



Jet



Jet Motion Overview

In keeping with the series based offense, the Gun T RPO system uses “jet motion” and marries the following plays:

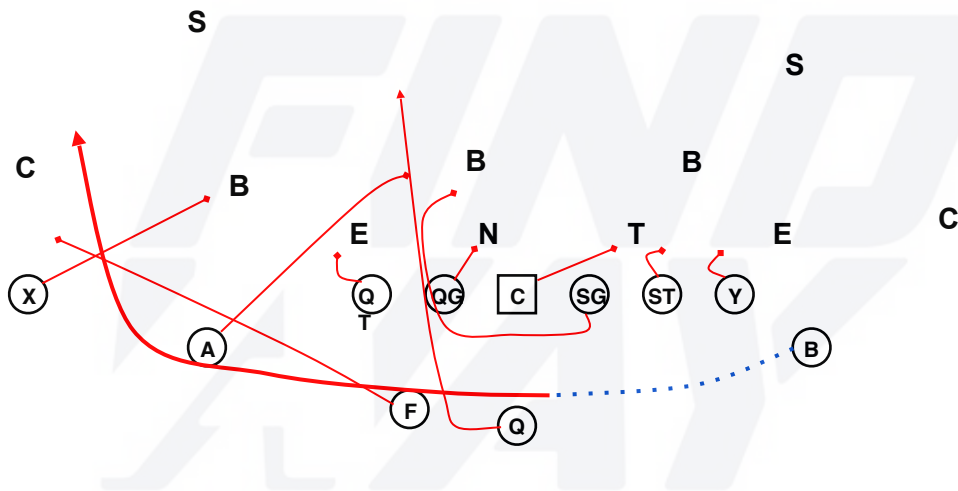
- Jet Sweep
- Quick Belly
- Quick Belly-Read
- Trips Passes
- Throwback Pass
- F Draw

This attacks the defense in every place with the same backfield action. The jet motion is difficult to adjust to as the offense transitions quickly into a 3 x 1 look. Then with the different run-pass plays built into the offense, it becomes very difficult for the defense to stop.

Each play can be run independently from the motion, but when you pair them together it gives a much more “series like” approach that is difficult to defend.



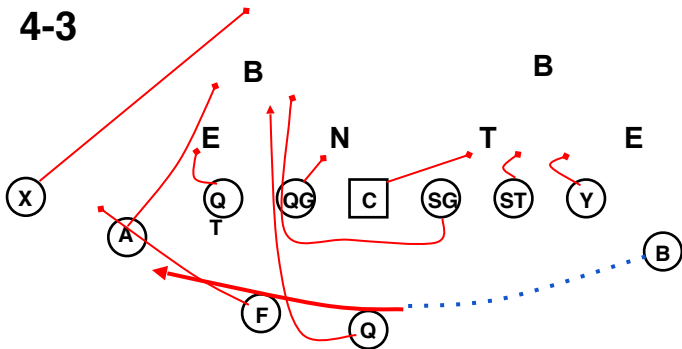
Jet Base Rules



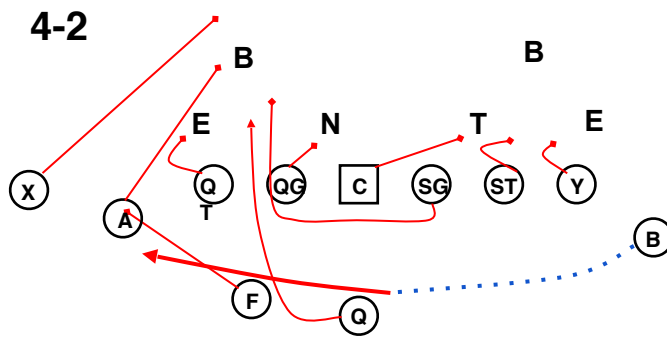
Position	Job Description
X	Crack OLB
A	Chip 5 tech if needed, crack ILB
F	Take flat path and kick first defender to show. If no one shows, wrap to corner
Y	Step inside, hinge
B	Quick Motion on Q signal, cut off F
QT	Hook DE
QG	Block #1 DL, Hook 3 tech
C	On/Backside
SG	Wrap through first gap on quickside, eyes inside
ST	Step inside, hinge
Q	Hand or toss to B



