

**THE EAGLE AND HAWK  
PACKAGE**

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# THE EAGLE PACKAGE

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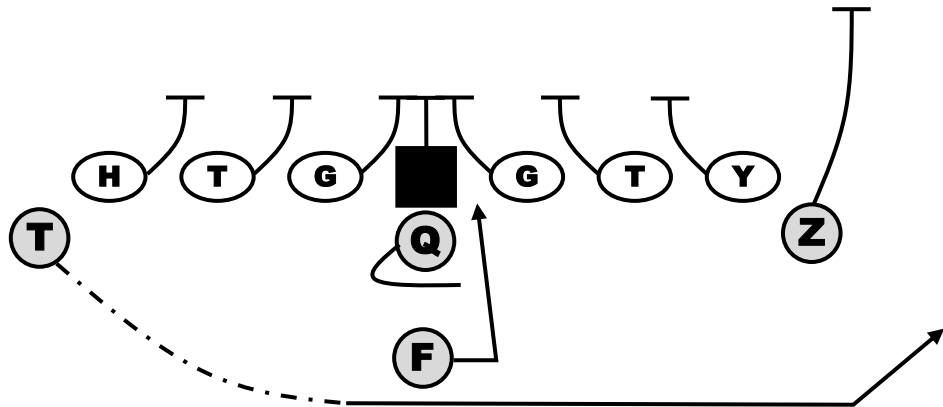
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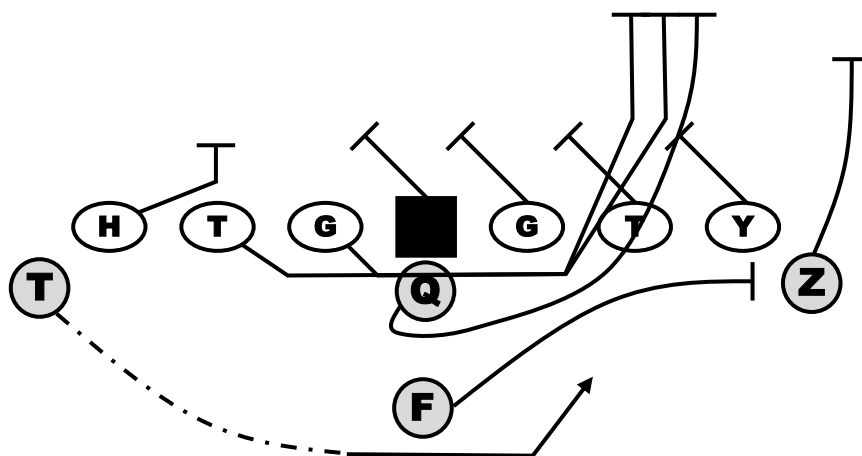
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# EAGLE WEDGE RT



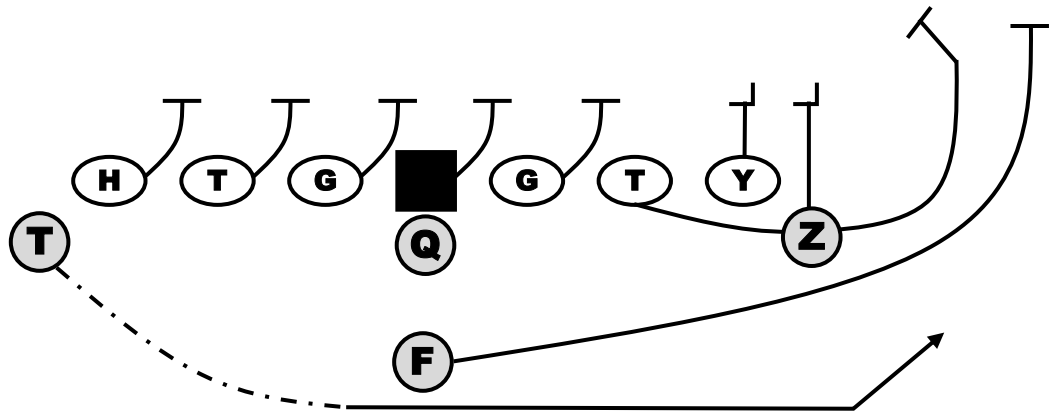
<b>H</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>WG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>C</b>	Attack Closest Man to you and Drive. You're going to be wedged
<b>SG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>ST</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>OT</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>Y</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>F</b>	Take 1 Slide Step to the Callside for timing, then attack downhill 100 MPH. YOU MUST SECURE THE HANDOFF.
<b>Z</b>	Arc to Second Level Threat
<b>Q</b>	Take Snap, Fake the Toss, Leave the ball for the F
<b>T</b>	Shuffle Motion, Fake Catch the Pitch, Attack the Edge like Sweep

