



BRONCOS OFFENSE 2023





PHILOSOPHY

- **FUNDAMENTAL IN EVERYTHING WE DO**
- **SHORT, FAST & SIMPLE IN EVERYTHING WE DO**
 - **SHOW MANY LOOKS, RUN FEW CONCEPTS**
 - **MAKE DEFENSE DEFEND ENTIRE FIELD**
 - **HAVE ABILITY TO BE BALANCED**
- **NEVER TRY TO OUTSMART OPPOSING COACHS**
 - **EXPLOIT DEFENSIVE PLAYERS**
- **BE PHYSICAL IN EVERY ASPECT IN THE RUN AND PASS**
 - **RUN AND PASS MUST COMPLEMENT ONE ANOTHER**
 - **CONTROL WHAT WE CAN CONTROL**

GOALS

300+ Yards of Offense

150 Rushing Yards

150 Passing Yards

8 Explosive Plays (12+ Yards)

100% Red Zone

Convert 90% 3rd and 4th Down Short Yardage

Convert 75% 3rd Down

Less than 30 Yards of Penalties in Game

90 % Positive Offensive Plays

No Turnovers

21 or More Points in Game

WIN



OFFENSE STRUCTURE

- **ABILITY TO RUN & PASS FROM EACH PERSONNEL GROUP & FORMATION**
 - **HAVE A RUN & PASS FOR EACH SITUATION**
 - **CARRY COMPLIMENTARY PLAYS**
 - **KEEP EVERYTHING AS SIMPLE AS POSSIBLE**
 - **TEACH CONCEPTUALLY**
 - **OFFENSE TERMINOLOGY**
 - **PLAY FAMILIES**
 - **RULES & ASSIGNMENT BASED OFFENSE**
 - **FUNDAMENTALS**

OFFENSE CATEGORIZATION

STRUCTURE	RUN GAME	PASS GAME
TEMPO	GAP	SCREEN
PERSONNEL	MAN	QUICK
FORMATIONS	Q-RUNS	CONCEPT
MOVEMENTS	ALTERNATES	ACTION
MOTIONS	RPO	SPRINT



BRONCOS OFFENSE 2023



POWER

-PITTSBURGH -STEELERS

- READ
- TOSS

INSIDE

-INDY -COLTS

- ROE
- WHAM

COUNTER

-CAROLINA -PANTHERS

- FOG
- GOAT
- ARC

BUCK

-CLEVELAND -BROWNS

PLUG

-PHILLY -EAGLES

- G

JET

-SEATTLE -SEAHAWKS

- TOSS
- WIDE

RPO

-SNEAK -FLAT -ORBIT
 -COKE -POP -ZOOM
 -MIST -DASH -SWING

90'S

-90 -95

-91 -96

-92 -97

-93 -98

-94 -99

CONCEPT

-SNAG F/Y/Z

ACTION

-STAR -PIG -HOOVER

-EXCHANGE -YANKEE

SCREEN

-NOW -TUNNEL

-MIST -SLIP

NAKED

-SLICE -LOBO

-93 SLICE -WHIP

SPRINT OUT

-RAMBO -LAMBO

PASS PROTECTIONS

-ROCKY -LUCKY

-DALLAS -COWBOY

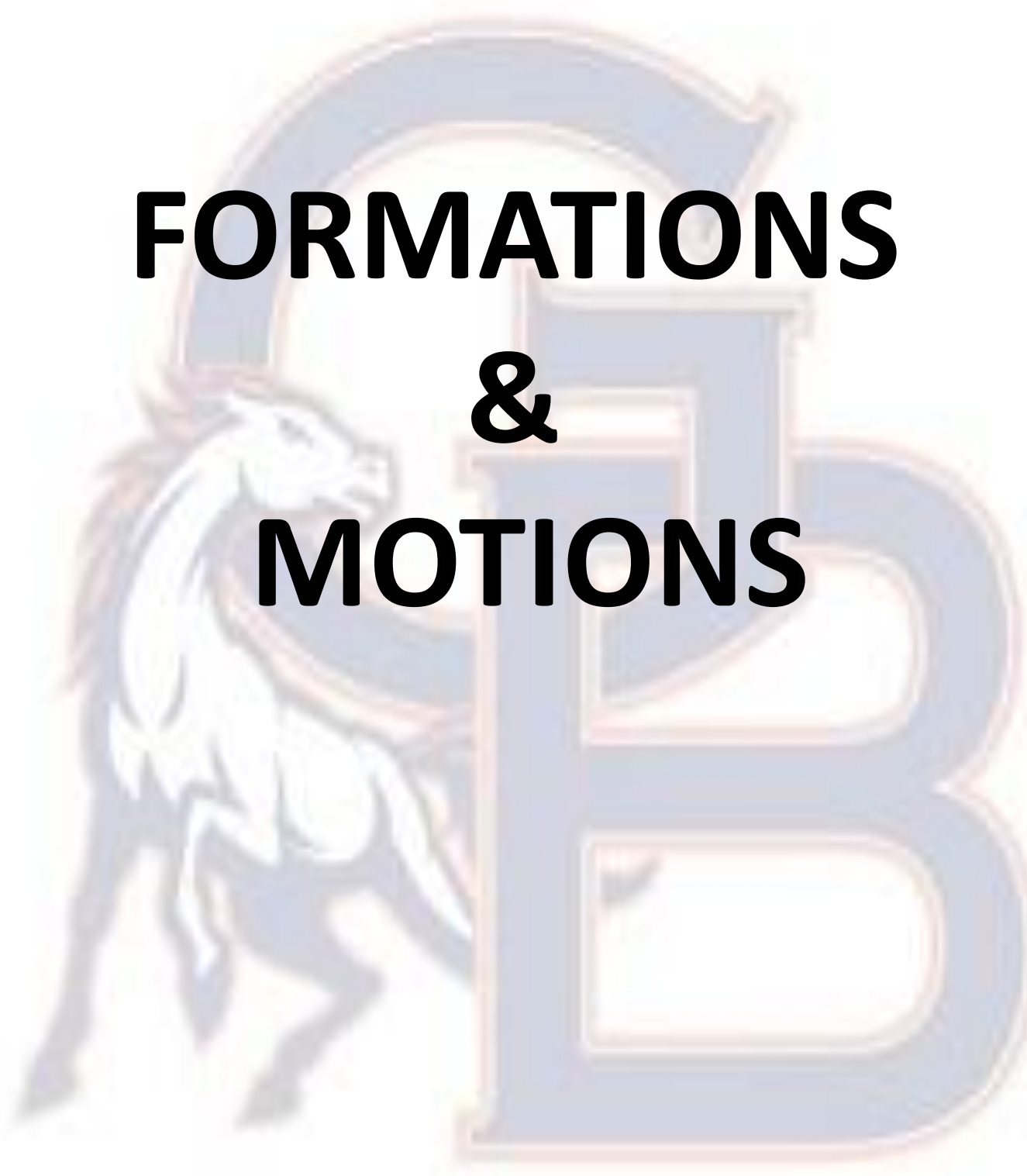
-RICKY -LOUIE

-RINGO -LARRY

-BOB -MAX



FORMATIONS & MOTIONS





PERSONNEL GROUPS



TIGER	POWER SPREAD
PISTOL	10 PERSONNEL SPREAD
NFL	20 PERSONNEL 2 BACK PRO STYLE
ACE	11 PERSONNEL TE
I	21 PERSONNEL
TUBBY	GOALINE/SHORT DISTANCES

Q- 1-Back (QB) Most important player to our offense. We can make do with a great passer/limited runner, or a great runner/limited passer. Must be intelligent and hardworking

T- Physical Runner Type, Elusive Runner Type

F- (FB/TE) Attached to the Box in either a Sniffer or In-Line TE position. Must be a physical and aggressive blocker who can block DE's and LB's. Decent Ball skills.

F- IN PISTOL PERSONNEL A SLOT BODY TYPE WR WILL SUB IN

Y- BEST BLOCKING WR THAT IS ALSO SIMILAR TO Z, BIGGER BODY TO CROSS FIELD BUT STILL HAS SPEED TO STRETCH FIELD

Z- (Predominant Field WR) Most versatile WR, a Hybrid WR/RB. Jet Sweeps, Screens, and Go Routes are primary means of getting him the Ball.

X- Taller Bigger WR. Jump ball kid. Basketball SF/PF would be ideal. Isolation Routes, Bang 8's, GL Fades are primary routes.

X-SHARK

F-FOX

Y-YETI

X-AXE



TIGER PERSONNEL



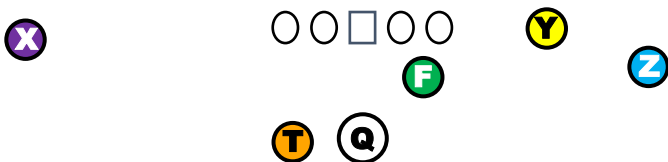
RHINO RIGHT



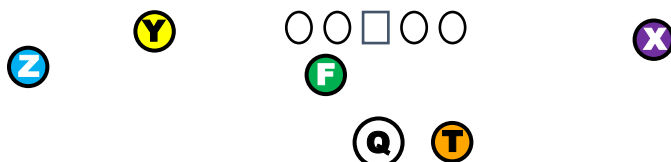
RHINO LEFT



RHINO RIGHT WEAK



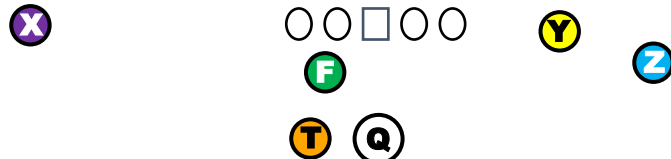
RHINO LEFT WEAK



RHINO RIGHT OVER



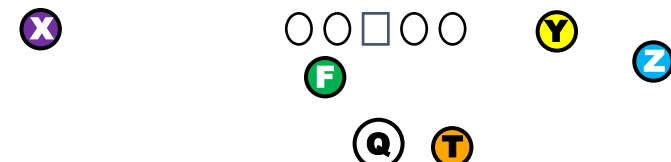
RHINO LEFT OVER



RHINO RIGHT WEAK OVER



RHINO LEFT WEAK OVER



TIGER PERSONNEL ALIGNMENT

- QB AT 5 YARDS IN SHOTGUN
- T HAS TOES ON HEELS OF QB OFFSET
- F IS IN B-GAP CENTERED AND FINGERTIPS ON LINEMAN
- Y & Z TRAVEL TOGETHER
- X TRAVELS ALONE
- Y & X ON BALL, Z OFF BALL
- RIGHT AND LEFT COMMUNICATED TO F
- STRONG AND WEAK COMMUNICATED TO T
- OVER COMMUNICATED TO Y & Z
- X ALWAYS SINGLE WR SIDE

MIDDLE OF FIELD

- X-SPLIT NUMBER (MIDDLE)
- Y-SPLIT HASH AND NUMBER (MIDDLE)
- Z-SPLIT NUMBER (MIDDLE)

SHORT SIDE

- X- SPLIT NUMBER
- Y- SPLIT NUMBERS & OLINE
- Z-BOTTOM NUMBER

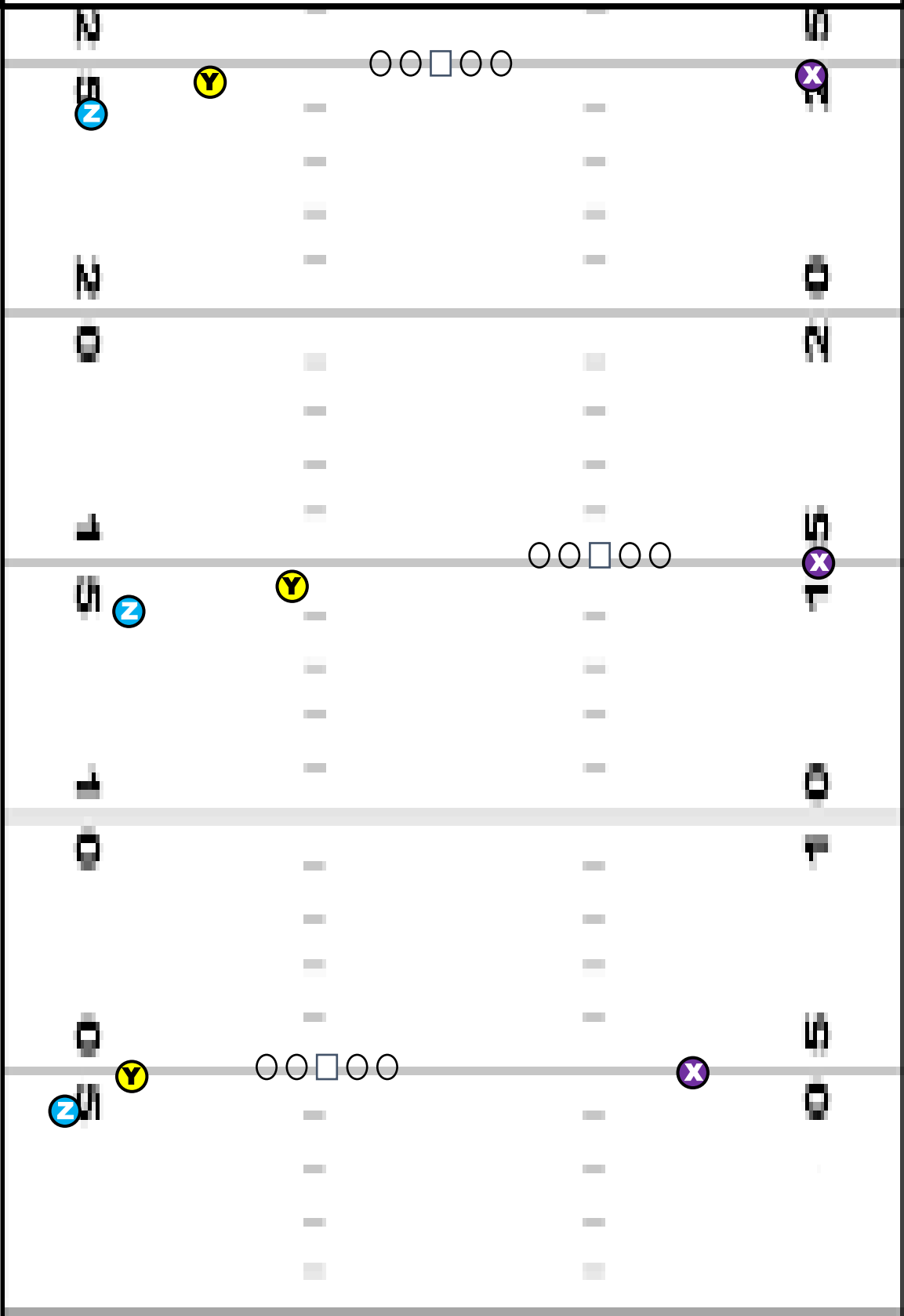
WIDE SIDE

- X- SPLIT HASH & NUMBERS
- Y-TOP HASH
- Z- TOP OF NUMBER

SQUEEZE- COMPRESS WR TO FORMATION

SWAP- SWITCH Y & Z ON OR OFF BALL

TIGER PERSONNEL ALIGNMENT

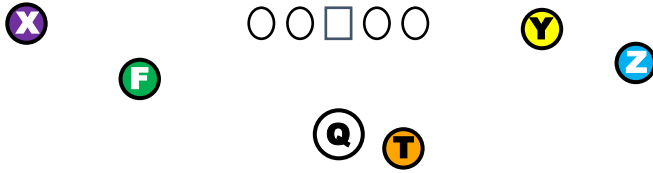




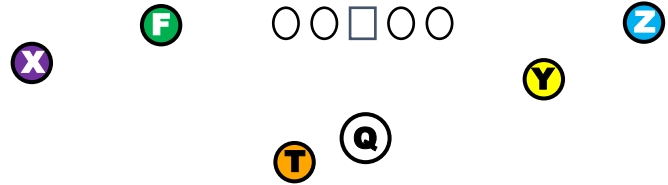
PISTOL PERSONNEL



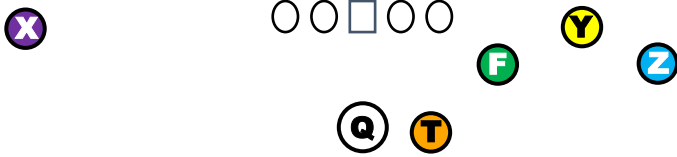
RIP



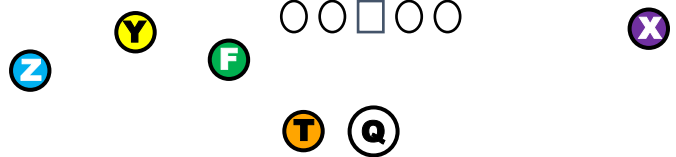
LIZ



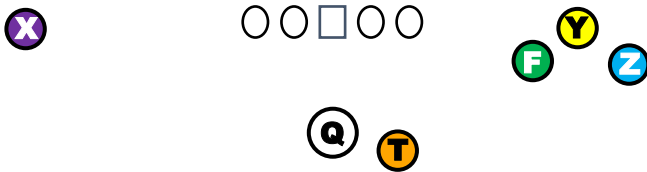
TRIPS RIGHT



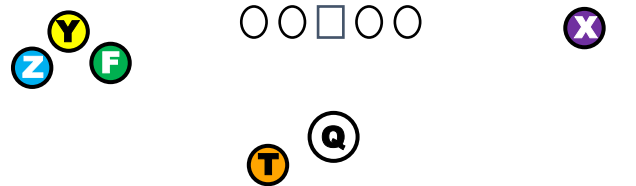
TRIPS LEFT



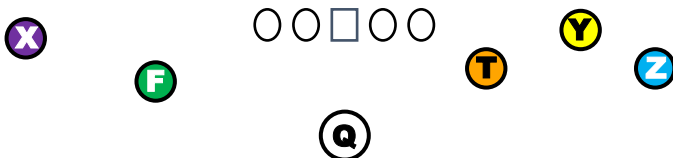
BUNCH RIGHT



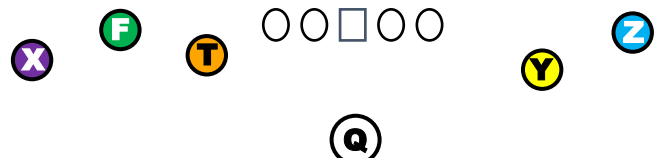
BUNCH LEFT



EMPTY RIGHT



EMPTY LEFT



PISTOL PERSONNEL ALIGNMENT

- Q- ALIGN 5 YARDS FROM BALL IN SHOTGUN
- T- ALIGN TO DIRECTION CALL SIDE, UNLESS GIVEN A WEAK TAG
- F- SLOT WR WILL SUB OUT FULL BACK

2X2 RULES-RIP/LIZ

- WR WILL NOT CHANGE SIDES
- Y/Z ON RIGHT, F/X ON LEFT SIDE
- RIP-RIGHT/LIZ-LEFT
- DIRECTION CALL #2 WR WILL BE ON THE BALL AND #1 WR WILL BE OFF
- AWAY CALL #2 WR OFF THE BALL AND #1 WR ON THE BALL

3X1 RULES- TRIPS/BUNCH

- Y WILL ALWAYS BE ON BALL WITH Z OUTSIDE AND F INSIDE
- X WILL BE SINGLE WR

EMPTY

- T WILL BECOME #3 WR TO DIRECTION CALL SIDE
- 2X2 AND 3X1 RULES BASED ON NUMBERS

2X2 FIELD ALIGNMENT

- SAME AS TIGER PERSONNEL 2X2

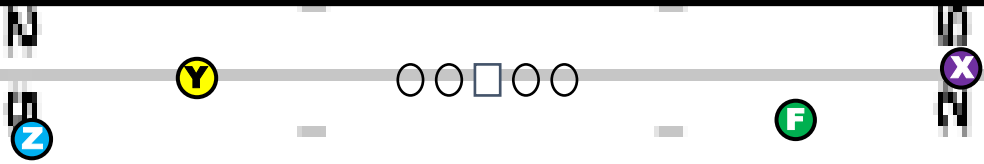
3X1 FIELD ALIGNMENT

- WIDE-INSIDE HASH/SPLIT/NUMBERS
- SINGLE-NUMBERS

BUNCH ALIGNMENT

- SET OFF Y ALIGNMENT
 - *SQUEEZE*- COMPRESS WR TO FORMATION
 - *SWAP*- SWITCH Y & Z ON OR OFF BALL

PISTOL PERSONNEL ALIGNMENT

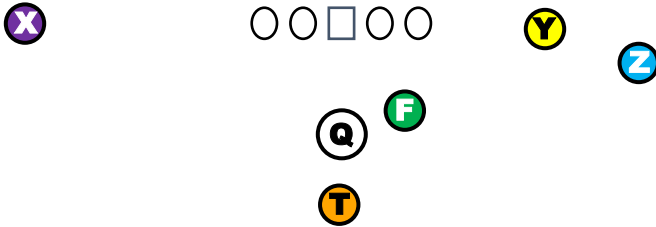




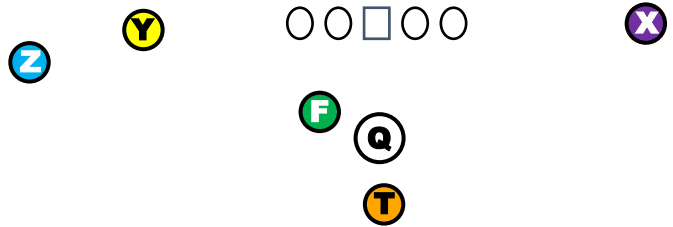
NFL PERSONNEL



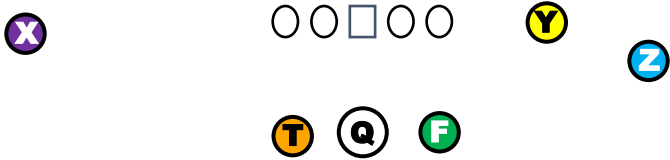
PRO RIGHT



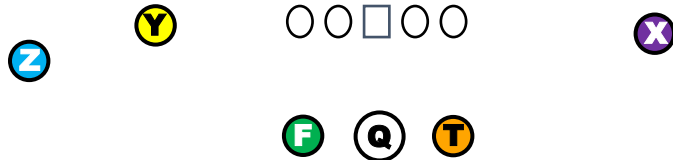
PRO LEFT



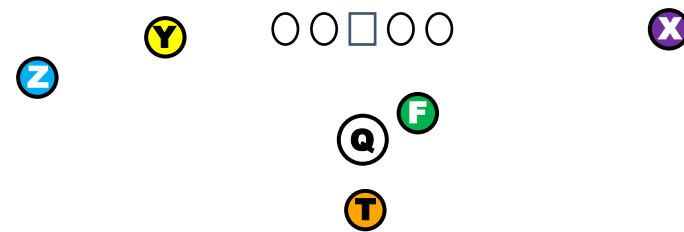
SPLIT RIGHT



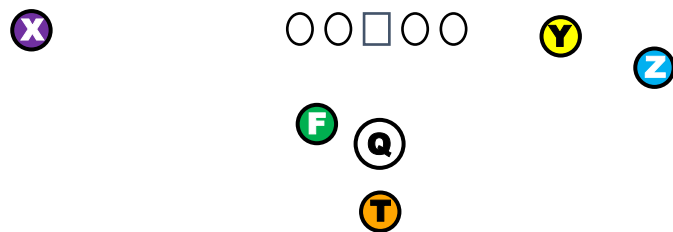
SPLIT LEFT



PRO RIGHT OVER



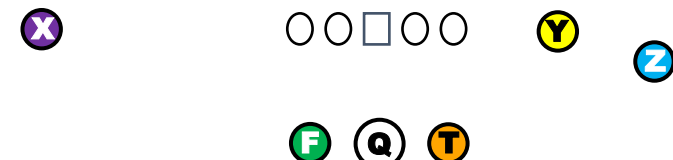
PRO LEFT OVER



SPLIT RIGHT OVER



SPLIT LEFT OVER



NFL PERSONNEL ALIGNMENT

- Q- ALIGN 5 YARDS FROM BALL IN SHOTGUN
- T- PRO FORMATIONS T WILL ALIGN IN PISTOL 2 YARDS FROM QB HEELS. IN SPLIT T WILL ALIGN AWAY FROM FORMATION DIRECTION IN SIDECAR OF QB.EVEN. CHEAT FOR SUCCESS.
- F- ALIGN IN PRO AND SPLIT TO DIRECTION OF FORMATION.SPLIT ALIGN WITH QB. PRO ALIGN SIDECAR AND HEELS ON TOES OF QB. EVEN CHEAT FOR SUCCESS.
- Y- ALIGN ON THE BALL, ALWAYS PAIRED WITH Z RECIEVER. OVER WILL TELL Y TO ALIGN “OVER” FROM DIRECTION OF FORMATION
- Z- ALIGN OFF THE BALL, ALWAYS PAIRED WITH Y RECIEVER. OVER WILL TELL Z TO ALIGN “OVER” FROM DIRECTION OF FORMATION
- X- ALIGN ON THE BALL, ALWAYS THE SIGNLE RECIEVER AWAY FROM DIRECTION CALL. OVER WILL TELL Z TO ALIGN TO DIRECTION CALL
- SPACING SAME AS 2X2 ALIGNMENT

SQUEEZE- COMPRESS WR TO FORMATION

SWAP- SWITCH Y & Z ON OR OFF BALL

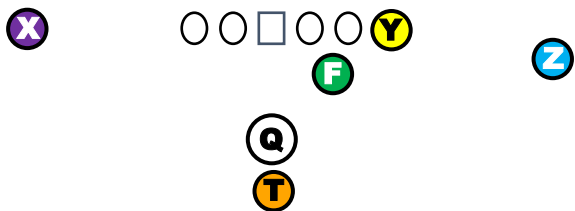
SPLIT- 2 BACK SPLIT



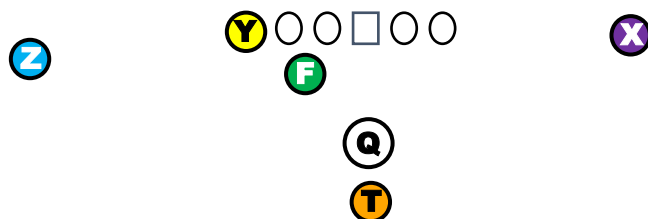
I PERSONNEL



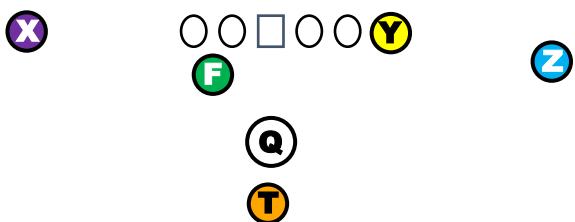
I RIGHT



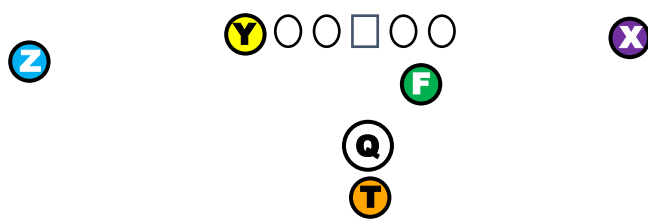
I LEFT



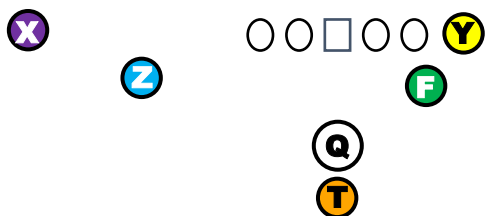
I RIGHT WEAK



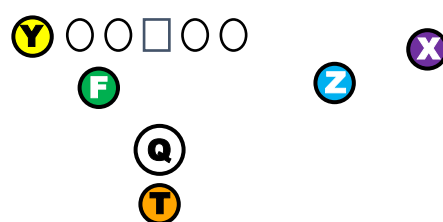
I LEFT WEAK



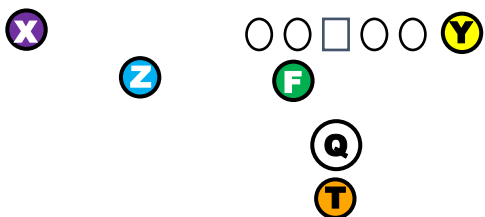
DUO RIGHT



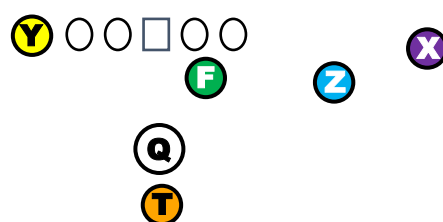
DUO LEFT



DUO RIGHT WEAK



DUO LEFT WEAK



I PERSONNEL RULES

- Q- ALIGN 5 YARDS FROM BALL IN SHOTGUN
- T- PISTOL ALIGNMENT 2 YARDS FROM QB HEELS
- F- WILL SUB IF AS FULL BACK AND FOLLOW STRONG/WEAK CALL
- Y-FOLLOW DIRECTION CALL AND SUB IN EXTRA LIENMAN/TE
- X-ALWAYS GO AWAY FROM CALL ON THE BALL
- Z- ALWAYS OFF BALL, I FORMATIONS GO TO CALL SIDE AND DUECE CALLS GO AWAY FROM CALL

SQUEEZE- COMPRESS WR TO FORMATION

SWAP- SWITCH Y & Z ON OR OFF BALL

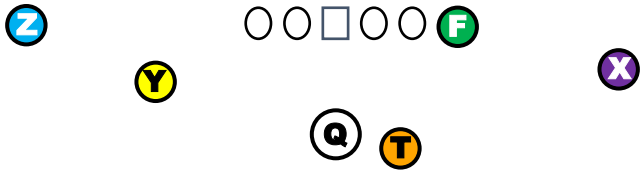
SPLIT- 2 BACK SPLIT



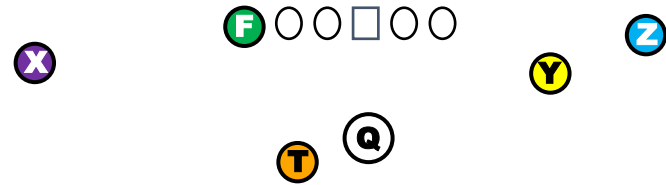
ACE PERSONNEL



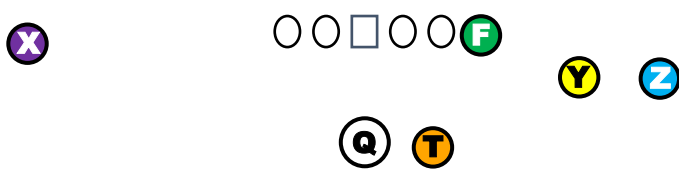
ACE RIGHT



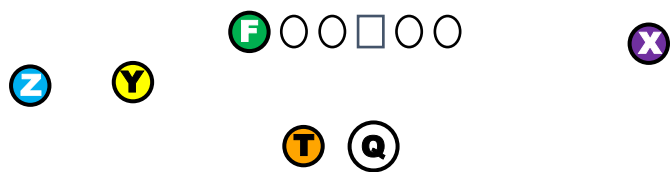
ACE LEFT



TREY RIGHT



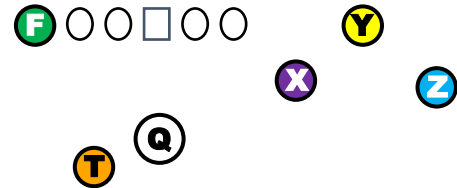
TREY LEFT



TROY RIGHT



TROY LEFT



ACE PERSONNEL RULES

- Q- ALIGN 5 YARDS FROM BALL IN SHOTGUN
- T- ALIGN TO DIRECTION CALL SIDE, UNLESS GIVEN A WEAK TAG
- F-SUB IN FOR SLOT WR

ACE RULES

- F (TE) WILL FOLLOW DIRECTION OF CALL
- X WILL FOLLOW DIRECTION CALL OFF BALL
- Y/Z WILL KEEP 2X2 RULES FROM PISTOL

TREY RULES

- F (TE) WILL FOLLOW DIRECTION OF CALL
- X WILL BE SINGLE WR AWAY FROM CALL
- Y/Z WILL FOLLOW CALL OFF THE BALL

TROY RULES

- F (TE) WILL FOLLOW DIRECTION OF CALL
- TRIPS AWAY FROM TE (ZYX) Y ON THE BALL

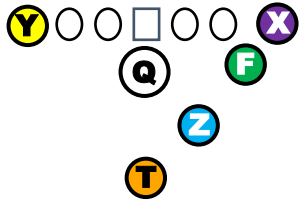
*IF TE ON YOUR SIDE, WR IS OFF



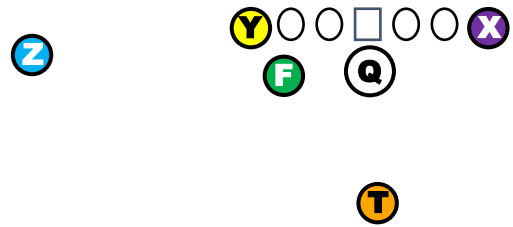
TUBBY PERSONNEL



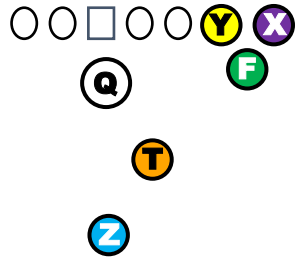
TANK RIGHT



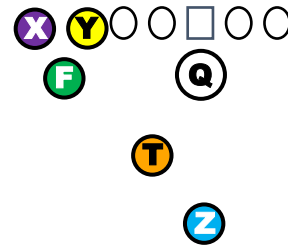
TANK LEFT



FAT RIGHT



FAT LEFT



TUBBY RULES

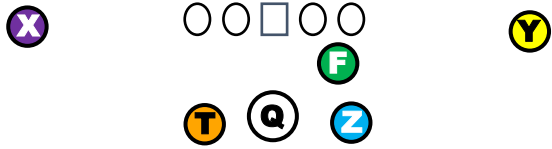
- Q- ALIGN UNDER CENTER
- T- ALIGN IN PISTOL 5 YARDS FROM BALL
- F- FOLLOW CALL 2 YARDS FROM Q
- X- SUB IN TE
- Z- ALIGN TO CALL SIDE OFF BALL
- Y-SUB IN TE



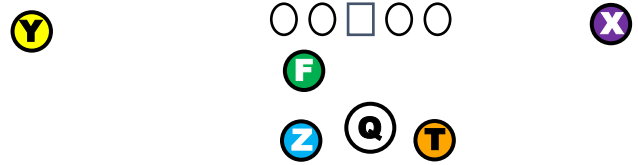
MISC. FORMATIONS



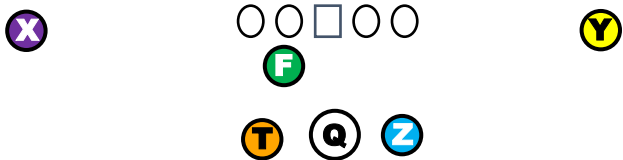
HULK RIGHT



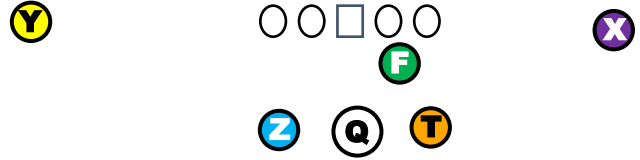
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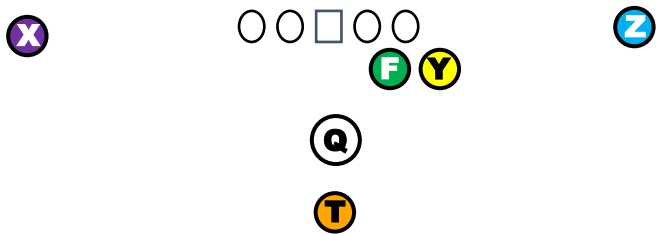
HULK RIGHT WEAK



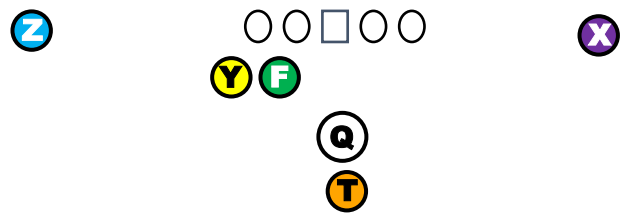
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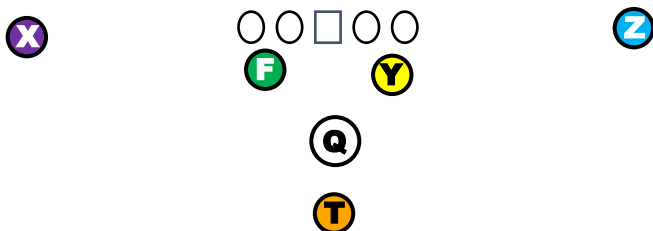
DUECE RIGHT



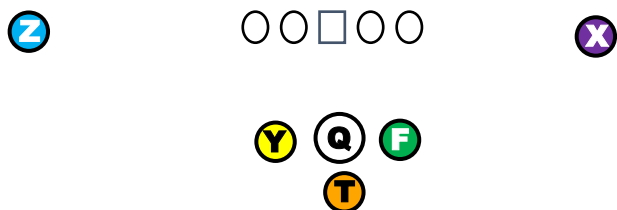
DUECE LEFT



BONE



DIAMOND

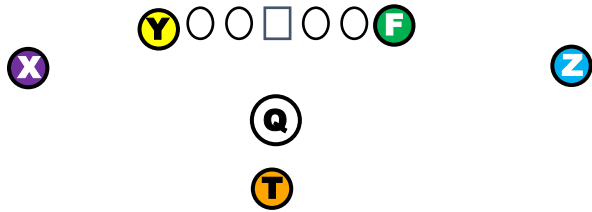




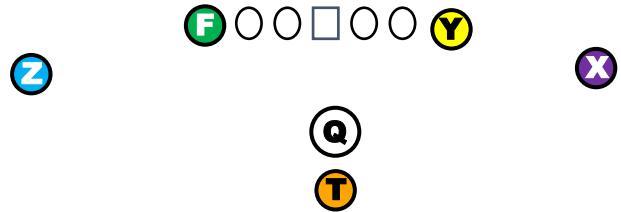
MISC. FORMATIONS



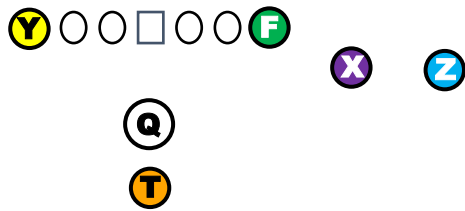
TITE RIGHT



TITE LEFT



TEX RIGHT



TEX LEFT



SQUEEZE- COMPRESS WR TO FORMATION

SWAP- SWITCH Y & Z ON OR OFF BALL

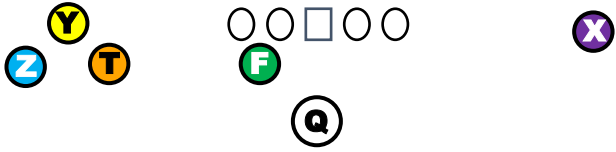
SPLIT- 2 BACK SPLIT



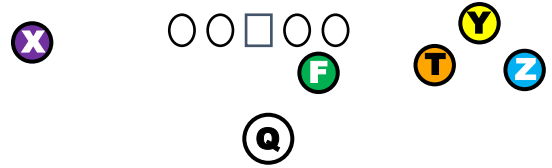
GADGET FORMATIONS



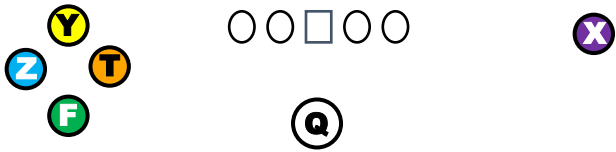
TRIBE LEFT



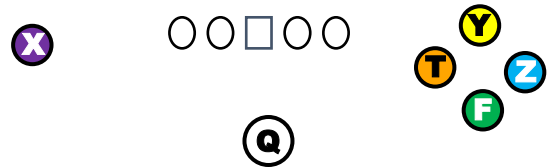
TRIBE RIGHT



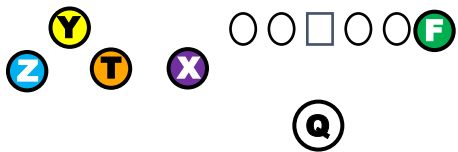
SQUARE LEFT



SQUARE RIGHT



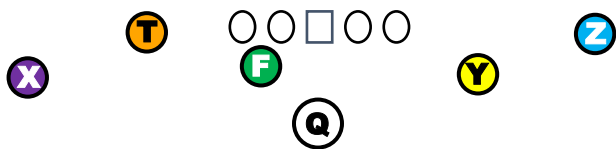
QUAD LEFT



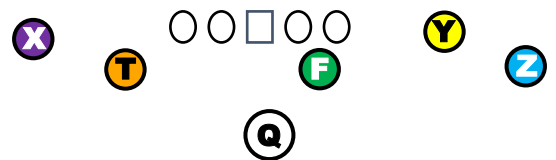
QUAD RIGHT



DUB LEFT



DUB RIGHT



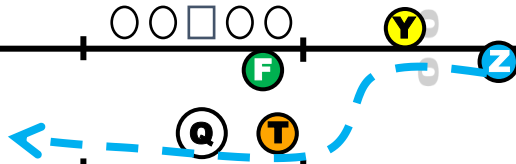


ORBIT MOTION

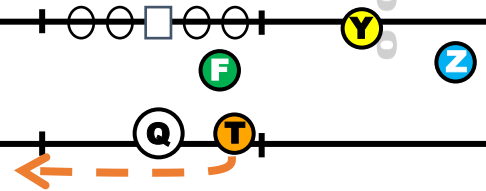


- TAGGED PLAY WILL AIM TO ATTACK THE HEELS OF THE QB OR THE DEEPEST BACK.
- BALL WILL BE SNAPPED WHEN TAGGED PLAYER REACHES THE HEELS OF THE QB.
- ORBIT MOTION WILL USED TO GAIN ALLEY ADVANTAGE IN RUN OR PASS GAME.
- AFTER SNAP OF BALL PLAYER WILL CONTINUE TO FLATS

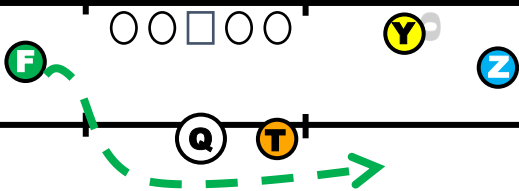
Z-ORBIT



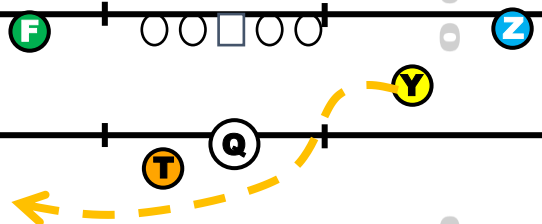
T-ORBIT



F-ORBIT



Y-ORBIT



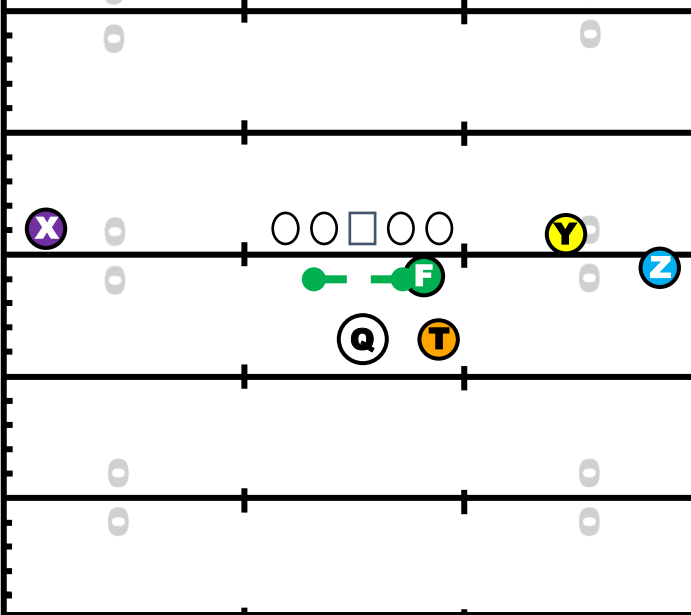


IN MOTION

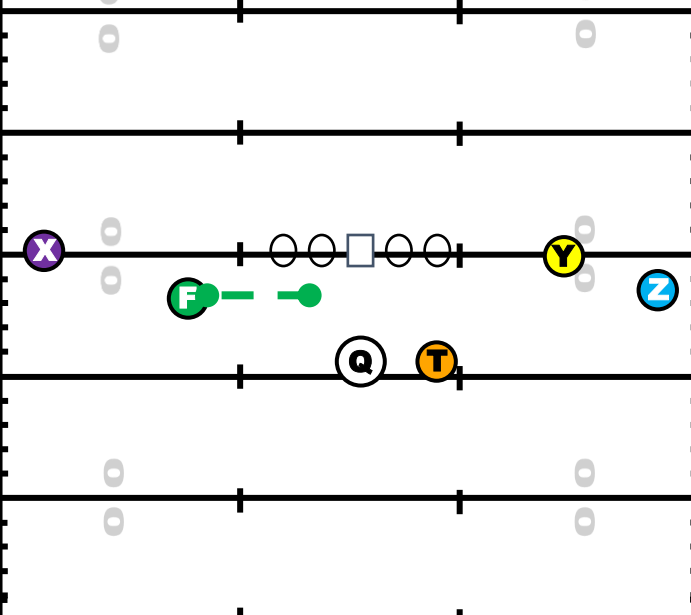


- TAGGED PLAYER WILL WORK BACK INTO THE FORMATION
- BALL WILL BE SNAPPED WHEN TAGGED PLAYER IS IN POSITION
- IN MOTION WILL BE USED TO GAIN LEVERAGE ADVANTAGE OR ALIGN DEFENSE
- F COMING INTO FORMATION WILL ALIGN TO BASE POSITION OF PLAY
- Z-IN WILL HAVE Z MOTION TO NEXT INSIDE MAN
- T MOTIONING IN WILL MOTION TO BACKFIELD TO BASE POSTION

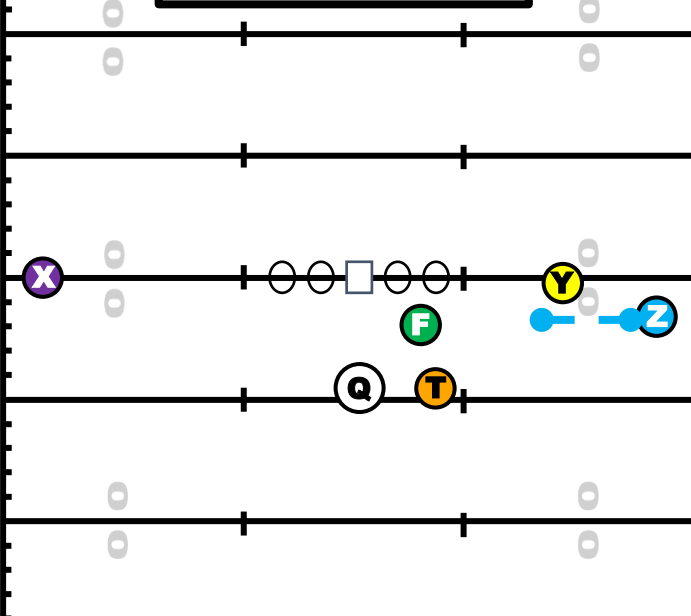
F-IN



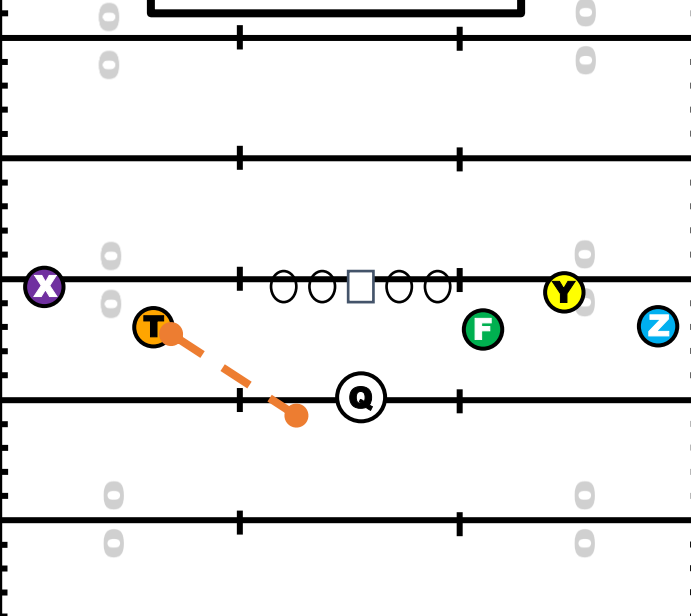
F-IN



Z-IN



T-IN



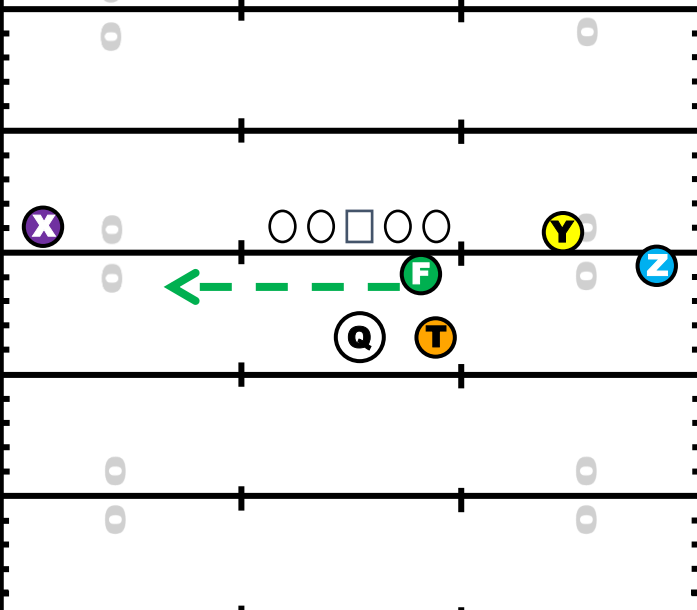


FLY MOTION

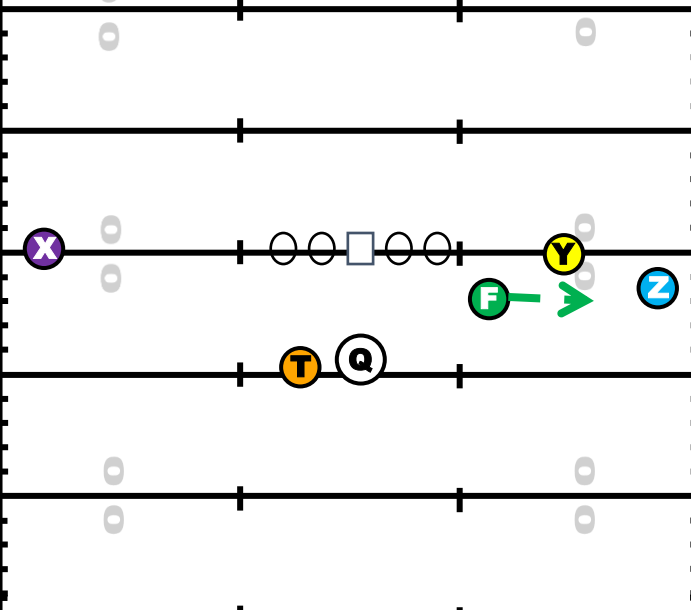


- TAGGED PLAYER WILL MOTION SPRINTING AWAY FROM THE FORMATION
- BALL WILL BE SNAPPED ONCE TAGGED PLAYER IS PAST THE FORMATION
- WE WANT TO PULL DEFENDER AWAY FROM FORMATION
- ONCE BALL IS SNAPPED TAGGED PLAYER WILL CONTINUE TO FLATS

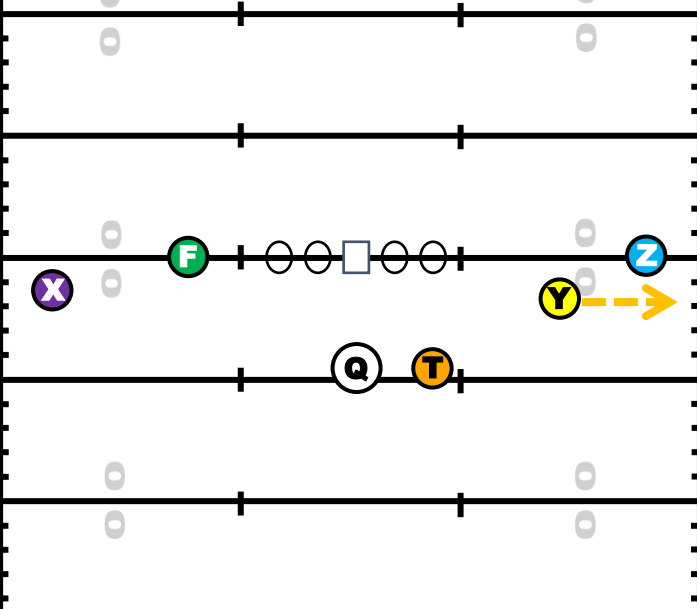
F-FLY



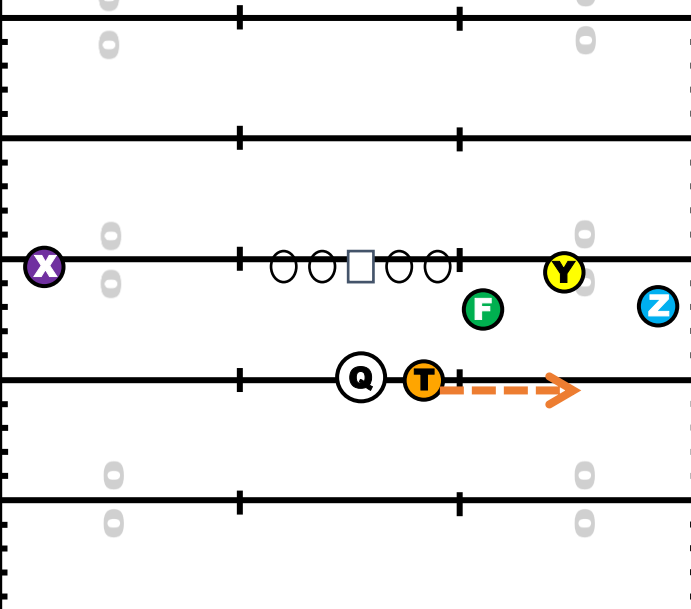
F-FLY



Y-FLY



T-FLY



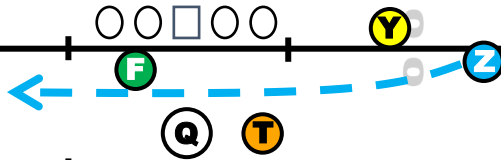


ZOOM MOTION

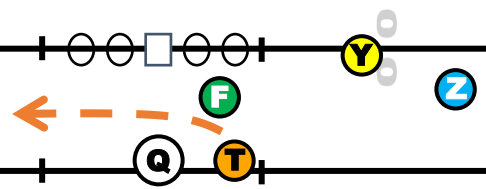


- TAGGED PLAYER WILL MOTION SPRINTING TO THE FORMATION BETWEEN QB TOES AND CENTER
- BALL WILL BE SNAPPED ONCE TAGGED PLAYER IS PAST THE BALL
- IF JET SWEEP (SEATTLE/SEAHAWKS) BALL SNAPPED AT SAME SIDE TACKLE
- WE WANT TO ADD A (+) NUMBERS ADVANTAGE TO THE OFFENSE
- ONCE BALL IS SNAPPED TAGGED PLAYER WILL CONTINUE TO FLATS

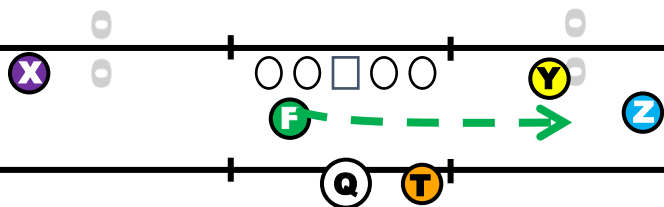
Z-ZOOM



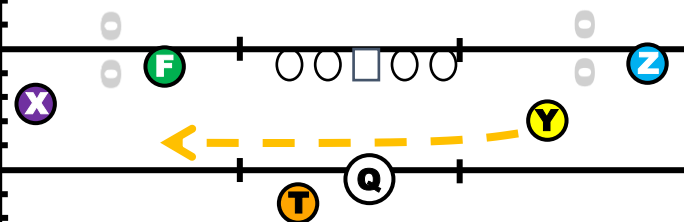
T-ZOOM



F-ZOOM



Y-ZOOM



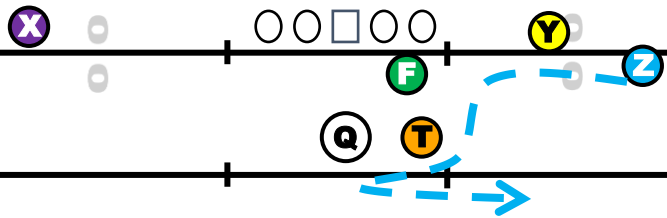


UTAH MOTION

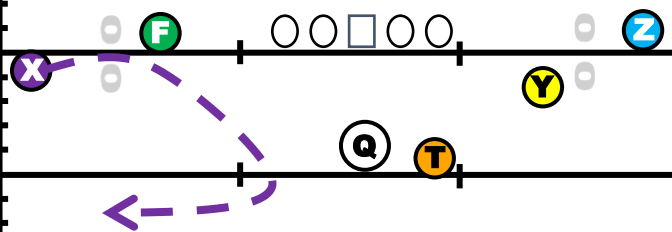


- TAGGED PLAYER WILL BEGIN MOTION SAME AS ORBIT MOTION ATTACKING DEEPEST BACKS HEELS
- SNAP OF BALL TAGGED PLAYER WILL RETURN BACKOUT
- MOTION WILL BE USED TO ROTATE DEFENSE AND CREATE MISDIRECTION
- TAGGED PLAYER WILL CONTINUE INTO FLATS AFTER SNAP

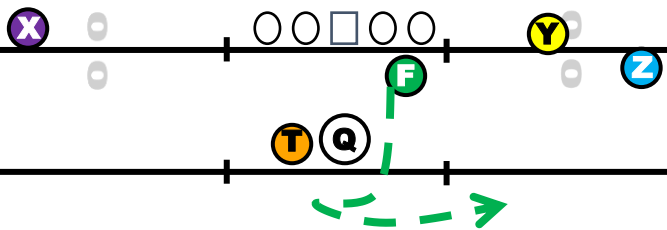
Z-UTAH



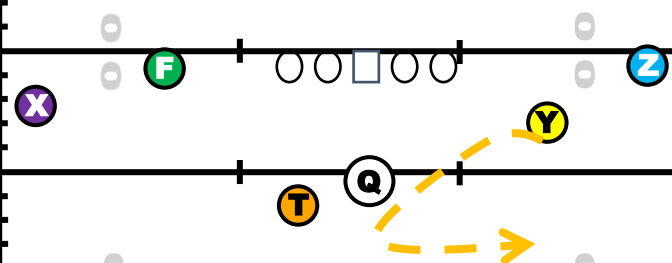
X-UTAH



F-UTAH



Y-UTAH



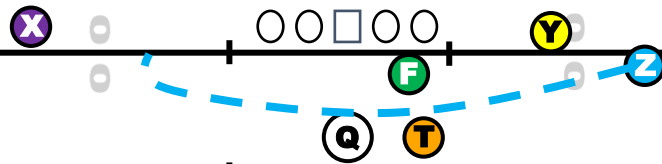


OP MOTION

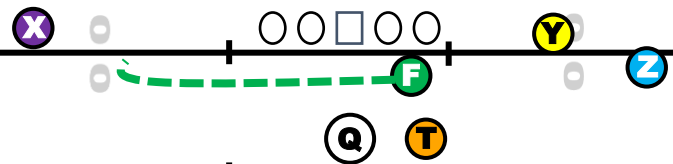


- OP MOTION WILL BE USED TO GET TAGGED PLAYER TO THE "OPPOSITE" SLOT
- ANY PLAY CAN BE USED IN THIS MOTION. TAGGED PLAYER WILL GET SET
- WILL USE THIS MOTION TO CREATE A NUMBERS ADVANTAGE ON THE PERIMETER

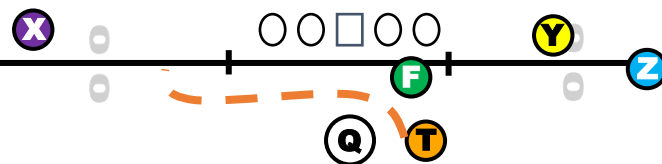
RHINO RIGHT Z-OP



RHINO RIGHT F-OP



RHINO RIGHT T-OP





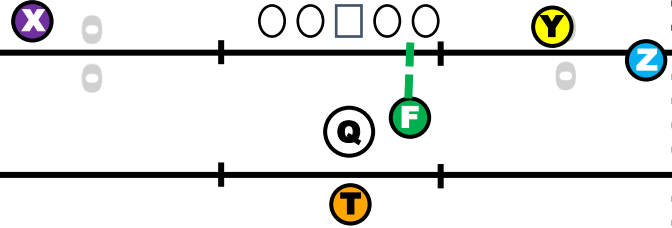
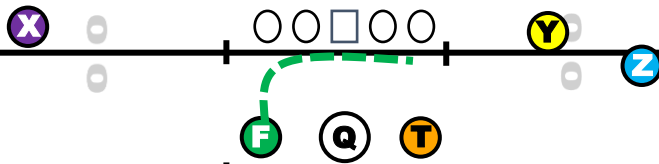
UP MOTION



- UP MOTION WILL BE USED TO GET FULL BACK FROM THE HIP OF THE QUARTERBACK TO AN UPBACK POSITION.
- USED TO GIVE THE FULLBACK BETTER LEVERAGE AND ALIGN THE DEFENSE HOW WE WANT THEM
- FULL BACK WILL MOVE "UP" TO THE BEST LEVERGE POSITION FOR THE PLAY CALLED.

SPLIT LEFT OVER F-UP STEELERS

PRO RIGHT F-UP INDY ROE





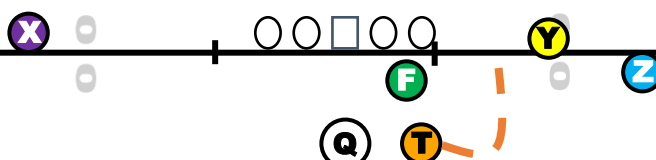
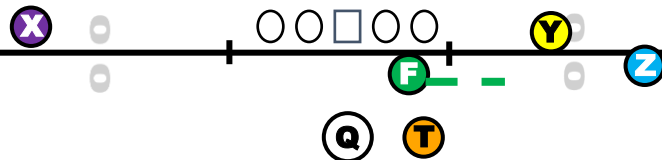
MOVE MOTION



- MOVE MOTION WILL BE USED TO GET TAGGED PLAYER FROM BACKFIELD TO SAME SIDE AS A WIDE OUT
- TAGGED PLAYER WILL GET SET. ONLY PLAYER ALIGNED IN BACKFIELD WILL USE MOTION
- THIS MOTION WILL BE USED TO CREATE A NUMBER ADVANTAGE
- PLAYER WILL BE SET ON SNAP OF BALL

RHINO RIGHT F-MOVE

RHINO RIGHT T-MOVE





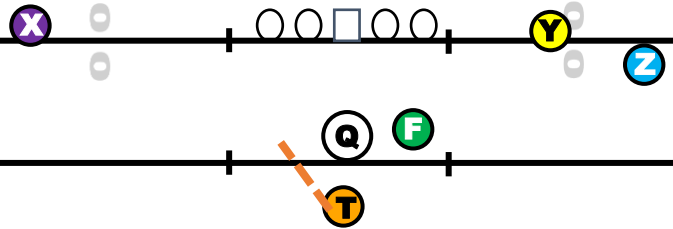
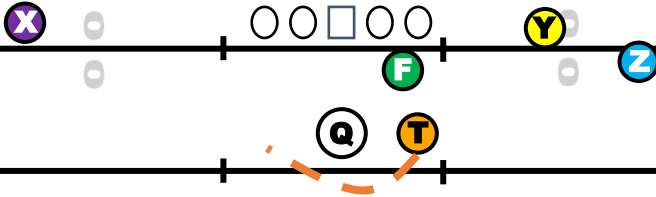
JUMP MOTION



- THIS MOTION WILL BE SPECIFIC TO THE RUNNING BACK (T)
- TAGGED PLAYER WILL MOVE FROM ONE SIDE OF QUARTERBACK AND "JUMP" TO THE OFHTER SIDE OF QUARTER BACK
- IF IN PISTOL RUNNING BACK WILL TAKE BEST ALIGNEMNT FOR PLAY CALL
- PLAYER WILL BE SET ONS NAP OF BALL

RHINO RIGHT T-JUMP

PRO RIGHT T-JUMP



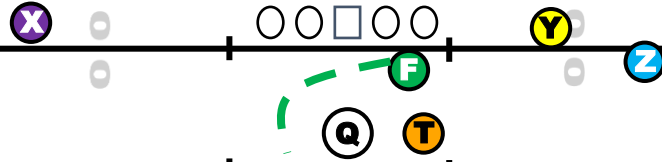


BACK MOTION

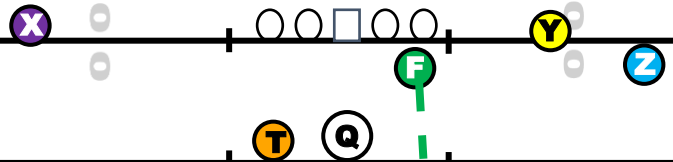


- BACK MOTION CAN BE TAGGED FOR ANY PLAYER TO BECOME A "BACK"
- TAGGED PLAYER WILL ADD HIM SELF AS A "BACK" ON THE OPEN SIDE OF THE QUARTERBACK
- PLAYER WILL BE SET ON SNAP OF BALL

RHINO RIGHT F-BACK



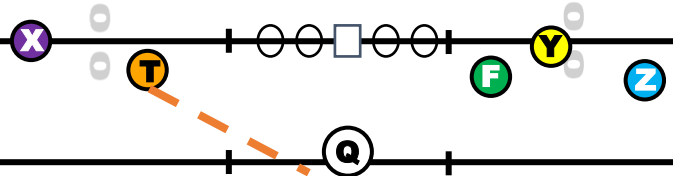
RHINO RIGHT WEAK F-BACK



RHINO RIGHT Z-BACK



EMPTY RIGHT T-BACK





TEMPOS & CADENCE





PLAY CALL PROCEDURE

- ALL PLAYERS WILL HAVE A WRIST BAND FOR PLAY CALLS
- OFFENSIVE LINES BAND WILL BE MODIFIED
- PLAYERS WILL LOOK TO SIDELINE AND GET PERSONNEL GROUPING (COLUMN) AND PLAY NUMBER (ROW)
- SEQUENCE OF PLAY CALL WILL FOLLOW:
- FORMATION + TAGGED MOTION+ CONCEPT + TAGGED PLAYER
- EX: RHINO RIGHT STEELERS
- EX: LIZ Y-ZOOM LUCKY 96
- EX: TRIPS RIGHT LUCKY 90 F-3

CADENCE

- WE WILL USE A VERBAL CADENCE
- “BRONCO,BRONCO, HIT”-BALL SNAPED ON “HIT”
- CADENCE TIMING CAN BE ALTERED BY QB
- “BRONCO,BRONCO” WILL ALWAYS START CADENCE
- ON 2 WILL BE “HIT,HIT”
- WE CAN GO ON FIRST SOUND, WHICH WILL BE “BRONCO”



TEMPO



WE WILL OPERATE WITH 3 TEMPO PROCEDURES

- SLOW-HUDDLE
- MEDIUM- SUGAR HUDDLE
- FAST-NO HUDDLE

SLOW HUDDLE

- WILL BE ENTIRE OFFENSE WILL HUDDLE UP AND CALL FORMATION & PLAY, BREAK HUDDLE AND RUN PLAY. WILL BE USED TO SLOW DOWN GAME. LONGER PLAY/MOTIONS.

SUGAR HUDDLE

- WILL BE USED TO AS CHANGE OF PACE TEMPO. WR WILL ALIGN TO CALL AND O-LINE/BACKFIELD WILL HUDDLE AND SPRINT OUT TO BREAK HUDDLE. MEDIUM RESPONSIBILITY.

NO HUDDLE

- WILL BE USED TO GET GOING. WE WANNA GO FAST BUT CAN ALSO SLOW THINGS DOWN. BANDS AND ONE WORK COMMUNICATIONS WILL BE USED. QUICK FAST PLAY WITH LITTLE RESPONSIBILITY.