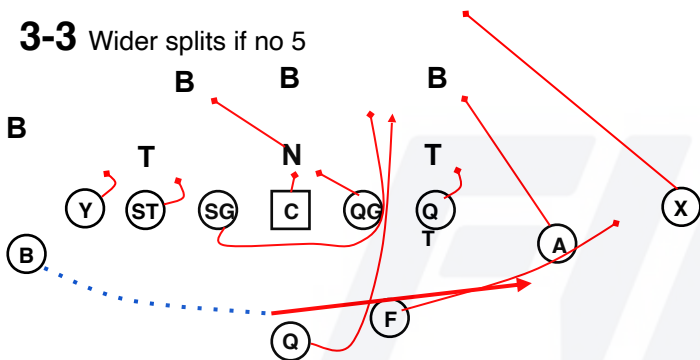
4-3



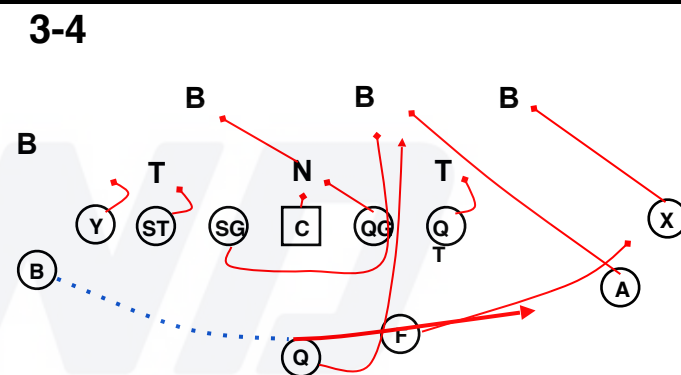
4-2



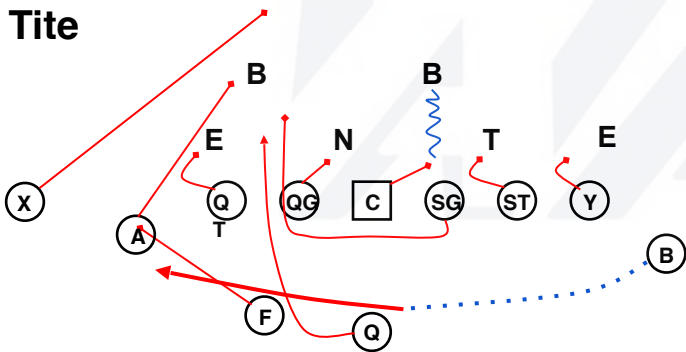
3-3 Wider splits if no 5



3-4



Tite



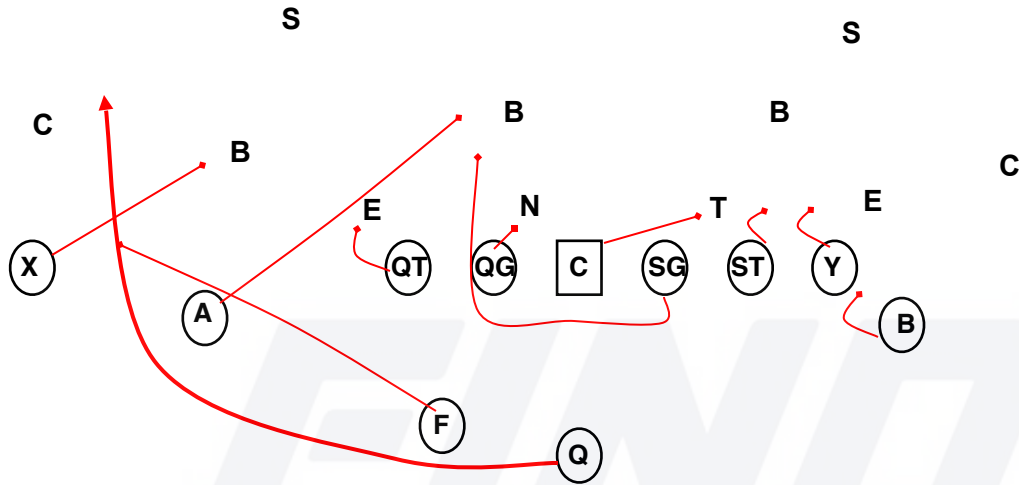


Flavors of Jet



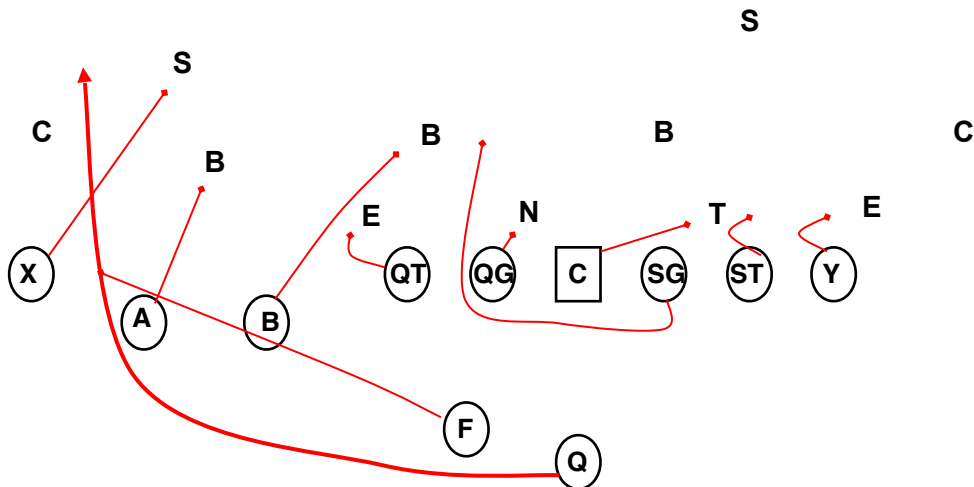
Red-Q Jet

Q ball at chin like pass
B step hinge



Red-Lion-Q Jet

B block ILB, chip 5 if needed. A Block OLB
X Crack Safety
Q ball at chin like pass



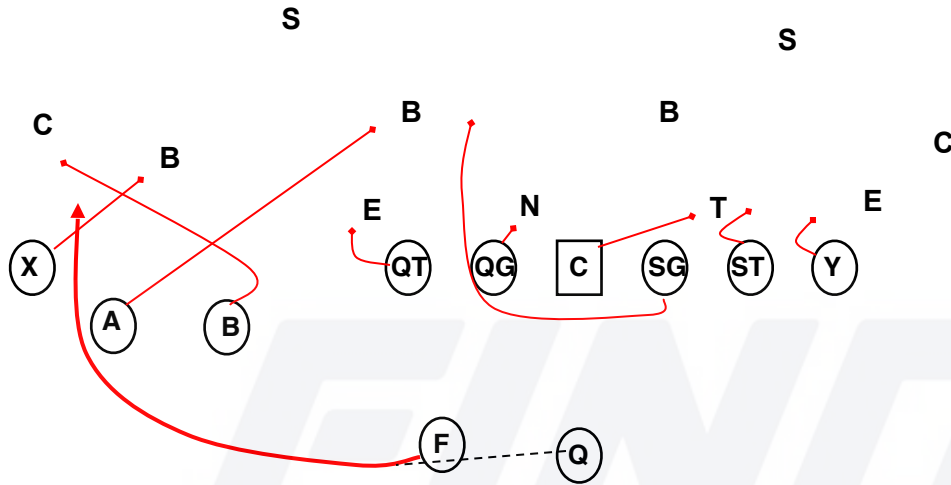


Flavors of Jet



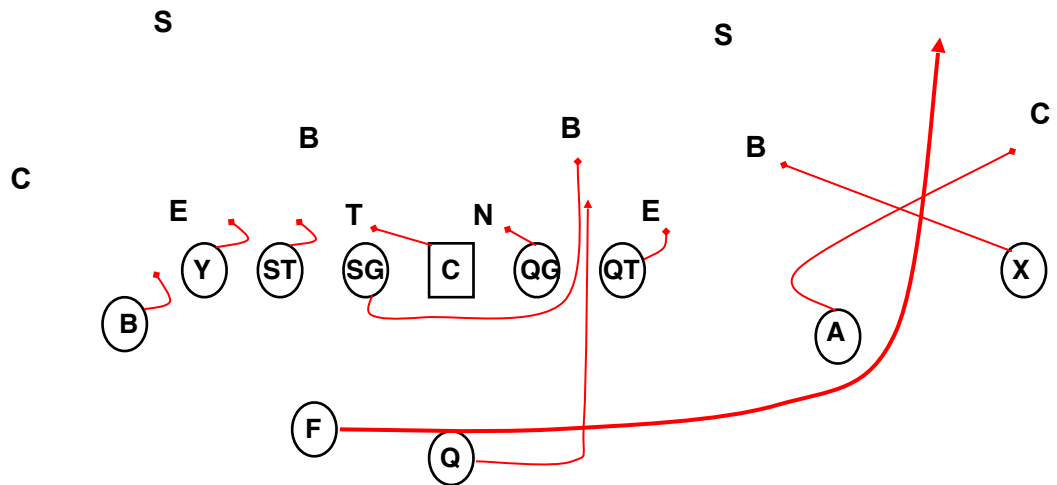
Red-Lion-F toss-Jet

B must kick now. F toss=inside most receiver kicks



Blue-Strong-F Jet

F jet=inside receiver kicks
A kick out



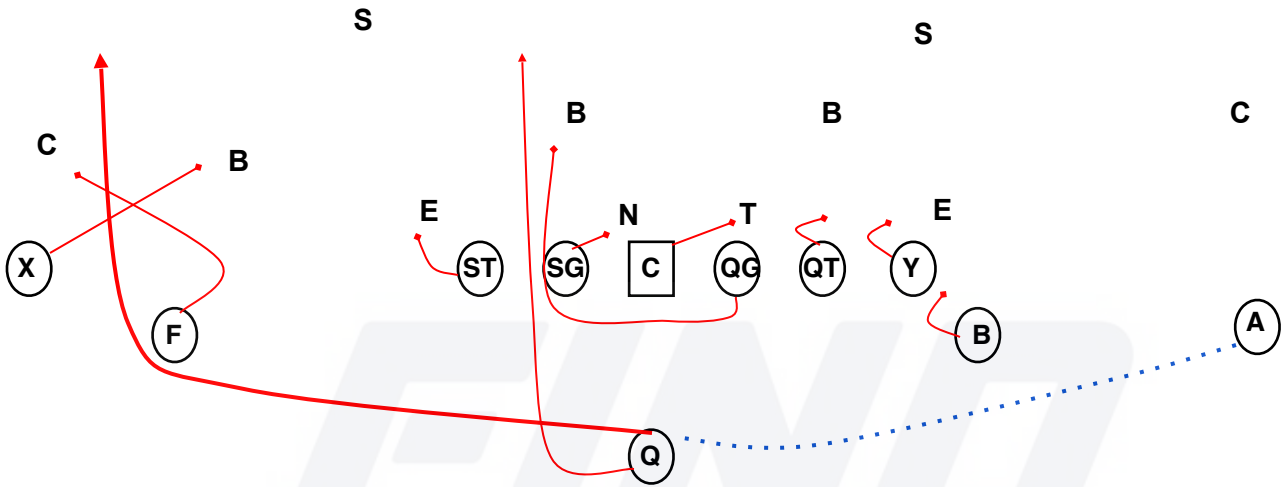


Flavors of Jet

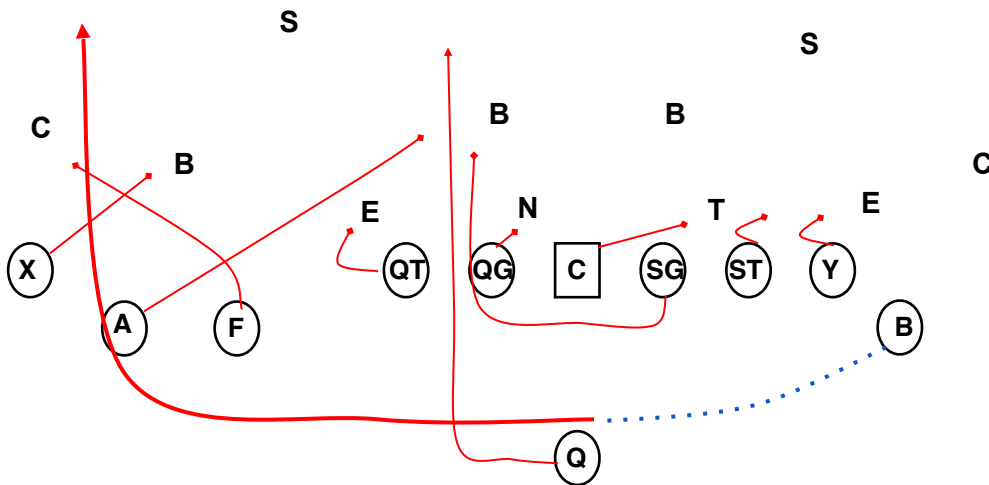


Blue-Empty-Flop-Train-Jet

Motion on QB, follow block by F



Red-Empty-Bus-Jet





Flavors of Jet



Blue-Bus-Draw

