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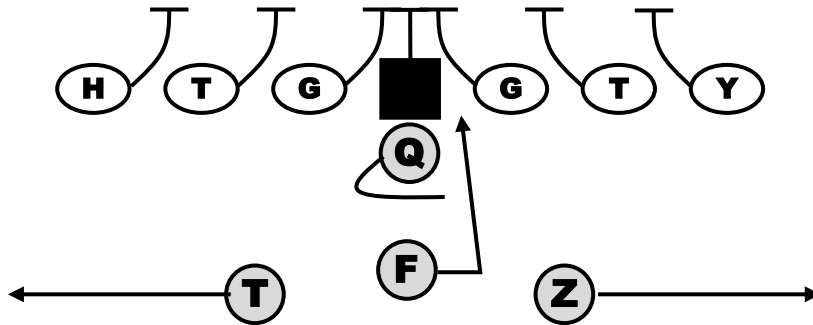
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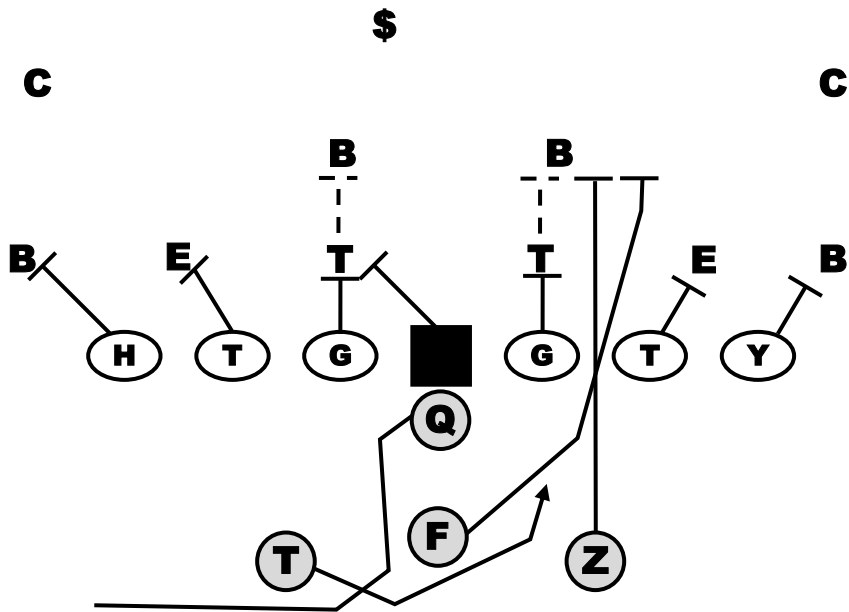
# THE HOUSE PACKAGE

# HOUSE WEDGE RT



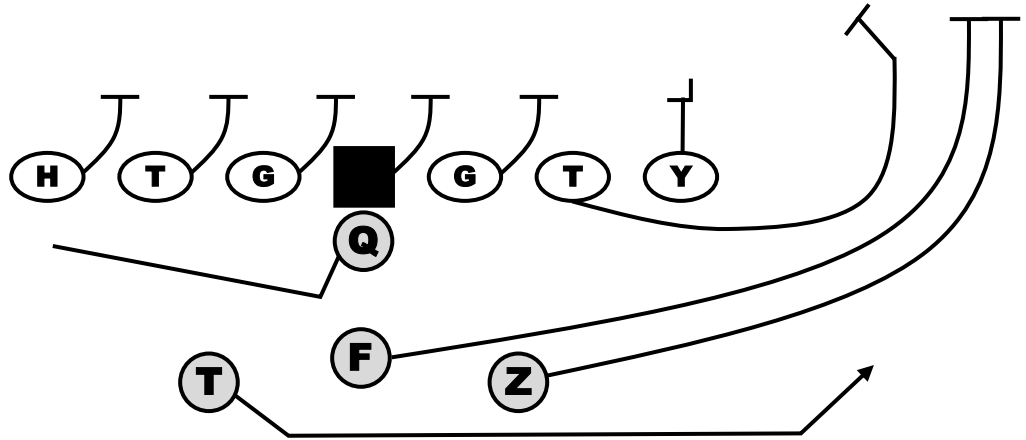
<b>H</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>WG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>C</b>	Attack Closest Man to you and Drive. You're going to be wedged
<b>SG</b>	Block In. Block Near Hip of I/S Man in toward the Center
<b>ST</b>	Block In. Block Near 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>	Swing Away, Take Somebody with you
<b>Q</b>	Take Snap, Spin and Leave the ball for the F
<b>T</b>	Swing Away, Take Somebody with you

