

WHAT WE DO.

1. PREACH TEMPO

- WEARING TEAMS DOWN GIVES US AN OPPORTUNITY TO WIN GAMES WE ARE OUT MATCHED.
BUY IN TO ALL THINGS TEMPO RELATED

2. BALL SECURITY.

- HIGH & TIGHT AT ALL TIMES. IF WE SLIP ON THIS IT IS ON US. EVERYONE!

3. WE BRING THE ENERGY.

- DO NOT RELY ON PLAYERS. WE HAVE TO BE MORE EXCITED TO SELL THEM ON WHAT WE DO.

4. SPRINT 10 YARDS WITH THE BALL AFTER THE WHISTLE

5. WE HAND THE BALL TO THE OFFICIAL IN ORDER TO KEEP TEMPO HIGH

OFFENSIVE GOALS (PRIDE STICKERS)

TEAM GOALS:

- WIN
- 400 YARDS OFFENSE TOTAL
- NO TURNOVERS - 12% RULE
- SCORE 35+
- NO PENALTIES

POSITION GOALS:

QB:

- 100 YARDS RUSHING
- 200 YARDS PASSING
- NO TURNOVERS
- NO MISSED SIGNALS
- NO DELAY OF GAME

RB: (F-T)

- 100 YARDS RUSHING
- NO FUMBLES
- NO MISSED BLOCKS

WR: (X, H, Y, Z)

- 100 YARDS RECEIVING
- NO DROPS
- NO MISSED BLOCKS

OL:

- NO SACKS
- 10 PANCAKES AS UNIT
- 100 YARDS RUSHING
- 200 YARDS PASSING

PARTS OF PRACTICE

E.D.D. (INDY) → LIST OF 10 DRILLS

5 THAT ARE MANDATORY, 5 THAT ROTATE

PAT AND GO → WRs WORK RELEASE + ALL DIFFERENT ROUTES. QBs WORK ALL THROWS FROM SCREENS TO SHOTS

NOOSE DRILL → RECEIVERS WORK ON RELEASES + FOOTWORK W/ TRASH CAN + DUMMIES, C's + Q's WORK ON SNAP + DROPS, Q's WORK ON HITTING IS + OS CATCHING NOOSES

PASS INSTALL → (Qs, Fs, WRs) LINE UP W/ POSITIONS EVERYONE RUNS ROUTES THE SAME ALL RECEIVERS CATCH A BALL

BPU (BUTZ PICK UP) → (Q, F, OL)

OL PRACTICE AGAINST THE TEAMS BEST BLITZES OR ONES THAT GIVE US ISSUES F NEEDS TO SEE IT TOO

TUN 7 → WORK SITUATIONS + LEVERAGES.

AGAINST MOST COMMON COVERAGES.
(WRs, Q, F VS LBs, DBs)

INSIDE RUN → WORK SITUATIONS FOR DAY

MON → 1ST DOWN TUES → 3RD DOWN

TEAM → WORK SITUATIONS + HAVE PURPOSE

MON → 1ST DOWN TUES → 3RD DOWN WEDS → CHAINS

TEAM ON AIR → THIS IS A TEMPO DRILL, GAME

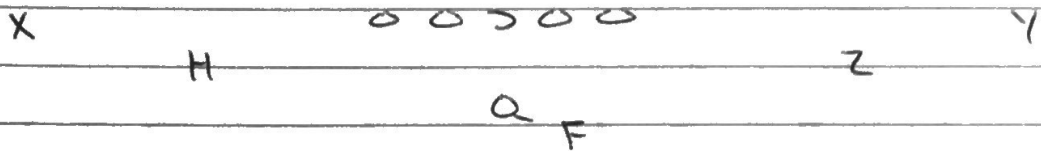
SET UP W/ SIGNALS AND COACHES ACTING AS REFEREES

2 MIN DRILL →

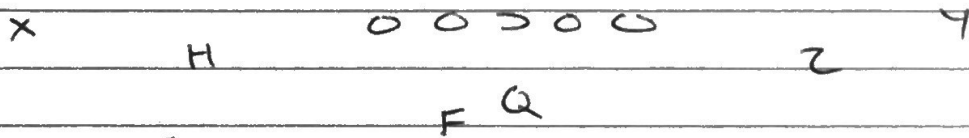
OFFENSIVE INSTALL DAY 1 (10 PERS 2x2)

FORMATION:

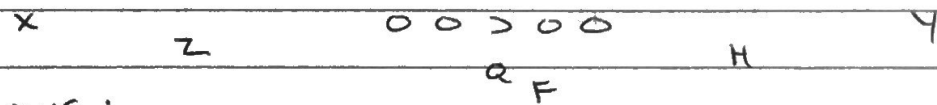
ACE



ACE FAR



EARLY LEFT

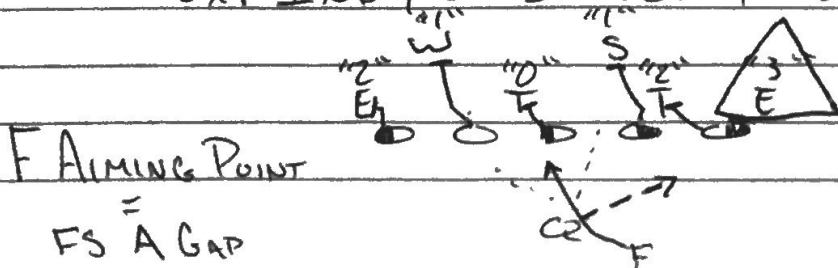


RUNS:

INSIDE ZONE (INDY)

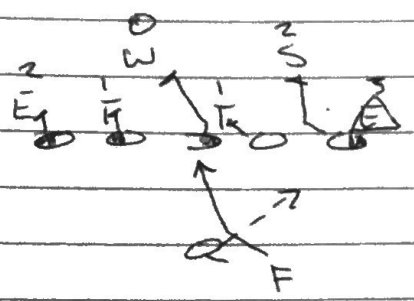
WE WILL USE A COUNT SYSTEM FOR BLOCKING INSIDE ZONE. THE CENTER CALLS OUT THE "0" ON EVERY PLAY. THE "0" WILL BE THE PLAYER MOST LIKELY RESPONSIBLE FOR PSA GAP. THE GUARDS WILL CALL OUT THE "1s" WHICH WILL BE THE NEXT GUYS TO THE "0". THE TACKLES WILL REPEAT THE PROCESS WITH THE "2s". THE "3" BS IS THE READ KEY.

EX. INDY WEST VS. 4-2 OVER

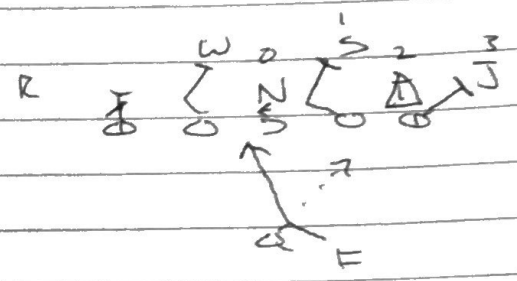


INSIDE ZONE
 "INDY/COLT"
 WEST

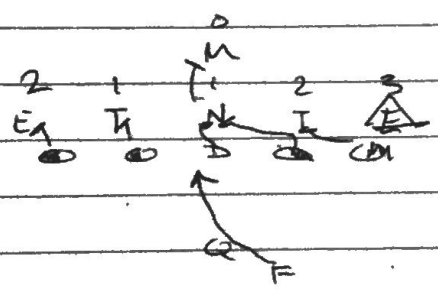
VS 4-2 UNDER



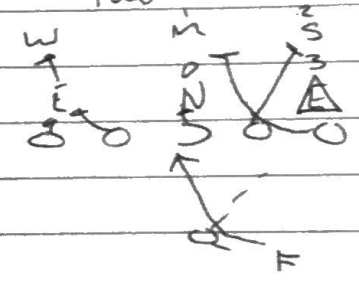
VS 3-4 (505)
 "MIDLINE" → "HOG" CALL



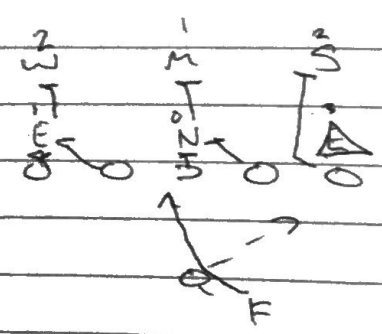
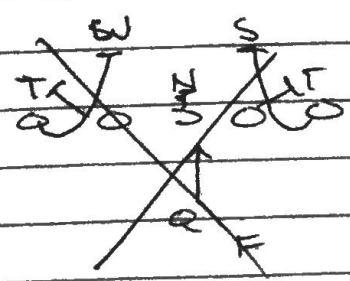
VS 5-1 EAGLE



VS 3-3 STACK
 "Fold" CALL

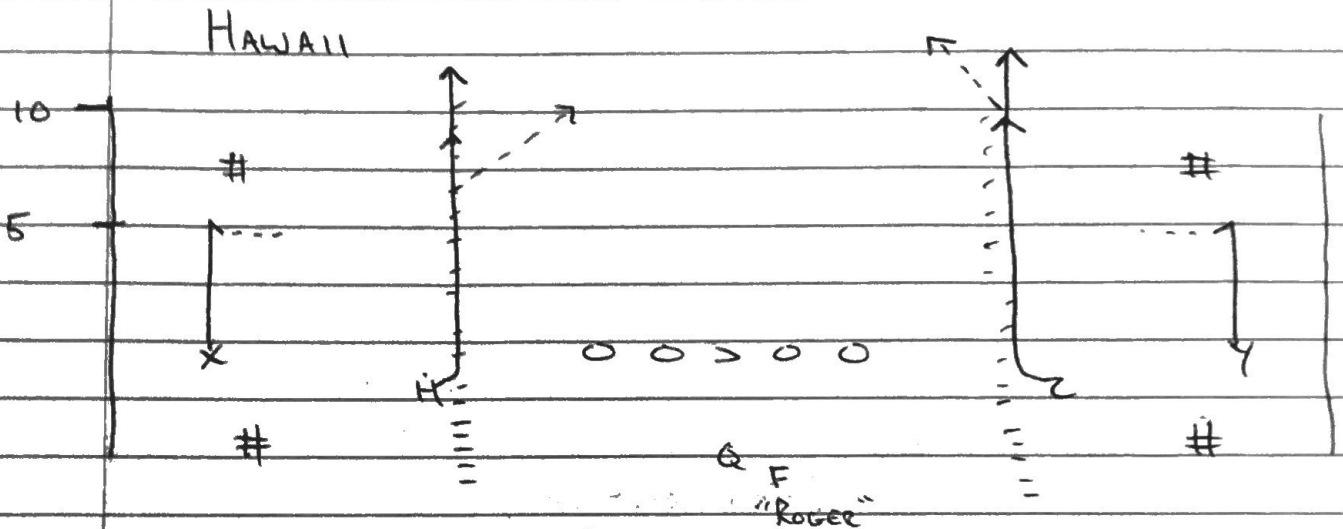


~~VS 3-4 (505)
 (PBC FOLD)~~



QUICK GAME:

FOR THE QB THESE READS ARE CATCH, STEP, THROW
QB READS ARE IN THE HUDL PLAYBOOK



READ FLAT DEFENDER

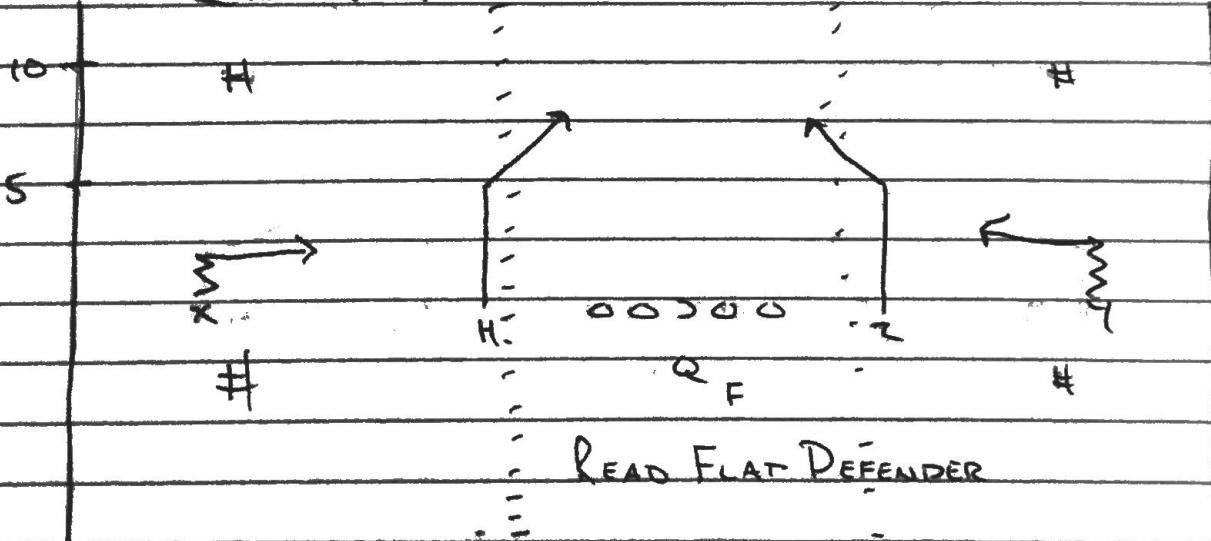
SLEETIES ON HASH

THROW BENDER

H @ 7

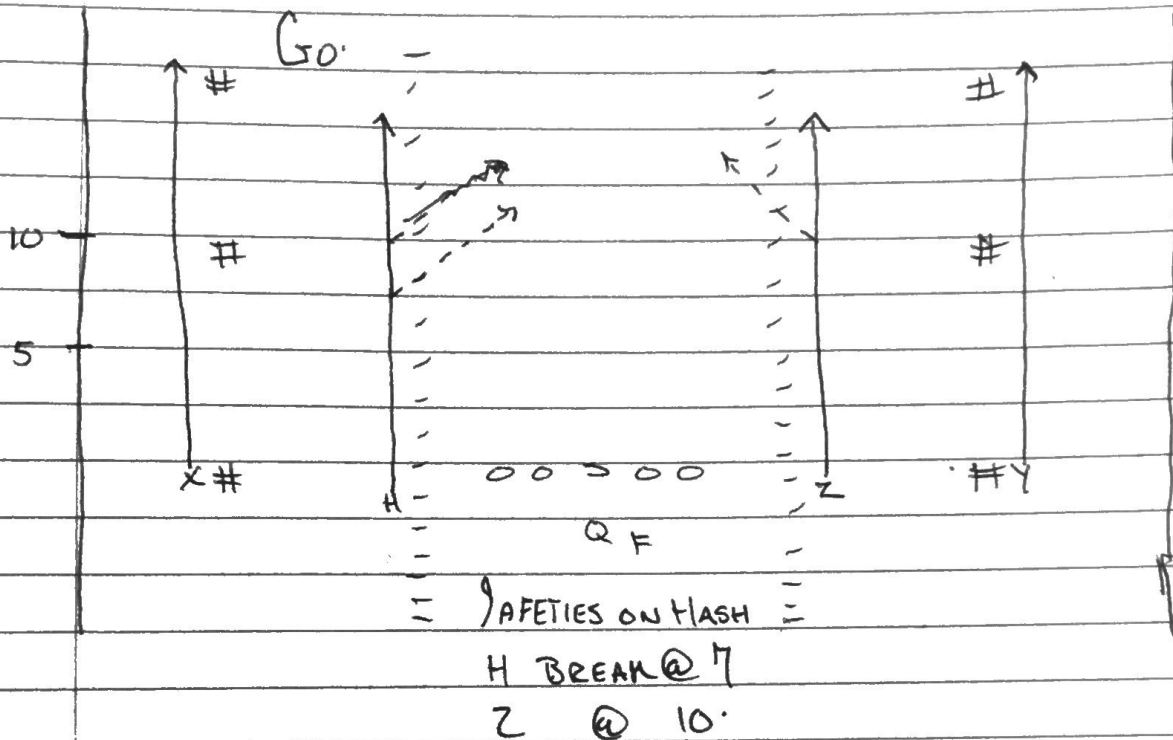
Z @ 10

INDIANA

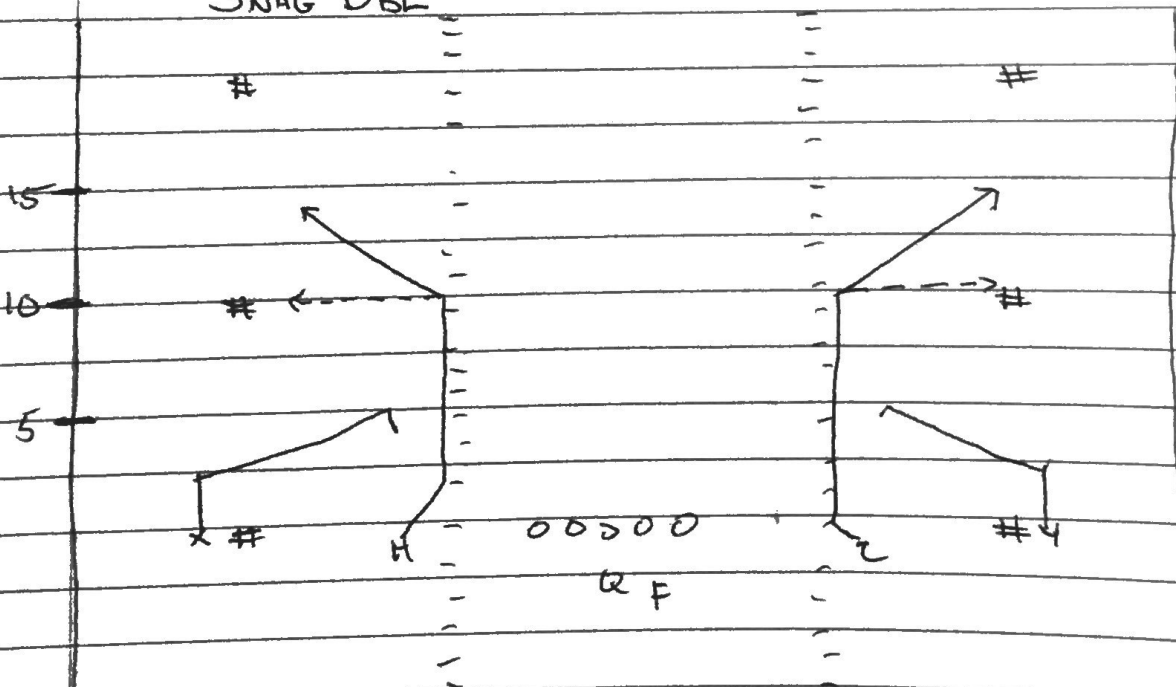


READ FLAT DEFENDER

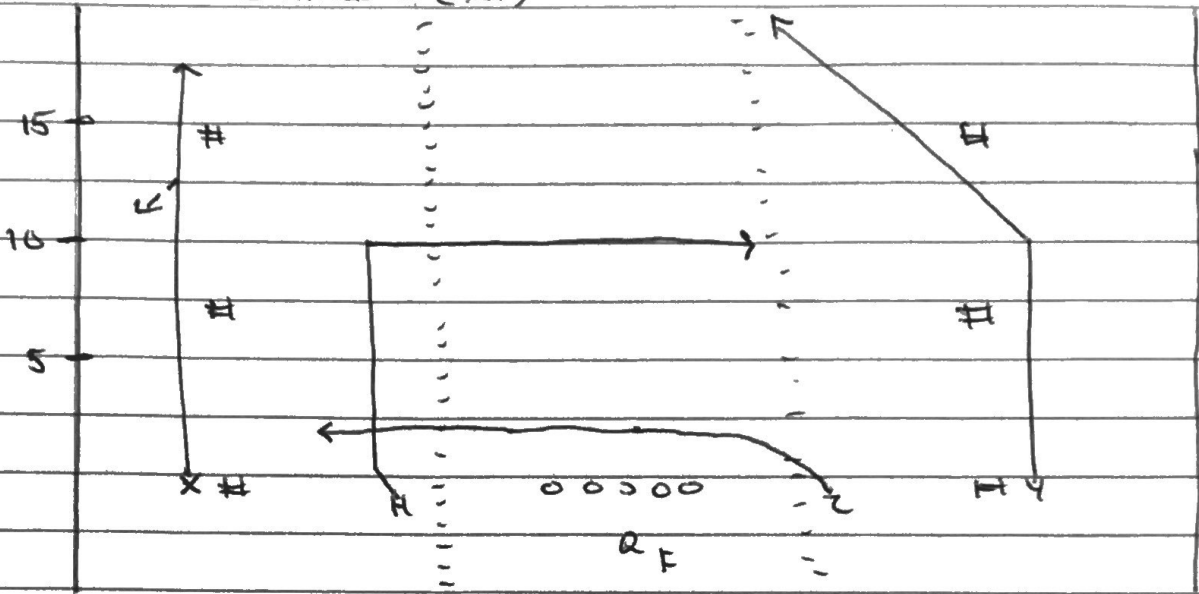
DROP BACK PASS GAME:



SNAG DBL

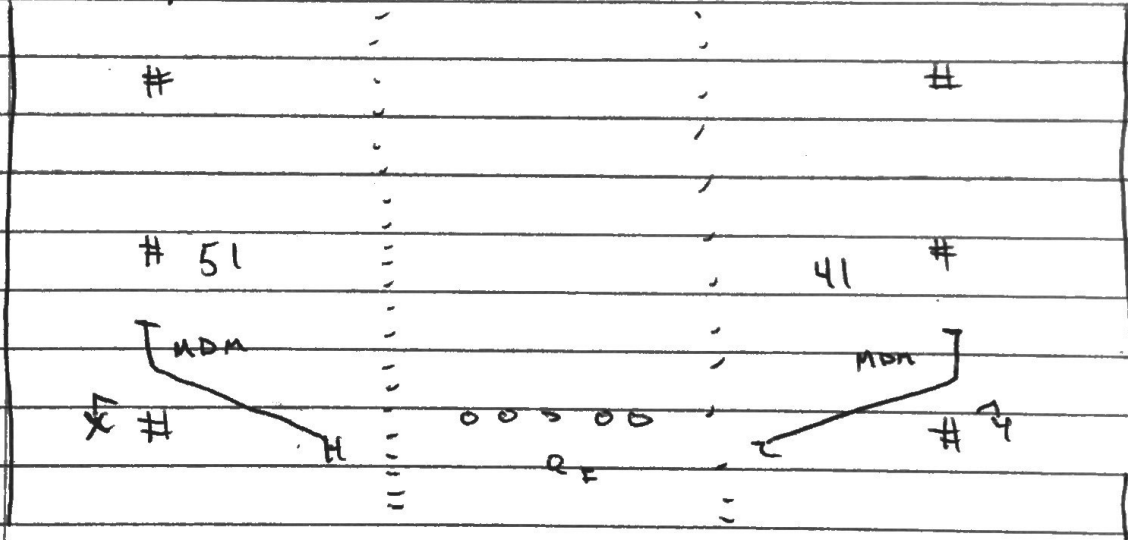


SHALLOW (RT)



SCREENS / SPECIALS

51/41



LUCKY / RINGO

PLAY ACTION (ZONE)

"LUCKY"

