



BUCKNELL FOOTBALL



PIN & PULL SCHEMES



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TRIPLE THREAT
OFFENSE

26-27 PIN

- CONCEPT:** This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge to the open side of the formation. The first “PIN” block will be on the SHADE. CENTER will pull based on the front, for 1st backer play side. RB will open, secure the handoff, run for width and read pullers block on LB. Be decisive and get downhill. Play turns to Press vs 3tech play side or any pressure look.
- H:** Open, see and secure Handoff. Run for width and follow block on LB. Make his block correct. Get downhill.
- WR:** Back Side = Near Safety.
Play Side = MDM (push crack)
Slot = Combo
- QB:** Open at 45 degree angle. Hand ball off on 3rd step and fake naked away.
ALERT to throw the Key if tagged.
- OL:** CENTER must pull based on front. Get depth, clear traffic, and block the 1st play side defender. Block color. “Pin and Pull” scheme Blocking principles and calls on the front side and outside zone blocking principles and calls on the backside.
- Y:** Cut-Off B\$ C-GAP. IF Detached Block MDM unless a route is called for you.

Line Call Glossary:

Playside:

'Swap' – Call by OC to alert PSG to block down

'Single'- Call by Center to alert PSG to zone block and not block down

'Zone-Zone'- Reach play side gap

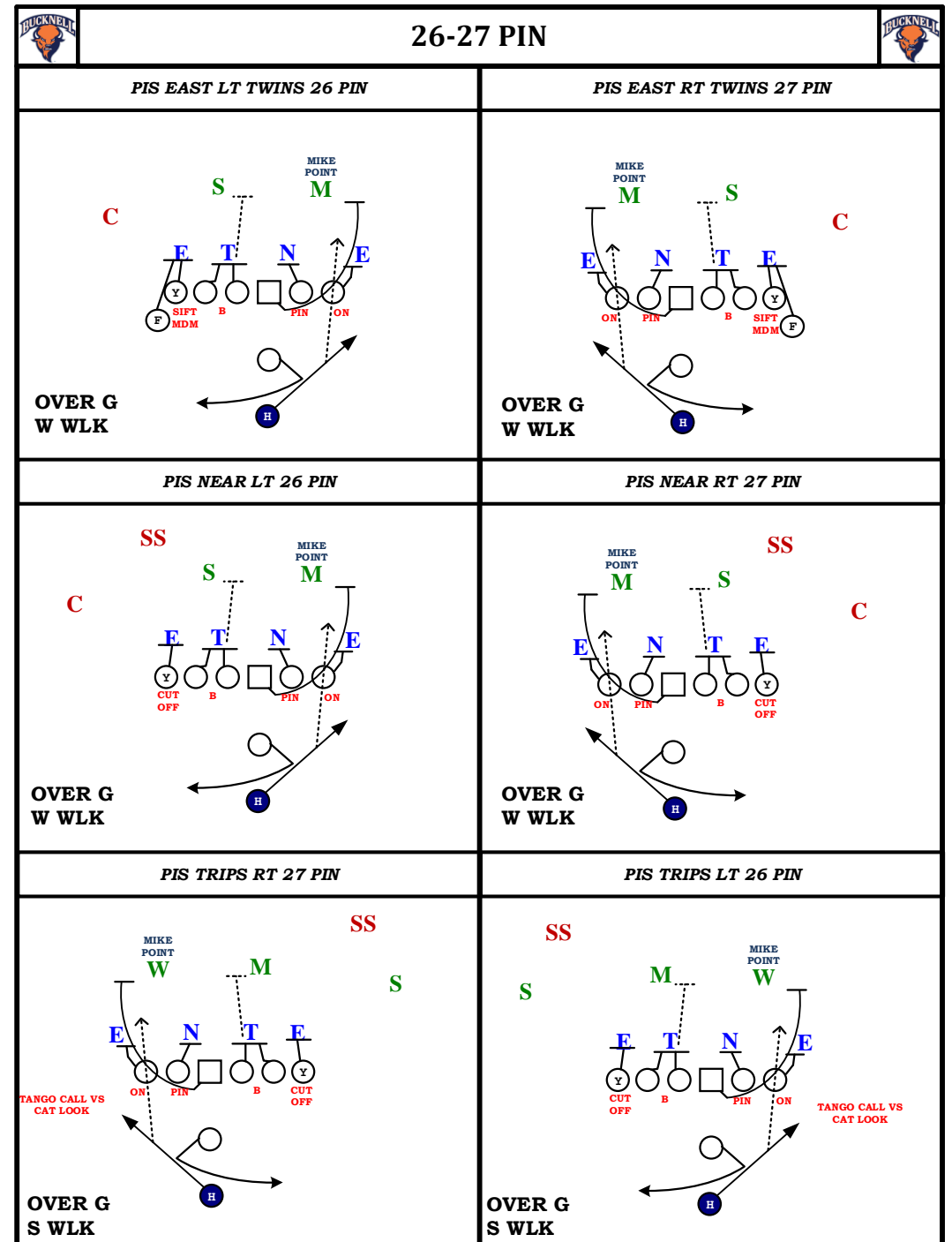
Backside:

'A' – OC/OG combo

'B' – OG/OT combo

Other tags:

'Crack'- Tells select WR to crack block the first play side LB



26-27 PITCH

CONCEPT: This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge. The first “PIN” block will be on made by TE or PST or 1st down Lineman. PST or PSG will pull based on the front, for support defender. RB will open, secure the toss, run for width and read pullers block on support. Be decisive and get downhill.

H: Open, see and secure toss. Run for width and follow puller. Make his block correct. Get downhill.

WR: Back Side = Near Safety.
Play Side = MDM
Slot = Combo

QB: Front out if H is in Gun or Pistol. Firm, dead toss, fake naked away.

OL: PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.

Y: Block O/S V of neck of C gap defender. No penetration, can’t get cross faced. If no C gap Defender track through to LB level defender.
Tango Call if there is an immediate threat.

Line Call Glossary:

Playside:

'You' – Call by PSG to alert PST to pull

'Me' – Call by PSG to alert PST to block down

'Swap' – Call by OC to alert PSG to block down

'Trey' - Call by PST to combo with Y

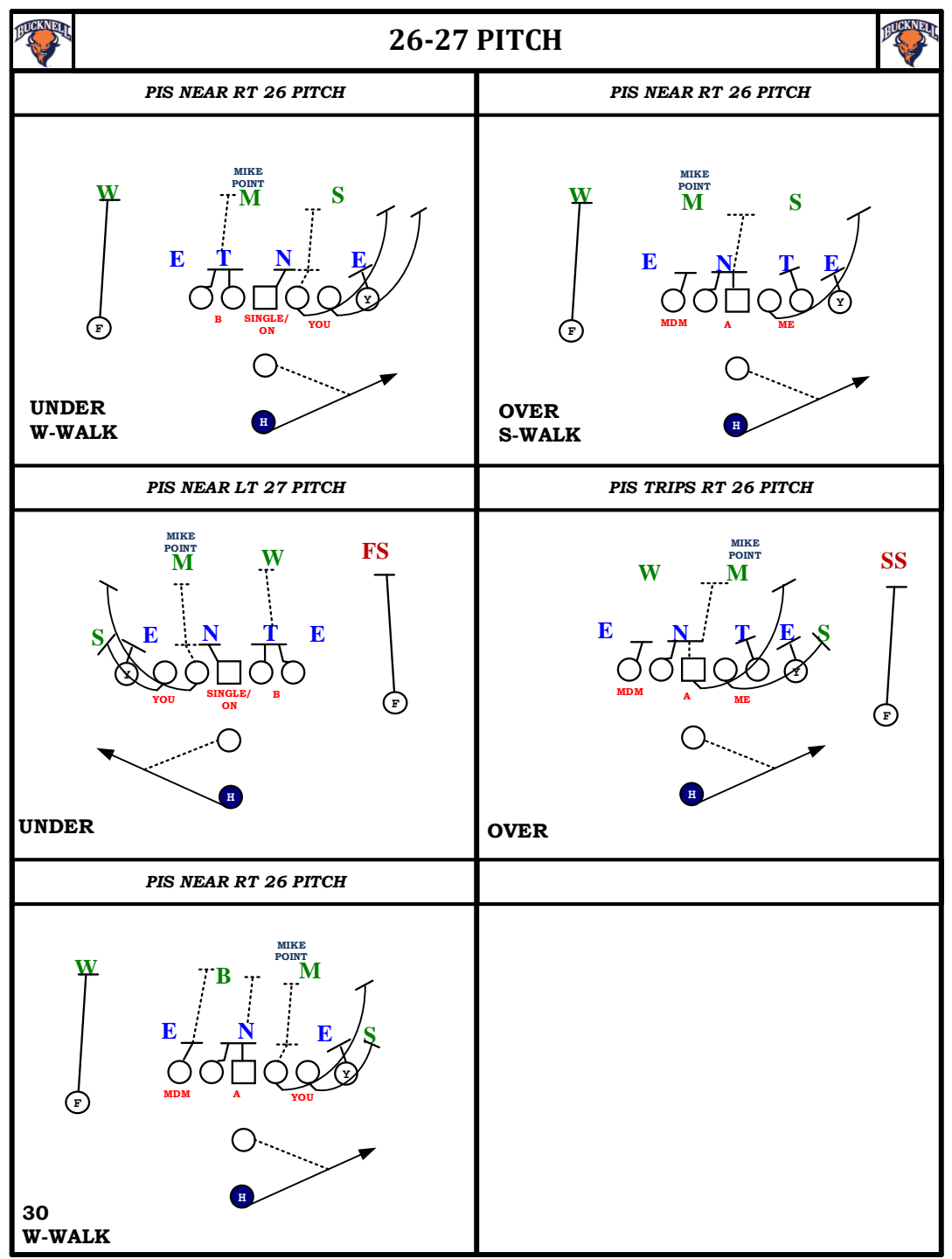
Backside:

'A' – OC/OG combo

'B' – OG/OT combo

Other tags:

'Crack'- Tells select WR to crack block the first play side LB



28-29 PITCH

- CONCEPT:** This play is designed to attack the outside utilizing a “PIN AND PULL” scheme to secure the edge with the F lead blocking. The first “PIN” block will be on the EMOL. The F will lead for support defender. PST or PSG will pull based on the front, for next alley defender. RB will open, see ball, secure the toss, run for width and read his block on support. Be decisive and get downhill.
- H:** Open, see and secure toss. Run for width and follow block on support. Make his block correct. Get downhill.
- F:** Block support defender.
- WR:** Back Side = MDM.
Play Side = Man Over
Slot = MDM
- QB:** Reverse out if H is in Home Position. Front out if H is in Gun. Firm, dead toss, fake naked away.
- OL:** PST or PSG must pull based on front. Get depth, clear traffic, and block the alley. Block color. “Pin and Pull” scheme blocking principles and calls on the front side and outside zone blocking principles and calls on the backside. PST pulls vs. OG bubble, PSG pulls depending on LB leverage.
- Y:** Block O/S V of neck of C gap defender. No penetration, can’t get cross faced. If no C gap Defender track through to LB level defender.

Line Call Glossary:

Playside:

'You' – Call by P5G to alert PST to pull

'Me' – Call by P5G to alert PST to block down

'Swap' – Call by OC to alert P5G to block down

'Trey' - Call by PST to combo with Y

Backside:

'A' – OC/OG combo

'B' – OG/OT combo