# HOUSE ISO RT



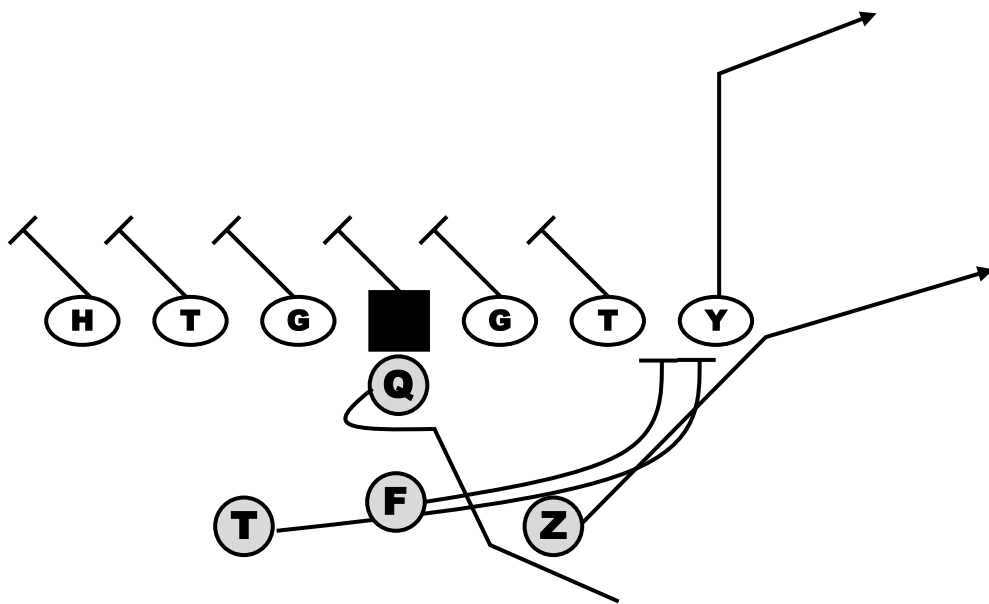
<b>H</b>	On to In Drive Block a Head Up Defender, no one head up then Block Inside
<b>WG</b>	On to In Drive Block a Head Up Defender, no one head up then Block Inside
<b>C</b>	On to In Drive Block a Head Up Defender, no one head up then Block Inside
<b>SG</b>	On to In Drive Block a Head Up Defender, no one head up then Block Inside
<b>ST</b>	On to In Drive Block a Head Up Defender, no one head up then Block Inside
<b>OT</b>	On to In (Try and Turn a Head Up Defender Out) Drive Block a Head Up Defender, no one head up then Block Inside
<b>Y</b>	On to Out Drive Block a Head Up Defender, no one head up then Block Outside
<b>F</b>	Insert in the Open Gap and Lead up on the 1 <sup>st</sup> Threat
<b>Z</b>	Insert in the Open Gap and Lead up on the 1 <sup>st</sup> Threat
<b>Q</b>	Take Snap, Open and Give to T, Fake Keeper Opposite
<b>T</b>	Dropstep, Let QB get away from the LOS, then attack downhill and follow blockers

# HOUSE SWEEP RT



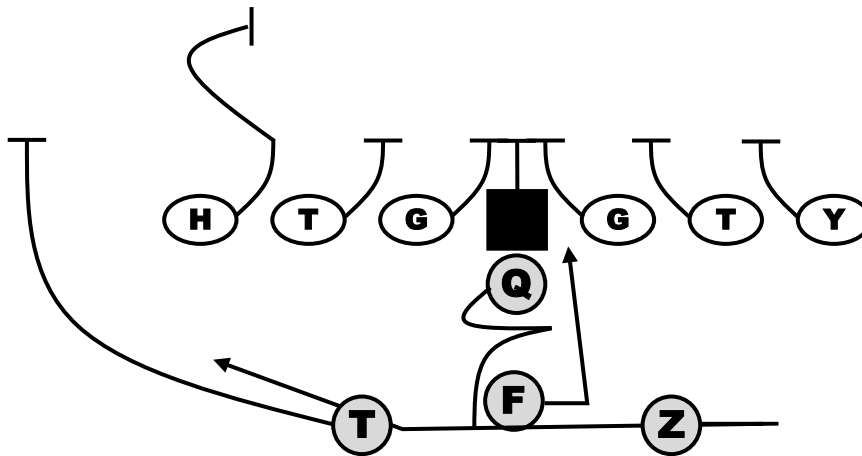
<b>H</b>	Scoop Playside Gap
<b>WG</b>	Scoop Playside Gap
<b>C</b>	Scoop Playside Gap
<b>SG</b>	Scoop Playside Gap
<b>ST</b>	Pull wide and block First Threat Pin Inside if you can
<b>OT</b>	Scoop Playside Gap
<b>Y</b>	Block the EMOLOS If it is an O/S Shade try and Reach his O/S Shoulder and Turn him inside
<b>F</b>	Pull wide and block First Threat Pin Inside if you can
<b>Z</b>	Pull wide and block First Threat Pin Inside if you can
<b>Q</b>	Take Snap, Toss to Back, Fake Keeper Away
<b>T</b>	Drop Step, Catch the Pitch, Attack the Edge and Follow the Pullers

# HOUSE 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>	Attack O/S Leg of the Callside TE and run a Flat Route (No Deeper than 2YDS)
<b>Q</b>	Take Snap, Sell Handoff to T, Rollout Read it Hi to Low (Make your Probably Call Pre-Snap)
<b>T</b>	Fake ISO, then widen and Attack O/S Leg of the F and Block 1 <sup>st</sup> Threat

# HOUSE WEDGE RT SNEAK



<b>H</b>	Sneak Block Scoop Playside Gap, any LOS threat take it, No threat, then sneak out and block 2 <sup>nd</sup> Level
<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>	Fake Wedge
<b>Z</b>	1 Big and 2 Little Slide Steps for timing, Press off of O/S Foot and attack the Handoff Get to the O/S and follow the Puller
<b>Q</b>	Take Snap, Fake to the Wedge Man (Open hand Fake), Press off of the Fake and Give to Z
<b>T</b>	Pull opposite of Call and Block 1 <sup>st</sup> Threat O/S of the TE