TEMPO	
FORMATIONS	
MOTIONS & SHIFTS	
RUNS	
RUN TAGS	
PROTECTIONS	
PA & NAKEDS	
QK GAME	
I/S TRIANGLE	
O/S TRIANGLE	
SAFETY READ	
SCREENS	
TRICKS / PACKAGES	

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FORMATIONS	
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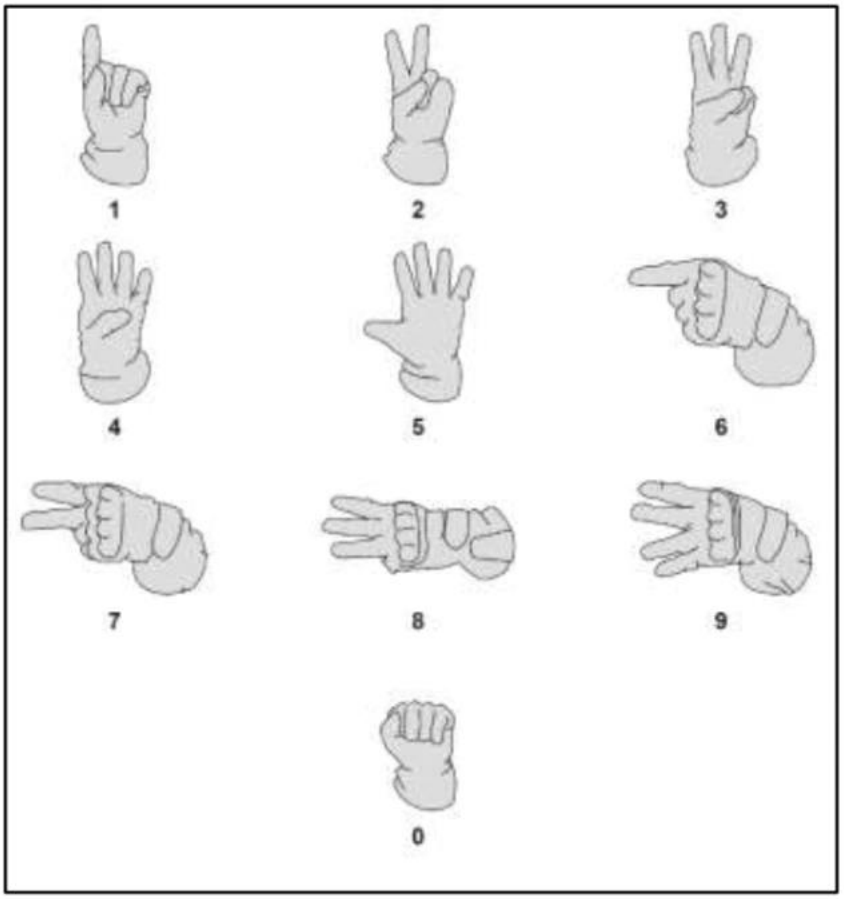
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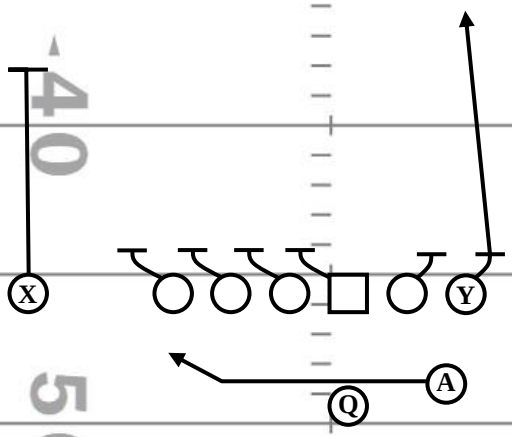
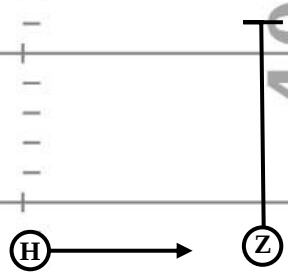
FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **FLAME POP**

TRON = Trio RT On
Toronto = Trio RT On Tackle Over

Read BS ILB like regular Flame
TE chips and Slips





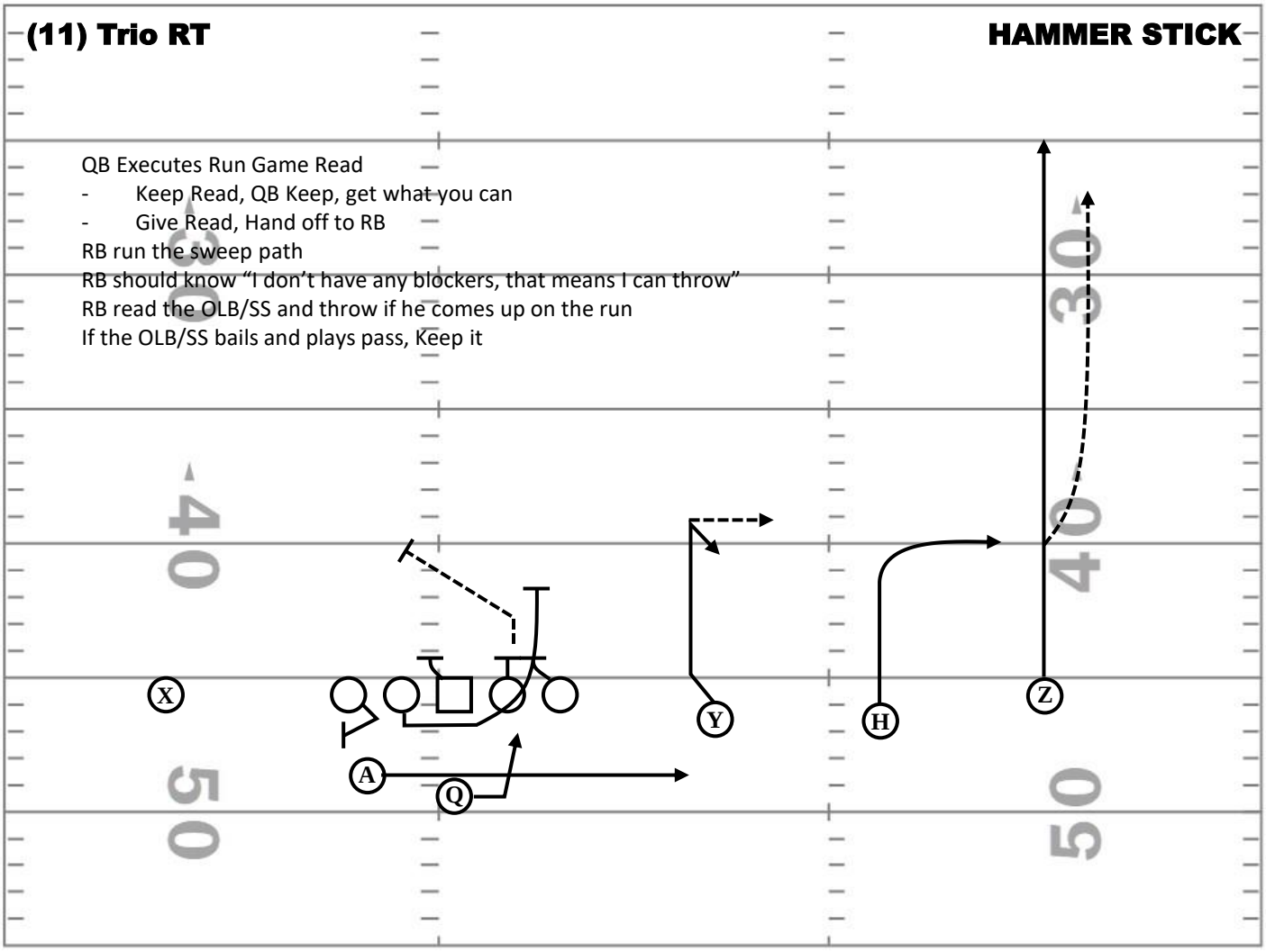
X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**
Notes:	

FAMILY:	PLAY: HAMMER STICK
CONCEPT:	

(11) Trio RT **HAMMER STICK**

QB Executes Run Game Read
- Keep Read, QB Keep, get what you can
- Give Read, Hand off to RB

RB run the sweep path
RB should know "I don't have any blockers, that means I can throw"
RB read the OLB/SS and throw if he comes up on the run
If the OLB/SS bails and plays pass, Keep it



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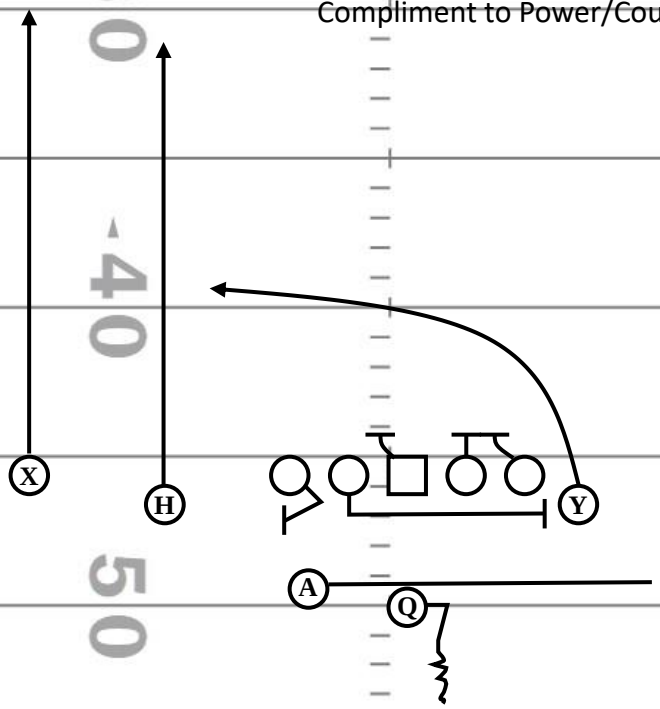
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **Pass Pro Play**

Show Screw, TE Drag.
QB/RB Fake Screw, OL Blocks Show Screw
TE runs a 5-6YD Drag route
Compliment to Power/Counter Read



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

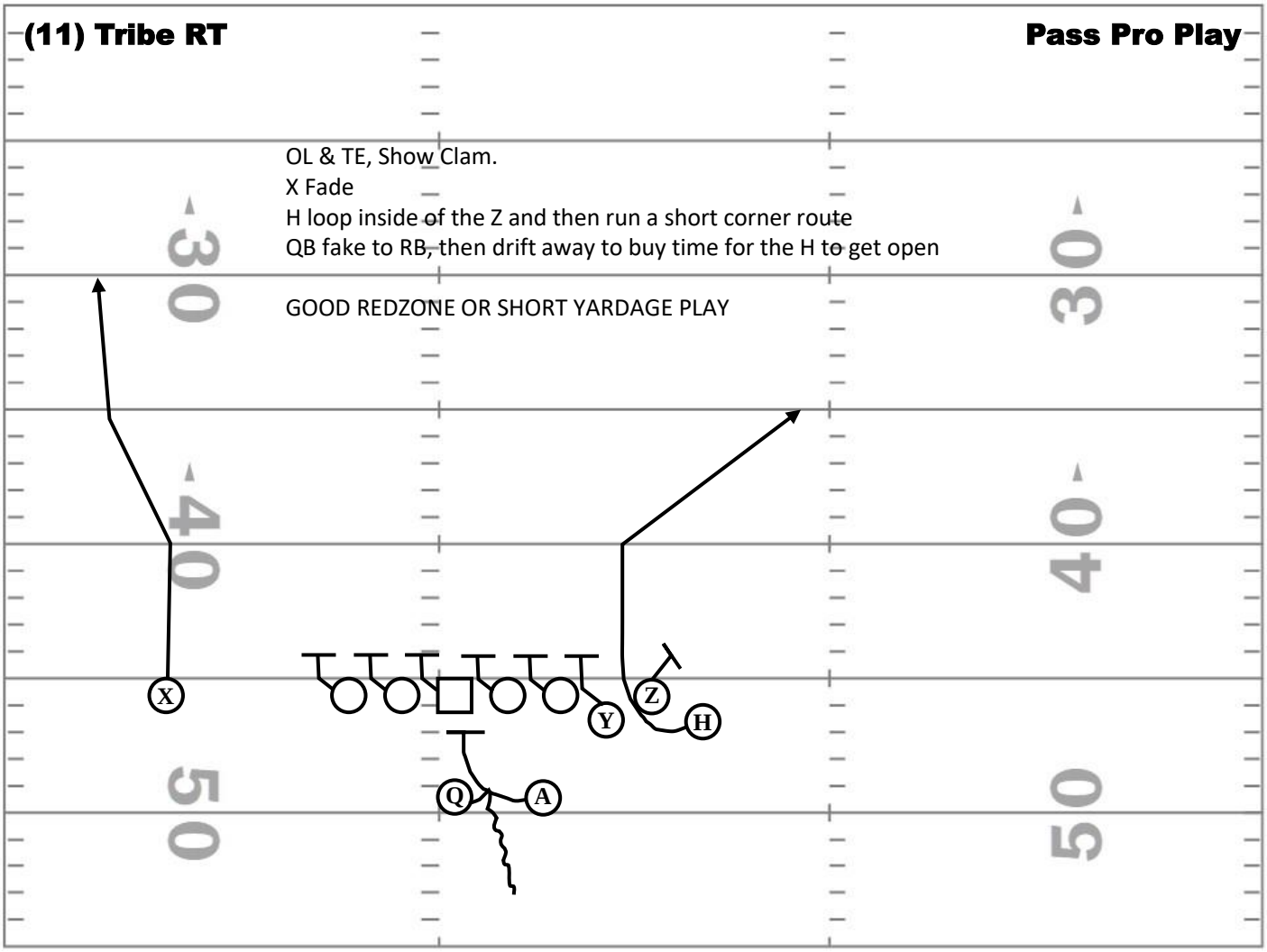
Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Tribe RT **Pass Pro Play**

OL & TE, Show Clam.
X Fade
H loop inside of the Z and then run a short corner route
QB fake to RB, then drift away to buy time for the H to get open

GOOD REDZONE OR SHORT YARDAGE PLAY



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

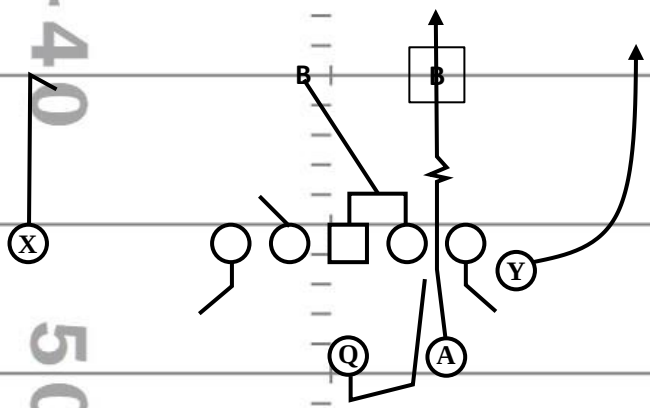
Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **Pass Pro Play**

QB Draw w/ RB Bluff Block
TE will arc and fake Block, then release on a Pop

Good Redzone/GL Play when they go cover 0



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

Block Him
Bluff Him (Block n Go Vertical/Slant/Flat/etc) = Pop Pass
Flat Him (Some type of Flat Route and force him to choose)

Think Basketball on Grass
We want 2-on-1's
Force a Defender to choose and make him wrong (Run and Pass game)

EDA
Eyes – where is the read keys eyes
Demeanor – what is the demeanor of the read key
Athlete- how good of an athlete is he, can he tackle the Back

TE on power read has BSA
Blitz – OLB or edge blitzer
Scrape – MLB Scraping over the top
Alley – Safety/Alley fitter

After a scoring drive switch personnel groups
They will spend time talking about what you Were just in
Show Them something different
By the time you go back to that original personnel group they will forg

PERSONNEL GROUP & PLAYER DESCRIPTIONS

NAME	PERS #	WR's	TE's	RB's
PRIMARY PERSONNELS				
FAST	10P	X/S/H/Z	-	A
REGULAR	11P	X/H/Z	Y	A
BIG	12P	X/Z	Y/F	A
COMPLIMENTARY PERSONNELS				
JUMBO	13P	X	Y/F/U	A
SPEED	20P	X/H/Z	-	A/B
SPRINT	00P	X/S/H/Z/M	-	-

POSITION	DESCRIPTION
X	Boundary Outside WR
H	Field Slot WR
Z	Field Outside WR
M	Fifth WR who comes in for Empty Formations. Aligns with the # (like the RB)
A	Running Back
B	Second Running Back, Could also be a Fullback
Y	Tight End
F	Second Tight End
U	Third Tight End, Could also be an extra OL

OFFENSIVE BUCKETS

ZONE		GAP		MISC
INSIDE	OUTSIDE	POWER	COUNTER	
Bull/Bronco	Blaze/Burn	Mallet/Hammer	Nail/Screw (-ed)	Pencil/Picture
Clam/Crab	Coal/Char	Shovel/Trowel	Helmet/Hardhat	
Gila/Gator	Flame/Fire	Sickle/Shear (Duo)	Plier/Wrench (GY)	
Fly/Frog	Scald/Scorch		Cable/Chord (GT)	
Falcon/Firebird				
Weevil/Worm				
Owl/Oriole				

INSIDE TRIANGLES			OUTSIDE TRIANGLES
SHALLOWS	MESH	CROSS	
UNCLE	MESH	VOICE	CURLS
FUNNEL	FLESH	VACANT	SMASH
DRIVE		VOX	SCISSORS/SABRE/STAB
DROVE		VAPOR	SNAG

SAFETY READS		SHOTS	
GO/GOING/GONE		POSTER	
BACKPACK/SING		POKER	
SPARK		STORM	
VIPER			
TURN			

PERSONNELS	FORMATIONS	RUN GAME	PROTECTIONS	CONCEPTS	CONCEPTS	TEMPOS
FAST	***2X2 TE(S)***	***I/S ZONE***	***5 MAN***	***1/2 FIELD TAGS***	***SHALLOWS***	GREEN
REGULAR	DUO	BULL/BRONCO	ELVIS/RINGO	STICK	UNCLE	YELLOW
BIG	DICE	CLAM/CRAB		STOMP	FUNNEL	RED
JUMBO	DOLLY	GILA/GATOR	***6 MAN***	SLANT	DRIVE	SILVER
SPEED	DEUCE	FLY/FROG	BEATLES/SUPREMES	DUMP	DROVE	GOLD
SPRINT	DOT	FALCON/FIREBIRD		BLADE		CRIMSON
MOTIONS		WEEVIL/WORM	***7 MAN***	SEAM	***MESHES***	
HOP/HIP	***3X1 TE(S)***	OWL/ORIOLE	MUSICAL/THEATRE	IGGY	MESH	***SPECIALS***
SHOOT	TRIO			CALF	FLESH	
RACE	TREY	***O/S ZONE***	***SPRINTOUT***	GLOCK		
HOME	TRIBE	BLAZE/BURN	LYRIC/RHYME	SPACE	***CROSS***	
IN/INNING	TREBLE	COAL/CHAR			VOICE	
OUT/OUTING	TROLLEY	FLAME/FIRE	***CHECKS***	***1 MAN TAGS***	VACANT	
SLIDE/SLIDING	TRAIN	SCALD/SCORCH	LIZ/RIP	GLANCE	VOX	
MOVE/MOVING			LAVA/ROCK	OX	VAPOR	
LOOP	***2X2 SPREAD***	***POWER***		CORNER		***MANSWERS***
LASSO	SPREAD	MALLET/HAMMER	***PLAY ACTION***	SNAP	***OUTSIDE TRIANGLES***	I/S QK TRIPLE
JET/PLANE	STACK	SHOVEL/TROWEL	SLY/CHUCK/RAMBO	ROLL	CURLS	O/S QK TRIPLE
JERK	SWITCH	SICKLE/SHEAR		HITCH	SNAG	RUB
			NAKEDS		SCISSORS	RIFLE
	3X1 SPREAD	***COUNTER***	LEG/ARM	***QK SCREENS***	DAGGER	SLOB (Slant block)
	TRIPS	NAIL/SCREW		SMOKE	TURN	
SHIFTS	TWIST	HELMET/HARDHAT	***RELEASE SCREENS***	BUBBLE		***OPTION ROUTES***
TRADE/TRADER	TROOP	PLIER/WRENCH	BAILEY/BRENDA	SWING	***SAFETY READS***	WR DECIDE
TIGHT/TIGHTER	TUB	CABLE/CHORD	SALLY/SARAH	SWAB	GO/GOING/GONE	RB DECIDE
WIDE/WIDER			DELILAH/DOROTHY	FAB	BACKPACK	JUKE
COMPRESS/EXPAND	***2 BACK***	***DRAWS***			SING	
PYRAMID	PRO	PENCIL/PICTURE	***MIDDLE SCREENS***	***BLOCKING TAGS***	VIPER	
CHANGE/CHIME	PAIR		MOLLY/MARY	FIST		
BINGO	***MISC***	***RUN TAGS***		THUMB		
SNAKE	ALL	PIN	***TUNNEL SCREENS***			
CUBE	TROLL	PAR	TILLY/TORY	***FULL FIELD TAGS***		
MIX	Comet	AROUND		COWBOY	***SHOT PLAYS***	
CRAZY		TOSS		BULLET	STORM	
BOUNCE	***BUILDING EMPTY***	REBEL			POSTER	
BITE/BOW	2/3	CAR		***POPS***	POKER	
	4/5	SAME		BLUFF		
	6/7			POP		
	8/9			PIPE		

PERSONNELS	FORMATIONS	FORM MODIFIERS	RUN GAME	PROTECTIONS	CONCEPTS	CONCEPTS
FAST	***2X2***	***BUILDING EMPTY***	***I/S ZONE***			
REGULAR	DUO	0/1	ARIZONA			
BIG	DICE	2/3	ARMY			
JUMBO	DOLLY	4/5	AUBURN			
SPEED	DEUCE	6/7	AKRON			
SPRINT	DOT	8/9	ARKANSAS			
MOTIONS	SPREAD	***SUFFIX TAGS***	***O/S ZONE***			
	SNUG	OVER	OHIO			
	STACK	STRONG/WEAK	OREGON			
	3X1	HIDE	OKLAHOMA			
	TRIO	ON	***POWER***			
	TRIBE	**MOTIONS**	BAMA			
	TREY	***STOP & SLIDE***	BAYLOR			
	TREBLE	0/1 00/10	BOISE			
	TROLLEY	2/3 20/30	BOSTON			
	TRAIN	4/5 40/50	***DUO***			**TEMPOS**
	TRIPS	6/7 60/70	DUKE			
	TWIST	8/9 80/90	***COUNTER***			
	TUB	***OTM***	TROY			
	TROOP	JET/PLANE/SKI	TULANE			
	MULTI BACK	BACK/RETURN	TEXAS			
	PRO	CIRCLE	TULSA			
SHIFTS	PAIR	JERK	TOLEDO			
TRADE/TRADER	PIG	IN	TENNESSEE			
TIGHT/TIGHTER	HOUSE (HOSS)	***RB MOTIONS***	***COUNTER TREY***			
WIDE/WIDER	HACK (HOSS)	HOP/HIP	CINCY			
COMPRESS/EXPAND	HEAVY	ROCK/ROLL	CLEMSON			
PYRAMID	***FIB***	BURN/BLAZE	***DRAW***			
CHANGE/CHIME	BUNCH		PENN			
BINGO	BUZZ		***RUN TAGS***			
SNAKE			SCAN			
CUBE	***SHORT YARDAGE***		G			
MIX	TEBOW		GIVE			
CRAZY	NEWTON		***BACKFIELD TAGS***			
BOUNCE	MARIOTA		PIN			
BITE/BOW	***EMPTY***		PAR/AROUND			
	QUADS		TOSS			
	EMPTY		REBEL/FLASH			
	COMET		SUCKER/TORO			
	STAR					

USING ANALYTICS

THE BIG 4

1. The Team that has the most 20YD+ plays wins the game 81% of the time
2. The Team that wins the turnover battle have an 80% chance of winning
3. The Team that has the most sacks wins the game 77% of the time
4. The Team that has the most TFL's wins the game 67% of the time

ONES TO BE AWARE OF

On P&10 if a play goes for less than 4YDS the teams chance of scoring drops by 40%

A P&10 play of 4 or more yards AND a 15YD+ in the same drive lead to an 80% chance of scoring

If a Drive has One Penalty within it, it makes it 5x less likely to score

If three or more players touch the ball on a given play, the likelihood of a 20YD+ doubles to 20%
QB/RB/WR Etc (Does not include the Center Snap)

A drive with 3 plays of 10 or more leads to a 100% chance of scoring (Kevin Kelley HS Stats)

QUARTERBACK PRE-SNAP CHECKLIST

BEFORE THE SNAP OF THE BALL THE QB NEEDS TO GO THROUGH THIS PRE-SNAP CHECKLIST TO GET A GENERAL IDEA OF THE DEFENSE BEFORE THE SNAP, AND WHAT HE EXPECTS AFTER THE SNAP.

1) **Scan Eyes Left to Right, Right to Left to make sure we are set**

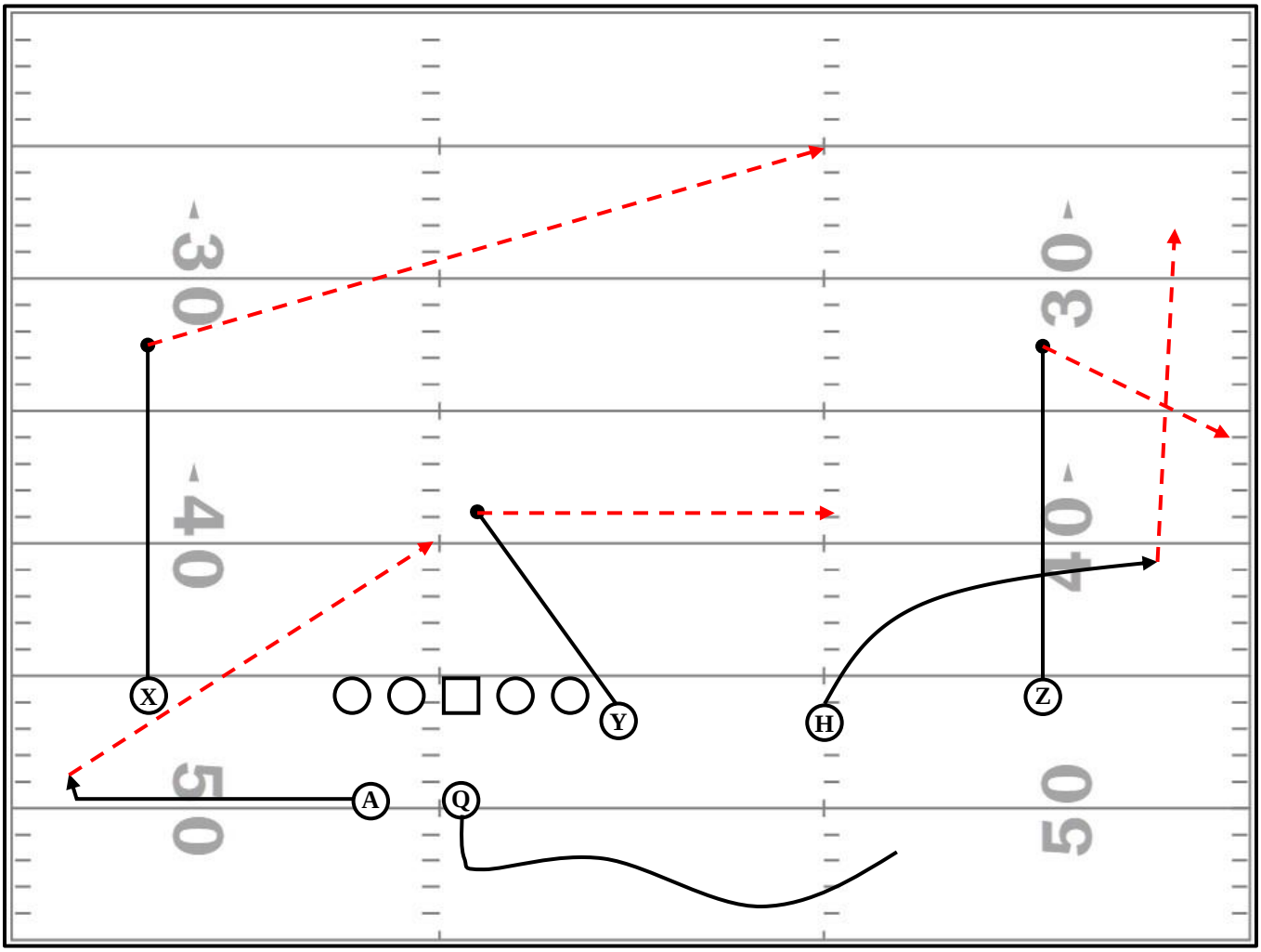
2) **What is my Protection?**
    a) **Run or Pass**
    b) **How can I fix the Protection if there is an issue?**
        I. **Flip the Slide?**
        II. **RIP/LIZ?**
        III. **ROCK/LAVA?**

3) **Scan the Coverage**
    a) **Read *The Triangle***
        I. **MOFC or MOFO?**
        II. **Blitz?**

4) **What is my Job/Progression**
    a) **Run:**
        I. **Who is the Read?**
        II. **What is the Footwork?**
    b) **Pass:**
        I. **Is there an Alert?**
        II. **What is my Progression?**
        III. **Who is the Conflict Defender?**
        IV. **What is my Footwork?**

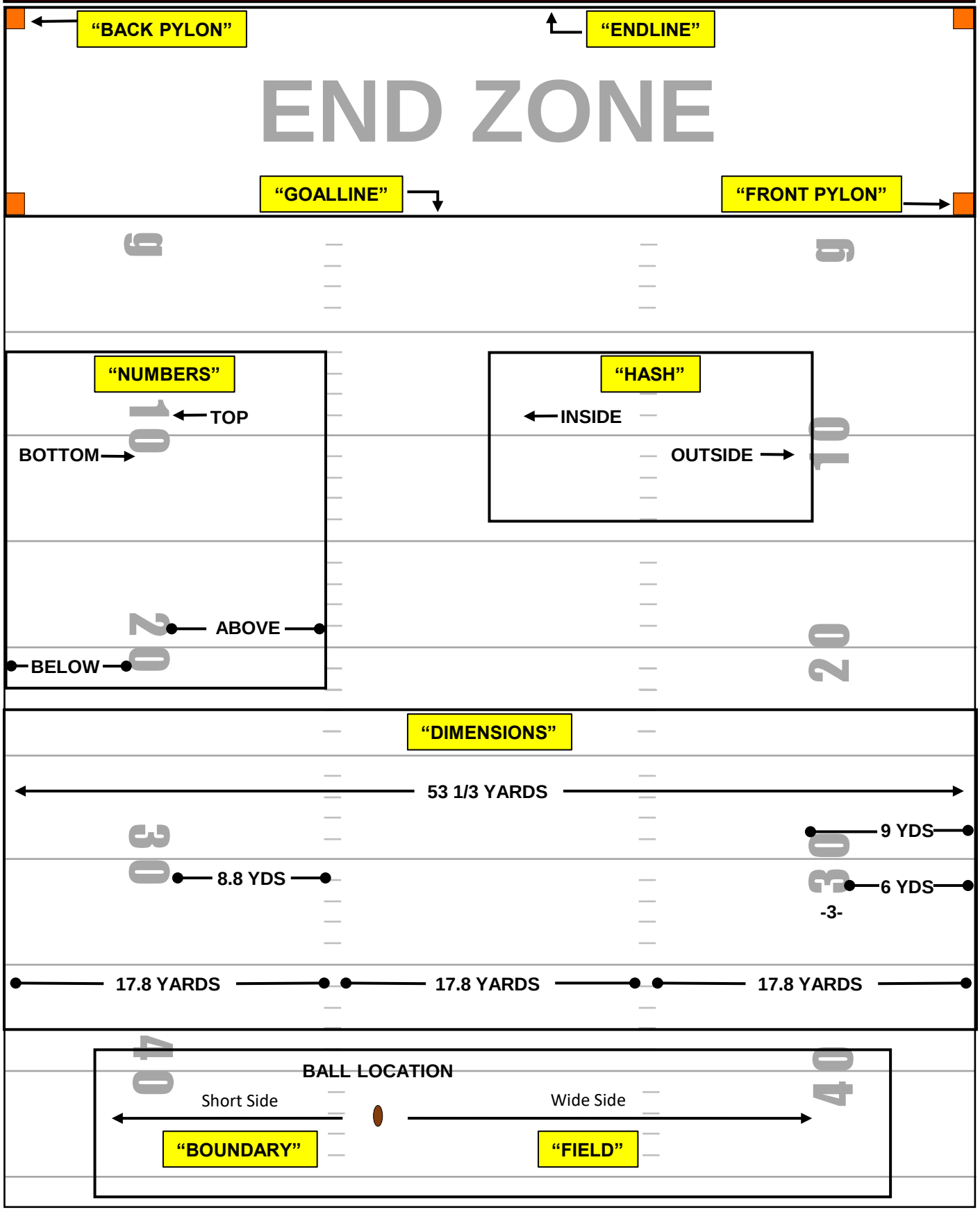
5) **What is my Probably Call?**
    a) **Based on the Pre-Snap Look where do I think I'm going to go with the ball**

SCRAMBLE RULES



LOCATION	DESCRIPTION
FS DEEP	If the QB Scrambles toward you and you are Deep: Come back toward the QB
FS SHORTEST	If the QB Scrambles toward you and you are Short: Turn and Go up the Sideline
MID OR BS SHORTEST	If the QB Scrambles away from you and you are going to mirror the QB: Run at the level you are at and straight toward the Sideline
BS DEEP	If the QB Scrambles away from you: Run fast and flat across the field trying to get in his vision.

FIELD IDENTIFICATION



QUARTERBACK TERMINOLOGY

GENERAL TERMS

PLAYSIDE: The side to which the Play is going (aka The Onside)
BACKSIDE: The Side opposite the Play is going (aka The Offside)
SEAM: The Area on or around the Hash Marks (Meaning may alter depending on ball location)
HOLE SHOT: The Area on the Sideline between a Cover 2 CB and Safety (aka 'Honey Hole')
WINDOW: The open areas of space between Zone Defenders
SPLIT: A Term referring to where and how the WR will align
OTM: On the Move
STRETCH: Putting a Defender in Conflict (Hi-Lo, Inside-Out, etc)
CONFLICT DEFENDER: The Defender the QB will read in the Run or Pass game for his reaction
LEVERAGE: The Alignment of a Defender based on Depth and Width
DEL: Depth, Eyes, Leverage (Usually refers to a CB/SAF/OLB)
EDA: Eyes, Demeanor, Athlete
NAKED: A Type of Play Action Pass in which the DE will not be blocked and the QB must be aware of
BOOT(LEG): A Variation of Naked in which the QB's back will be to the unblocked defender for the mesh
BOX COUNT: # of Defenders in the Box in relation to the # of Blockers
FIB: Formation into Boundary (aka FSL)
RAC: Run After Catch (To RAC a WR is to throw him a ball that will allow him to Run after the Catch)
GIFT: A Pre-Snap Decision to take advantage of Defensive Alignment ('Take the Gift')
DROP: The Footwork the QB will use on a certain play (Pop, 1-Step, 3-Step, 3 and a Hitch, etc.)
FTF: Forget the Fake (Used vs Pressure, alerts QB to abandon the Flash Fake to the RB)
ALERT: A built in Option to certain plays that tells the QB to alter his Read/Progression or Audible the play
PROBABLY CALL: A Pre-Snap idea of where the QB will go with the ball before the snap
PCP: Protection, Coverage, Progression (Part of the QB Pre-Snap Checklist)
THE TRIANGLE: The 3 Safeties that determine Defensive Structure
COVERAGE TRIANGLE: The Half Field Triangle that tips off defensive coverage (SAF/CB/APEX)

THROWING MECHANICS/POCKET MECHANICS

TYPES OF THROWS:

- 1-BALL: A Throw on a Line (A Bullet Pass)
- 2-BALL: A Throw with a slight Arc (Usually over a LB and in front of a Safety)
- 3-BALL: A Deep Ball that has a large Arc (aka Jump Ball/Hail Mary Ball)
- 4-BALL: A Paced throw that is play specific, usually used on Screens or in some cases Under Routes

SCRAMBLE: A Term that refers to when a QB breaks Defensive Contain (aka 'Escape')
DROP: A QB's Footwork on a given pass play
MESH: A Term that refers to the Handoff exchange between the QB and RB
GET BIG: Drift away from the Pressure and stay tall in order to deliver a pass
TURF THE BALL: Throwing the Ball at a WR's feet as a means to get rid of the ball safely
LOCK & LOAD: The manner in which the QB holds the ball in the Pocket (on the Back Pec)

TERMS REGARDING THE DEFENSE

TRIGGER: A Term that refers to when a DB/LB 'Drives/Breaks/Bites' on a Route
FLAT FOOT(ED): When a DB/LB Stops their feet, Or, When a DB/LB does not move at the Snap of the Ball
ROTATION: A Term that refers to the movement of the Safeties (aka 'Roll or Kick')
FRONT: The Alignment of the Defenses Box Defenders
SHELL: Alignment of the Defenses Pass Defenders (aka 'Roof/Umbrella')
COVERAGE: The way the Defense defends the Pass
MOFC: Middle of Field Closed
MOFO: Middle of Field Open
BANJO: Defenders switching off in Man Coverage
BRACKET: A WR is Double Teamed (Inside & Out, or High & Low)
COVER DOWN: Flat footed Defender who occupies space in front without regard to what's behind
RAT: A Defender who drops to the Hook Area in Man Coverage to take away the short throws (aka Thief/Robber)
SPY: A Defender who is solely responsible for tracking the QB
OVERHANG: A Defender at LB Depth outside of the Box (aka 'Apex')

RUNNING BACK TERMINOLOGY

GENERAL TERMS

LOS: Line of Scrimmage
PLAYSIDE: The side to which the Play is going (aka The Onside)
BACKSIDE: The Side opposite the Play is going (aka The Offside)
FTF: Forget the Fake (Used vs Pressure, alerts QB to abandon the Flash Fake to the RB)
BOX COUNT: # of Defenders in the Box in relation to the # of Blockers
AIMING POINT: Point on the LOS/Location of Blockers where RB is Supposed to Attack
BANG, BEND, BOUNCE
- BANG: Hitting the Targeted Hole/Aiming Point
- BEND: Cutting it back to a Hole behind the Aiming Point
- BOUNCE: Hitting it Outside of the Aiming Point

CHECK: Eyes on your Blocking Responsibility, If he Doesn't Blitz, Release into Route
CROSSFACE: Used to Hide Tendencies, RB Align opposite of Protection Call
ALIGNTMENTS OF THE BACK
- SIDECAR: Even with the QB Opposite of Called Run
- BELLY: 1YD Behind and Offset of the QB of Called Run
- PISTOL: 2-3 Feet Behind the QB
- SAME: Even with the QB Same side of Called Run

PITCH PHASE: Staying in relation with the QB to be ready for an Option Pitch
INSERT: A Run Block where the RB will Block a LB (aka Lead Block)
BACKFIELD ACTIONS
- REBEL: Sweep Path across the QB's Toes, Attack the Outside (aka BASH)
- FLASH: Same as Rebel but a Pre-Determined run for the QB
- TORO: Widen and expect a Pitch/Toss from QB
- SUCKER: Same as TORO but a Pre-Determined run for the QB

WIDE RECEIVER TERMINOLOGY

GENERAL TERMS

LOS: Line of Scrimmage
PLAYSIDE: The side to which the Play is going (aka The Onside)
BACKSIDE: The Side opposite the Play is going (aka The Offside)
APEX LINE: Mid Point between the EMOL and the Next Eligible WR
CENTERLINE: The Line that Divides the Formation in half
HARDDECK: A Line 7YDS Deep that terms Deep and Under Coverage
OUTSIDE: The Area under the Harddeck and Outside the Apex Lines
MDM: Most Dangerous Man (Used for determining who to Block)
OOZE: A Type of Release used on Perimeter Blocks, Slow off the Ball letting the Defense come to you
SEAM: The Area on or around the Hash Marks (Meaning may alter depending on ball location)
HOLE SHOT: The Area on the Sideline between a Cover 2 CB and Safety (aka 'Honey Hole')
RUN OFF: A Blocking term in which the WR will run a Takeoff Route to pull the defender with them
MOR: Mandatory Outside Release (aka Forced Outside Release)
SPLIT: A Term referring to where and how the WR will align
OTM: On the Move
STRETCH: Putting a Defender in Conflict (Hi-Lo, Inside-Out, etc)
LEVERAGE: The Alignment of a Defender based on Depth and Width
DEL: Depth, Eyes, Leverage (Refers to a CB/SAF/OLB)

ROUTE RUNNING TERMS

STEM: Refers to the Path a WR will take at a DB in order to setup the WR's Route Break
FOOTFIRE: A Technique in which the WR will utilize Fast Feet and a Head fake to defeat Press Coverage
RELEASE(S): A Term that refers to the manner in which a WR can get off the ball to defeat Press Coverage
BREAK: The moment when a WR changes directions or speed
HUNT: A Term that describes how a WR can move to or settle in open grass
SETTLE: A Term that refers to a WR slowing or stopping (aka 'Throttle Down')
CONVERT/CONVERSION: A Term that refers to the WR altering his Route either Pre or Post-Snap
NO DEPTH: Tells the WR a Route will not break on Steps/Yards but when he steps on the DB's toes
CAGE: Get on the DB's toes to create space for the Route Break
LANDMARK: The area on the Field that certain Routes need to aim for (Hash, #'s, Post, Pipe, etc)

TERMS REGARDING THE DEFENSE

PRESS: A Term that refers to a Defensive Back aligning on the LOS to physically reroute the WR (aka 'JAM')
INSIDE LEVERAGE: A DB that aligns on the Inside of the WR
OUTSIDE LEVERAGE: A DB that aligns on the Outside of the WR
CLOUD: A CB that is in-between Press and Off (Around 4-6YDS)
TRIGGER: A Term that refers to when a DB/LB 'Drives/Breaks/Bites' on a Route
FLAT FOOT(ED): When a DB/LB Stops their feet on their Break/Backpedal
CATCH (MAN): A Defensive Technique in which the DB will flat foot and then engage with WR at depth
CARRY: A Term that refers to a Technique in which an OLB will follow the WR vertical and then fall off
MOFC: Middle of Field Closed
MOFO: Middle of Field Open
BANJO: Defenders switching off in Man Coverage
BRACKET: A WR is Double Teamed (Inside & Out, or High & Low)
COVER DOWN: Flat footed Defender who occupies space in front without regard to what's behind

OFFENSIVE LINE TERMINOLOGY

GENERAL TERMS

C.P.: Coaching Point
LOS: Line of Scrimmage
POA: Point of Attack
EMOLOS: End Man on Line Scrimmage (aka EMOL)
PLAYSIDE: The side to which the Play is going (aka The Onside)
BACKSIDE: The Side opposite the Play is going (aka The Offside)
STRONG SIDE: Refers to the Strong Side of the Formation where the TE is aligned next to the Tackle
WEAK SIDE: Refers to the Weak Side of the Formation where there is no TE aligned next to the Tackle
APEX LINE: Mid Point between the EMOL and the Next Eligible WR
CENTERLINE: The Line that Divides the Formation in half
BOX: Area between the Apex Lines, Determines how many Defenders are playing the Run
GAP: The Area between two adjacent Offensive Linemen (Can be between OT and TE as well)
COMBO: A Double Team block between Two Offensive Linemen
POINT: The LB declared as the target of the Run or Pass blocking scheme (aka as the 'Mike')

BLOCKING TERMS

REACH BLOCK: A Block where the OL fights to overtake the Defenders Outside (Playside) Shoulder
DRIVE BLOCK: A Block where the OL aims for the Inside Armpit of the Defender and works him vertical
DOWN BLOCK: A Block where the OL blocks anything on their path between them and their I/S OL Buddy
HINGE BLOCK: A Block by the Backside Tackle on Gap Plays to try and secure the B-Gap then C-Gap
TRAP BLOCK: A pull technique in which the OL will Kickout the DL
WRAP BLOCK: A pull technique in which the OL will Lead up on a LB
KICKOUT BLOCK: A Block done usually by a TE/FB on a Defensive End to open up an interior gap
WHAM BLOCK: A Trap Block on an Interior DL
ISO BLOCK: Similar to a Wrap Block, Usually done by a TE/FB/RB (aka a 'Lead' Block)
ARC BLOCK: A Block technique used by TE's to go around the DE and secure the LB or Safety
WATERFALL: Step and secure PS-Gap, if no threat dropback and look for backside threat
EXCHANGE: A call made by one OL to switch blocking responsibilities with an adjacent OL

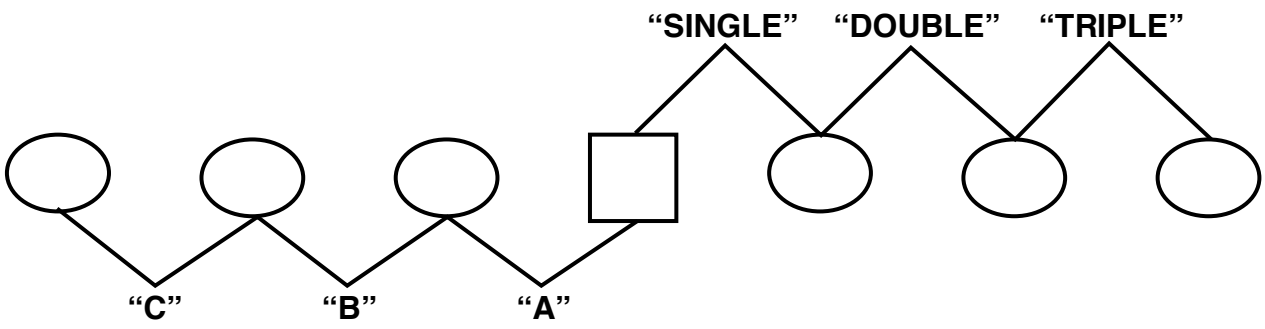
TERMS REGARDING THE DEFENSE

FIT(TERS): A term to describe how the Defense will try and defend the Run Gaps
PLUG: A term that refers to a LB fitting his Defensive Gap
MUG: A LB technique where the LB's will show blitz and align on the LOS
STUNT: The movement of DL and or LB's to fill a Gap
SCRAPE: A defensive technique where the DE will play the Inside Run, and the LB will play the Outside Run

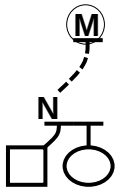
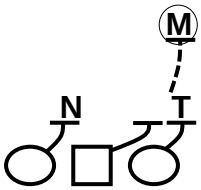
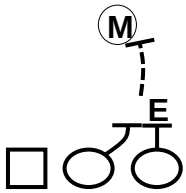
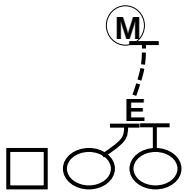
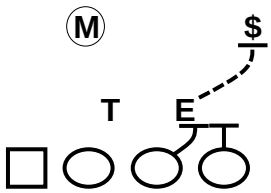
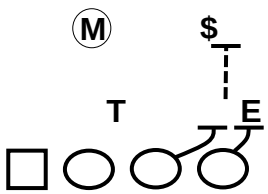
PLAY TAGS AND CALLS

FOOZ: A Tempo call that tells the Offensive Line to Full Zone (Block your Playside Gap)
GANG: A call made by the Center to alert the PS OL to block down in their interior Gap (No Double Teams)
FAN: A technique used by the OL to Block Man to Man on a Defensive Linemen
SCAN: A play tag that alerts the OL that the QB will be reading an Interior Defensive Linemen
G: A play tag that alerts the OL we will leave an interior Defensive Linemen to be Wham Blocked

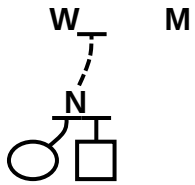
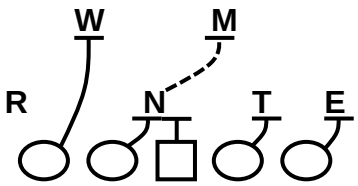
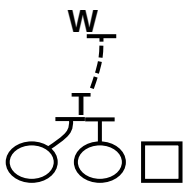
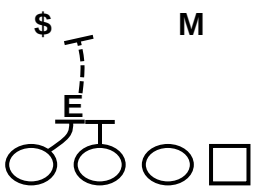
ZONE COMBINATION CALLS



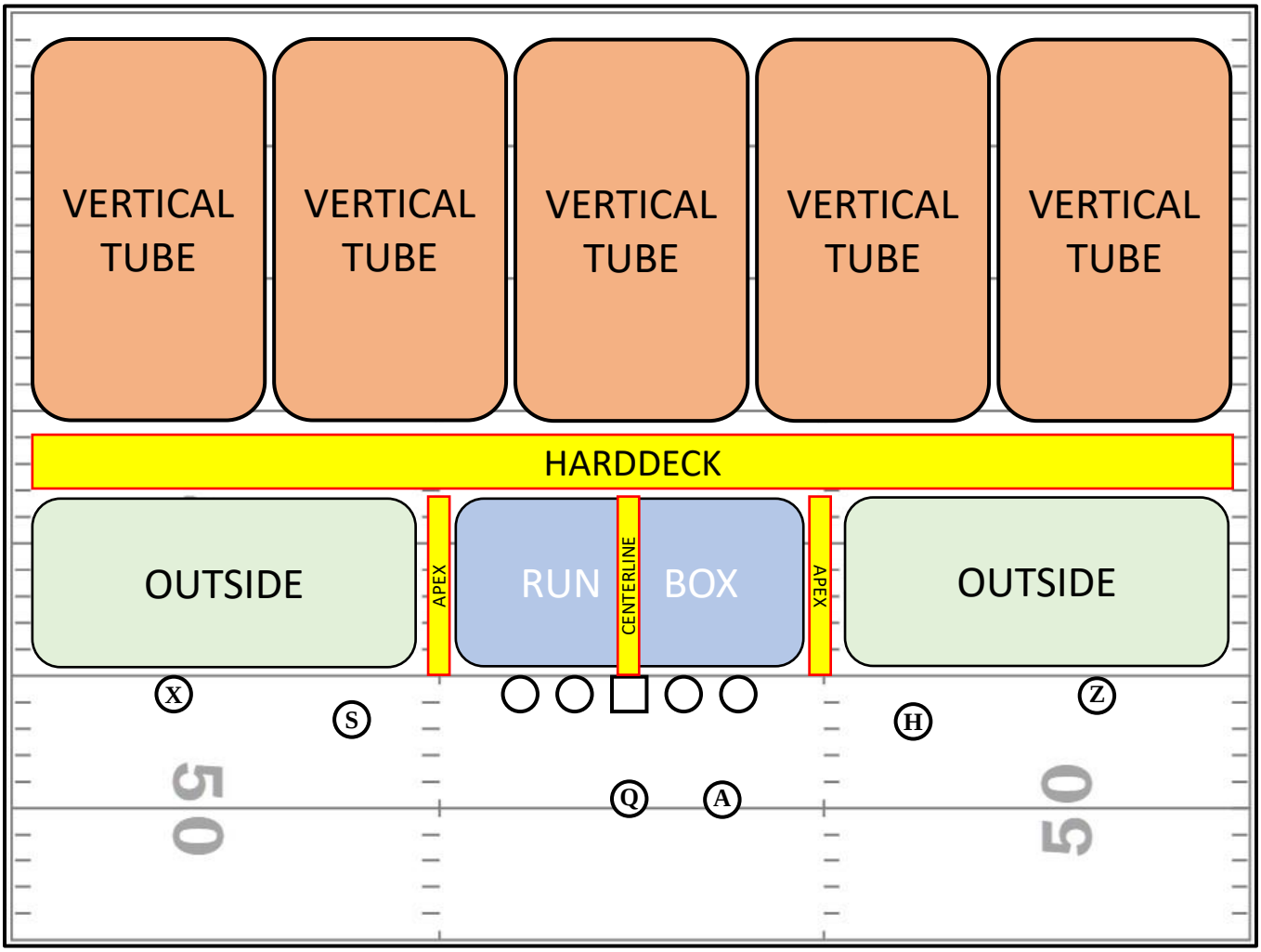
ZONE COMBINATION CALLS

“SINGLE”	 	Combination block between OC and PSG. (Used on Zone Plays). Combo to Playside or MLB (To the Point LB). (Call made by the OC)
“DOUBLE”	 	Combination block between the PSG and PST when a Defender is aligned in the B-Gap or On the PST. They will Combo to a Playside or Stacked LB. (Used on Zone Plays). (Call made by the PSG)
“TRIPLE”	 	Combination block between the PST and PSTE when a Defender is aligned in the C-Gap or On the TE. (Used on Zone Plays). They will Combo to a Stacked or Outside LB (To One Past the Point) (Call made by the PST)

ZONE COMBINATION CALLS

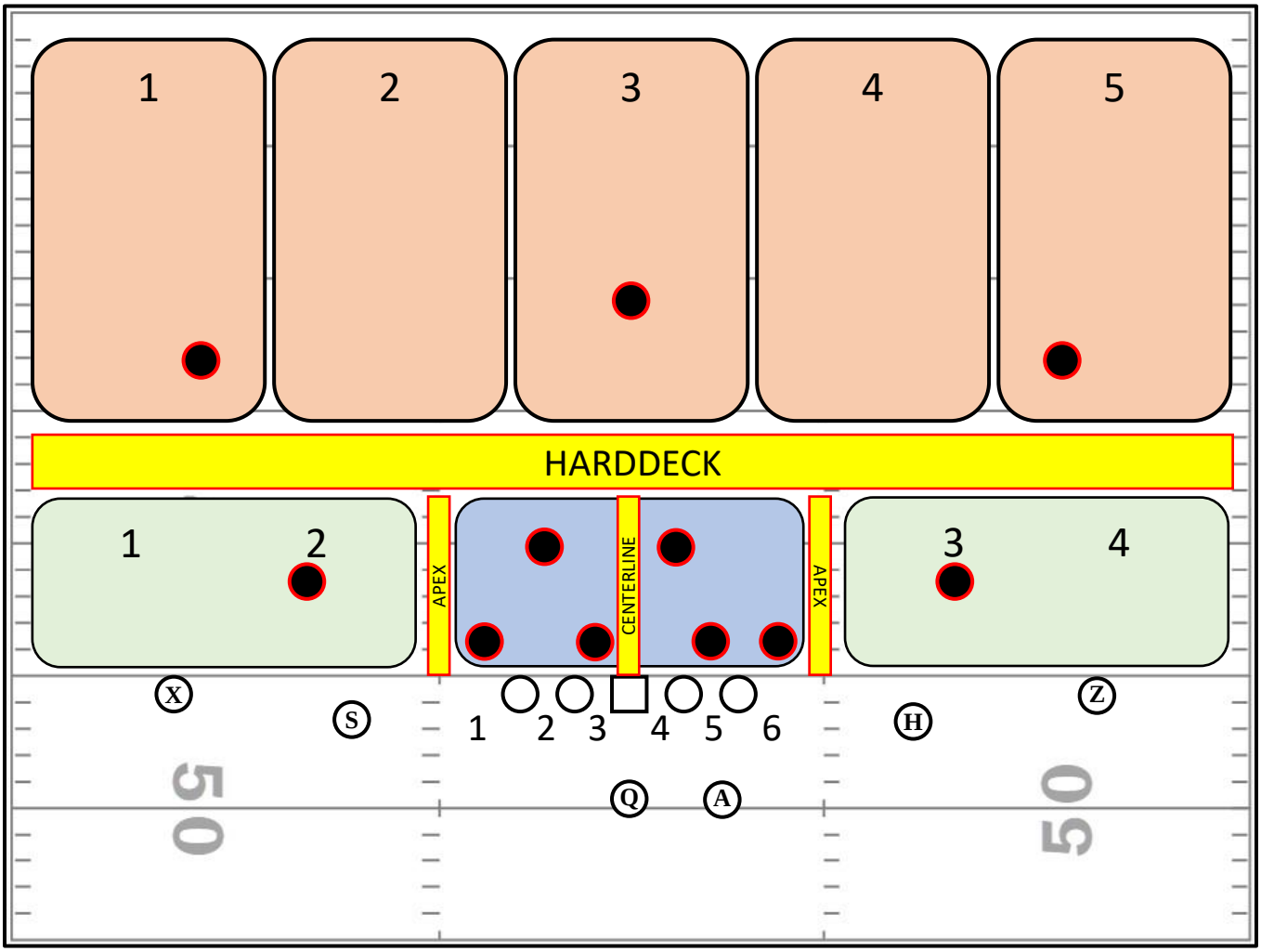
“A”		Combination block between the BSG and OC when a Defender is aligned in the Backside A-Gap or Over the OC. (Call made by OC)
“APES”		Combination with the OC and BSG when they are working to the ID LB. (Call made by OC)
“B”		Combination block between the BSG and BST. Used when a Defender is aligned over the BSG or in the B-Gap. (Call made by BSG)
“C”		Combination block between the BST and BSTE. Used when a Defender is over the BST or in the C-Gap. (Call made by the BST)

THE H.A.L.O.



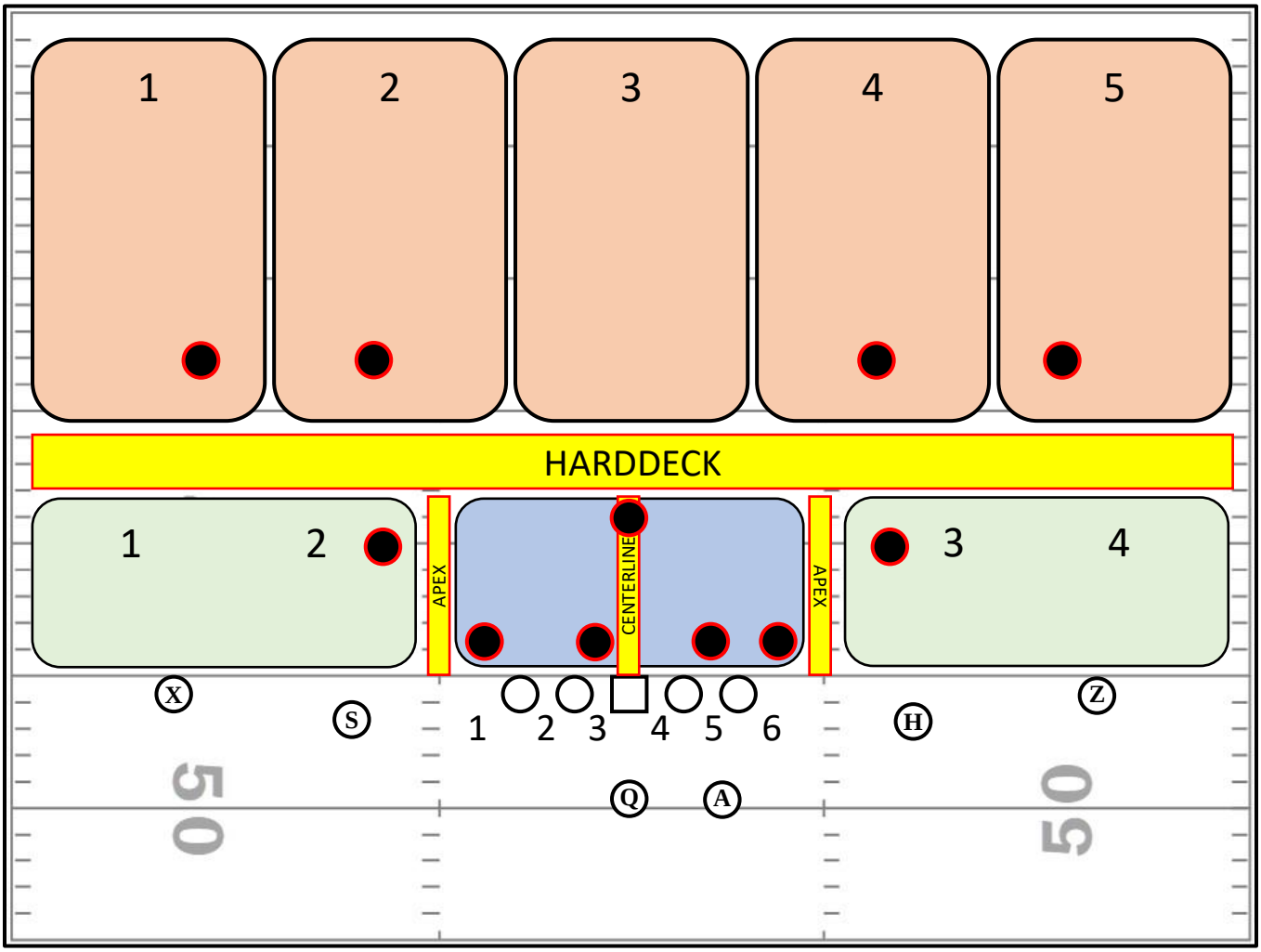
HARDDECK	THE AREA 7-9YDS DEEP THAT DETERMINES DEEP FROM SHORT SPACE
APEX	THE DIVIDING LINES BETWEEN THE EMOLOS AND THE NEXT WR
CENTERLINE	THE DIVIDING LINE BETWEEN LEFT AND RIGHT SIDE OF THE FORMATION
OUTSIDE	THE SPACE OUTSIDE OF THE APEX LINE AND UNDER THE HARDDECK
RUN BOX	THE AREA BETWEEN THE APEX LINES
SPACE	ON ANY GIVEN PLAY THE DEFENSE HAS 15 AREAS OF SPACE TO DEFEND # OF RUN GAPS # OF VERTICAL TUBES # OF OUTSIDE SPACE GAPS ADD THESE ALL UP, NO MATTER THE FORMATION AND IT WILL EQUAL 15

THE H.A.L.O. IN USE



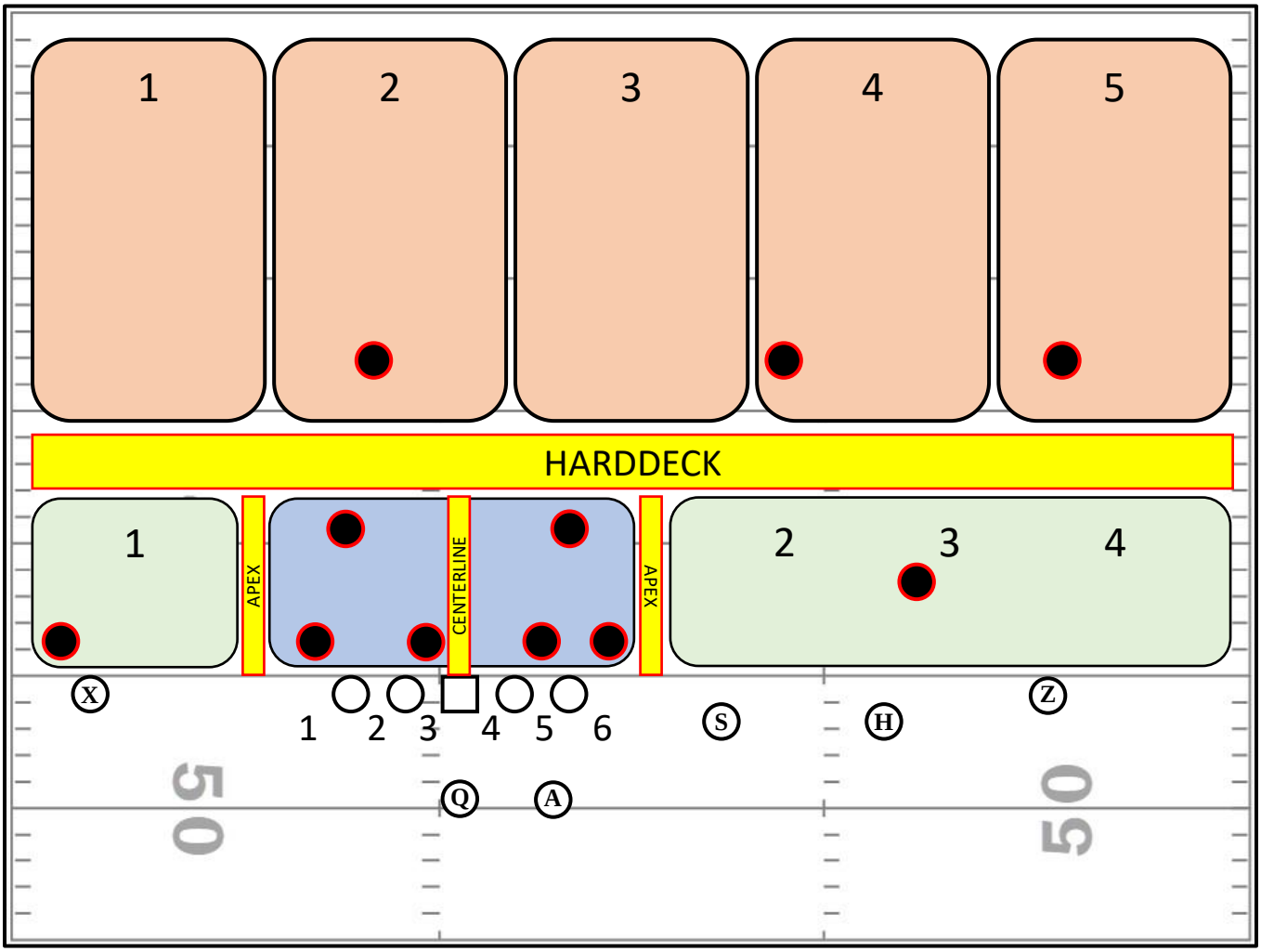
FRAMES OF REFERENCE	USING THE EXAMPLE ABOVE
HARDDECK	3 DEFENDERS ABOVE THE HARDDECK = 2 OPEN VERTICAL TUBES
LT OUTSIDE	1 DEFENDER FOR 2 WR's = 1 OPEN OUTSIDE GAP
RT OUTSIDE	1 DEFENDER FOR 2 WR's = 1 OPEN OUTSIDE GAP
RUN BOX	6 DEFENDERS INSIDE THE RUN BOX FOR 6 GAPS = 0 OPEN GAPS
SPACE	IN THE EXAMPLE ABOVE THERE ARE 4 OPEN SPACES TO ATTACK 1 IN THE LEFT OUTSIDE BOX 1 IN THE RIGHT OUTSIDE BOX 2 OF THE VERTICAL TUBES

THE H.A.L.O. IN USE



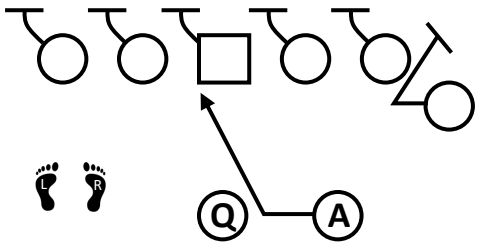
FRAMES OF REFERENCE	USING THE EXAMPLE ABOVE
HARDDECK	4 DEFENDERS ABOVE THE HARDDECK = 1 OPEN VERTICAL TUBES
LT OUTSIDE	1 DEFENDER FOR 2 WR's = 1 OPEN OUTSIDE GAP
RT OUTSIDE	1 DEFENDER FOR 2 WR's = 1 OPEN OUTSIDE GAP
RUN BOX	5 DEFENDERS INSIDE THE RUN BOX FOR 6 GAPS = 1 OPEN GAP
SPACE	IN THE EXAMPLE ABOVE THERE ARE 4 OPEN SPACES TO ATTACK 1 IN THE LEFT OUTSIDE BOX 1 IN THE RIGHT OUTSIDE BOX 1 OF THE RUN GAPS 1 OF THE VERTICAL TUBES

THE H.A.L.O. IN USE



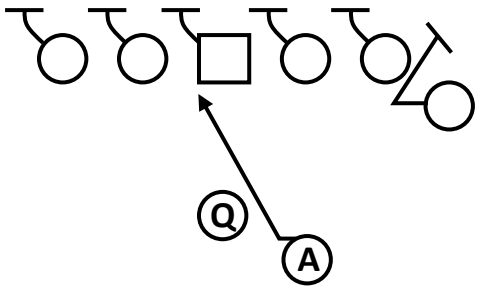
FRAMES OF REFERENCE	USING THE EXAMPLE ABOVE
HARDDECK	3 DEFENDERS ABOVE THE HARDDECK = 2 OPEN VERTICAL TUBES
LT OUTSIDE	1 DEFENDER FOR 1 WR = 0 OPEN OUTSIDE GAPS
RT OUTSIDE	1 DEFENDER FOR 3 WR's = 2 OPEN OUTSIDE GAP
RUN BOX	6 DEFENDERS INSIDE THE RUN BOX FOR 6 GAPS = 0 OPEN GAPS
SPACE	IN THE EXAMPLE ABOVE THERE ARE 4 OPEN SPACES TO ATTACK 0 IN THE LEFT OUTSIDE BOX 2 IN THE RIGHT OUTSIDE BOX 0 OF THE RUN GAPS 2 OF THE VERTICAL TUBES

I/S ZONE BACK FIELD ALIGNMENTS



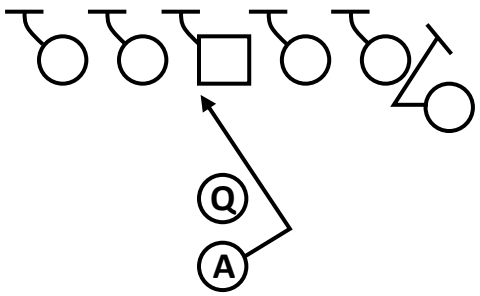
Align: Sidecar
Stance: Narrow
Footwork: Crossover, Slide

Reminder: Pause, Let QB catch Snap



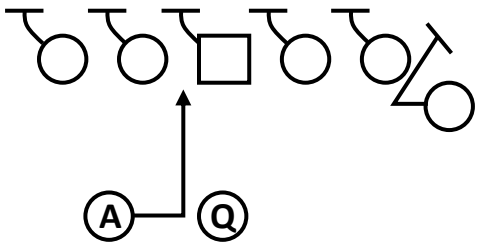
Align: Belly
Stance: Normal
Footwork: Slide

Reminder: Pause, Let QB catch Snap



Align: Pistol
Stance: Narrow
Footwork: Side Step, Cha Cha, Slide

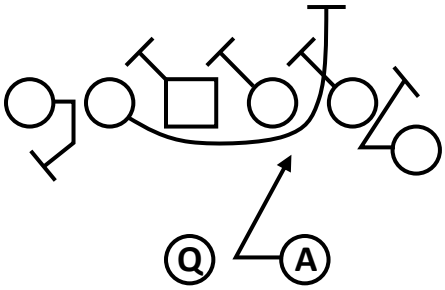
Reminder: Pause, Let QB catch Snap



Align: Same
Stance: Narrow
Footwork: Crossover, Slide

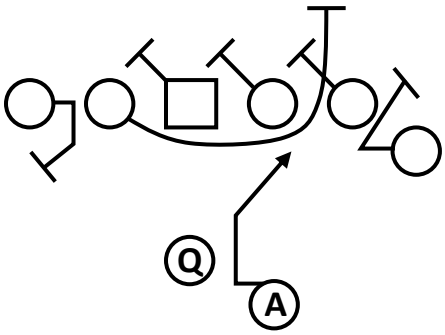
Reminder: Pause, Let QB catch Snap

POWER BACK FIELD ALIGNMENTS



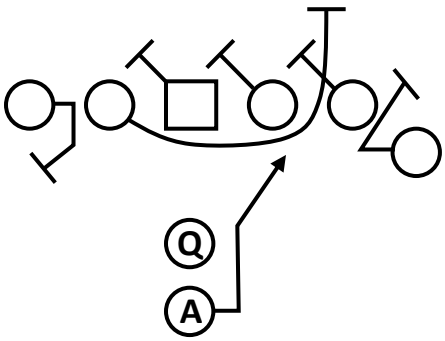
Align: Same
Stance: Narrow
Footwork: Crossover, Slide

Reminder: Pause, Let QB catch Snap



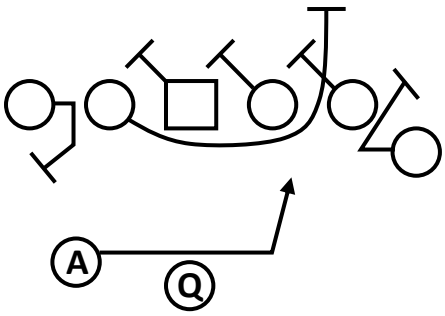
Align: Belly
Stance: Normal
Footwork: Slide

Reminder: Pause, Let QB catch Snap



Align: Pistol
Stance: Narrow
Footwork: Side Step

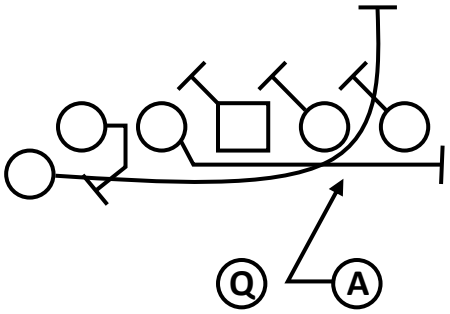
Reminder: Pause, Let QB catch Snap



Align: Same
Stance: Narrow
Footwork: Open and Run

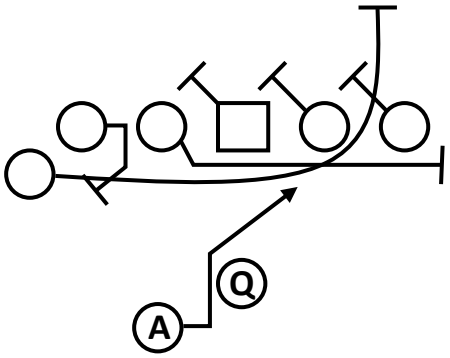
Reminder: Pause, Let QB catch Snap

COUNTER BACK FIELD ALIGNMENTS



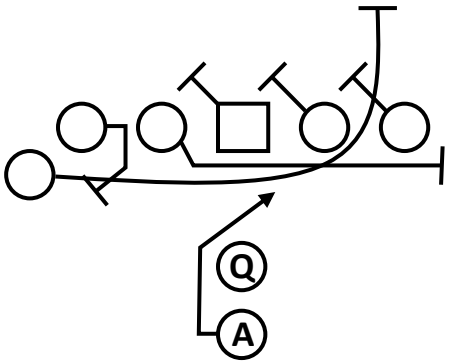
Align: Same
Stance: Narrow
Footwork: Crossover, Slide

Reminder: Pause, Let QB catch Snap



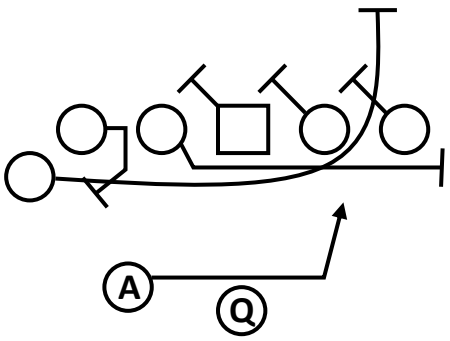
Align: Belly
Stance: Normal
Footwork: Slide

Reminder: Pause, Let QB catch Snap



Align: Pistol
Stance: Narrow
Footwork: Side Step

Reminder: Pause, Let QB catch Snap



Align: Sidecar
Stance: Narrow
Footwork: Open and Run

Reminder: Pause, Let QB catch Snap

DEFENSIVE PLAYER I.D.

R(ush): Weakside DE, or, Weakside OLB

E(nd): Strongside Defensive End

N(ose): Interior DL (Nose Guard/Shade)

T(ackle): Interior DL (3-Tech)

W(ill): Weakside ILB

M(ike): Strongside ILB

B: Boundary Safety

F: Field Safety

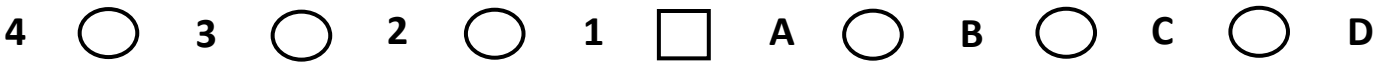
$: Strong Safety

B/C: Boundary CB

F/C: Field CB

DEFENSIVE GAPS AND TECHNIQUES

GAPS

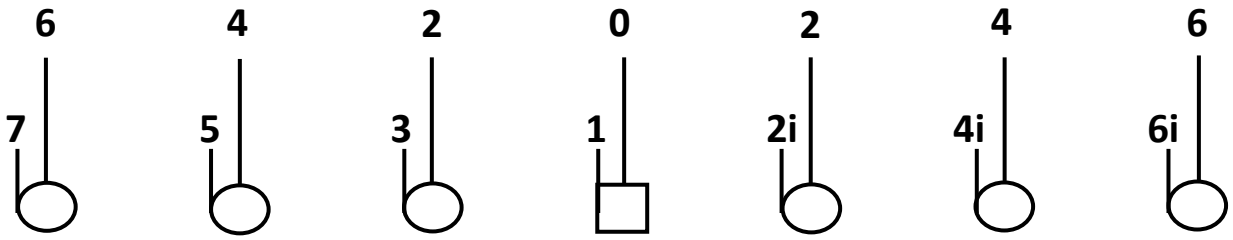


BOUNDARY GAPS

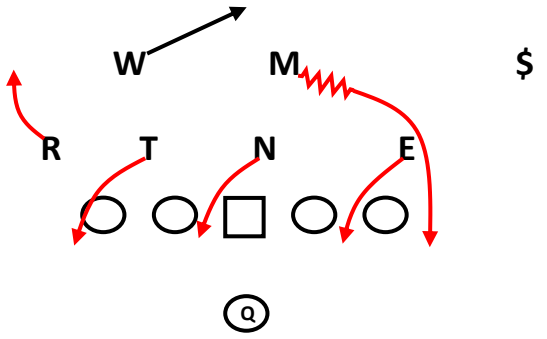
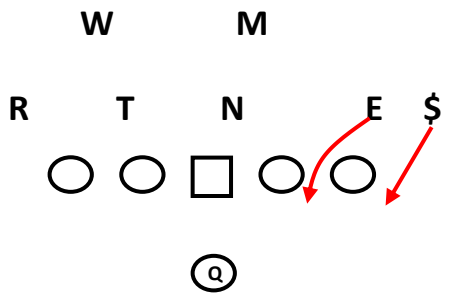
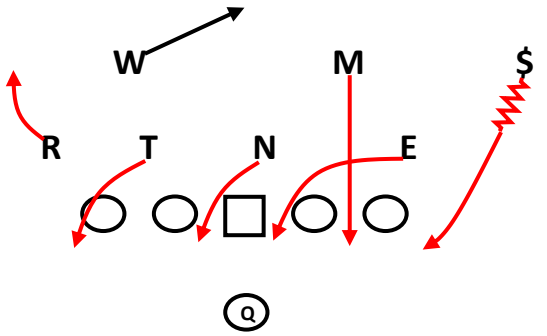
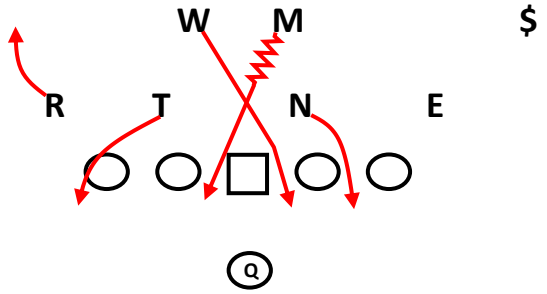
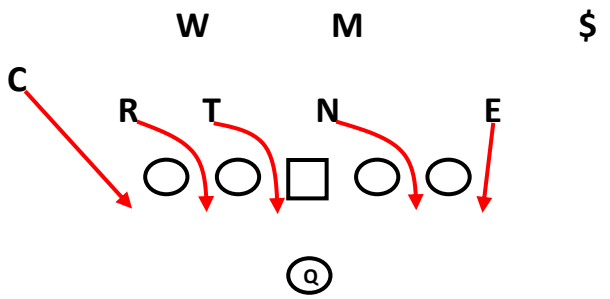
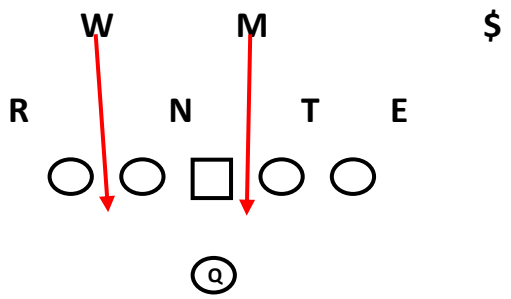
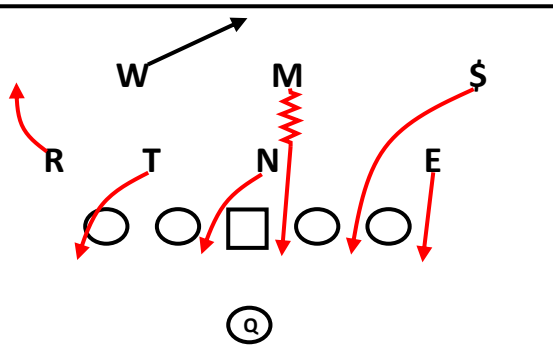
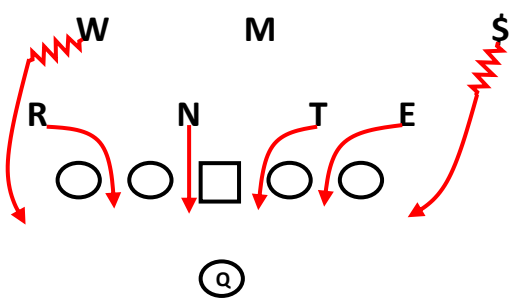
FIELD GAPS

DL/LB TECHNIQUES

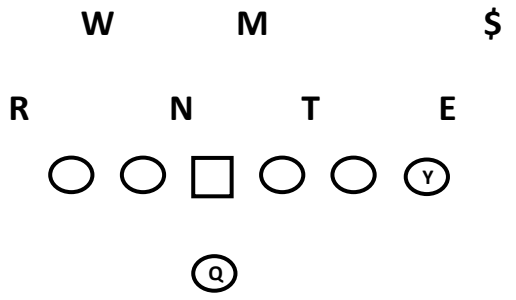
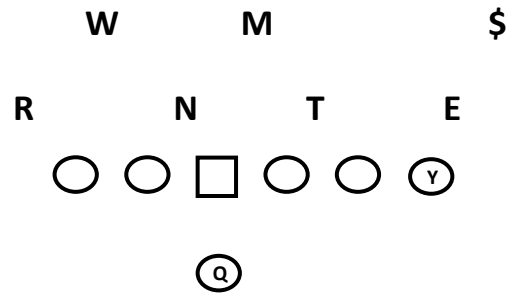
DL = Single Digits, LB = Same # followed by a 0



BLITZES

DL TECHNIQUES	DL TECHNIQUES
	
DL TECHNIQUES	**DL TECHNIQUES**
	
DL TECHNIQUES	**DL TECHNIQUES**
	
DL TECHNIQUES	**DL TECHNIQUES**
	

BLITZES

DL TECHNIQUES	DL TECHNIQUES
	
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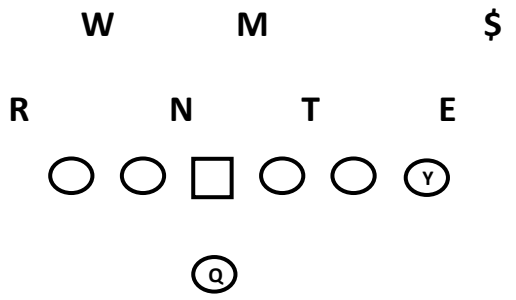	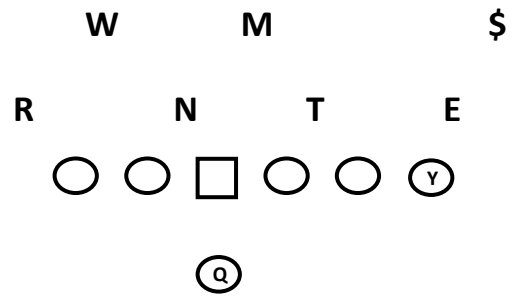
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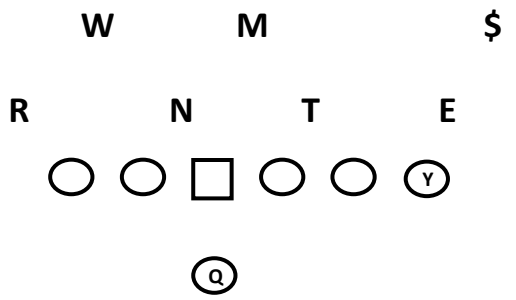	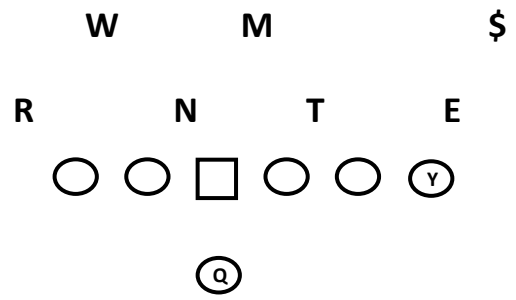
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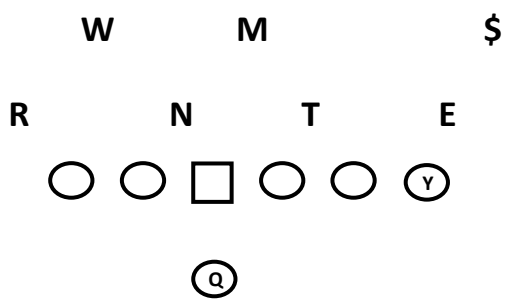
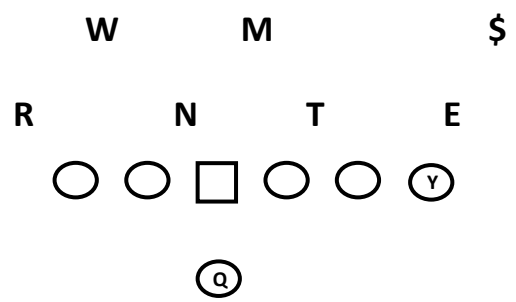
	

IDENTIFYING FRONTS

All fronts are grouped into One of Four Categories…

1) Even Split
- **No DL Head up on the Center**
- **No LB Head up on the Center**

2) Even Stack
- **No DL Head up on the Center**
- **LB Head up on the Center**

3) Odd Split
- **DL Head up on the Center**
- **No LB Head up on the Center**

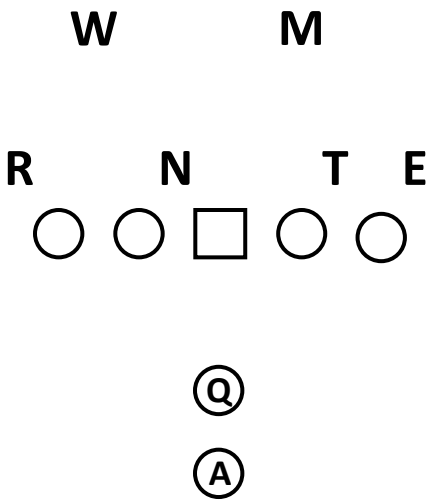
4) Odd Stack
- **DL Head up on the Center**
- **LB Head up on the Center**

The Odd/Even term refers to the Alignment of the Defensive Line

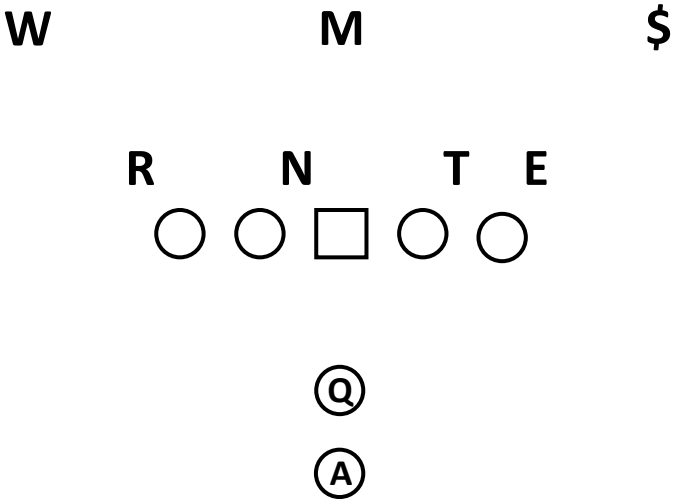
The Split/Stack term refers to the Alignment of the Line Backers

BASE FRONT IDENTIFICATION

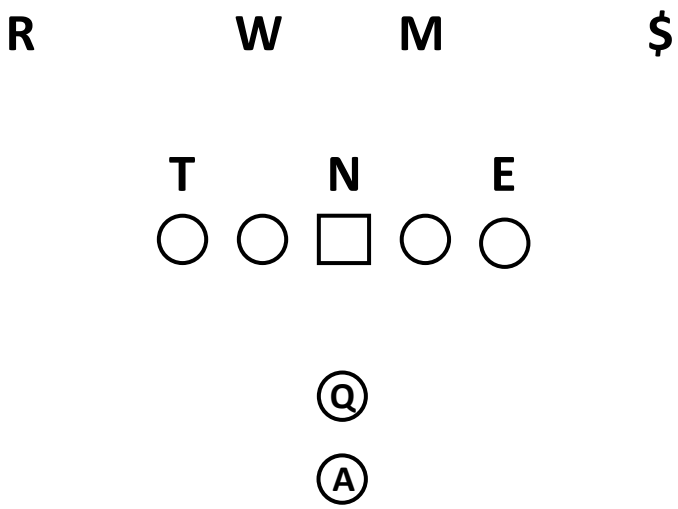
EVEN SPLIT



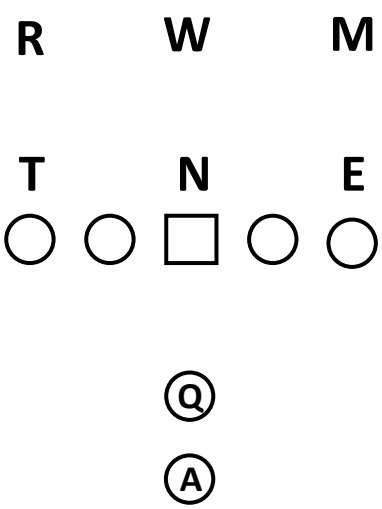
EVEN STACK



ODD SPLIT

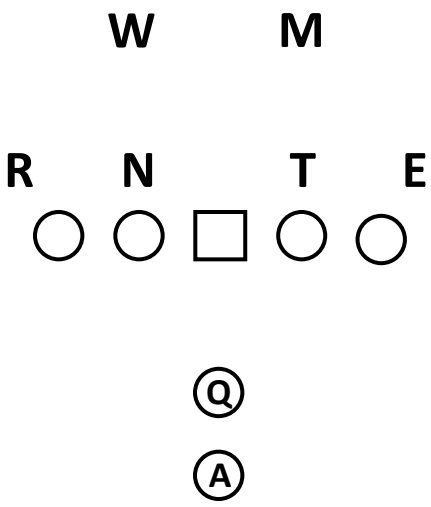


ODD STACK

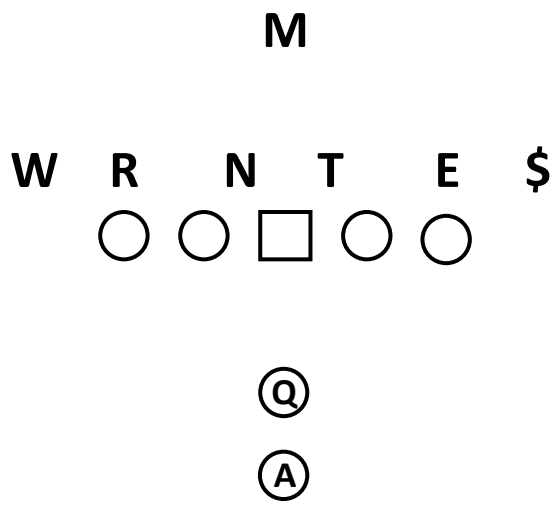


SECONDARY FRONT IDENTIFICATION

EVEN SPLIT



EVEN STACK



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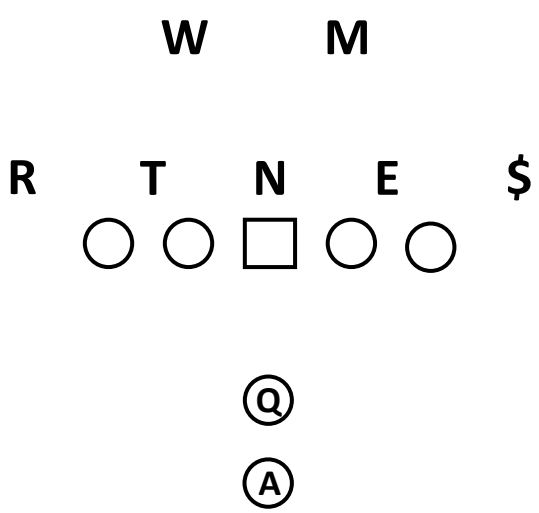

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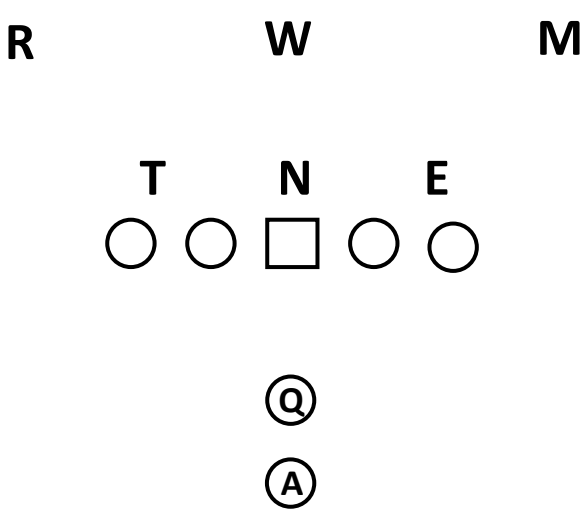
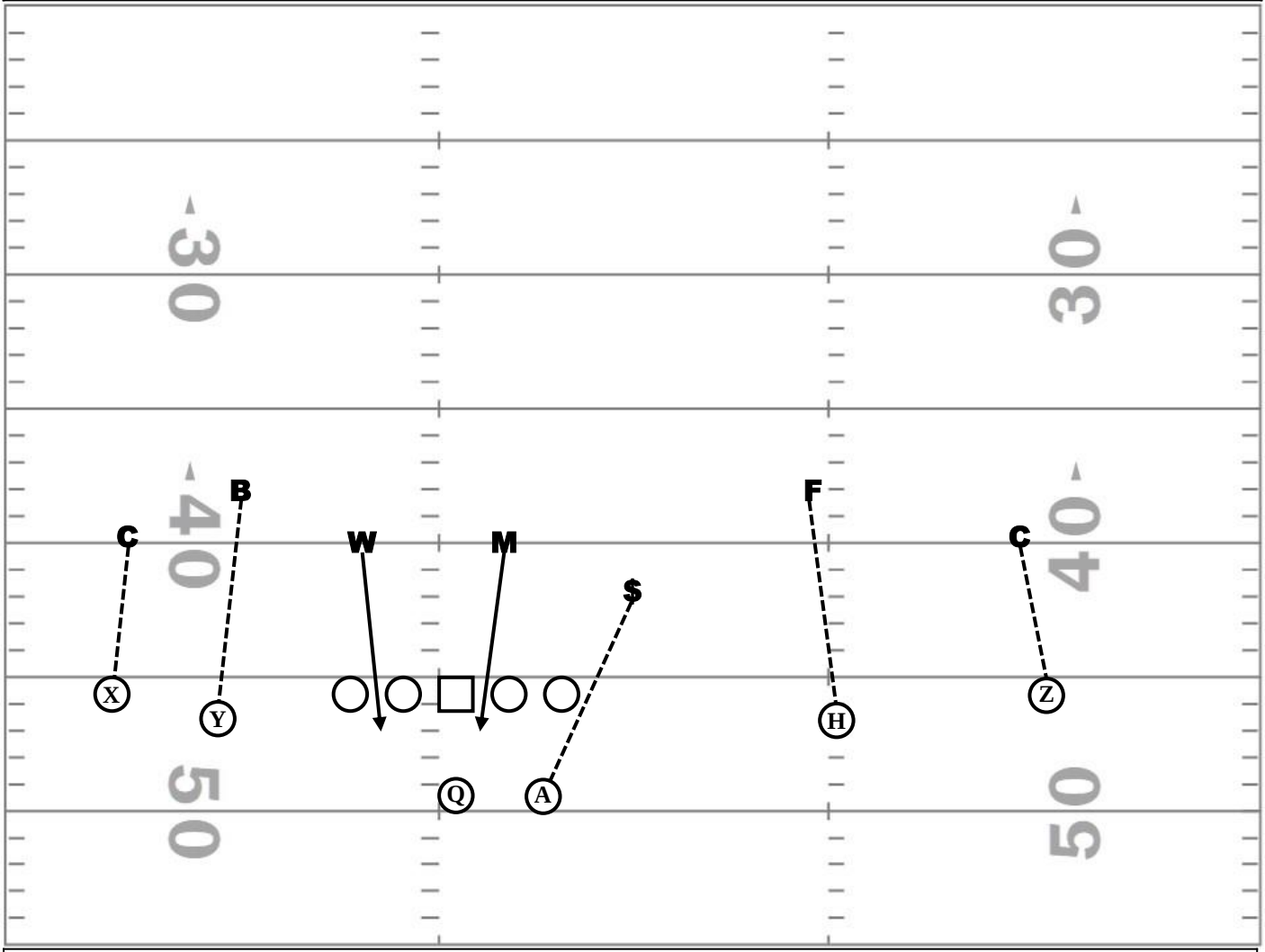


COVER 0

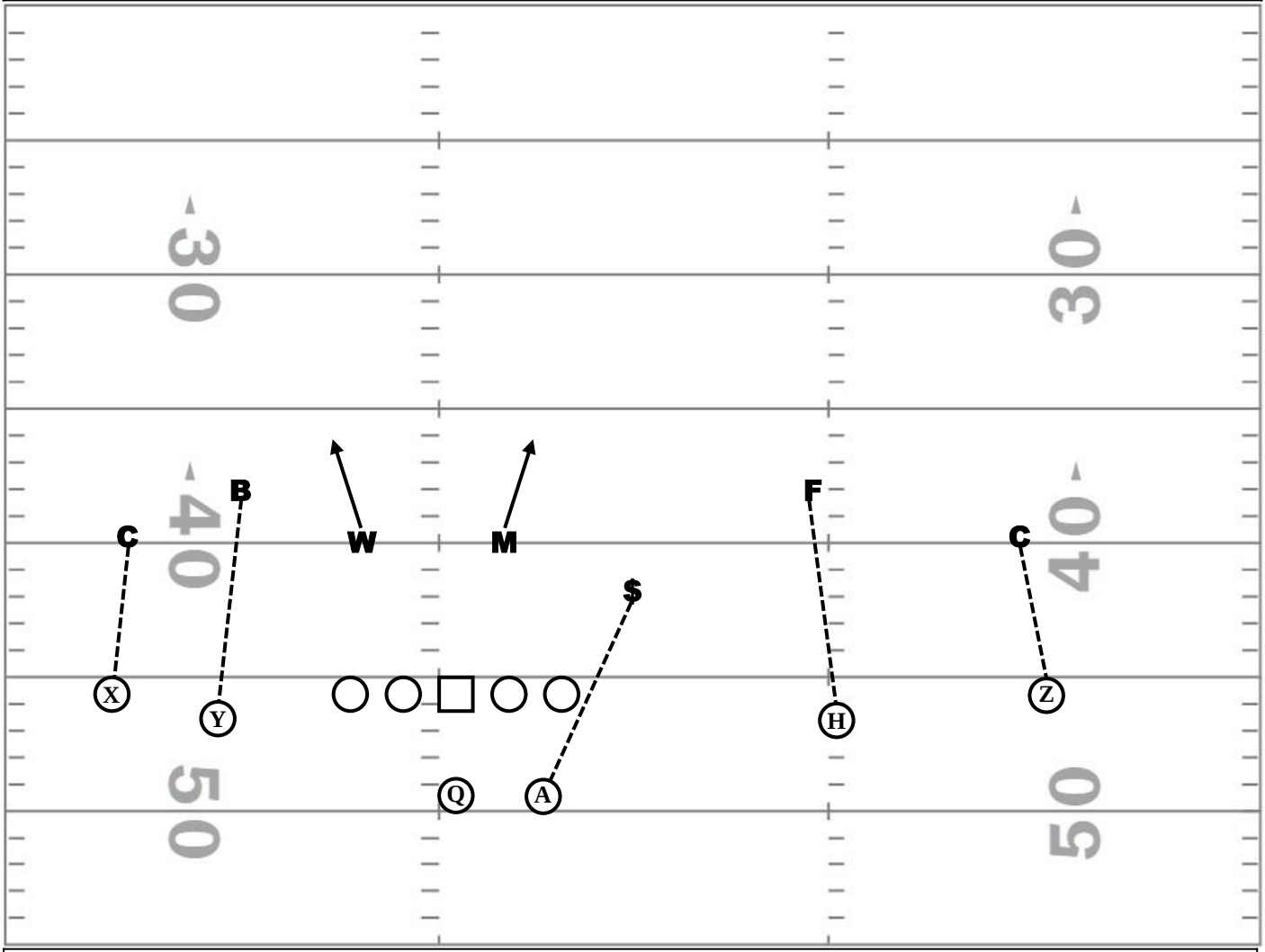


COVERAGE DISCRIPTION

Pure Man to Man Coverage with no Deep Safety Help

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Man to Man on #2
FIELD SAFETY	Man to Man on #2
STRONG SAFETY	Man to Man on #3
BOUNDARY CORNER	Man to Man on #1
FIELD CORNER	Man to Man on #1
WILL LINEBACKER	Blitz
MIKE LINEBACKER	Blitz

COVER 0 DROP

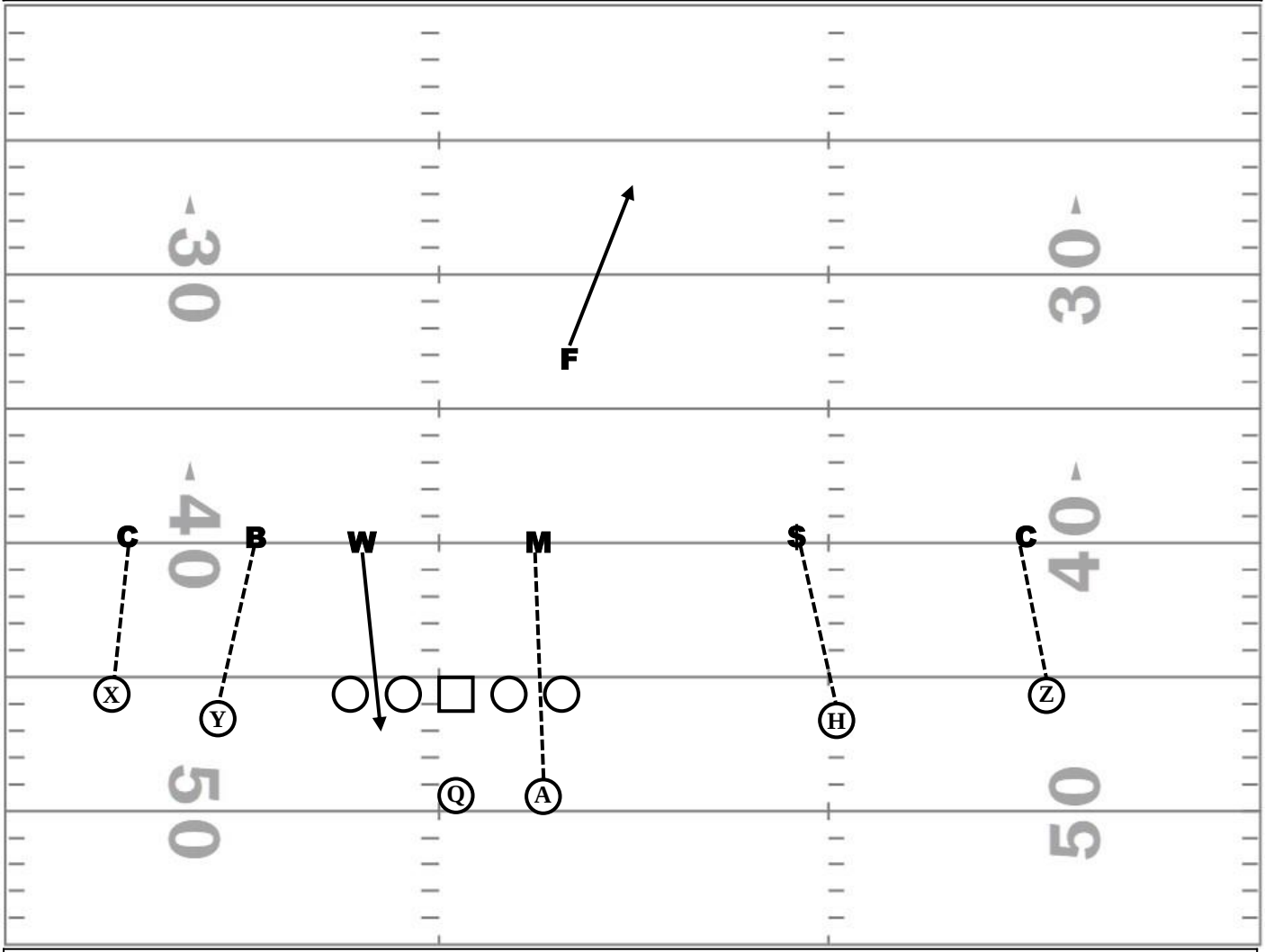


COVERAGE DISCRIPTION

Pure Man to Man Coverage with no Deep Safety Help. LB's that don't have a Man Drop into underneath zones.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Man to Man on #2
FIELD SAFETY	Man to Man on #2
STRONG SAFETY	Man to Man on #3
BOUNDARY CORNER	Man to Man on #1
FIELD CORNER	Man to Man on #1
WILL LINEBACKER	Blitz
MIKE LINEBACKER	Blitz

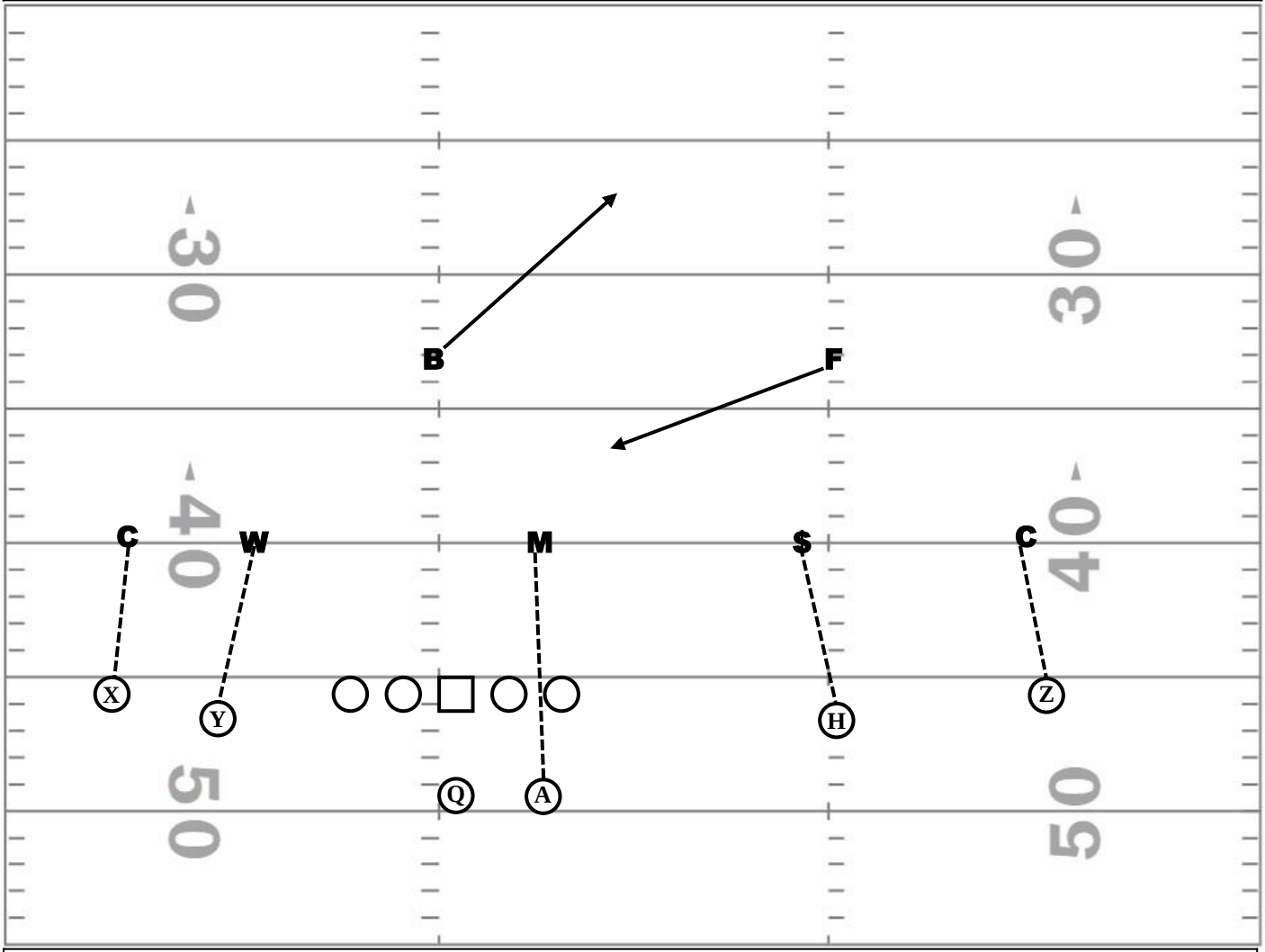
COVER 1



COVERAGE DISCRIPTION

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Man to Man on #2
FIELD SAFETY	Deep 1/3 (Centerfield)
STRONG SAFETY	Man to Man on #2
BOUNDARY CORNER	Man to Man on #1
FIELD CORNER	Man to Man on #1
WILL LINEBACKER	Blitz
MIKE LINEBACKER	Man to Man on #3

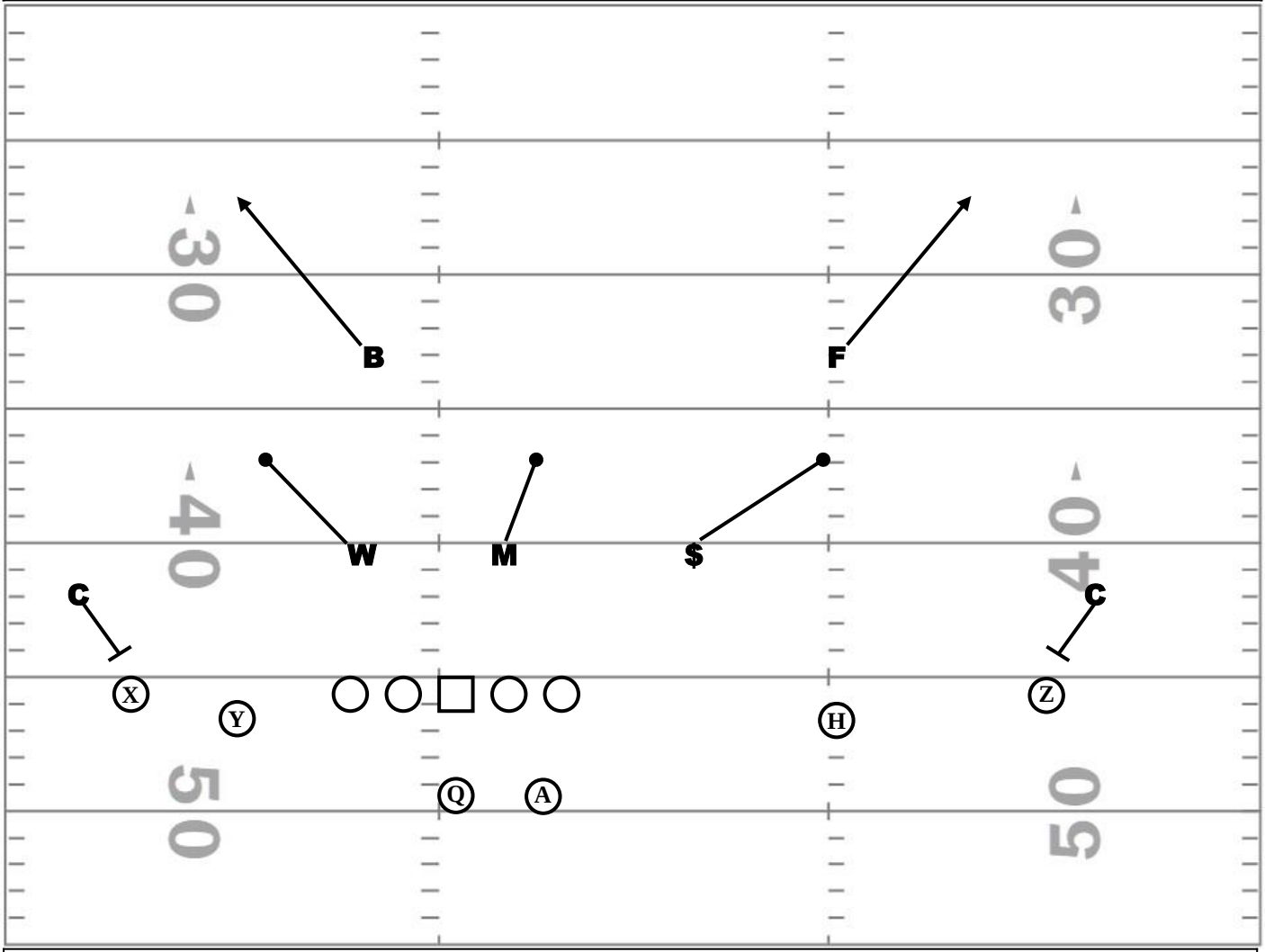
COVER 1 RAT



COVERAGE DISCRIPTION

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/3 (Centerfield)
FIELD SAFETY	Hole.
STRONG SAFETY	Man to Man on #2
BOUNDARY CORNER	Man to Man on #1
FIELD CORNER	Man to Man on #1
WILL LINEBACKER	Man to Man on #2
MIKE LINEBACKER	Man to Man on #3

COVER 2

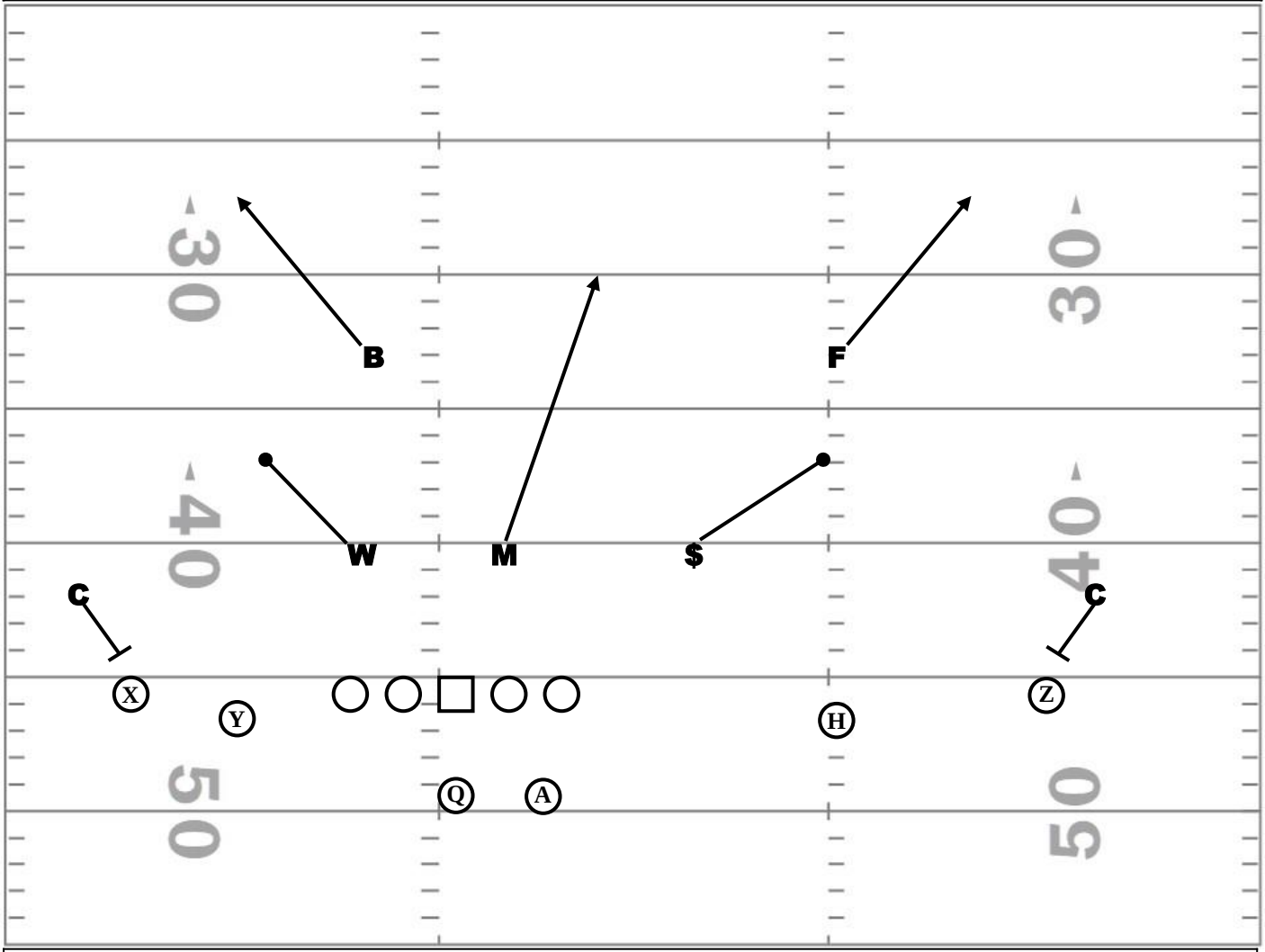


COVERAGE DISCRIPTION

2 Deep, 5 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Deep 1/2.
STRONG SAFETY	Hook to Curl. Possible carry on any Vertical Route.
BOUNDARY CORNER	“Cloud” Technique on #1. Defend the Flat.
FIELD CORNER	“Cloud” Technique on #1. Defend the Flat.
WILL LINEBACKER	Hook to Curl. Possible carry on any Vertical Route.
MIKE LINEBACKER	Hook.

