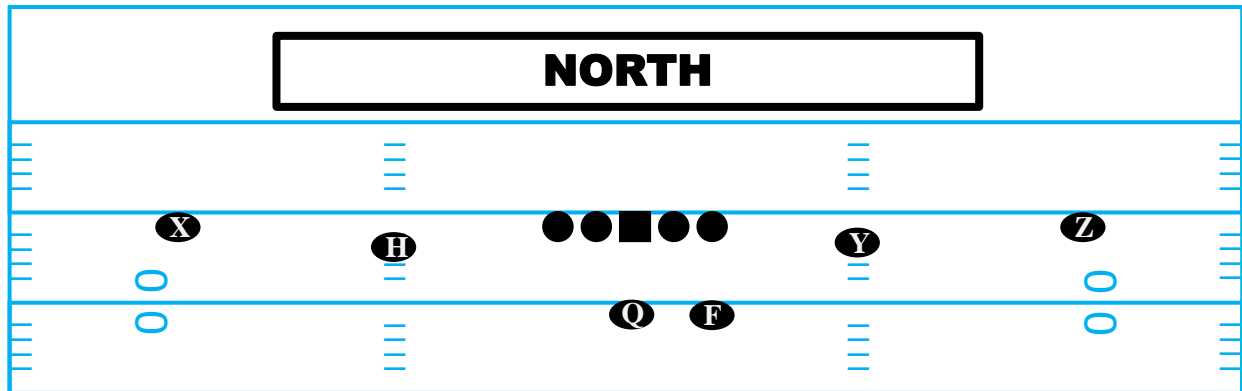


NORTH/SOUTH

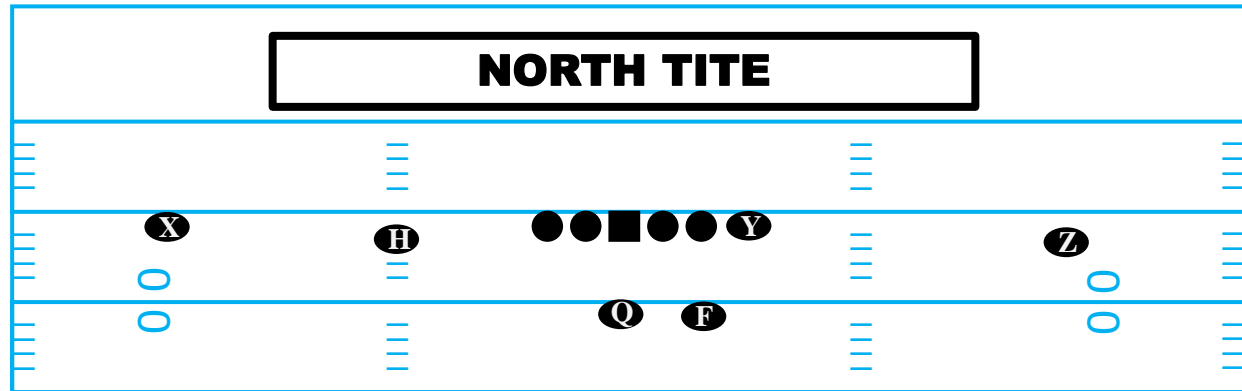
2X2 FORMATION

- X Always on the Left, Z Always on the Right
- H/Y Flip sides based on the strength call
- F Aligns based on the play call

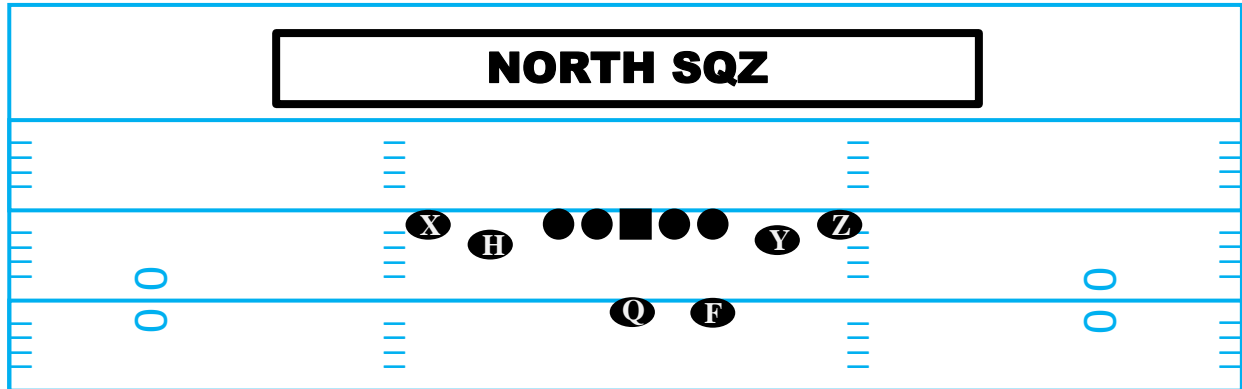
NORTH



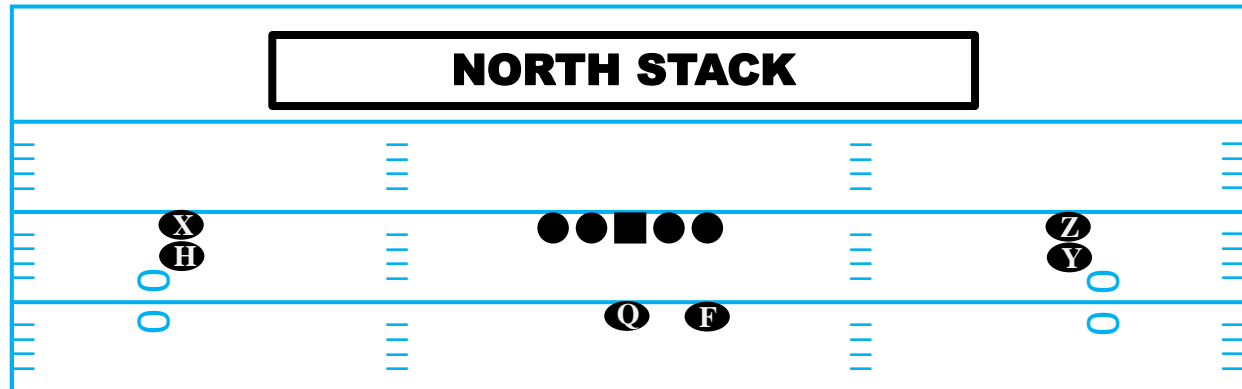
NORTH TITE



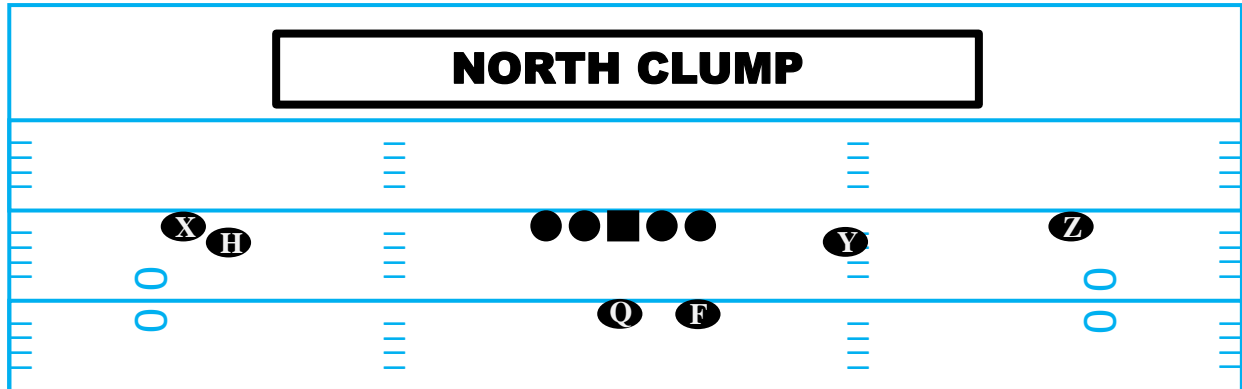
NORTH SQZ



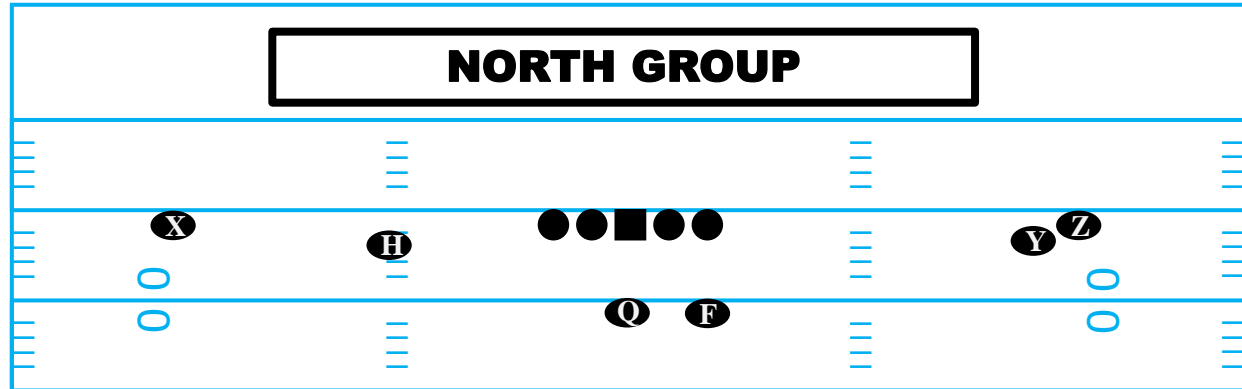
NORTH STACK



NORTH CLUMP



NORTH GROUP

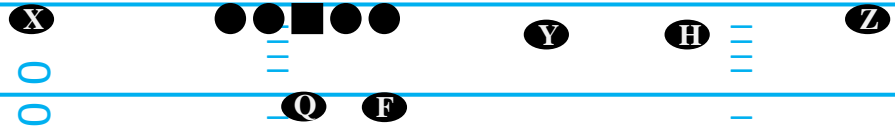


EARLY/LATE

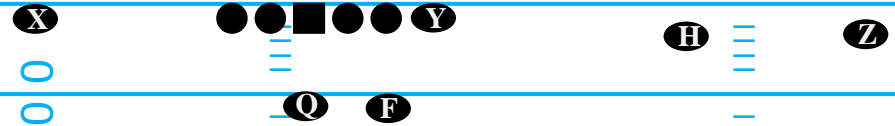
3X1 FORMATION

- X Always on the Left, Z Always on the Right
- H/Y go to the strength call
- F Aligns based on the play call

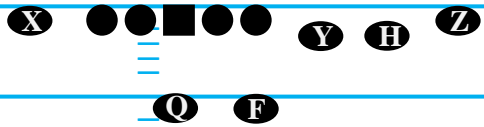
EARLY



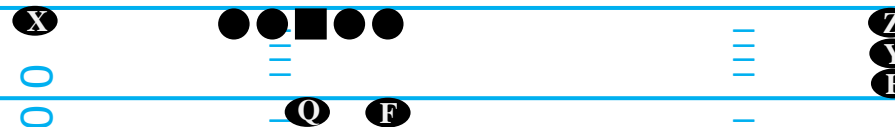
EARLY TITE



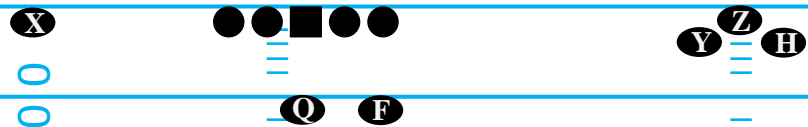
EARLY SQZ



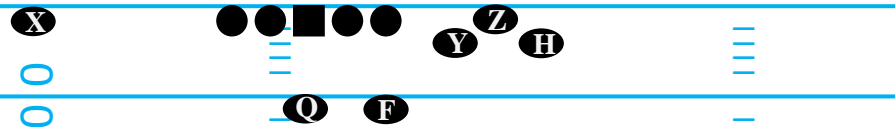
EARLY STACK



EARLY BUNCH



EARLY TUB

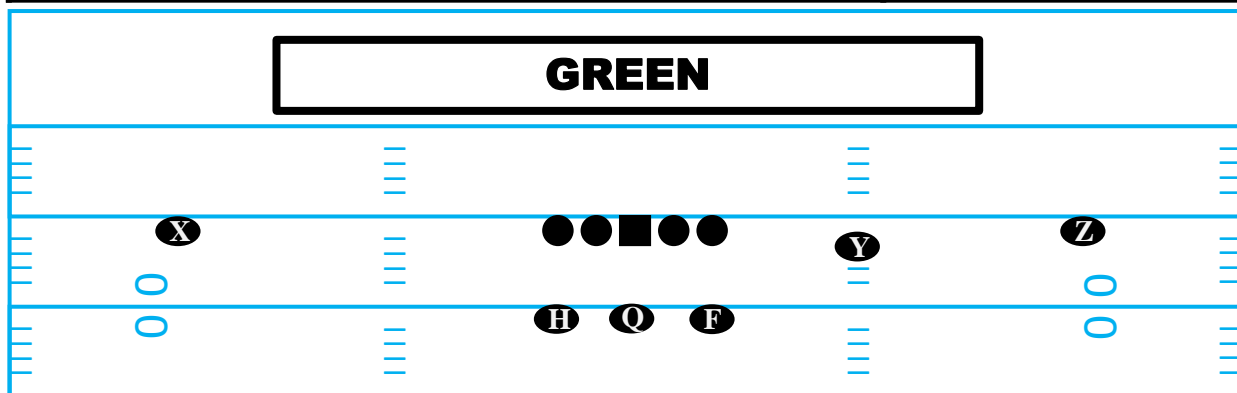


GREEN/BLUE

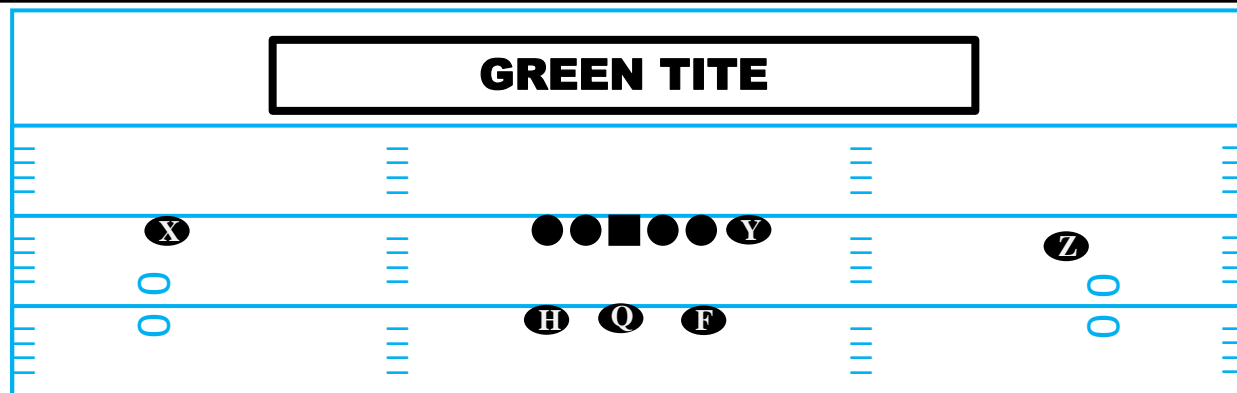
2 BACK FORMATION
(SPLIT BACKS)

- X Always on the Left, Z Always on the Right
- Y Goes to the strength call
- H/F Align play specific

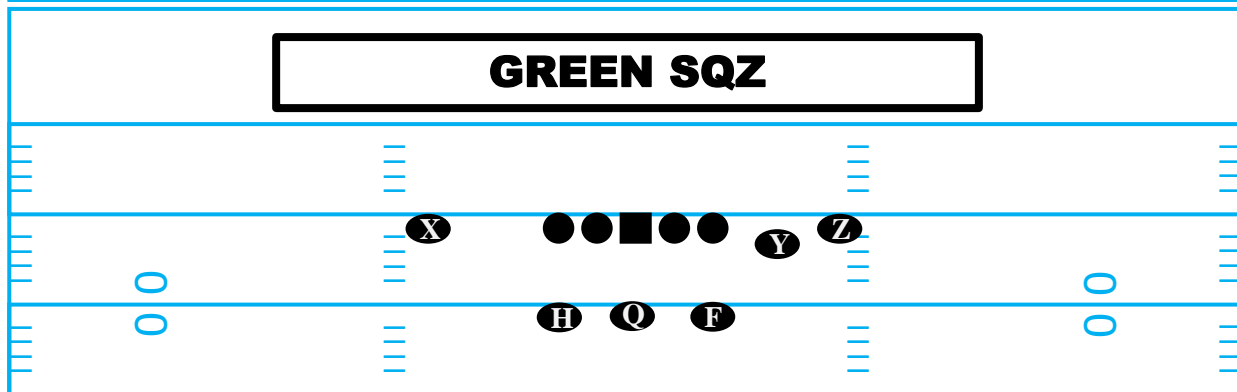
GREEN



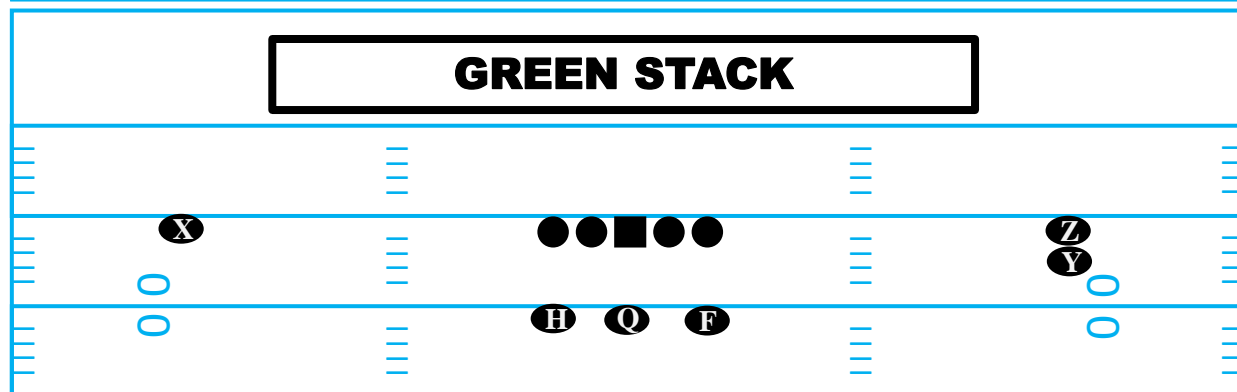
GREEN TITE

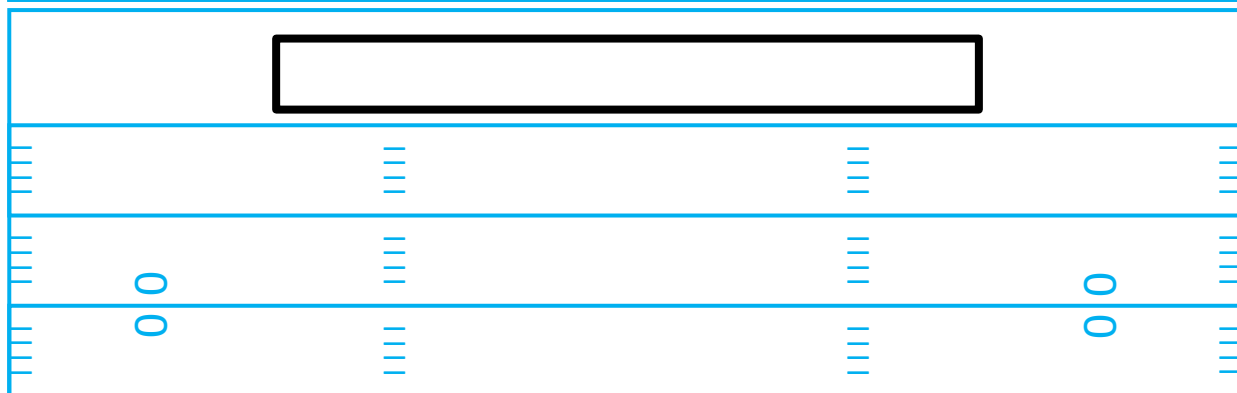


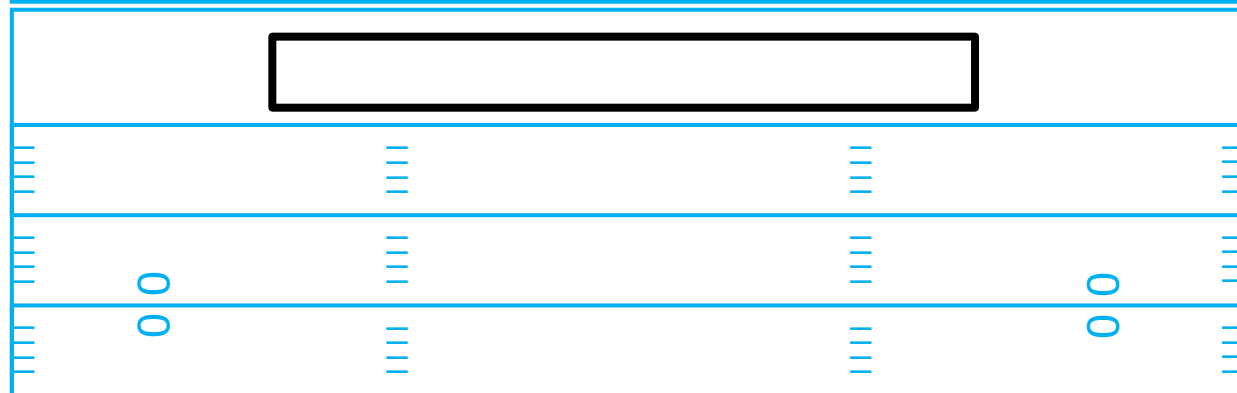
GREEN SQZ



GREEN STACK





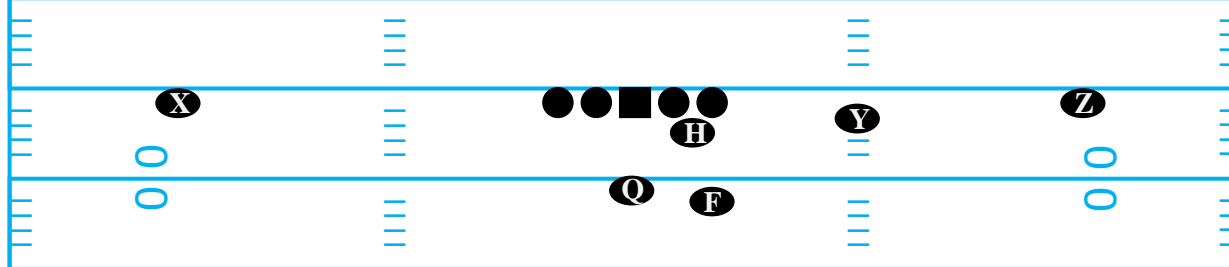


BROWN/BLACK

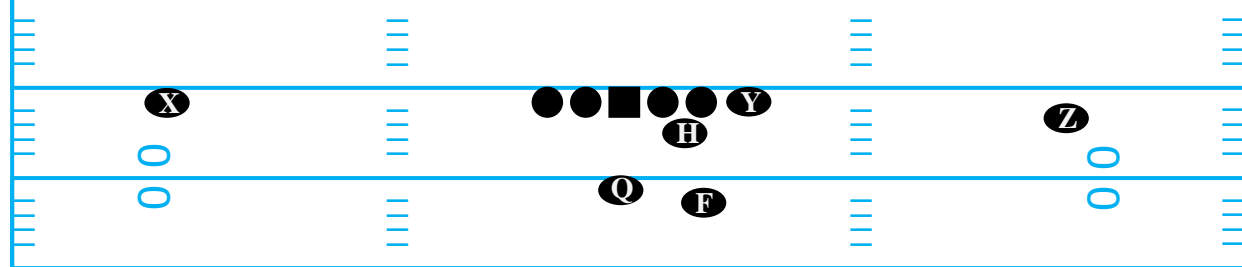
2 BACK FORMATION
(SNIFFER BACK)

