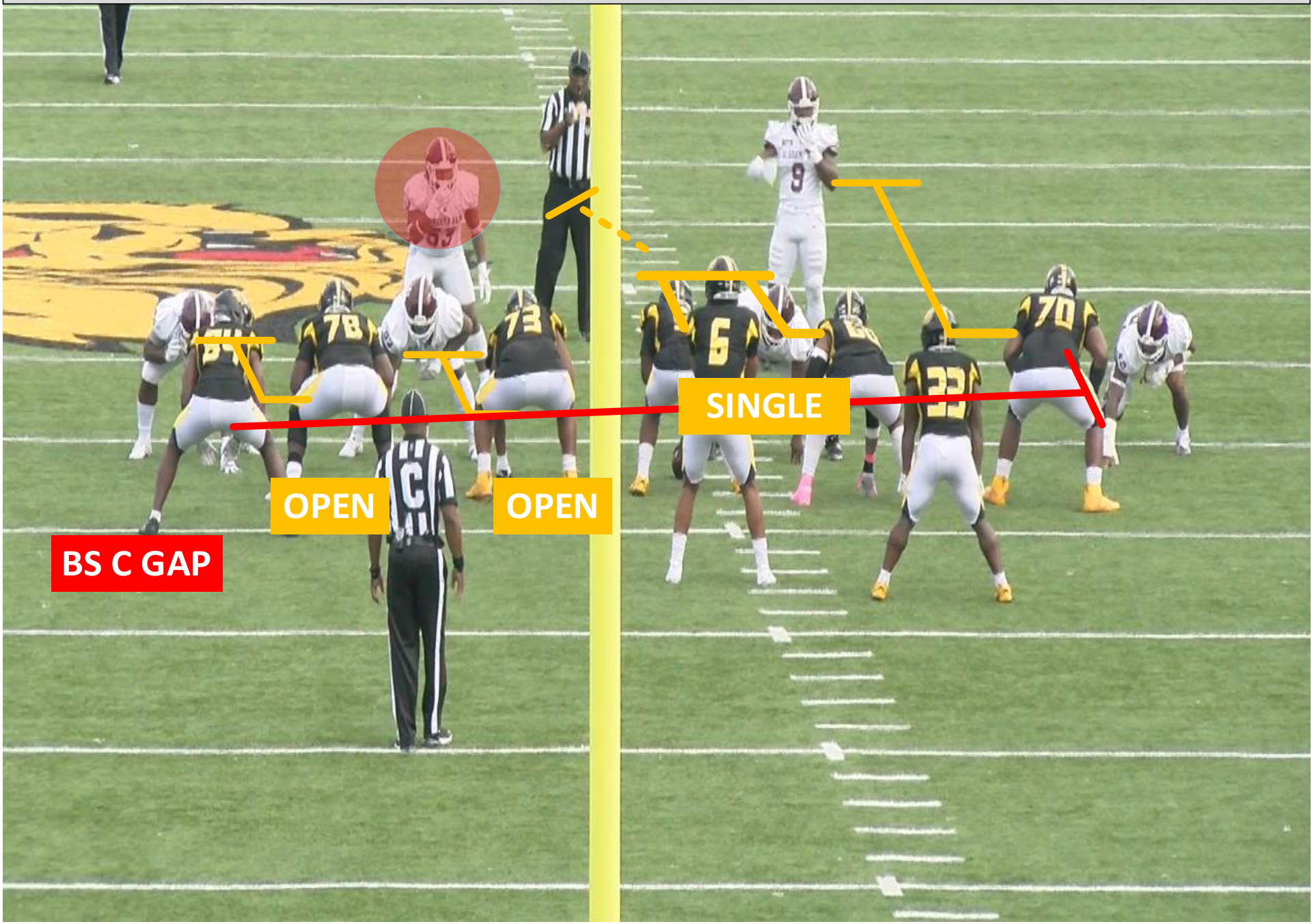


OPEN

SINGLE

B

C GAP



SINGLE

OPEN

OPEN

BS C GAP

2023 PLAYBOOK



MTP

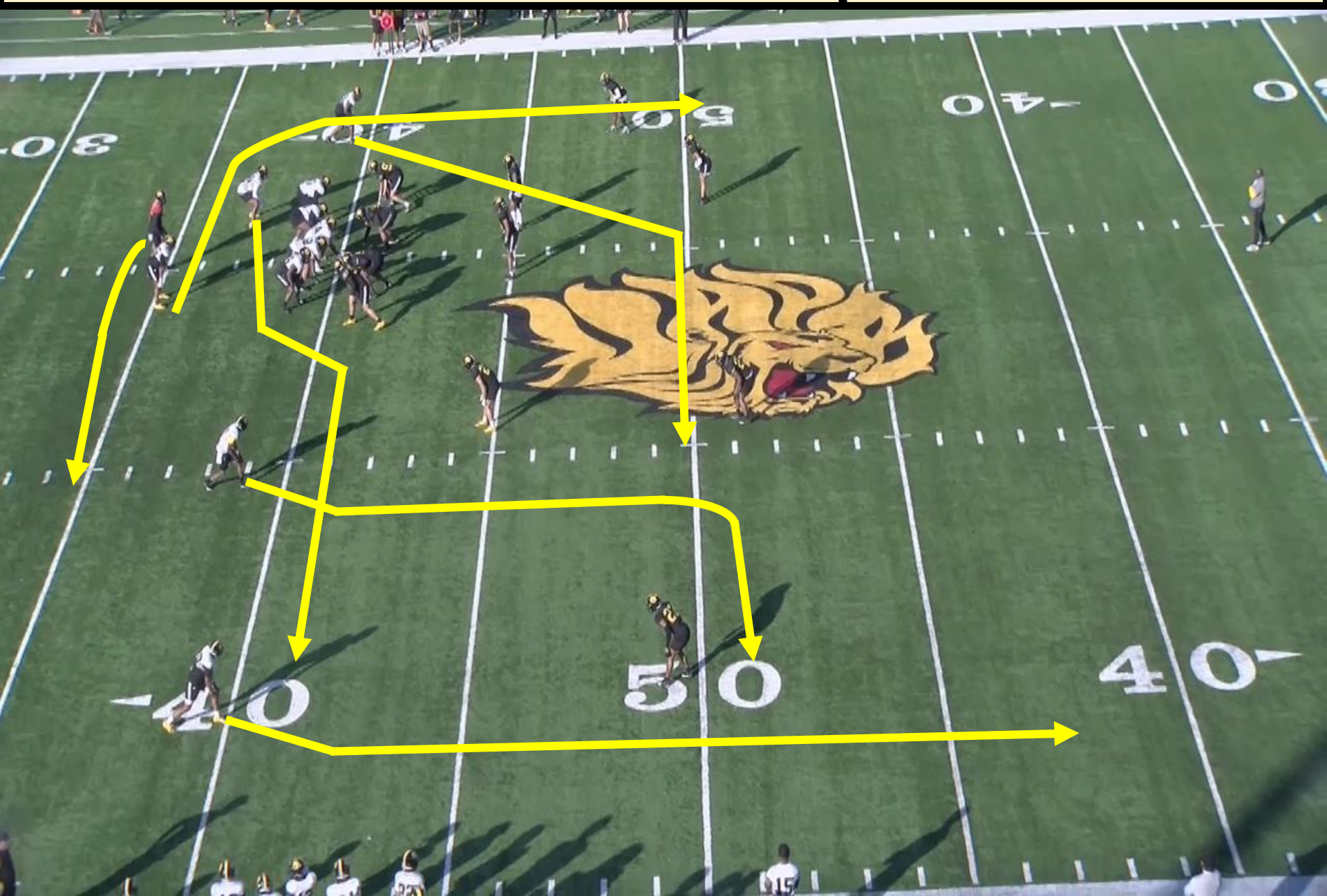
2023 PLAYBOOK



30-31

PLAY: QUEEN RT FLOOD

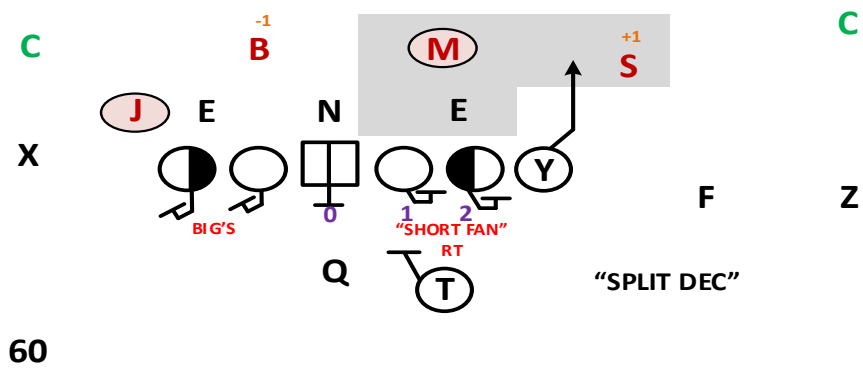
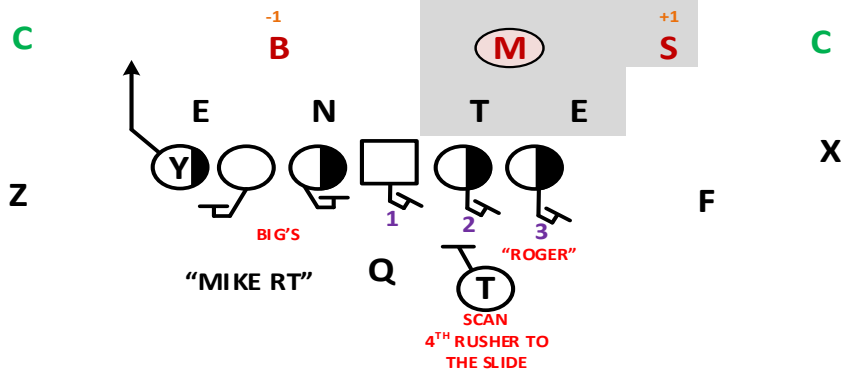
RUN/PASS TAG:



2023 PLAYBOOK



60/61

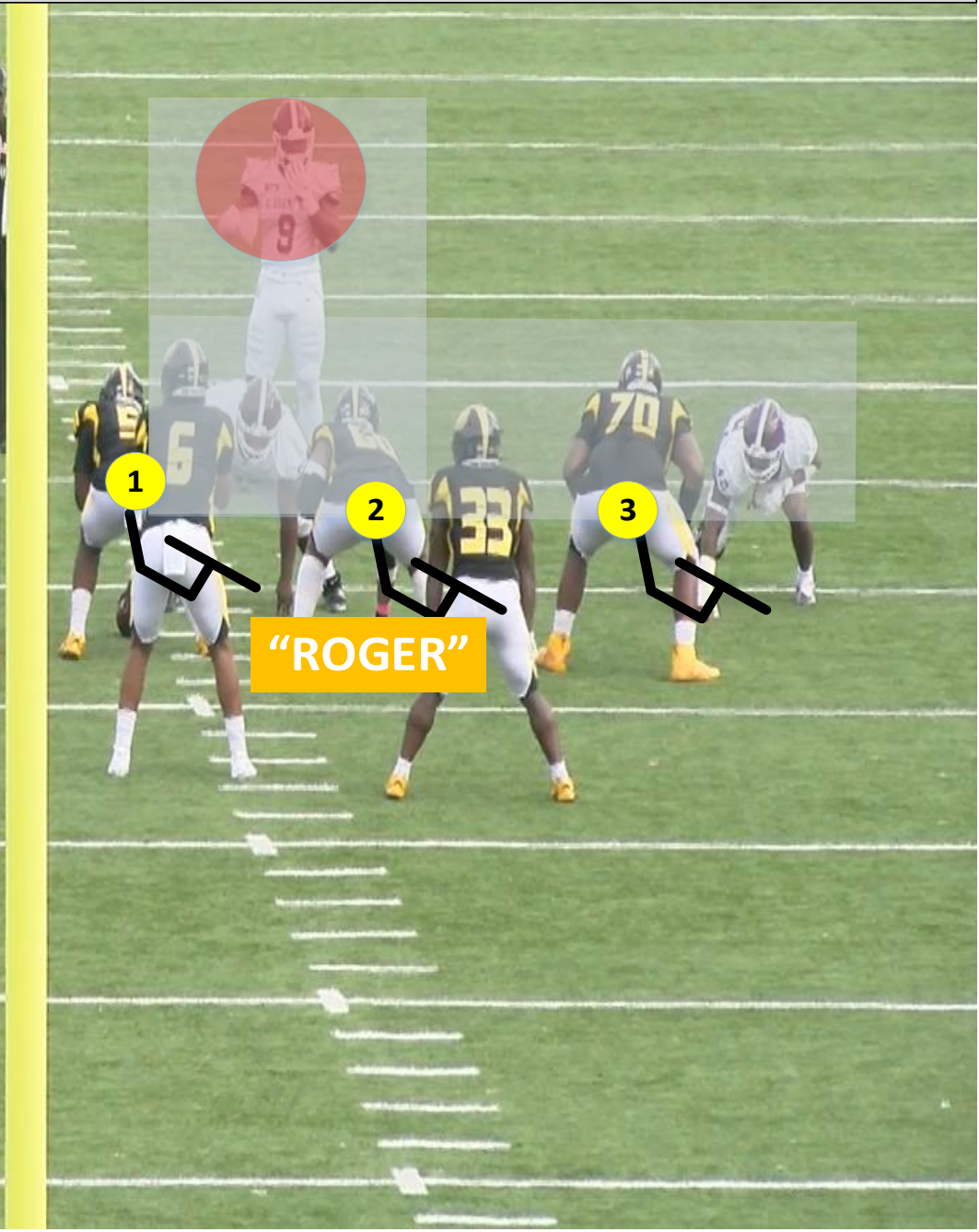


DESCRIPTION: 6-MAN SORT PROTECTION
SORT CAN BE ADJUSTED OFF OF ROTATION

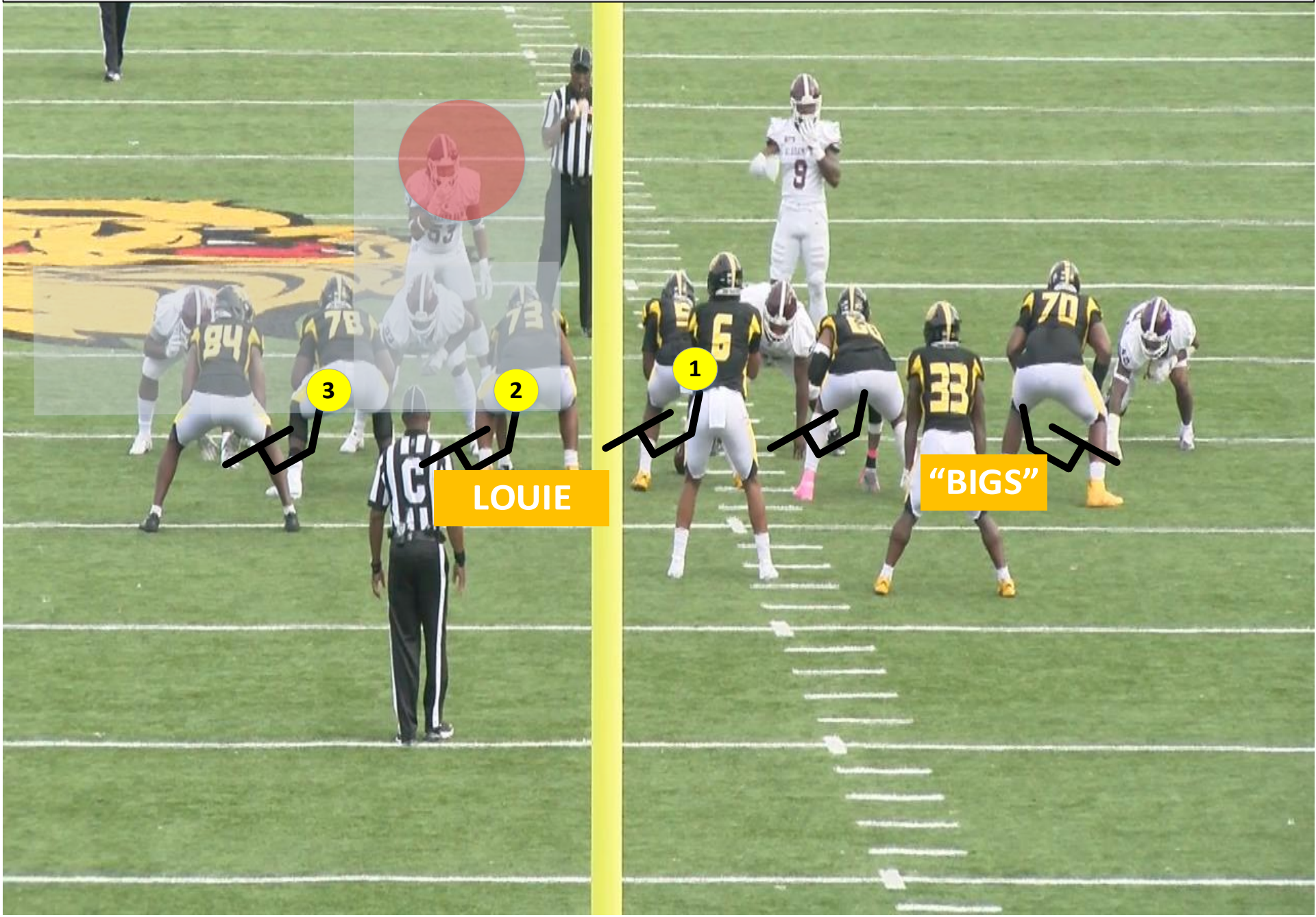
DECLARATION: VS 4 DOWN = SPOT MIKE TO THE FIELD
VS 30 = SHORT-FAN TO THE FIELD

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	(AWAY FROM DECLARED) BLOCK #2 "BIG"	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	HOCKEY TEAMS
PSG	(AWAY FROM DECLARED) BLOCK #1 "BIG"	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
CTR	BLOCK 1 ST RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	ROGER / LOUIE = UNCOVERED OR TO A 3 TECHNIQUE SHORT FAN = COVERED WITH 2 BIGS BACKSIDE
BSG	BLOCK 2 ND RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
BST	BLOCK 3 RD RUSHER "ROGER / LOUIE / S-FAN" TO DECLARED "2-SPOT" CALL IF JACK IS TO THE SORT	"5-0" = BEAR "SHORT-FAN" RT/LT = ODD "ROCKY / LUCKY"	
TE	FREE RELEASE		

60 vs FOG



61 vs FOG



3

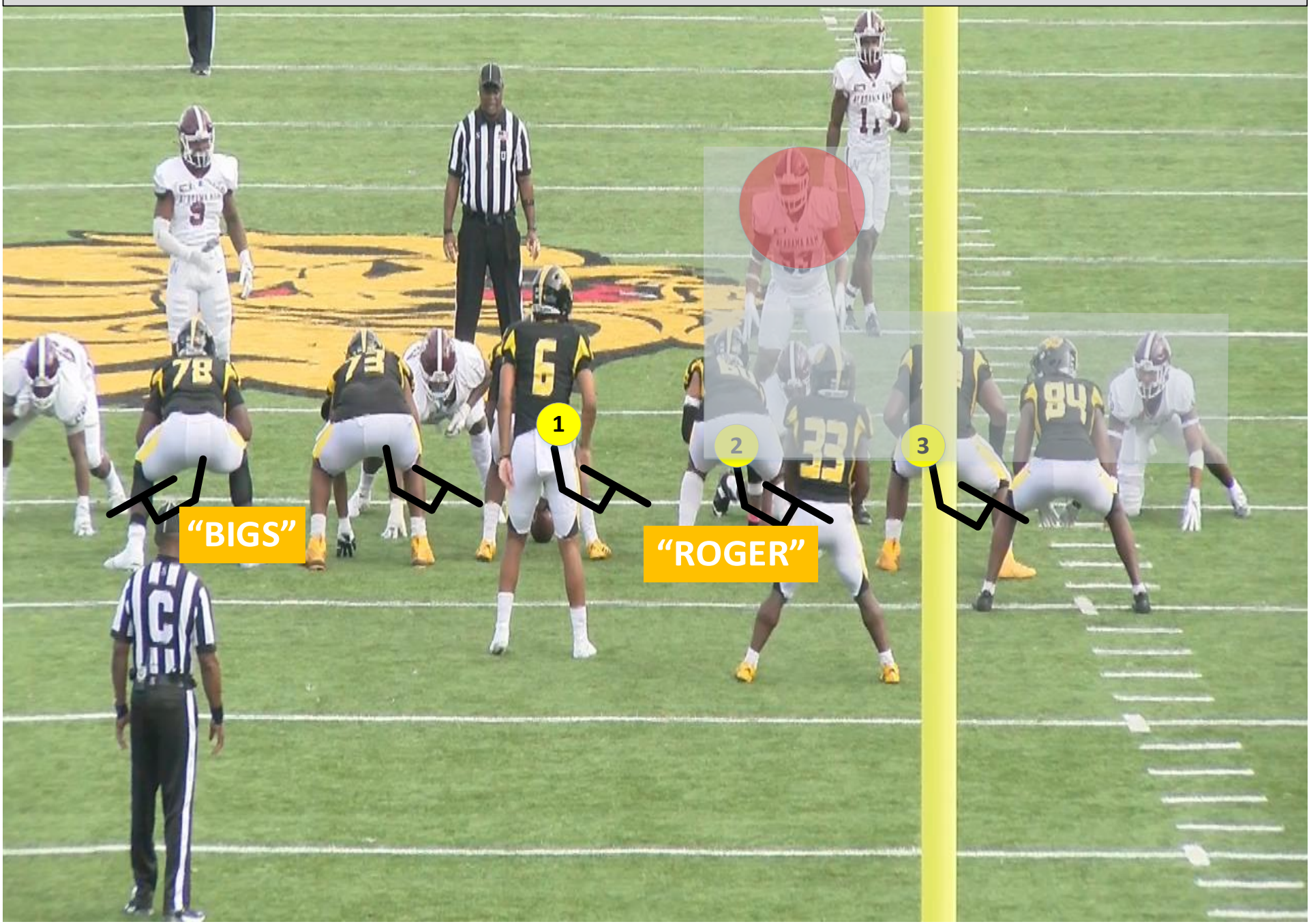
2

1

LOUIE

"BIGS"

60 vs FUG



"BIGS"

"ROGER"