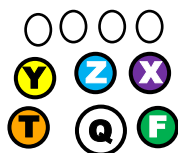
ALL LINEMAN WILL BE IN A 2-POINT STANCE



HUDDLE



- ALL PLAYERS WILL HAVE BAND
- EVERYONE WILL LOOK TO SIDELINE FOR PLAY NUMBER ON BAND
- EVERY PLAYER WILL HUDDLE UP IN THIS TEMPO
- WE WILL USE THIS TEMPO TO SLOW GAME DOWN
- QB MUST BE ALERT TO GAME CLOCK
- WE WILL HAVE 2 BREAKOUTS FROM HUDDLE
- 1ST HUDDLE BREAKOUT WILL BE OUTSIDE PLAYERS
- 2ND HUDDLE BREAK WILL BE FROM O-LINE AND BACKFIELD
- WE WANT TO GET TO BALL FAST AND RUN PLAY
- QB WILL ECHO PLAY CALL FROM BAND TO BOTH GROUPS
- QB WILL GIVE 2ND ECHO ONCE SKIL PLAYERS ARE SET
- CENTER WILL BE ON THE BALL-NEVER HUDDLES UP
- 1ST BREAKOUT WILL SPRINT TO SPOT
- 2ND GROUP BREAK OUT, QB WILL SAY “READY” AND REMAINING PLAYERS WILL ALL CLAP SPRINTING TO BALL
- IF ANY PLAYER NEEDS CLARITY WILL TELL QB “ CHECK”
- QB IS THE ONLY PERSON TALKING IN HUDDLE



HUDDLE EXAMPLE



SUGAR HUDDLE



- ALL PLAYERS WILL HAVE BAND
- EVERYONE WILL LOOK TO SIDELINE FOR PLAY NUMBER ON BAND
- WHEN WE SUGAR HUDDLE WE WILL HAVE OFFENSIVE LINE AND BACKFIELD HUDDLE UP (CENTER ON BALL)
- OUTSIDE ALIGNED PLAYERS WILL ALIGN FROM PLAY CALL
- OFFENSIVE LINE AND BACKFIELD WILL HUDDLE AND FIND PLAY ON BAND
- HUDDLE WILL BE **3 YARDS** FROM BALL
- ONCE OUTSIDE ALIGNED PLAYERS ARE SET QB WILL BREAK HUDDLE
- ALL HUDDLED PLAYERS WILL **SPRINT** TO BALL AND RUN PLAY
- LINEMAN AND BACKS WILL GET TO LINE AND SNAP BALL, DO NOT WAIT ON DEFENSE TO ADJUST.
- ALL PLAYERS WILL SEE AND HEAR PLAY IN THE HUDDLE
- WILL BE SIMILAR TO 2 BREAKOUT OF HUDDLE FROM HUDDL TEMPO

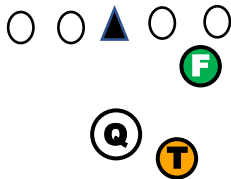




NO-HUDDLE



- ALL PLAYERS WILL HAVE BAND
- ALL PLAYERS WILL GET ON BALL ONCE THE PREVIOUS PALY HAS FINISHED
- QUARTERBACK WILL RELAY ALL INFORMATION, PERSONNEL-FORMATION-PLAY NUMBER GIVEN-CALL TO OFFENSIVE LINE
- THIS CAN GO FAST OR SLOW
- BEOFRE BALL IS SNAPPED EVERYONE MUST KNOW THEIR ASSIGNEMNT
- WE WILL USE MORE BASE PLAYS FOR THIS TEMPO TO MAKE COMMUNICATION EASIEST FOR ALL PLAYERS

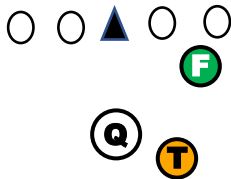




NASCAR



- ALL PLAYERS WILL HAVE BAND
- EACH WEEK WE WILL HAVE 3-5 PLAYS THAT WE WANT TO GO AS FAST AS WE CAN
- THESE PLAYS WILL MOST LIKELY COME FROM SAME FORMATION AND PERSONNEL GROUPINGS
- AFTER 1ST PLAY IS RAN, WE WILL CONTINUE DOWN THE LIST FOR THE NEXT PLAY
- THIS WILL BE “NASCAR” SPEED
- NO NEED TO LOOK TO SIDELINE FOR CALL
- LINE UP AND RUN PLAY

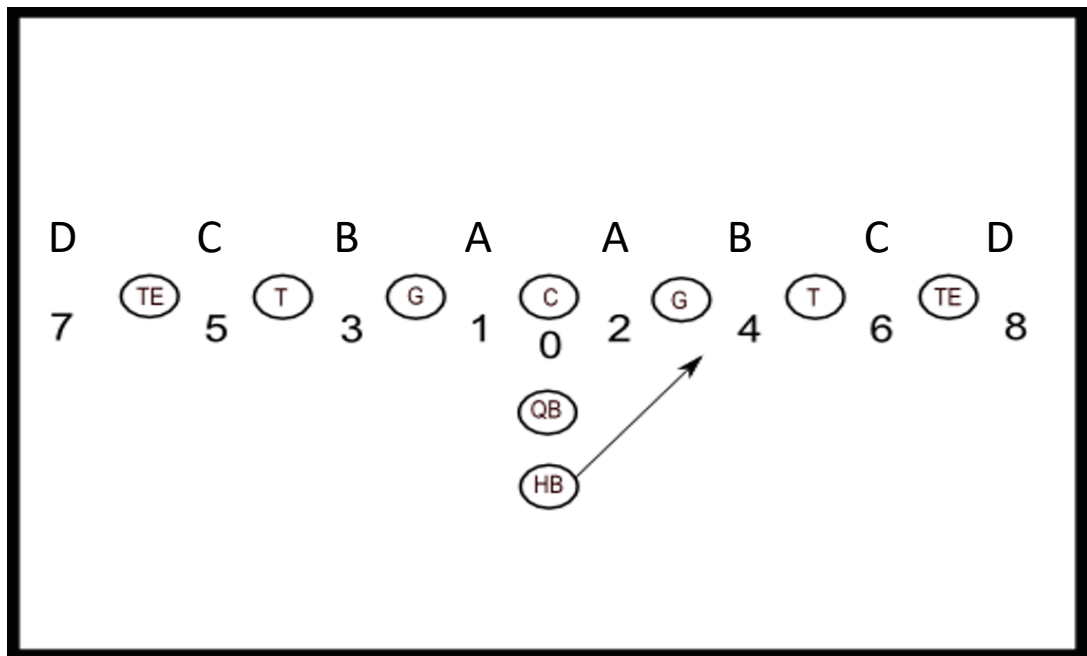




DEFENSIVE ALIGNMENT

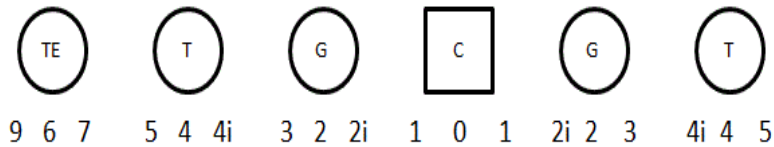


ALIGNMENT GAPS



- ODD NUMBERS RAN TO THE LEFT
- EVEN NUMBERS RAN TO THE RIGHT
- GAPS WORKING INSIDE TO OUTSIDE

Defensive Technique Alignments

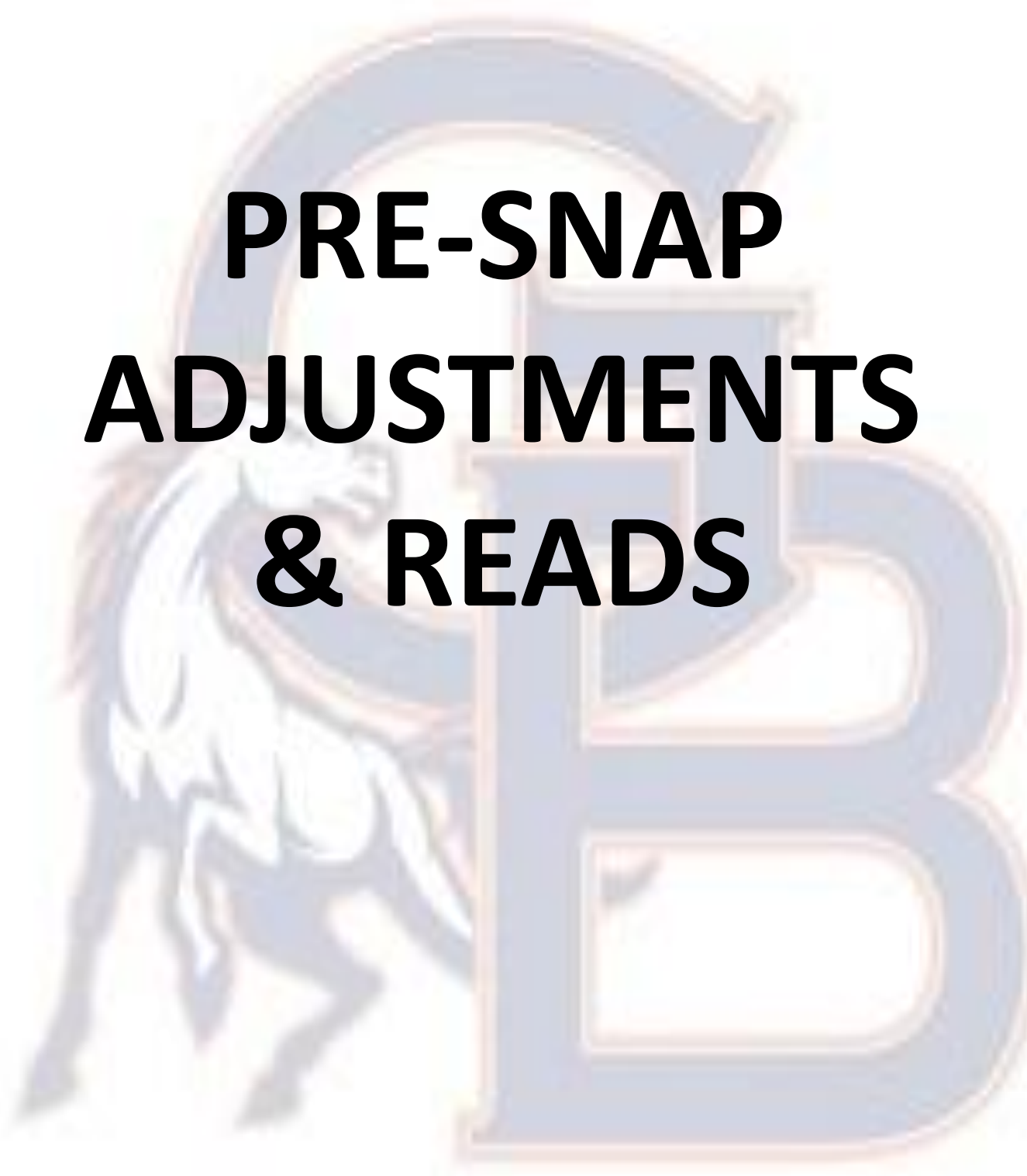


DEFENSIVE ALIGNMENTS

- EVERY OFFENSIVE PLAY WILL NEED TO KNOW THE ALIGNMENT OF THE DEFENSIVE LINEMAN
- HEAD UP PLAYERS ARE EVEN NUMBERS
- INSIDE TECHNIQUES ARE LABELED WITH AN I
- OUTSIDE TECHNIQUES ARE ODD NUMBERS



PRE-SNAP ADJUSTMENTS & READS





PRE-SNAP



- PRE SNAP WE WANT THE QB TO SURVEY THE DEFENSE ON EVERY PLAY
- QUARTERBACK PRE-SNAP LOOK FOR:
 - SOFTEST COVERAGE
 - SHORTEST THROW
 - MATCHUP
- SINGLE WR WILL BE AUTO PRE-SNAP LOOK AND ADJUSTMENT WILL CHANGE BASED ON FIELD POSITION
- 2 WR SIDE WE CAN HAVE A QUICK SCREEN CALL WITH SHARK, FOX, YETI
- WE CAN ALSO MIX QUICK GAME WITH THE RUN

EXAMPLES:

- RHINO RIGHT STEELERS SHARK
- RHINO RIGHT INDY ROE YETI
- TRIPS RIGHT INDY FOX
- RHINO RIGHT STEELERS 91



UNCOVERED RECEIVERS



- IF WIDE RECEIVER UNCOVERED ON ANY PLAY CALLED, WE CAN GET THE BALL TO THE OPEN SPACE
- SOFT COVERAGE, SHORTEST THROW, & MATCH UP IS HOW WE WILL IDENTIFY UNCOVERED WR
- OFFENSIVE LINE WILL RUN WHATEVER CALL MADE
- QB AND WR WILL COMMUNICATE BY USING THEIR CODE WORD ATTACHED TO THEIR POSITION
- Z-SHARK/F-FOX/Y-YETI/X-AXE
- QB AND WR WILL NEED TO ALERT THIS SO PERIMETER KNOWS WHOSE GETTING BALL AND WHO NEEDS TO BE BLOCKED
- WE CAN ALSO MIX IN OUR 90'S PASS SERIES WITH THE RUN BASED ON SOFT COVERAGE, SHORTEST THROW, & MATCH UP.
- MIXING IN PASS GAME WITH RUN PRE SNAP WE WANT TO FIND THE BEST LEVERAGE
- EXAMPLE: RHINO RIGHT STEELERS 90



SMOKE



- SMOKE IS AN AUTOMATIC ADJUSTMENT THAT QB CAN MAKE WITH THE SINGLE WIDE RECEIVER.
- SINGLE WIDE RECEIVER WILL RUN ADJUSTMENT ROUTE BASED ON FIELD PLACEMENT
- CLEAN OR DIRTY ALLEY IDENTIFICATION FOR SLANT
- QB HAS CHOICE TO THROW PRE SNAP LOOK

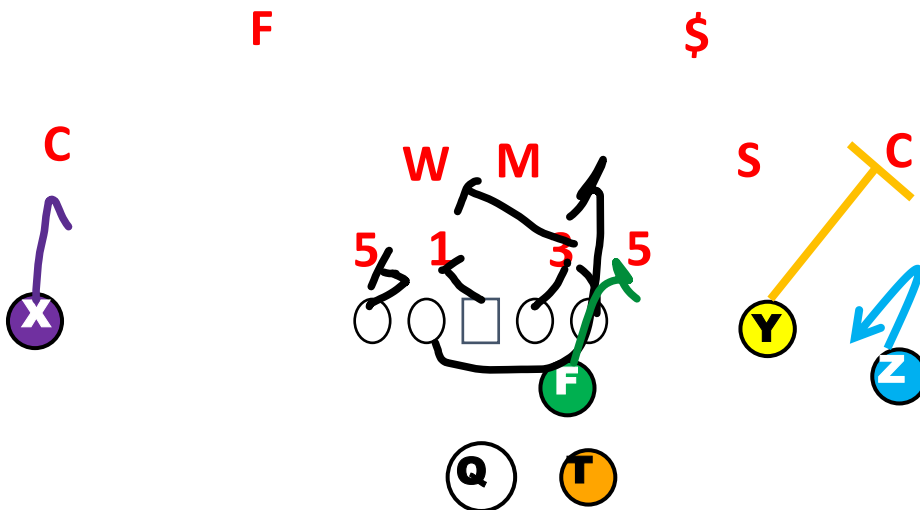
WIDE	MIDDLE	SHORT	PRESS
SLANT	CLEAN-SLANT DIRTY-HITCH	HITCH	WIDE-FADE SHORT-COMEBACK



SHARK



- SHARK WILL BE AN ADDED TAG TO THE PLA CALL FOR THE “Z” WIDE RECEIVER TO GET BALL BASED ON CORNER BACKS DEPTH
- INSIDE SLOT “Y” WILL AIM FOR THE CORNER BACKS OUTSIDE SHOULDER TO SET THE PERIMETER FOR “SHARK”
- CORNERBACK IS OFF 4 OR MORE YARDS, QB HAS OPTION TO THROW “SHARK”
- “SHARK” CAN BE TAGGED TO ANY PLAY AND IT IS PRE-SNAP READ TO GET Z RECEIVER THE BALL OUT IS SPACE



RHINO RIGHT STEELERS SHARK



RUN GAME





BRONCOS OFFENSE 2023



CONCEPT	LEFT	RIGHT
POWER	PITTSBURGH	STEELERS
INSIDE	INDY	COLTS
COUNTER	CAROLINA	PATHERS
BUCK	CLEVELAND	BROWNS
PLUG	PHILLY	EAGLES
JET	SEATTLE	SEAHAWKS



GAP SCHEME RUNS



- 3 W'S
 - WALL
 - WHAM
 - WRAP
- DOWN BLOCKS TO SET THE WALL WILL BE VIOLENT COMBO BLOCKS TO BACKSIDE BACKERS AND D-LINE
- WHAM MAN WILL KEEP INSIDE INTEGRITY AND KICK OUT C- GAP PLAY SIDE DEFENDER WORKING INSIDE OUT WITH INSIDE FOOT
- WRAP PLAY WILL STAY SQUARE TO 2ND LEVEL PLAYSIDE POINT BACKER. WANT TO BE INSIDE OUT WITH BLOCK, RUNNING BACK WILL MAE BLOCK RIGHT
- WHAM PULL- FLAT PULL STEP WORKING INSIDE OUT,STEP WITH PULL DIRECTION FOOT
- WRAP PULL- SKIP PULL STAYING SQUARE TO BACKER, STEP WITH BACKSIDE PLAY FOOT
- QB WILL USE CROW HOP TECHNIQUE TO RIDE RUNNING BACK TO THE HOLE
- IF Q RUN THE RUNNING BACK WILL FLASH AWAY FROM PLAY
- *QB IS RESPONSIBLE FOR ALLEY (C-GAP OUT)
- *IF QB DOS NOT PULL WE WILL CARRY OUT FAKE AWAY FROM PLAY ROLL ACTION/RUN ACTION
- *RUNNING BACK WILL BANG INTO ATTACK POINT AND BEND IN OR OUT OFF WRAP BLOCK



PITTSBURGH & STEELERS





POWER TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- DOWN BLOCK- BLOCKING AWAY GAP FROM PLAY
- WHAM- KICK OUT OF FRONTSIDE END. INSIDE FOOT.
- WRAP- BACKSIDE PULLING GUARD TO BACKER.INSIDE OUT.
- J-BLOCK- FULL BACK INSIDE OUT BLOCKING TECHNIQUE
- POINT- PLAYER THE BACKSIDE GUARD IS PULLING
- B GAP HINGE - BACKSIDE TACKLE CLOSING B GAP DOWN ALLOWING NO CHASE DOWN. COLLISION.
- L TRACK - RUNNING BACK PATH TO QB.SHUFFLE & PRESS
- MESH- HAND OFF OF BALL FROM QB TO RUNNING BACK
- 2 COUNT – COUNT FROM DOWN BLOCKS TO KNOW RESPONSIBILITY. COUNT PLAYERS INSIDE (ODD VARIES)
- SEAL- WHAM PLAY SQUEEZES TIGHT INSIDE WE WILL SEAL HIM IN AND WRAP GOES OUT
- READ- READ THE FRONTSIDE END FROM QB
- +2 COUNT - DOWN BLOCKS COUNT 2 LB DOWN
- CHOKE STEP- CENTER BLOCKING BACK
- SKIP PULL – BACKSIDE GUARD PULLING SQUARE TO POINT BACKER
- SKY HIGH- ALERT PULL 2ND LEVEL
- CENTER GUARD COMBO- ACE RAM/ACE LION
- GUARD TACKLE COMBO- “STATE”
- TACKLE TE COMBO- COLOR



TIGER PERSONNEL



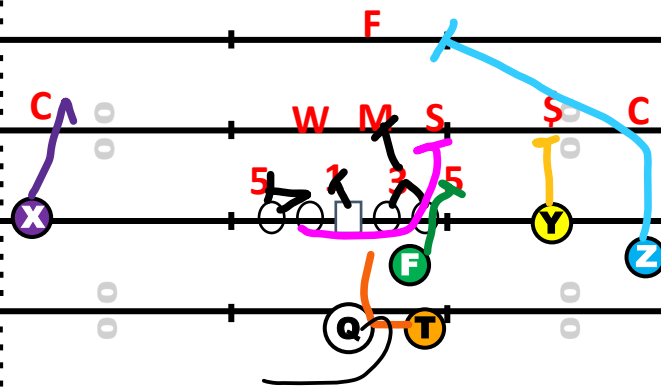
POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE CHOKE STEP
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	C-GAP WHAM. C-GAP CROSS FACE GAP ON DOWN	WHAM STEP INSIDE OUT. J-BLOCK
T	SHUFFLE & PRESS READING WRAP ON BACKER.	PRESS INSIDE 1 ST /2 ND LEVEL, 3 RD LEVEL BOUNCE
Z	MOST DANGEROUS MAN PLAYSIDE CUT OFF SHARK/SMOKE	SHARK/SMOKE CUTOFF
Y	MOST DANGEROUS MAN SHARK	SHARK/STALK
X	SMOKE ON SINGLE WR PLAYSIDE CUTOFF	SINGLE WR RULES/STALK CUTOFF
QB	ID PRE SNAPS/ALLEY. LEAD MESH TO HOLE. FAKE WITH ROLL OUT BOOT OUT.	DEPTH OF DB CLEAN/CLEAR ALLEY CROW HOP HIP TO HOLE



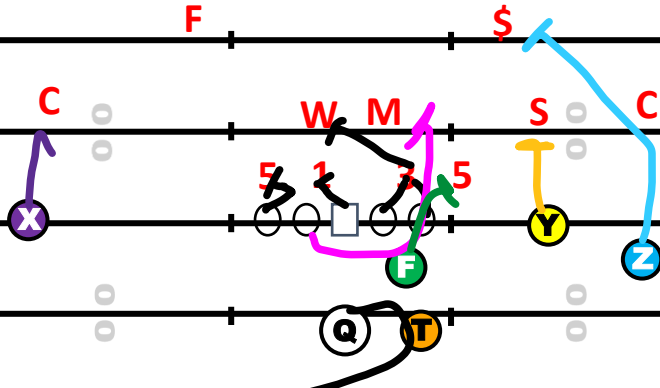
STEELERS



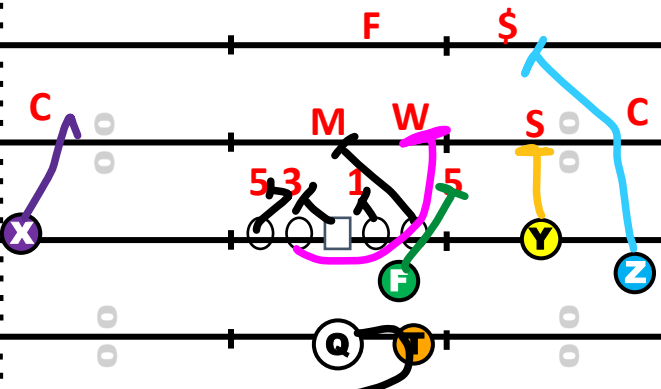
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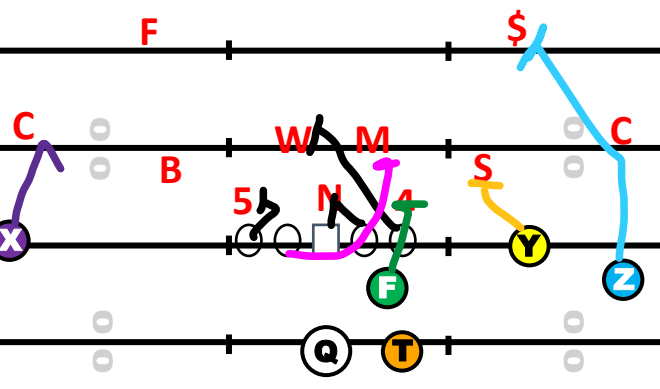
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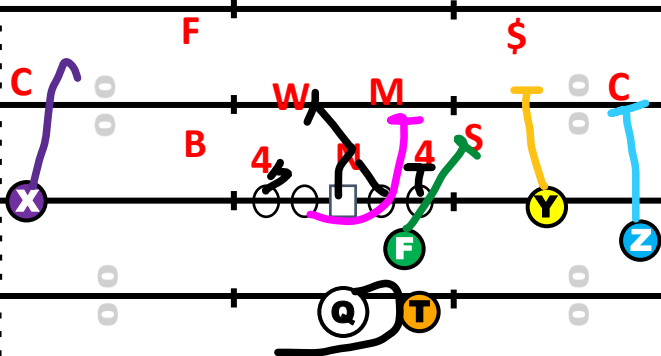
4-2 UNDER



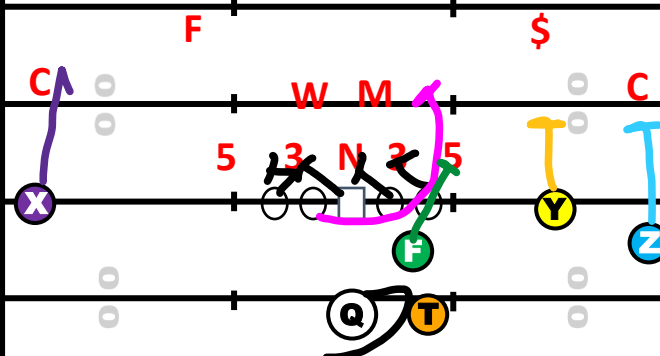
3-4



TITE



50

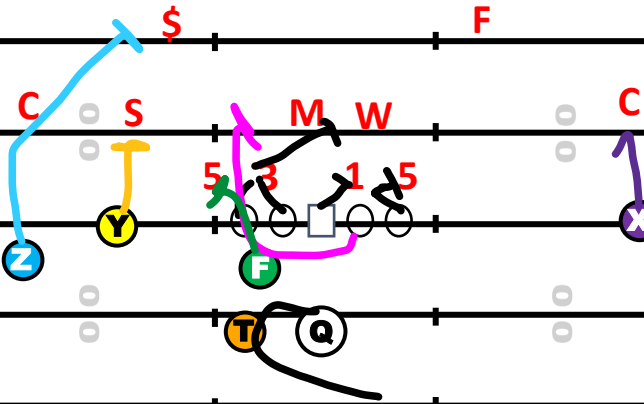




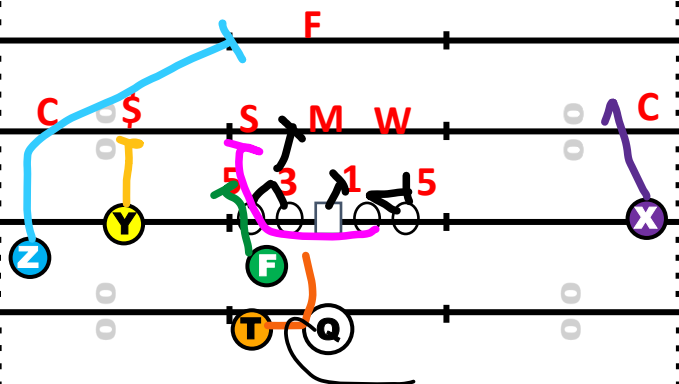
PITTSBURGH



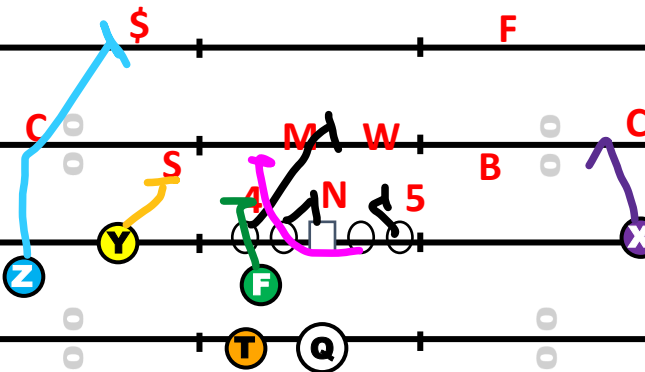
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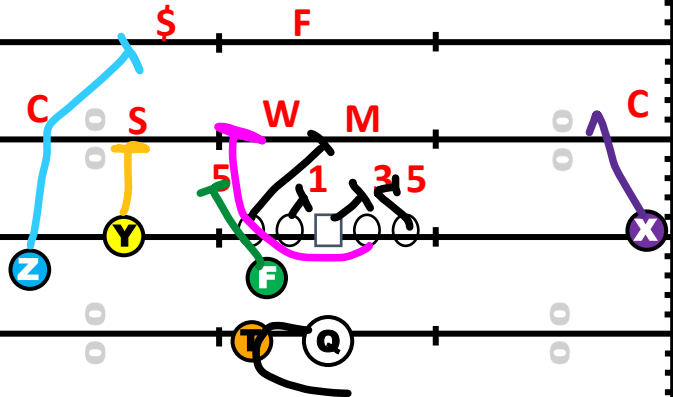
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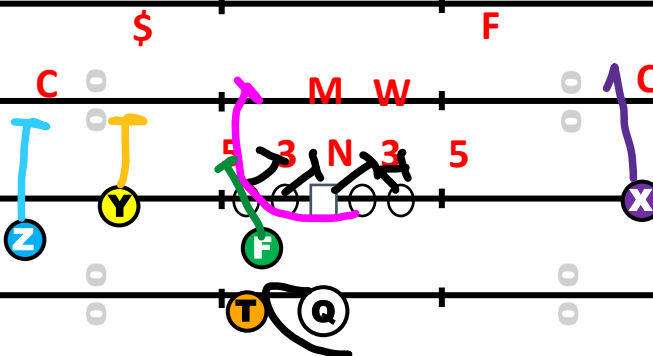
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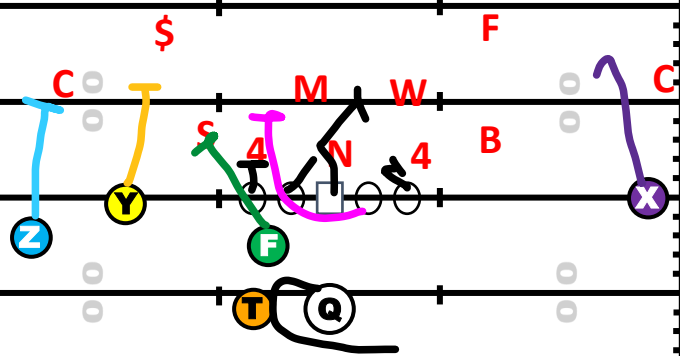
4-2 UNDER



50



TITE





PISTOL PERSONNEL



***POWER FROM PISTOL PERSONNEL WILL HAVE TO C-GAP WHAM BLOCK.MUST READ C-GAP DEFENDER. (RPO)**

POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE CHOKE STEP
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	MOST DANGEROUS MAN MOTION FOR READ	STALK/MOTION
T	SHUFFLE & PRESS READING WRAP ON BACKER.	PRESS INSIDE 1 ST /2 ND LEVEL, 3 RD LEVEL BOUNCE
Z	SHARK MOST DANGEROUS MAN/CUTOFF MOTION FOR READ	SHARK/SMOKE CUTOFF MOTION
Y	MOST DANGEROUS MAN MOTION FOR READ	SHARK/STALK MOTION
X	SMOKE MOST DANGEROUS MAN MOTION FOR READ	SINGLE WR RULES/STALK CUTOFF MOTION
QB	ID PRE SNAPS/ALLEY. LEAD MESH TO HOLE. READ FRONTSIDE END	DEPTH OF DB CLEAN/CLEAR ALLEY CROW HOP HIP TO HOLE

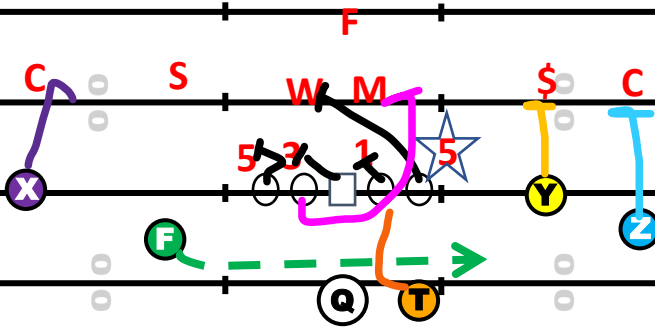


STEELERS



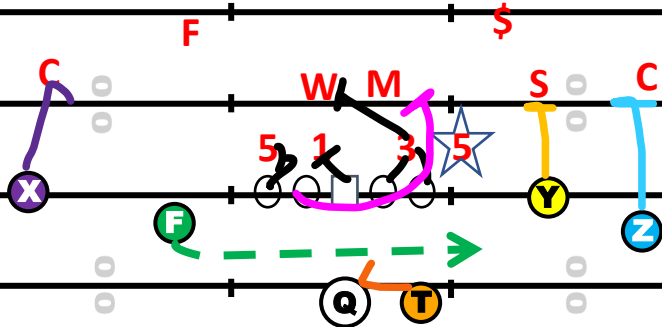
4-3

RIP F-ZOOM STEELERS FOX



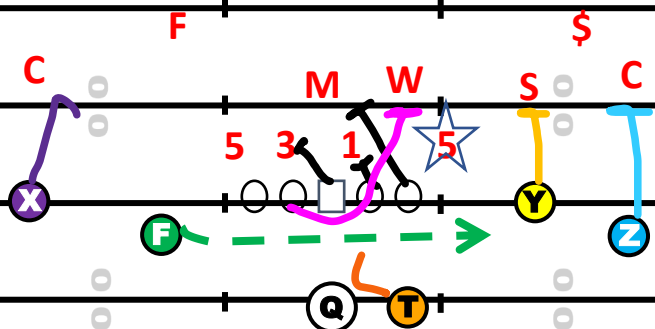
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RIP F-ZOOM STEELERS FOX



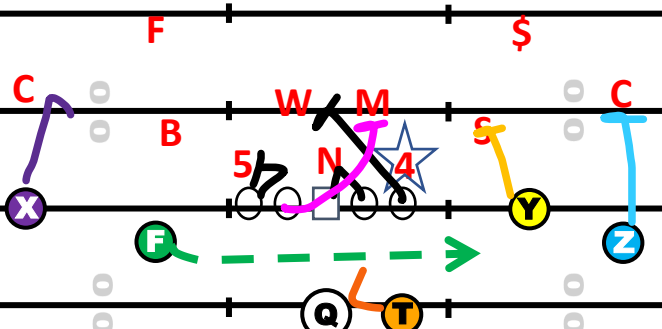
4-2 UNDER

RIP F-ZOOM STEELERS FOX



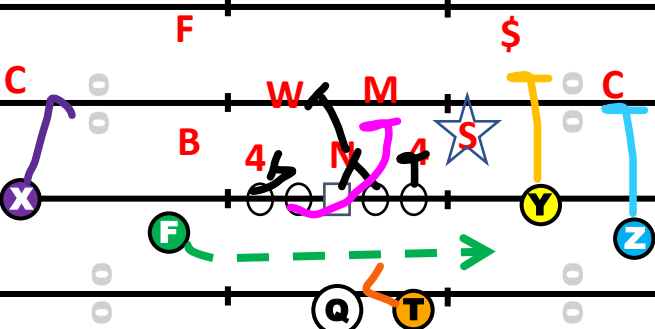
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RIP F-ZOOM STEELERS FOX



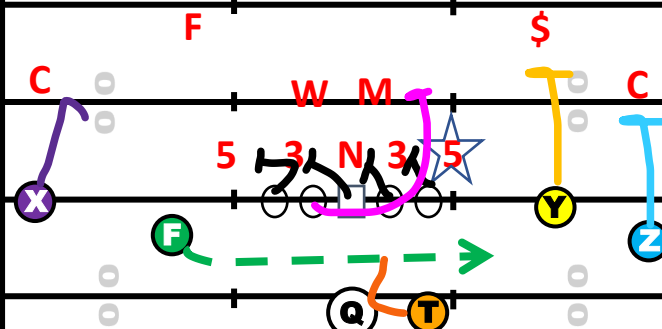
TITE

RIP F-ZOOM STEELERS FOX



50

RIP F-ZOOM STEELERS FOX





PITTSBURGH



4-3

LIZ Y-ZOOM PITTSBURGH YETI

F

4-2

LIZ Y-ZOOM PITTSBURGH YETI

F

4-2 UNDER

LIZ Y-ZOOM PITTSBURGH YETI

3-4

LIZ Y-ZOOM PITTSBURGH YETI

TITE

LIZ Y-ZOOM PITTSBURGH YETI

50

LIZ Y-ZOOM PITTSBURGH YETI



NFL PERSONNEL



POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	C-GAP WHAM. C-GAP CROSS FACE GAP ON DOWN. STEP INSIDE OUT. INSIDE FOOT 1 ST .	WHAM STEP INSIDE OUT.
T	SHUFFLE & PRESS READING WRAP ON BACKER.	PRESS INSIDE 1 ST /2 ND LEVEL, 3 RD LEVEL BOUNCE
Z	MOST DANGEROUS MAN PLAYSIDE CUT OFF SHARK/SMOKE	SHARK/SMOKE CUTOFF
Y	MOST DANGEROUS MAN SHARK	SHARK/STALK
X	SMOKE ON SINGLE WR PLAYSIDE CUTOFF	SINGLE WR RULES/STALK CUTOFF
QB	ID PRE SNAPS/ALLEY. LEAD MESH TO HOLE. FAKE WITH ROLL OUT BOOT OUT.	DEPTH OF DB CLEAN/CLEAR ALLEY CROW HOP HIP TO HOLE



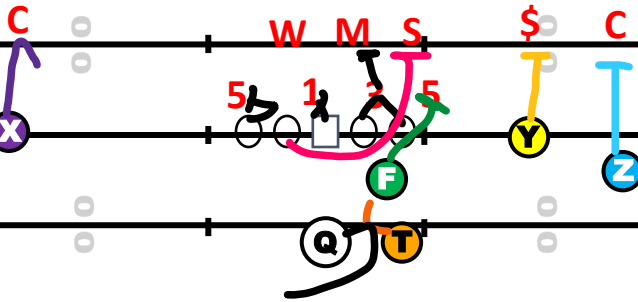
STEELERS



4-3

PRO RIGHT STEELERS

F

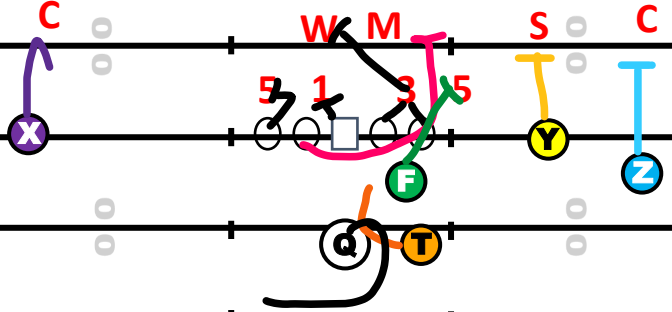


4-2

PRO RIGHT STEELERS

F

\$

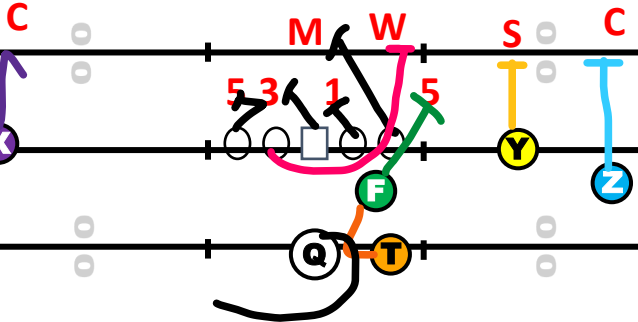


4-2 UNDER

PRO RIGHT STEELERS

F

\$

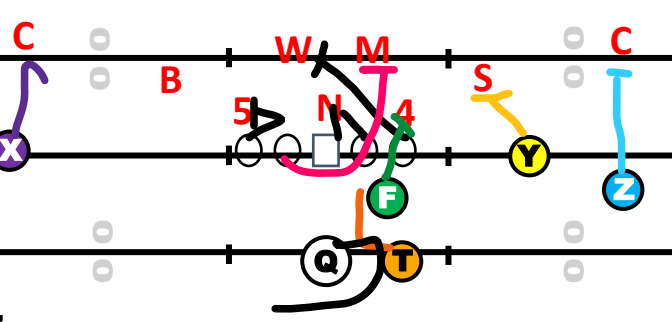


3-4

PRO RIGHT STEELERS

F

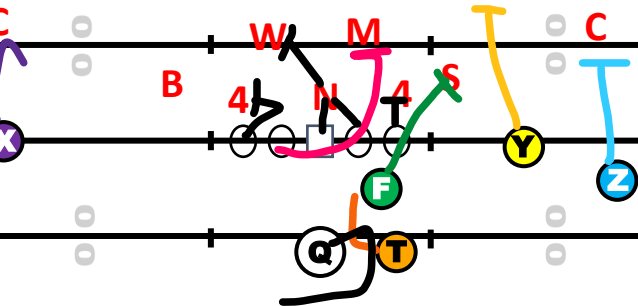
\$



TITE

PRO RIGHT STEELERS

F

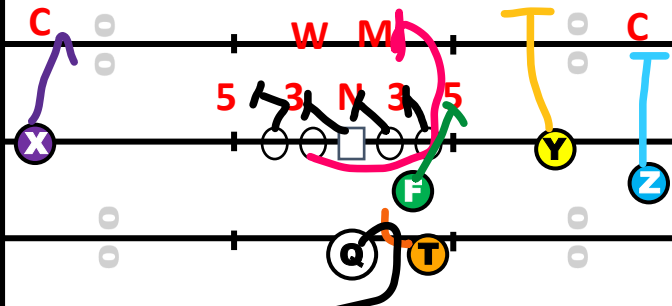


50

PRO RIGHT STEELERS

F

\$





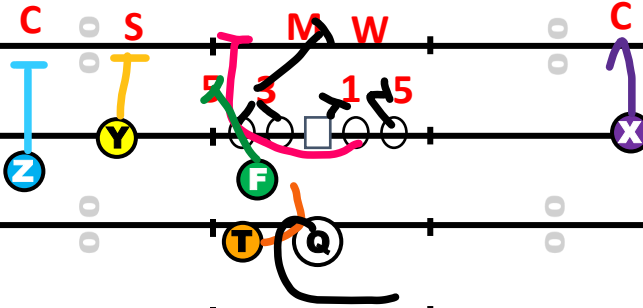
PITTSBURGH



4-2

PRO LEFT PITTSBURGH

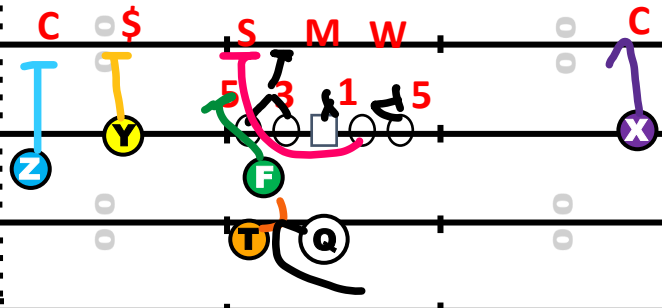
\$ F



4-3

PRO LEFT PITTSBURGH

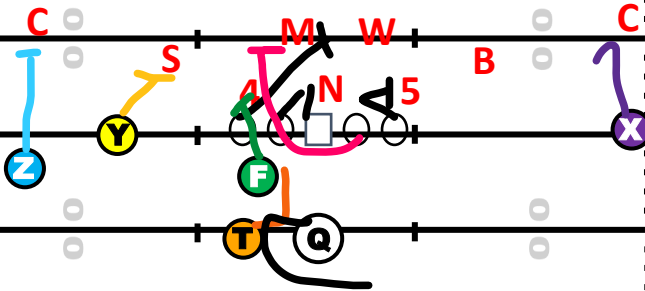
F



3-4

PRO LEFT PITTSBURGH

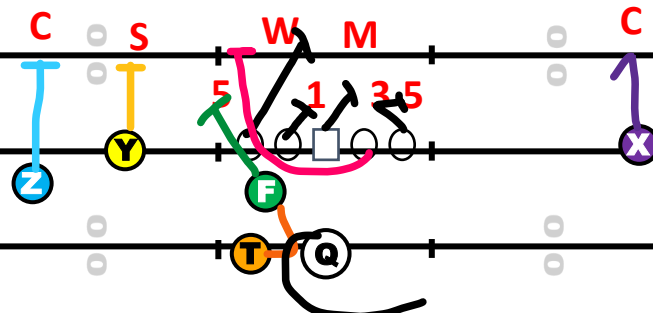
\$ B F



4-2 UNDER

PRO LEFT PITTSBURGH

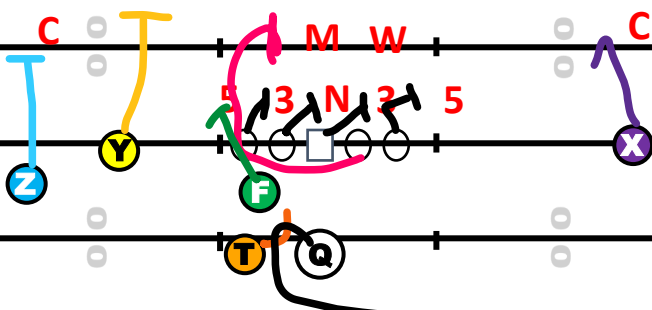
\$ F



50

PRO LEFT PITTSBURGH

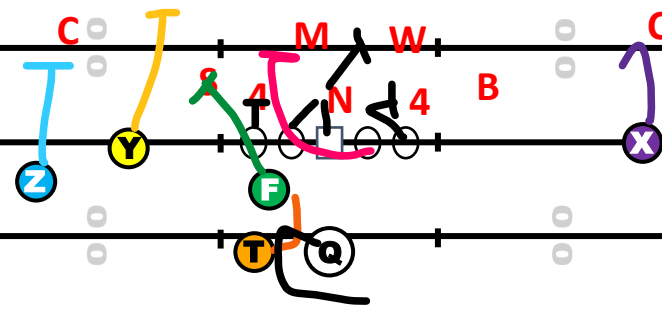
\$ F



TITE

PRO LEFT PITTSBURGH

\$ F





PITTSBURGH & STEELERS

READ



TIGER PERSONNEL

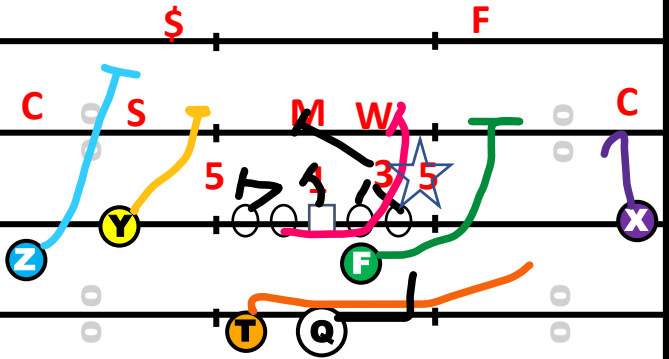


POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE CHOKE STEP
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	CONVOY/ BLOCK TO ALLEY	BLOCKING IN SPACE
T	RB WILL HAVE SWEEP PATH STAYING OUTSIDE. BALL GIVE, GET OUTSIDE READING CONVPY BLOCKS	SWEEP PATH. MESH
Z	MOST DANGEROUS MAN BACKSIDE CUT OFF SHARK/SMOKE	SHARK/SMOKE CUTOFF
Y	MOST DANGEROUS MAN SHARK	SHARK/STALK
X	SMOKE ON SINGLE WR MOST DANGEROUS MAN	SINGLE WR RULES/STALK STALK
QB	READ FRONTSIDE END. SHUFFLE ON MESH. KEEP READ MUST STAY INSIDE FOLLOWING WRAP PULLER.	INSIDE PATH MESH WITH RB FRONTSIDE END READ

STEELERS READ

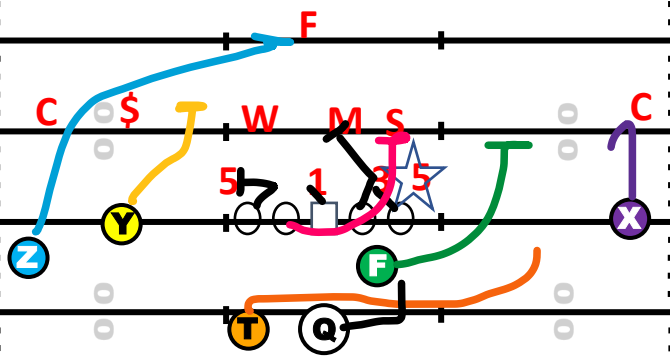
4-3

RHINO RIGHT OVER WEAK STEELERS READ



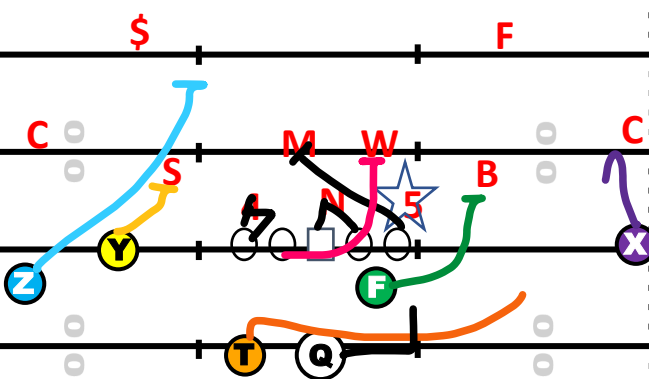
4-2

RHINO RIGHT OVER WEAK STEELERS READ



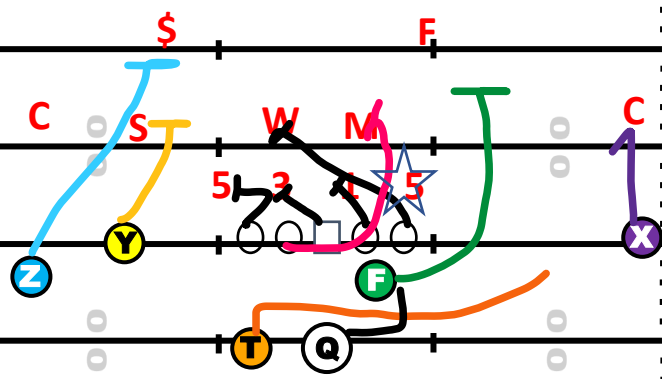
3-4

RHINO RIGHT OVER WEAK STEELERS READ



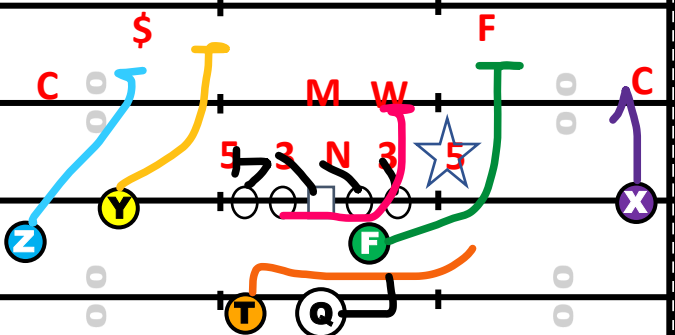
4-2 UNDER

RHINO RIGHT OVER WEAK STEELERS READ



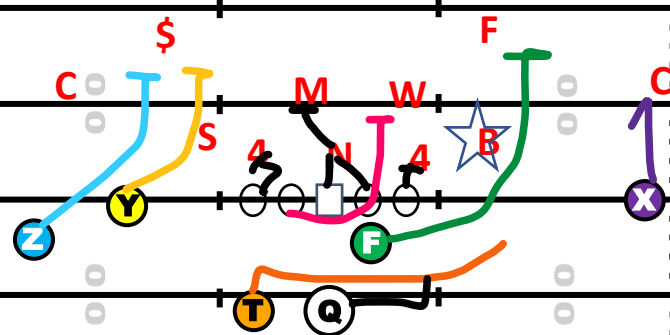
50

RHINO RIGHT OVER WEAK STEELERS READ



TITE

RHINO RIGHT OVER WEAK STEELERS READ



PITTSBURGH READ

4-3

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the number '4-3'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.

4-2

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the number '4-2'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.

4-2 UNDER

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the text '4-2 UNDER'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.

3-4

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the number '3-4'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.

TITE

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the word 'TITE'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.

50

RHINO LEFT OVER WEAK PITTSBURGH READ

A handwriting practice grid with four horizontal lines. At the top, a box contains the number '50'. Below it, the text 'RHINO LEFT OVER WEAK PITTSBURGH READ' is written. The grid features a rhino illustration with numbered arrows (1, 2, 3, 4, 5) showing stroke order. Colored lines and letters are used for tracing: a purple line for 'C', a green line for 'F', an orange line for 'Q' and 'T', a yellow line for 'S', a blue line for 'Z', and a pink line for 'M' and 'W'. A blue star is positioned above the rhino's head.



PISTOL PERSONNEL



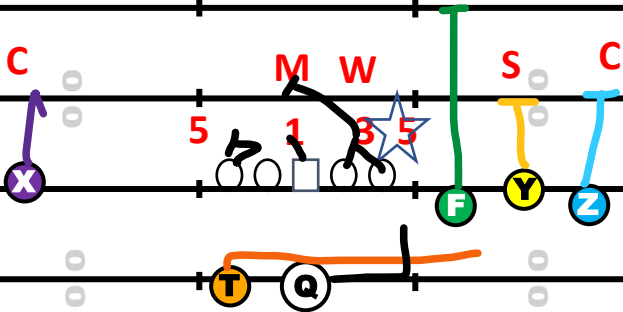
***POWER FROM PISTOL PERSONNEL WILL HAVE TO C-GAP WHAM BLOCK.MUST READ C-GAP DEFENDER. (RPO)**

POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE CHOKE STEP
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	BLOCK MOST DANGEROUS MAN	STALK/MOTION
T	RB WILL HAVE SWEEP PATH STAYING OUTSIDE. BALL GIVE, GET OUTSIDE READING CONVPY BLOCKS	SWEEP PATH. MESH
Z	BLOCK MOST DANGEROUS MAN	SHARK/SMOKE CUTOFF MOTION
Y	BLOCK MOST DANGEROUS MAN	SHARK/STALK MOTION
X	BLOCK MOST DANGEROUS MAN	SINGLE WR RULES/STALK CUTOFF MOTION
QB	READ FRONTSIDE END. SHUFFLE ON MESH. KEEP READ MUST STAY INSIDE FOLLOWING WRAP PULLER.	INSIDE PATH MESH WITH RB FRONTSIDE END READ

STEELERS READ

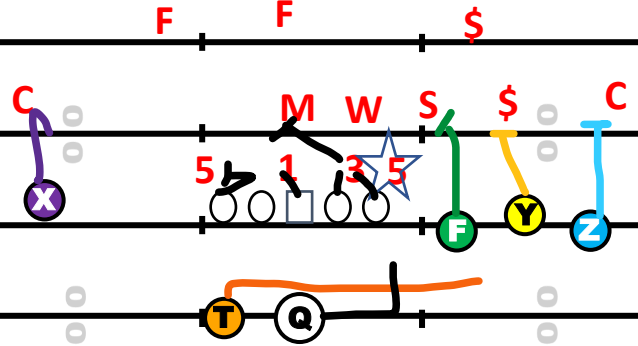
4-3

TRIPS RIGHT WEAK STEELERS READ



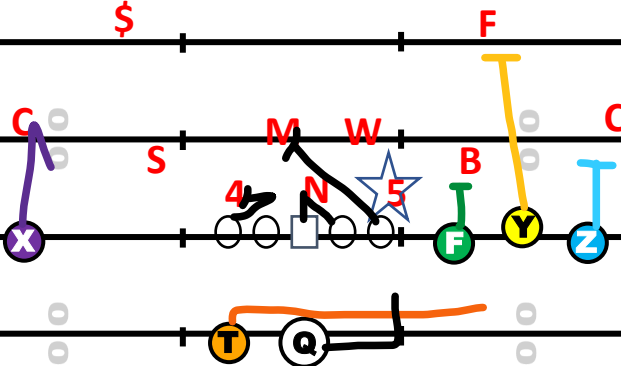
4-2

TRIPS RIGHT WEAK STEELERS READ



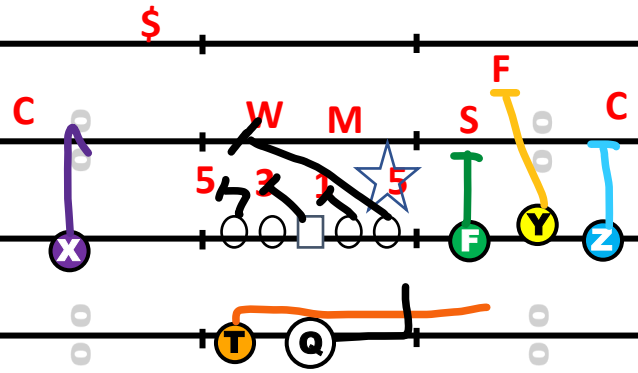
3-4

TRIPS RIGHT WEAK STEELERS READ



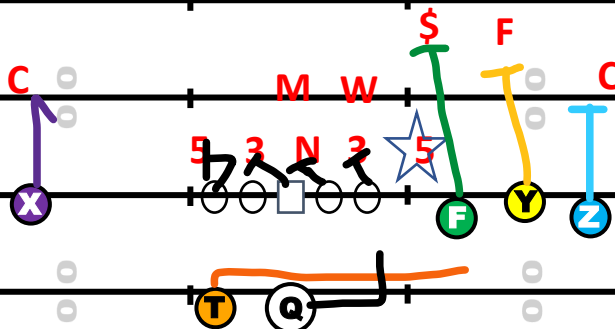
4-2 UNDER

TRIPS RIGHT WEAK STEELERS READ



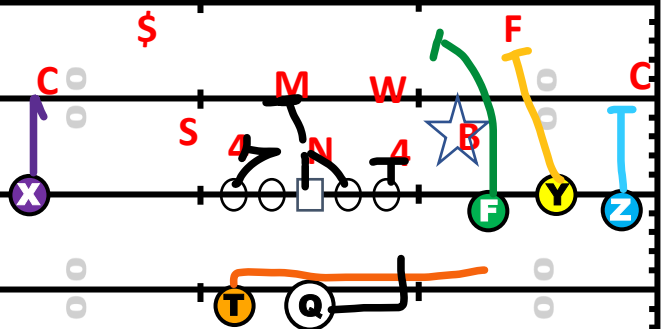
50

TRIPS RIGHT WEAK STEELERS READ



TITE

TRIPS RIGHT WEAK STEELERS READ





NFL PERSONNEL

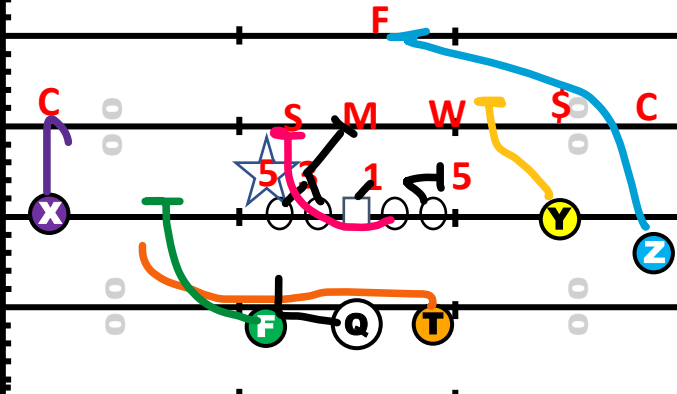


POSITION	RULES	COACHING POINT
PST	ODD- B-GAP TO +2 BACKER EVEN- COMBO B-GAP TO +2 UNDER-B-GAP TO +2 BACKER	WALL POST OR DRIVE NO UNDERCUT BACKER
PSG	ODD- A-GAP COMBO NOSE.+2 EVEN- B-GAP COMBO.+2 UNDER- A-GAP SOLO	WALL POST OR DRIVE NO UNDER CUT BACKER
C	ODD-COMBO CALL NOSE EVEN- CHOKE BACK REPLACE UNDER- HARD CHOKE BACK	WALL AIM HI ON CHOKE CHOKE STEP
BSG	SKY HI TO POINT BACKER, 1 ST BACKER P.S. IN BOX	WRAP SHOULDERS SQUARE FIGHT TO BACKER.TITE TO LINE
BST	B-GAP HINGE COLLIDING B-GAP WITH NO CHASE DOWN. B-GAP PLAYER COLLIED & HINGE	HINGE PULL-PUNCH-HINGE
F	CONVOY/ BLOCK TO ALLEY	BLOCKING IN SPACE
T	RB WILL HAVE SWEEP PATH STAYING OUTSIDE. BALL GIVE, GET OUTSIDE READING CONVPY BLOCKS	SWEEP PATH. MESH
Z	MOST DANGEROUS MAN BACKSIDE CUT OFF SHARK/SMOKE	SHARK/SMOKE CUTOFF
Y	MOST DANGEROUS MAN SHARK	SHARK/STALK
X	SMOKE ON SINGLE WR MOST DANGEROUS MAN	SINGLE WR RULES/STALK STALK
QB	READ FRONTSIDE END. SHUFFLE ON MESH. KEEP READ MUST STAY INSIDE FOLLOWING WRAP PULLER.	INSIDE PATH MESH WITH RB FRONTSIDE END READ

PITTSBURGH READ

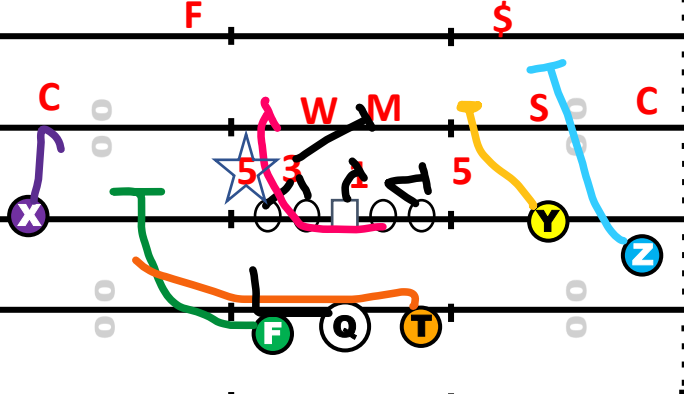
4-3

SPLIT LEFT OVER WEAK PITTSBURGH READ



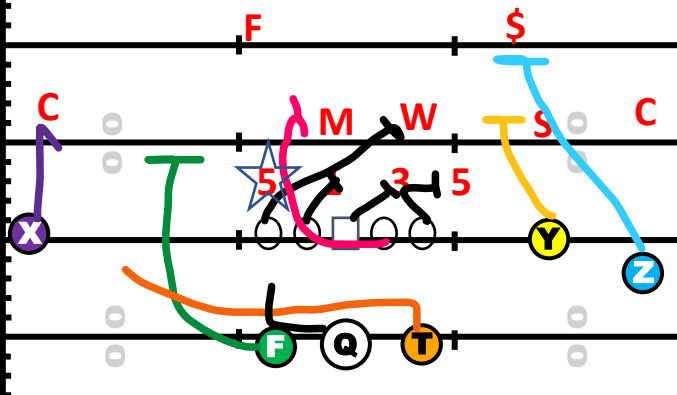
4-2

SPLIT LEFT OVER WEAK PITTSBURGH READ



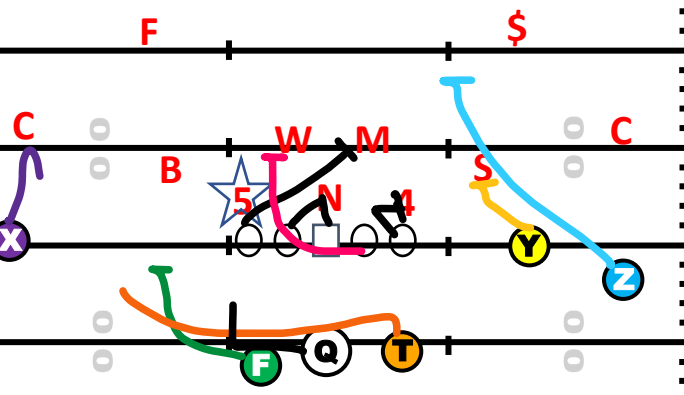
4-2 UNDER

SPLIT LEFT OVER WEAK PITTSBURGH READ



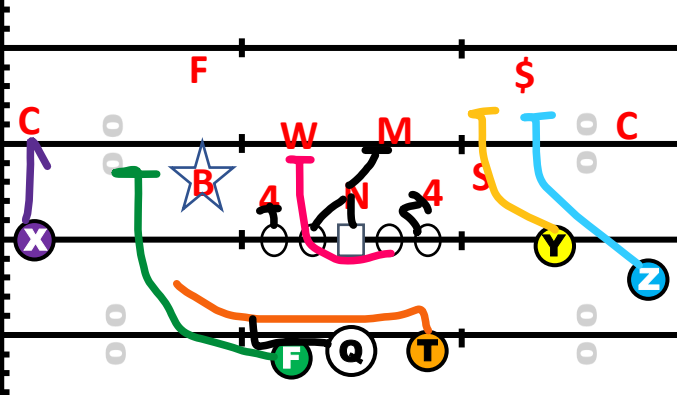
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SPLIT LEFT OVER WEAK PITTSBURGH READ



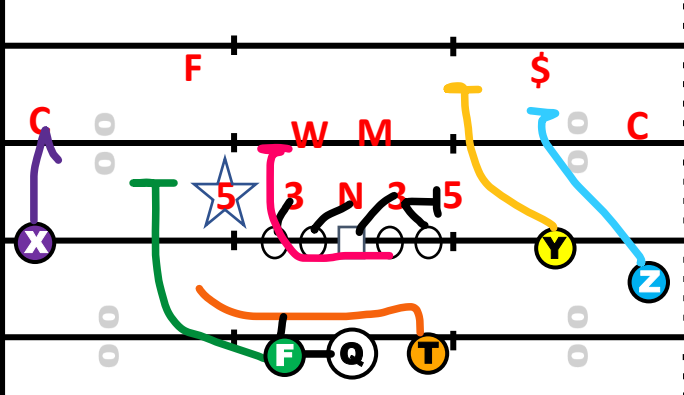
TITE

SPLIT LEFT OVER WEAK PITTSBURGH READ



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SPLIT LEFT OVER WEAK PITTSBURGH READ






POWER VARIATIONS



- PITTSBURGH & STEELERS TOSS WILL BE ANOTHER “READ” VARIATION THAT WE CAN USE.
- SAME RULES AS READ ONLY DIFFERENCE WILL BE RUNNING BACK WILL BE ON PLAYSIDE.
- READ PLAYSIDE END OFF TOSS ACTION TO RUNNING BACK.
- ANOTHER VARIATION TO THE BLOCKING SCHEME WILL BE A “BUBBA” CALL.
- THIS WILL BE USED VS. AN ODD FRONT AND PLAYSIDE TACKLE RELEASES TO WALK DOWN BACKER AND F TAKES ON END.
- BUBBA BEST CALLED BS TITE ODD FRONT WITH 4 TECH SPIKE.
- “TANGO” CALL CAN BE MADE FOR TACKLE TO PULL IF WE ARE HAVING TROUBLE HINGING ON THE BACKSIDE AND WERE GETTING PENETRATION.
- “CAT” CALL CAN BE MADE FOR CENTER TO PULL IF WE ARE HAVING TROUBLE WITH THE CHOKE STEP ON A BACKSDIE 3.
- WE WILL USE MULTIPLE MOTIONS TO ALIGN THE DEFENSE AND RUN POWER



**INDY
&
COLTS**



INSIDE TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- WHAM- KICK OUT BACKSIDE END BY F. INSIDE FOOT.
- ROE-RHINO ON END. J-BLOCK C-GAP DEFENDER.
- J-BLOCK- FULL BACK INSIDE OUT BLOCKING TECHNIQUE
- L TRACK - RUNNING BACK PATH TO QB.SHUFFLE & PRESS
- MESH- HAND OFF OF BALL FROM QB TO RUNNING BACK
- SEAL- WHAM PLAY SQUEEZES TIGHT INSIDE WE WILL SEAL HIM IN AND WRAP GOES OUT
- CENTER GUARD COMBO- ACE RAM/ACE LION
- GUARD TACKLE COMBO- "STATE"
- TACKLE TE COMBO- "COLOR"

+WE WILL BLOCK OUR INSIDE SCHEME SIMILAR TO POWER. WE WILL TREAT IT AS A GAP SCHEME. WE WANT AS MANY COMBOS AS POSSIBLE AT THE POINT OF ATTACK.

+RUNNING BACK WILL READ FIRST MAN PAST CENTER FOR PRE-SNAP READ HOLE. WHAM/ROE KEY F-BLOCK SIDE BACKER FOR CUTBACK.