- X Always on the Left, Z Always on the Right
- Y Goes to the strength call
- H/F Align play specific

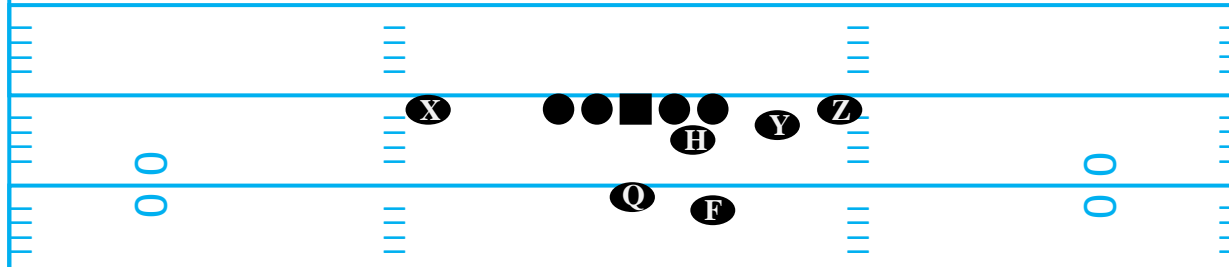
BROWN



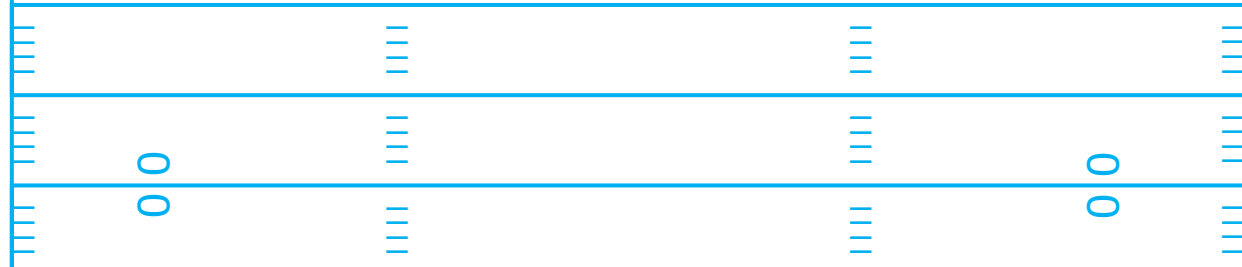
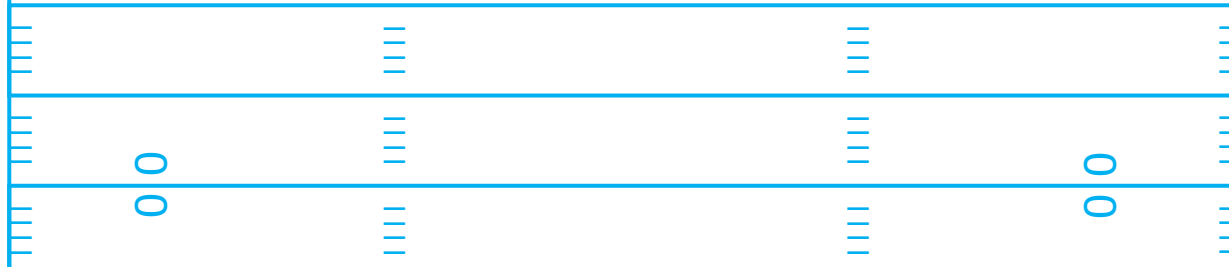
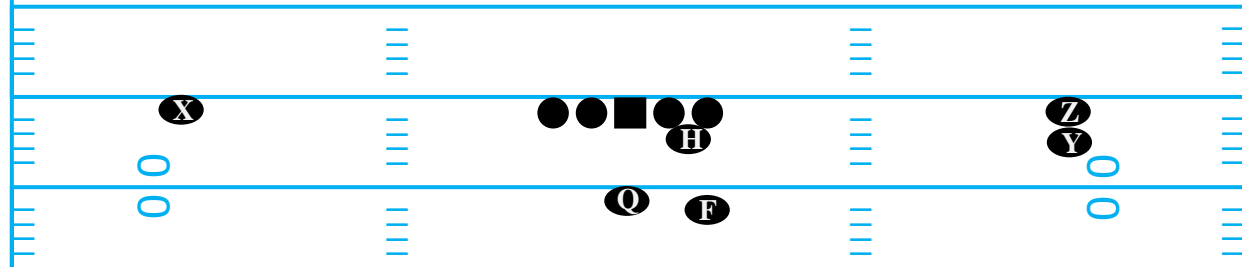
BROWN TITE



BROWN SQZ



BROWN STACK

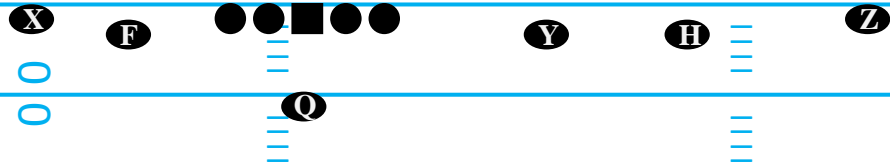


RINGO/LUCKY

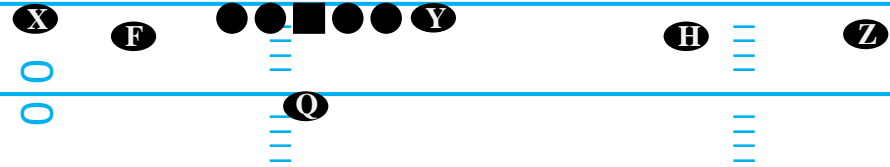
3X2 FORMATION

- X Always on the Left, Z Always on the Right
- H/Y go to the strength call
- F Aligns opposite of the strength call

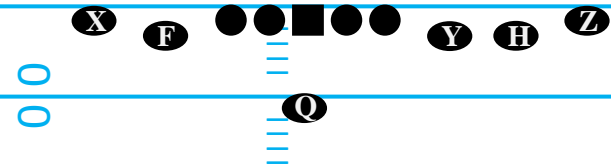
RINGO



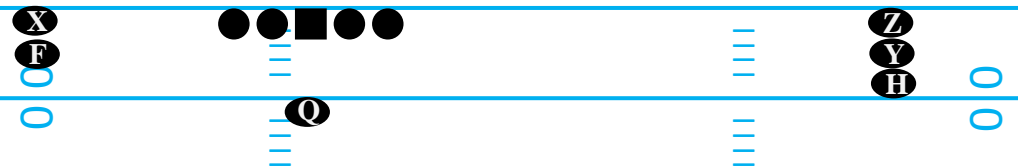
RINGO TITE



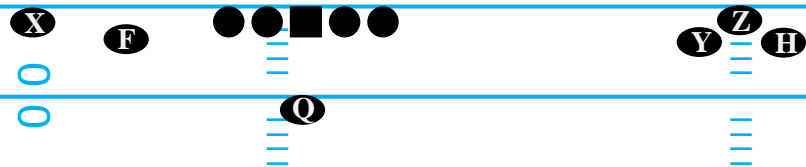
RINGO SQZ



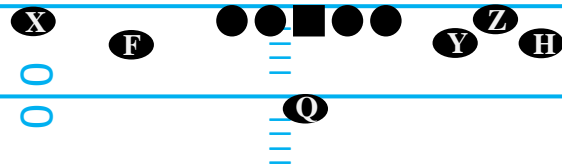
RINGO STACK



RINGO BUNCH



RINGO TUB

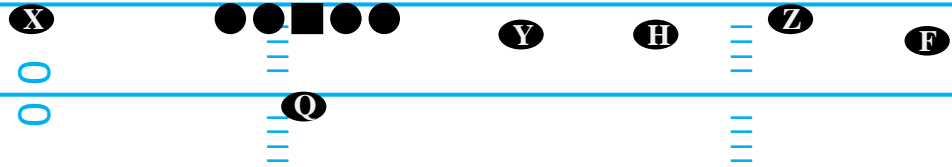


ROCK/LAVA

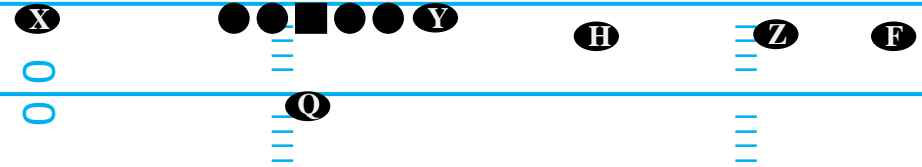
4X1 FORMATION

- X Always on the Left, Z Always on the Right
- H/Y go to the strength call
- F go's to the strength call

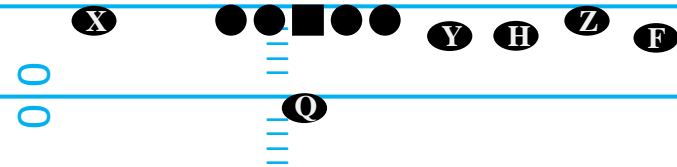
ROCK



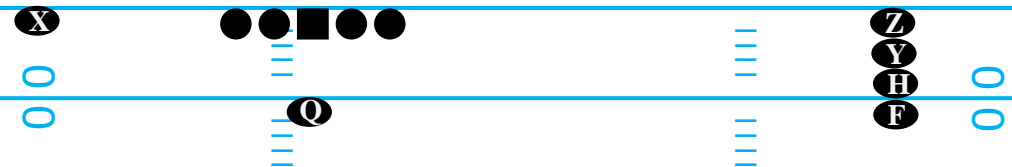
ROCK TITE



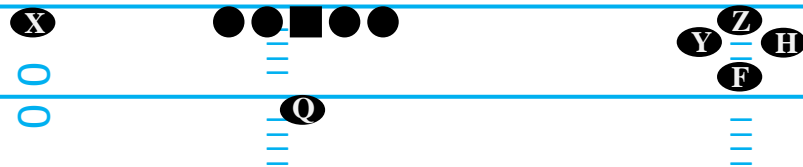
ROCK SQZ



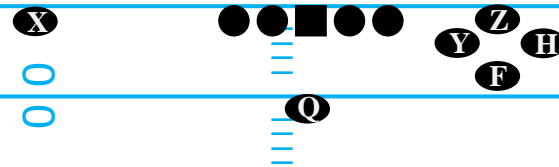
ROCK STACK



ROCK BUNCH



ROCK TUB

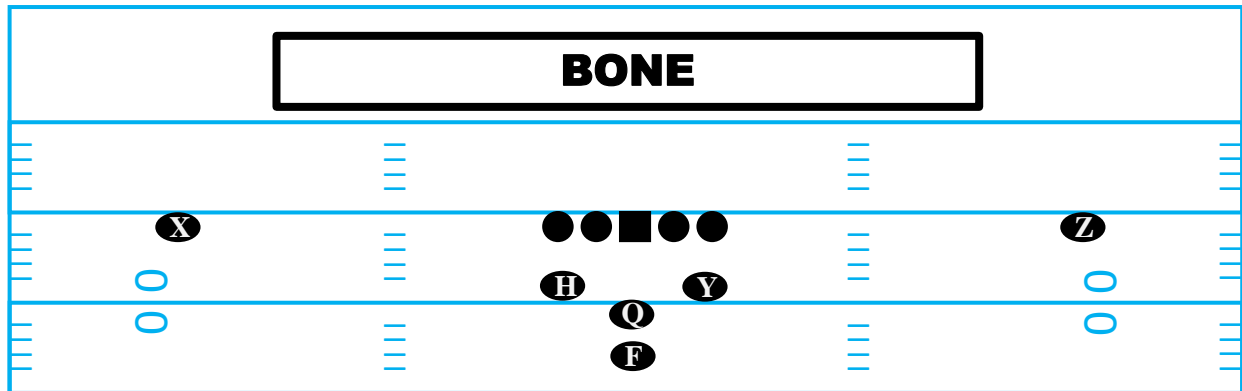


BONE/BASE/BING

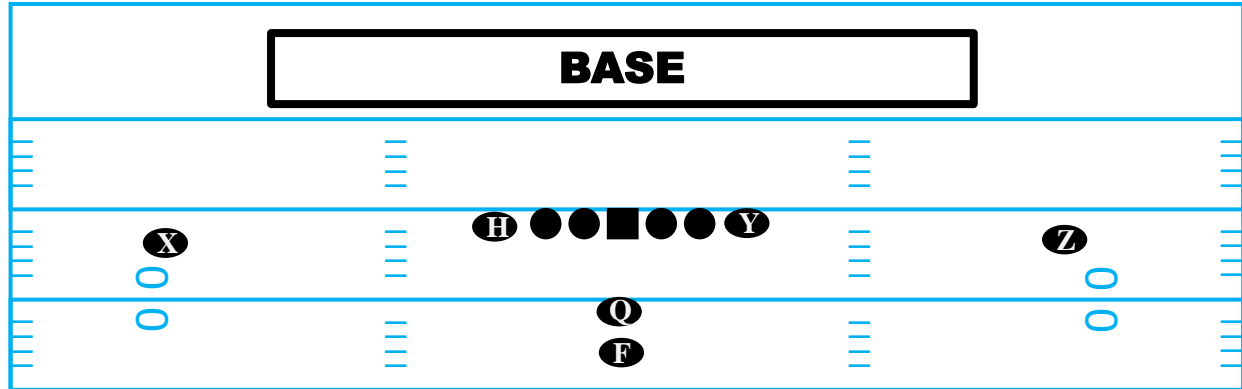
TWO TE FORMATIONS

- X Always on the Left, Z Always on the Right
- H/Y Align based on play call
- F Base Align pistol in B Word Formations

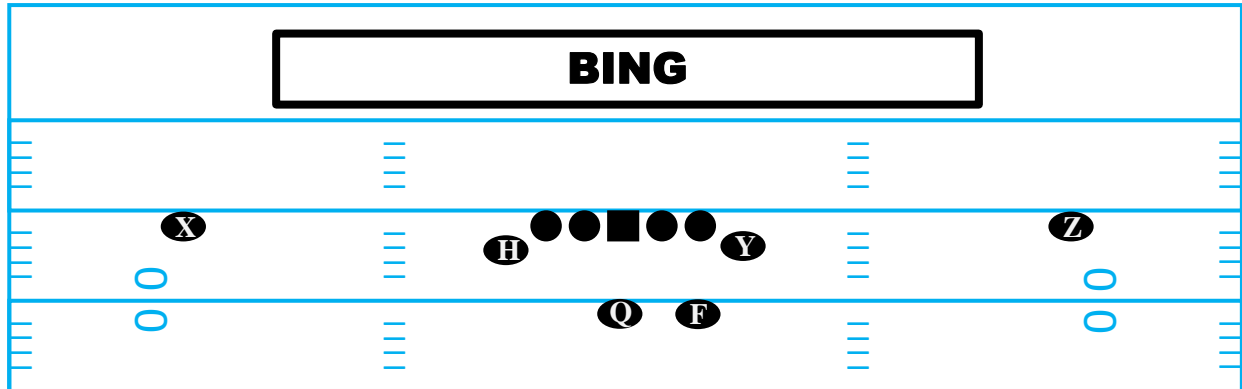
BONE



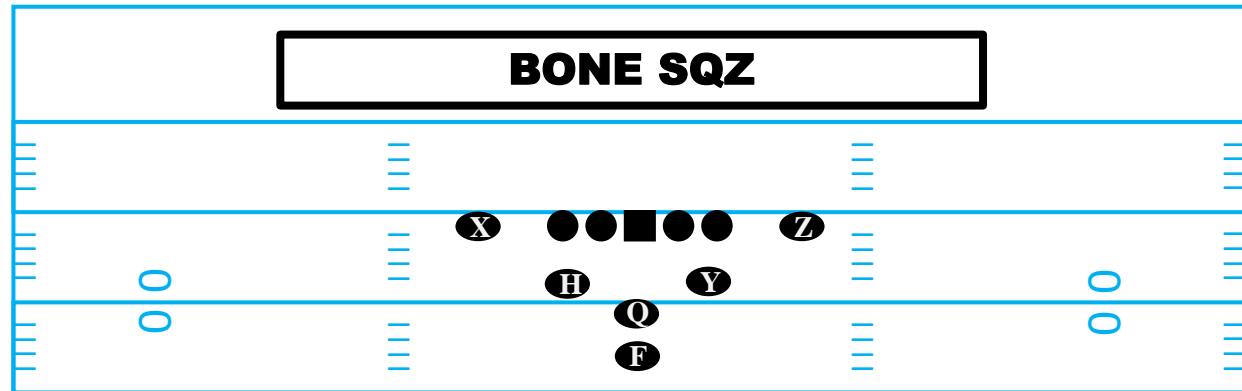
BASE



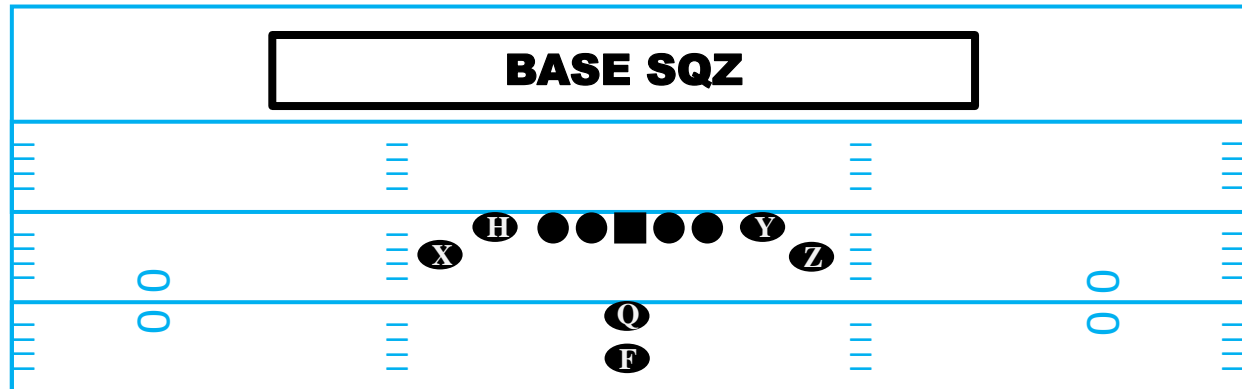
BING



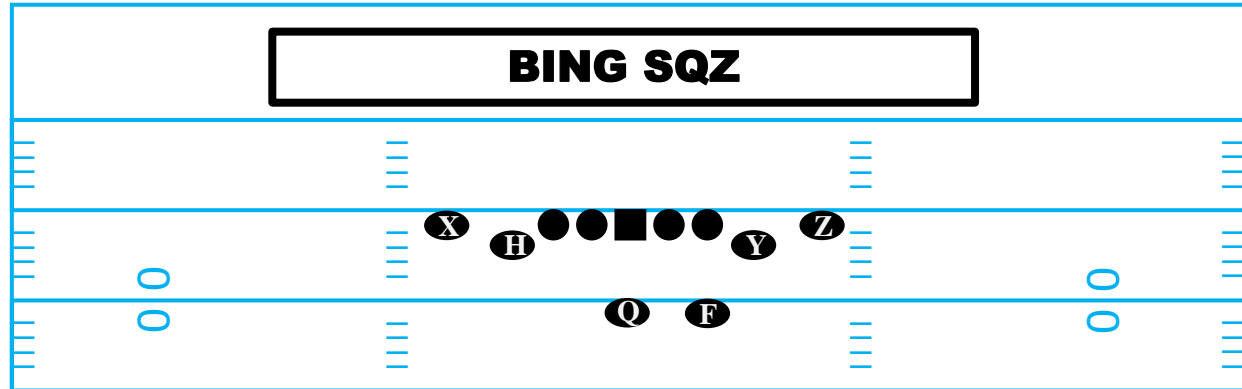
BONE SQZ



BASE SQZ



BING SQZ



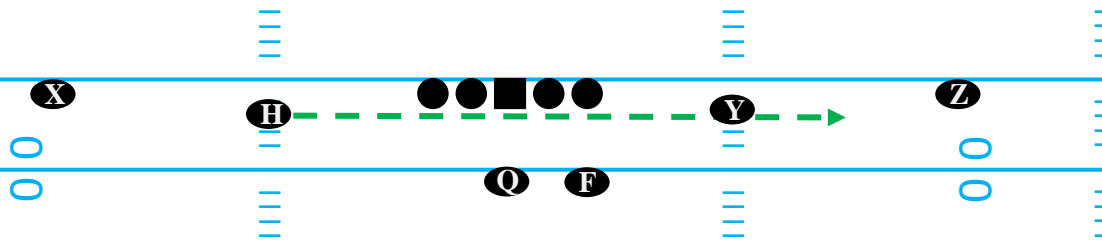
INSIDE WR MOTIONS

Motions for the H & Y WR's

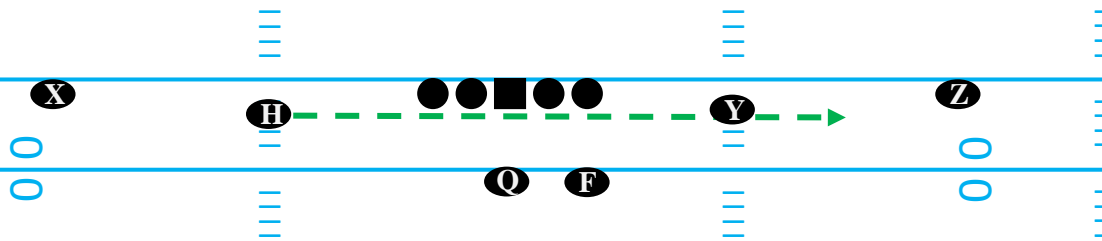
- Move – Move to the other side of the Formation
- Jet – Jet Sweep Motion
- Orbit – Behind the QB Motion

