

# UTAH FOOTBALL

2004



**DO YOUR JOB**





## Sunday

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 7am Staff  7pm Champion Banquet	4 7am Staff  Players Off following AM workouts	5 7am Staff  Players Off	6 7am Staff  Players Off Coaches Off-pm	7   Coaches Off
8  PLAYERS REPORT FOR CAMP	9  300 Yd Shuttle Practice #1 Shorts	10  Practice #2 Shorts	11  Practice #3 Ute Gear	12  Practice #4 Ute Gear Utah Experience	13  Practice #5	14  2 Practices
15  5-7pm Cookout @ Park	16  2 Practices	17  1 Practice	18  2 Practices	19  1 Practice	20  1 Practice	21  2 Practices Married Players out of dorms
22  Move Day 5:30pm Cookout/Skits	23  2 Practices	24  1 Practice Scrimm (Tex AM)	25  Classes Begin Dress Rehearsal	26  1 Practice	27  Monday Practice	28 11-2pm Fan Fest  Tuesday Practice
29	30  Wednesday Practice	31  Thursday Practice				

## PLAYERS IN SEASON SCHEDULE-2004

Monday:	7-8:15 am	-	Off/Def Film Mtg (previous game)
	4-4:15 pm	-	Team Meeting (Awards, Game Analysis)
	4:15-4:30 pm	-	Kicking Meeting
	4:30-5:00 pm	-	O/D Scouting Report
	5:10-6:10 pm	-	Practice
	6:30-7:30 pm	-	Victory Meal
Tuesday:	1:30-1:45 pm	-	Kicking Meetings
	1:45-2:45 pm	-	O/D Meetings
	2:55 pm	-	Specialists
	3:05 pm	-	Stretch/Condition
	3:20-5:30 pm	-	Practice
	5:45 pm	-	Dinner
Wednesday:	1:30-1:45 pm	-	Kicking Meetings
	1:45-2:45 pm	-	O/D Meetings
	2:55 pm	-	Specialists
	3:05 pm	-	Stretch
	3:20-5:30 pm	-	Practice
	5:45 pm	-	Dinner
Thursday:	1:30-1:45 pm	-	Kicking Meetings
	1:45-3:00 pm	-	O/D Meetings
	3:10 pm	-	Specialists
	3:20 pm	-	Stretch
	3:30-5:00 pm	-	Practice
	5:45 pm	-	Dinner
Friday:	3-3:45 pm	-	Kicking Meetings
	3:45-4:45 pm	-	Off/Def Meetings
	5-5:40 pm	-	Game Field (Walk thru/Sub review)
	6:30 pm	-	Dinner
	7:30 pm	-	Movie
	10:30 pm	-	Bed Check

### In-Season Strength Training Schedule

<b>Sunday</b>	2:00 – 5:00 PM
<b>Monday</b>	
Developmental	6:30 – 7:30 AM
Travel	8:00 AM, 11:00 – 2:00 PM
<b>Tuesday</b>	
Developmental	6:30 – 7:30 AM
<b>Wednesday</b>	
Travel	8:00 AM, 10:00 AM – 1:00 PM
<b>Thursday</b>	
Developmental	6:30 – 7:30 AM
Travel (OL, DL, Big Skill)	12:00–2:00 PM
<b>Friday</b>	
Developmental	6:30 – 7:30 AM

# **UNIVERSITY OF UTAH FOOTBALL**

## **GENERAL, PRINCIPLES, POLICIES, PHILOSOPHIES AND OBJECTIVES**

You should not be a member of this team if you don't have high expectation for yourself. We, too, have very high expectations for you. The tradition that you are being asked to uphold here at the University of Utah is the same tradition that your predecessors have worked so hard to create. How you choose to conduct yourself, both publicly and privately, will reflect on your family, your teammates, your coaches, and the entire university community.

As a student-athlete, you must conduct yourself in accordance with team and university regulations. In this player's manual, we will attempt to introduce you to a number of these regulations. However, this manual is not intended to be all-inclusive in its scope.

1. You are responsible for understanding and complying with all Utah rules and regulations. Ignorance is not an excuse.
2. You are expected to represent the Utah Football Program in a positive manner on campus and in the community. We have worked extremely hard to create a First Class Program that the Students, Faculty and the Salt Lake Community are proud of. Any deviation from this will not be tolerated.
3. You are expected to Graduate from the University of Utah. It is your responsibility to stay on course and to request assistance (tutors, study table, etc...) when necessary. Your Position Coach will take a very pro-active approach to your academic success.
4. You must keep an accurate phone number and address for yourself and your parents on file in the football office. Update the football office as changes occur.

## **Program based on two principles: HONESTY and ACCOUNTABILITY**

**Honesty** – For any organization to function that involves reliance on other members – there has to be an understanding that whatever is said is the truth. There cannot and will not be any keeping of information that can have an effect on the organization and there will absolutely be no untruths said within this organization. Mistakes will be made; however, immediate notification (to the Position or Head Coach) is expected.

**Accountability** – Each member of this organization (Players, Coaches, Support Staff) has a very clear and succinct job description. It is the individual's responsibility to complete this job description to the best of his ability and at the same effort that is expected of all members. Our success will be a direct result of the accountability demonstrated by the individuals in this program.

### **5 C's of Accountability**

1. Character – shares the core values of the team
2. Competent – has the mental/physical ability to get job done
3. Consistent – every play, every day
4. Committed – without question
5. Cohesive – team first mentality

## **UTAH FOOTBALL: THREE FUNDAMENTAL PHILOSOPHIES**

**TRUST** – The single most important ingredient for a football Team to be successful. Players must have a Trust in the Coaches that they:

- a) have the best interest of the student-athlete in mind
- b) will put the players in the best possible position to be successful
- c) have the necessary knowledge and courage to make the RIGHT decisions for the betterment of the TEAM.

Coaches must have Trust in the Players that they:

- a) will be held accountable for their position on the field
- b) will follow all team rules and regulation when Coaches are not present
- c) will give the necessary effort to be Successful
- d) will make decisions with the best interest of the Program in mind.

## **DECISION MAKING**

Each and every decision that you make has a consequence. Organizations and individuals that make decisions without a set of Core Values cannot consistently be successful. Core Values create the foundation that you ultimately stand for.

The Utah Football Program shares the following Core Values.

1. Honesty
2. Treat Women with Respect
3. No Drugs
4. No Stealing

Mistakes are correctable; however, decisions made without regard to the Core Values we share will be dealt with in a very serious manner.

**DISCIPLINE** – is 90% Anticipation

We have a very clear policy in place to deal with Discipline Issues.

- 1<sup>st</sup> Offense – is on you (and your position coach)
- 2<sup>nd</sup> Offense – involves your position group
- 3<sup>rd</sup> Offense – will involve the team or Leadership Committee

Discipline is:

- A) Doing what you are supposed to do
- B) When you are supposed to do it
- C) How you are supposed to do it
- D) and with the Intensity to be successful

**UTAH FOOTBALL: PROGRAM OBJECTIVES** – Win in the classroom and win on the field

### **WINNING**

We have a very clear **OBJECTIVE** that all decisions involving this program are made.  
Win in the Classroom and Win on the Field.

“Do you know that all who run in a race, all indeed run. But only one receives the prize-run the Race to Win!”      Corinthians 9:24

Winning is not complicated, people complicate it.

**PLAN TO WIN** – Time tested and infallible.

1. Play Great Defense
2. Take care of the Football
3. Score in the Red Zone
4. Great Special Teams

**WINNING is Fragile.** It is not, however, by accident.

There is no such thing as luck. Winning is a result of Preparation, Attitude, and Confidence.

**Winning Attitude vs. Losing Attitude**

- **Winning Attitude:** even when you lose you firmly believe you only ran out of time. You expect to Win and you know eventually you will Win!
- **Losing Attitude:** even when you are Winning – you are expecting something bad to happen. There is a lack of Confidence, and Trust in your Teammates and Coaches.

### **AGGRESSIVENESS**

- Every aspect of the Program (Offense, Defense, and Kicking) will take a very aggressive approach to it. This approach is also successful with academics.

### **COMMITMENT**

- 1) Shrink the gap between the most committed players on the team and the least committed.
- 2) Be the most invested team in the country

## **EQUAL OPPORTUNITY**

College Football breaks all barriers. College athletics was one of the First institutions to break religious, cultural and racial barriers that have existed for hundreds of years. Religious preference, color of skin and cultural background will have absolutely no impact on your status on the team. Every player, coach or staff member will have an equal opportunity to succeed.

## **REWARD ACHIEVEMENT**

- Champion Club
- Victory Meals
- Move Off-Campus (Requires Academic Success)
- Study Table requirements (Requires Academic Success)
- Gear – T-shirts, hats, shorts, shoes, etc

“Do not treat all players the same. Treat them the way they deserve to be treated.”

- John Wooden

## **UTAH FOOTBALL: BEHAVIOR AND RESPONSIBILITIES**

### **LOYALTY**

There are plenty of negative forces out there. Stay positive and defend your teammates, coaches, administrators, and your University.

**BEHAVIOR** – Your actions are a reflection of your Family, your Teammates and Our Program. Act Accordingly! Keep the following in mind with regard to actions.

1. Love and Respect the game of Football and what it stands for.
2. Love and Respect your Teammates.
3. Love and Respect your University.

**FUNDAMENTALS** – An average player can become a Great Player with Fundamentals!  
Why Fundamentals DO NOT improve:

1. Player resists being coached
2. Player will not work at the Tempo required to improve
3. Player does not possess the innate athletic ability (often an excuse by player or coach)
4. Not enough repetition
5. Poor Teaching

**PLAYERS RESPONSIBILITY** – Coaching staff expects and demands each player to:

1. Play Hard
2. Be Tough
3. Know what you're doing

### **COACHES RESPONSIBILITY**

1. Always have the player's safety in mind.
2. Be fair. (Treat players how they deserve to be treated)
3. Develop the player's fundamentals
4. Develop and implement a plan to put players in a position to be successful

**COACH/PLAYER RELATIONSHIP** – If done correctly it can be the most rewarding and closest relationship that you can develop, 2<sup>nd</sup> only to your family. Relationships are a result of experiences that you share with an individual or individuals. Just the nature of College Football and all the effort, dedication and sacrifice involved puts you, your teammates and coaches in situations that many fail to ever experience. How you handle adversity and success and the reliance placed on each other to be successful are the determining factors involved in developing relationships. Not many people get the opportunity to develop a relationship that will last a lifetime. Take advantage of it and do it the right way.

### **THE BIG GAME**

As a member of the Utah Football Team you will play in many Big Games. Rivalries that existed for many years and games that will ultimately determine the Champion of the MWC. Keep in mind the following and never lose focus:

- Why is it a Big Game? - Because you/we made it a Big Game
- How did we make it a Big Game? - Because we won and two good teams are playing.
- How did we Win? - We followed the Plan to Win. Great Fundamentals!
- Where did we develop these fundamentals? - Practice and our work ethic.

### **UTAH FOOTBALL: INVESTMENT – This separates us from the rest**

- 1) Coaches are required to implement a pro-active approach to all areas of their players' life (academic, social, family, weight room, spiritual, and mental well-being)
- 2) Every player will put the maximum time and effort to the program
  - a. Excused/Unexcused workouts will be made up. There is zero deviation from this policy.
  - b. "The pit" area is designated for injured players. This will enforce the policy that each player will commit to the same effort and investment whether they practice or are unable to practice.
- 3) "It's not your choice!" – Utah's Football program demands:
  - 1) Great Effort
  - 2) Finish Drills
  - 3) Hustle from drill to drill
  - 4) Run on and off the fieldIt is not your decision as a player or coach to go hard
- 4) Reward achievement. Players, coaches, and staff will not all be treated the same.
  - a. Live life the right way
  - b. Class attendance
  - c. Performance on the fieldThe above will determine your status on the team. You must be invested to be a Utah Football player.

## **UTAH FOOTBALL: THE NECESSITY TO CHANGE**

### **CHANGE**

**"If what you want in the future is different than what you have in the present, then you have to change what you are doing."**

Change involves risk and discomfort. This is why many refuse to make a change. Successful individuals and teams share a common characteristic of being willing to change and being adaptable to the situation.

#### **Expectation Theory (Dr. Staples)**

**Change** – Ultimate Goal is to change your (OUR) performance. There are no shortcuts. WE followed a very distinct methodical process that took months to complete.

1. **Think:** Minds w/ physical bodies. We function as a result of free choice not instinct. Ability to think separates Average from Good... Good from Great... Winner from Loser.
2. **Believe:** accept as true or real—TO TRUST. Powerful Forces buried deep within. Difficult to Change. Focus on challenges as opportunities – rather than what you perceive as problems or setbacks.
3. **Expectation:** Beliefs Create expectations-cannot change one without the other. Expectations have an effect on every decision or action you make. Single most identifiable characteristic of successful people – HIGH EXPECTATIONS.
4. **Attitude:** way one carries ones-self. Mood or Disposition. A State of Mind.
  - Joe Paterno's example of Yankees
  - Attitude is contagious-negative or positive
5. **Behavior:** Core Values
6. **Performance** – easy to measure (especially in College Football)

## **UTAH FOOTBALL: THE PASSION TO WIN**

**CHECKMATE** – at some point during a game the opponent will "Checkmate". It is for this very moment on the field of battle why we work and train with the passion we do!

#### **Practice Philosophy:**

**Why do we train with passion and effort that we do?**

- So that the game is Easy

—Lets Have A Great Training Camp  
Utah Football Coaching Staff

## UTAH PRACTICE RULES

1. No one misses practice or meetings. You are expected to be on time!
2. Everyone must be taped or braced (ankles) for every practice.
3. All injuries must be handled before meetings and after practice with appropriate treatment.
4. Use of profanity is highly discouraged.

## UTAH FOOTBALL PRACTICE TEMPO

I. **Red Line:** Players will run on and off the field at all times. Once the Red Line is crossed – hustle at all times.

II. **Stretch (Conditioning):** Each Coach is responsible to coach stretch/conditioning With the same importance and passion as their individual sessions. There will not be one coach involved and others not. This is not a time to talk to other coaches – spend time with your players.

III. **Teach Tempo vs. Game Tempo:** Players and coaches need to understand the Difference.

Game Tempo: Any competitive drill vs the Off/Def. There would be noticeable difference in intensity by the player as well as the coach.

Teach Tempo: Individual drills and team situations apart. Still a very crisp, sharp intense part of practice, however, not the same as true competition against the Off/Def.

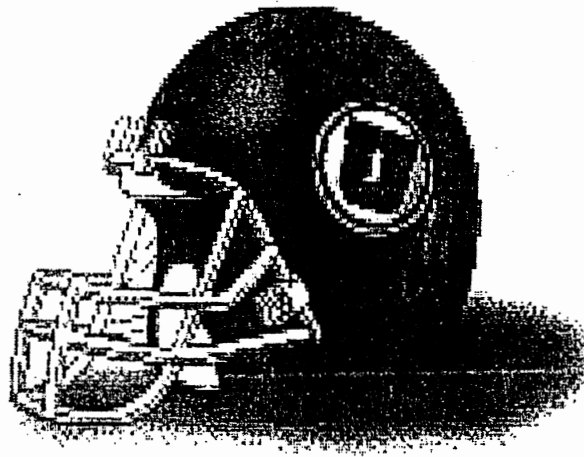
IV. **Practice Tempo's**

A. **7 on 7:** Extremely fast tempo with a lot of repetition. Stress the defense and force them to get aligned. Offensive players run until the whistle and players without the Football work to get in position to make a block (Absolutely no cheap shots on defensive players). Premium placed on effort after the catch and ball security. Hustle back for next huddle. Defensive Players live to make a play on thrown ball. Absolutely no cheap shots on receivers, however, re-direct collision receivers as necessary. Premium placed on pursuit and leverage on the ball.

B. **Team Offense vs. Defense & Inside Drill (Thud):** Live up front and live downfield. No Tackling of the backs/receivers and absolutely no cutting of defensive players. STAY UP. Defensive players front up and lock up backs/receivers.

C. **Scrimmage Situation:** LIVE! Tackle backs/receivers and frontside cuts Allowed (ie., Sprint, option, etc..)

\*\*\*All drills the Quarterback is not to be touched and use caution and intelligence in every situation



# **UTES**

## **2004 OFFENSIVE**

### **EXPECTATIONS**

- 1. Raise Our Expectation Level.**
- 2. Be the Best Blocking team in the nation-Be a physical player every snap.**
- 3. Understand each play in our offense.**
- 4. Beat No Deep.**
- 5. Make explosive plays (+20 yards).**



**UTES**  
**2004 OFFENSIVE SPRING GOALS**



- 1) Win all competitive situations.**
- 2) Gain 4 yards on every run play.**
- 3) NO TURNOVERS!!!**
- 4) Perfect execution of your assignments.**
- 5) Score 66% Touchdowns in RED ZONE.**

## Solo

X

H



E/Y/P

Z

Q T

### Run Game

Far 14/15 Read  
E Motion, Ret. 14/15 Read  
Oscar  
Far P In 25/25 Read Oscar  
H In 14/15 Triple  
Far P In 14/15 Triple  
7/6 Shovel  
6/7 T Shovel  
11 Q Wrap  
In 25/24

### Dropback Pass

360/361 Lite/Ohio, Lite/Lion, (Dart Lite)  
T Motion 50/51H Option  
T Motion 50/51Smash  
Run Pass 14/15 Knife 60/61 All Go  
H Rt/Lt Run Pass 14/15 Knife All Go Cross  
T Swing T Motion 50/51 Chop  
60/61All Stop  
Run Pass 14/15 Knife All Stop  
50/51 Panther

### Play Action / Movement

Lt/Rt Sprint Rt/Lt Sprint Slide

### Screens

River/Lake Crack

## Trio

X



E/Y/P

H

Z

Q T

### Run Game

Far 14/15 Read  
E Motion, Ret. 14/15 Read Oscar  
Far P In 24/25 Read Oscar  
Far P In 14/15 Triple  
Far P In 25/24 Triple  
Far H In 7/6, 6/7 T Shovel  
Far 7/6, 6/7 T Shovel  
8/9 (Check)  
Far 18/19 Truck  
On X In 28/29 Sweep Speed  
17 Q Wrap  
8/9 Speed Rev.  
Far Trio P In 8/9 Speed Rev.

### Dropback Pass

360/361 Spacing/Omah  
Lion, Lite, Score, Fade, Dance  
60/61 Houston X Stop, X Out, X Corner, X Go  
61/60 Bama X Stop, X Out, X Corner, X Go  
61/60 Choice X Stop, X Out, X Corner, X Go  
H Return 60/61 All Go Cross  
Far 61/60 Pivot  
(Far) 50/51 Panther

### Play Action / Movement

Sprint Rt/Lt Sprint Sail

### Screens

Far River/Lake

## Ace

X

H

○ ○ ● ○ ○ Y

Z

Q T

### Run Game

14/15 Read  
16/17 Q Wrap  
Z In 14/15 Fargo

### Dropback Pass

Run Pass 14/15 Knife All Go  
50/51 Panther

### Play Action/Movement

#### Screens

## Trey

X

○ ○ ● ○ ○ Y

H

Z

Q T

### Run Game

14/15 Read  
Far H In 14/15 Triple  
8/9 Zone Speed  
Z In 18/19 Truck  
16/17 Q Wrap  
H In 14/15 Fargo

### Dropback Pass

360/361 Spacing/Omah Lion, Lite, Score, Fade, Dance (Dart Lite)  
60/61 Houston X Stop, X Out, X Corner, X Go  
60/61 All  
Far 50/51 Panther  
Far 350/351 Stick

### Play Action/Movement

#### Screens

## Trio Bunch

X



E/Y/P

H

Z

Q T

### Run Game

14/15 Triple  
7/6 Shovel  
(Far) 18/19 Truck  
(Far) Truck/Read Check

### Dropback Pass

Steeler

### Play Action / Movement

Sprint Rt/Lt Sprint Sail

### Screens

Far River/Lake

## Trips



H

Z

X

T Q

### Run Game

Far 14/15 Read  
16/17 Q Wrap

### Dropback Pass

### Play Action / Movement

### Screens

## Thunder

Z

**E/Y/P**

○ ○ ● ○ ○

## H

**x**

T

**Q**

## Run Game

## Dropback Pass

50/51H Option  
50/51Smash  
50/51 X,Z Follow Pivot  
50/51 Bama X Stop,X Out,X Corner,X Go  
50/51 Z,X Follow  
50/51 Panther  
50/51 E,H All Go Jig

### Play Action / Movement

**Lt/Rt Sprint Rt/Lt Sprint Slide**

## Screens

(Boundary) River/Lake Crack

## Trick

**X**

## H

**E/Y/P**

Z

**T/C**

**Q**

## Run Game

### Dropback Pass

350/351 Spacing/Ohio,Lite, Lite/Lion  
50/51 H Option  
50/51 X,Z Follow Pivot  
50/51 X,Z Follow  
50/51 Chop  
50/51 X Break  
50/51 Chyna

### Play Action / Movement

## Screens

## Trigger

X

C



T

E/Y/P

Z

Q

### Run Game

Tic 14/15 Read  
7/6 Shovel  
6/7 T Shovel  
Tic 8/9 Speed  
Tic 16/17 Q Wrap  
(Tic) 8/9 Speed Rev.  
Far P In 25/24

### Dropback Pass

51/50 X Follow Pivot  
50/51 Houston X Stop,X Out,X Corner,X Go  
50/51 Barna X Stop,X Out,X Corner,X Go  
50/51 Choice X Stop,X Out,X Corner,X Go  
51/50 X,Z Follow  
50/51 Chyna  
50/51 Pivot  
50/51 C,H All Go Jig

### Play Action / Movement

Rip/Liz Sprint Sail

### Screens

River/Lake

## Spread

E/Y/P



X

Z

T

H

Q

### Run Game

### Dropback Pass

### Play Action / Movement

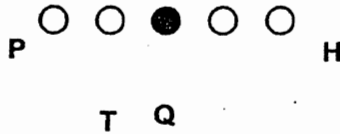
Sprint Slide

### Screens

River/Lake

## Pony

Z



### Run Game

Hic 14/15 Triple  
Far Peak 14/15 Triple  
6/7 Shovel  
Far 6/7 T Shovel  
12/13 Veer Check

### Dropback Pass

### Play Action / Movement

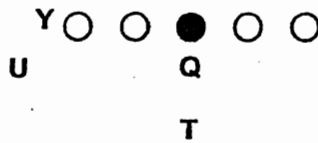
Lt/Rt Sprint Rt/Lt Sprint Slide

### Screens

Rt/Lt River/Lake

## Wing

Z



### Run Game

Rt/Lt U Motion 8/9 Speed  
U Return 16/17 Power  
U Return 14/15 Zombie

### Dropback Pass

### Play Action / Movement

### Screens

## Hip

Z                      Y ○ ○ ● Q ○ ○ U                      X

T

### Run Game

U Return 16/17 Power  
U Rt/Lt 14/15 Zone  
U Return 14/15 Zombie  
Rt/Lt 18/19 Toss

### Dropback Pass

### Play Action / Movement

### Screens

## Hip Slot

Y ○ ○ ● Q ○ ○ U                      Z                      X

T

### Run Game

Rt/Lt 18/19 Toss

### Dropback Pass

### Play Action / Movement

### Screens

## Trade Utah

Z

E/Y/P



H

X

Q T

### Run Game

7 T Shovel

### Dropback Pass

### Play Action / Movement

Rt/Lt Roll Rub

### Screens

### Run Game

### Dropback Pass

### Play Action / Movement

### Screens

Trio

Jack Pass  
 361 Spacing/Omah  
 Lion, Lite, Score, Fade, Dance  
 60/61 Houston X Stop, X Out, X Corner, X Go  
 61/60 Bama X Stop, X Out, X Corner, X Go  
 61/60 Choice X Stop, X Out, X Corner, X Go  
 H Return 60/61 All Go Cross  
 Far 61/60 Pivot  
 (Far) 50/51 Panther  
Play Action / Movement  
 Sprint Rt/Lt Sprint Sail  
Screens  
 Far River/Lake

Run Game  
 Far 14/15 Read  
 E Motion, Ret. 14/15 Read Oscar  
 Far P In 24/25 Read Oscar  
 Far P In 14/15 Triple  
 Far P In 25/24 Triple  
 Far H In 7/6, 6/7 T Shovel  
 Far P In 7/6, 6/7 T Shovel  
 8/9 Speed (Check)  
 E In (Far) 18/19 Truck  
 Far On X In 28/29 Sweep Speed  
 16/17 Q Wrap  
 8/9 Speed Rev.  
 Far Trio P In 8/9 Speed Rev.

Pony

Play Action / Movement  
 Lt/Rt Sprint Rt/Lt Sprint Slide  
Screens  
 Rt/Lt River/Lake

Run Game  
 Hic 14/15 Triple  
 Far Peak 14/15 Triple  
 6/7 Shovel  
 Far 6/7 T Shovel  
 12/13 Veer Check

Trio Bunch

Dropback Pass  
 Steeler  
Play Action / Movement  
 Sprint Rt/Lt Sprint Sail  
Screens  
 Far River/Lake

Run Game  
 14/15 Triple  
 7/6 Shovel  
 (Far) 18/19 Truck  
 (Far) Truck/Read Check

Ace

Dropback Pass  
 Run Pass 14/15 Knife All Go  
 50/51 Panther

Run Game  
 14/15 Read  
 16/17 Q Wrap  
 Z In 14/15 Fargo

Solo

Dropback Pass  
 360/361 Lite/Ohio, Lite/Lion, (Dart Lite)  
 T Motion 50/51H Option  
 T Motion 50/51Smash  
 Run : 14/15 Knife 60/61 All Go  
 H I : Run Pass 14/15 Knife All Go Cross  
 T Motion 50/51 Chop  
 All Stop  
 Pass 14/15 Knife All Stop  
 50/51 Panther  
Play Action / Movement  
 Lt/Rt Sprint Rt/Lt Sprint Slide  
Screens  
 River/Lake Crack

Run Game  
 Far 14/15 Read  
 E Motion, Ret. 14/15 Read  
 Oscar  
 Far P In 25/25 Read Oscar  
 H In 14/15 Triple  
 Far P In 14/15 Triple  
 7/6 Shovel  
 6/7 T Shovel  
 16/17 Q Wrap  
 Far P In 25/24

Trips

Run Game  
 Far 14/15 Read  
 16/17 Q Wrap

Thunder

Dropback Pass  
 50/51H Option  
 50/51Smash  
 50/51 X,Z Follow Pivot  
 50/51 Bama X Stop, X Out, X Corner, X Go  
 50/51 Z, X Follow  
 50/51 Panther  
 50/51 E, H All Go Jig  
Play Action / Movement  
 Lt/Rt Sprint Rt/Lt Sprint Slide  
Screens  
 (Boundary) River/Lake Crack

Trigger

Dropback Pass  
 51/50 X Follow Pivot  
 50/51 Houston X Stop, X Out, X Corner, X Go  
 50/51 Bama X Stop, X Out, X Corner, X Go  
 50/51 Choice X Stop, X Out, X Corner, X Go  
 51/50 X,Z Follow  
 50/51 Chyna  
 50/51 Pivot  
 50/51 C, H All Go Jig  
Play Action / Movement  
 Rip/Liz Sprint Sail  
Screens  
 River/Lake

Run Game  
 Tic 14/15 Read  
 7/6 Shovel  
 6/7 T Shovel  
 Tic 8/9 Speed  
 Tic 16/17 Q Wrap  
 (Tic) 8/9 Speed Rev.  
 Far P In 25/24

Trick

Dropback Pass  
 350/351 Spacing/Ohio, Lite, Lite/Lion  
 50/51 H Option  
 50/51 X,Z Follow Pivot  
 50/51 X,Z Follow  
 50/51 Chop  
 50/51 X Break  
 50/51 Chyna

Spread

Play Action / Movement  
 Sprint Slide  
Screens  
 River/Lake

Hip

Run Game  
 U Return 16/17 Power  
 U Rt/Lt 14/15 Zone  
 U Return 14/15 Zombie  
 Rt/Lt 18/19 Toss

Trey

Dropback Pass  
 60/361 Spacing/Omah  
 Lion, Lite, Score, Fade, Dance (Dart Lite)  
 60/61 : ton X Stop, X Out, X Corner, X Go  
 60/61 : Panther  
 60/351 Stick

Run Game  
 14/15 Read  
 Far H In 14/15 Triple  
 8/9 Zone Speed  
 Z In 18/19 Truck  
 16/17 Q Wrap  
 H In 14/15 Fargo

Hip Slot

Run Game  
 Rt/Lt 18/19 Toss

Trade Utah

Play Action / Movement

Run Game

Wing

Run Game  
 Rt/Lt U Motion 8/9 Speed  
 U Return 16/17 Power

## Utah Offense Install Day 1

### **General**

Huddle

Cadence

### **Formations/Motions**

Solo, Trio, Ace, Trey, Trips

Far

Fly, H Return, H Rt/Lt

### **Run Game**

8/9 Speed

14/15 Read

14/15 Read Bozo

### **Protections**

60/61

360/361

Roger/Larry

### **Routes**

Double Concepts

Spacing

All Go

All Go Cross

All Stop

## Utah Offense Install Day 2

### General

#### Formations/Motions

Thunder, Trick, Trigger  
H In, T In, Tic

#### Run Game

16/17 Wrap  
16/17 Q Wrap  
14/15 Fargo

#### Protections

50/51  
350/351

#### Routes

Stick  
Litening w/ Concept  
H/E Option  
Smash  
Dallas  
Drive  
Follow  
Follow Pivot

#### Screen/Deceptives

8/9 Speed E Reverse Rt/Lt  
14/15 Fargo H/Z Reverse Rt/Lt

## Utah Offense Install Day 3

### General

#### Formations/Motions

Pony, Bunch Trio

Hic, Peek

#### Run Game

14/15 Triple

Truck/Read Check

10/11 Knife

#### Protections

Rip/Liz

#### Routes

Bubble

Drag

Cougar

Bullets

Steeler

#### Screen/Deceptives

Bubble

## Utah Offense Install Day 4

### **General**

Red Zone

### **Formations/Motions**

Hip, Hip Slot, Wing, Wing Slot

U Return, U Rt/Lt

### **Run Game**

14/15 Zombie

16/17 Power NO CHECKS

18/19 Toss

QB Sneak

### **Protections**

70/71

370/371

Roll Rt/Lt

Sprint Rt/Lt

Flash

### **Routes**

Dino

Dino X Corner

Panther

X Break

Sprint Slide

Sprint Hook

### **Screen/Deceptives**

Trade Rt. Utah sprint Rt Rub

Wing Rt Z Rt Roll Rt Y Cross

## Utah Offense Install Day 5

### General

### Formations/Motions

#### Run Game

28/29 Sweep

14/15 Read Option

4/5 Q Zone

#### Protections

15 Waggle Rt

#### Routes

Empty Spacing

Stick w/ Concept

15 Waggle Rt Pig

15 Waggle Rt Over

#### Screen/Deceptives

14/15 Quick Screen

## Utah Offense Install Day 6

### General

### Formations/Motions

### Run Game

6/7 Shovel

### Protections

### Routes

Houston

Ram

All Go Special

All Go Jig

### Screen/Deceptives

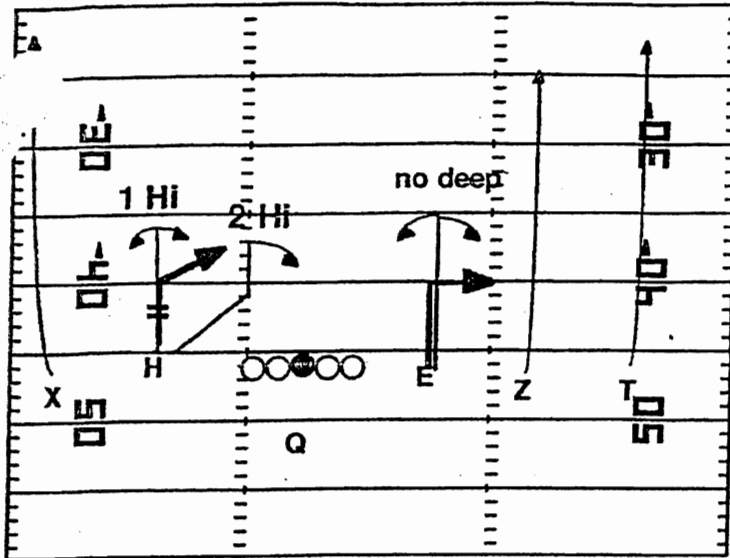
Slip Screen

# Utah Football Spring 2004 Installation

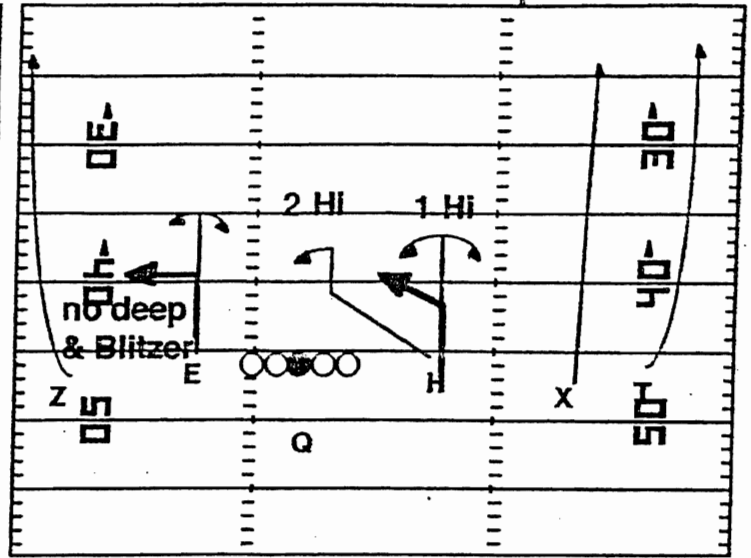
Pers	Form	Align	Motion	Run	Protection	Routes	Decep/Screens	Situation
Eagle Zebra	Ace Trick Trey Thunder Solo Trigger Trio	Far	E/Z/H In E/Z/H Return E/Z/H Rt/Lt Tic	14/15 Read (Opp) 14/15 Read (Same) 14/15 Read Oscar 14/15 Fargo 8/9 Speed 8/9 Zone Speed	60/61 360/361 50/51 350/351	H Option - 11 Smash - 11 Houston - 8 Bama - 9 Choice - 10 China - 5 Pivot - 13	8/9 Speed Reverse	
Pro	Pony Trips		Peek Hic	12/13 Veer 6/7 Shovel 14/15 Triple		Follow 6,7 Follow Pivot 11, 12 Panther 74 All Go 16, 17 All Go Cross 20 All Stop 18		
Tiger	T Wing Wing Wing Slot Hip Hip Slot Trade Utah		U Return U Rt/Lt U Motion	16/17 Power 14/15 Zone 18/19 Toss 8/9 Speed (GL)	Roll Rt/Lt	Power Pass Rub Y Pop		
						Double Concepts 1 (Score)		Goal Line Scrimmage
Cinco	Spread	Bunch		18/19 Truck Truck/Read ✓	Sprint Rt/Lt Rip/Liz	All Go Jig 22 Chop X Break Bunch Choice SPRINT HOOK Sprint Sail 24 Sprint Slide 13		
				16/17 Q Wrap 14/15 Zombie 28/29 Sweep Speed	Run Pass 60/61	River/Lake River/Lake Crack		Red Zone Scrimmage

# Spring Practice #1 - 2004

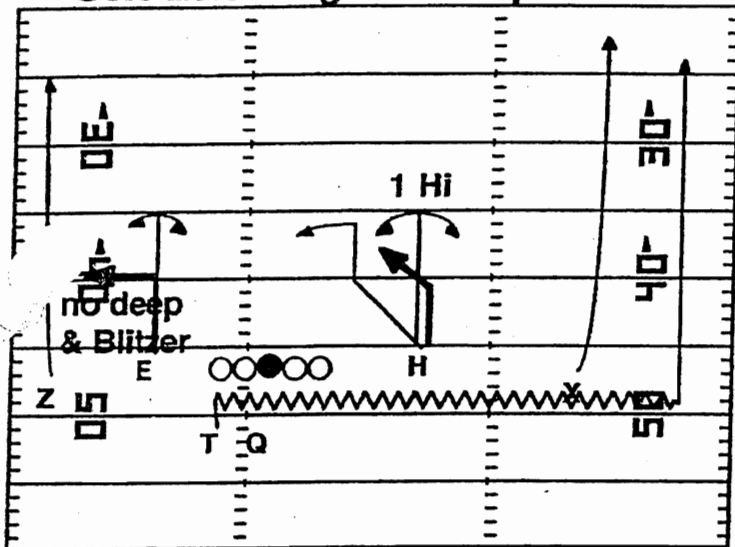
## Trick Right 51 H Option



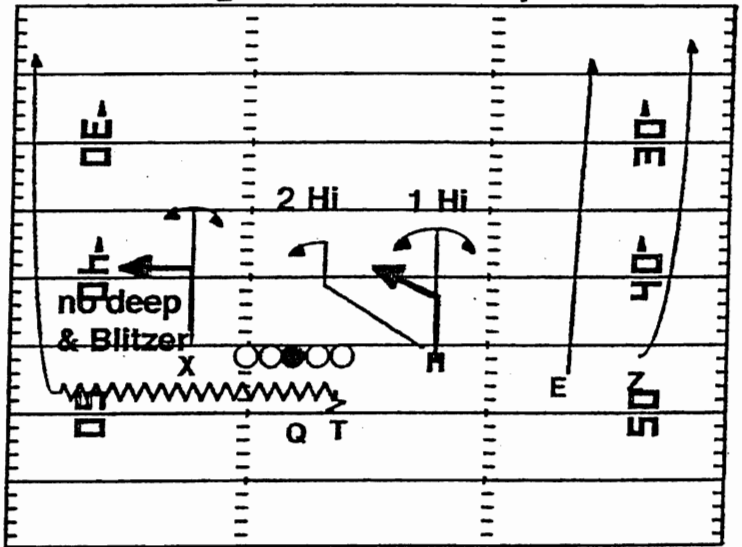
## Thunder Left 50 H Option



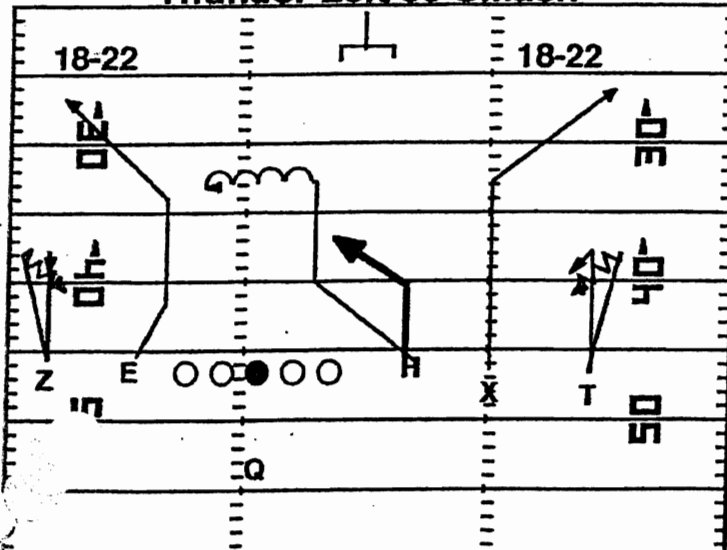
## Solo Left T Right 50 H Option



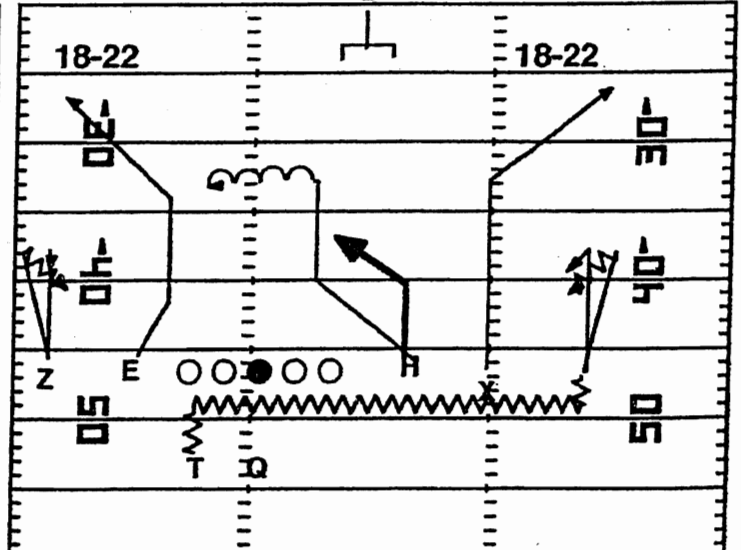
## Trio Right T Left 50 H Option

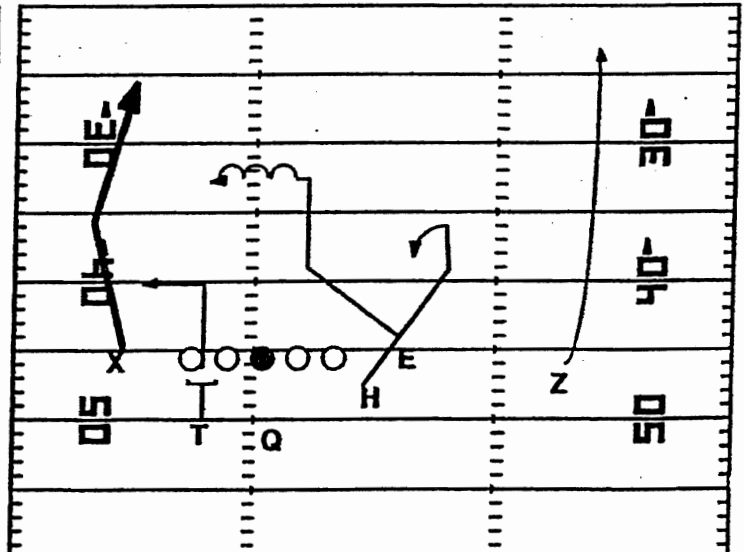


## Thunder Left 50 Smash

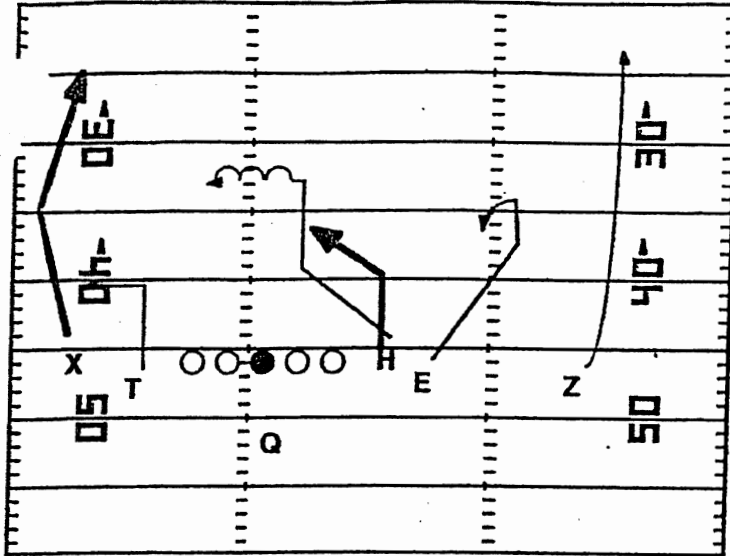


## Solo Left T Right 50 Smash

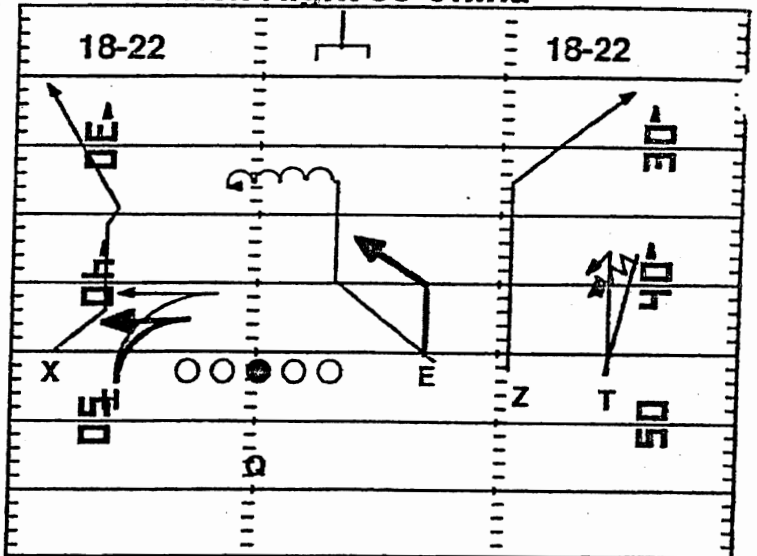




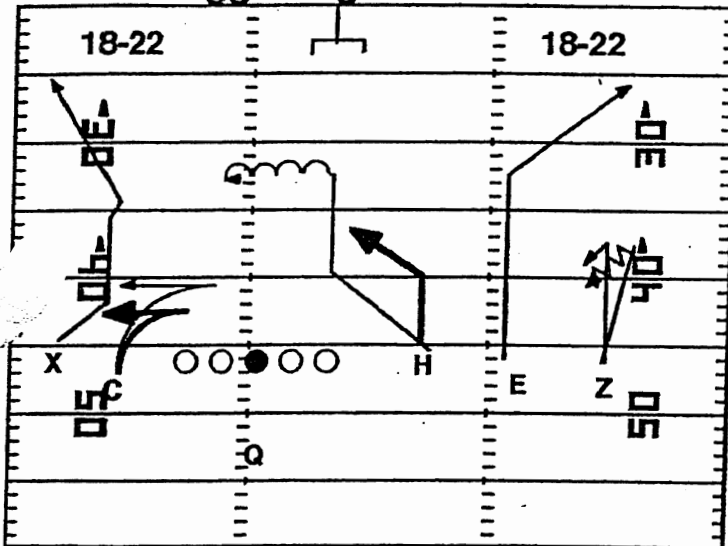
Trigger Right 50 Choice



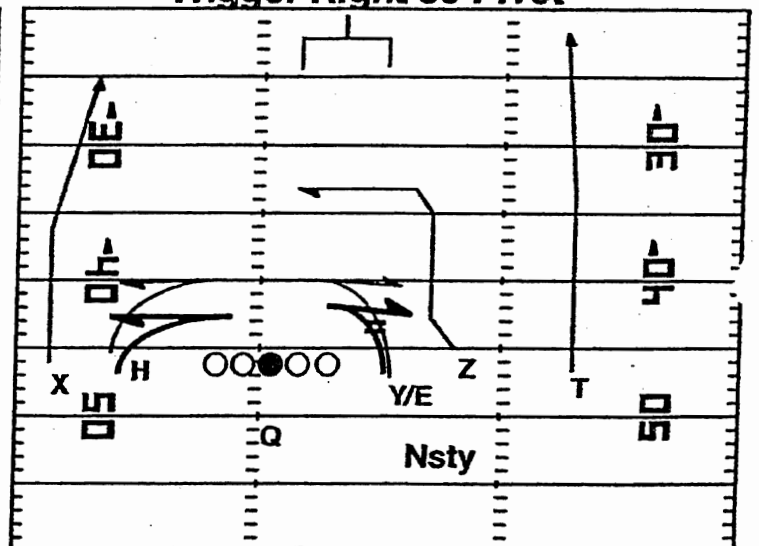
Trick Right 50 China



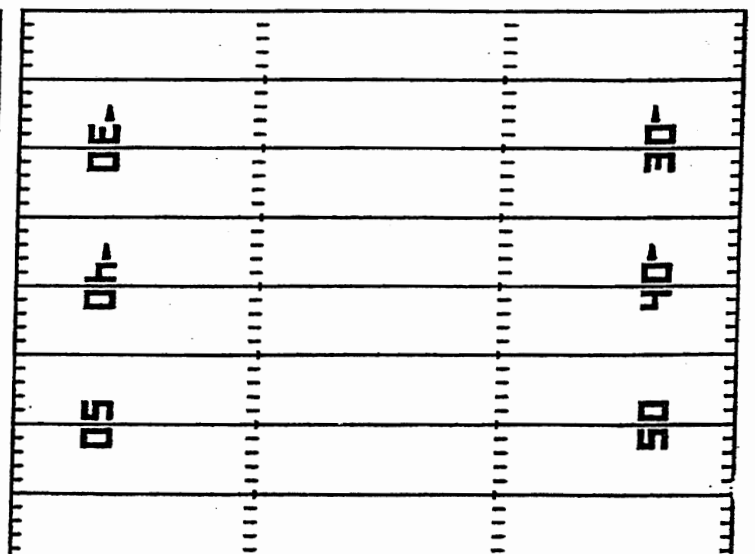
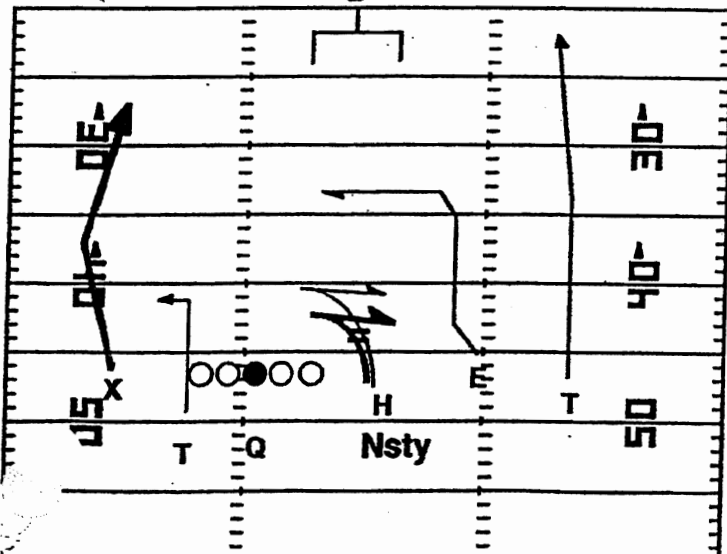
Trigger Right 50 China