+WILL BE AUTOMATIC READ WHEN THERE IS NO C-GAP WHAM DEFENDER

+CREATE VERTICAL PUSH. WE WANT A DENT IN DEFENSE

+POWER WITHOUT A PULLER



PISTOL PERSONNEL



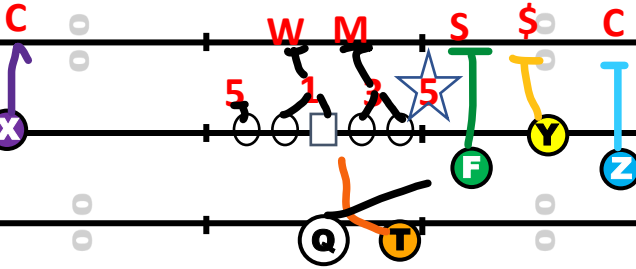
POSITION	RULES	COACHING POINT
PST	BASE BLOCK OUT ON THE DENFENSIVE END. DO NOT ALLOW PENETRATION INSIDE.	WORK ½ MAN HIP 2 HIP ID PATH
PSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
C	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BST	INSIDE RELEASE STEP TO CUT OFF BACKSIDE BACKER. DO NOT LET BACKER SCRAPE.	HARD INSIDE RELEASE STEP DIP AND RIP CUTOFF
F	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF
T	PRE SNAP READ OPEN A GAP. KEY 1 ST DOWN LINEMAN PAST CENTER. BANG A GAP. SHUFFLE AND PRESS TO ATTACK POINT	MESH ATTACK POINT PRE SNAP
Z	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
Y	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
X	“SMOKE”.BLOCK MOST DANGEROUS MAN.	STALK BLOCKING CUT OFF SMOKR
QB	OPEN PATH WITH HIPS AND SHOULDERS FOR RUNNING BACK. ALWAYS TURN TO BACKSIDE END. CROW HOP AND RIDE DOWN. READ BACKSIDE END. HIP 2 HIP.	MESH CROW HOP CARRY OUT FAKE READ ON END

INDY

4-3

TRIPS RIGHT INDY

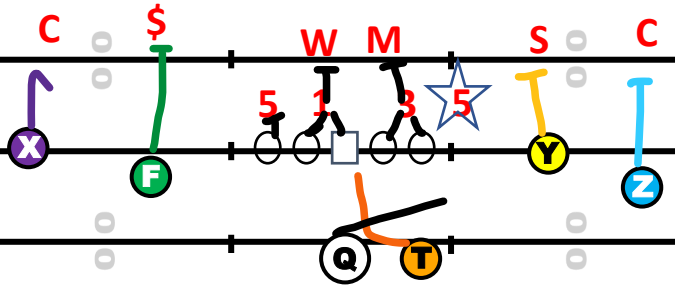
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4-2

RIP INDY

F

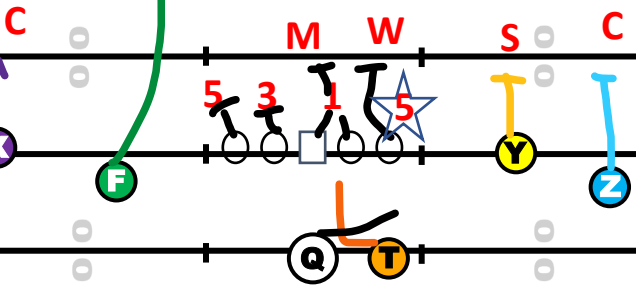


4-2 UNDER

RIP INDY

F

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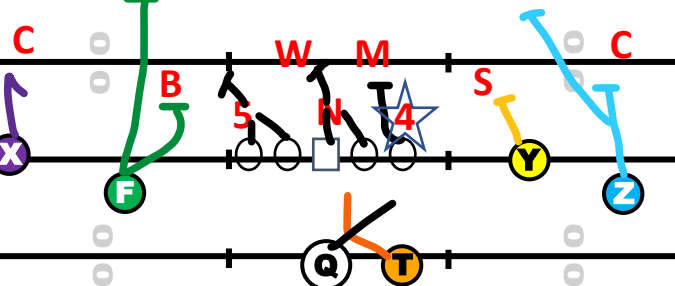


3-4

RIP INDY

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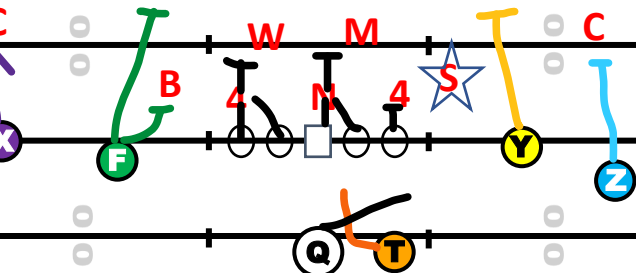


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RIP INDY

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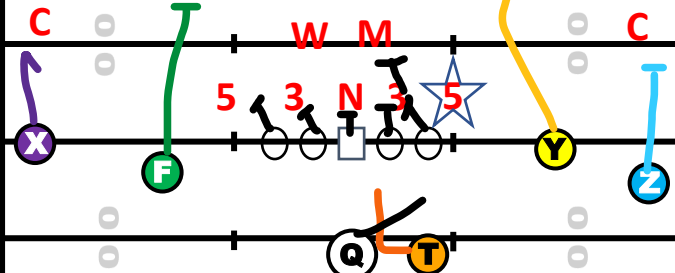


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RIP INDY

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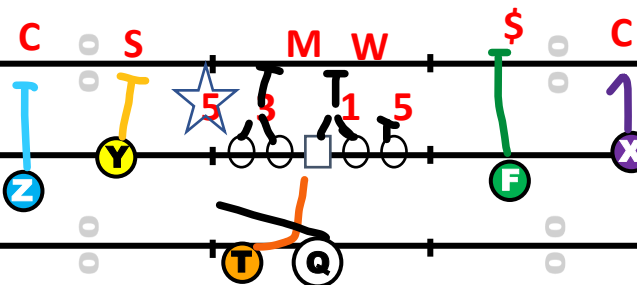


COLTS

4-2

RIP INDY

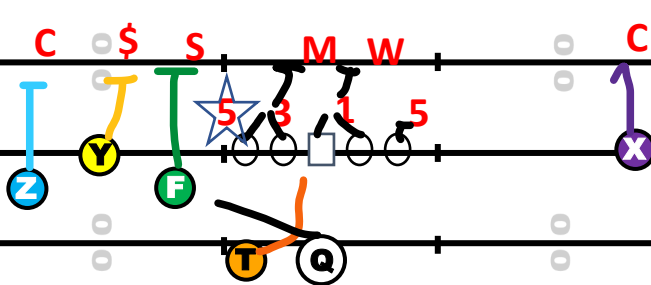
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4-3

TRIPS RIGHT INDY

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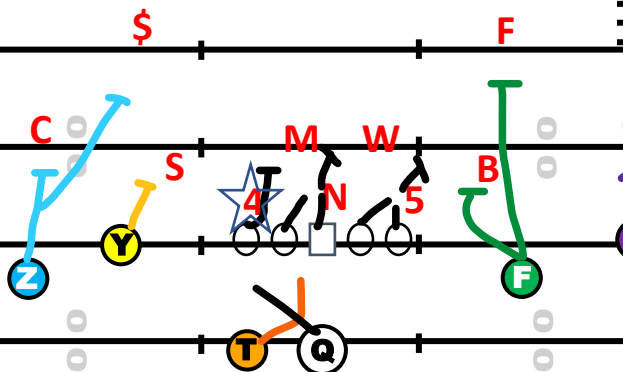


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RIP INDY

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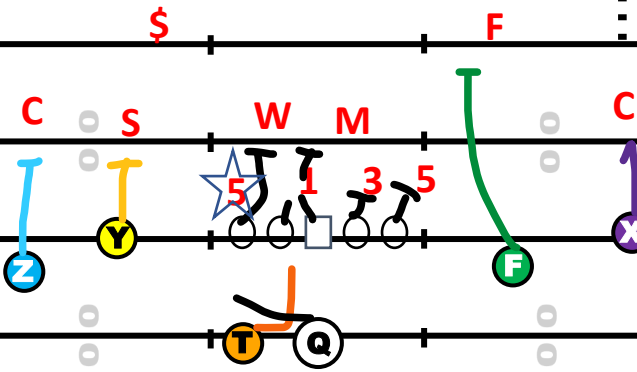


4-2 UNDER

RIP INDY

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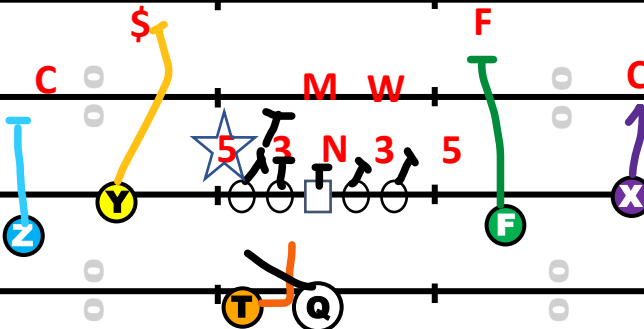


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RIP INDY

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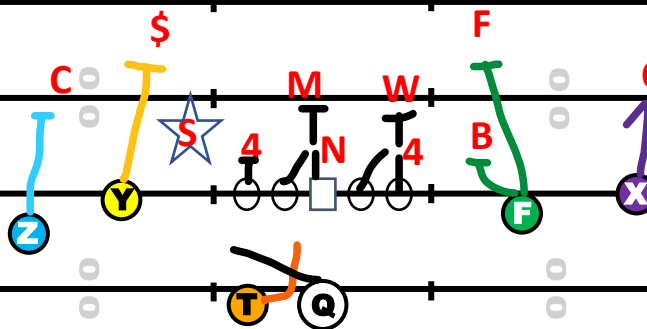


TITE

RIP INDY

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**INDY
&
COLTS**

ROE



TIGER PERSONNEL



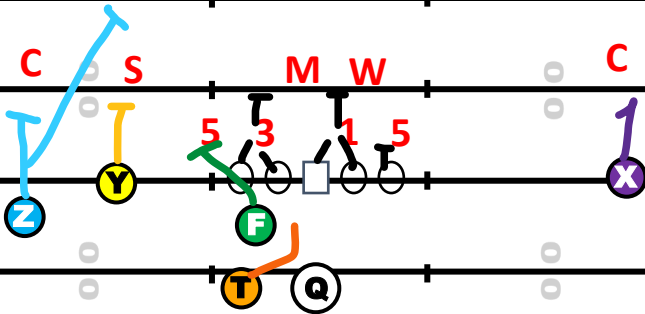
POSITION	RULES	COACHING POINT
PST	BASE BLOCK OUT ON THE DENFENSIVE END. DO NOT ALLOW PENETRATION INSIDE.	WORK ½ MAN HIP 2 HIP ID PATH
PSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
C	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BST	INSIDE RELEASE STEP TO CUT OFF BACKSIDE BACKER. DO NOT LET BACKER SCRAPE.	HARD INSIDE RELEASE STEP DIP AND RIP CUTOFF
F	ROE-RHINO ON END. WILL J BLOCK C-GAP DEFENDER. STEP INSIDE FOOT FIRST. SAME FOOT/SHOULDER. CROSS FACE-WASH DOWN	WHAM J-BLOCK
T	PRE SNAP READ OPEN A GAP. KEY 1 ST DOWN LINEMAN PAST CENTER. BANG A GAP. SHUFFLE AND PRESS TO ATTACK POINT. CUT BACK OFF F BLOCK SIDE BACKER	MESH ATTACK POINT PRE SNAP
Z	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
Y	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
X	“SMOKE”.BLOCK MOST DANGEROUS MAN.	STALK BLOCKING CUT OFF SMOKR
QB	OPEN PATH WITH HIPS AND SHOULDERS FOR RUNNING BACK. ALWAYS TURN TO BACKSIDE END. CROW HOP AND RIDE DOWN.AUTO GIVE. HIP 2 HIP.	MESH CROW HOP CARRY OUT FAKE READ ON END

COLTS ROE

4-2

RHINO LEFT INDY ROE

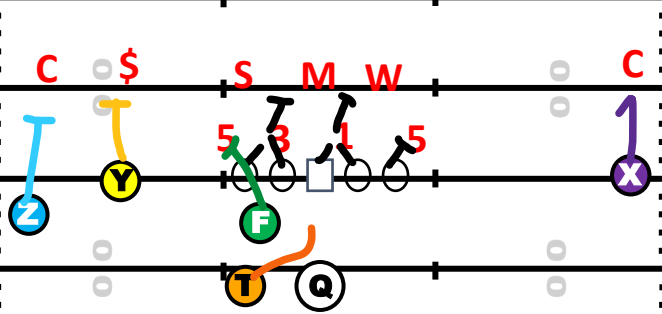
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4-3

RHINO LEFT INDY ROE

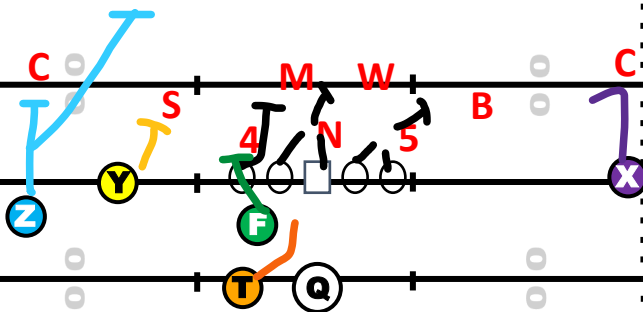
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3-4

RHINO LEFT INDY ROE

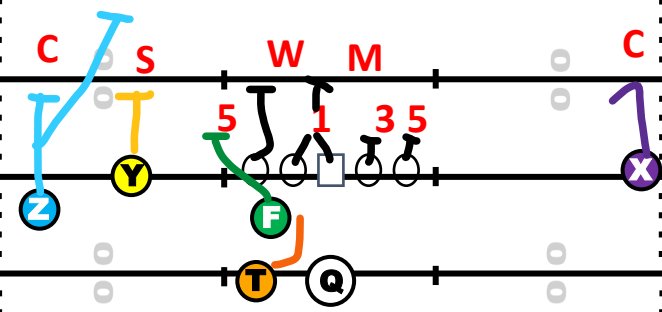
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4-2 UNDER

RHINO LEFT INDY ROE

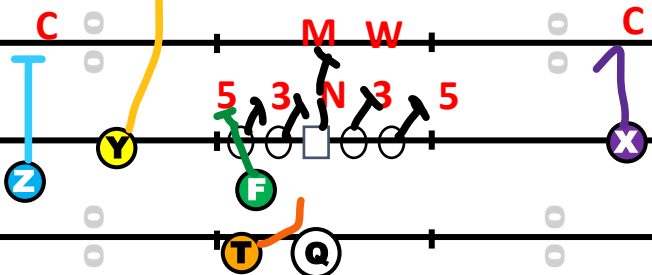
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RHINO LEFT INDY ROE

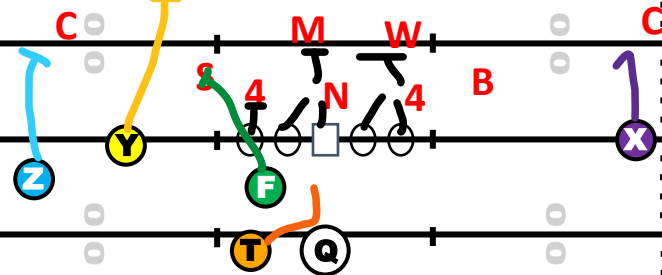
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TITE

RHINO LEFT INDY ROE

\$ F

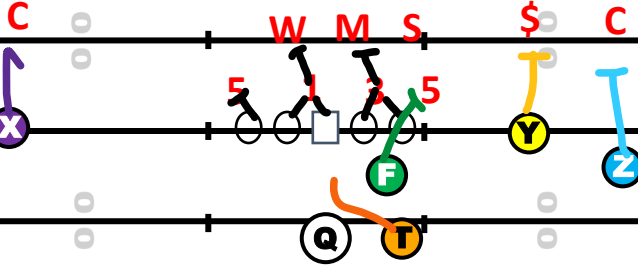


INDY ROE

4-3

RHINO RIGHT INDY ROE

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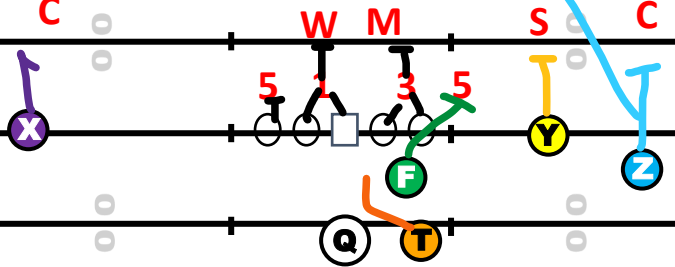


4-2

RHINO RIGHT INDY ROE

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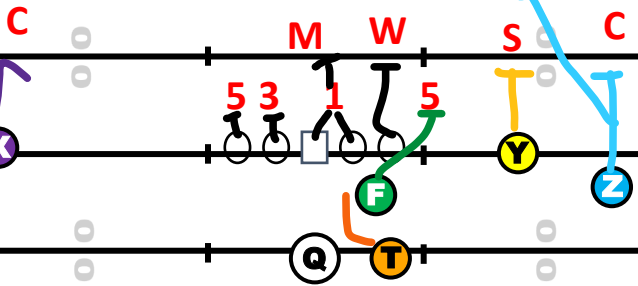


4-2 UNDER

RHINO RIGHT INDY ROE

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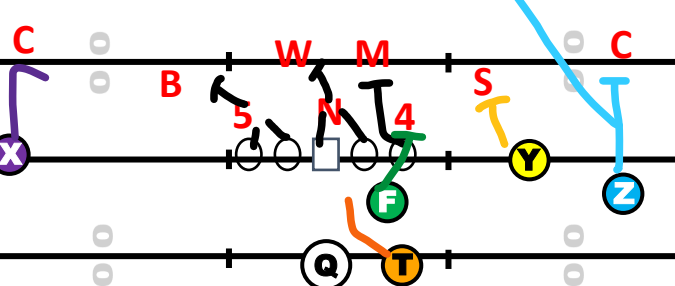


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RHINO RIGHT INDY ROE

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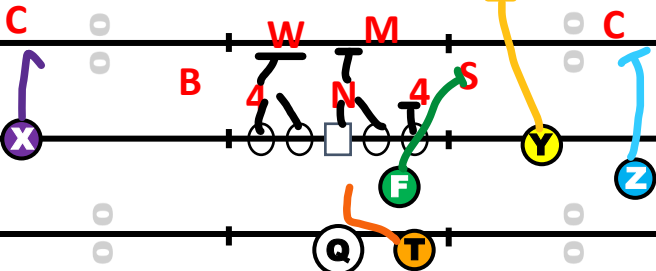


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RHINO RIGHT INDY ROE

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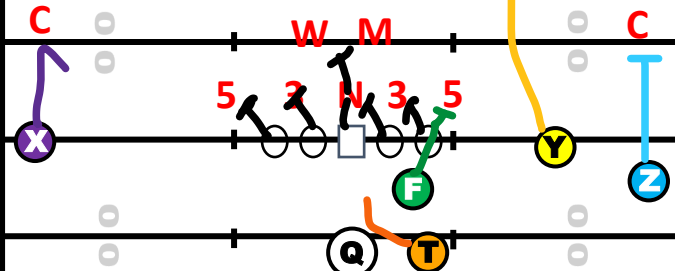


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RHINO RIGHT INDY ROE

F

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**INDY
&
COLTS**

WHAM



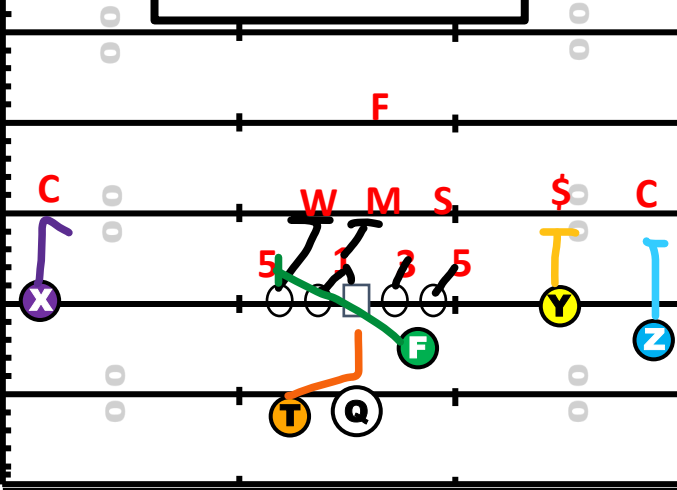
TIGER PERSONNEL



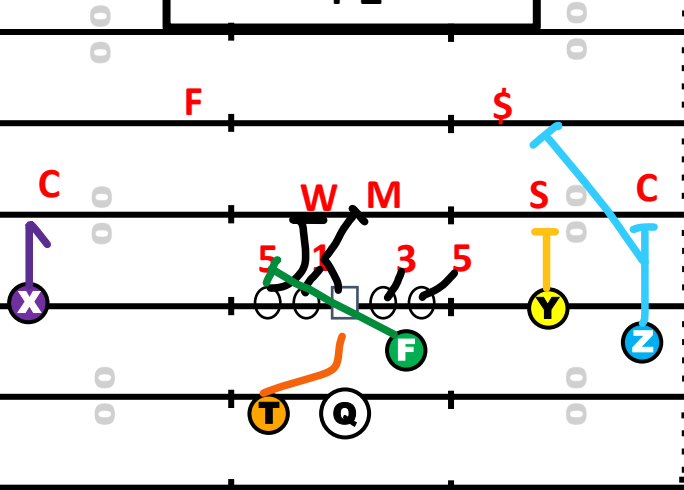
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PSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
C	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BSG	RESPONSIBLE FOR PLAYSIDE GAP. IF DOWN LINEMAN IN GAP STEP TO DEFENDER. IF GAP UNCOVERED COMBO TO 2 ND LEVEL BACKER	WORK ½ MAN HIP 2 HIP ID PATH
BST	INSIDE RELEASE STEP TO CUT OFF BACKSIDE BACKER. DO NOT LET BACKER SCRAPE.	HARD INSIDE RELEASE STEP DIP AND RIP CUTOFF
F	WILL WORK FLAT DOWN LINE TO KICK OUT BACKSIDE END. WORK INSIDE OUT.	WHAM
T	PRE SNAP READ OPEN A GAP. KEY 1 ST DOWN LINEMAN PAST CENTER. BANG A GAP. SHUFFLE AND PRESS TO ATTACK POINT. CUT BACK OFF F BLOCK SIDE BACKER	MESH ATTACK POINT PRE SNAP
Z	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
Y	BLOCK MOST DANGEROUS MAN. DO NOT ALLOW PENETRATION FROM OUTSIDE WORK TO INSIDE SHOULDER	STALK BLOCKING CUT OFF SHARK
X	“SMOKE”.BLOCK MOST DANGEROUS MAN.	STALK BLOCKING CUT OFF SMOKR
QB	OPEN PATH WITH HIPS AND SHOULDERS FOR RUNNING BACK. ALWAYS TURN TO BACKSIDE END. CROW HOP AND RIDE DOWN.AUTO GIVE. HIP 2 HIP.	MESH CROW HOP CARRY OUT FAKE READ ON END

COLTS WHAM

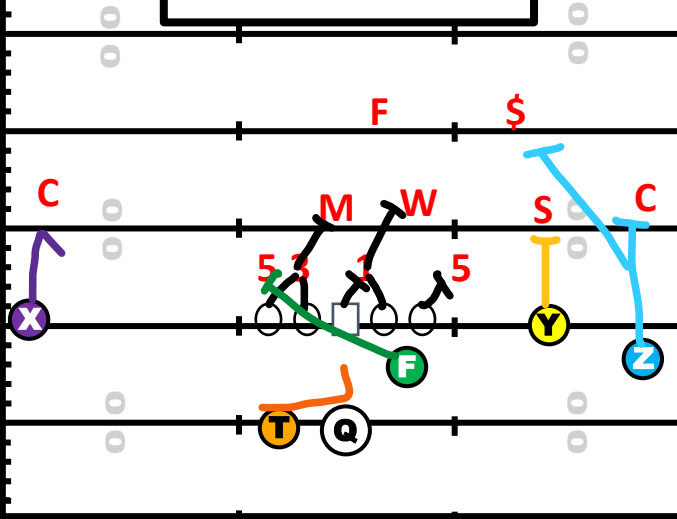
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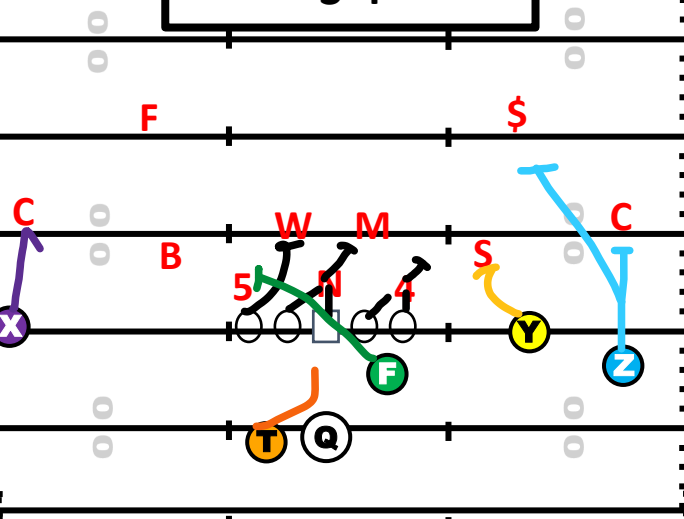
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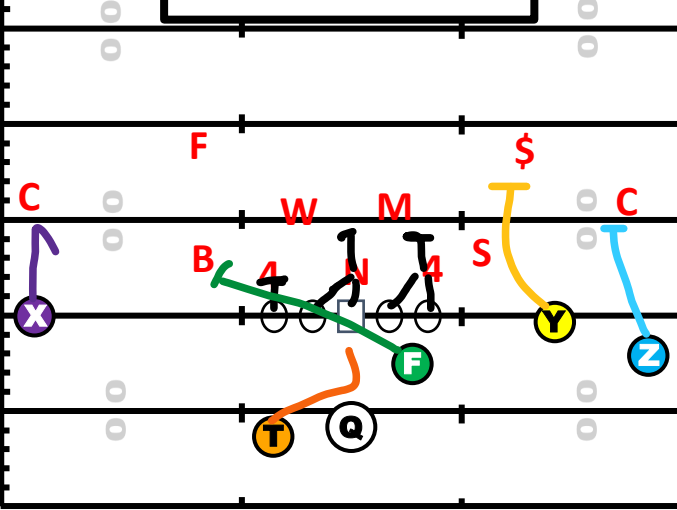
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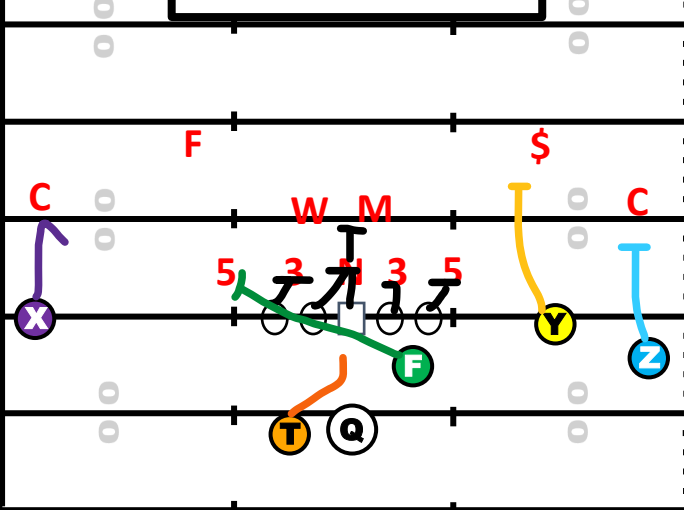
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TITE

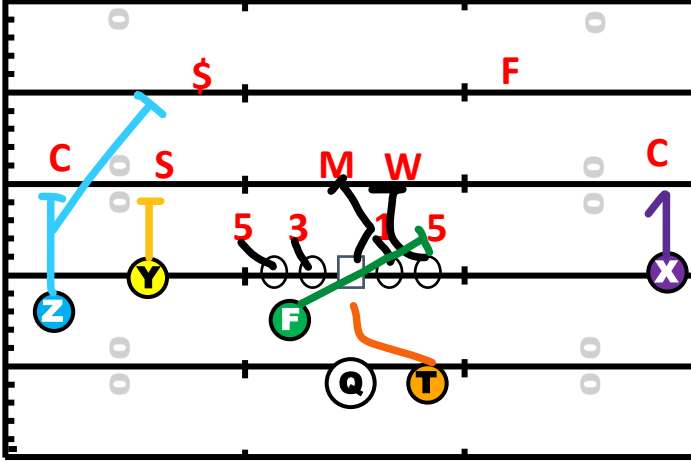


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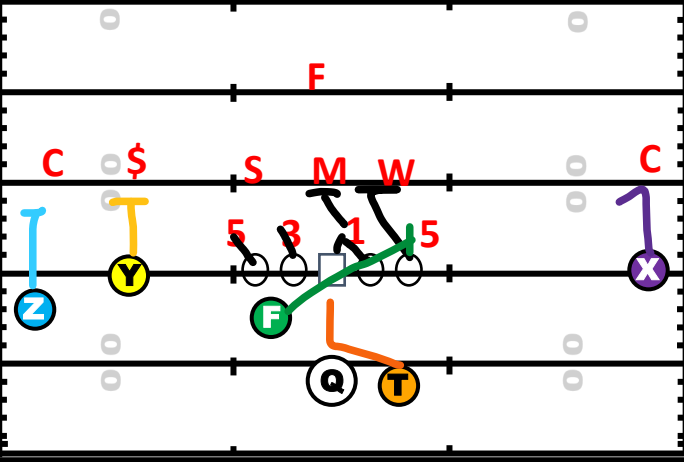


INDY WHAM

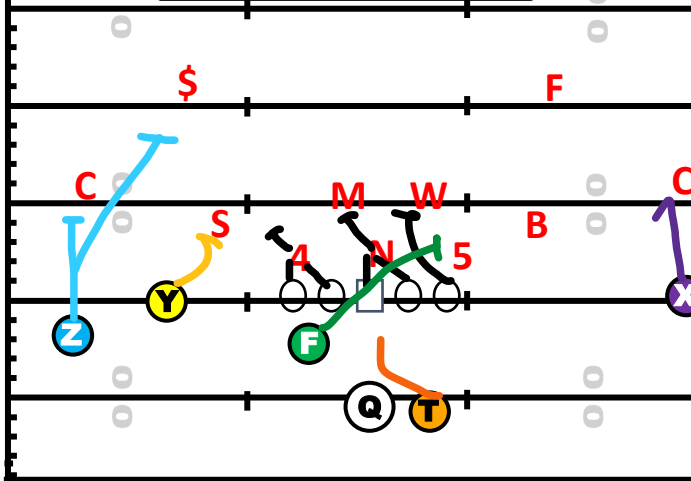
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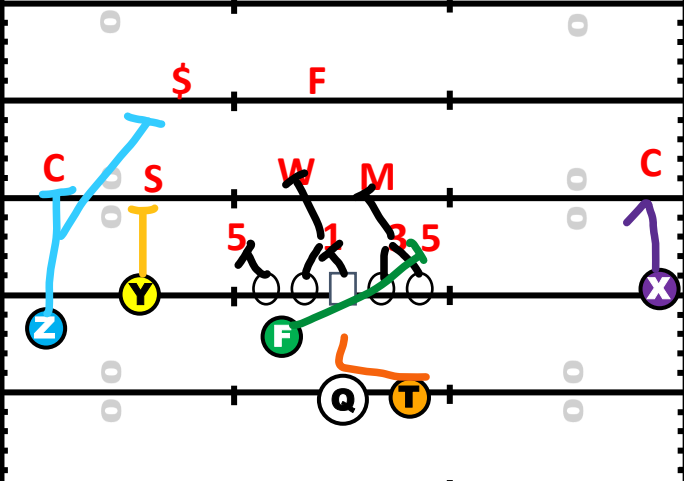
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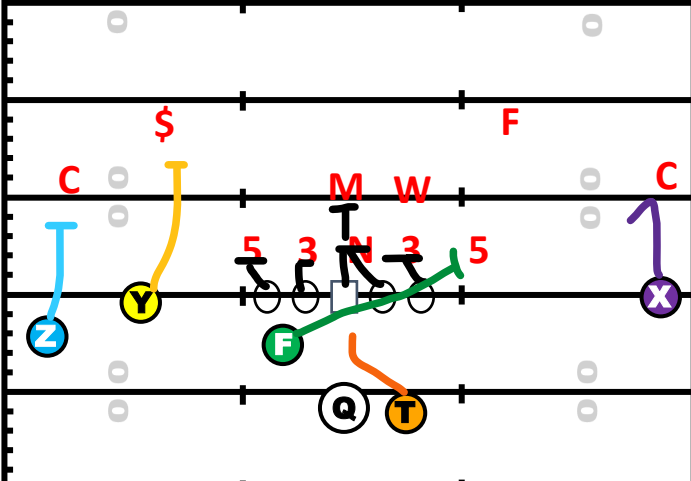
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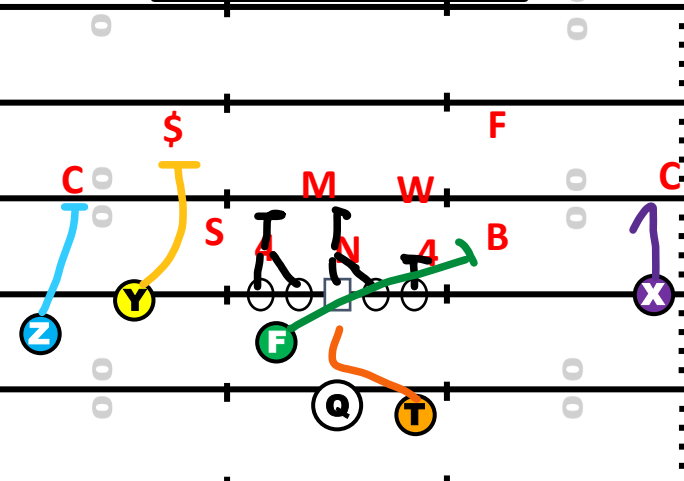
4-2 UNDER



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TITE





INSIDE VARIATIONS



- INDY & COLTS CAN BE UTILIZED FROM MULTIPLE PERSONNEL GROUPINGS AND MOTIONS
- DEPENDING ON GAP PLAN WE CAN ADD A BUBBA TAG SIMILAR TO POWER SCHEME VS. TITE FRONT AND 4 TECH SPIKE.
- A “FOLD” CALL CAN BE MADE TO GET LEVERAGE ON 1ST & 2ND LEVEL DEFENDERS.
- WE CAN USE LEAVE BACKSIDE END UNBLOCKED IN MULTIPLE WAYS AND READ HIM WHICH WILL BE COVERED IN RPO SECTION.



CAROLINA & PANTHERS





COUNTER TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- DOWN BLOCK- BLOCKING AWAY GAP FROM PLAY
- WHAM- KICK OUT OF FRONTSIDE END FROM GUARD. INSIDE SHOULDER.
- WRAP- BACKSIDE PULLING FULLBACK TO BACKER.INSIDE OUT.
- B GAP HINGE - BACKSIDE TACKLE CLOSING B GAP DOWN ALLOWING NO CHASE DOWN.COLLISION.
- POINT- PLAYER THE BACKSIDE TACKLE IS PULLING
- L TRACK - RUNNING BACK PATH TO QB
- MESH- HAND OFF OF BALL FROM QB TO RUNNING BACK
- 2 COUNT – COUNT FROM DOWN BLOCKS TO KNOW RESPONSIBILITY. COUNT PLAYERS INSIDE (ODD VARIES)
- SEAL- WHAM PLAY SQUEEZES TIGHT INSIDE WE WILL SEAL HIM IN AND WRAP GOES OUT
- GOAT- GUARD AND TACKLE
- FOG- FULLBACK AND GUARD
- CRUNK- 2 FULLBACKS PULL



CAROLINA & PANTHERS

FOG



TIGER/NFL PERSONNEL



POSITION	RULES	COACHING POINT
PST	GAP DOWN B-GAP CONTROL TO BACKER.	COMBO (DRIVE) INSIDE RELEASE RIP AND RELEASE
PSG	GAP DOWN A-GAP CONTROL TO BACKER. HELP WITH COMBO IN B-GAP.	COMBO A-B GAP POST
C	BACKSIDE A-GAP CHOKE.REPLACE PULLING GUARD.	CHOKE STEP COMBO
BSG	WHAM PLAYER. KICK OUT PLAYSIDE C-GAP DEFENDER.	INSIDIE SHOULDER SAME FOOT KICK OUT
BST	B-GAP HINGE ON BACKSIDE. COLLION ON B- GAP. DO NOT ALLOW CHASE DOWN DEFENDER.	B-GAP HINGE COLLISION SEAL
F	WRAP PLAYER TO PLAYSIDE POINT BACKER.	SQUARE TO POINT FOOTWORK FIGHT THRU LINE
T	SHUFFLE AND PRESS INSIDE ATTACK POINT, PAITIENT READ WHAM AND WRAP BLOCKS. BOUNCE ON SEAL BLOCK	SHUFFLE PRESS MESH READ BLOCKS
Z	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
Y	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
X	"SMOKE". MOST DANGEROUS MAN	"SMOKE" STALK CUTOFF
QB	MESH WITH RUNNING BACK WITH CROW HOP TECHNIQUE. CARRY OUT FAKE	C-GAP READ CROW HOP MESH



CAROLINA & PANTHERS

GOAT



TIGER/NFL PERSONNEL



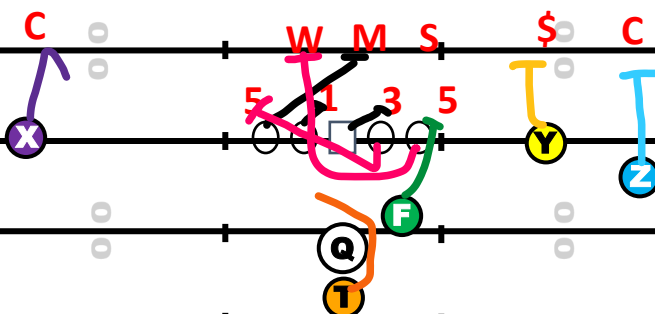
POSITION	RULES	COACHING POINT
PST	GAP DOWN B-GAP CONTROL TO BACKER.	COMBO (DRIVE) INSIDE RELEASE RIP AND RELEASE
PSG	GAP DOWN A-GAP CONTROL TO BACKER. HELP WITH COMBO IN B-GAP.	COMBO A-B GAP POST
C	BACKSIDE A-GAP CHOKE.REPLACE PULLING GUARD.	CHOKE STEP COMBO
BSG	WHAM PLAYER. KICK OUT PLAYSIDE C-GAP DEFENDER.	INSIDIE SHOULDER SAME FOOT KICK OUT
BST	WRAP PLAYER TO PLAYSIDE POINT BACKER.	SKIP AND SQUARE TO POINT
F	BACKSIDE C-GAP COLLISION. IF SPLIT BACK AWAY-KICK OUT BACKSIDE. IF SPLIT	PROTECT BACKSIDE STALK CUT OFF
T	SHUFFLE AND PRESS INSIDE ATTACK POINT, PAITIENT READ WHAM AND WRAP BLOCKS. BOUNCE ON SEAL BLOCK	SHUFFLE PRESS MESH READ BLOCKS
Z	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
Y	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
X	"SMOKE". MOST DANGEROUS MAN	"SMOKE" STALK CUTOFF
QB	MESH WITH RUNNING BACK WITH CROW HOP TECHNIQUE. CARRY OUT FAKE	C-GAP READ CROW HOP MESH

CAROLINA GOAT

4-3

PRO RIGHT CAROLINA GOAT

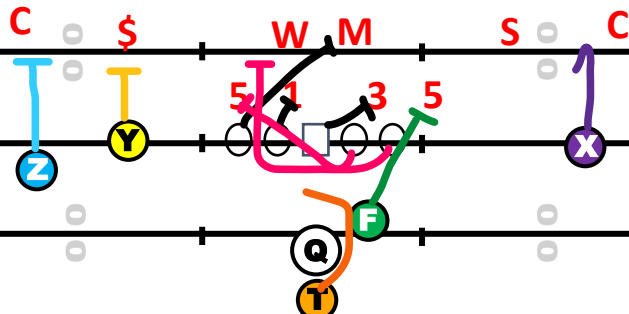
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4-2

PRO RIGHT OVER CAROLINA GOAT

F

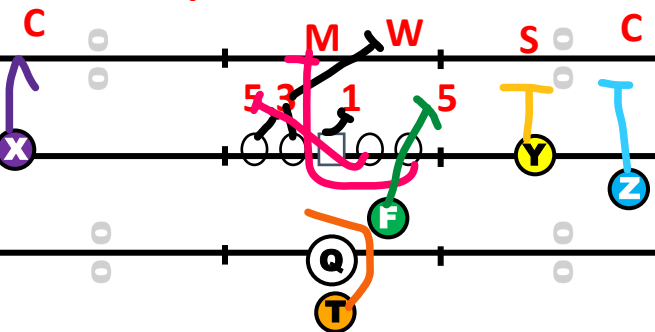


4-2 UNDER

PRO RIGHT CAROLINA GOAT

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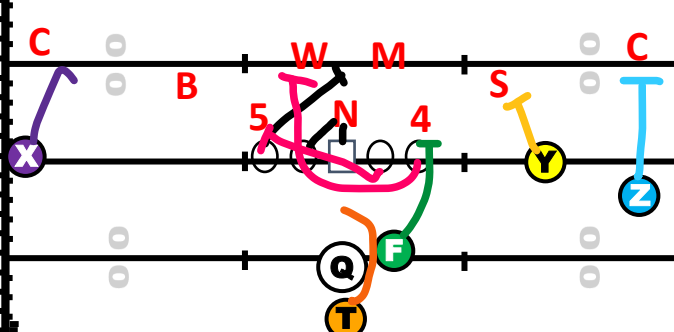


3-4

PRO RIGHT CAROLINA GOAT

F

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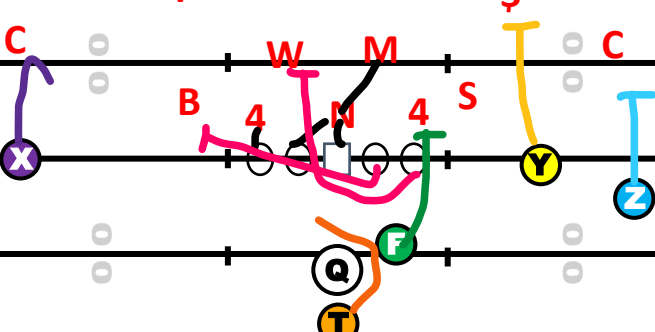


TITE

PRO RIGHT CAROLINA GOAT

F

\$

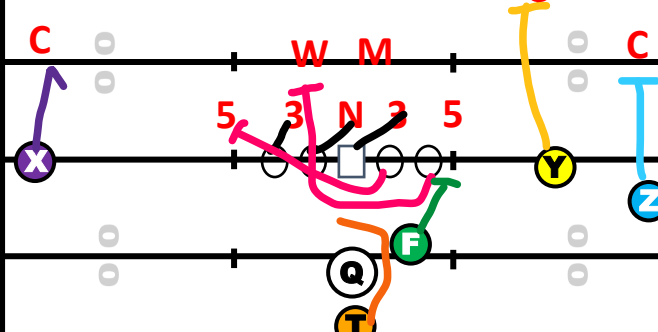


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PRO RIGHT CAROLINA GOAT

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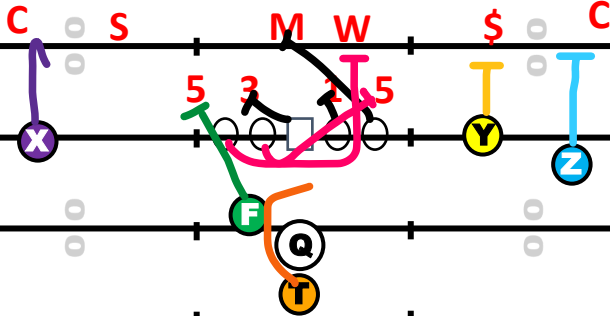


PANTHERS GOAT

4-2

PRO RIGHT OVER CAROLINA GOAT

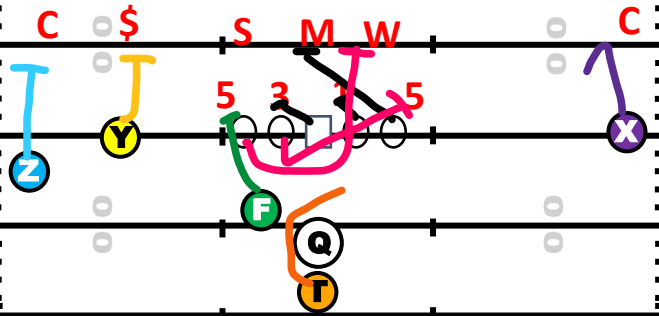
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4-3

PRO RIGHT CAROLINA GOAT

F

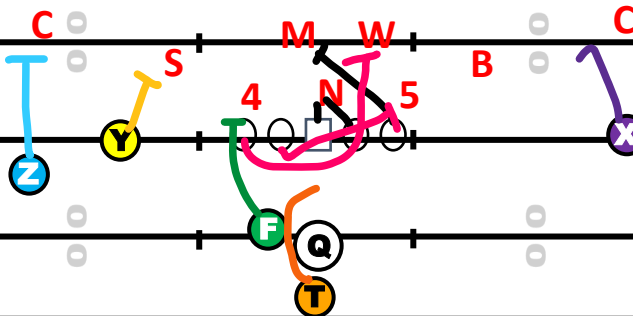


3-4

PRO RIGHT CAROLINA GOAT

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F

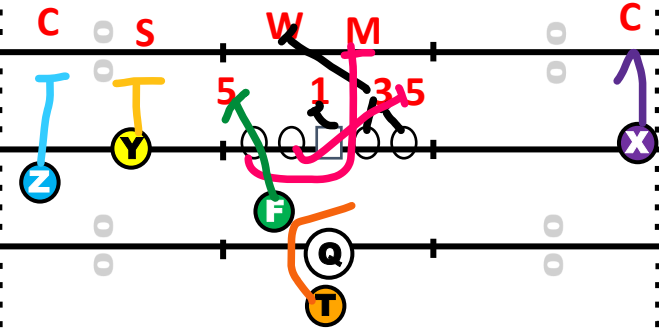


4-2 UNDER

PRO RIGHT CAROLINA GOAT

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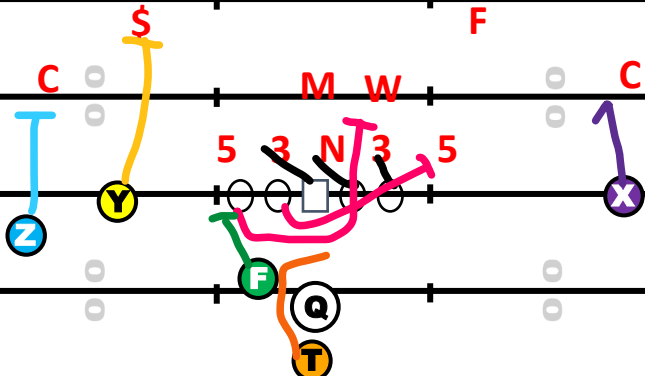
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PRO RIGHT CAROLINA GOAT

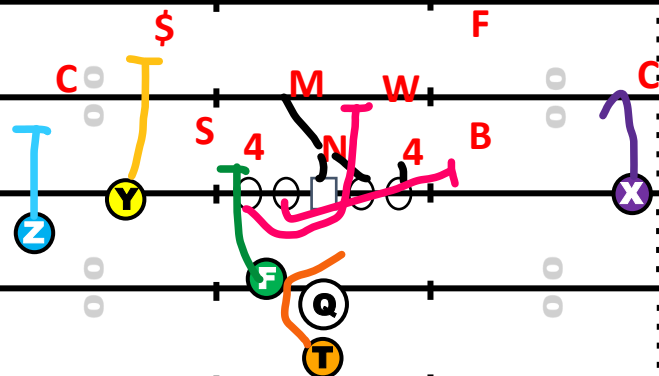
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TITE

PRO RIGHT CAROLINA GOAT

F





PISTOL



POSITION	RULES	COACHING POINT
PST	GAP DOWN B-GAP CONTROL TO BACKER.	COMBO (DRIVE) INSIDE RELEASE RIP AND RELEASE
PSG	GAP DOWN A-GAP CONTROL TO BACKER. HELP WITH COMBO IN B-GAP.	COMBO A-B GAP POST
C	BACKSIDE A-GAP CHOKE.REPLACE PULLING GUARD.	CHOKE STEP COMBO
BSG	WHAM PLAYER. KICK OUT PLAYSIDE C-GAP DEFENDER.	INSIDIE SHOULDER SAME FOOT KICK OUT
BST	WRAP PLAYER TO PLAYSIDE POINT BACKER.	SKIP AND SQUARE TO POINT
F	ALIGNED AS WIDE RECEIVER WILL BLOCK MOS DANGEROUS MAN	STALK CUTOFF
T	SHUFFLE AND PRESS INSIDE ATTACK POINT, PAITIENT READ WHAM AND WRAP BLOCKS. BOUNCE ON SEAL BLOCK	SHUFFLE PRESS MESH READ BLOCKS
Z	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
Y	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
X	"SMOKE". MOST DANGEROUS MAN	"SMOKE" STALK CUTOFF
QB	MESH WITH RUNNING BACK WITH CROW HOP TECHNIQUE. CARRY OUT FAKE. NO C- GAP BLOCK READ BACKSIDE END	C-GAP READ CROW HOP MESH



GOAT VARIATIONS



- GOAT WILL STAND FOR G/T COUNTER
- WE CAN DO MULTIPLE THINGS WITH GOAT
- WE CAN USE F TO BLOCK BACKSIDE END WITH CUTOFF BLOCK OR KICK OUT WITH CROSS ACTION
- WE CAN ALSO LEAVE THE BACKSIDE END UNBLOCKED AND READ THE BACKSIDE END. (PISTOL)
- WITH TIGHT END WE CAN MAKE AN ARC CALL TO HAVE TE “ARC” RELEASE OUT TO BLOCK EXTRA DEFENDER KICK AND WRAP MAN CANNOT GET TO.
- BUBBA CALL CAN ALSO BE MADE.



CLEVELAND & BROWNS





BUCK SWEEP TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- DOWN BLOCK- BLOCKING AWAY GAP FROM PLAY
- PIN- DOWN BLOCK PINNING DEFENDER FROM GETTING OUTSIDE
- FOLD- PULL 1 GAP OVER TO HAVE BETTER CUTTOF ANGLE OF BACKER
- SCRAPE- LINEBACKERS FLOWING OVER THE TOP OF THE DEFENSE TO PLAY
- SEAL- KEEPING DEFENDER FROM GETTING OUTSIDE
- FORCE PLAYER- DEFENSIVE PLAYER THAT IS RESPONSIBLE FOR KEEPING BALL FROM GETTING OUSTIDE
- WHAM- FRONTSIDE LINEMAN PULLING TO KICK OR SEAL FORCE PLAYER
- B-GAP HINGE- BACKSIDE OFFENSIVE PLAYER ALLOWING NO CHASE DOWN DEFENDER
- PICK- WIDE RECEIVER BLOCKING LINEBACKER AND SEALING DEFENDER INSIDE



TIGER/NFL PERSONNEL



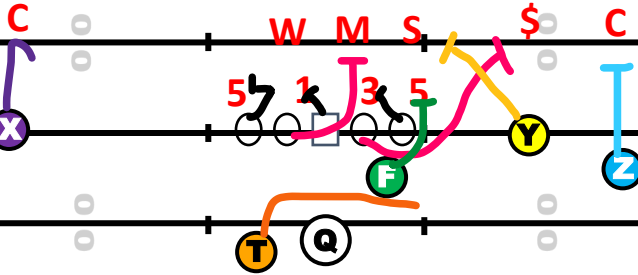
POSITION	RULES	COACHING POINT
PST	DOWN BLOCK ON INSIDE GAP NO DOWN LINEMAN IN B-GAP, STAY ON PATH TO NEXT LEVEL	DOWN BLOCK PATH AIM HIGH
PSG	NO PLAYER INSIDIE A-GAP, WILL PULL TO WHAM OR SEAL FORCE DEFENDER. FORCE DEFENDER 1 ST DEFENDER OUTSIDE	WHAM/SEAL FORCE DEFENDER BLOCK IN SPACE,INSIDE OUT
C	PIN INSIDE DEFENDER. IF HEAD UP NOSE SOLO AND ALLOW NO PENETRATION INTO BACKFIELD	CHOKE STEP PIN
BSG	FOLD AROUND CENTER TO CUT OFF WEAK SIDE BACKER SCRAPE. FIGHT TO FIND 1 ST OPEN GAP.	FOLD CUTOFF
BST	B-GAP HINGE AND ALLOW NO CHASE DOWN DEFENDER	B-GAP HINGE
F	LET C-GAP DEFENDER GAIN INSIDE LEVERAGE AND SEAL DEFENDER INSIDE. C-GAP WAHED DOWN GET TO NEXT LEVEL TO CUTOFF.	SEAL BLOCK C-GAP DEFENDER
T	OPEN UP TO PALYSIDE AND WORK TO GET OUTSIDE. FOLLOW FRONTSIDE PULLER OUTSIDE TO FIND RUNNING LANE IN ALLEY. READ BUTT.	READING OUTSIDE RUN LANE IN ALLEY
Z	BLOCK MOST DANGEROUS MAN	STALK CUTOFF
Y	CHEAT FOR SUCCESS FOR TIGHTER ALIGNEMNT. PICK NEAREST INSIDE BACKER TO ALLOW NO SCRAPE OVER THE TOP.PIN IN.	"PICK" BLOCKING
X	BLOCK MOST DANGEROUS MAN. CUTOFF	STALK CUTOFF
QB	STEP AND SHUFFLE PLAYSIDE WITH PLAY EXTENDED TO RUNNING BACK. CARRY OUT PLAY FAKE	MESH

BROWNS

4-3

RHINO RIGHT WEAK BROWNS

F

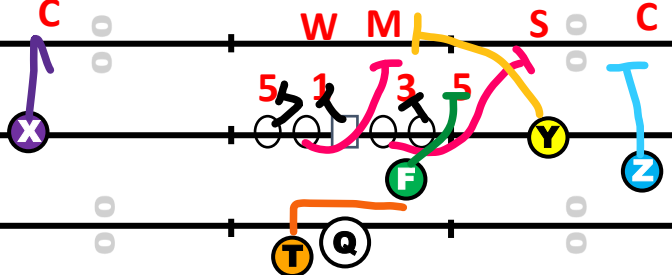


4-2

RHINO RIGHT WEAK BROWNS

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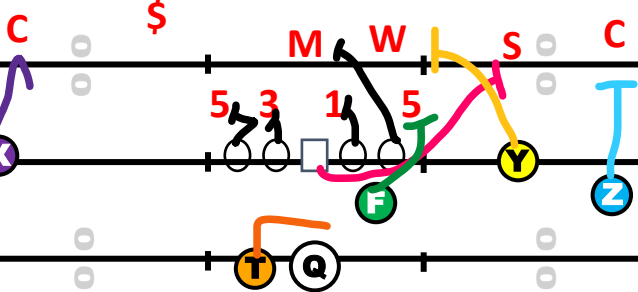
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4-2 UNDER

RHINO RIGHT WEAK BROWNS

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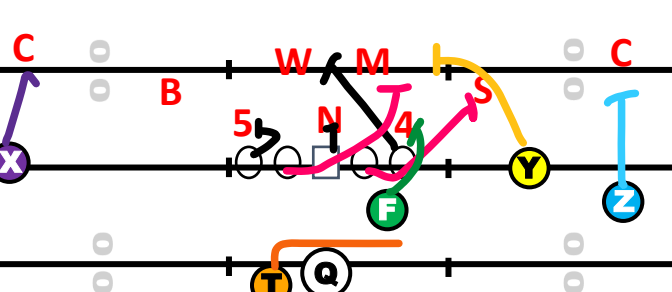


3-4

RHINO RIGHT WEAK BROWNS

F

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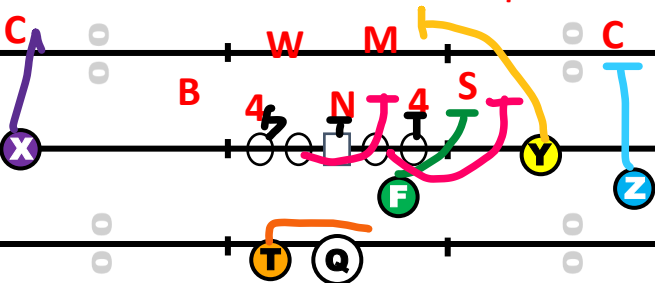


TITE

RHINO RIGHT WEAK BROWNS

F

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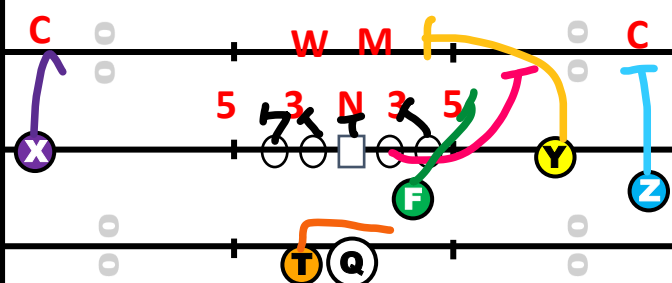


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RHINO RIGHT WEAK BROWNS

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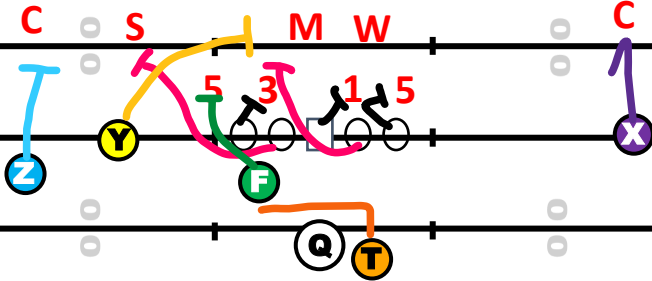


CLEVELAND

4-2

RHINO LEFT WEAK CLEVELAND

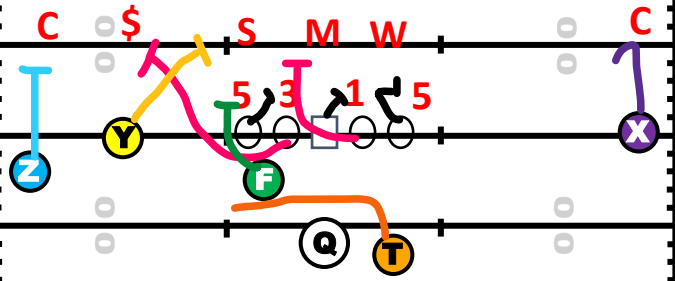
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4-3

RHINO LEFT WEAK CLEVELAND

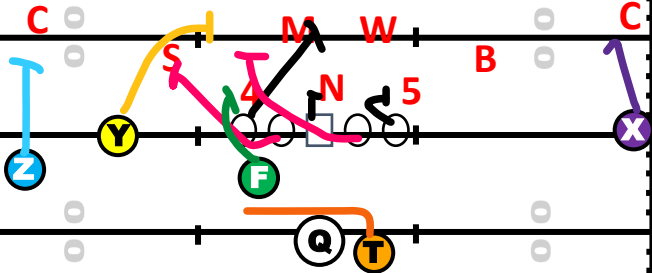
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3-4

RHINO LEFT WEAK CLEVELAND

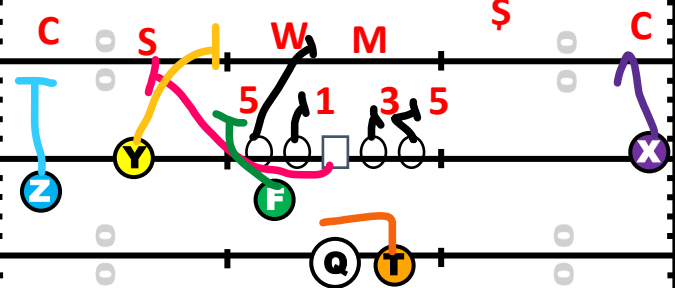
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4-2 UNDER

RHINO LEFT WEAK CLEVELAND

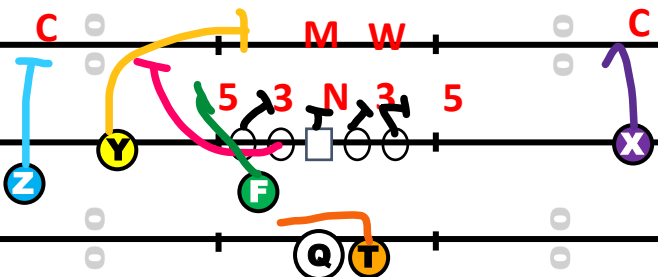
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RHINO LEFT WEAK CLEVELAND

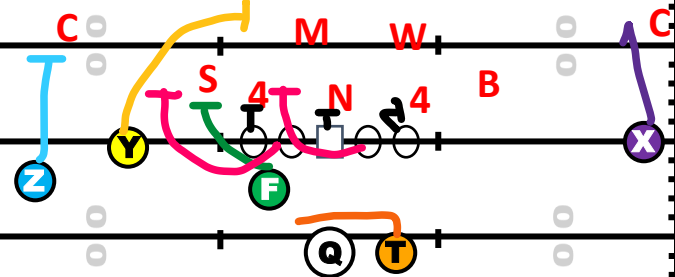
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TITE

RHINO LEFT WEAK CLEVELAND

\$ F





MAN SCHEME RUNS



- MAN SCHEME RUNS WILL CREATE LEVERAGE BLOCKS FOR THE OFFENSIVE LINE
- OFFENSIVE LINEMAN WILL BE RESPONSIBLE FOR A “MAN”
- FEWER COMBO BLOCKS THAN OUR GAP SCHEME RUNS
- OFFENSIVE LINE WILL BASE BLOCK WHILE WORKING $\frac{1}{2}$ A MAN FROM LEVERAGE CREATED BY THE DEFENSIVE ALIGNMENT
- EACH BLOCKING PLAYER WILL HAVE SPECIFIC PATH TO THEIR MAN- “STAY ON YOUR PATH”
- MAN SCHEME RUNS WILL OPEN A PARTICULAR GAP FOR THE BALL CARRIER



**PHILLY
&
EAGLES**



PLUG TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- PLUG- WRAP PLAYER TO UNBLOCKED BACKER
- BASE BLOCK – OFFENSIVE LINEMAN WORKING SOLO ON A DEFENSIVE PLAYER
- LEVERAGE – WORKING BEST ANGLE TO CONTROL MAN TO OPEN HOLE
- G – BACKSIDE GUARD PULLING TO UNBLOCKED BACKER
- DIG OUT- OFFENSIVE PLAYER GAINING INSIDE LEVERAGE WORKING DEFENDER OUT
- L TRACK - RUNNING BACK PATH TO QB.SHUFFLE & PRESS
- MESH- HAND OFF OF BALL FROM QB TO RUNNING BACK
- POINT – UNBLOCKED BACKER WE ARE WRAPPING TO
- BUBBA – FRONTSIDE TACKLE GET TO MAN OUTSIDE



TIGER/NFL PERSONNEL



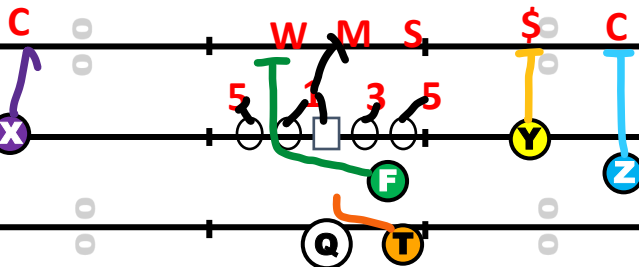
POSITION	RULES	COACHING POINT
PST	DIG OUT END. IF END SPIKES IN DOWN BLOCK AND ALLOW NO PENETRATION	DIG OUT
PSG	COMBO PLAYSIDE A GAP WORKING TO BACKSIDE BACKER	COMBO
C	COMBO PLAYSIDE A GAP WORKING TO BACKSIDE BACKER	COMBO
BSG	BASE BLOCK BACK ON BACKSIDE B GAP. WORK LEVERAGE ON DEFENDER	BASE BLOCK
BST	BASE BLOCK BACK ON BACKSIDE C GAP. WORK LEVERAGE ON DEFENDER.ALLOW NO CHASE DOWN	BASE BLOCK
F	WRAP TO FRONTSIDE BACKER-POINT. STAY SQUARE TO BACKERS, USE SKIP PULL TECHNIQUE. IF "G" CALL ARC OUT.	SKIP PULL ID POINT
T	SHUFFLE AND PRESS TO MESH POINT READ WRAP PLAYERS BLOCK TO MAKED READ. STAY INSIDE LIKE POWER	MESH READ BLOCK
Z	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
Y	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
X	"SMOKE". MOST DANGEROUS MAN	"SMOKE" STALK CUTOFF
QB	MESH WITH RUNNING BACK USING CROW HOP TECHNIQUE. CARRY OUT FAKE.	MESH CROW HOP

PHILLY

4-3

RHINO RIGHT PHILLY

F

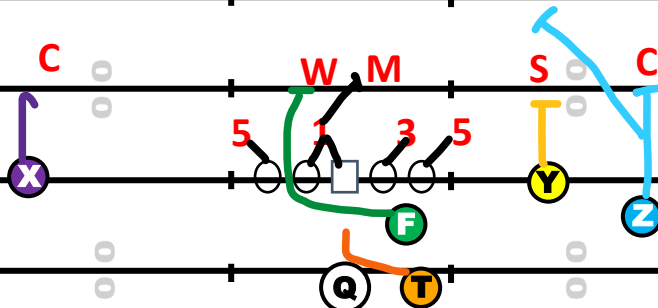


4-2

RHINO RIGHT PHILLY

F

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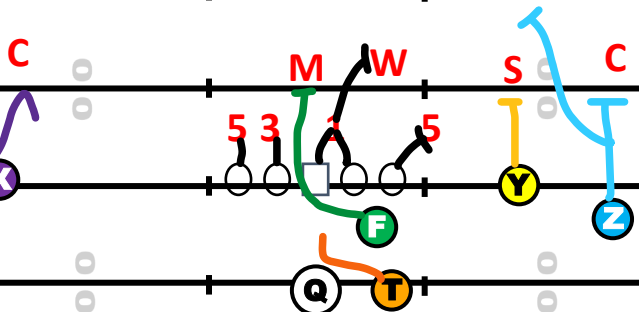


4-2 UNDER

RHINO RIGHT PHILLY

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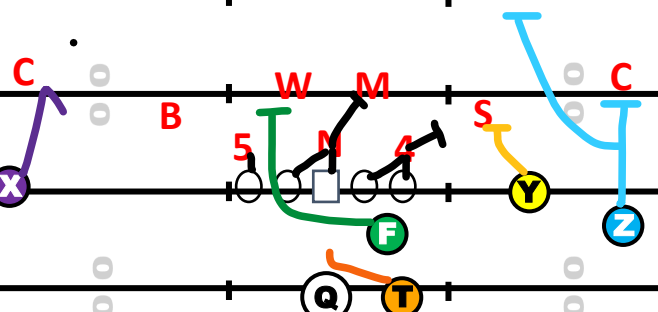


3-4

RHINO RIGHT PHILLY

F

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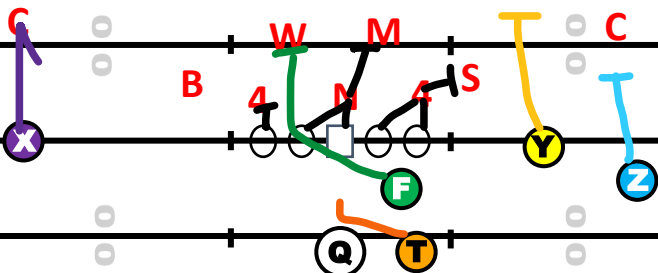


TITE

RHINO RIGHT PHILLY

F

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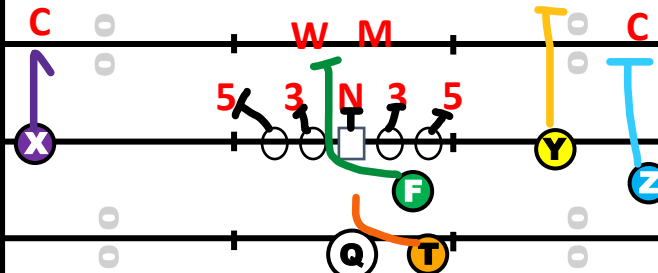


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RHINO RIGHT PHILLY

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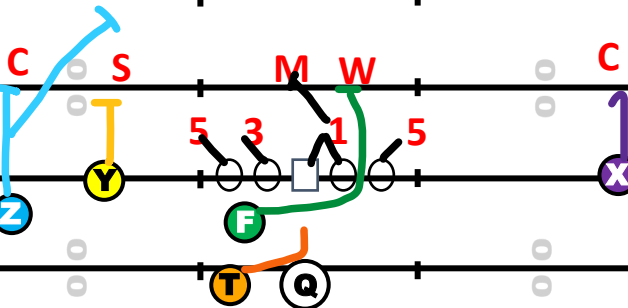


EAGLES

4-2

RHINO LEFT EAGLES

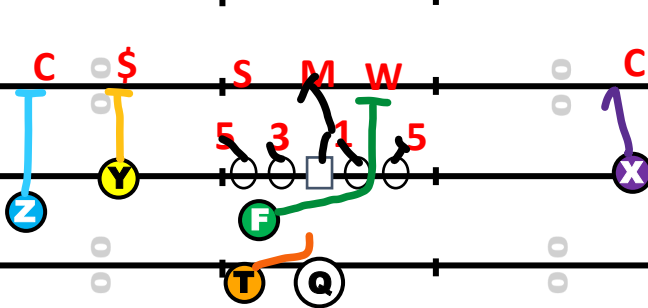
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4-3

RHINO LEFT EAGLES

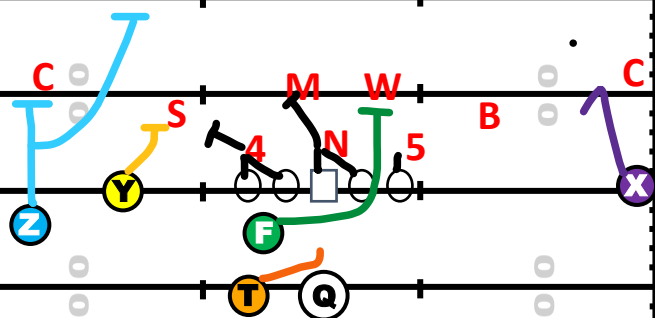
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3-4

RHINO LEFT EAGLES

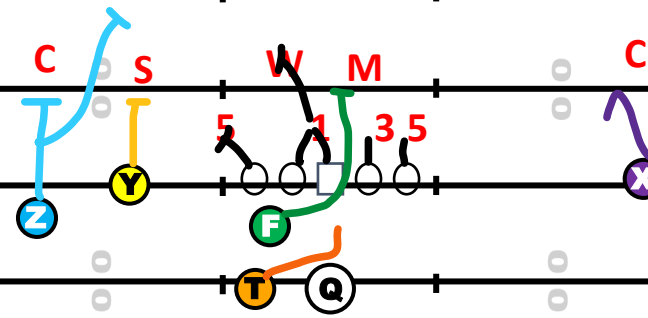
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4-2 UNDER

RHINO LEFT EAGLES

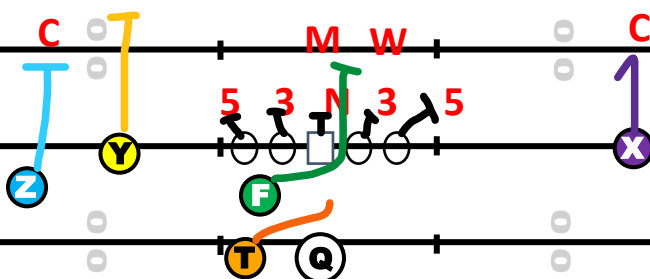
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RHINO LEFT EAGLES

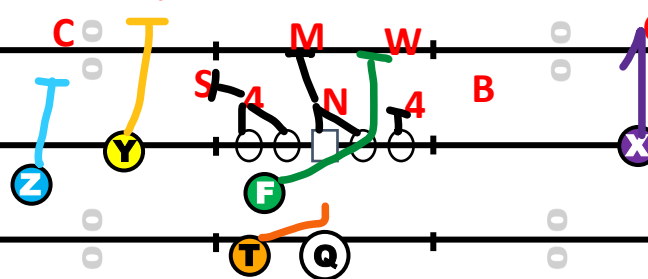
\$ F



TITE

RHINO LEFT EAGLES

\$ F





**PHILLY
&
EAGLES**

G



PISTOL



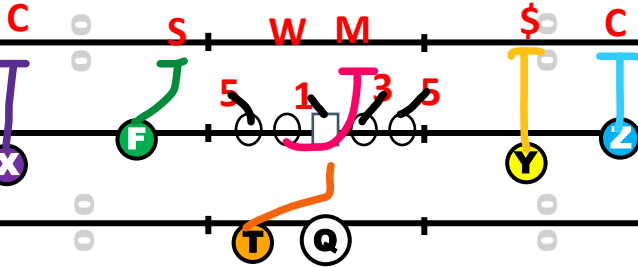
POSITION	RULES	COACHING POINT
PST	DIG OUT END. IF END SPIKES IN DOWN BLOCK AND ALLOW NO PENETRATION	DIG OUT
PSG	COMBO PLAYSIDE A GAP WORKING TO BACKSIDE BACKER	COMBO
C	COMBO PLAYSIDE A GAP WORKING TO BACKSIDE BACKER	COMBO
BSG	WRAP TO POINT BACKER	SKIP PULL
BST	BASE BLOCK BACK ON BACKSIDE C GAP. WORK LEVERAGE ON DEFENDER.ALLOW NO CHASE DOWN	BASE BLOCK
F	MOST DANGEROUS MAN	STALK CUTOFF
T	SHUFFLE AND PRESS TO MESH POINT READ WRAP PLAYERS BLOCK TO MAKED READ. STAY INSIDE LIKE POWER	MESH READ BLOCK
Z	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
Y	MOST DANGEROUS MAN	"SHARK" STALK CUTOFF
X	"SMOKE". MOST DANGEROUS MAN	"SMOKE" STALK CUTOFF
QB	MESH WITH RUNNING BACK USING CROW HOP TECHNIQUE. CARRY OUT FAKE.	MESH CROW HOP

EAGLES G

4-3

LIZ EAGLES G

F

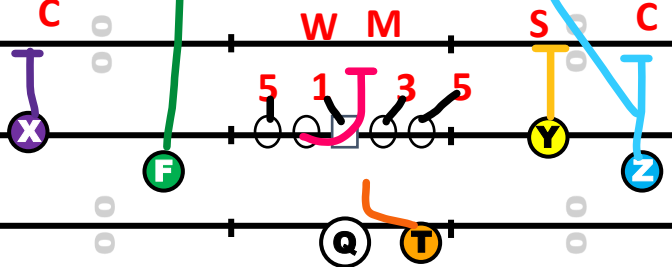


4-2

RIP EAGLES G

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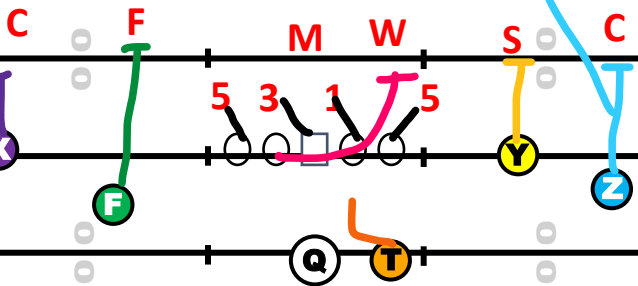
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4-2 UNDER

RIP EAGLES G

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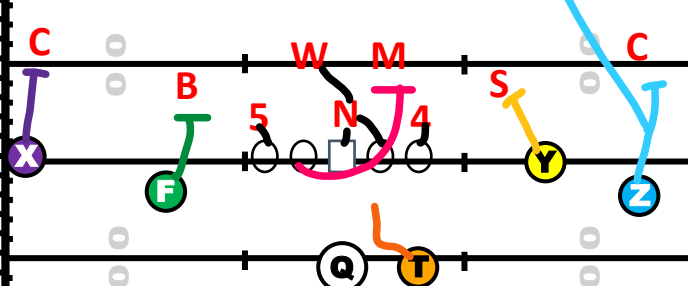


3-4

RIP EAGLES G

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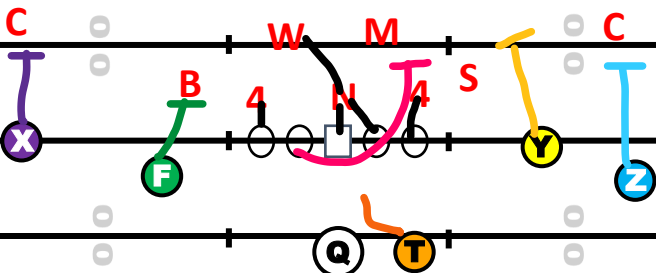


TITE

RIP EAGLES G

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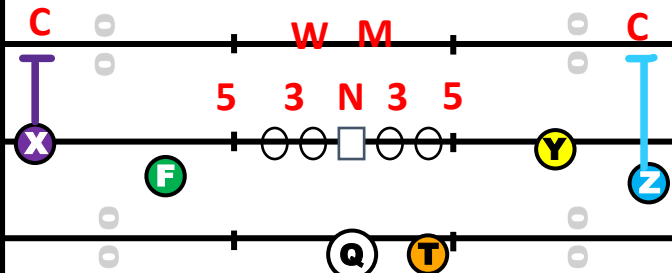
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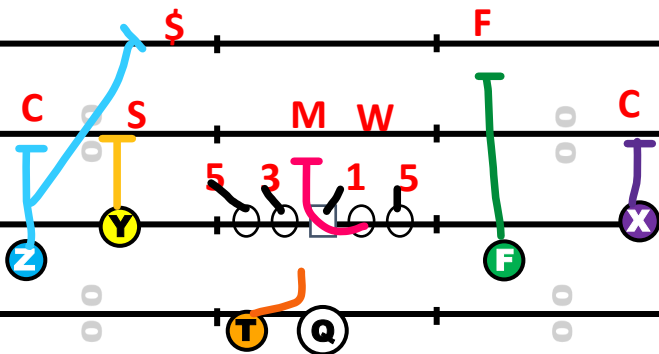
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PHILLY G

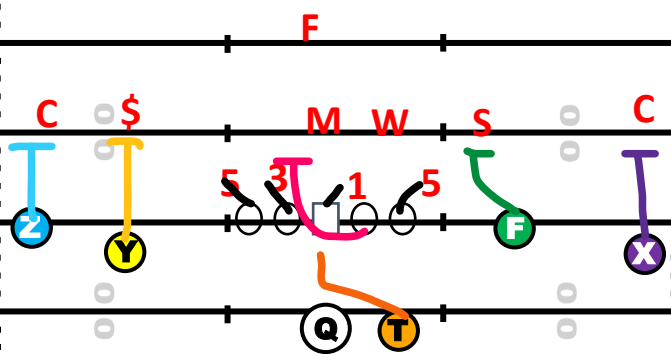
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LIZ PHILLY G



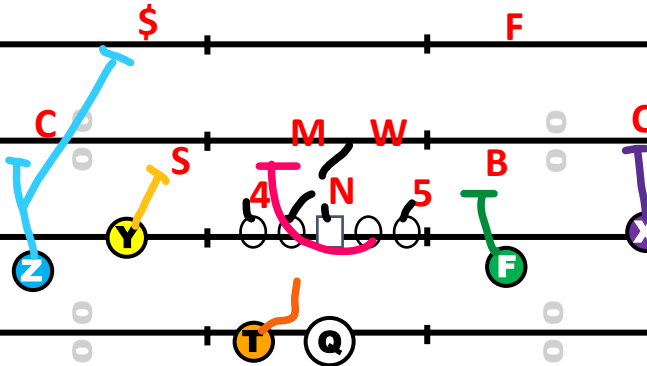
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RIP PHILLY G



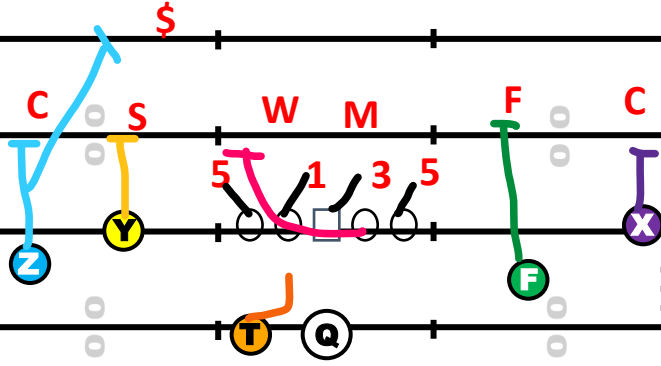
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RIP PHILLY G



4-2 UNDER

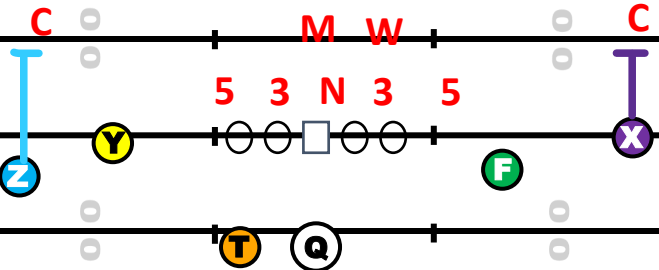
RIP PHILLY G



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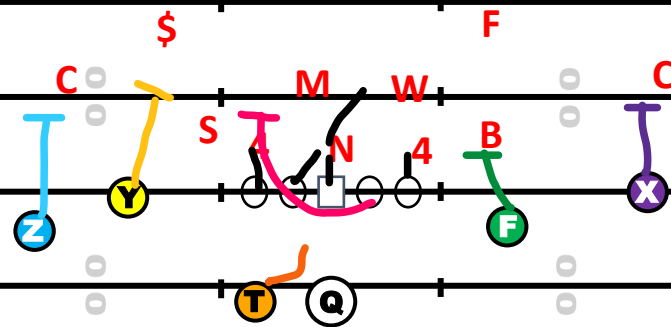
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TITE

RIP PHILLY G





**SEATTLE
&
SEAHAWKS**



JET SWEEP TERMINOLOGY



- FRONTSIDE- PLAY DIRECTION
- BACKSIDE- AWAY FROM PLAY DIRECTION
- REACH- STEP TO OUTSIDE SHOULDER OF NEXT DEFENDER
- ALLEY- AREA OUTSIDE TACKLE
- FORCE DEFENDER- DEFENSIVE PLAYER RESPONSIBLE FOR ALL CONTAIN
- OVERTAKE- LINEMAN OVERTAKE BLOCK FROM FLOW OF PLAY
- SCRAPE- LINEBACKERS FLOWING OVER THE TOP OF THE DEFENSE TO PLAY
- FLOW- DEFENSIVE MOVING IN PLAY DIRECTION
- STAB – PUNCH MAN BACKSIDE