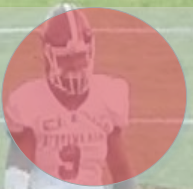
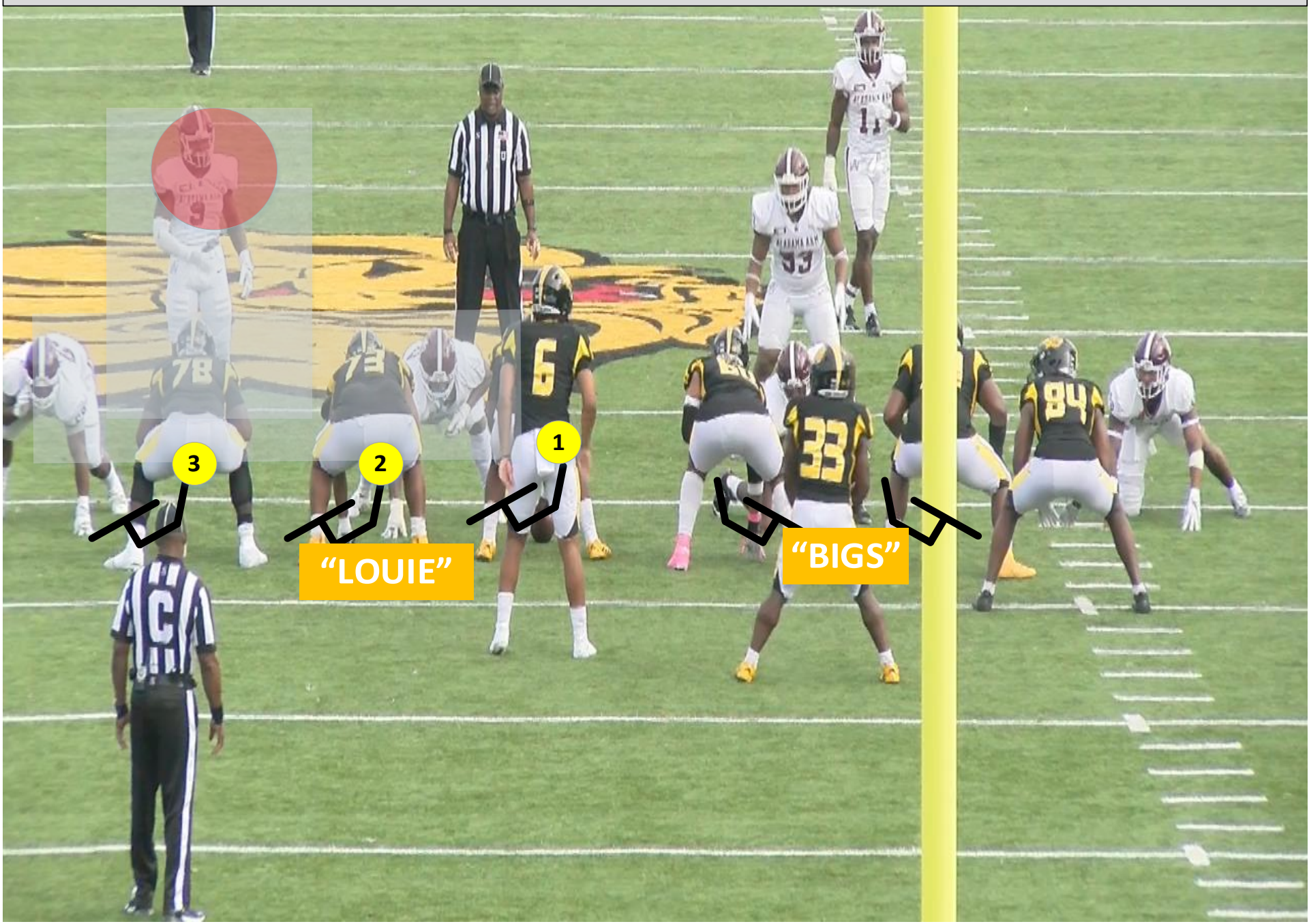
1

2

3



61 vs FUG



3

2

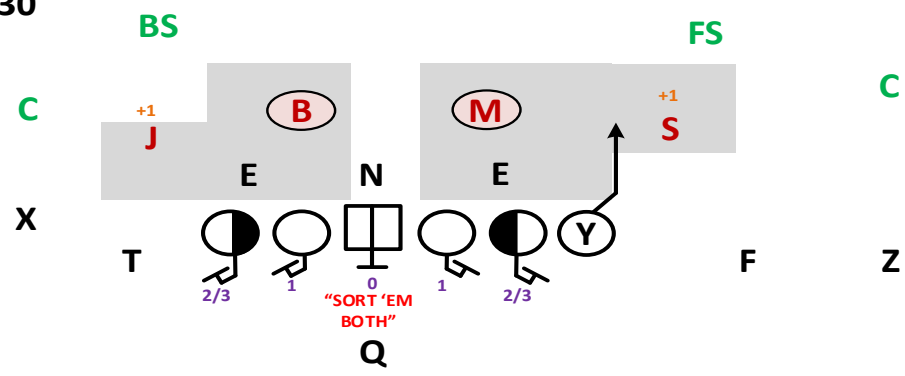
1

"LOUIE"

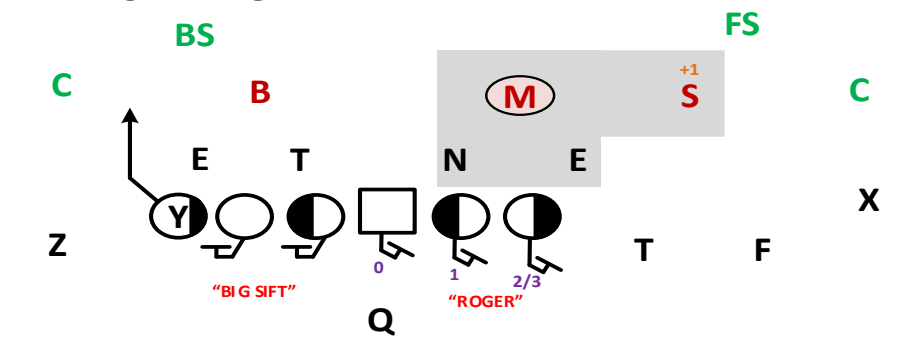
"BIGS"

50/51

30



42 FLD UNDER G



50

1

50

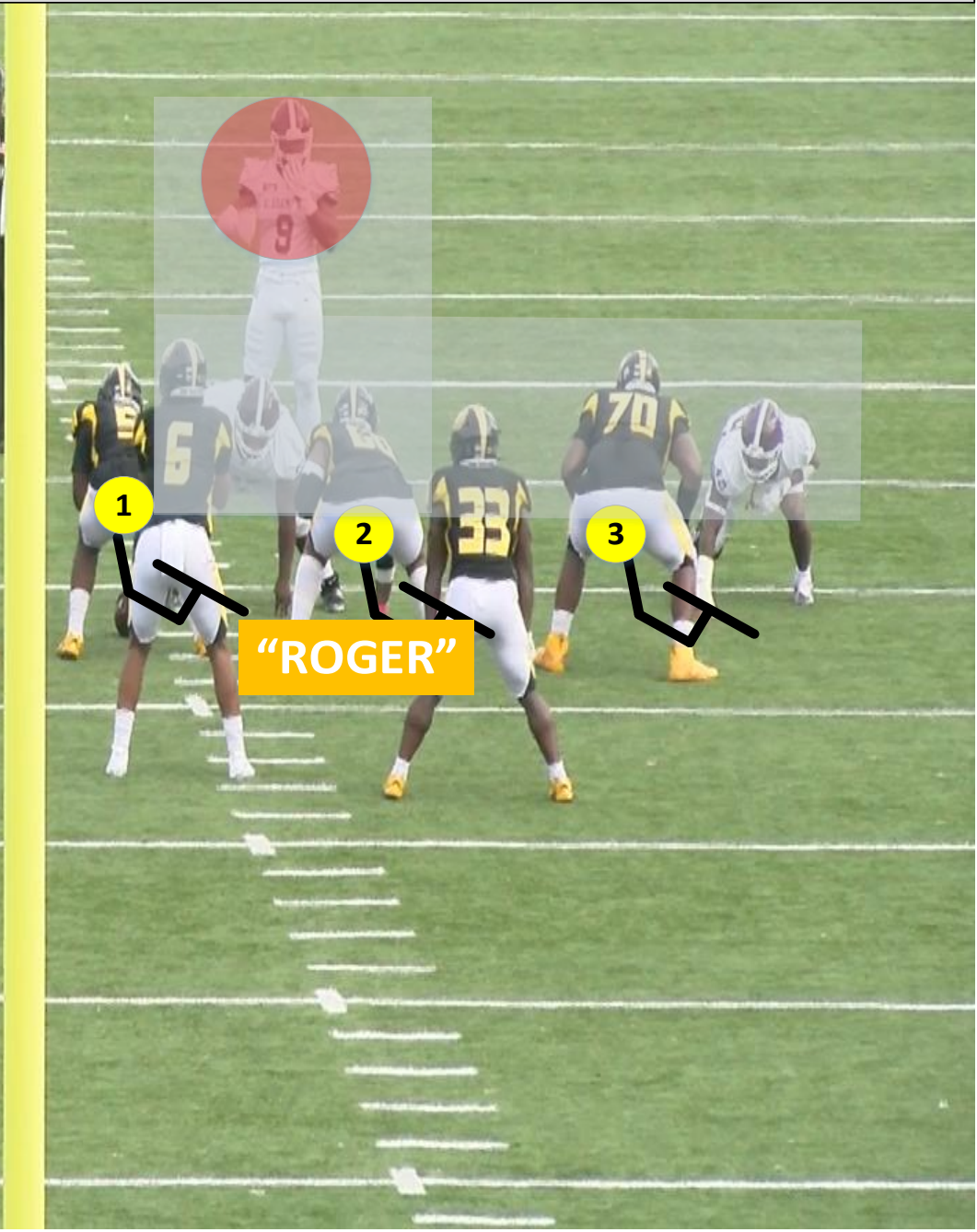
2

DESCRIPTION: 5-MAN SORT PROTECTION OUT OF EMPTY SORT CAN BE ADJUSTED OFF OF ROTATION NOBODY UP THE PIPE!

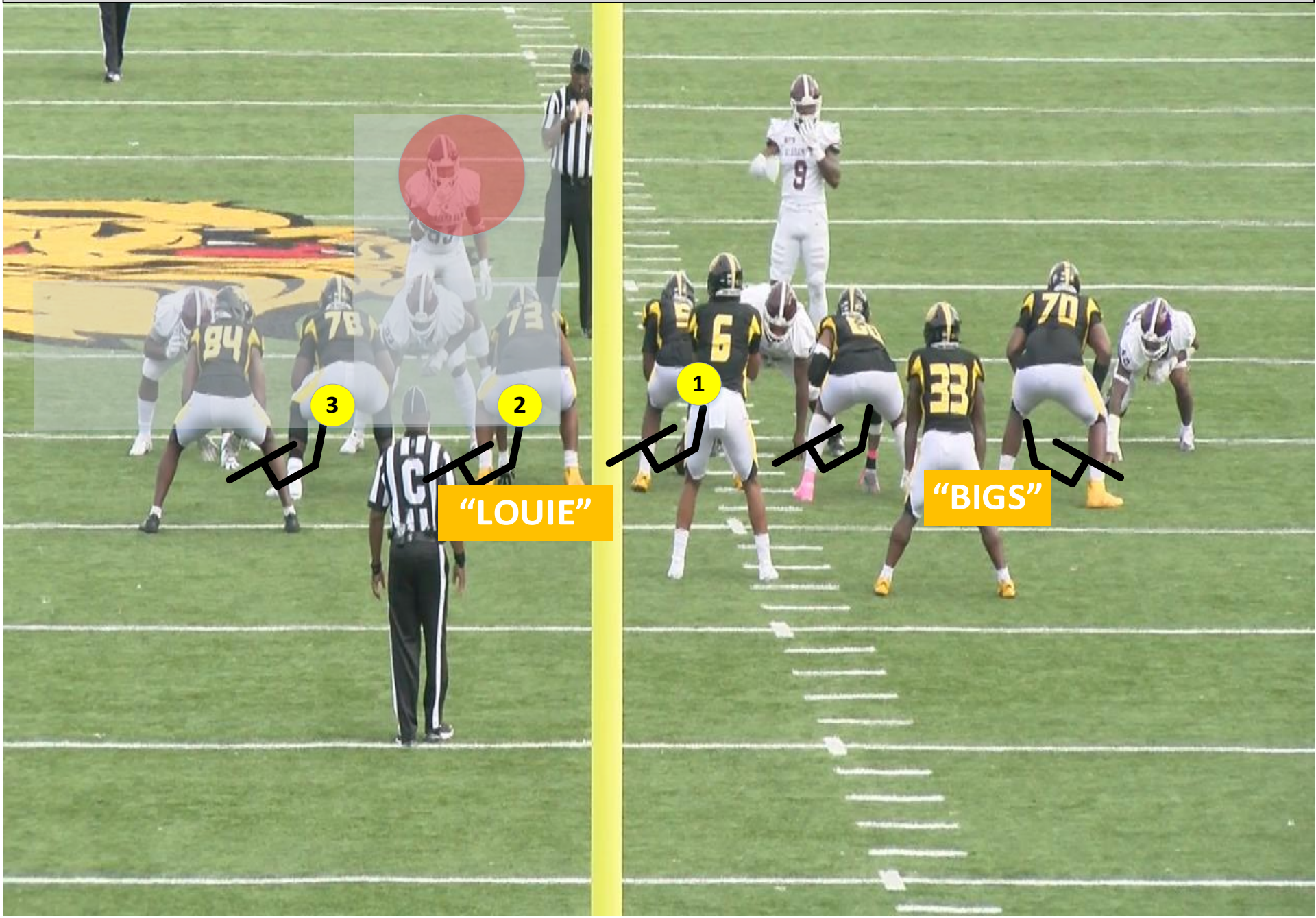
DECLARATION: VS 4 DOWN = TRUE MIKE LB VS 30 = "2-MIDDLE"

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK #2 (BIGS) "SIFT" MINDSET AWAY FROM DECLARED	"ROCKY / LUCKY" "PIN" = 2 ND LEVEL A-GAP WALK-UP	
PSG	BLOCK #1 (BIGS) "SIFT" MINDSET AWAY FROM DECLARED	"ROCKY / LUCKY" "PIN" = 2 ND LEVEL A-GAP WALK-UP	
CTR	BLOCK 1 ST RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 ND LEVEL A-GAP WALK-UP	
BSG	BLOCK 2 ND RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 ND LEVEL A-GAP WALK-UP	
BST	BLOCK 3 RD RUSHER BACKSIDE "ROGER / LOUIE" TO DECLARED "SORT 'EM BOTH" VS ODD	"ROCKY / LUCKY" "PIN" = 2 ND LEVEL A-GAP WALK-UP	

50 vs FOG



51 vs FOG



3

2

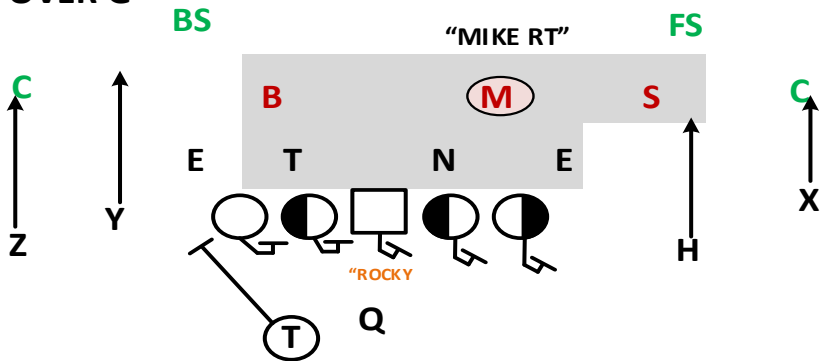
“LOUIE”

1

“BIGS”

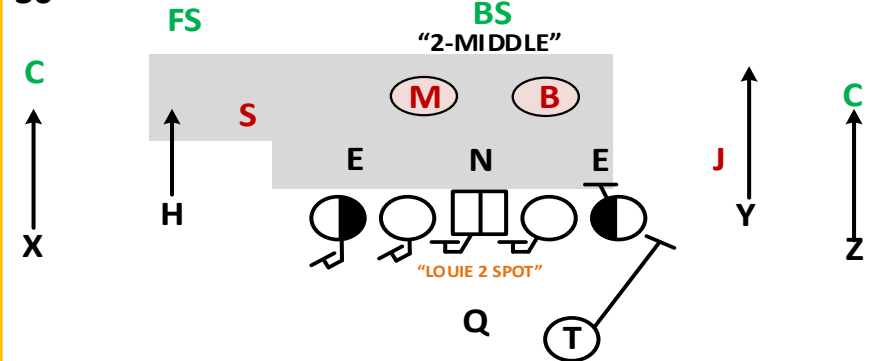
90/91

42 OVER G



90

30



91

DESCRIPTION: 6-MAN SLIDE PROTECTION WITH GAP PRINCIPLES. DL NEEDS TO BE CUT.

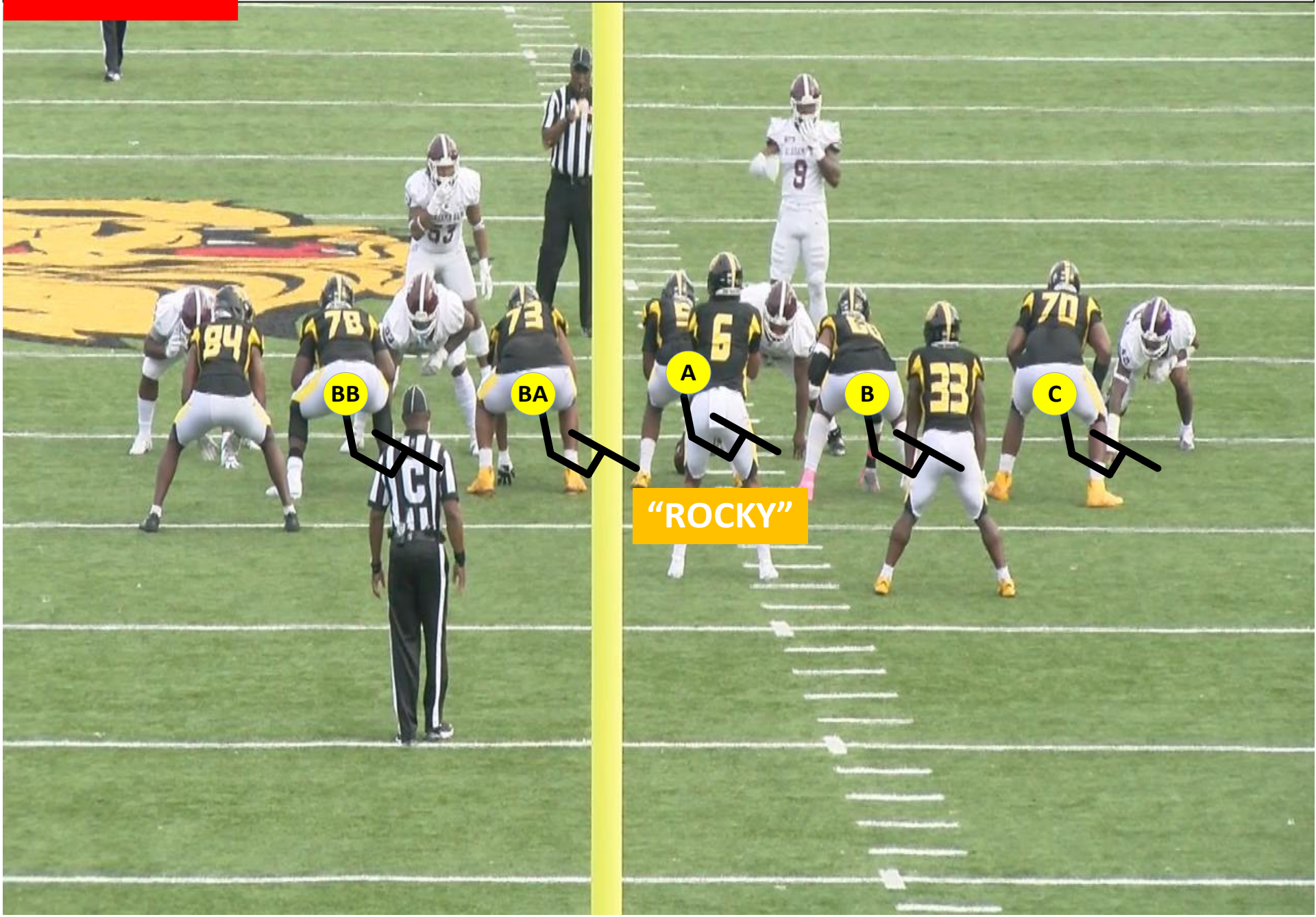
DECLARATION:

VS 4 DOWN = TRUE MIKE
VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
PSG	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
CTR	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BSG	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BST	BLOCK C-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT

RED

90



BB

BA

A

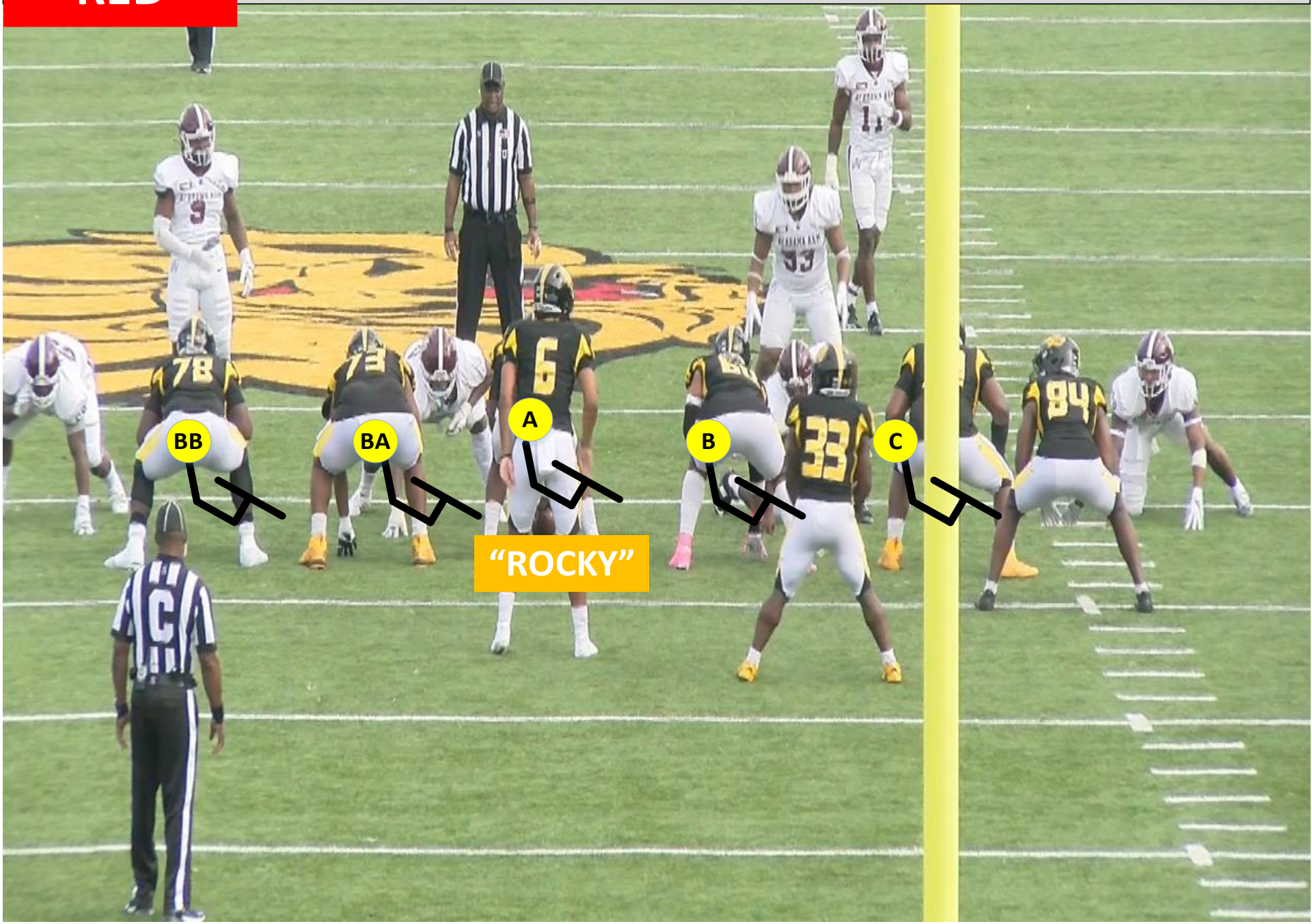
B

C

“ROCKY”

RED

90



BB

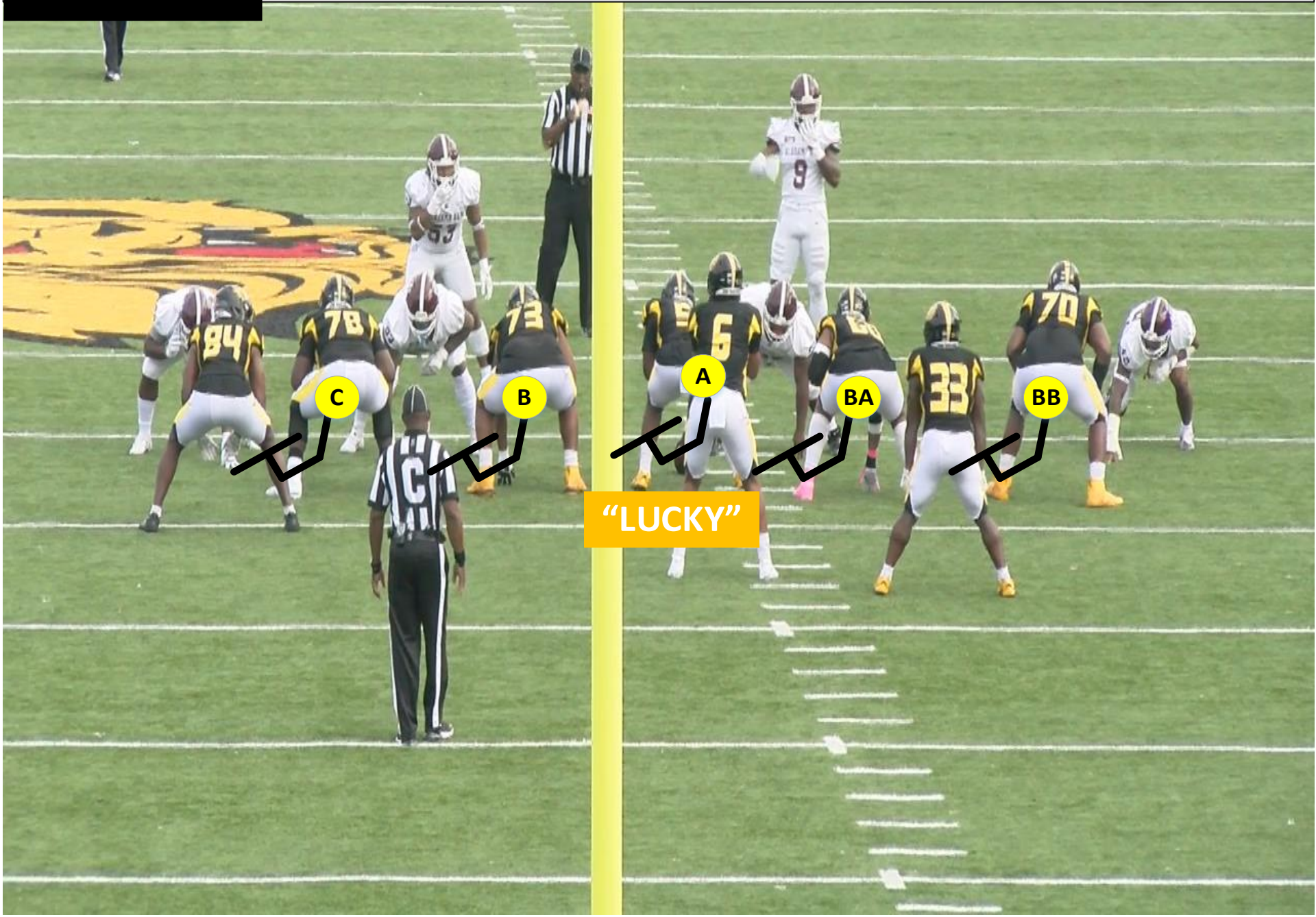
BA

A

B

C

“ROCKY”



C

B

A

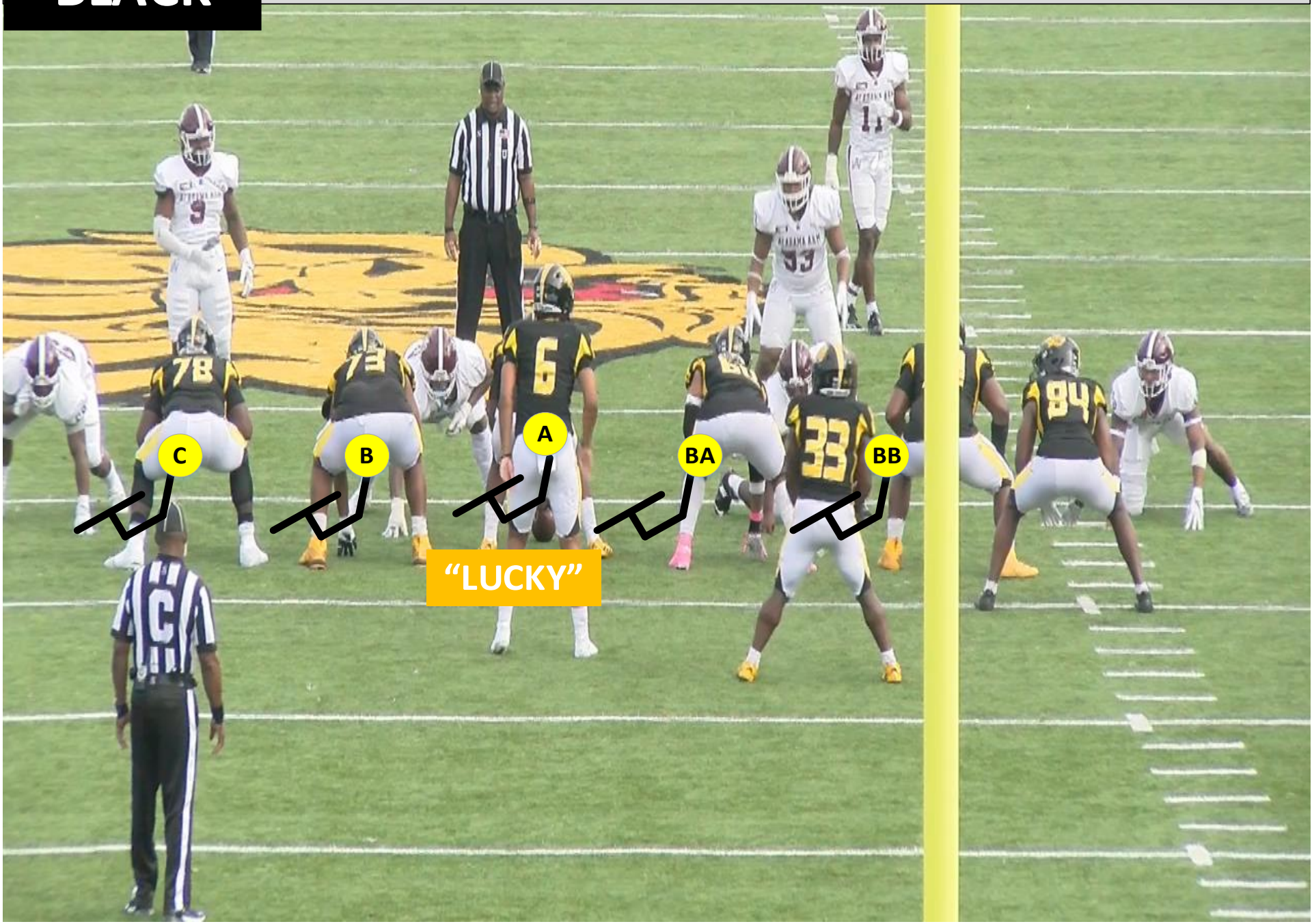
BA

BB

"LUCKY"

BLACK

91



“LUCKY”

C

B

A

BA

BB

C

2023 PLAYBOOK



QUICK GAME

QUICK GAME

BUILDING THE QUICK GAME

QUICKS: WHEN CALLING THE QUICK GAME ROUTES ARE NOT NORMALLY MIRRORED. IN MOST CASES IT IS DUAL CALLED WITH ONE ROUTE ON ONE SIDE AND ONE ON THE OTHER. THE FIRST NUMBER CALLED IN THE STRONGSIDE CONCEPT AND THE SECOND IS THE WEAKSIDE CONCEPT.

EXAMPLE

DOUBLES RT 94 93 (NAIL)

STRONG SIDE (Y AND Z) HAVE THE 94 DOUBLE SLANT

WEAK SIDE (X AND F) HAVE THE 93 FADE OUT

USUALLY PAIRED WITH RIO/LOBO GAP PROTECTION OR JET PROTECTION



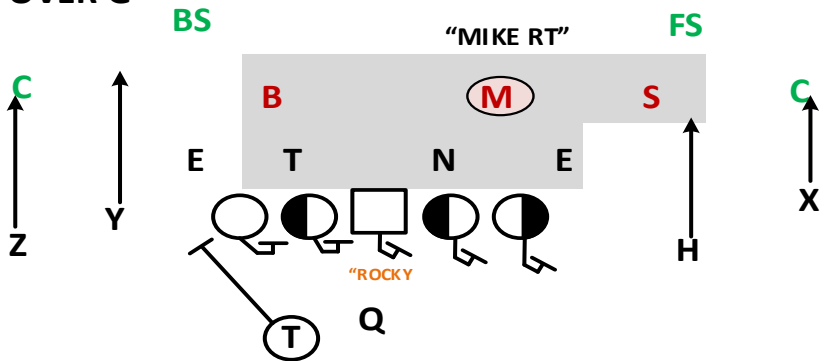
QUICK GAME

- **SLANT-FLAT**
- **FAT: FADE-OUT**
- **SLASH: BOX SLANT-SLANT**
- **SOS: SLANT-SLANT-WHEEL**
- **NAIL**
- **STICK**
- **UP**
- **99: QUARTERBACK OPTION**
- **HAMMER: HITCHES**



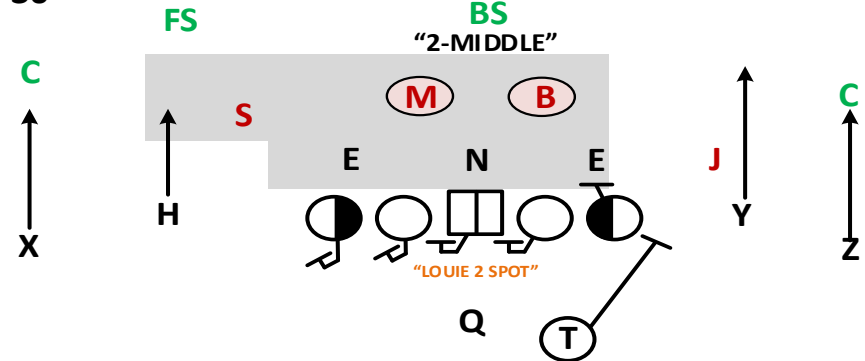
90/91

42 OVER G



90

30



91

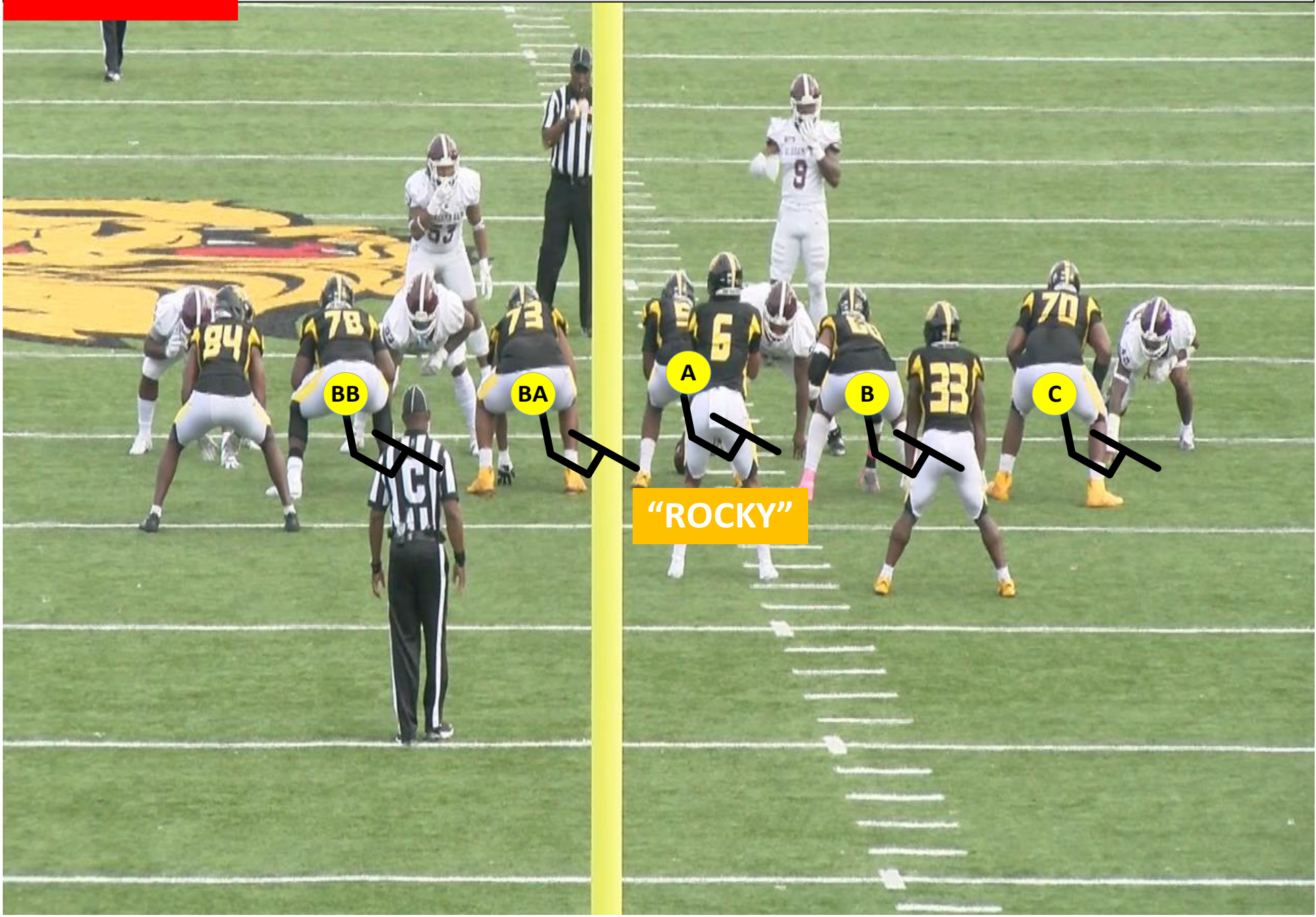
DESCRIPTION: 6-MAN SLIDE PROTECTION WITH GAP PRINCIPLES. DL NEEDS TO BE CUT.

DECLARATION: VS 4 DOWN = TRUE MIKE
VS 30 = 2 MIDDLE

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
PSG	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
CTR	BLOCK A-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BSG	BLOCK B-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT
BST	BLOCK C-GAP	"ROCKY / LUCKY"	VS 2 L.O.S = MAN PUTS US IN ROGER / LOUIE 2 SPOT

RED

90



BB

BA

A

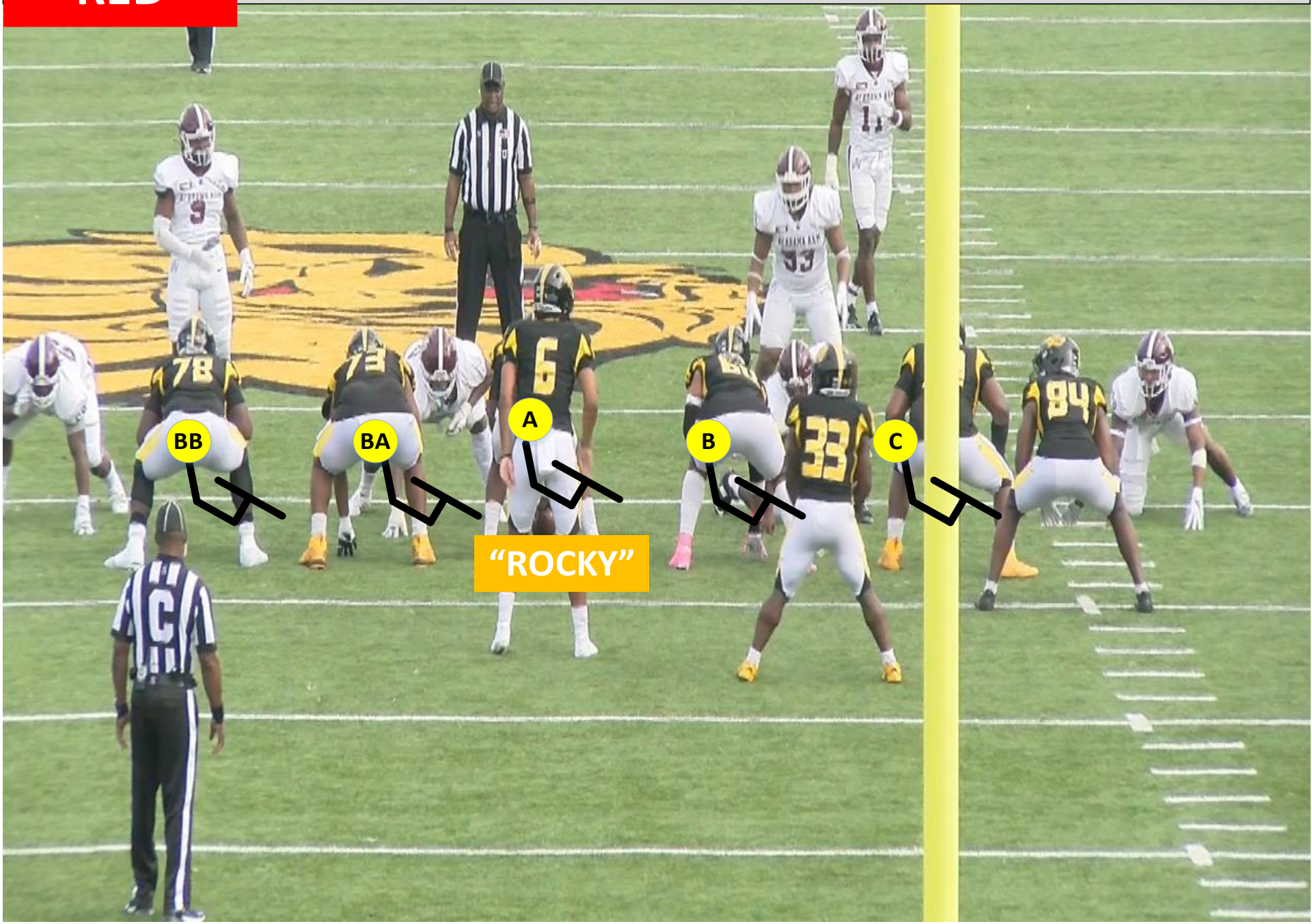
B

C

“ROCKY”

RED

90



“ROCKY”

