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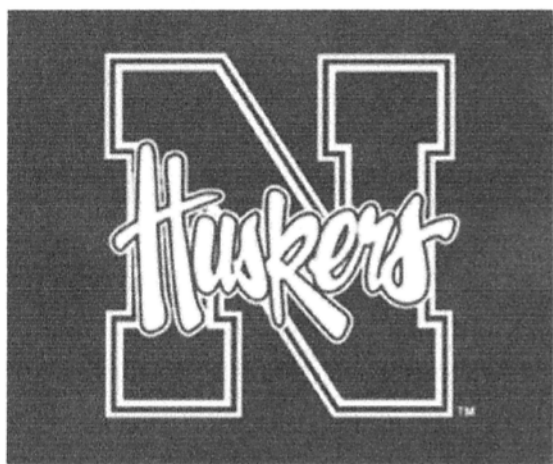
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# **RESEARCH PLAYBOOK**

## **97 OSBORNE NEBRASKA I- OPTION**

# 1997 Nebraska Cornhusker Offense



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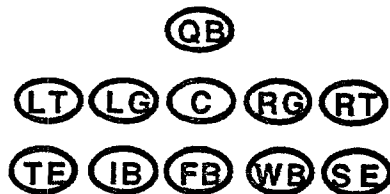
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# GENERAL INFORMATION

## 1. Huddle

### Line of Scrimmage



- QB faces team.
- First row of huddle has hands on knees, second row of huddle stands tall.
- QB is only person who talks in the huddle.

## 2. Huddle - Call & Snap Count

"SET" + 2 sets of numbers, repeated twice, followed by cadence "HUT."

Example: (In huddle) "TIGHT RIGHT, 44 ISO ON 2"

(At line) "SET, 50 - 45, 50 - 45, HUT, HUT"  
The play run will be 44 ISO, the ball is snapped on the second "HUT."

- If the ball is to be snapped on the first sound, we use "HUT" rather than "SET" to start the cadence.

## 3. Line of Scrimmage Audible

- If we wish to change the play at the line of scrimmage, we repeat the play called on the first number. The second number called will be the new play.

Example: (In huddle) "TIGHT RIGHT, 44 ISO ON 2"

(At line) "SET, 44 - 49, 44 - 49, HUT, HUT"  
The play has been changed from 44 ISO to 49 PITCH. The snap is automatically on 2 when we audible.

## 4. Huddle Audible

- If the word "check" is used after a play called in the huddle, the QB will determine at the line of scrimmage which direction it is best for the play to be run. If he is staying with the play called in the huddle, he will use our regular cadence with the ball being automatically snapped on two.

Example: (In huddle) "OPEN RIGHT, 11 BASE CHECK"

(At line) QB decides to stay with 11 BASE.

(Cadence) "SET, 3 - 21, 3 - 21, HUT, HUT."

- If the QB at the line of scrimmage, decides to run the play called in the huddle in the opposite direction, the QB will use the word OPPOSITE in the cadence, with the ball automatically snapped on two.

Example: (In huddle) "OPEN RIGHT, 11 BASE CHECK"

(At line) QB decides to run the play in the opposite direction.

(Cadence) "SET, 2 OPPOSITE, 2 OPPOSITE, HUT HUT" (19 BASE)

- If the QB doesn't wish to run the play in either direction that was called in the huddle, he will use the word "CHECK" at the line of scrimmage twice, then audible to a new play. The ball is automatically snapped on two.

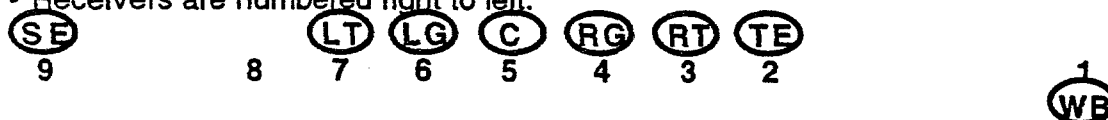
Example: (In huddle) "OPEN RIGHT, 11 BASE CHECK"

(At line) QB decides to run play other than play called in huddle.

(Cadence) "CHECK, CHECK, 41 - 41, 41 - 41, HUT, HUT."  
41 PITCH will be the play that will be run.

## 5. Numbering System

- Holes are numbered right to left.
- Receivers are numbered right to left.



- If we wish to run wide to the right, we run at the "1" hole area, the receiver wide to the right is also the "1" receiver.
- If we wish to run at the Right Tackle, we run toward the "3" hole area, the Left Guard area is the "6" hole, etc.

We number our backs as follows: QB = 1 Back

WB = 2 Back

FB = 3 Back

IB = 4 Back

- Therefore: 41 PITCH means the I-back will carry the ball toward the Right End area and we will use "Pitch" blocking.

## 5. Numbering System Continued

- Any play numbered above the "40's" is a pass play with draw plays being an exception.

51 Indicates a sprint out to the right.

59 Is a sprint out left.

53 Indicates a sprint draw play action at the Right Guard area.

57 Is a play action left.

71 Indicates a 5 step drop behind the Center,

79 with Quarterback opening to throwing hand side.

91 Indicates a three step drop behind the Center,

99 with Quarterback opening to call side.

52 Indicates fake pitch action by the QB toward the call.

58

We have some passes coming off running action that will be designated by the word "pass" in the huddle call.

Examples: 11 Option Pass, 47 Dive Pass 2 Delay Flat, etc.

## 6. Motion

- Wingback/Flanker Motion/X-Motion - Wingback goes in motion on the first number of the second set of numbers. The snap count is always on 2 when "motion" or "fly" is used.

Example: (In huddle) "POWER RIGHT 49 PITCH WB MOTION ON 2"

(At line) "SET, 60 - 45, 60 - 45, HUT, HUT."

The Wingback goes in motion to the opposite side of the formation on the number that is underlined.

Example: (In huddle) "PRO RIGHT 32 OPTION SHORT MOTION"

(At line) "SET, 17 - 21, 17 - 21, HUT, HUT."

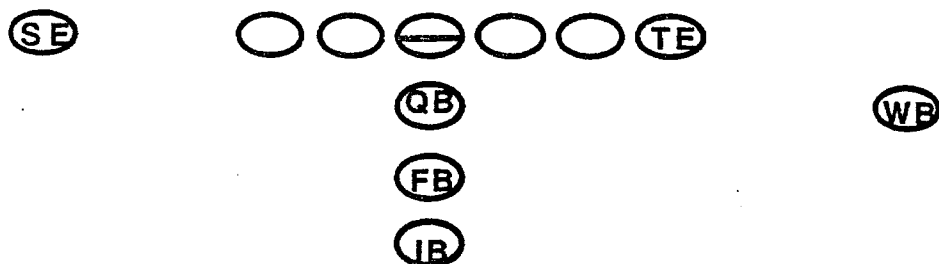
The Flanker goes in motion toward the ball staying on the same side of the formation on the number that is underlined.

IB Fly - IB goes in motion away from the formation.

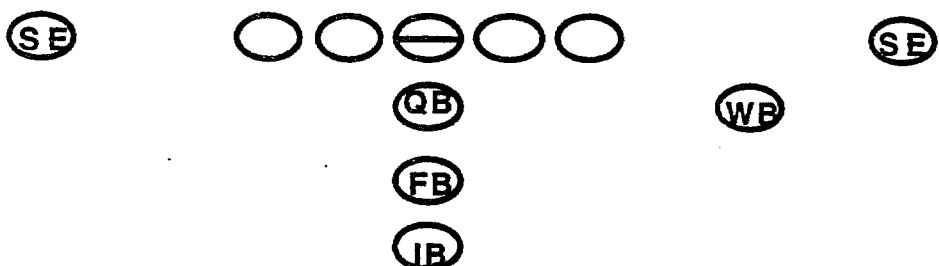
Short Motion - Refers to Flanker/(Wingback in Power). Receiver goes in short motion toward the ball on first "HUT." Does not cross formation. Ball is snapped on second "HUT".

- 4
7. **Sets** (Sets are shown to the right, but are also run to the left. Shotgun and the Ace sets are balanced sets and are an exception.)

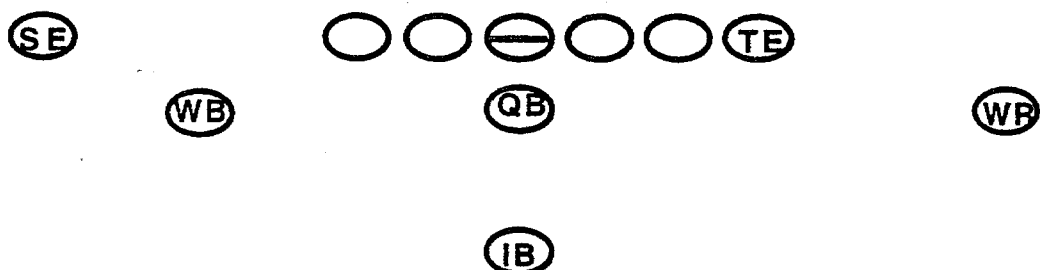
a. Pro Right



b. Open Right



c. Spread Right

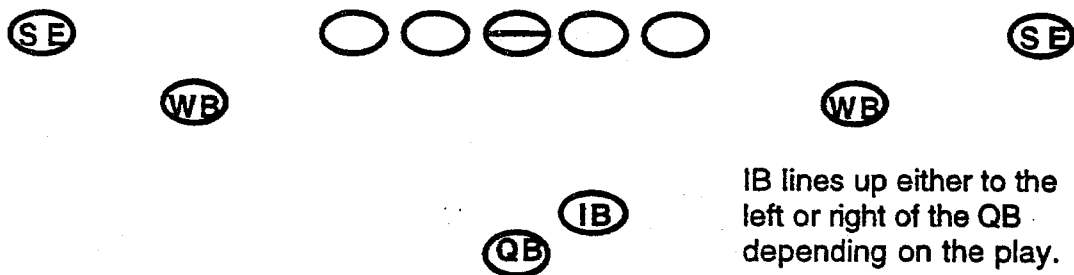


d. Ace Trips Right

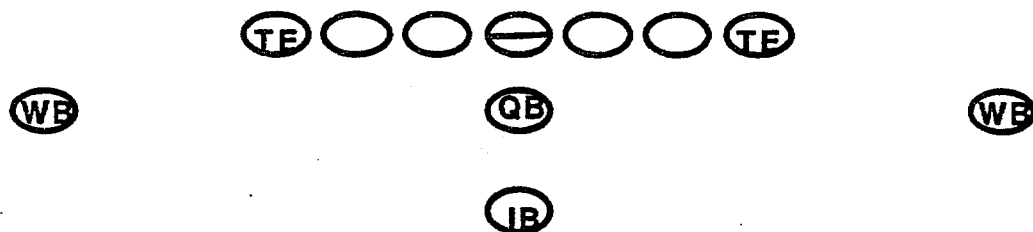


## 7. Sets Continued

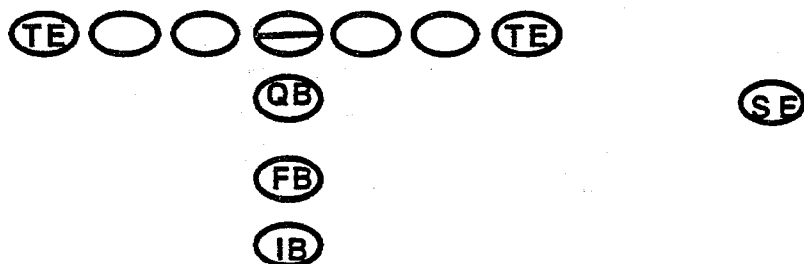
### e. Shotgun



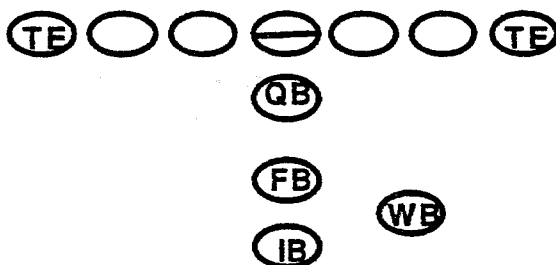
### f. Ace



### g. Tight Right

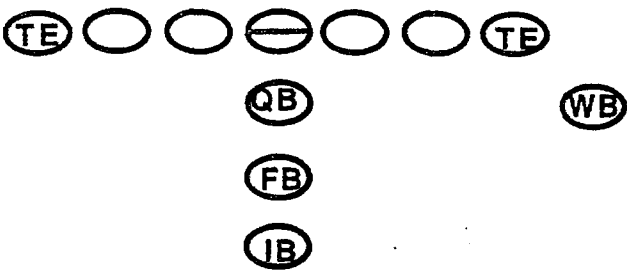


### h. Power Right

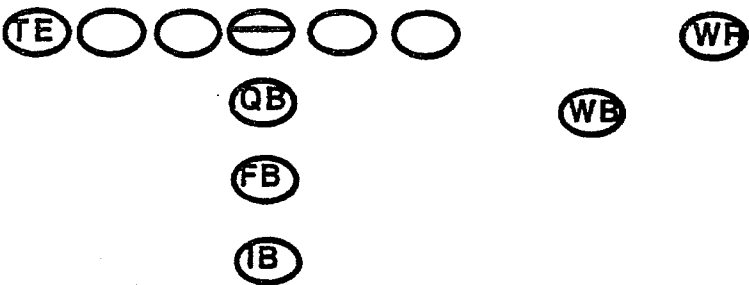


7. Sets Continued

i. Tight Right Near



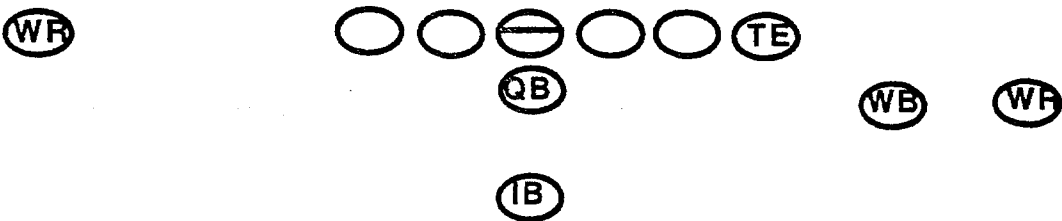
j. Wide Right



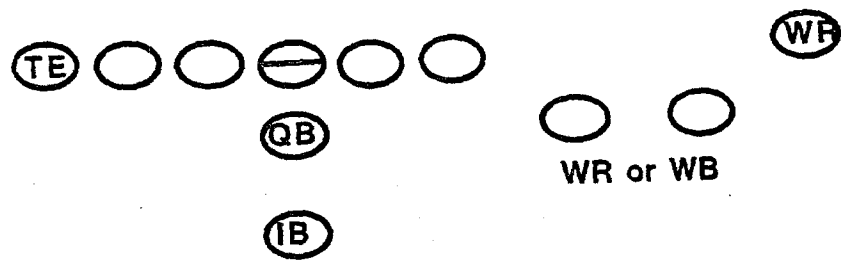
k. No Backs Right



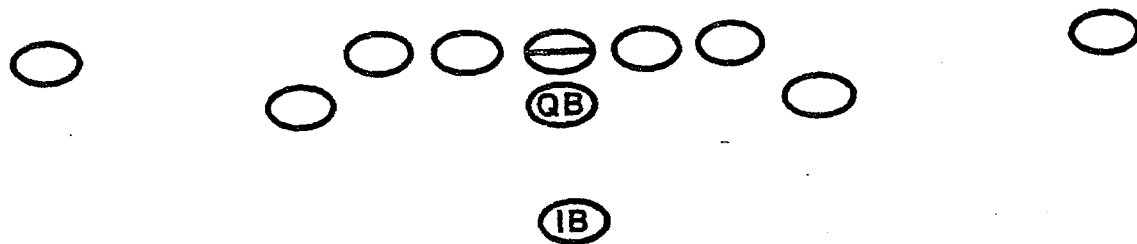
l. Pro Trips Right



m. (Slot) Trips Right



n. Double Wing

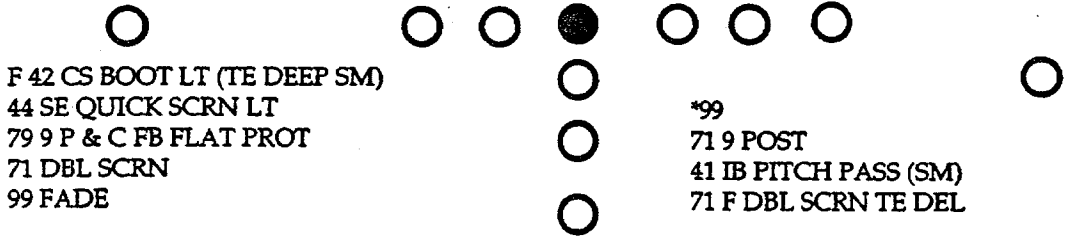




## PLAYS BY FORMATION

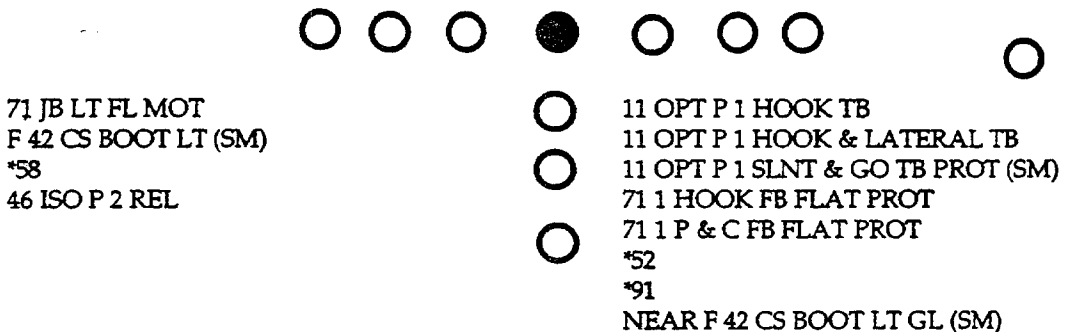
### PRO RIGHT (SHIFT FROM PRO LEFT) NEAR

42 CS FL REV LT 41 P FL REV LT 49 SPNT CRACK (LOCK)	47 DRAW (FL MOT)	54 DRAW 34 QB KEEP 11 DIVE ✓ 44 ISO 34 TRAP ✓ 43 DIVE 42 CT	32 OPT LOCK *32 OPT (SEAL) 42 CS (SEAL) 42 ROLL 32 T SM 41 OS ✓ 11 WALL *11 BASE *41 P
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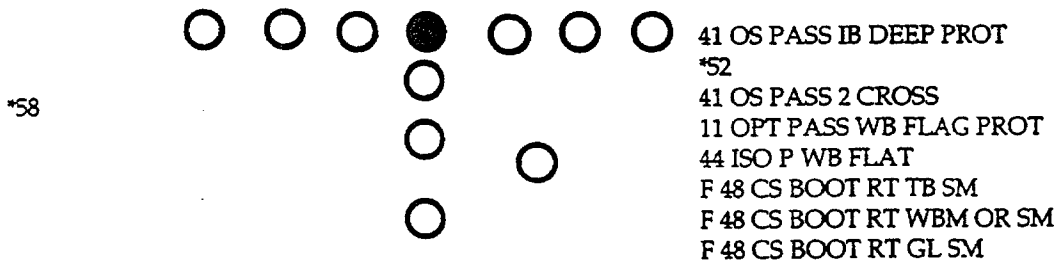
### TIGHT RIGHT

*14 SMASH 47 DRAW ✓	43 DIVE ✓ 8 REL 34 T ✓ 11 D ✓ 44 ISO (SM)	42 CT ✓ 42 ROLL ✓ 41 P ✓ 41 OS ✓ 11 B ✓ 32 OPT ✓ 32 OPT LOCK 32 T ✓ 42 CS ✓
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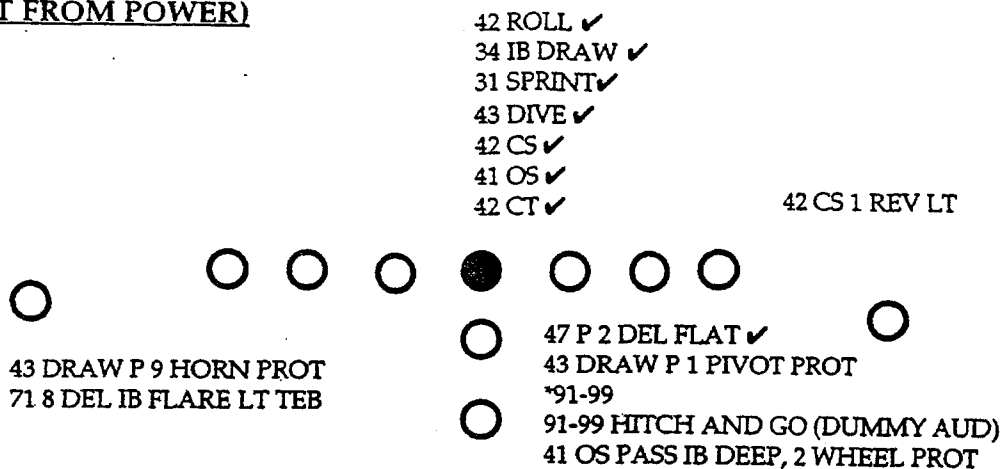


### POWER RIGHT

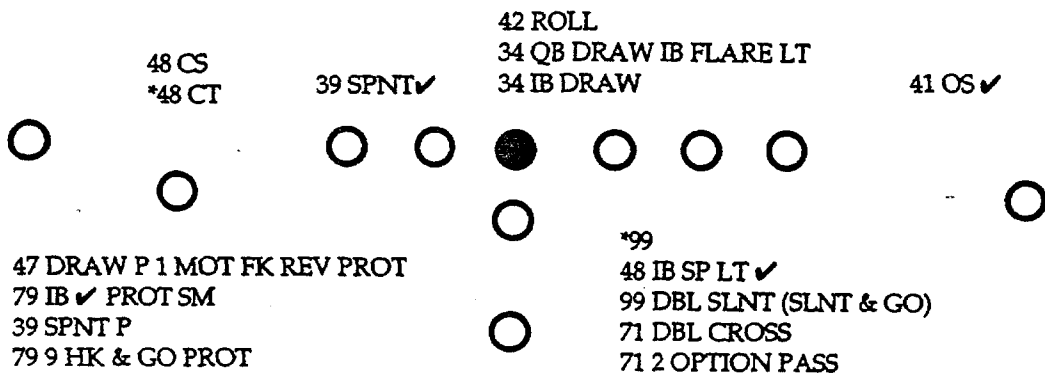
41 P ✓ 41 OS ✓ 11 BASE ✓ 32 OPT ✓ 32 TRAP ✓ 44 ISO ✓ *14-16 SM	42 CT ✓	42 CS ✓ 34 TRAP ✓
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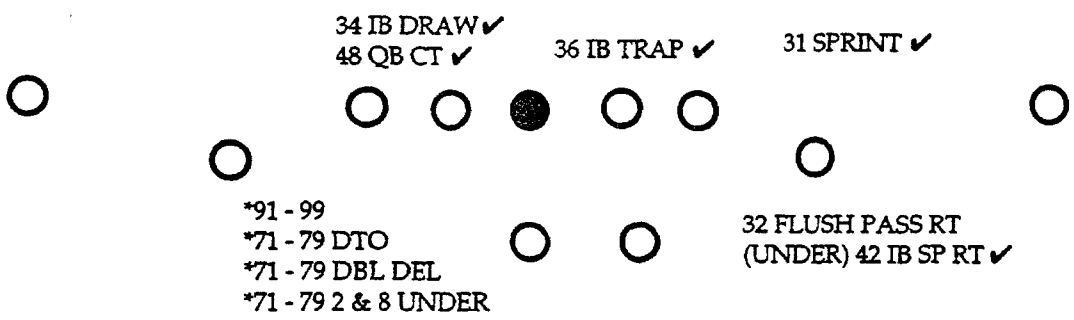
ACE (SHIFT FROM POWER)



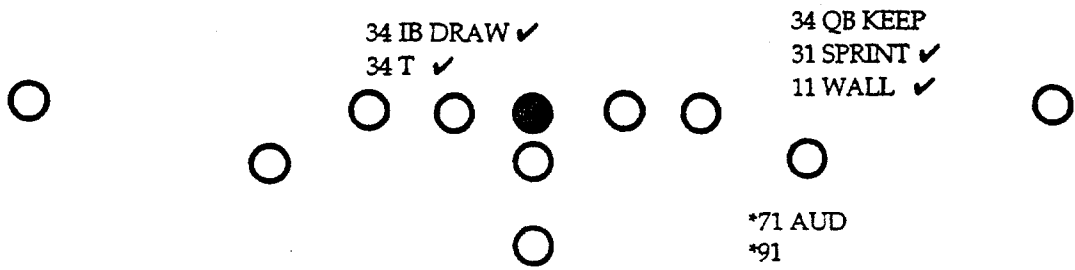
SPREAD RIGHT (SHIFT FROM PRO LEFT) (NEAR)

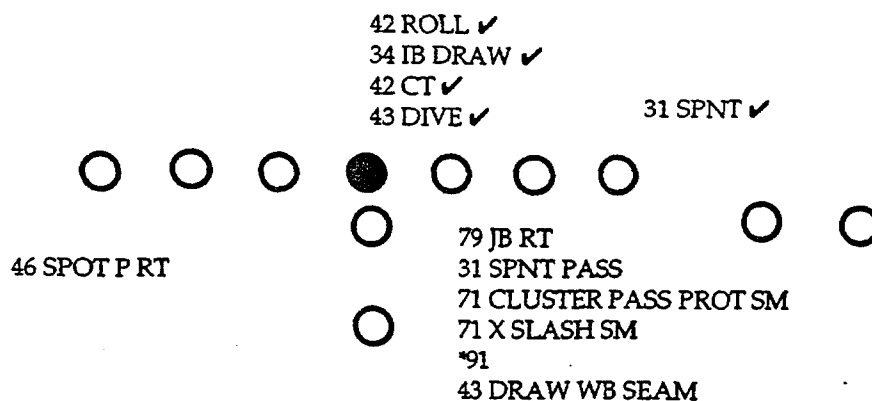
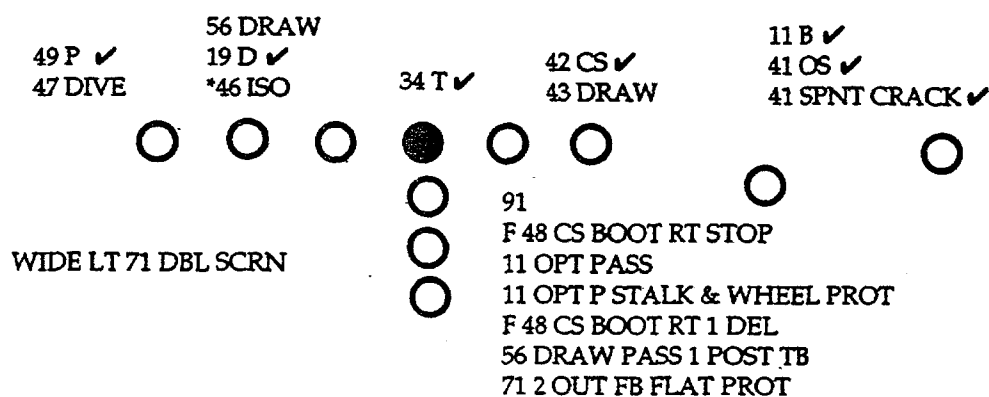
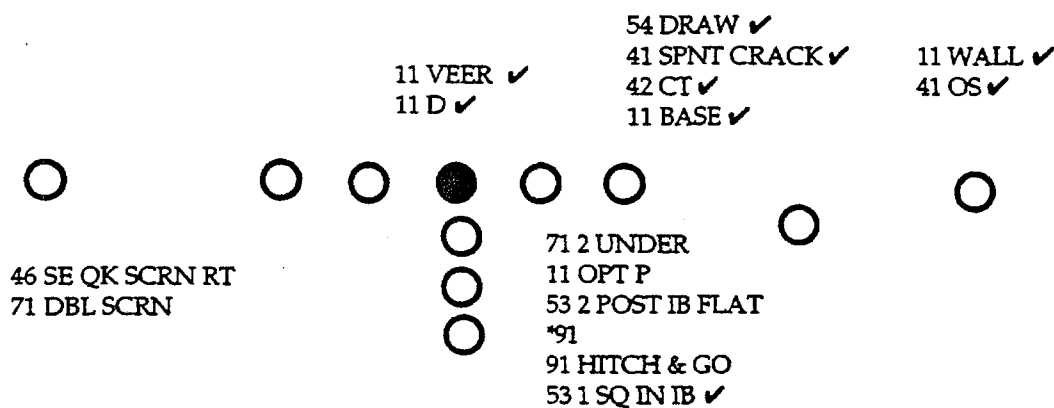
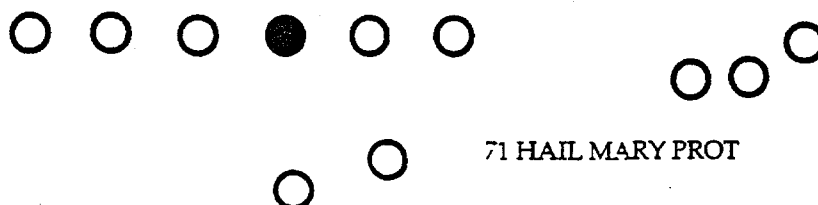


SHOTGUN

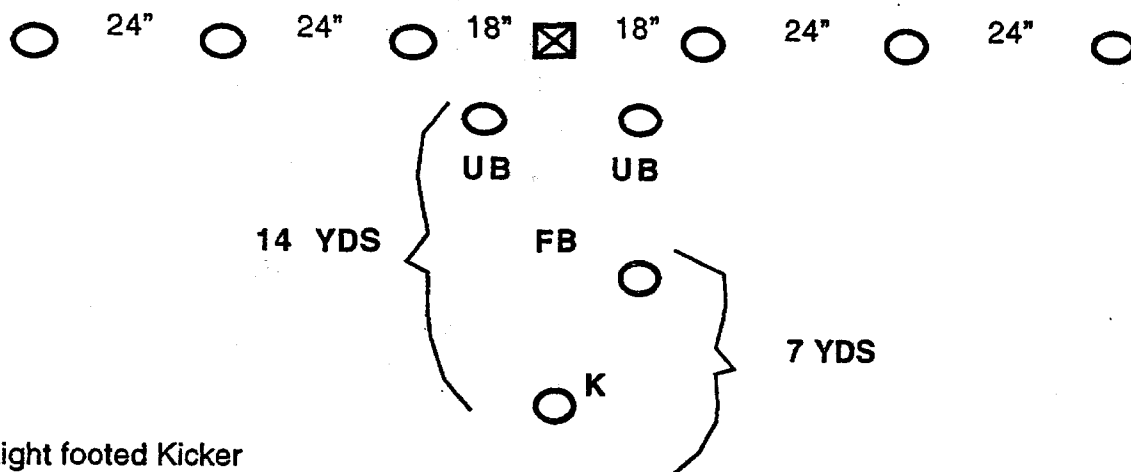


DOUBLE WING



ACE TRIPS RIGHT (SHIFT FROM PRO LT NEAR)WIDE RIGHTOPEN RIGHTTRIPS RT SG

# PUNT PROTECTION

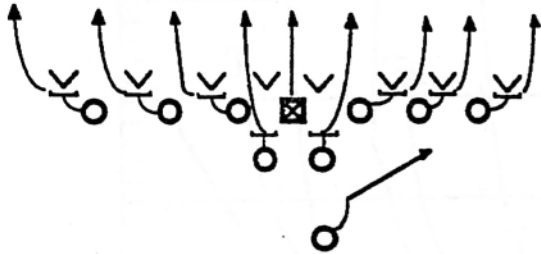


Right footed Kicker

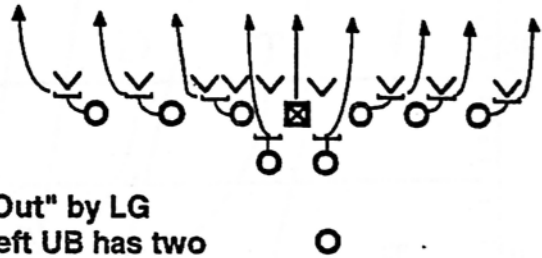
- RE • On, Outside. Indicate "two" if you have 2 guys on or outside. Hit the inside of two and cover. Contain Man.
- RT • Outside, On. RG calls "Out," he will reach a man head up on you. If you have two men in your rule, then double bump.
- G's • Outside, On. Give "Out" to Tackle if there is a man head up and one in your outside gap. Keep inside foot planted if there is a threat of 2 inside.
- C • Snap - Get big, get the ball to the Kicker in 0.7 seconds.
- LT • Outside, On. If LG gives an "Out" he will block a man up to head up on you. If you have two men outside of you and two outside of E, double bump. If only one and E has two, you widen as you release become the contain man (unless "Left" call by FB).
- LE • On, Outside. Double bump if you have 2 and no "Left." Only one man release and contain. Communicate to LT when you have 2 so he knows to contain. If FB calls "Left," block the inside of 2, don't double bump.
- FB • Protect Kicker's leg. Call "Right" if two outside of RE. If only one outside of RE and 2 outside of LE, call "Left" so LE doesn't have to double bump. Do not back up, 7 yards from punter. Cover as safety to block side.
- UB • 3 point stance. If G goes out, you may have 2 to block. Sprint to the ball, try to widen.
- P • Palms up when ready. Kick the ball in 1.9 - 2.1 seconds. Once you catch the ball, try to kick it in 1.2 - 1.3 seconds. Beware of the rush you are seeing, cover opposite of FB, be a Safety. Let people know when the ball is kicked.

# PUNT SITUATIONS (Calls for Right footed Punter)

Eight man rush and cover lanes.



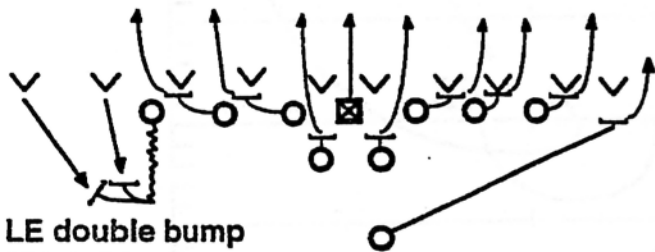
9 man rush



"Out" by LG  
Left UB has two

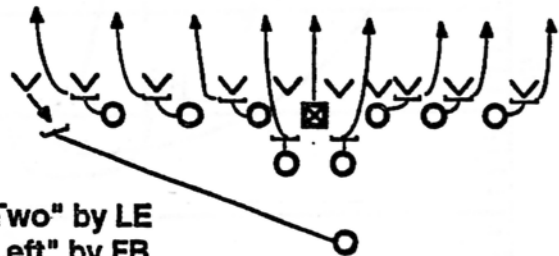


10 man rush



LE double bump  
"Right" by FB  
"Two" by LE  
"Two" by RE

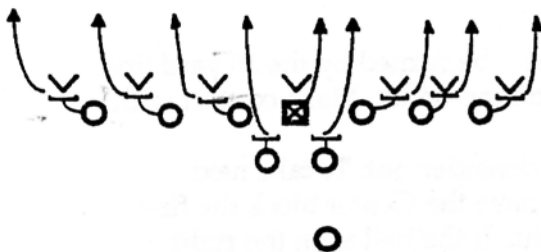
10 man rush



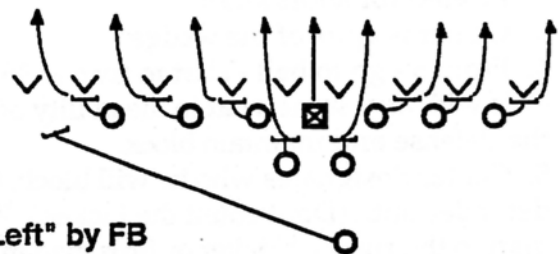
"Two" by LE  
"Left" by FB  
"Out" by RG  
Right UB blocks two



7 man rush



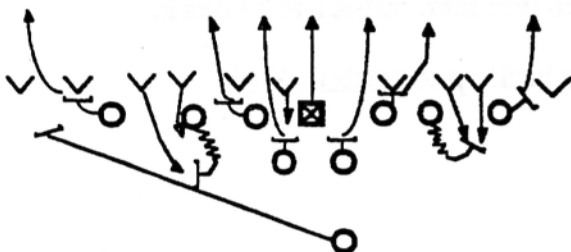
9 man overload



"Left" by FB  
"Two" by LE

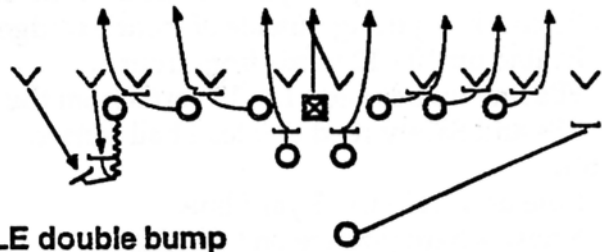


10 man overload wide



"Left" by FB  
Both tackles double bump  
"Two" by LE

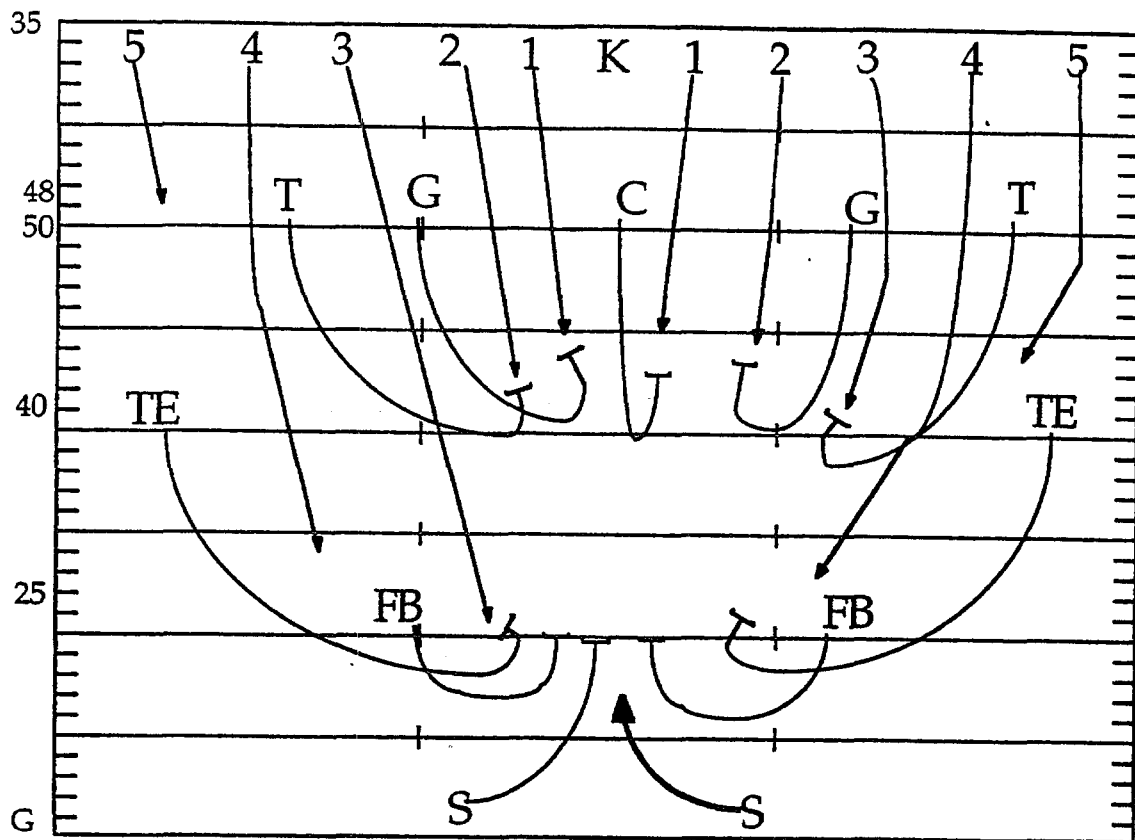
10 man wide rush



LE double bump  
LG & RG need not keep inside foot  
planted since no threat of two. "Out"  
by both guards



## WEDGE RETURN



### Front 5:

1. Always line up 12.5 yards from the ball on all free kicks.
2. Be alert for short kicks.
3. Center is apex of the wedge.
4. Front 5 - go to ball - start to turn at 35 yard line and be turned by the 30 yard line. This will vary somewhat to the ability of the kicker and the wind. Make contact with the defense and maintain block.
5. Center designates who he will block, Gs take next defender out, Ts take next defender out. (Don't count the kicker.) We generally have the Center block the first man to the right of kicker or fifth man in from the right. If the ball is on the right hash, block fifth man in from the right. If the ball is on the left hash, then the Center will block 5th man from left.

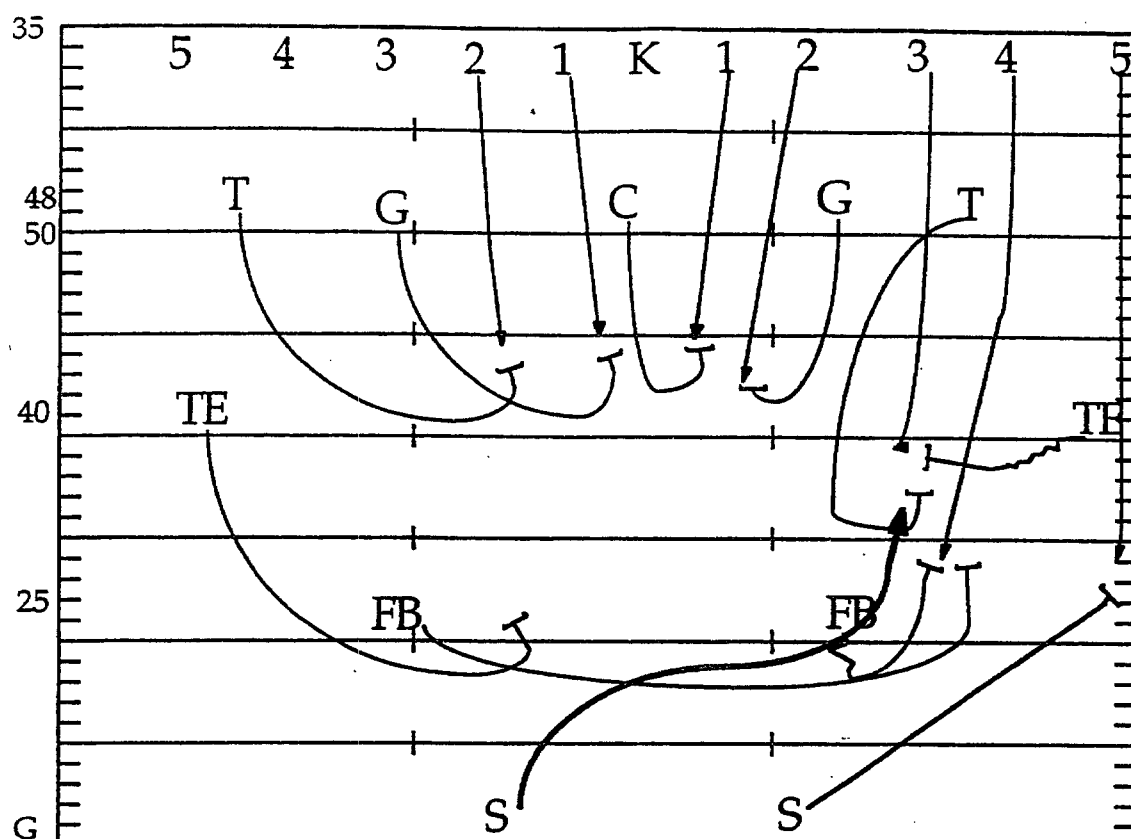
### E's - FB's and Free Safety:

- Set second wedge 10 yards in front of the ball.
- Es check anything outside of front 5 wedge, assign to first man outside to Ts block.
- Es line up 10 - 12 yards from front 5.
- FBs line up between 12 - 15 yards from the Es. Don't back up to catch the ball.
- FBs and Safety read and lead ball carrier.

### S's:

- Line up inside the 5 yard line.
- Know where you are on the field.
- Right Safety makes the Catch call you or me.
- Safety not with the ball, help in proper judgment. Talk to each other.

# RIGHT KICKOFF RETURN - TE WHAM



RTE and RT —Double #3 (3rd man in from right) at 30 yard line.

RG Block #2— (4th man in from right).

C Block #1—(5th man in from right, not counting the kicker).

LG Block #1 —(5th man in from the left, not counting the kicker).

LT Block #2 —(4th man in from the left, not counting the kicker).

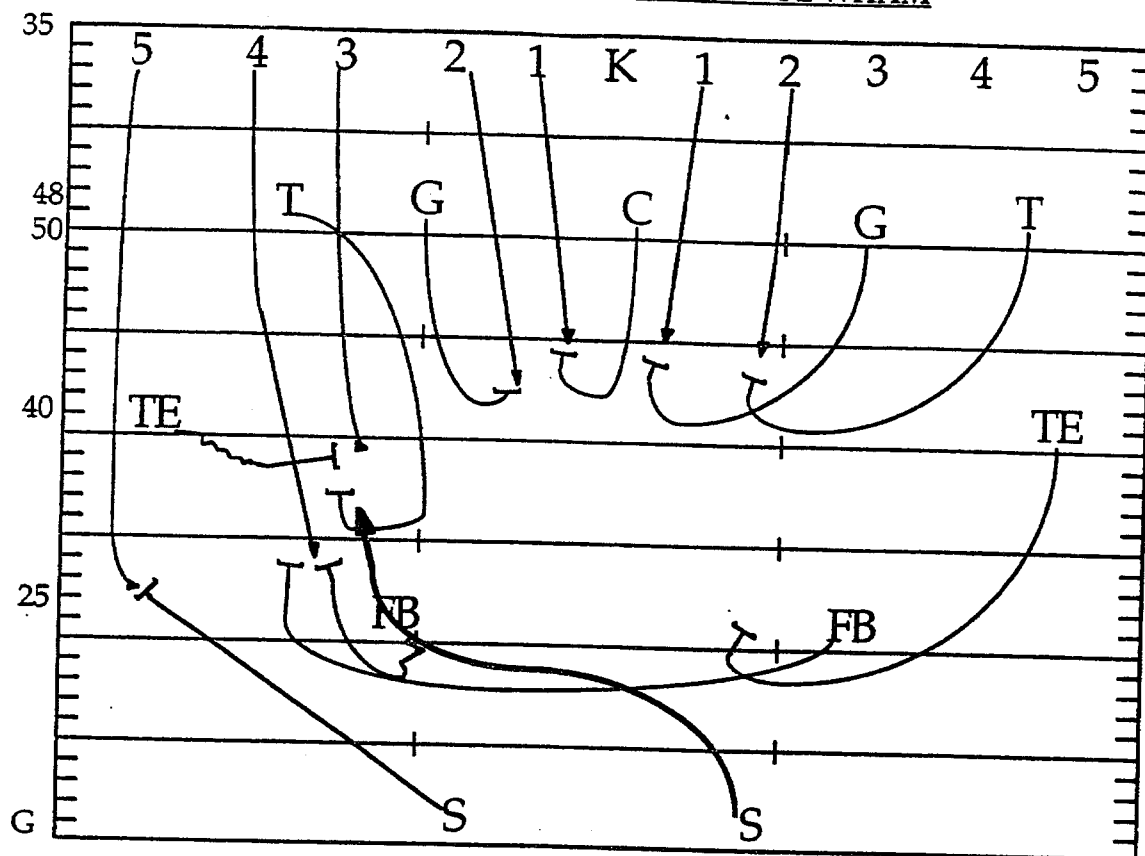
LTE—Drop and check for any defender leaking through in the middle.

FB Double #4— (2nd man in from right)

LS Kick out #5 — (first man on right end).

The depth of the linemen will vary with the ability of the kicker and the wind.

# LEFT KICKOFF RETURN - TE WHAM



LTE and LT --- Double #3 (3rd man in from left) at 30 yard line.

LG Block #2--- (4th man in from left).

C Block #1---(5th man in from left, not counting the kicker).

RG Block #1---(5th man in from the right, not counting the kicker).

RT Block #2 --- (4th man in from the right, not counting the kicker).

RTE---Drop and check for any defender leaking through in the middle.

FB Double #4--- (2nd man in from left)

LS Kick out #5 --- (first man on left end).

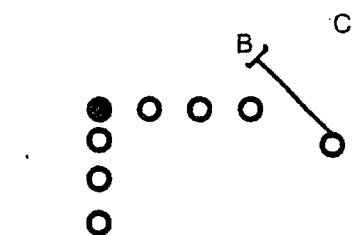
The depth of the lineman will vary with the ability of the kicker and the wind.



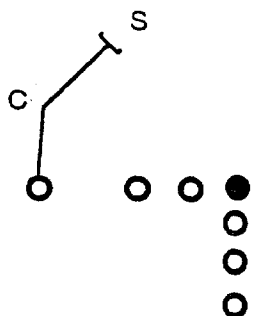


# WIDE PERIMETER RUN BLOCKING TO TE SIDE

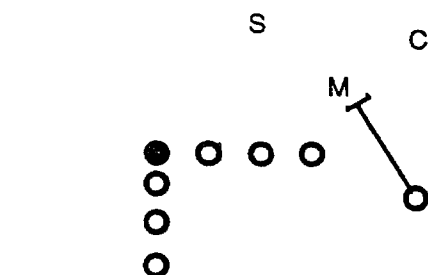
<p>41 Pitch</p>	<p>41 Pitch</p>	<p>11 Base</p>
<p>11 Base</p>	<p>31 Sprint</p>	<p>31 Sprint</p>
<p>31 Sprint Seal</p>	<p>31 Sprint Seal</p>	<p>31 Sprint Seal</p>
<p>31 Sprint Seal</p>	<p>32 Option</p>	<p>32 Option</p>
<p>42 Countersweep</p>	<p>42 Countersweep</p>	



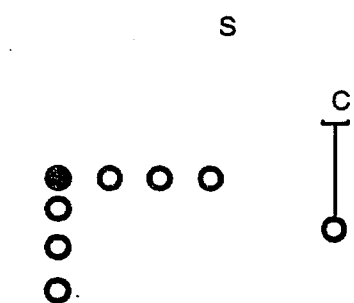
42 Countersweep Seal



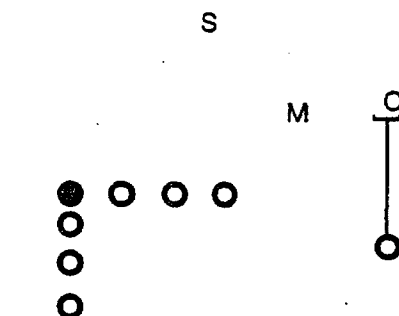
42 CS FI Rev Lt



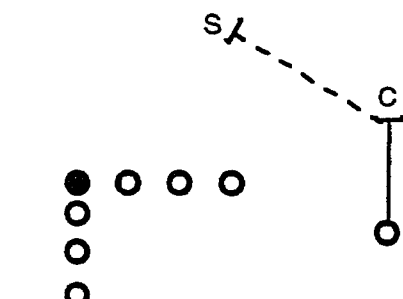
48 CS FI Rev Rt



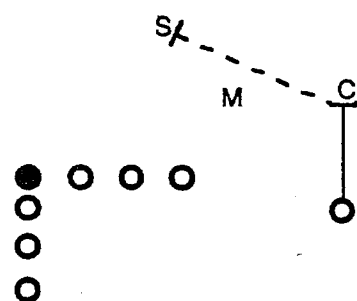
41 Sprint Lock



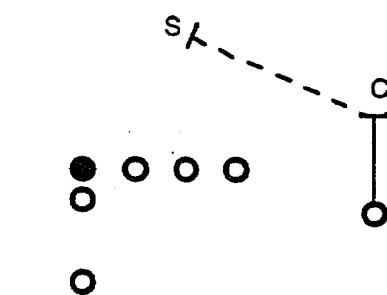
41 Sprint Lock



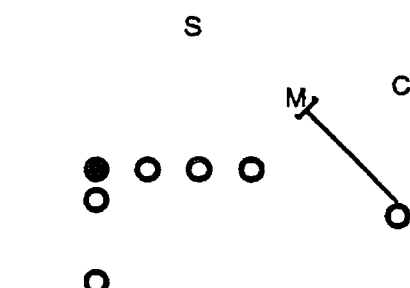
41 Outside (2 Backs)



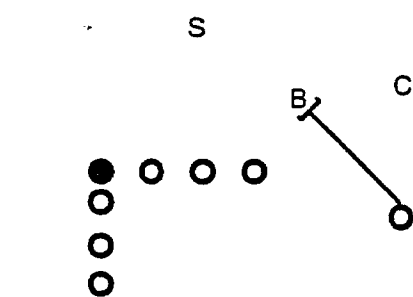
41 Outside (2 backs)



41 Outside (1 back)

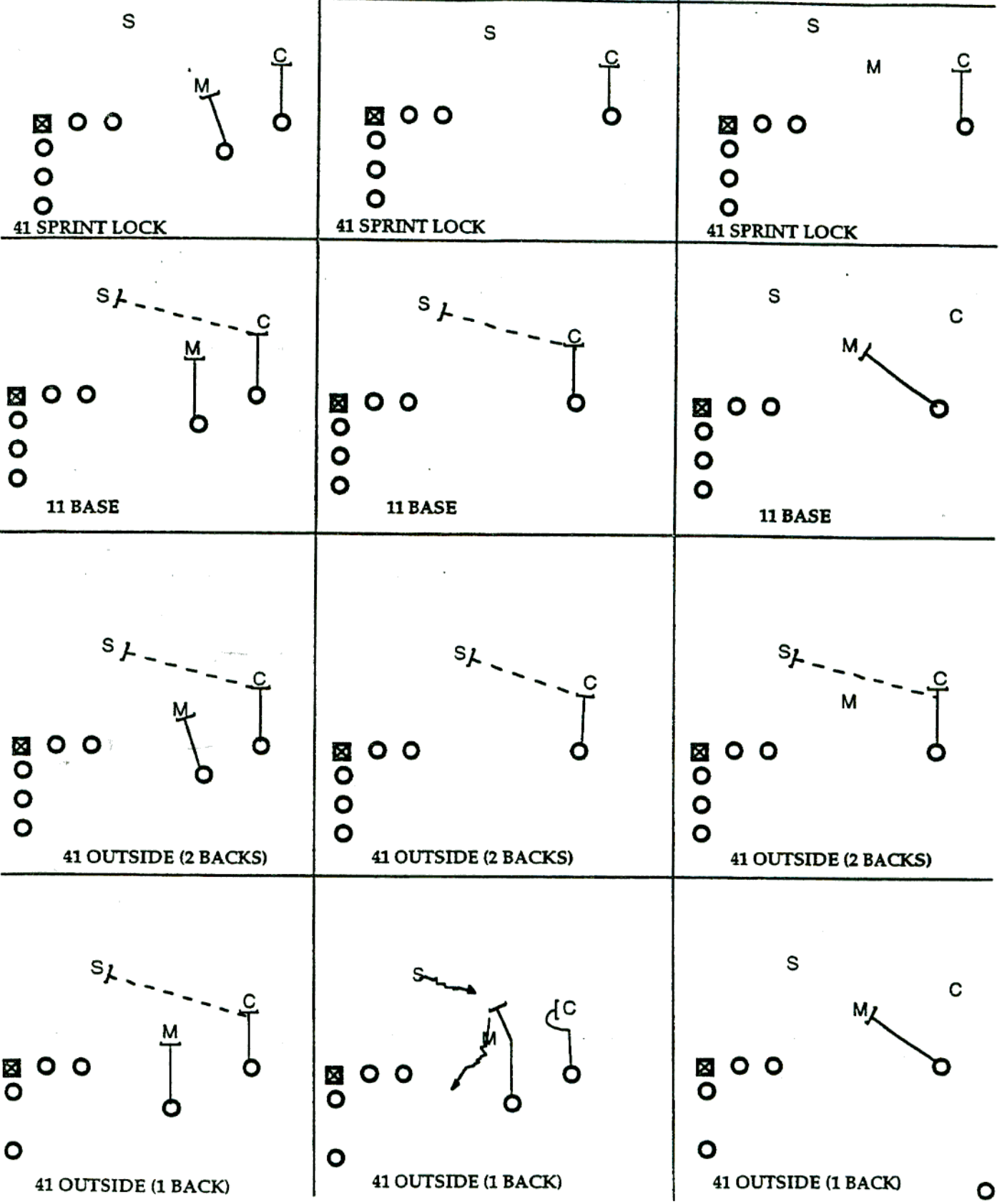


41 Outside (1 back)

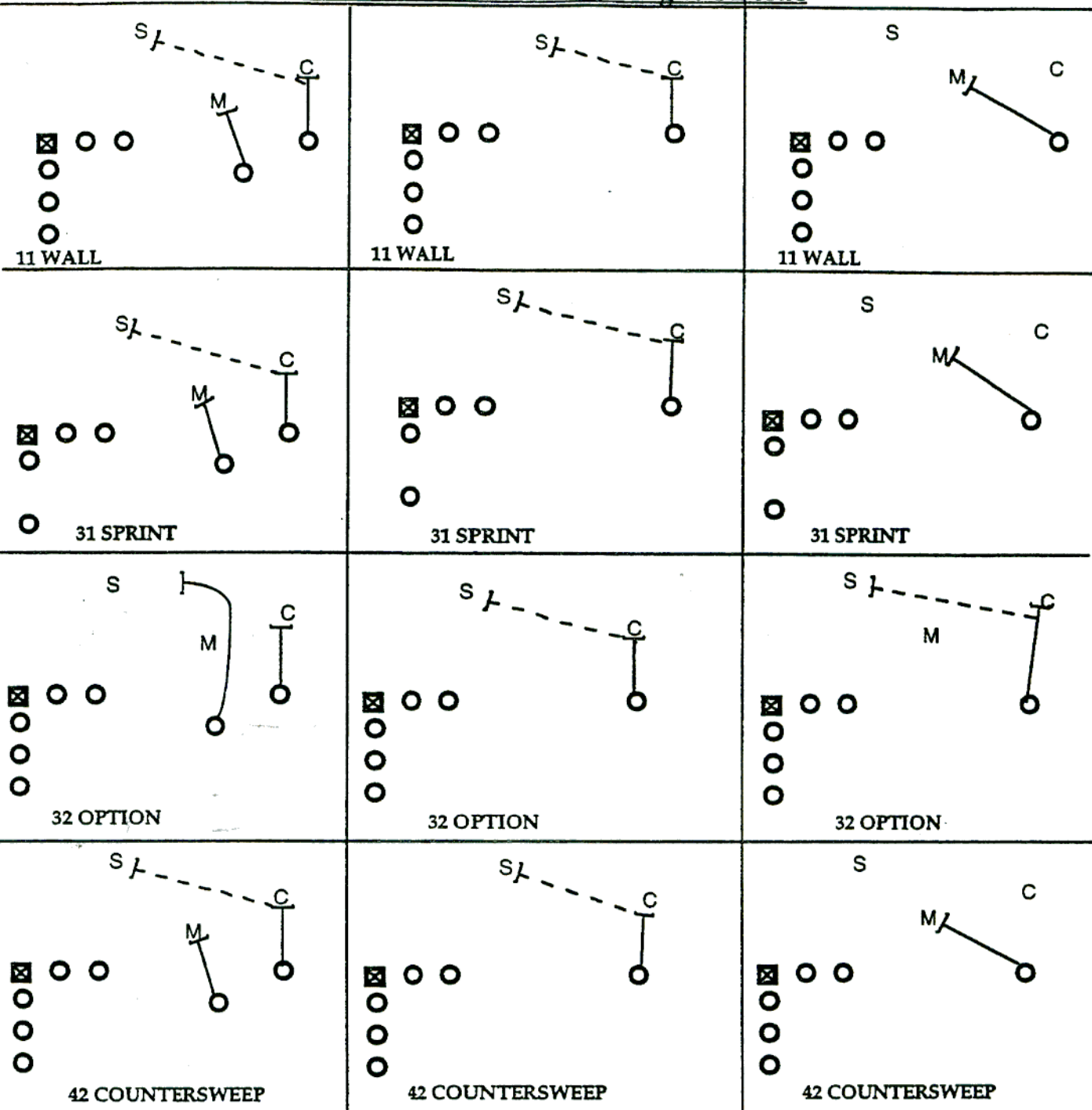


41 Sprint Crack

# Wide Receiver Run Blocking to SE side



# Wide Receiver Run Blocking to SE side



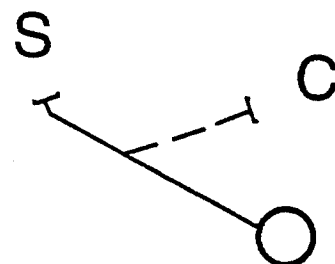
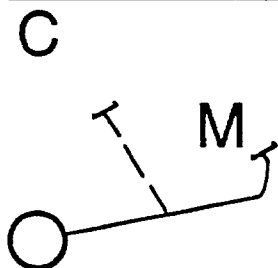
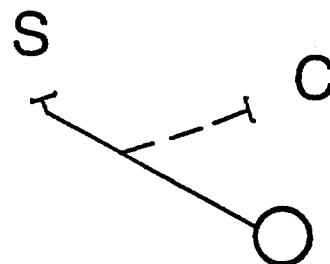
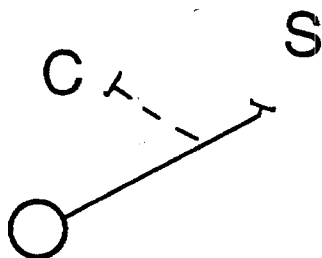
Wingbacks and Split Ends will execute a "Backwards Double Read."

Chop Block on all Inside Runs:

- 11-19 Dive
- 43-47 Dive
- 43-47 Draw
- 43-47 Tackle Trap
- 33-37 Tackle Trap
- 34-36 Trap
- 34-36 IB Trap
- 32-38 Trap
- 42-48 Countertrap
- 44-46 ISO
- 54-56 Draw
- 14-16 Smash
- 42-48 Shovel Pass
- 32-38 Roll

Aim 3-5 yards in front of Sky Box defender or Deep Safety to your side. If the Corner is more dangerous because he squeezes and the Sky Defender or the Safety is passive, then peel off to block the Corner.

**If squat corner, block the corner.**



# 11 BASE

TE - (Playside) On, Rt Seam, LB—Work with RT if he gives 2 Combo call. Lock on if no combo.

RT - On, Rt Seam, LB—If uncovered to TE side vs. 6 or 7 technique, give 2 Combo and work with TE. Vs. a 50 Def 5 technique, chip and seal and call Red. Vs. 2 man rule, 2 combo if man on TE is down.

RG - On, Rt Seam, LB—Rip reach if covered. If uncovered, work with RT. On Red call vs. 50 defense, pull around for LB. Cut a 3 Tech and call Cut.

C - On, Rt Seam, LB—Rip reach if covered; pull and overtake if uncovered. Give 6 call into Eagle or Stack defense and MG on you. If RG calls Cut, check for slant and get up on LB.

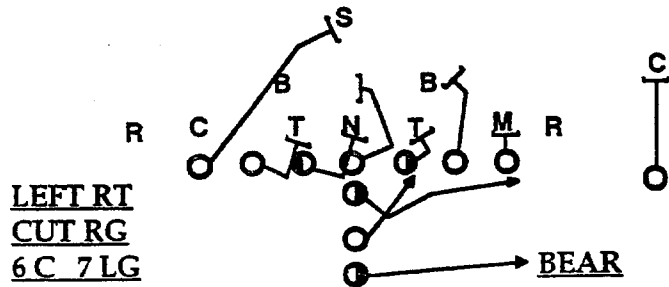
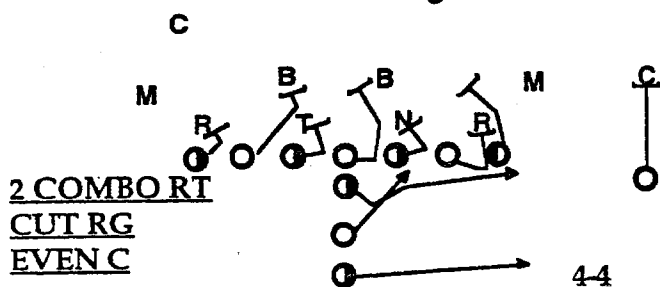
LG - On, Rt Seam, LB—Work with C if uncovered; Work with LT if covered.

LT - Right Seam, On, LB—Rip reach to call vs. 50 defense. Pull and Overtake if LG covered.

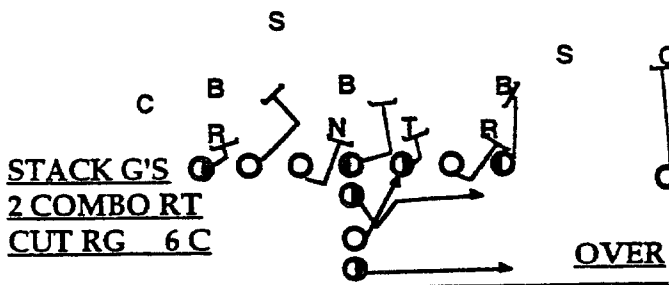
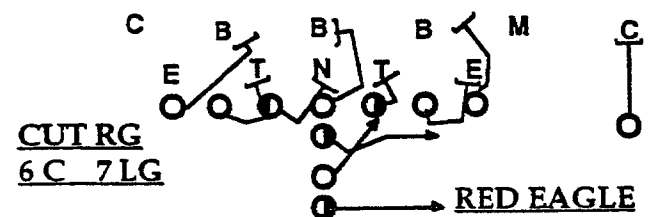
WB - (In Open Set)—Block 1st man off LOS outside RT.

WB - (In Power Set)—Arc for 2nd deep secondary man.

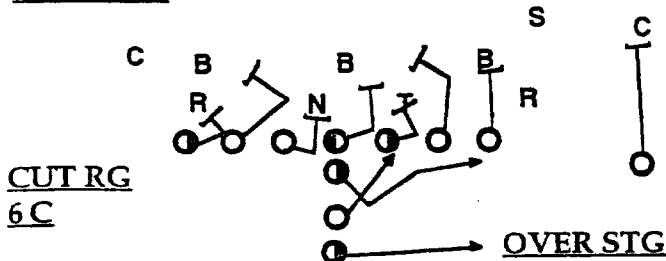
## INSIDE LG



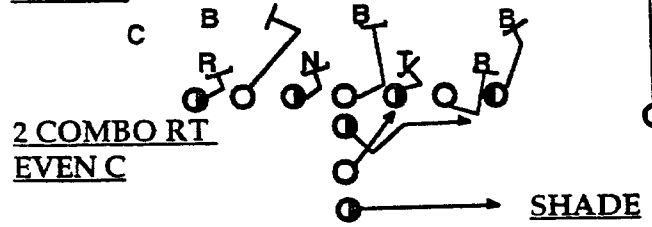
## STACK G'S 2 COMBO RT



## STACK G'S 2-MAN TE

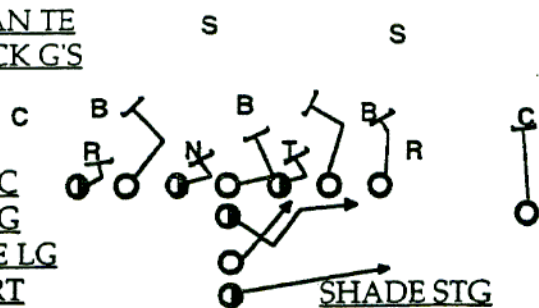


## STACK G'S INSIDE LG CUT RG



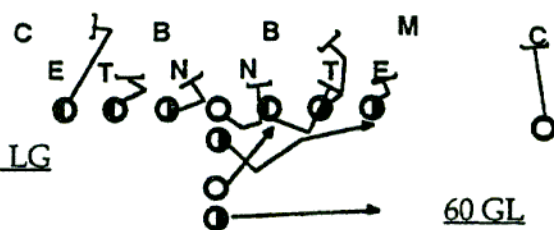
2-MAN TE  
STACK G'S

EVEN C  
CUT RG  
INSIDE LG  
LEFT RT

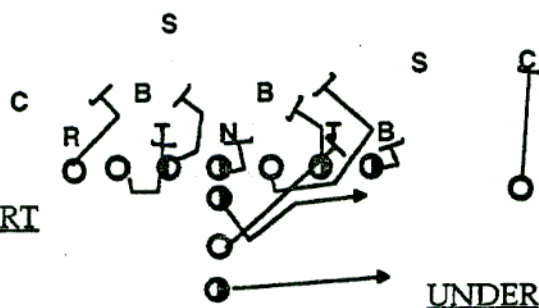


EVEN C  
5 RG

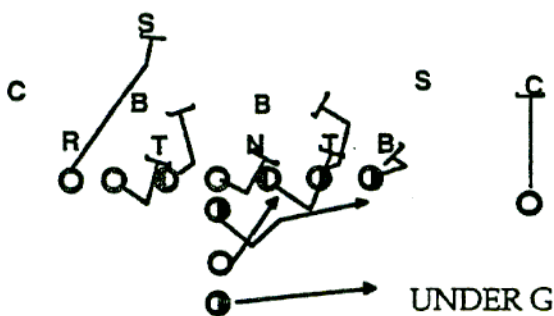
INSIDE LG



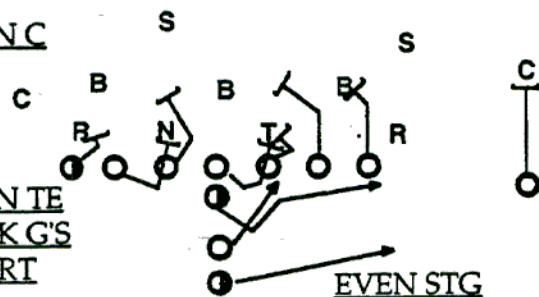
RED RT  
5 RG



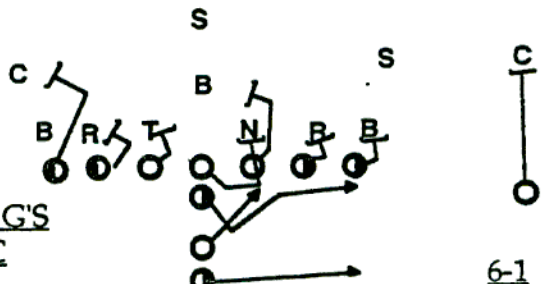
EVEN C  
5 RG



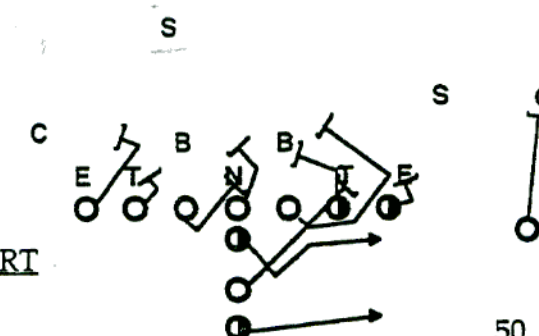
EVEN C  
2-MAN TE  
STACK G'S  
LEFT RT



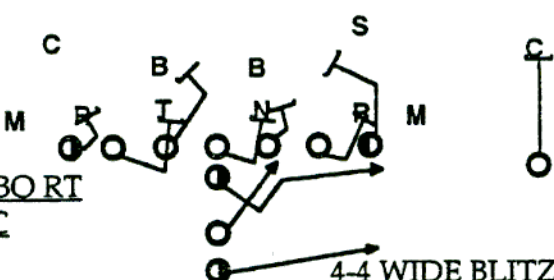
STACK G'S  
EVEN C



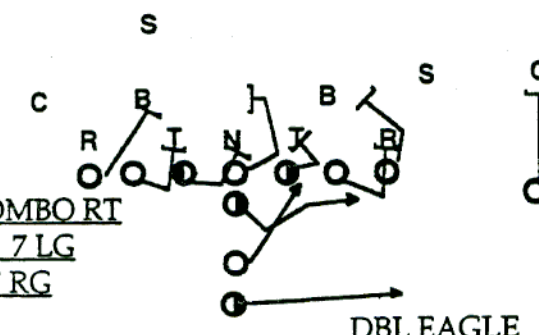
RED RT



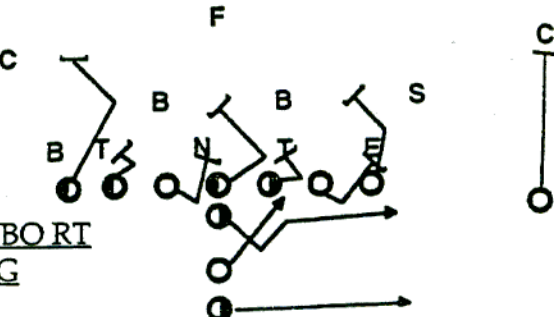
2 COMBO RT  
EVEN C



2 COMBO RT  
6 C 7 LG  
CUT RG



2 COMBO RT  
CUT RG  
6 C





19 BASE

TE - (Playside) On, Left Seam, LB--Work with LT if he gives a 8-combo call. Lock on if no combo.

LT - On, Left Seam, LB--If uncovered to TE side vs. a 6 or 7 technique, give 8-combo and work with TE. Vs. 5 technique on 50 def, chip and seal and call Red. 8-combo vs. 2 man rule if man on TE is down.

LG - On, Left Seam, LB--Rip reach if covered. If uncovered, work with LT. On Red call vs 50 defense, pull around for LB. Cut a 3 Tech and call Cut.

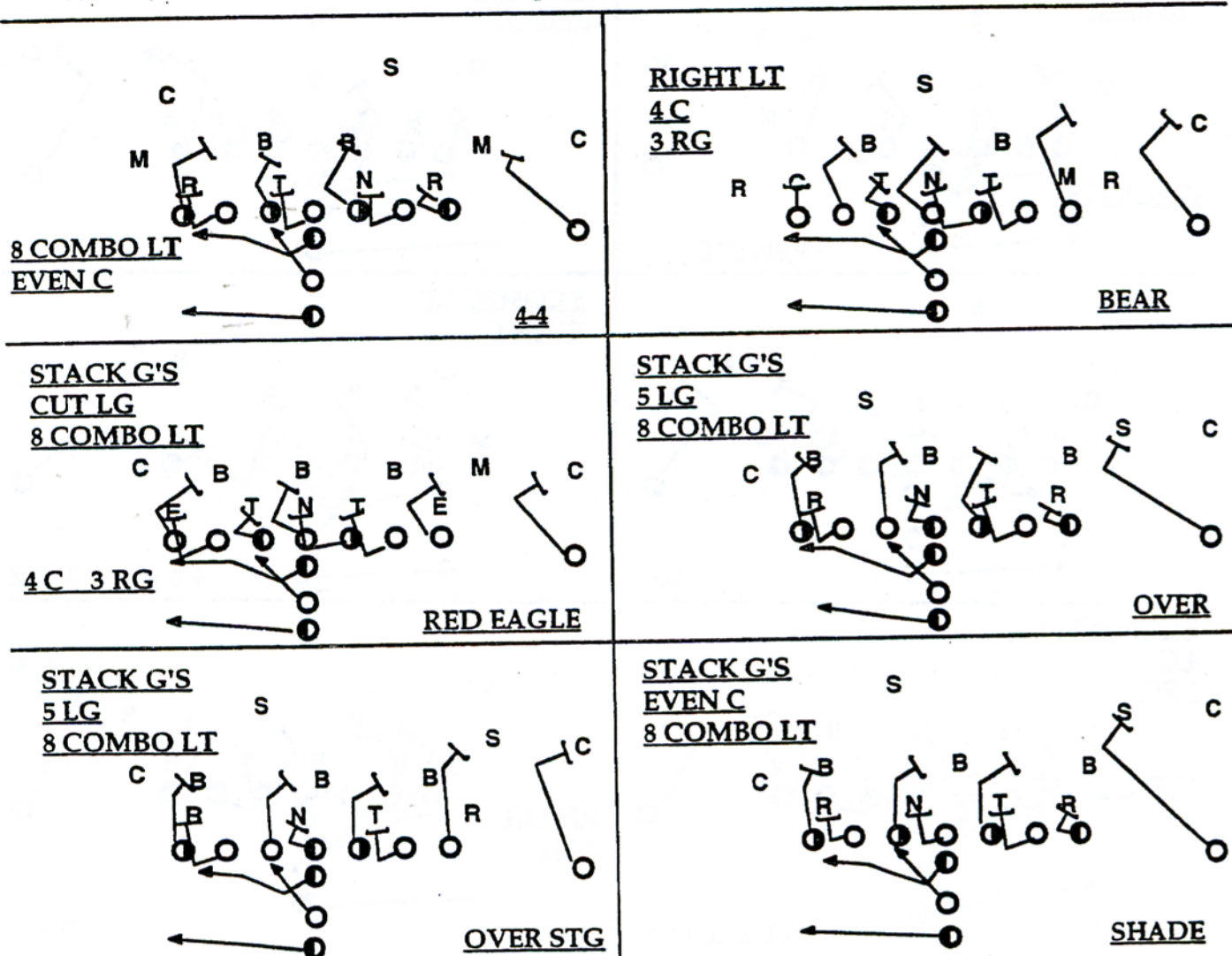
C - On, Left Seam, LB--Rip reach if covered; pull and overtake if uncovered. Give 4 call into Eagle or Stack defense and MG on you. If LG calls Cut, check for slant, then up for LB.

RG - On, Left Seam, LB--Work with Center if uncovered. Work with RT if covered.

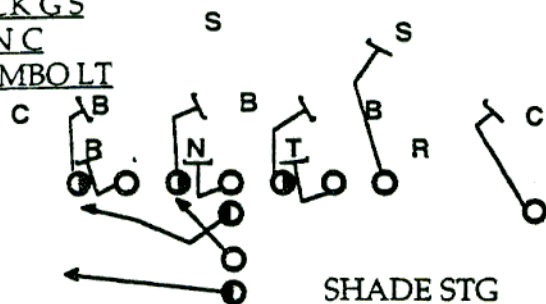
RT - Left Seam, On, LB--Rip reach to call vs 50 defense. Pull and overtake if RG covered.

WB - (In Open Set)--Block 1st man off LOS outside LT.

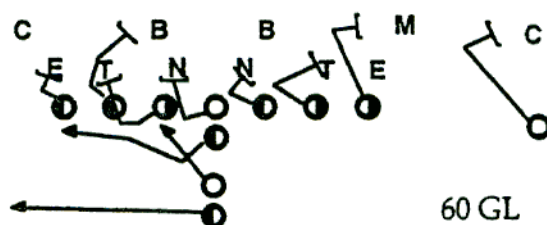
WB - (In Power Set)--Arc for 2nd deep secondary man.



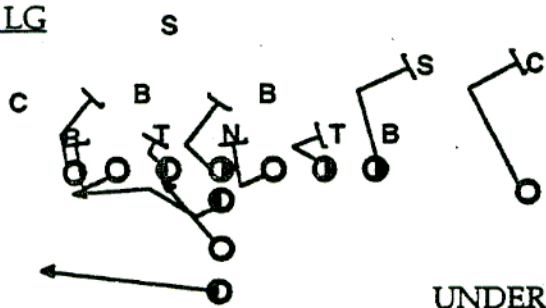
STACK G'S  
EVEN C  
8 COMBOLT



EVEN C  
5 LG

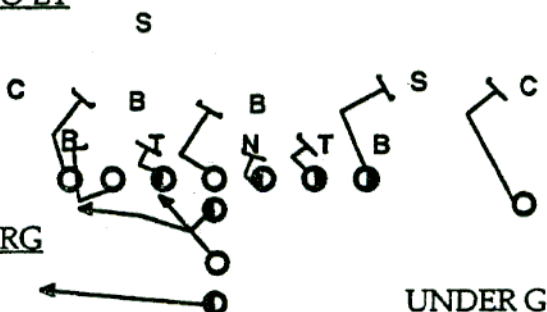


8 COMBOLT  
CUT LG  
4 C

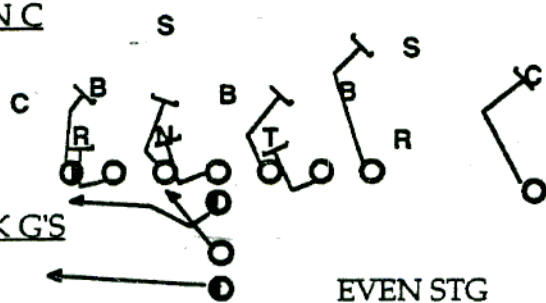


8 COMBOLT  
CUT LG  
EVEN C

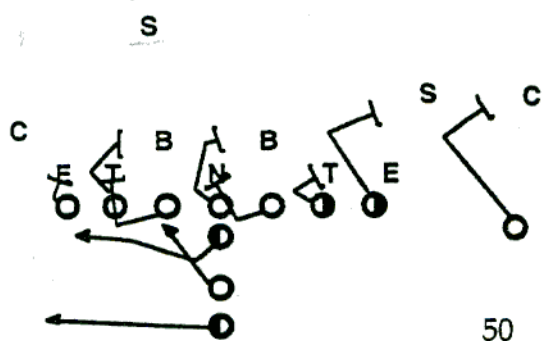
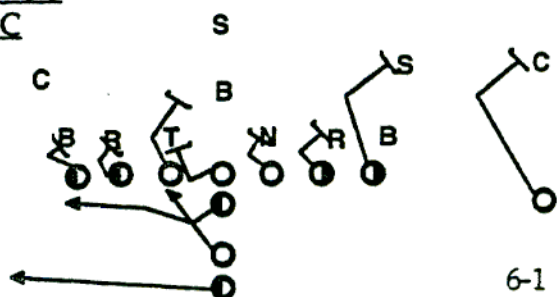
INSIDE RG



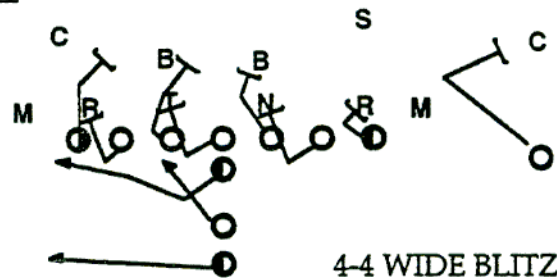
8 COMBOLT  
EVEN C



STACK G'S  
EVEN C

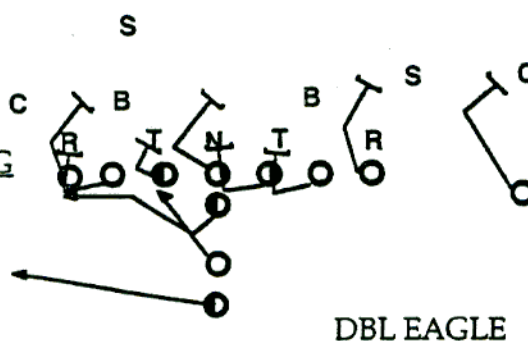


8 COMBOLT  
EVEN C

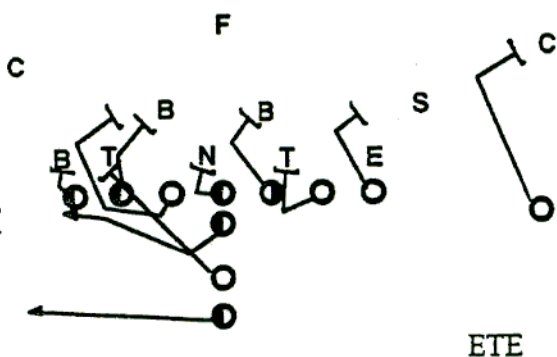


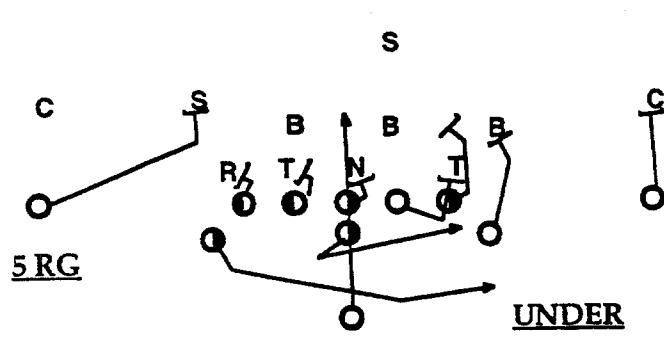
8 COMBOLT  
4 C  
3 RG

CUT LG

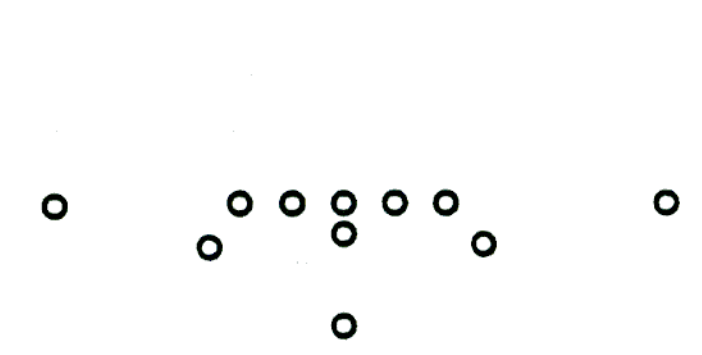
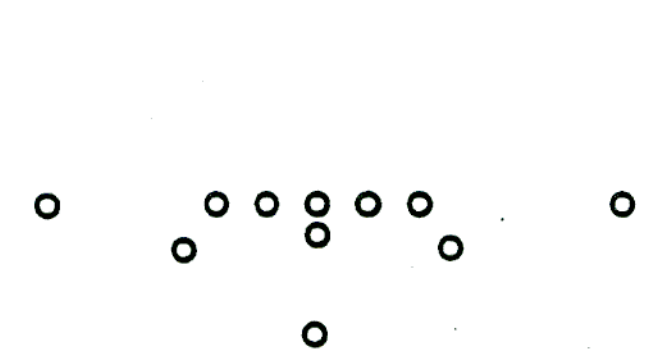
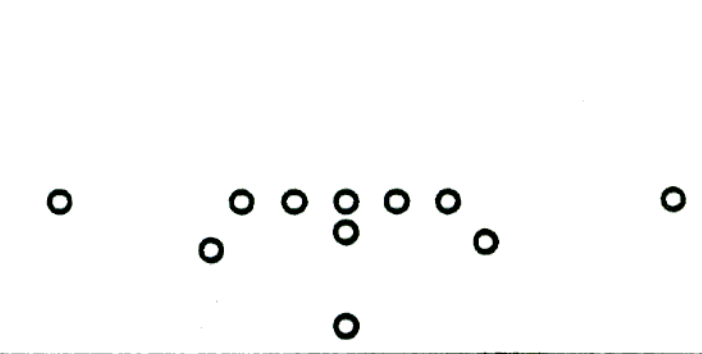
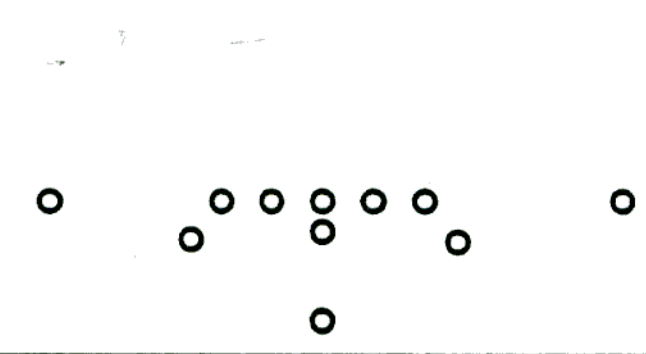
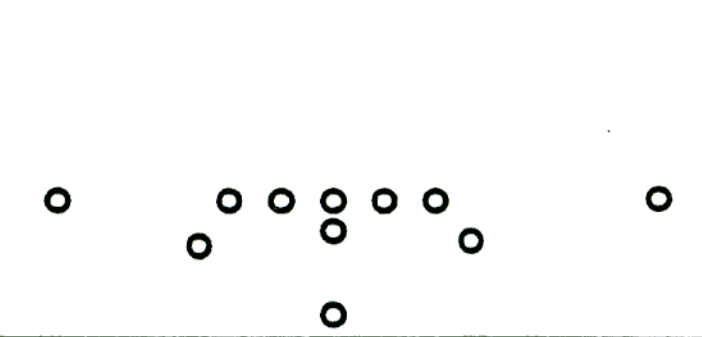
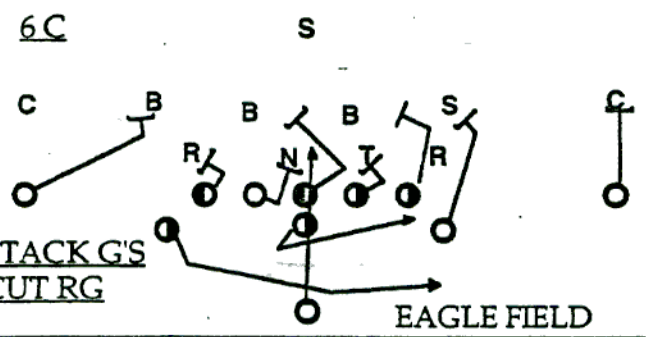
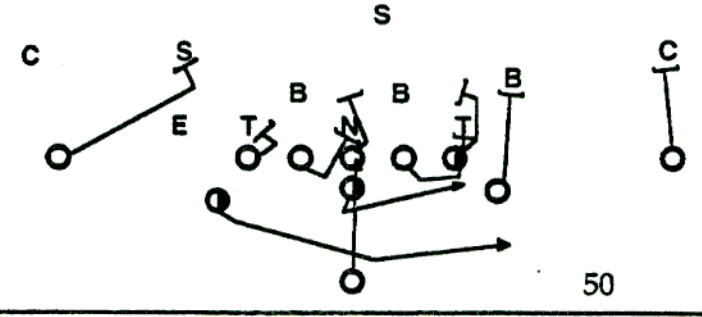
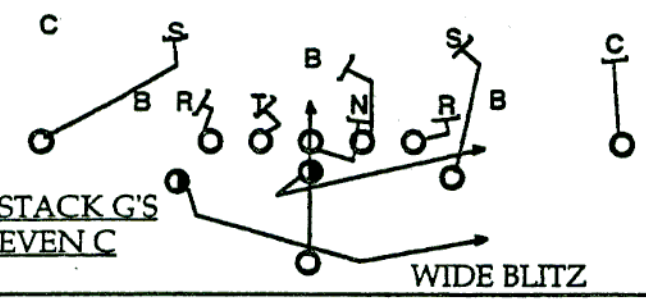
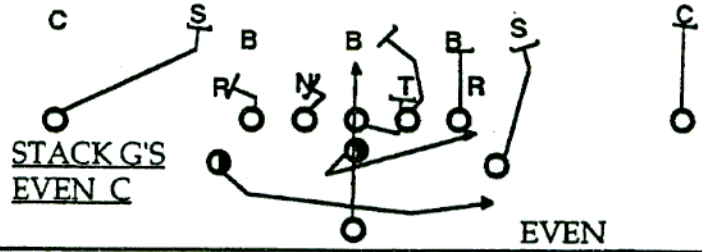
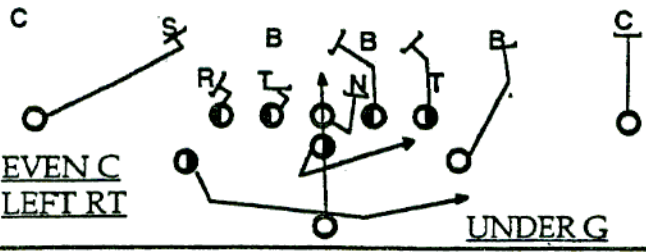


RED LT  
5 LG





S



# 19 WALL

LT - 1st LB -- Rip reach and escape vs 50 and working with LG. Find playside LB vs other defenses. Give Right call if coming inside for LB.

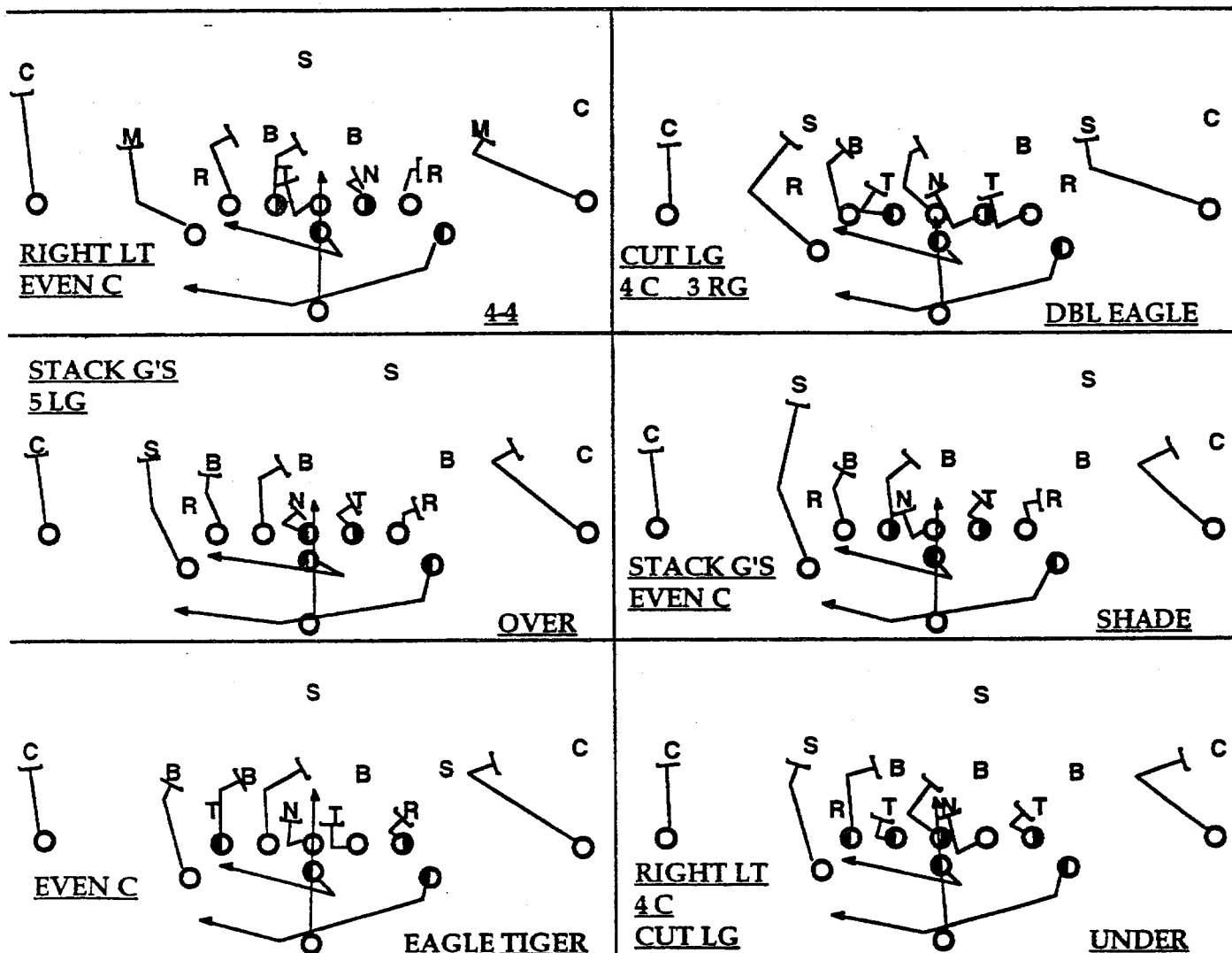
LG - On, LS, LB -- Rip reach if covered. Pull and overtake vs'50. Cut a 3 tech, and call cut.

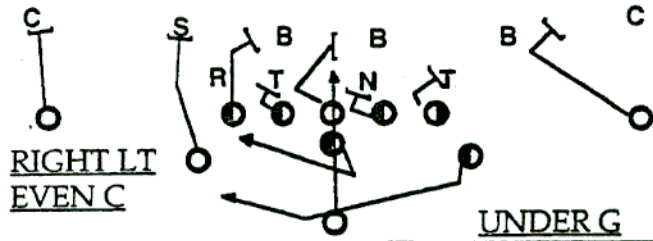
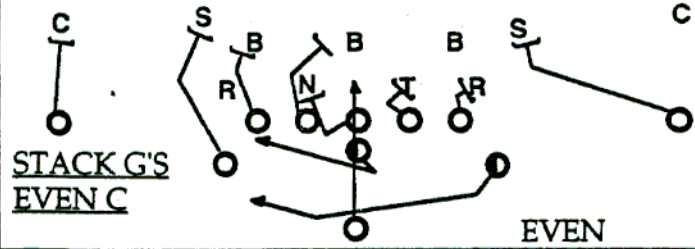
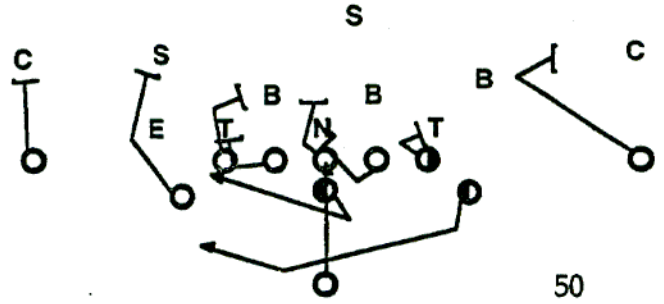
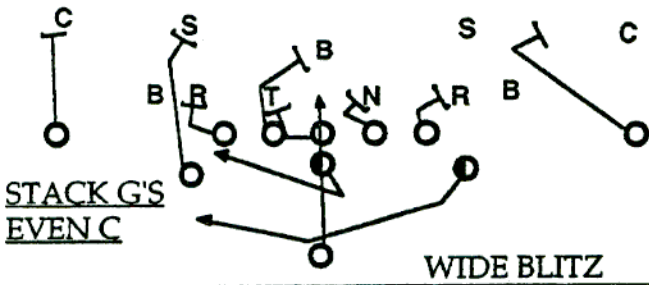
C - On, LS, LB -- Pull and overtake if uncovered; rip reach if covered.

RG - LS, On, LB -- Pull and overtake if uncovered; Lock on if covered.

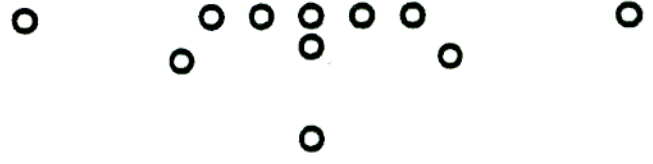
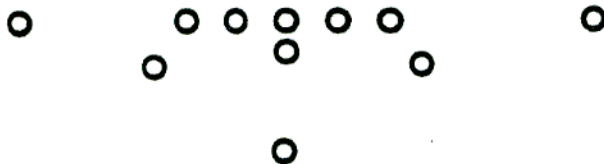
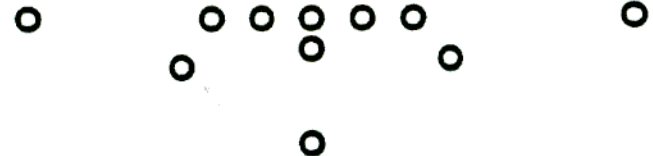
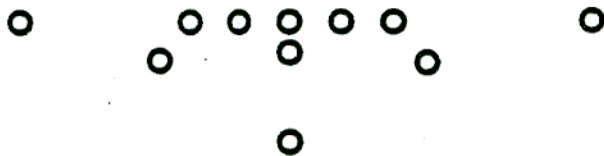
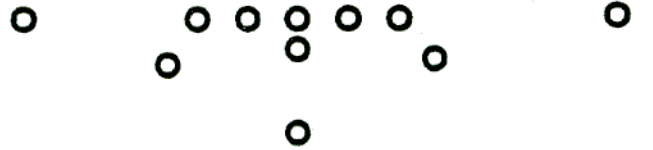
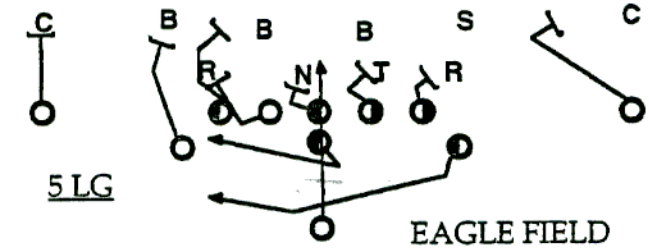
RT - LS, On, LB -- Lock on. Work with Guard if there is TE Backside and you are uncovered. Rip reach and lean if blocking man on.

WB - (Onside) - - Block first man off the ball.



CUT LGSTACK G'S  
EVEN CSTACK G'S  
EVEN C

S



# 11 VEER

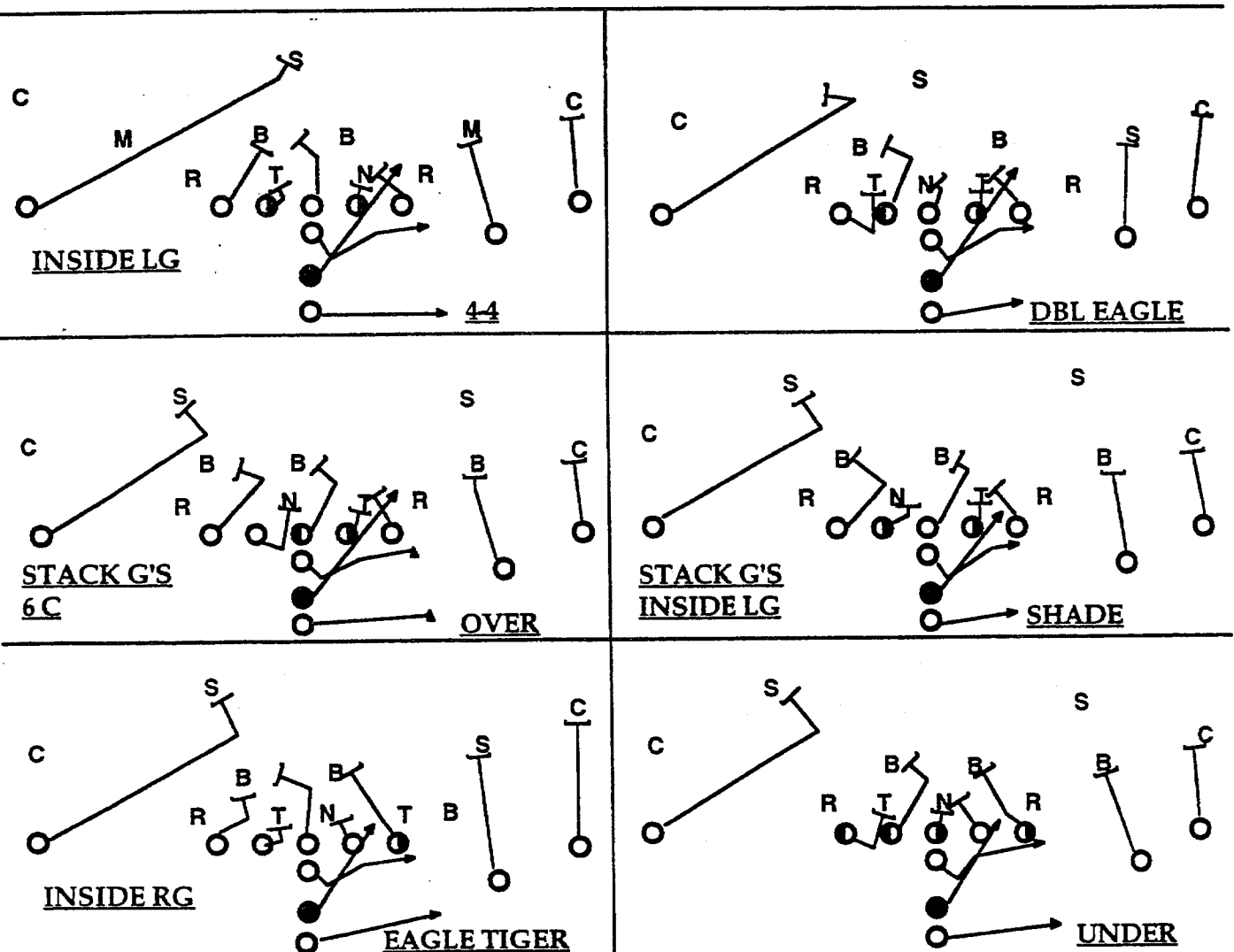
RT - Left, LB - 1st LB inside if not Double Teaming with RG.