- Return – Move motion then Return to where you started
- Ski – Jet Motion across, stop and comeback across
- Pivot – Orbit Motion, Stop and swing back to where you came from

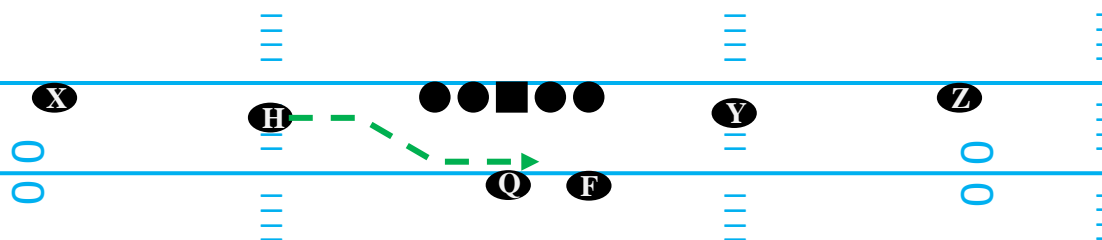
H MOVE



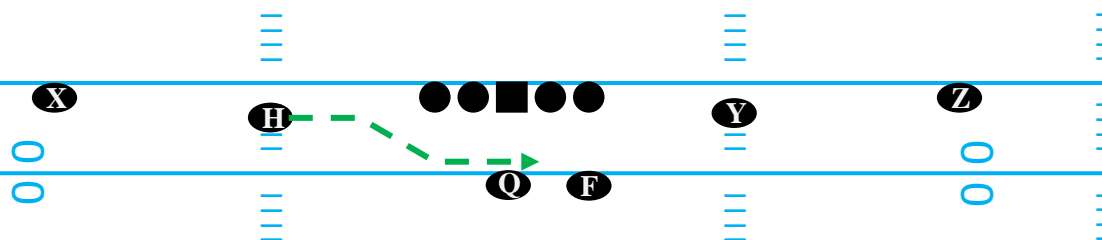
H RETURN



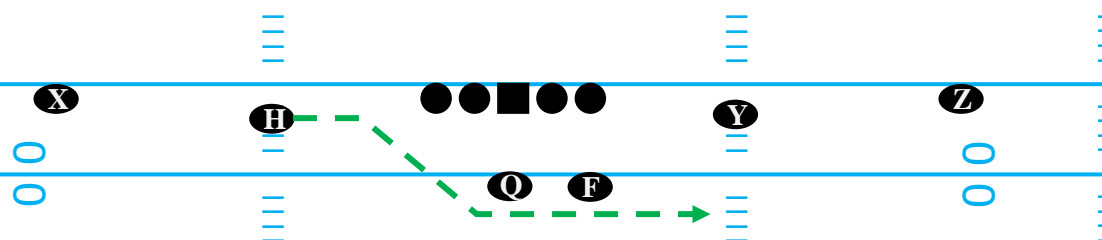
H JET



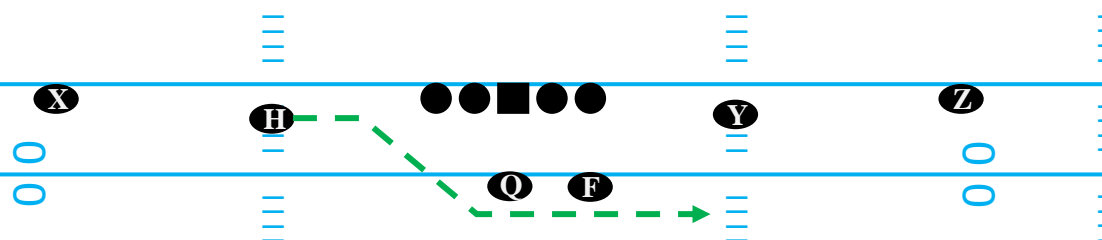
H SKI



H ORBIT



H PIVOT



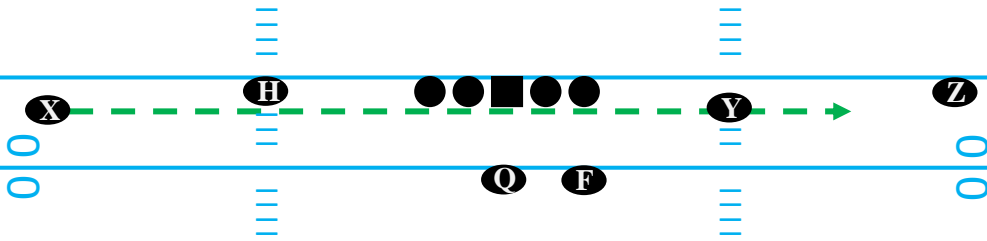
OUTSIDE WR MOTIONS

Motions for the X & Z WR's

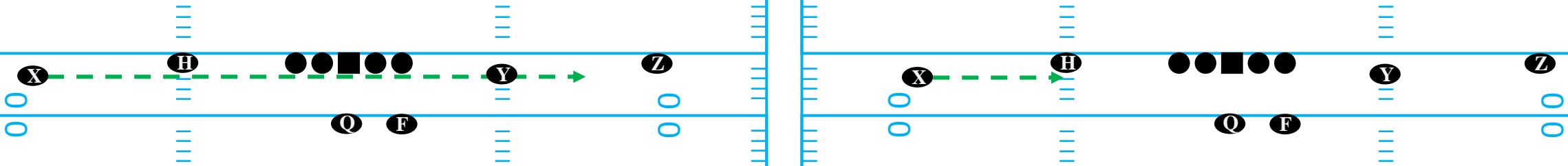
- Move – Move to the other side of the Formation
- Jet – Jet Sweep Motion
- Orbit – Behind the QB Motion

- In – Motion in toward the nearest WR
- Ski – Jet Motion across, stop and comeback across
- Pivot – Orbit Motion, Stop and swing back to where you came from

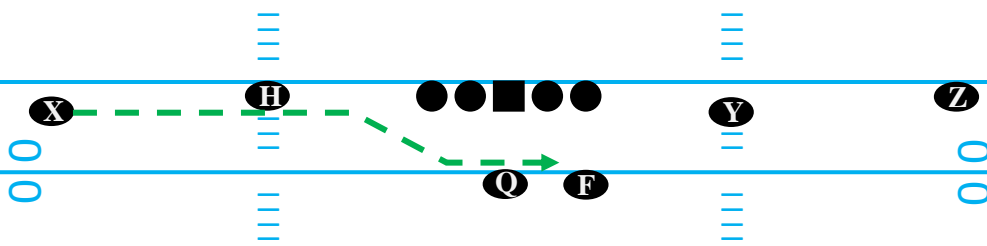
X MOVE



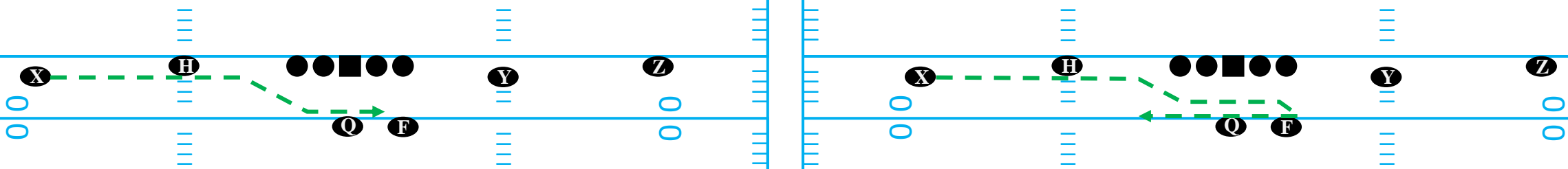
X IN



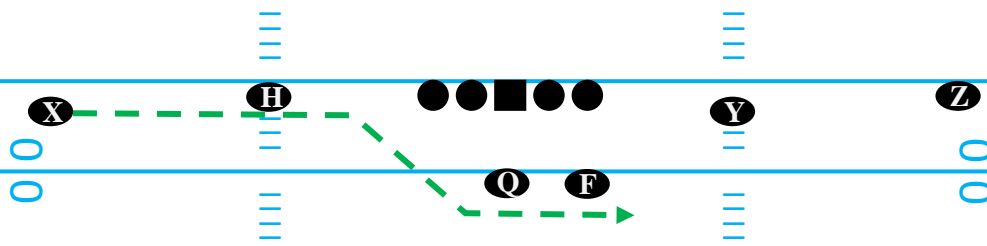
X JET



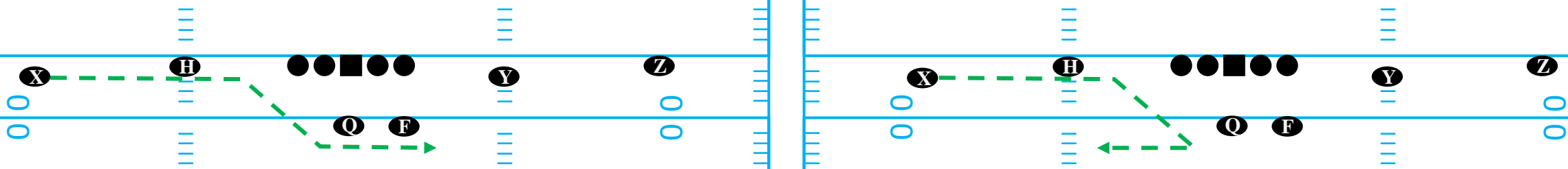
X SKI



X ORBIT



X PIVOT



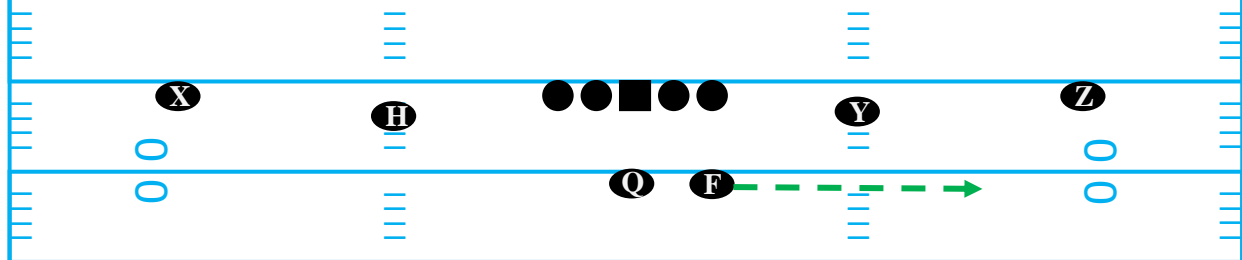
RB MOTIONS

Motions for the F

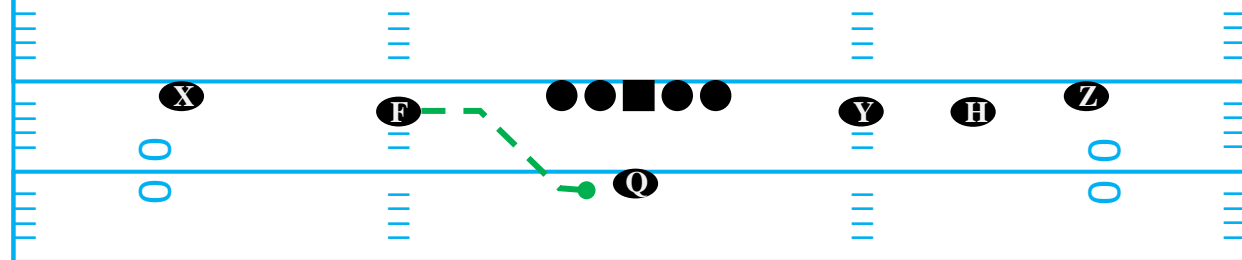
- Bubble – Swing to the Play call
- Add – Motion to the slot to the strength
- Plus – Motion to the outside most WR spot to the strength

- Home – Motion from out wide back into the Backfield
- Away – Motion to the slot opposite of the Strength
- Minus – Motion to the outside most WR spot opposite of the Strength

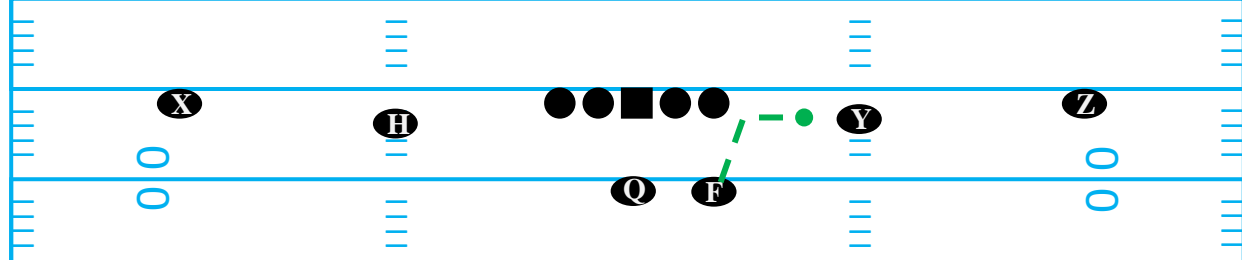
BUBBLE



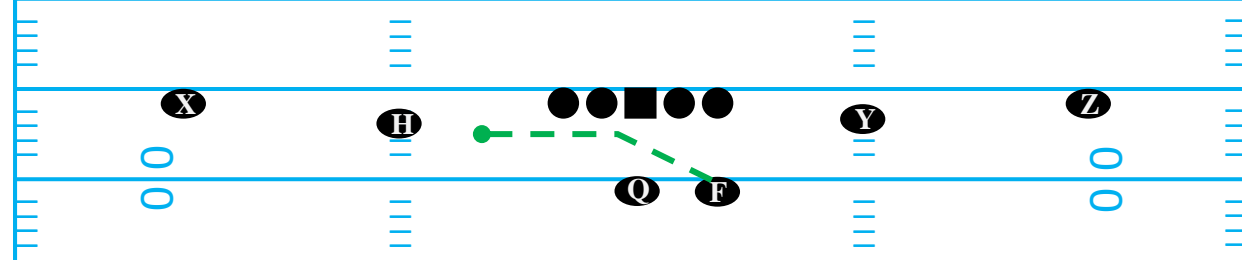
HOME



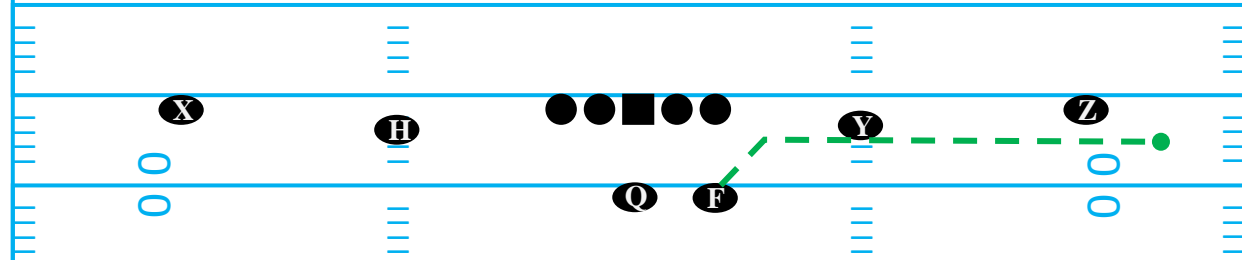
ADD



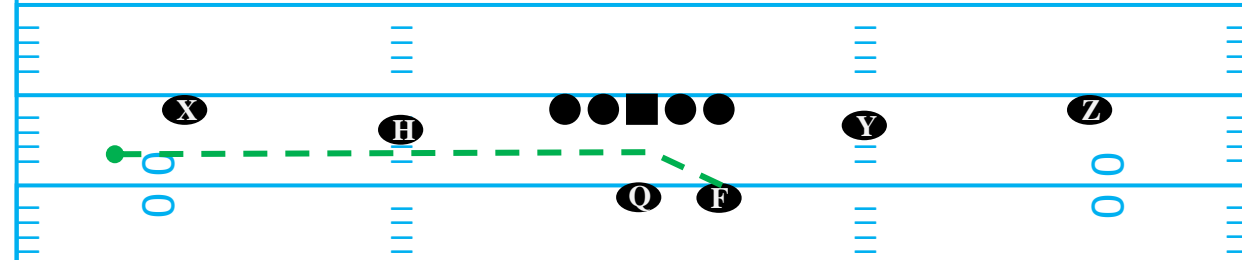
AWAY



PLUS



MINUS



QK GAME

60 (X/H/Y/Z) 'Triple Move'

63 Out

- RB Out

66 (Hitch/Seam 'Get Open')

68 Stick

69 Snag

DBP GAME

90 (X/H/Y/Z) 'Choice'

91 Shallow

92 Mesh

94 Sail

95 Cross

97 Skinny or DG Scat

Divide

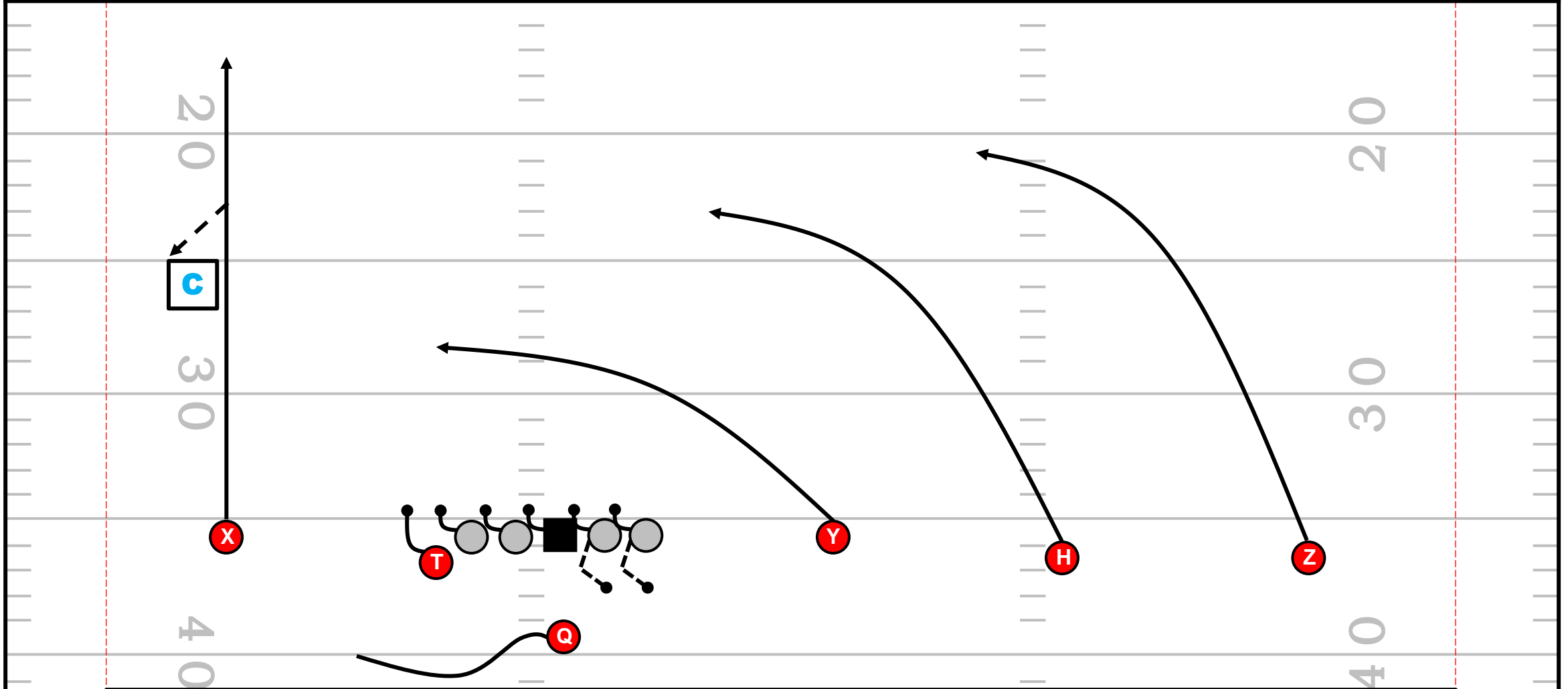
Chase

&Go's Read (Hitch, Out)