COVER 2 TAMPA

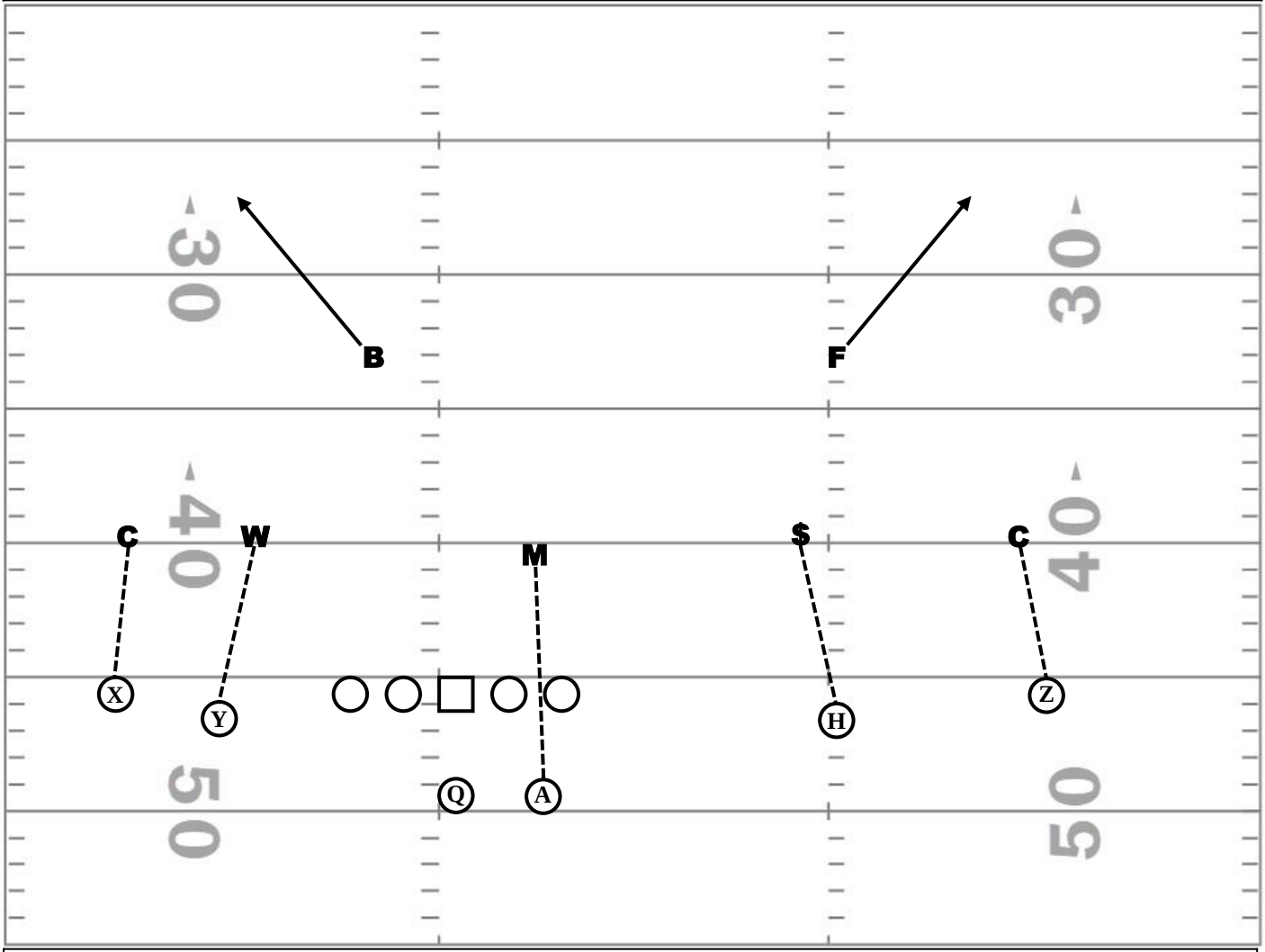


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Deep 1/2.
STRONG SAFETY	Hook to Curl. Possible carry on any Vertical Route.
BOUNDARY CORNER	“Cloud” Technique on #1. Defend the Flat.
FIELD CORNER	“Cloud” Technique on #1. Defend the Flat.
WILL LINEBACKER	Hook to Curl. Possible carry on any Vertical Route.
MIKE LINEBACKER	Deep 1/3 (Centerfield)

COVER 2 MAN

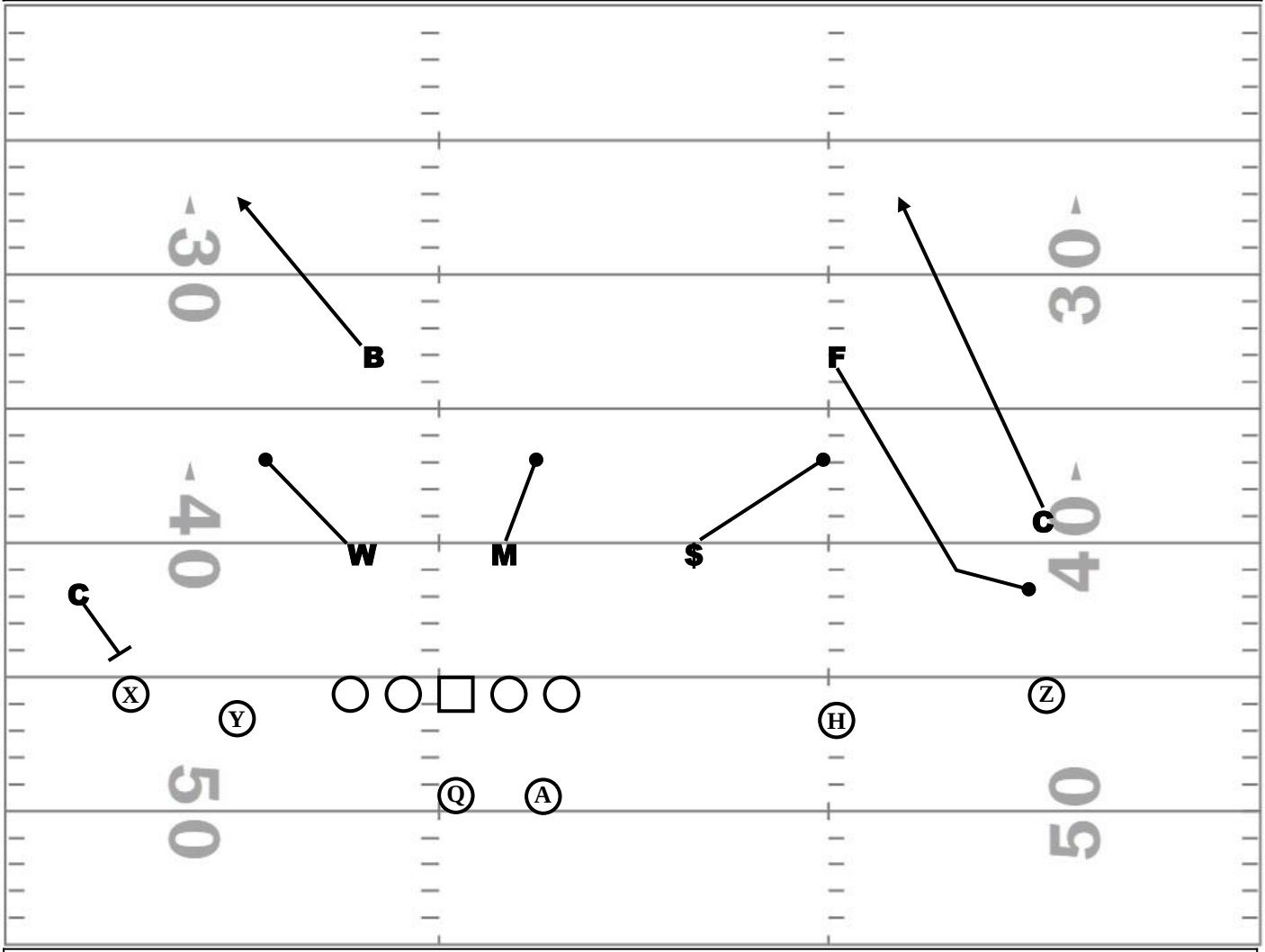


COVERAGE DISCRIPTION

2 Deep, Man Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Deep 1/2.
STRONG SAFETY	Man to Man on #2
BOUNDARY CORNER	Man to Man on #1
FIELD CORNER	Man to Man on #1
WILL LINEBACKER	Man to Man on #2
MIKE LINEBACKER	Man to Man on #3

COVER 2 SKY

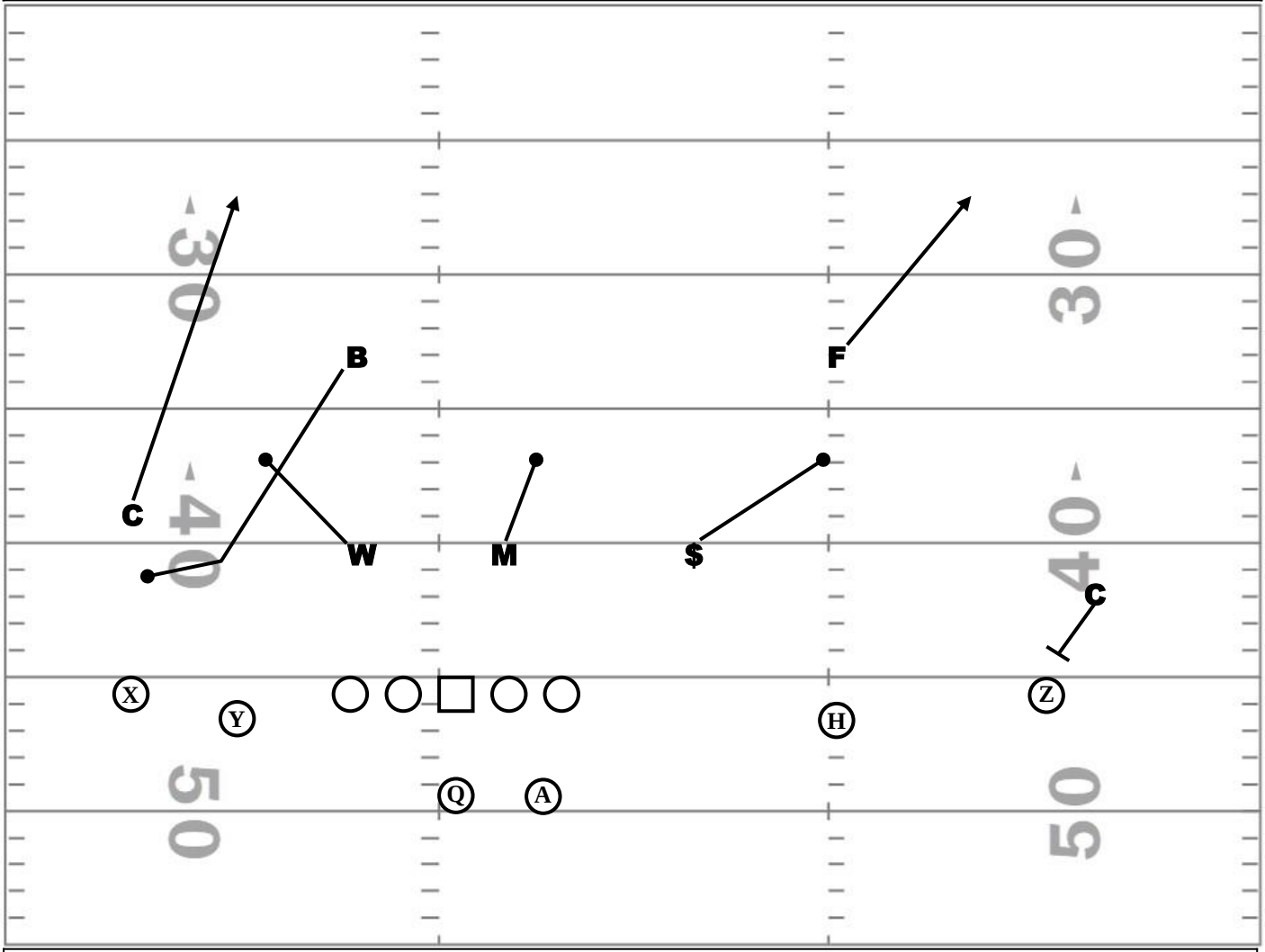


COVERAGE DISCRIPTION

2 Deep, 5 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Curl to Flat.
STRONG SAFETY	Hook to Curl. Possible carry on any Vertical Route.
BOUNDARY CORNER	“Cloud” Technique on #1. Defend the Flat.
FIELD CORNER	Deep 1/2.
WILL LINEBACKER	Hook to Curl. Possible carry on any Vertical Route.
MIKE LINEBACKER	Hook.

COVER 2 INVERT

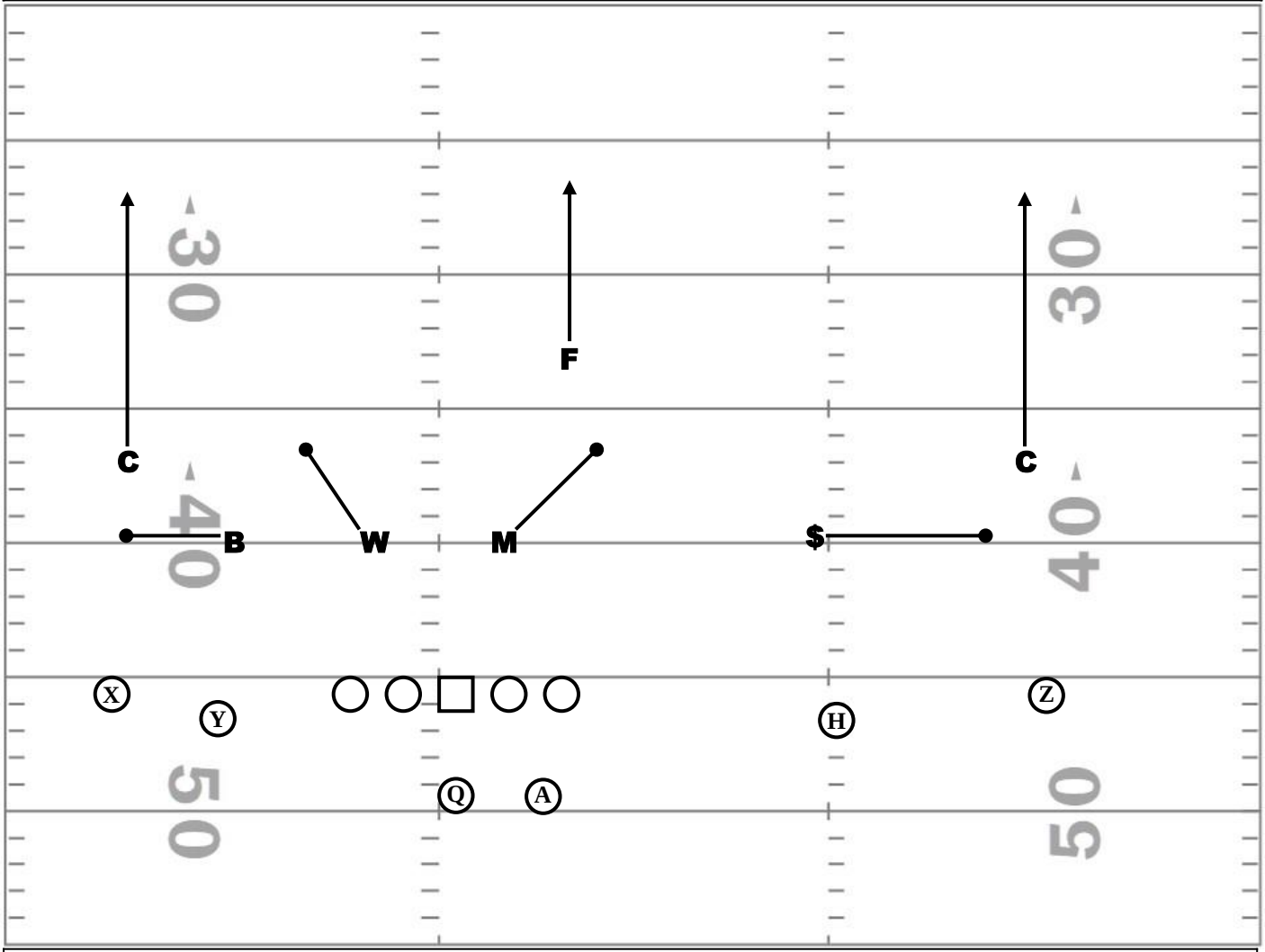


COVERAGE DISCRIPTION

2 Deep, 5 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Curl to Flat.
FIELD SAFETY	Deep 1/2.
STRONG SAFETY	Hook to Curl. Possible carry on any Vertical Route.
BOUNDARY CORNER	Deep 1/2.
FIELD CORNER	“Cloud” Technique on #1. Defend the Flat.
WILL LINEBACKER	Hook to Curl. Possible carry on any Vertical Route.
MIKE LINEBACKER	Hook.

COVER 3

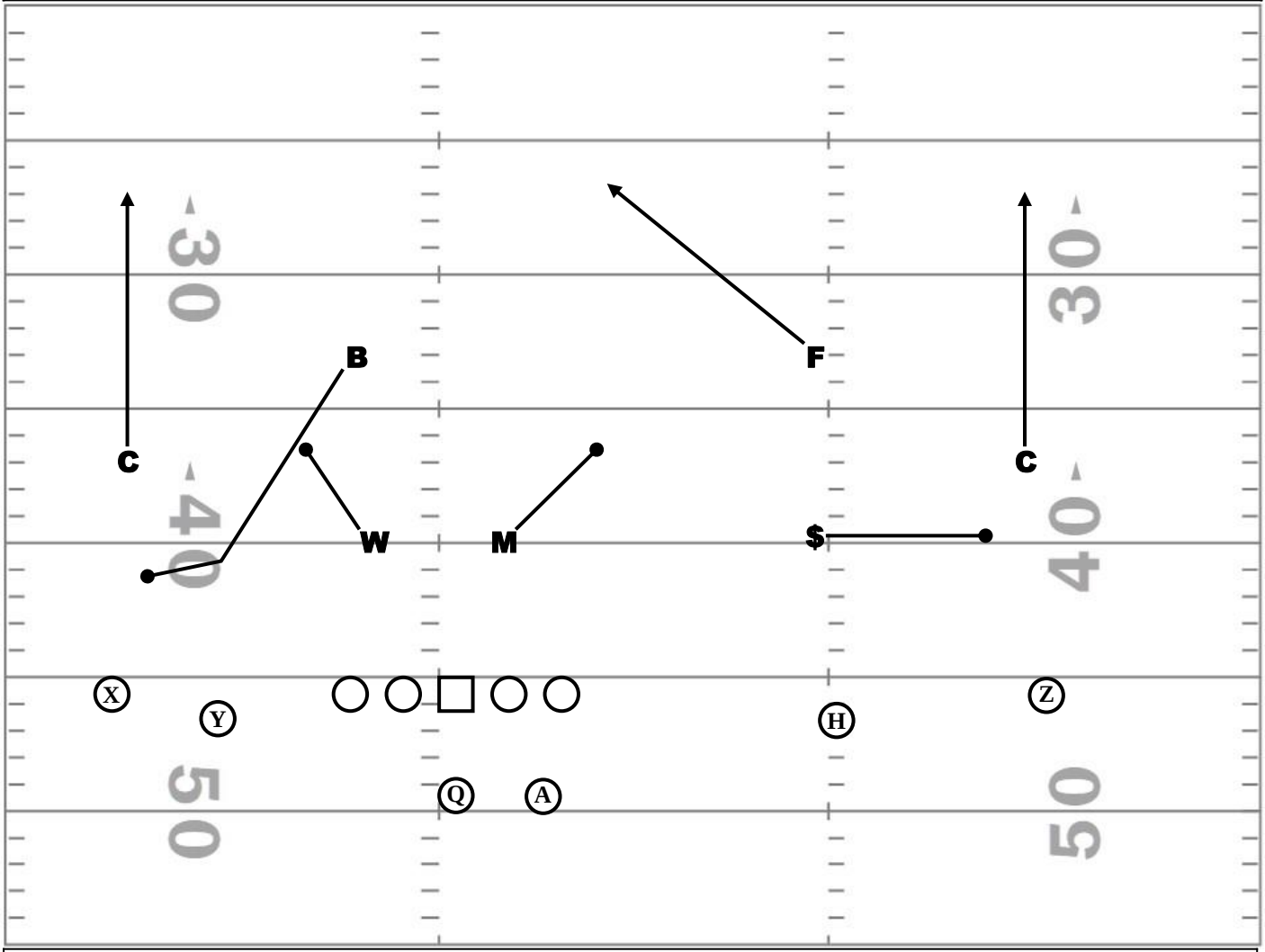


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Curl to Flat
FIELD SAFETY	Deep Middle 1/3.
STRONG SAFETY	Curl to Flat
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Hook to Curl.
MIKE LINEBACKER	Hook to Curl.

COVER 3 INVERT

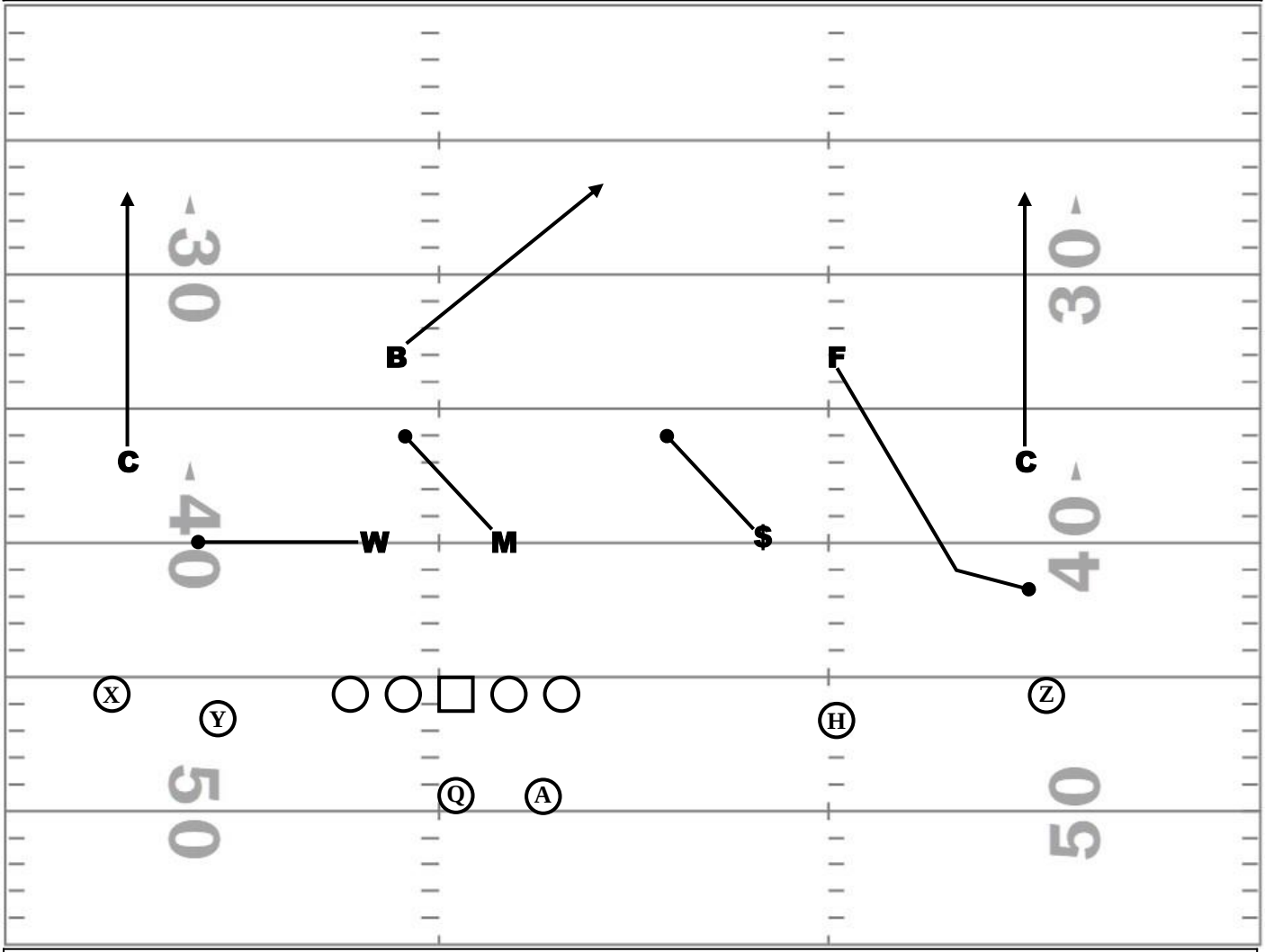


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Curl to Flat.
FIELD SAFETY	Deep Middle 1/3.
STRONG SAFETY	Curl to Flat
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Hook to Curl.
MIKE LINEBACKER	Hook to Curl.

COVER 3 SKY

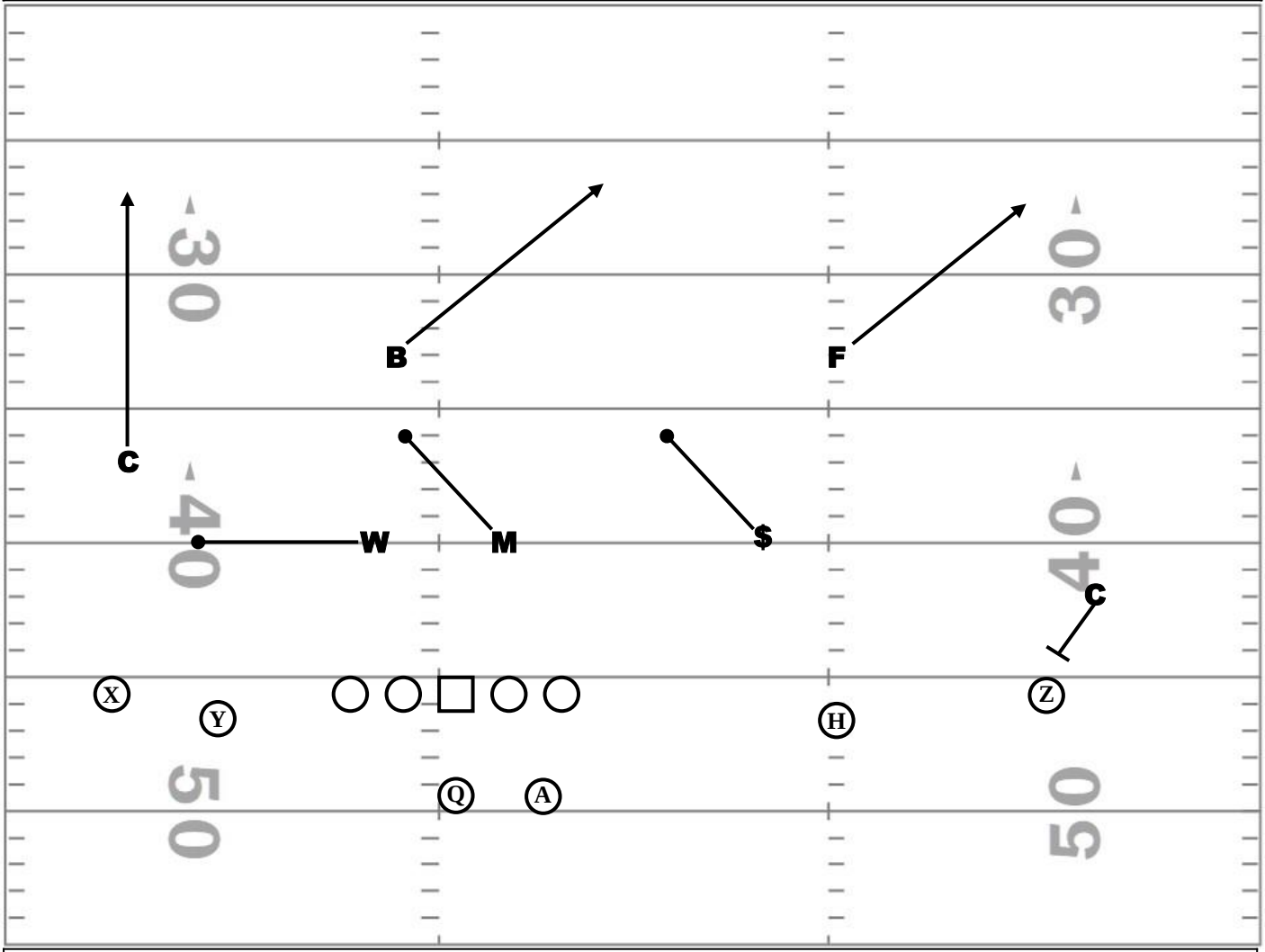


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep Middle 1/3.
FIELD SAFETY	Curl to Flat.
STRONG SAFETY	Hook to Curl.
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Curl to Flat.
MIKE LINEBACKER	Hook to Curl.

COVER 3 ROLL FLD

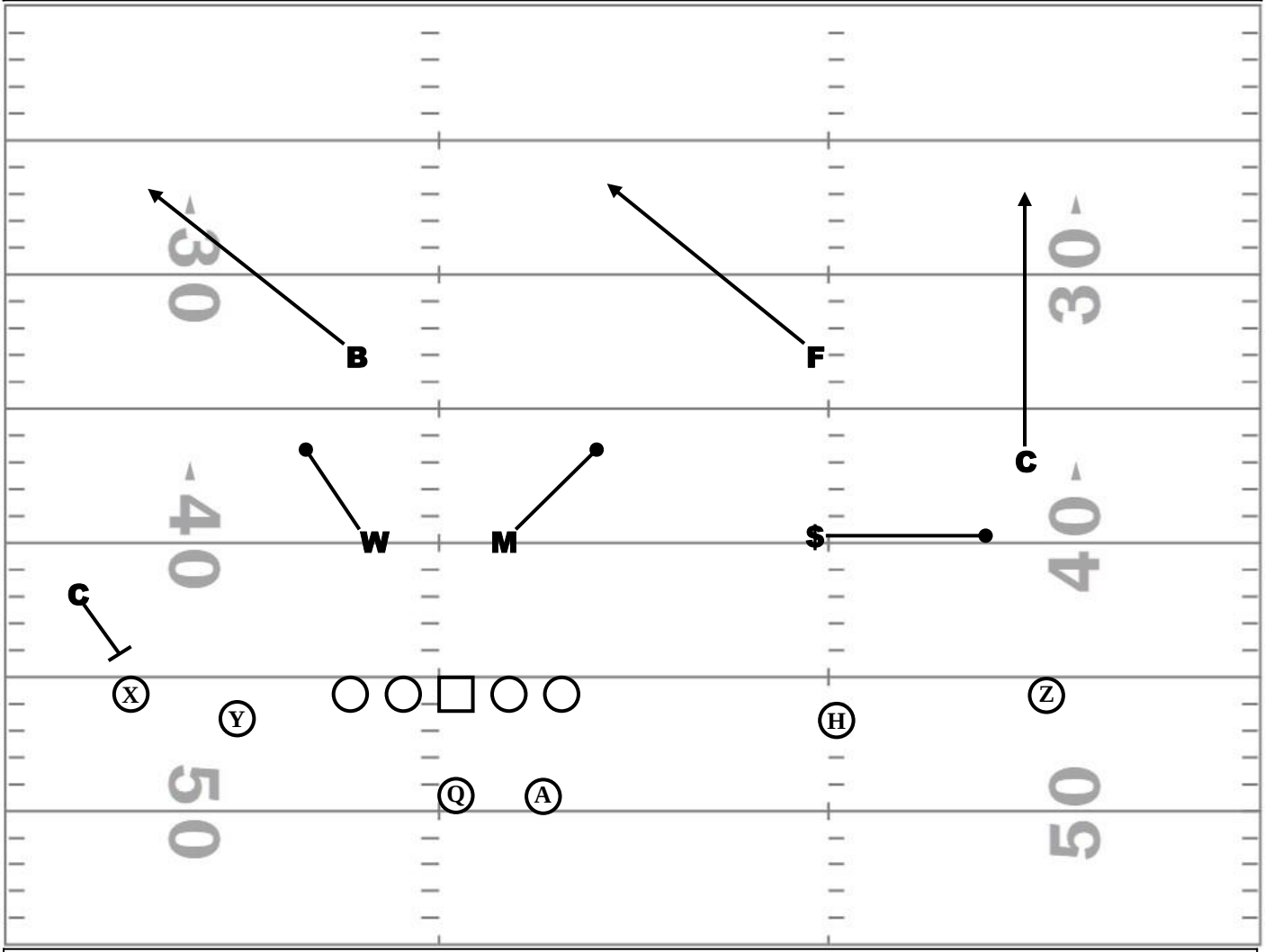


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep Middle 1/3.
FIELD SAFETY	Deep Outside 1/3.
STRONG SAFETY	Hook to Curl.
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	“Cloud” Technique on #1. Defend the Flat.
WILL LINEBACKER	Curl to Flat.
MIKE LINEBACKER	Hook to Curl.

COVER 3 ROLL BND

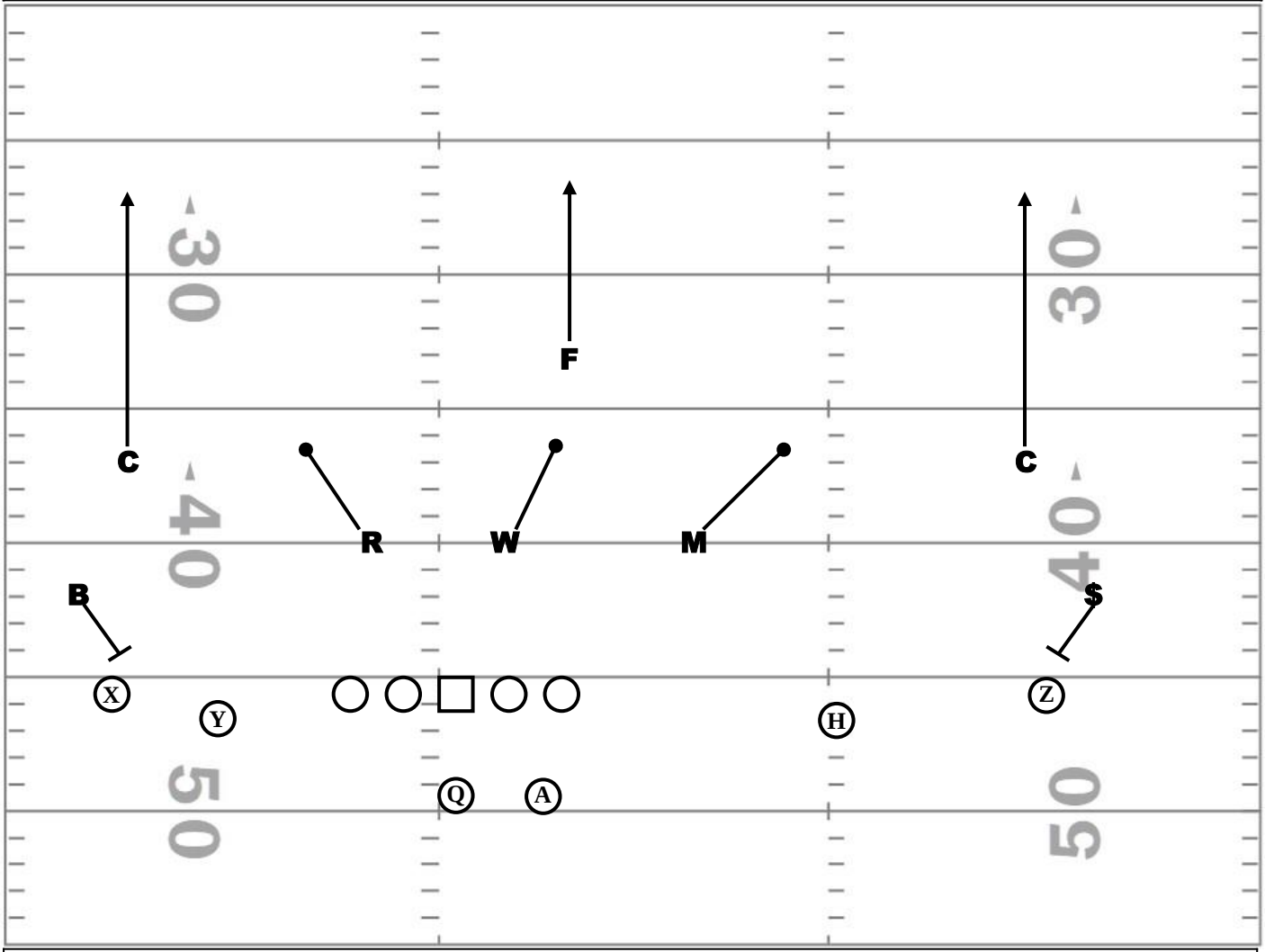


COVERAGE DISCRIPTION

3 Deep, 4 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep Outside 1/3.
FIELD SAFETY	Deep Middle 1/3.
STRONG SAFETY	Curl to Flat
BOUNDARY CORNER	“Cloud” Technique on #1. Defend the Flat.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Hook to Curl.
MIKE LINEBACKER	Hook to Curl.

COVER 3 DBL CLOUD

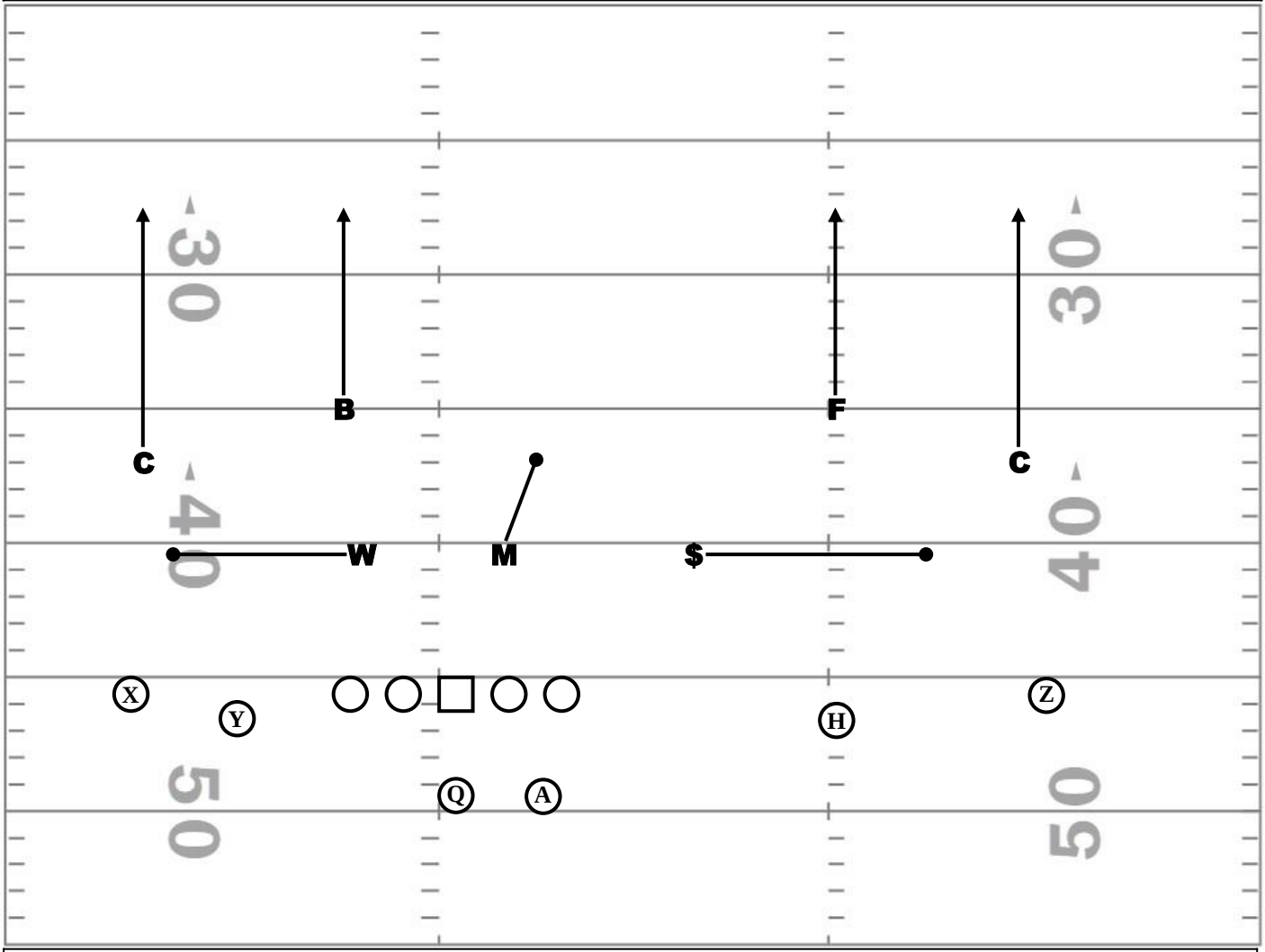


COVERAGE DISCRIPTION

3 Deep, 5 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	“Cloud” Technique on #1. Defend the Flat.
FIELD SAFETY	Deep Middle 1/3.
STRONG SAFETY	“Cloud” Technique on #1. Defend the Flat.
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Hook.
MIKE LINEBACKER	Curl.
RUSH LINEBACKER	Curl.

COVER 4

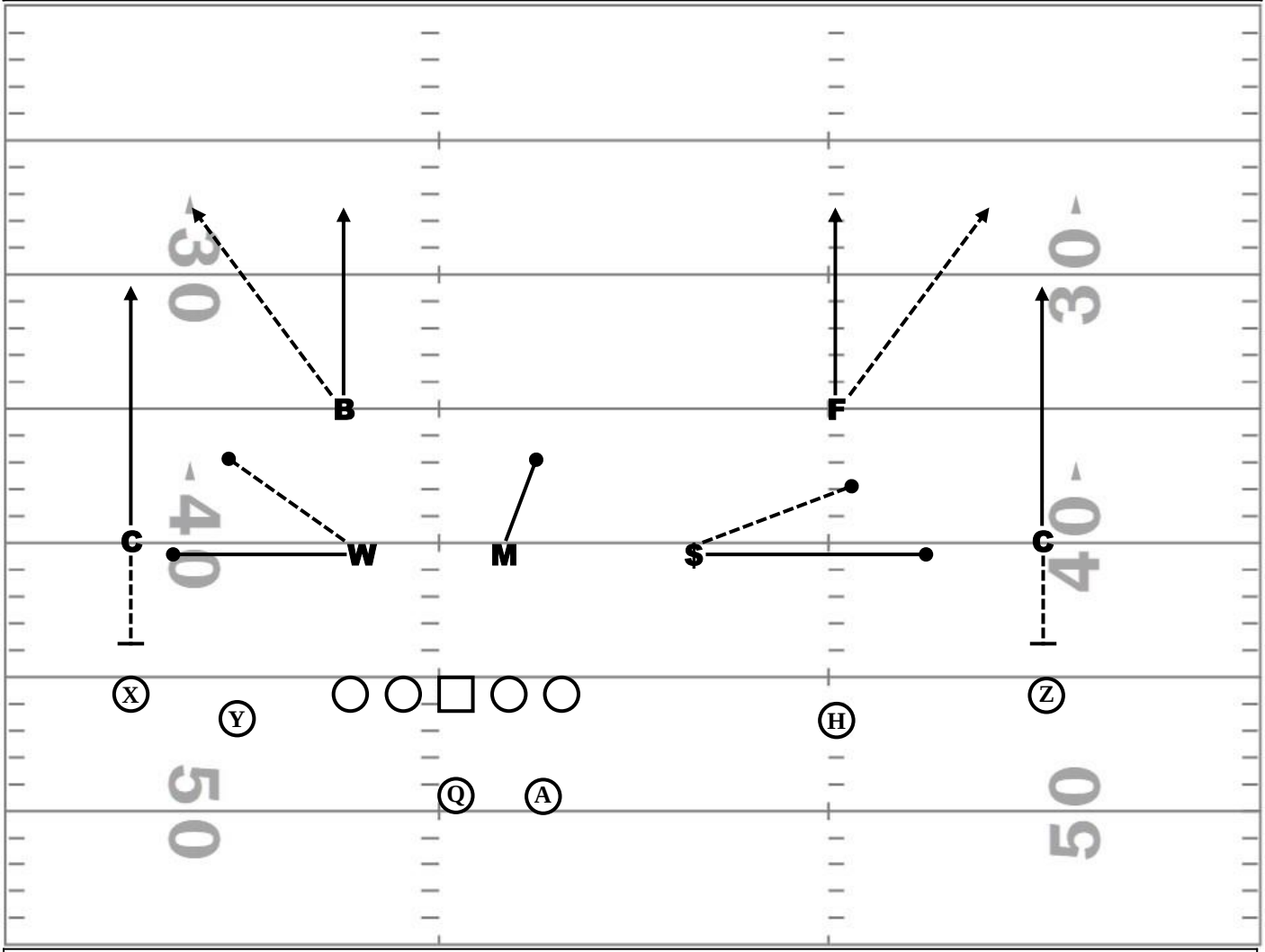


COVERAGE DISCRIPTION

4 Deep, 3 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/4.
FIELD SAFETY	Deep 1/4.
STRONG SAFETY	Collision #2 Vertical, Release Hook to Flat
BOUNDARY CORNER	Deep 1/4.
FIELD CORNER	Deep 1/4.
WILL LINEBACKER	Collision #2 Vertical, Release Hook to Flat
MIKE LINEBACKER	Hook off of Release of #3

COVER 4 MATCH

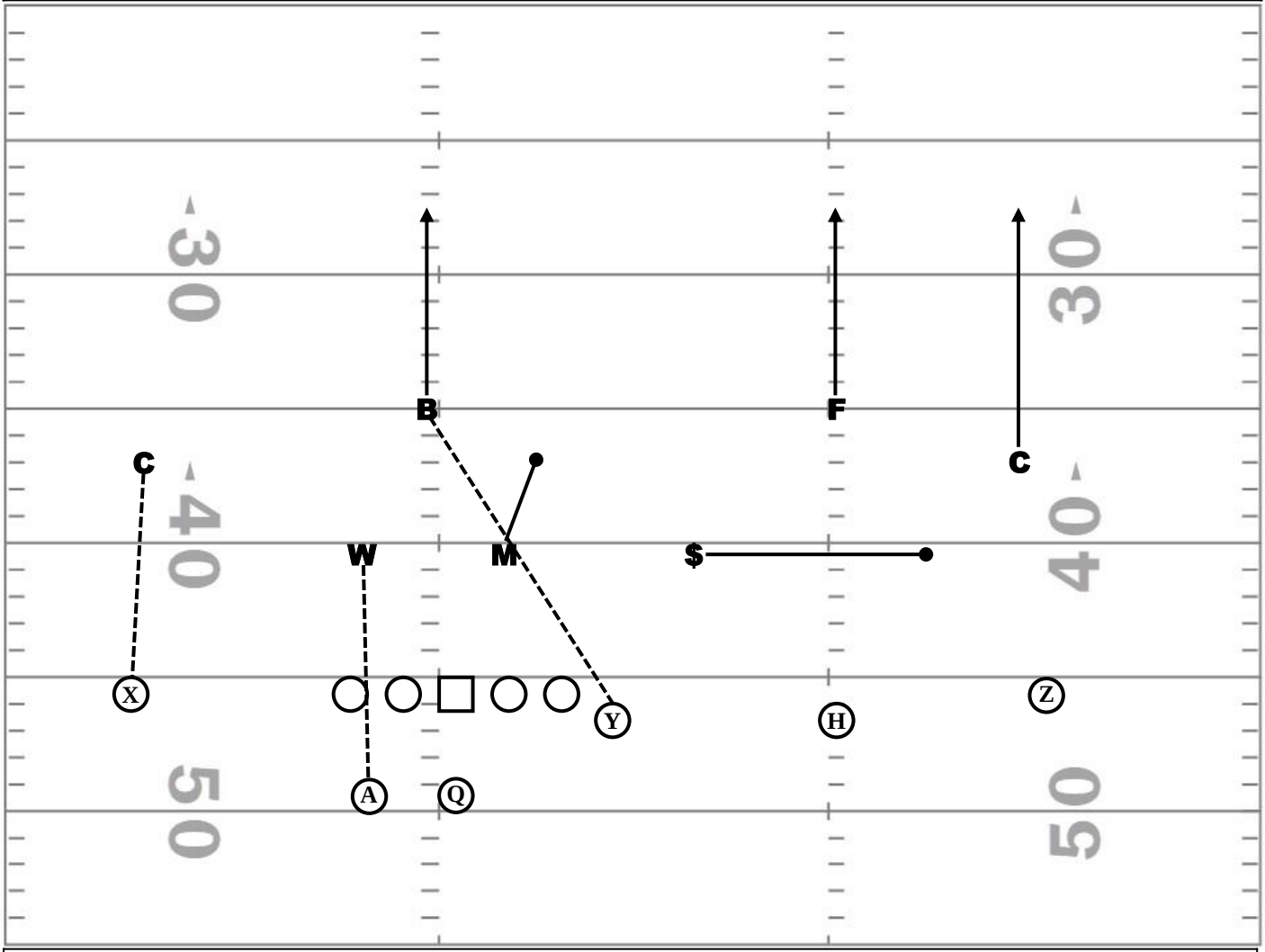


COVERAGE DISCRIPTION

Pattern Read Coverage. Defenders Jobs will alter based on how the Routes playout.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	If #2 runs Vertical, Deep Inside 1/4 (Cover 4) If #2 runs a Route 5YDS or Less, Deep 1/2 (Cover 2)
FIELD SAFETY	If #2 runs Vertical, Deep Inside 1/4 (Cover 4) If #2 runs a Route 5YDS or Less, Deep 1/2 (Cover 2)
STRONG SAFETY	If #2 runs Vertical, Play Hook to Flat (Cover 4). If #2 runs a Route 5YDS or less, Play Hook to Curl (Cover 2).
BOUNDARY CORNER	If #2 runs Vertical, Deep Outside 1/4 (Cover 4). If #2 runs a Route 5YDS or less, Cloud (Cover 2).
FIELD CORNER	If #2 runs Vertical, Deep Outside 1/4 (Cover 4). If #2 runs a Route 5YDS or less, Cloud (Cover 2).
WILL LINEBACKER	If #2 runs Vertical, Play Hook to Flat (Cover 4). If #2 runs a Route 5YDS or less, Play Hook to Curl (Cover 2).
MIKE LINEBACKER	Hook based off of release of #3.

COVER 4 POACH

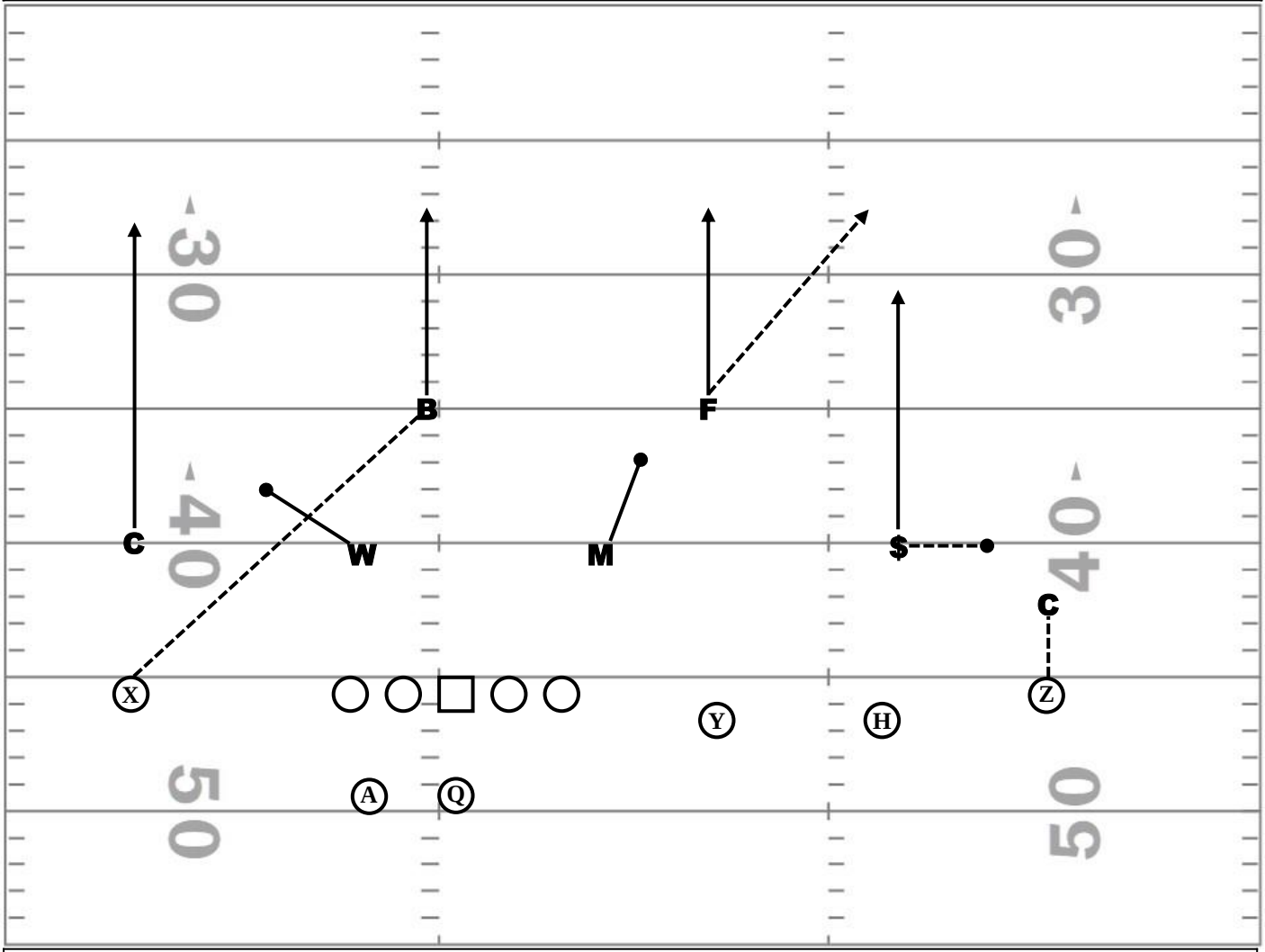


COVERAGE DISCRIPTION

Cover 4 to the Field, with Boundary Safety taking #3 vertical. BC and WLB are Man to Man.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Man to Man #3 if Vertical, If not vertical play Deep 1/4.
FIELD SAFETY	Deep 1/4.
STRONG SAFETY	Collision #2 Vertical, Release Hook to Flat
BOUNDARY CORNER	Deep 1/4.
FIELD CORNER	Deep 1/4.
WILL LINEBACKER	Collision #2 Vertical, Release Hook to Flat
MIKE LINEBACKER	Hook off of Release of #3

COVER 4 CLAMP

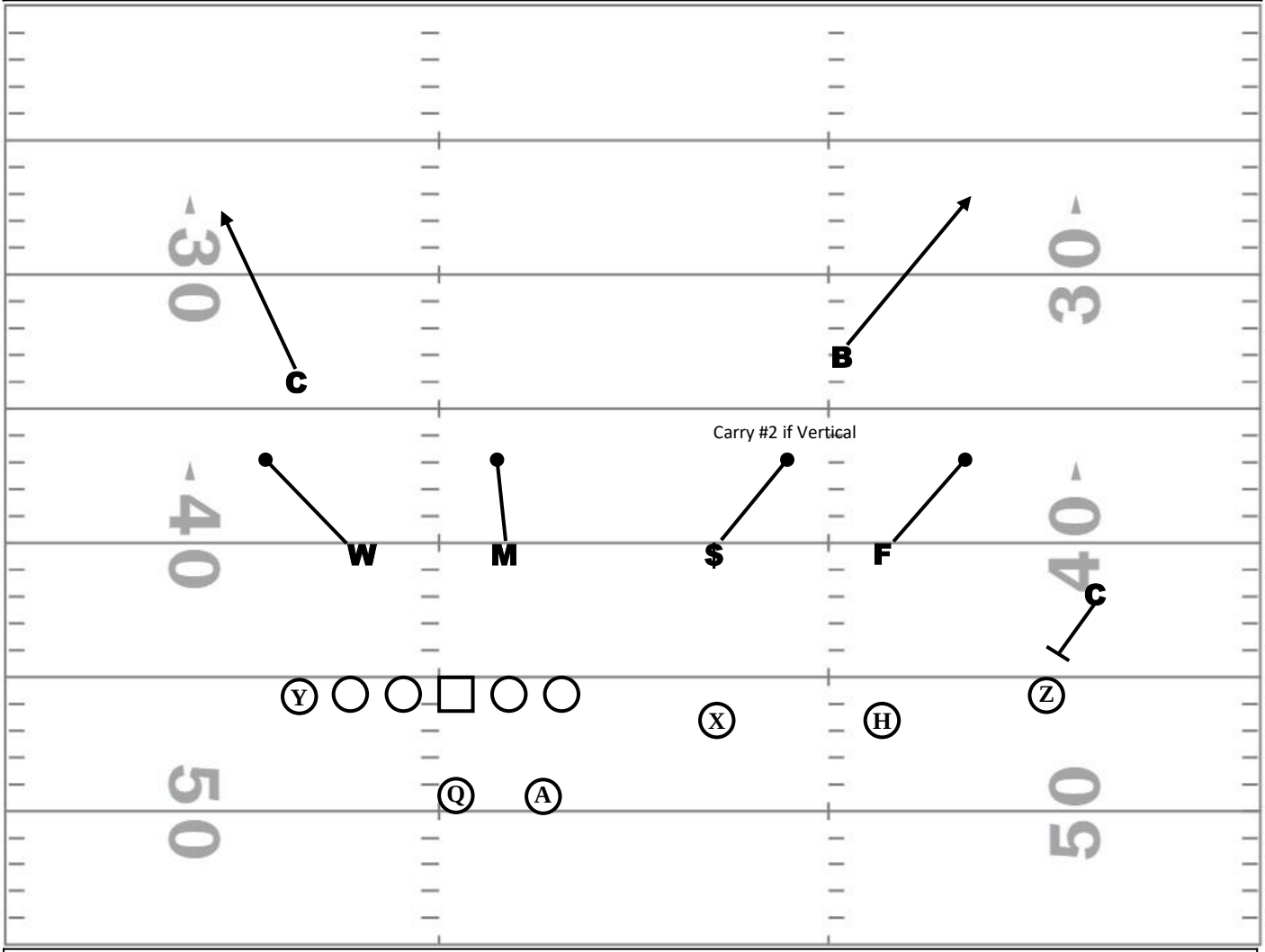


COVERAGE DISCRIPTION

Trips Cover 4 adjustment where the Field CB Covers #1 Man-to-Man. Remaining Defenders Play 4 Deep, 2 Underneath Zone.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep Inside 1⁄4 (Bracket #1 Weak if Vertical).
FIELD SAFETY	If #3 runs Vertical, Deep Inside 1⁄4 (Not Responsible for #1) (Man on #3 Vertical release). If #3 runs a route 5 yards or less, Deep 1⁄2 (Not Responsible for #1).
STRONG SAFETY	Deep 1⁄4 Outside #2 strong (Man-to-Man on #2 Vertical release).
BOUNDARY CORNER	Deep Outside 1⁄4 (Bracket #1 weak @ 8-10 yards).
FIELD CORNER	Man-to-Man on #1 strong.
WILL LINEBACKER	Hook to Flat
MIKE LINEBACKER	Collision #3 on Vertical release/Hook based off of release of #3.

COVER 5

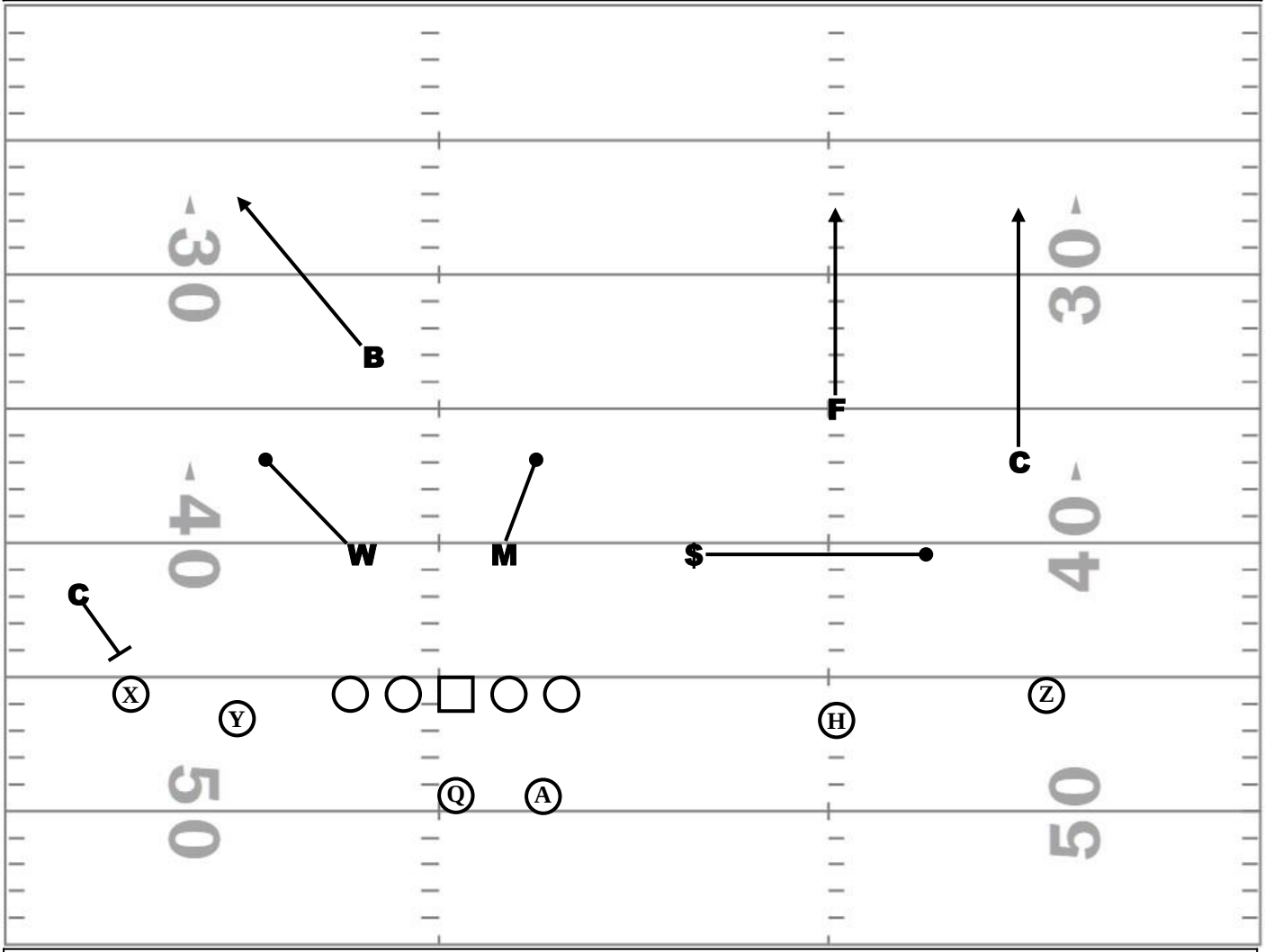


COVERAGE DISCRIPTION

Trips Nub Coverage, 2 Deep, 5 Underneath.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Curl.
STRONG SAFETY	Hook or Carry #2 if Vertical.
BOUNDARY CORNER	Deep 1/2.
FIELD CORNER	“Cloud” Technique on #1. Defend the Flat.
WILL LINEBACKER	Curl-to-Flat.
MIKE LINEBACKER	Hook.

COVER 6 FLD

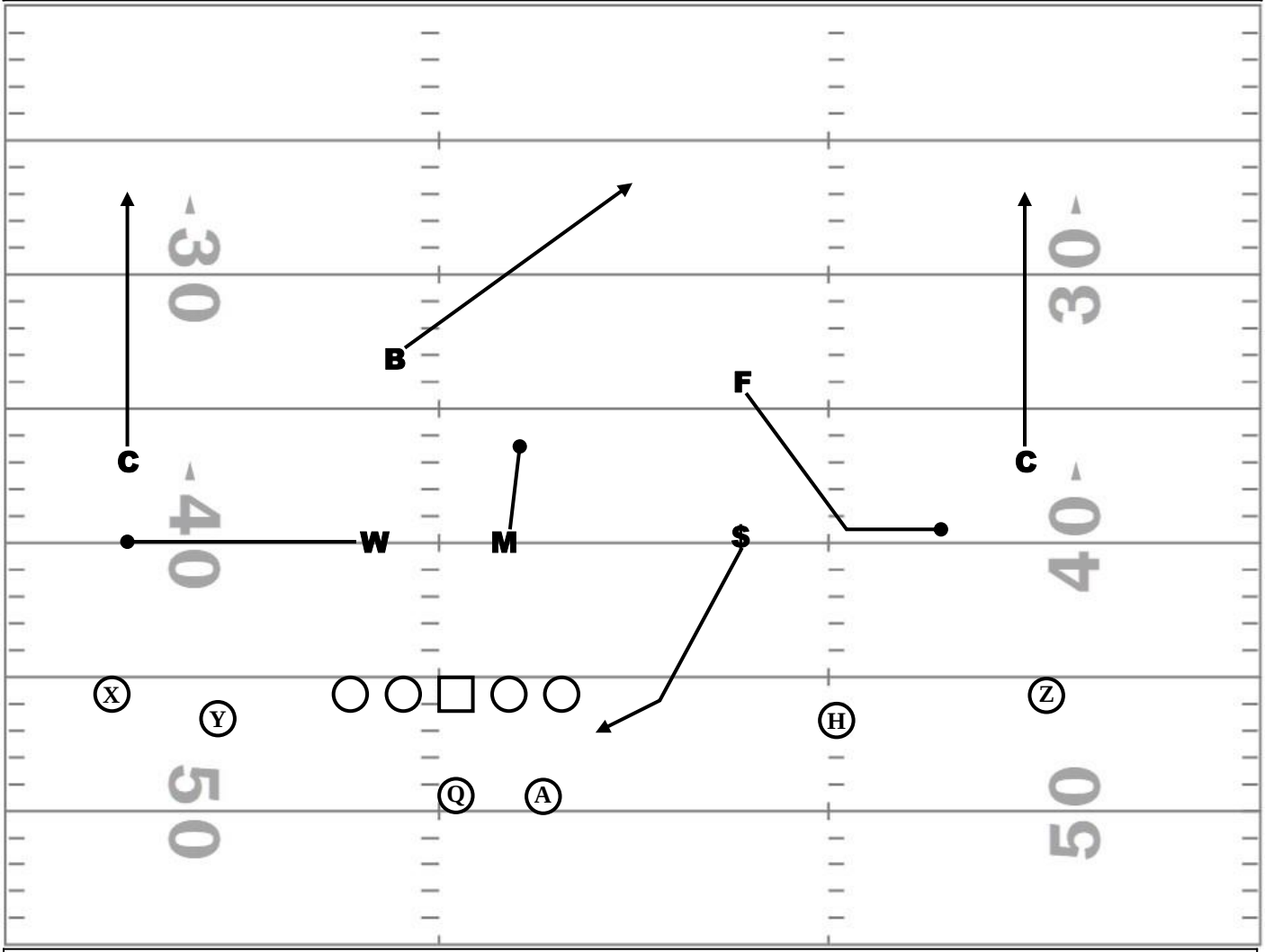


COVERAGE DISCRIPTION

Cover 4 to the Field, Cover 2 to the Boundary

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep 1/2.
FIELD SAFETY	Deep 1/4.
STRONG SAFETY	Collision #2 Vertical, Release Hook to Flat
BOUNDARY CORNER	“Cloud” Technique on #1. Defend the Flat.
FIELD CORNER	Deep 1/4.
WILL LINEBACKER	Hook to Curl. Possible carry on any Vertical Route.
MIKE LINEBACKER	Hook off of Release of #3

COVER 9 FLD



COVERAGE DISCRIPTION

3 Deep, 3 Underneath, Accompanied with some type of Blitz.

DEFENSIVE PLAYER	RESPONSIBILITY
BOUNDARY SAFETY	Deep Middle 1/3.
FIELD SAFETY	Curl to Flat.
STRONG SAFETY	Blitzer
BOUNDARY CORNER	Deep Outside 1/3.
FIELD CORNER	Deep Outside 1/3.
WILL LINEBACKER	Curl to Flat.
MIKE LINEBACKER	Hook to Curl.

FORMATION TERMINOLOGY

Formations Are Organized By The Letter They Start With

D, S, T, P, B

D-Words: 2X2 Tight End Formations

Duo, Dice, Dolly, Deuce, Dot

S-Words: 2X2 Spread Formations

Spread, Snug, Stack

T-Words: 3X1 Formations (With or Without a Tight End)

Trio, Tribe, Trey, Treble, Trolley, Train, Trips, Twist, Tub, Troop

P-Words: 2 Back Formations

Pro, Pair, Pig

H-Words: 3 Back Formations

House, Hack, Heavy

B-Words: Formations into the Boundary

Formation Modifiers: Suffix Tags that alter the Base Formation

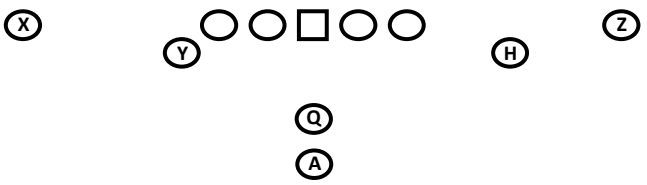
Over: X WR moves over to create an unbalanced set
Strong/Weak: An OT will move over to create an overload OL
Hide: H will align on the Ball, X will align off the Ball
On: Y will align on the LOS, OWR will step off

Numbering System: # Tag aligns the RB to create an Empty set

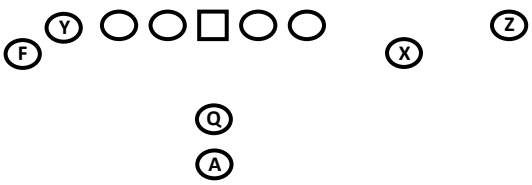
QB Names: 13P Short Yardage Formations

2X2 TE FORMATIONS

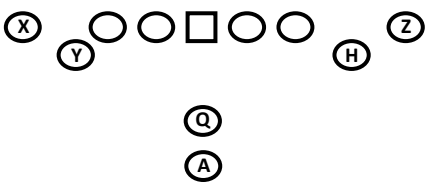
[11] DUO RT



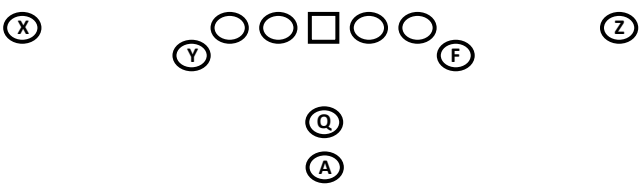
[12] DOLLY RT



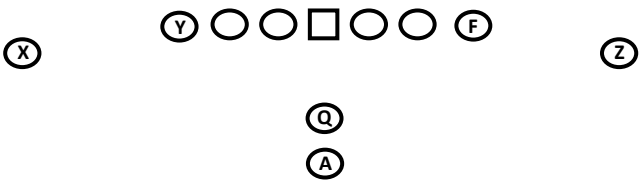
[11] DICE RT



[12] DEUCE RT

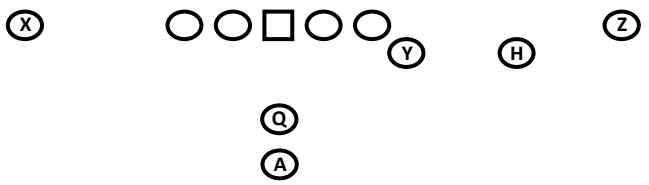


[12] DOT RT

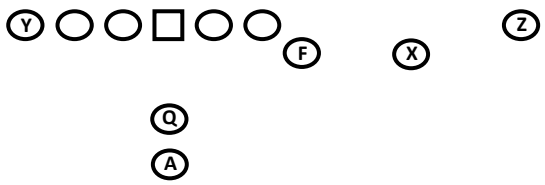


3X1 TE FORMATIONS

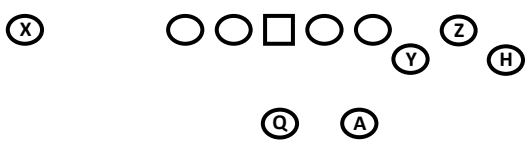
[11] TRIO RT



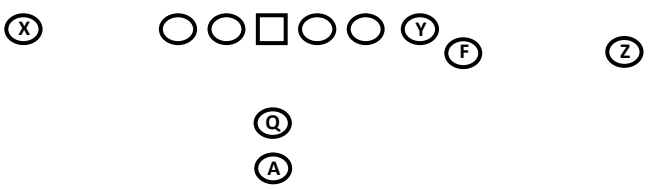
[12] TROLLEY RT



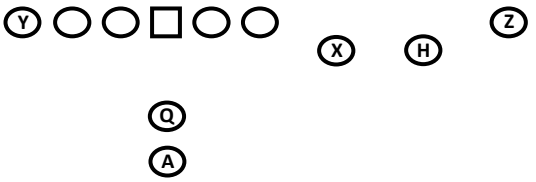
[11] TRIBE RT



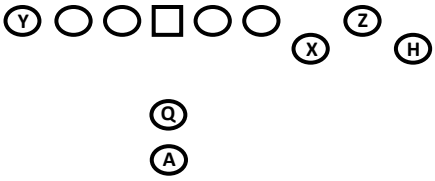
[12] TRAIN RT



[11] TREY RT

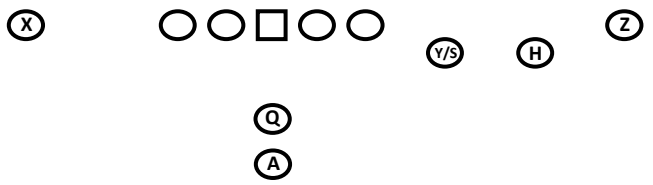


[11] TREBLE RT

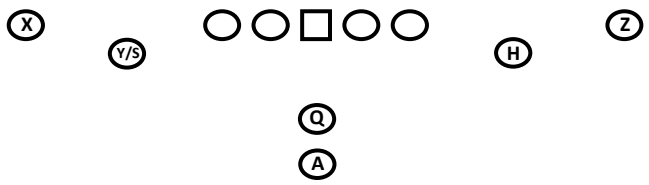


NO TE SETS

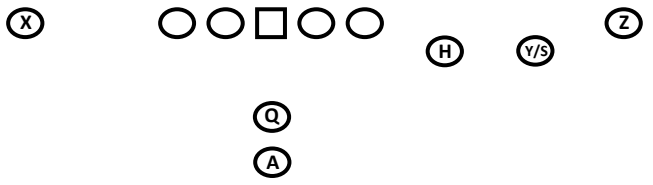
[10] TRIPS RT



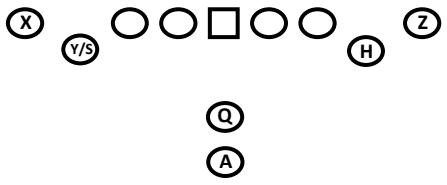
[10] SPREAD RT



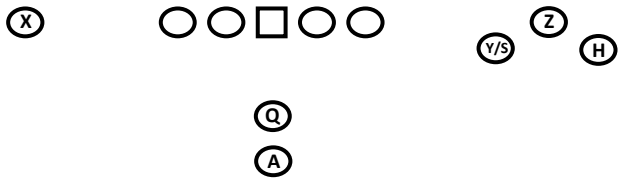
[10] TWIST RT



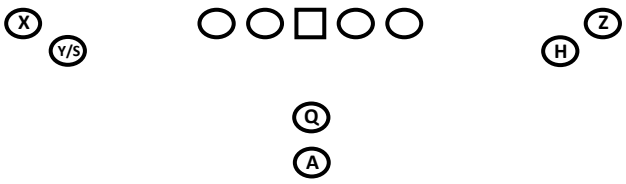
[10] SNUG RT



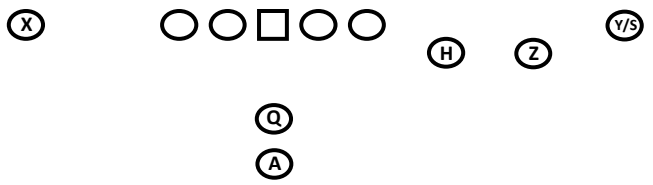
[10] TUB RT



[10] STACK RT

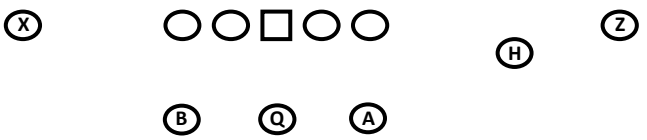


[10] TROOP RT

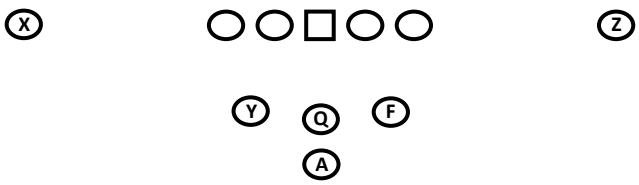


MULTI BACK FORMATIONS

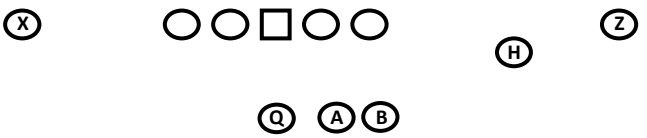
[20] PRO RT



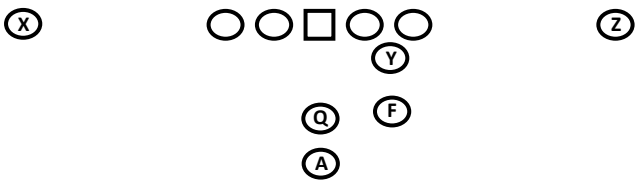
[12] HOUSE RT



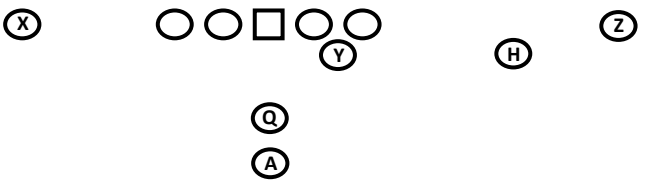
[20] PAIR RT



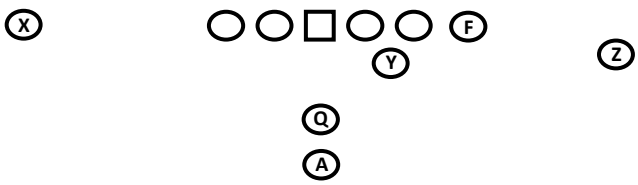
[12] HACK RT



[11] PIG RT

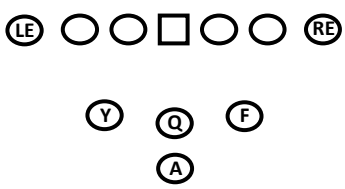


[12] HEAVY RT



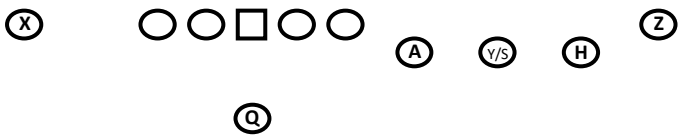
[14] HOUSE RT HOSS

Defensive Players subbed in at TE/FB
Defensive Players could be at TE or FB based on Wants/Needs

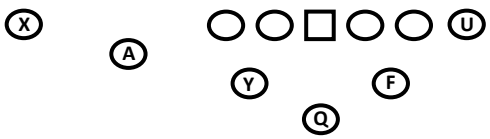


MISC FORMATIONS

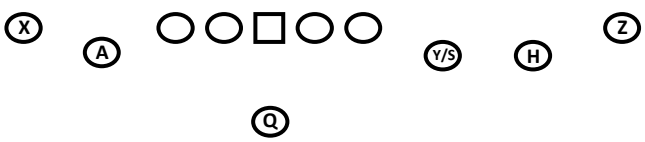
[10/11] QUADS RT (4 TRIPS RT)



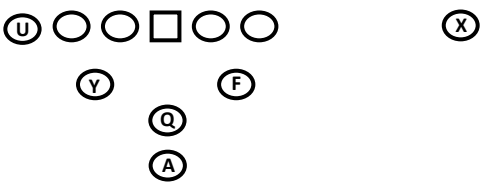
[13] TEBOW RT



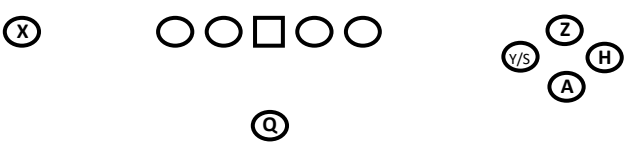
[10/11] EMPTY RT (5 TRIPS RT)



[13] NEWTON RT

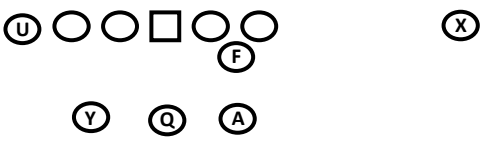


[10/11] COMET RT

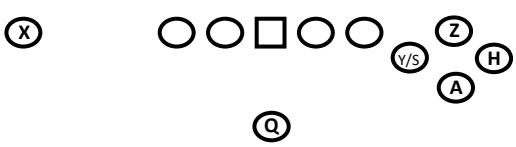


[13] MARIOTA RT

Can sub the Y for B/H also



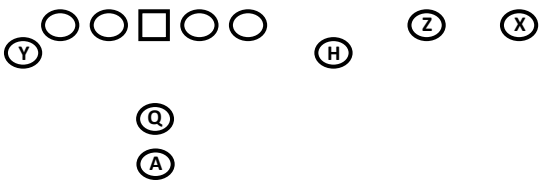
[10/11] STAR RT



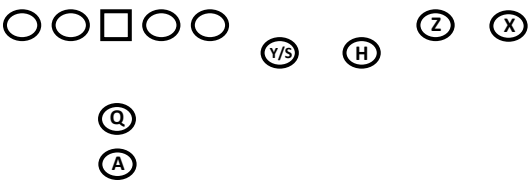
FORMATIONS MODIFIERS

[11] DUO RT OVER

X Moves Over to Strength as #1 WR

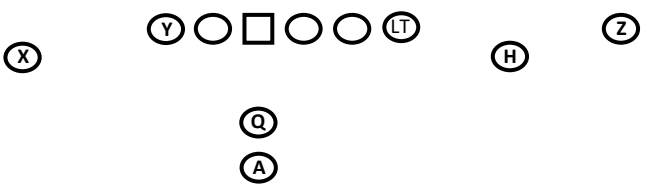


[10/11] TRIPS RT OVER



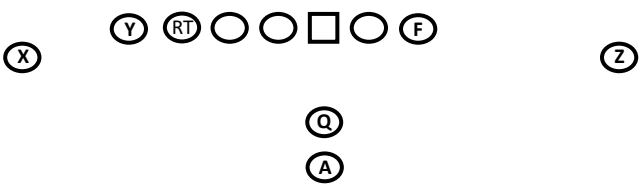
[12] DOUBLE RT STRONG

OT opposite of strength aligns over on Strong side



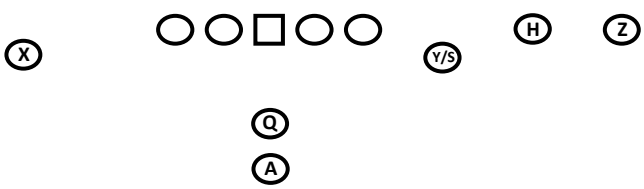
[12] DOT RT WEAK

OT to strength aligns over on Weak side

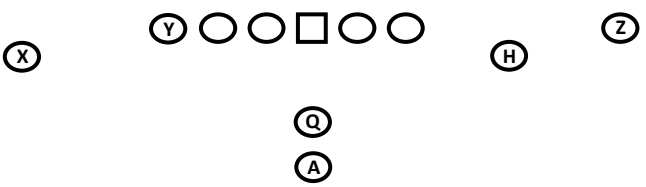


[10/11] TRIPS RT HIDE

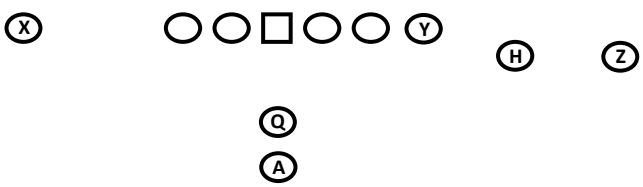
H align on the LOS (Ineligible) X align off the LOS



[11] DUO RT ON

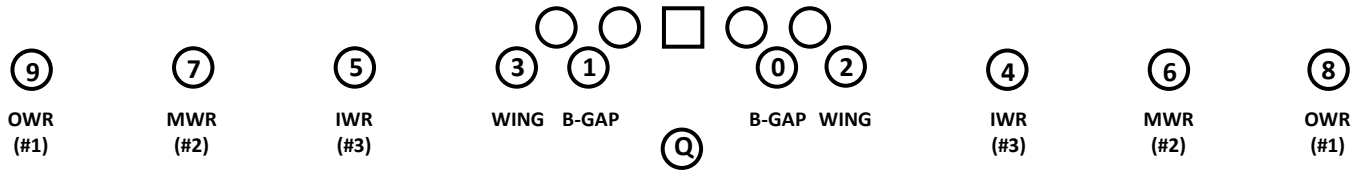


[11] TRIO RT ON

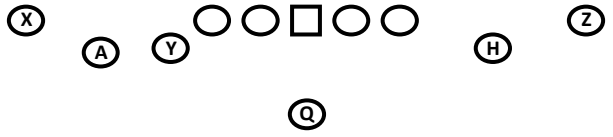


NUMBERING SYSTEM

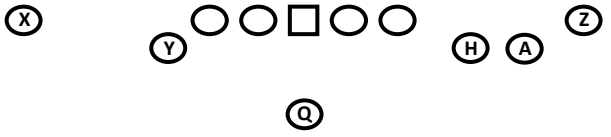
LOCATIONS



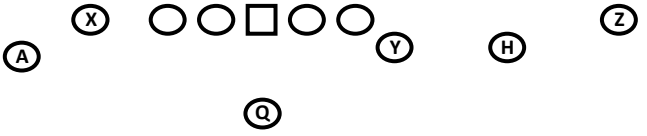
7 DUO RT



6 DUO RT

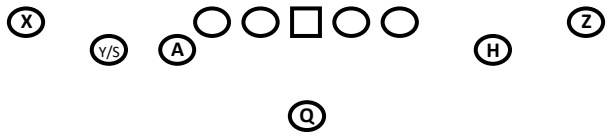


9 DUO RT

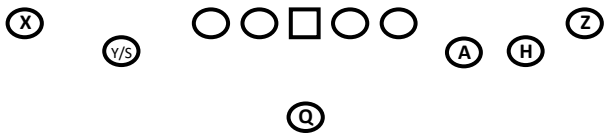


8 DUO RT

3 SPREAD RT



4 SPREAD RT



MOTIONS

Motions are broken down into Three categories

- Stop Motions
  - Slide Motions
- OTM Motions
- RB Motions

Stop Motions

WR/RB will be specified and tagged with a #, they will motion to that spot and come to a stop

- EX) DUO RT A9 (A-Back Motion to 9 Spot)
- EX) TRIO RT Y1 (Y-Receiver Motion to 1 Spot)

Slide Motions

The exact same method as Stop Motions, but # will be followed by a 0, tells Motion man to motion to that spot and then return to where they started

- EX) DOT RT X30 (X-Receiver Motions in to the 3 Spot then back out)
- EX) DUO RT Y10 (Y-Receiver Motions in to the 1 Spot then back out)

OTM Motions

WR/RB will be specified and tagged with a Motion Term, ball will be snapped while moving

- EX) SPREAD RT Y-JET (Y-Receiver goes in Jet Motion)
- EX) DOLLY RT X- RETURN (X-Receiver goes in Return Motion)

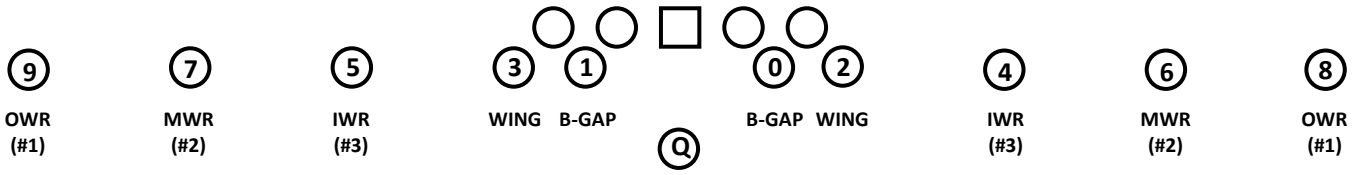
RB Motions

Motions specific to the Running Backs (A-Back or B-Back)

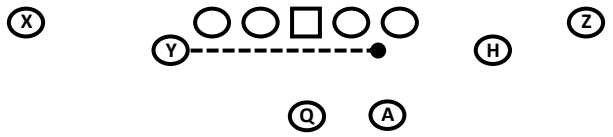
- EX) TREBLE RT HOP (A-Back goes in Hop Motion)
- EX) TREY RT ROCK (A-Back goes in Rock Motion)

NUMBERING SYSTEM

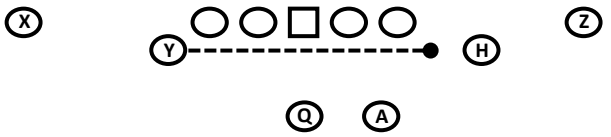
LOCATIONS



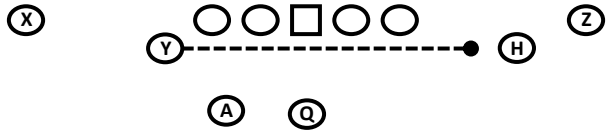
DUO RT Y0



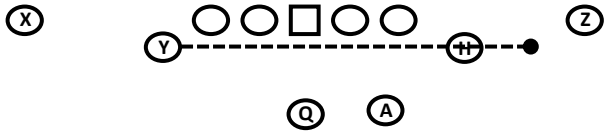
DUO RT Y2



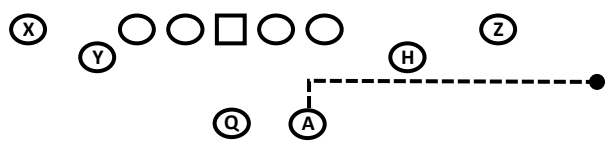
DUO RT Y4



DUO RT Y6

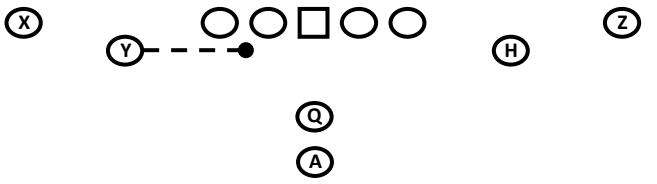


DUO RT A8

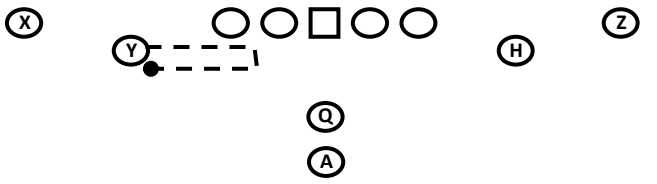


STOP & SLIDE MOTIONS

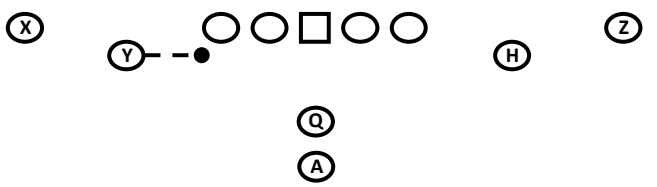
Y- 1



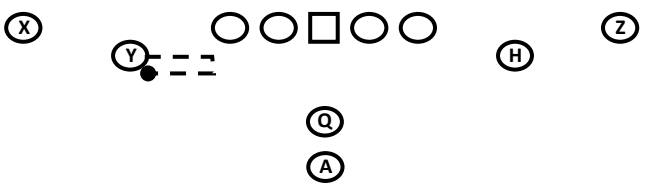
Y- 10



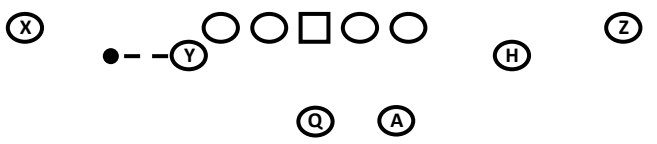
Y- 3



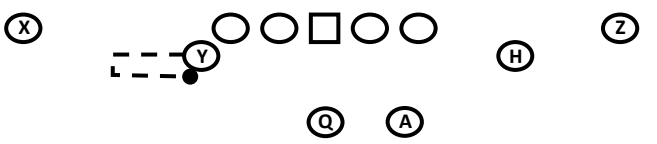
Y- 30



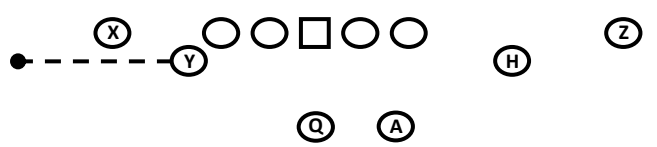
Y- 5



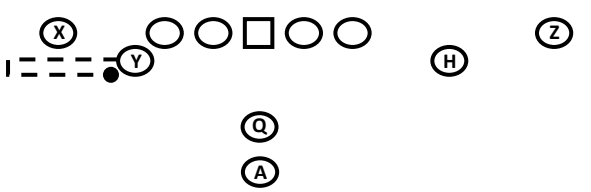
Y- 50



Y- 9



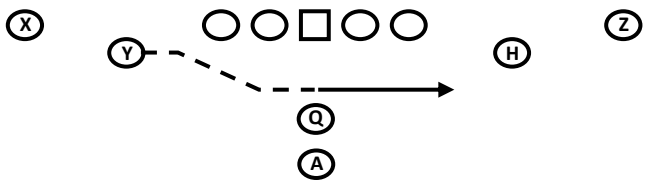
Y- 90



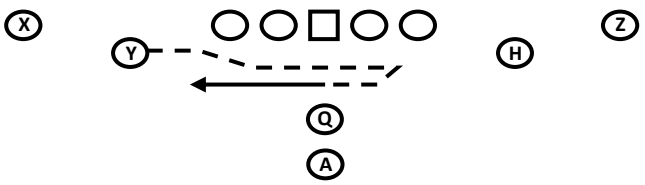
OTM MOTIONS

Y- JET/PLANE

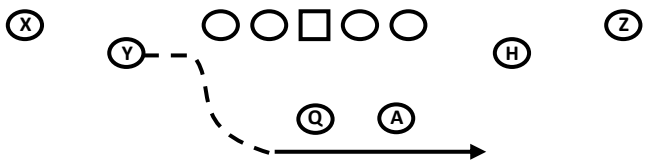
JET: Handoff
PLANE: Fake



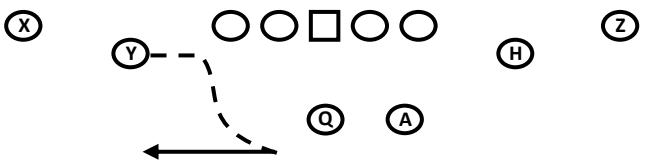
Y- SKI



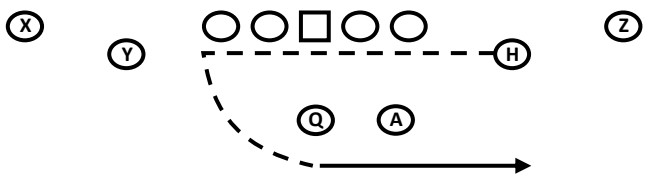
Y- BACK



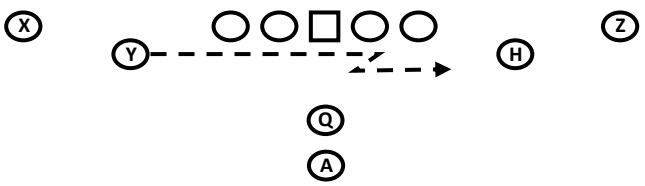
Y- RETURN



H- CIRCLE

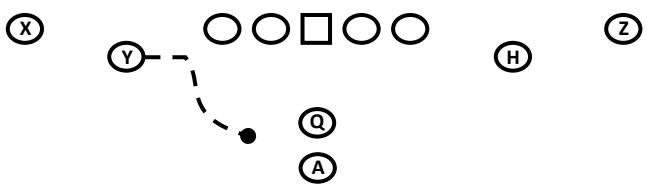


Y- JERK



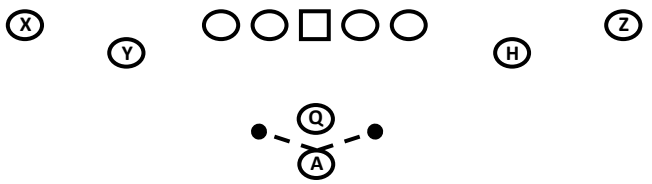
Y- IN

COME TO A STOP

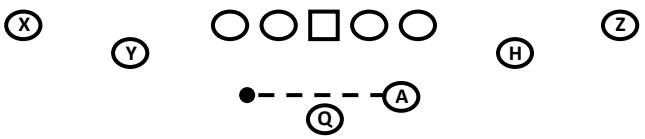


RB MOTIONS

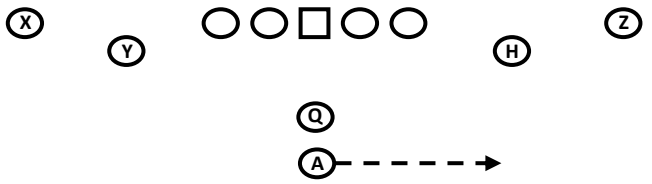
HOP



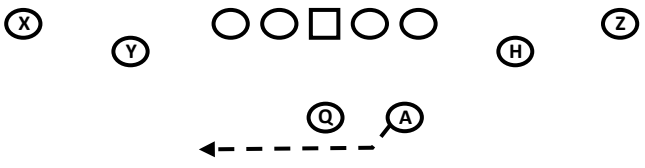
HIP



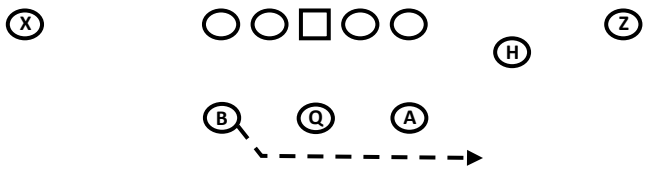
ROCK



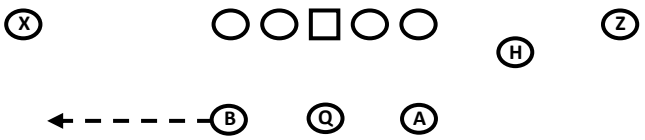
ROLL



BURN



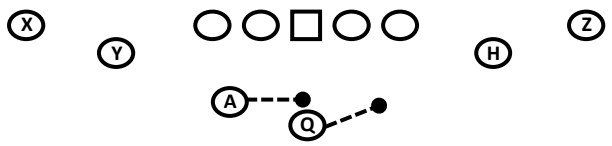
BLAZE



RB SHIFTS

CHANGE

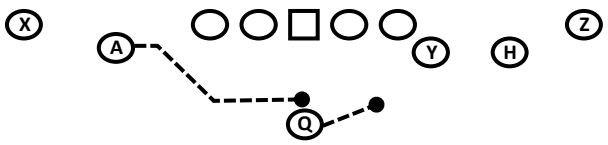
CHANGE: RB shift to QB, QB shift to RB
Ex) Change to Spread RT



CHAIN

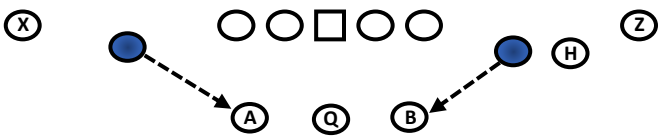
(Change & A-IN)

CHAIN: RB motion to QB, QB shift to RB
Ex) Chain to Spread RT



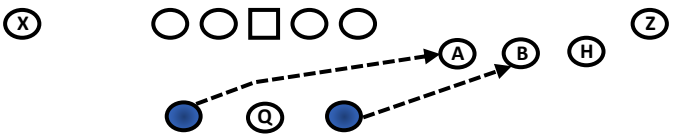
BINGO

BINGO: RB's Align in Empty then Shift into Backfield
Ex) Bingo to Pro RT



BONGO

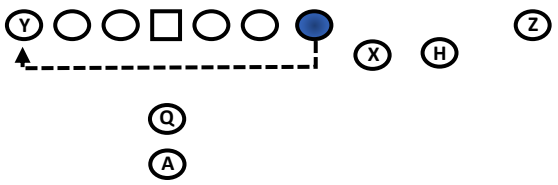
BONGO: RB's Align in Backfield then Shift to called formation
Ex) Bongo to Quads RT



TE SHIFTS

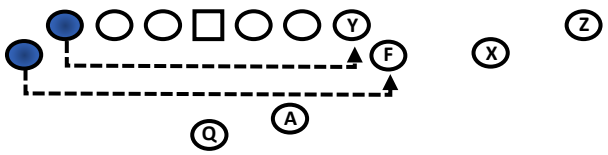
TRADE

TRADE: TE Shift to Opposite Side
Ex) Trade to Trey RT



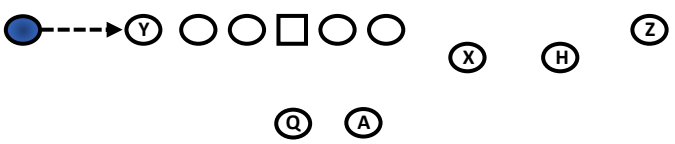
TRADER

TRADER: Both TE's Shift to Opposite Side
Ex) Trader to Troll RT



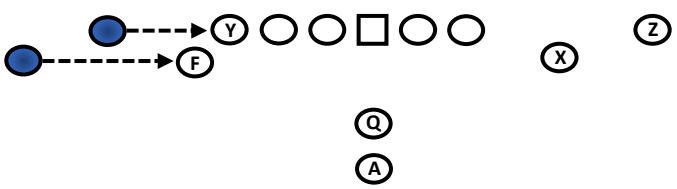
TIGHT

TIGHT: TE Align Wide then Shift in Tight
Ex) Tight to Trey LT



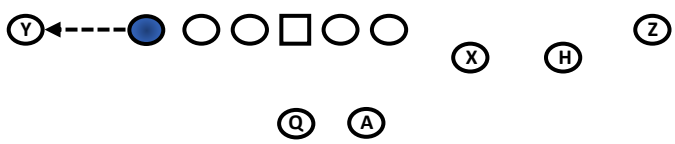
TIGHTER

TIGHTER: Both TE's Align Wide then Shift in Tight
Ex) Tighter to Dolly RT



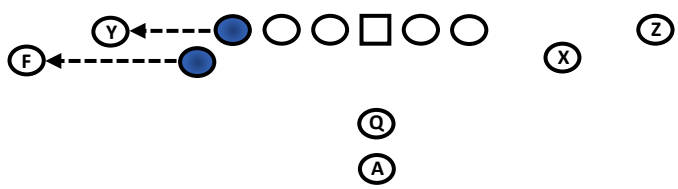
WIDE

WIDE: TE Align Tight then Shift out Wide
Ex) Wide from Trey LT



WIDER

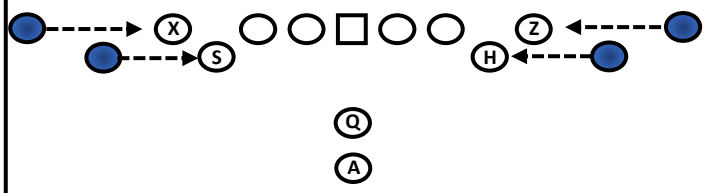
WIDER: Both TE's Align Tight then Shift out Wide
Ex) Wider from Dolly RT



WR SHIFTS

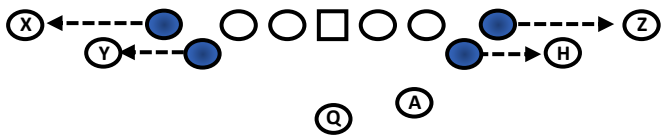
COMPRESS

COMPRESS: WR's Shift to a Tight Alignment
Ex) Compress to Dice RT



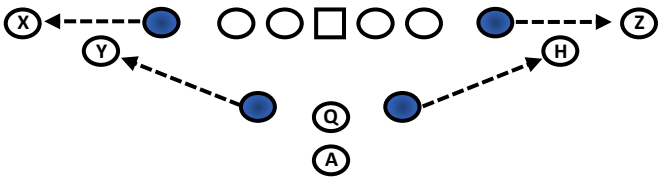
EXPAND

EXPAND: WR's Shift to a Wide Alignment
Ex) Expand to Spread RT



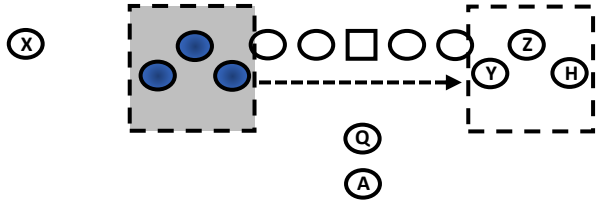
PYRAMID

PYRAMID: OWR align tight, IWR's align in backfield then shift
Ex) Pyramid to Spread RT



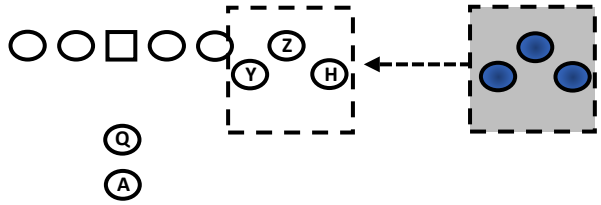
BOUNCE

BOUNCE: WR's align in Bunch opposite of called formation then shift
Ex) Bunch to Tribe RT



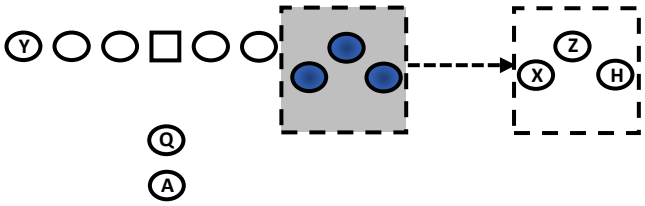
BITE

BITE: WR's align in Wide Bunch then shift to called formation
Ex) Bite to Tribe RT



BOW

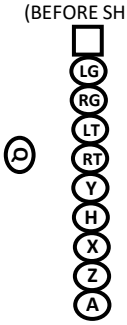
BOW: WR's align in Tight Bunch then shift to called formation
Ex) Bow from Treble RT



ALL SHIFT

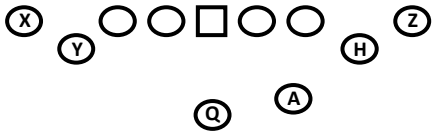
SNAKE

(BEFORE SHIFT)



SNAKE

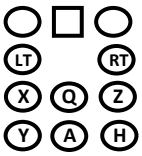
(AFTER SHIFT)



SNAKE: Everyone Stack then Shift to Called Formation
Ex) Snake to Dice RT

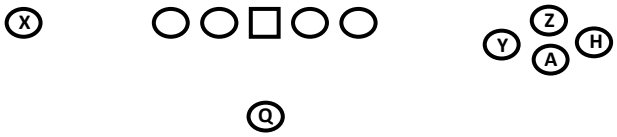
CUBE

(BEFORE SHIFT)



CUBE

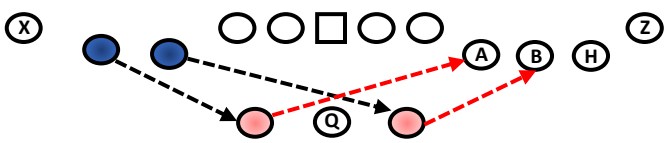
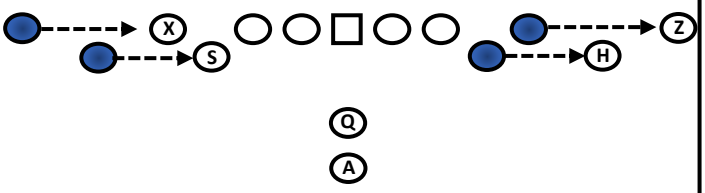
(AFTER SHIFT)



CUBE: Everyone Cube Align then Shift to Called Formation
Ex) Cube to Comet RT

CRAZY: Everyone align wherever they want then
shift to called formation
Center must be over the ball

COMBO SHIFTS

BING-BONG	EXPRESS
BING-BONG: RB's Align in Empty then Shift into Backfield then to called formation Ex) Bing-Bong to Quads RT 	EXPRESS: One side of formation Expand Shift, the other side Compress shift Ex) Express to Duo RT 

PRIMARY TEMPOS

GREEN (As Fast As Possible)

- Signal: Make it Rain/Basketball Travel Signal
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize Formation/Motion & GREEN signal
- QB Verbalize Tempo and LIVE CALL to OL (2X)
    - Ex: HOT ARIZONA
        - QB "GREEN HOT ARIZONA, GREEN HOT ARIZONA"
            - Cadence "Ready, Set-Go" (or Clap)

YELLOW (Base/Default Tempo)

- Signal: Rub the Belly (Only Signaled if another tempo was used on previous play)
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize Formation/Motion & Live Play signal
- QB Verbalize LIVE CALL to OL (2X)
    - Ex: HOT ARIZONA
        - QB " HOT ARIZONA, HOT ARIZONA"
            - Cadence "Ready, Set-Go"
- Skill Players: Eyes on the QB; Check Sideline when QB Checks
- Check Live Signaler for "Run It" (Confirm play called), or check to new play
    a. Live Signaler Points to QB = Run It
        i. Cadence: Ready Set-Go (or Clap)
    b. Live Signaler gives New Play Signal
        i. Skill players recognize New Play Signal and prepare to run play
        ii. QB verbalize New Play to OL
            - HOT AUBURN HOT AUBURN (New Play)
        iii. Cadence: Ready Set-Go (or Clap)

RED (Hard Count)

- Signal: Hand up like Stop/Both Hands up like stop/Point to Vein
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize Formation/Motion & RED signal
- QB Verbalize DUMMY CALL (City in Canada/Piece of Jewelry) to OL (2X)
    - Ex: HOT QUEBEC
        - QB "RED HOT QUEBEC, RED HOT QUEBEC"
            - Indicates NO PLAY has been called
                - Cadence "Ready, Set-Go" (or Fake Clap)
                    - Give OL "EASY EASY" Call
- Skill Players: Eyes on the QB; Check Sideline when QB Checks
- Check Live Play signaler for Live Play
- QB Verbalize LIVE CALL to OL (2X)
    - Ex: HOT BAMA
        - QB "HOT BAMA HOT BAMA"
            - Cadence "Ready, Set-Go" (or Fake Clap)

COMPLIMENTARY TEMPOS

SILVER

- Repeat previous play (Same Formation)
    - Ignore Hash Mark/Field Location
    - Snap Count: GREEN Tempo
- Signal: Tap Ring Finger (Silver Ring)
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize SILVER signal
- QB Verbalize SILVER CALL to OL (2X)
    - Ex: SILVER SILVER
        - QB ”SILVER SILVER” (Run the last play called)
            - Cadence “Ready, Set-Go”

GOLD

- Signal: Pull on Ear Lobes (Like Ear Rings)/Grab Chain (Like Gold Chains)
- Green Play with Simulated Audible to Combat Defensive Checks vs Freeze
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize Gold signal + Formation/Motion & Live Play signal
- QB Verbalize Gold plus live call to OL and cycles through cadence
    - Ex: Gold Hot Arizona… Gold Hot Arizona
        - Indicates Gold tempo + “Hot Arizona” as live run play
            - Cadence “Ready, Set-Go”
- QB Pauses; All skill players look to sideline for a ONE MISSISSIPPI count
    - Players get set; Once set ball is snapped on “GO”
    - Ex: Gold Hot Arizona, Gold Hot Arizona, Ready, Set-Go…(Pause and Peek)…..GO!

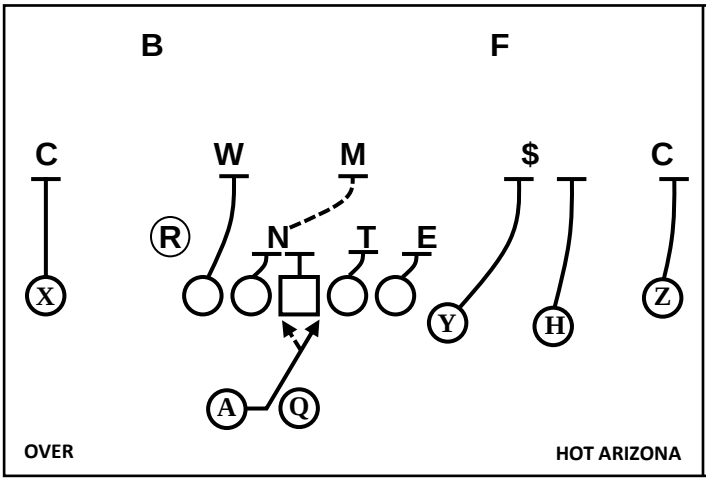
CRIMSON (Double Hard Count)

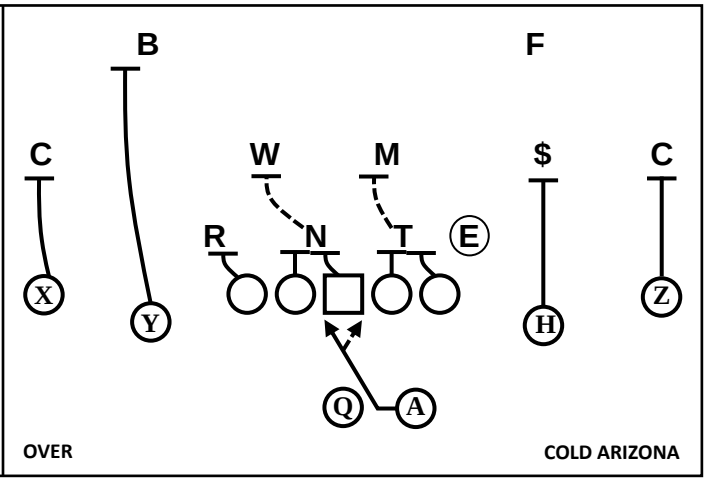
- Signal: Point to Vein
- All Offensive Players Hustle to Spotted Ball
- Skill Players recognize Formation/Motion & DUMMY play signal
- QB Verbalize DUMMY CALL (City in Canada/Piece of Jewelry) to OL (2X)
    - Ex: HOT QUEBEC
        - QB ”CRIMSON HOT QUEBEC, CRIMSON HOT QUEBEC”
            - Indicates NO PLAY has been called
                - Cadence “Ready, Set-Go”
- Skill Players: Eyes on the QB; Check Sideline when QB Checks
- Check LIVE PLAY signaler for second DUMMY PLAY signal
- QB Verbalize DUMMY CALL to OL again
    - Ex: HOT TORONTO
        - QB ”HOT TORONTO HOT TORONTO”
            - Indicates NO PLAY has been called
                - Cadence “Ready, Set-Go”
- Skill Players: Eyes on the QB; Check Sideline when QB Checks
- Check LIVE PLAY signaler for LIVE PLAY
- QB verbalize LIVE PLAY to OL
    - Then go through regular cadence

FAMILY: INSIDE ZONE

CONCEPT: BASE
OL will block Inside Zone. QB will read the C-Gap Defender.