RG - On, Left - Call "Inside" if defender inside shade of you.

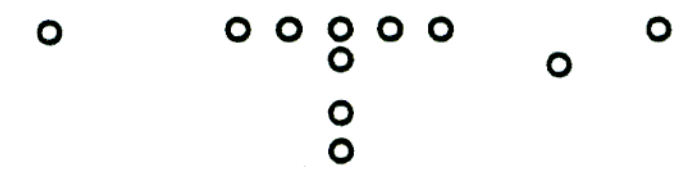
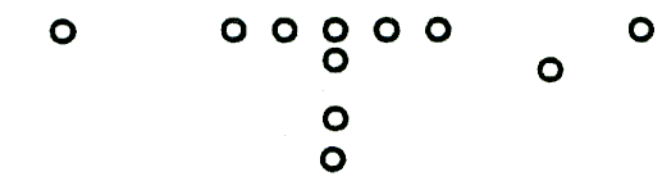
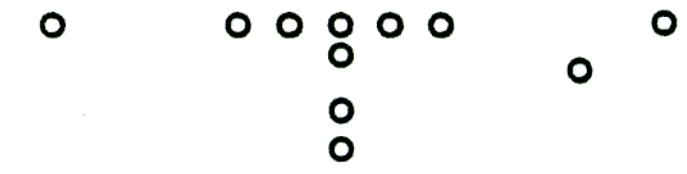
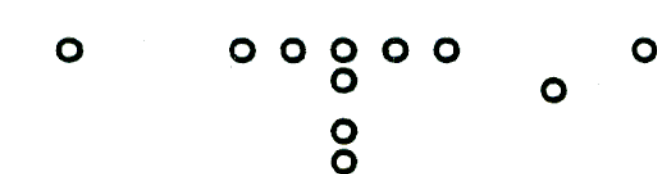
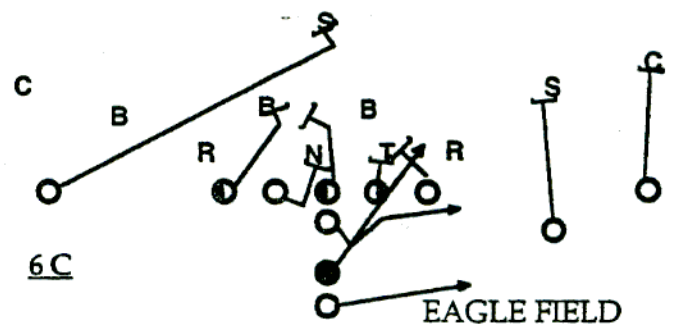
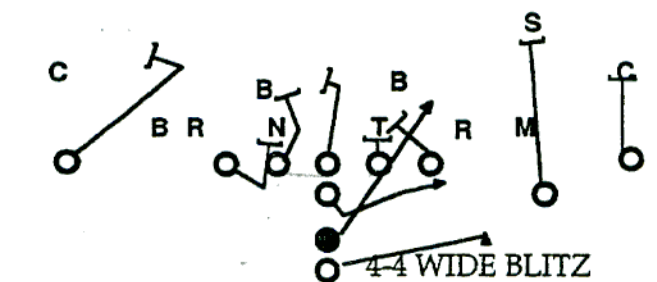
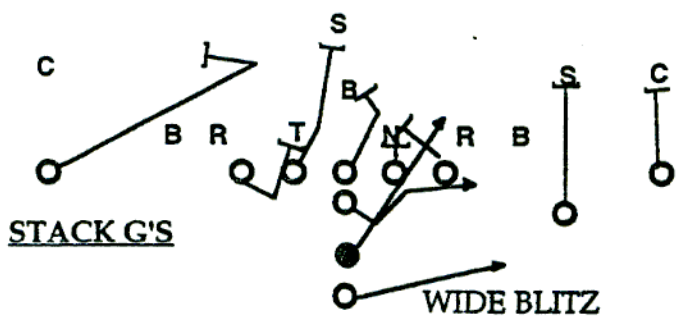
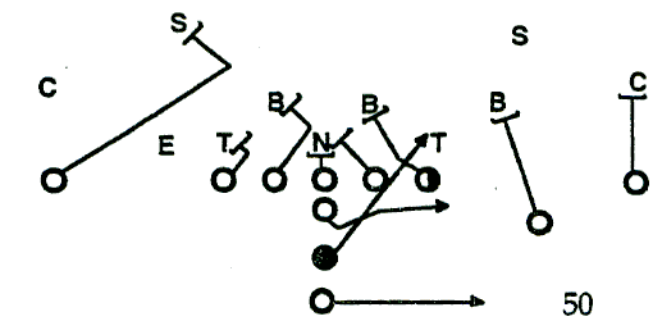
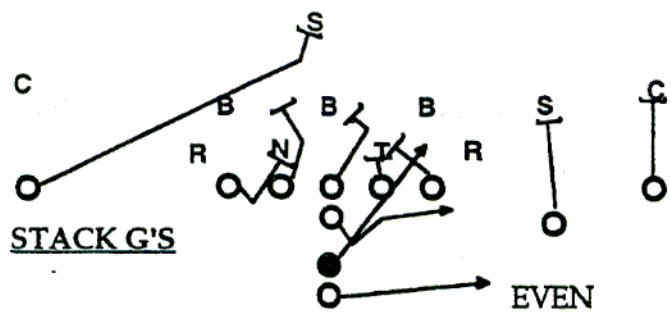
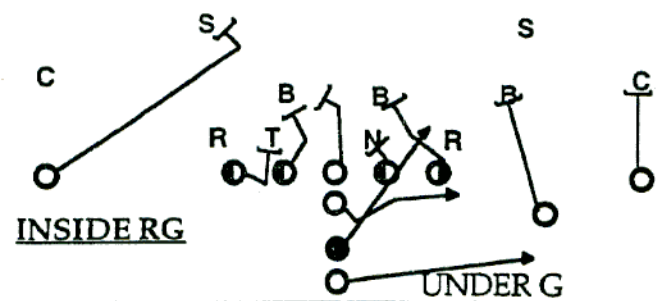
C - On, LB -- Backside LB vs 4-4 spacing. MLB vs 4-3 defense.

LG - RS - LB -- Scoop a stack on you with LT.

LT - RS - LB -- Scoop a stack on LG.









# 19 VEER

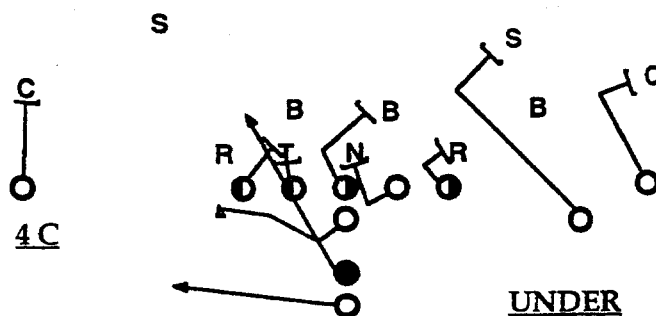
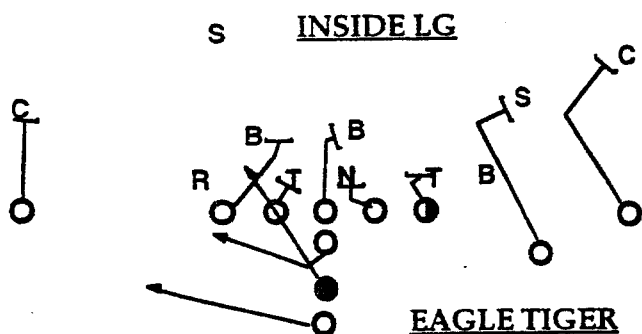
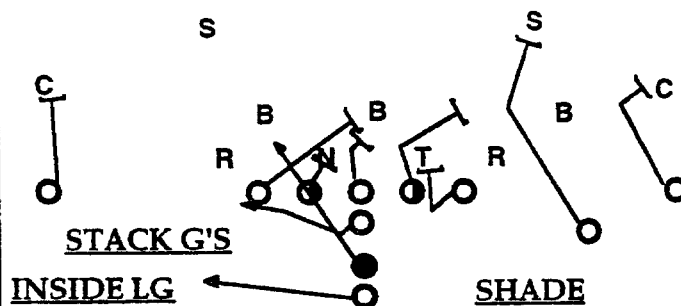
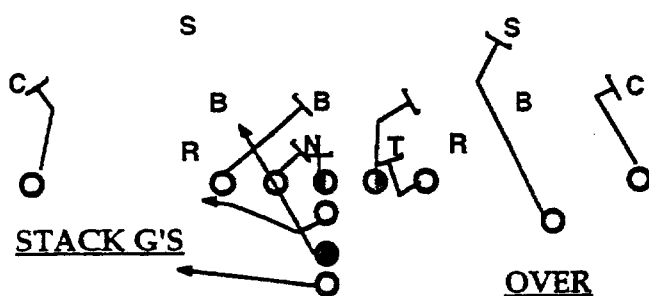
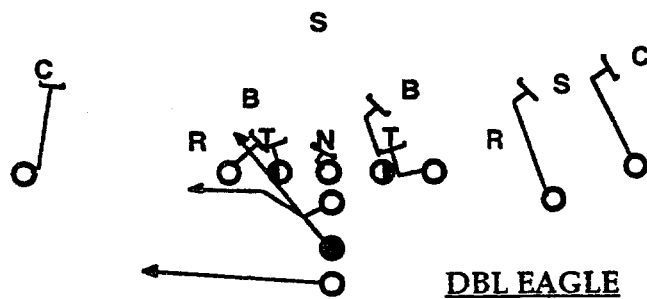
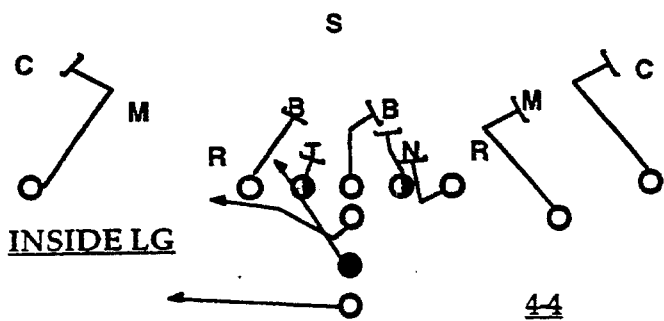
LT - Right, LB - 1st LB inside if not Double Teaming with LG.

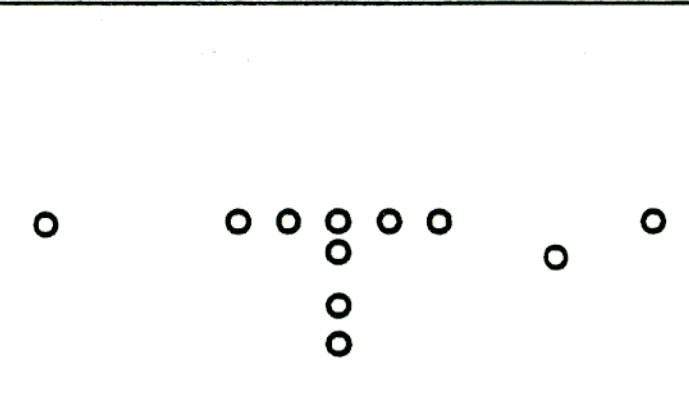
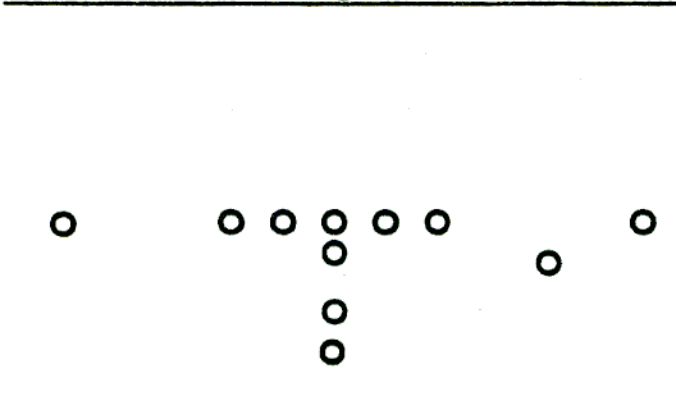
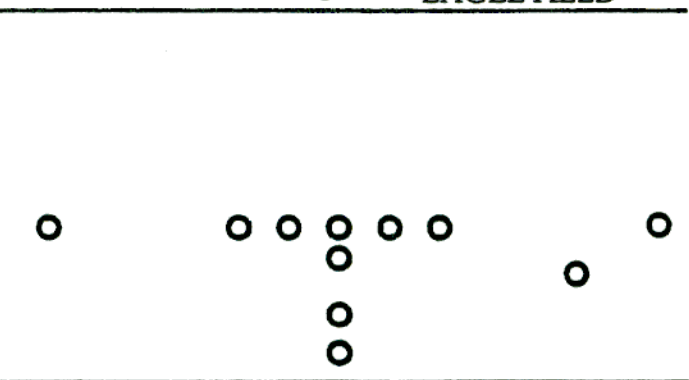
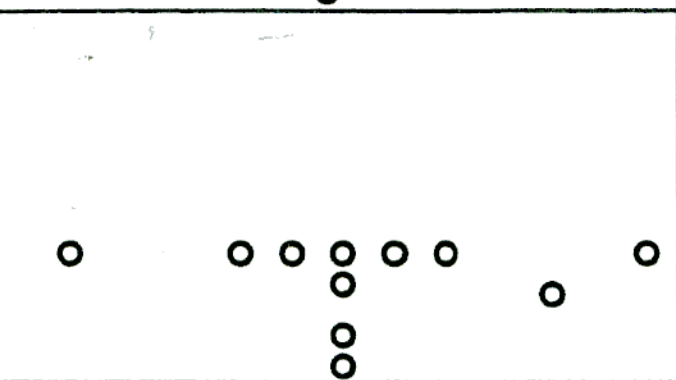
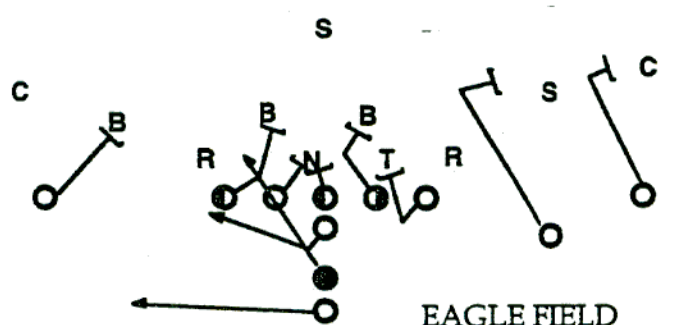
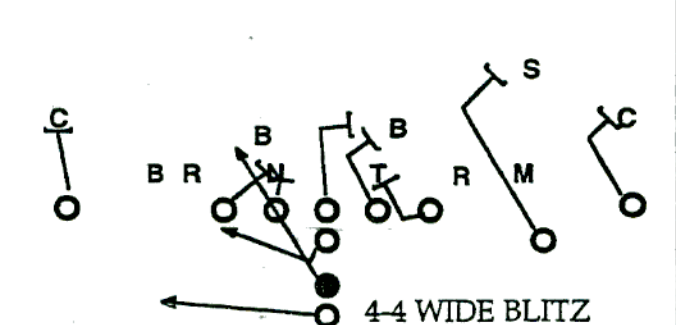
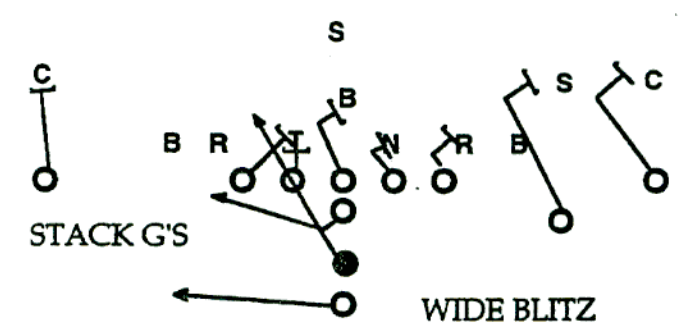
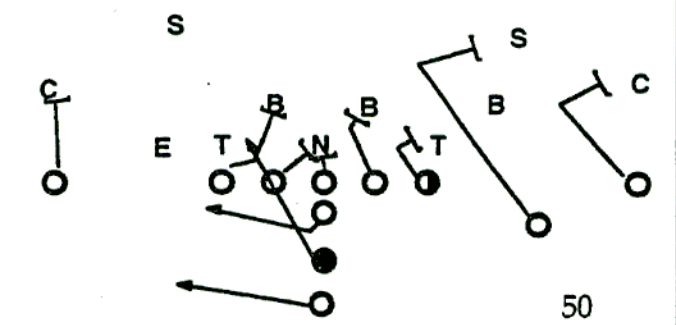
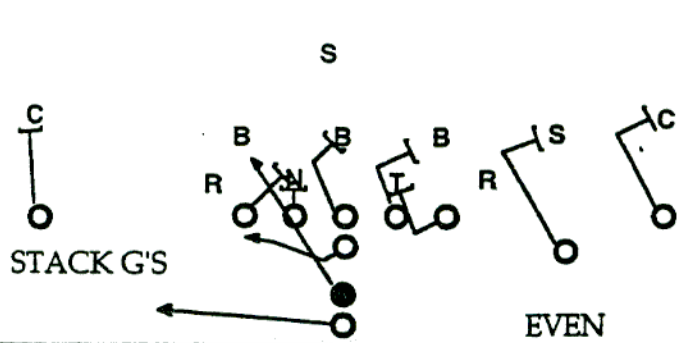
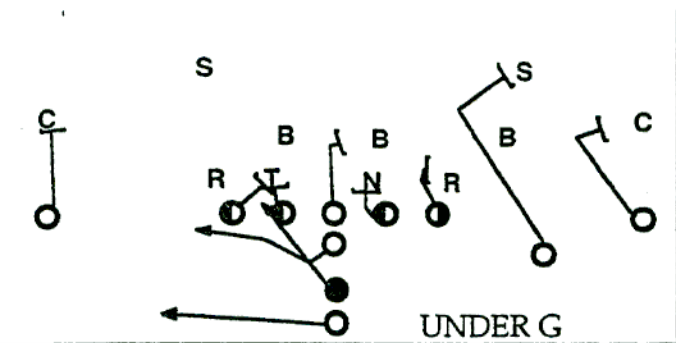
LG - On, Right - Call "Inside" if defender inside shade of you.

C - On, LB -- Backside LB vs 4-4 spacing. MLB vs 4-3 defense.

RG - LS - LB -- Scoop a stack on you with RT.

RT - LS - LB -- Scoop a stack on RG.





# 31 SPRINT

TE - On, RS, LB (Playside) - If RT calls 2 combo, work with him first then find LB.

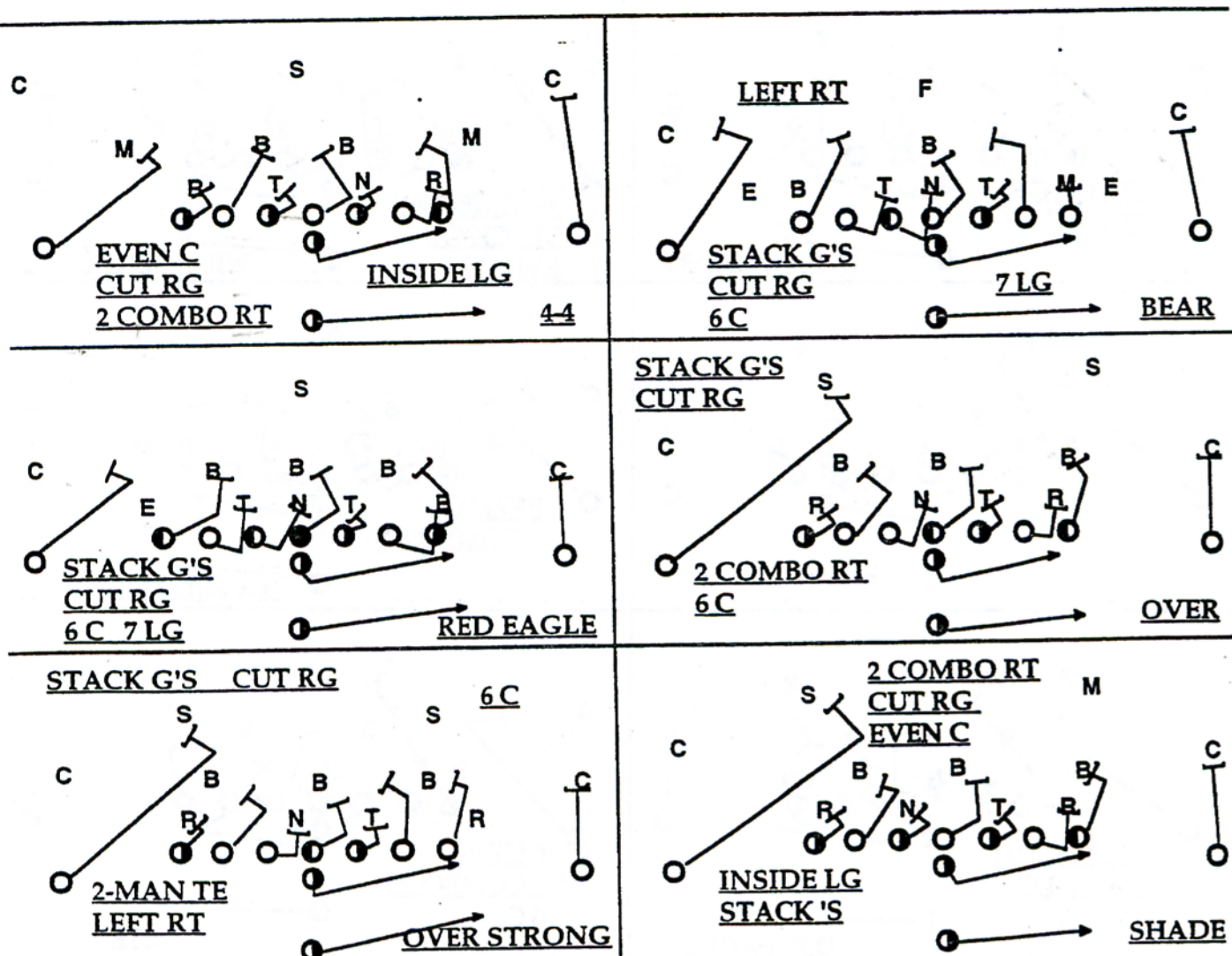
RT - On, Right Seam, LB - Give 2 combo call if you are uncovered and working with TE.  
Give Left call if coming inside for LB.

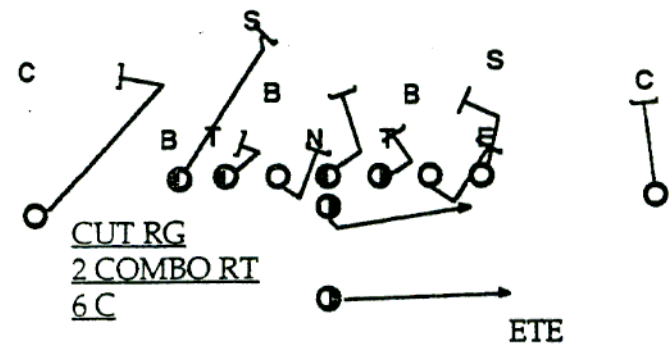
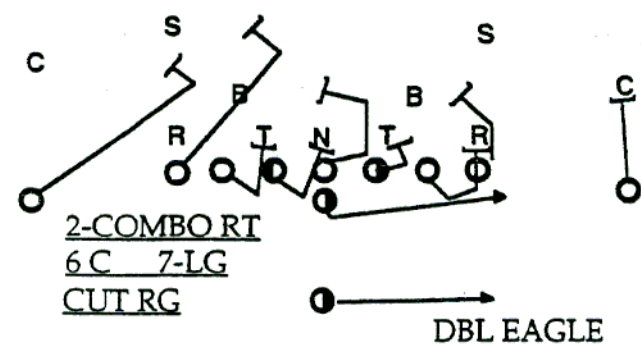
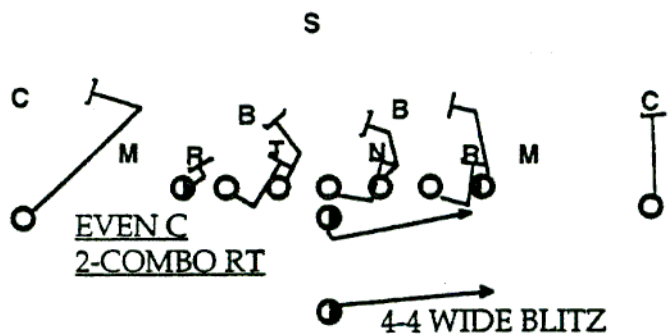
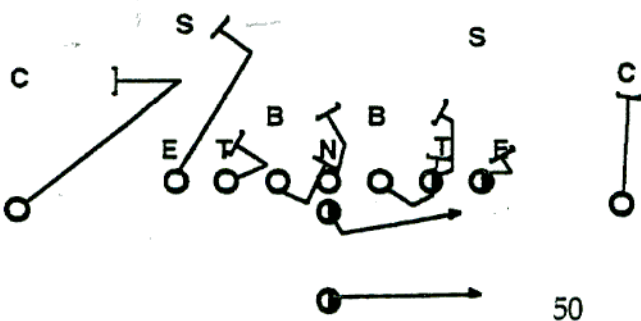
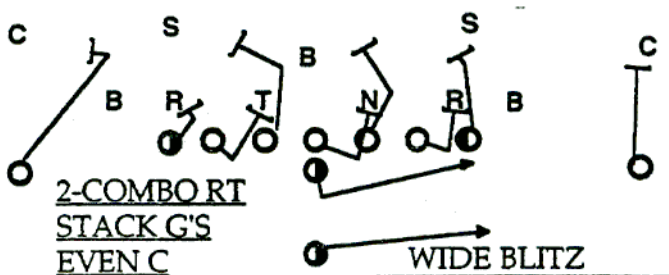
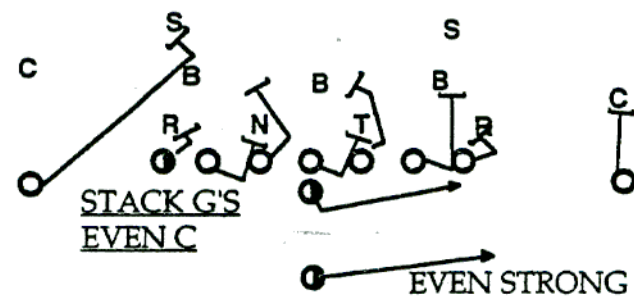
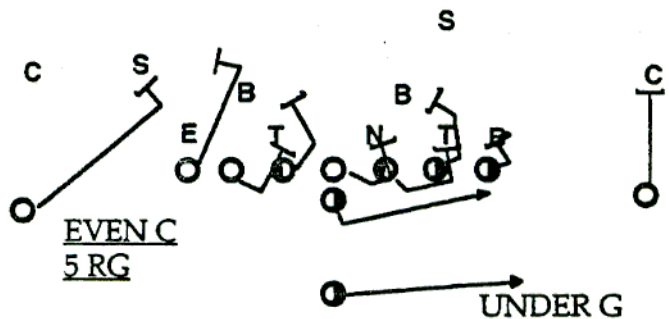
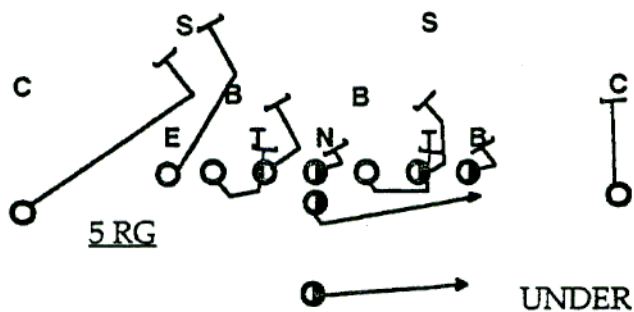
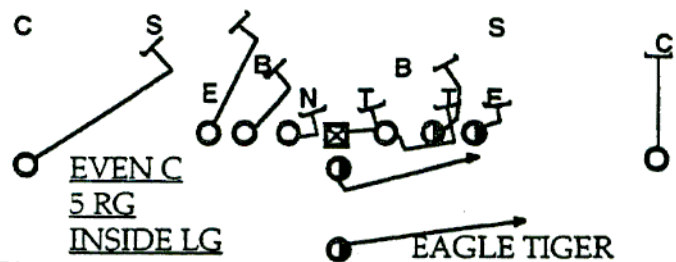
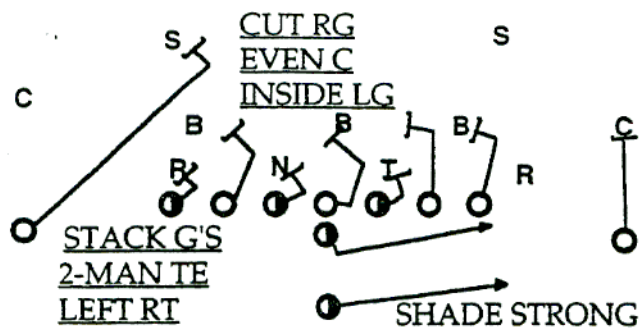
RG - On, RS, LB - Rip reach if covered. Pull and overtake if uncovered. Cut a 3 technique.

C - On, RS, LB - Work with RG vs 4-3 spacing. Work with LG vs 50 spacing.

LG - RS, On, LB - Pull and overtake if uncovered. Rip reach if covered.

LT - RS, On, LB - Pull and overtake if LG covered. Rip reach and lean if blocking man on.





39 SPRINT

TE - (Onside) On, LS, LB, (If 2 man rule and no 8 combo call.) -- Block man on you. If LT gives "8 combo," rip through outside shoulder of man on you and escape for LB.

LT - On, LS, LB -- Rip Reach vs 50 defense. Escape for LB if LG uncovered. Give "8 combo" to TE if uncovered and pull and overtake. If no TE and defense is reduced, lateral and up for LB. Get frontside LB.

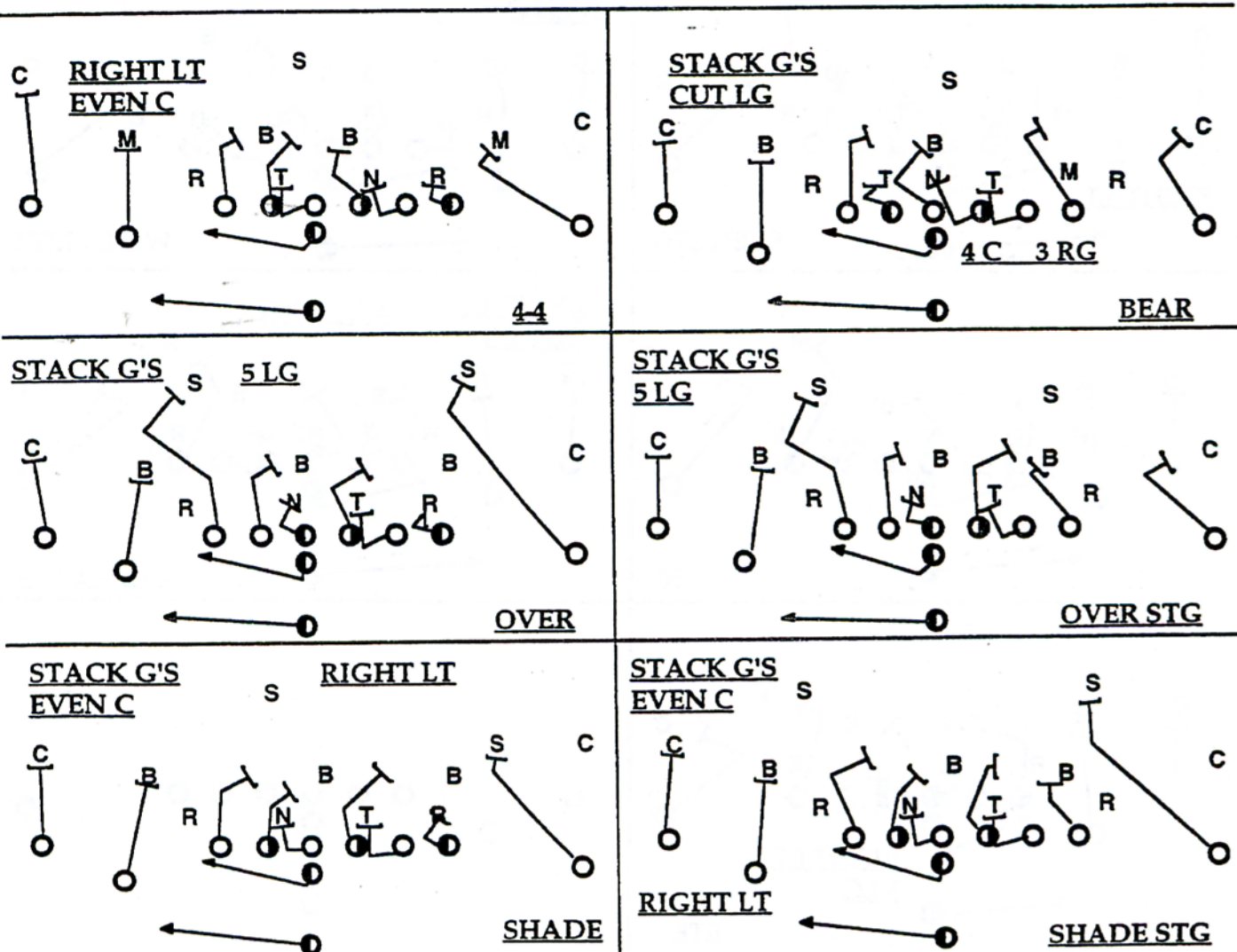
LG - On, LS, LB -- Pull and overtake if uncovered. Rip reach if covered.

C - On, LS, LB -- Pull and overtake if uncovered. Rip reach if covered.

RG - On, LS, LB -- Pull and overtake if uncovered. Rip reach and escape for LB if covered.

RT - On, LS, LB -- Pull and overtake if RG covered. Rip reach if RG uncovered and man is on you.

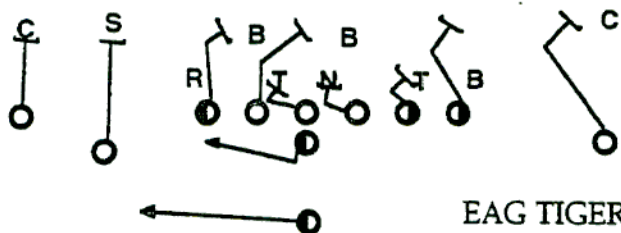
TE/WB - (Backside) LS, Cutoff -- Inside release for secondary flow.



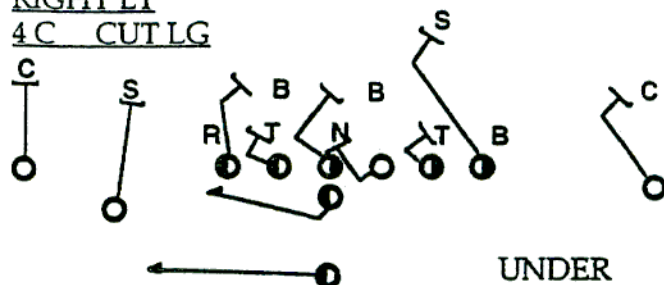


RIGHT LT  
EVEN C

**S**



RIGHT LT  
4 C CUT LG



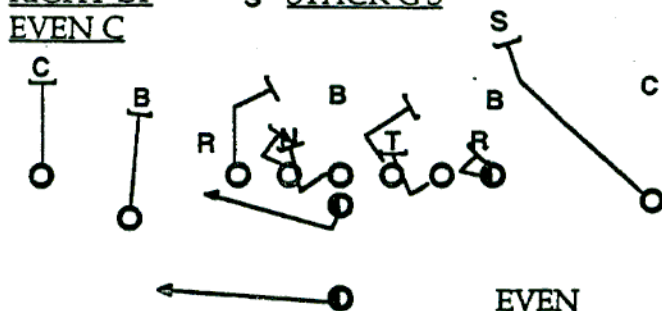
RIGHT LT  
EVEN C  
CUT LG

INSIDE RG

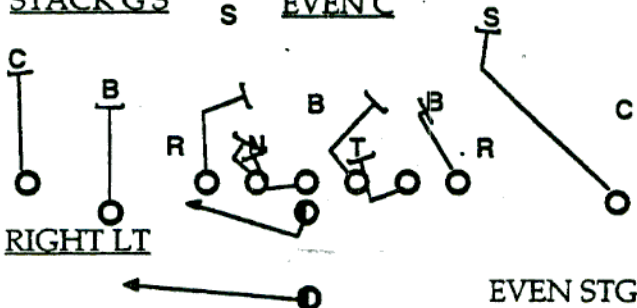
UNDER G

RIGHT LT  
EVEN C

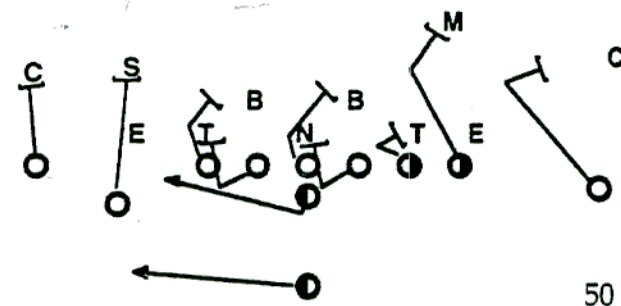
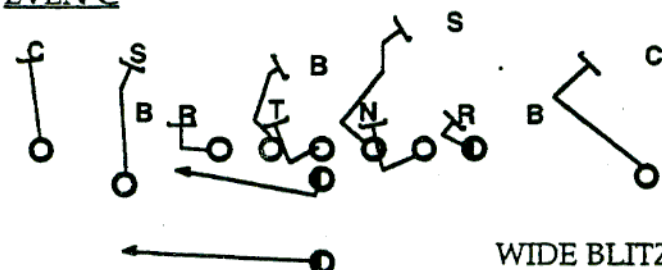
**S** STACK G'S



STACK G'S      S      EVEN C

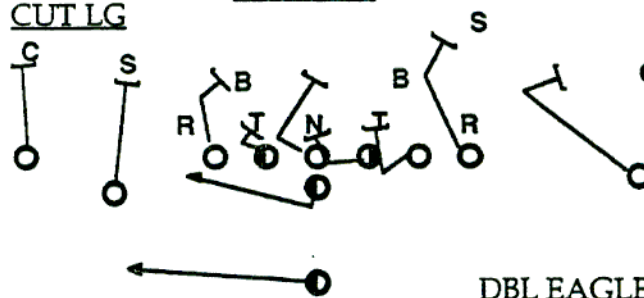


STACK G'S  
EVEN C

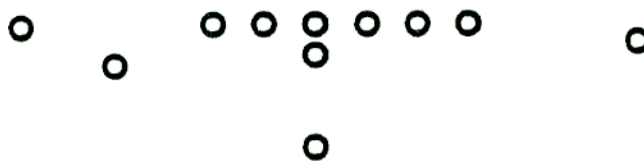
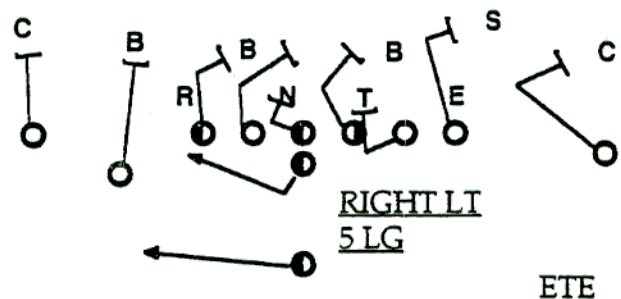


RIGHT LT  
CUT LG

4 C 3 RG



**S**



41 SPRINT CRACK

WB/SE - Onside - Crack 1st LB inside unless RT waves to you.

RT - On, RS LB - Rip reach in 50 defense. If working with RG, escape for LB. Lateral up for LB vs reduced defense. Wave to SE or WB if you can get 1st LB inside the pitch man.

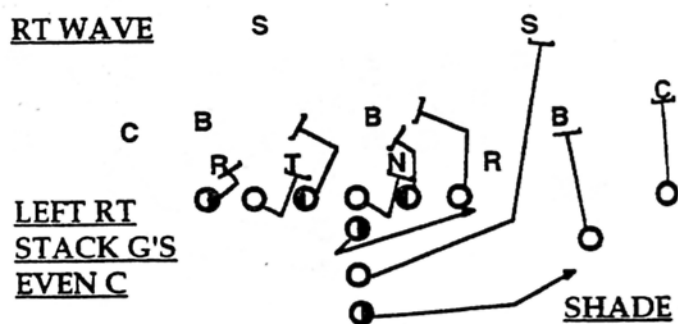
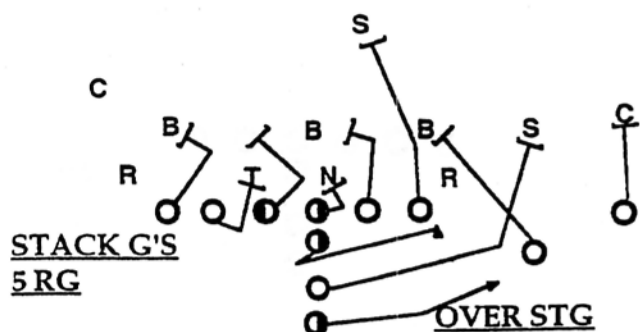
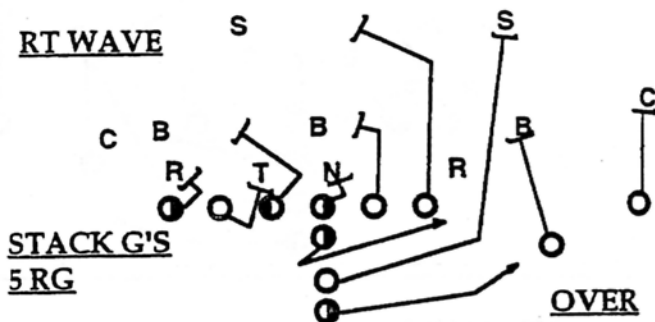
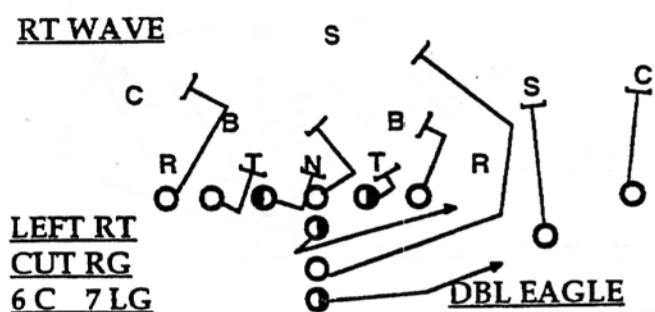
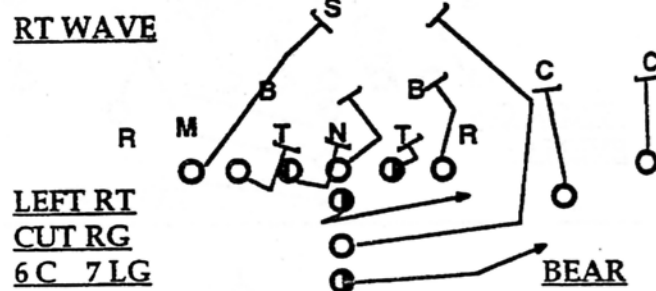
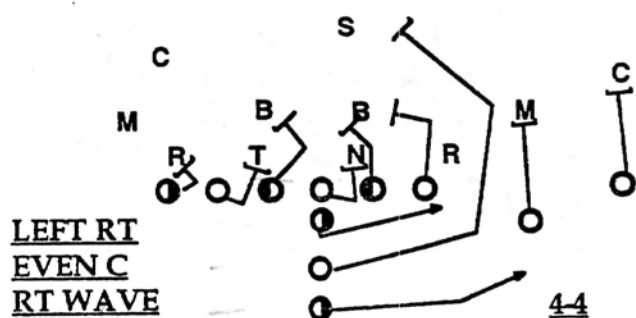
RG - On, RS, LB - Pull and overtake if uncovered. Rip reach if covered.

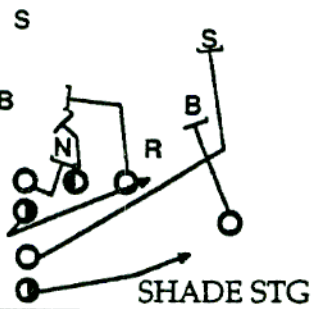
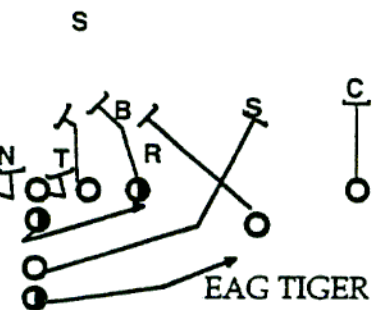
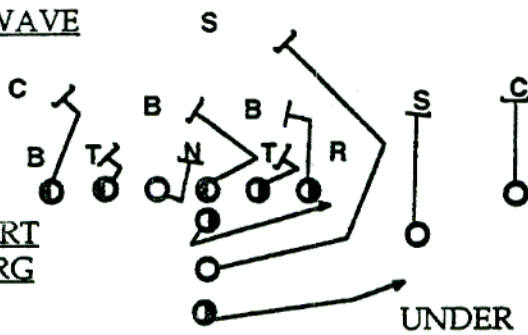
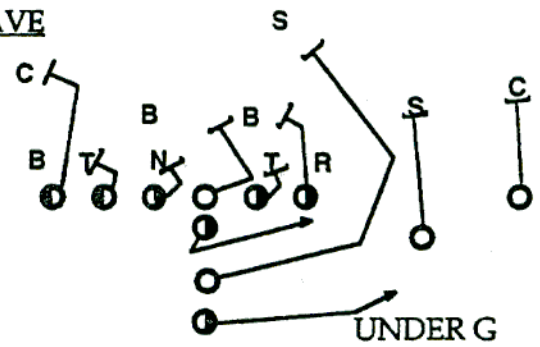
C - On, RS, LB - Pull and overtake if uncovered. Rip reach if covered.

LG - On, RS, LB - Pull and overtake if uncovered. Rip reach and escape for LB if covered.

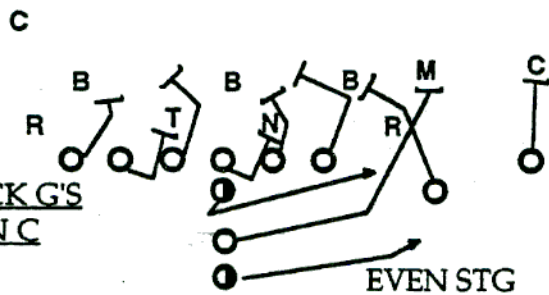
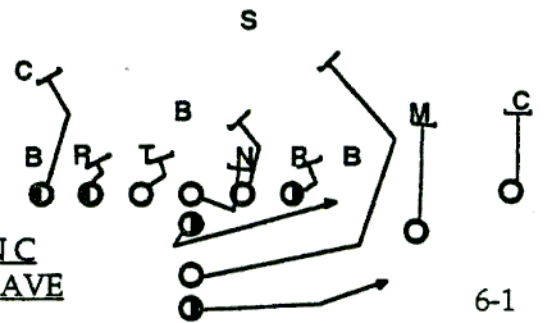
LT - On, RS, LB - Pull and overtake if LG is covered. Rip reach if LG uncovered and man on you.

WB/TE - (Backside) RS, Cutoff - Inside release for secondary flow.

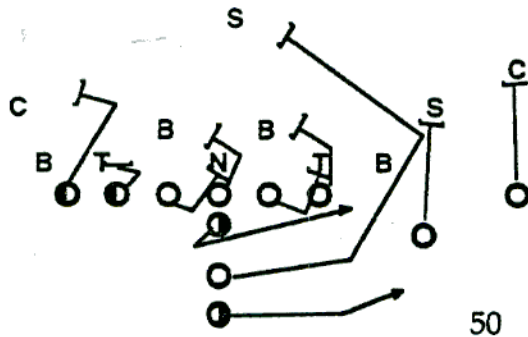
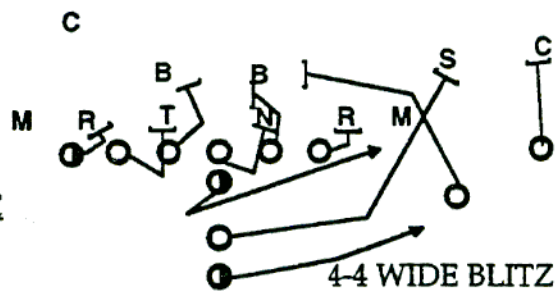
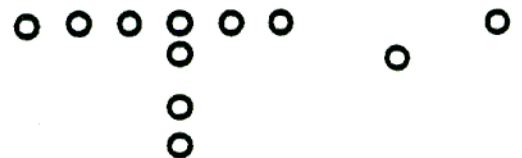
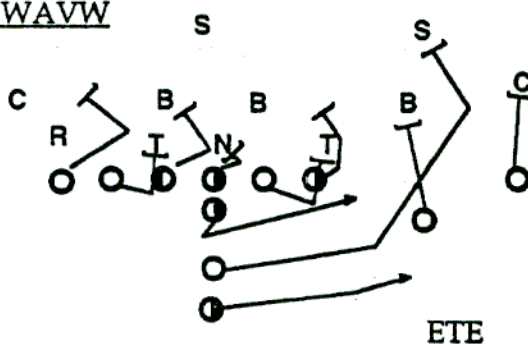


RT WAVESTACK G'S  
EVEN CEVEN C  
INSIDE LGRT WAVELEFT RT  
CUT RG  
6CRT WAVELEFT RT  
EVEN C  
CUT RG

S

EVEN C  
RT WAVE

S

EVEN CRT WAVW5 RG



49 SPRINT

LT - On, LS, LB -- Rip vs 50 defense. Escape for LB if LG uncovered. Lateral and up for 1st LB vs a reduced defense.

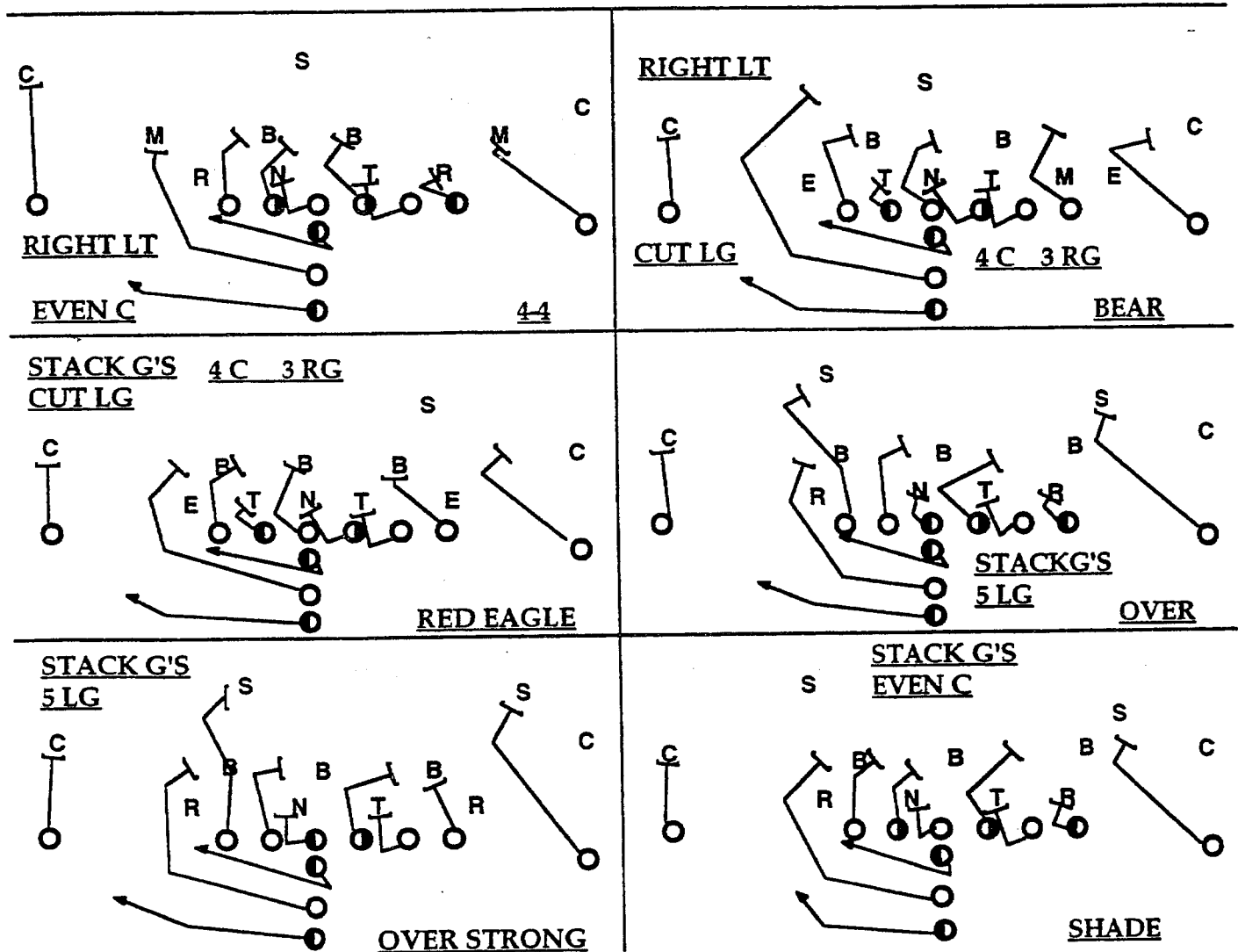
LG - On, LS, LB -- Pull and overtake if uncovered. Rip reach if covered. Cut 3 technique and call "cut."

C - On, LS, LB -- Pull and overtake if uncovered. Rip reach if covered.

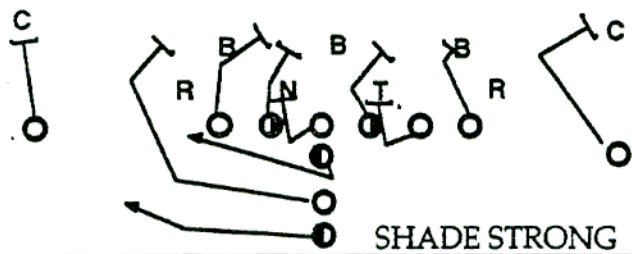
RG - On, LS, LB -- Pull and overtake if uncovered. Rip reach and escape for LB if covered.

RT - On, LS, LB -- Pull and overtake if RG covered. Rip reach if RG uncovered and man is on you.

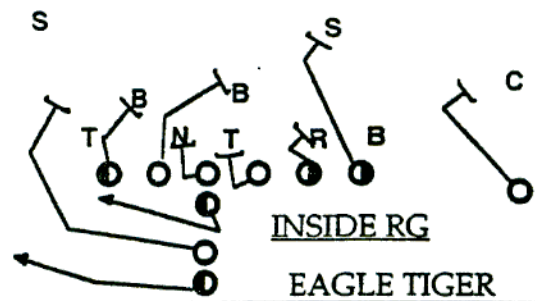
TE/WB - (Backside) LS, Cutoff -- Inside release for secondary flow.



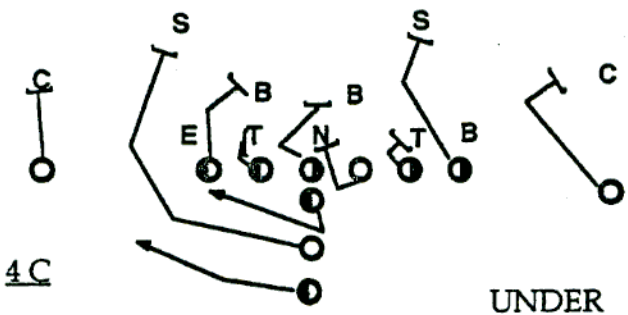
STACK G'S  
EVEN C



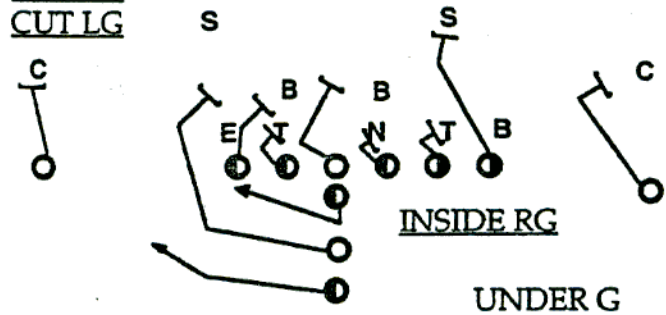
EVEN C



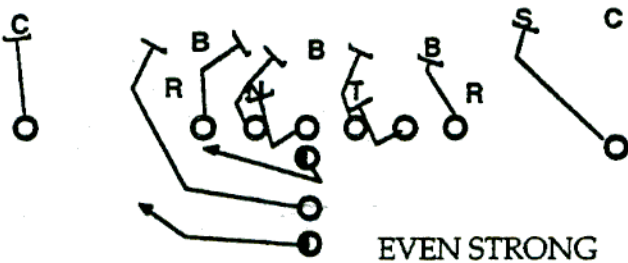
RIGHT LT



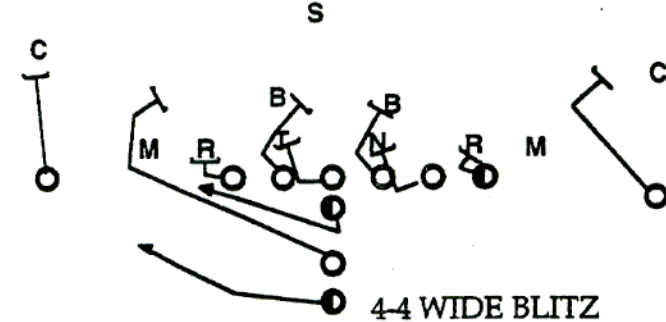
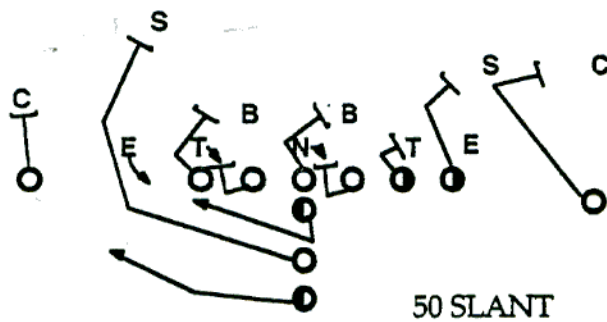
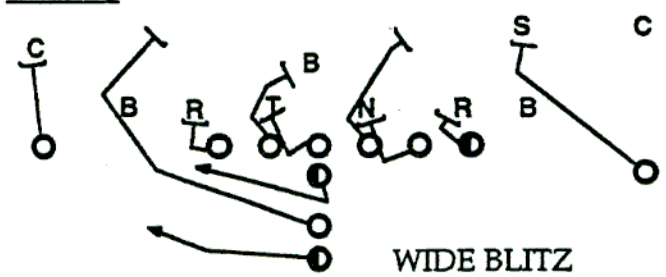
EVEN C  
CUT LG



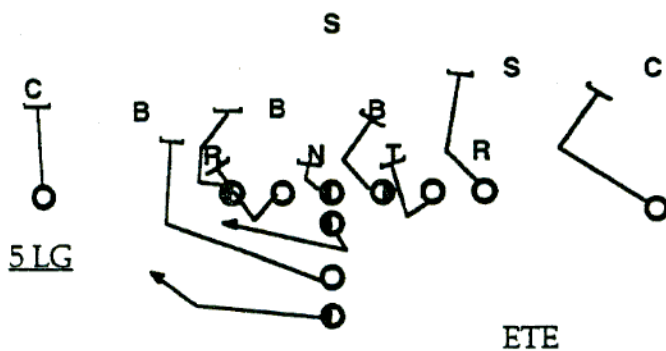
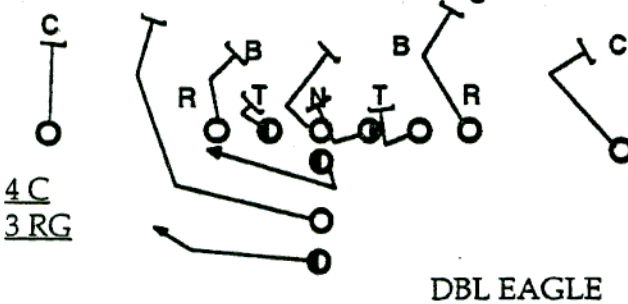
STACK G'S  
EVEN C



STACK G'S  
EVEN C



RIGHT LT  
CUT LG



41 OUTSIDE

Flanker - (Callside) -- Block force.

TE - (Onside) On, Right Seam -- Pin a 7 technique. Block DE in any position.

RT - On, RS, LB -- Stretch, crossover, rip. If uncovered, pull around TE for 1st thing that shows. If covered with 5 technique, give 2 call and pull for defensive end.

RG - On, RS, LB -- Stretch, crossover, rip. Overtake if uncovered. Cut 3 technique and call "cut."

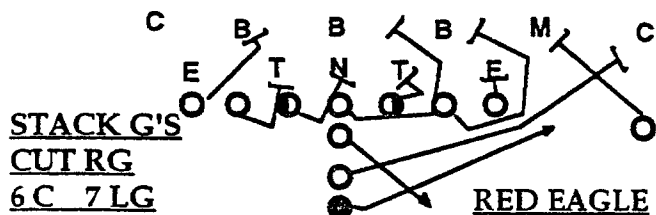
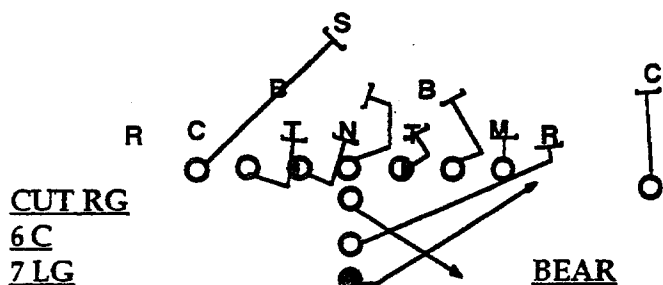
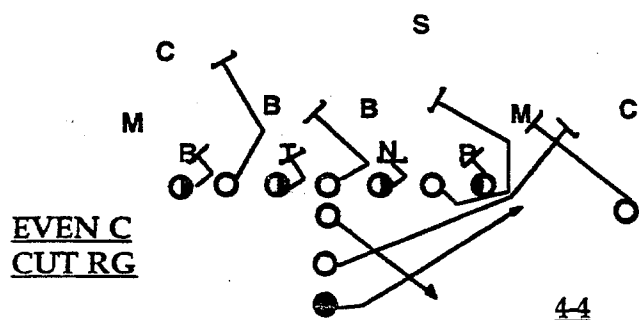
C - On, RS, LB -- Stretch, crossover, rip. Overtake if uncovered.

LG - On, RS, LB -- Stretch, crossover, rip. Overtake if uncovered.

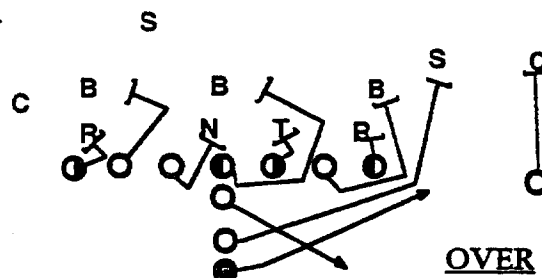
LT - On, RS, LB -- Stretch, crossover, rip. Overtake if working with LG.

WB - (Backside) On, RS -- Stretch, crossover, rip. Cutoff.

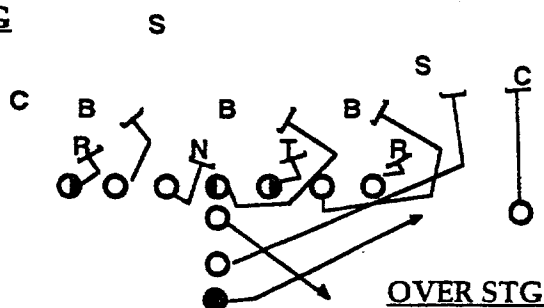
RT/RG/C/LG/LT - All use rip-reach blocks if covered.



STACK G'S  
CUT RG  
6 C

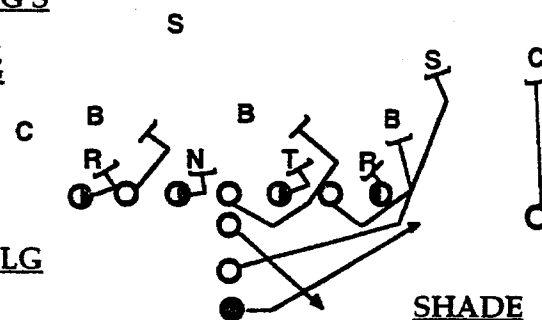


STACK G'S  
CUT RG  
6 C



STACK G'S  
EVEN C  
CUT RG

INSIDE LG



STACK G'S  
CUT RG  
EVEN C

INSIDE LG

SHADE STG

2 RT  
5 RG  
EVEN C

60 GL

$$\frac{2 \text{ RT}}{5 \text{ RG}}$$

UNDER

2 RT  
5 RG  
EVEN C

UNDER G

STACK G'S  
EVEN C

EVEN STG

2 RT  
EVEN C

6-1

$$\underline{2RT}$$

50

EVEN C

#### 4-4 WIDE BLITZ

CUT RG  
6 C 7 LG

DBL EAGLE

CUT RG  
6 C

ETE

49 OUTSIDE

Flanker - (Callside) - Block force.

TE - (Onside) On, Left Seam - Pin a 7 technique. Block DE in any position.

LT - On, LS, LB - Use rip reach if covered. Pull around for 1st defender if uncovered. If covered with a 5 tech, give "8" call and pull for defensive end.

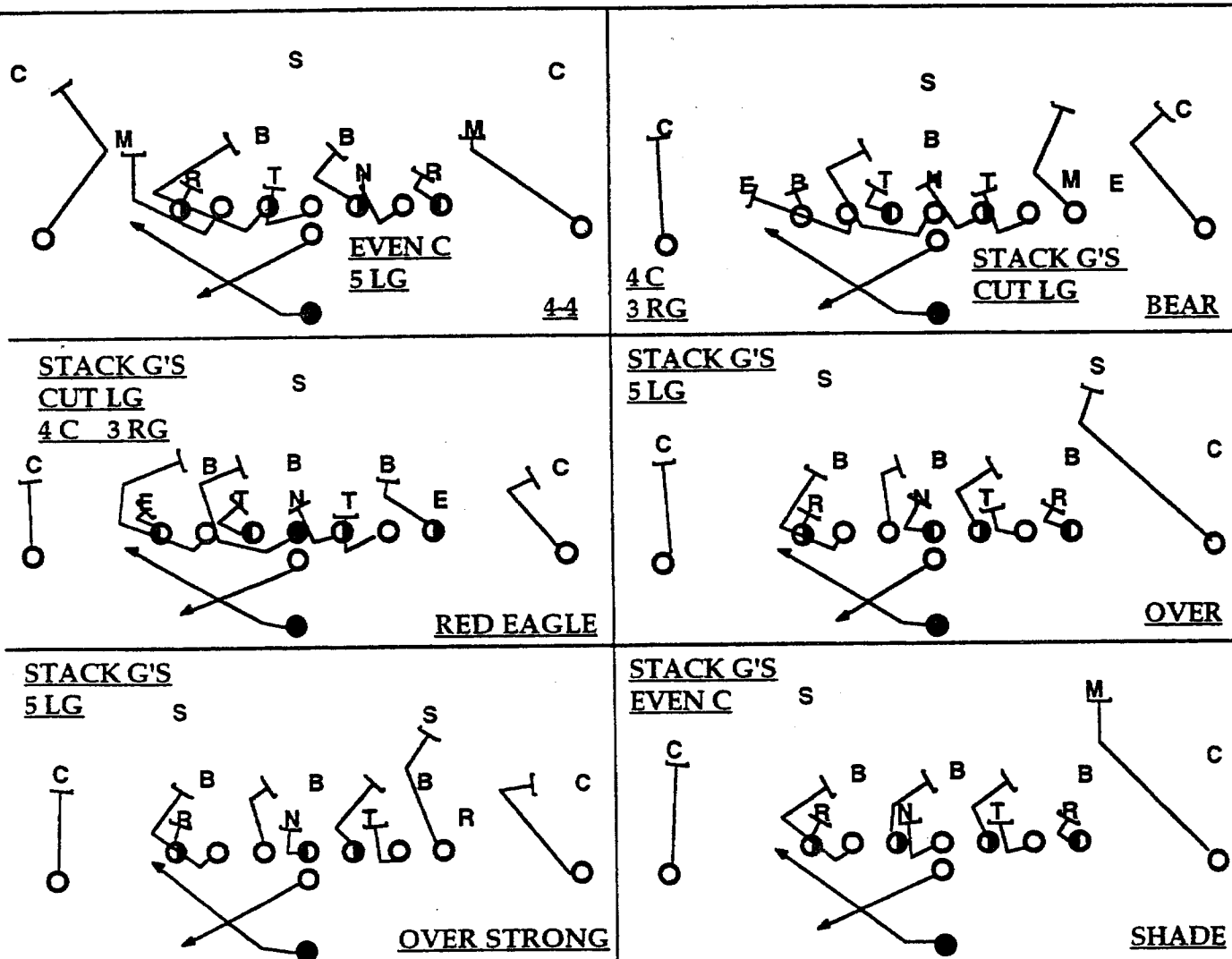
LG - On, LS, LB - Use rip reach if covered. Think overtake if uncovered. Cut 3 technique and call "cut."

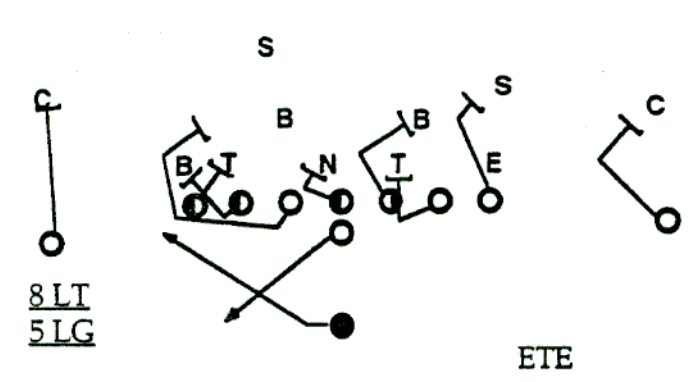
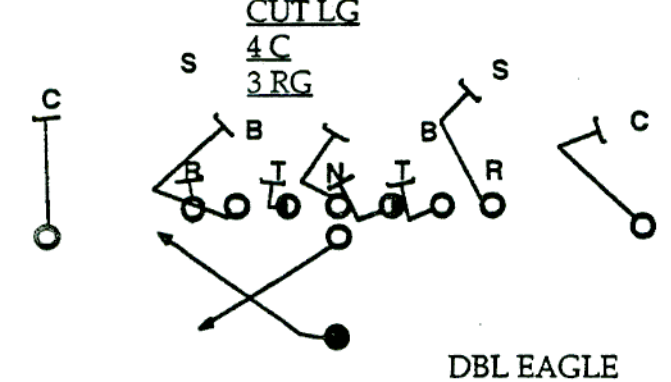
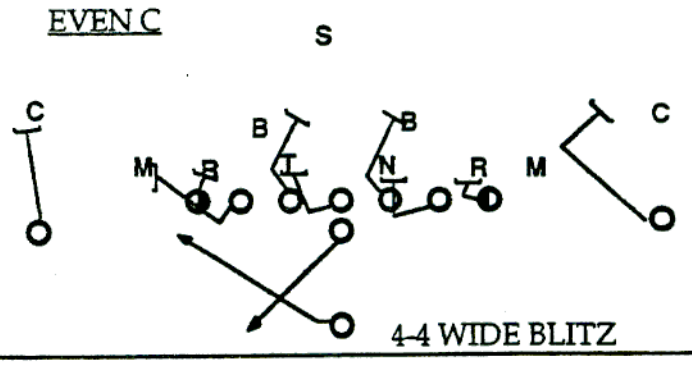
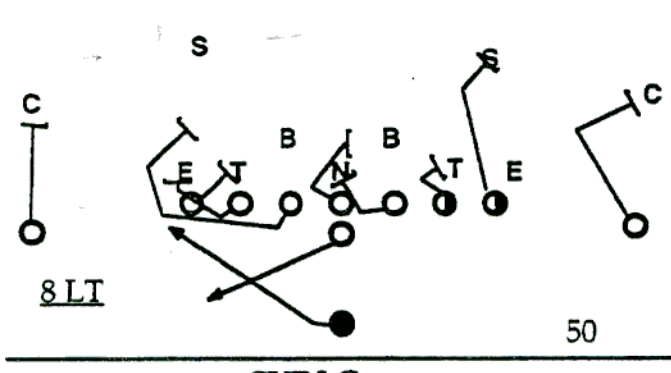
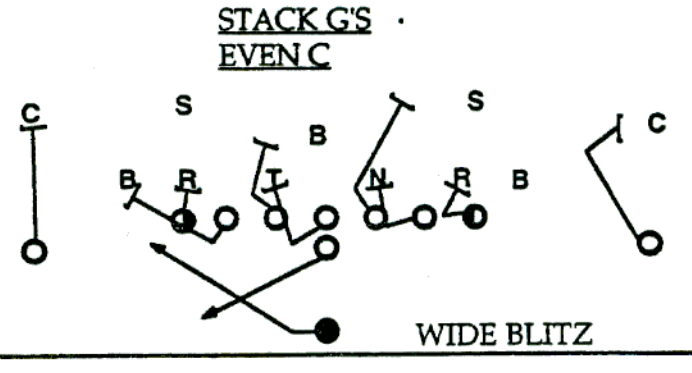
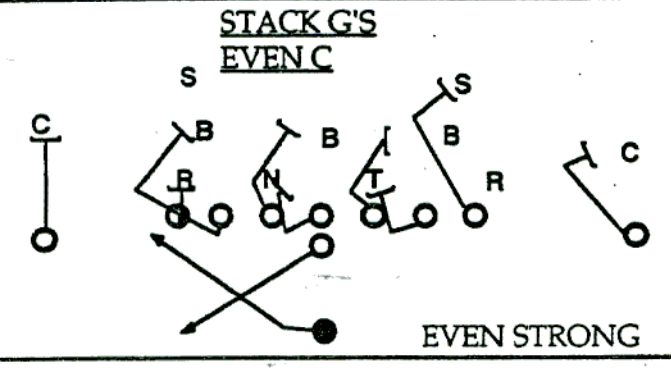
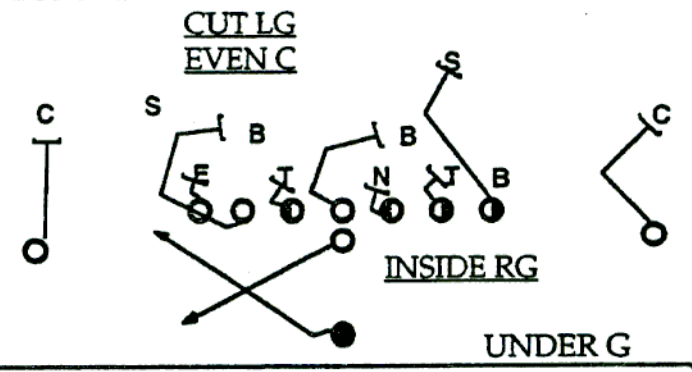
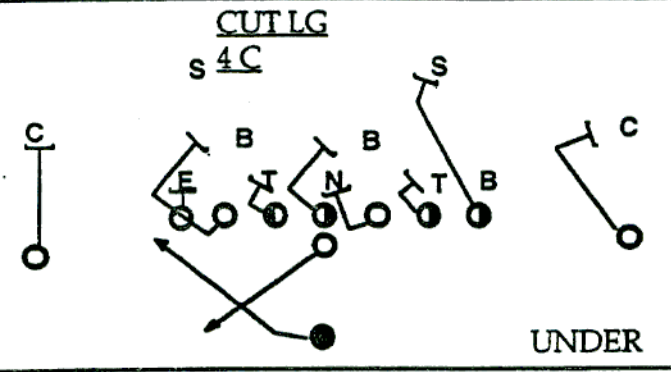
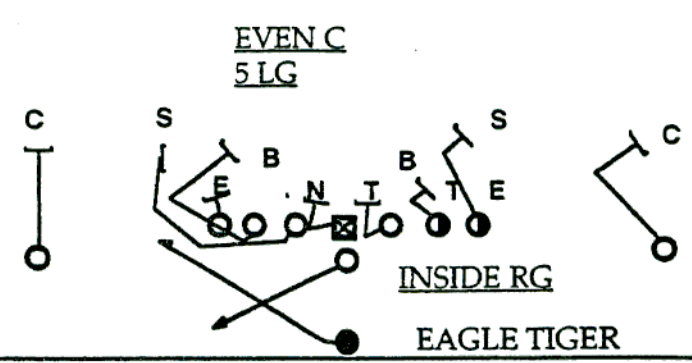
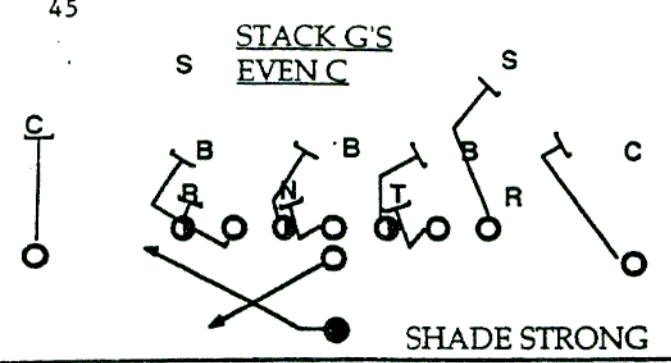
C - On, LS, LB - Rip reach if covered. Think overtake if uncovered.

RG - On, LS, LB - Rip reach if covered. Think overtake if uncovered.

RT - On, LS, LB - Rip reach if blocking man on you. Think overtake if working with RG.

WB/TE - (Backside) On, LS - Rip reach cutoff.





41 PITCH

TE - (Onside) On, Right -- Lock on.

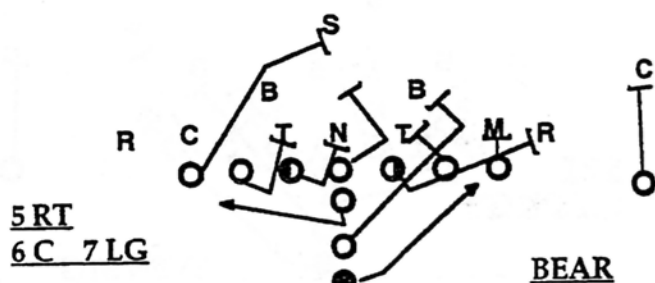
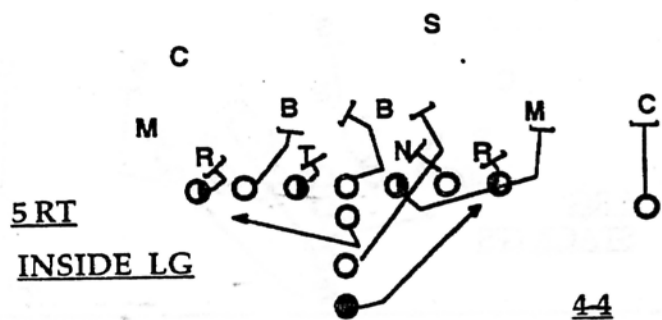
RT - On, Left, LB -- Rip reach if covered. Call "5" if uncovered and man on RG. Aim high on pin block.

RG - Pull Right -- Block secondary force man. Read TE's block. Call "5" if covered and RT also covered.

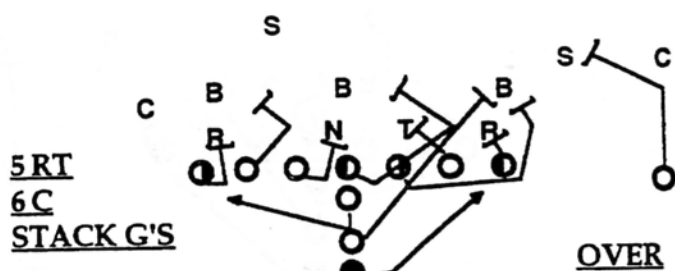
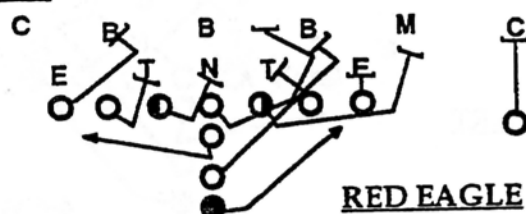
C - Right, On, LB -- If RT calls "5," he will block man on RG. Vs. a Stack defense, pull around RT pin block for MLB. Call "6" if covered and RG covered.

LG - RS, LB -- Outside zone rule.

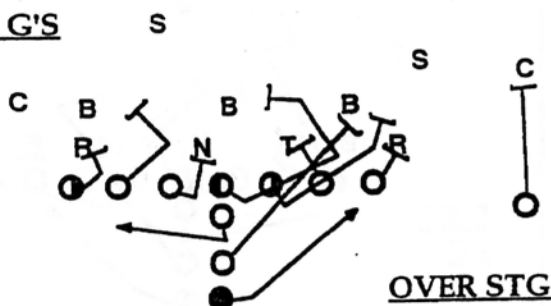
LT - RS, On -- Scoop a stack on LG. Outside zone rule.



5 RT  
STACK G'S  
6 C 7 LG

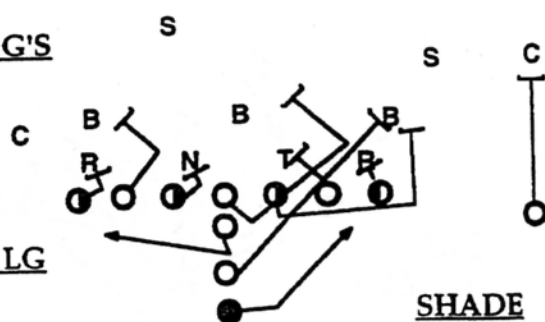


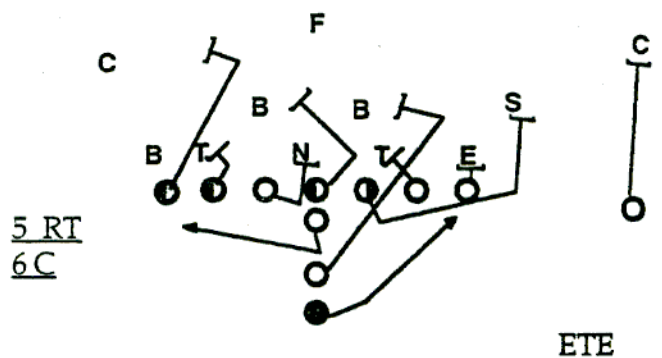
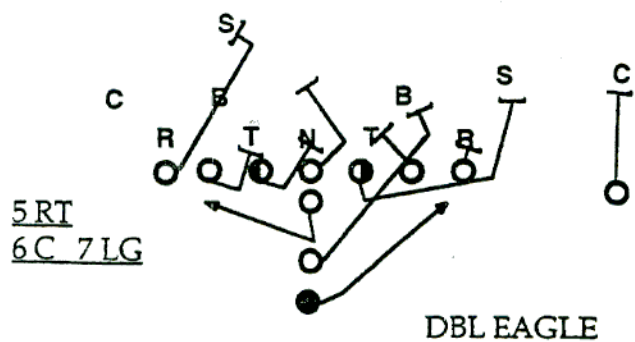
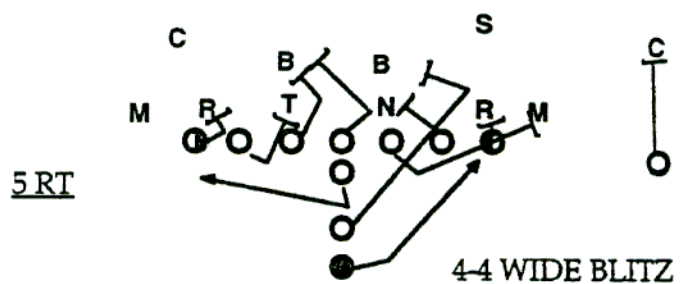
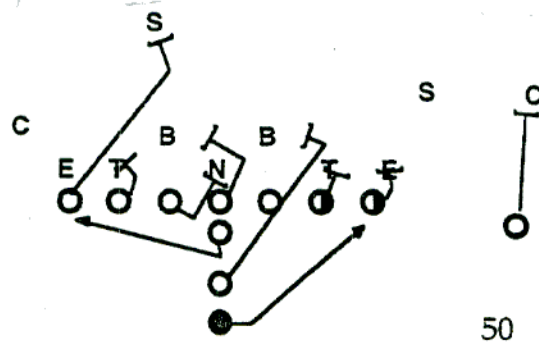
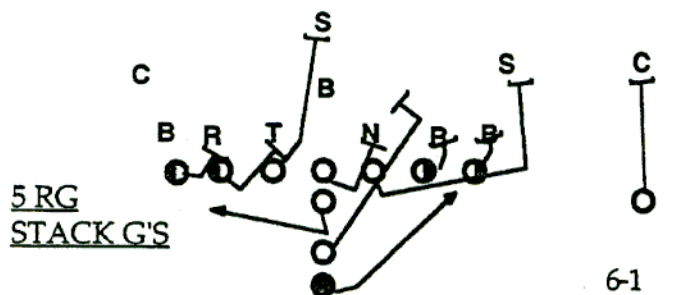
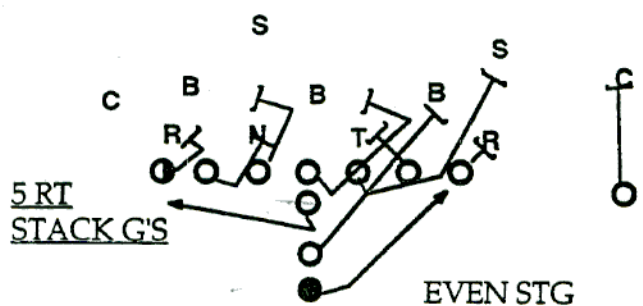
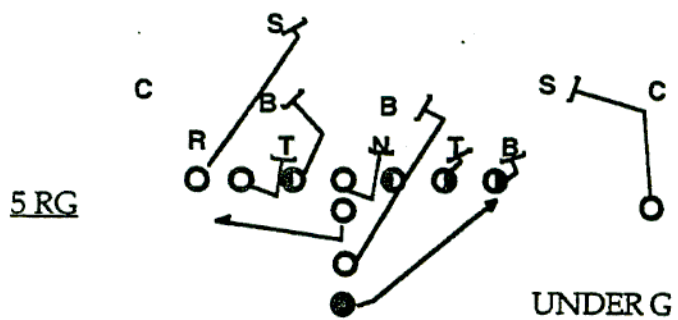
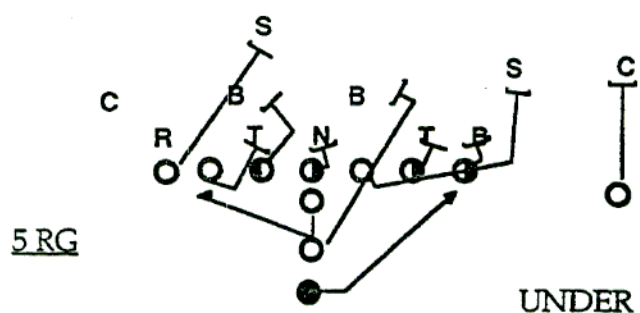
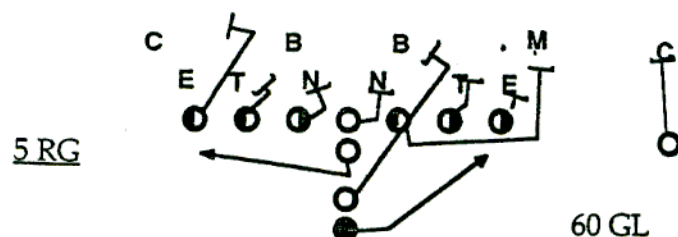
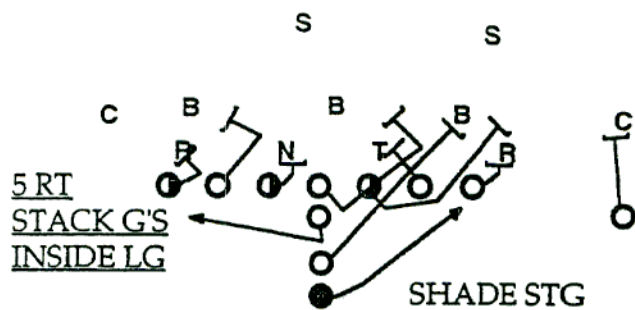
5 RT  
STACK G'S  
6 C



5 RT  
STACK G'S

INSIDE LG







49 PITCH

TE - (Onside) On, Left -- Lock on.

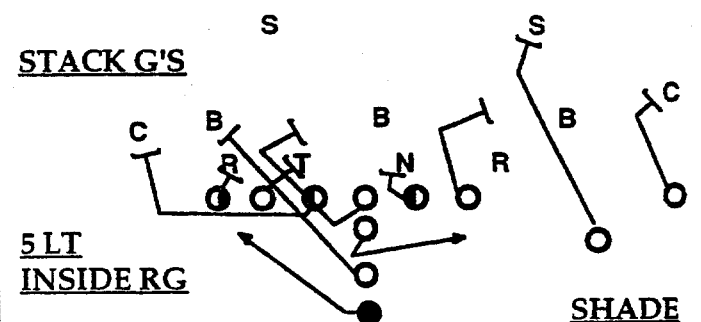
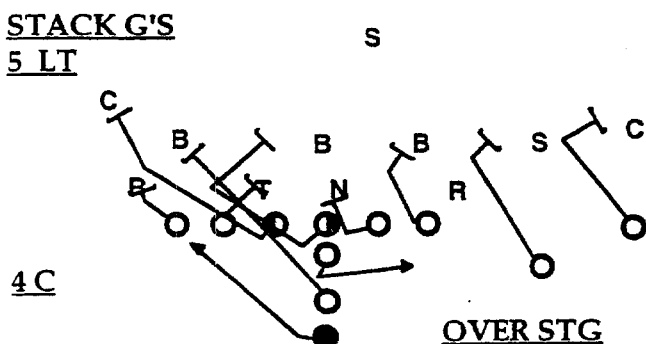
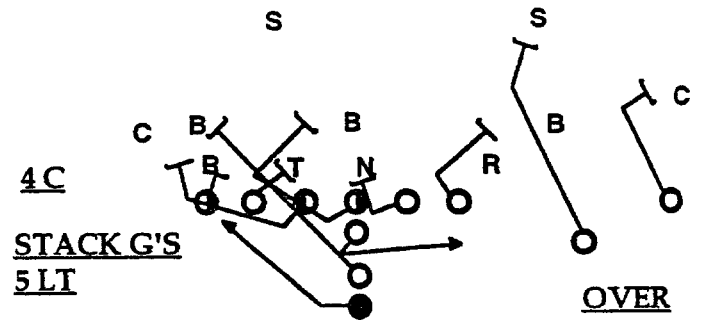
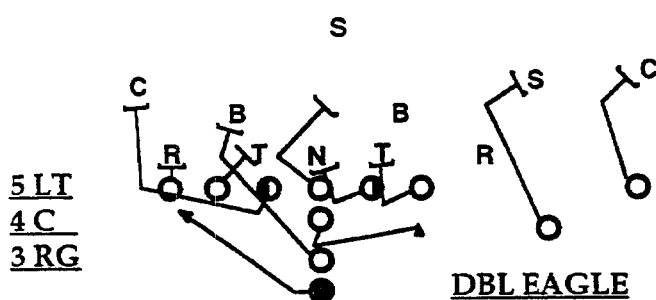
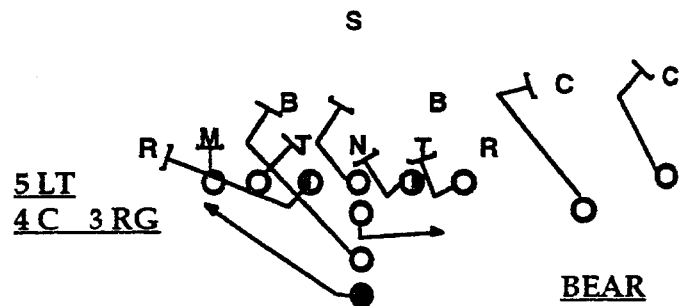
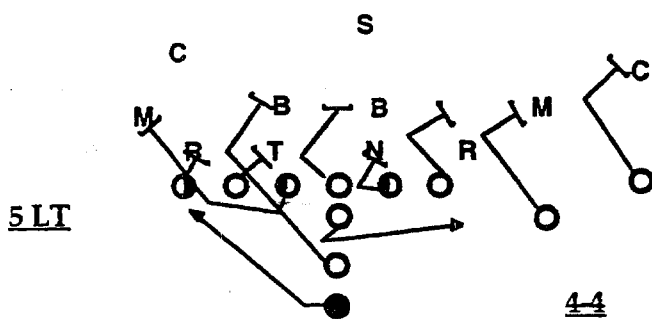
LT - On, Right, LB -- Rip reach if covered. Call "5" if uncovered and man on LG. Aim high on pin block.

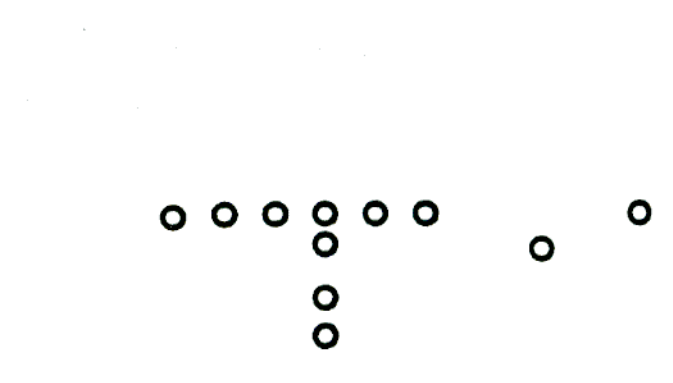
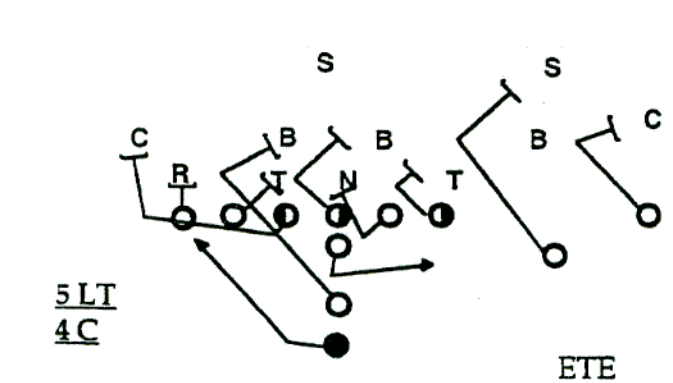
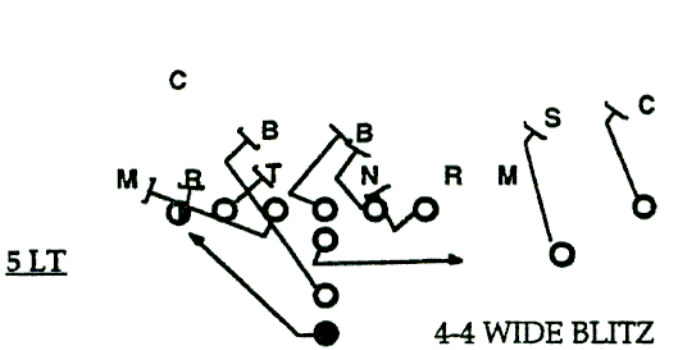
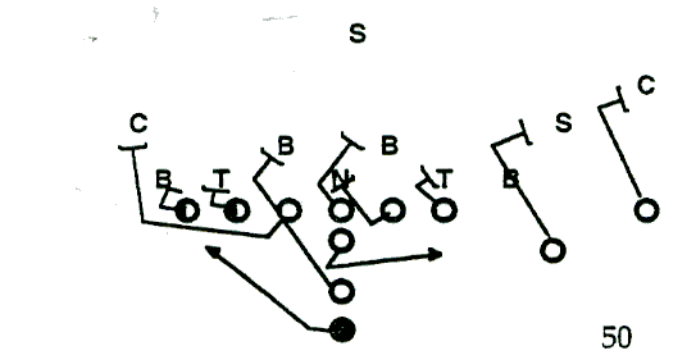
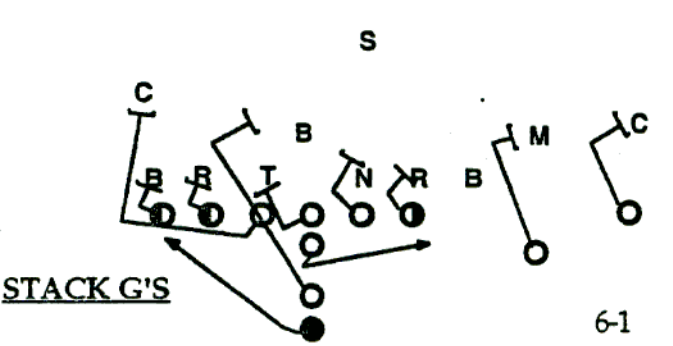
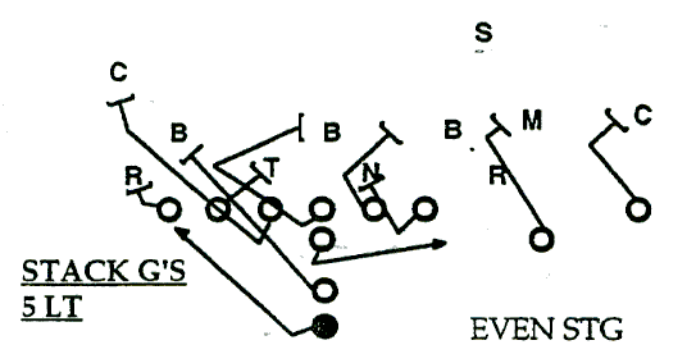
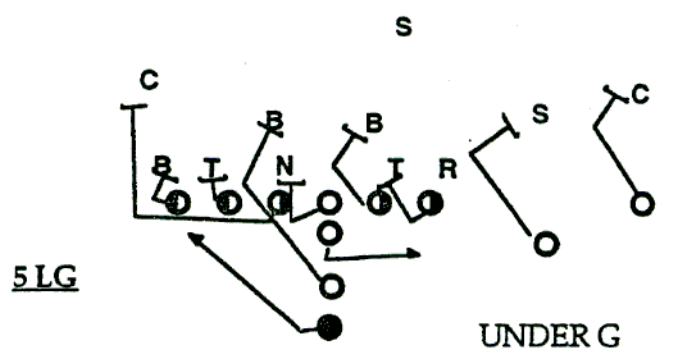
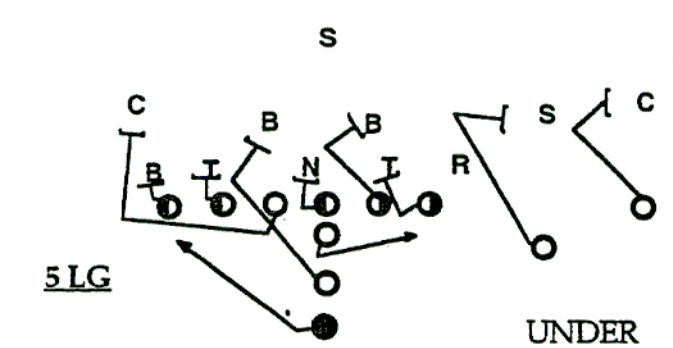
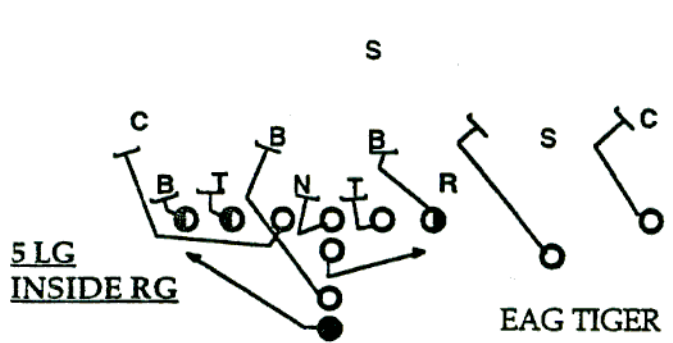
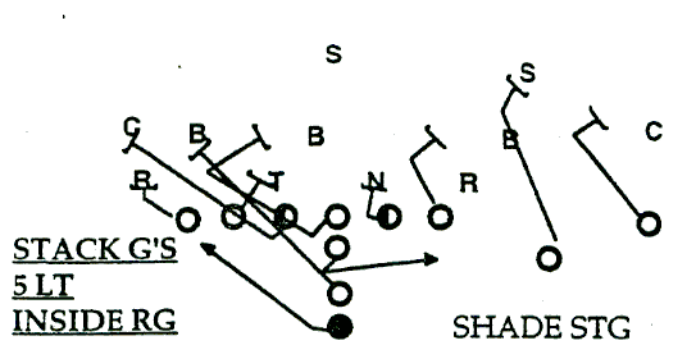
LG - Pull Left -- Block secondary force man. Read TE's block. Call "5" if covered and LT also covered.

C - Left, On, LB -- If LT calls "5," he will block man on LG. Vs. a stack defense, pull around LT pin block for MLB. Call "6" if covered and LG covered.

RG - LS, LB -- Outside zone rule.

RT - LS, On -- Scoop a stack on RG. Outside zone rule.





41 PITCH FL REV LEFT

TE - On, Outside -- Lock on. May get Out call or 2 Double call from RT.

RT - On, RS, Peel -- "2 Double" vs 7 tech and you are uncovered. "Out" call a 2 man rule. Lock on if covered. Peel for Safety to reverse side if no one in your rule.