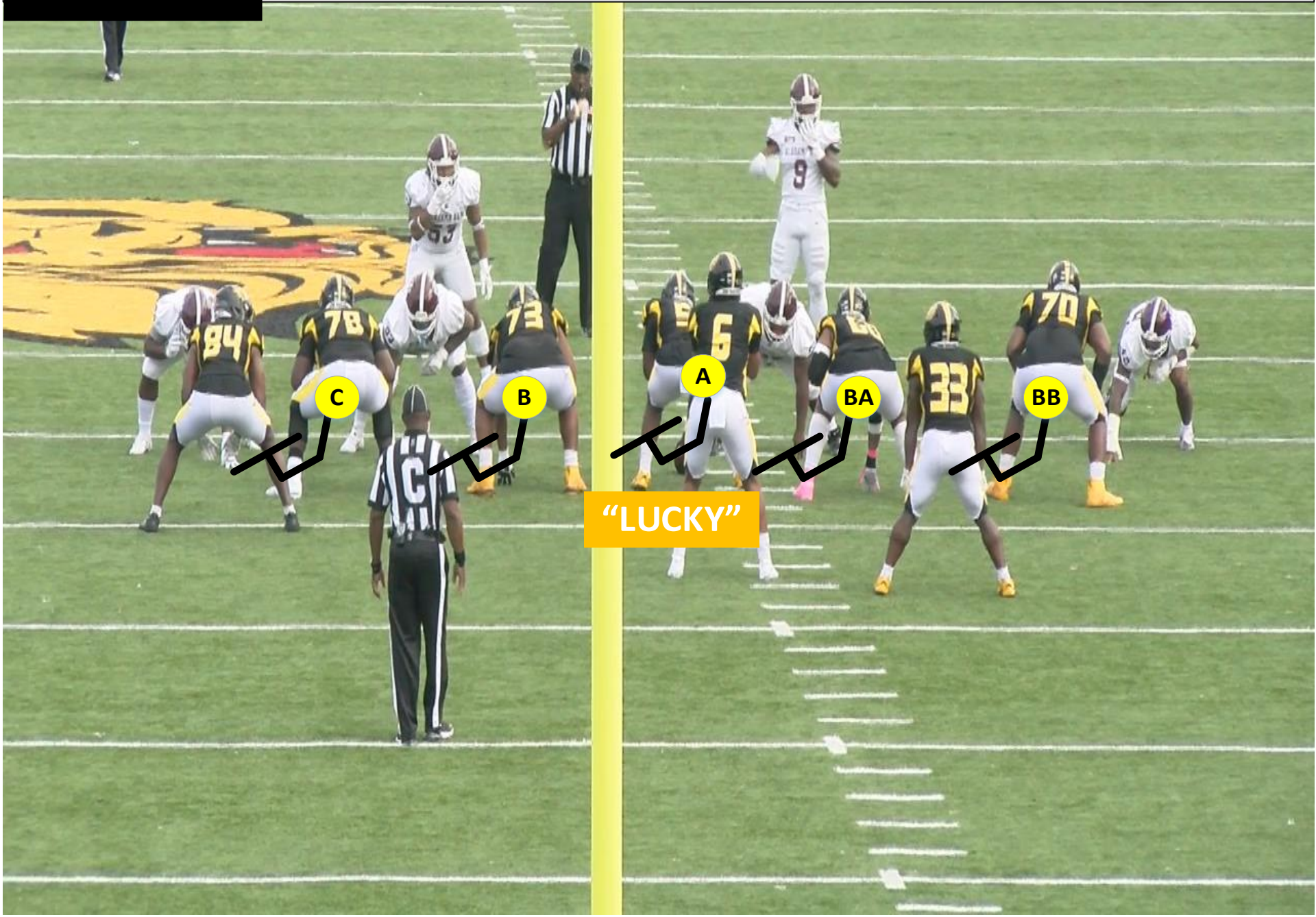
BB

BA

A

B

C



C

B

A

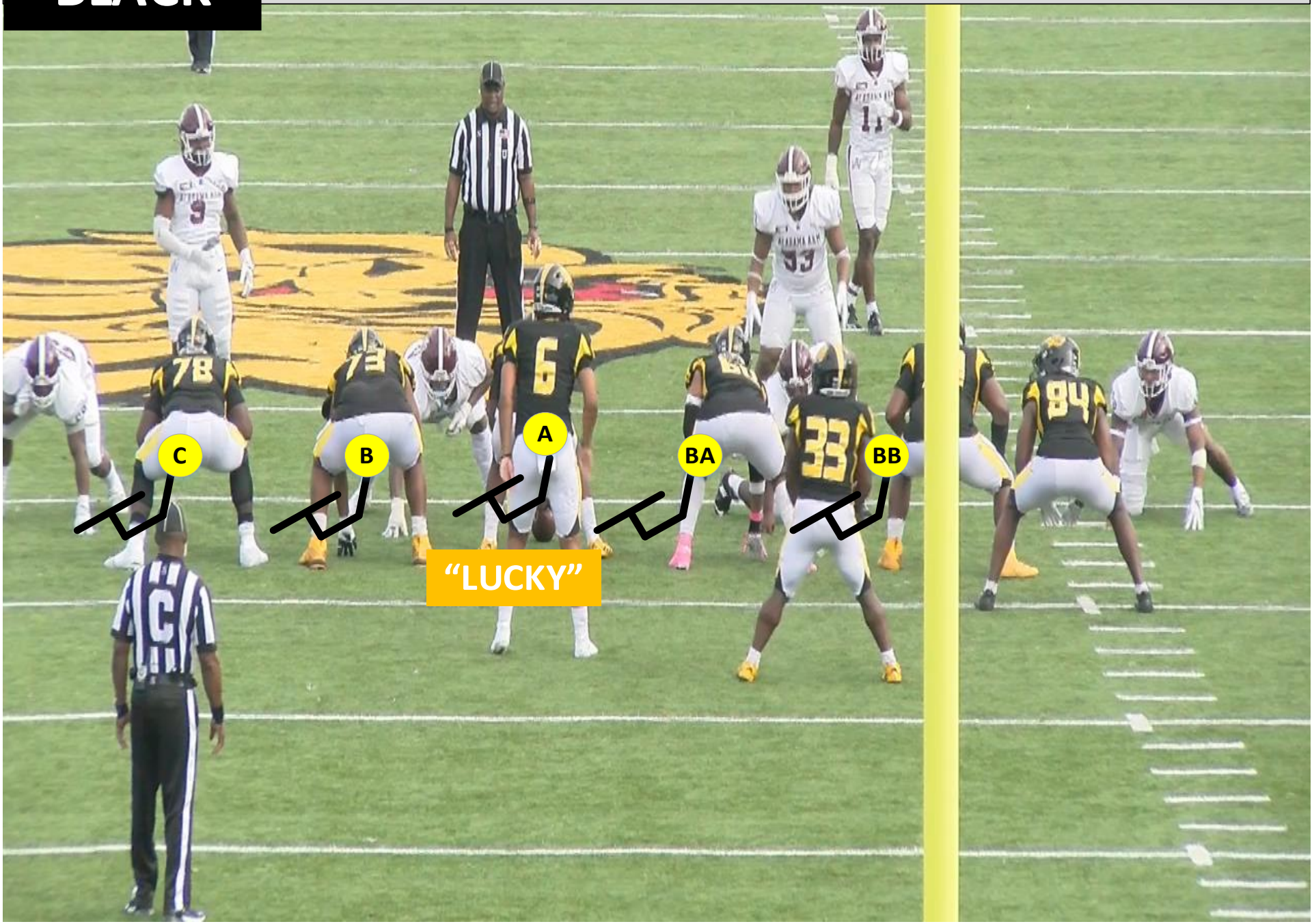
BA

BB

"LUCKY"

BLACK

91



C

B

A

BA

BB

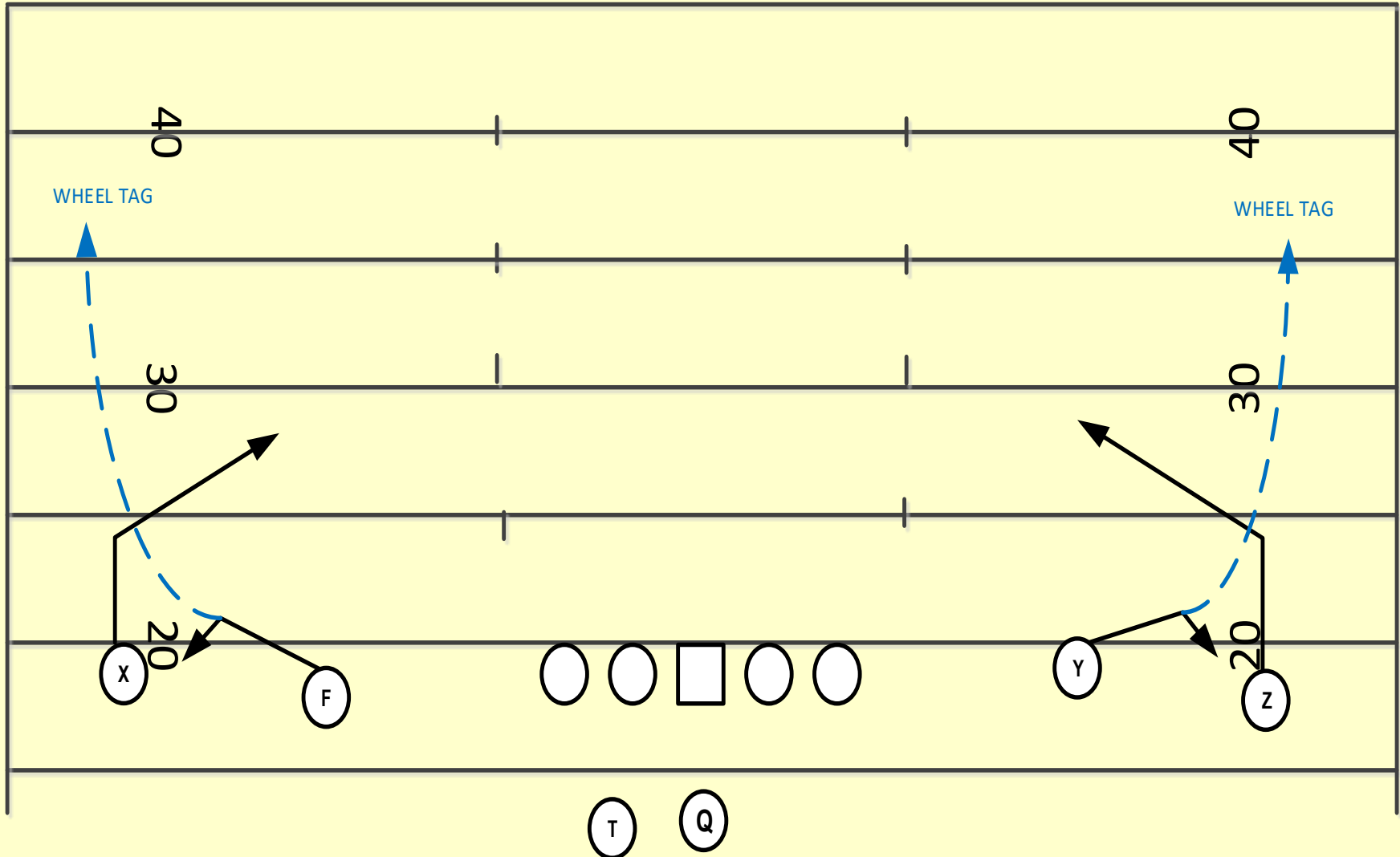
“LUCKY”

92

PLAY: DOUBLES RT 92 (WHEELS)

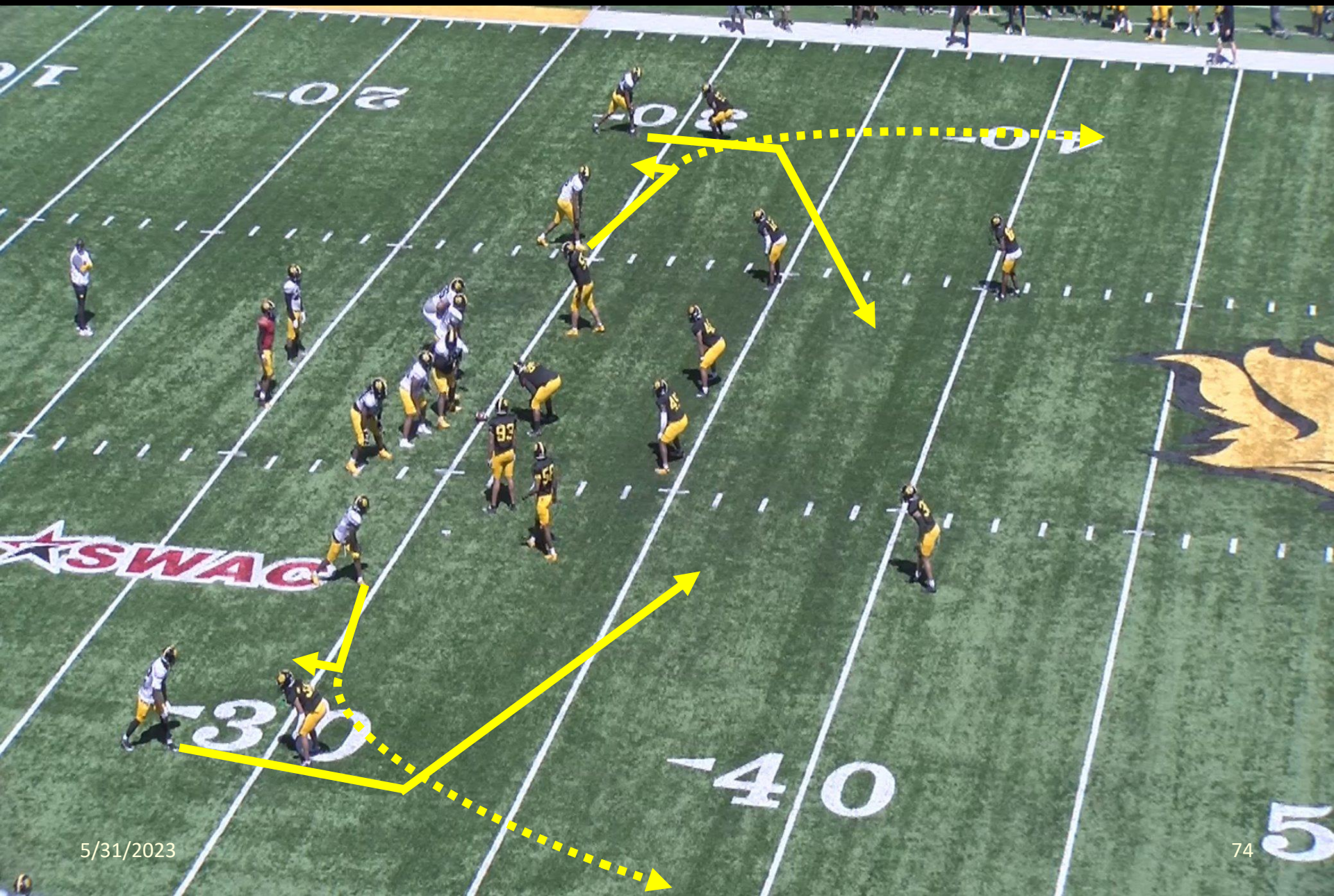
PASS PRO: RED

CODE:



PLAY: DOUBLES RT 92

RUN/PASS TAG:



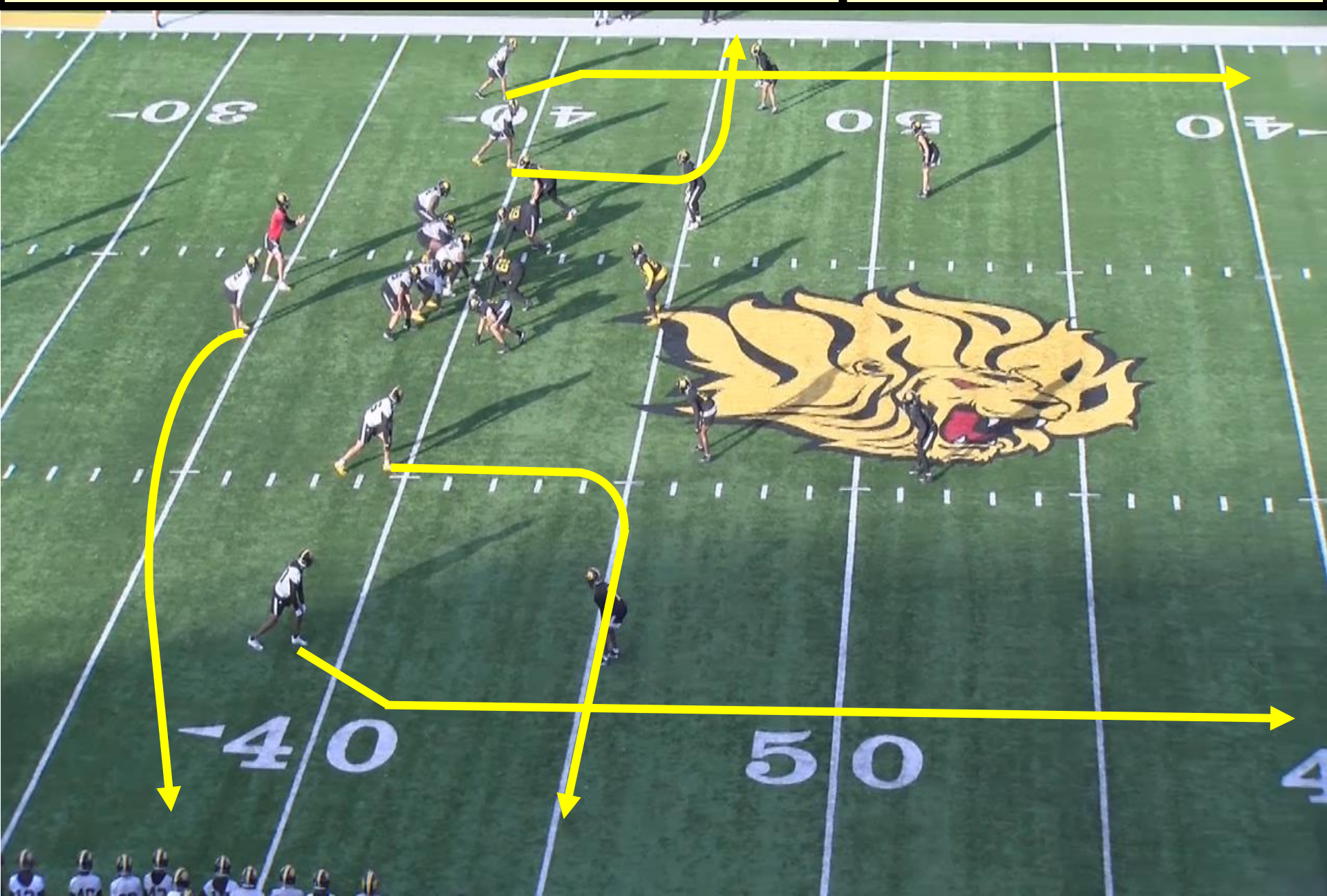
2023 PLAYBOOK



FAT

PLAY: DOUBLES RT FAT

RUN/PASS TAG:



2023 PLAYBOOK



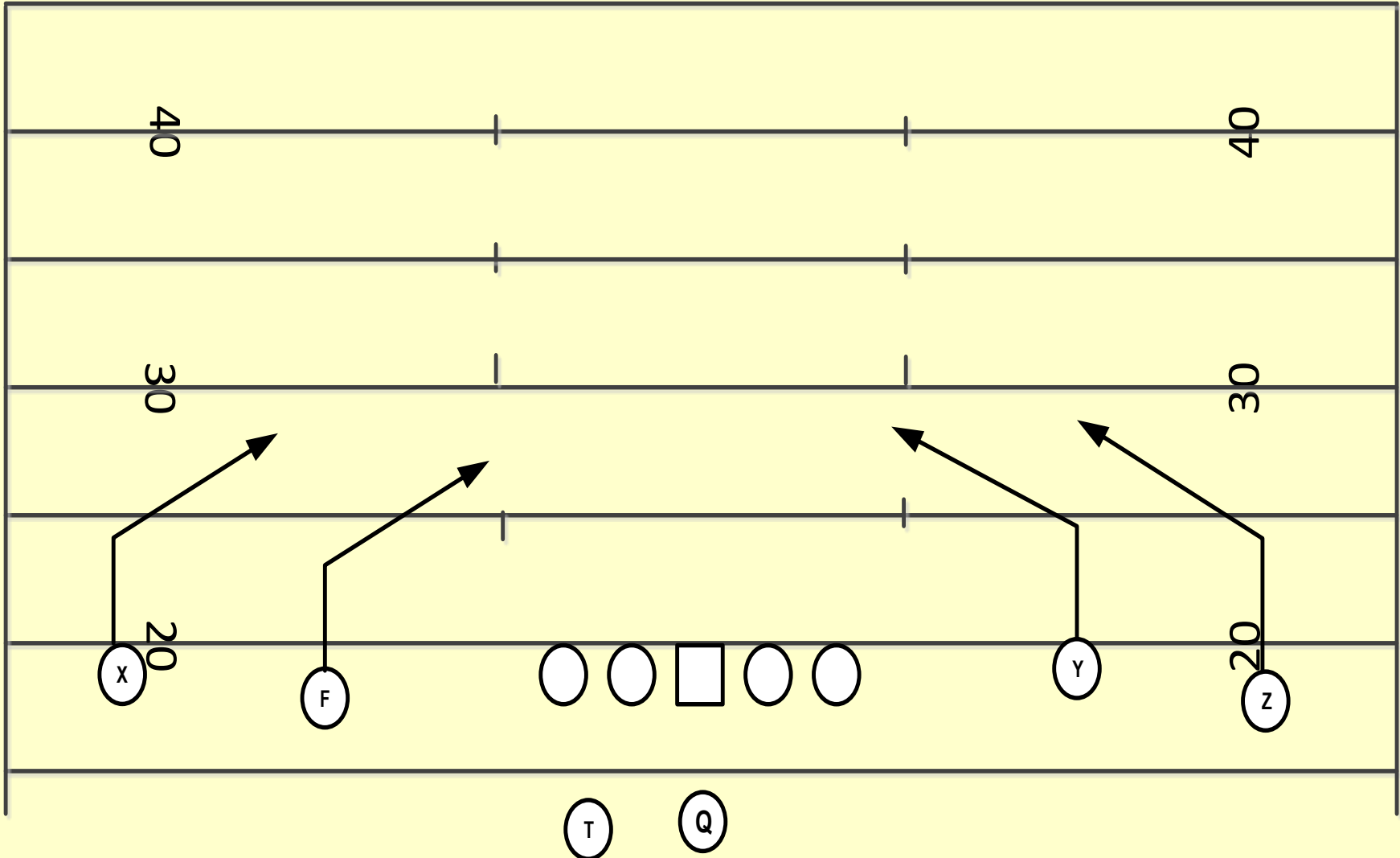
SLASH

94

PLAY: DOUBLES RT 94

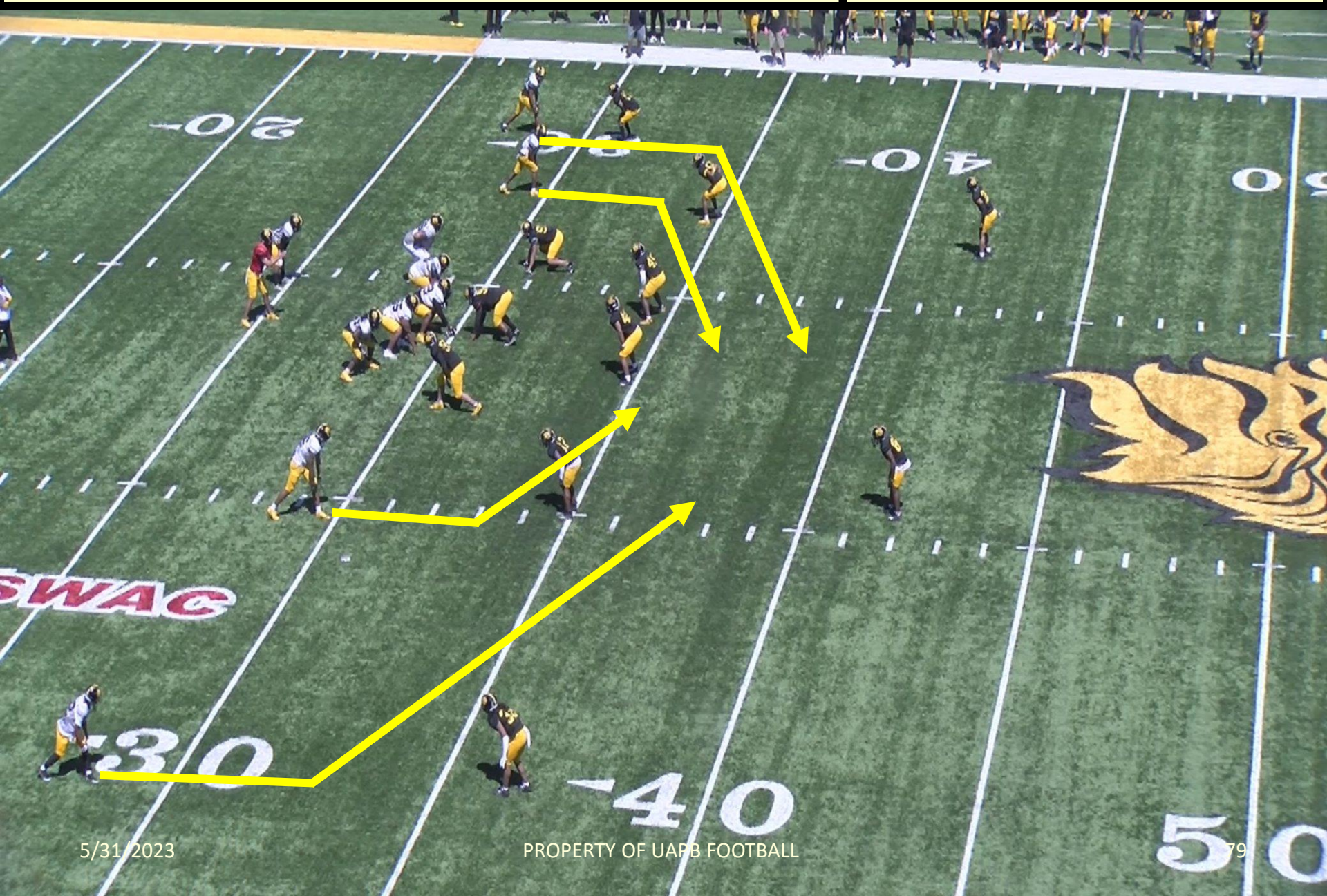
PASS PRO: RED

CODE:



PLAY: DOUBLES RT SLASH

RUN/PASS TAG:



2023 PLAYBOOK



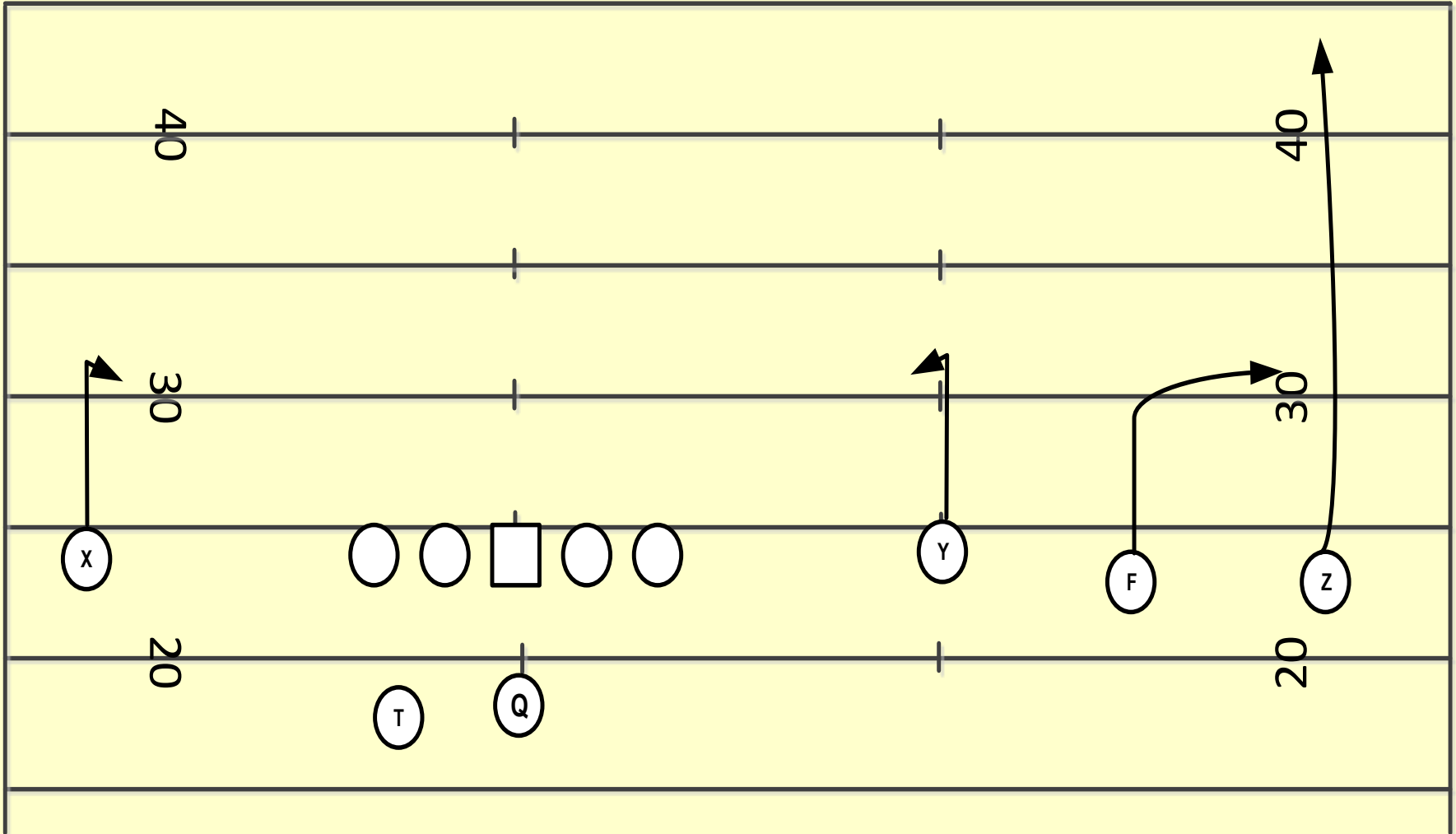
STICK

95

PLAY: TRIO 95 GIFT

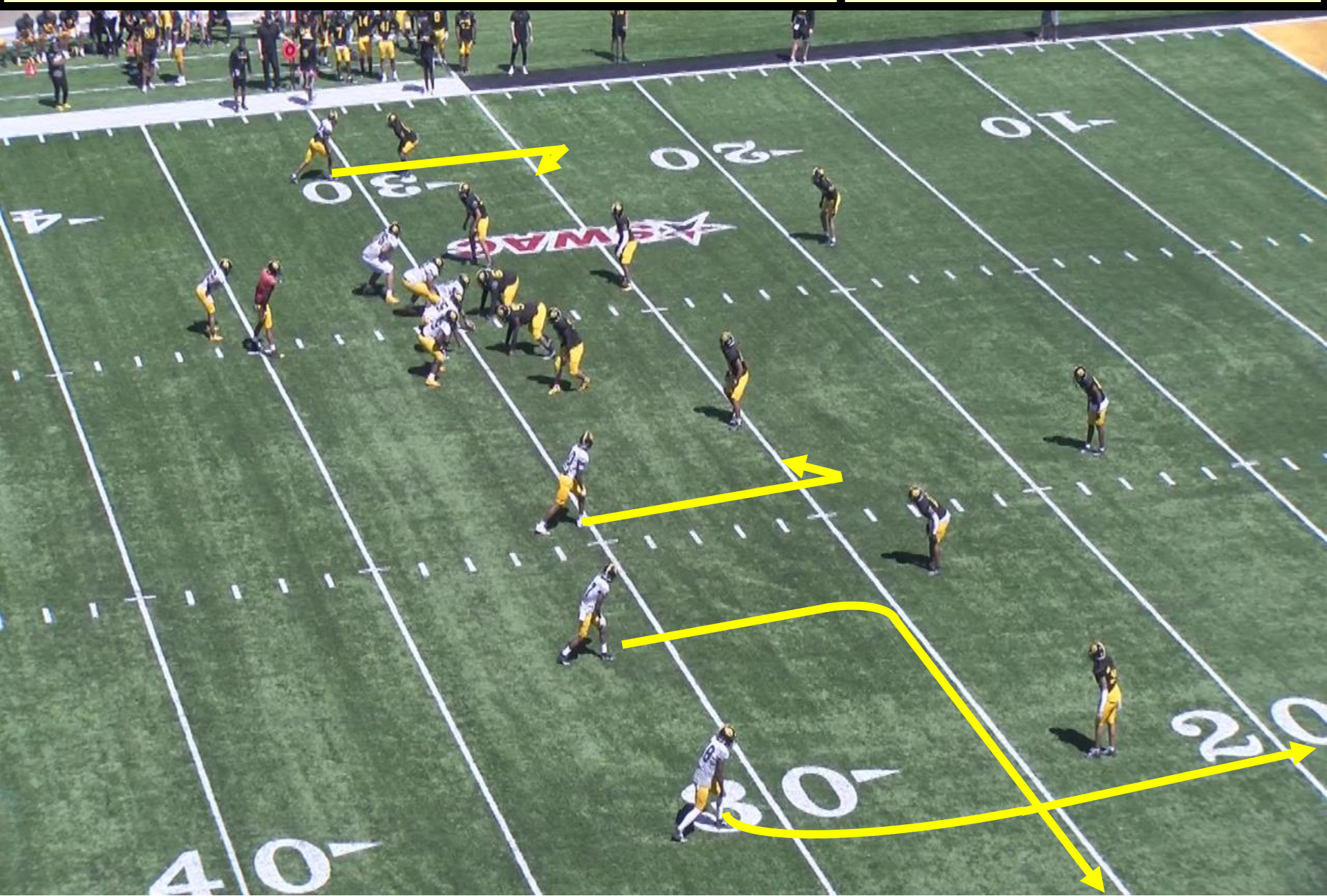
PASS PRO: RED

CODE:



PLAY: TRIO RT STICK

RUN/PASS TAG:



2023 PLAYBOOK



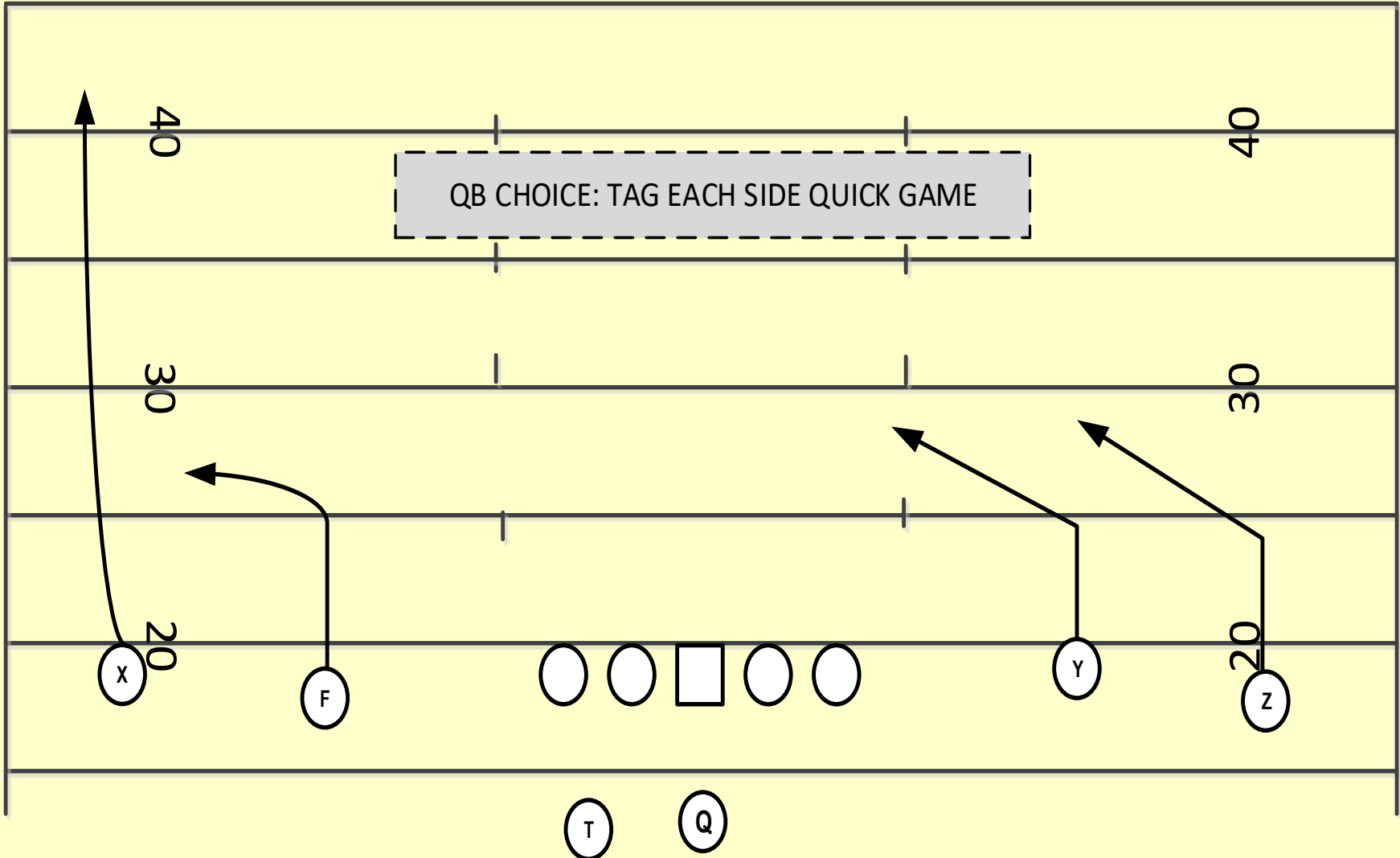
99

99

PLAY: DOUBLES RT 99

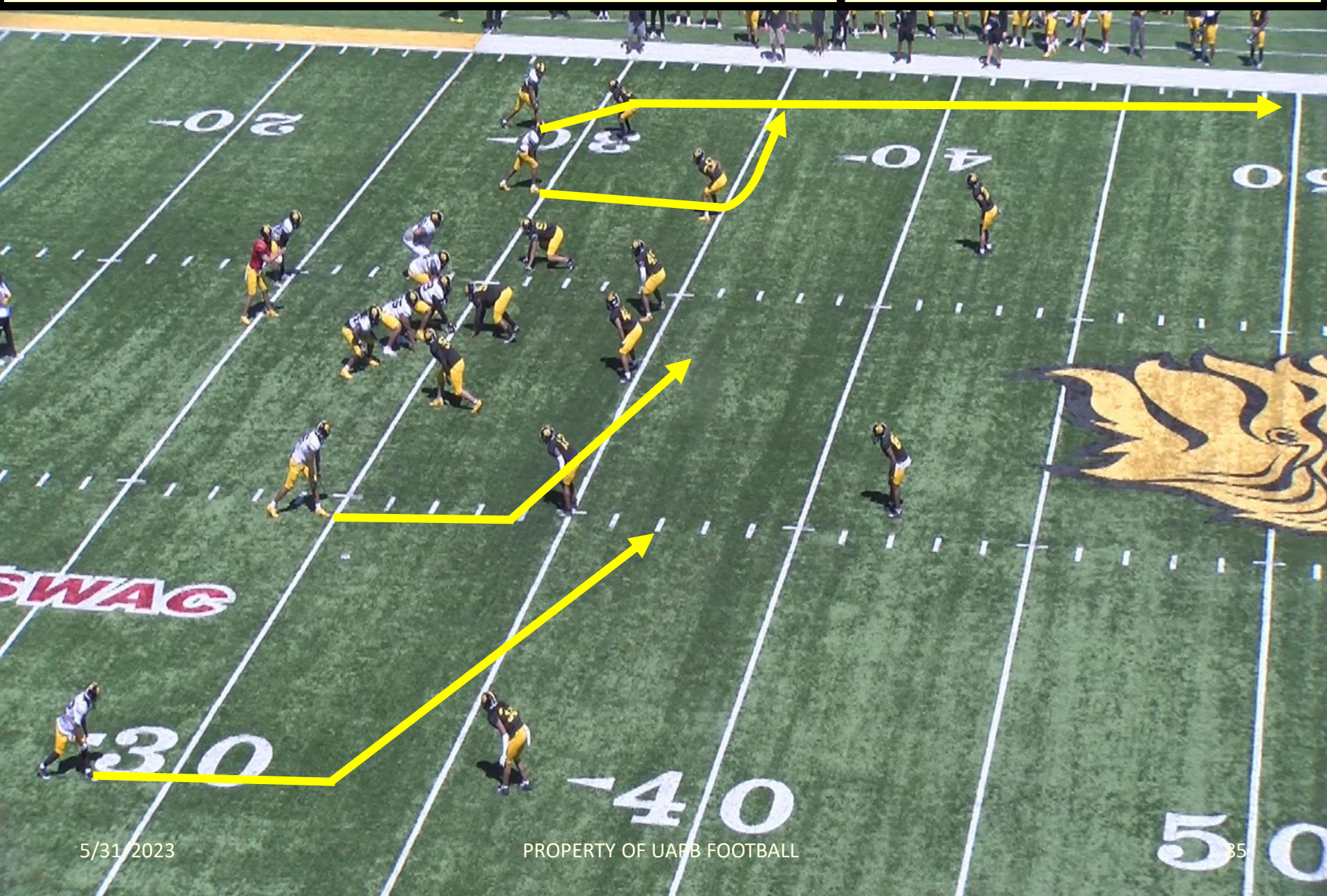
PASS PRO: RED

CODE:



PLAY: DOUBLES RT 99

RUN/PASS TAG:



2023 PLAYBOOK



SNAG GAME

SNAG GAME

- **CHEVRON: 3 MAN SNAG (STRONG)**
- **EXXON: 2 MAN SNAG (WEAK)**
- **SHELL: 3 MAN SNAG (STRONG)**

SNAG GAME

BUILDING THE SNAG GAME

SNAG: WHEN CALLING THE SNAG GAME CONCEPTS ARE SET TO BE EITHER A STRONG SIDE (CHEVRON) OR WEAK SIDE (EXXON) SNAG READ. QB WILL ALWAYS START TO THE SIDE THE CONCEPT IS SET, AS THE IS ALSO THE HOT SIDE READ FOR THE QB. SNAGS CAN BE SET WITH AUTOMATIC BACKSIDE CONCEPT (QUICKER FOR TEMPO/AND IF NOT BIG SNAG TEAM) OR WITH ABILITY TO CALL BACK SIDE TAG (SECOND WORD AFTER INITIAL SNAG CONCEPT)

EXAMPLE

DUAL RT CHEVRON (CHEVRON IS SET STRONG SIDE AS CONCEPT, BACKSIDE (WEAK) KNOWS AUTOMATIC ROUTES)

TRIO RT EXXON SHELL (EXXON IS SET WEAK SIDE AS A CONCEPT, BACKSIDE (STRONG) IS TAGGED WITH SHELL CONCEPT)

USUALLY PAIRED WITH R/L EMPTY 5 MAN PROTECTION. (QB EYES ALWAYS START HOT SIDE)

2023 PLAYBOOK



CHEVRON

CHEVRON

- **3 MAN SNAG**
 - **PURE PROGRESSION CONCEPT**
 - **BACKSIDE TAGS – DAGGER / SKINNY / SHELL**
 - **1 BACK PROTECTION – 50 / 51**
 - **2 BACK PROTECTION – 60 / 61**