ARIZONA





PST	
PSG	
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BSG	
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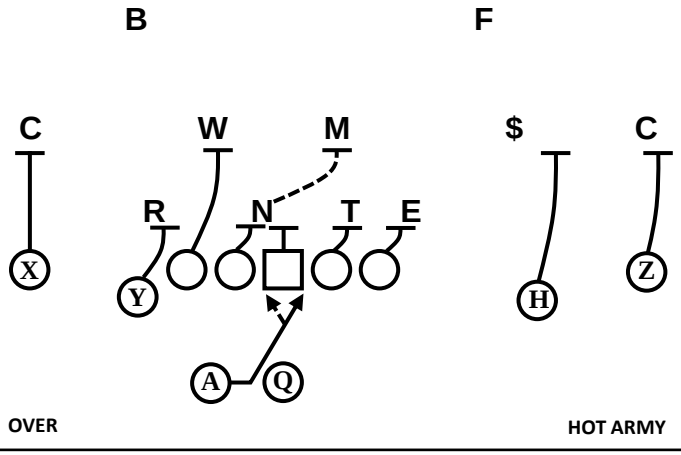
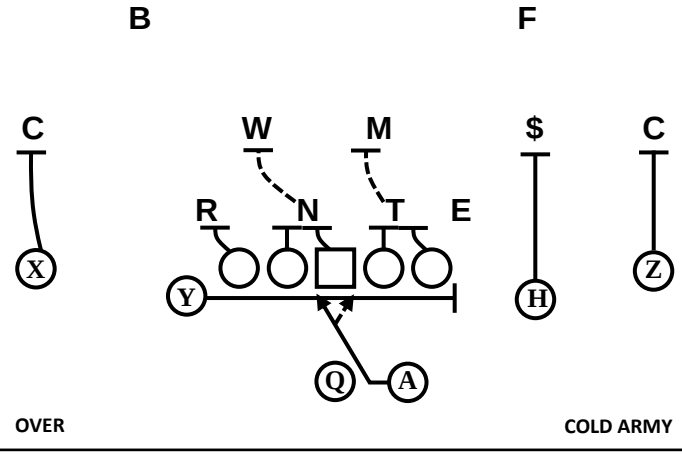
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: CUT ZONE
OL will block Inside Zone, TE will Cut Off the Backside C-Gap and block the 1st Defender off of the BST's foot.

ARMY





PST	
PSG	
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BSG	
BST	
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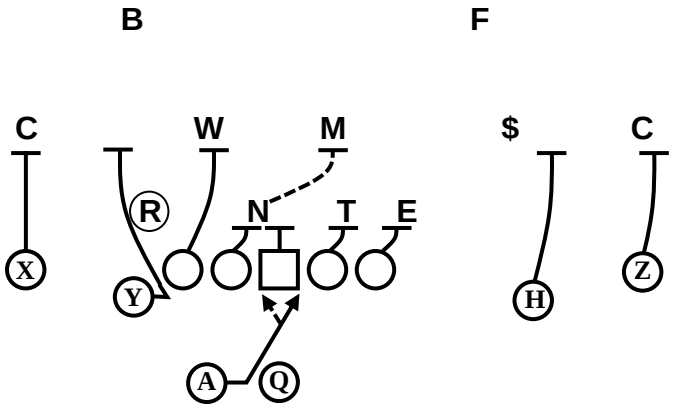
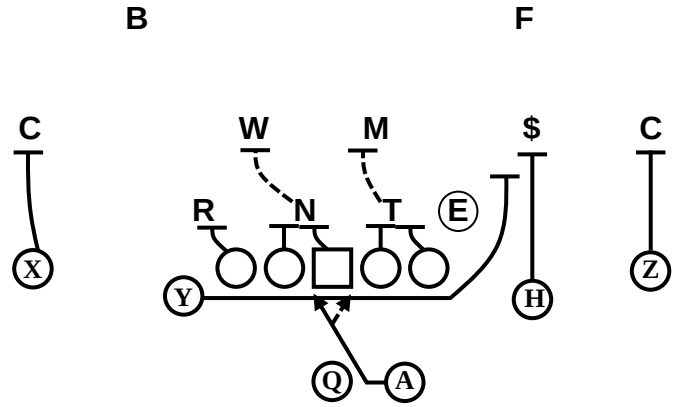
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: ARC
OL will block Inside Zone, TE will run a Graze path and avoid the DE and work to block the Alley Defender.

AUBURN





PST	
PSG	
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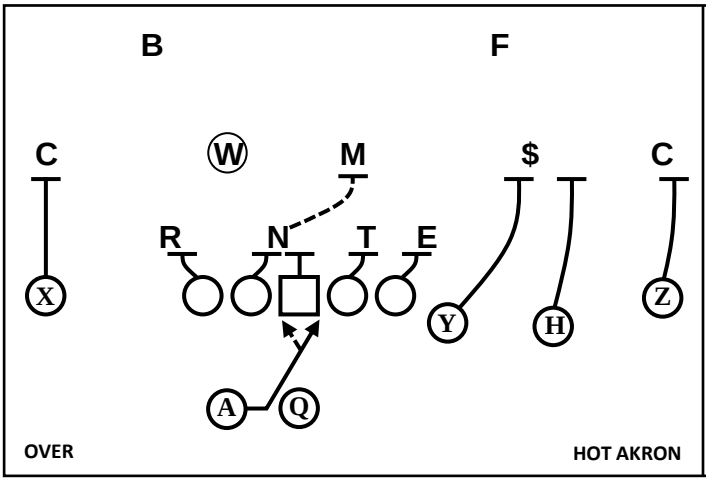
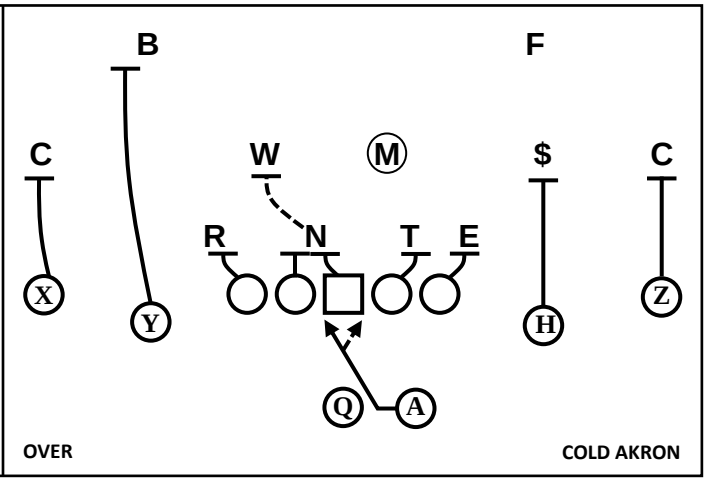
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: FAN
OL will block Locked Inside Zone. QB will read the 1st LB'er behind the Point.

AKRON





PST	
PSG	
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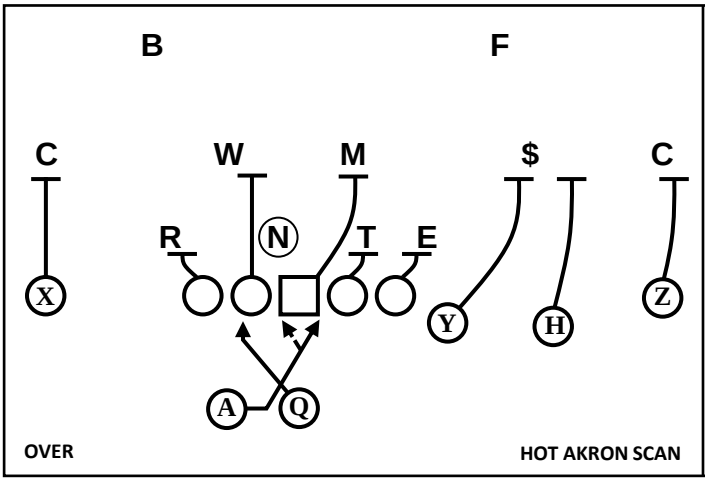
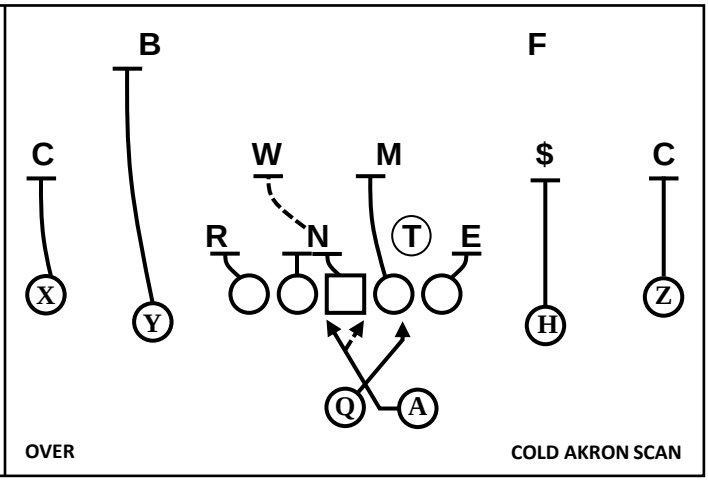
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: FAN w/ SCAN Read
OL will block Fan Inside Zone. QB will read the 1st DL behind the Center.

AKRON SCAN





PST	
PSG	
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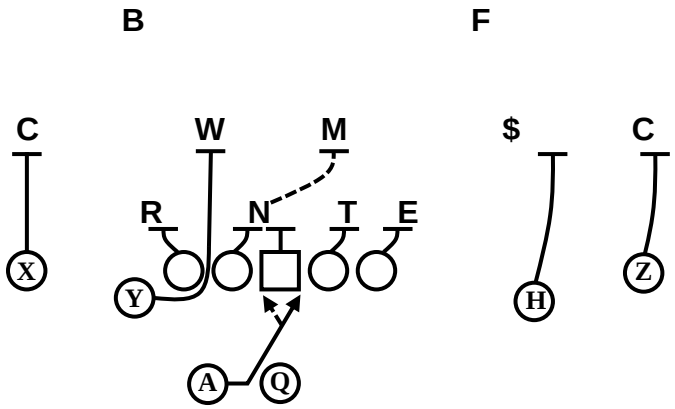
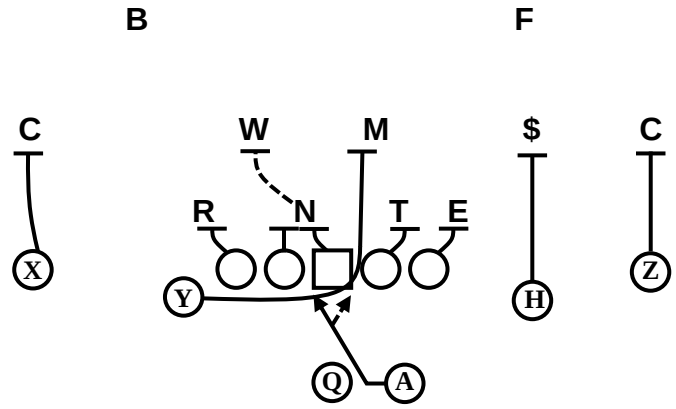
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: FAN ISO
OL will block Locked Inside Zone, TE will insert and ISO block the 1st LB'er behind the Point.

ARKANSAS





PST	
PSG	
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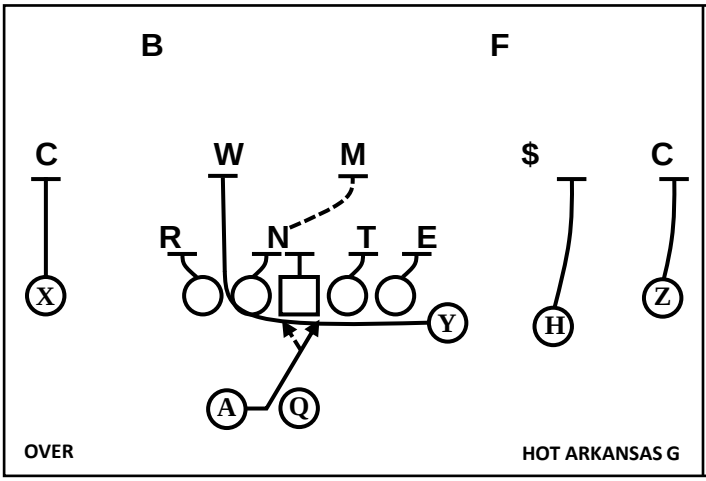
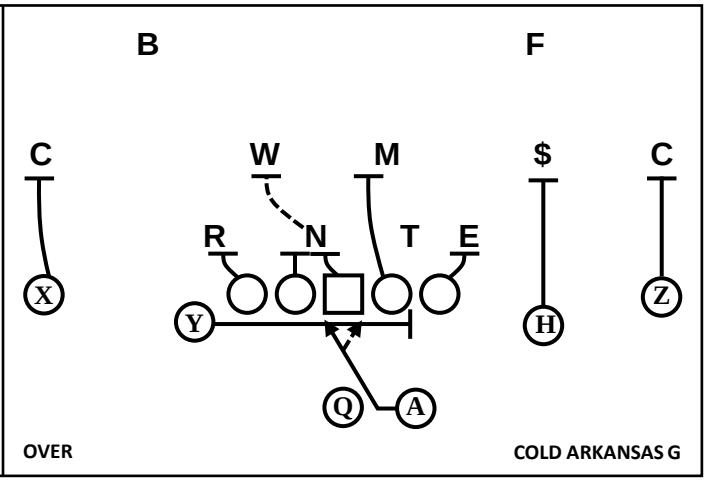
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: FAN ISO w/ WHAM BLOCK
OL will block Fan Inside Zone. TE will Wham Block the 1st Man behind the BSG. Could be the DT or a LB.

ARKANSAS G





PST	
PSG	
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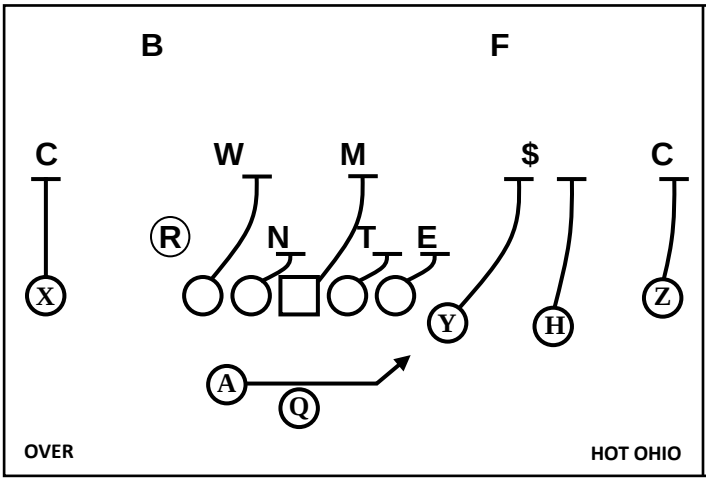
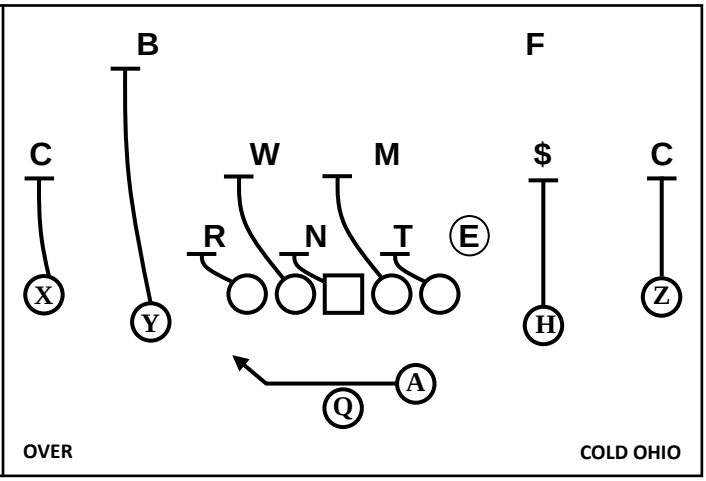
QB	
NOTES	Macho vs Bear

FAMILY: OUTSIDE ZONE

CONCEPT: BASE OUTSIDE ZONE

OHIO





PST	
PSG	
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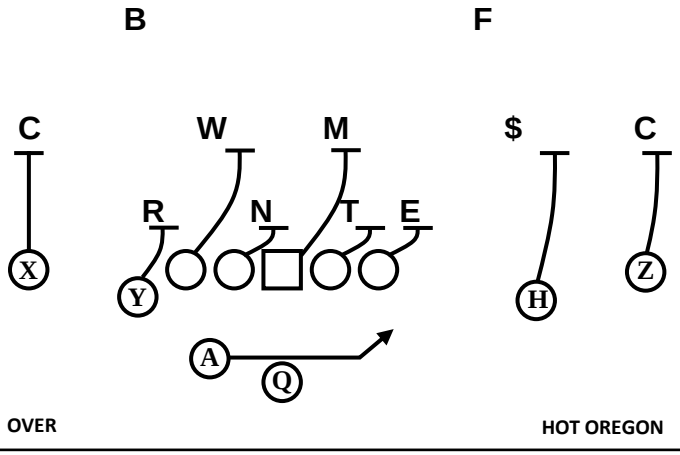
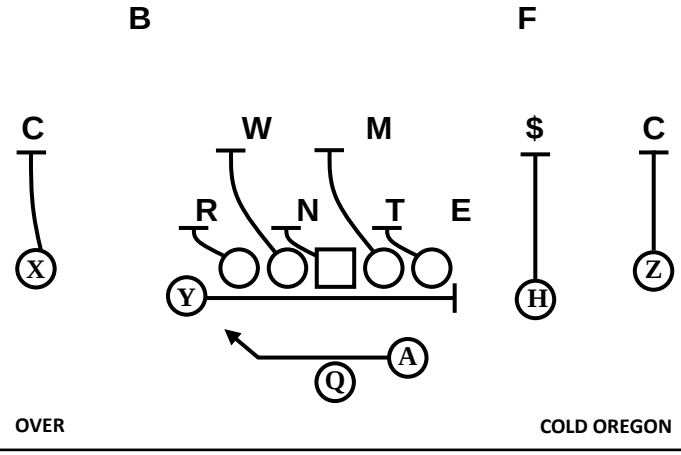
QB	
NOTES	Macho vs Bear

FAMILY: OUTSIDE ZONE

CONCEPT: OUTSIDE ZONE W/ BACKSIDE CUTOFF

OREGON





PST	
PSG	
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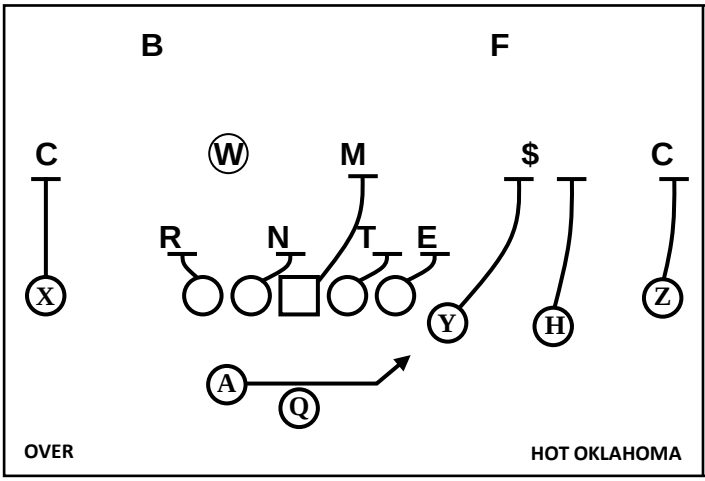
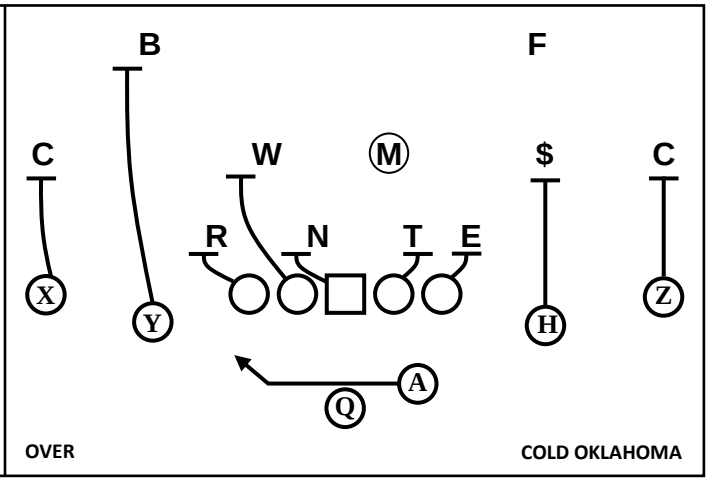
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: OUTSIDE ZONE

CONCEPT: OUTSIDE ZONE FAN
QB will read the 1st LB'er behind the Point

OKLAHOMA





PST	
PSG	
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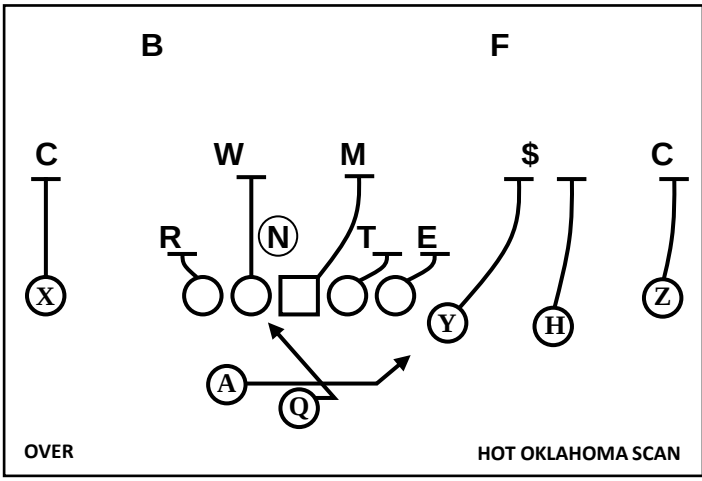
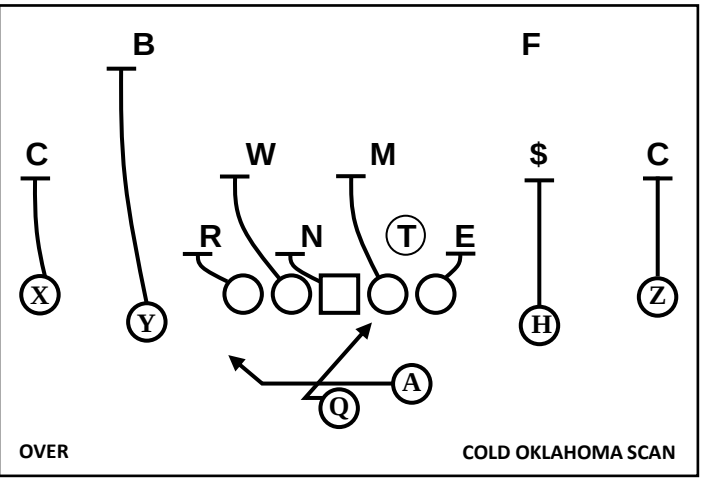
QB	
NOTES	Macho vs Bear

FAMILY: OUTSIDE ZONE

CONCEPT: OUTSIDE ZONE FAN W/ INTERIOR DL READ
OL will block Fan Outside Zone. QB will read the 1st DL behind the Center.

OKLAHOMA SCAN





PST	
PSG	
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BSG	
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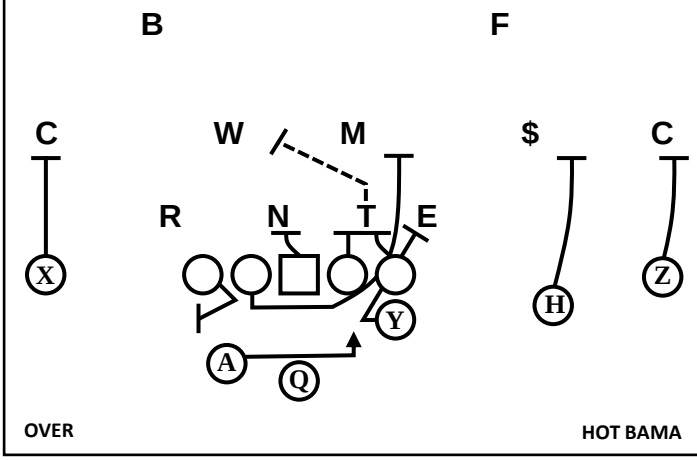
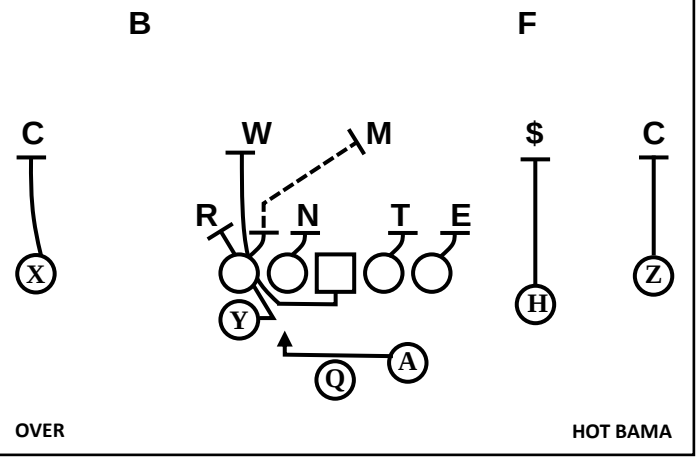
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: POWER

BAMA





PST	
PSG	
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BSG	
BST	
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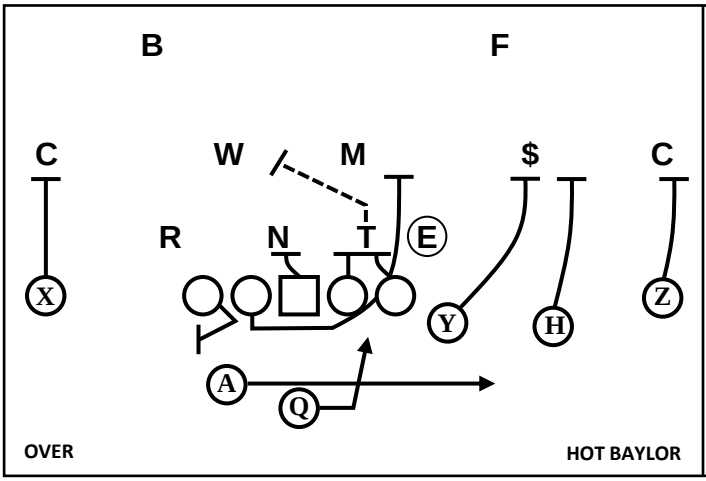
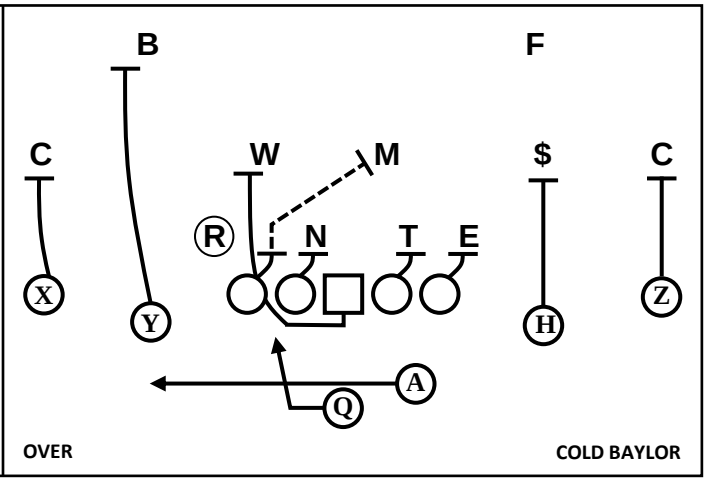
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: POWER READ

BAYLOR





PST	
PSG	
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BSG	
BST	
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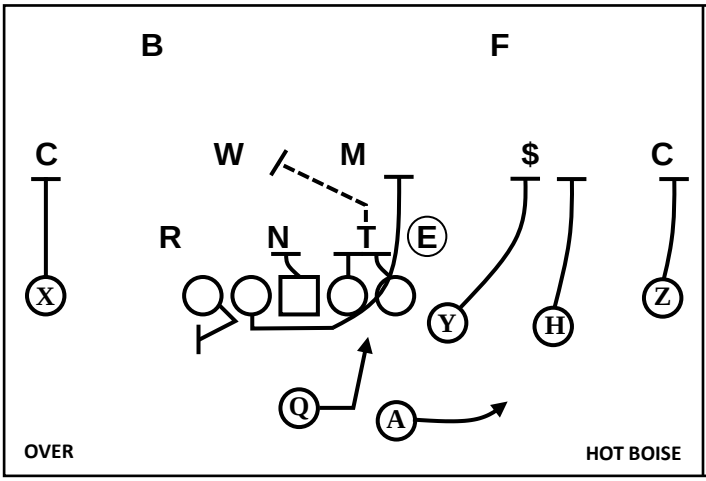
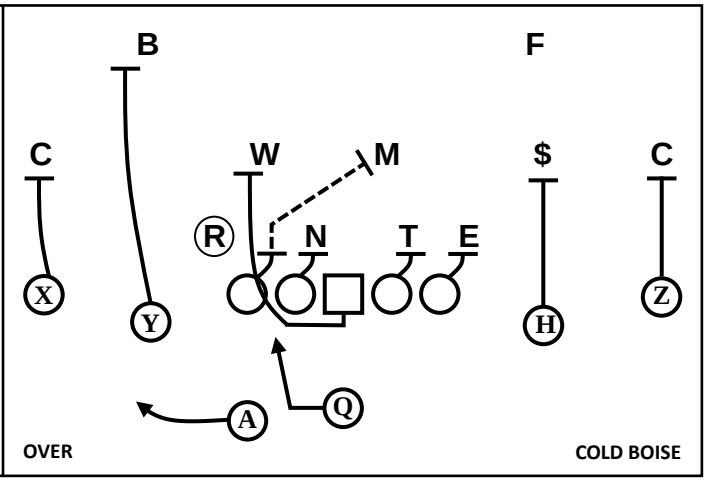
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: TOSS POWER READ

BOISE





PST	
PSG	
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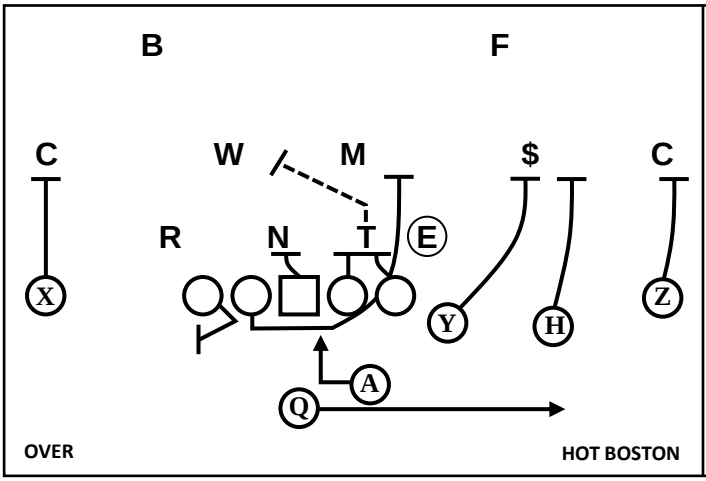
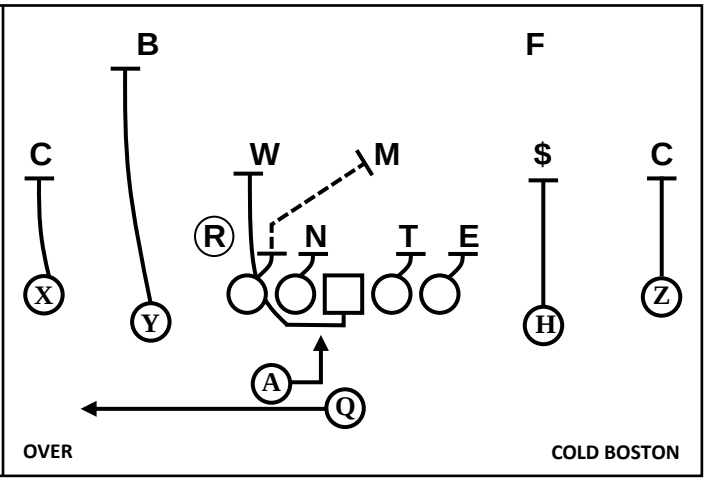
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: POWER READ INVERT

BOSTON





PST	
PSG	
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BSG	
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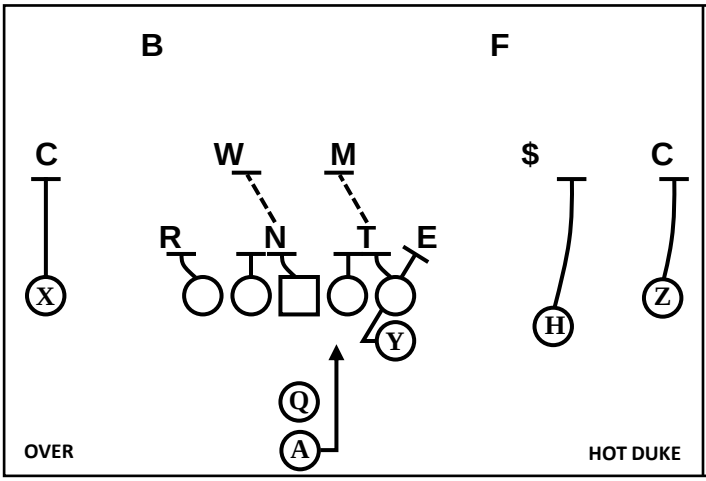
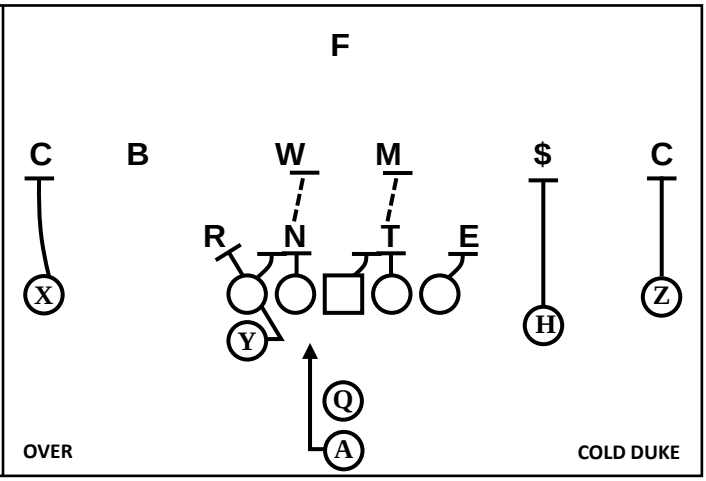
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: DUO

DUKE





PST	
PSG	
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BSG	
BST	
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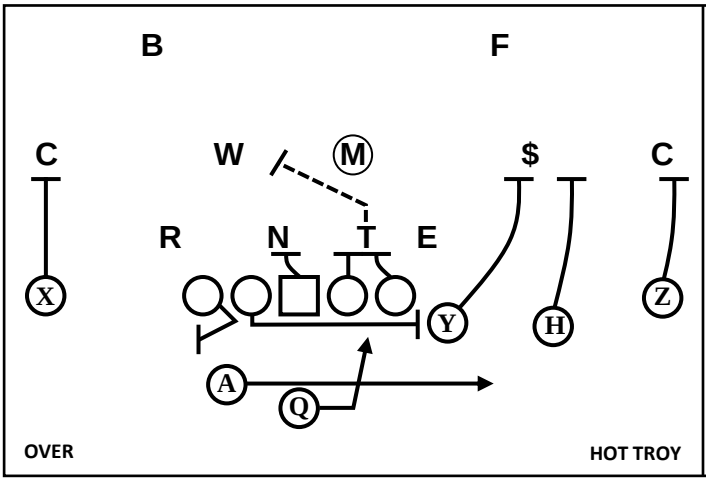
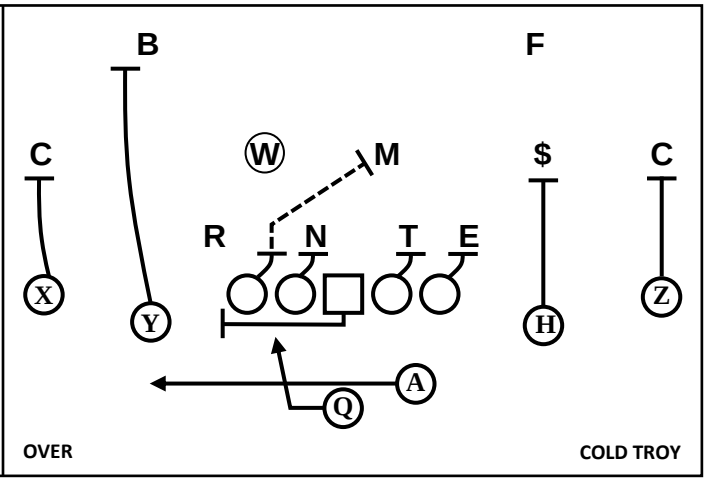
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: COUNTER READ

TROY





PST	
PSG	
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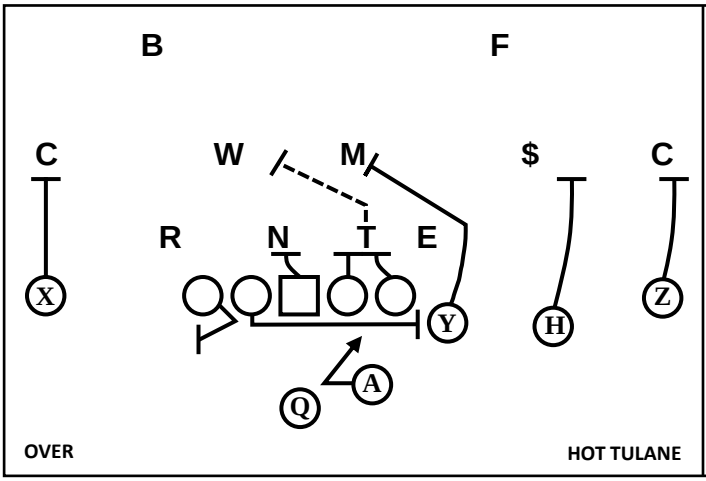
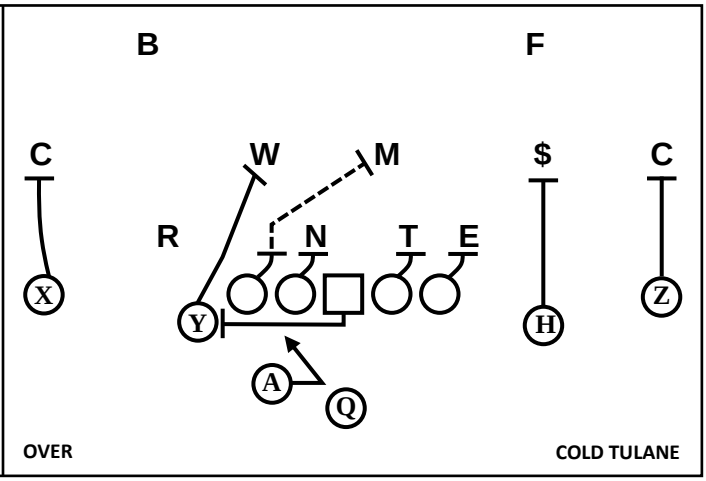
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: COUNTER TE SAME SIDE

TULANE





PST	
PSG	
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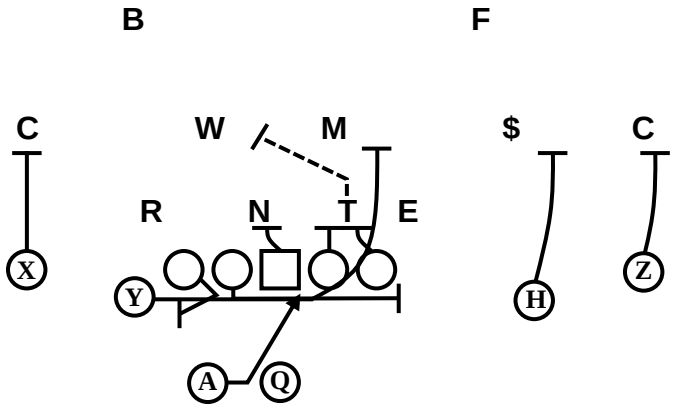
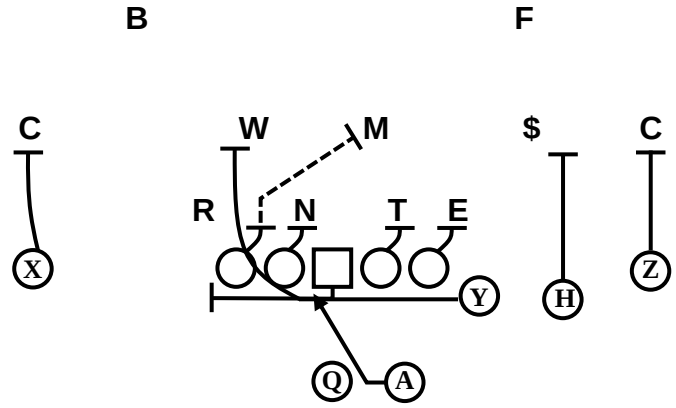
BSG	
BST	
Y	Arc around DE and Seal PSLB If DE aligns outside of you, Work to secure I/S Gap up to PSLB
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GY COUNTER

TEXAS





PST	
PSG	
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BSG	
BST	
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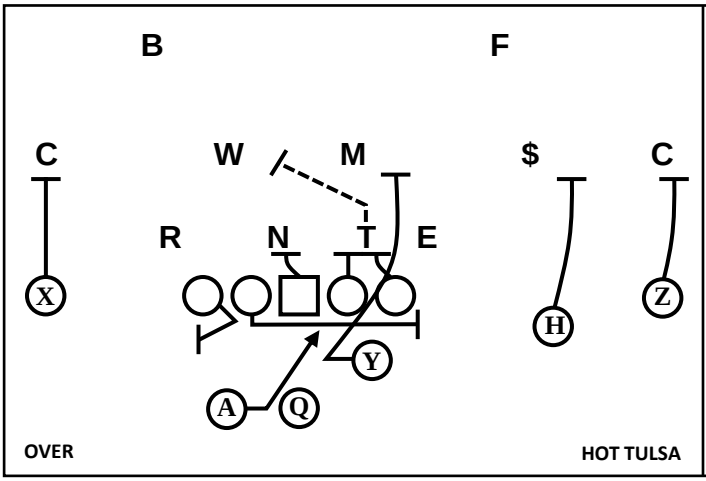
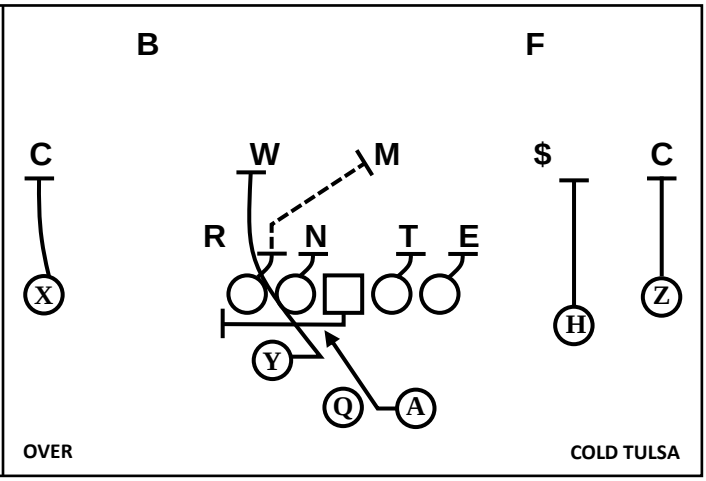
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GY COUNTER TE SAME SIDE

TULSA



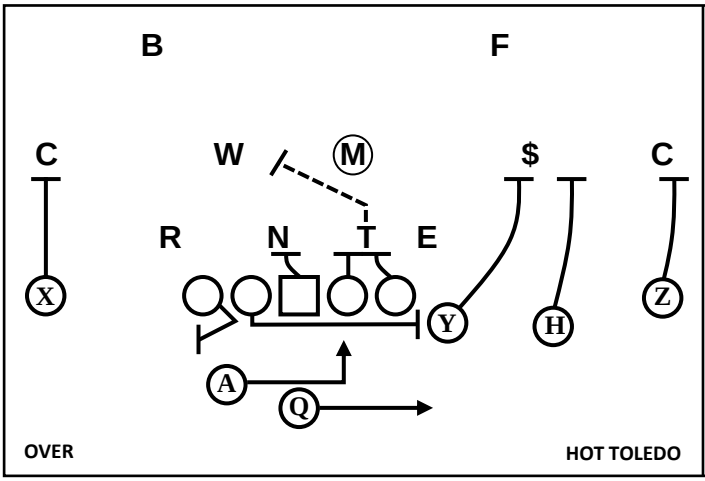


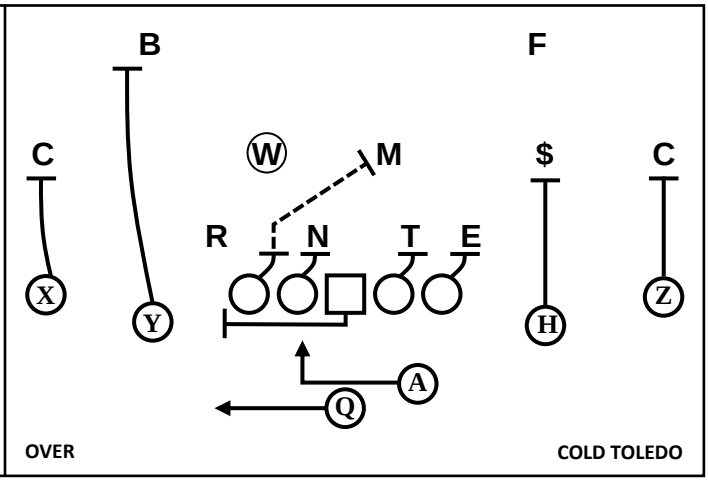
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: COUNTER READ

TOLEDO



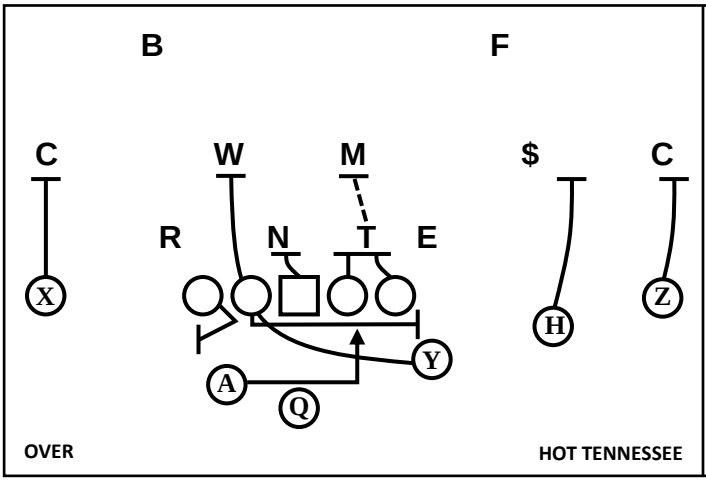


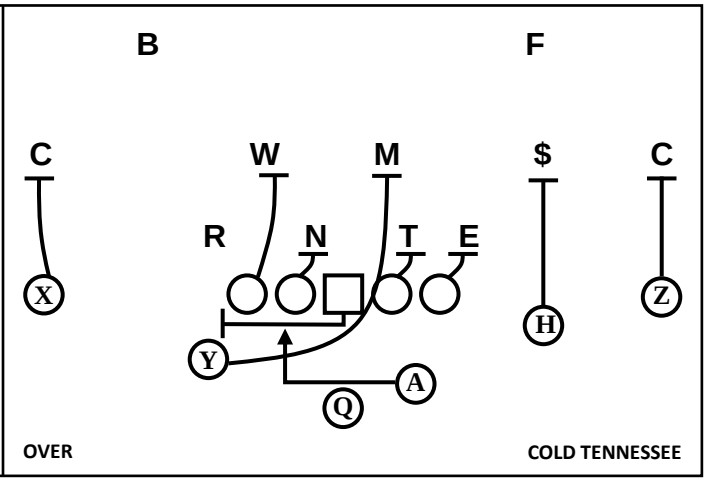
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	Invert Read PSLB Flows Outside = Hand off, PSLB Fills = Keep to the Outside
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: COUNTER OPPOSITE

TENNESSEE



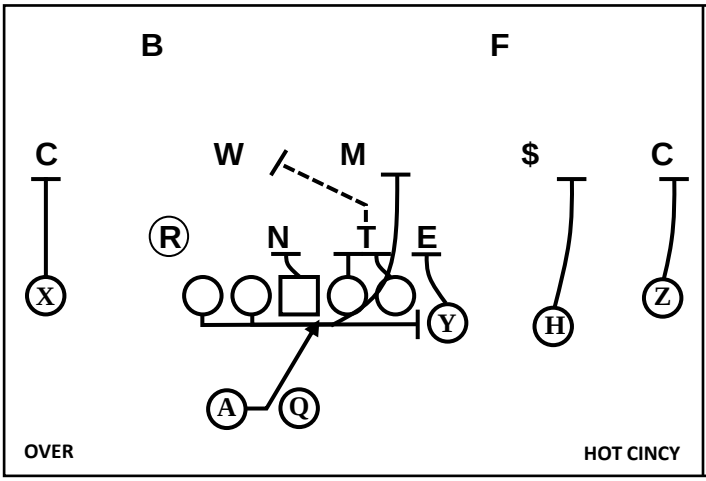


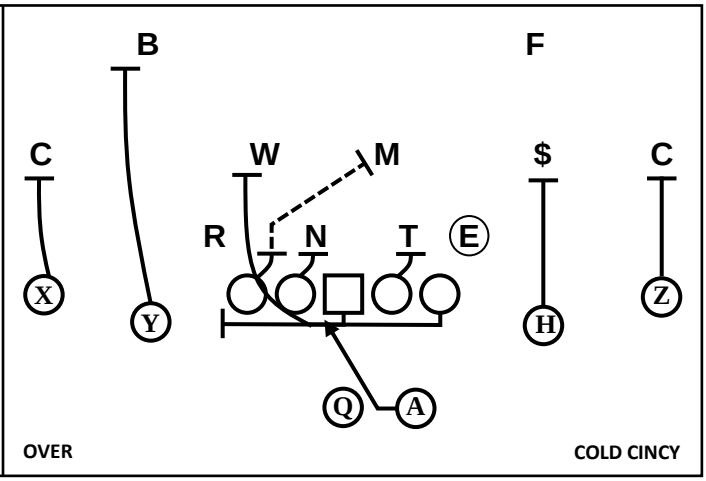
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GT COUNTER

CINCY



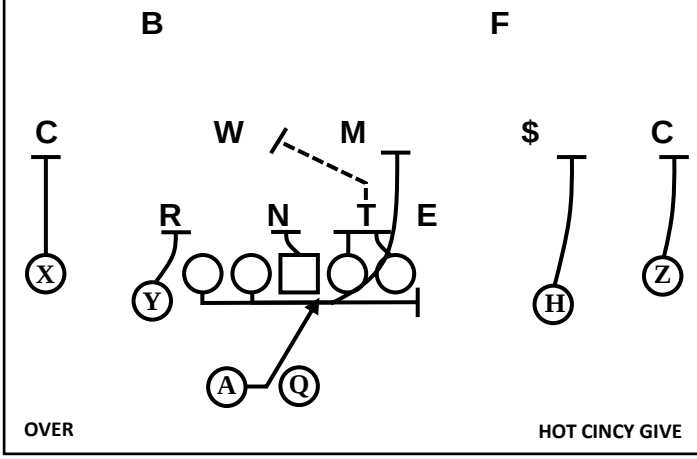


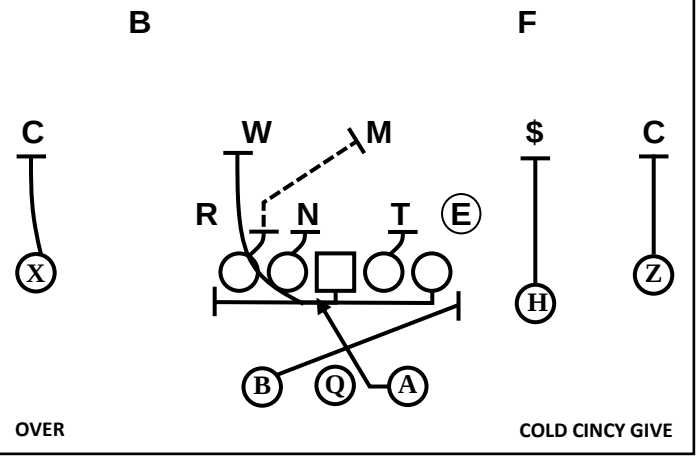
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GT COUNTER

CINCY GIVE



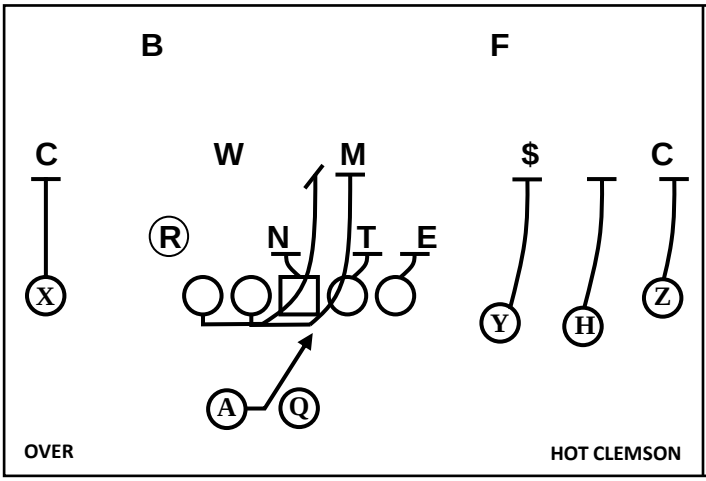


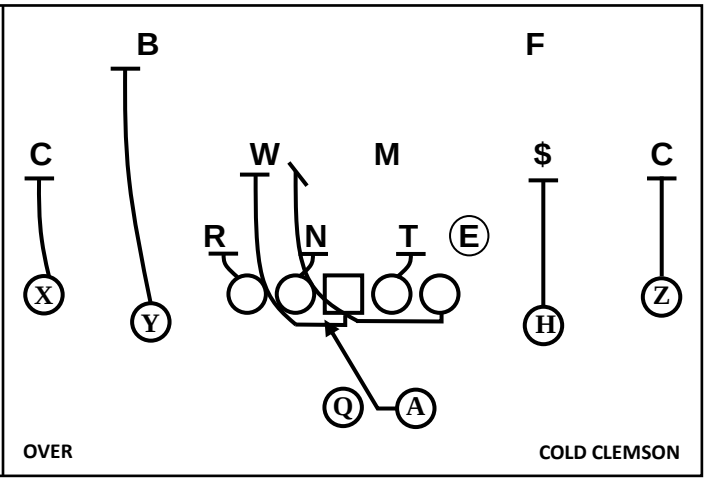
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GT COUNTER w/ FS Fan Blocks

CLEMSON



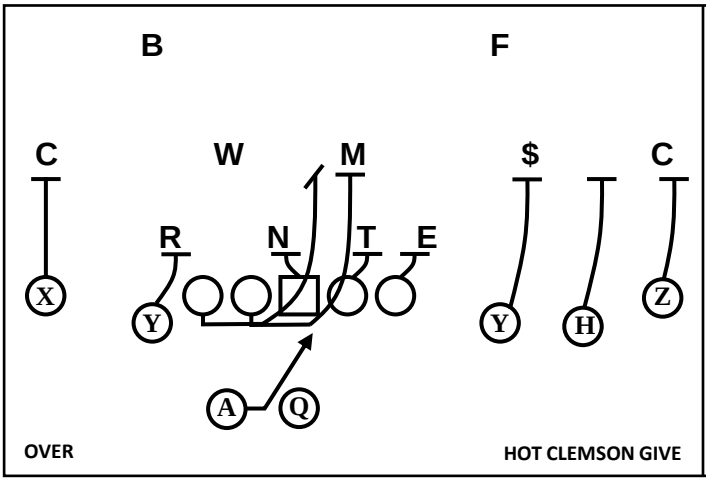


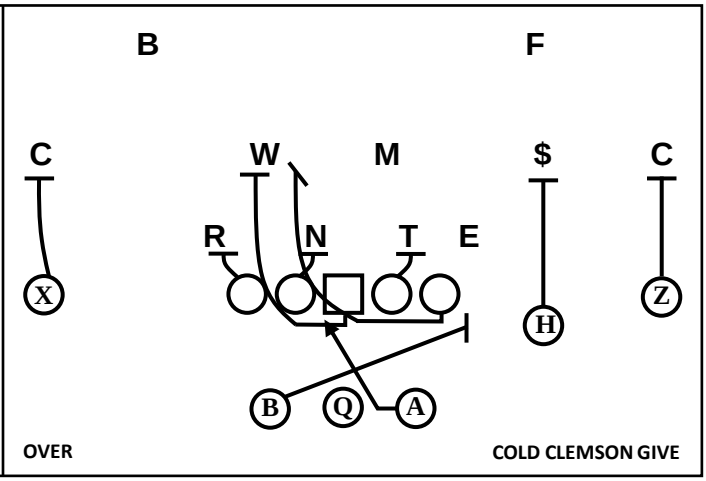
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: GAP

CONCEPT: GT COUNTER w/ FS Fan Blocks

CLEMSON GIVE



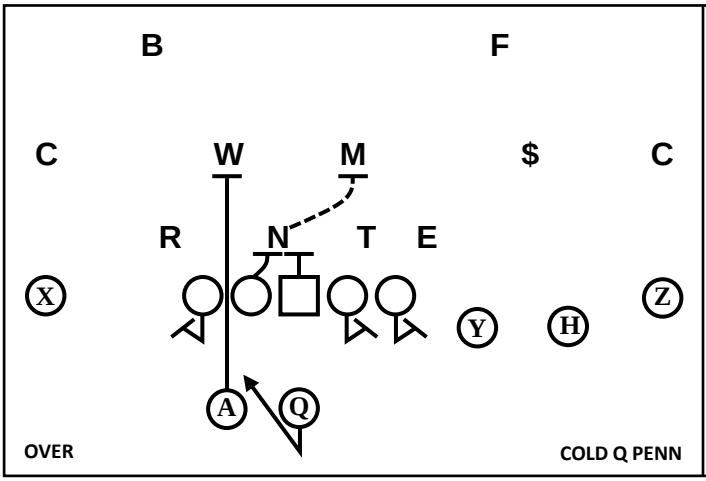


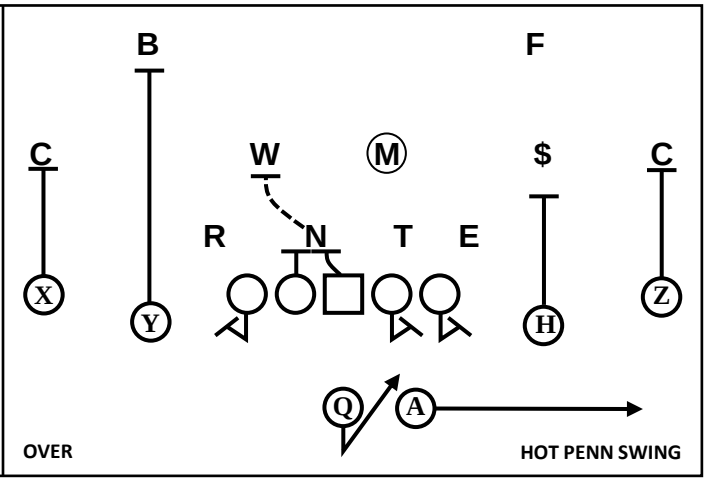
PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: DRAW

CONCEPT: DRAW
ELVIS/RINGO Protection with Run Blocking Principles

PENN

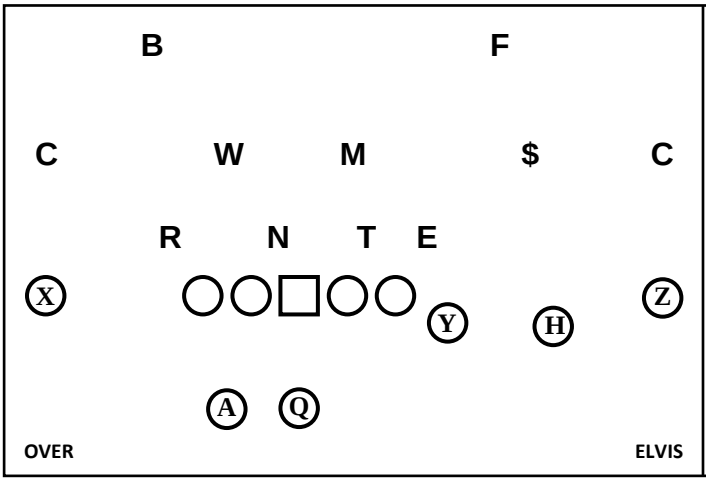


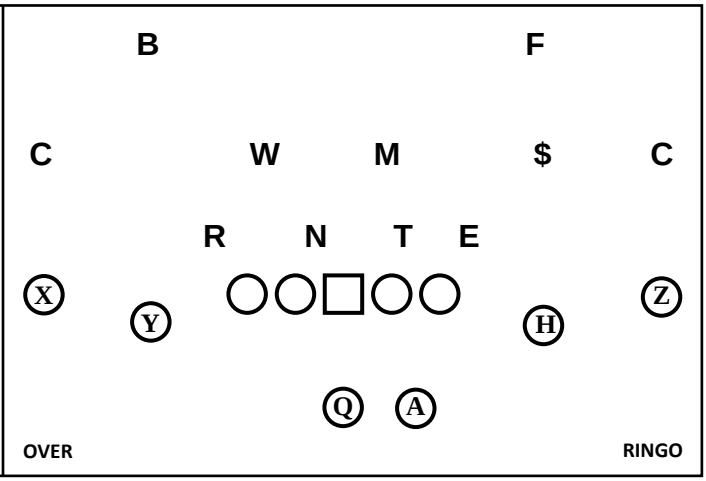


PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

FAMILY: INSIDE ZONE

CONCEPT: BASE



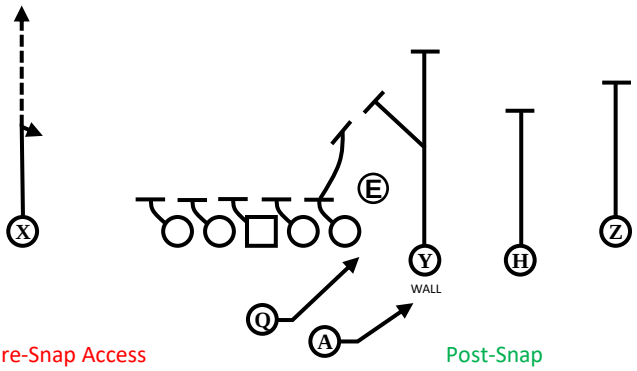


PST	
PSG	
C	
BSG	
BST	
Y	
A	
QB	
NOTES	Macho vs Bear

RUN GAME TAGS: INSTALL

PIN (Option)

Trips RT Cold Arizona Pin

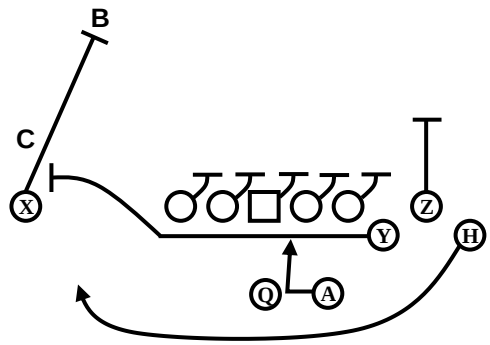


Pre-Snap Access

Post-Snap

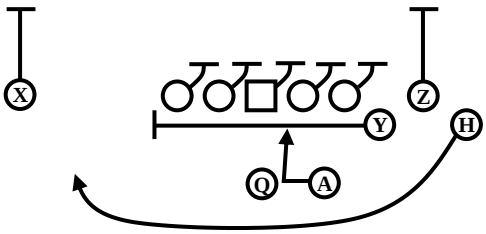
PAR (Predetermined Give)

Tribe RT Hot Auburn Same Par



AROUND (Predetermined Fake)

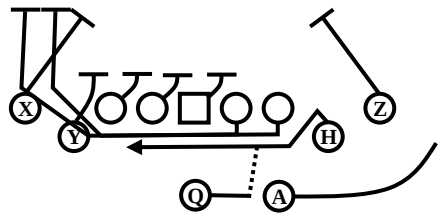
Tribe RT Hot Army Same Around



TOSS

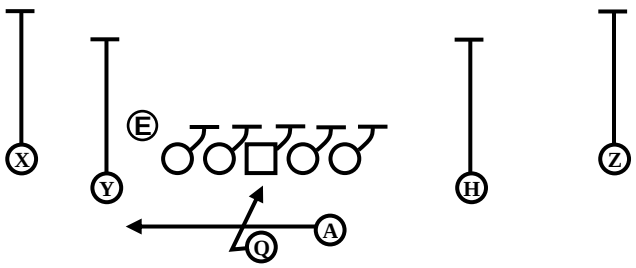
Snug RT Cold Cincy Toss

(Shovel Toss to 1st Man Outside the Tackle Opposite of Run Call)



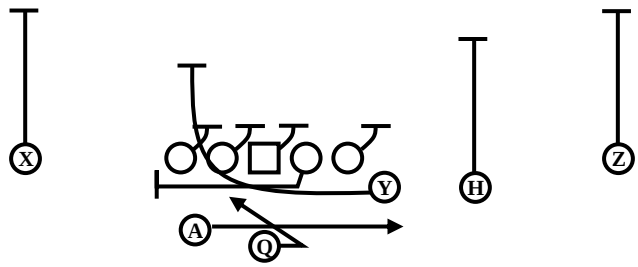
REBEL

Spread RT Hot Arizona Rebel



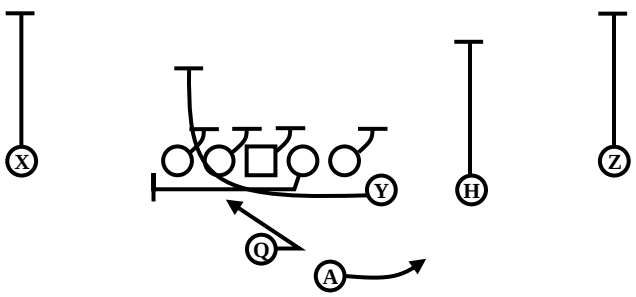
FLASH

Trio RT Cold Texas Flash



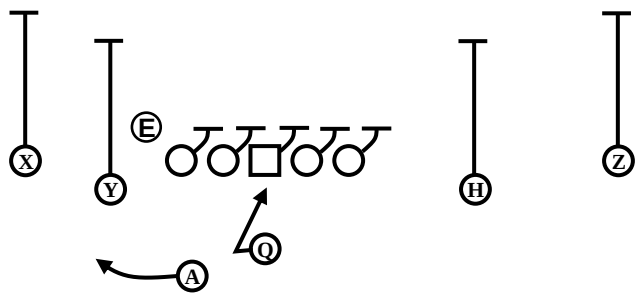
SUCKER

Trio RT Cold Texas Sucker

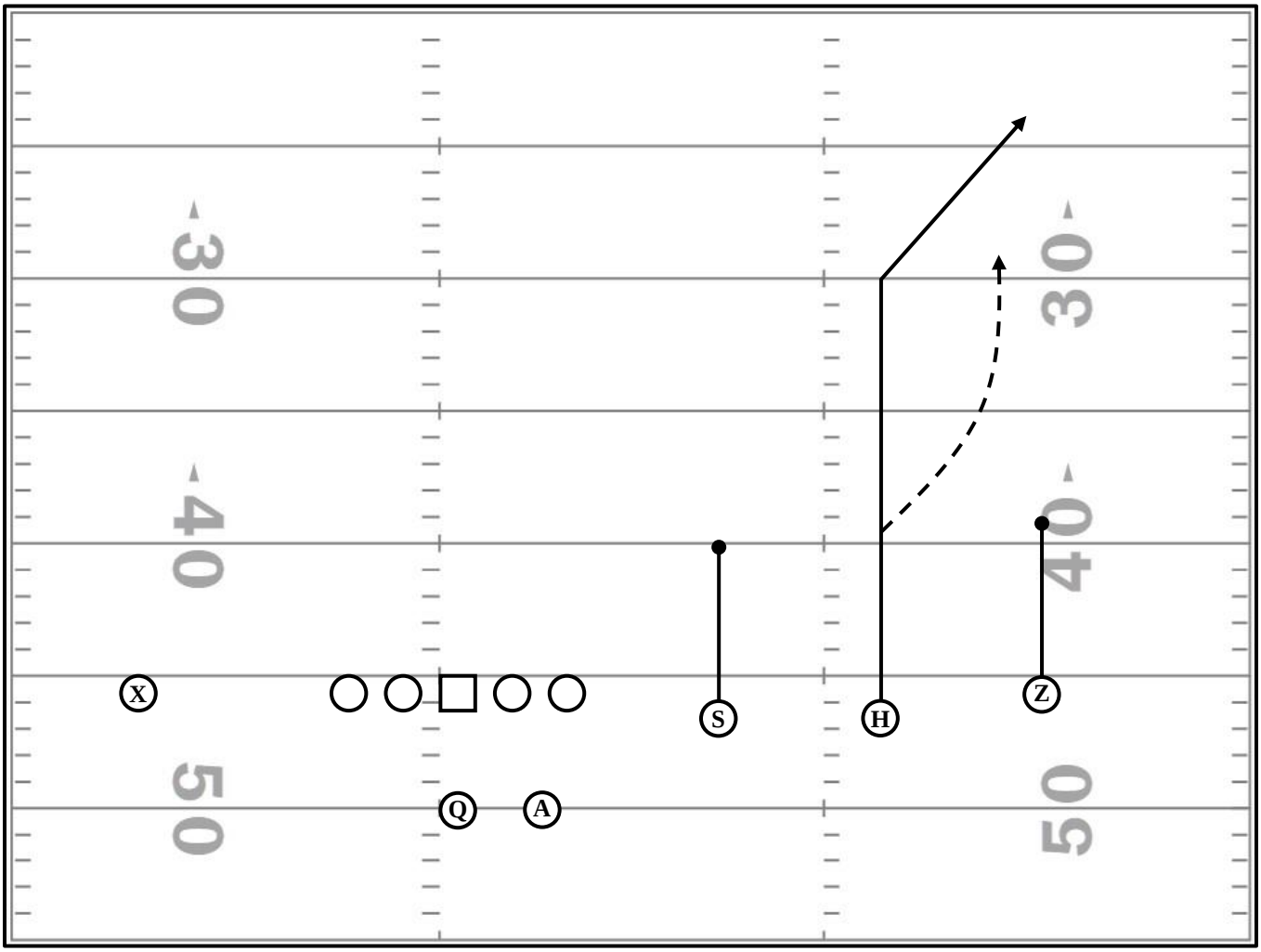


TORO

Spread RT Hot Arizona Toro

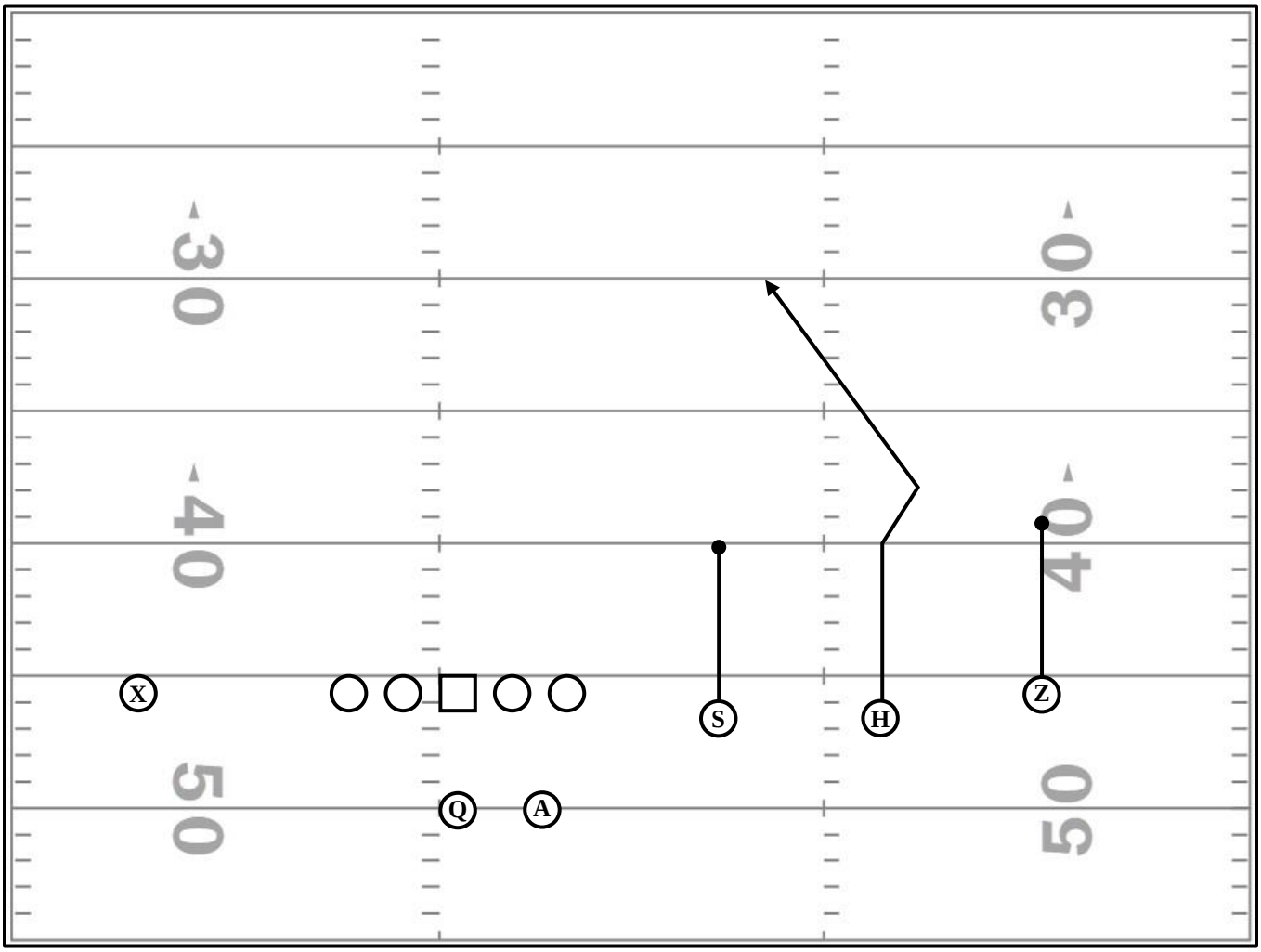


BLADE



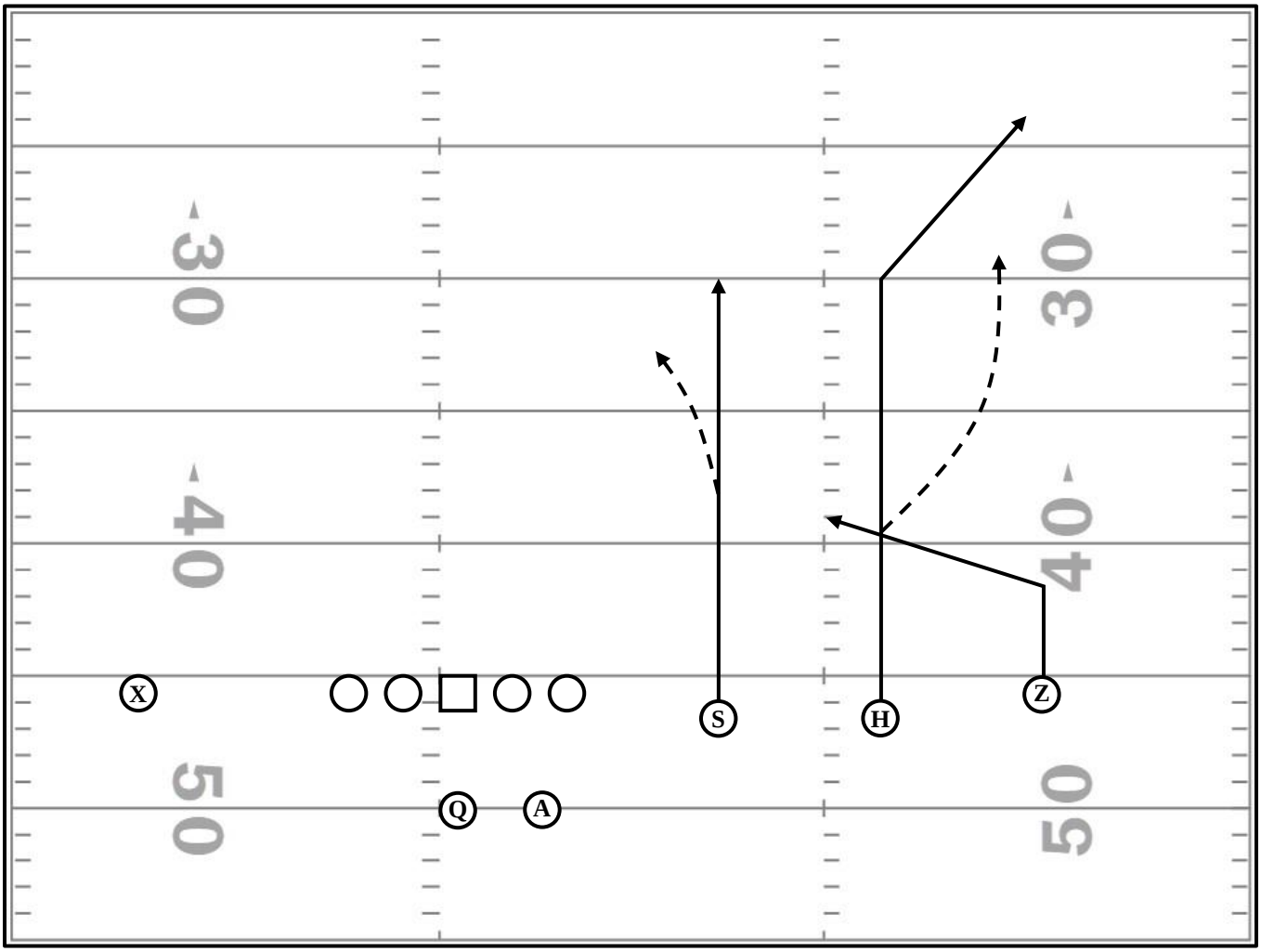
FAMILY:	2ND LEVEL RPO
CONCEPT:	HITCH/INSIDE FADE/HITCH (STICK
CONFLICT:	MLB or APEX
PS 1	HITCH
PS 2	INSIDE FADE (Fade vs 1 Hi, No Depth Corner vs 2 Hi)
PS 3	HITCH (Stick Route if Attached to Box)
NOTES	

BLONDE



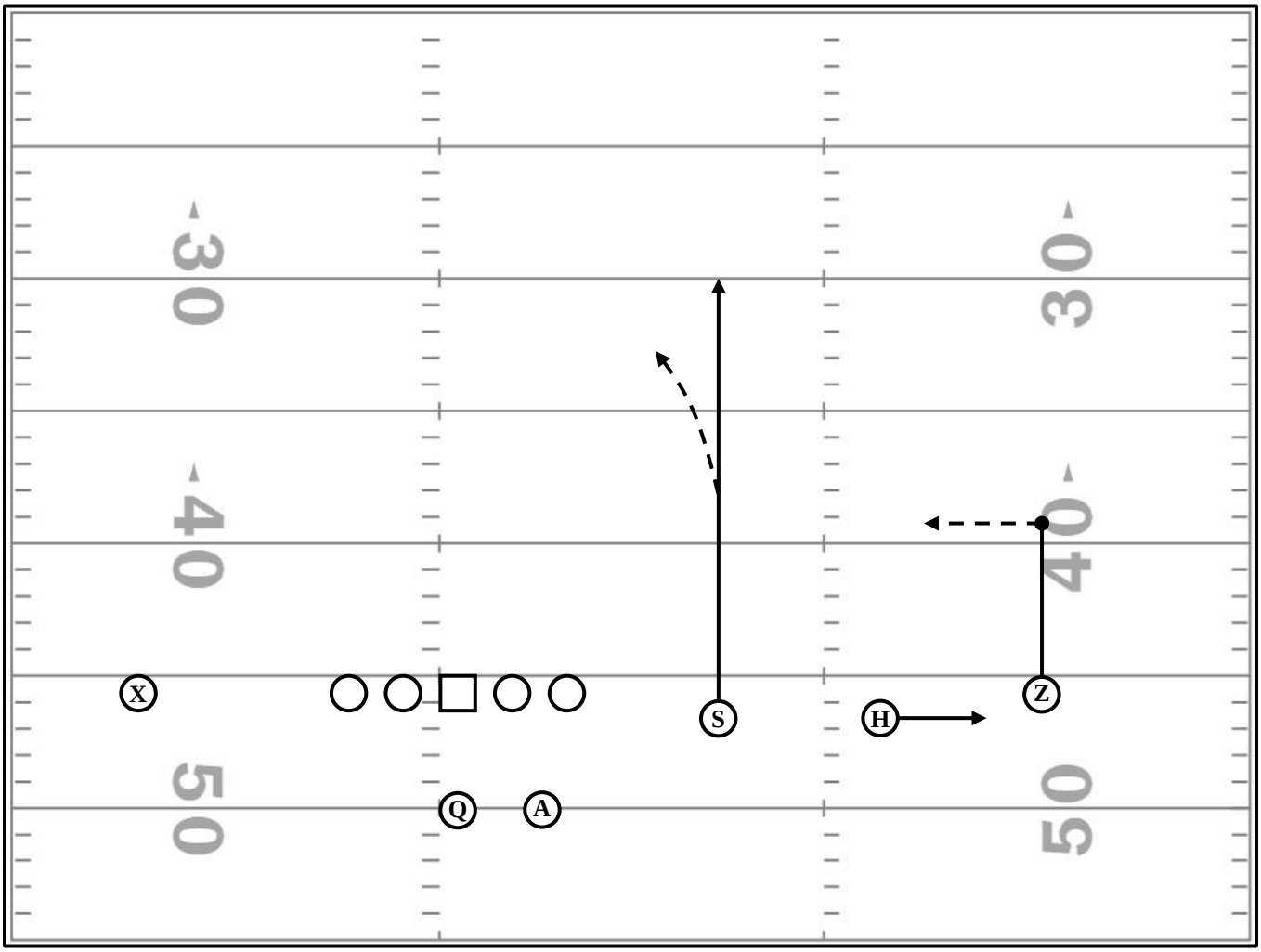
FAMILY:	2ND LEVEL RPO
CONCEPT:	HITCH/BLADE NOD/HITCH (STICK
CONFLICT:	MLB or APEX
PS 1	HITCH
PS 2	BLADE NOD
PS 3	HITCH (Stick Route if Attached to Box)
NOTES	Takes advantage of Safety coming down to rob the Stick

RAZOR



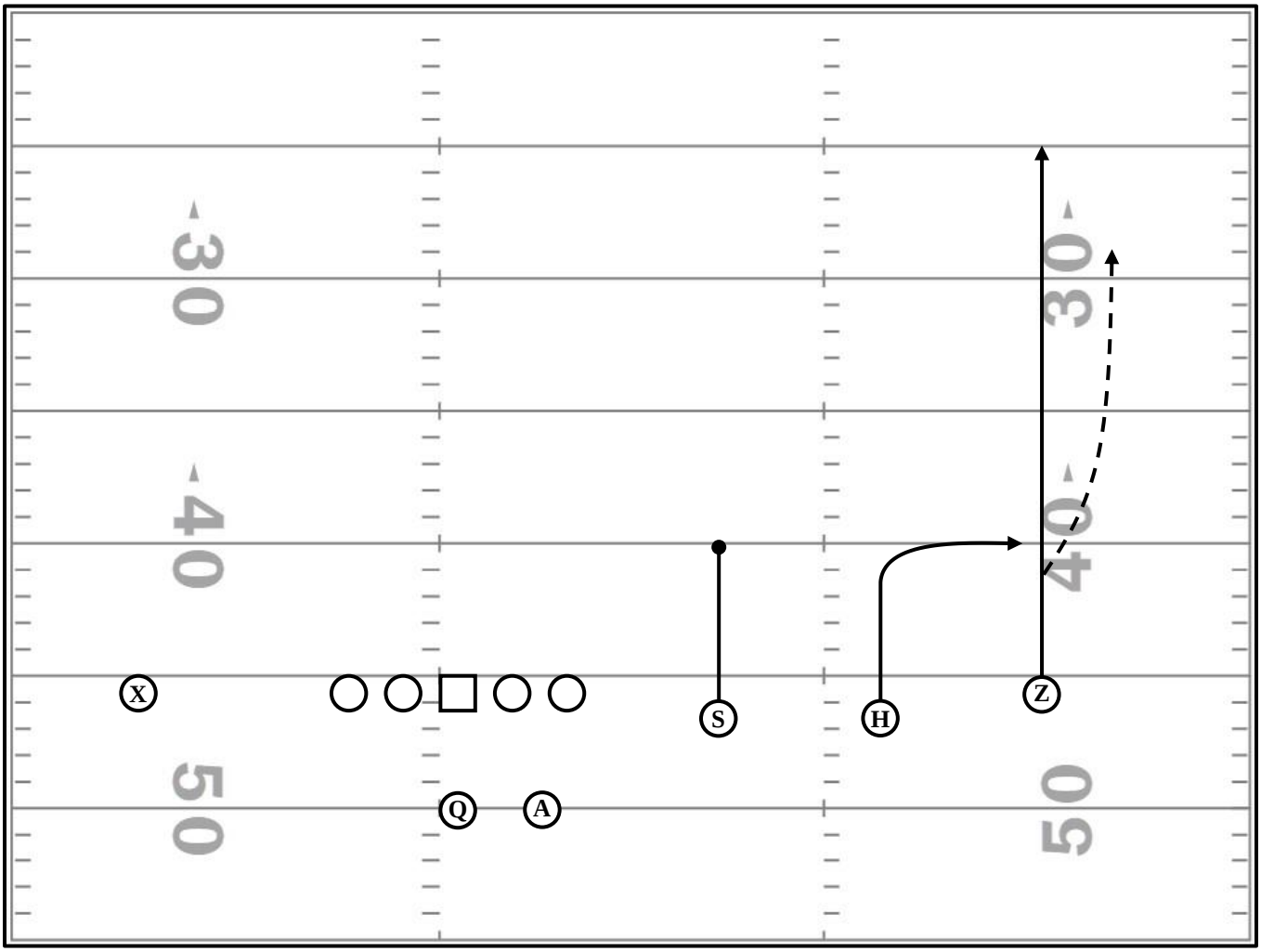
FAMILY:	2ND LEVEL RPO
CONCEPT:	SLANT/INSIDE FADE/SEAM
CONFLICT:	MLB or APEX
PS 1	SLANT (Can also be a FIN)
PS 2	INSIDE FADE (Fade vs 1 Hi, No Depth Corner vs 2 Hi)
PS 3	SEAM (Drift into open grass)
NOTES	

SEAM



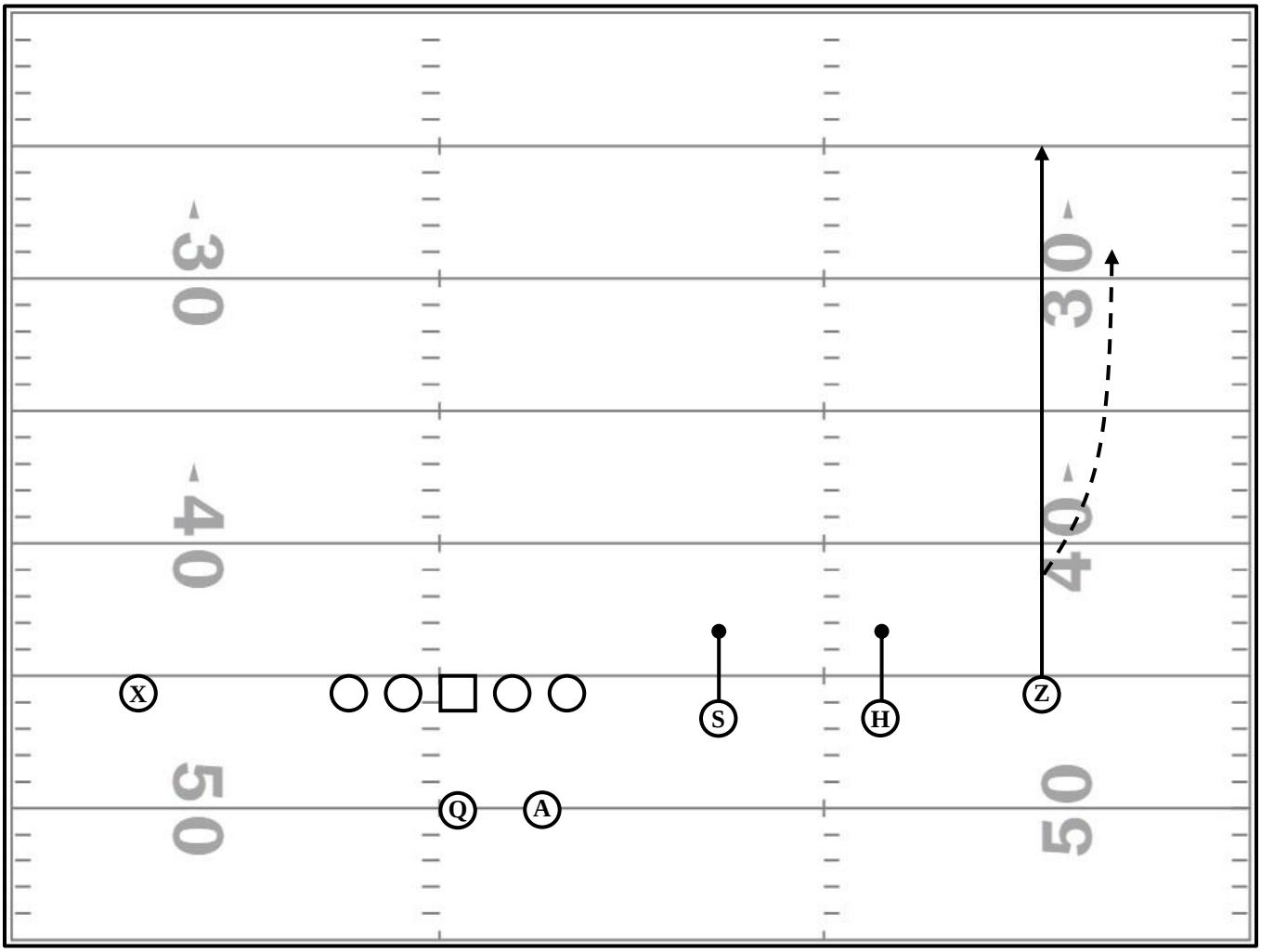
FAMILY:	2ND LEVEL RPO
CONCEPT:	CONTROL SLANT/BUBBLE/SEAM
CONFLICT:	MLB or APEX
PS 1	CONTROL SLANT (HITCH then FIN) BE PATIENT
PS 2	BUBBLE
PS 3	SEAM (Drift into open grass)
NOTES	In a 2 WR Set we lose the Bubble

STICK



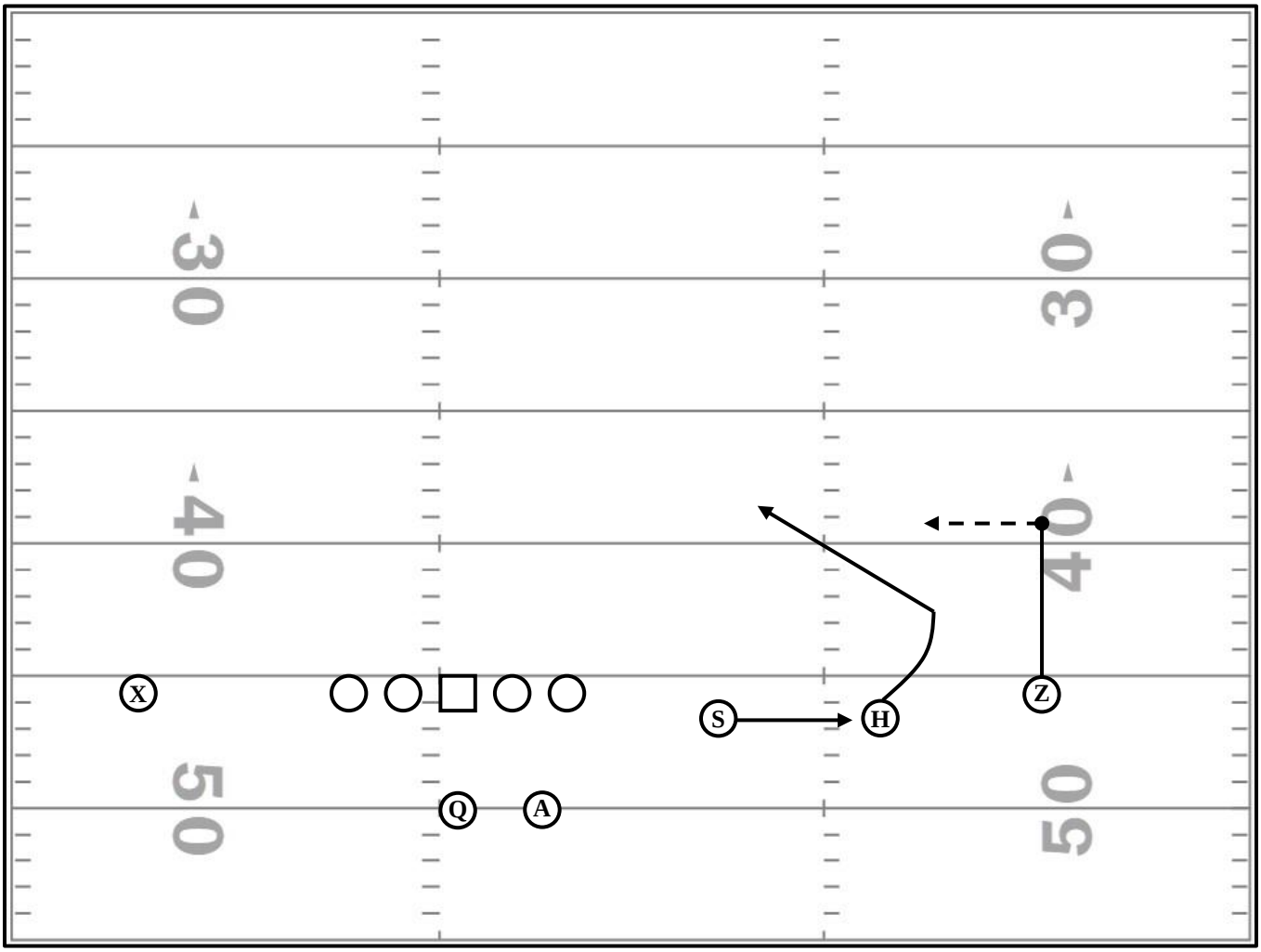
FAMILY:	2ND LEVEL RPO
CONCEPT:	TAKEOFF/ROLL/STICK
CONFLICT:	MLB or APEX
PS 1	TAKEOFF (Mandatory Outside Release)
PS 2	ROLL
PS 3	HITCH (Stick Route if Attached to Box)
NOTES	

STOMP



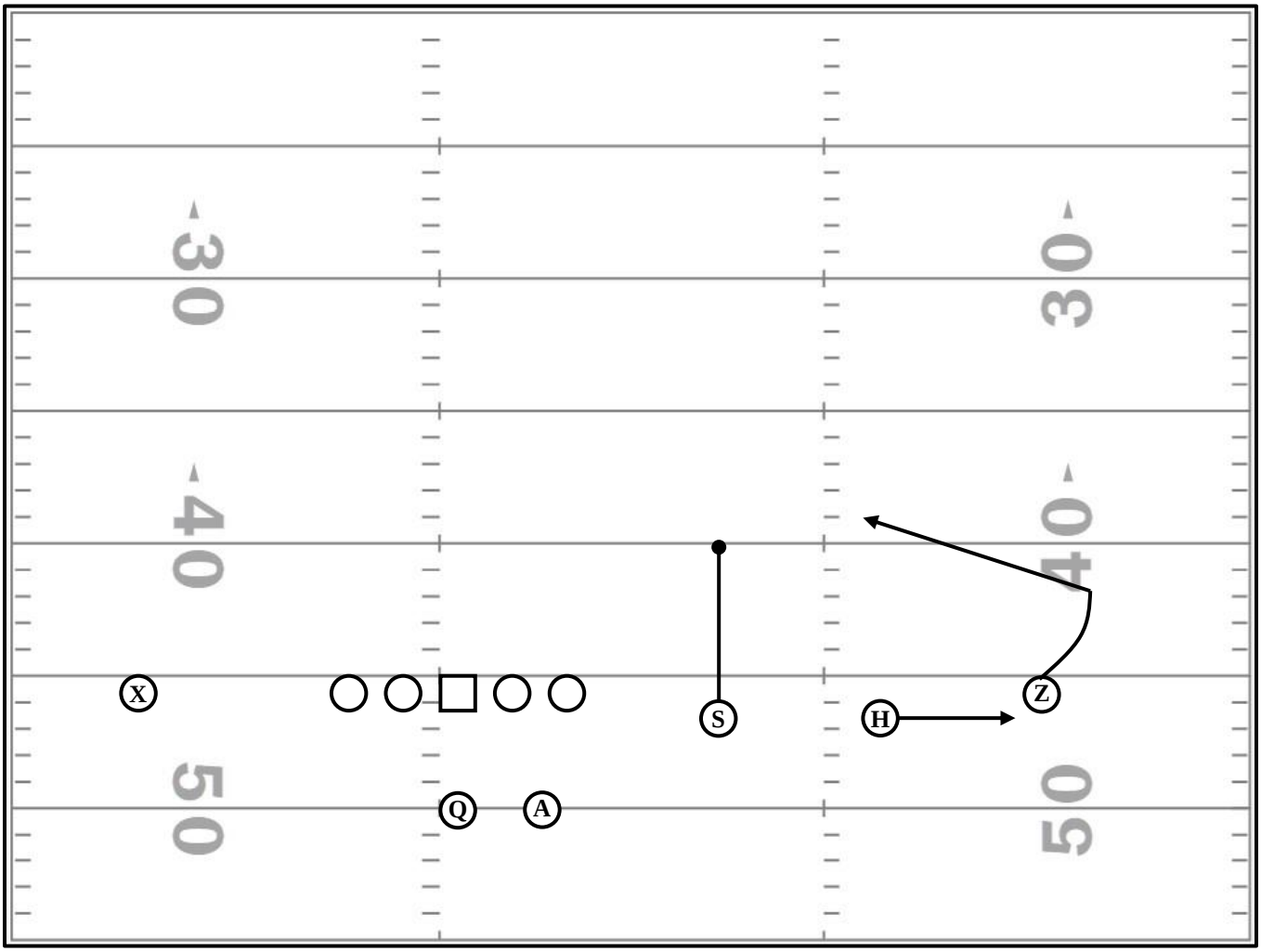
FAMILY:	2ND LEVEL RPO
CONCEPT:	TAKEOFF/STOMP/STOMP
CONFLICT:	MLB or APEX
PS 1	TAKEOFF (Mandatory Outside Release)
PS 2	STOMP
PS 3	STOMP
NOTES	

SLANT



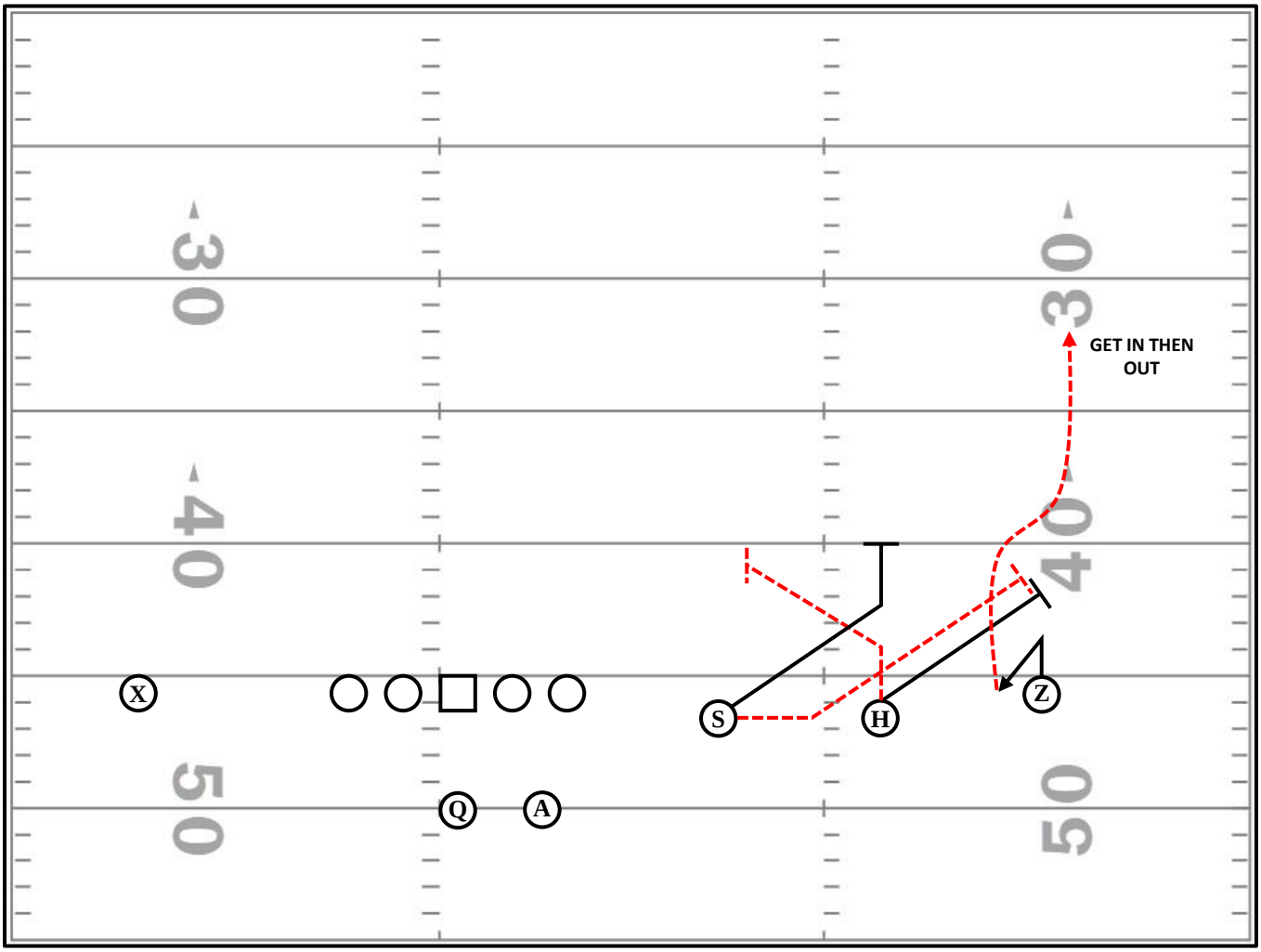
FAMILY:	2ND LEVEL RPO
CONCEPT:	CONTROL SLANT/SLANT/BUBBLE
CONFLICT:	MLB or APEX
PS 1	CONTROL SLANT (HITCH then FIN) BE PATIENT
PS 2	SLANT (Ooze Release, Sell the Block)
PS 3	BUBBLE
NOTES	

DUMP



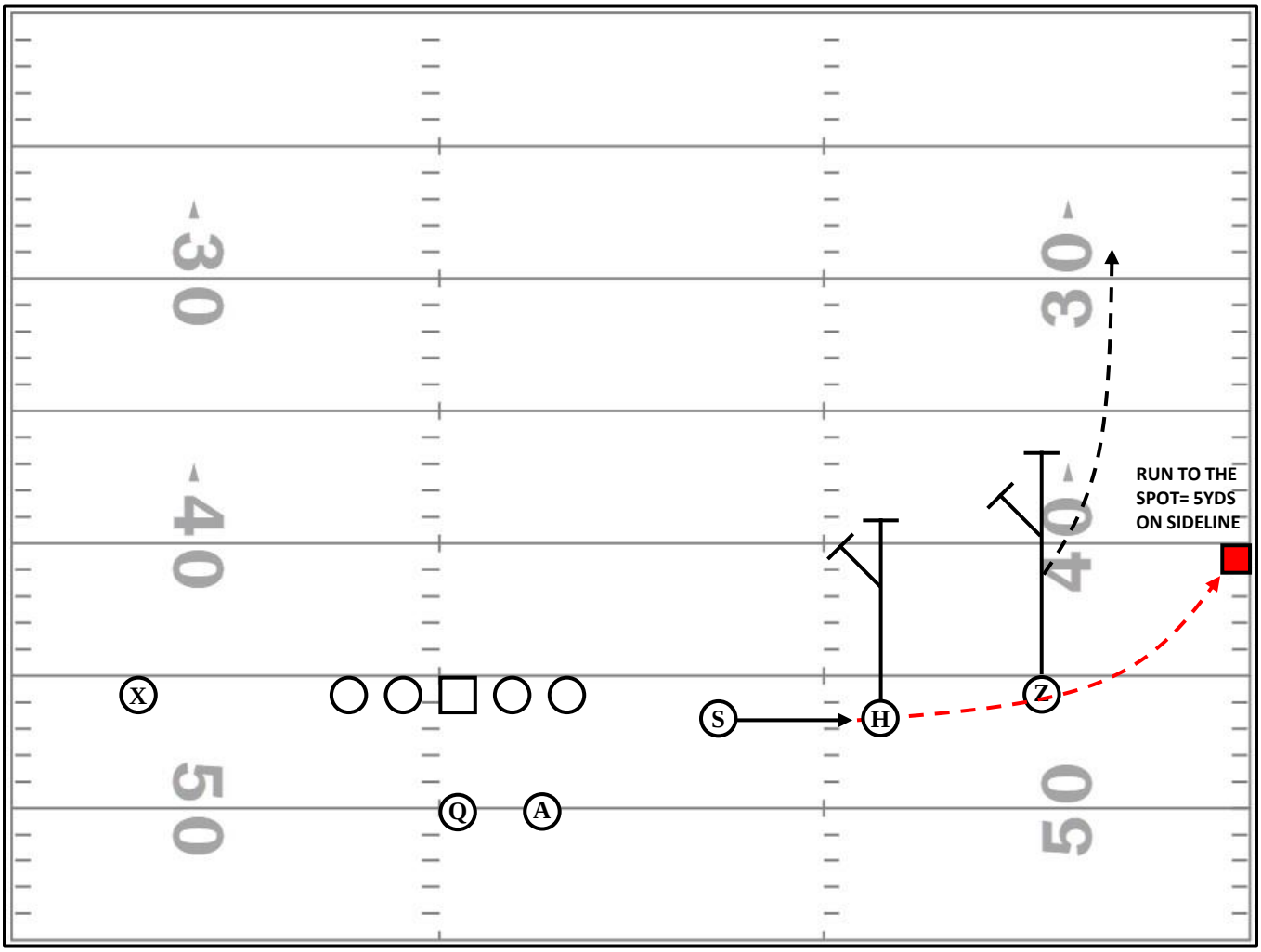
FAMILY:	2ND LEVEL RPO
CONCEPT:	SLANT/BUBBLE/STICK
CONFLICT:	MLB or APEX
PS 1	SLANT (Ooze Release, Sell the Block)
PS 2	BUBBLE
PS 3	HITCH (Stick Route if Attached to Box)
NOTES	

SMOKE



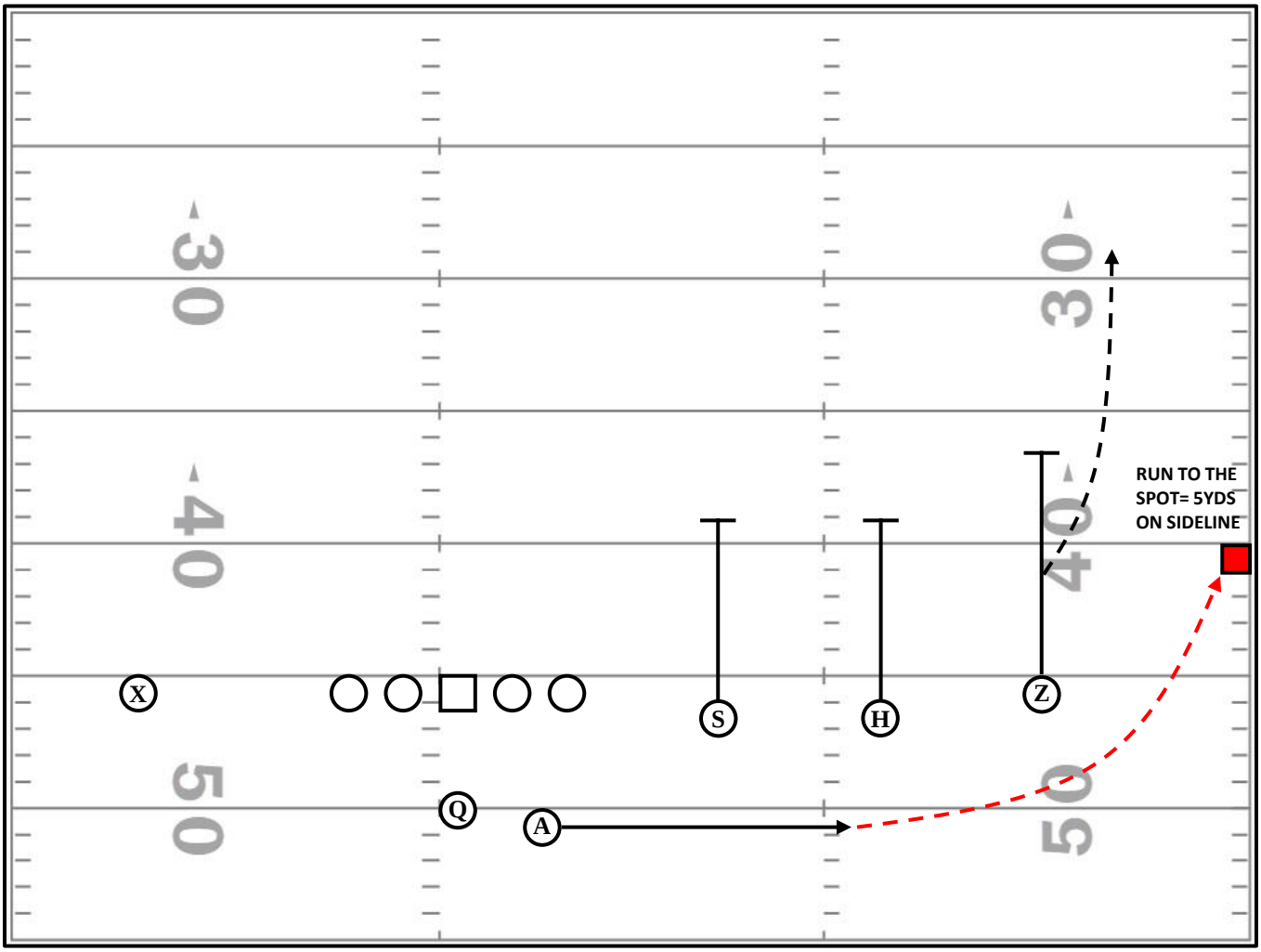
FAMILY:	1ST LEVEL RPO
CONCEPT:	SMOKE/BLOCK/BLOCK
CONFLICT:	APEX
PS 1	SMOKE
PS 2	BLOCK (Kickout the CB)
PS 3	BLOCK (1ST Threat Inside the Kickout)
NOTES	Vs Off Coverage we can "X" Block it

BUBBLE



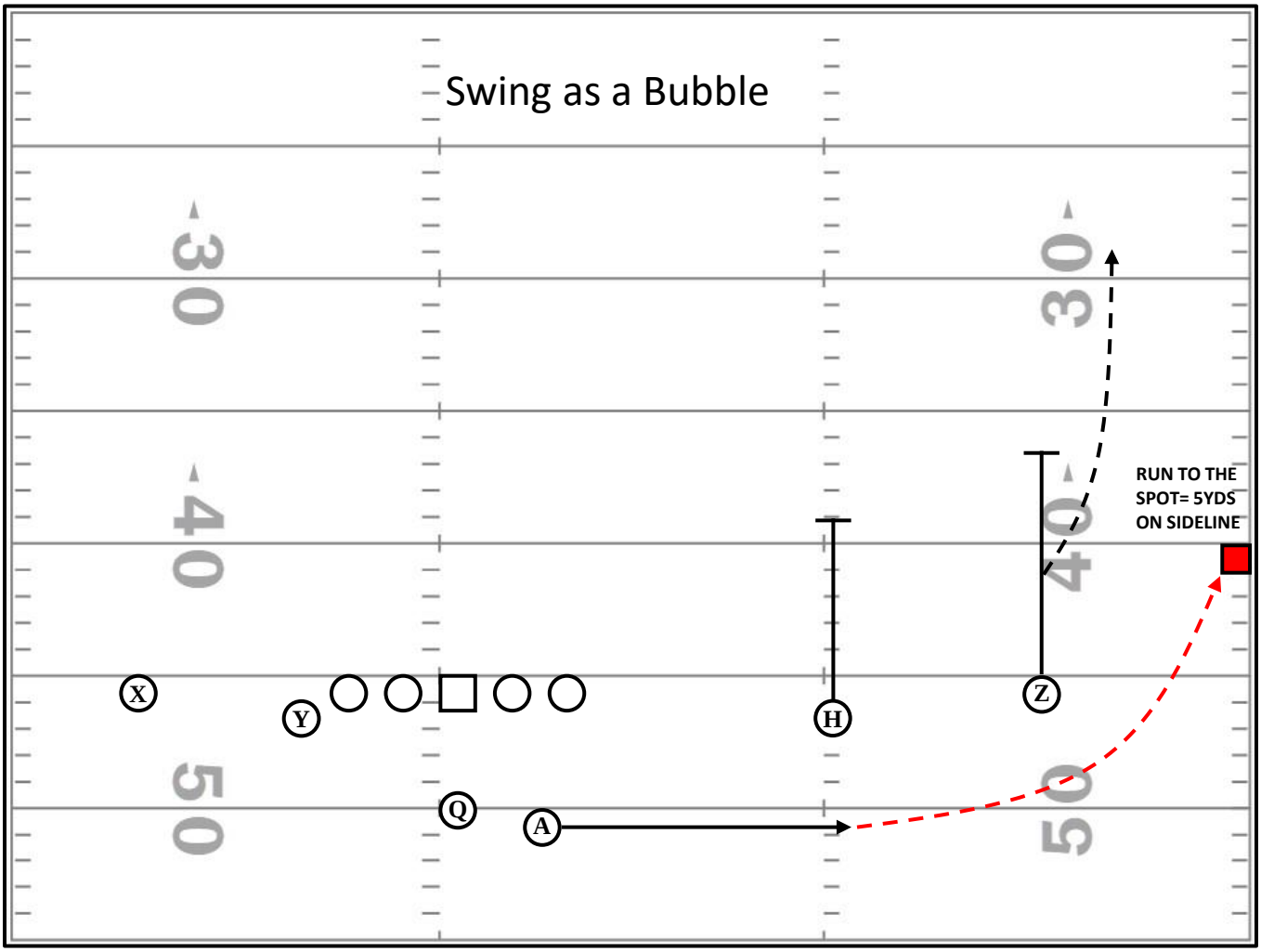
FAMILY:	1ST LEVEL RPO
CONCEPT:	BLOCK/BLOCK/BUBBLE
CONFLICT:	APEX
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	BLOCK
PS 3	BUBBLE
NOTES	