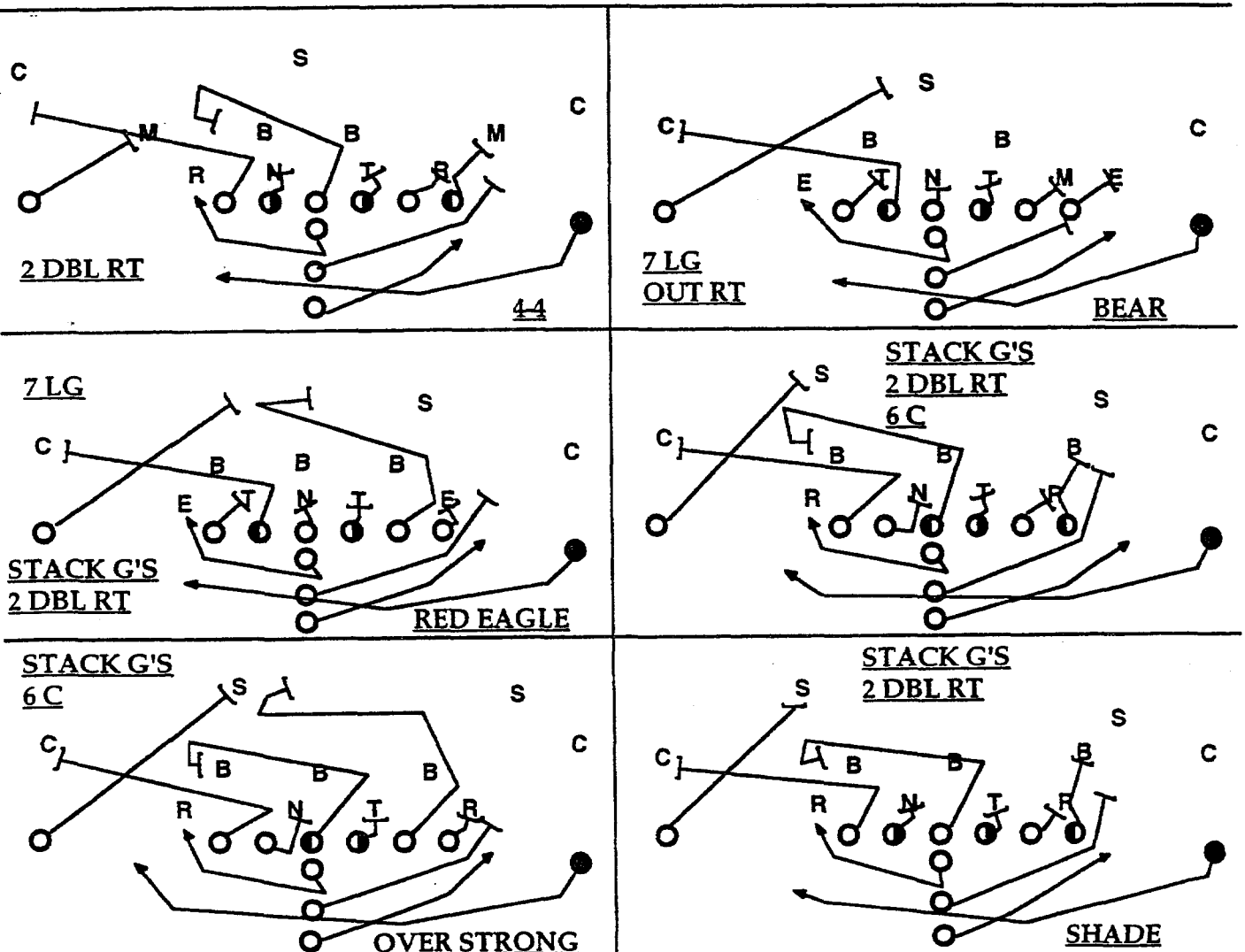
RG - On, RS, Peel -- Lock on. If no one in your rule, shallow peel for widest LB to reverse side.

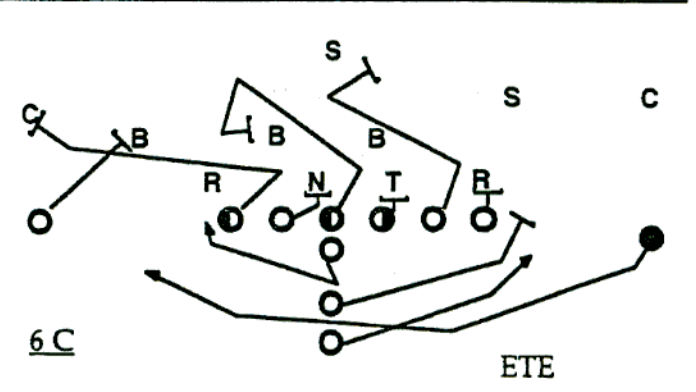
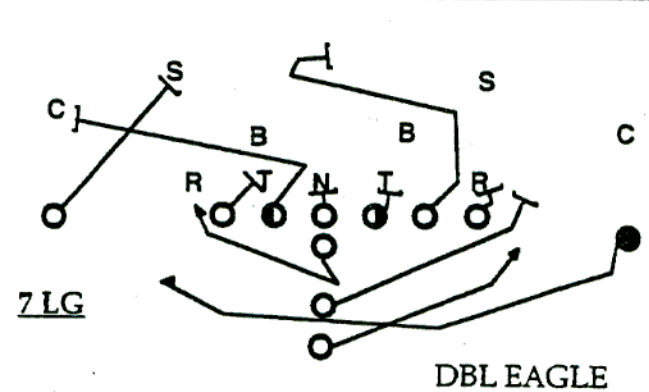
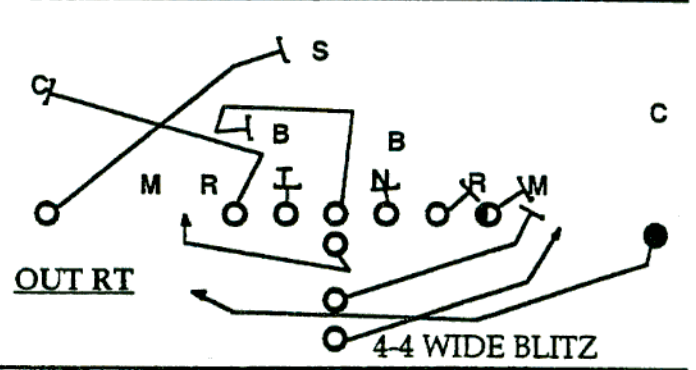
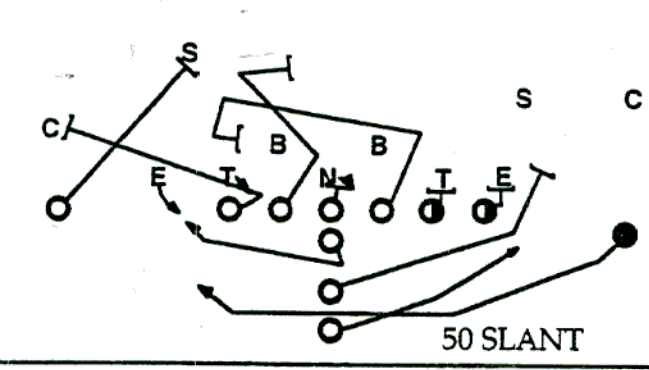
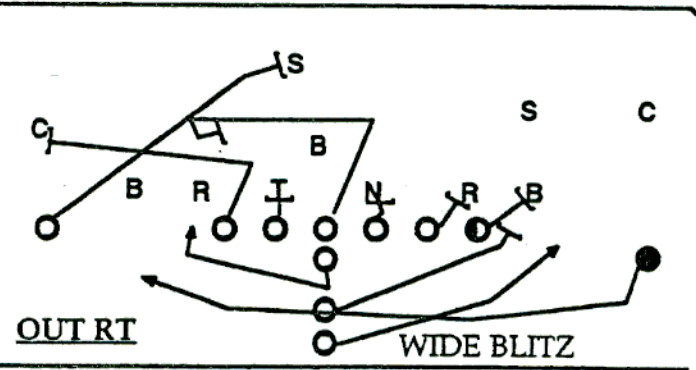
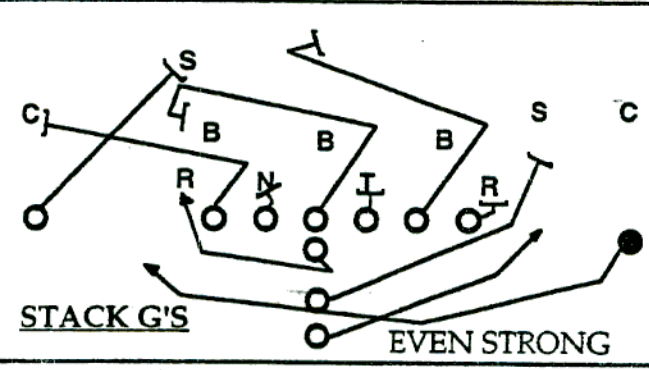
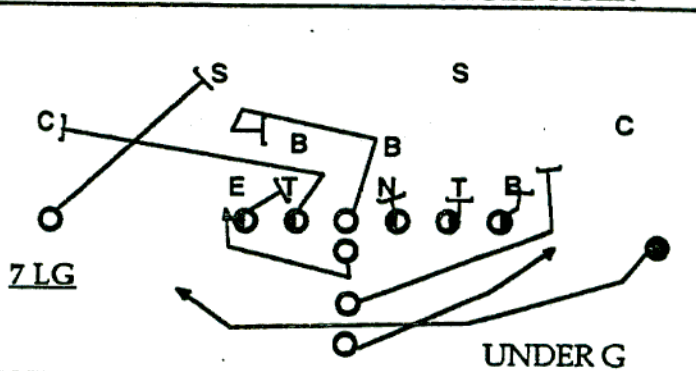
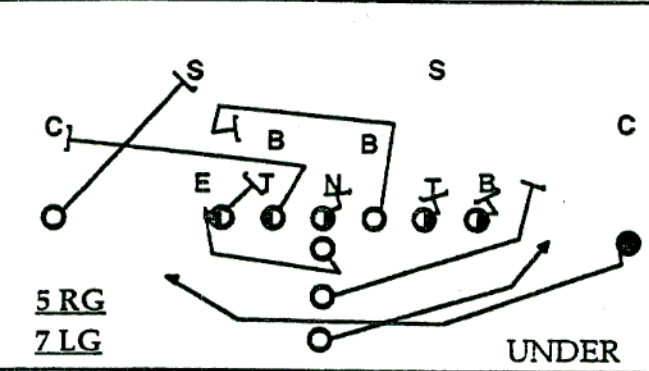
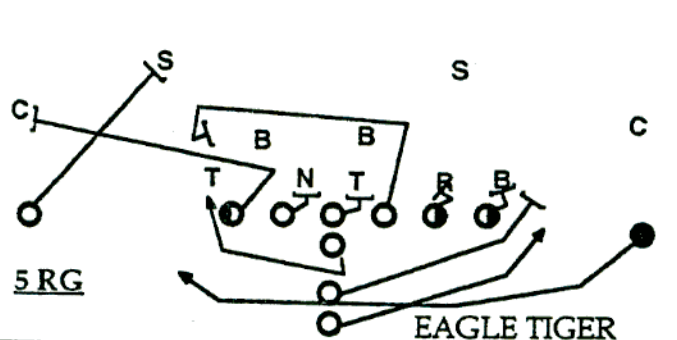
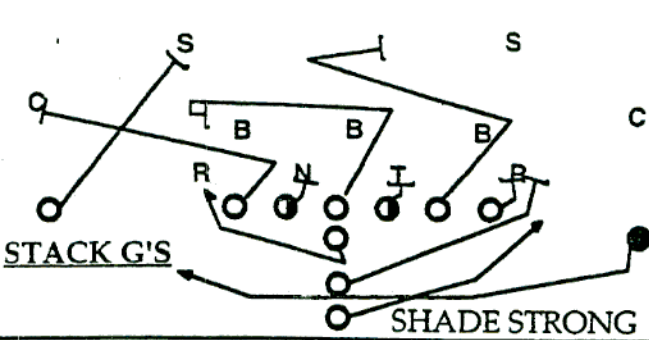
C - RS, On, Peel -- Call 6 vs Stack or Eagle on RG. If uncovered, shallow peel for widest LB to reverse side.

RG - On, RS -- Lock on a 2 or 2 I tech. Call 7 vs a 3 tech and release flat for reverse side corner. If C calls 6, block nose.

RT - RS, Peel -- Peel flat for reverse side corner. If LG calls 7, block the 3 tech.

SE (Reverse side) -- Leave corner for LT or LG. Block 1st defensive back inside.





TE - (Playside) -- 1st Linebacker playside. Release for Safety vs. other defenses.

RT - Reach on 50 defense -- 1st Linebacker from Guard to backside v.s all other defenses.

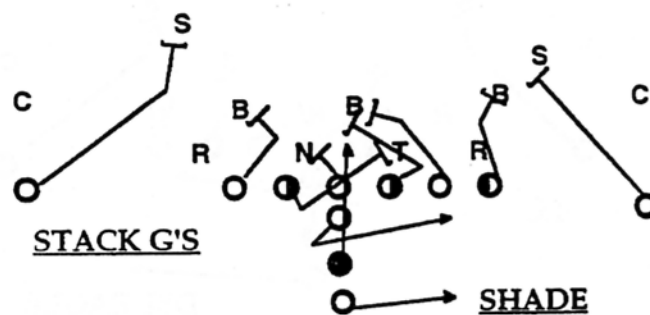
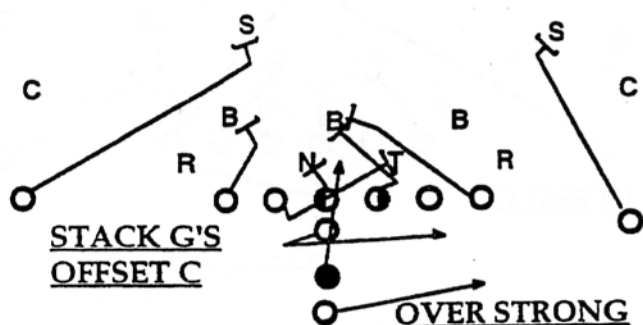
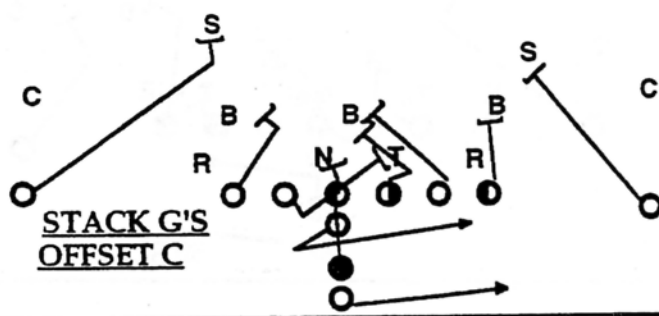
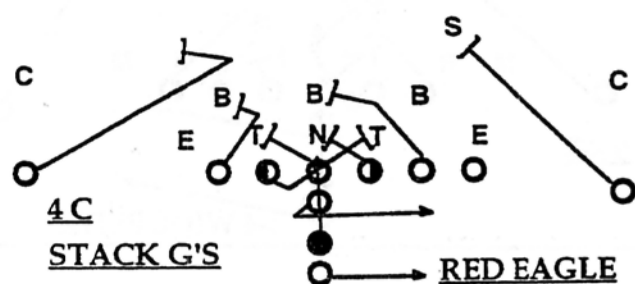
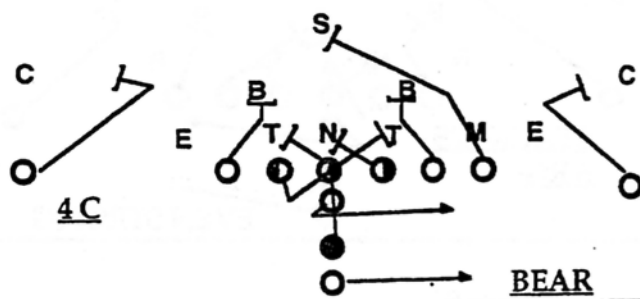
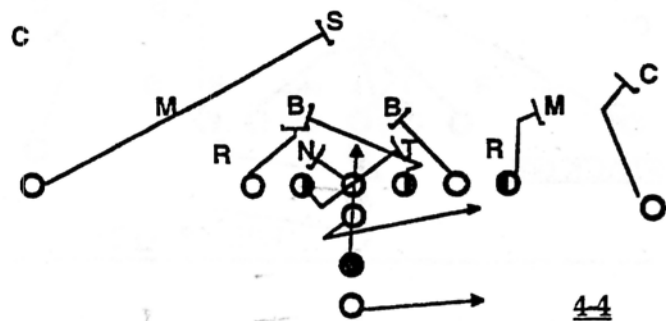
RG - Left, on -- If covered and no one is left, reach block a 2 tech., swim under a 3 tech., bypass an inside shade for backside LB. Call "6" vs 50 defense and any time you are reaching a 2 tech.

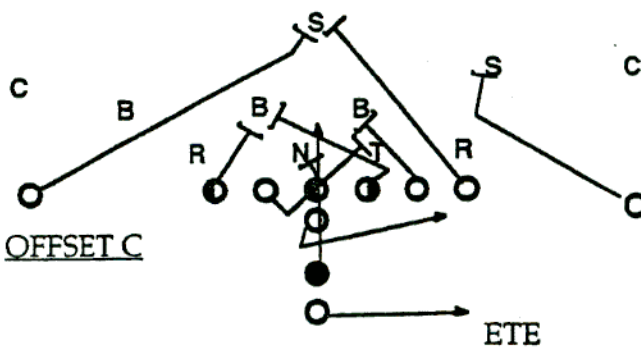
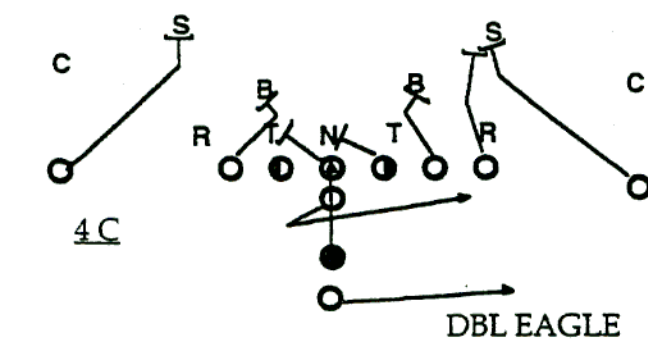
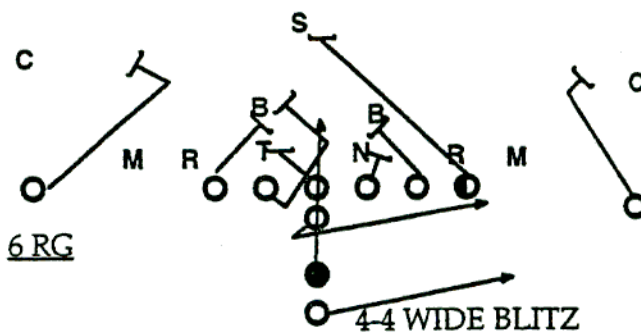
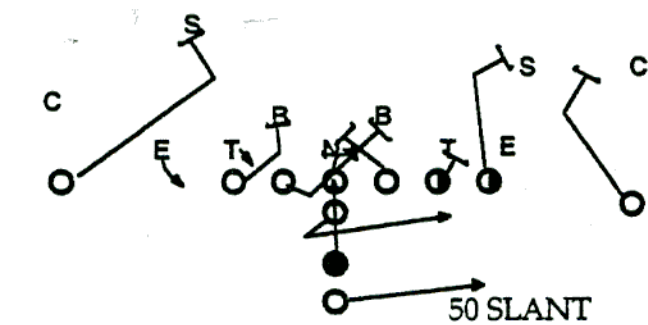
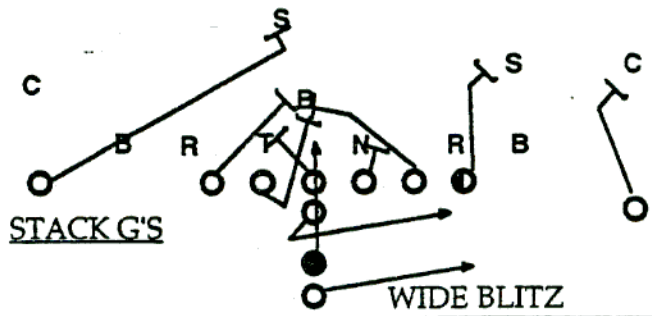
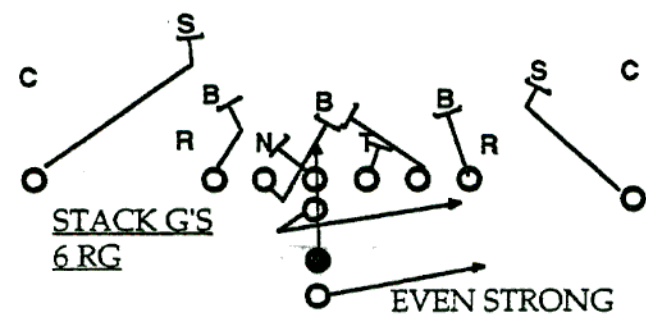
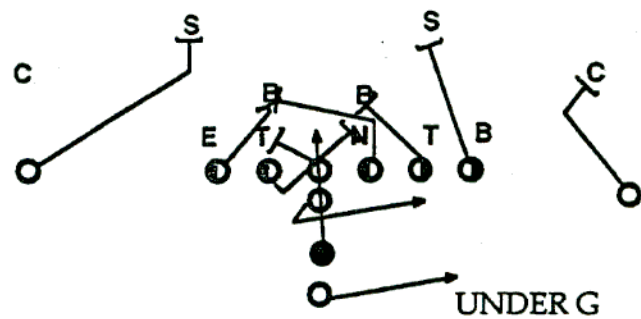
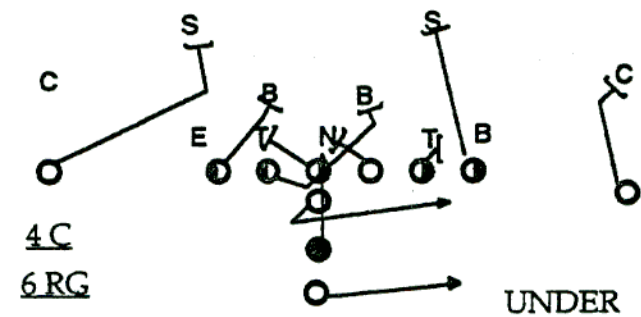
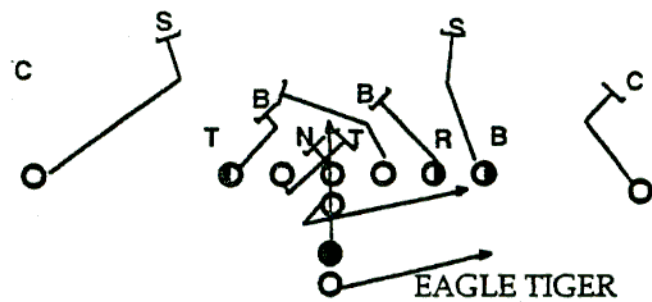
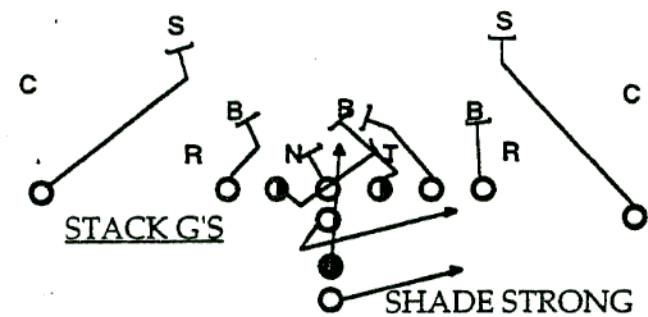
C - Left, on -- Call "offset" if nose is backside. Aim high if blocking man on LG.

LG - Pull right -- Trap 1st lineman to callside. If RG calls "6," trap first LB around Center's block.

LT - Right seam, LB -- Aim flat. Don't allow backside LB to step up.

TE - (Backside) RS, Release--If no one inside seam, release for Safety.





36 TRAP

TE (PLAYSIDE) -- RELEASE FOR SAFETY. Vs a 4-3 defense, block playside LB.

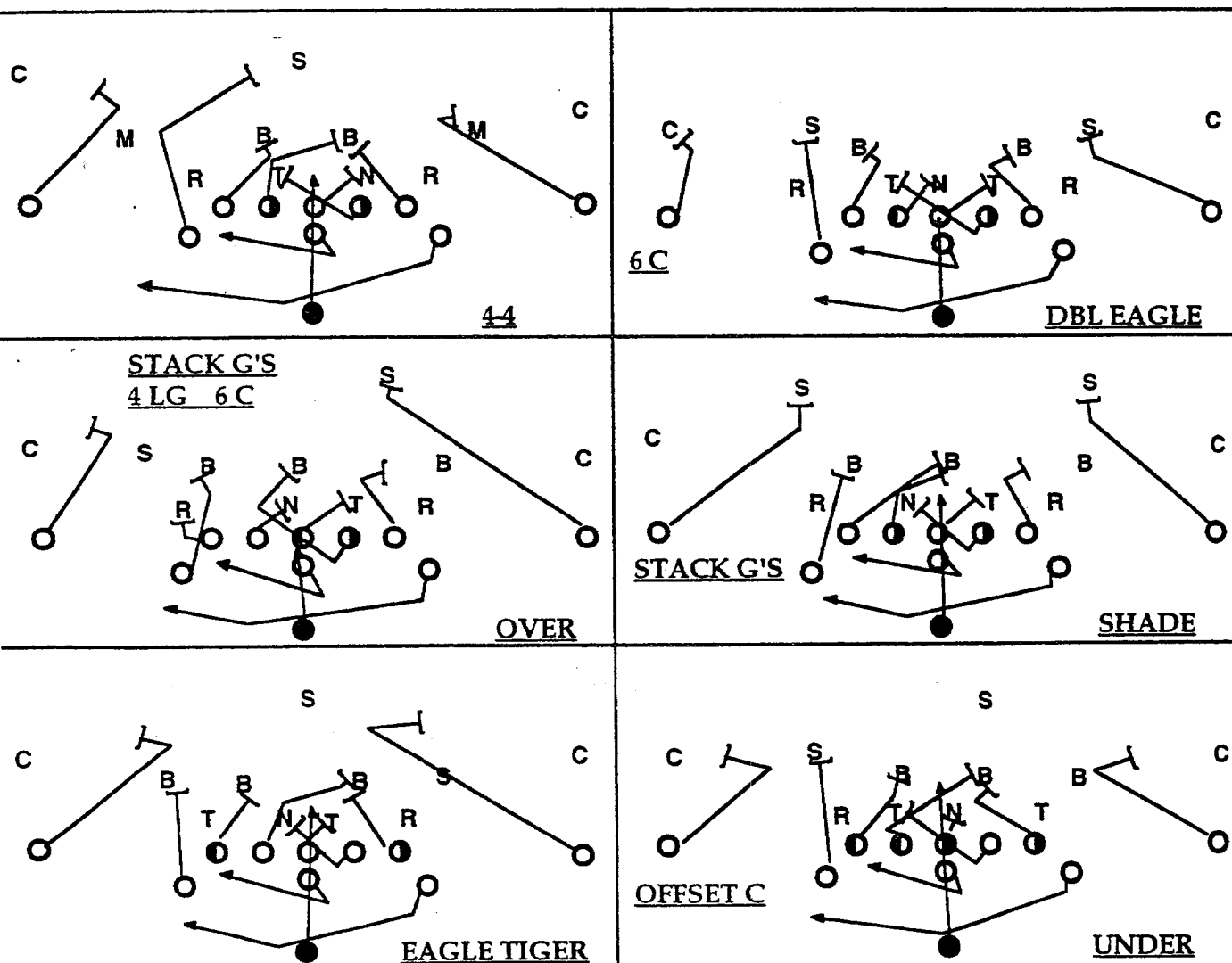
LT -- Reach block vs. a 50 defense. Block first LB inside vs. all other defenses. Aim flat for LB.

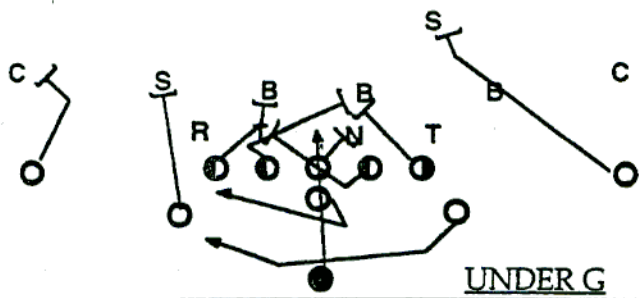
LG -- Right, on -- If covered and no one is right, reach block a 2 tech., swim under a 3 tech. for LB, bypass an inside shade for backside LB. Call 4 vs. a 50 defense or when you are reaching 2 Tech.

C -- Right, on -- Call offset if nose is backside shade. Aim high if blocking man on RG.

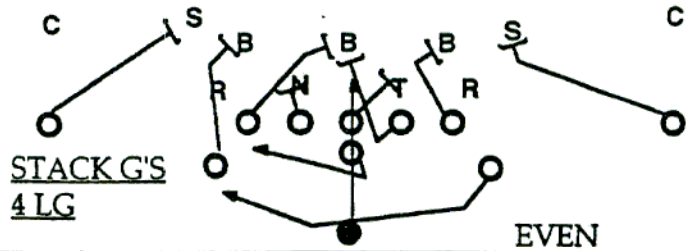
RG -- Pull left and block 1st lineman to callside. If LG calls 4, block 1st LB around Center's block.

RT -- Left seam, LB. Aim flat to allow for LB stepping up.



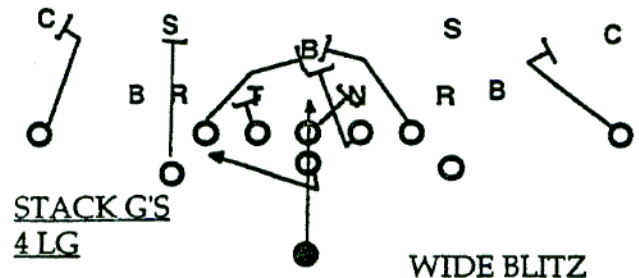


UNDER G



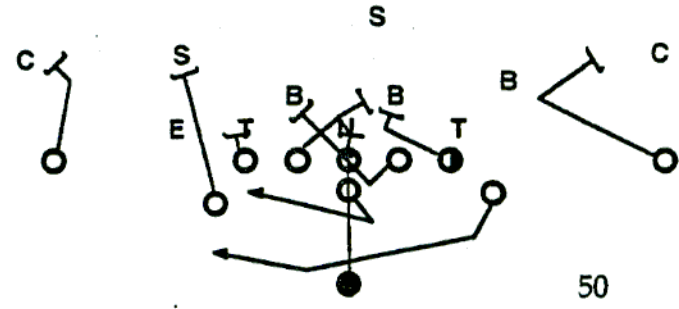
STACK G'S  
4 LG

**EVEN**

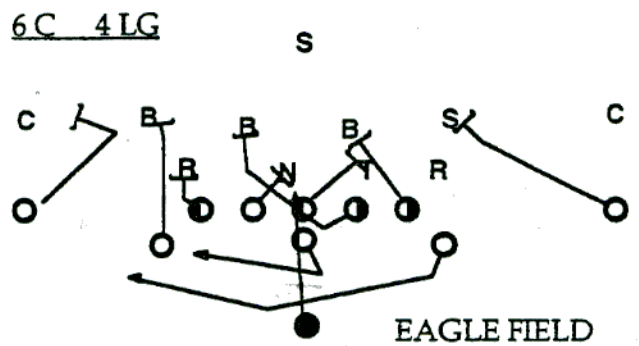


STACK G'S  
4 LG

## WIDE BLITZ

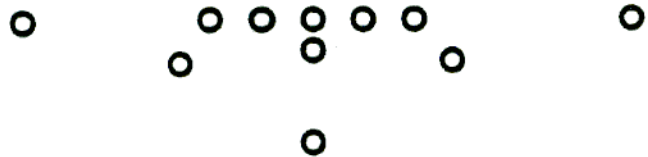
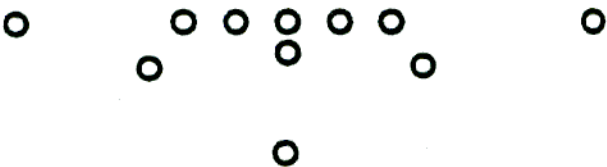
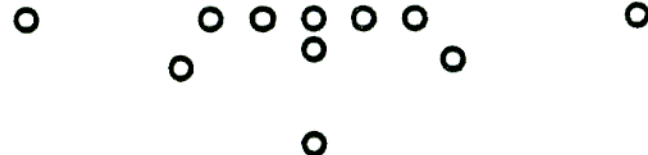
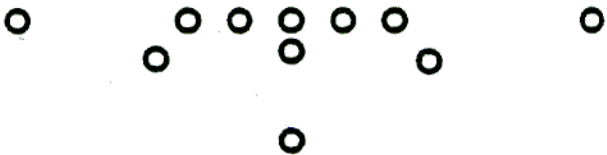
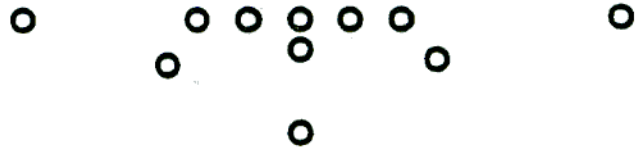


50



6C 4LG

EAGLE FIELD





34 QB KEEP

**RIGHT WB** - - Block first LB from RG to call. Come under RT block for LB unless you are certain you can get him by releasing outside

**RT** - - On, Right - - Stretch base block.

**RG** - - Left seam, **LB** - - Stretch base an inside shaded defender; swim under down defender for first LB on or inside of you. Give 6 call if blocking down defender inside.

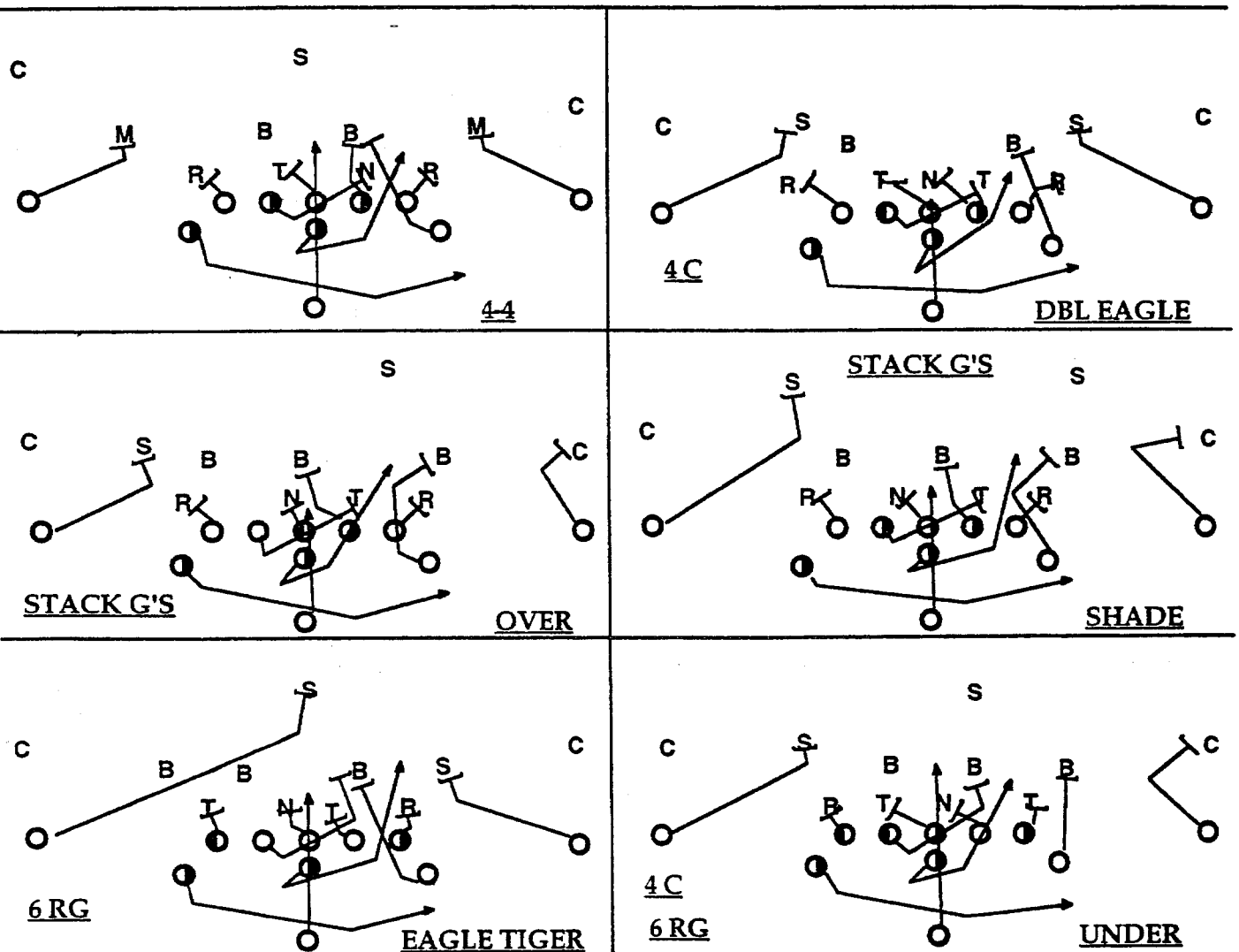
**C** - - - - Left, On - - Aim high on pin block to backside.

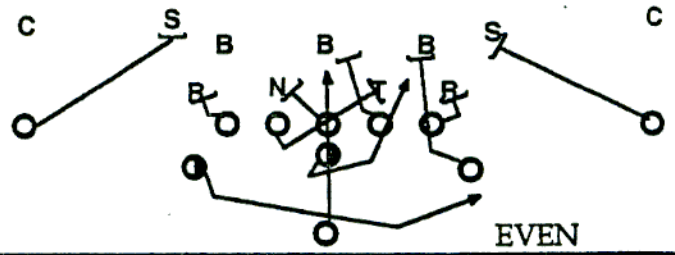
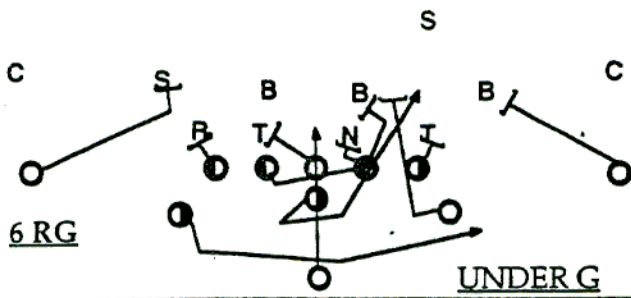
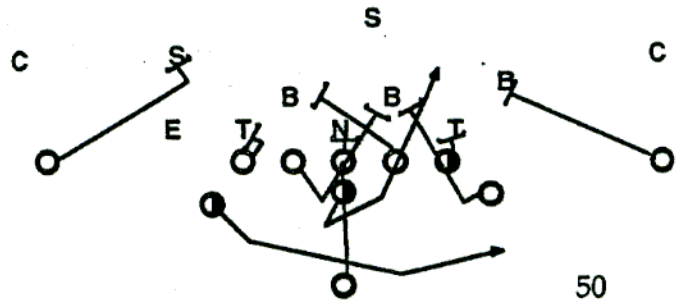
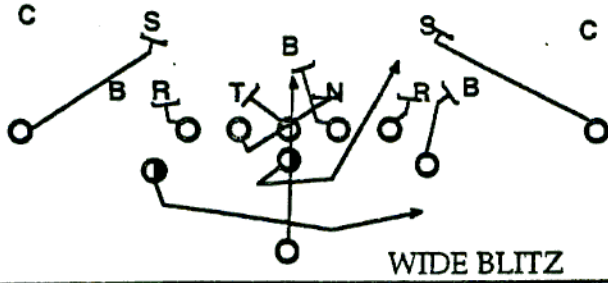
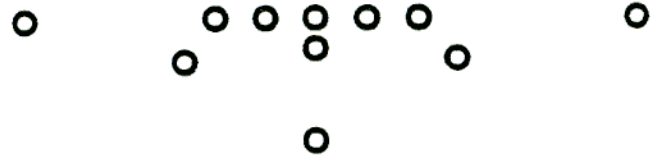
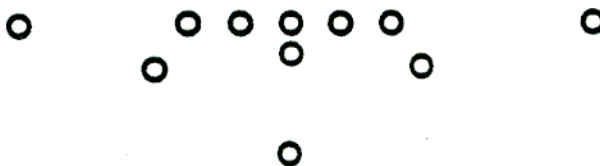
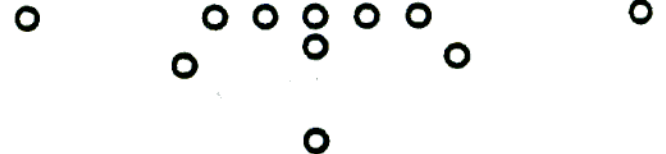
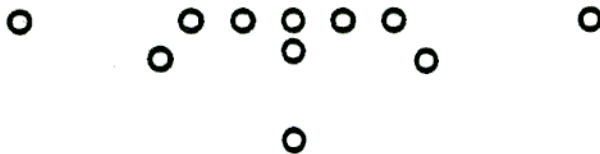
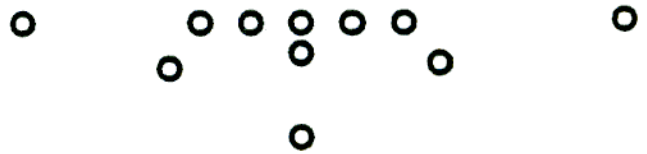
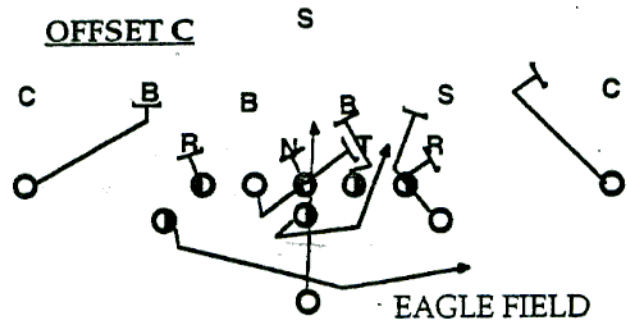
**LG** - - Pull right and trap as on 34 trap. Cut the down defender you are trapping. If RG calls 6, you are coming around for LB.

**LT** - - On, Left - - Stretch base block.

**SE'S** - Block first secondary defender to your inside.

**QB, FB, LEFT WB** - - 11 Wall action.



STACK G'SSTACK G'SOFFSET C

36 OB KEEP

**LEFT WB--** Block first LB from LG to the callside. Come under LT block for LB unless you RE certain you can get by releasing outside.

**LT -- On, Left --** Stretch base block.

**LG -- Right seam, LB --** Stretch base an inside shade. Swim under down defender for first first LB on or inside of you. Give 4 call if blocking down defender.

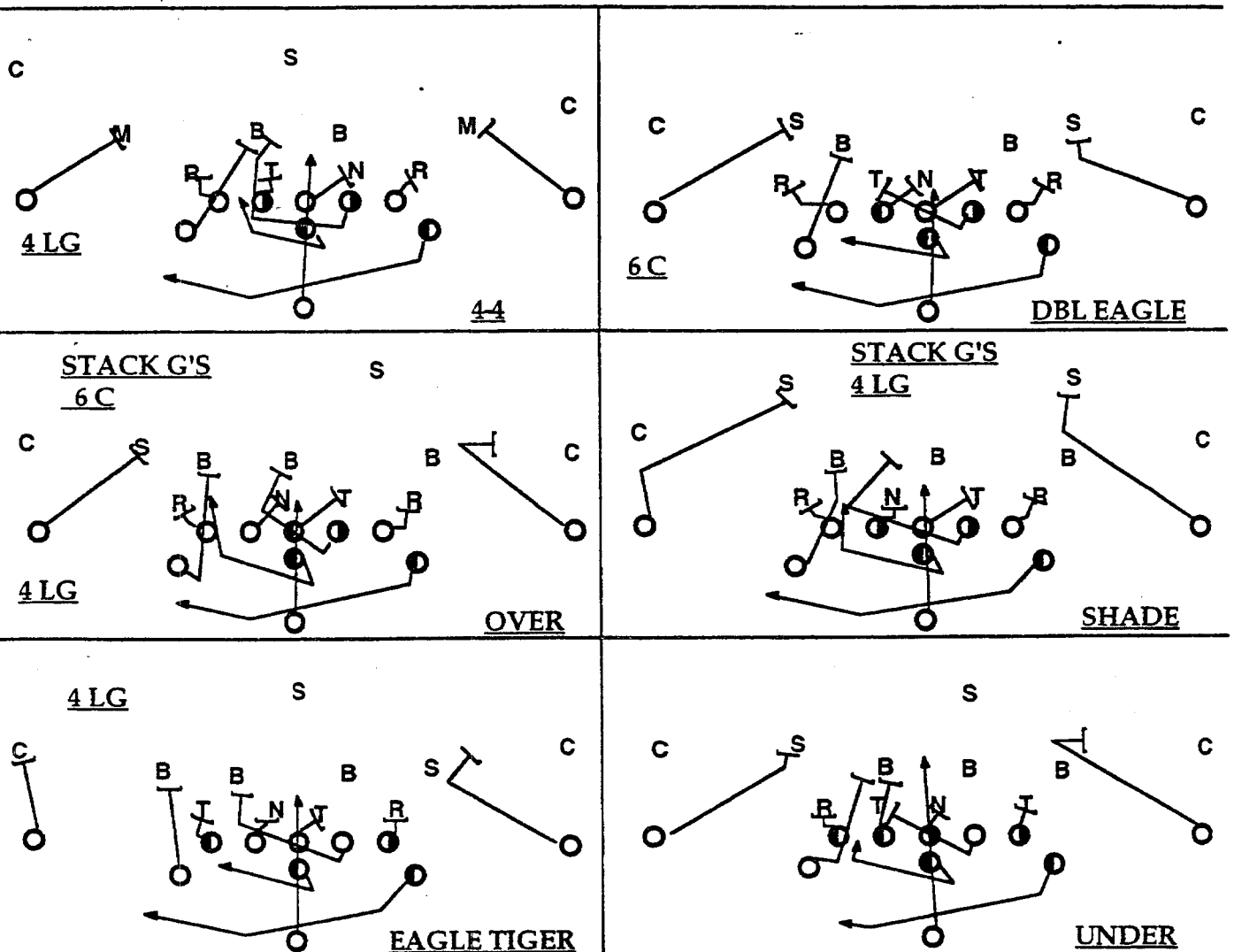
**C -- Right, On --** Aim high on pin block to backside.

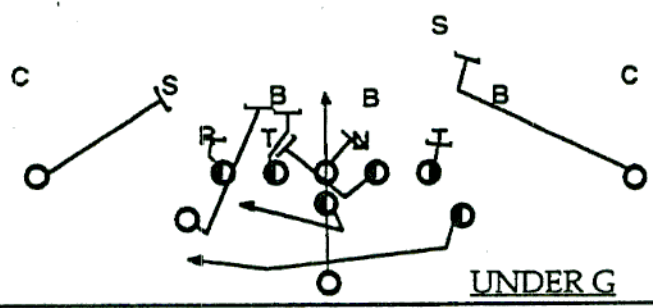
**RG--** Pull left and trap as on 36 trap. Cut the man you are trapping. If LG calls 4, you are coming around for LB.

**RT-- On, Right --** Stretch base block.

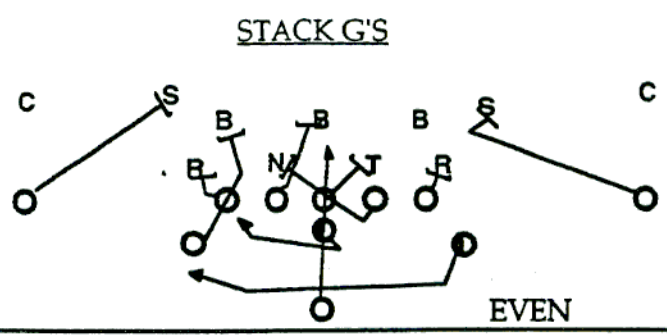
**SE's--** Block most dangerous secondary defender.

**QB, FB, RIGHT WB --** 19 Wall Option action.

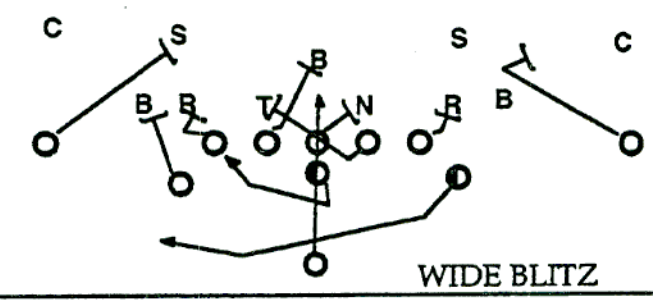




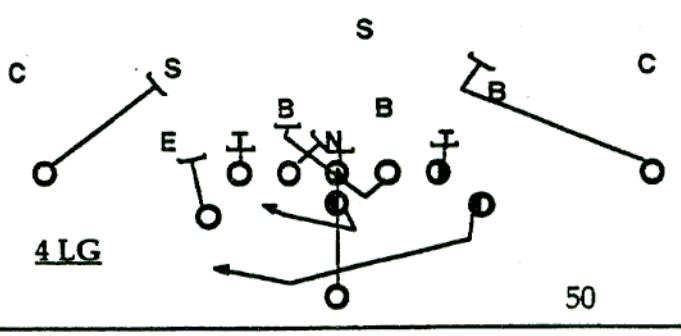
STACK G'S



EVEN

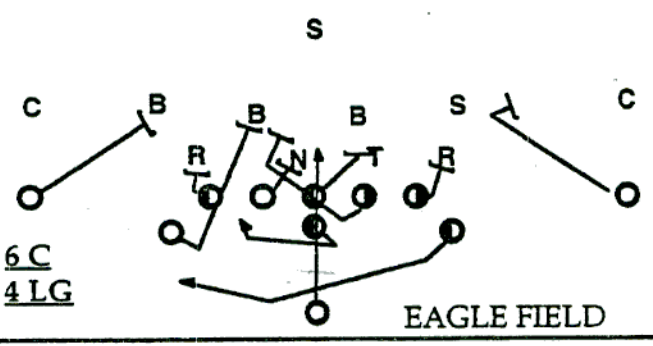


WIDE BLITZ



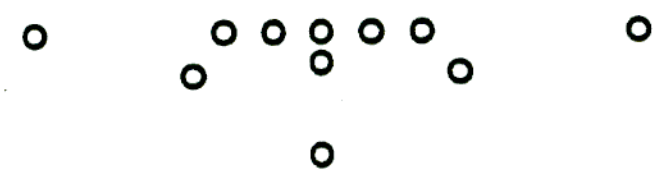
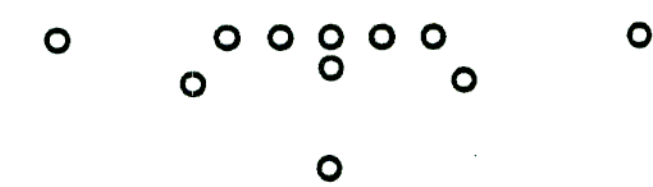
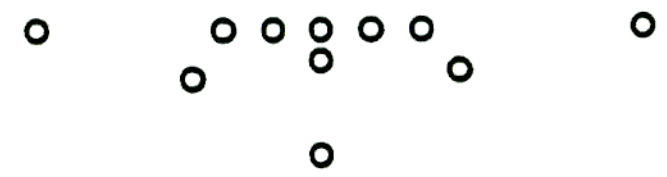
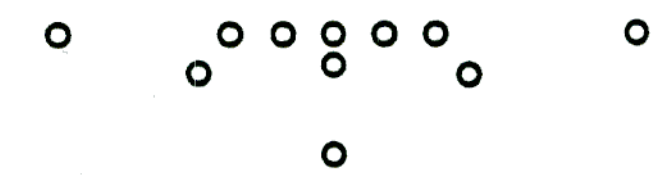
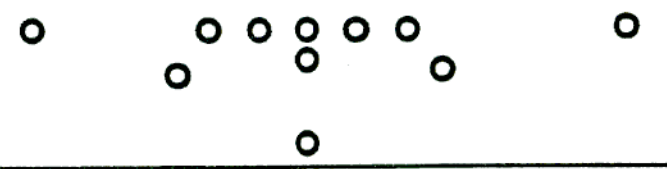
4 LG

50



EAGLE FIELD

6 C  
4 LG



11 DIVE

TE/WB (Onside) On, right – Aim at callside number. If RT uncovered, Double team with him. He will give "2-double" call.

RT - On, right – Stretch to call; Double team with TE if you are uncovered. Use stretch/base if covered. ("2-double" if working with TE.) "Out" call vs 2 man rule.

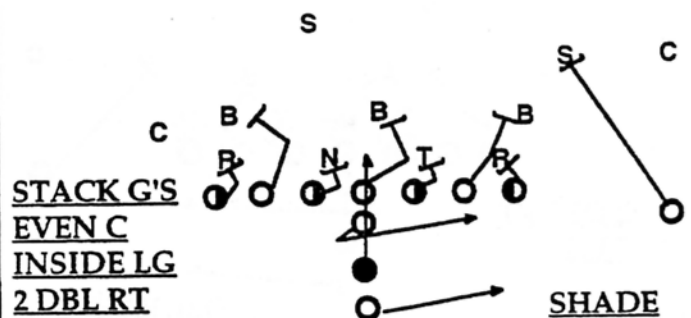
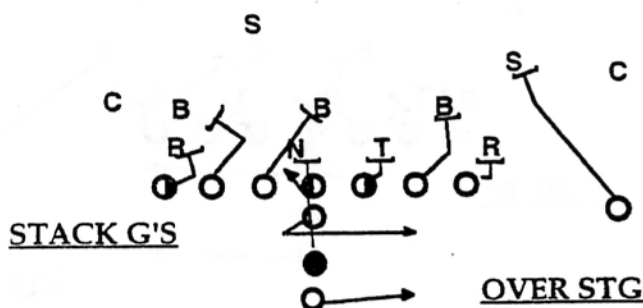
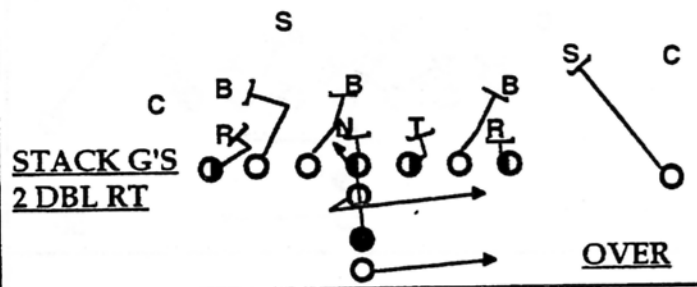
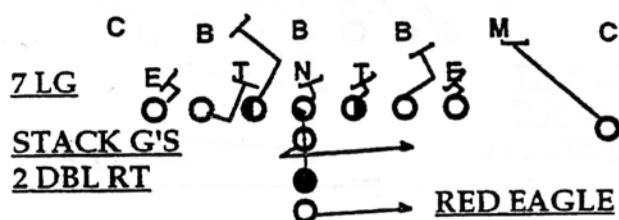
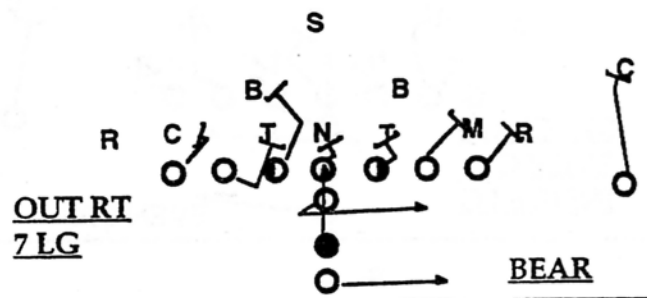
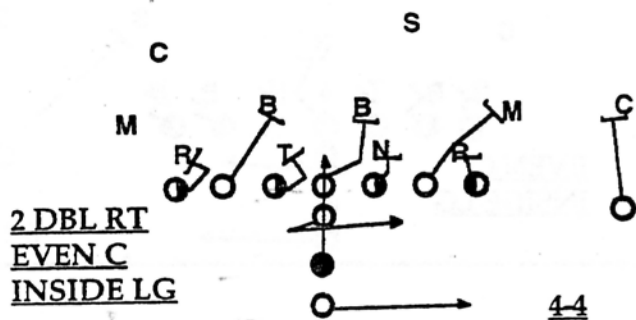
RG - On, RS, LB – Stretch to call. Stretch double vs 50 defense. Work with Center vs 4-3 or over. Stretch base if covered.

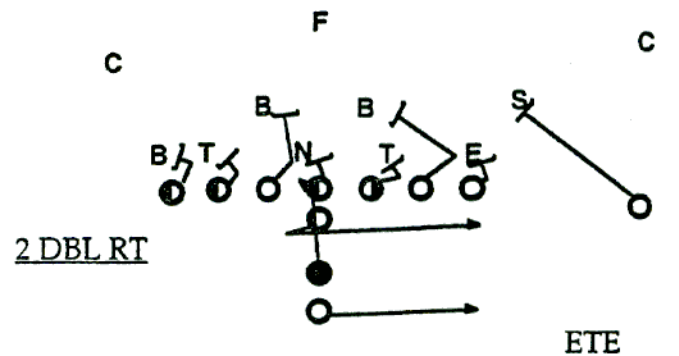
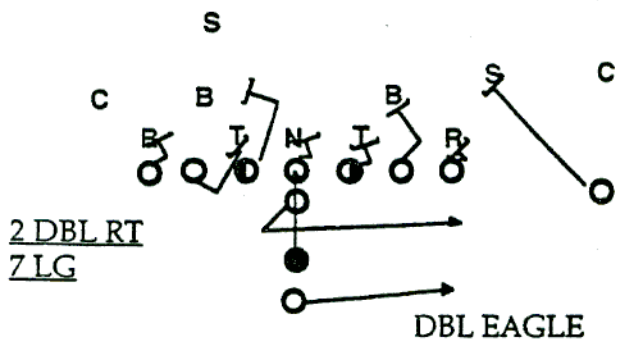
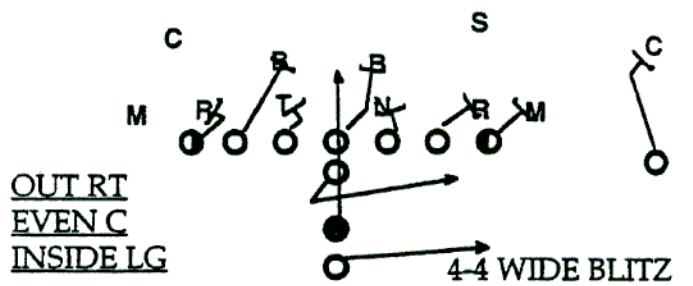
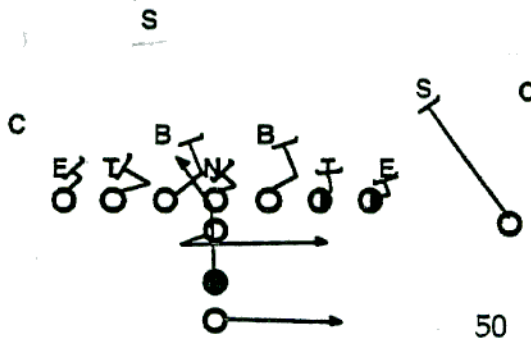
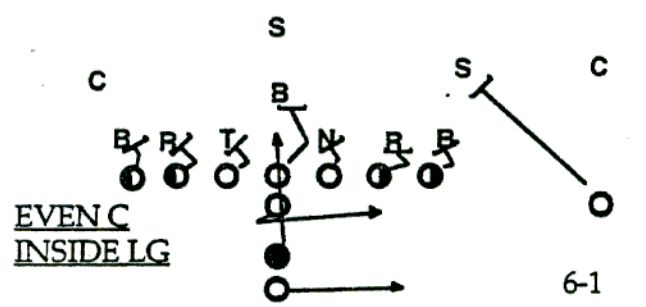
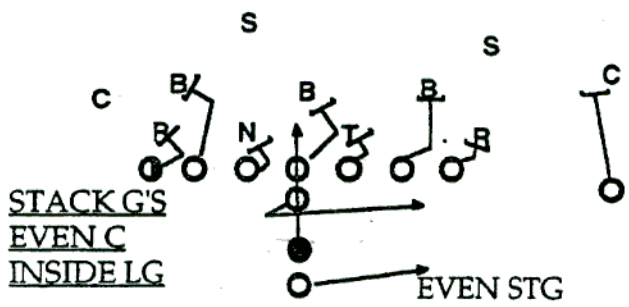
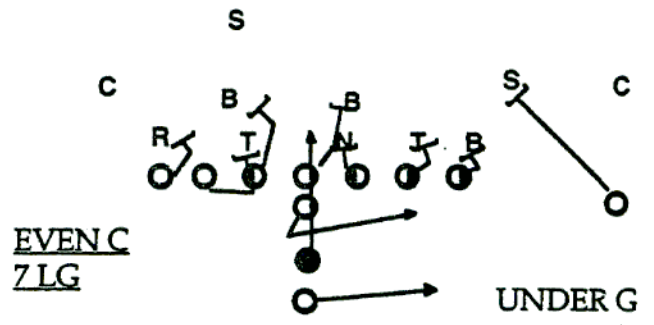
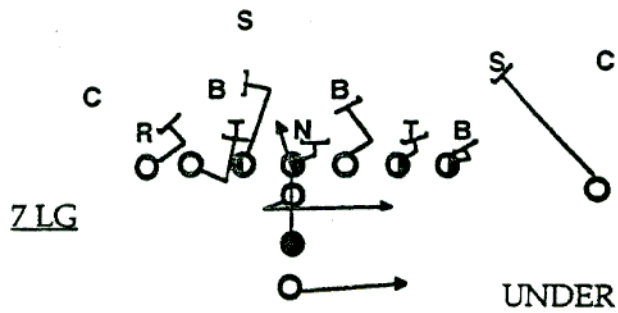
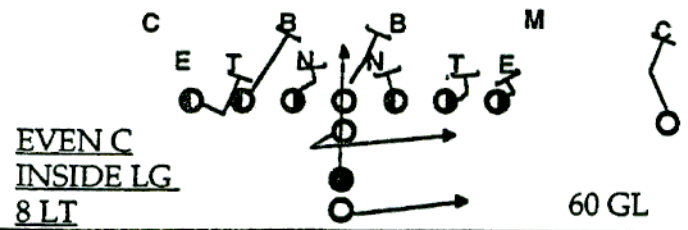
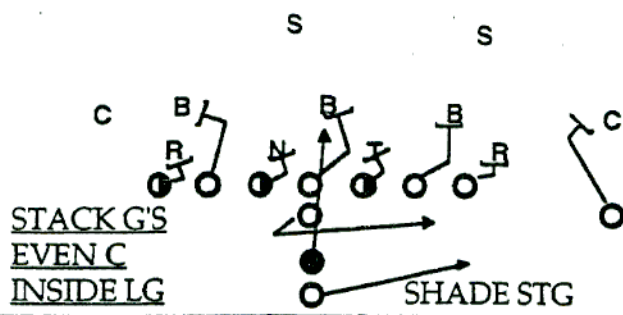
C - On, RS, LB – Work with LG vs 50 def. Work with RG if you are uncovered. Stretch-base if covered. (Give "even" call if uncovered.)

LG - On, RS, LB – Stretch to call. Work with C vs 50 def. Call 7 to LT vs 3 tech and release for LB. Cut a 2 tech or inside shade.

LT - On, RS, LB – Rip reach if blocking man on. Cut a 3 tech if LG calls 7.

TE - (Backside) On, RS – Rip reach to call; lock on.





## 43 DIVE

TE/WB (Onside) On, right – Stretch to call; If RT uncovered, Double team with him. He will give "2-double call.

RT - On, right – Stretch to call; Double with TE if you are uncovered. Use stretch-base if covered. ("2-double" if working with TE.) "Out" call if uncovered and 2 men outside.

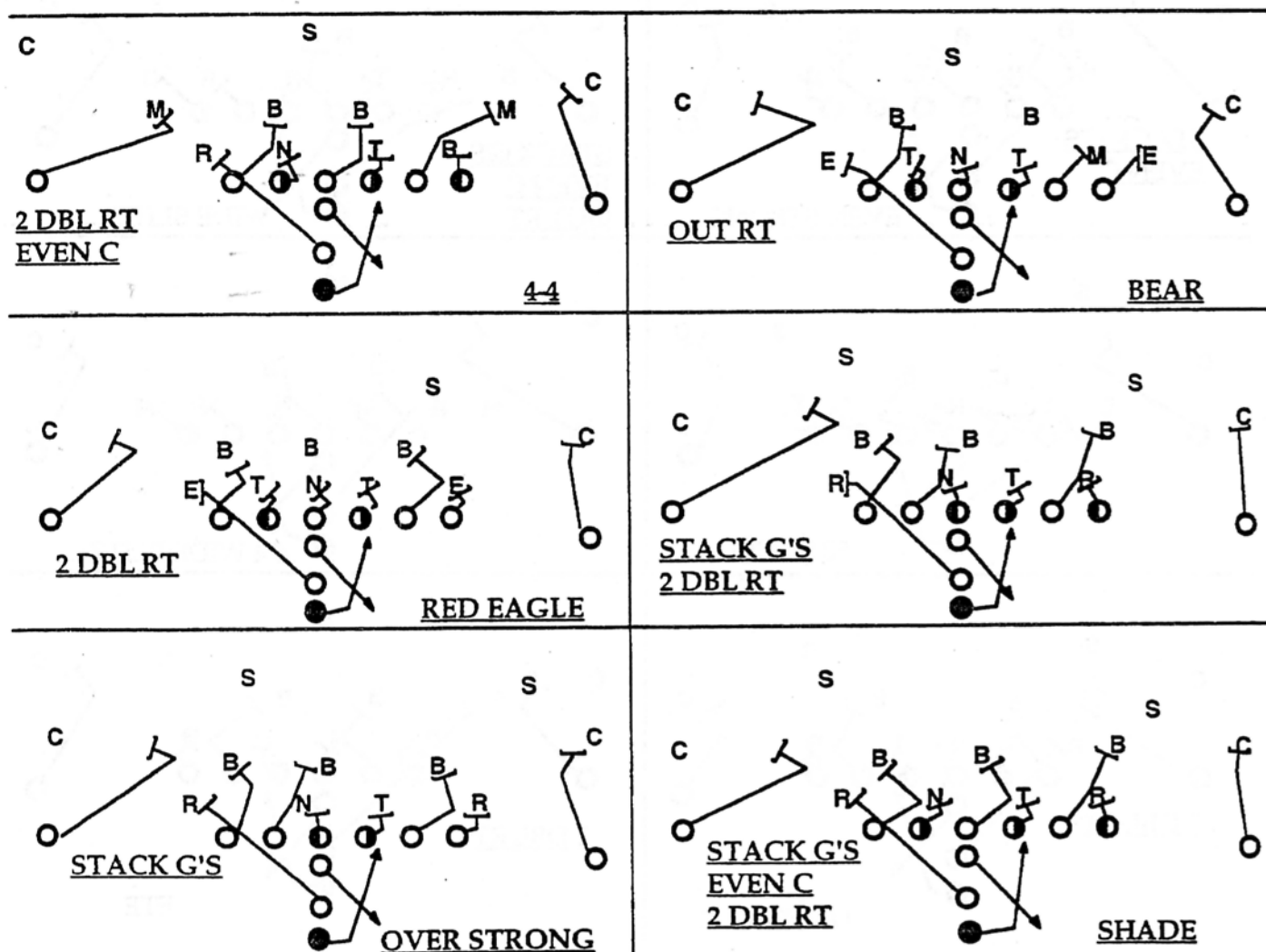
RG - On, RS, LB – Stretch to call. Stretch double vs 50 defense. Work with Center vs 4-3 or Eagle G. Stretch base if covered.

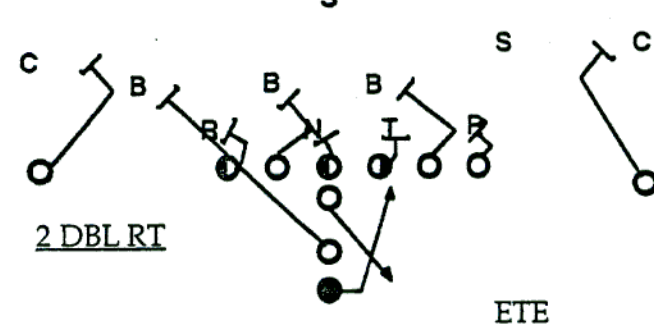
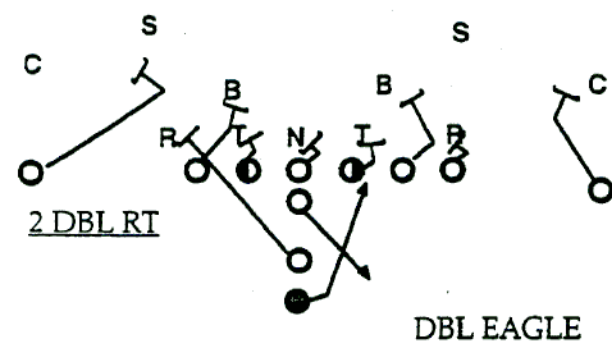
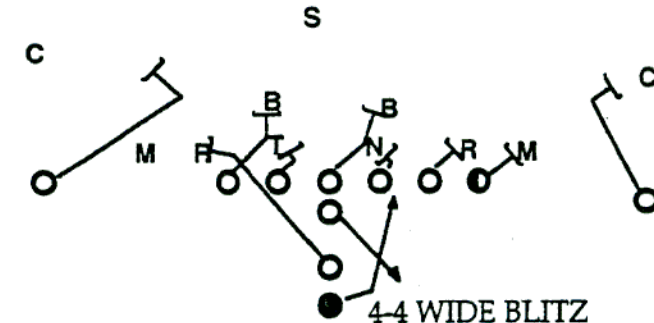
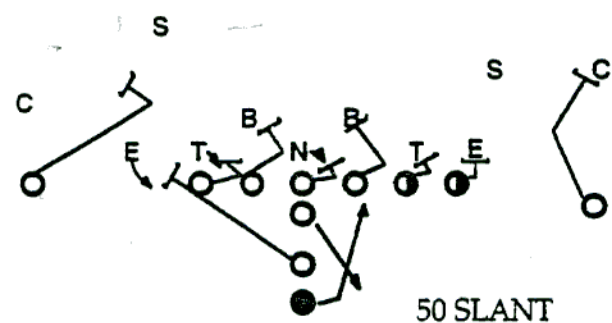
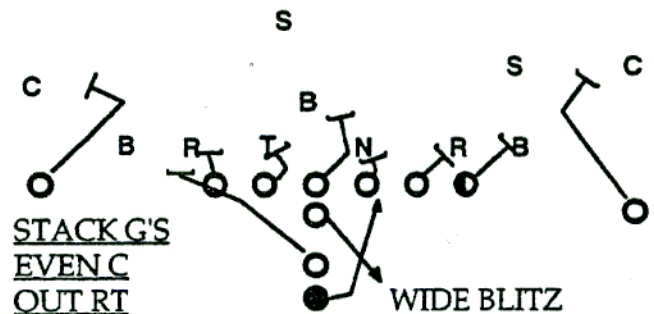
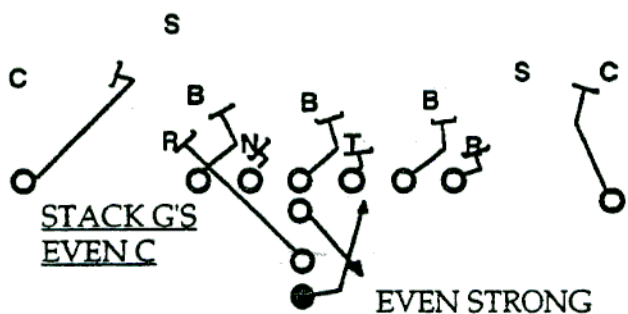
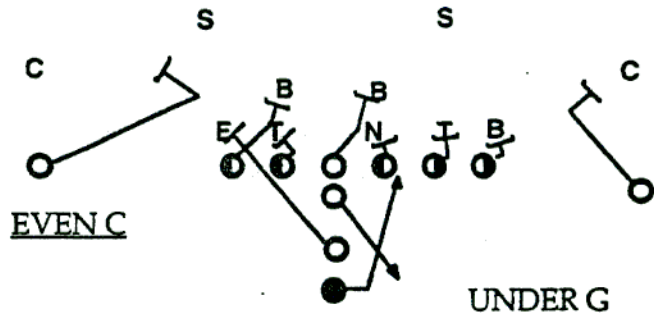
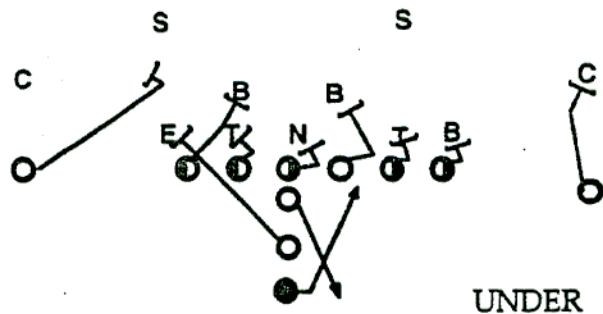
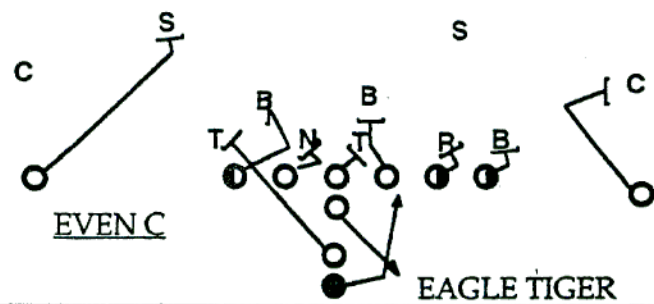
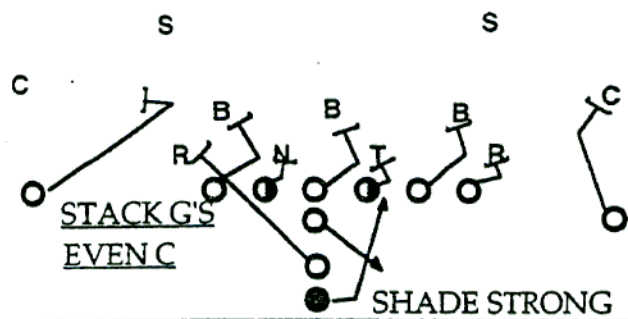
C - On, RS, LB – Work with LG vs 50 def. Work with RG if you are uncovered. Stretch-base if covered. (Give "even" call if uncovered.)

LG - On, RS, LB – Stretch to call. Work with C vs 50 def. Work with LT if you are covered. If LT calls Fold, stretch a 2 tech by yourself.

LT - On, RS, LB – Stretch to call. Work with LG if he is covered with 3 tech. Rip reach if blocking man on. Give Fold call to TE if uncovered and TE has a 6 or 7 tech on him.

TE - (Backside) On, RS – Rip reach to call; lock on. If LT calls Fold, pull around his block for LB.







47 DIVE

TE/WB (Onside) On, Left – Aim at callside number. If LT uncovered, Double team with him. He will give "8-double" call.

LT - On, left – Stretch to call; Double team with TE if you are uncovered. Use stretch-base if covered. (Give TE "8-double" call if working with him.) "Out" call vs 2 man rule.

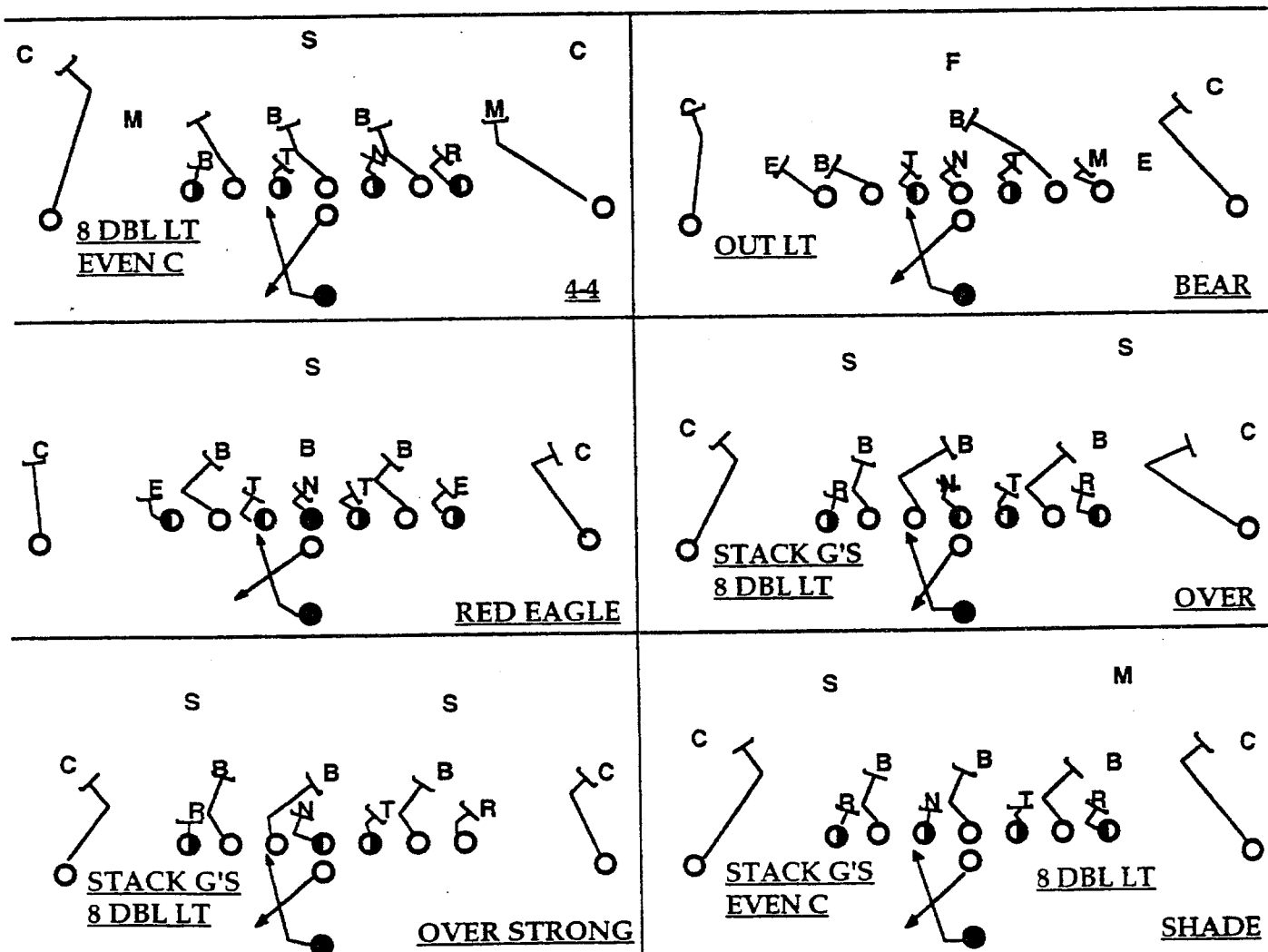
LG - On, LS, LB – Stretch to call. Work with LT vs 50 def. Work with C vs 4-3 or over def (use stretch-base). Stretch double if uncovered.

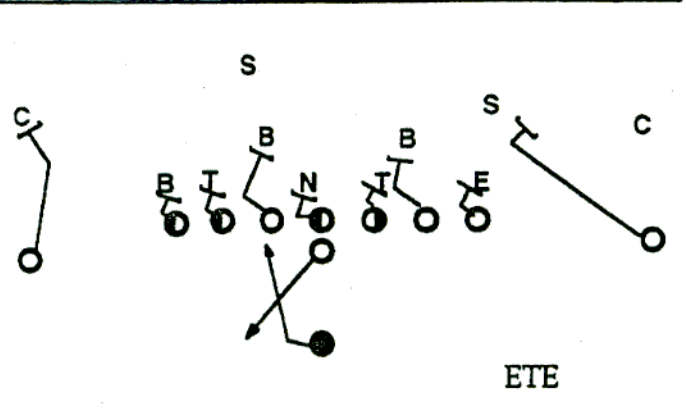
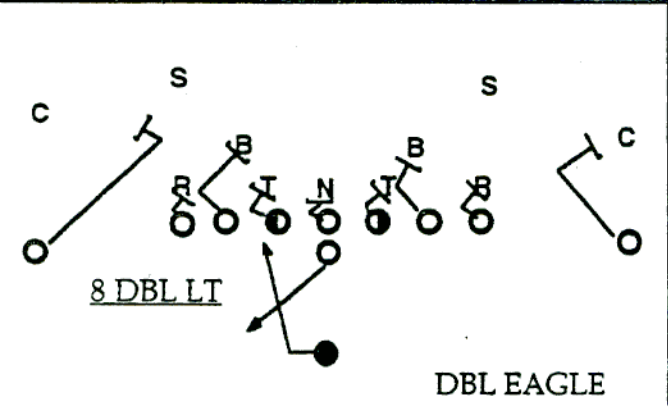
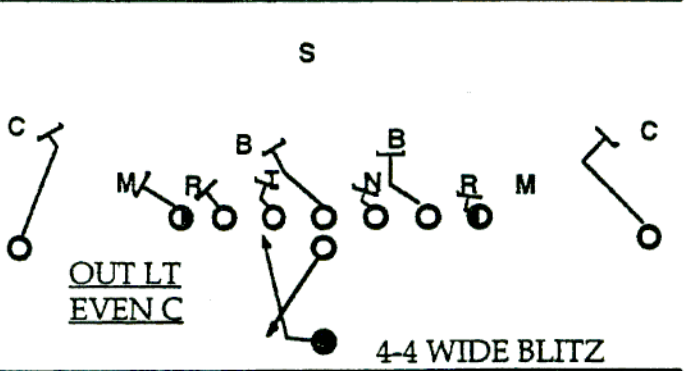
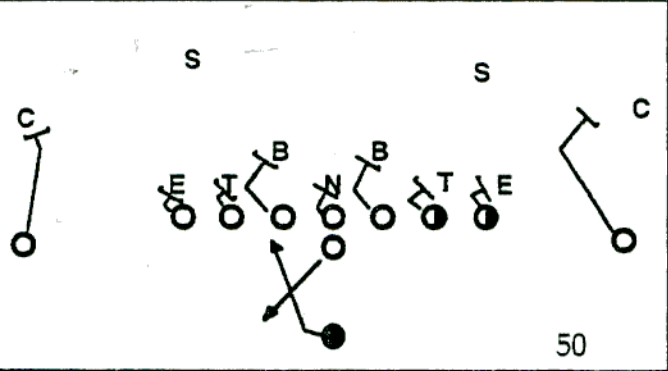
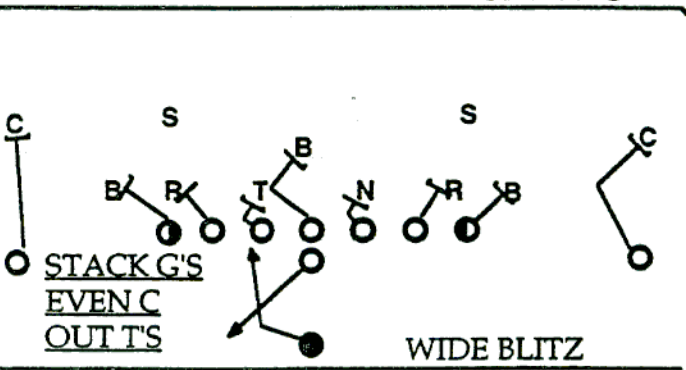
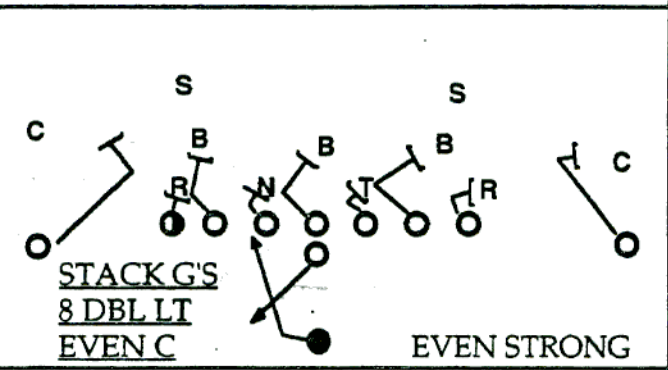
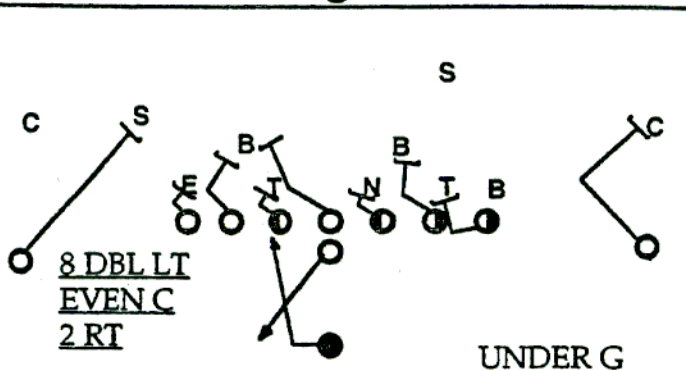
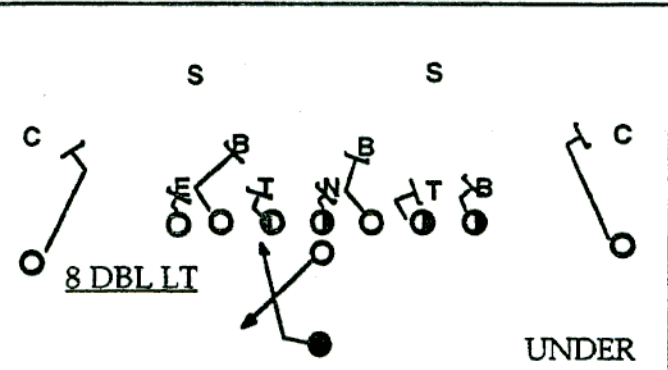
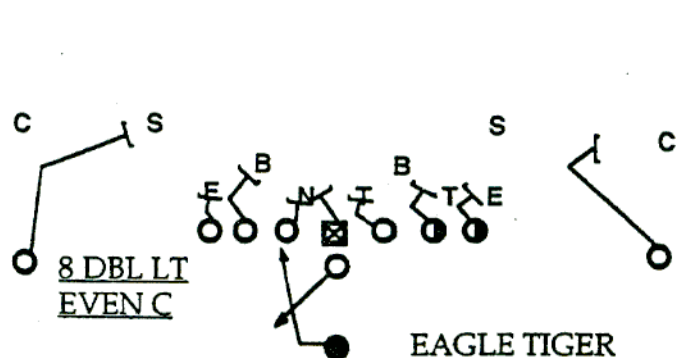
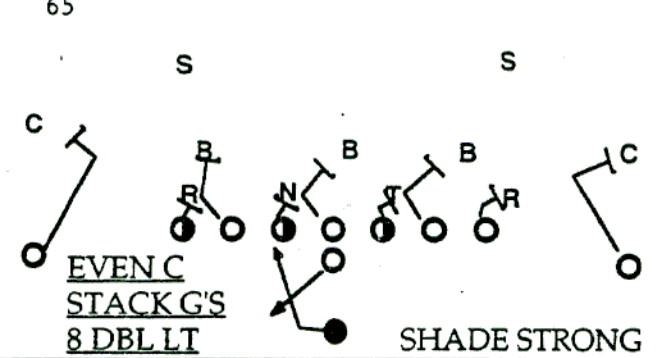
C - On, LS, LB – Work with RG vs 50 def. Work with LG if you are uncovered. Stretch-base if covered. (Give "even" call if uncovered.) Stretch double if uncovered.

RG - On, LS, LB – Stretch to call. Work with C vs 50 def. Work with RT if you are covered with a 3 tech.

RT - On, LS, LB – Work with RG if RG covered with 3 tech. Stretch to call. Rip reach if blocking man on. Call fold to TE if he is covered by 6 or 7 tech and you are uncovered.

TE - (Backside) On, LS – Rip reach. Lock on. If RT calls fold, pull around his block for LB.





# 43 DRAW

TE - (Onside) - On, Right - Stretch base block. If RT calls 2 Double, double team man on to LB.

RT - On, Right - Stretch Base if covered. If uncovered, call 2 Double to TE vs a 6 or 7 tech and Double team man on TE to LB.

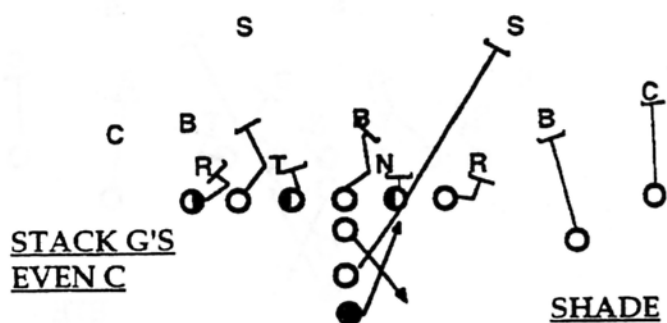
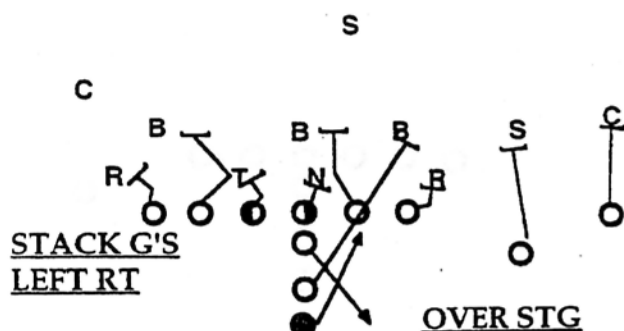
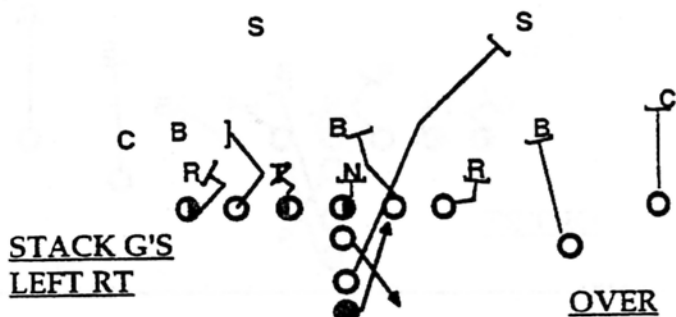
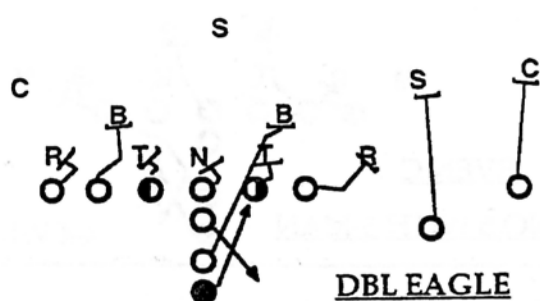
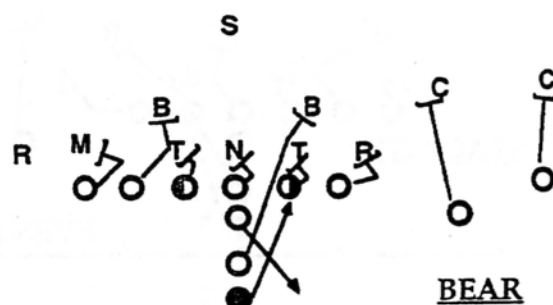
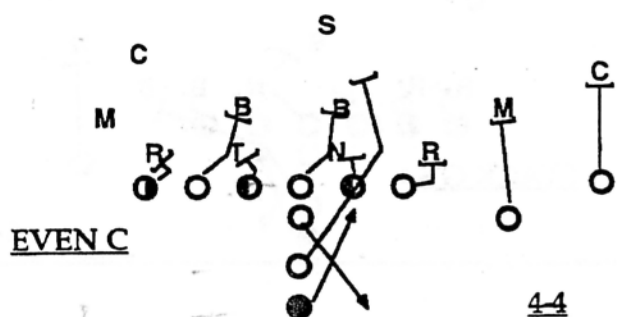
RG - On RS, LB - Stretch Base. Stretch double with RT if you are uncovered.

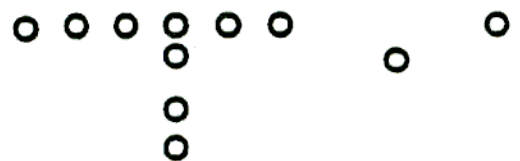
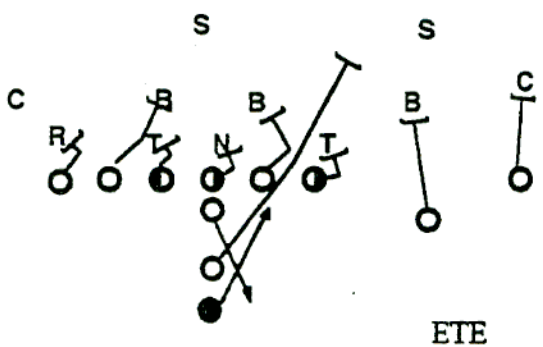
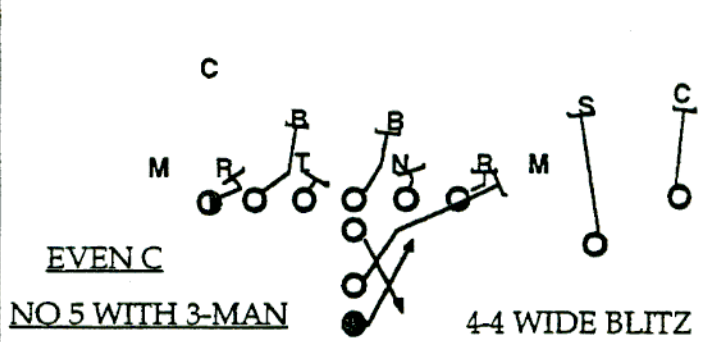
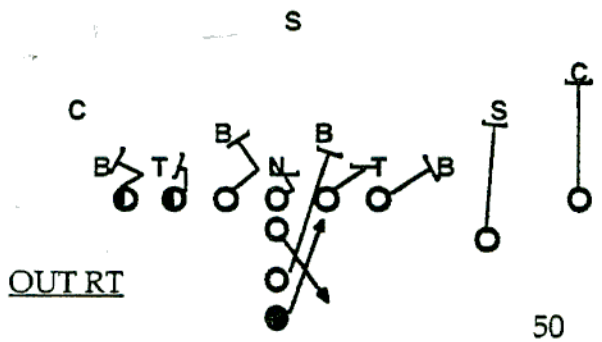
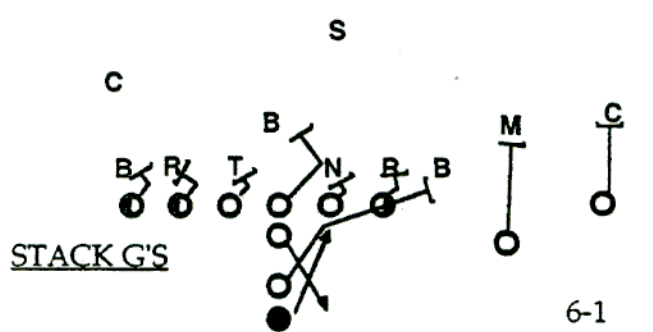
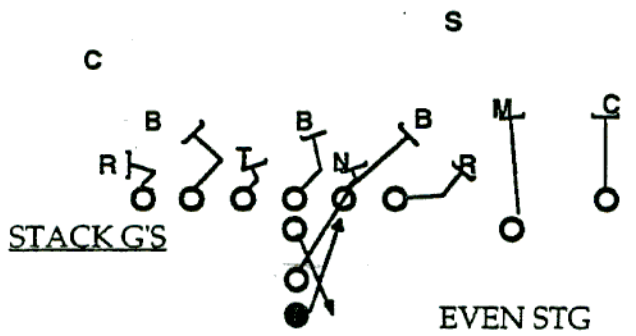
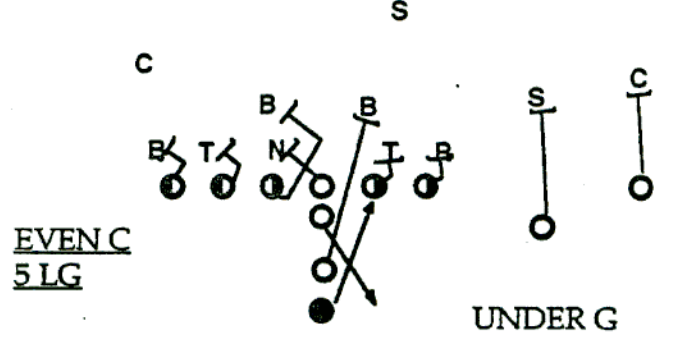
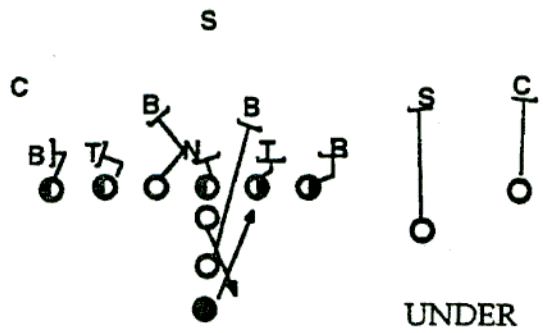
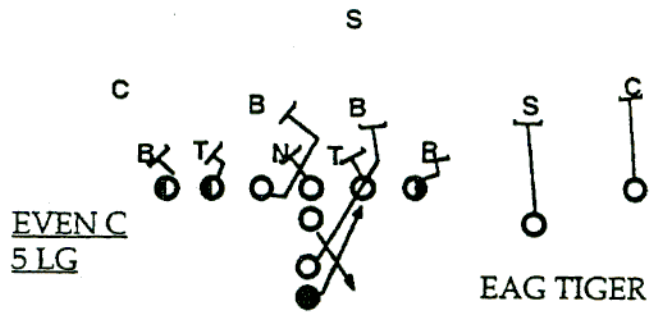
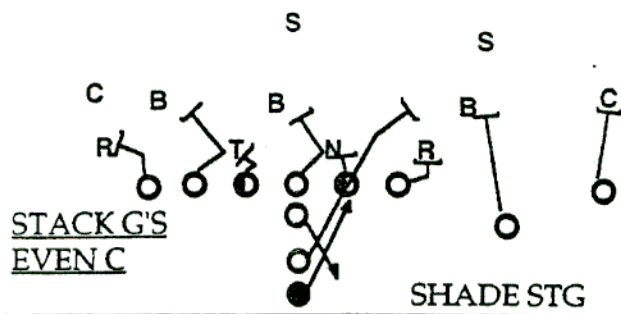
C - On, RS, LB - Stretch base if covered. Call "Even" if uncovered and stretch double with RG unless LG calls "5."

LG - On, RS, LB - Stretch base if covered. Work with LT vs a 3 tech. Stretch Double with Center if uncovered. If no MLB and uncovered, give a "5" call to C and pull around for backside LB.

LT - On, RS, LB - Rip reach if covered and LG uncovered. Fold to TE if you are uncovered vs a 6 or 7 tech. If LG calls "5," you need not work with LG.

TE (Backside) On, RS - Rip reach to call, lock on. If LT calls "Fold," pull around for LB.





32 OPTION

TE - Left, LB -- Drive up on hip of DT. Block a 7 technique. RT will give "Eagle" if uncovered. Don't chase LB. Chip a 6 or 9 Tech DE before releasing for LB.

RT - Left, Chip and Seal -- Give "2" call if RG and RT both covered. Give "Short" call to RG if no TE. "Eagle" call if uncovered on TE side.

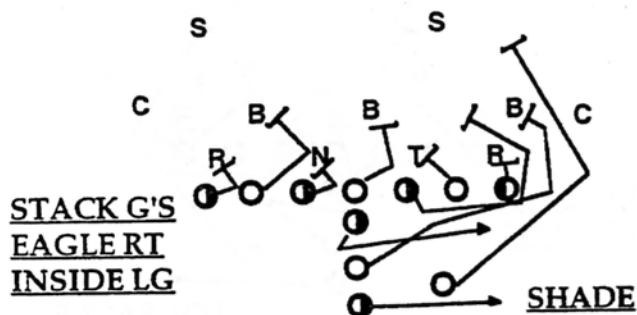
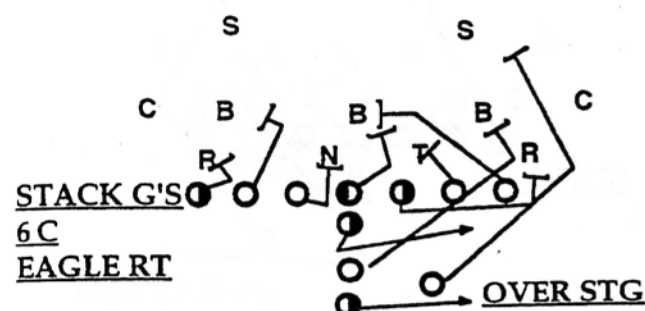
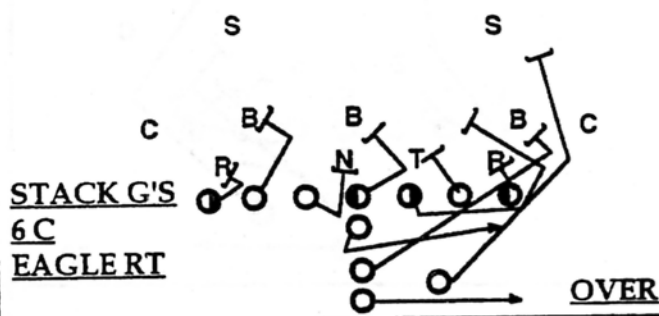
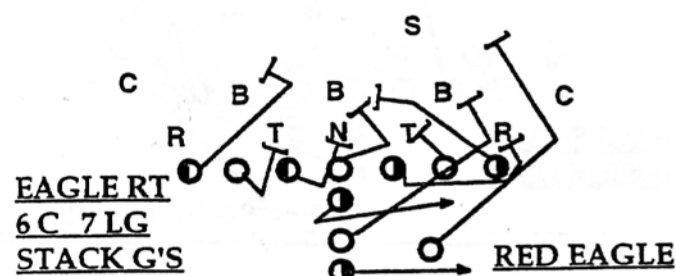
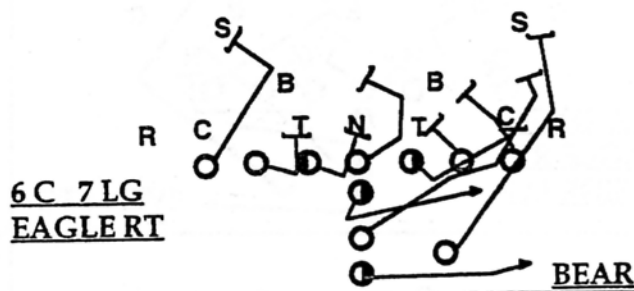
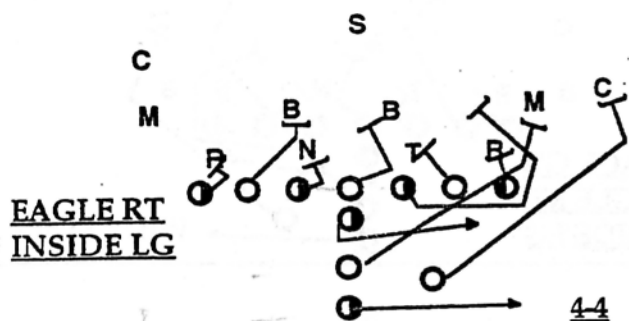
RG - Pull Right -- Attempt to log Defensive End unless penetration by DE. Try to cut DE on log. On "Short" call, block man on Tackle. Stay up if stand up end. Give "5" call with a "1" technique.

C - Right seam, On, LB -- Scoop possible. "6" vs stack defense. Give "6" call into callside Eagle.

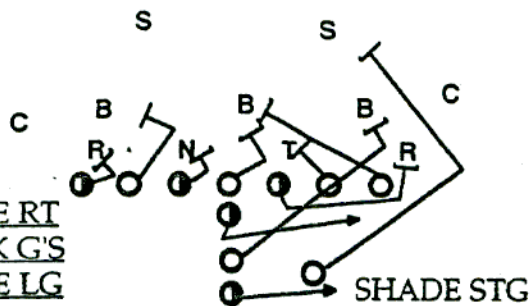
LG - Right seam, On, LB -- Scoop possible. Scoop 3 Tech Stack with LT. Pull and overtake vs 50 defense. Call inside vs a 2 Tech or inside shade and cut defender.

LT - Right seam, cutoff -- Scoop stack on LG vs. 3 Tech and give "8" call if covered.

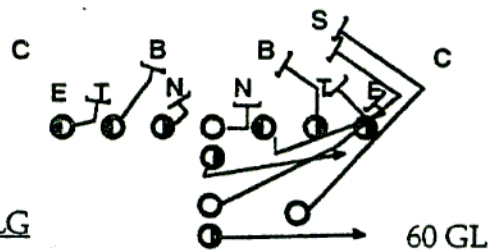
WB - In Power Set -- Block second deep secondary man.



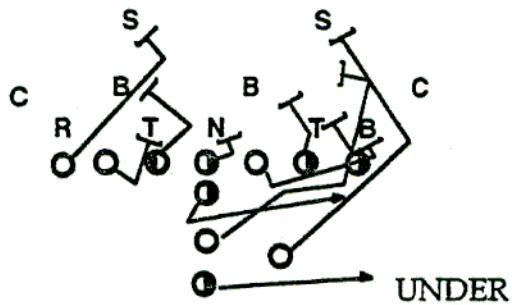
EAGLE RT  
STACK G'S  
INSIDE LG



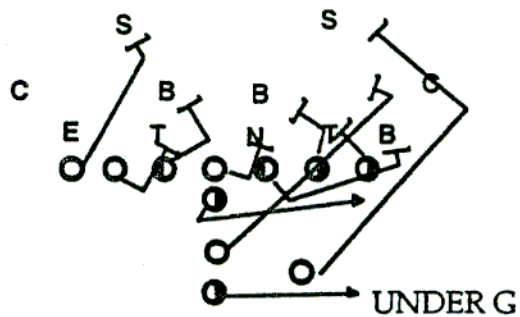
5 RG  
INSIDE LG



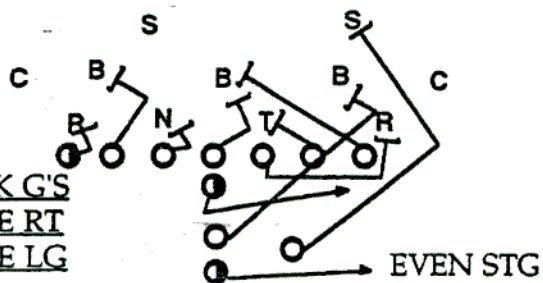
5 RG



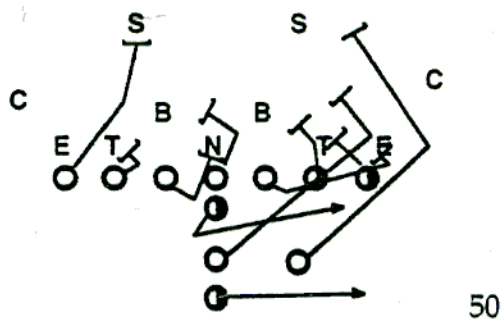
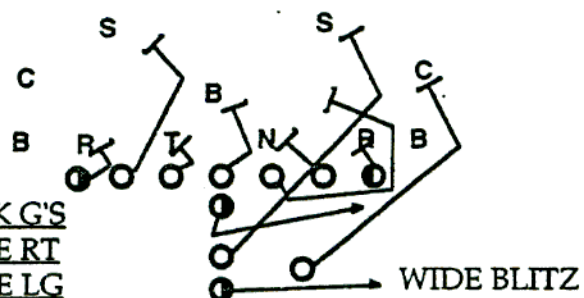
5 RG



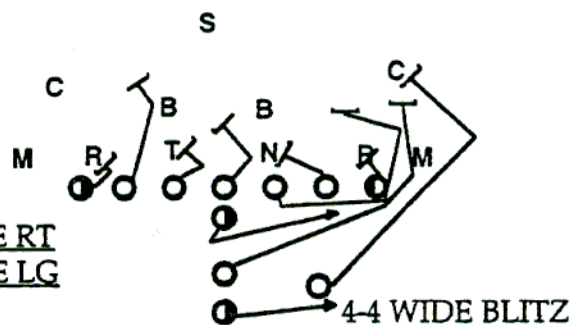
STACK G'S  
EAGLE RT  
INSIDE LG



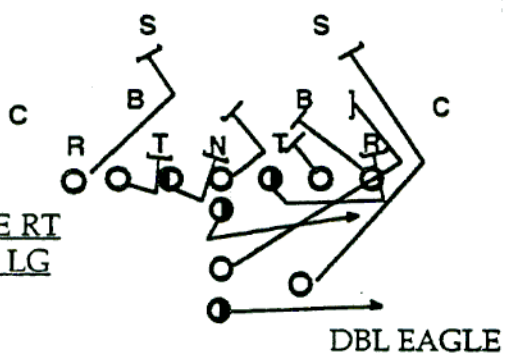
STACK G'S  
EAGLE RT  
INSIDE LG



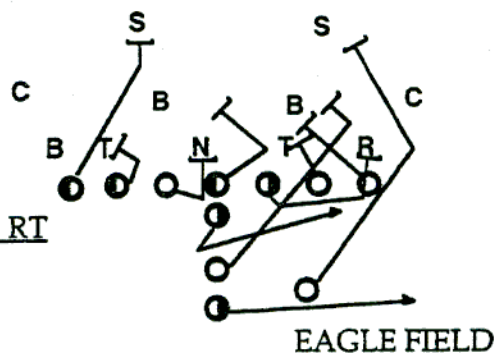
EAGLE RT  
INSIDE LG



EAGLE RT  
6 C 7 LG



EAGLE RT  
6 C



38 OPTION

TE - Right, LB -- Drive up on hip of DT. 1st LB inside if LT calls "Eagle." Block a 7 technique. Chip a 6 or 9 Tech DE before releasing for LB.

LT - Right, chip and seal -- Give "8" call if LG and LT both covered. Give "short" call to Guard if no TE. "Eagle" call if uncovered on TE side.

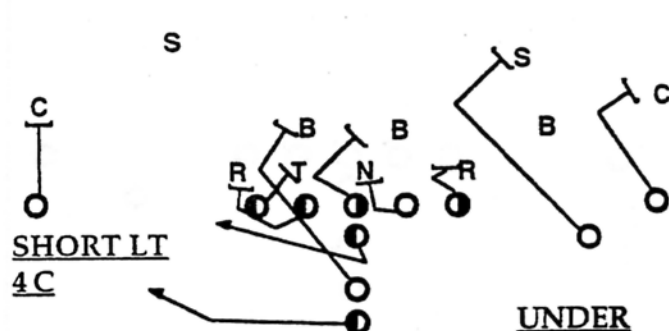
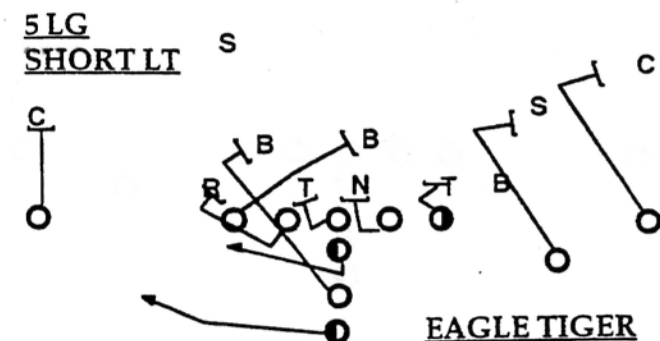
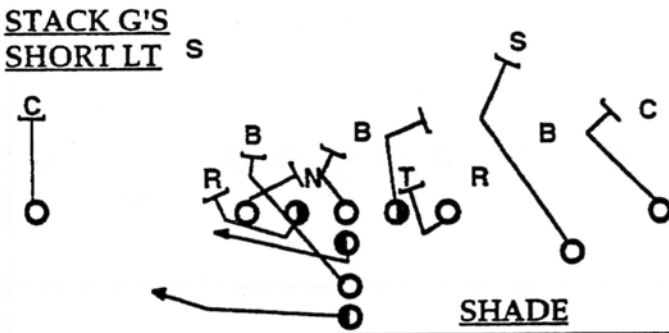
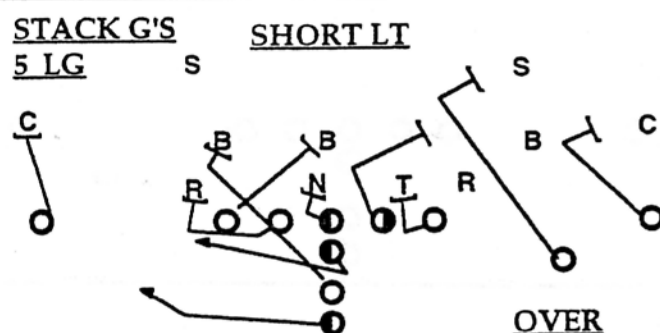
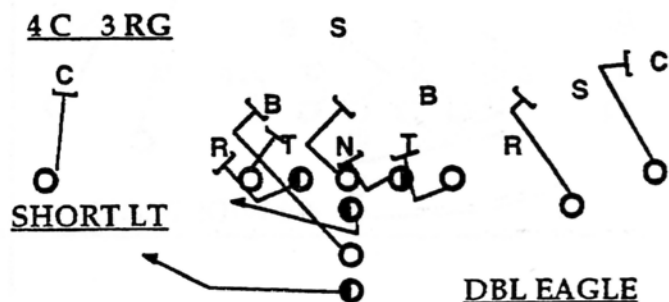
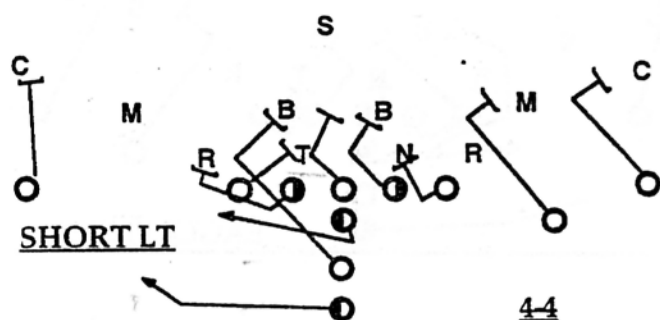
LG - Pull Left -- Attempt a log cut on DE. Kick out if only alternative. On short call, stay up if man on Tackle standing up. Give "5" call vs 1 technique.

C - Left seam, On, LB -- Scoop possible. "4" call vs stack defense, or into callside eagle.

RG - Left seam, On, LB -- Scoop possible. Scoop a 3 Tech stack with RT. Pull and overtake vs 50 spacing. Call inside vs a 2 Tech or inside shade and cut defender.

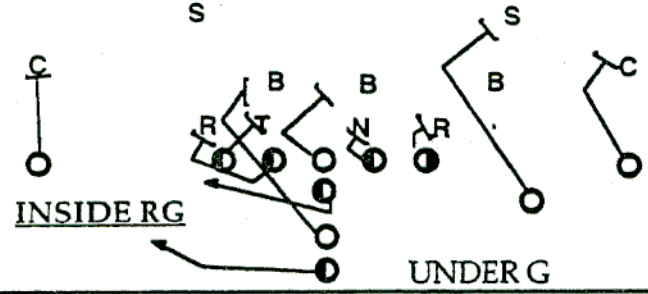
RT - Left seam, Cutoff -- Scoop a stack on RG and give "2" call if you are covered.

WB - In Power Set -- Block second deep man.

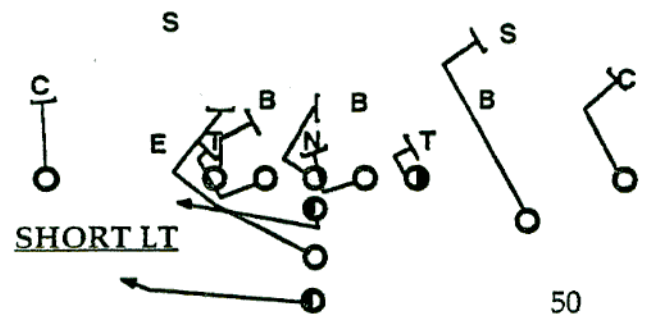
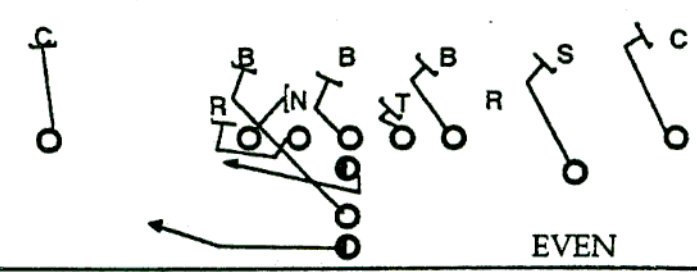




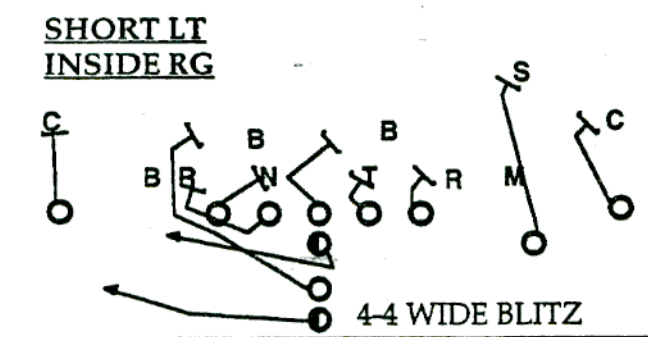
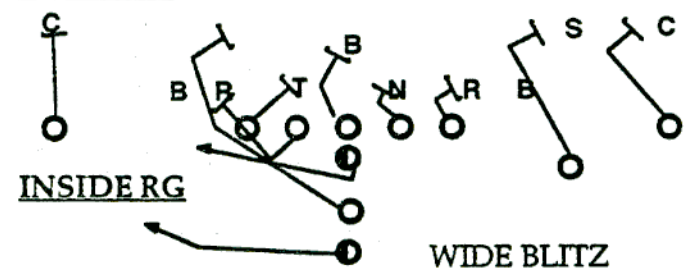
71  
SHORT LT



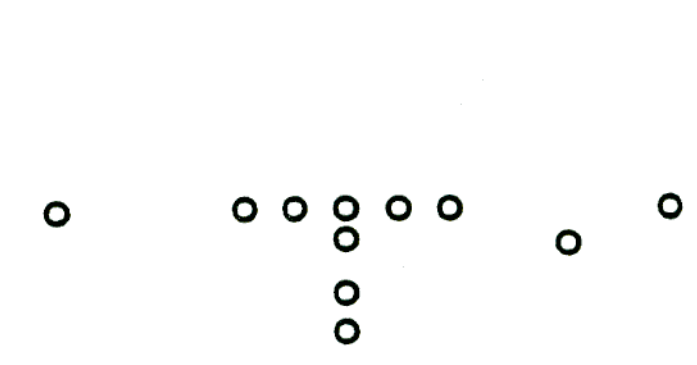
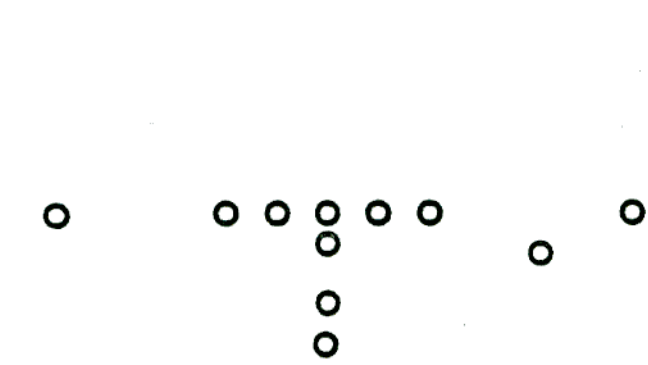
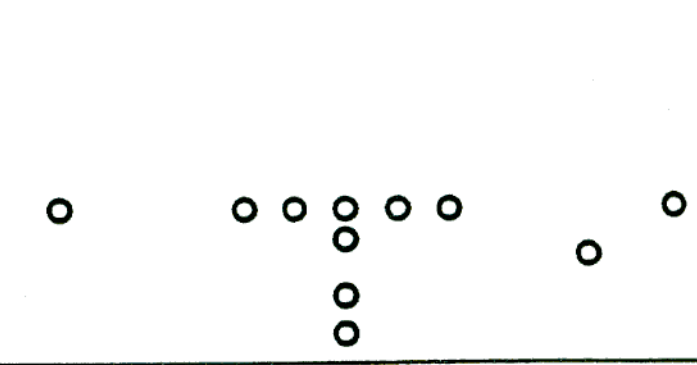
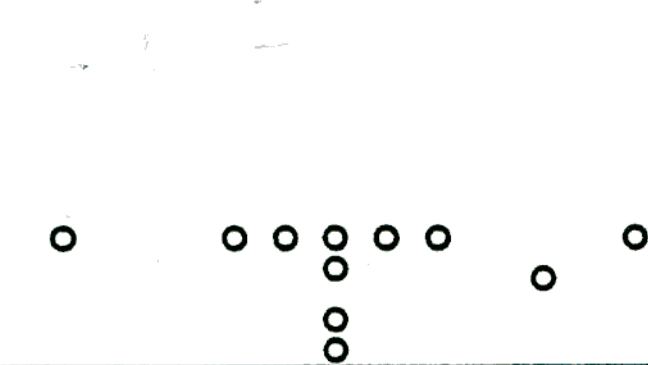
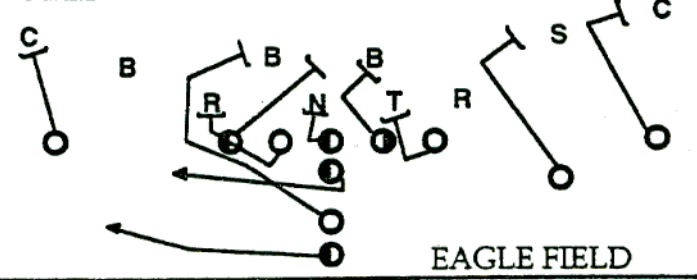
STACK G'S  
INSIDE RG



STACK G'S  
SHORT LT



SHORT LT  
5 RG





# 32 TRAP

TE - Left, 1st LB inside -- Drive at DT hip. Bypass man for LB, if inside shade. Lateral and up vs "Eagle" if DE head up or outside shade.

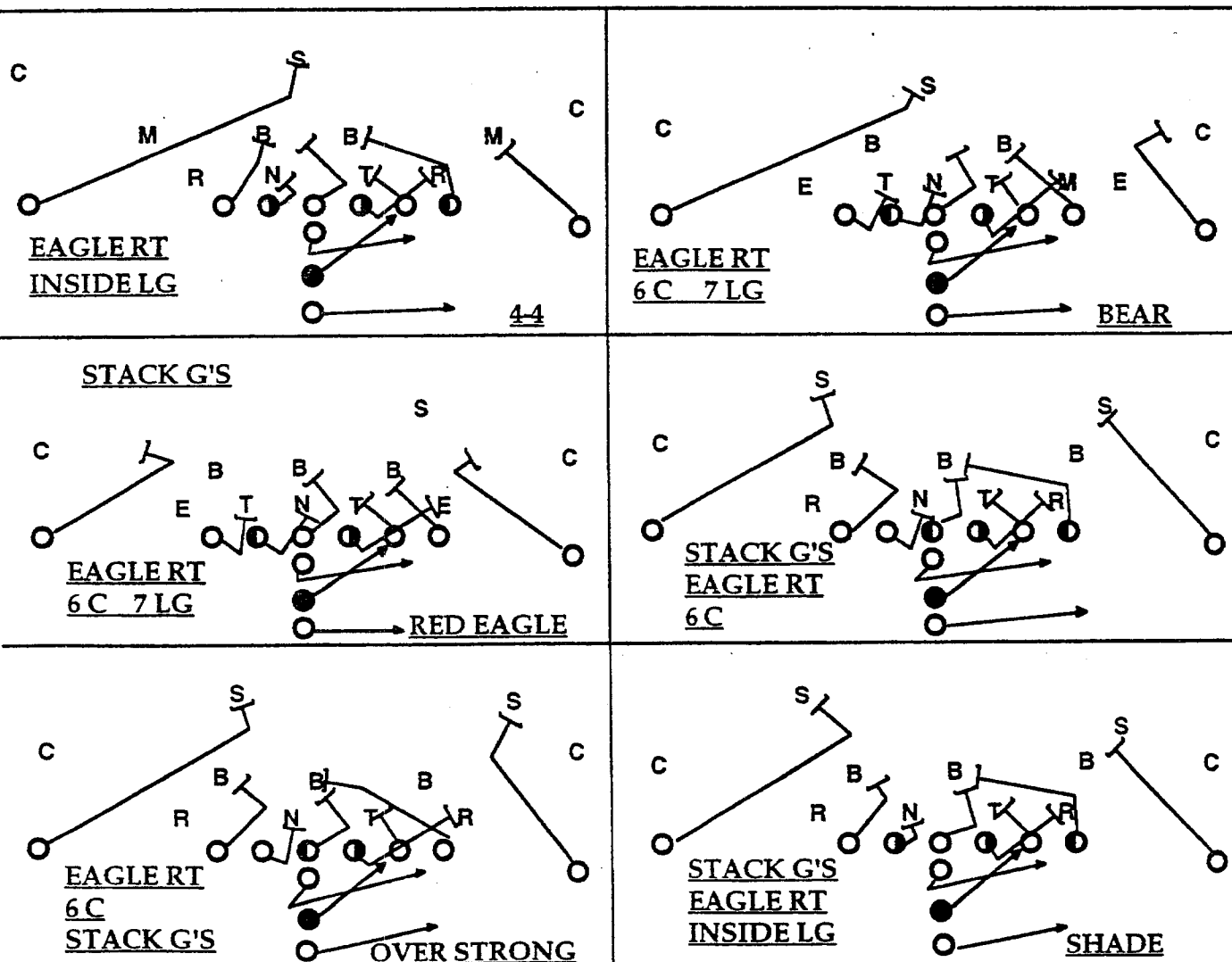
RT -- Left, chip and seal -- Good pop on inside half of DT, then seal MG area vs 5-2 spacing. Give "2" call if you and RG both covered. Think LB onside, MG, LB backside. "Eagle" call if uncovered.

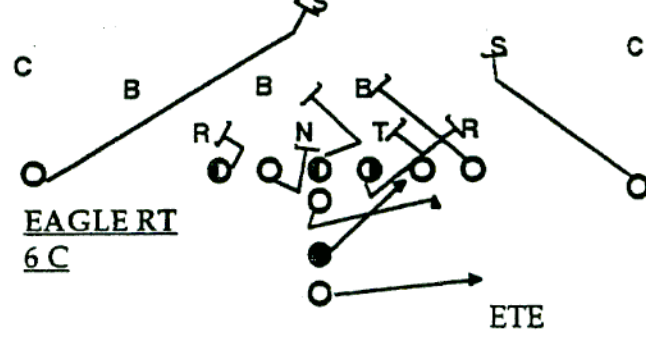
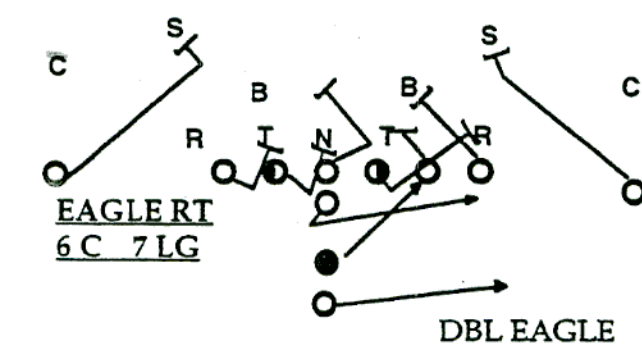
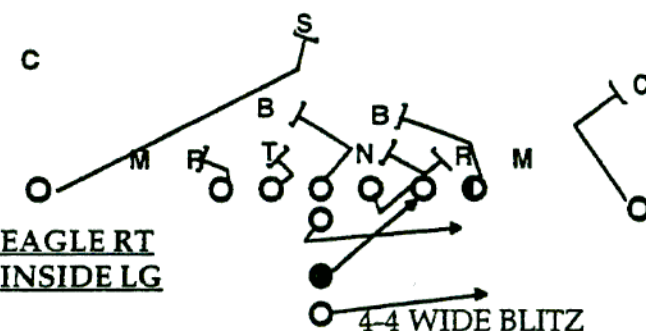
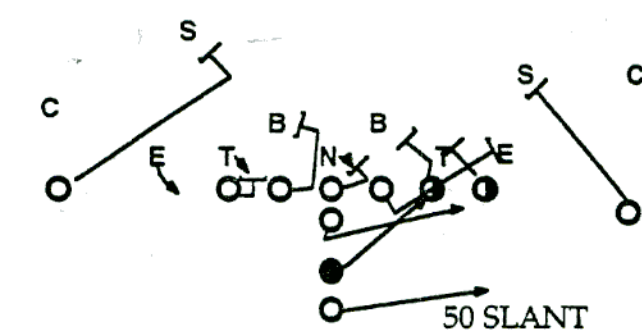
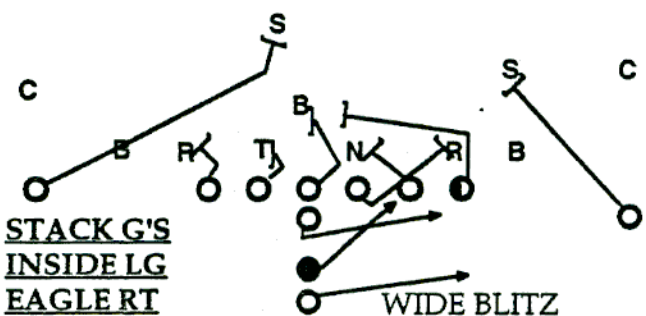
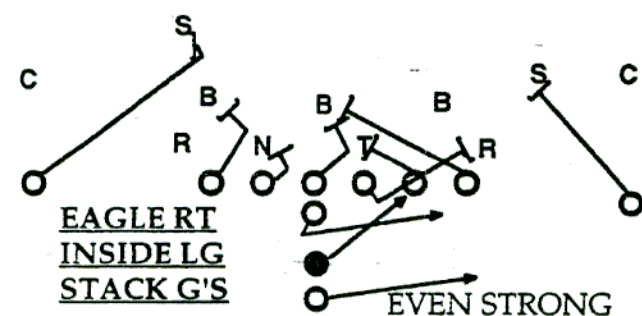
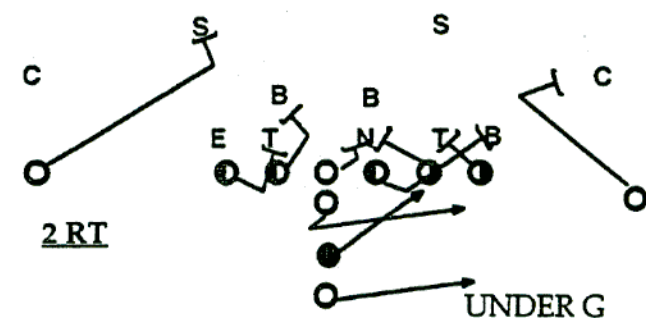
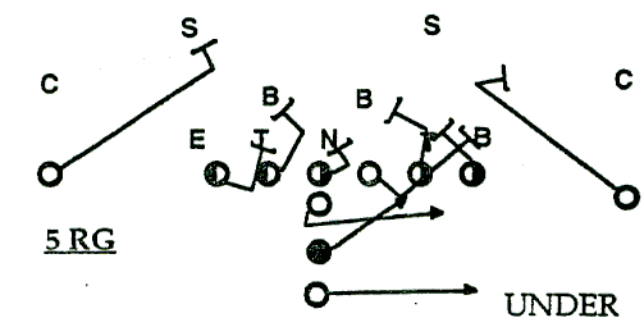
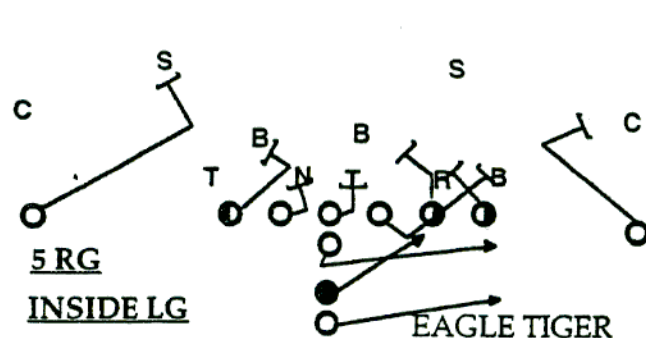
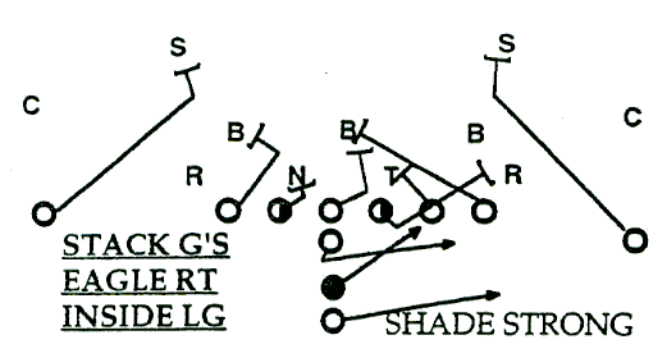
RG - Pull Right -- Trap DE if possible. Get up in hole. Log if only alternative.

C - Right seam, On, LB -- Scoop possible. Aim at callside hip. "6" call vs stack defense and callside eagle.

LG - Right seam, LB -- Scoop possible. Scoop vs backside eagle with 3 tech. Pull and overtake vs 50 defense. Cut a 2 tech or inside shade and call inside.

LT - Right seam, Cutoff -- Scoop a 3 tech stack on RG.





38 TRAP

TE - Right, LB -- Drive up on hip of DT. 1st LB inside if LT calls "Eagle." Bypass a 7 technique.

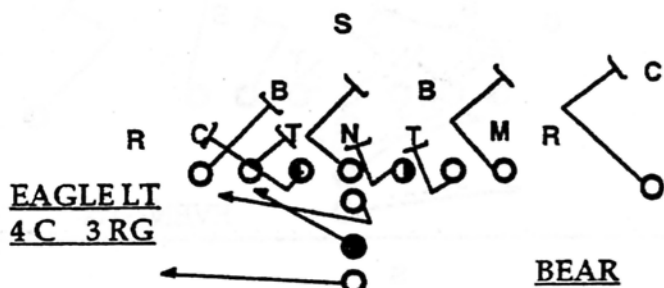
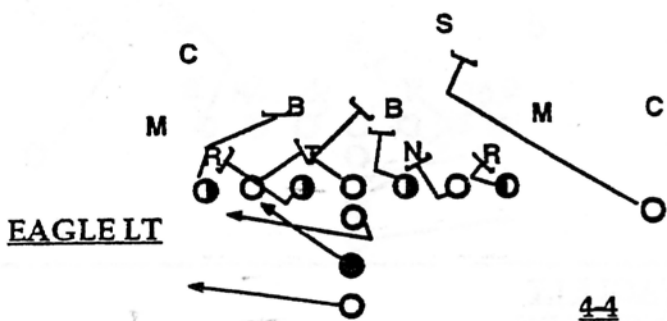
LT - Right, chip and seal -- Give "8" call if LG and LT both covered. "Eagle" call if uncovered.

LG - Pull left -- Kick out DE. Give "5" call vs 1 technique.

C - Left seam, On, LB -- Scoop possible. "4" call vs stack defense, or into callside eagle.

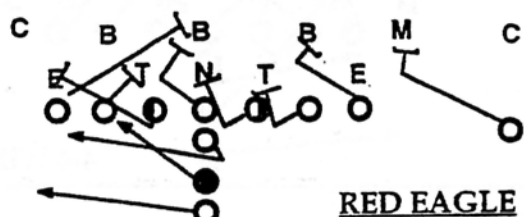
RG - Left seam, On, LB -- Scoop possible. Scoop a 3 tech stack on you with RT. Pull and overtake vs 50 spacing. Cut a 2 tech and inside shade and call inside.

RT - Left seam, cutoff -- Scoop a 3 tech stack on RG and give "2" call if you are covered.

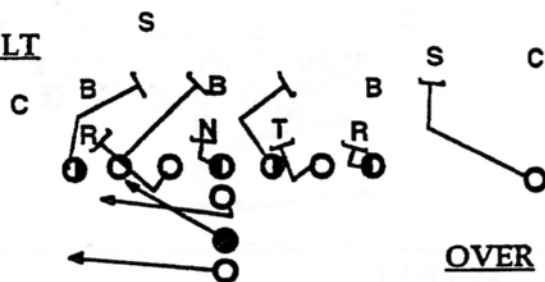


EAGLELT  
4 C 3 RG

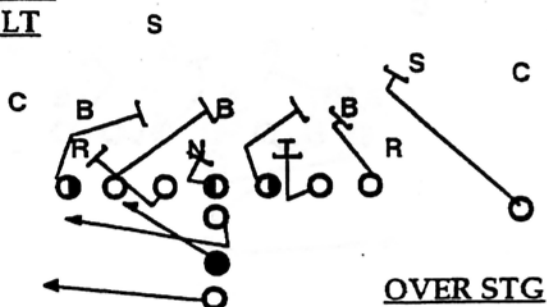
STACK G'S



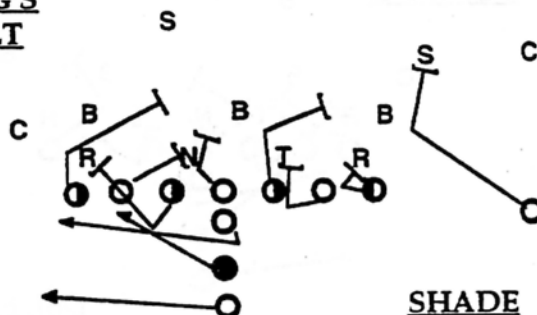
STACK G'S  
5 LG  
EAGLELT



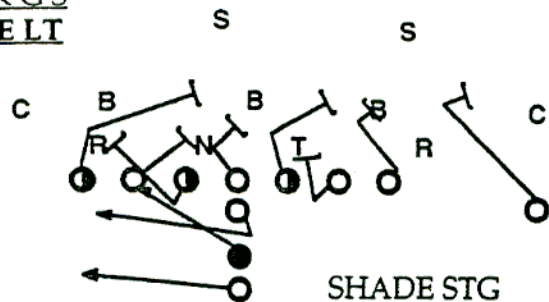
STACK G'S  
EAGLELT  
5 LG



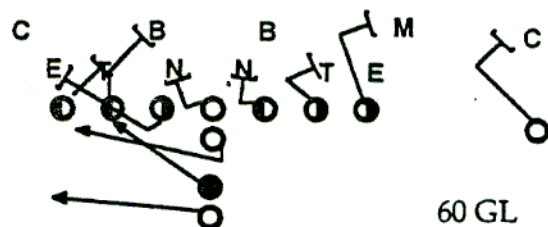
STACK G'S  
EAGLELT



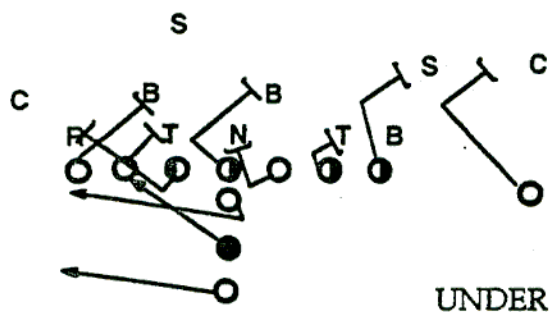
STACK G'S  
EAGLE LT



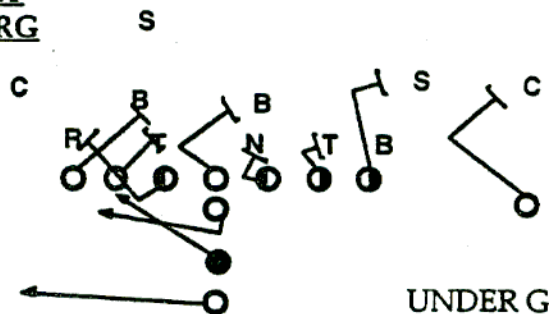
5 LG



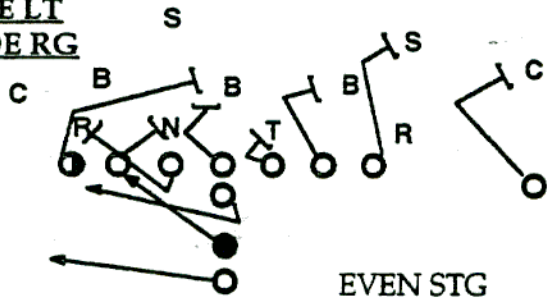
EAGLE LT  
4 C



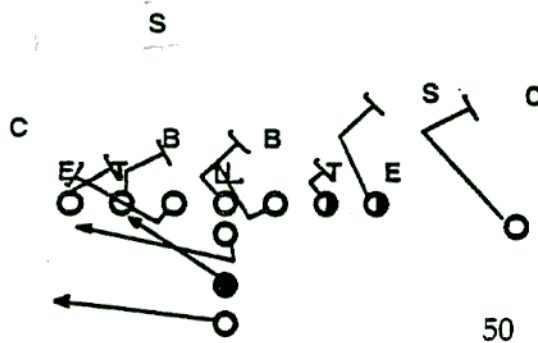
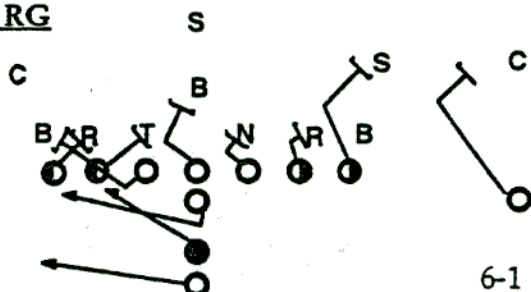
EAGLE LT  
INSIDE RG



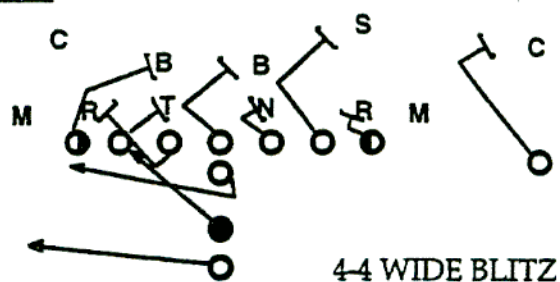
STACK G'S  
EAGLE LT  
INSIDE RG



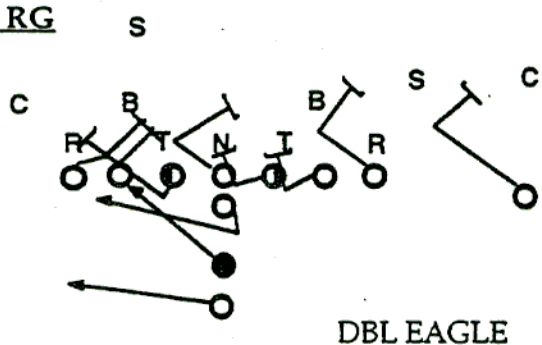
8 LT  
INSIDE RG



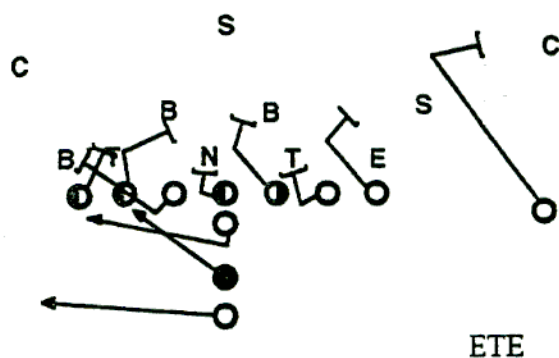
EAGLE LT  
INSIDE RG



EAGLE LT  
4 C 3 RG



5 LG



42 ROLL

TE - On right-- Stretch base. If you have a 2-man rule, call 2-man and release outside man.

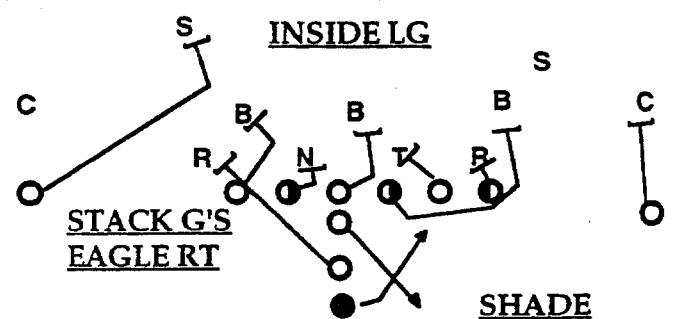
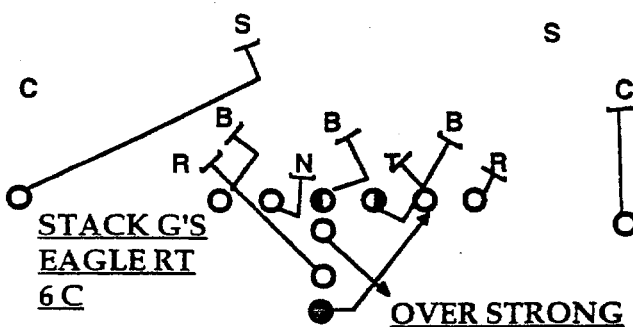
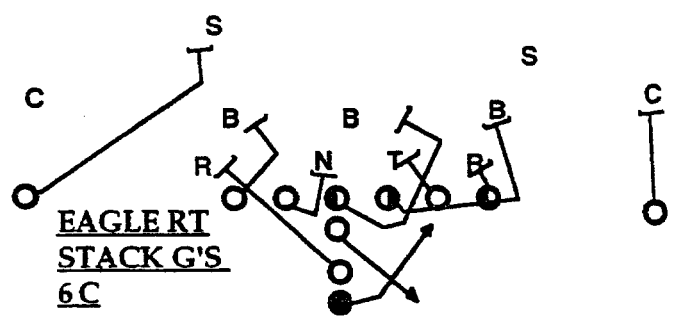
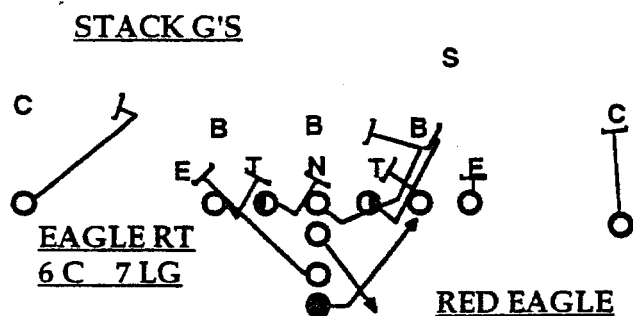
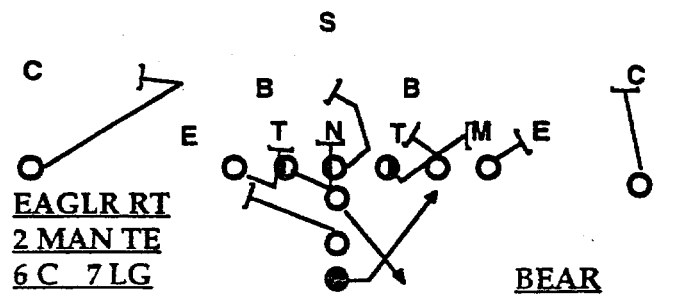
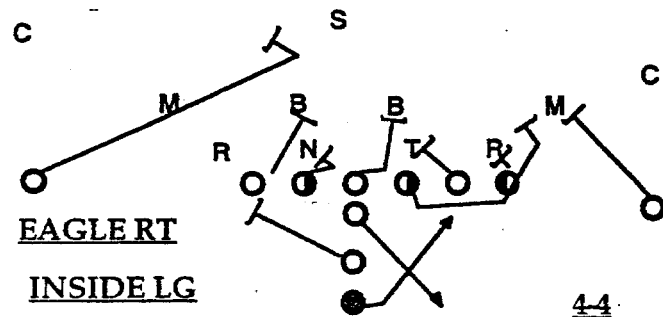
LT - Left. on - - Call EAGLE if uncovered. If blocking man on, stretch base as on Dive.

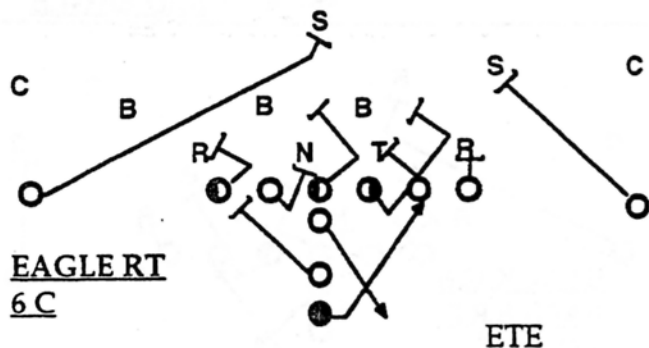
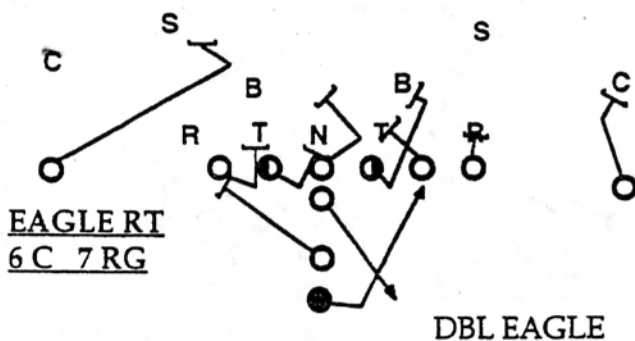
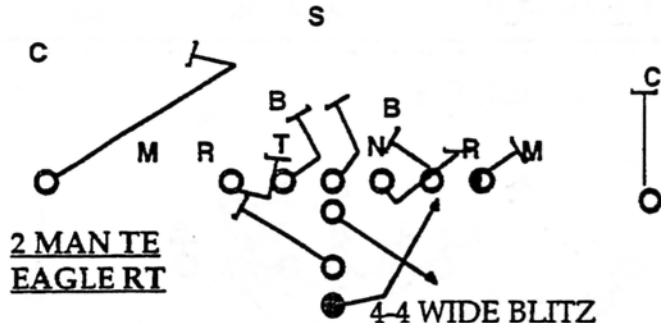
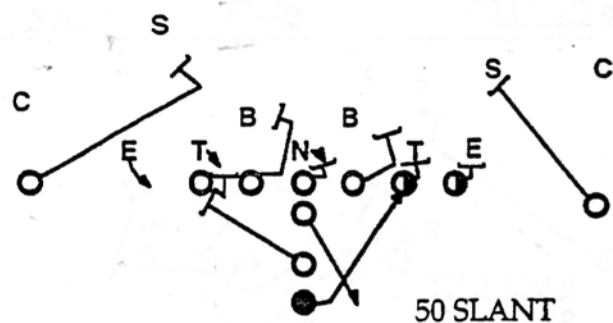
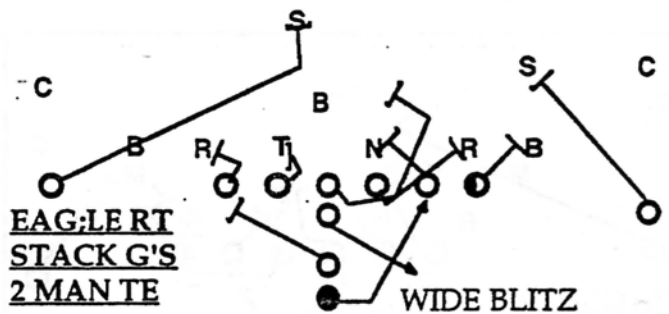
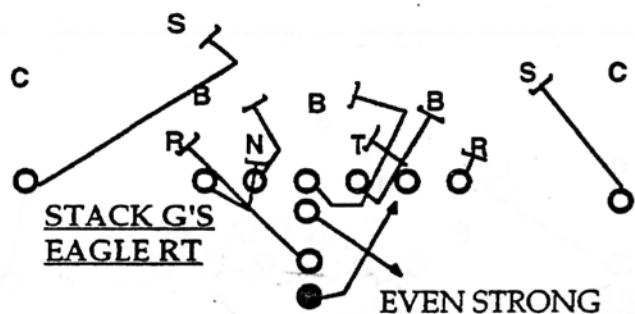
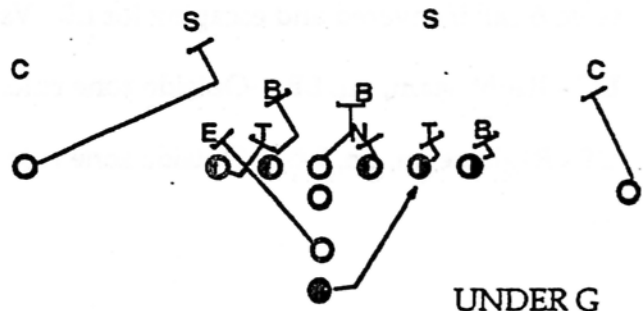
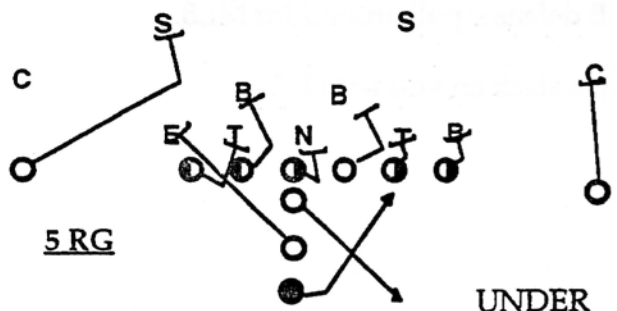
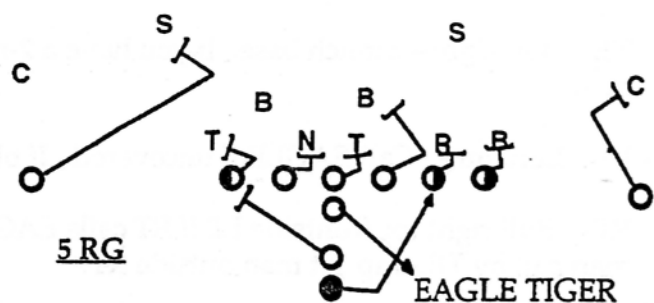
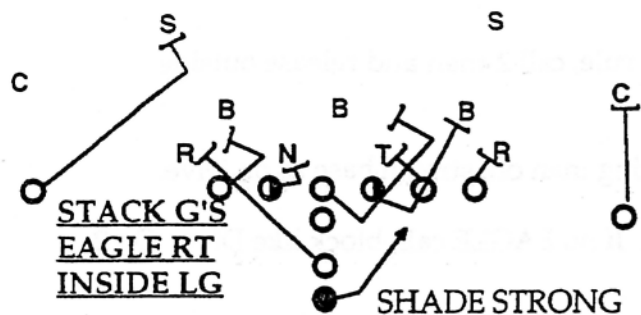
RG - Pull right for frontside LB if RT calls EAGLE. If no EAGLE call, block like Dive. On 2 man call by TE, trap 1st man outside RT.

C - On, right seam, LB - - If no eagle call and frontside guard is covered, block like Dive. Give 6 call if covered and escaping for LB. Vs a MLB defense, pull around for MLB.

LG - Right seam, on, LB - -Outside zone rule. Scoop a stack on you with LT.

LT - Right seam, on, LB - - Outside zone rule.





## 48 ROLL

TE - On, left -- Stretch base. If you have a 2-man rule, call 2-man and release for outside defender.

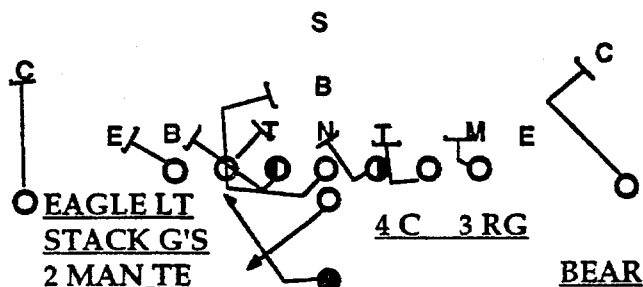
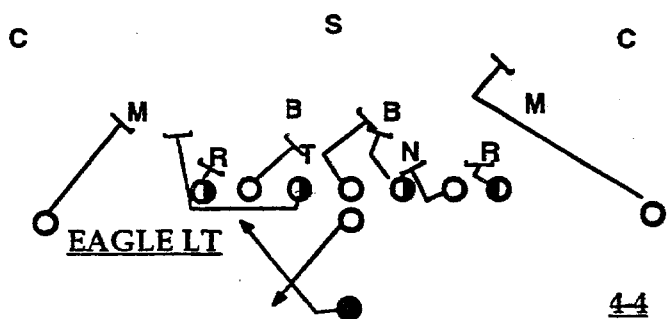
LT - Right, on -- Call Eagle if uncovered. If blocking man on, stretch base as on Dive.

LG - Pull right for frontside LB if LT calls Eagle. If no Eagle call, block like Dive. If TE calls 2 man, trap man outside RT.

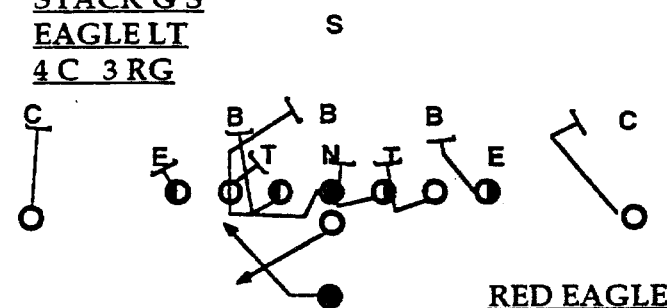
C - On, left seam, LB -- If no Eagle call and LG is covered, block like Dive. Give 4 call if covered and escaping for LB. Vs a MLB defense, pull around for MLB.

RG - Left seam, on LB -- Outside zone rule. Scoop a stack on you with RT.

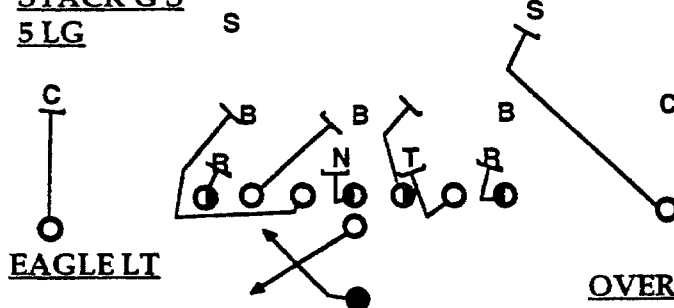
RT - Left seam, on, LB -- Outside zone rule.



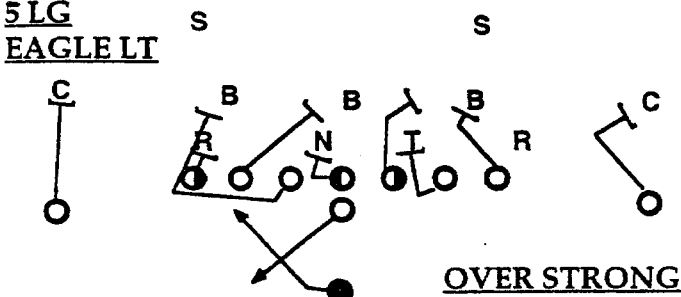
STACK G'S  
EAGLE LT  
4 C 3 RG



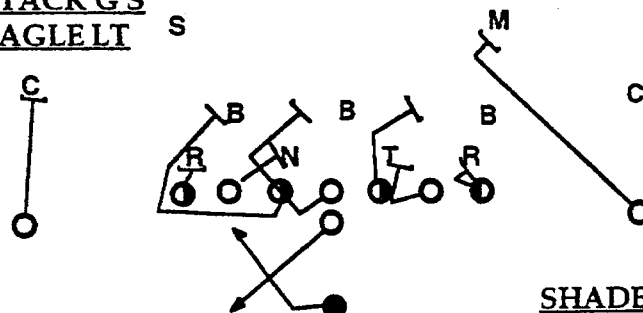
STACK G'S  
5 LG

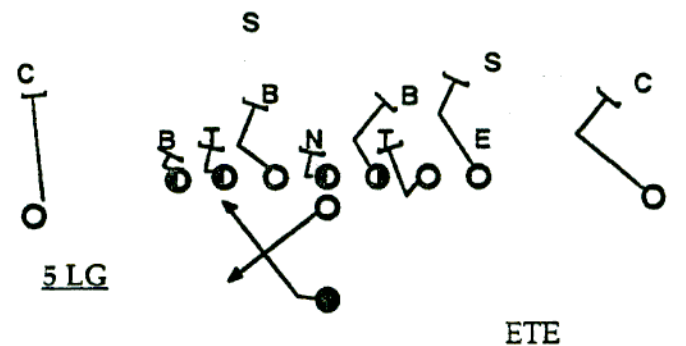
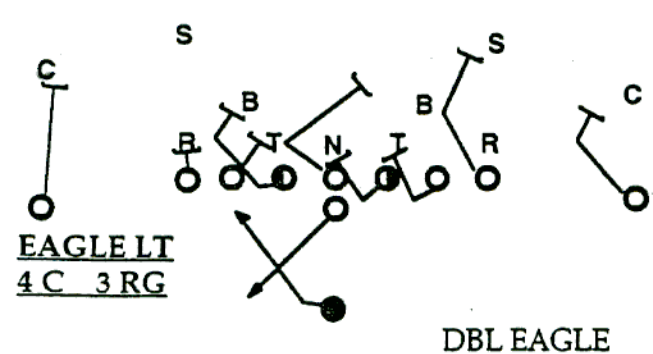
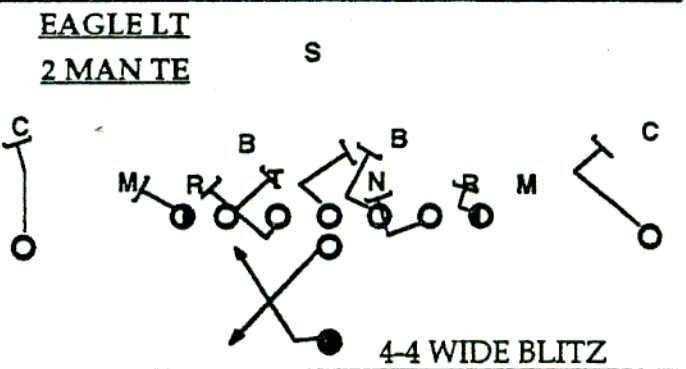
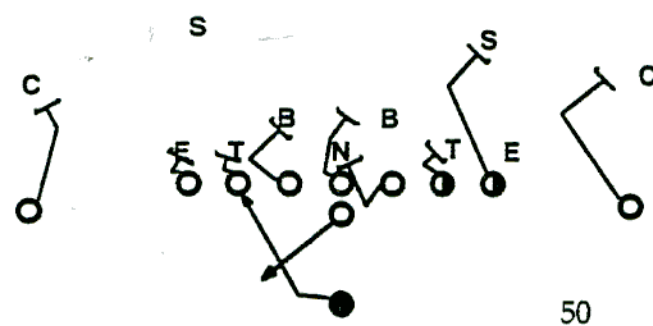
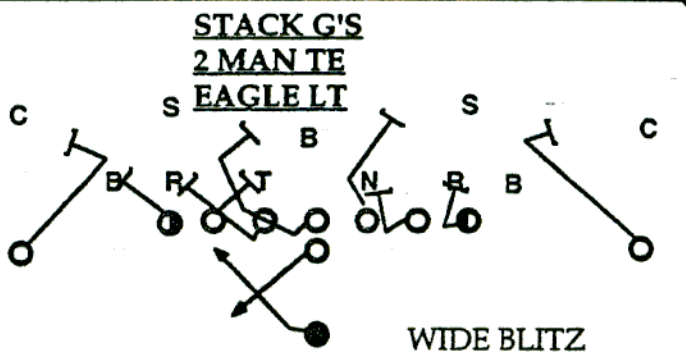
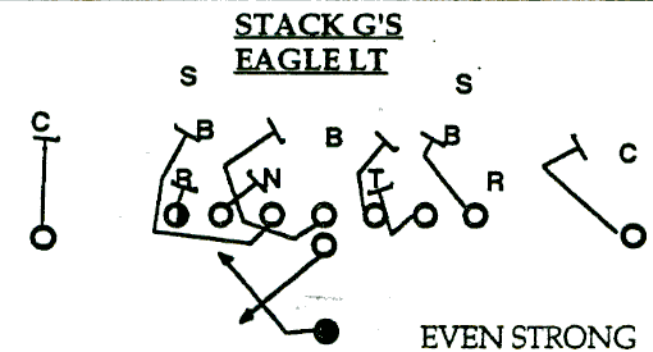
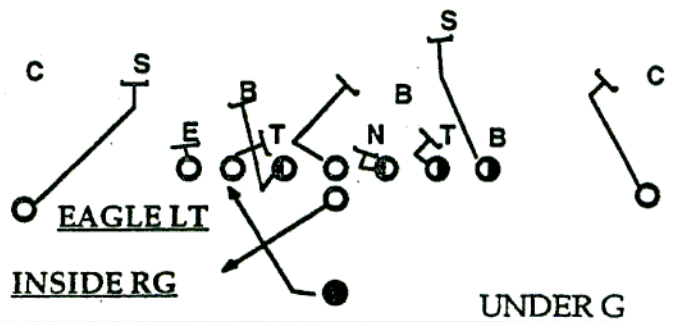
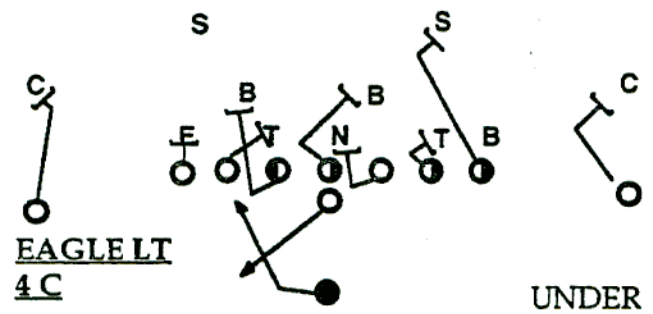
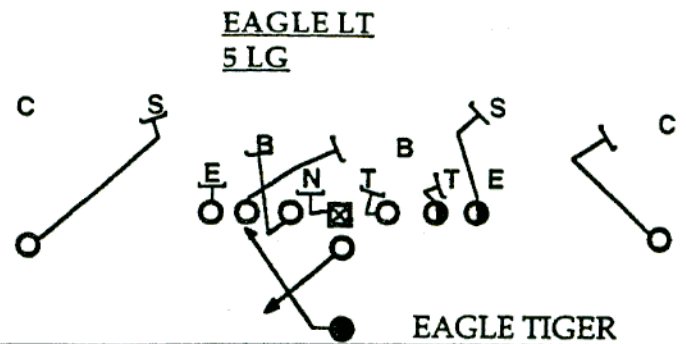
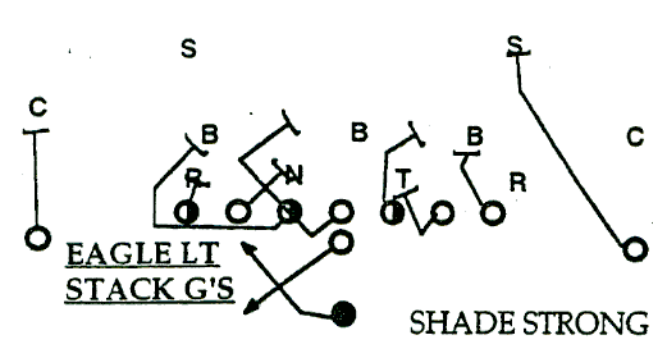


STACK G'S  
5 LG  
EAGLE LT



STACK G'S  
EAGLE LT







## 42 POWER

TE - (Onside) - Left, LB -- Block like counter sweep. Block a 7 tech. Vs. 2 man rule, block man on you.

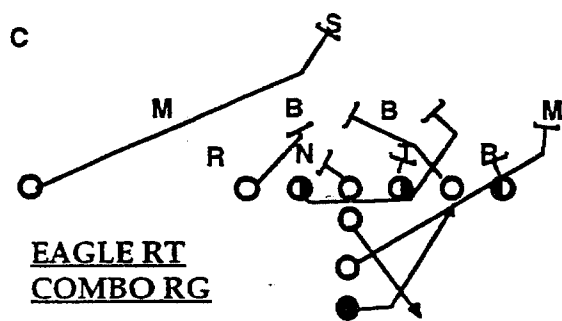
RT - LS, On, LB -- Call "Eagle" if uncovered. Double team with TE if covered. If RG calls "Combo," double down and combo to backside LB.

RG - LS, On, LB -- Call "Combo" if covered and RT calls "Eagle." If Center calls "4" you have nose guard. If Center calls "4-Combo," bounce up to backside LB.

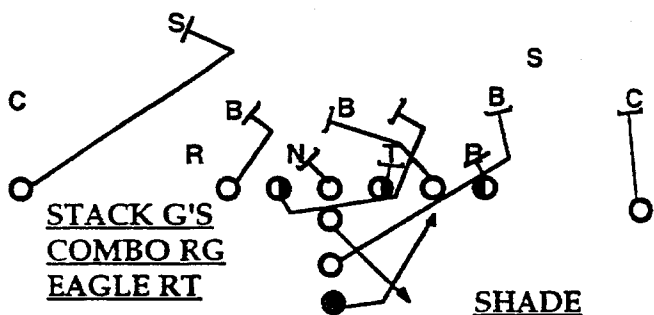
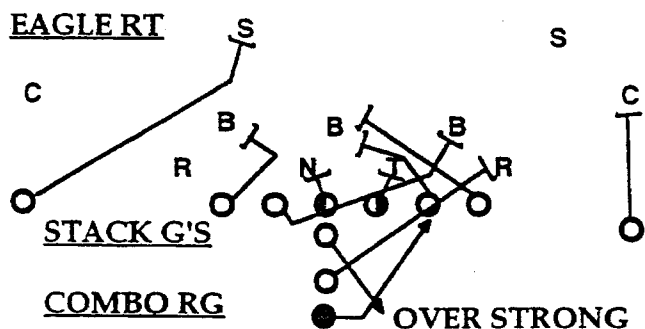
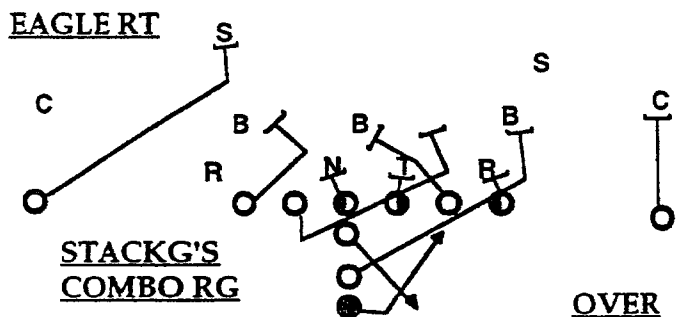
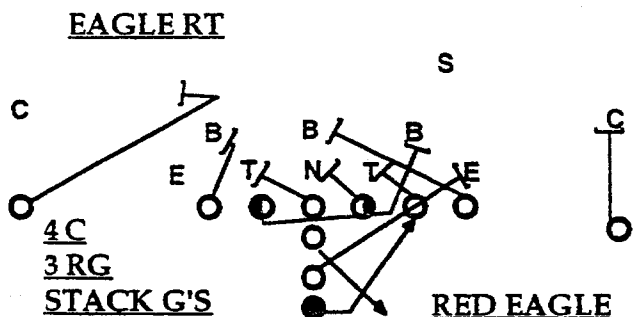
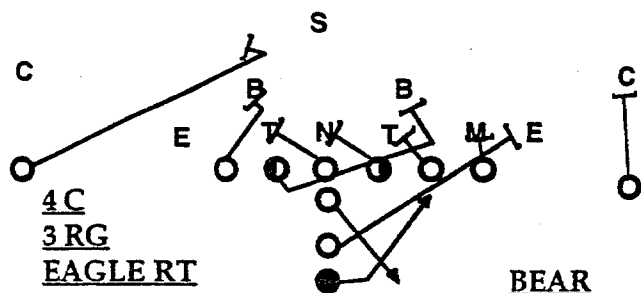
C - Left, On -- Call "4" if covered and blocking left. "4 Combo" vs 50 defense.

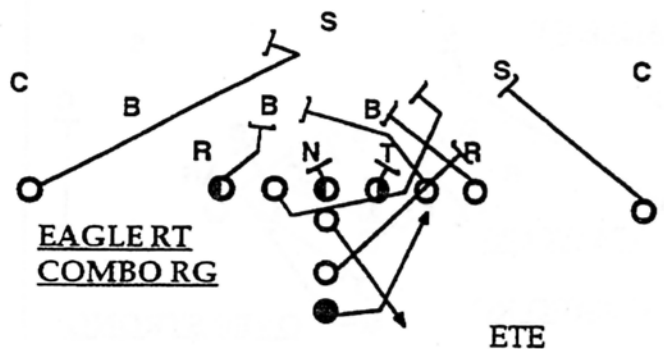
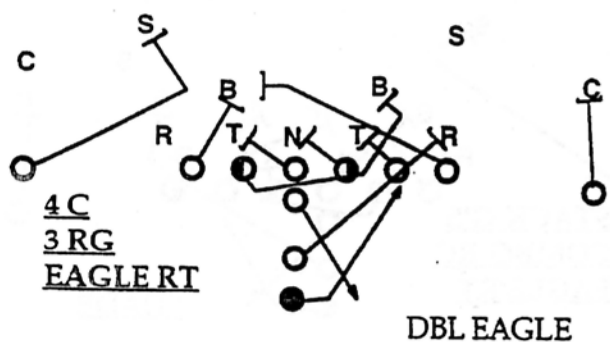
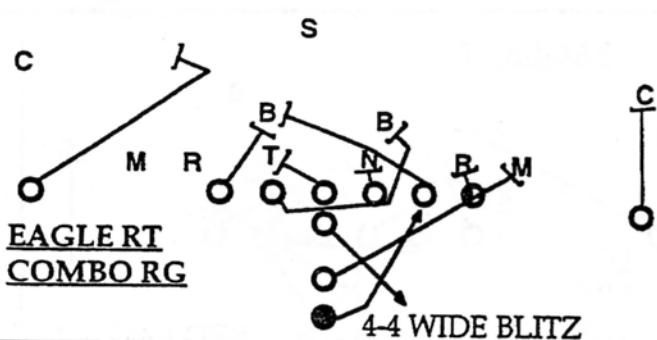
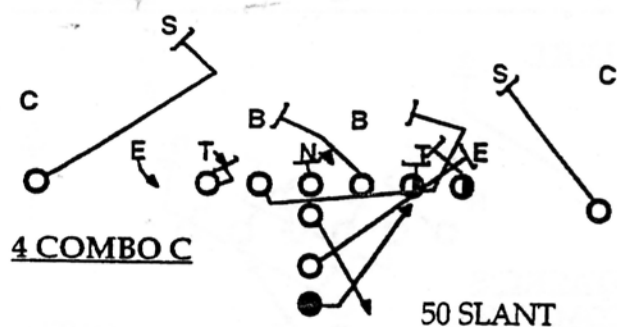
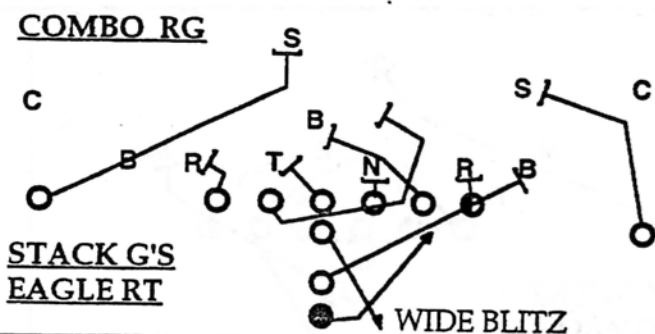
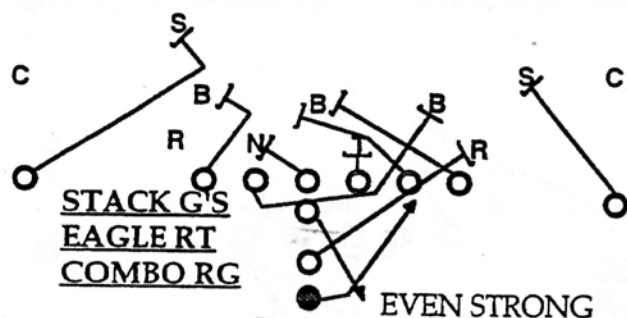
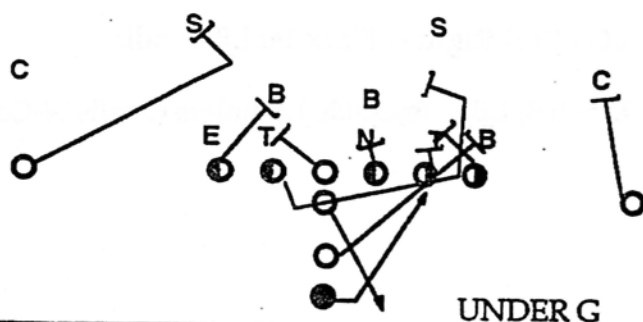
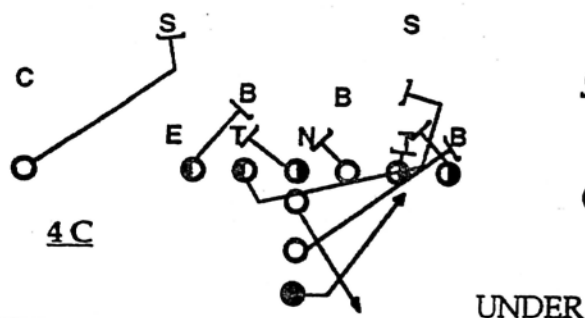
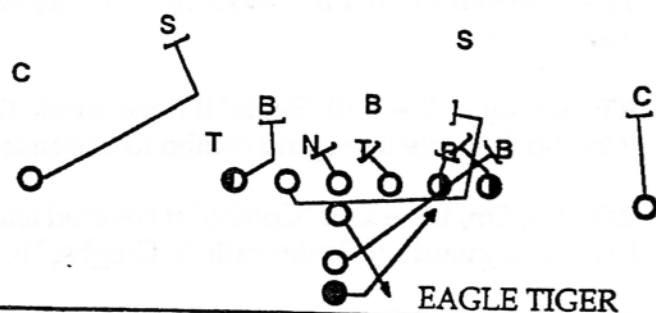
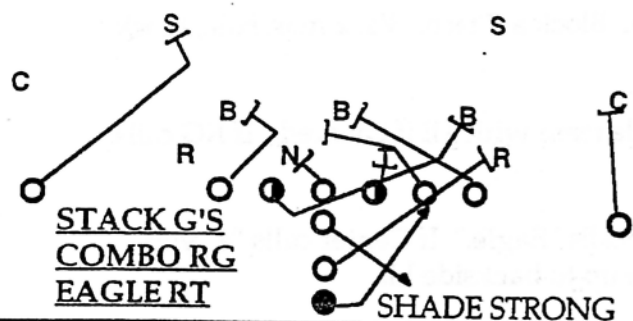
LG - Pull Right -- Block 1st LB to call.

LT - RS, LB -- Backside LB unless C calls "4-Combo."



44





48 POWER

TE - (Onside) - Right, LB - Block like counter sweep. Block a 7 tech. Vs. 2 man rule, block man on you.

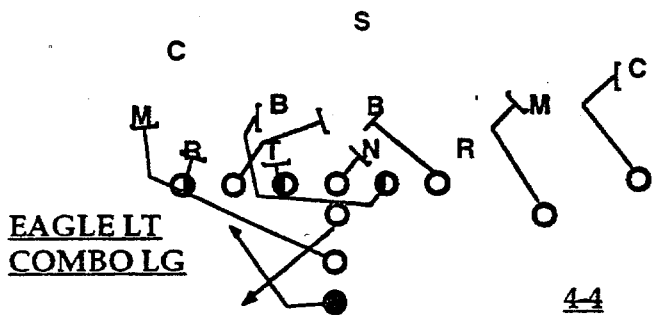
LT - RS, On, LB - Call "Eagle" if uncovered. Double team with TE if covered. If LG calls "Combo," double down and combo to backside LB.

LG - RS, On, LB - Call "Combo" if covered and LT calls "Eagle." If Center calls "6" block nose guard. If Center calls "6-Combo," bounce up to backside LB.

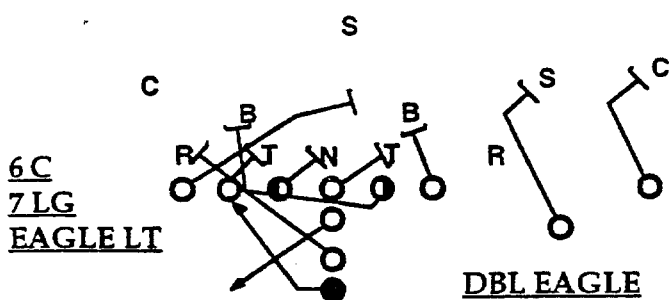
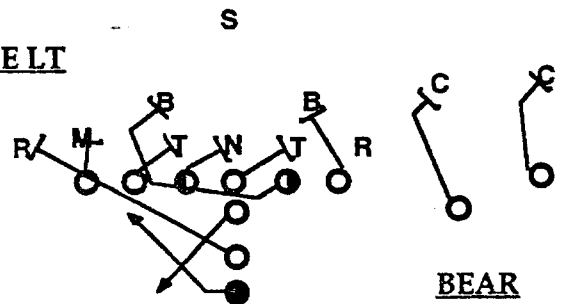
C - Right, On - Call "6" if covered and blocking right. "6 Combo" vs 50 defense.

RG - Pull Left - Block 1st LB to call.

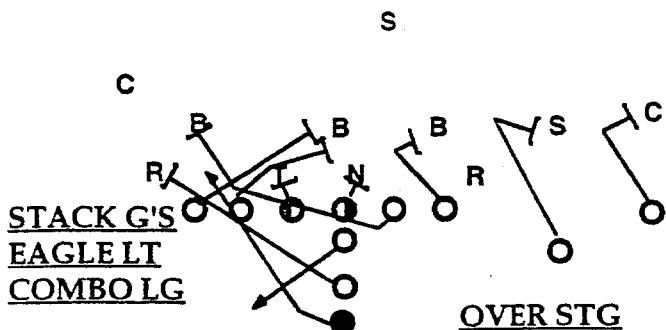
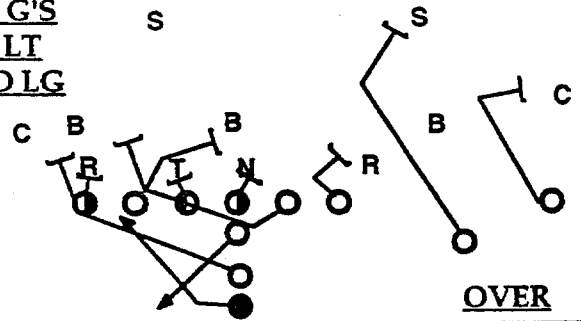
RT - LS, LB - Backside LB unless C calls "6-Combo."



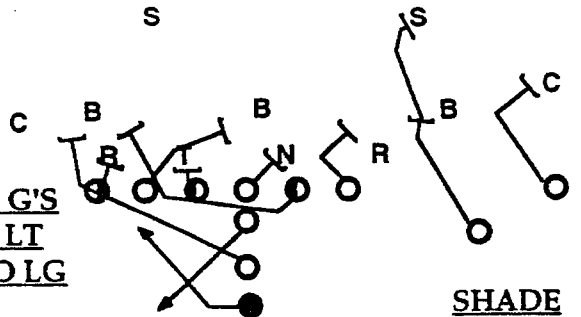
6C  
7LG  
EAGLE LT



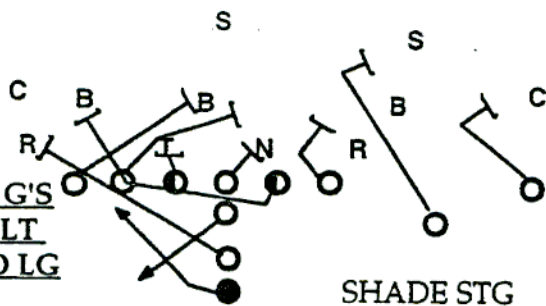
STACK G'S  
EAGLE LT  
COMBO LG



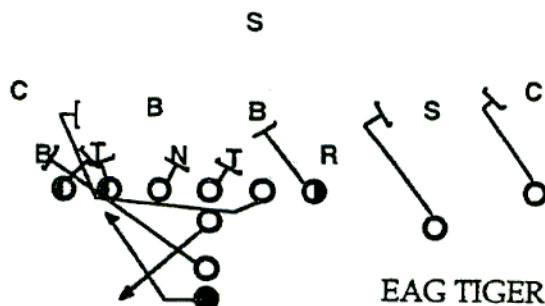
STACK G'S  
EAGLE LT  
COMBO LG



STACK G'S  
EAGLE LT  
COMBO LG

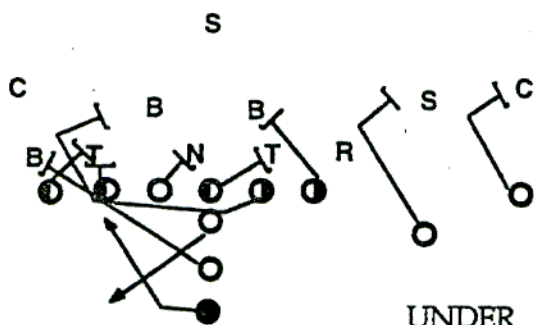


SHADE STG

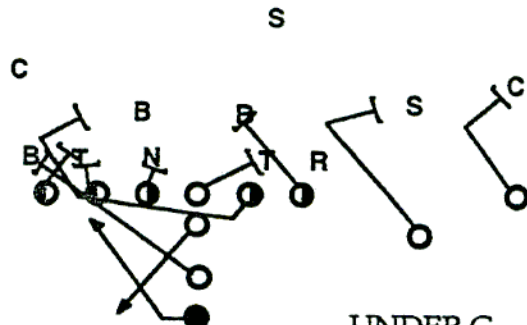


EAG TIGER

6C

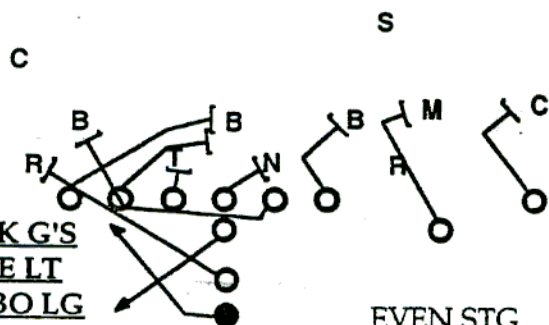


UNDER



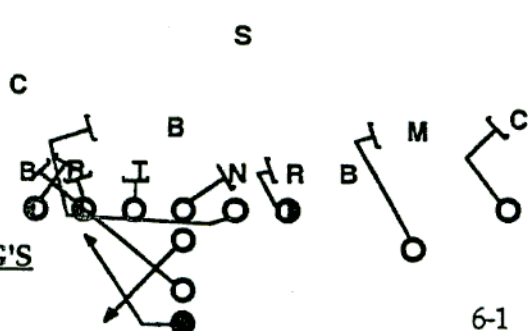
UNDER G

STACK G'S  
EAGLE LT  
COMBO LG



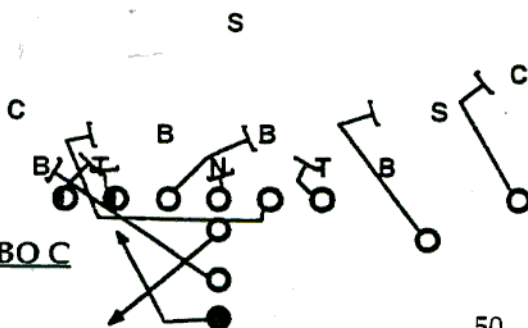
EVEN STG

STACK G'S



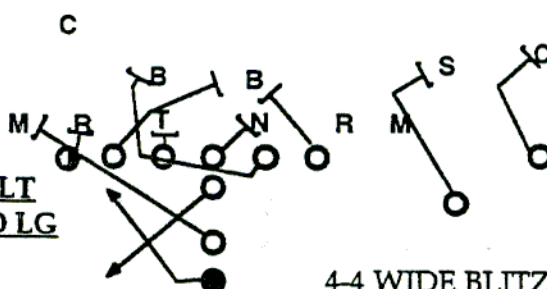
6-1

6 COMBO C



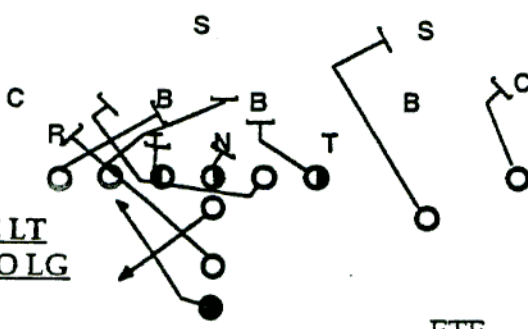
50

EAGLE LT  
COMBO LG

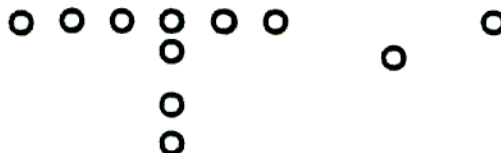


4-4 WIDE BLITZ

EAGLE LT  
COMBO LG



ETE



## 42 COUNTER SWP

TE - (Onside) left, 1st LB inside - On 2 man rule block man on you. -- Aim at hip of DT. RT will take away penetration. On "Eagle" call, seal, unless 2 man rule. Block a 7 technique. MLB vs 4-3 Defense. If releasing under a 6 or 9 tech for LB, chip DE first.

RT - Lt seam, LB, chip and seal - Chip DT inside half and up for LB. "Combo" vs 4-3 spacing with RG. Give "2" call if not chipping DT. Give "Eagle" when uncovered on TE side.

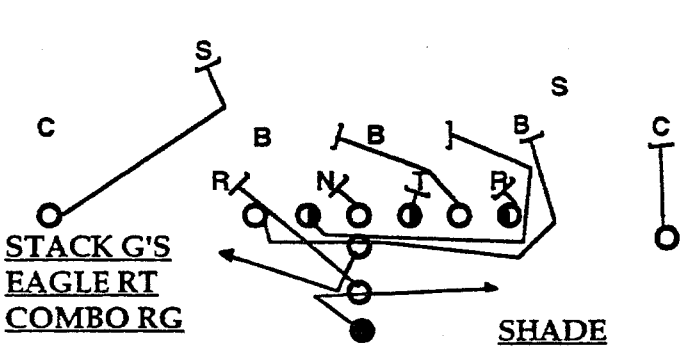
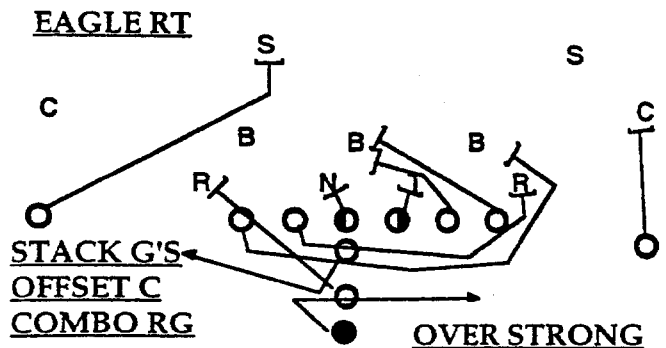
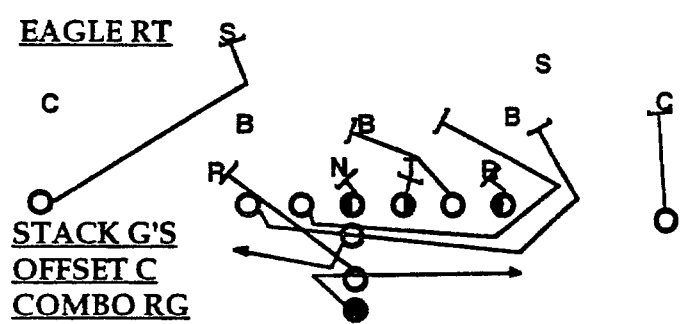
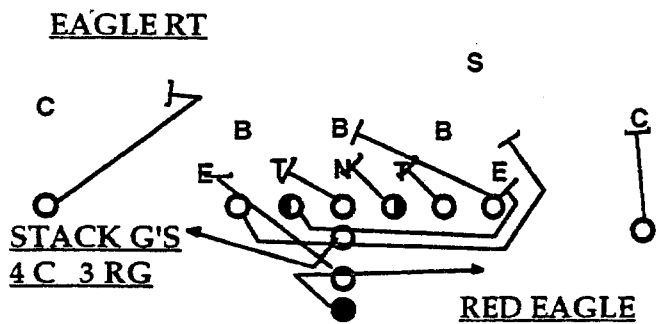
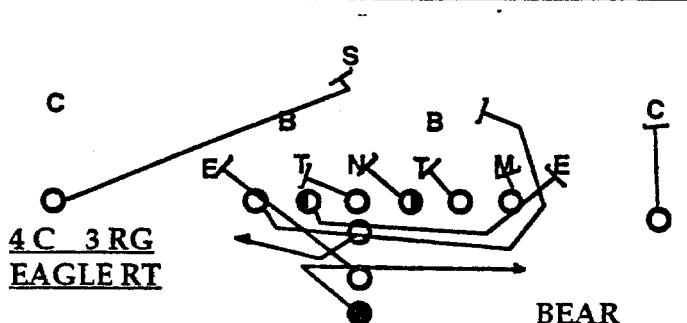
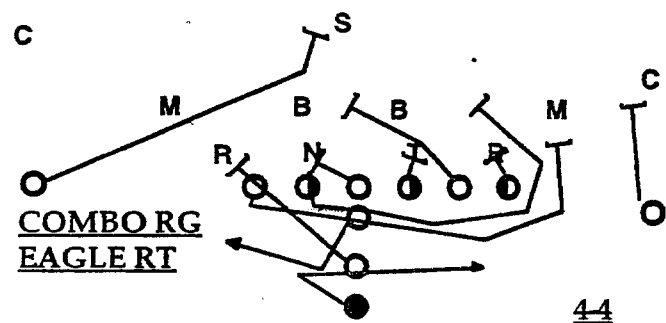
RG - Left, on, LB - "Combo" with RT vs 4-3 or stack on you if RT is uncovered. Call "3-combo."

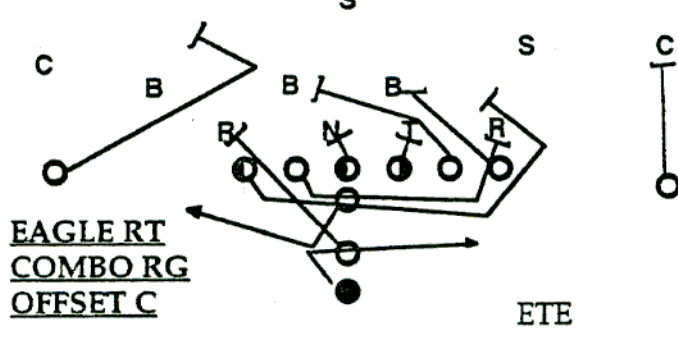
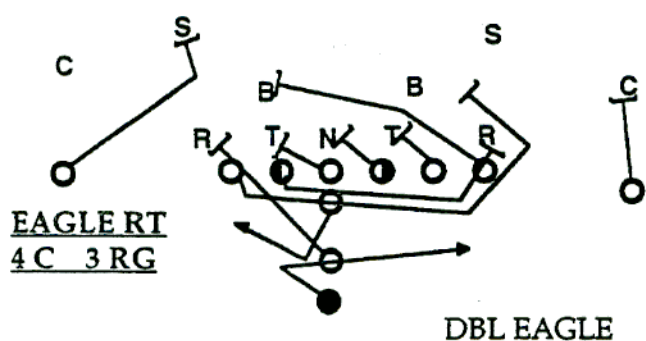
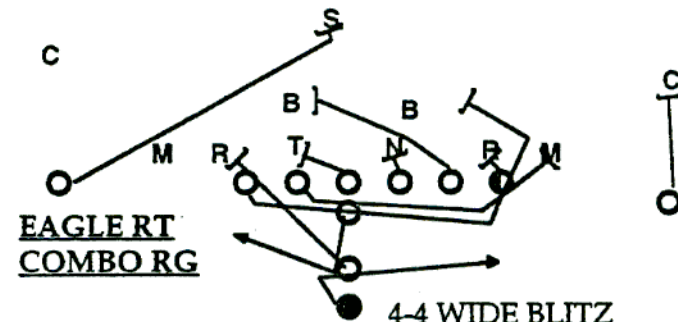
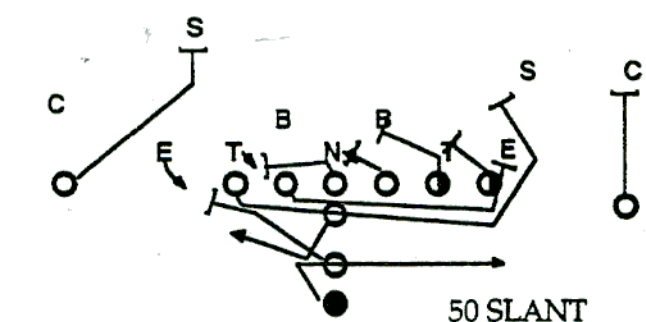
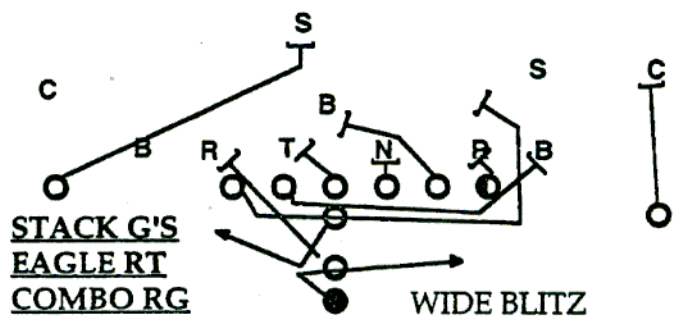
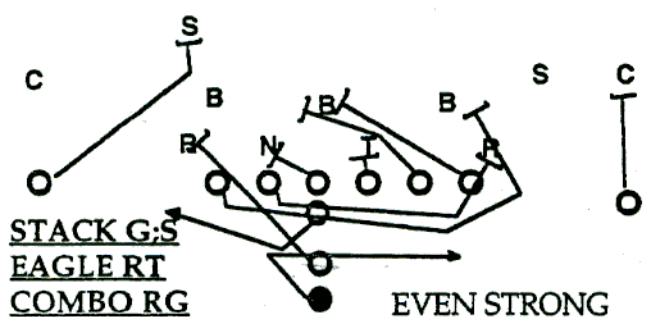
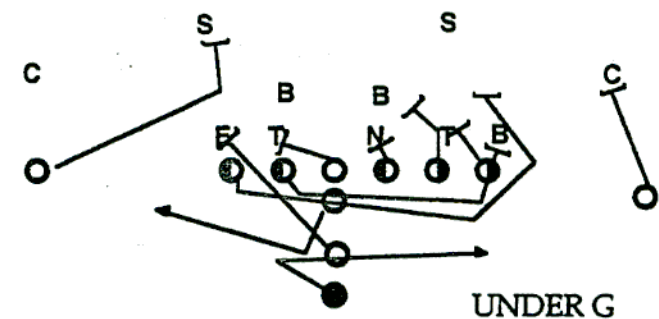
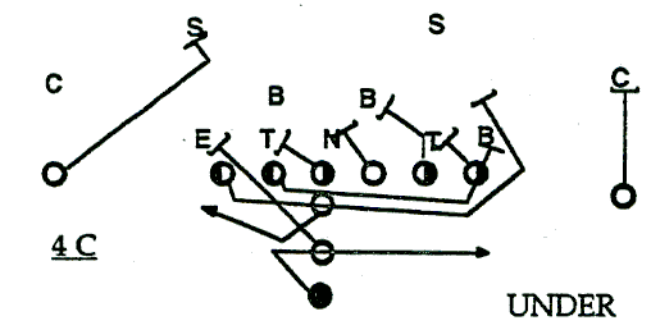
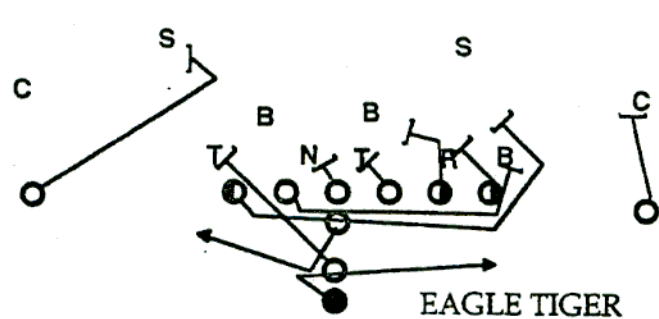
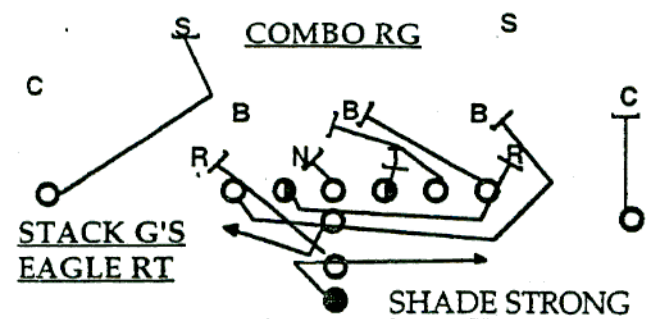
C - Left, LB, seal - Check for slant tackle vs 5-2. "4" call vs Eagle backside. Block an offset nose and call "Offset." Aim shallow on pin. Don't allow penetration.

LG - Pull Rt, get depth 1 yd deeper (Cut log) - Log DE if possible. Kick out on DE if he penetrates upfield.

LT - Pull Rt, get depth 3 yds deeper - Read LB's block; block ILB. Give TE "8" call if covered and LG covered or Center calls "Offset." Come under LG block only if it is in your face at 3 yards deep. If seal is called, block secondary support.

TE (Backside) RS, On - Lock on.





# 48 COUNTER SWP

TE - (Onside) Rt, 1st LB, On 2 man rule, block man on you. - Aim at hip of DT. LT will take away penetration. On "Eagle" call seal unless 2 man rule. Block a 7 technique. MLB vs 4-3 Defense. If releasing under a 6 or 9 tech for LB, chip DE.

LT - Rt seam, LB, chip and seal - Chip DT and up for LB. "Combo" vs 4-3 spacing with LG. Give "8" call if not chipping. Give "Eagle" call when uncovered on TE side.

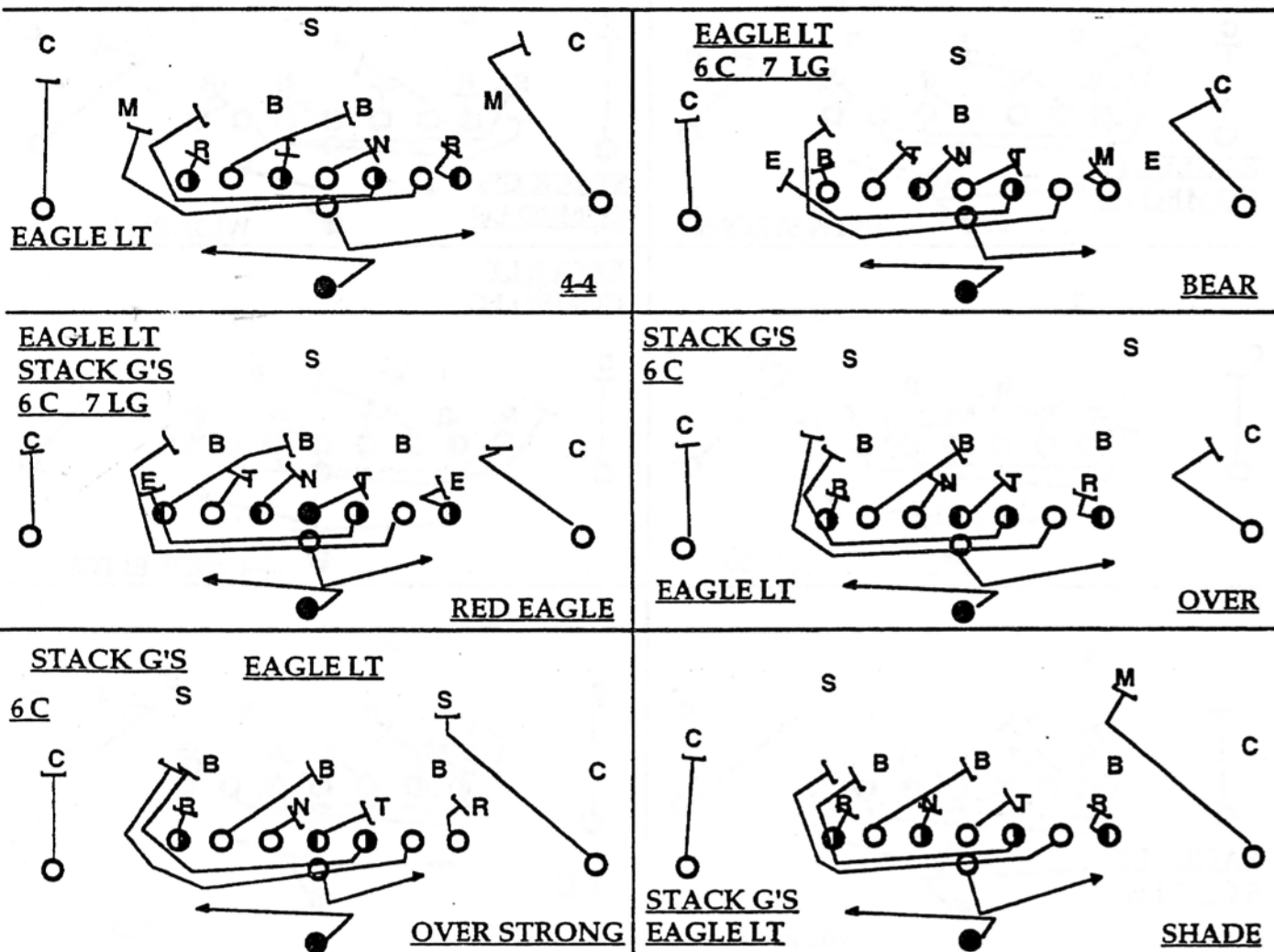
LG - Right, On, LB - "Combo" with LT vs 4-3 spacing or stack on you if LT uncovered. Call "7 combo."

C - Right, LB - Check for Slant Tackle vs 5-2. "6" call vs Eagle backside. Block an offset nose and call "Offset." Aim shallow on pin. Don't allow penetration.

RG - Pull Lt, get depth 1 yd deeper - "Log" DE if possible. Kick out if DE penetrates upfield.

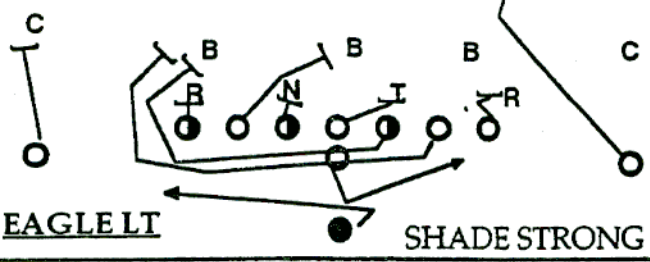
RT - Pull Lt, get depth 1 yd deeper - Block ILB. Gain 3 yards depth on pull. Give 2 call if you and RG covered or if Center calls "Offset." Come under RG block only if it is in your face at 3 yards deep. If seal is called, block secondary support.

TE - (Backside) - LS, On - Lock on.



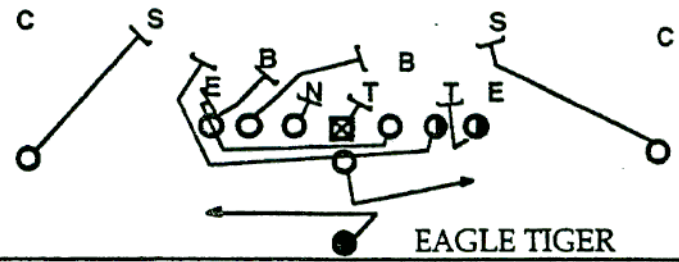


STACK G'S S

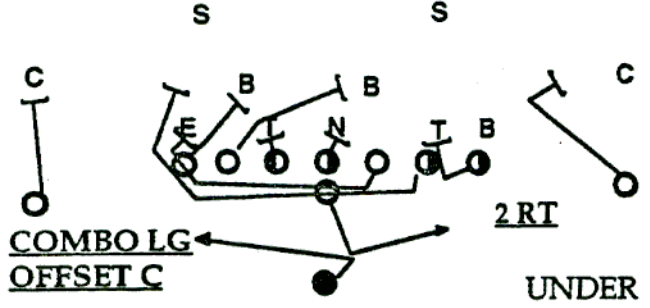


2 RT

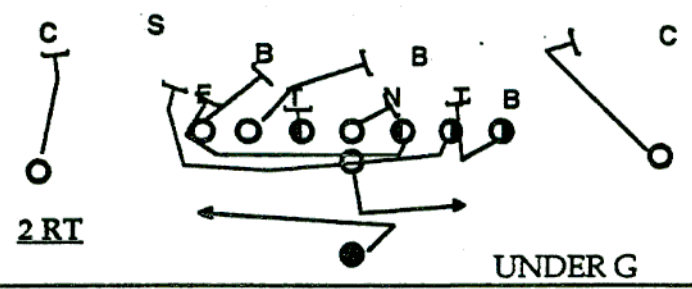
EAGLE LT



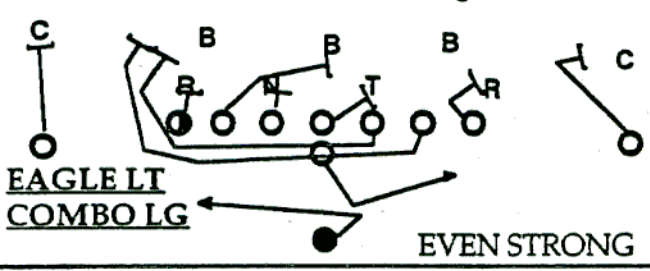
STACK G'S



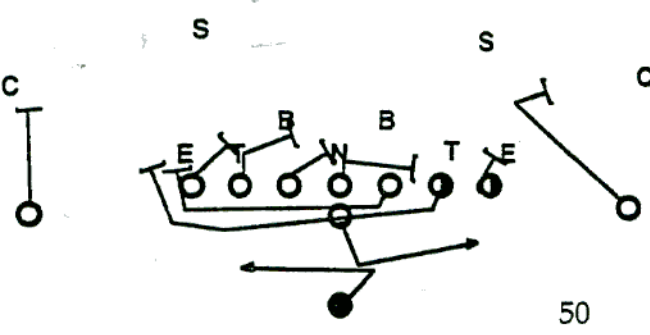
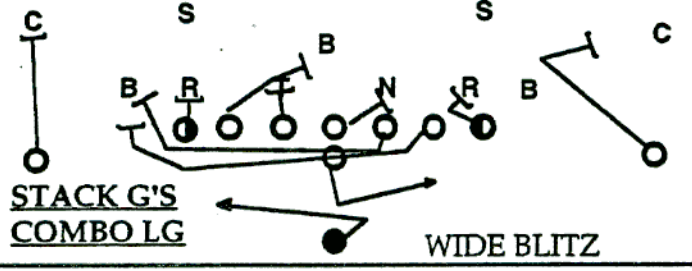
EAGLE LT  
COMBO LG



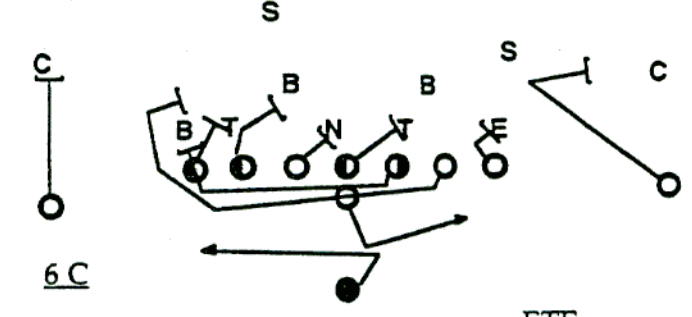
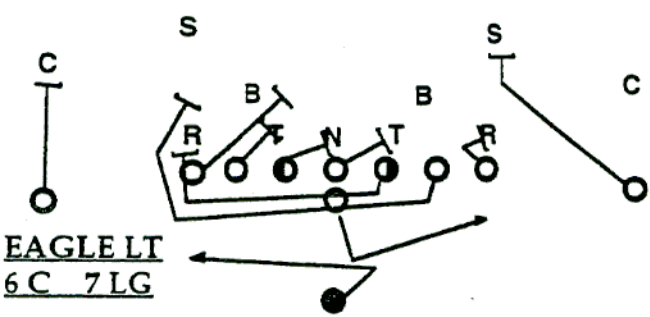
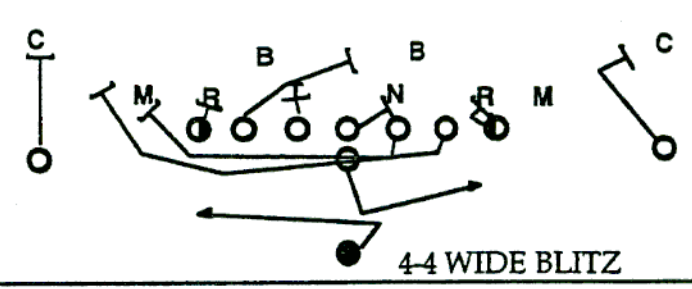
STACK G'S S



EAGLE LT



EAGLE LT  
COMBO LG





## 42 COUNTER SWEEP FL REV LEFT

TE - On, outside -- If RT calls "2," pin block man on RT. Lock on.

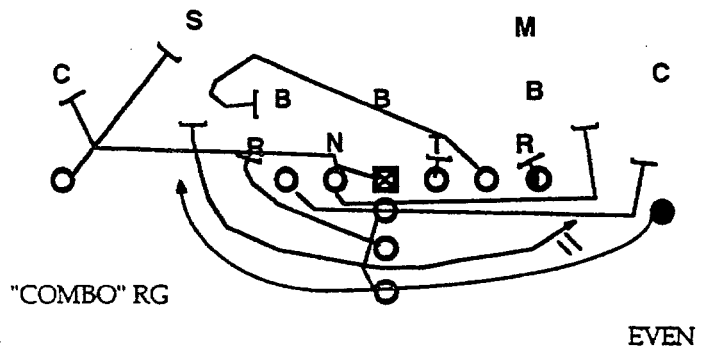
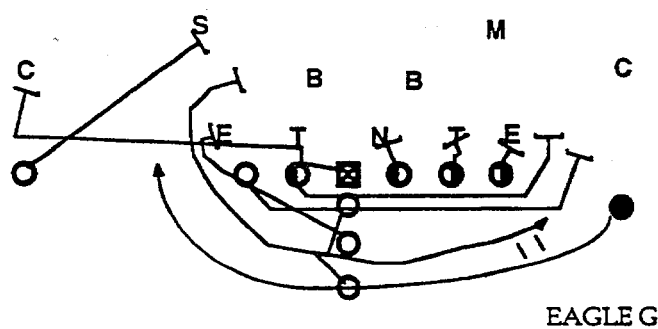
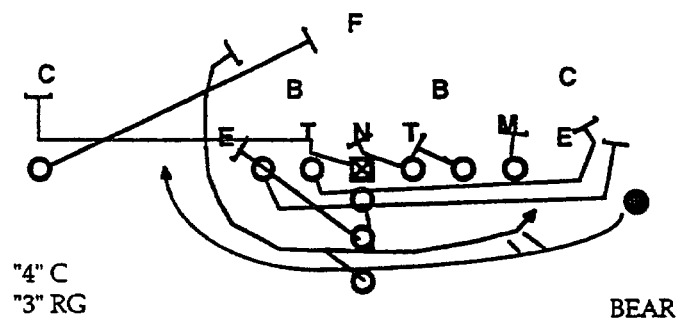
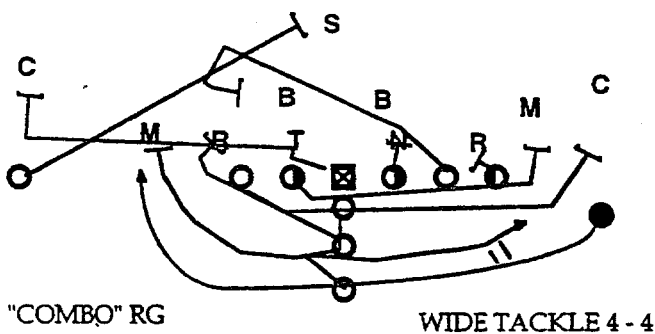
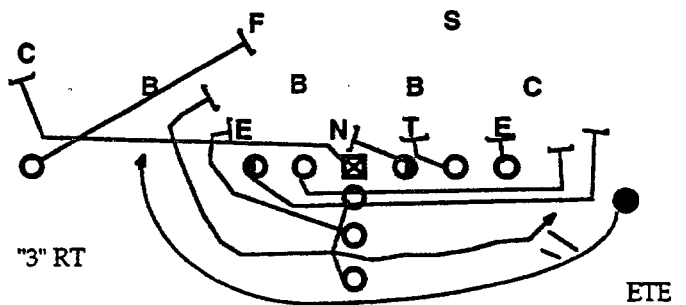
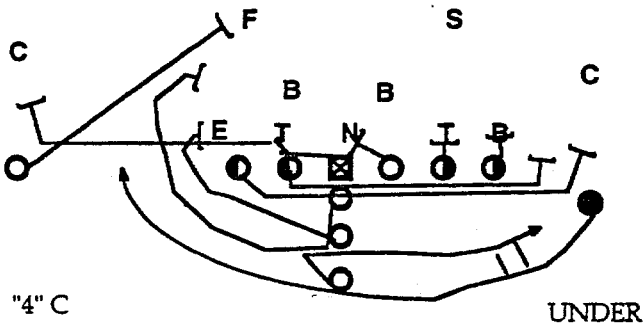
RT - On, left seam, LB -- If covered, lock on unless RG calls you down. If you get a "combo" call from the RG and no LB plugs, get into a shallow peel a LB depth to the reverse side.

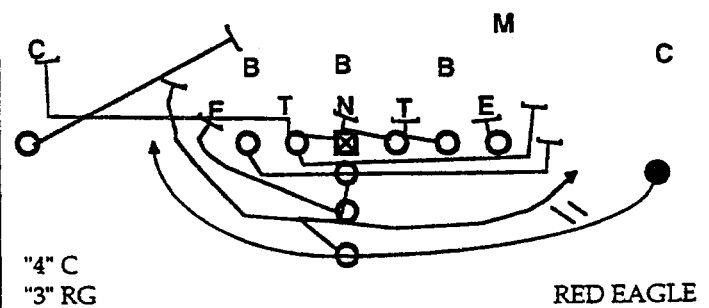
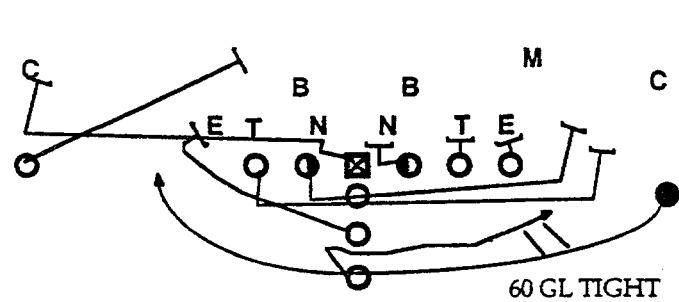
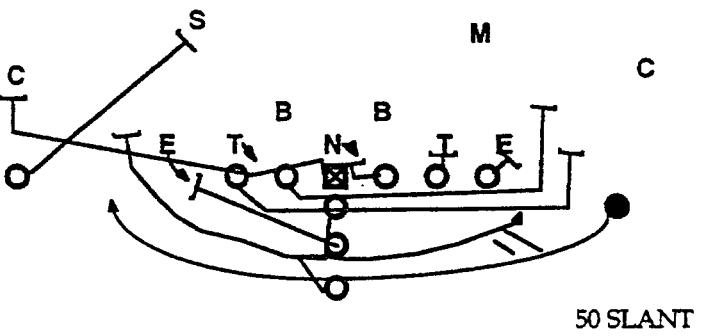
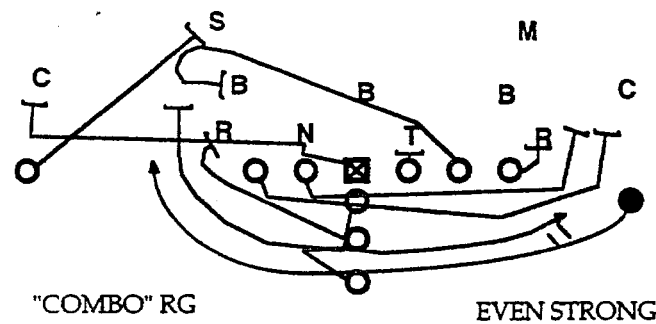
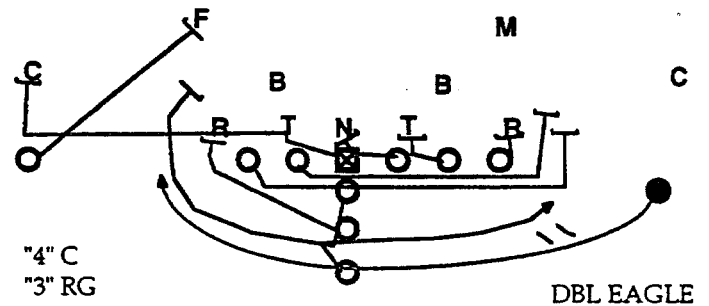
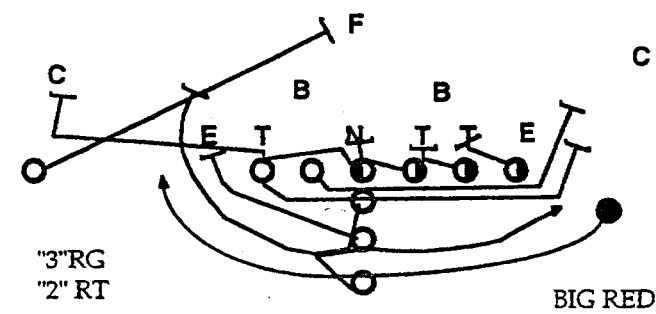
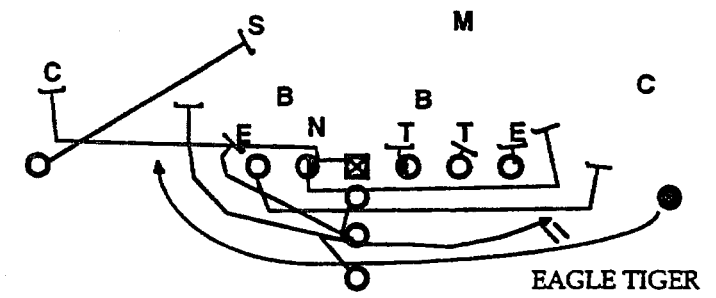
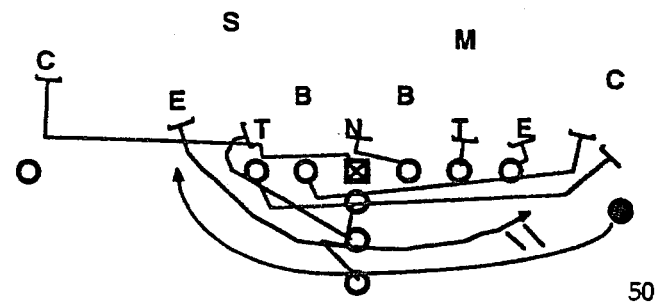
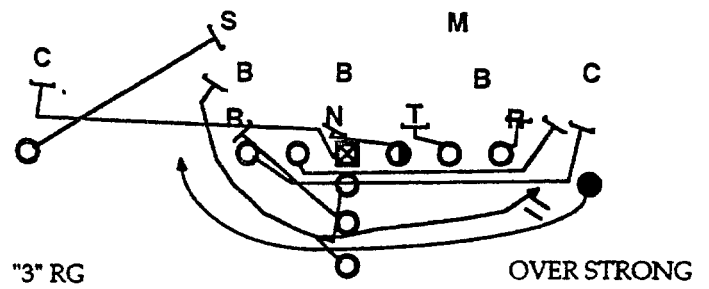
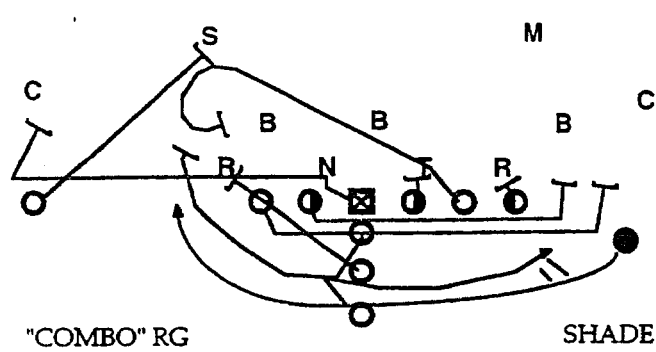
RG - Left, on -- If the Center is covered, go to nose. Call "3" if you are also covered. Give "combo" call vs 4-3.

C - Left, chip and seal backside -- Same rule as counter sweep, but block your rule 2 counts, then flat release wide for the corner on the reverse side. No "offset" call. Treat like bootleg.

LG - Pull right -- Pull hard, making it look like counter sweep.

LT - Pull right -- Pull hard, making it look like counter sweep.





# 48 COUNTER SWEEP 9 REV RIGHT

**TE - On, outside** -- If LT calls "8," pin block man on LT. Lock on.

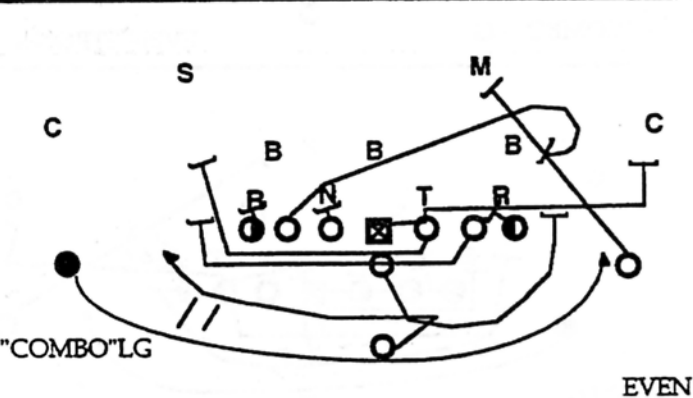
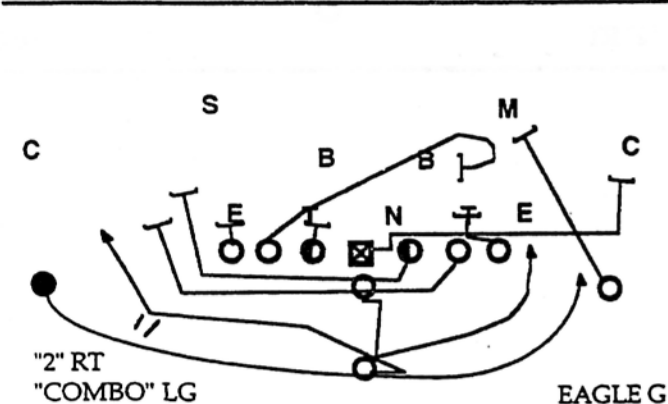
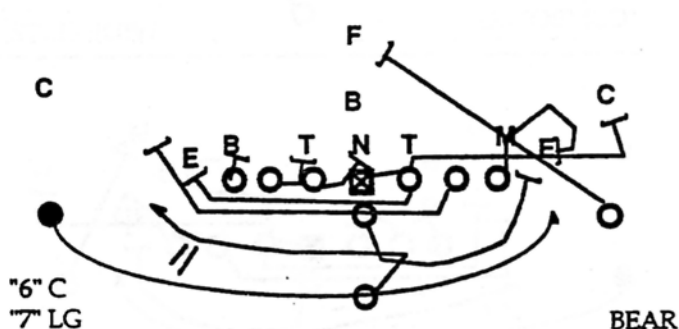
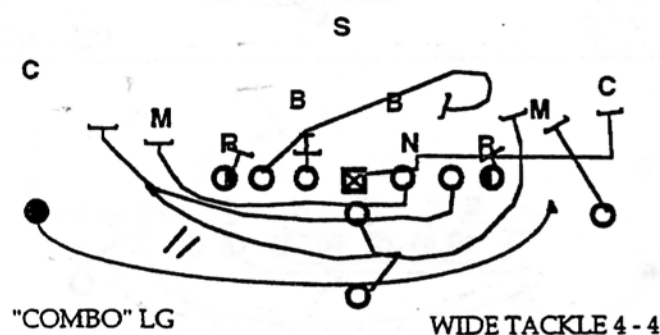
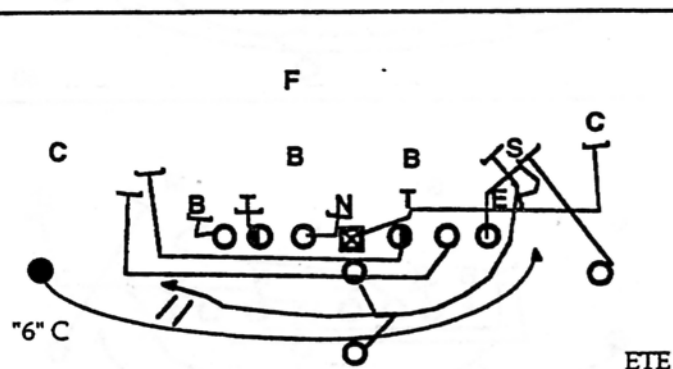
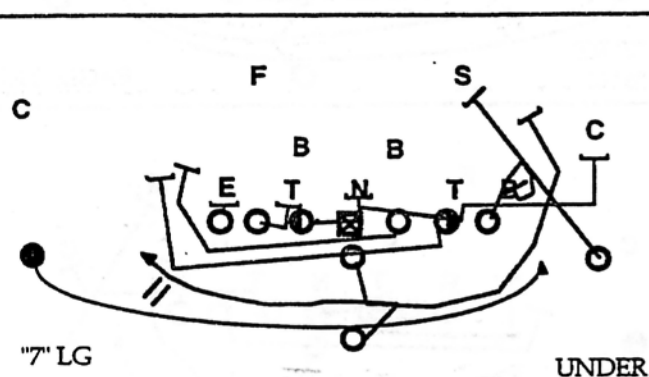
**LT - On, right seam, LB** -- If covered, lock on unless LG calls you down. If you get a "combo" call from the LG and no LB plugs, get into a shallow peel a LB depth to the reverse side.

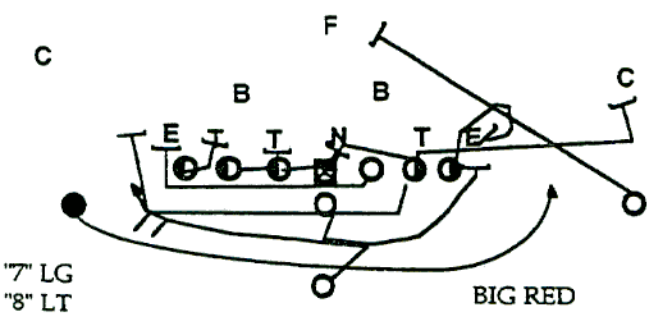
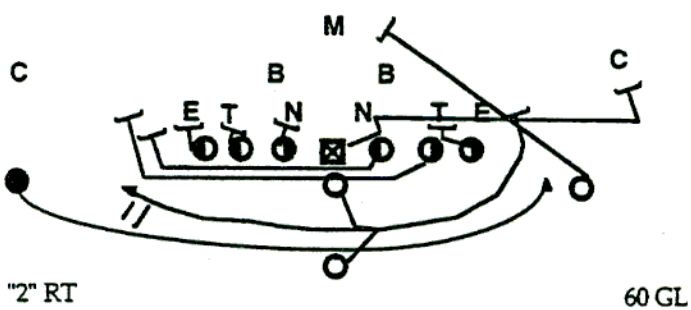
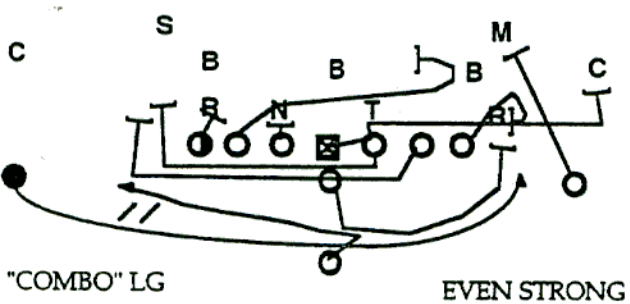
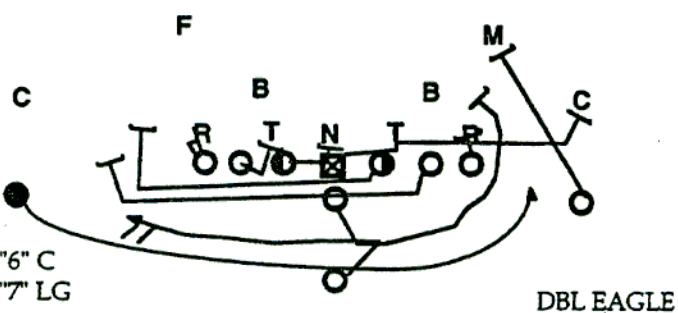
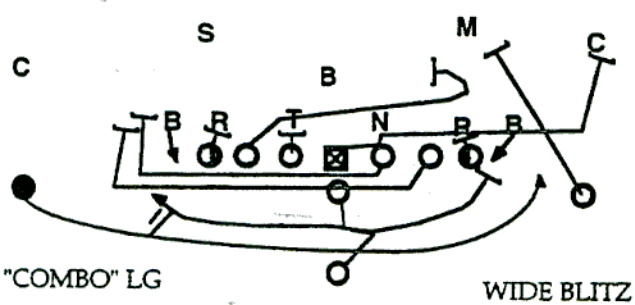
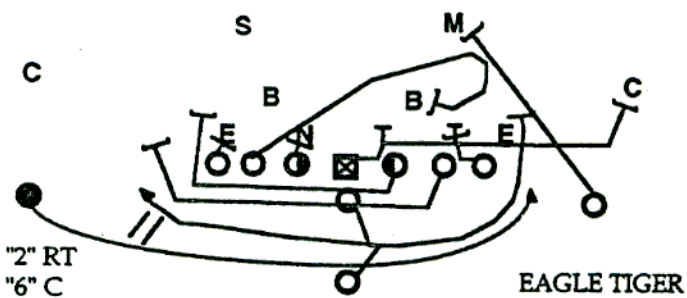
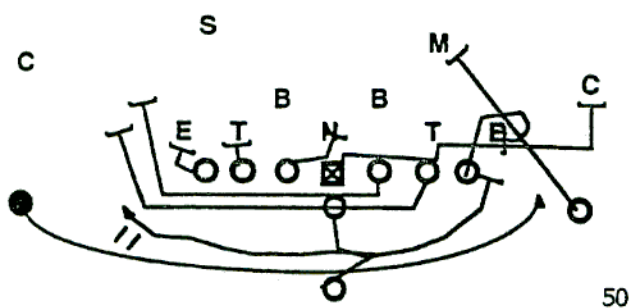
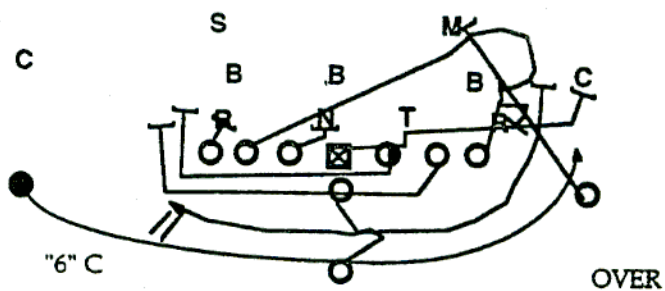
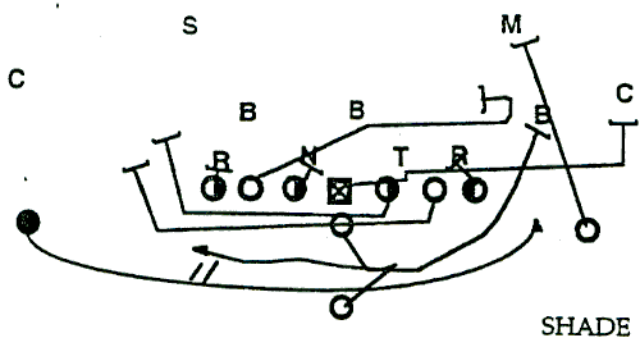
**LG - Right, on** -- If the Center is covered, go to nose. Call "7" if you are also covered. Give "combo" call vs 4-3.

**C - Right, chip and seal** -- Same rule as counter sweep, but block your rule 2 counts, then flat release wide for the corner on the reverse side. No "offset" call. Treat like bootleg.

**RG - Pull left** -- Pull hard, making it look like counter sweep.

**RT - Pull left** -- Pull hard, making it look like counter sweep.





## 42 COUNTER TRAP

TE - (Onside) Lt, LB - On 2 man rule, fan to end man. - Aim at hip of DT. RT will take away penetration. On "Eagle" call, lateral step and seal unless 2 man rule. Bypass a "7" technique and no 2 man. On 4-4, if you can get to fold LB, go get him.

RT - Lt seam, LB, chip and seal - Chip DT and up for LB. "Combo" vs 4-3 spacing with RG. Give "2" call if not chipping. Give "Eagle" call on TE side when you are uncovered.

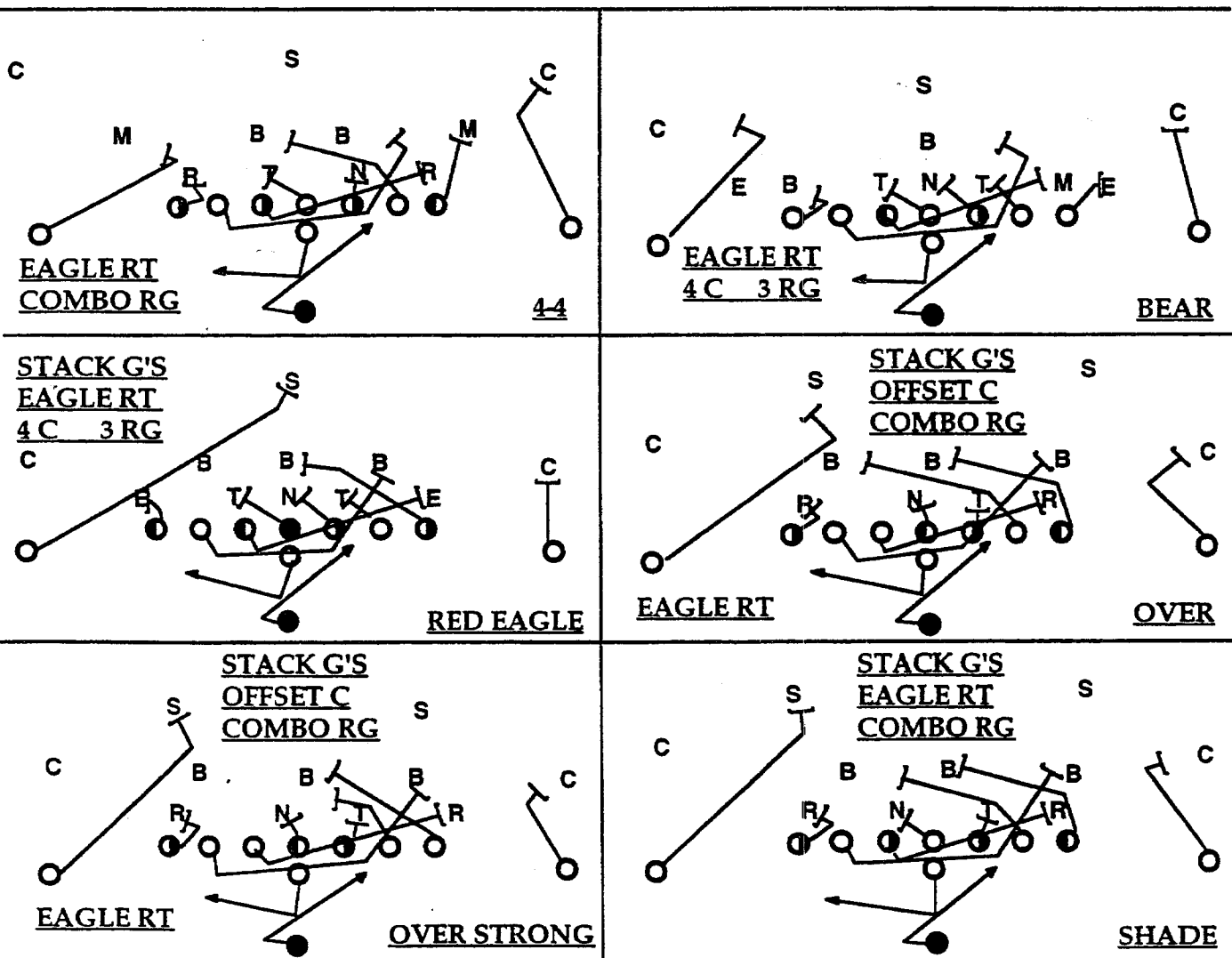
RG - Left, on, LB - "Combo" with RT if covered. Call "3-combo." Tackle must call Eagle to combo on TE side.

C - Left, LB -- Check for Slant Tackle vs 50. "6" call vs Backside Eagle. Block an offset nose and call "offset." Aim shallow if blocking man on LG. Don't allow penetration.

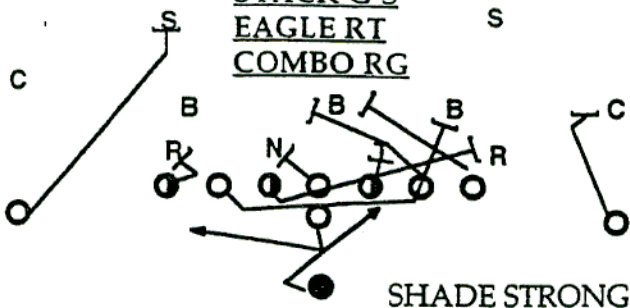
LG - Pull right - Hug the LOS - Kick out DE if possible.

LT - Pull right - Hug the LOS - Block playside LB. Give 8 call if LG covered or C calls "offset."

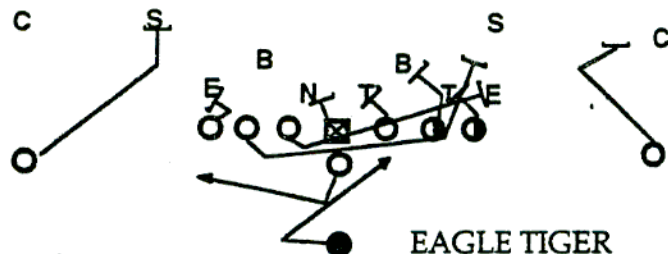
TE - (Backside) RS, On - Lock on.



93  
STACK G'S  
EAGLE RT  
COMBO RG

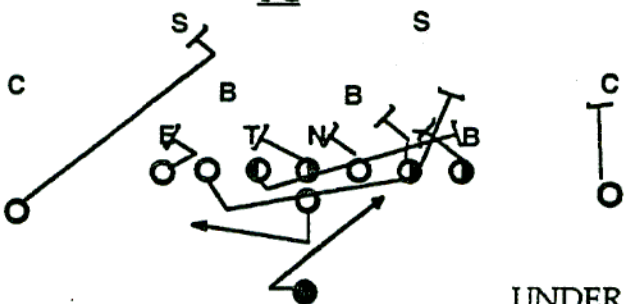


SHADE STRONG

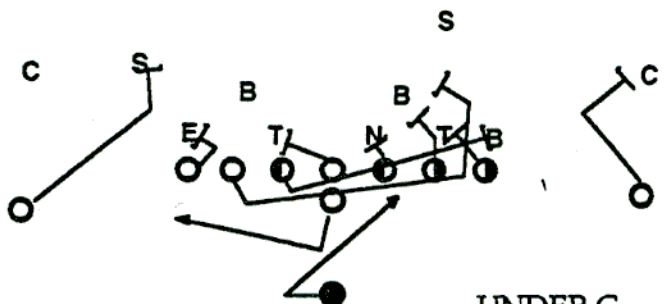


EAGLE TIGER

4 C

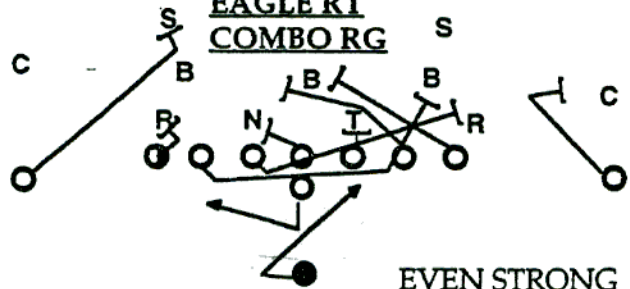


UNDER



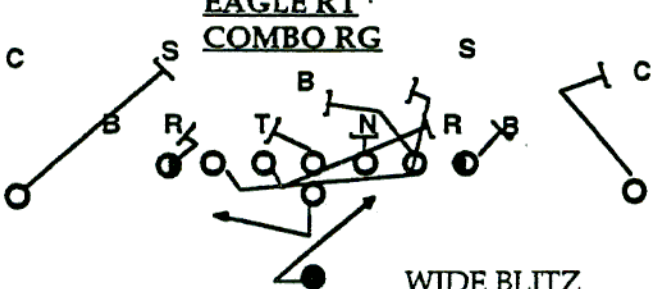
UNDER G

STACK G'S  
EAGLE RT  
COMBO RG

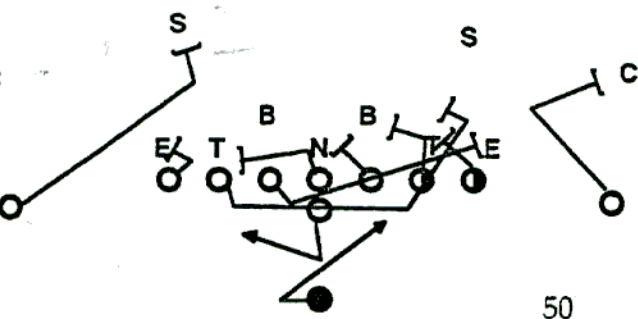


EVEN STRONG

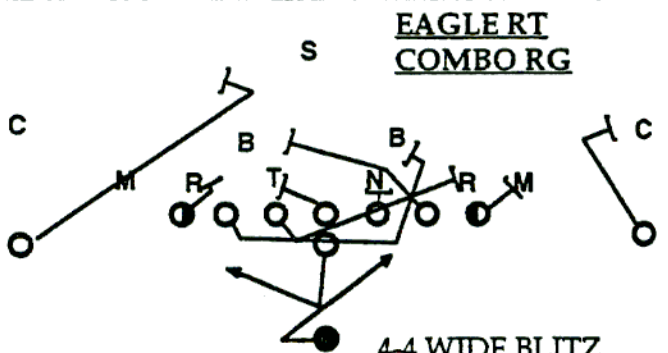
STACK G'S  
EAGLE RT  
COMBO RG



WIDE BLITZ

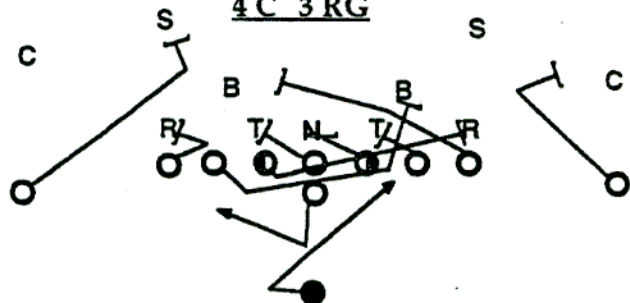


50



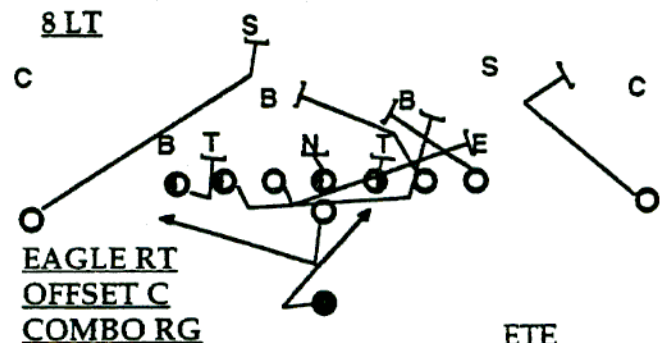
4-4 WIDE BLITZ

EAGLE RT  
4 C 3 RG



DBL EAGLE

8 LT



ETE

EAGLE RT  
OFFSET C  
COMBO RG

48 OB CTR TRAP

TE - (Onside) Rt, LB - On 2 man rule, fan to end man. -- Aim at hip of DT. LT will take away penetration. On "Eagle" call lateral step and seal unless 2 man rule. Bypass a "7" technique and no 2 man. Vs. a 4-4 Defense, if you can block fold outside LB, go get him.

LT - Rt seam, LB, chip and seal -- Chip DT and up for LB. "Combo" vs 4-3 spacing with LG. Give "8" call if not chipping. Give "Eagle" call on TE side when uncovered.

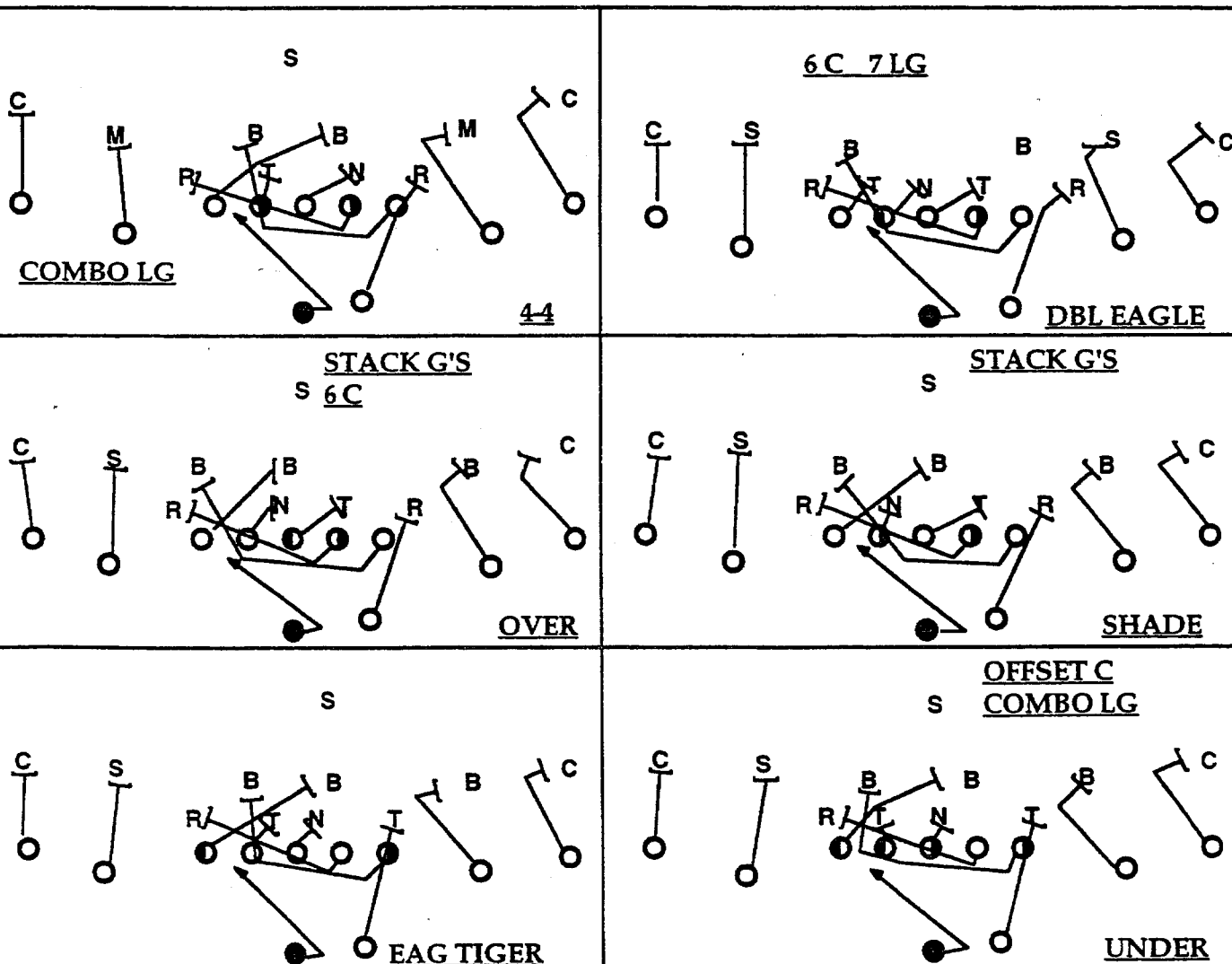
LG - Right, on, LB -- "Combo" with LT vs 4-3 spacing or stack on you. Call "7-combo." Must have "Eagle" by LT on TE side.

C - Right, LB -- Check for slant tackle vs 5-2. "6" call vs Eagle backside. Block an offset nose and call "offset." Aim shallow if blocking man on RG. Don't allow penetration.

RG - Pull Lt (Hug the LOS) -- Kick out DE if possible.

RT - Pull Lt (Hug the LOS) -- Block ILB. Give 2 call if you and RG covered or if Center calls "Offset."

TE - (Backside) -- LS, On -- Lock on.



42 SHOVEL PASS

TE - (Onside) 1st LB -- Vs 2 man rule, fan to end man on LOS. First LB inside.

RT - Left seam, chip and seal -- If covered on TE side, call 2-combo to TE. If no TE, free release for 1st LB or combo with RG if he calls you. Give "Eagle" call if uncovered and TE on your side.

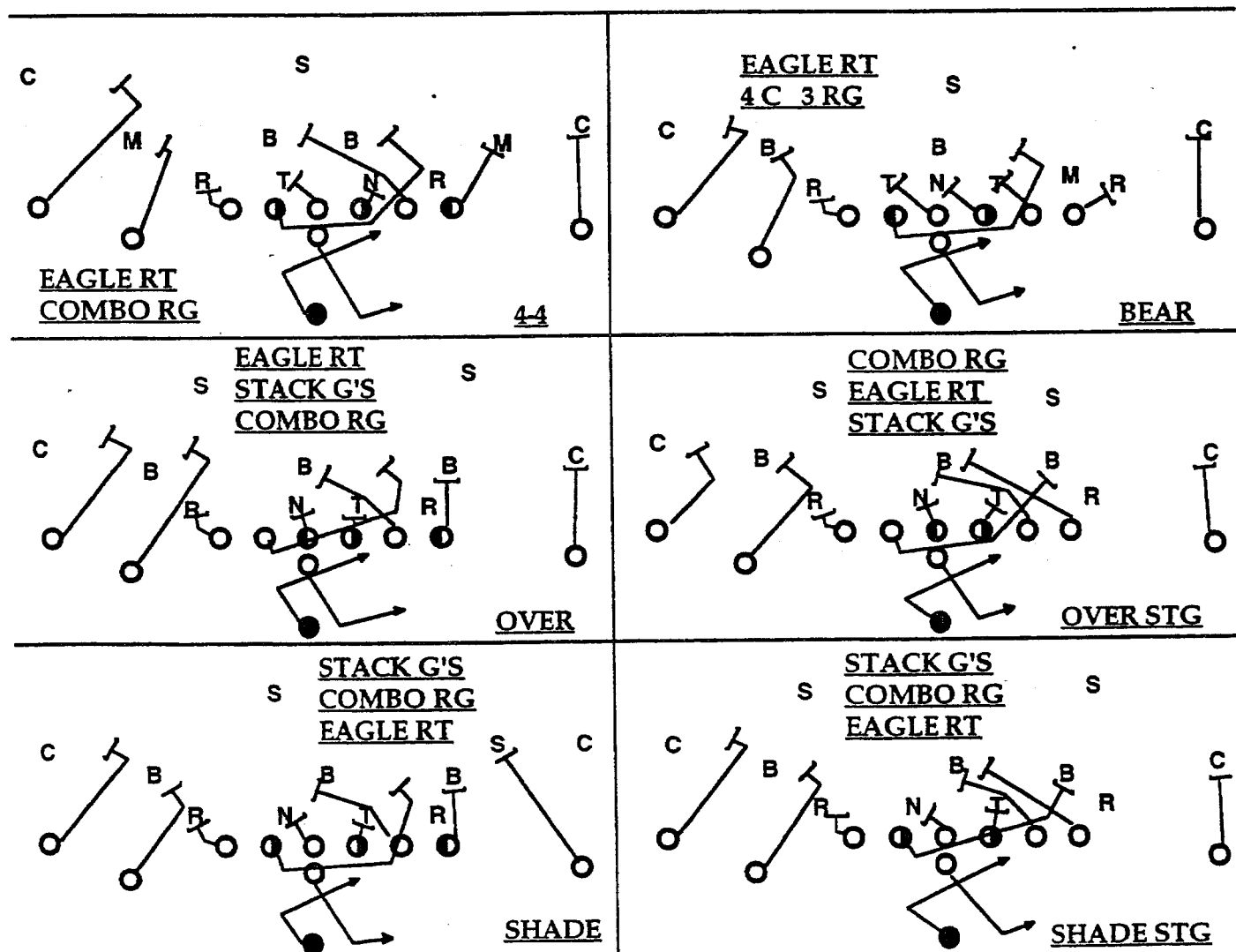
RG - Left seam, on, LB -- On "Eagle" call, give "3-combo" if covered and work with RT. If uncovered, work with Center to backside LB. On "4" call block nose.

C - Left, on, LB -- Give "4" call vs backside Eagle. Vs. 50 defense combo with RG to backside LB.

LG - Pull right -- Pull for 1st LB to callside.

LT - On, left -- Lock on if covered. "8-double" call if uncovered vs a 7 technique. "Out" call a 2 man rule.

TE - (Backside) On, outside -- Lock on. Work with Tackle if he calls "8-double" or "out."





# 48 SHOVEL PASS

TE - (Onside) 1st LB - Vs 2 man rule, fan to end man on LOS. First LB inside of you.

LT - Right seam, chip and seal - If covered on TE side, call 8-combo to TE. If no TE, free release for 1st LB or combo with LG if he calls you. Give "Eagle" call if uncovered and TE on your side.

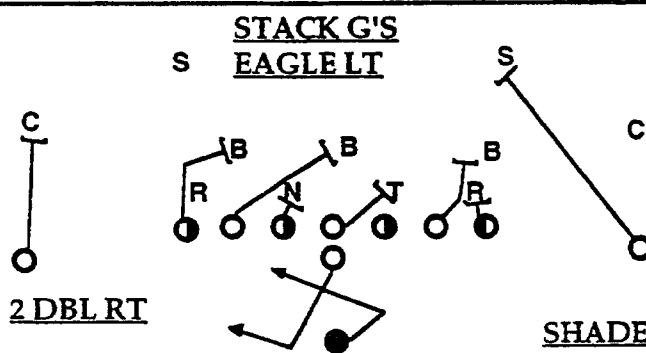
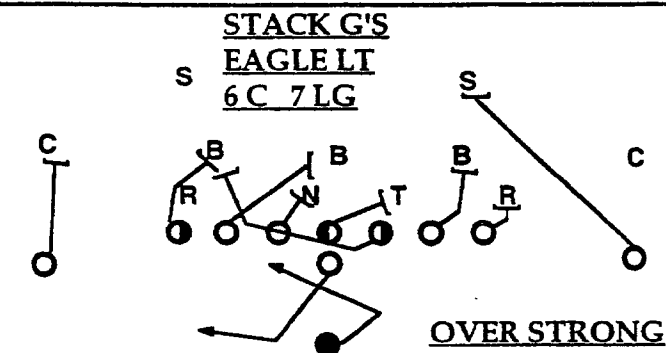
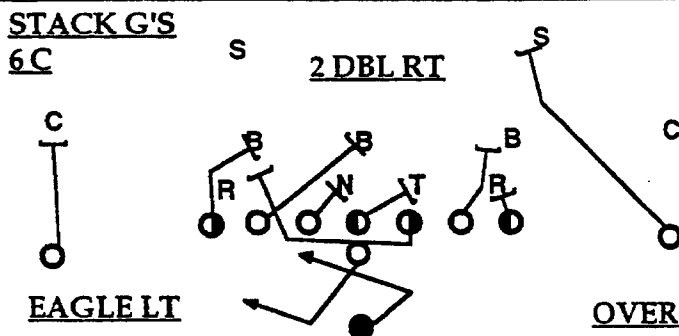
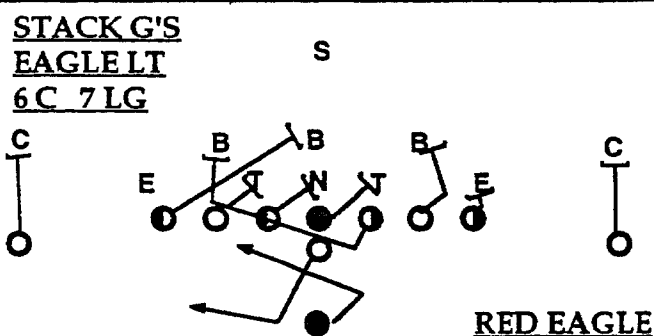
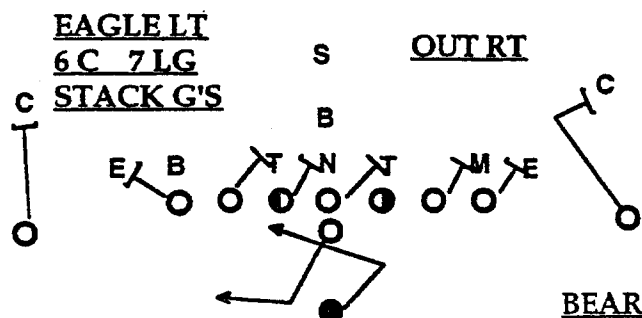
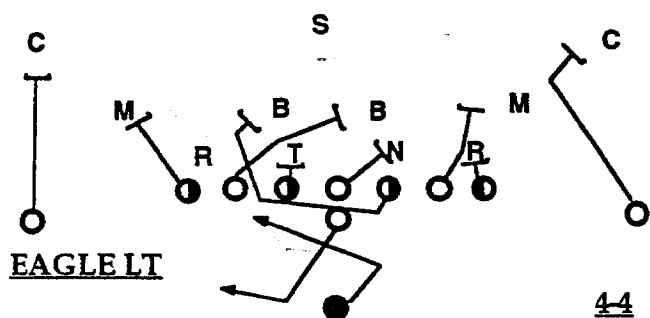
LG - Right seam, on, LB - On "Eagle" call, give "7-combo" and work with LT. If uncovered, work with Center to backside LB. On "6" call block nose.

C - Right, on, LB - Give "6" call vs backside Eagle. Vs. 50 defense, combo with LG to backside LB.

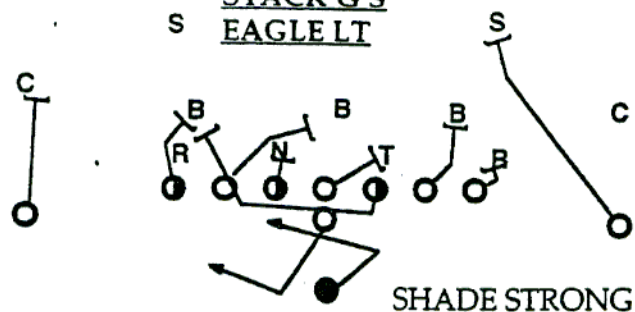
RG - Pull left - Pull for 1st LB to callside.

RT - On, right - Lock on if covered. "2-double" call if uncovered vs a 7 technique on TE. "Out" call a 2 man rule on TE.

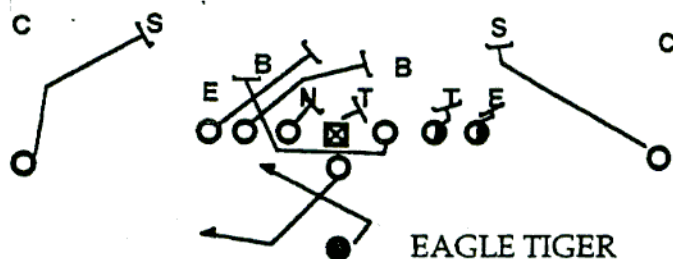
TE - (Backside) On, outside - Lock on. Work with Tackle if he calls "2-double" or "out."



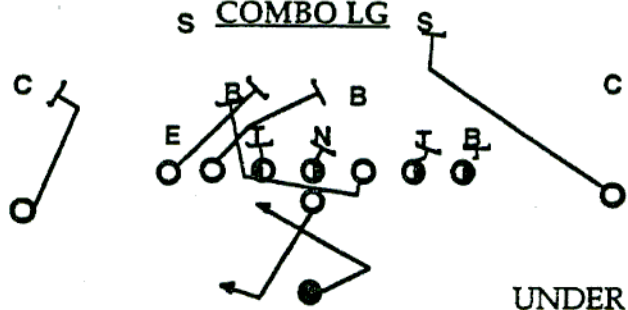
STACK G'S  
EAGLE LT



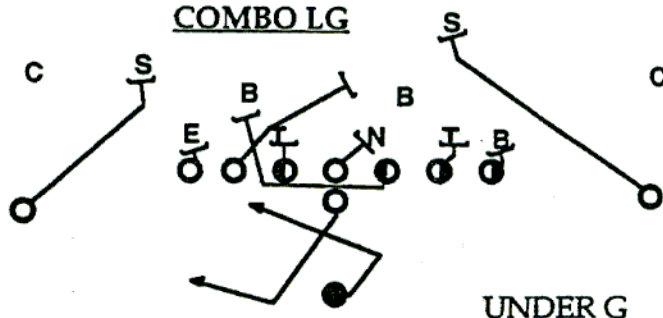
EAGLE LT



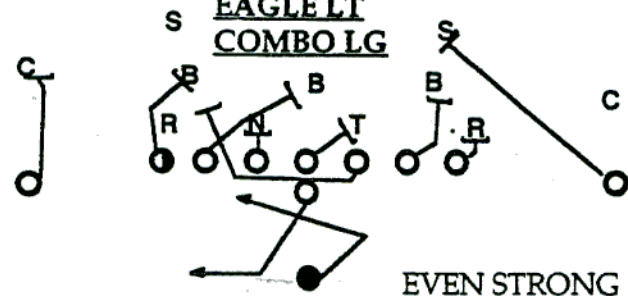
EAGLE LT  
COMBO LG



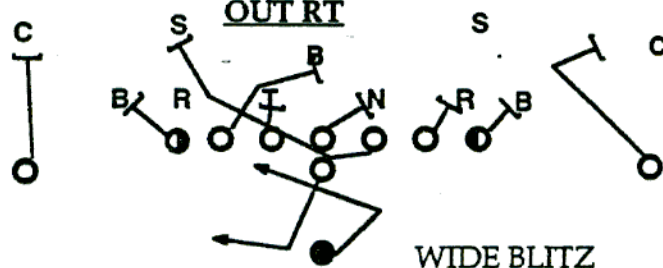
EAGLE LT  
COMBO LG



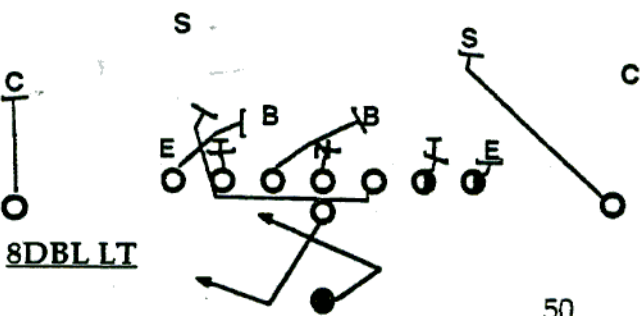
STACK G'S  
EAGLE LT  
COMBO LG



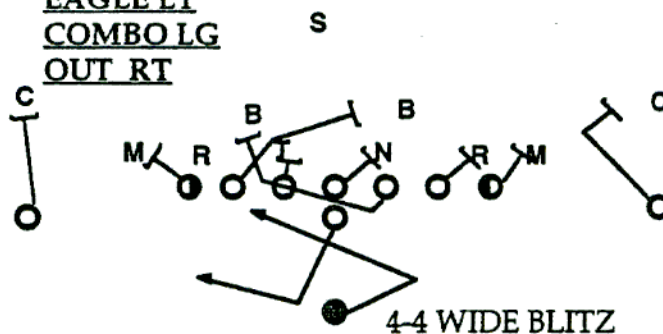
STACK G'S  
COMBO LG  
OUT RT



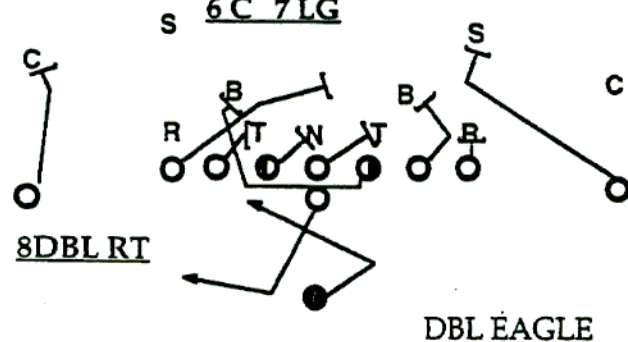
S



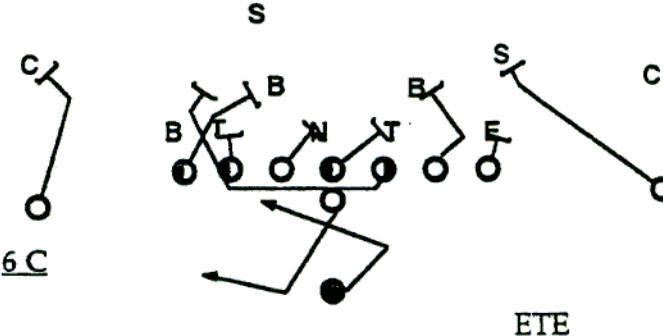
EAGLE LT  
COMBO LG  
OUT RT



EAGLE LT  
6 C 7 LG



8 DBL LT



8DBL LT

8DBL RT

6 C

TE - (Onside) On, Rt, LB -- Aim at inside number and lock on.

RT - Right seam, on, Lt seam, LB -- Lock on. "2" call if Guard gives "3" call and man in outside seam. "Out" call if 2 men outside on LOS. "2-double" vs stack outside with 7 technique. Cannot call Out vs. stack defense and LB on you.

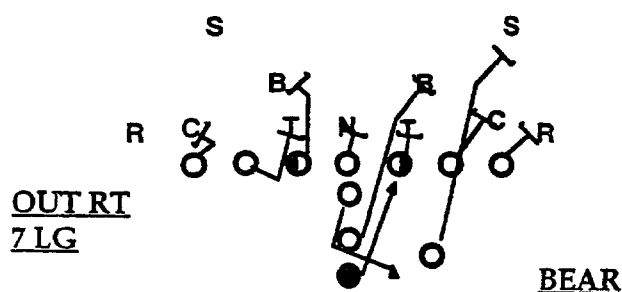
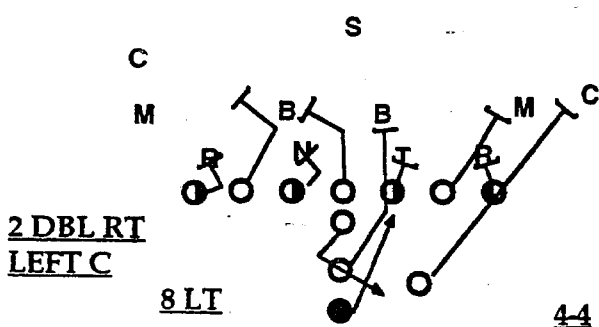
RG - Lt seam, on, Rt seam, help C -- Locked on. "3" call if man in both seams. If Center gives "4-combo" call to you, work with him to backside LB. Double team vs 50 defense.

C - On, LB -- Call "6 combo" if you and RG covered. Backside LB vs even stack. Give "4-combo" call vs backside Eagle. Give "left" call when going to backside LBer.

LG - On, right seam, LB -- Lock on if covered. Direct path to LB vs 50 defense.

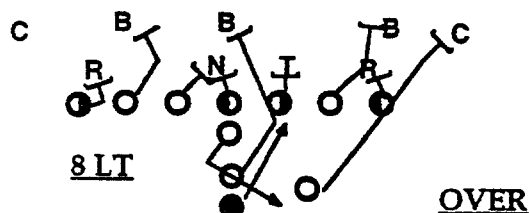
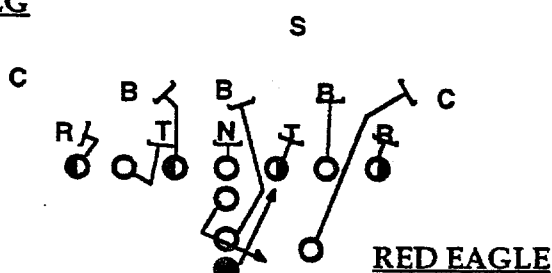
LT - Right seam, on LB -- Locked on. Combo with LG if he calls 7 combo. Out call vs 2 man rule and Left or 4 combo by C.

TE - (Offside) Rt seam, on -- Go through inside number. Lock on. May get Out call vs 2 man rule.



STACK G'S  
7 LG

STACK G'S  
2 DBL RT  
6 COMBO C

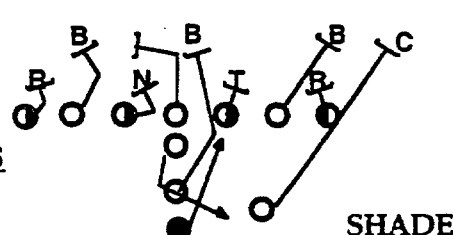
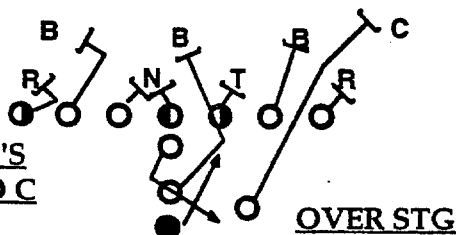


8 LT

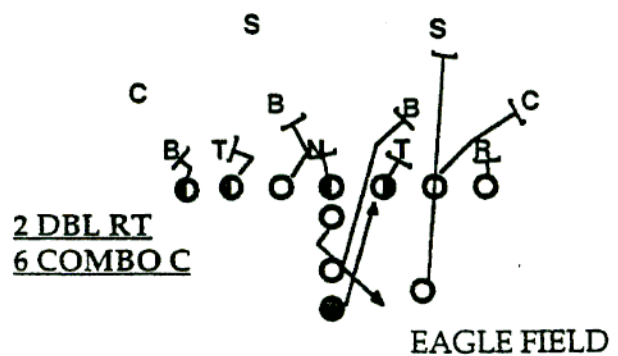
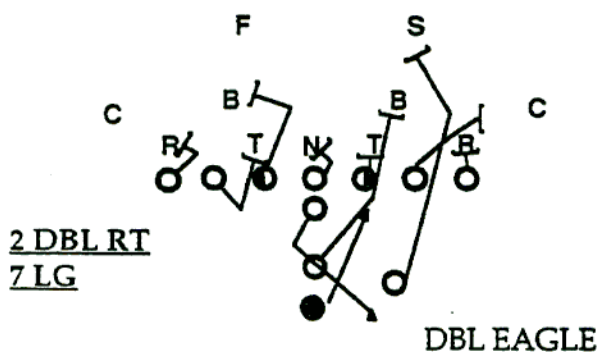
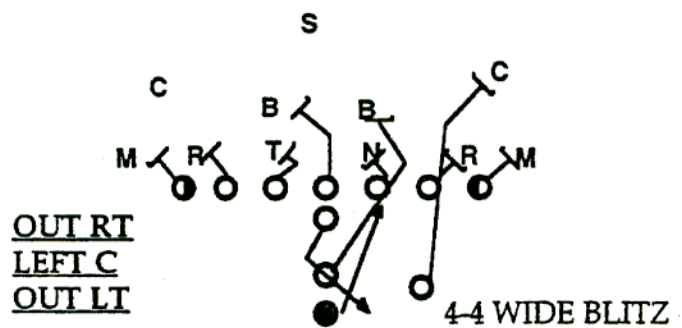
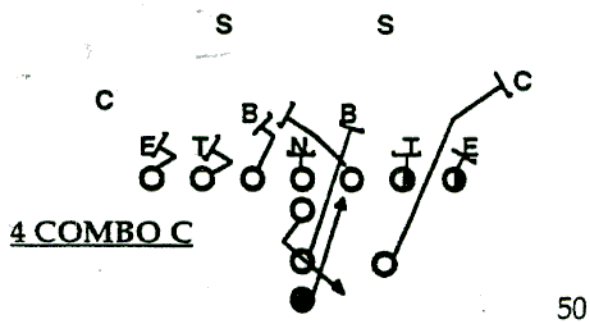
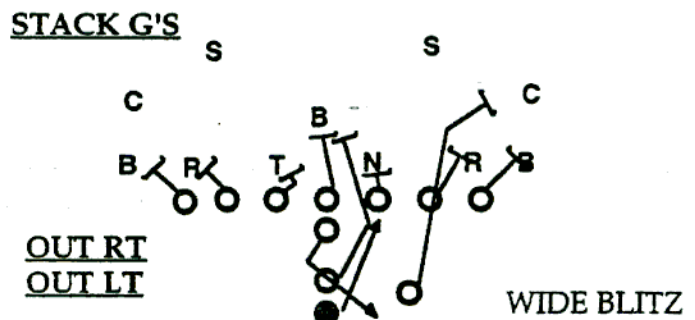
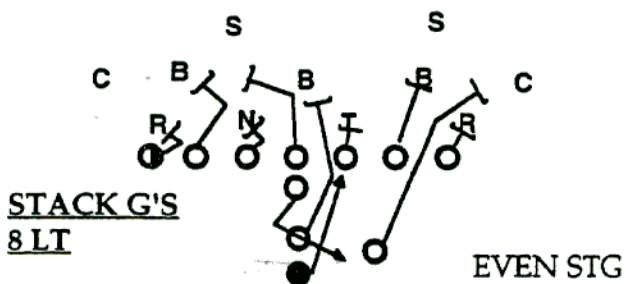
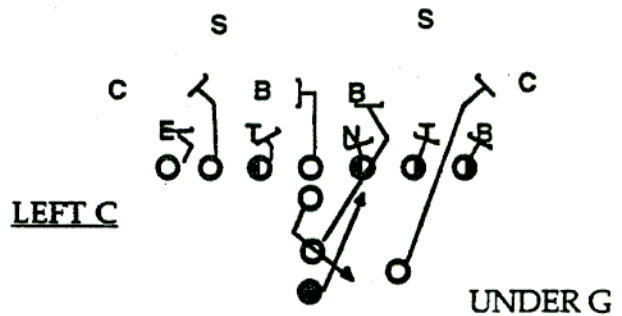
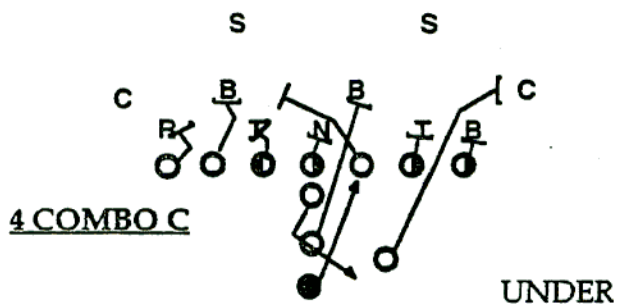
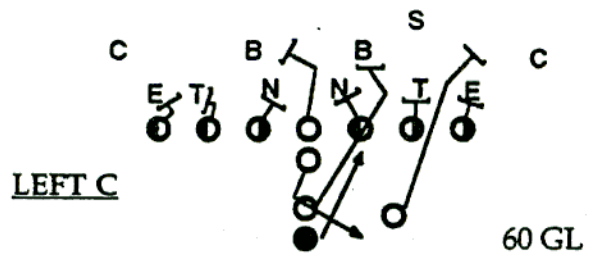
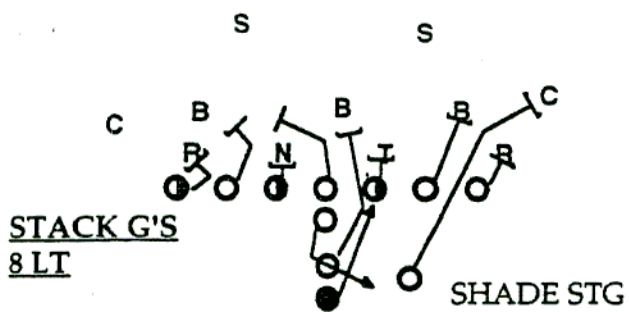
8 LT

STACK G'S  
6 COMBO C

STACK G'S  
2 DBL RT



SHADE



46 ISO

TE - (Onside) On, Rt seam, LB -- Aim at inside number and lock on.

LT - Lt seam, on, Rt seam, LB -- Lock on. "8" call if Guard gives you "7" call and someone in your outside seam. Can't call Out vs stack defense and LB on you. "Out" call if 2 men outside on LOS. "8-double" vs stack outside with 7 technique.

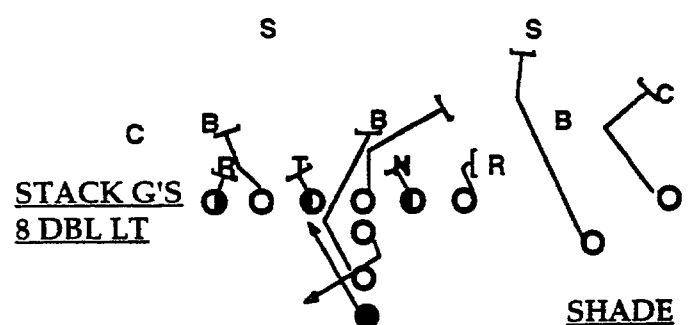
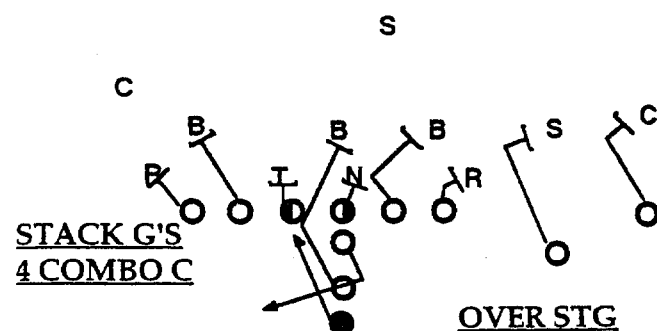
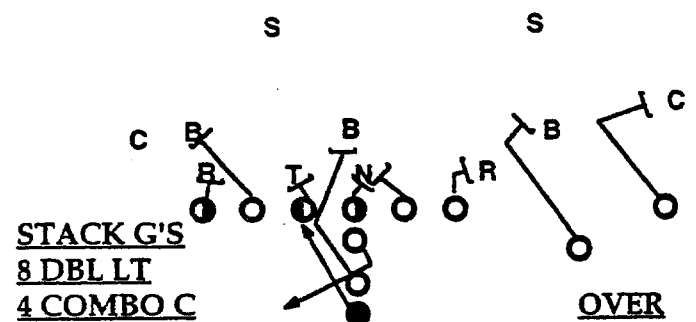
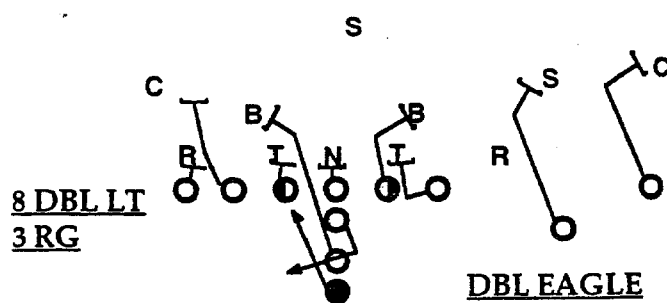
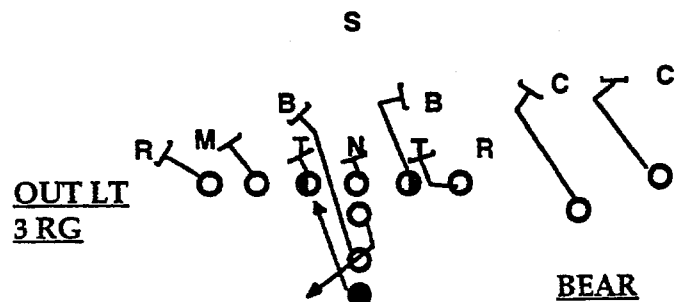
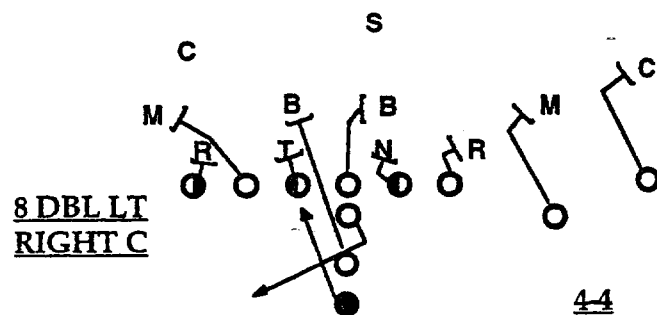
LG - Rt seam, on, Lt seam, help C -- Aim at numbers if covered; lock on. "7" call if man in both seams. Double team combo vs 50.

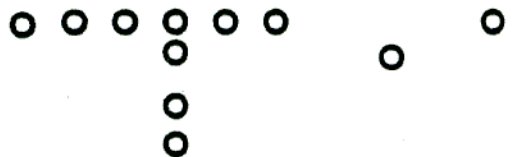
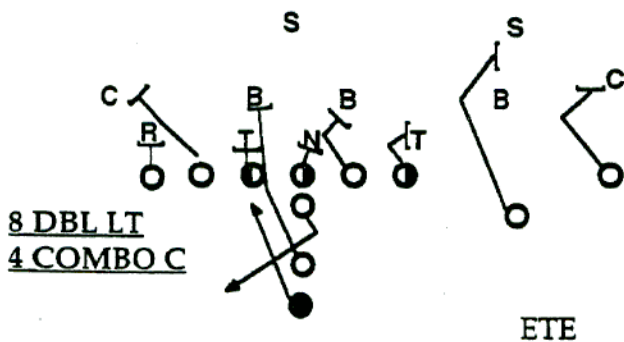
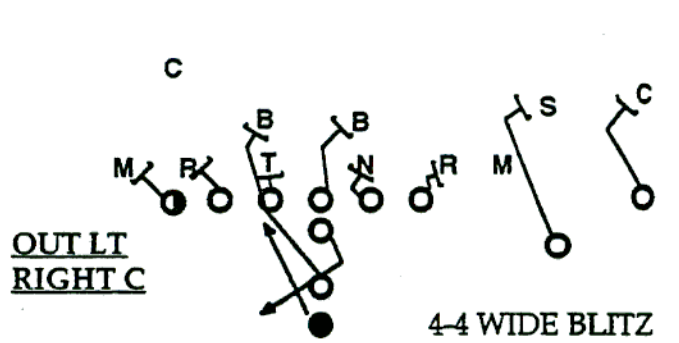
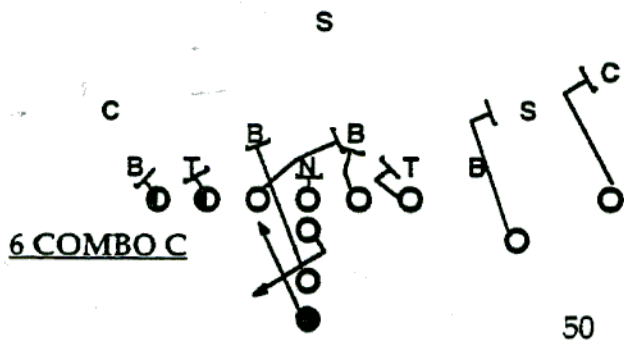
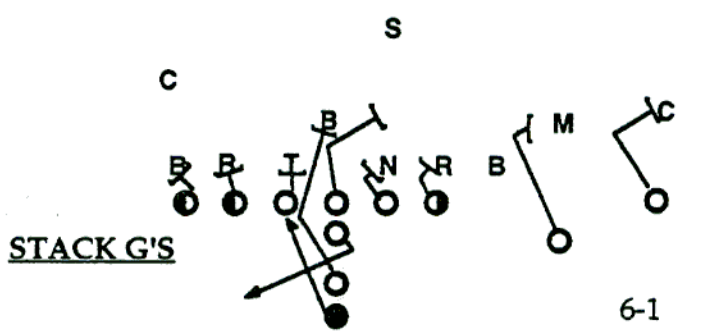
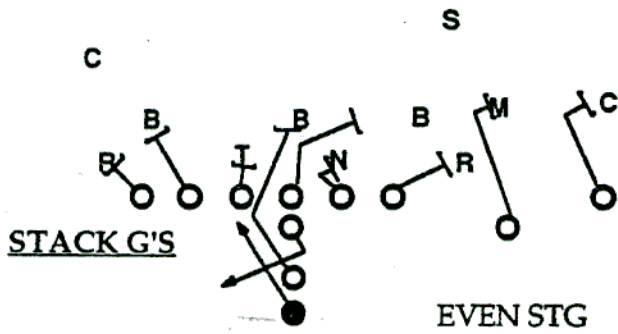
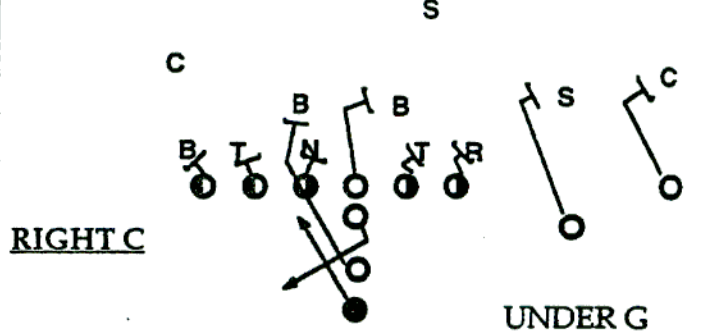
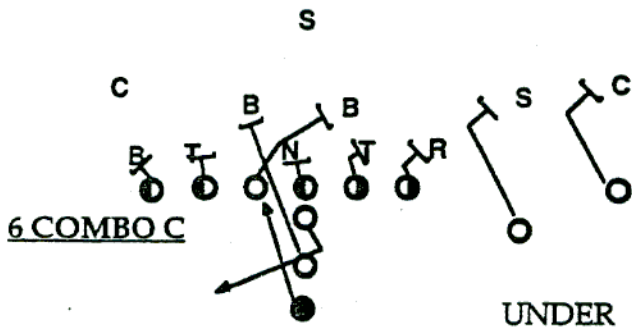
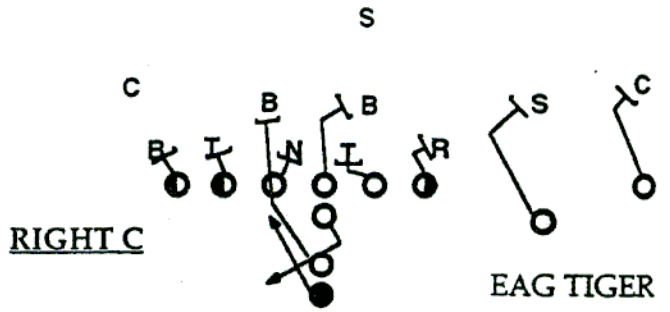
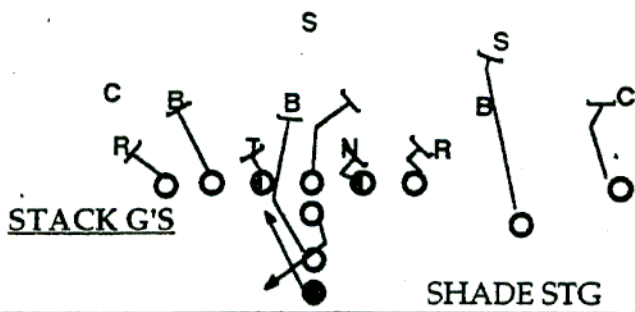
C - On, LB -- Backside LB vs even stack. "6-combo" call vs Eagle backside. Give "Right" call when going to backside LBer. Call "4-combo" if you and LG covered.

RG - On, Left seam, LB -- Lock on if covered. Center may call "4 combo."

RT - Left seam, on, LB -- Locked on. May get Combo call from RG. Out call vs 2 man rule if C calls Right or 6 Combo.

TE - (Offside) Left seam, on -- Go through inside half and Lock on. May get Out call by RT.





54 DRAW

TE - On, outside -- Show pass, try to kick DE out. If RT calls "2-double," slow double DE to LB.

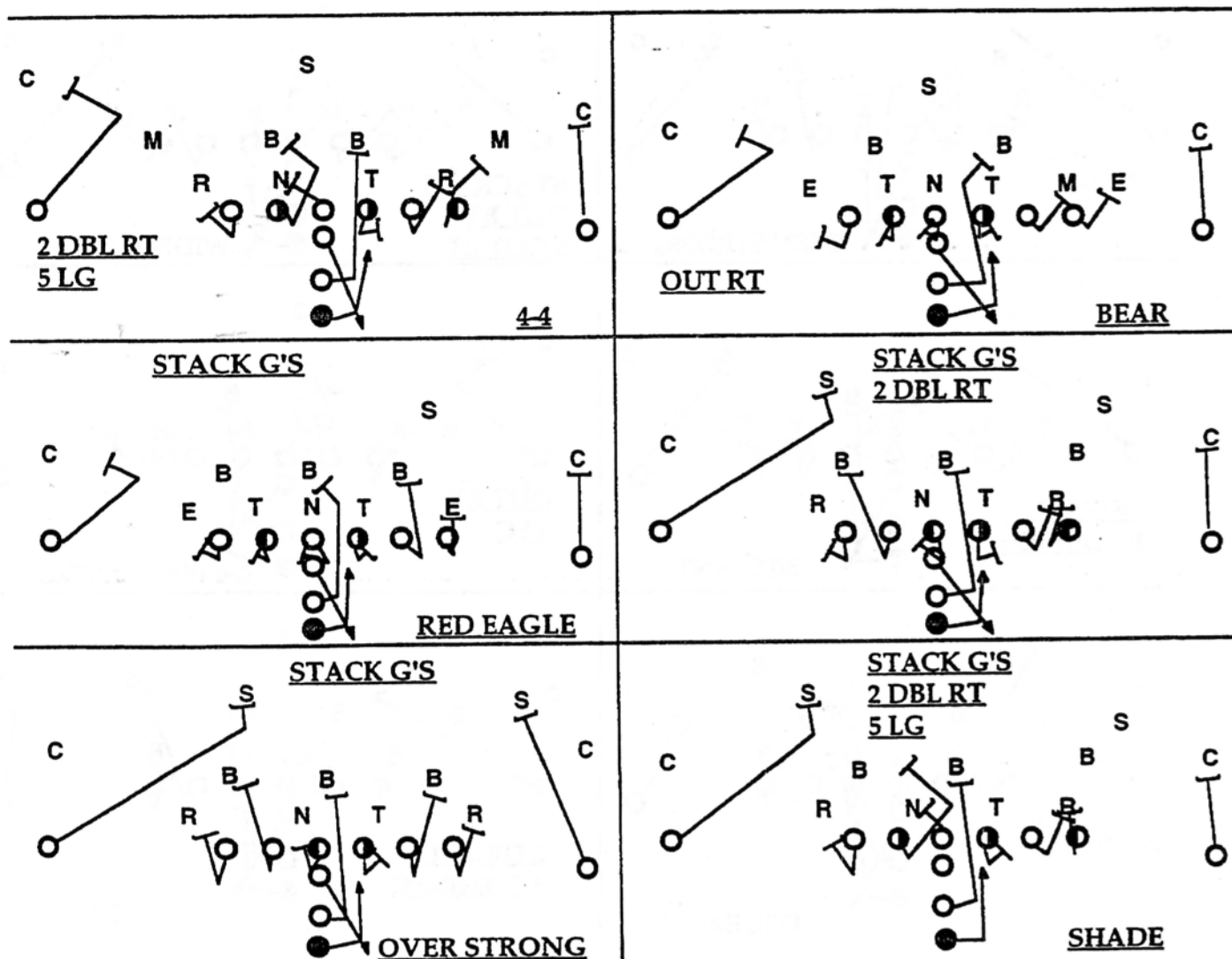
RT - On, right seam, LB -- Invite a rush and kick out defender. If blocking LB, show pass then sprint through him. "Out" call a 2 man alignment on TE if you're uncovered. "2-double" vs 7 technique when uncovered.

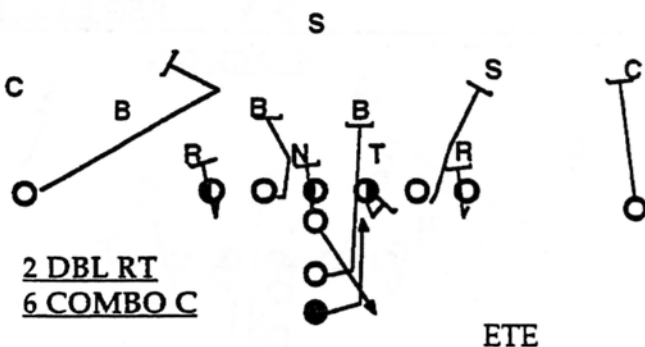
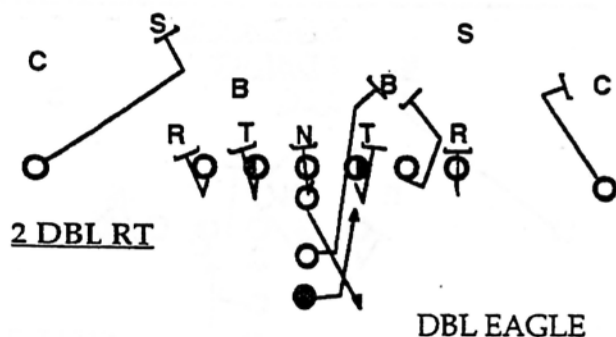
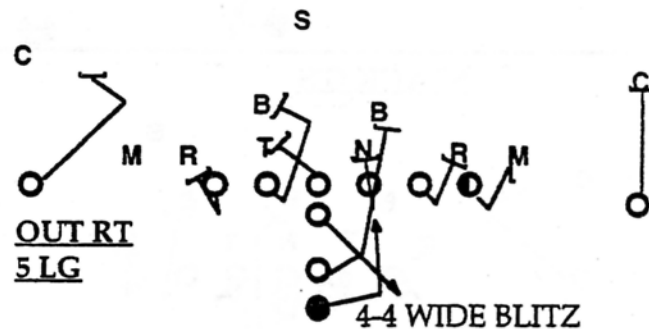
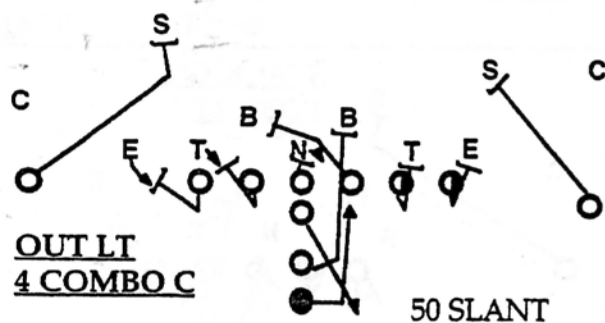
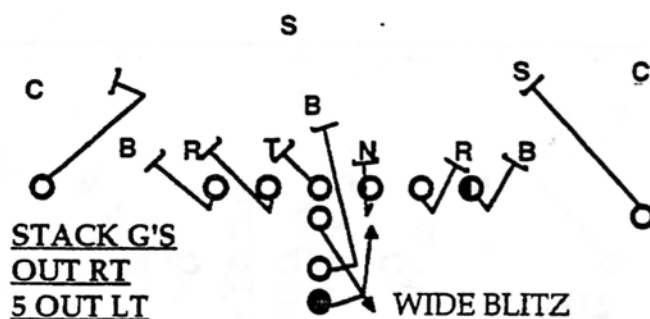
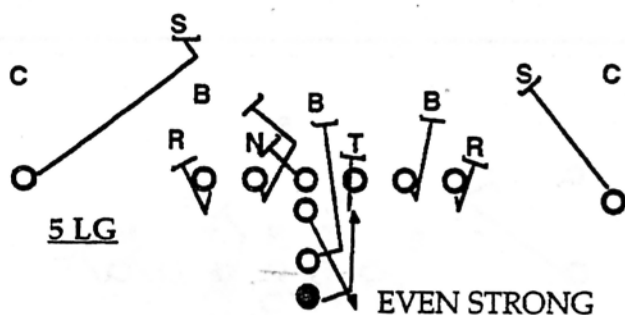
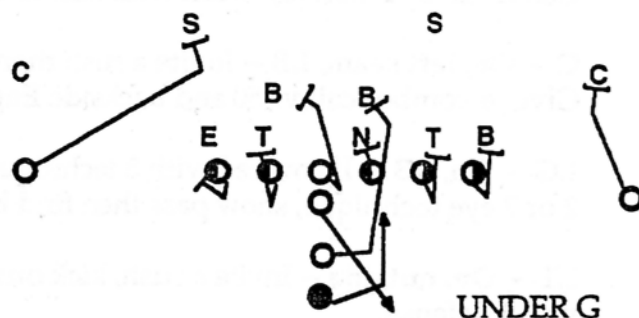
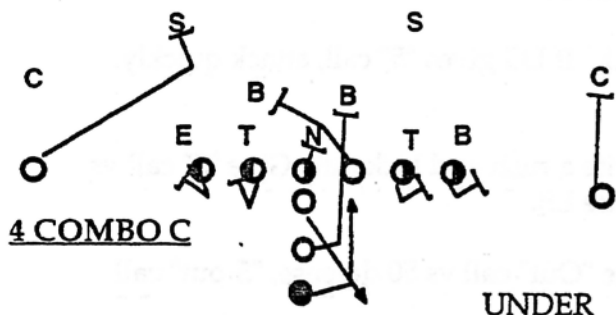
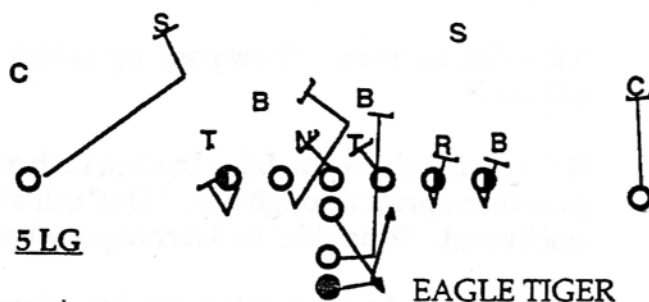
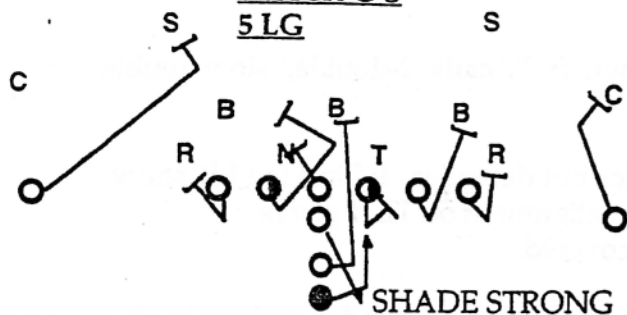
RG - On, right seam, left seam, LB -- Invite a rush, kick out defender if possible. If Center calls "4-combo," work with him to backside LB.

C - On, left seam, LB -- Invite a rush then attack. If LG gives "5" call, attack quickly. Give "4-combo" call vs 50 and backside Eagle.

LG - On, LB -- If covered with 3 technique, invite a rush and kick out. Give "5" call vs 2 or 2 eye technique, show pass then find backside LB.

LT - On, outside -- Invite a rush, kick out. Give "Out" call vs 50 defense, "5-out" call vs 6-1 defense.



STACK G'S5 LG



56 DRAW

TE - On, outside – Show pass, try to kick DE out. If RT calls "8-double," slow double DE to LB.

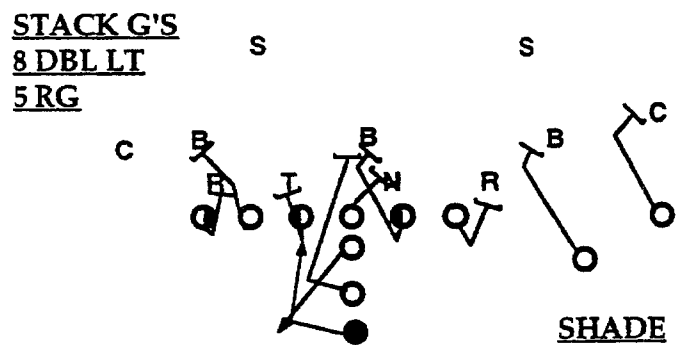
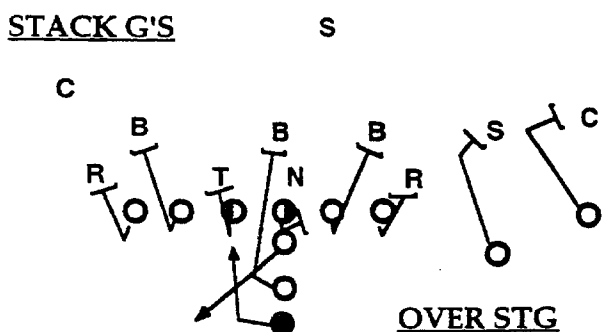
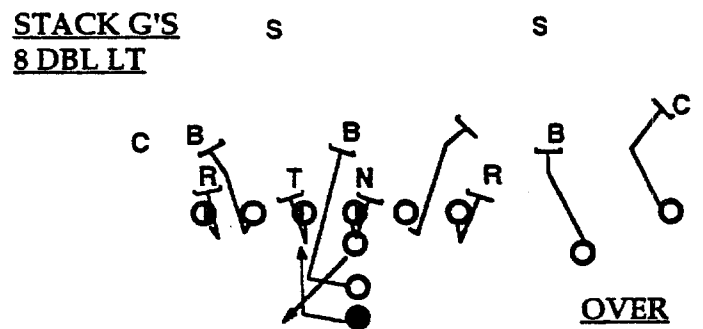
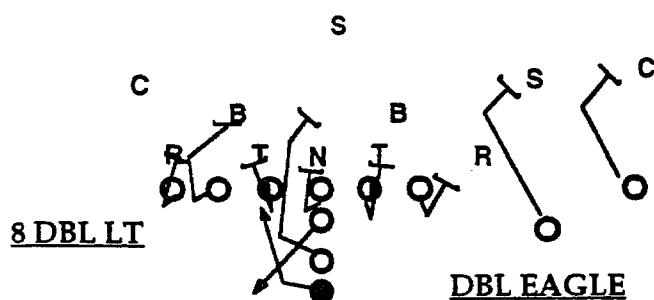
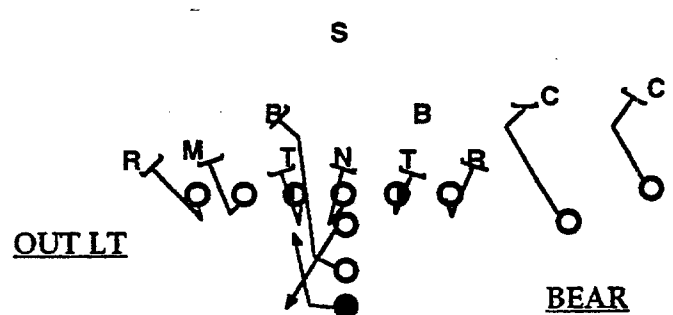
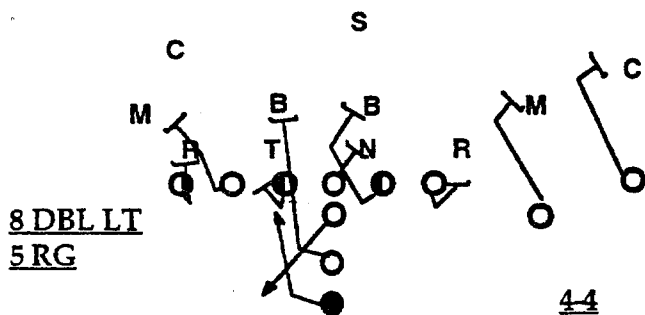
LT - On, left seam, LB – Invite a rush and kick out defender. If blocking LB, show pass, then attack him. "Out" call a 2 man alignment and you're uncovered. "8-double" vs 7 technique when uncovered.

LG - On, left seam, right seam, LB – Invite a rush, kick out defender if possible. If Center calls "6-combo," work with him to backside LB.

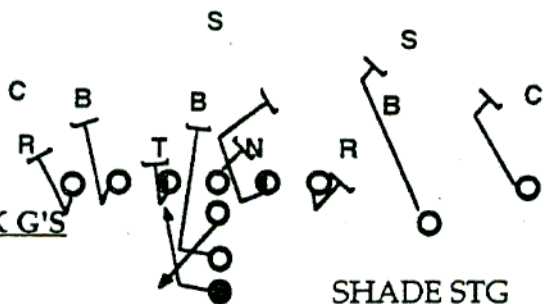
C - On, right seam, LB – Invite a rush then attack. If RG gives "5" call, attack quickly. Give "6-combo" call vs 50 and backside Eagle.

RG - On, LB – Invite a rush vs 3 technique, then attack him. Give "5" call vs 2 or 2 eye technique, show pass, then find backside LB.

RT - On, outside – Invite a rush, kick out. Give "Out" call vs 50 defense, "5-out" call vs 6-1 defense.

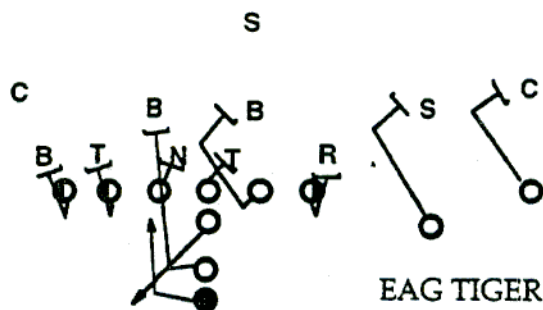


STACK G'S  
5 RG



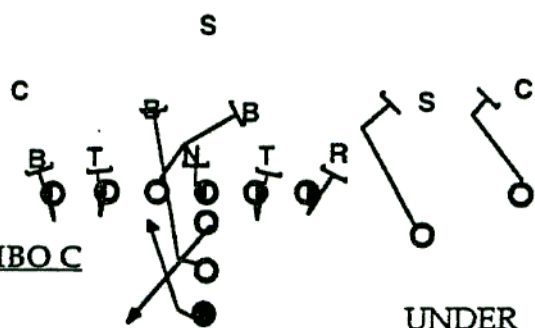
SHADE STG

5 RG

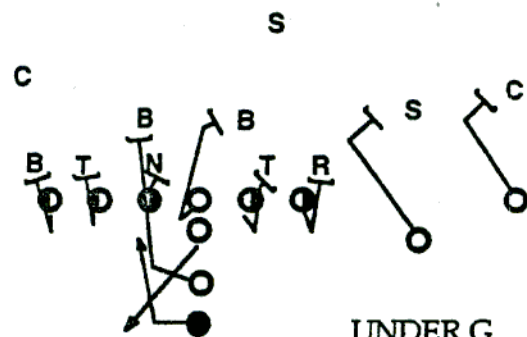


EAG TIGER

6 COMBO C

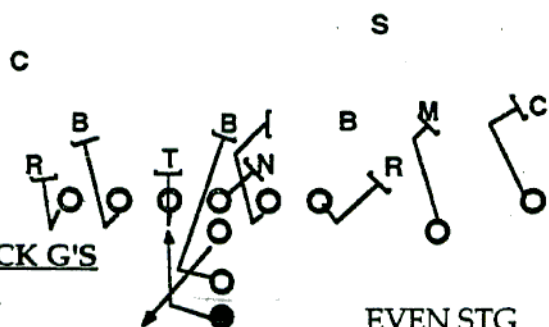


UNDER



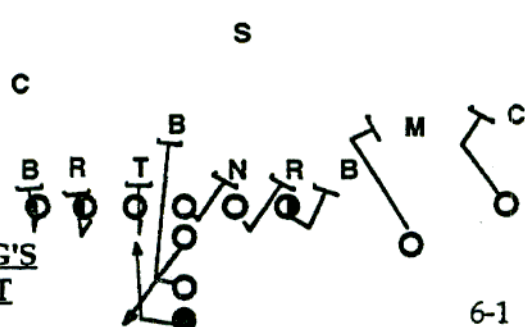
UNDER G

STACK G'S  
5 RG



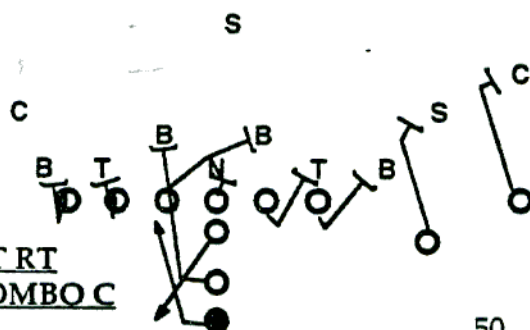
EVEN STG

STACK G'S  
5 OUT RT



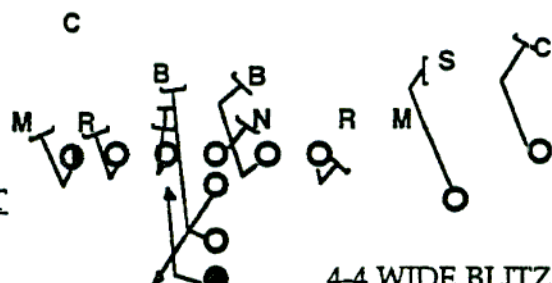
6-1

OUT RT  
6 COMBO C



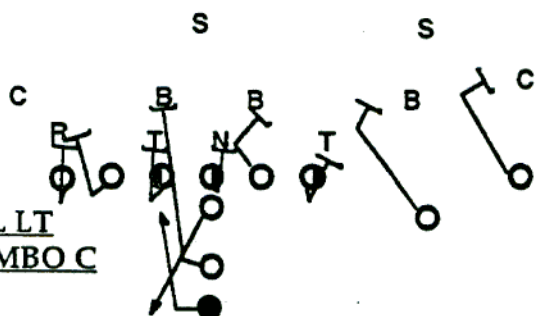
50

OUT LT  
5 RG

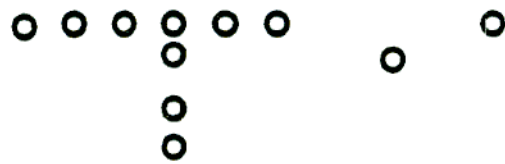


4-4 WIDE BLITZ

8 DBL LT  
4 COMBO C



ETE



TE - Onside -- On, LB -- If RT gives Eagle call, release for 1st LB. RT has the option of calling Fold if there is a 7 tech on you.

RT - Call Fold if uncovered and 7 tech on TE. Call Eagle if uncovered. Invite a rush if blocking a man on LOS.

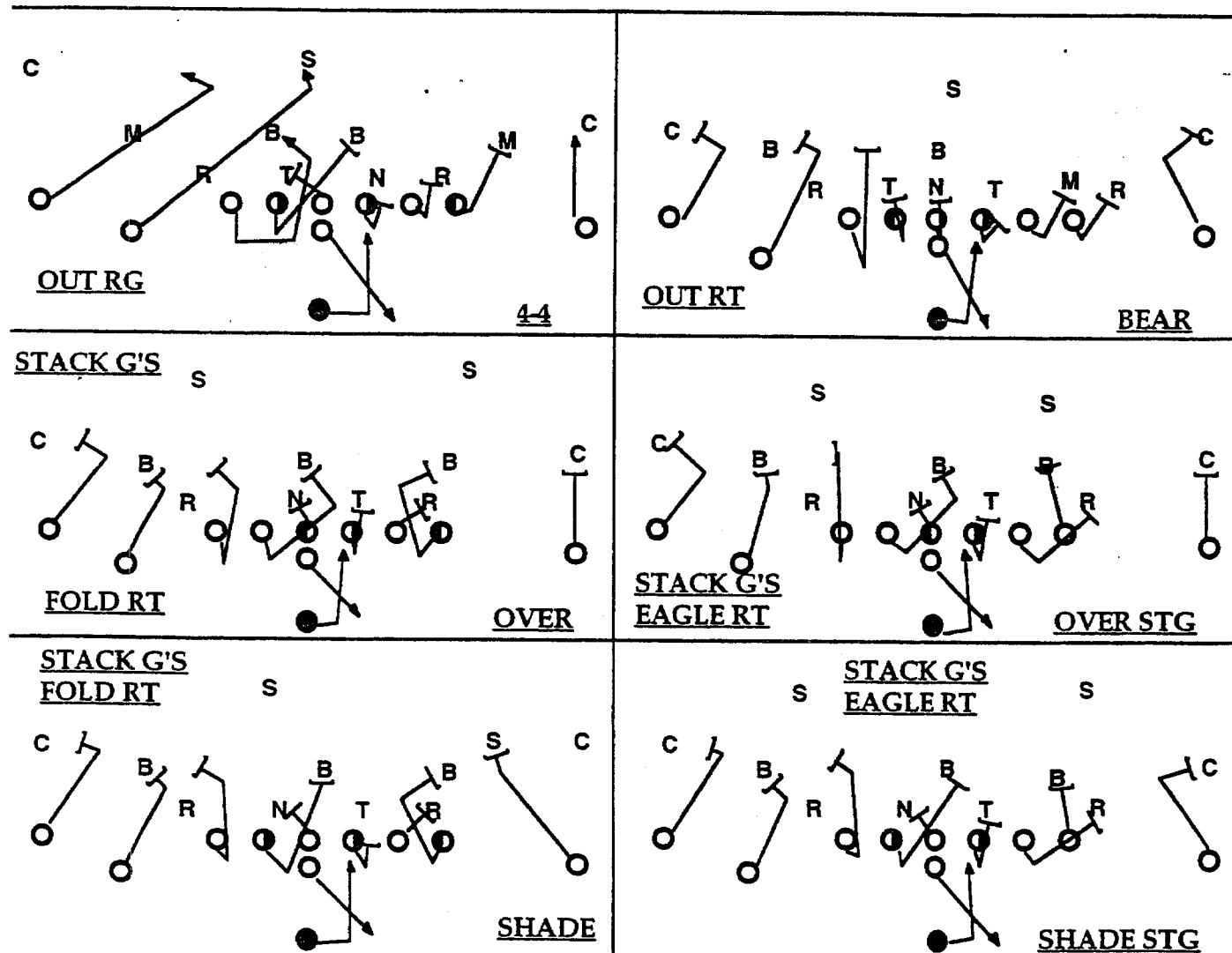
RG - On, Left -- Invite a rush if blocking a man on you. Block nose if center calls 4. Stretch base an inside shade defender in the direction of shade.

C - Left, on -- Call 4 if blocking left and you are also covered.

LG - Pull for middle to playside LB. Vs. Dbl Eagle or Bubble, invite a rush and block man on you.

LT - Block backside LB. Invite a rush first. Possible Fold call to TE vs. a 6 or 7 tech.

TE - (Backside) -- On, right -- If LT calls Fold, hitch back and come around for backside LB.



<p>S</p> <p>EAG TIGER</p>	<p>S</p> <p><u>4 C</u> UNDER</p>
<p>S</p> <p>UNDER G</p>	<p>S S</p> <p><u>STACK G'S FOLD RT</u> EVEN</p>
<p>S S</p> <p><u>STACK G'S EAGLE RT</u> EVEN STG</p>	<p>S</p> <p><u>STACK G'S OUT RT</u> WIDE BLITZ</p>
<p>M</p> <p><u>4 COMBO C</u> 50</p>	<p><u>FOLD RT</u> DBL EAGLE</p>
<p>S</p> <p><u>FOLD RT</u> ETE</p>	

36 IB DRAW

TE - Onside -- On, LB -- If LT gives Eagle call, release for 1st LB. LT has the option of calling Fold if there is a 7 tech on you.

LT - On, LB -- Call Fold if uncovered vs, a 7 tech. Call Eagle if uncovered. Invite a rush if blocking a man on LOS.

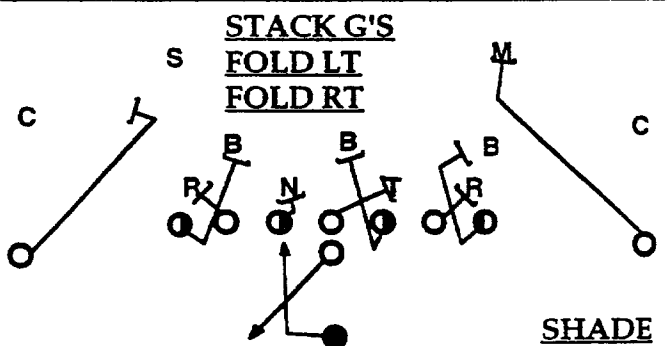
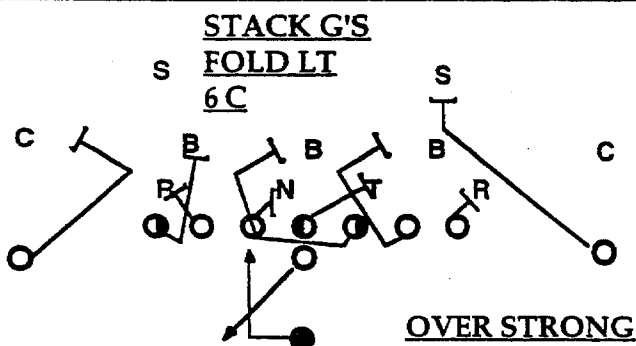
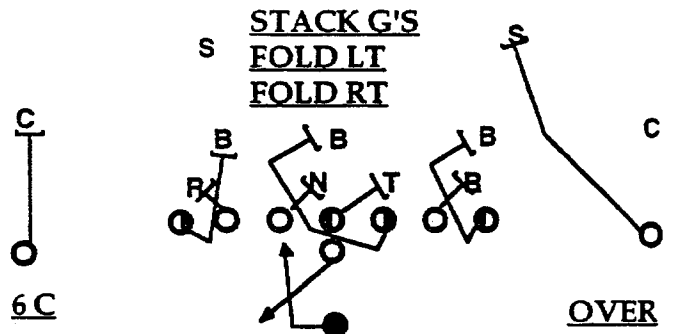
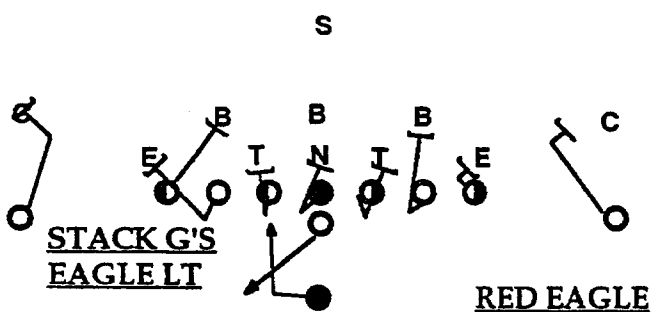
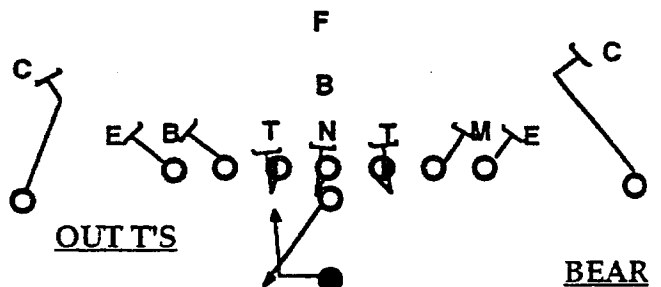
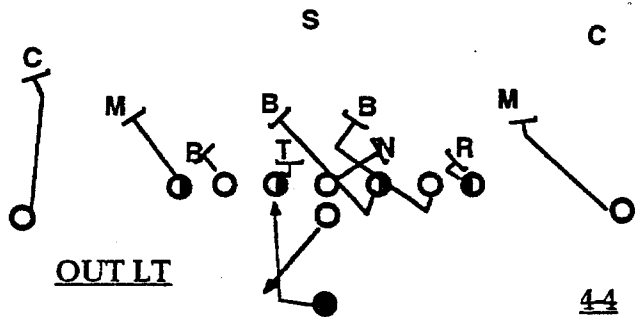
LG - On, right -- Invite a rush if blocking a man on you. Block nose if Center calls 6. Stretch base an inside shade defender in the direction of the shade.

C - RIGHT, On -- Call 6 if blocking right and you are covered.

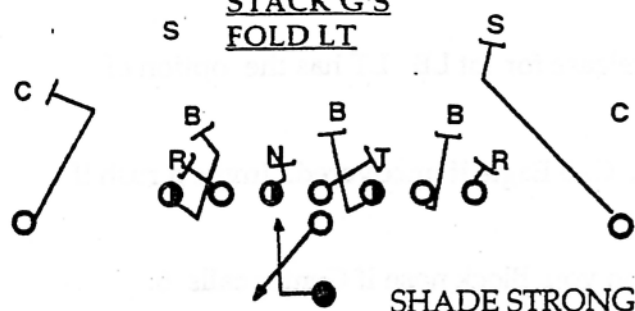
RG - Pull for MLB vs. 4-3 def. Playside vs other defenses. Vs, Dbl Eagle or Bubble, invite a rush and block man on.

RT - Backside LB unless RG says he has him. Possible Fold call to backside TE vs. 6 or 7 tech.

TE - (Backside) -- On, right. -- If RT calls Fold, Hitch back and come around for backside LB

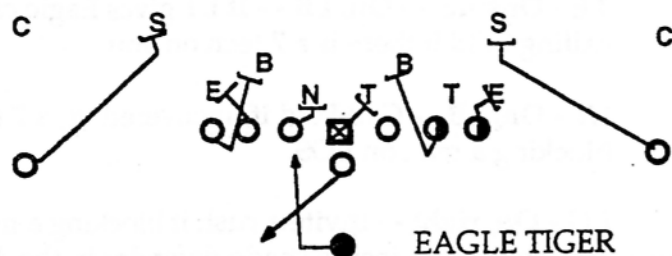


STACK G'S  
FOLD LT

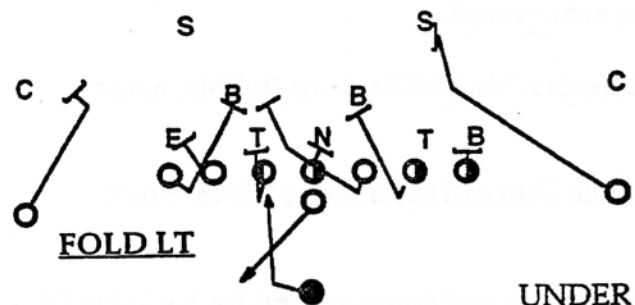


SHADE STRONG

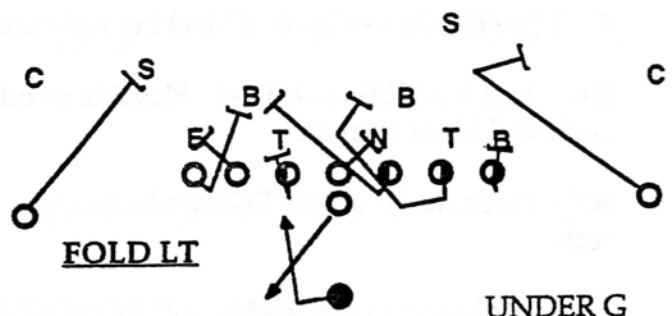
FOLD LT



EAGLE TIGER

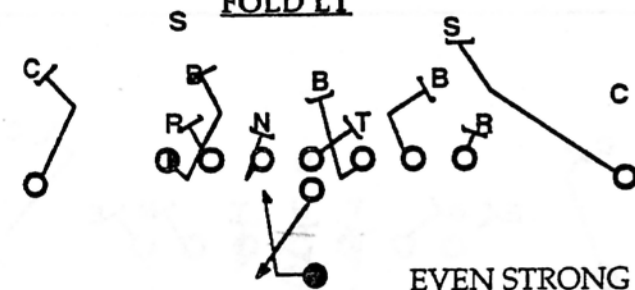


UNDER



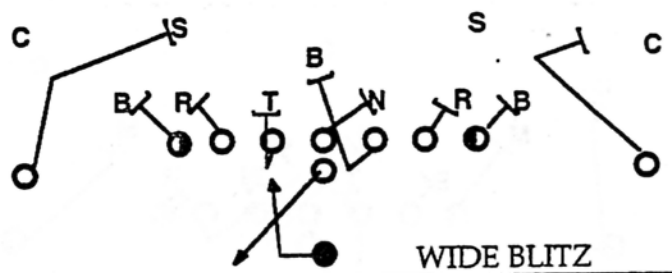
UNDER G

STACK G'S  
FOLD LT

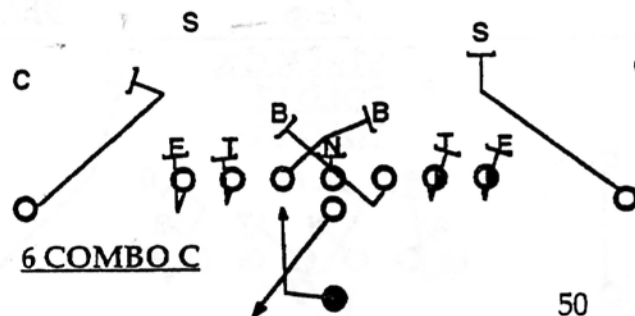


EVEN STRONG

STACK G'S  
OUT T'S

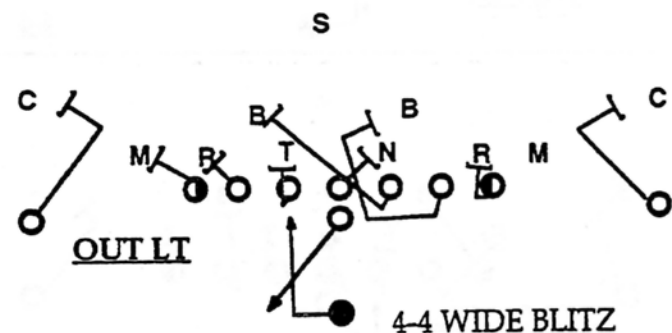


WIDE BLITZ



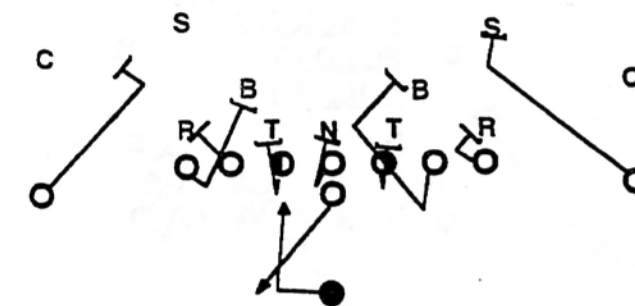
6 COMBO C

50

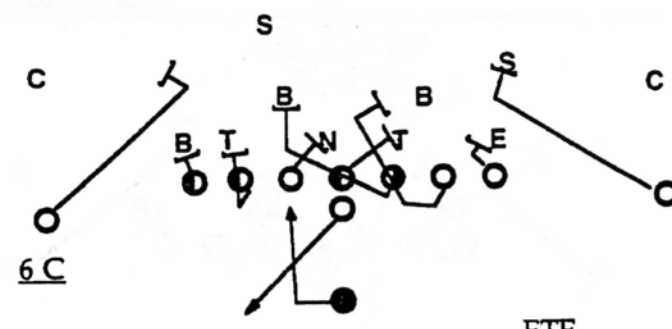


4-4 WIDE BLITZ

FOLD LT



DBL EAGLE



ETE

6 C

53 PROTECTION - TURNBACK PROTECTION

**FB** - Block first man to show outside of RT's block.

**IB** - Block first LB to Right side. If two defenders blitz wide as in a Monster Fire, block inside of two.

**RT** - Block second man in on LOS. Give "Left" call if only one man on or outside. Also give "Left" vs Bear defense. With a "Left" call and no one on RG, block man on.

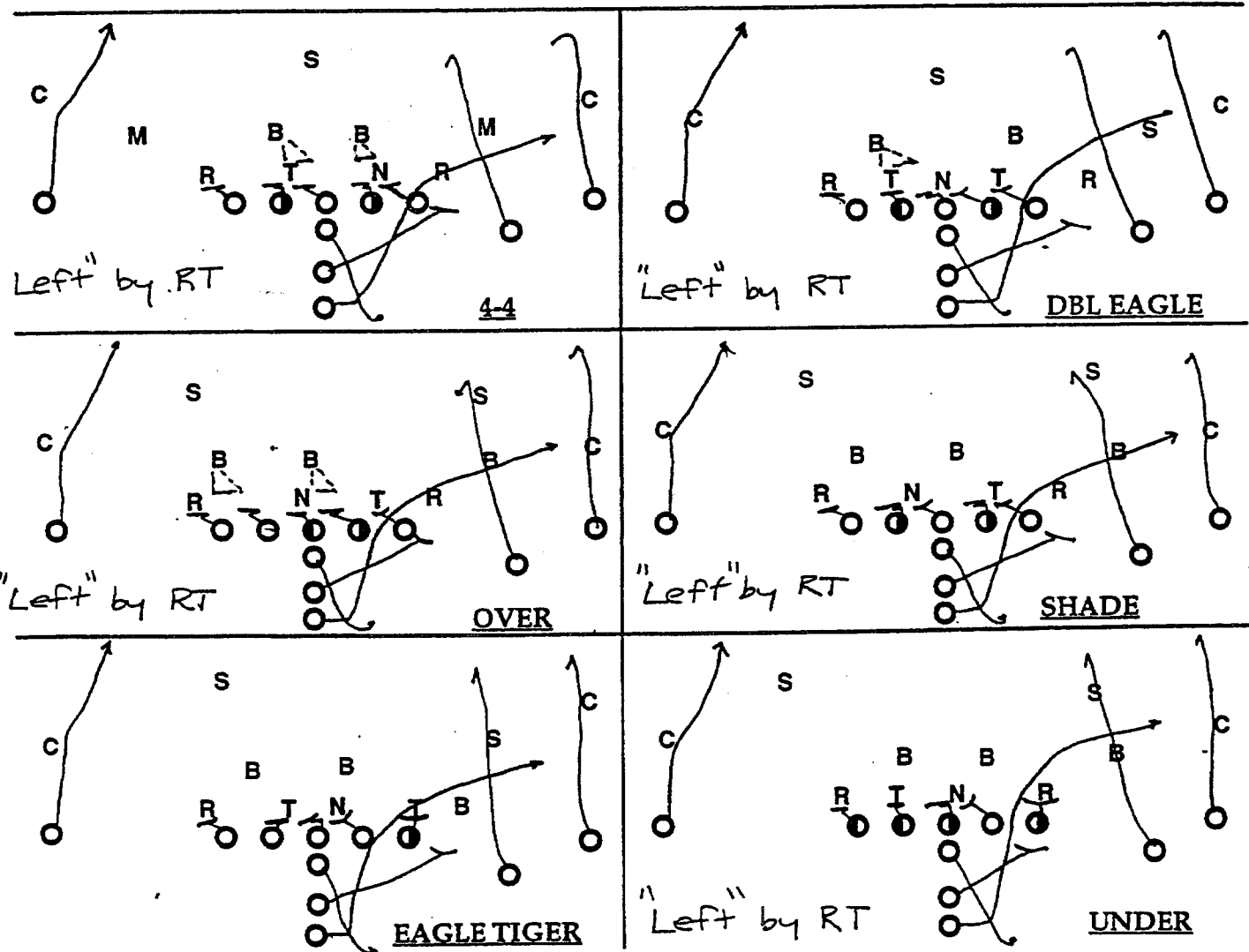
**RG** - Block man in C area with "Left" call or uncovered. Block man on with no "Left." If RT gives a "Left" call with no one on Center, block Stack on you. Give a "Man" when RG, RT and TE covered.

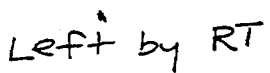
**C** - Vs 50 Spacing help on NG and check backside LB. With a "Left" by RT and covered, help on NG and check backside LB. With "5" call by LG block man on LG. With a "Man" call by RG, block man on if covered.

**LG** - If covered block man on. Vs 50 Spacing LT will give an "Out" you and LT fan backside. In GL Spacing backside, LT will call "5," you also call "5," check LB and then get out for backside pressure. If no LB to check, as in a 6-1, get out immediately.

**LT** - Fan backside vs 50 Spacing, give "Out." If reduced, block man on. If extra man backside, give "5" call.

**NOTE:** With a "Protect" called backside TE will block. LT will not need to give an "Out" vs 50 Spacing or "5" with extra defender backside.





UNDER G

"Left" by RT

EVEN

"Left" by  $RT$   
"Out" by  $LT$

50

"5" by LT  
"5" by LG

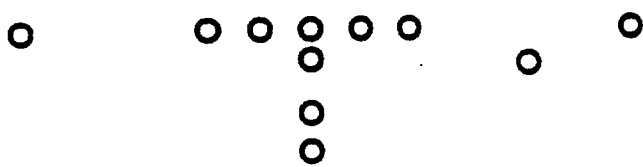
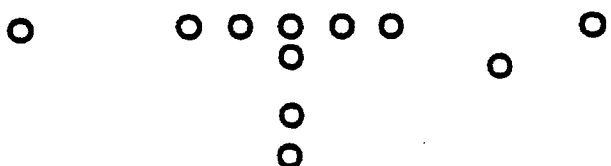
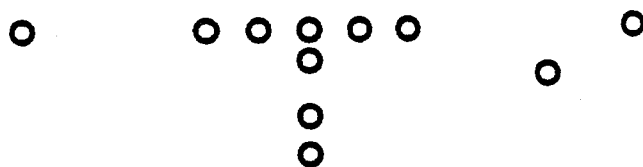
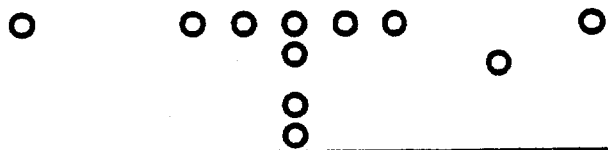
## WIDE BLITZ

"5" by LT  
"5" by LG

4-4 WIDE BLITZ

" " Left by RT

## EAGLE FIELD





# 11 OPTION PASS TURNBACK (BLOCK LIKE 53)

**FB** - Block first LB.

**TE** - Block end man. If RT uncovered with two defenders on or outside, RT will give an "Out" call.

**RT** - Block second man in on LOS. Give "Left" call if only one man on or outside. If uncovered with two defenders on or outside, give "Out" to TE. With a "Left" call and no one on RG, block man on.

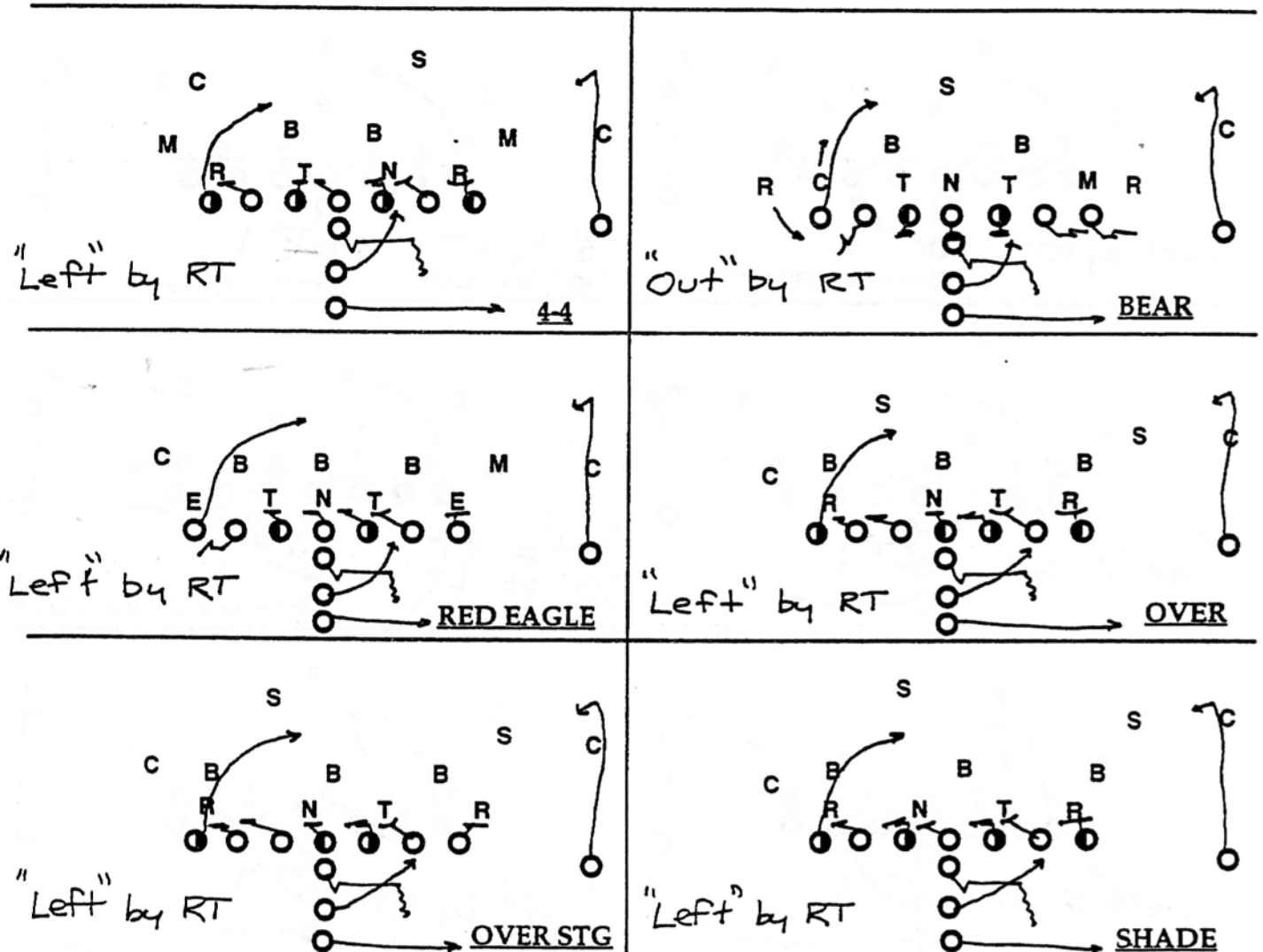
**RG** - Block man in C area with "Left" call or uncovered. Block man on with no "Left." If RT gives a "Left" call with no one on Center, block stack on you. Give "Man" call if RG, RT and TE all covered.

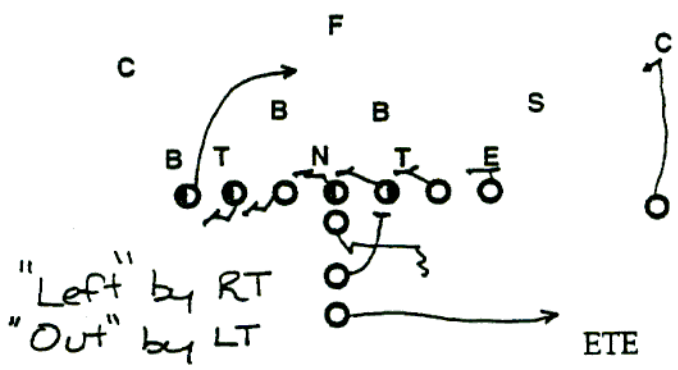
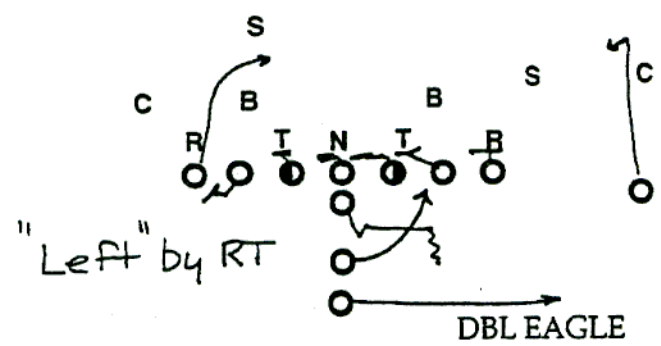
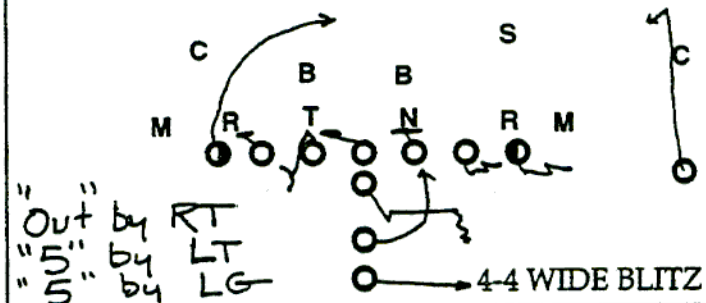
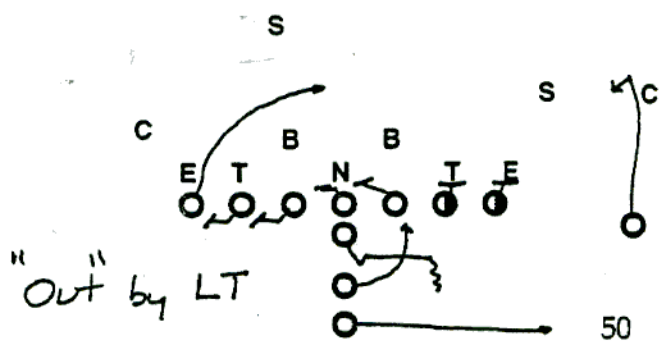
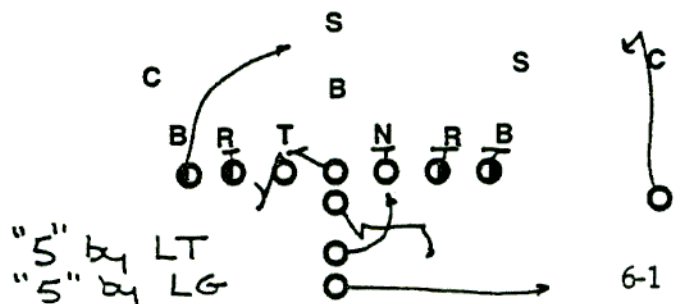
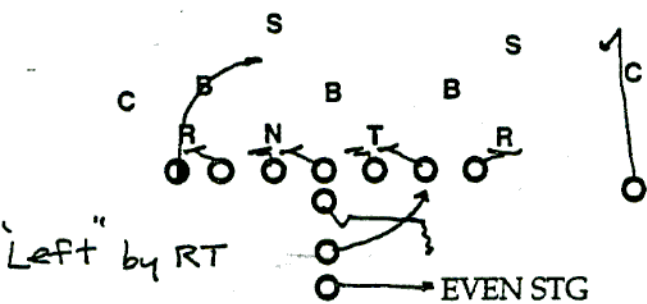
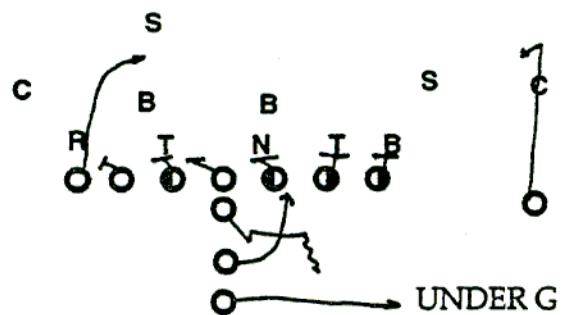
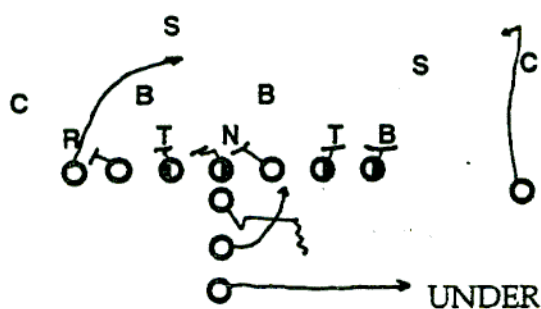
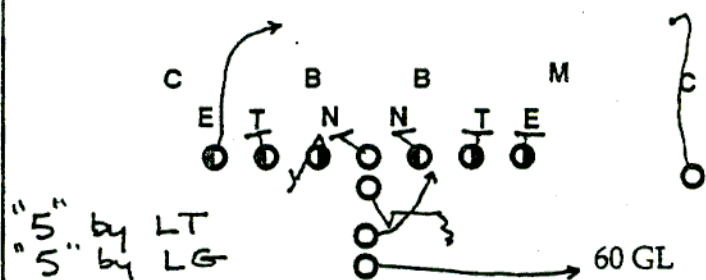
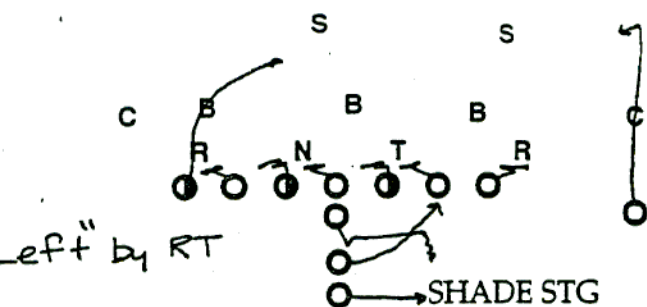
**C** - Vs 50 Spacing help on NG and check backside LB. With a "Left" by RT and covered, help on NG and check backside LB. With "5" call by LG block man on LG. With "Man" call by RG, block man on.

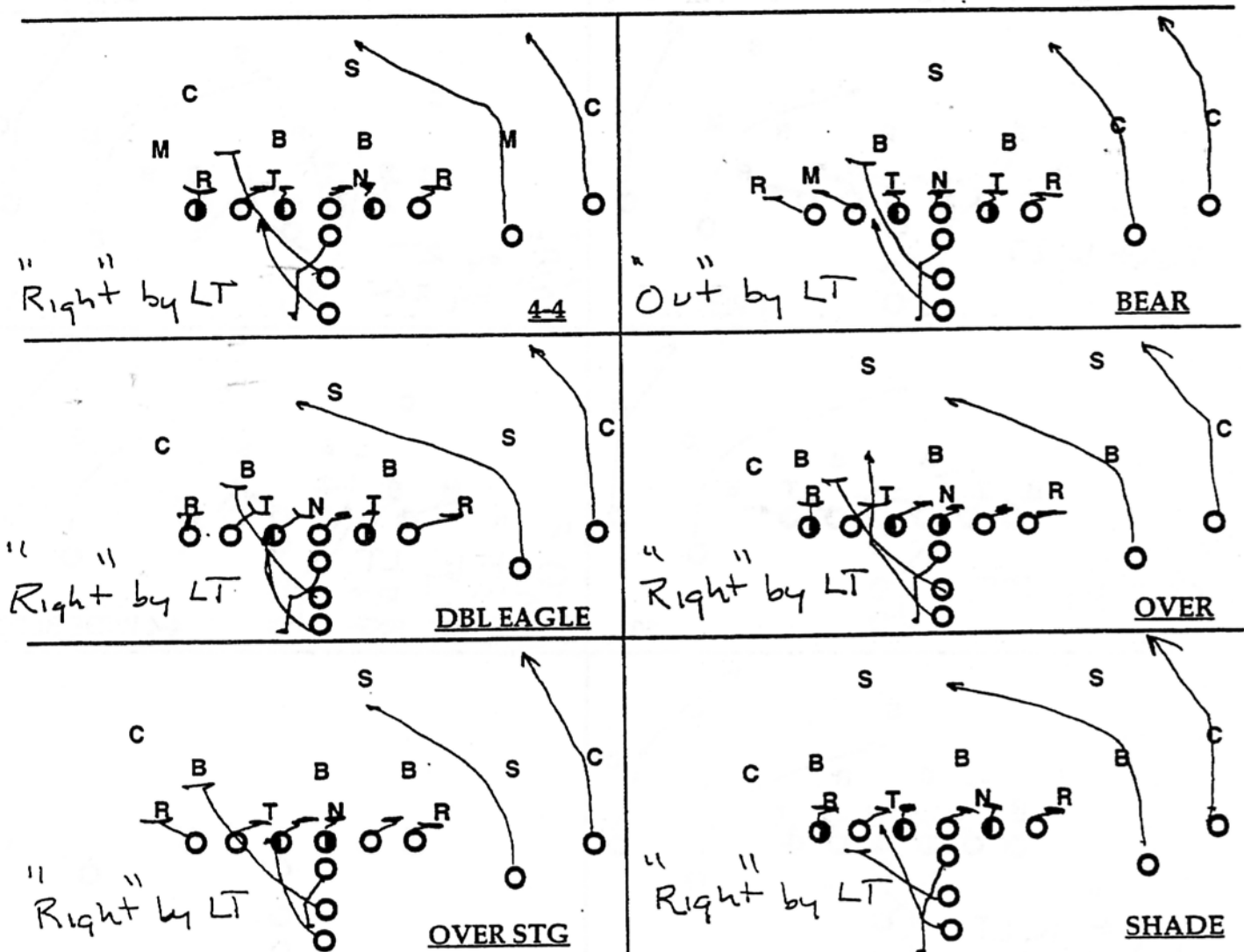
**LG** - If covered block man on. Vs 50 Spacing LT will give an "Out," you and LT fan backside. In GL Spacing Backside, LT will call "5," you also call "5," check LB and then get out for backside pressure. If no LB to check, as in a 6-1, get out immediately.

**LT** - Fan backside vs 50 Spacing, give "Out." If reduced, block man on. If extra man Backside, give "5" call.

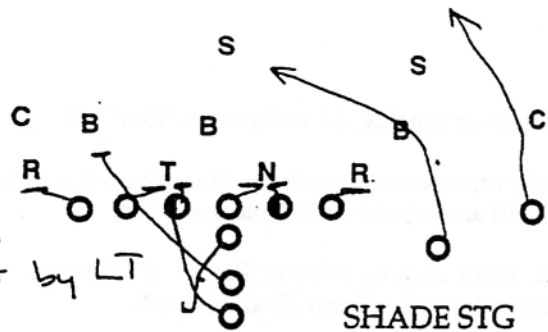
**NOTE:** With a "Protect" called backside TE will block. LT will not need to give an "Out" vs 50 Spacing or "5" with extra defender backside.



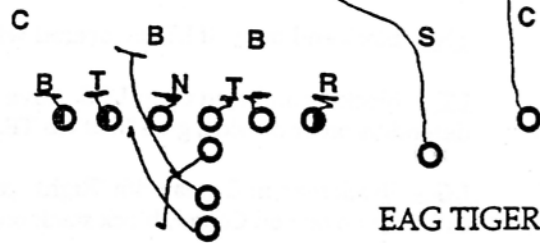


56 DRAW PASS 1 POST TBFB - Block first LB.IB - Run 56 Draw action.TE - Block end man. If LT uncovered with two defenders on or outside, LT will give an "Out" call.LT - Block second man in on LOS. Give "Right" call if only one man on or outside. If uncovered with two defenders on or outside, give "Out" to TE. With a "Right" call and no one on LG, block man on.LG - Block man in C area with "Right" call or uncovered. Block man on with no "Right." If LT gives a "Right" call with no one on Center, block stack on you. Give "Man" call if LG, LT and TE all covered.C - Vs 50 Spacing help on NG and check backside LB. With a "Right" by LT and covered, help on NG and check backside LB. With "5" call by RG block man on RG. With "Man" call by LG, block man on.RG - If covered block man on. Vs 50 Spacing RT will give an "Out," you and RT fan backside. In GL Spacing Backside, RT will call "5," you also call "5," check LB and then get out for backside pressure. If no LB to check, as in a 6-1, get out immediately.RT - Fan backside vs 50 Spacing, give "Out." If reduced, block man on. If extra man Backside, give "5" call.

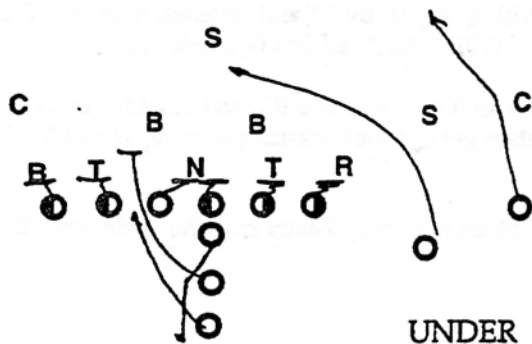
"Right" by LT



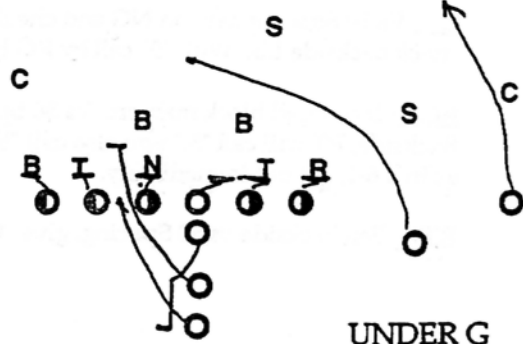
SHADE STG



EAG TIGER

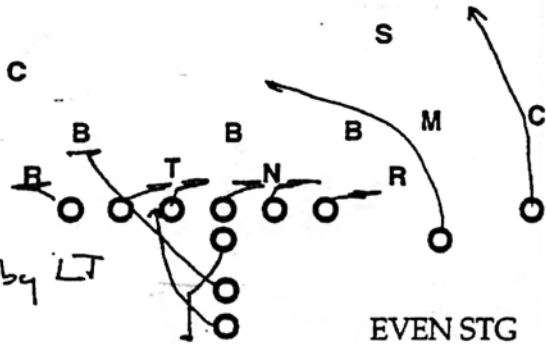


UNDER



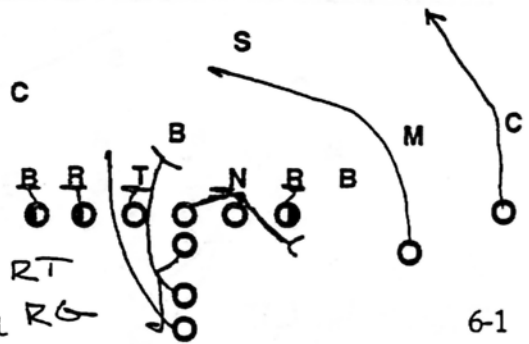
UNDER G

"Right" by LT



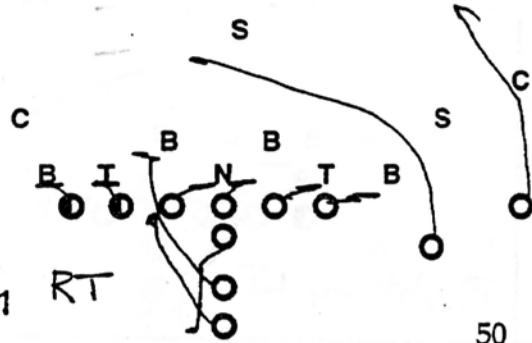
EVEN STG

"5" by RT  
"5" by RG



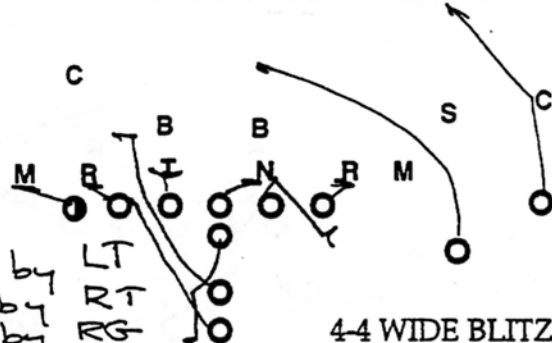
6-1

"Out" by RT



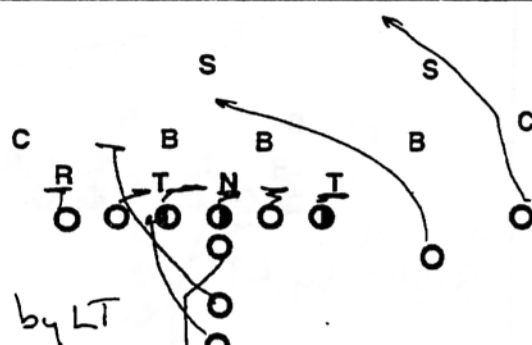
50

"Out" by LT  
"5" by RT  
"5" by RG

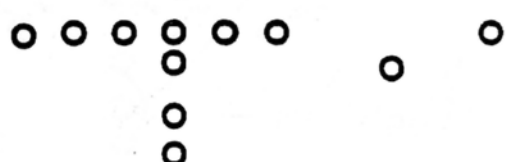


4-4 WIDE BLITZ

"Right" by LT



ETE



## 71 PROTECTION - BIG ON BIG PROTECTION

Come to Stacks if uncovered and no "Left."

**IB** - Block man in TE area unless RT uncovered, then block LB. If RT uncovered with two men on or outside of RT, block end man.

**RT** - On, Right. Give "Left" call to Center if there is only one man on or outside of you.

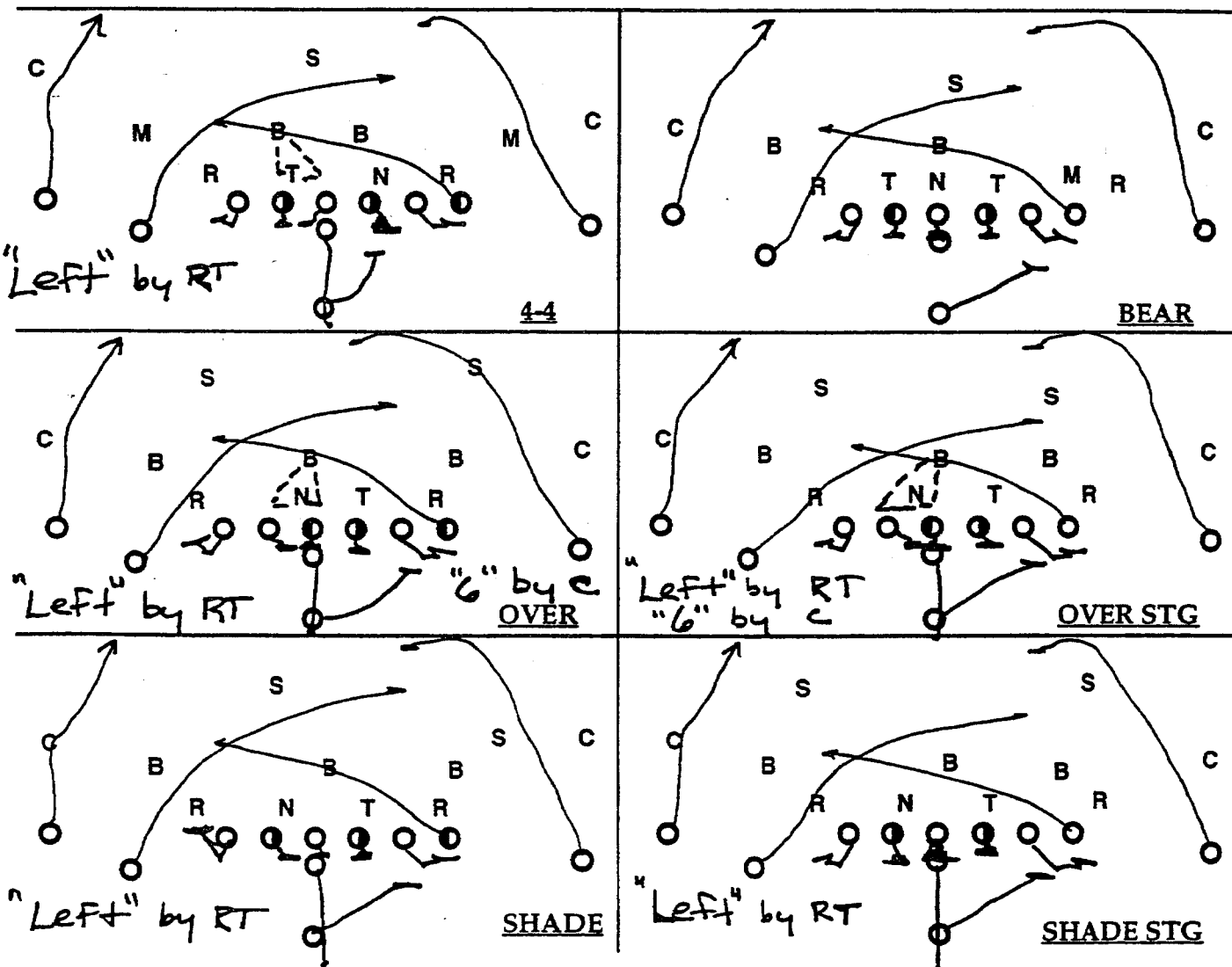
**RG** - On, LB, help Center. On "Left" call by RT if uncovered, look to block Stack in C area.

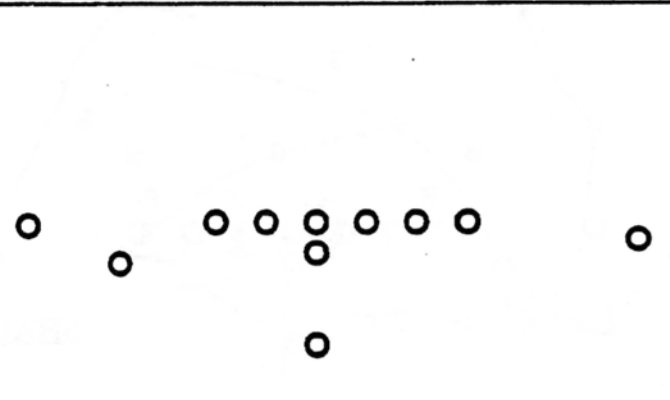
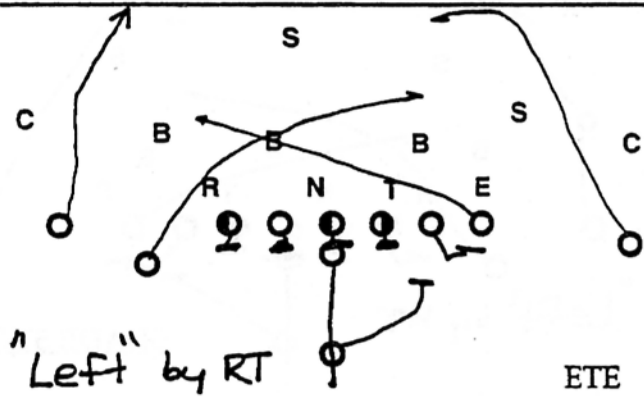
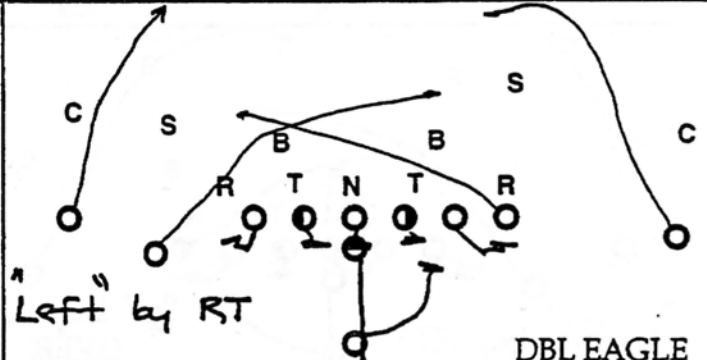
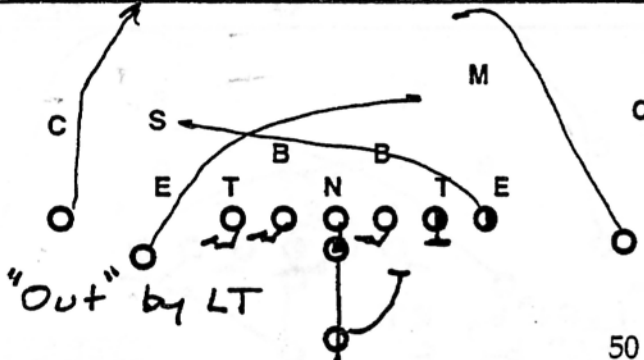
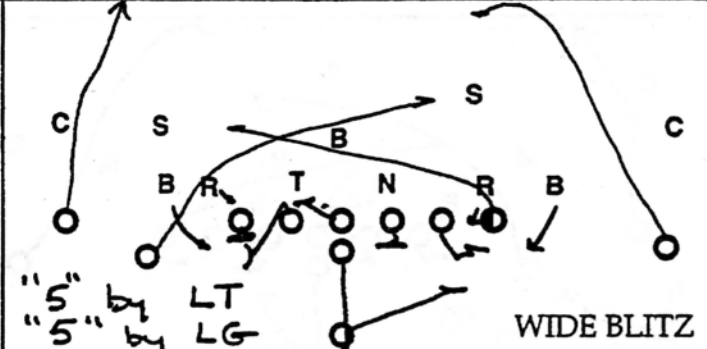
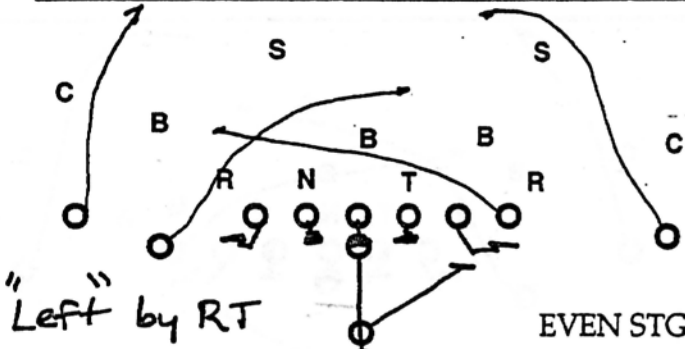
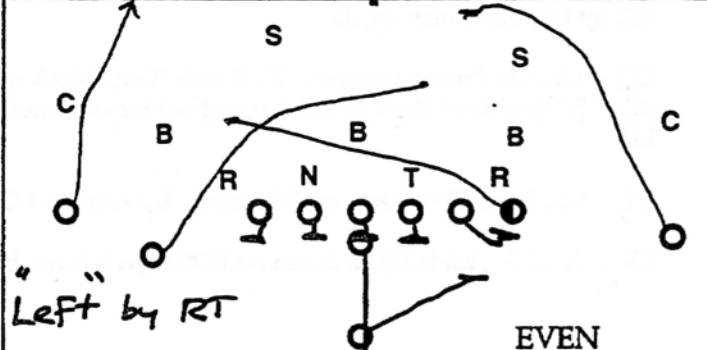
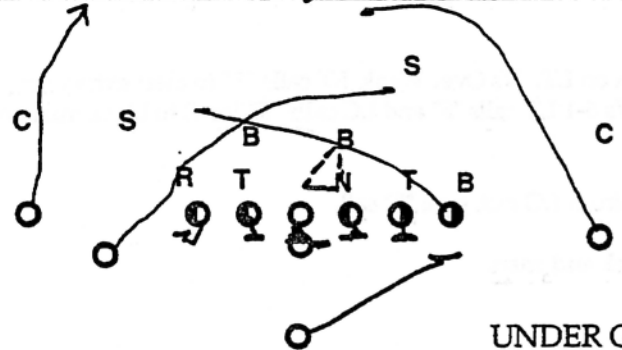
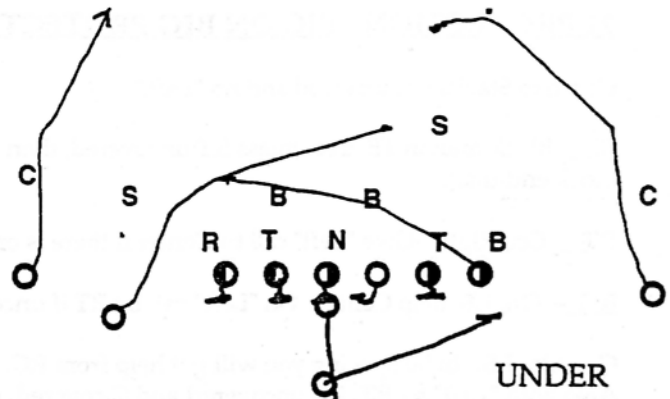
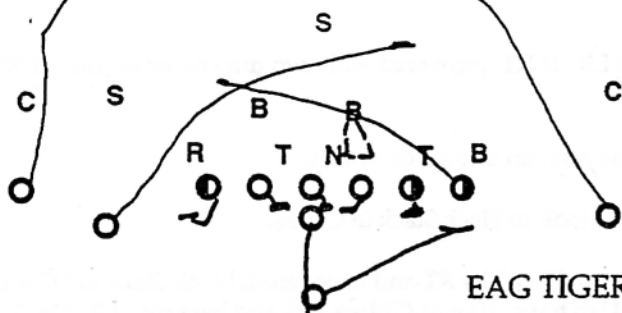
**C** - On, LB. In 50 Spacing you will get help from RG. With "Left" call by RT and uncovered, block Stack in LG area. Also with "Left" by RT, RG uncovered and C covered, call "4" to have RG and C block NG and backside LB. On "5" call by LG, block man on LG.

**LG** - On, LB, Protect backside. If LT calls "Out," block man on LT. Vs Over Weak, LT calls "5" to alert extra man. LG calls "5," first Read Stack on LG then get out for end man. Vs 6-1 LT calls "5" and LG calls "5" for C to block man on LG.

**LT** - On, Left. Give "Out" vs 50 Spacing. If 3 men on LOS from LG out, give "5" call.

**FB** - Block backside LB. If 3 men on LOS from LG out, block end man.





# 71 PROTECTION - BIG ON BIG PROTECTION

Come to Stacks if uncovered and no "Left."

**IB** - Block man in TE area unless RT uncovered, then block LB. If RT uncovered with two men on or outside of RT, block end man.

**RT** - On, Right. Give "Left" call to Center if there is only one man on or outside of you.

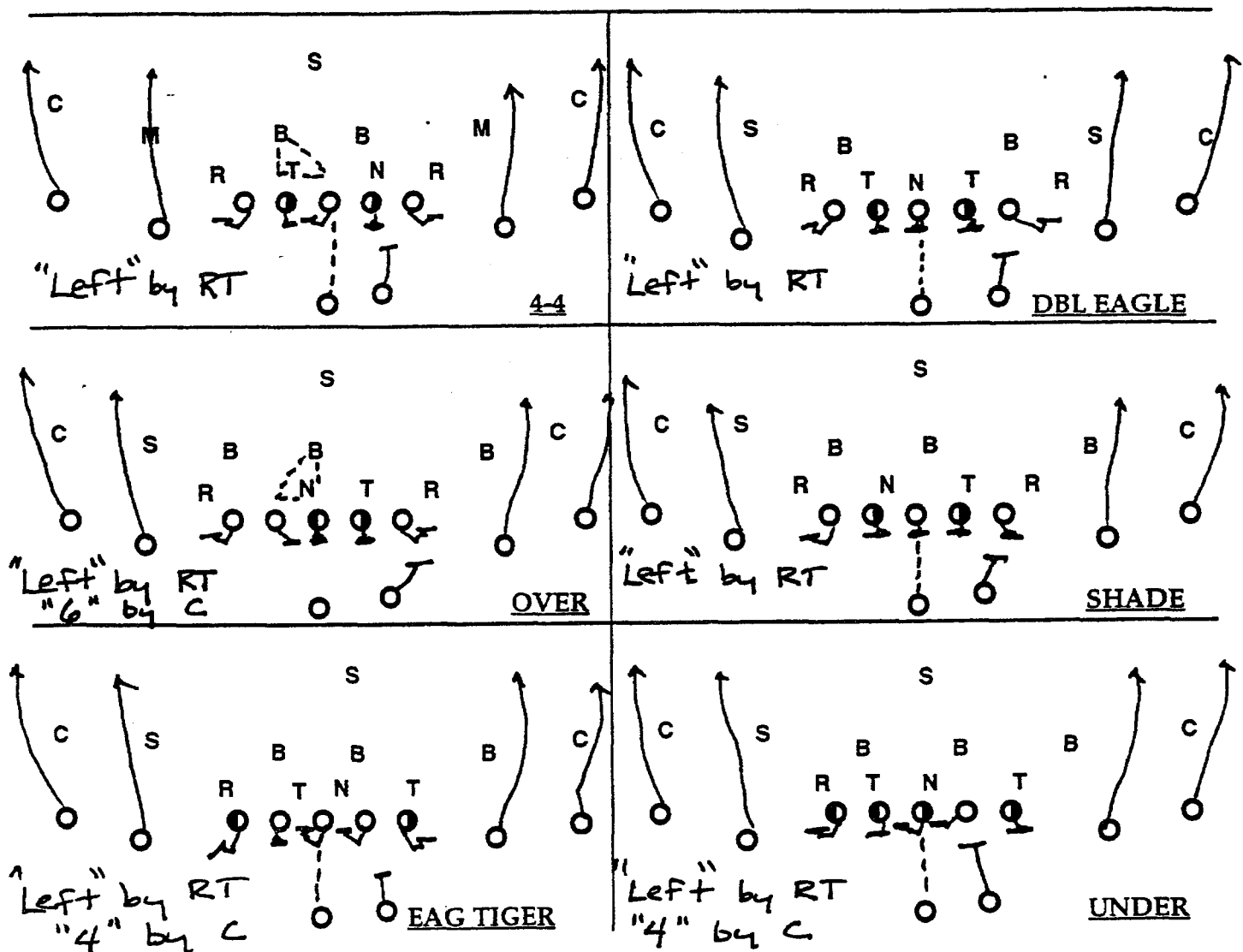
**RG** - On, LB, help Center. On "Left" call by RT if uncovered, look to block Stack in C area.

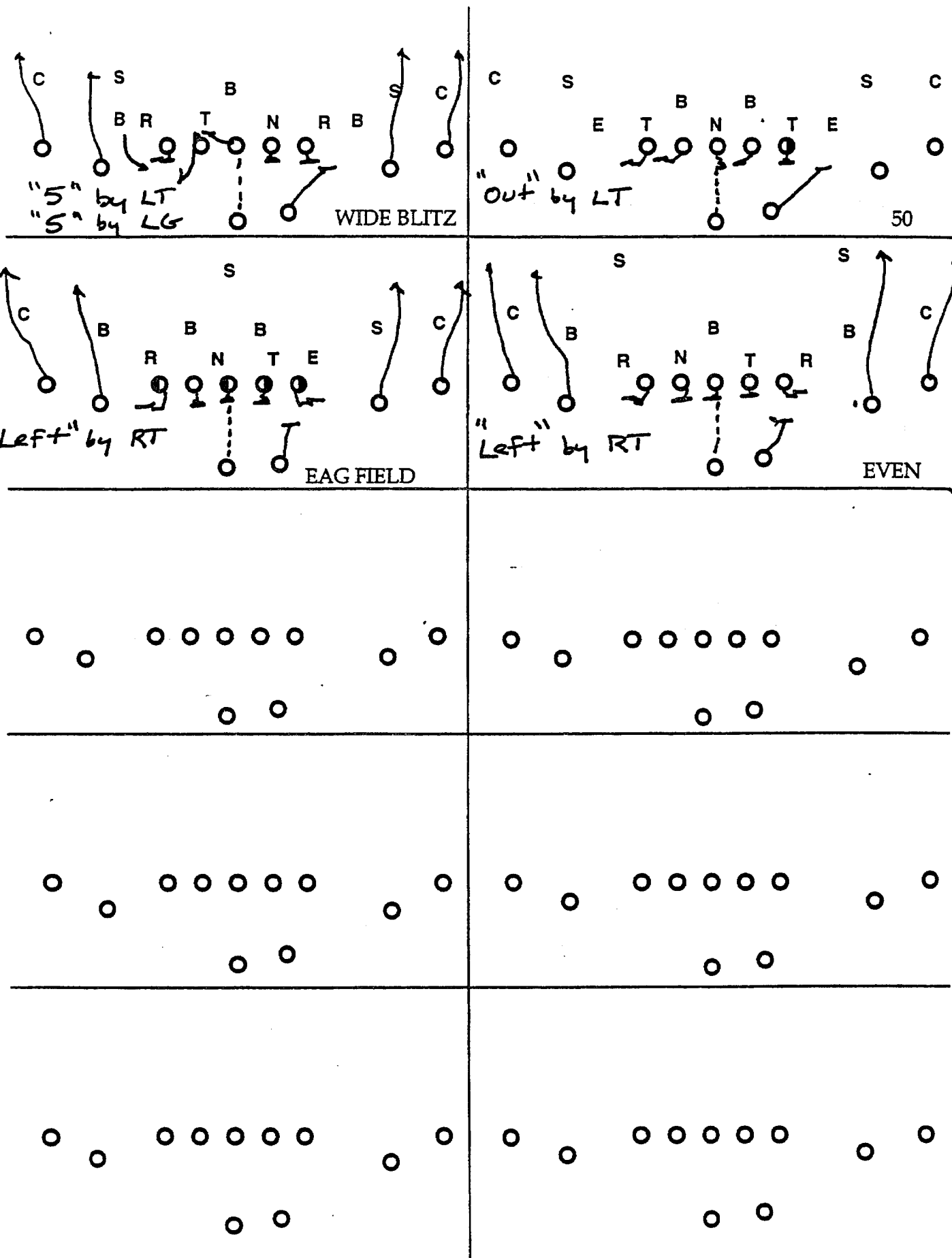
**C** - On, LB. In 50 Spacing you will get help from RG. With "Left" call by RT and uncovered, block Stack in LG area. Also with "Left" by RT, RG uncovered and C covered, call "4" to have RG and C block NG and backside LB. On "5" call by LG, block man on LG.

**LG** - On, LB, Protect backside. If LT calls "Out," block man on LT. Vs Over Weak, LT calls "5" to alert extra man. LG calls "5," first Read Stack on LG then get out for end man. Vs 6-1 LT calls "5" and LG calls "5" for C to block man on LG.

**LT** - On, Left. Give "Out" vs 50 Spacing. If 3 men on LOS from LG out, give "5" call.

**FB** - Block backside LB. If 3 men on LOS from LG out, block end man.







## 79 PROTECTION - BIG ON BIG PROTECTION

Come to Stacks if uncovered and no "Right."

**IB** - Block man in TE area unless LT uncovered, then block LB. If LT uncovered with two men on or outside of RT, block end man.

**LT** - On, Left. Give "Right" call to Center if there is only one man on or outside of you.

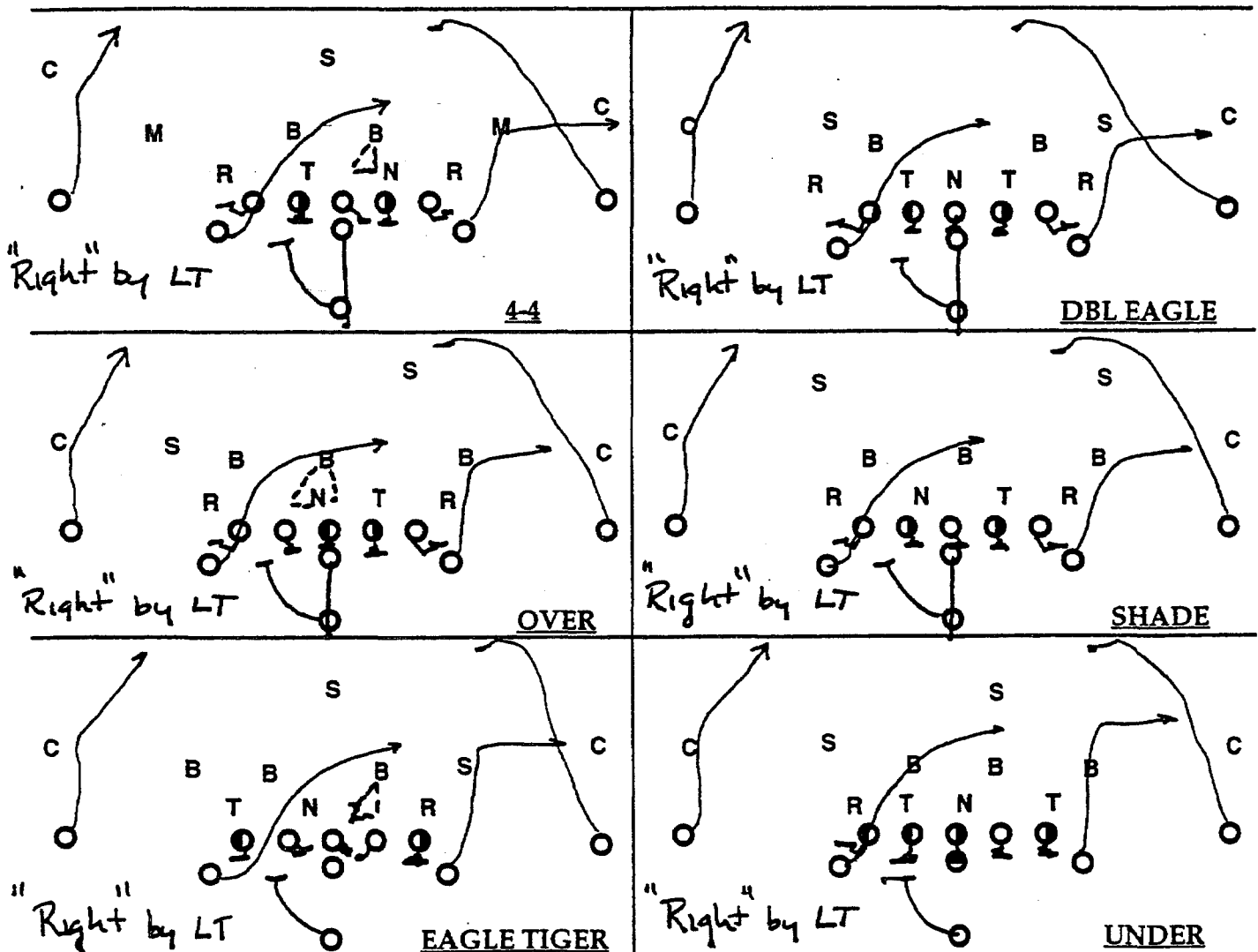
**LG** - On, LB, help Center. On "Right" call by LT if uncovered, look to block Stack in C area.

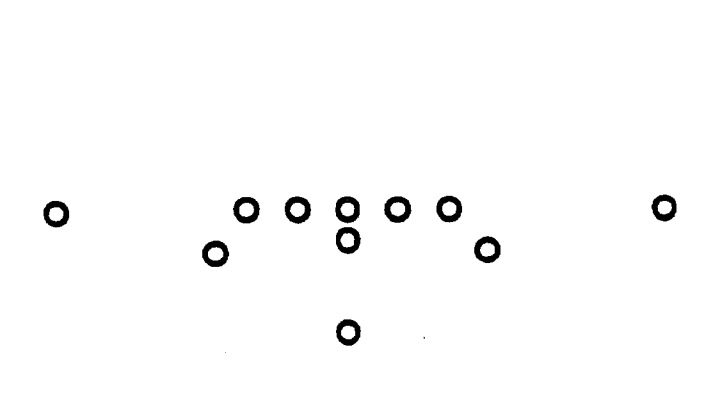
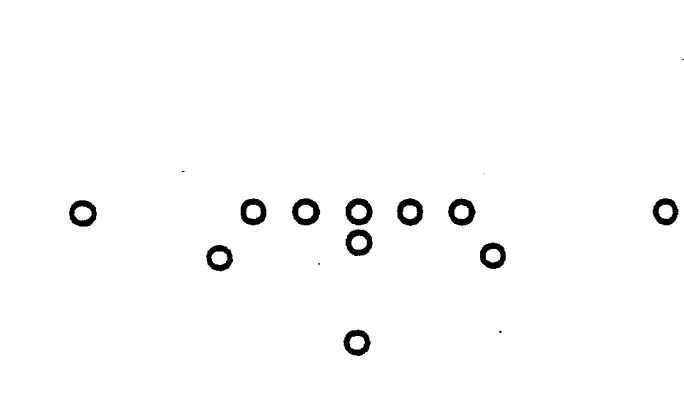
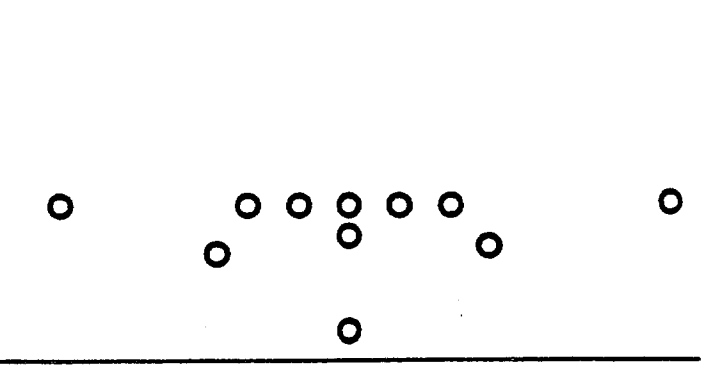
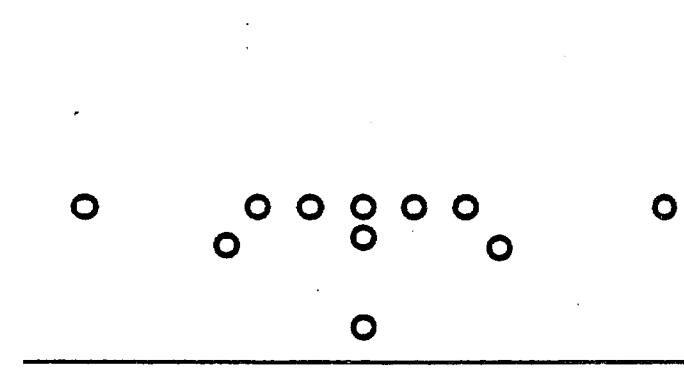
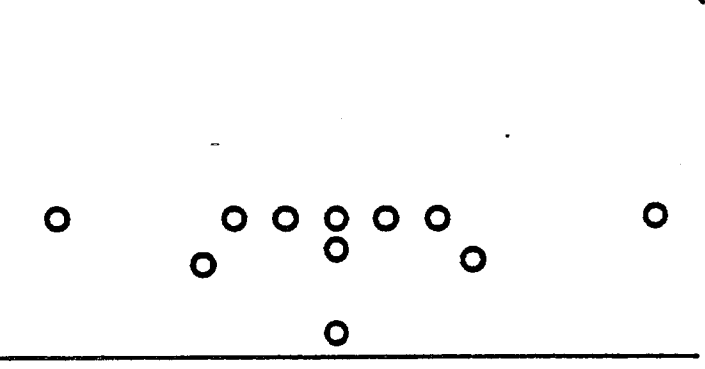
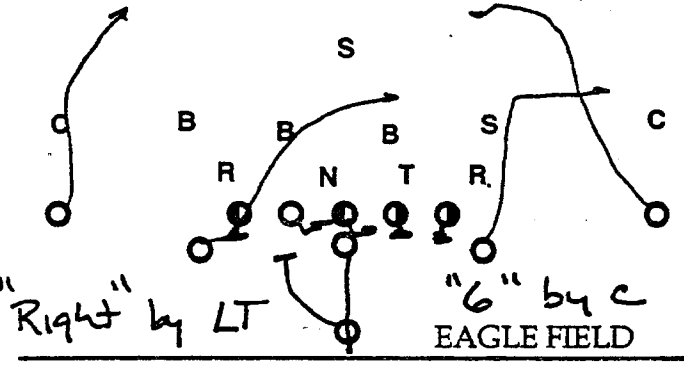
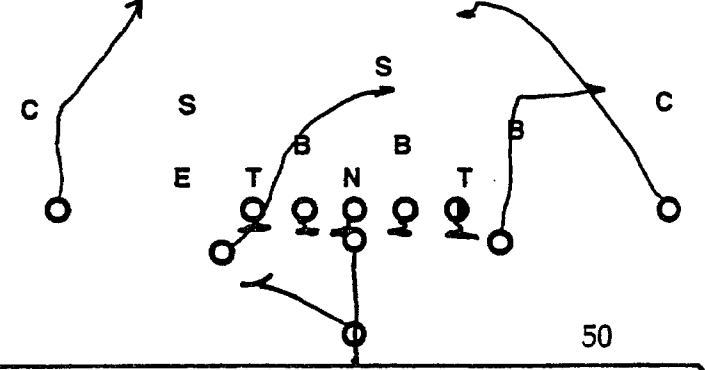
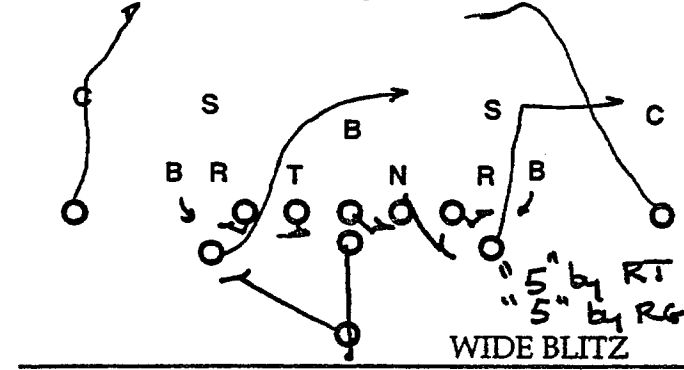
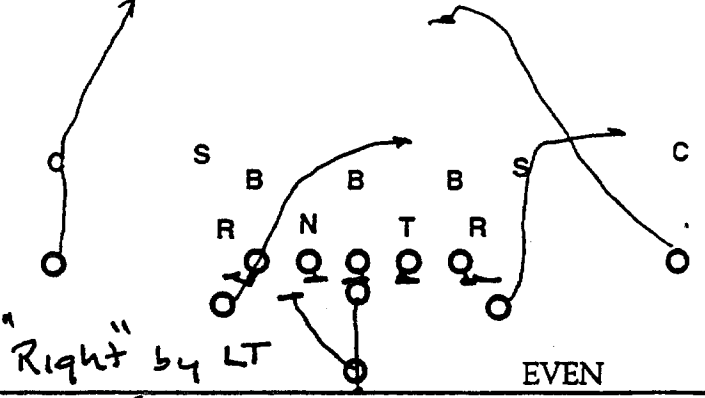
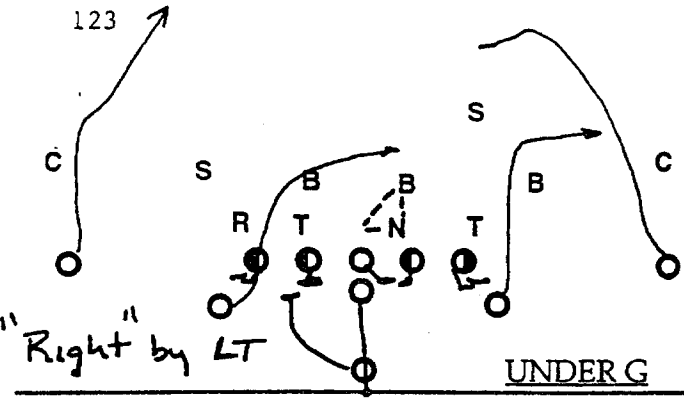
**C** - On, LB. In 50 Spacing you will get help from LG. With "Right" call by LT and uncovered, block Stack in RG area. Also with "Right" by LT, LG uncovered and C covered, call "6" to have LG and C block NG and backside LB. On "5" call by RG, block man on RG.

**RG** - On, LB, Protect backside. If RT calls "Out," block man on RT. Vs Over Weak, RT calls "5" to alert extra man. RG calls "5," Read Stack, then get out for end man. Vs 6-1 RT calls "5" and RG calls "5" for C to block man on RG.

**RT** - On, Right. Give "Out" vs 50 Spacing. If 3 men on LOS from RG out, give "5" call.

**FB** - Block backside LB. If 3 men on LOS from RG out, block end man.





# 718 DELAY IB FLARE LT TEB

**Note:** TEB means the TE will block the end man. So if the RT is uncovered vs a 3 LB defense, he will work with the TE and vs a 2 LB defense he will work with the RG. If he is uncovered with two defenders outside, give an "Out" to the TE. The IB runs a flare route and is not involved in blocking. Come to Stacks if uncovered and no "Left."

**RTE** - On, Right.

**RT** - On, LB. Give "Left" call to Center if there is only one man on or outside of you.

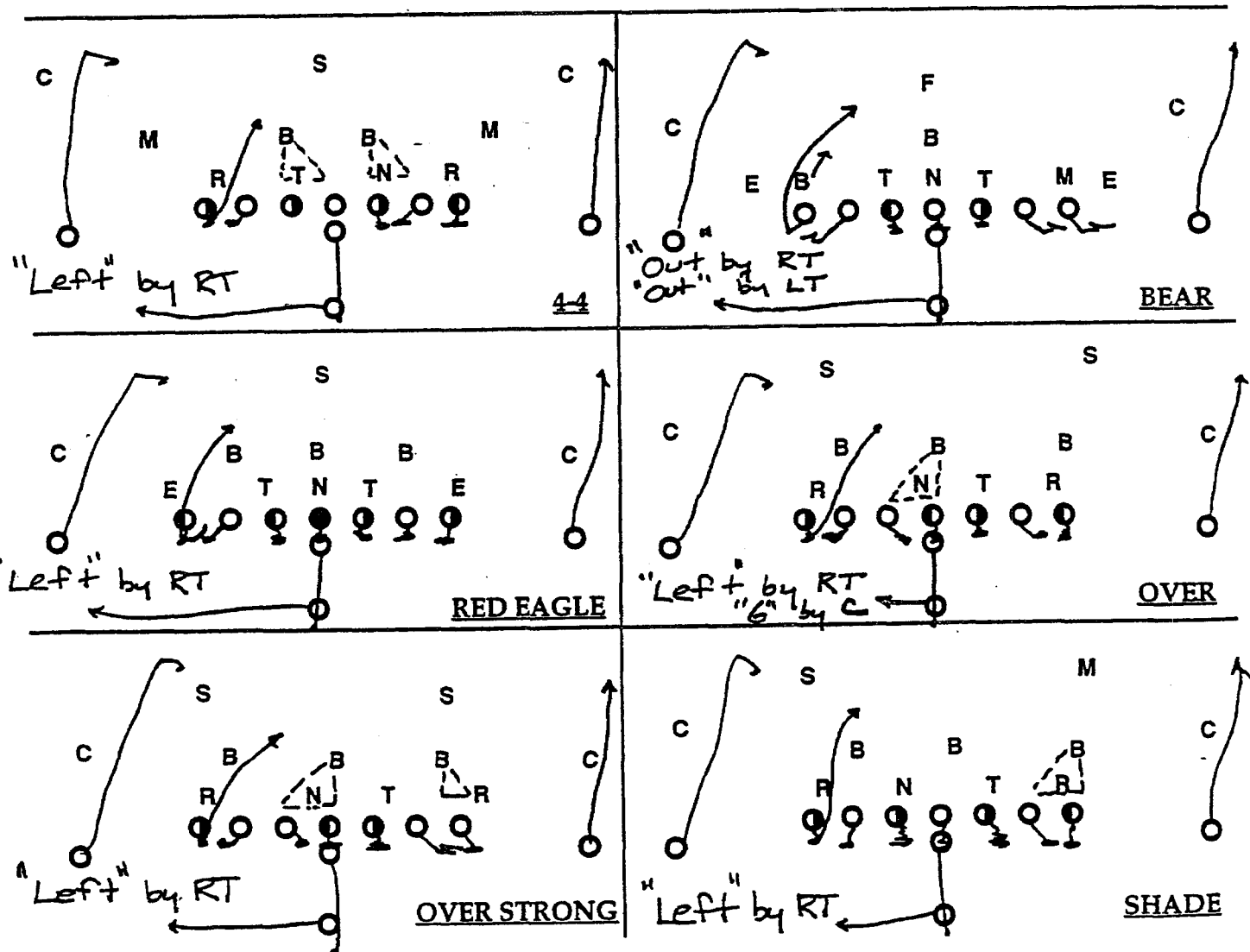
**RG** - On, LB, help Center. On "Left" call by RT if uncovered, look to block Stack in C area.

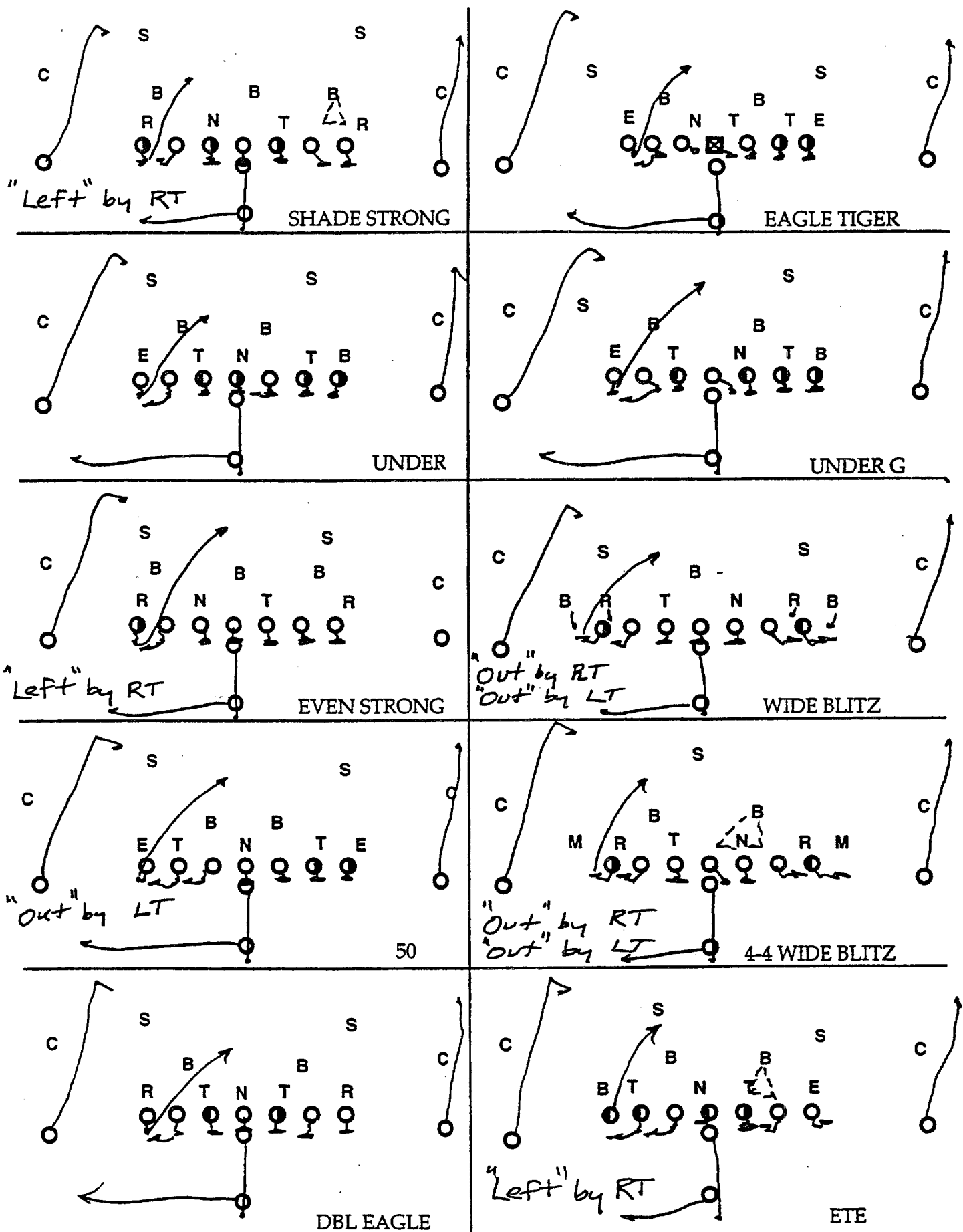
**C** - On, LB. In 50 Spacing you will get help from RG. With "Left" call by RT and uncovered, block Stack in LG area. Also with "Left" by RT, RG uncovered and C covered, call "4" to have RG and C block NG and backside LB.

**LG** - On, LB, Protect backside. If LT calls "Out," block man on LT.

**LT** - On, Left. Give "Out" vs 50 Spacing. If 3 men on LOS from LG out, give "Out" to LTE.

**LTE** - On, Left. Delay and release. If LT uncovered with two outside, LT will give an "Out" call.





# 799 P & C FB FLAT PROTECT

**NOTE:** Protect means the RTE stays to block the end man. There should be no hot read. If the RT is uncovered vs:

- (1) 2 LB defense then work with the RG,
- (2) 3 LB defense then work with RTE,
- (3) if 2 defender outside on LOS give an "Out" to TE.

Vs 50 Spacing no "Out" call needed since TE will block end man, then RG block LB on him. Similarly no "5" call needed on wide spacing since RT will use an "Out" call.  
Come to all Stacks if uncovered and no "Right."

**FB** - Run route.

**IB** - Block man in TE area unless LT uncovered then block LB. If LT uncovered with two men outside of RT, block end man.

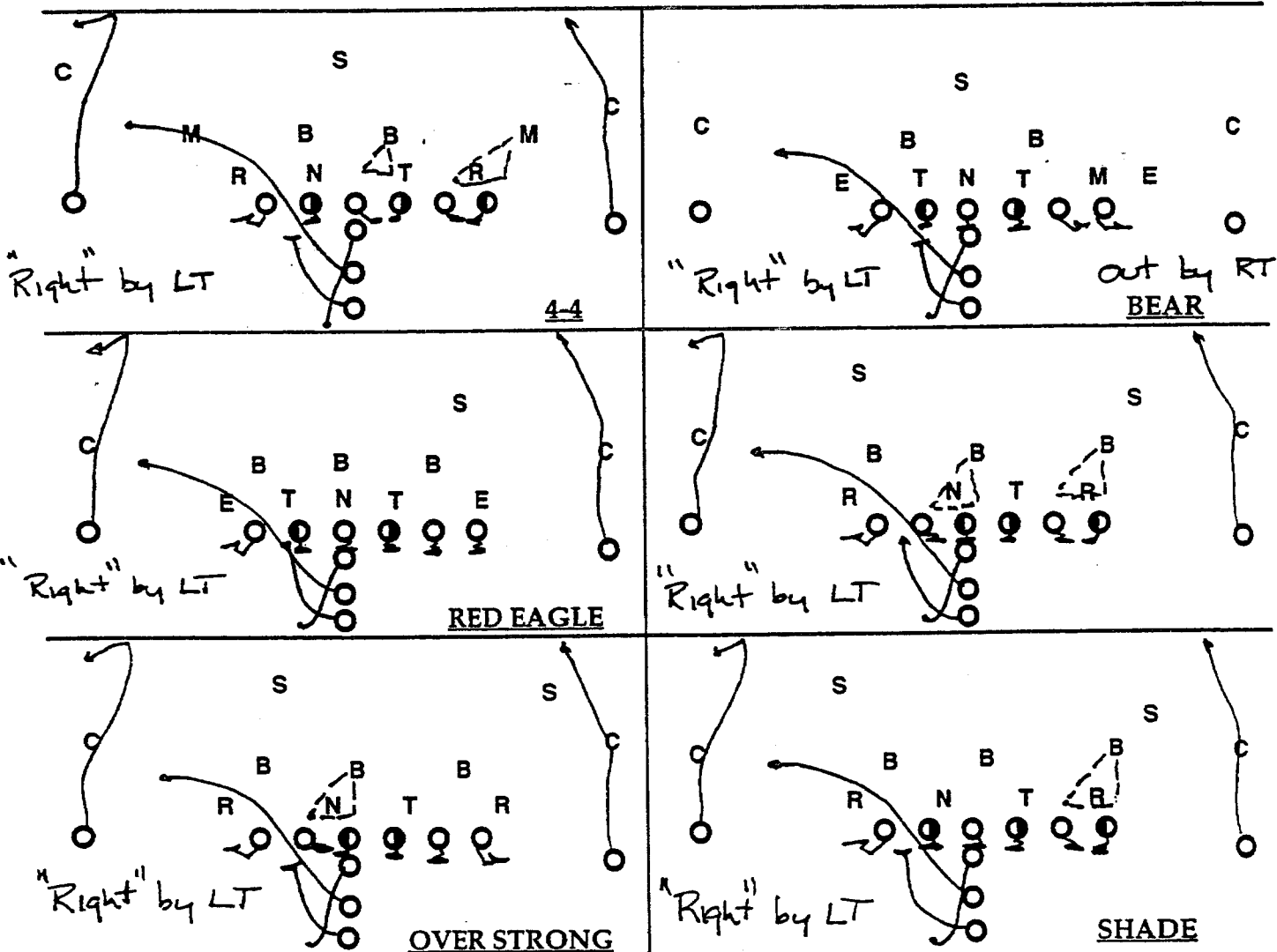
**LT** - On, Left. Give "Right" call to Center if there is only one man on or outside of you.

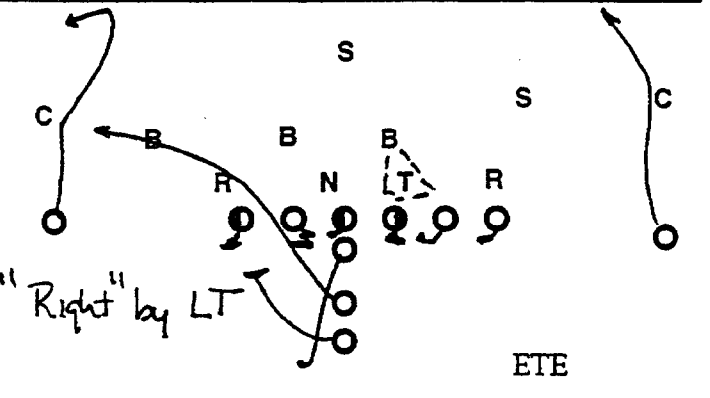
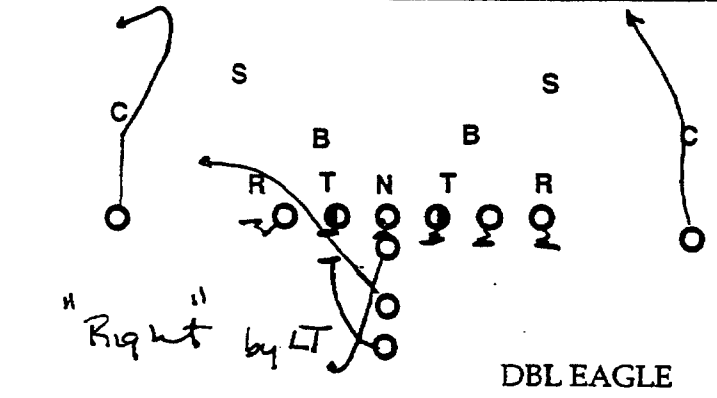
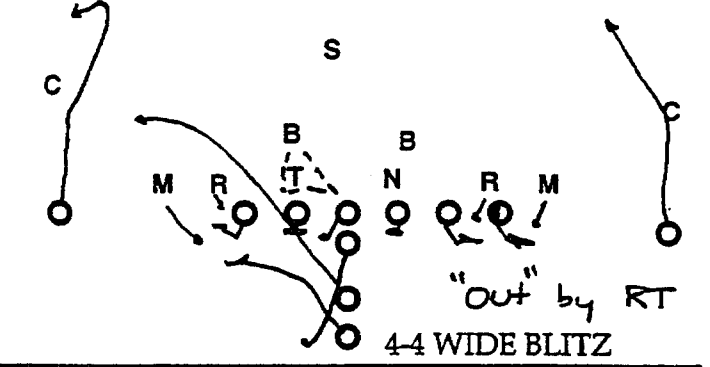
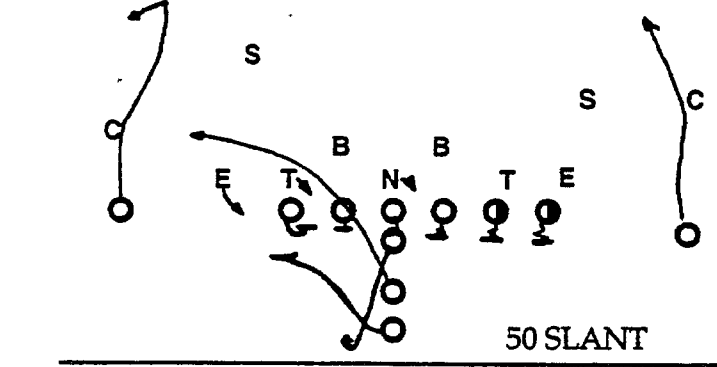
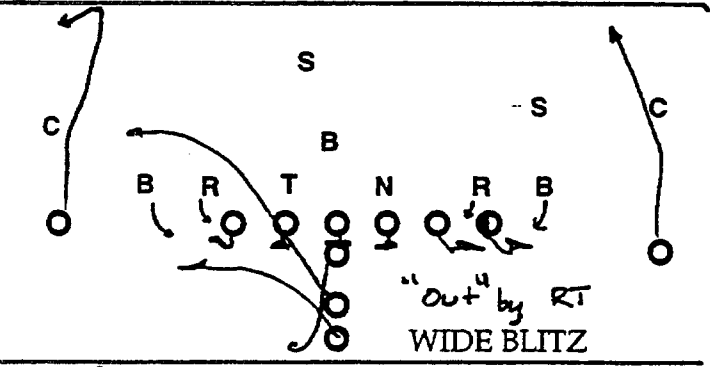
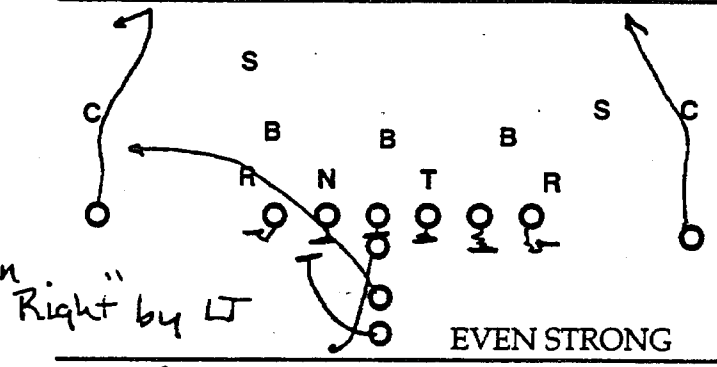
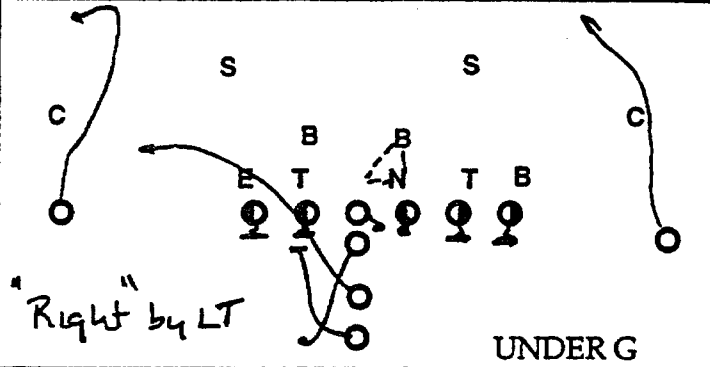
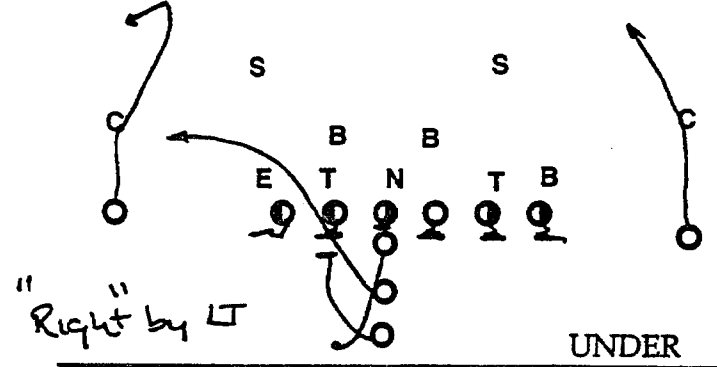
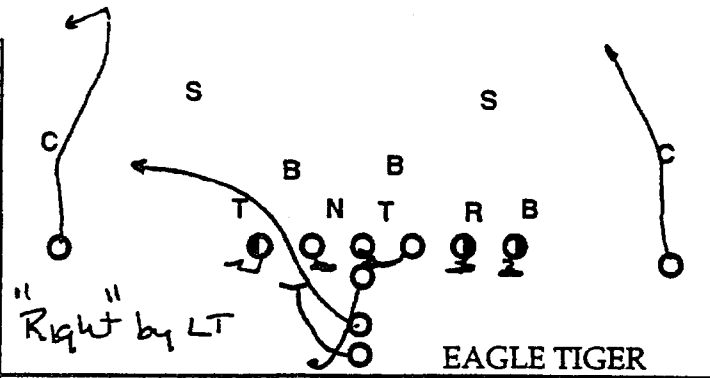
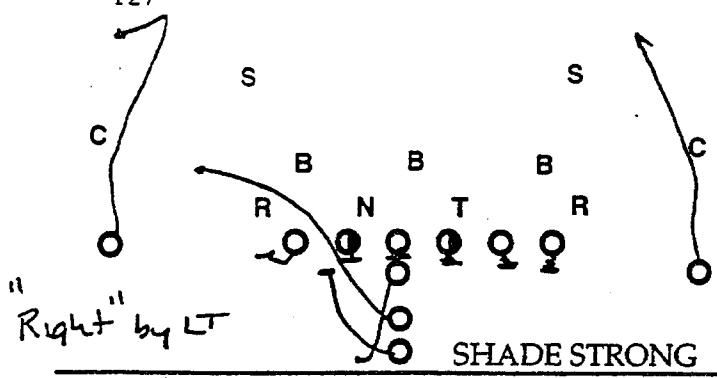
**LG** - On, LB, help Center. On "Right" call by LT if uncovered, look to block Stack in C area.

**C** - On, LB. In 50 Spacing you will get help from LG. With "Right" call by LT and uncovered, block Stack on RG area. Also with "Right" by LT, LG uncovered and C covered, call "6" to have LG and C block NG and backside LB.

**RG** - On, LB, Protect backside. If RT calls "Out" block man on RT.

**RT** - On, Right.





# 71 DBL SCREEN

WB - Block man on.

TE - Block first LB on or inside.

RT - Hitch and pull right for defender in sky box. If TE is blocking LB on and no one in sky box, look for next LB inside.

RG - Pass Pro 2 counts. Pull right and turn upfield. Block Safety on right side.

C - Pass pro 2 counts. Pull left and turn upfield for LB in Tackle area.

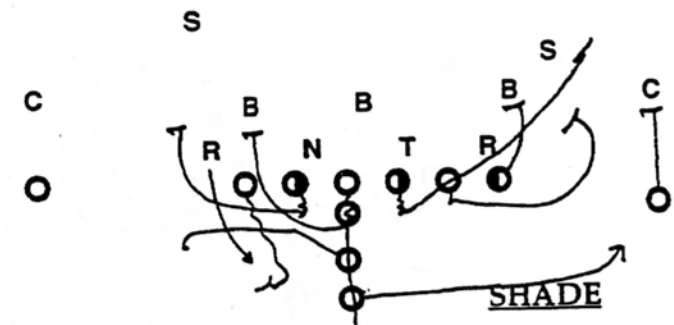
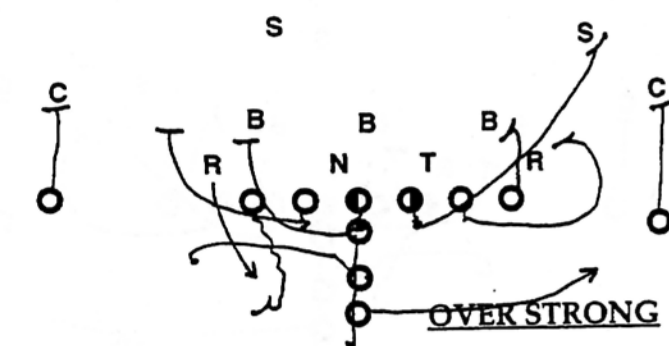
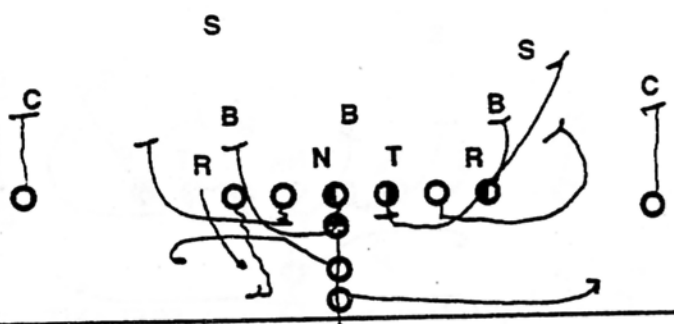
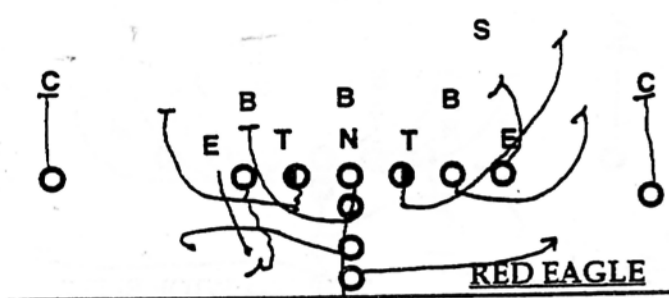
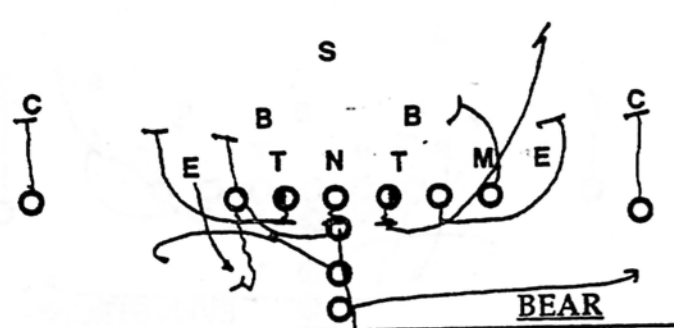
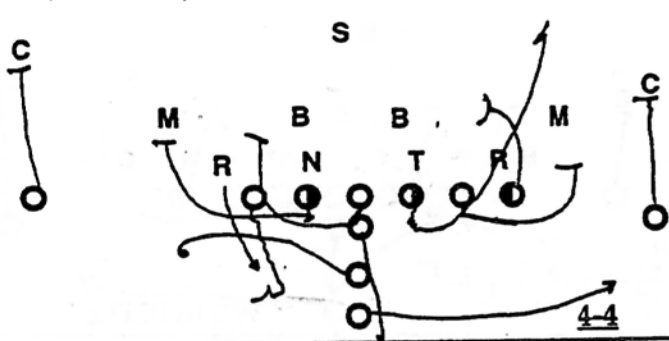
LG - Pass pro 2 counts. Pull left and block anyone in sky box area on left side.

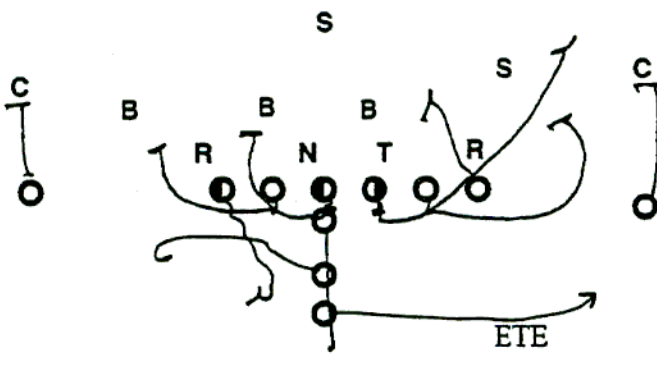
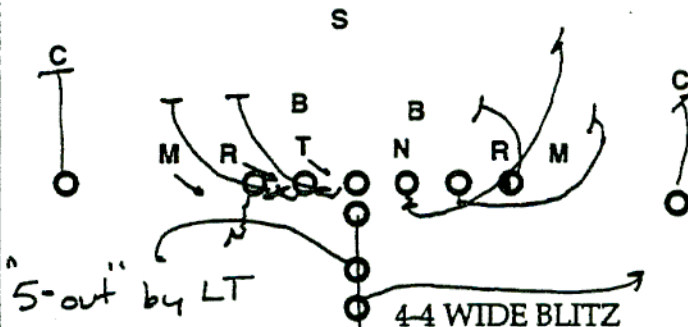
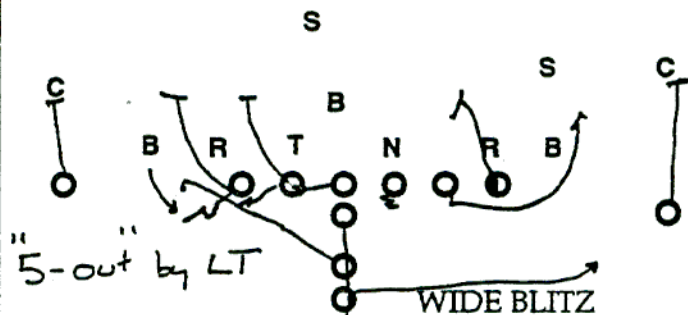
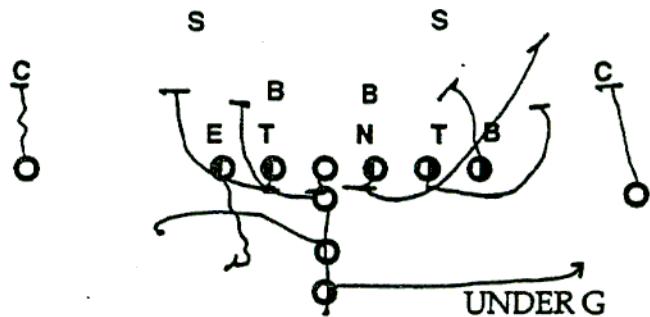
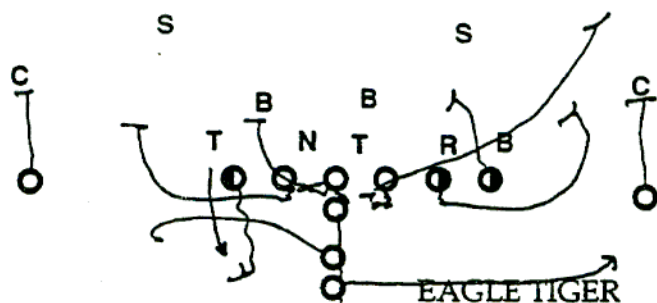
LT - Suck back and cut. "Out" call vs 50 Spacing, "5-Out" with 3 defenders coming from weak side.

IB - Release to right, 1st option for pass.

FB - Set up on left side, release out under cut block on LT. 2nd option for pass.

SE - Block man on.







**71 DBL SCREEN**

RSE - Block man on.

**RWB** - Read man on, if he drops come in and crack 1st LB side. if he comes up then block man on.

RT - Hitch and pull right for defender in sky box. If WB is blocking man in sky, look inside for 1st LB.

RG - Pass Pro 2 counts. Pull right and turn upfield. Block Safety on right side.

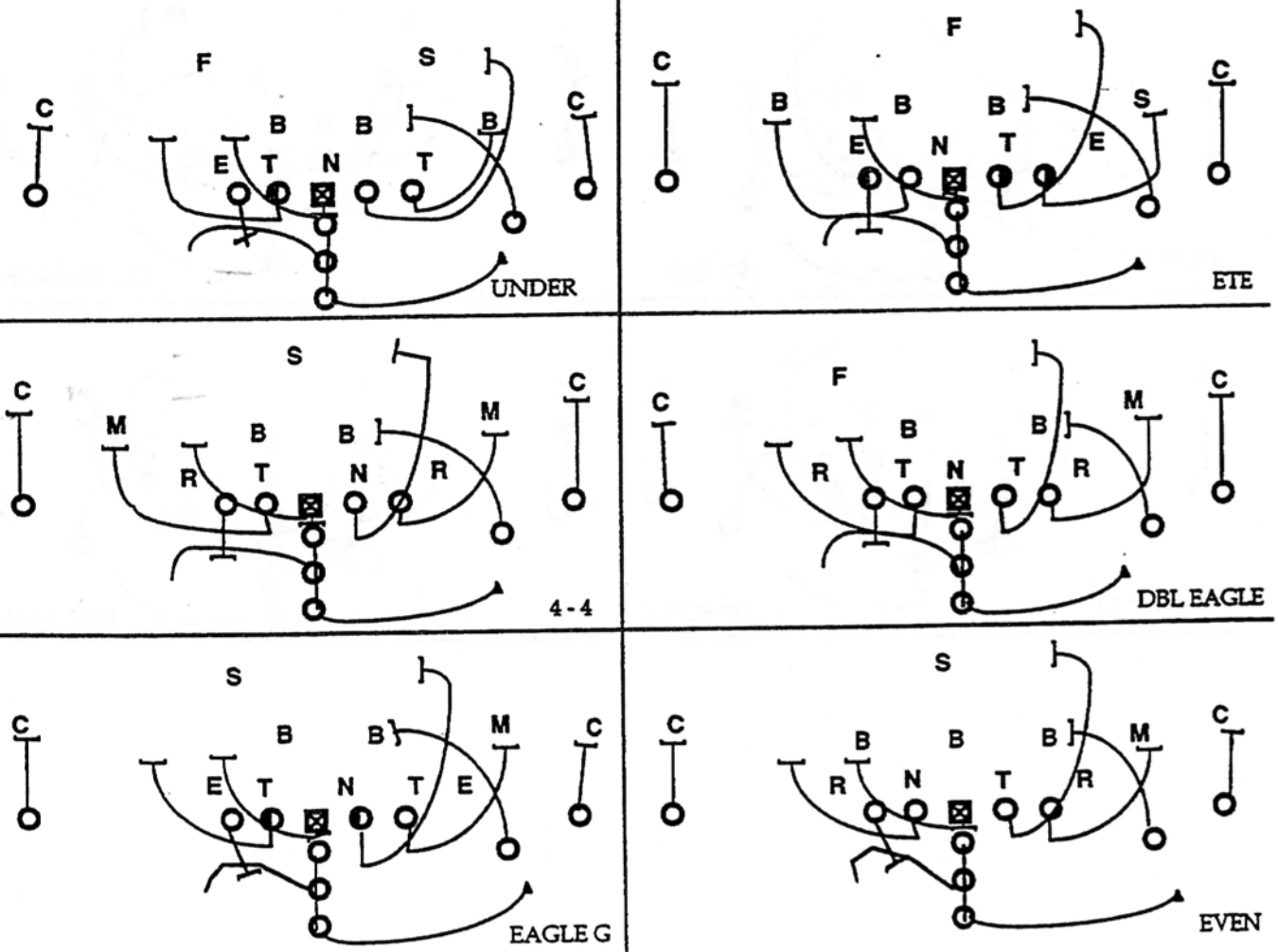
C - Pass pro 2 counts. Pull left and turn upfield for LB in Tackle area.

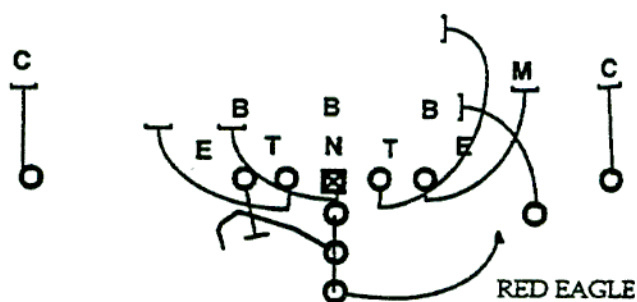
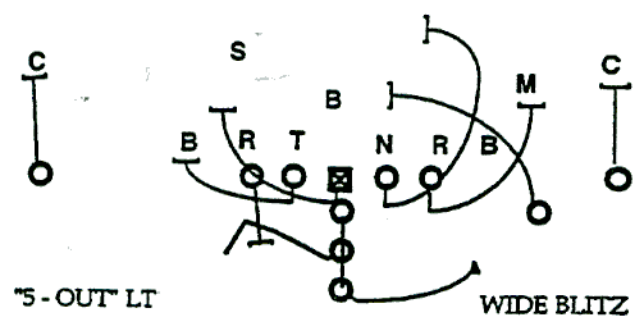
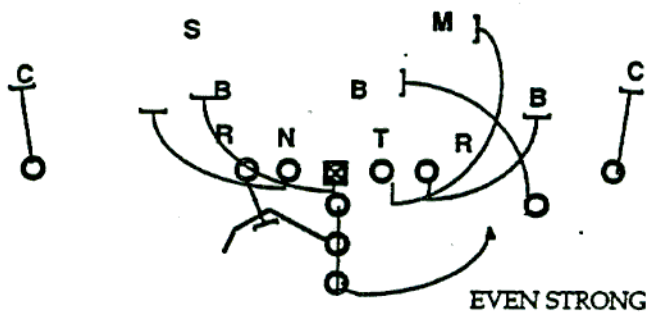
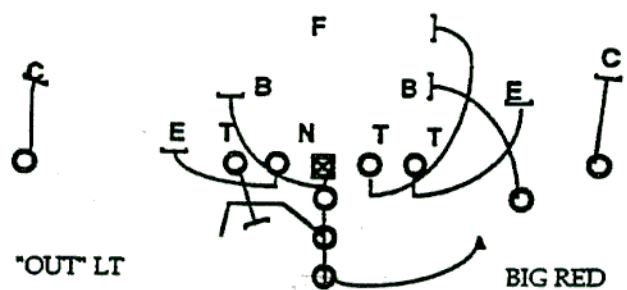
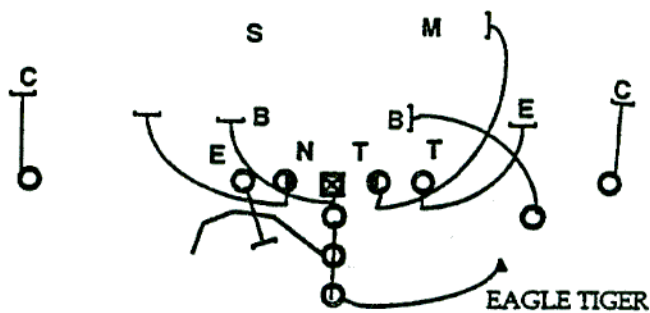
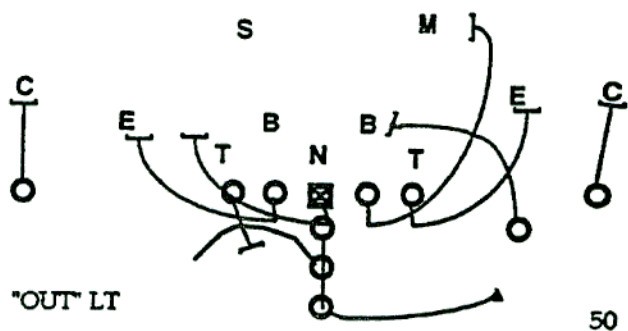
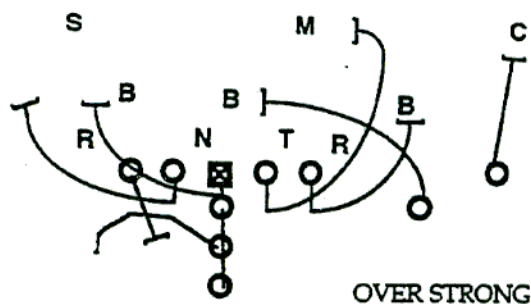
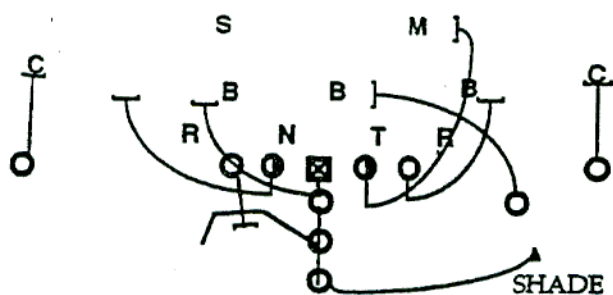
LG - Pass pro 2 counts. Pull left and block anyone in sky box area on left side.

LT - Suck back and cut. "Out" call vs 50 Spacing, "5-Out" with 3 defenders coming from weak side.

**FB - Set up on left side, release out under cut block on LT.**

**LSE - Block man on.**





IB - Release flat to the left.

RTE - Go block the skybox area.

RT - If uncovered and one man outside, suck back and cut end man. Vs. 50 spacing, give an "Out" call to RG and cut end man, if end man drops, then go block him. Vs. a 3 man situation, give a "5-Out" call and block end man.

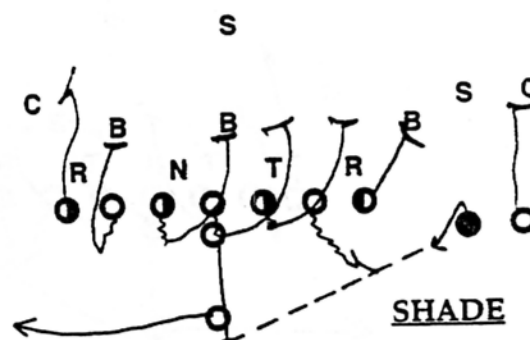
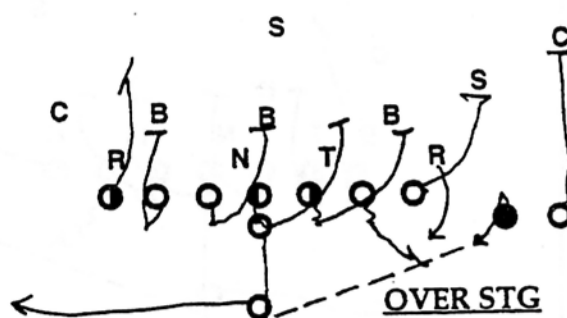
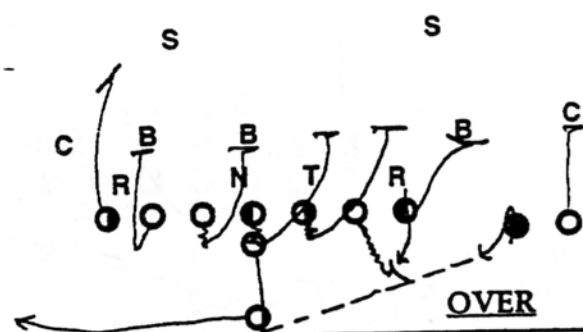
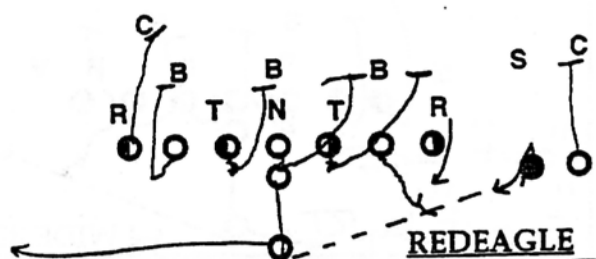
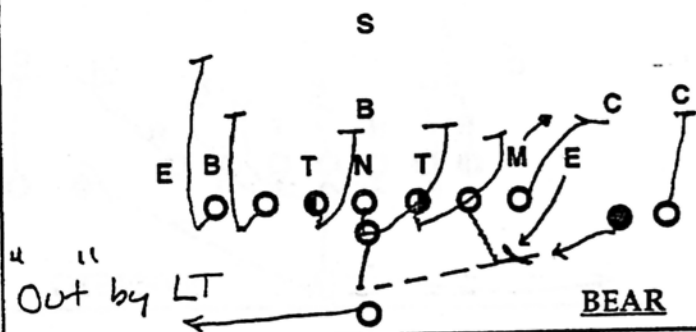
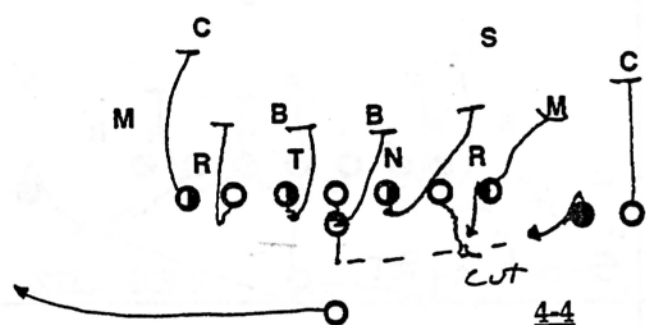
RG - Hitch back one count, pull right for LB in TE area. Vs 50 spacing, RT will give an "Out." Block defender on RT for 1 count then find your LB. In a 3 man situation, RT will give a "5-Out," block 2nd man in for 1 count and find your LB.

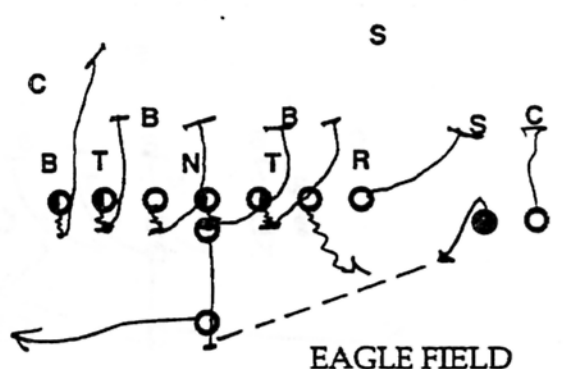
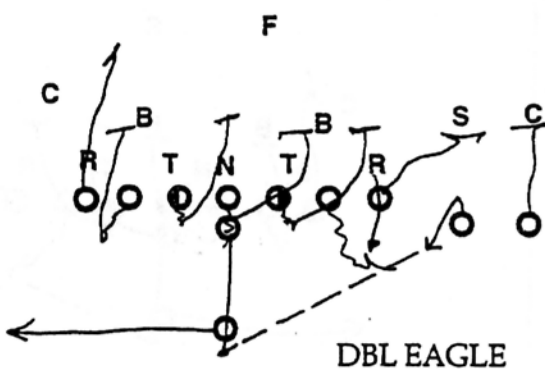
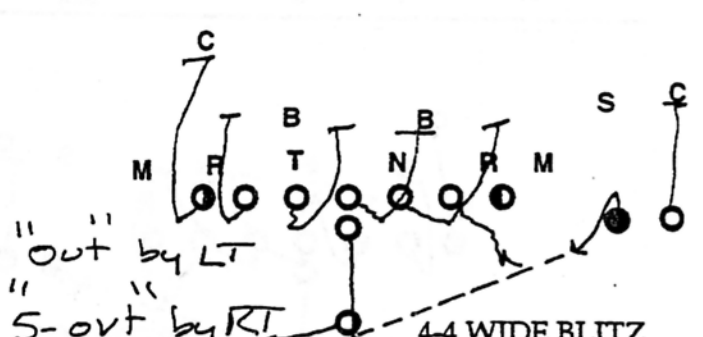
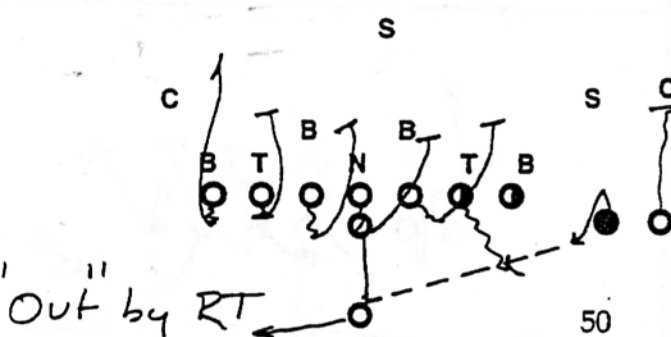
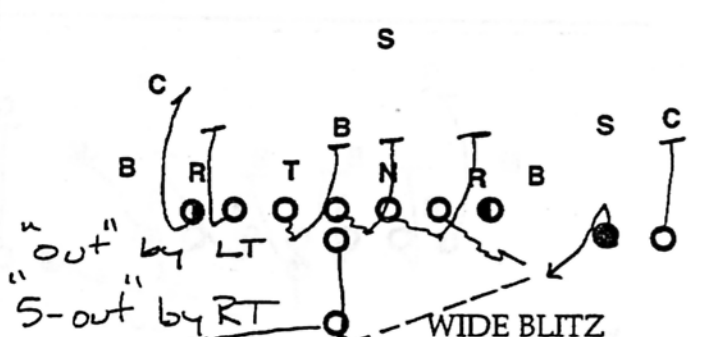
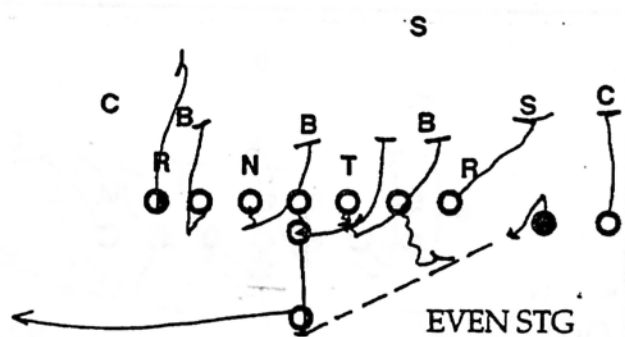
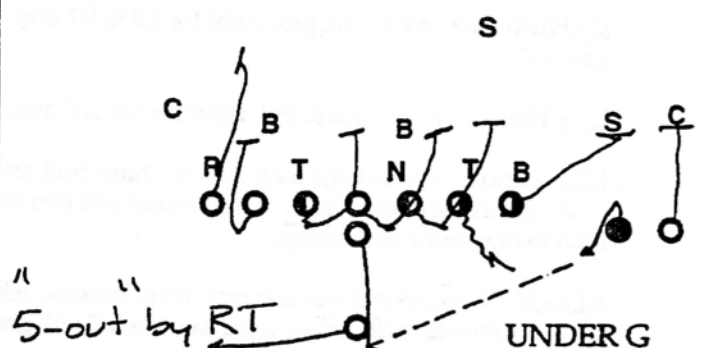
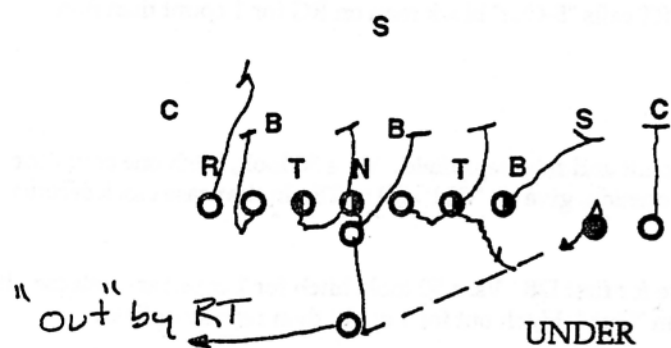
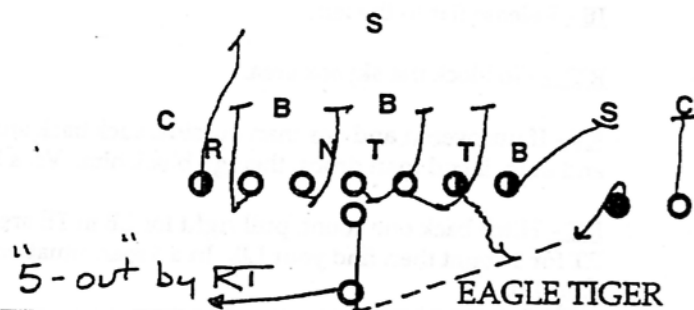
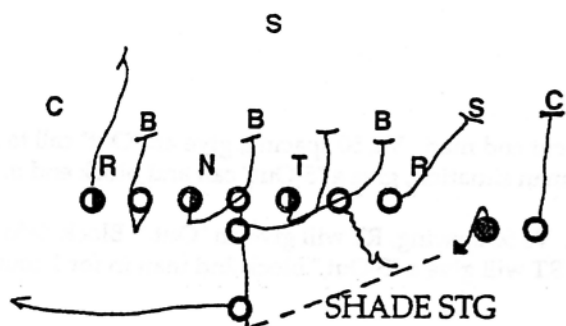
C - Hitch back one count, pull right for LB in RT area. If RT calls "5-Out" block man on RG for 1 count then find your LB.

LG - Hitch back one count, pull right for LB in C area.

LT - If uncovered and one man outside, hitch back one count and release upfield. Vs. a 50 look, hitch one count for man on then release upfield. If uncovered and two men outside, give an "Out" call to TE. In that case block second man in one count and release.

LTE - If LT uncovered and one man on or outside, release for first DB. Vs. a 50 look, hitch for 1 count and release. If LT is uncovered with 2 men on or outside, LT will give an "Out." Hitch out for 1 count then release upfield.





**TE** - Inside release. Drag across into pattern 12-14 yards deep.

**RT** - Pop and Seal. If covered drive through inside half of DT - protect for plug LB. "Combo" with RG vs 4-3 Spacing.

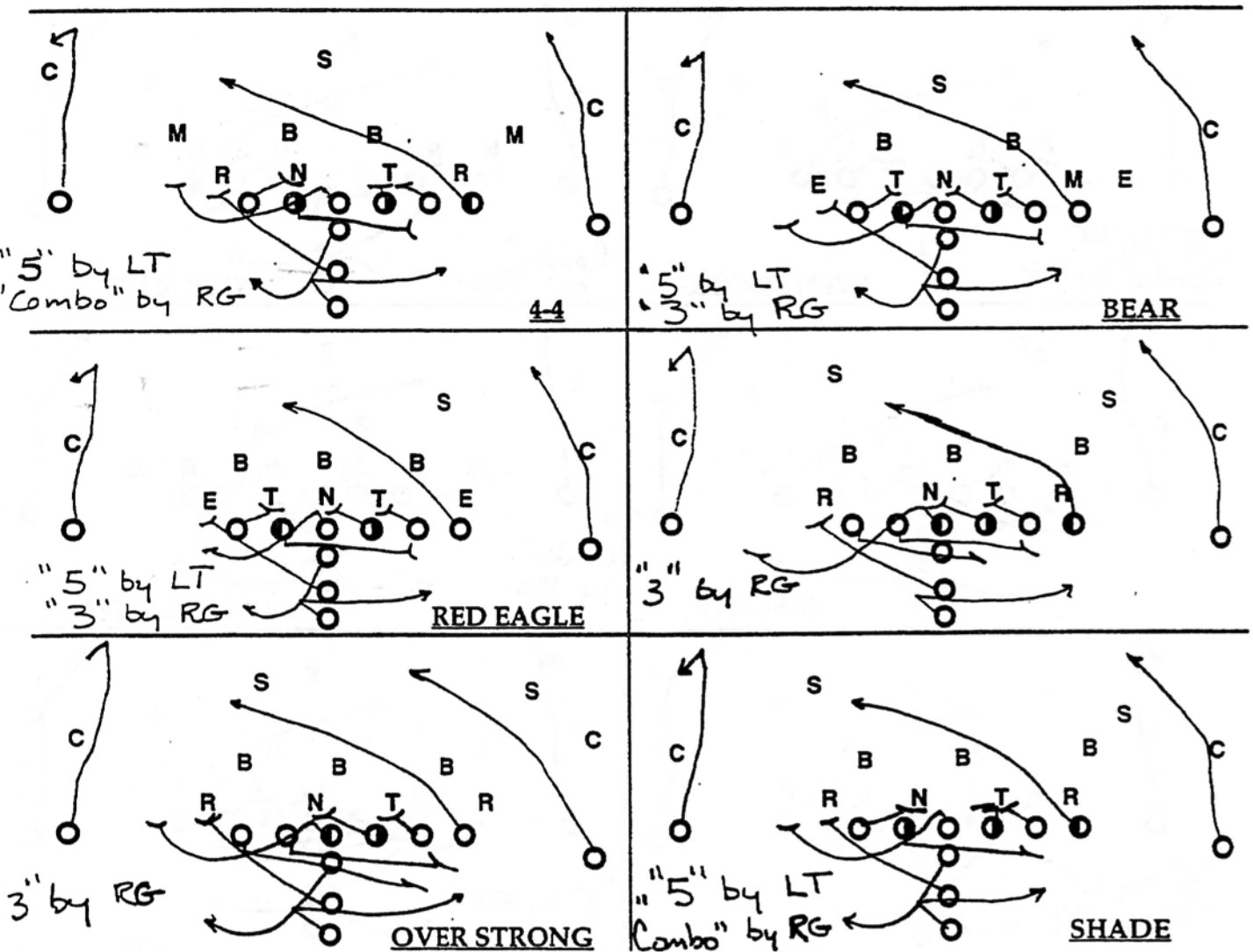
**RG** - Left, on. Give "3" call to RT if covered and going to NG. Give "Combo" call to RT vs 4-3 or Stack on you if RT is uncovered.

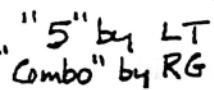
**C** - Left, Pop and Pull. Pop NG and lead play out. As you pull, first check for any backside blitz then lead QB downfield when he yells "Block." Give "4" call to RG if you are covered and blocking backside. If you have an offset NG and LT doesn't call "5," then give a "4" call. LT will give you a "5" call if he is blocking man on LG.

**LG** - Pull Right. Block 1st man to show outside of RT area.

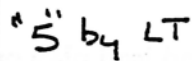
**LT** - Block 2nd man in from TE area. Pull if only one man as vs 50 Spacing with a walked off end, if DE on LOS block DT. If 2nd man in is on the LG, give "5" call and block DT.

**FB** - Cut block end man on LOS on boot side.

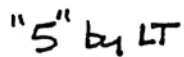




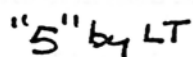
SHADE STRONG



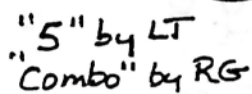
## EAGLE TIGER



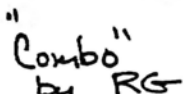
UNDER



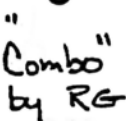
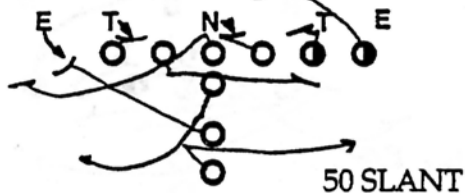
UNDER G



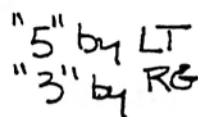
**EVEN STRONG**



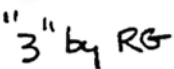
WIDE BLITZ



#### 4-4 WIDE BLITZ



## DBL EAGLE



ETE

FAKE 48 CS BOOT RIGHT WEM GL

LTE - Inside release. Drag across into pattern 12-14 yards deep.

LT - Pop and Seal. If covered drive through inside half of DT - protect for plug LB. "Combo" with RG vs 4-3 Spacing.

LG - Right, on. Give "7" call to LT if covered and going to NG. Give "Combo" call to LT vs 4-3 or Stack on you if LT is uncovered.

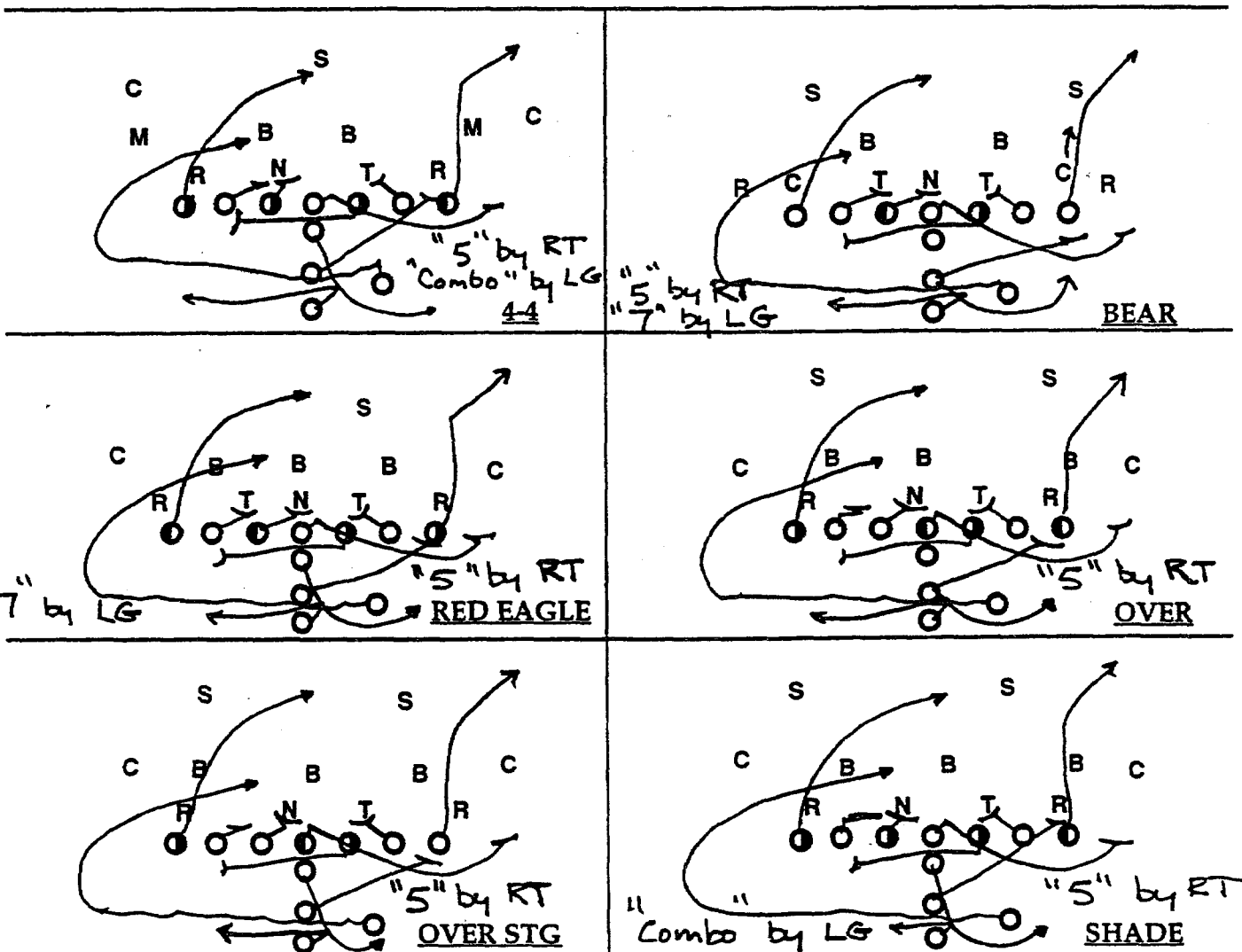
C - Right, Pop and Pull. Pop NG and lead play out. As you pull, first check for any backside blitz then lead QB downfield when he yells "Block." Give "6" call to LG if you are covered and blocking backside. If you have an offset NG and RT doesn't call "5," then give a "6" call. RT will give you a "5" call if he is blocking man on RG.

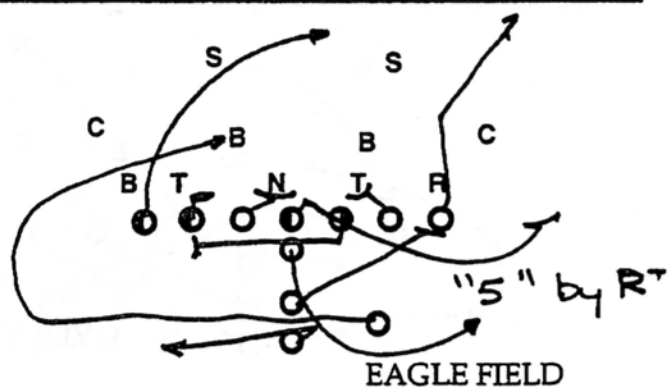
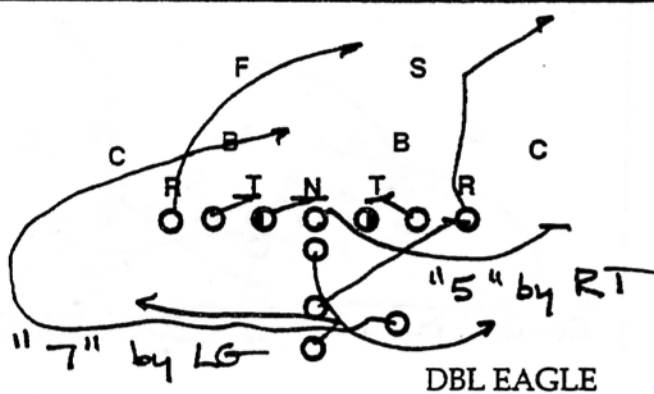
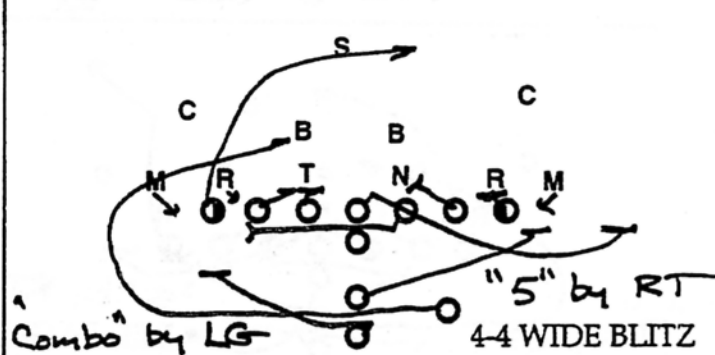
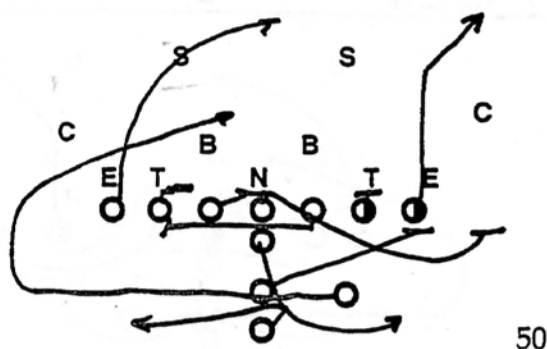
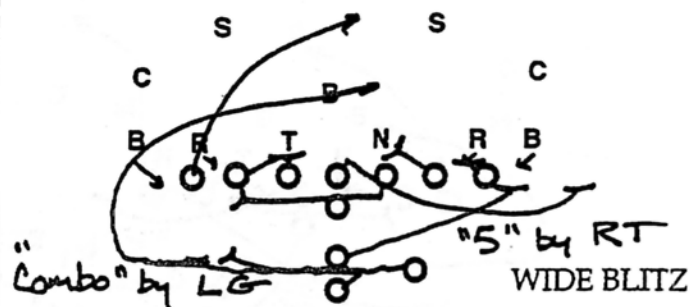
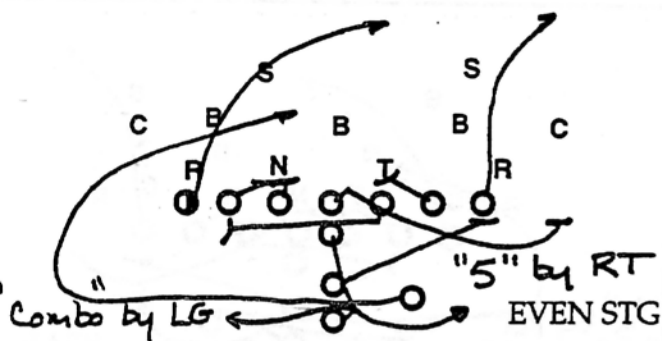
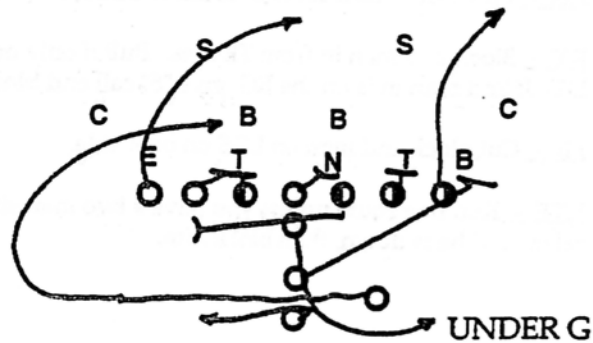
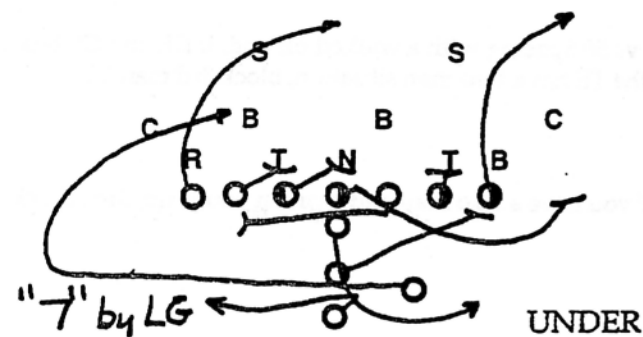
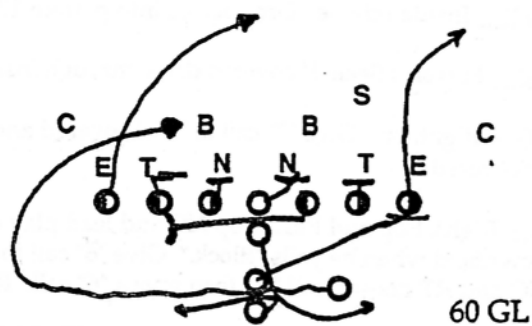
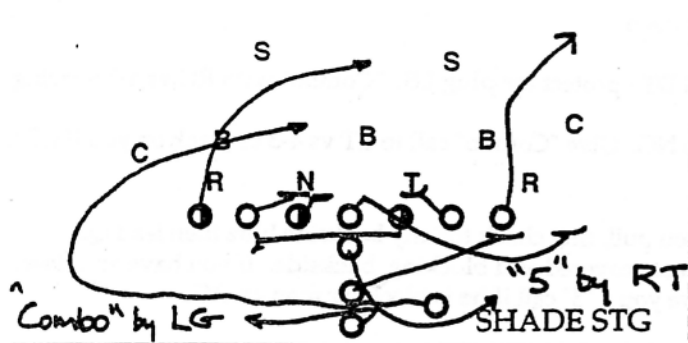
RG - Pull Left. Block 1st man to show outside of LT area.

RT - Block 2nd man in from TE area. Pull if only one man as vs 50 Spacing with a walked off end, if DE on LOS block DT. If 2nd man in is on the RG, give "5" call and block DT. If the TE has a two man situation, block 3rd man in.

FB - Cut block end man on LOS on boot side.

RTE - Run flag route unless you have a two man situation. If you have a two man and man on you is up, then check release. If he is down, then block him.







IB - Run 43 Dive Action. With 3 men on LOS, block end man.

RT - On, Right. Vs 50 Spacing give "Out" to RG.

**RG -** On, Right seam. If covered stretch base man on. Block man on RT vs 50 Spacing. If uncovered and one man on or outside of RT, give "Left" and work with C.

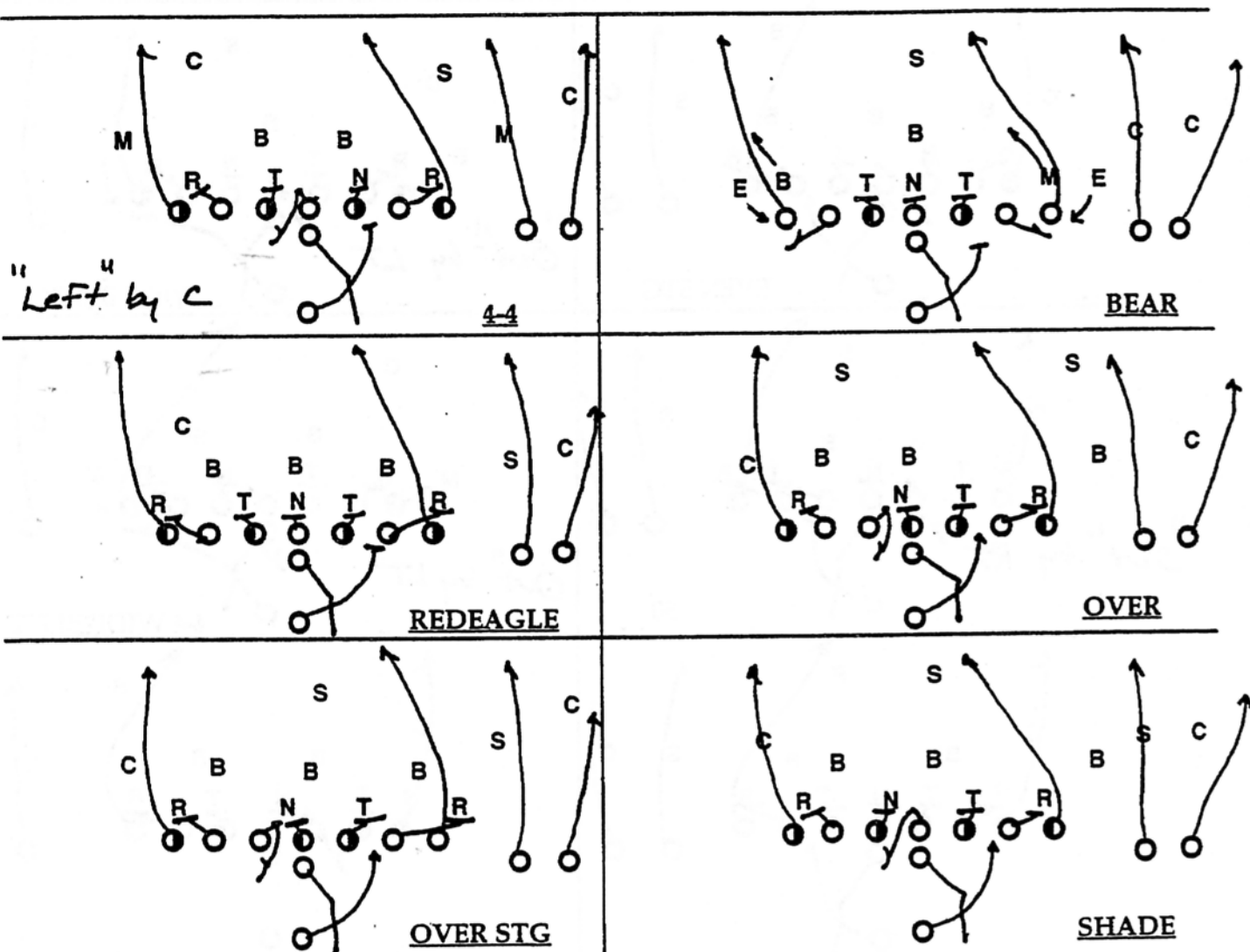
C - On, Right sear. If covered stretch base man on. Vs Stack defense with "Left" call with RG on middle stack. If uncovered with no "Left" work with RG then protect backside. Vs 4-3 spacing check MLB. Vs 4-2 look to the call, C calls "Left" and works with LG.

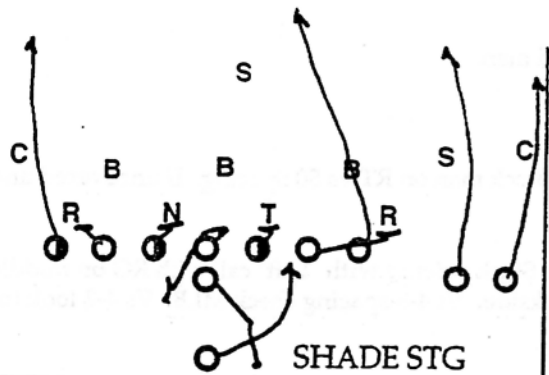
LG - On, Left seam. If covered stretch base man on. If uncovered, help C then protect backside. If covered and "Left" call by C, you and C block stack on you.

**LT** - On, Left. On Protect TE will block man on. If uncovered with TE on 3 LB defense, work with LG on 2 LB defense. If uncovered with two defenders outside give an "Out" to TE.

**LTE -** Block man on, two man rule LT will give an "Out."

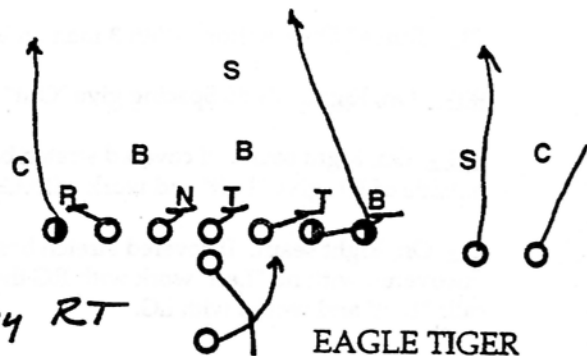
**LTE - Release unless you have a two man rule. With a two man LT will give an "Out" call.**



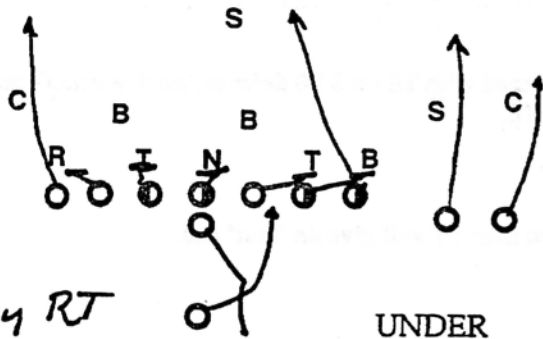


SHADE STG

"Out" by RT

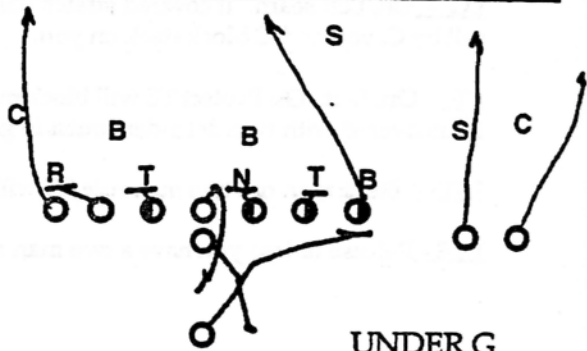


EAGLE TIGER

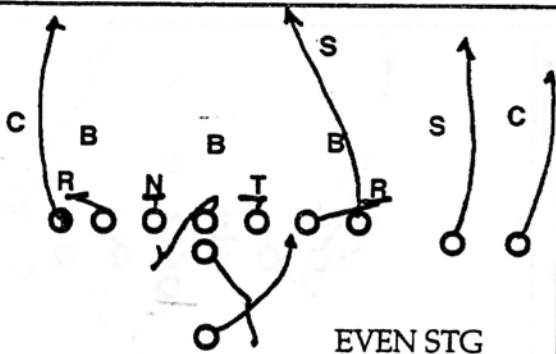


UNDER

"Out" by RT

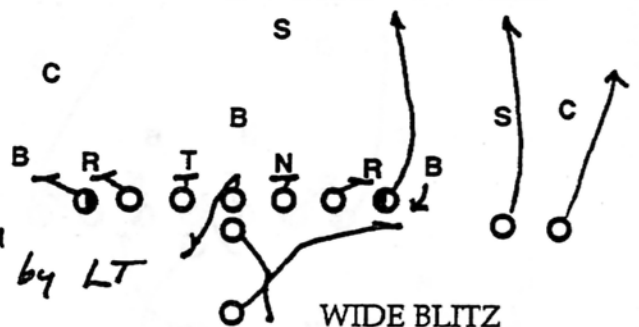


UNDER G

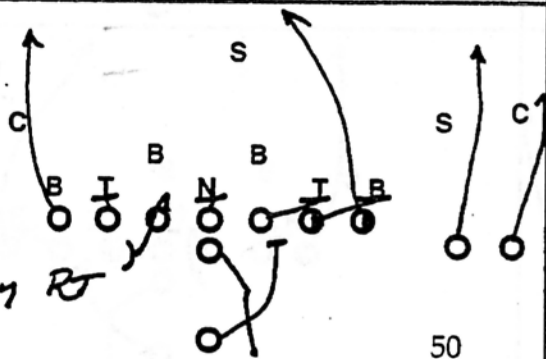


EVEN STG

"Out" by LT



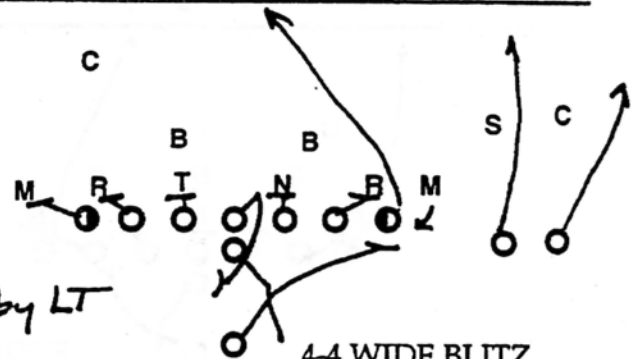
WIDE BLITZ



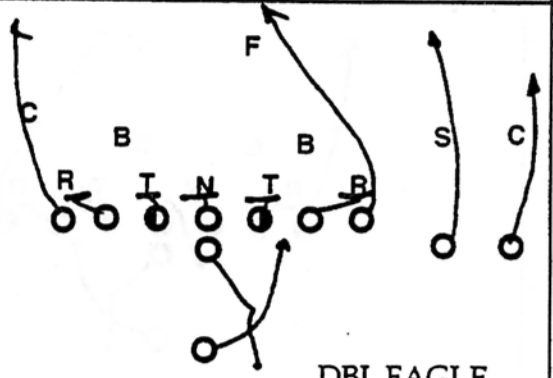
50

"Out" by RT

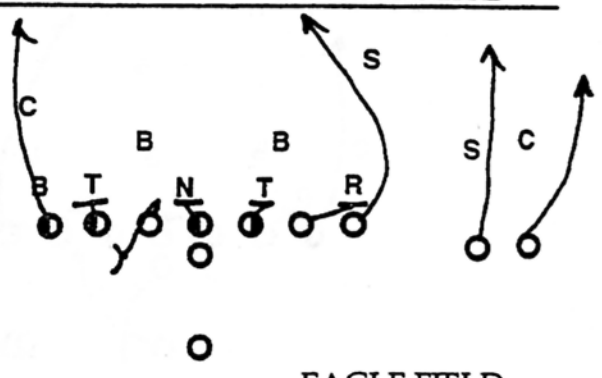
"Out" by LT



4-4 WIDE BLITZ



DBL EAGLE



EAGLE FIELD

**47 DRAW PASS PROTECT**

**IB** - Run 47 Dive Action. With 3 men on LOS, block end man.

**LT** - On, Left. Vs 50 Spacing give "Out" call to LG.

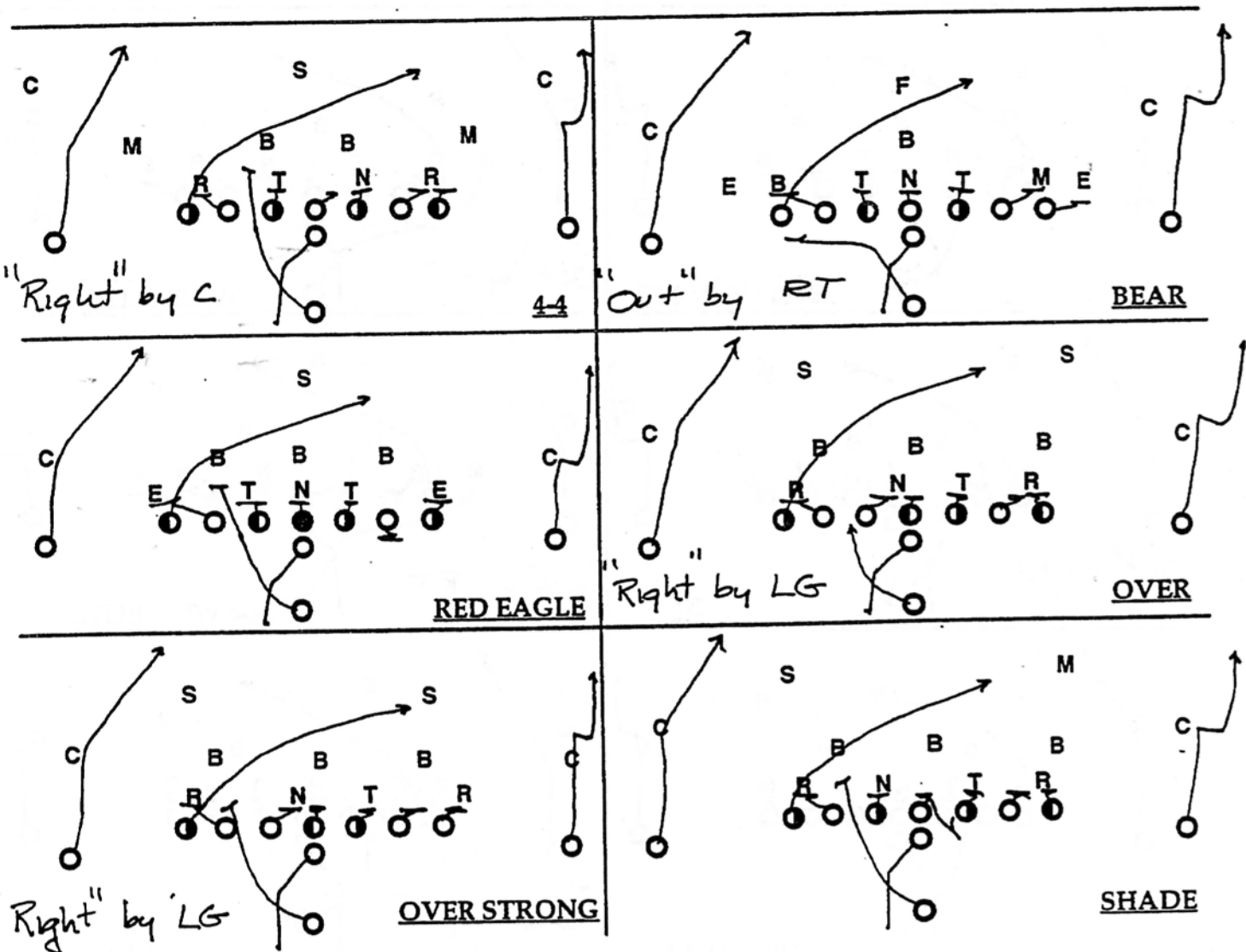
**LG** - On, Left seam. If covered stretch base man on. Block man on LT vs 50 Spacing. If uncovered and one man on or outside of LT, give "Right" call, work with C on middle stack.

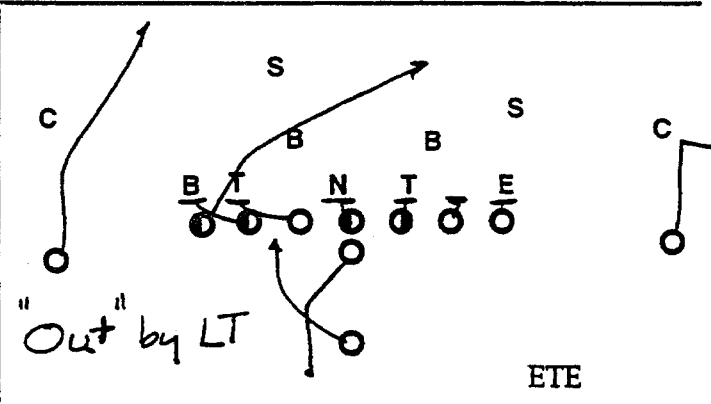
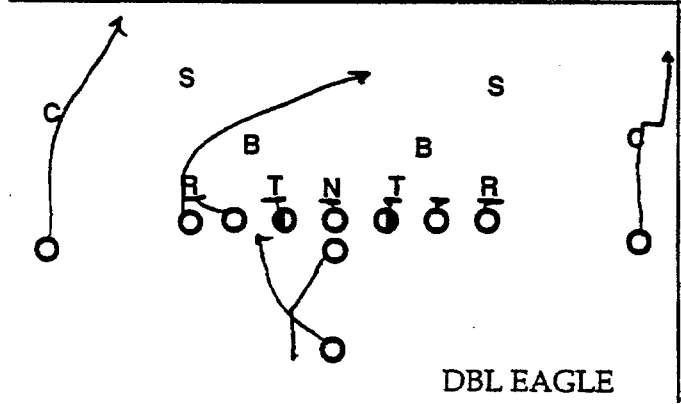
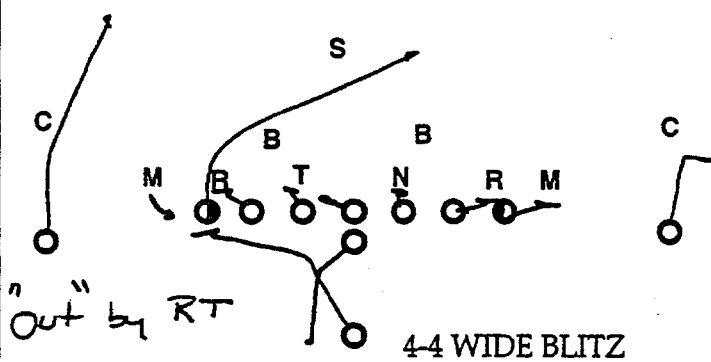
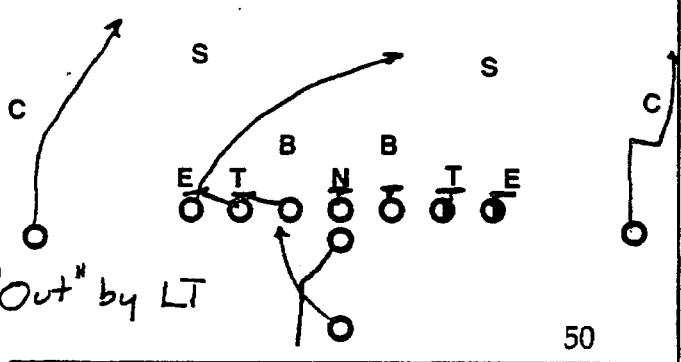
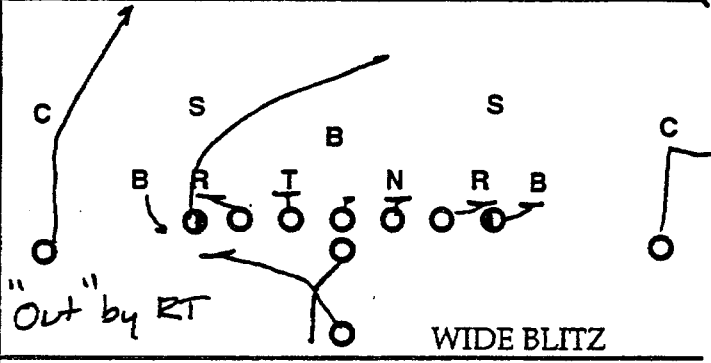
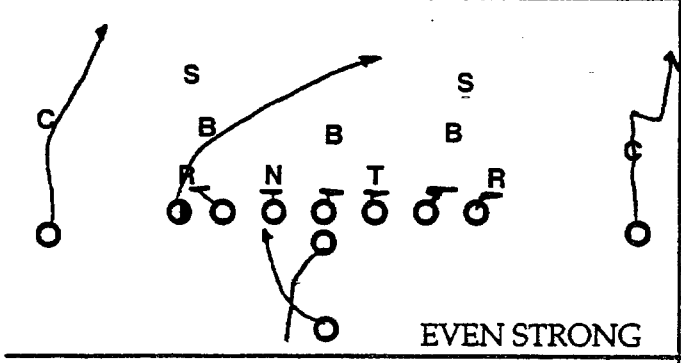
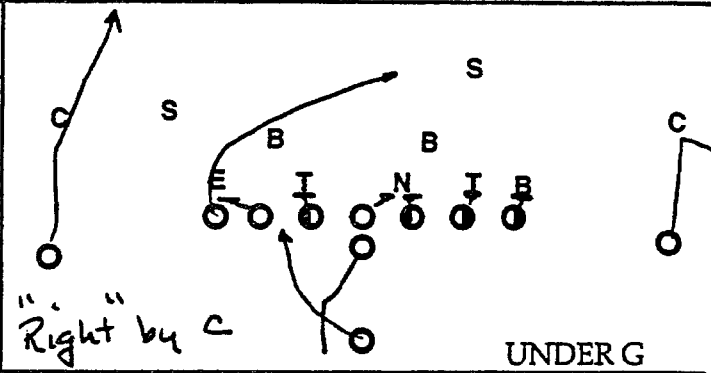
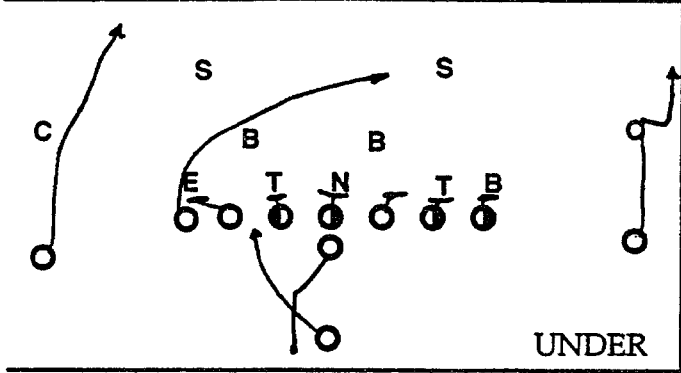
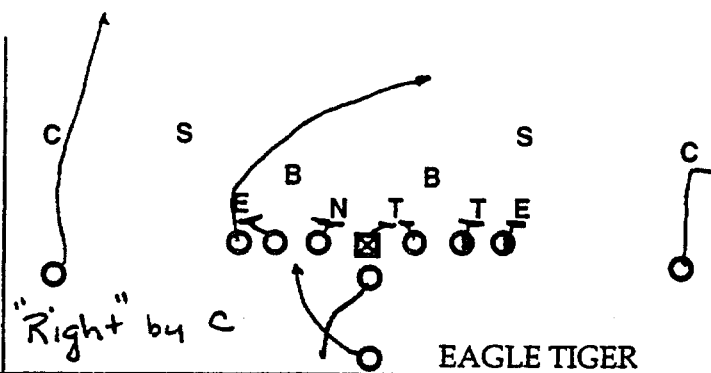
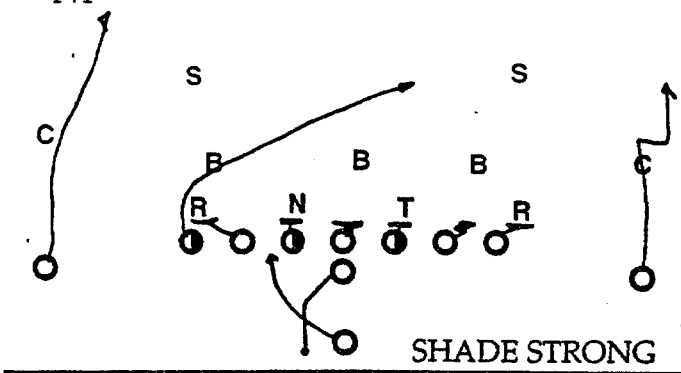
**C** - On, Left seam. If covered, stretch base man on. Vs stack defense with "Right" call work with LG on middle stack. If uncovered with no "Right" work with LG then protect backside. Vs 4-3 spacing check MLB. Vs 4-2 look to the call, C calls "Right" and work with RG.

**RG** - On, Left seam. If covered stretch base man on. If uncovered, help C then protect backside. If covered and "Right" call by C, you and C block stack on you.

**RT** - On, Right. If uncovered, check LB then block end man. If covered stretch base man on. If uncovered and two men outside, give an "Out" call to TE/WB. If a "Protect" is called, TE will block man on, check backside LB.

**RTE** - Block man on, two men RT will give an "Out."





# 11 OPTION PASS

IB - Run 11 Option Action.

FB - Run 11 Option Action. Protect RT area. Responsible for 1st LB to your right. If 3 men on LOS, block end man.

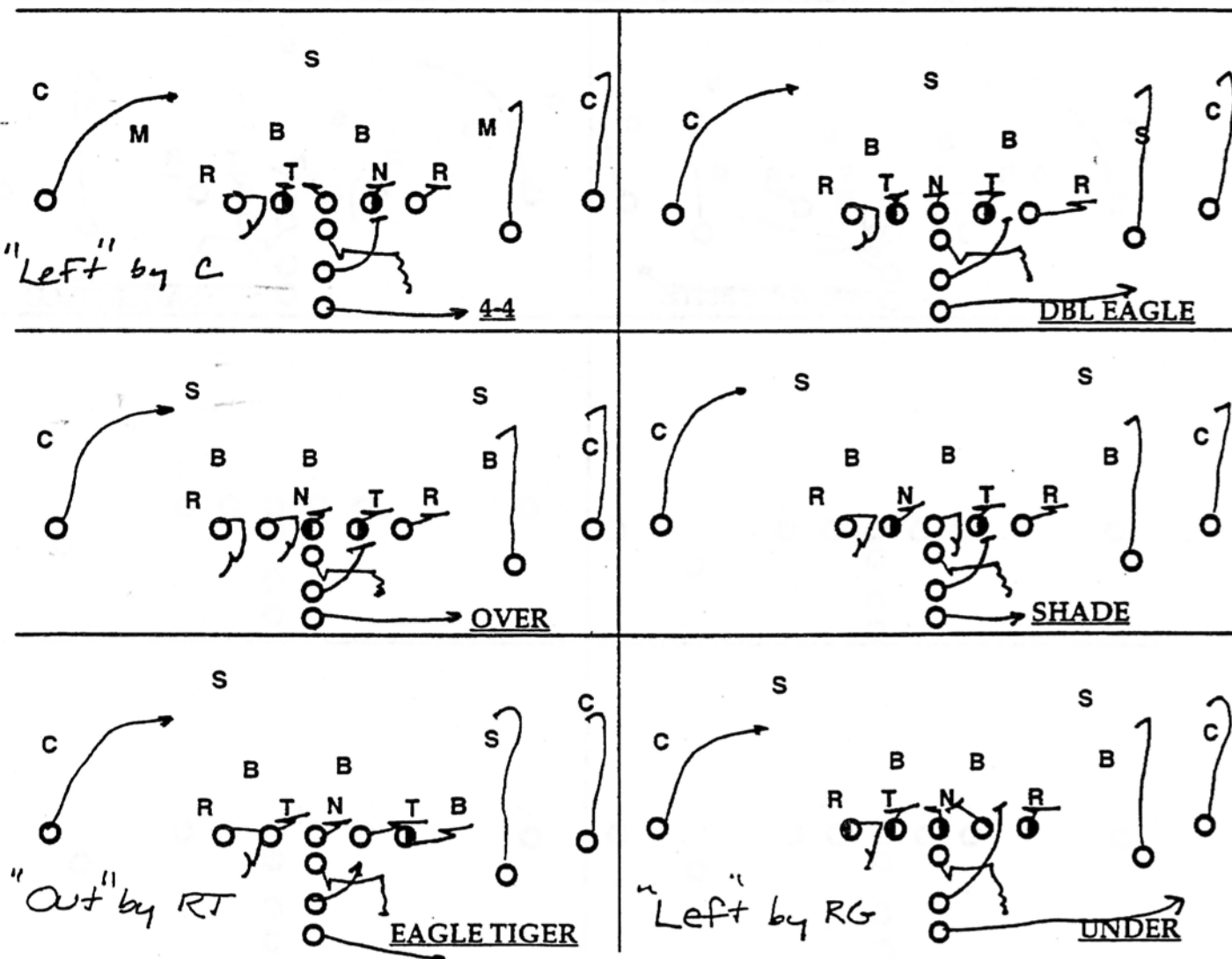
RT - On, Right. Vs 50 Spacing give "Out" call to RG to fan protect.

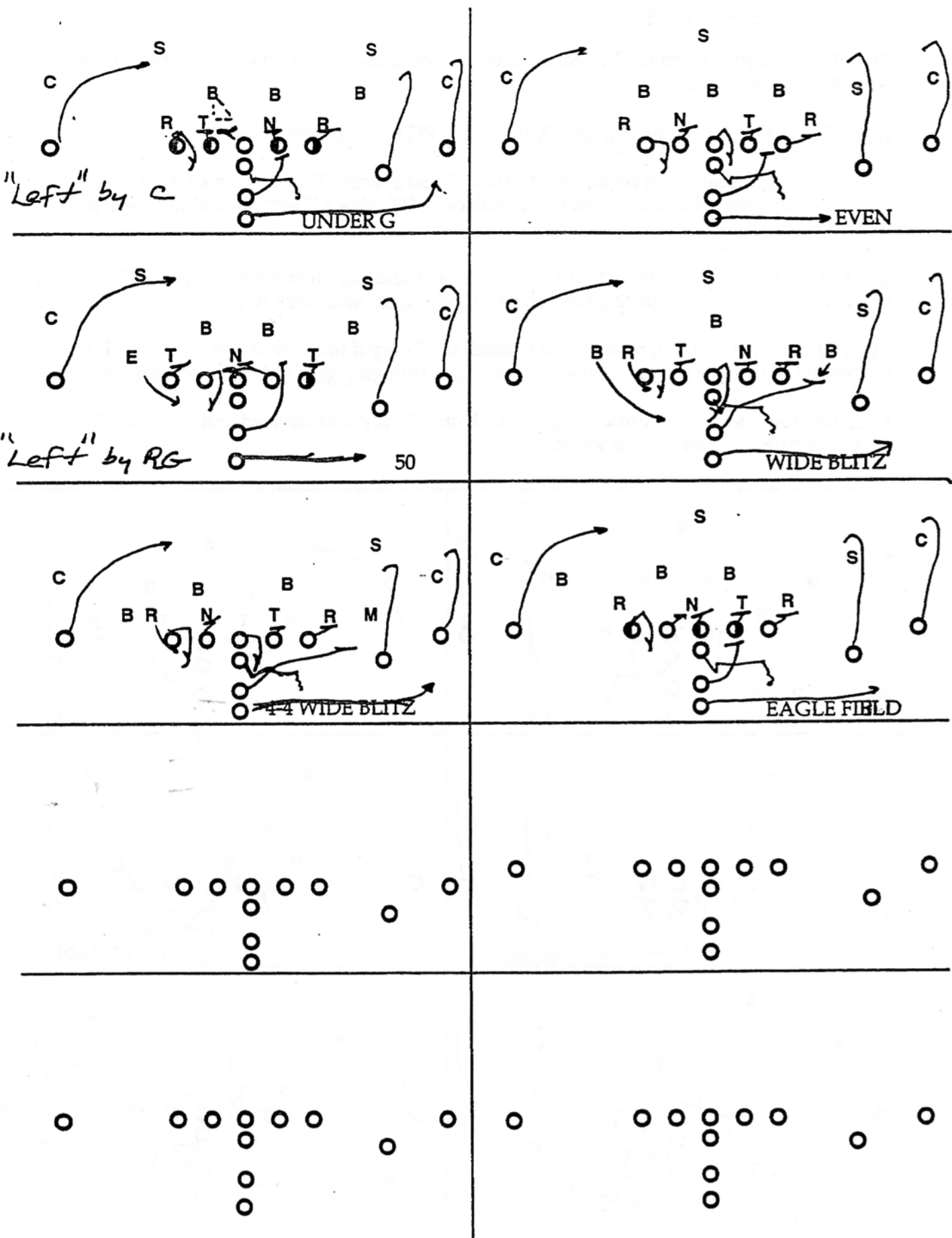
RG - On, Right seam, Left seam, help Center. Vs 50 Spacing RT will give an "Out" call to fan protect. If uncovered and one man on or outside of RT, give a "Left" call and turnback to middle stack on C.

C - On, Right seam, LB, protect. If you are covered and RG uncovered and gives a "Left", he will help on NG. Vs 4-2 spacing (on call side), give "Left" and work with LG.

LG - On, Right seam, LB, protect. Go to stack on C only if uncovered and no "Left." If LT uncovered with stack on you, make a "7" call. Use swinging gate technique on backside.

LT - On, Right seam, LB, protect. Go to stack on LG only if uncovered and no "Left." Use swinging gate technique on backside.





IB - Run 11 Option Action.

FB - Run 11 Option Action. Protect RT area. Responsible for 1st LB to your right. If 3 men on LOS, block end man.

RT - On, Right. Vs 50 Spacing give "Out" call to RG to fan protect.

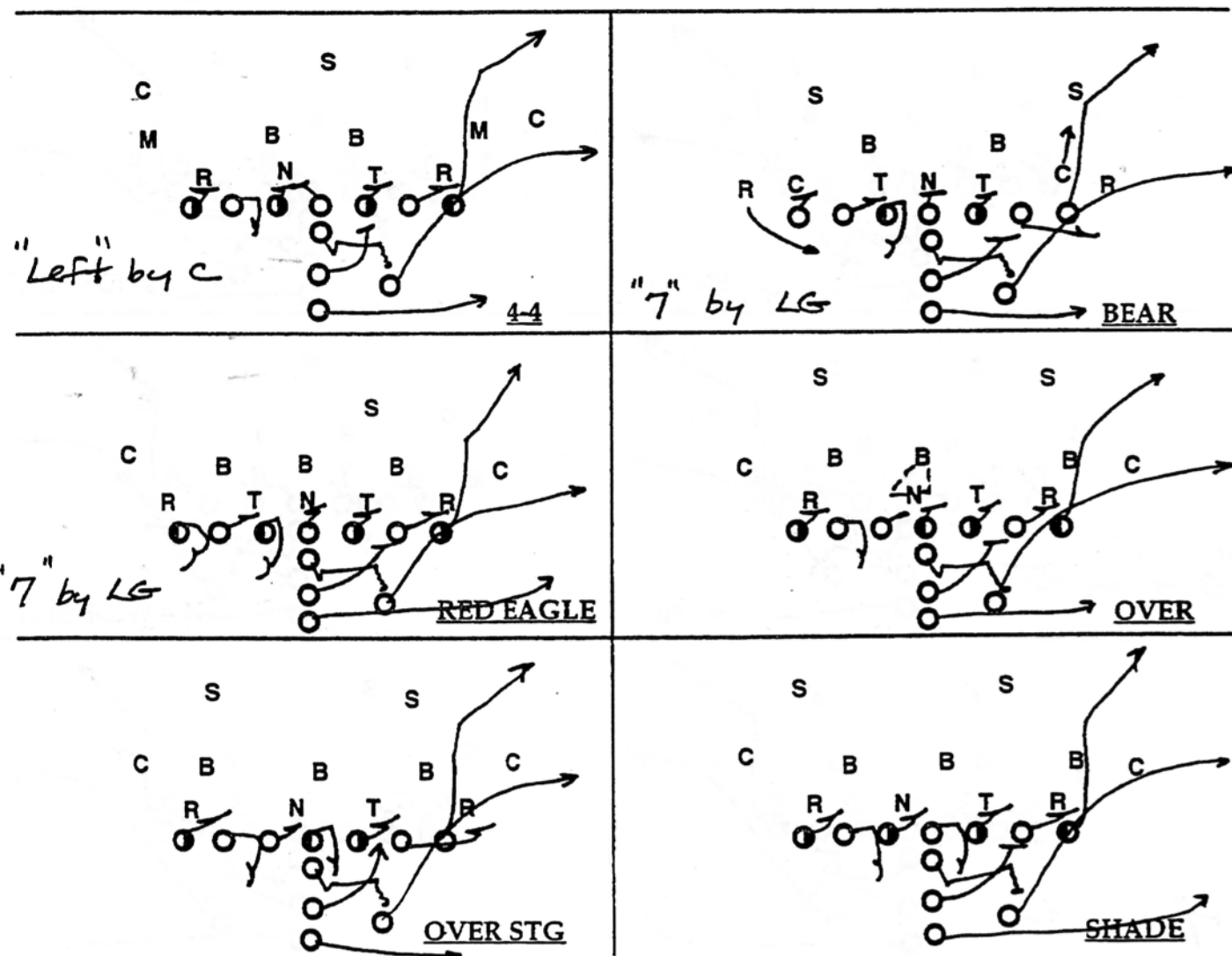
RG - On, Right seam, Left seam, help Center. Vs 50 Spacing RT will give an "Out" call to fan the frontside. If uncovered and one man on or outside of RT, give a "Left" call and turnback to middle stack on C.

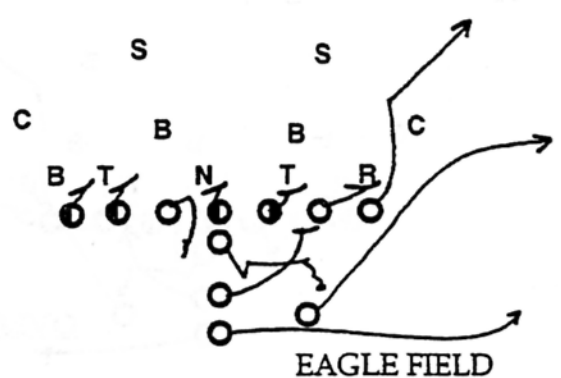
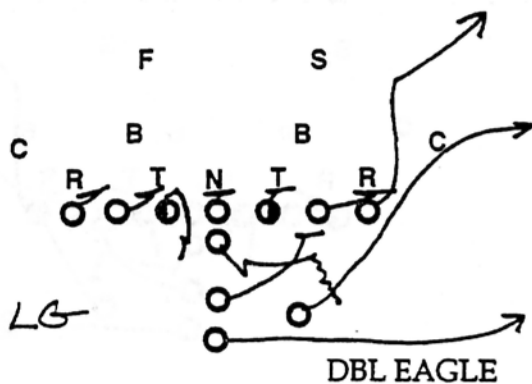
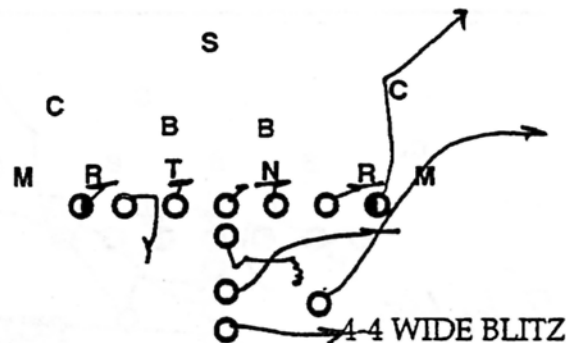
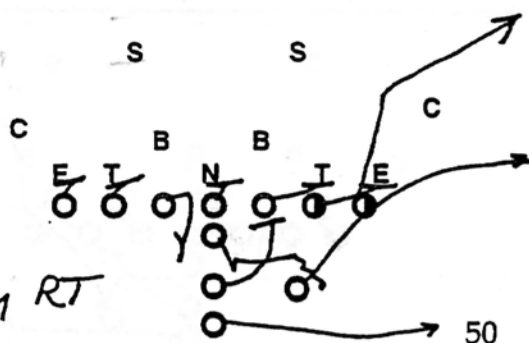
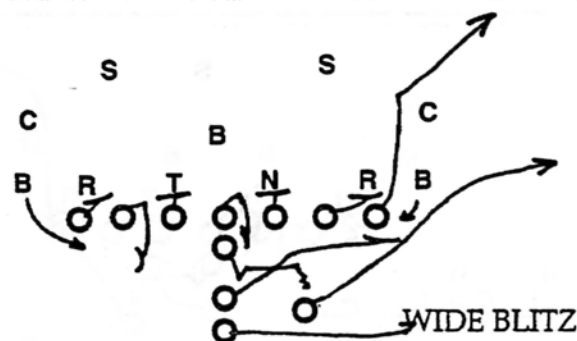
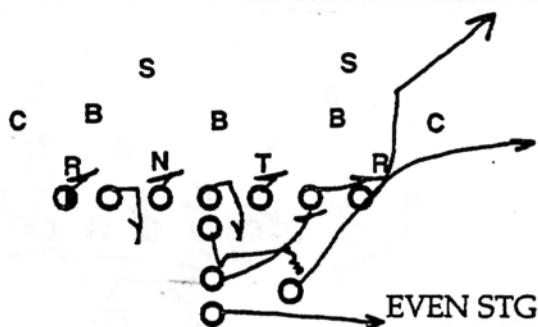
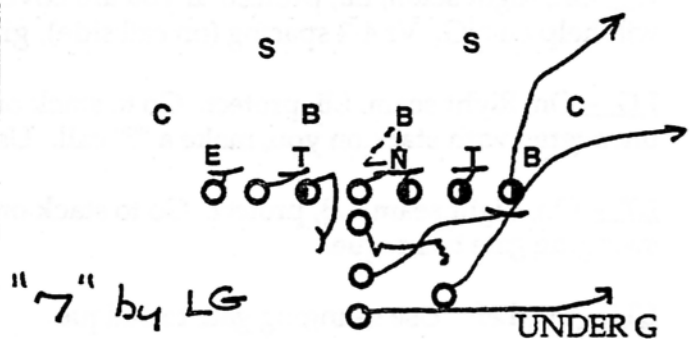
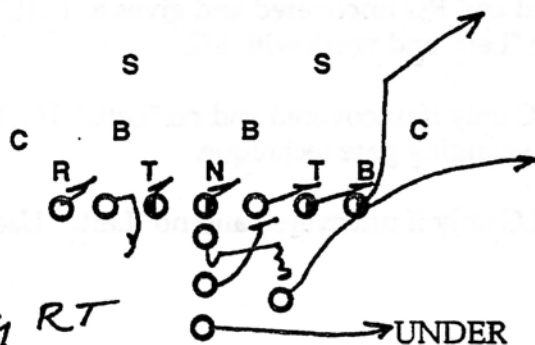
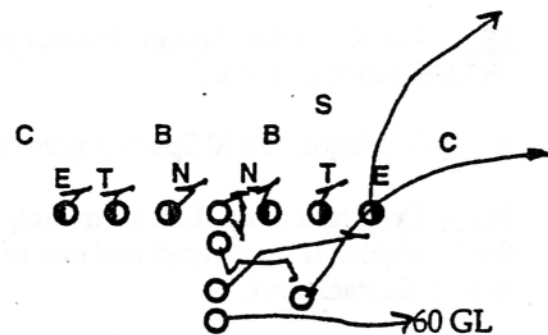
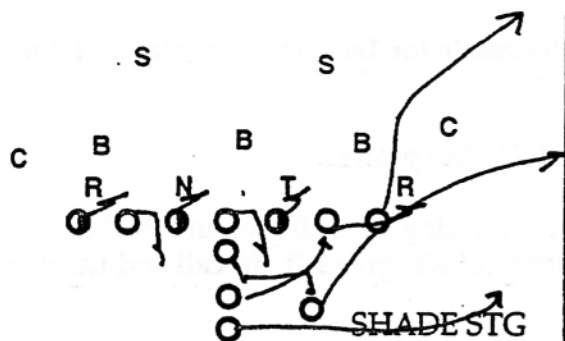
C - On, Right seam, LB, protect. If you are covered and RG uncovered and gives a "Left," he will help on NG. Vs 4-2 spacing (on call side), give "Left" and work with LG.

LG - On, Right seam, LB, protect. Go to stack on C only if uncovered and no "Left." If LT uncovered with stack on you, make a "7" call. Use swinging gate technique.

LT - On, Right seam, LB, protect. Go to stack on LG only if uncovered and no "Left." Use swinging gate technique.

LTE - On, Left. Use swinging gate technique.







If there is a frontside TE, he will always block. Onside tackle "Out" call the frontside of 50 spacing with no frontside TE. Come to stacks if you are uncovered. On the backside, use swinging gate technique.

**RTE** - On, Right. If RT uncovered with two men outside, RT will give an "Out" call.

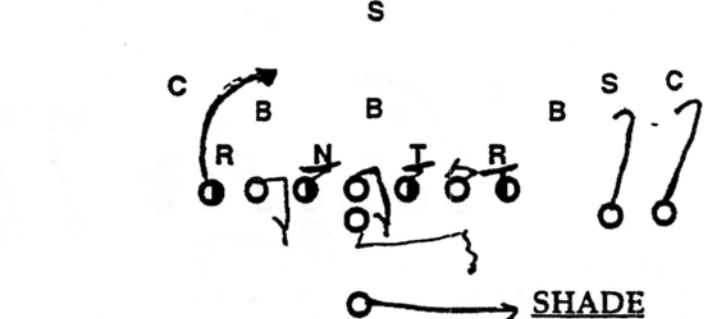
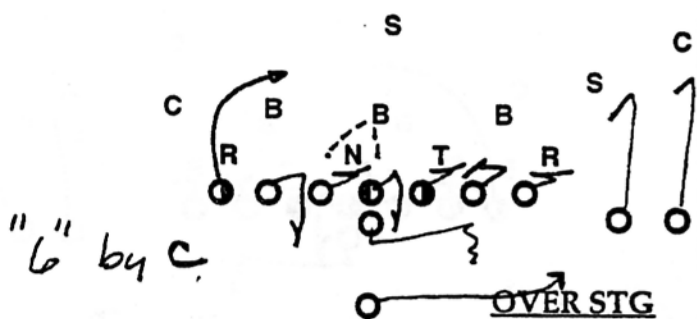
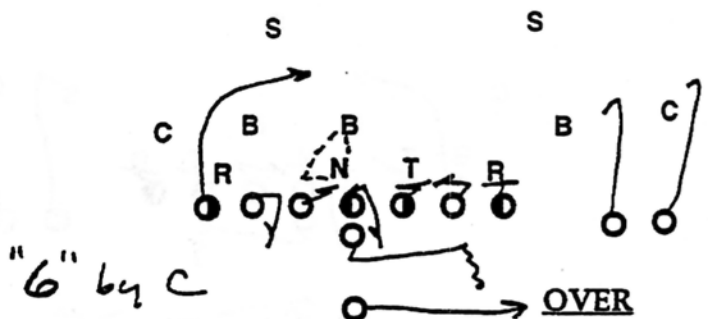
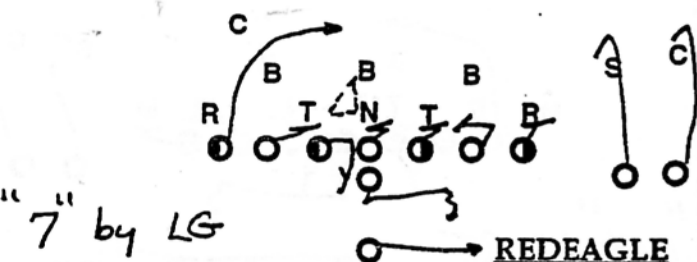
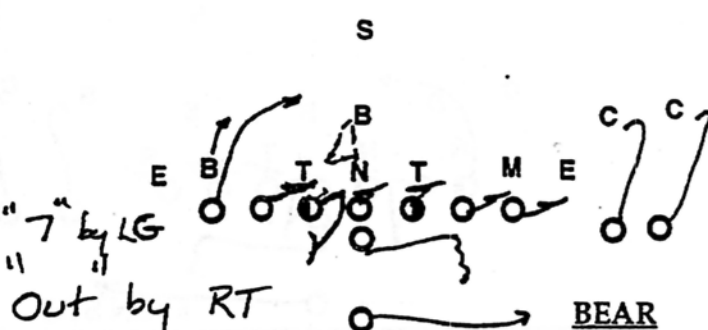
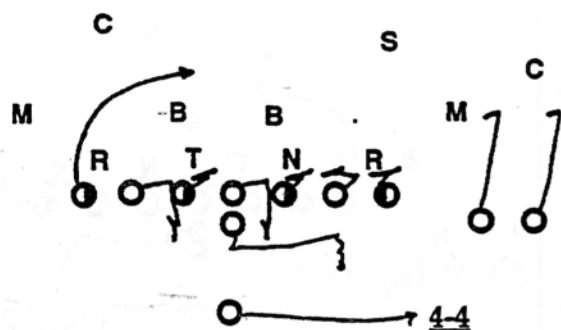
**RT** - Right, On, help RG. "Out" call 50 spacing with no RTE.

**RG** - Right seam, On, help C. Vs. 50 spacing, RT will give you an "Out" with no RTE. If you are uncovered and there is only one man on or outside of RT and no LB over you, give a "Left" and turnback to middle stack on C.