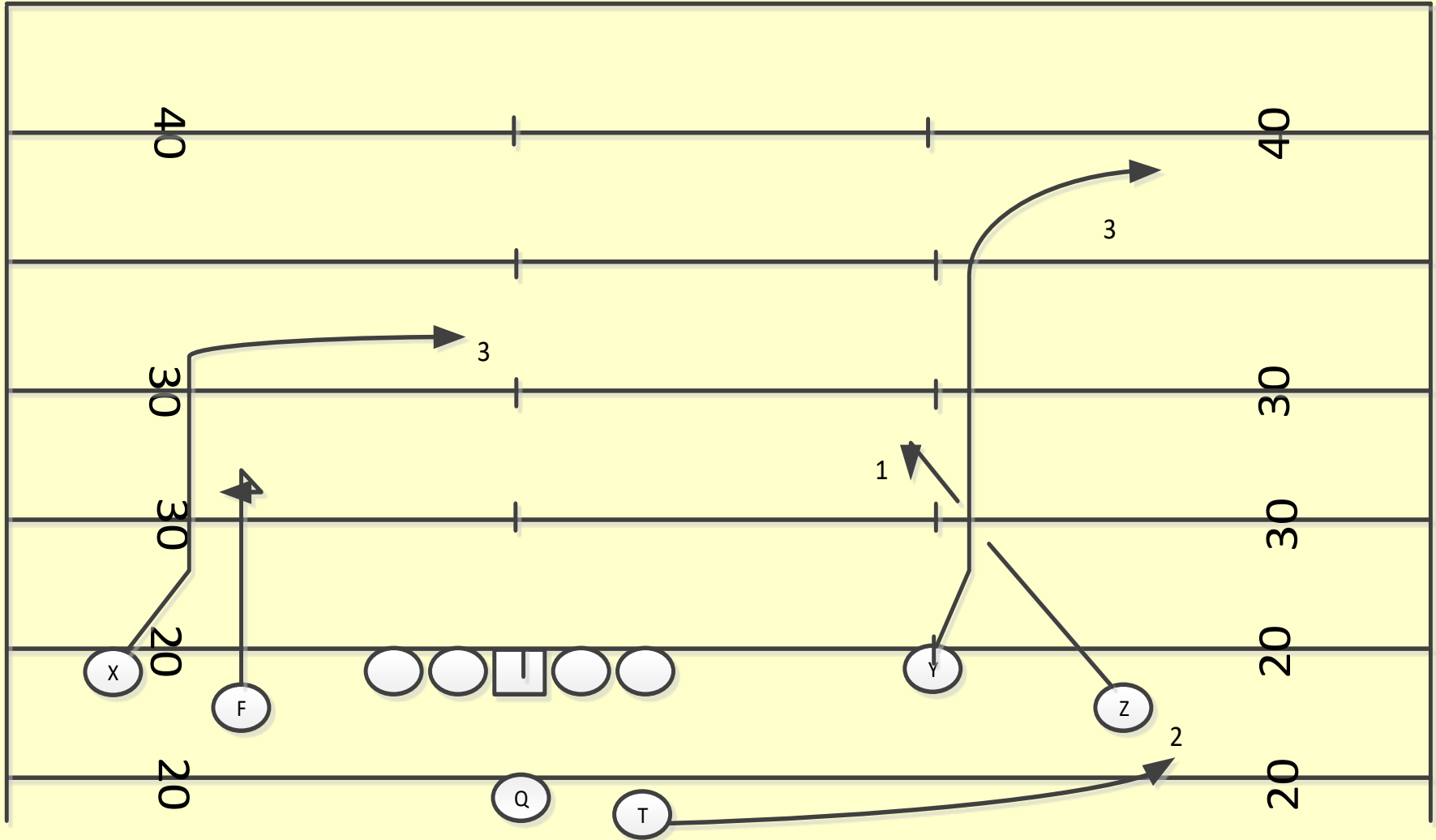


CHEVRON

PLAY: DOUBLE CHEVRON

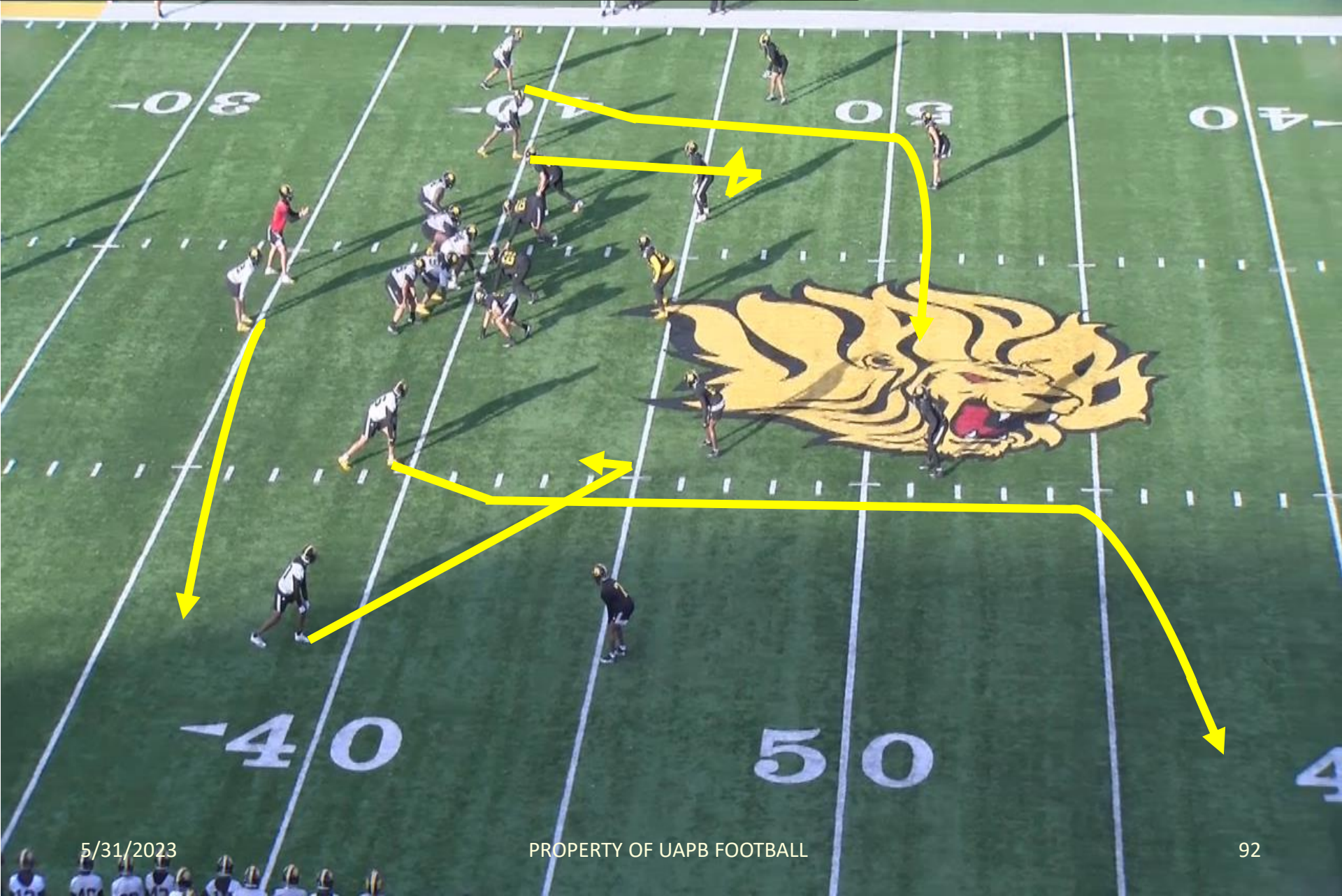
PASS PRO: 50/51

CODE:



PLAY: DOUBLES RT CHEVRON

RUN/PASS TAG:



2023 PLAYBOOK



EXXON

EXXON

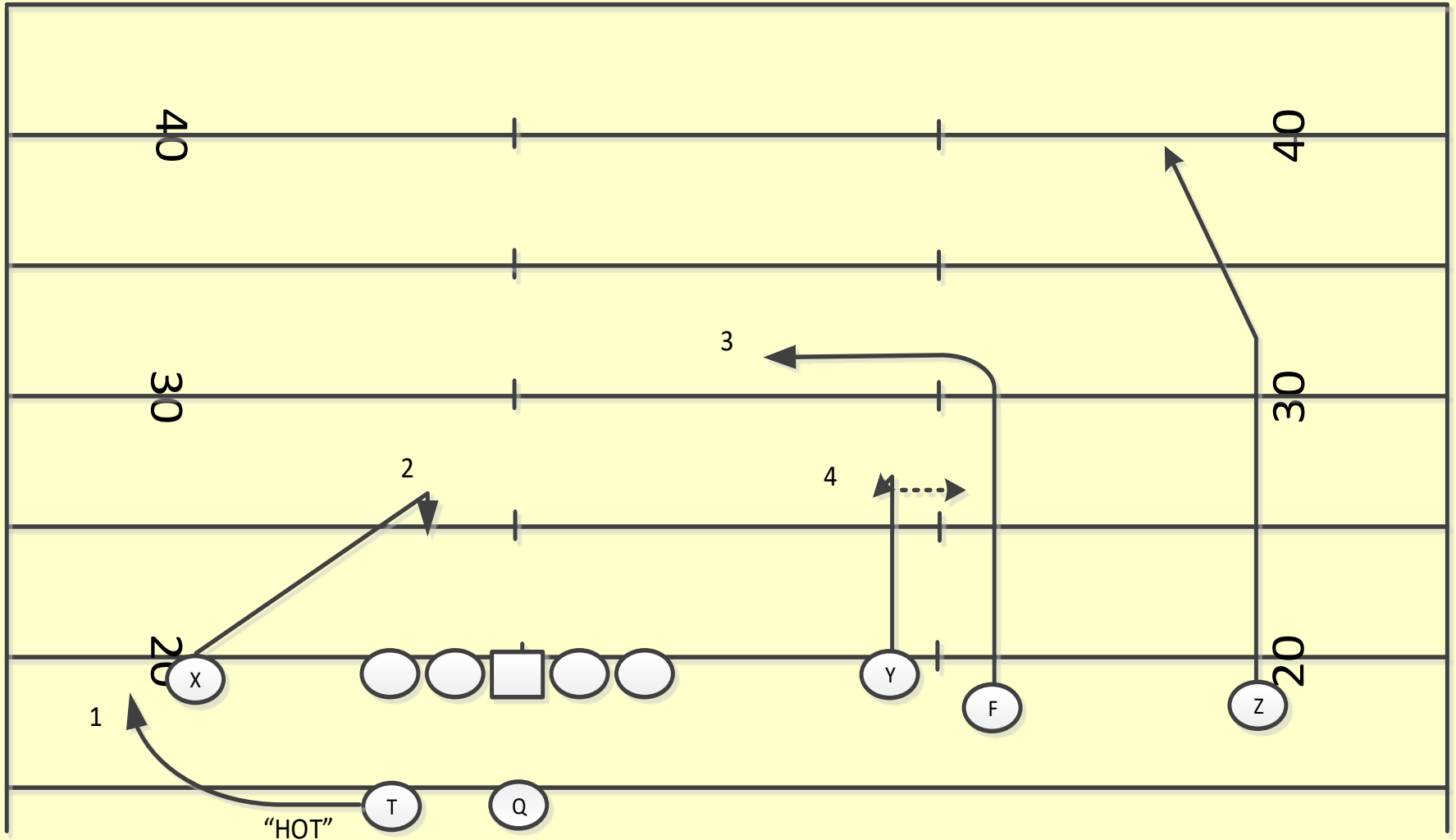
- **2 MAN SNAG**
- **PURE PROGRESSION CONCEPT**
- **BACKSIDE TAGS – SHELL / DAGGER**
- **1 BACK PROTECTION – 50/51**
- **2 BACK PROTECTION – 60/61**

EXXON

PLAY: TRIO EXXON

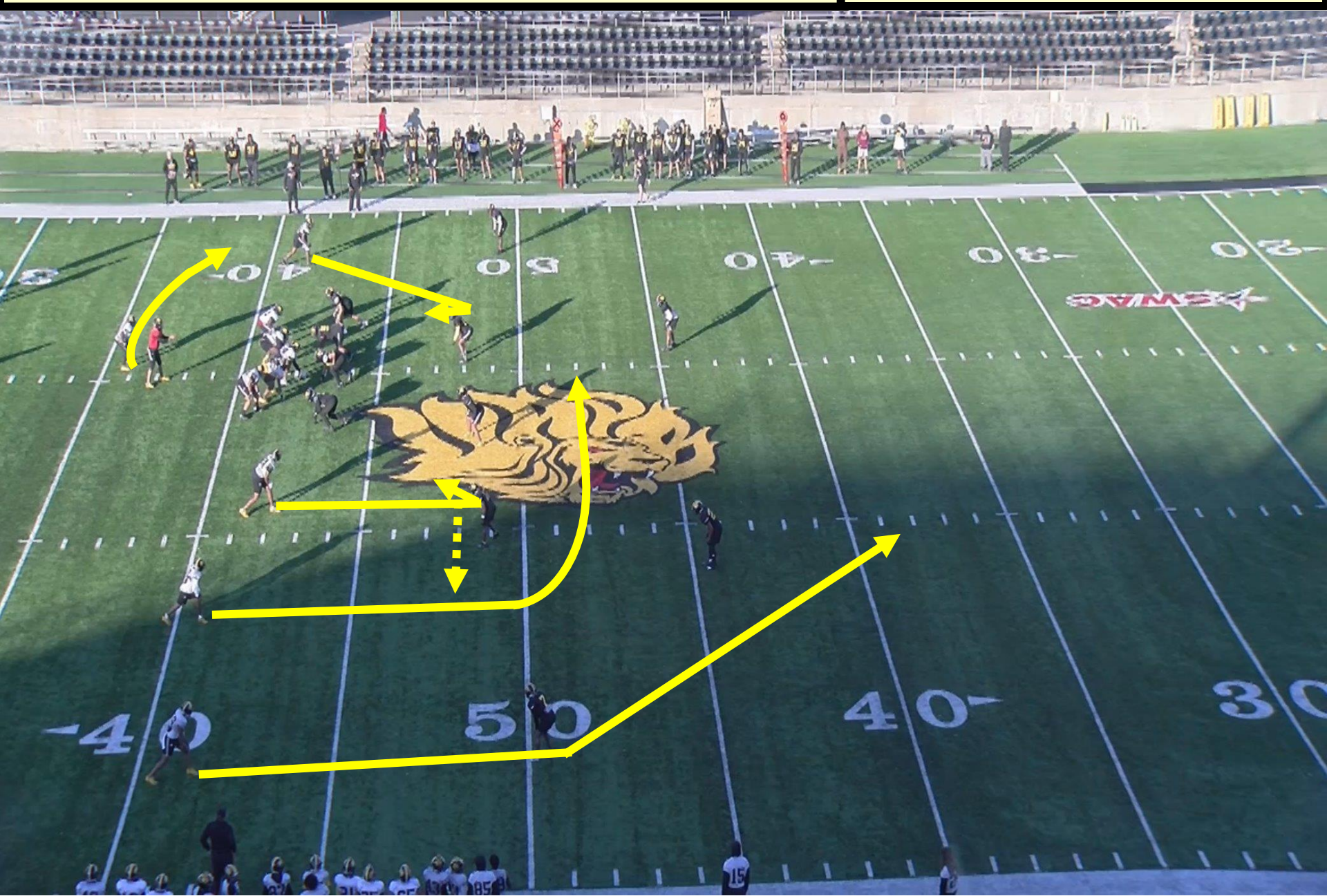
PASS PRO: 50/51

CODE:



PLAY: TRIO RT EXXON

RUN/PASS TAG:



2023 PLAYBOOK



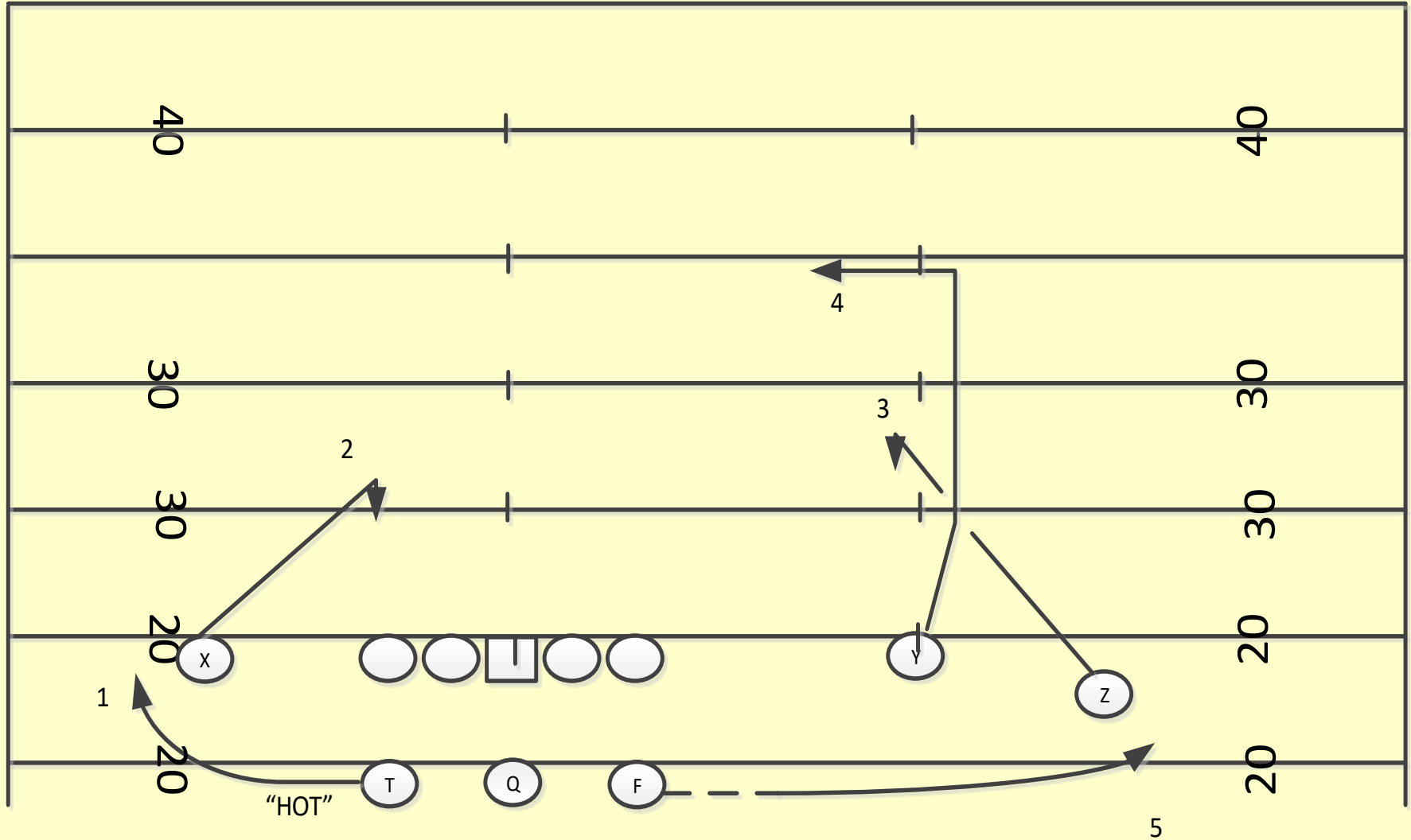
SHELL

SHELL

PLAY: GREEN FREE EXXON SHELL

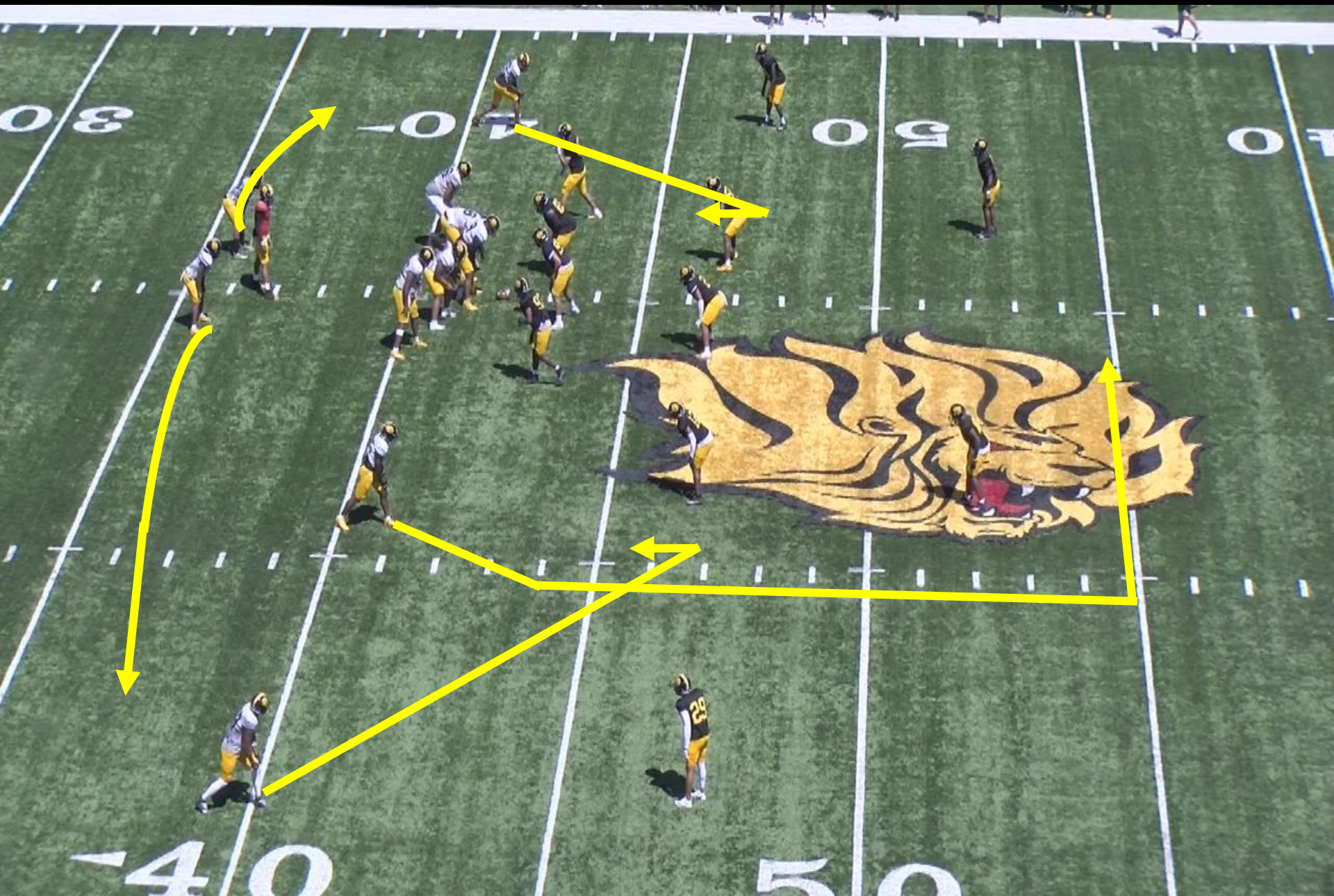
PASS PRO: 50/51

CODE:



PLAY: GREEN FREE EXXON SHELL

RUN/PASS TAG:



2023 PLAYBOOK



DROP BACK

DROP BACK GAME

- **DAYTONA: FOUR VERTICALS**
- **CADDY: Y CROSS (WEAK FLOOD)**
- **HOMERUN: CHOICE**



DROPPACK GAME

BUILDING THE DROPPACK GAME

DROPPACK: WHEN CALLING THE DROPPACK GAME CONCEPTS ARE DESIGNED TO BE EITHER STRONG SIDE OR WEAK SIDE FLOODS (CADDY/SEATTLE/MERCEDES), MIDDLE READS (HONDA), OR 4 WR CONCEPTS (DAYTONA, SHACK). THE FLOODS ALONG WITH HONDA ARE CREATING TRIANGLE READS FOR THE QUARTERBACK SIMILAR TO CHEVRON.

USUALLY PAIRED WITH RON/LOU 6 MAN PROTECTION.
THESE CONCEPTS CAN BE USED WITH MULTIPLE PASS PROTECTIONS INCLUDING PLAY ACTION.