SWING



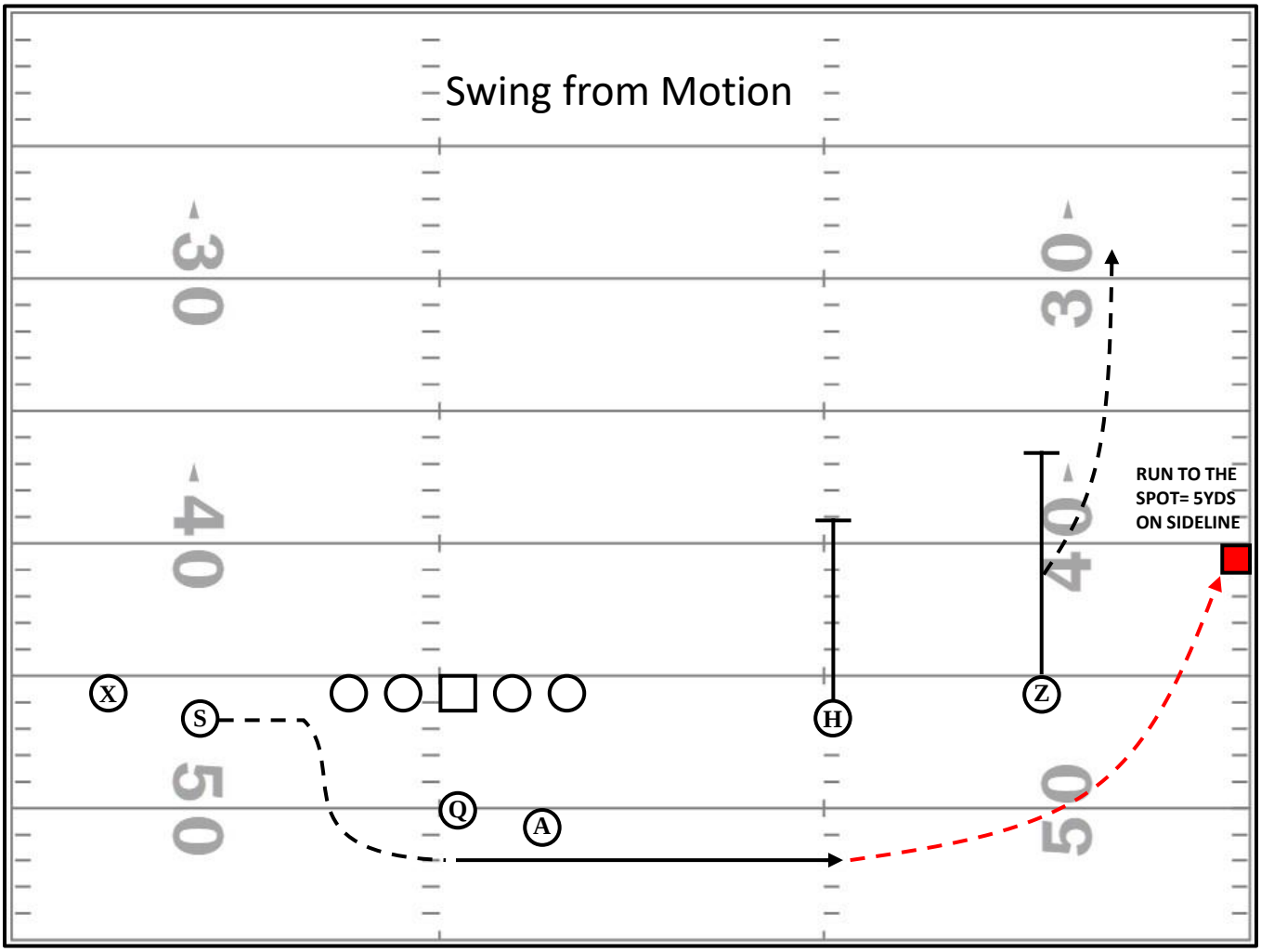
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLOCK/BLOCK/BLOCK/SWING
CONFLICT:	MLB
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	BLOCK
PS 3	BLOCK
RB	SWING
NOTES	Read the ILB

SWAB



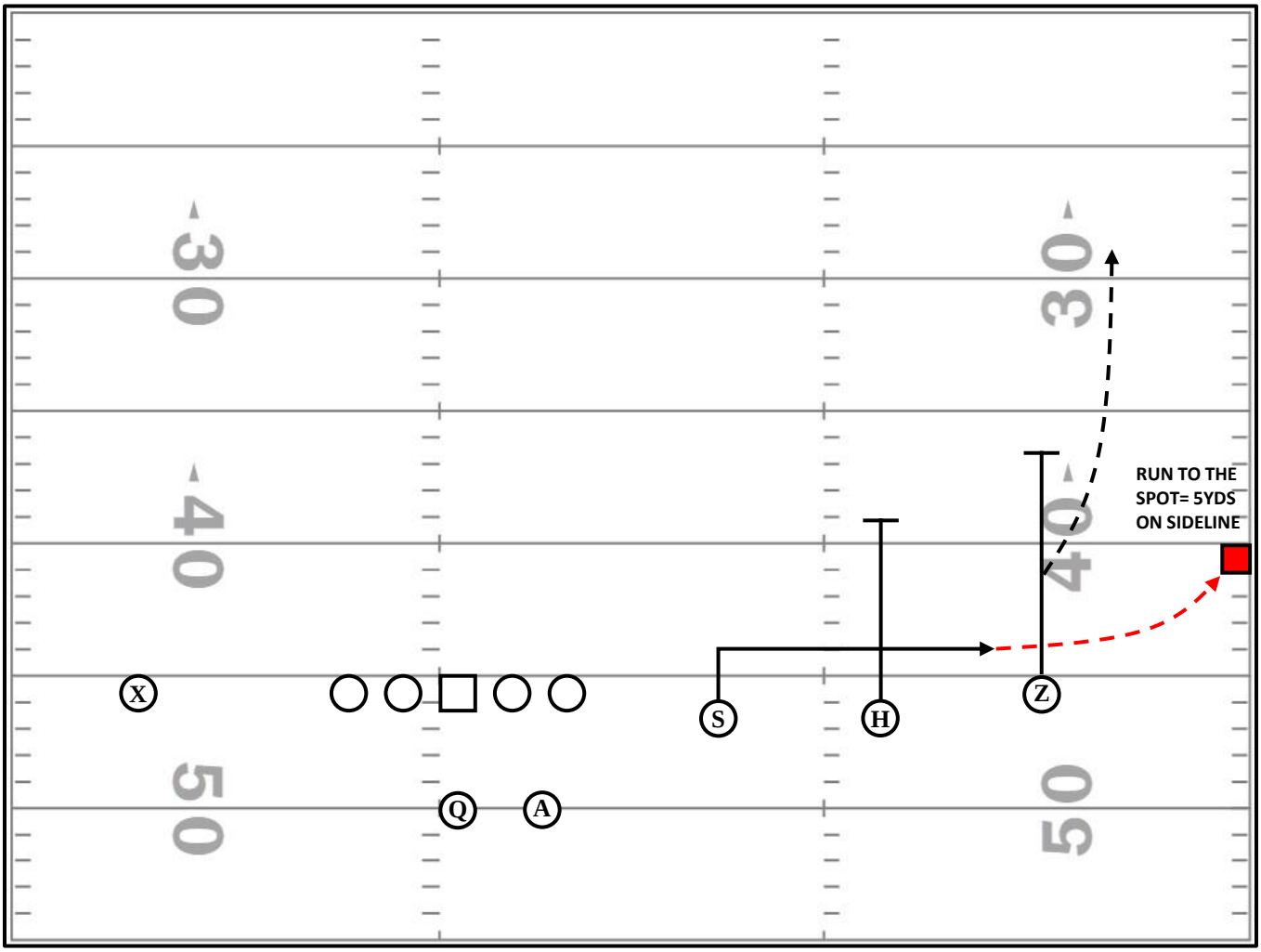
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLOCK/BLOCK/BLOCK/SWING
CONFLICT:	APEX
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	BLOCK
RB	SWING
NOTES	Read the OLB/APEX

SWIM



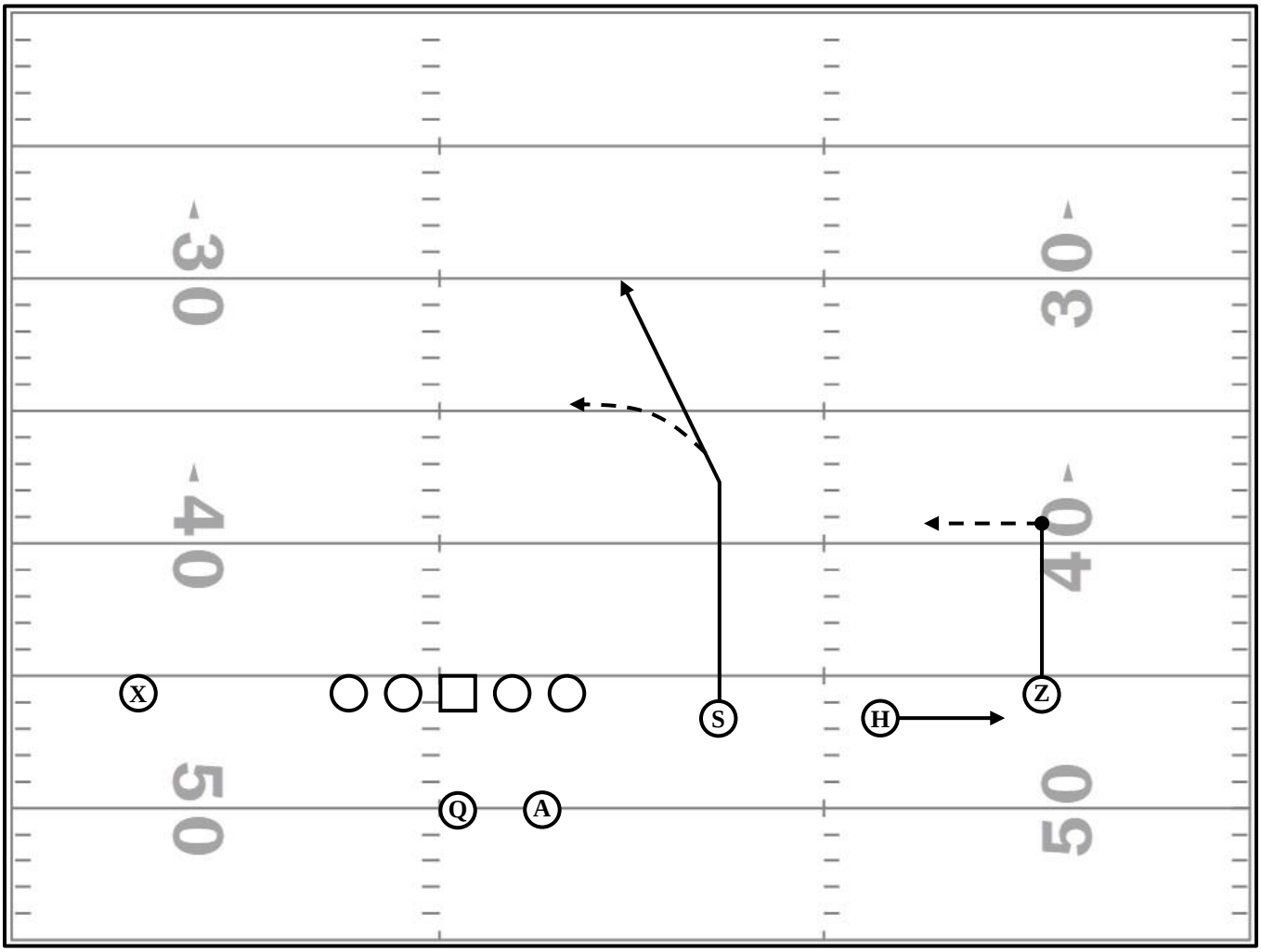
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLOCK/BLOCK/SWING
CONFLICT:	MLB
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	BLOCK
MOTION MAN	SWING
NOTES	Read the MLB

FAB



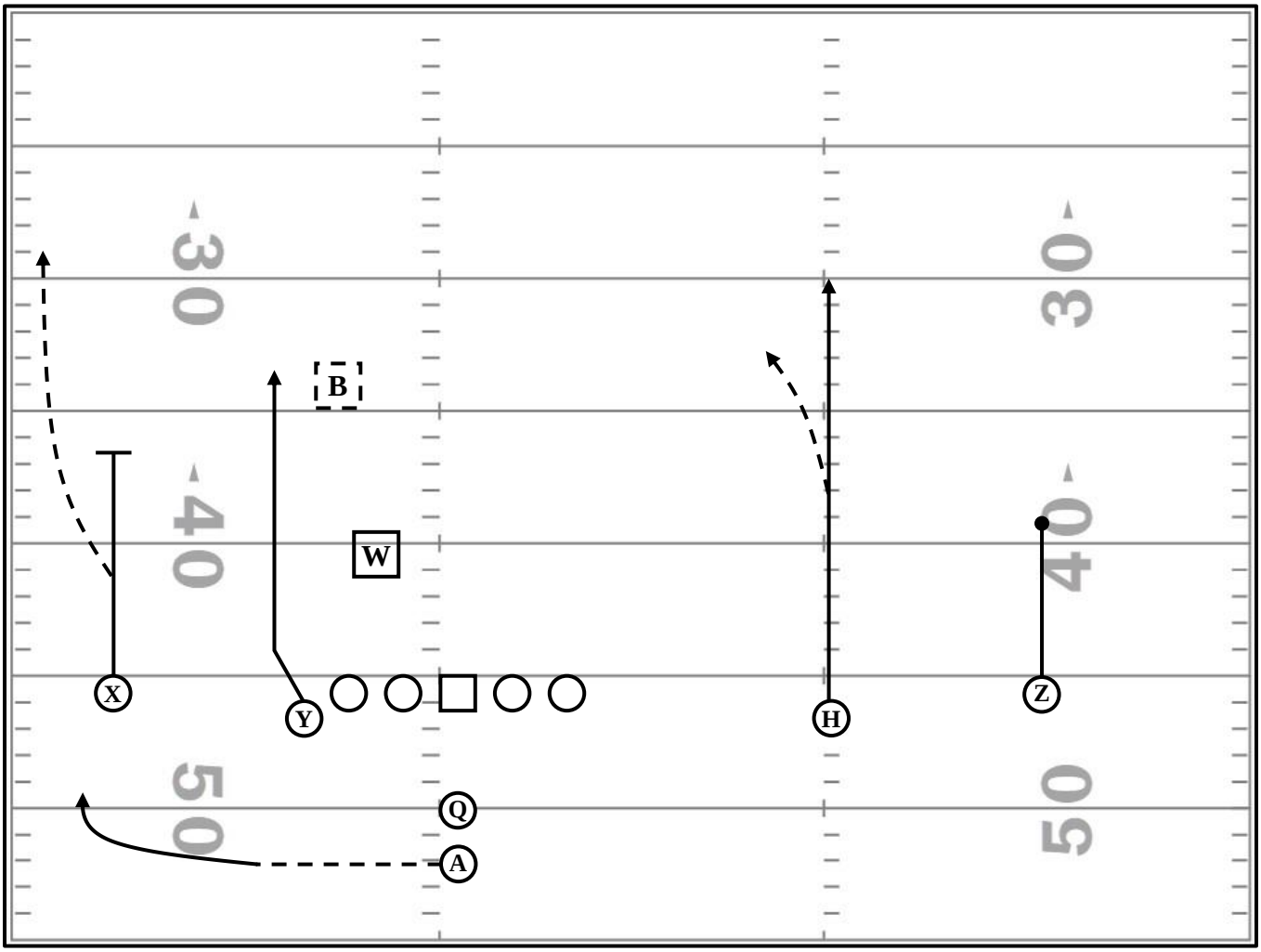
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLOCK/BLOCK/FLAT
CONFLICT:	MLB or APEX
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	BLOCK
PS 3	FLAT (2 Step Up, then Flat down LOS)
NOTES	

IGGY



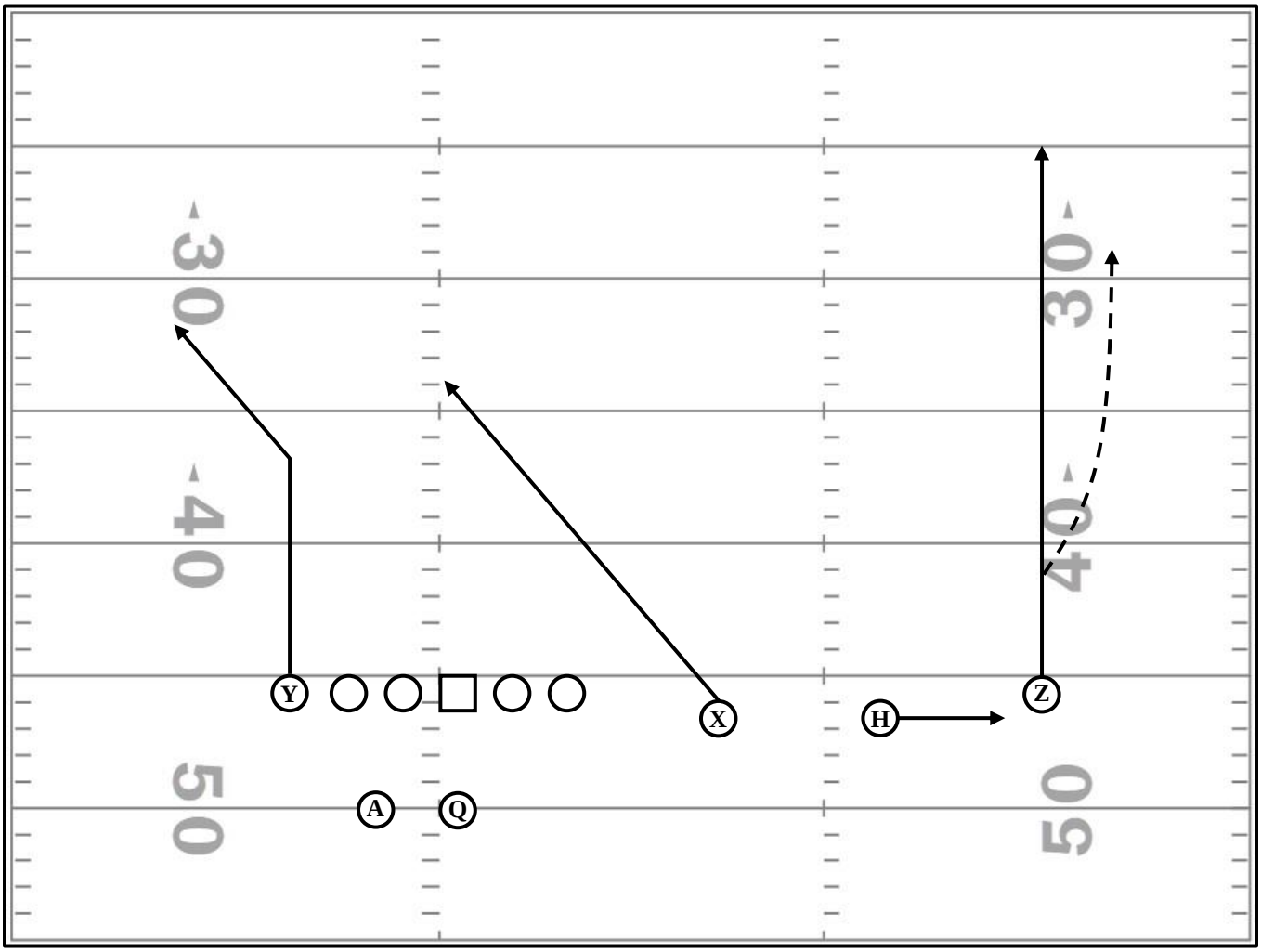
FAMILY:	2ND LEVEL RPO
CONCEPT:	CONTROL SLANT/BUBBLE/GLANCE
CONFLICT:	MLB/APEX
PS 1	CONTROL SLANT (HITCH then FIN) BE PATIENT
PS 2	BUBBLE
PS 3	GLANCE
NOTES	In a 2 WR Set we lose the Bubble

BULLET



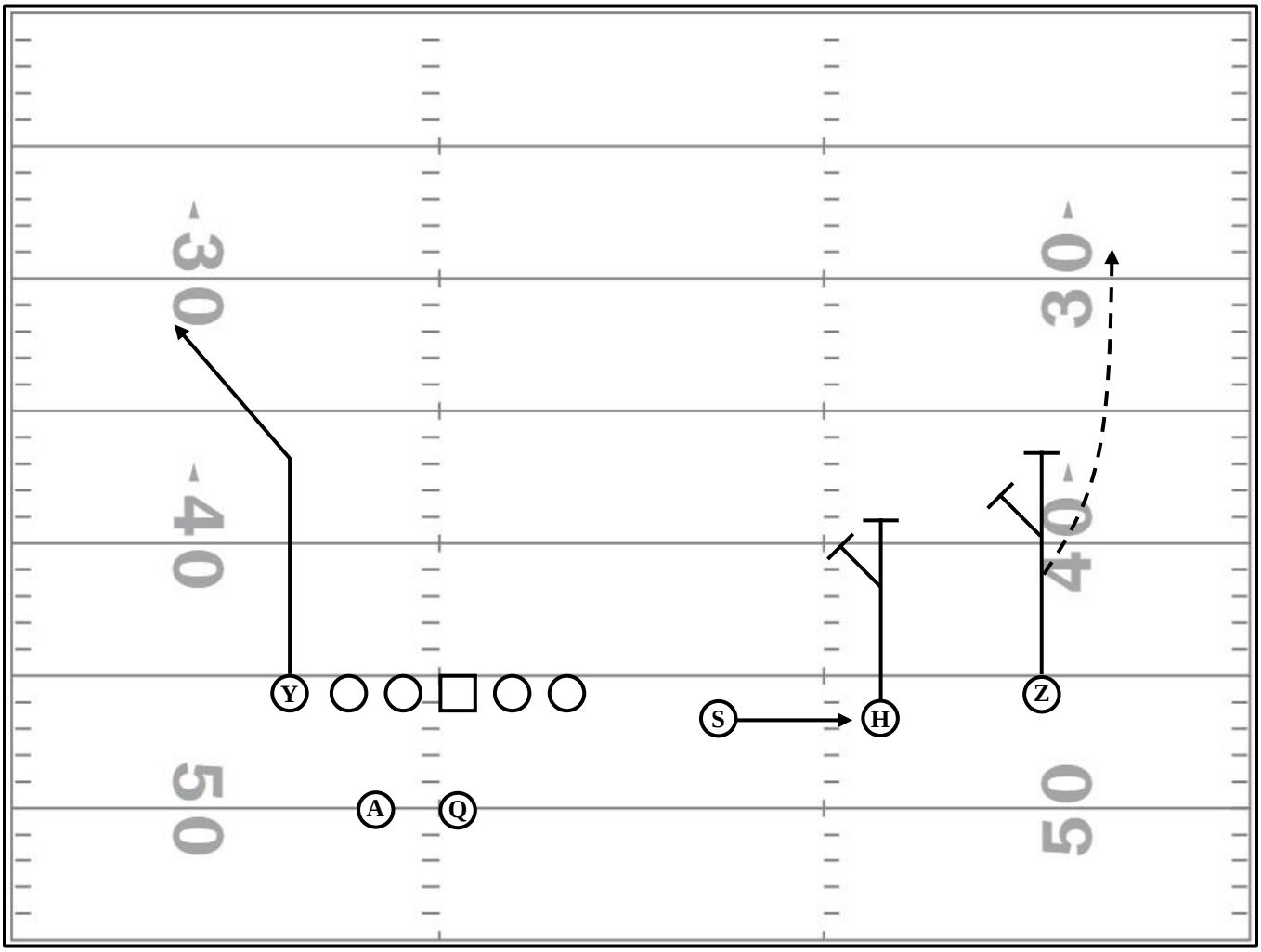
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLOCK/SEAM/SWING
CONFLICT:	WLB
PS 1	BLOCK (vs Press Run Off MOR)
PS 2	SEAM (Show Arc Block, Peak once you clear the LB)
RB	ROLL MOTION, SWING (Throttle Down and Build to LOS)
BS 1	HITCH
BS 2	SEAM (Drift into open grass)
NOTES	Only vs Quarters Coverage 1) RB Go in Motion a) Look at the Boundary Safety (If he Doesn't move, Grip and Rip to RB) 2) If the Boundary Safety Moves, Read the WLB a) If he carries the Seam, QB Keep and execute called run b) If he doesn't carry, Throw the Seam 3) If the Field Safety kicks over to the MOF, Throw to Backside Seam

COWBOY



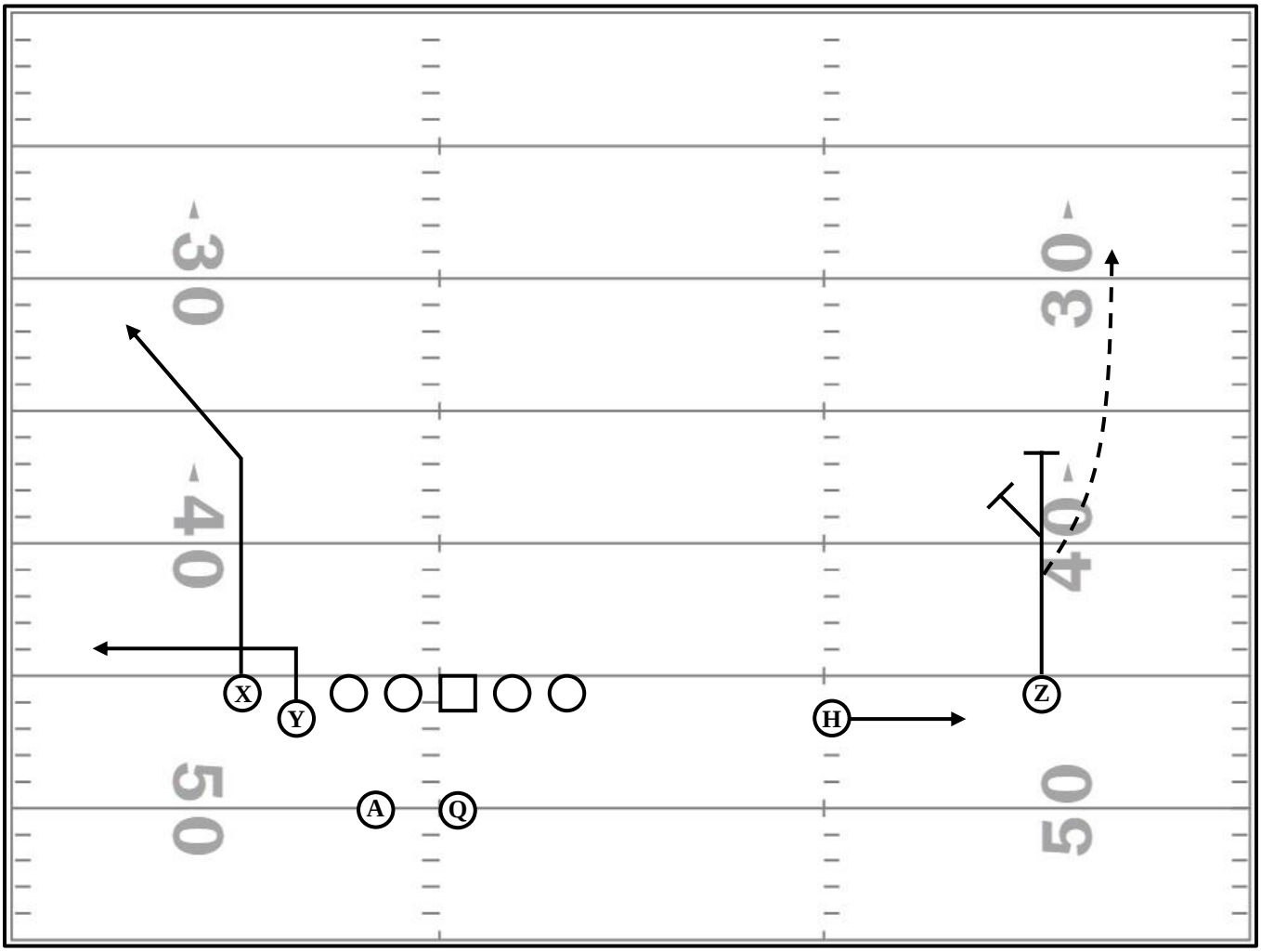
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY CORNER, FIELD OVER
CONFLICT:	DBL MANIPULATION (DE for Run/Keep, CB for Keep/Throw)
PS 1	SHORT CORNER (5-7YDS)
BS 1	TAKEOFF
BS 2	BUBBLE
BS 3	OVER (Bee Line Over, Attack Boundary Hash, Replace BS)
NOTES	1) Read DE for Give/Keep a) If Kept, Read the CB I. If he plays the Keeper, throw the Corner II. If he plays the Corner, Keep it 2) If the Boundary Safety gets over the top of the Corner, Throw the Over

CORNER



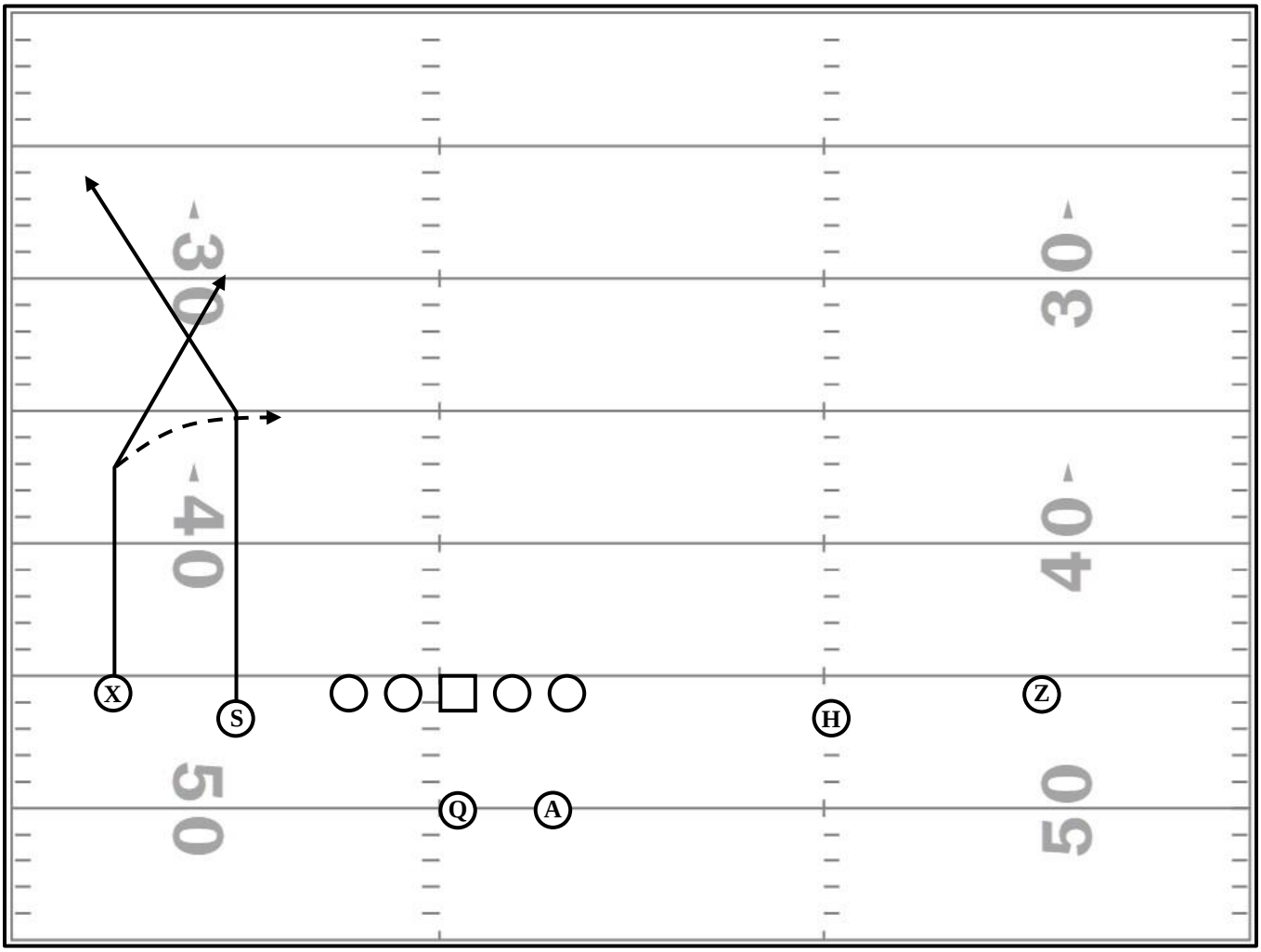
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY CORNER
CONFLICT:	DBL MANIPULATION (DE for Run/Keep, CB for Keep/Throw)
PS 1	SHORT CORNER (5-7YDS)
BS 1	BLOCK (vs Press Run Off MOR)
BS 2	BLOCK
BS 3	BUBBLE
NOTES	1) Read DE for Give/Keep a) If Kept, Read the CB I. If he plays the Keeper, throw the Corner II. If he plays the Corner, Keep it

CALF



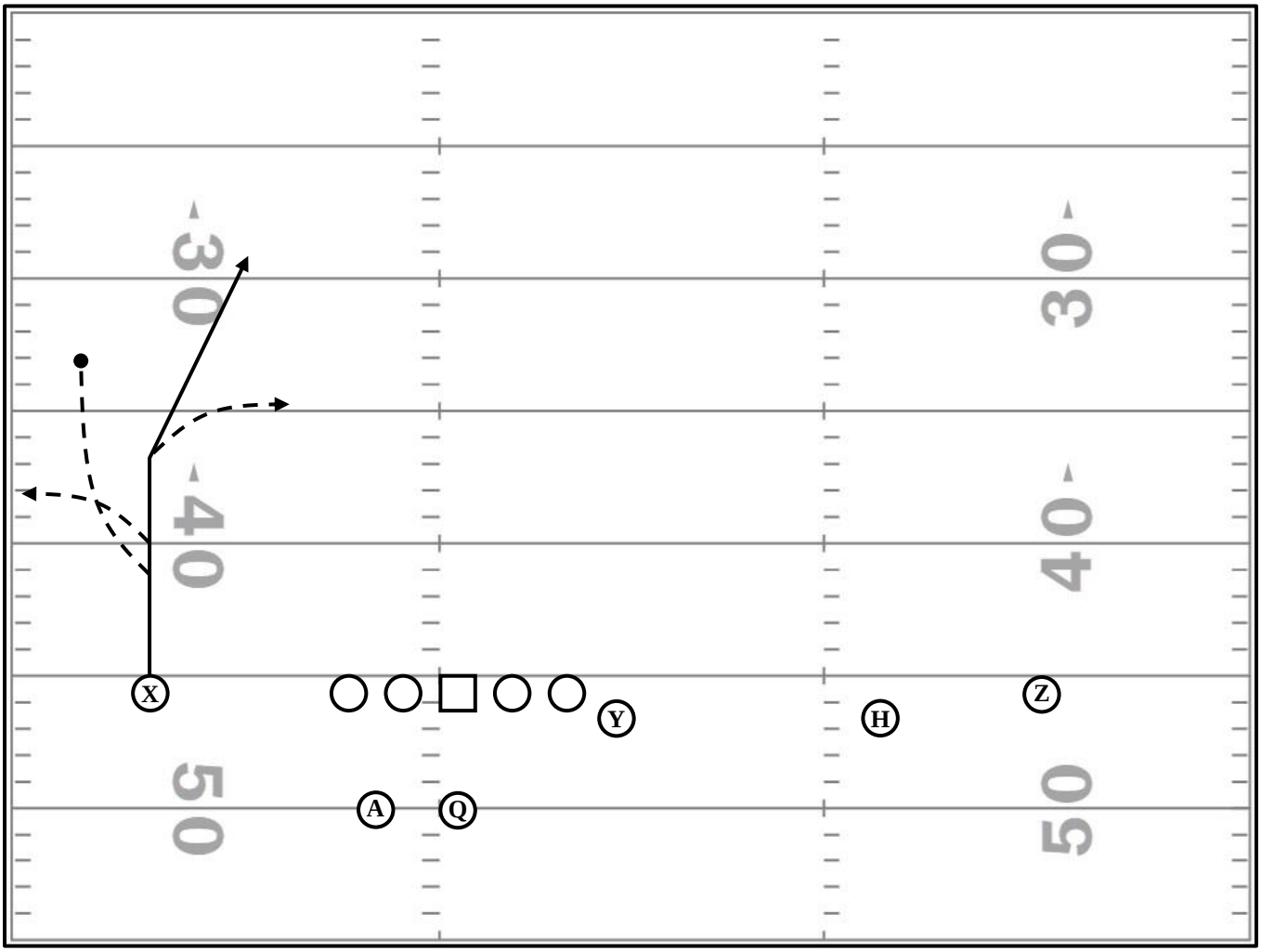
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY CORNER
CONFLICT:	DBL MANIPULATION (DE for Run/Keep, CB for Keep/Throw "Hi-Lo")
PS 1	SHORT CORNER (5-7YDS)
BS 1	FLAT (2 Step Up, then Flat down LOS)
NOTES	1) Read DE for Give/Keep a) If Kept, Read the CB I. If he plays the Flat, throw the Corner II. If he plays the Corner, throw the Flat

GLOCK



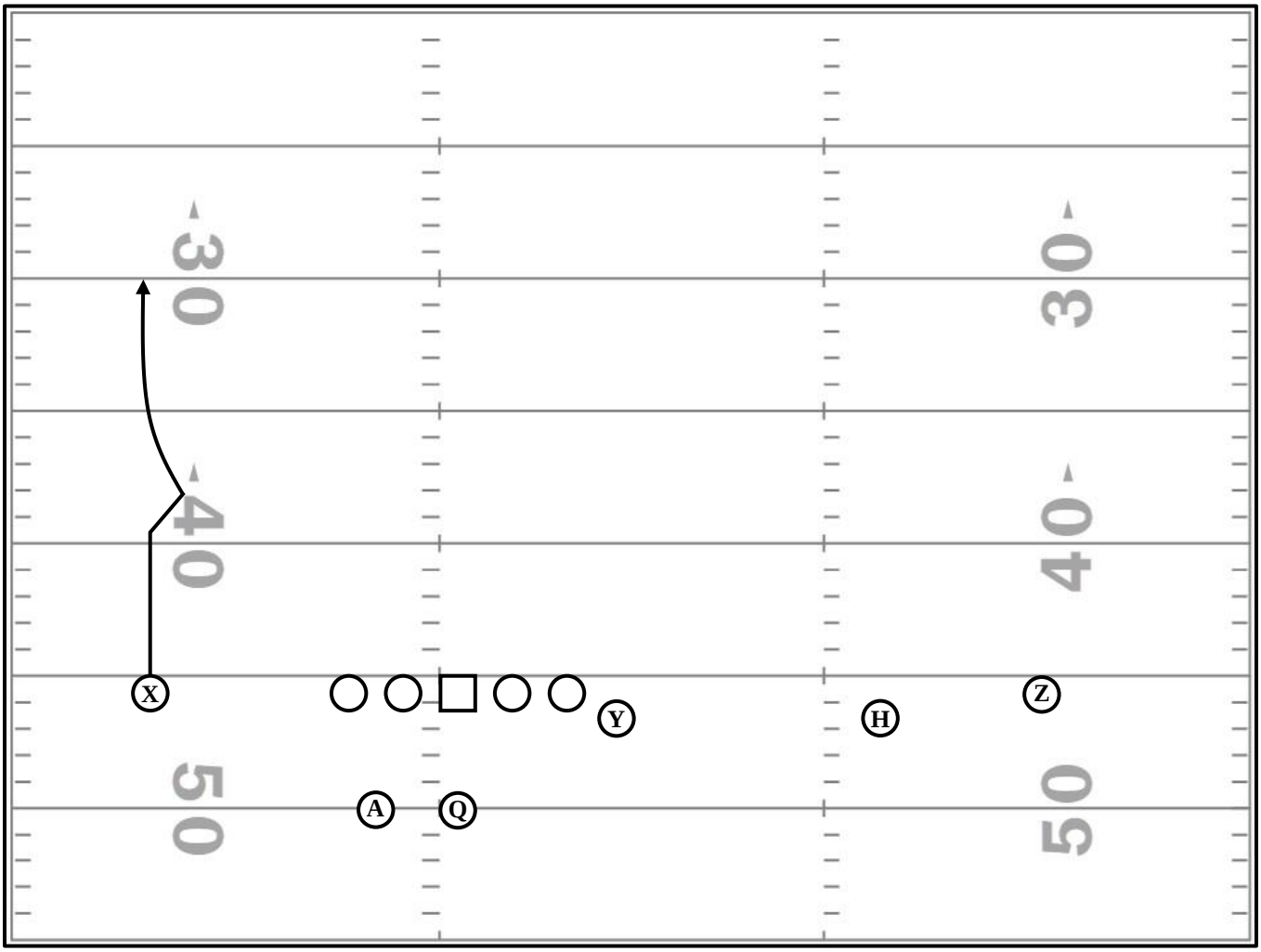
FAMILY:	2ND LEVEL RPO
CONCEPT:	GLANCE OUTSIDE CORNER, FIELD TAG
CONFLICT:	WLB
PS 1	GLANCE (Get under the Hash Safety)
PS 2	CORNER (Pull the Hash Safety)
NOTES	Only vs Quarters Coverage QB Can tag anything to the field

GOO



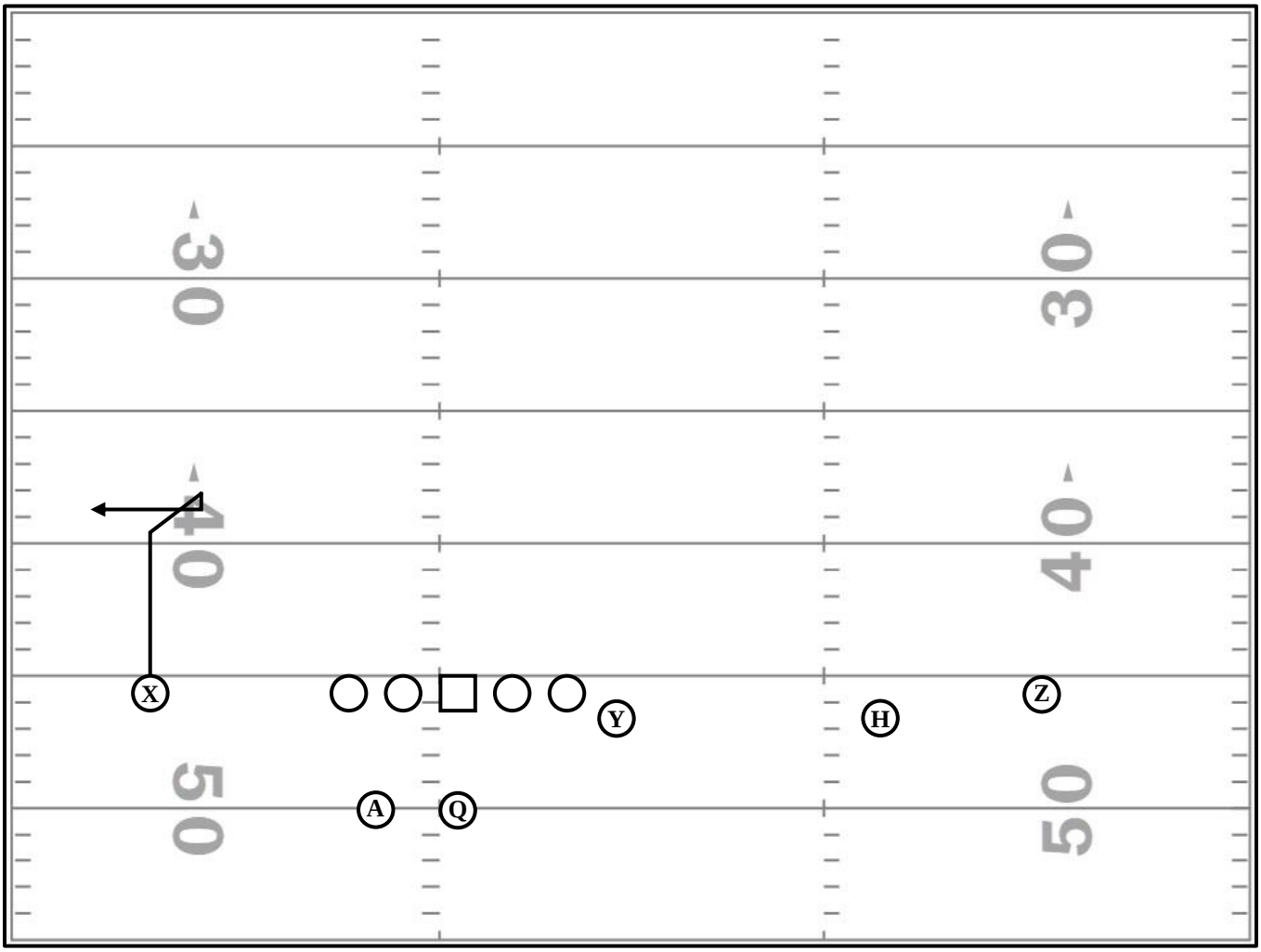
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY GLANCE, FIELD TAG
CONFLICT:	BOUNDARY SAFETY/APEX
PS 1	GLANCE OR OUT
NOTES	Glance vs Everything except an Inside CB or Cover 2 CB - Inside CB, Convert to Out cut (4 Step) - Convert to Search vs Cover 2 QB Can Tag anything he wants to the Field Side

GOGGLE



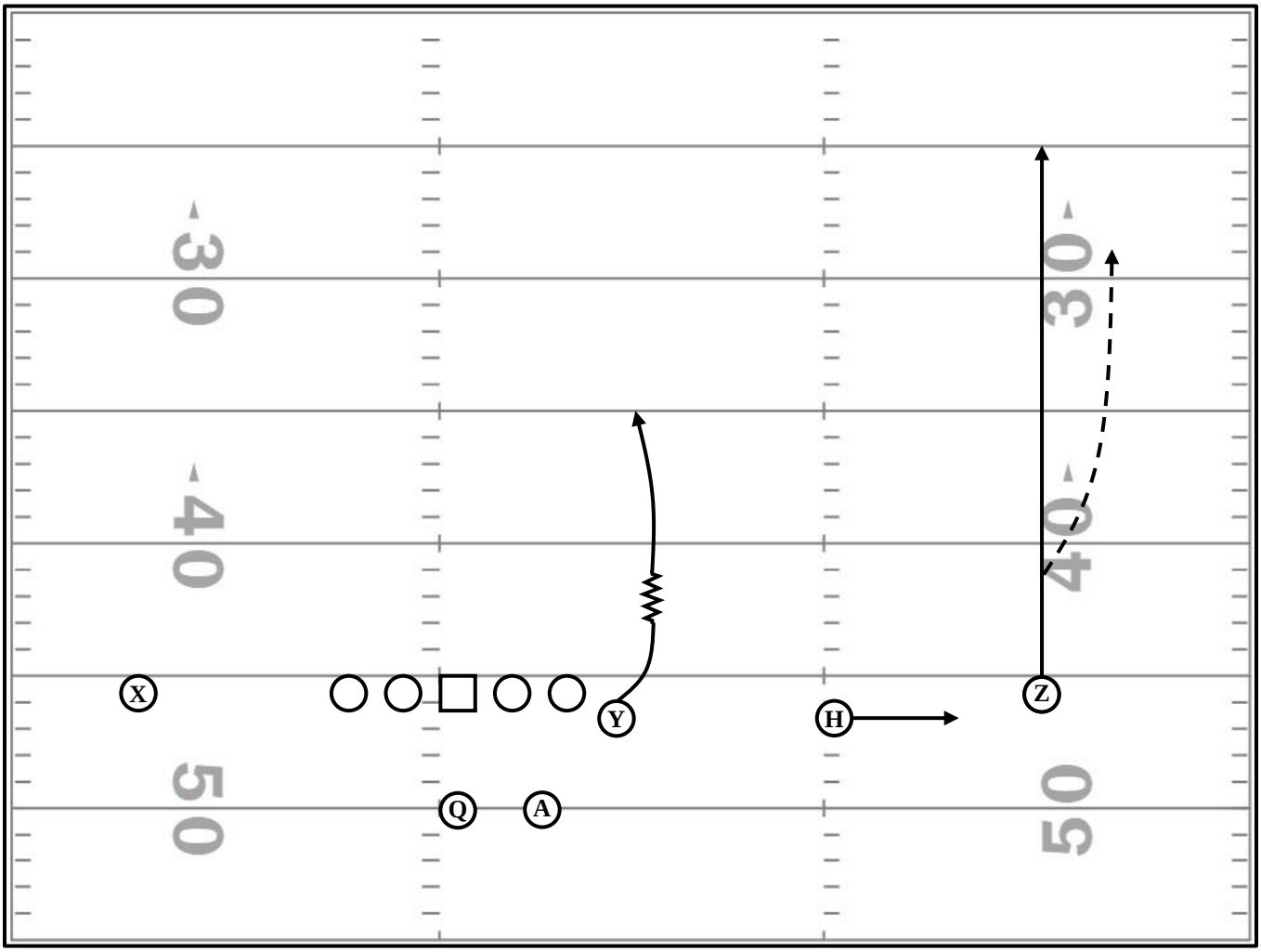
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY GLANCE & GO, FIELD TAG
CONFLICT:	BOUNDARY SAFETY/APEX
PS 1	GLANCE AND GO (3 Step ”Glance” then Go)
NOTES	QB Can Tag anything he wants to the Field Side

GLIP



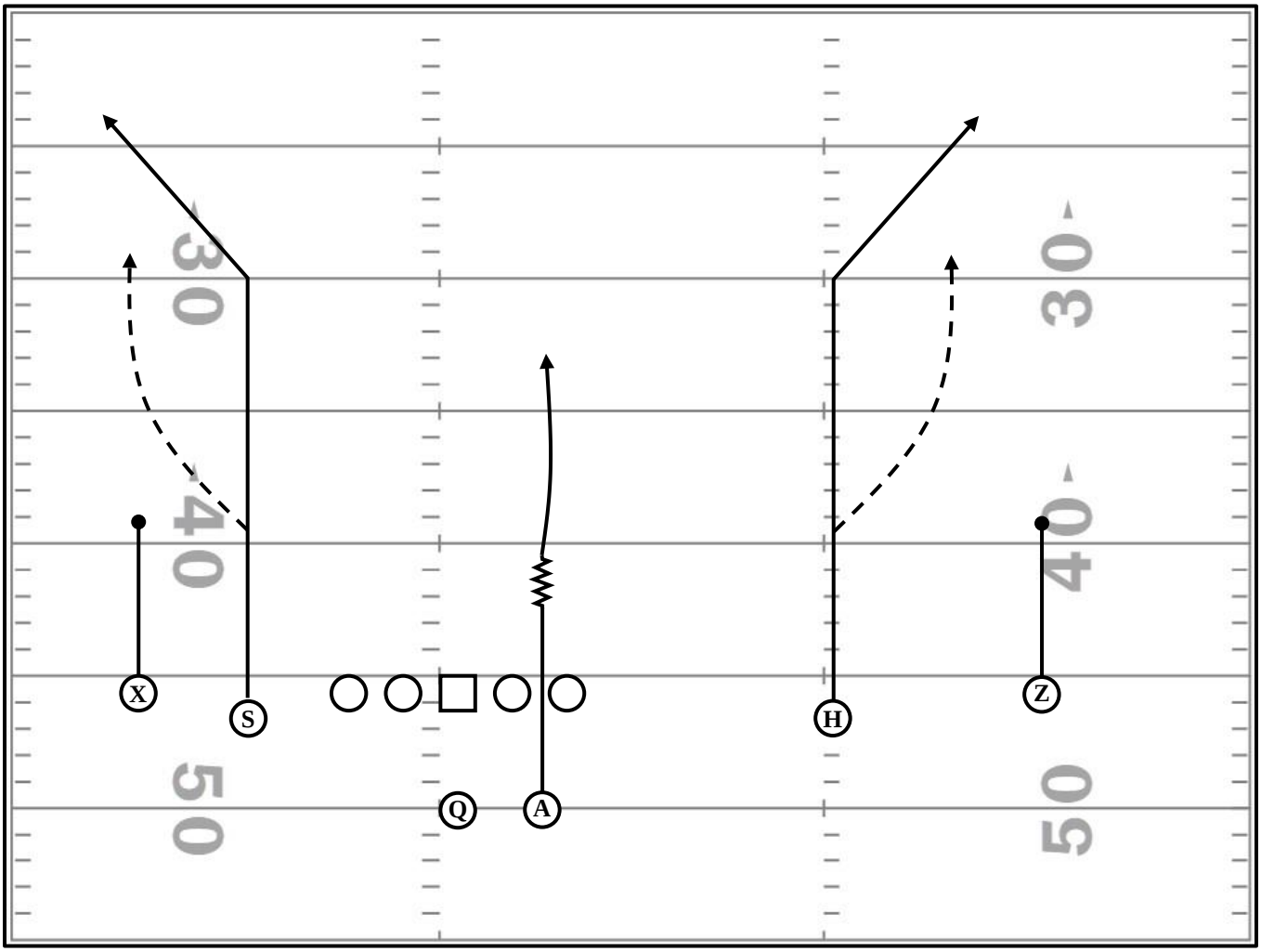
FAMILY:	3RD LEVEL RPO
CONCEPT:	BOUNDARY GLANCE WHIP, FIELD TAG
CONFLICT:	BOUNDARY SAFETY/APEX
PS 1	GLANCE WHIP (3 Step ”Glance”, 2 Steps In, Pivot Out)
NOTES	QB Can Tag anything he wants to the Field Side

POP



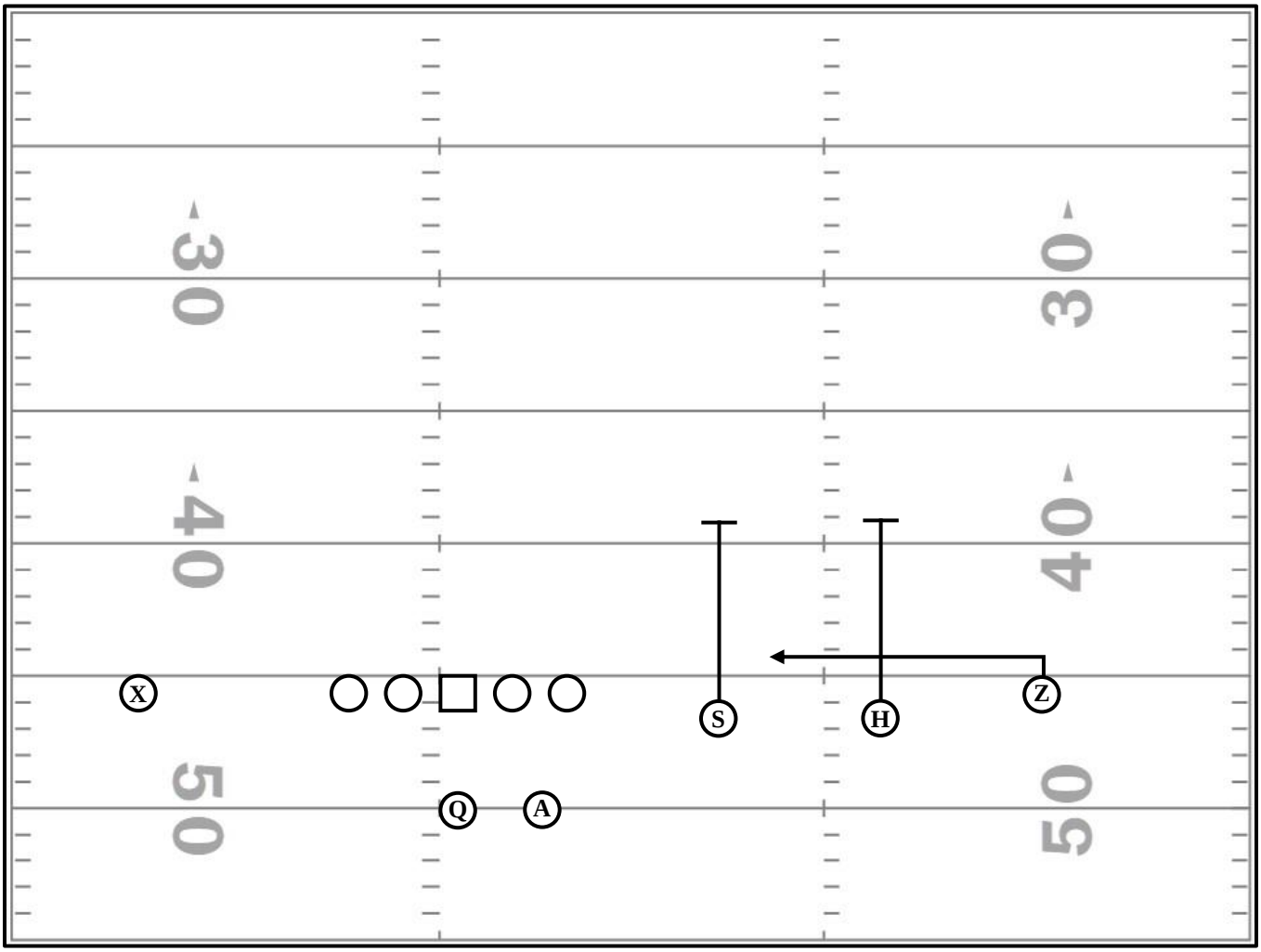
FAMILY:	2ND LEVEL RPO
CONCEPT:	TAKEOFF/BUBBLE/POP
CONFLICT:	MLB
PS 1	TAKEOFF (Mandatory Outside Release)
PS 2	BUBBLE
PS 3	POP (Bluff Block off of Called Run)
NOTES	

PIPE



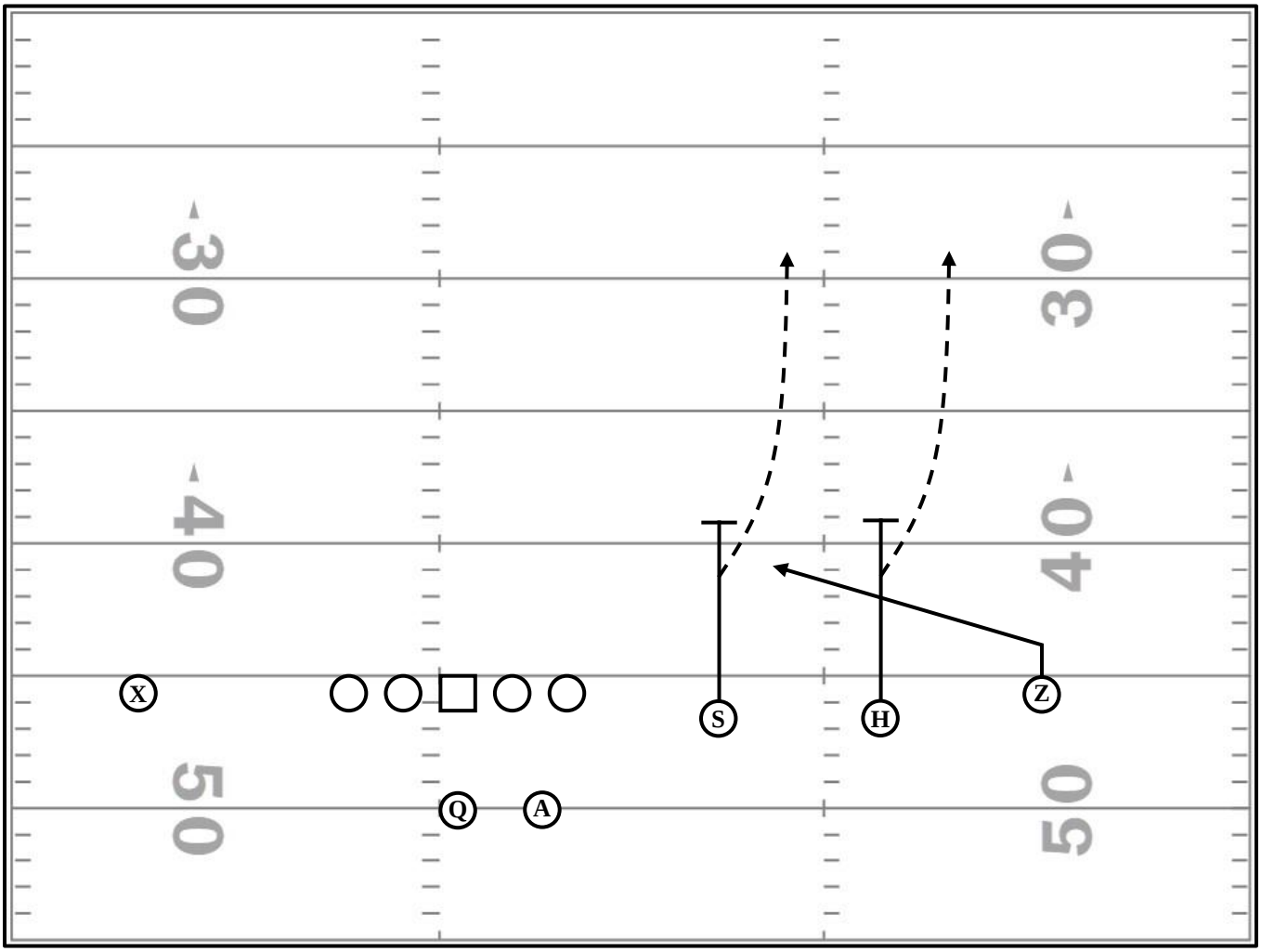
FAMILY:	2ND LEVEL RPO
CONCEPT:	BLADE TO BOTH SIDES
CONFLICT:	MLB
PS	BLADE
BS	BLADE
RB	PIPE (Insert on called run, Bluff the LB, Slip and get Vertical)
NOTES	

TUNNEL



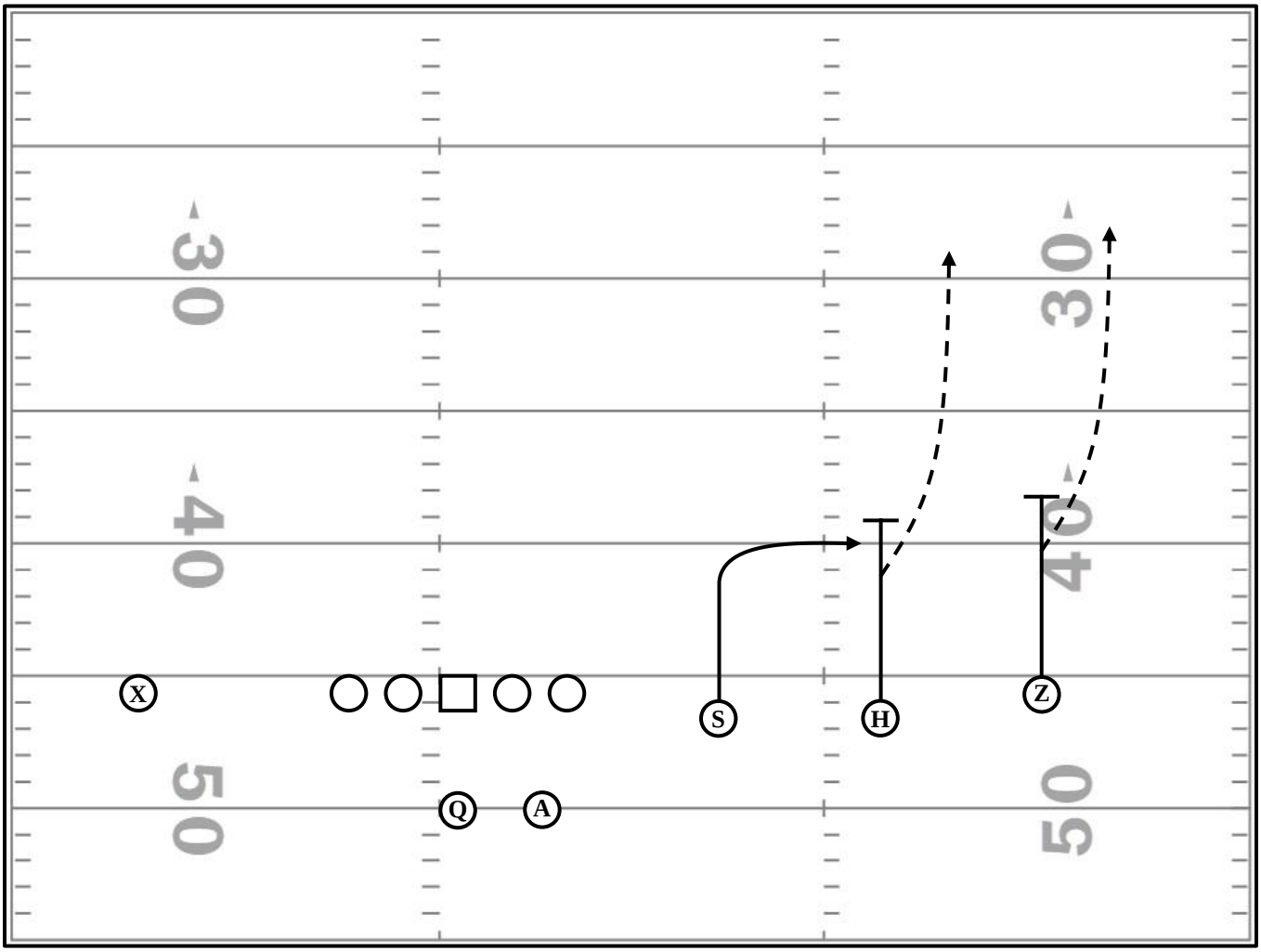
FAMILY:	MAN ANSWER
CONCEPT:	TUNNEL/BLOCK/BLOCK
CONFLICT:	N/A
PS 1	TUNNEL (1 Step Up, then Flat inside)
PS 2	BLOCK
PS 3	BLOCK
NOTES	

SOCK



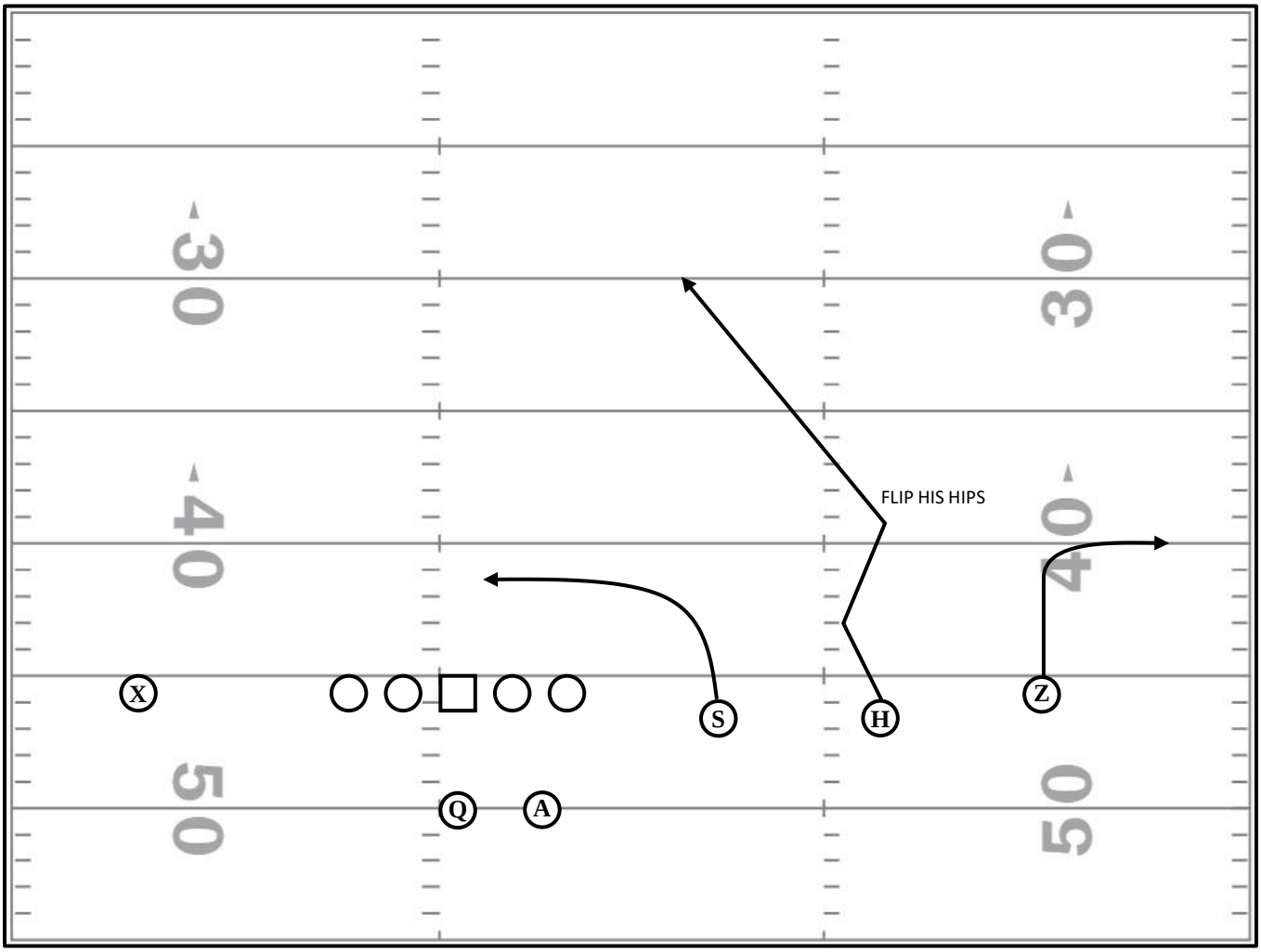
FAMILY:	MAN ANSWER
CONCEPT:	QK SLANT/BLOCK/BLOCK
CONFLICT:	N/A
PS 1	QK SLANT (1 Step Up, Get in the Wake of the Blockers)
PS 2	BLOCK (Off Coverage = Block, Tight Coverage = Run Off)
PS 3	BLOCK (Off Coverage = Block, Tight Coverage = Run Off)
NOTES	

ROCK



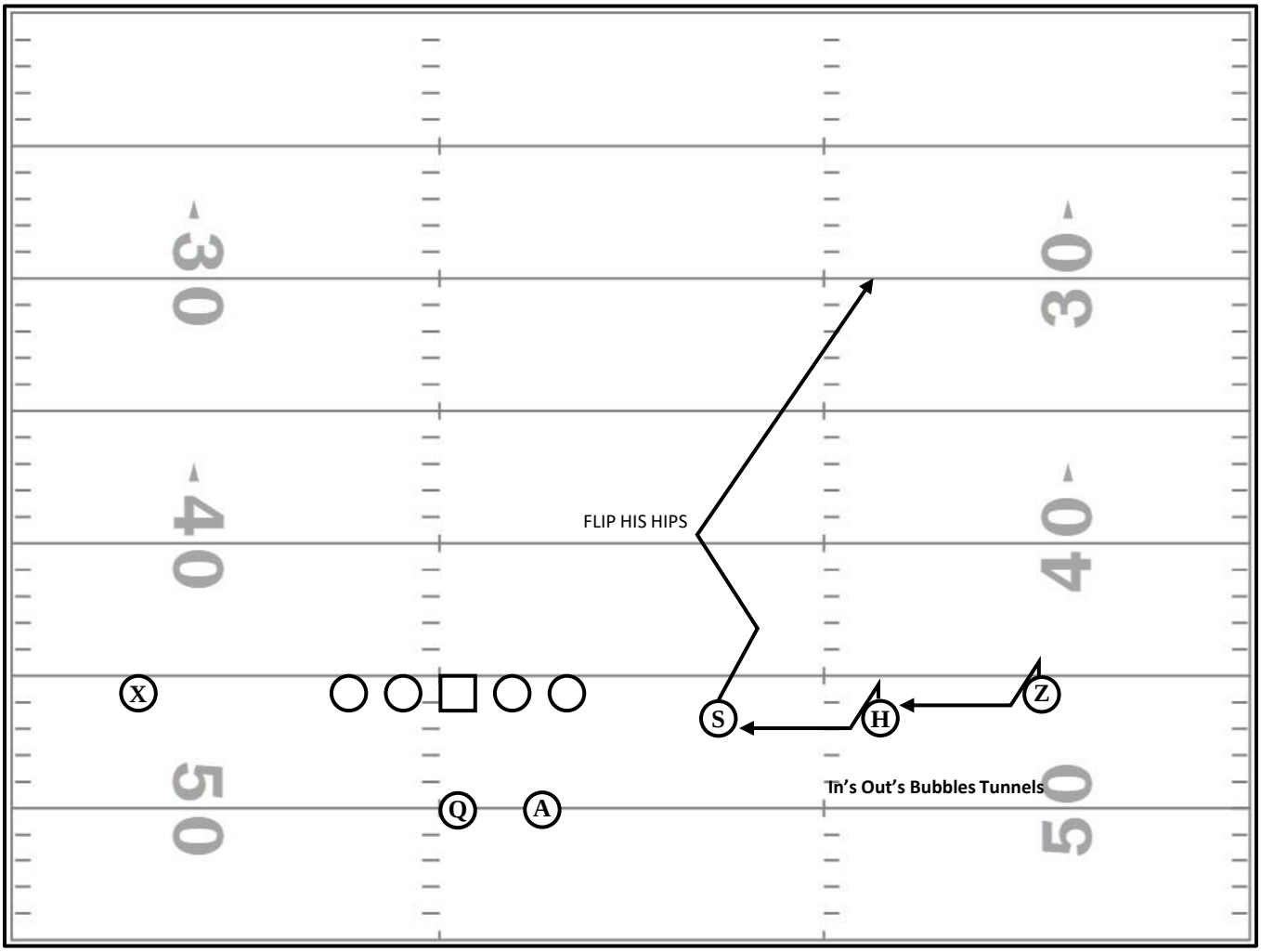
FAMILY:	MAN ANSWER
CONCEPT:	BLOCK/BLOCK/ROLL
CONFLICT:	N/A
PS 1	BLOCK (Off Coverage = Block, Tight Coverage = Run Off)
PS 2	BLOCK (Off Coverage = Block, Tight Coverage = Run Off)
PS 3	ROLL
NOTES	

(H) TRIPLE - IN



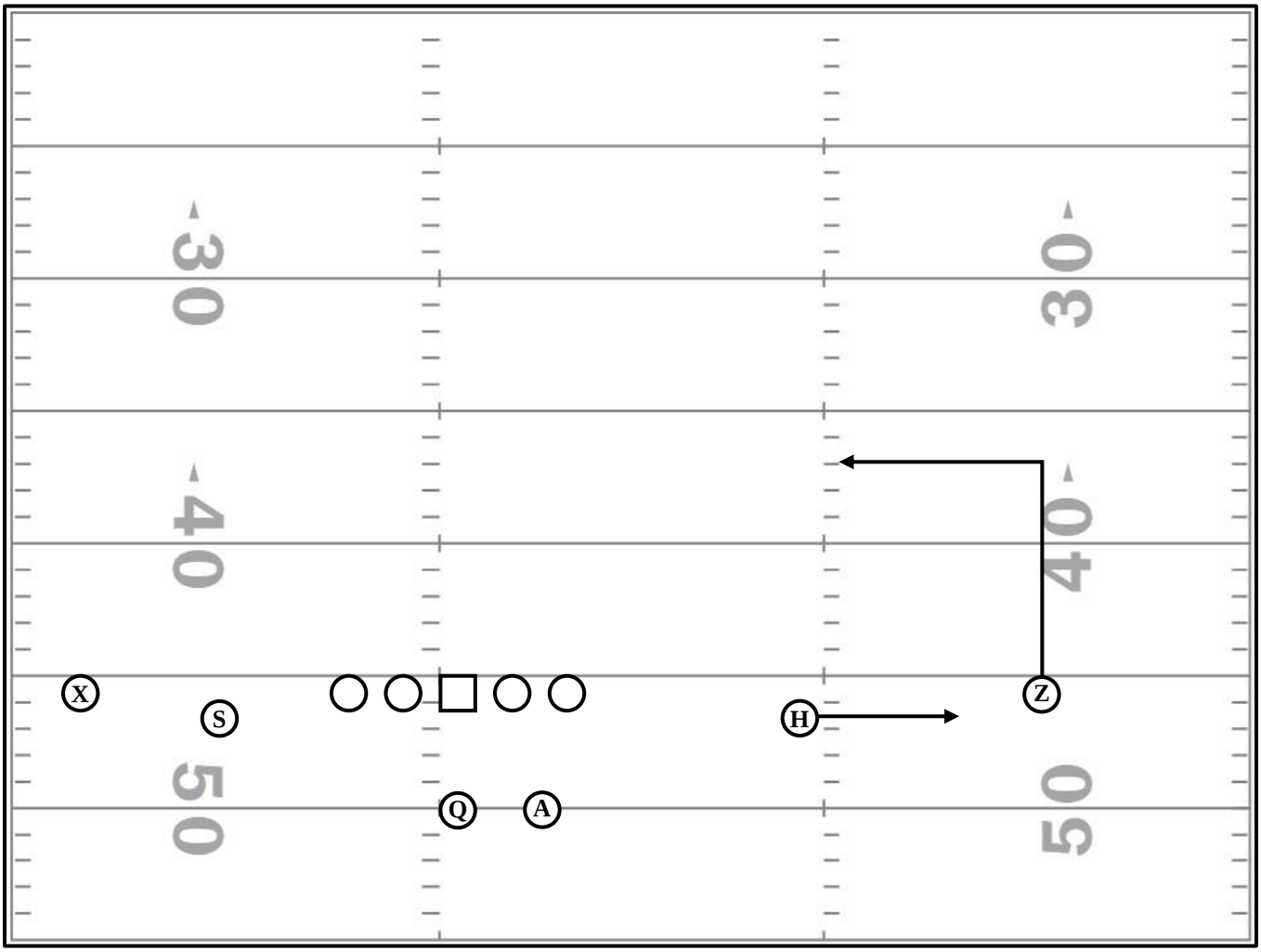
FAMILY:	MAN ANSWER
CONCEPT:	OCCUPY/TRIPLE - IN/OCCUPY (TRIPLE RUNNER WILL BE TAGGED)
CONFLICT:	N/A
PS 1	ROLL (PULL THE CB)
PS 2	TRIPLE – IN (Push In, Release Out, Break in once the Hips are flipped)
PS 3	LAZY SHALLOW (PULL THE MAN DEFENDER)
NOTES	

(S) TRIPLE - OUT



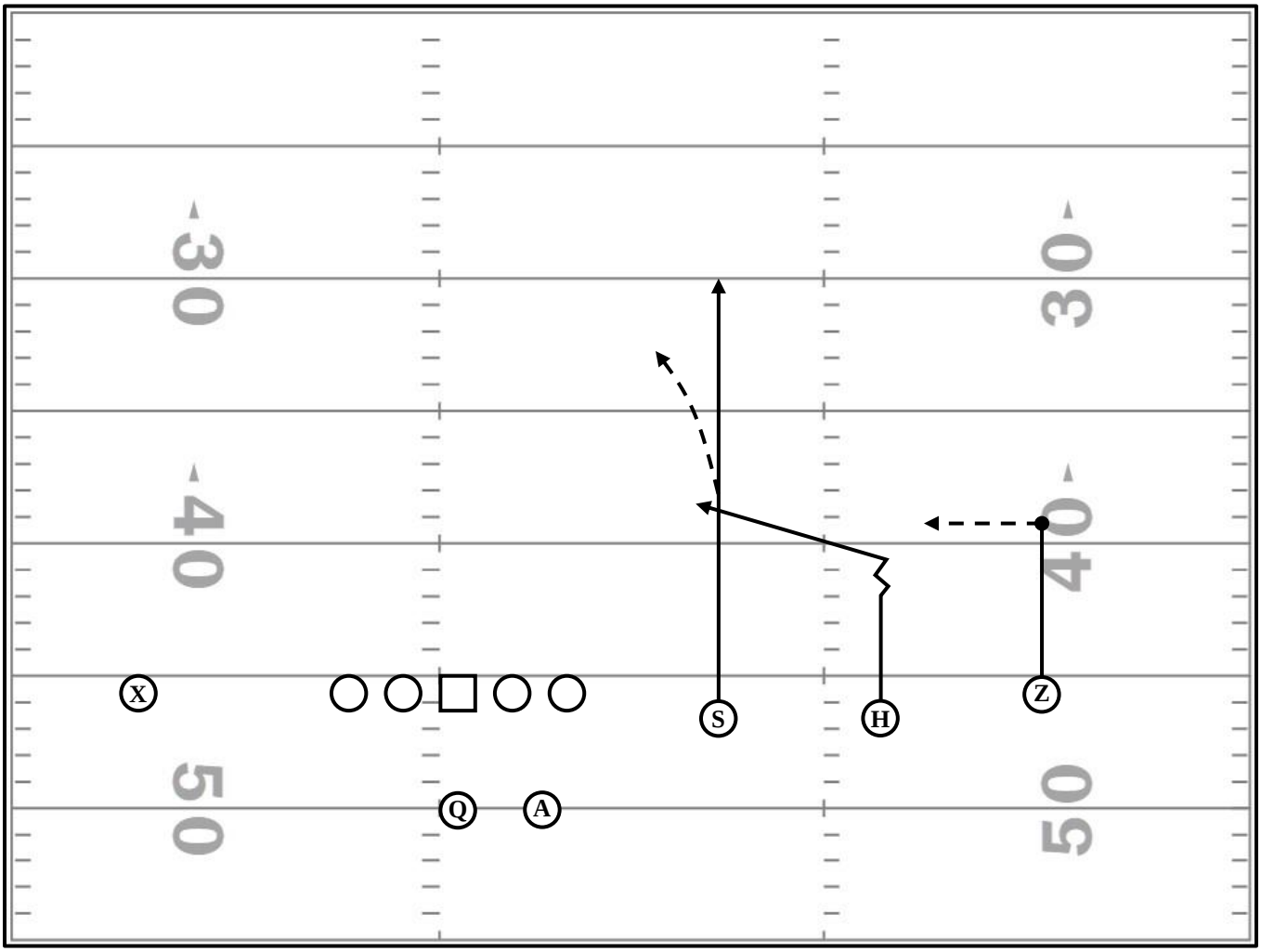
FAMILY:	MAN ANSWER
CONCEPT:	OCCUPY/OCCUPY/TRIPLE - OUT (TRIPLE RUNNER WILL BE TAGGED)
CONFLICT:	N/A
PS 1	TUNNEL (PULL THE CB)
PS 2	TUNNEL (PULL THE MAN DEFENDER)
PS 3	TRIPLE – OUT (Push Out, Release In, Break Out once the Hips are flipped)
NOTES	

OKIE



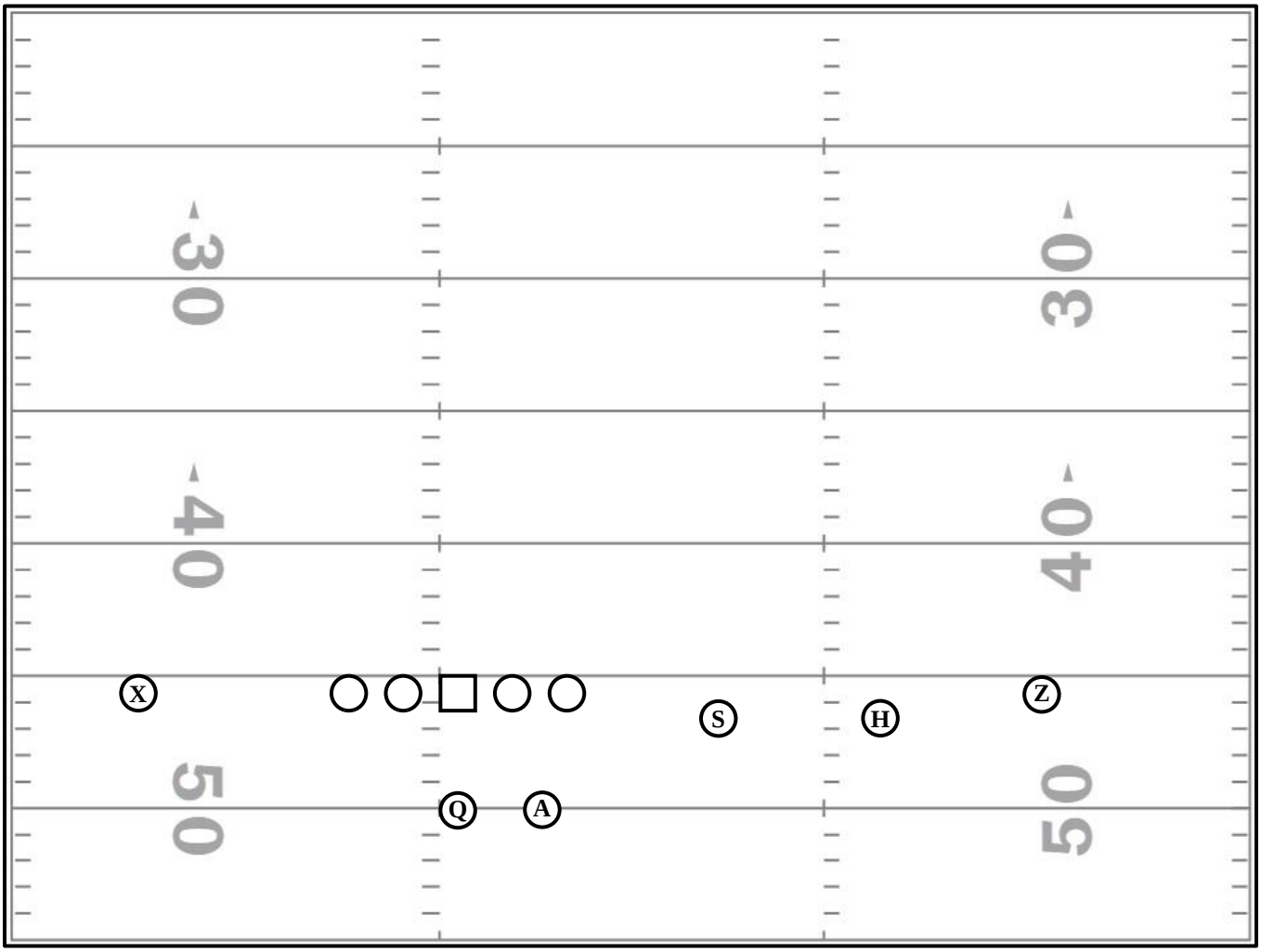
FAMILY:	2ND LEVEL RPO/MANSWER
CONCEPT:	SHORT DIG/BUBBLE
CONFLICT:	MLB
PS 1	SHORT DIG (8YDS)
PS 2	BUBBLE
NOTES	ANSWER FOR COVER 1/3 TEAMS THAT WILL SEND THE APEX DOWN HARD ON THE BUBBLE ROUTE SHORT DIG SHOULD BE HIT IN THE 'SEAM' AREA

FORMATION TERMINOLOGY



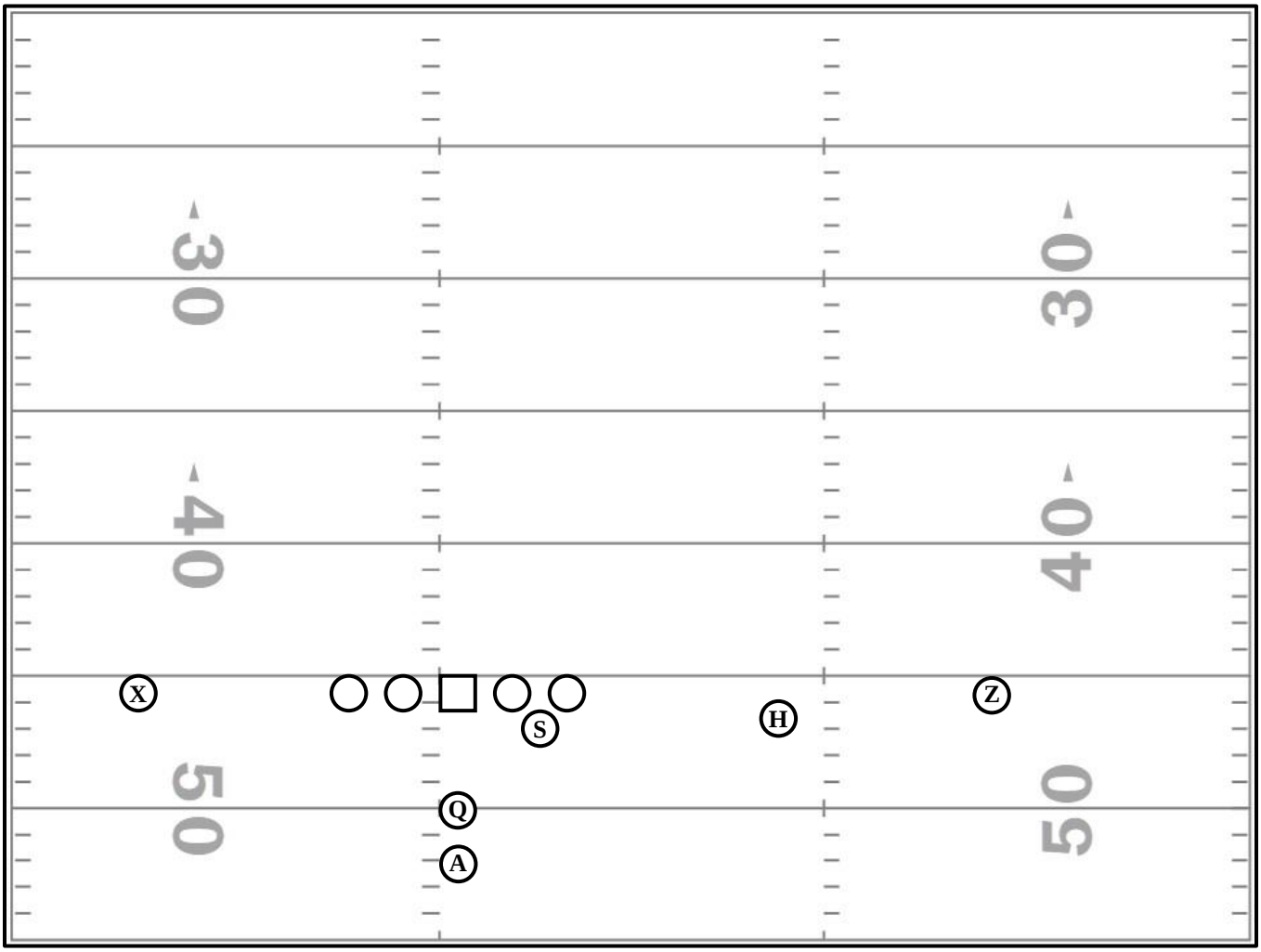
FAMILY:	MANSWER
CONCEPT:	CONTROL SLANT/TEMPO SLANT/SEAM
CONFLICT:	MLB
PS 1	CONTROL SLANT (HITCH then FIN) BE PATIENT
PS 2	TEMPO SLANT (Slow release, Let Seam Route clear, burst inside, expect ball ASAP)
PS 3	SEAM
NOTES	ANSWER FOR MAN TEAMS TEMPO SLANT SHOULD GET INTO THE VOID BETWEEN EMOL AND #3

FORMATION TERMINOLOGY



FAMILY:	
CONCEPT:	
CONFLICT:	
PS 1	
PS 2	
PS 3	
NOTES	

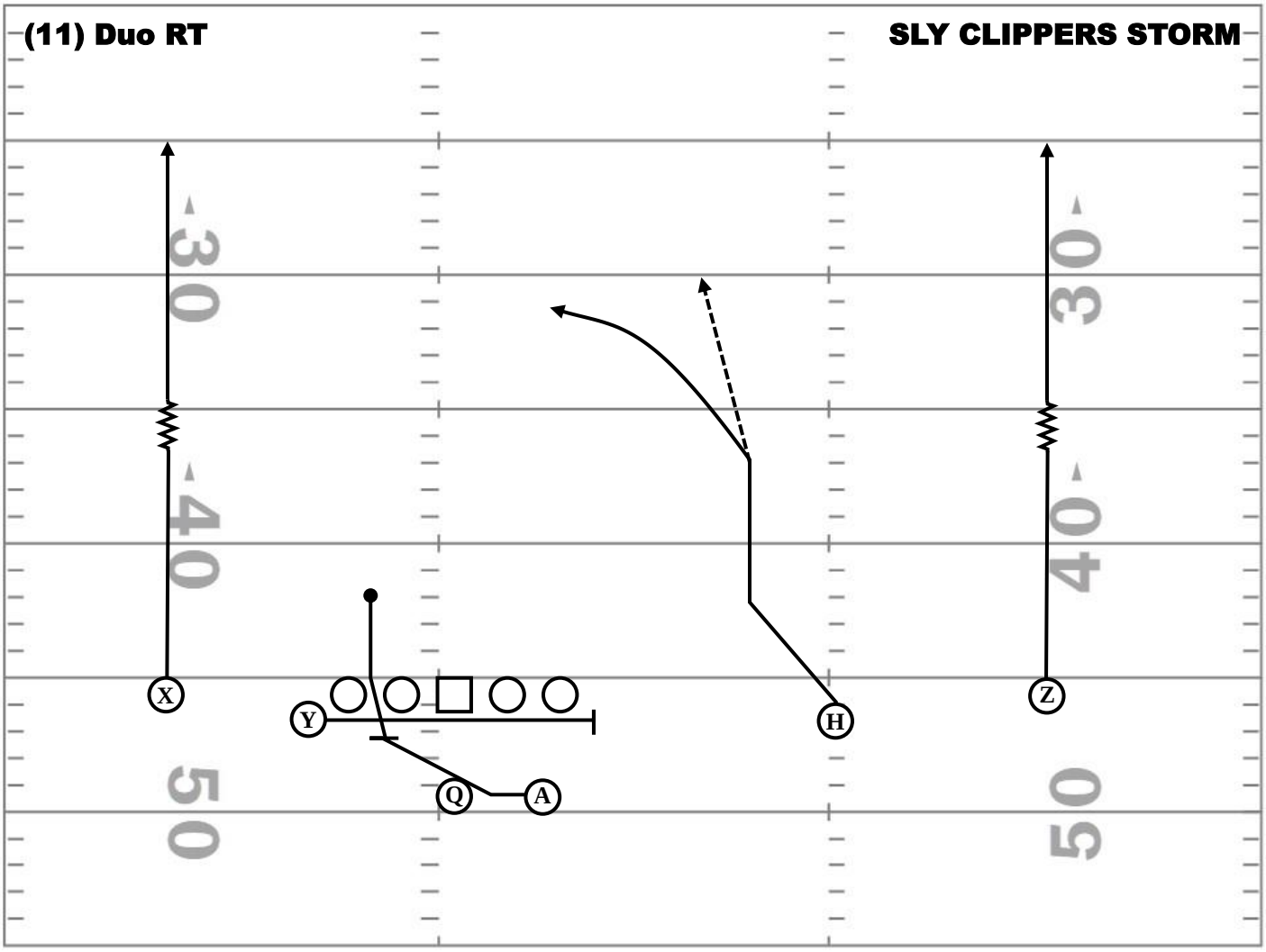
FORMATION TERMINOLOGY



FAMILY:	
CONCEPT:	
CONFLICT:	
PS 1	
PS 2	
PS 3	
NOTES	

FAMILY: ACTION PASS	PLAY: STORM

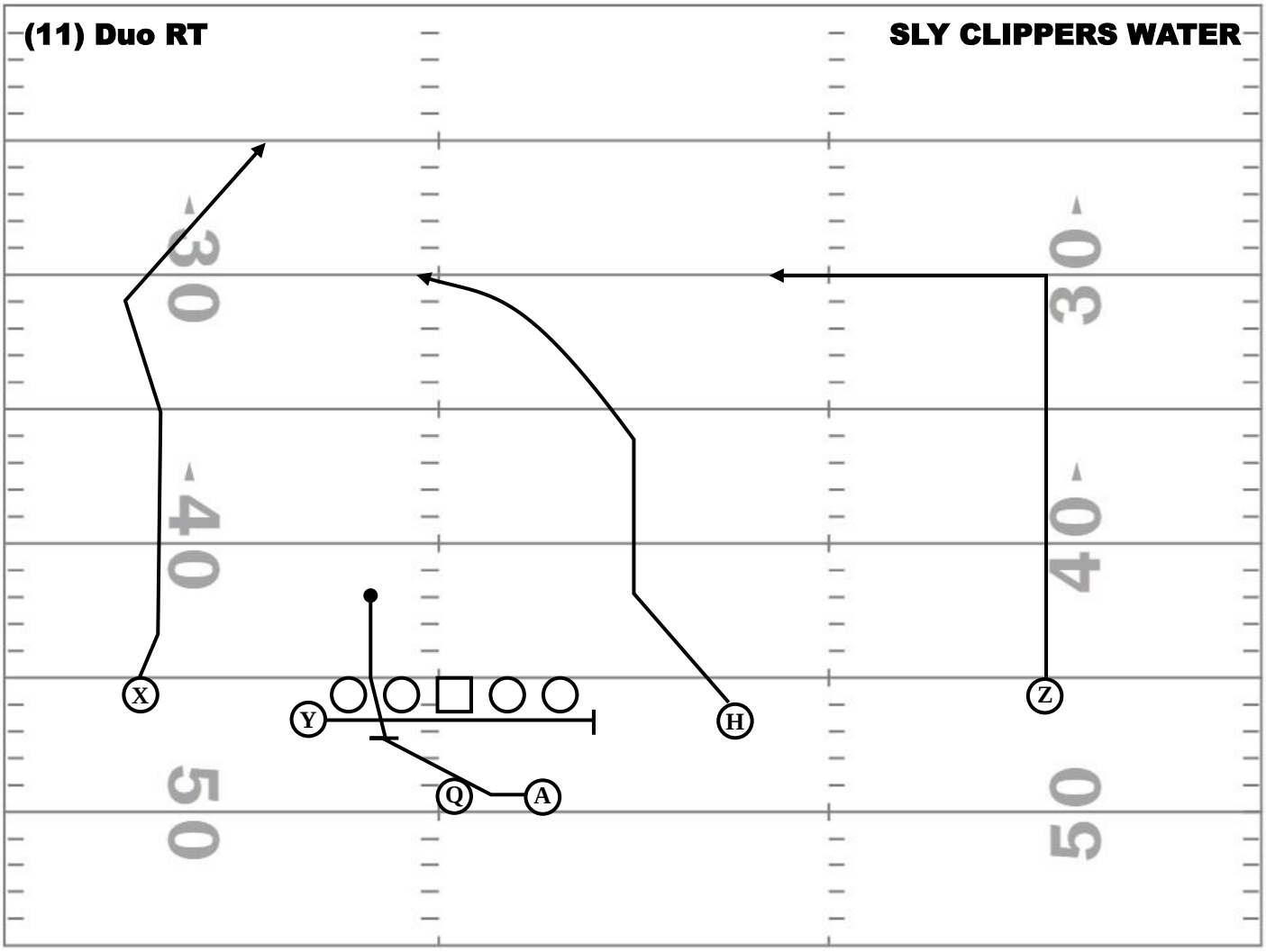
CONCEPT: (OWR's Storm, IWR Middle Read)



X	**Split:** OSE **- Route:** Storm **- Adjust:**
H	**Split:** HASH **- Route:** Middle Read **- Adjust:** Cross 1 Hi, Split 2 Hi
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Storm **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Read the Safeties 1 Hi: 1) Best Torque 2) Middle Read 3) Check Down to RB/TE 2 Hi: 1) Middle Read 2) Best Torque 3) Check Down to RB/TE
Notes:	

FAMILY: ACTION PASS	PLAY: WATER

CONCEPT: (FIELD: #1 Deep Dig, #2 Over, BOUNDARY: Deep Post)

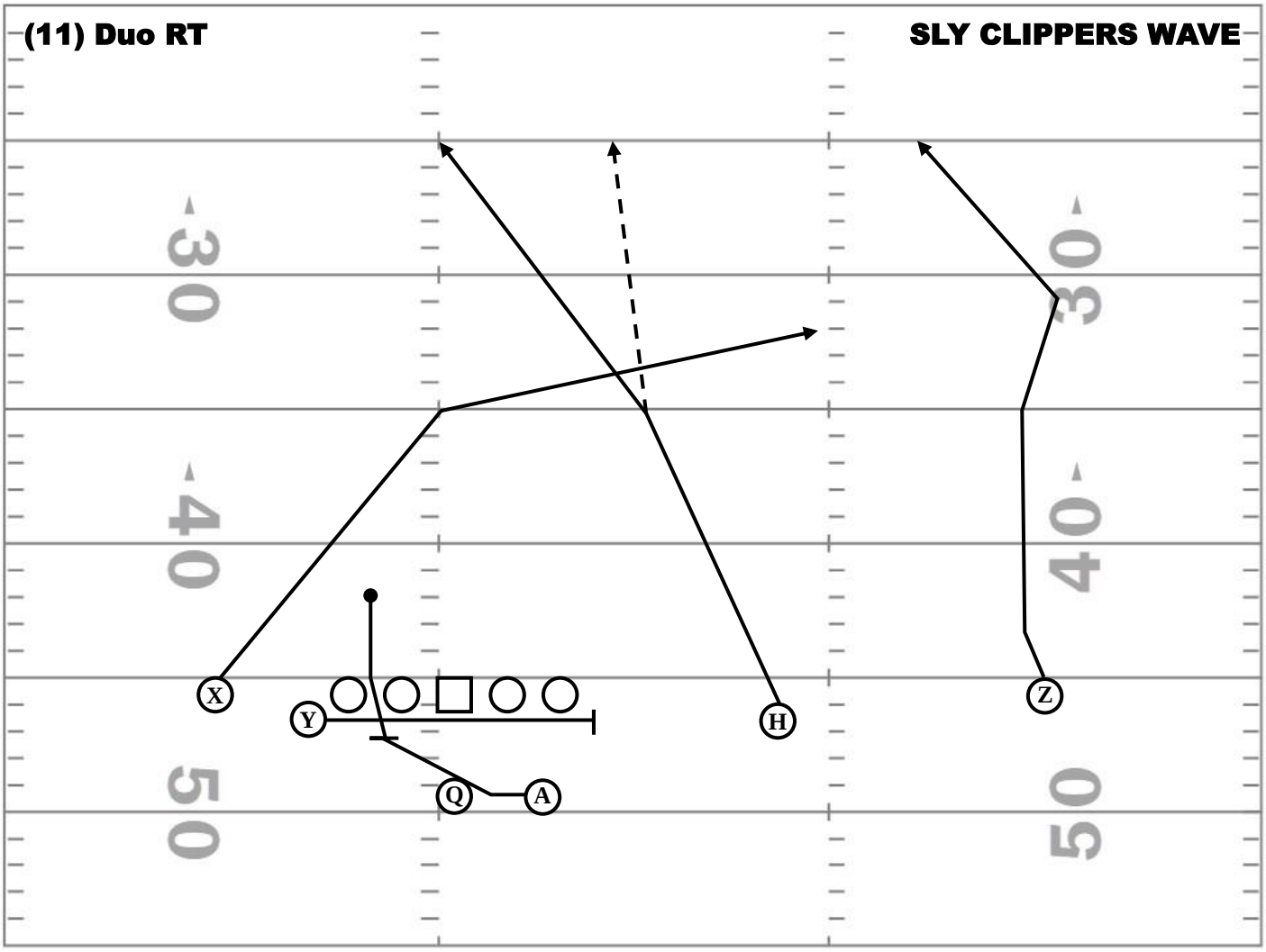


X	**Split:** OSE **- Route:** Deep Post **- Adjust:**
H	**Split:** HASH **- Route:** Over **- Adjust:**
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Deep Dig **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Top Down Read Deep Post – Over – CK Down

Notes:

FAMILY: ACTION PASS	PLAY: WAVE

CONCEPT: (FIELD: #1 Deep Post, #2 Middle Occupy, BOUNDARY: Over)

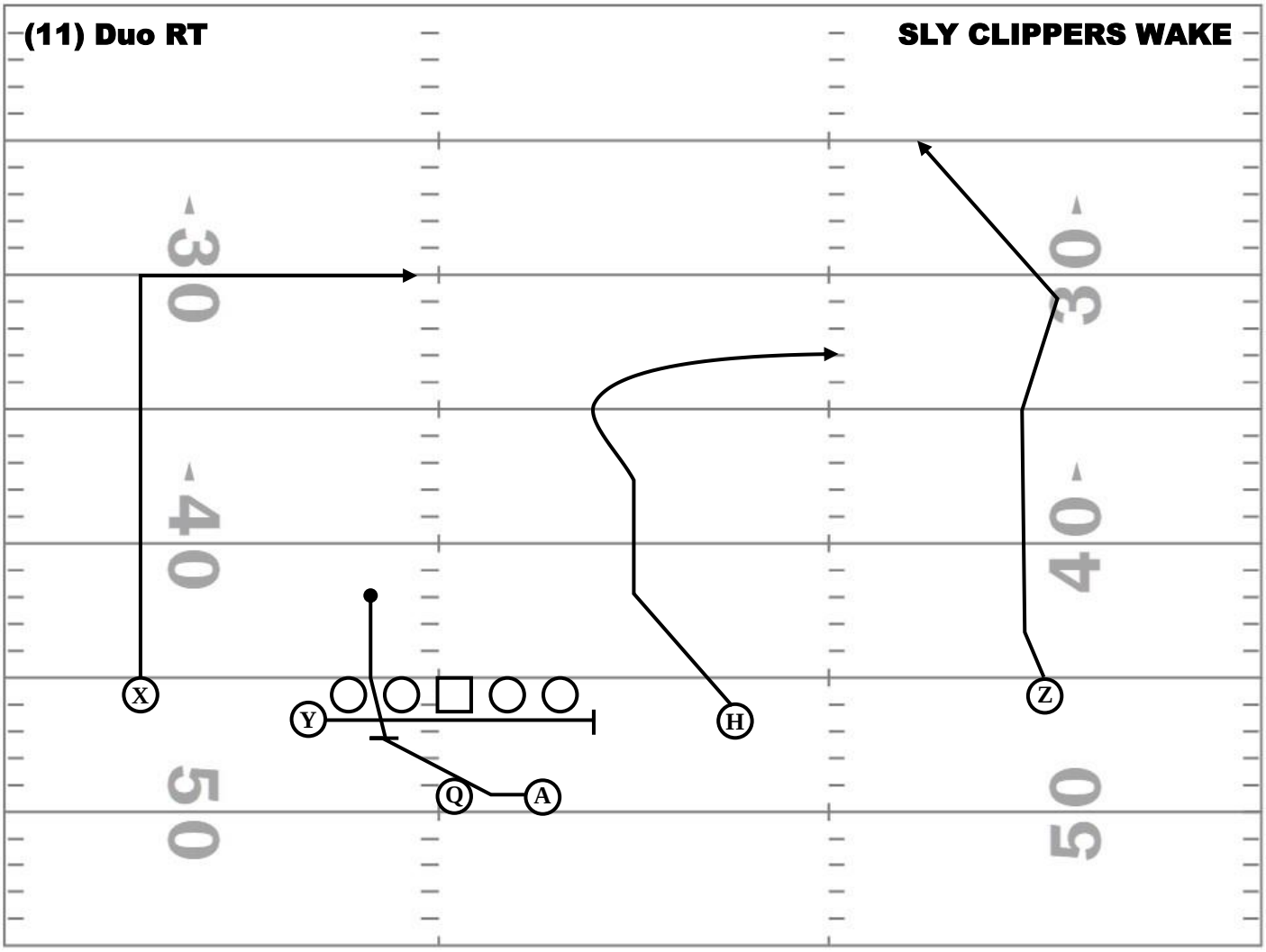


X	**Split:** OSE **- Route:** Over **- Adjust:**
H	**Split:** HASH **- Route:** Middle Occupy **- Adjust:** Get Covered by the Safety
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Deep Post **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Top Down Read Deep Post – Over – CK Down

Notes:

FAMILY: ACTION PASS	PLAY: WAKE

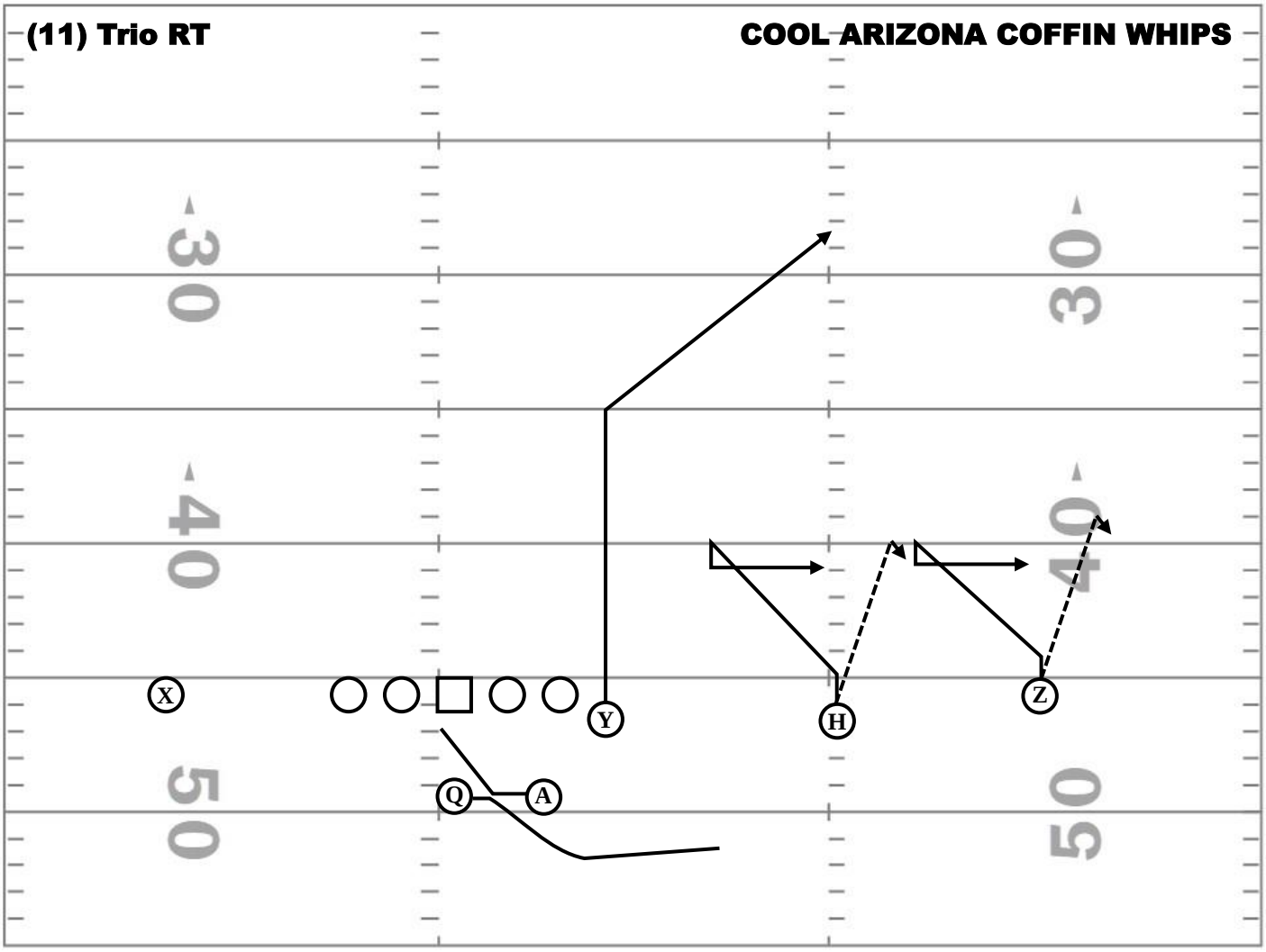
CONCEPT: (FIELD: #1 Deep Dig, #2 Over, BOUNDARY: Deep Post)



X	**Split:** OSE **- Route:** Deep Dig **- Adjust:**
H	**Split:** HASH **- Route:** Over Return **- Adjust:** Sell the Over, Roll Cut Out
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Deep Post **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Top Down Read Deep Post – Over – CK Down

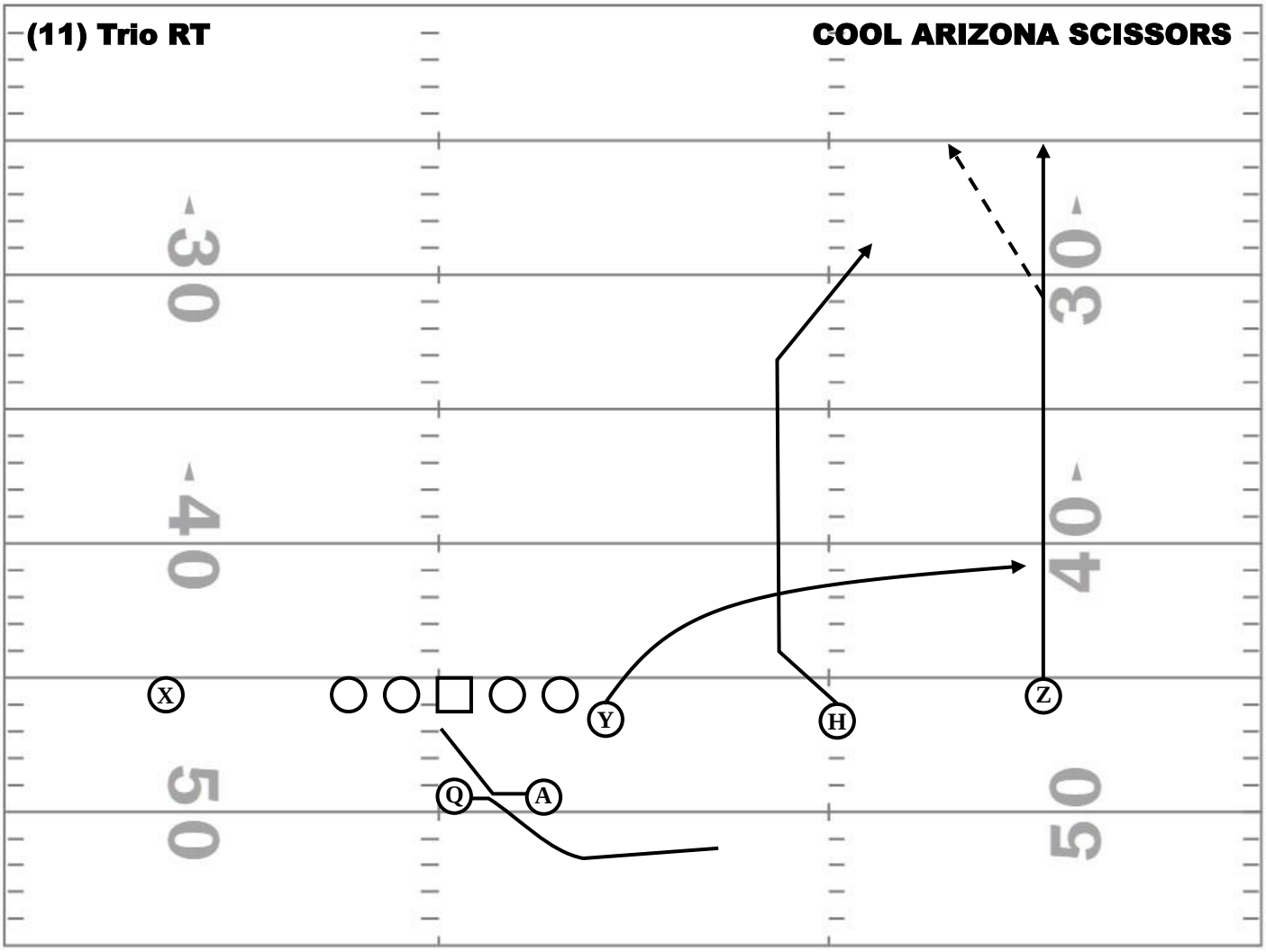
Notes:

FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**
Notes:	