# EAGLE TOSS RT



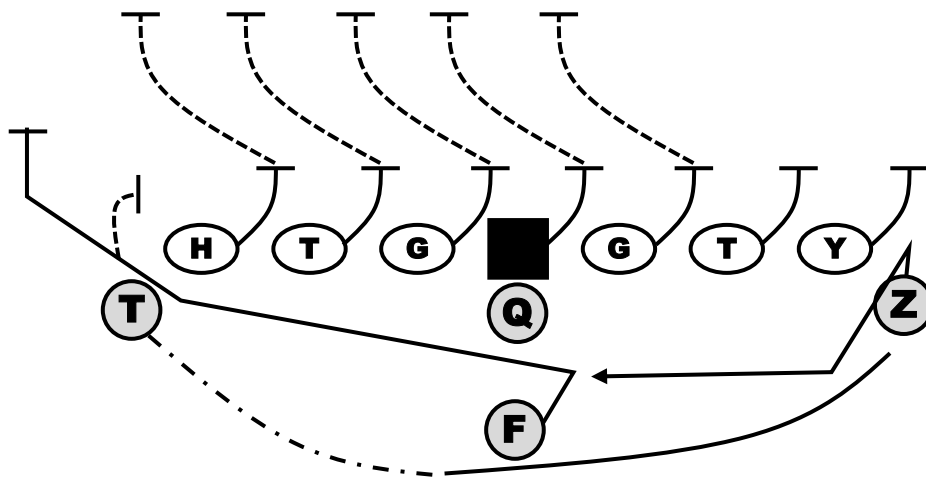
<b>H</b>	Crab Block First Threat Inside If there is no one to Crab, then Scoop to next level
<b>WG</b>	Pull and Wrap for First Threat Pull I/S of the Kickout Block. Keep Eyes inside
<b>C</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>SG</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>ST</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>OT</b>	Pull and Wrap for First Threat Pull I/S of the Kickout Block. Keep Eyes inside
<b>Y</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>F</b>	Attack the O/S Foot of the TE and Kickout the 1 <sup>st</sup> Threat off the edge
<b>Z</b>	Arc to First Threat at the Second or Third Level Don't waste time on a DL
<b>Q</b>	Take Snap, Turn and Pitch to Motion Man, Pull and Wrap (Inside of the Kickout Block)
<b>T</b>	Shuffle Motion, Catch the Pitch, Shuffle Shuffle, Get Shoulders Square, Follow Pullers

# EAGLE SWEEP RT



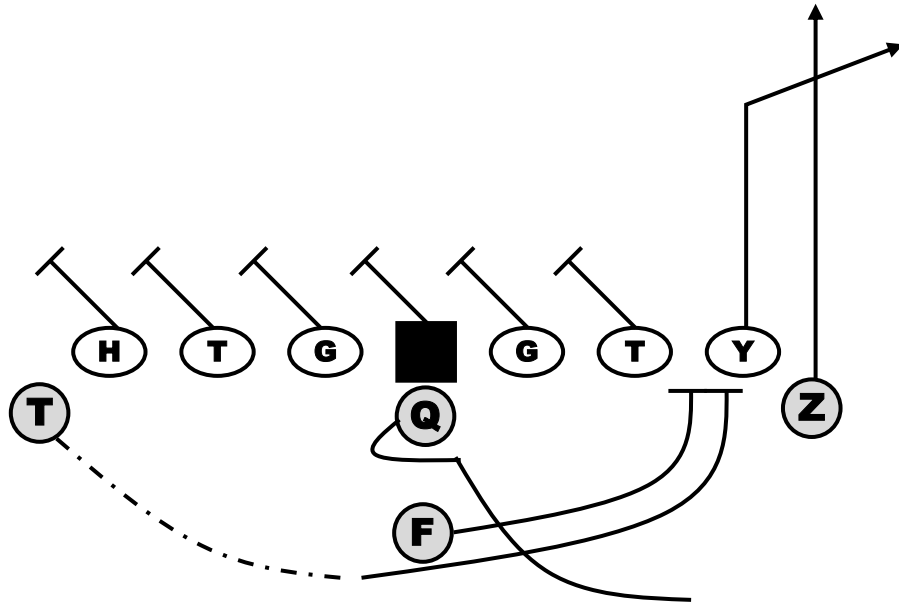
<b>H</b>	Scoop Playside Gap
<b>WG</b>	Scoop Playside Gap
<b>C</b>	Scoop Playside Gap
<b>SG</b>	Scoop Playside Gap
<b>ST</b>	Pull wide and block First Threat
<b>OT</b>	Scoop Playside Gap
<b>Y</b>	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
<b>F</b>	Pull wide and block First Threat Pin Inside if you can
<b>Z</b>	Help the TE secure the DE. Pin the EMOLOS inside, once secured try and climb to Second level
<b>Q</b>	Take Snap, Turn and Pitch to Motion Man, Fake Keeper Away
<b>T</b>	Shuffle Motion, Catch the Pitch, Attack the Edge and Follow the Pullers