2023 PLAYBOOK



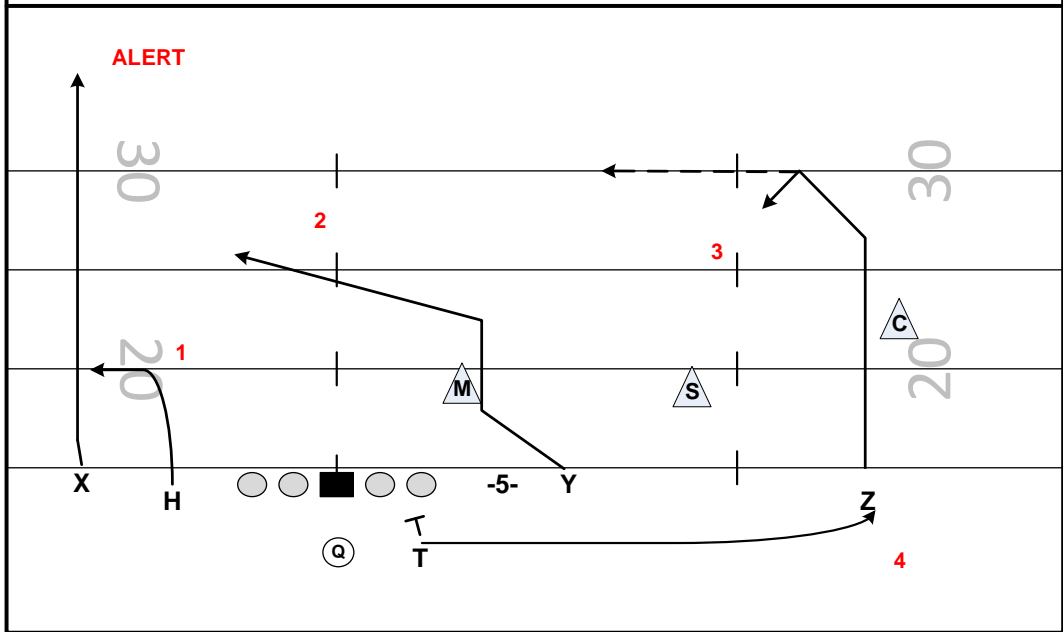
CADDY

CADDY (TAGS)

- CROSS
- PURE PROGRESSION
- PRE SNAP GO ROUTE BY 1
- PROGRESSION IS WEAK SIDE FLAT ROUTE -CROSS-POST
CURL-FLAT
- 1 BACK PROTECTION - 50/51
- 2 BACK PROTECTION - 60/61
 - SMASH
 - SLOT FADE
 - LOCK 1 AND 2
 - DEEP OUT
 - OPTION



DOUBLE RT (61) CADDY



FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN** PROTECTION: **60 - 61**

PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

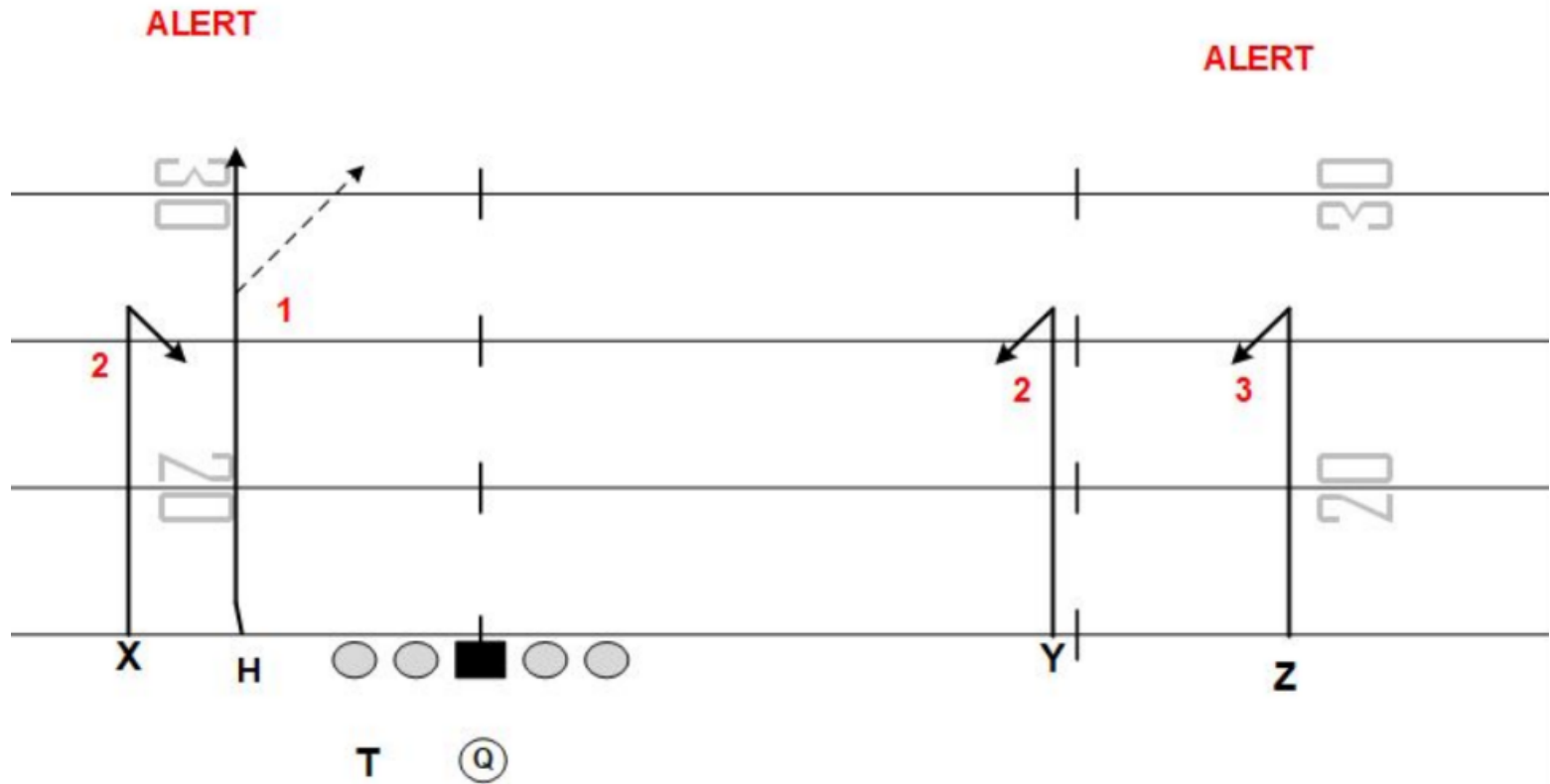
PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

2023 PLAYBOOK



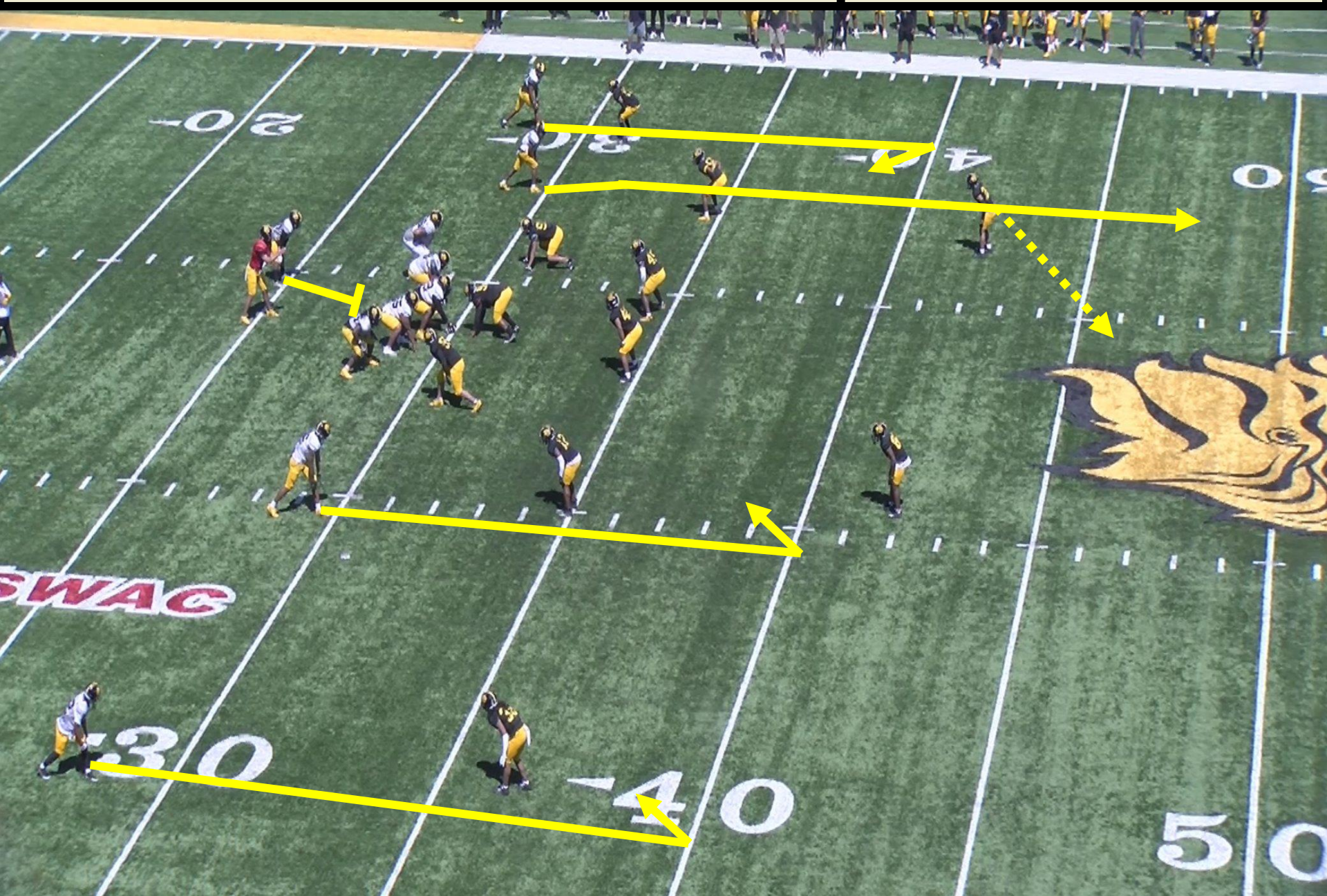
HOMERUN



HOMERUN

PLAY: DOUBLES RT 61 CADDY

RUN/PASS TAG:



2023 PLAYBOOK



RUN-PASS TAGS

RUN-PASS TAGS

- **KEY 1: KEY SCREEN #1**
- **KEY 2: KEY SCREEN #2**
- **KEY 3: KEY SCREEN #3 (BUBBLE)**
- **STICKIE: STICK**
- **PALMS**
- **RUB**

RUN PASS OPTIONS (RPO)

BUILDING RUN/PASS OPTIONS (RPO)

RPO: WHEN BUILDING YOUR RPO'S YOU NEED TO UNDERSTAND WHAT IT IS YOU ARE TRYING TO ATTACK. IF YOU ARE READING A DEFENSE IF END THEN KEY SCREENS AND COMETS ARE THE BEST ATTACHMENT FOR THE OUTLET FOR THE QUARTERBACK. AND THOSE ARE EVEN TAKEN WHEN THE DEFENDERS ARE INSIDE THE BOX LEAVING WR'S UNCOVERED. IF YOU ARE READING A SECOND LEVEL DEFENDER THEN YOU THROW MORE DOWNFIELD THROWS (POP) AS THE LINE IS GOING TO BE ON THE LINE OF SCRIMMAGE LONGER.

