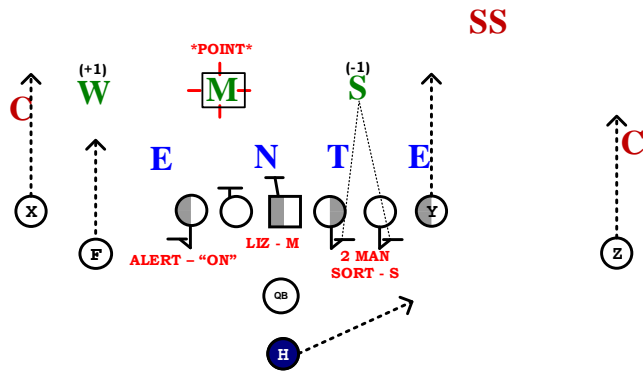




1) OVER

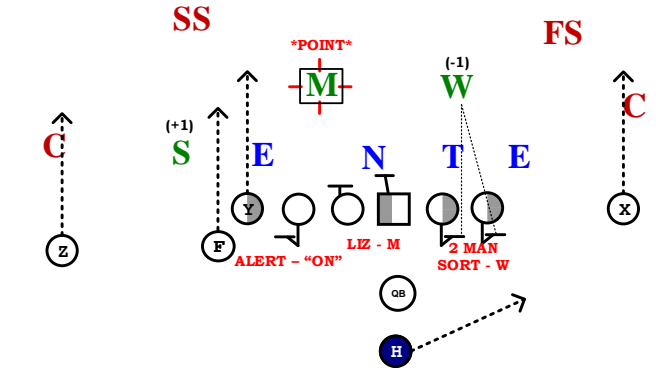
53 FS



FRONT ID: "ODD", "LIZ" MIKE

2) UNDER

53



FRONT ID: "ODD", "LIZ" MIKE

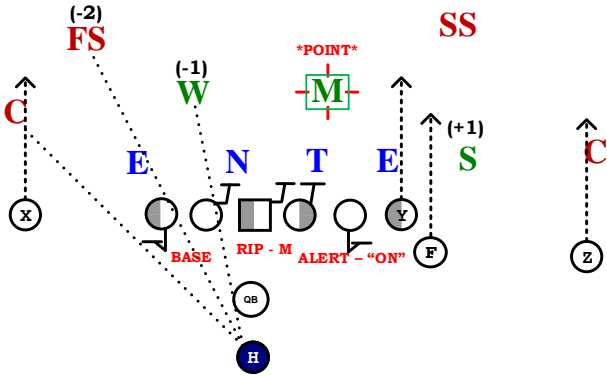
5 Man Basic protection can be a Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). Y/F/H/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with these sets.

Y	Route	
BACKSIDE TACKLE	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie
BACKSIDE GUARD	"SORT" side: Block Man (Big) Possible "SORT" of -1 (Squeeze)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/ Louie
CENTER	"DUAL" side: Block #1/A gap RIP (52) / LIZ (53) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE GUARD	Block #2/B gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
PLAYSIDE TACKLE	Block #3/C gap to "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie Alert: ON call
F	Route	
H	Route	
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Roger/Louie



1) OVER

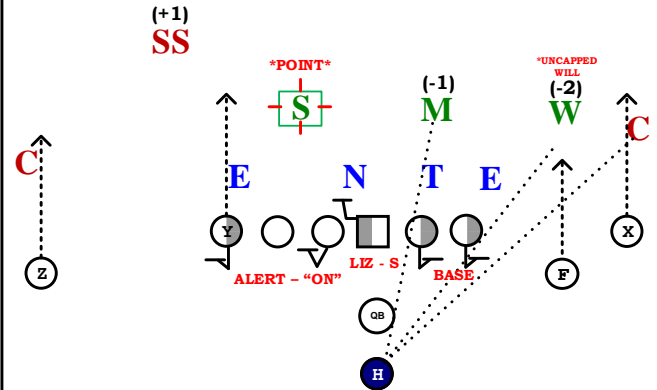
62



FRONT ID: "OVER", RIP MIKE

2) UNDER

63 FS



FRONT ID: "OVER", "LIZ" SAM

6 Man Basic protection can be Strong/Weak Sort – Offensive Line Has 4 Down and 1st Backer playside (The Point). The HB will be responsible for -1 to -2 backside. Y/F/X/Z are running routes. If tag with (QK) quick call protection rules and responsibilities remain the same, QB executing 3 step footwork and getting ball out. OL should be aggressive with their sets.