RNS Go

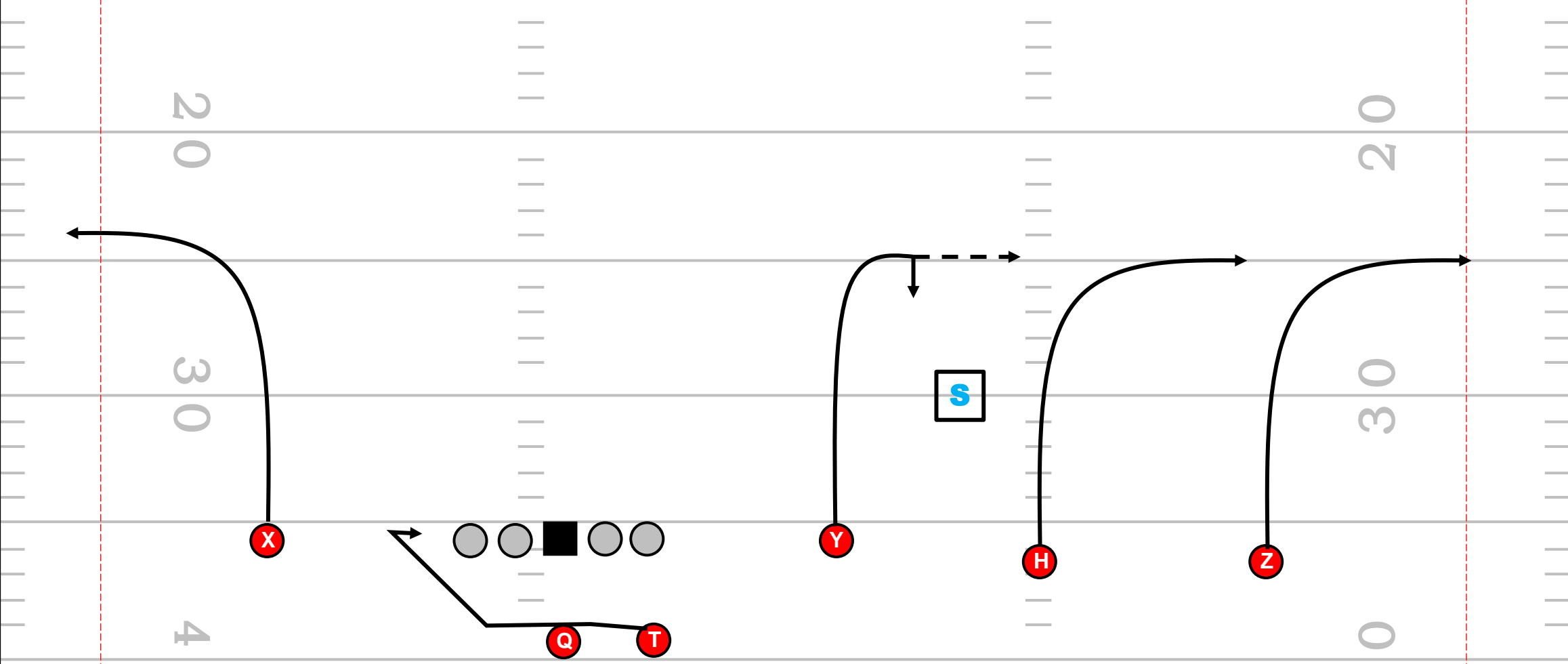
Kev Kelley Stick

SPRINT OUT SINGLE WR READ



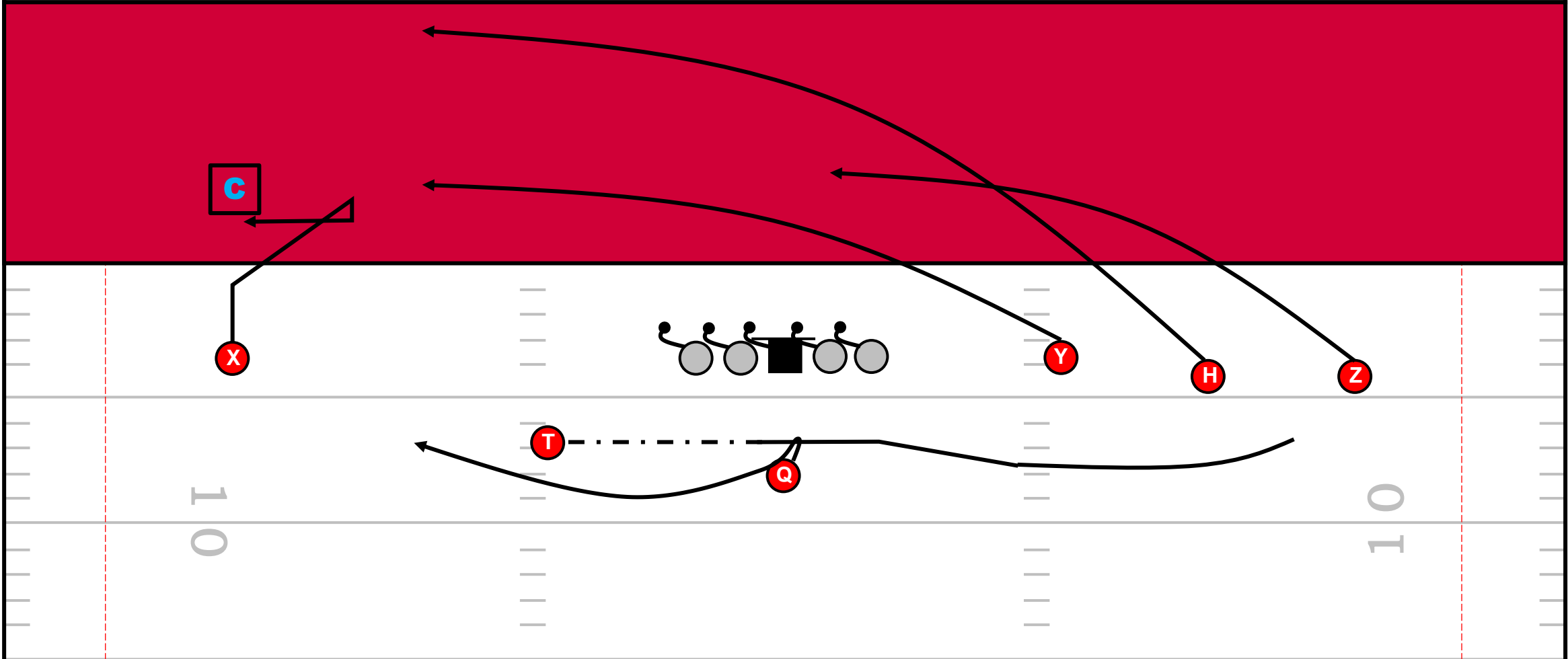
- X – Go or Comeback read the CB
- H – Over Route, work to get across the field 10-15YDS
- Y – Over Route, work to get across the field 5-6YDS
- Z – Over Route, Attack the Post area
- T – Sprintout Protection
- QB – Read the CB, If he bails it will be a Comeback, if he flat foots or gets beat it will be a Go Route

ALL OUT



X – 6 Step Speed Out
H – 6 Step Speed Out
Y – 6 Step Turn Route, If there is color on your out path sit it down, if no color you can stay on the move
Z – 6 Step Speed Out
T – PA Fake and settle down
QB – Fake to the RB, I/O Read the OLB

SINGLE SIDE CB RUN READ



- X – Slant Return
- H – Deep Over Route, work to get to the back of the EndZone
- Y – Over Route, work to get on the same depth as the Single Side WR
- Z – Over Route, Get in the wake of the Y
- T – Fake the Jet Sweep
- QB – Fake the Jet to the T, Roll out and read the CB if you can throw to X do it, if the CB plays the WR keep it and run

PICK ROUTE

20

30

4

20

30

0

T



Q

X

Y

H

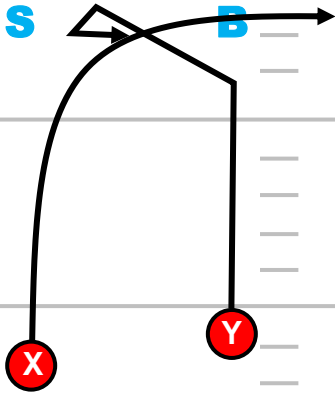
Z

S

B

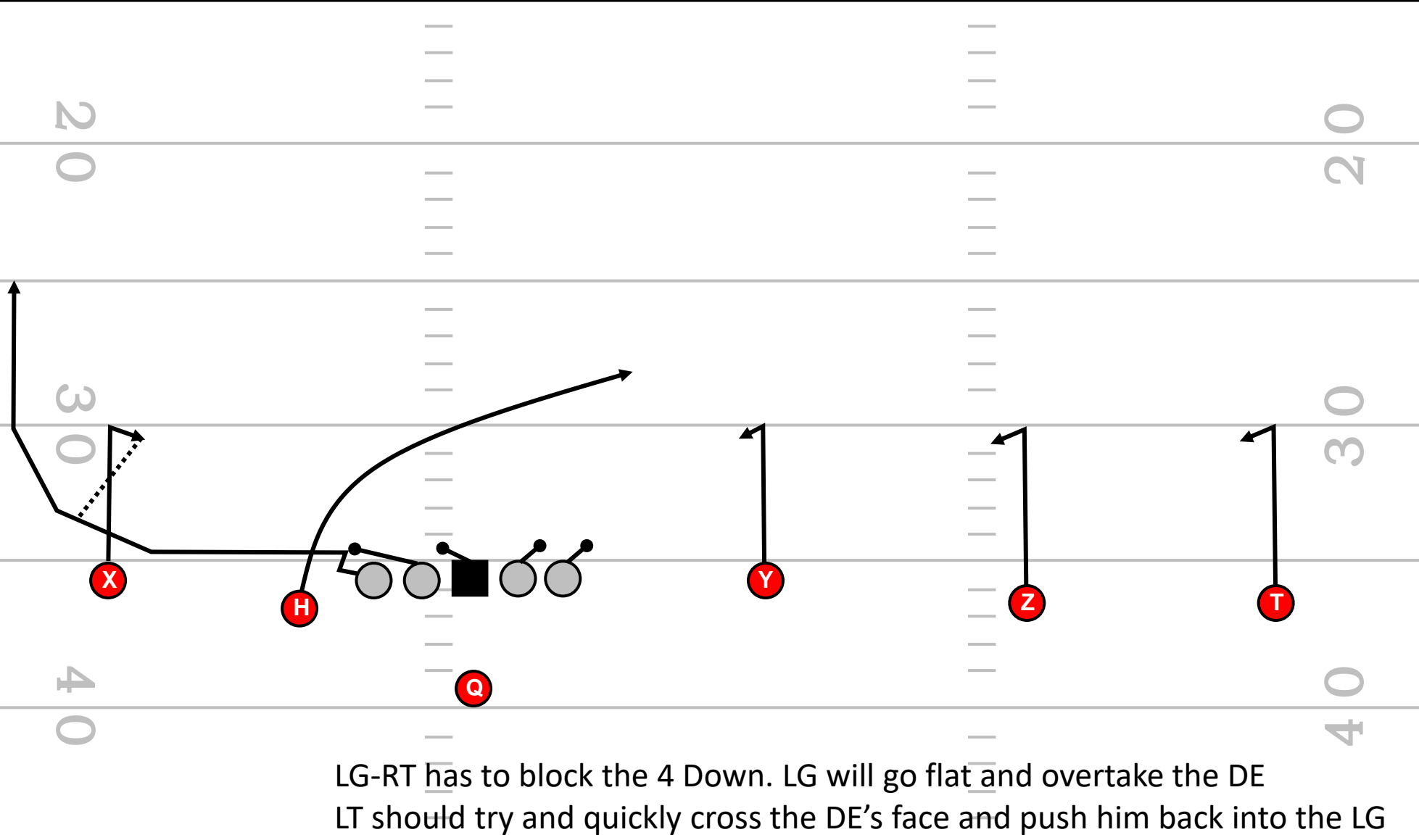
F

C



- X – 6-7YD Speed Out
- H – Go Route ‘Occupy’
- Y – Basketball hip pick the man over X and pivot and return back out
- Z – Go Route ‘Occupy’
- T – Any Route
- QB –

X RUGBY



LG-RT has to block the 4 Down. LG will go flat and overtake the DE
LT should try and quickly cross the DE's face and push him back into the LG

BLOCKN6 STOP

20

20

30

30

4

0

X

H



Y

Z

X – Hitch Route

H – Fake a Block and get up the Seam. VS Press man on the outside you have freedom to widen

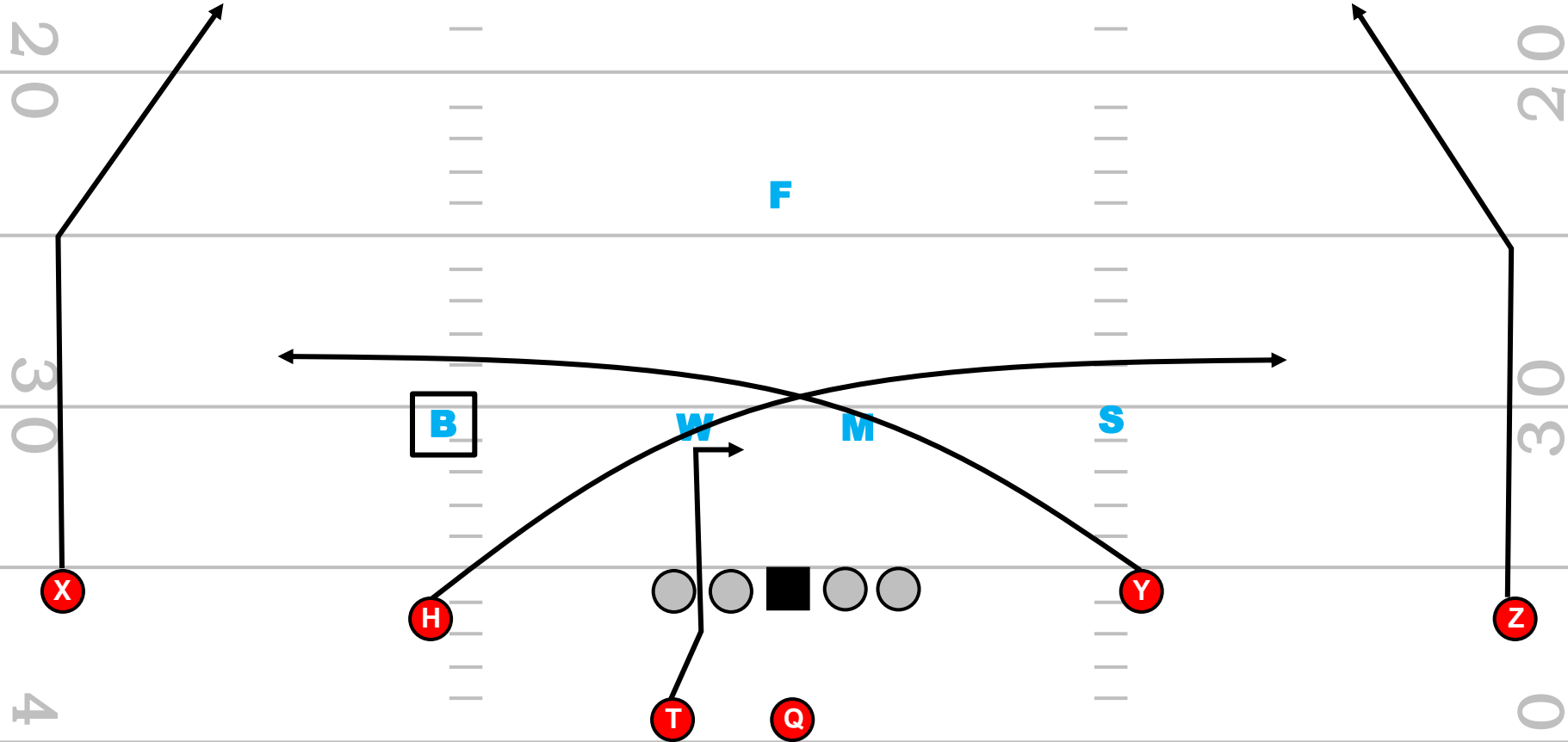
Y – Fake a Block and get up the Seam. VS Press man on the outside you have freedom to widen

Z – Hitch Route

T – Swing if in Backfield

QB – I/O Read the FS, get him to move with your eyes or a pump fake

MESH



X – Post Route

H – Mesh with Y Over the Ball

Y – Mesh with H Over the Ball

Z – Post Route

T – CK Down over the Ball

QB – Read the Flat Defender, if he squeezes the Mesh to his side look to throw behind him to the opposite mesher

ALL STOP

20

30

4

B

W

M

F

S

20

30

0

X

H

Y

Z

T

Q

X – 10-12YD Curl Route

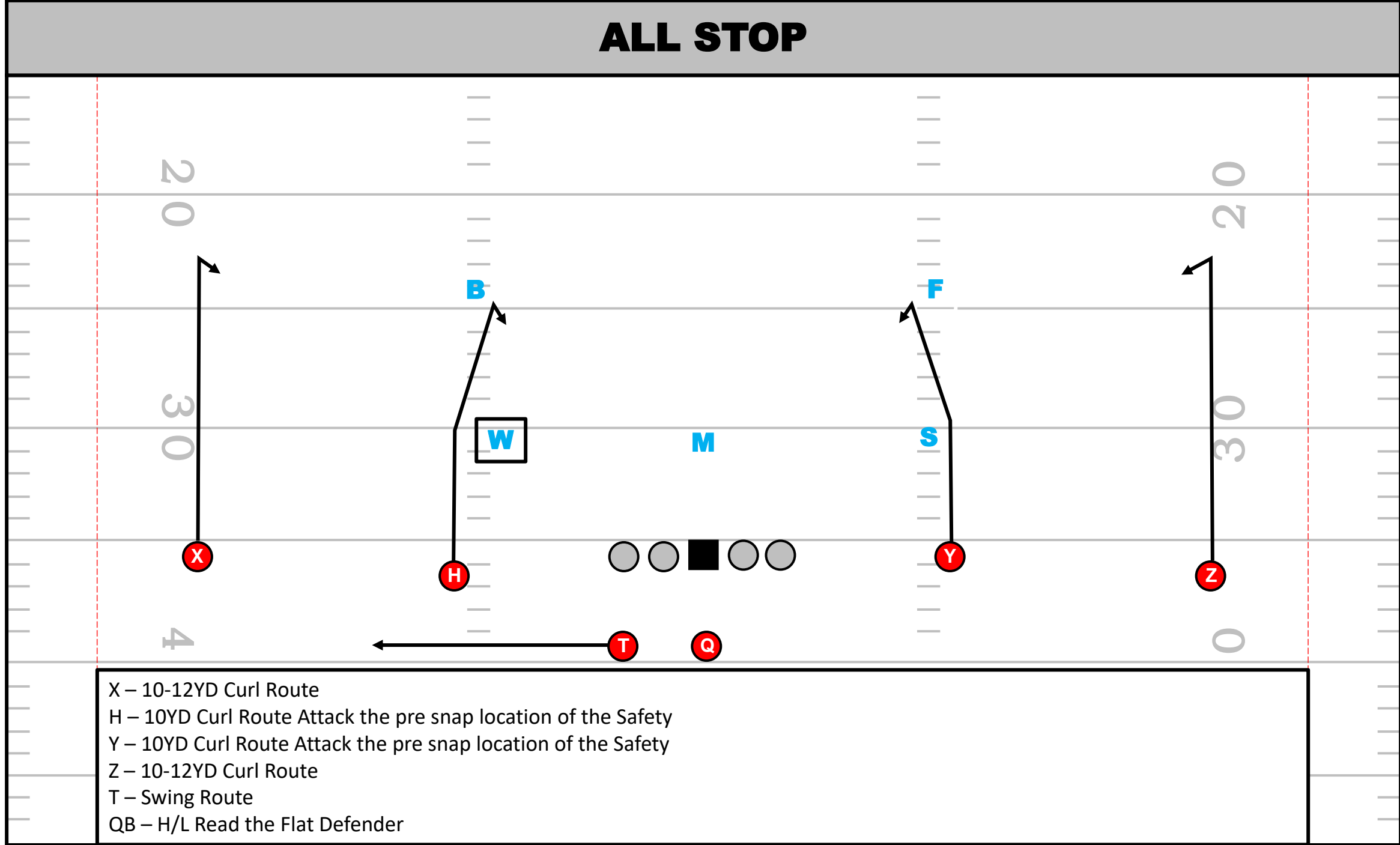
H – 10YD Curl Route Attack the pre snap location of the Safety

Y – 10YD Curl Route Attack the pre snap location of the Safety

Z – 10-12YD Curl Route

T – Swing Route

QB – H/L Read the Flat Defender



SPRINT OUT POST WHEEL

20

20

30

30

4

0

X

H

T



Y

Z

Q

W

M

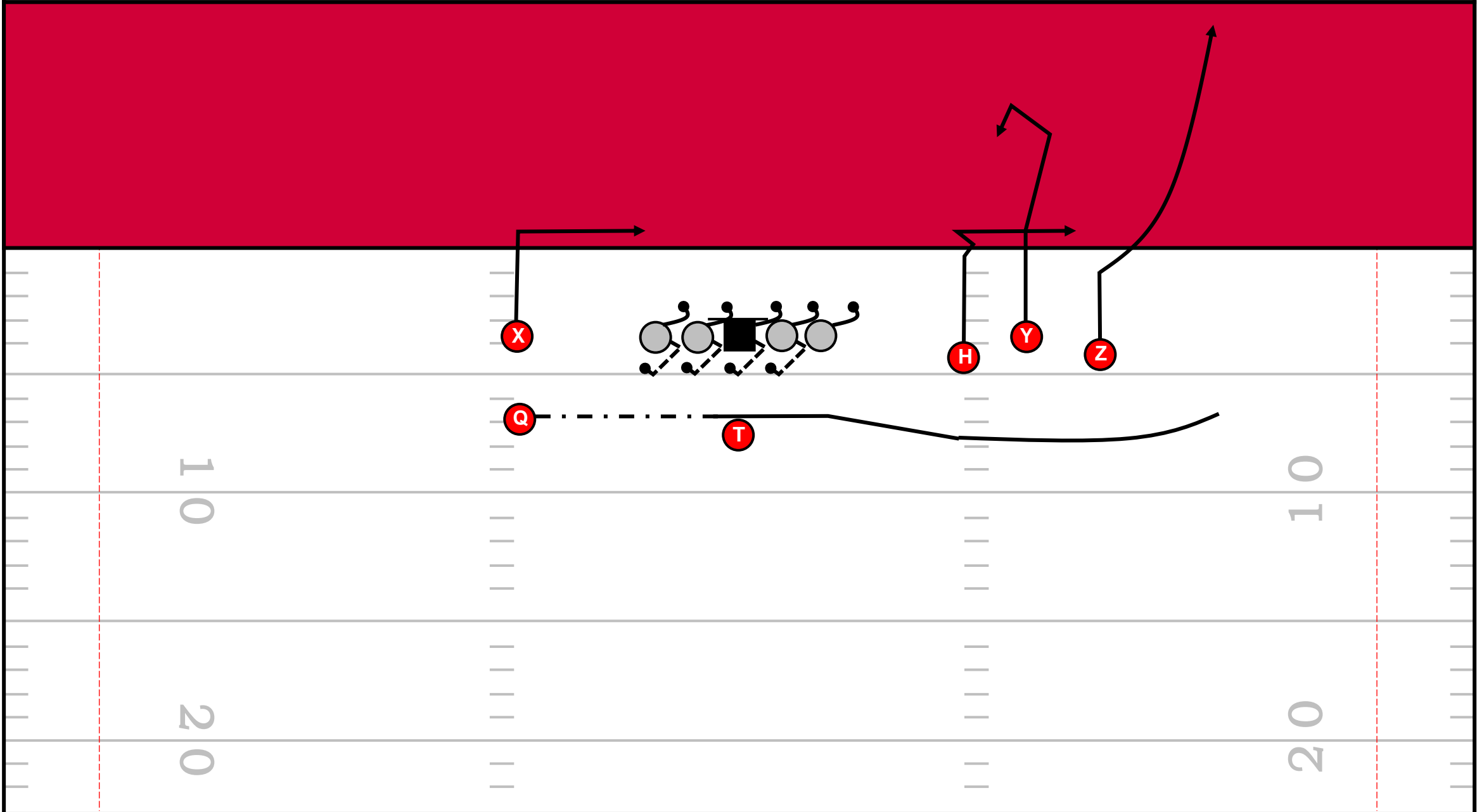
S

F

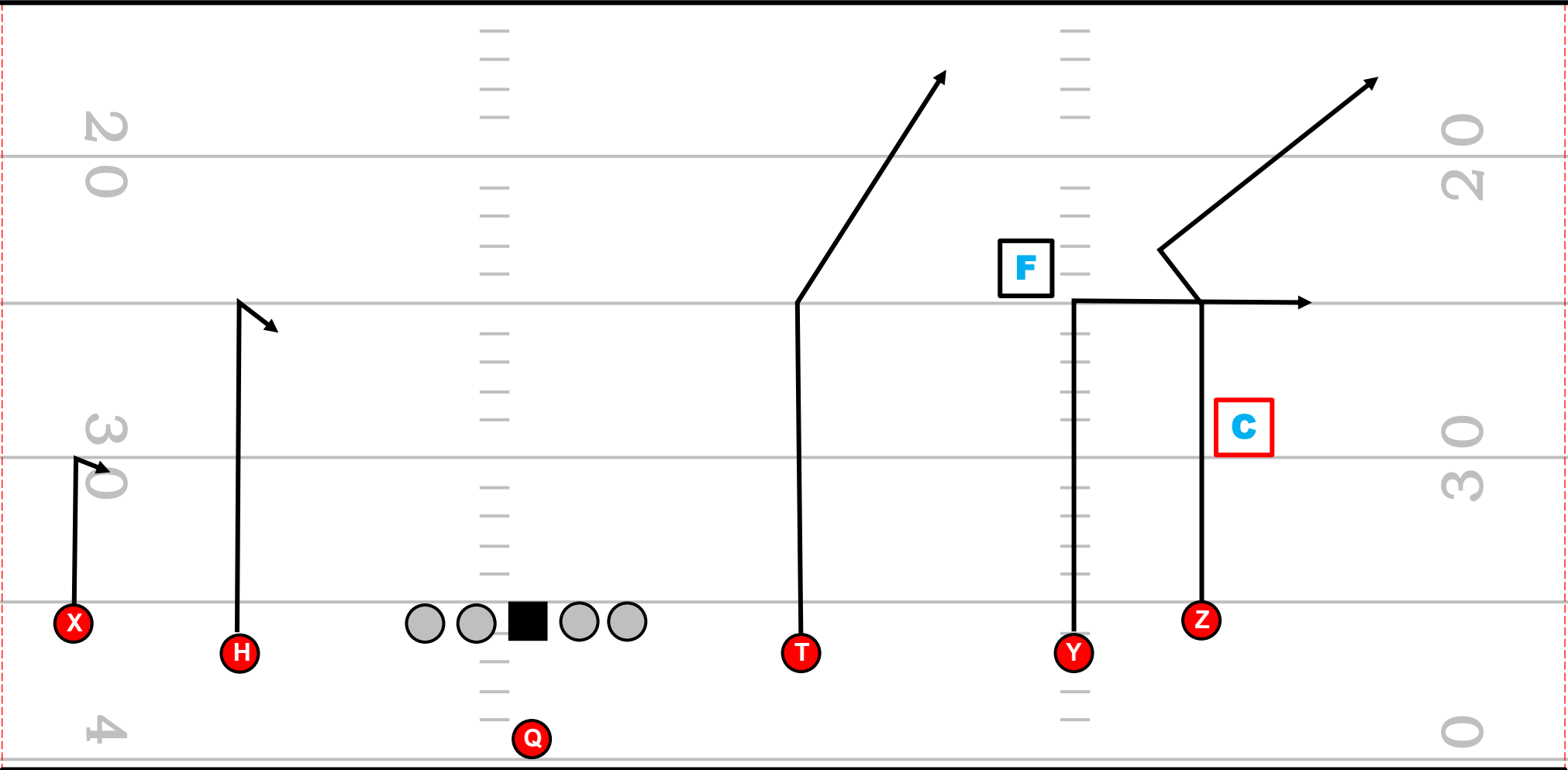
C

- X – Short Toes Route, get on the Toes of the CB and settle down
- H – Toes Route, get on the toes of the Safety and settle down
- Y – Wheel Route, Out and Up, Sell the flat route then get vertical up the numbers
- Z – 5/7 Step Post Route
- T – Shallow Cross
- QB – Throw to the Tagged WR (Pump fake to help sell the double move)

Q MO ARROW

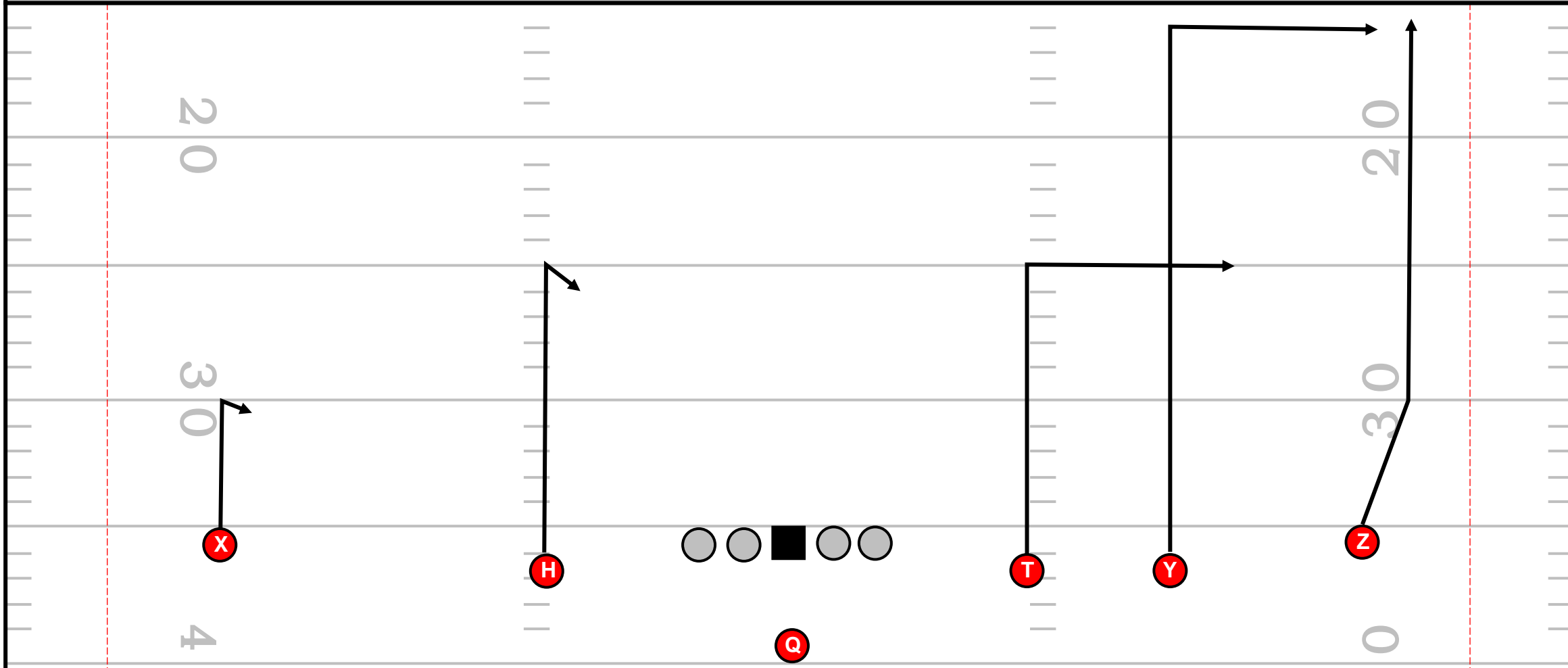


SPRINT OUT (???)



X – Short Toes Route
H – Toes Route
Y – 10YD Out
Z – 10YD PC, Get Deep and OUTSIDE THE SAFETY.
T – Skinny Corner, Get Deep and INSIDE THE SAFETY.
QB – I/O Read the FS for the PC or the Skinny Corner. *IF* the Safety is hard to Read, look to H/L Read the CB with Y&Z

SPRINT OUT 40-20-10



X – Short Toes Route

H – Toes Route

Y – 20YD Out

Z – Go Route, Look for Ball Quickly (Hole Shot)

T – 10YD Out

QB – Look to hit a Hole Shot to Z, then read the Open Space between the 20 & the 10 (Possible Safety Read)

INVERTED SMASH

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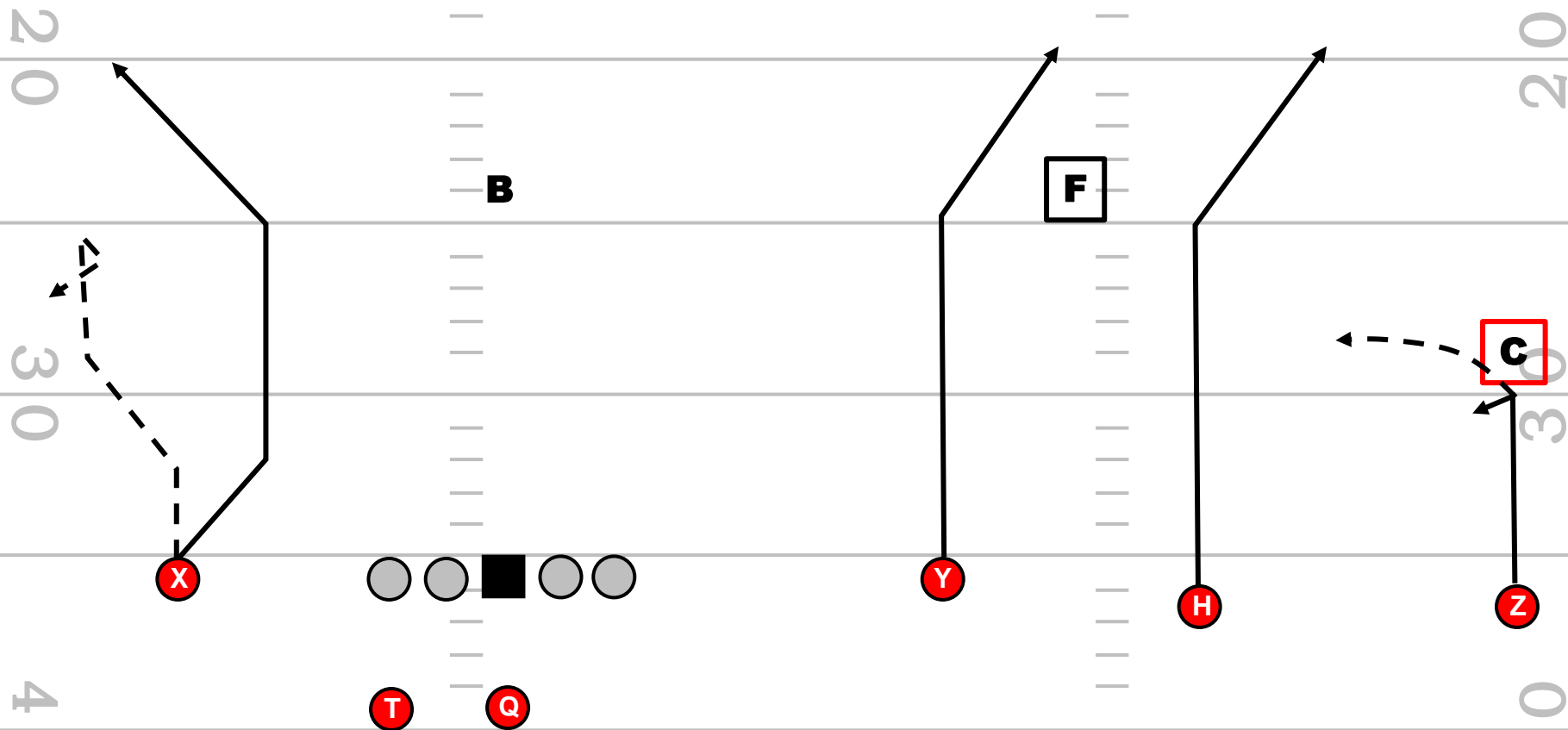
C

W

M

X – Dig Occupy, Look to occupy the BS (Can also be a Post Occupy)
 H – Deep Cross, Attack the FS Pre Snap Position and look to get into the grass that he vacates
 Y – Hole Route, Look to get outside of the FS&SLB and look to get into the open grass anywhere under 15YDS
 Z – Go Route, Look for Ball Quickly (Hole Shot)
 T – Short Cross Route, Attack the SLB Pre Snap Position and look to get into the grass that he vacates
 QB – H/L Read the CB, Square Hips = throw the Fade, Turned hips = throw the Hole.
 FS is a Danger player, if he gets over the top or outside throw the Deep Cross. If SLB pushes out to the Hole throw the Short Cross

DBL CORNER DIVIDE



- X – Occupy Route, Either a Stop or a Burst Curl (If Burst Curl look to pull the BS out to you)
- H – Corner Route, Look to evenly split the FS
- Y – Corner Route, Look to evenly split the FS
- Z – Short Toes Route, Look to occupy the CB if the CB bails scream BAIL BAIL + QB's name, If SLB pushes to you Dig in to Grass
- T – Swing if in Backfield
- QB – I/O Read the FS and look to throw to one of the Corners. If you get a BAIL call immediately look to throw to the Z

H CP(Corner Post)/PC(Post Corner)

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X – Short Toes Route, get on the Toes of the CB and settle down
 H – CP/PC Route, If the Safety is OS leverage run a CP, if he has inside leverage run a PC
 Y – Toes Route, get on the toes of the Safety and settle down
 Z – Short Toes Route, get on the Toes of the CB and settle down
 T – Swing if in Backfield
 QB – Throw to the Tagged WR (Pump fake to help sell the double move)

GRAB DBL

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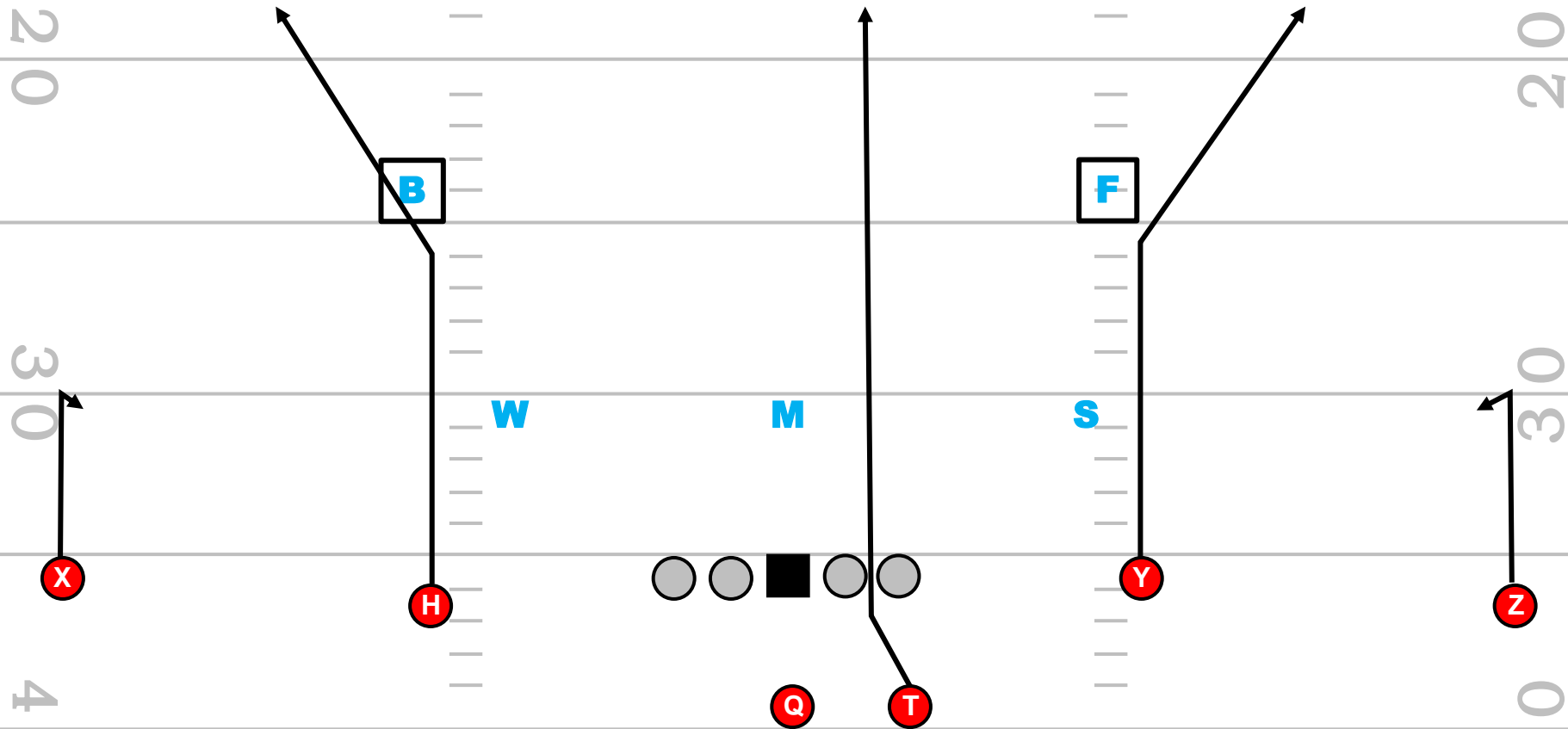
Z

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X – 5-7 Step Post
H – Toes Route, get on the toes of the Safety and settle down
Y – Toes Route, get on the toes of the Safety and settle down
Z – 5-7 Step Post
T – Swing if in Backfield
QB – Read the Safety to the best look side, if he sits on the Toes route, throw over top, if he bails look to hit the Toes Route

DBL SMASH T PIPE



X – Short Toes Route

H – Corner Route, 6-8 Steps, Pull the Safety with you

Y – Corner Route, 6-8 Steps, Pull the Safety with you

Z – Short Toes Route

T – Pipe Route, Release through the Open gap attacking the goal post, Once you clear the LB's turn and look

QB – If the Safeties are wider than the Hashes the Probably is the T, if one is tighter to the hash read him for either the Pipe or Corner Route

DBL SMASH T PIPE

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X – Short Toes Route

H – Corner Route, 6-8 Steps, Pull the Safety with you

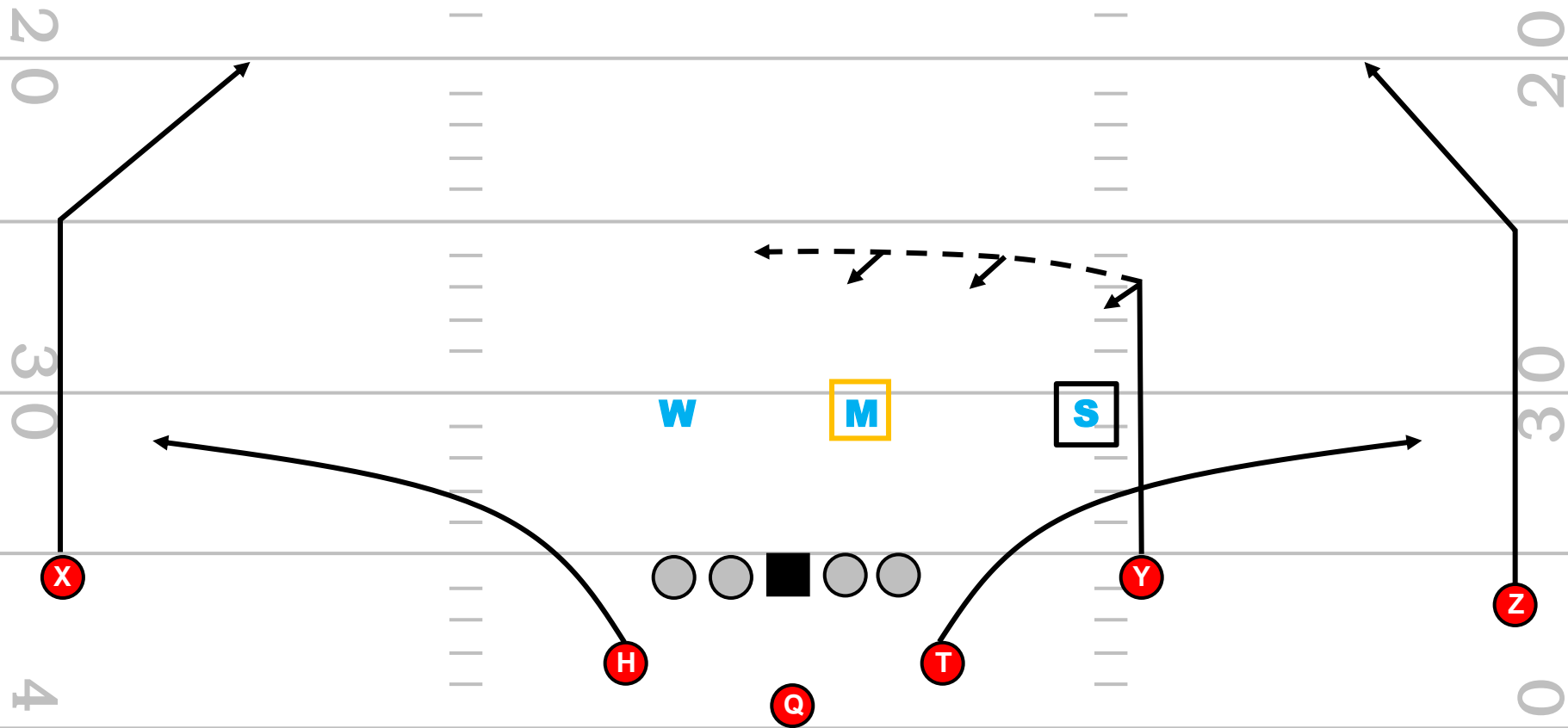
Y – Corner Route, 6-8 Steps, Pull the Safety with you

Z – Short Toes Route

T – Pipe Route, Once you clear the LB's turn and look

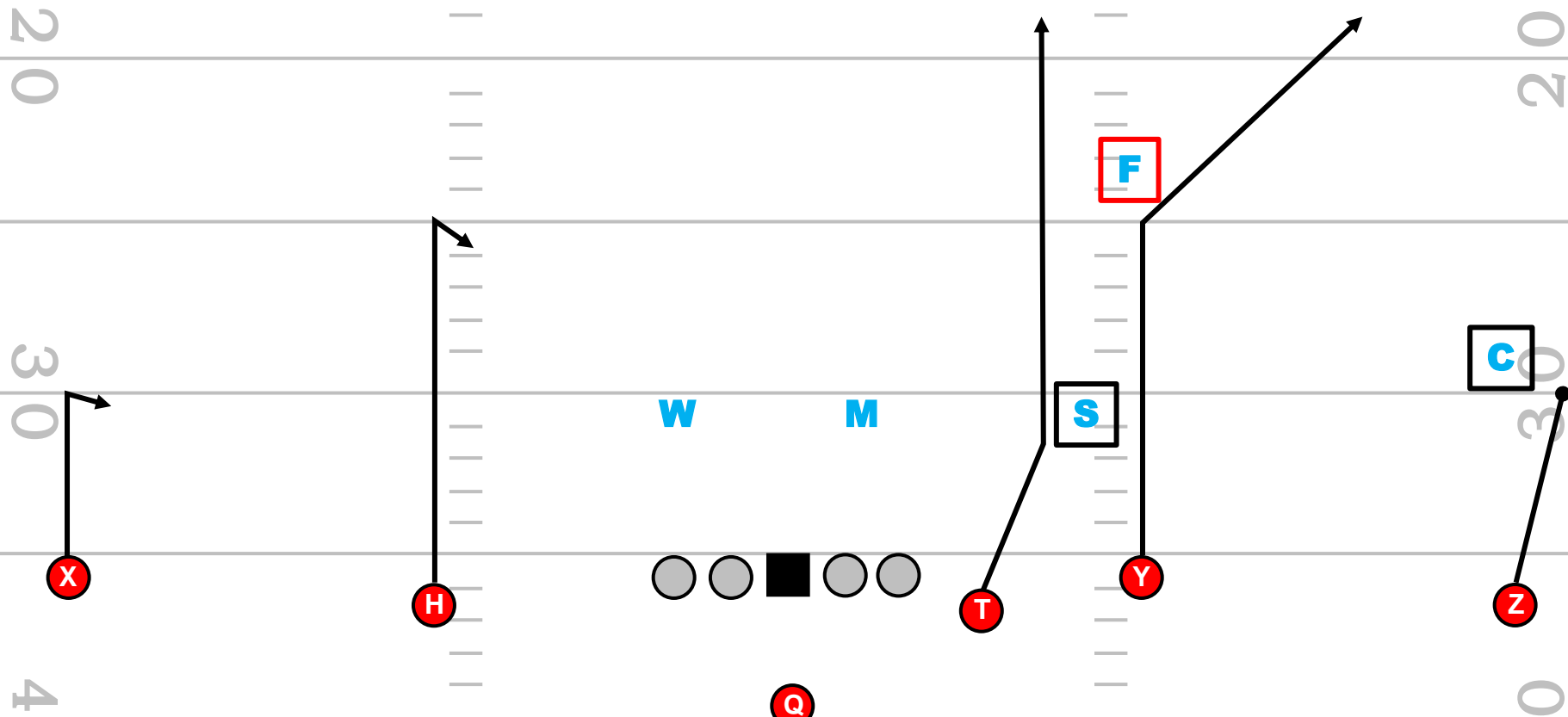
QB – If the Safeties are wider than the Hashes the Probably is the T, if one is tighter to the hash read him for either the Pipe or Corner Route

PRO RT 50 STICK



- X – Take two Post, Must attack the Near Safety to open up room for the Stick Route
- H – Arrow Route, Try to pull WLB with you
- Y – 8YD Stick Route, Can Settle in the first Window but must read the MLB if he drops to you stay on the move and hunt for the open grass
- Z – Take two Post, Must attack the Near Safety to open up room for the Stick Route
- T – Arrow Route, Try to pull the SLB with you
- QB – I/O Read the SLB if he stays in throw the Arrow. If he goes out Throw the Stick, Let the Y find the open grass and hit him.

EMPTY RT 50 SMASH PIPE



- X – Short Toes Route, get on the Toes of the CB and settle down
- H – Toes Route, get on the toes of the Safety and settle down
- Y – 10-15YD Corner Route
- Z – Smash Route
- T – Seam Route, Outside Release and get up the Seam
- QB – H/L Read the CB to throw either the Smash or Corner. If the FS takes the Corner throw the Seam

ACE T 50 LIGHTNING

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T

- X – Speed Out
- H – 8-12YD Corner Route
- Y – Lightning Route, Stem and Stair Step, Attack Middle of the Field (Look to Space the BS with the H)
- Z – Speed Out
- T – Seam Route, Outside Release and get up the Seam
- QB – I/O Read the BS to throw either the Corner or the Lightning. If the FS closes on the Lightning throw the Seam

ACE T SWEEP PASS

Should look like the Shovel Counter Trey but it's a handoff with no pullers

20

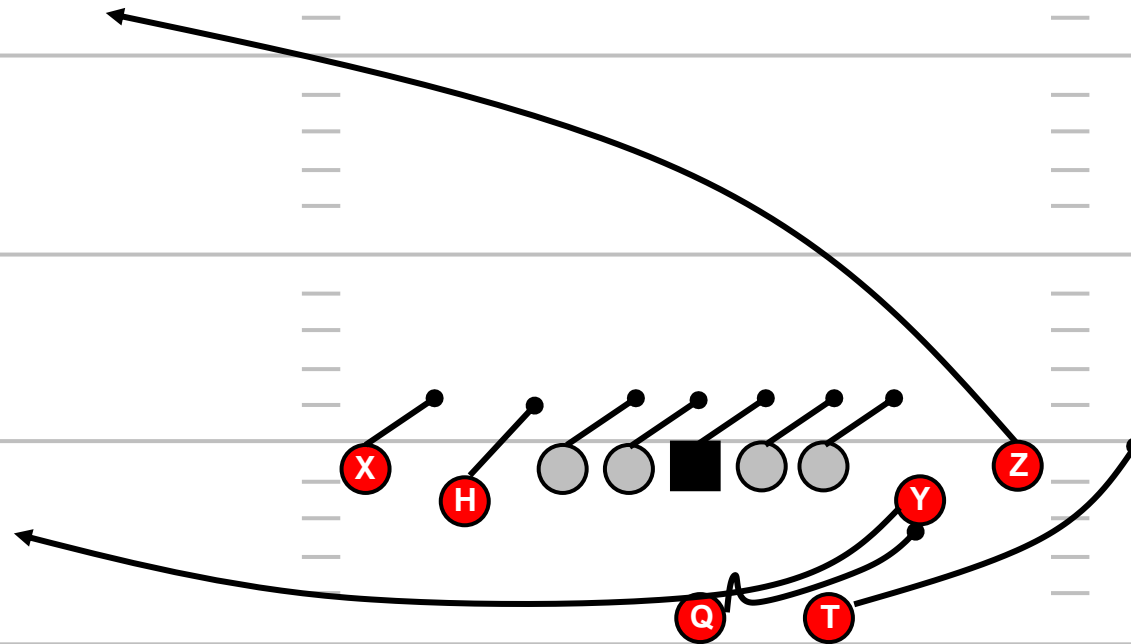
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X – Block Down RT

H – Block Down RT

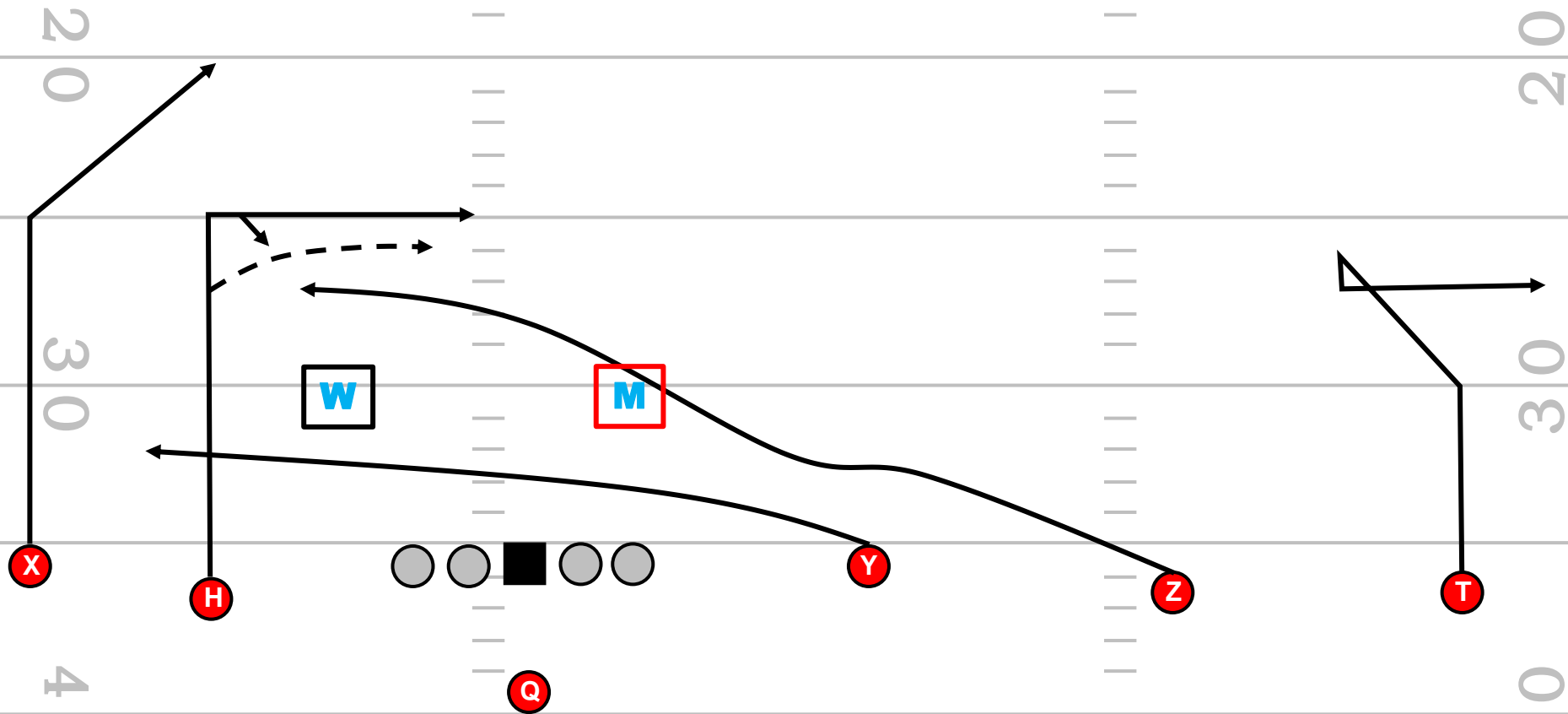
Y – Come take the Handoff from the QB and sprint out, if you can throw it to Z do so, if not run it

Z – Over Route

T – Swing Opposite, block an edge rusher

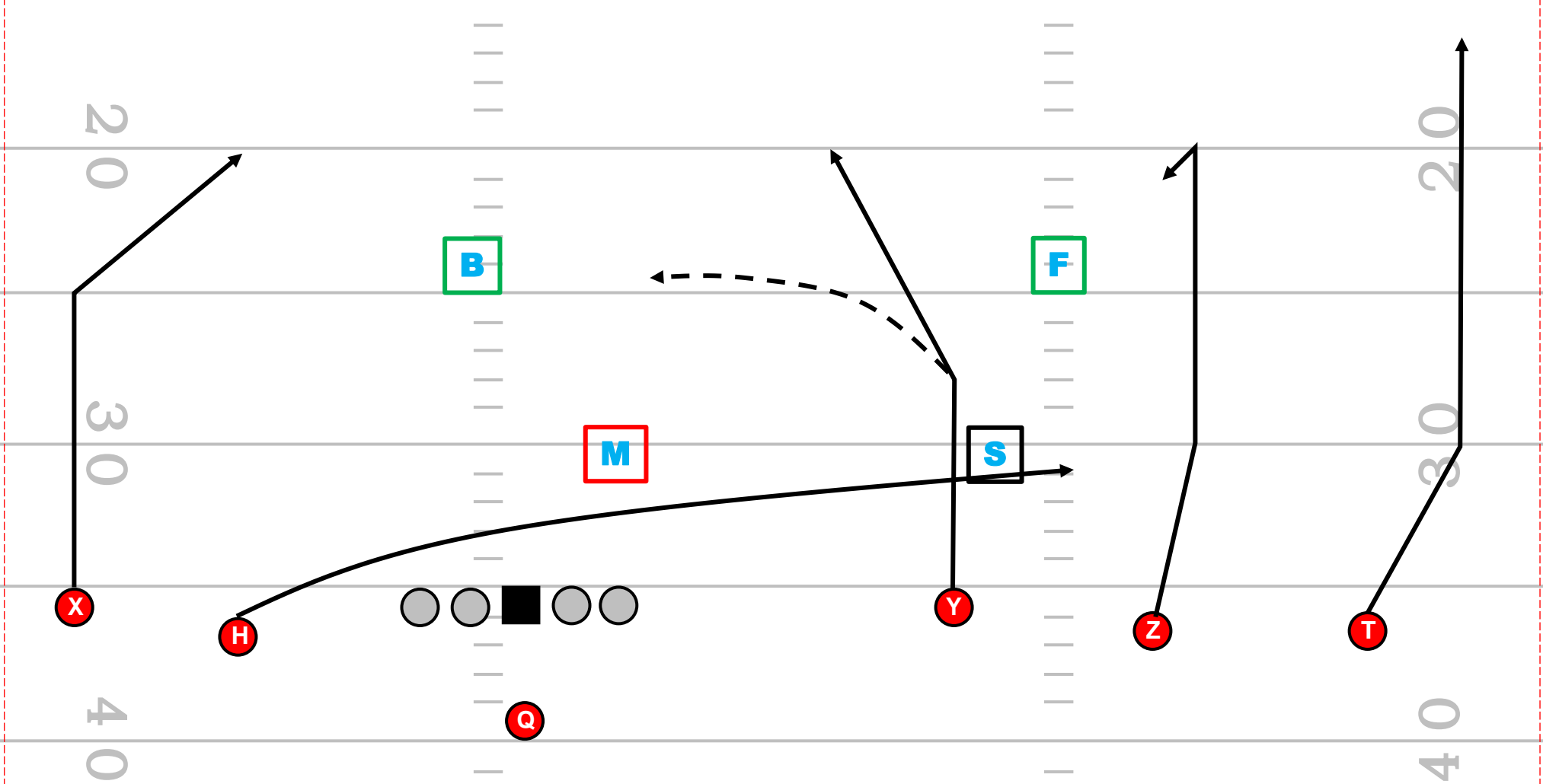
QB – Handoff to Y, Look to chip block any chasers

50 TWISTER



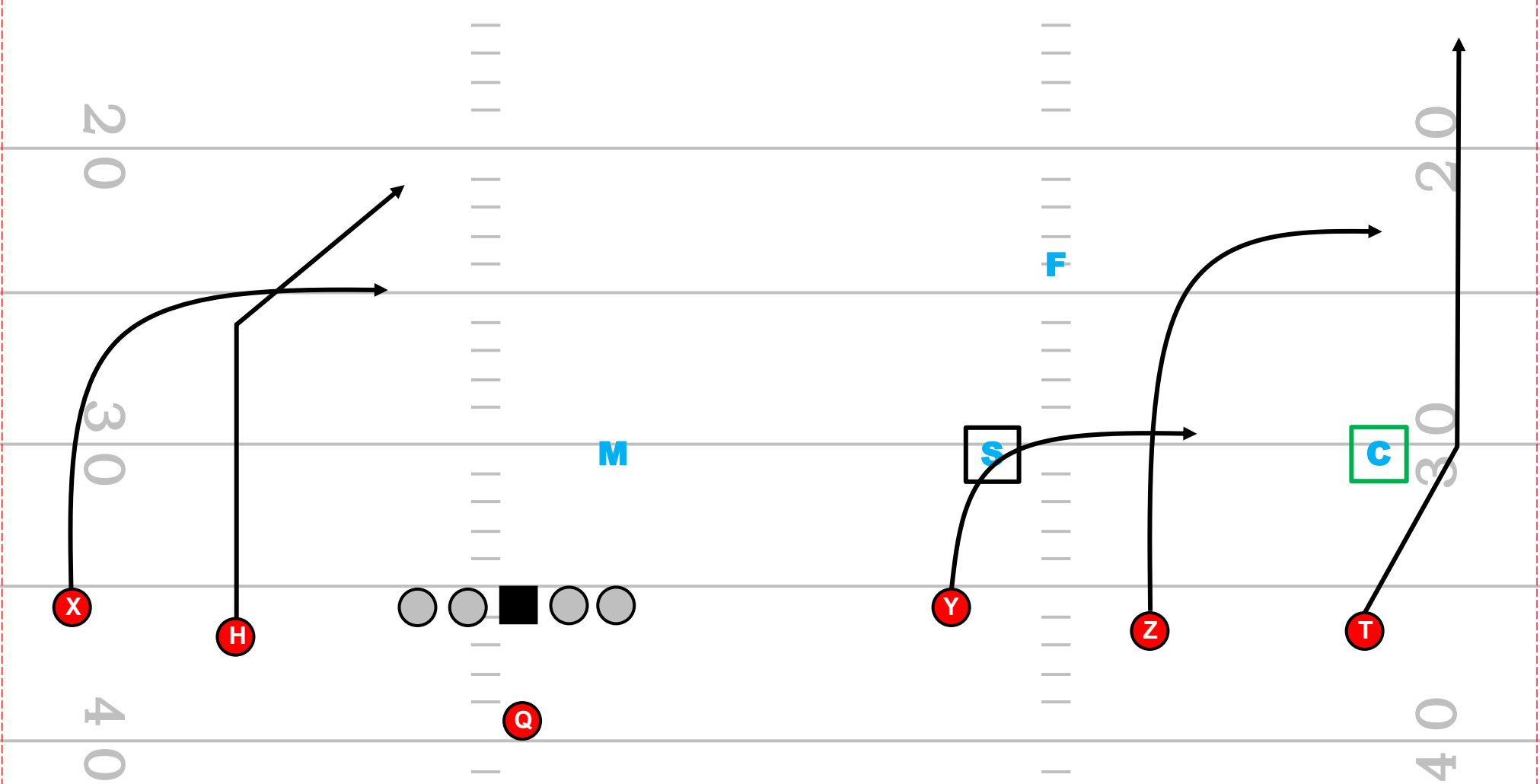
- X – Take two Post, Must attack the Near Safety to open up room for the Dig Route
- H – Read the Drop of the WLB, Can Curl into the Open Window, or can stay on the Move and look to settle up in the next hole
- Y – Shallow Cross
- Z – Read Shallow, Look to attack the Space vacated by the MLB if he pushes to the Dig Route
- T – Man Beater Route, Can be a variety of things
- QB – H/L Read the WLB throw opposite of his drop. *IF* MLB pushes to the Dig look to throw the Second Cross

S



QB – Pre Snap ID the Safeties, if they equate to being On/Outside the hashes we throw the Post every time.
QB – Post Snap if the Safeties are not equating the Hashes we will work the Hi-Low on the SLB.
Y – Must beat the MLB, Read the MLB's drop and alter your Route to get into open space

FLOOD



QB – Pre Snap ID the CB, Press CB = Possible Fade ball
QB – Post Snap read the Flat defender, if he falls off to the Sail throw Flat, if he plays the flat throw the Sail

CHASE

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X

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C

X – Toes Route, Look to attack the Near Safety and sit on his toes

H – Chase Route, Get into the Trail of Z, Jog tempo looking to sit down in the open window

Y – Short Toes Route, Look to attack the near under defender and sit on his toes

Z – Go Route, Full Speed look to get past the CB

T – Man Beater Route.

QB – H/L Read the CB, If the Z gets past the CB throw Deep, If the CB turns and chases throw the Chase Route

SAFETY DIVIDE W/ DELAY ROUTE

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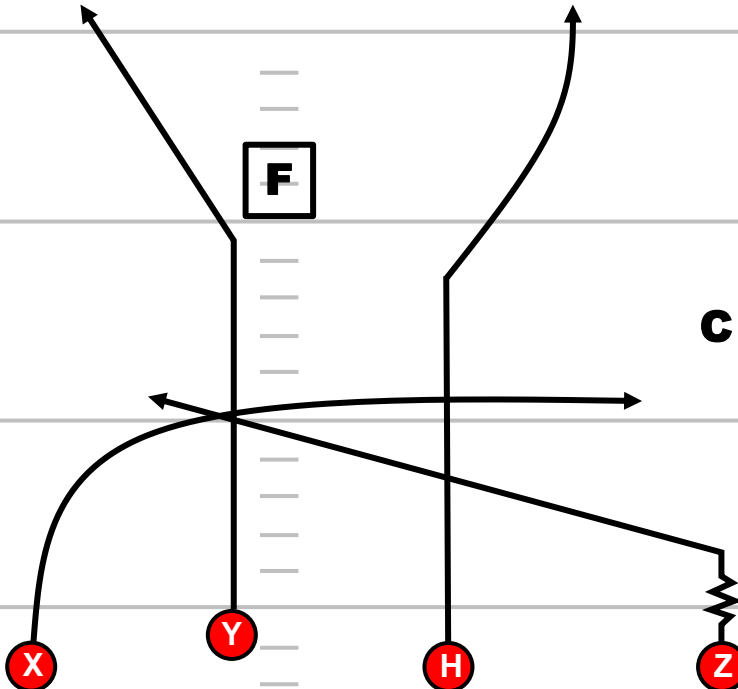
X

Y

H

Z

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X – 5YD Speed Out

H – Divide Seam, Evenly split the Safety

Y – Divide Post, Evenly split the Safety

Z – Delay Route, Walk or skip release, slant into the open window

T –

QB – I/O Read the FS, Delay appears to be the Bailout

DIVIDE

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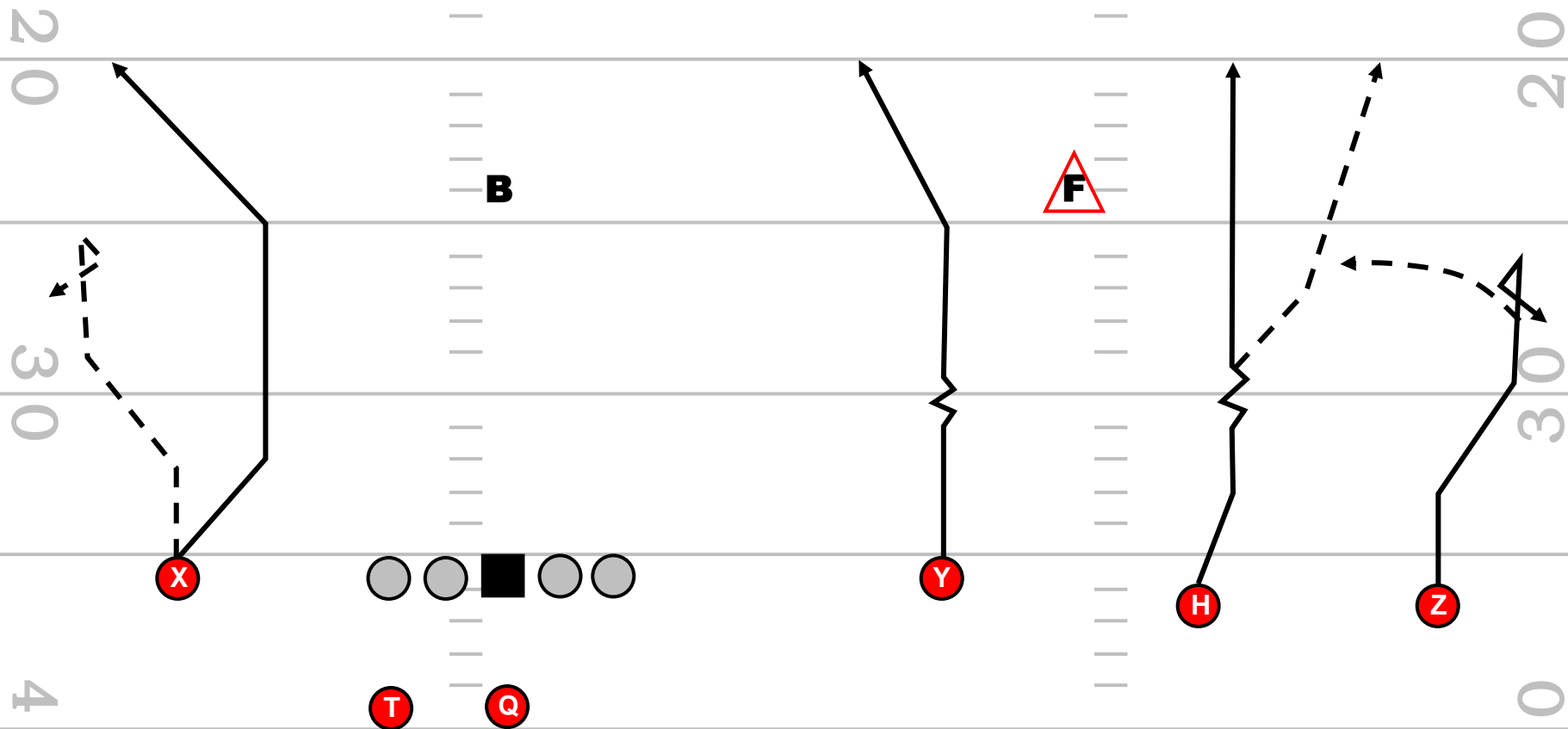
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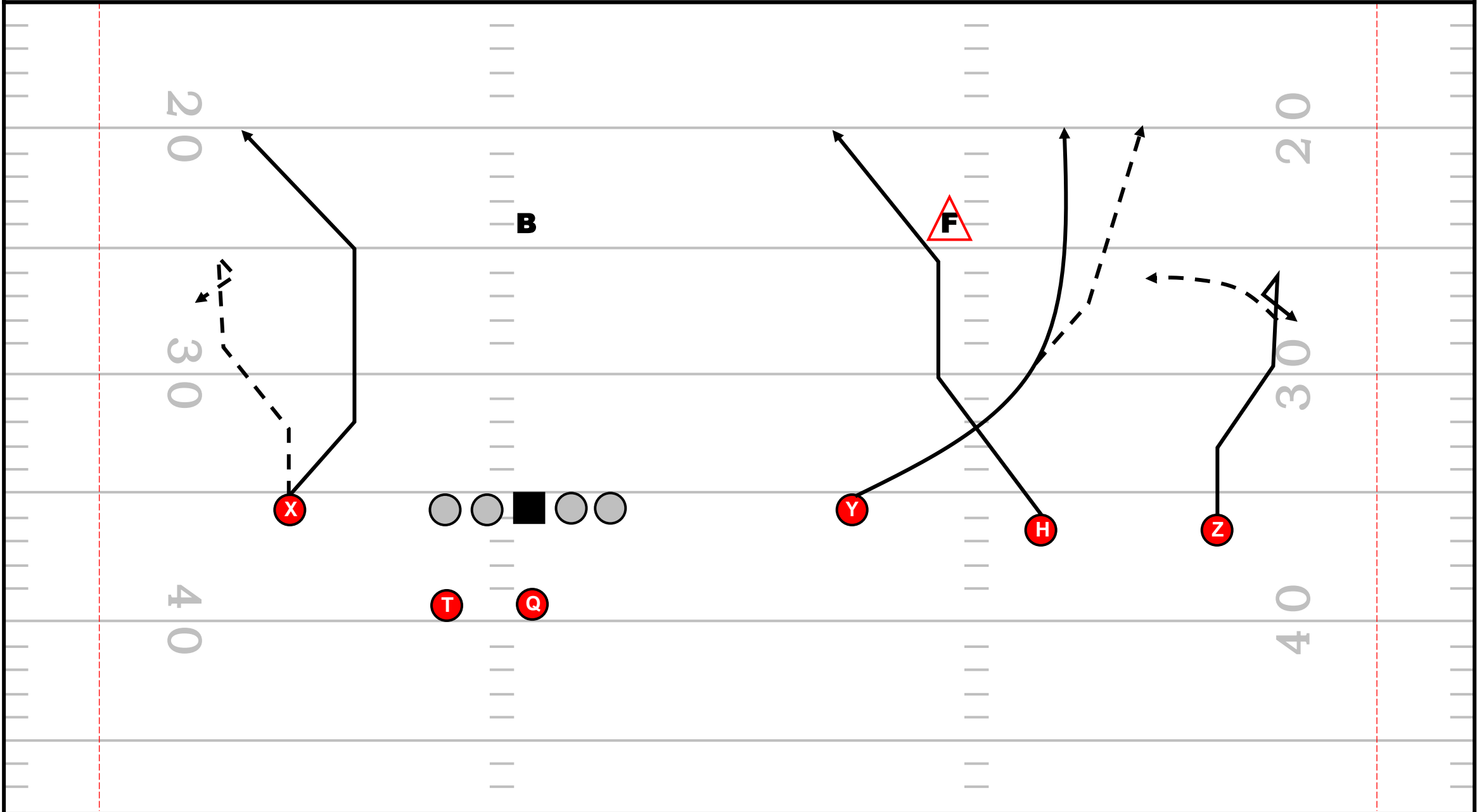
X – Occupy Route, Either a Stop or a Burst Curl (If Burst Curl look to pull the BS out to you)
H – Seam Route, Look to evenly split the FS
Y – Post/Seam Route, Look to evenly split the FS
Z – Stop Read Route, Look to occupy the CB if the CB bails scream BAIL BAIL + QB's name, If SLB pushes to you Dig in to Grass
T – Swing if in Backfield
QB – I/O Read the FS and look to throw to one of the Seam's. If you get a BAIL call immediately look to throw to the Z

BLOCK N DIVIDE

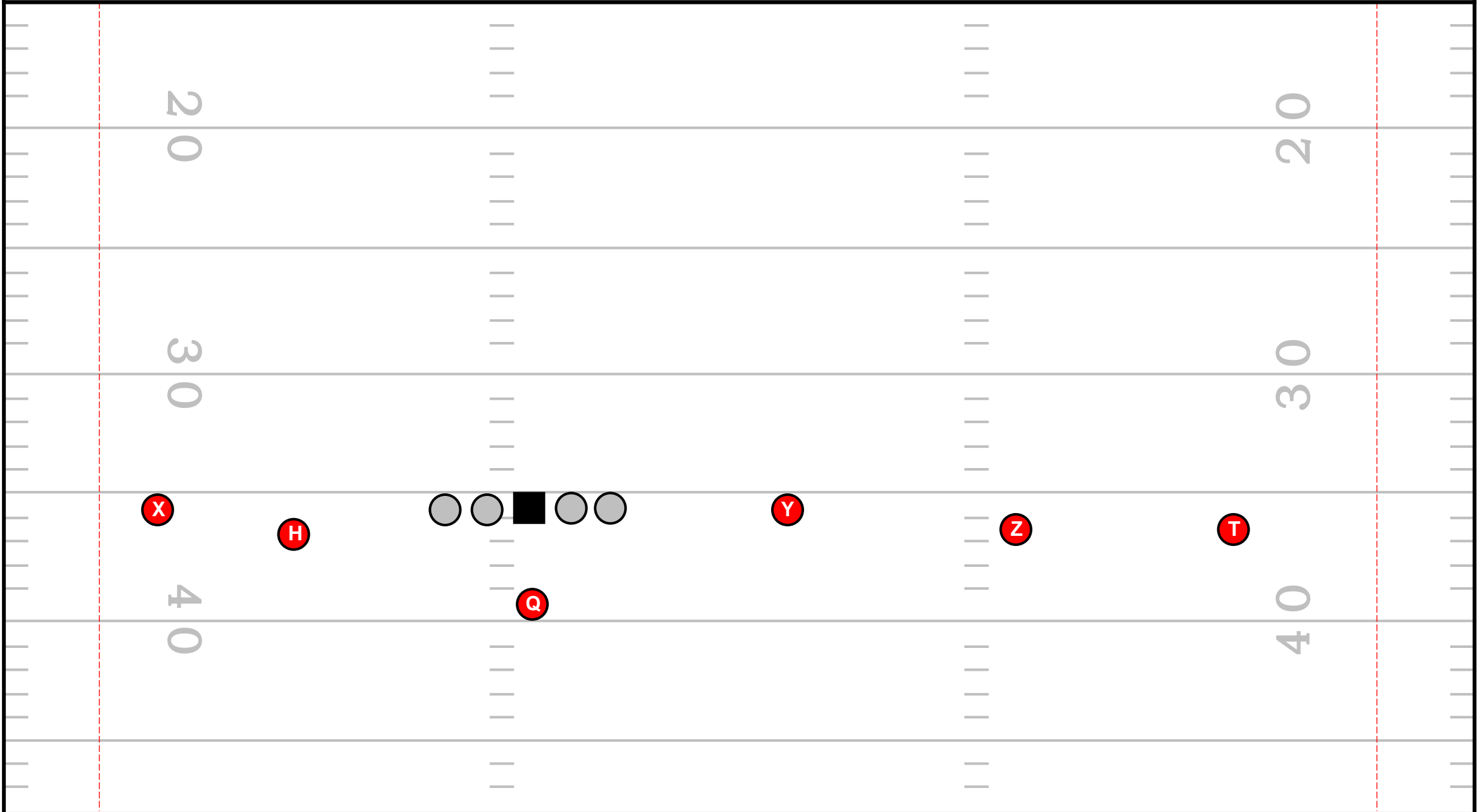


- X – Occupy Route, Either a Stop or a Burst Curl (If Burst Curl look to pull the BS out to you)
- H – Seam Route, Look to evenly split the FS
- Y – Post/Seam Route, Look to evenly split the FS
- Z – Stop Read Route, Look to occupy the CB if the CB bails scream BAIL BAIL + QB's name, If SLB pushes to you Dig in to Grass
- T – Swing if in Backfield
- QB – I/O Read the FS and look to throw to one of the Seam's. If you get a BAIL call immediately look to throw to the Z

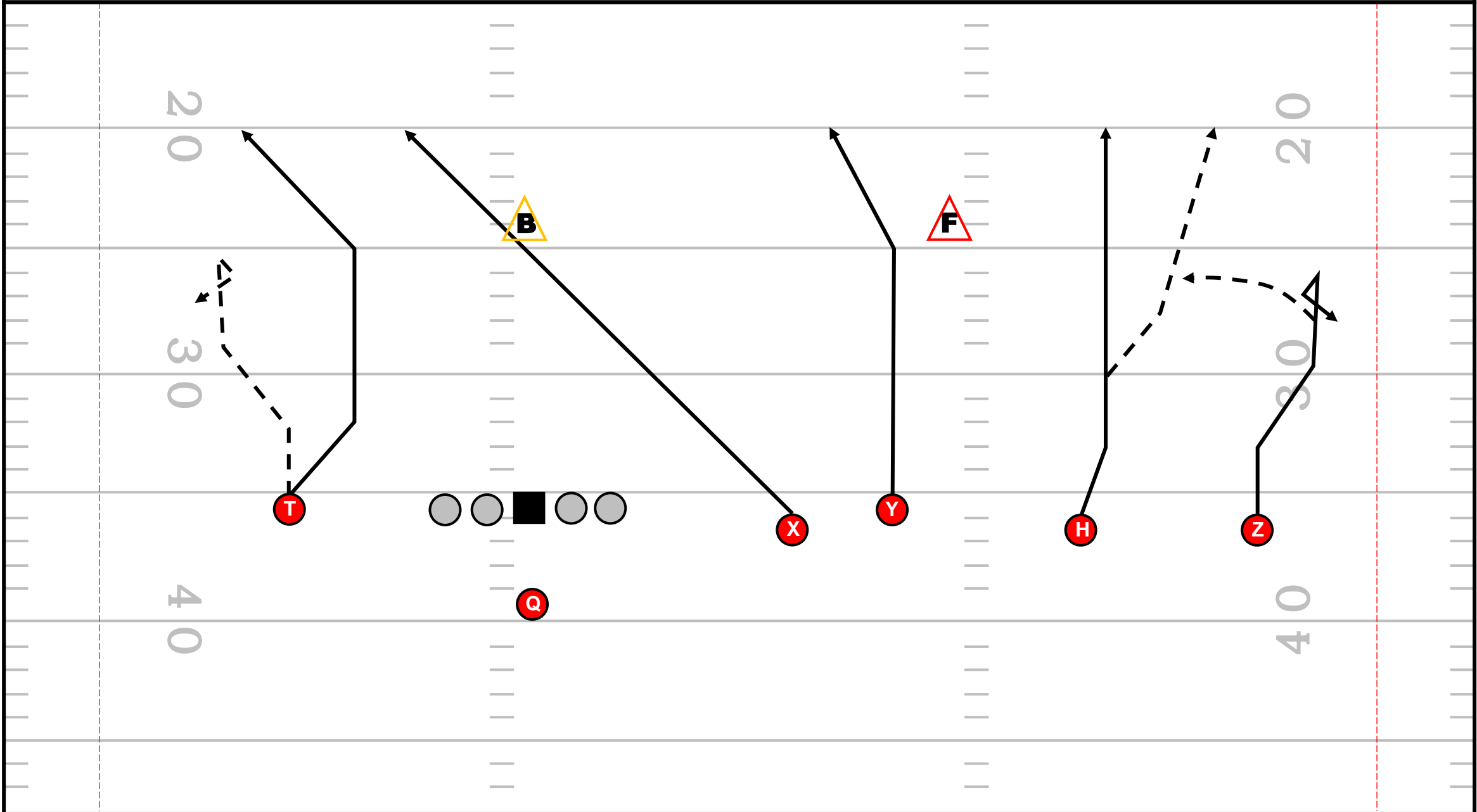
DIVIDE SWITCH



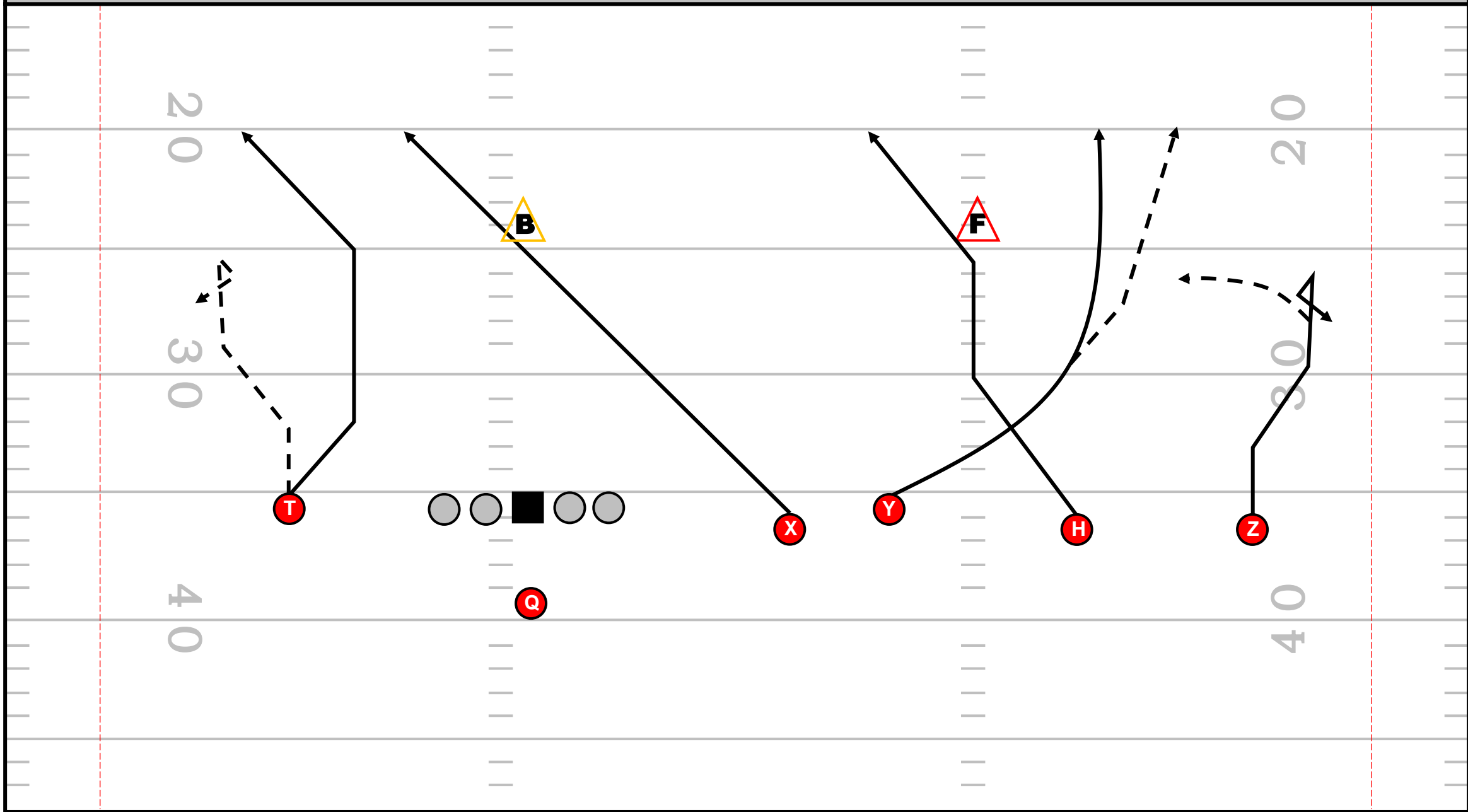
DBL UNDER



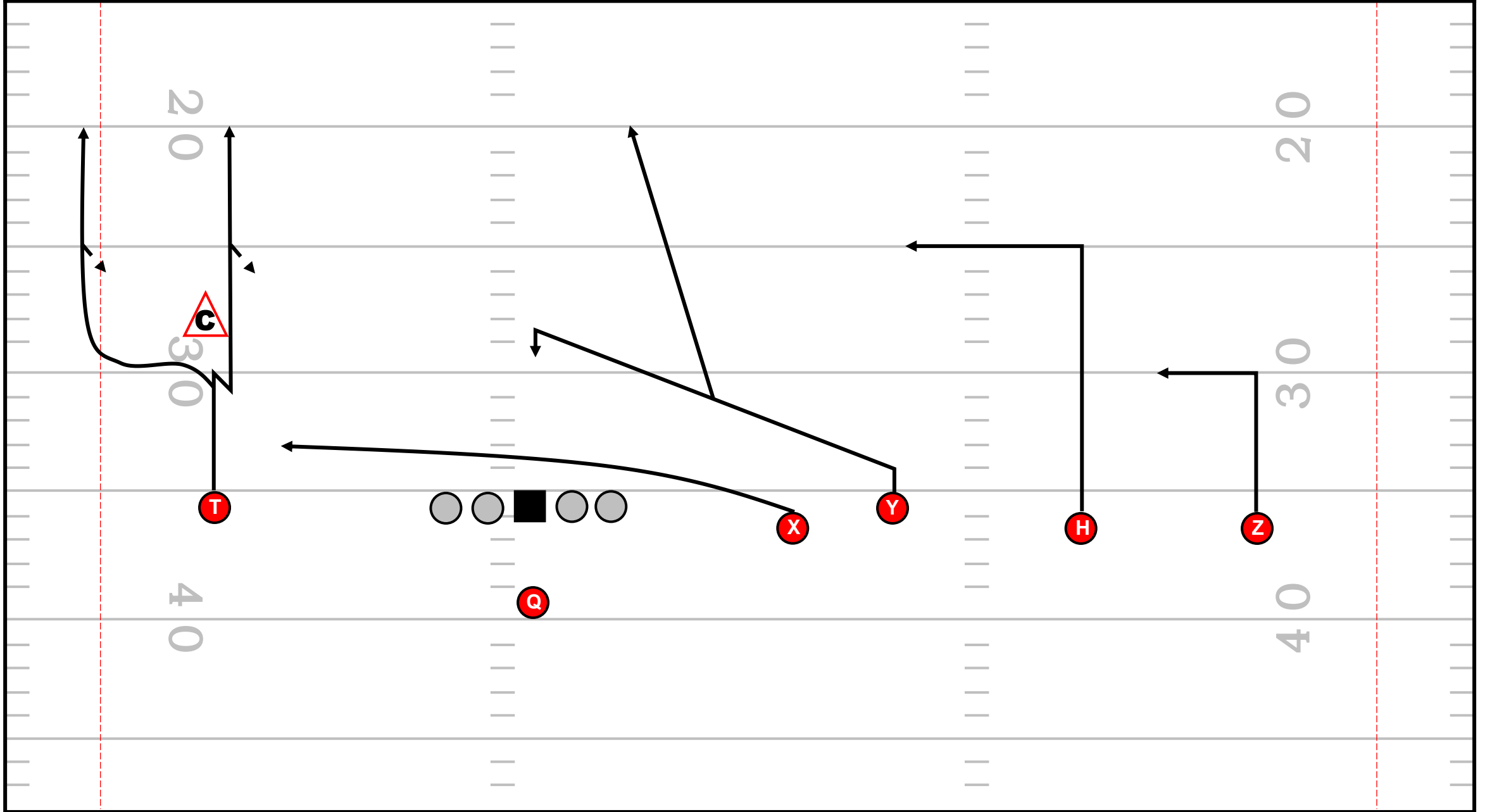
DIVIDE



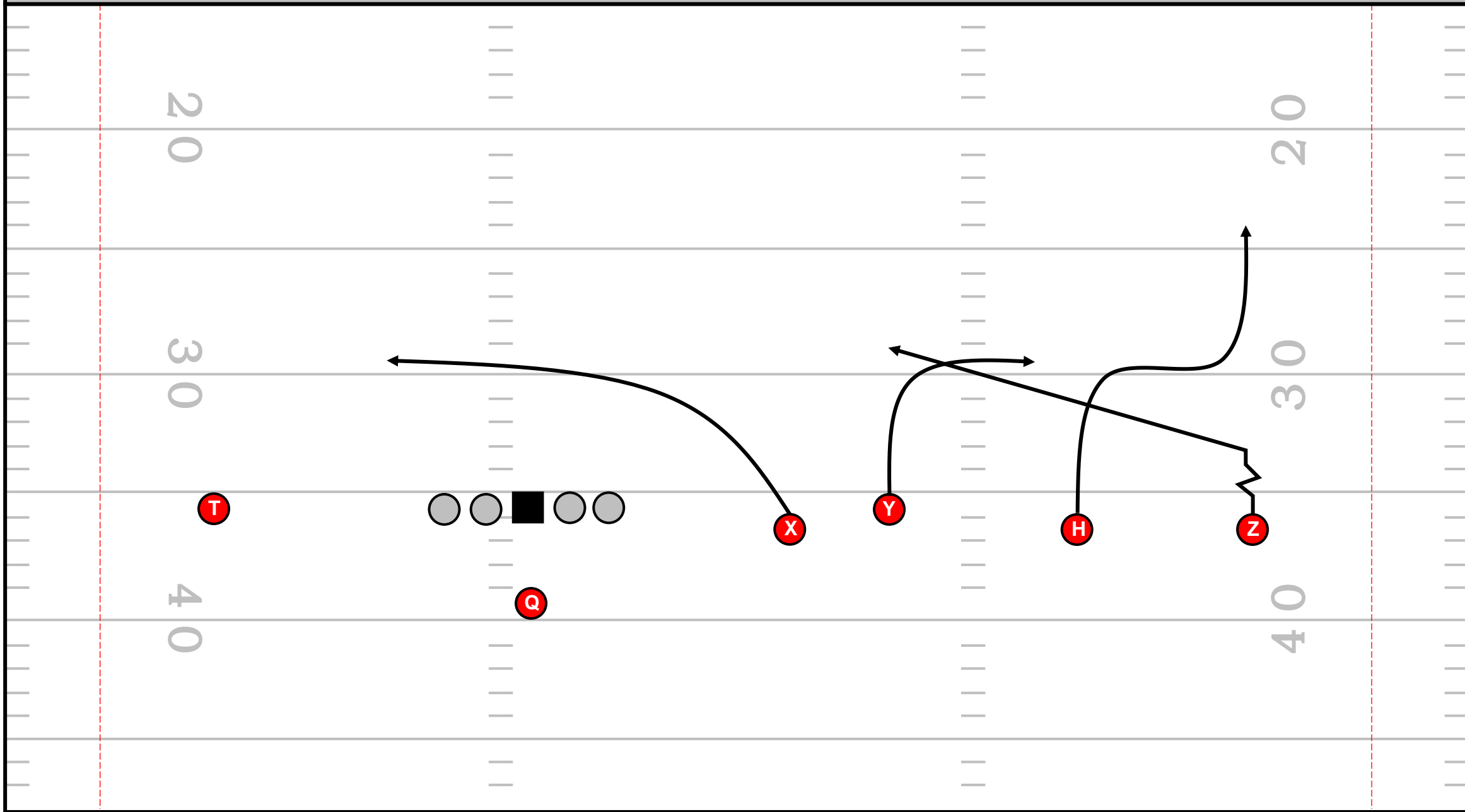
DIVIDE SWITCH



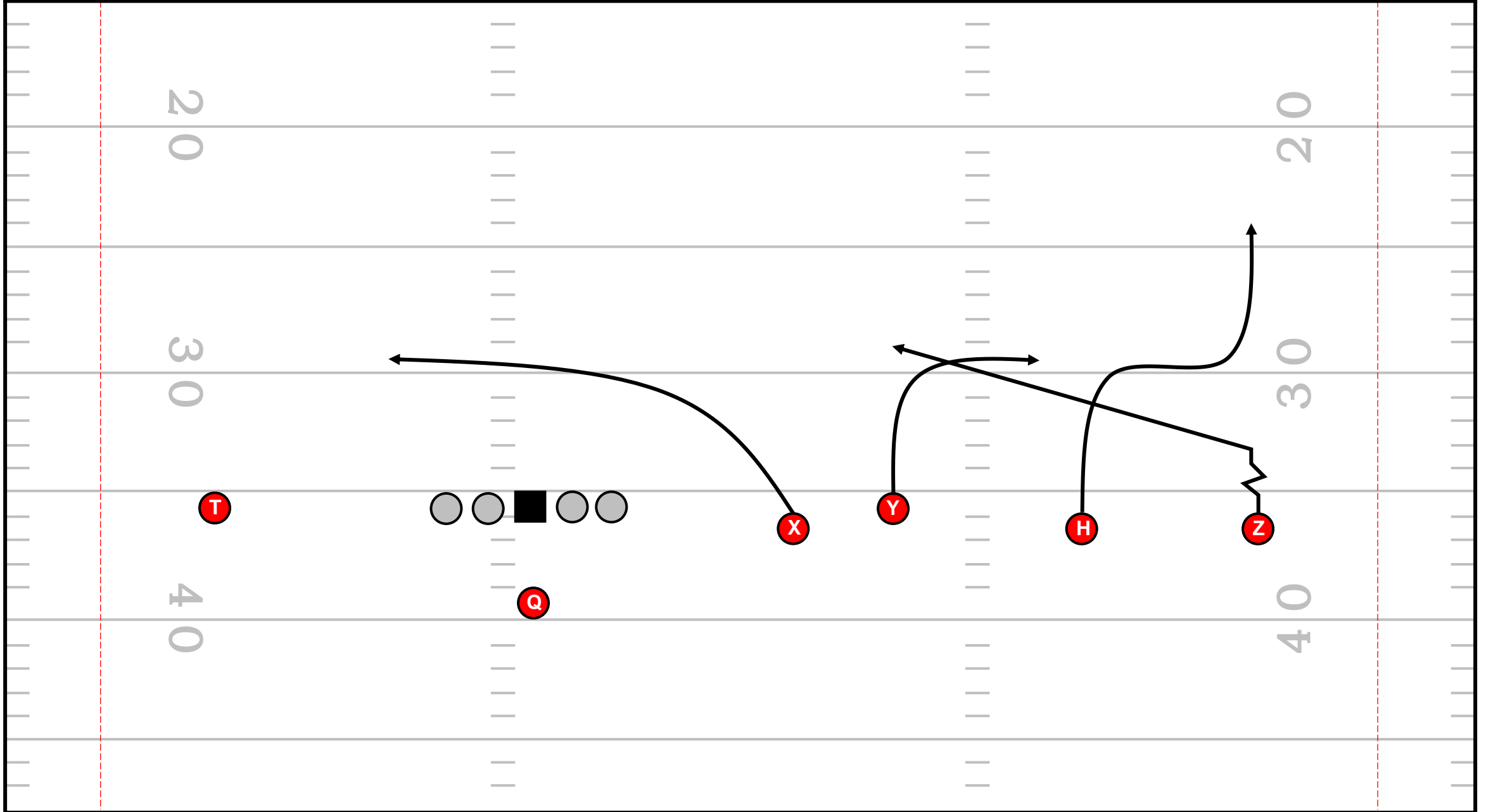
BLANK N GO READ



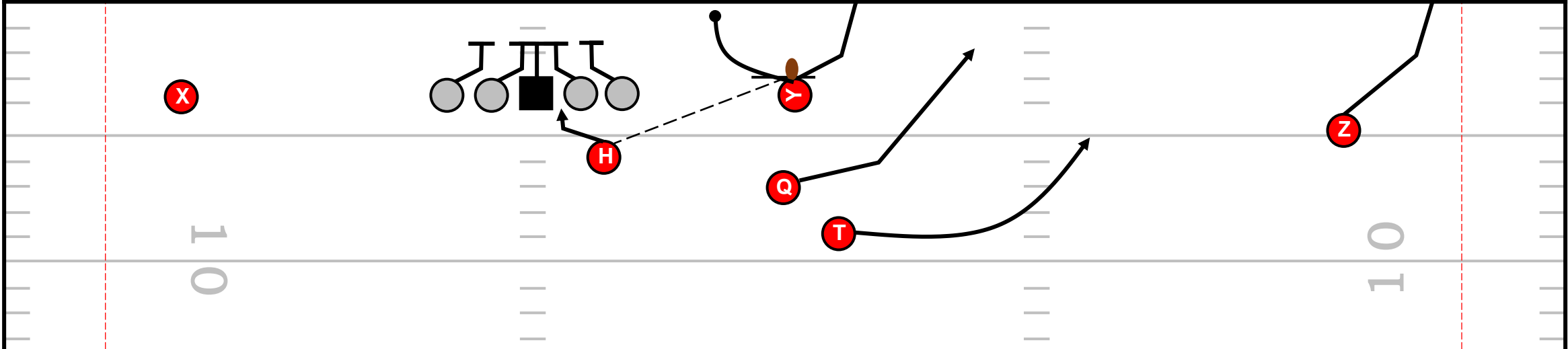
CLEAROUT (FOR SLANT)



CLEAROUT (FOR SLANT)



GL



OPTION #1
If they don't match numbers over our OL/H Back side snap to H and run Wedge.

OPTION #2
Snap to the QB and execute Speed Option with the ability to throw the Corner Route to Y

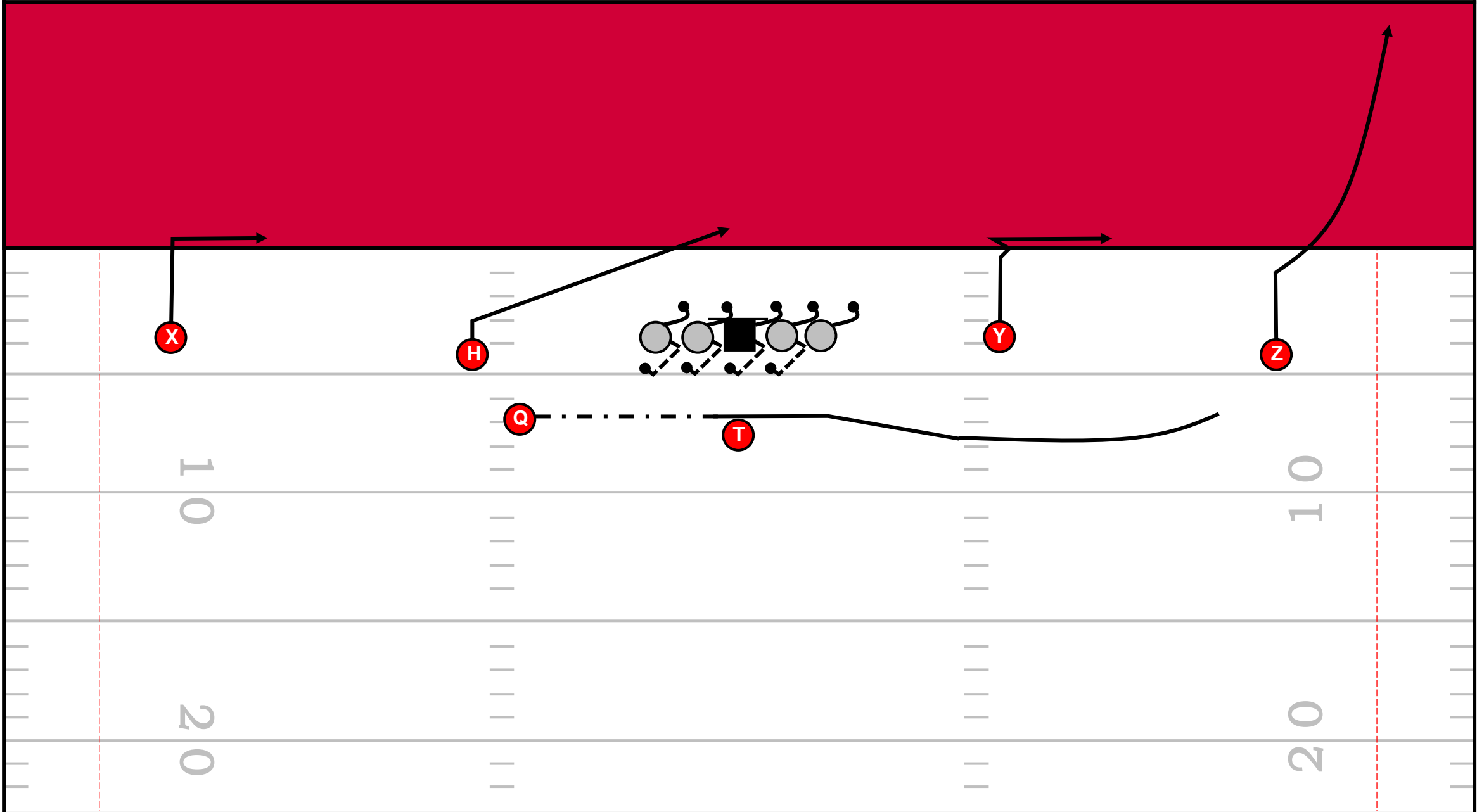
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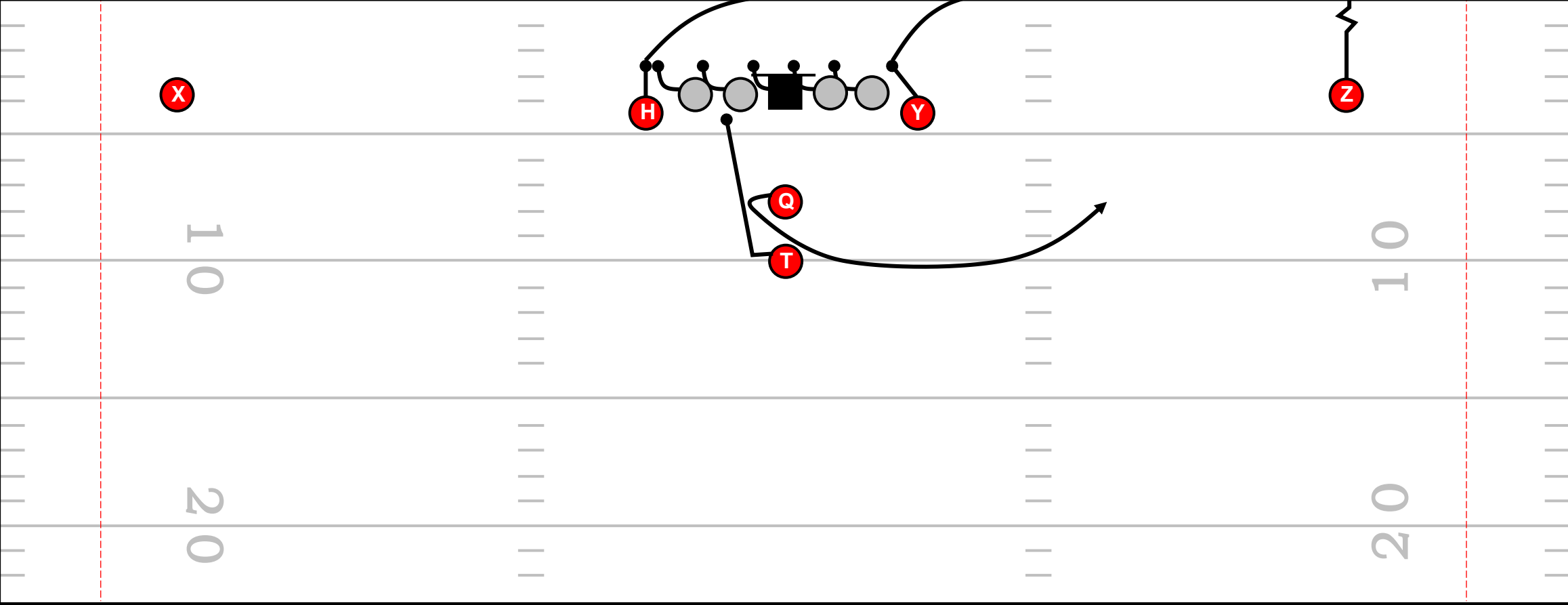
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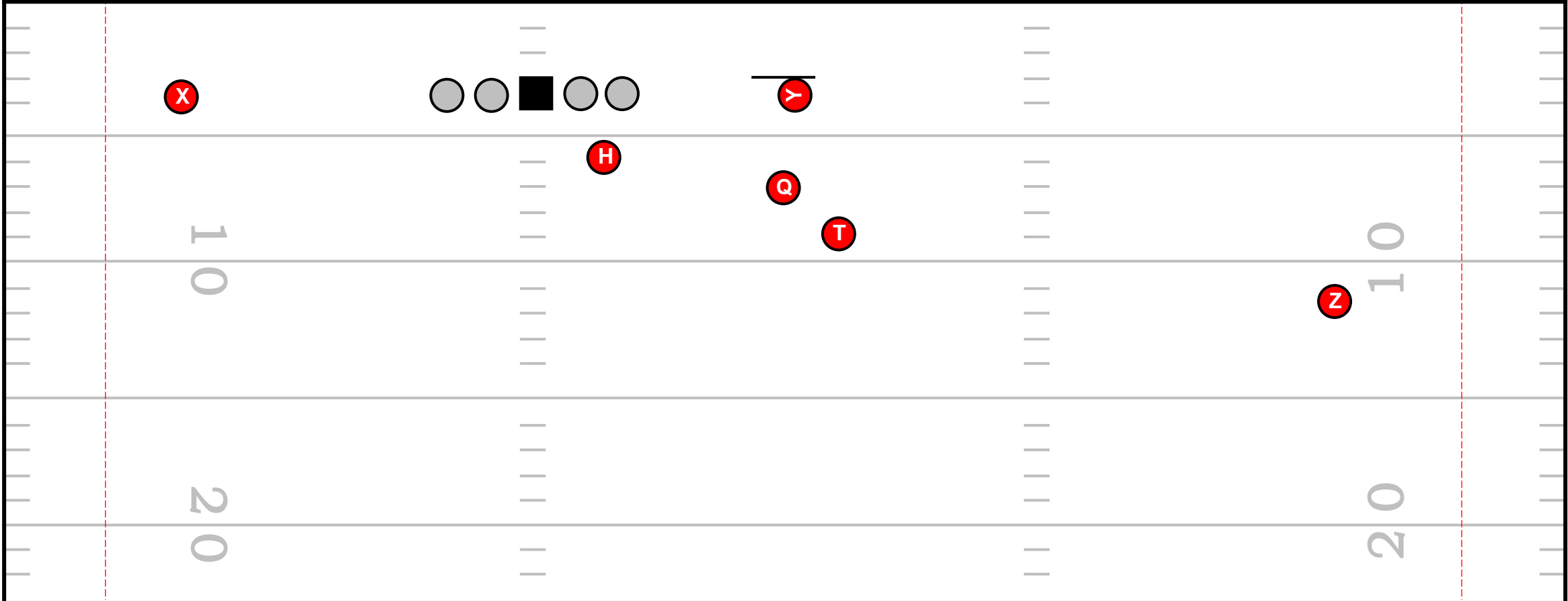
NORTH RIFLE 63



BOOTLEG



GL



Screen Rules

OWR) Run a Post to the safety (2 for 1 Block)

IWR) Run a crossing route to the MLB (2 for 1 Block)

Single WR) Run a crossing route to the MLB because the corner might man you (2 for 1 Block)

Screen Rules

1) All run down LOS

2) Tackle – goes for the CB or outside (aim for where the CB was and block who shows up)

3) Guard – 2nd man outside, look for something coming from the inside, if no one there turn back for chasers

4) Center – Always to the Playside, looking for the 3rd man outside, go outside looking for something coming from the inside

QB Screen Rules

1) Normal Pass Drop (usually 1 step)

2) Stare at the MLB or FS

3) Freedom to change sides if we need to. (Either throw the backside of the screen, or flip the direction of the screen)

4) If you're not sure what to do, turf the ball at the feet of the receiver

**Trick Play idea

Align RB at QB, and QB at RB

RB catches snap and tosses back to the QB

QB rolls to the side he was going and throws a TB screen to the RB

DBL Fake, Screen

Flash fake to the RB (who will get the screen)

Fake to another Back or WR

Roll and throw to the original Fake RB

Middle Screen blocking rules

- 1) OWR go to the CB
- 2) IWR go to the Safety or bubble
- 3) If Single WR go to the CB

OL Rules Middle Screen

- 1) 1001, 1000 and Go
- 2) Pull your guy through
- 3) Tackles – To the OLB
- 4) Guards and Centers – To the MLB and Safeties

QB Rules for Middle Screen

- 1) Add your own twist (Fake a throw, fake a toss to the RB, Fake something to the outside, Alter your drop angle, etc)
- 2) Be Patient, but not stupid. Let the DL get upfield but don't hold onto the ball so long that you'll take a hard hit
- 3) If not sure, throw the ball at the feet of the Receiver

Guy getting the ball for the Middle Screen

- 1) If in Man to Man alert your Tackle to block your closest defender
- 2) Hard step forward, fight through to get to where the center was (aim to catch the ball where it was snapped)
- 3) Turn immediately up the field, DO NOT DRIFT

Coaching Rules for the Middle Screen

- 1) Add eye candy, Run them out of multiple formations, 2x2, 3x1, 4x1, 2 back, etc. And to different Receivers, Slots, OS, RB's, TE's,
- 2) Don't worry about who to get the ball too
- 3) Add wrinkles for the defense to see (Make them have to think)
- 4) Sprint out the QB (45 degree)
 - 1) Some teams auto blitz a sprintout.
 - 2) ...

RB Rule

If not involved in the play (tagged on a fake)

Run a swing route and pull someone with

Run Concepts

Scheme grouped into schools.. The first letter of the school describes the scheme/play

Tulsa/Tulane – G/H Counter

UTEP/UMASS – G/T Counter

Run Game Tags

O – Bash tag, go Opposite of the play call (QB Run/Read)

P – Bash tag, go toward the play call (QB Run)

Q – Straight Q Run, The RB will become an extra puller if he's in the backfield

Tech – Same side alignment for the RB

State – Align in Pistol