ATTACK THE DEFENDERS RUN FIT! PUT HIM IN CONFLICT

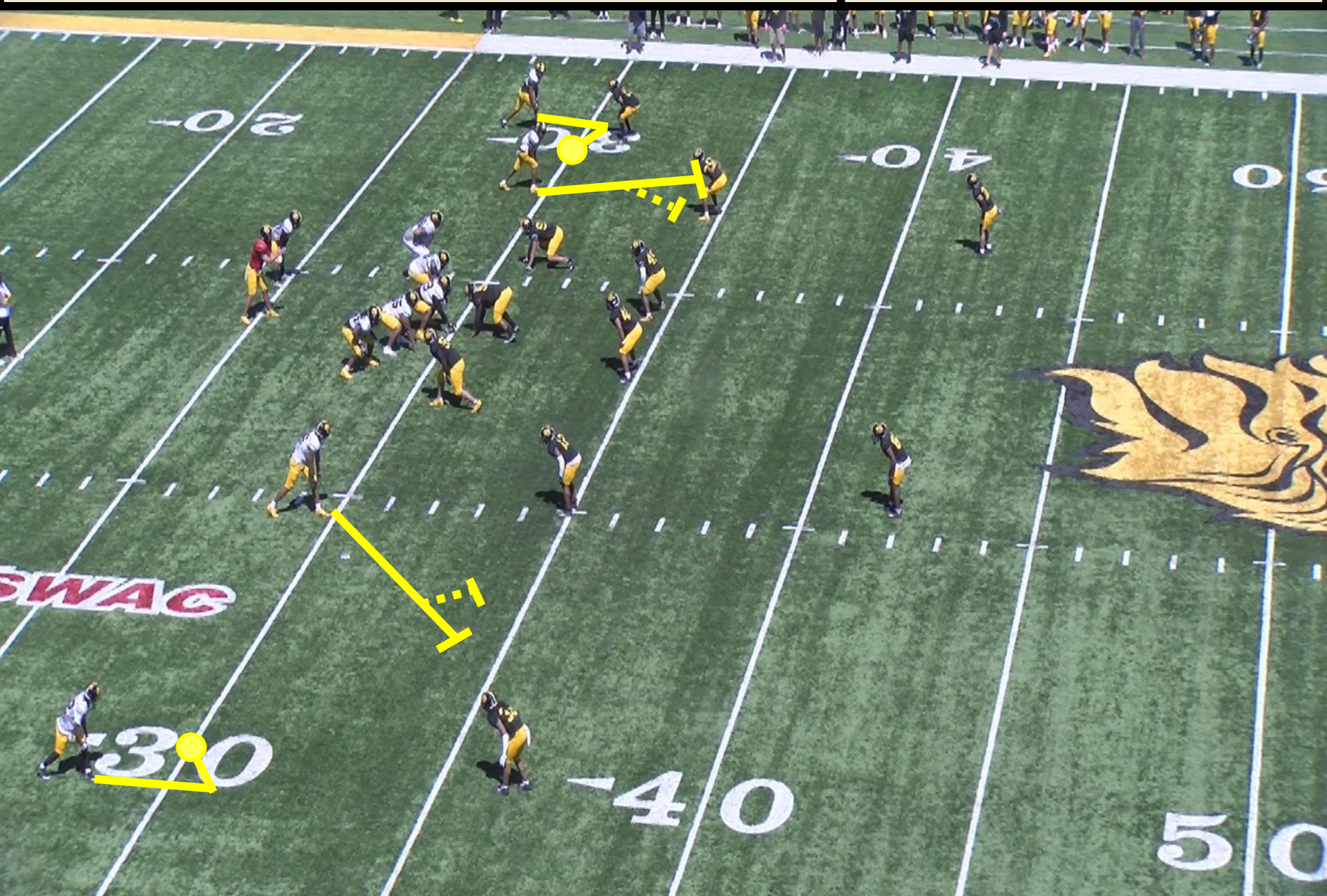
2023 PLAYBOOK



KEY 1

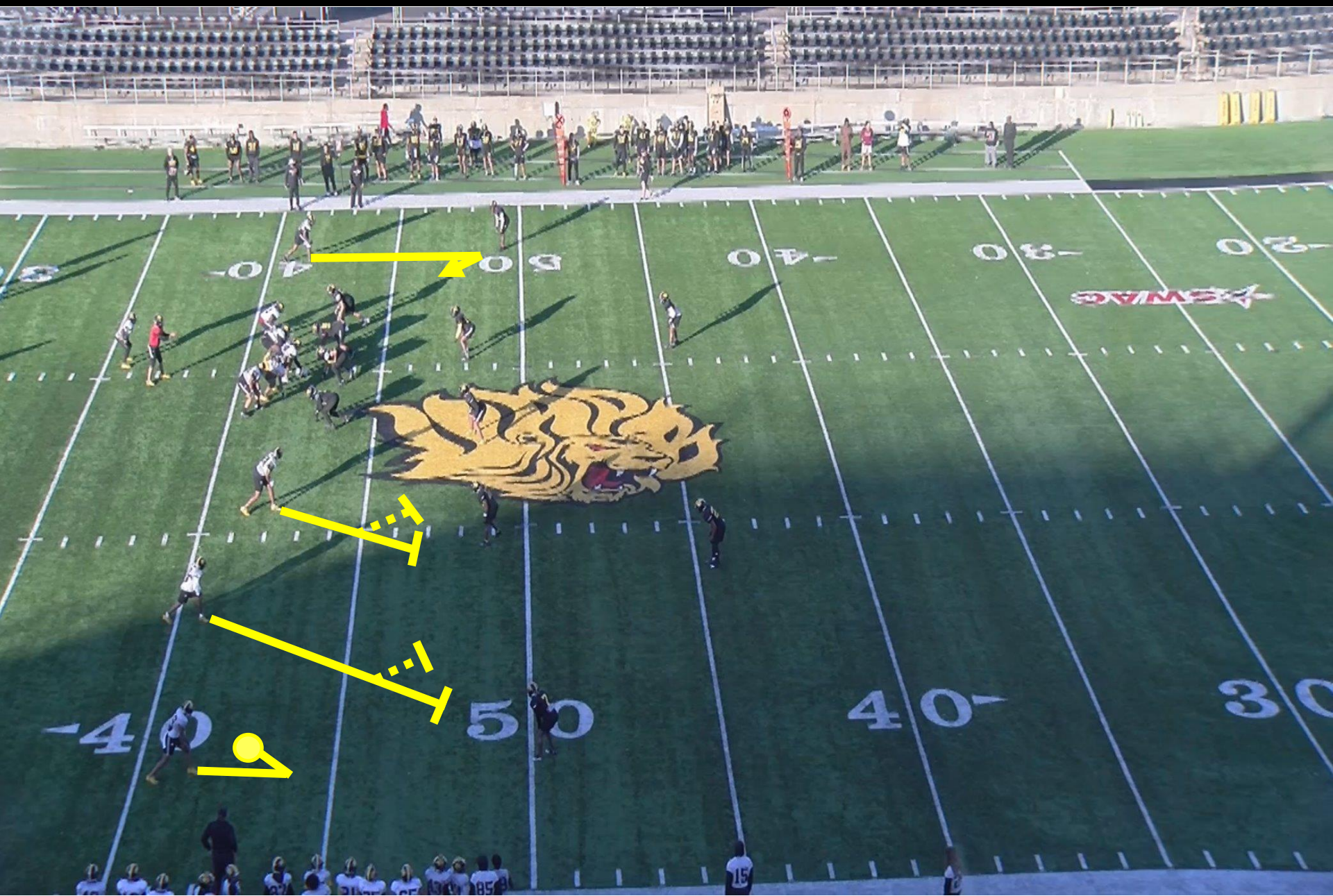
PLAY: DOUBLES RT 13 KEY 1

RUN/PASS TAG: KEY 1



PLAY: TRIO 13 KEY 1 GIFT

RUN/PASS TAG: KEY 1



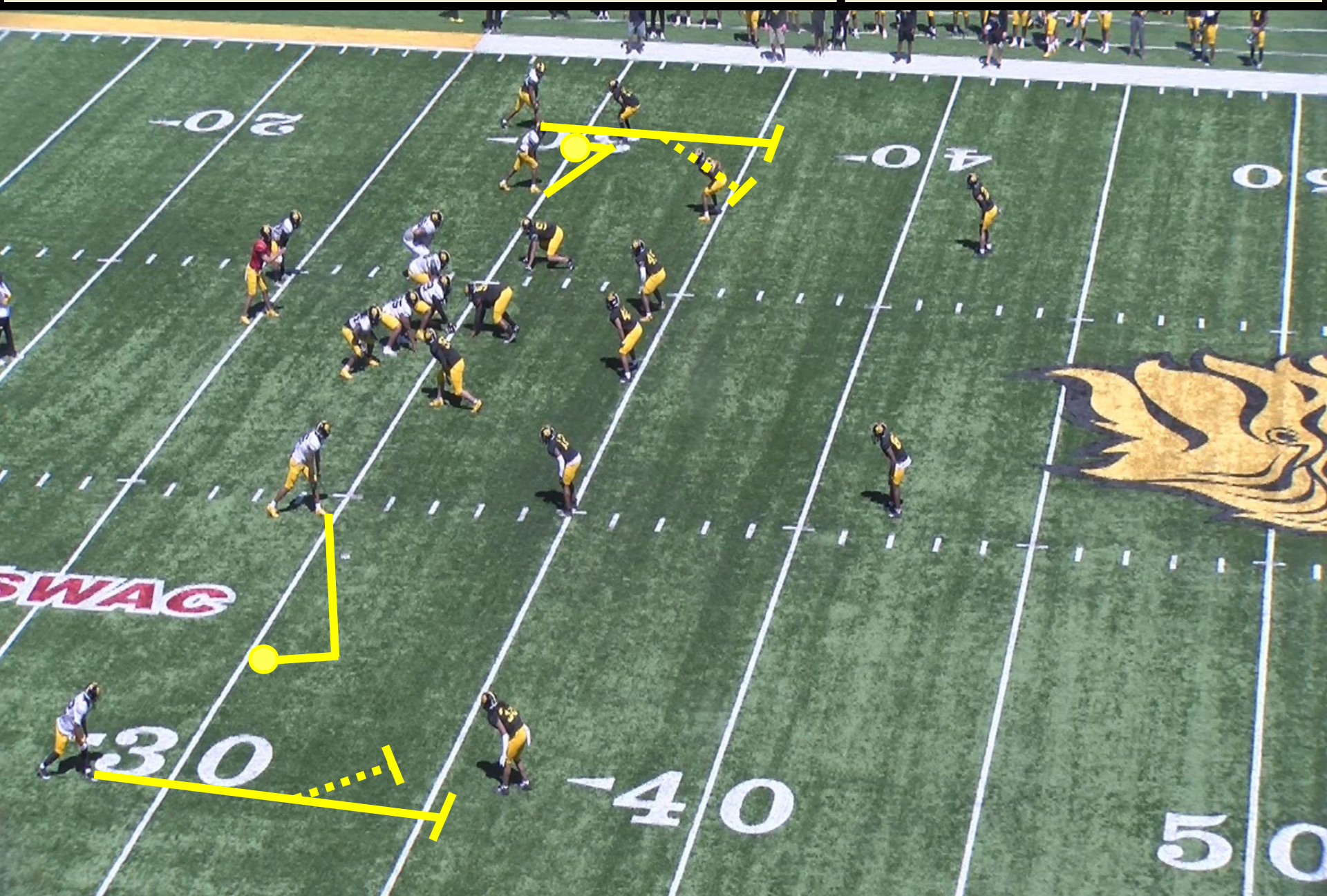
2023 PLAYBOOK



KEY 2

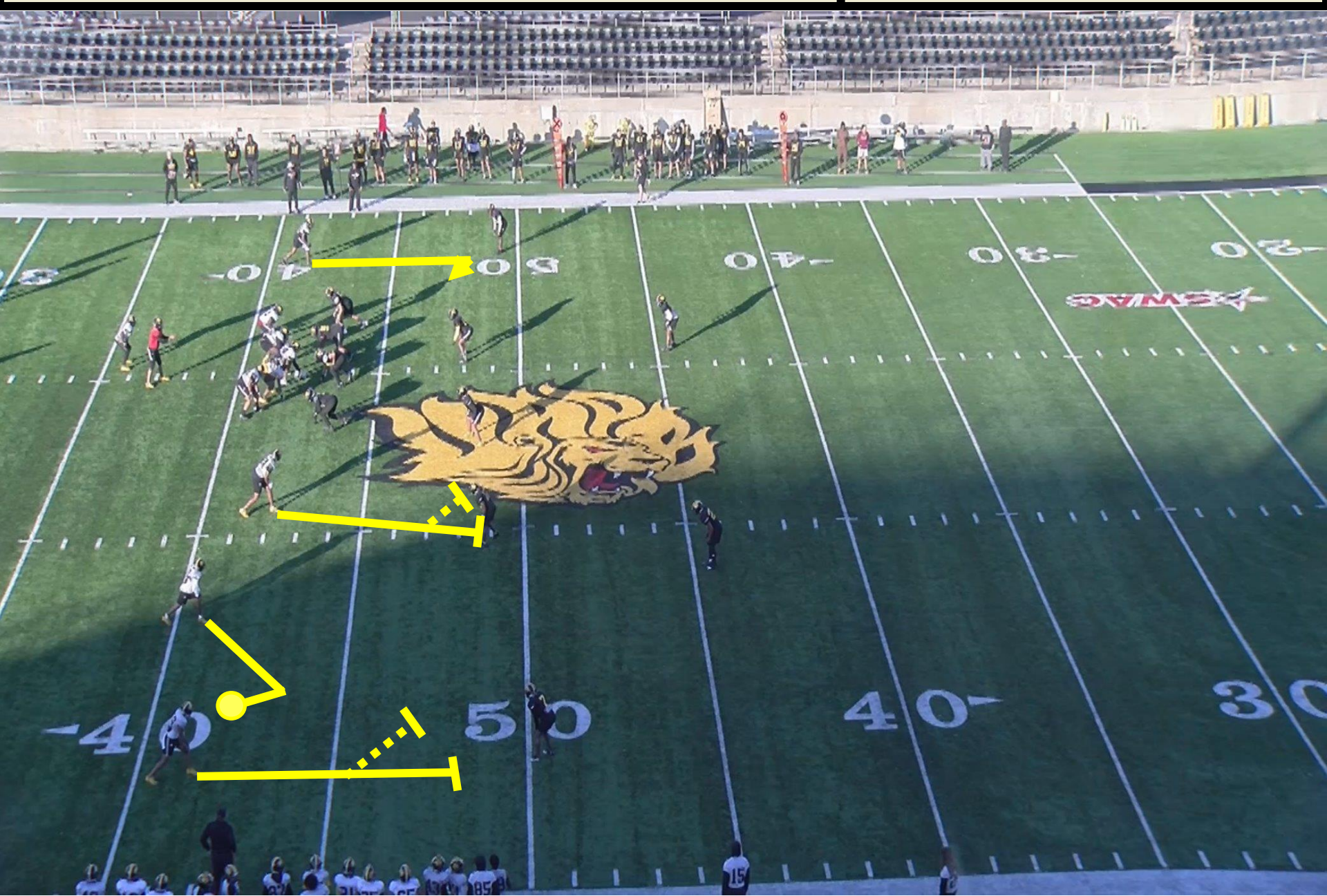
PLAY: DOUBLE ZORRO ODD KEY 2

RUN/PASS TAG: KEY 2



PLAY: TRIO ZORRO ODD KEY 2

RUN/PASS TAG: KEY 2



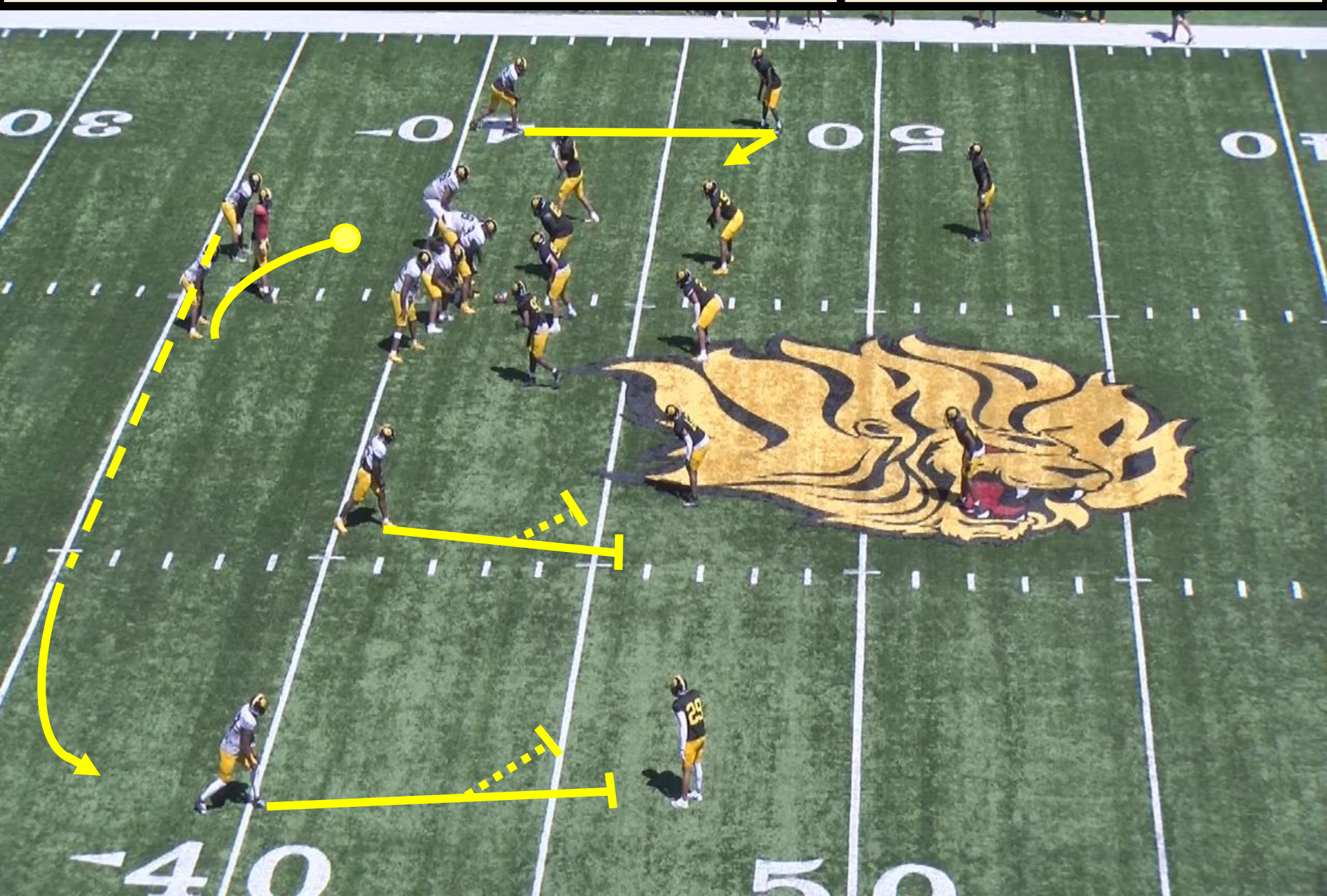
2023 PLAYBOOK



KEY 3

PLAY: GREEN TEAR ZORRO ODD KEY 3

RUN/PASS TAG: KEY 3



2023 PLAYBOOK



HITCH

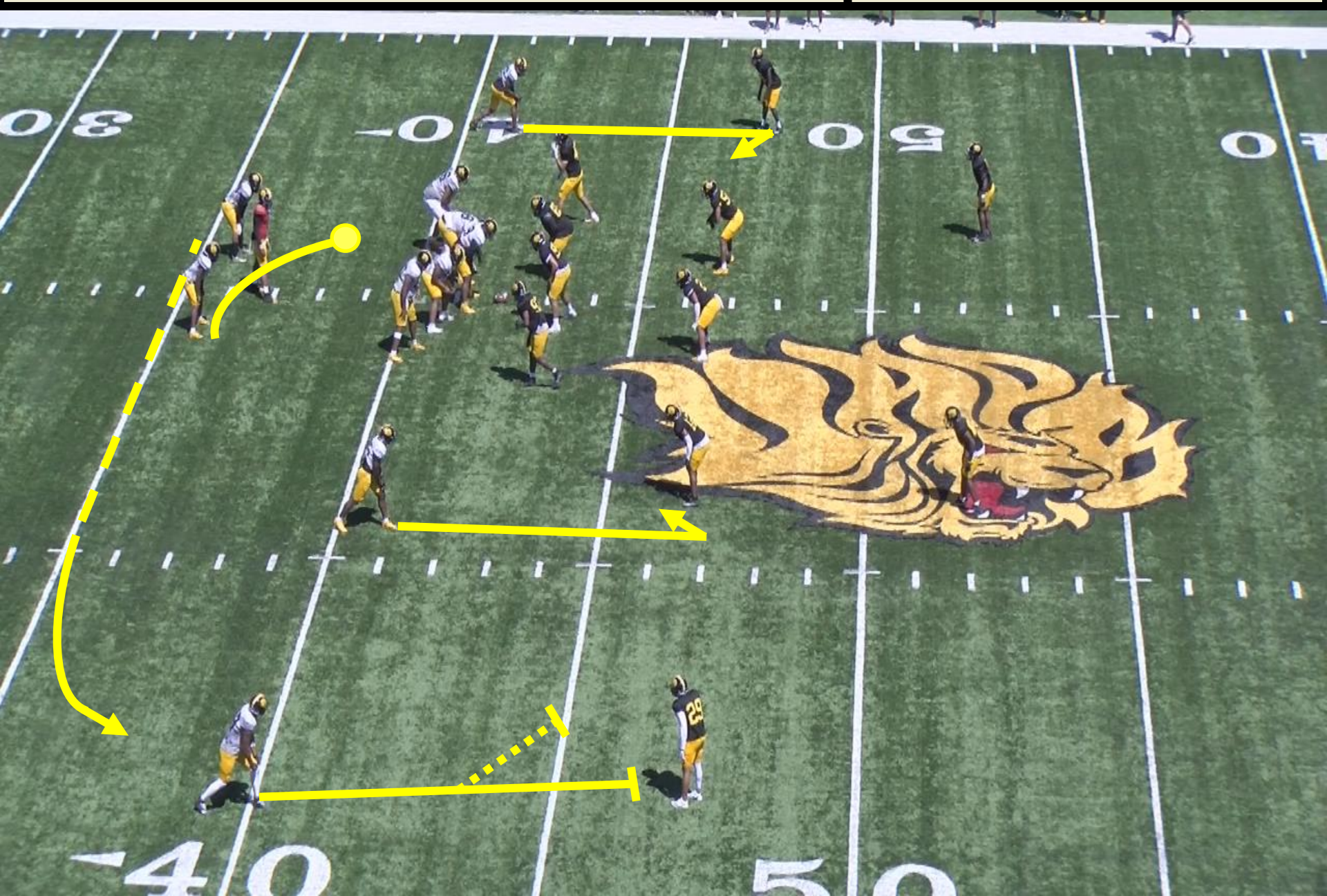
PLAY: TRIO ZORRO EVEN STICK

RUN/PASS TAG: STICK



PLAY: GREEN TEAR GIANTS ODD STICK

RUN/PASS TAG: STICK



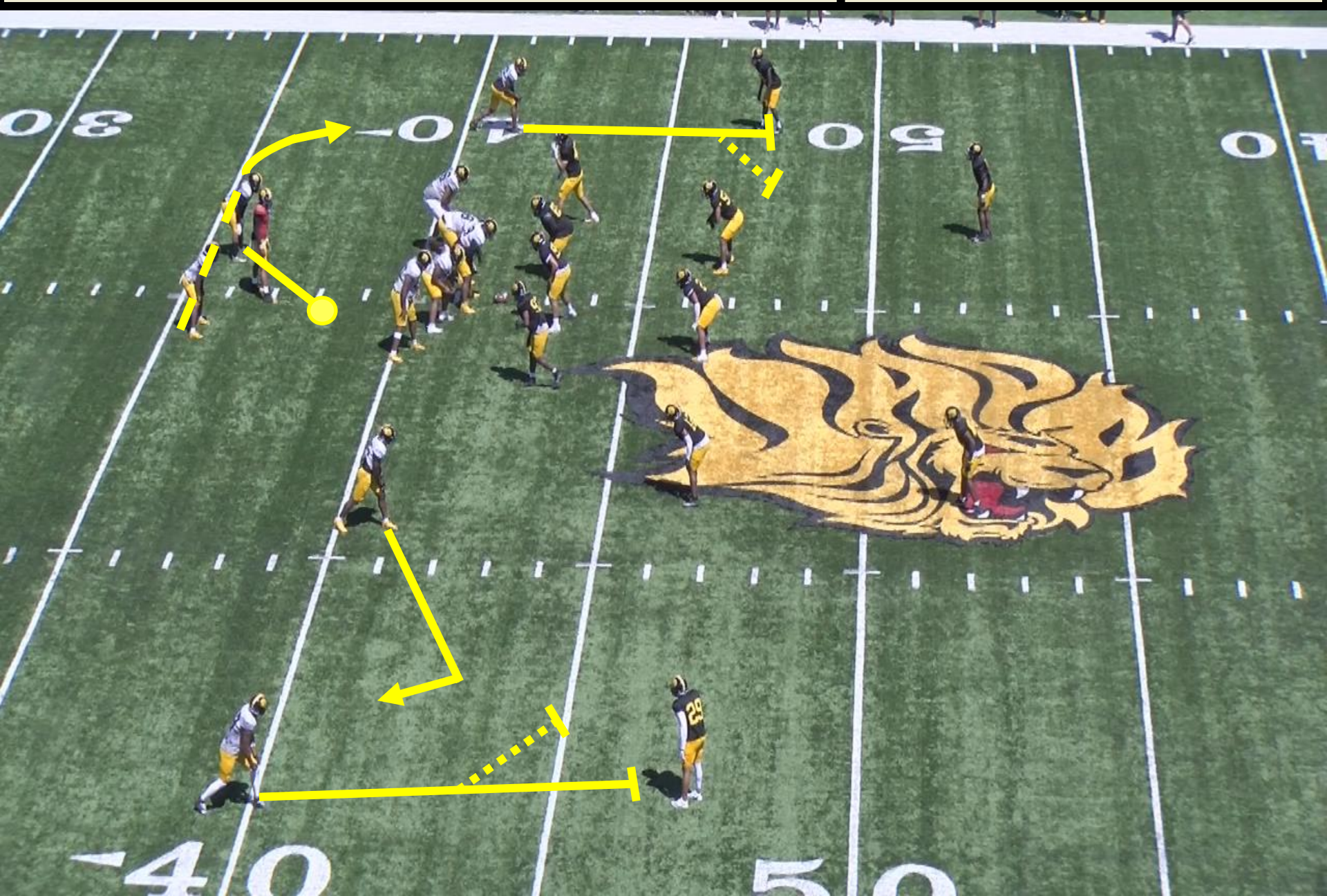
2023 PLAYBOOK



GIFT

PLAY: GREEN TEAR ZORRO ODD GIFT

RUN/PASS TAG: GIFT



2023 PLAYBOOK



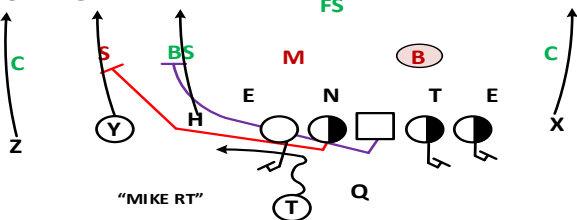
SCREEN



ROSE / LINDA

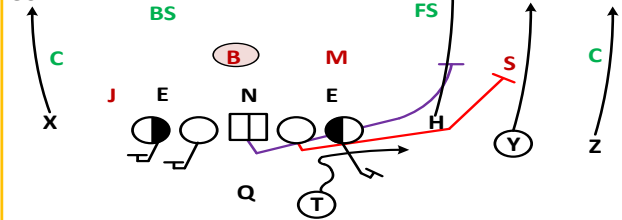


42 OVER G



LINDA

30



ROSE

DESCRIPTION: SLOW SCREEN TO HB (3 ONE THOUSAND COUNT)

DECLARATION: VS 4 DOWN = FIELD LB
VS 30 = FIELD LB

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	SET SOLID, GET UPFIELD RUSH, WHEEL AND RUN BY QB		60 RULES FOR FRONT SIDE
PSG	SET SOLID, RELEASE FLAT AND BLOCK 1 st THREAT ON THE SIDEWALK (FORCE DEFENDER)		WE DO NOT BLOCK BLITZERS!
CTR	SET SOLID, RELEASE FLAT AND RUN THE ALLEY.		WE DO NOT BLOCK BLITZERS!
BSG	60 RULES ON AWAY SIDE SET SOLID, TRAIL FOR ANY TRASH.		
BST	SET #2 UP THE FIELD		
Y	CRACK FIRST 2 ND LEVEL DEFENDER IN THE BOX.		WE DO NOT BLOCK BLITZERS!
PS REC	RUN OFF CORNER. SELL PASS AND BLOCK LATE. FULL SPEED.		
QB	GUN 3 LET RSH COME TO YOU, LOSE 2 AND THROW A BALL TO KEEP HIM ON THE MOVE. BE AN ACTOR.		
T	SELL PASS PROTECTION, EYES ON THE BACKER OVER YOU, LEAVE WHEN GUARD LEAVES. AVOID DL ON THE WAY OUT.		
H	RUN OFF. BLOCK SAFETY.		
BS REC	RUN OFF CORNER. SELL PASS AND BLOCK LATE. FULL SPEED.		

2023 PLAYBOOK

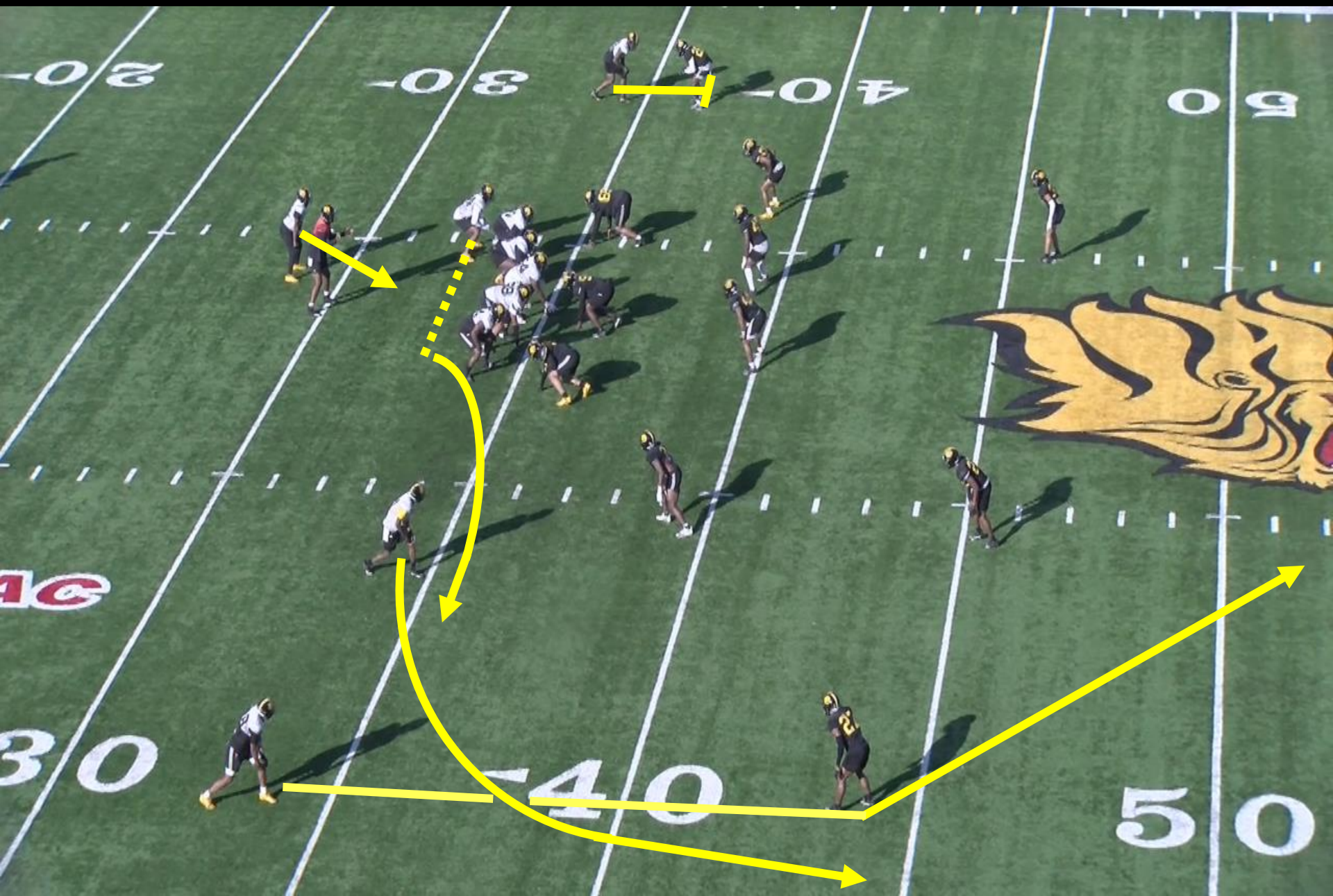


PWF

PLAY: QUEEN RIGHT 13

MOTION: Y ACROSS

RUN/PASS TAG: PWF



PLAY: QUEEN RIGHT 12

MOTION: H ACROSS

RUN/PASS TAG: PWF