Trigger Right 50 Pivot

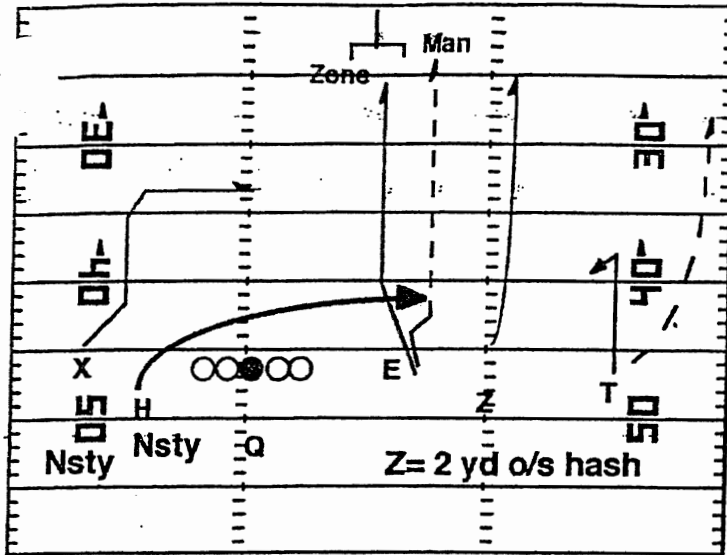


Far Trio Right 61 Pivot

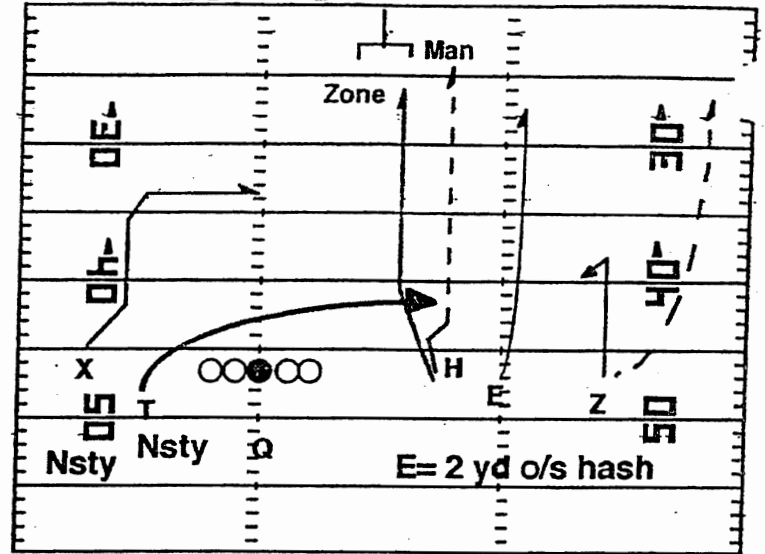


# Spring Practice #2 - 2004

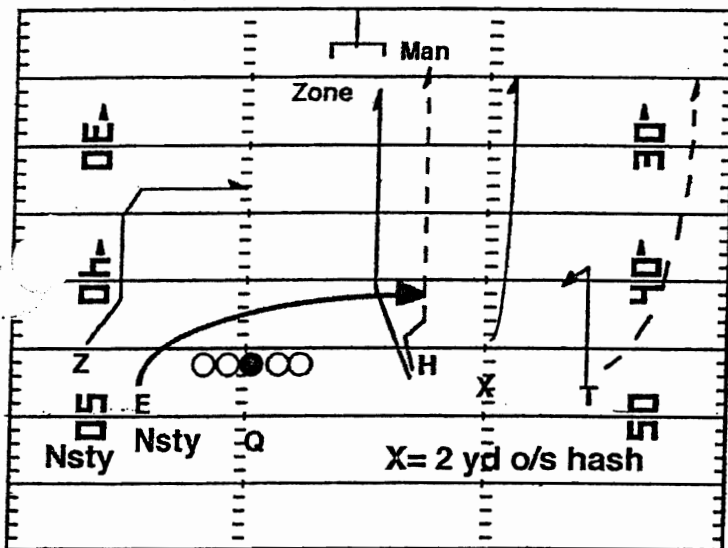
## Trick Right 51 X Follow



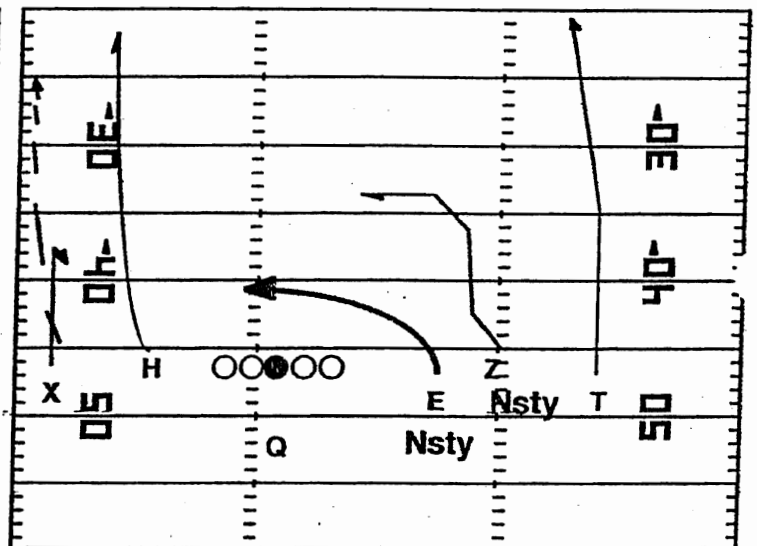
## Trigger Right 51 X Follow



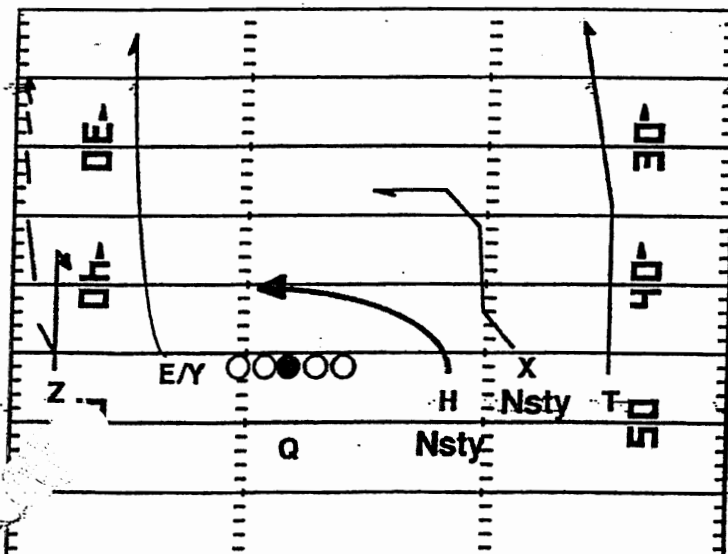
## Thunder Left 51 Z Follow



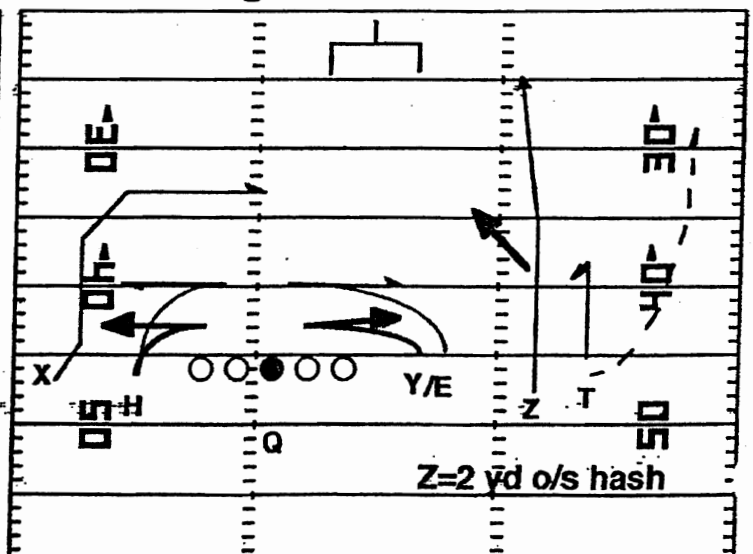
## Trick Right 50 Z Follow



## Thunder Left 50 X Follow

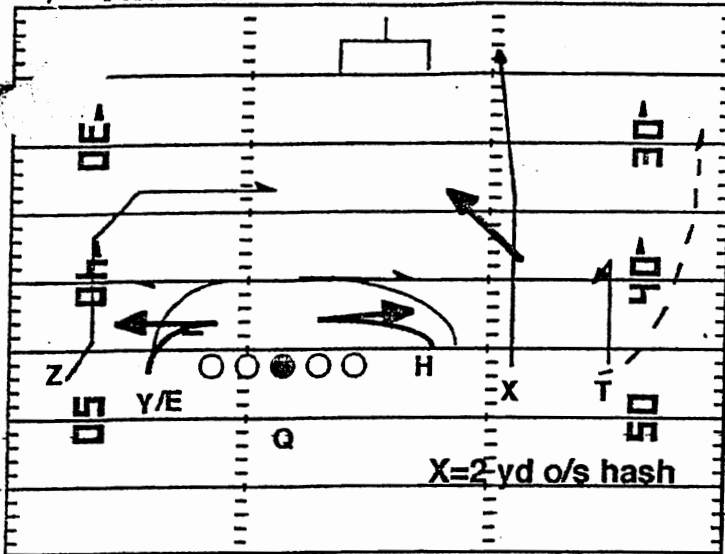


## Trick Right 51 X Follow Pivot

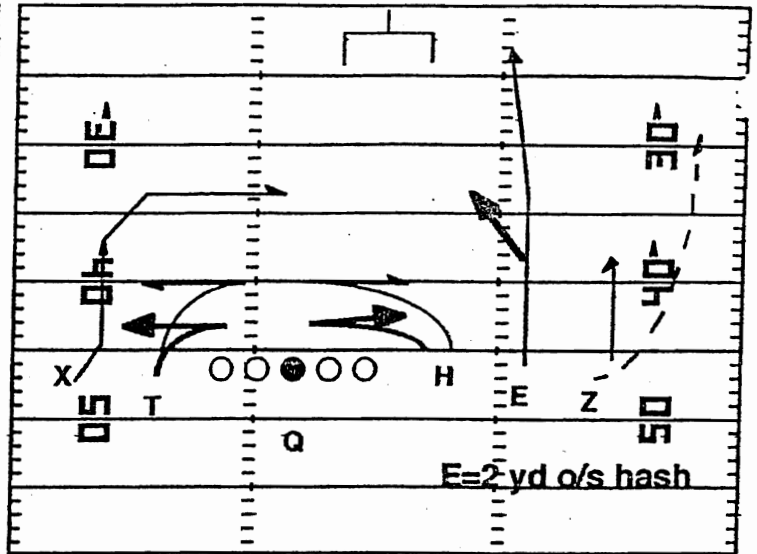


# Spring Practice #2 - 2004

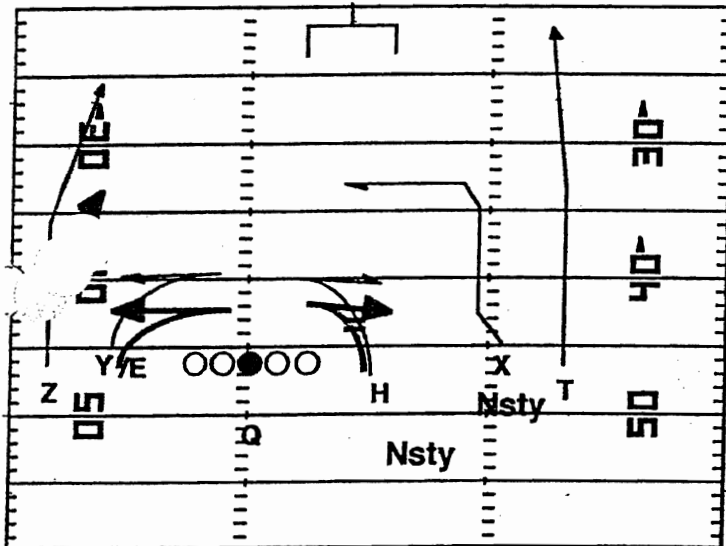
## Thunder Left 51 Z Follow Pivot



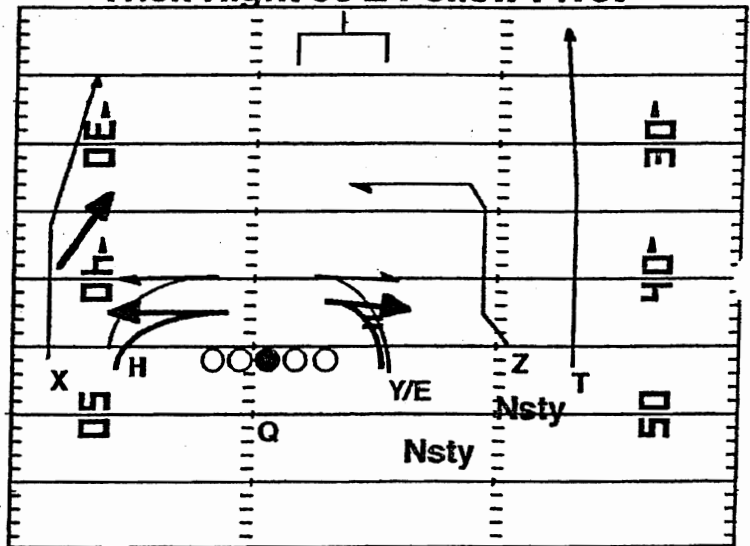
## Trigger Right 51 X Follow Pivot



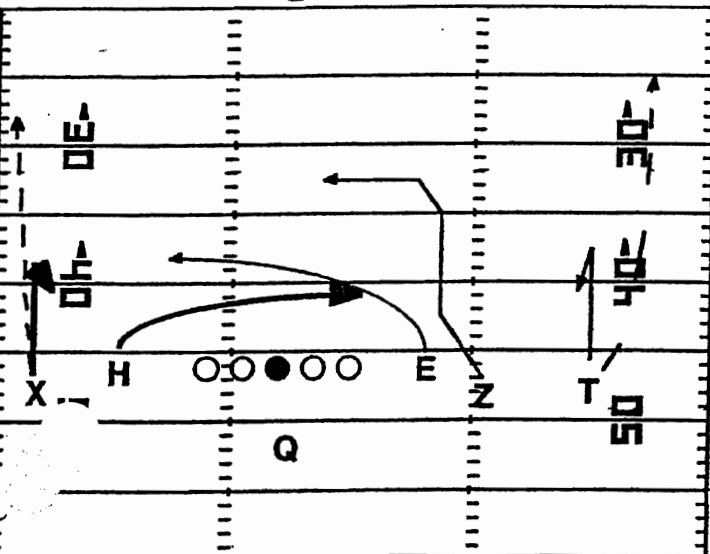
## Thunder Left 50 X Follow Pivot



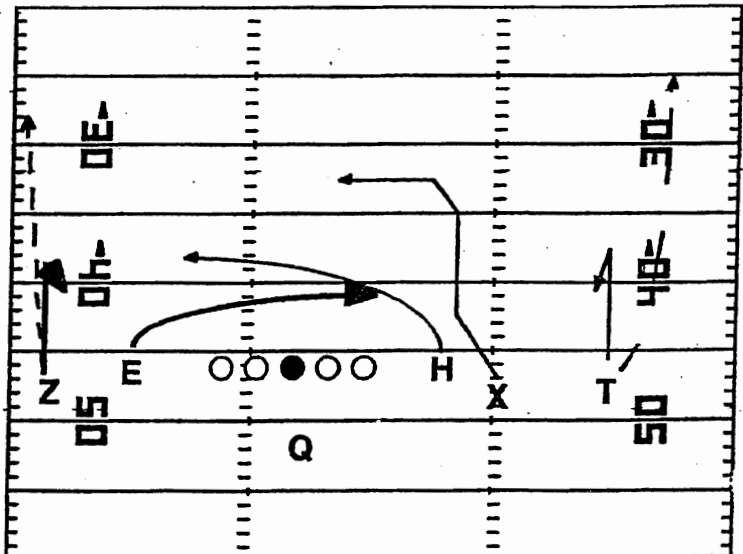
## Trick Right 50 Z Follow Pivot



## Trick Right 50 Panther

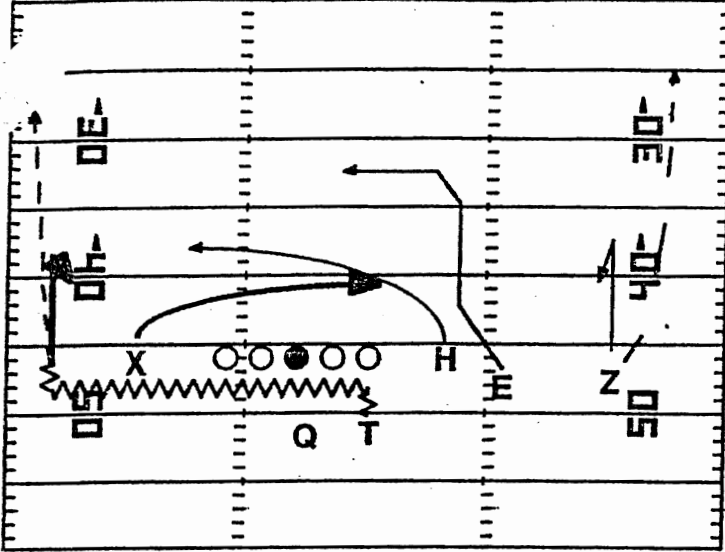


## Thunder Left 50 Panther

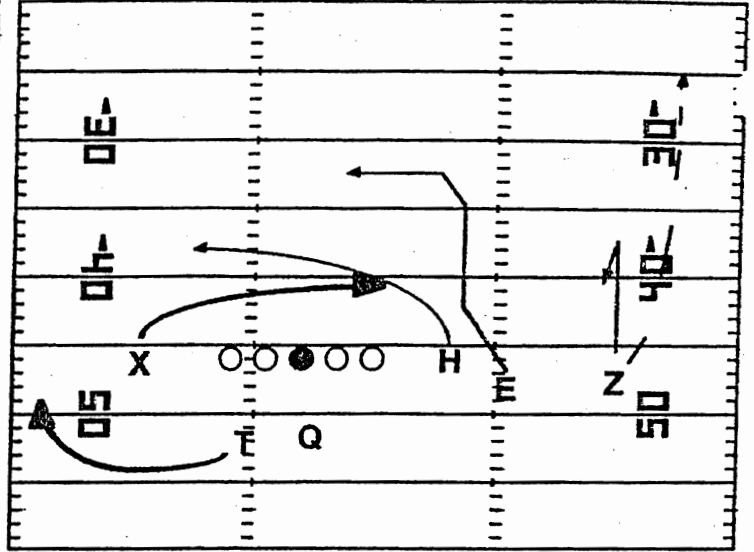


# Spring Practice #2 - 2004

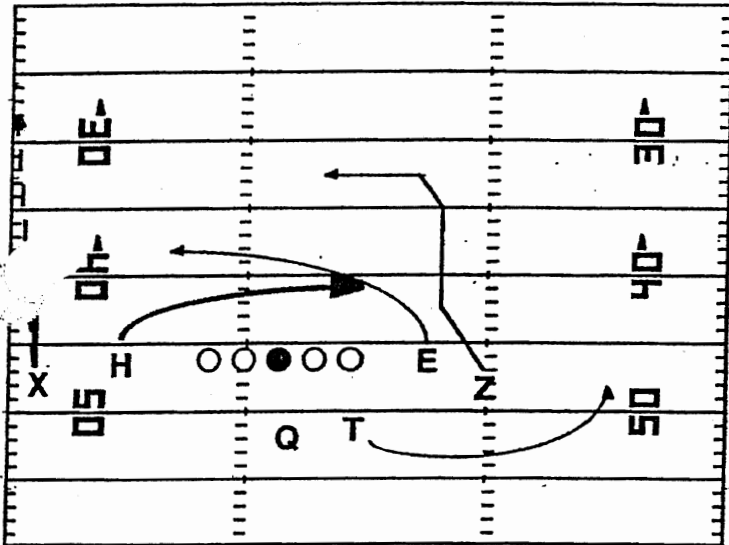
# Trlo Right T Left 50 Panther



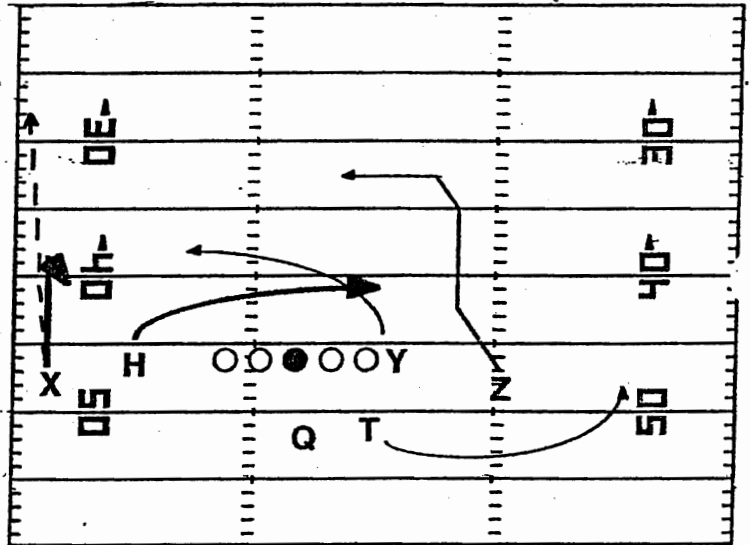
## Far Trio Right 50 Panther



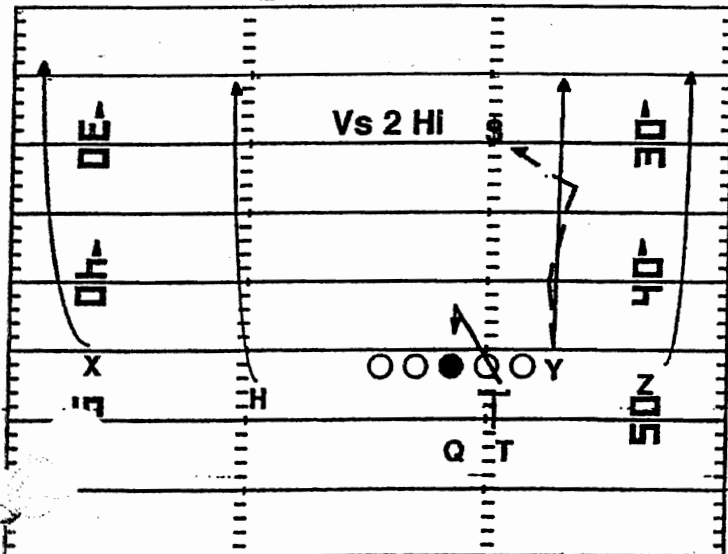
## Solo Right 50 Panther



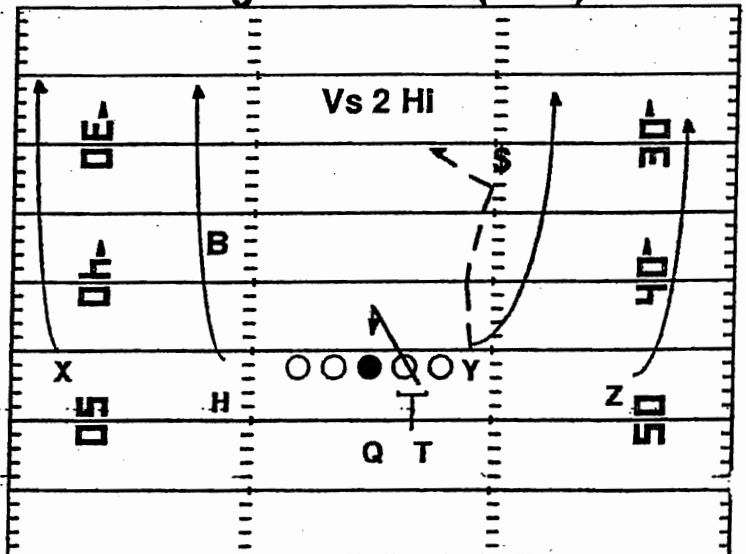
## Ace Right 50 Panther



## Ace Right 60 All (Hash)

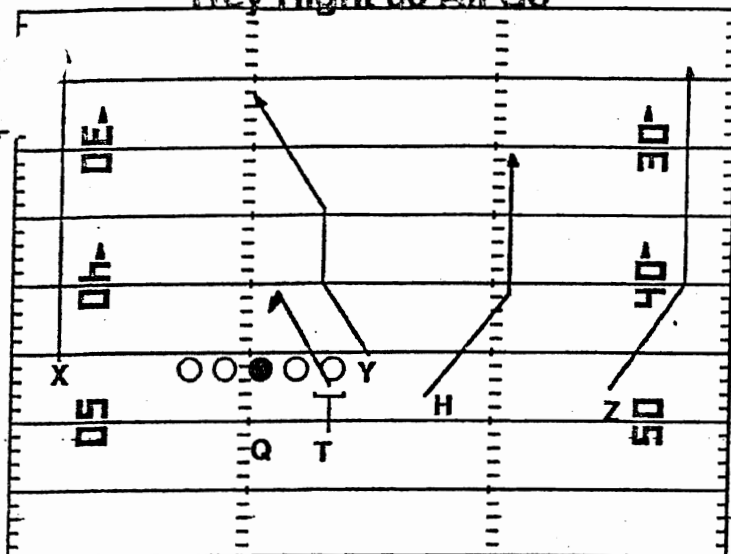


## Ace Right 60 All Go (MOF)

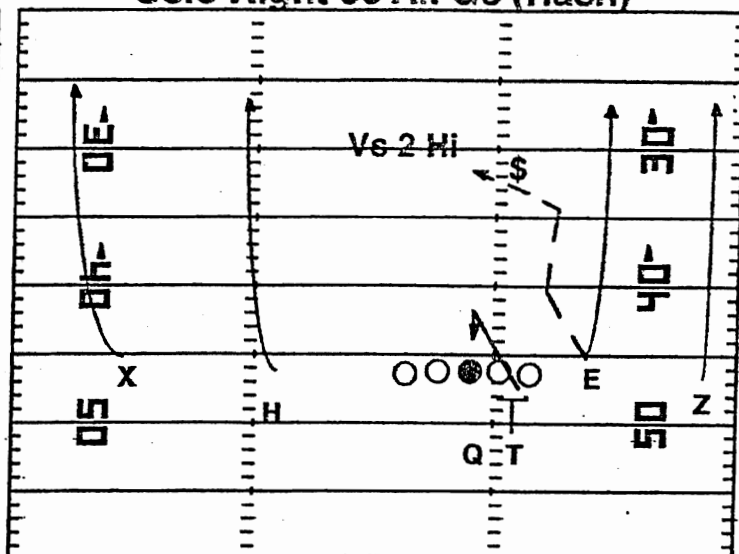


# Spring Practice #2 - 2004

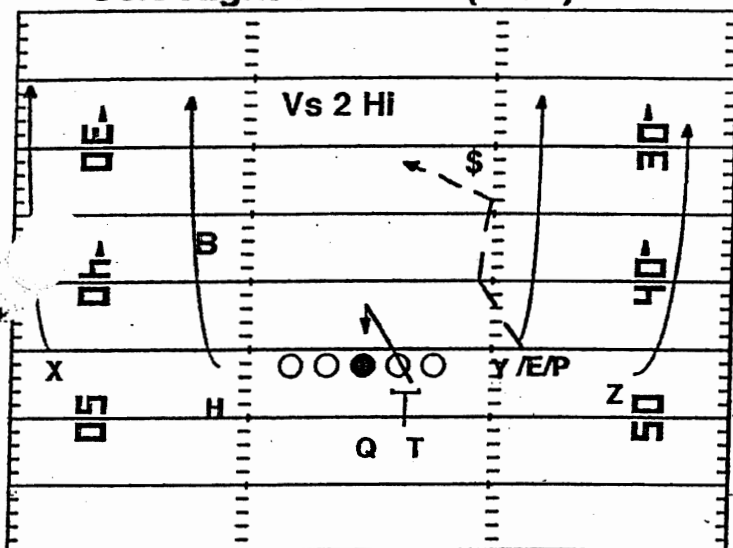
## Trey Right 60 All Go



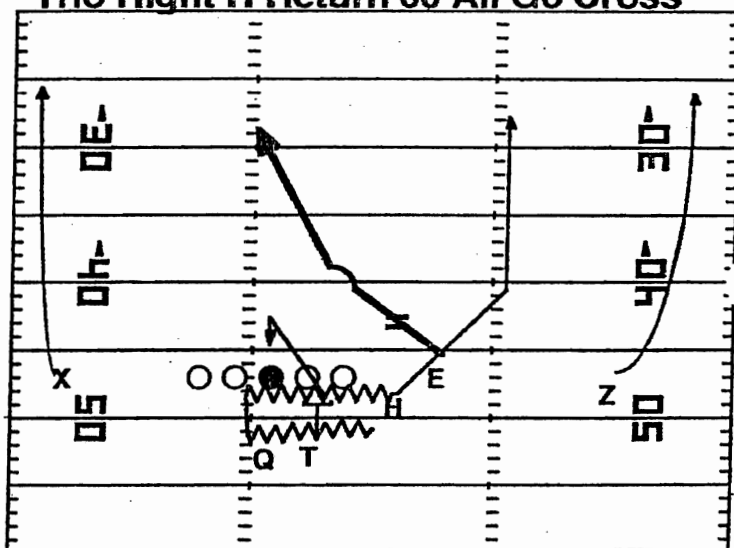
## Solo Right 60 All Go (Hash)



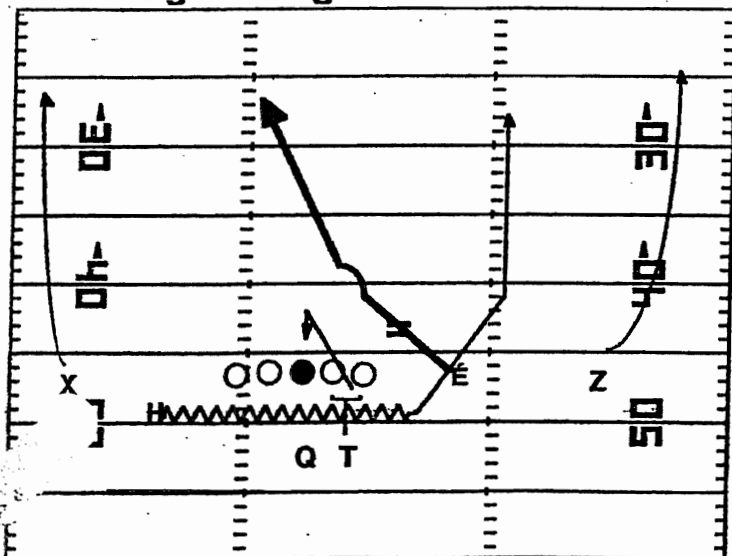
## Solo Right 60 All Go (MOF)



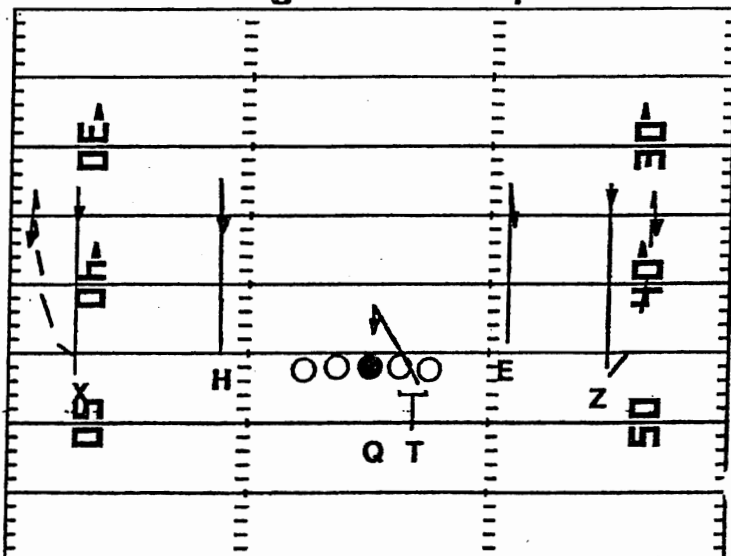
## Trio Right H Return 60 All Go Cross



## Solo Right H Right 60 All Go Cross

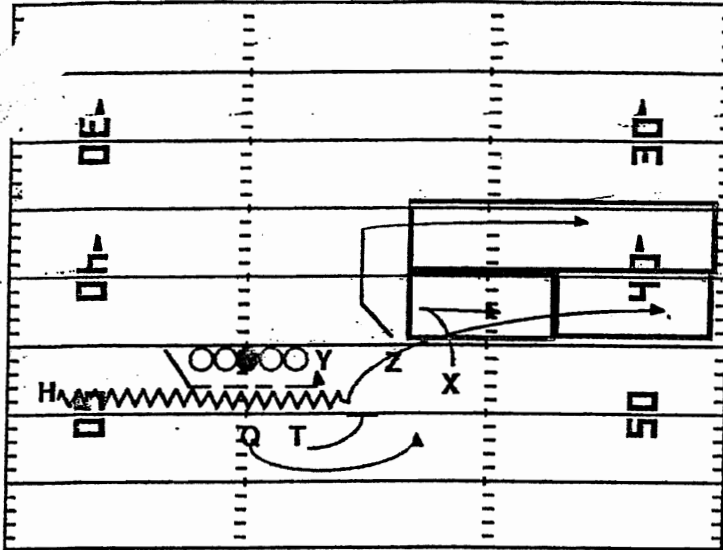


## Solo Right 60 All Stop

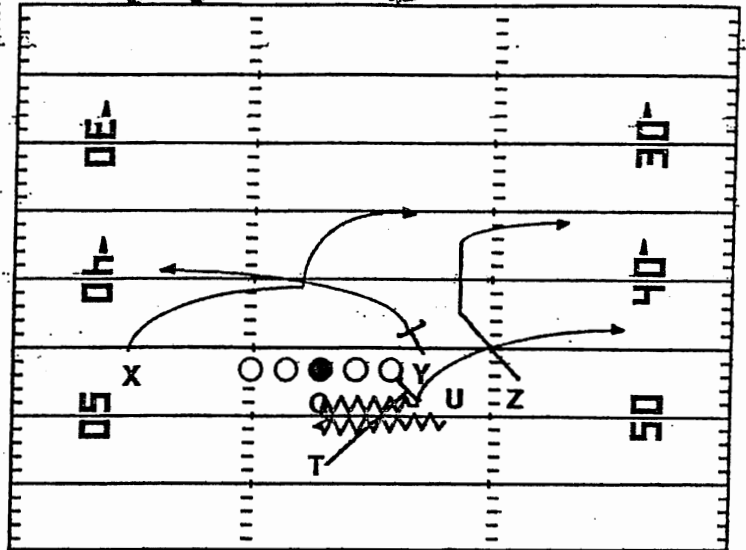


# Spring Practice #3 - 2004

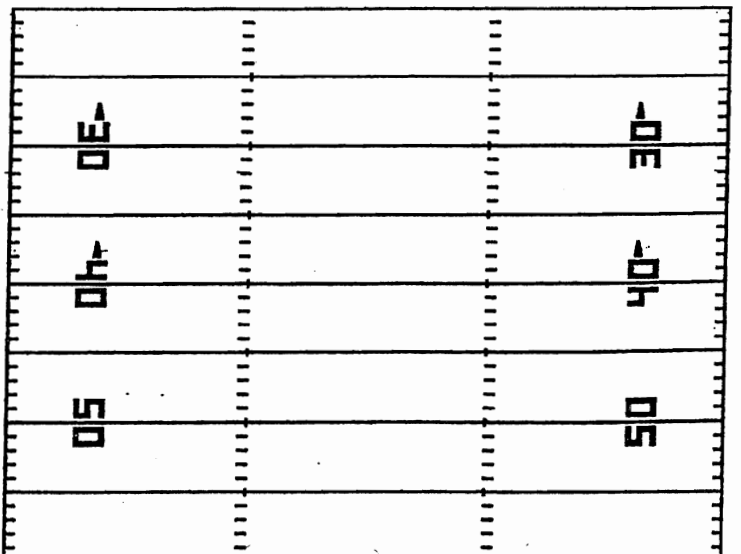
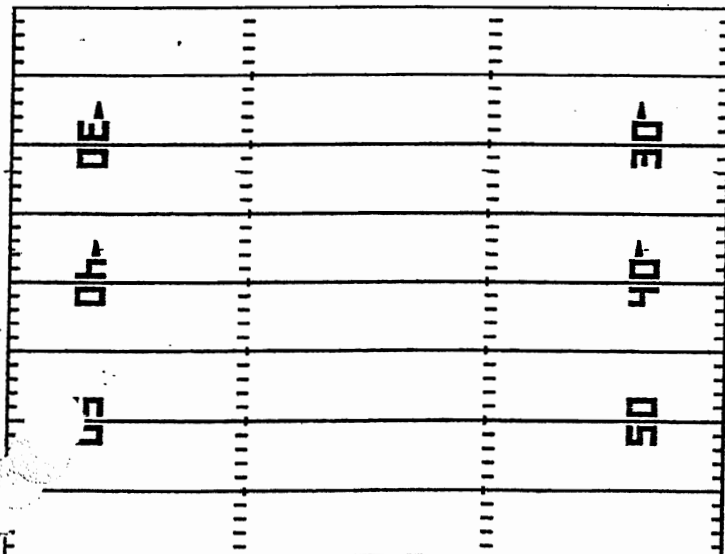
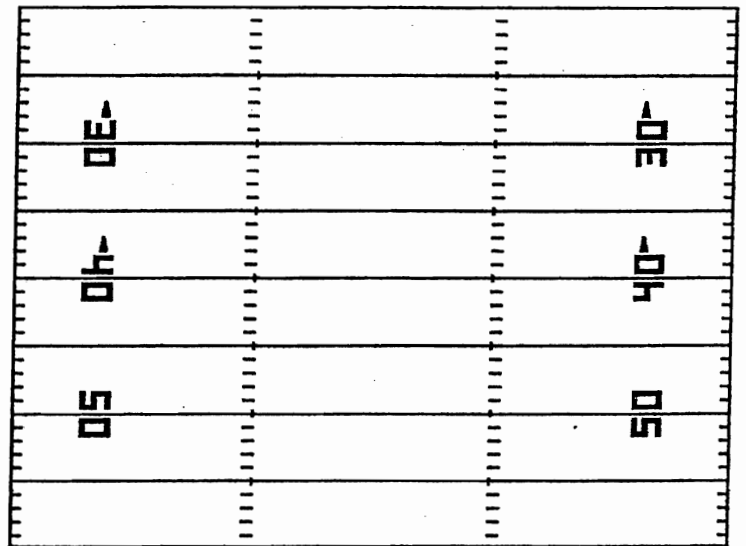
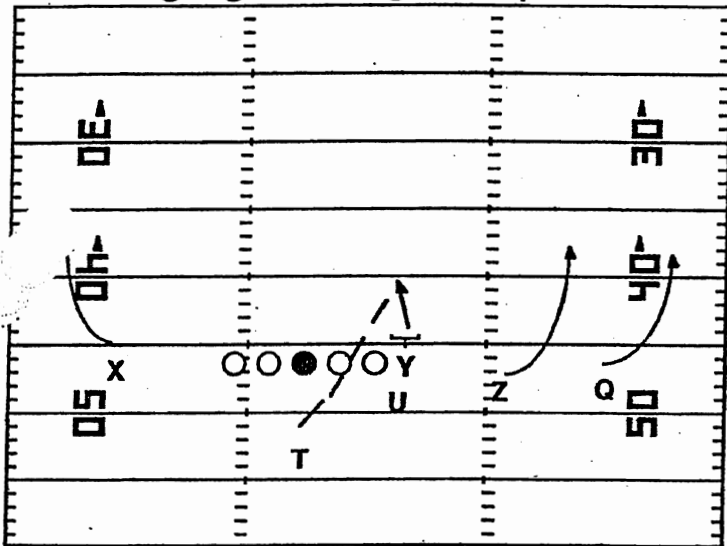
Trade Right Utah Roll Right Rub



Wing Right U Return <sup>ROLL RT</sup> Power Pass

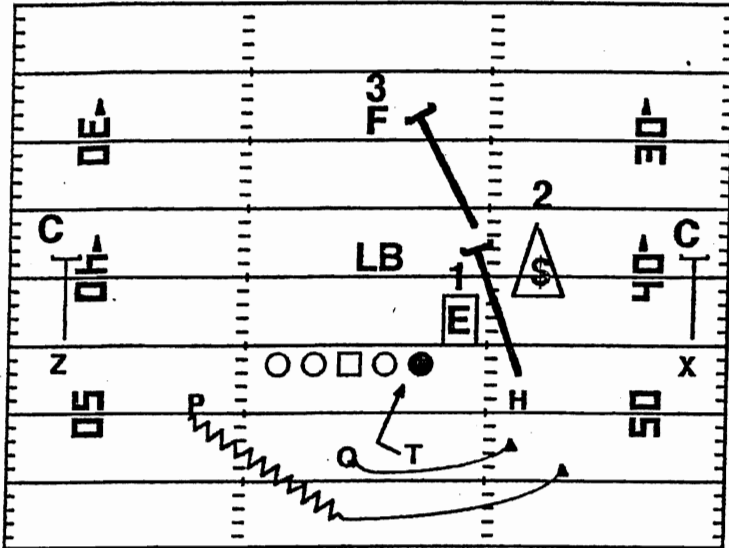


T Strong Right Roll Right Y Pop

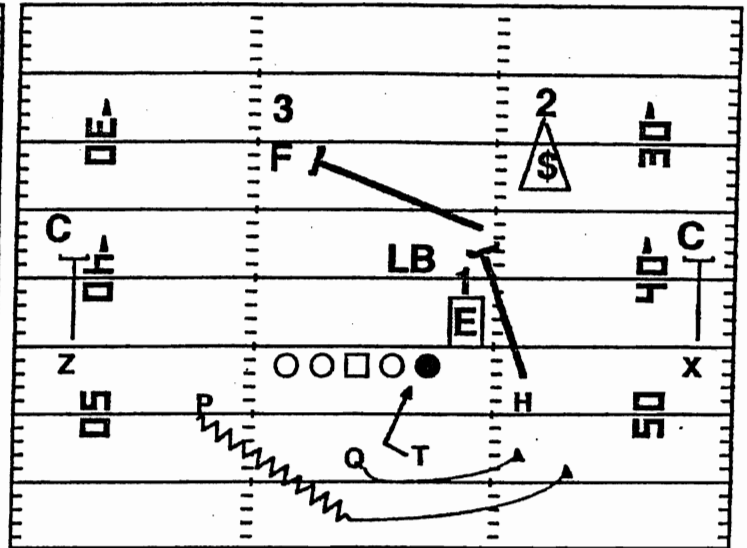


## Veer / Triple / Shovel

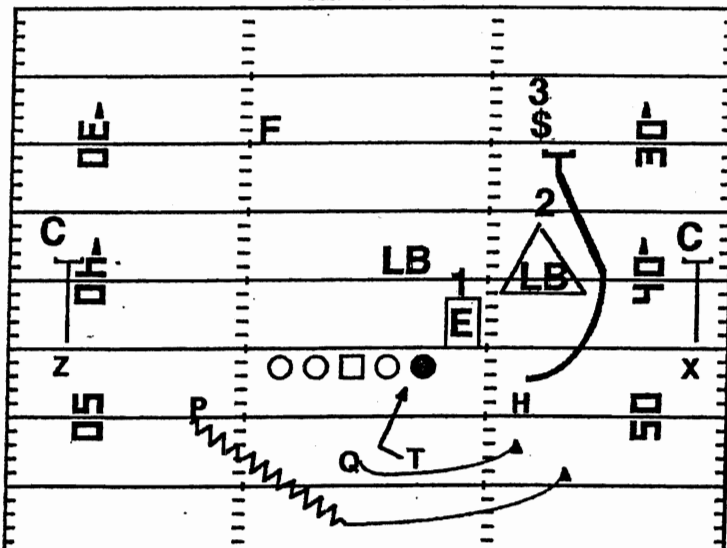
## 12 Veer



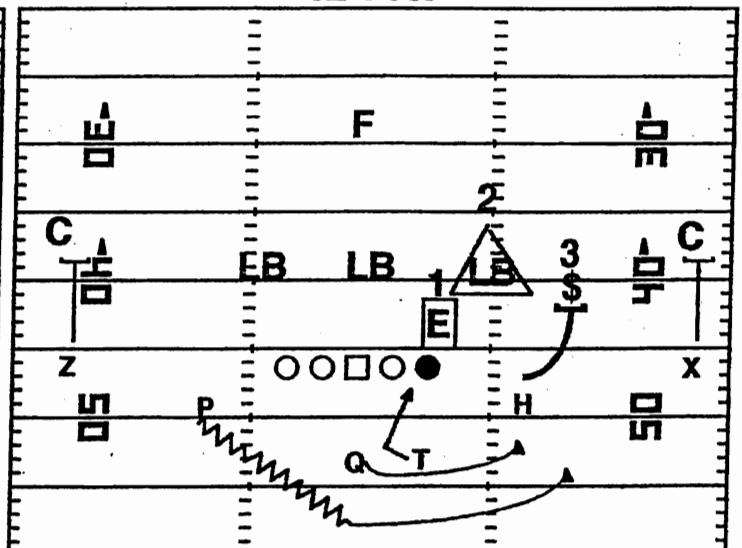
## 12 Veer



## 12 Veer



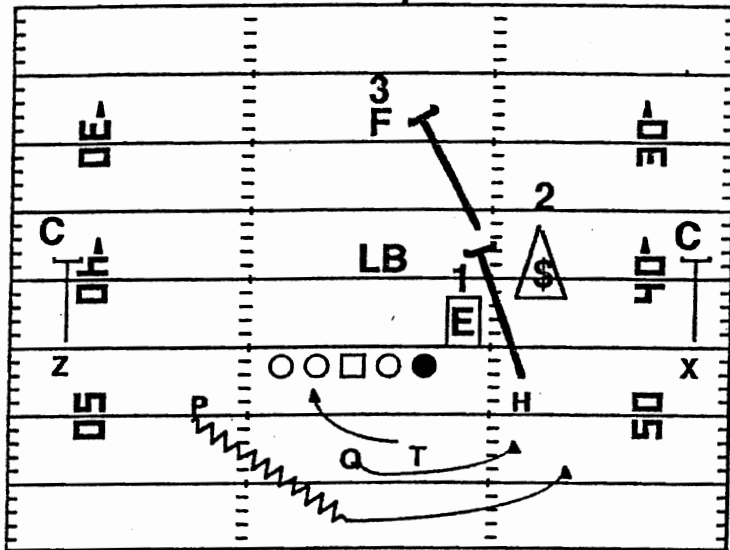
## 12 Veer



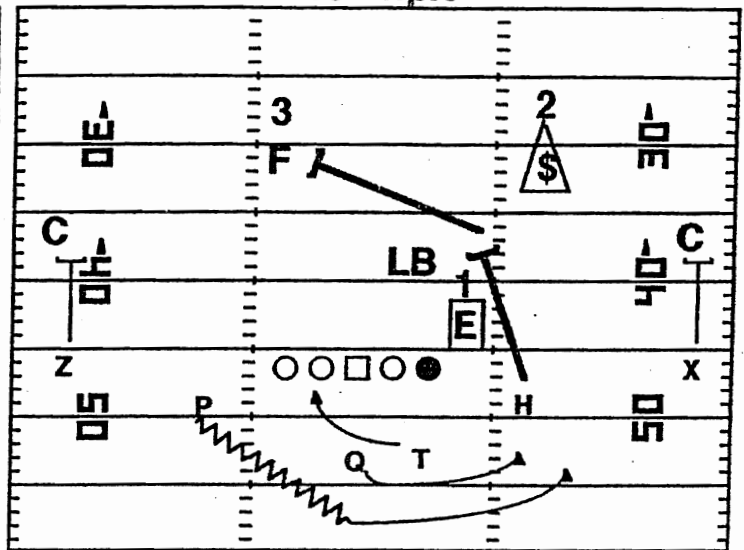
## Veer / Triple / Shovel

**Always block #3, if #3 is in the middle of the field or backside = secure & climb. (#2 is 1st player outside of OT)**

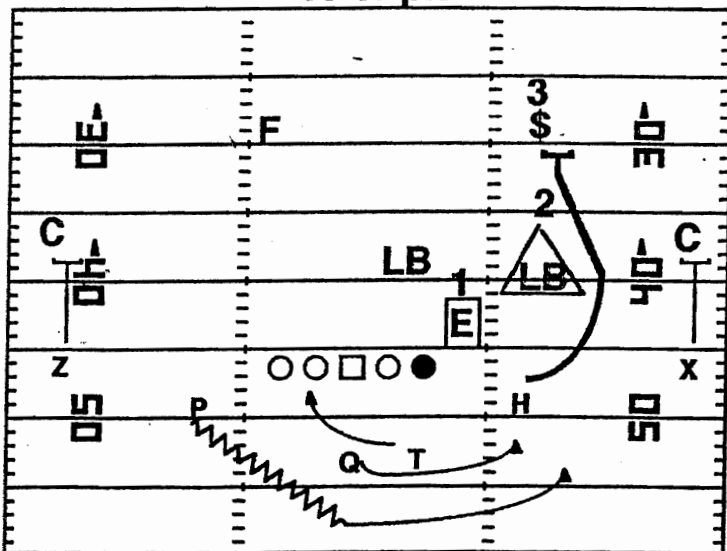
## 15 Triple



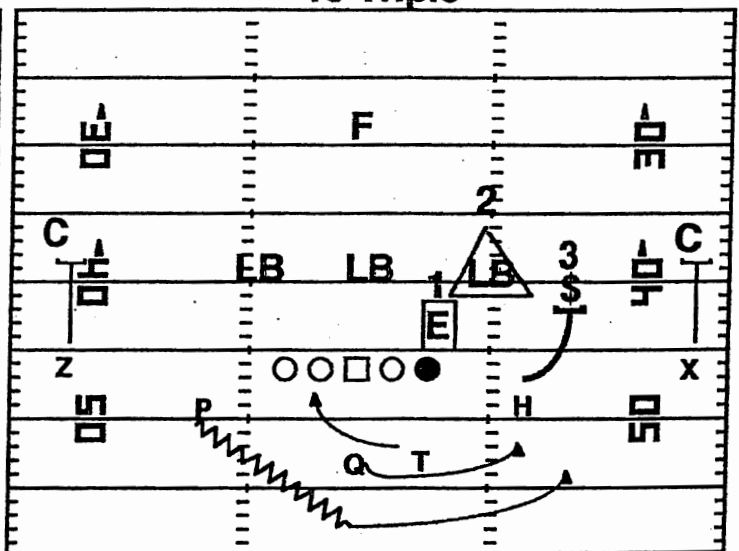
## 15 Triple



## 15 Triple



## 15 Triple

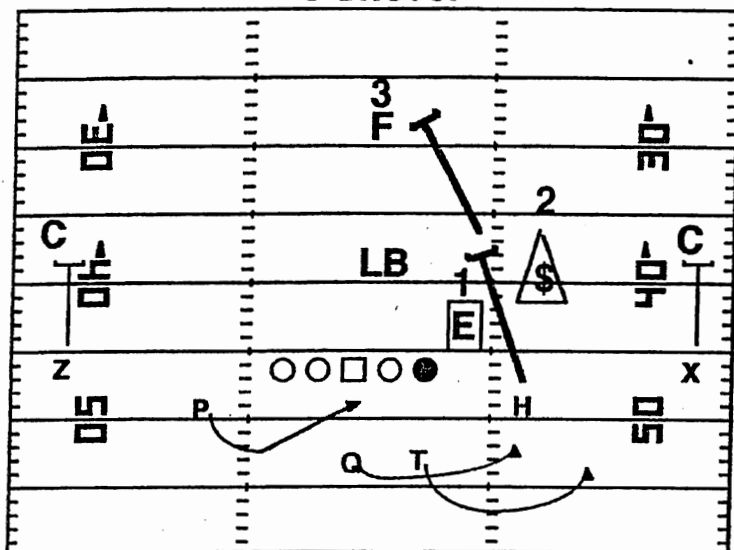


# Spring Practice Tip Sheet - 2004

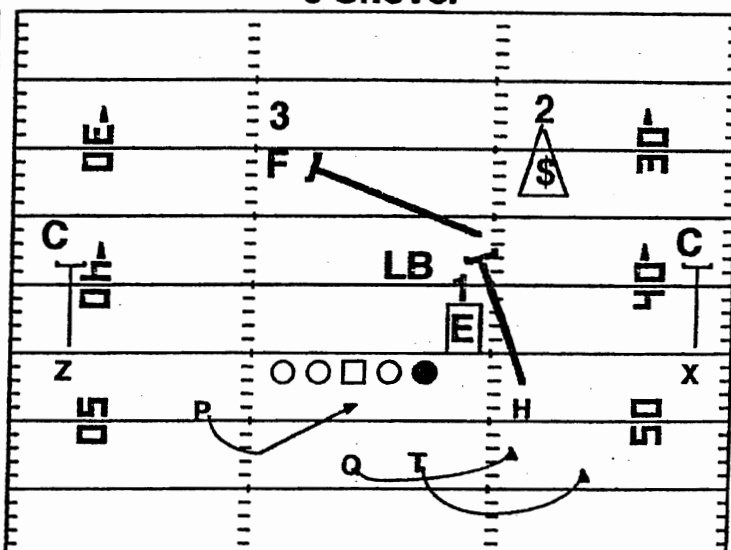
## Veer / Triple / Shovel

Always block #3, if #3 is in the middle of the field or backside = secure & climb. (#2 is 1st player outside of OT)

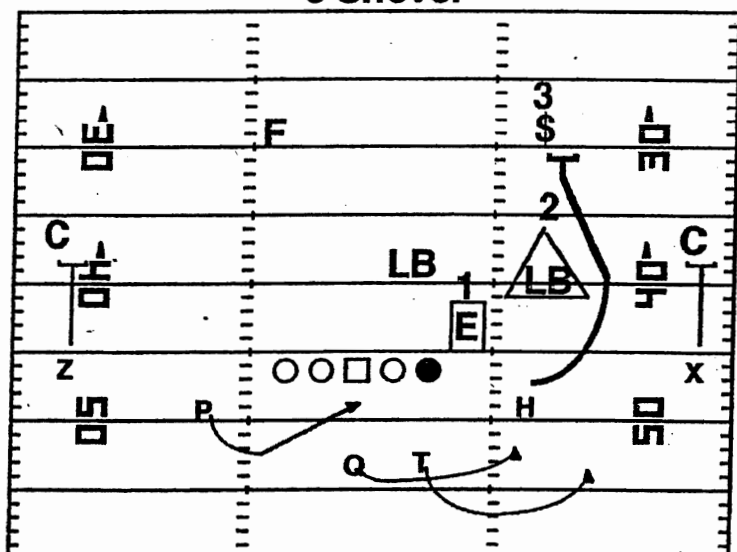
6 Shovel



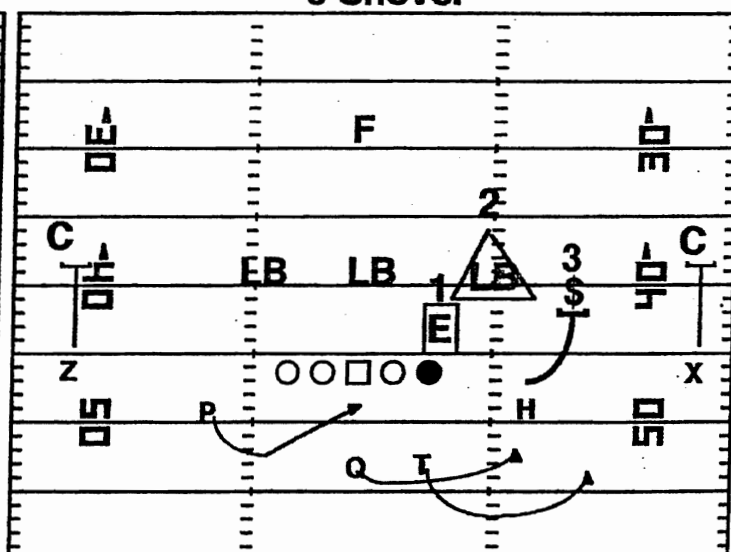
6 Shovel

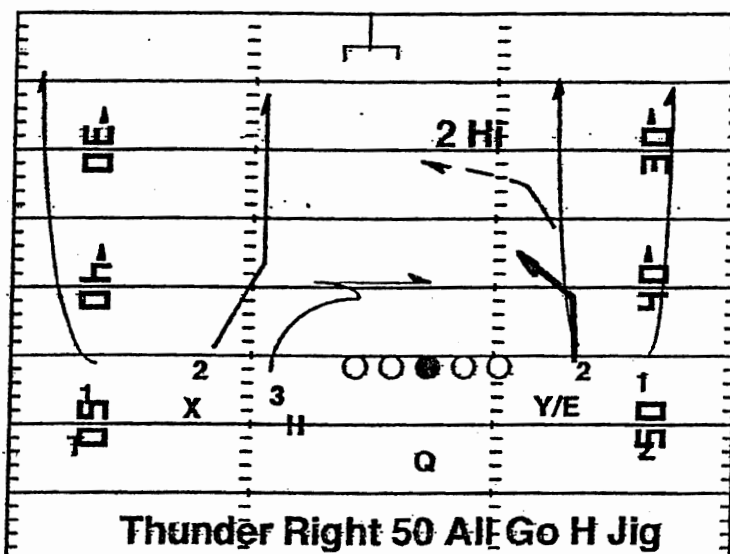


6 Shovel



6 Shovel

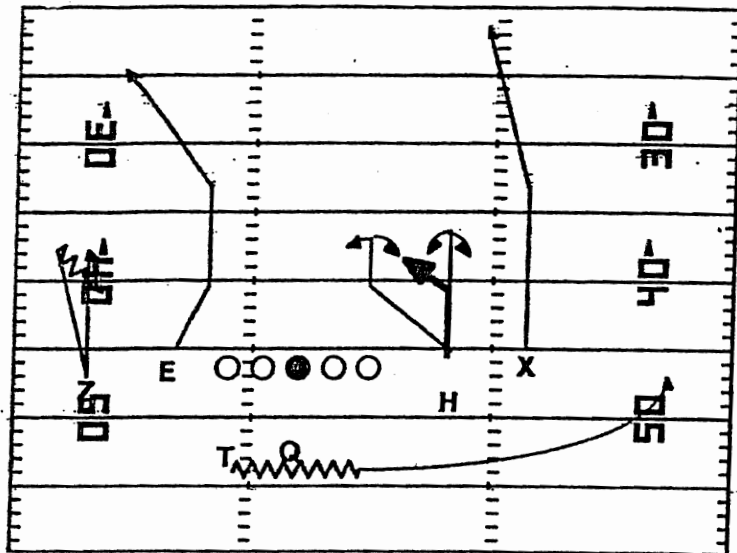




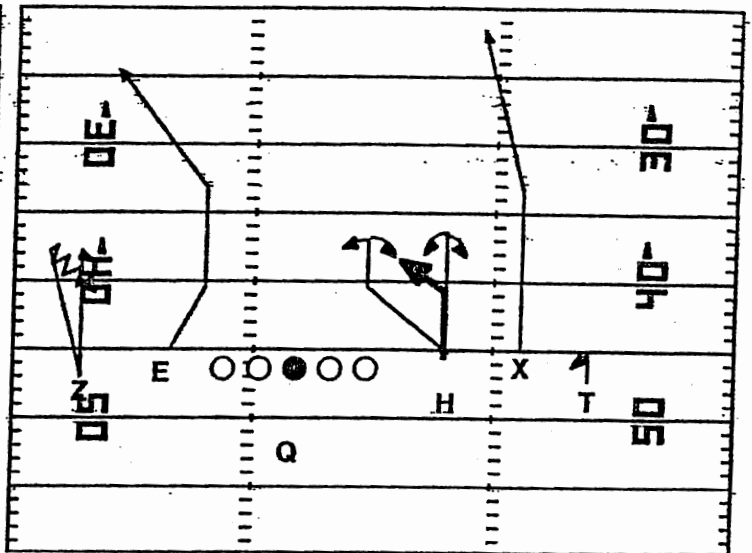
### ASSIGNMENTS

F-1	Run LMS - Best Release split difference between #'s and the sideline
F-2	Run LMS - outside edge of hash
F-3	Run Jig Route (Awareness vs. No Deep)
B-2	Run LMS - Best Release split difference between hash and #'s. Vs. 2 HI bend. Vs No Deep sight - Hot = adjust to a Lookie
B-1	Run LMS - Split difference between #'s and sideline.
	QB RULES                      DROP TIMING: 5 Step                      3 Step
1	Hot: . Hot to Lookie or Best match up.
2	Movement key: 1 HI = Free Safety. 2 HI = Hook defender to protection side.
	Progression: 1 HI = Inside receivers to Jlg. 2 HI= Bender to Jlg.