TIGER/NFL PERSONNEL



POSITION	RULES	COACHING POINT
PST	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
PSG	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
C	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
BSG	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
BST	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
F	BLOCK FORCE DEFENDER, 1 ST DEFENDER OUTSIDE TACKLE BOX	REACH STEP RIP AND RUN
T	LEAD TO HIGH SAFETY. GET OUTSIDE FULL BACKS BLOCK	REACH STEP BLOCKING
Z	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION	STALK RUN PATH MOTION
Y	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION	STALK RUN PATH MOTION
X	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION SMOKE IF ON THE BACKSIDE	STALK RUN PATH MOTION
QB	SNAP BALL WHEN MOTION PLAYER GETS TO TACKLE. GIVE SOFT TOUCH PASS AND CARRY OUT FAKE AWAY	MESH



PISTOL



POSITION	RULES	COACHING POINT
PST	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
PSG	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
C	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
BSG	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
BST	REACH MAN OVER IN PLAY DIRECTION	REACH STEP RIP AND RUN
F	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION	STALK RUN PATH MOTION
T	BLOCK FORCE DEFENDER, 1 ST DEFENDER OUTSIDE TACKLE BOX	REACH STEP BLOCKING
Z	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION	STALK RUN PATH MOTION
Y	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION	STALK RUN PATH MOTION
X	MOST DANGEROUS MAN IF NOT IN ZOOM MOTION SMOKE IF ON THE BACKSIDE	STALK RUN PATH MOTION
QB	SNAP BALL WHEN MOTION PLAYER GETS TO TACKLE. GIVE SOFT TOUCH PASS AND CARRY OUT FAKE AWAY	MESH

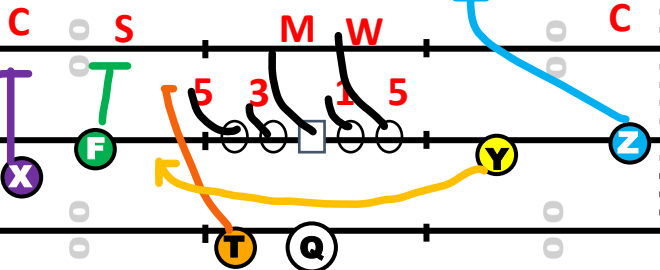
SEATTLE

4-2

LIZ Y-ZOOM SEATTLE

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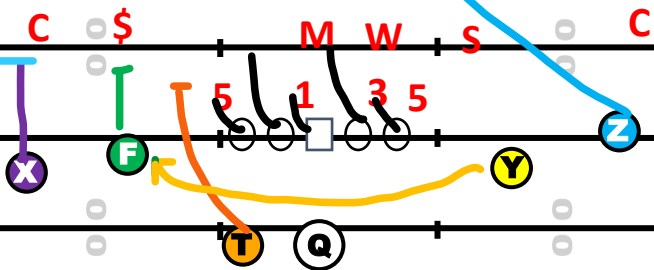
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4-3

LIZ Y-ZOOM SEATTLE

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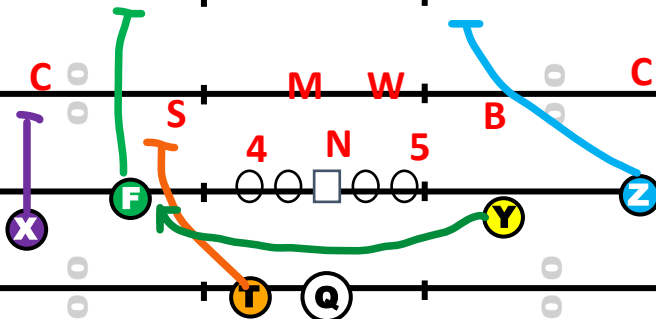


3-4

LIZ Y-ZOOM SEATTLE

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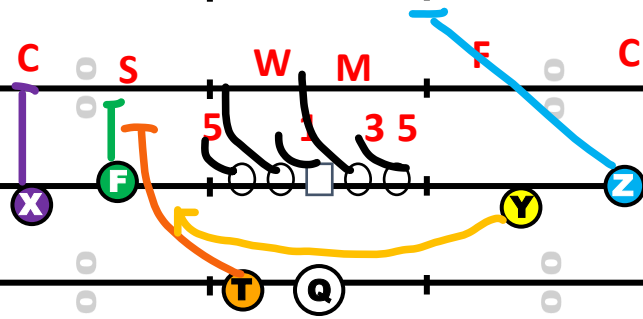
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4-2 UNDER

LIZ Y-ZOOM SEATTLE

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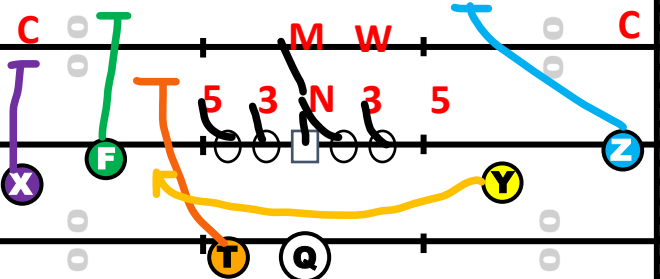


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LIZ Y-ZOOM SEATTLE

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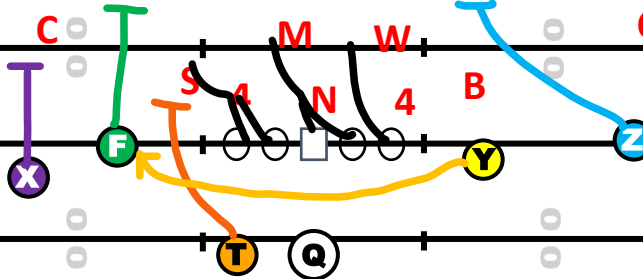


TITE

LIZ Y-ZOOM SEATTLE

\$

F

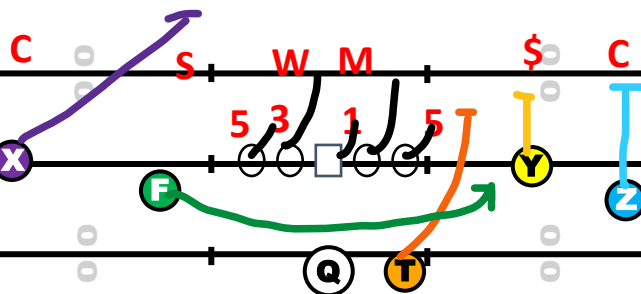


SEAHAWKS

4-3

RIP F-ZOOM SEAHAWKS

F

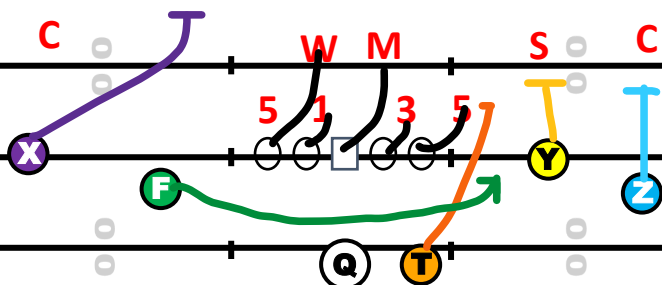


4-2

RIP F-ZOOM SEAHAWKS

F

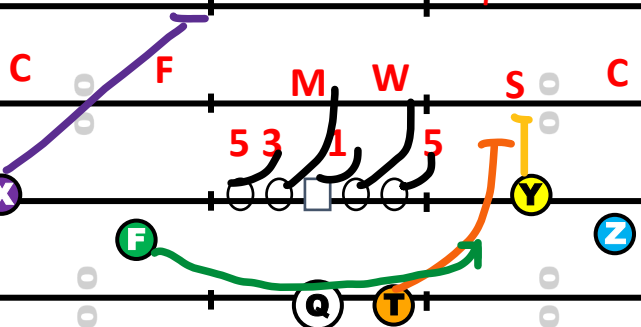
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4-2 UNDER

RIP F-ZOOM SEAHAWKS

\$

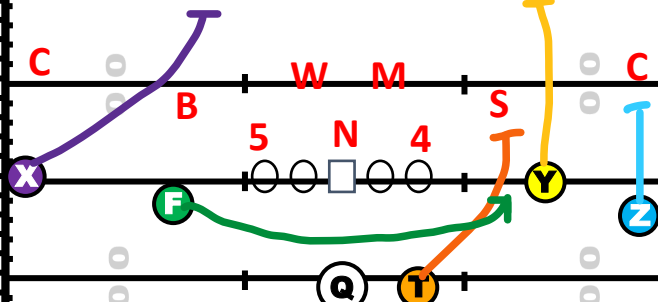


3-4

RIP F-ZOOM SEAHAWKS

F

\$

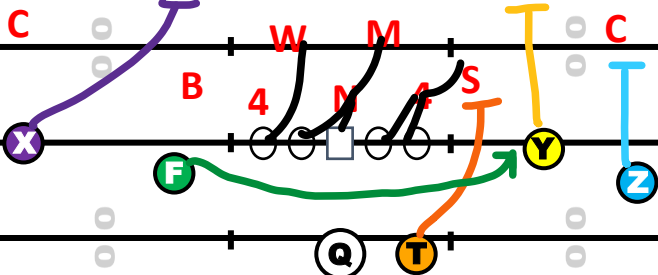


TITE

RIP F-ZOOM SEAHAWKS

F

\$

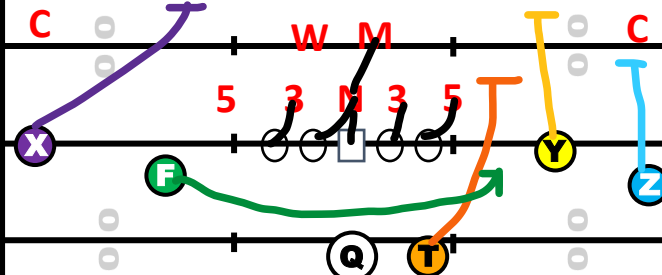


50

RIP F-ZOOM SEAHAWKS

F

\$





SEATTLE & SEAHAWKS

TOSS

WIDE



TOSS



- SEATTLE TOSS & SEAHWAKS TOSS WILL HAVE SAME BLOCKING SCHEMES
- DIFFERENCE WILL BE THAT RUNNING BACK WILL TAKE THE TOSS FROM THE QUARTERBACK
- QUARTERBACK WILL QUICK TOSS TO THE RUNNING BACK
- QUARTERBACK MUST CATCH SNAP AND OPEN HIP IN PLAY DIRECTION AND TOSS BALL TO RUNNING BACKS BELLY
- RUNNING BACK WILL BE SQUARE TO LINE OF SCRIMMAGE BEFORE HE GETS BALL
- ONCE RUNNING BACK HAS BALL, HE WILL STRETCH DEFENSE TO FIND RUN LANE IN THE ALLEY OF THE DEFENSE
- NOTHING WILL CHANGE FOR THE BLOCKING SCHEME JUST WHO IS GETTING THE BALL AND THE MESH ACTION FROM THE QUARTERBACK
- WIDE TAG WILL BE A HAND OFF TO RUNNING BACK
- WIDE TAG THE RUNNING BACK WILL READ TACKLES BACKSIDE FOR IN OR OUT READ.
- WIDE TAG GOING IN WILL KEY NEXT DEFENDER INSIDE AND 1ST & 2ND LEVEL.



ATTACHED TIGHT END



- TO KEEP THE RUN GAME SIMILAR IN ACE PERSONNEL F WILL ATTACH AS A TIGHT END
- IN ACE PERSONNEL (F) WILL HAVE SAME RUN BLOCKING ASSIGNMENTS AS TIGER AND PRO
- ATTCHED TIGH END WILL EITHER J-BLOCK OUT, PROTECT BACKSIDE, OR DOWN BLOCK
- ALL RESPONSIBILITY WILL BE THE SAME
- FROM I PERSONNEL F WILL STAY AS UPBACK AND WE WILL BRING IN A TRUE TIGHT END OR AN EXTRA OFFENSIVE LINEMAN
- IN I PERSONNEL THE RESPONSIBILITY FOR (Y) WILL BE THE SAME AS IF HE WAS PLAYING TACKLE
- (Y) IN I PERSONNEL WILL DOWN BLOCK OR PROTECT BACKSIDE WITH B-GAP HINGE
- ONLY PLAY FOR AN ATTACHED TIGHT END IS REACHING NEXT MAN OVER IN SEATTLE/SEAHAWKS



PASS GAME





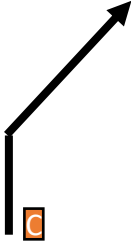
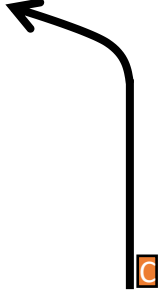






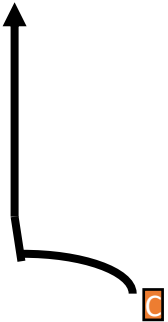
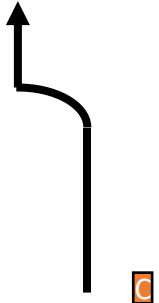


PASSING GAME

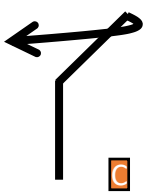

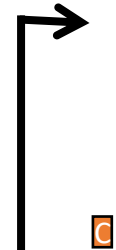
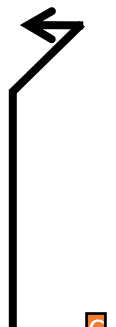
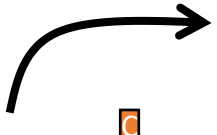
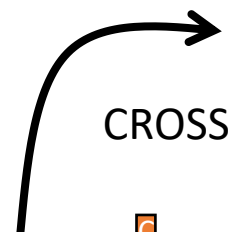
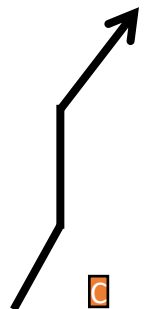



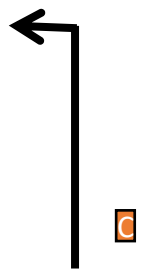



- WITH THE PASS GAME WE WANT TO GET THE BALL OUT AS FAST AS WE CAN
- WE WILL USE A MULTIPLE SCHEMES WITHIN THE OFFENSE
 - QUICK GAME
 - DROP BACK
 - SPRINT OUT
 - NAKED
 - ACTION
 - SCREENS
- WE WILL USE A ROUTE TREE WITHIN THE OFFENSE
- WE WILL ALSO USE BASE CONCEPTS WITHIN THE OFFENSE
- WE WILL USE TIMING AND PRECISION TO THRIVE IN THE PASSING GAME
- WR WILL HAVE INSIDE FOOT UP IN ALIGNMENT
- IN “SQUEEZED” FORMATIONS WR WILL SPRAY ROUTES
- ON ANY GIVEN CONCEPT A WR CAN BE TAGGED TO RUN SPECIFIC ROUTE
 - EX: RIP ROCKY 94 Y-9

ROUTE TREE

0- 3 STEP HITCH	1-SHOOT	2-3 STEP SLANT	3- 5 STEP ROUND OUT
 <p data-bbox="25 600 329 672">3 STEPS TURNING BACK TO QB</p>	 <p data-bbox="375 575 689 681">2 STEPS GAINING DEPTH TO SIDELINE SHOULD BE "GOLF CART SPEED"</p>	 <p data-bbox="753 575 1025 681">3 STEPS VERTICAL BREAKING IN UNDER SAFETY OVER LB</p>	 <p data-bbox="1103 585 1389 691">5 STEPS ON 5TH STEP ROUND OUT GETTING DEPTH TO SIDELINE</p>
4-DIG	5- COME BACK	6- CURL	7- CORNER
 <p data-bbox="39 1190 332 1257">5 STEPS VERTICAL 2 STEP POST BREAK FLAT</p>	 <p data-bbox="382 1209 689 1315">12 YARDS AND BUTTON AWAY FROM QB TO SIDELINE</p>	 <p data-bbox="736 1170 1043 1315">10 YARDS AND CURL TO QB, IF FLAT ROUTE RAN INSIDE MUST TAKE INSIDE ANGLE</p>	 <p data-bbox="1103 1199 1389 1306">5 STEP AND BREAK TO BACK PYLON OF ENDZONE</p>
8- POST	9-FADE/SEAM	1-N-UP	3-N-UP
 <p data-bbox="39 1808 318 1875">5 STEP AND BREAK TO NEAR SIDE UP RIGHT</p>	 <p data-bbox="389 1750 682 1895">VERTICAL PRESS WITH OUTSIDE RELEASE, SEAM ROUTE MUST READ ALLEY LEVERAGE</p>	 <p data-bbox="732 1789 1046 1895">SHOOT THAT WILL TURN UP AT NUMBERS VERTICAL</p>	 <p data-bbox="1118 1798 1375 1904">3 ROUTE AND AT NUMBERS TURN UP VERTICAL</p>

AUXILLARY ROUTE TREE

WHIP	PIVOT	IN	LOBO
 <p data-bbox="21 569 335 685">3X3 STEP SLANT ACTION WITH RETURN BACK TO SIDELINE</p>	 <p data-bbox="371 569 692 685">HITCH ACTION AND SELL IT AND WORK OUT TO SIDELINE</p>	 <p data-bbox="778 608 1021 647">5 YARD IN TO BALL</p>	 <p data-bbox="1092 569 1406 685">5 STEP AND BREAK TO POST FOR 3 AND BREAK TO SIDELINE</p>
SHALLOW	DRAG	B-LINE	BUBBLE
 <p data-bbox="21 1168 335 1284">WORK SHALLOW ACROSS FORMATION UNDERNEATH BACKERS</p>	 <p data-bbox="478 985 606 1033">CROSS</p> <p data-bbox="378 1188 692 1265">DRAG OVER THE TOP OF BACKERS</p>	 <p data-bbox="756 1168 1021 1284">INSIDE RELEASE TO NEAR HASH 5 STEP VERTICAL AND POST</p>	<p data-bbox="1192 879 1292 917">MIST</p>  <p data-bbox="1099 1168 1392 1284">WILL BUBBLE OUT USING KARAOKE STEP TO SIDELINE</p>
NOW	TUNNEL	STICK	DUMP
<p data-bbox="92 1477 235 1516">SHARK</p>  <p data-bbox="21 1767 335 1883">2 HARD VERTICAL STEPS AND TURN TO ATTACK START POINT</p>	 <p data-bbox="371 1767 678 1883">WILL RUN NOW ROUTE BUT CONTINUE WORKING TO QB</p>	 <p data-bbox="763 1787 1013 1864">5 YARD OUT WITH OPTION TO SIT</p>	 <p data-bbox="1092 1767 1406 1883">TIGHT END QUICK PASS BACK TO QB, SIMILAR TO TUNNEL</p>



PASS PROTECTIONS





SLIDE PROTECITON



- SLIDE PROTECTION WILL BE USED WHEN WE WANT TO GET THE BALL OUT FAST.
- SLIDE PROTECTION CAN BE 5- OR 6-MAN PROTECTION.
- 5 MAN PROTECTION RUNNING BACK HAS ROUTE.
- 6 MAN PROTECTION RUNNING BACK HAS BACKSIDE GAP TO CHECK DOWN.
- ROCKY-SLIDE RIGHT WITH BACKSIDE HINGE
- LUCKY- SLIDE LEFT WITH BACKSIDE HINGE
- 6 MAN SLIDE: 3 TECH, BEST LINEMAN, BEST BLITZER, TENDENCY BLITZ.
- 5 MAN SLIDE: SLIDE AWAY FROM QB THROW. QB WILL BE RESPONSIBLE FOR BACKSIDE BACKER.
- GAP PROTECTION. EACH PLAYER RESPONSIBLE FOR GAP NOT A PLAYER.



ROCKY PROTECTION



***PROTECTION CALLED TO 3 TECH/THROW SIDE/ BEST BLITZER**

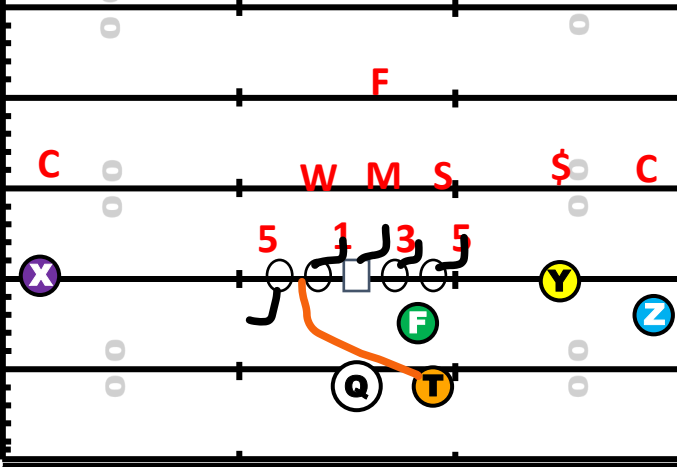
POSITION	RULES	COACHING POINT
PST	GAP LEFT "OUT" CALL WITH OUTSIDE BACKER WALK DOWN (ODD FRONT)	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
PSG	GAP RIGHT "OUT" CALL MAN OVER	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
C	GAP RIGHT EVEN FRONT-NOSE	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BSG	GAP RIGHT. NO DL TO RIGHT GAP CHECK B- GAP (3 TECH). EVEN FRONT TEAMS.	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BST	HINGE ON BACKSIDE	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
F	ROUTE	ROUTE
T	WORK TO BACKSIDE OF PROTECTION. KEY BACKSIDE BACKER. NO BACKER BLITZ CHECK DOWN TO SIT OVER THE BALL.	ID GAP/BACKER CHECK DOWN PASS PRO
Z	ROUTE	ROUTE
Y	ROUTE	ROUTE
X	ROUTE	ROUTE
QB	3/5 STEP DROP CHECK BLITZ BACKSIDE STORM *EVEN*	ROUTE THROWS HOTS



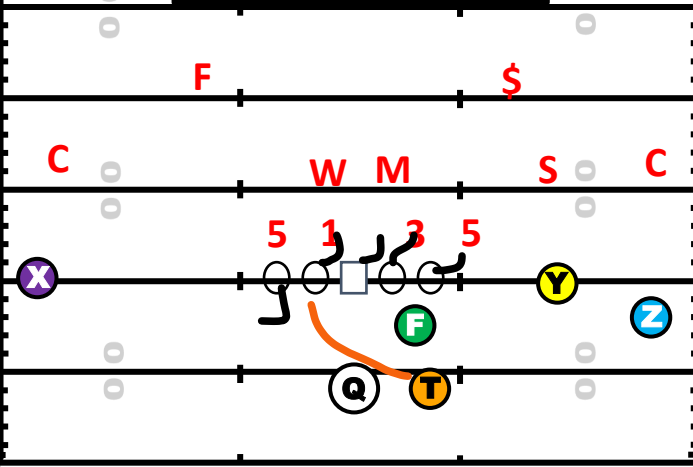
ROCKY PROTECTION



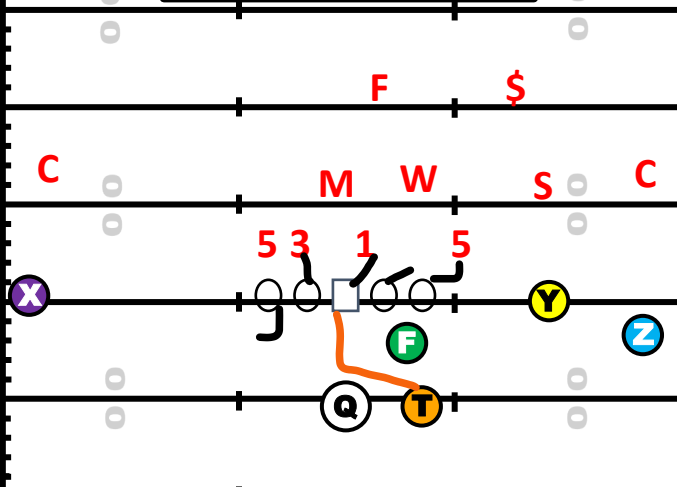
4-3



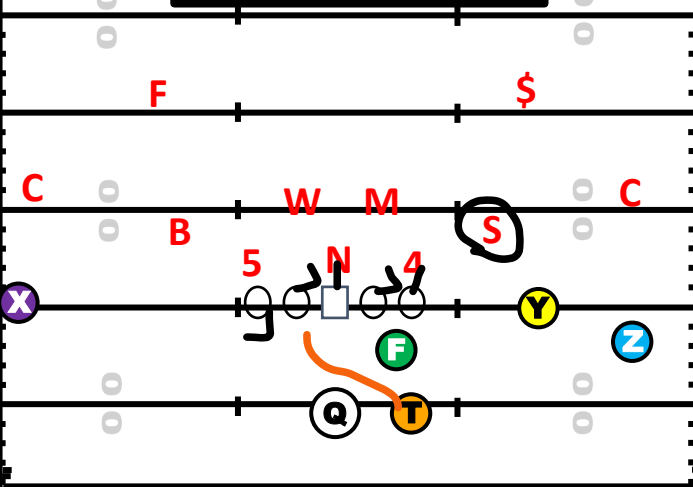
4-2



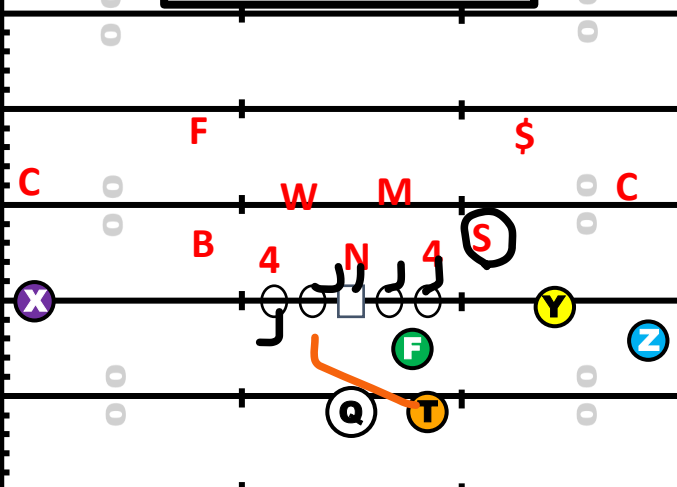
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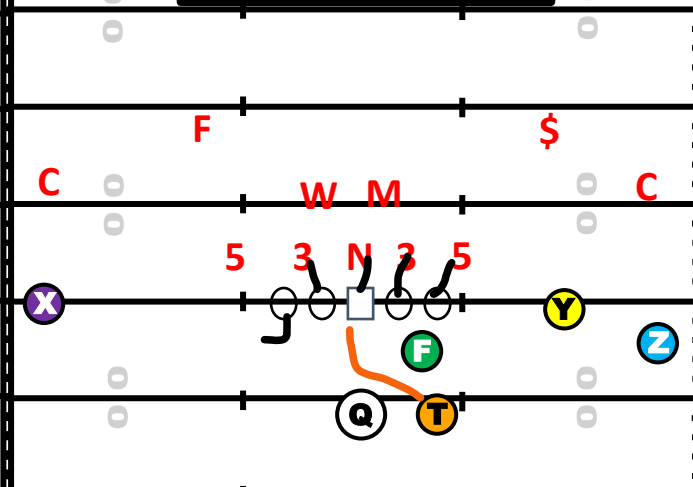
3-4



TITE



50





LUCKY PROTECTION



POSITION	RULES	COACHING POINT
PST	GAP LEFT "OUT" CALL WITH OUTSIDE BACKER WALK DOWN (ODD FRONT)	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
PSG	GAP RIGHT "OUT" CALL MAN OVER	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
C	GAP RIGHT EVEN FRONT-NOSE	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BSG	GAP RIGHT. NO DL TO LEFT GAP CHECK B- GAP (3 TECH). EVEN FRONT TEAMS.	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BST	HINGE ON BACKSIDE	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
F	ROUTE	ROUTE
T	WORK TO BACKSIDE OF PROTECTION. KEY BACKSIDE BACKER. NO BACKER BLITZ CHECK DOWN TO SIT OVER THE BALL.	ID GAP/BACKER CHECK DOWN PASS PRO
Z	ROUTE	ROUTE
Y	ROUTE	ROUTE
X	ROUTE	ROUTE
QB	3/5 STEP DROP CHECK BLITZ BACKSIDE STORM *EVEN*	ROUTE THROWS HOTS



LUCKY PROTECTION



4-3

Handwriting practice for the 4-3 stroke order. The top line contains the letters F, W, M, S, \$, C. The middle line contains C, W, M, S, \$, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 5, 1, 3, 5 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'.

4-2

Handwriting practice for the 4-2 stroke order. The top line contains the letters F, W, M, S, \$. The middle line contains C, W, M, S, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 5, 1, 3, 5 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'.

4-2 UNDER

Handwriting practice for the 4-2 UNDER stroke order. The top line contains the letters F, M, W, S, \$. The middle line contains C, M, W, S, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 5, 3, 1, 5 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'.

3-4

Handwriting practice for the 3-4 stroke order. The top line contains the letters F, W, M, S, \$. The middle line contains C, W, M, S, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 5, N, 4 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'. A circled 'B' is on the left.

TITE

Handwriting practice for the TITE stroke order. The top line contains the letters F, W, M, S, \$. The middle line contains C, W, M, S, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 4, N, 4 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'. A circled 'B' is on the left.

50

Handwriting practice for the 50 stroke order. The top line contains the letters F, W, M, S, \$. The middle line contains C, W, M, S, C. The bottom line contains X, Y, Z. The stroke order is indicated by numbers 5, 3, N, 3, 5 above the letters. A purple 'X' is on the left, a yellow 'Y' is in the middle, and a blue 'Z' is on the right. A white 'Q' and a yellow 'T' are at the bottom. An orange arrow points from the 'T' to the 'Q'.



ACTION PROTECITON



- ACTION PROTECTION WILL BE USED TO GET 6/7 MAN PROTECTION.
- WE WILL SELL POWER ON RUN ACTION.
- PLAY ACTION SHOT PLAY, GIVE QB MAX PROTECTION TO GET BALL OUT.
- DALLAS- DOWN BLOCK RIGHT GUARD PULL LEFT. (PITTSBURGH)
- COWBOY- DOWN BLOCK LEFT GUARD PULL RIGHT. (STEELERS)
- RUNNING BACK WILL RUN ACTION TO BACKSIDE EDGE. LOOK INSIDE OUT.
- F IN BACKFIELD STEP UP AND REPLACE PULLING GUARD. F ALIGNED OUT WILL BE IN ORBIT MOTION.
- QB WILL 1 HARD STEP RUN ACTION AND DROP 5-7 FOR PASS.



DALLAS/COWBOY PROTECTION



*PROTECTION CALLED TO 3 TECH/THROW SIDE/ BEST BLITZER

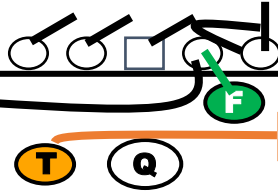
POSITION	RULES	COACHING POINT
PST	DOWN BLOCK SELL POWER	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
PSG	DOWN BLOCK SELL POWER	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
C	DOWN BLOCK SELL POWER	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BSG	PULL TO KICK OUT	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
BST	B-GAP HINGE INTO PASS PROTECTION	ID GAP/MAN FOOTWORK LEVERAGE DEFENDER
F	IN BACKFIELD-REPLACE PULLING GUARD ALIGNED OUTSIDE-ORBIT MOTION	PASS PRO
T	RUN ACTION MESH PASS PROTECTION AWAY FROM PULLING GUARD	RUN ANTION MESH PASS PRO
Z	ROUTE	ROUTE
Y	ROUTE	ROUTE
X	ROUTE	ROUTE
QB	5/7 STEP DROP-SHOT CHECK BLITZ RUN ACTION MESH	RUN ACTION MESH THROWS HOTS



DALLAS/COWBOY



X



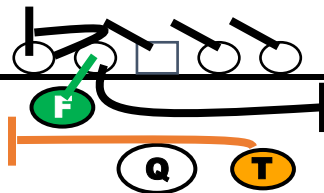
Y

Z

DALLAS PROTECTION

Z

Y



X

COWBOY PROTECTION



SPRINT OUT PROTECITON



- SPRINT OUT PASS PROTECTION WILL BE USED TO GET THE QB ON THE MOVE AND MOVE THE POCKET.
- WE WILL GET MAX PROTECTION TO THE ROLL OUTSIDE AND HINGE/COLLAPSE ON THE BACKSIDE.
- RAMBO- SPRINT OUT RIGHT
- LAMBO- SPRINT OUT LEFT
- GAP PROTECTION SCHEME
- RUNNING BACK OR FULL BACK WILL HELP SET EDGE OF PASS PROTECTION.
- IF F HAS ROUTE TO RUN HE WILL “CHIP” EDGE DEFENDER.
- BACKSIDE HINGE CANNOT ALLOW CHASE DOWN.
- FRONTSIDE OF THE PROTECTION WILL RUN THE DEFENSIVE LINEMAN IF THEY CANNOT BE HOOKED.
- WE WANT TO REACH DEFENDER IN THE GAP DIRECTION.
- IF NO DEFENDER IN GAP, KEY 2ND LEVEL BLITZ.
- NO BLITZ. HINGE AND HELP BACKSIDE.
- MUST RUN THE FEET.



RAMBO



4-3

Handwriting practice for the 4-3 pattern. The top staff shows the letters F, W, M, S, \$, C. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 5, 1, 3, 5 above the strokes. An orange arrow indicates the direction of the final stroke.

4-2

Handwriting practice for the 4-2 pattern. The top staff shows the letters F, W, M, S, \$. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 5, 1, 3, 5 above the strokes. An orange arrow indicates the direction of the final stroke.

4-2 UNDER

Handwriting practice for the 4-2 UNDER pattern. The top staff shows the letters F, M, W, S, \$. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 5, 3, 1, 5 above the strokes. An orange arrow indicates the direction of the final stroke.

3-4

Handwriting practice for the 3-4 pattern. The top staff shows the letters F, W, M, S, \$. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 5, N, 4 above the strokes. An orange arrow indicates the direction of the final stroke.

TITE

Handwriting practice for the TITE pattern. The top staff shows the letters F, W, M, S, \$. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 4, N, 4 above the strokes. An orange arrow indicates the direction of the final stroke.

50

Handwriting practice for the 50 pattern. The top staff shows the letters F, W, M, S, \$. The middle staff shows the letters C, X, F, Y, Z. The bottom staff shows the letters Q, T. The pattern is written in black ink with red numbers 5, 3, N, 3, 5 above the strokes. An orange arrow indicates the direction of the final stroke.



LAMBO



4-2

4-3

Diagram for the 4-2 pattern. The top line contains a red '\$' and a red 'F'. The second line contains red letters 'C', 'S', 'M', 'W', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers 5, 3, 1, 5 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.

Diagram for the 4-3 pattern. The top line contains a red 'F'. The second line contains red letters 'C', '\$', 'S', 'M', 'W', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers 5, 3, 1, 5 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.

3-4

4-2 UNDER

Diagram for the 3-4 pattern. The top line contains a red '\$' and a red 'F'. The second line contains red letters 'C', 'S', 'M', 'W', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers 4, N, 5 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.

Diagram for the 4-2 UNDER pattern. The top line contains a red '\$' and a red 'F'. The second line contains red letters 'C', 'S', 'W', 'M', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers 5, 1, 3, 5 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.

50

TITE

Diagram for the 50 pattern. The top line contains a red '\$' and a red 'F'. The second line contains red letters 'C', 'M', 'W', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers 5, 3, N, 3, 5 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.

Diagram for the TITE pattern. The top line contains a red '\$' and a red 'F'. The second line contains red letters 'C', 'M', 'W', and 'C'. The third line contains a blue 'Z', a yellow 'Y', a green 'F', and a purple 'X'. The fourth line contains a yellow 'T' and a white 'Q'. Fingerings are indicated by numbers S, 4, N, 4 above the notes. An orange arrow points from the yellow 'Y' to the yellow 'T'. Handwritten black 'll' marks are present below the notes.



MAX PROTECITON



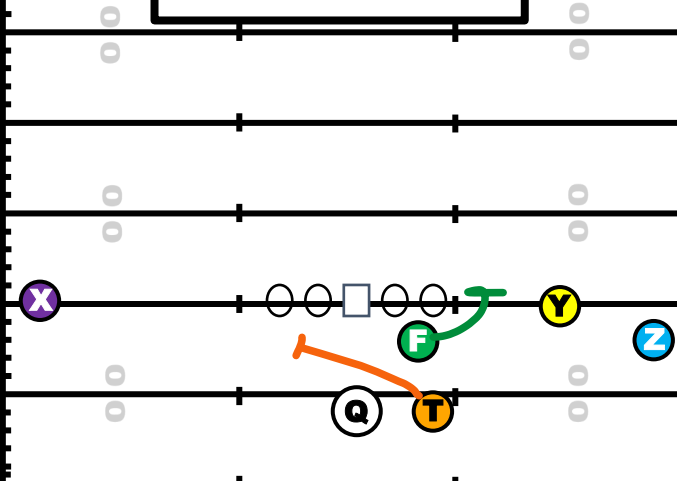
- MAX PASS PROTECTION WILL BE 6/7 MAN PROTECTION WITH NO BACKFIELD PLAYER CHECKING OR RUNNING ROUTE.
- IN PISTOL PERSONNEL THE RB WILL STAY IN AND NOT RELEASE
- IF (F) IN BACKFIELD HE WILL NOT RELEASE
- BASE RULE OF 2 BACK PROTECTION IS T WORK AWAY FROM F
- OFFENSIVE LINE RESPONSIBLE FOR WHATEVER PROTECTION CALL WAS MADE
- BACKS WILL HAVE B-GAP AND OUT
- MAX WILL BE ADDED TO END OF AND PROTECTION



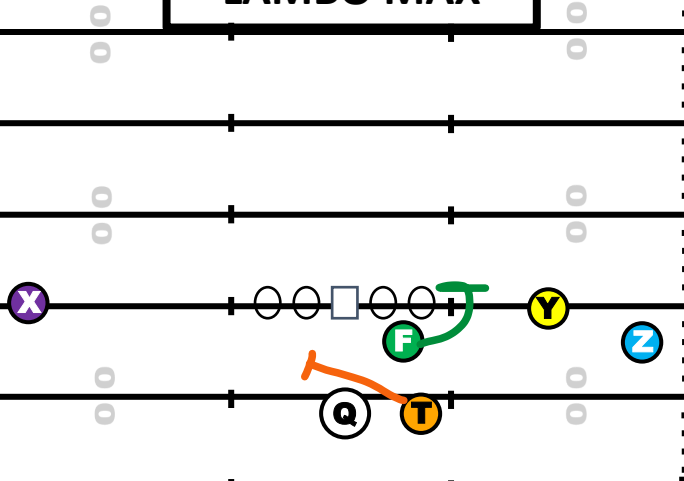
MAX PROTECTION



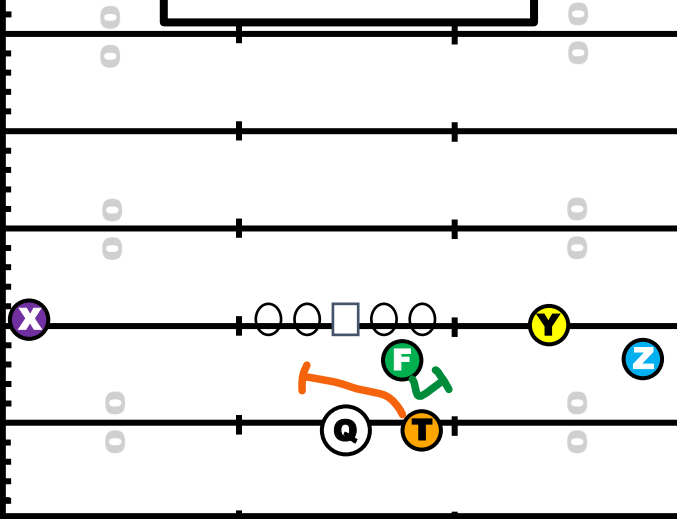
RAMBO MAX



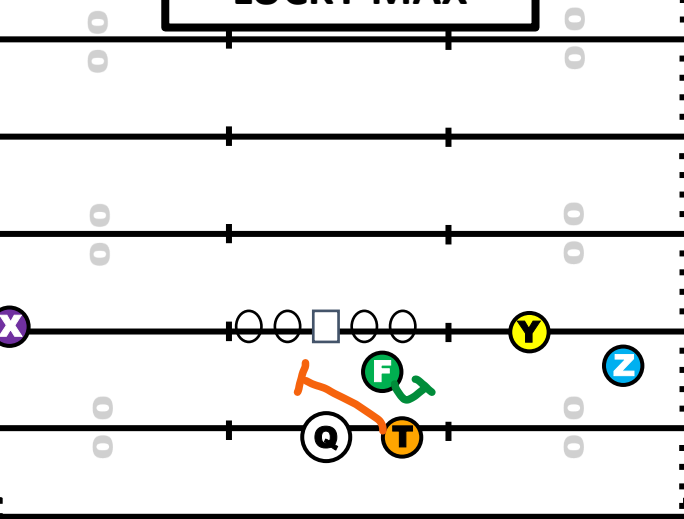
LAMBO MAX



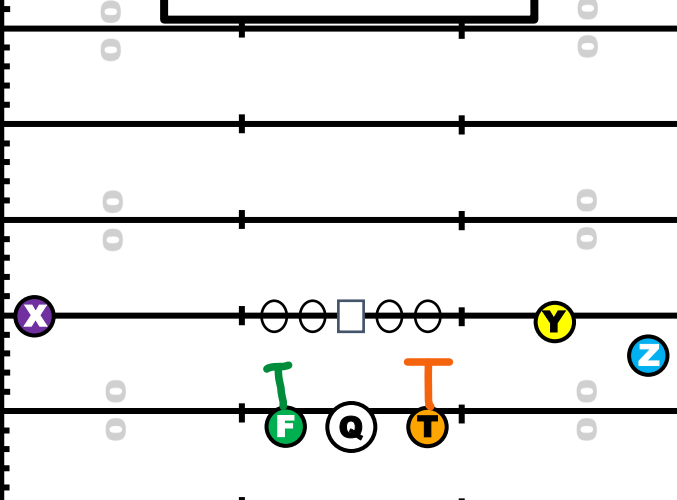
ROCKY MAX



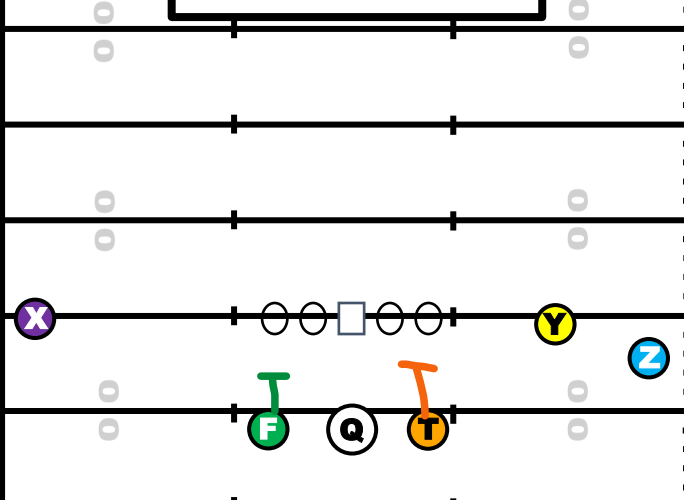
LUCKY MAX



ROCKY MAX



LUCKY MAX





BOB PROTECITON

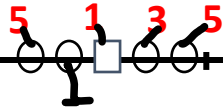


- BOB PROTECTION WILL BE OUT BIG ON BIG PROTECTION
- CAN BE USED VS ODD FRONT TEAMS WITH A VERY LOOSE BOX OR A TEAM THAT DOES NOT BLITZ OFTEN
- CAN ALSO BE USED IF WE ARE GETTING THE BALL OUT FAST AND CAN USE TRUE 5 MAN PROTECTION
- IF LINEMAN IS UNCOVERED, PLAYER WILL SIT BACK AND HAVE HEAD ON SWIVEL CHECKING OUSTIDE AND INSIDE BLITZ

B.O.B.

4-3

W M S



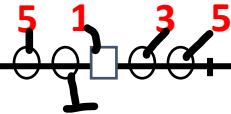
Q T

4-2

F

\$

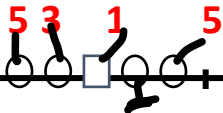
W M



Q T

4-2 UNDER

M W



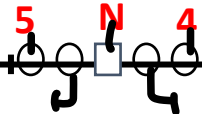
Q T

3-4

B

W M

S



Q T

TITE

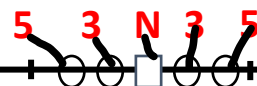
B W M
4 N 4 S



Q T

50

W M



Q T

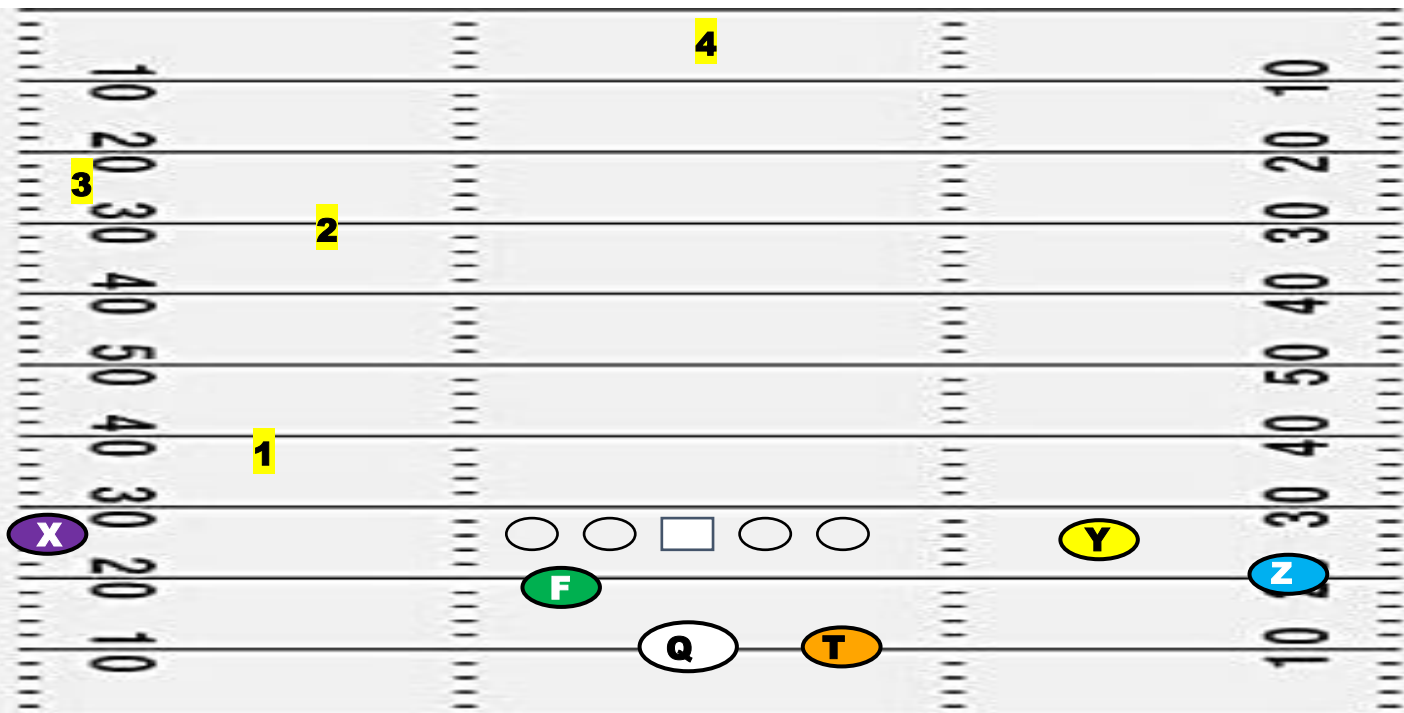


NAKED



NAKEDS

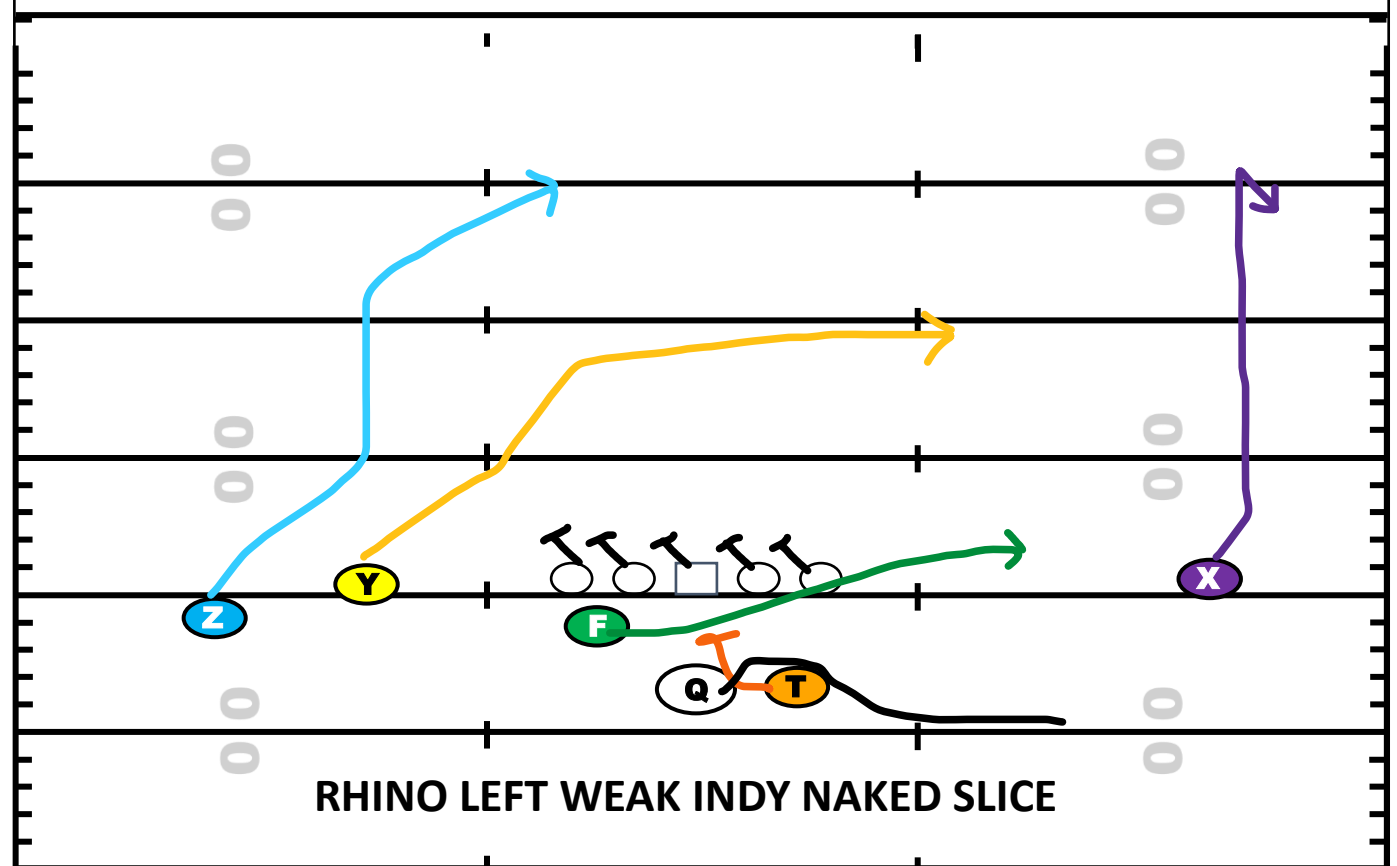
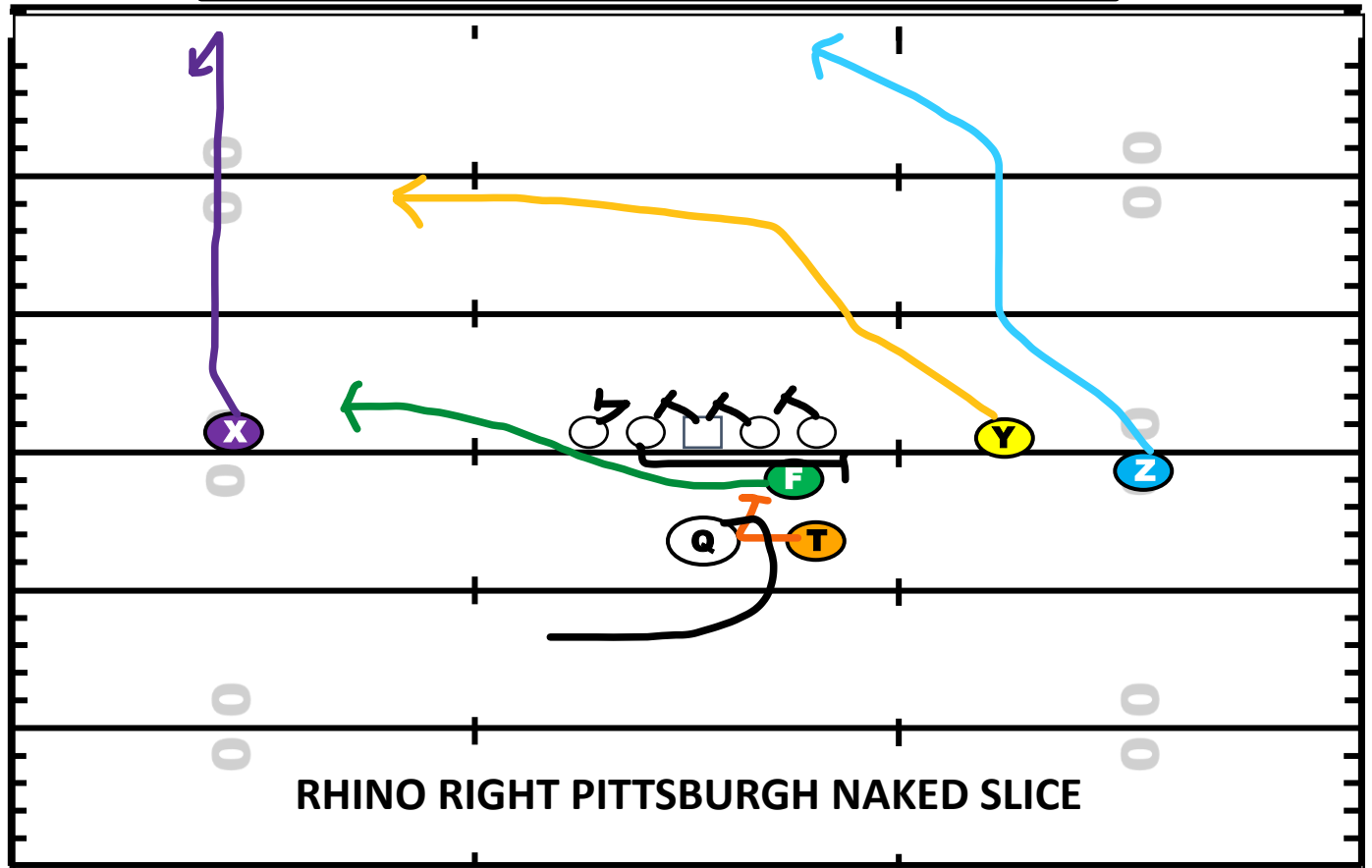
- NAKEDS ARE DEVELOPED BY ESTABLISHING THE RUN GAME
- WE WILL SELL RUN ACTION ON LINE AND FROM QB/RB
- WANT TO BLOCK 1ST LEVEL WITH RUN ACTION, NO PASS PROTECTION IS CALL- **DO NOT GO DOWNFIELD**
- NAKED WILL BE ALERTED WITH SAME AS RUN, BUT ADDING “NAKED” AND CONCEPT
- WR WILL GET TO DESIGNATED LANDMARKS BASED ON CONCEPT TAGGED
- WILL CREATE A FLOOD ACTION AFTER PLAY FAKE
- QB WILL WORK AWAY FROM OFFENSIVE LINE RUN PROTECTION
- WHEN WE HAVE A NAKED CONCEPT, WE WILL ALWAYS HAVE FLAT-1, INTERMEDIATE-2, DEEP-3, BACKSIDE POST-4
- RB ON SAME SIDE QB WILL BOOT, RUN OPPOSITE WILL ROLL. PISTOL IS AUTO BOOT.

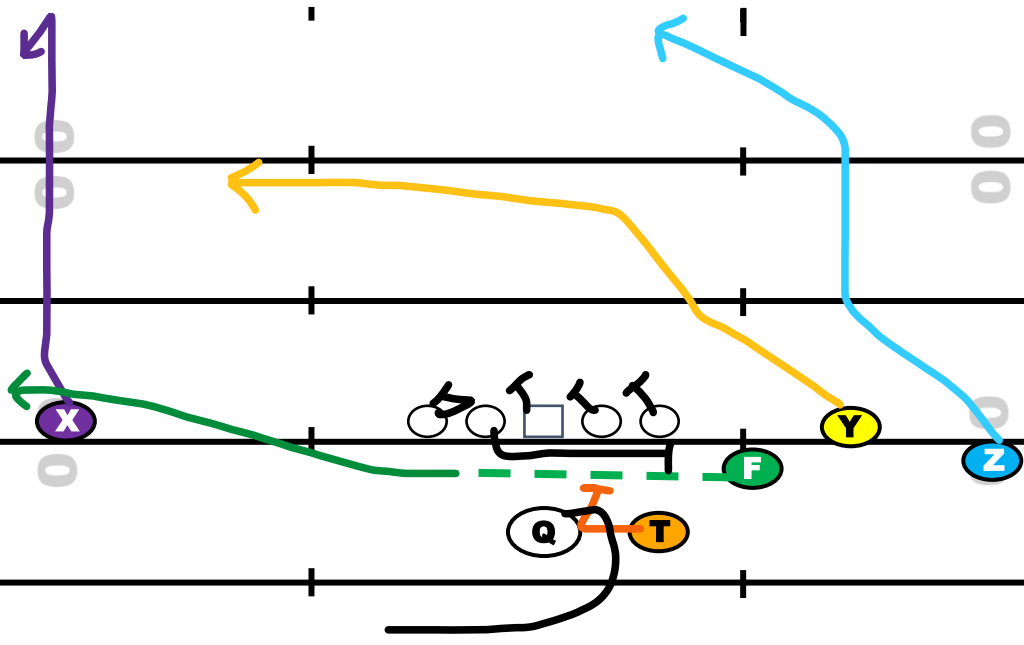


SLICE

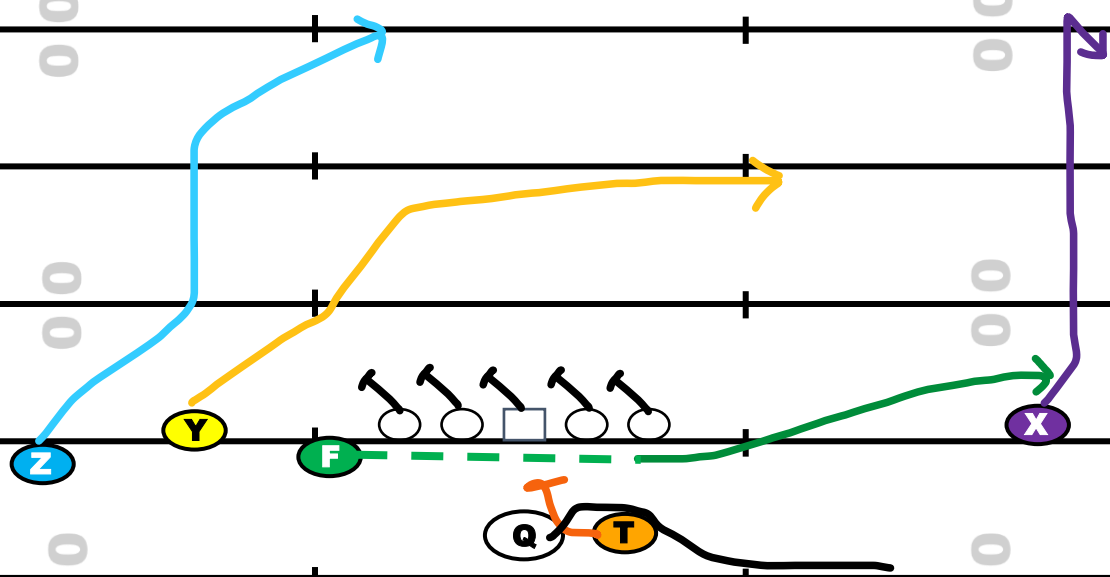
POSITION	RULES	COACHING POINT
PST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
PSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
C	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
F	“SLICE” ROUTE. F- WILL ALWAYS BE SLICE MAN IN CONCEPT GETTING TO OPPOSITE FLATS.MOTION PISTOL.	SLICE/MOTION PULLING 2 ND LEVEL FLAT DEFENDER
T	CARRY OUT RUN CONCEPT ACTION TO LINE OF SCRIMMAGE. HELP IN PROTECTION IF NOT TACKLED	SHOULDERS OVER BELLY BLOCKING CARRY OUT FAKE
Z	HOME RUN POST. INSIDE STEM TO 2 ND LEVEL DEFENDERS-VERTICAL TO 3 RD LEVEL DEFENDERS-POST BEHIND 3 RD LEVEL	ROUTE RUNNING I.D. LEVELS OF DEFENSE
Y	DRAG.INSIDE STEM DRAGGING OVER 2 ND LEVEL DEFENDERS. TRACK OPEN GRASS CROSSING FIELD-THROTTLE DOWN	ROUTE RUNNING I.D. LEVELS OF DEFENSE CHEAT FOR SUCCCESS
X	12 YARD COMEBACK. SELL FADE HARD WITH OUTSIDE RELEASE.	ROUTE RUNNING CHEAT FOR SUCCESS
QB	SELL RUN WITH MESH. RB ON SAME SIDE RB BOOT. RB ON OPPOSITE SIDE ROLL OUT. +3 YARDS. LOW TO HI READ. KEY END.EAT BALL.	MESH ACTION/EAT BALL BOOT/ROLL OUT ACTION KEY RUSH END/READS/THROW

 SLICE 





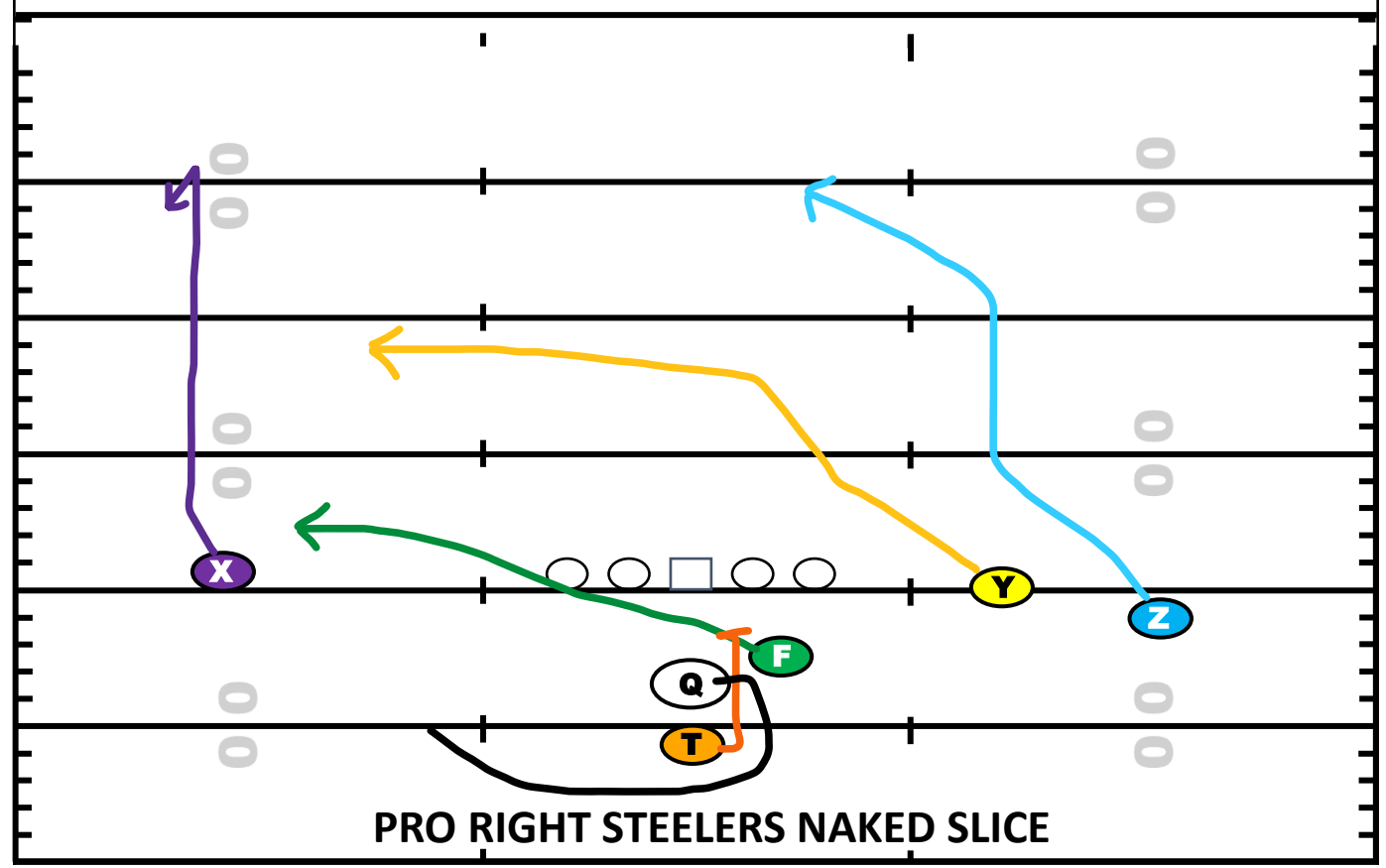
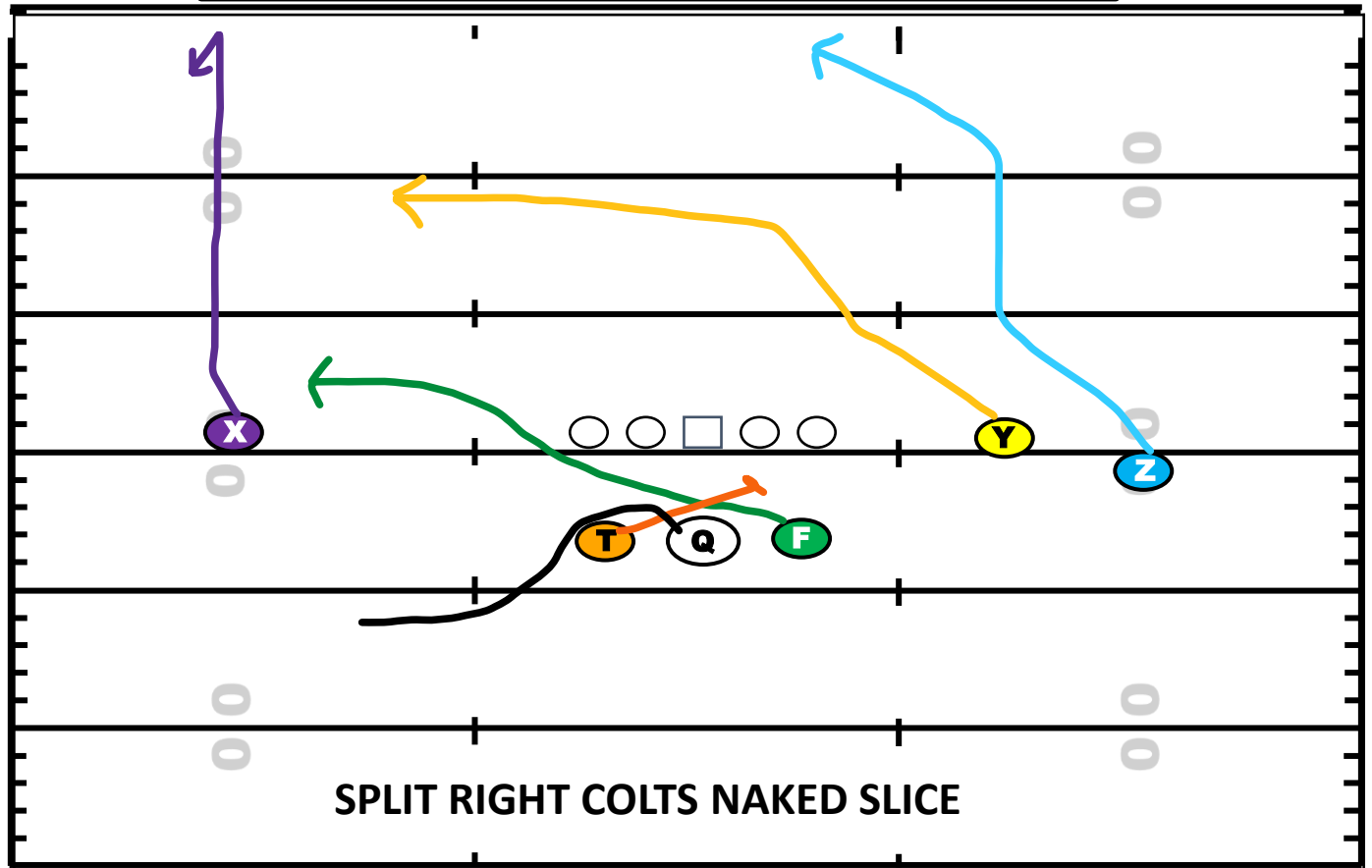
TRIPS RIGHT F-ZOOM STEELERS NAKED SLICE