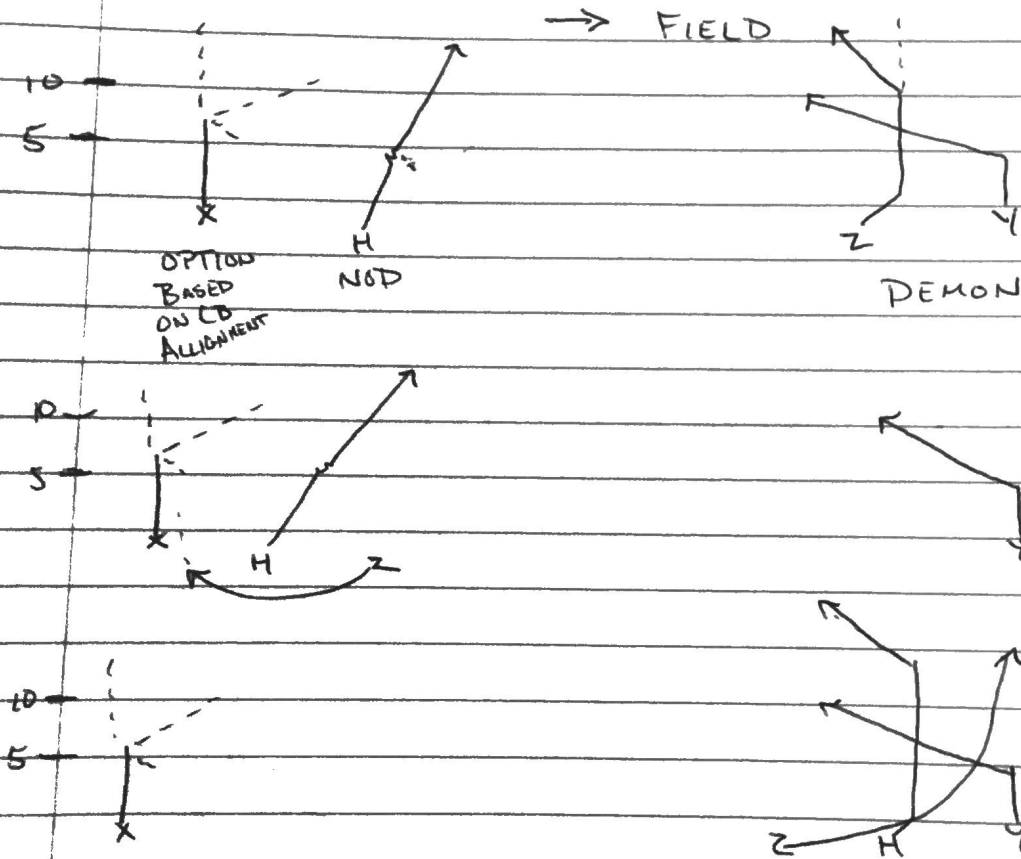
"RINGO"



OL → RIP + RUN

IS Run Routes For WRs (X, H, Y, Z)

WRs will run routes on all IS Run Plays depending on if they are to the field or boundary side. Only turning into blockers if the run breaks.

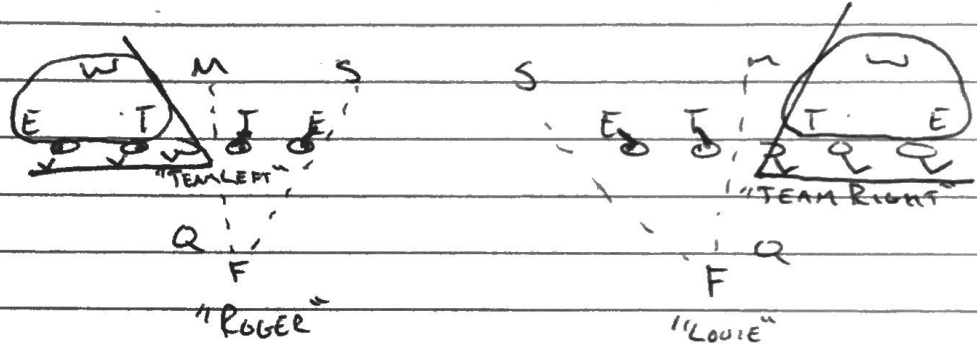


CADENCE

NORMAL: OFFENSIVE LINE RUNS TO THE BALL + GETS SET AND WAITS FOR Q TO RELAY PLAY. X, H, Y, Z, F, AND Q LOOK FOR FORMATION + PLAY SIGNAL GET SET (SNAPS THE BALL ON A CLAP). CENTER HAS THE CADENCE OF "SET GO" w/ NO MOTION; w/ MOTION Q TELLS CENTER "RED, RED" CENTER SNAPS ON CLAP w/ GO CALL

DUO/REPEAT: AS FAST AS POSSIBLE LIVE UP
& RUN SAME PLAY AGAIN.

PASS PROTECTION: F CALLS PROTECTION
ROGER/LOUIE → 1/2 SLIDE, F RESPONSIBLE FOR IS+OS LB
TO SIDE



RAM/LION → SAME AS ABOVE W/O F HELP

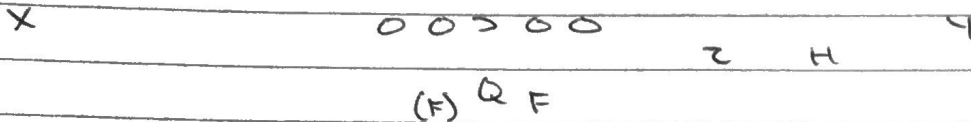
SIDENOTE:

IN PASS PRO. THE F WILL STEP UP & MAKE
HIS READ IF NEITHER LB COMES F WILL SIT
IN THE SPACE OF ZONE OR RUN FLAT &
AWAY FROM MAN COVERAGE.

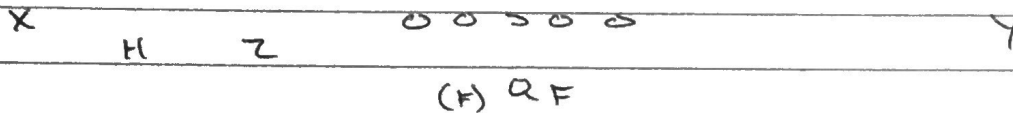
Day 2 (10 PERSONNEL, 3x1)

FORMATIONS:

EARLY (FAR)



LATE (FAR)

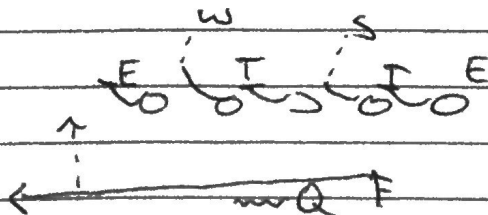


RUNS

OUTSIDE ZONE (OAKLAND)

OUTSIDE STRETCH PLAY W/ ZONE BLOCKING. OL WILL TAKE A REACH STEP AND TRY TO HOOK AN OS DEFENDER. STEPPING INTO THEIR GAP 1ST PREVENTS VERTICAL PENETRATION. F WILL STEP ALIGNED ON THE TOES OF THE Q. AT THE SNAP F WILL BEAT THE BLOCK OF THE PS TACKLE IF HE HOOKS HIS MAN HE CONTINUES OS, IF DE PENETRATES F PLANTS & GETS NORTH & SOUTH

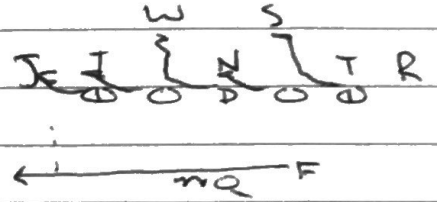
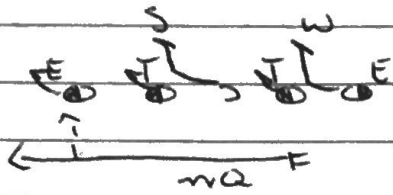
EX. OAKLAND WEST



OAKLAND WEST

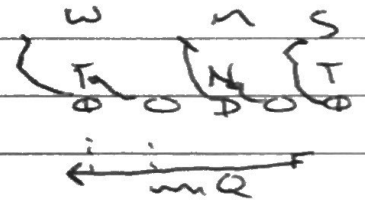
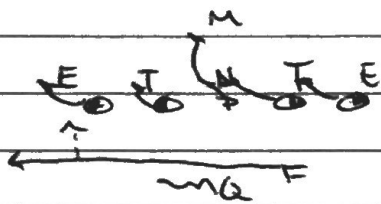
4-2 UNDER

3-4 (50)



5-1 (EAGLE)

3-3 (STACK)



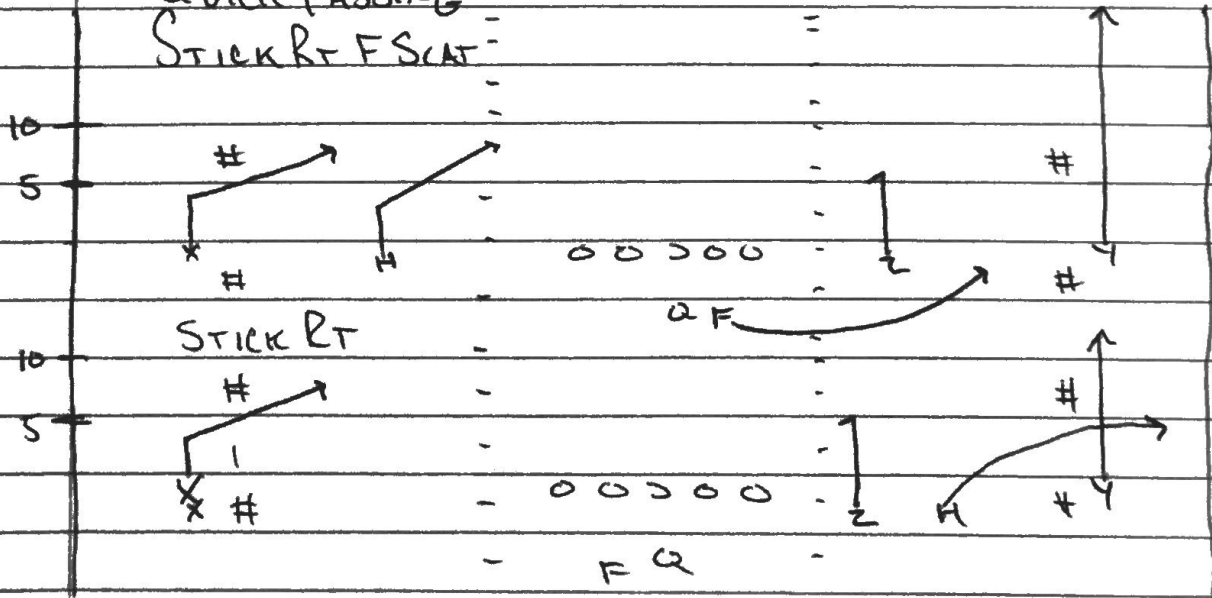
SPEED OPTION (OAKLAND OPTION)

SAME STEPS FOR THE OL AS OAKLAND.