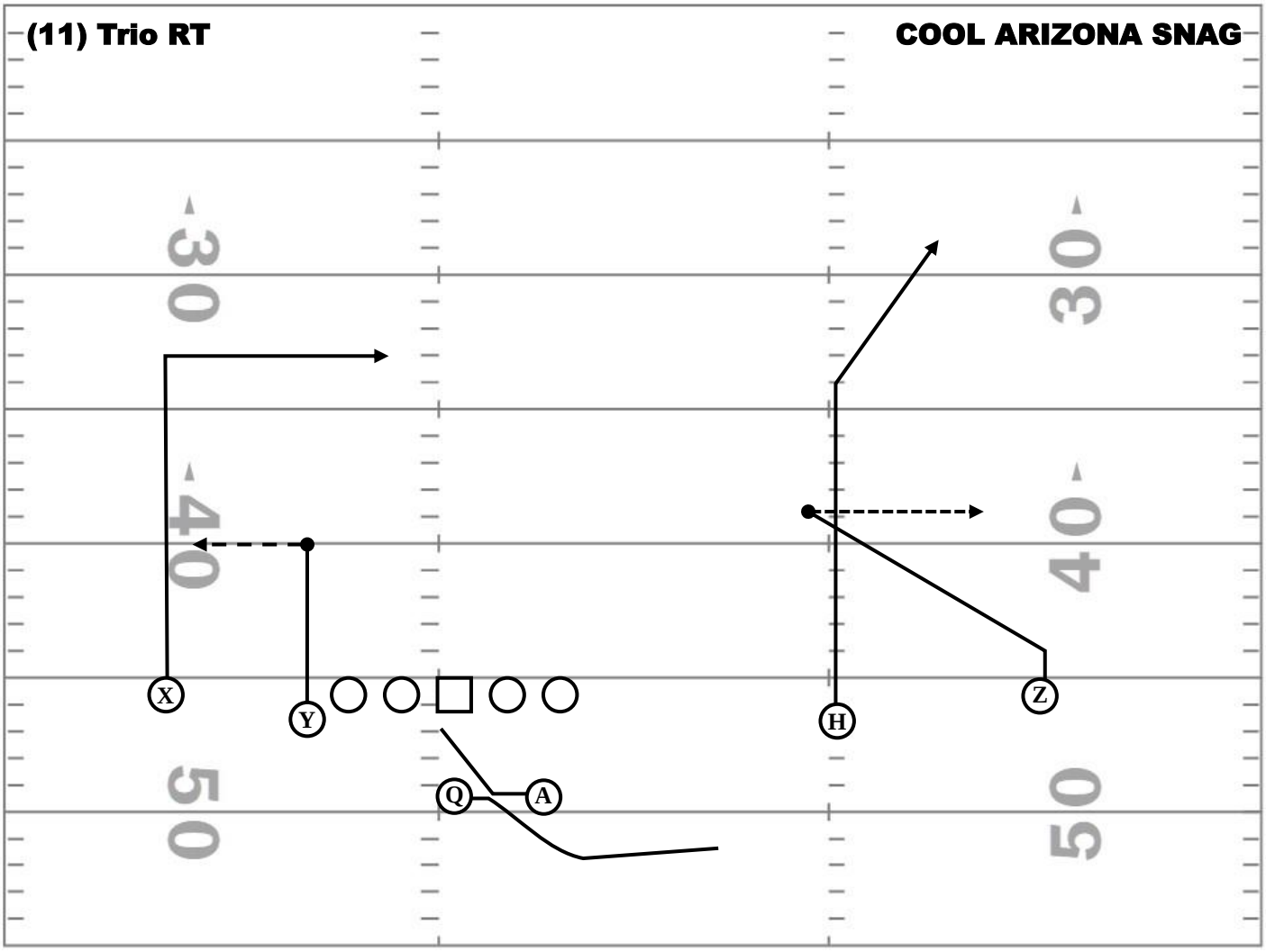
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

RELEASE SCREENS

OL BASE RULES

PST: Go FLAT down the LOS aiming for the 1st Man from the Sideline
Aim for the CB (Block who shows)
PSG: Go FLAT down the LOS aiming for 2nd Man from the Sideline
Aim for the OLB (Block who shows, no one shows then eyes inside for chasers)
C: Go FLAT down the LOS aiming for the 3rd Man from the Sideline
Aim for the Playside ILB (Block who shows, no one shows then eyes inside for chasers)
BSG: Block 1st DL Past the Center (Defensive Tackle, Could be the NG)
BST: Block 2nd DL Past the Center (Defensive End)

PS WR RULES

OWR: Run a Post or Dig to the Safety and Block him in (Pull the CB and try and get 2 for 1)
IWR: Run an Under Route to the MLB and Seal him in (Pull the OLB and try and get 2 for 1)
SOLO OWR: Run an Under Route to the MLB and Seal him in (Pull the OLB/CB and try and get 2 for 1)

QB BASE RULES

Normal Pass Drop (3 Step, Could also be a 1 step and then fade away)
Stare at the MLB (2 Hi) or FS (1 Hi) to freeze him
If you're not sure what to do, turf the ball at the Screen Mans feet

PLAYER RECEIVING THE SCREEN

Must catch ball behind LOS (Can go past the LOS but must comeback behind the LOS for the catch)
Try and get on the hip of the PSG and follow him out as he releases

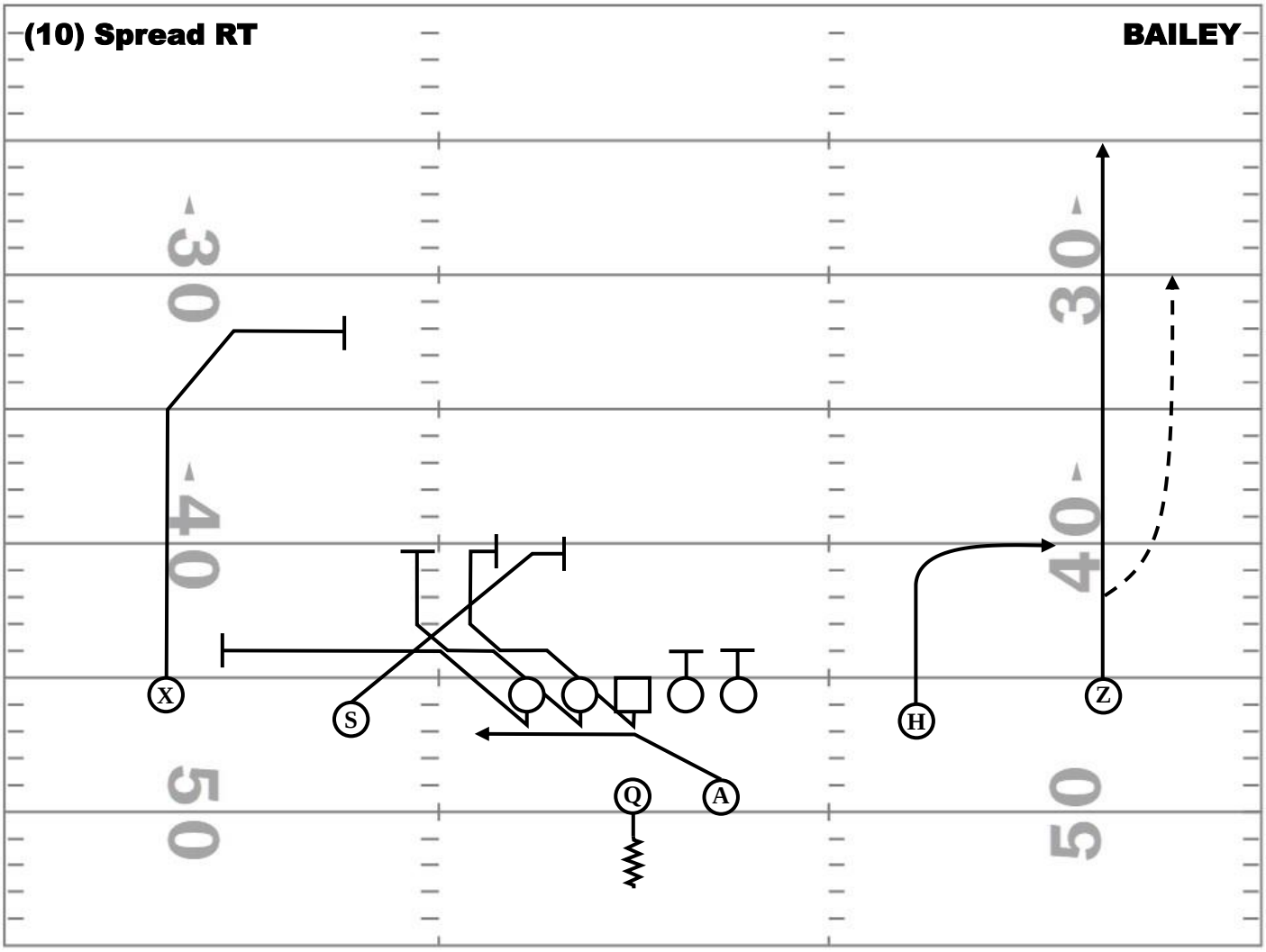
VARIATIONS

BAILEY/BRENDA - Base
SALLY/SARAH – BST/BSG Sprint out Blocking
DELILAH/DOROTHY – DBL Screen (BST & BSG execute PS Screen Rules)

NOTES

GET CREATIVE!!!
Rebel Action
Sprint to the Screen
Sprint away from the Screen
Motion the QB and Throwback

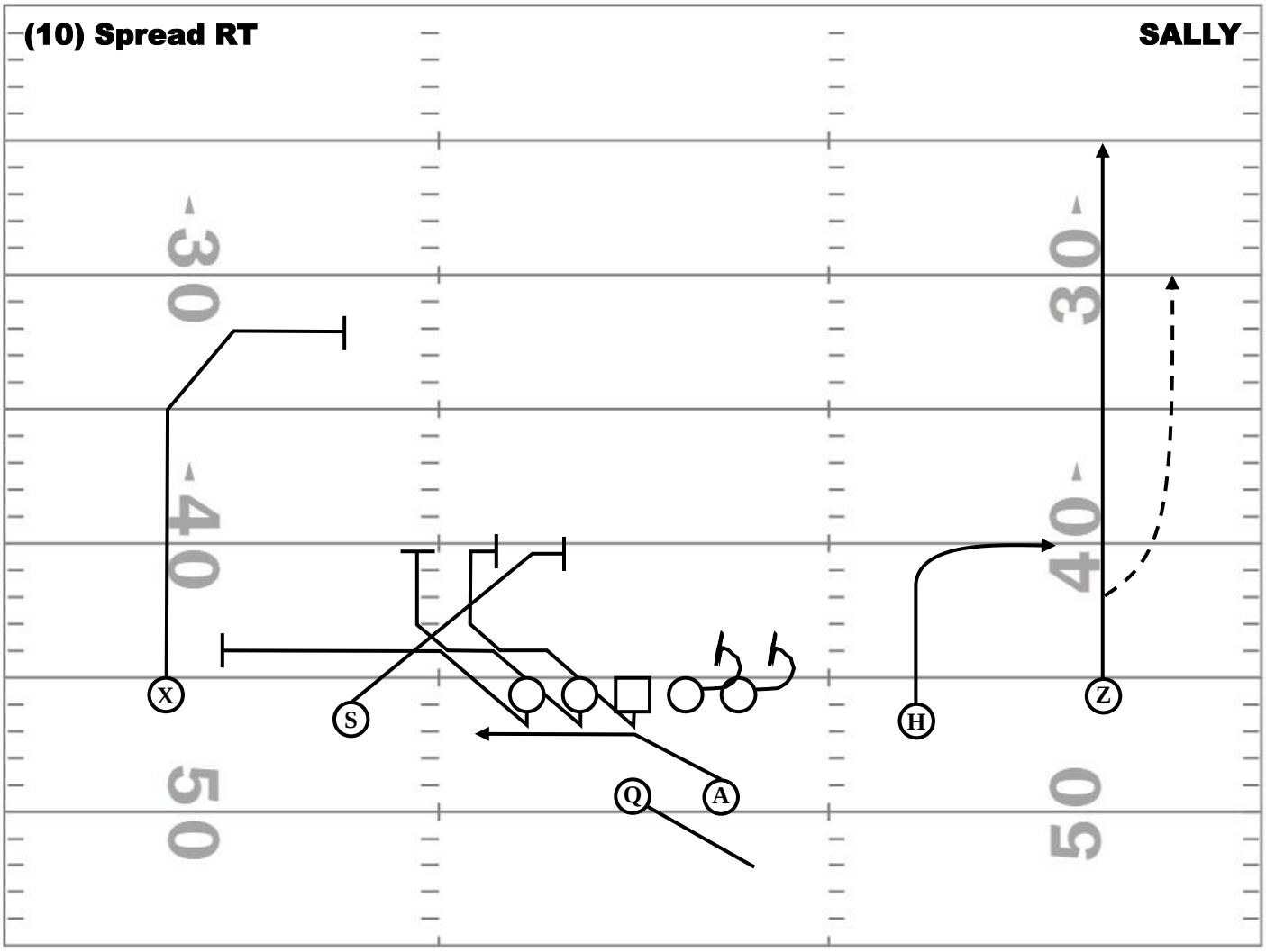
FAMILY: RELEASE SCREEN	PLAY: BAILEY
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

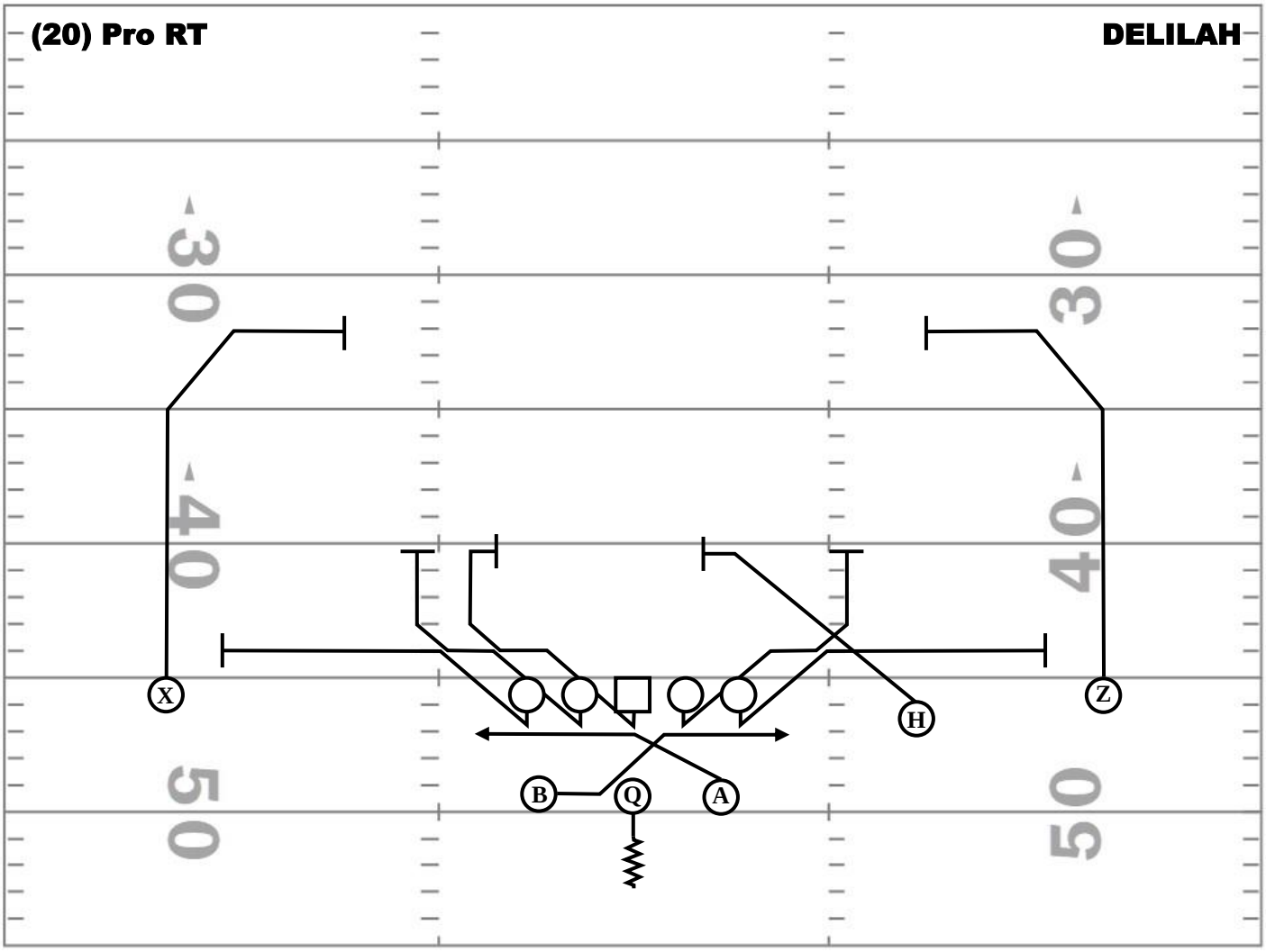
FAMILY: RELEASE SCREEN	PLAY: SALLY
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY: RELEASE SCREEN	PLAY: DELILAH
CONCEPT:	

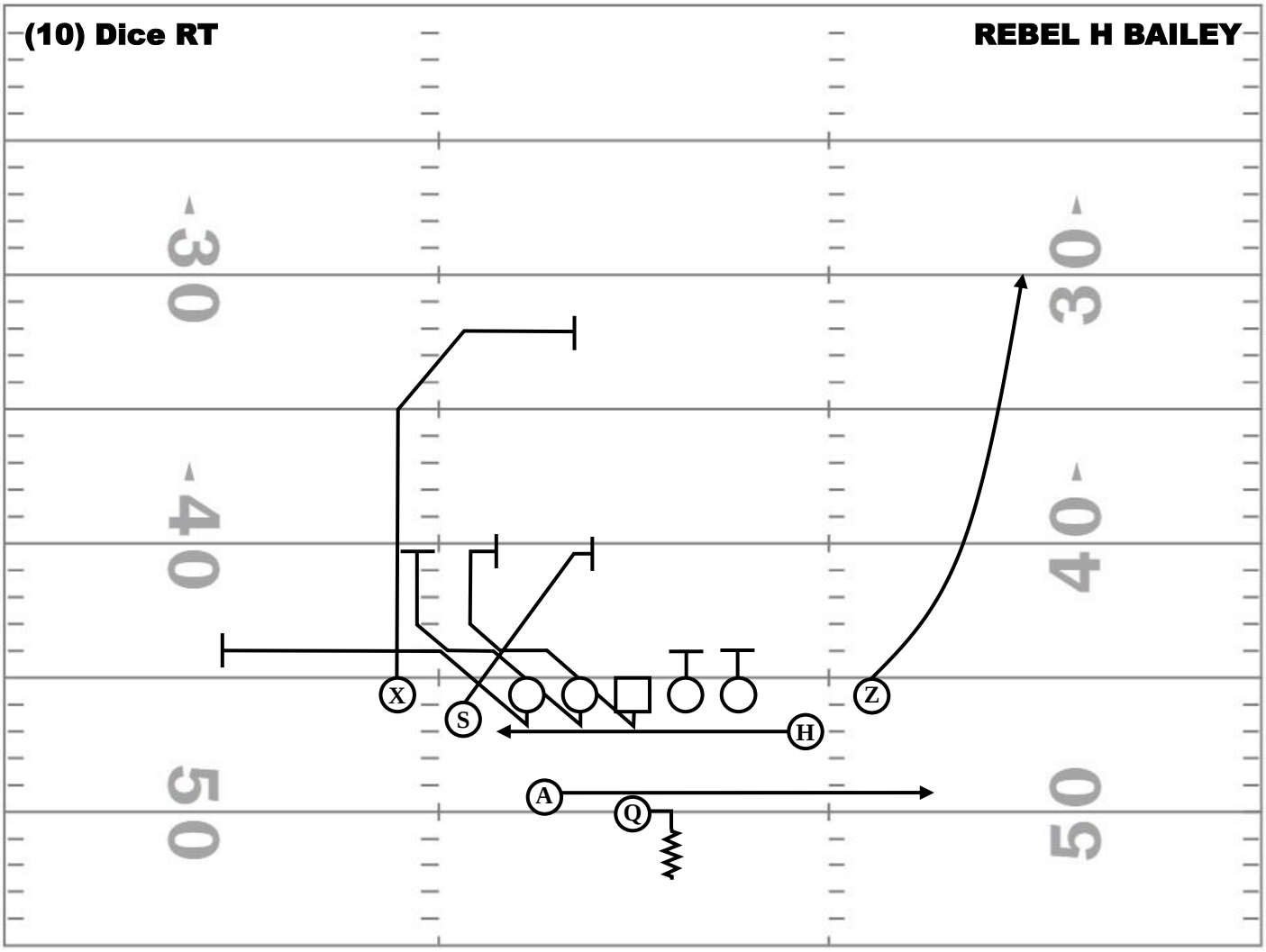


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
B	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY: RELEASE SCREEN	PLAY: H BAILEY

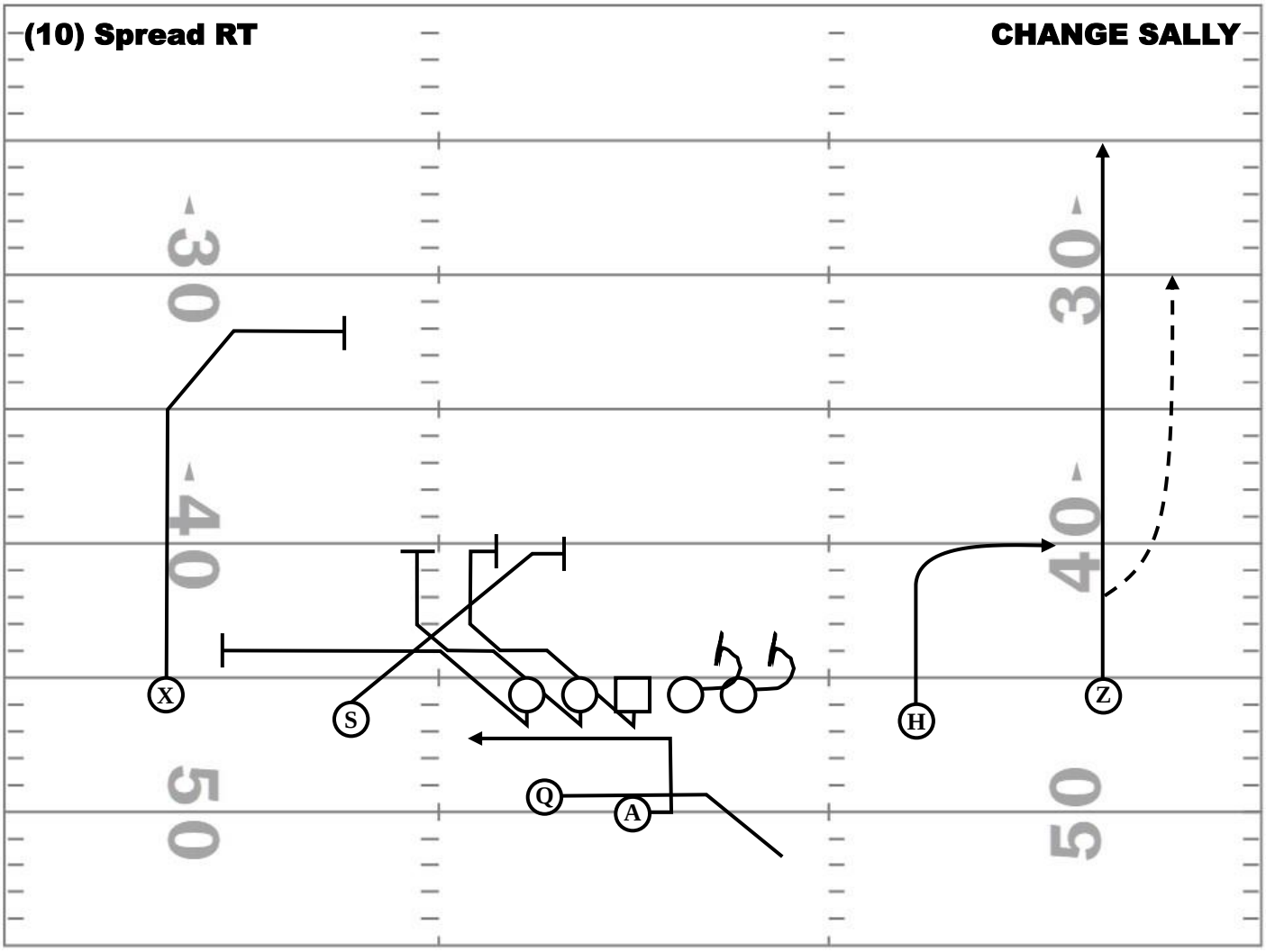
CONCEPT:



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY: RELEASE SCREEN	PLAY: SALLY
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

MIDDLE SCREENS

OL BASE RULES

BST: 2 Count then release and Block the OLB
BSG: 2 Count then release, vs 2 Hi Block the Safety, vs 1 Hi Block the ILB
C: 2 Count then release, vs 2 Hi Block the MLB, vs 1 Hi Block the Safety
PSG: 2 Count then release, vs 2 Hi Block the Safety, vs 1 Hi Block the ILB
PST: 2 Count then release and Block the OLB (If you get the *ALERT* call go ASAP to OLB)

WR BASE RULES

OWR: Block or Run off the CB
IWR: Block or Occupy the Safety (Can Block Him or run a Route to get Covered by him)
SOLO OWR: Block or Run off the CB
RB: Swing Route (Unless Tagged/Told to do something different)

QB BASE RULES

Add your own style to it
    Fake a Throw, Fake a Toss to the RB, Alter your drop angle, etc
Be Patient, But NOT STUPID
    Let the DL get upfield, but don't hold on to the ball so long you will take a big hit
If you're not sure what to do, turf the ball at the Screen Mans feet

PLAYER RECEIVING THE SCREEN

If it's Man to Man give the PST the *ALERT* call to Quick release and block your Man
Hard step upfield, fight through the mess to get to where the center snapped the ball
    We want to catch the ball where it was snapped from
Turn immediately upfield after the catch, DO NOT DRIFT, GET VERTICAL ASAP

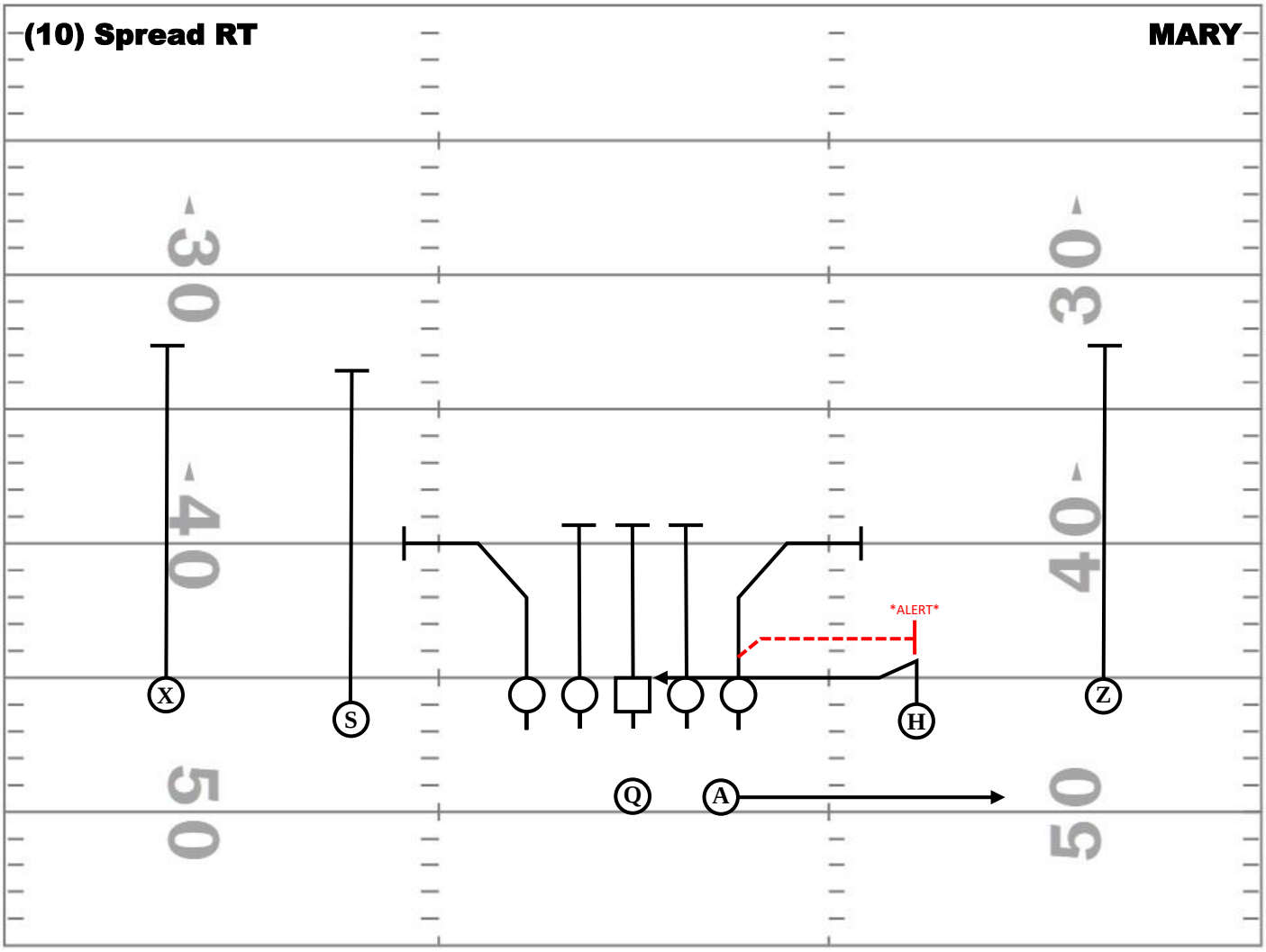
VARIATIONS

QB Sprintout
Fake a Hand off
DBL Fake a Hand off
QB Motion and Throwback

NOTES

GET CREATIVE!!!
Rebel Action
Sprint to the Screen
Sprint away from the Screen
Motion the QB and Throwback

FAMILY: MIDDLE SCREEN	PLAY: MARY
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

TUNNEL SCREENS

OL BASE RULES

PST: Go FLAT down the LOS aiming for the +1 Defender from the Sideline
PSG: Go FLAT down the LOS aiming for the +2 Defender from the Sideline
C: Go FLAT down the LOS aiming for the +3 Defender from the Sideline
BSG: Block 1st DL Past the Center (Defensive Tackle, Could be the NG)
BST: Block 2nd DL Past the Center (Defensive End)

+ Defender Rule

ID how many WR's are to call side
OT adds 1 to the number and blocks that # defender from the sideline
Ex) 2 WR's (1 WR Blocking, OT will go to the second defender from the sideline)
OG will go to the +2 (because the OT will take the +1)

PS WR RULES

OWR: Always the Tunnel Man, 3 Fast and retrace, or 1 Up and Retrace (QB will tell you to speed up)
IWR: Block the MDM for the Tunnel Man (use the +1 Rule)

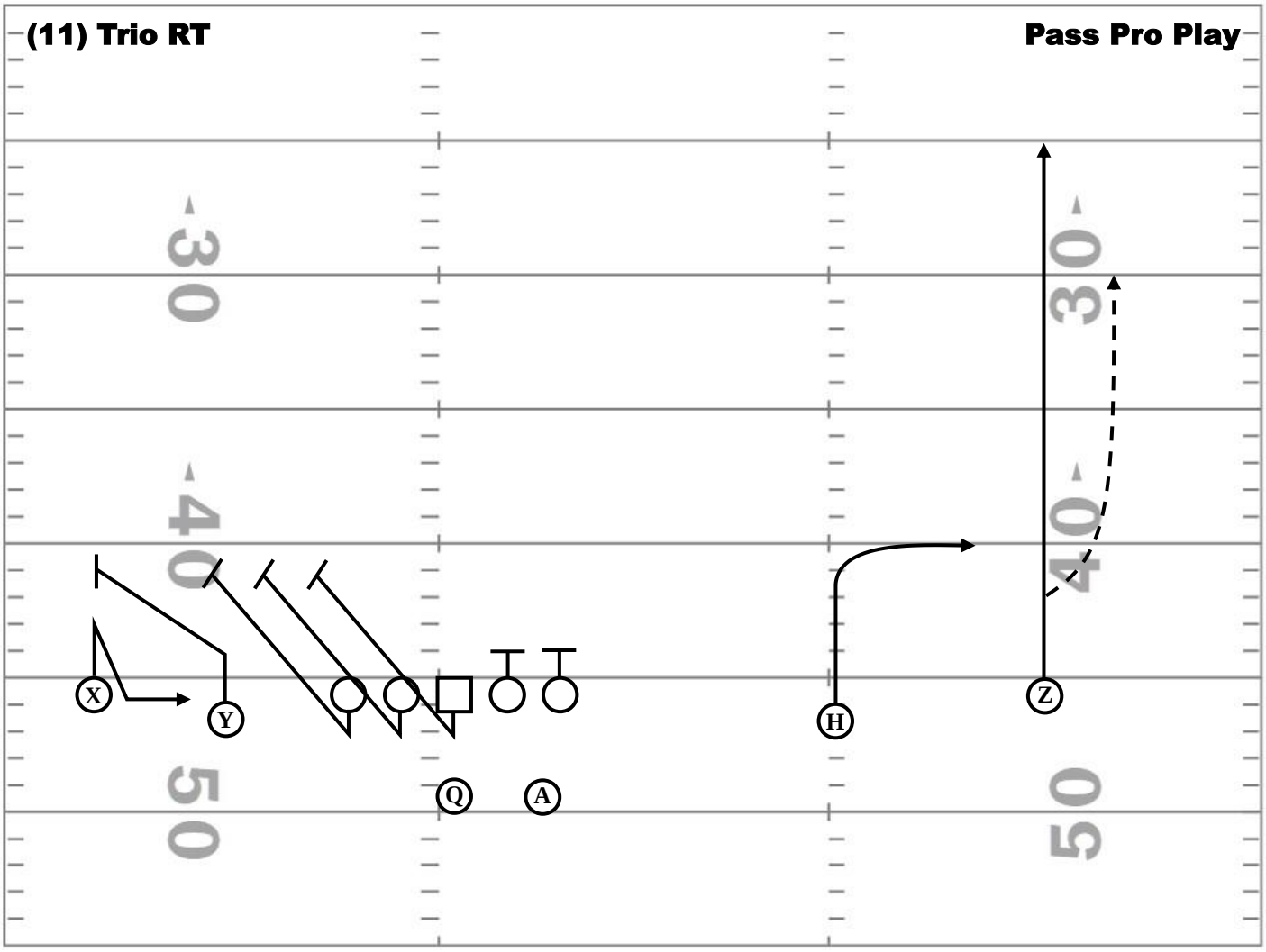
QB BASE RULES

Normal Pass Drop (3 Step, Could also be a 1 step and then fade away)
Stare at the MLB (2 Hi) or FS (1 Hi) to freeze him
If you're not sure what to do, turf the ball at the Screen Mans feet

PLAYER RECEIVING THE SCREEN

Must get free off the LOS
Use the Blocks (Get inside the Kickout then read for best route)

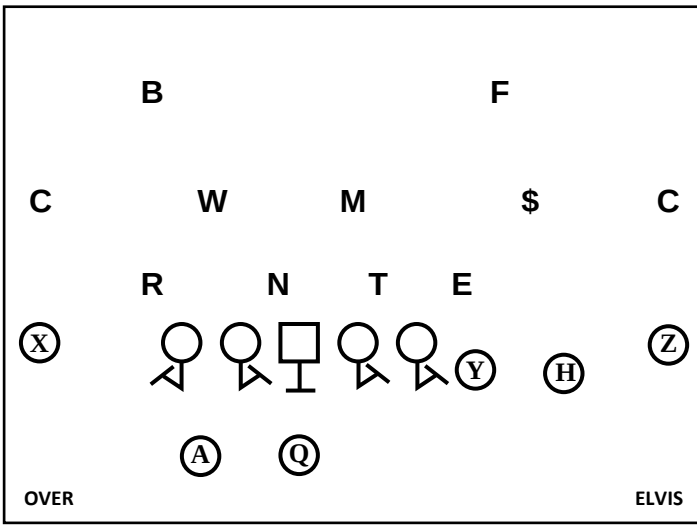
FAMILY:	PLAY:
CONCEPT:	

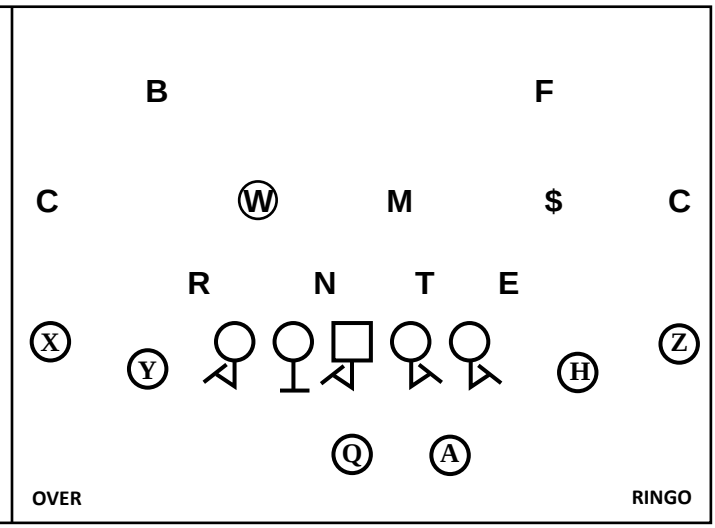


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**
Notes:	

PROTECTION: 5 MAN

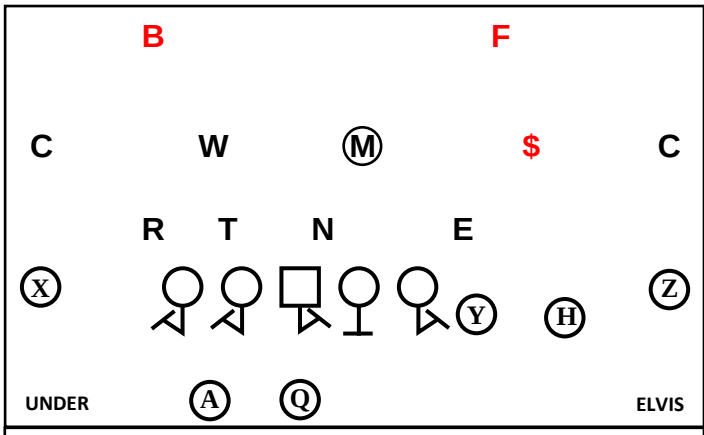
CONCEPT: DROPBACK 5 MAN PROTECTION
ELVIS/RINGO

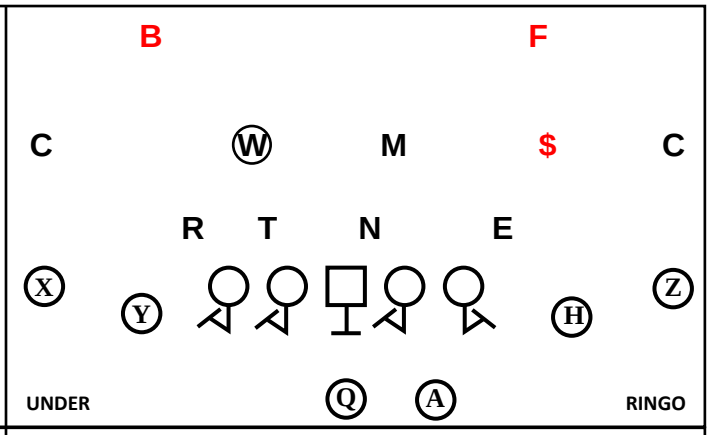


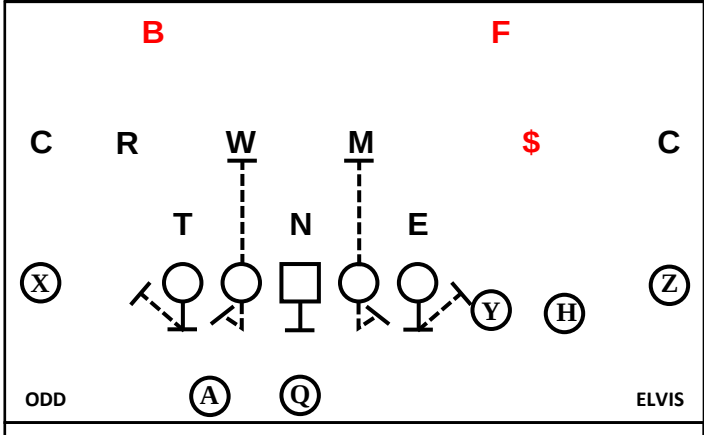


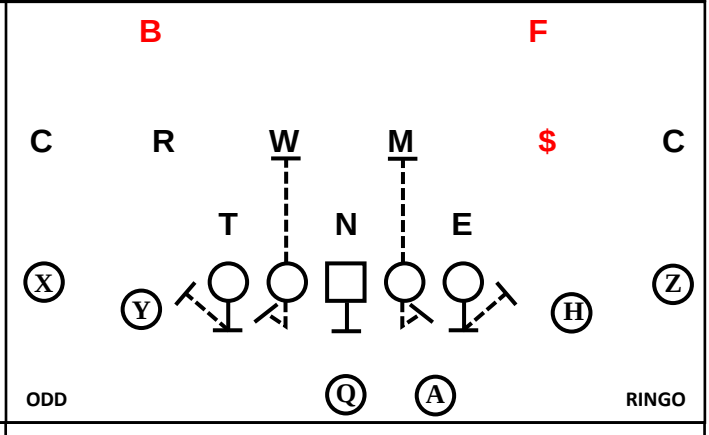
PST	Pass Set and Take #2 LOS ODD: Take the DE until the Guard bumps you off to the OLB
PSG	Set or Post to #1 LOS ODD: Double Sort (ILB to DE)
C	Slide to Weakside A If A-Gap open, Set vertical to shade and get eyes on BSLB
BSG	Slide to Weakside B If B-Gap open, Set vertical to shade and get eyes on BSLB ODD: Double Sort (ILB to DE)
BST	Slide to Weakside C ODD: Take the DE until the Guard bumps you off to the OLB
Y	Release into Route
A	Release into Route
NOTES	Macho vs Bear

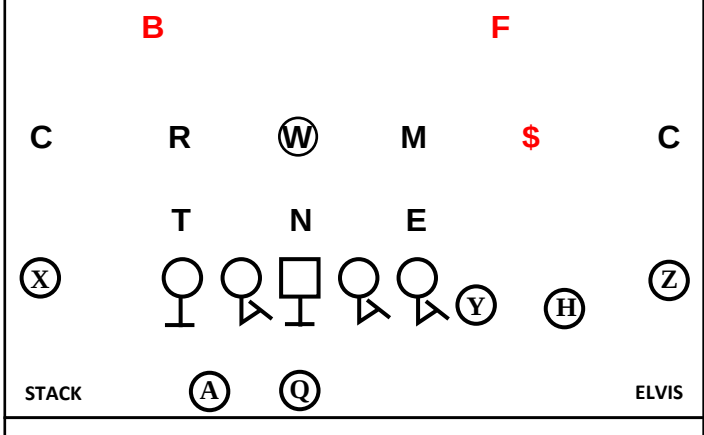
PROTECTION: 5 MAN

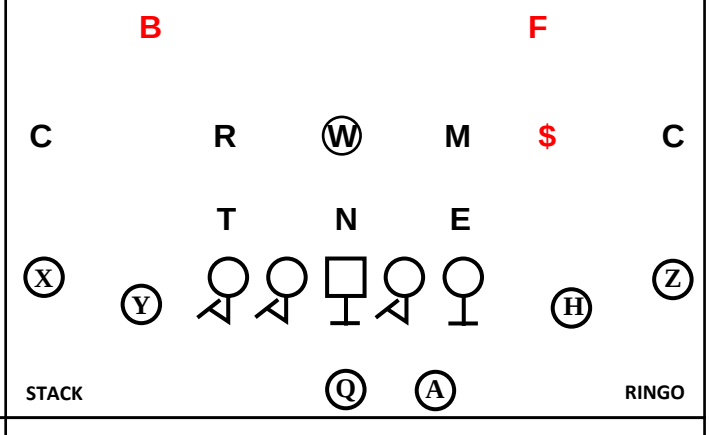


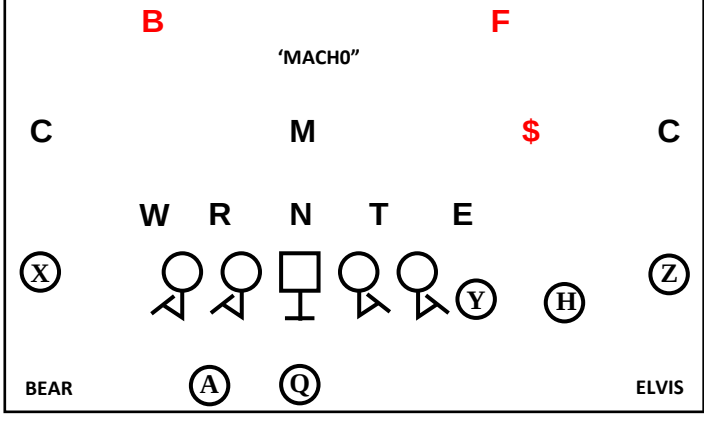


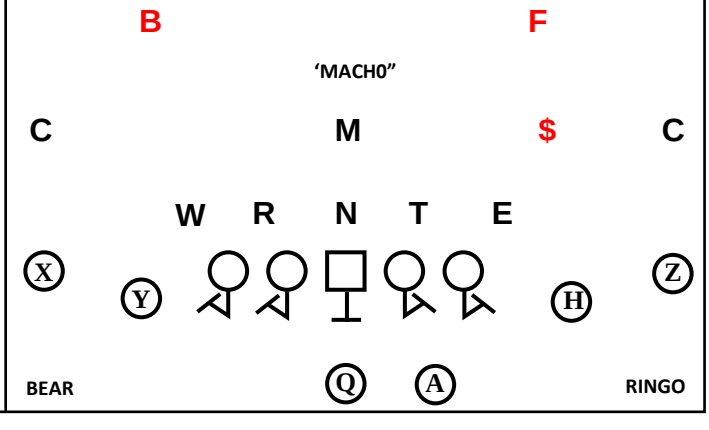






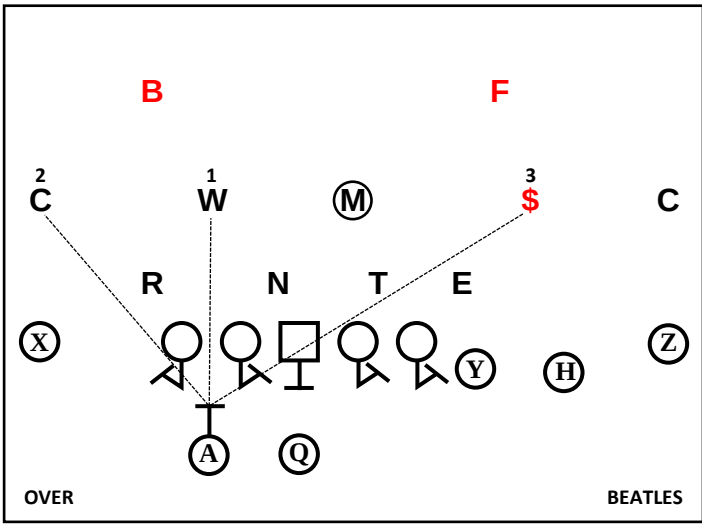


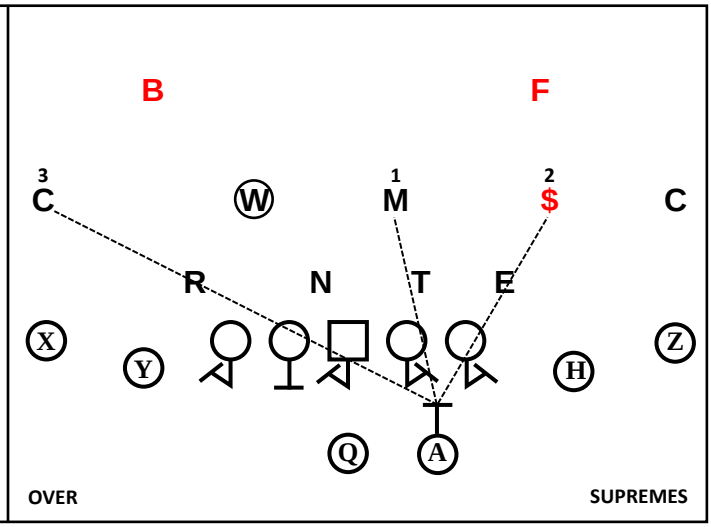




PROTECTION: 6 MAN

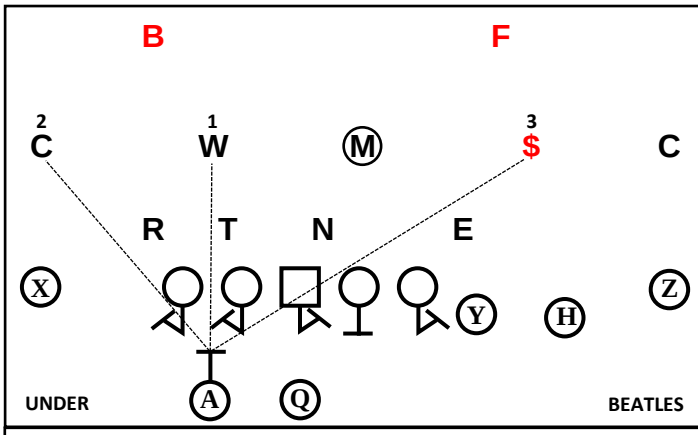
CONCEPT: DROPBACK 6 MAN PROTECTION
BEATLES/SUPREMES

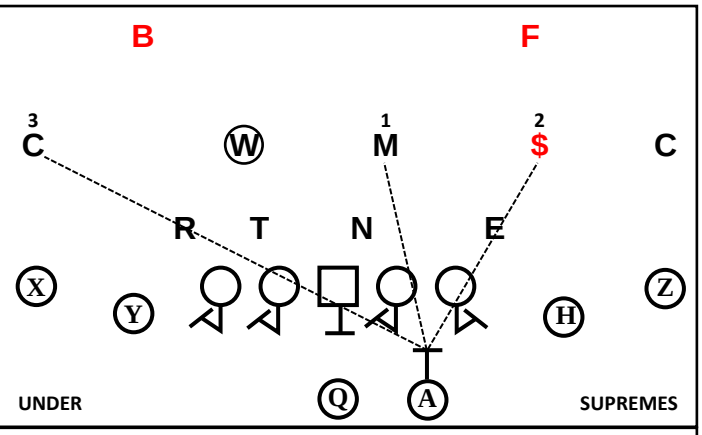


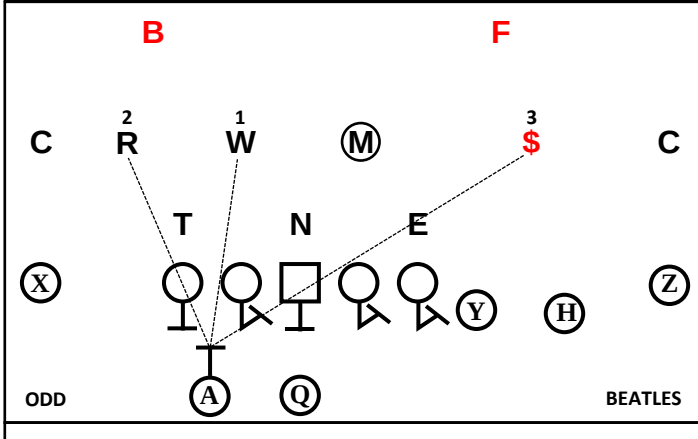


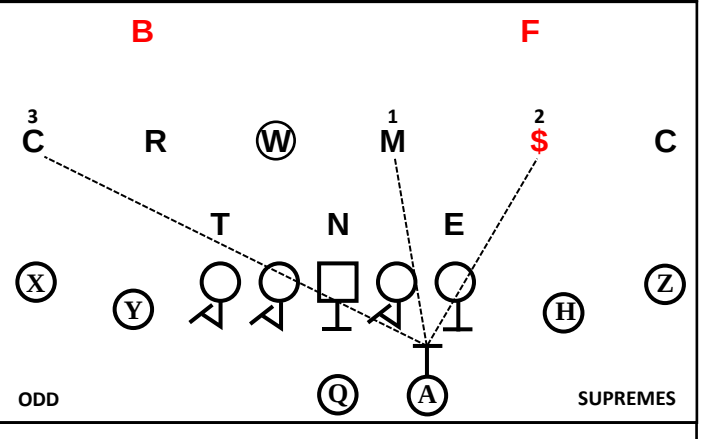
PST	Pass Set and Take #2 LOS
PSG	Set or Post to #1 LOS
C	Slide to Weakside A If A-Gap open, Set vertical to shade and get eyes on BSLB
BSG	Slide to Weakside B If B-Gap open, Set vertical to shade and get eyes on BSLB
BST	Slide to Weakside C
Y	Release into Route
A	READ THE TRIANGLE Call Side LB – Call Side Edge – Backside Edge – Release Alert for Rip/Liz Call
NOTES	Macho vs Bear

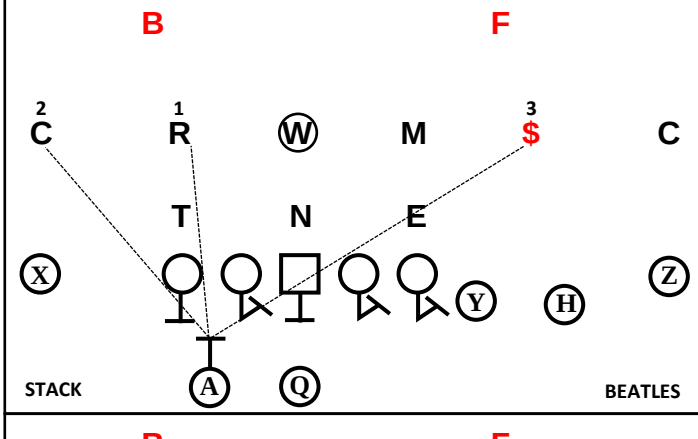
PROTECTION: 6 MAN

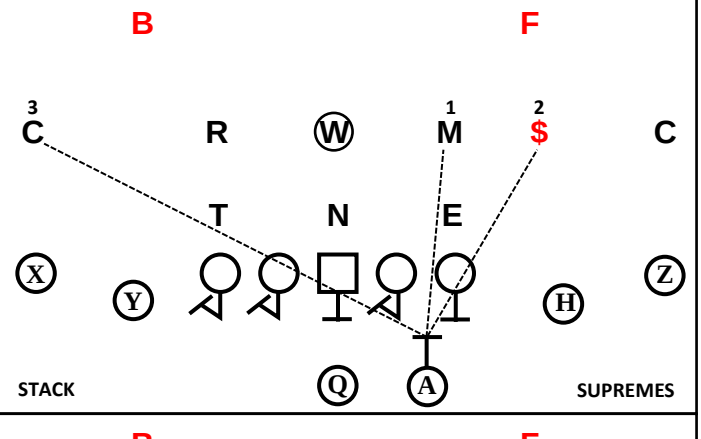


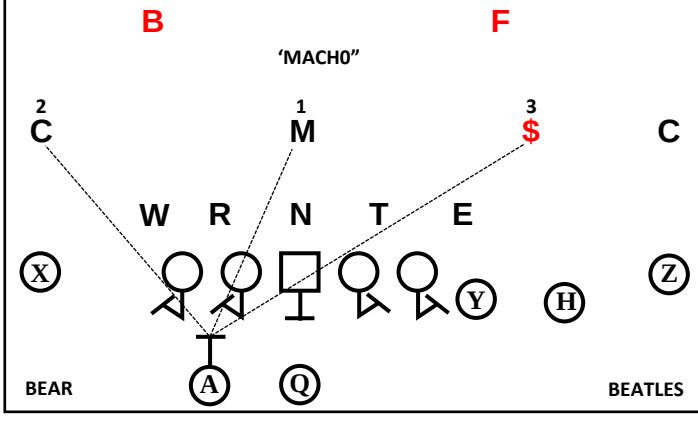


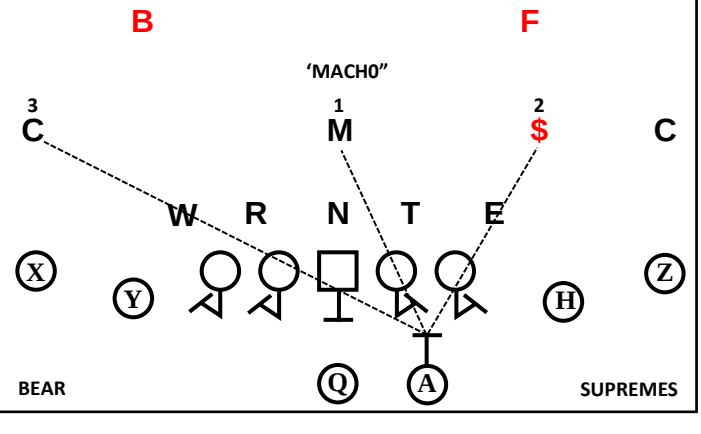






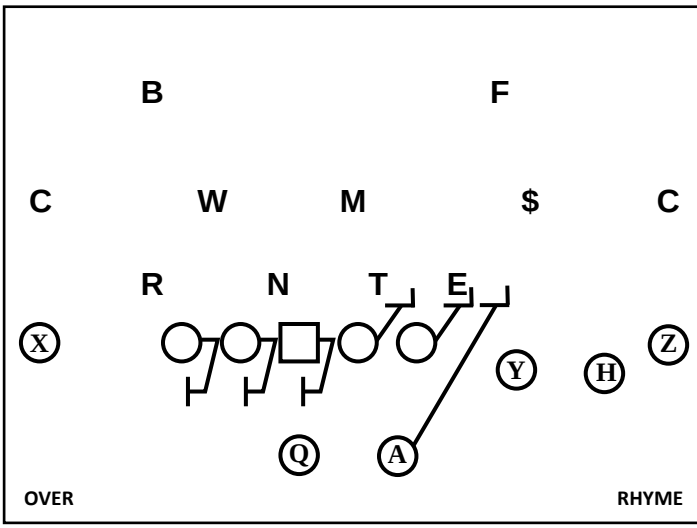


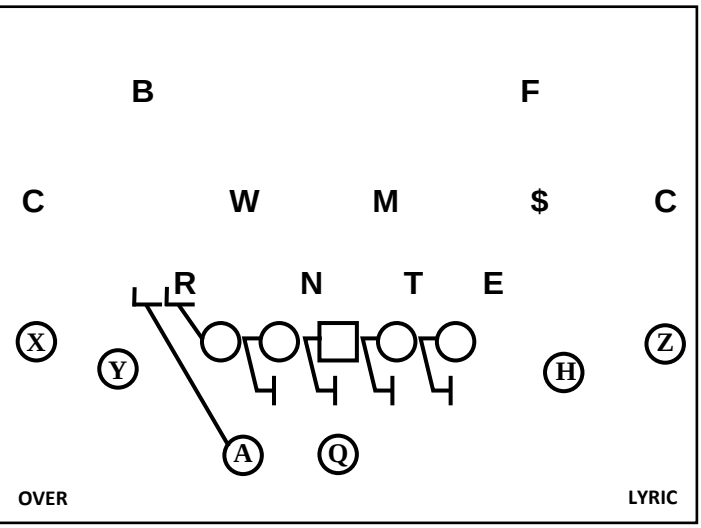




PROTECTION: SPRINTOUT

CONCEPT: SPRINTOUT PASS PROTECTION
LYRIC/RHYME

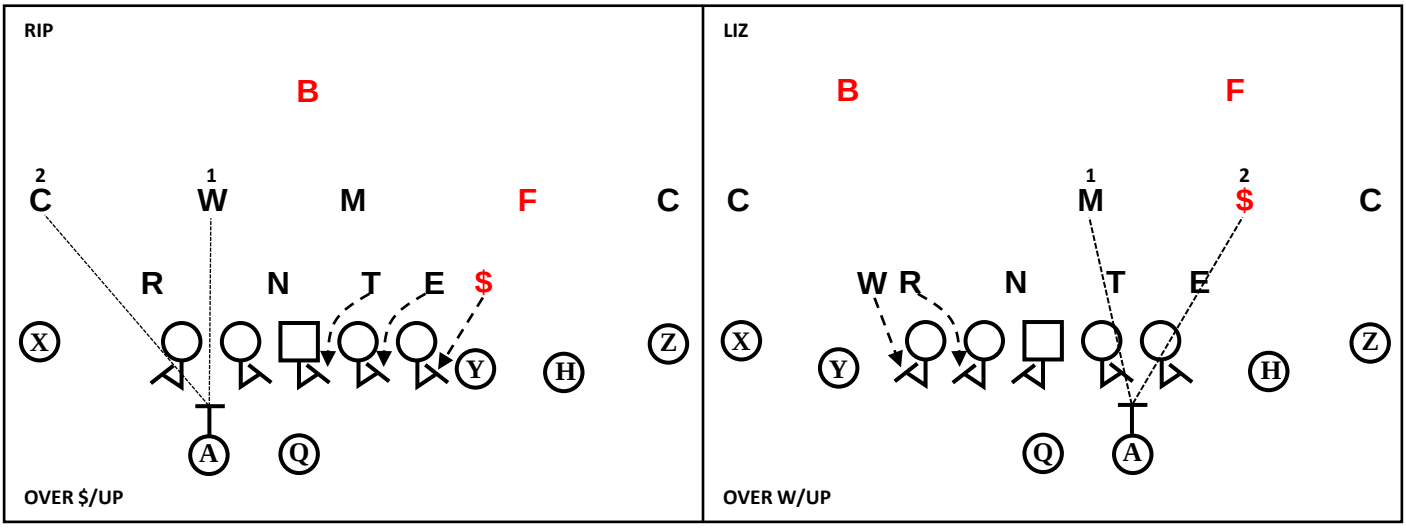




PST	Best Angle to Reach DE
PSG	Best Angle to Reach DT Kick and Reach Playside for 3 Steps to Protect B-Gap, if No Threat Waterfall
C	Kick and Reach Playside for 3 Steps to Protect A-Gap, if No Threat Waterfall
BSG	Kick and Reach Playside for 3 Steps to Protect A-Gap, if No Threat Waterfall
BST	Kick and Reach Playside for 3 Steps to Protect B-Gap, if No Threat Waterfall
Y	Depending on Play Call: Secure Playside of the Sprint Release into Route
A	Secure Playside of the Sprint
NOTES	

RIP/LIZ

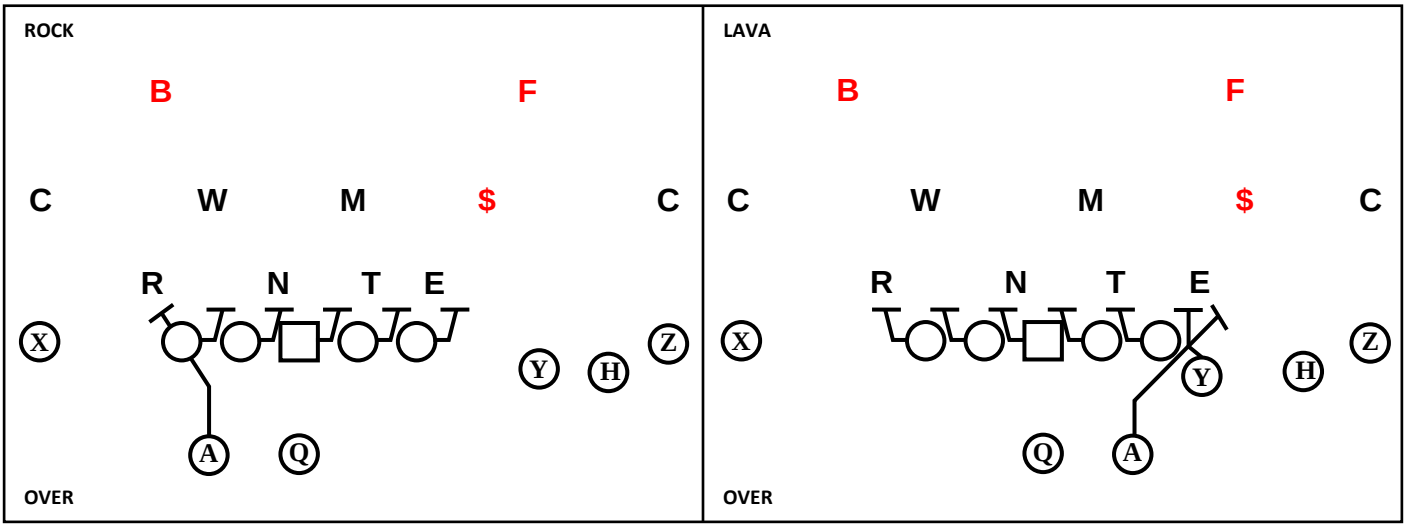
CONCEPT: 6 MAN SLIDE PROTECTION CHECK TO EDGE PRESSURE



PST	Set to C Gap / Edge Rusher. Must be Alert to Take #3 Rusher to Callside vs Edge Pressure. Cannot Send More than 1 Defender Across Your Face. When in Doubt Vs Edge Pressure Take Next Outside Rusher from Edge.
PSG	Set to Any Immediate B Gap Threat with Idea of Blocking the B Gap. If B Gap Threat Slants Inside Get Eyes out to Next Immediate B Gap Threat. Cannot Let More than 1 Defender Cross Your Face. With No Immediate B Gap Threat, You Can Give Presence to A Gap Defender to Help Center, but Eyes MUST be out for Any B Gap Threats Post-Snap.
C	Set to A-Gap. Take Whatever A-Gap Threat that Shows First. Cannot Allow Anything to Cross Face to the Backside. Must Stay on #1 Rusher to Callside Until Either Knocked off by BSG or PSG.
BSG	Set to #1 LOS. Stay on #1 LOS until Either Center or BST Knocks you off and Take #1 LOS from You.
BST	Set to #2 LOS. Stay on #2 LOS Until BSG Knocks You Off and Takes #2 LOS from You.
Y	Release into Route
A	Block BSLB to BS Edge
NOTES	QB Will Make RIP/LIZ Call. RIP/LIZ vs. Okie or Stack Nose will Now be Treated as #1 LOS Backside and End as #2 LOS Backside.

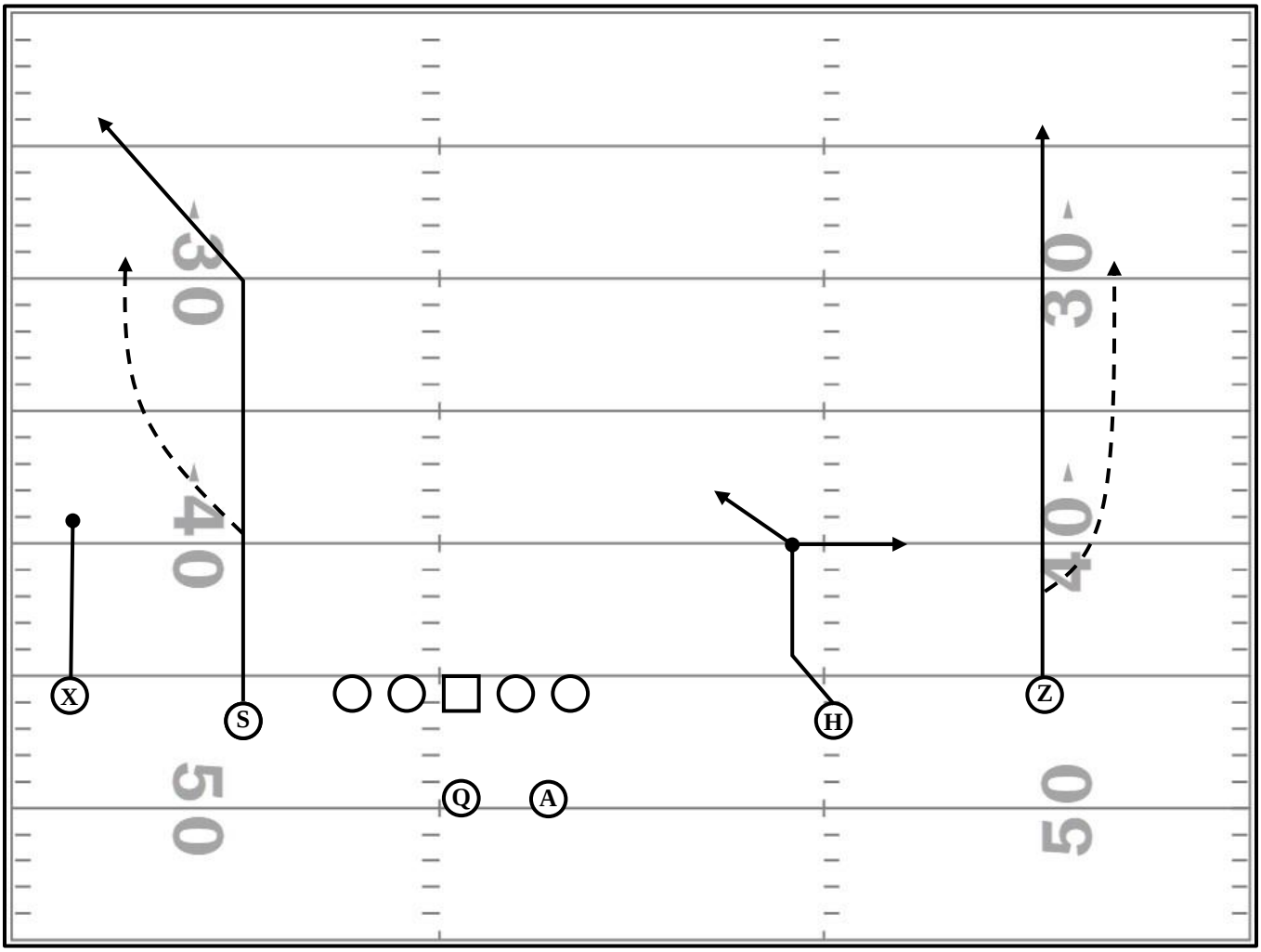
ROCK/LAVA

CONCEPT: QB Audible to Gap Protection to Alert OL we are calling off the Run play and going to throw the ball. Slide the OL Opposite of the Side of the RB



PST	Aggressive Set to C Gap / Edge Rusher. Show Run
PSG	Aggressive Set to B Gap. Show Run
C	Aggressive Set to A Gap. Show Run
BSG	Aggressive Set to A Gap. Show Run
BST	Aggressive Set to B Gap. Show Run
Y	Part of Run Scheme: Slide with the OL or Secure BS C-Gap Part of RPO: Run called Route
A	Block BS Edge (DO NOT CROSS QB'S FACE)
NOTES	

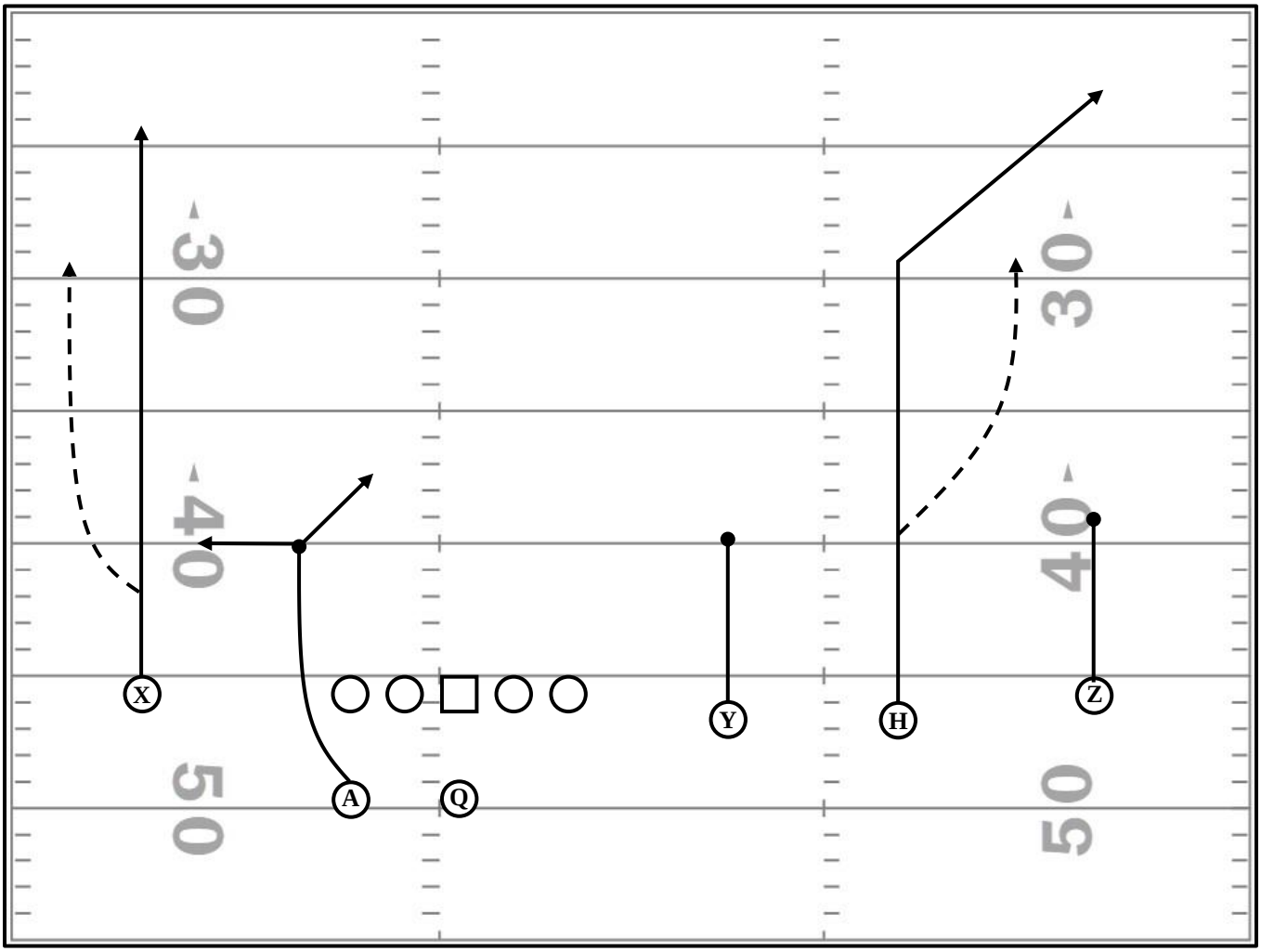
WHISKEY



FAMILY:	OPTION	**CONCEPT:**	WR DECIDE
CONFLICT:	OLB	**STRETCH:**	
PROGRESSION:	Decide – Go	**ALERT:**	1 HI: Big Box – Hitch

PS 1	TAKEOFF	MOR vs Tight CB
PS 2	DECIDE	3 Way Go off of the OLB
PS 3		
BS 1	HITCH	
BS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
NOTES		

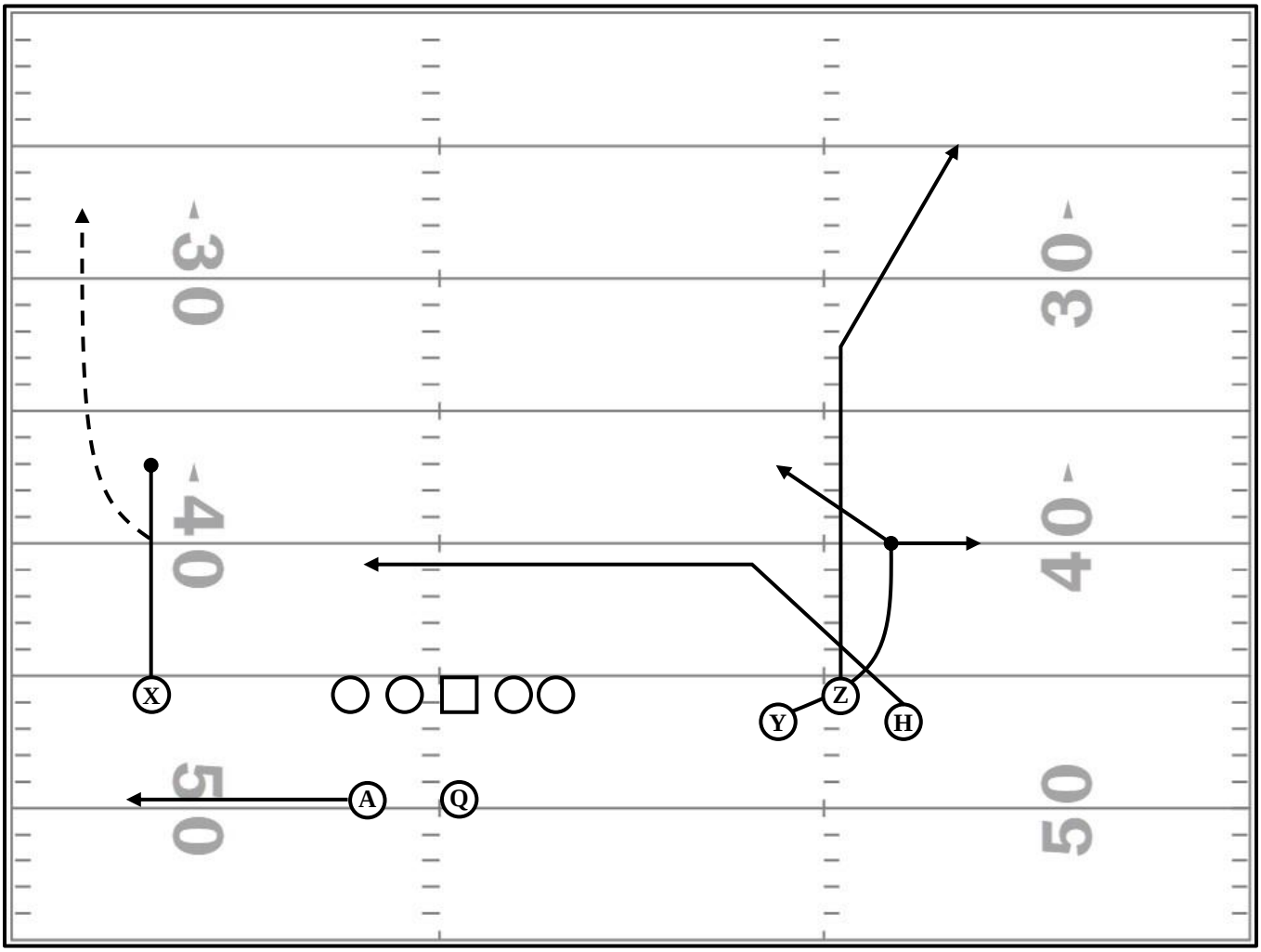
TEQUILA



FAMILY:	OPTION	**CONCEPT:**	RB DECIDE
CONFLICT:	OLB	**STRETCH:**	
PROGRESSION:	Decide – Go	**ALERT:**	1 HI: Big Box – Hitch

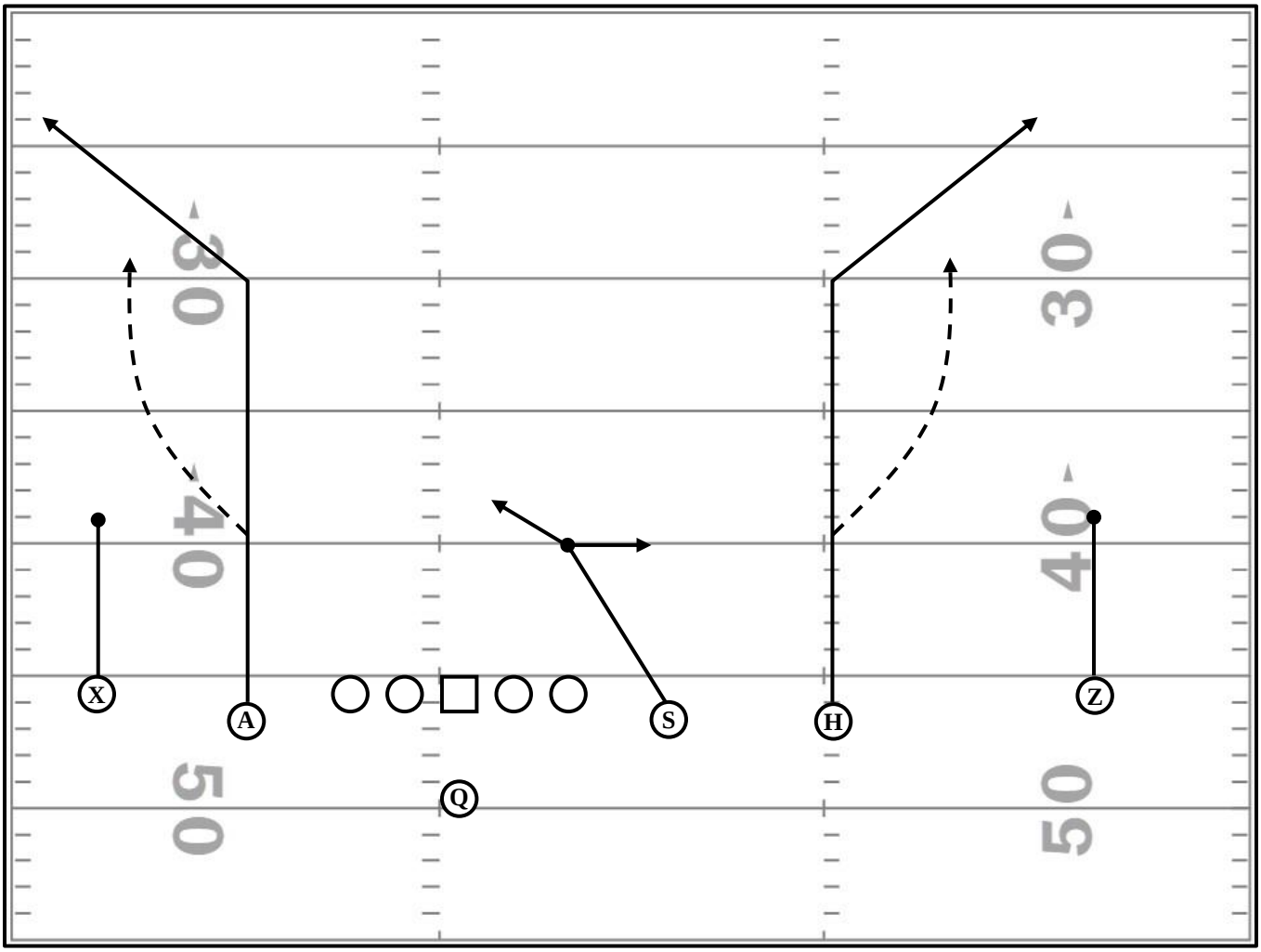
PS 1	HITCH	
PS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
PS 3	HITCH	Stick Route if attached to Box
BS 1	TAKEOFF	MOR vs Tight CB
BS 2	DECIDE	3 Way Go off of the OLB
NOTES		

BOURBON



FAMILY:	OPTION	**CONCEPT:**	BUNCH WR DECIDE
CONFLICT:	OLB	**STRETCH:**	
PROGRESSION:	Decide – Corner	**ALERT:**	1 HI: Snap
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

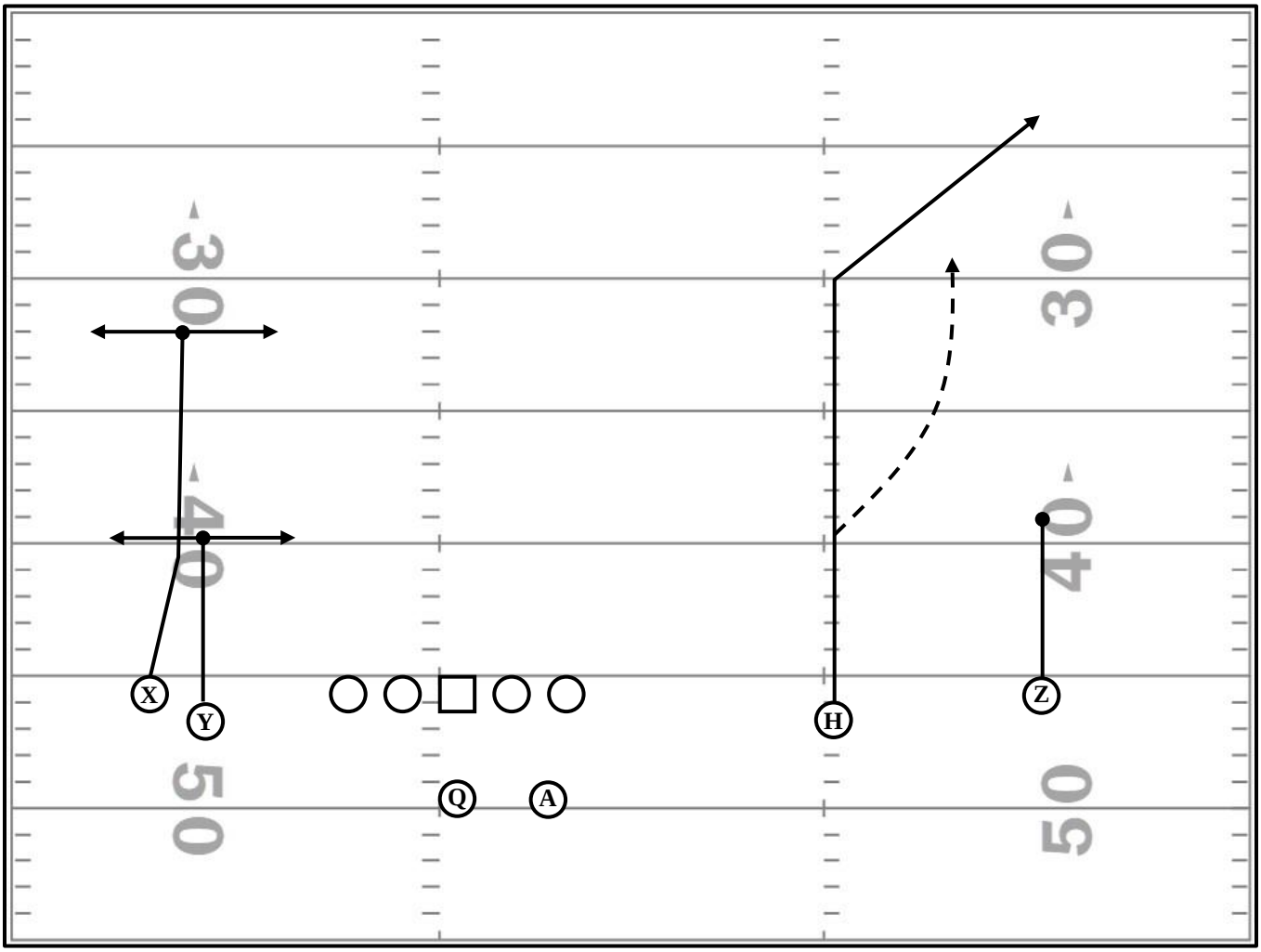
JAEGER



FAMILY:	OPTION	**CONCEPT:**	JUKE
CONFLICT:	ILB	**STRETCH:**	
PROGRESSION:	JUKE	**ALERT:**	1 HI: Big Box – Hitch

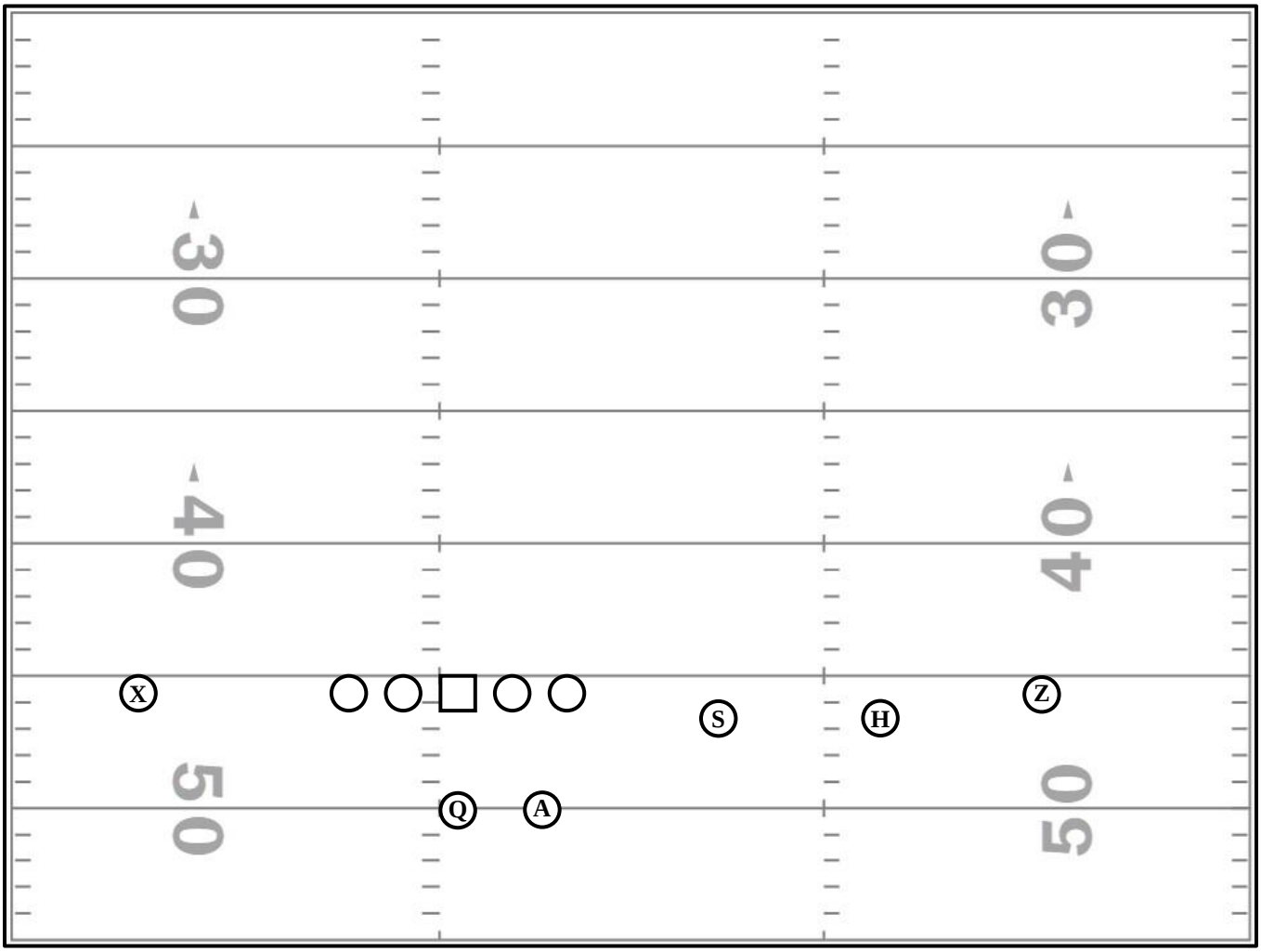
PS 1	HITCH	
PS 2	BIG BOX	
PS 3	JUKE	Sit vs Unmatched, Win I/S or O/S if matched
BS 1	HITCH	
BS 2	BIG BOX	
NOTES		

VODKA



FAMILY:	OPTION	**CONCEPT:**	TRAIL DBL OPTION
CONFLICT:	OLB & SAFETY	**STRETCH:**	
PROGRESSION:	Option – Deep Option	**ALERT:**	1 HI: Big Box – Hitch
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

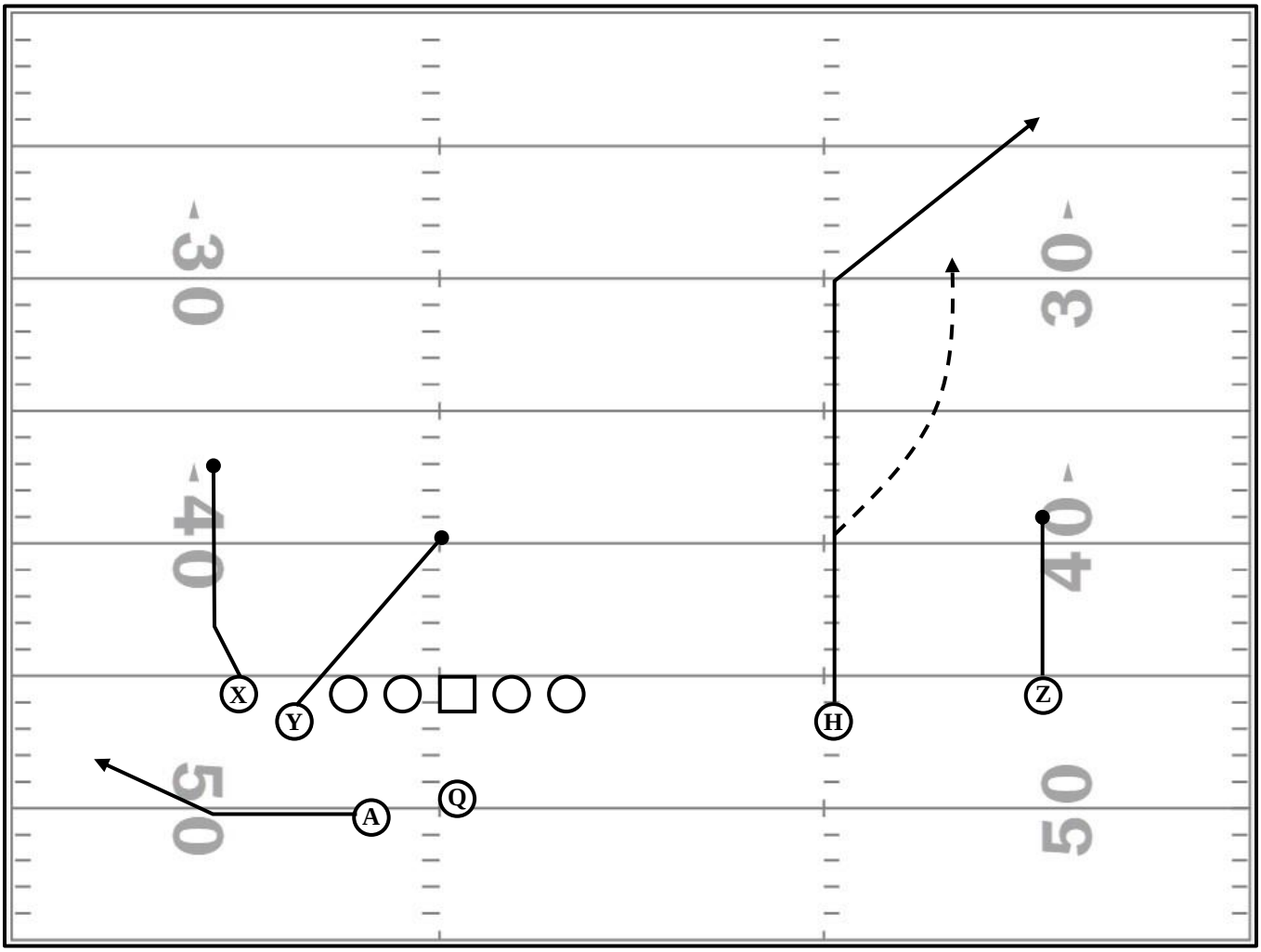
FORMATION TERMINOLOGY



FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	

PS 1		
PS 2		
PS 3		
BS 1		
BS 2		
NOTES		

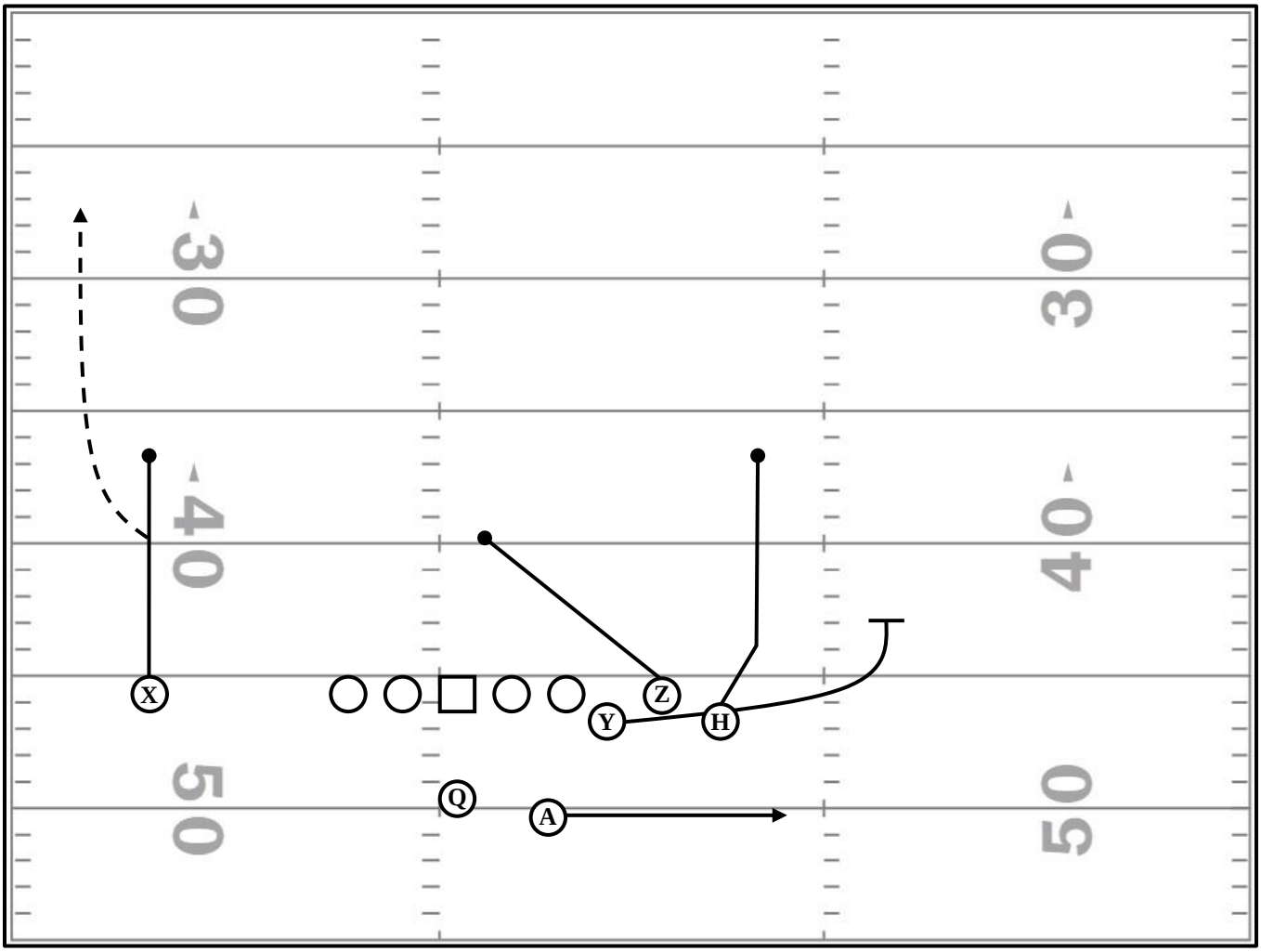
SPACE



FAMILY:	SPACING	**CONCEPT:**	
CONFLICT:		**STRETCH:**	INSIDE – OUT
PROGRESSION:	Spot – Mini Curl – Swing	**ALERT:**	Man: Big Box – Hitch

PS 1	MINI CURL	O/S Release and settle at 8YDS
PS 2	SPOT	Sit over the Ball at 5YDS
PS 3	SWING	
BS 1	HITCH	
BS 2	BIG BOX	
NOTES		

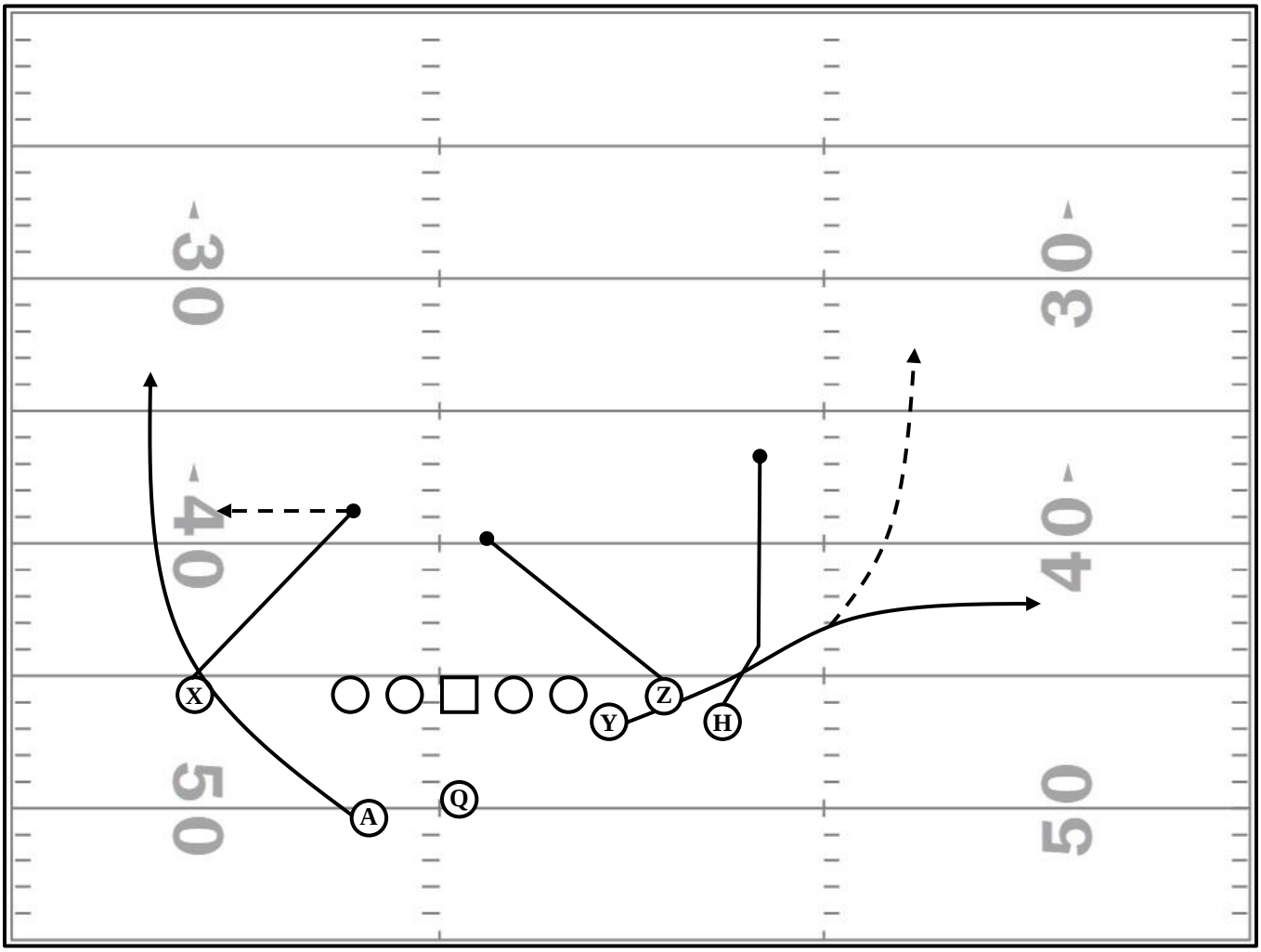
MARS



FAMILY:	SPACING	**CONCEPT:**	
CONFLICT:		**STRETCH:**	INSIDE – OUT
PROGRESSION:	Spot – Mini Curl – Swing	**ALERT:**	Man: Snap

PS 1	MINI CURL	O/S Release and settle at 8YDS
PS 2	SPOT	Sit over the Ball at 5YDS
PS 3	CRUISE BLOCK	Release Flat and Lead Block for Swing Route
BS 1	SNAP	Convert vs Press
BS 2	SWING STRONG	
NOTES		

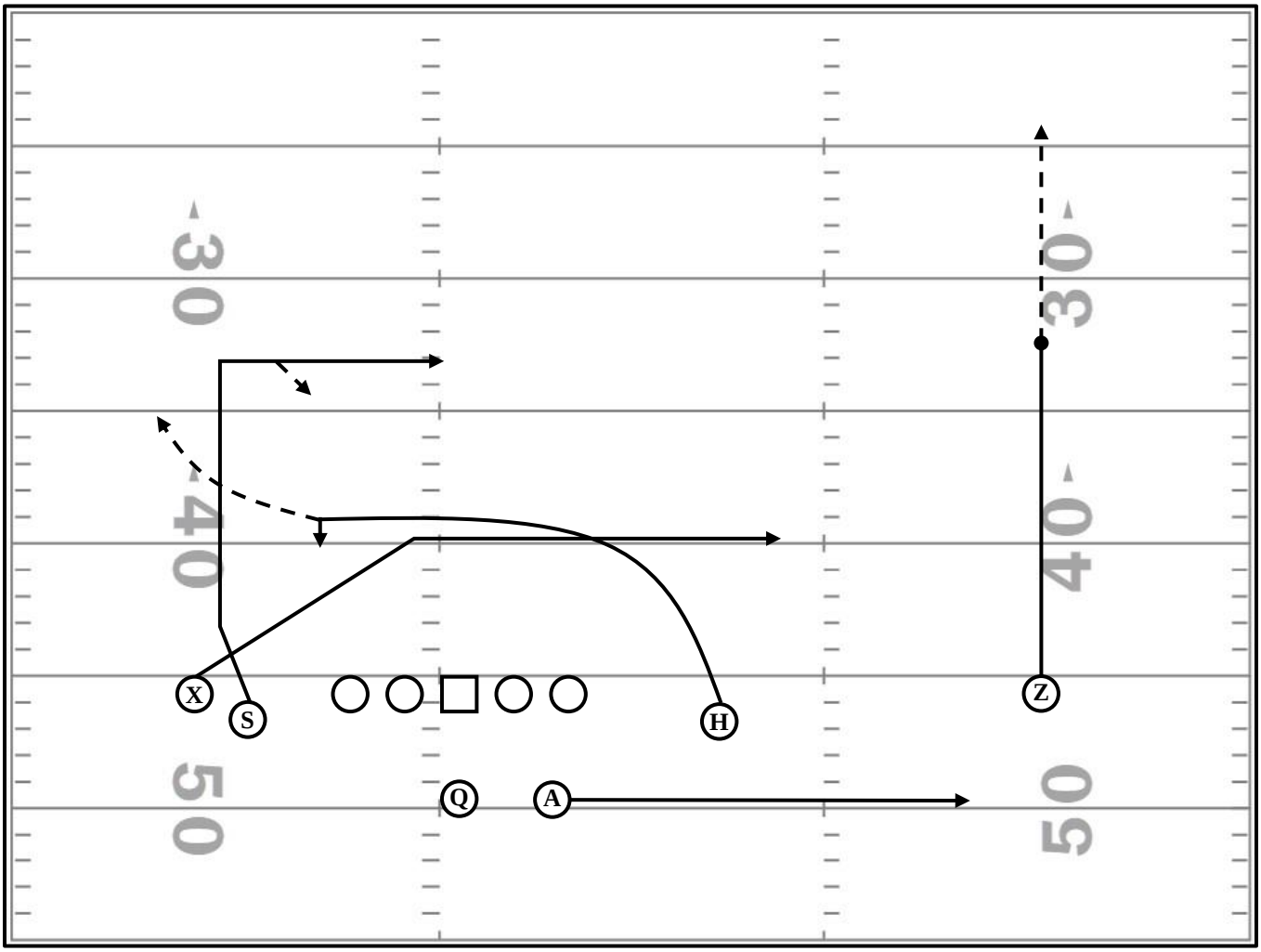
SATURN



FAMILY:	SPACING	**CONCEPT:**	
CONFLICT:		**STRETCH:**	INSIDE – OUT
PROGRESSION:	Spot – Mini Curl – Flat	**ALERT:**	Man: Rail – Snag

PS 1	MINI CURL	O/S Release and settle at 8YDS
PS 2	SPOT	Sit over the Ball at 5YDS
PS 3	FLAT	
BS 1	SNAG	Sit in Zone, Pivot Out vs Man
BS 2	RAIL	
NOTES		

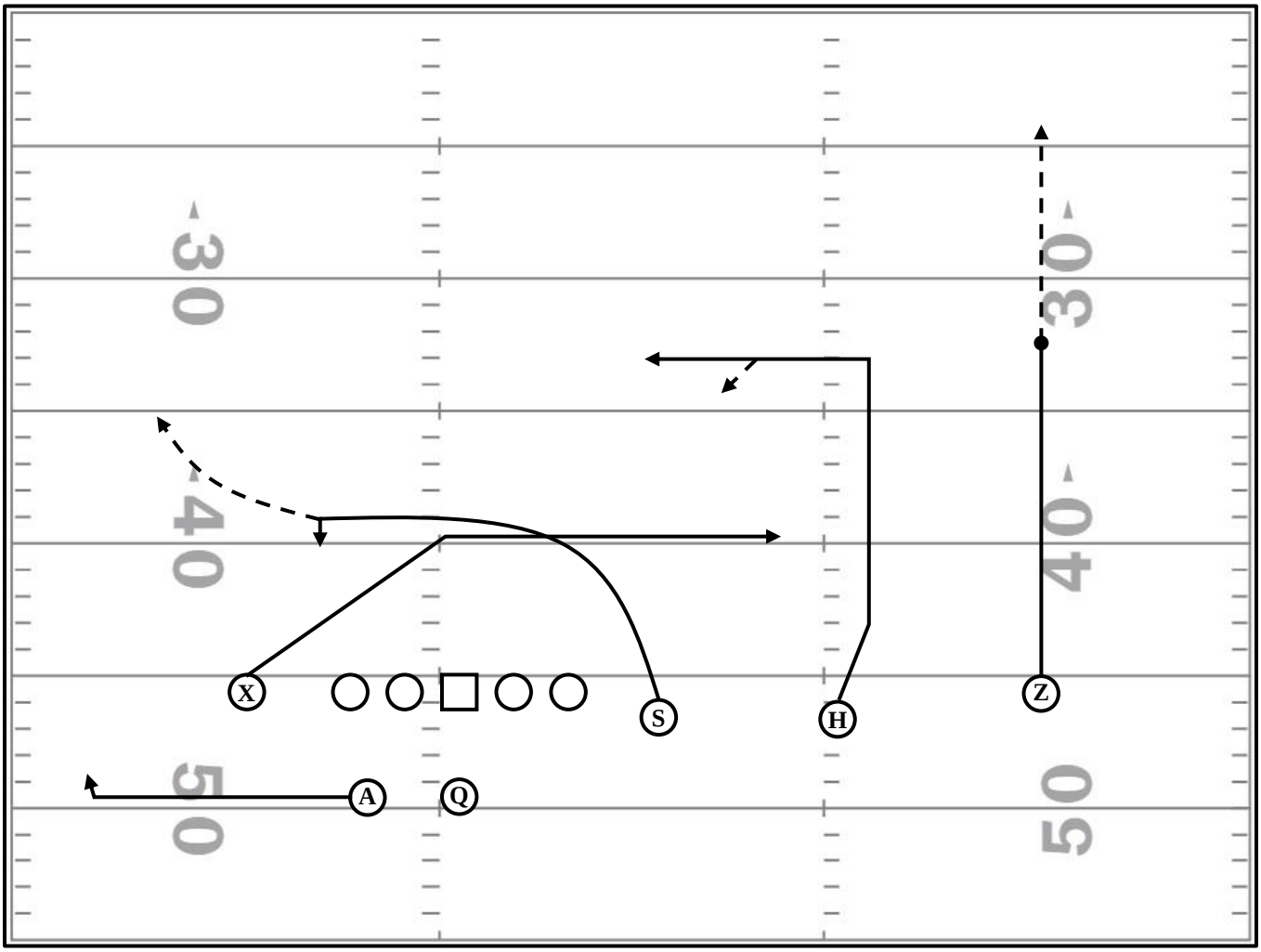
MERCEDES



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	MESH
CONFLICT:	ILB	**STRETCH:**	HI – LO
PROGRESSION:	Under – Basic – Top Under	**ALERT:**	Off Zone: Torque

PS 1	TORQUE	
PS 2	TOP UNDER	Sit in Zone, Run and Climb vs Man
PS 3	SWING	
BS 1	UNDER	Use the Top Under as a Rub
BS 2	BASIC	Run vs Man, Settle in Zones (Hunt for Grass)
NOTES		

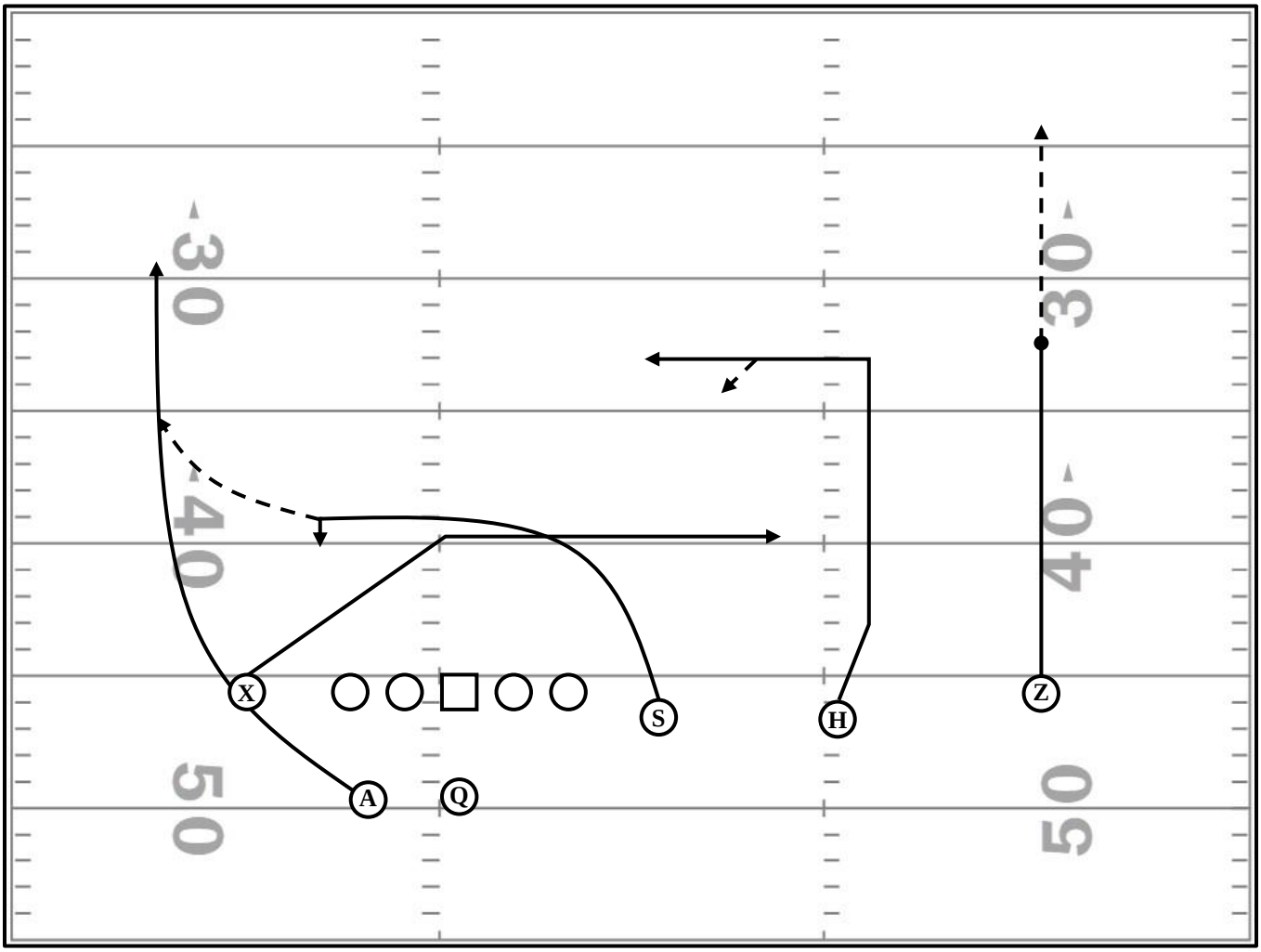
BENZ



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	MESH
CONFLICT:	ILB	**STRETCH:**	HI – LO
PROGRESSION:	Under – Basic – Top Under	**ALERT:**	Off Zone: Torque

PS 1	TORQUE	
PS 2	BASIC	Run vs Man, Settle in Zones (Hunt for Grass)
PS 3	TOP UNDER	Sit in Zone, Run and Climb vs Man
BS 1	UNDER	Use the Top Under as a Rub
BS 2	SWING	
NOTES		