# EAGLE REVERSE RT



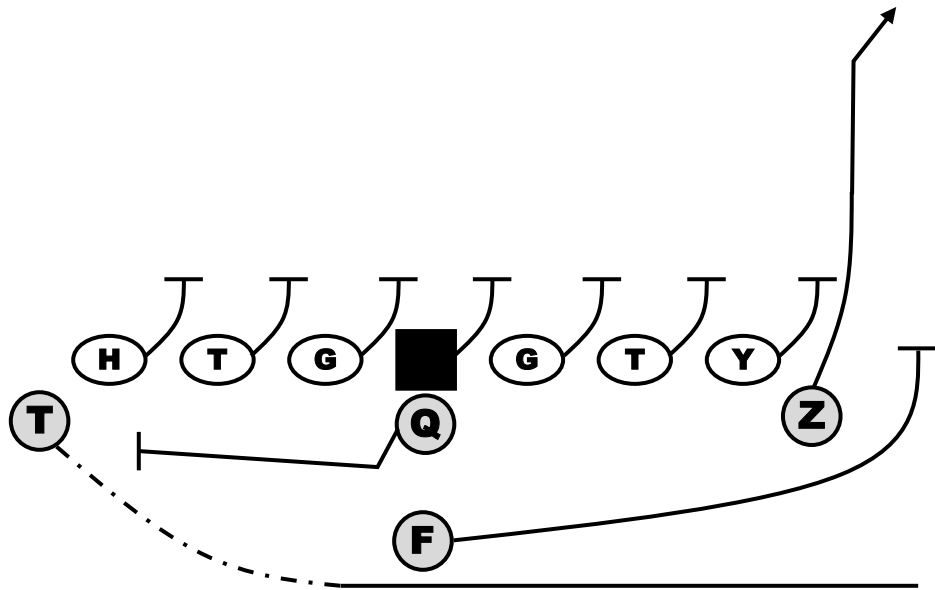
<b>H</b>	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
<b>WG</b>	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
<b>C</b>	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
<b>SG</b>	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
<b>ST</b>	Scoop Playside Gap
<b>OT</b>	Scoop Playside Gap, If there is no Threat in your gap then leak out and look to block for the Reverse man
<b>Y</b>	Scoop Playside Gap
<b>F</b>	Take 1 Big Step to the Callside, Plant and work back toward where the reverse is going Read the DE if he cant make the play pass him and get upfield, if he can then block him
<b>Z</b>	Take 1 Step up, Comeback in toward the Ball, Take Handoff from the T, Follow the F and look to get outside
<b>Q</b>	Take Snap, Turn and Pitch to Motion Man, Follow the F and look to make a block
<b>T</b>	Shuffle Motion, Catch the Pitch, Sell the Sweep, Handoff to T, Fake like Sweep

# EAGLE ACTION RT



<b>H</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>WG</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>C</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>SG</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>ST</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>OT</b>	Block Backside Gap (Away from the Call) Secure your Gap, DON'T GO DOWN FIELD
<b>Y</b>	Best Release and run a 6-8YD Corner Route
<b>F</b>	Attack O/S Leg of Callside TE and Block 1 <sup>st</sup> Threat
<b>Z</b>	Best Release and run a Seam Route (Can be a Deeper Corner also)
<b>Q</b>	Take Snap, Fake Toss, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
<b>T</b>	Shuffle Motion, Fake the Toss, Attack O/S Leg of F-Back and Block 1 <sup>st</sup> Threat