TRIPS LEFT WEAK F-ZOOM INDY NAKED SLICE



SLICE

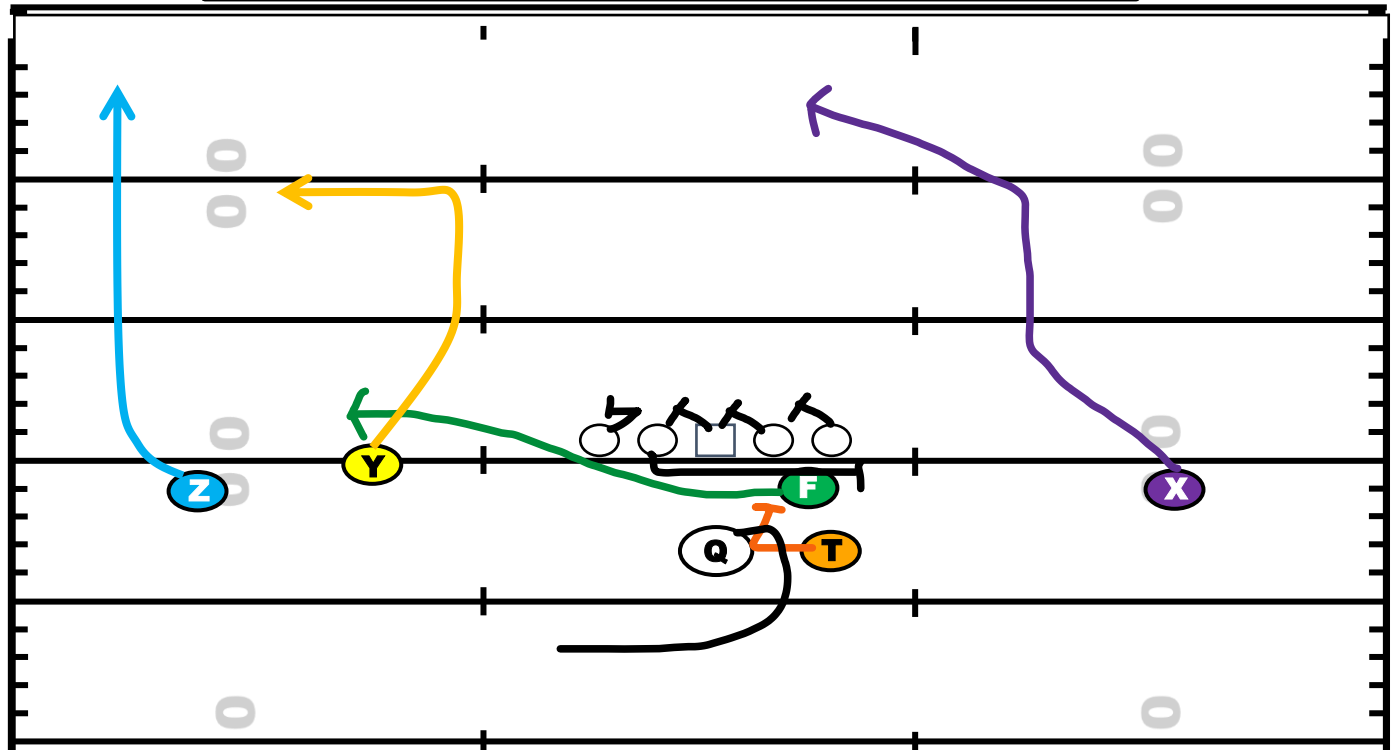


93 SLICE

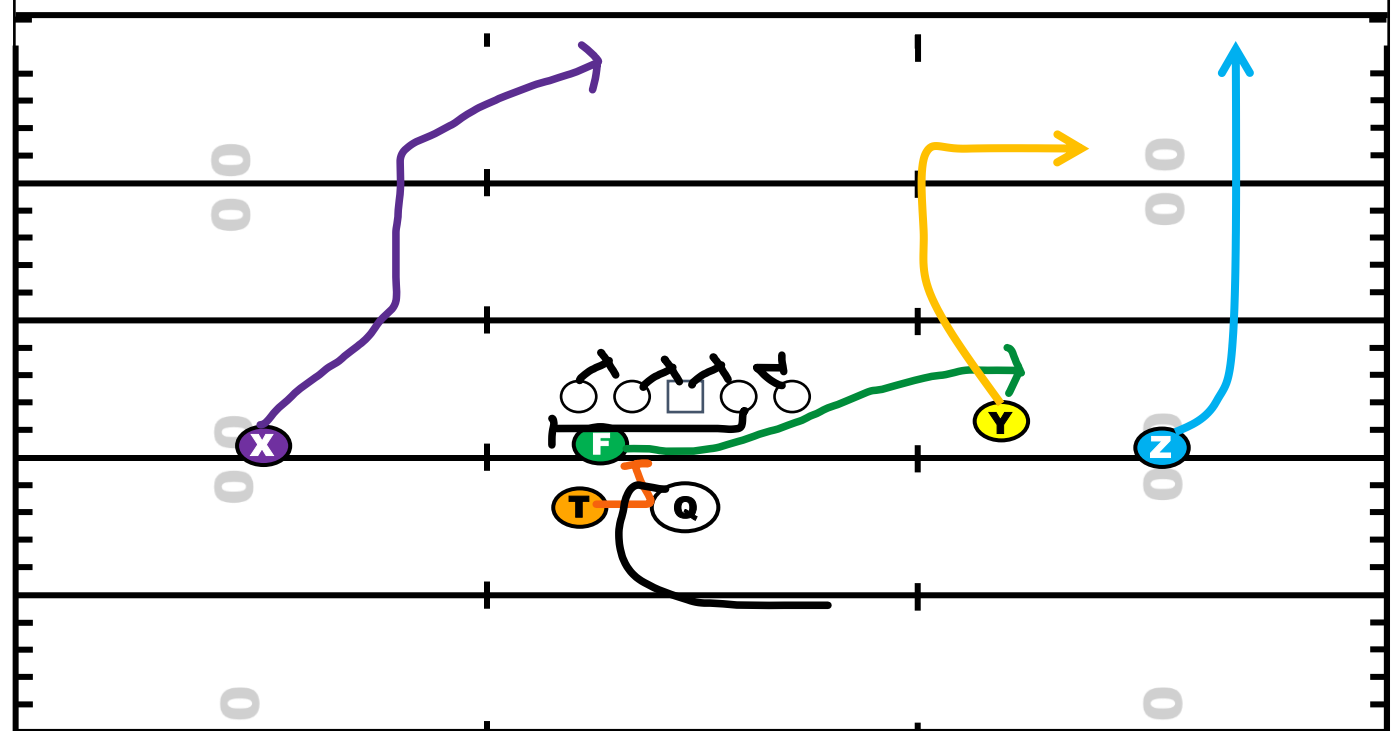
POSITION	RULES	COACHING POINT
PST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
PSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
C	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
F	“SLICE” ROUTE. F- WILL ALWAYS BE SLICE MAN IN CONCEPT GETTING TO OPPOSITE FLATS.MOTION PISTOL.	SLICE/MOTION PULLING 2 ND LEVEL FLAT DEFENDER
T	CARRY OUT RUN CONCEPT ACTION TO LINE OF SCRIMMAGE. HELP IN PROTECTION IF NOT TACKLED	SHOULDERS OVER BELLY BLOCKING CARRY OUT FAKE
Z	MANDATORY OUTSIDE RELEASE 9 ROUTE/FADE	ROUTE RUNNING I.D. LEVELS OF DEFENSE
Y	3 ROUTE THAT SELLS RUN ACTION STAY OVER 2 ND LEVEL AND UNDER 3 RD LEVEL DEFENDERS	ROUTE RUNNING I.D. LEVELS OF DEFENSE CHEAT FOR SUCCESSESS
X	HOME RUN POST. INSIDE STEM TO 2 ND LEVEL DEFENDERS-VERTICAL TO 3 RD LEVEL DEFENDERS-POST BEHIND 3 RD LEVEL	ROUTE RUNNING CHEAT FOR SUCCESS
QB	SELL RUN WITH MESH. RB ON SAME SIDE RB BOOT. RB ON OPPOSITE SIDE ROLL OUT. +3 YARDS. LOW TO HI READ. KEY END.EAT BALL.	MESH ACTION/EAT BALL BOOT/ROLL OUT ACTION KEY RUSH END/READS/THROW



93 SLICE



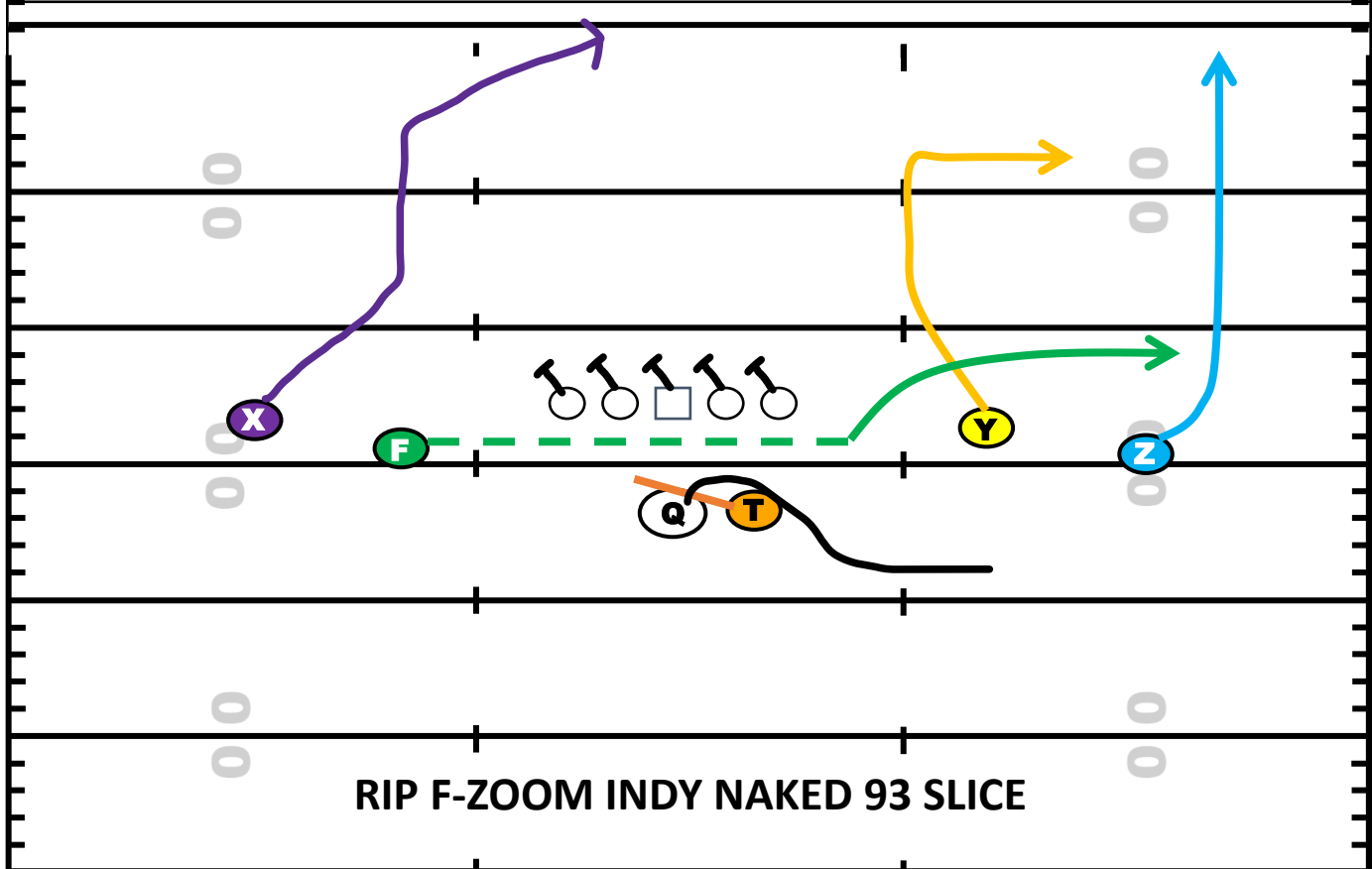
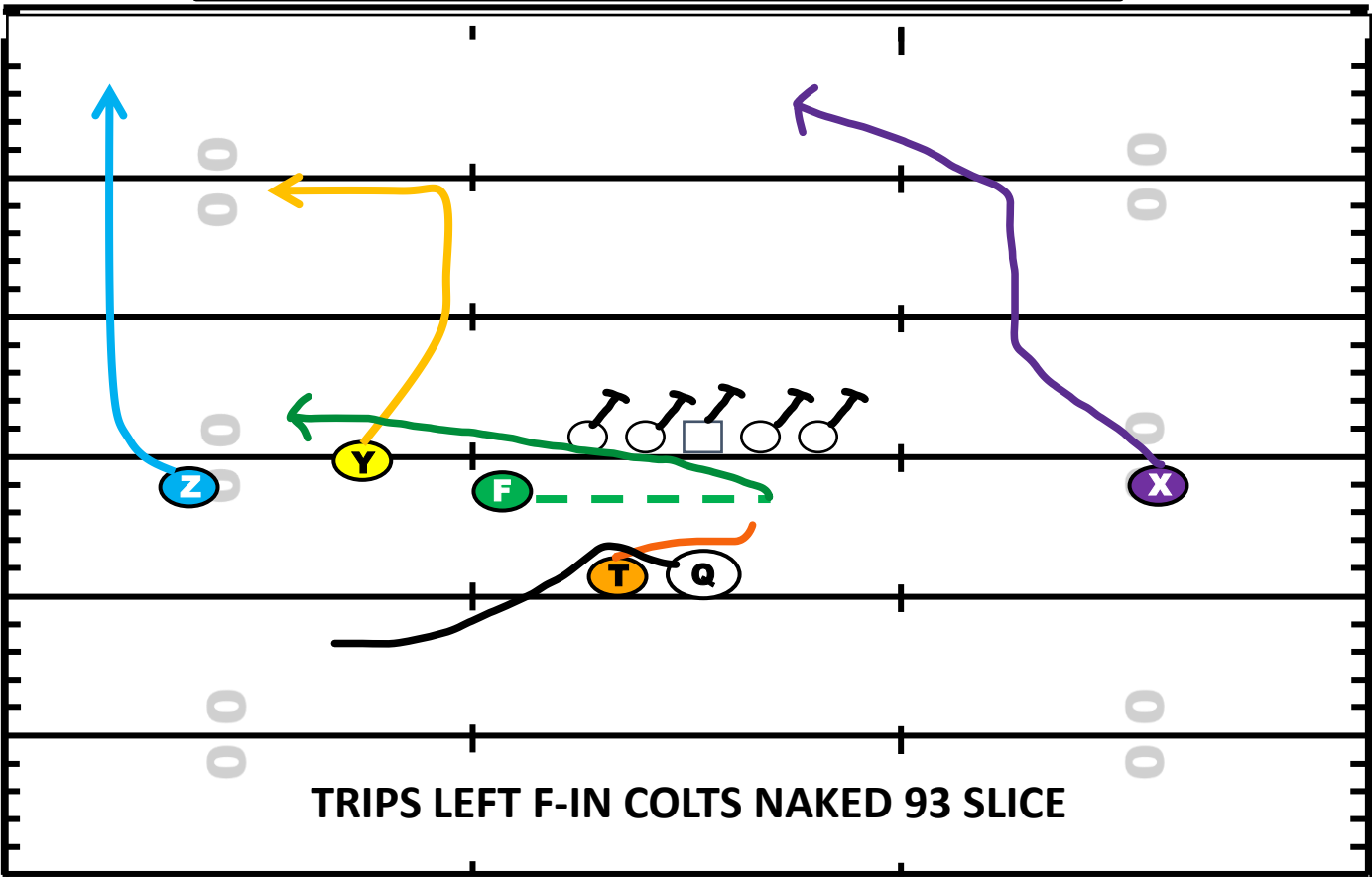
RHINO RIGHT OVER STEELERS NAKED 93 SLICE



RHINO LEFT OVER PITTSBURGH NAKED 93 SLICE

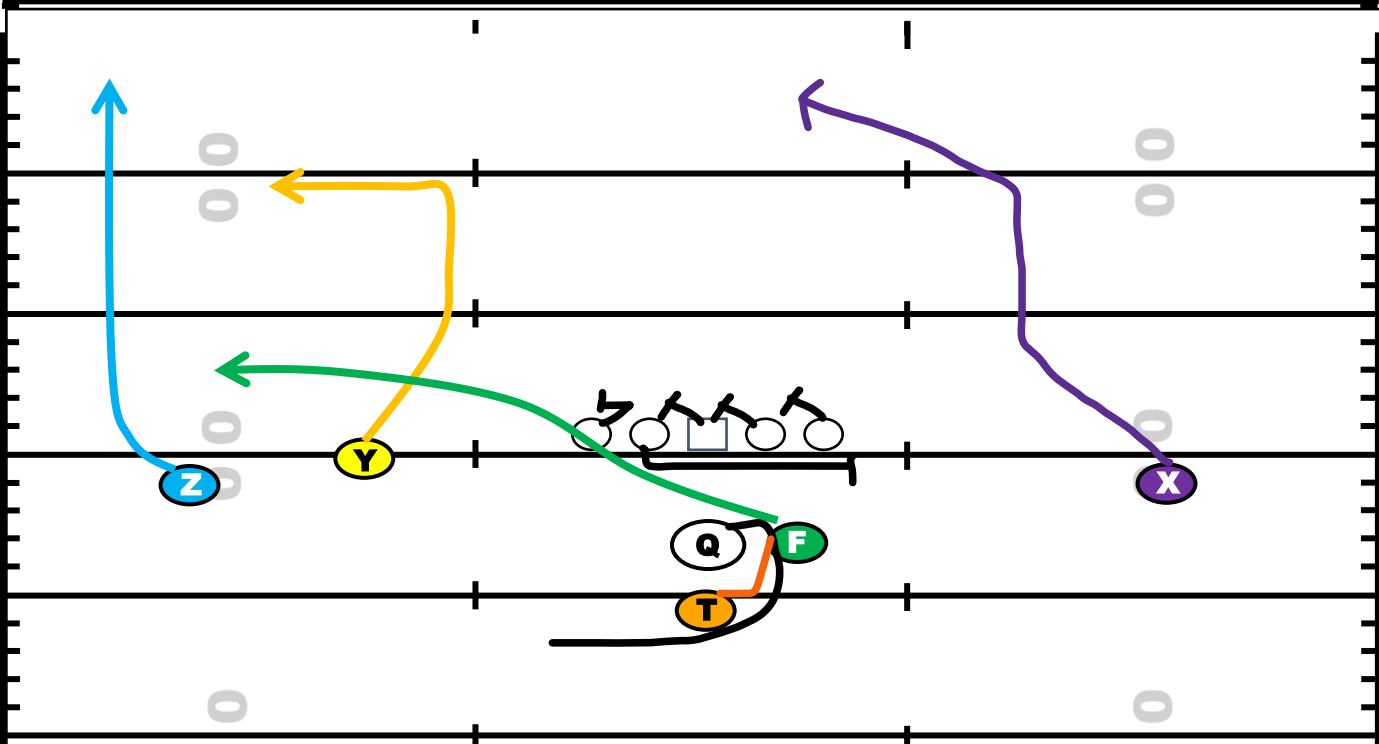


93 SLICE

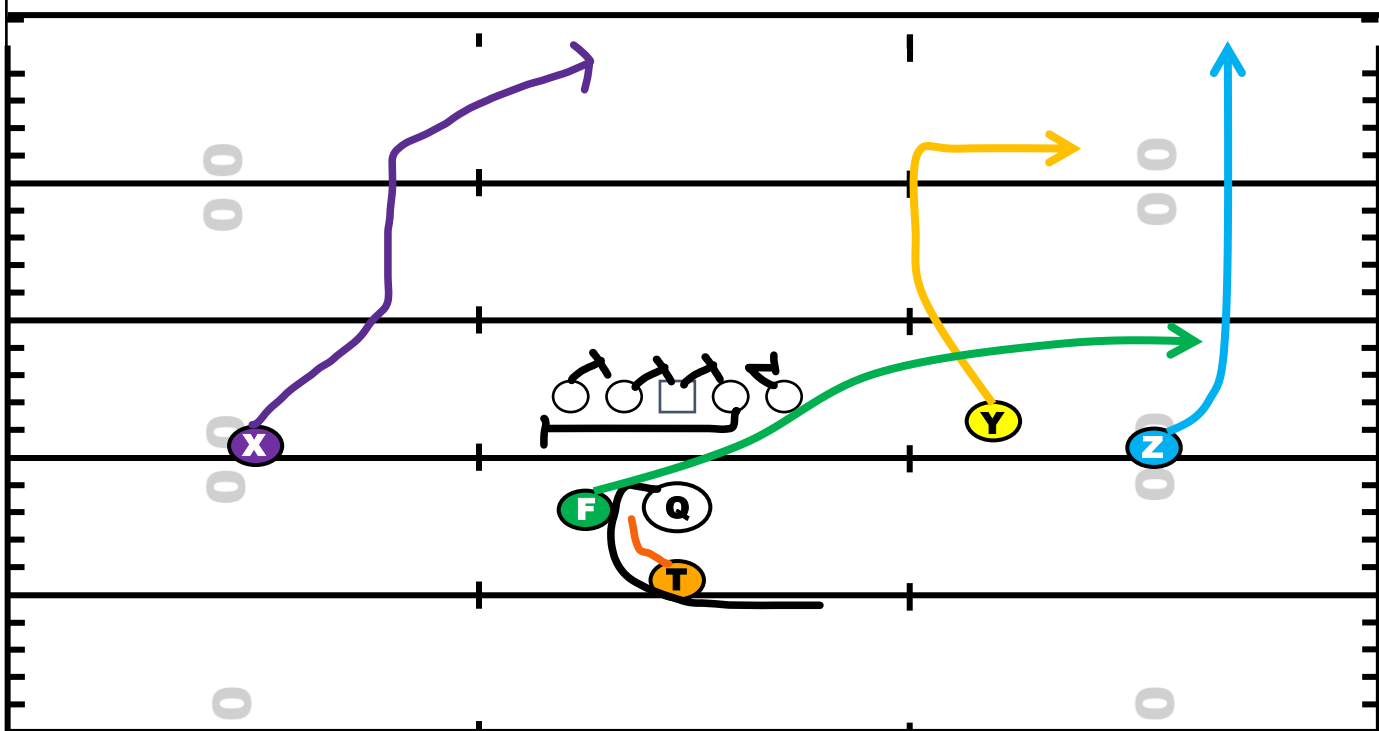




93 SLICE



PRO RIGHT OVER STEELERS NAKED 93 SLICE



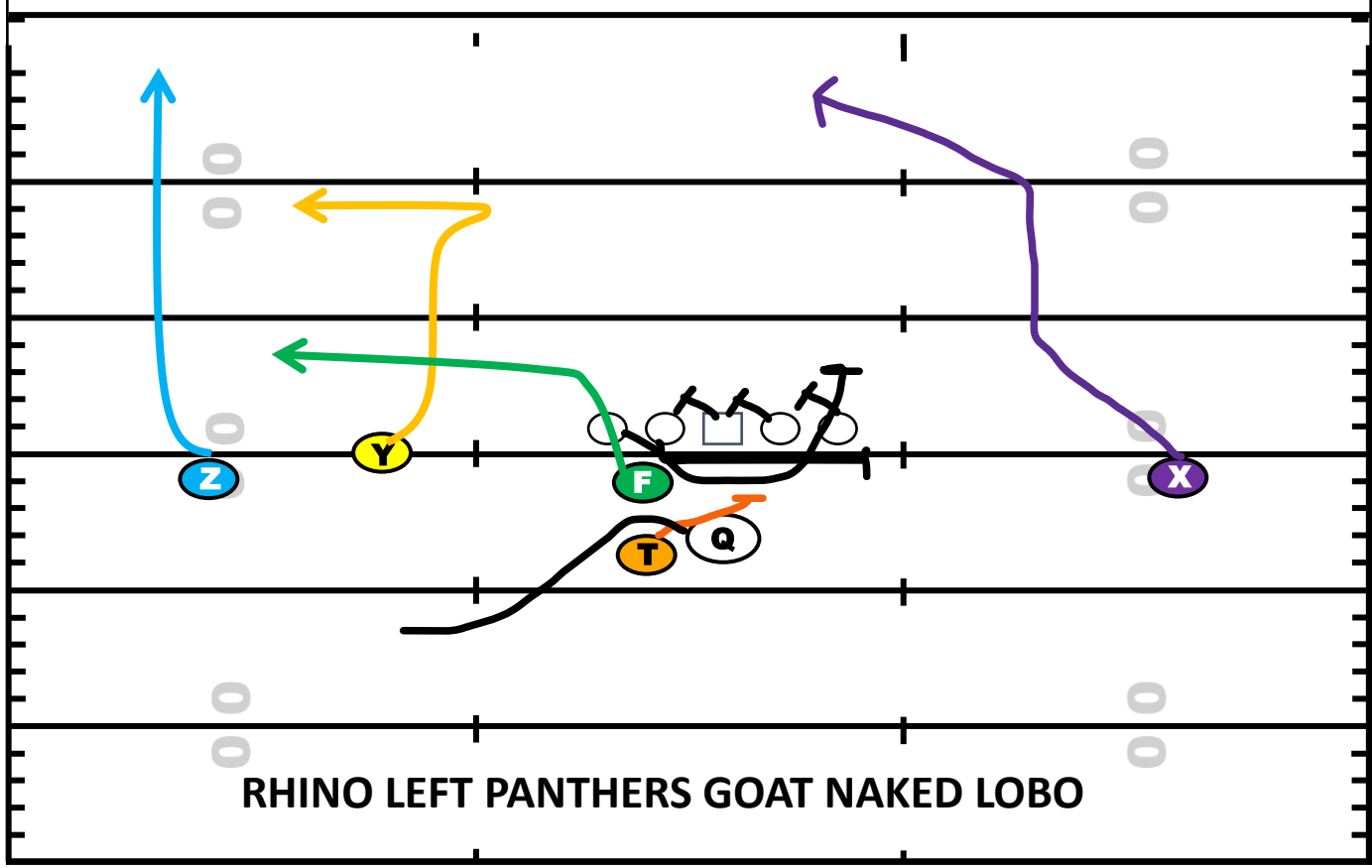
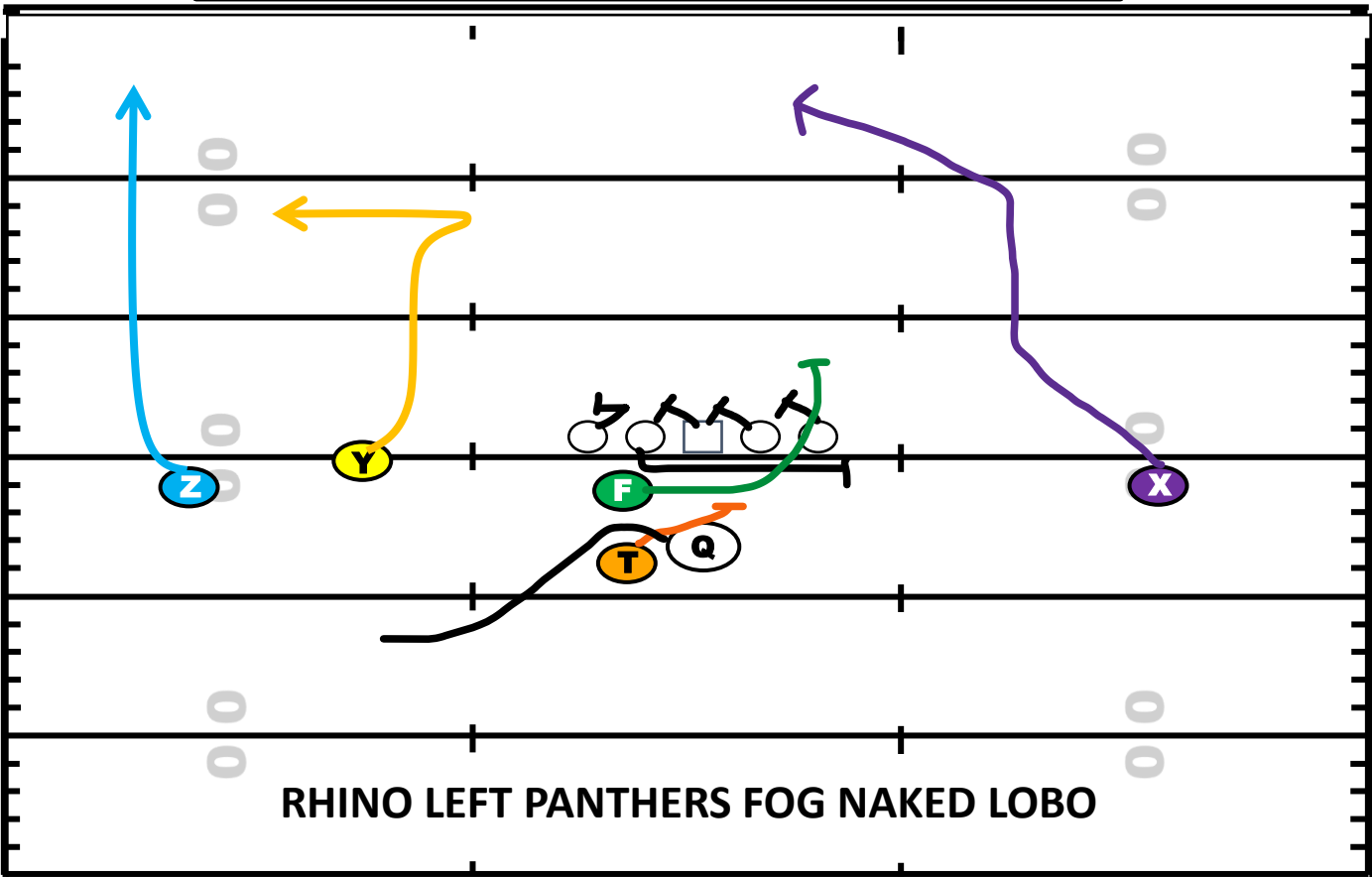
PRO LEFT OVER PITTSBURGH NAKED 93 SLICE

LOBO

POSITION	RULES	COACHING POINT
PST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
PSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
C	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
F	RUN SCHEME. IF NOT IN RUN SCHEME CHECK END & SHOOT (1)	MOTION PULLING 2 ND LEVEL FLAT DEFENDER
T	CARRY OUT RUN CONCEPT ACTION TO LINE OF SCRIMMAGE. HELP IN PROTECTION IF NOT TACKLED	SHOULDERS OVER BELLY BLOCKING CARRY OUT FAKE
Z	9 ROUTE RUNOFF	ROUTE RUNNING I.D. LEVELS OF DEFENSE
Y	LOBO ROUTE	ROUTE RUNNING I.D. LEVELS OF DEFENSE CHEAT FOR SUCCCESS
X	HOME RUN POST. INSIDE STEM TO 2 ND LEVEL DEFENDERS-VERTICAL TO 3 RD LEVEL DEFENDERS-POST BEHIND 3 RD LEVEL	ROUTE RUNNING CHEAT FOR SUCCESS
QB	SELL RUN WITH MESH. RB ON SAME SIDE RB BOOT. RB ON OPPOSITE SIDE ROLL OUT. +3 YARDS. LOW TO HI READ. KEY END.EAT BALL.	MESH ACTION/EAT BALL BOOT/ROLL OUT ACTION KEY RUSH END/READS/THROW

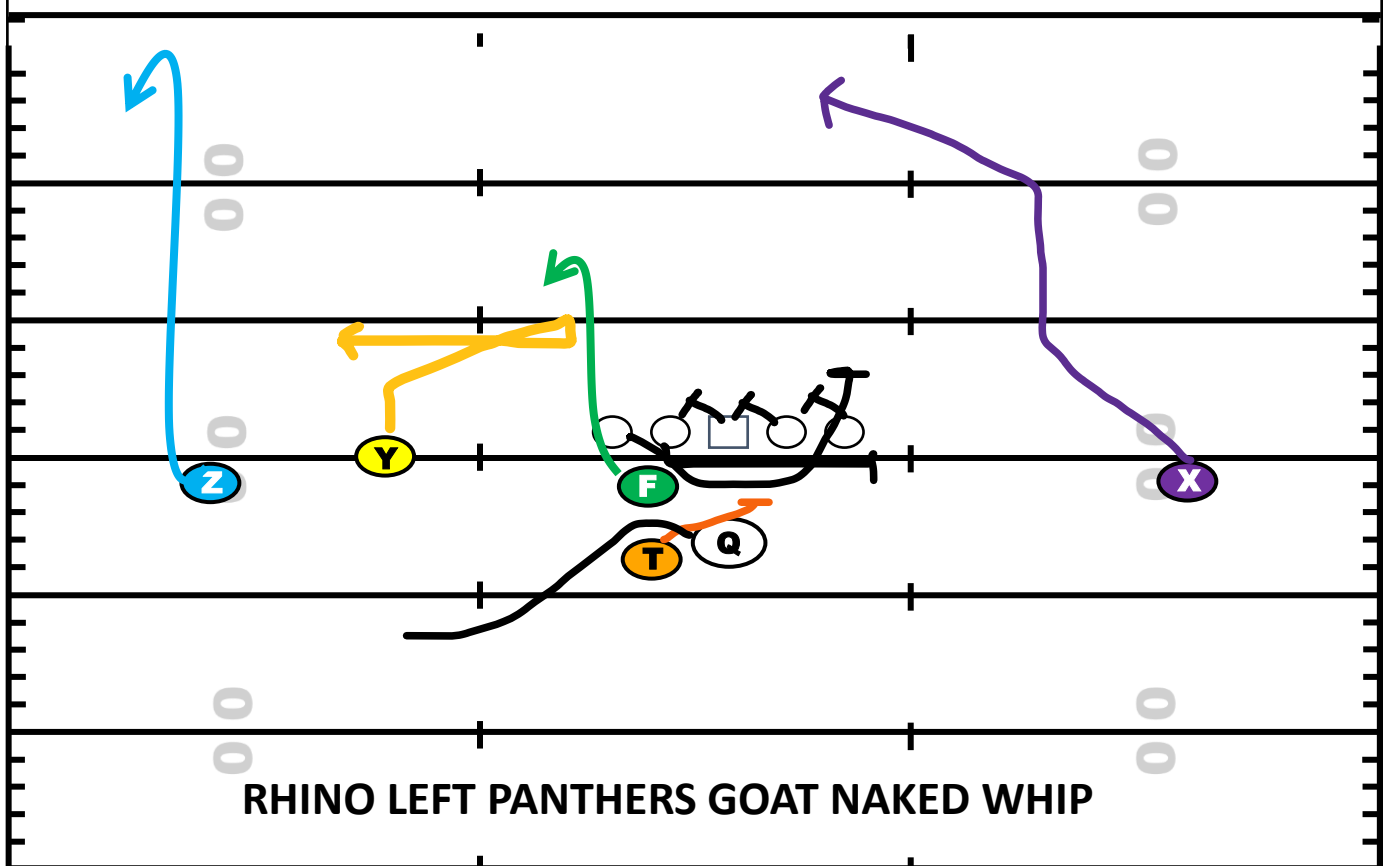
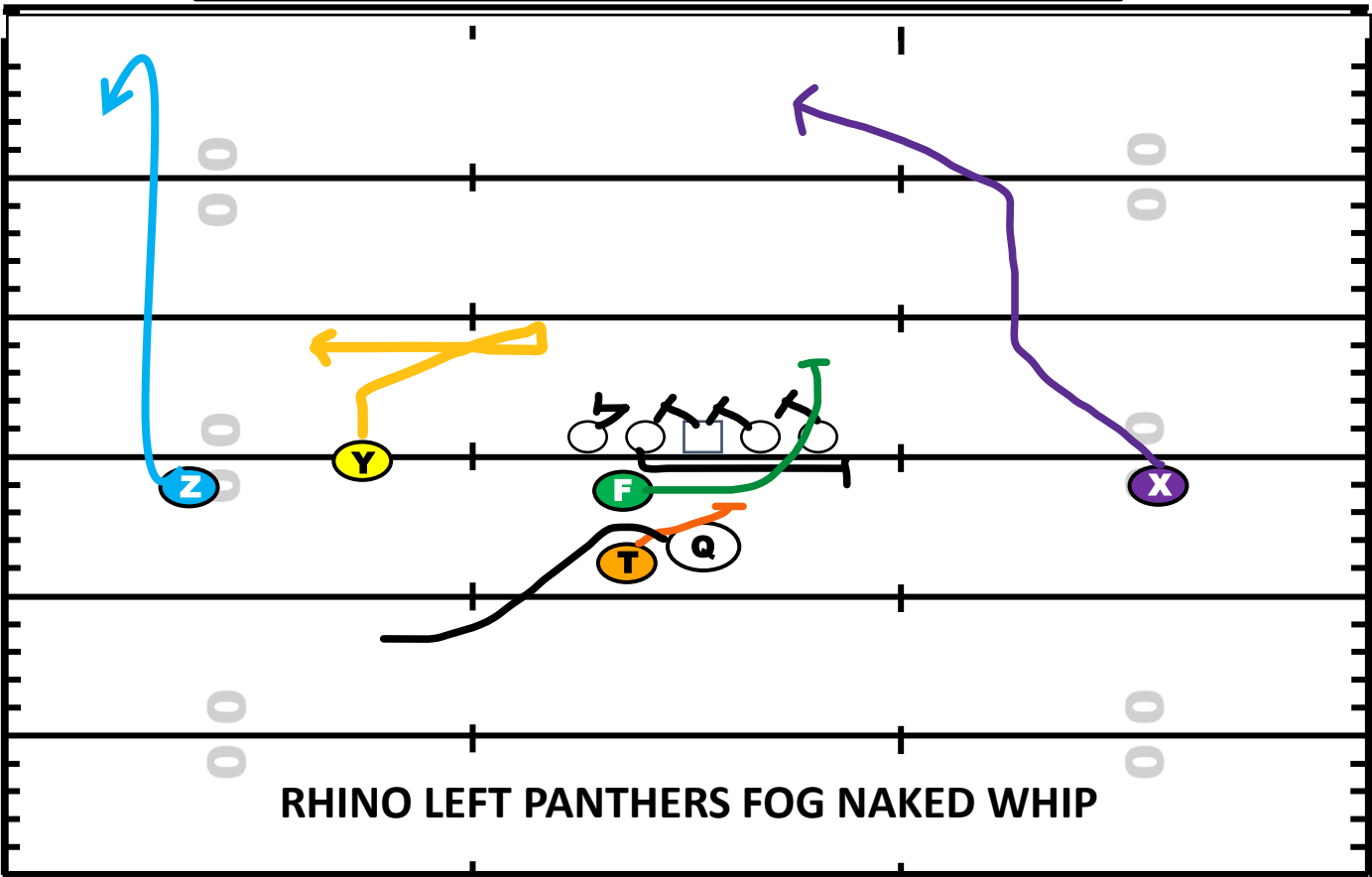


LOBO



WHIP

POSITION	RULES	COACHING POINT
PST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
PSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
C	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BSG	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
BST	RUN CONCEPT WITHOUT GOING UPFIELD,MUST WORK 1 ST LEVEL DEFENDERS. 2 ND LEVEL TO 1 ST LEVEL KEEP RULES	RUN ACTION KEEP RULES SAME 2 ND TO 1 ST LEVEL
F	RUN SCHEME. IF NOT IN RUN SCHEME CHECK END & HITCH (0)	MOTION PULLING 2 ND LEVEL FLAT DEFENDER
T	CARRY OUT RUN CONCEPT ACTION TO LINE OF SCRIMMAGE. HELP IN PROTECTION IF NOT TACKLED	SHOULDERS OVER BELLY BLOCKING CARRY OUT FAKE
Z	12 YARD COMEBACK	ROUTE RUNNING I.D. LEVELS OF DEFENSE
Y	WHIP ROUTE	ROUTE RUNNING I.D. LEVELS OF DEFENSE CHEAT FOR SUCCCESS
X	HOME RUN POST. INSIDE STEM TO 2 ND LEVEL DEFENDERS-VERTICAL TO 3 RD LEVEL DEFENDERS-POST BEHIND 3 RD LEVEL	ROUTE RUNNING CHEAT FOR SUCCESS
QB	SELL RUN WITH MESH. RB ON SAME SIDE RB BOOT. RB ON OPPOSITE SIDE ROLL OUT. +3 YARDS. LOW TO HI READ. KEY END.EAT BALL.	MESH ACTION/EAT BALL BOOT/ROLL OUT ACTION KEY RUSH END/READS/THROW





ACTION





ACTION PASS



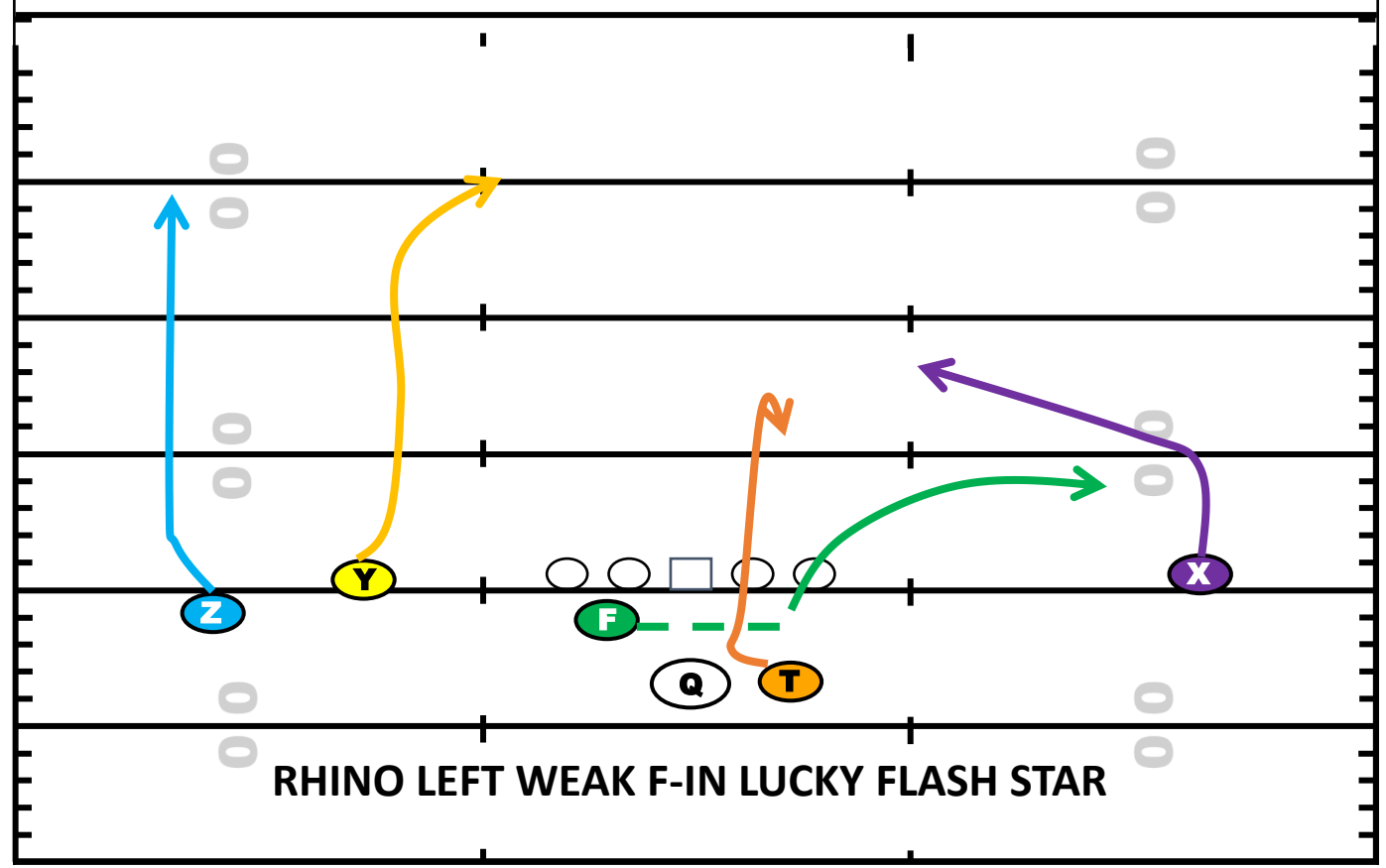
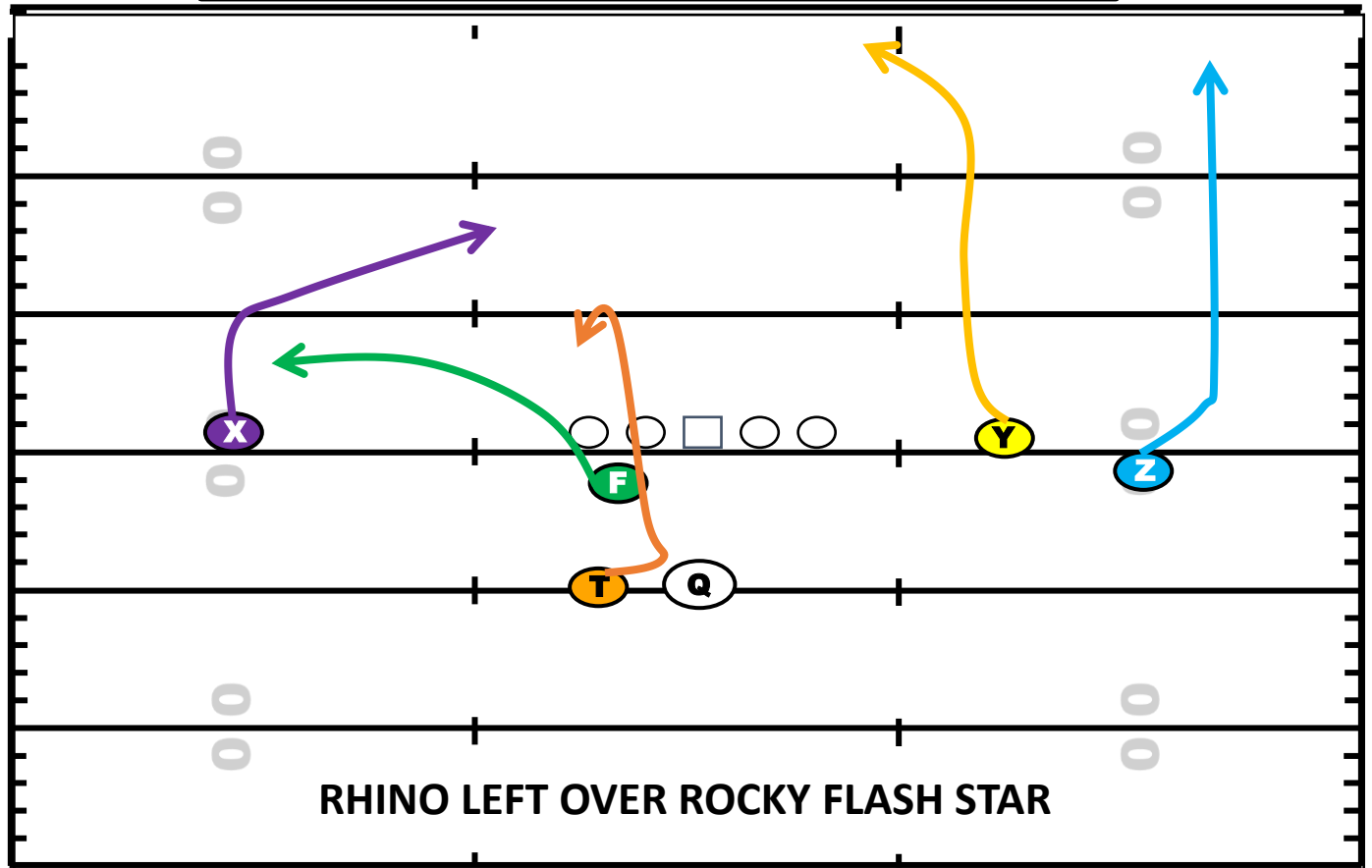
- ACTION PASS GAME WILL DEMONSTRATE THE RUN TO HOLD 2ND AND 3RD LEVEL DEFENDERS ON THE PASS.
- WE WILL HAVE QUICK GAME ACTION PASS AND ALSO DEEPT SHOT ACTION PASS PLAYS.
- QUICK GAME WILL BE TAGGED WITH “FLASH” AND PASS PRO RESPONSIBILITY IS SAME.
- “FLASH” WILL ALERT QB AND RB TO HAVE HARD RUN PLAY FAKE ON PAA PROTECTION PATH.
- “FLASH” CAN BE TAGGED TO ANY PASS CONCEPT.
- OUR DEEP SHOT ACTION PASS PROTECTION WILL BE DALLAS/COWBOYS.
- DALLAS/COWBOYS WILL SELL POWER RUN ACTION.

STAR

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	1 ROUTE SHOOT TO ALLEY	ROUTE
T	HARD "FLASH" CHECK TO WEAK SIDE BACKER	FLASH CHECK DOWN
Z	OUTSIDE RELEASE FADE	ROUTE
Y	8 ROUTE POST. TAKE SAFETY WITH. SAFETY COMES DOWN ON SLAT, EXPECT BALL.	ROUTE
X	2 ROUTE-SLANT. GET OVER WEAKSIDE BACKER. EXPECT BALL.	ROUTE
QB	ATTACK WEAKSIDE BACKER. SLANT-FLAT- CHECK. SAFETY JUMP-THROW POST.	PROGRESSION FLASH

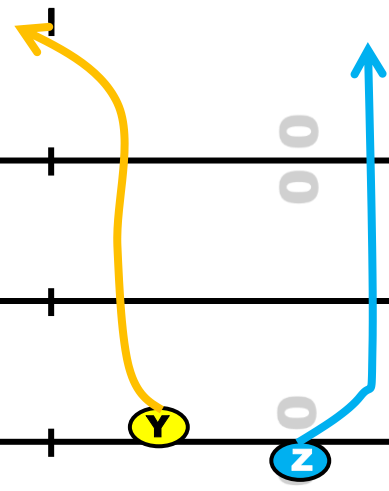
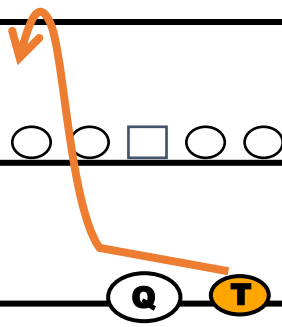
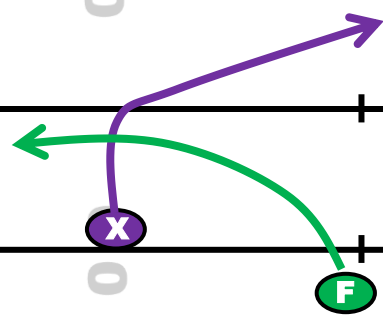


STAR

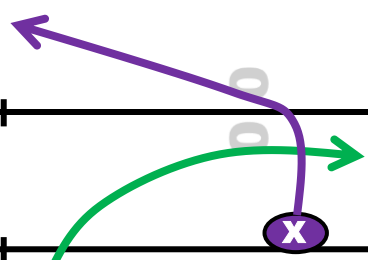
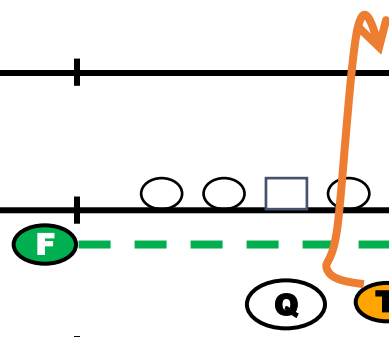
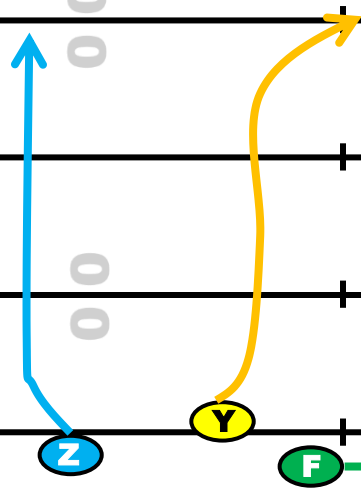




STAR



RIP ROCKY FLASH STAR



TRIPS LEFT WEAK F-ZOOM LUCKY FLASH STAR

HOOVER

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	1 ROUTE SHOOT TO ALLEY	ROUTE
T	HARD "FLASH" CHECK TO WEAK SIDE BACKER	FLASH CHECK DOWN
Z	OUTSIDE RELEASE FADE	ROUTE
Y	8 ROUTE POST. TAKE SAFETY WITH. SAFETY COMES DOWN ON SLAT, EXPECT BALL.	ROUTE
X	4 ROUTE. DIG.	ROUTE
QB	KEY WEAKSIDE SAFETY. DIG SIDE SAFETY IN CONFLICT. HI-LO.	PROGRESSION FLASH



HOOVER



A handwriting practice grid for the word "HOOVER". The grid consists of six horizontal lines. The word "HOOVER" is written across the lines. Each letter is marked with a colored circle: 'H' is purple (X), 'O' is grey, 'O' is grey, 'V' is orange (T), 'E' is green (F), 'R' is yellow (Y), and 'E' is blue (Z). Colored arrows indicate the stroke order for each letter: a purple arrow for 'H', a grey arrow for the first 'O', a grey arrow for the second 'O', an orange arrow for 'V', a green arrow for 'E', a yellow arrow for 'R', and a blue arrow for the final 'E'. A white square marker is positioned between the two 'O's.

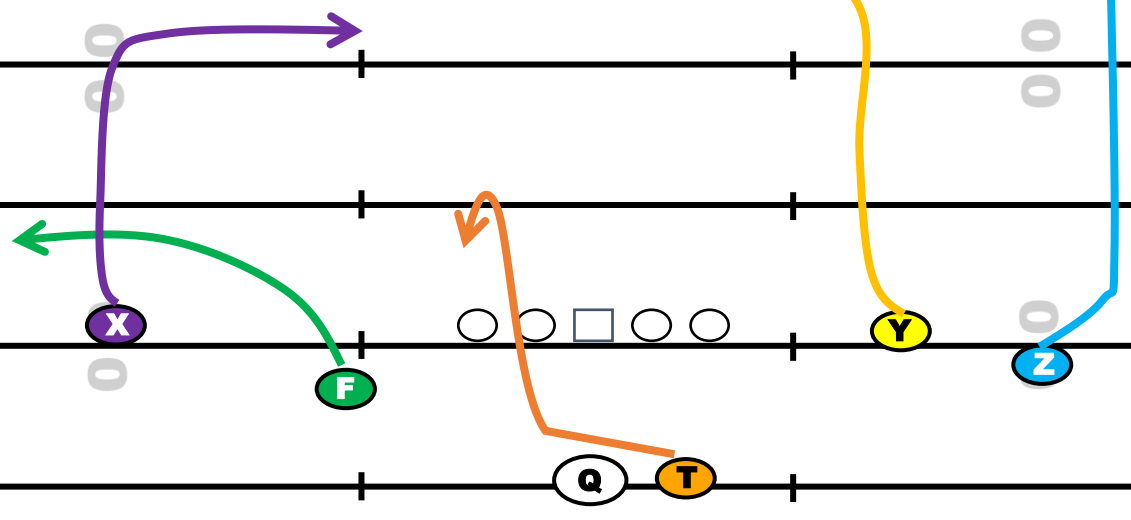
RHINO LEFT OVER ROCKY FLASH HOOVER

A handwriting practice grid for the word "HOOVER". The grid consists of six horizontal lines. The word "HOOVER" is written across the lines. Each letter is marked with a colored circle: 'H' is purple (X), 'O' is grey, 'O' is grey, 'V' is orange (T), 'E' is green (F), 'R' is yellow (Y), and 'E' is blue (Z). Colored arrows indicate the stroke order for each letter: a blue arrow for 'H', a yellow arrow for the first 'O', a grey arrow for the second 'O', an orange arrow for 'V', a green arrow for 'E', a purple arrow for 'R', and a blue arrow for the final 'E'. A dashed green line is drawn under the 'F' marker. A white square marker is positioned between the two 'O's.

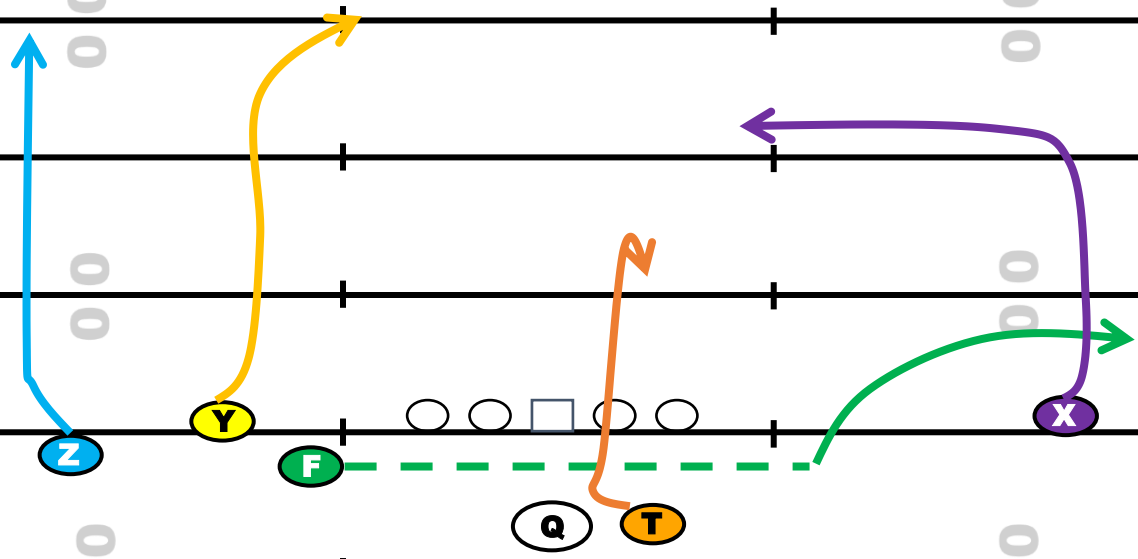
RHINO LEFT WEAK F-IN LUCKY FLASH HOOVER



STAR



RIP ROCKY FLASH STAR



TRIPS LEFT WEAK F-ZOOM LUCKY FLASH STAR

PIG

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	WHEEL ROUTE (1NUP) MUST SELL RUNNING 1 ROUTE COWBOY/DALLAS-PASS PRO -CHECK	ROUTE RUNNING PASS PROTECTION
T	FLASH ACTION OR DALLAS/COWBOY ACTION	ACTION PASS PRO & MESH
Z	4 ROUTE	ROUTE RUNNING
Y	POST	ROUTE RUNNING
X	SHALLOW ROUTE ATTACKING UNDERNEATHER THE BACKERS AT THE 2 ND LEVEL. HOT ROUTE. SHALLOW CAN BE THROWN AT AYTIME.	ROUTE RUNNING "SMOKE" COMMUNICATION CAN BE HOT.
QB	SELL RUN ACITON BASED ON CALL. READ INSIDE OUT.POST/DIG/WHEEL. CONFLICT PLAYER WILL BE CONCEPT SIDE SAFETY.	MESH ACTION BALL PLACEMENT PROGRESSION



PIG

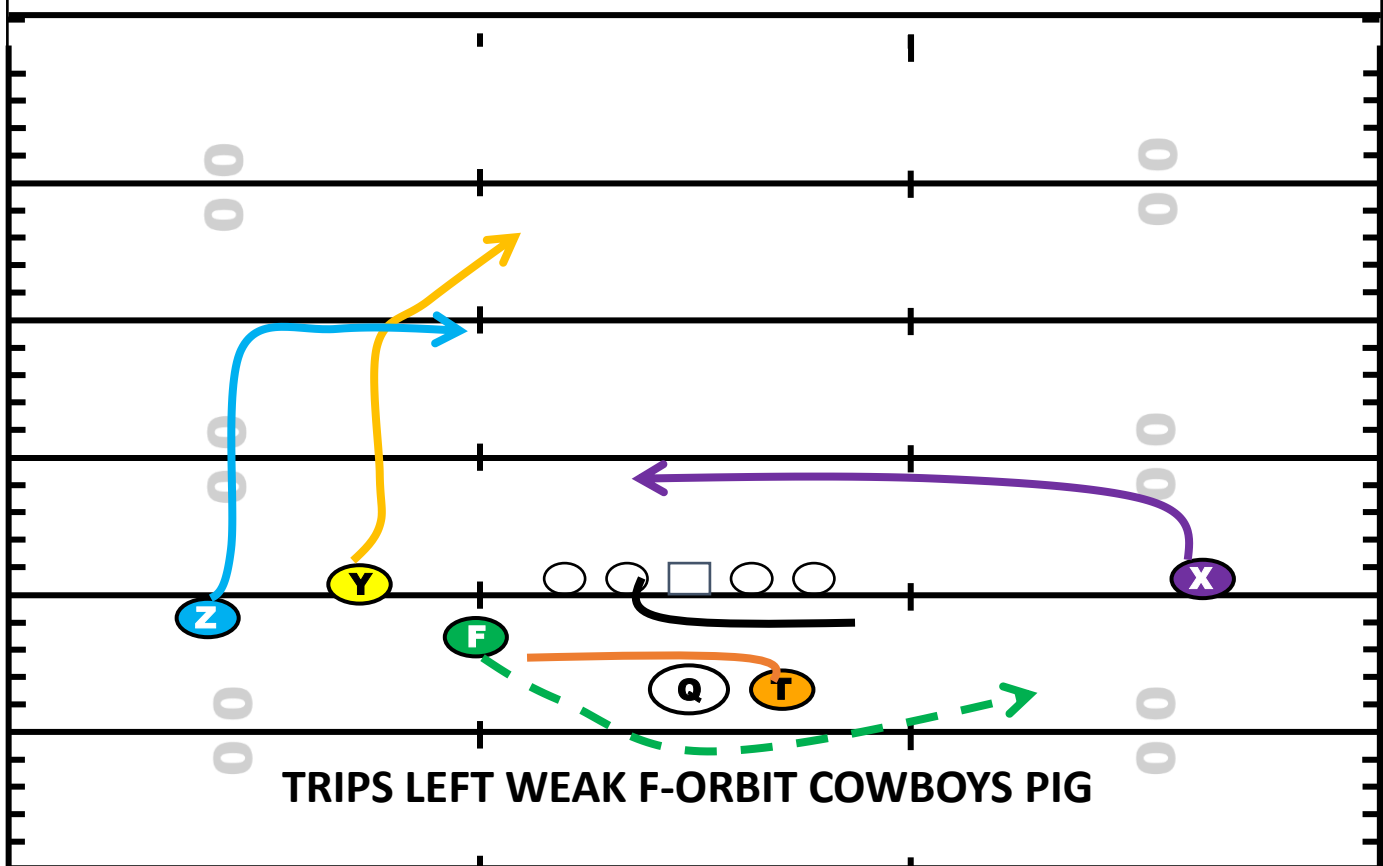
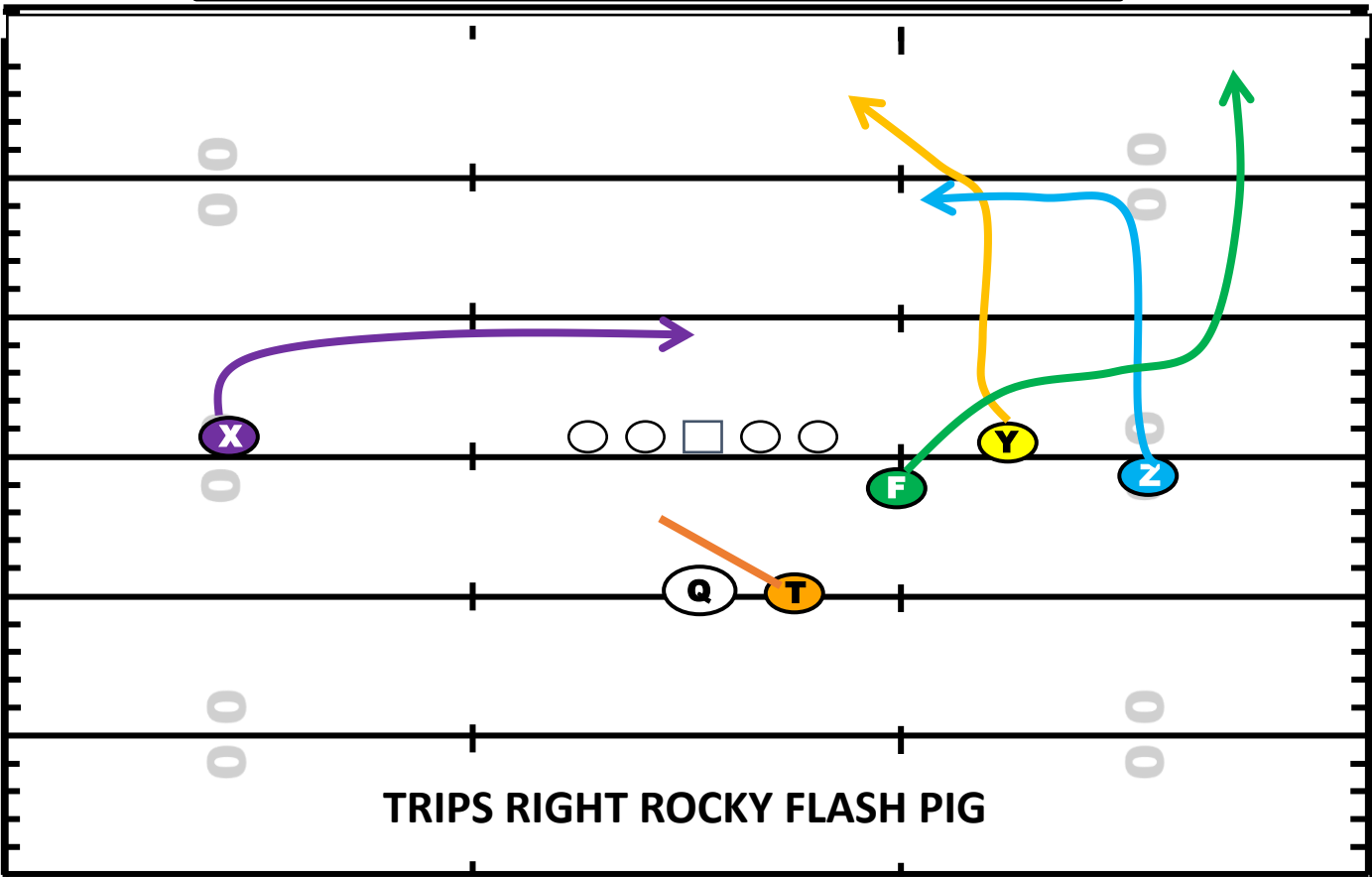


RHINO RIGHT ROCKY FLASH PIG

A handwriting practice grid with six horizontal lines. The text 'RHINO RIGHT ROCKY FLASH PIG' is written in the middle. Stroke order is indicated by colored arrows: a purple arrow from 'X' to the right; a green arrow from 'F' up and then right; a yellow arrow from 'Y' up and then right; a blue arrow from 'Z' up and then right; an orange arrow from 'T' down and then left; and a black arrow from 'Q' down and then left. Letter markers are: 'X' (purple circle), 'F' (green circle), 'Y' (yellow circle), 'Z' (blue circle), 'Q' (white circle), and 'T' (orange circle). A row of five shapes (circle, circle, square, circle, circle) is positioned above the 'F' and 'Y' markers.

RHINO LEFT COWBOYS PIG

A handwriting practice grid with six horizontal lines. The text 'RHINO LEFT COWBOYS PIG' is written in the middle. Stroke order is indicated by colored arrows: a purple arrow from 'X' to the left; a green arrow from 'F' down and then left; a yellow arrow from 'Y' down and then left; a blue arrow from 'Z' down and then left; an orange arrow from 'T' up and then right; and a black arrow from 'Q' up and then right. Letter markers are: 'X' (purple circle), 'F' (green circle), 'Y' (yellow circle), 'Z' (blue circle), 'Q' (white circle), and 'T' (orange circle). A row of five shapes (circle, circle, square, circle, circle) is positioned above the 'F' and 'Y' markers.

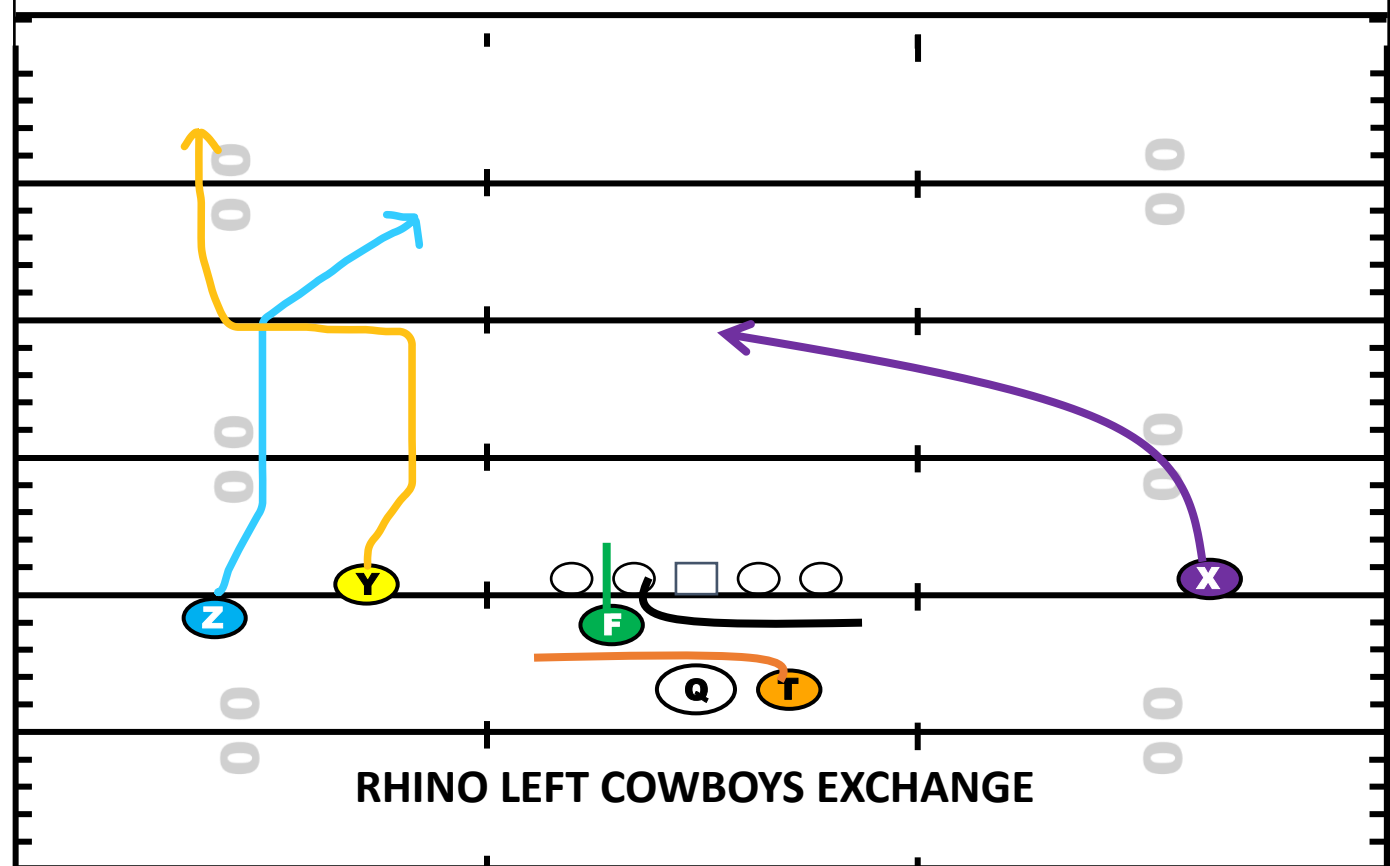
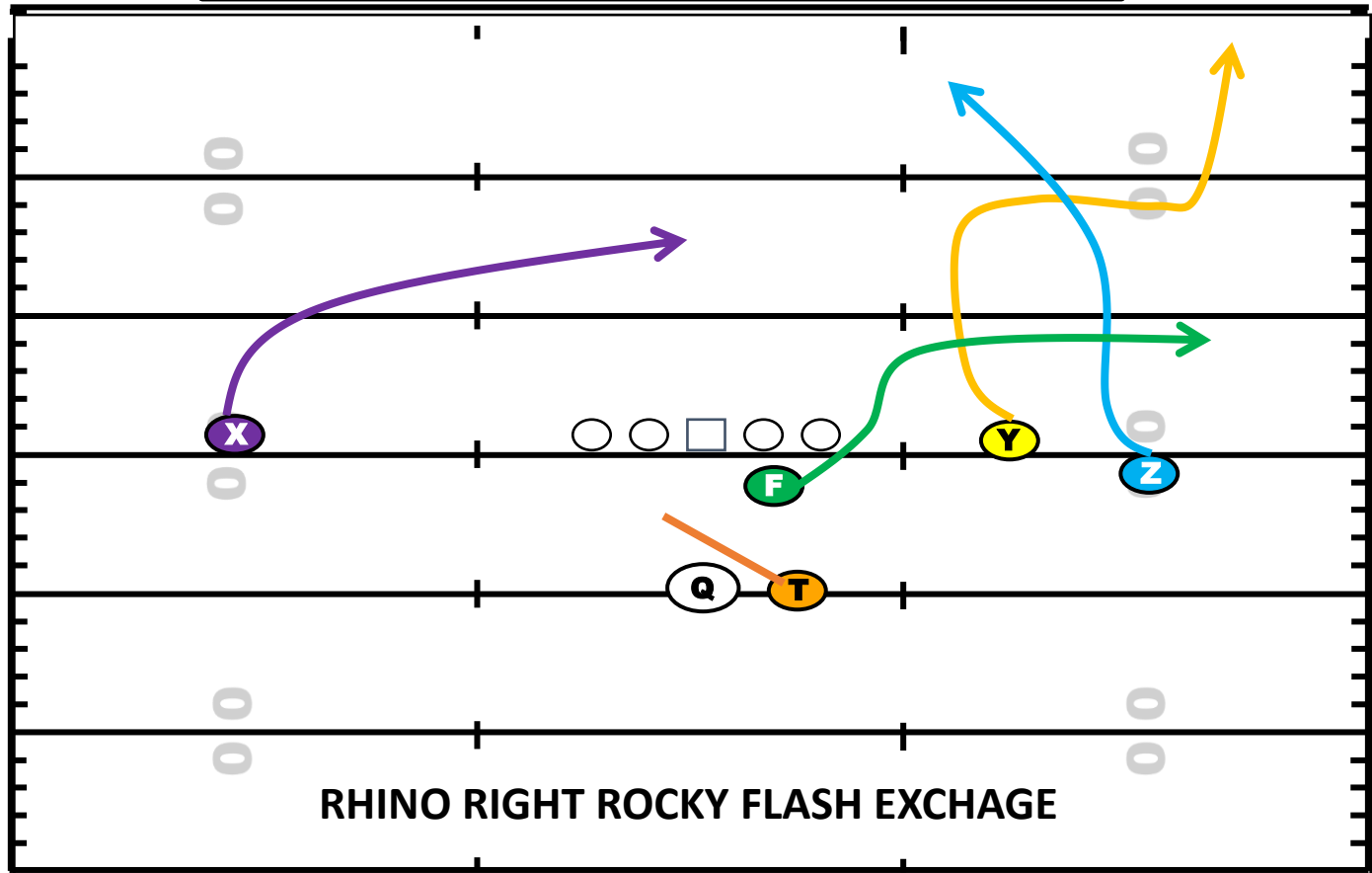


EXCHANGE

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	1 ROUTE COWBOY/DALLAS-PASS PRO -CHECK	ROUTE RUNNING PASS PROTECTION
T	FLASH ACTION OR DALLAS/COWBOY ACTION	ACTION PASS PRO & MESH
Z	POST	ROUTE RUNNING
Y	3NUP SELL THE 3 ROUTE TURN UP ONCE POST CROSSES	ROUTE RUNNING
X	DRAG ON THE BACKSIDE FINDING OPEN SPACE IN FIELD.FIND OPEN PATH IN D. "SMOKE" COMMUNICATION CAN BE HOT.	ROUTE RUNNING
QB	SELL RUN ACITON BASED ON CALL. THIS WILL SELL 93. PLAYSIDE SAFETY IN CONFLICT. HI-LO.	MESH ACTION BALL PLACEMENT PROGRESSION

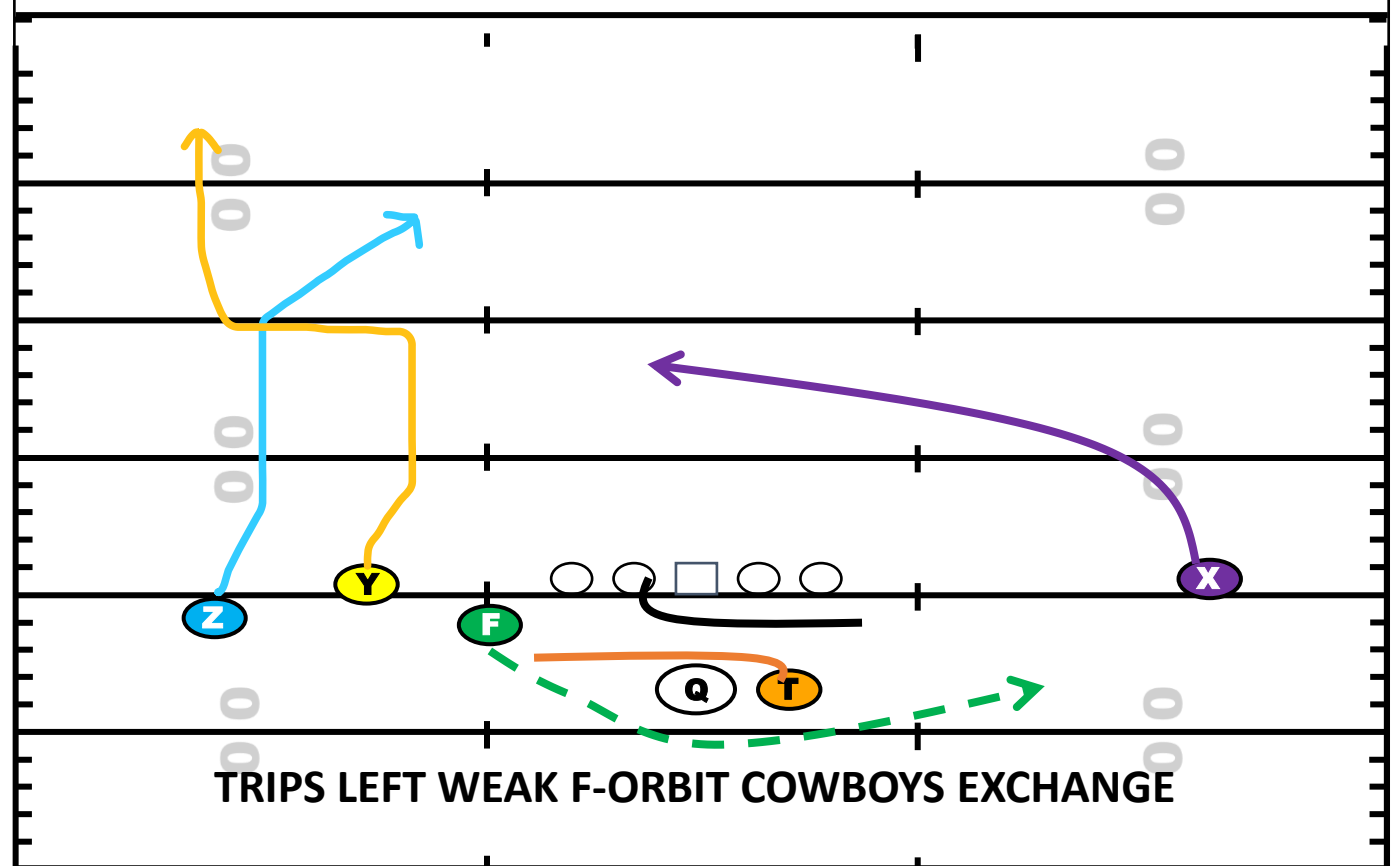
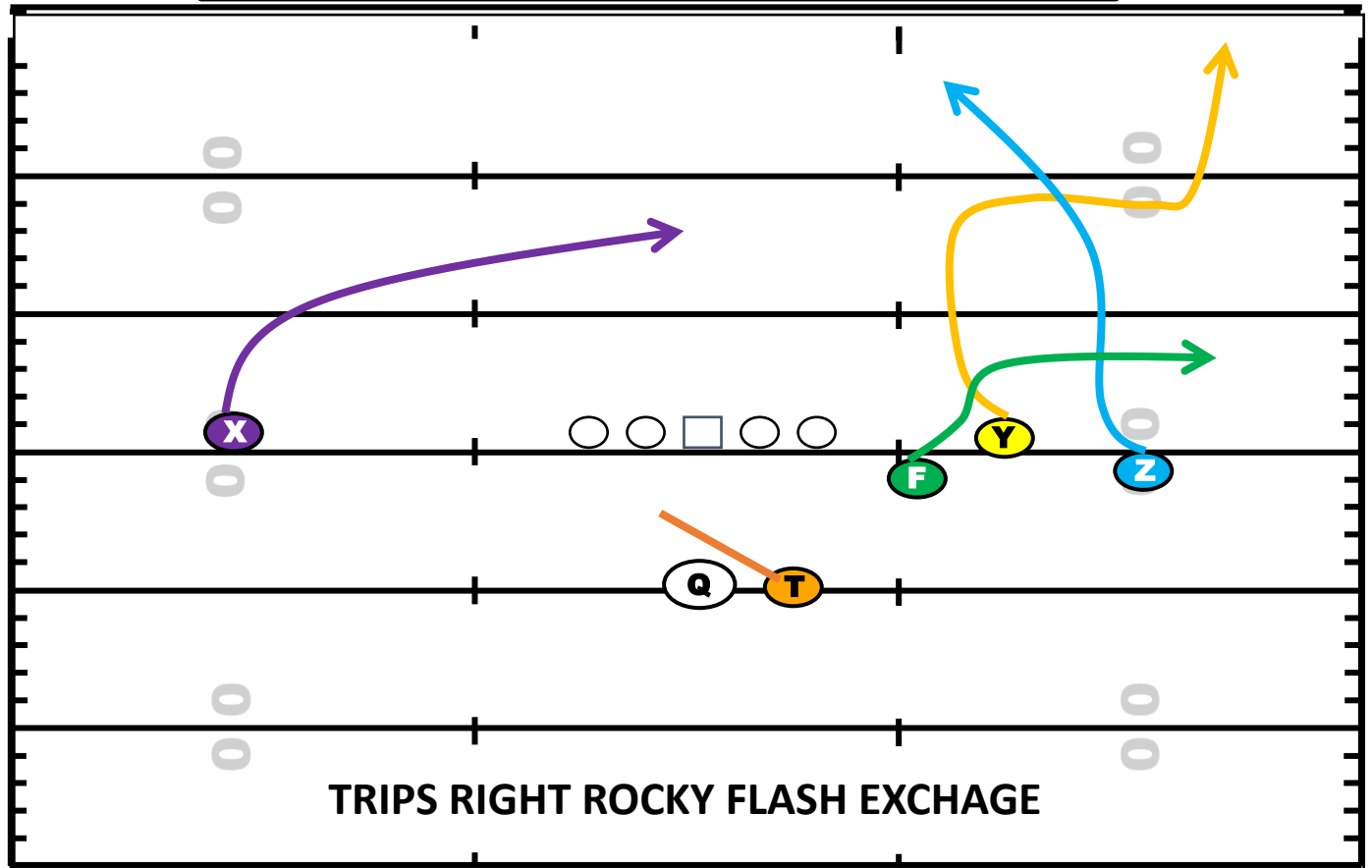


EXCHANGE





EXCHANGE

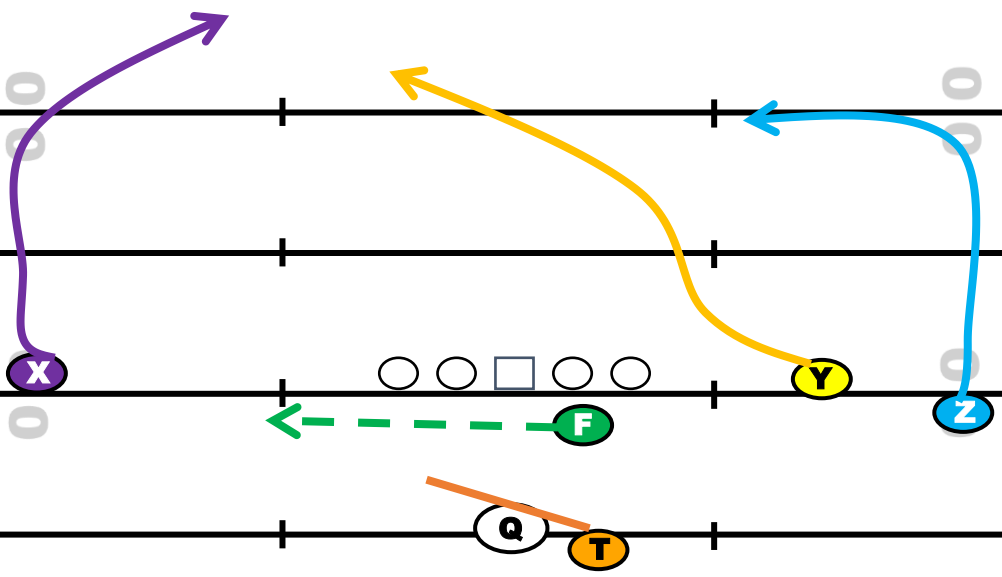


YANKEE

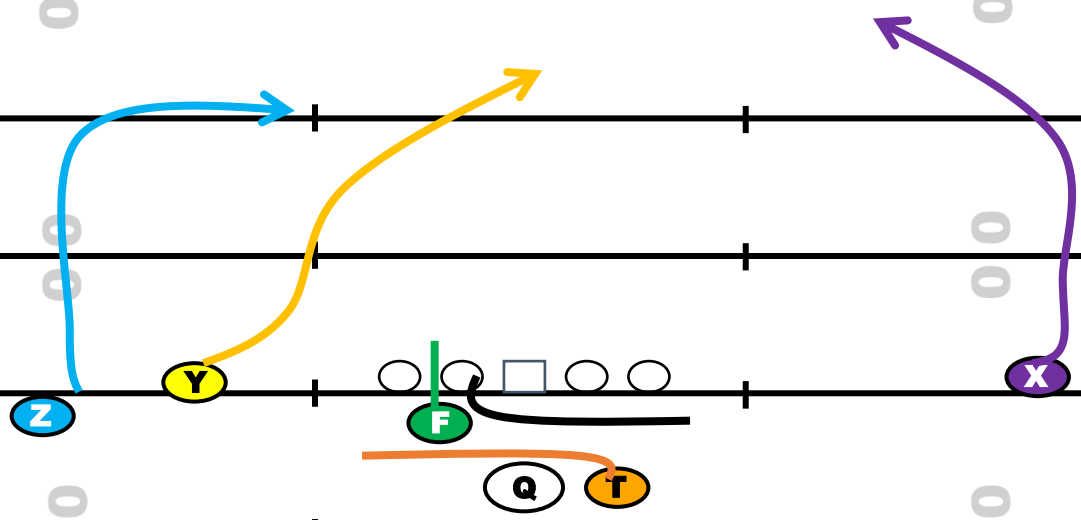
POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	COWBOY/DALLAS-PASS PRO –CHECK IN 2X2 OR 3X1 FROM PISTOL F WILL MOTION	MOTIONS PASS PROTECTION
T	FLASH ACTION OR DALLAS/COWBOY ACTION	ACTION PASS PRO & MESH
Z	4 ROUTE	ROUTE RUNNING
Y	CROSSING ROUTE TO BACKSIDE SAFETY SETTLE IN OPEN SPACE. RUN ROUTE TO GO THROUGH BACKSIDE SAFETY. INSIDE RELEASE.	ROUTE RUNNING UNDER POST
X	8 ROUTE POST	ROUTE RUNNING
QB	MESH ACTION. CONFLICT PLAYER WILL BE POST SIDE SAFETY. READ POST-CROSS-DIG.	MESH ACTION BALL PLACEMENT PROGRESSION



YANKEE



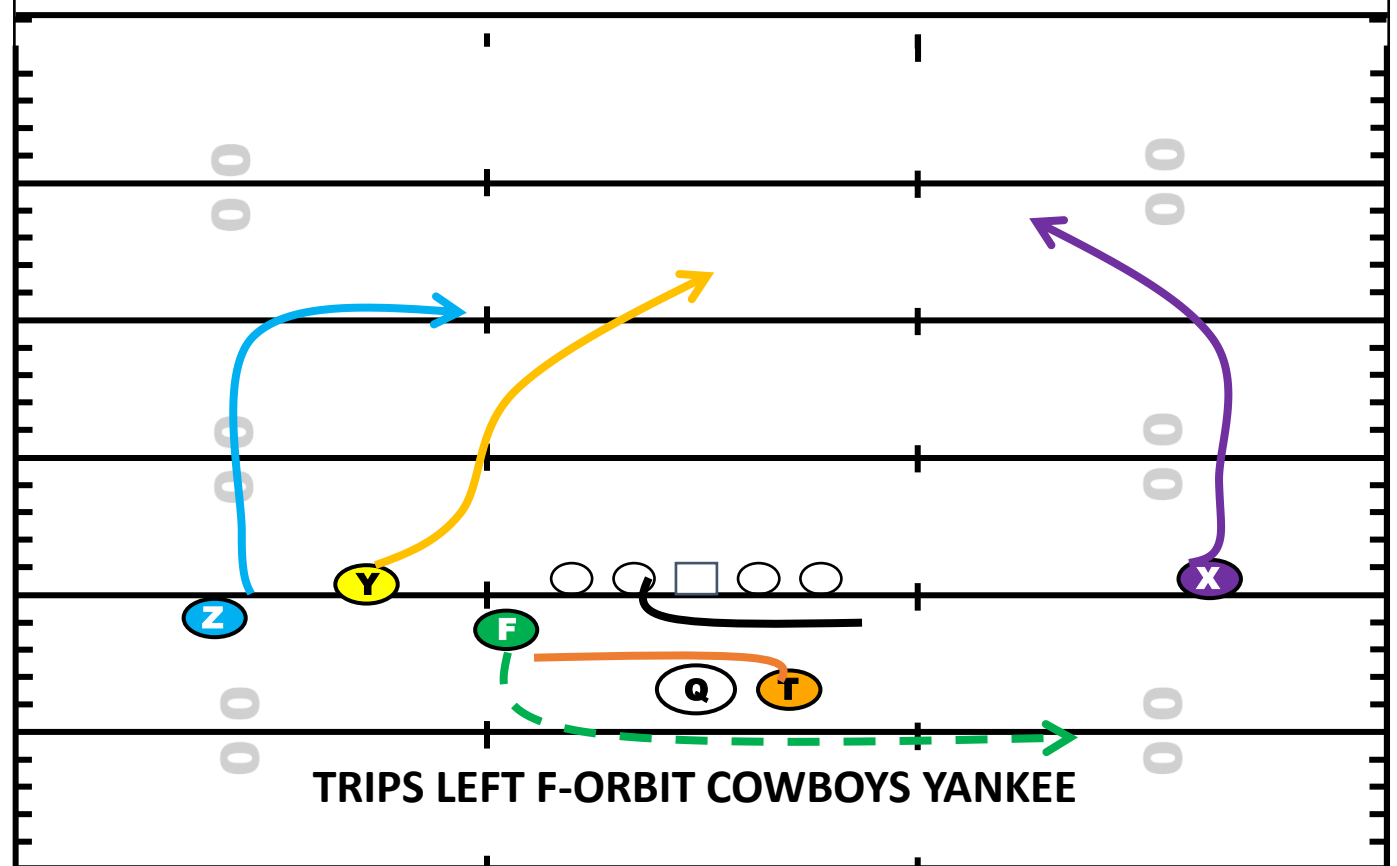
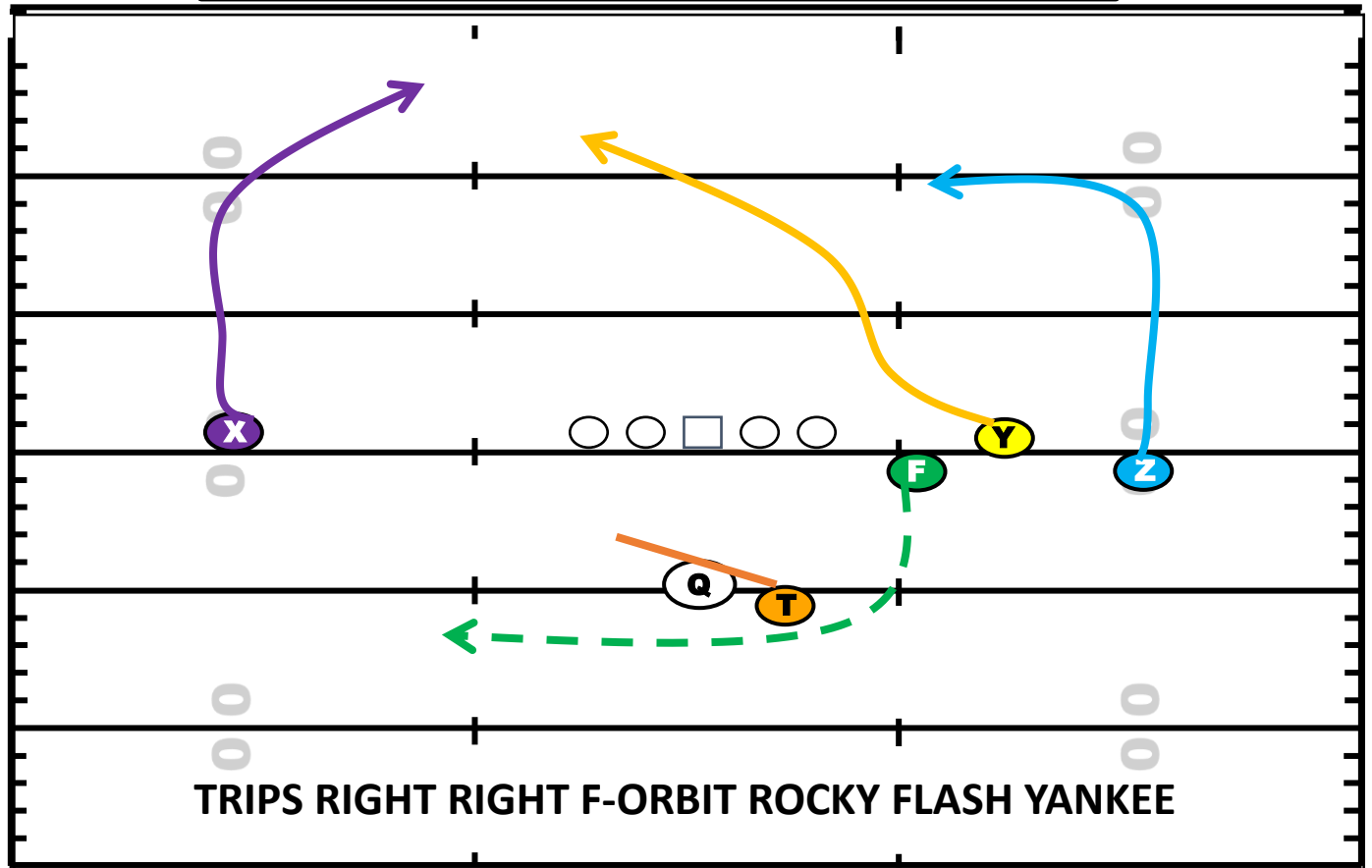
RHINO RIGHT F-ZOOM ROCKY FLASH YANKEE



RHINO LEFT COWBOYS YANKEE



YANKEE





90'S PASS SERIES



QUICK GAME



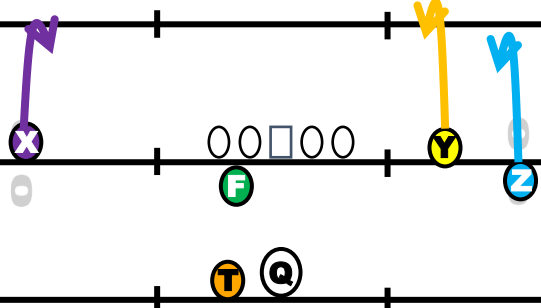
- WITH THE QUICK PASSING GAME, BALL MUST BE OUT.
- QUARTERBACK WILL PRE-SNAP READ THE DEFENSE AND TAKE EXACTLY WHAT THEY ARE GIVING THE OFFENSE.
- MUST UNDERSTAND NUMBERS GAME IN 2X2 AND 3X1.
- THE QUICK GAME WILL BE BASED OFF A 90'S PASSIGN SERIES.
- 90'S PASS SERIES WILL BE BASED OFF THE ROUTE TREE AND A COMPLIMENTARY ROUTE.
- THE BIGGEST THING THE WIDE RECEIVERS NEED TO UNDERSTAND IS 2X2 AND 3X1.
- 2X2 WILL BE MIRRORED ROUTES
- 3X1 WILL HAVE MOVEMENT PLAYER (F) BE THE ONLY PALYER THAT HAS A DIFFERENT ROUTE FROM 2X2 SET.

90

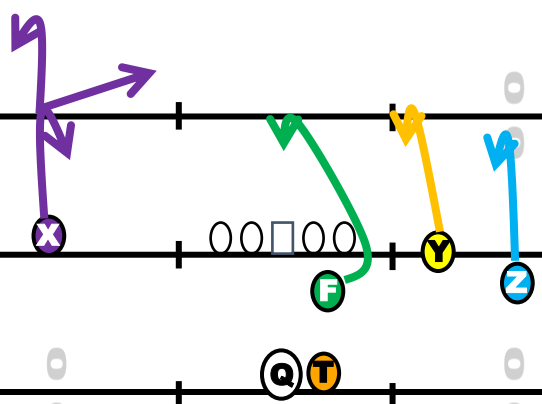
POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 3 STEP HITCH WITH INSIDE LEVERAGE 3X1-HITCH GETTING OVER THE BALL, OCCUPY HOOK DEFENDER	2X2/3X1 ROUTE INSIDE LEVERAGE OF DEFENDER.3 STEP.
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2-3 STEP HITCH WITH INSIDE LEVERAGE 3X1-3 STEP HITCH WITH INSIDE LEVERAGE	INSIDE LEVERAGE ON HITCH. 3 STEP
Y	2X2-3 STEP HITCH WITH INSIDE LEVERAGE 3X1-3 STEP HITCH WITH INSIDE LEVERAGE	INSIDE LEVERAGE ON HITCH. 3 STEP
X	2X2-3 STEP HITCH WITH INSIDE LEVERAGE 3X1-"SMOKE" ON THE SINGLE WR SIDE	INSIDE LEVERAGE ON HITCH. 3 STEP "SMOKE"
QB	READ DEPTH OF DEFENDERS FOR BEST MATCHUP. QB MUST PICK SIDE IN 2X2. QB CAN READ INSIDE OUT IN 3X1.3 STEP DROP.	PRE SNAP DEPTH OF DEFENDERS PLACING BALL AWAY FROM DEFENDER.DROP.



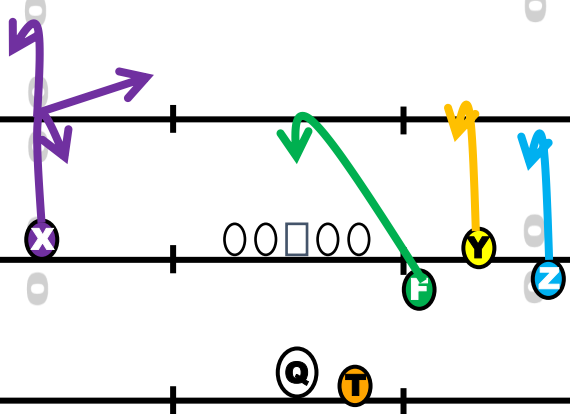
90



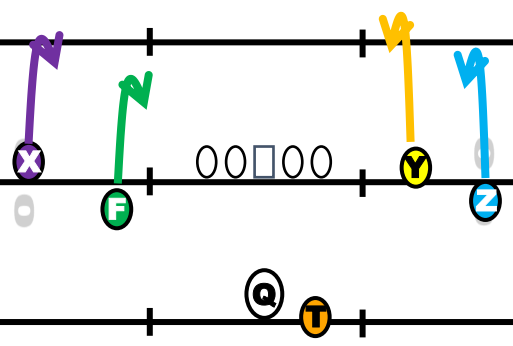
RHINO LEFT OVER 90



RHINO RIGHT 90



TRIPS RIGHT 90



RIP 90

91

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 1 ROUTE. SHOOT 3X1-5 YARD STICK ROUTE	2X2/3X1 ROUTE SHOOT ROUTE SIT WITH STICK
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2-9 ROUTE. FADE 3X1-ROUTE. FADE	ROUTE RUNNING OUTSIDE RELEASE
Y	2X2-1 ROUTE. SHOOT 3X1-1 ROUTE.SHOOT	ROUTE RUNNING SHOOT ROUTE
X	2X2-ROUTE. FADE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING OUTSIDE RELEASE
QB	3 STEP DROP.READ DEPTH AND LEVERAGE OF DEFENDERS FOR BEST MATCHUP. 2X2-SHOOT. 3X1. KEY ALLEY AND THROW AWAY.	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP.



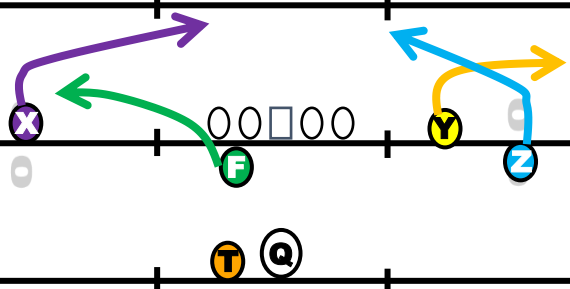
RHINO LEFT OVER 91

RHINO RIGHT 91

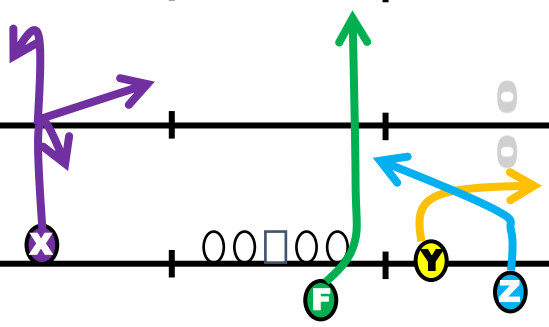
TRIPS RIGHT 91

RIP 91

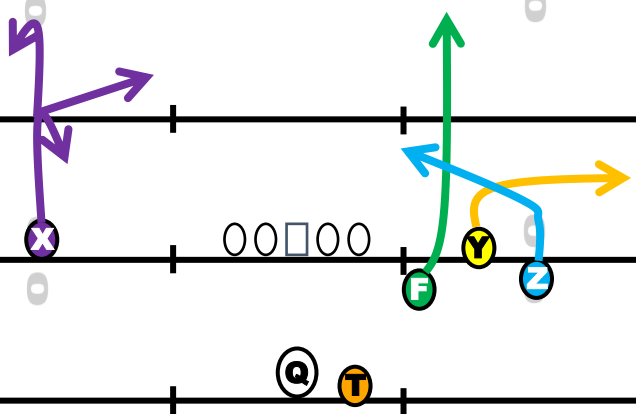
POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 1 ROUTE 3X1- SEAM	2X2/3X1 ROUTE OVER/UNDER
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2- 2 ROUTE SLANT 3X1-2 ROUTE SLANT	ROUTE RUNNING
Y	2X2- 1 ROUTE SHOOT 3X1-1 ROUTE SHOOT	ROUTE RUNNING OVER/UNDER
X	2X2-2 ROTUE SLANT 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3 STEP DROP. READ ALLEY DEFENDER. THROW INTO OPEN WINDOW	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP.. WINDOW THROW



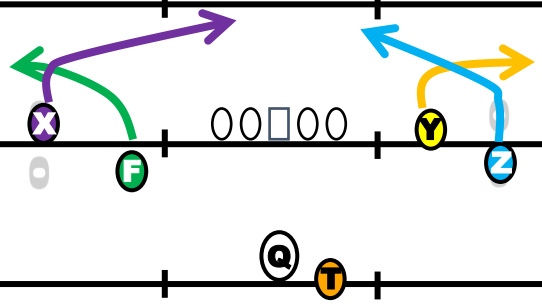
RHINO LEFT OVER 92



RHINO RIGHT 92



TRIPS RIGHT 92



RIP 92

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 3 ROUTE 3X1- 1 ROUTE	2X2/3X1 ROUTE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2- 9 ROUTE SLANT 3X1-9 ROUTE SLANT OUTSIDE RELEASE	ROUTE RUNNING
Y	2X2- 3 ROUTE SHOOT 3X1-3 ROUTE SHOOT	ROUTE RUNNING OVER/UNDER
X	2X2-9 ROUTE SLANT.OUTSIDE RELEASE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3 STEP DROP. READ ALLEY DEFENDER. THROW INTO OPEN WINDOW	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP.. WINDOW THROW



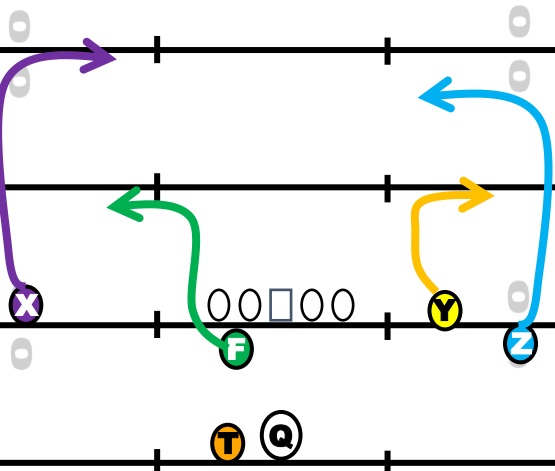
RHINO LEFT OVER 93

RHINO RIGHT 93

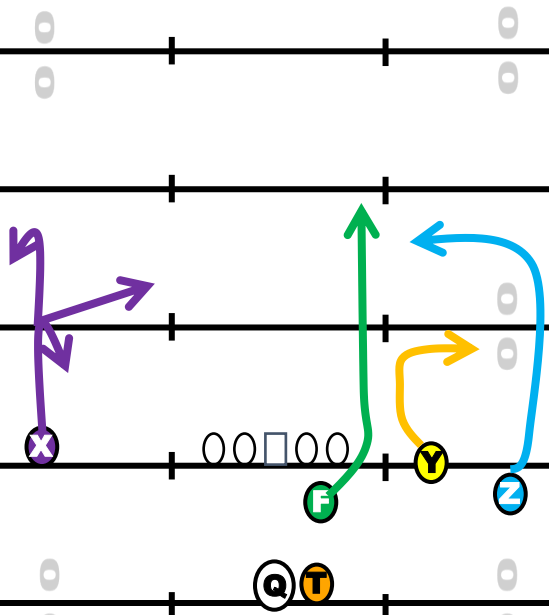
TRIPS RIGHT 93

RIP 93

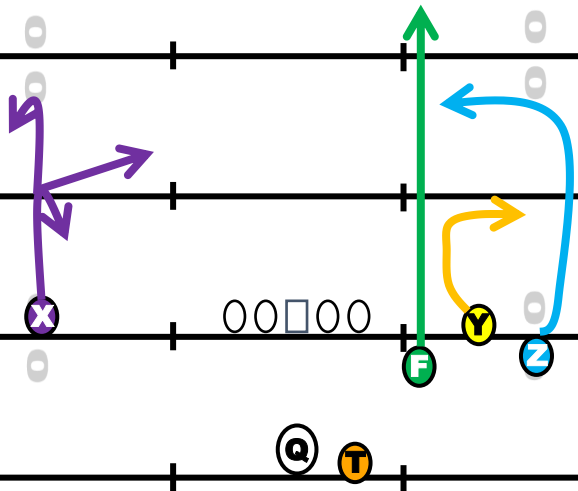
POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- STICK.5 YARD OUT 3X1- SEAM	2X2/3X1 ROUTE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2- 4 ROUTE.THROTTLE DOWN IN SPACE 3X1- 4 ROUTE.THROTTLE DOWN IN SPACE	ROUTE RUNNING
Y	2X2- STICK.5 YARD OUT 3X1-STICK.5 YARD OUT	ROUTE RUNNING
X	2X2- 4 ROUTE.THROTTLE DOWN IN SPACE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3-5 STEP DROP. "SUCKER" ALLEY DEFNDER. THROW IN HOLE FOR DIG.	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP.. WINDOW THROW



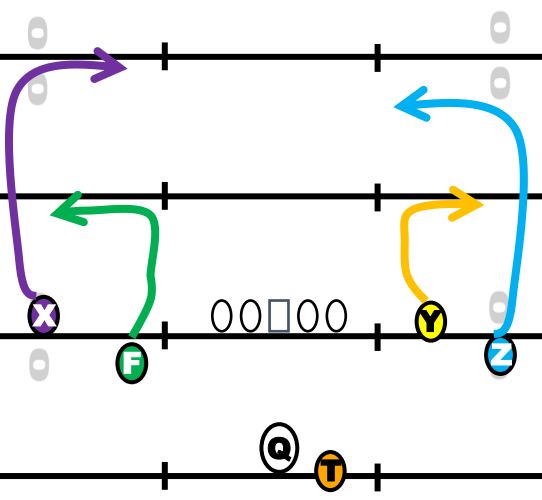
RHINO LEFT OVER 94



RHINO RIGHT 94



TRIPS RIGHT 94



RIP 94

95

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- SEAM 3X1- 1 ROUTE	2X2/3X1 ROUTE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2- 6 ROUTE 3X1- 6 ROUTE.HARD INSIDE STEM FLAT ROUTE INSIDE. SIT IN VOID	ROUTE RUNNING
Y	2X2- SEAM 3X1- SEAM	ROUTE RUNNING INSIDE/OUTSIDE REALEASE
X	2X2- 6 ROUTE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3-5 STEP DROP. READ INSIDE OUT. OPEN VOID OF DEFENSE.	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP. WINDOW THROW



RHINO LEFT OVER 95

This handwriting practice grid shows the stroke order for the words "RHINO LEFT OVER 95". The letters are color-coded: R (purple), H (green), I (yellow), N (blue), O (grey), L (grey), E (grey), F (grey), O (grey), V (grey), E (grey), R (grey), 9 (grey), 5 (grey). Colored arrows indicate the direction of each stroke. A purple arrow starts at 'X' and goes down for 'R'. A green arrow starts at 'F' and goes up for 'H'. A yellow arrow starts at 'Y' and goes up for 'I'. A blue arrow starts at 'Z' and goes down for 'N'. A grey arrow starts at 'Z' and goes down for 'O'. A grey arrow starts at 'Z' and goes down for 'L'. A grey arrow starts at 'Z' and goes down for 'E'. A grey arrow starts at 'Z' and goes down for 'O'. A grey arrow starts at 'Z' and goes down for 'V'. A grey arrow starts at 'Z' and goes down for 'E'. A grey arrow starts at 'Z' and goes down for 'R'. A grey arrow starts at 'Z' and goes down for '9'. A grey arrow starts at 'Z' and goes down for '5'.

RHINO RIGHT 95

This handwriting practice grid shows the stroke order for the words "RHINO RIGHT 95". The letters are color-coded: R (purple), H (green), I (yellow), N (blue), O (grey), R (grey), I (grey), G (grey), H (grey), T (grey), 9 (grey), 5 (grey). Colored arrows indicate the direction of each stroke. A purple arrow starts at 'X' and goes down for 'R'. A green arrow starts at 'F' and goes up for 'H'. A yellow arrow starts at 'Y' and goes up for 'I'. A blue arrow starts at 'Z' and goes down for 'N'. A grey arrow starts at 'Z' and goes down for 'O'. A grey arrow starts at 'Z' and goes down for 'R'. A grey arrow starts at 'Z' and goes down for 'I'. A grey arrow starts at 'Z' and goes down for 'G'. A grey arrow starts at 'Z' and goes down for 'H'. A grey arrow starts at 'Z' and goes down for 'T'. A grey arrow starts at 'Z' and goes down for '9'. A grey arrow starts at 'Z' and goes down for '5'.

TRIPS RIGHT 95

This handwriting practice grid shows the stroke order for the words "TRIPS RIGHT 95". The letters are color-coded: T (orange), R (purple), I (yellow), P (green), S (blue), R (grey), I (grey), G (grey), H (grey), T (grey), 9 (grey), 5 (grey). Colored arrows indicate the direction of each stroke. A purple arrow starts at 'X' and goes down for 'R'. A green arrow starts at 'F' and goes up for 'P'. A yellow arrow starts at 'Y' and goes up for 'I'. A blue arrow starts at 'Z' and goes down for 'S'. A grey arrow starts at 'Z' and goes down for 'R'. A grey arrow starts at 'Z' and goes down for 'I'. A grey arrow starts at 'Z' and goes down for 'G'. A grey arrow starts at 'Z' and goes down for 'H'. A grey arrow starts at 'Z' and goes down for 'T'. A grey arrow starts at 'Z' and goes down for '9'. A grey arrow starts at 'Z' and goes down for '5'.

RIP 95

This handwriting practice grid shows the stroke order for the words "RIP 95". The letters are color-coded: R (purple), I (yellow), P (green), 9 (grey), 5 (grey). Colored arrows indicate the direction of each stroke. A purple arrow starts at 'X' and goes down for 'R'. A yellow arrow starts at 'Y' and goes up for 'I'. A green arrow starts at 'F' and goes up for 'P'. A grey arrow starts at 'Z' and goes down for '9'. A grey arrow starts at 'Z' and goes down for '5'.

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 1 ROUTE 3X1- 0 ROUTE OCCUPY HOOK DEFENDER	2X2/3X1 ROUTE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2- 6 ROUTE 3X1- 6 ROUTE	ROUTE RUNNING 6 ROUTE WITH FLAT ROUTE
Y	2X2- 1 ROUTE 3X1- 1 ROUTE	ROUTE RUNNING INSIDE/OUTSIDE REALEASE
X	2X2- 6 ROUTE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3-5 STEP DROP. READ INSIDE OUT. OPEN VOID OF DEFENSE.	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP. WINDOW THROW



RHINO LEFT OVER 96

RHINO RIGHT 96

TRIPS RIGHT 96

RIP 96

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 7 ROUTE 3X1- SEAM	2X2/3X1 ROUTE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2-0 ROUTE 3X1- 0 ROUTE	ROUTE RUNNING
Y	2X2- 7 ROUTE 3X1- 7 ROUTE	ROUTE RUNNING INSIDE/OUTSIDE REALEASE
X	2X2- 0 ROUTE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING
QB	3-5 STEP DROP. READ CORNER ON HI-LO	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP. WINDOW THROW



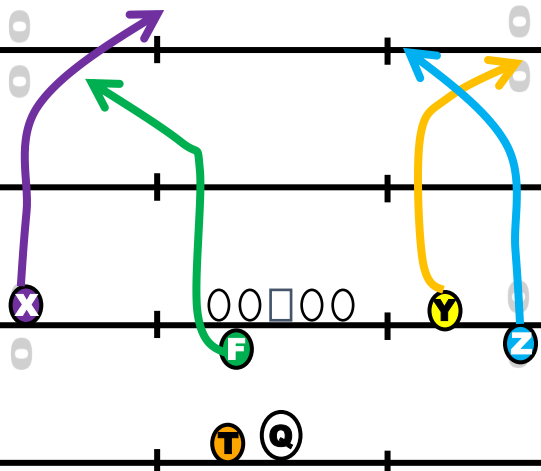
RHINO LEFT OVER 97

RHINO RIGHT 97

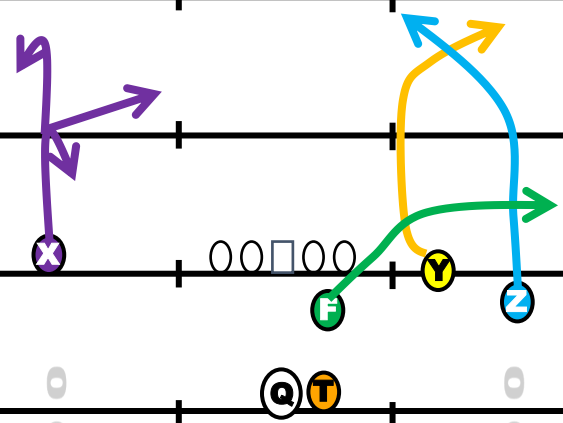
TRIPS RIGHT 97

RIP 97

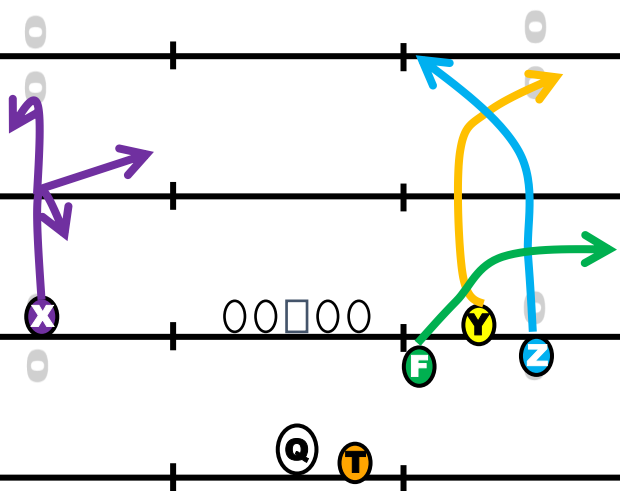
POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 8 ROUTE 3X1- 1 ROUTE	2X2/3X1 ROUTE OVER/UNDER
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2-8 ROUTE 3X1- 8 ROUTE	ROUTE RUNNING OVER/UNDER
Y	2X2- 7 ROUTE 3X1- 7 ROUTE	ROUTE RUNNING INSIDE/OUTSIDE REALEASE OVER/UNDER
X	2X2- 8 ROUTE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING ROUTE SPEED/SPACING OVER/UNDER
QB	3-5 STEP DROP. READ HI-LO ON SAFETY FOR 7 OR 8 ROUTE. THROW AWAY FROM SAFETY REACTION	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP. WINDOW THROW



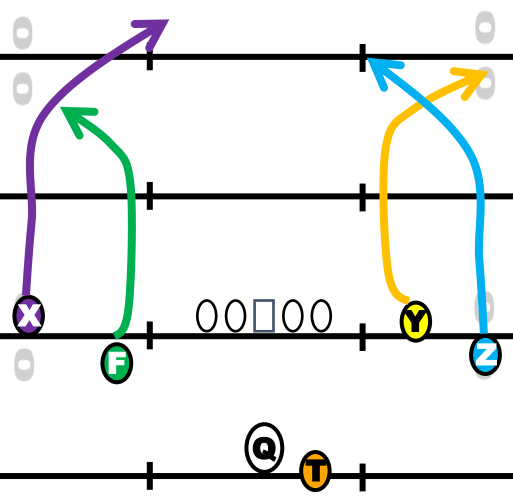
RHINO LEFT OVER 98



RHINO RIGHT 98



TRIPS RIGHT 98



RIP 98

POSITION	RULES	COACHING POINT
PST	PASS PRO	PASS PRO
PSG	PASS PRO	PASS PRO
C	PASS PRO	PASS PRO
BSG	PASS PRO	PASS PRO
BST	PASS PRO	PASS PRO
F	2X2- 9 ROUTE 3X1- 9 ROUTE-MIDDLE	2X2/3X1 ROUTE SIT IN SPACE
T	PASS PRO TO CHECK UNLESS GIVEN A TAGGED ROUTE	PASS PRO CHECK DOWN
Z	2X2-9 ROUTE 3X1- 9 ROUTE-OUTSIDE	ROUTE RUNNING SIT IN SPACE
Y	2X2- 9 ROUTE 3X1- 9 ROUTE-HASH/SEAM	ROUTE RUNNING SIT IN SPACE
X	2X2- 9 ROUTE 3X1-"SMOKE" ON THE SINGLE WR SIDE	ROUTE RUNNING SIT IN SPACE
QB	3-5 STEP DROP. READ HI-LO ON SAFETY FOR 7 OR 8 ROUTE. THROW AWAY FROM SAFETY REACTION	PRE SNAP-DEPTH OF DEFENDERS. READING ALLEY.DROP. WINDOW THROW



A handwriting practice grid with five horizontal lines. The word "RHINO LEFT OVER 99" is written in black capital letters across the middle lines. The letters are color-coded: 'R' is purple, 'H' is green, 'I' is yellow, 'N' is blue, 'O' is green, 'L' is purple, 'E' is green, 'F' is yellow, 'O' is blue, 'V' is green, 'E' is yellow, 'R' is blue. Colored arrows show the stroke order for each letter. A purple 'X' is on the left, and a green 'F' is on the right. Below the word, the letters 'T' and 'Q' are circled in black.

RHINO LEFT OVER 99

A handwriting practice grid with five horizontal lines. The word "RHINO RIGHT 99" is written in black capital letters across the middle lines. The letters are color-coded: 'R' is purple, 'H' is green, 'I' is yellow, 'N' is blue, 'O' is green, 'R' is purple, 'I' is green, 'G' is yellow, 'H' is blue, 'T' is green, '9' is yellow, '9' is blue. Colored arrows show the stroke order for each letter. A purple 'X' is on the left, and a green 'F' is on the right. Below the word, the letters 'Q' and 'T' are circled in black.

RHINO RIGHT 99

A handwriting practice grid with five horizontal lines. The word "TRIPS RIGHT 99" is written in black capital letters across the middle lines. The letters are color-coded: 'T' is purple, 'R' is green, 'I' is yellow, 'P' is blue, 'S' is green, 'R' is purple, 'I' is green, 'G' is yellow, 'H' is blue, 'T' is green, '9' is yellow, '9' is blue. Colored arrows show the stroke order for each letter. A purple 'X' is on the left, and a green 'F' is on the right. Below the word, the letters 'Q' and 'T' are circled in black.

TRIPS RIGHT 99

A handwriting practice grid with five horizontal lines. The word "RIP 99" is written in black capital letters across the middle lines. The letters are color-coded: 'R' is purple, 'I' is green, 'P' is yellow, '9' is blue, '9' is green. Colored arrows show the stroke order for each letter. A purple 'X' is on the left, and a green 'F' is on the right. Below the word, the letters 'Q' and 'T' are circled in black.

RIP 99



CONCEPT PASS





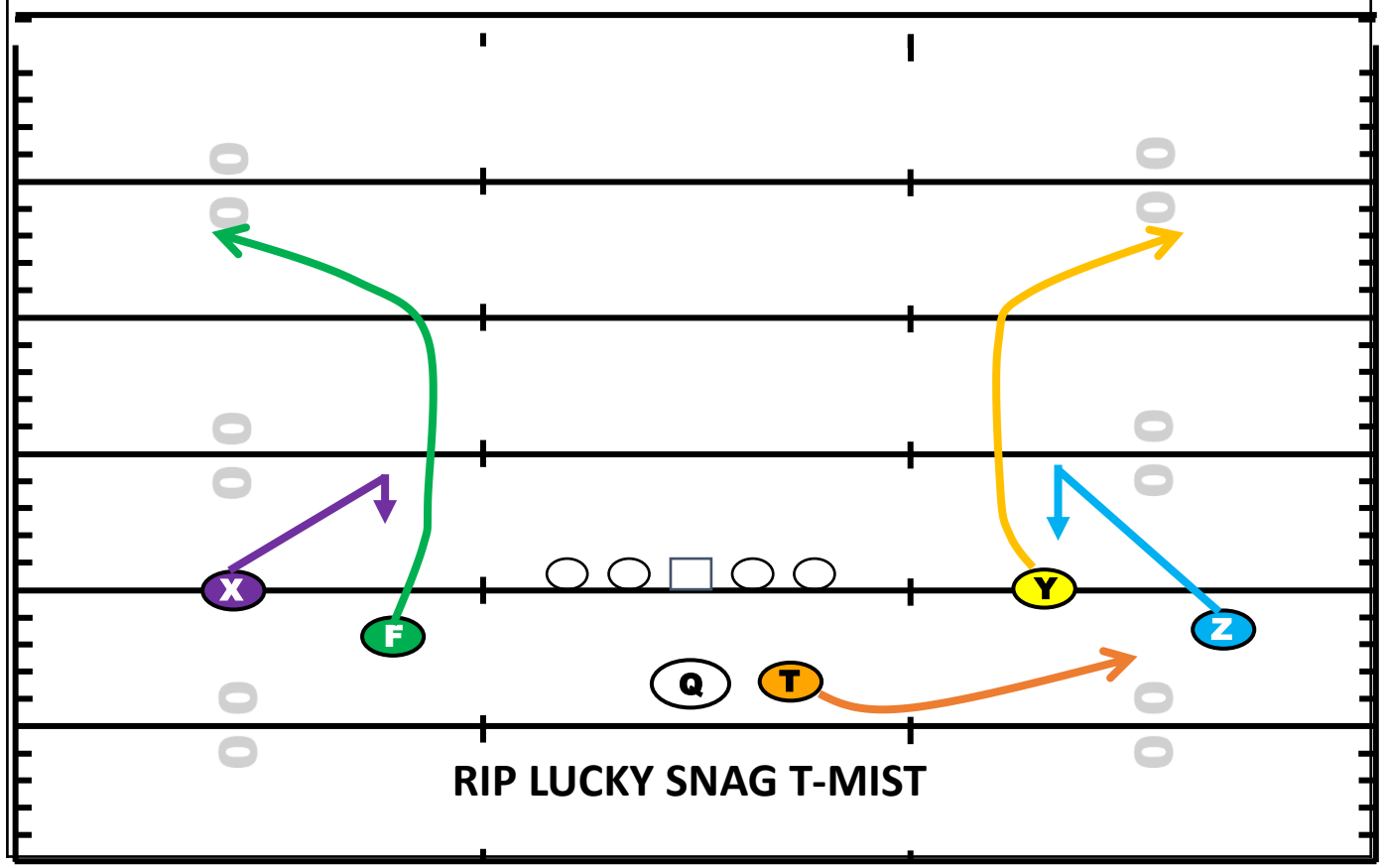
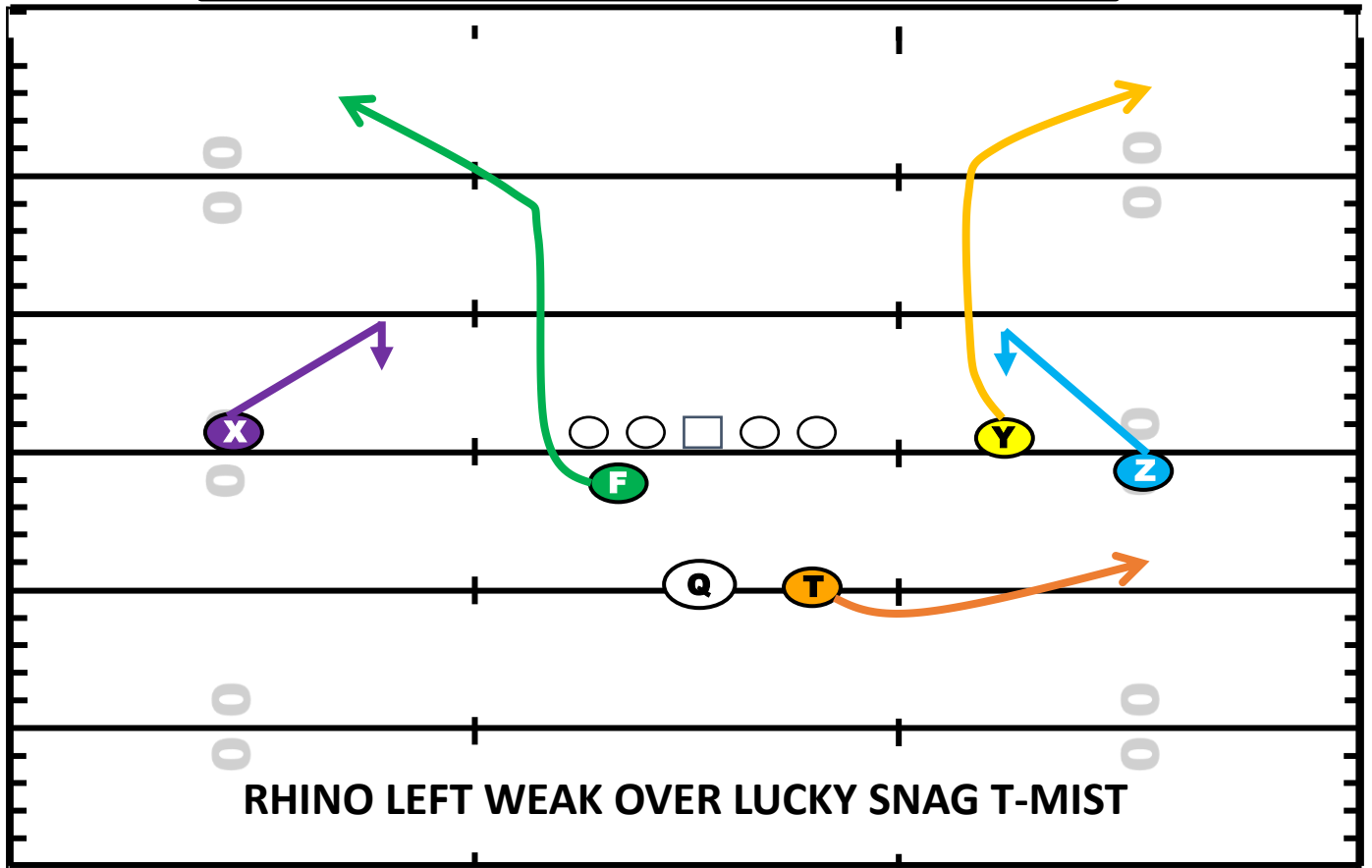
SNAG



- OUR DROP BACK PASSING GAME WILL BE CONCEPT BASED.
- SNAG CONCEPT WILL HAVE QUICK GAME WITH DEEP CONCEPT INCORPORATED.
- TAGGED PLAYER IN SNAG WILL ALWAYS HAVE THE DEEP BALL ROUTE 7/9.
- UNTAGGED PLAYERS WILL HAVE OUTSIDE SPOT ROUTE AND INSIDE 1 ROUTE (SHOOT), THIS WILL CREATE THE “SNAG”.
- THE SPOT ROUTE NEEDS TO BE RAN TO OPEN SPACE. THERE IS NO DESIGNATED DEPTH OR WIDTH.
- SPOT ROUTE SHOULD BE RAN WITH ENOUGH ROOM FOR THE UNDERNEATH SHOOT TO CLEAR
- SNAG CAN BE RAN FROM 2X2 & 3X1 SETS.
- SNAG CAN BE RAN FROM ALL PERSONNEL GROUPINGS.
- IN BASIC 2X2 SET ROUTES WILL BE MIRRORED WITH RUNNING HAVE HAVING THE INSIDE “FLAT” ROUTE.
- SNAG IS DESIGNED TO ATTACK THE ALLEY DEFENDER
- ROUTE RUNNERS MUST FIND OPEN SPACE TO “SIT”
- MOTION CAN BE USED TO RUN THE “FLAT” ROUTE.

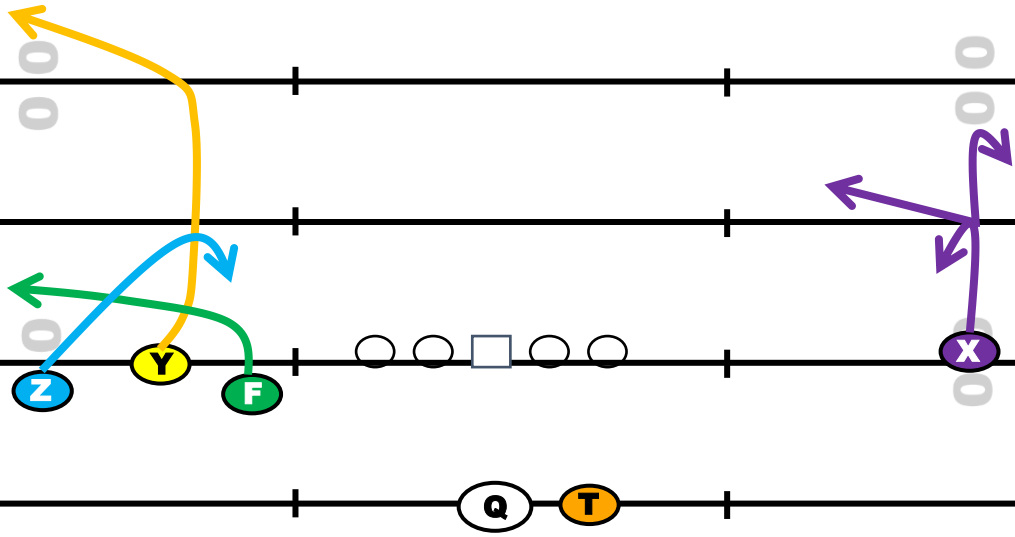


2X2 SNAG

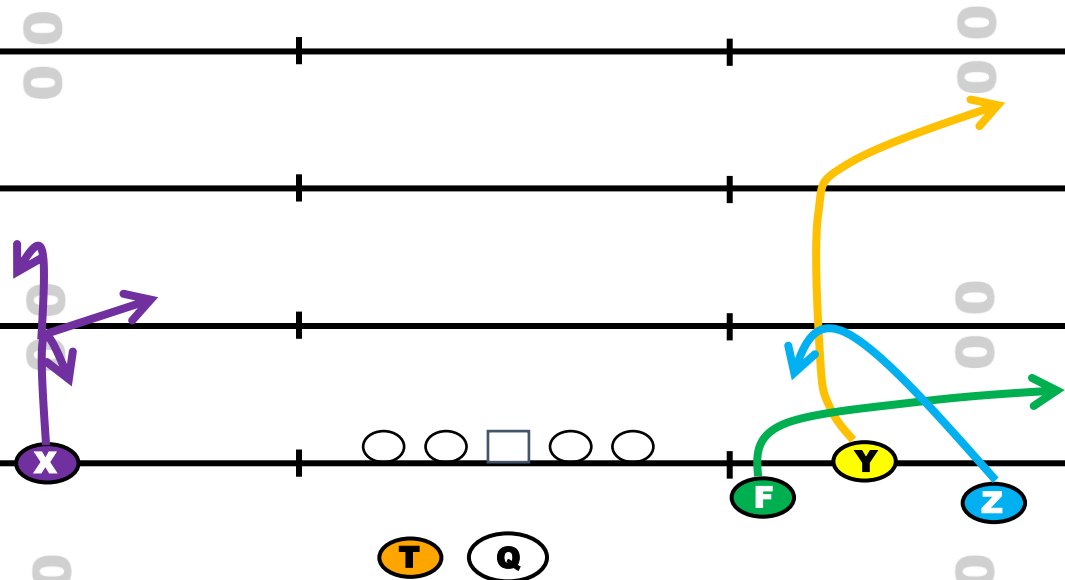




Y-SNAG 3X1



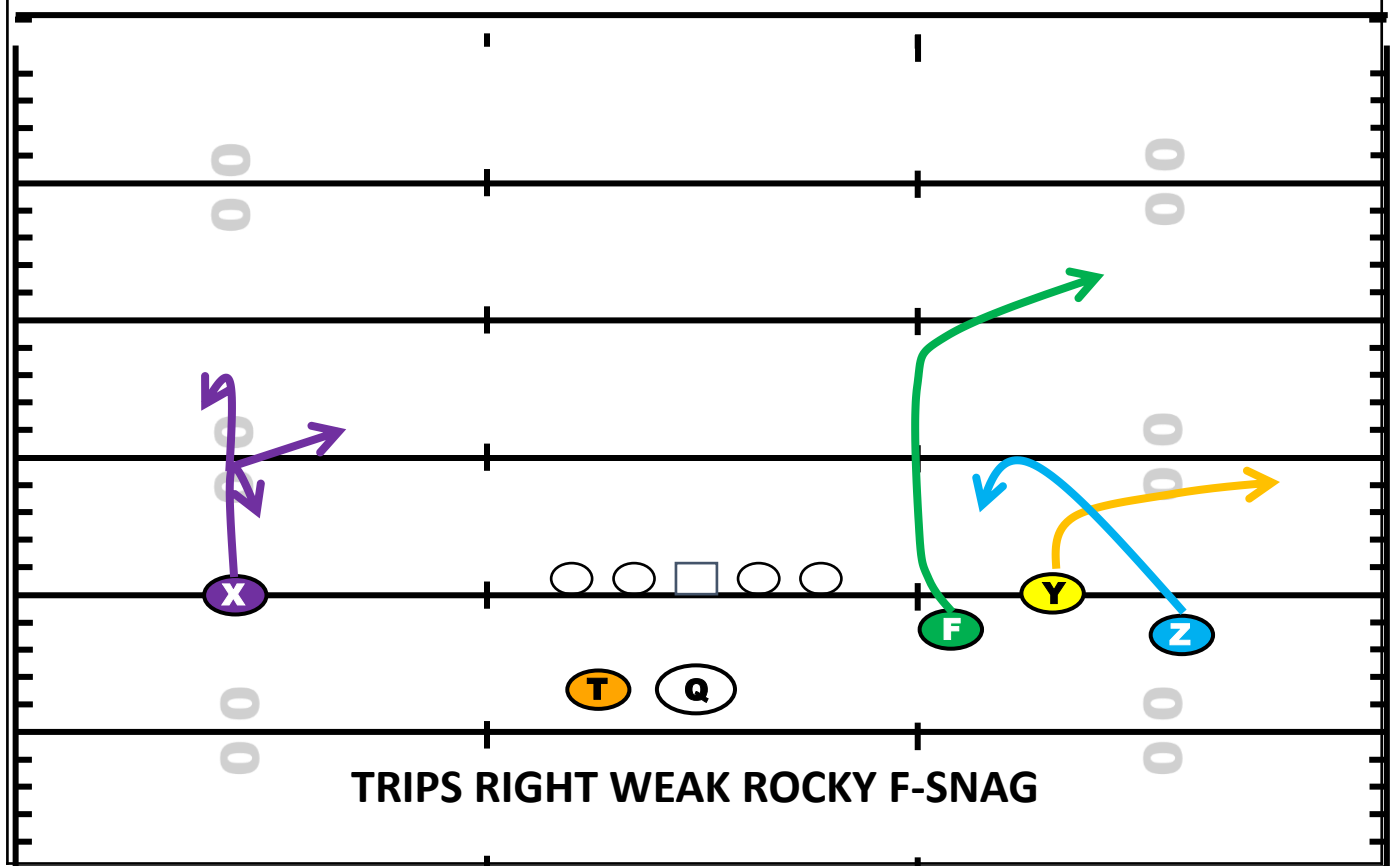
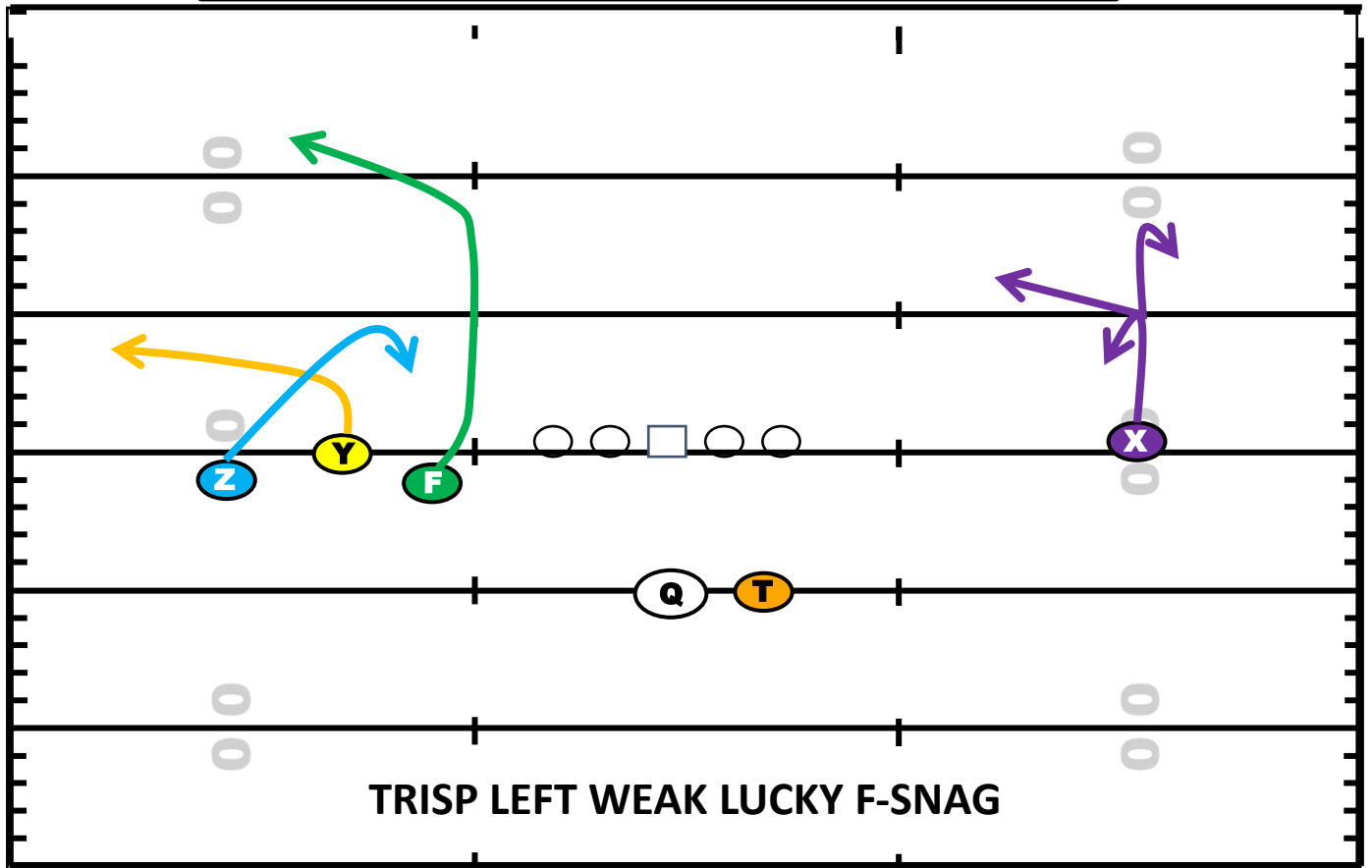
TRISP LEFT WEAK LUCKY Y-SNAG



TRIPS RIGHT WEAK ROCKY Y-SNAG

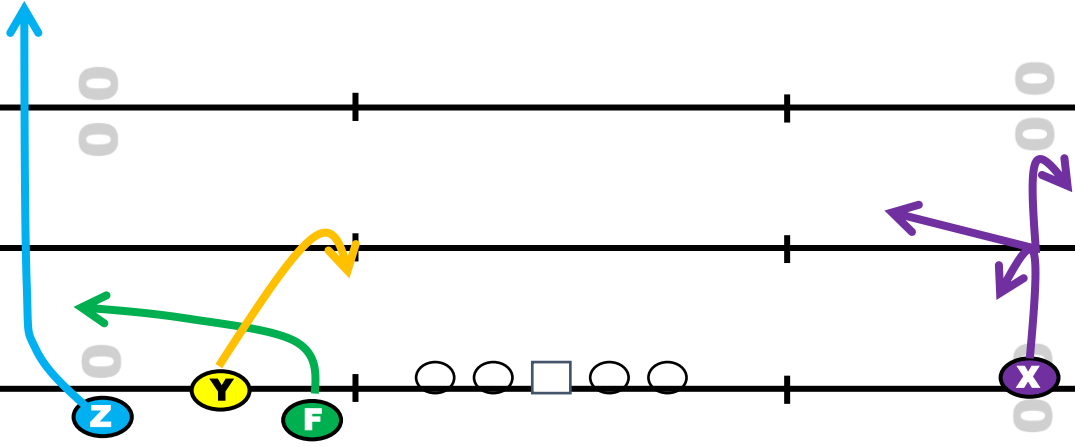


F-SNAG 3X1

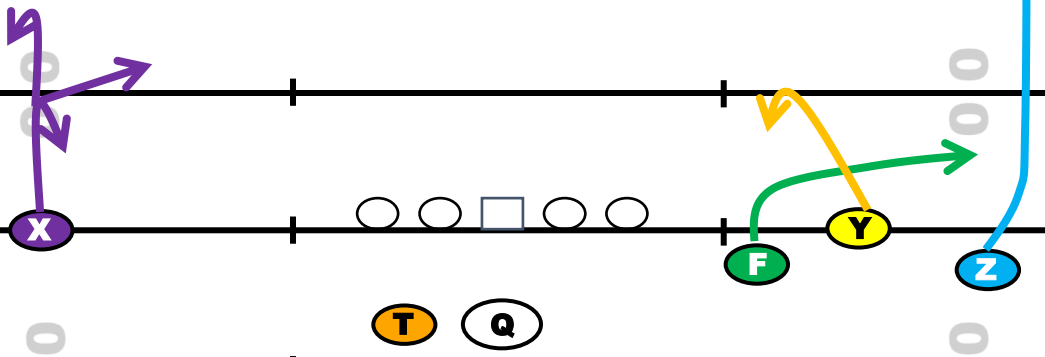




Z-SNAG 3X1



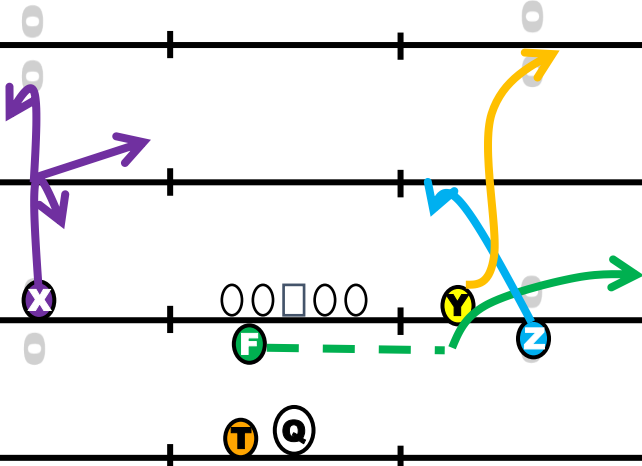
TRISP LEFT WEAK LUCKY Z-SNAG



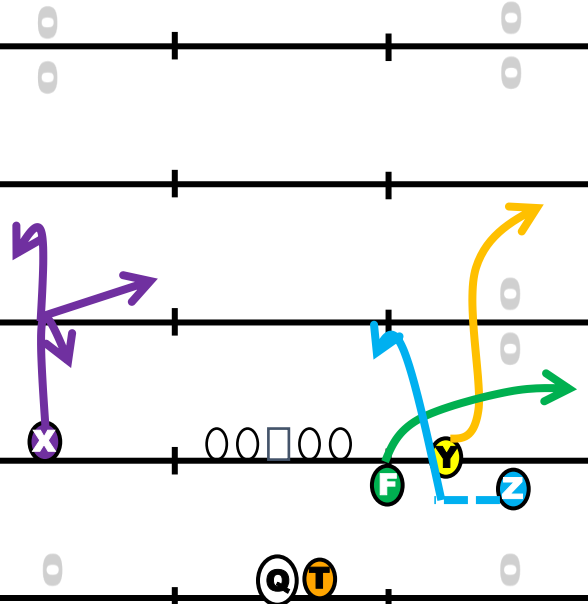
TRIPS RIGHT WEAK ROCKY Z-SNAG



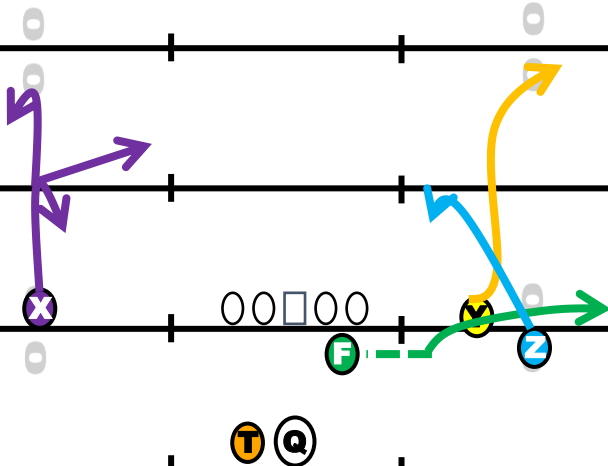
SNAG WITH MOTION



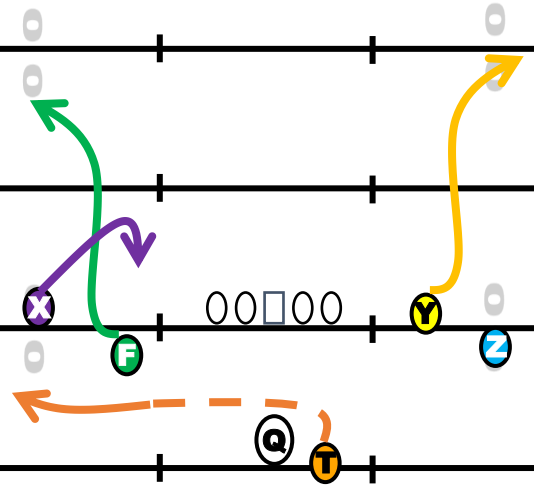
RHINO LEFT OVER F-ZOOM Y-SNAG



TRIPS RIGHT Z-IN Y SNAG



RHINO RIGHT WEAK F-FLY Y-SNAG



RIP T-ZOOM SNAG



SPRINT OUT





SPRINT OUT



- SPRINT OUT WILL BE GIVEN A DIRECTION FROM RAMBO/LAMBO
- ROLL SIDE WILL BE THE QB ATTACK POINT
- BACKSIDE WIDE RECEIVER RULES
 - BACKSIDE #2 DRAG
 - BACKSIDE #1 HOMERUN POST
- QB WILL READ CALL THE DRAG TO POST. IF NOTHING OPEN QB EAT BALL.
- SPRINT OUT CALLS
 - 90
 - 91
 - 93
 - 95
 - 97
 - EXCHANGE



SCREENS





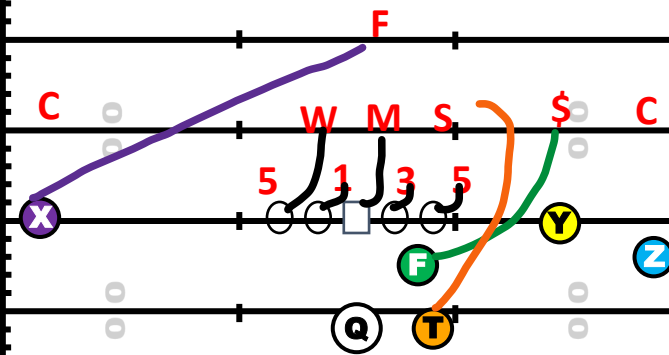
SCREEN PROTECITON



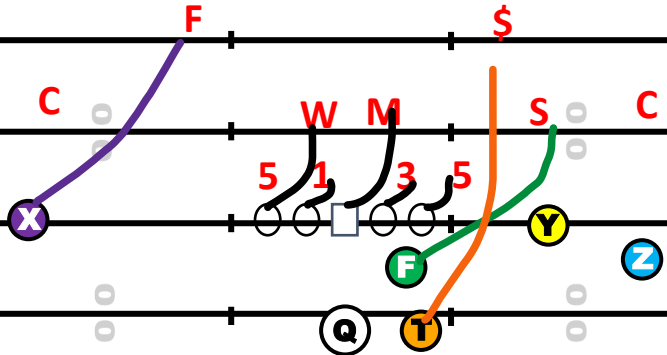
- SCREEN PROTECTIONS WILL BE BASED OFF A QUICK SCREEN OR A SLOW SCREEN
- QUICK SCREEN WILL BE BASED OFF RICKY & LOUIE PROTECTION.
- RICKY=RIGHT
- LOUIE=LEFT
- THE OFFENSIVE LINE WILL REACH THE MAN OVER IN THE NEXT GAP TO THE PLAY DIRECTION (FEEL)
- RUNNING BACK WILL BE INVLOVED IN THE SCREEN PROTECTION, GOING IN THE PLAY DIRECTION
- WIDE RECEIVERS WILL ALSO BE BLOCKING NEXT MAN OVER OR MOST DANGEROUS MAN IN THE PLAY DIRECTION
- WE WILL RUN A NOW SCREEN OUTSIDE OR A MIST SCREEN INSIDE
- WHEN WR HEARS CODE ATTACHED TO POSITION
- TURN "NOW" GET UP FIELD
- MIST ATTACHED TO CODE WORD BACKPEDAL TO BOUNDARY GET UP FIELD

RICKY

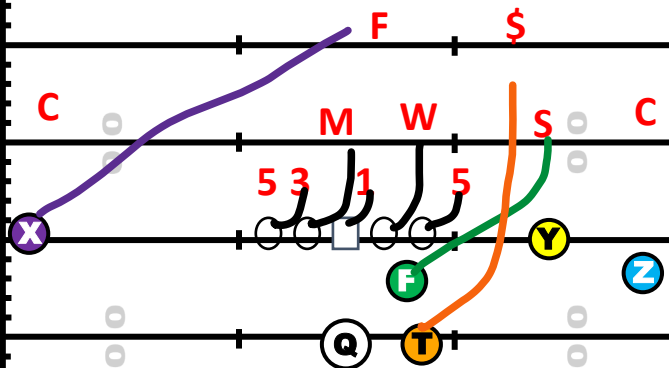
4-3



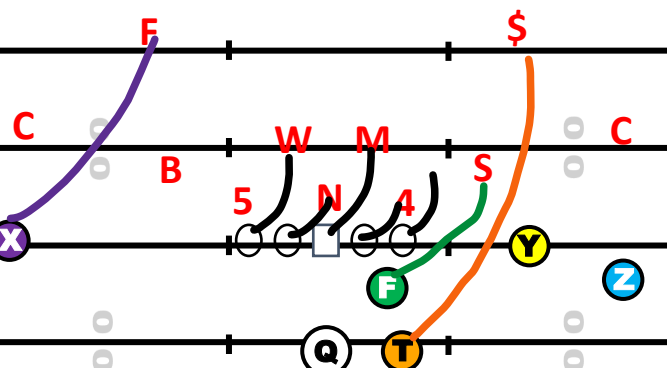
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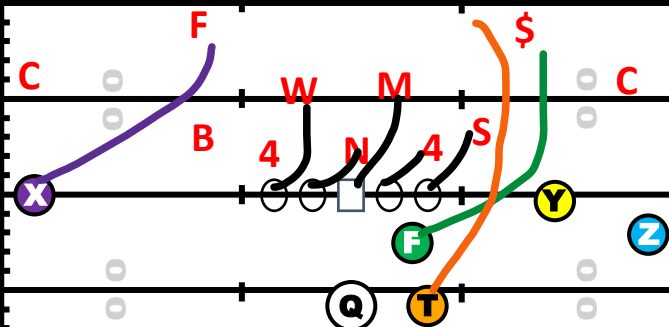
4-2 UNDER



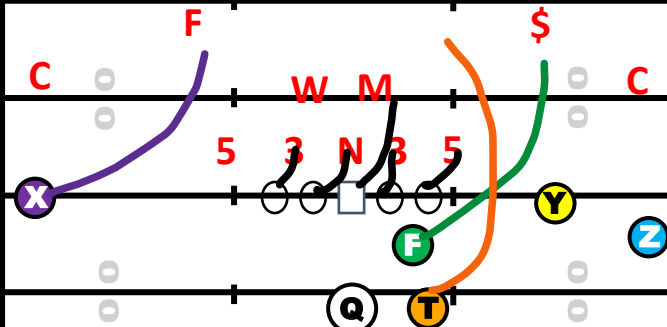
3-4



TITE

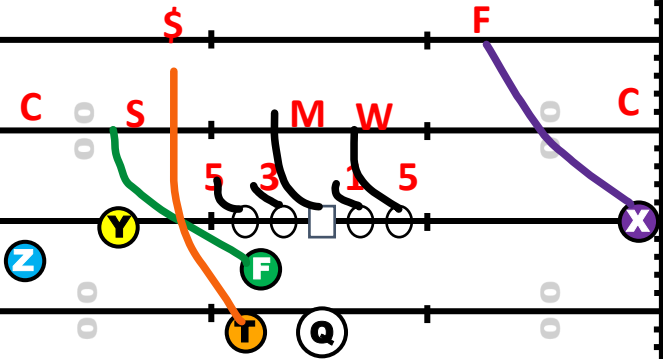


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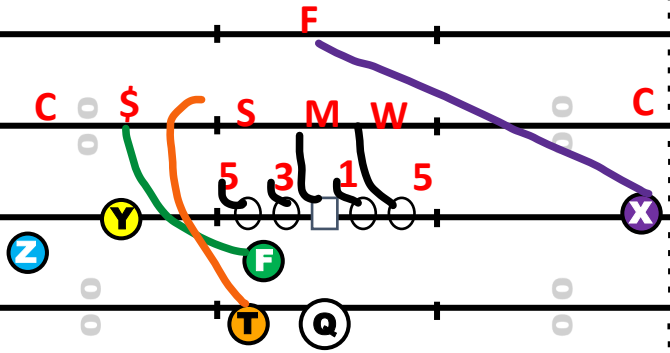


LOUIE

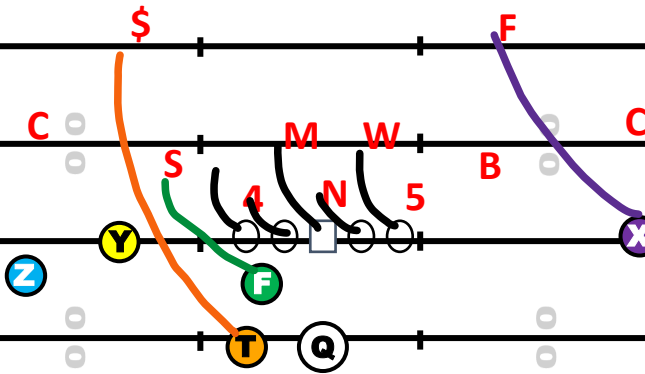
4-2



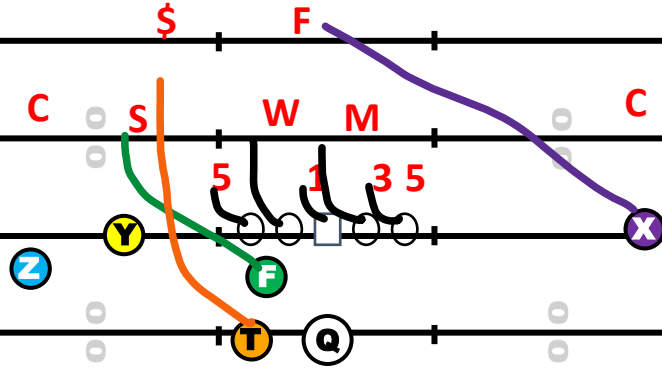
4-3



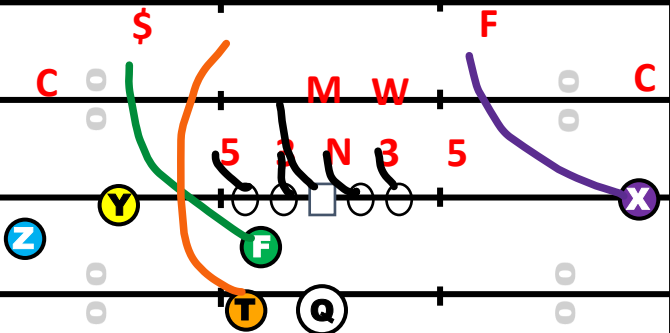
3-4



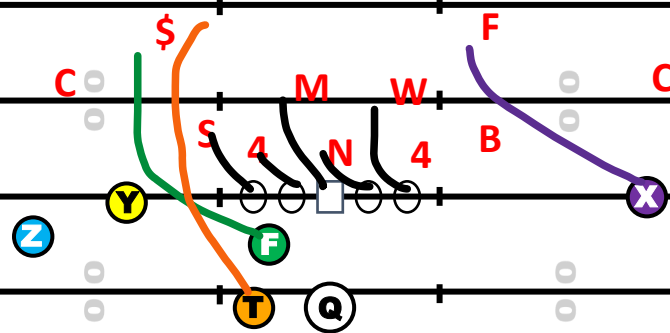
4-2 UNDER



50



TITE

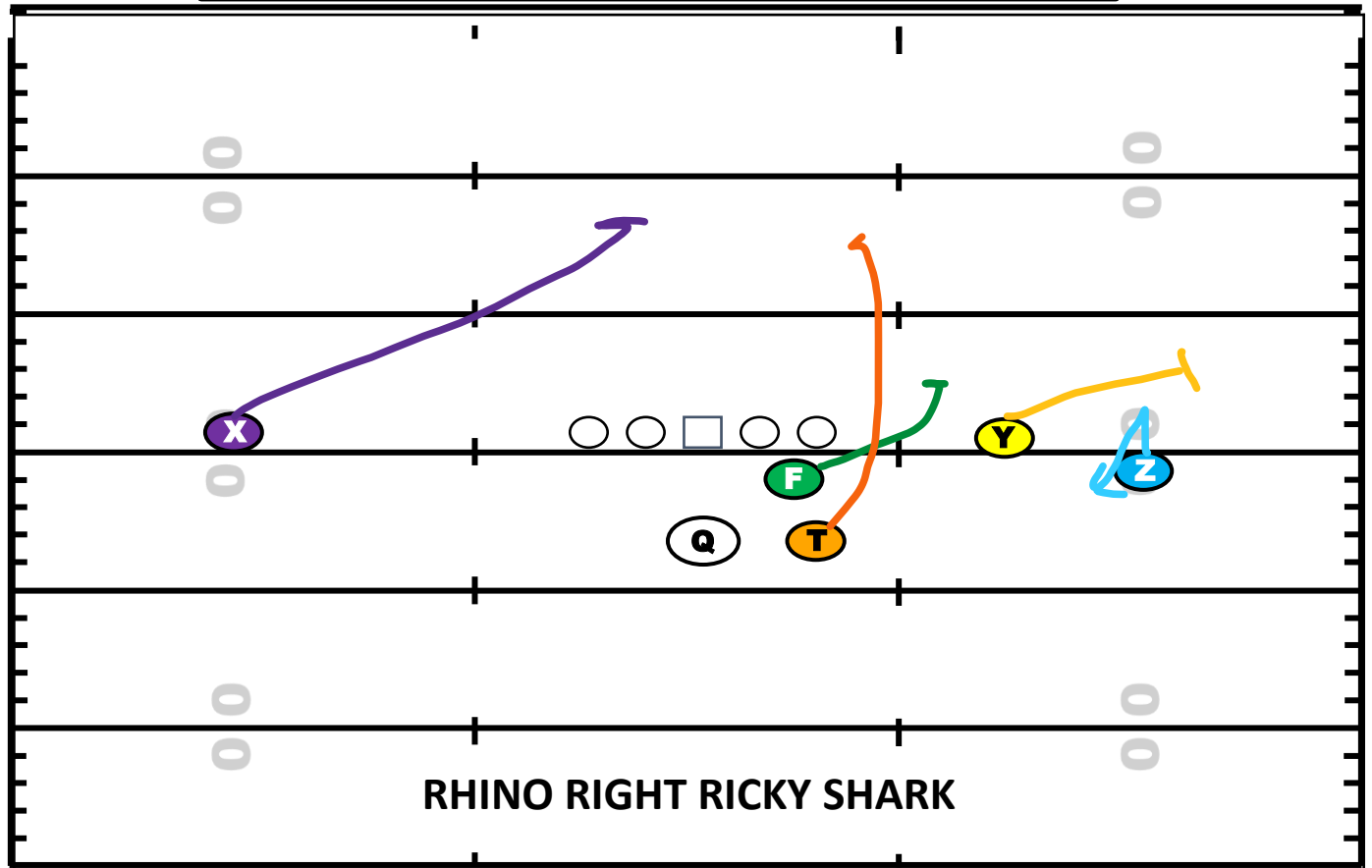


SHARK

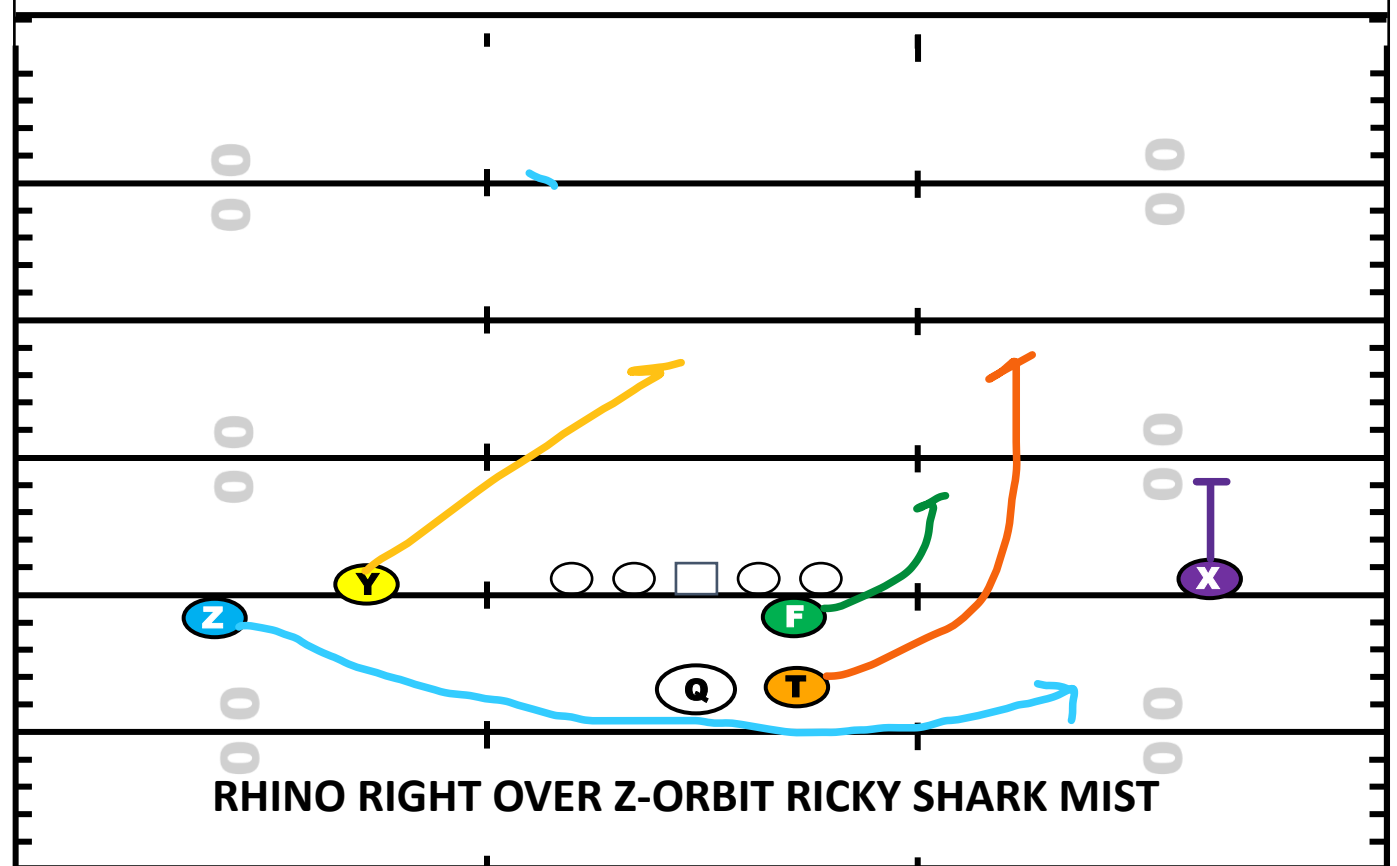
POSITION	RULES	COACHING POINT
PST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
PSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
C	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
F	AIM FOR NEXT MAN OVER OUTSIDE SHOULDER	BLOCK TECHNIQUE ID DEFENDER
T	PATH TO NEAR HIGH SAFETY. IF DEFENDER CROSS FACE ON PATH, PICK UP BLOCK.	BLOCK TECHNIQUE ID DEFENDER
Z	EXPECT BALL ON UPFIELD SHOULDER ATTACK OUTSIDE BONDY	ROUTE RUNNING BALL IN SPACE
Y	AIM FOR OUTSIDE SHOULDER OF DEFENDER OVER Z CUT OFF IF SCREEN IS AWAY	BLOCK TECHNIQUE ID DEFENDER
X	CUTOFF FROM THE BACKSIDE	BLOCK TECHNIQUE ID DEFENDER
QB	FLIP HIPS IN WIDE RECEIVERS DIRECTION AIMING FOR UPFIELD SHOUDLER	AIMING POINT HIP ROTATION



SHARK



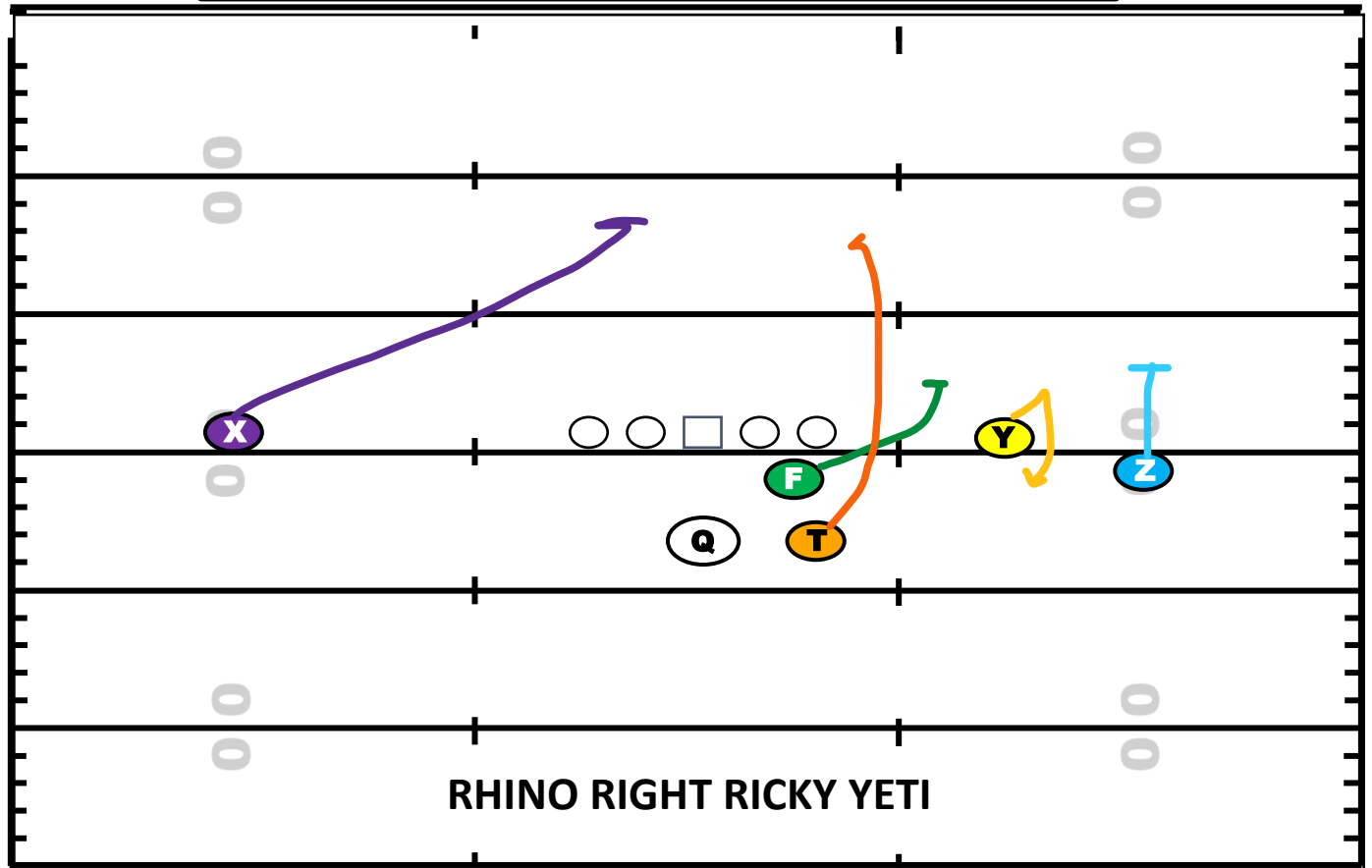
RHINO RIGHT RICKY SHARK



RHINO RIGHT OVER Z-ORBIT RICKY SHARK MIST

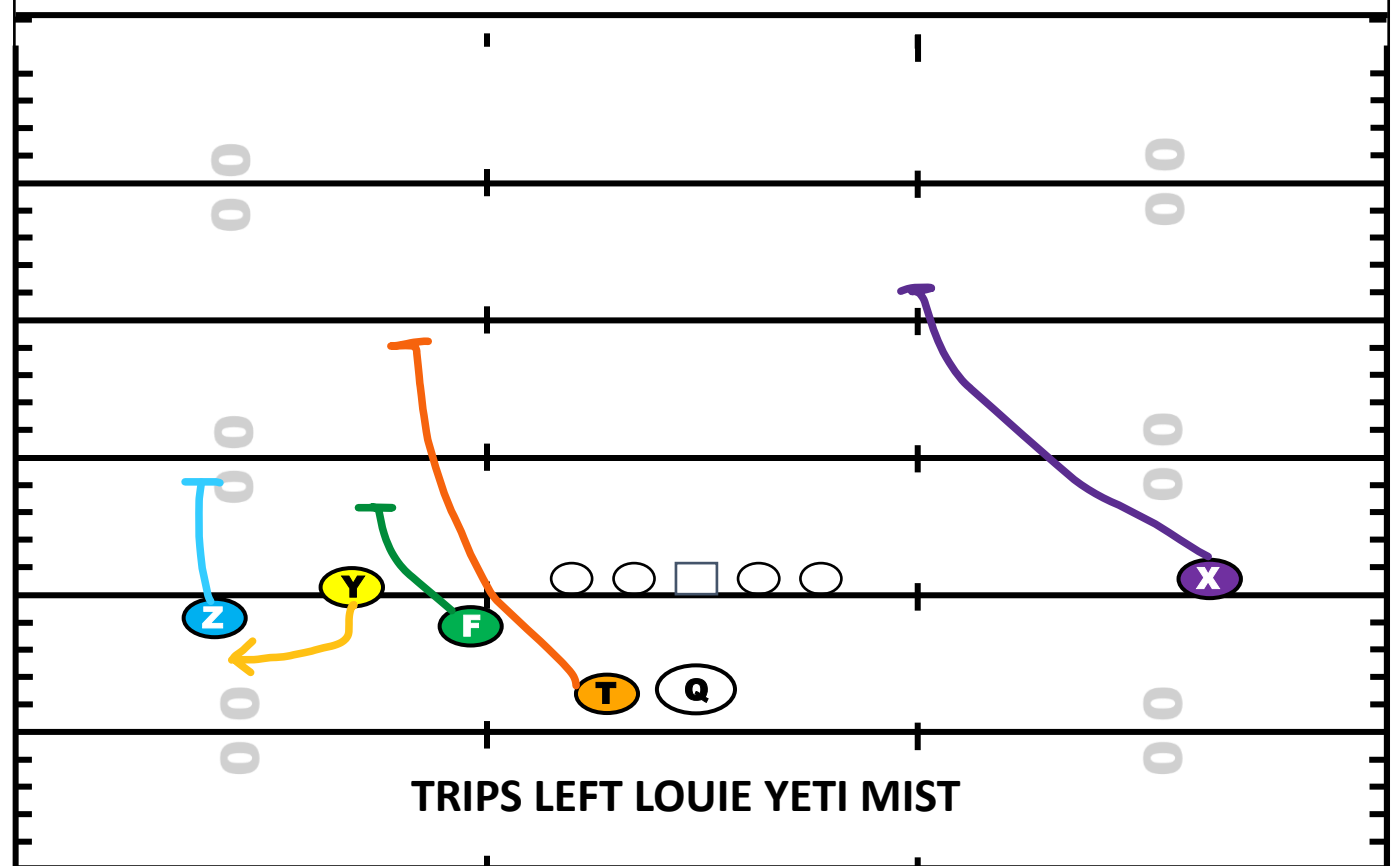
YETI

POSITION	RULES	COACHING POINT
PST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
PSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
C	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
F	AIM FOR NEXT MAN OVERS OUTSIDE SHOULDER	BLOCK TECHNIQUE ID DEFENDER
T	PATH TO NEAR HIGH SAFETY. IF DEFENDER CROSS FACE ON PATH, PICK UP BLOCK.	BLOCK TECHNIQUE ID DEFENDER
Z	BLOCK MOST DANGEROUS MAN	ROUTE RUNNING BALL IN SPACE
Y	EXPECT BALL ON UPFIELD SHOULDER ATTACK OUTSIDE BONDRY	BLOCK TECHNIQUE ID DEFENDER
X	CUTOFF FROM THE BACKSIDE	BLOCK TECHNIQUE ID DEFENDER
QB	FLIP HIPS IN WIDE RECEIVERS DIRECTION AIMING FOR UPFIELD SHOUDLER	AIMING POINT HIP ROTATION



RHINO RIGHT RICKY YETI

This handwriting practice grid shows the stroke order for the words "RHINO RIGHT RICKY YETI". The letters are placed on a set of four horizontal lines. Colored arrows indicate the direction and sequence of strokes for each letter. A purple arrow shows the stroke for 'X' starting from the middle line and moving up and right. An orange arrow shows the stroke for 'T' starting from the top line, moving down, then right, and then up. A green arrow shows the stroke for 'F' starting from the middle line, moving right, then up, and then right. A yellow arrow shows the stroke for 'Y' starting from the middle line, moving right, then down, and then up. A blue arrow shows the stroke for 'Z' starting from the top line, moving down, then right, and then down. A light blue arrow shows the stroke for 'Z' starting from the top line, moving down, then right, and then down. A white square and circles represent the letters 'Q', 'R', 'I', 'C', and 'K' respectively, which are not yet written.

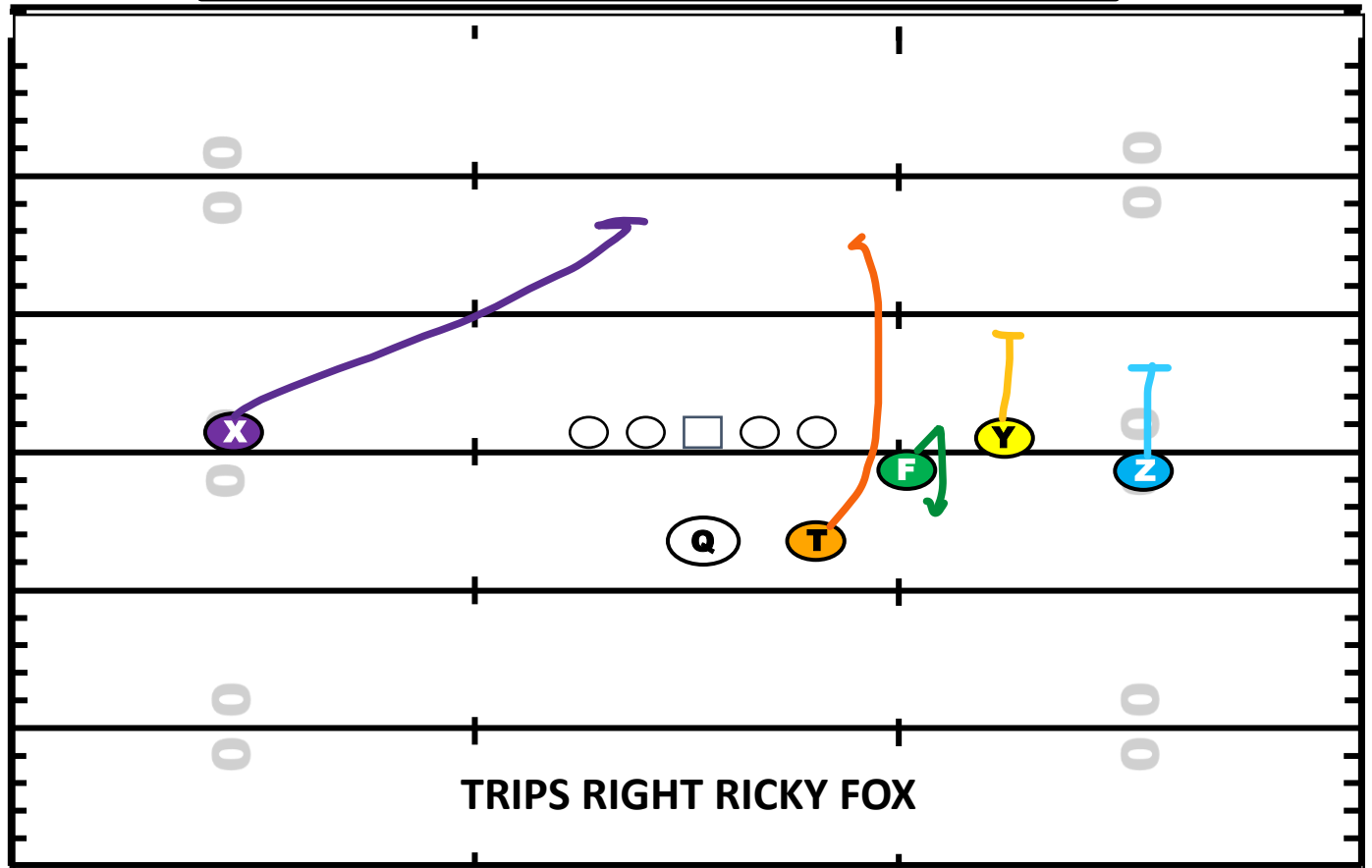


TRIPS LEFT LOUIE YETI MIST

This handwriting practice grid shows the stroke order for the words "TRIPS LEFT LOUIE YETI MIST". The letters are placed on a set of four horizontal lines. Colored arrows indicate the direction and sequence of strokes for each letter. A purple arrow shows the stroke for 'X' starting from the top line, moving down, then right, and then down. A blue arrow shows the stroke for 'Z' starting from the top line, moving down, then right, and then down. A yellow arrow shows the stroke for 'Y' starting from the middle line, moving right, then down, and then up. A green arrow shows the stroke for 'F' starting from the middle line, moving right, then up, and then right. An orange arrow shows the stroke for 'T' starting from the top line, moving down, then right, and then up. A light blue arrow shows the stroke for 'Z' starting from the top line, moving down, then right, and then down. A white square and circles represent the letters 'Q', 'R', 'I', 'C', and 'K' respectively, which are not yet written.

FOX

POSITION	RULES	COACHING POINT
PST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
PSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
C	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
F	EXPECT BALL ON UPFIELD SHOULDER ATTACK OUTSIDE BONDY	BLOCK TECHNIQUE ID DEFENDER
T	PATH TO NEAR HIGH SAFETY. IF DEFENDER CROSS FACE ON PATH, PICK UP BLOCK.	BLOCK TECHNIQUE ID DEFENDER
Z	BLOCK MOST DANGEROUS MAN	ROUTE RUNNING BALL IN SPACE
Y	BLOCK MSOT DANGEROUS MAN	BLOCK TECHNIQUE ID DEFENDER
X	CUTOFF FROM THE BACKSIDE	BLOCK TECHNIQUE ID DEFENDER
QB	FLIP HIPS IN WIDE RECEIVERS DIRECTION AIMING FOR UPFIELD SHOUDLER	AIMING POINT HIP ROTATION

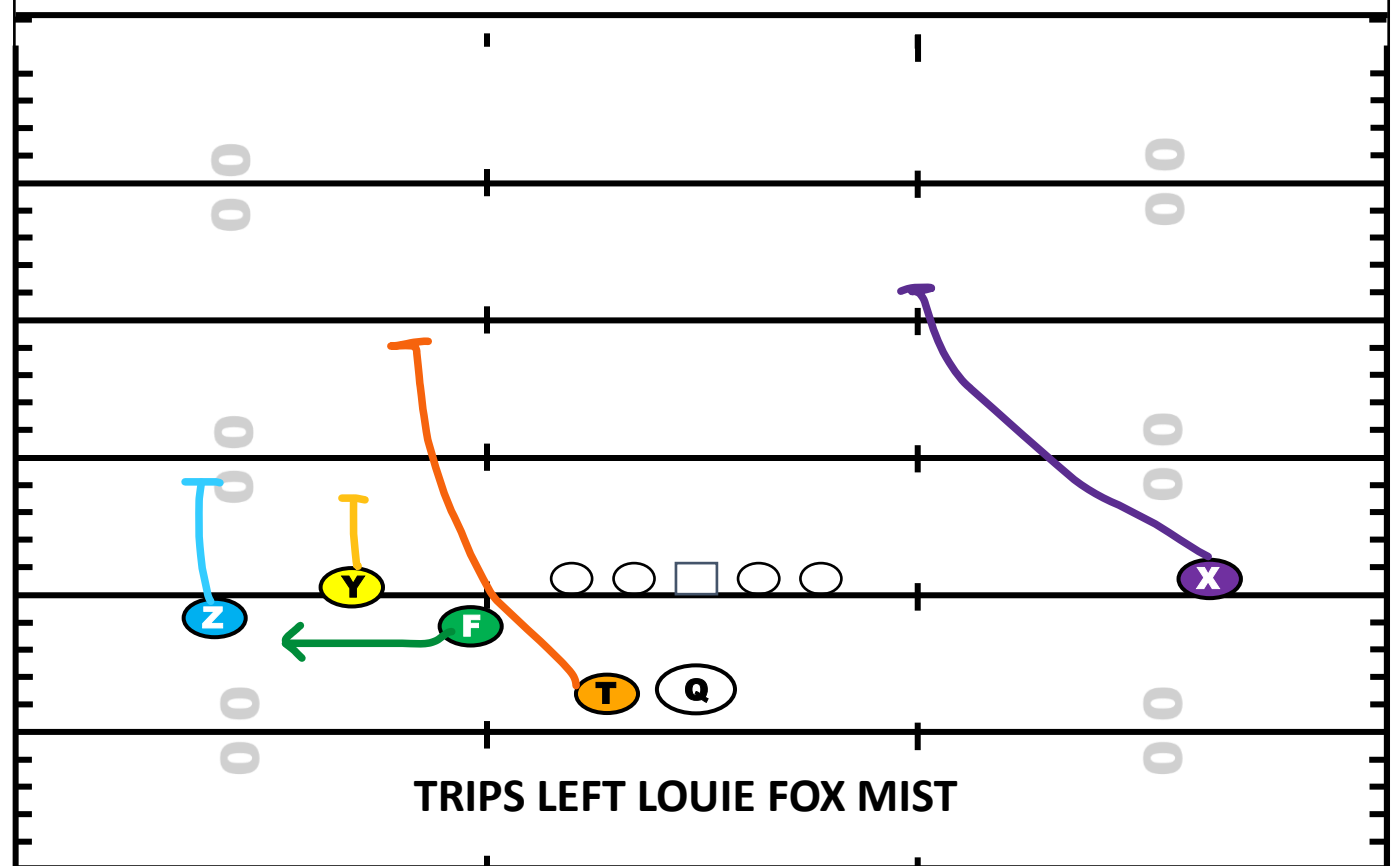


TRIPS RIGHT RICKY FOX

This handwriting practice grid shows the word "TRIPS RIGHT RICKY FOX" written on a set of five horizontal lines. The letters are color-coded and include numbered arrows indicating the correct stroke order and direction:

- T** (orange): Starts at the bottom line, goes up to the top line, then curves down to the middle line.
- R** (purple): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- I** (yellow): A vertical line from the middle line to the top line.
- K** (green): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- Y** (yellow): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- F** (green): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- X** (purple): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- Z** (blue): Starts at the middle line, goes up to the top line, then curves down to the bottom line.

Reference letters are shown in circles: **Q** (white), **T** (orange), **F** (green), **Y** (yellow), and **Z** (blue). A square marker is placed between the second and third lines.



TRIPS LEFT LOUIE FOX MIST

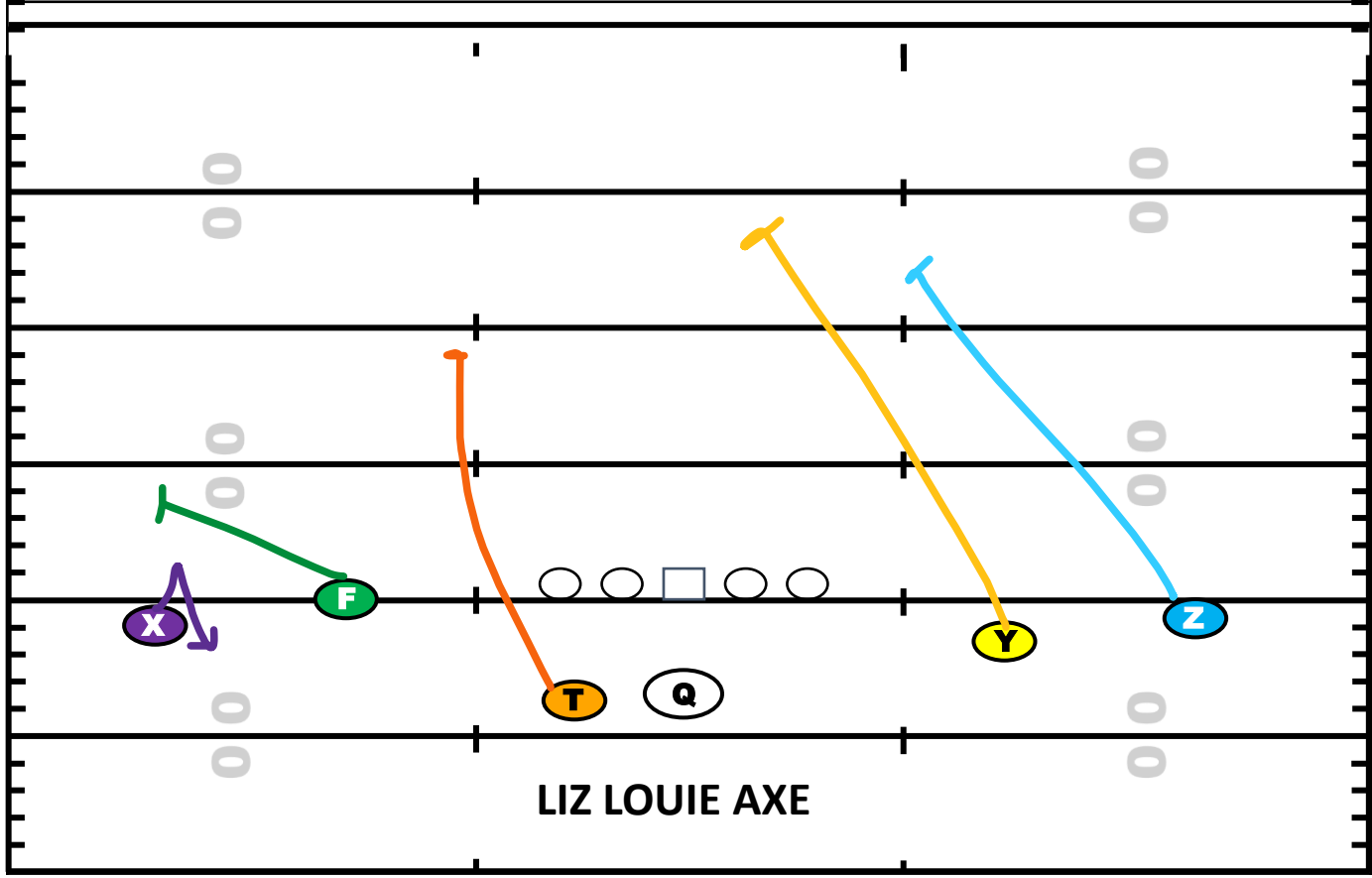
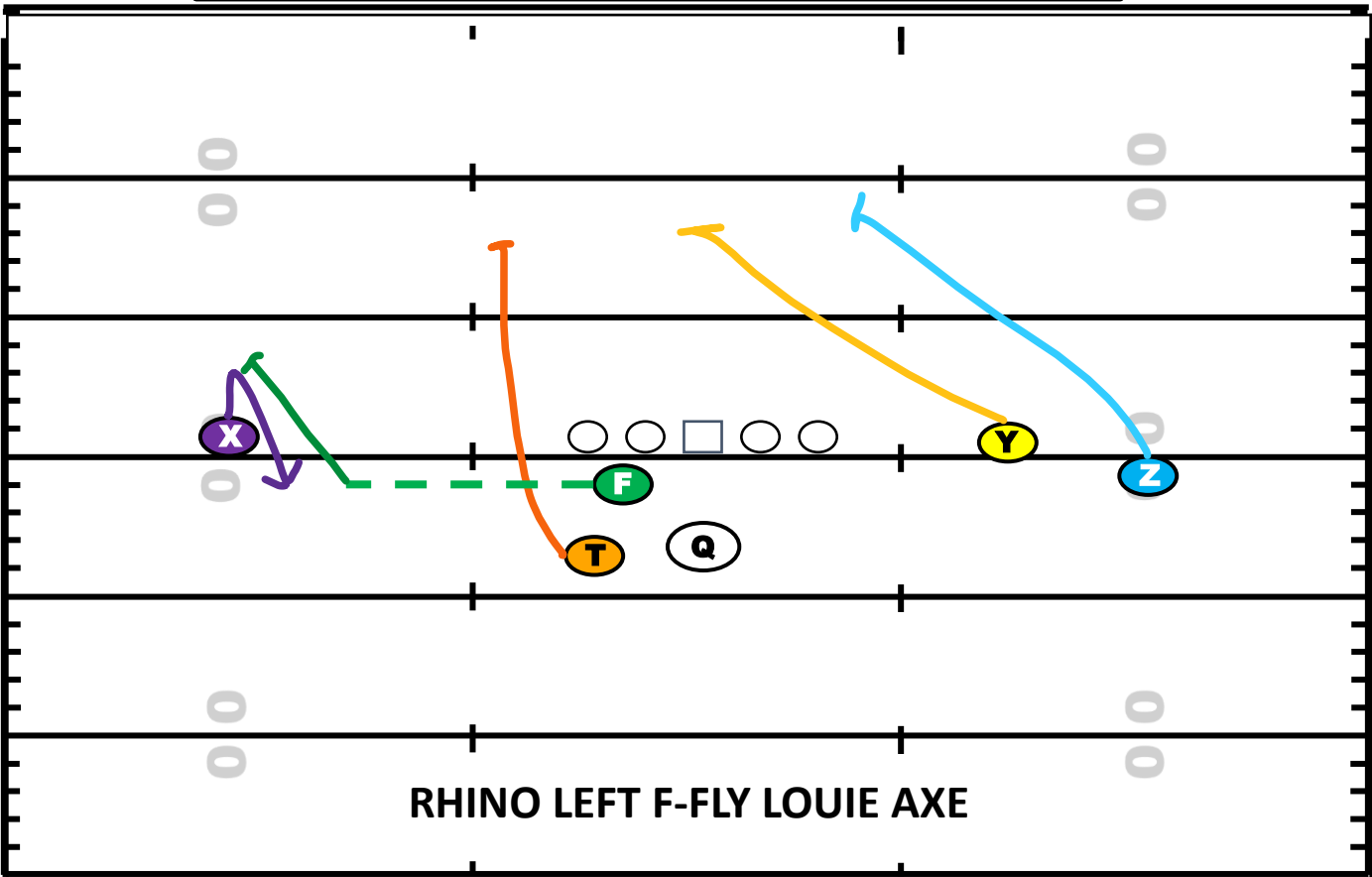
This handwriting practice grid shows the word "TRIPS LEFT LOUIE FOX MIST" written on a set of five horizontal lines. The letters are color-coded and include numbered arrows indicating the correct stroke order and direction:

- T** (orange): Starts at the top line, goes down to the middle line, then curves down to the bottom line.
- R** (purple): Starts at the top line, goes down to the middle line, then curves down to the bottom line.
- I** (yellow): A vertical line from the middle line to the top line.
- K** (green): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- Y** (yellow): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- F** (green): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- X** (purple): Starts at the middle line, goes up to the top line, then curves down to the bottom line.
- Z** (blue): Starts at the middle line, goes up to the top line, then curves down to the bottom line.

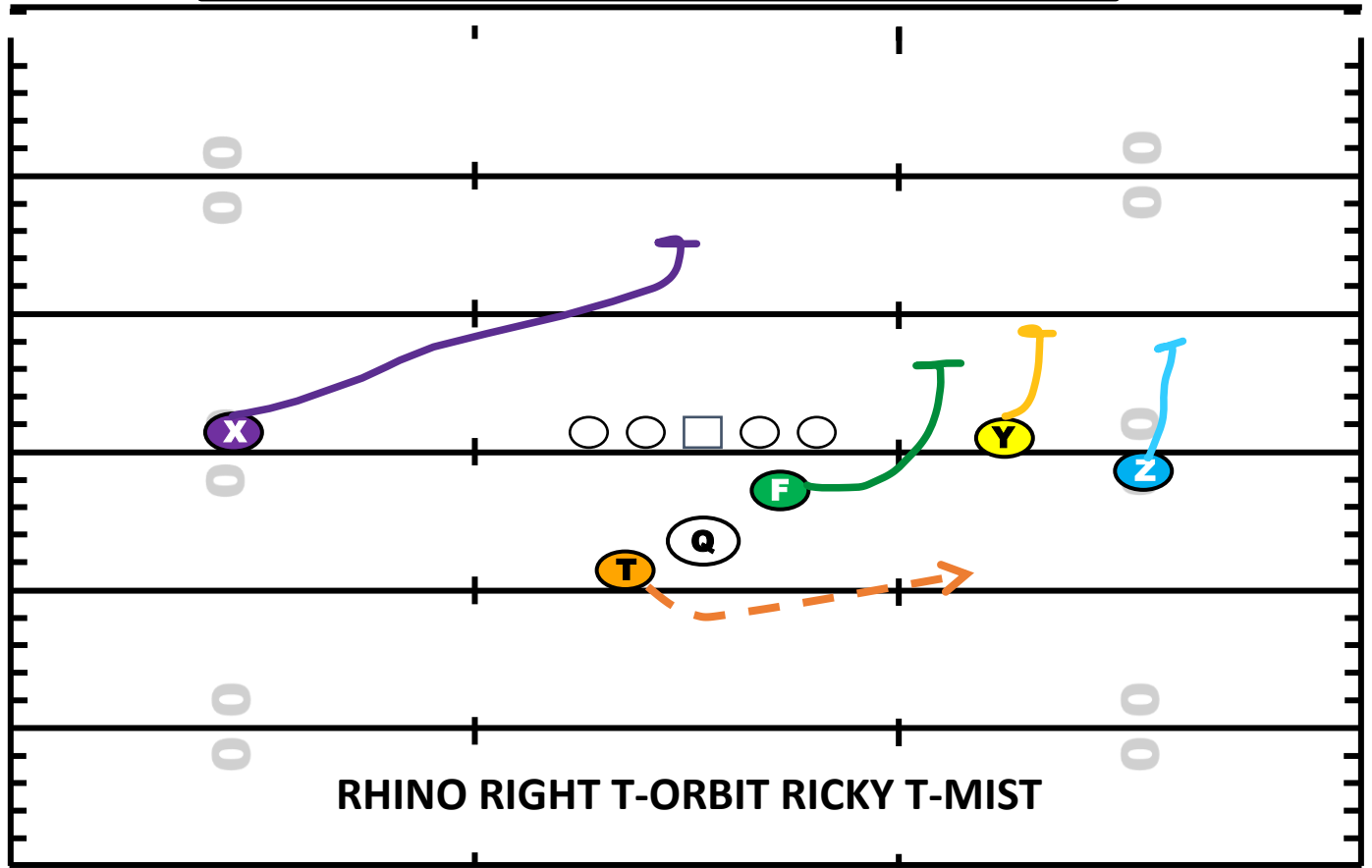
Reference letters are shown in circles: **Q** (white), **T** (orange), **F** (green), **Y** (yellow), and **Z** (blue). A square marker is placed between the second and third lines.

AXE

POSITION	RULES	COACHING POINT
PST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
PSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
C	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BSG	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
BST	FEEL TECHNIQUE IN PLAY DIRECTION	AIM OUTSIDE SHOULDER CUTOFF FOOTWORK
F	AIM FOR NEXT MAN OVER OUTSIDE SHOULDER	BLOCK TECHNIQUE ID DEFENDER
T	PATH TO NEAR HIGH SAFETY. IF DEFENDER CROSS FACE ON PATH, PICK UP BLOCK.	BLOCK TECHNIQUE ID DEFENDER
Z	BLOCK MOST DANGEROUS MAN/CUTT OFF FROM BACKSIDE	ROUTE RUNNING BALL IN SPACE
Y	BLOCK MSOT DANGEROUS MAN/CUT OFF FROM BACKSIDE	BLOCK TECHNIQUE ID DEFENDER
X	EXPECT BALL ON UPFIELD SHOULDER ATTACK OUTSIDE BONDRY	BLOCK TECHNIQUE ID DEFENDER
QB	FLIP HIPS IN WIDE RECEIVERS DIRECTION AIMING FOR UPFIELD SHOUDLER	AIMING POINT HIP ROTATION

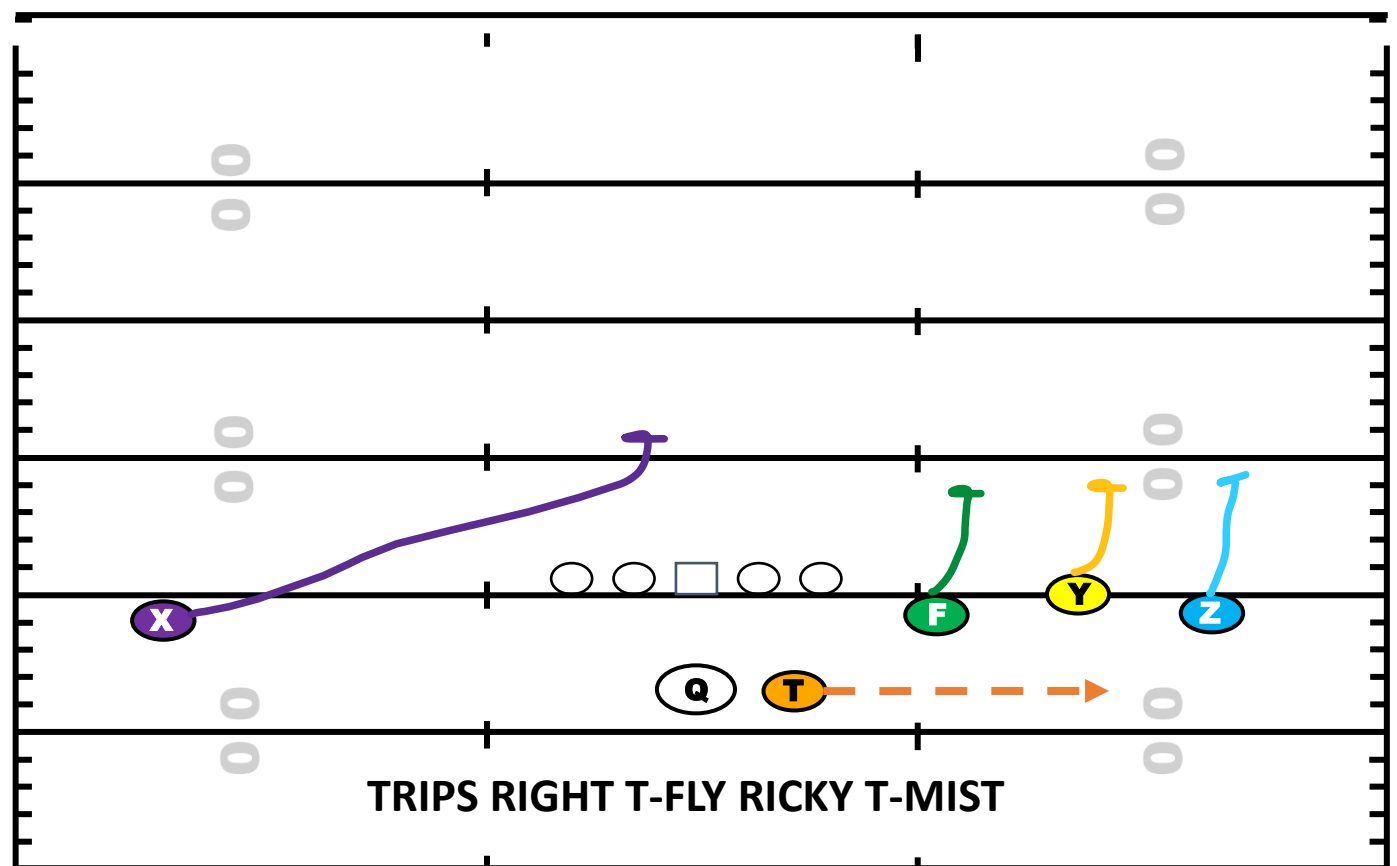


 T SCREENS 



RHINO RIGHT T-ORBIT RICKY T-MIST

This handwriting practice grid shows the stroke order for the words "RHINO RIGHT T-ORBIT RICKY T-MIST". The letters are placed on a four-line grid. Stroke order is indicated by colored arrows: a purple arrow for 'X', an orange dashed arrow for 'T', a white circle for 'Q', a green arrow for 'F', a yellow arrow for 'Y', and a blue arrow for 'Z'. The letters 'R', 'H', 'I', 'N', 'O', 'R', 'I', 'G', 'H', 'T', 'O', 'R', 'B', 'I', 'T', 'R', 'I', 'C', 'K', 'Y', 'T', 'M', 'I', 'S', 'T' are shown in grey as a reference.



TRIPS RIGHT T-FLY RICKY T-MIST

This handwriting practice grid shows the stroke order for the words "TRIPS RIGHT T-FLY RICKY T-MIST". The letters are placed on a four-line grid. Stroke order is indicated by colored arrows: a purple arrow for 'X', a white circle for 'Q', an orange arrow for 'T', a green arrow for 'F', a yellow arrow for 'Y', and a blue arrow for 'Z'. The letters 'T', 'R', 'I', 'P', 'S', 'R', 'I', 'G', 'H', 'T', 'T', 'F', 'L', 'Y', 'R', 'I', 'C', 'K', 'Y', 'T', 'M', 'I', 'S', 'T' are shown in grey as a reference.



SCREEN PROTECITON



- SCREEN PROTECTIONS WILL BE BASED OFF A QUICK SCREEN OR A SLOW SCREEN
- SLOW SCREEN SCREEN WILL BE BASED OFF RINGO & LARRY PROTECTION.
- RINGO=RIGHT
- LARRY=LEFT
- THE OFFENSIVE LINE WILL KICK STEP FOR 2 COUNT AND RELEASE TO 1ST MAN OUTSIDE
- ALLEY/SIDEWALK/STREET/CLEAN UP FOR DOWN FIELD LINEMAN
- BACKSIDE OF PROTECTION WILL HINGE
- QB MUST TAKE BIG DROP AND LOOK AWAY TO SELL FADE AND COME BACK TO SCREEN
- BACKSIDE OUTSIDE WR WILL FADE AWAY
- RUNNING BACK WILL GO AWAY FROM TUNNEL AND GET BEHIND DEFENDIVE LINE IN SLIP
- F WILL ALWAYS BLOCK PLAY SIDE HIGH SAFETY
- Y KICK CORNER IN TUNNEL & RUN OFF IN SLIP

LARRY

4-2

Handwriting practice for the name 'LARRY' using a 4-2 stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 5 for the vertical stem, 3 for the top curve, 1 for the middle curve, and 5 for the bottom curve. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

4-3

Handwriting practice for the name 'LARRY' using a 4-3 stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 5 for the vertical stem, 3 for the top curve, 1 for the middle curve, and 5 for the bottom curve. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

3-4

Handwriting practice for the name 'LARRY' using a 3-4 stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 4 for the top curve, 3 for the middle curve, and 5 for the bottom curve. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

4-2 UNDER

Handwriting practice for the name 'LARRY' using a 4-2 UNDER stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 5 for the vertical stem, 1 for the top curve, 3 for the middle curve, and 5 for the bottom curve. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

50

Handwriting practice for the name 'LARRY' using a 50 stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 5 for the vertical stem, 3 for the top curve, 3 for the middle curve, and 5 for the bottom curve. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

TITE

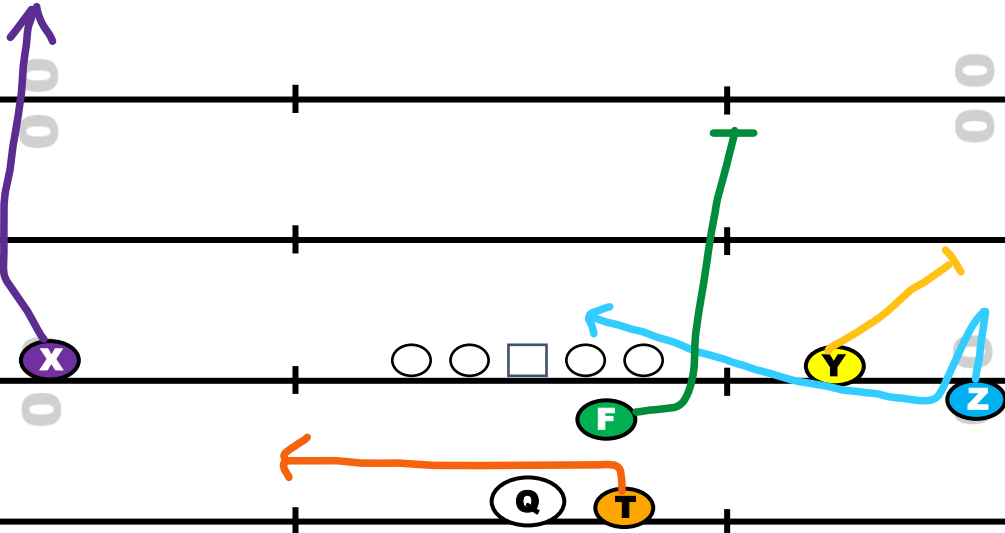
Handwriting practice for the name 'LARRY' using a TITE stroke order. The diagram shows the letters L, A, R, R, Y on a four-line grid. Stroke order is indicated by numbers: 4 for the top curve, 3 for the middle curve, 4 for the bottom curve, and B for the final stroke. A yellow arrow labeled 'C' points to the start of the 'Y' stroke. A purple arrow labeled 'X' points to the end of the 'L' stroke. A green circle 'F' is at the top of the 'A' stem, and a blue circle 'Z' is at the top of the 'Y' stem. An orange line connects the 'T' and 'Q' on the bottom line.

SHARK TUNNEL

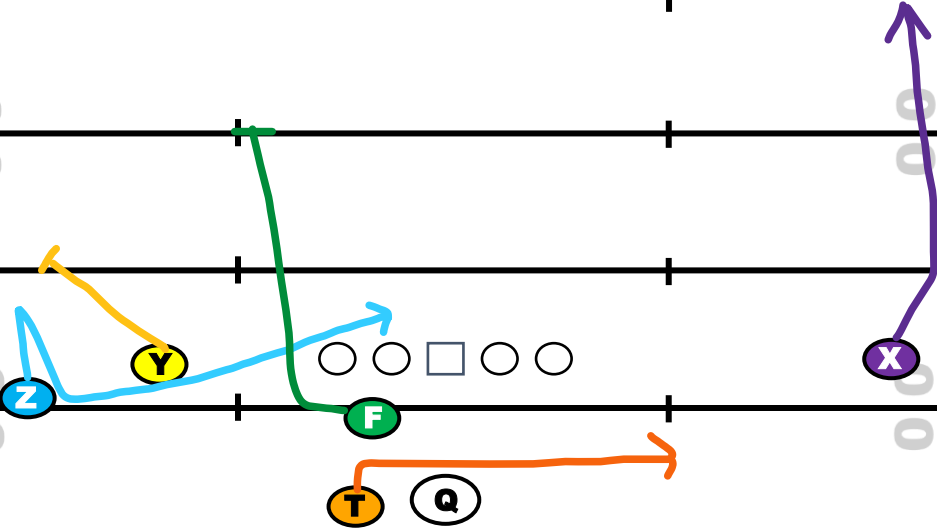
POSITION	RULES	COACHING POINT
PST	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	ALLEY
PSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	SIDEWALK
C	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	STREET
BSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	CLEANUP
BST	HINGE ON THE BACKSIDE	HINGE
F	RELEASE TO 3 RD LEVEL CALL SIDE SAFETY	RELEASE STALK
T	FLASH AWAY FORM CALL SIDE	FLASH AWAY
Z	2 STEP VERTICAL WORKING BACK TO QB AND ATTACKING BALL. CATCH AND WORK UNDER BLOCKS	TUNNEL ROUTE
Y	KICK OUT CORNER	KICK OUT
X	FADE AWAY	SELL FADE
QB	LOOK TO FADE AWAY AND COME BACK TO Z RUNNING TUNNEL. AIM UPFIELD SHOULDER	DEEP DROP KEYING FADE/RB FLIP HIPS TO THROW TUNNEL



TUNNEL SHARK



RHINO RIGHT RINGO TUNNEL SHARK

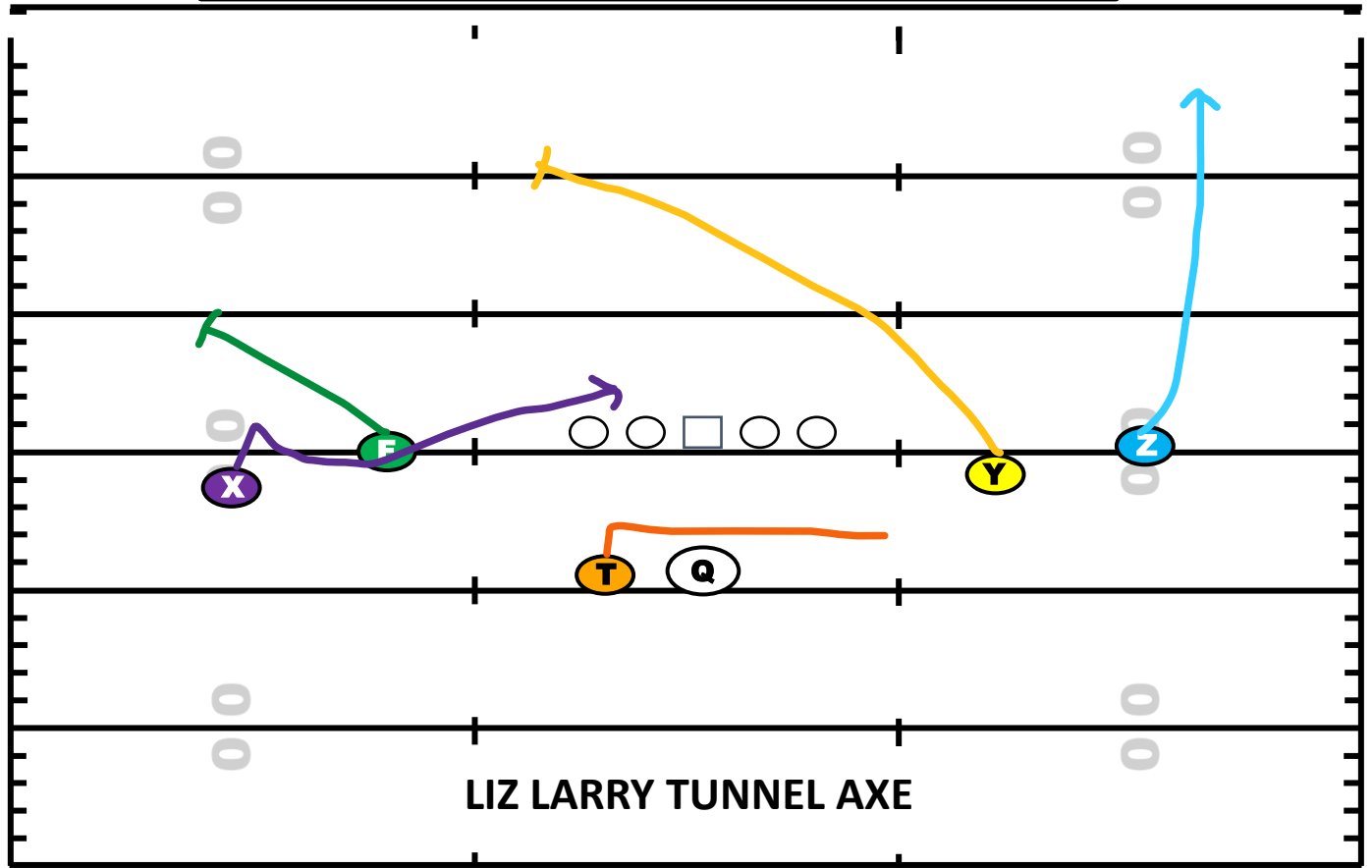


RHINO LEFT LARRY TUNNEL SHARK

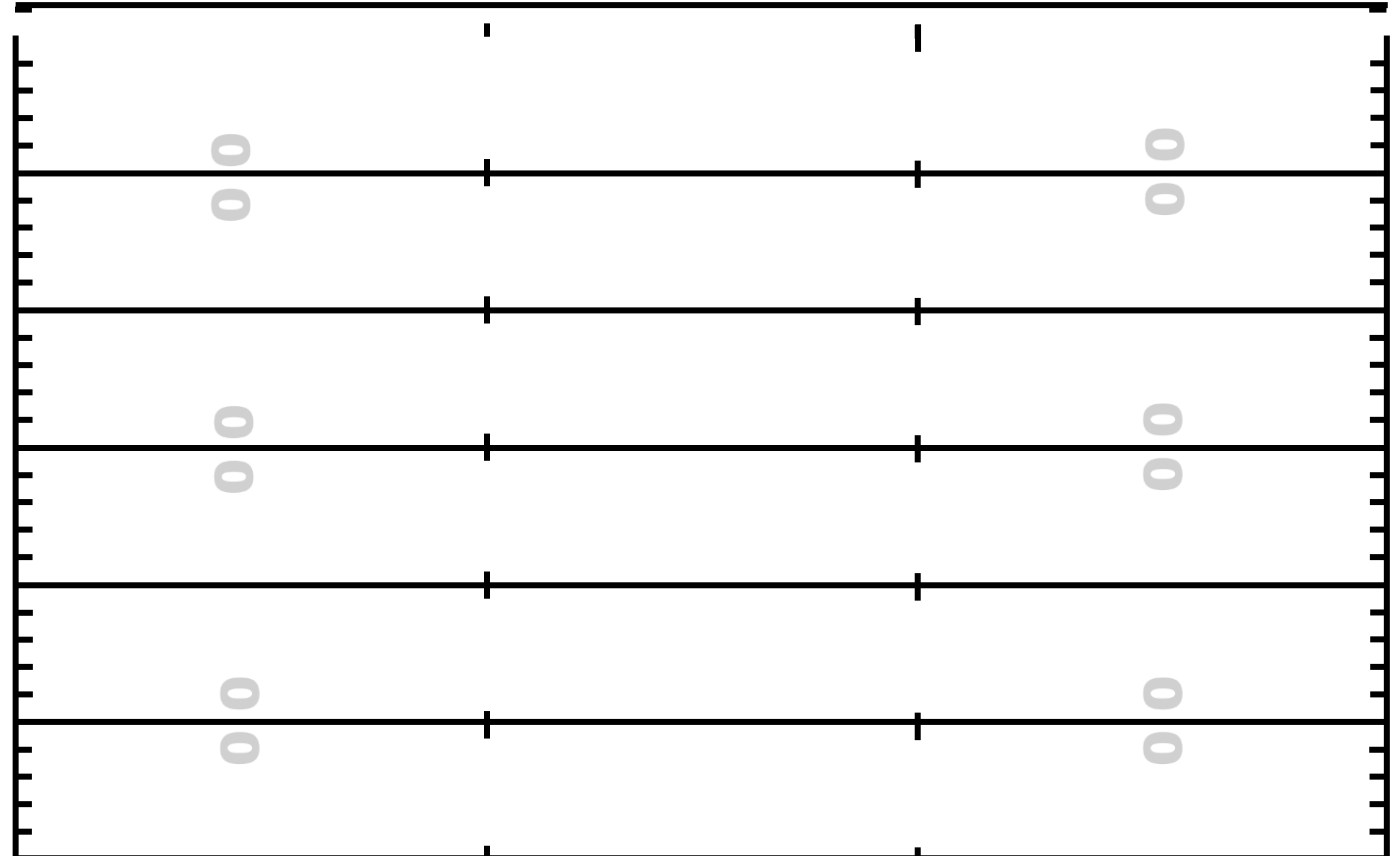
TUNNEL AXE

POSITION	RULES	COACHING POINT
PST	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	ALLEY
PSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	SIDEWALK
C	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	STREET
BSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	CLEANUP
BST	HINGE ON THE BACKSIDE	HINGE
F	RELEASE TO 3 RD LEVEL CALL SIDE SAFETY	RELEASE STALK
T	FLASH AWAY FORM CALL SIDE	FLASH AWAY
Z	FADE AWAY	SELL FADE
Y	CUT OFF SAFETY	CUT OFF SAFETY
X	2 STEP VERTICAL WORKING BACK TO QB AND ATTACKING BALL. CATCH AND WORK UNDER BLOCKS	TUNNEL ROUTE
QB	LOOK TO FADE AWAY AND COME BACK TO Z RUNNING TUNNEL. AIM UPFIELD SHOULDER	DEEP DROP KEYING FADE/RB FLIP HIPS TO THROW TUNNEL

 TUNNEL AXE 



LIZ LARRY TUNNEL AXE



SLIP

POSITION	RULES	COACHING POINT
PST	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	ALLEY
PSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	SIDEWALK
C	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	STREET
BSG	2 COUNT KICK STEP RELEASE TO 2 ND /3 RD LEVEL TO 1 ST MAN OUTSIDE	CLEANUP
BST	HINGE ON THE BACKSIDE	HINGE
F	RELEASE TO 3 RD LEVEL CALL SIDE SAFETY	RELEASE STALK
T	FLASH AWAY TO OFFENSIVE LINE AND WORK BACK TO CALL SIDE TO GET BEHIND DEFENDERS. CATCH WORK BEHIND LINEMAN.	SELL FLASH AWAY WORK BEHIND DEFNDERS
Z	FADE AWAY	SELL FADE
Y	RUN OFF SEAM	RUN OFF
X	FADE AWAY	SELL FADE
QB	LOOK TO FADE AWAY AND COME BACK TO Z RUNNING TUNNEL. AIM UPFIELD SHOULDER	DEEP DROP KEYING FADE/RB FLIP HIPS TO THROW TUNNEL

RHINO RIGHT RINGO SLIP

This handwriting practice grid shows the stroke order for the words "RHINO", "RIGHT", "RINGO", and "SLIP".

- RHINO:** A purple arrow starts at a purple circle 'X' on the middle line and points vertically upwards to the top line.
- RIGHT:** An orange arrow starts at a white circle 'Q' on the middle line, curves right to a yellow circle 'F' on the middle line, then curves up to a white square on the top line.
- RINGO:** A green arrow starts at a white circle 'F' on the middle line, curves up to a white square on the top line, then curves right to a yellow circle 'Y' on the middle line.
- SLIP:** A yellow arrow starts at a yellow circle 'Y' on the middle line and points vertically upwards to the top line. A blue arrow starts at a blue circle 'Z' on the middle line and points vertically upwards to the top line.

RHINO RIGHT LARRY SLIP

This handwriting practice grid shows the stroke order for the words "RHINO", "RIGHT", "LARRY", and "SLIP".

- RHINO:** A purple arrow starts at a purple circle 'X' on the middle line and points vertically upwards to the top line.
- RIGHT:** A green arrow starts at a white square on the top line, curves down to a green circle 'F' on the middle line, then curves right to a white circle 'Q' on the middle line.
- LARRY:** An orange arrow starts at a white circle 'Q' on the middle line, curves right to a yellow circle 'F' on the middle line, then curves up to a white square on the top line.
- SLIP:** A yellow arrow starts at a yellow circle 'Y' on the middle line and points vertically upwards to the top line. A blue arrow starts at a blue circle 'Z' on the middle line and points vertically upwards to the top line.