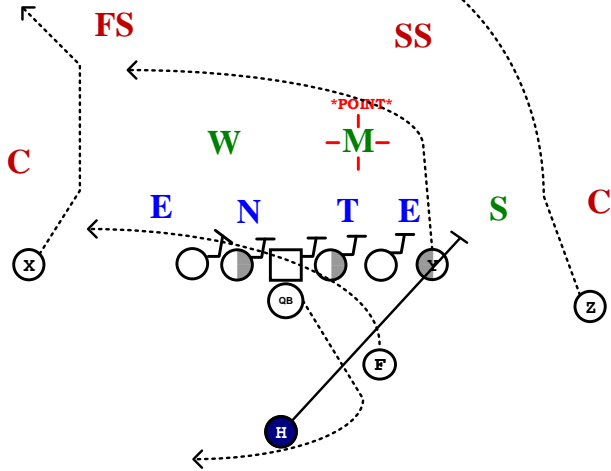
Y	Route	
BACKSIDE TACKLE	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
BACKSIDE GUARD	"BASE" side: Block Man (Big)	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)
CENTER	"DUAL" side: Block #1/A gap RIP (62) / LIZ (63) calls to tell line which side is "DUAL" side	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE GUARD	"DUAL" side: Block #2/B gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
PLAYSIDE TACKLE	"DUAL" side: Block #3/C gap	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
F	Route	
H	Block -1 to -2 backside Stiff: If protection responsibility doesn't come stay in and help PSG vs 4DWN, PST vs 3DWN	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: ON call
X	Route	
Z	Route	
QB	5 Step Drop. QK= 3 Step Drop.	Alert: Bear/ 5 down= Match (Big) Alert: Right/Left Alert: Squeeze (QB under only)



NAKEDS

OVER

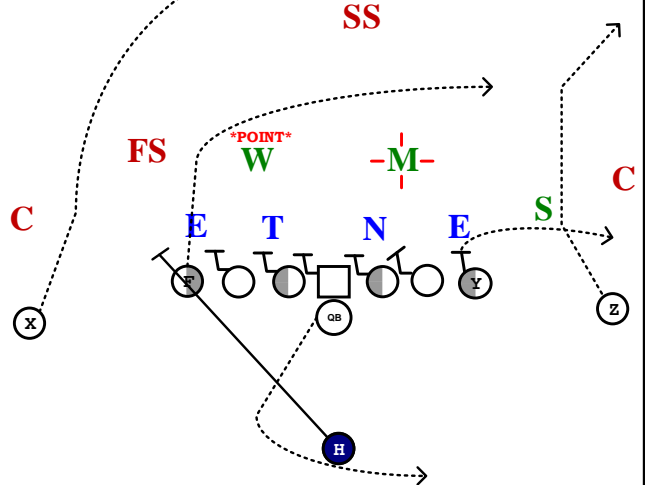
FK 36 NKD-LT



FRONT ID: "EVEN"

UNDER

FK 37 NKD RT



FRONT ID: "EVEN"

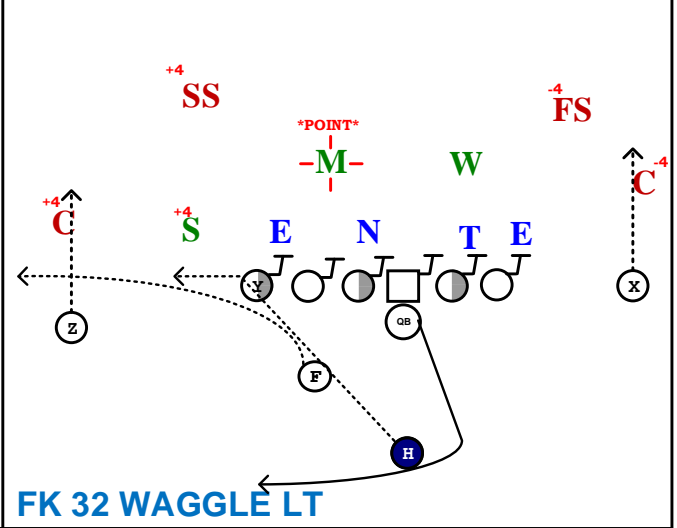
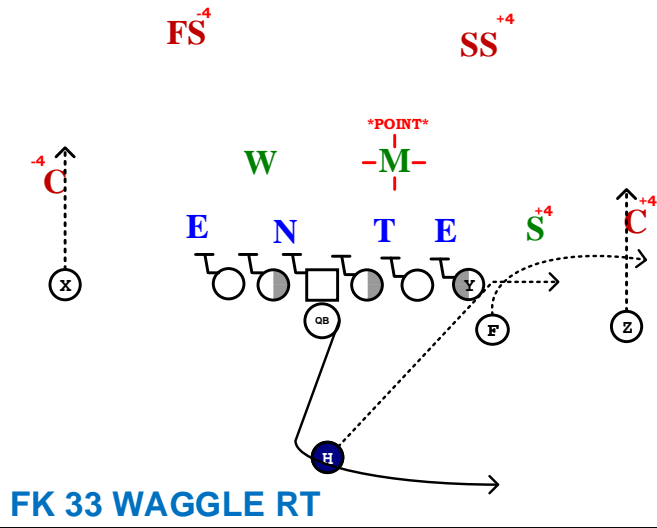
6 or 7 Man Play Action Movement protection designed to sell called run and have QB boot and break contain away from play call. Offensive Line is selling out blocking the run, no turn back.

Y/ F IN-LINE	Naked side: Slam Flat Fake side: Over Route or Clear	"Solid" call- Block DE, Make 'Money' call to OT with C & D gap Threats on Naked side
FAKE SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
FAKE SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Execute DBL team to 1 backer spot over to play call side.
CENTER	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back.	If GAP Scheme NKD-Block Back.
NAKED SIDE GUARD	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 3 tech	If GAP Scheme NKD-Pull
NAKED SIDE TACKLE	Attack Fake Side Gap, Sell run called Low Hat, Don't Turn Back. Solid= Money on 5 tech	If GAP Scheme NKD-Seal NO Hinge
F	Influence DE make look like CUT Off Block- Slice route "F solid"- OT will Block DE with NO B Gap Threat. Track OLB/ no OLB help OT	
H	Fake Run scheme, Collision any color. Carry out fake past LOS.	
X	Route	
Z	Route	
QB	Extend ball on 3 rd step. 4 th step get depth. Roll away.	

FK 33/32 WAGGLE

OVER

UNDER



6 Man Play Action protection designed to attack the flank.

Y	Waggle Side- Crack EOL, Block Full Time Fake Side- Over or Clear	
FAKE SIDE TACKLE	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
FAKE SIDE GUARD	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
CENTER	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
PLAY SIDE GUARD	Attack Fake side Gap, Sell run called Low Hat, Don't turn Back.	MAKE IT NOISY
PLAY SIDE TACKLE	Attack Fake side Gap, Sell run called Low Hat, Leave 1.	
F	Run Flat Route if NO blocking Responsibility F-Solid- Block 'D' Gap	
H	Flash fake to Waggle Direction. Avoid EOL, Run Flat Route.	
X	Route	
Z	Route	
QB	Reverse Pivot away from Call side. Flash Fake. Continue attacking Flank	

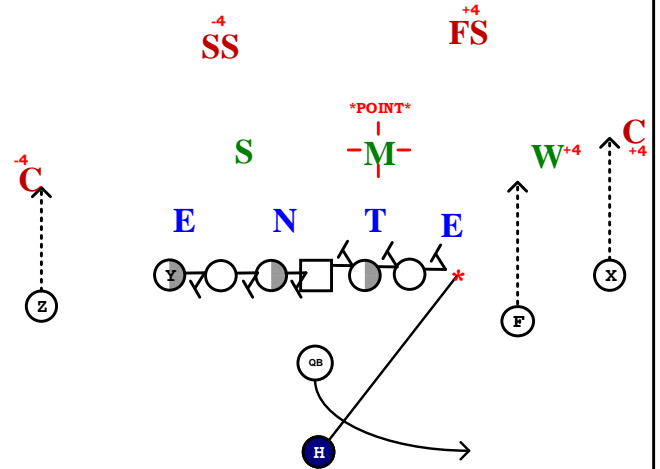
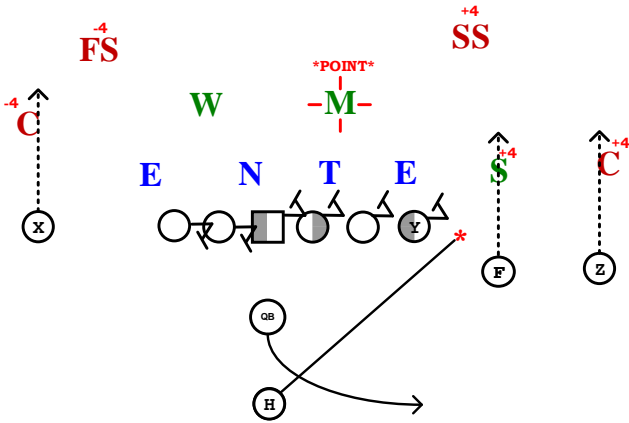


OVER

98 SOLID

UNDER

98



FRONT ID: "OVER"

FRONT ID: "EVEN"

Sprint Out Protection - Reach on Gap

Y	Call Side -Free Release run route Back side TE- Protection Reach on Gap Backside	Solid: Home Call- Reach On Gap, Leave 1 for RB "Tap" to RB if 2 O/S.
CALL SIDE TACKLE	Open Side: Reach On Gap- Backside- Leave 1 for RB "Tap" to RB if 2 O/S Solid: Reach On Gap-Backside- No "Tap"	Alert: "Tap"
CALL SIDE GUARD	Reach On Gap - Backside	Alert: "Tap"
CENTER	Reach On Gap - Backside	Alert: "Tap"
BACKSIDE GUARD	Reach On Gap - Backside	
BACKSIDE TACKLE	Reach On Gap - Backside	
F	In Backfield: No Call run Flat route. F Solid call- Cut 1 st defender O/S of OT. In Line: F solid- Reach On Gap- Backside Leave 1 for RB. "Tap" to RB with 2 O/S	Alert: "Tap"
H	Cut the first defender outside of OT. See Possible "Tap" by OT with 2 O/S. F Solid- Block 1 st defender O/S of F's Block. Look for 2 nd Contain Solid- Cut the 1 st defender O/S of Y. See possible "Tap" by Y with 2 O/S	Alert: "Tap"
X	Route	
Z	Route	
QB	Controlled Roll- Out to Call Side.	