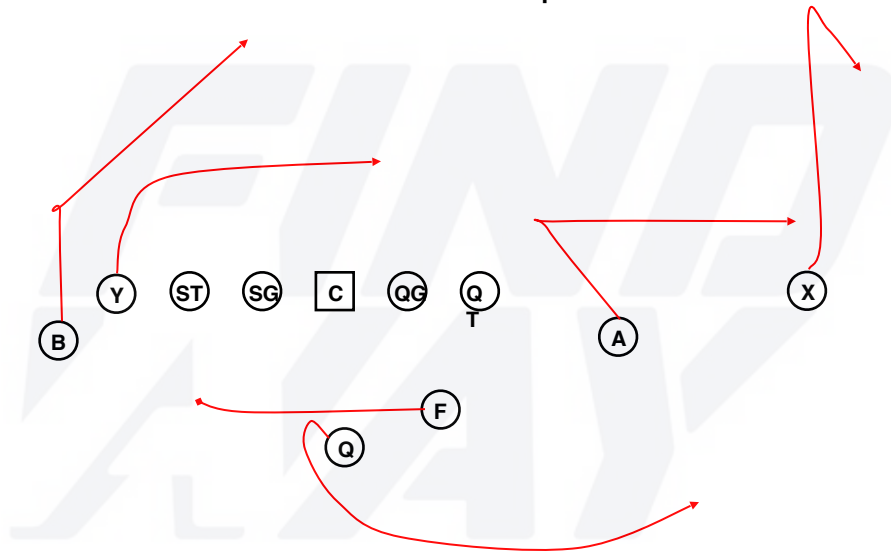


# **Play Action**



# Waggle

Can use Rodeo/Lasso protection



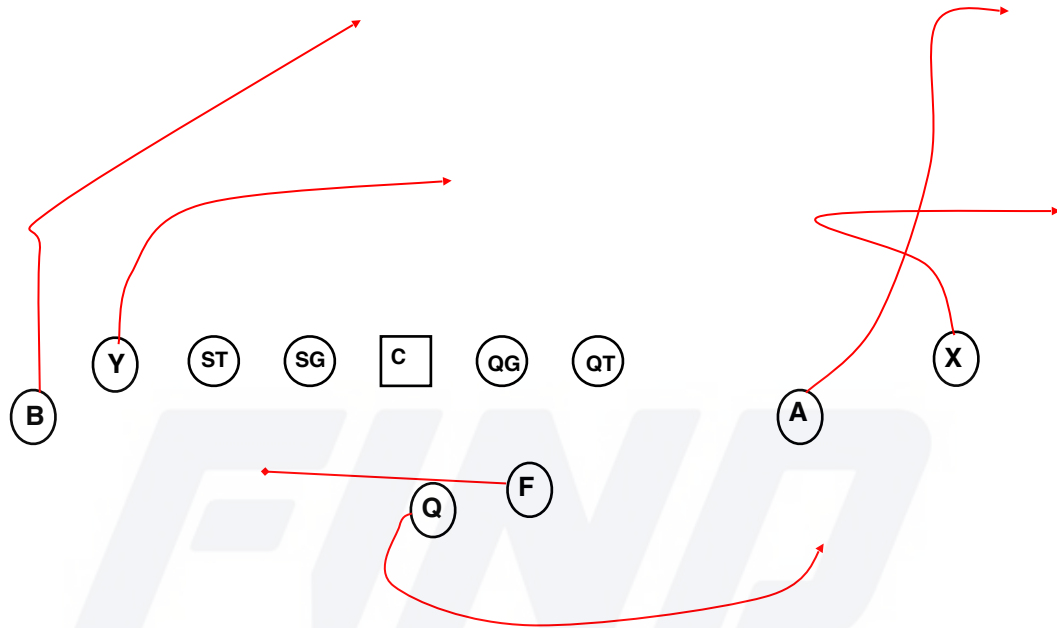
Position	Job Description
<b>X</b>	Smoke route. 16 yards back to 14
<b>A</b>	3 steps inside, break to flat
<b>F</b>	Fake buck and block edge
<b>Y</b>	Drag over linebackers
<b>B</b>	Post over safety
<b>QT</b>	Down
<b>QG</b>	Down
<b>C</b>	Down
<b>SG</b>	Pull and secure edge
<b>ST</b>	Step and Hinge
<b>Q</b>	Fake and shuffle, get depth. A is hot, X is primary, Y is second



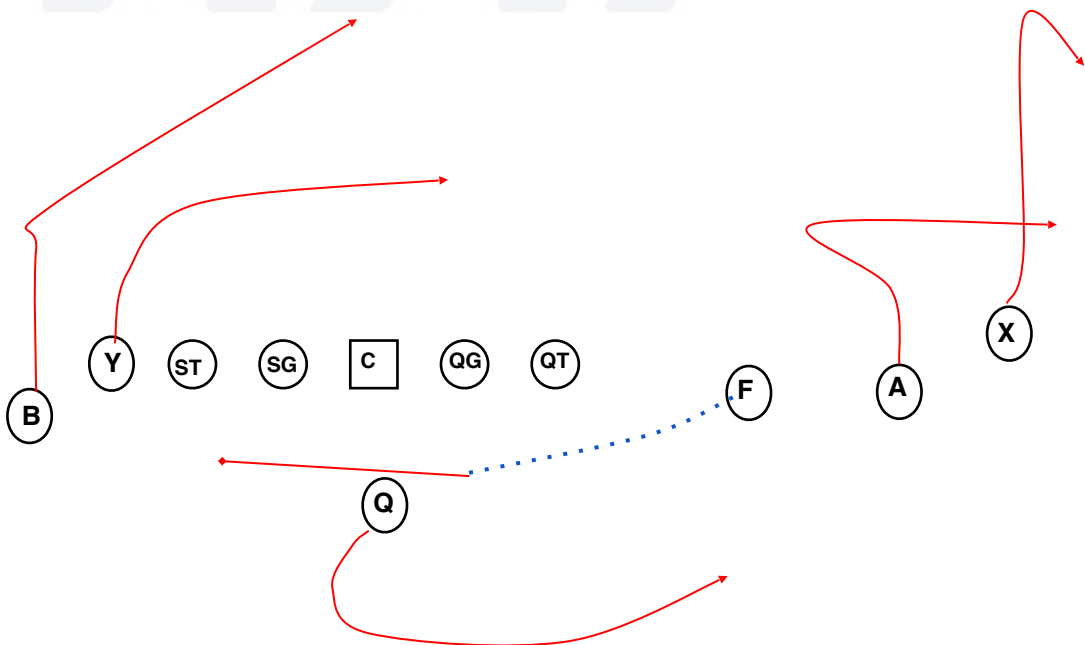
# Flavors of Waggle



## Blue-Waggle-Switch

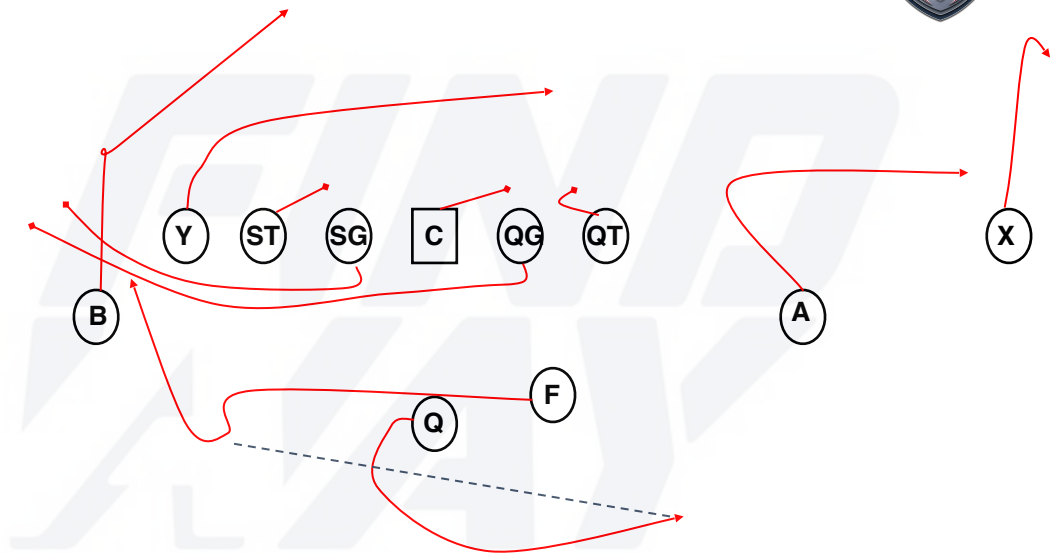


## Blue-Empty-Fly-Waggle





# Blue-Waggle-Throwback-Screen

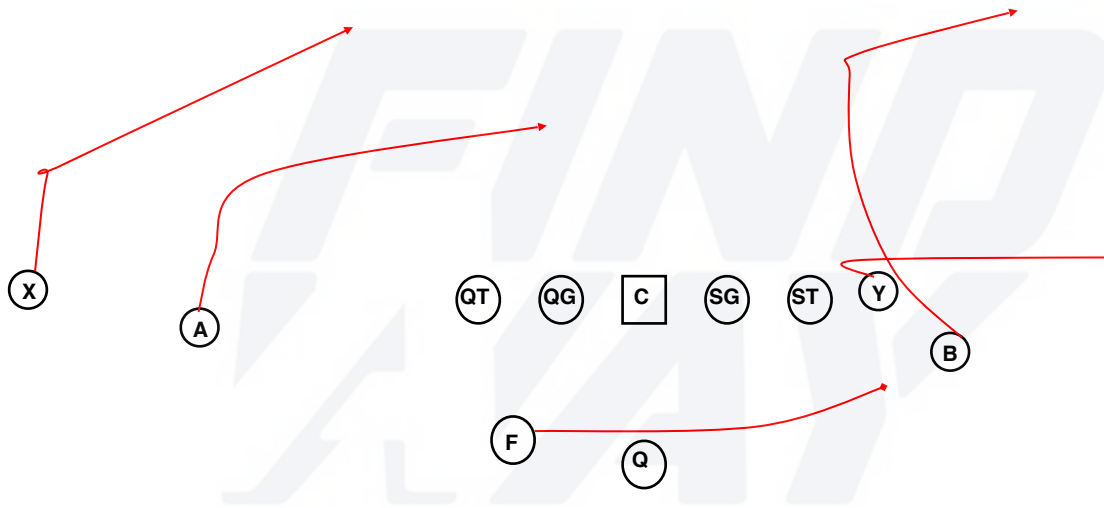


Position	Job Description
<b>X</b>	Waggle
<b>A</b>	Waggle
<b>F</b>	Fake buck and drift wide. Call "go" on catch
<b>Y</b>	Waggle
<b>B</b>	Waggle
<b>QT</b>	Buck
<b>QG</b>	Pull for Buck and "miss". Look inside on go call
<b>C</b>	Buck
<b>SG</b>	Pull for Buck and "miss". Block #1 on go call
<b>ST</b>	Buck
<b>Q</b>	Look like waggle and buy time. Throw to F



## Buck Pass

Called if 5 tech and OLB

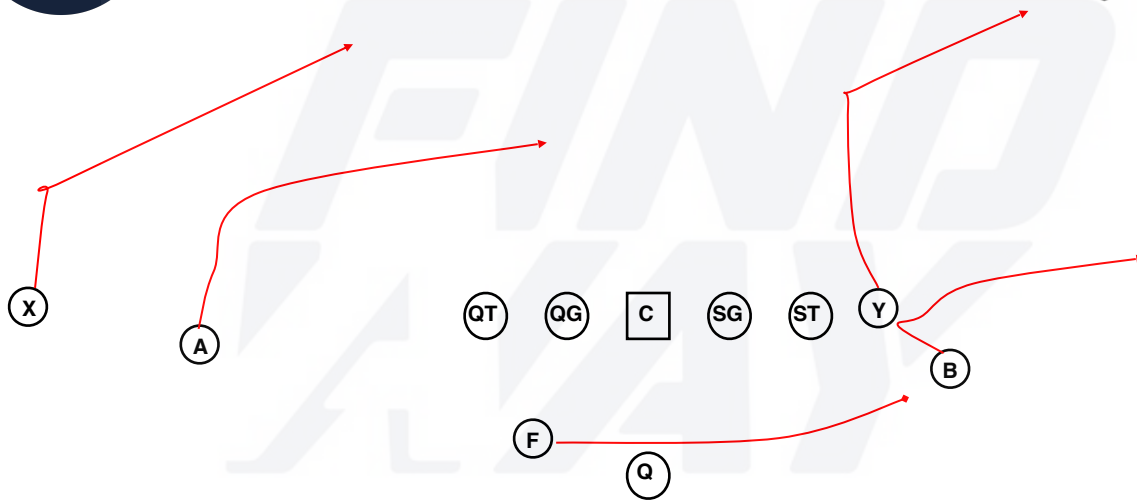


Position	Job Description
<b>X</b>	Post over safety. If no safety, skinny post
<b>A</b>	Drag over linebackers
<b>F</b>	Fake buck, protect edge
<b>Y</b>	Hands on DL for count then flat
<b>B</b>	Inside of OLB for release, then vert, then corner route
<b>QT</b>	Rock/Load
<b>QG</b>	Rock/Load
<b>C</b>	Rock/Load
<b>SG</b>	Rock/Load
<b>ST</b>	Rock/Load
<b>Q</b>	Flash and drop shoulder pad level as you slide step. Read deep defender for high low. If DBs "spin" work to drag



## Buck Pass Switch

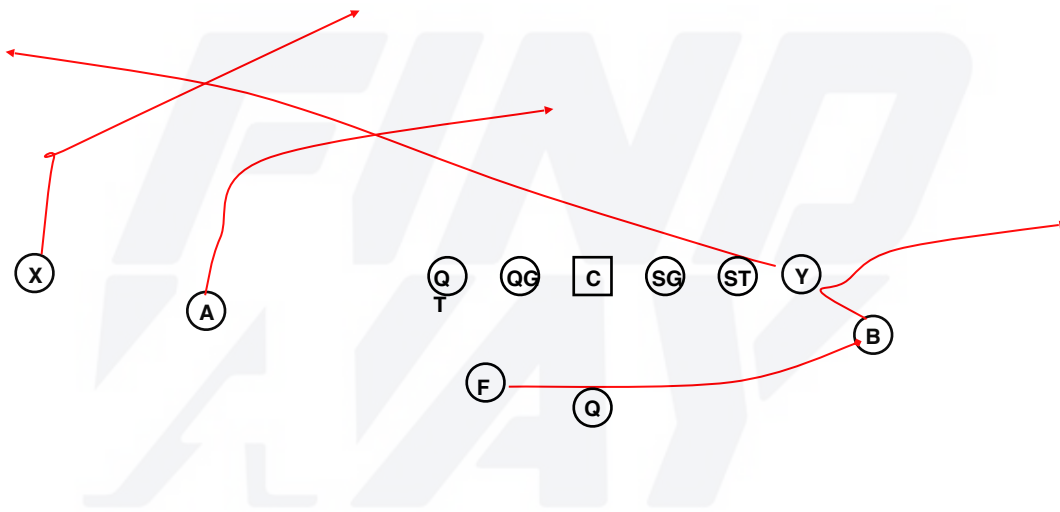
Called if 9 tech



Position	Job Description
<b>X</b>	Post over safety. If no safety, skinny post
<b>A</b>	Drag over linebackers
<b>F</b>	Fake buck, protect edge
<b>Y</b>	Inside release on OLB, then vert, then corner route
<b>B</b>	Block down and get hands on DL for count, then release to flat
<b>QT</b>	Rock/Load
<b>QG</b>	Rock/Load
<b>C</b>	Rock/Load
<b>SG</b>	Rock/Load
<b>ST</b>	Rock/Load
<b>Q</b>	Flash and drop shoulder pad level as you slide step. Read deep defender for high low. If DBs "spin" work to drag



## Buck Pass Y Throwback



Position	Job Description
<b>X</b>	Tighten splits. Post over safety. If no safety, skinny post
<b>A</b>	Tighten splits. Drag over linebackers
<b>F</b>	Fake buck, protect edge
<b>Y</b>	Get to 15-20 yards deep across the field
<b>B</b>	Block down and get hands on DL for count, then release to flat
<b>QT</b>	Rock/Load
<b>QG</b>	Rock/Load
<b>C</b>	Rock/Load
<b>SG</b>	Rock/Load
<b>ST</b>	Rock/Load
<b>Q</b>	Flash and drop shoulder pad level as you slide step. Read corner to wide receiver side.



# Strong Flood

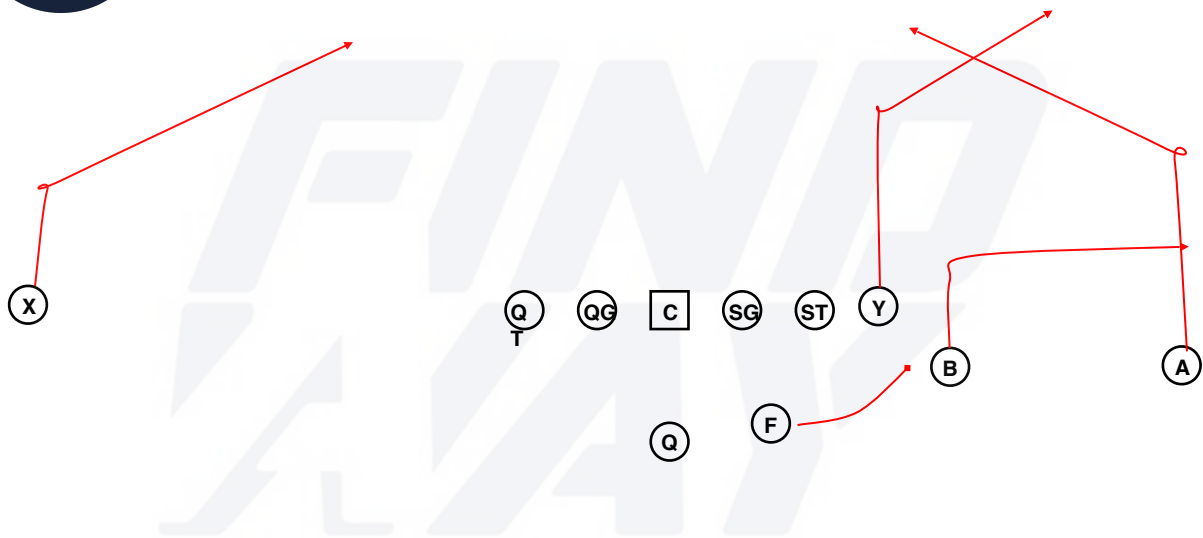


Position	Job Description
<b>X</b>	Post over safety
<b>A</b>	Drag if backside
<b>F</b>	Rodeo/Lasso
<b>Y</b>	Corner Route
<b>B</b>	Chute route
<b>QT</b>	Rodeo/Lasso
<b>QG</b>	Rodeo/Lasso
<b>C</b>	Rodeo/Lasso
<b>SG</b>	Rodeo/Lasso
<b>ST</b>	Rodeo/Lasso
<b>Q</b>	Read # Defender to Backside





## Red-Flop-Strong Flood



Position	Job Description
<b>X</b>	Post over safety
<b>A</b>	Post to skinny
<b>F</b>	Rodeo/Lasso
<b>Y</b>	Corner Route
<b>B</b>	Chute route
<b>QT</b>	Rodeo/Lasso
<b>QG</b>	Rodeo/Lasso
<b>C</b>	Rodeo/Lasso
<b>SG</b>	Rodeo/Lasso
<b>ST</b>	Rodeo/Lasso
<b>Q</b>	Read # Defender to Backside