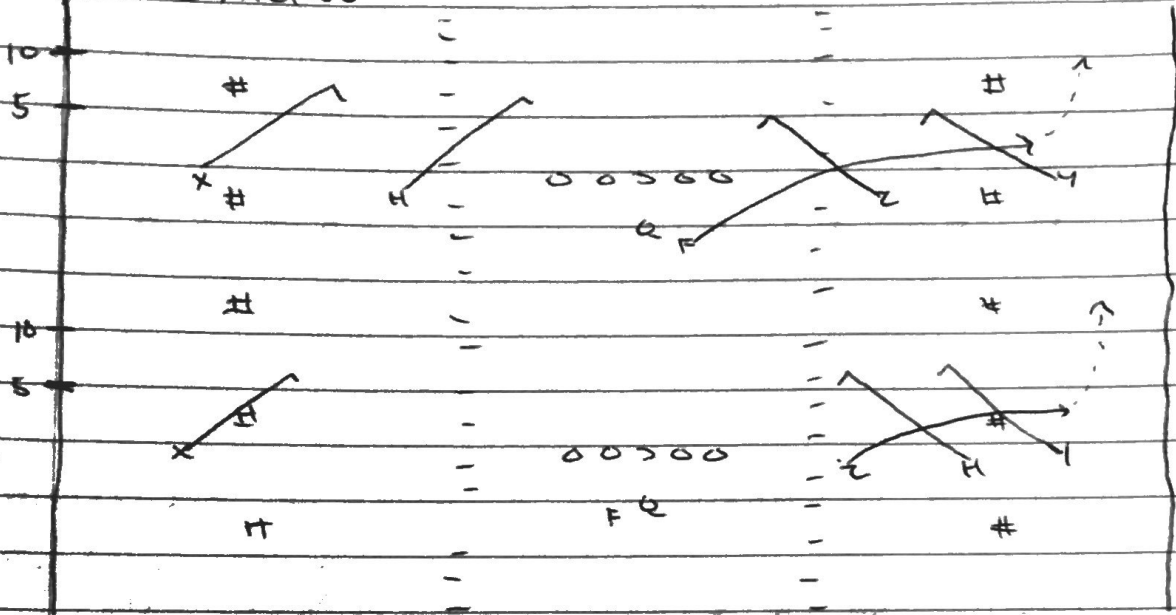
Q + F ARE OPTIONING THE FORCE DEFENDER.

QUICK PASSING

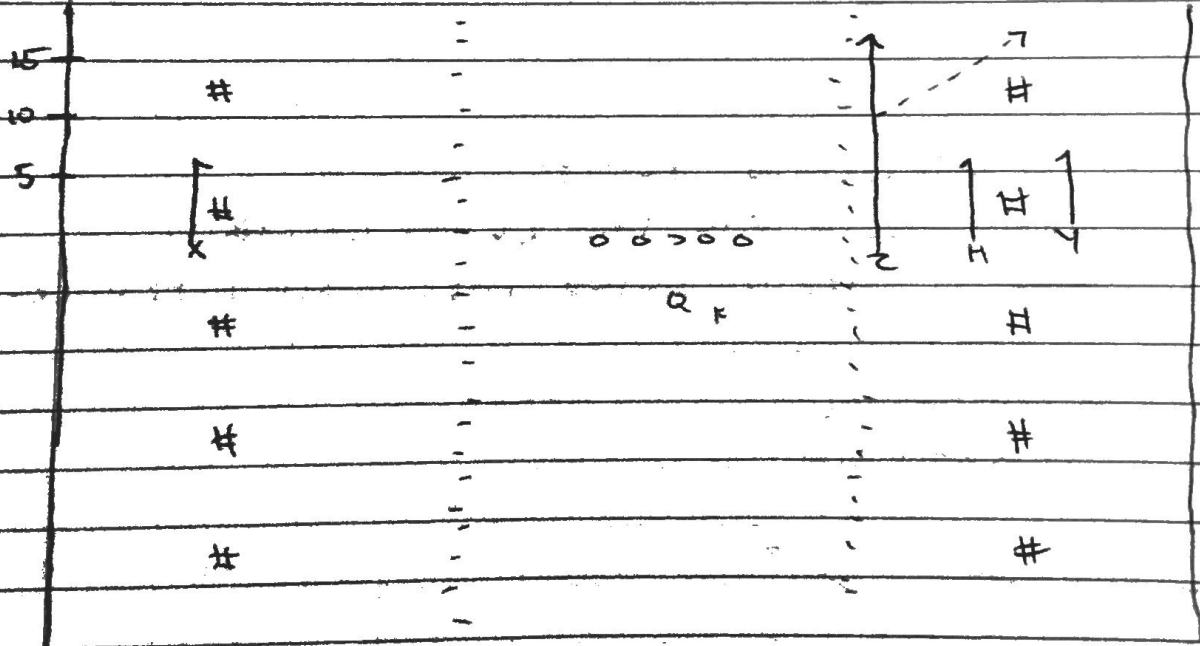
STICK RT F SCAT



SPACING

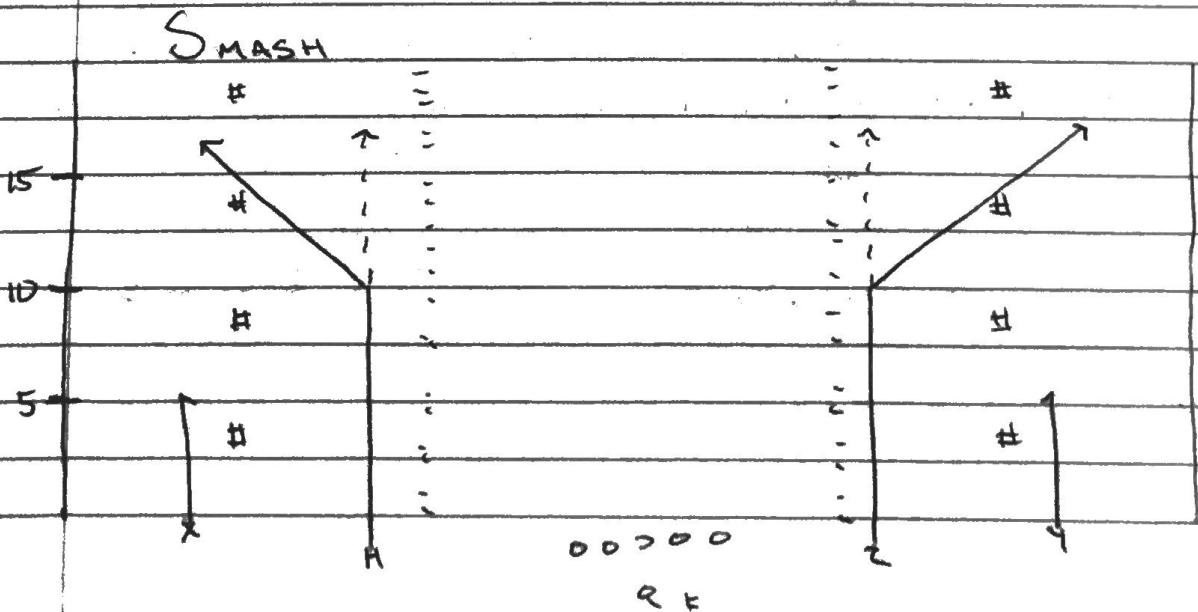
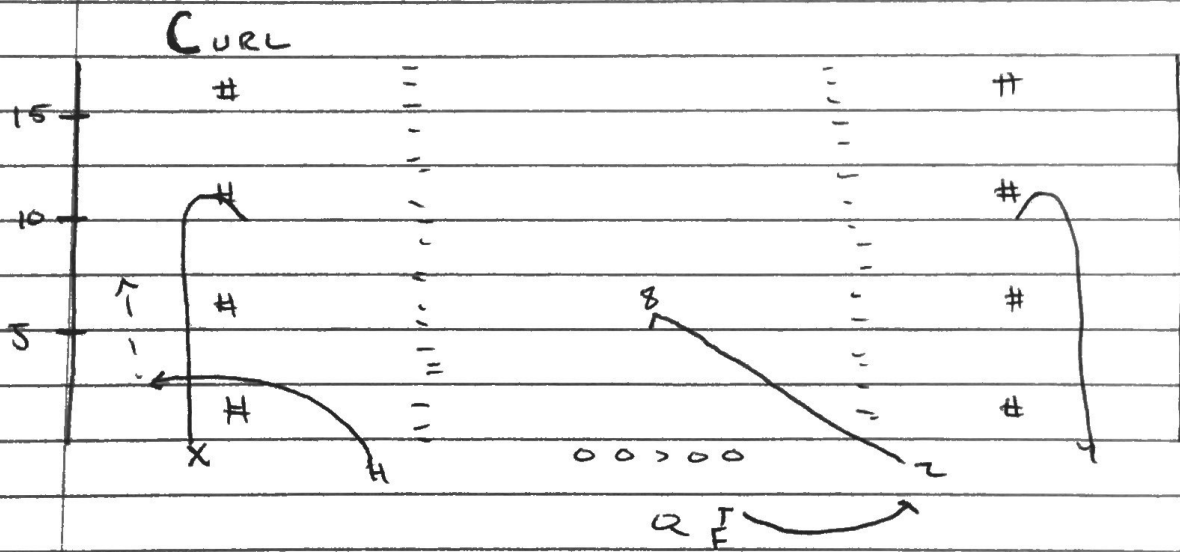
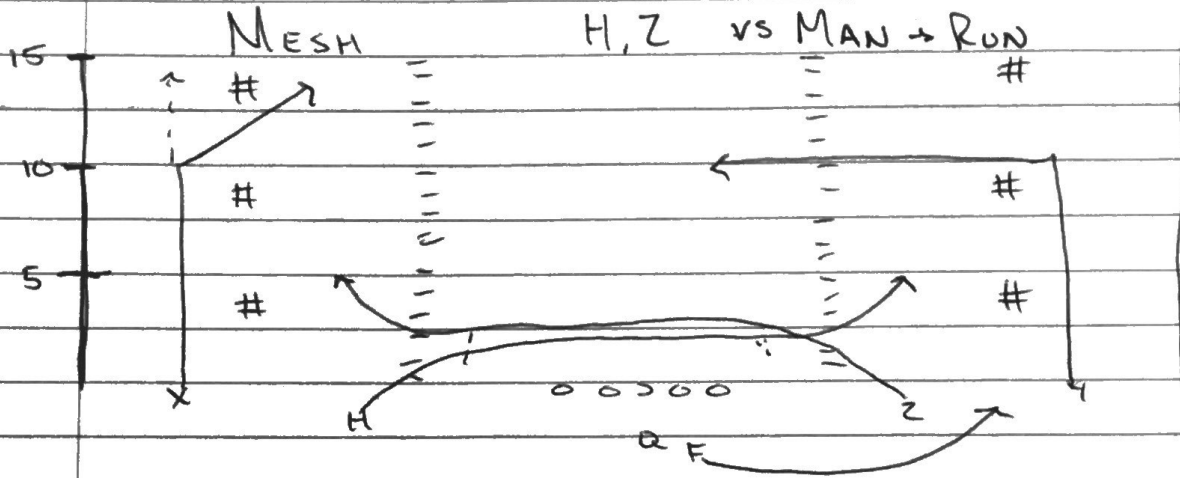


CHANGE



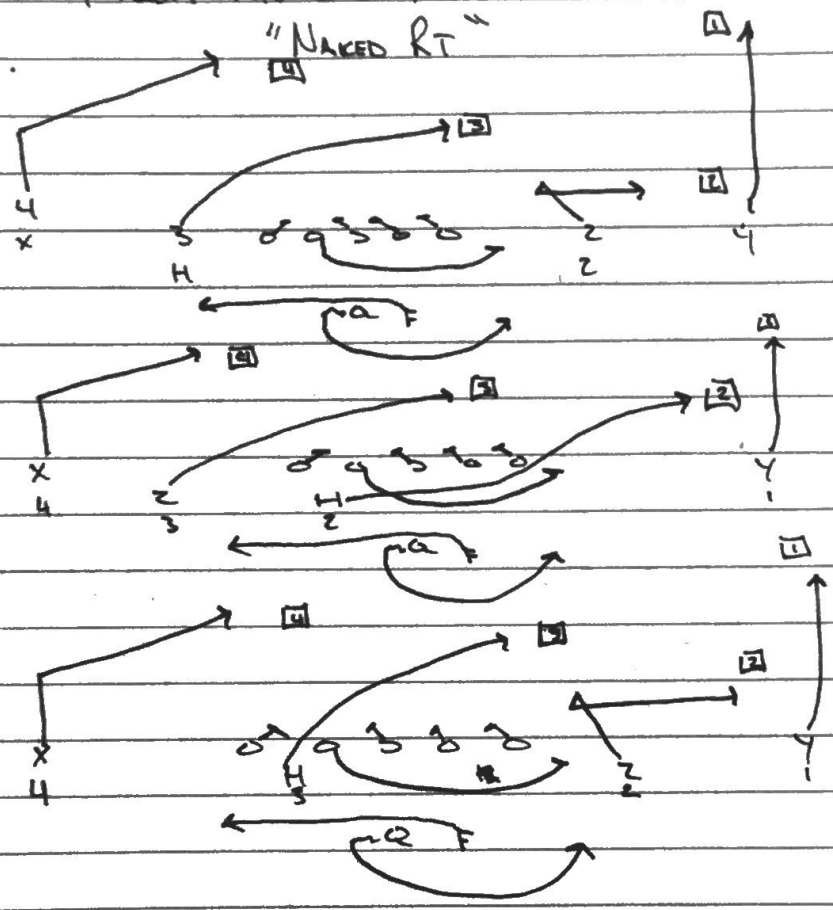
DROPPACK PASSING:

VS. ZONE \rightarrow SIT IN SPACE



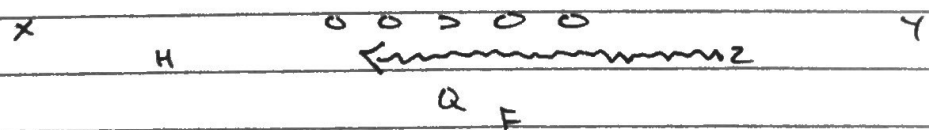
NAKED LT/RT

WAGGLE PROTECTION. WE HAVE A ZONE TO GET TO DEPENDING ON THEIR ORDER IN THE FORMATION. GUARD AWAY FROM THE CALL PULLS TO PROTECT BOOT.

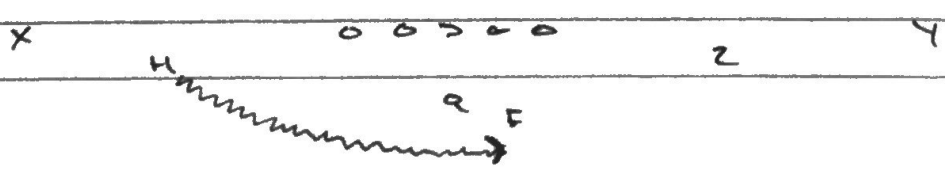


MOTIONS:

SPEED → FULL SPRINT ACROSS FORMATION IN FRONT OF Q
"Z SPEED"



ORBIT → FULL SPRINT ACROSS FORMATION BEHIND Q
"H ORBIT"



CADANCE:

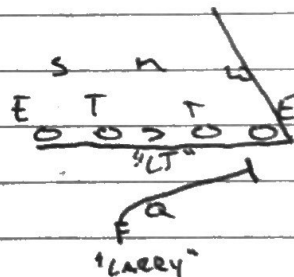
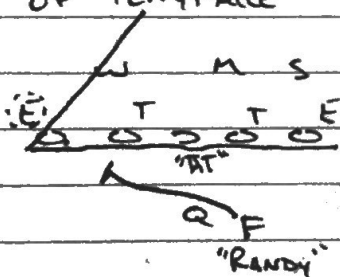
XEROX → FOLLOW SAME PROCEDURE AS REPEAT
EXCEPT RUN THE PLAY TO THE OPPOSITE DIRECTION.

FREEZE → FOLLOW PROCEDURE FOR NORMAL TEMPS
EXCEPT NO PLAY WILL BE CALLED

PASS PRO:

RANDY / LARRY

FULL SLIDE PROTECTION W/ F CROSSING
THE FORMATION TO PICK UP EMOLOFF
OF PLAYFAKE

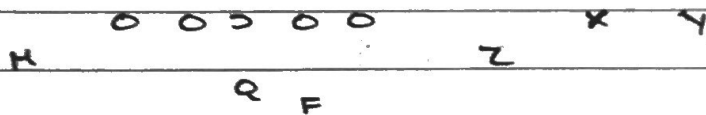


Day 3 (20 PERS; 2x1)

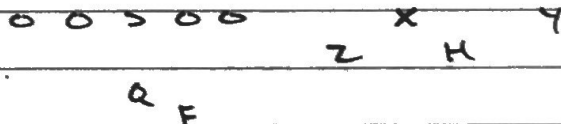
FORMATIONS

"OVER" CALL → MOVES THE X RECEIVER TO THE OPPOSITE SIDE "ON" THE LOS

EX ACE OVER

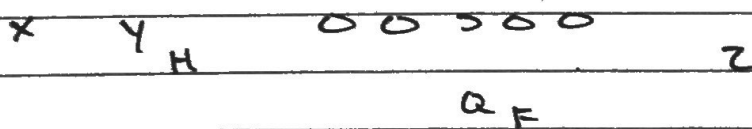


EARLY OVER

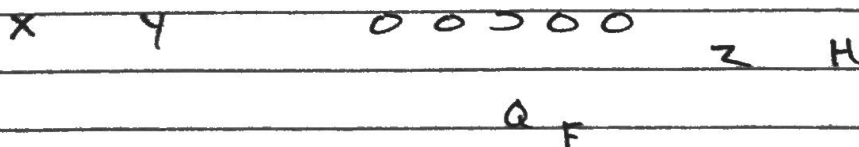


"OKIE" CALL → MOVES THE Y RECEIVER TO THE OPPOSITE SIDE "ON" THE LOS.

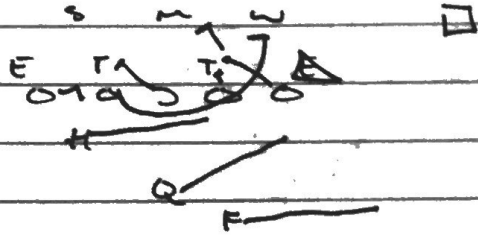
EX ACE OKIE



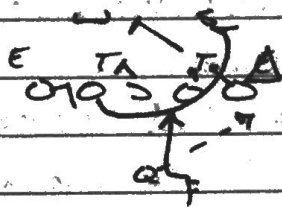
EARLY OKIE



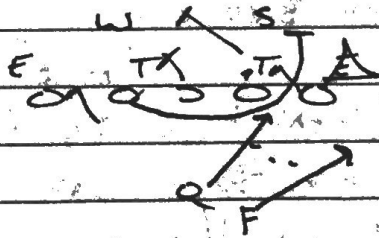
GREEN BAY O SHOVEL EAST



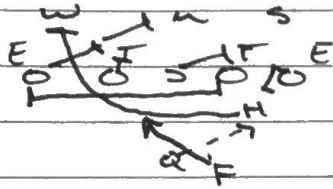
GREEN BAY READ EAST



GREEN BAY "O" EAST



COUNTER: (CAROLINA) CAROLINA WEST



Q: OPEN STEP, EYES ON FLAT DEFENDER
CARRY OUT FAKE PAST LOS

F: RUN TO PSG MIDLINE, BOUNCE OFF
WRONG SHOULDER

H: IS HIP OF BST COME TIGHT OFF
HIP OFF PST TO BLOCK 1ST LB

PST: DBL = B GAP TO 2ND LB

PSG: DBL = A GAP TO 2ND LB

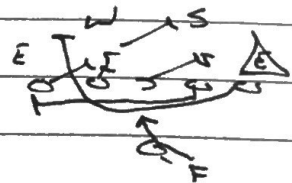
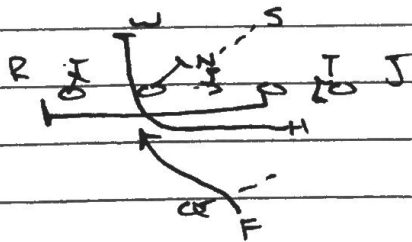
C: BLOCK BACK ON 1ST THREAT VS. EVEN
"ACE" VS. ODD

BSG: OPEN PULL TO KICK OUT OR
LOG ~~BS~~ C GAP DEFENDER

BST: B GAP HINGE

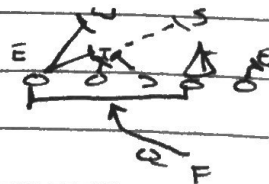
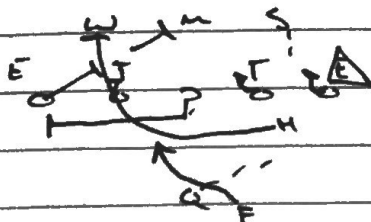
"ACE" CALL VS. ODD FRONT

1 BACK CAROLINA
"SPECIAL"

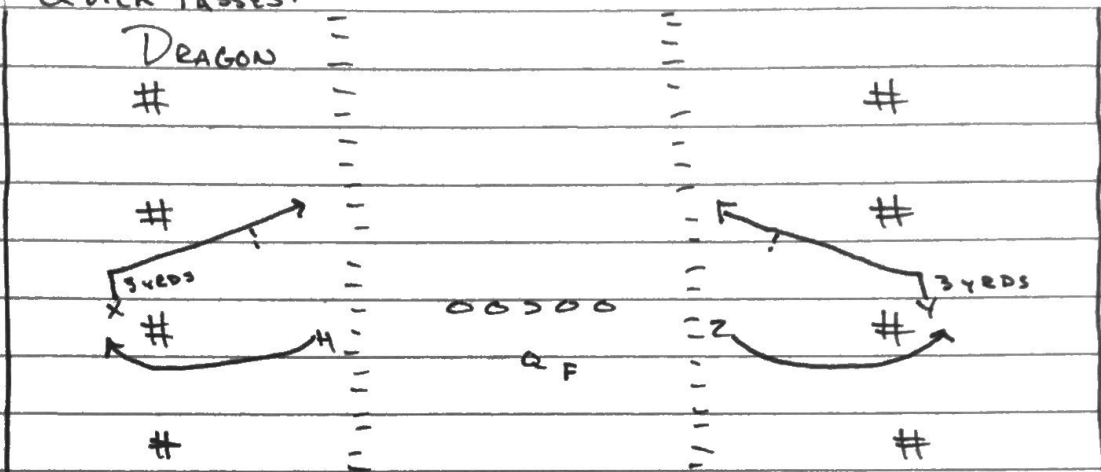


"CRASH" CALL VS. DBL ZI

"READ"



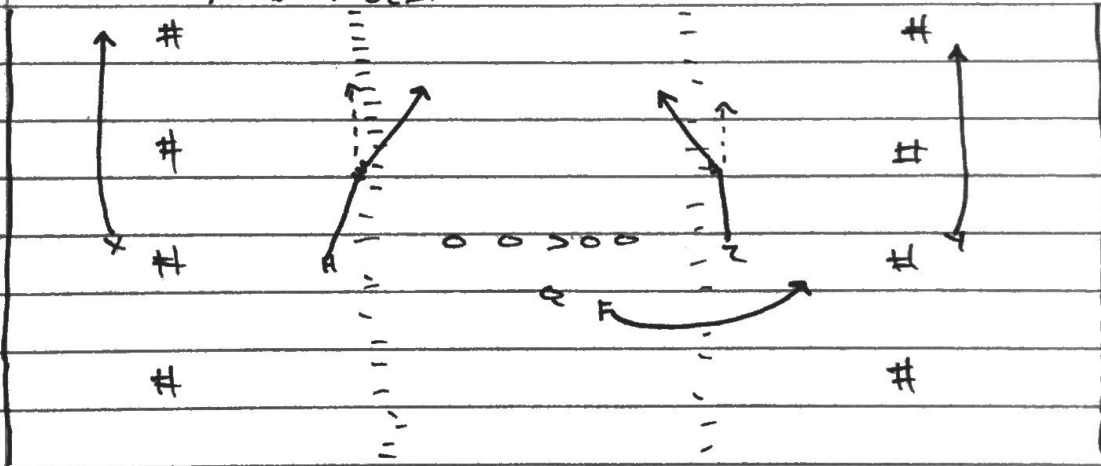
QUICK PASSES:



Q: READ FLAT DEFENDER

X + Y: SIT IN GRASS IN ZONE
 RUN VS. MAN

NOD F SCAT



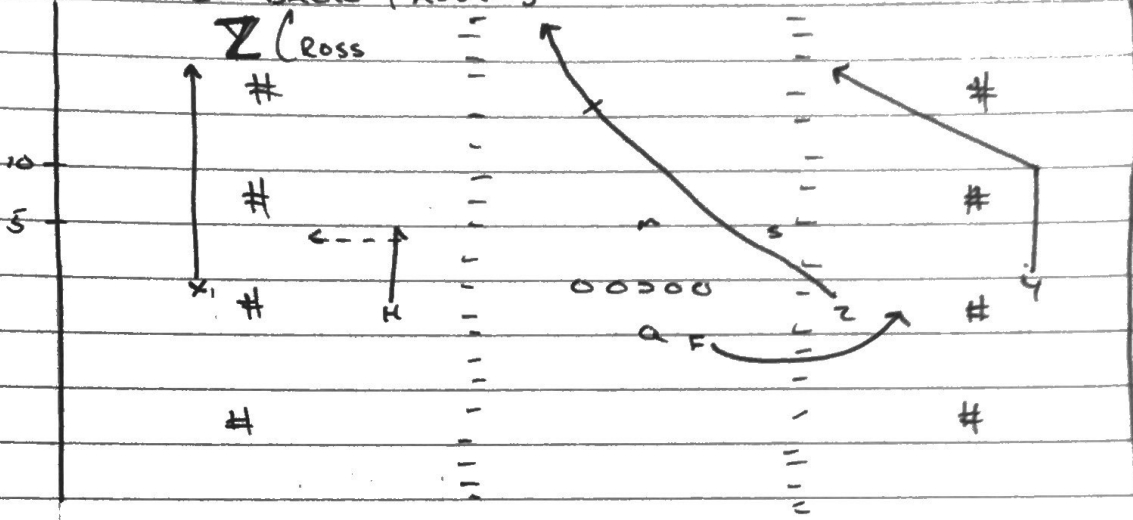
Q: SELL STICK W/ SHOULDER FAKE

H + Z: CHOP FEET @ STICK DEPTH

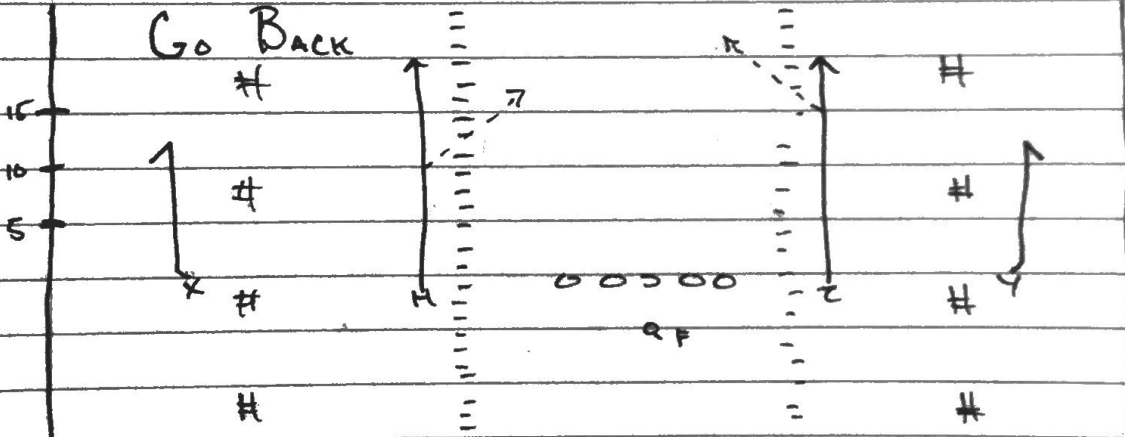
VS. 2 HIGH BEND IS

VS. 1 HIGH DOWN HASH

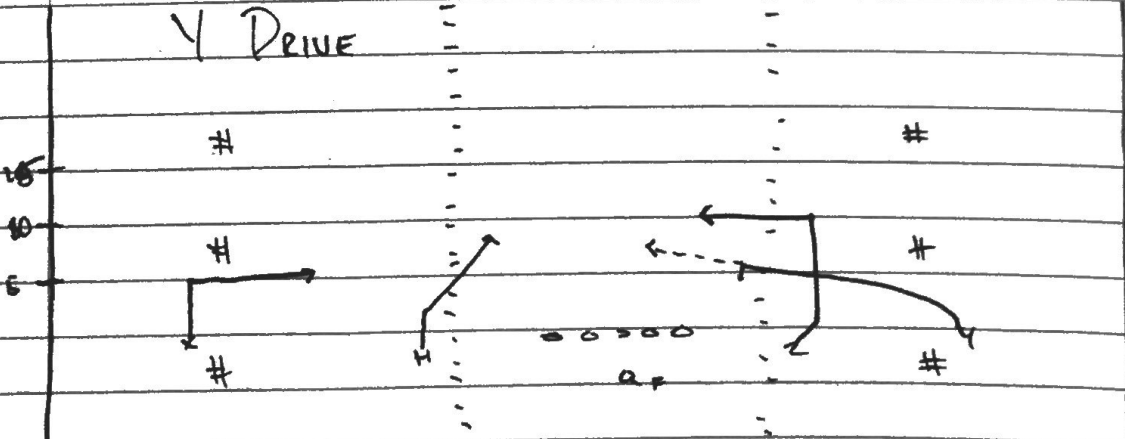
DROPPACK PASSING



GO BACK

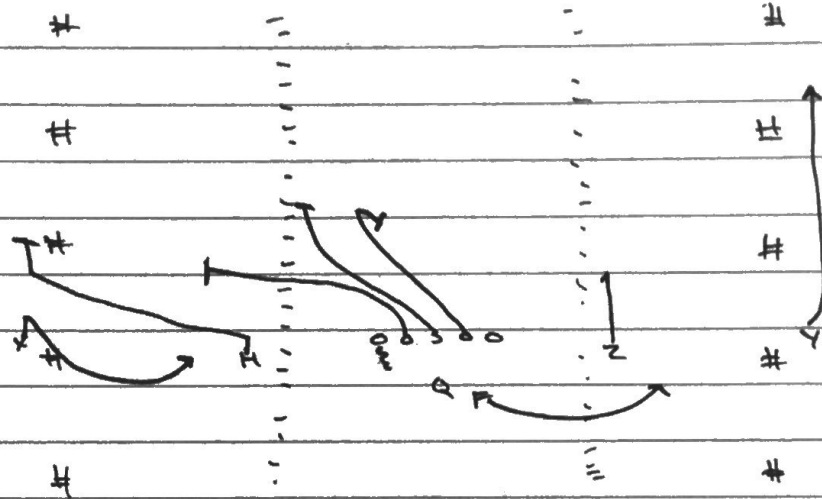


V DRIVE

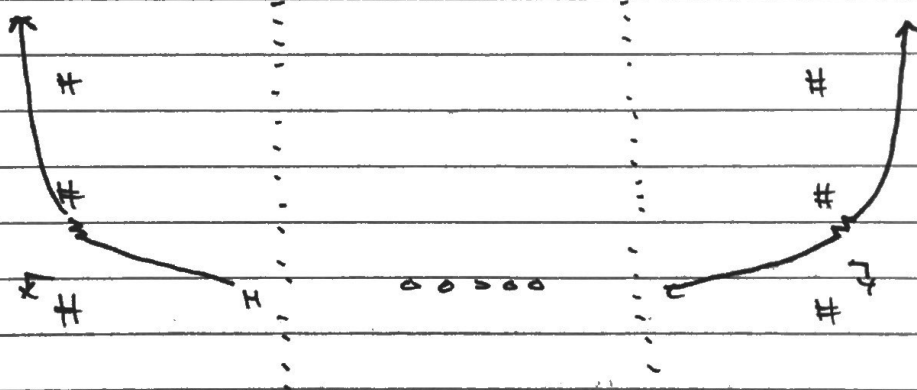


SCREENS / SPECIALS

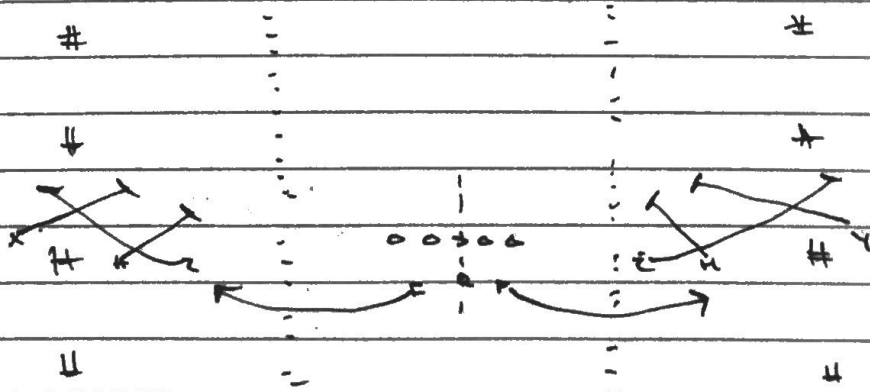
"X" MISSILE



Fox → "4/51" Fox



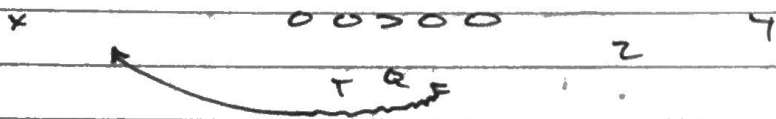
54/44



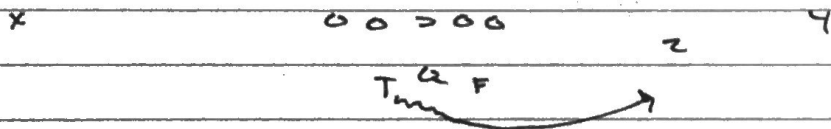
MOTIONS:

RIP/LIZ → MOTION FROM FORT OUT OF THE BACKFIELD

Ex. F LIZ



T RIP



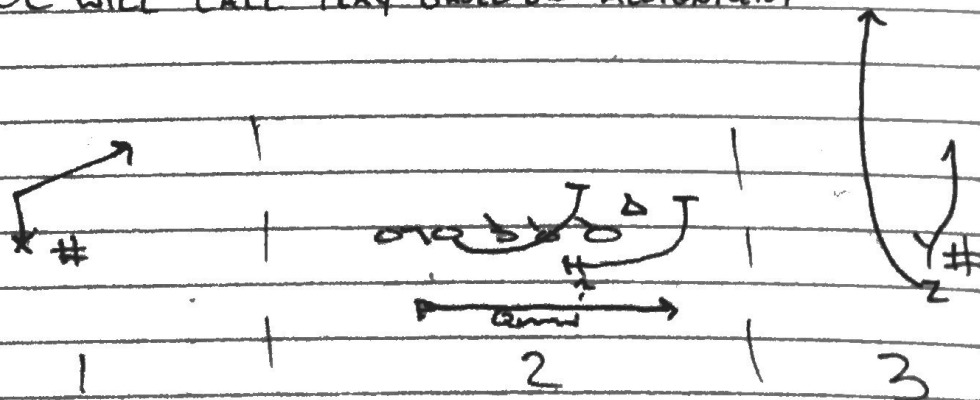
CADANCE:

NASCAR PACKAGE 1, 2, 3

WE LINE UP IN THE FORMATION BELOW (BROWN FAR STACK)