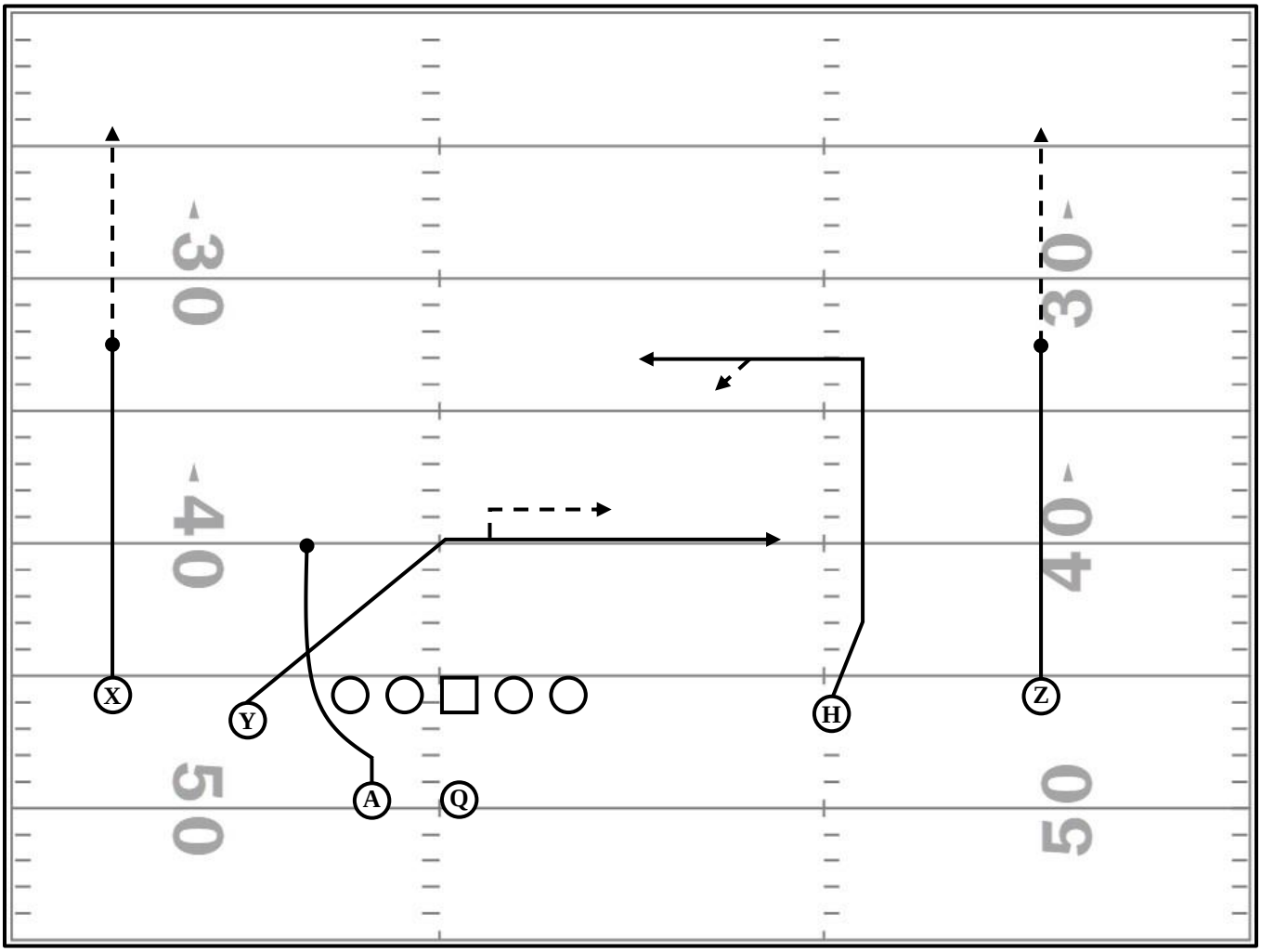
BENZ RAIL



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	MESH
CONFLICT:	ILB	**STRETCH:**	HI – LO
PROGRESSION:	Under – Basic – Top Under	**ALERT:**	Off Zone: Torque

PS 1	TORQUE	
PS 2	BASIC	Run vs Man, Settle in Zones (Hunt for Grass)
PS 3	TOP UNDER	Sit in Zone, Run and Climb vs Man
BS 1	UNDER	Use the Top Under as a Rub
BS 2	SWING	
NOTES		

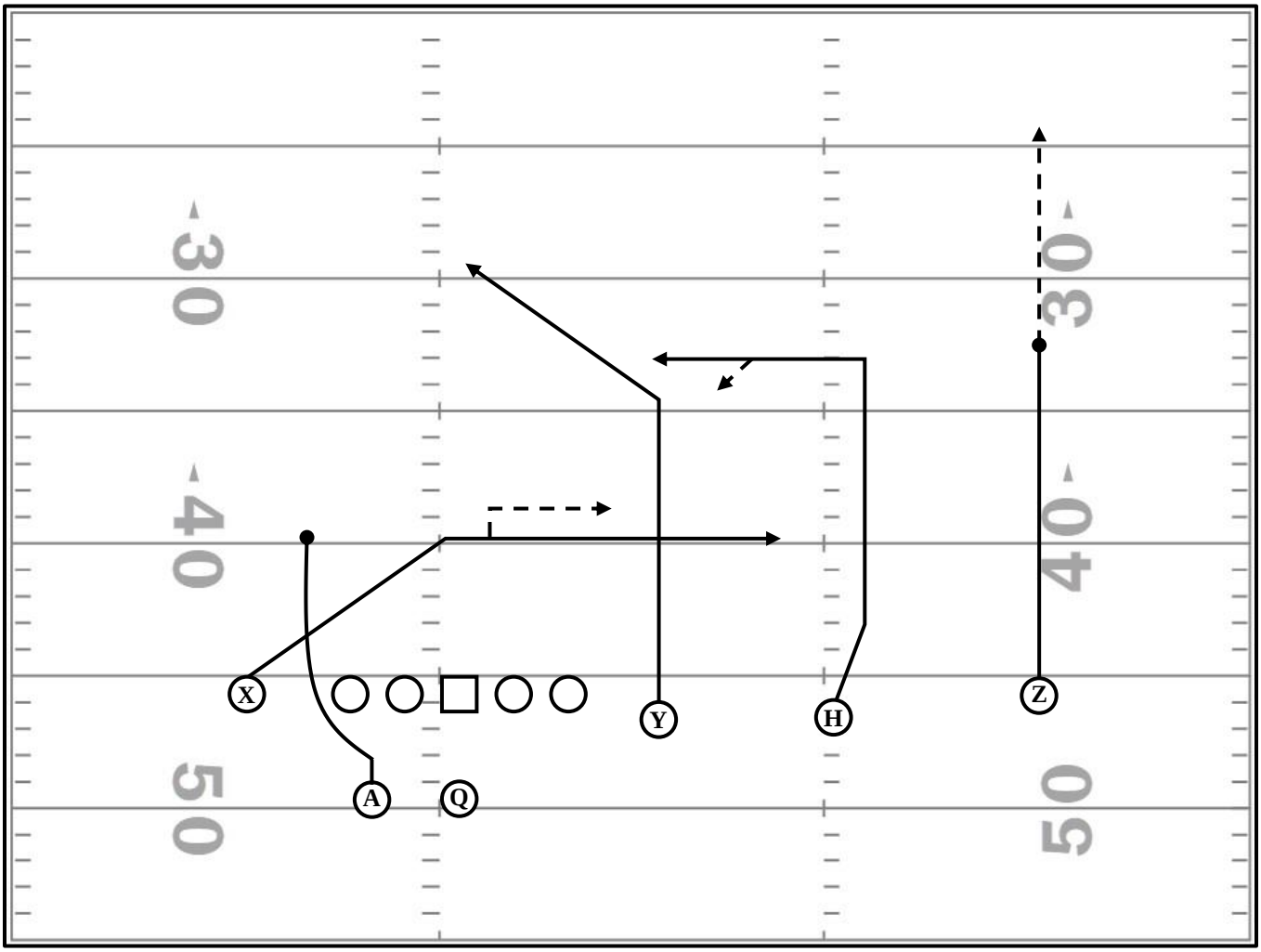
LAMBO



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	SHALLOW
CONFLICT:	ILB	**STRETCH:**	HI – LO
PROGRESSION:	Shallow – Basic – Replace	**ALERT:**	Off Zone: Torque

PS 1	TORQUE	
PS 2	BASIC	Run vs Man, Settle in Zones (Hunt for Grass)
PS 3	REPLACE	
BS 1	TORQUE	
BS 2	UNDER	Stair Step vs Man
NOTES		

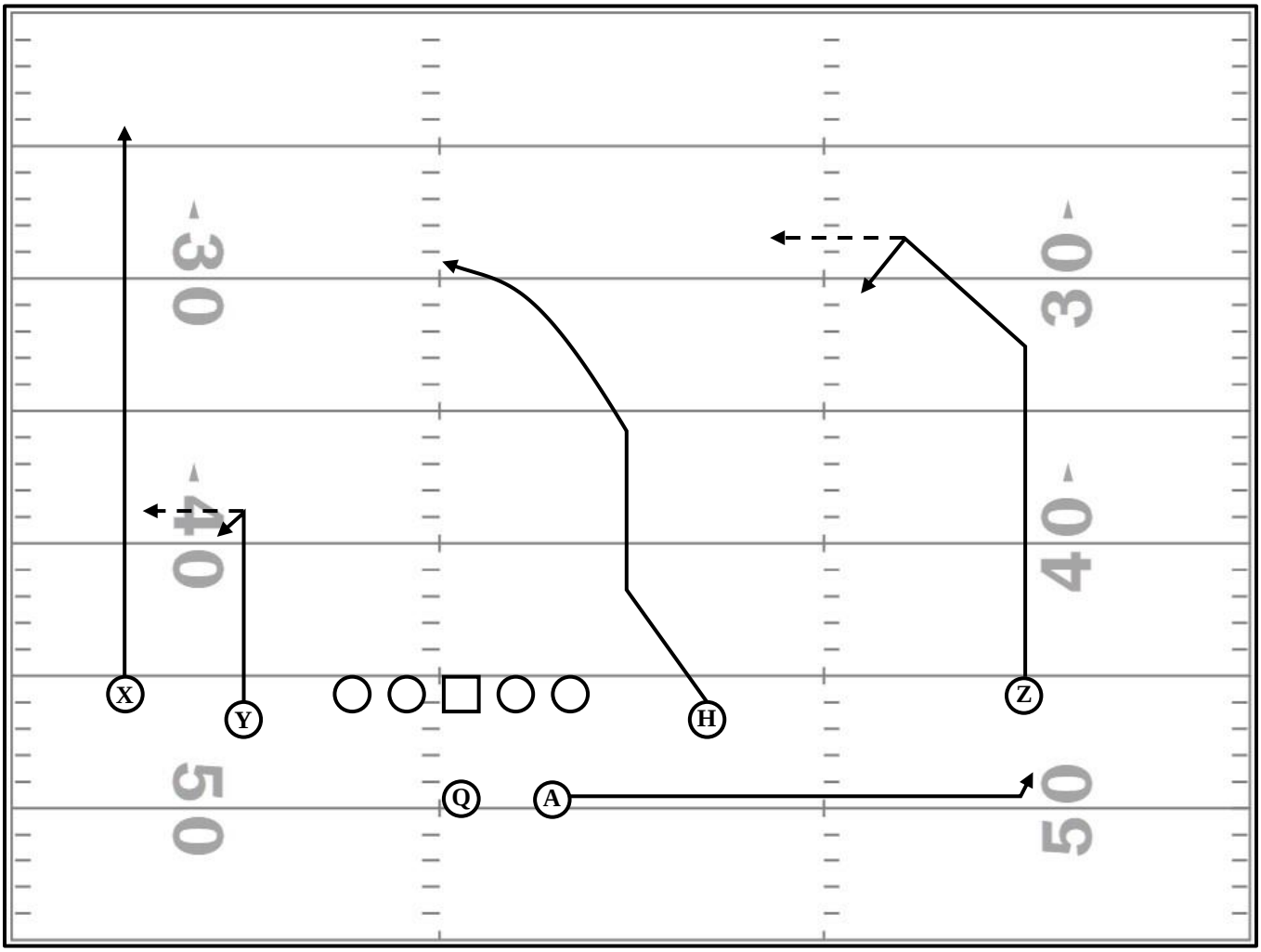
AVENTADOR



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	SHALLOW
CONFLICT:	ILB	**STRETCH:**	HI – LO
PROGRESSION:	Shallow – Basic – Replace	**ALERT:**	Off Zone: Torque

PS 1	TORQUE	
PS 2	BASIC	Run vs Man, Settle in Zones (Hunt for Grass)
PS 3	POST	
BS 1	UNDER	Stair Step vs Man
BS 2	REPLACE	
NOTES		

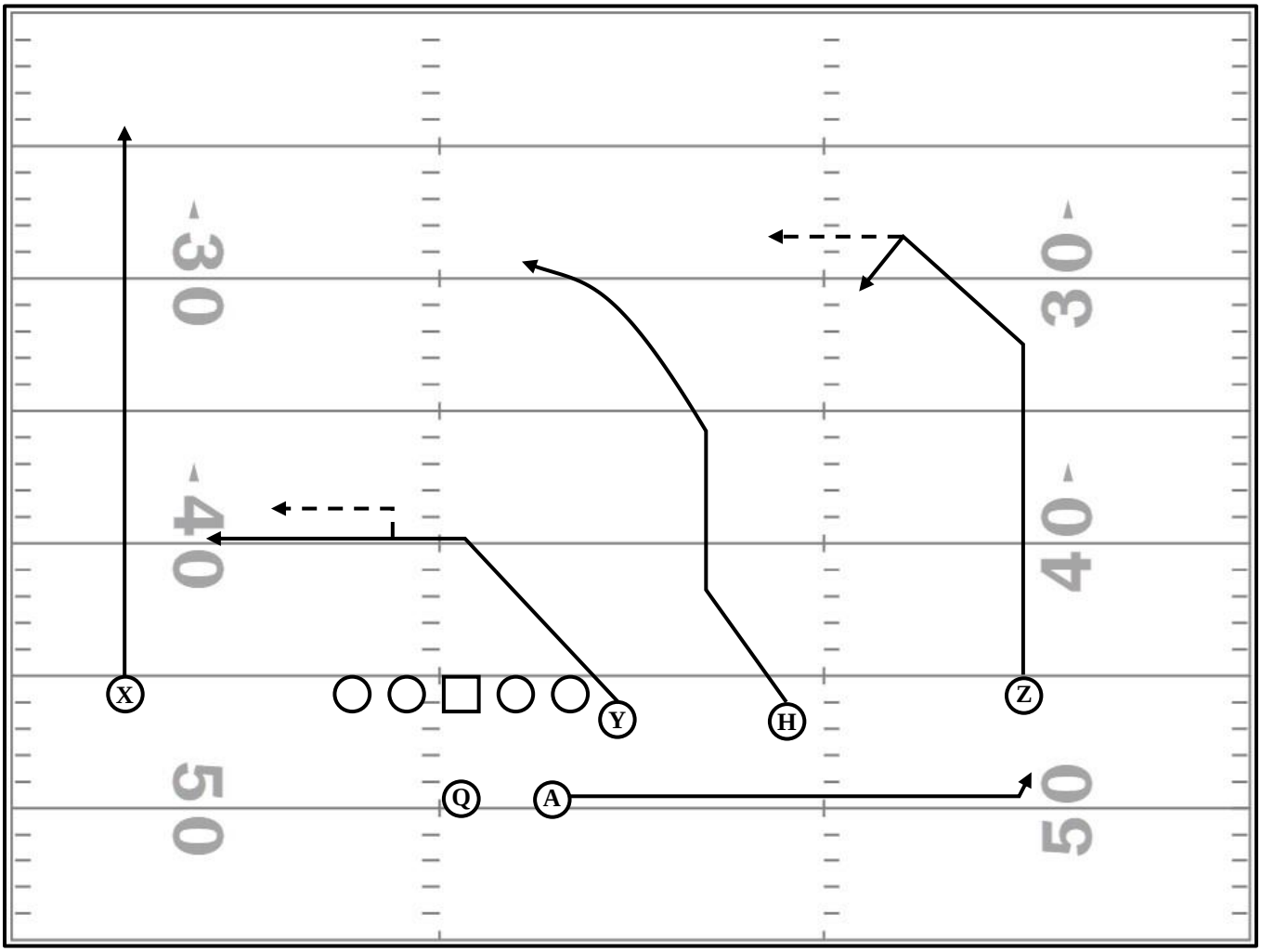
CHEVY



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	CROSS
CONFLICT:	ILB	**STRETCH:**	
PROGRESSION:	Stick – Over – Swing	**ALERT:**	Press: Takeoff

PS 1	POKER	Stay OTM move vs Man
PS 2	OVER	Under Sam over Mike, Hunt for Grass
PS 3	SWING	
BS 1	TAKEOFF	
BS 2	STICK	Settle in Zone, Run vs Man
NOTES		

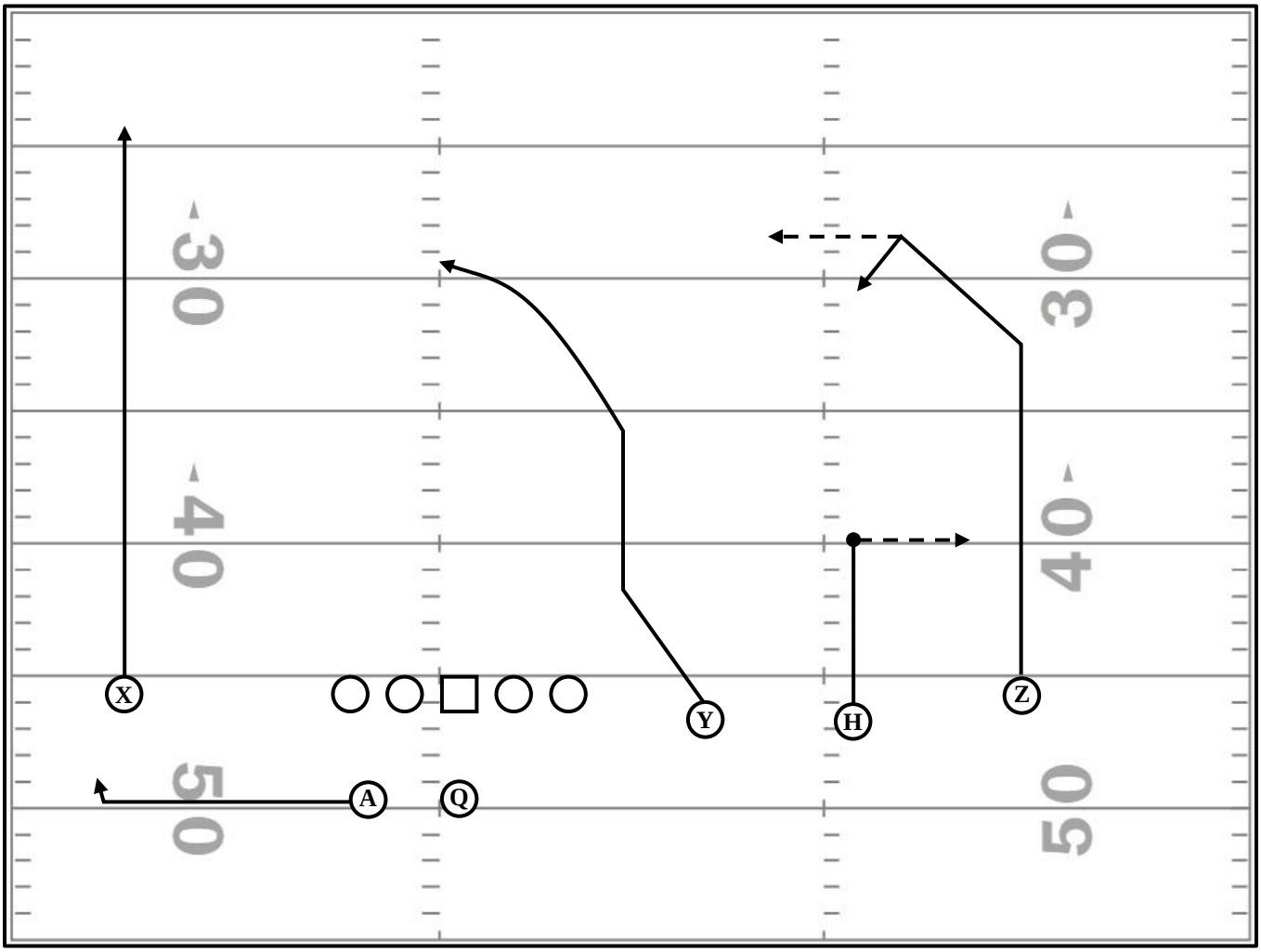
CORVETTE



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	SHALLOW + CROSS
CONFLICT:	ILB	**STRETCH:**	
PROGRESSION:	Under – Over – Swing	**ALERT:**	Press: Takeoff

PS 1	POKER	Stay OTM move vs Man
PS 2	OVER	Under Sam over Mike, Hunt for Grass
PS 3	UNDER	
BS 1	TAKEOFF	
BS 2	SWING STRONG	
NOTES		

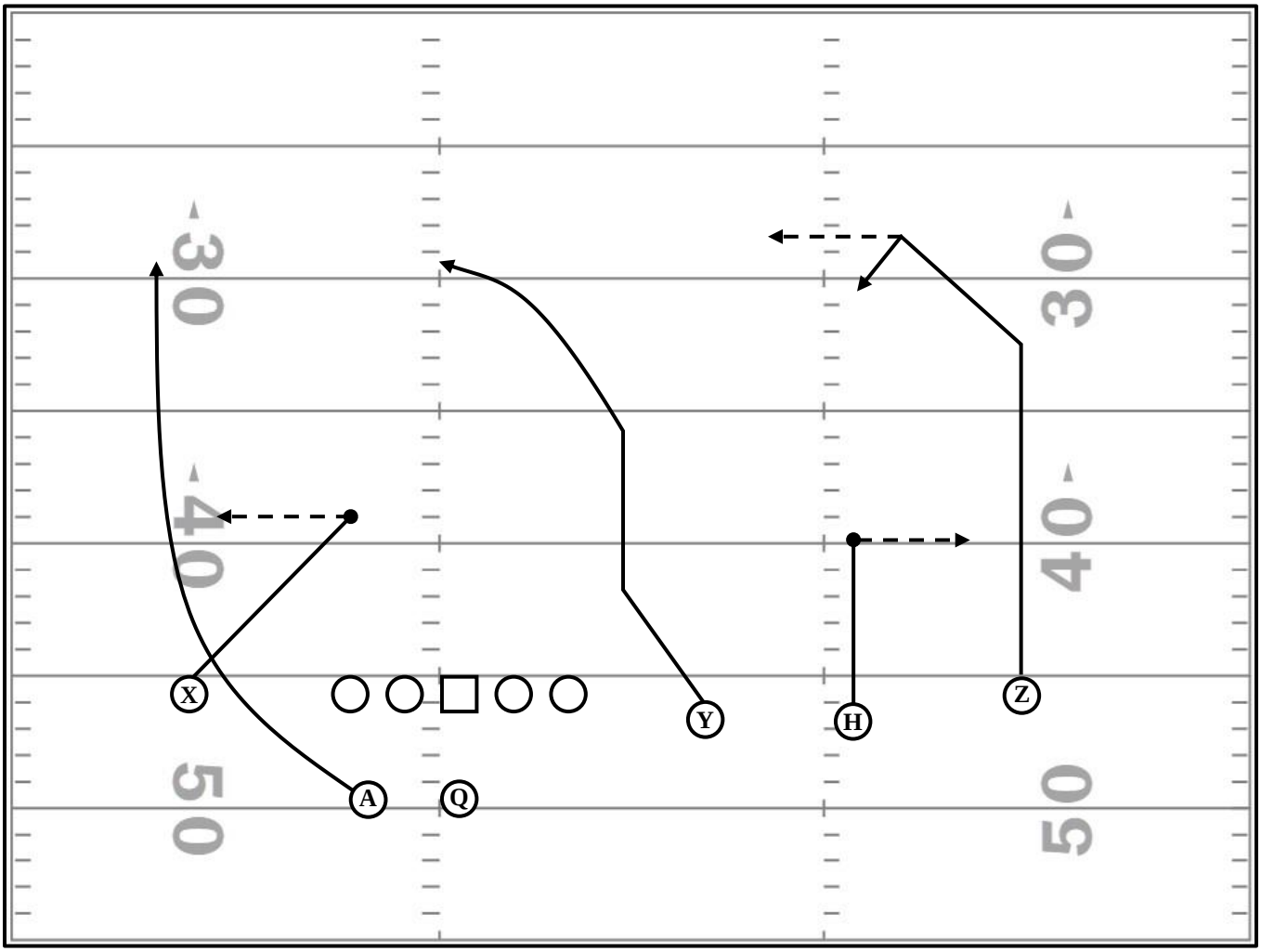
CAMARO



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	CROSS
CONFLICT:	ILB	**STRETCH:**	
PROGRESSION:	Snag – Over – Read	**ALERT:**	Press: Takeoff

PS 1	POKER	Stay OTM move vs Man
PS 2	READ	
PS 3	OVER	Under Sam over Mike, Hunt for Grass
BS 1	TAKEOFF	
BS 2	SWING	
NOTES		

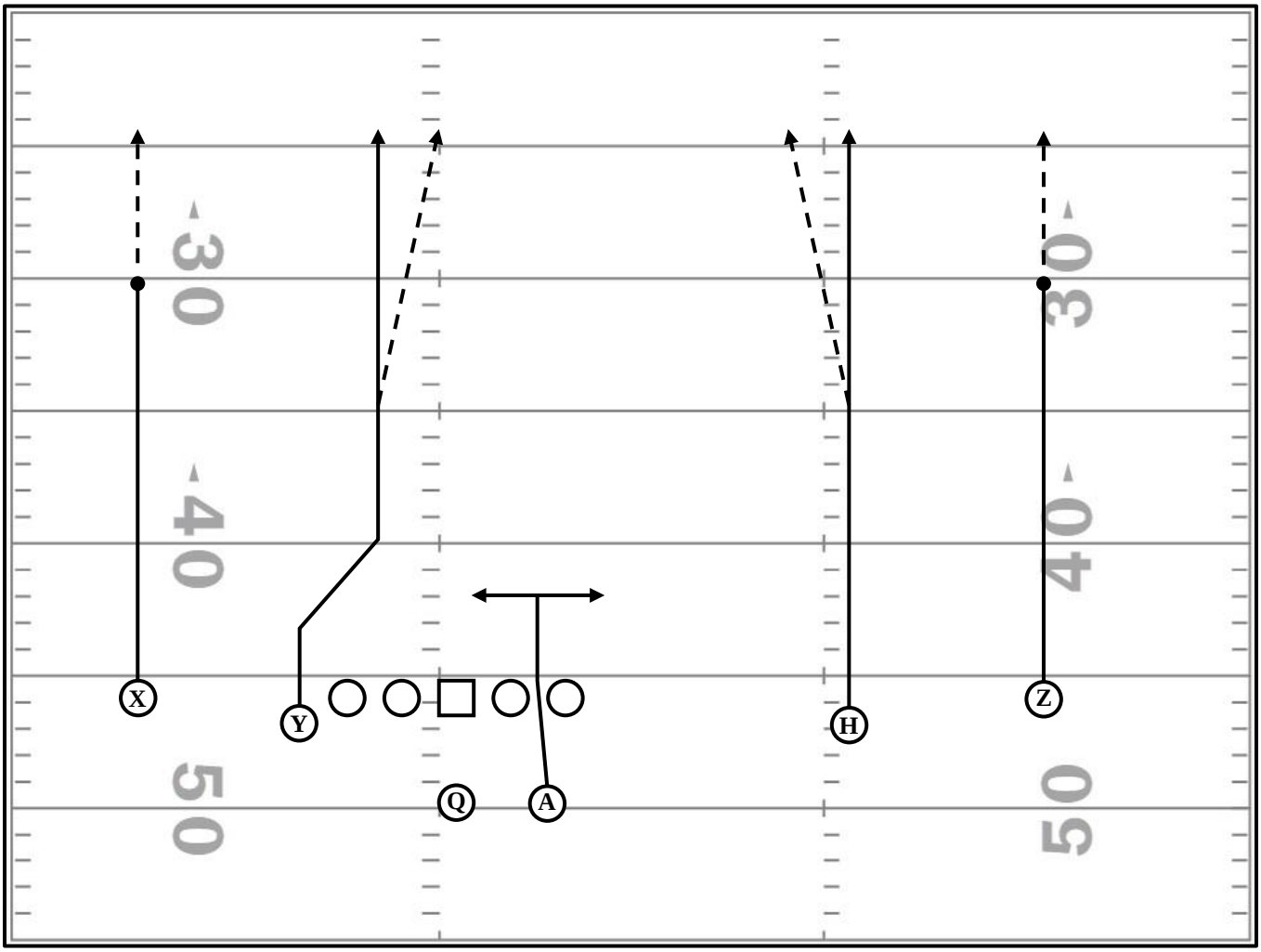
CAMARO RAG



FAMILY:	INSIDE TRIANGLE	**CONCEPT:**	CROSS
CONFLICT:	ILB	**STRETCH:**	
PROGRESSION:	Snag – Over – Read	**ALERT:**	Man: Rail – Snag

PS 1	POKER	Stay OTM move vs Man
PS 2	READ	
PS 3	OVER	Under Sam over Mike, Hunt for Grass
BS 1	SNAG	Settle in Zone, Pivot out vs Man
BS 2	RAIL	
NOTES		

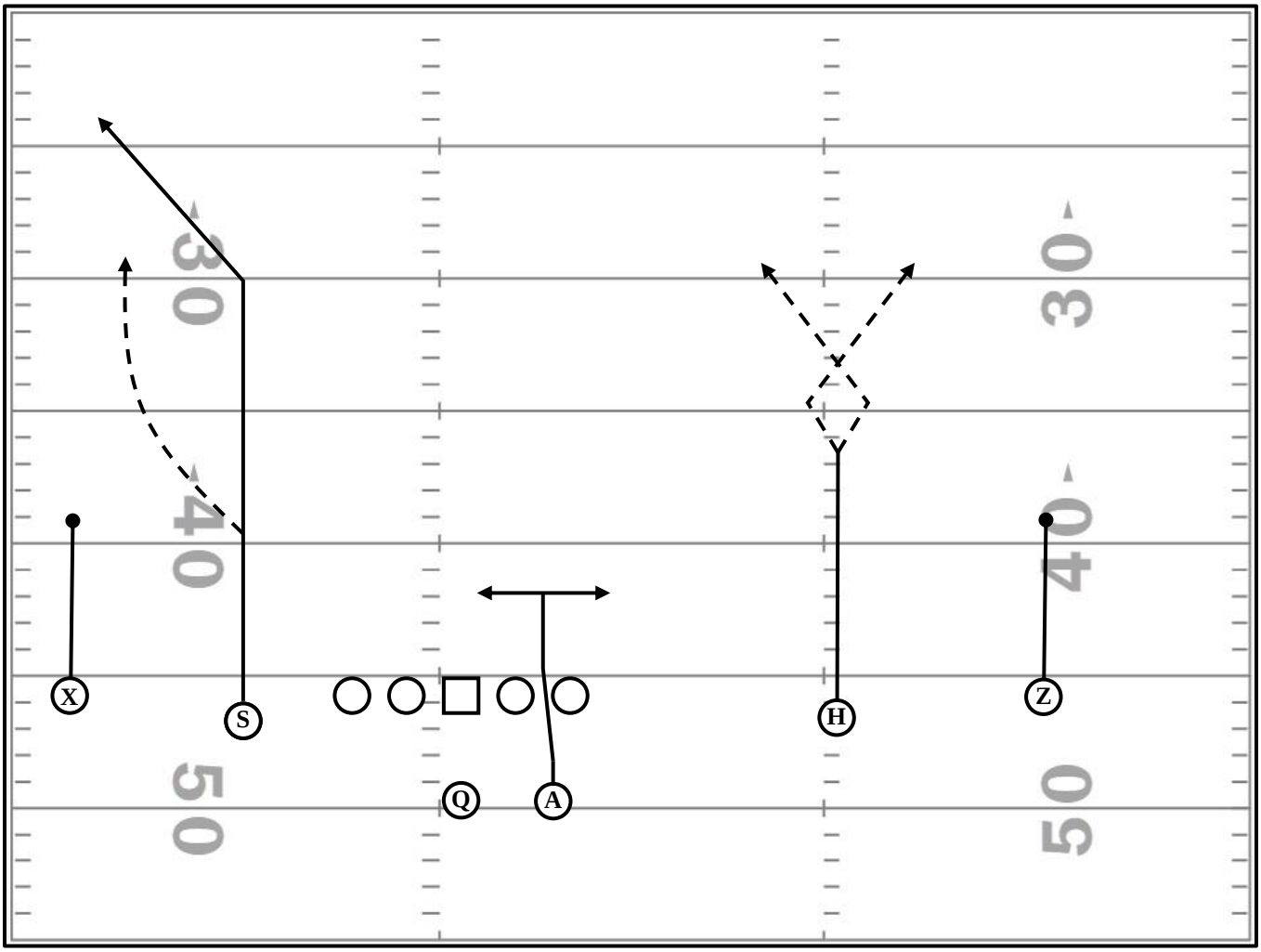
BOA



FAMILY:	SAFETY READ	**CONCEPT:**	4 VERTICALS
CONFLICT:		**STRETCH:**	
PROGRESSION:	Seam – Torque – OTB	**ALERT:**	

PS 1	TORQUE	Convert to Go vs Cover 2 Only
PS 2	SEAM BENDER	1 Hi own the Hash, 2 Hi Bend and Cage
PS 3	OTB	Settle vs Zone, Run vs Man
BS 1	TORQUE	Convert to Go vs Cover 2 Only
BS 2	SEAM BENDER	1 Hi own the Hash, 2 Hi Bend and Cage
NOTES		

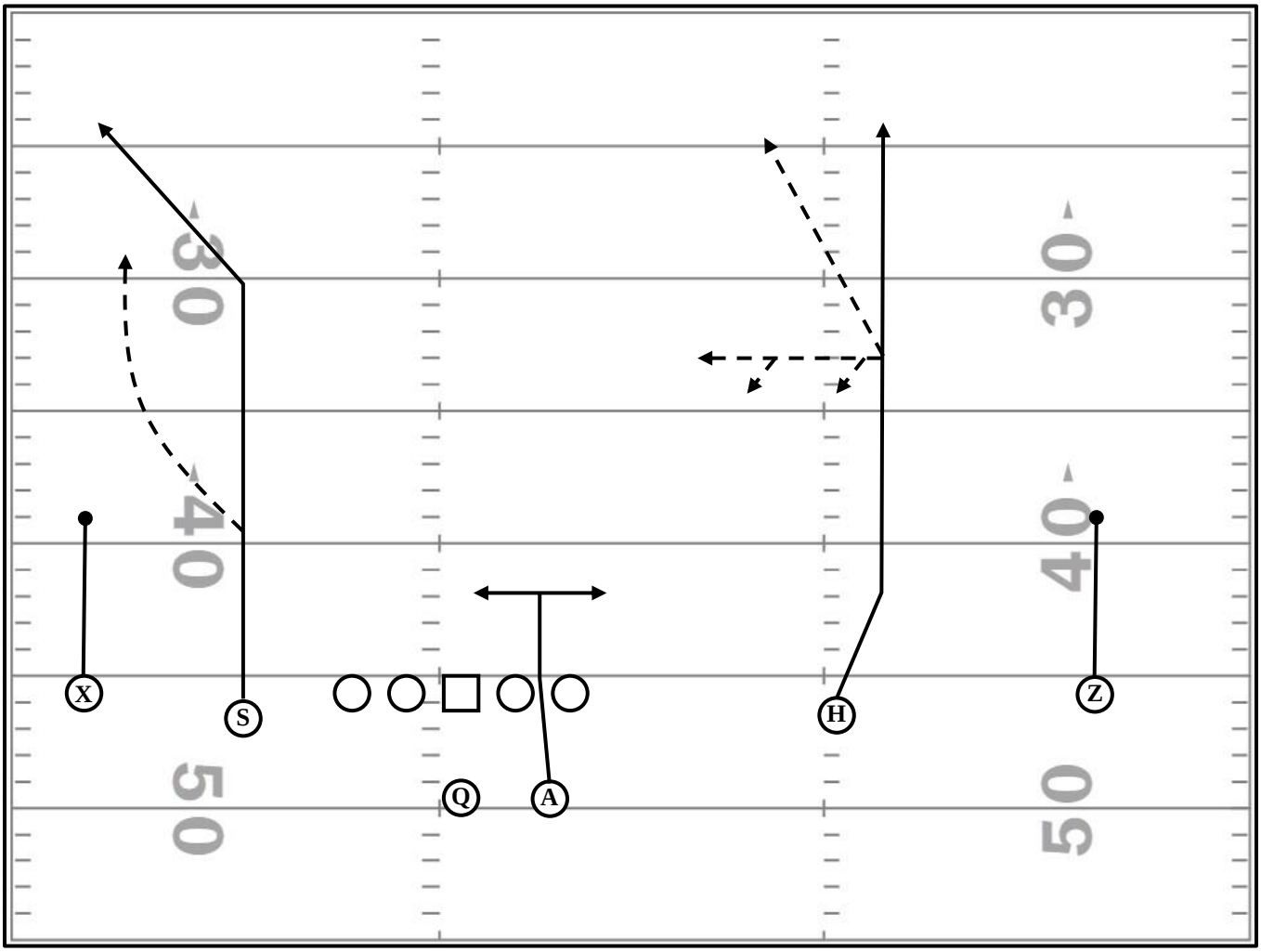
VIPER



FAMILY:	SAFETY READ	**CONCEPT:**	ISOLATION
CONFLICT:		**STRETCH:**	
PROGRESSION:	Peak Corner – Viper – Hitch	**ALERT:**	1 HI: Big Box – Hitch

PS 1	HITCH	
PS 2	VIPER	I/S Leverage POCO, O/S Leverage COP
PS 3	OTB	Settle vs Zone, Run vs Man
BS 1	HITCH	
BS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
NOTES		

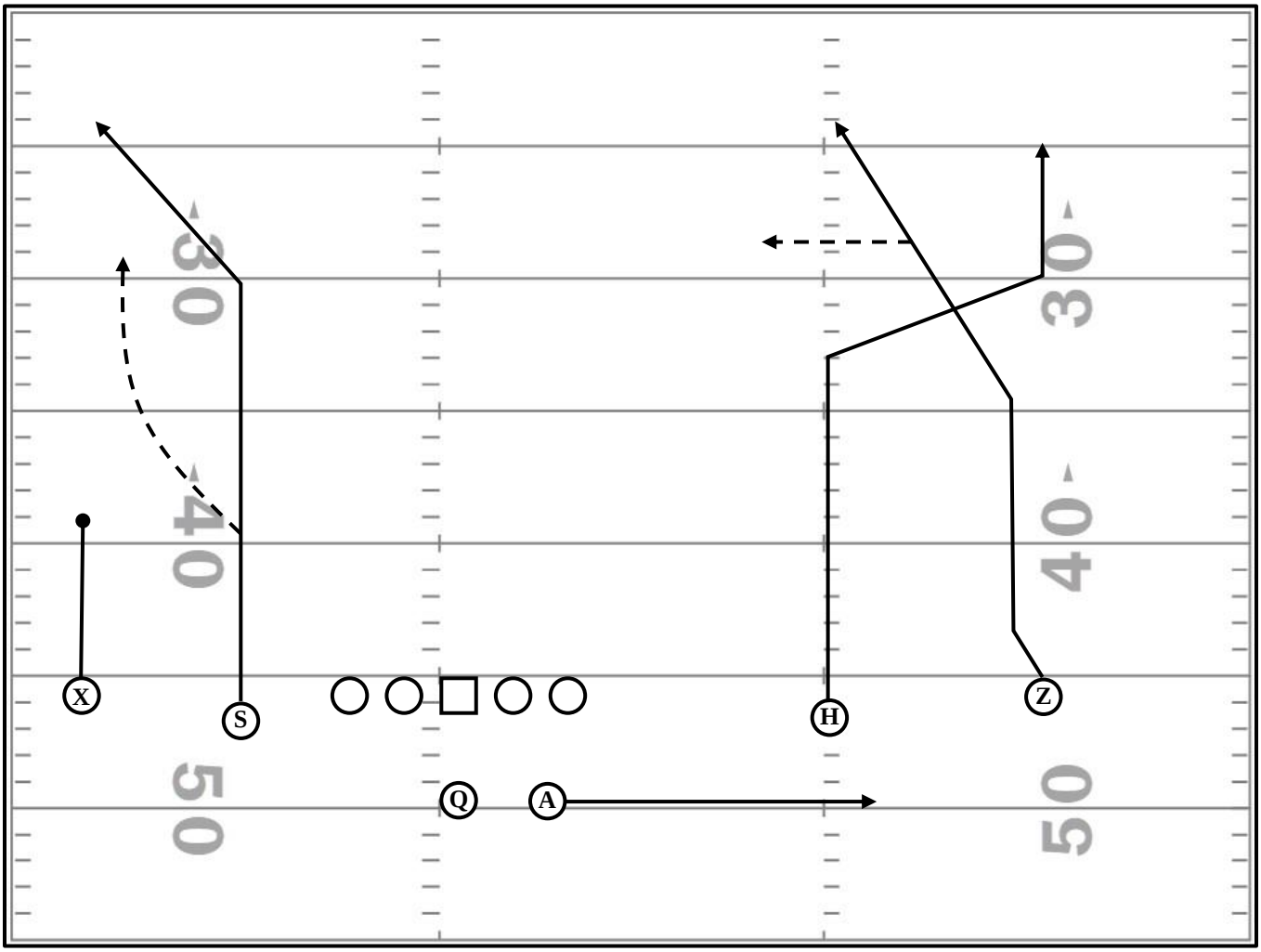
RATTLER



FAMILY:	SAFETY READ	**CONCEPT:**	SEAM READ
CONFLICT:		**STRETCH:**	
PROGRESSION:	Peak Corner – Rattler – Hitch	**ALERT:**	1 HI: Big Box – Hitch

PS 1	HITCH	
PS 2	RATTLER	Read it on the Run
PS 3	OTB	Settle vs Zone, Run vs Man
BS 1	HITCH	
BS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
NOTES		

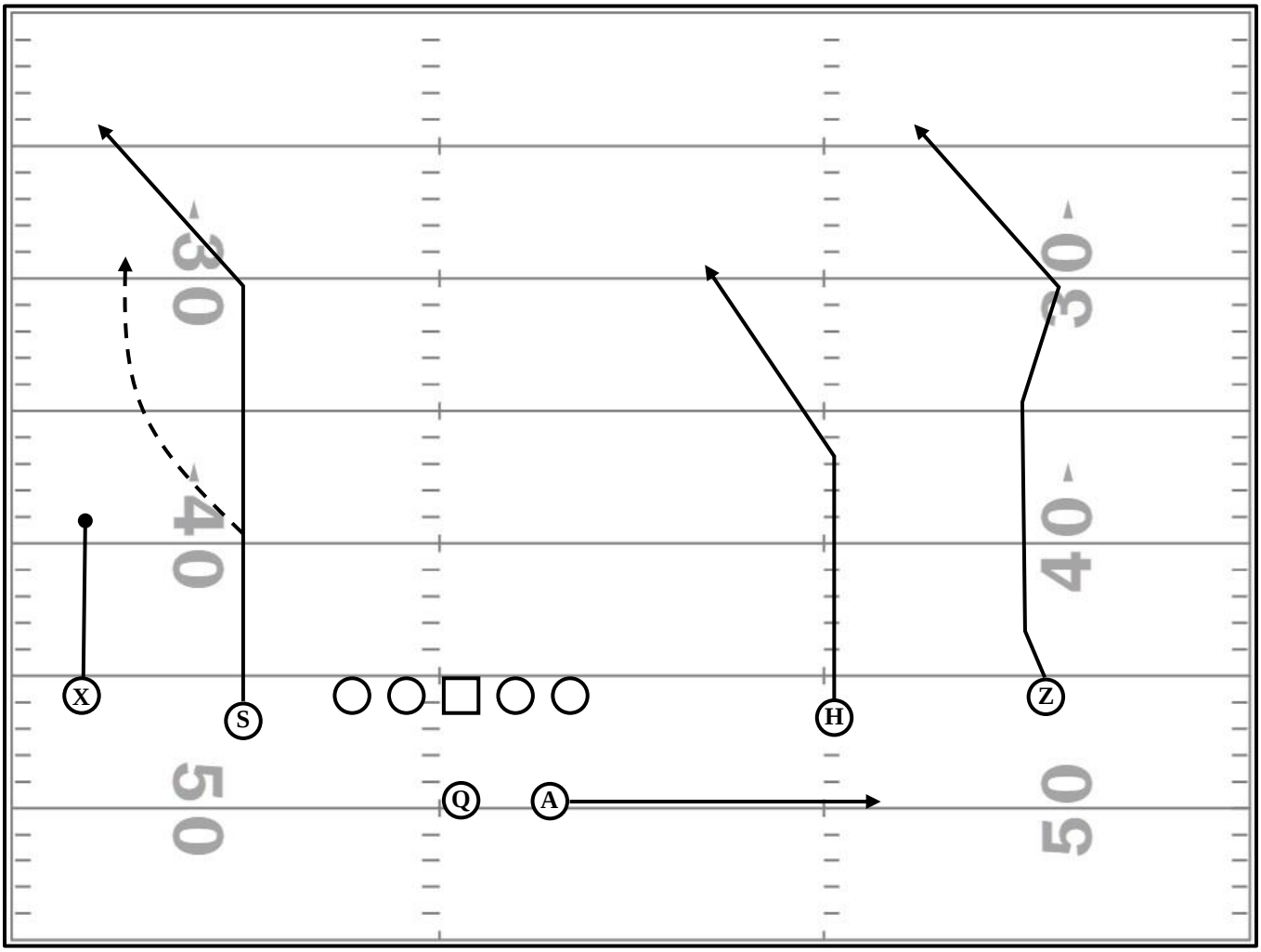
COBRA



FAMILY:	SAFETY READ	**CONCEPT:**	CORNER POST SWITCH
CONFLICT:		**STRETCH:**	
PROGRESSION:	Slow Post – Cobra – Swing	**ALERT:**	1 HI: Big Box – Hitch

PS 1	SLOW POST	If Hash is Closed Flatten to a Dig
PS 2	COBRA	
PS 3	SWING	
BS 1	HITCH	
BS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
NOTES		

PYTHON



FAMILY:	SAFETY READ	**CONCEPT:**	DOUBLE POSTS
CONFLICT:		**STRETCH:**	
PROGRESSION:	Glance – Win Post – Swing	**ALERT:**	1 HI: Big Box – Hitch

PS 1	WIN POST	Step on the CB Toes, Force a hip turn
PS 2	GLANCE	
PS 3	SWING	
BS 1	HITCH	
BS 2	BIG BOX	1 Hi Inside Fade, 2 Hi No Depth Corner
NOTES		

OUTSIDE TRIANGLE (FLAT DEFENDER) READS

Word Association

Handheld/Bladed Weapons

Manipulate the Flat Defender

- Hi-Lo Stretch
- Inside-Out Stretch

Read Rules

"Advantage Route" to 2/3 Read

Off Zone, Work called Concept

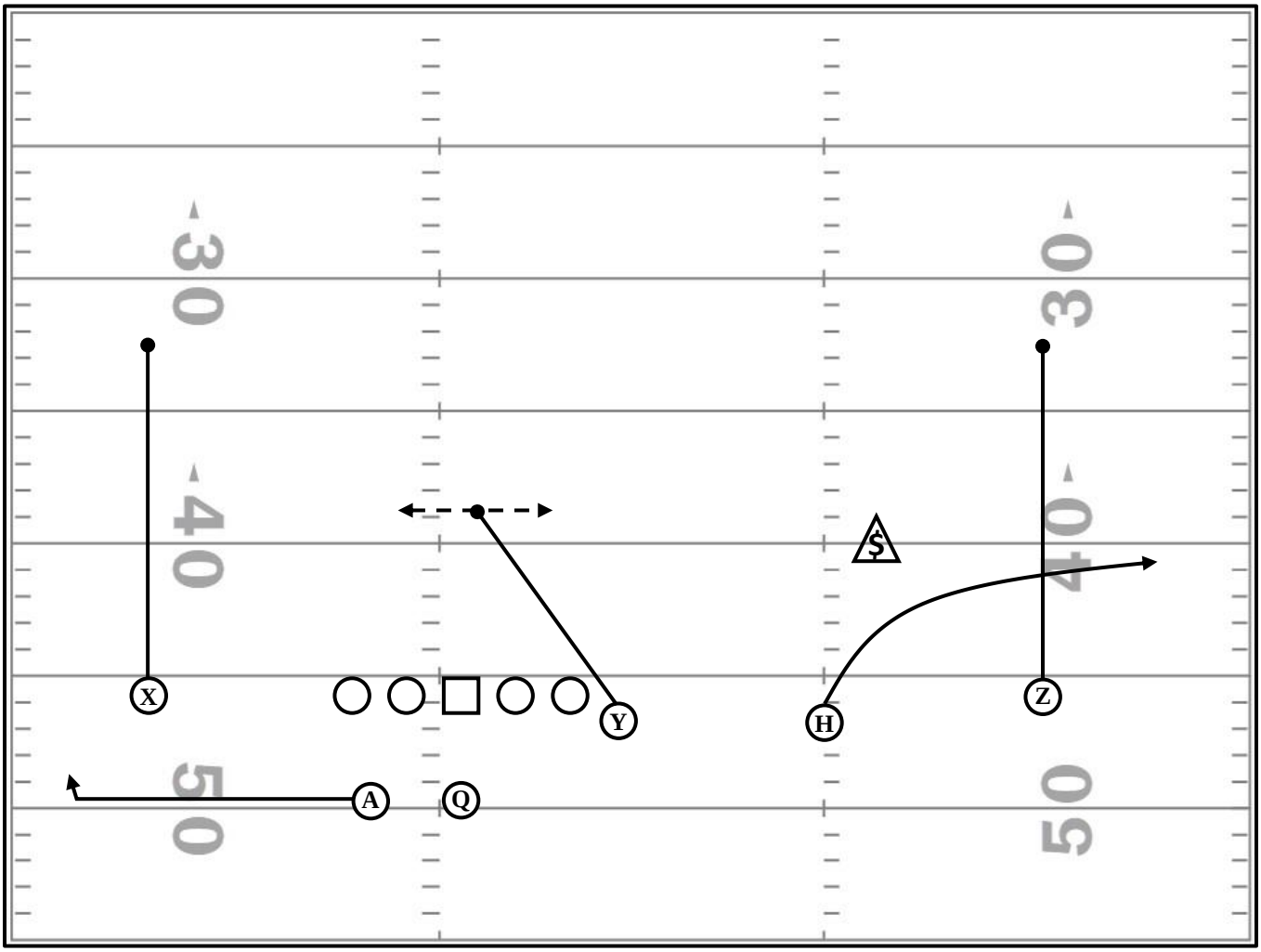
- Tight Zone, Work Boundary side, or Check play

Pass Protection

Default 5-Man

- Alert 6-Man

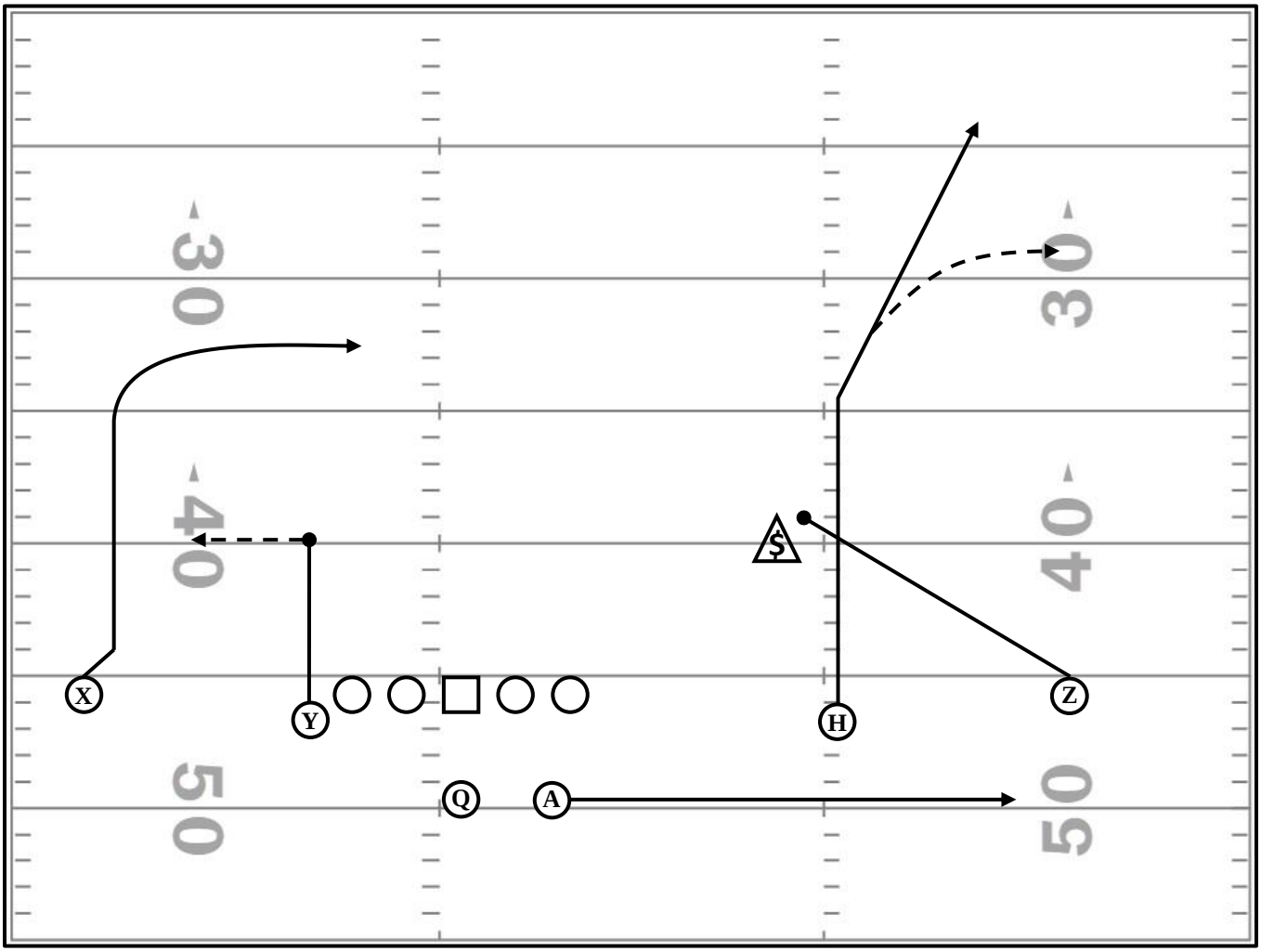
SPEAR



FAMILY:	OUTSIDE TRIANGLE	**CONCEPT:**	CURL– FLAT
CONFLICT:	OLB	**STRETCH:**	HI – LO
PROGRESSION:	OTB – Curl – Flat	**ALERT:**	

PS 1	CURL	Slide In or Out if Carried
PS 2	FLAT	
PS 3	OTB	Settle vs Zone, Run vs Man
BS 1	CURL	Slide In or Out if Carried
BS 2	FLAT	
NOTES		

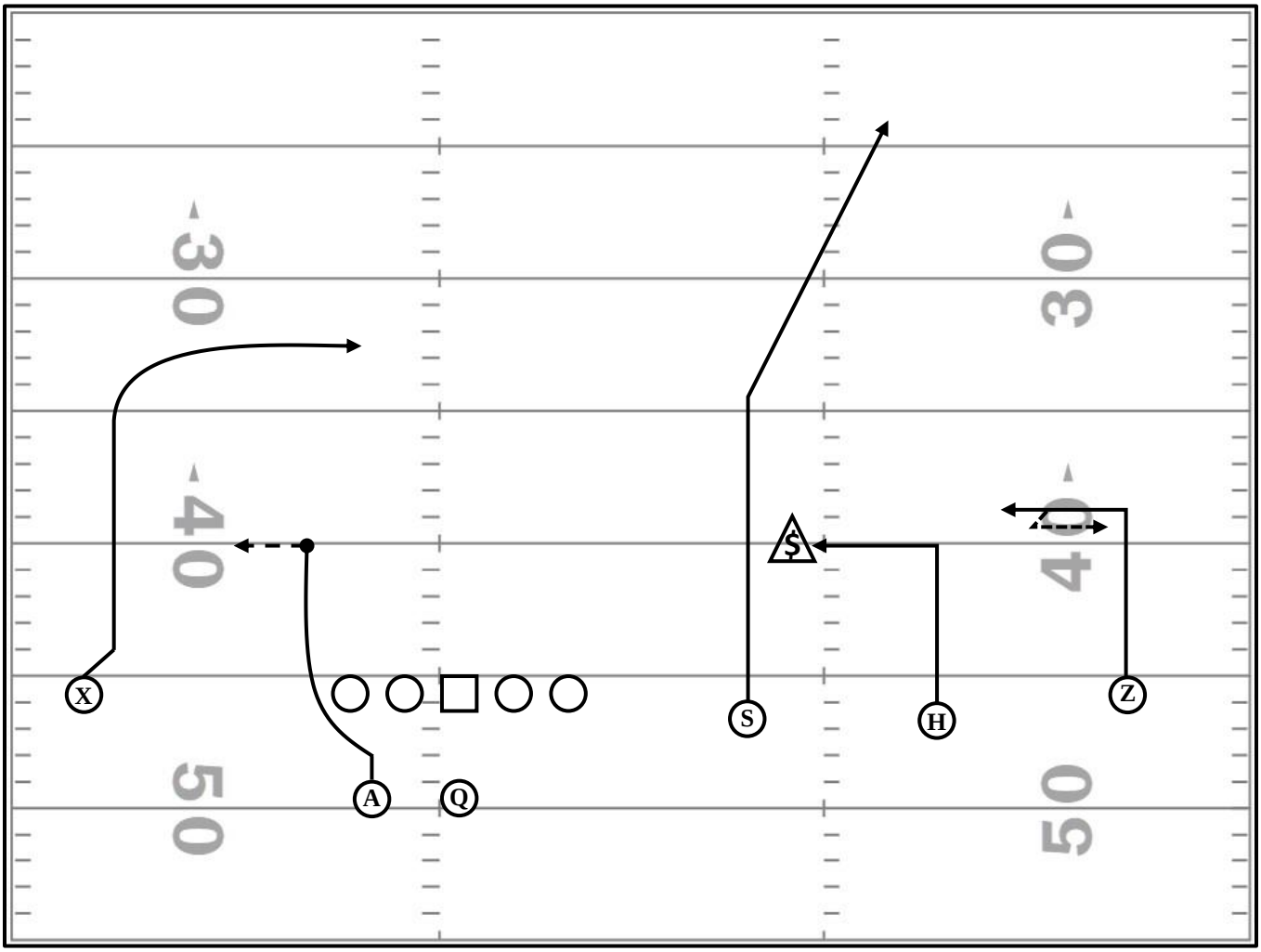
AXE



FAMILY:	OUTSIDE TRIANGLE	**CONCEPT:**	SNAG
CONFLICT:	OLB	**STRETCH:**	INSIDE – OUT
PROGRESSION:	Corner – Snag – Swing	**ALERT:**	Cover 2: Read – Dig

PS 1	SNAG	Aim 6YDS Deep, Settle once the LB Crosses Face
PS 2	CORNER	Roll Out vs Hi Corner
PS 3	SWING	
BS 1	DIG	
BS 2	READ	Settle vs Zone, Run vs Man
NOTES		

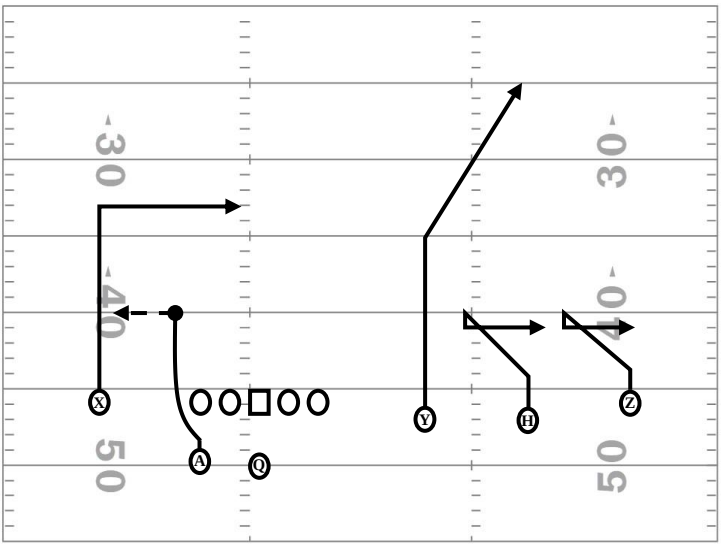
HATCHET

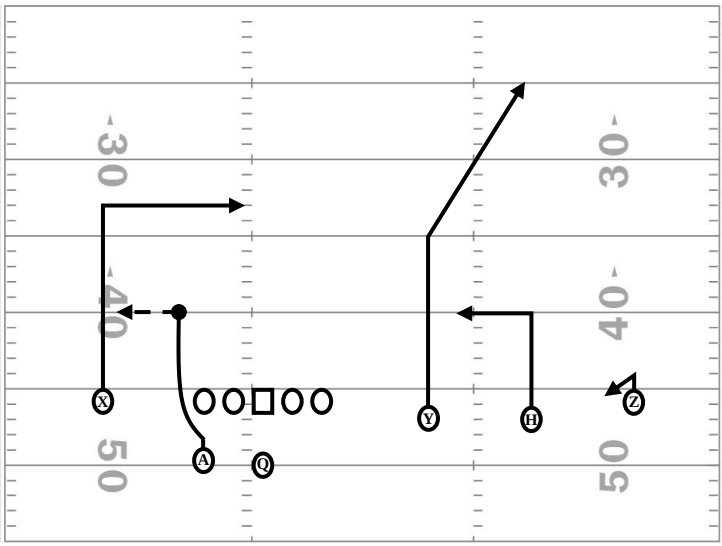


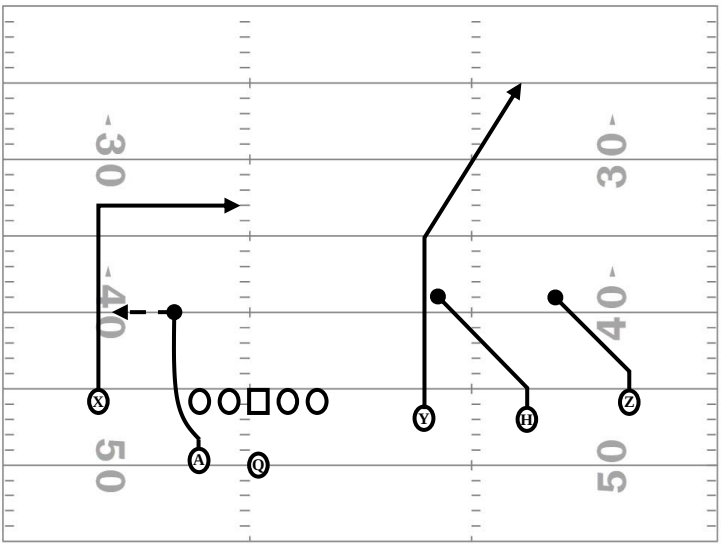
FAMILY:	OUTSIDE TRIANGLE	**CONCEPT:**	DOUBLE UNDER
CONFLICT:	OLB	**STRETCH:**	INSIDE – OUT
PROGRESSION:	Corner – Fin – Fin Read	**ALERT:**	Cover 2: Read – Dig

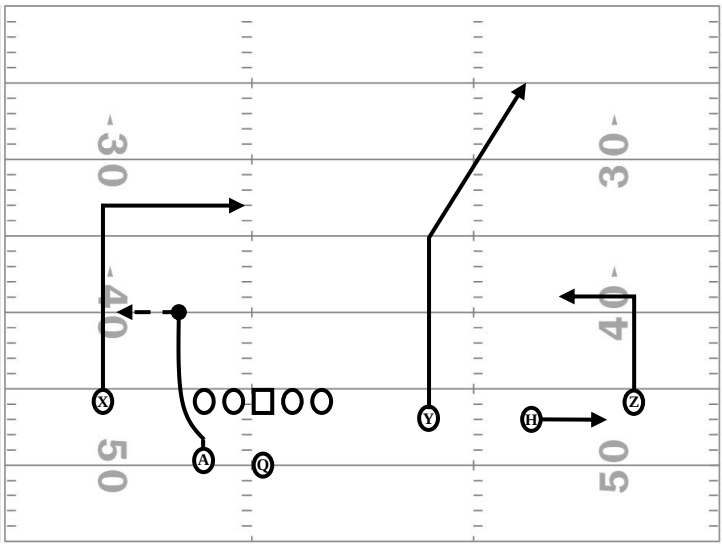
PS 1	FIN READ	
PS 2	FIN	
PS 3	CORNER	
BS 1	DIG	
BS 2	READ	Settle vs Zone, Run vs Man
NOTES		

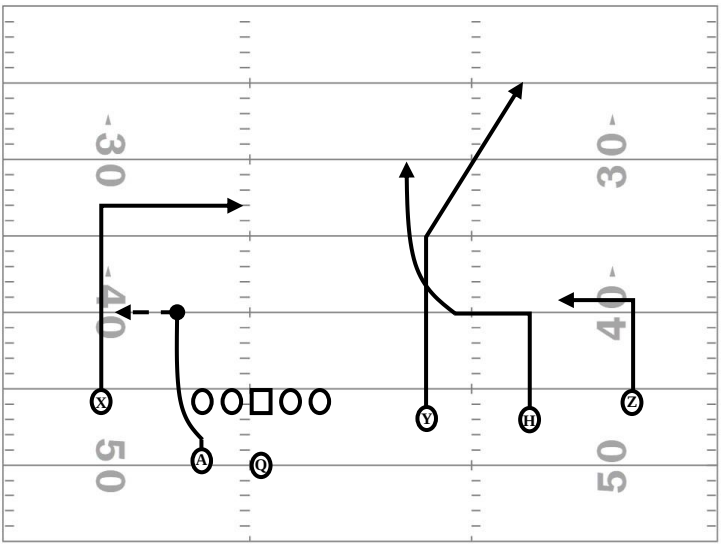
HATCHET VARIATIONS

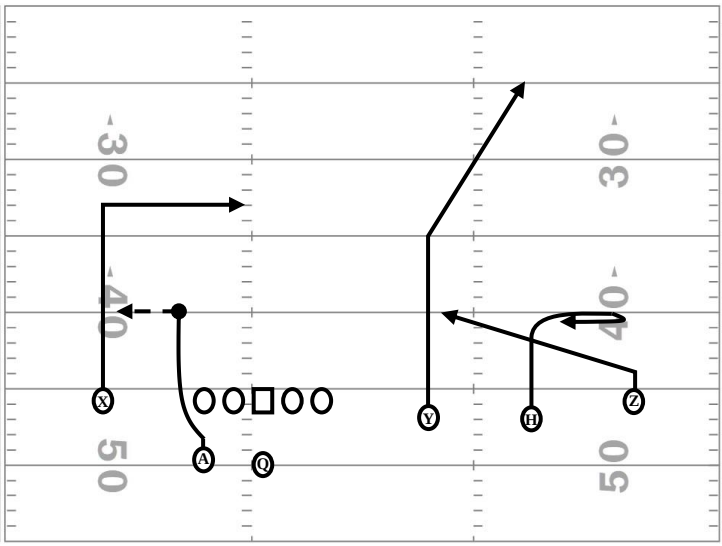




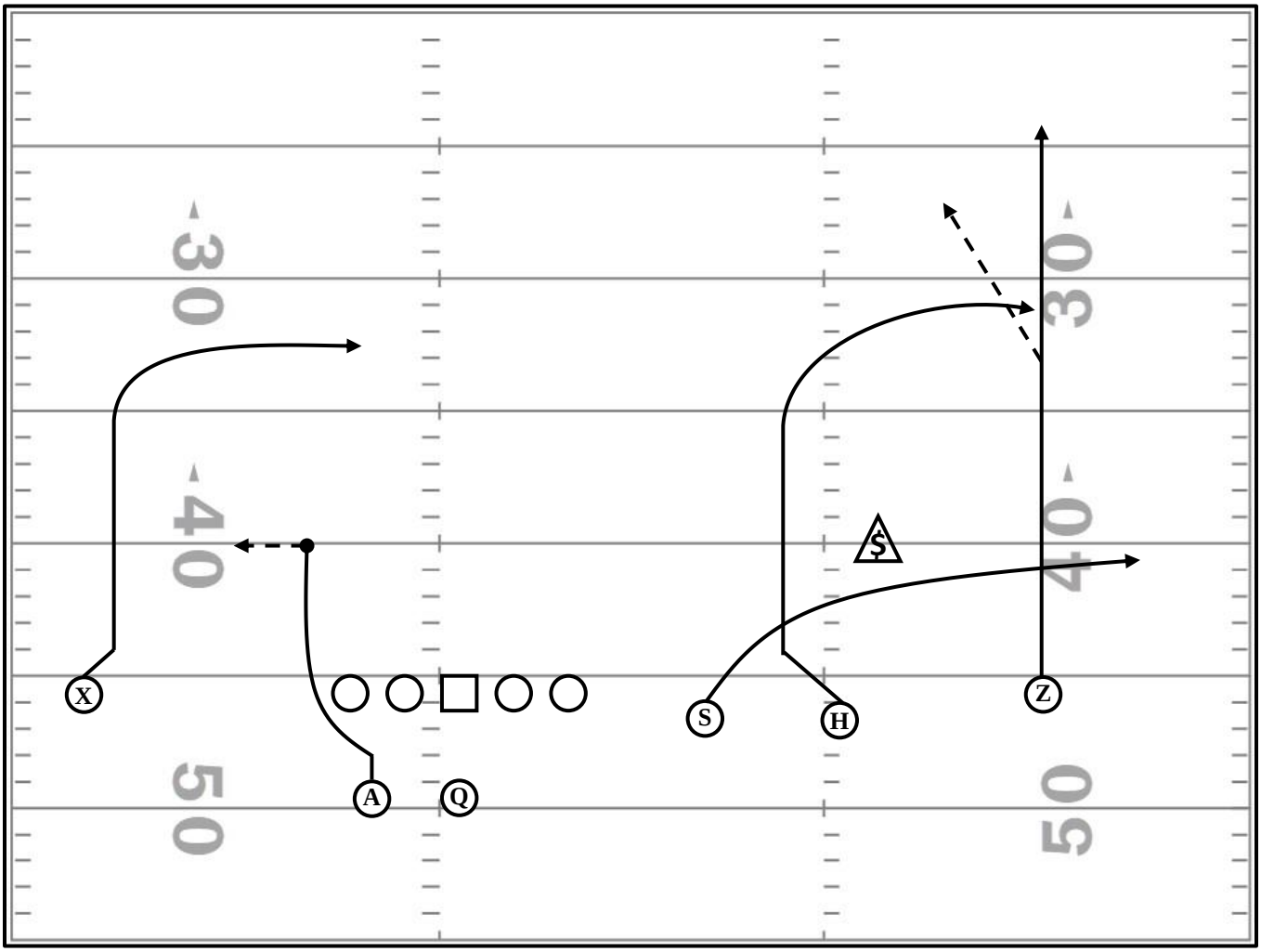








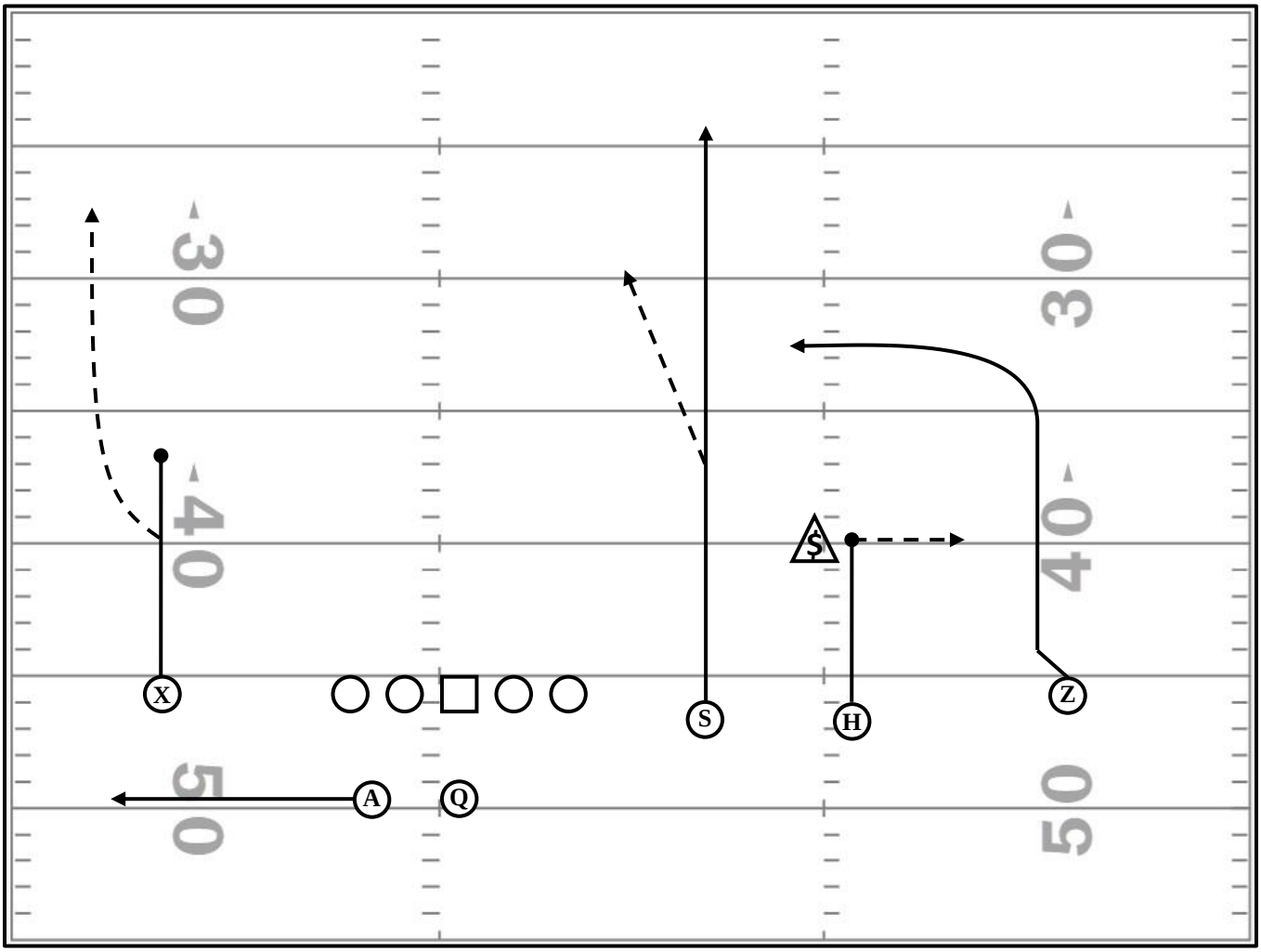
SCISSORS



FAMILY:	OUTSIDE TRIANGLE	**CONCEPT:**	3 LEVEL FLOOD
CONFLICT:	OLB	**STRETCH:**	HI – LO
PROGRESSION:	Takeoff – Sail – Flat	**ALERT:**	Cover 2: Read – Dig

PS 1	TAKEOFF	Post vs Cover 4
PS 2	SAIL	
PS 3	FLAT	
BS 1	DIG	
BS 2	READ	Settle vs Zone, Run vs Man
NOTES		

DAGGER

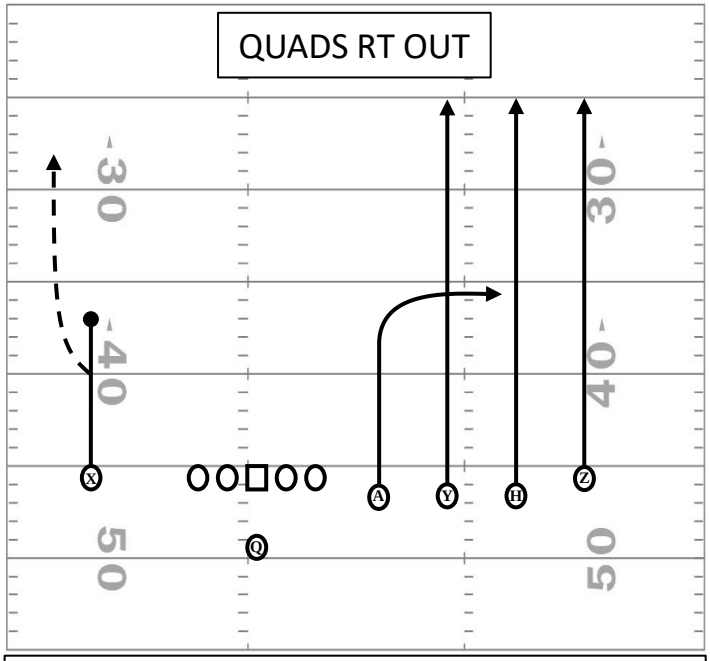


FAMILY:	OUTSIDE TRIANGLE	**CONCEPT:**	DAGGER
CONFLICT:	OLB	**STRETCH:**	HI – LO
PROGRESSION:	Seam – Dig – Read	**ALERT:**	Man: Snap – Read

PS 1	DIG	
PS 2	READ	Settle vs Zone, Run vs Man
PS 3	SEAM	Glance vs 2 Hi
BS 1	SNAP	Convert vs Press
BS 2	SWING	
NOTES		

QUADS NAMED PLAYS

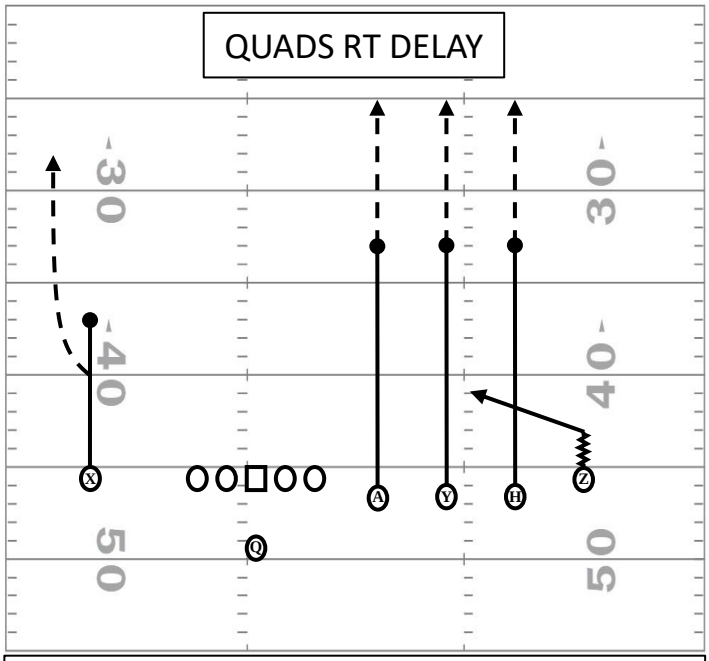
QUADS RT OUT



OL: Burn Scheme
Y: Go Route
Z: Go Route
H: Go Route
A: Out Route
X: Snap Route

QB: Catch Snap, Throw to A (If defender in the way throw to Go Route)

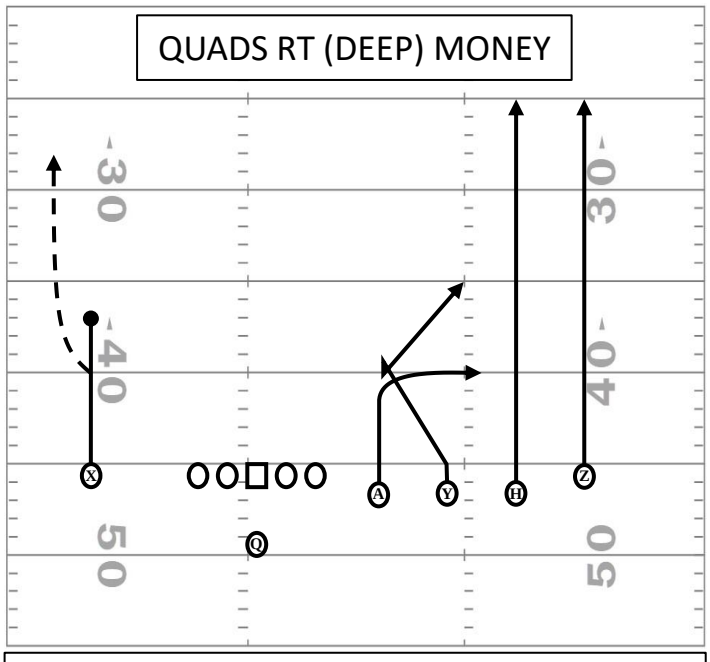
QUADS RT DELAY



OL: Rhyme Protection
Y: Torque Route
Z: Delay Route
H: Torque Route
A: Torque Route
X: Snap Route

QB: Catch Snap, Throw to Z (If defender in the way throw Torque)

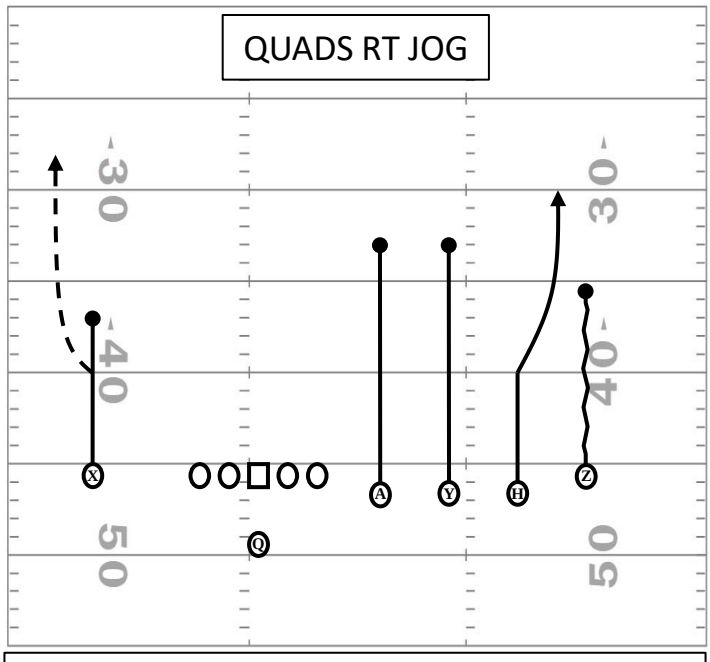
QUADS RT (DEEP) MONEY



OL: Sally Screen
Y: Pivot at OLB, Hip check then Climb 45° (Deep = Push to 10YDS)
Z: Go Route
H: Go Route
A: 4 Step Out (Deep = 6 Step)
X: Snap Route

QB: Catch Snap, Read the OLB (Out-or-Pivot)

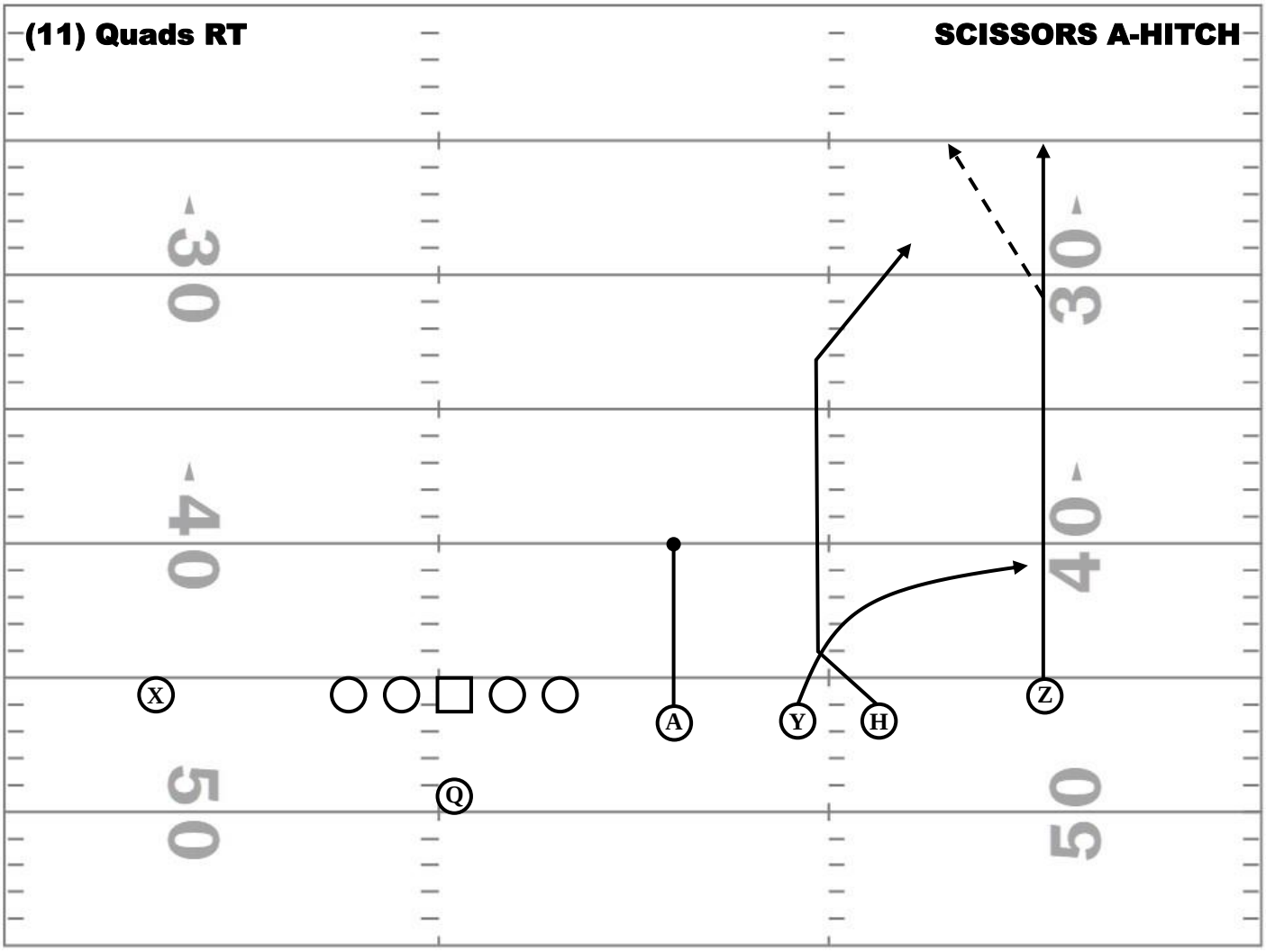
QUADS RT JOG



OL: Plier Scheme
Y: Curl Route
Z: Jog Route (1/2 to 3/4 Speed off the ball, get under the CB)
H: Blade Route, Get over top of the CB ASAP
A: Curl Route
X: Snap Route

QB: Catch Snap, Read the CB (Blade-or-Jog)

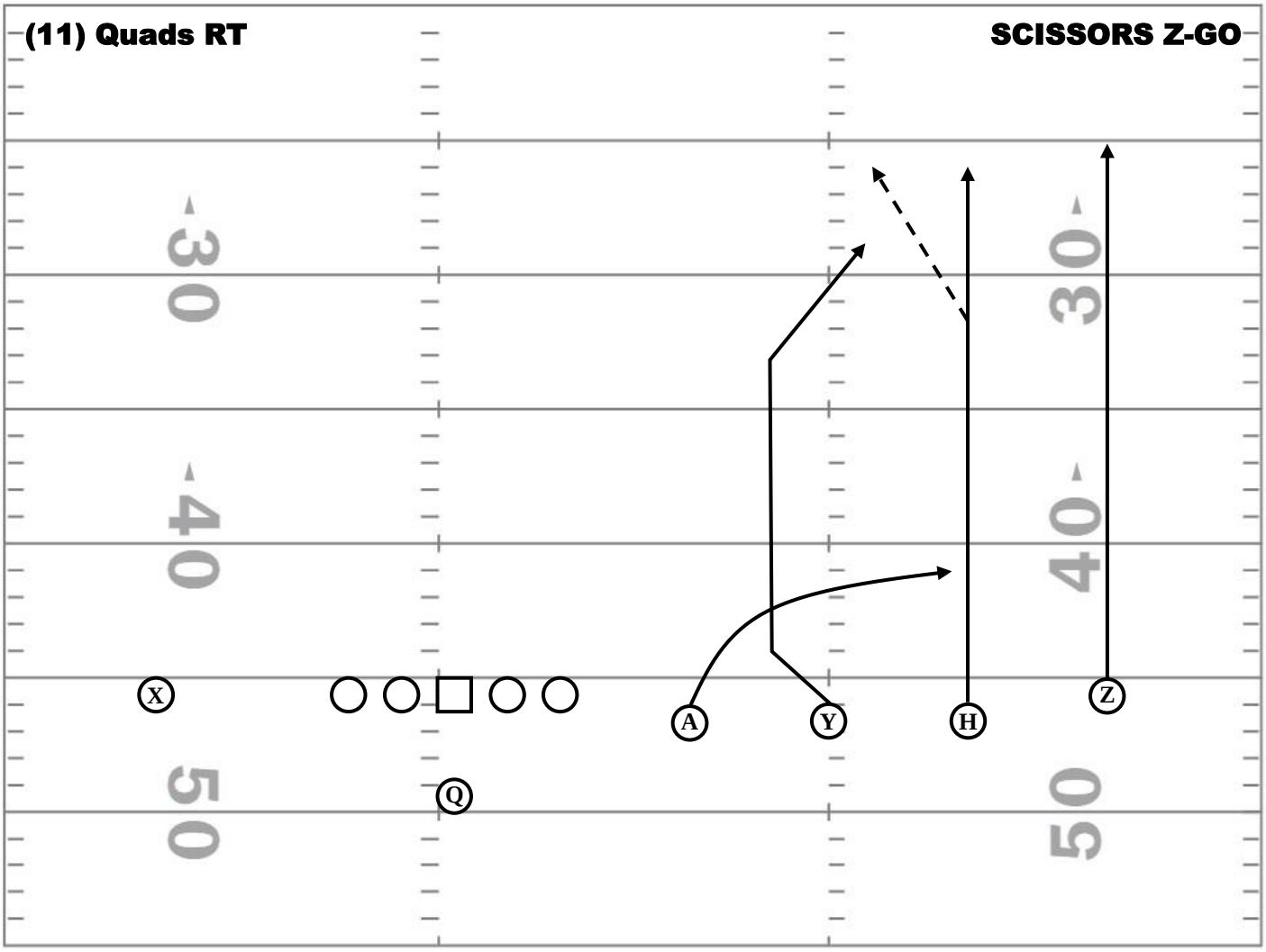
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

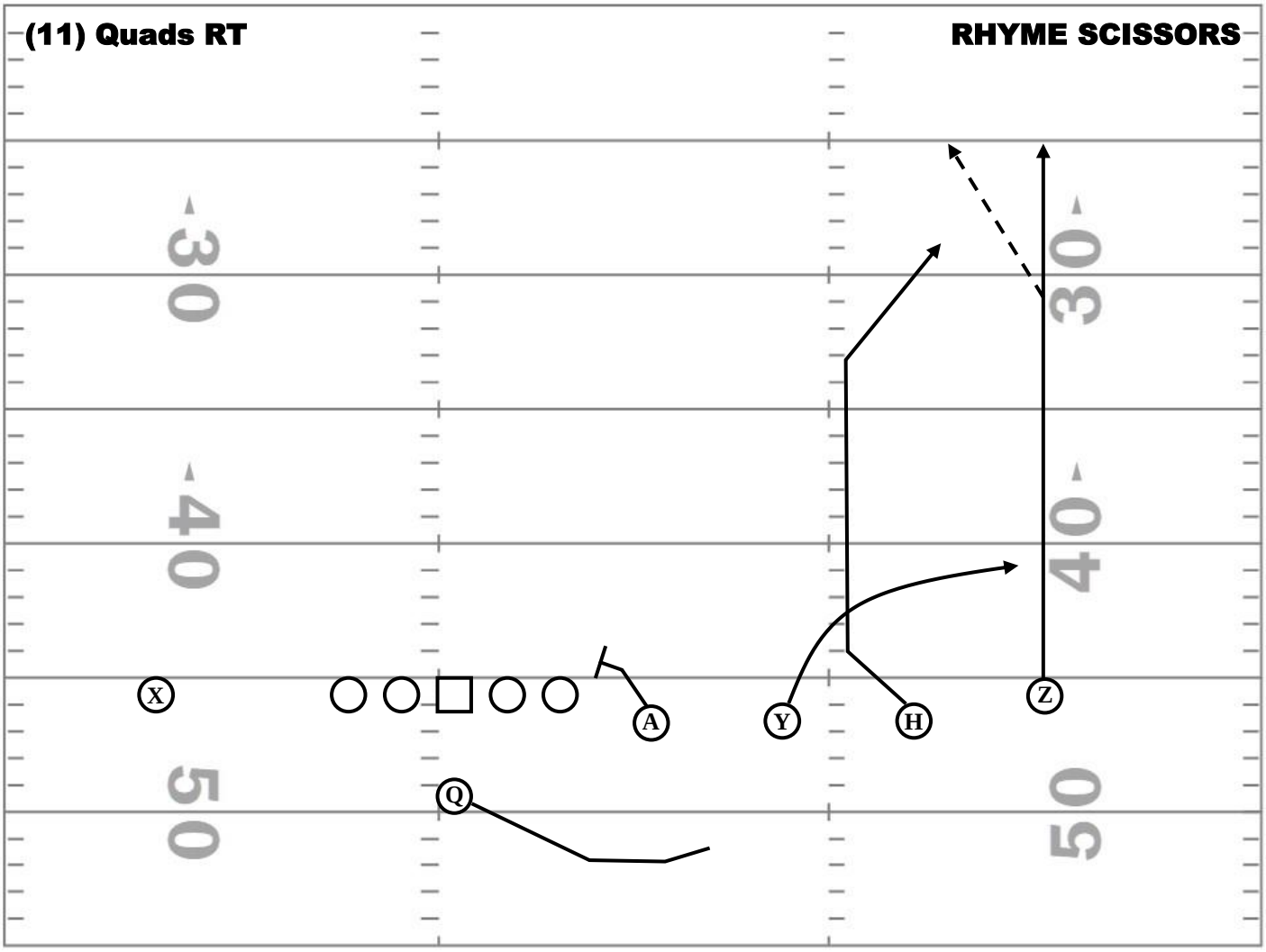
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

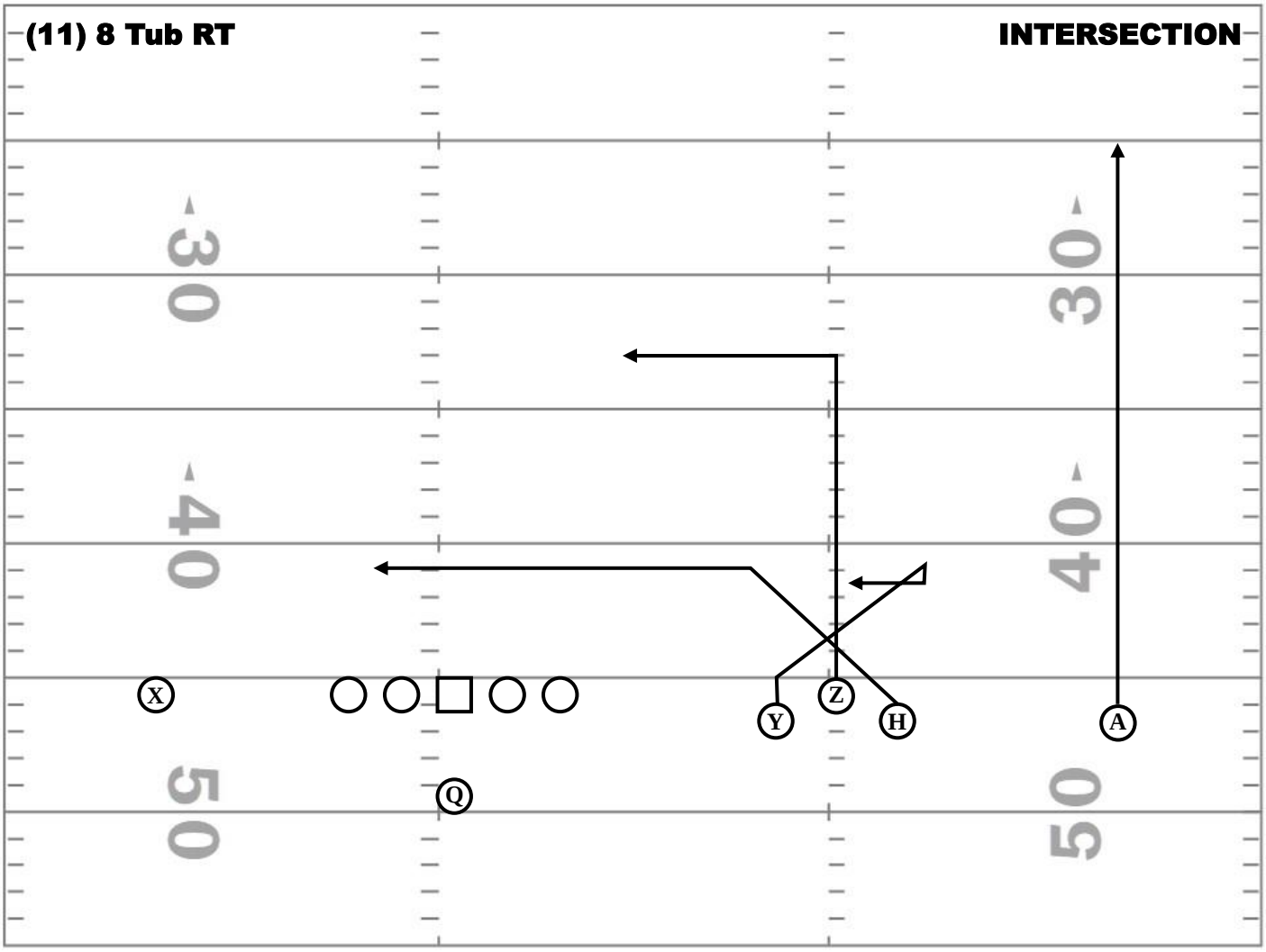
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

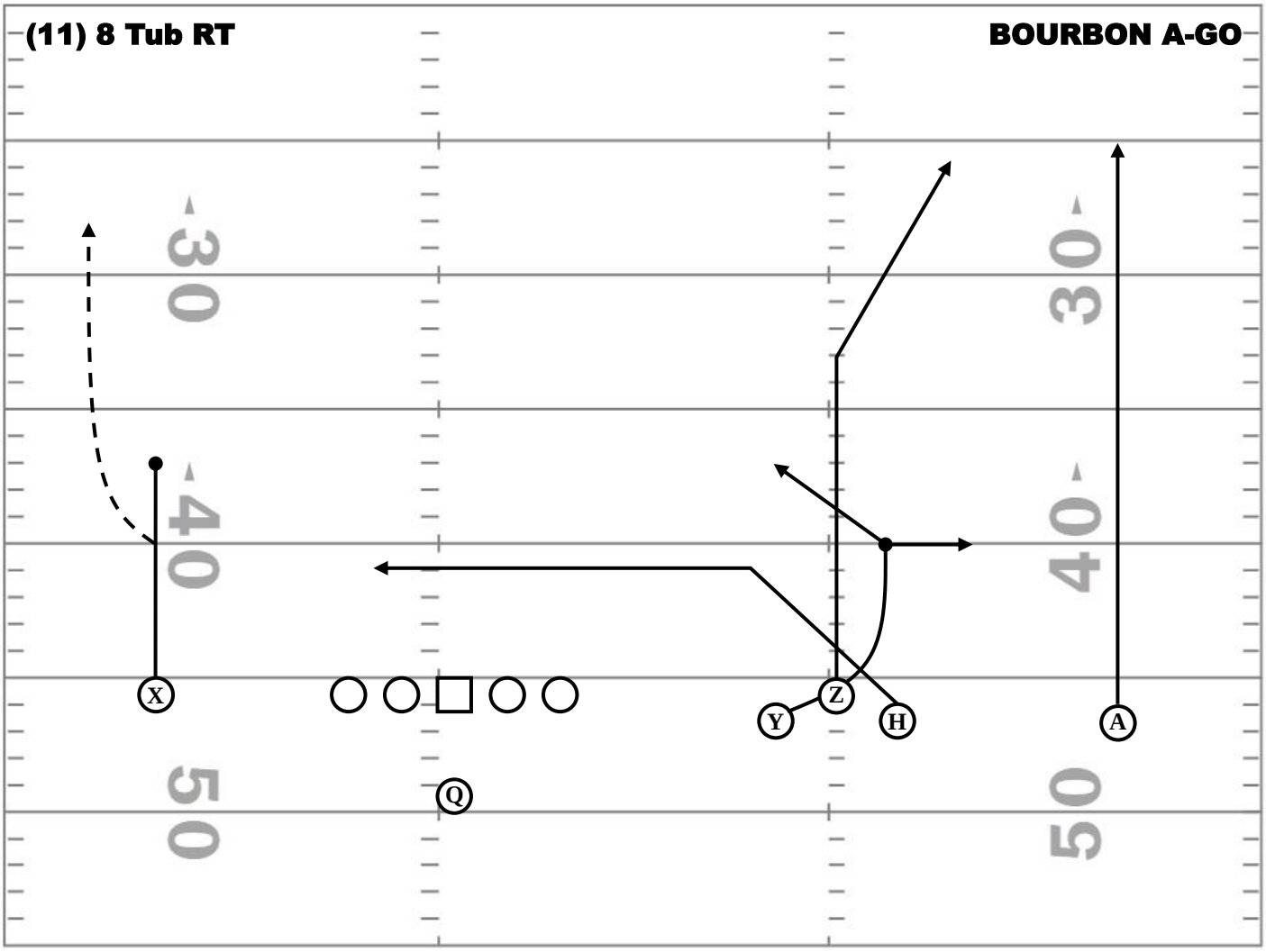
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

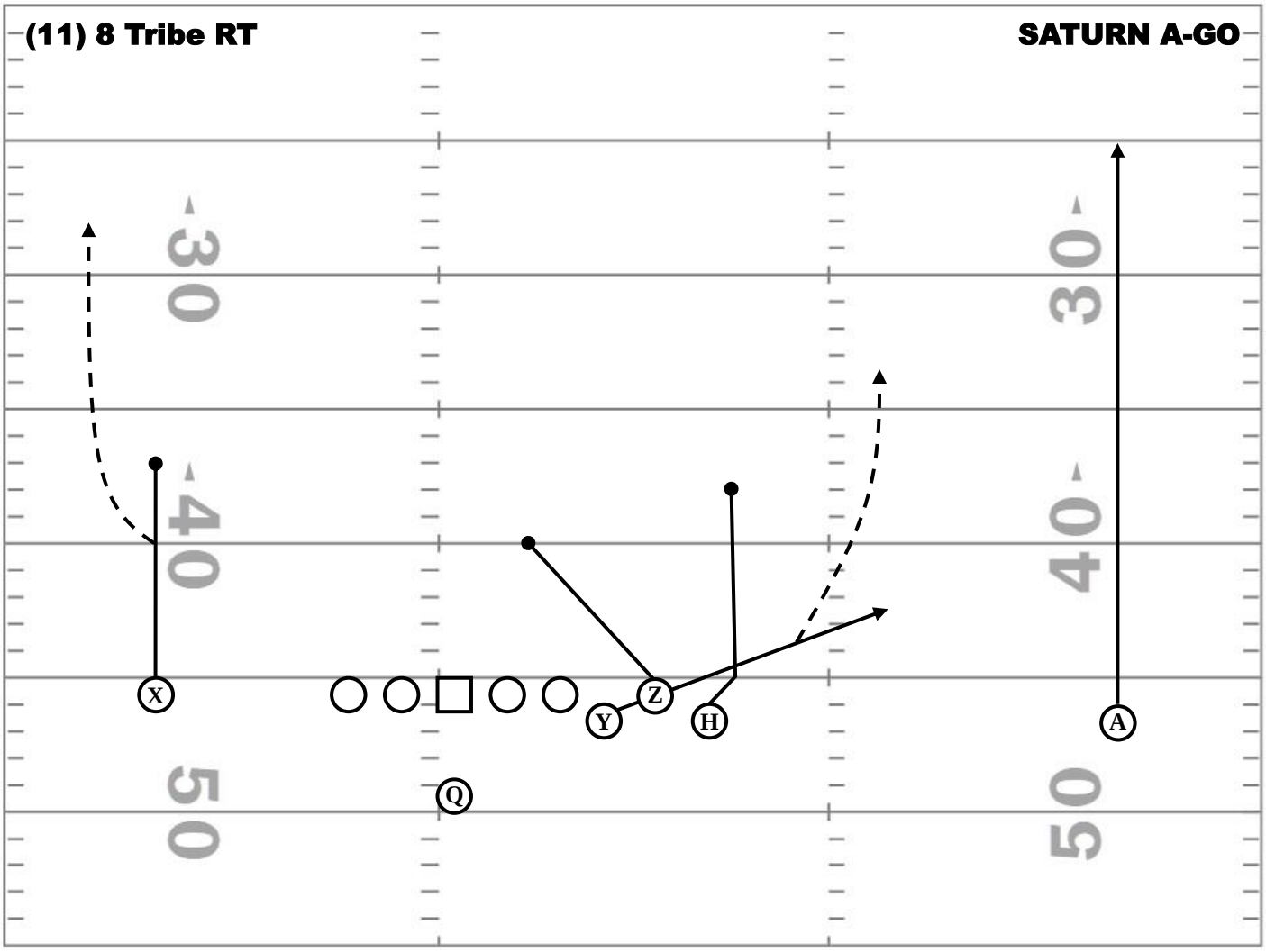
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

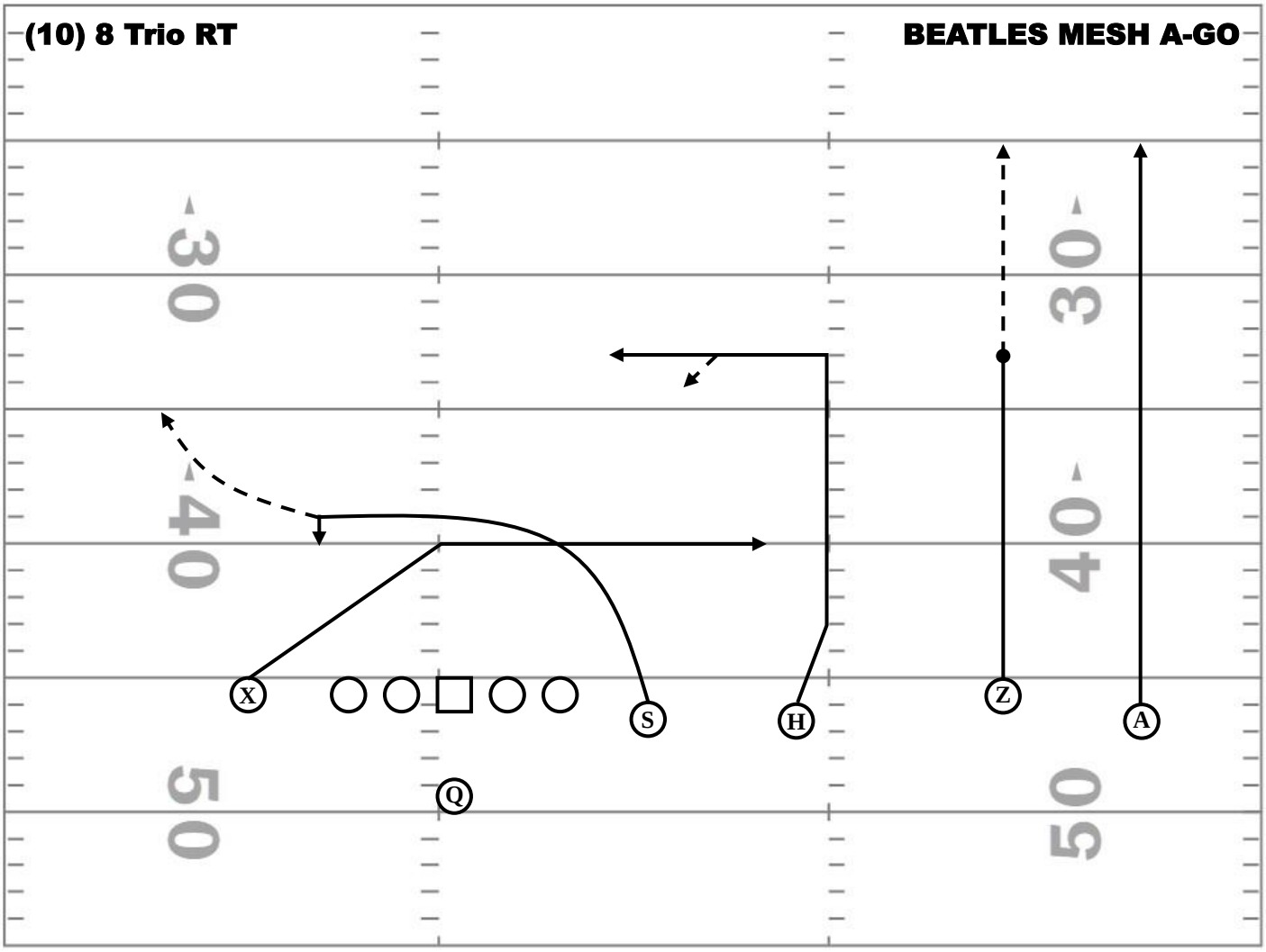


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY: LB READ	PLAY: MESH

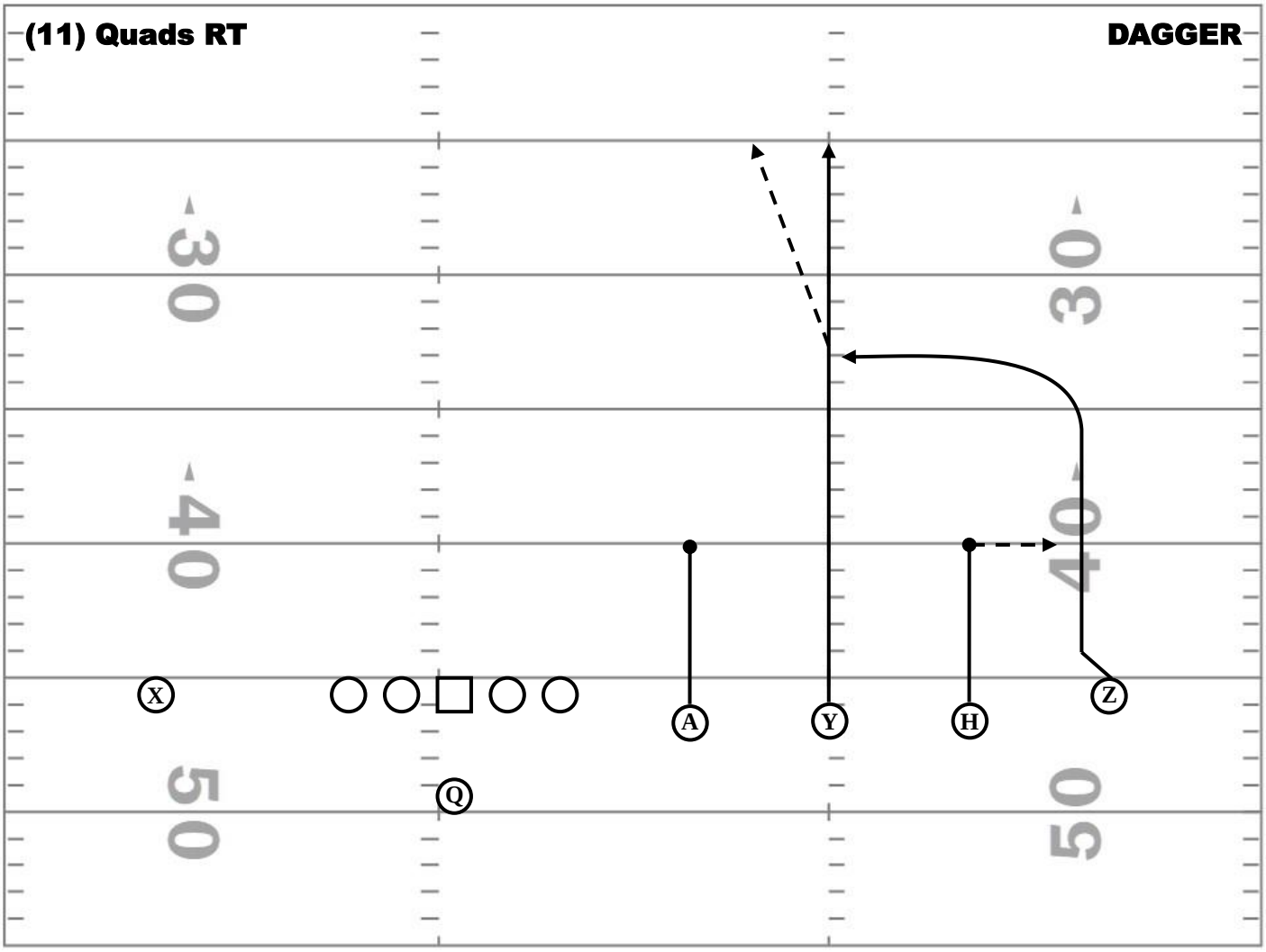
CONCEPT: Inside Triangle Read (Boundary #1 & Field #3: Unders, Field#2: Basic)



X	**Split:** OT +3 **- Route:** Under **- Adjust:**
H	**Split:** HASH **- Route:** Basic **- Adjust:** Run vs Man, Settle in Zones (Hunt for Grass)
S	**Split:** OT +3 **- Route:** Top Under **- Adjust:** Sit in Zone, Run and Drift vs Man
Z	**Split:** ISE **- Route:** Torque **- Adjust:**
A	**Route:** CK Swing
QB	**Drop:** **Progression:** Off Zone: Torque Tight Zone: 1) Under 2) Basic 3) Top Under

Notes:

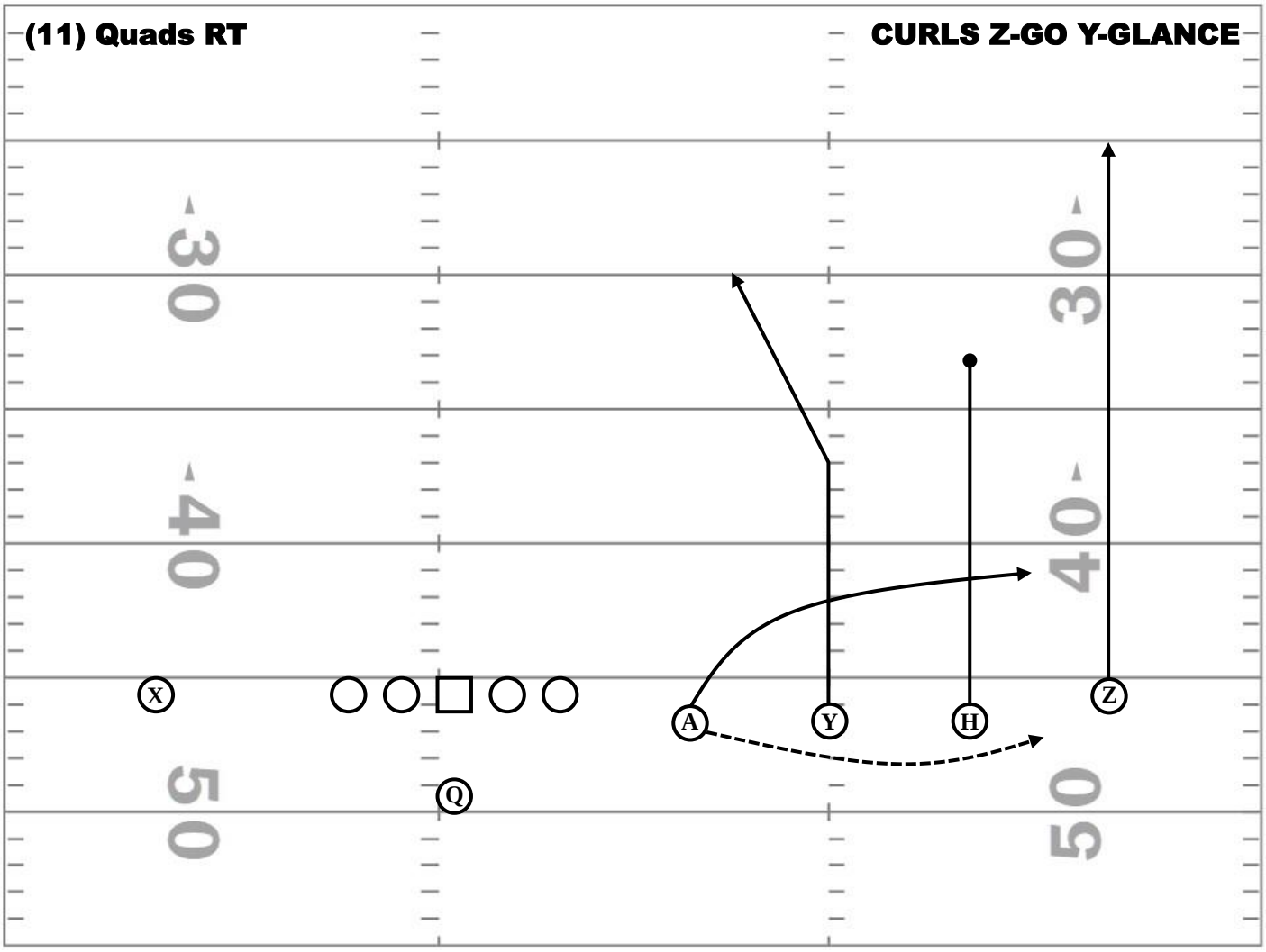
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