## Solo Left Fly 50 Chop



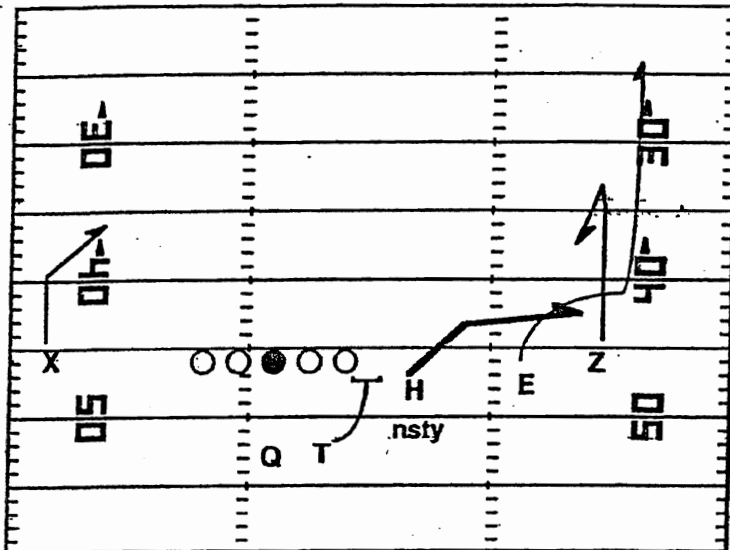
## Thunder Left 50 Chop



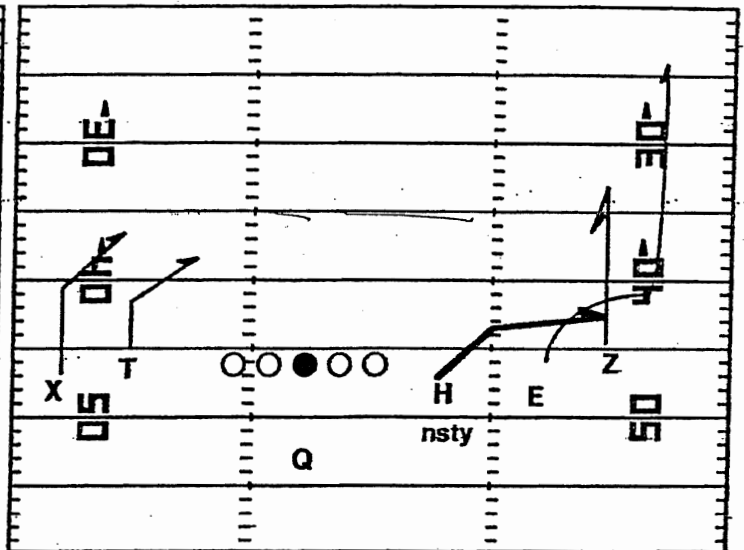
## ASSIGNMENTS

<b>F-1</b>	<b>Run 1 Step Hitch</b>
<b>F-2</b>	<b>Run Big Post</b>
<b>F-3</b>	<b>Option Route</b>
<b>B-2</b>	<b>Corner route at 12 yards. Lose 2 on stem</b>
<b>B-1</b>	<b>Run 7 yard Bar route</b>
	<b>QB RULES                      DROP TIMING: 5 Step                      3 Step</b>
<b>1</b>	<b>Hot: Lookie to Bar route</b>
<b>2</b>	<b>Movement key: 1 Hi = Weak Flat defender. 2 Hi = Field Safety</b>
	<b>Progression: 1 Hi = Bar to Option. 2 Hi = Big Post to Option.</b>

### Trio Right Sprint Right Hook



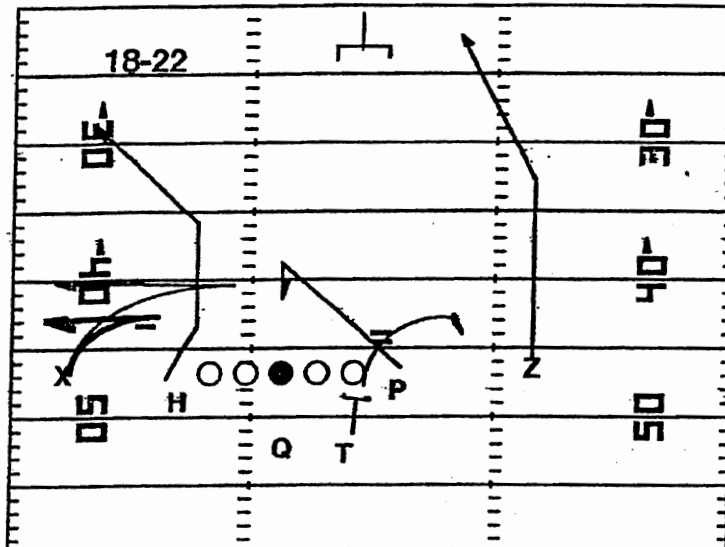
### Trigger Right Rip Hook



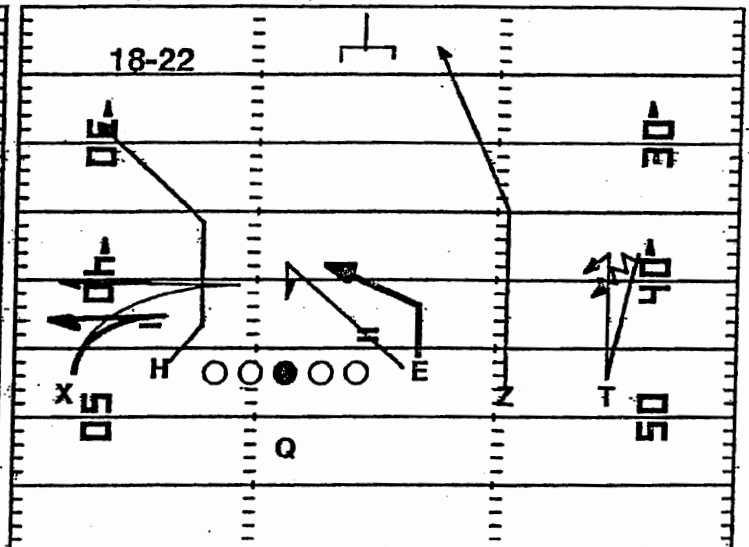
## ASSIGNMENTS

P-1	Align on the top of the #'s. Run a 12 yard Hook Route.
P-2	Run Wheel Route outside of #1. Sell Flat Route then turn upfield. Split Diff between #'s and Hash
P-3	Nasty Split = Run Flat Route (2 hard steps @ 45, AP is 3-4 on sideline.
B-1	Slant Route. Backside Attached Y - Block
T	Block Sprint Protection      B-2 Backside #2 = Slant (Lion - Lookie)
	QB RULES      DROP TIMING:      GUN: Sprint
1	Sprint Flat, Break Contain
2	Movement key: Flat/Curl defender to deep 1/3 defender.
3	Progression: Flat to Hook to Wheel to Run.
4	

**Pony Right 60 X Break**



**Trick Right 50 X Break**

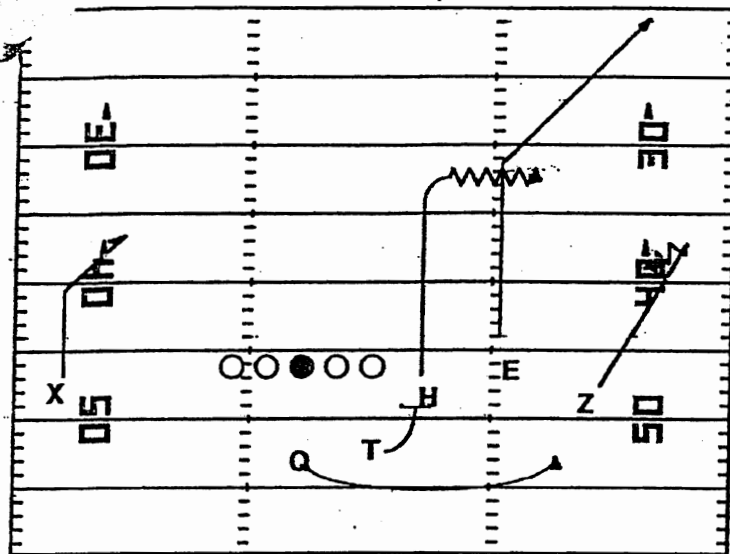


### ASSIGNMENTS

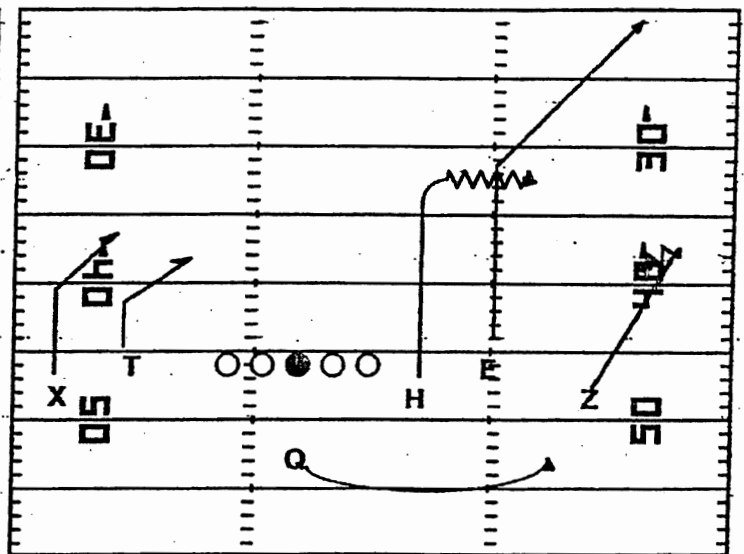
X	Run 5 yard Pivot Route. If No Deep Run 2-3 yard Pivot Route.
Z	10 - 12 yard Post
Y/E/P	Run 6 Yard Spot Route over ball.
H	Protection Release - Corner Route at 10-12 yards. Lose 2 on Stem.
T	Check Protection = Run Leak Route @ 2x2. If Trick run Bar route
	QB RULES      DROP TIMING: 5 Step      GUN: 3 Step
1	Hot to Pivot or Spot routes
2	Movement Key: Break side Corner to Flat defender
	Progression: H (corner) to X (pivot) to E/Y/P (spot) to T
4	

# Spring Practice #4 - 2004

Trlo Right Sprint Sail



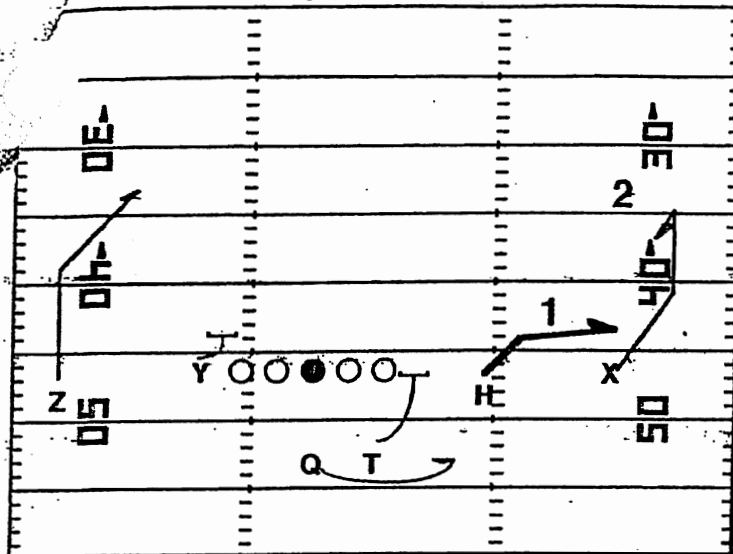
Trigger Right Rip Sail



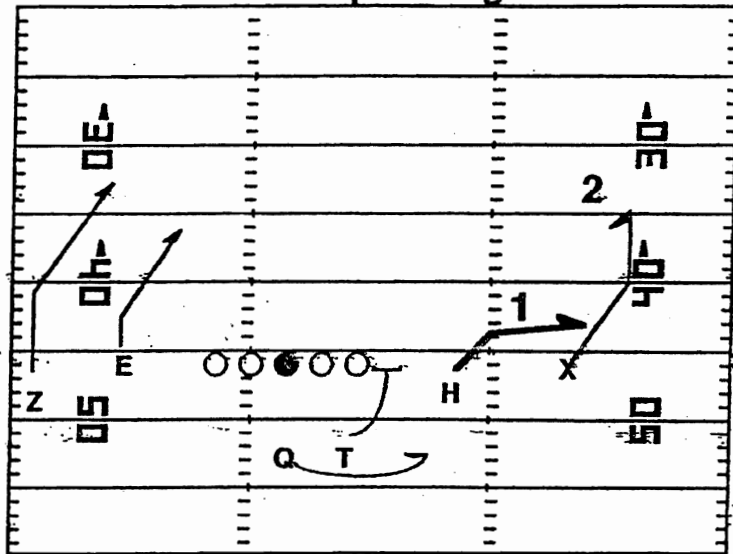
P-1	Run a 7 yard "SPRINT" Bar route.
P-2	Corner Route at 12 yards.
P-3	Run a 12 yards Speed Out - Mirror QB
B-1	Backside #1 = Slant (Lion)
B-2	Backside #2 = Slant (Lion - Lookie)
	<b>QB RULES</b> <b>DROP TIMING:</b> <b>GUN: Sprint</b>
1	Sprint Flat, Break Contain
	<b>Movement key: Flat defender.</b>
3	<b>Progression: Bar to Corner to Sail</b>
4	

# Spring Practice #4 - 2004

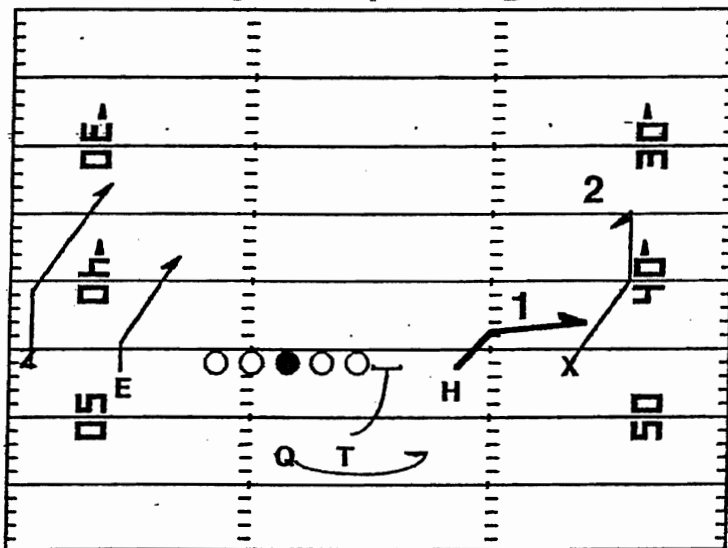
## Ace Left Sprint Right Slide



## Far Solo Left Sprint Right Slide

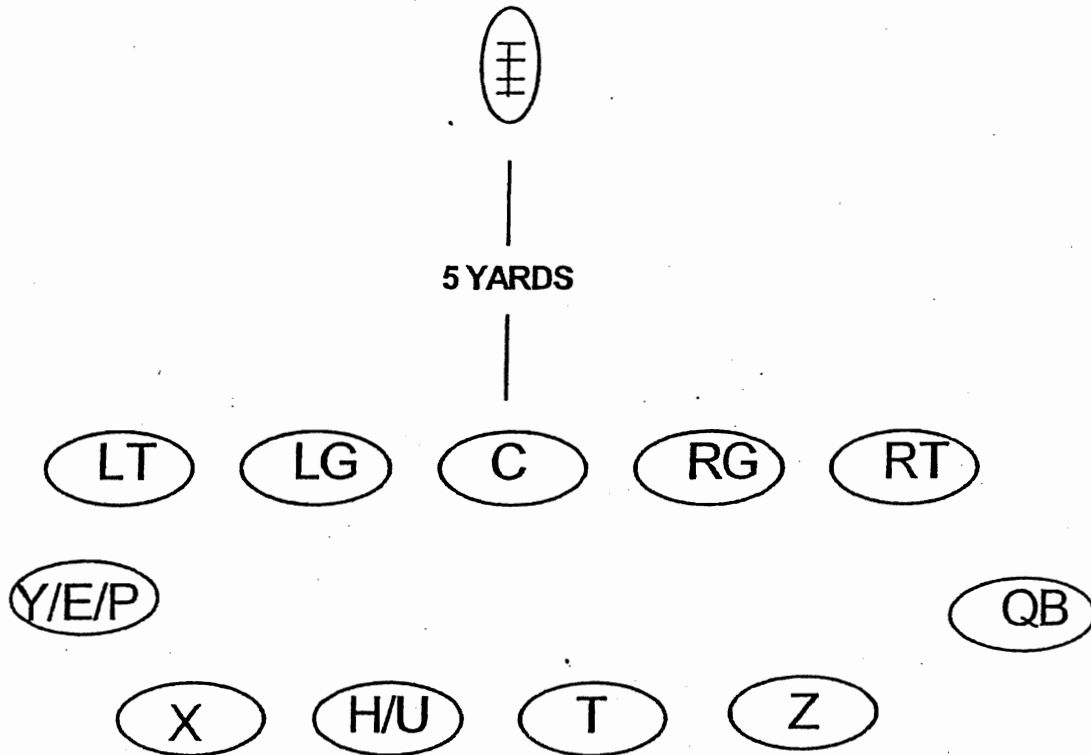


## Far Pony Left Sprint Right Slide



F-1	Run Slide route at 10 yards, use protection release.
F-2	Flat Route - A.P. is 3-4 yards on Sideline
B-2	2 Step Lookie
B-1	4 Step Slant
T	Block Sprint Protection
	QB RULES                      DROP TIMING:                      GUN: Sprint
1	Sprint Flat, Break Contain
	Movement key: Flat/Curl defender
3	Progression: Flat to Slide to Run
4	

# HUDDLE PROCEDURE

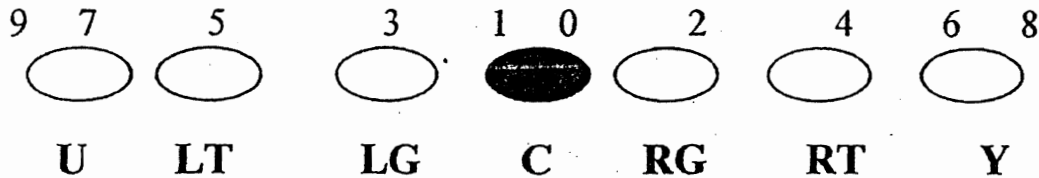


1. CENTER FORMS HUDDLE 5 YARDS FROM THE FOOTBALL.
2. HUDDLE IS CIRCULAR, HANDS ON KNEES, EYES UP.
3. QB IS LAST MAN IN HUDDLE. ONCE HE ENTERS NO TALKING.
4. QB WILL CALL FORMATION, PLAY AND SNAP COUNT. WR's LEAVE
5. QB WILL REPEAT SNAP COUNT AND SAY READY-BREAK.
6. ON BREAK CLAP HANDS AND BREAK THE HUDDLE.
7. QB & Y/E/P WILL FLIP POSITIONS, SO QB IS CLOSEST TO OUR SIDELINE.

## Hole Numbers and Spacing

### Run Game Hole Numbering

We are going to be a right side / left side offensive line. Even number holes will always be to the right. Odd numbered holes will always be to the left.



**Left = Odd**

**Right = Even**

8 Hole - Between the outside leg of normal Tight End to the sideline

6 Hole - Between the outside leg of the Tight End and the outside leg of the Tackle

4 Hole - Between the outside leg of the Tackle and the outside leg of the Guard

2 Hole - Between the outside leg of the Guard and the near leg of the Center

0 Hole - Directly over the Center's right leg

1 Hole - directly over the Center's left leg

3 Hole - Between the outside leg of the Guard and the near leg of the Center

5 Hole - Between the outside leg of the Tackle and the outside leg of the Guard

7 Hole - Between the outside leg of the Tight End and the outside leg of the Tackle

9 Hole - Between the outside leg of normal Tight End to the sideline

\*Landmarks for each play give a specific attack point

When we call a run, the first digit will tell you the series of the play. It will tell you what play action, and who will be the ball carrier or potential ball carriers.

0 Series – QB Runs

Teen Series – TB Runs

20's Series – WR Runs

The second digit will tell you the hole number, which indicates the Point of Attack, as well as a type of blocking scheme.

For Example: 14 - 1 indicates it's the Teen series which is a tailback run.

14 - 4 indicates the point of attack is between the right guard and right tackle

### Splits - Base Alignment

Center - Guard 2 feet

Guard - Tackle 2 feet

Tackle - Tight End 2 feet

All line splits will vary to a certain extent by the play or protection called. It is critical that you take the correct split based on the play called.

## **COMMUNICATION AND PROCEDURE @ LINE OF SCRIMMAGE (L.O.S.)**

1. OL get to L.O.S. and get set.
2. QB calls color and number/word to each side. May also signal to receivers. Alert dummy language.
3. QB pauses and gives Center indicator (silent cadence) or completes snap count when using a verbal cadence.

### **SNAP COUNTS**

1. Sound - "Blue GO" Ball is snapped on "Blue"
2. On One - color number/word, color number/word - "Set Hut"
3. On Three - Hard cadence. QB will accent 1<sup>st</sup> Hut, pause and say "Hut-Hut" or QB will say "Hut-Hut", pause and accent 3<sup>rd</sup> Hut.

### **Silent Cadence** - Used in the Shotgun

1. QB will give center kick/indicator. (May change during game)
2. Center will snap ball on "GO" call anytime after leg kick. Center makes "GO" call.
3. Offense must key ball - OL listen for "GO" call.
4. Center and QB alert 25 second clock.

### **STEM CADENCE**

1. Ball snapped on 2<sup>nd</sup> cadence. Accent 1<sup>st</sup> "Hut".
2. QB says color - number/word - set hut (accent) QB then repeats color-number/word twice and ball is snapped on final "Hut".

### **AUDIBLE @ L.O.S.**

1. All audibles are on one. We may change the "live color" at any time during the season.
2. We can change a play at the L.O.S. regardless of snap count. If count is on "Blue Go", QB will say "easy-line-easy". After the audible the ball will be snapped on one.
3. If QB wants to change the play he says "live color", then new play twice. Once to each side.

### **CHECK WITH ME**

1. QB calls 2 plays in huddle.
2. At L.O.S. QB will announce color (not live) followed by play to be run.

Ex: In Huddle QB says "WRAP ✓" on one - ready, break. Wrap ✓ means 16 or 17 @ LOS. QB says "Red-16, Red 16, set-hut." We run 16.

In huddle QB says "Bubble ✓" on one - ready, break. Bubble ✓ means 98 or 99 @ LOS. QB says, "Red-98, Red-98, set-hut". We run 98 (Bubble Screen to Rt.)

## **FREEZE CALL**

“Freeze Penalty” - No play is called. The QB will call cadence and if the defense does not jump the QB will continue to try to draw the defense off sides and take a delay of game penalty.  
**Center Never Snaps the Ball.**

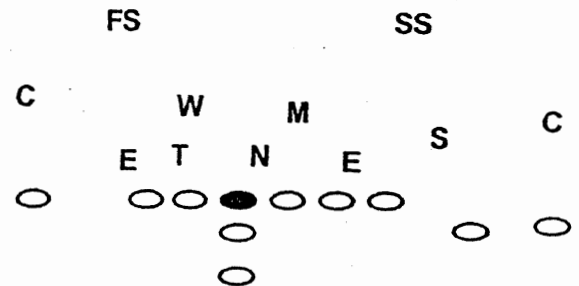
“Freeze Timeout” - No play is called. The QB will call cadence and if the defense does not jump the QB will continue to try to draw the defense off sides and then just prior to the end of the 25 second clock the QB will call Timeout.

**CENTER NEVER SNAPS BALL!**

# UNIVERSITY OF UTAH FOOTBALL DEFENSIVE ABBREVIATIONS

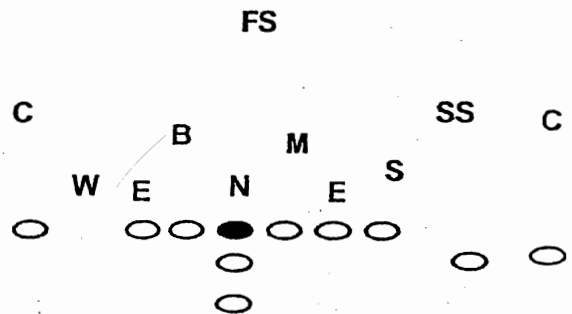
## EVEN

1. E = DE - ALIGNED ON WEAK SIDE
2. T = DT - GREATER OF THE TWO INSIDE TECHNIQUES
3. N = NG - LESSER OF THE TWO INSIDE TECHNIQUES
4. E = DE - ALIGNED ON TE / STRONG SIDE
5. S = OLB - ALIGNED ON STRONG SIDE
6. M = ILB - ALIGNED IN THE BOX (BETWEEN THE TACKLES)
7. W = OLB - ALIGNED ON WEAK SIDE
8. C = CORNER BACK
9. SS = STRONG SAFETY
10. FS = FREE SAFETY



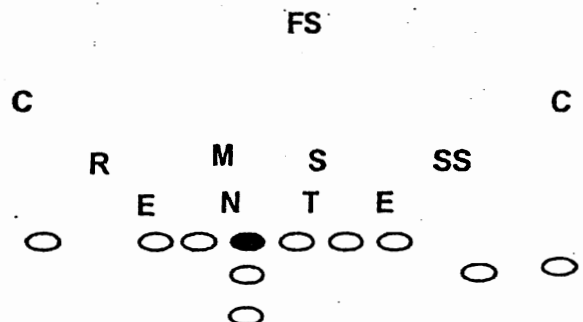
## ODD

1. E = DE - ALIGNED ON OT
2. N = ALIGNED ON OC
3. E = DE - ALIGNED ON OT
4. = OLB - ALIGNED ON STRONG / FIELD SIDE
5. = ILB - ALIGNED ON STRONG / FIELD SIDE IN THE BOX
6. B = ILB - ALIGNED ON WEAK / BOUNDARY SIDE IN THE BOX
7. W = OLB - ALIGNED ON WEAK / BOUNDARY SIDE
8. C = CORNER BACK
9. SS = STRONG SAFETY
10. FS = FREE SAFETY

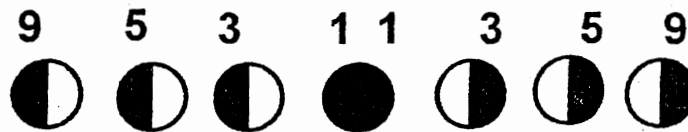
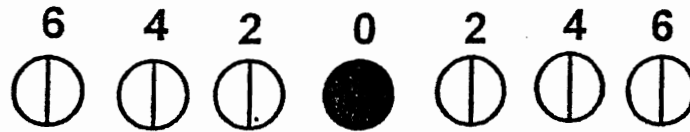


## 4-4

1. E = DE - ALIGNED ON WEAK SIDE
2. T = DT - GREATER OF THE TWO INSIDE TECHNIQUES
3. N = NG - LESSER OF THE TWO INSIDE TECHNIQUES
4. E = DE - ALIGNED ON TE / STRONG SIDE
5. S = ILB - ALIGNED IN THE BOX ON STRONG SIDE
6. M = ILB - ALIGNED IN THE BOX ON THE WEAK SIDE
7. R = INVERT PLAYER ALIGNED ON WEAK SIDE
8. SS = INVERT PLAYER ALIGNED ON THE STRONG SIDE
9. C = CORNER BACK
10. FS = FREE SAFETY



## Defensive Alignments

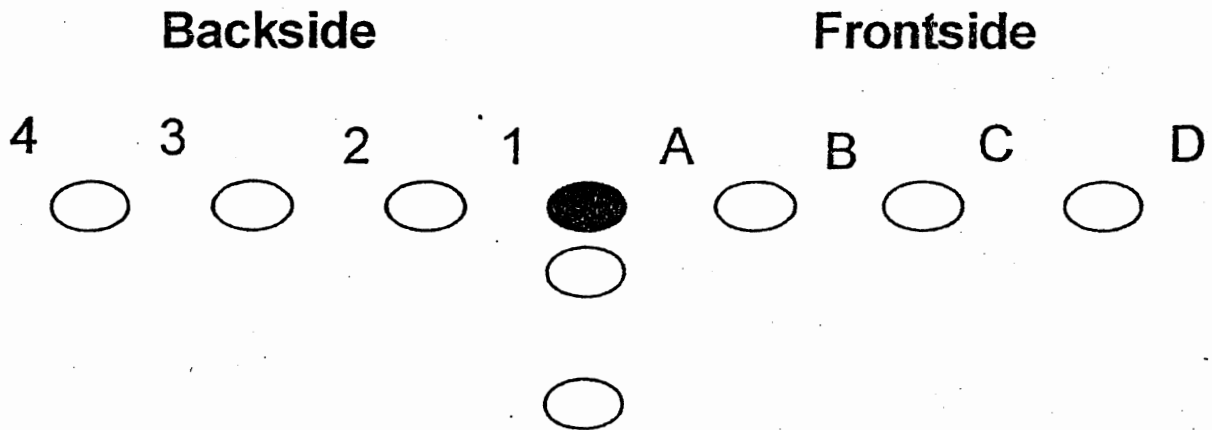


### Technique Alignment

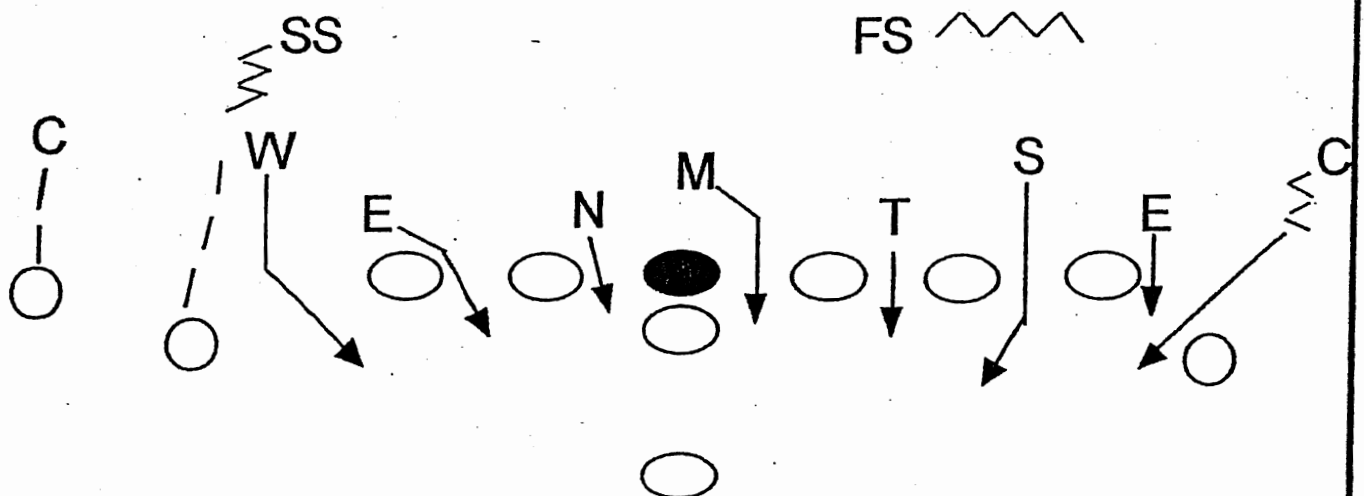
- 0 - Head up on Center
- 1 - Shoulder on Center
- 2i - Inside Shoulder on Guard
- 2 - Head up on Guard
- 3 - Outside Shoulder on Guard
- 4i - Inside Shoulder on Tackle
- 4 - Head up on Tackle
- 5 - Outside Shoulder on tackle
- 7 - Inside Shoulder on Tight End
- 6 - Head up on Tight End
- 9 - Outside Shoulder on Tight End

UNIVERSITY OF UTAH FOOTBALL

GAPS AND BLITZ COMMUNICATIONS



ACE RIGHT VS. STACK BLITZ



**\*GAPS WILL ALWAYS BE RECOGNIZED BY FORMATION STRENGTH**

1. CORNER D
2. SAM C
3. MIKE A
4. WILL 3

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**Fronts w/ TE**

Under

W M  
E T N E S  
○ ○ ● ○ ○ ∇

Under G

W M  
E T N E S  
○ ○ ● ○ ○ ∇

Stack

W M S  
E N T E  
○ ○ ● ○ ○ ∇

Stack G

W M S  
E N T E  
○ ○ ● ○ ○ ∇

Stack Swap

W M S  
E N T E  
○ ○ ● ○ ○ ∇

Stack Swap G

W M S  
E N T E  
○ ○ ● ○ ○ ∇

Load

W M  
E N T E S  
○ ○ ● ○ ○ ∇

Load G

W M  
E N T E S  
○ ○ ● ○ ○ ∇

4-4 Over

M S SS  
E N T E  
○ ○ ● ○ ○ ∇

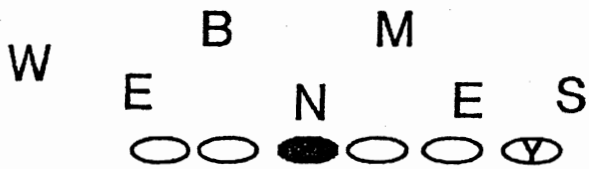
4-4 Over G

R M S SS  
E N T E  
○ ○ ● ○ ○ ∇

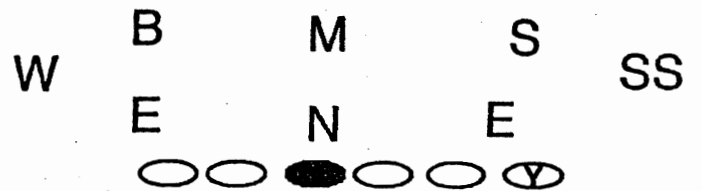
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Fronts w/ TE

Odd



Odd Stack



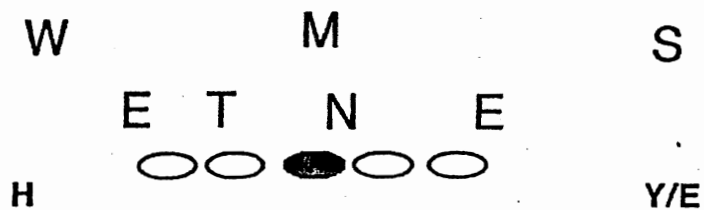
Bear Sam Press



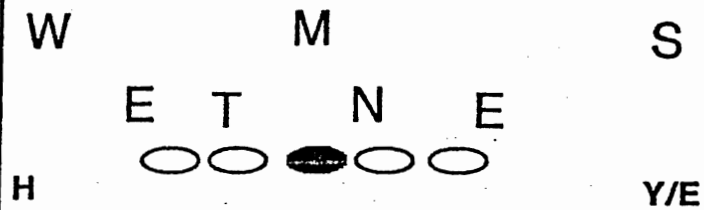
University of Utah Football

Fronts w/o TE

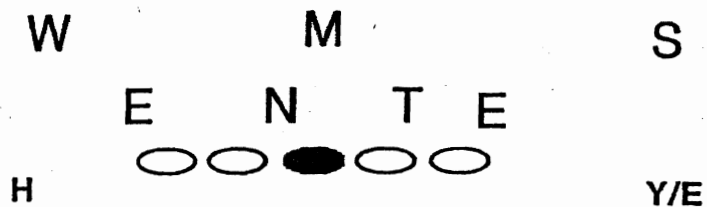
4-1 Under



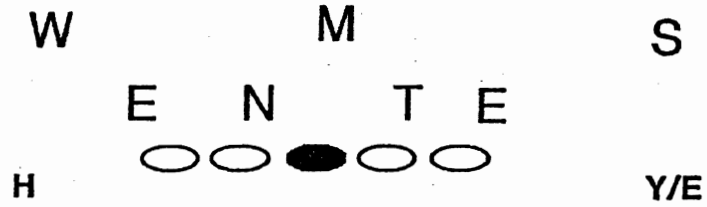
4-1 Under G



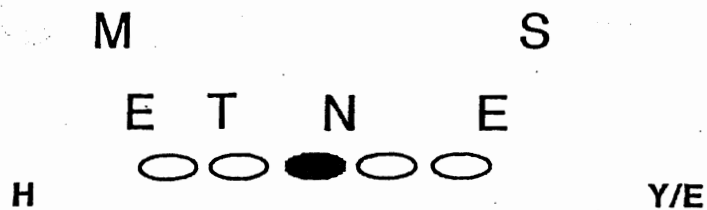
4-1 Over



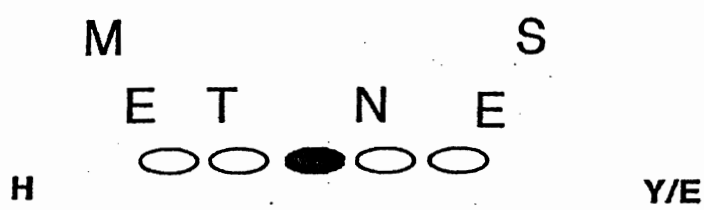
4-1 Over G



4-0 Under



4-0 Under G



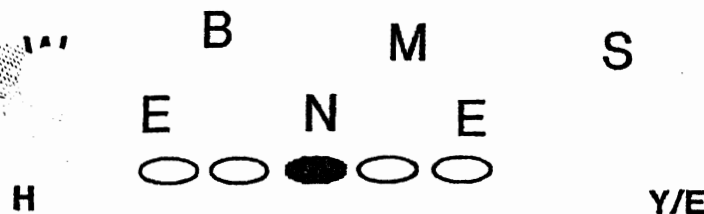
4-0 Over



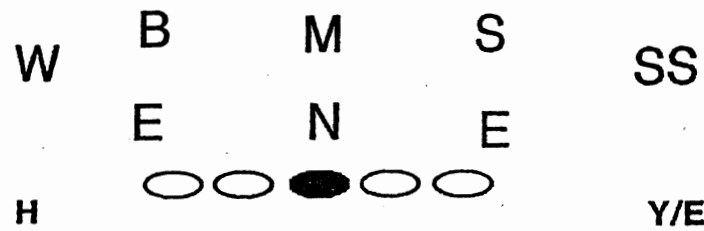
4-0 Over G



Odd



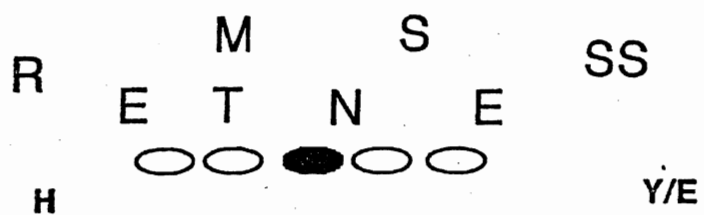
Odd Stack



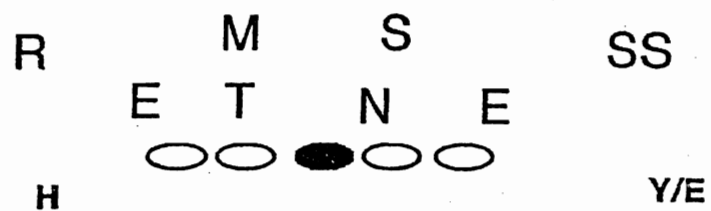
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**Fronts w/o TE**

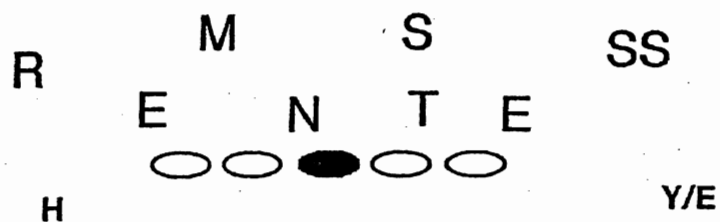
4-4 Under



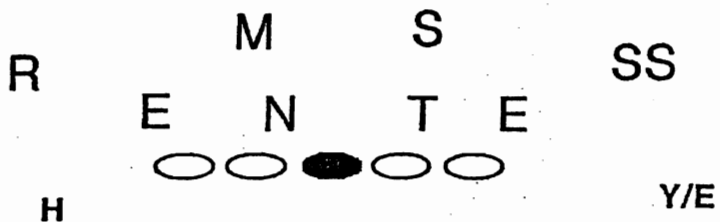
4-4 Under G



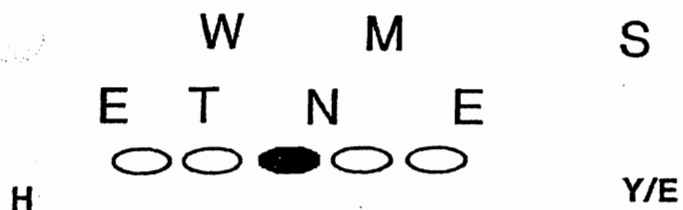
4-4 Over



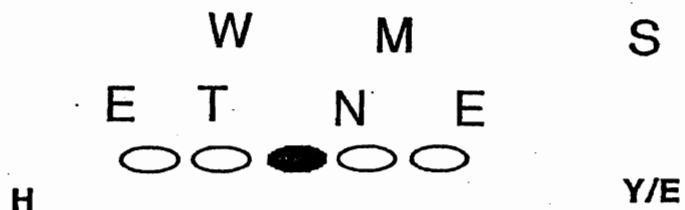
4-4 Over G



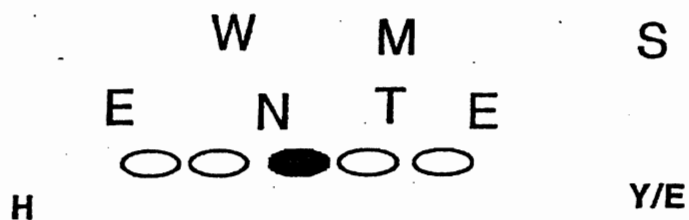
4-2 Under



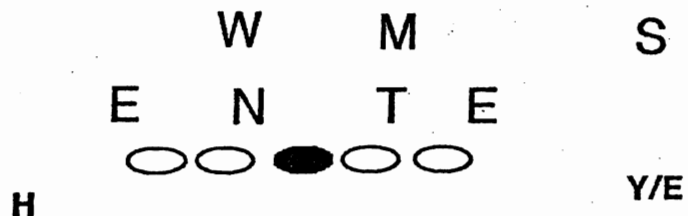
4-2 Under G



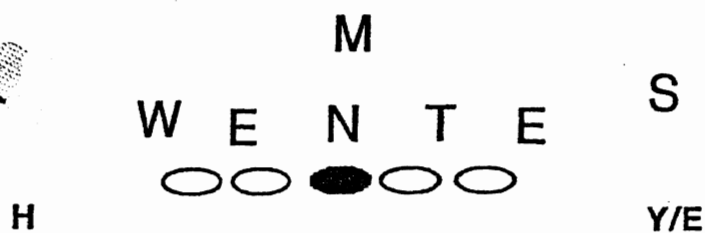
4-2 Over



4-2 Over G



Bear



# COVERAGE CONCEPTS

COVERAGE RECOGNITION BEGINS WITH A PRE-SNAP LOOK AT THE ALIGNMENT OF THE SECONDARY PLAYERS. AS YOU GET ALIGNED AT THE LOS YOU: 1) FIND THE SAFETY TO YOUR SIDE OF THE FORMATION, QB FIND FREE SAFETY. 2) DETERMINE THE TECHNIQUE OF THE DEFENDER OVER YOU 3) FIND THE INVERT PLAYER TO YOUR SIDE. A COMPLETE UNDERSTANDING OF THE COVERAGE RESPONSIBILITY OF THE DEFENDER ALIGNED OVER YOU WILL ASSIST IN RELEASES OFF THE LOS, BLOCKING RULES AND TECHNIQUES AND ROUTE CONVERSIONS. A POST SNAP ADJUSTMENT IS OFTEN NECESSARY AND THE ABILITY TO READ ON THE RUN IS ESSENTIAL.

WE BREAK ALL COVERAGE VARIATIONS INTO 5 COVERAGE CONCEPTS.

## COVERAGE CONCEPTS

1) ZONE	-	THIRDS	-1 HIGH
2) ZONE	-	HALVES	-2 HIGH
3) ZONE	-	QUARTERS	-2 HIGH
4) MAN	-	WITH HELP	-1 OR 2 HIGH
5) MAN	-	NO HELP	-NO DEEP

### **I. ZONE-THIRDS: DEEP PLAYER IS NEAR THE MIDDLE OF THE FIELD AND HAS A DEEP MIDDLE RESPONSIBILITY**

- A. USUALLY OUTSIDE LEVERAGE (UNLESS OVERSPLIT)
- B. INVERT PLAYERS NORMALLY HAVE FLAT RESPONSIBILITY
- C. ANY ROLLED DEFENDER WILL FORCE AN OUTSIDE RELEASE
- D. NORMALLY PLAYED WITH 8 MAN FRONTS
- E. WEAKNESS: CAN ONLY COVER 4 OF 6 UNDERNEATH ZONES

### **II. ZONE-HALVES: DEEP PLAYERS ALIGNED ON OR NEAR HASHES. UNDERNEATH PLAYERS USUALLY LINED UP IN POSITIONS TO RE-DIRECT RECEIVERS**

- A. ROLLED DEFENDERS ON OUTSIDE REC. WILL FORCE INSIDE RELEASE
- B. UNDERNEATH DEFENDERS ON INSIDE RECEIVERS WILL NORMALLY FORCE OUTSIDE RELEASE AND RUN WITH VERTICAL RELEASE
- C. STRONG COVERAGE VS UNDERNEATH ROUTES (CURLS/DRAKS/FLATS)

### **III. ZONE-QUARTERS: DEEP PLAYERS IN EACH 1/4 OF THE FIELD.**

- A. UNDERNEATH COVERAGE WORKS TO FLAT IF THERE IS A THREAT
- B. SAFETIES READ RELEASE OF #2. FLAT-LOOK UP #1, VERTICAL-RUN WITH, INSIDE-LEVEL OFF LOOK FOR CROSSLERS.
- C. #2 BLOCKS-VERY AGGRESSIVE RUN SUPPORT
- D. OUTSIDE RECEIVERS EXPECT MAN TO MAN TECH. LEVERAGE DEPENDS ON SPLIT.
- E. WEAKNESS: POST HELP, UNDERNEATH ROUTES AND WHEEL ROUTES

### **IV. MAN-SAFETY(S) HELP: USUALLY SAFETY(S) ARE DEEP WITH UNDERNEATH DEFENDERS IN MAN/TRAIL TECHNIQUES. THERE ARE MANY VARIATIONS**

- A. 1 HIGH - "MOUSE" - FREE DEFENDER IS SAFETY  
"HOLE" - FREE DEFENDER IS LB'ER  
"FIRE" - FREE DEFENDER BLITZES
- B. 2 HIGH: "BRACKET X,Y,Z" - FREE DEFENDER IS DOUBLING A RECEIVER.  
"2 MAN" - SAFETIES HELP W/ DEEP HAVLES, UNDERNEATH TRAIL TECHNIQUE

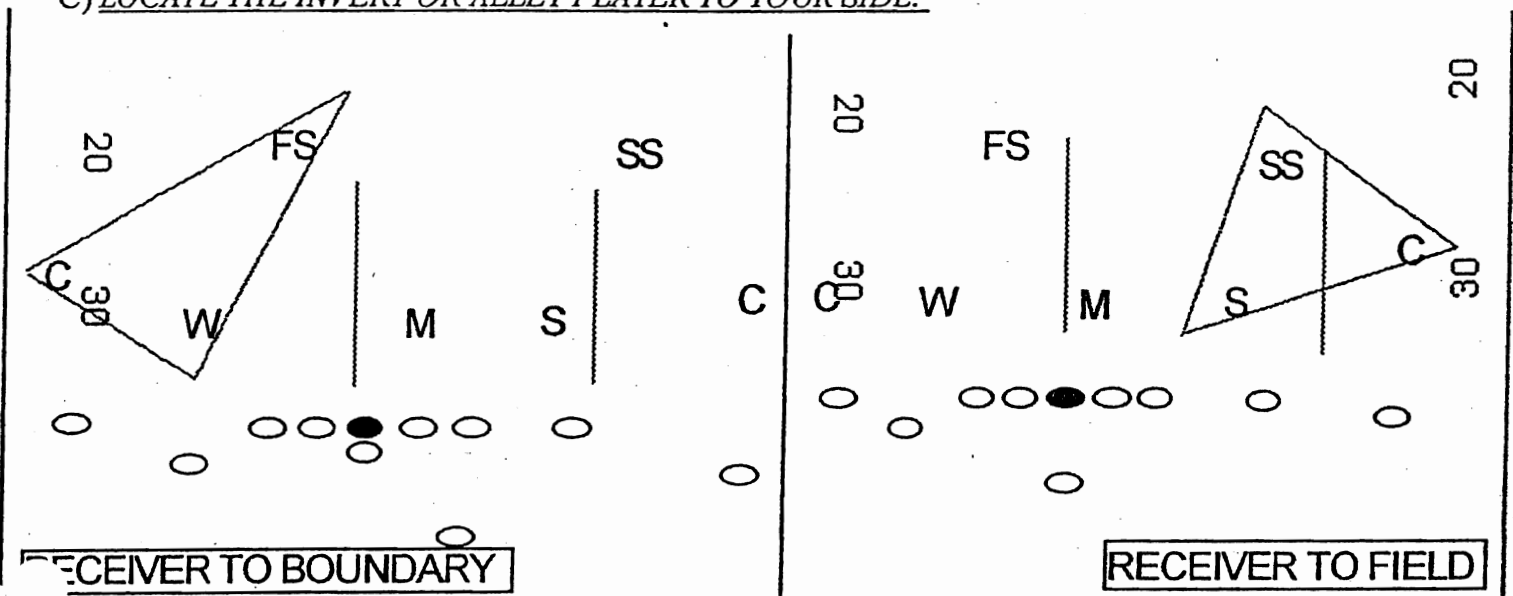
### **V. MAN NO HELP - NO VARIATIONS. NO DEEP PLAYERS - SAFETIES ARE USUALLY LINED UP INSIDE 8 YARDS AND HAVE MAN COVERAGE RESPONSIBILITIES.**

- A. GET OPEN QUICKLY

# COVERAGE RECOGNITION

## BASE RULE FOR COVERAGE IDENTIFICATION (READ YOUR TRIANGLE)

- A) IDENTIFY THE SAFETY TO YOUR SIDE OF THE FORMATION- DETERMINE IF HE IS A 1 HIGH, 2 HIGH, OR NO DEEP SAFETY.
- B) DETERMINE THE TECHNIQUE OF PLAYER (CORNER) LINED UP OVER YOU.  
 -MAN OR ZONE (INSIDE OR OUTSIDE LEVERAGE)  
 -ROLLED OR SOFT
- C) LOCATE THE INVERT OR ALLEY PLAYER TO YOUR SIDE.