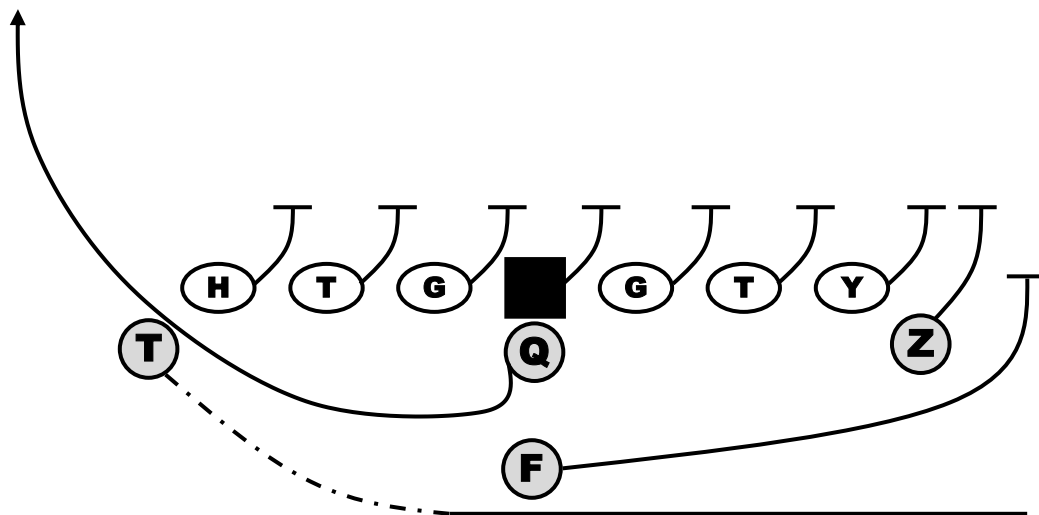
# EAGLE PITCH PASS RT



<b>H</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>WG</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>C</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>SG</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>ST</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>OT</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>Y</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>F</b>	Block like Sweep, Secure the Edge, Protect the Passer
<b>Z</b>	Arc like Wedge/Toss and then run a 6-8YD Corner Route
<b>Q</b>	Take Snap, Pitch to Back, Fake Keeper and Cutoff any Backside Pursuit
<b>T</b>	Shuffle Motion, Attack the Edge like Sweep, If you can throw it, throw it, If not run Sweep



# EAGLE THROWBACK RT



<b>H</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>WG</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>C</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>SG</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>ST</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>OT</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>Y</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>F</b>	Block like Sweep, Secure the Edge, Protect the Passer
<b>Z</b>	Scoop and Stay. Scoop your Playside Gap but do not go down field
<b>Q</b>	Take Snap, Pitch to Back, Fake Keeper and Run a Wheel Route
<b>T</b>	Shuffle Motion, Catch Pitch, Fake Sweep, Setup and Throwback to QB