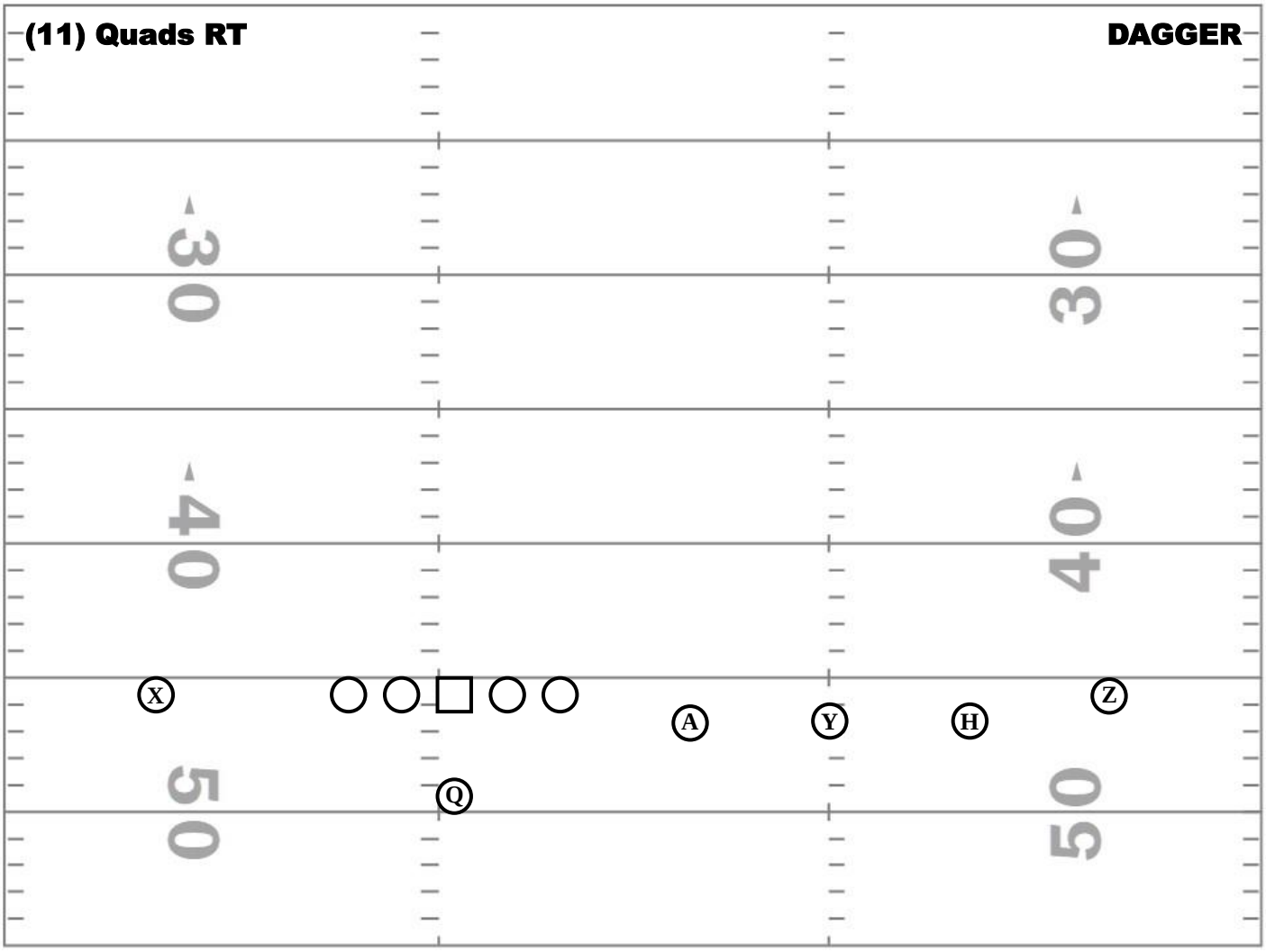


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

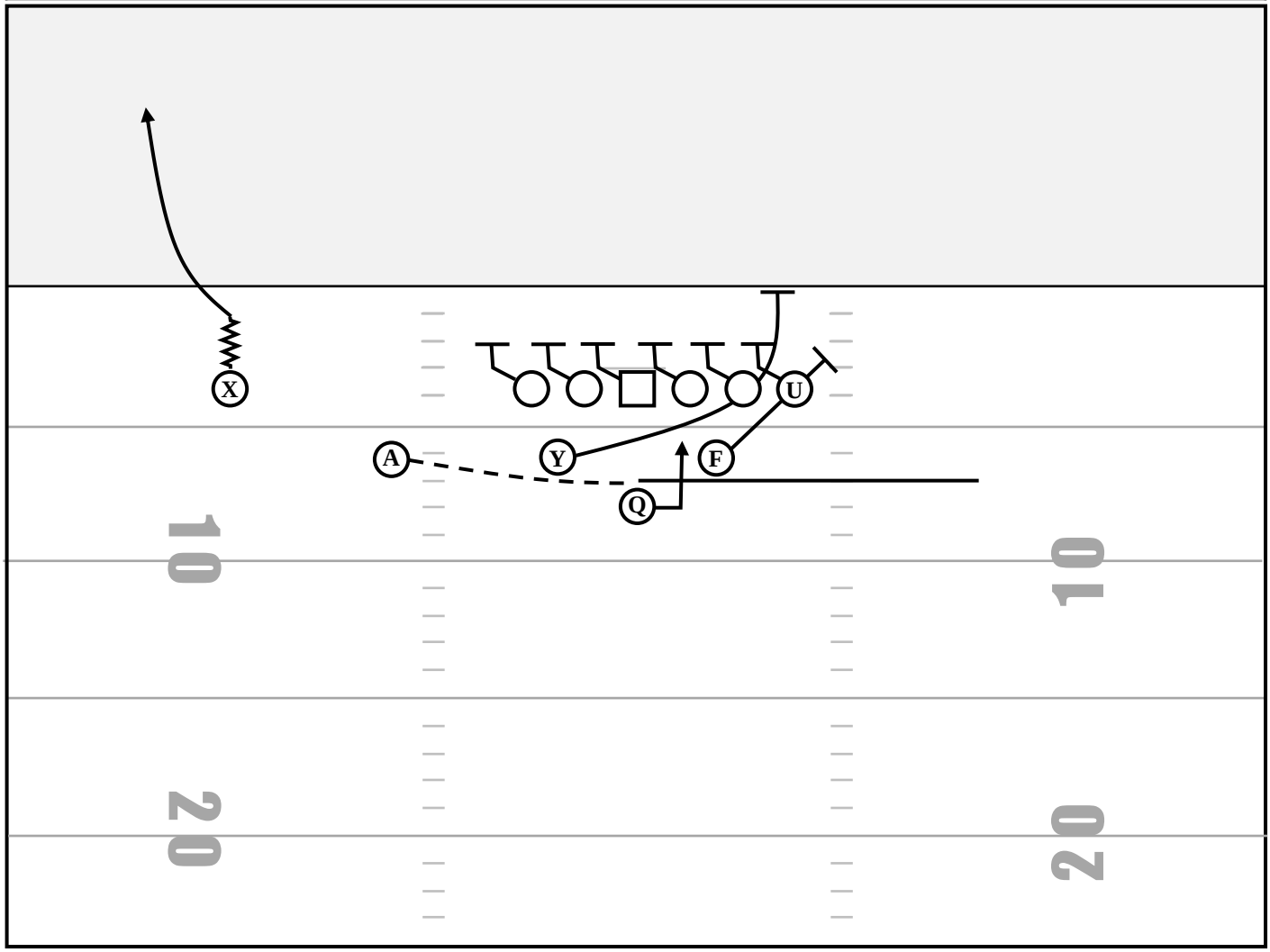
(11) Quads RT **DAGGER**



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

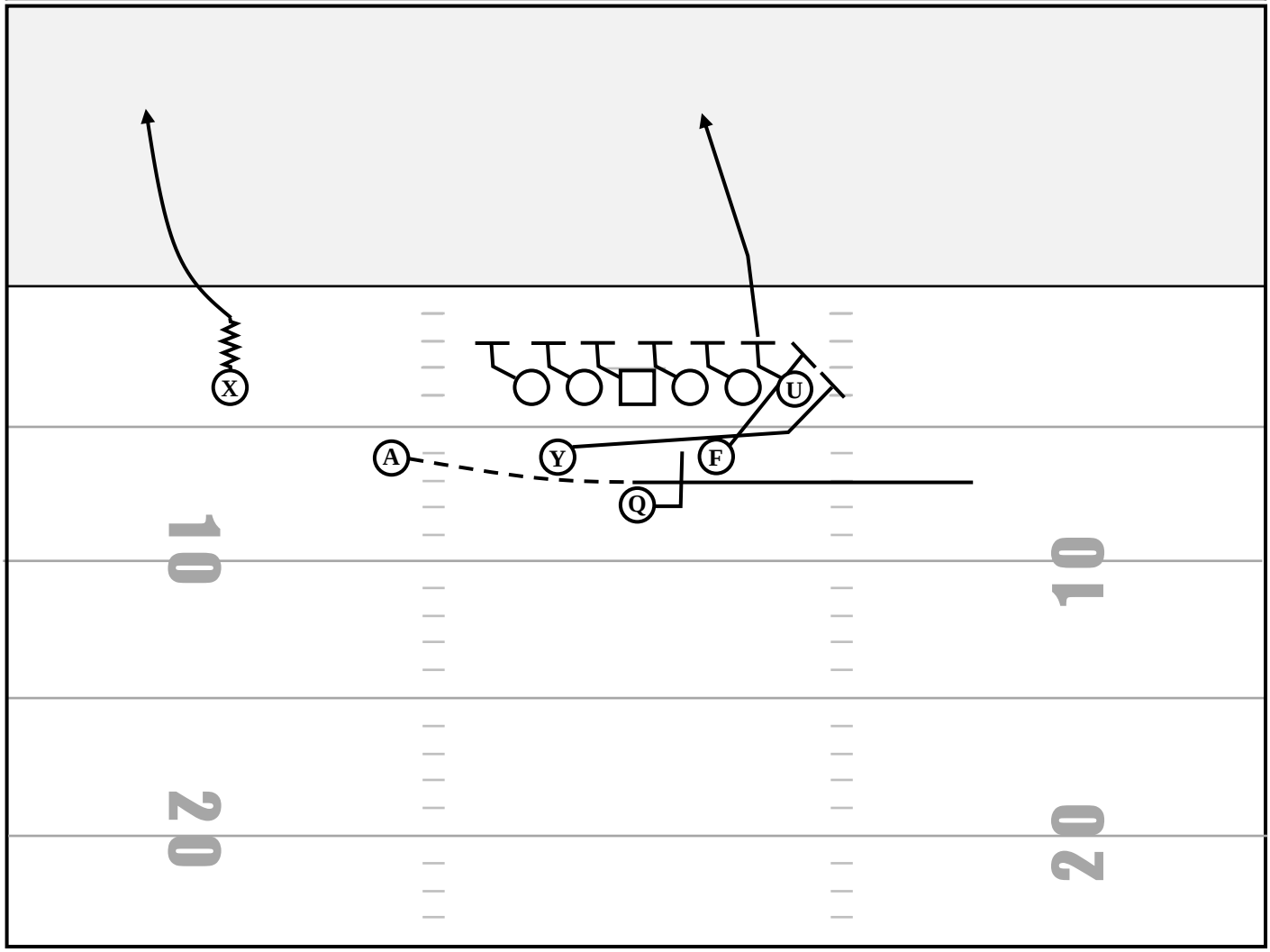
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

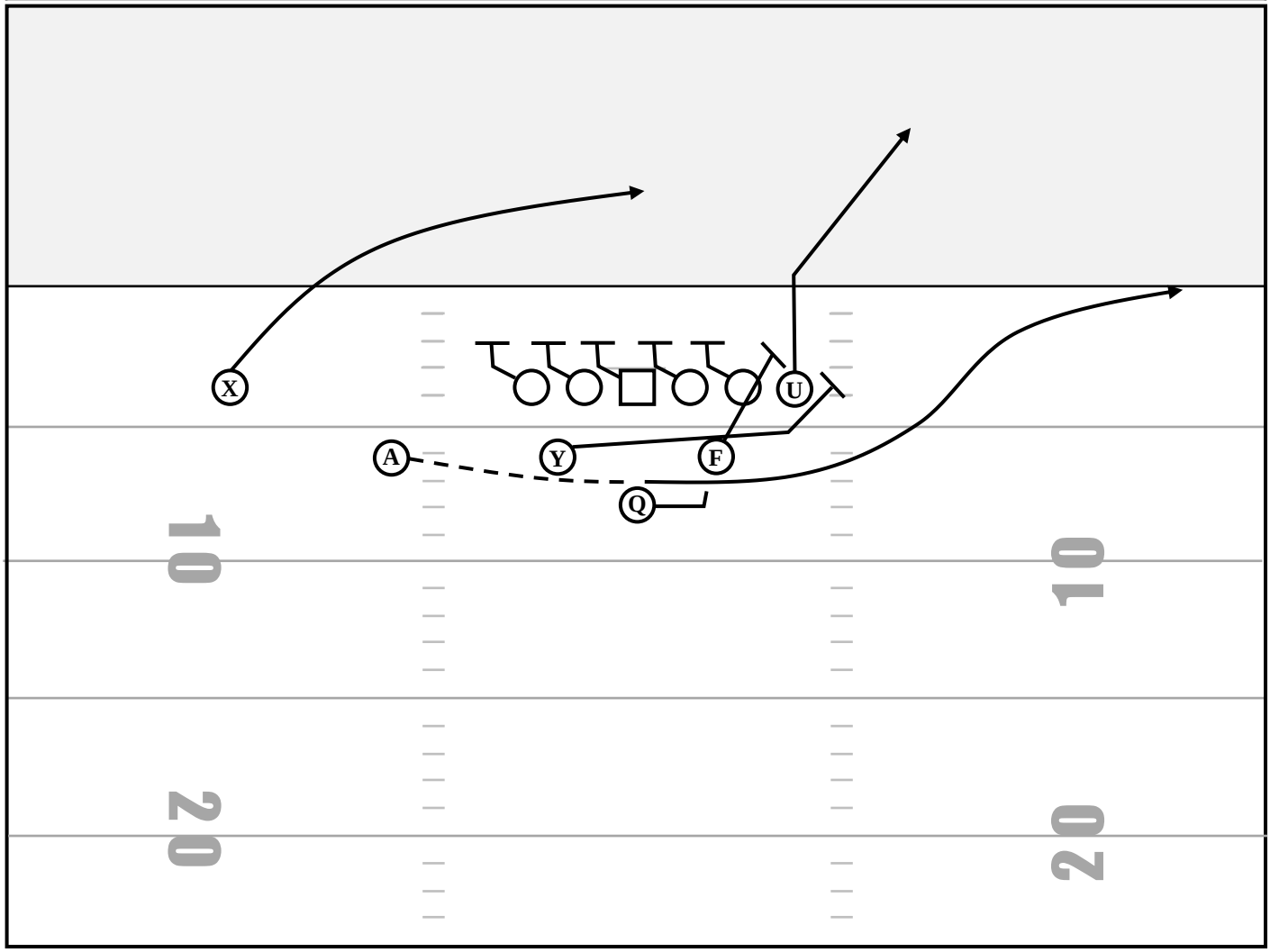
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

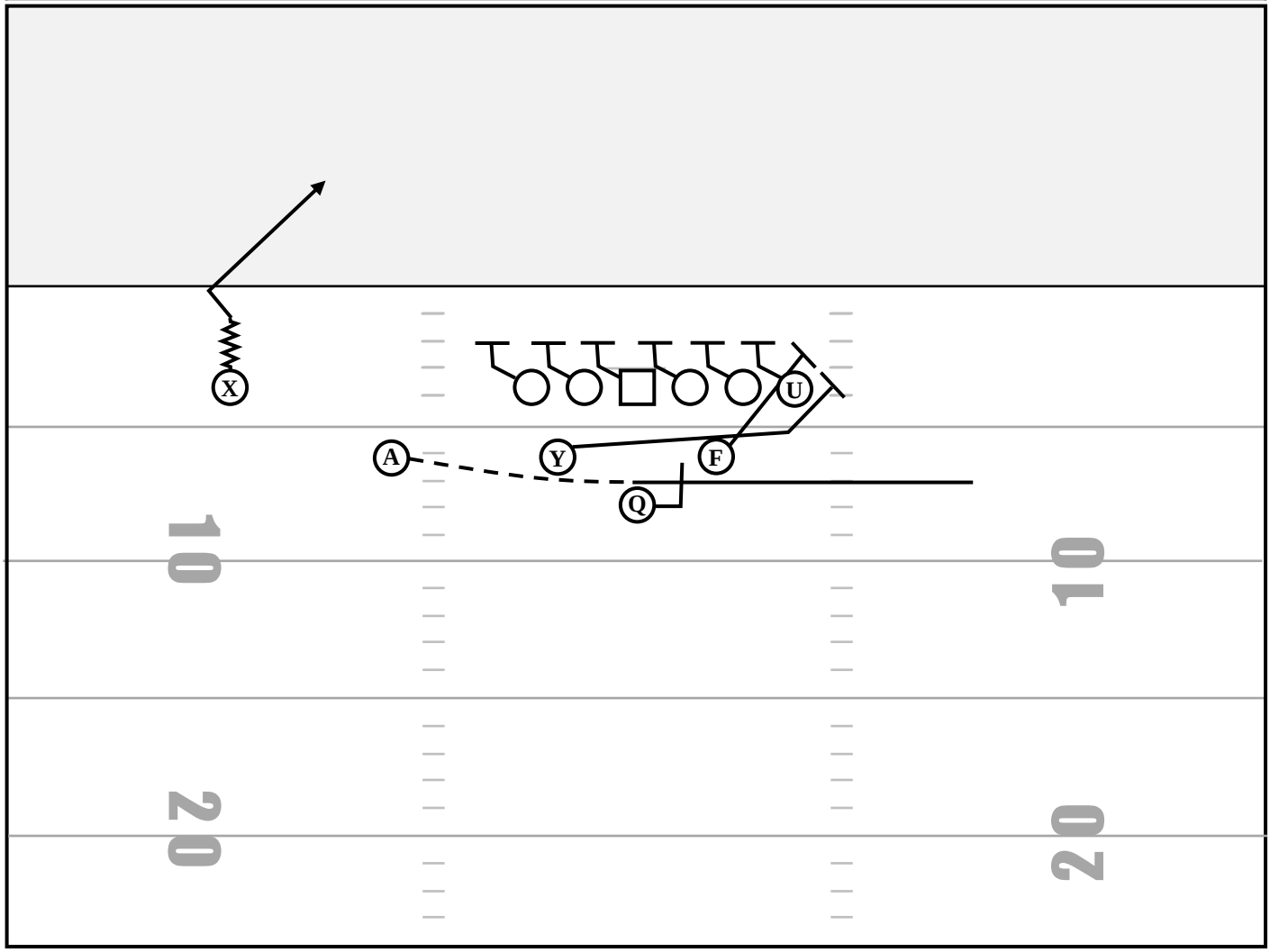
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

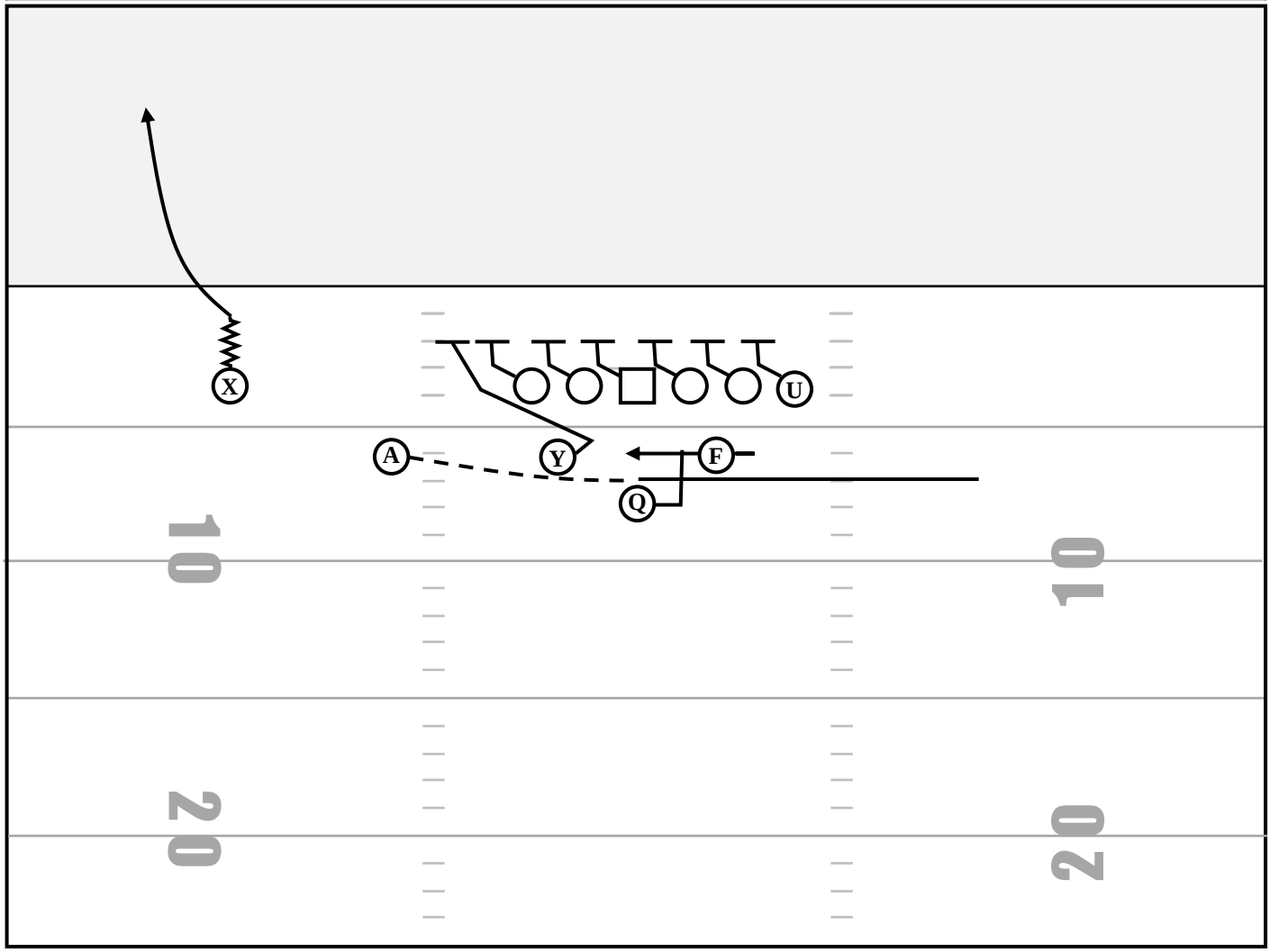
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

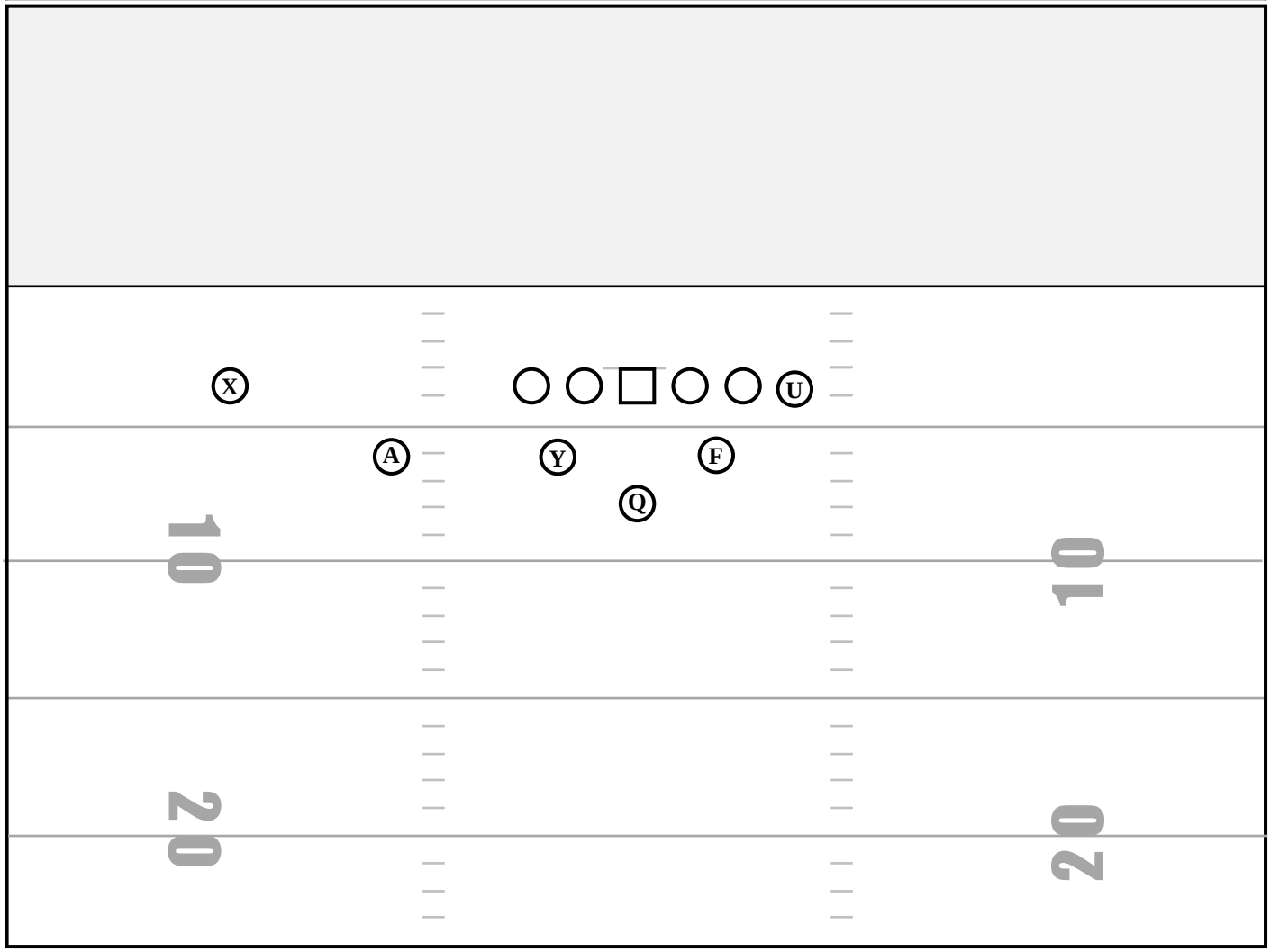
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

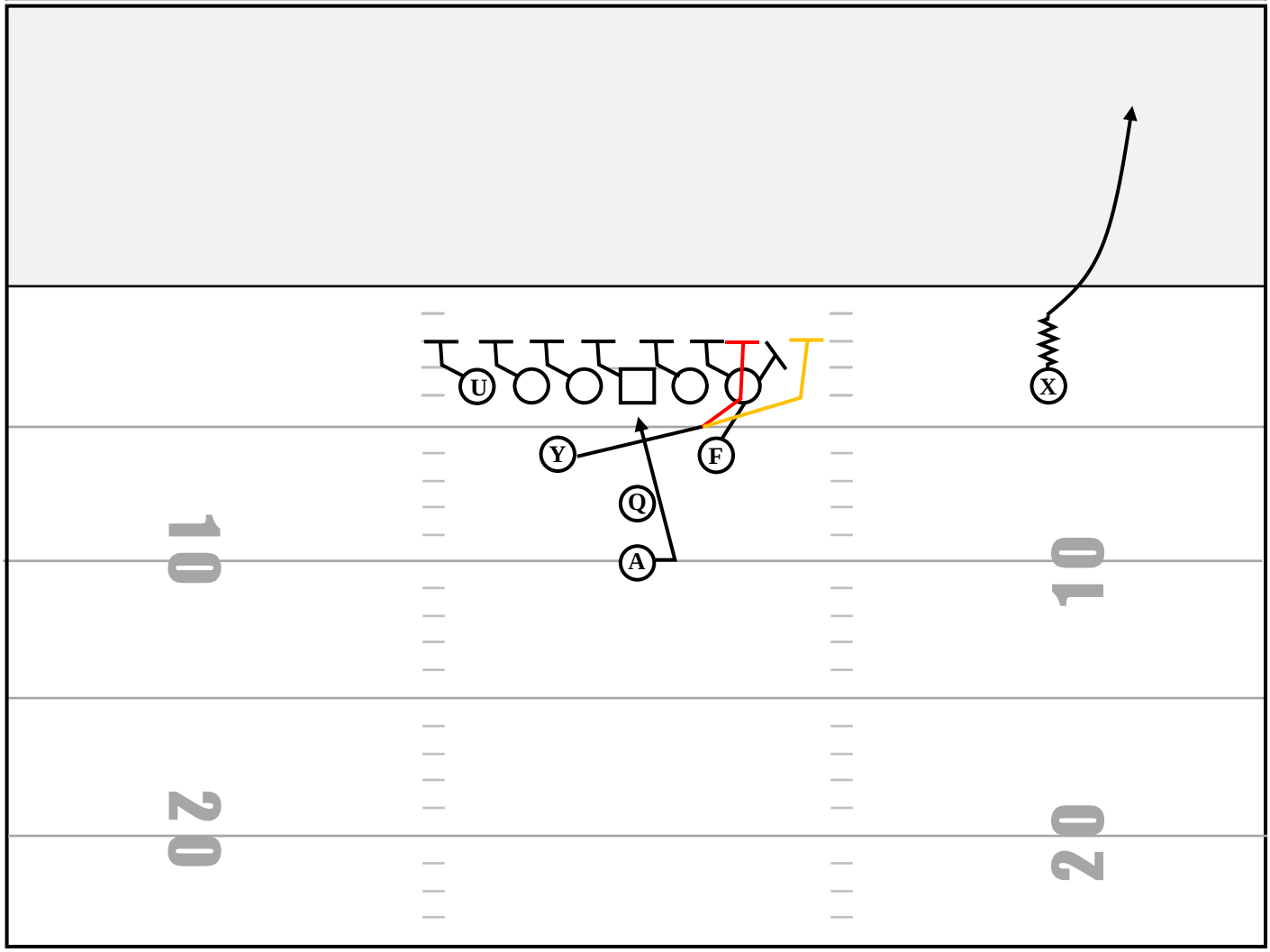
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

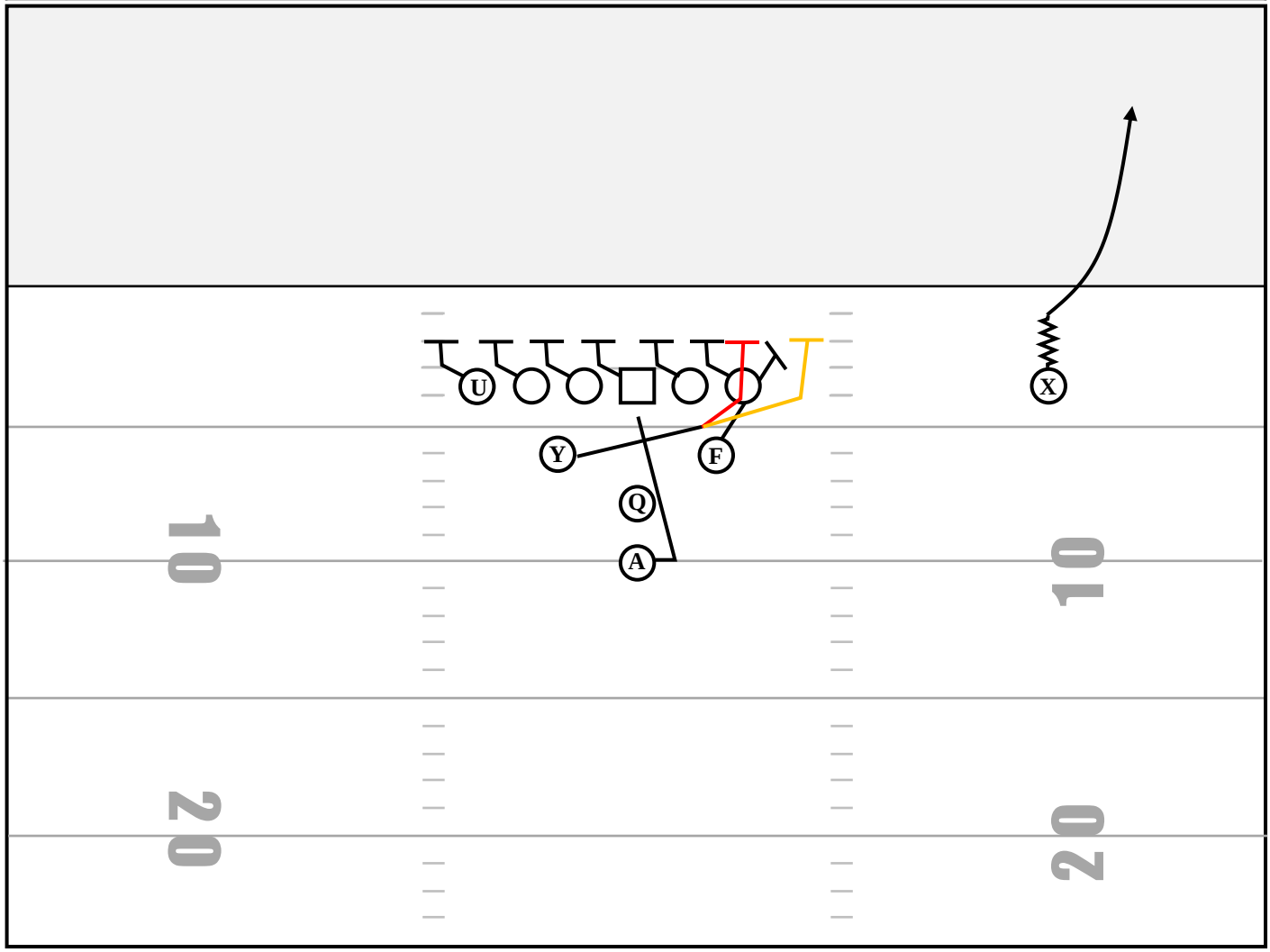
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

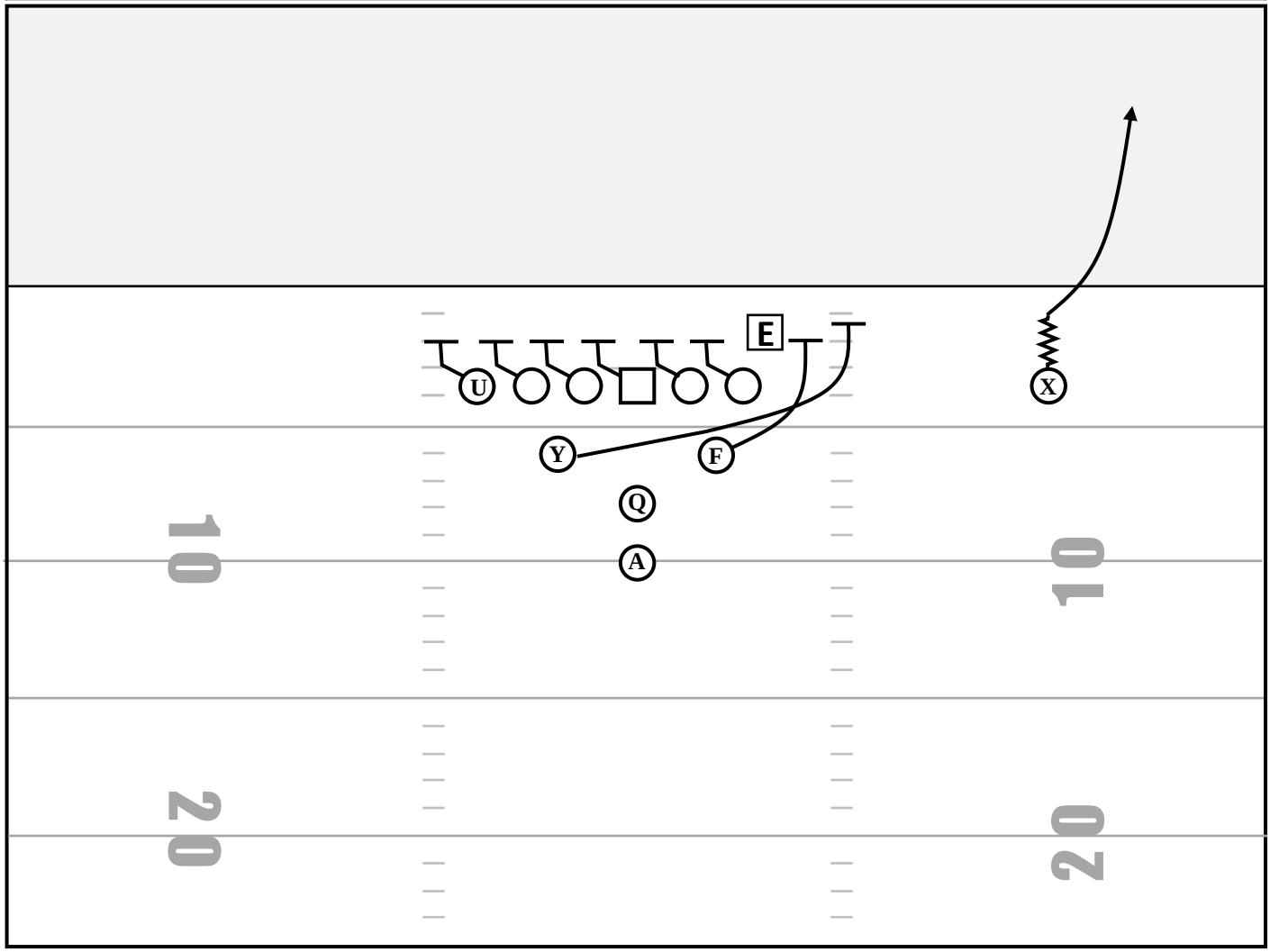
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

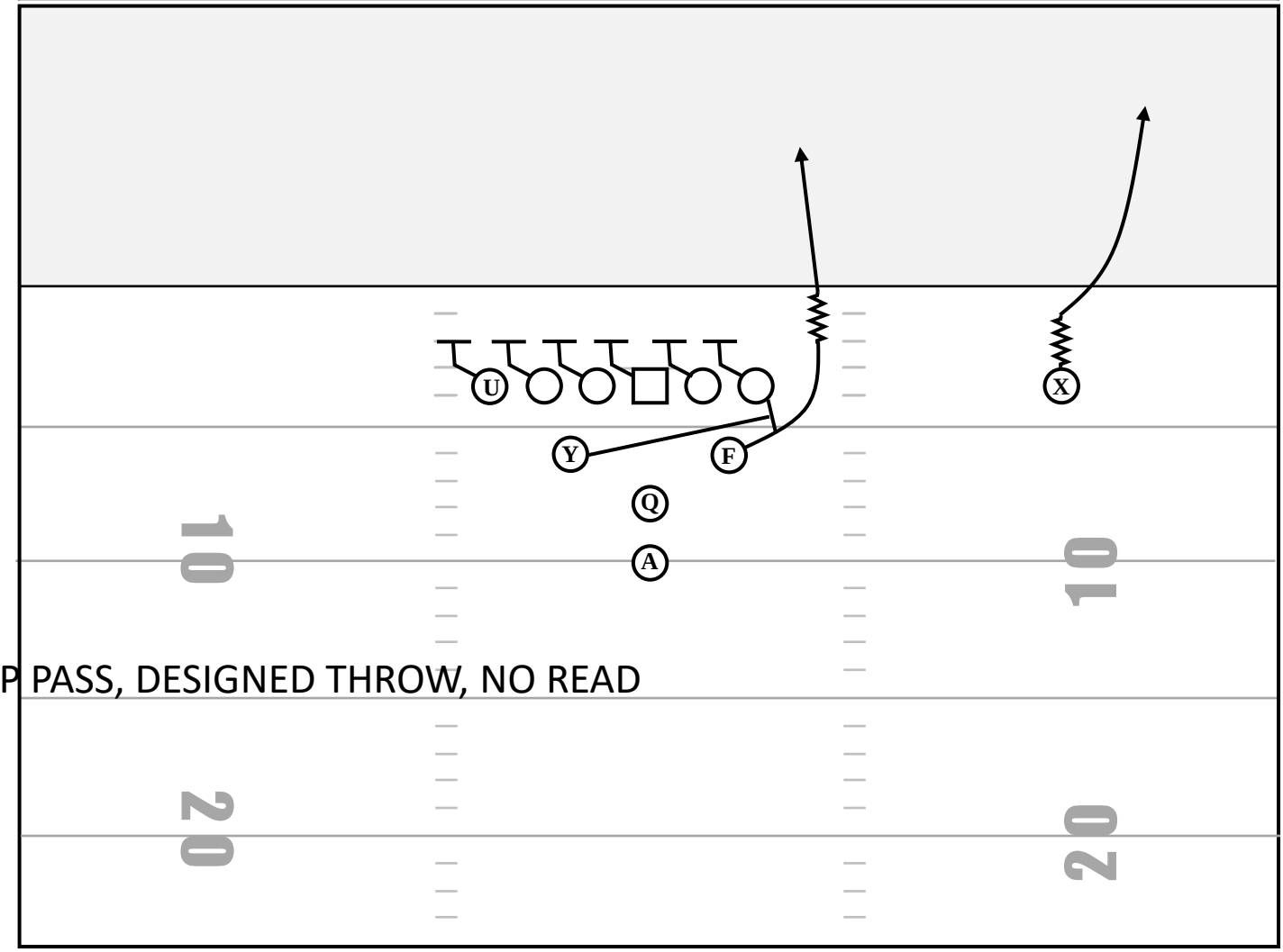
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

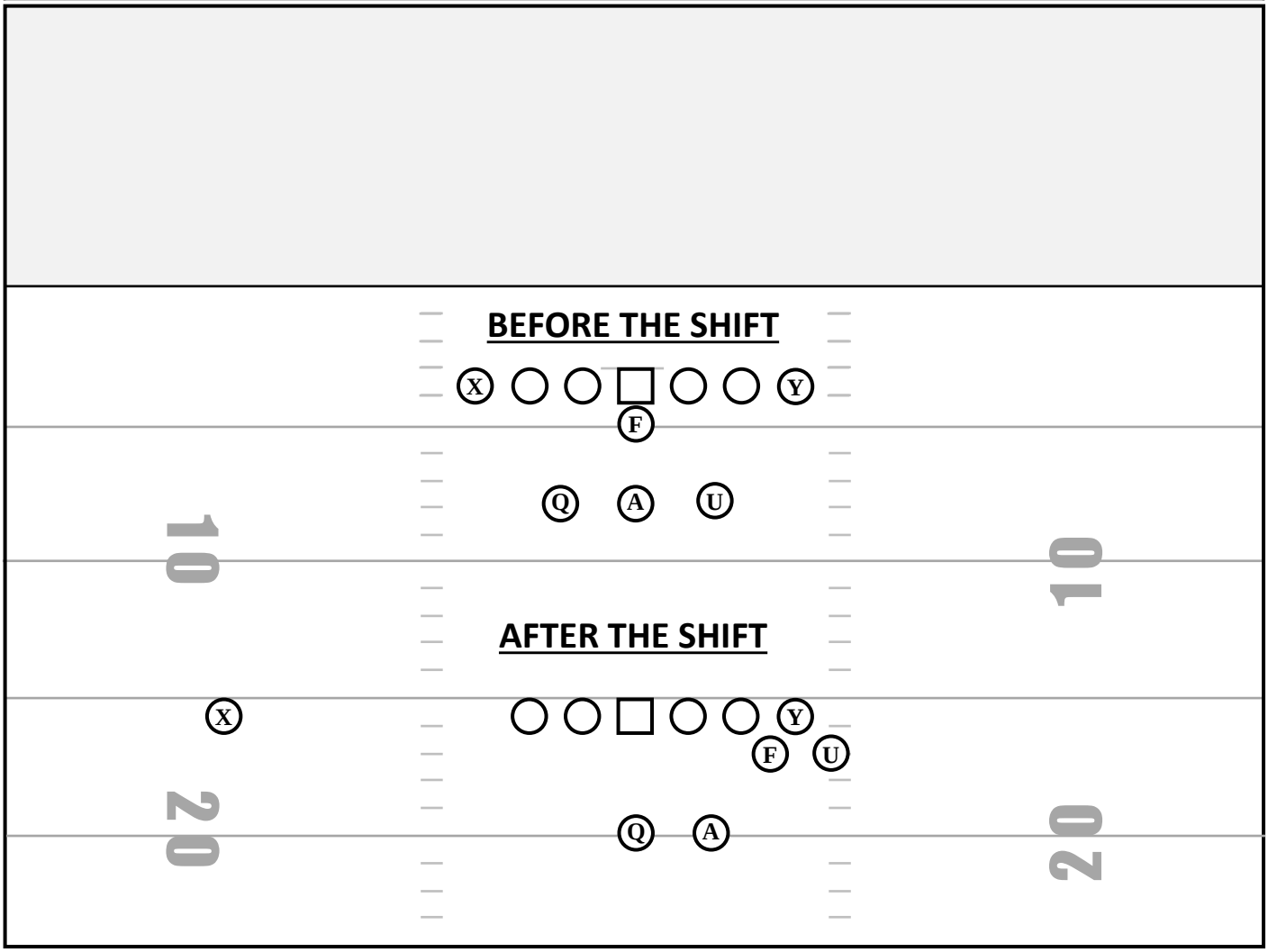


P PASS, DESIGNED THROW, NO READ

X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

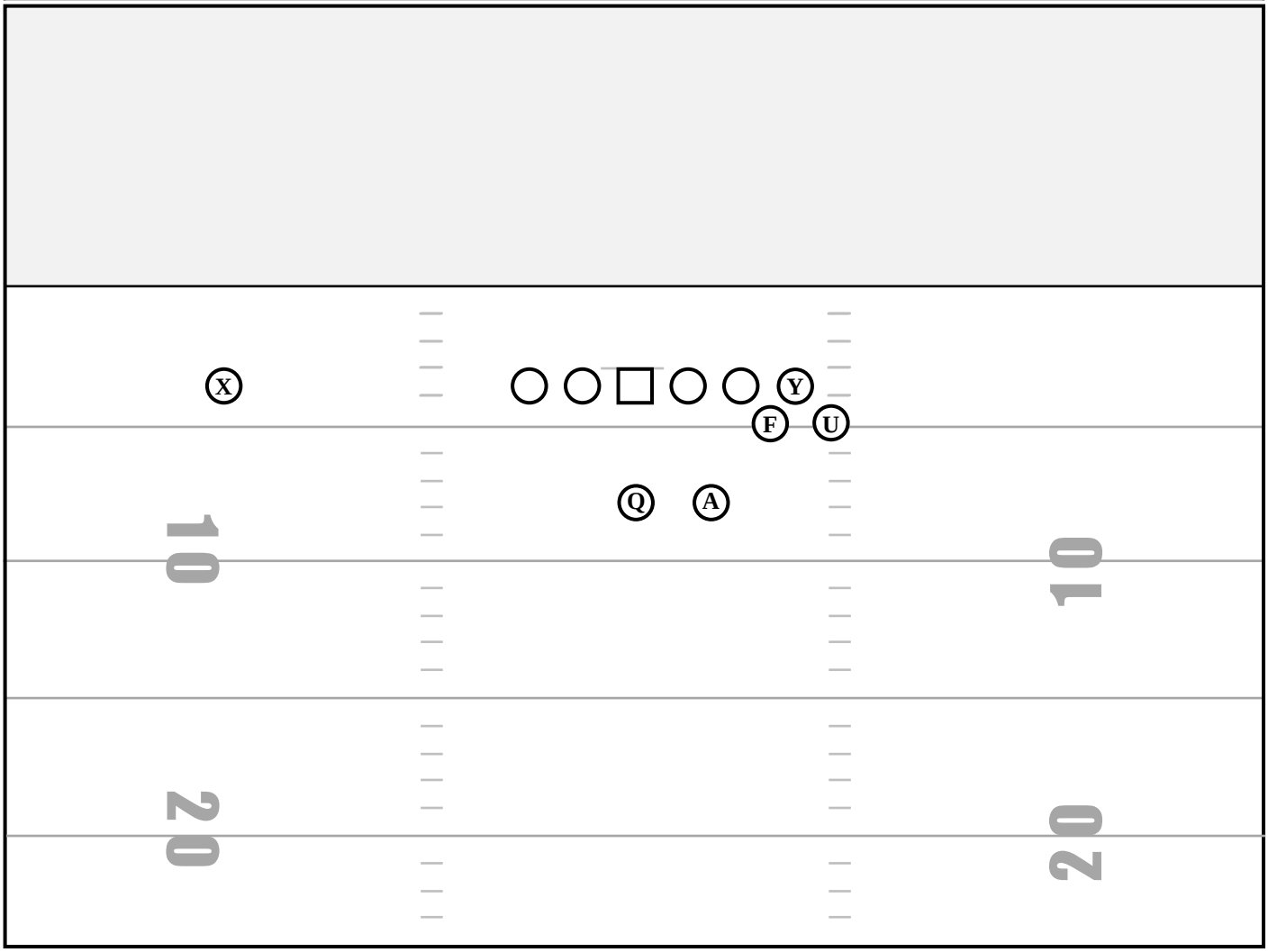
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

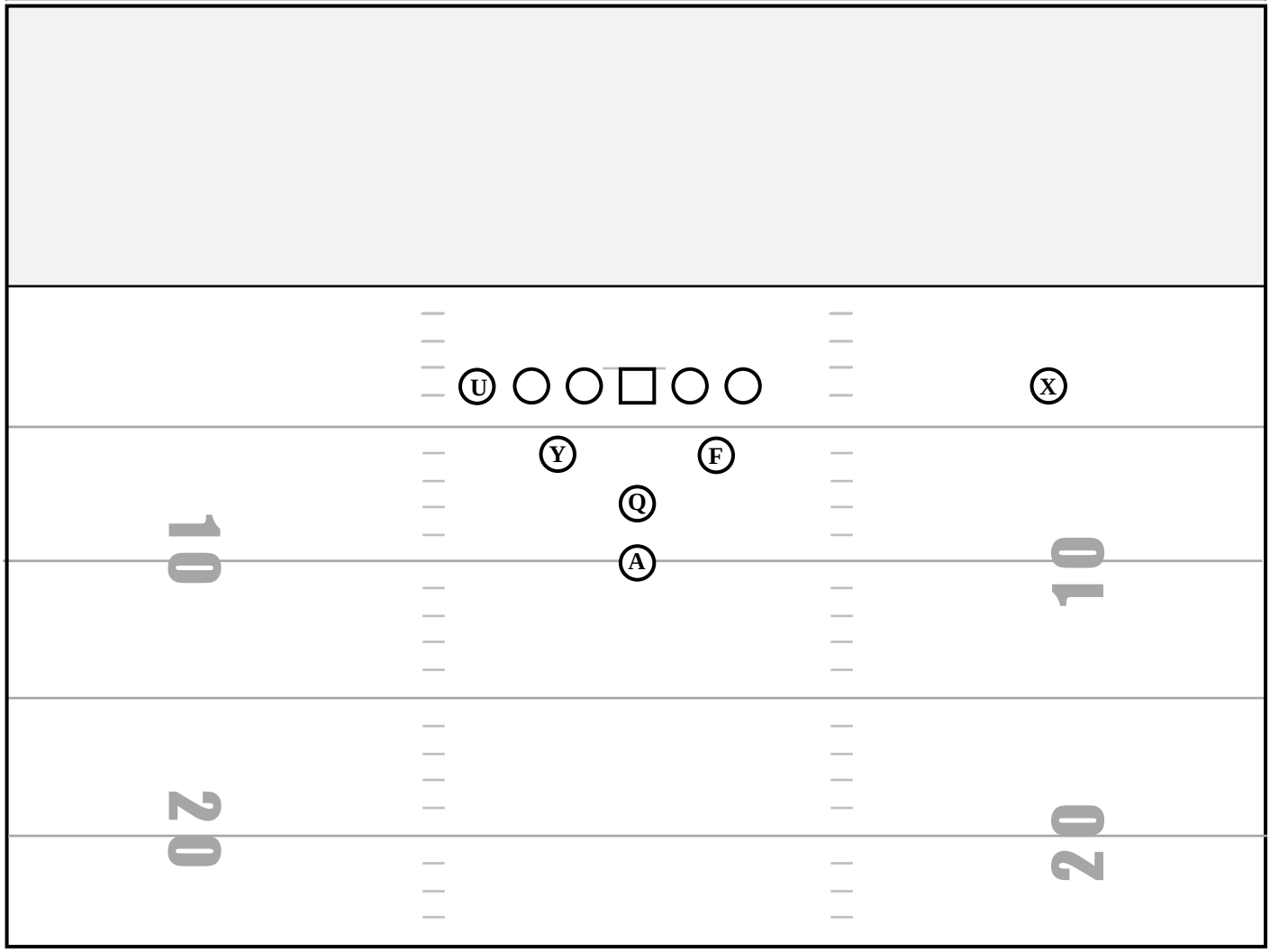
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

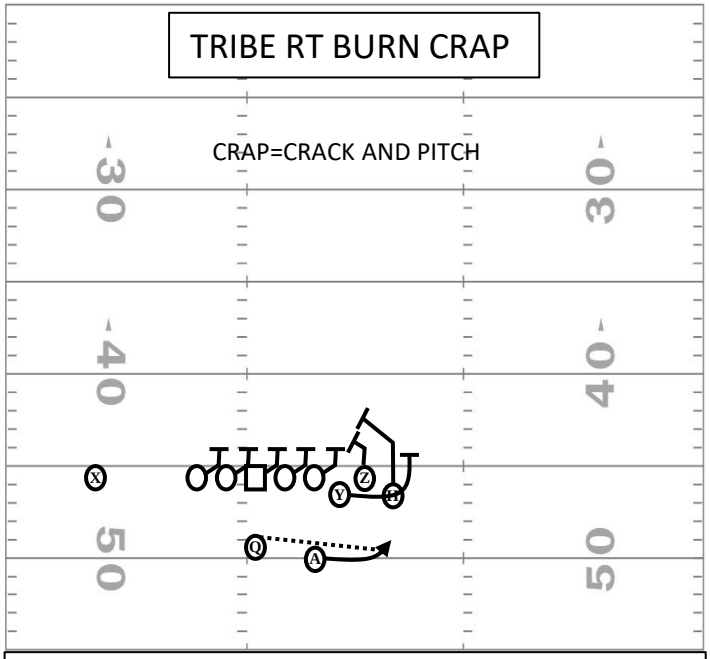
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**
Notes:	

SILO PACKAGE

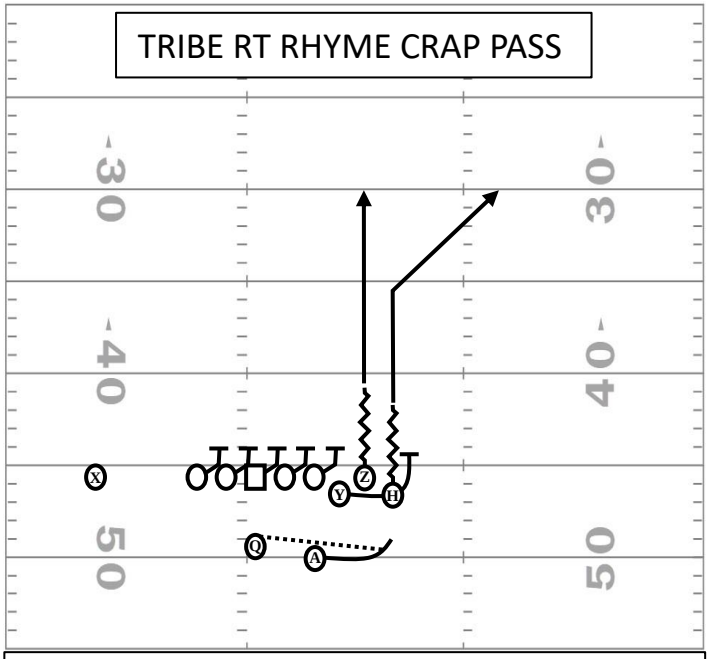
TRIBE RT BURN CRAP



OL: Burn Scheme
Y: Arc and Lead for A
Z: Seal first Man Inside
H: Seal first Man Inside
A: Drop step, Open hips to QB, catch toss and try and get outside
X: Any Route

QB: Catch Snap, Pitch to A, drift away

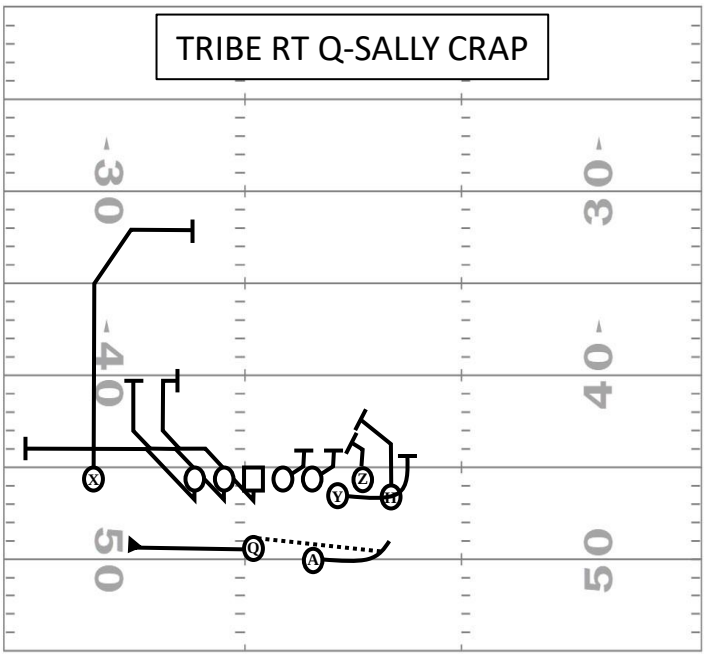
TRIBE RT RHYME CRAP PASS



OL: Rhyme Protection
Y: Arc and Protect for A
Z: Block n Go Seam Route
H: Block n Go Corner Route
A: Crap footwork, Catch Pitch, Sell Sweep, Pull up and think Corner Route, Alert the Seam if the Safety vacates
X: Any Route

QB: Catch Snap, Pitch to A, Block anything coming from Backside

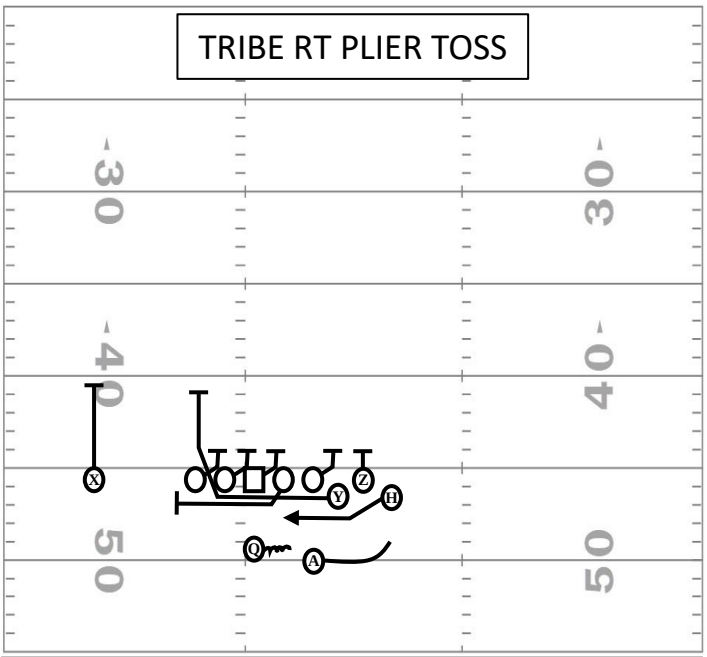
TRIBE RT Q-SALLY CRAP



OL: Sally Screen
Y: Arc and Lead for A
Z: Seal first Man Inside
H: Seal first Man Inside
A: Drop step, Open hips to QB, catch toss and try and get outside, Pull up and throwback to QB
X: Screen Rules

QB: Catch Snap, Pitch to A, drift away and set up for screen

TRIBE RT PLIER TOSS

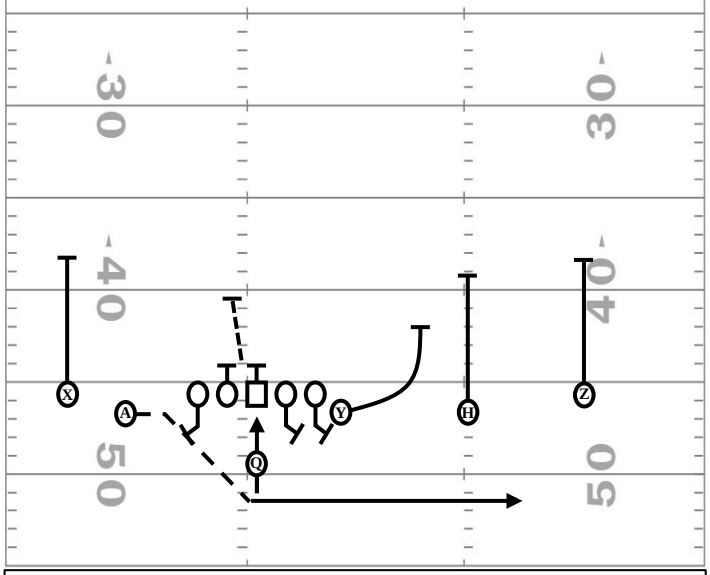


OL: Plier Scheme
Y: Plier Scheme
Z: Block MDM
H: Toss footwork
A: Crap footwork, fake the Sweep
X: Block MDM

QB: Catch Snap, Fake to A, Toss to H

SILO PACKAGE

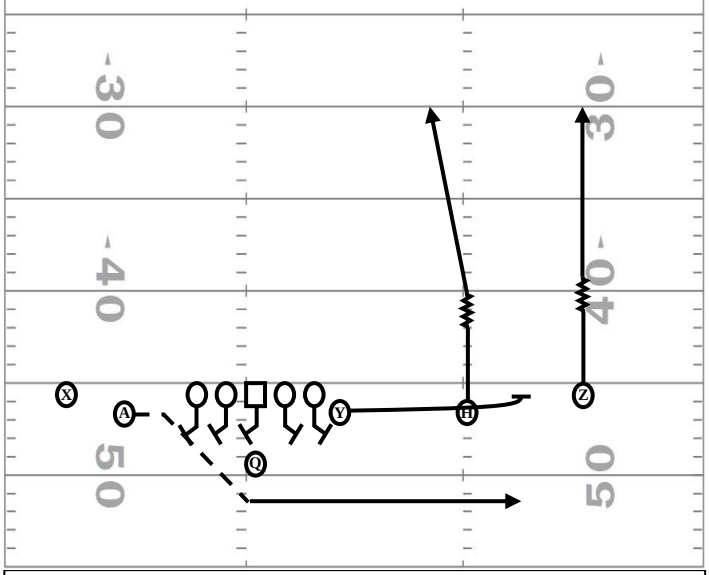
TORO RT LOOP Q-PENCIL SWING



OL: Pencil Scheme
Y: Arc and Lead for A
Z: Block MDM
H: Block MDM
A: Loop Motion, Swing Route
X: Block MDM

QB: Catch Snap, Read MLB, Throw Swing or Run Q-Pencil

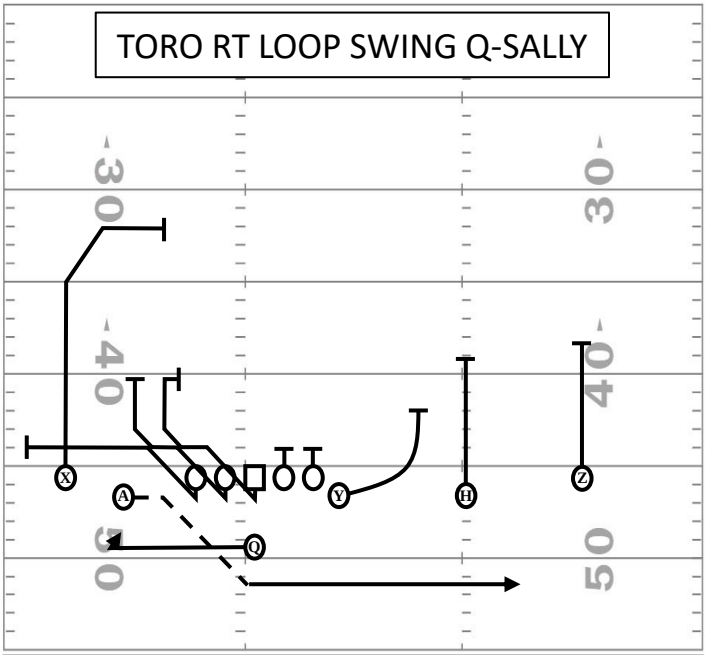
TORO RT LOOP RINGO SWING PASS



OL: Ringo Protection
Y: Arc and Protect for A (DO NOT GO DOWN FIELD)
Z: Block n Go Go Route
H: Block n Go Seam Route
A: Loop Motion, Swing Route, Catch Swing, Pull up and think Go Route, Alert the Seam if the Safety vacates
X: Any Route

QB: Catch Snap, Throw Swing to A

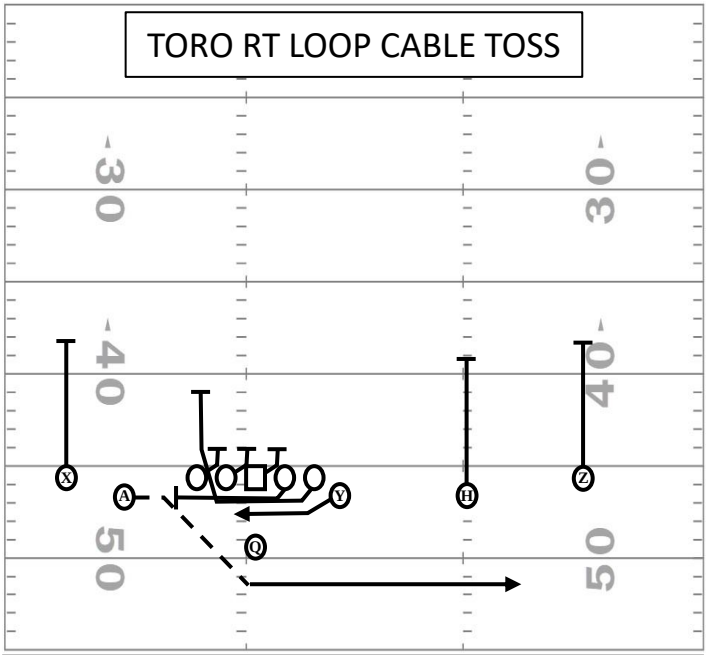
TORO RT LOOP SWING Q-SALLY



OL: Sally Screen
Y: Arc and Lead for A
Z: Block MDM
H: Block MDM
A: Loop Motion, Swing Route, Catch Swing, Throwback to Q
X: Screen Rules

QB: Catch Snap, Throw Swing to A, drift away and set up for screen

TORO RT LOOP CABLE TOSS

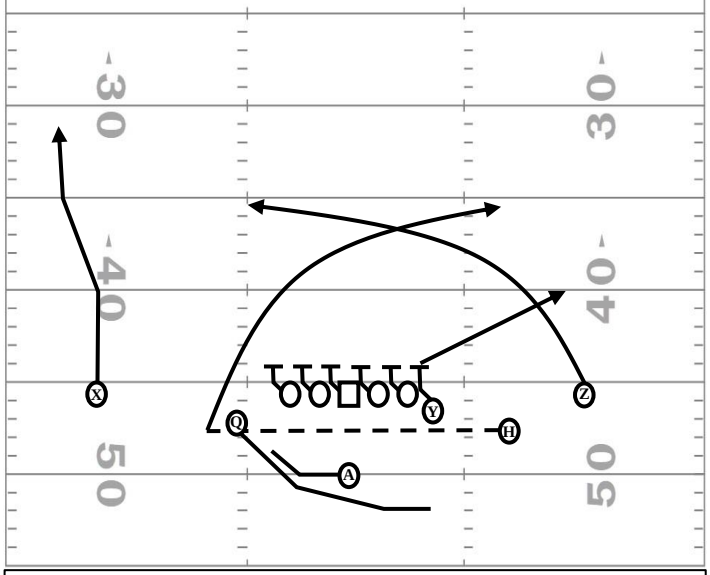


OL: Cable Scheme
Y: Toss Footwork
Z: Block MDM
H: Block MDM
A: Loop Motion, Swing Route, Fake the Catch
X: Block MDM

QB: Catch Snap, Pump Fake to A, Toss to Y

PHILLY SPECIAL

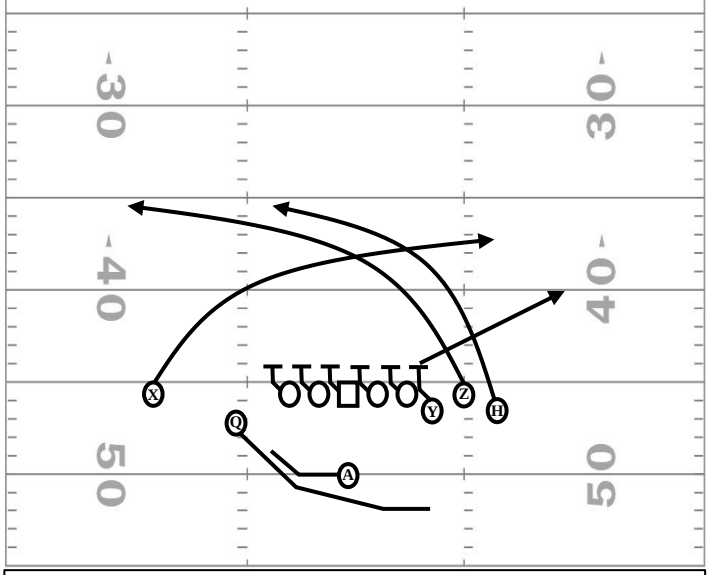
TORO RT (Q/A Switch) PHILLY SPECIAL



OL: Lyric Protection
X: GL Fade
H: Move Motion, Over Route, get under the Z
Y: Secure BS C-Gap, 2 Count, then release to flats
Z: Crossing route through the Safety, Rub for H
A: Outside Zone LT, Soft toss to QB

QB: Take soft toss from RB, Run Reverse path, read it Flat-Over-Keeper

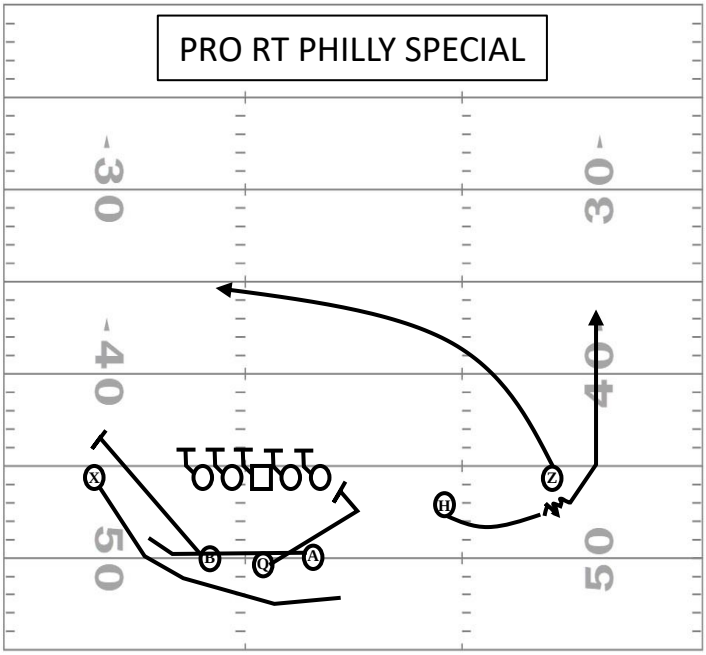
TRIBE RT (Q/A Switch) PHILLY SPECIAL



OL: Lyric Protection
X: Over Route
H: Crossing Route through Safety, Make a Rub
Y: Secure BS C-Gap, 2 Count, then release to flats
Z: Crossing Route through Safety, Make a Rub
A: Outside Zone LT, Soft toss to QB

QB: Take soft toss from RB, Run Reverse path, read it Flat-Over-Keeper

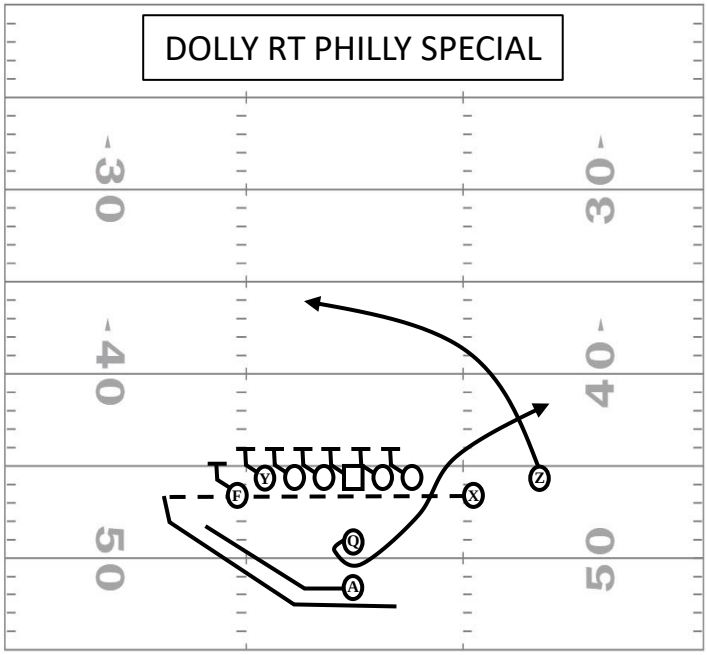
PRO RT PHILLY SPECIAL



OL: Lyric Protection
X: Reverse Path, Take soft toss from A, Throw the Bubble-Go or keep it
H: Shitty Bubble, Play it slow, then burst upfield
B: Lead Block for A, OR Kickout the CB for X
Z: Crossing route through the Safety
A: Outside Zone LT, Soft toss to X

QB: Handoff to A, then leak and secure C-Gap

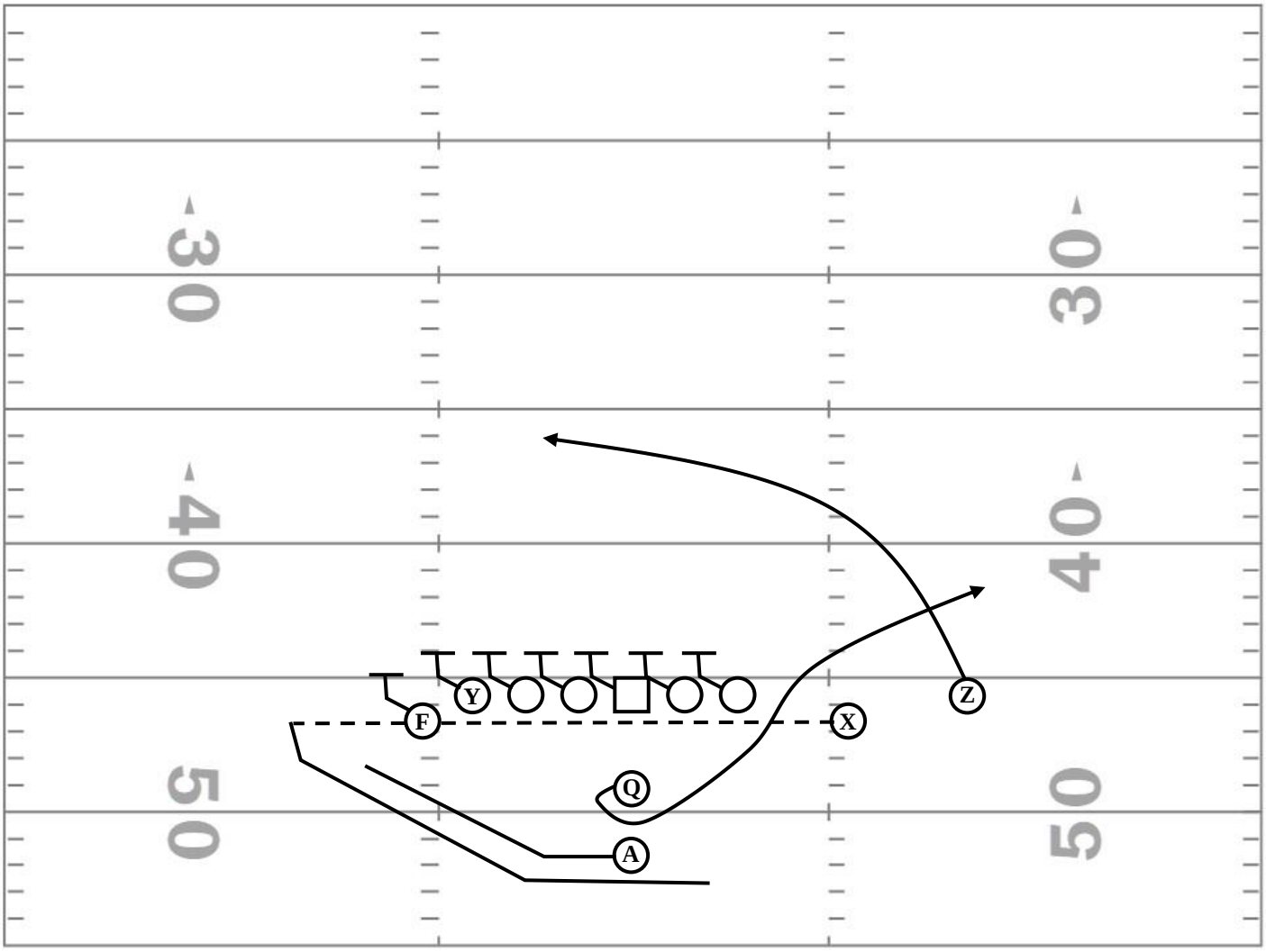
DOLLY RT PHILLY SPECIAL



OL: Lyric Protection
X: Move Motion, Reverse Path, Take toss from A, Throw to QB or keep it
F: Lyric Protection
Y: Lyric Protection
Z: Crossing route through the Safety
A: Outside Zone LT, Soft toss to X

QB: Pitch to A, Boot and run a Flat Route

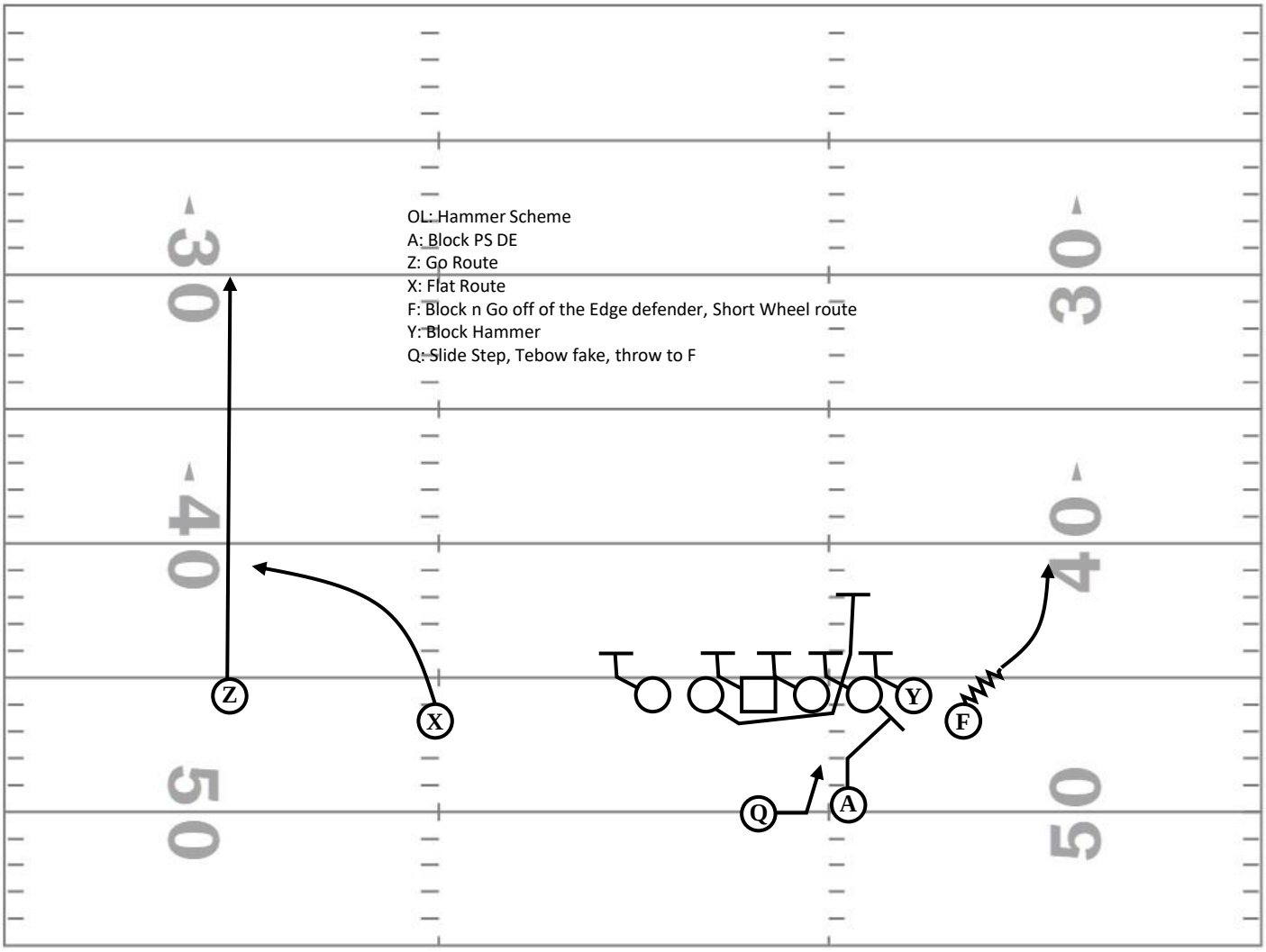
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

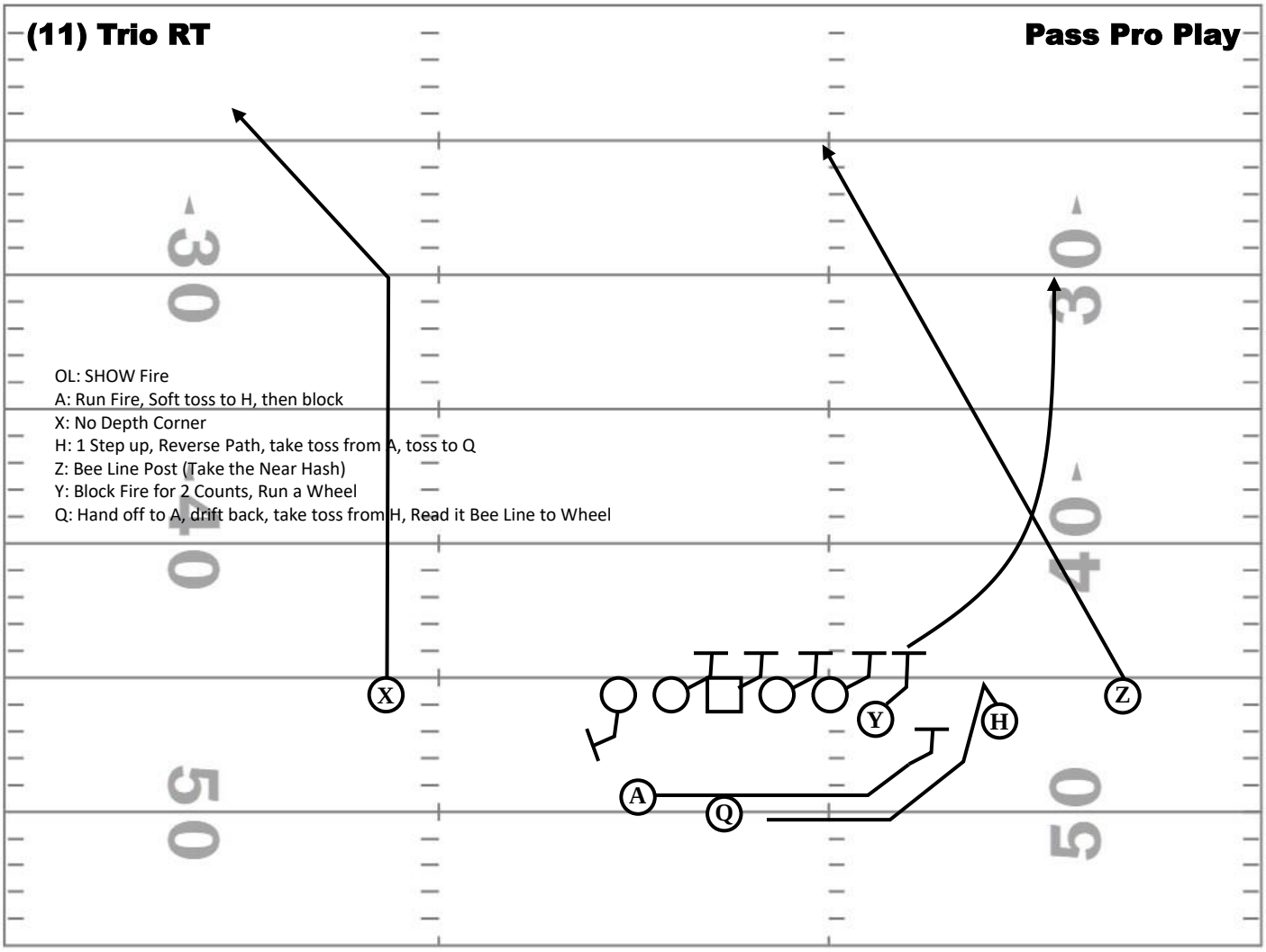
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

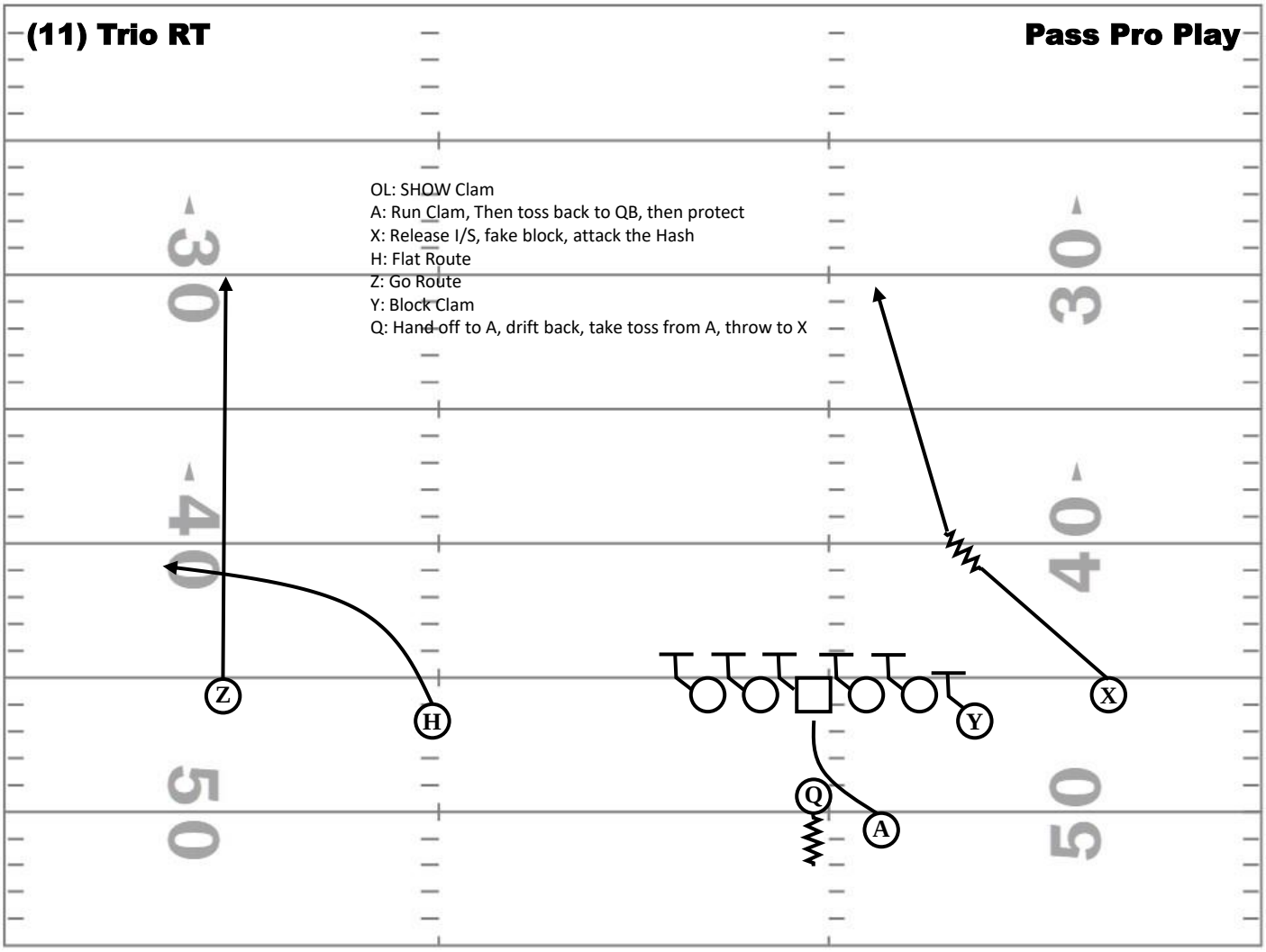


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **Pass Pro Play**

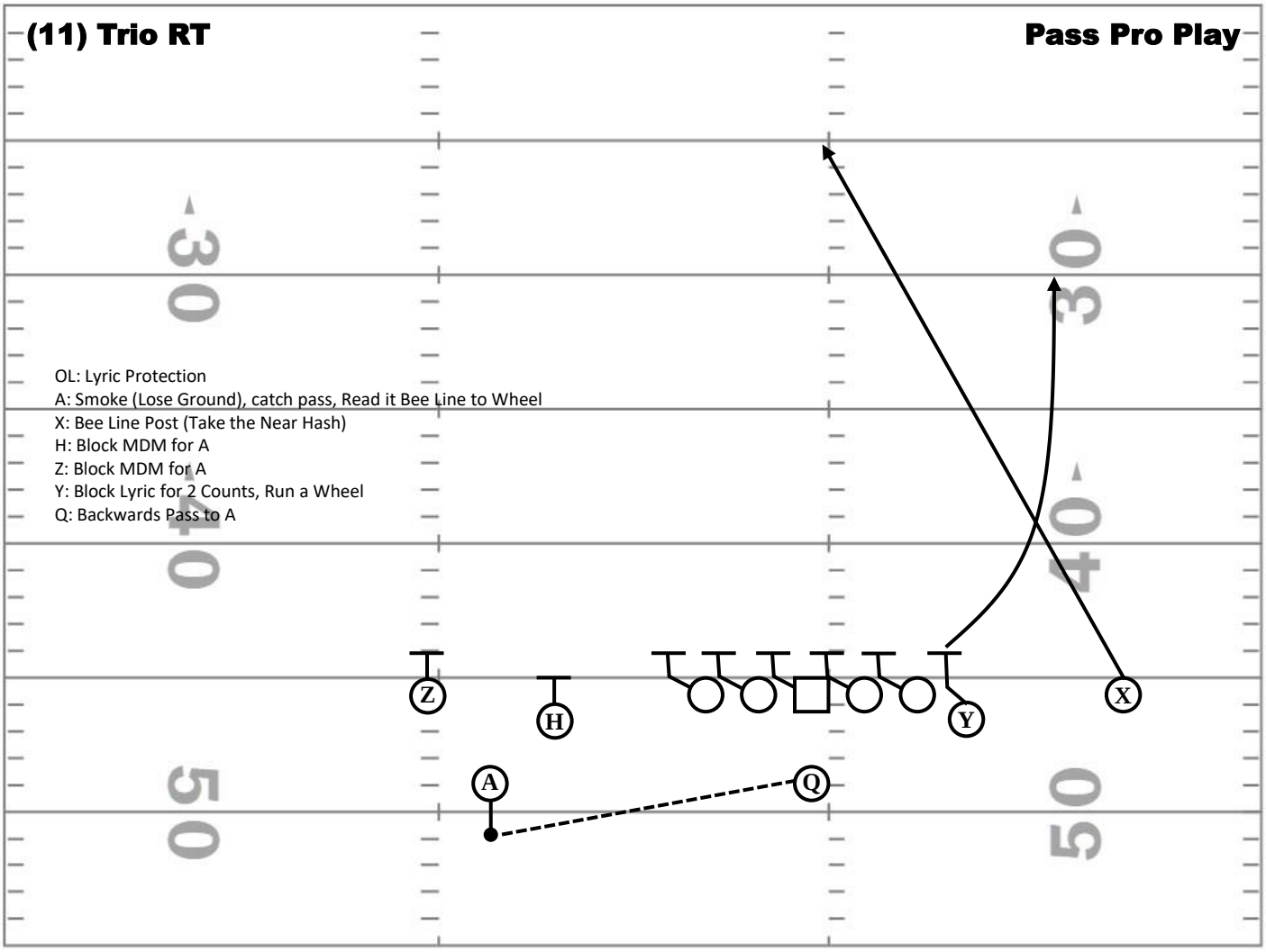


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **Pass Pro Play**

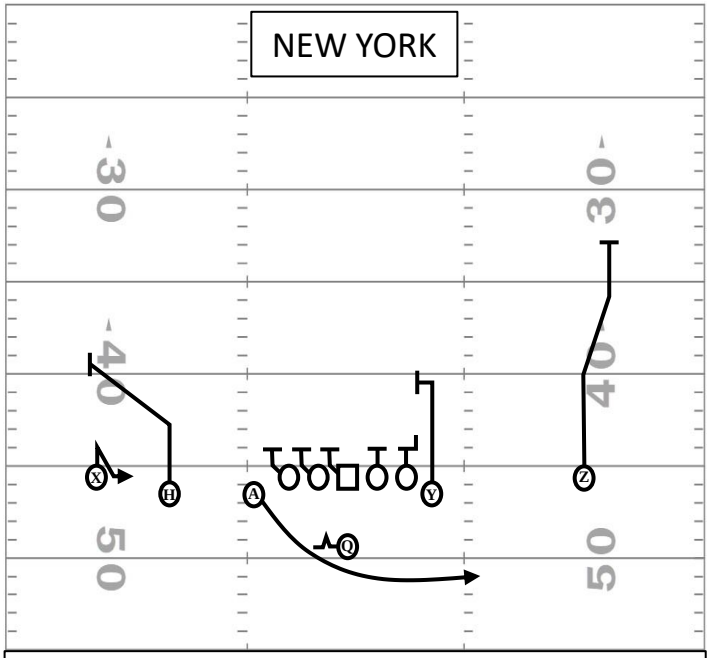


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

STATUE OF LIBERTY PACKAGE

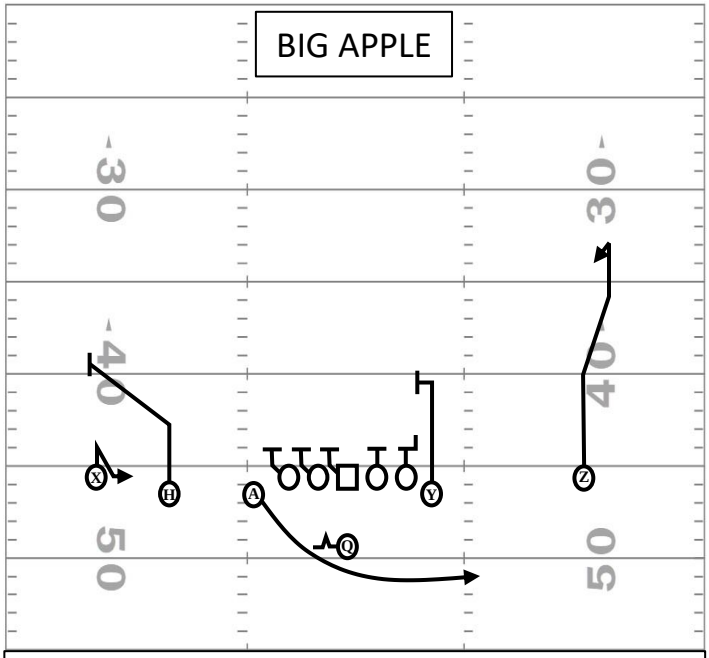
NEW YORK



OL: Fly Scheme
RT: Reach Block the DE (Gain O/S Leverage)
Y: Graze Block, Secure ILB
Z: Fade Block. TAKE YOUR TIME
H: Block Smoke
A: Go ASAP to QB's near foot and take handoff, run sweep
X: Smoke screen, SELL IT

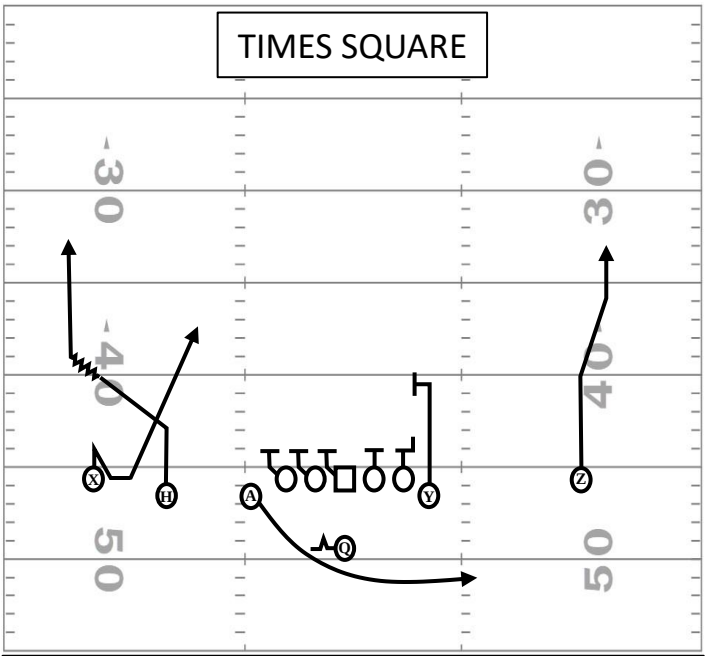
QB: Catch snap, open hand fake throw to screen, leave ball on hip for RB

BIG APPLE



OL: SHOW Fly Scheme / RT: Reach Block the DE (Gain O/S Leverage)
Y: Graze Block, Secure ILB
Z: Z: Fade Stop, If the CB Stays with you, Block him, if the CB Triggers snap off and get eyes on RB
H: Block Smoke
A: Go ASAP to QB's near foot and take handoff, run sweep, If CB comes up Chest Pass to Z, if CB falls off, Keep it and run
X: Smoke screen, SELL IT
QB: Catch snap, open hand fake throw to screen, leave ball on hip for RB

TIMES SQUARE

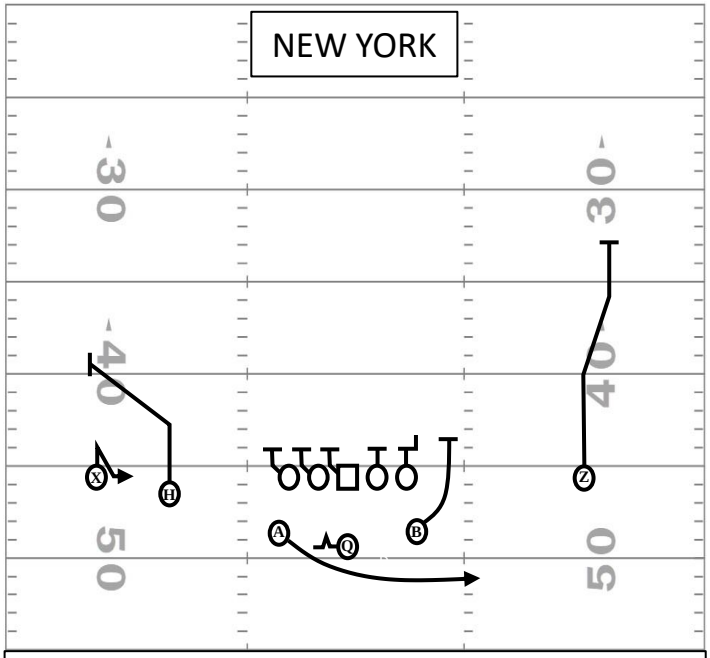


OL: SHOW Fly Scheme
Y: Graze Block, Secure ILB
Z: Z: Fade Route
H: Block Smoke
A: Go ASAP to QB's near foot, Fake handoff, Fake the Sweep
X: Smoke screen, SELL IT, then plant your foot and attack upfield into the open grass

QB: Catch snap, Fake to screen, Fake to the RB. Flip hips and throw to X

STATUE OF LIBERTY PACKAGE

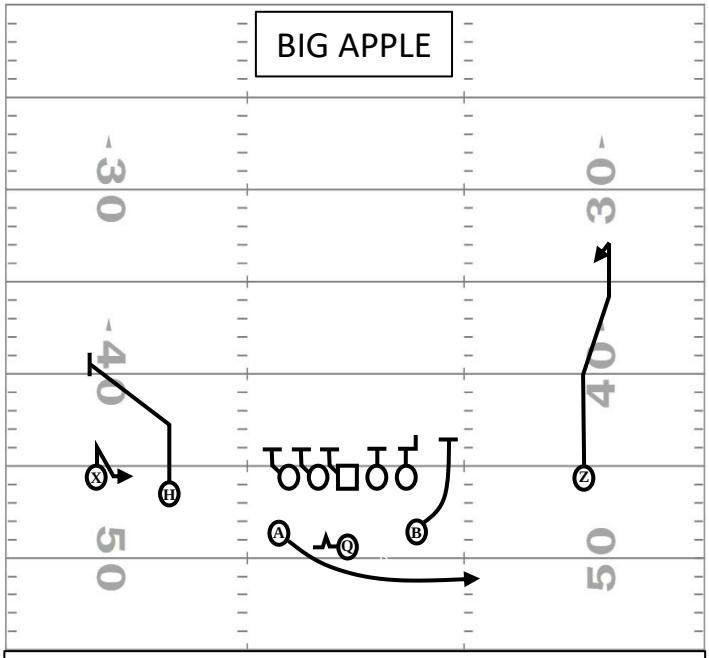
NEW YORK



OL: Fly Scheme
RT: Reach Block the DE (Gain O/S Leverage)
Y: Graze Block, Secure ILB
Z: Fade Block. TAKE YOUR TIME
H: Block Smoke
A: Go ASAP to QB's near foot and take handoff, run sweep
X: Smoke screen, SELL IT

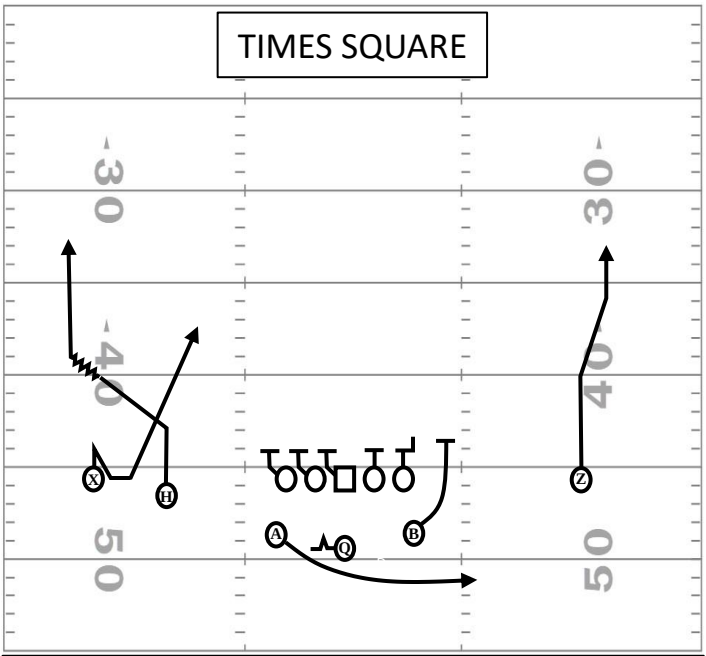
QB: Catch snap, open hand fake throw to screen, leave ball on hip for RB

BIG APPLE



OL: SHOW Fly Scheme / RT: Reach Block the DE (Gain O/S Leverage)
Y: Graze Block, Secure ILB
Z: Z: Fade Stop, If the CB Stays with you, Block him, if the CB Triggers snap off and get eyes on RB
H: Block Smoke
A: Go ASAP to QB's near foot and take handoff, run sweep, If CB comes up Chest Pass to Z, if CB falls off, Keep it and run
X: Smoke screen, SELL IT
QB: Catch snap, open hand fake throw to screen, leave ball on hip for RB

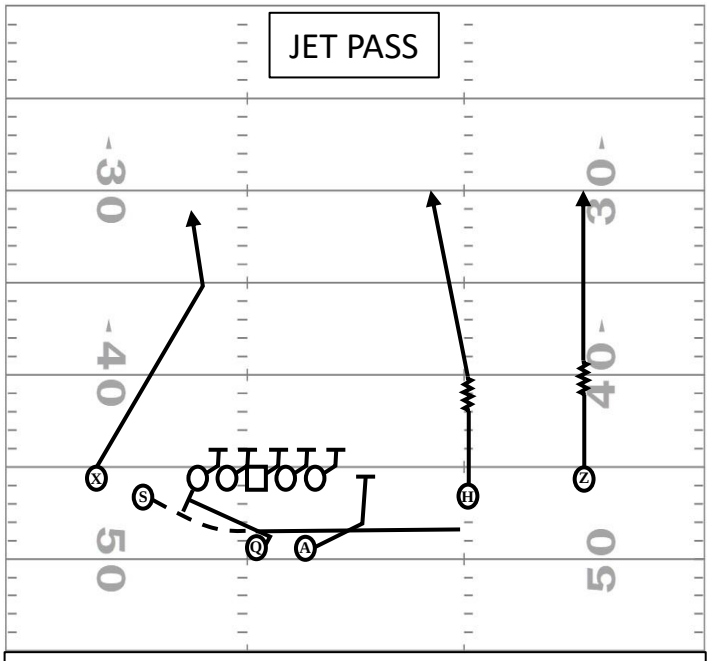
TIMES SQUARE



OL: SHOW Fly Scheme
Y: Graze Block, Secure ILB
Z: Z: Fade Route
H: Block Smoke
A: Go ASAP to QB's near foot, Fake handoff, Fake the Sweep
X: Smoke screen, SELL IT, then plant your foot and attack upfield into the open grass

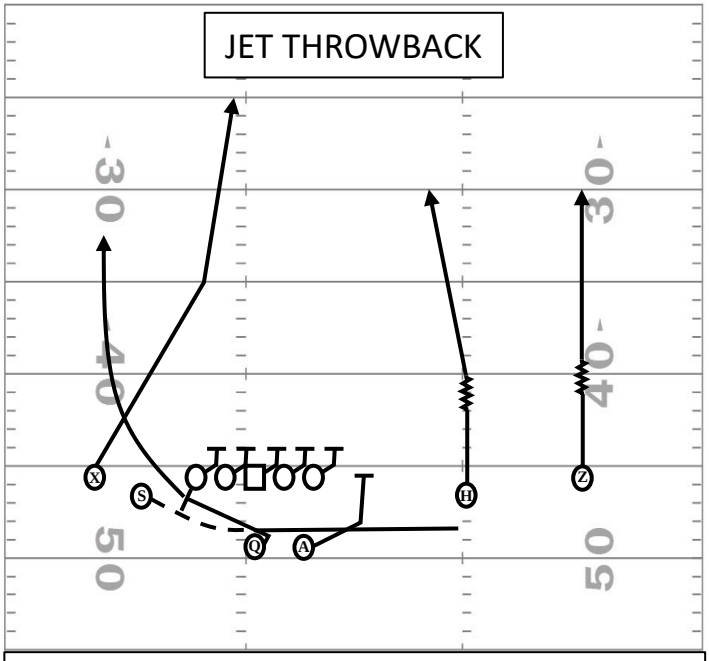
QB: Catch snap, Fake to screen, Fake to the RB. Flip hips and throw to X

JET PACKAGE



OL: Rhyme Protection
S: Jet Sweep, Pull up and throw Go Route, Alert Seam if Safety Triggers
Z: Stutter Go
H: Stutter Seam/Post (Hold the Safety)
A: Lead block and protect Sweeper
X: Occupy the Safety

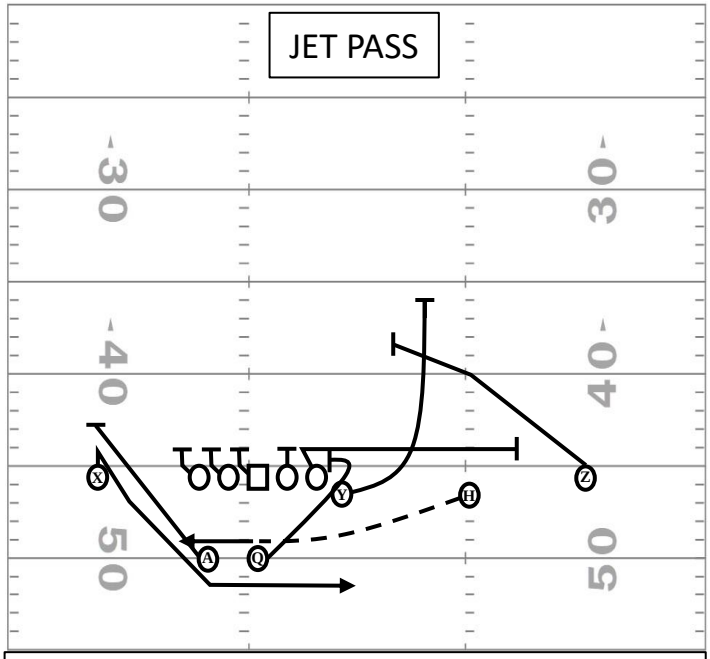
QB: Hand off Jet and block backside edge



OL: Rhyme Protection
S: Jet Sweep, Pull up and throw Go Route, Alert Seam if Safety Triggers
Z: Stutter Go
H: Stutter Seam/Post (Hold the Safety)
A: Lead block and protect Sweeper
X: Occupy the Safety (Bee Line)

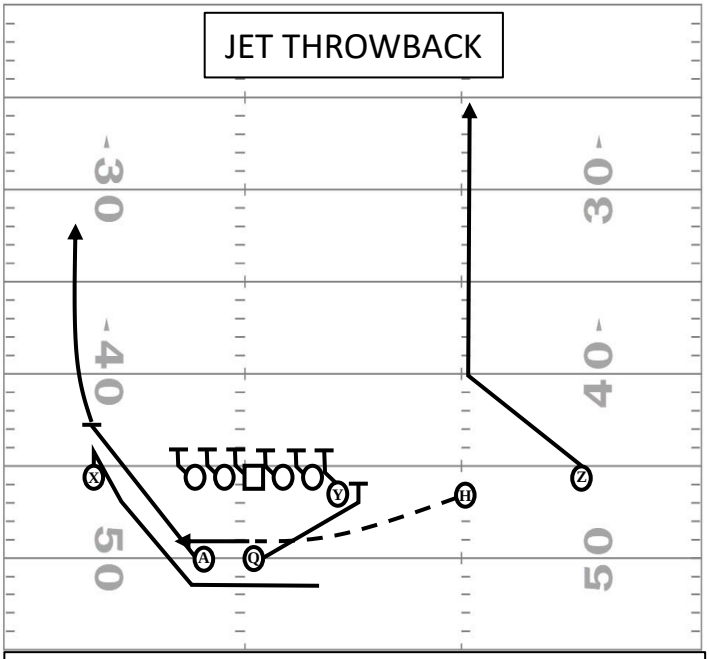
QB: Hand off, fake block backside edge, Wheel Route

JET REVERSE



OL: Fly Scheme
BST Ricochet Block (or BSG vs 3-Tech)
Y: Arc block and lead for Reverse Man
Z: Block 1st Man Inside
H: Jet Sweep, Toss to X
A: Lead block and protect Sweeper
X: 1 Step up, Come back, take toss and run reverse

QB: Hand off Jet and secure BS DE (Seal him in)

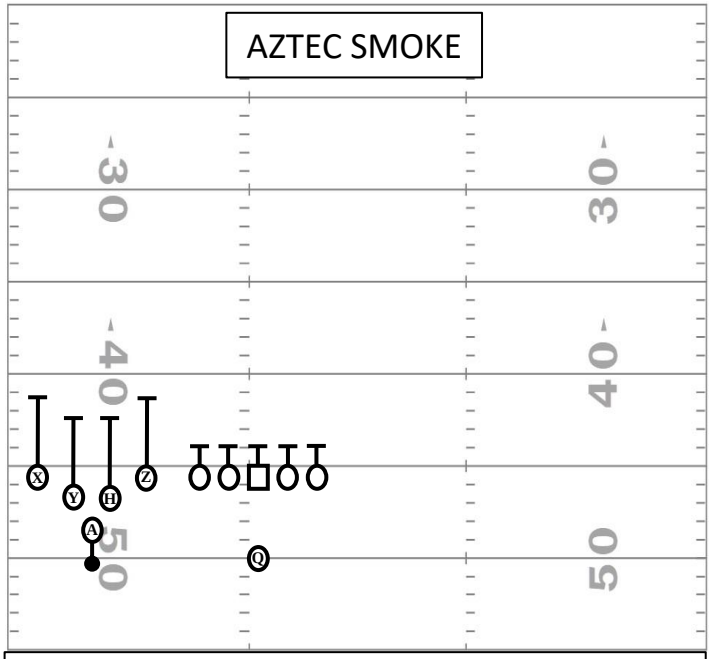


OL: Show Clam
Y: Secure BS C-Gap
Z: Fake Block 1st Man Inside and then Seam
H: Jet Sweep, Toss to X, Settle up on #'s
A: Fake Lead block, Stutter and Wheel
X: 1 Step up, Comeback, take toss and fake reverse, throwback Wheel to A
CK Down throw to H on the #'s

QB: Hand off, and Protect 1st Threat outside Y

AZTEC PACKAGE

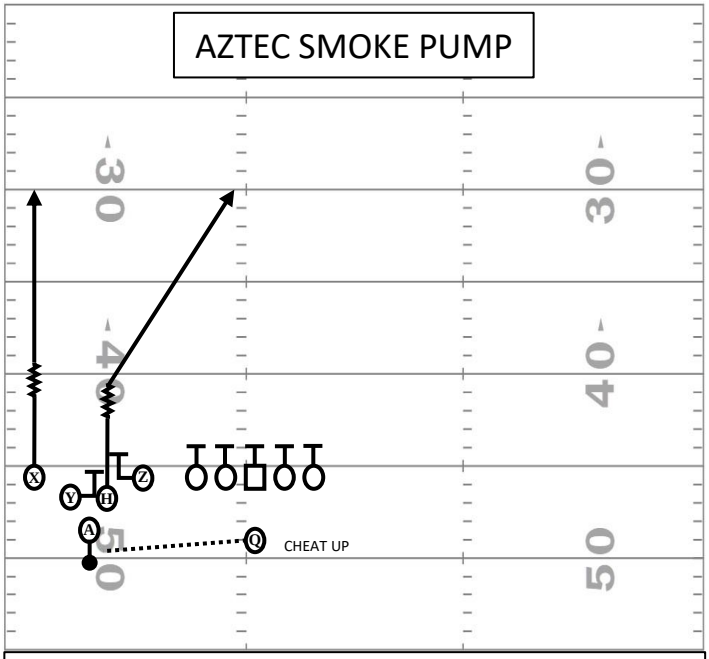
AZTEC SMOKE



OL: Elvis Protection
Y: Block MDM
Z: Block MDM
H: Block MDM
A: Smoke Screen
X: Block MDM

QB: Grip and Rip to Smoke Screen

AZTEC SMOKE PUMP

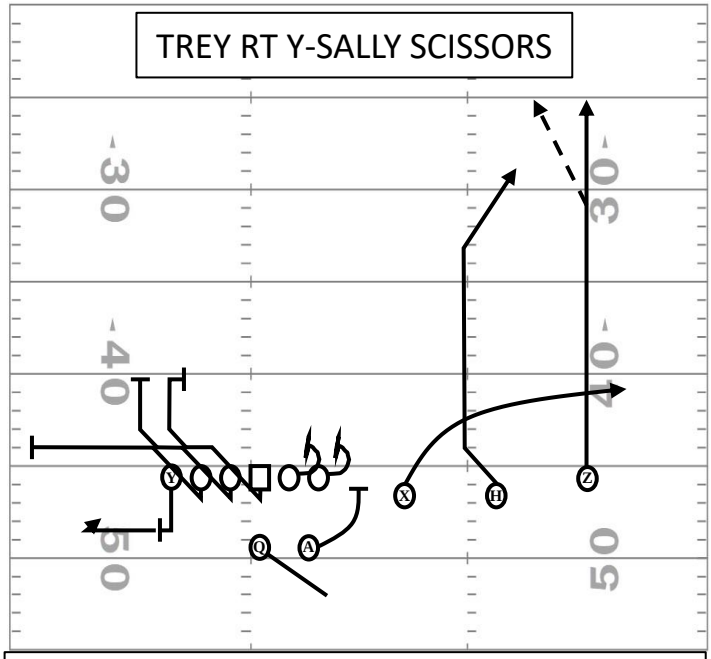


OL: Elvis Protection
Y: Block MDM (Stay at LOS)
Z: Block MDM (Stay at LOS)
H: Stutter Seam
A: Smoke Screen, Catch, Read X to H
X: Stutter Go

QB: Pump Smoke, Think Go, Alert Seam

THROWBACK SCREENS TO OT/TE

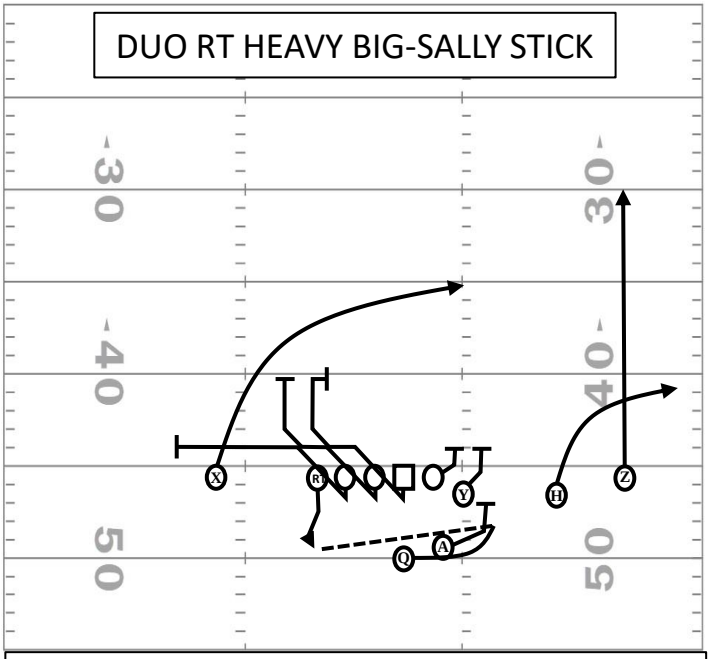
TREY RT Y-SALLY SCISSORS



OL: Sally Screen
Y: High Wall DE, let him beat you, turn around and catch the Screen
Z: Blast
H: Corner
A: Lead Block and Protect for QB
X: Flat

QB: Sprintout, Look to throw Fronstide Concept, if not there throwback to Y

DUO RT HEAVY BIG-SALLY STICK

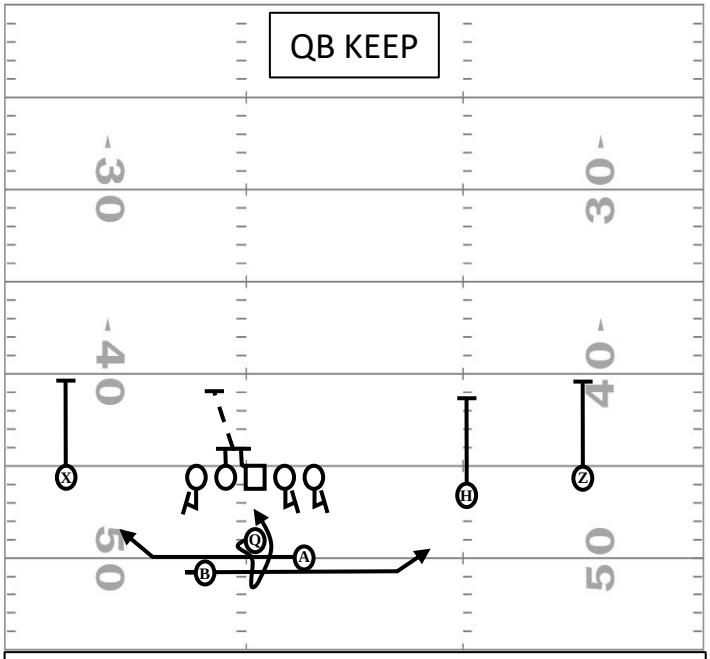


OL: Sally Screen
RT: High Wall DE, let him beat you, turn around and catch the Screen
Y: Block Backside of Sally
Z: Go Route
H: Flat Route
A: Lead Block and Protect for QB
X: Over Route take defenders with you

Q: Sprintout, Gain Depth, Throw backwards to RT

HIDE THE BALL

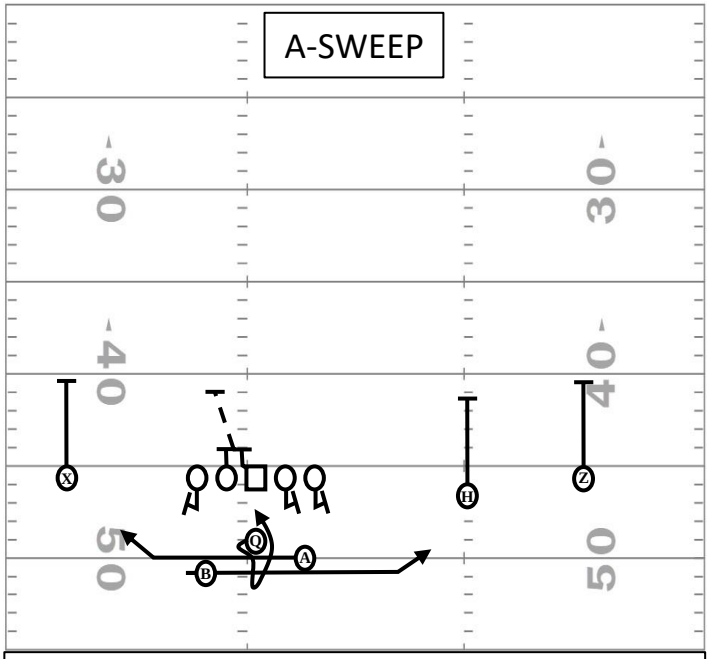
QB KEEP



OL: Pencil Scheme
B: Align on A's heels, 2x Pause step, Sweep path, Fake like you have it
Z: Block for Sweep
H: Block for Sweep
A: Align on QB's heels, Sweep Path, Fake like you have it
X: Block for Sweep

QB: Catch snap, Spin around, Fake to A, Fake to B, Full spin, Run the Draw

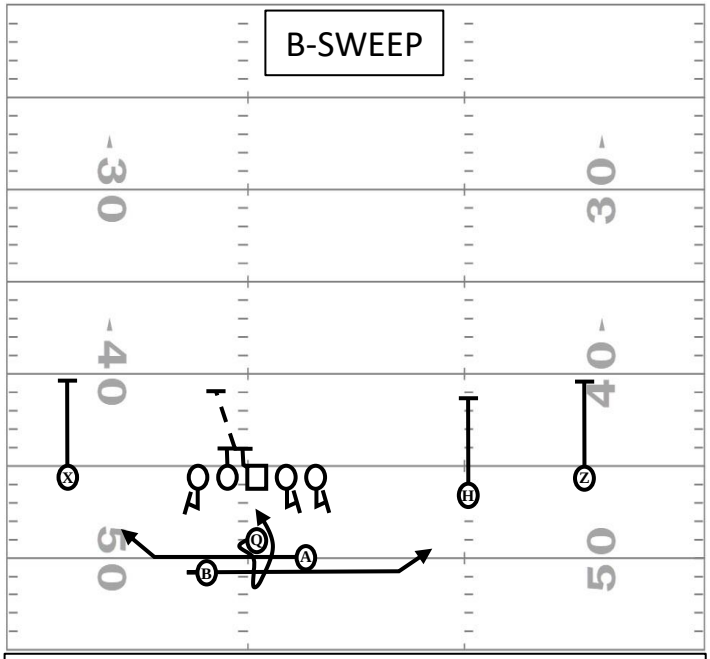
A-SWEEP



OL: Pencil Scheme
B: Align on A's heels, 2x Pause step, Sweep path, Fake like you have it
Z: Block for Sweep
H: Block for Sweep
A: Align on QB's heels, Sweep Path, Hide it and chase the Sideline
X: Block for Sweep

QB: Catch snap, Spin around, Give to A, Fake to B, Full spin, Fake the Draw

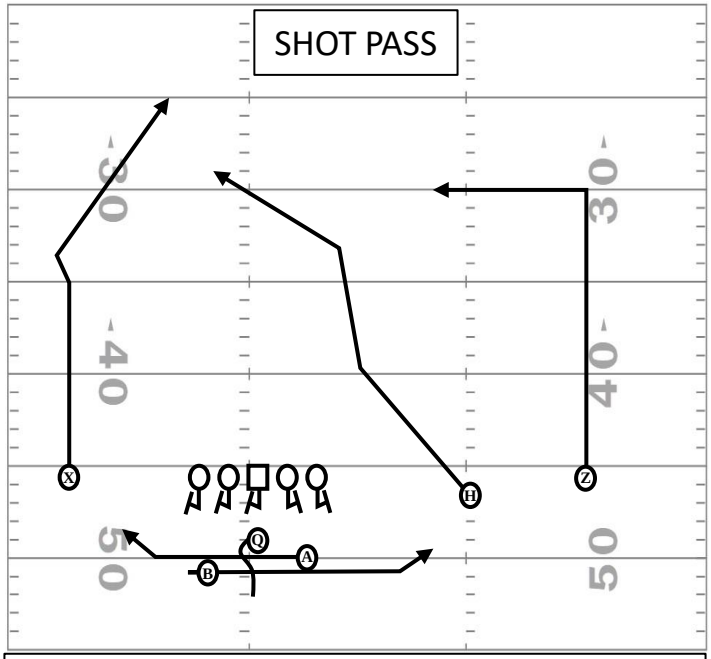
B-SWEEP



OL: Pencil Scheme
B: Align on A's heels, 2x Pause step, Sweep path, Hide it and chase the Sideline
Z: Block for Sweep
H: Block for Sweep
A: Align on QB's heels, Sweep Path, Fake like you have it
X: Block for Sweep

QB: Catch snap, Spin around, Fake to A, Hand to B, Full spin, Fake the Draw

SHOT PASS



OL: Elvis Protection
B: Align on A's heels, 2x Pause step, Sweep path, Fake like you have it, Swing
Z: Deep Dig
H: Deep Cross
A: Align on QB's heels, Sweep Path, Fake like you have it, Swing
X: Deep Post

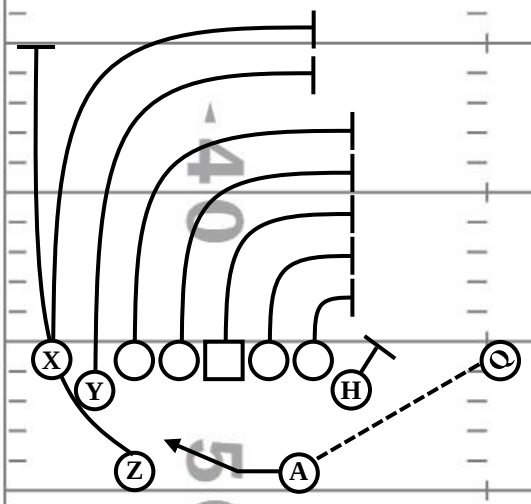
QB: Catch snap, Spin around, Fake to A, Fake to B, Setup, Read it like PA PASS

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT

Y-SALLY SCISSORS

Coming out of a Timeout or DBC. Everyone break the huddle and quickly align in the formation. QB JOGS out to the ball before we break the huddle. QB Will snap it to the RB with a Swinging Gate snap. Everyone will block the 1st thing inside and build a wall. The Z will lead block for the RB.