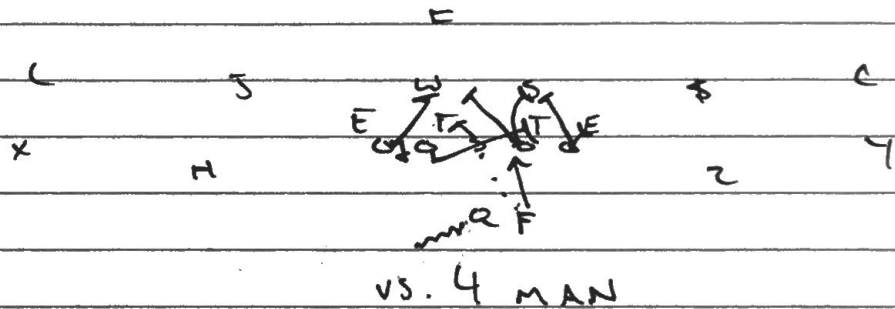
X WILL RUN A SLANT, Y+Z WILL RUN HAWK FROM STACK, Q, F, H+OL WILL RUN Q POWER READ EAST

OL WILL CALL PLAY BASED ON ALIGNMENT

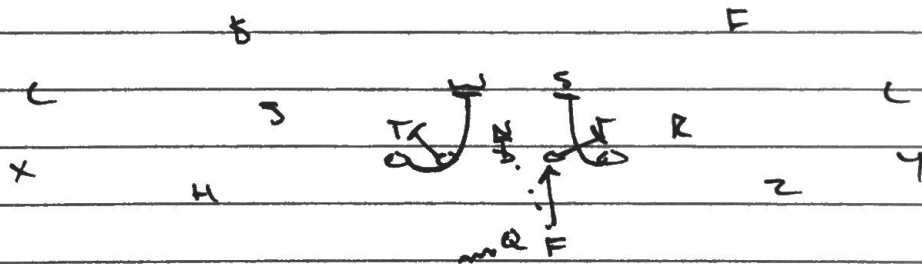


JOKER'S

JOKER IS A FALSE CADANCE TO COMPLIMENT OUR FREEZE CADANCE. EVERYTHING IS THE SAME AS FREEZE UNTIL AFTER THE FALSE CADANCE RELIEVER WILL LOOK TO THE SIDELINE FOR SIGNAL Q WILL MOVE BACKWARDS TOWARD SIDELINE, H + Z WILL JUST LOOK BACK DO NOT MOVE. F WILL ^{SHOW HAND} ~~KEEP~~ + C WILL SNAP ON SILENT COUNT AND DL WILL RUN TRAP AGAINST 4 MAN FRONT + DBL FOLD VS. 3 MAN



VS. 4 MAN



VS. 3 MAN

PASS PRO:

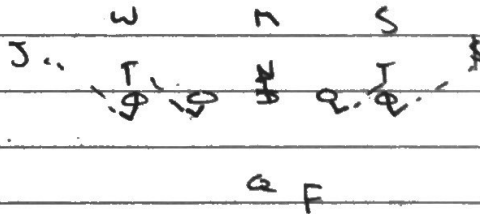
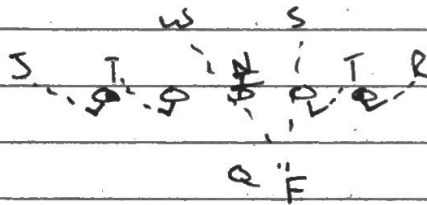
TOKYO

3 MAN SURFACE PASS PROTECTION BOTH

GS + TS HAVE EYE + GAPS OUTSIDE. THE

CENTERS BLOCK IS KEY HE HAS THE NOSE

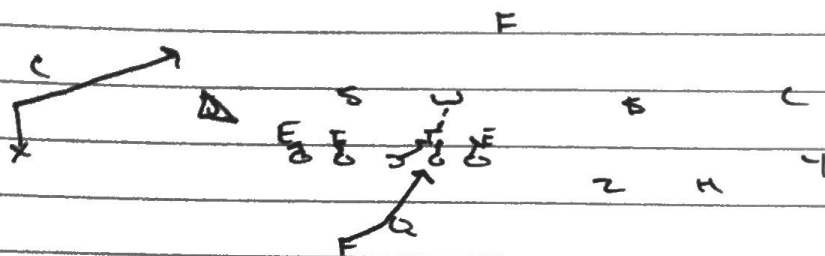
1 ON 1. F HAS ALL 15 LBS



ROUTE CALLS

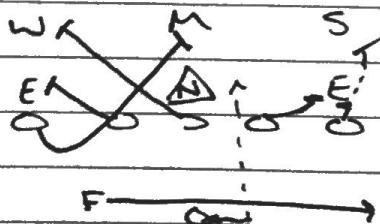
TAGGED ROUTES WILL BE ADDED ON AT THE END OF PLAY CALLS. THE RELIEVER LETTER WILL BE CALLED FOLLOWED BY THE ROUTE

EX. EARLY FAR ZONE EAST LOCK X SCANT



1 BACK SPECIALS

OAKLAND BANG EAST VS 3-3 STACK



Q: SHUFFLE STEP READ "O"

F: SAME AS OAKLAND

BST: SKIP PULL TO THE MLB

BSG: BLOCK BACK TO THE 5 TECH

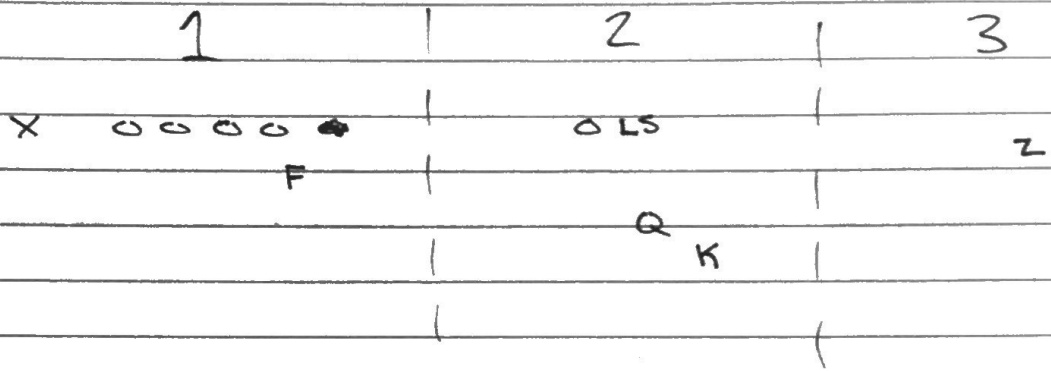
C: BLOCK BACK TO THE WLB

PSG: "OAKLAND" TO 5 TECH

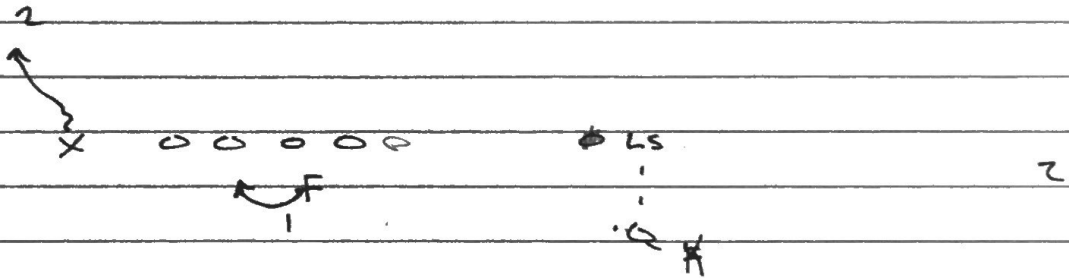
PST: REACH 5 TECH CLIMB TO SLB

2 PT CONVERSION

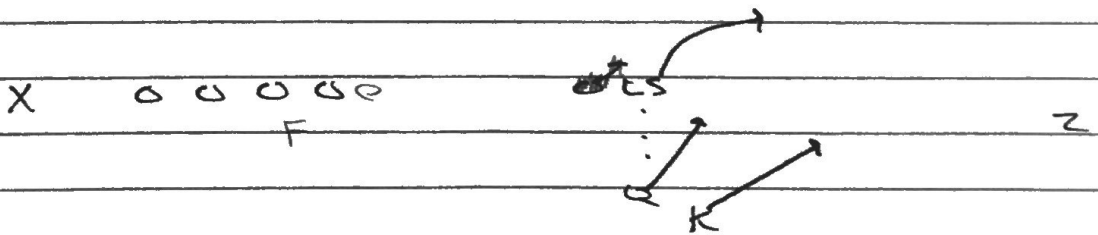
PULL THE 4 FOR KICKER



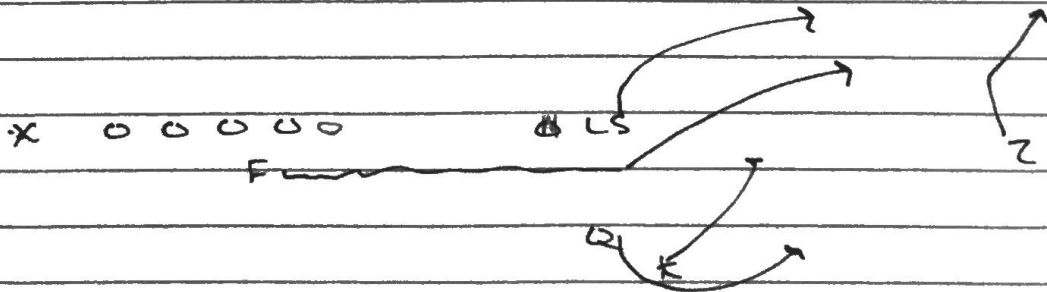
1



2



3

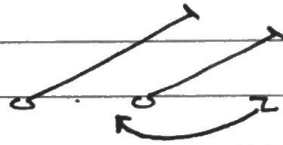
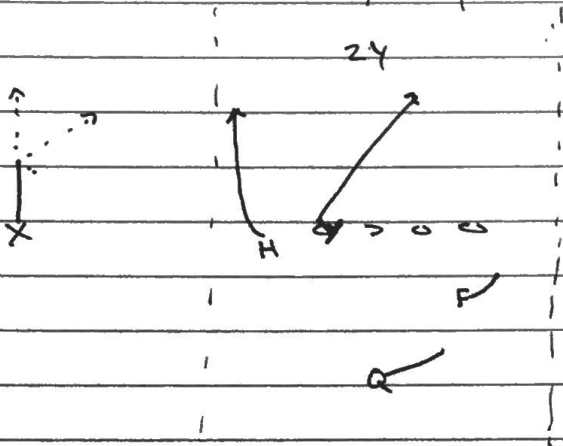


PUNT

1

2, 24

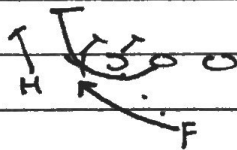
3



24

~~24~~

2



Q

"TEXAS" PACKAGE 1 WORD PLAYS WITH SIGNS

3x1 TO THE FIELD SET PLAYS TO MOVE AS FAST AS POSSIBLE

4 SCHOOLS IN TEX.

TEXAS → ZONE TO BOUNDARY / FAST SCREEN TO FIELD #2
(INDY)

A+M → OAKLAND TO BOUNDARY / NOD TO FIELD

BAYLOR → TWISTER / PLAY FAKE MUSTANG TO BOUNDARY

TECH → STICK TO THE FIELD / PLAY FAKE LARRY/RANDY TO BOUNDARY

"CAROLINA" PACKAGE

3x1 TO THE BOUNDARY

TARHEEL → CAROLINA SPECIAL INTO ~~BOUNDARY~~ ^{FIELD} / ~~SLANT TO FIELD~~ ^{#2 TO BOUNDARY}

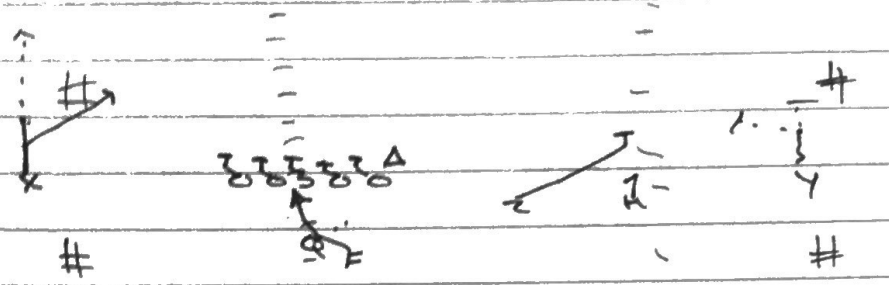
WOLFPACK → OAKLAND ^O TO FIELD / 1 SCREEN TO BOUNDARY

PIRATE → MUSTANG TO FIELD / TWISTER TO BOUNDARY
SLANT

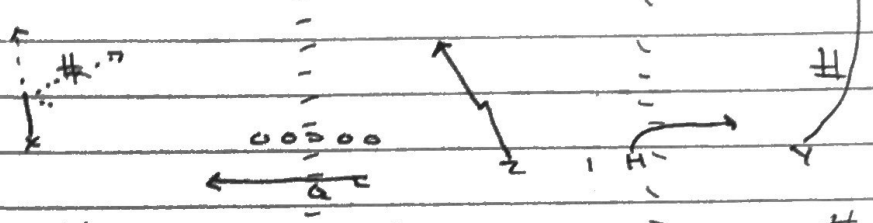
BLUE DEVIL → STICK TO BOUNDARY / PLAY FAKE RANDY/LARRY TO FIELD

TEXAS PACKAGE

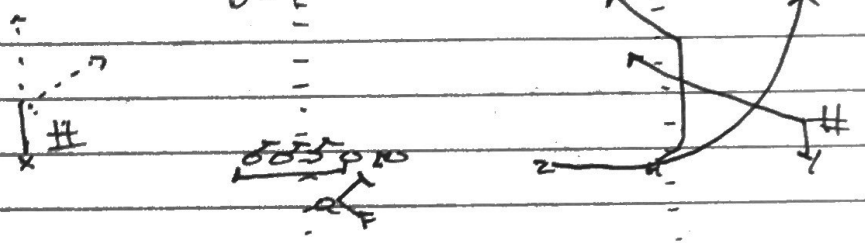
"TEXAS"



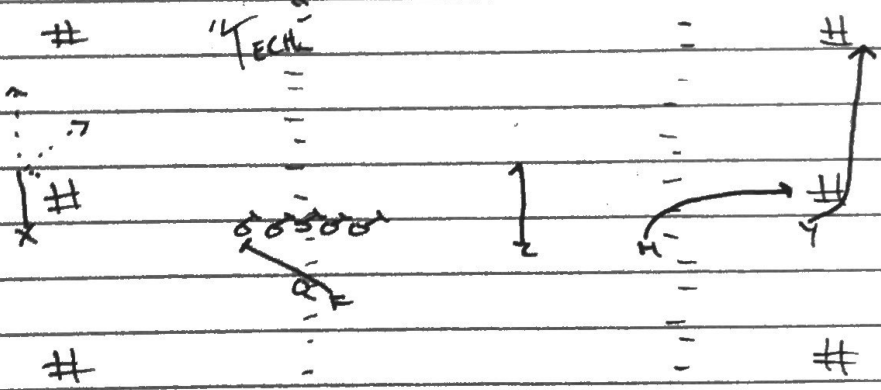
"A+M"



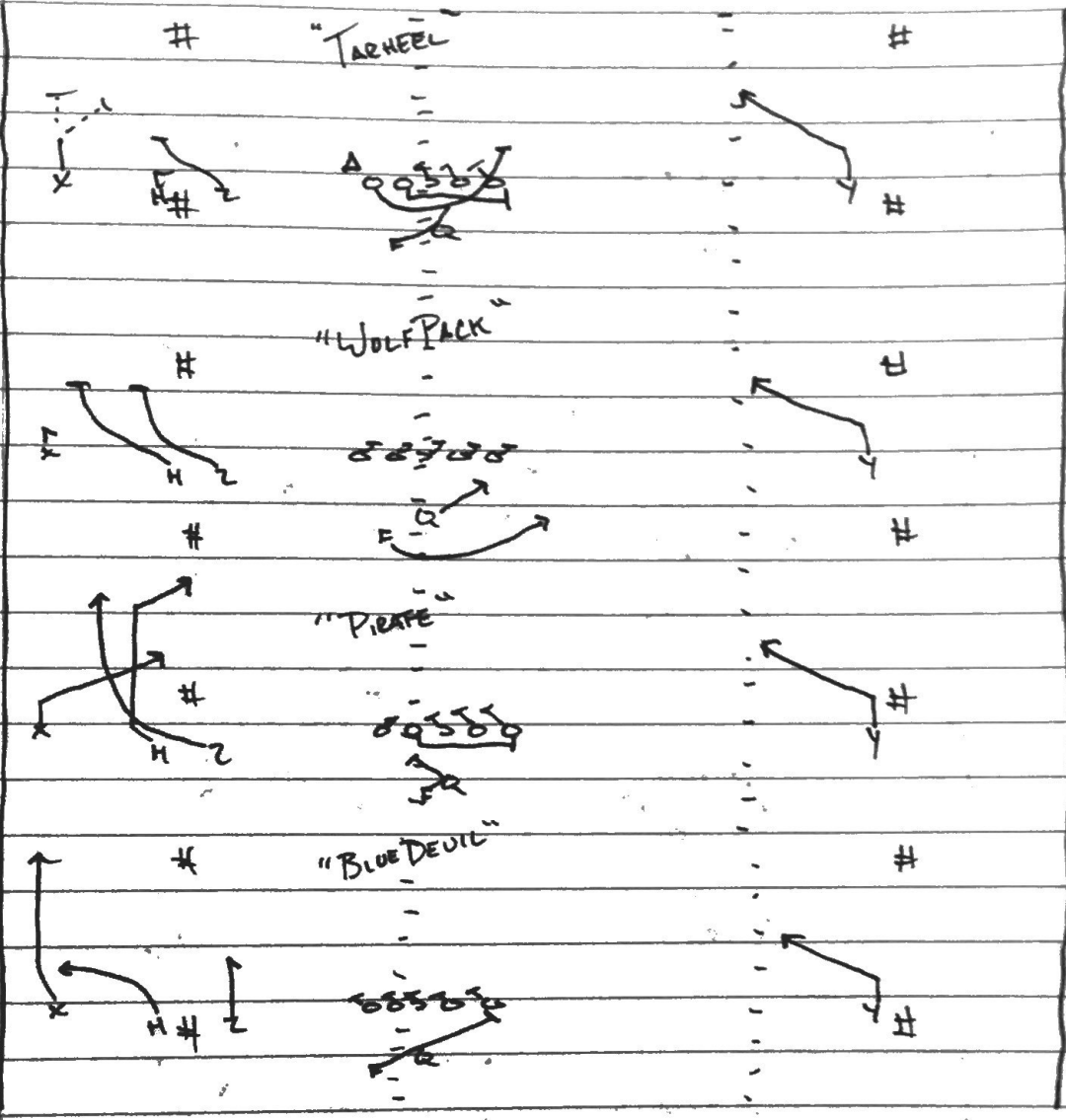
"BAYLOR"



"TECH"



CAROLINA PACKAGE



H.Y.P.E.R. CULTURE

H → HOW → THE PEOPLE

Y → YOUR VISION

P → PROCESS → WORK

E → EVALUATE THE RESULTS → JUST DATA

R → RESPONSE → NO BCD

H → HOW WE GET THINGS DONE

- THE PEOPLE → YOU HAVE TO DEVELOP THE PEOPLE

+ PLAYERS → W/O DEVELOPING PLAYERS YOU ARE DESTINED TO FAIL

+ COACHES → DEVELOPING STUDENTS OF THE GAME TO HELP THEM ATTAIN ALL CAREER GOALS.

→ GIVE COACHES ACCOUNTABILITY

Y → YOUR VISION

- MEASURABLE, ATTAINABLE

- GOAL SETTING (INDIVIDUAL, POSITION, UNIT, TEAM)

P → PROCESS → THE WORK

- THE STUFF NO ONE SEES (THE DIRTY WORK)

- WORK SO HARD, FRIDAY NIGHTS ARE EASY

- OFF SEASON ACCOUNTABILITY, OUT OF SEASON PLAYERS

- SPRING PRACTICE / SUMMER MINI CAMP

- PERFECT PRACTICE

E → EVALUATE THE RESULTS → JUST DATA

- LOOK @ IMPORTANT DATA TO US (TURNOVERS/TAKEAWAYS, MISSED ASSIGNMENTS)

- WINS/LOSSES ARE NOT THE 1ST DATA POINT

- DEFINE IMPORTANT DATA

R → RESPONSE → NO B.C.D.

- WHEN IT IS TIME TO LOOK @ THE DATA

HAVE THE ABILITY TO BE MATURE

- MATURE = NO B.C.D.

+ DON'T BLAME OTHERS

+ DON'T COMPLAIN ABOUT SITUATIONS

+ DON'T DEFEND NEGATIVE BEHAVIOR

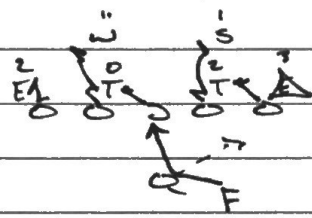
- WE ARE ONLY HERE TO IMPROVE

PLAY CONCEPT FAMILIES

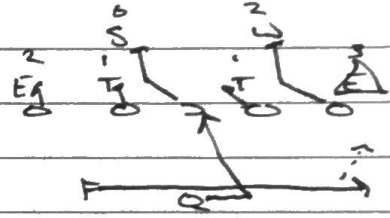
CHANGING THE WINDOW DRESSING OF A PLAY TO LOOK LIKE SOMETHING ELSE BUT THE CORE OF THE PLAY (BLOCKING SCHEME) REMAINS THE SAME.

EX. 12 BLOCKING SCHEME

ZONE WEST



NORMAL

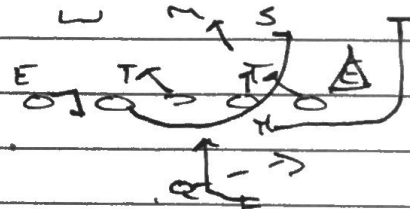
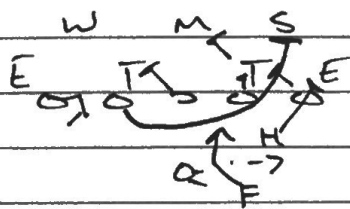


"Q"

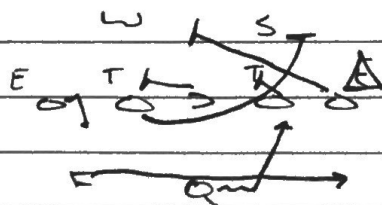
* ZONE WEST REMAINS THE SAME BUT THE BACK FIELD ACTION MIRRORS STRETCH EAST.

THE POWER BLOCKING SCHEME IS VERY VERSATILE OFFERING SEVERAL DIFFERENT OPTIONS TO RUN THE SAME BLOCKING SCHEME WITH SEVERAL LOOKS.

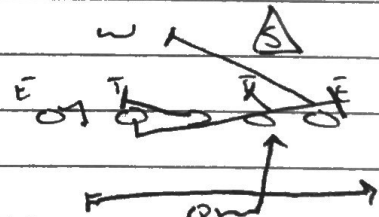
"GREENBAY" 4 WAYS



"READ"



"Q READ"



"Q READ TRAP"