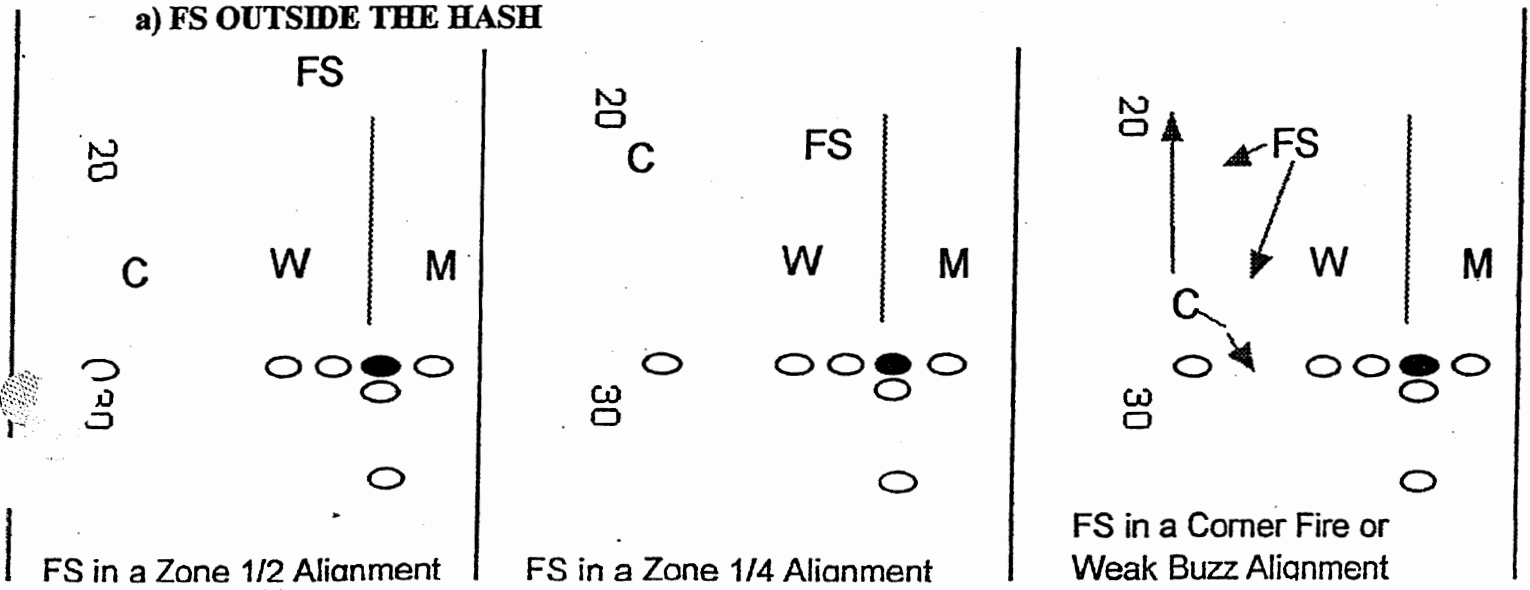


## SAFETY ALIGNMENT

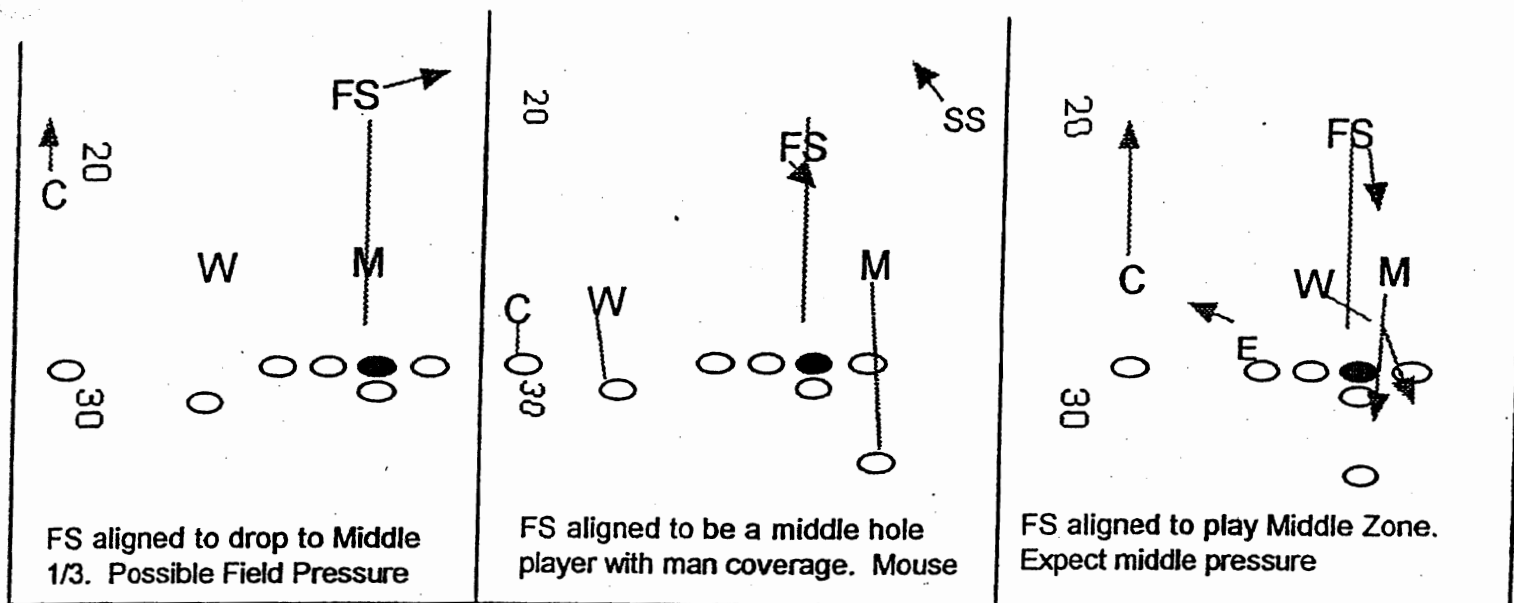
**READ THE ALIGNMENT OF THE SAFETY TO YOUR SIDE. THE FS WILL SHOW THE COVERAGE PRESNAP THE MAJORITY OF THE TIME**

- If FS is 12 Yards Deep 2 Yards Outside the Hash - 1/2 Player (Zone Halves)
- If FS is 10 Yards Deep 4 Yards Outside the Hash - 1/4 Player (Zone Quarters)
- If FS is 12 Yards Deep on the Hash - Middle 1/3 Player (Zone Thirds, Possible Field Zone Pressure)
- If FS is 8-10 Yards Deep on the Hash - Middle Zone Player (Zone Thirds, Possible Middle Zone Pressure)
- If FS is 8-10 Yards Deep 6 Yards Outside Hash - Weak Buzz or Corner Blitz (Zone Thirds)

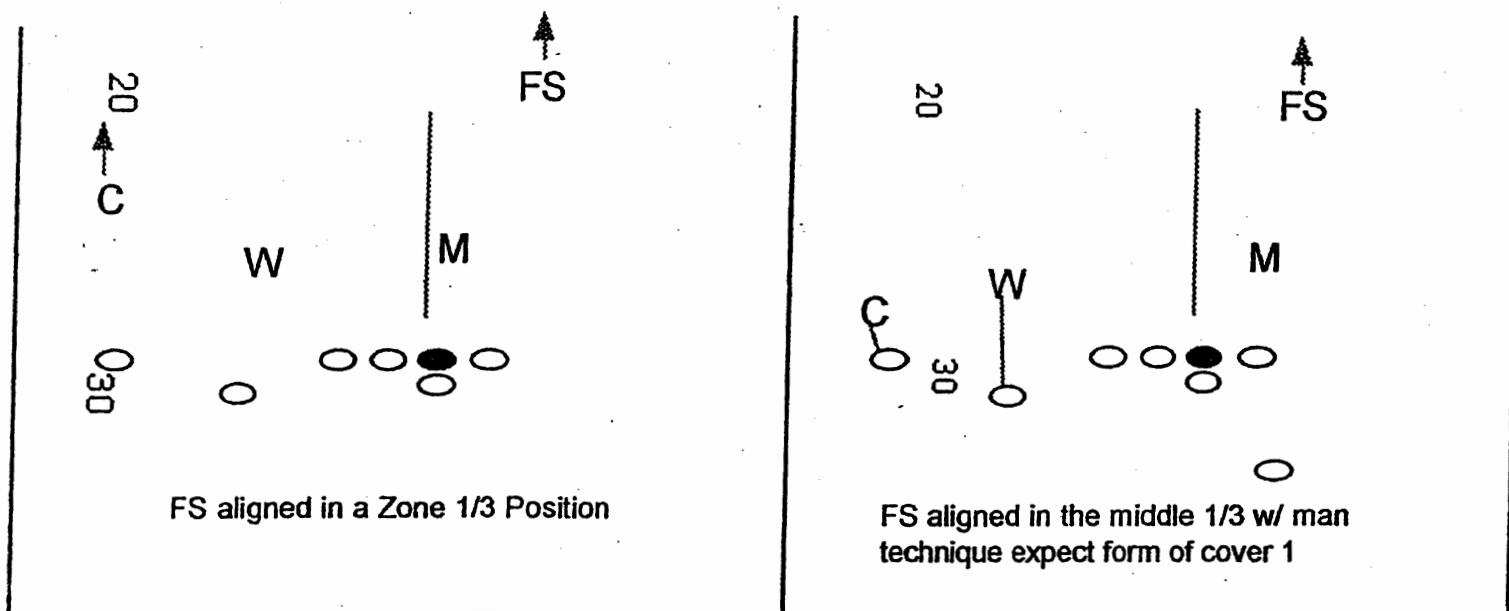
### **a) FS OUTSIDE THE HASH**

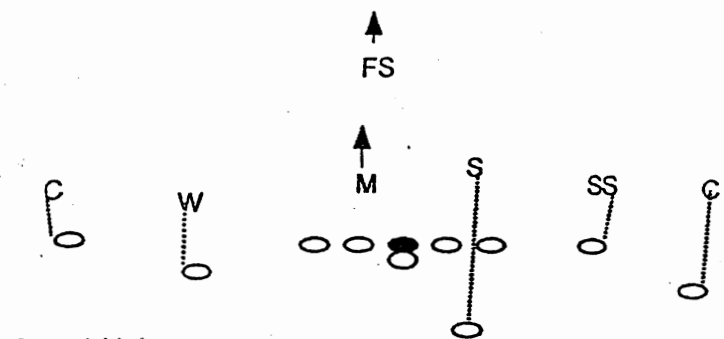


## B) FS ON THE HASH

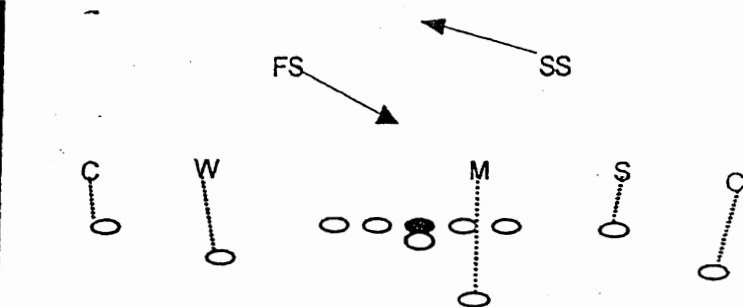


## C) FS IN THE MIDDLE THIRD

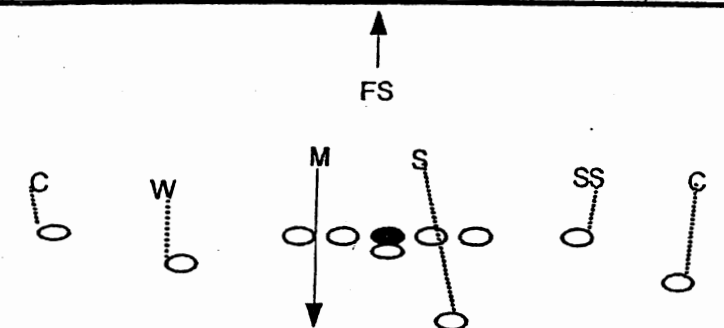




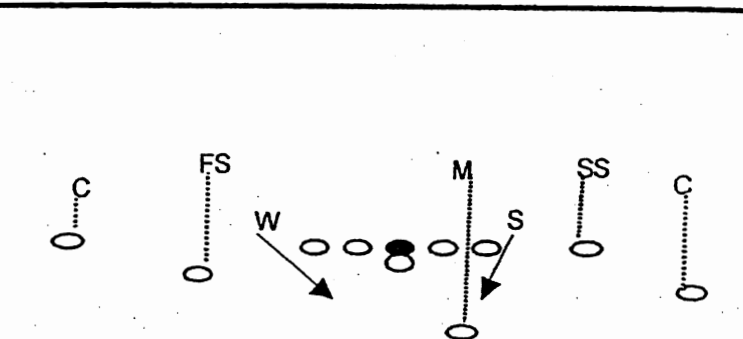
Cov 1 Hole



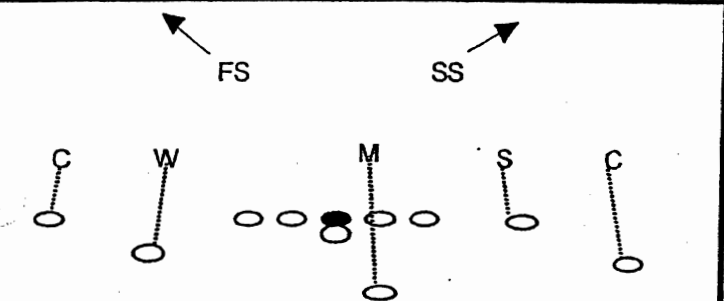
Cov 1 Mouse



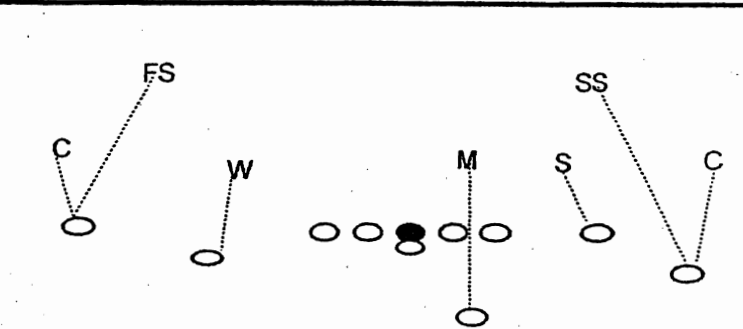
Cov 1 Fire



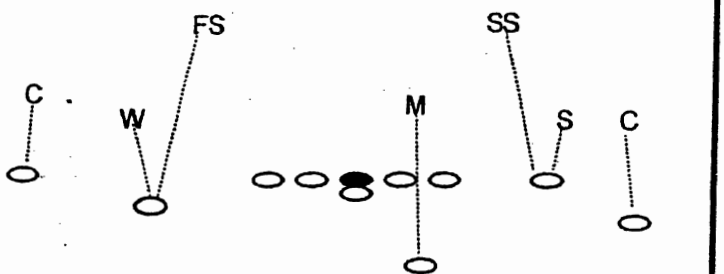
Cov 0 (No Deep)



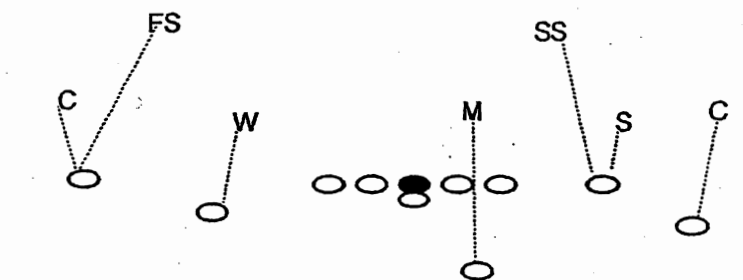
Cov 2 Man



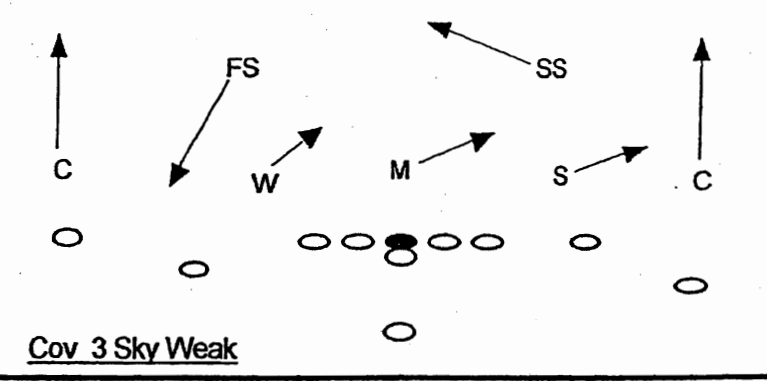
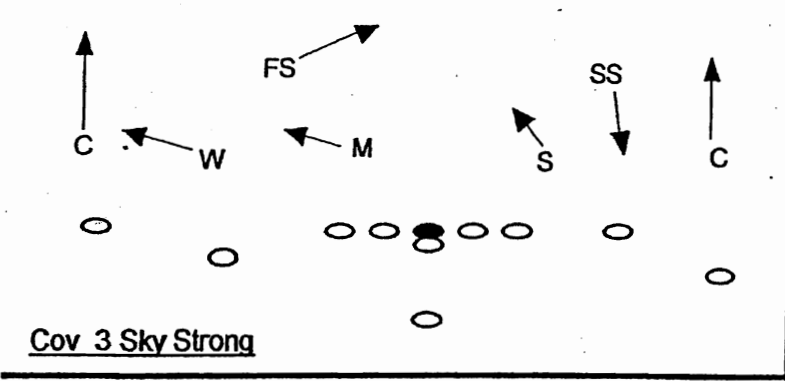
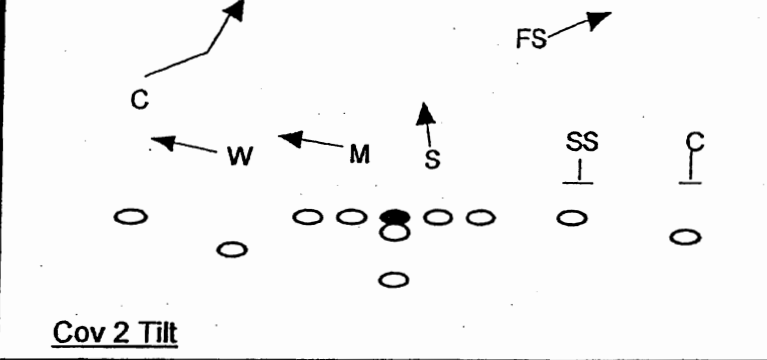
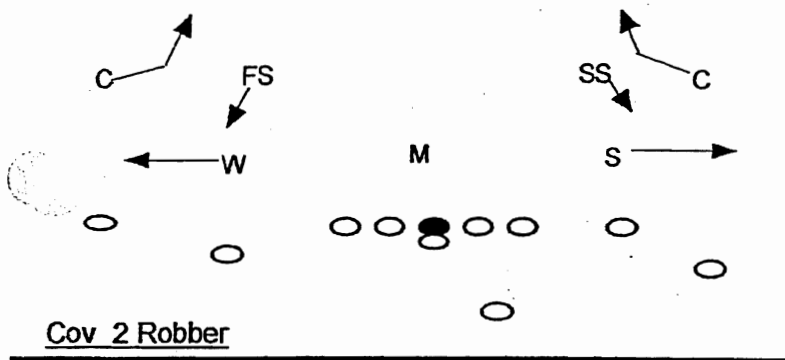
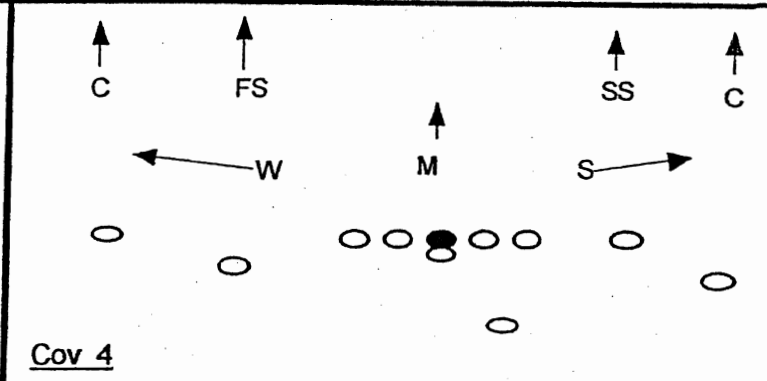
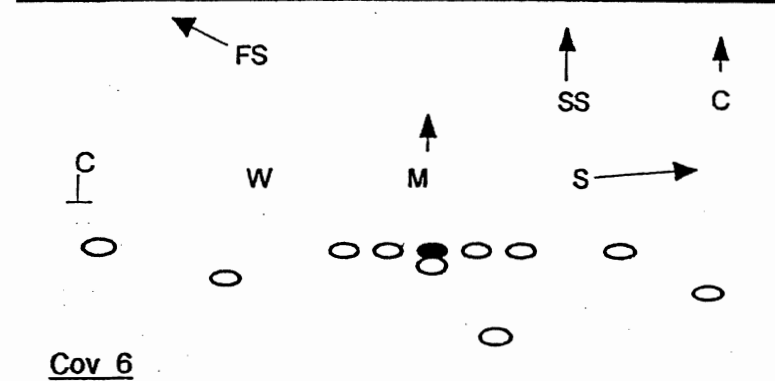
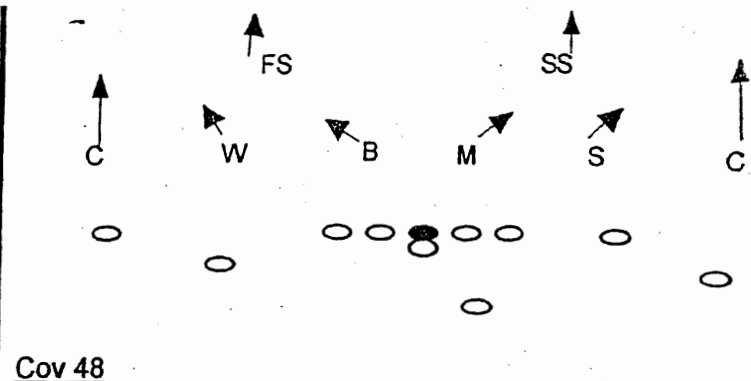
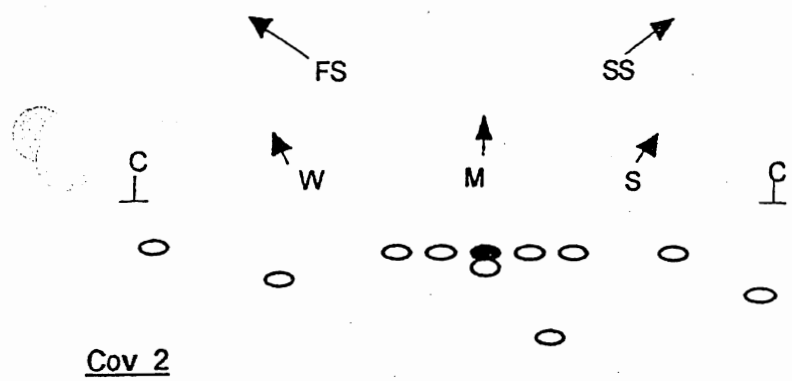
Cov Bracket Z/X

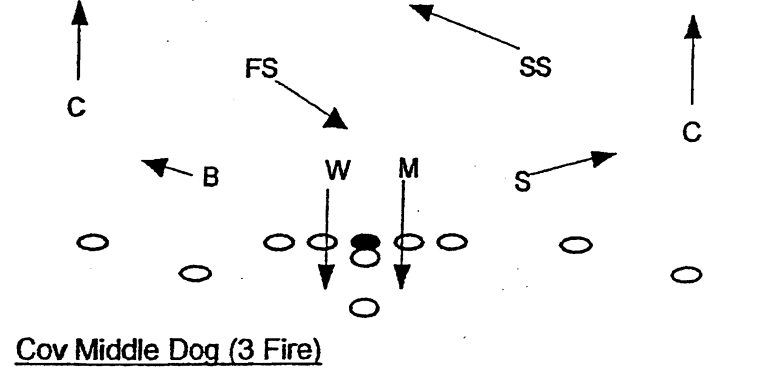
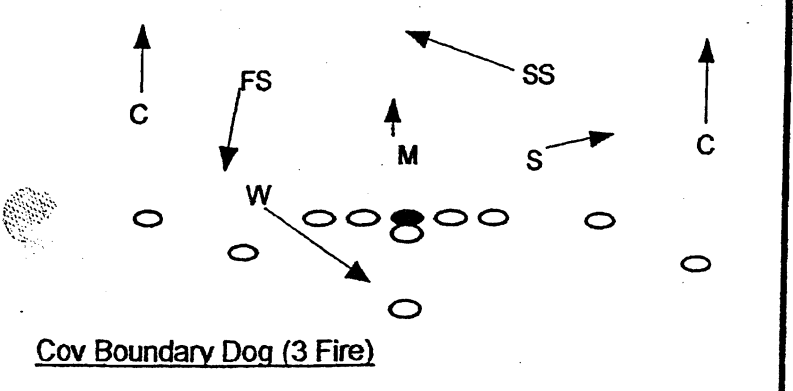
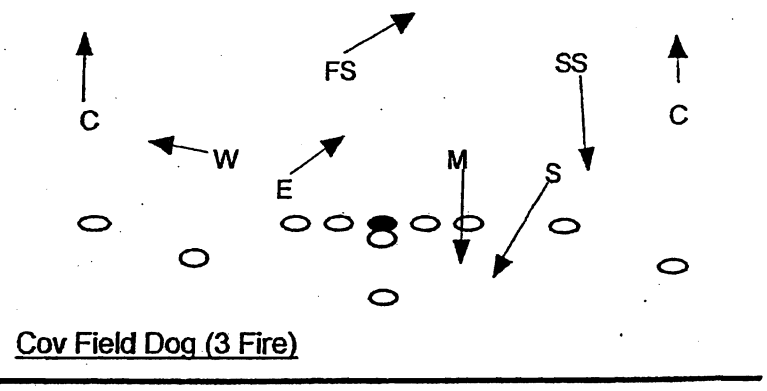
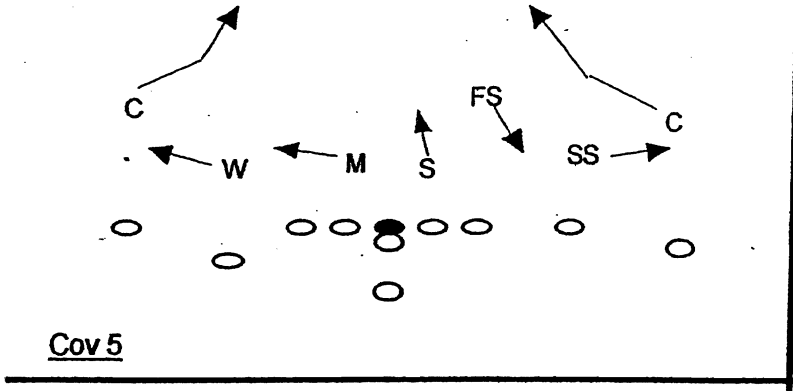
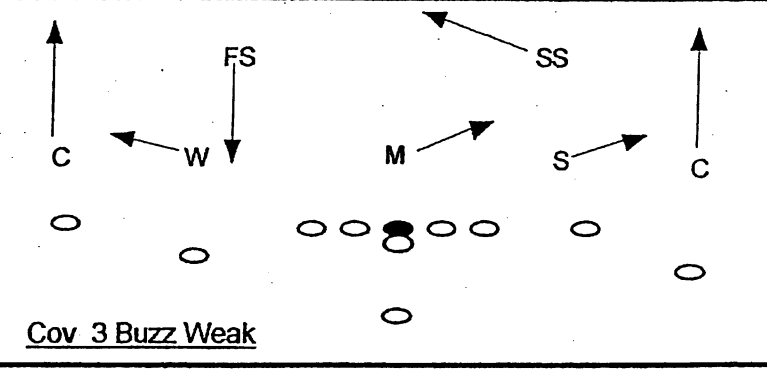
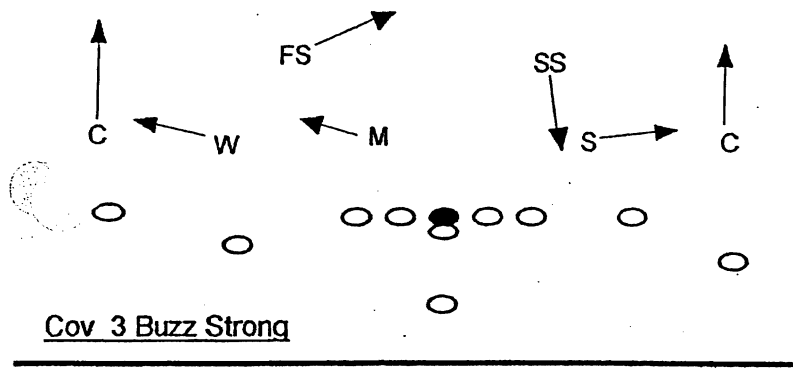
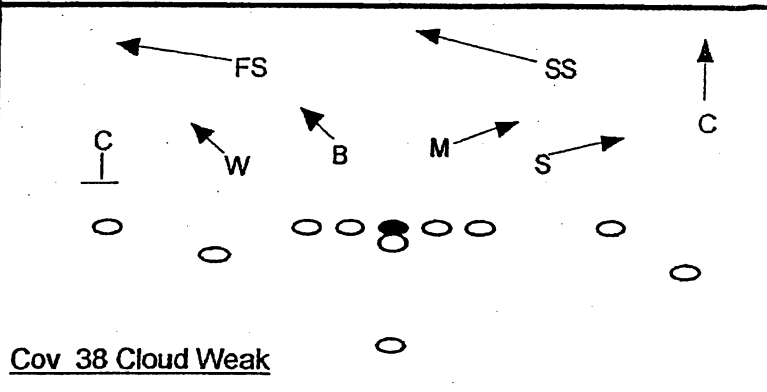
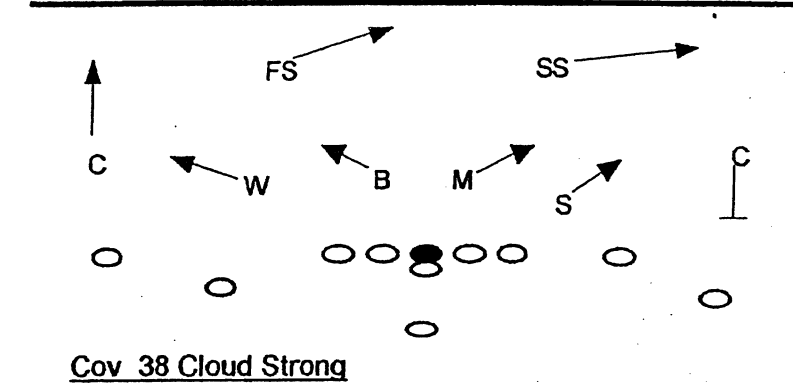
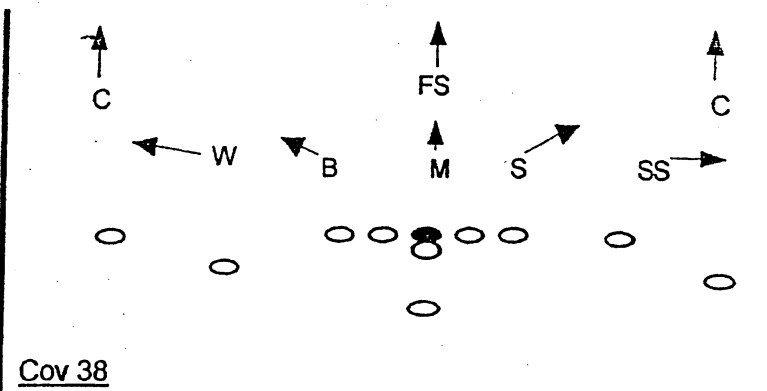
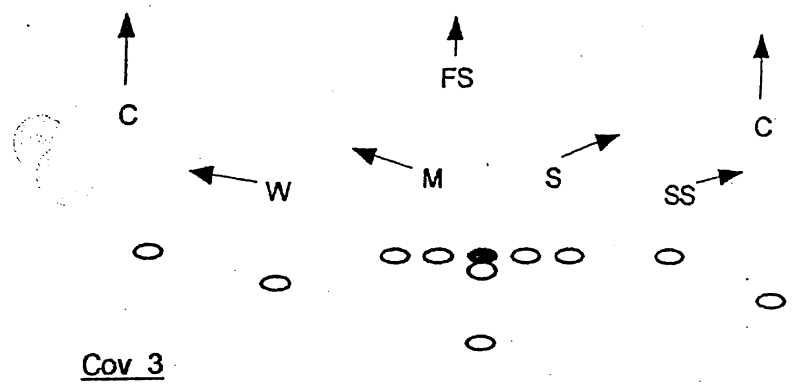




Cov Bracket E/H







Cov Bracket X/H





1/2			1/2		
Flat 	Curl	Hook	Hook	Curl	Flat 

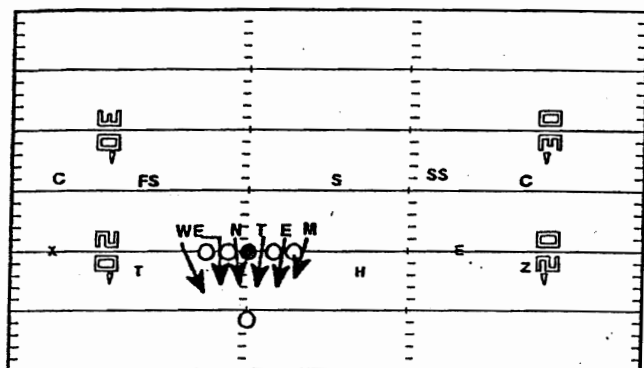
1/3		1/3		1/3	
Flat 	Curl	Hook	Hook	Curl	Flat 

1/4		1/4		1/4	
					
Flat	Curl	Hook	Hook	Curl	Flat

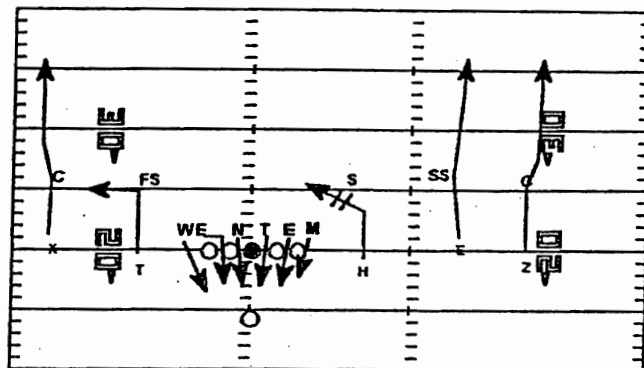
**Philosophy:** In our Dropback passing game we will primarily use 5 Man (50/51) and 6 Man (60/61) pass protections. When the defense rushes more than we can protect we must be able to account for the extra rusher. The system we use for this is our "Hot" system.

**Definitions:** "Hot" - a: A situation that occurs when the defense rushes 1 more defender than our protection can pick up. (Example: 6 man pressure Vs. 50 Protection)

b: Used when identifying who the primary receiver is when the defense rushes 1 more than we can protect. (Example: Trigger Rt 50 H Option, H is our "Hot" Receiver.



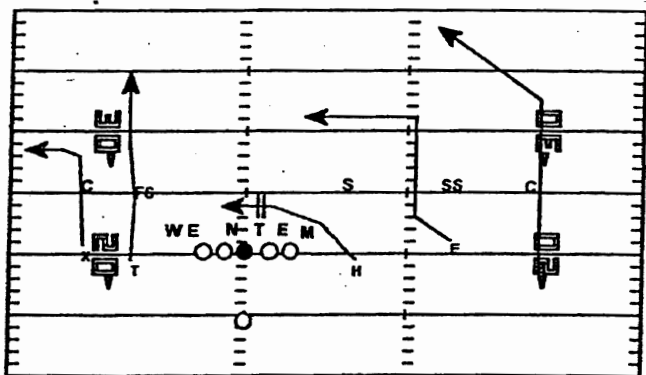
"Hot" Situation in 50 Protection



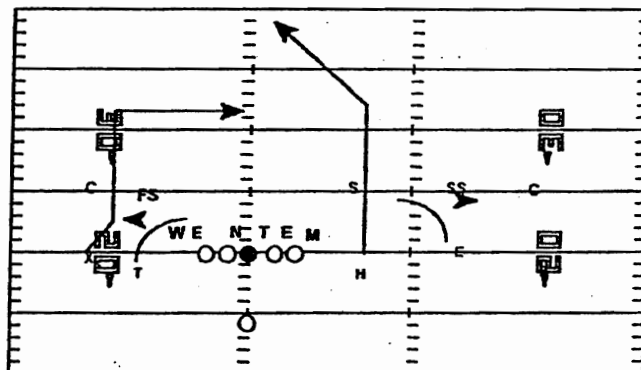
Trigger Right 50 H Option  
H is the "Hot" Receiver

There are two different types of routes that the hot receiver can run, a "Q" or a "Sight Adjustment".

"Q" - Any route that is built into the pattern as a quick throw to handle a "Hot" Situation. The Hot receiver will accelerate the timing of his route and look quickly for the ball. He must understand that there is a free rusher and the QB must get rid of the ball quickly. (Example: Trigger Rt 50 E Follow, H runs a drag the drag is the "Q" and Hot receiver for the QB)

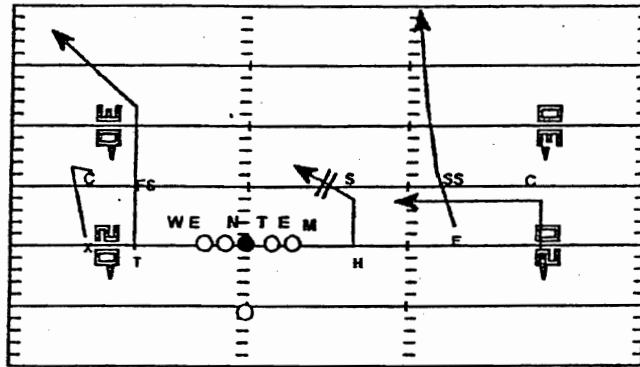


Trigger Rt 50 E Follow  
The drag to H is a "Q"  
and the "Hot" receiver



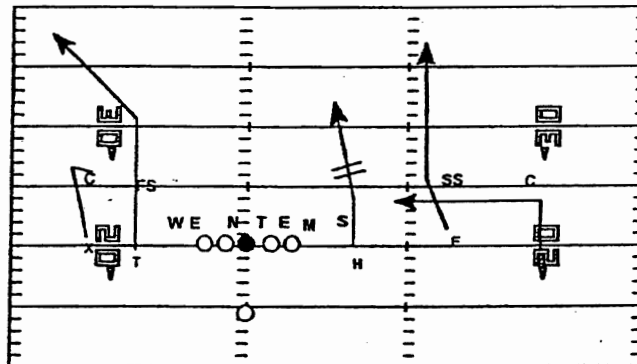
Trigger Rt 51 X Follow Pivot  
The Pivot to T is a "Q"  
and the "Hot" receiver

"Sight Adjustment" - A route that has a vertical stem (H Option, Smash), that must be changed in a "Hot" situation. When the "Hot" receiver identifies a "Hot" situation he will change (Sight Adjust) his route to a 3 Step Lookie to give the QB a quick throw. We can change the sight adjust route at any time. (Example: Trigger Rt 50 Smash, H will sight adjust to a 3 step lookie)



Trigger Rt 50 Smash  
H is Hot and sight adjust  
run a lookie

Note: We can change the sight adjust route to any route. We will start by running a lookie. A lookie is a 2 or 3 step quick slant. The WR will look quick for the ball. If the DB is playing tight hard inside leverage man the receiver can convert the lookie to a quick fade over the top.



Trigger Rt 50 Smash  
H is Hot runs a sight adjust  
quick fade vs. hard inside press



1 RB / 1 TE / 3 WR

<p align="center"><b><u>ACE LT</u></b></p> <p>Y O O ● O O X</p> <p>Z H</p> <p>T Q</p>	<p align="center"><b><u>ACE RT</u></b></p> <p>X H O O ● O O Y</p> <p>Z</p> <p>Q T</p>
<p align="center"><b><u>SOLO LT</u></b></p> <p>Y O O ● O O X</p> <p>Z H</p> <p>T Q</p>	<p align="center"><b><u>SOLO RT</u></b></p> <p>X H O O ● O O Y</p> <p>Z</p> <p>Q T</p>
<p align="center"><b><u>TREY LT</u></b></p> <p>Y O O ● O O X</p> <p>Z H</p> <p>T Q</p>	<p align="center"><b><u>TREY RT</u></b></p> <p>X H O O ● O O Y</p> <p>Z</p> <p>Q T</p>
<p align="center"><b><u>TRIPS LT</u></b></p> <p>Y O O ● O O X</p> <p>H Z</p> <p>T Q</p>	<p align="center"><b><u>TRIPS RT</u></b></p> <p>X Z H O O ● O O Y</p> <p>Q T</p>
<p align="center"><b><u>TRIO LT</u></b></p> <p>Y O O ● O O X</p> <p>Z H</p> <p>T Q</p>	<p align="center"><b><u>TRIO RT</u></b></p> <p>X H O O ● O O Y</p> <p>Z</p> <p>Q T</p>
<p align="center"><b><u>TRIO LT BUNCH</u></b></p> <p>Y O O ● O O X</p> <p>Z H</p> <p>T Q</p>	<p align="center"><b><u>TRIO RT BUNCH</u></b></p> <p>X H O O ● O O Y</p> <p>Z</p> <p>Q T</p>

UNIVERSITY OF UTAH FOOTBALL

**ZEBRA**

1 RB / 1 TE / 3 WR

**TRICK LT**

T Z Y ○ ○ ● ○ ○ H X  
Q

**TRICK RT**

X H ○ ○ ● ○ ○ Y Z T  
Q

**THUNDER LT**

Z Y ○ ○ ● ○ ○ X H T  
Q

**THUNDER RT**

X H ○ ○ ● ○ ○ Y Z  
Q

**TRIGGER LT**

Z Y H ○ ○ ● ○ ○ T X  
Q

**TRIGGER RT**

X T ○ ○ ● ○ ○ H Y Z  
Q

**SPREAD LT**

Z Y T ○ ○ ● ○ ○ H X  
Q

**SPREAD RT**

X H ○ ○ ● ○ ○ T Y Z  
Q

UNIVERSITY OF UTAH FOOTBALL

**PRO**

**2 RB / 3 WR**

**PONY LT**

Z P ○ ○ ● ○ ○ H X  
T Q

**PONY RT**

X H ○ ○ ● ○ ○ P Z  
Q T

**PONY LT OVER**

P ○ ○ ● ○ ○ H Z X  
T Q

**PONY RT OVER**

X Z H ○ ○ ● ○ ○ P  
Q T

**SOLO LT**

Z P ○ ○ ● ○ ○ H X  
T Q

**SOLO RT**

X H ○ ○ ● ○ ○ P Z  
Q T

**TRIO LT**

Z P H ○ ○ ● ○ ○ X  
T Q

**TRIO RT**

X ○ ○ ● ○ ○ H P Z  
Q T

# UNIVERSITY OF UTAH FOOTBALL

## TIGER

1 RB / 2 TE / 2 WR

<p style="text-align: center;"><u>WING LT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">Z</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 20px;">X</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>	<p style="text-align: center;"><u>WING RT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">X</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 20px;">Z</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>
<p style="text-align: center;"><u>WING LT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">U</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 20px;">Z</span> <span style="margin-right: 20px;">X</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>	<p style="text-align: center;"><u>WING RT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">X</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">U</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>
<p style="text-align: center;"><u>HIP LT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">Z</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 20px;">X</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>	<p style="text-align: center;"><u>HIP RT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">X</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 20px;">Z</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>
<p style="text-align: center;"><u>HIP LT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 20px;">X</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>	<p style="text-align: center;"><u>HIP RT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">X</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">U</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> </p> <p style="text-align: center;">Q</p> <p style="text-align: center;">T</p>
<p style="text-align: center;"><u>T-WING LT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">U</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">X</span> <span style="margin-right: 20px;">T</span> </p> <p style="text-align: center;">Q</p>	<p style="text-align: center;"><u>T-WING RT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">T</span> <span style="margin-right: 10px;">X</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">U</span> </p> <p style="text-align: center;">Q</p>
<p style="text-align: center;"><u>Q-WING LT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">U</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">X</span> <span style="margin-right: 20px;">Q</span> </p> <p style="text-align: center;">T</p>	<p style="text-align: center;"><u>Q-WING RT SLOT</u></p> <p style="text-align: center;"> <span style="margin-right: 20px;">Q</span> <span style="margin-right: 10px;">X</span> <span style="margin-right: 10px;">Z</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">●</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">○</span> <span style="margin-right: 10px;">Y</span> <span style="margin-right: 10px;">U</span> </p> <p style="text-align: center;">T</p>

UNIVERSITY OF UTAH FOOTBALL

TIGER

1 RB / 2 TE / 2 WR

# VICTORY

NO SPLITS

U   O   O   ●   O   O   Y  
Q

QB - TAKE A KNEE

T                      X  
MOVE UP

Z  
10 YARDS

# SCRAMBLE RULES

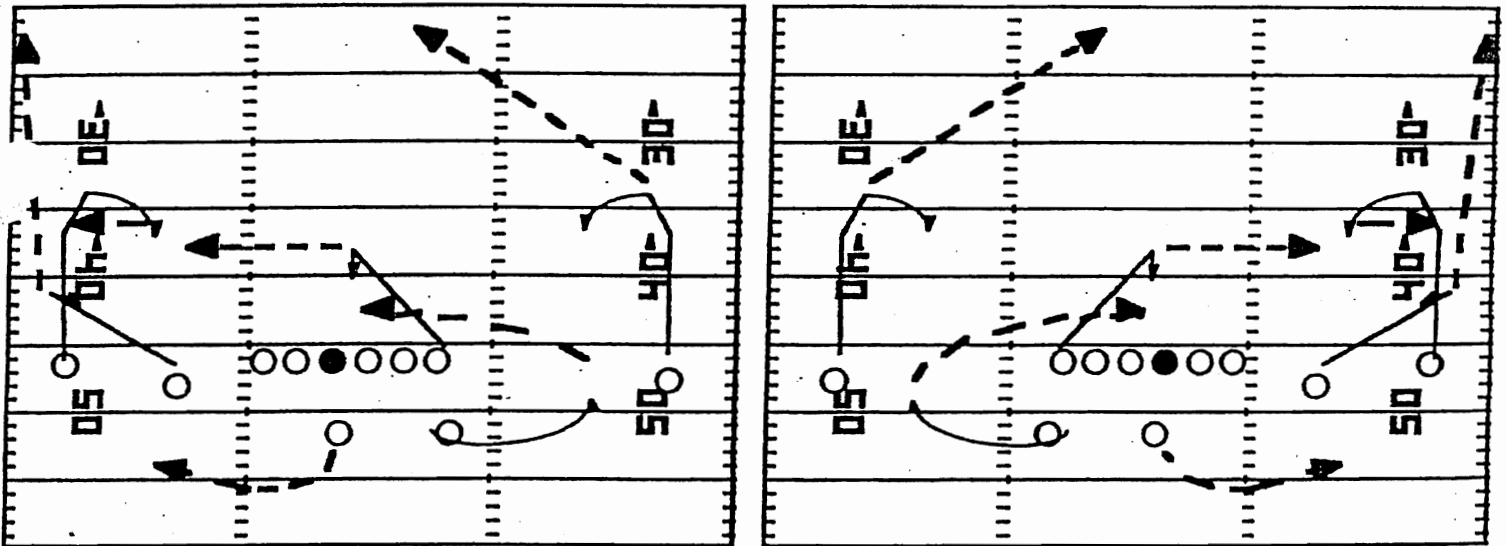
All pass patterns will have an automatic adjustment in the event of a scramble or when the QB is forced to one side or the other. This system holds true for all patterns and formations. The following rules will apply for the X, Z, H, E, Y, and T positions in accordance to the side of the scramble.

## 1. Quarterback

- A. Should avoid pressure by escaping to the pressure side. Do not give the rush defender(s) angles of pursuit.
- B. Keep eyes downfield working laterally for width while attacking the LOS, giving receivers a chance to adjust and get open.

## 2. Receivers

- A. If the QB comes out to your side:
  1. Deep man in the pattern - comeback to the boundary.
  2. Short man in the pattern - turn up field.
  3. Medium receivers should change their direction and shadow the QB.
  4. Backside deep receiver should run a deep post.

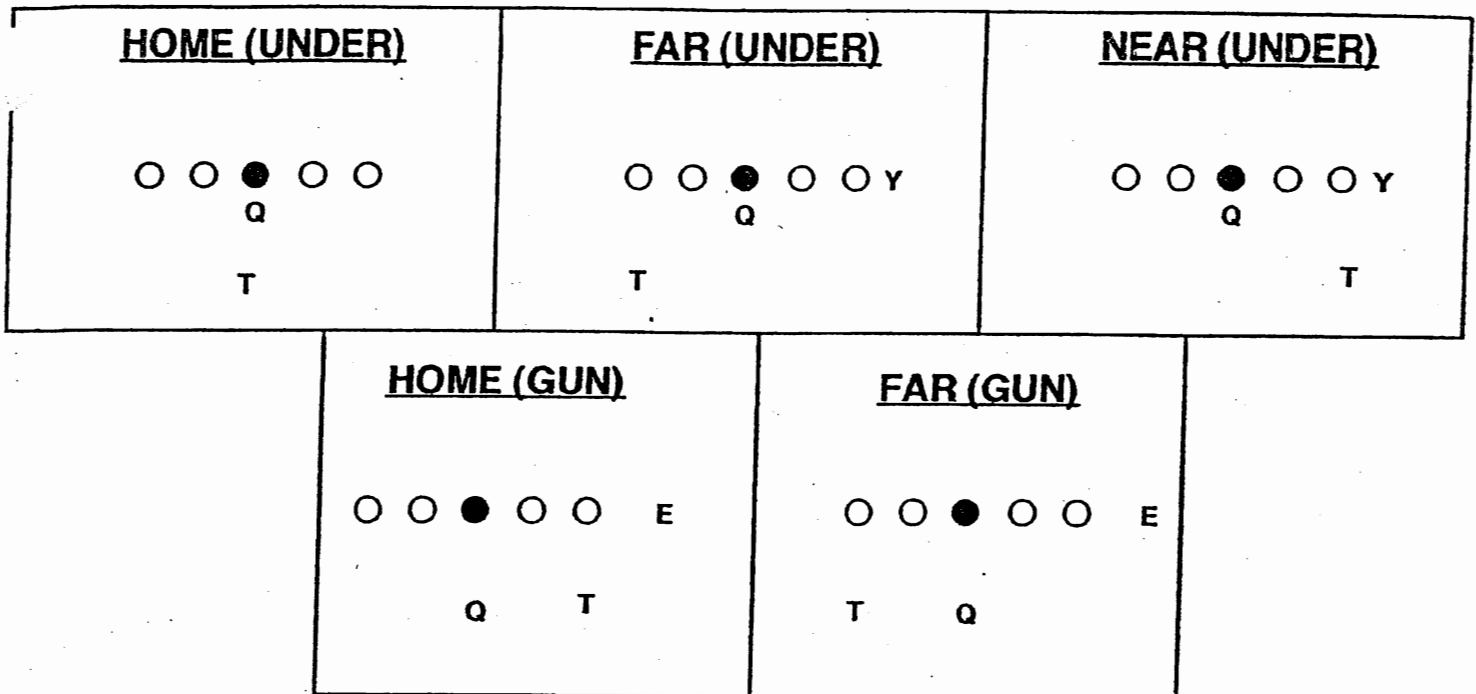


## 3. Basic Rules

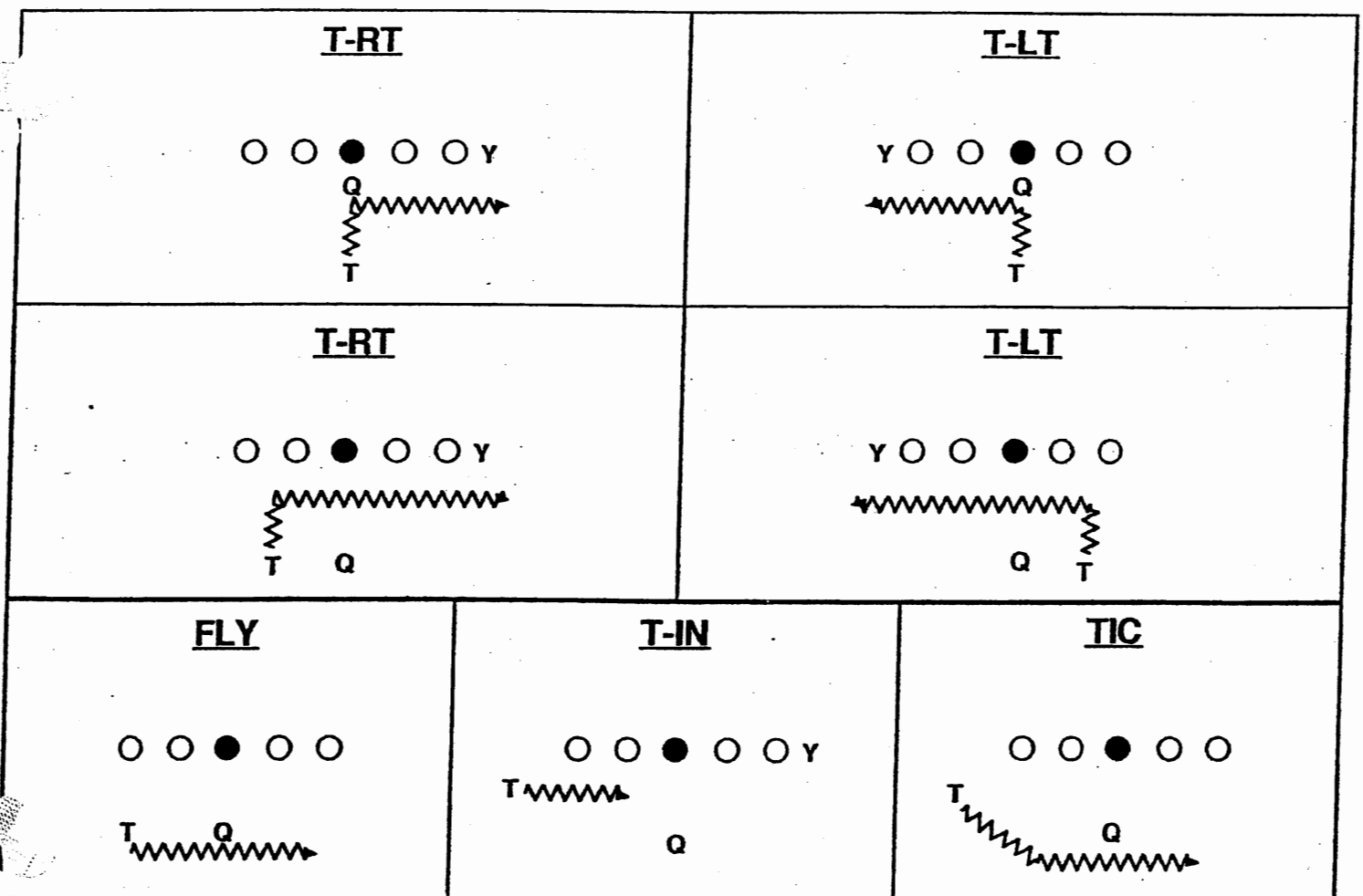
- A. Backs who block or fake should run a course parallel to the LOS with the QB.
- B. RB's running routes, adjust course and run in the same direction as QB, looking for open spot.
- C. If you approach the sideline, short and medium receivers start moving back into the field area. Deep man will work his way back to the QB.
- D. If the passer decides to run - when he crosses the LOS, turn and stalk block.
- E. LOAFS KILL SCRAMBLES! Scrambles may keep the drive alive and possibly win the game! HUSTLE!

# **MAKE THE PLAY!**

# "T" ALIGNMENTS



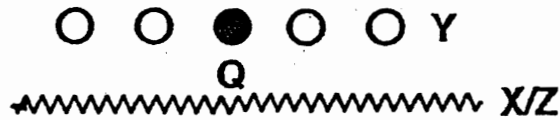
# "T" MOTIONS



**UNIVERSITY OF UTAH FOOTBALL**  
**SYSTEM OF MOVEMENT**

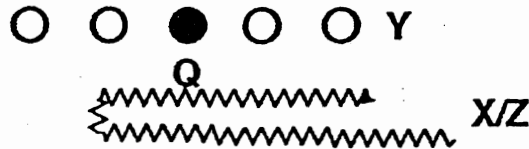
**X-Z RT. or LT.**

- begin in called formation and motion across ball to position to execute assignment.



**X-Z Return**

- begin in called formation and motion just past QB then return to position to execute assignment.



**X-Z In**

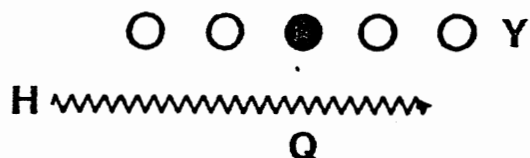
- begin in called formation and motion in toward ball to position to execute assignment.



**UNIVERSITY OF UTAH FOOTBALL**  
**SYSTEM OF MOVEMENT**

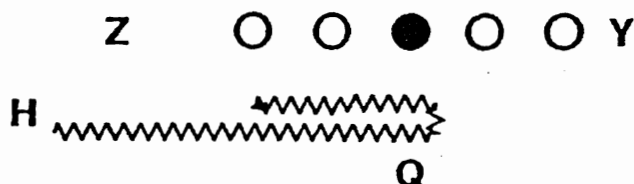
**H - RT. or LT.**

- begin in called formation and motion across ball to position to execute assignment.



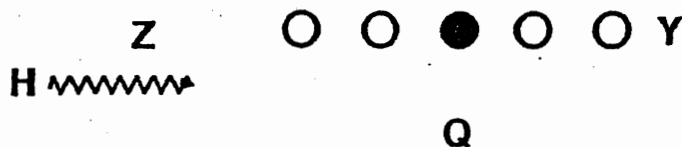
**H - Return**

- begin in called formation and motion just past QB then return to position to execute assignment.



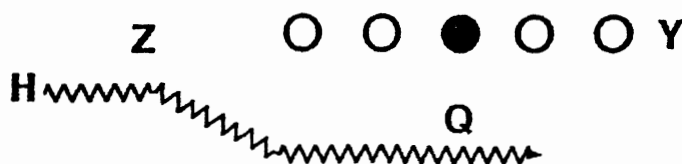
**H - In**

- begin as widest receiver to called side and motion in toward ball to position to execute assignment.



**HIC**

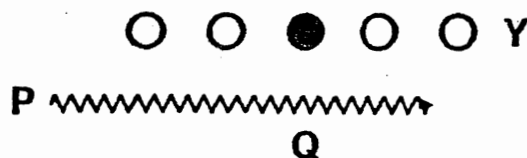
- begin in called formation and motion to backfield position.



# UNIVERSITY OF UTAH FOOTBALL SYSTEM OF MOVEMENT

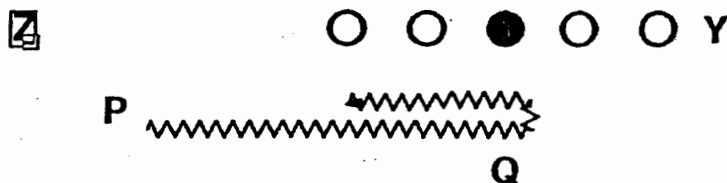
## - RT. or LT.

- begin in called formation and motion across ball to position to execute assignment.



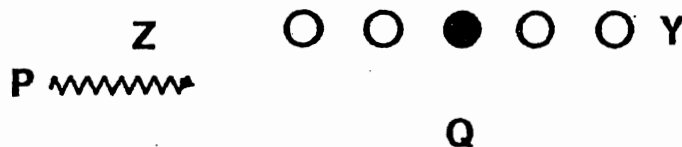
## P - Return

- begin in called formation and motion just past QB then return to position to execute assignment.



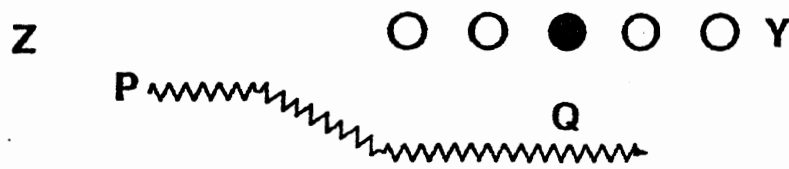
## P - In

- begin as widest receiver to called side and motion in toward ball to position to execute assignment.



## PEEK

- begin in called formation and motion to backfield position.



**UNIVERSITY OF UTAH FOOTBALL**  
**SYSTEM OF MOVEMENT**

**RT. or LT.**

- begin in called formation and motion across ball to position to execute assignment.



**U - Return**

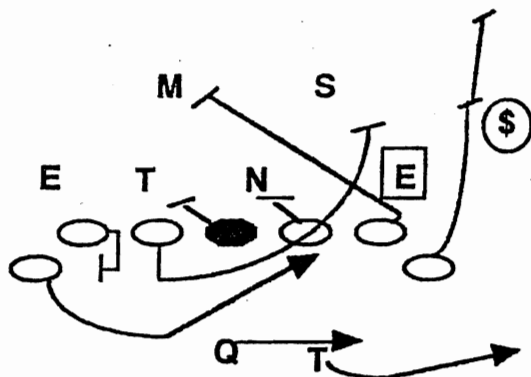
- begin in called formation and motion just past QB then return to position to execute assignment.



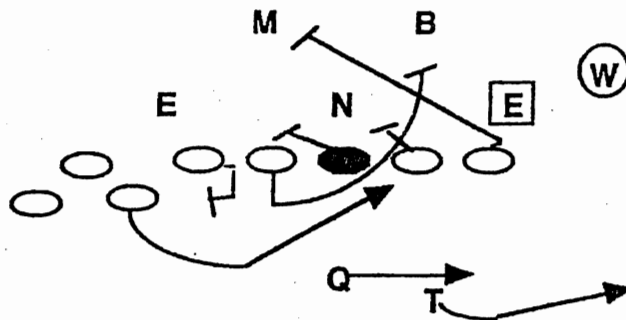
# PLAY: 6/7 SHOVEL

UNIVERSITY OF UTAH FOOTBALL

## 4-2 UNDER



## ODD



## PERSONNEL

EAGLE, PRO

## FORMATIONS

TRIO, SOLO, TRIO BUNCH, PONY

## RULES

**X**

Playside - Man On, Outside #  
Backside - CFC

**Z**

Playside - Man On, Outside #  
Backside - CFC

**H**

Trio - Shovel runner (Bubble back to 3 yds. to 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)  
Pony - Playside- 1 High, secure and climb to #3. 2 High arc to #3 immediately.  
Backside - Shovel runner (Bubble back to 3 yds. to 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)

**E**

Trio - Playside man on outside #. Backside CFC  
Pony - Playside- 1 High, secure and climb to #3. 2 High arc to #3 immediately.  
Backside - Shovel runner (Bubble back to 3 yds. to 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)  
Solo - Playside- Man on, Outside #  
Backside - Shovel runner (Bubble back to 3 yds. to 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)

**P**

Pony - Playside- 1 High, secure and climb to #3. 2 High arc to #3 immediately.  
Backside - Shovel runner (Bubble back to 3 yds. to 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)

**T**

Leave when ball is snapped. Counter step and shoulder fake. Turn opposite direction of the play-Get into pitch phase 5 X1.  
T Shovel- Forward jab step with outside foot, get in 5x1 pitch phase, throttle in center area, receive shovel, follow guard thru hole.)

**QB**

Align at 5 yards- take snap get width. Read C gap defender. If he takes you pitch to shovel. If he squeezes, Pitch off next outside defender.

**PST**

White side - Release and secure B gap to middle to backside LB  
Blackside - Secure B gap to middle to backside LB, possible Tag.

**PSG**

White side - A gap, Block down  
Black side - A gap, possible Tag to BSLB, Ideally pull 3 tech over to you.

**C**

Back block, replace for pulling guard.  
Vs. Odd, Odd Stack, Slam Seal.

**BSG**

Skip Pull to FSLB, secure and climb to safety

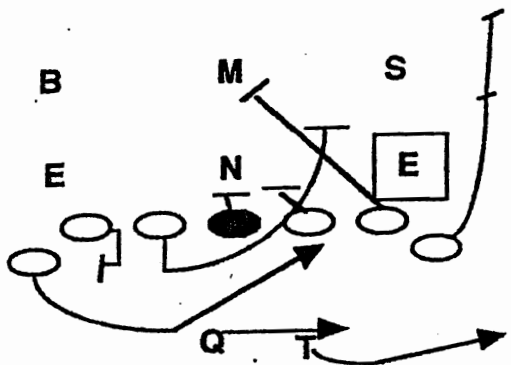
**BST**

Seal Gap Hinge.

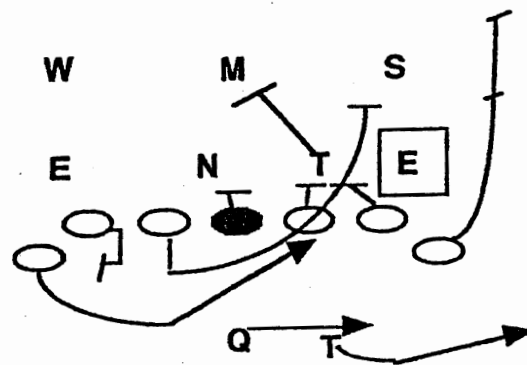
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 6/7 SHOVEL**

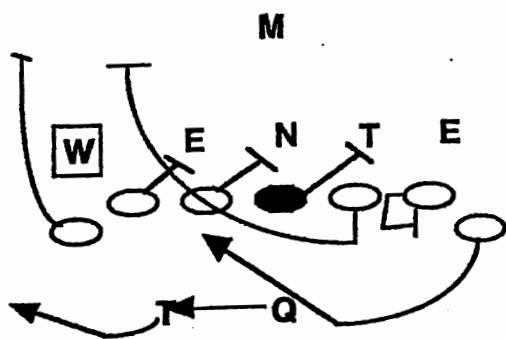
**ODD STACK**



**4-1 OVER**



**BEAR**

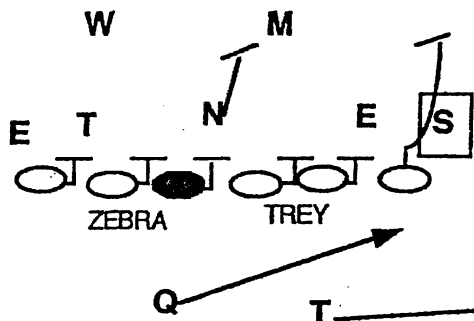


# PLAY: 8/9 Zone Speed

UNIVERSITY OF UTAH FOOTBALL

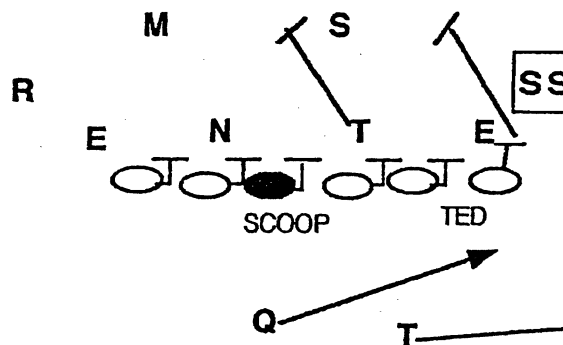
[ ] = Pitch Man

Under  
r



[ ] = Pitch Man

4-4



## PERSONNEL

ZEBRA

## FORMATIONS

ACE, TREY, TRIPS

## RULES

**X**

Crossfield Cut (C.F.C)

**Z**

Playside- Support or Man On

**H**

Man over to FS-Possible bypass

Play to: 1st Man outside Pitch Key  
Backside- C.F.C

**Y/E**

Tackle covered- TREY  
Tackle uncovered- TED  
VS 9 Tech Loop to FSLB

Must get FSLBI

**T**

Recognize Pitch Key, Allow QB to catch snap, Get in pitch phase 1 x 5. Stay with QB

**QB**

Catch Snap, attack- outside shoulder of pitch key ( D-Gap defender)

**PST**

Covered- Reach 5 Tech  
Uncovered- TED to FSLB

**PSG**

TREY- Secure Front side gap to BSLB  
TED- Secure 3 tech to BSLB

**C**

Strong Shade- Reach him  
Weak Shade- SCOOP to BSLB

**BSG**

Secure Playside. Gap

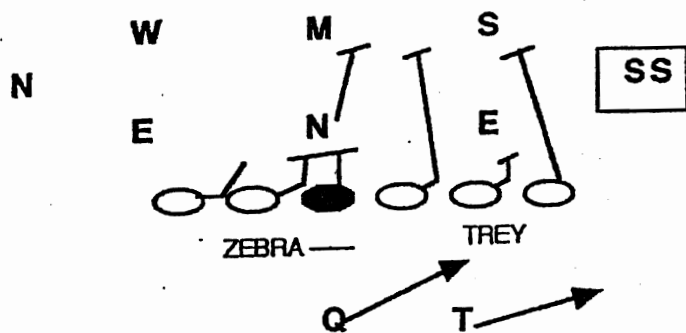
**BST**

Secure Playside. Gap Pull cut off

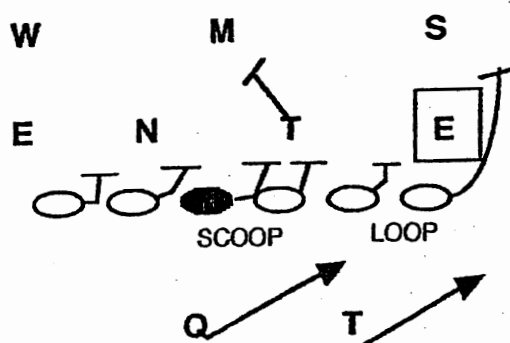
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 8/9 Zone Speed**

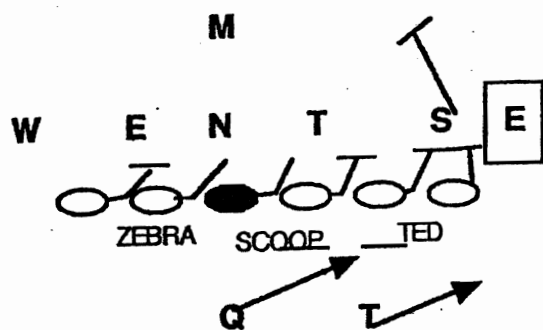
**ODD STACK**



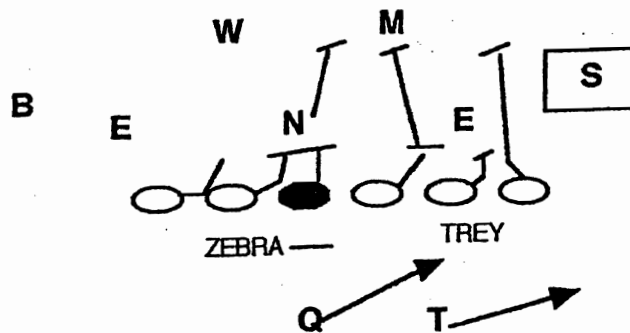
**STACK/4-1**



**BEAR**



**ODD**

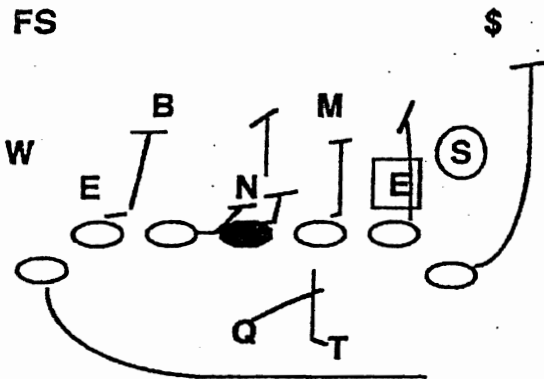


# UNIVERSITY OF UTAH FOOTBALL

## PLAY: 12/13 Veer

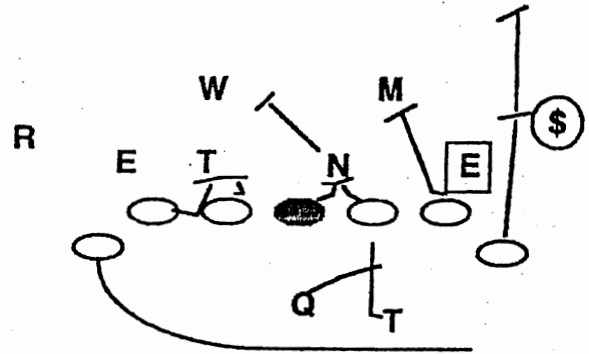
- READ #1, PITCH OFF 2, BLOCK 3, RUN TO LOAD

ODD



4-2 UNDER if EVEN, Qs TO FIELD

FS



PERSONNEL  
Pro

FORMATIONS  
Pony

## RULES

## COACHING POINTS

**PS #1** Man On, Outside #

**PS #2** #3, Outside #

**BS #2 ( Motion)** Motion, to 2 yds. behind the QB get in Pitch phase 5x1

**BS#1** OFC

**T** Toes at 51/2 yds. inside jab step. Aiming point is the crack of the guards butt..

**QB** Toes at 41/2, Lead step with foot away from run, square shoulders to sideline with 2nd and 3rd step. Read key is #1, pitch key #2.

**PST** Block the 1st LB head up to inside. Best Release. (Loop, Veer)

**PSG** Inside, On, Over

**C** PSG - Frontside  
Whiteside - Reach Nose  
Blackside - Slip nose to BSLB.

**J** PSG  
Blackside - Tag  
Whiteside - Slip nose to BSLB

**BST** PSG  
Blackside - Tag  
Whiteside - Tight cutoff (CUT)

1 High, secure and climb  
2 High, Arc to #3, immediately

Read the 1st down lineman inside #1.

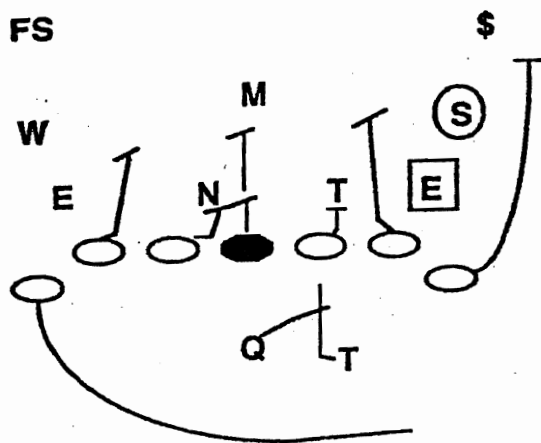
Reach ball back to T, have a good ride..

Black Side - Base block 3 tech  
4 Down - White Side - Scoop nose to BSLB  
3 Down - White Side Block Mike LB

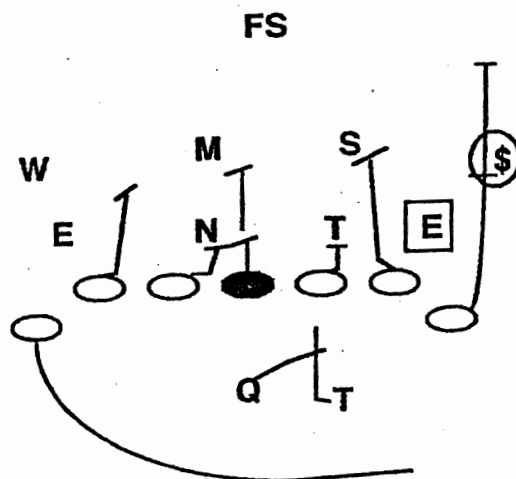
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 12/13 Veer**

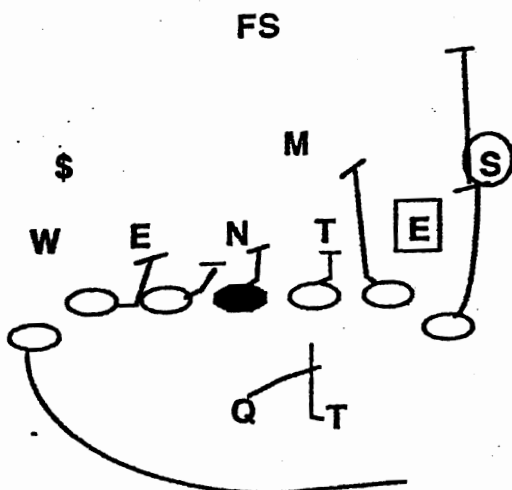
**4-1 OVER**



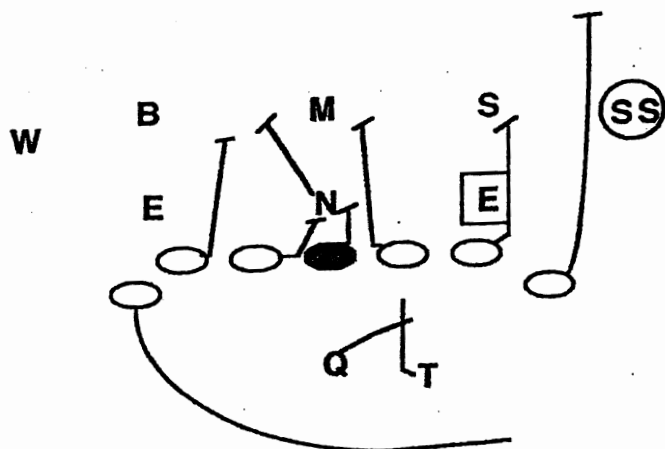
**4-2 OVER**



**BEAR**



**ODD STACK**



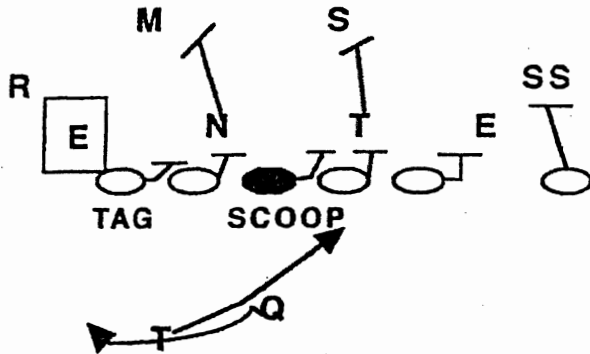
# PLAY: 14/15 READ

UNIVERSITY OF UTAH FOOTBALL

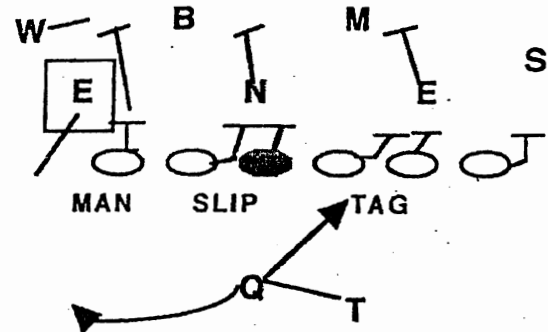
Code Word

14 - WARM, 15 - COOL

## 4-4 OVER



## ODD



## PERSONNEL

ZEBRA, EAGLE, TIGER, PONIES

## FORMATIONS

SOLO, TRIO, FAR TRIO, FAR ACE, FAR TREY, FAR TRIPS, FAR WING, FAR WING SLOT, SPREAD TIC, TRIGGER TIC

## RULES

**X**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

**Z**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

**H**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

**Y/E**

Playside-Man on, Inside #  
Backside-Keep.

NOTE: Attached Y OT Covered-Man On  
OT Uncovered-Ted/Oscar

**T**

Toes at 6 yds inside foot on guards outside foot.-Slow, Flat Lead step, shuffle step. Aiming point is the outside leg of the PSG -Responsible for mesh-Read first down lineman beyond Center. Slow to, Fast through. If QB keeps, fake hands together, get tackled. C.P. - Same side Read take bigger lead step.

**QB**

Opposite side - Open to TB, extend Ball, Read C Gap defender  
Same side - No step, sink hips, extend ball to T, Read C gap defender.  
vs 7 man Box possible check for 3 vs 5 man Box hand off

**PST**

P.S.G. Covered -Man On, Possible Tag

NOTE: Attached Y OT Covered-Man On  
OT Uncovered-Ted/Oscar

**PSG**

P.S.G. Covered-Scoop  
Uncovered-Tag, Possible Scoop vs. A Gap LB/2I Tech

**C**

P.S.G. Covered-Badger,Possible Scoop vs. A Gap LB/2I Tech/vs Odd Slip/Possible Zebra,  
Uncovered-Scoop

**BSG**

P.S.G. Covered-Block man on, Possible MAN call  
Uncovered-Tag, possible zebra, MAN call

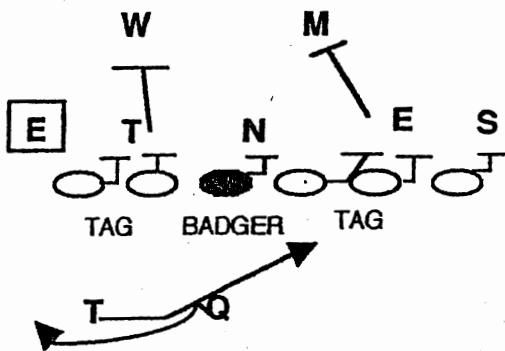
**BST**

P.S.G -Block B gap defender, Read Will LB  
Man on Man outside- Man call, vs 5 in box "MAN" call

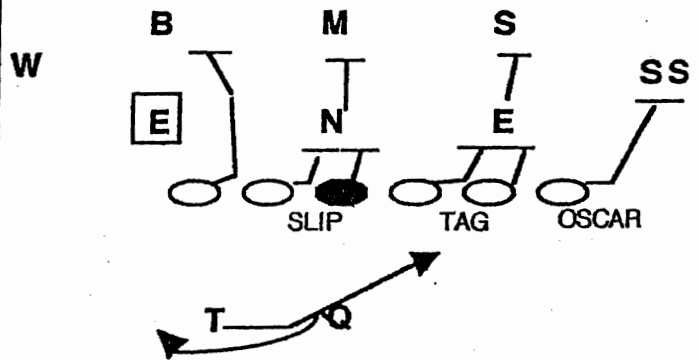
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 14-15 READ**

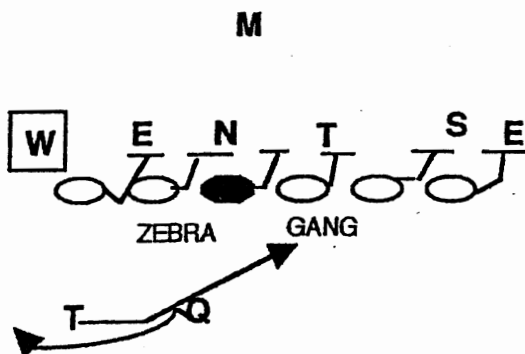
**UNDER**



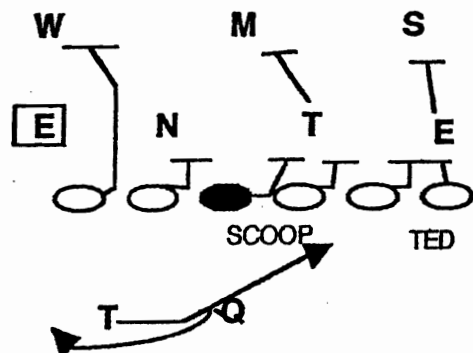
**ODD STACK**



**BEAR SAM PRESS**

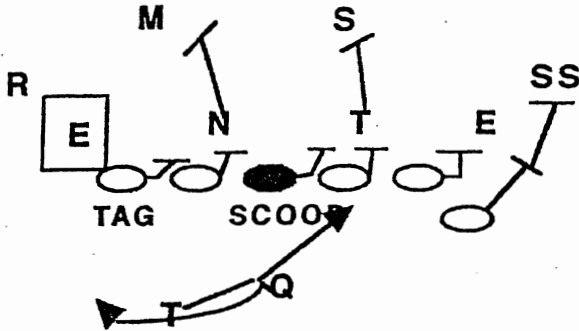


**STACK**

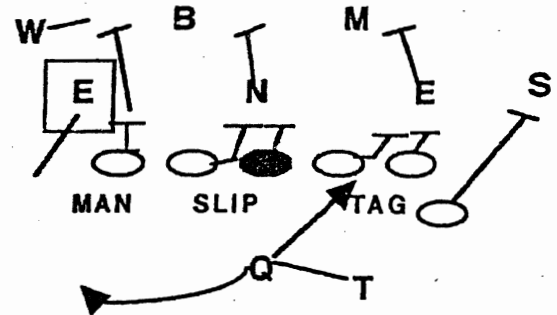


**PLAY: 14/15 READ OSCAR**

**4-4 OVER**



**ODD**



**PERSONNEL**

**ZEBRA, EAGLE, TIGER, PONIES**

**FORMATIONS**

**SOLO, TRIO, FAR TRIO, FAR ACE, FAR TREY, FAR TRIPS, FAR WING, FAR WING SLOT, SPREAD TIC, TRIGGER TIC**

**RULES**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On, Inside #  
B.S. = Keep

Y/E PSG, Block D gap defender, Always get a piece of the Emol, unless immediate threat outside.

T Toes at 6 yds inside foot on guards outside foot.-Slow, Flat Lead step, shuffle step. Aiming point is the outside leg of the PSG -Responsible for mesh-Read first down lineman beyond Center. Slow to, Fast through. If QB keeps, fake hands together; get tackled. C.P. - Same side Read take bigger lead step.

QB Opposite side - Open to TB, extend Ball, Read C Gap defender  
Same side - No step, sink hips, extend ball to T, Read C gap defender.  
vs 7 man Box possible check for 3 vs 5 man Box hand off

PST P.S.G. Block C Gap Defender

PSG P.S.G. Covered-Scoop  
Uncovered-Tag, Possible Scoop vs. A Gap LB/2I Tech

C P.S.G. Covered-Badger,Possible Scoop vs. A Gap LB/2I Tech/vs Odd Slip/Possible Zebra,  
Uncovered-Scoop

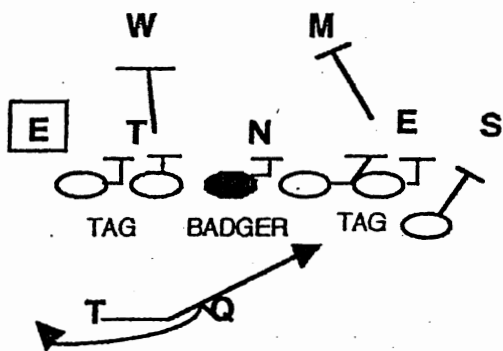
LSG P.S.G. Covered-Block man on, Possible MAN call  
Uncovered-Tag, possible zebra, MAN call

BST P.S.G -Block B gap defender, Read Will LB  
Man on Man outside- Man call, vs 5 in box "MAN" call

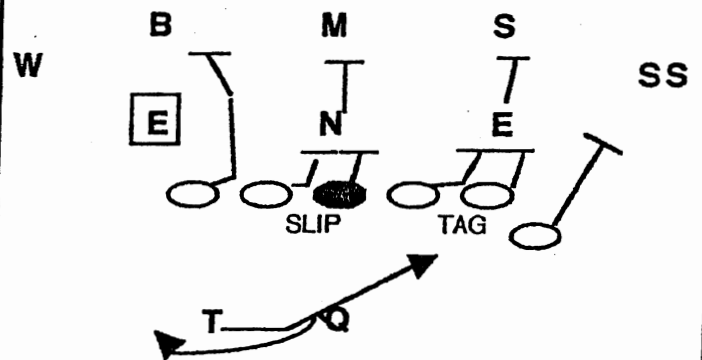
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 14-15 READ OSCAR**

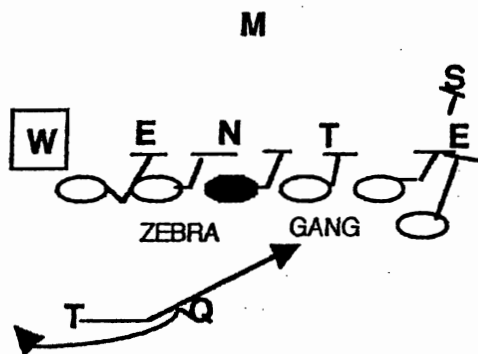
**UNDER**



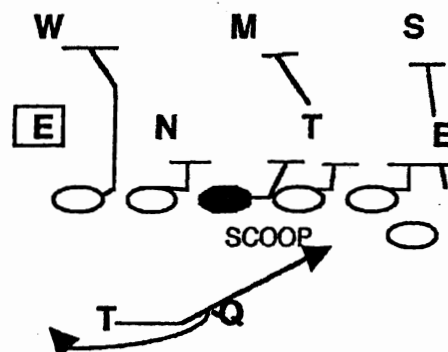
**ODD STACK**



**BEAR SAM PRESS**



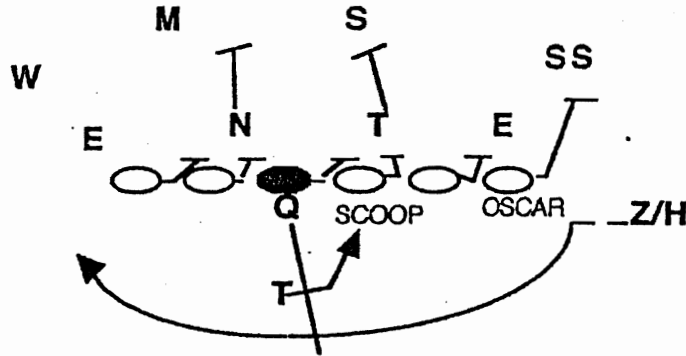
**STACK**



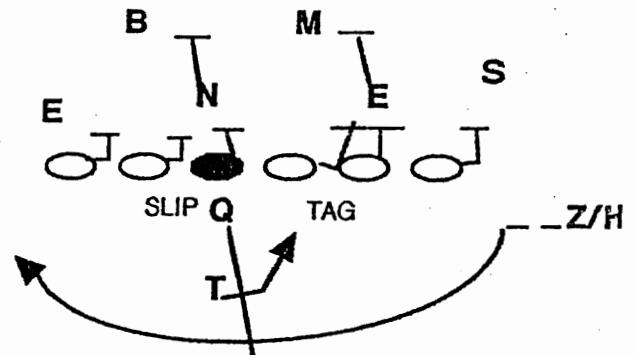
UNIVERSITY OF UTAH FOOTBALL

**PLAY:14/15 FARGO**

**4-4 Over**



**ODD**



**PERSONNEL**

ZEBRA

**FORMATIONS**

Z/H IN MOTION, TREY, ACE, TRIO BUNCH, PONY

**RULES**

**X**

Cutoff

**Z**

Z-in motion-Fake Reverse, Sell for 10 yds.  
H in motion - Block support

**H**

H in motion-Fake Reverse, Sell for 10 yds.  
Z in motion - Block support

**Y**

P.S.G. OT Covered-On  
OT Uncovered - TED/OSCAR

**T**

Toes at 6 1/2 behind QB -Lead, cross-over, plant. Landmark butt of PST, press LOS.  
Read first down lineman beyond the Center.

**QB**

Open at 5/7 - extend ball, hand off to T fake reverse, set up for pass

**PST**

PSG. White side - Man on, possible Tag  
Black side- TED/ OSCAR

**PSG**

PSG. White side - Tag/Scoop  
Black side - Scoop/possible Gang

**C**

PSG White side - Scoop, possible Badger  
Black side - Scoop, possible Gang

Possible Zebra vs. Tight shade

**BSG**

PSG White side - Tag  
Black side - Tag, possible Zebra vs. playside tight shade

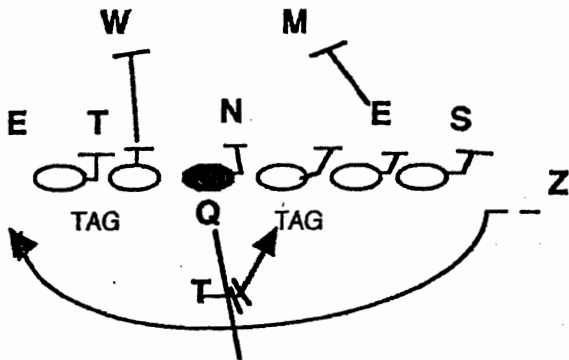
**BST**

PSG White side - Tag  
Black side - Tag, possible Zebra vs. playside tight shade

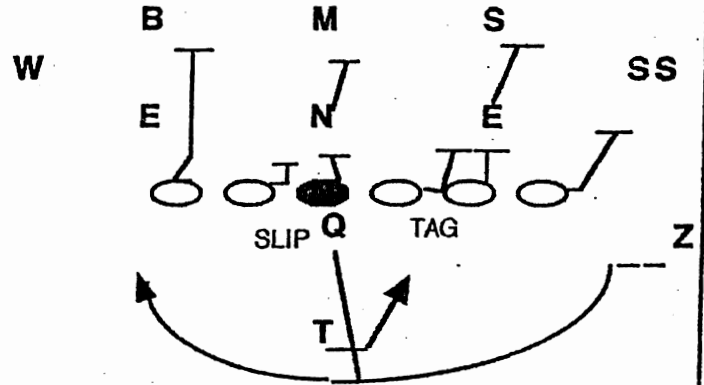
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 14/15 FARGO**

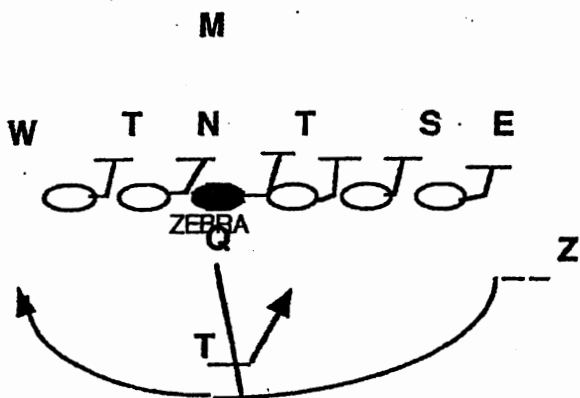
**Under**



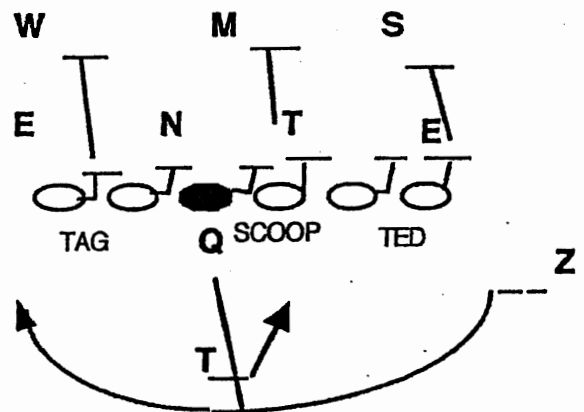
**ODD STACK**



**BEAR**



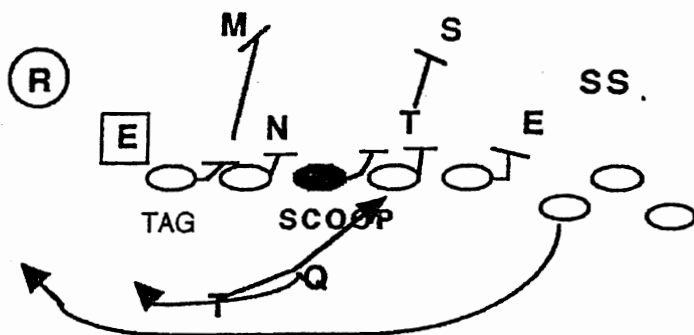
**STACK G**



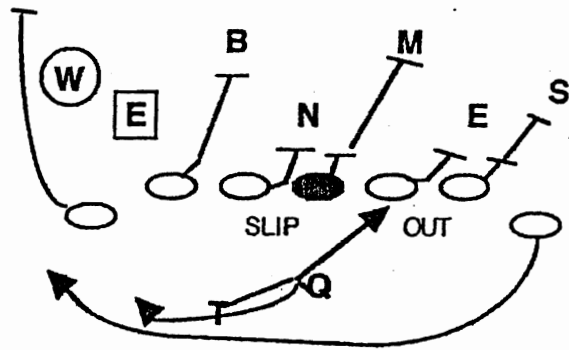
# UNIVERSITY OF UTAH FOOTBALL

## PLAY: 14/15 TRIPLE

### 4-4 OVER G



### ODD



### PERSONNEL

ZEBRA, EAGLE, PRO

### FORMATIONS

PONY, FAR TRIO BUNCH, FAR TRIO, FAR TREY

## RULES

Playside = 14/15 side

Man On, outside #

**Z**

Playside - Single side - Support  
Playside 2/3 Rec side - Man on inside #  
Backside - Man on, Outside #

**H**

Playside-Motion, to 2 yds. behind the QB get in Pitch phase 5x1  
Backside - 1 High, secure and climb. 2 High arc to #3 immediately.

**Y/E**

Detached - Man On  
Attached - P.S.G. Block D Gap Defender

**P**

Playside-Motion, to 2 yds. behind the QB get in Pitch phase 5x1  
Backside - 1 High, secure and climb. 2 High arc to #3 immediately.

**T**

Toes at 6 yds inside foot on guards outside foot.-Slow, Flat Lead step, shuffle step. Aiming point is the outside leg of the PSG - Responsible for mesh-Read first down lineman beyond Center. Slow to, Fast through. If QB keeps, fake hands together, get tackled

**QB**

Open to TB, extend Ball, Read C gap defender. If Pull Read pitch off next outside defender

**PST**

Zone the C Gap defender

NOTE: Attached Y OT Covered-Man On  
OT Uncovered-Ted/Oscar

**PSG**

Zone the B Gap defender

**C**

Zone the Playside A Gap defender

**BSG**

Zone the A Gap defender

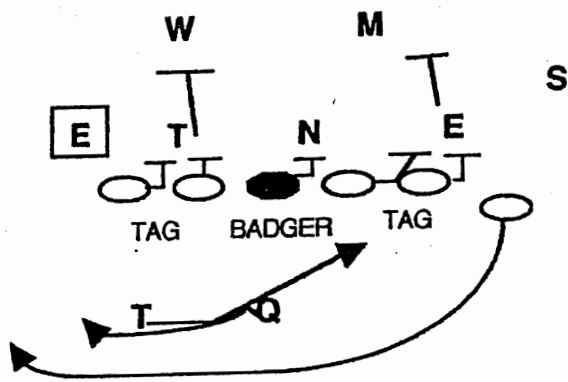
**BST**

Zone the B gap defender

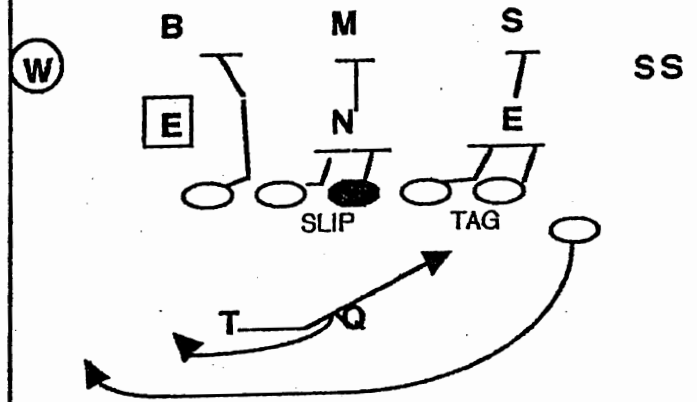
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 14-15 Triple**

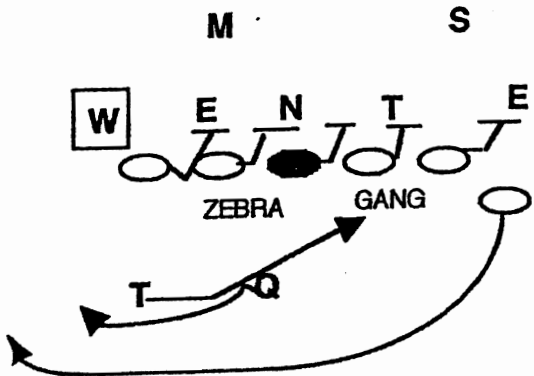
**UNDER**



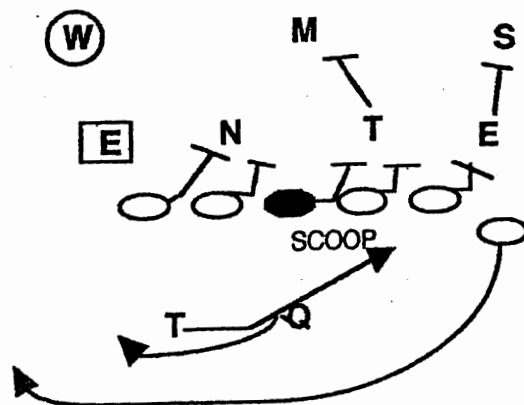
**ODD STACK**



**BEAR**



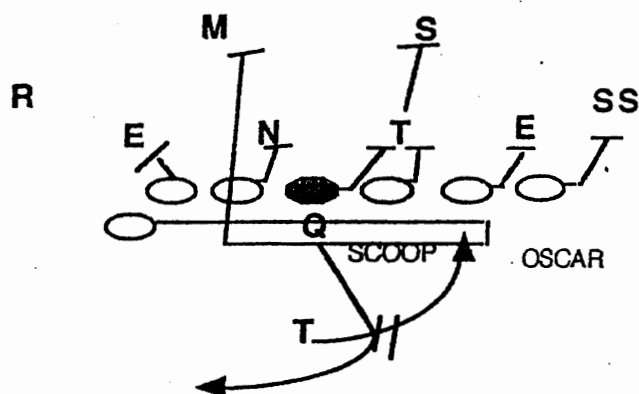
**STACK**



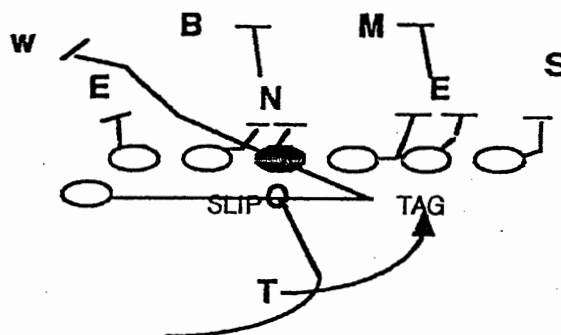
# PLAY:14-15 ZOMBIE

UNIVERSITY OF UTAH FOOTBALL

## 4-4 OVER G



## ODD



## PERSONNEL

TIGER

## FORMATIONS

WING, WING SLOT, HIP, HIP SLOT  
(WITH U MOTION)

## RULES

**X**

Frontside/Single side - Support  
Frontside 2 or 3 receiver side - man on

Note: Backside cutoff

**Z**

Frontside/Single side - Support  
Frontside 2 or 3 receiver side - man on

Note: Backside cutoff

**U**

BS- White side - Fit through B gap to block Backside LB  
Black side - Cut off, C gap  
FS (Open Zone) - Block Support player

**Y**

PSG White side - Man On  
Black side- Ted/ Oscar

**T**

Toes at 6 1/2 behind QB -Lead, crossover, plant. Landmark butt of PST, press LOS.  
Read first down lineman beyond the Center.

**QB**

Open at 5/7, extend ball, hand off to T naked away

**PST**

PSG

White side -Man on, possible Tag  
Black side - Ted/ Oscar

**PSG**

PSG.

White side - Tag/Scoop  
Black side - Scoop/possible Gang

**C**

PSG

White side - Scoop, possible Badger  
Black side - Scoop, possible Gang

Possible Zebra vs. Tight shade

**BSG**

PSG

White side - Man, Possible Slip  
Black side - Tag, possible Zebra vs. playside tight shade

**BST**

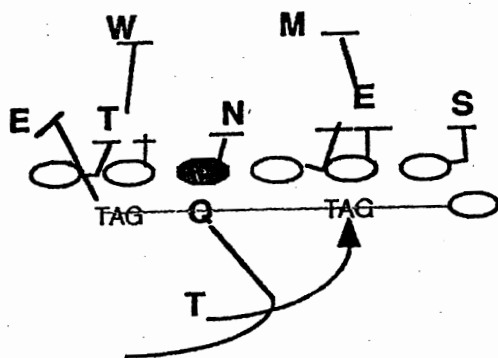
PSG

White side - Man  
Black side - Tag, possible Zebra vs. playside tight shade

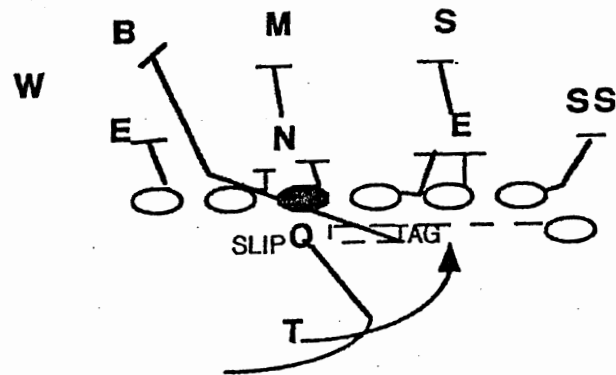
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 14/15 ZOMBIE**

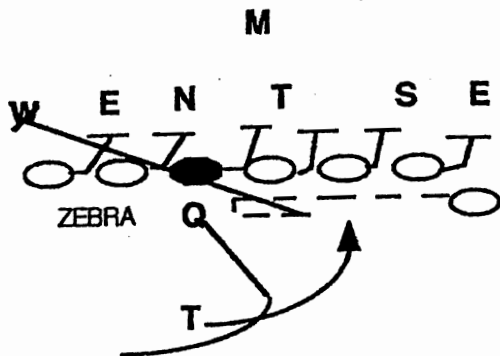
UNDER



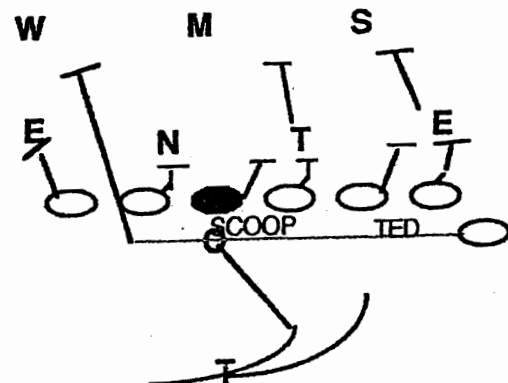
ODD STACK



BEAR SAM PRESS

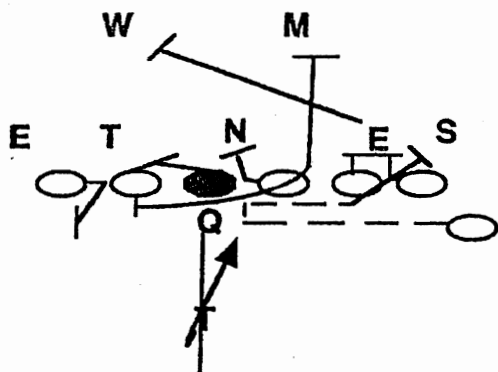


STACK G

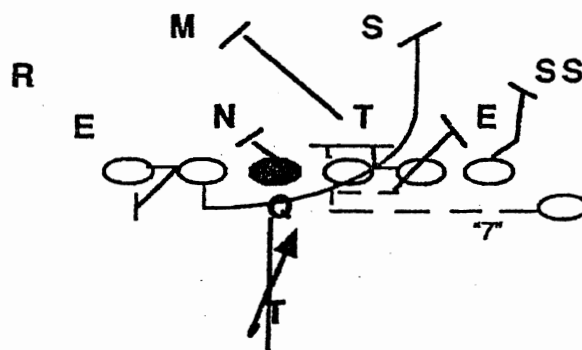


**PLAY: 16/17 POWER**

**UNDER**



**4-4 OVER**



## PERSONNEL

**TIGER**

## FORMATIONS

**WING , WING SLOT, HIP, HIP SLOT,  
(WITH U MOTION )**

## RULES

**X** Back side - Cutoff

**Z** Front side/Single side - Block support  
Back side - Cutoff

## U Motion Kick out EMOL Inside out approach

**NOTE: B Gap snap**

**Y** White side - C gap, Ted to BSLB  
Black side - 7 tech, arc to support,  
9 tech - Mike call, Release to Mike LB

**T** Toes at 7 yds, - drop step, A gap aiming point, read butt of pulling guard, run to daylight

**QB** Reverse to 6-extend the ball , hand off to T, set up for pass.

**PST** White side - B gap, possible Ted to BSLB  
Black side - B gap, possible Tag to BSLB

**PSG** White side - A gap, Block down, possible Gap call  
Black side - A gap, possible Tag to BSLB

**C** Back block, replace for pulling guard.

**NOTE: Vs. Odd front - Back side A gap to Will LB**

**BSG** Gap pull to 1st PSLB.

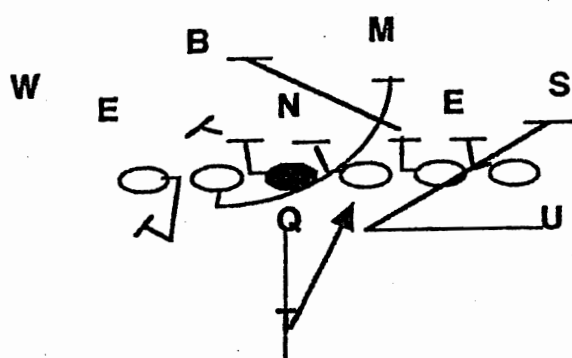
NOTE: Frontside/White side - C gap entry  
Front side/Black side - B gap entry

**BST** Seal Gap Hinge- If End widens release Downfield

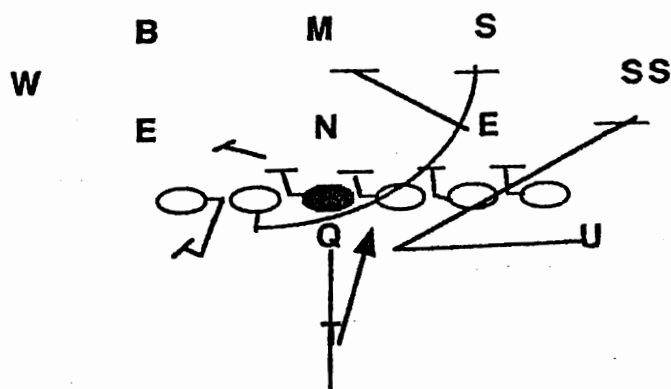
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**PLAY: 16/17 POWER**

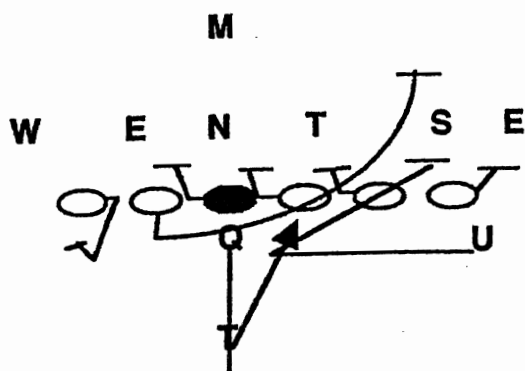
**ODD**



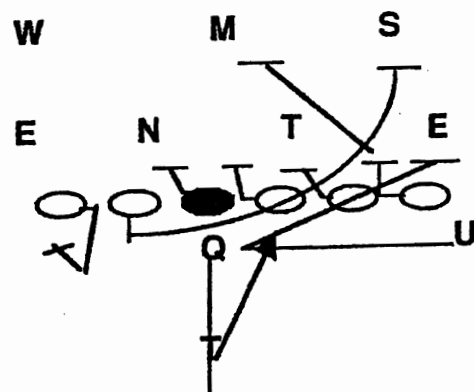
**ODD STACK**



**BEAR SAM PRESS**

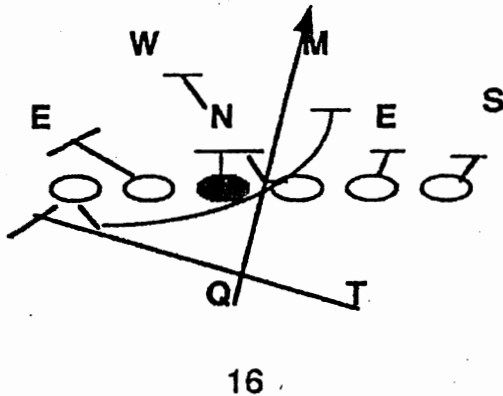


**STACK G**

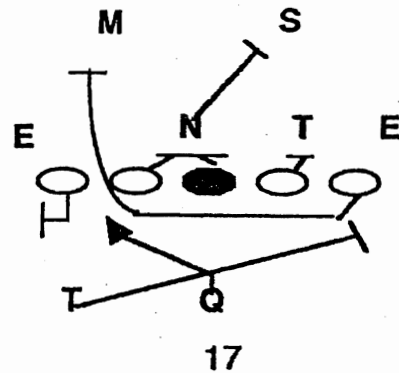


**PLAY: 16/17 Q WRAP**

**ODD**



**4-2**



**PERSONNEL**

**ZEBRA, EAGLE, TIGER, PONIES**

**FORMATIONS**

**ACE, TREY, TRIPS, SOLO, TRIO  
FAR WING**

**RULES**

**X**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On  
B.S. = Cutoff

**Z**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On  
B.S. = Cutoff

**H**

F.S Single Side = Support  
F.S 2/3 Rec. side = Man On  
B.S. = Cutoff

**Y/E**

F.S Support/ Man On, Inside #  
B.S-Cut Off

**T**

Cross in front of QB, Flash Fake, cut first man off the tackles butt.

**QB**

Open to T, Flash Fake, Attack "A" gap, read the butt of the pulling tackle.

**PST**

Covered-man on

Note - If threat of B gap run thru, block down.

**PSG**

Black side - man on  
White side - Scoop to BSLB

**C**

Scoop or Slip tight shade to BSLB  
Vs Odd Scoop to BSLB

**BSG**

Black side - man on  
White side - Slip to BSLB

Note: Vs Odd, block out on end  
Vs Odd Stack block B gap defender

**BST**

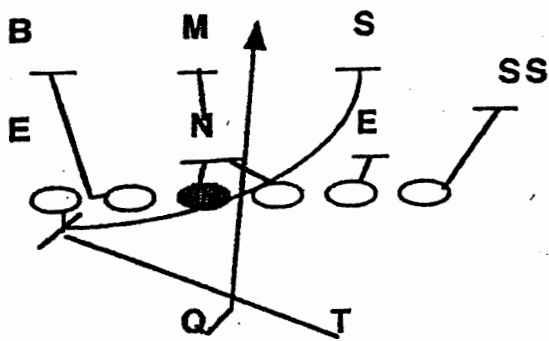
Pull and Read PST butt.

Note: Turned out butt lead up on FSLB  
Flat butt, look to trap.

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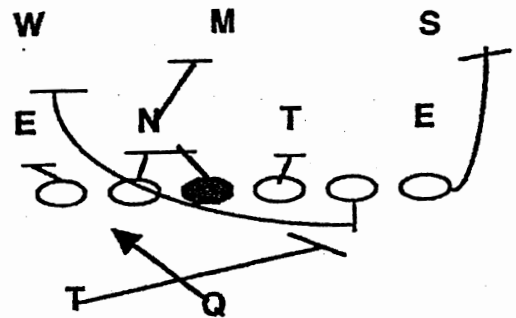
**PLAY: 16/17 Q- WRAP**

**ODD STACK**



16

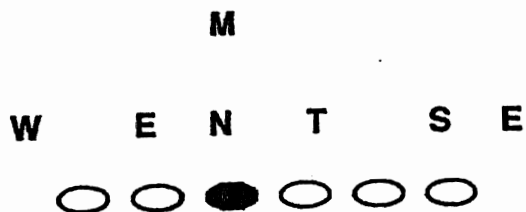
**STACK G**



17

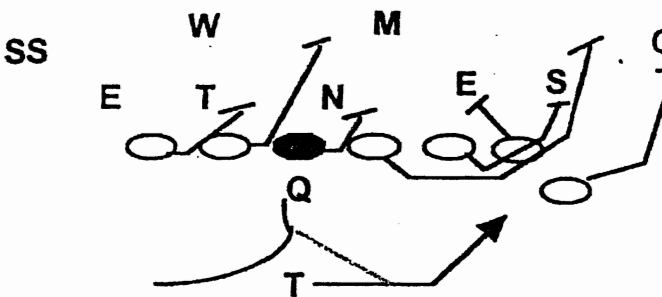
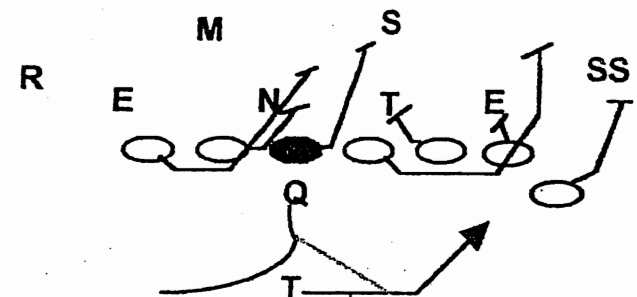
**BEAR**

**CHECK 8/9 SPEED**



UNIVERSITY OF UTAH FOOTBALL

**PLAY: 18/19 TOSS**

<p align="center"><b>Under</b> FS</p> 	<p align="center"><b>4-4</b> FS</p> 
<p align="center"><u>PERSONNEL</u> <b>TIGER</b></p>	<p align="center"><u>FORMATIONS</u> <b>WING, WING SLOT, HIP, HIP SLOT (With U MOTION)</b></p>

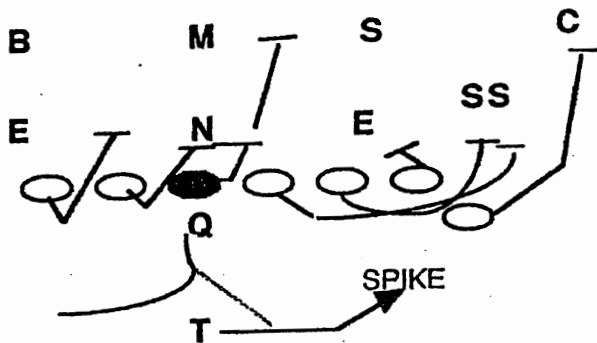
**RULES**

<b>X</b>	Cutoff
<b>Z</b>	Front side - Man on Back side - Cutoff
<b>U</b>	Arc release - Block support player
<b>Y</b>	Inside, On - Block down on 5 tech, "Spike", 7 tech - block down, 9 tech - reach
<b>T</b>	Flat lead step catch slight down hill toss from QB, stretch the defense, think downhill and read the pullers block.
<b>QB</b>	Reverse out, downhill toss to T, naked away.
<b>PST</b>	White side - Spike call, pull log or kick out 9 tech Black side - Snag, block down on 3 tech
<b>PSG</b>	White side - Pull block 1st inside LB, possible snatch call vs. 2I Black side - Pull block 1st inside LB, Snag call.
<b>;</b>	White side - Reach shade, possible Snatch call vs 2I, Pull block 1st inside LB. Black side - Pull, and block Middle or 1st inside LB
<b>BSG</b>	PSG, Pull cutoff
<b>BST</b>	PSG, Pull cutoff

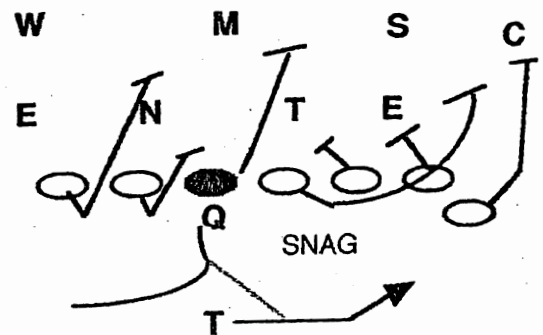
UNIVERSITY OF UTAH FOOTBALL

**PLAY: 18/19 TOSS**

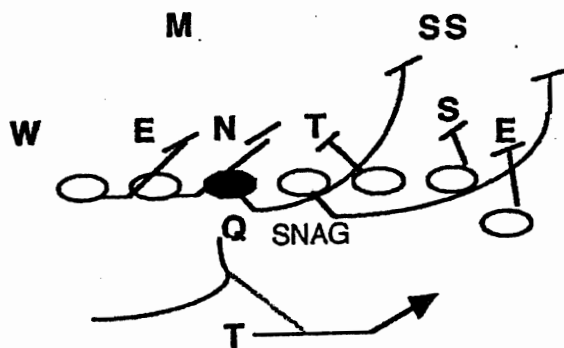
**ODD STACK**



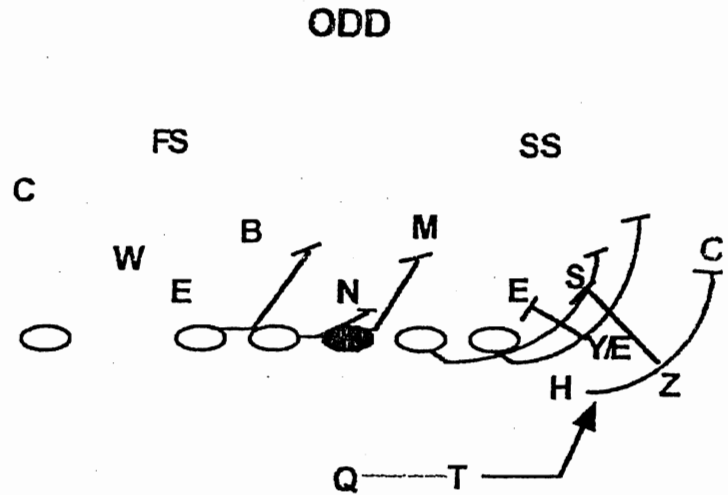
**STACK G**



**BEAR**



PLAY: 18/19 TRUCK (Read ✓)



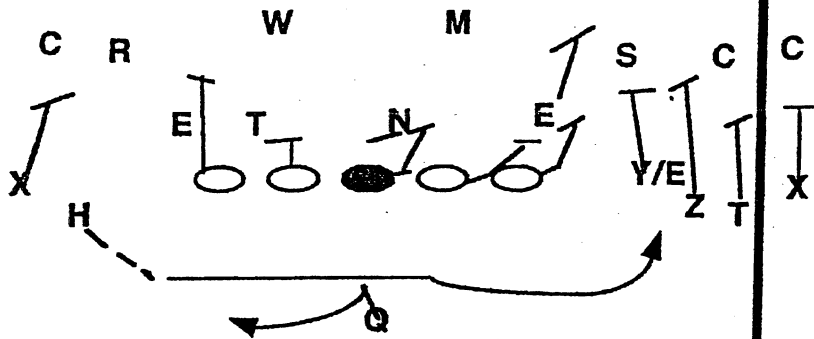
**FORMATIONS**  
**TRIO BUNCH, FAR TRIPS BUNCH**

## RULES

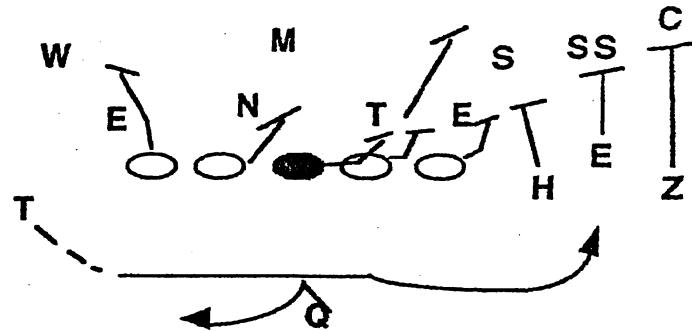
<b>X</b>	Cross field Cut	If Read - Block support
<b>Z</b>	Crack man over E receiver, if defender disappears block next 2nd level defender.	If Read - Keep block, man over Y/E
<b>H</b>	Arc to corner	If Read - Arc to corner, keep block. Vs. hard corner block inside out, if soft corner squared up to outside number
<b>Y/E</b>	Crack EMOL, if defender disappears block next 2nd level defender.	If Read - Keep block, 1st Inside LB
<b>T</b>	Flat lead step catch slight down hill toss from QB, stretch the defense and read the pullers block.	Note: Do not leave until QB catches the snap. If under center, 18/19 Toss rules.
<b>QB</b>	Open, slight downhill toss to T, naked away.	Note: If under center, reverse out.
<b>PST</b>	Drop step pull, get around 2nd crack block, block alley defender	
<b>PSG</b>	VS. White side - Pull for PSLB, with 2I possible snatch call, vs. mug LB zone reach. VS. Black side - Drop step reach 3 tech	
<b>C</b>	VS. White side - PSG, with 2I possible snatch call, pull and block PSLB. VS. Black side - Pull and block PSLB.	
<b>BSG</b>	PSG, Pull Cutoff	
<b>BST</b>	PSG, Pull Cutoff	

**PLAY: 28/29 SWEEP SPEED**

**4-4 Over**  
**FS**



**4-1**  
**FS**



**PERSONNEL**  
**ZEBRA, EAGLE**

**FORMATIONS**  
**TRICK, THUNDER, SPREAD, TRIGGER**

**RULES**

**PS-#1** Man On

**PS-#2** Man On

**PS-#3** Man On  
No Deep - MDM, key man running with ball carrier

If ball carrier - Go In motion on QB signal take handoff, belly back 1 step and circle the field.

**BS-#1** Cross Field Cut

**BS-#2** If ball carrier - Go In motion on QB signal take handoff, belly back 1 step and circle the field.

Man On  
No Deep - MDM, key man running with ball carrier

**QB** Snap ball when motion man is at tackle box hand off ball, naked away

**PST** PSG - Reach EMOL,

Note: Must reach all outside pressures

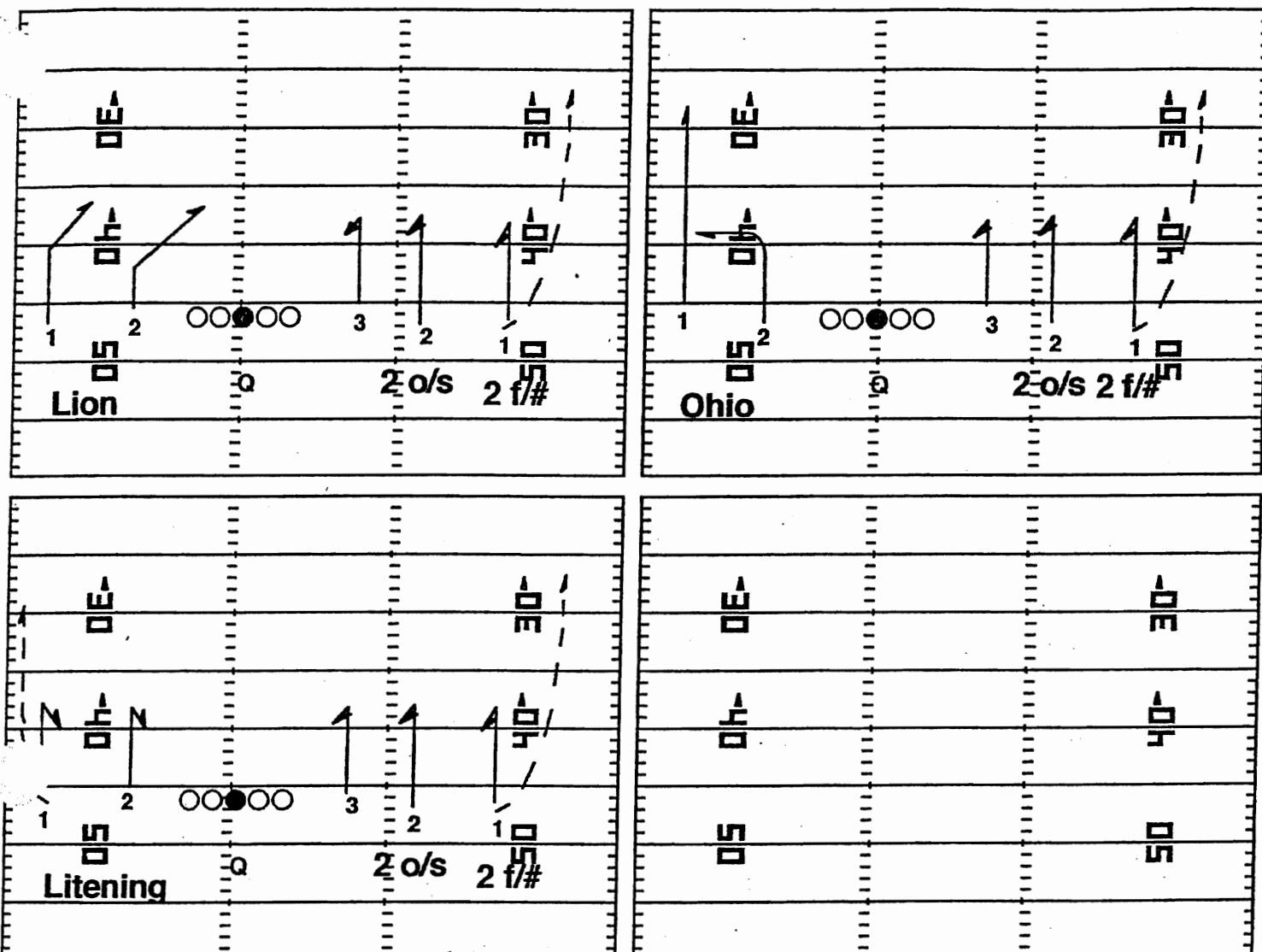
**PSG** PSG - Reach block, climb to 2nd level

**C** PSG - Reach block, climb to 2nd level

**BSG** PSG  
White side - Reach nose  
Blackside - Base block the 3 tech

**BST** 8/9 Speed rules

PERSONNEL: ZEBRA, EAGLE, (SPREAD, TRICK, THUNDER, TRIGGER)



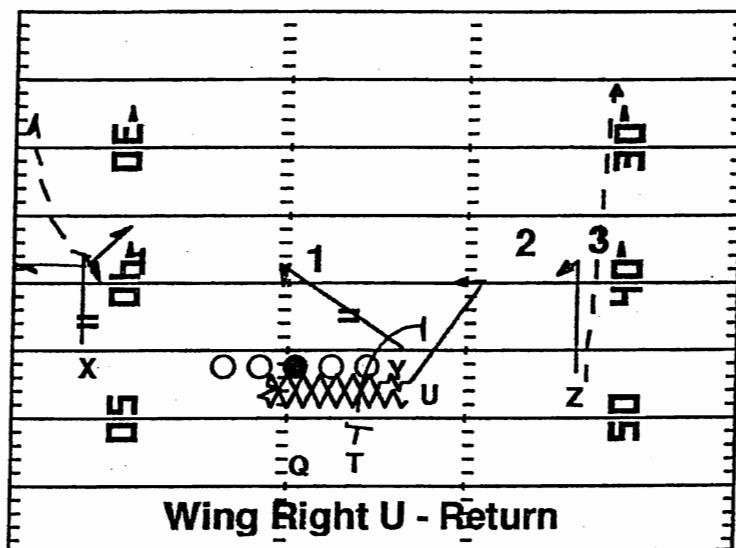
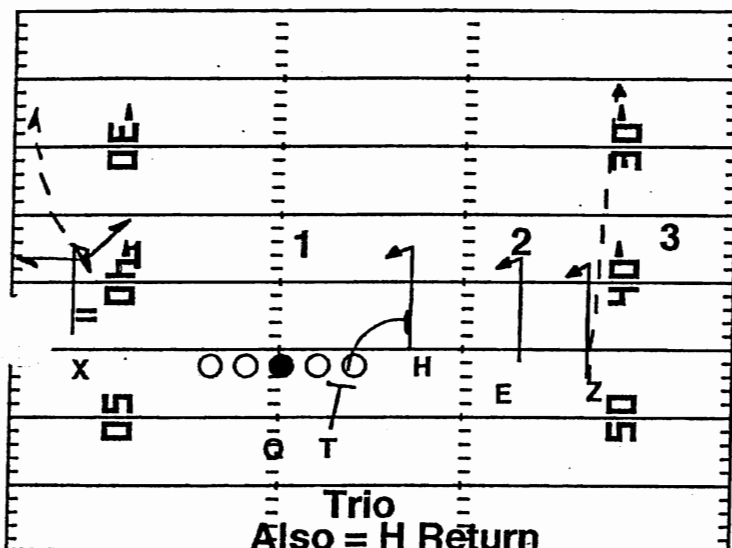
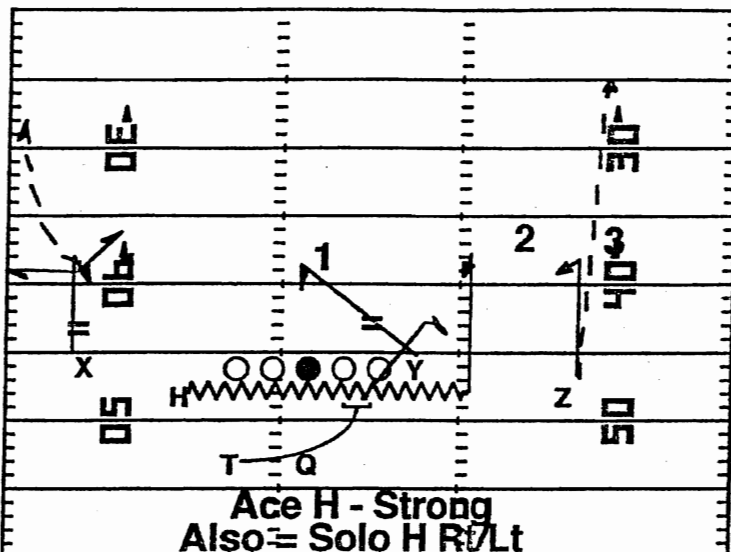
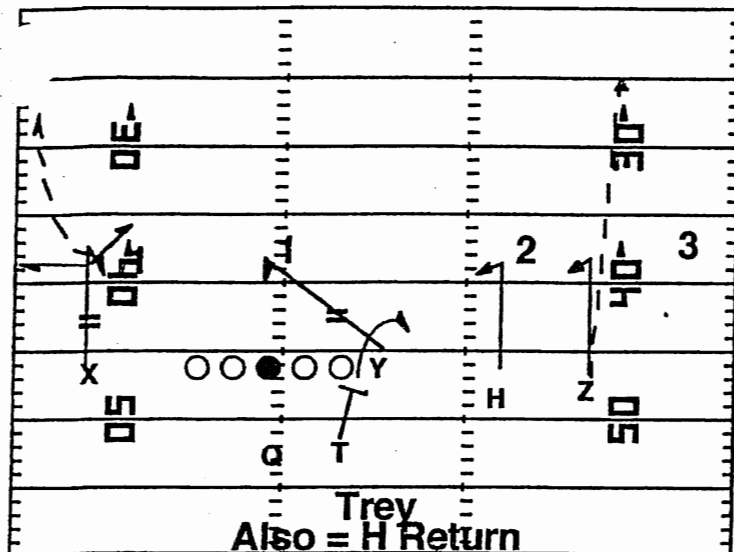
## ASSIGNMENTS

B-1	Run called Concept (Lion, Ohio, Litening)
B-2	Run called Concept (Lion, Ohio, Litening)
F-3	7 yard Hitch. Align 1/2 way between OT and # 2
F-2	7 yard Hitch. Align 2 yards outside the hash
F-1	7 yard Hitch. Align 2 yards inside the top of #'s. Vs Hard Corner convert to Fade
	QB RULES      DROP TIMING: 3 Step      GUN: Rocker Throw
	Hot to Spacing, or Concept
2	Movement Key: Spacing = Curl/Flat defender. Concept = Flat defender
3	Progression: Best look side. If Spacing=#3 to #2 to #1. If Concept=#2 to #1

# PLAY: 360-361 SPACING - OMAHA/LION/LITENING/SCORE/FADE/DANCER

PERSONNEL: ZEBRA, EAGLE, TIGER

2004



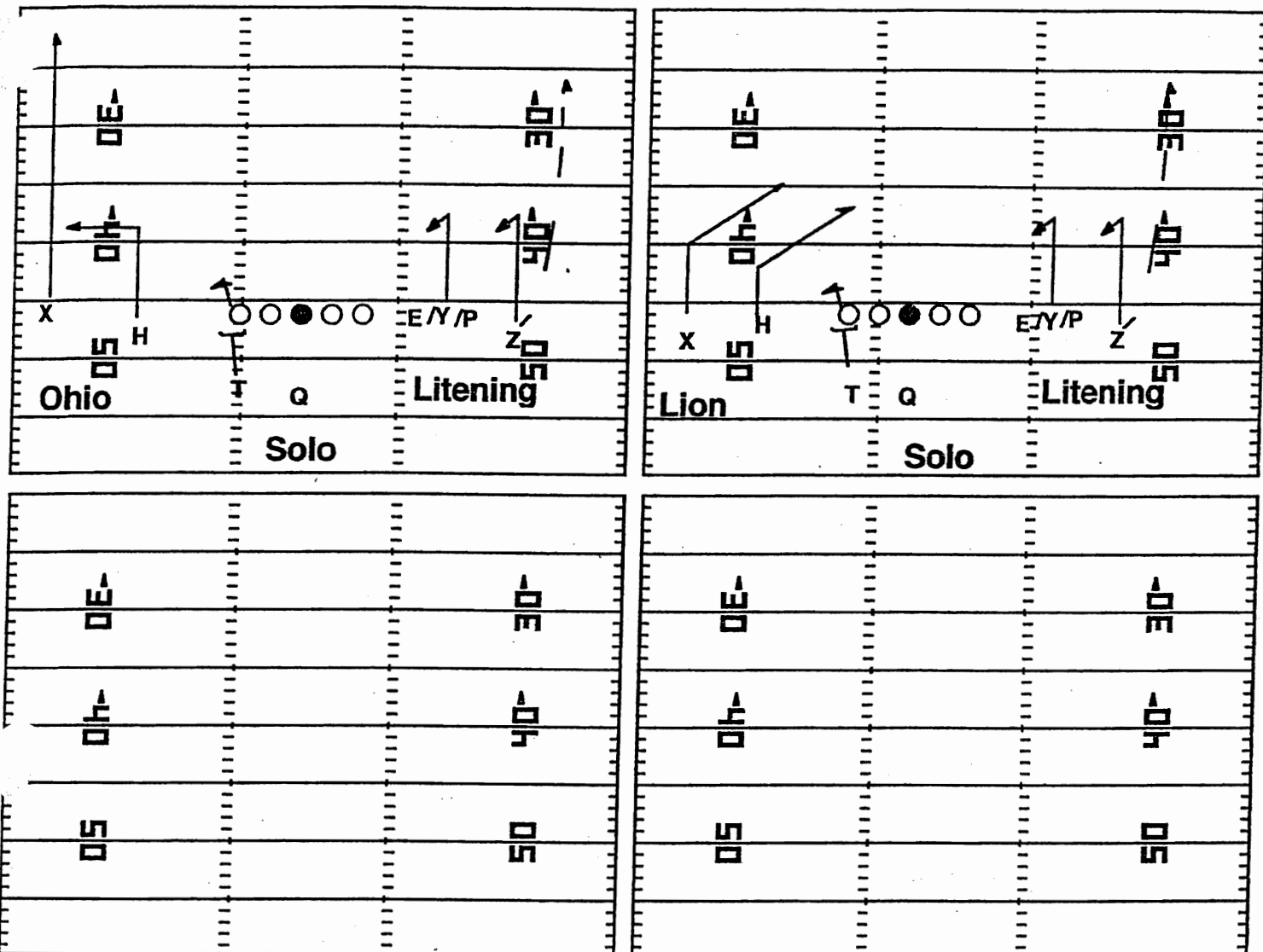
## ASSIGNMENTS

X	Run called route: Omaha/Lion/Litening/Score/Fade/Dancer. Convert Litening to Fade vs. hard corner.
Z	7 yard Width Hitch route (Think Spacing)
Y/E	Attached - 6 yard Spot route. Detached - 7 yard Hitch route.
H/U	7 yard Hitch route.
T	Check protection: White Side = A to D gap, Black Side = B to D gap Note: if Far - Dart fake.
QB RULES DROP TIMING: 3 Step GUN: Rocker Throw	
Hot to X route or Hitch/Spot route	
2	Movement key - Flat defender.
3	Progression: X if clean box. Read spacing inside out.

PERSONNEL: ZEBRA, EAGLE, PRO

2004

3



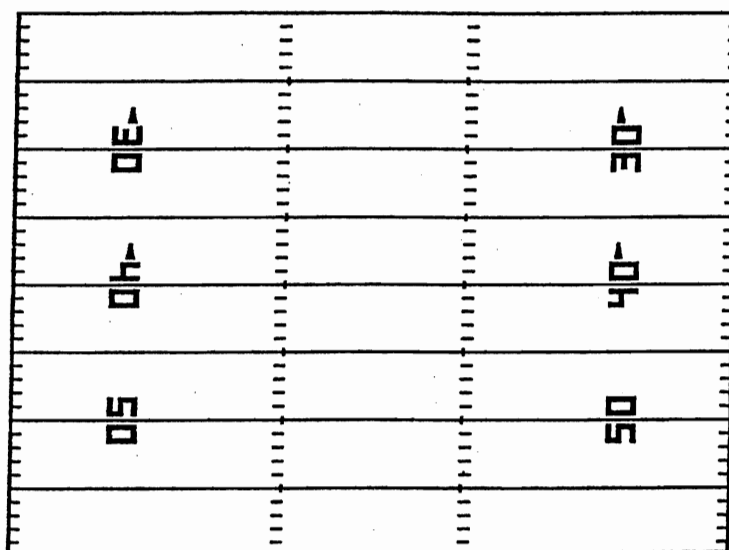
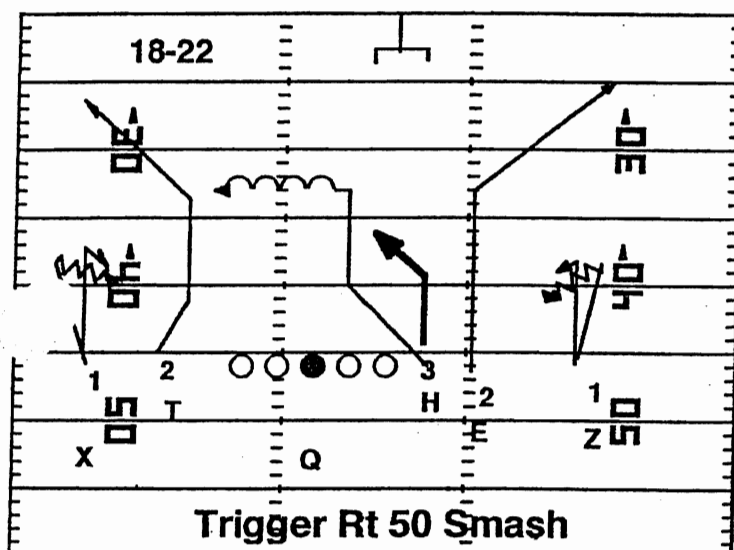
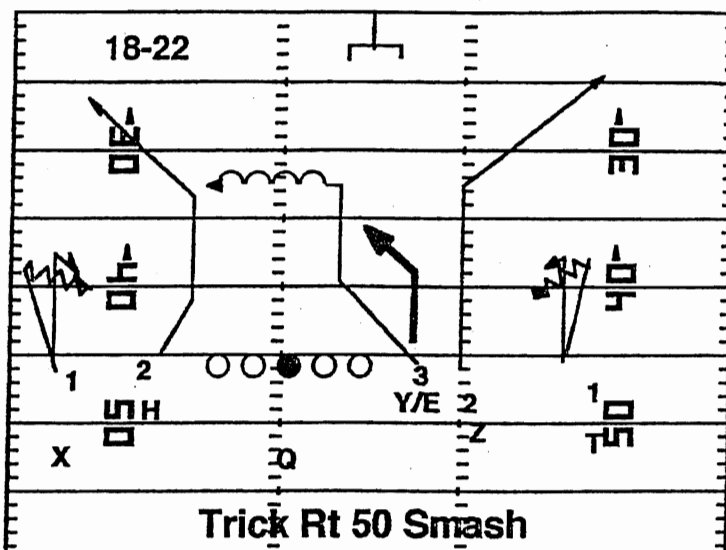
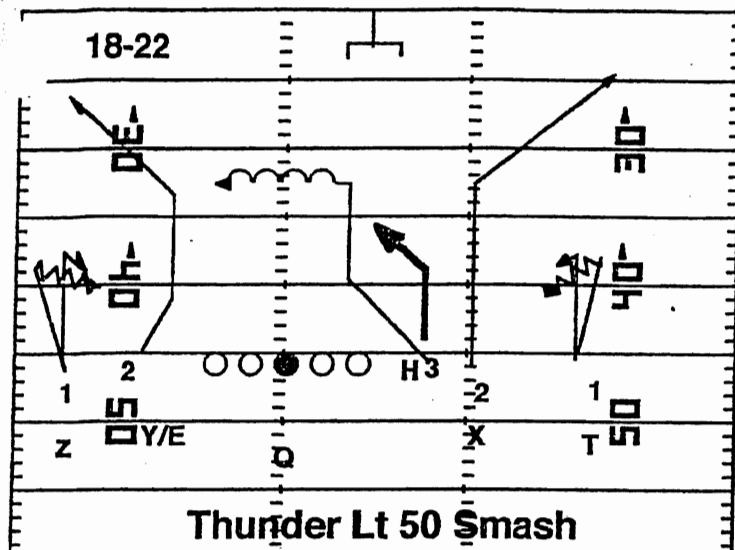
## ASSIGNMENTS

X	Run concept: Ohio/Lion
Z	Run Litening = 7 yard Hitch
Y/E/P	Run Litening = 7 yard Hitch
H	Run Concept: Ohio/Lion
T	Check protection: White Side = A to D gap, Black Side = B to D gap Note: If Far - Dart fake.
	QB RULES DROP TIMING: 3 Step GUN: Rocker Throw
	Vs. 2 Hi Safeties = Concept. Vs. 1 Hi Safety = Litening
2	Hot: Y/E/P side Litening. Backside = Concept
3	Movement key: Lion = Hook/Curl/ defender. Litening/Ohio: Flat defender

44 4

**PERSONNEL: ZEBRA, EAGLE**

2004



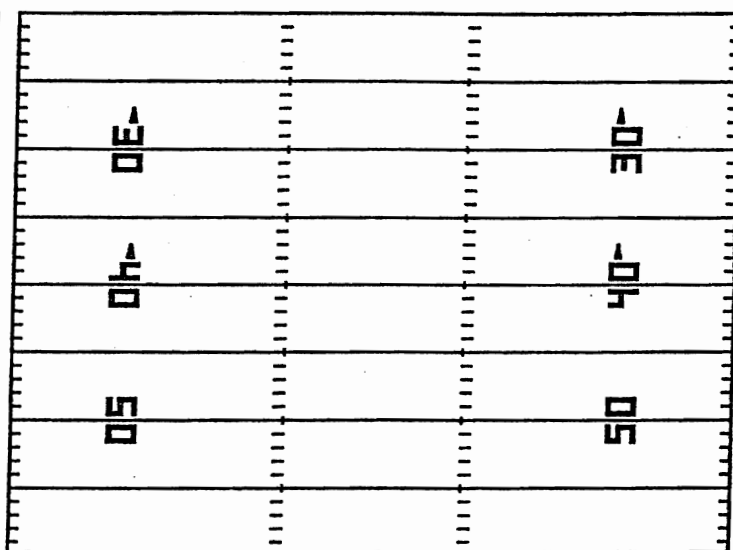
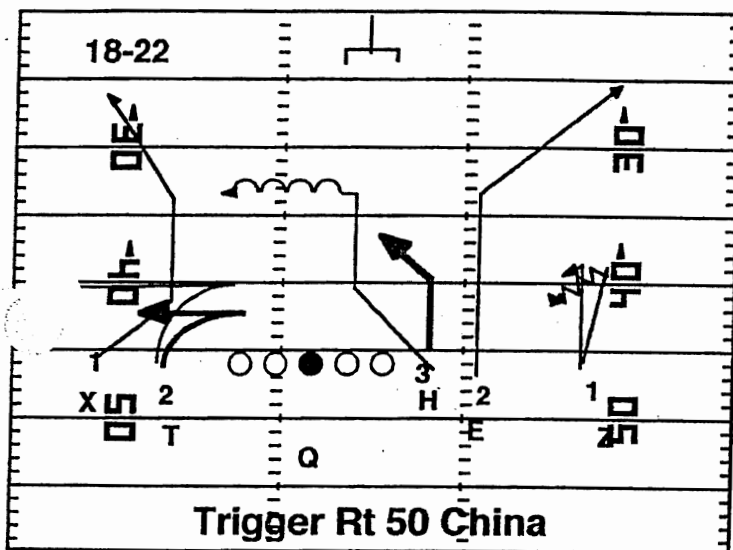
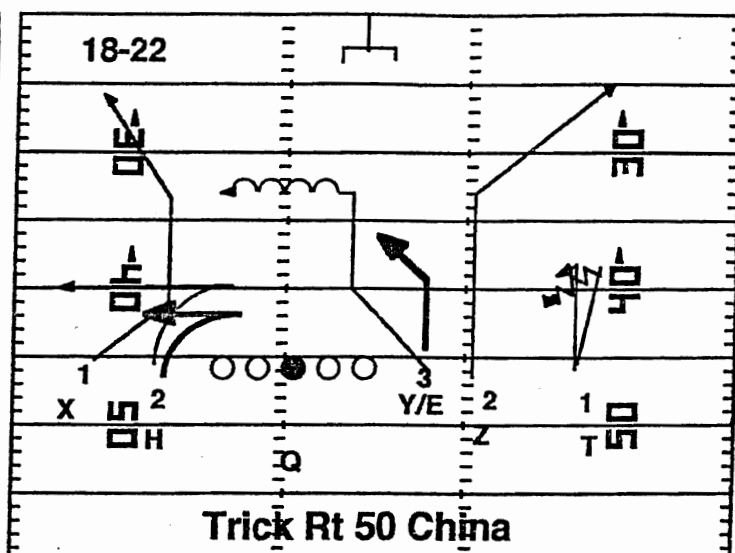
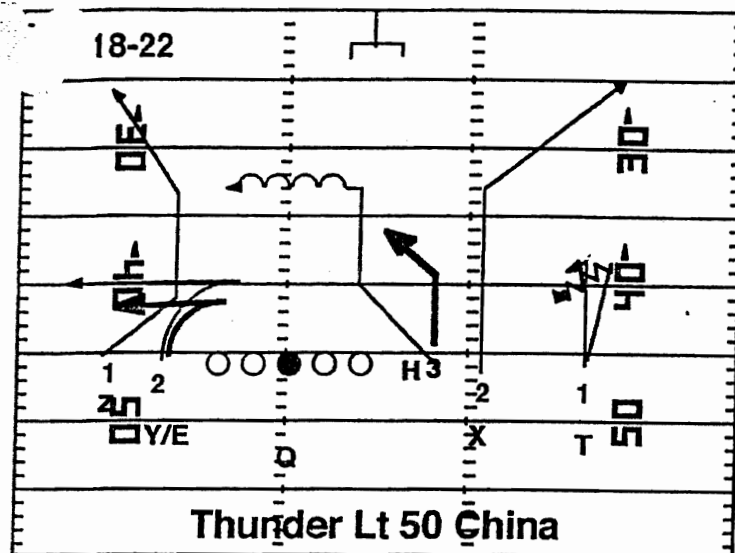
## ASSIGNMENTS

B-1	BAR route @ 7 yards, work off Flat defender.
B-2	Corner Route at 12 yards. Lose 2 on stem
F-3	Up and Over Route. Attack defender to freeze, push vertical to 12 to 14 yards. AP is 2 yards inside hash and 4 yards outside hash. Work to get open.
F-2	Corner Route at 12 yards
F-1	BAR route @ 7 yards, work off Flat defender.
	<b>QB RULES</b> <b>DROP TIMING: 5 Step</b> <b>GUN: 3 Step</b>
	Hot= Lookie to Protection or Bar route to B#1.
2	Movement key: 1 Hi= Bndy Flat defender to corner. 2 Hi= Bndy corner to safety
3	Progression :1 Hi=Boundary Smash to Field#3. 2 Hi= Bndy#2 to Field #3

PLAY: 50-51 CHINA

PERSONNEL: ZEBRA, EAGLE

2004

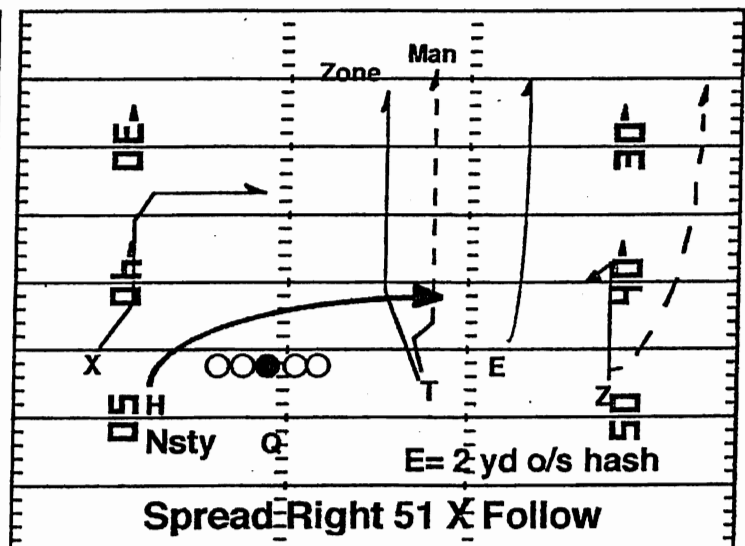
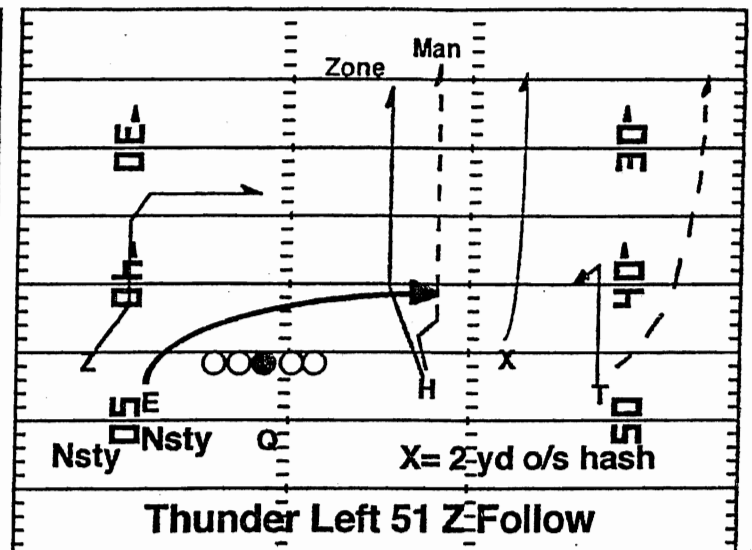


## ASSIGNMENTS

B-1	Corner Route at 12 yards. Lose 4 on Stem.
B-2	5 yard Pivot Route
F-3	Up and Over Route. Attack defender to freeze, push vertical to 12 to 14 yards. AP is 2 yards inside hash and 4 yards outside hash. Work to get open.
F-2	Corner Route at 12 yards
F-1	BAR route @ 7 yards, work off Flat defender.
	QB RULES      DROP TIMING: 5 Step      GUN: 3 Step
	Hot= Lookie to backside Pivot
2	Movement key: 1 Hi= Bndy Flat defender to corner. 2 Hi= Bndy corner to safety
3	Progression : Boundary China to Field#3.

64

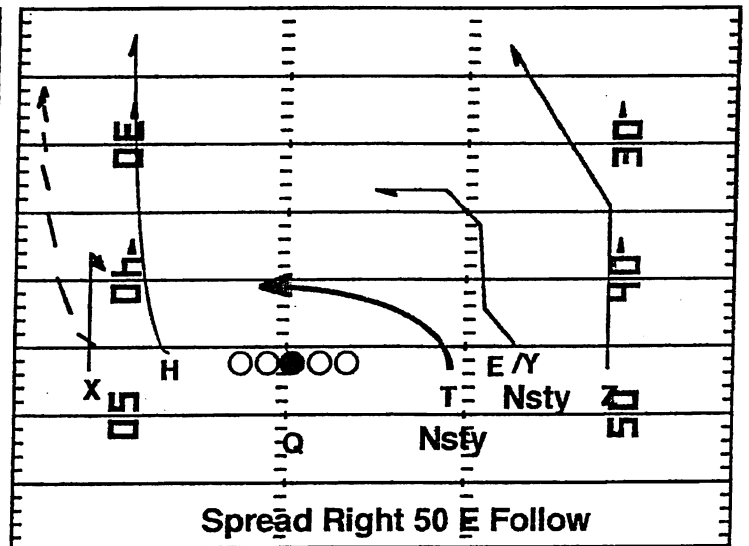
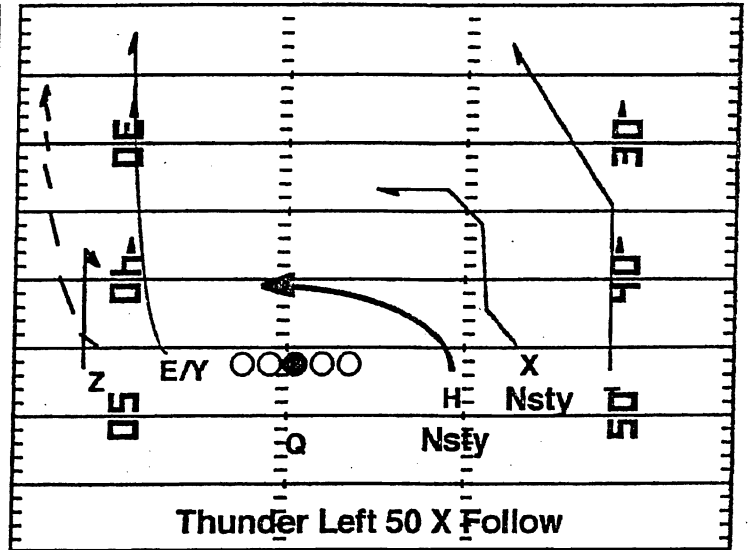
2004



## ASSIGNMENTS

<b>B-1</b>	<b>12 yard Follow Route</b>
<b>B-2</b>	<b>4-6 yard Drag Route (stay under LB's). Look Hot vs. No Deep</b>
<b>F-3</b>	<b>Protection Release - middle of field. You are the Free Access vs 2 Hi</b>
<b>F-2</b>	<b>Protection Release - LMS 2 yards outside of Hash. You are the Free Access vs 1 Hi</b>
<b>F-1</b>	<b>7 yard Hitch - VS. Man or hard corner convert fade</b>
	<b>QB RULES                      DROP TIMING: 5 Step                      GUN: 3 Step</b>
	<b>Hot to Drag Route or hitch</b>
<b>2</b>	<b>Vertical Access: 1 Hi=Field #2, 2 Hi=Field #3</b>
<b>3</b>	<b>Movement Key: Curl/Flat defender away from Follow to next LB replace. Progression: Vertical Access, to Drag, to Follow</b>

## 2004



<b>B-1</b>	<b>Hitch - Vs man or hard corner convert to fade</b>
<b>B-2</b>	<b>Protection Release. Look "awareness" vs. Blitz (uncover).</b>
<b>F-3</b>	<b>4-6 yard Drag Route (stay under LB's). Look Hot vs. No Deep</b>
<b>F-2</b>	<b>12 yard Follow Route</b>
<b>F-1</b>	<b>Big Post</b>
	<b>QB RULES                      DROP TIMING: 5 Step                      GUN: 3 Step</b>
	<b>Hot to Drag Route or Hitch</b>
<b>2</b>	<b>Free Access - Hitch.</b>
<b>3</b>	<b>Movement Key: Curl/Flat defender away from Follow to next LB replace. Progression: Free Access to Drag to Follow</b>

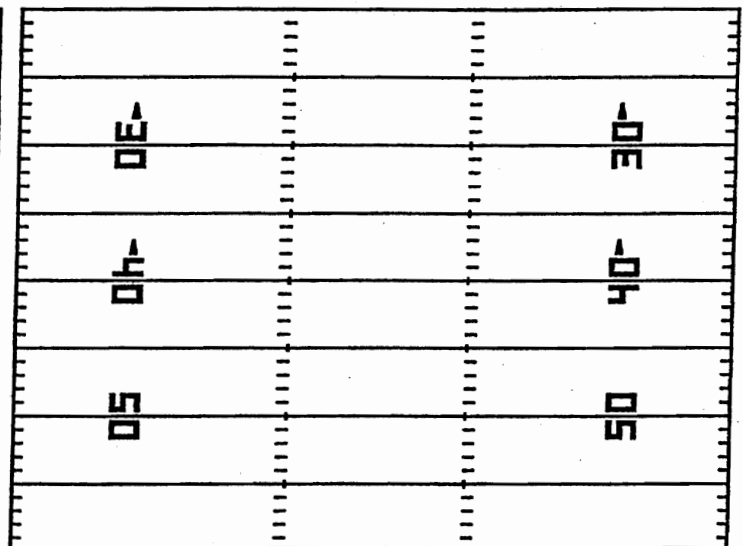
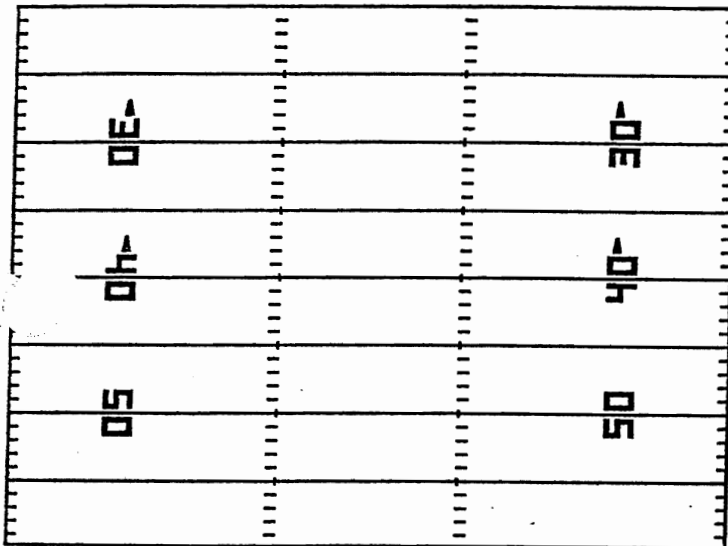
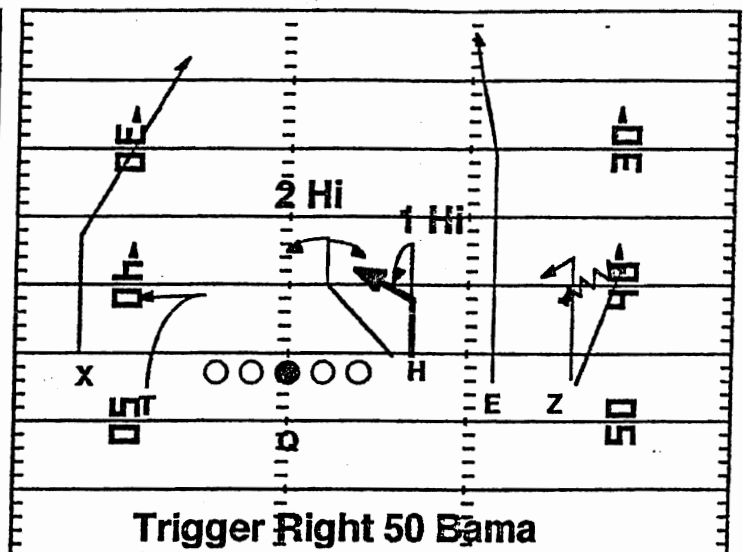
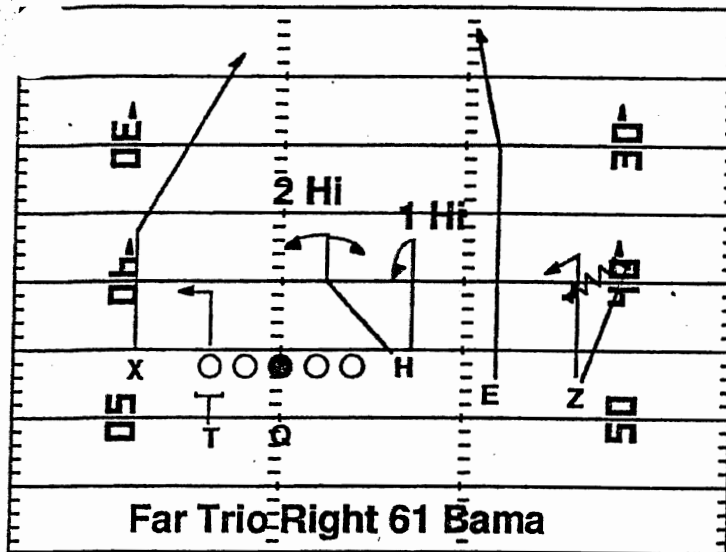


PLAY: 50-51 / 60-61 BAMA (X STOP/OUT/CORNER/GO)

PERSONNEL: ZEBRA, EAGLE

2004

9



## ASSIGNMENTS

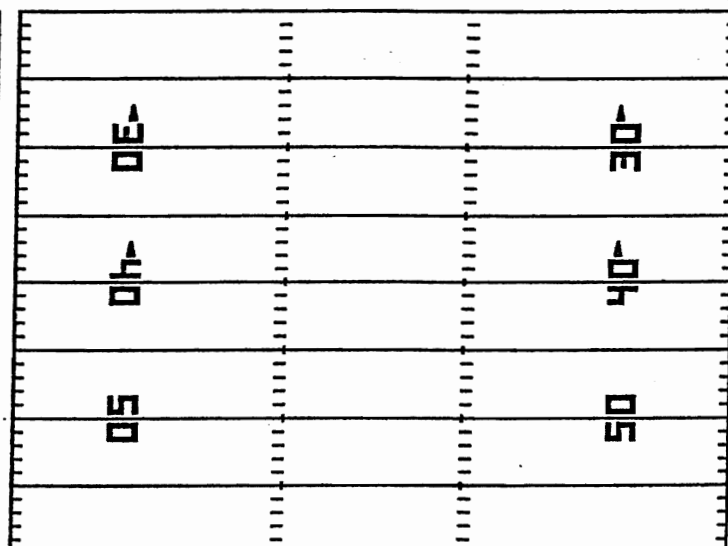
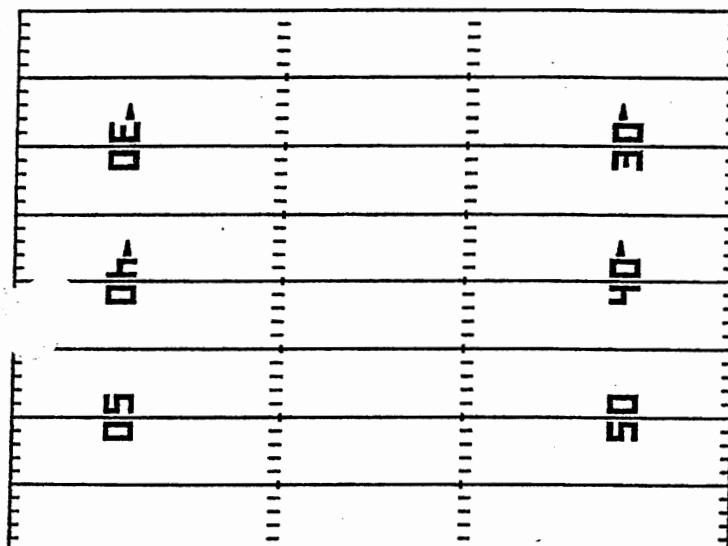
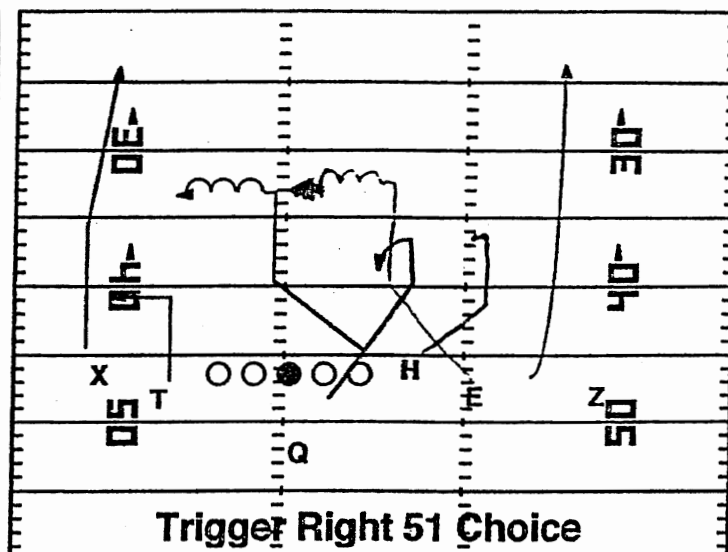
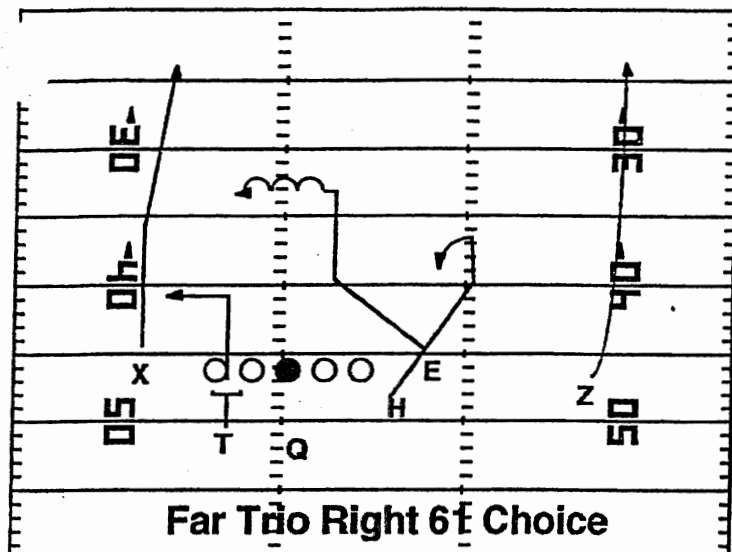
B-1	7 Step Speed Post or Tagged route.
B-2	Pivot route @ 5 yards. Warm up vs. no deep to 2-3 yards. Run Leak if in backfield.
F-3	Run 8 yard Option Route. Hot = Lookie
F-2	Big Post
F-1	Bar route
	QB RULES      DROP TIMING: 5 Step Hitch      GUN: 3 Step Hitch
	Hot = Lookie or Speed Post
2	Movement key: Hook / Curl defender to flat defender
3	Progression: Option to Bar

PLAY: 50-51 / 60-61 CHOICE (X STOP/OUT/CORNER/GO)

PERSONNEL: ZEBRA, EAGLE

2004

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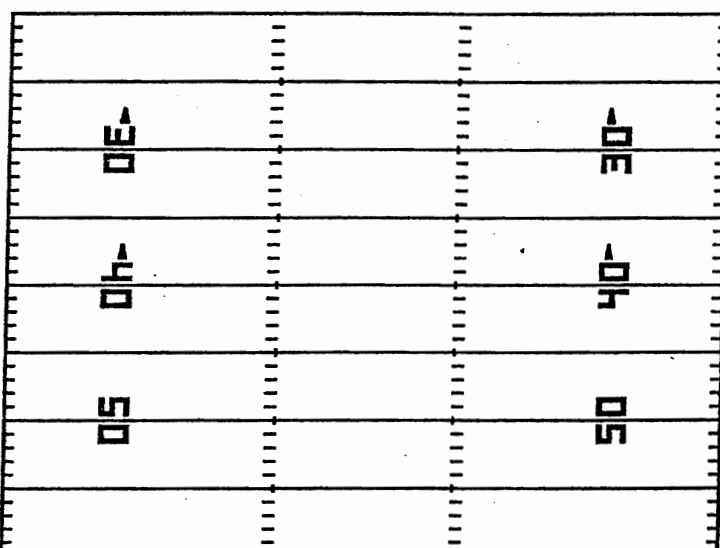
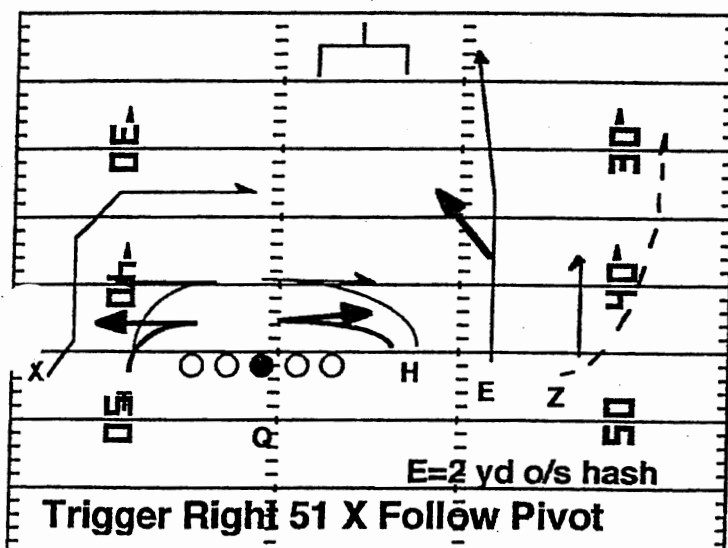
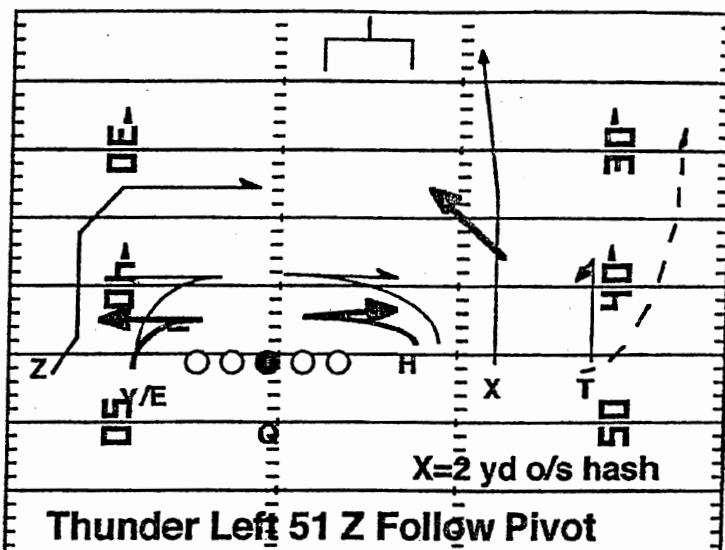
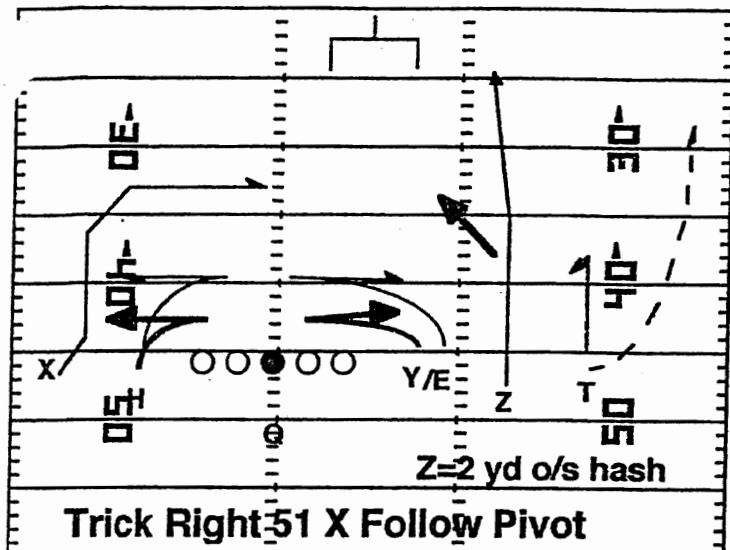
## ASSIGNMENTS

B-1	7 Step Speed Post. (or tagged route)
B-2	Pivot route at 5 yards. If Hot cut route to 2-3 yards. If in backfield 4 yard Leak route.
F-1	Protection Release
F-2	Up and Over Route. Attack defender to freeze, push vertical to 12 to 14 yards. AP is 2 yards inside hash and 4 yards outside hash. Work to get open.
F-3	8 yard Choice Route (Option Rules) A.P. is hashmark
	QB RULES      DROP TIMING: 5 Step      GUN: 3 Step
	Hot = Lookie or Speed Post
2	Movement Key: Curl/Flat defender
3	Progression: Choice to Up and Over

# PLAY: 50-51 BOUNDARY FOLLOW PIVOT

PERSONNEL: ZEBRA, EAGLE

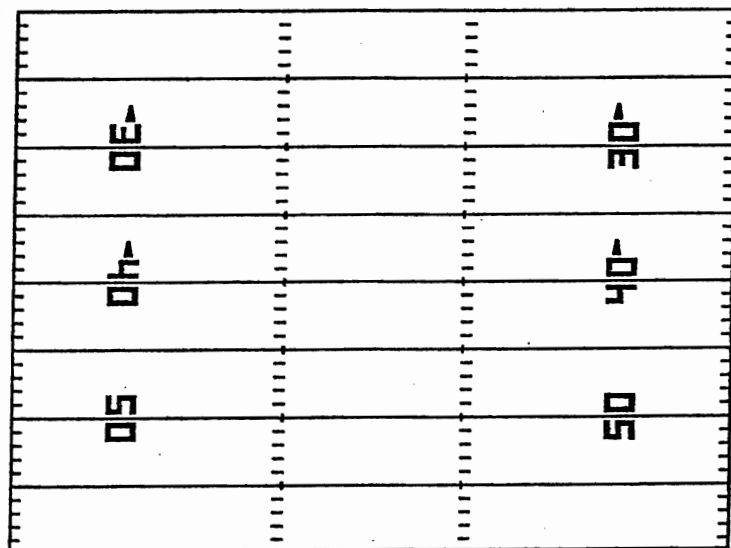
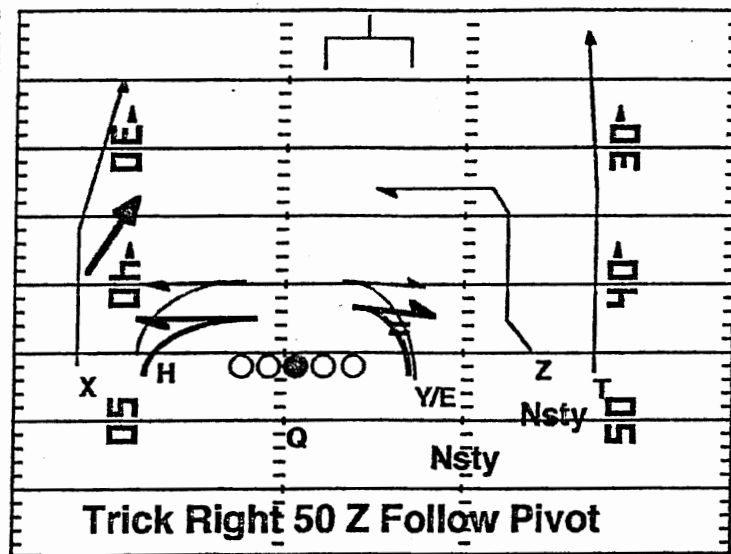
2004



## ASSIGNMENTS

B-1	12 yard Follow Route, lose 2
B-2	Pivot Route @ 5 yards. Sell Drag, then come out flat. If Hot= cut Pivot Route to 2-3 Yards and make it fast!!
F-3	Pivot Route @ 5 yards. Sell Drag, then come out flat. Vs. No Deep cut Pivot Route to 2-3 Yards and make it fast!! (Settle Between LB's)
F-2	Big Post. Vs No Deep = 5 Step post
F-1	Hitch at 7 yards. Vs. hard corner - convert Fade
	QB RULES      DROP TIMING: 5 Step Hitch      GUN: 3 Step Hitch
	Hot to Pivot away from protection or to 5 step post
2	Movement Key: Follow side Curl/Flat defender.
3	Progression: Pivot Route to Follow Route, to Pivot Route.

2004



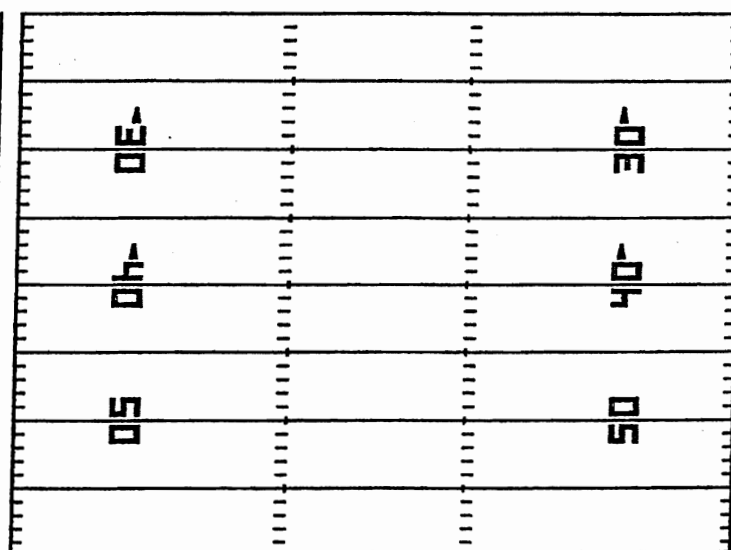
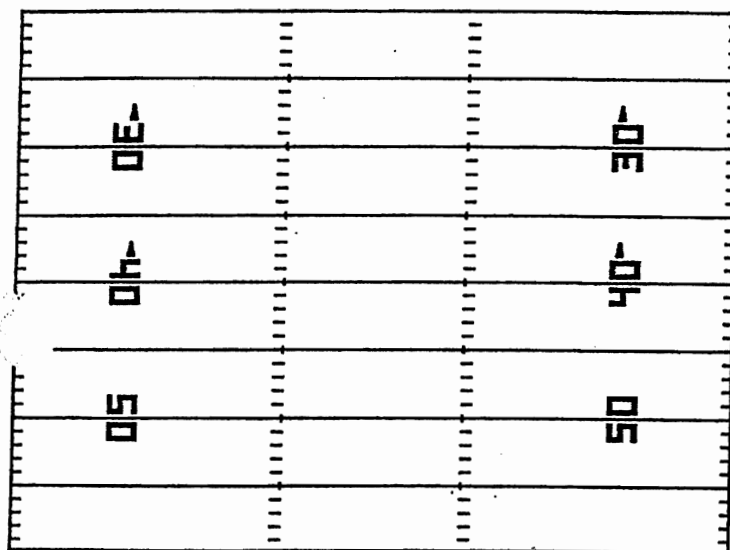
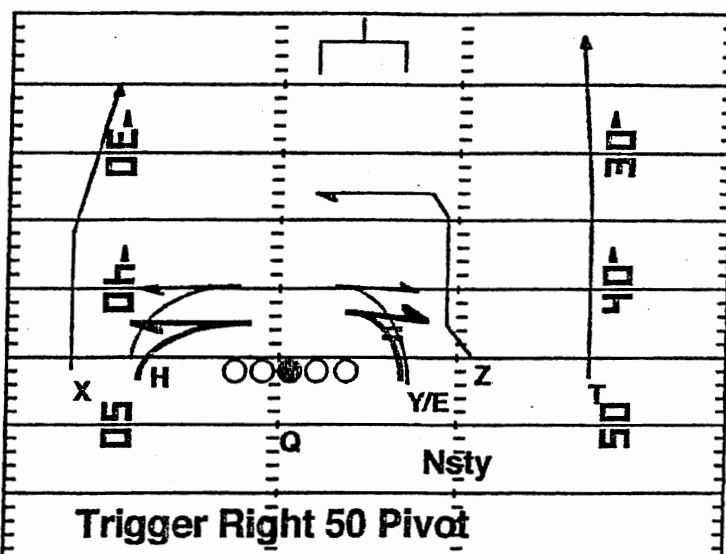
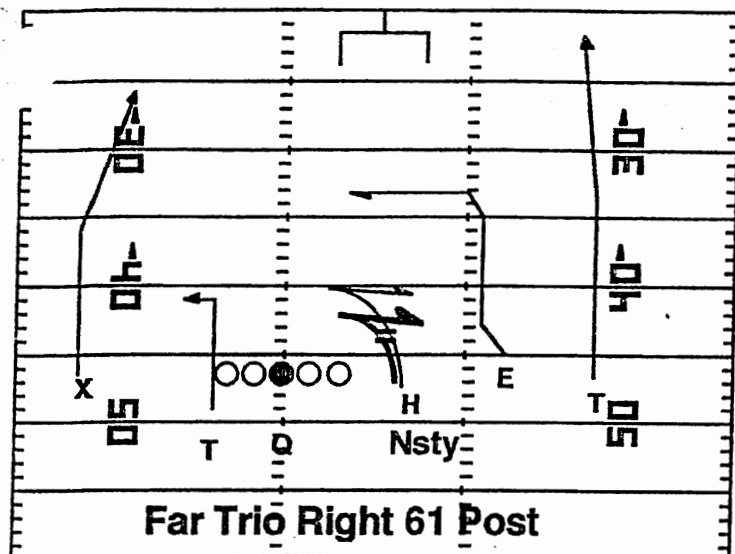
## ASSIGNMENTS

B-1	Big Post. Vs No Deep = 5 Step post
B-2	Pivot Route @ 5 yards. Sell Drag, then come out flat. If Hot cut Pivot Route to 2-3 Yards and make it fast!!
F-3	Pivot Route @ 5 yards. Sell Drag, then come out flat. If Hot cut Pivot Route to 2-3 Yards and make it fast!!
F-2	12 yard Follow Route. Lose two on the Stem
F-1	Big Post
	QB RULES                      DROP TIMING: 5 Step Hitch    GUN: 3 Step Hitch
	Hot to Pivot away from protection or to 5 step post.
2	Movement Key: Follow Side Curl/Hook defender.
3	Progression: Pivot Route to Follow Route, to Pivot Route.

PLAY: 50-51 / 60-61 PIVOT (X STOP/OUT/CORNER/GO)

PERSONNEL: ZEBRA, EAGLE

2004

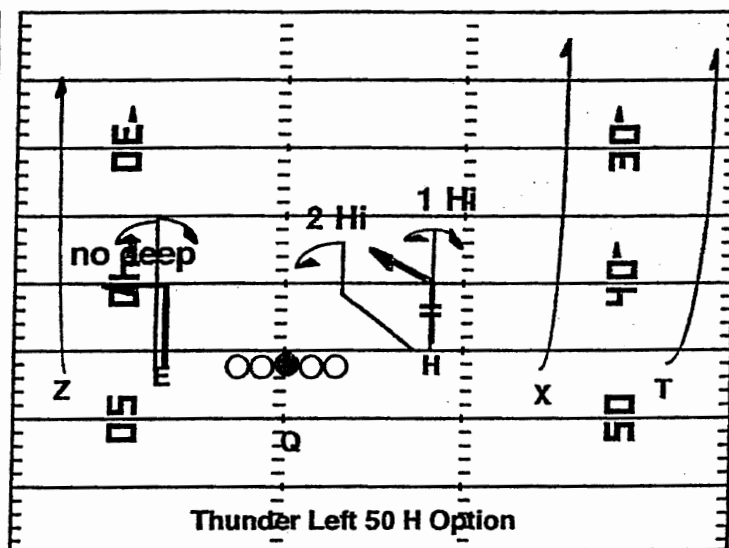
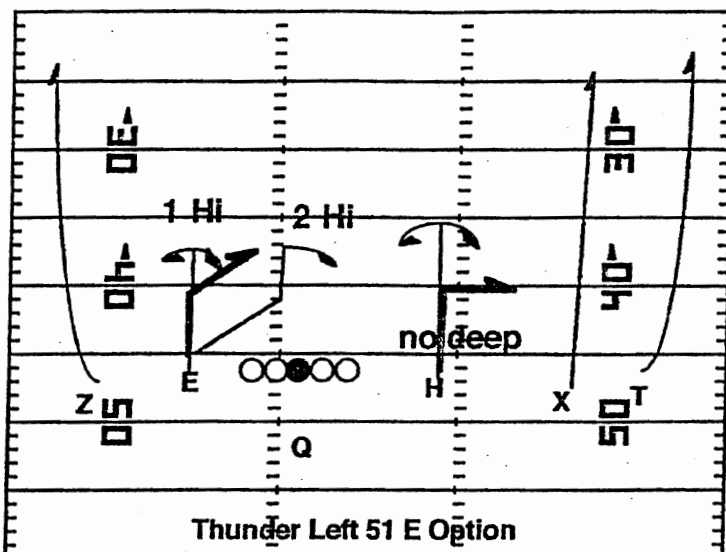


## ASSIGNMENTS

B-1	7 Step Speed Post or tagged route.
B-2	Pivot Route @ 5 yards. Sell Drag, then come out flat. If Hot cut Pivot Route to 2-3 Yards and make it fast!! T in backfield 4 yard Leak Route
F-3	Pivot Route @ 5 yards. Sell Drag, then come out flat. If Hot cut Pivot Route to 2-3 Yards and make it fast!!
F-2	12 yard Follow Route. Lose two on the Stem
F-1	Big Post
	QB RULES                      DROP TIMING: 5 Step Hitch    GUN: 3 Step Hitch
	Hot to Pivot away from protection or to Speed post.
2	Movement Key: Curl/Hook defender.
3	Progression: Post to Follow Route, to Pivot Route.

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## OPTION TECHNIQUES

**Match up = Can't Win Inside / Work Back out and Win Outside**

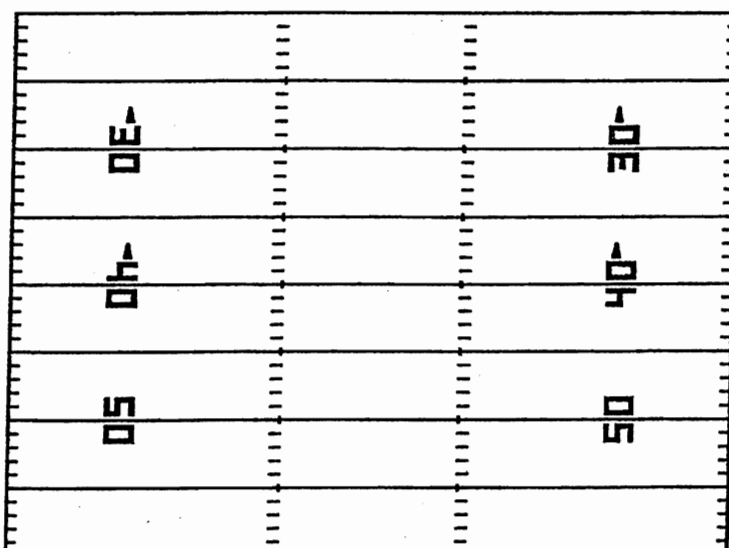
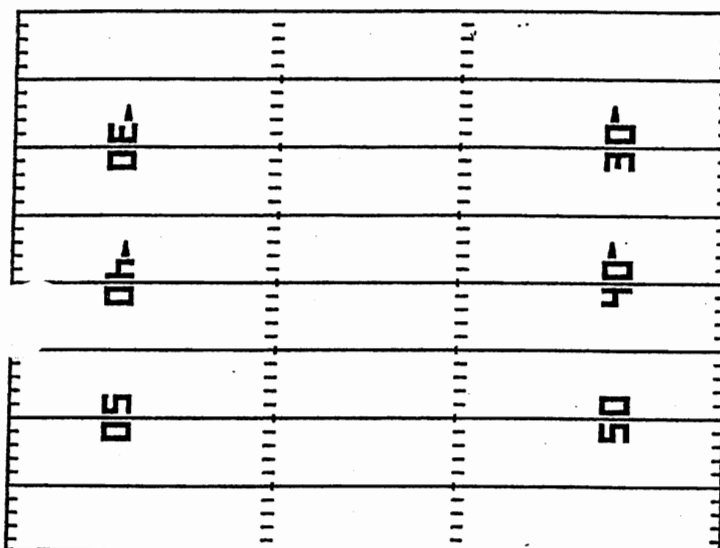
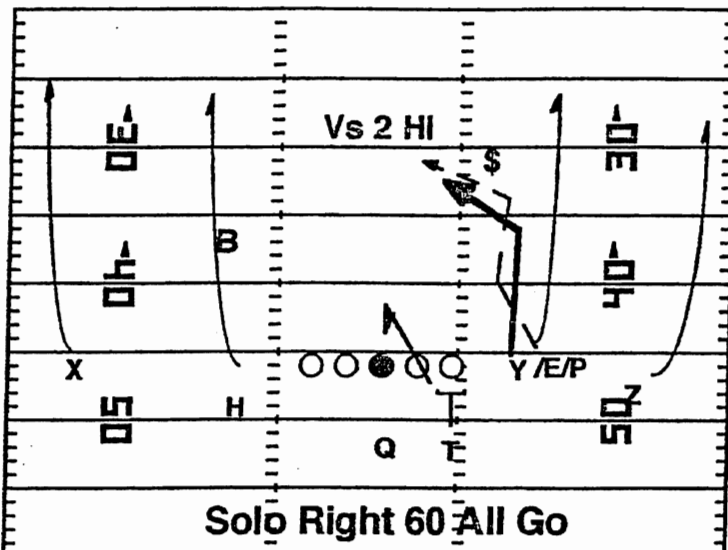
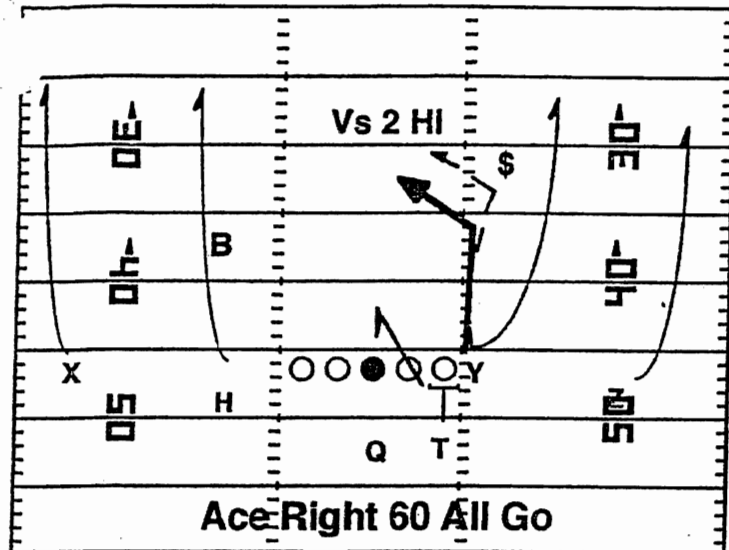
<b>B-1</b>	<b>Protection Release Fade</b>	
<b>B-2</b>	If called to you, run 8 yard Option Route. Hot= Lookie. If called away, run 10 yard Option Route. No Deep= 5 yard Quick Out	Note: if backside Stay out of Box
<b>F-3</b>	If called to you, run 8 yard Option Route. Hot= Lookie If called away, run 10 yard Option Route. No Deep= 5 yard Quick Out	Note: if backside Stay out of Box
<b>F-2</b>	<b>Protection Release Fade</b>	
<b>F-1</b>	<b>Protection Release Fade</b>	
	<b>QB RULES</b>	<b>DROP TIMING: 5 Step</b>
		<b>GUN: 3 Step</b>
	<b>Hot to Option runner(s). Called side = Lookie. Backside = Quick Out</b>	
<b>2</b>	<b>Movement key: MLB - work opposite</b>	
<b>3</b>	<b>Progression: Called Option route, to backside Option Route</b>	



PLAY: 60-61 (Run Pass 60/61) ALL GO (MIDDLE OF THE FIELD)

PERSONNEL: ZEBRA, EAGLE, PRO

2004



### ASSIGNMENTS

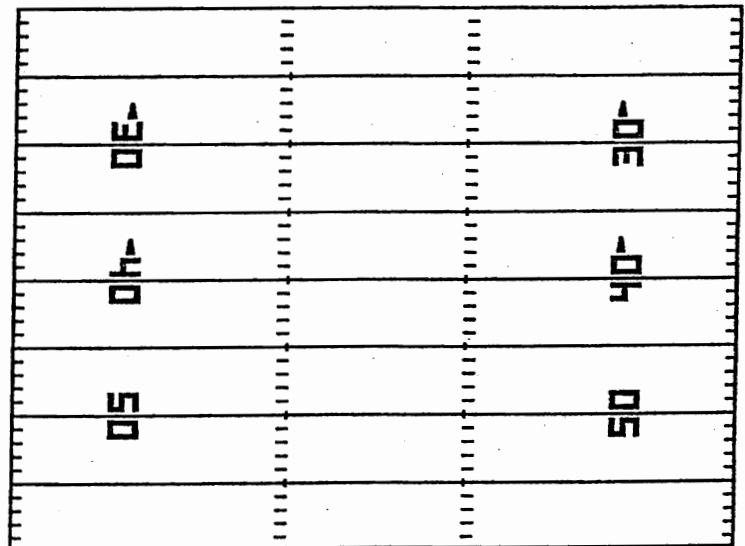
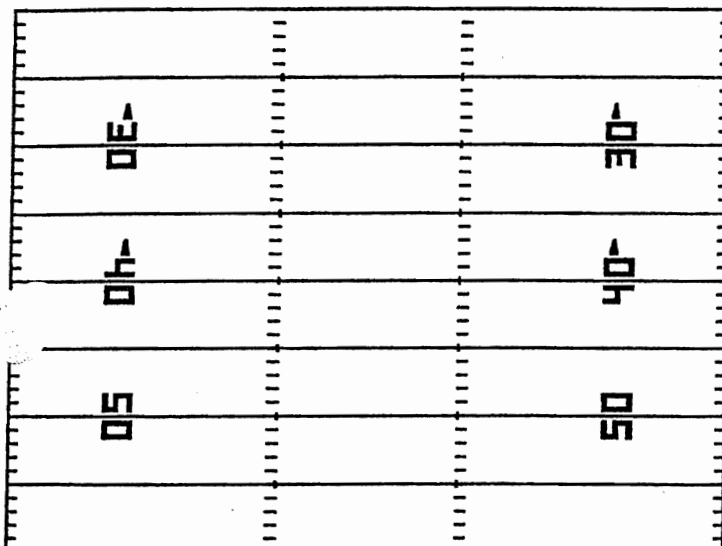
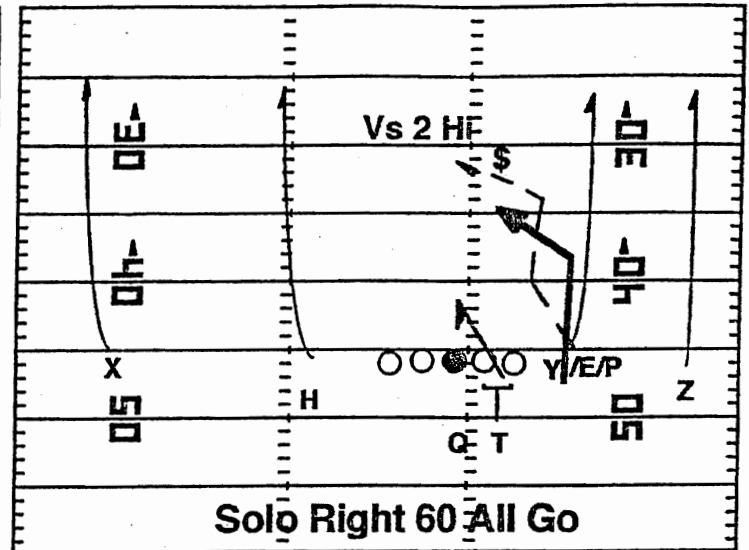
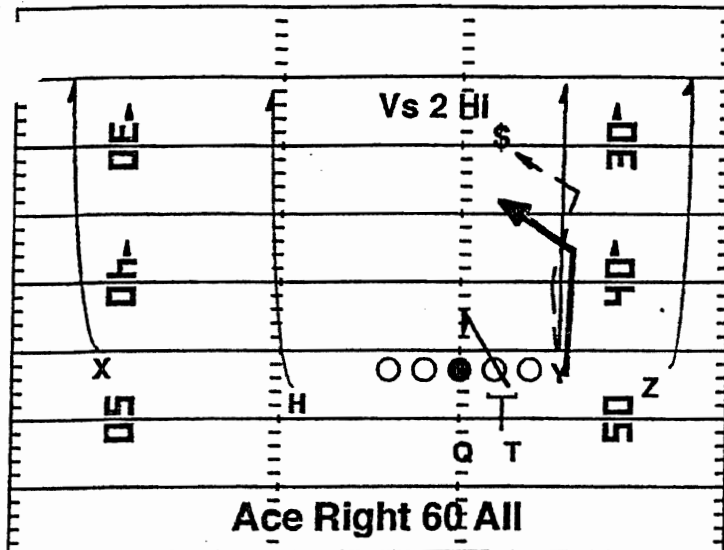
X	Run LMS - Best Release split the difference between the #'s and SL
Z	Run LMS - Best Release split the difference between the #'s and SL
Y/E/P	LMS 2 yards outside near hash. (Protection side Run Bender Route vs 2 HI, only in 2x2 formation sets).
H	LMS 2 yards outside near hash. (Protection side Run Bender Route vs 2 HI, only in 2x2 formation sets).
T	Check protection: Run Dump route over ball at 4 yards. Run away vs. Man to Man.
<b>QB RULES</b> <b>DROP TIMING: 5 Step</b> <b>3 Step</b>	
Hot: Best match up vs. No Deep. Inside WR vs. 1 Hi.	
2	Movement key: 1 Hi = Free Safety. 2 Hi = Hook defender to protection side.
3	Progression: 1 Hi = Inside receivers. 2 Hi = Bender to T (Note: Be aware of o/s match up)

PLAY: 60-61 ALL GO (HASH)

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PERSONNEL: ZEBRA, EAGLE, PRO

2004



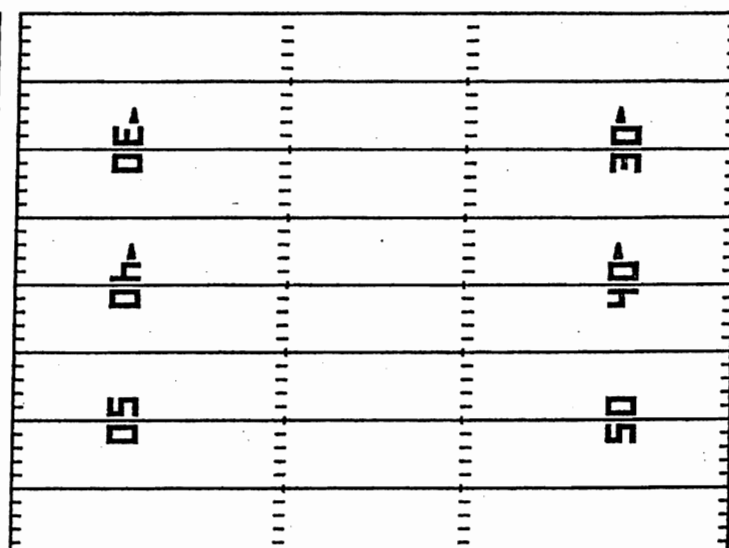
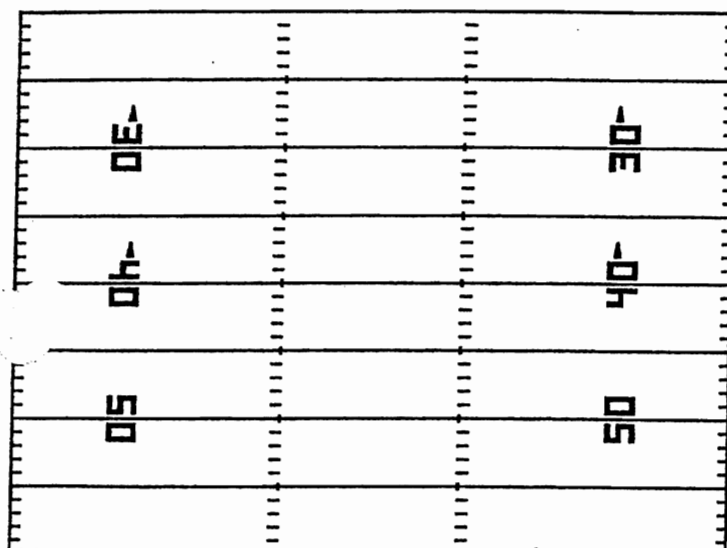
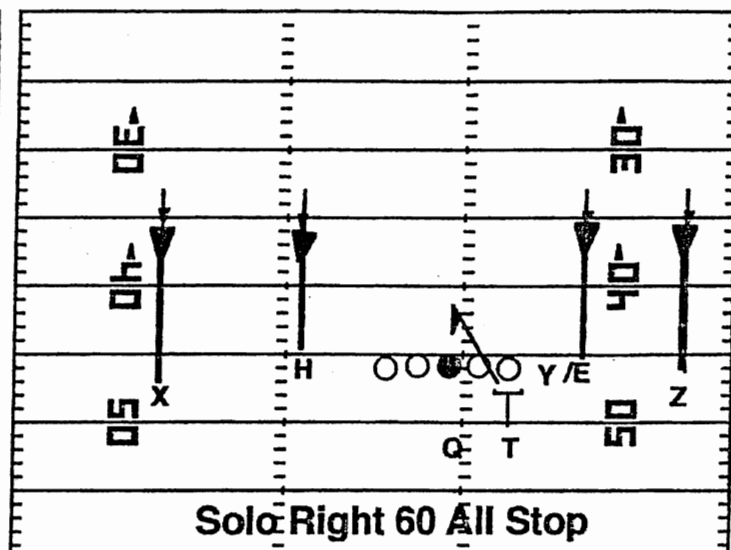
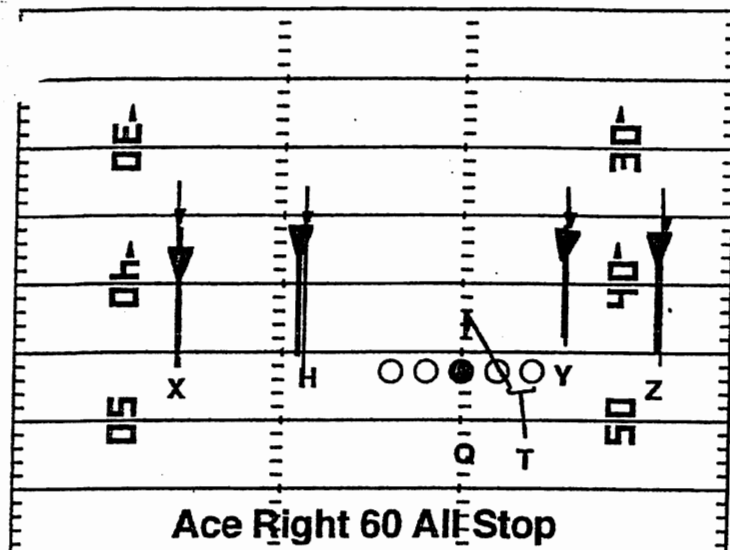
## ASSIGNMENTS

F-1	Run LMS - Best Release split difference between #'s and the sideline
F-2	Run LMS - outside edge of hash (Protection side Run Bender Route vs 2 HI, only in 2x2 formation sets).
B-2	Run LMS - Split difference between hash and #'s. (Protection side Run Bender Route vs 2 HI, only in 2x2 formation sets).
B-1	Run LMS - Split difference between #'s and sideline.
T	Check protection: Run Dump route over ball at 4 yards. Run away vs. Man to Man.
QB RULES DROP TIMING: 5 Step 3 Step	
Hot: Best match up or bender vs. No Deep. Inside WR vs. 1 HI.	
2	Movement key: 1 HI = Free Safety. 2 HI = Hook defender to protection side.
3	Progression: 1 HI = Inside receivers. 2 HI = Bender to T

PLAY: 60-61 ALL - STOP  
PERSONNEL: ZEBRA, EAGLE

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2004



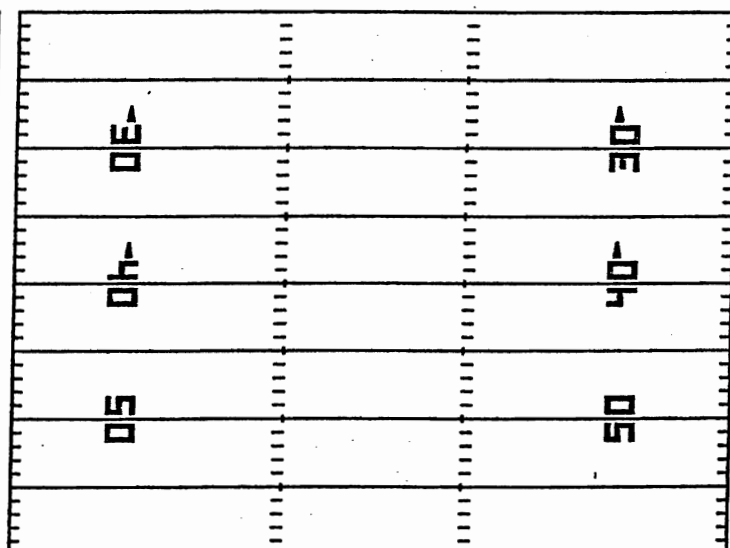
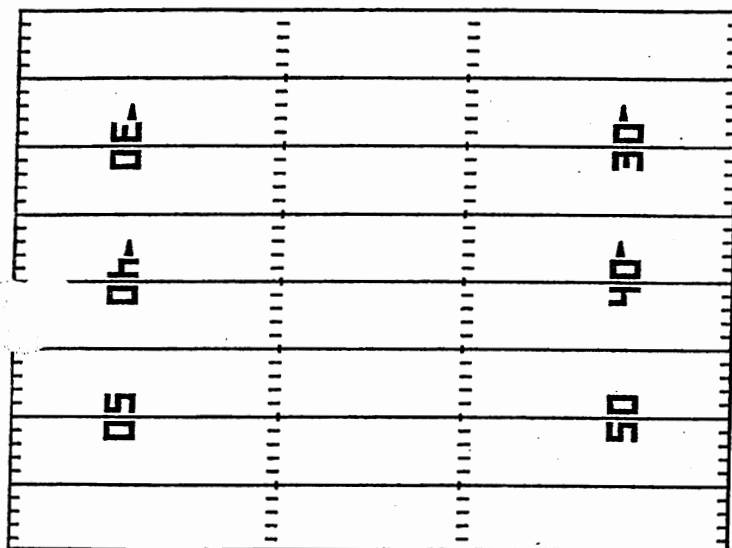
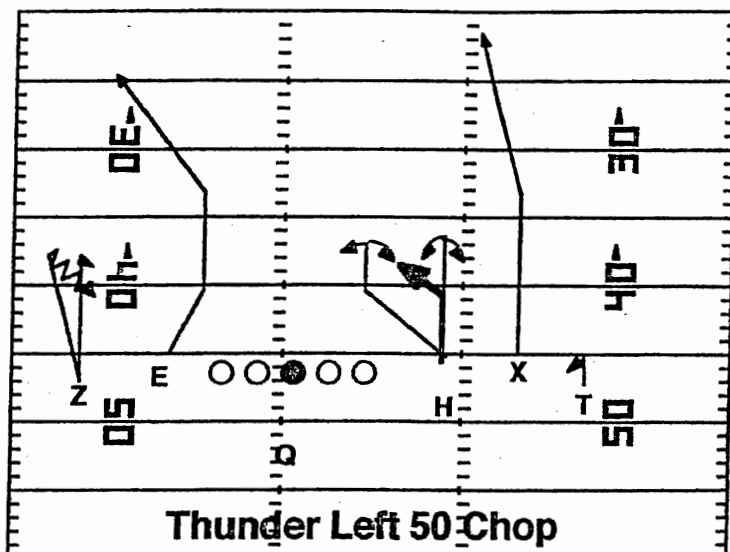
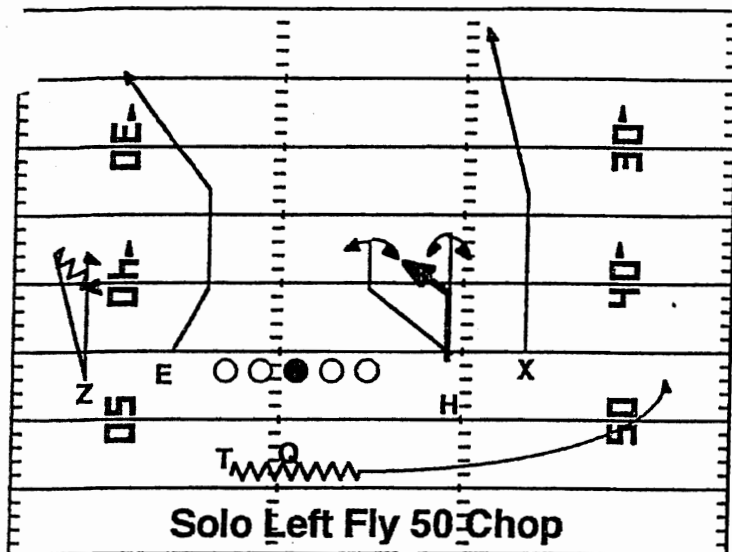
## ASSIGNMENTS

F-1	Run 12 yard Stop Route, Push and Slide backdown stem. Vs No Deep 10
F-2	Run 12 yard Stop Route, Push and Slide backdown stem. Vs No Deep 10
B-2	Run 12 yard Stop Route, Push and Slide backdown stem. Vs No Deep 10
B-1	Run 12 yard Stop Route, Push and Slide backdown stem. Vs No Deep 10
T	Check protection: Run Dump route over ball at 4 yards.
	QB RULES      DROP TIMING: 5 Step      3 Step
	Hot: Best match up vs. No Deep.
2	Movement key: 1 Hi = Flat defender. 2 Hi = Hook/Curl defender.
3	Progression: Best look side read inside out

PLAY: 50-51 CHOP

PERSONNEL: EAGLE

2004



### ASSIGNMENTS

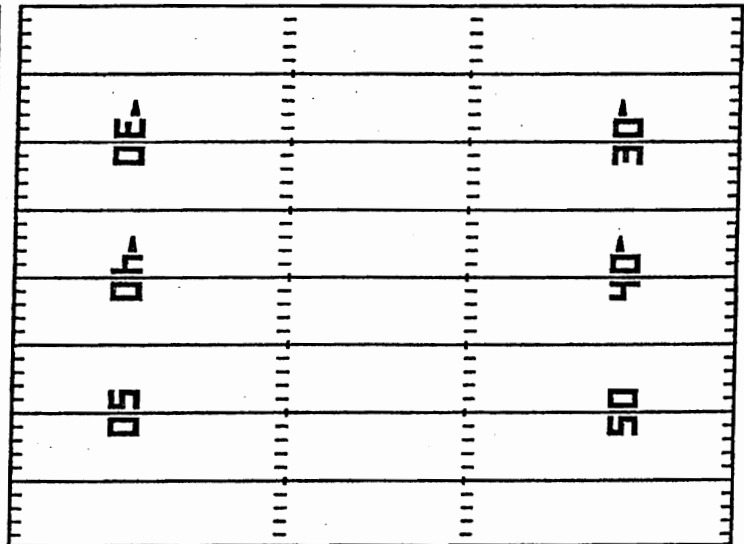
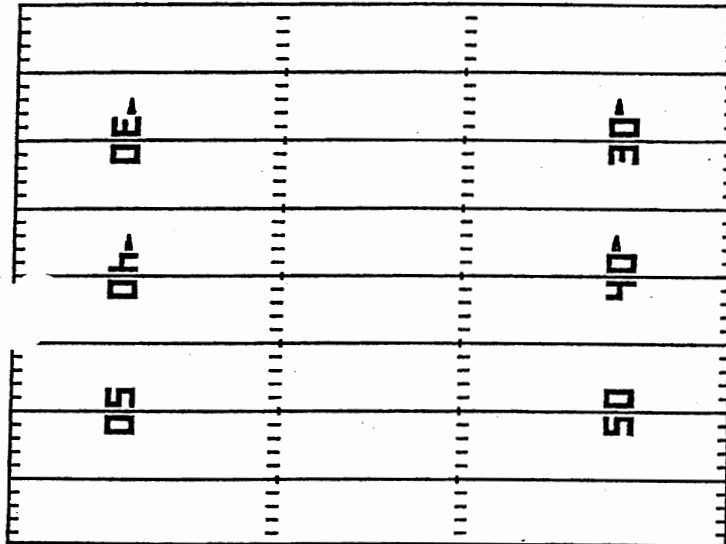
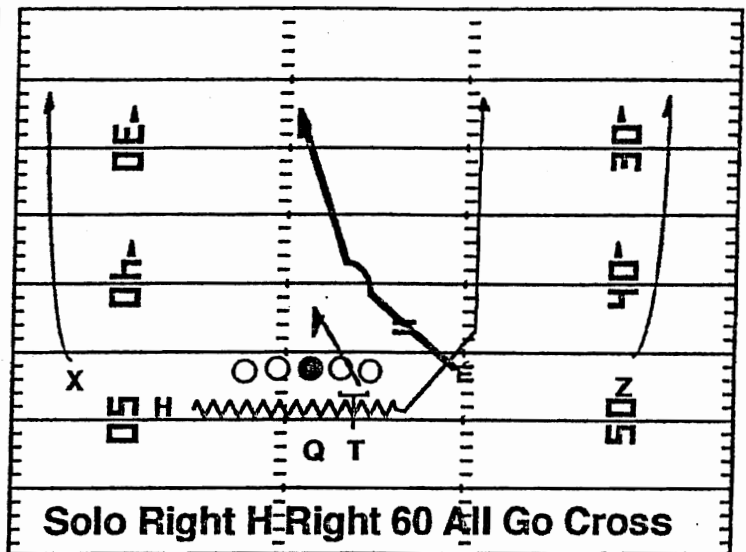
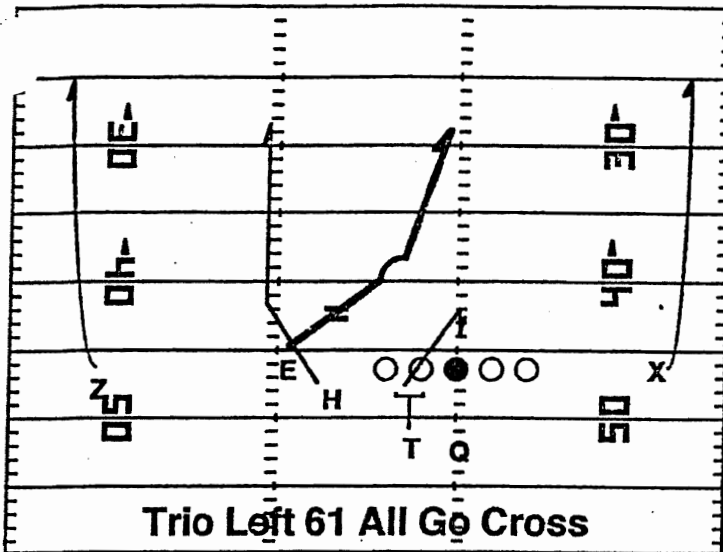
F-1	Run 1 Step Hitch
F-2	Run Big Post
F-3	Option Route
B-2	Corner route at 12 yards. Lose 2 on stem
B-1	Run 7 yard Bar route
	QB RULES      DROP TIMING: 5 Step      3 Step
	Hot: Lookie to Bar route
2	Movement key: 1 Hi = Weak Flat defender. 2 Hi = Field Safety
3	Progression: 1 Hi = Bar to Option. 2 Hi = Big Post to Option.

PLAY: 60-61 (Run Pass 60/61) ALL GO CROSS (HASH)

PERSONNEL: EAGLE

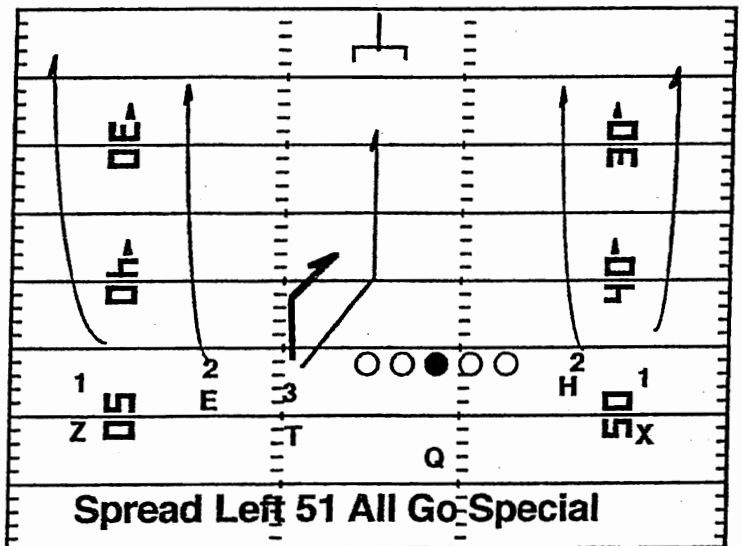
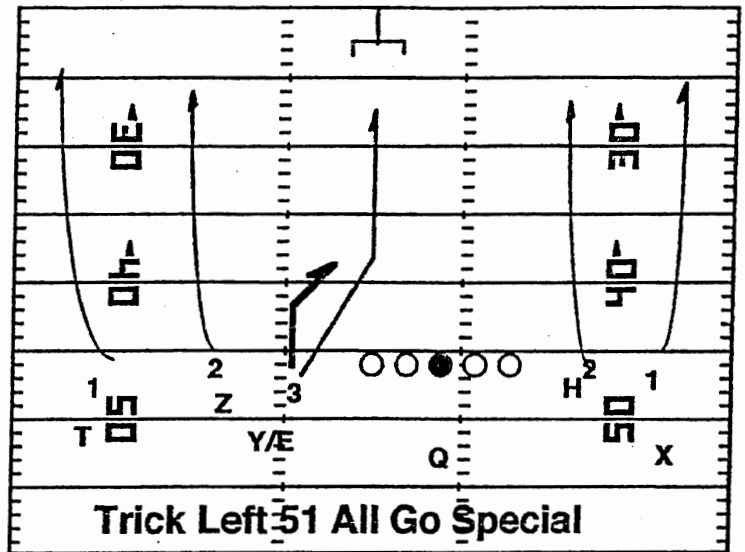
2004

15 20



### ASSIGNMENTS

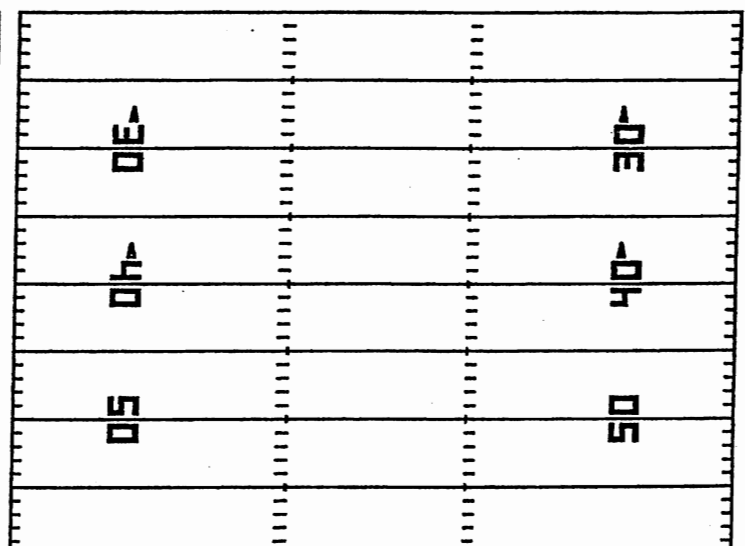
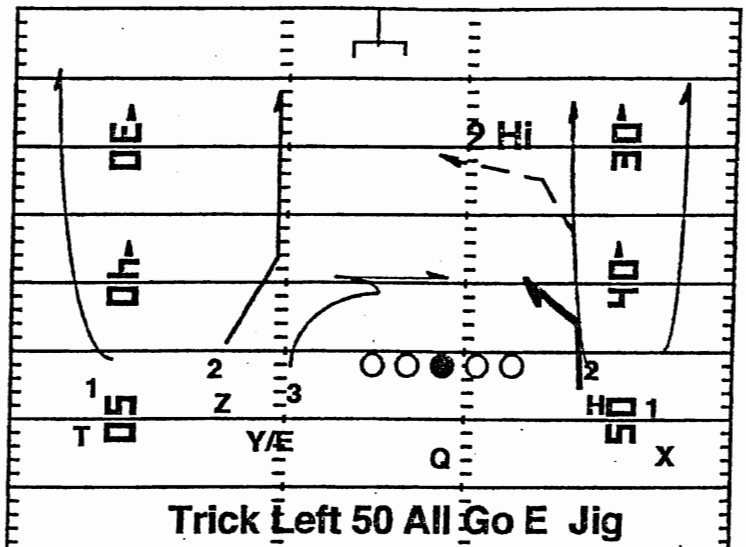
X	Run LMS - Best Release split difference between #'s and the sideline
Z	Run LMS - Best Release split difference between #'s and the sideline
E	Attack Inside LB and climb across the top to the opposite hash @ 18 yards
H	Stick Release (Widen defender) Run LMS - Outside edge of hash
T	Check protection: Run Dump route over ball at 4 yards. Run away vs. Man to Man.
QB RULES DROP TIMING: 5 Step 3 Step	
Hot: Best match up vs. No Deep. Inside WR's vs. 1 Hi.	
2	Movement key: 1 Hi = Free Safety. 2 Hi = Boundary Safety
3	Progression: 1 Hi = Inside receivers. 2 Hi = E to X



<b>F-1</b>	<b>Run LMS - Best Release split difference between #'s and the sideline</b>
<b>F-2</b>	<b>Run LMS - Split difference between #'s and the hash</b>
<b>F-3</b>	<b>Run LMS - attack LB, Aiming point is down the Middle of the Goal Post. If NO DEEP = sight adjust to LOOKIE</b>
<b>B-1</b>	<b>Run LMS - Split difference between #'s and sideline.</b>
<b>B-2</b>	<b>Run LMS - Split difference between #'s and the hash</b>
	<b>QB RULES                      DROP TIMING: 5 Step                      3 Step</b>
	<b>Hot: . Hot to Lookie or Best match up.</b>
<b>2</b>	<b>Movement key: 1 Hi = Free Safety/Corner. 2 Hi = Boundary Safety to Field Safety</b>
<b>3</b>	<b>Progression: 1 Hi = Inside receivers. 2 Hi= Field #3.</b>

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2004



## ASSIGNMENTS

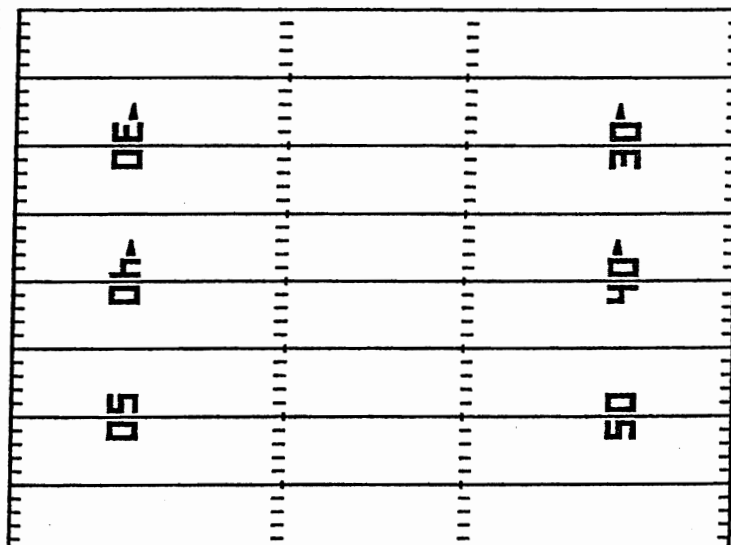
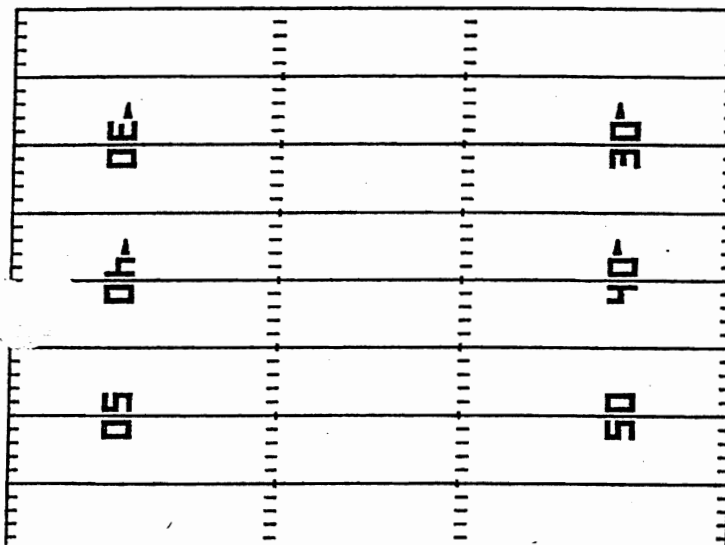
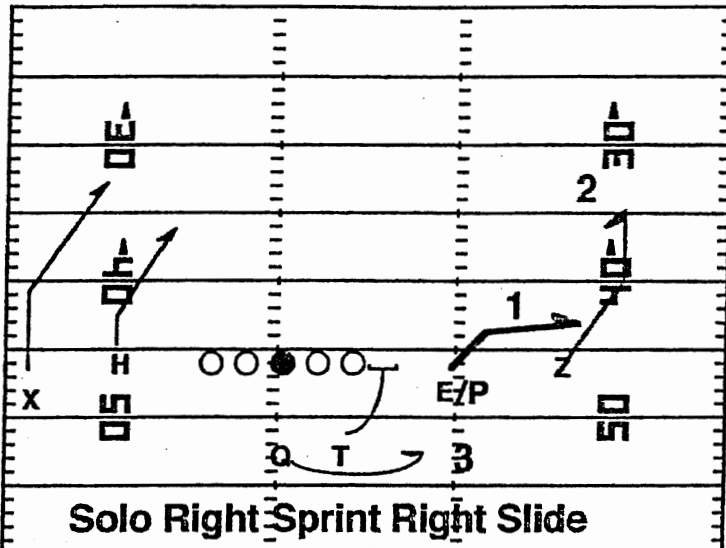
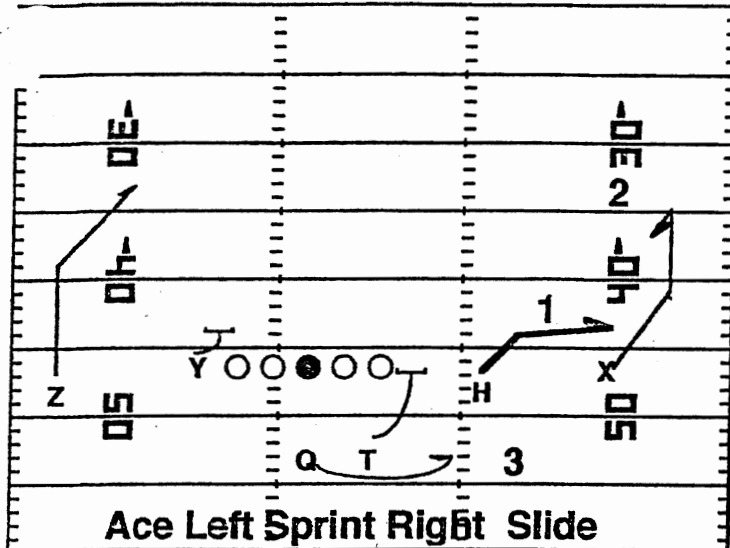
<b>F-1</b>	<b>Run LMS - Best Release split difference between #'s and the sideline</b>
<b>F-2</b>	<b>Run LMS - outside edge of hash</b>
<b>F-3</b>	<b>Run Jig Route (Awareness vs. No Deep)</b>
<b>B-2</b>	<b>Run LMS - Best Release split difference between hash and #'s. Vs. 2 Hi bend. Vs No Deep sight - Hot = adjust to a Lookie</b>
<b>B-1</b>	<b>Run LMS - Split difference between #'s and sideline.</b>
	<b>QB RULES                      DROP TIMING: 5 Step                      3 Step</b>
	<b>Hot: . Hot to Lookie or Best match up.</b>
<b>2</b>	<b>Movement key: 1 Hi = Free Safety. 2 Hi = Hook defender to protection side.</b>
<b>3</b>	<b>Progression: 1 Hi = Inside receivers to Jig. 2 Hi= Bender to Jig.</b>

**PLAY: SPRINT SLIDE**

**PERSONNEL: ALL**

2004

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## ASSIGNMENTS

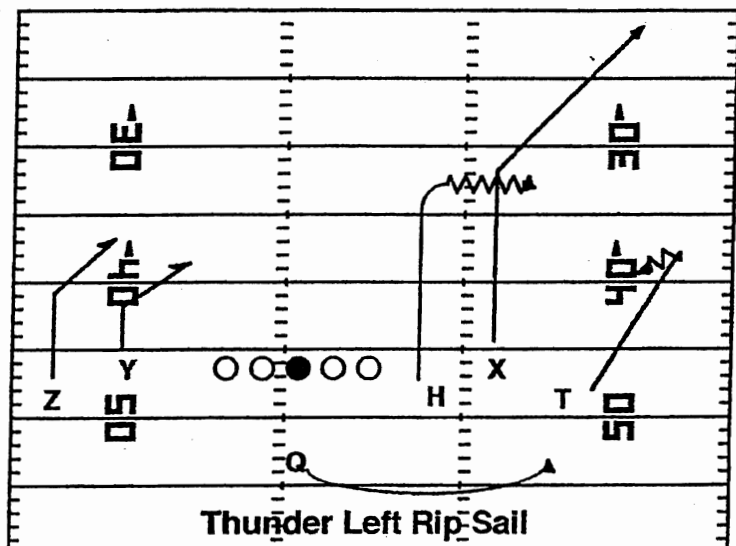
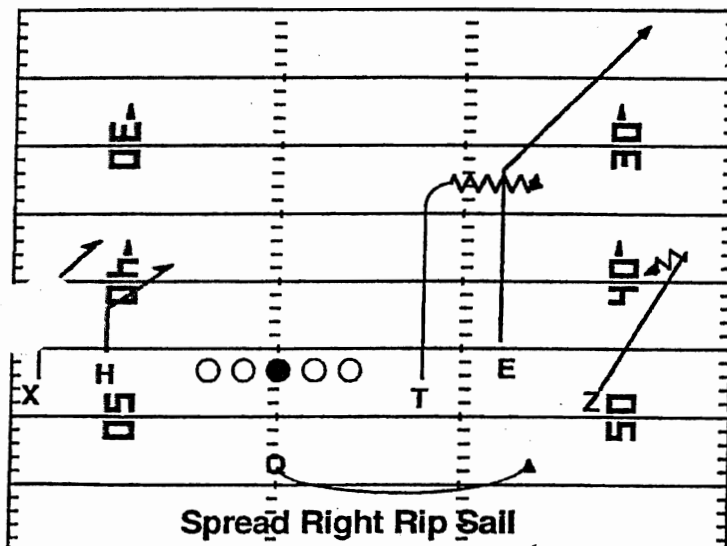
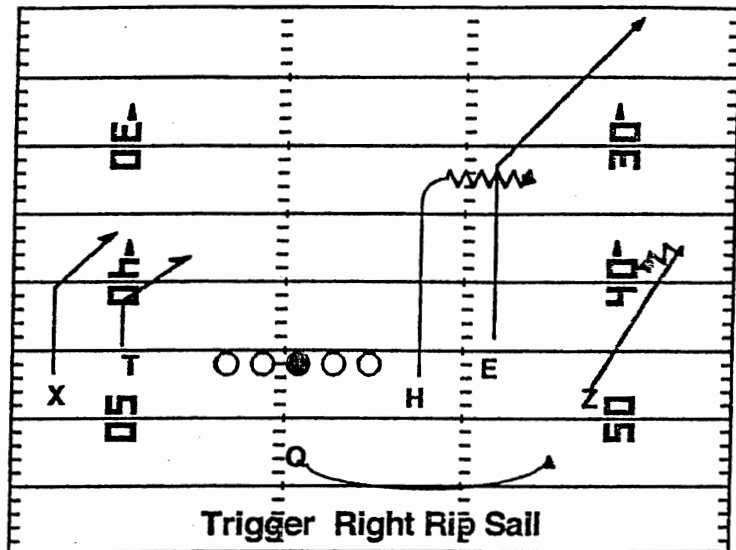
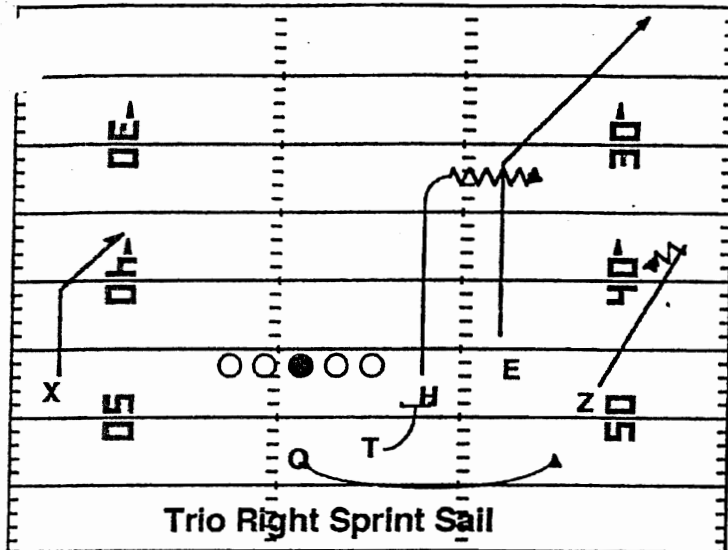
F-1	Run Slide route at 10 yards, use protection release.
F-2	Flat Route - A.P. is 3-4 yards on Sideline
B-2	2 Step Lookie
B-1	4 Step Slant
T	Block Sprint Protection
	QB RULES      DROP TIMING:      GUN: Sprint
	Sprint Flat, Break Contain
2	Movement key: Flat/Curl defender
3	Progression: Flat to Slide to Run

# PLAY: SPRINT SAIL (RIP IF EMPTY)

PERSONNEL: Eagle, Zebra

2004

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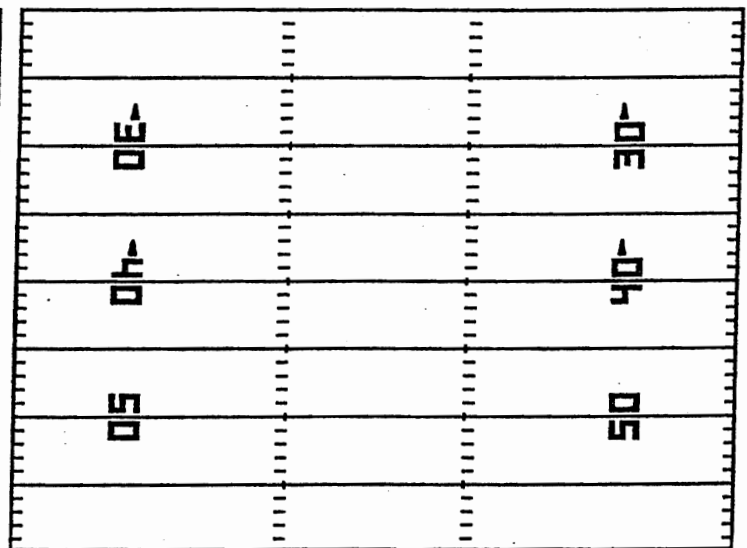
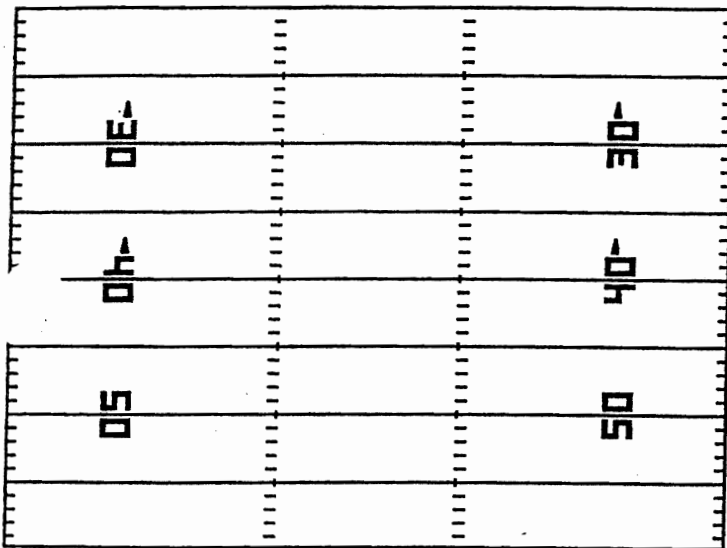
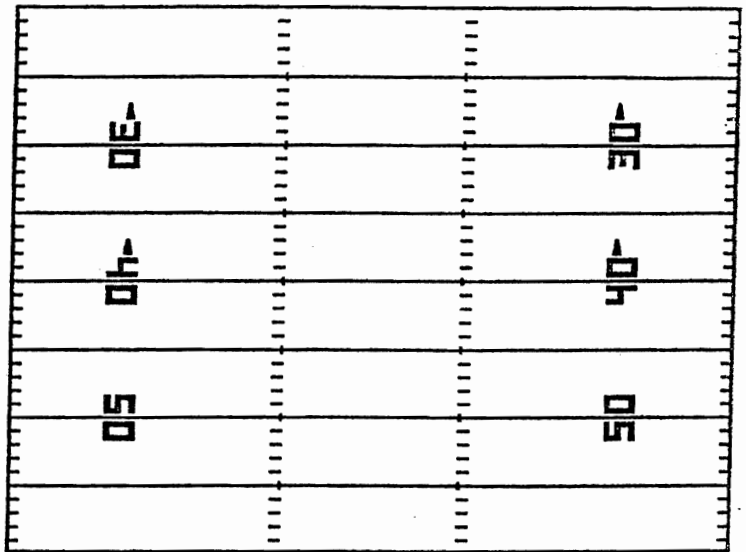
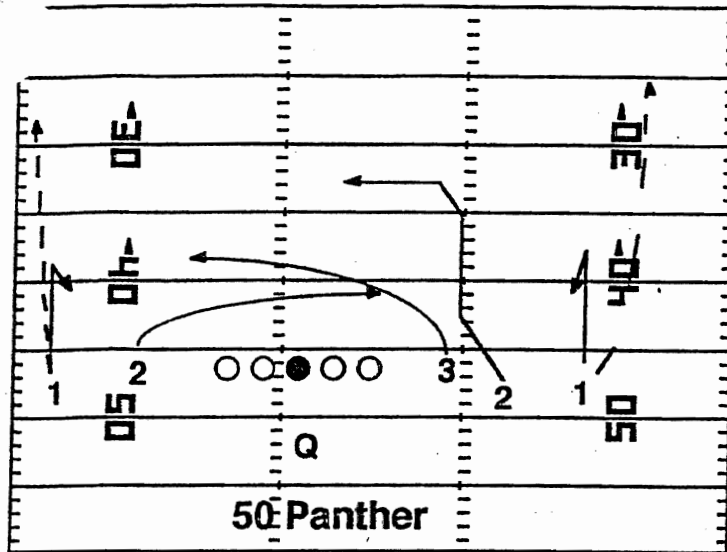
## ASSIGNMENTS

P-1	Run a 7 yard Sprint Bar route.
P-2	Corner Route at 12 yards
P-3	Run a 12 yards Speed Out - Mirror QB
B-1	Backside #1 = Slant (Lion)
B-2	Backside #2 = Slant (Lion - Lookie)
QB RULES	
DROP TIMING:	
GUN: Sprint	
Sprint Flat, Break Contain	
2	Movement key: Flat/Curl defender to deep 1/3 defender.
3	Progression: Flat to Hook to Wheel to Run

**PLAY: 50 - 51 PANTHER**  
**PERSONNEL: EAGLE**

2004

56 25



### ASSIGNMENTS

B1	7 yard Hitch route. Vs. Bump or Hard corner - convert Fade route
B2	4 yard Drag Route
F3	6 yard Drag Route
F2	12 yard Follow Route
F1	7 yard Hitch route. Vs. Bump or Hard corner - convert Fade route
	QB RULES      DROP TIMING: 3 Step Rocker      GUN: Rocker Throw
	Hot = to Hitch or Drag
2	Movement Key = 1 Hi - best leverage on flat defender. 2 Hi - field hook defender.
3	Progression = 1 Hi - Hitch to Drag. 2 Hi - Drag to Follow

**QB Test**

**University of Utah**

**Vs.**

**Cal**

**9/11/03**

**Rice-Eccles Stadium**

## QB Test Vs. Cal

1. What are the numbers of their starting secondary

2. What checks do we have in for this game

FOR NO DEEP (6-1): SPRINT SLIDE (SOLO), SPRINT HOOK (TRIO)

3. What is our plan if they play no deep to empty

THROW THE BALL, MAKE 'EM PAY (SCORE)

4. What are the deceptives and 2 point plays in the game plan

AGGIE PASS, TRADE RT WITH ROLL RT PUN,

5. What are some extra things that we need to tell players in the huddle

PARIS, YOU'RE AT QB.

6. What are your 5 favorite pass and 5 favorite run plays

- BULLETS OUT OF PONY

- FOLLOW PIVOT

- H/E OPTION

- SLIDE HOOK

- STICK

- READ (14/15)

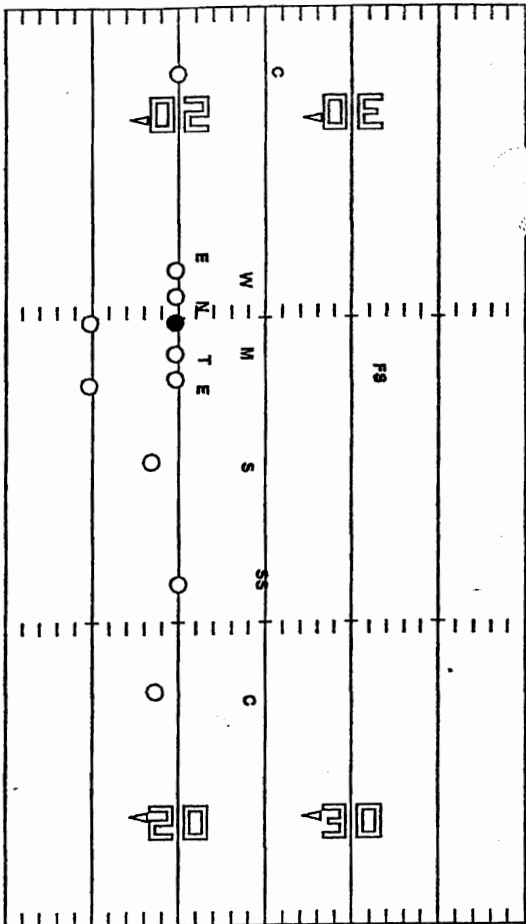
- SHOVEL (6/7)

- TRIPLE (14/15)

- TRUCK (18/19)

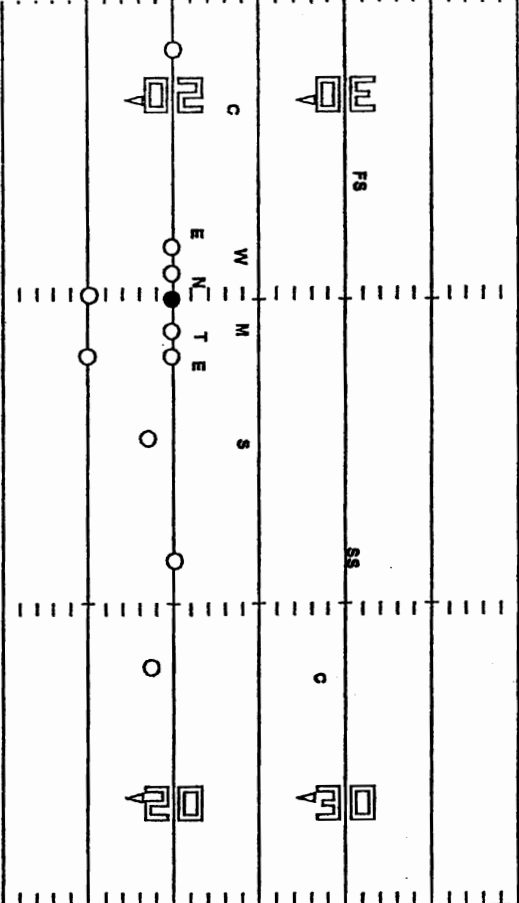
- Q-WPAP (16/17)

Defense:



Trio Rt Fly 14 Read - READ END  
 Far Trio Rt Fly 8 Speed - E is pitch key, get to C quickly  
 Trio Rt Dart 361 Lilening Omaha - 1 Hicup, Best Matchup  
 Far Trio Rt Bunch Hic 14 Triple - E is pull key, W is pushover  
 A gap exclusive or something

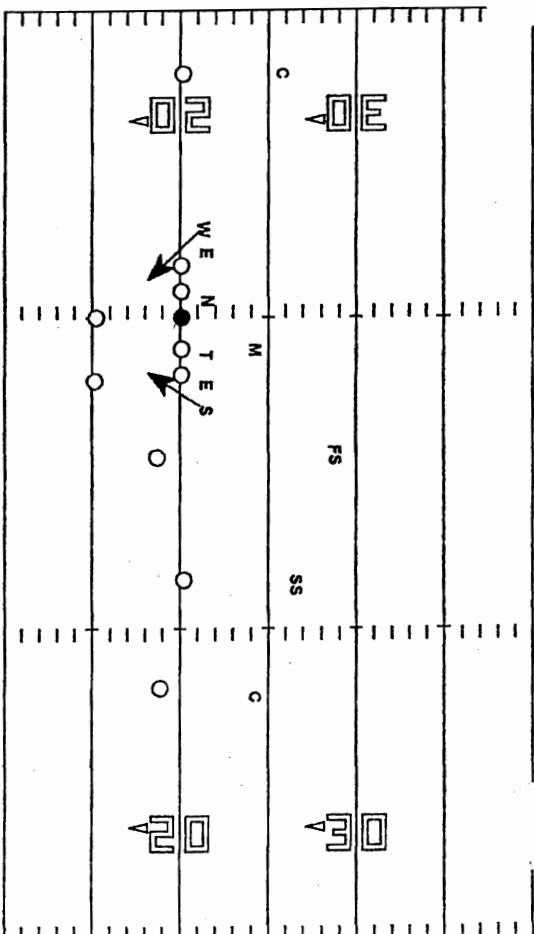
Defense:



Trio Rt Fly 14 Read - READ WE  
 Far Trio Rt Fly 8 Speed - Pitch off SE (consider spreader)  
 Trio Rt Dart 361 Lilening Omaha - 361, Lilening side  
 Far Trio Rt Bunch Hic 14 Triple - WE pull key, W pitch key

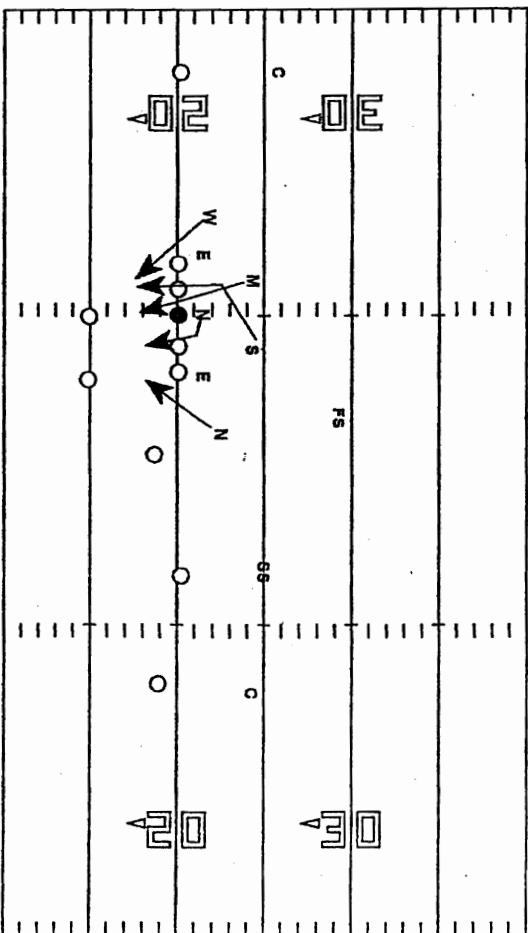
Tri

Defense:



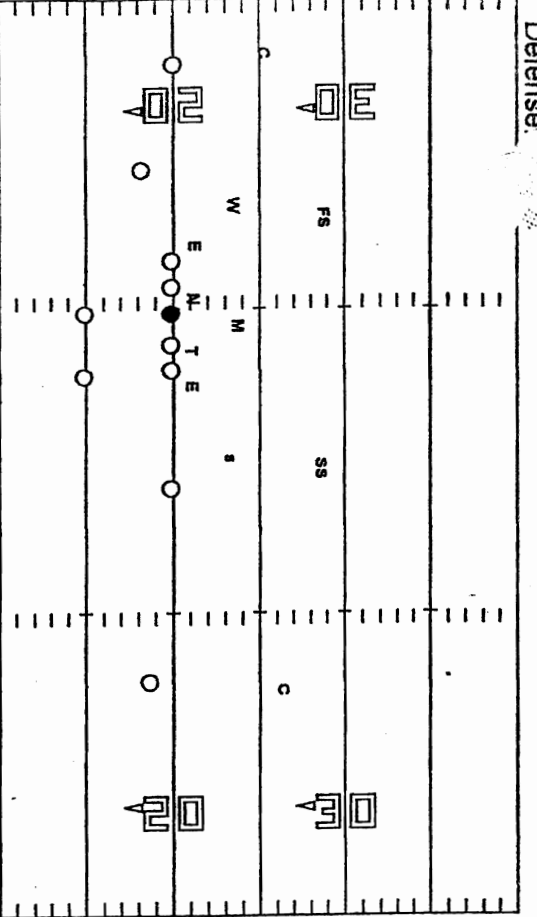
Trio Rt Fly 14 Read - V out to "RED RABBIT" (Hoolie 14:17)  
 Far Trio Rt Fly 8 Speed - Deal the ball used T HAS LEVERANT  
 Trio Rt Dart 361 Lilening Omaha - RT sets. HADP, FS DEEP, BANDA #3  
 Far Trio Rt Bunch Hic 14 Triple - DE pull pitch, TOUCHDOWN

Defense:



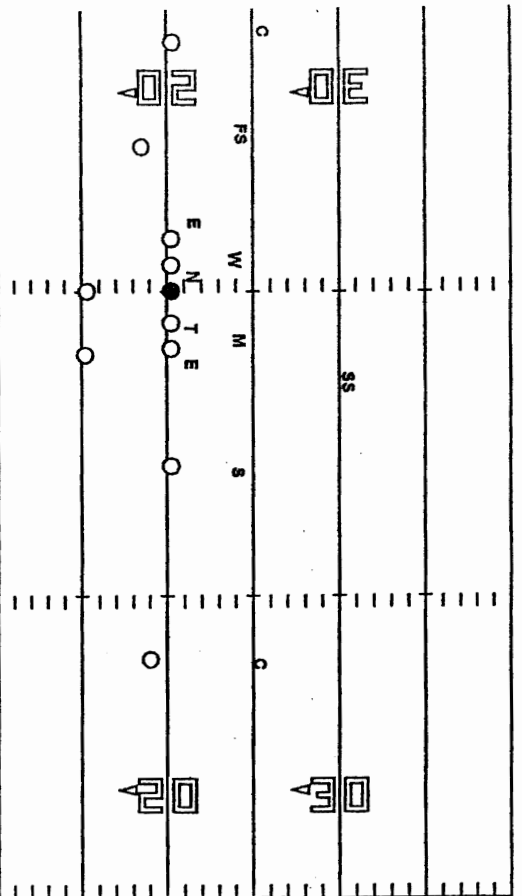
Trio Rt Fly 14 Read - V to RABBIT Hool  
 Far Trio Rt Fly 8 Speed - DE pitch, ALLACK niceet BACK  
 Trio Rt Dart 361 Lilening Omaha - AROPE DART, LILIN OMaha  
 Far Trio Rt Bunch Hic 14 Triple - DE pull pitch

Defense:



Solo Rt Fly 14 Read - 5 HAN 000, alive  
Solo Rt 60 All Stop and Go - stay underneath / never pass  
Far Solo Rt Dart 360 Livening Ohio - only side  
Solo Rt H Rt Dart 361 Steeler - peek corner / play octature  
Solo Rt Wrap Check - 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

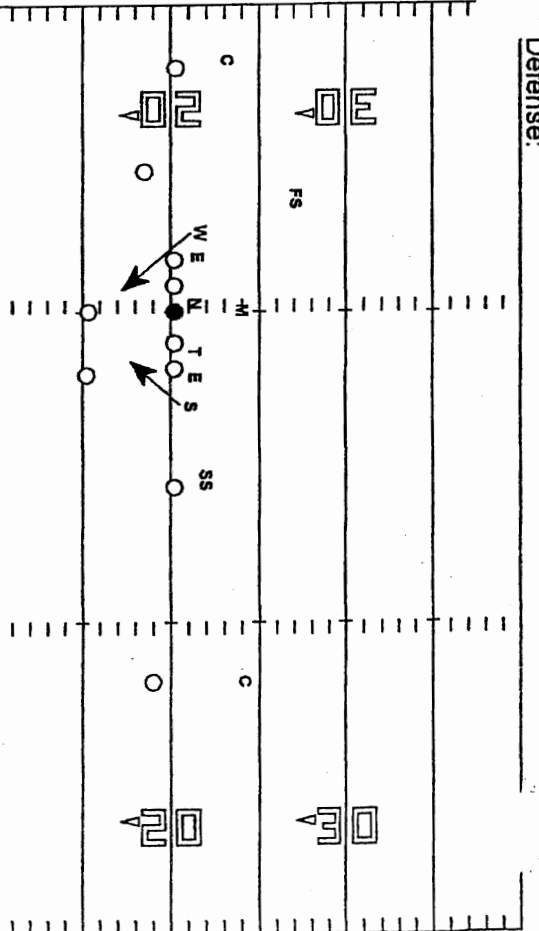
Defense:



Solo Rt Fly 14 Read - 5 HAN 000, alive  
Solo Rt 60 All Stop and Go - stay underneath / never pass  
Far Solo Rt Dart 360 Livening Ohio - only side  
Solo Rt H Rt Dart 361 Steeler - peek corner / play octature  
Solo Rt Wrap Check - 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

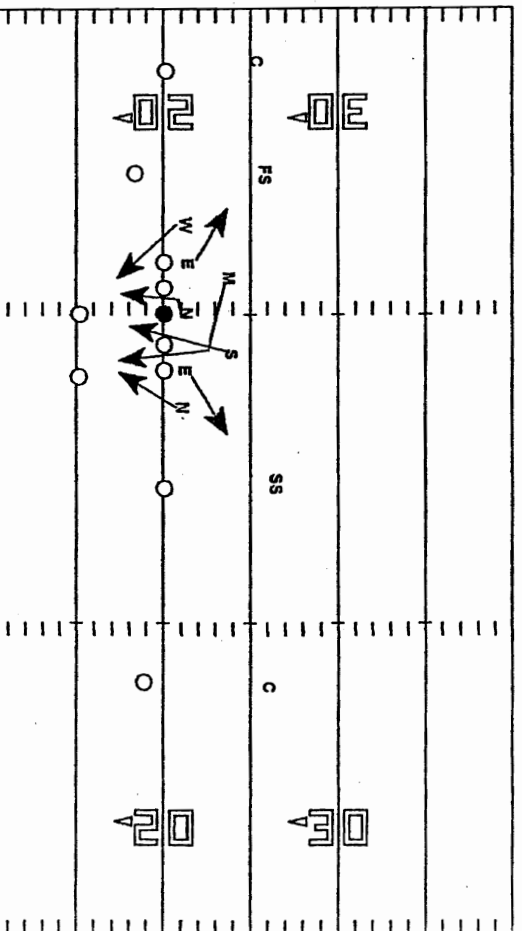
Sc 17

Defense:



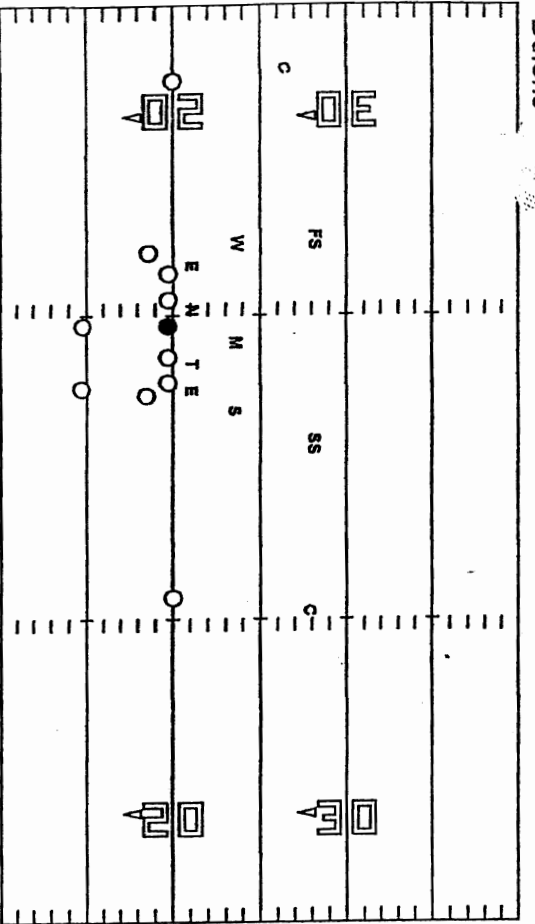
Solo Rt Fly 14 Read - 5 HAN 000, alive  
Solo Rt 60 All Stop and Go - stay underneath / never pass  
Far Solo Rt Dart 360 Livening Ohio - only side  
Solo Rt H Rt Dart 361 Steeler - peek corner / play octature  
Solo Rt Wrap Check - 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Defense:



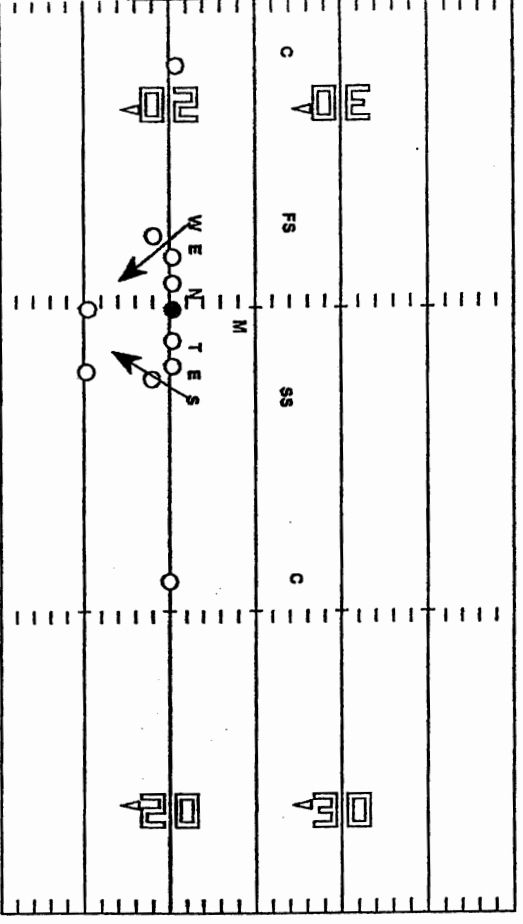
Solo Rt Fly 14 Read - 5 HAN 000, alive  
Solo Rt 60 All Stop and Go - stay underneath / never pass  
Far Solo Rt Dart 360 Livening Ohio - only side  
Solo Rt H Rt Dart 361 Steeler - peek corner / play octature  
Solo Rt Wrap Check - 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Defense:



Pony Rt Hic 14 Triple - READ END, PITCH OFF IN  
Pony Rt 6 Shovel - 5/6 1/2 SHovel KEY, S PITCH KEY  
Pony Rt 60 Bullets - READ CORNER (HIC WAS FROM BOWERS TO BOWERS)  
Pony Rt Sprint Rt Slide - READ PITCH BOWERS TO BOWERS

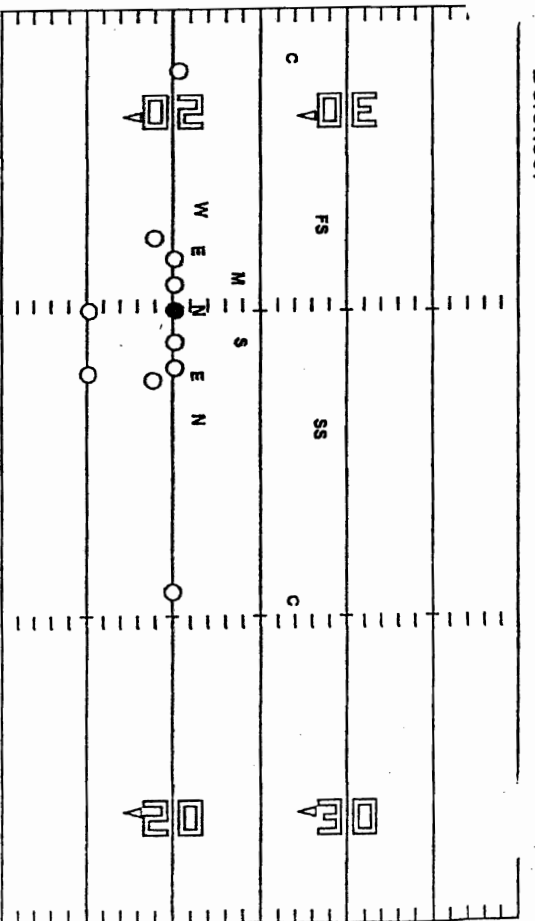
Defense:



Pony Rt Hic 14 Triple - 2x, RUN IN CH  
Pony Rt 6 Shovel - SHovel KEY S, PITCH OFF SS  
Pony Rt 60 Bullets - ~~SHovel KEY S~~ 5/6 1/2 SHovel KEY, S PITCH KEY  
Pony Rt Sprint Rt Slide - READ CORNER, PITCH BOWERS TO BOWERS

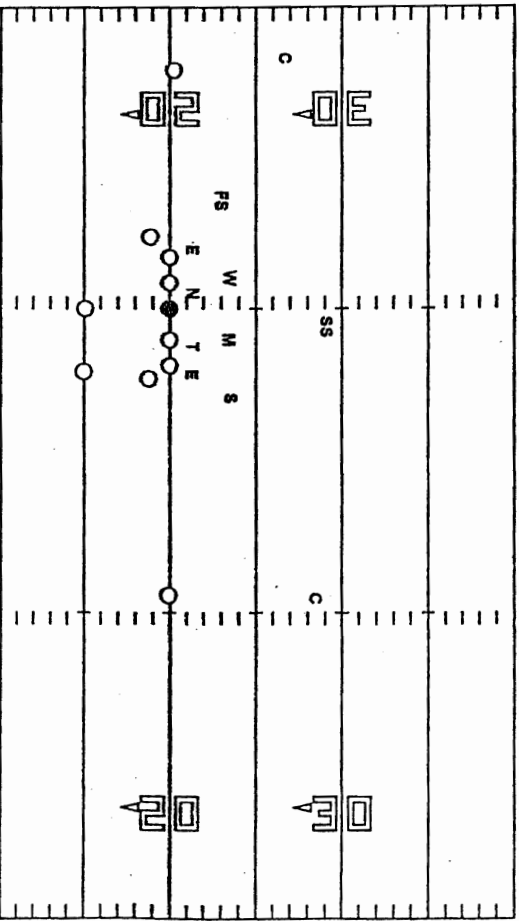
Pony

Defense:



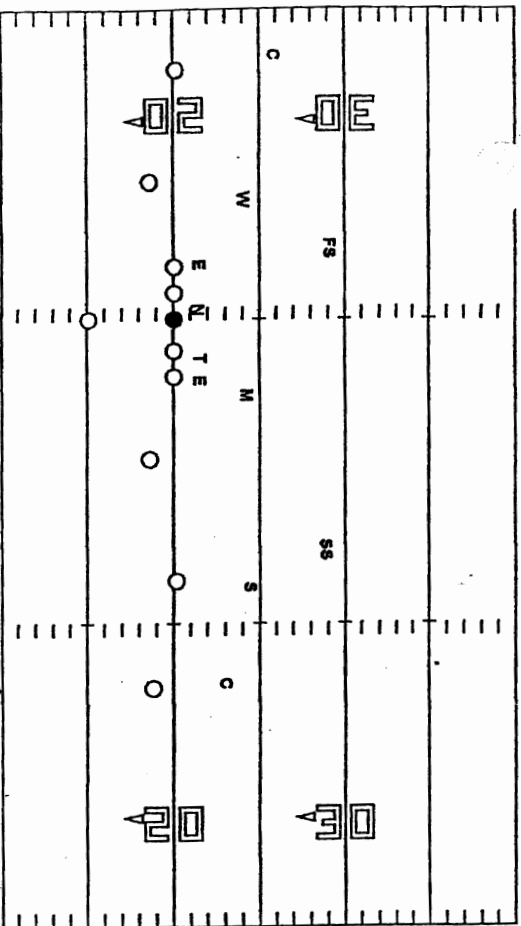
Pony Rt Hic 14 Triple - READ E, PITCH OFF WITH  
Pony Rt 6 Shovel - 5/6 1/2 SHovel KEY, NICKER PITCH KEY  
Pony Rt 60 Bullets - READ CORNER  
Pony Rt Sprint Rt Slide - READ CORNER

Defense:



Pony Rt Hic 14 Triple - READ E, PITCH FS  
Pony Rt 6 Shovel - SHovel E, PITCH S  
Pony Rt 60 Bullets - PITCH KEY, NICKER PITCH KEY  
Pony Rt Sprint Rt Slide - READ CORNER

Defens:



Trick Rt 51 X Follow Pivot - READ HOWE PLAYER

Thunder Lt 50 H Option - H WIND INSIDE

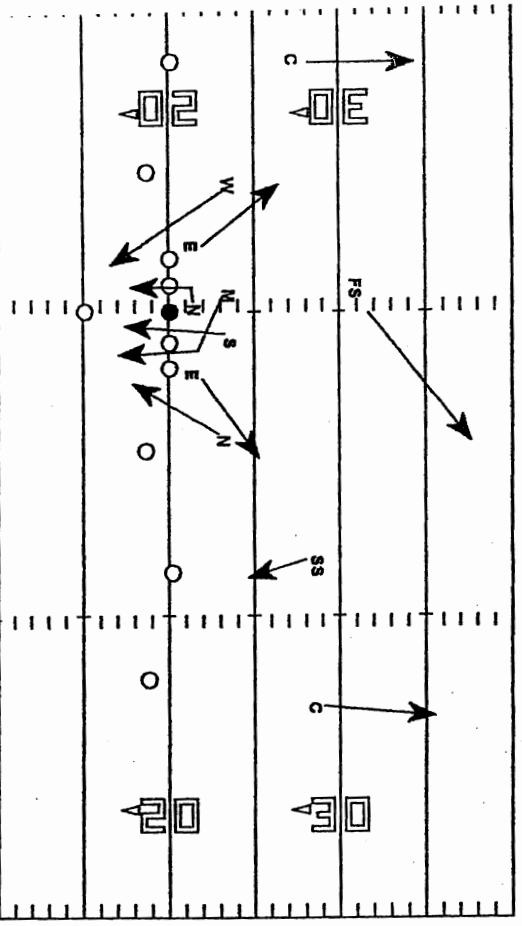
Trick Rt 350 Lining Ohio - Ohio, R.D. CORNER R

Thunder Lt 50 X Drive - READ WIND TO HBR

Trigger Rt Tlc 8 Speed - PITCH 0.5 OF 5C

Trick Rt T Return 50 X Break - READ CORNER TO BREAK PLANT

Defense:



Trick Rt 51 X Follow Pivot - WIND WIND UP PIVOT

Thunder Lt 50 H Option - WIND WIND UP PIVOT

Trick Rt 350 Lining Ohio - Ohio (C) CORNER R

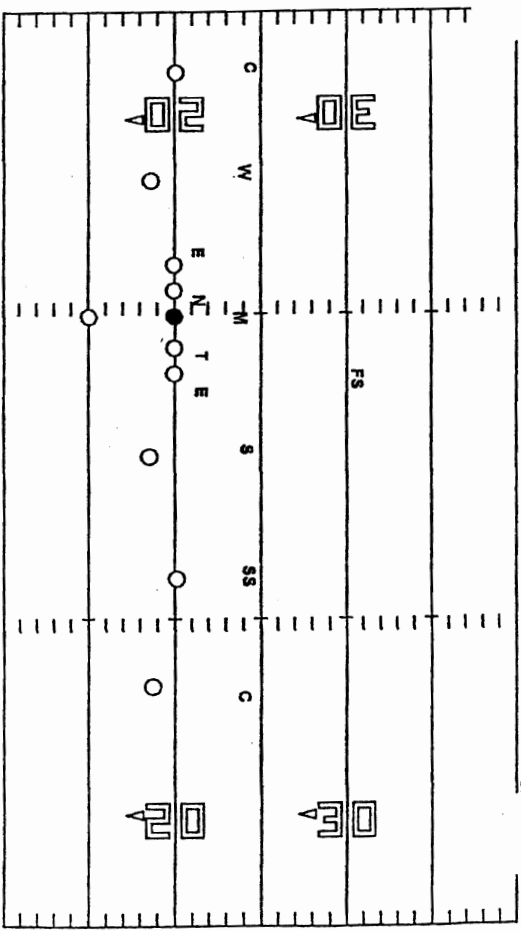
Thunder Lt 50 X Drive - SPEED 0.5 OF 5C

Trigger Rt Tlc 8 Speed - PITCH 0.5 OF 5C

Trick Rt T Return 50 X Break - BREAK PLANT

EN

Defense:



Trick Rt 51 X Follow Pivot - FOCUS TO PIVOT

Thunder Lt 50 H Option - H WIND HOWE, READ MA/READ HOWE

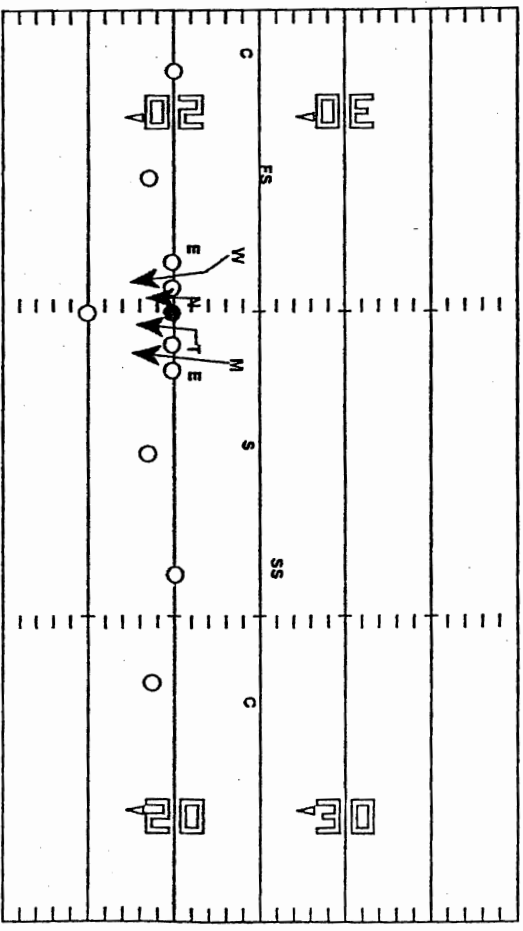
Trick Rt 350 Lining Ohio - LEUCAR (MA), SAFE CORNER R

Thunder Lt 50 X Drive - FAST ACCESS TO DRIVE TO IN

Trigger Rt Tlc 8 Speed - PITCH 0.5 OF 5C CORNER R

Trick Rt T Return 50 X Break - CORNER TO BREAK

Defense:



Trick Rt 51 X Follow Pivot - WIND WIND UP PIVOT

Thunder Lt 50 H Option - Ohio (C) CORNER R

Trick Rt 350 Lining Ohio - DRIVE CORNER R

Thunder Lt 50 X Drive - SPEED 0.5 OF 5C

Trigger Rt Tlc 8 Speed - PITCH 0.5 OF 5C CORNER R

Trick Rt T Return 50 X Break - WIND WIND UP PIVOT