X	Split: - Route: - Adjust:
H	Split: - Route: - Adjust:
S	Split: - Route: - Adjust:
Z	Split: - Route: - Adjust:
A	Route:
QB	Drop: Progression:

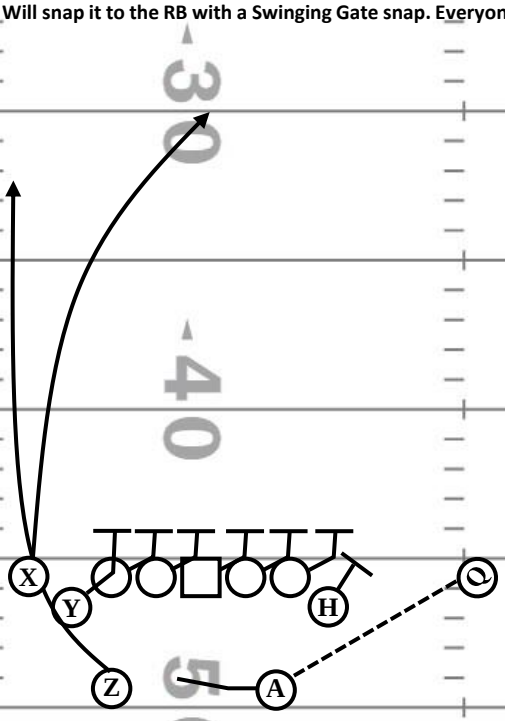
Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT

Y-SALLY SCISSORS

Coming out of a Timeout or DBC. Everyone break the huddle and quickly align in the formation. QB JOGS out to the ball before we break the huddle. QB Will snap it to the RB with a Swinging Gate snap. Everyone will block the 1st thing inside and build a wall. The Z will lead block for the RB.

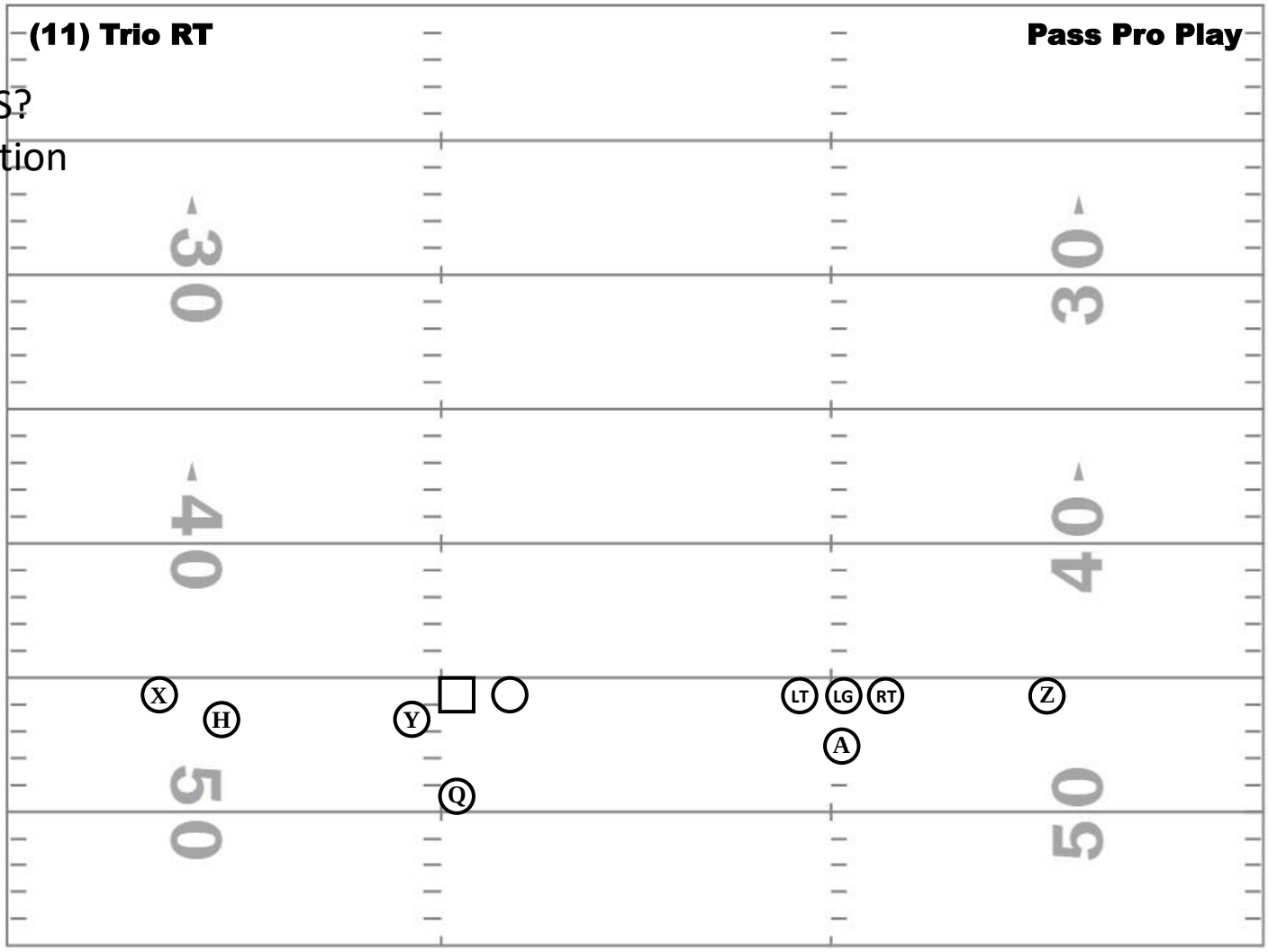


X	Split: - Route: - Adjust:
H	Split: - Route: - Adjust:
S	Split: - Route: - Adjust:
Z	Split: - Route: - Adjust:
A	Route:
QB	Drop: Progression:

Notes:

FAMILY:	PLAY:
CONCEPT:	

(11) Trio RT **Pass Pro Play**

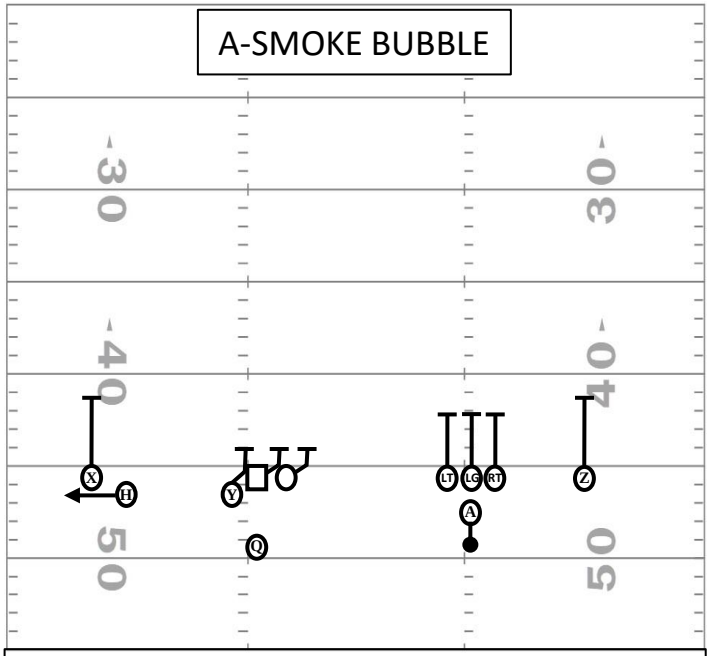


X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

REX PACKAGE

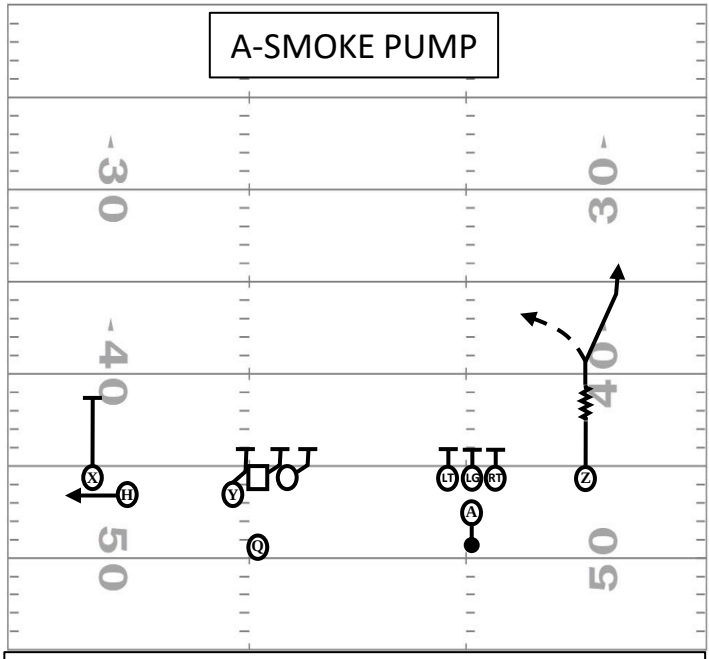
A-SMOKE BUBBLE



C/RG: MDM
LT/LG/RT: MDM
Y: MDM
Z: MDM
H: Bubble
A: Smoke, Catch, Tuck, Find a hole and get North
X: Block for Bubble

QB: Grip and Rip to A (Can throw Bubble if Numbers)

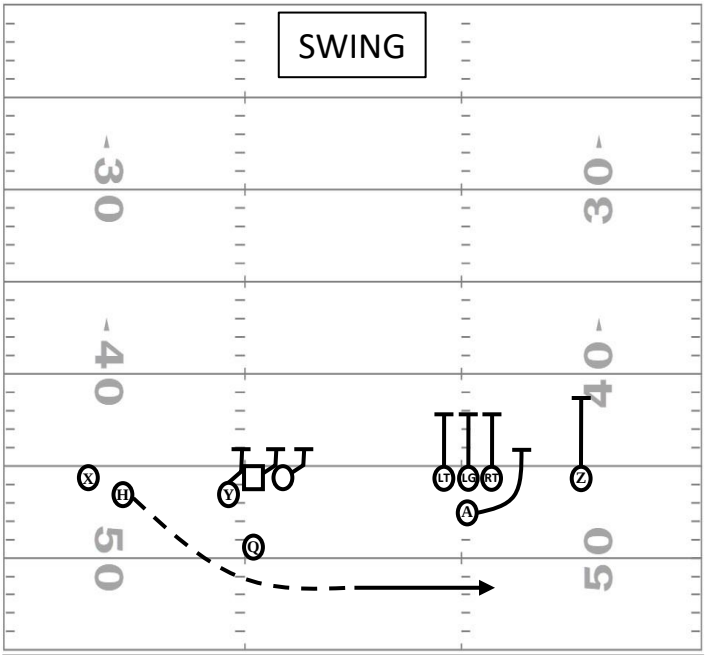
A-SMOKE PUMP



C/RG: MDM
LT/LG/RT: MDM (Stay at LOS, Don't go Down Field)
Y: MDM
Z: Block N Go Fade (Glance if you can win inside)
H: Bubble
A: Smoke
X: Block for Bubble

QB: Pump the Smoke, Throw the Glance/Fade

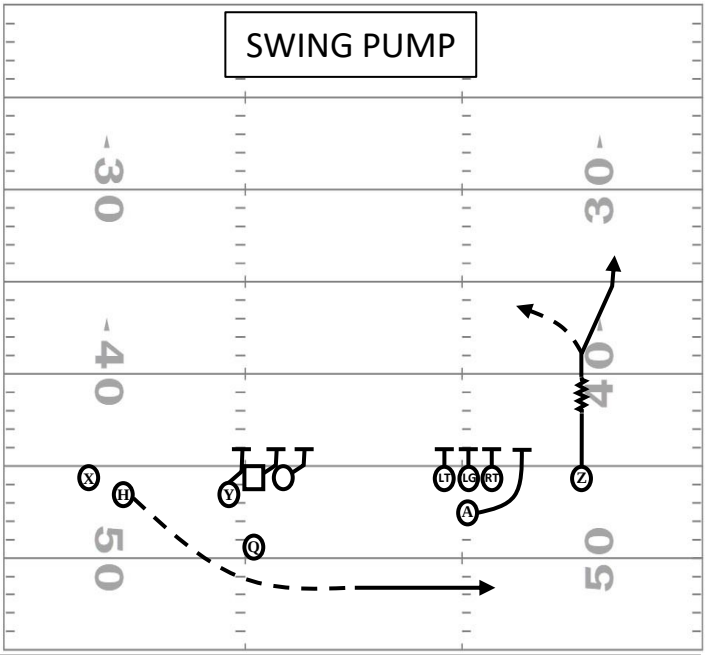
SWING



C/RG: MDM
LT/LG/RT: MDM
Y: MDM
Z: MDM
H: Motion, Swing Route, Look to get outside, use the blockers
A: Arc and MDM
X: Any Route

QB: Grip and Rip to A (Can throw X-Iso if Numbers)

SWING PUMP

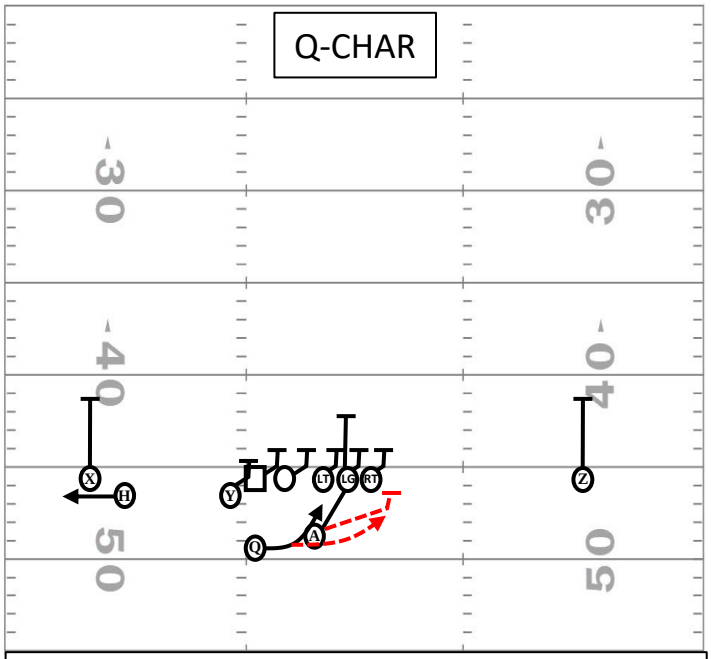


C/RG: MDM
LT/LG/RT: MDM (Stay at LOS, Don't go Down Field)
Y: MDM
Z: Block N Go Fade (Glance if you can win inside)
H: Motion, Swing Route
A: Arc and MDM (Stay at LOS)
X: Any Route

QB: Pump the Swing, Throw the Glance/Fade

T-REX PACKAGE

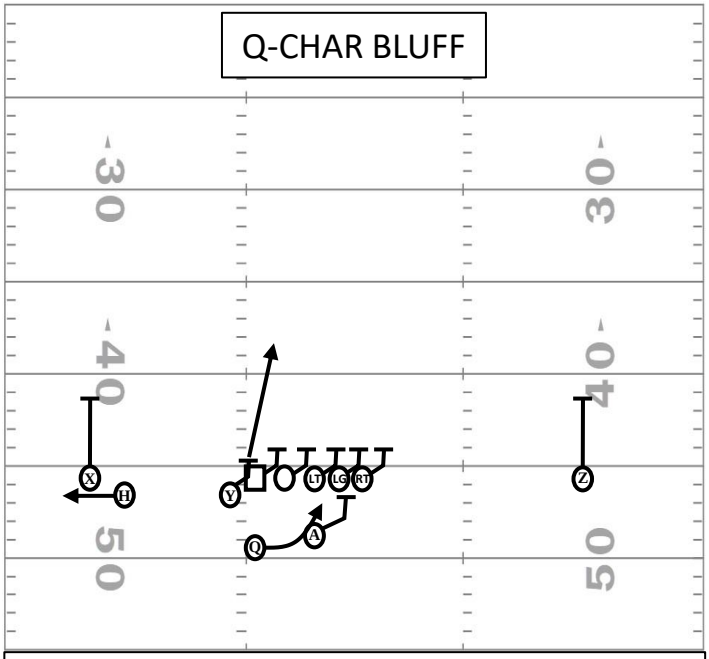
Q-CHAR



C/RG: Char Scheme
LT/LG/RT: Char Scheme
Y: Char Scheme
Z: MDM
H: Bubble
A: Lead for QB, read for a hole and insert on 1st Man in the hole
X: Block for Bubble

QB: Run Char, Follow the A-Back into the Hole

Q-CHAR BLUFF



C/RG: Char Scheme
LT/LG/RT: Char Scheme
Y: Char Scheme, Bluff and attack open grass
Z: MDM
H: Bubble
A: Lead for QB, read for a hole and insert on 1st Man in the hole
X: Block for Bubble

QB: Run Char, 3 Steps, Pull up and throw to Y

SWING

C/RG: MDM
LT/LG/RT: MDM
Y: MDM
Z: MDM
H: Motion, Swing Route, Look to get outside, use the blockers
A: Arc and MDM
X: Any Route

QB: Grip and Rip to A (Can throw X-Iso if Numbers)

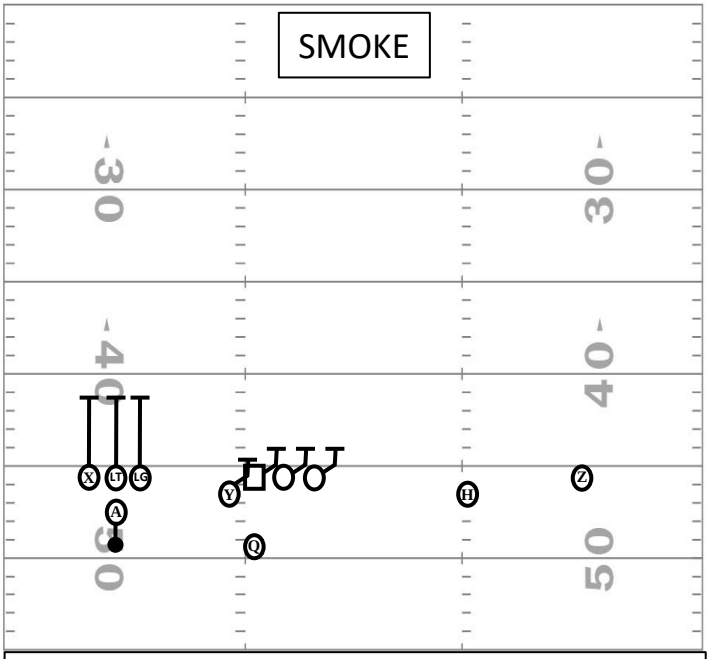
SWING PUMP

C/RG: MDM
LT/LG/RT: MDM (Stay at LOS, Don't go Down Field)
Y: MDM
Z: Block N Go Fade (Glance if you can win inside)
H: Motion, Swing Route
A: Arc and MDM (Stay at LOS)
X: Any Route

QB: Pump the Swing, Throw the Glance/Fade

DINO PACKAGE

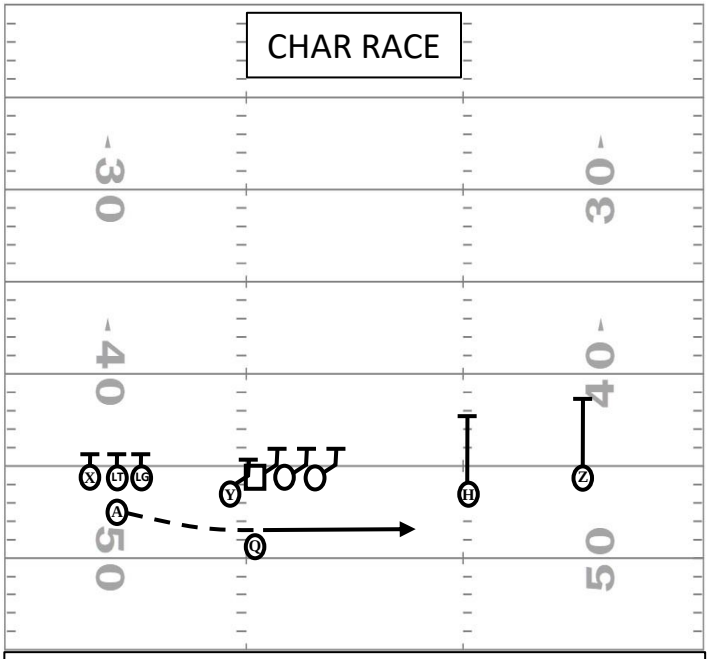
SMOKE



C/RG/RT: Char Scheme
LT/LG: Block for Smoke
Y: Char Scheme
Z: Do Nothing
H: Do Nothing
A: Smoke, Catch, Tuck find a hole, get North
X: Block for Smoke

QB: Grip and Rip to A

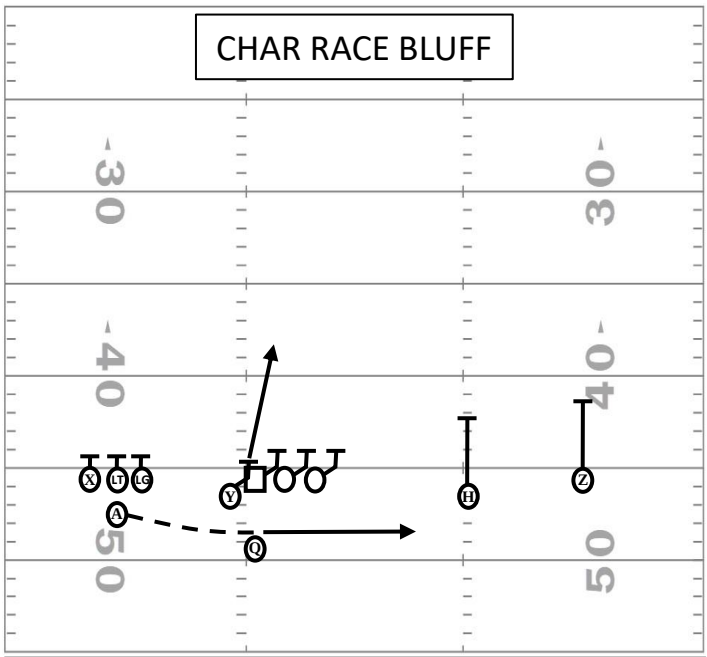
CHAR RACE



C/RG/RT: Char Scheme
LT/LG: Do Nothing
Y: Char Scheme
Z: Block MDM for Sweeper
H: Block MDM for Sweeper
A: Jet Motion, Take handoff, Attack the Sideline
X: Do Nothing

QB: Motion RB, Hand off, Fake Inside Run

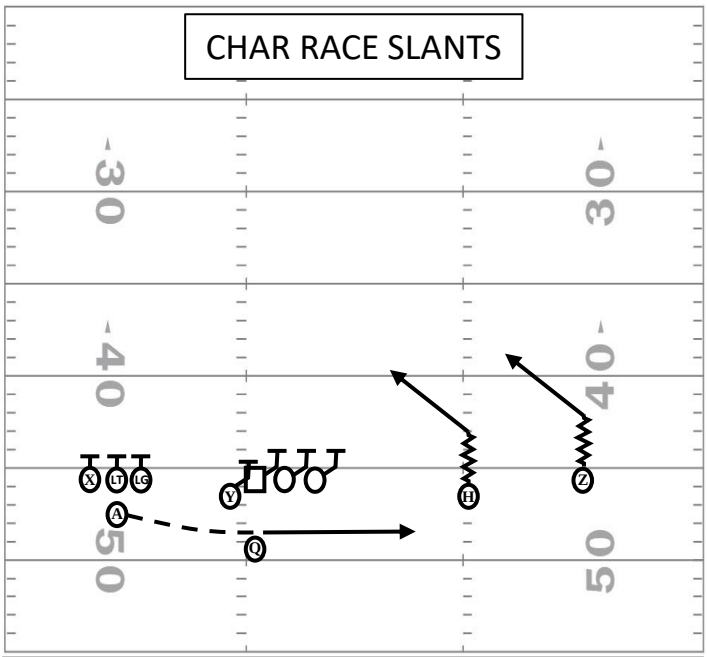
CHAR RACE BLUFF



C/RG/RT: Char Scheme
LT/LG: Do Nothing
Y: Char Scheme, Bluff and attack open grass
Z: Block MDM for Sweeper
H: Block MDM for Sweeper
A: Jet Motion, Fake handoff, Attack the Sideline
X: Do Nothing

QB: Motion RB, Fake to RB, Throw to Y

CHAR RACE SLANTS

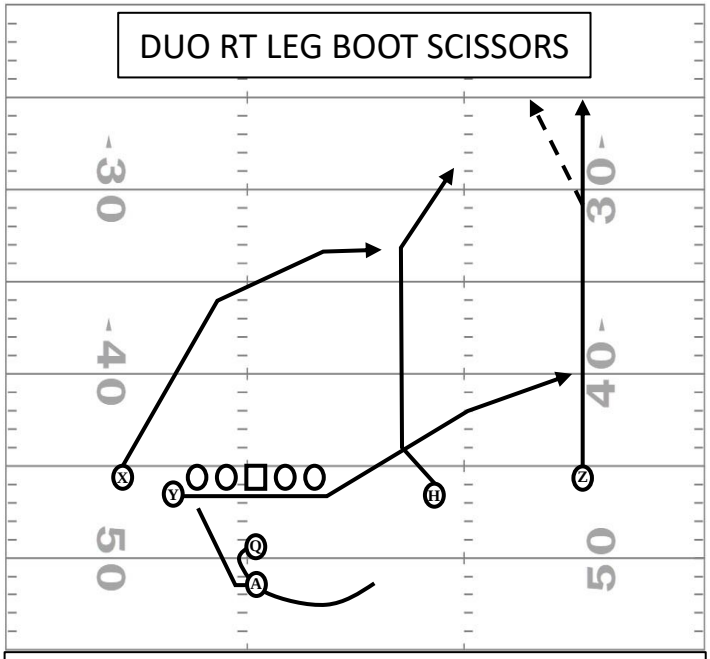


C/RG/RT: Char Scheme
LT/LG: Do Nothing
Y: Char Scheme
Z: Block n Go Slant
H: Block n Go Slant
A: Jet Motion, Fake handoff, Attack the Sideline, Run a Swing Route
X: Do Nothing

QB: Motion RB, Fake to RB, Read it Slant-Slant-Swing

BOOT PACKAGE

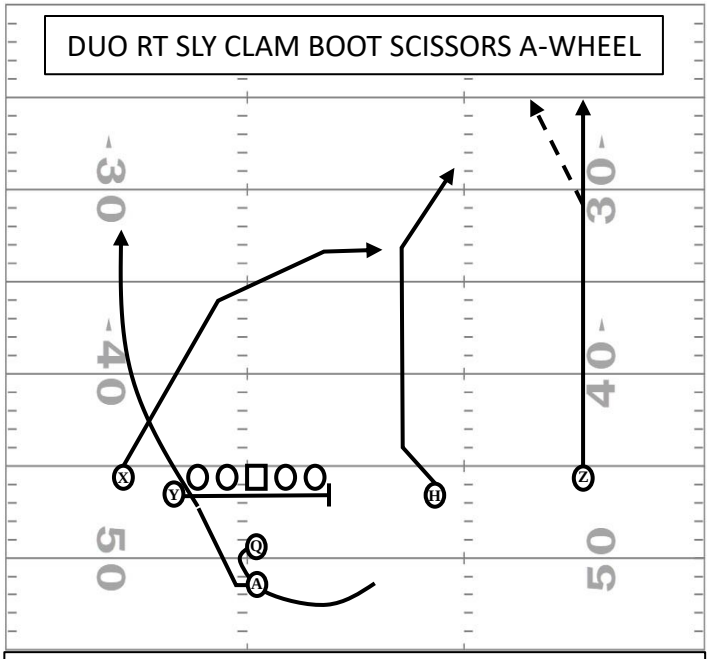
DUO RT LEG BOOT SCISSORS



OL: Leg Scheme
Y: Cross Formation Flat Route
Z: Blast Route
H: Corner Route
A: Pistol Align, Boot Fake, Block Any Edge Threat
X: Over Route

QB: Catch snap, Show to A, Boot Away, Naked Rules Progression

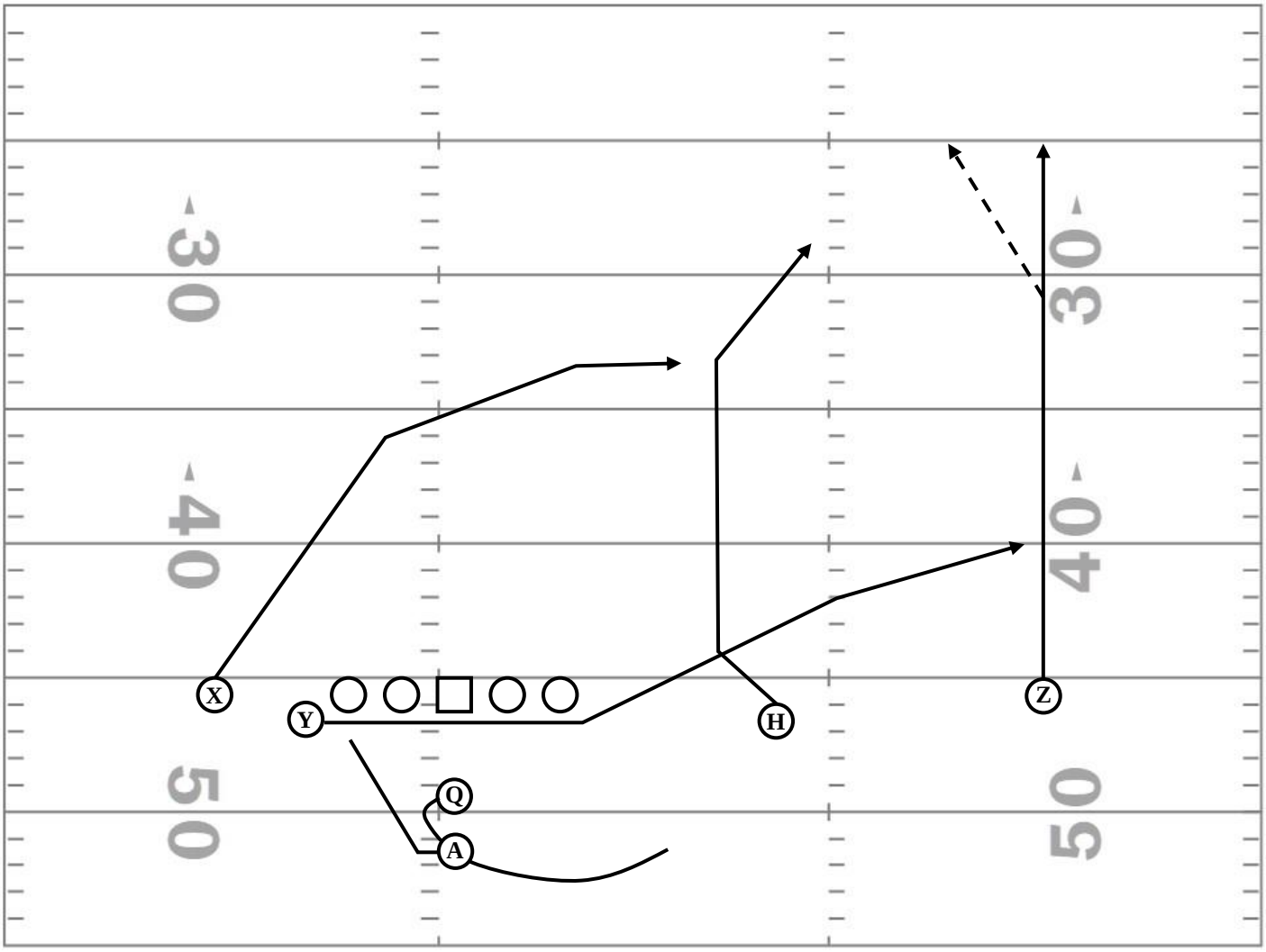
DUO RT SLY CLAM BOOT SCISSORS A-WHEEL



OL: Sly Clam Scheme
Y: Sly Clam
Z: Blast Route
H: Corner Route
A: Pistol Align, Boot Fake, Stutter Feet, Wheel Route up the #'s
X: Over Route

QB: Catch snap, Show to A, Boot Away, Setup, Throwback to A

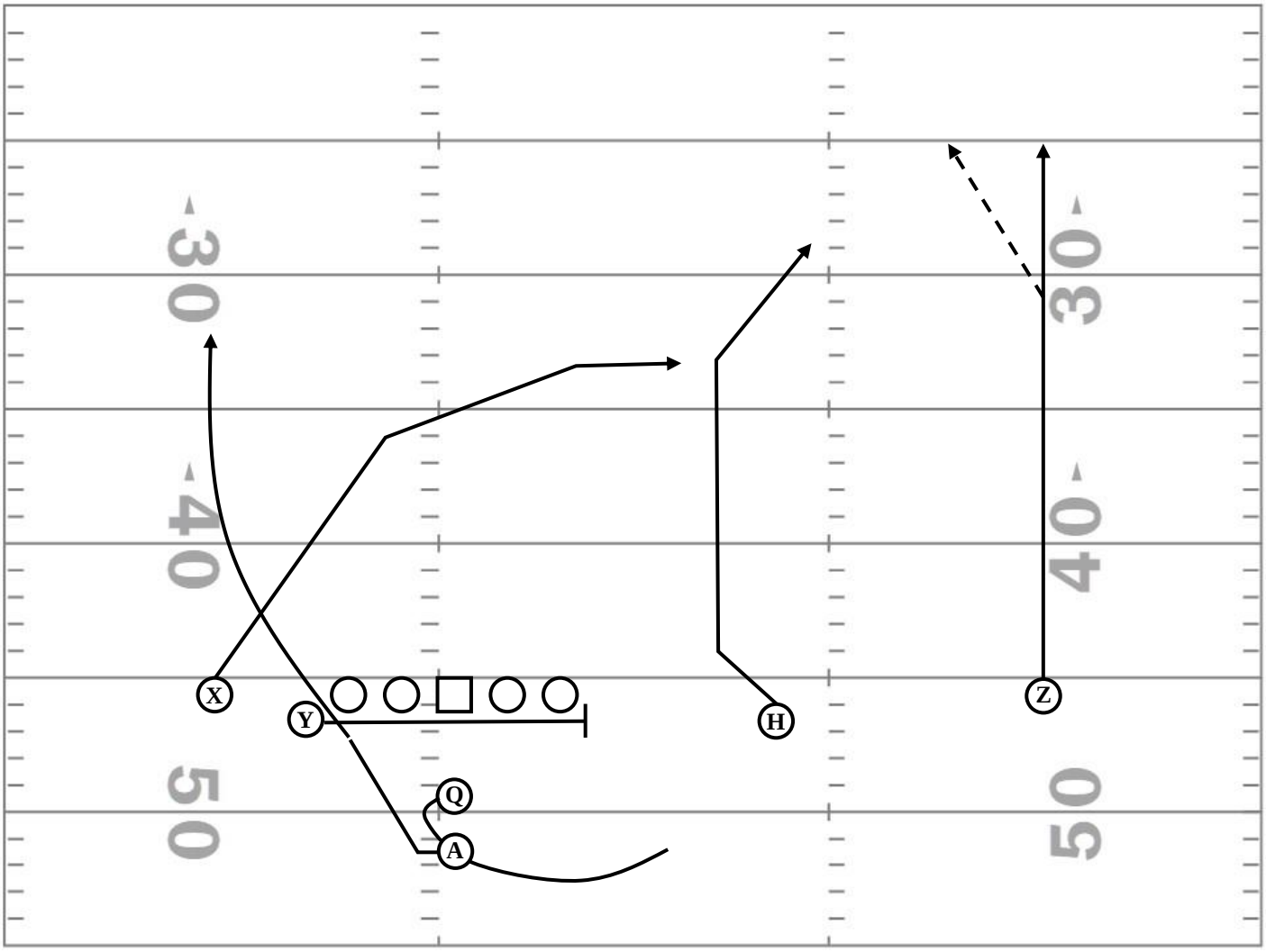
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

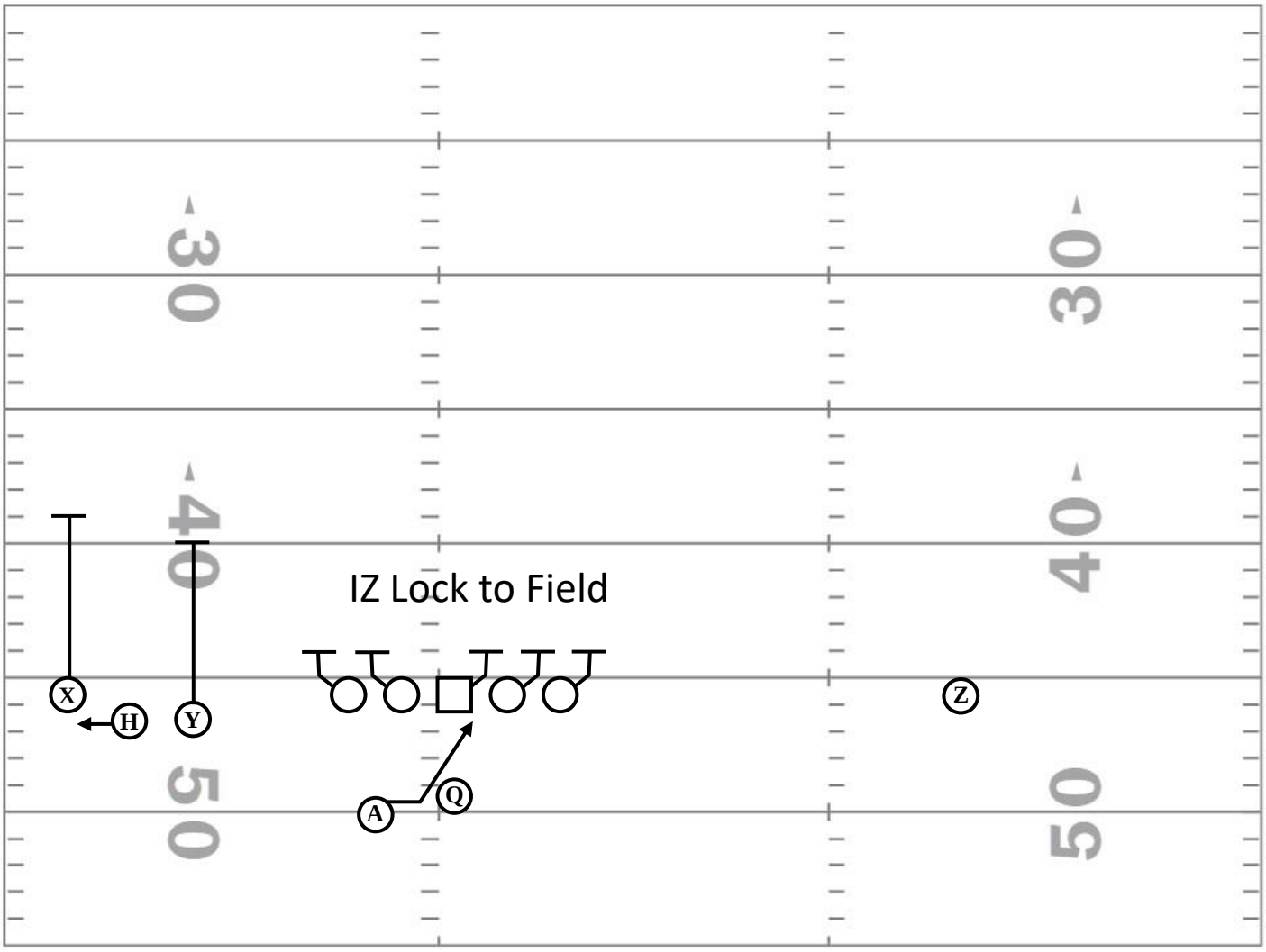
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

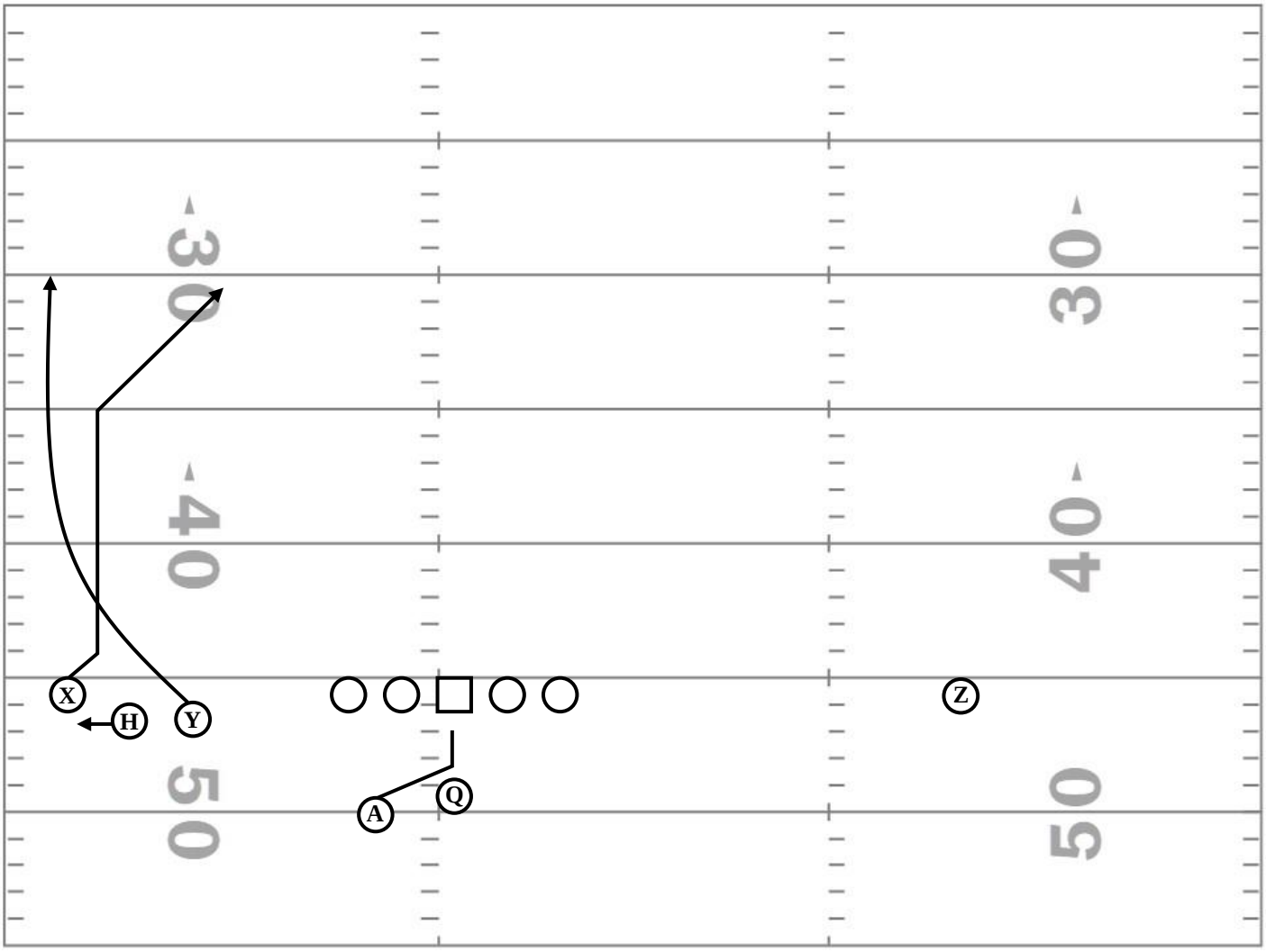
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

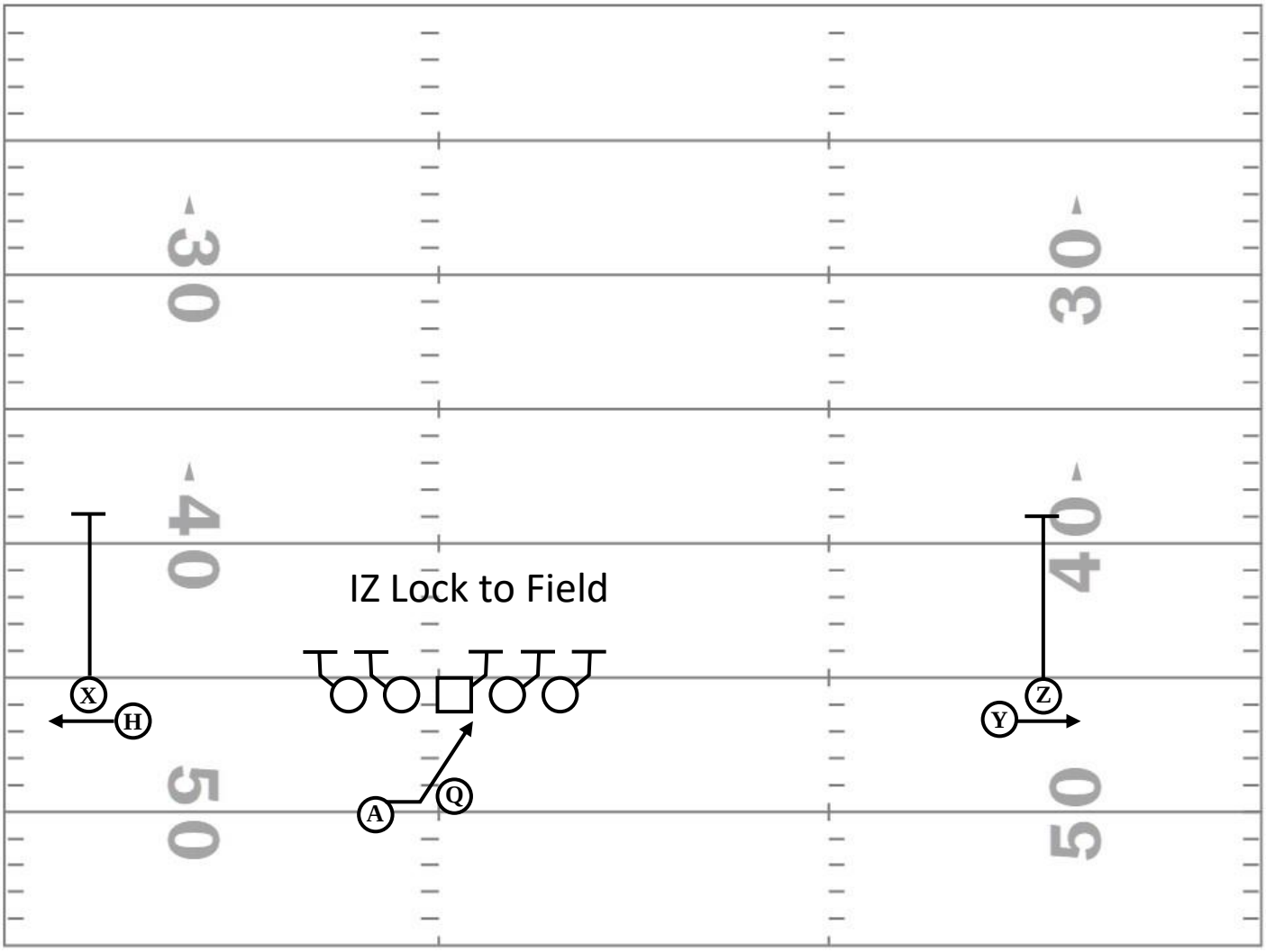
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

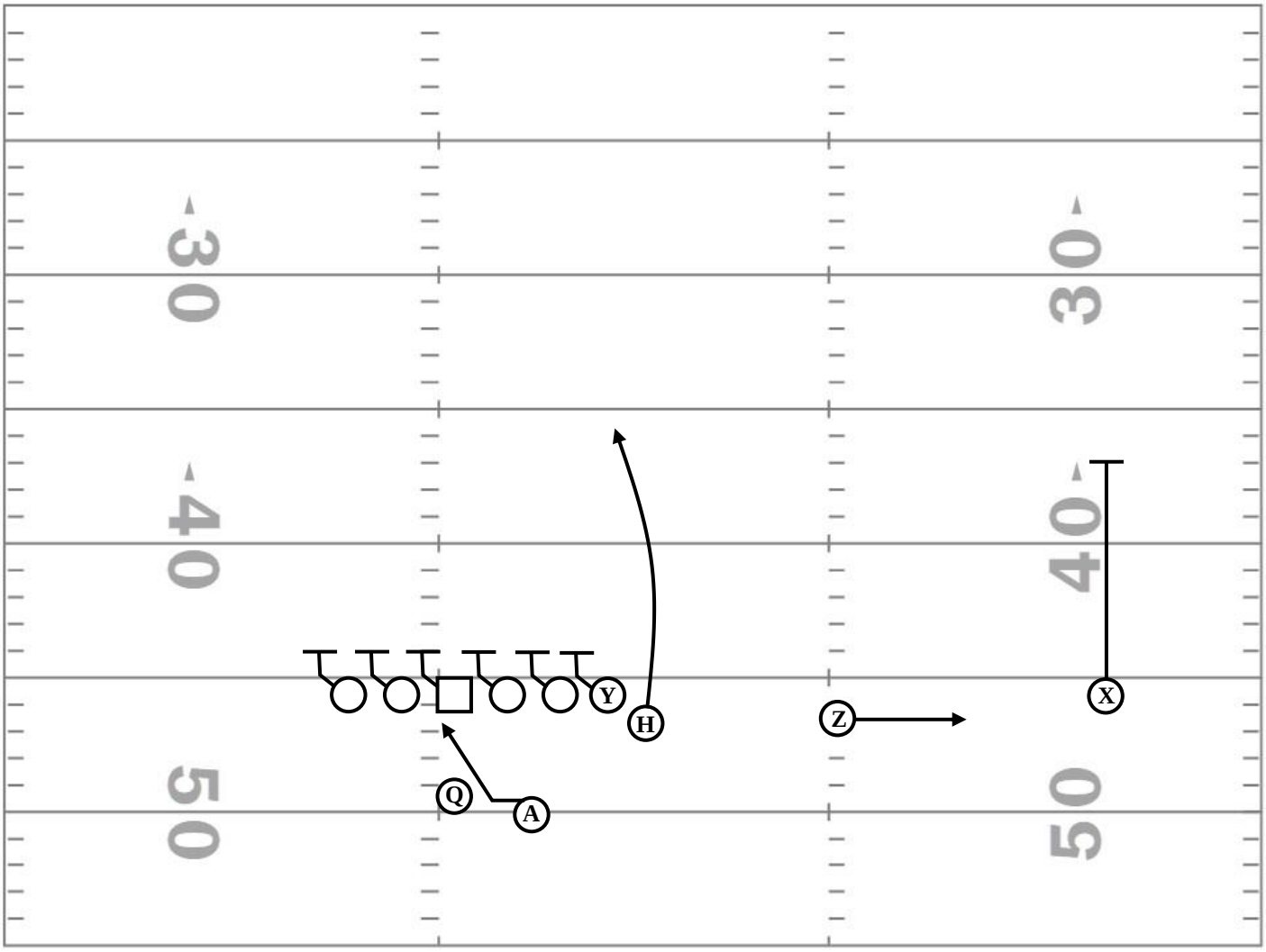
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

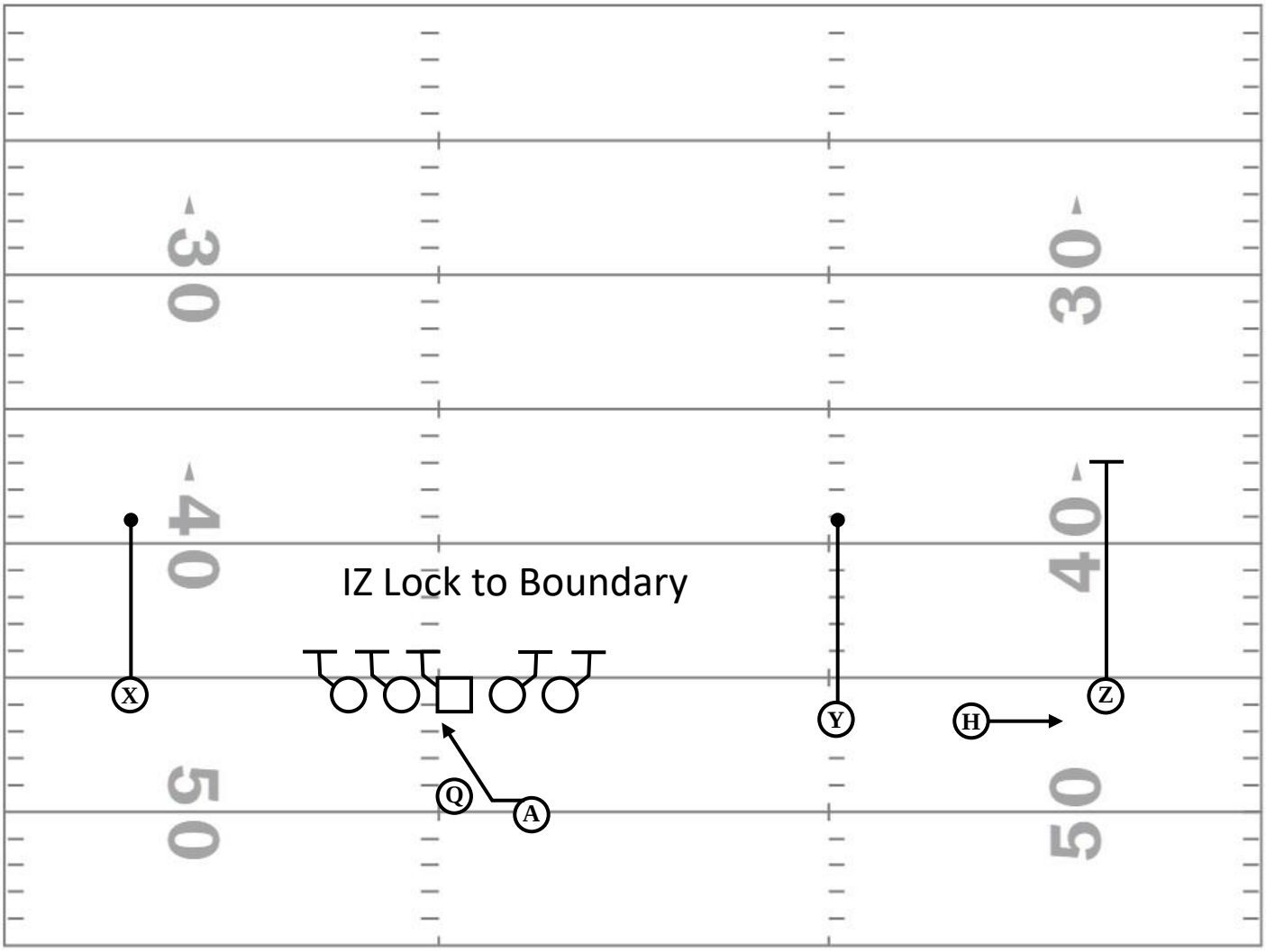
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

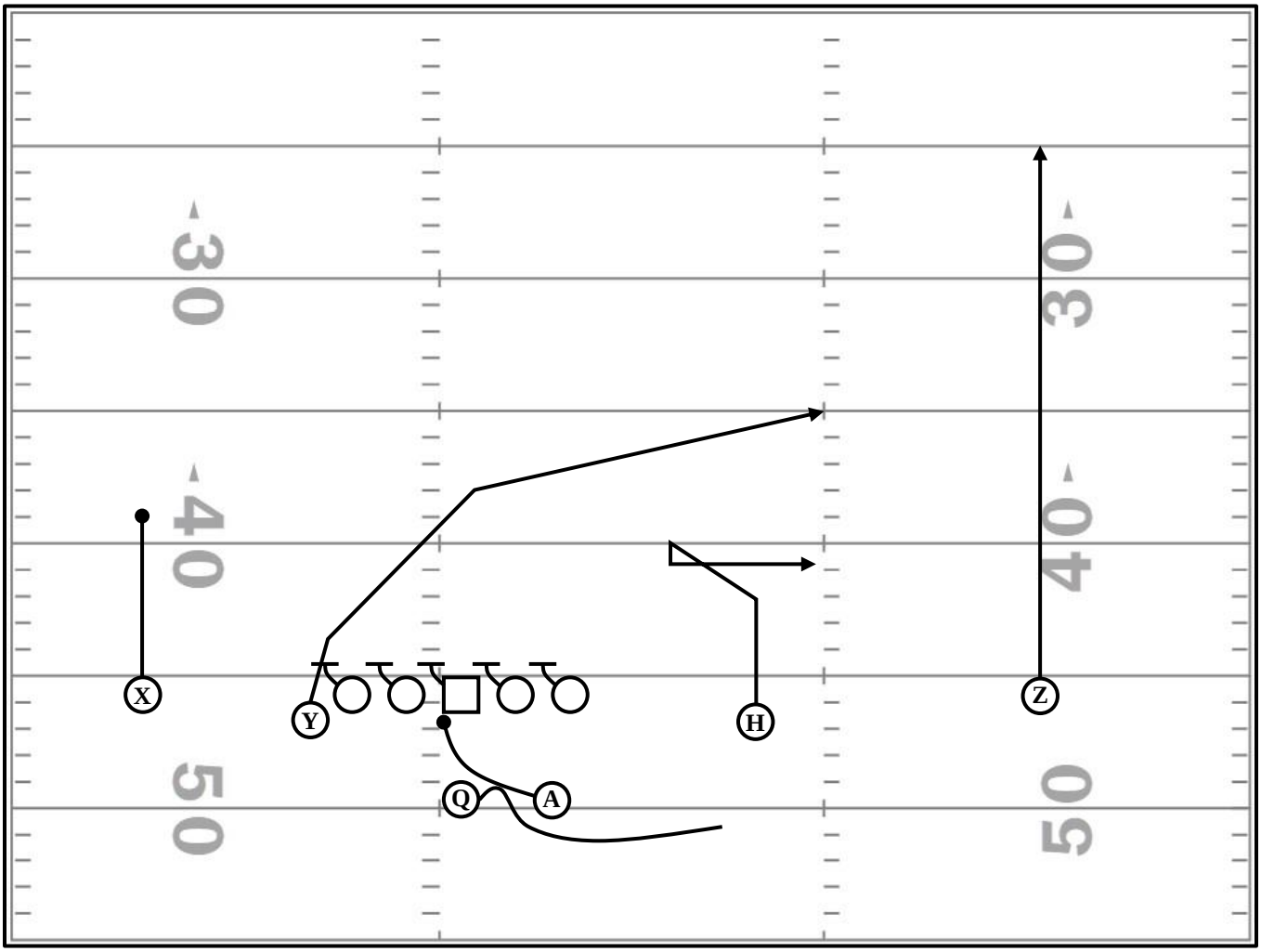
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

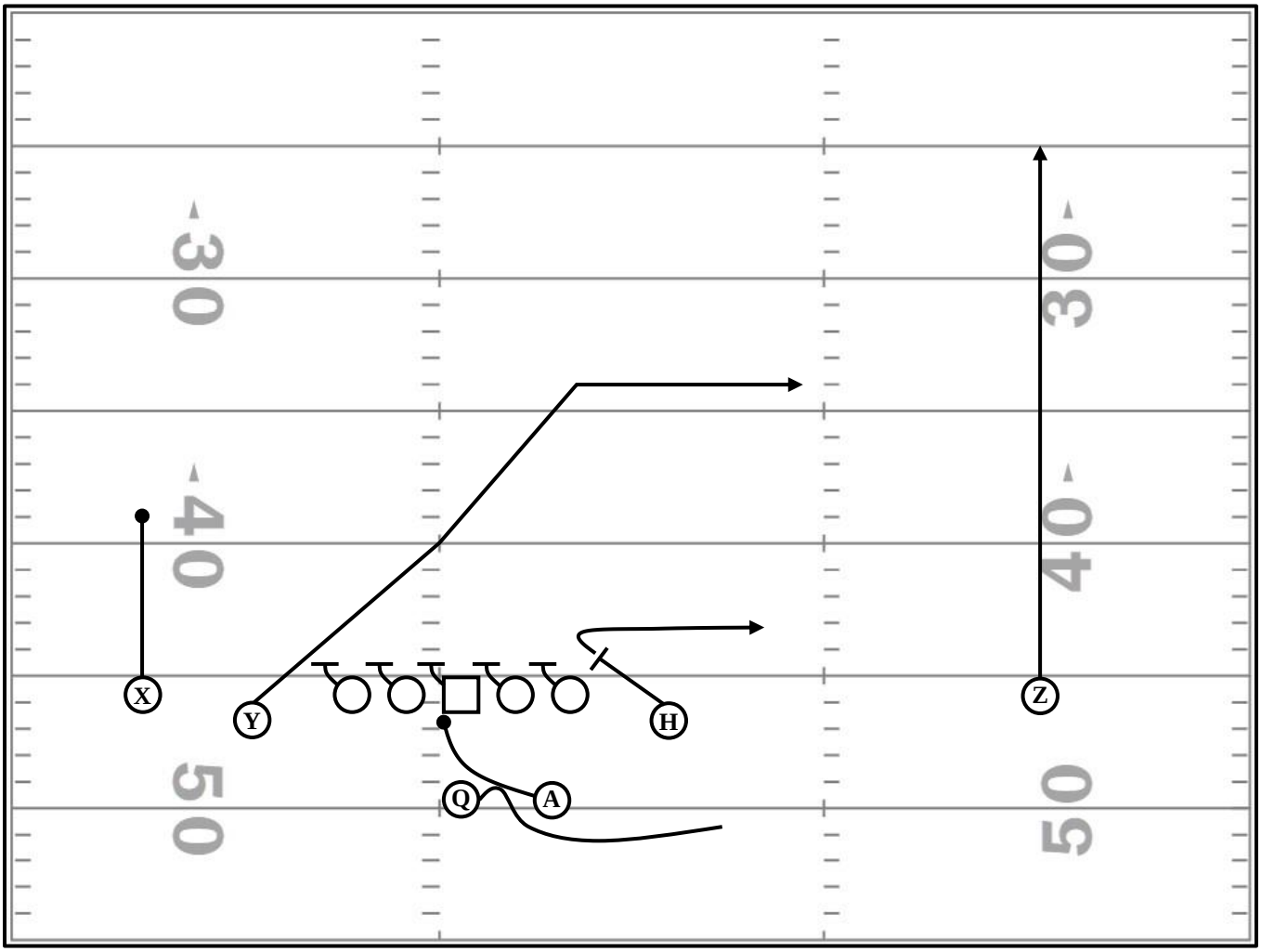
Notes:

HUSTLER



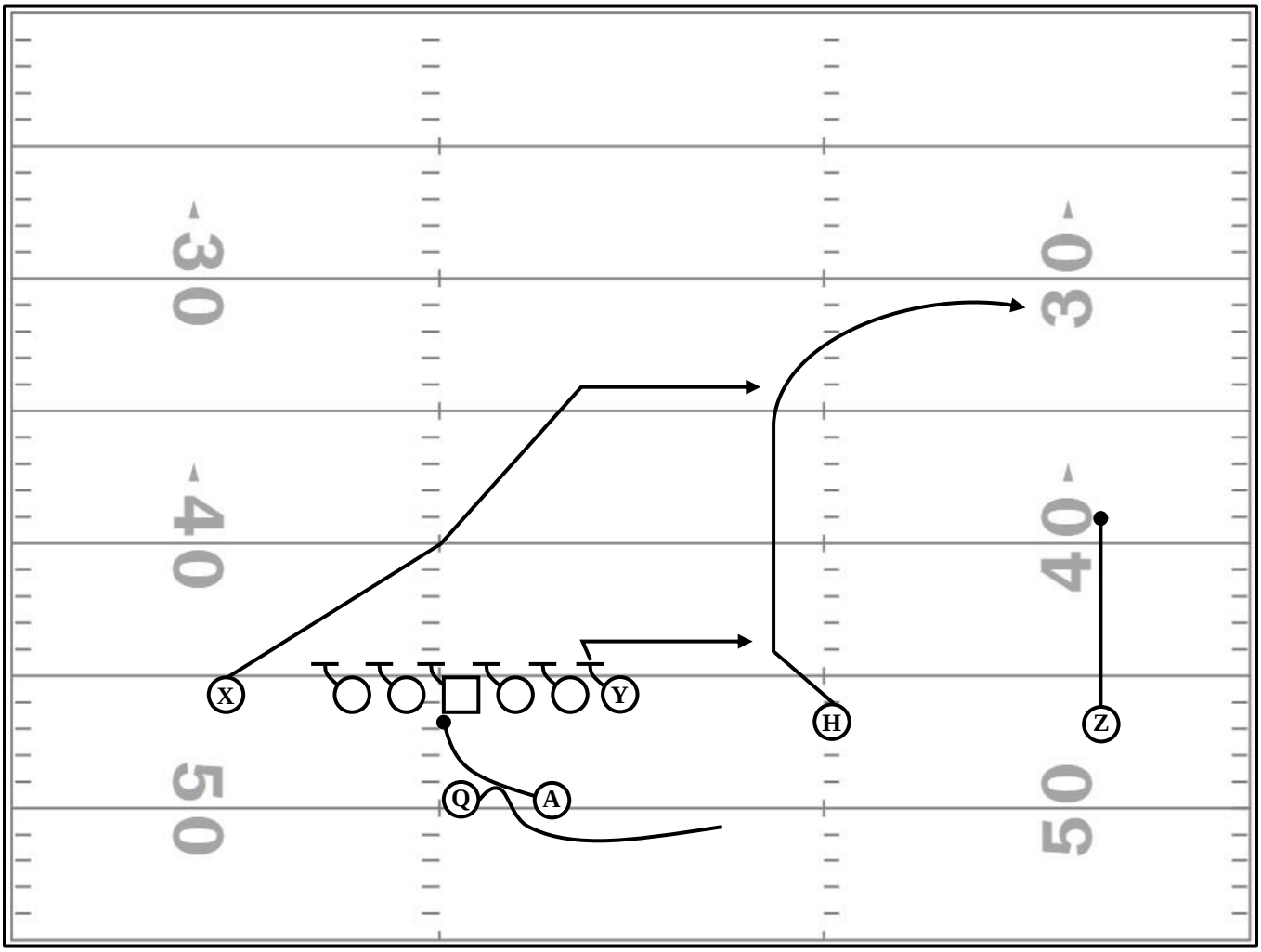
FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

HUSTLER



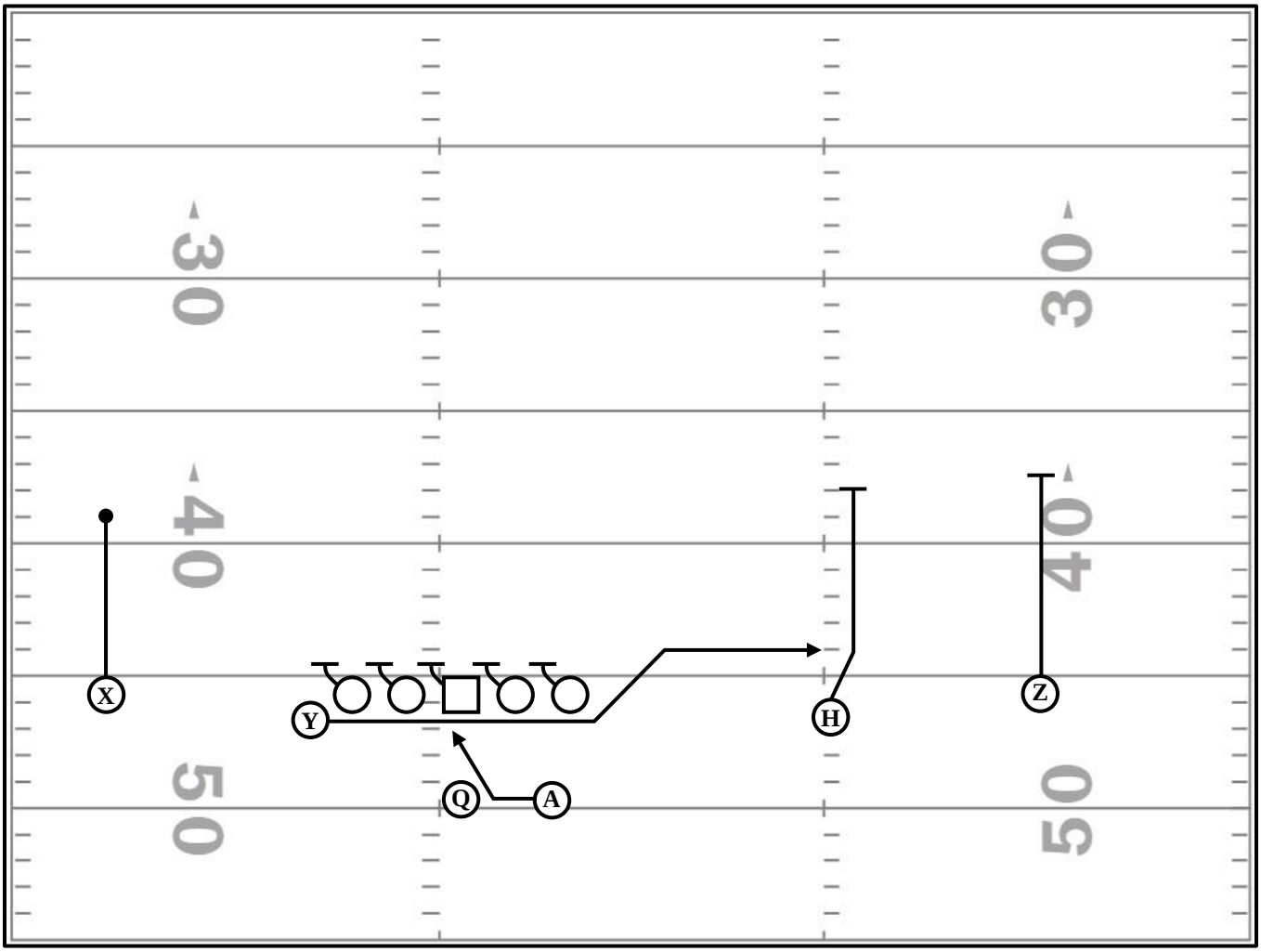
FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

AXE



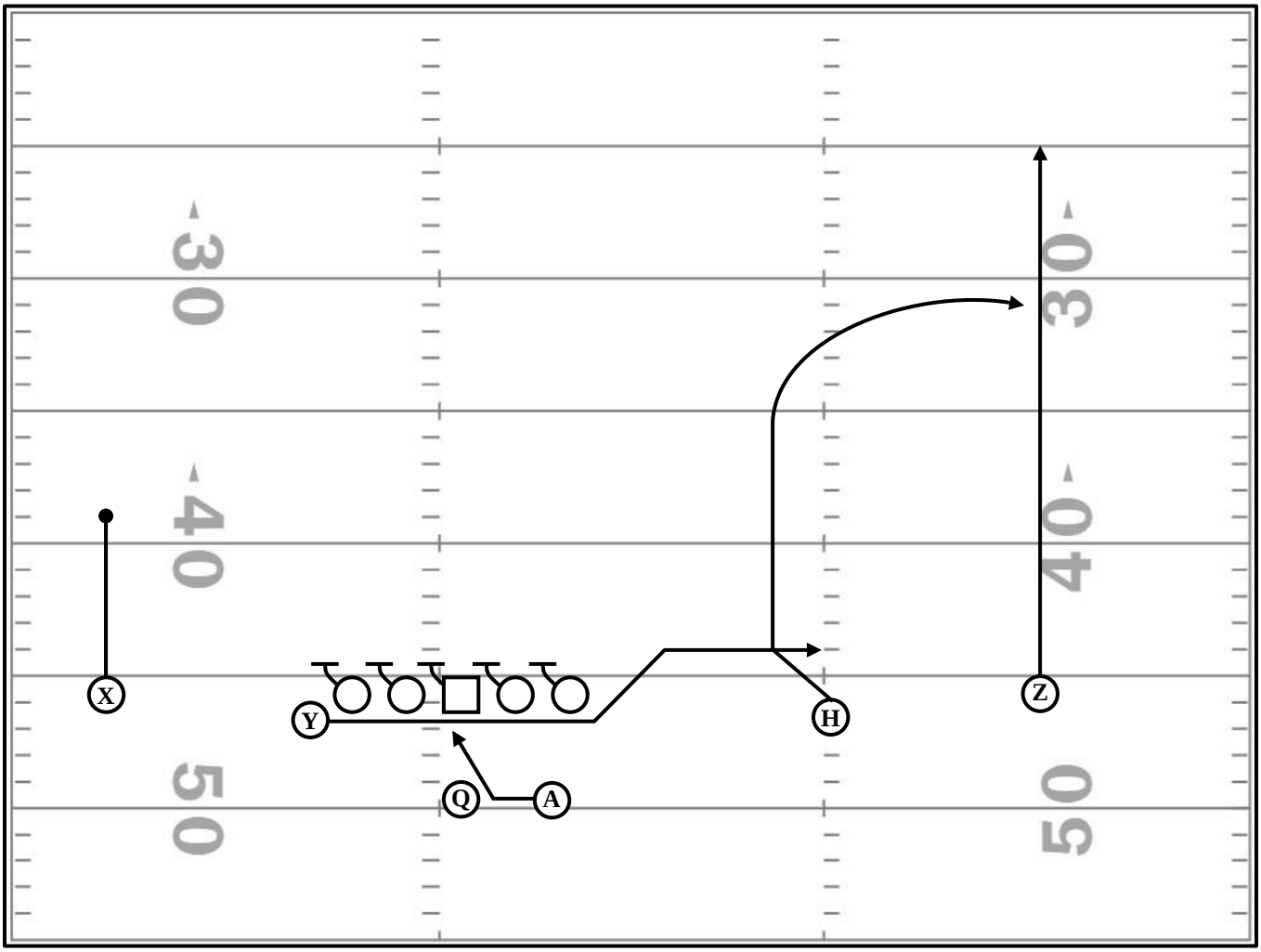
FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

AXE



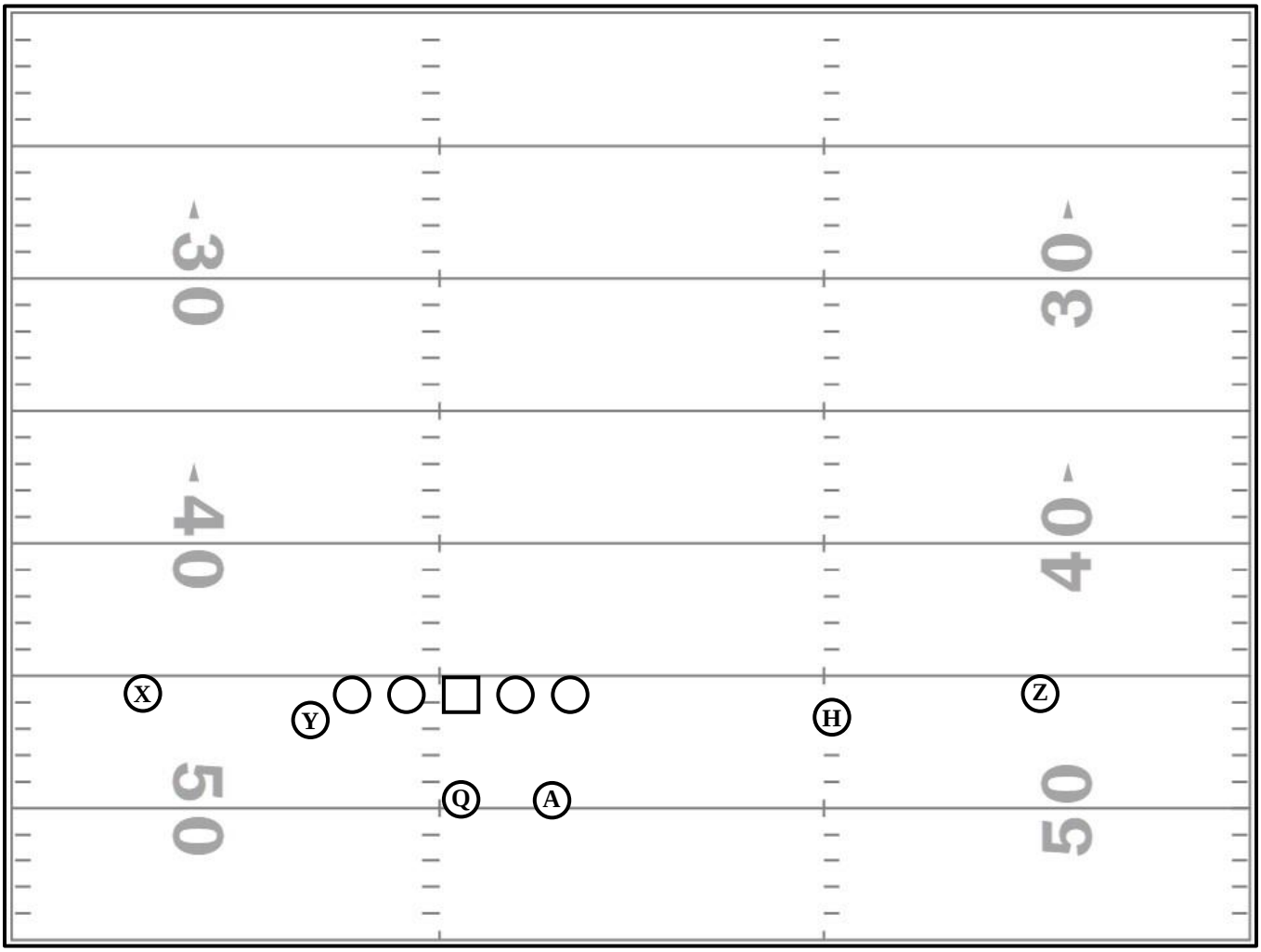
FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

AXE



FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

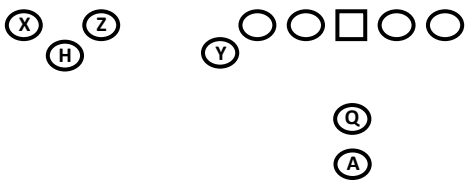
AXE



FAMILY:		**CONCEPT:**	
CONFLICT:		**STRETCH:**	
PROGRESSION:		**ALERT:**	
PS 1			
PS 2			
PS 3			
BS 1			
BS 2			
NOTES			

UNBALANCED

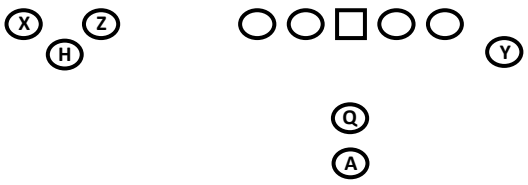
OBAMA



PLAY OPTIONS

RUN	PASS
Zone Read/Bubble	Bubble n Go
Zone Arc/Bubble	”Pump” Post-Wheel
Power/Bubble	
Counter/Bubble	
Y Seam/Pop	

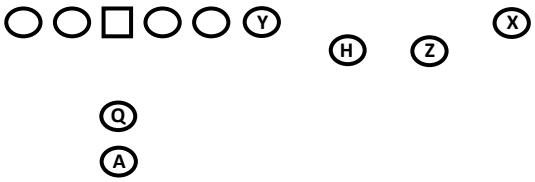
CLINTON



PLAY OPTIONS

RUN	PASS
Zone Read/Bubble	Bubble n Go
Zone Arc/Bubble	”Pump” Post-Wheel
Power/Bubble	
Counter/Bubble	
Y Seam/Pop	

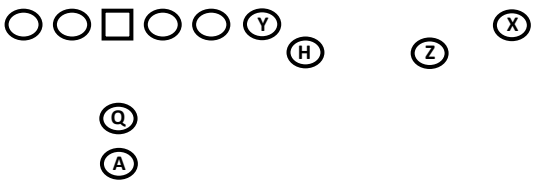
TRUMP



PLAY OPTIONS

RUN	PASS
Zone Read/Bubble	Bubble n Go
Zone Arc/Bubble	”Pump” Post-Wheel
Divide Zone/RPO	
Power/Bubble	3-Man Routes
Counter/Bubble	

BUSH

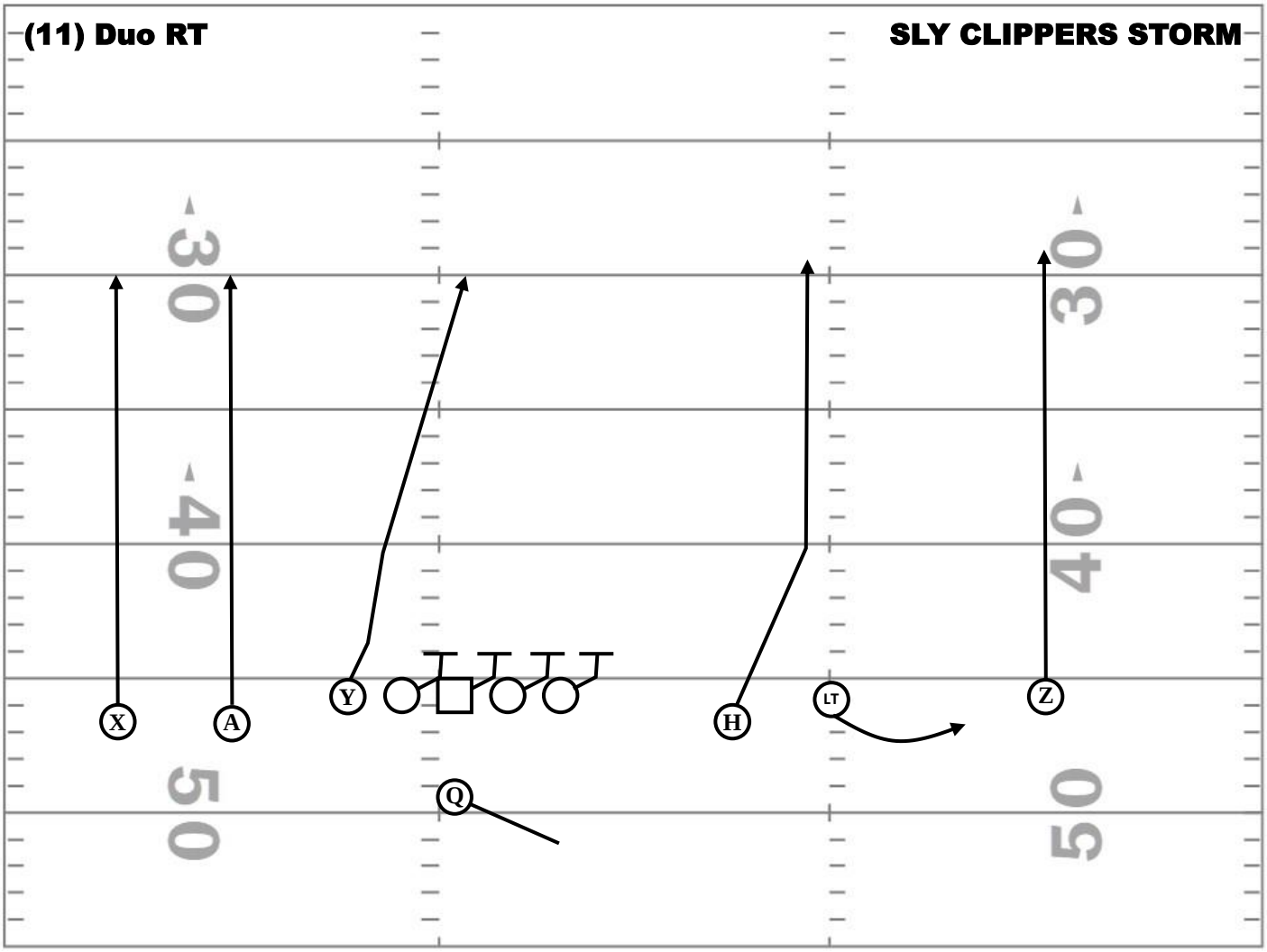


PLAY OPTIONS

RUN	PASS
Zone Arc/Bubble	Bubble n Go
Power/Bubble	”Pump” Post-Wheel
Counter/Bubble	
	3-Man Routes
H Seam/Pop	

FAMILY: ACTION PASS	PLAY: STORM

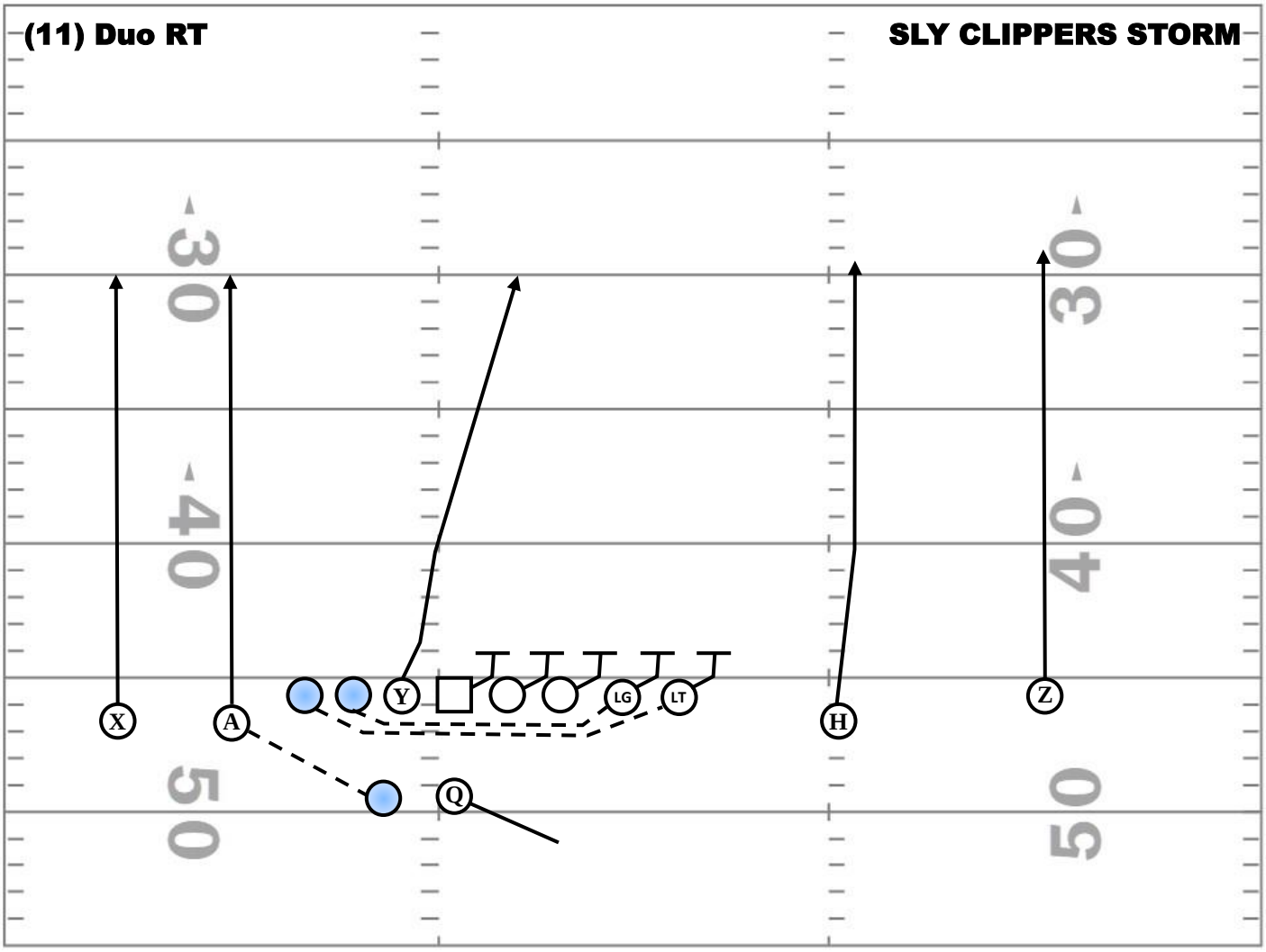
CONCEPT: (OWR's Storm, IWR Middle Read)



X	**Split:** OSE **- Route:** Storm **- Adjust:**
H	**Split:** HASH **- Route:** Middle Read **- Adjust:** Cross 1 Hi, Split 2 Hi
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Storm **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Read the Safeties 1 Hi: 1) Best Torque 2) Middle Read 3) Check Down to RB/TE 2 Hi: 1) Middle Read 2) Best Torque 3) Check Down to RB/TE
Notes:	

FAMILY: ACTION PASS	PLAY: STORM

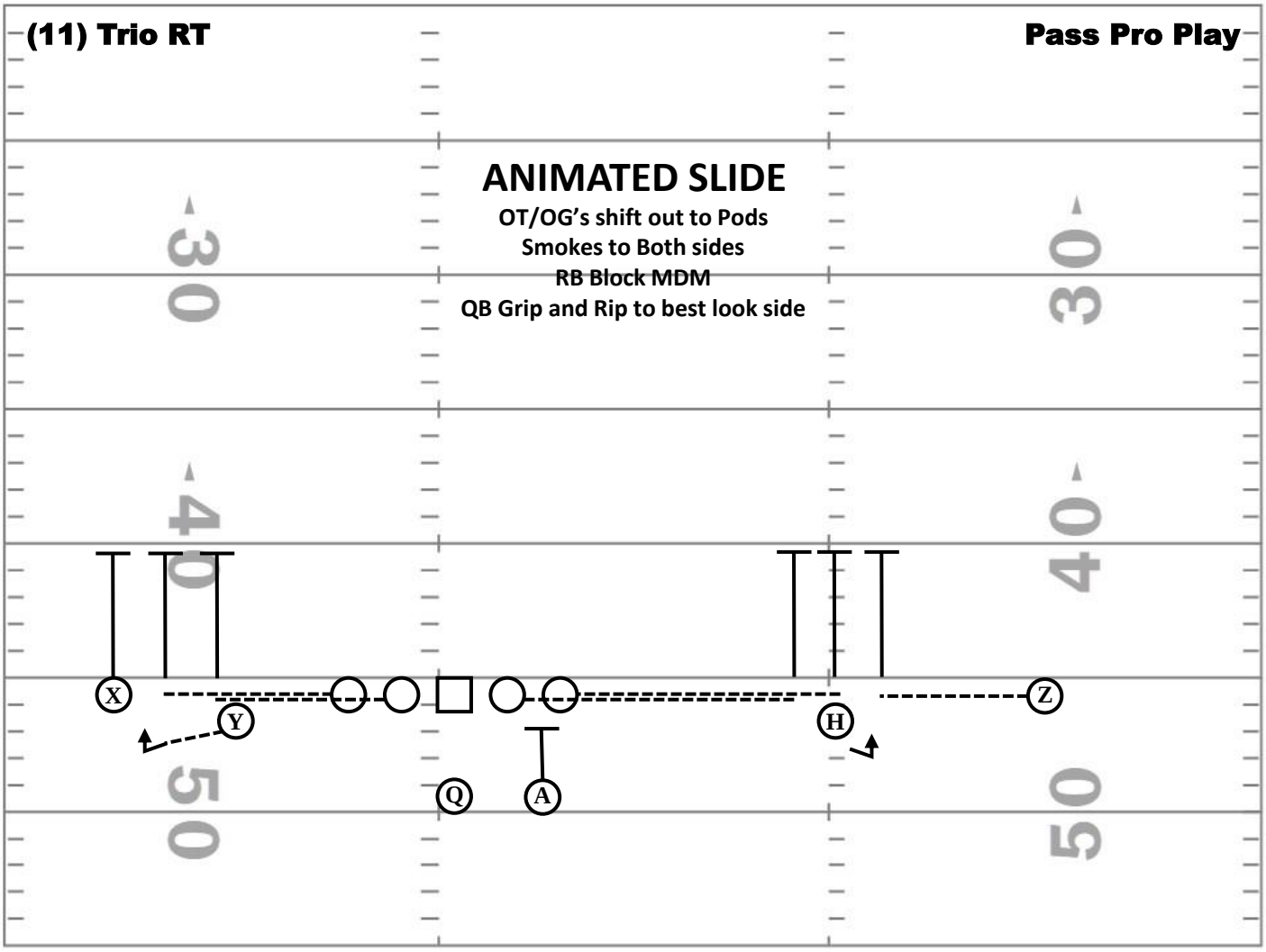
CONCEPT: (OWR's Storm, IWR Middle Read)



X	**Split:** OSE **- Route:** Storm **- Adjust:**
H	**Split:** HASH **- Route:** Middle Read **- Adjust:** Cross 1 Hi, Split 2 Hi
Y	Execute Protection Call (Leak and Sit if instructed)
Z	**Split:** ISE **- Route:** Storm **- Adjust:**
A	Execute Protection Call (Leak and Sit if instructed)
QB	**Drop:** **Progression:** Read the Safeties 1 Hi: 1) Best Torque 2) Middle Read 3) Check Down to RB/TE 2 Hi: 1) Middle Read 2) Best Torque 3) Check Down to RB/TE
Notes:	

FAMILY:	PLAY:
CONCEPT:	

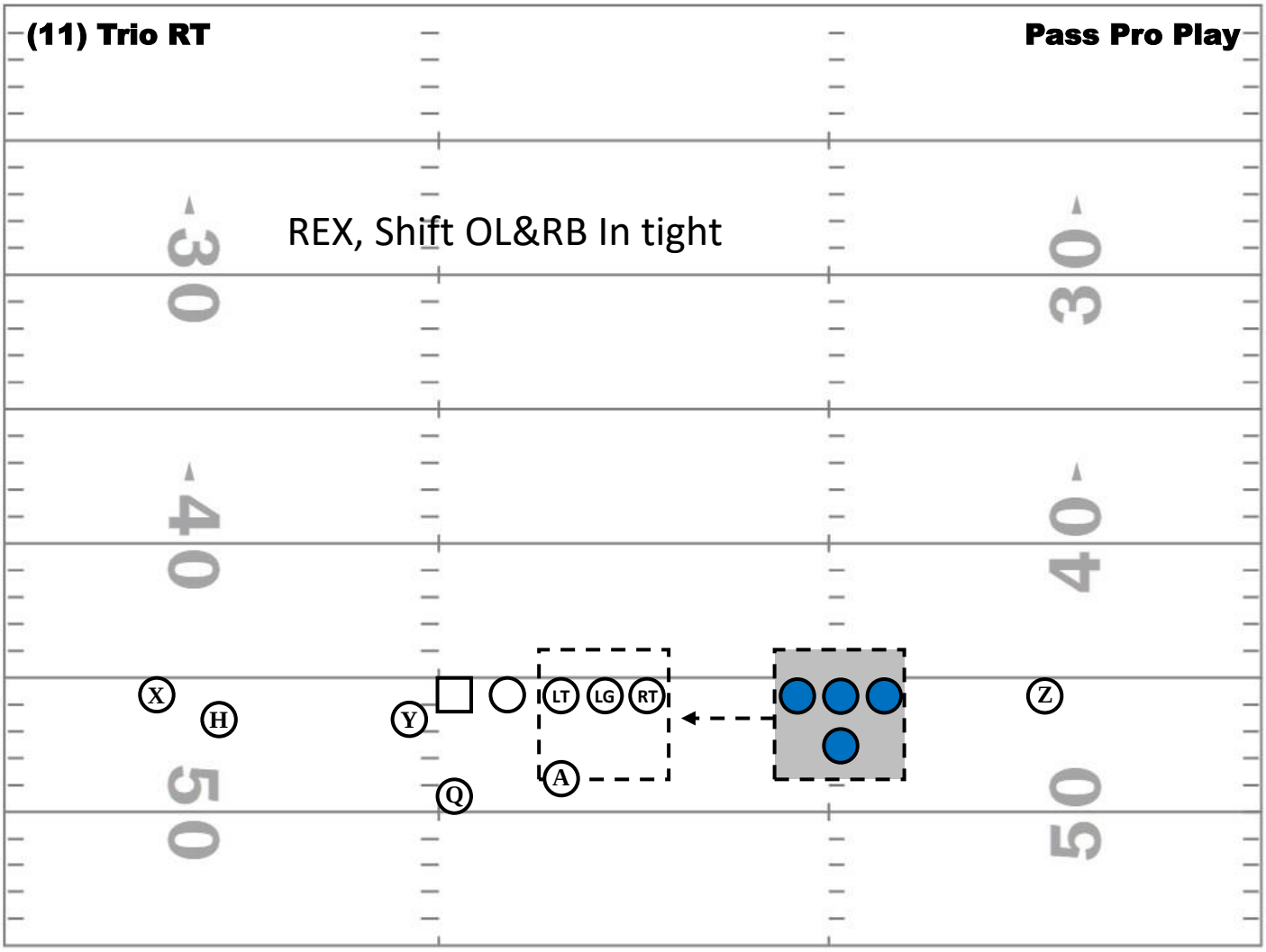
(11) Trio RT **Pass Pro Play**



X	Split: - Route: - Adjust:
H	Split: - Route: - Adjust:
S	Split: - Route: - Adjust:
Z	Split: - Route: - Adjust:
A	Route:
QB	Drop: Progression:

Notes:

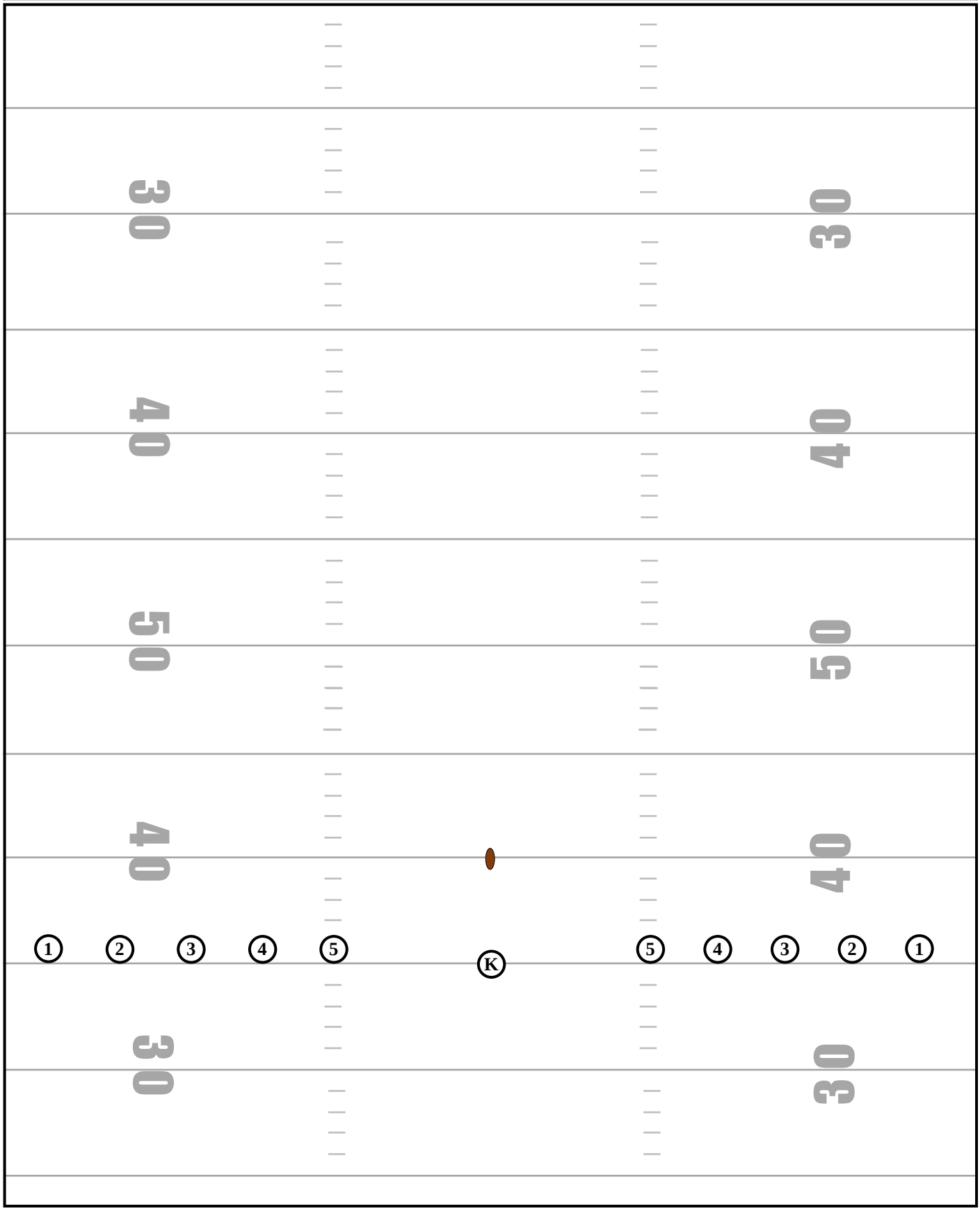
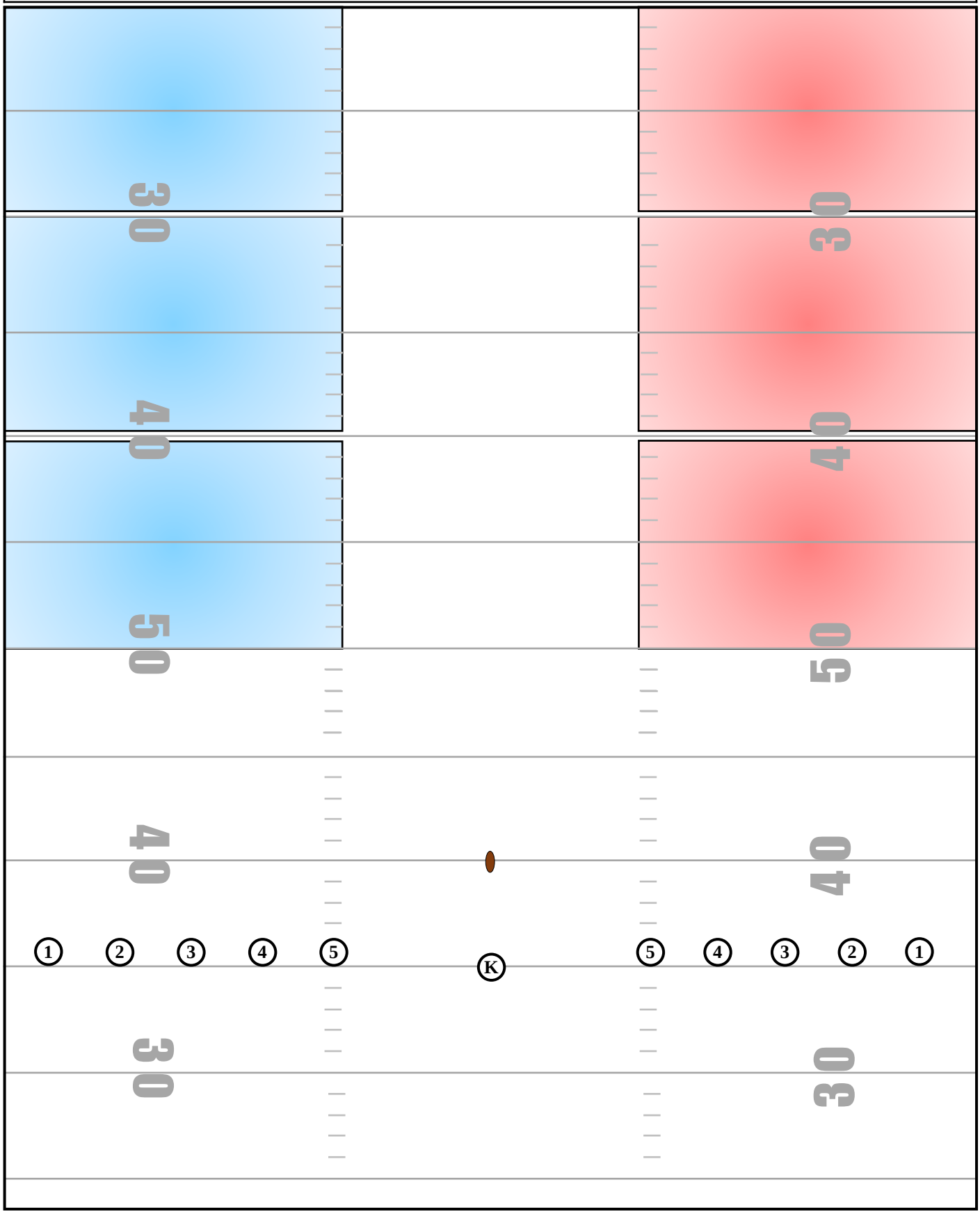
FAMILY:	PLAY:
CONCEPT:	



X	**Split: - Route: - Adjust:**
H	**Split: - Route: - Adjust:**
S	**Split: - Route: - Adjust:**
Z	**Split: - Route: - Adjust:**
A	**Route:**
QB	**Drop:** **Progression:**

Notes:

FAMILY:	PLAY:
CONCEPT:	



FAMILY:	PLAY:
CONCEPT: