Football Playbook

Texas Tech Style Offensive Attack

Spread Offense

Volume 3

Trips Package

Passing Game

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Football Playbook

Texas Tech Style Offensive Attack

Spread Offense Volume 6

Draws & Screens Passing Game

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THE SYSTEM

THE PASSING GAME SYSTEM

80 SERIES SPRINT OUT RIGHT PASS  (60 SERIES WITH G ACTION)
90 SERIES SPRINT OUT LEFT PASS  (70 SERIES WITH G ACTION)
100  EMPTY PASS PROTECTION WITH MIRRORED ROUTES
200, 300 QUICK 3 STEP PASSING GAME  “READ GAME”
400, 500 5 STEP ½ ROLL PASSING GAME WITH BACK PROTECTION
600, 700 5 STEP ½ ROLL PASSING GAME WITH BACK ON ROUTE
800,900 5 STEP ½ ROLL PASSING GAME WITH TIGHT END MAX PROTECTION

THE RUNNING GAME SYSTEM

10 SERIES QUARTERBACK
20 SERIES ZONE SERIES FOR POP, FLY, AND FULLBACK
30 SERIES ZONE SERIES FOR TAILBACK AND ONEBACK
40 SERIES IS TAILBACK SERIES FOR A VARIETY OF PLAYS
50 SERIES IS OPTION SERIES
60 SERIES SPRINT OUT WITH G ACTION
70 SERIES SPRINT OUT WITH G ACTION

PLAY NUMBERING
FIRST NUMBER INDICATES THE SERIES
SECOND NUMBER INDICATES WHERE THE PLAY IS GOING
  •  EXAMPLE: 18 OPTION
“10” SERIES QB TO THE “8” HOLE, RUNNING “OPTION”

HOLE NUMBERING SYSTEM
ODD NUMBERS TO THE LEFT………1,3,5,7,9
EVEN NUMBERS TO THE RIGHT ……0,2,4,6,8
  •  EXAMPLE: 42 LEAD AND 43 LEAD
42 LEAD…40 SERIES TB…THE 2 HOLE IS TO THE RIGHT….RUNNING LEAD
43 LEAD…40 SERIES TB….THE 3 HOLE IS TO THE LEFT….RUNNING LEAD

“ANY PLAY” @ 8
“ANY PLAY” @ 9
BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 8 ARE PLAYS RUN TO THE 8 SIDE (RIGHT)
BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 9 ARE PLAYS RUN TO THE 9 SIDE (LEFT)
  •  EXAMPLE: BOOT @ 8
BOOTLEG PASS TO THE RIGHT SIDE
PLAYACTION PASSES

TAG

BOOT
BOOTLEG ACTION WITH BACKSIDE GUARD PULLING TO PLAYSIDE TO PROTECT EDGE
- BOOT @ 8
- BOOT @ 9

NAKED
PLAYACTION INVOLVING SEVERAL RUNNING PLAYS...QB IS ON A “NAKED BOOTLEG”
- NAKED @ 8
- NAKED @ 9

WAGGLE
SAME AS BOOT, EXCEPT BOTH GUARDS PULL TO PLAYSIDE TO PROTECT EDGE
- WAGGLE @ 8
- WAGGLE @ 9
PASSING TREE AND ROUTE CONCEPTS

1ST NUMBER
IS THE STRONG SIDE/PRIMARY SIDE
EVEN NUMBERS TO THE RIGHT, ODD TO THE LEFT
EXAMPLE: 408
400 PROTECTION…5 STEP DROP TO THE RIGHT WITH AN 8 ROUTE CONCEPT

2ND NUMBER
IS ALWAYS A ZERO UNLESS A PLAYACTION FAKE IS INVOLVED
EXAMPLE: 446 – 8 ROUTE
400 PROTECTION TO THE RIGHT
FAKE 46 ACTION
8 ROUTE CONCEPT

3RD NUMBER
IS THE ROUTE CONCEPT
IT TELLS THE OUTSIDE RECEIVER THEIR ROUTE
EVERYONE ELSE MUST KNOW THE COMPLIMENTARY ROUTE TO THE PRIMARY ROUTE
IN 100 SERIES THE ROUTES ARE “MIRRORED” BY BOTH STRONG AND WEAK SIDE

READ GAME (QUICK 3 STEP DROP)
200,201,202,203,208,209
300,301,302,303,308,309

400-900 SERIES (5 STEP DROP)
403,404,405,406,407,408,409
503,504,505,506,507,508,509
SAME AS ABOVE FOR 600,700,800,900

OUTSIDE RECEIVER ROUTES
0 READ GAME – 6 AND STOP
1 READ GAME – ALL 6 AND STOP
2 READ GAME – QUICK SLANT AND UP
3 OUT (SHALLOW)
4 CURL (SHALLOW)
5 DEEP OUT (SHALLOW)
6 IN (MIRROR)
7 CORNER/FLAG (MIRROR)
8 POST (MIRROR)
9 GO/STREAK (ALL GO)
PASS PROTECTION NUMBER SYSTEM

80, 90

- SLIDE STEP AND HINGE PROTECTION...TURN YOU BUTT TO THE SPRINT SIDE
- BOTH BACKS BLOCK TO SPRINT SIDE UNLESS INVOLVED IN ROUTE

EXAMPLE:
“85”
80 SERIES SPRINT RIGHT
5 ROUTE CONCEPT

100

- BIG ON BIG FOR LINE
- NO BACK PROTECTION
- EVERYONE ON A ROUTE
- MIRROR ROUTES ON BOTH SIDES UNLESS THE PLAY IS “TAGGED”
- QUARTERBACK IS RESPONSIBLE FOR PLAY SIDE LINE BACKER

EXAMPLE:

“103”
100 PROTECTION WITH A 3 ROUTE CONCEPT

“100 BOUNCE”
100 PROTECTION WITH A TAGGED ROUTE “BOUNCE”
PRE DETERMINED ROUTES
200,300 – “READ” GAME

- QUICK GAME – 3 STEP DROP
- 200 TO THE RIGHT – 200,201,202,203,208,209
- 300 TO THE LEFT – 300,301,302,303,308,309
- BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE
- PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON (OT CHOPS)
- FULLBACK HAS PSLB, TAILBACK HAS WSLB
- BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE

THE READ GAME CONCEPT IS 200 AND 300 SERIES
“Check with me” ON THE LINE SYSTEM..QB CALLS NUMBERED PLAY FROM THE LINE

EXAMPLE:
“201”
200 PROTECTION WITH 1 ROUTE CONCEPT OUT OF THE READ GAME PACKAGE

400,500

- 5 STEP DROP ½ ROLL
- 400 TO THE RIGHT
- 500 TO THE LEFT
- BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE
- PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON
- FULLBACK HAS PSLB, TAILBACK HAS WSLB
- BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE
- TAGGED PASS PLAYS MAY BE RUN OUT OF 400 OR 500 AS WELL

EXAMPLE:
“404”
400 Protection with “4” Route concept

“442 Cross”
400 Protection
Fake 42 Lead
TAG: “Cross” route concept

“549 - 8 Route”
500 Protection
Fake 49 G Action
“8” Route Concept
600,700
- 5 STEP DROP ½ ROLL
- 600 TO THE RIGHT
- 700 TO THE LEFT
- BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE
- PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON
- FULL BACK BLOCKS PSLB
- TAILBACK SWINGS OR IS ON PRE DETERMINED ROUTE (MAY SWITCH RESPONSIBILITIES WITH FULLBACK ON CERTAIN PLAYS)

SAME AS 400,500 FOR LINE…THE TAILBACK ON ROUTE INSTEAD OF BLOCKING, UNLESS HE IS INVOLVED IN THE FAKE…THE FULLBACK WOULD BE IN THE ROUTE (THEY SWITCH RESPONSIBILITIES)
WILL RUN A LOT OF PLAYACTION OUT OF THIS

EXAMPLE:

“708”
700 PROTECTION
8 ROUTE CONCEPT WITH TAILBACK SWINGING/FLAIR

“652 SLAM”
600 PROTECTION
FAKE 52 VEER
TAG “SLAM” ROUTE CONCEPT

800,900
- 5 STEP DROP ½ ROLL
- 800 TO THE RIGHT
- 900 TO THE LEFT
- BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE
- PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON
- TIGHT END (S) MAX PASS BLOCK, FULL BACK BLOCKS PSLB
- TAILBACK BLOCKS WSLB UNLESS INVOLVED IN THE ROUTE OR FAKE

WILL RUN WHEN WE WANT THE TIGHT END(S) TO STAY IN AND BLOCK
MAX PROTECTION
SAME AS 400, 500 FOR LINE

EXAMPLE:

“804”
800 PROTECTION
4 ROUTE CONCEPT WITH NO TIGHT ENDS IN THE ROUTE
Passing Game Concept & Protection

The Passing Game is based on a numbering system. The first number gives the series. The second and third number describe the route concept or play action series being simulated.

80 90 SERIES – SPRINT GAME…RUN – PASS OPTION FOR QB
100 SERIES – 5 STEP…EVERYONE ON A ROUTE…NO BACK PROTECTION
200 300 SERIES – QUICK 3 STEP GAME…BOTH BACKS BLOCK UNLESS TAGGED
400 500 SERIES – 5 STEP ½ ROLL…BOTH BACKS BLOCK UNLESS TAGGED
600 700 SERIES – SAME AS 400,500 EXCEPT ONE BACK (TAIL BACK) IS IN ROUTE
800 900 SERIES – SAME AS 400, 500 EXCEPT TIGHT END MAX PASS PROTECTS

TAG SYSTEM
SOME ROUTES BREAK THE RULES AND PASSING TREE CONCEPT…CERTAIN COVERAGE CAN BE PICKED APART BY ROUTE COMBINATIONS. INSTEAD OF CALLING EVERY RECEIVER’S INDIVIDUAL PASS ROUTE OR BLOCKING SCHEME, WE TAG OR PACKAGE CERTAIN ROUTES TOGETHER. BY TAGGING ROUTES, WE CAN GAME PLAN WEEK TO WEEK OUR BASE TAG PLAYS AND ADD ONE OR TWO NEW ONES. TAGGING ROUTES ELIMINATE TOO MANY WORDS IN A PLAY…LEARN THE NUMBERING SYSTEM, AND MEMORIZE THE TAG WORD, AND WE ARE READY.

SOME EXAMPLES OF “TAGGED” PLAYS

- SLAM
- SMASH
- BOUNCE
- MESH
- DIG
- DASH
- TEXAS
- SWITCH
- CHOICE
- SLIDE
- GO
- STREAK
- HITCH
- BUBBLE
- JET
- SHALLOW
COACHING IDEAS

GROUPS

EVERY OFFENSE MUST MAXIMIZE ITS STRENGTHS AND MINIMIZE ITS WEAKNESSES. IT IS IMPORTANT FOR COACHES PUT THEIR ATHLETES IN A POSITION TO BE SUCCESSFUL.

MOVING PLAYERS AROUND

SOME COACHES WILL FLEX THEIR TIGHT END OUT AS A RECEIVER. OTHER COACHES WILL SUBSTITUTE A SMALLER, QUICKER ATHLETE IN PASSING SITUATIONS. ON ONE PLAY, THE Y MIGHT BE A BLOCKING TIGHT END WHO ONLY RUNS BOOTLEG PASS ROUTES, WHILE ON THE NEXT PLAY – WITH A SUBSTITUTION – THE Y WILL BE A SMALL SCAT BACK USED TO CATCH A SCREEN, RUN A GO ROUTE, OR EXECUTE A REVERSE. A COACH NEEDS TO KNOW HIS PERSONELL, AND GROUP THEM ACCORDING TO SITUATIONS, FORMATIONS, MOTIONS, AND INTELLIGENCE.

KNOWING YOUR OFFENSE INSIDE AND OUT, STUDYING FILM, AND EVALUATING YOUR ATHLETES ON A DAILY BASIS WILL HELP YOU DRAW SOLID CONCLUSIONS ON WHAT YOUR PLAYERS CAN AND CAN NOT DO. IT IS IMPORTANT TO BE AWARE OF SUBSTITUTION PATTERNS OR FORMATION AND MOTION TENDANCIES WHICH MAY LET DEFENSES KNOW WHAT PLAY YOU MAY RUN, OR TO WHICH PLAYER YOU MAY GO. WEIGH ALL OF THESE FACTORS, AND ASSEMBLE PERSONELL GROUPS THAT WILL MAXIMIZE THE POTENTIAL OF YOUR OFFENSE.

TERMINOLOGY

PLAYER TERMINOLOGY IS CONSISTENT BUT FLEXIBLE

WE LABEL ATHLETES AS A PARTICULAR POSITION AND EXPECT THEM TO KNOW IT...BUT WE ALSO EXPECT THEM TO GROW IN UNDERSTANDING OF THE OFFENSE SO THEY CAN PLAY ANY POSITION. WE WANT THEM TO KNOW THE RULES BEHIND EVERY PLAY. THIS MAKES US A BETTER FOOTBALL TEAM.

- X OUTSIDE LEFT RECEIVER/ 2ND TIGHT END ALSO CALLED H
- Z OUTSIDE RIGHT RECEIVER/ FLANKER/ WING/ SLOT
- F FULLBACK/ S IS INSIDE LEFT RECEIVER
- Y TIGHT END/ #3 RECEIVER IN TRIPS/ INSIDE RIGHT RECEIVER IN DOUBLES
- T TAILBACK
THE PLAYBOOK

BASED ON EXPERIENCE, IT IS BETTER TO HAVE A FEW OFFENSIVE PLAYS AND EXECUTE THEM WELL, THAN TO RUN EVERYTHING IN THE PLAYBOOK, AND BE INEFFECTIVE.

EVERY GREAT OFFENSE EVOLVES THROUGHOUT A SEASON. IT IS A DAY BY DAY PROCESS THAT OCCURS ONCE THE “BASE” PLAYS ARE MASTERED.

PASSING RULES

IN THIS OFFENSE, RULES ARE A FOUNDATION. BY UNDERSTANDING CERTAIN RULES, THE OFFENSE BECOMES EASIER TO LEARN, TEACH, AND COACH. IN THIS OFFENSE THE FIRST NUMBER TELLS US WHICH SIDE IS THE STRENGTH OF THE CALL. THIS HELPS THE LINE KNOW WHO IS STRONGSIDE AND WHO IS BACKSIDE FOR THIS STYLE OF PASS PROTECTION (WHICH ALLOWS VERY FEW SACKS OR QB PRESSURES). IT ALSO ALLOWS TIGHT ENDS AND BACKS KNOW, (IN NO BACK, ONE BACK, OR TWO BACK SETS), IF THEY WILL BE BLOCKING OR BE OUT ON A ROUTE. THE SECOND NUMBER IS ZERO UNLESS THERE IS A PLAYACTION FAKE INVOLVED. THE THIRD NUMBER IS THE ROUTE CONCEPT UNLESS IT IS PART OF THE PLAYACTION SERIES.

- EXAMPLE
  403
  400 SERIES IS 5 STEP DROP TO THE RIGHT WITH A 3 ROUTE CONCEPT

IN 3 AND 5 STEP DROP, THE SECOND NUMBER WILL ALWAYS BE A ZERO…THERE IS NO PLAYACTION INVOLVED. HOWEVER, IF WE WANT TO FAKE A PARTICULAR ACTION IN THE BACKFIELD, WE CAN PLACE ALMOST ANY SERIES INTO THE PLAY CALL AND STILL CARRY OUT ANY PASS PLAY IN THE BOOK. THEN, WE JUST CALL THE ROUTE CONCEPT OR TAG TO COMPLETE THE PLAY CALL.

- EXAMPLE
  434 3 ROUTE
  400 SERIES
  FAKE 34 ACTION
  3 ROUTE CONCEPT

OTHER RULES

ON A PLAY CALL…THE LAST NUMBER SPEAKS TO THE OUTSIDE X OR Z RECEIVER. THE NEXT RECEIVER RUNS A COMPLIMENTARY ROUTE THAT CORRESPONDsWith THAT NUMBER. IF WE ARE IN TRIPS, THE #3 RECEIVER ALMOST ALWAYS RUNS A 9 ROUTE. IN EMPT SET, THE TAILBACK WILL ALMOST ALWAYS RUN A QUICK ROUTE OVER THE MIDDLE IN 100 SERIES. CERTAIN TAGS BREAK THESE RULES, BUT LAYING A FOUNDATION ALLOWS THE OFFENSE TO GROW.
EXAMPLE

3 ROUTE CONCEPT
#1 RUNS A 3 ROUTE – OUT ROUTE
#2 RUNS A COMPLIMENTARY ROUTE - CORNER
#3 RUNS A 9 ROUTE - GO

WEAKSIDE ROUTES

SHALLOW PACKAGE AND MIRROR PACKAGE

THE OFFENSE HAS EVOLVED INTO WHAT WOULD APPEAR TO BE COMPLEX NUMBERING SYSTEM...HOWEVER, IT HAS BRANCHED INTO THIS OVER TIME. FOR SIMPLICITY SAKE IN THE PASSING GAME, YOU MAY WANT TO MIRROR ROUTES INDEFINITELY OR ALWAYS RUN A BACKSIDE POST.

ROUTES ENDING IN 0,1,2 AND 3 THAT ARE PART OF THE READ GAME PACKAGE ARE EXPLAINED UNDER THE READ GAME SEGMENT OF THE PLAYBOOK.

ROUTES ENDING IN 3,4,5 WILL HAVE A BACKSIDE PACKAGE CALLED SHALLOW. THIS PACKAGE HAS WEAK #1 RUNNING A SLOW DRAG TO THE HASH AT A SIX YARD DEPTH. INSIDE REC #2 RUNS A 9 ROUTE DOWN THE HASH WITH THE OPTION TO STOP IN THE HOLE AT 12 YARDS. THIS CREATES A HIGH LOW OPTION FOR THE QUARTERBACK SHOULD HE NEED TO CHECK TO THE BACKSIDE.

ROUTES ENDING IN 6,7,8,9 WILL ALL BE MIRRORED...SO THE STRONG SIDE AND THE WEAK SIDE ROUTE WILL BOTH LOOK THE SAME.

HOWEVER, IN THE 100 SERIES, NO MATTER WHAT THE LAST NUMBER IS...THE ROUTES ARE MIRRORED. TAGGED ROUTES BREAK ALMOST ALL RULES...IT IS JUST A MATTER OF MEMORIZING THE TAG.

TAGGING ROUTES

SOMETIMES ROUTES BREAK THE RULES. OR WE WANT CERTAIN PLAYERS OR POSITIONS RUNNING A CERTAIN ROUTE NO MATTER WHAT FORMATION IS USED...THIS IS WHEN WE TAG A PLAY. BOUNCE, MESH, DIG, TEXAS, TURBO, DASH, SLAM, HBO, ETC...THESE TAGS ALL REPRESENT VARIOUS ROUTE CONCEPTS THAT ARE MEMORIZED IN ORDER TO ELIMINATE EXTRA LONG PLAY CALLS. SOME COACHES GIVE NUMBERS, NAMES OF ANIMALS, STATES, OR ROCK BANDS TO NAME PLAYS.

FORMATIONS

FORMATIONS CAUSE DEFENSES TO ADJUST. TWO TIGHT ENDS AND ONE BACK REQUIRE A DEFENSE TO BALANCE ITSELF. IN SPREAD FORMATIONS, YOU CAN PLACE DEFENDERS INTO PASS COVERAGE SITUATIONS THEY MAY NOT BE USED TO. TIGHT, COMPACT FORMATIONS REQUIRE SECONDARY PLAYERS TO MAKE
TACKLES TO SAVE TOUCHDOWNS. AS A COACH, USE FORMATIONS TO ATTACK THE WEAKNESSES OF A DEFENSE.

SOME COACHES WILL COLOR CODE FORMATIONS TO ELIMINATE TOO MANY WORDS. OTHERS WILL NAME FORMATIONS AFTER MUSIC GROUPS OR VARIOUS ANIMALS. IT REALLY DOES NOT MATTER WHAT YOU USE, SO LONG AS THERE IS SOME FORM OF UNIFORMITY THAT WILL HELP PLAYERS TO UNDERSTAND THE METHOD BEHIND THE CALL.

IN THIS OFFENSE, THE TIGHT END WILL GO TO THE CALL SIDE

• “I RIGHT” WILL SEND HIM TO THE RIGHT.
• “TRIPS RIGHT” WILL MAKE HIM THE NUMBER 3 RECEIVER RIGHT
• “TRIPS LEFT” WILL MAKE HIM THE NUMBER 3 RECEIVER LEFT

X WILL ALMOST ALWAYS BE ON THE LEFT SIDE OF THE FORMATION
Z WILL ALMOST ALWAYS BE ON THE RIGHT SIDE OF THE FORMATION
TWINS, FLIP, AND SLOT CALLS BEND THE RULES.

SOME OFFENSES, FOR SIMPLICITY, HAVE AN OFFENSIVE LINE THAT FLIPS…A STRONG SIDE AND A QUICK SIDE OF THE LINE WHO LEARN ONLY CERTAIN PLAYS. SOME OFFENSES HAVE A Z RECEIVER WHO ALWAYS GOES TO THE STRONG SIDE, AND THE X WHO ALWAYS GOES TO THE BACKSIDE. THERE IS NO RIGHT OR WRONG WAY TO SET THIS UP, SO LONG AS YOU, YOUR STAFF, AND YOUR PLAYERS CAN LEARN IT AND EXECUTE THE OFFENSE EFFECTIVELY.

FLEXIBILITY
THE OFFENSE IS FLEXIBLE. THE NUMBERING SYSTEM, TAGS, TERMINOLOGY, CONCEPTS, ARE THE FOUNDATION. WEEK BY WEEK A PLAY MAY HAVE TO ADAPT IN ORDER TO ATTACK A CERTAIN DEFENSE…SO BE PREPARED TO ADJUST.

SERIES RULES ADJUSTMENTS

CHANGES
THE BACKS ARE GIVEN A NUMBER. IN THE WISHBONE OFFENSE, GOAL LINE OFFENSE, PIRATE OFFENSE, WING T OFFENSE, STACK OFFENSE, STRAIGHT T OFFENSE, WEST COAST, AND Y STACK OFFENSE CONTAIN THE FOLLOWING ADJUSTMENTS.

• 1 BACK QUARTERBACK
• 2 BACK FLANKER WING
• 3 BACK FULLBACK
• 4 BACK TAIL BACK
• 5 BACK OPEN
EXAMPLE:
44 DIVE IS A DIVE BY THE 4 BACK TO THE 4 HOLE
36 SLANT IS A OFF TACKLE PLAY BY THE 3 BACK TO THE 6 HOLE
25 TRAP IS A INSIDE TRAP PLAY BY THE 2 BACK TO THE 5 HOLE

ADJUSTMENTS

GAME-TIME ADJUSTMENTS (ON A PLAY BY PLAY BASIS) ARE VERY IMPORTANT. FIND A WEAKNESS AND EXPLOIT IT. THE SINGLE MOST IMPORTANT TIME FOR AN OFFENSE, IS HALF TIME. IT IS AT THE MID POINT WHERE THE COACHES PUT THEIR OBSERVATIONS, RECOMMENDATIONS, AND IDEAS TOGETHER. REGROUP, MAKE CORRECTIONS, AND FORM A SECOND HALF GAME PLAN WITHIN 3 TO 5 MINUTES BEFORE GOING BEFORE THE OFFENSE. BE PREPARED TO CREATE ONE OR TWO SPECIAL PLAYS ON THE SPOT…SOME COACHES DON’T BELIEVE IN THIS, BUT WE HAVE SEEN THIS WIN MANY GAMES. IF THE PLAYERS KNOW THE RULES OF THE SYSTEM, THEN ADDING A WRINKLE WILL NOT THROW THEM OFF…SO LONG AS YOU ARE NOT TRYING THE SUPER DUPER TRIPLE REVERSE PASS OPTION!

COACH WHAT YOU KNOW

BELIEVE YOURSELF

BELIEVE IN YOURSELF. YOU CAN’T ASK YOUR PLAYERS TO DO SOMETHING YOU DON’T DO. AT THE SAME TIME, DO NOT BE COCKY OR ARROGENT TO THE POINT WHERE YOU ARE DISLIKED AND AVOIDED BY YOUR PLAYERS AND FELLOW STAFF MEMBERS.

YOUR STAFF

BELIEVE IN YOUR STAFF. EVEN IF THEY LACK KNOWLEDGE, BUILD THEM UP, ENCOURAGE THEM, AND LET THEM KNOW YOU VALUE THEM...THEY WILL BEND OVER BACKWARDS AND EXCELL UNDER THIS KIND OF ENVIRONMENT

THE PLAYERS

BELIEVE IN THE PLAYERS.

THEY TRAIN.
THEY LIFT WEIGHTS.
THEY RUN SPRINTS.
THEY SACRIFICE.
THEY FIGHT.

WHY?

BECAUSE IT IS FUN.
BECAUSE OF THE FRIENDSHIP.
BECAUSE OF THE TEAM.
BECAUSE OF THE GLORY.
BECAUSE OF A DREAM.

BELIEVE THAT THEY CAN DO IT.

CLOSING THOUGHTS

THE DREAM...
IT IS BIGGER THAN YOU OR ME...THE DREAM OF BEING A CHAMPION. THAT’S OUR DREAM TOO, ISN’T IT?

LET US PRESS FORWARD, DO THE BEST WE CAN DO, BE CHAMPIONS ON THE GRIDIRON, CHAMPIONS IN OUR RELATIONSHIPS, AND CHAMPIONS IN LIFE.
FORMATION SHIFTING

TRADE
MOVE OUR TIGHT END FROM ONE SIDE TO THE OTHER BEFORE THE PLAY NOT MOTION…IT IS A SHIFT

• EXAMPLE: “TRADE TO I RIGHT”
  START IN I LEFT, Y RISES UP JOGS ACROSS FORMATION AND SETS UP IN I RIGHT
  THIS WORKS WELL FOR DEFENSIVE LINES THAT HAVE A STRONG AND QUICK SIDE
  THAT FLIP TO STRENGTH…MAKE SURE X AND Y ARE ON OR OFF THE LINE, DEPENDING
  ON WHERE Y SETTLES!

SHIFT
START IN VIRTUALLY ANY BASE OR CRAZY FORMATION YOU WANT (OR THEY WANT)
AND END UP IN THE CALLED FORMATION.

• EXAMPLE: “SHIFT TO TRIPS LEFT”
  ALL BACKS AND TIGHT ENDS CAN LINE UP STACKED, WISHBONE, EMPTY…SO
  LONG AS THEY LINE UP IN THE CALLED FORMATION WHEN THE QUARTERBACK
  YELLS “SHIFT!”

FLIP
FLIP MOVES THE X OR Z TO THE SAME SIDE AS THE TIGHT END. THIS UNBALANCED
FORMATION MAKES THE TIGHT END INELIGIBLE AS A RECEIVER.

• EXAMPLE: “I RIGHT FLIP”
  THE X MOVES OVER INTO TWINS ON Z SIDE

OVER
MOVES THE TACKLE OVER TO THE OTHER SIDE OF THE FORMATION

• EXAMPLE: “I RIGHT OVER”
  TIGHT END GOES TO I RIGHT NEXT TO RIGHT GUARD…RIGHT TACKLE MOVES
  “OVER” TO THE LEFT

IN BALANCED FORMATIONS…ALWAYS GAME PLAN WHERE THE TACKLE WILL SHIFT
TO…WIDE OR SHORT SIDE OF FIELD.

SUPER
SUPER IS A HEAVY FORMATION
THE WEAK GUARD AND WEAK TACKLE WILL SUPER SHIFT TO THE STRENGTH CALL.

• EXAMPLE: “SUPER I RIGHT”
  FROM LEFT TO RIGHT THE FORMATION WOULD APPEAR AS follows: X TO
  CENTER TO GUARD, GUARD, TACKLE, TACKLE, TIGHT END AND SPLIT Z
FREEDOM

LIBERTY IN AN OFFENSE

WE GIVE THE ATHLETES FREEDOM WITHIN THE SYSTEM. RECEIVERS WITH EXPERIENCE WILL ROTATE AROUND WITHIN A FORMATION...SOMETIMES THEY DO THIS TO GET THEMSELVES INVOLVED IN THE PLAY BY CRACK BLOCKING, STALK BLOCKING, OR BEING THE PRIMARY TARGET ON A PLAY OR SCREEN. ONE TIME OUR S BACK MIGHT BE RECEIVER NUMBER 3 IN TRIPS AND THE NEXT PLAY RECEIVER NUMBER 2 IN TRIPS...OUR PHILOSOPHY IS THAT AS LONG AS THE ROUTES ARE RUN AND ASSIGNMENTS CARRIED OUT WE DON’T MIND IF THEY MOVE WITHIN THE OFFENSIVE ALIGNMENTS. WITH THIS BEING STATED, THEY UNDERSTAND THAT THEY ARE A UNIT, AND IT IS BETTER FOR CATCHES TO BE DISTRIBUTED BETWEEN THEM ALL RATHER THAN PASSES BE THROWN TO ONE OR TWO RECEIVERS.

WE STRESS THE IMPORTANCE OF NOT BEING PREDICTABLE BY ALIGNMENT AND FORMATION. THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SPEED...THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SIZE...AND THEN THERE ARE MOMENTS IN A GAME, WHEN IT IS CRUNCH TIME, A CERTAIN ROUTE NEEDS TO BE RUN BY OUR PLAYMAKERS. SOMETIMES AS COACHES, WE WILL REQUEST EITHER A PERSONELL CHANGE, OR SOMETIMES THE PLAYERS JUST KNOW...THE LIGHTS ARE ON AND IT IS TIME TO SHINE. THEY HAVE BEEN COACHED...IT IS TIME TO TRUST THEM.

FREEDOM IN TERMINOLOGY

THE PLAYBOOK HANDBOOK IS A GUIDE. IT IS IMPORTANT, TO ELIMINATE AS MUCH TERMINOLOGY AS POSSIBLE ON PLAY CALLING. THIS IS WHY SHORT FORMATION CALLS AND PLAY TAGGING ARE IMPORTANT. SOME PLAYS WILL HAVE THE F, S, Y, X, OR Z INTERCHANGING WITH ONE ANOTHER ON CERTAIN PLAYS. THERE ARE TIMES WHEN A FORMATION CALL MAYBE SHORTENED. FOR EXAMPLE, DOUBLES GUN WILL BE CALLED DOUBLES. WE HAVE ALREADY GAME PLANNED THAT WE WILL BE IN THE GUN UNLESS TOLD OTHERWISE. SOME OFFENSES ALWAYS USE TWO TIGHT ENDS, THEREFORE THE FORMATION LABEL “TIGHT” WOULD NOT BE NECESSARY. ALLOW FOR FREEDOM IN YOUR “RULES”.

KEEP IT SIMPLE
I RIGHT TWINS

I LEFT TWINS

I RIGHT FLEX

I LEFT FLEX
TRIPS RIGHT

TRIPS LEFT

TRIPS RIGHT TIGHT

TRIPS LEFT TIGHT
DOUBLES

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

DOUBLES OVER

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

SWITCH - SWITCHES POSITIONS BETWEEN A AND Y

RIGHT SPREAD

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

SPREAD - ISOLATES Y AWAY FROM TRIPS

LEFT SPREAD

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT
BUNCH RIGHT

X

O O O ● O O

Y

Z F

T

BUNCH LEFT

Y ● O O O O

F X

Z

T

I RIGHT OVER

X

RT O O O ● O Y

Z

F

T

OVER - MOVES CALLSIDE TACKLE AWAY FROM THE CALL (Y)

LEFT TWINS OVER

Y ● O O O LT

X

F Z

T
ACE - TWO TIGHT END OFFENSE

TREY RIGHT

TREY LEFT

DOUBLES TIGHT GUN
RIGHT TWINS

LEFT TWINS

I RIGHT

I LEFT
TB MOVEMENT

FB MOVEMENT

Y MOVEMENT

FORMATION OPTIONS

GUN    TURN ANY FORMATION INTO SHOTGUN
STRONG SEND FB STRONG WHICH IS TO Y SIDE CAN APPLY IN ONE BACK
FLEX   FLEX Y OUT INTO SLOT
TWINS SENDS EITHER X OR Z TO OPPOSITE SIDE OF FILD IN A TWINS SET
WEAK   SEND FB OFF SET TO WEAK SIDE AWAY FROM Y
OVER   SEND OFFENSIVE TACKLE OVER TO THE OTHER SIDE OF THE LINE. CREATES UNBALANCED LINE
RED    SENDS FB INTO THE SLOT ON THE RIGHT
BLUE   SENDS THE FB INTO THE SLOT ON THE LEFT
NEAR   OFF SET THE TB NEAR THE Y
FAR    OFF SET THE TB AWAY FROM Y
TIGHT  BRINGS THE X INTO A TIGHT END POSITION. CALL HIM H
FLIP   BRINGS THE X OR Z TO THE STRENGTH CALL JUST LIKE TWINS. THE Y IS NOT ABLE TO GO OUT ON PASS ROUTES
SUPER  THE GUARD AND TACKLE GO OVER TO THE OTHER SIDE OF THE LINE CREATING A SUPER UNBALANCED LINE
TIGHT FORMATIONS

I LEFT TIGHT

NEAR LEFT TIGHT

FAR LEFT TIGHT

STRONG I LEFT TIGHT

WEAK I LEFT TIGHT

I RIGHT TIGHT

NEAR RIGHT TIGHT

FAR RIGHT TIGHT

STRONG I RIGHT TIGHT

WEAK I RIGHT TIGHT
<table>
<thead>
<tr>
<th>FORMATIONS</th>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td>I LEFT FLEX</td>
<td>I RIGHT FLEX</td>
<td></td>
</tr>
<tr>
<td>NEAR LEFT FLEX</td>
<td>NEAR RIGHT FLEX</td>
<td></td>
</tr>
<tr>
<td>FAR LEFT FLEX</td>
<td>FAR RIGHT FLEX</td>
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<td>STRONG I LEFT FLEX</td>
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<tr>
<td>WEAK I LEFT FLEX</td>
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</tr>
<tr>
<td>ONE BACK</td>
<td>FORMATIONS</td>
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<td></td>
</tr>
<tr>
<td>QUADS LEFT</td>
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<tr>
<td>LEFT</td>
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<tr>
<td>TRIPS LEFT TIGHT</td>
<td>TRIPS RIGHT TIGHT</td>
<td></td>
</tr>
<tr>
<td>ACE</td>
<td>DOUBLES</td>
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</tr>
<tr>
<td>TREY LEFT</td>
<td>TREY RIGHT</td>
<td></td>
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</tbody>
</table>
## RUN AND SHOOT FORMATIONS

<table>
<thead>
<tr>
<th>GATOR (LEFT)</th>
<th>GATOR (RIGHT)</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Diagram" /></td>
<td><img src="image2" alt="Diagram" /></td>
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<table>
<thead>
<tr>
<th>RED LEFT TWINS</th>
<th>BLUE RIGHT TWINS</th>
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<tbody>
<tr>
<td><img src="image3" alt="Diagram" /></td>
<td><img src="image4" alt="Diagram" /></td>
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</table>

<table>
<thead>
<tr>
<th>TRIPS LEFT</th>
<th>TRIPS RIGHT</th>
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</thead>
<tbody>
<tr>
<td><img src="image5" alt="Diagram" /></td>
<td><img src="image6" alt="Diagram" /></td>
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<table>
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<tr>
<th>EMPTY LEFT</th>
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<tbody>
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<table>
<thead>
<tr>
<th>BUNCH LEFT</th>
<th>BUNCH RIGHT</th>
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<tbody>
<tr>
<td><img src="image9" alt="Diagram" /></td>
<td><img src="image10" alt="Diagram" /></td>
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<tr>
<td>GUN FORMATIONS</td>
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<tr>
<td><strong>I LEFT TWINS GUN</strong></td>
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<td><strong>GATOR (LEFT) GUN</strong></td>
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<td><strong>BUNCH RIGHT GUN</strong></td>
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</tbody>
</table>
NASTY FORMATIONS

NASTY I LEFT

NASTY I RIGHT

NASTY NEAR LEFT

NASTY NEAR RIGHT

NASTY FAR LEFT

NASTY FAR RIGHT

NASTY STRONG I LEFT

NASTY STRONG I RIGHT

NASTY WEAK I LEFT

NASTY WEAK I RIGHT
<table>
<thead>
<tr>
<th>WING FORMATIONS</th>
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<td><strong>I RIGHT WING</strong></td>
<td><img src="#" alt="Diagram" /></td>
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<td><strong>NEAR LEFT WING</strong></td>
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<td><strong>NEAR RIGHT WING</strong></td>
<td><img src="#" alt="Diagram" /></td>
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<td><strong>FAR RIGHT WING</strong></td>
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<td><img src="#" alt="Diagram" /></td>
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<td><strong>STRONG I RIGHT WING</strong></td>
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<td><strong>WEAK I LEFT WING</strong></td>
<td><img src="#" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>WEAK I RIGHT WING</strong></td>
<td><img src="#" alt="Diagram" /></td>
</tr>
<tr>
<td>UNBALANCED</td>
<td>FORMATIONS</td>
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<tr>
<td><strong>RIGHT OVER</strong></td>
<td><strong>RED RIGHT GUN</strong></td>
</tr>
<tr>
<td><img src="image1" alt="Diagram" /></td>
<td><img src="image2" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>I RIGHT FLIP</strong></td>
<td><strong>I LEFT TWINS OVER</strong></td>
</tr>
<tr>
<td><img src="image3" alt="Diagram" /></td>
<td><img src="image4" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>TRIPS LEFT TIGHT</strong></td>
<td><strong>TRIPS RIGHT TIGHT OVER</strong></td>
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<tr>
<td><img src="image5" alt="Diagram" /></td>
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</tr>
<tr>
<td><strong>ACE (LEFT) OVER</strong></td>
<td><strong>SUPER I RIGHT</strong></td>
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<tr>
<td><img src="image7" alt="Diagram" /></td>
<td><img src="image8" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>SUPER I RIGHT FLIP</strong></td>
<td><strong>TREY LEFT OVER GUN</strong></td>
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<tr>
<td><img src="image9" alt="Diagram" /></td>
<td><img src="image10" alt="Diagram" /></td>
</tr>
</tbody>
</table>
SERIES  100  200,300  400,500  600,700  800,900

Y    ROUTE         ROUTE         ROUTE         ROUTE         MAX PROTECT
F    ROUTE         BLOCK PSLB UNLESS ROUTE CALLED
TB   ROUTE         BLOCK WSLB UNLESS ROUTE CALLED
PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG. UNCOVERED, SLIDE STRONG, KEEP AN EYE ON MLB OR WSLB
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT

600,700 IS USED IN MAJORITY OF PLAYACTION PASSES
QB IS RESPONSIBLE FOR PSLB

100,200,300,400,500,600,700,800 SERIES
NO BACKS BLOCKING
IN ONE BACK, TAKE PSLB
USUALLY TB IS ON A ROUTE
AUTOMATIC Y MAX, WITH TB ROUTE
<p>| | | |</p>
<table>
<thead>
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<td><strong>0</strong></td>
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<td><strong>SQUARE IN</strong></td>
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<td><strong>7</strong></td>
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<tr>
<td><strong>9</strong></td>
<td><strong>UP OR STREAK</strong></td>
<td></td>
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</tr>
</tbody>
</table>
45 CAKE

www.powerpointplaybook.com
17 COUNTER
16 COUNTER

www.powerpointplaybook.com
14 CAKE
10 TRAP

www.powerpointplaybook.com
11 TRAP
41 TRAP
40 TRAP
39 SWEEP

www.powerpointplaybook.com
38 SWEEP
60 FLOOD

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BOOT @ 9
BOOT @ 8
700 S UNDER
600 Z UNDER S CORNER
600 Y UNDER
509 X CURL

Diagram showing football field with players positioned at X, S, T, E, T, T, E, Z, B, FS, SS, C, and QB, with arrows indicating movement and play directions.
409 Z Curl
404
300
60 CRACK & GO
70 CRACK & GO
700 Z MESH
600 X FLASH
600 SPOT
600 S MESH

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600 S FLASH

Diagram with various players labeled with letters and numbers indicating movements and plays.
600 BOUNCE
500 SMASH
400 CROSS
100 SLAM T SEAM

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TRIPS

400 CHOICE

[Diagram of football play with players labeled X, S, Y, E, T, T, B, C, SS, FS, QB, and Z.]

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400 COMEBACK

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90 CLIMB

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TRIPS

400 HBO "488" CALL

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GATOR

700 SPOT

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GATOR

700 CROSS

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QUADS

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QUADS

80 SLAM

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309 Y DRAG

QUADS

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301 T DRAG

QB

X  S  Y  T  E  T  T  E

C  B  B  1  B

FS  SS

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QUADS

209 Y OUT

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QUADS

200 Y DRAG

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QUADS

200 T DRAG

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100 JUMP & GO

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300 BUBBLE DRAW

THROW BUBBLE OR PUMP FAKE BUBBLE SCREEN AND HAND-OFF ON DRAW

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300 BUBBLE
THROW BUBBLE OR PUMP FAKE BUBBLE SCREEN AND HAND-OFF ON DRAW
200 BUBBLE

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300 HITCH
400 SMOKE SCREEN

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500 QB DRAW

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400 QB DRAW

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Please Check or Circle The Playbook Contest You wish to enter:

- Top 10 Football Plays: Effective Pass Plays
- Top 10 Football Plays: Run Plays That Work
- Top 10 Football Plays: Inside the 10 Going In
- Top 10 Football Plays: Great Play Action Passes
- Top 10 Football Plays: Trick Plays
- Top 10 Football Plays: 2nd Down & Long Plays
- Top 10 Football Plays: Kickoff & Kickoff Return
- Top 10 Football Plays: Defensive Stunts
- Youth Football: Top 10 Run Plays
- Youth Football: Top 10 Goal Line Plays
- Youth Football: Kickoff & Kickoff Return
- Youth Football: Punt & Punt Block/R
- Youth Football: Top 10 Defensive St
- Other __________________________

Submitted By __________________________
School/Team __________________________
State ________________________________
This Play Worked For Us When ____________

Name: __________________________
Mailing Address: __________________________
State, Zip Code: __________________________

I, __________________________, give www.powerpointplaybook.com and Dova Designs exclusive rights to the play(s) submitted. I understand that powerpointplaybook.com and Dova Designs has the right to post, publish, edit, reproduce, and/or sell submitted work individually or as a compilation.

compensation and reward is a CD Playbook on which my winning play is published.

Printed Name: __________________________
Signature: __________________________
Date: __________________________
Football Playbooks

The Multiple I Formation Offense
The Run & Shoot Offense
The Zone Offense
The Empty No Back Offense
The Spread Shotgun Offense
The Wishbone Offense
The Over Unbalanced Offense
The Fly, Pop & Orbit Offense
The Y Stack Offense
The Goal Line Offense
The Wing T Offense
The Pirate Offense
The Spread Option Offense

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Football

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Trips Left
400 Choice
Cover 1.3

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Championship Coaching Resources