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# THE HAWK PACKAGE

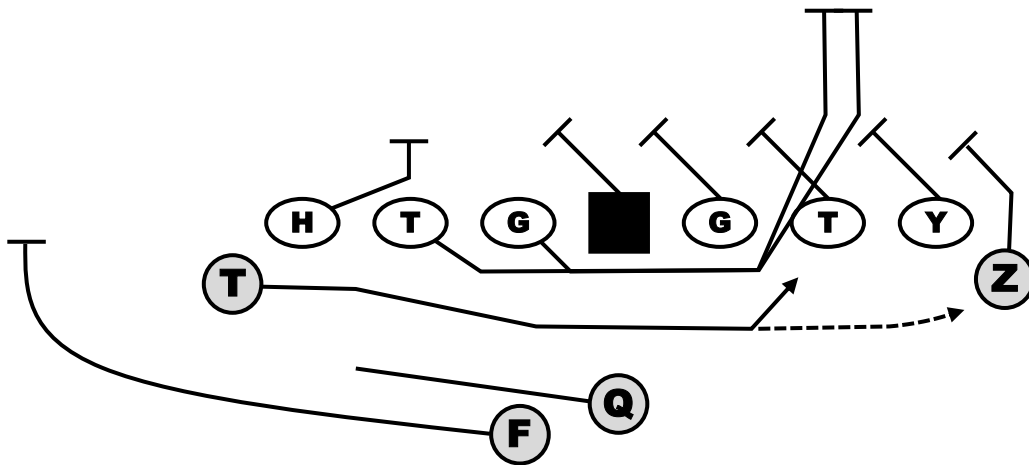
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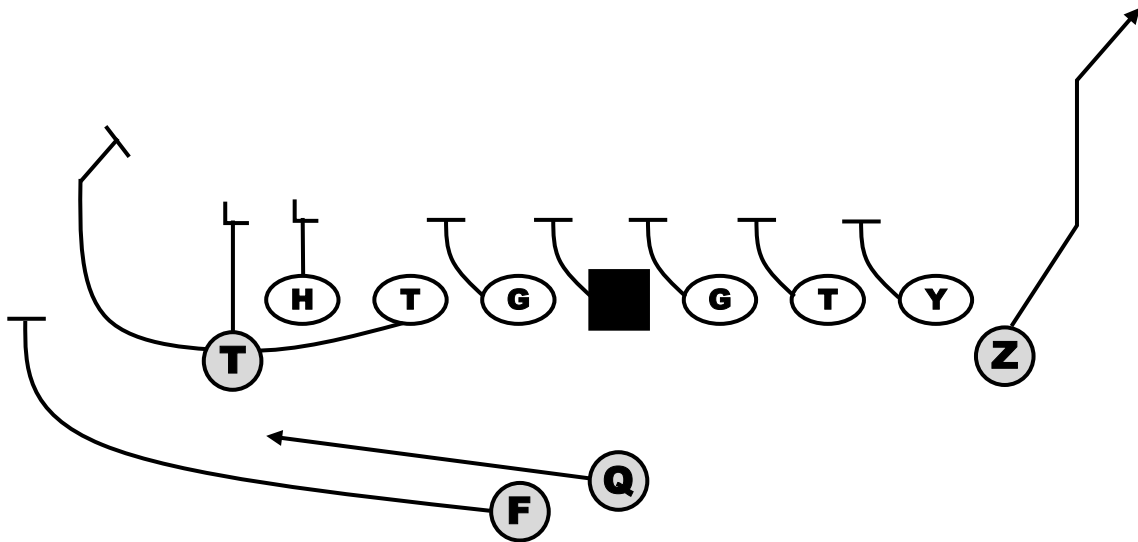
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# HAWK TOSS RT



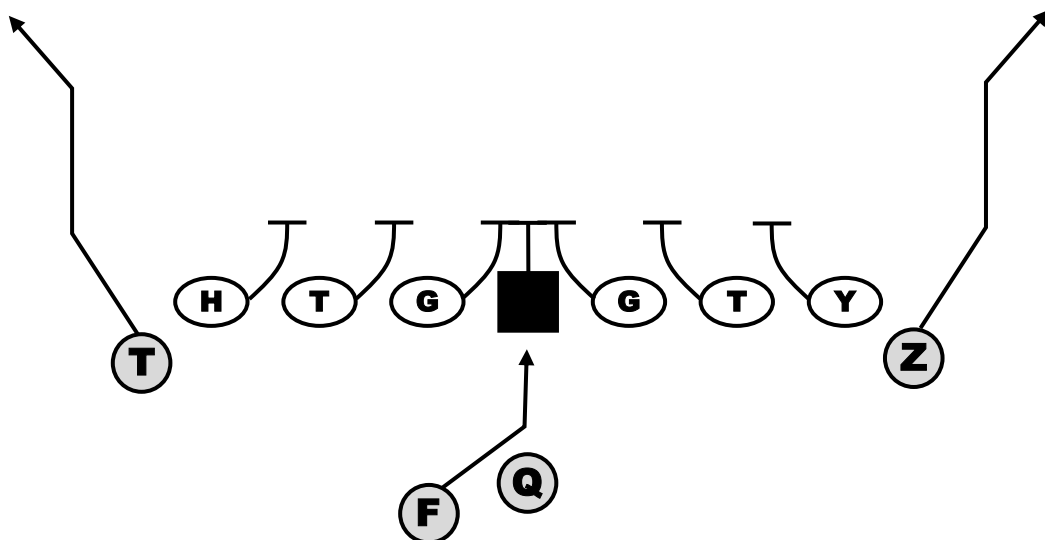
<b>H</b>	Crab Block First Threat Inside If there is no one to Crab, then Scoop to next level
<b>WG</b>	Pull and Wrap for First Threat Pull I/S of the Kickout Block. Keep Eyes inside
<b>C</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>SG</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>ST</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>OT</b>	Pull and Wrap for First Threat Pull I/S of the Kickout Block. Keep Eyes inside
<b>Y</b>	1 <sup>st</sup> Man Inside. DL take Priority over LB If your man is a LB, DBL with near Buddy to Your Man
<b>F</b>	Attack the O/S Foot of the TE and Kickout the 1 <sup>st</sup> Threat off the edge
<b>Z</b>	***Rule Change*** In Hawk you must block 1 <sup>st</sup> Threat Inside like the OL
<b>Q</b>	Catch Snap, Sell QB Sweep opposite of the call, toss to Wing, fake Sweep
<b>T</b>	Pause step opposite of the call, work in toward the ball, catch toss, follow pullers Might hit inside like regular toss, but will probably bounce outside

# HAWK Q SWEEP LT



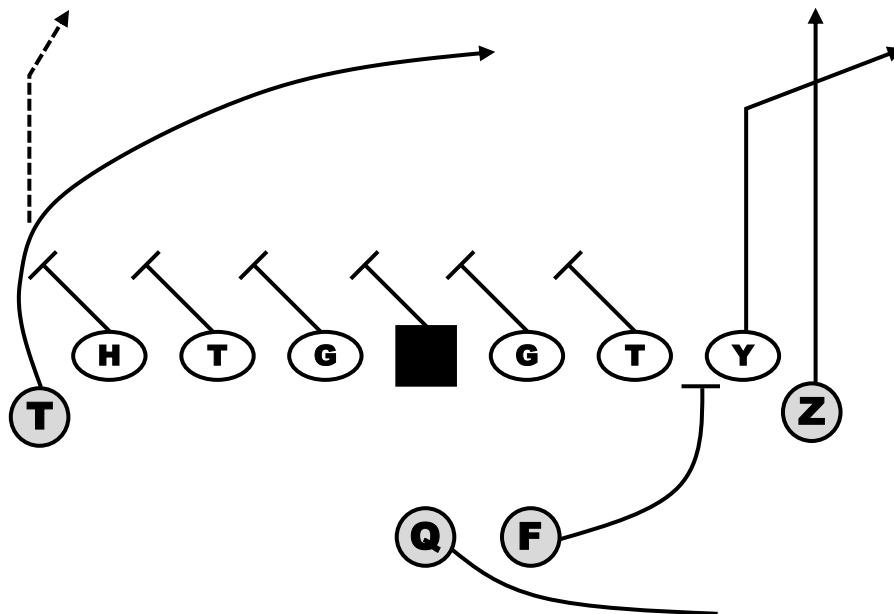
<b>H</b>	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
<b>WG</b>	Scoop Playside Gap
<b>C</b>	Scoop Playside Gap
<b>SG</b>	Scoop Playside Gap
<b>ST</b>	Scoop Playside Gap
<b>OT</b>	Pull wide and block First Threat
<b>Y</b>	Scoop Playside Gap
<b>F</b>	Pull wide and block First Threat Pin Inside if you can
<b>Z</b>	Mess around Run a Route, Block, Do something to try and influence a defender
<b>Q</b>	Catch Snap, Follow Pullers
<b>T</b>	Help the TE secure the DE. Pin the EMOLOS inside, once secured try and climb to Second level

# HAWK WEDGE RT



<b>H</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>WG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>C</b>	Attack Closest Man to you and Drive. You're going to be wedged
<b>SG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>ST</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>OT</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>Y</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>F</b>	Take Handoff from QB, Get into the Wedge ASAP
<b>Z</b>	Mess around Run a Route, Block, Do something to try and influence a defender
<b>Q</b>	Catch Snap, Hand off to F
<b>T</b>	Mess around Run a Route, Block, Do something to try and influence a defender

# HAWK ACTION RT



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<b>Z</b>	Best Release and run a Seam Route (Can be a Deeper Corner also)
<b>Q</b>	Catch Snap, Rollout, Make it look like Q Sweep Read it Hi to Low (Make your Probably Call Pre-Snap)
<b>T</b>	***Rule Change*** Run an Over Route and look to get QB Friendly (Can also run a Skinny Post)