RPO





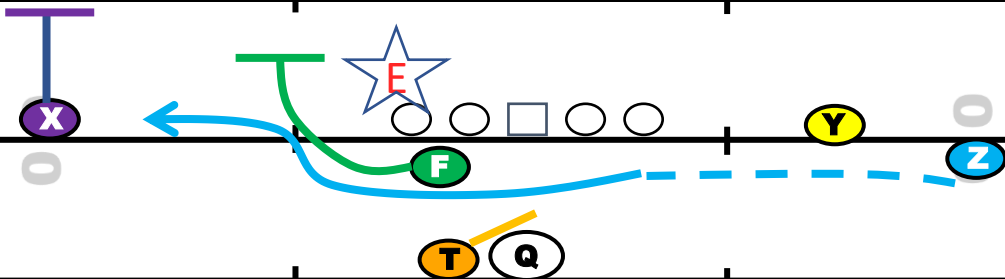
- RUN PASS OPTIONS WILL BE CALLED TO READ 1ST LEVEL, 2ND LEVEL OR 3RD LEVEL DEFENDER
- THE READ PLAY WILL BE PUT IN CONFLICT
- R.P.O. WILL BE RAN OFF OUR BASE RUN CONCEPTS
- DASH- F WILL NOT BLOCK C-GAP DEFENDER WILL COVOY BLOCK IN THE ALLEY
- 1ST LEVEL DEFENDER CAN BE FRONT SIDE OR BACKSIDE END
 - ZOOM
 - ORBIT
 - SNEAK
 - FLAT
 - SWING
 - MIST
- 3RD LEVEL DEFENDER WILL CAN BE THE FRONT SIDE OR BACKSIDE SAFETY
 - COKE
 - POP

ZOOM

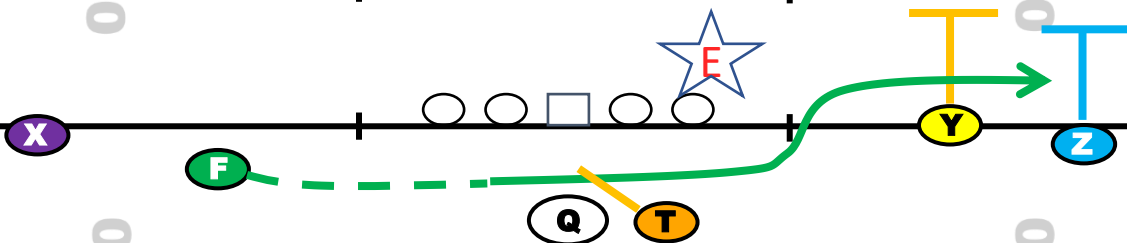
POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	DASH-NO BLOCK ON D GAP DEFENDER, WORK TO NEXT MAN OVER OR SEAL INSIDE NO DASH-MOTION OR MOST DAGEROUS MAN	DASH TO CONVOY BLOCK MOTION MOST DANGEROUS MAN
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
Y	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
X	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
QB	READ UNBLOCKED C-GAP DEFENDER. GIVE BALL FOR RUN OR THROW ZOOM. CODE NAME TAGGED TO ALERT RPO.DASH.	MOTION STALK



ZOOM



RHINO LEFT OVER Z-ZOOM COLTS DASH



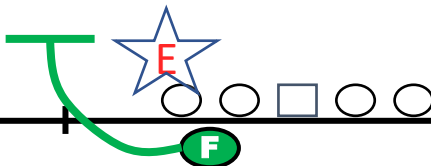
RIP F-ZOOM CAROLINA GOAT FOX

ORBIT

POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	DASH-NO BLOCK ON D GAP DEFENDER, WORK TO NEXT MAN OVER OR SEAL INSIDE NO DASH-MOTION OR MOST DAGEROUS MAN	DASH TO CONVOY BLOCK MOTION MOST DANGEROUS MAN
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
Y	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
X	MOTION OR BLOCK MOST DANGEROUS MAN MOTION WILL GIVE OPTION TO THROW	MOTION STALK
QB	READ UNBLOCKED C-GAP DEFENDER. GIVE BALL FOR RUN OR THROW ZOOM. CODE NAME TAGGED TO ALERT RPO.DASH.	MOTION STALK



ORBIT



RHINO LEFT OVER Z-ORBIT PITTSBURGH DASH



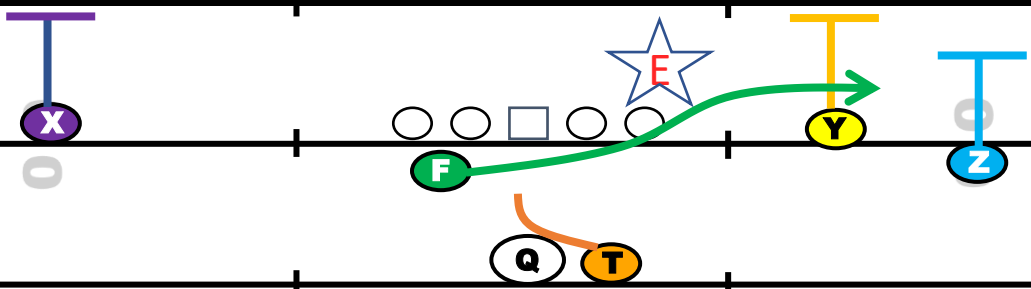
RIP F-ORBIT STEELERS FOX MIST

SNEAK

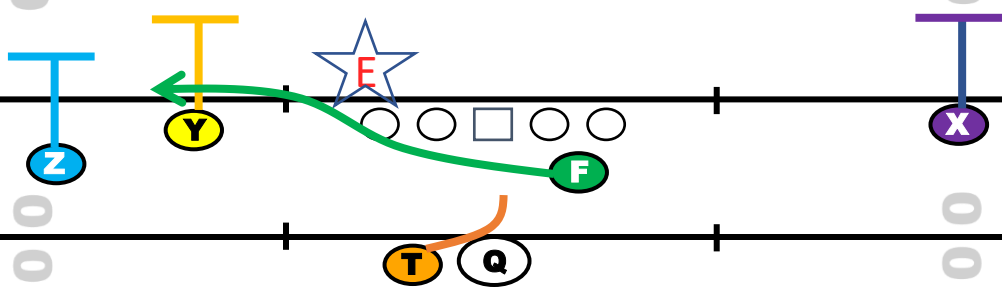
POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	WHAM KICK OUT ACTION AND RELEASE OUT TO FLATS	SELL WHAM RELEASE TO FLATS
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	MOST DANGEROUS MAN	STALK
Y	MOST DANGEROUS MAN	STALK
X	"SMOKE" MOST DANGEROUS MAN	STALK
QB	READ UNBLOCKED C-GAP DEFENDER. GIVE BALL FOR RUN OR THROW "SNEAK".	READ MESH



SNEAK



RHINO LEFT WEAK INDY SNEAK



RHINO RIGHT WEAK COLTS SNEAK

FLAT

POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	NO BLOCK ON C-GAP DEFENDER RELEASE TO FLATS	1 ROUTE
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	MOST DANGEROUS MAN	STALK
Y	MOST DANGEROUS MAN	STALK
X	"SMOKE" MOST DANGEROUS MAN	STALK
QB	READ UNBLOCKED C-GAP DEFENDER. GIVE BALL FOR RUN OR THROW "SNEAK".	READ MESH

A diagram of a football field labeled "RHINO RIGHT STEELERS FLAT". The field is oriented with the right side of the image being the end zone. The diagram shows a line of scrimmage with a center (square) and four offensive linemen (circles). A star labeled "E" is positioned above the center. A green arrow originates from a yellow circle labeled "F" and points towards a yellow circle labeled "Y" and then to a blue circle labeled "Z". A purple circle labeled "X" is on the left side of the field. A blue T-shaped marker is positioned above "Z". An orange arrow points from a white circle labeled "Q" to a yellow circle labeled "T".

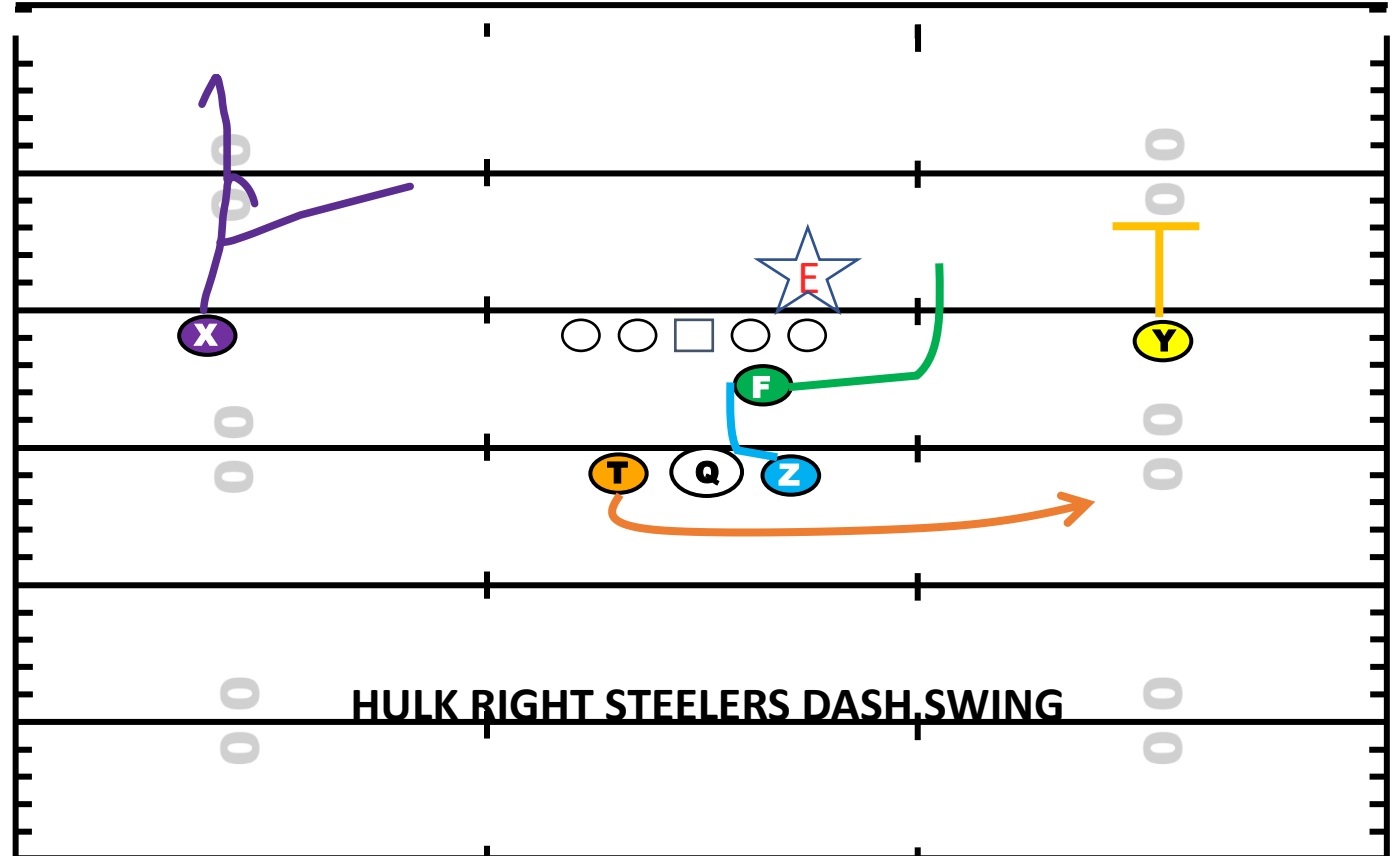
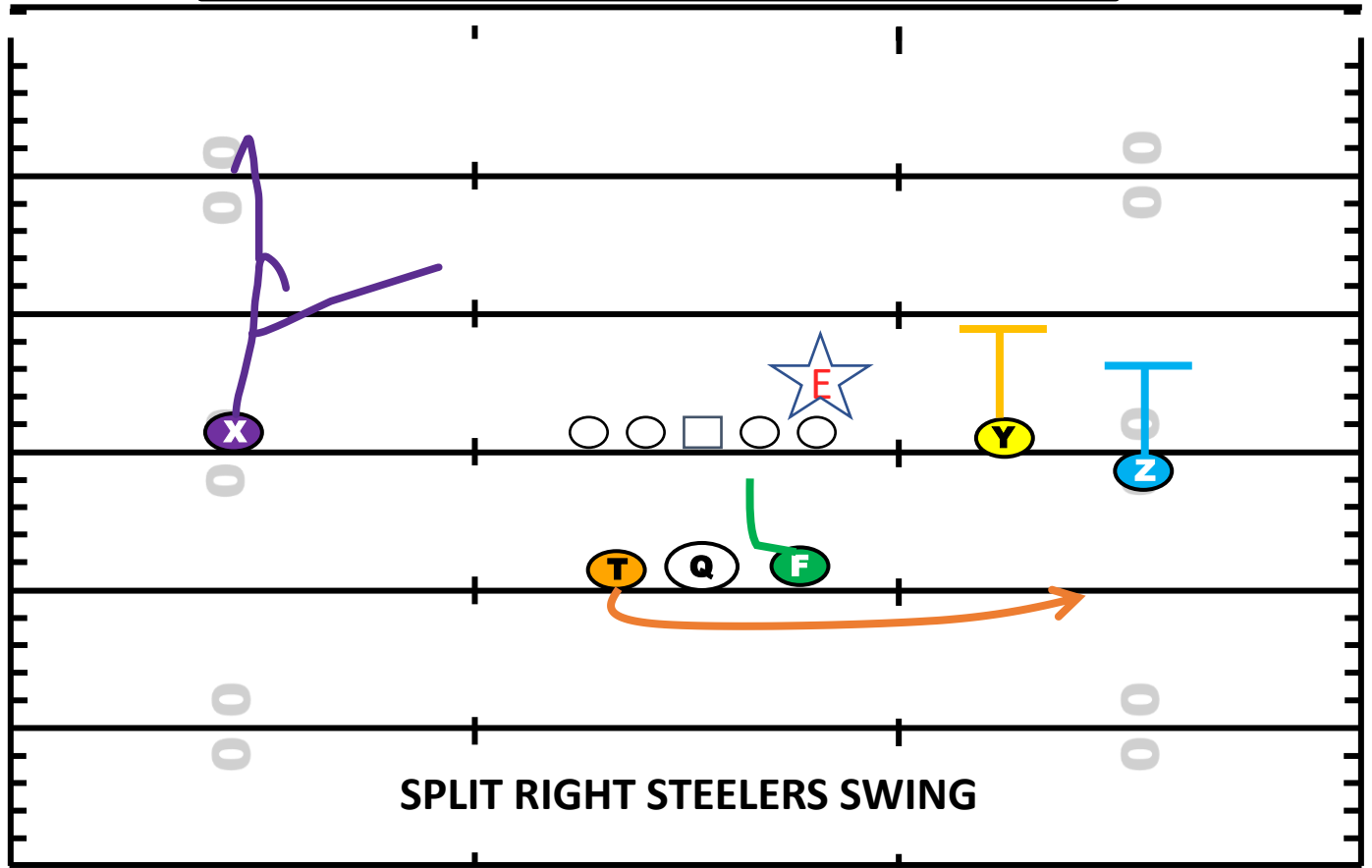
A diagram of a football field labeled "RHINO LEFT PITTSBURGH FLAT". The field is oriented with the left side of the image being the end zone. The diagram shows a line of scrimmage with a center (square) and four offensive linemen (circles). A star labeled "E" is positioned above the center. A green arrow originates from a yellow circle labeled "F" and points towards a blue circle labeled "Z" and then back to the left. A purple circle labeled "X" is on the right side of the field. A blue T-shaped marker is positioned above "Z". An orange arrow points from a white circle labeled "Q" to a yellow circle labeled "T".

SWING

POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON. IN HULK WILL DASH	MESH CARRY FAKE
T	ON SNAP ORBIT AROUD QB INTO FLATS	ROUTE
Z	MOST DANGEROUS MAN HULK IN BACKFIELD	STALK
Y	MOST DANGEROUS MAN	STALK
X	"SMOKE" MOST DANGEROUS MAN	STALK
QB	READ UNBLOCKED C-GAP DEFENDER. GIVE BALL FOR RUN OR THROW "SWING"	READ MESH

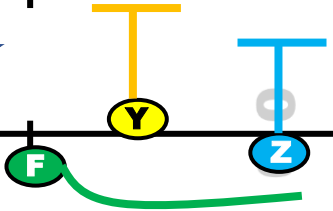
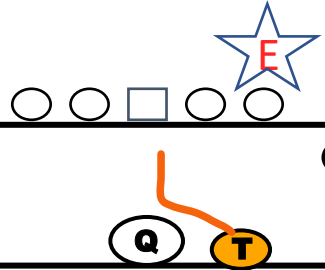
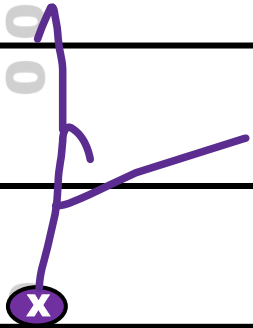


SWING



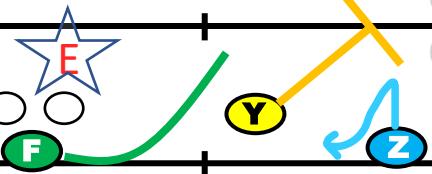
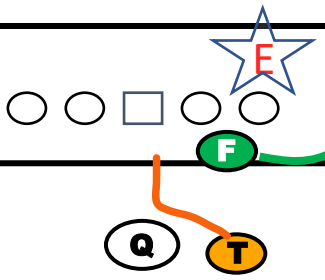
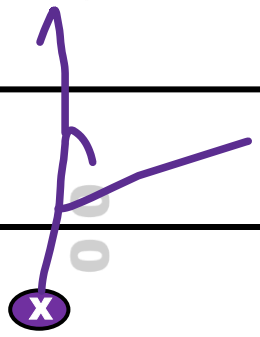


MIST



TRIPS RIGHT INDY FOX MIST

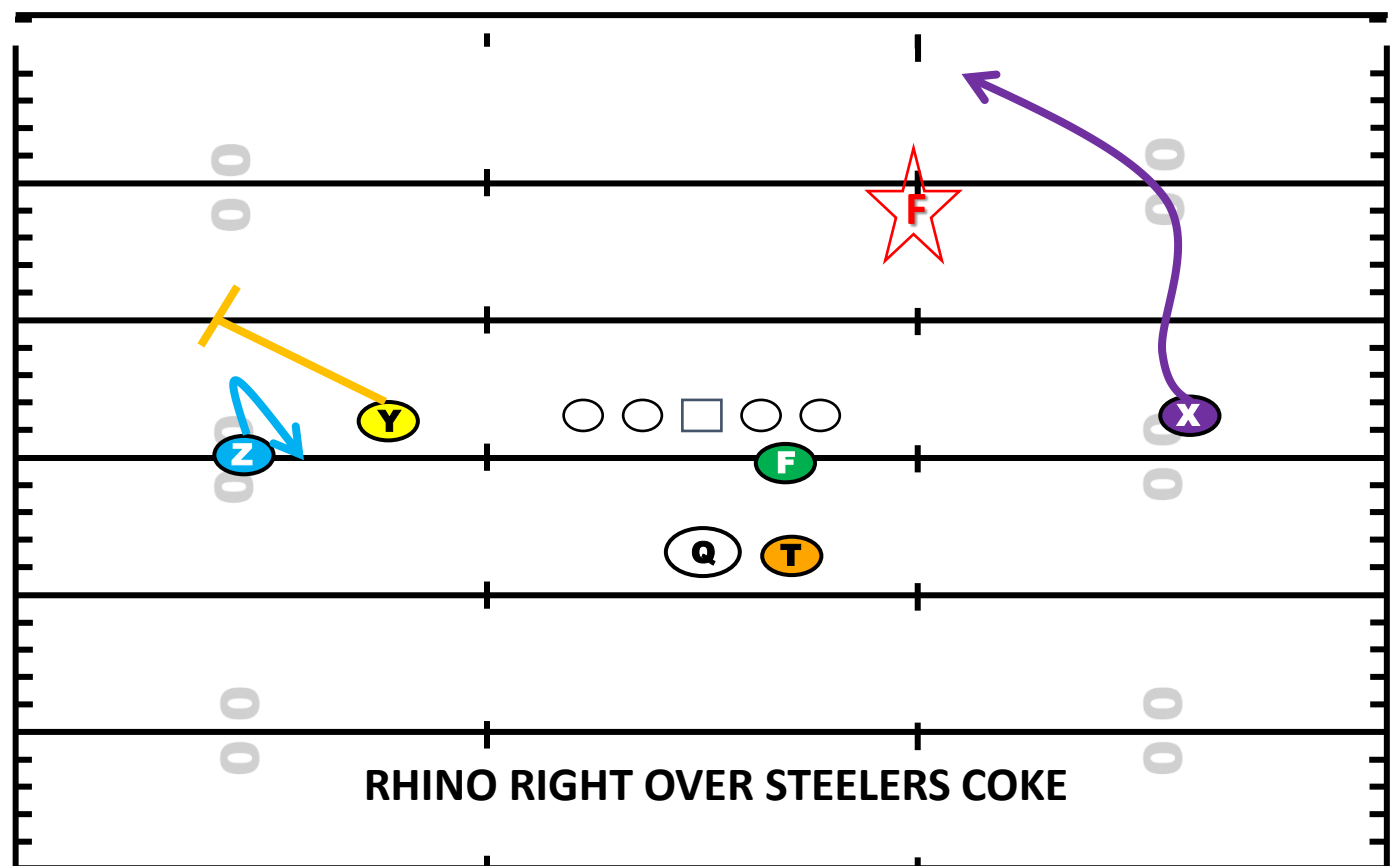
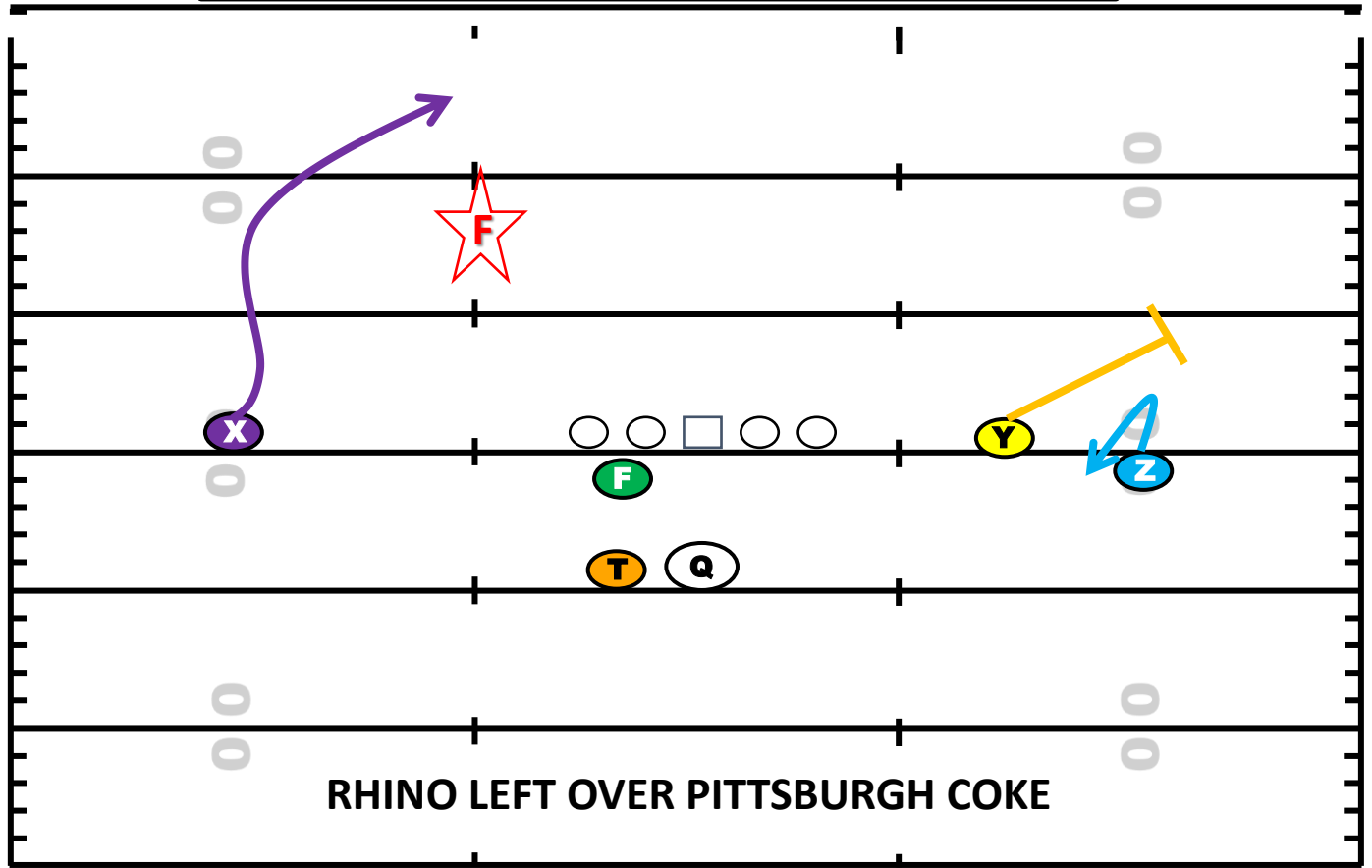
SHARK



RHINO RIGHT INDY DASH SHARK

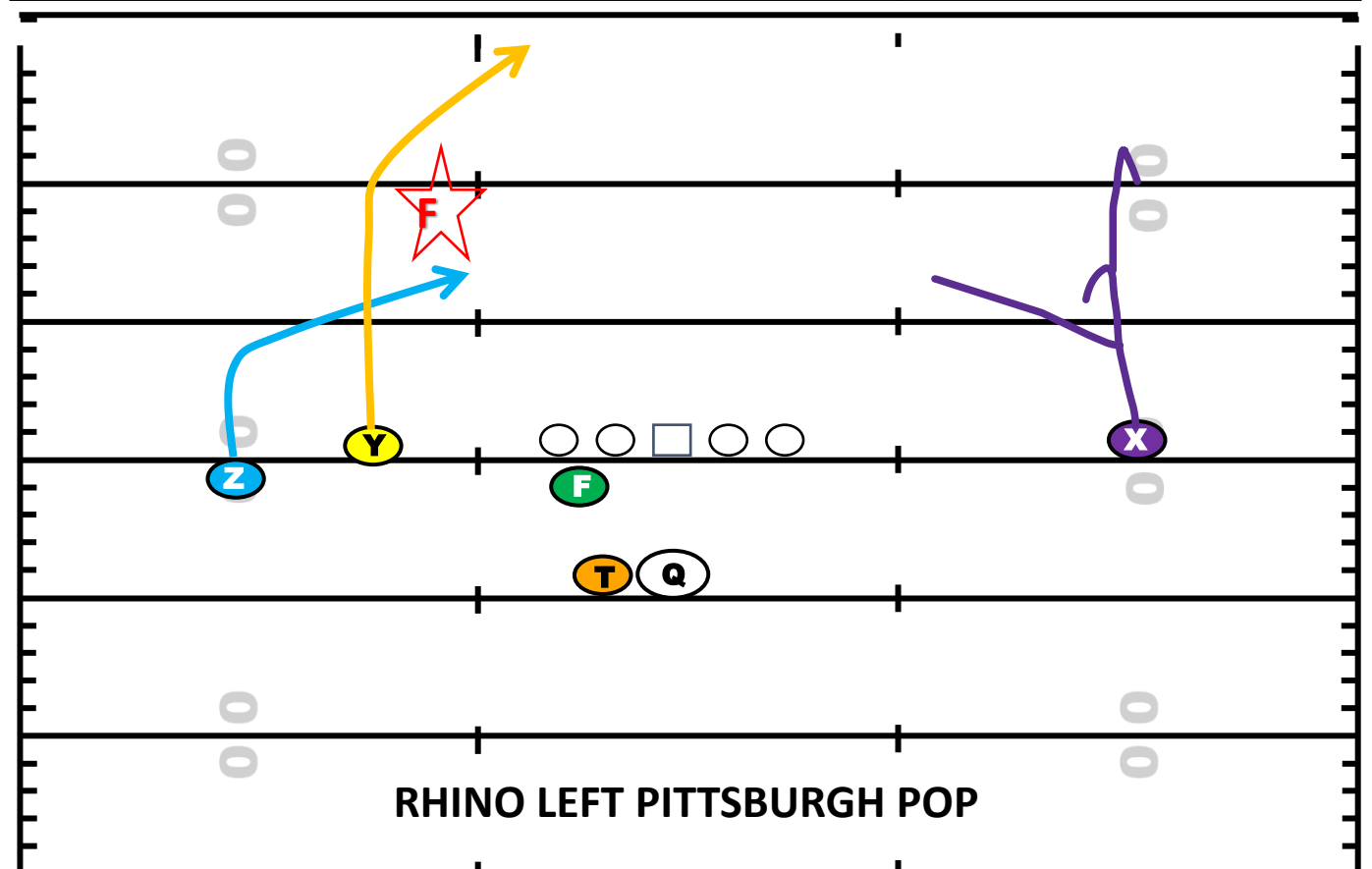
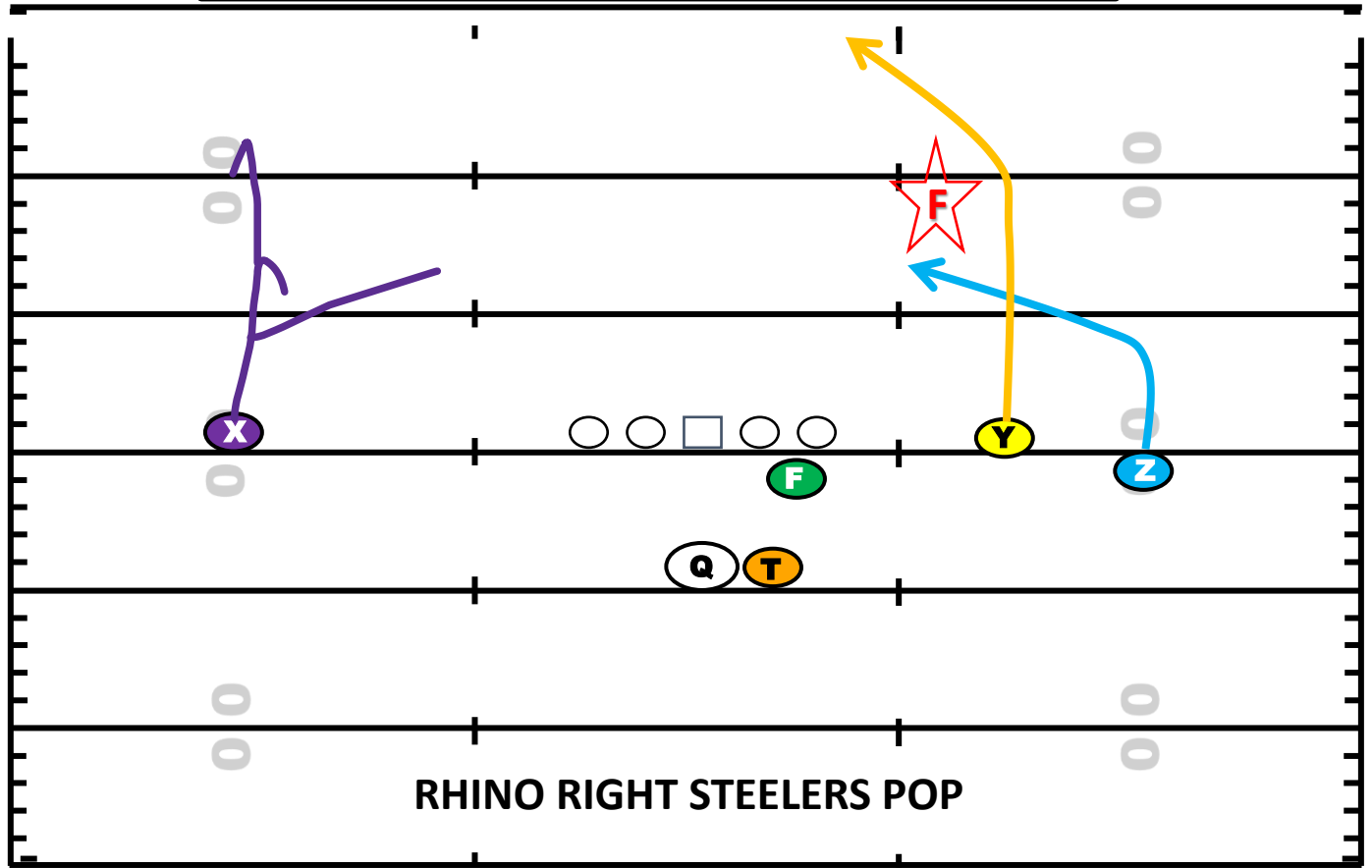
COKE

POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	RUN BLOCK	RUN SCHEME
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	RUN SHARK TO THE 2 WR SIDE	"SHARK"
Y	BLOCK CORNER WITH SHARK TECHNIQUE	"SHARK"
X	BANG 8 POST. GET BEHIND NEAR HIGH SAFETY	ROUTE RUNNING
QB	3 RD LEVEL RPO. KEY RUN SIDE SAFETY. COMES DOWN FOR RUN SUPPORT PULL AND THROW 8 ROUTE TO SINGLE WR.	KEY READ MESH



POP

POSITION	RULES	COACHING POINT
PST	RUN BLOCK	RUN SCHEME
PSG	RUN BLOCK	RUN SCHEME
C	RUN BLOCK	RUN SCHEME
BSG	RUN BLOCK	RUN SCHEME
BST	RUN BLOCK	RUN SCHEME
F	RUN BLOCK	RUN SCHEME
T	RUN SCHEME ACTION. LOOSE AND TITE MESH. BELLY BUTTON.	MESH ACTION CARRY FAKE
Z	UNDERNEATH SLANT	“SHARK”
Y	BANG 8 POST. GET BEHIND NEAR HIGH SAFETY	“SHARK”
X	SMOKE	SMOKE
QB	3 RD LEVEL RPO. KEY RUN SIDE SAFETY/OVER F. COMES DOWN FOR RUN SUPPORT PULL AND THROW 8 ROUTE TO TWO WR SIDE.	KEY READ MESH





SPECIAL





GOOSE



UNDER CENTER QB SNEAK

X



Y

F

Q

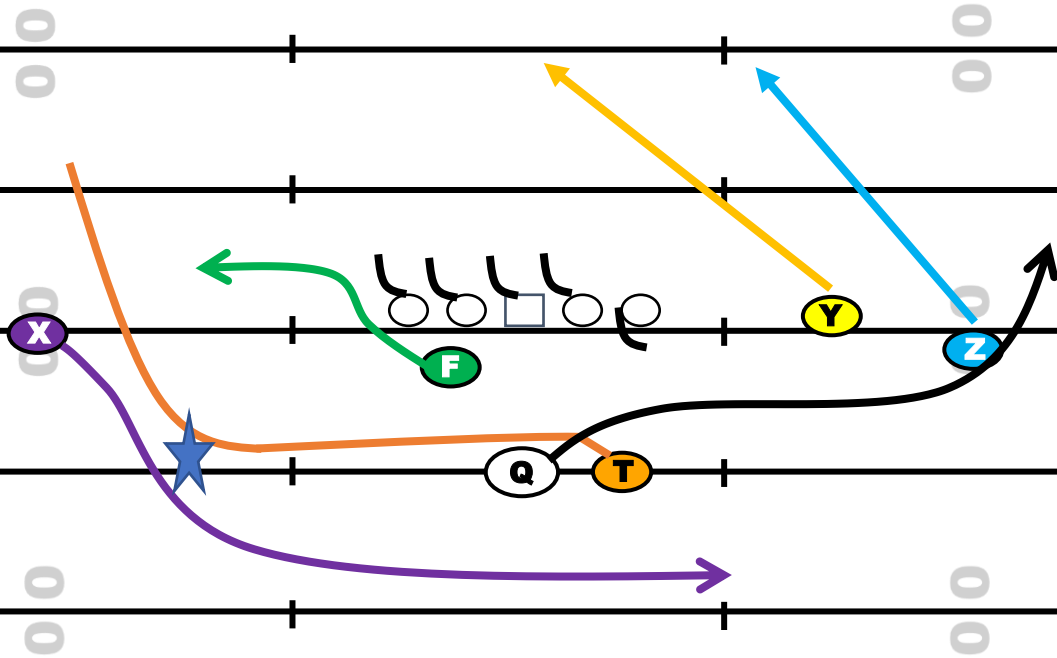
T

Z

- WILL BE CALLED ON MOST OPEN FIELD SHORT YARDAGE SITUATIONS
- QB FIND OPEN HOLD TO GET TO
- T&F HELP PUSH THE LINE



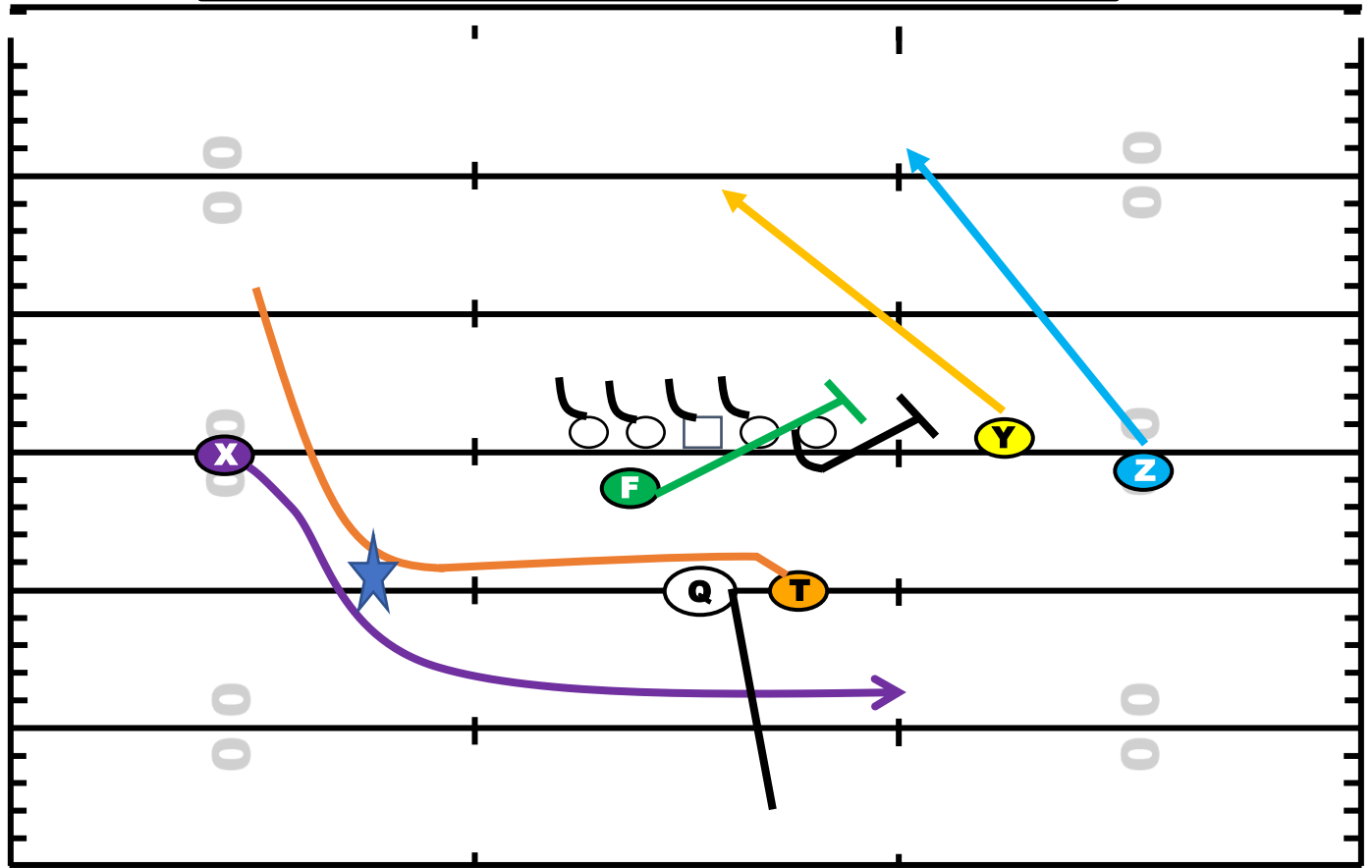
TROJAN HORSE



- QUARTERBACK SPECIAL
- T WILL SELL SWEEP TO X
- QUARTER BACK WORK TO RIGHT IN FLATS/WHEEL
- X WILL WORK BEHIND T TO TAKE TOSS BACK
- Y AND Z WILL COROSS FACE OF DB AND SAFETIES
- USED IN MAN/ REDZONE
- X WILL TOSS BALL TO QB OR EAT FOR RUN



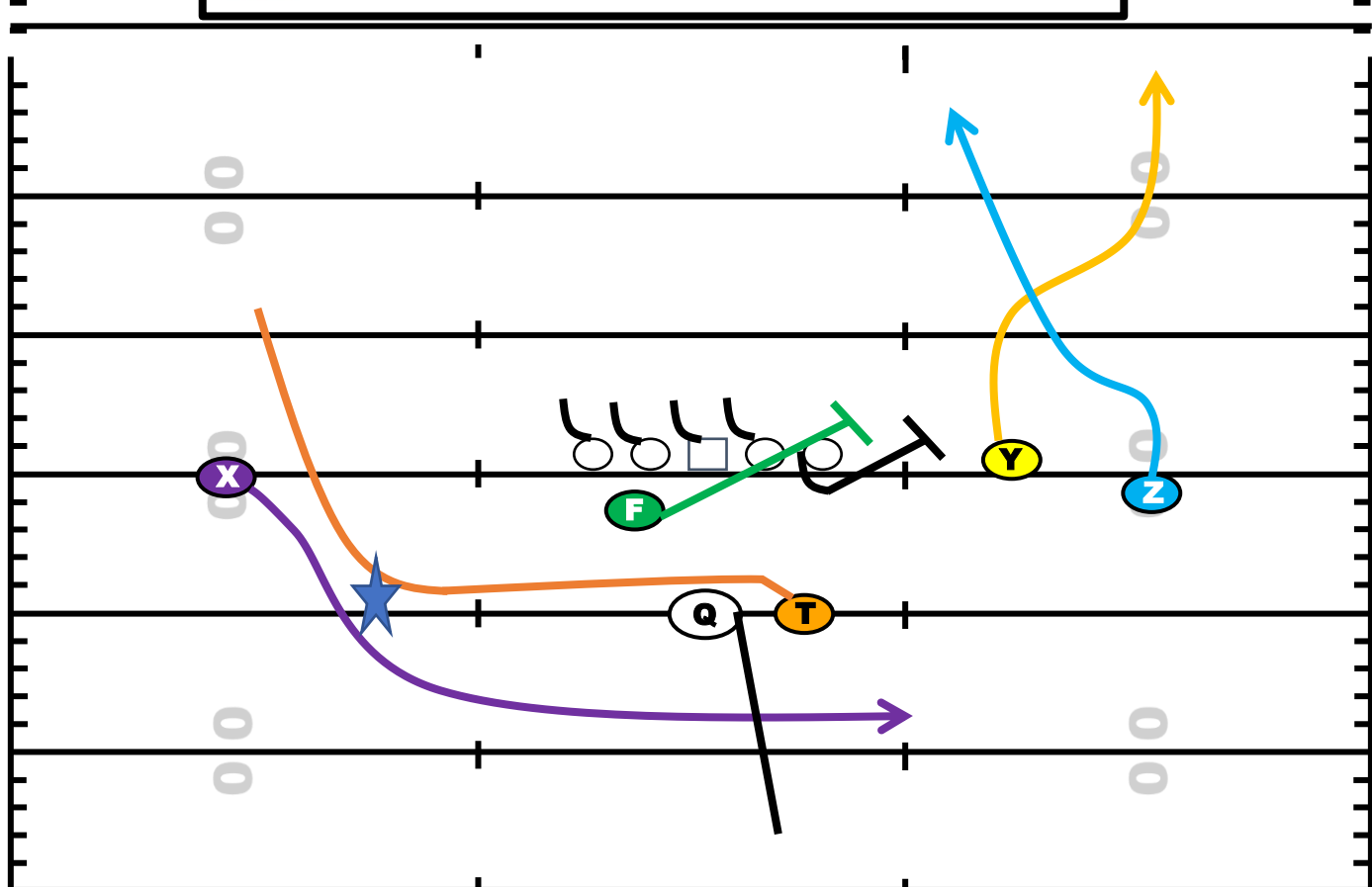
CHARGER



- X-REVERSE
- Y & Z CUT OFF SAFETIES
- F AND TACKLE FIGHT TO ALLEY



CHARGER PASS



- REVERSE PASS
- RUN REVERSE X-GIVE BALL BACK TO QB
- F & TACKLE PROTECT EDGE



GOAL LINE & SHORT YARDAGE

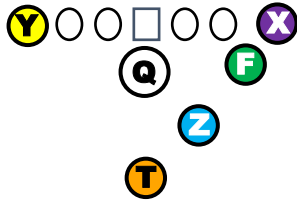




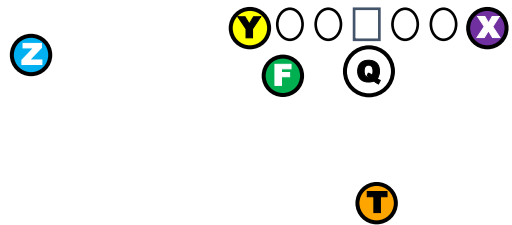
TUBBY PERSONNEL



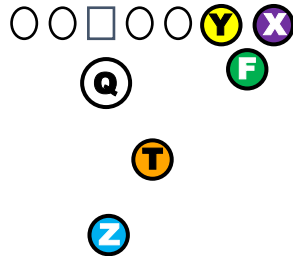
TANK RIGHT



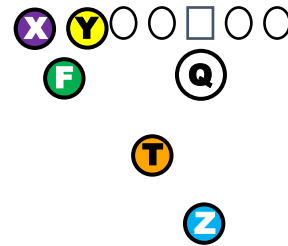
TANK LEFT



FAT RIGHT



FAT LEFT

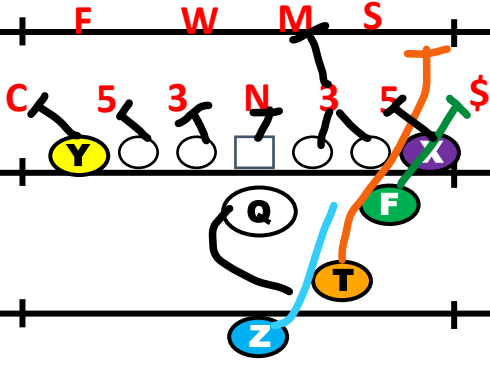


-WITH THIS PERSONNEL GROUPING WE WILL BE LIMITED IN PLAY SELECTION
 -USED FOR GOAL AND SHORT YARDAGE

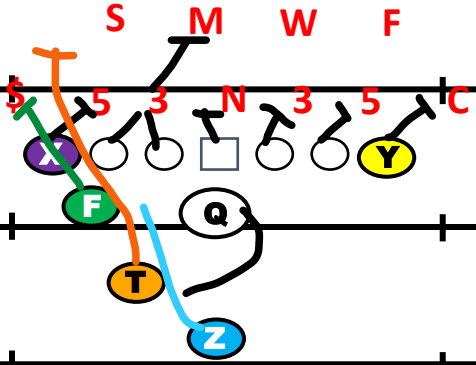
-24 & 25 BLAST
 -28 & 29 TOSS
 -24 & 25 BLAST PASS



BLAST



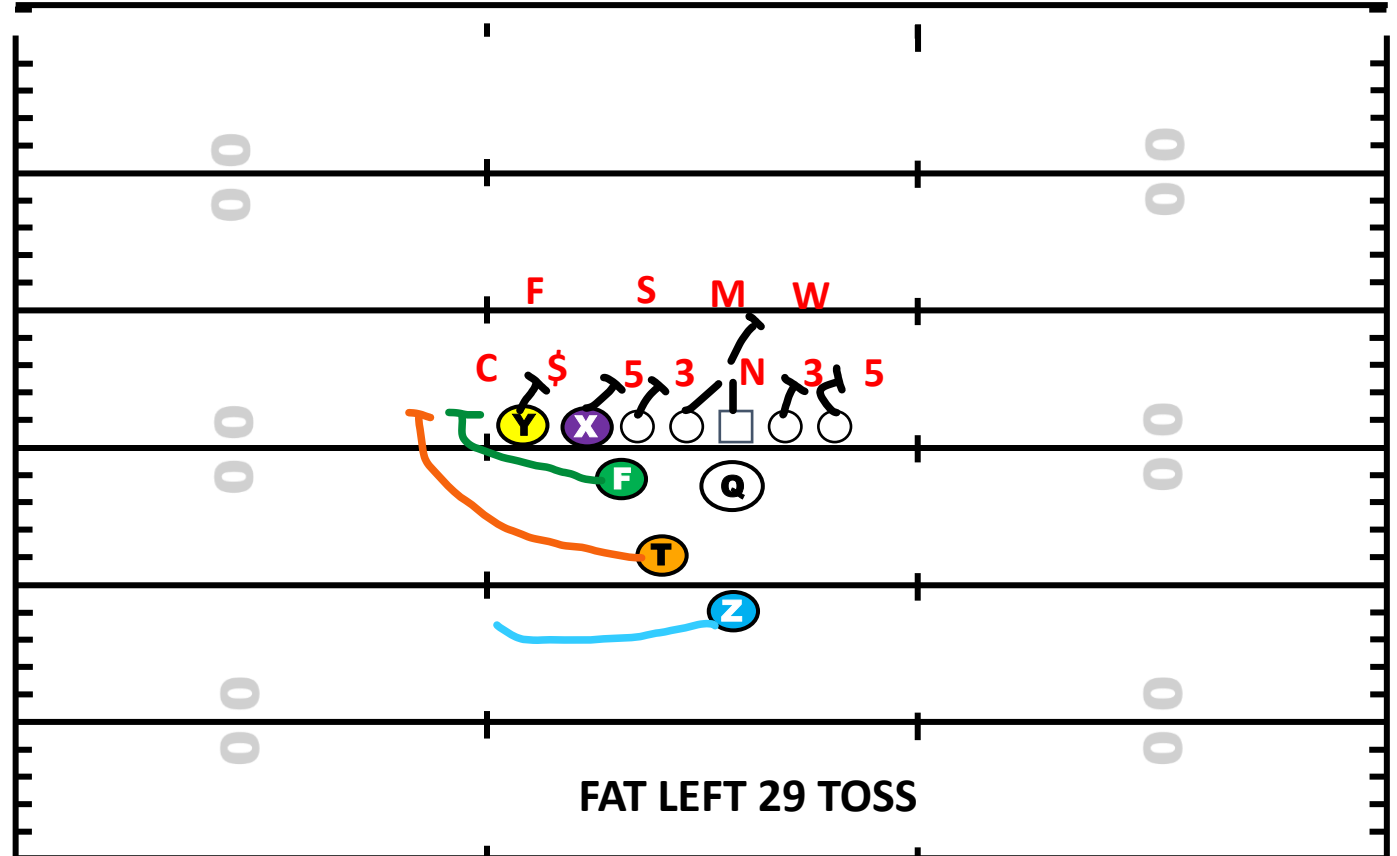
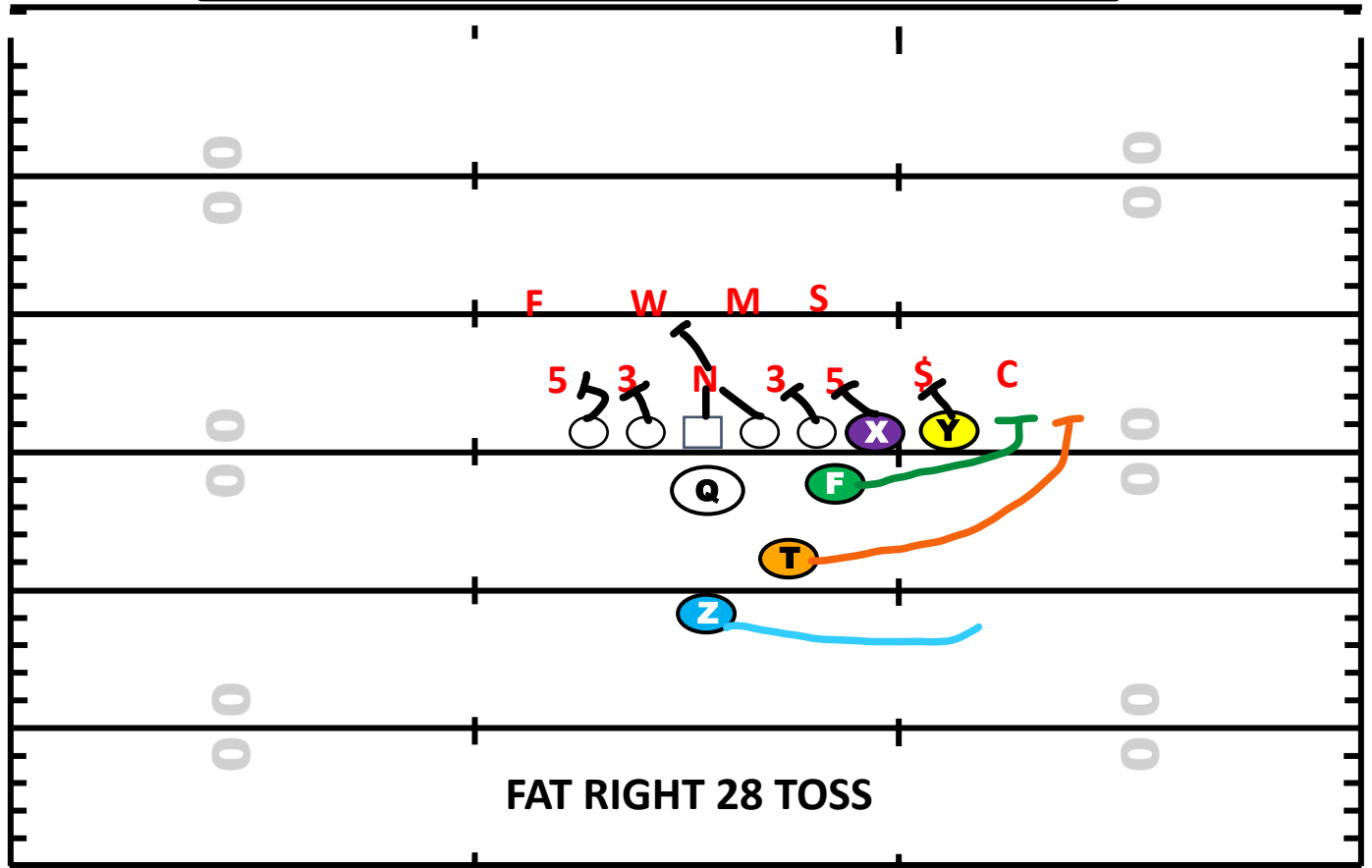
TANK RIGHT 24 BLAST

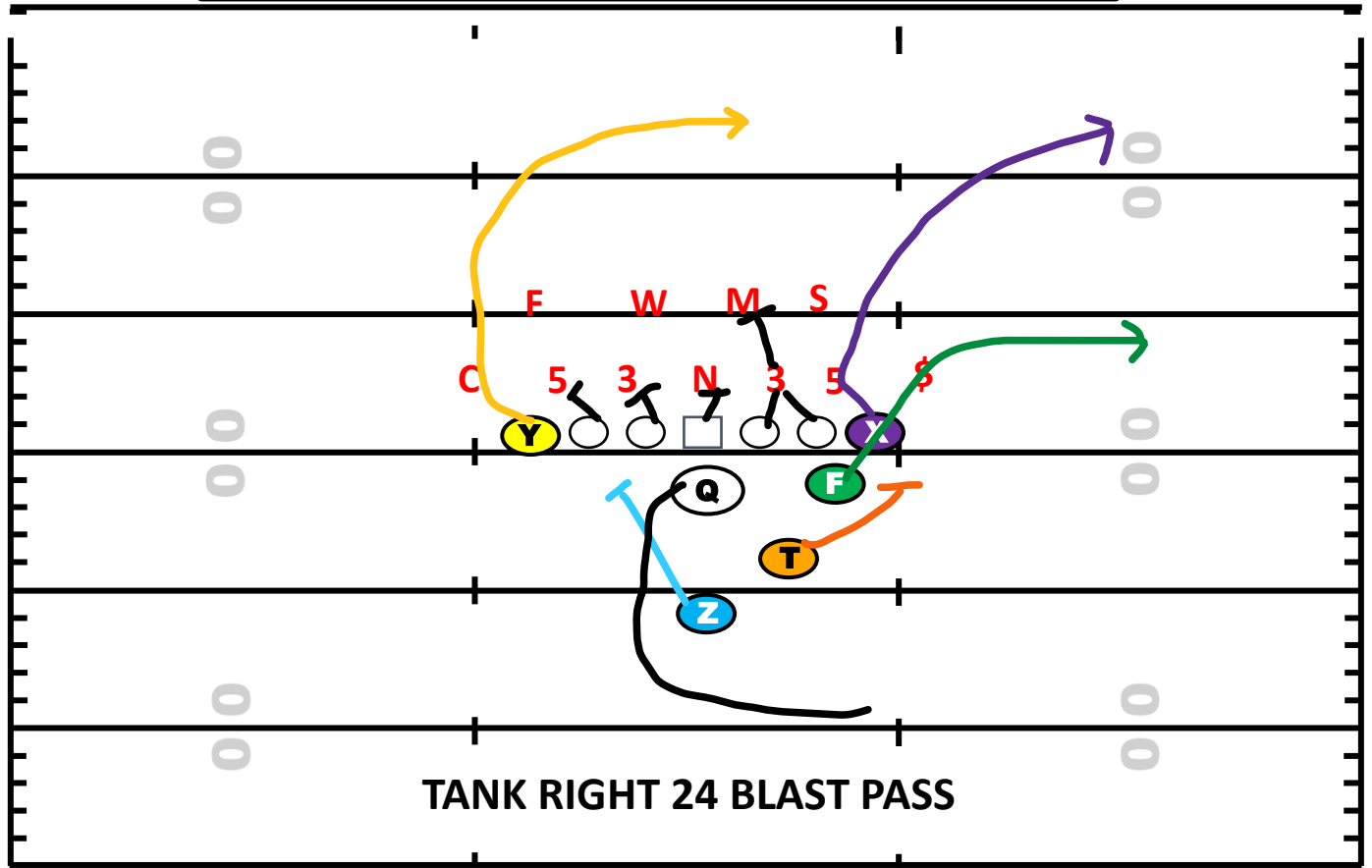


TANK LEFT 25 BLAST

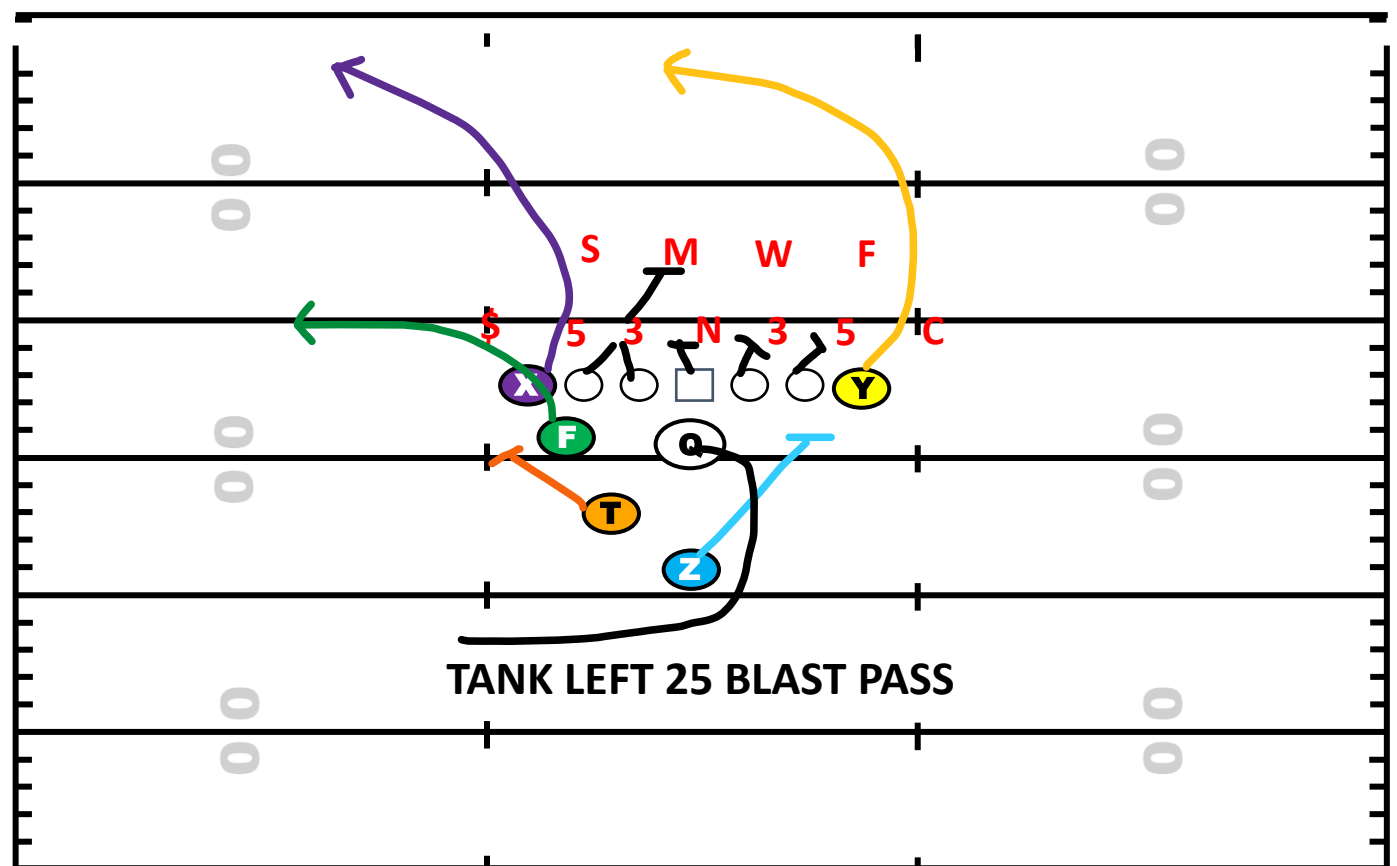


TOSS





TANK RIGHT 24 BLAST PASS



TANK LEFT 25 BLAST PASS

INSTALL #1

<u>TEMPO</u>	SUGAR
<u>PERSONNEL</u>	TIGER & PISTOL
<u>FORMATIONS</u>	RHINO R & L (OVER & WEAK) RIP/LIZ , TRIPS R & L (WEAK)
<u>MOTION</u>	ORBIT & ZOOM
<u>RUN</u>	PITTSBURGH & STEELERS/ INDY & COLTS (ROE & WHAM)
<u>PASS</u>	90,91,92,93
<u>PROTECTION</u>	ROCKY & LUCKY/ RICKY & LOUIE
<u>ACTION</u>	STAR
<u>NAKED</u>	SLICE
<u>SCREEN</u>	SHARK (NOW)
<u>RPO</u>	ZOOM & ORBIT
<u>PRE-SNAP</u>	“SMOKE”
<u>SPECIALS</u>	GOOSE

INSTALL #2

<u>TEMPO</u>	HUDDLE
<u>PERSONNEL</u>	NFL
<u>FORMATIONS</u>	SPLIT R&L PRO R&L (OVER)
<u>MOTION</u>	IN & FLY
<u>RUN</u>	CAROLINA & PANTHERS (FOG & GOAT) SEATTLE & SEAHWKS(TOSS)
<u>PASS</u>	94,95,96
<u>PROTECTION</u>	RAMBO & LAMBO/ RINGO & LARRY
<u>ACTION</u>	EXCHANGE & HOOVER
<u>NAKED</u>	93 SLICE
<u>SCREEN</u>	TUNNEL
<u>RPO</u>	SNEAK & FLAT
<u>PRE-SNAP</u>	SHARK
<u>SPECIALS</u>	CHARGER/GOALINE

INSTALL #3

<u>TEMPO</u>	NO HUDDLE/NASCAR
<u>PERSONNEL</u>	I/TUBBY
<u>FORMATIONS</u>	I & DUO/BUNCH & EMPTY
<u>MOTION</u>	UTAH/OP/JUMP
<u>RUN</u>	CLEVELAND & BROWNS/PHILLY & EAGLES (G)
<u>PASS</u>	97,98,99-SNAG
<u>PROTECTION</u>	MAX/DALLAS & COWBOYS
<u>ACTION</u>	PIG
<u>NAKED</u>	LOBO
<u>SCREEN</u>	MIST & SLIP
<u>RPO</u>	DASH & SWING
<u>PRE-SNAP</u>	QUICK GAME WITH RUN
<u>SPECIALS</u>	CHARGER PASS/TROJAN HORSE



SIGNALS



TEMPO SIGNALS

<u>TEMPO IDENTIFICATION</u>	<u>SIGNAL</u>
HUDDLE	CLOSING HANDS TOGETHER
SUGAR (RALLY)	QUOTATION MARKS
NASCAR	DRIVE CAR
CHECK	DRAW CHECK MARK
GOOSE	UNDER CENTER SNAP

- TEMPO FOR SERIES WILL BE GIVEN BEFORE OFFENSE TAKES THE FIELD
- RARE THAT OFFENSE WILL CHANGE TEMPO IN A SERIES
- GOOSE SIGNAL IS AUTOMATIC GET ON BALL IN SET FORMATION AND RUN QB SNEAK
- CHECK WILL BE GIVEN TO “CHECK” DEFENSE ALIGNMENT TO FORMATION AND SIGNAL IN AND QB RELAY TO OFFENSIVE LINE

MOTION & PLAYER ID SIGNALS

<u>PLAYER IDENTIFICATION</u>	<u>SIGNAL</u>
T	TUG "T" SHIRT
F	REPEAT FLAT HAND UNDER CHIN
Z	DRAW "Z" WITH FINGER
Y	BIG "Y" WITH BOTH HANDS

<u>PLAYER IDENTIFICATION</u>	<u>SIGNAL</u>
SHARK	FIN ON HEAD
FOX	OK SIGN ON NOSE
YETI	WRISTS TOGETHER MAKIN Y
AXE	FIRST DOWN CHOP

<u>MOTION TYPE</u>	<u>SIGNAL</u>
ORBIT	CIRCLE HALO ABOVE HEAD
IN	HAND IN HOLE
FLY	INTERLOCK THUMBS LIKE WINGS
ZOOM	FLAT HAND WAVE ACROSS
UTAH	THUMBS TOUCH FOR "U"
OP	POINTER FINGERS TOUCHING
UP	TWO FINGERS GOING UP
MOVE	WINDSHIELD WIPERS WITH ARMS
JUMP	JUMP ROPE
BACK	TWO THUMBS POINT BACK

FORMATIONS

<u>FORMATION TAGS</u>	<u>SIGNAL</u>
WEAK	WEAK ARM "L"
OVER	FLAT HAND OVER HEAD
SQUEEZE	HUG WITH BOTH ARMS ON BODY
SWAP	ROLL FIST OVER FIST
<u>TIGER PERSONNEL FORMATION</u>	<u>SIGNAL</u>
RHINO RIGHT & LEFT	THUMB TO PINKY ON NOSE
<u>PISTOL PERSONNEL FORMATION</u>	<u>SIGNAL</u>
RIP & LIZ	LONGHORN
TRIPS RIGHT & LEFT	STRAIGHT ARM OUT WITH 3 FINGERS
BUNCH RIGHT & LEFT	HAND OPEN & CLOSE
EMPTY RIGHT & LEFT	POUR GLASS OUT
<u>NFL PERSONNEL FORMATION</u>	<u>SIGNAL</u>
PRO RIGHT & LEFT	STRONG ARM
SPLIT RIGHT & LEFT	FLAT HAND UP SHAKING
<u>ACE PERSONNEL FORMATION</u>	<u>SIGNAL</u>
ACE RIGHT & LEFT	SALUTE
TREY RIGHT & LEFT	PUSH FLAT HAND UP LIKE HOLDING SERVING TRAY
TROY RIGHT & LEFT	PULL SWORD FROM SHEATH
<u>I PERSONNEL FORMATION</u>	<u>SIGNAL</u>
I RIGHT & LEFT	FLAT HAND ON EYE
DUO RIGHT & LEFT	PEACE SIGN
<u>TUBBY PERSONNEL FORMATION</u>	<u>SIGNAL</u>
TANK RIGHT & LEFT	UPPERCUT
FAT RIGHT & LEFT	MAKE BELLY

MISC. FORMATIONS

<u>MISC. FORMATIONS</u>	<u>SIGNAL</u>
HULK RIGHT & LEFT	THUMBS UP
DUECE RIGHT & LEFT	PEACE SIGN DOWN
BONE	CHOP ARM
DIAMOND	DIAMOND WITH BOTH HANDS
TITE RIGHT & LEFT	HANG LOOSE
TEX RIGHT & LEFT	LONGHORNS DOWN
<u>GADGET FORMATIONS</u>	<u>SIGNALS</u>
TRIBE RIGHT & LEFT	OK SIGN BY EAR
SQUARE RIGHT & LEFT	DRAW SQUARE WITH HAND
QUAD RIGHT & LEFT	STAB THIGH
DUB RIGHT & LEFT	SHOOTING BASKETBALL

RUN GAME SIGNALS

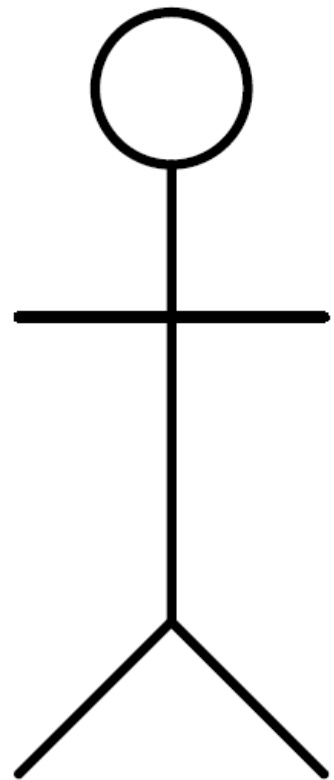
<u>RUN PLAY</u>	<u>CODE WORD</u>	<u>SIGNAL</u>
POWER	PITTSBURGH/STEELERS	PUNCH STRAIGHT OUT
READ		2 HAND MAKE BOOK
TOSS		FLICK WRIST HAND AND ARM OUT
INSIDE	INDY/COLTS	MONEY
WHAM		PUNCH FACE
ROE		ROW ARM
COUNTER	CAROLINA/PANTERS	RUB ARM
FOG		SMOKE
GOAT		PULL GOATEE
BUCK	CLEVELAND/BROWNS	POINTER ON FINGER TO MAKE HORN
PLUG	PHILLY/EAGLE	STAB HEART
G		PULL PANTS UP
JET SWEEP	SEATTLE/SEAHAWKS	HAND SWIPE DOWN CHEST
TOSS		FLICK WRIST HAND AND ARM OUT

RPO

<u>MISC. FORMATIONS</u>	<u>SIGNAL</u>
SNEAK	WAVE HAND IN FACE
FLAT	PRAYING HANDS
ORBIT	CIRCLE HALO ABOVE HEAD
COKE	DRINK SODA
POP	OPEN SODA
ZOOM	FLAT HAND WAVE ACROSS
DASH	GUN SIGNALS
MIST	BLOW BUBBLE
SWING	SWING BABY

PASS GAME NUMBER SIGNALS

- 90- HANDS FLAT ON HEAD
- 91- PULL EAR
- 92-COVER EYE
- 93- TOUCH SHOULDERS
- 94-HAND ON THROAT
- 95-HANDS ON CHEST
- 96- HAND ON STOMACH
- 97- TOUCH HIPS
- 98- PAT THIGHS
- 99- HANDS SWIPING LEG



***PASS GAME NUMBER SIGNALS GIVEN WITH BOTH HANDS**

PASS GAME SIGNALS

<u>PASS PLAY</u>	<u>CODE WORD</u>	<u>SIGNAL</u>
SNAG	PROTECTION	HOOK IN MOUTH
STAR	PROTECTION	FINGERS RUB TOGETHER POINTING UP
PIG	PROTECTION	EAT
EXCHANGE	PROTECTION	X WITH BOTH ARMS
YANKEE	PROTECTION	SWING BASEBALL BAT
HOOVER	PROTECTION	TWO ARMS UP (TOUCHDOWN)
NOW	PROTECTION	POINT AT PALM
TUNNEL	PROTECTION	TELESCOPE
MIST	PROTECTION	BLOW BUBBLE
SLIP	PROTECTION	RUN FOOT
SLICE	PROTECTION-NEBRASKA	4K
LOBO	PROTECTION-NEBRASKA	WEST SIDE
93 SLICE	PROTECTION-NEBRASKA	93 WITH 4K
WHIP	PROTECTION -NEBRASKA	BANG DRUM

PASS PROTECTION SIGNALS

<u>MISC. FORMATIONS</u>	<u>SIGNAL</u>
RAMBO & LAMBO	PINKY THUMB TO EAR
ROCKY & LUCKY	MONEY
DALLAS & COWBOYS	LASSO
RINGO & LARRY	PLAY GUITAR
RICKY & LOUIE	WAVE HAND
MAX	CURL WEIGHTS
BOB	CLOSED FIST ON TOP OF EACH
NAKED-NEBRASKA	CROSS HAND OVER WAIST