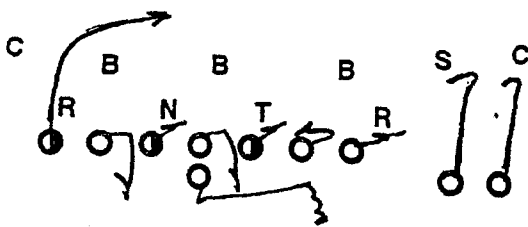
**C** - Right seam, On, LB, protect. Call for LG if he is uncovered and NG is offset backside with stack on RG. Also call for LG if he is uncovered with stack on you.

**LG** - Right seam, On, LB, protect. Call for LT if he is uncovered and man on you is in a 3 technique with a stack on the C or stack on you. Use swinging gate technique.

**LT** - Right seam, On, LB, protect. Come to stack on LG if uncovered. Use swinging gate technique.

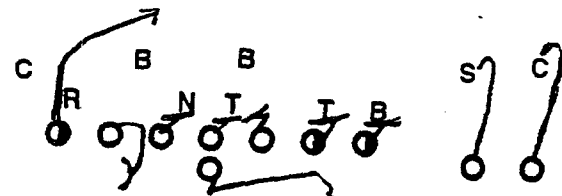


S



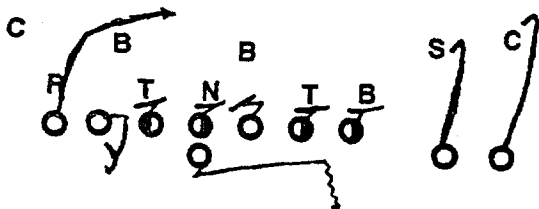
SHADE STG

S



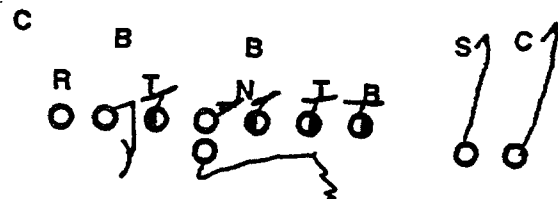
EAGLE TIGER

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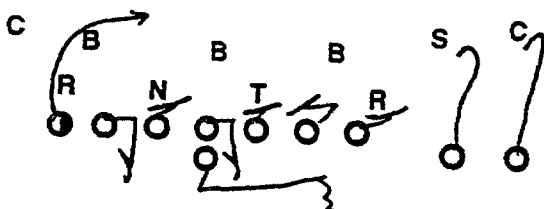
UNDER

S



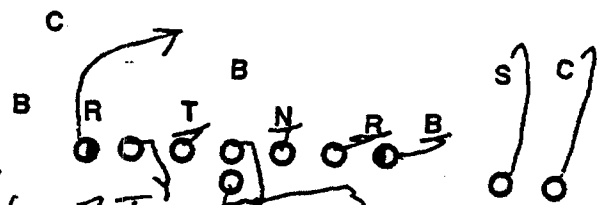
UNDER G

S



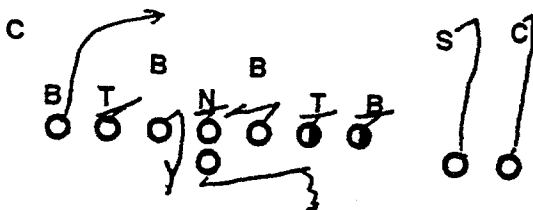
EVEN STG

S



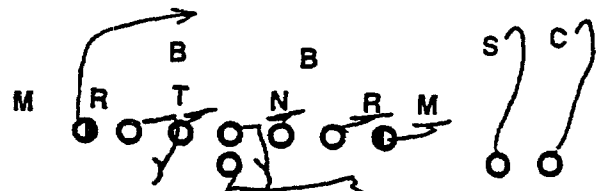
WIDE BLITZ

S



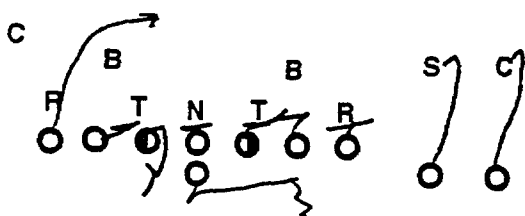
50

C



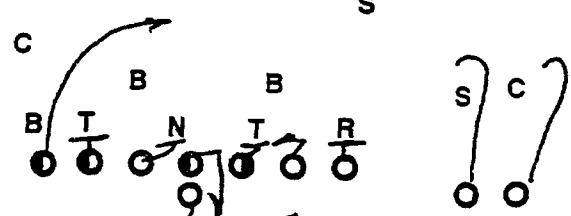
4-4 WIDE BLITZ

F



DBL EAGLE

S



EAGLE FIELD

"7 call by LG

"6" by C

If there is a frontside TE, he will always block. Onside tackle "Out" call the frontside of 50 spacing with no frontside TE. Come to stacks if you are uncovered. On the backside, use swinging gate technique.

LT - Left, On. "Out" call 50 spacing.

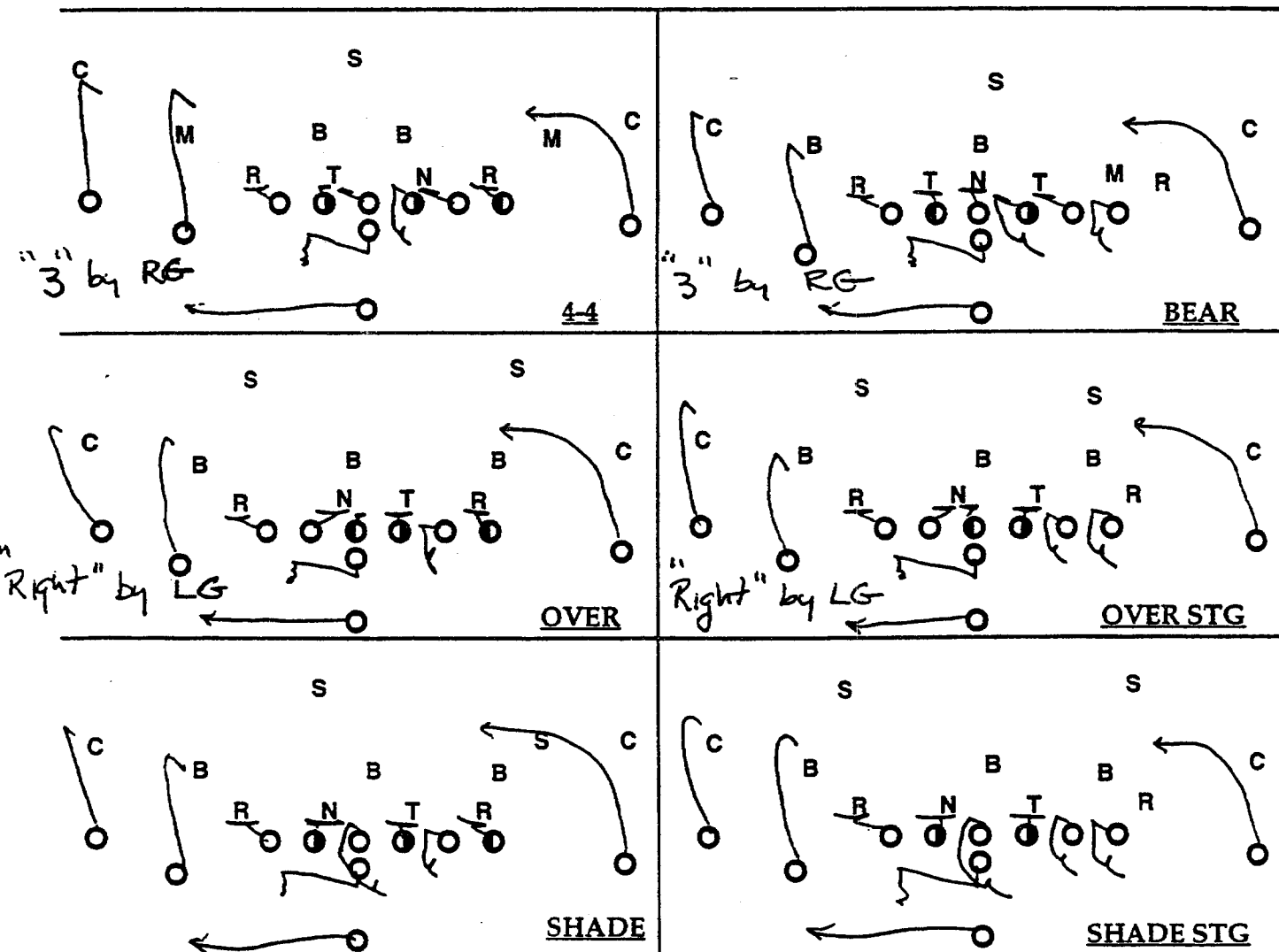
LG - Left seam, On, help C. Vs. 50 spacing, LT will give you an "Out." If you are uncovered and there is only one man on or outside of LT and no LB over you, give a "Right" and turnback to middle stack on C.

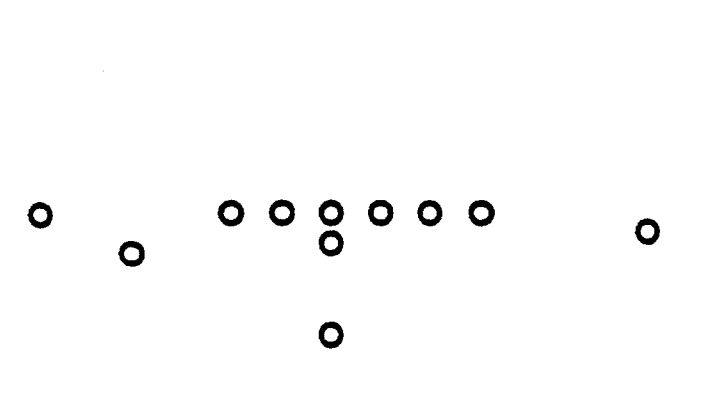
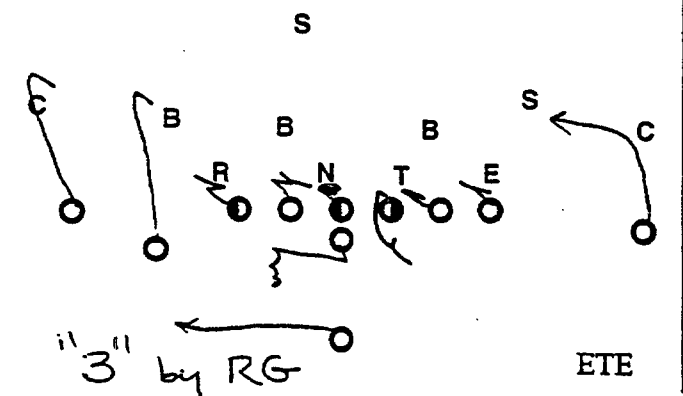
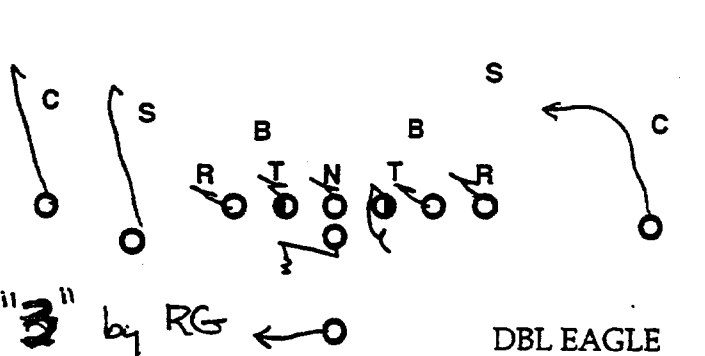
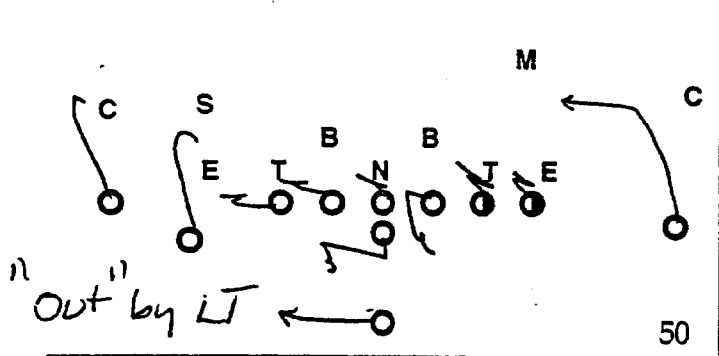
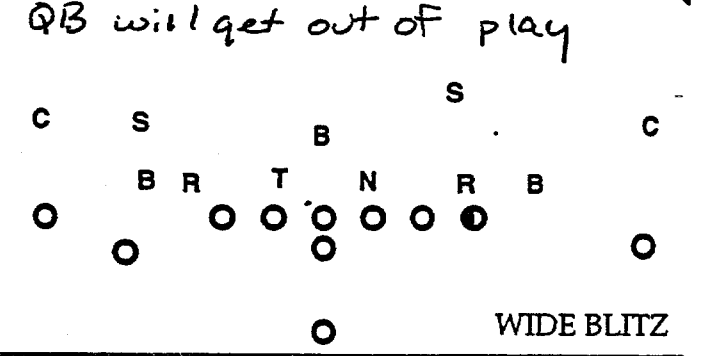
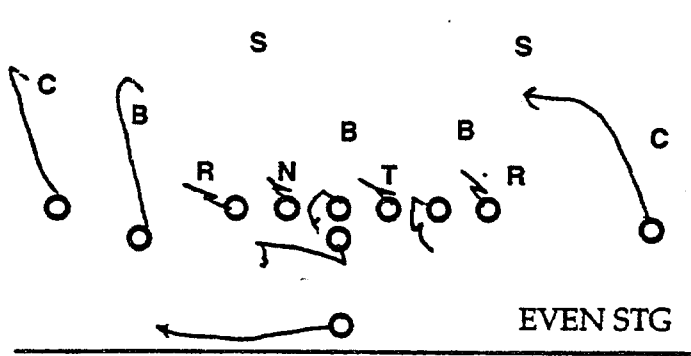
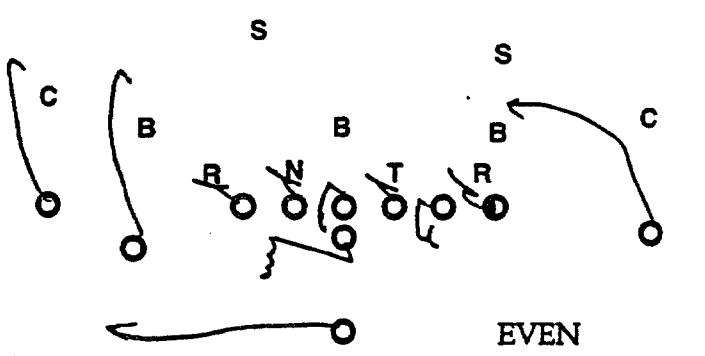
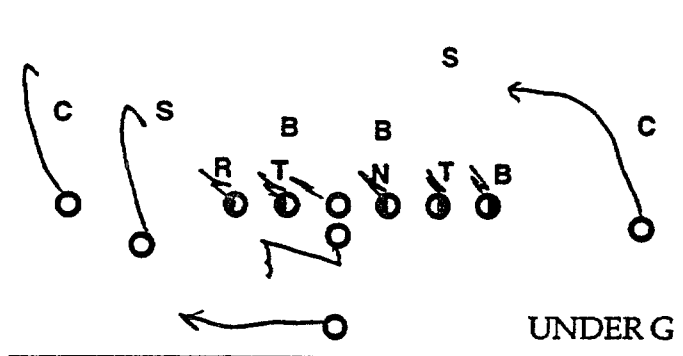
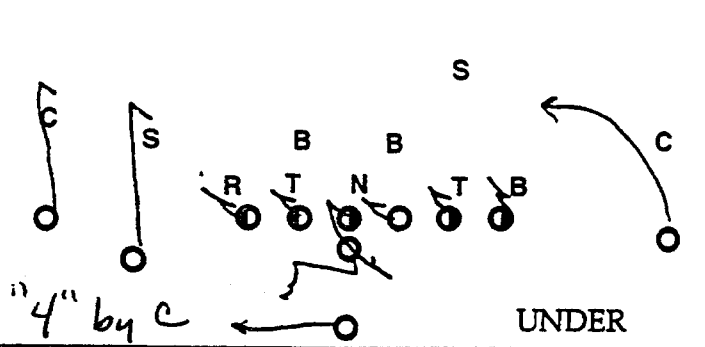
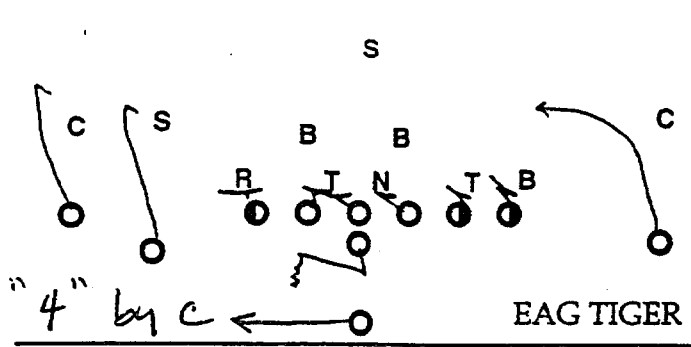
C - Left seam, On, LB, protect. Call for RG if he is uncovered and NG is offset backside with stack on LG. Also call for RG if he is uncovered with stack on you.

RG - Left seam, On, LB, protect. Call for RT if he is uncovered and man on you is in a 3 technique with a stack on the C or stack on you. Use swinging gate technique.

RT - Left seam, On, LB, protect. Come to stack on RG if uncovered. use swinging gate technique.

RTE - Left seam, On, LB, protect. Use swinging gate technique.





47 DIVE PASS 2 DEL FLAT

LTE/WB - Crossing pattern at 12-14 yards.

LT - Pull one man to call. If LT uncovered with two defenders outside, give "Out" to LG. If no one outside, block man on.

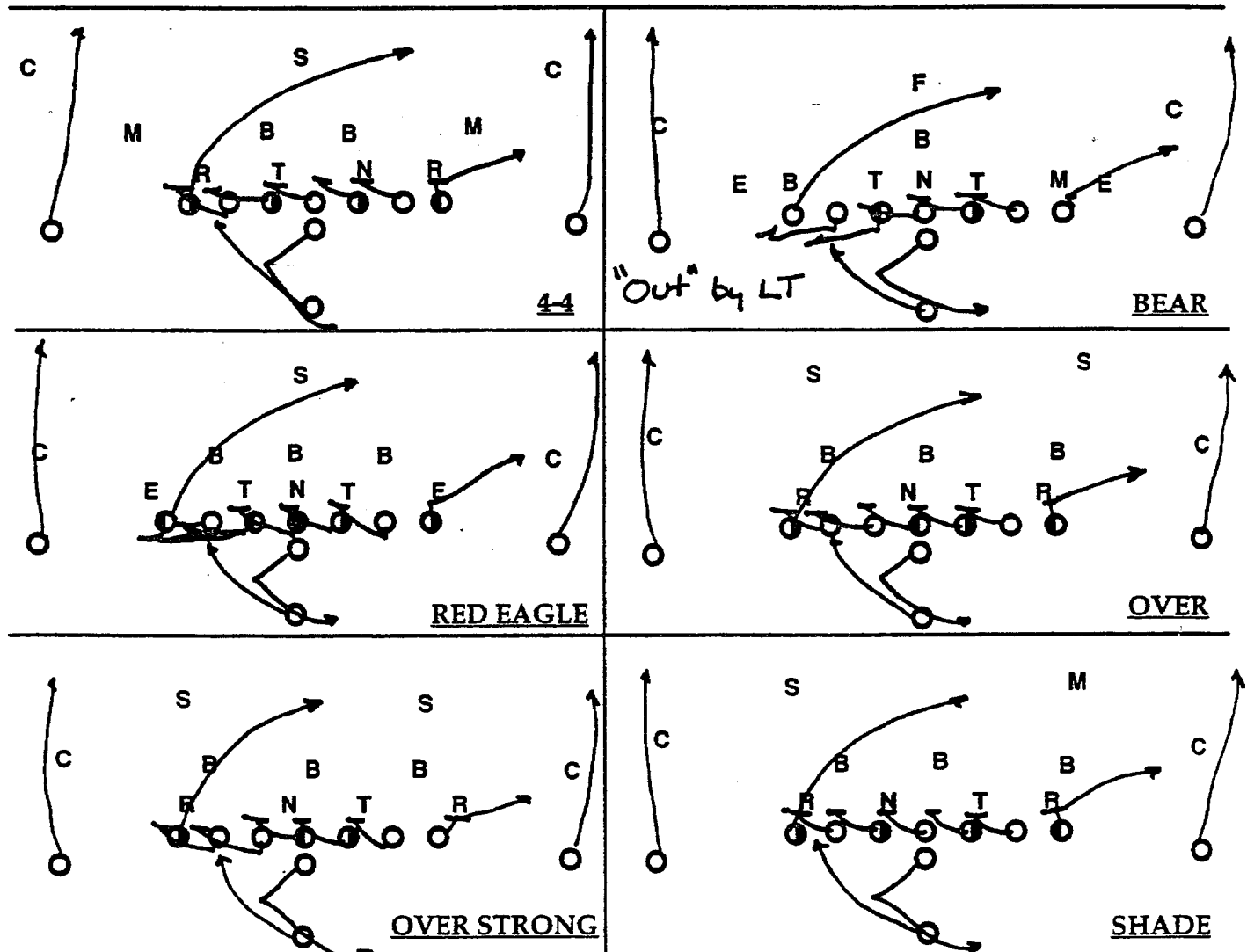
LG - Pull one man to call. If no one to pull to, back hand block man on. If LT gives an "Out" call, block man on TE or in TE area.

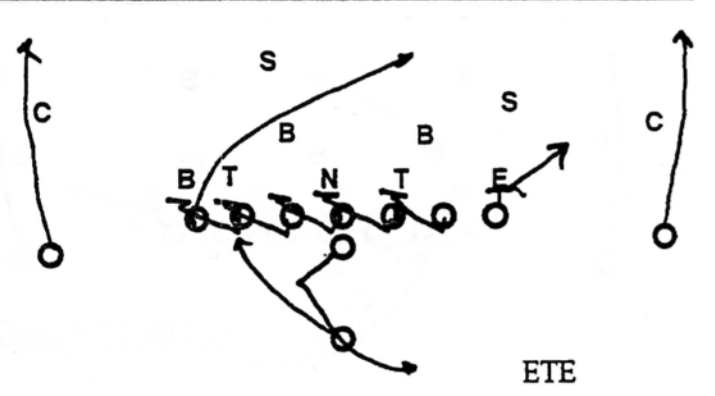
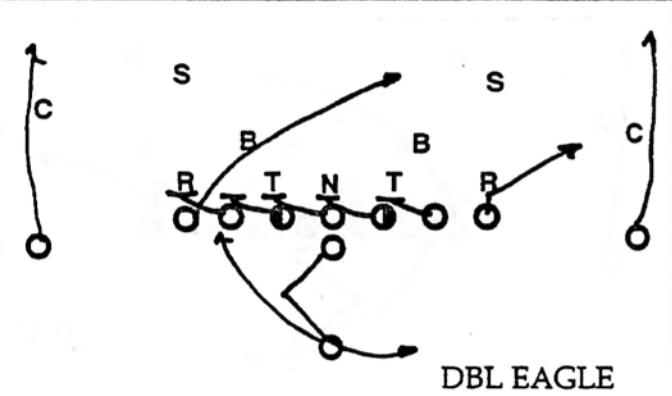
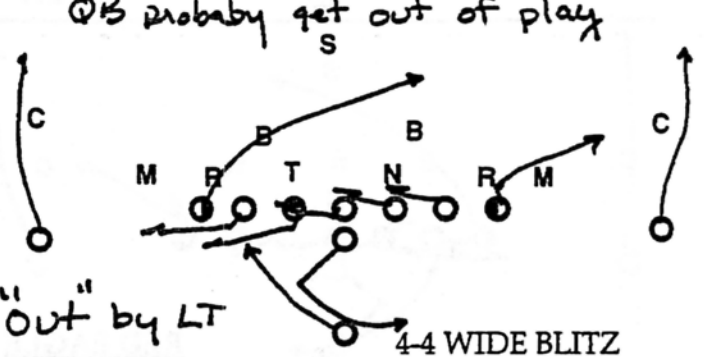
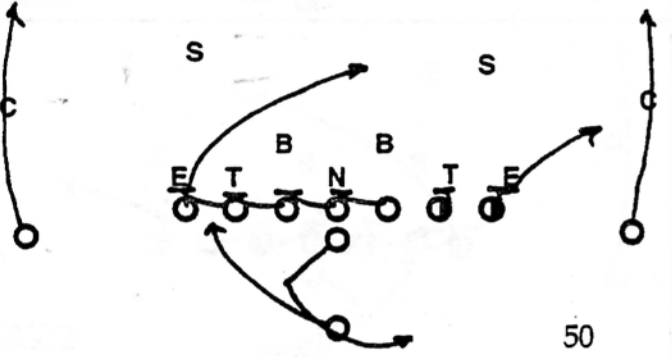
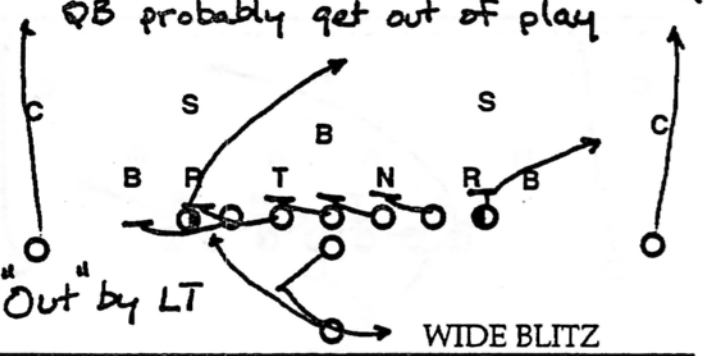
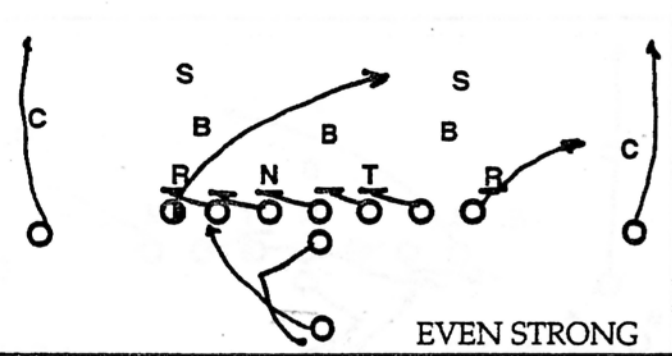
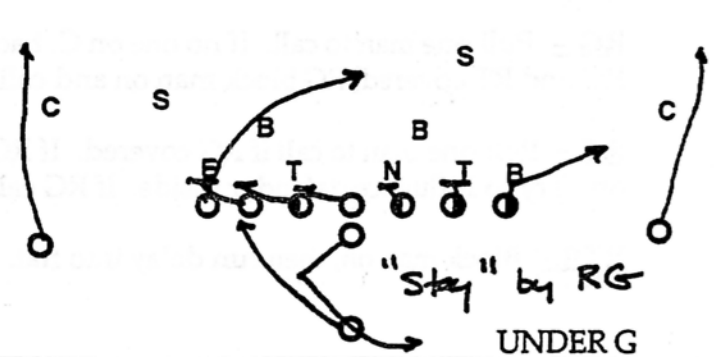
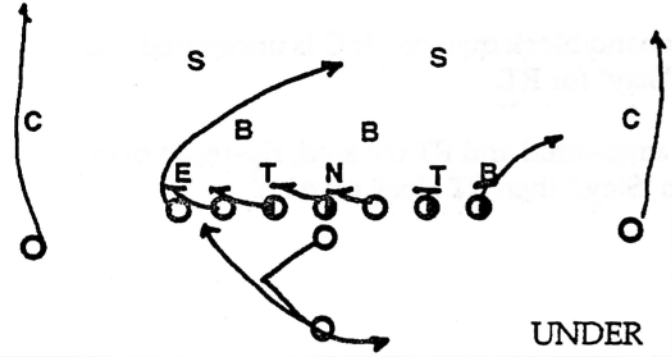
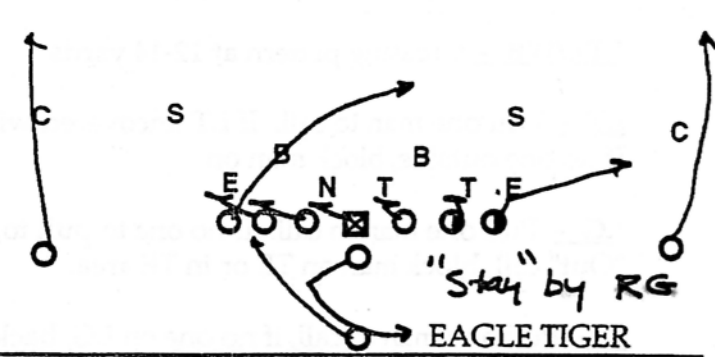
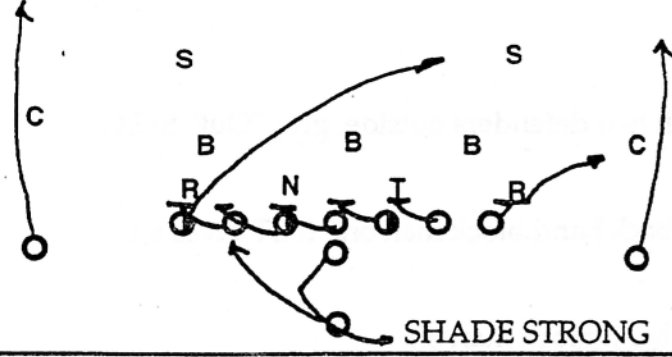
C - Pull one man to call, if no one on LG, back hand block man on.

RG - Pull one man to call. If no one on C, back hand block man on. If C is uncovered and RG and RT covered, RG block man on and call "Stay" for RT.

RT - Pull one man to call if RG covered. If RG uncovered and RT covered, rip-reach man on. Try to influence defender inside. If RG calls "Stay," then RT block man on.

RTE - Block man on, then run delay into flat.





41 OUTSIDE PASS 2 CROSS

Block like 43 Dive Pass

RTE - Cross at 6 yards.

RT - Pull one man to call. If uncovered with two defenders outside, give "Out" call to RG. If no one outside, block man on.

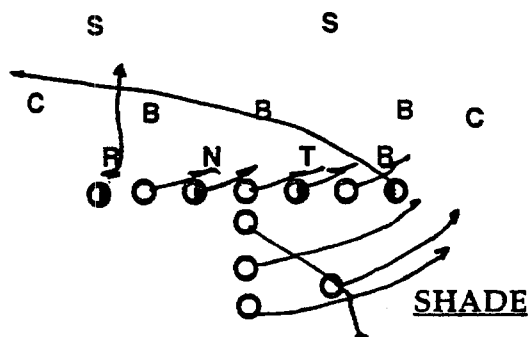
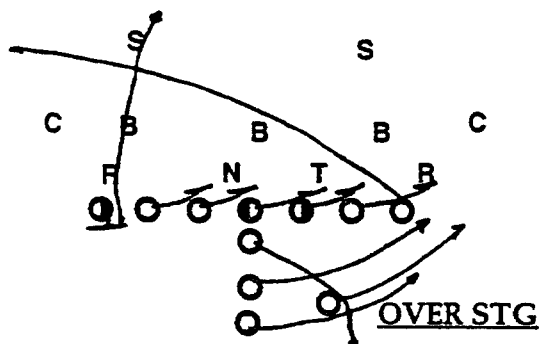
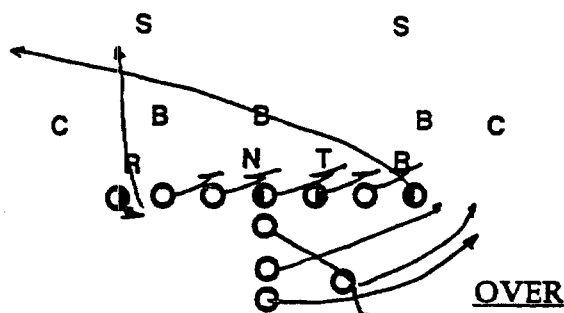
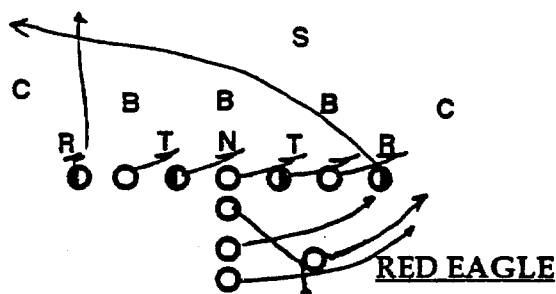
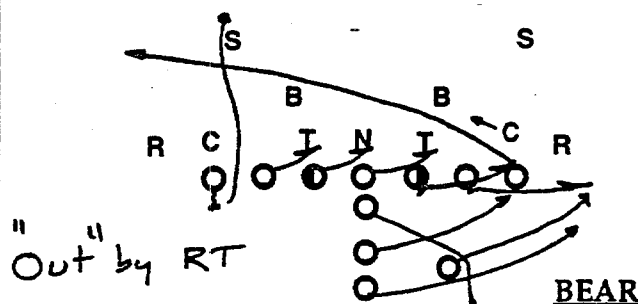
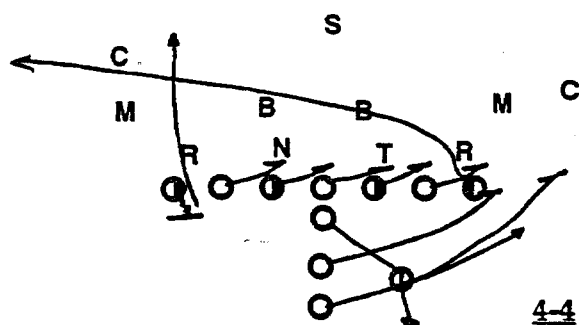
RG - Pull one man to call. If no one to pull to, back hand block man on. If RT gives an "Out" call, block man in TE area.

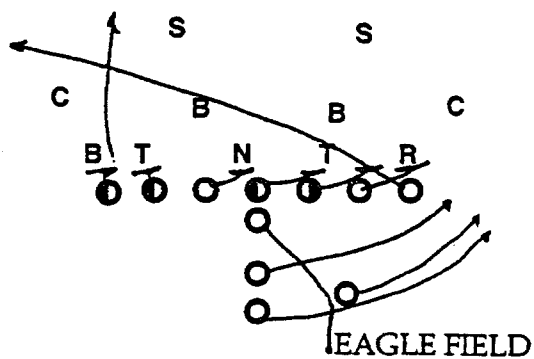
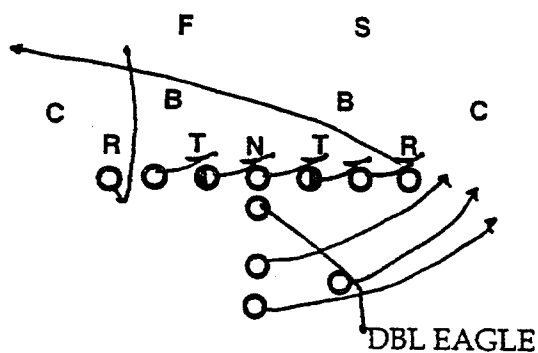
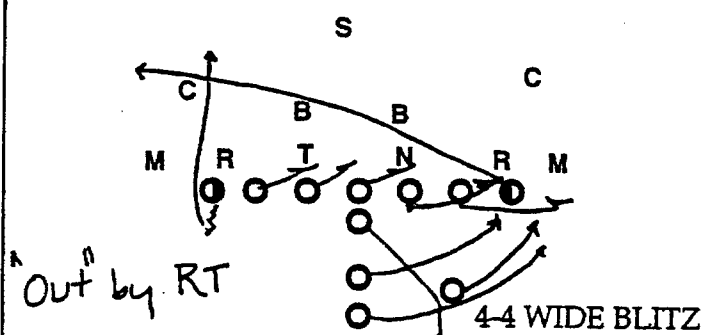
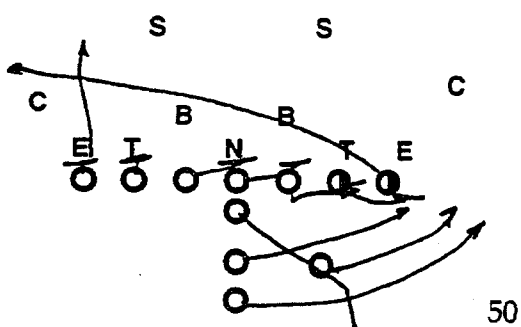
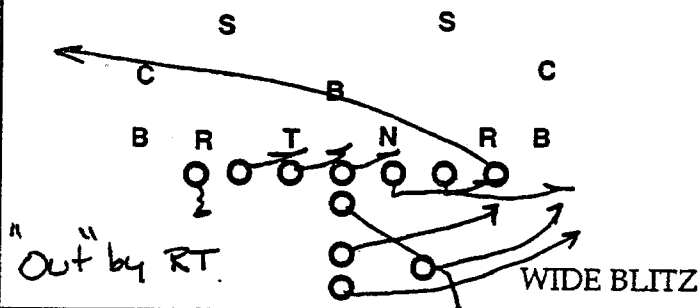
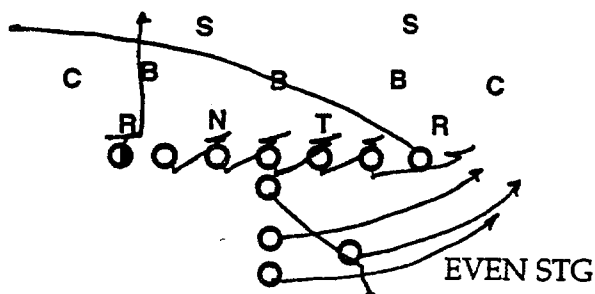
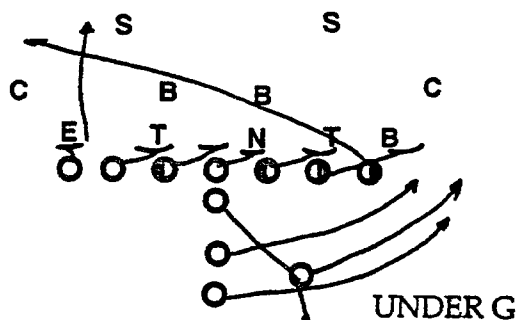
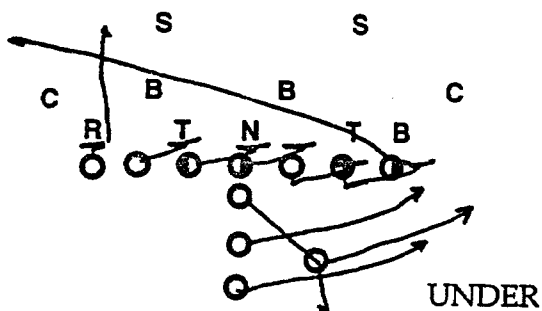
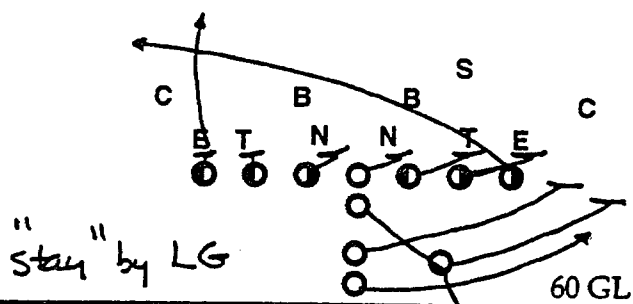
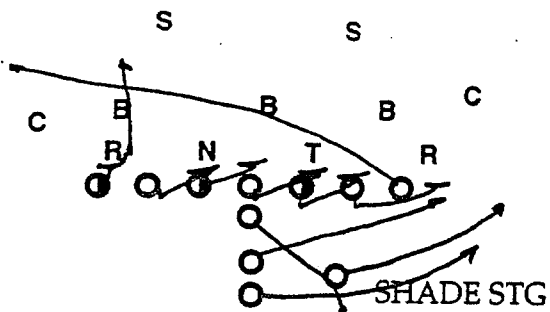
C - Pull one man to call, if no one on RG, back hand block man on.

LG - Pull one man to call. If no one on C, back hand block man on. Call "Stay" to let LT know you will stay and block man on when C is uncovered and LG & LT are covered.

LT - Pull one man to call. If LG uncovered and LT covered, rip-reach man on. Try to influence defender inside. If LG calls "Stay" he will block man on him so you can block man on you.

LTE - Hit man on and release. If you have two men on and outside, hitch back and block most dangerous.







Block Iso rule, uncovered LG or C get out backside. RT if uncovered always block first man outside since onside TE in pattern.

**FB** - Run 44 Iso Fake, block 1st LB to right. Vs. a 50 look or a 3 man look, block end man.

**RTE** - Run flag.

**WB** - Run into flat.

**RT** - Right seam, on, Left seam, Right. Locked on. Unlike 44 Iso Pass 8 Release always block right when uncovered.

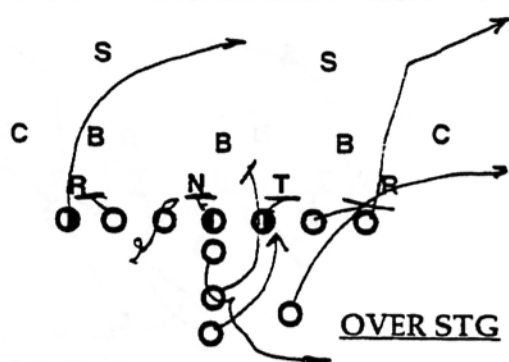
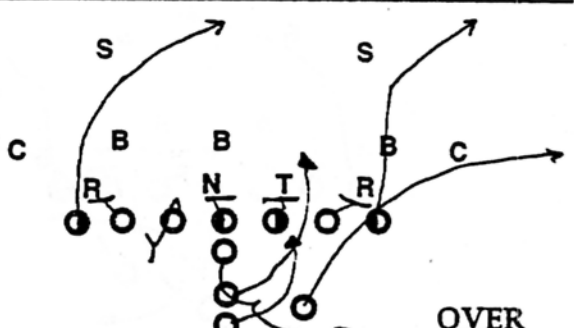
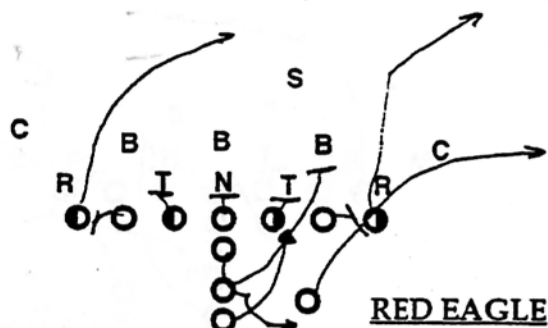
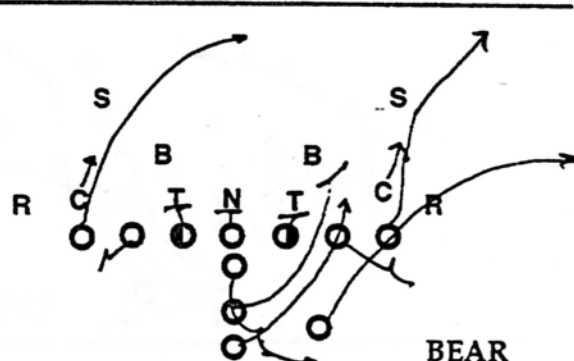
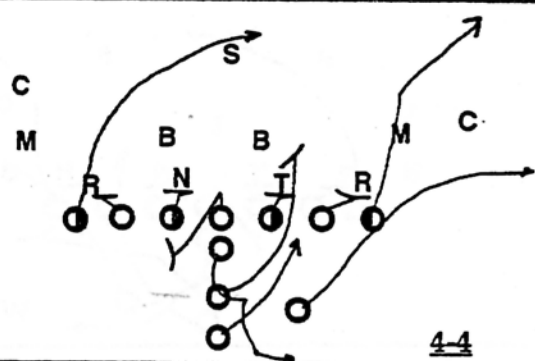
**RG** - Left seam, on, Right seam, help C. Locked on. C will give a "4" call if RG uncovered and Eagle backside. Double NG vs a 50 look.

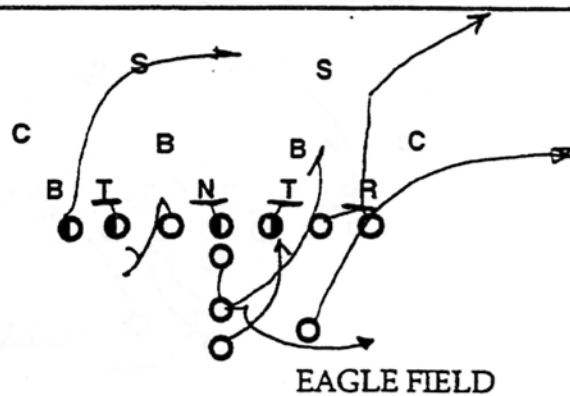
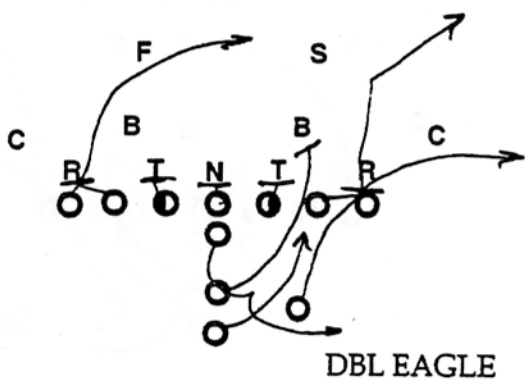
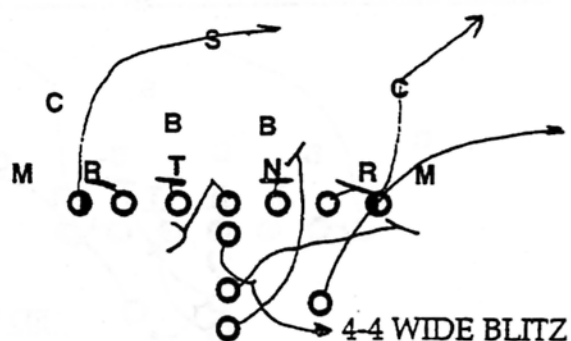
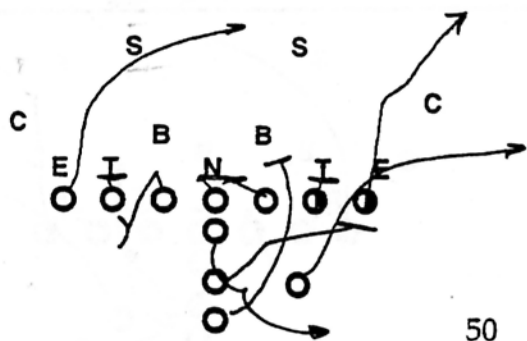
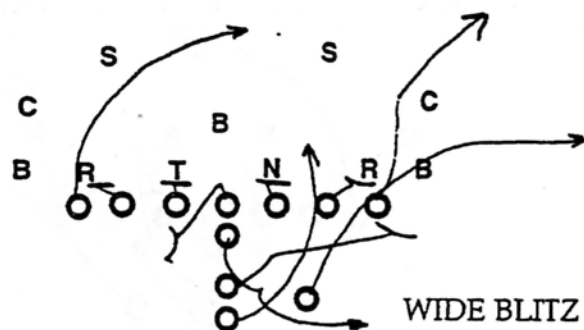
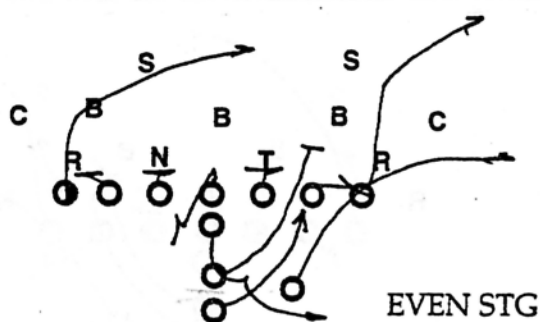
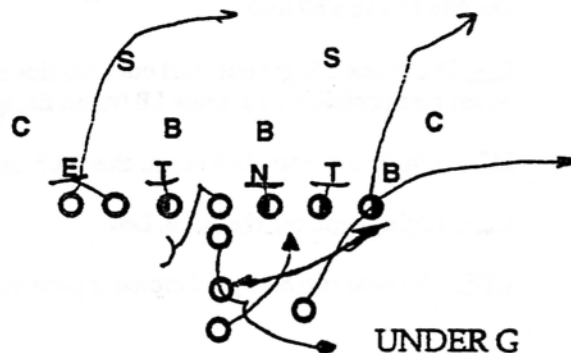
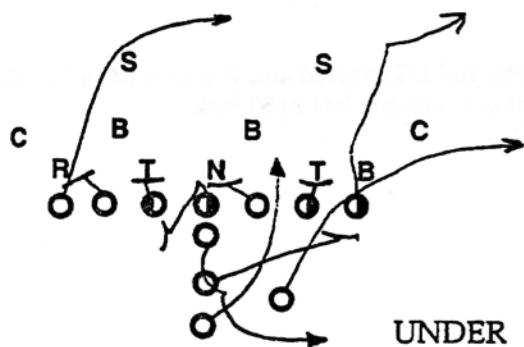
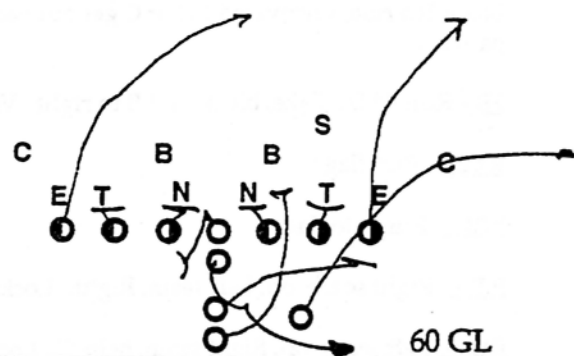
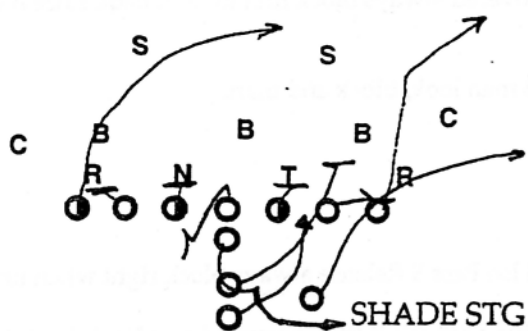
**C** - On, check LB, get out. Get out backside if uncovered or you and LG covered and you give RG a "4." Give "Left" when responsible for backside LB (vs an Eagle G look) then get out. Double NG vs 50 look.

**LG** - On, Right seam, Left seam, check LB, get out.

**LT** - Right seam, on, check LB, Left.

**LTE** - Release run 8-10 yard crossing pattern.





Block Iso Rule, uncovered backside line (C or RG) get out to protect backside.

**LTE** - On, Left. If LT gives and "Out" call, block 1st man outside.

**LT** - Lt seam, On, Rt seam. Locked on. Give "8" call if LG gives "7" call and defender in your outside seam. "Out" call if 2 men outside on LOS and uncovered. If you are uncovered with rush end in a 7 technique, help TE; vs an 8 or 9 technique help LG. If LT is helping TE, call "8 Double," if helping LG then LG call "7 Combo." Vs 3 LB defense you will be responsible for either the Mike LB or Sam LB. Vs 8 or 9 technique rush will and LG block 3 technique and Mike LB. Vs a 7 technique you and TE block DE and Sam LB.

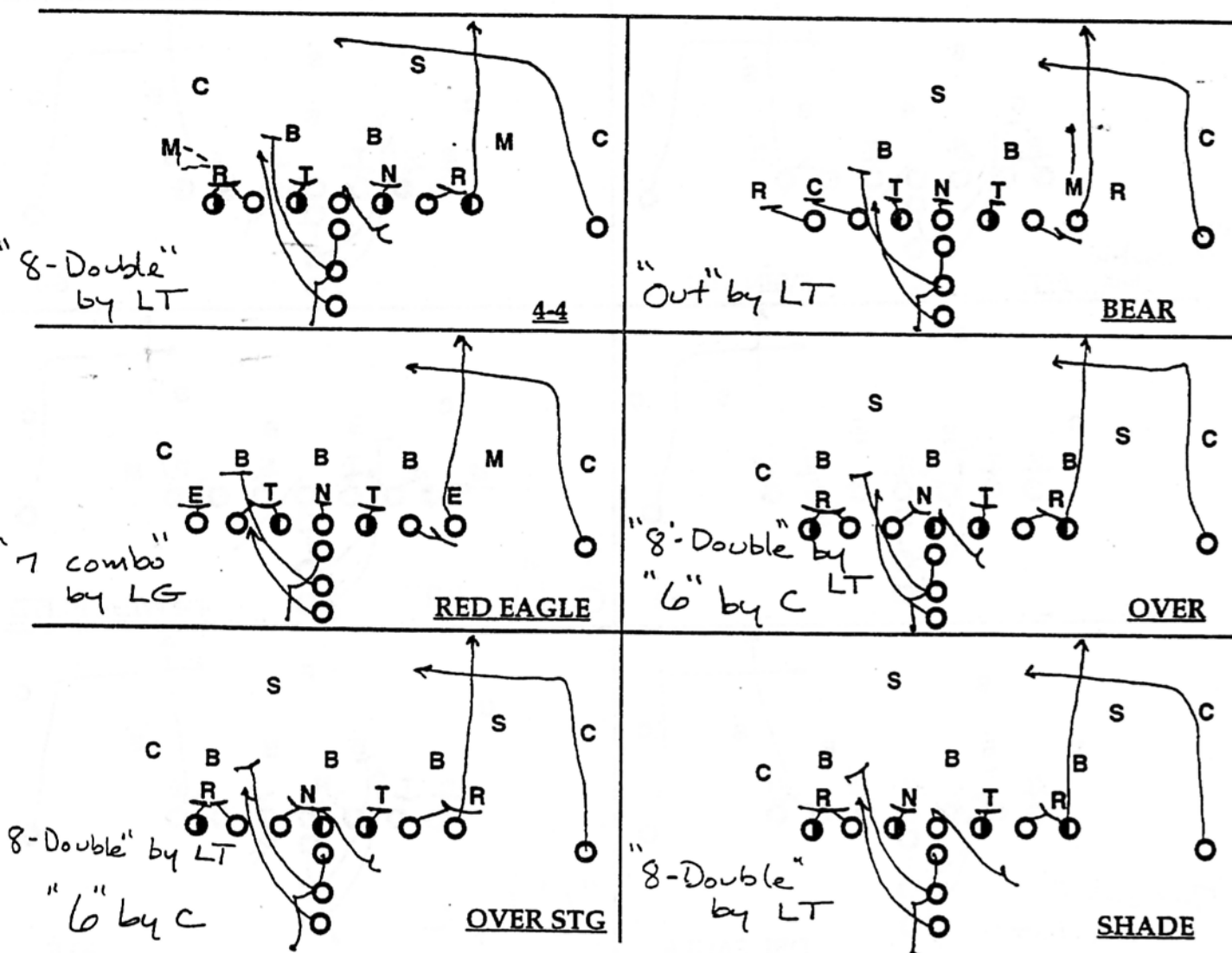
**LG** - Right seam, On, Left seam, help C. Locked on. "7" call if defenders in both seams. C will give a "6" call vs backside Eagle. Double NG vs 50 look.

**C** - On, check LB, get out. Get out backside if uncovered or you and RG covered (Eagle defense) give "6" call to LG. Double NG vs 50 look.

**RG** - On, Left seam, Right seam, check LB, get out.

**RT** - Left seam, On, check LB, Left.

**RTE** - Inside release and run take off.



"8-Double" by LT

SHADE STG

60 GL

"7-Combo" by LG

UNDER

"7-Combo" by LG

UNDER G

"8 Double" by LT

EVEN STG

6-1

50

"Out" by LT

4-4 WIDE BLITZ

"7-Combo" by LG

DBL EAGLE

"6" by C

ETE

**91 (BLOCK LIKE 43 DRAW PASS)**

With these exceptions:

- (1) G & T will fan the backside vs 50 spacing when we are in the shotgun.
- (2) C will give a "Left" call vs any 6-2 spacing and work with LG.
- (3) No linemen will get out to protect backside.
- (4) Be aggressive.

**RTE** - On, Outside. If RT uncovered with 2 defenders outside, RT will give an "Out" call and block man on air.

**RT** - On, Right. Vs 50 spacing give an "Out" to RG with no RTE in the formation.

**RG** - On, Right Seam. If covered, block man on. Block man on RT vs 50 spacing and no RTE in the formation. If uncovered and only one man on or outside of RT, give a "Left" call and work with C.

**C** - On, Right Seam. If covered, block man on. Vs. stack defense with "Left" call by RG, work with RG on middle stack. Vs. 4-3 spacing, check MLB and be prepared to help either Guard. Vs 4-2 look or 6-2 look call "Left" and work with LG.

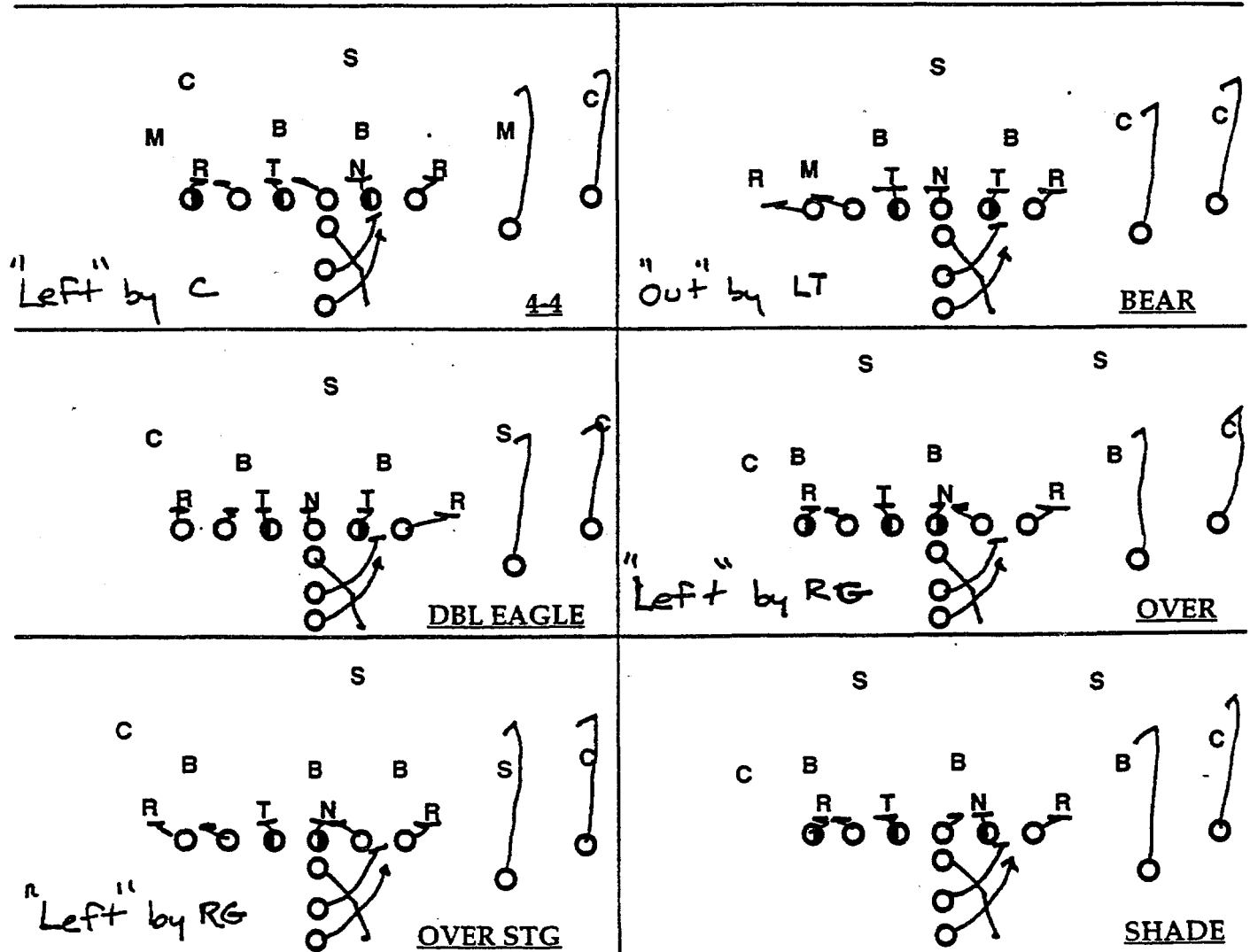
**LG** - On, Left Seam. If covered, block man on. If uncovered, help C. If covered and "Left" call by C, you and C block stack on you. Vs. 50 spacing and we are in the shotgun formation, LT will give an "Out" to fan the backside.

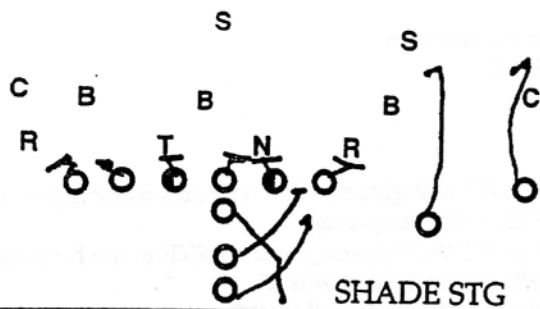
**LT** - On, Left. If uncovered and LTE in the formation, check LB. If we are in the shotgun, give an "Out" call to LG vs 50 spacing. If LTE in formation and uncovered with 2 defenders outside, give an "Out" to LTE.

**LTE** - On, Outside. If LT uncovered and 2 defenders on or outside, LT will give an "Out" call and you will block man on air.

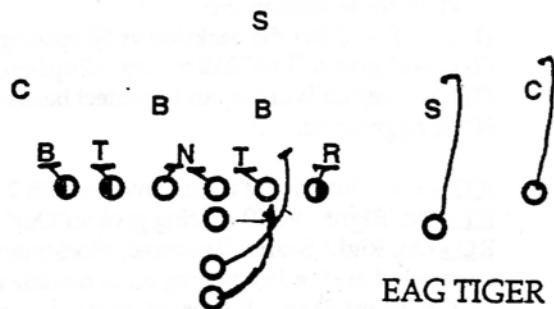
**FB** - Run 11 Dive action. Vs a 3 man look, block end man, otherwise check onside LB. Divide when we are in the open formation and block backside.

**IB** - Run 43 Dive action and take a quick fake. Check onside LB to block. With no FB in the formation or we are in the open set vs a 3 man look, check onside LB to wide rusher.

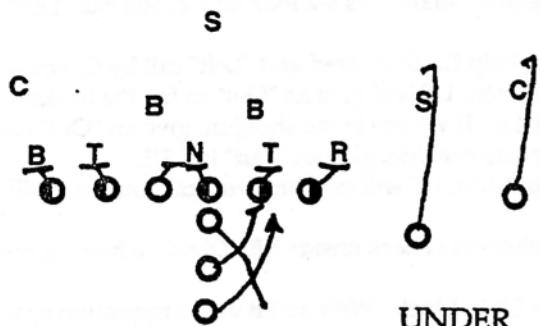




SHADE STG

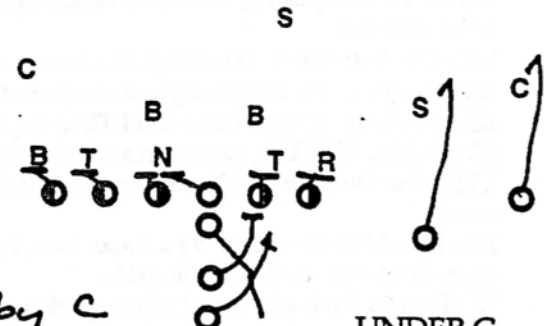


EAG TIGER

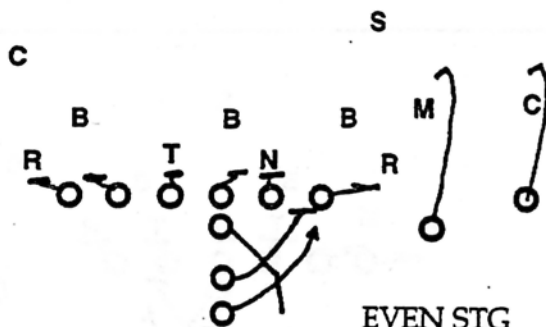


UNDER

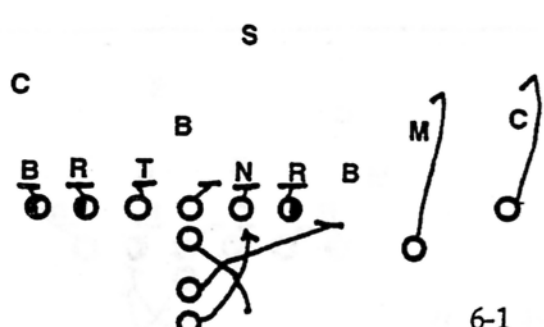
"Left" by C



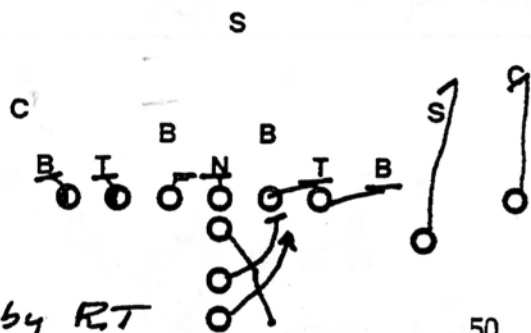
UNDER G



EVEN STG

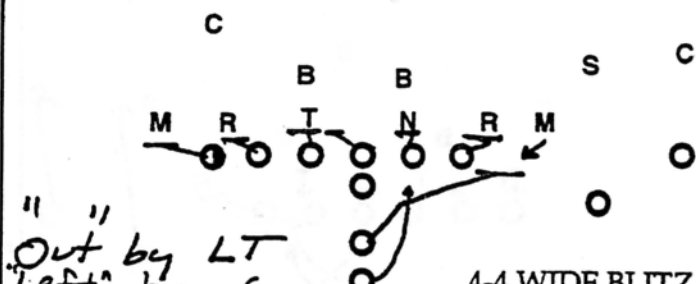


6-1



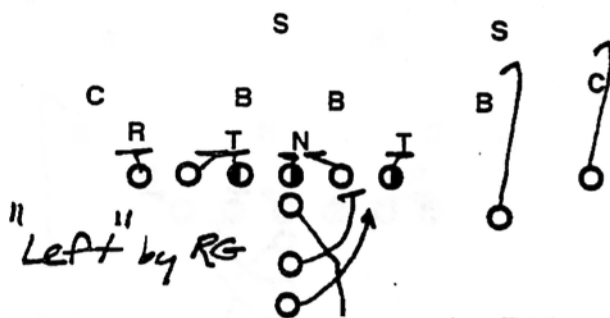
"Out" by RT

50



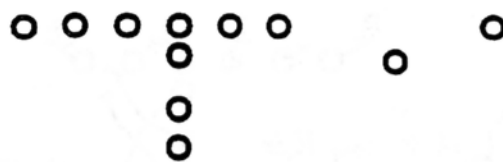
"Out" by LT  
"Left" by C

4-4 WIDE BLITZ



"Left" by RG

ETE



With these exceptions:

- (1) G & T will fan the backside vs 50 spacing when we are in the shotgun.
- (2) C will give a "Left" call vs any 6-2 spacing and work with LG.
- (3) No linemen will get out to protect backside.
- (4) Be aggressive.

**RTE**- On, Outside. If RT uncovered with 2 defenders outside, RT will give an "Out" call and block man on air.

**RT**- On, Right. Vs 50 spacing give an "Out" to RG with no RTE in the formation.

**RG**- On, Right Seam. If covered, block man on. Block man on RT vs 50 spacing and no RTE in the formation. If uncovered and only one man on or outside of RT, give a "Left" call and work with C.

**C**- On, Right Seam. If covered, block man on. Vs. stack defense with "Left" call by RG, work with RG on middle stack. Vs. 4-3 spacing, check MLB and be prepared to help either Guard. Vs 4-2 look or 6-2 look call "Left" and work with LG.

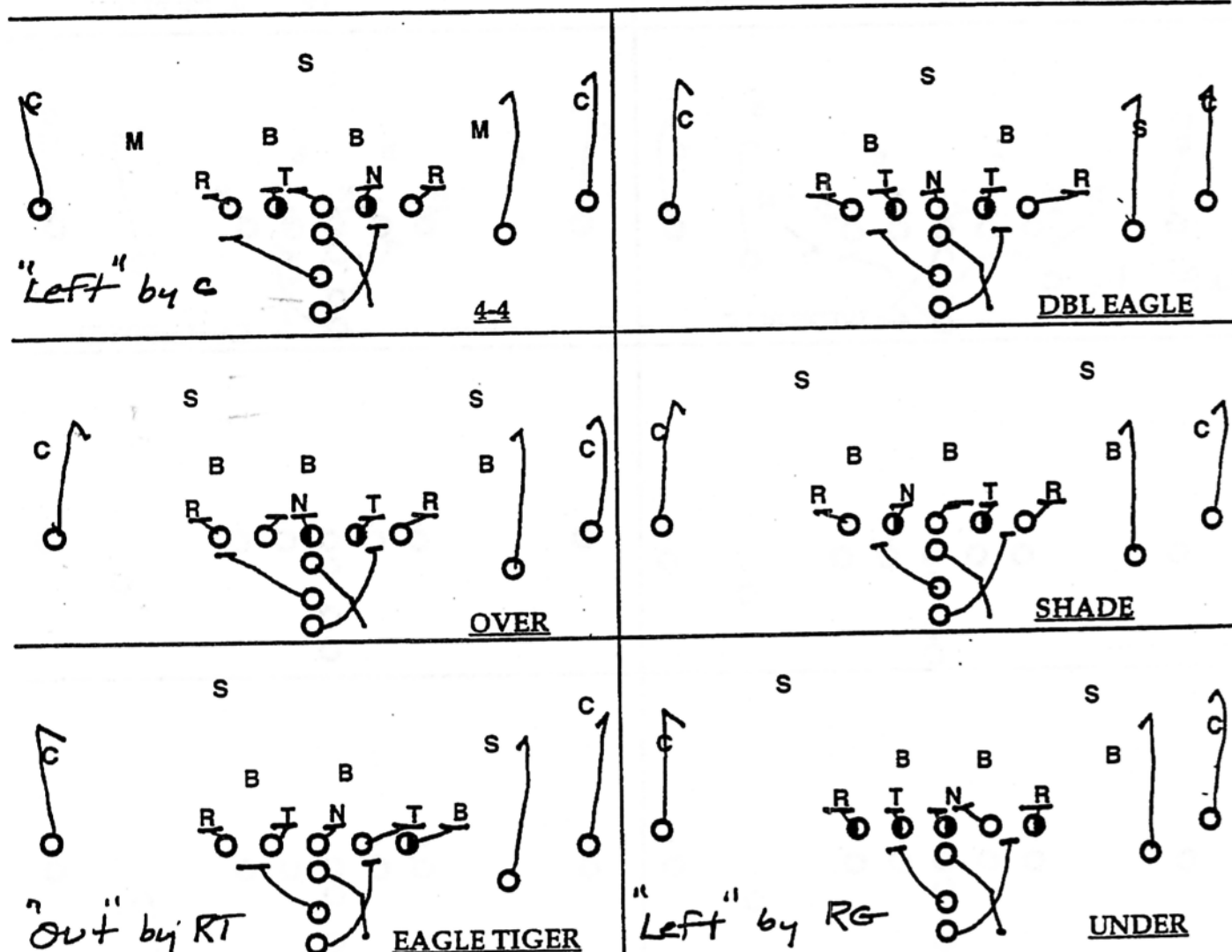
**LG**- On, Left Seam. If covered, block man on. If uncovered, help C. If covered and "Left" call by C, you and C block stack on you. Vs. 50 spacing and we are in the shotgun formation, LT will give an "Out" to fan the backside.

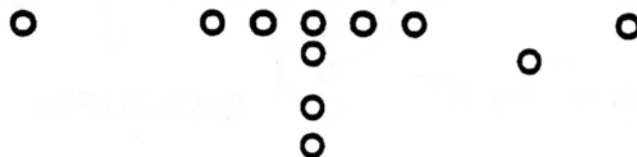
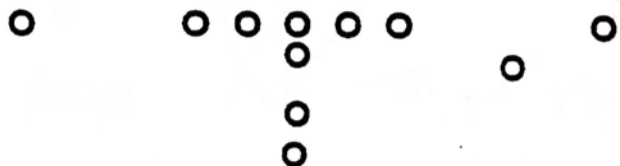
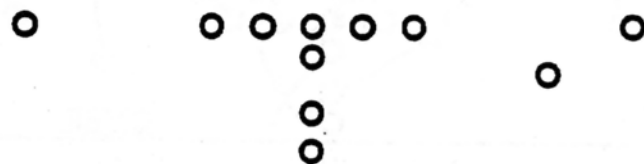
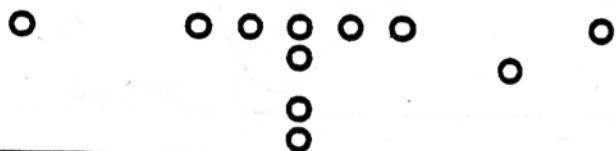
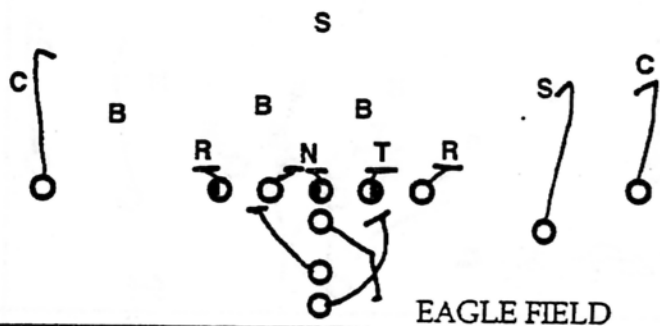
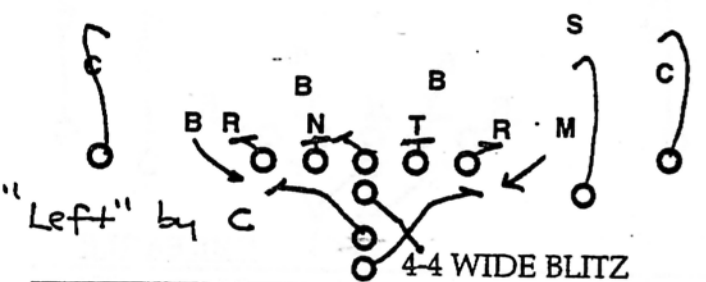
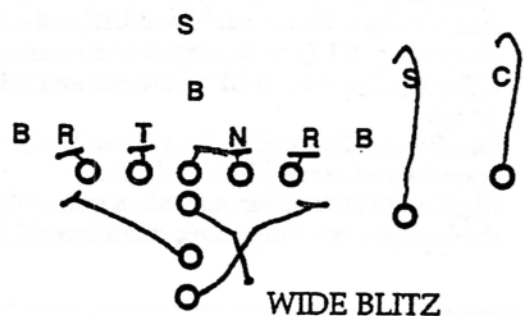
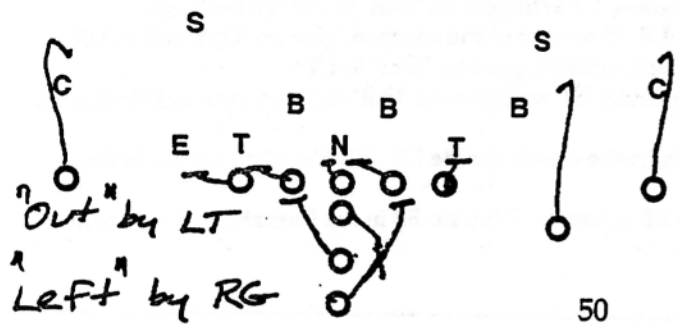
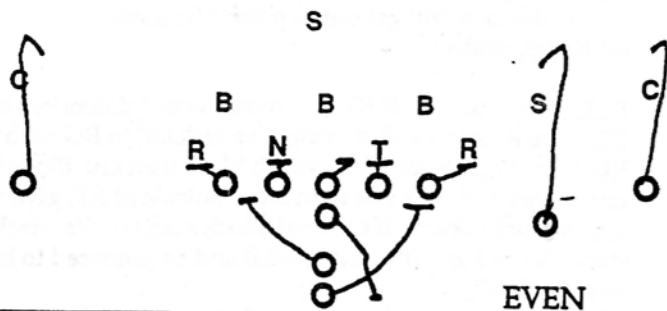
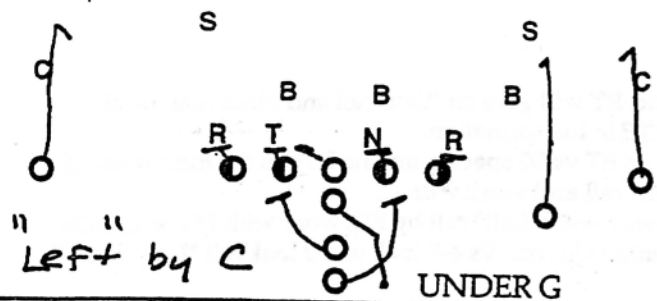
**LT**- On, Left. If uncovered and LTE in the formation, check LB. If we are in the shotgun, give an "Out" call to LG vs 50 spacing. If LTE in formation and uncovered with 2 defenders outside, give an "Out" to LTE.

**LTE**- On, Outside. If LT uncovered and 2 defenders on or outside, LT will give an "Out" call and you will block man on air.

**FB**- Run 11 Dive action. Vs a 3 man look, block end man, otherwise check onside LB. Divide when we are in the open formation and block backside.

**IB**- Run 43 Dive action and take a quick fake. Check onside LB to block. With no FB in the formation or we are in the open set vs a 3 man look, check onside LB to wide rusher.







With these exceptions:

- (1) G & T will fan the backside vs 50 spacing when we are in the shotgun.
- (2) C will give a "Right" call vs any 6-2 spacing and work with RG.
- (3) No linemen will get out to protect backside.
- (4) Be aggressive.

**LTE** - On, Outside. If LT uncovered with 2 defenders outside, LT will give an "Out" call and block man on air.

**LT** - On, Left. Vs 50 spacing give an "Out" to LG with no LTE in the formation.

**LG** - On, Left Seam. If covered, block man on. Block man on LT vs 50 spacing and no LTE in the formation. If uncovered and only one man on or outside of LT, give a "Right" call and work with C.

**C** - On, Left Seam. If covered, block man on. Vs. stack defense with "Right" call by LG, work with LG on middle stack. Vs. 4-3 spacing, check MLB and be prepared to help either Guard. Vs 4-2 look or 6-2 look call "Right" and work with RG.

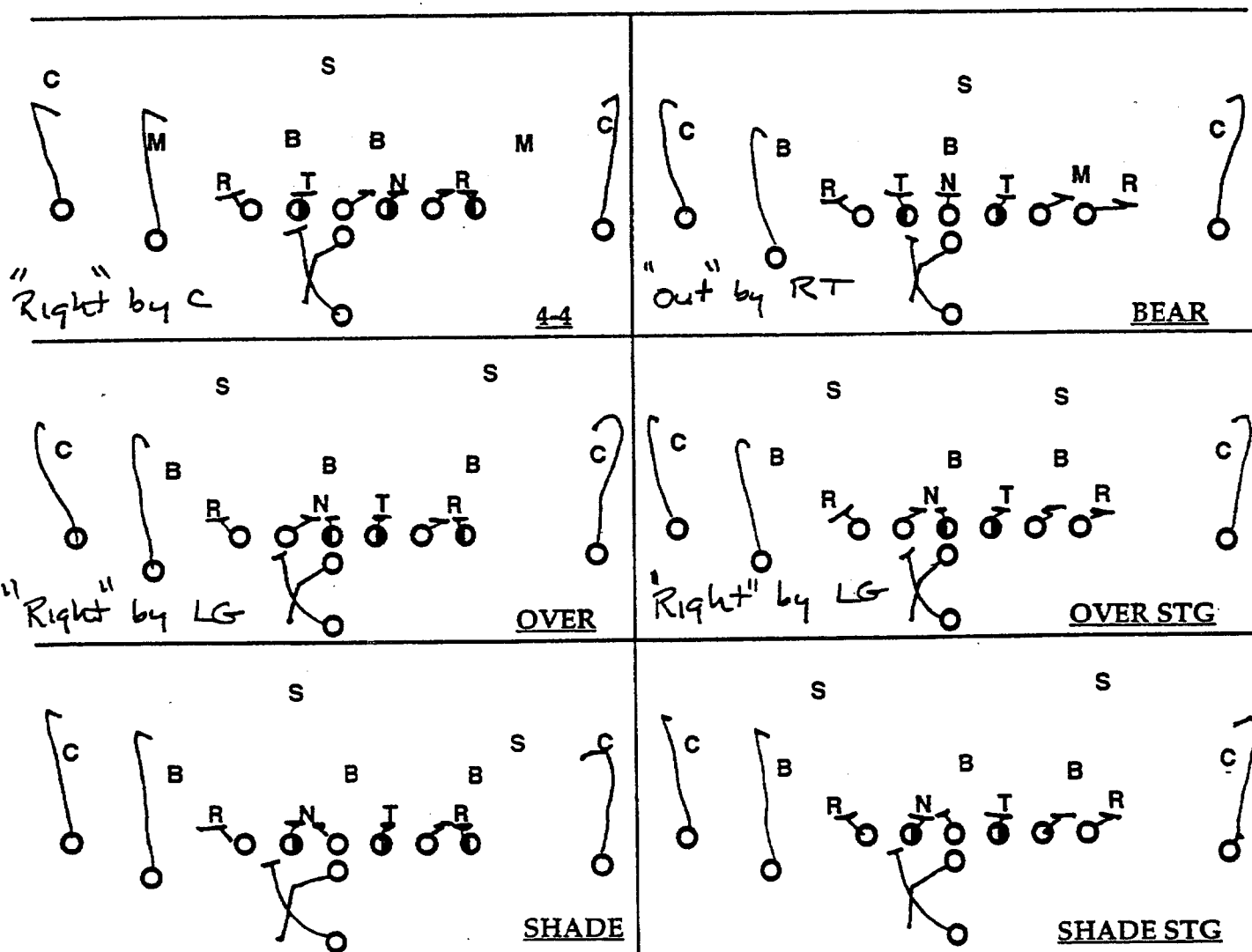
**RG** - On, Right Seam. If covered, block man on. If uncovered, help C. If covered and "Right" call by C, you and C block stack on you. Vs. 50 spacing and we are in the shotgun formation, RT will give an "Out" to fan the backside.

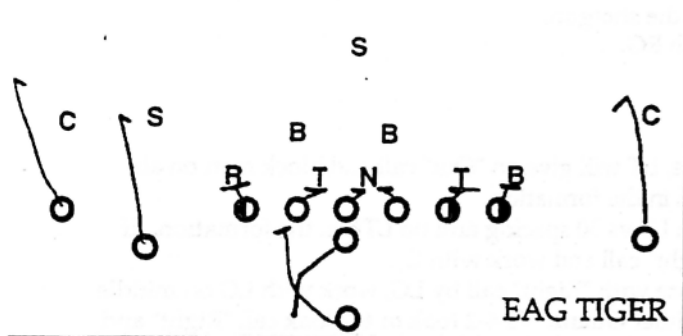
**RT** - On, Right. If uncovered and RTE in the formation, check LB. If we are in the shotgun, give an "Out" call to RG vs 50 spacing. If RTE in formation and uncovered with 2 defenders outside, give an "Out" to RTE.

**RTE** - On, Outside. If RT uncovered and 2 defenders on or outside, RT will give an "Out" call and you will block man on air.

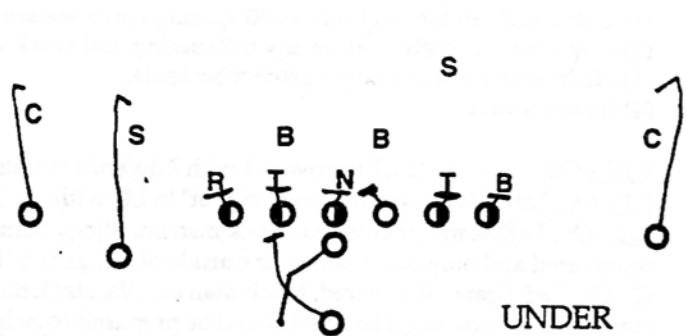
**FB** - Run 19 Dive action. Vs a 3 man look, block end man, otherwise check outside LB. Divide when we are in the open formation and block backside.

**IB** - Run 47 Dive action and take a quick fake. Check outside LB to block. With no FB in the formation or we are in the open set vs a 3 man look, check outside LB to wide rusher.

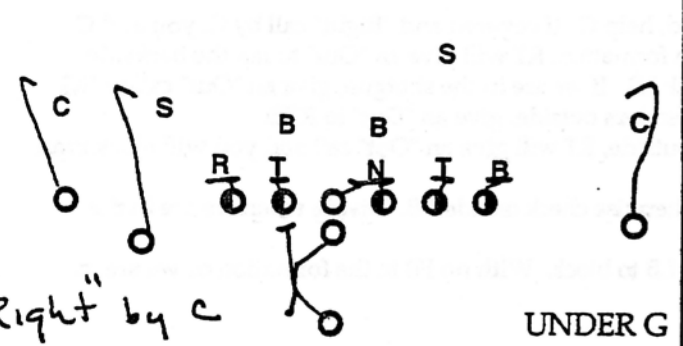




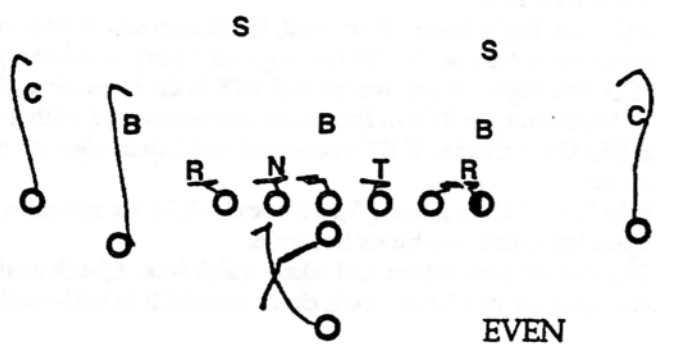
EAG TIGER



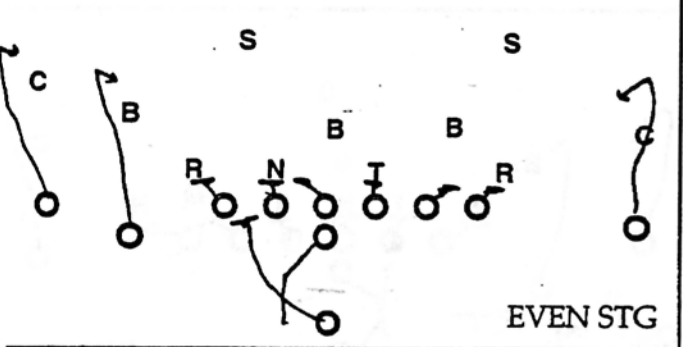
UNDER



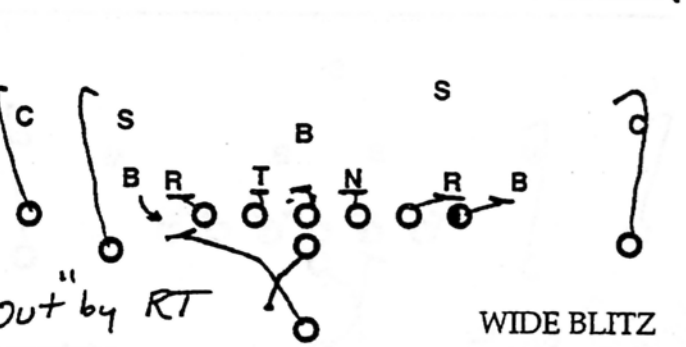
UNDER G



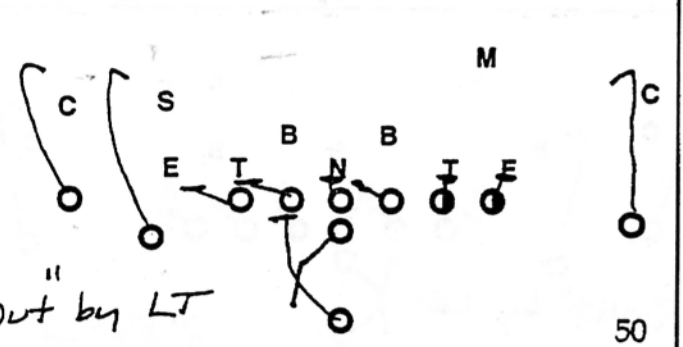
EVEN



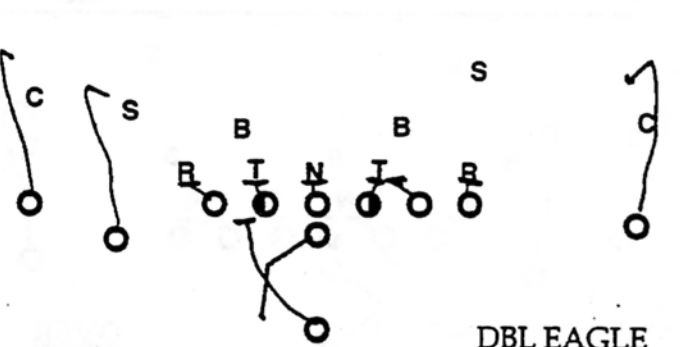
EVEN STG



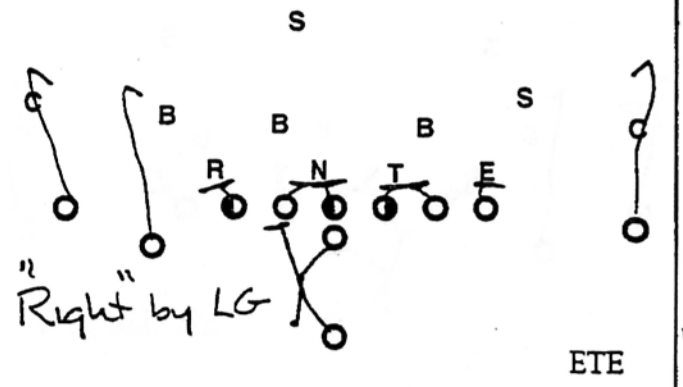
WIDE BLITZ



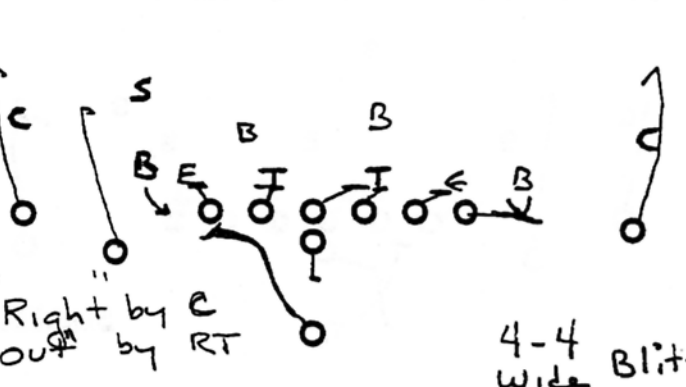
50



DBL EAGLE



ETE



4-4 Wide Blitz

Block like 99, RG, RT, and RTE will release into the screen.

**LTE** - On, Outside. If LT uncovered with 2 defenders outside, LT will give an "Out" call and block man on air.

**LT** - On, Left. Vs 50 spacing give an "Out" to LG with no LTE in the formation.

**LG** - On, Left Seam. If covered, block man on. Block man on LT vs 50 spacing and no LTE in the formation. If uncovered and only one man on or outside of LT, give a "Right" call and work with C.

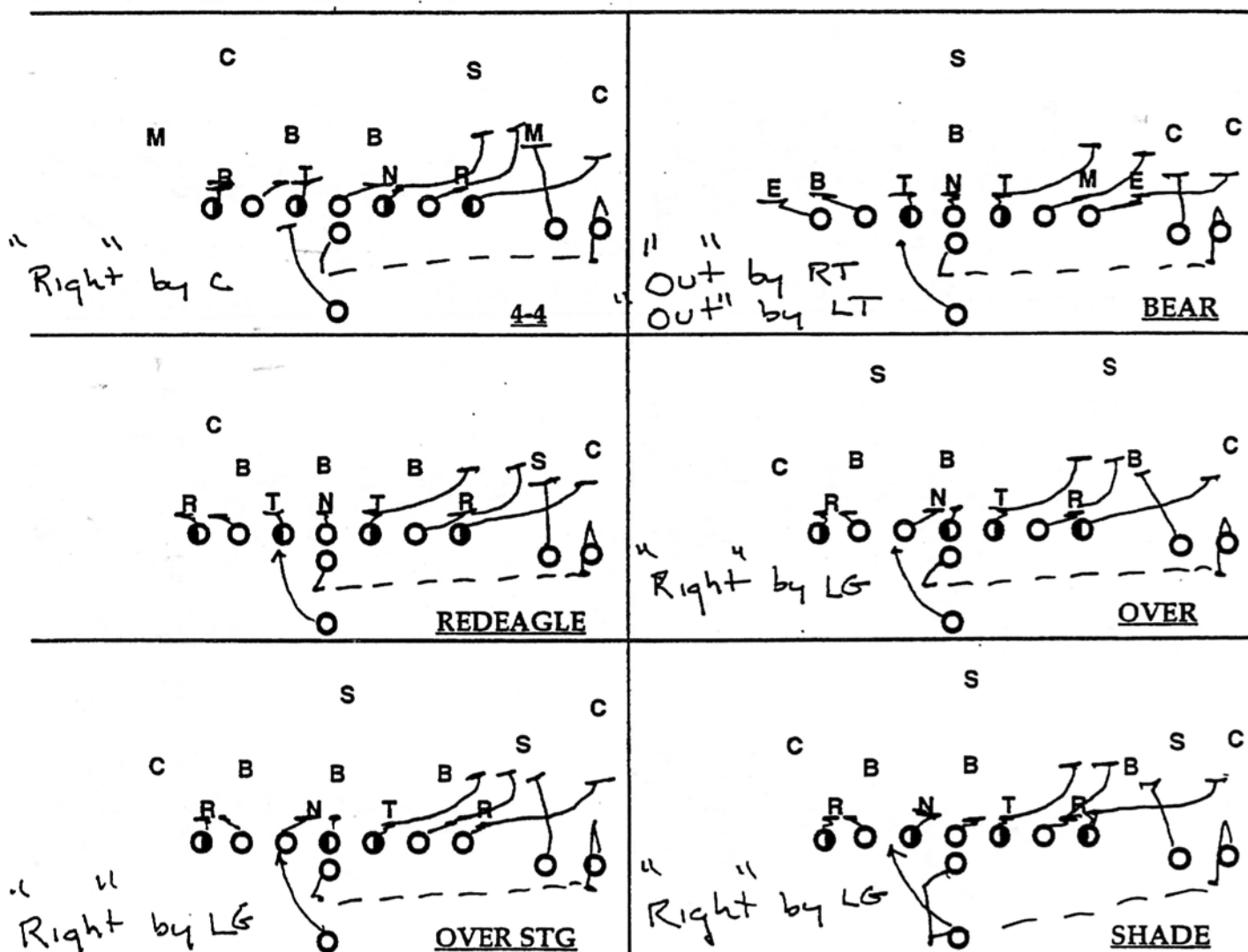
**C** - On, Left Seam. If covered, block man on. Vs. stack defense with "Right" call by LG, work with LG on middle stack. Vs. 4-3 spacing, check MLB and be prepared to help either Guard. Vs 4-2 look or 6-2 look call "Right" and work with RG.

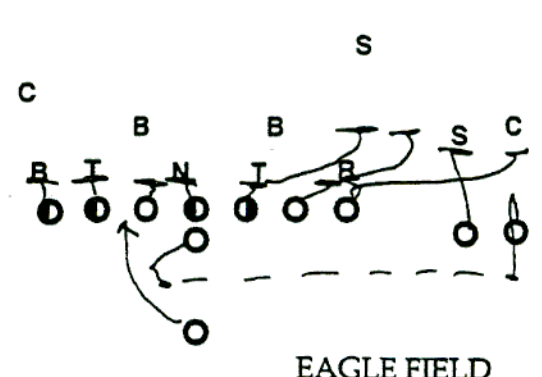
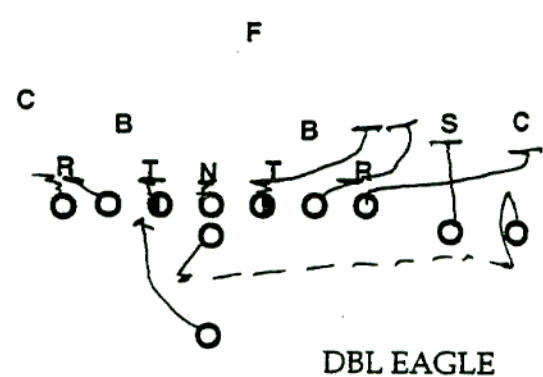
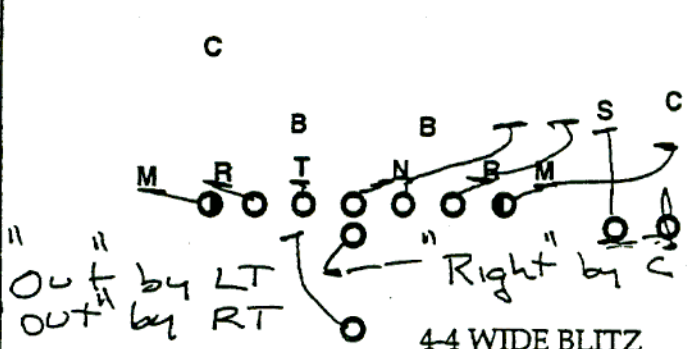
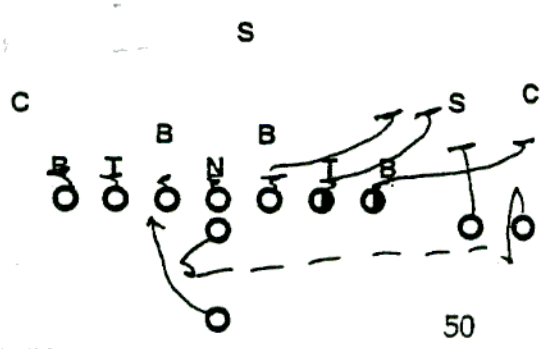
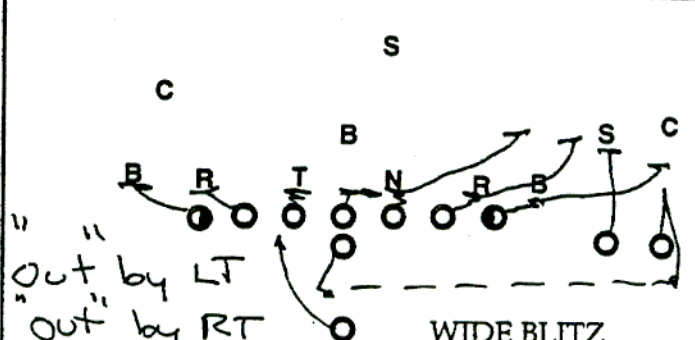
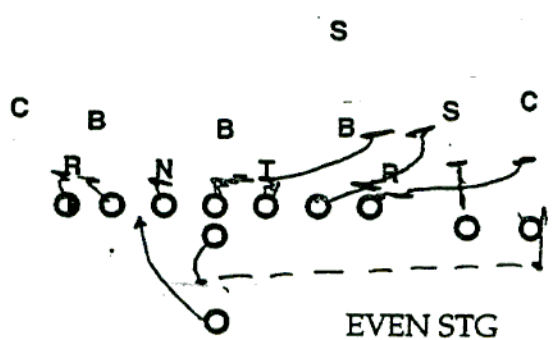
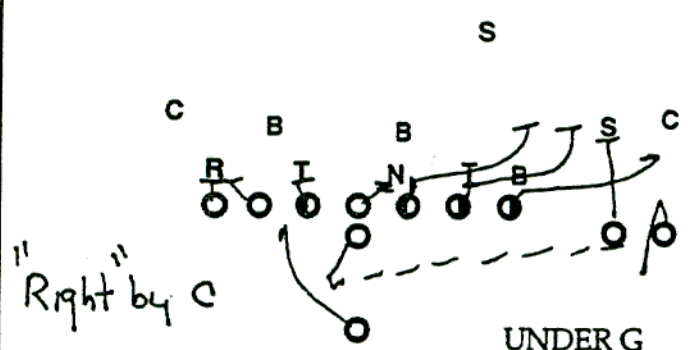
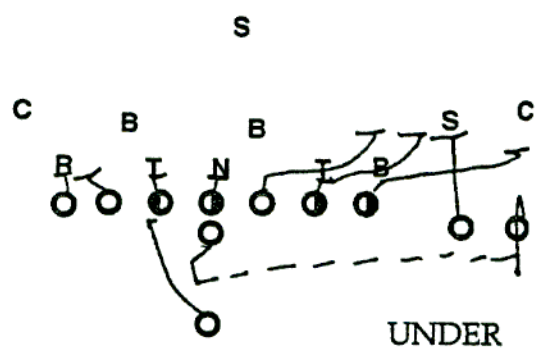
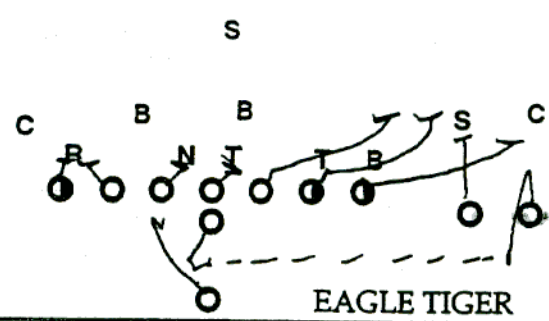
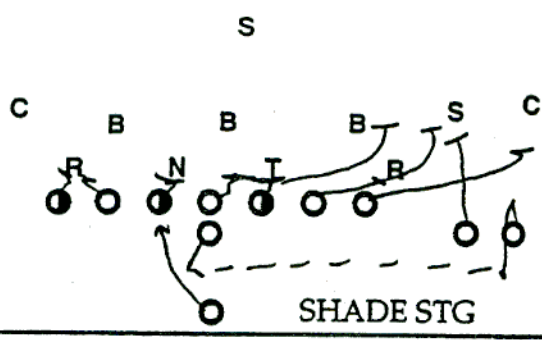
**RG** - On, Right Seam. Hit and release Right. If covered, block man on. If uncovered, help C. If covered and "Right" call by C, you and C block stack on you. Vs. 50 spacing and we are in the shotgun formation, RT will give an "Out" to fan the backside.

**RT** - On, Right. Hit and release Right. If uncovered and RTE in the formation, check LB. If we are in the shotgun, give an "Out" call to RG vs 50 spacing. If RTE in formation and uncovered with 2 defenders outside, give an "Out" to RTE.

**RTE** - On, Outside. Release Right. If RT uncovered and 2 defenders on or outside, RT will give an "Out" call and you will block man on air.

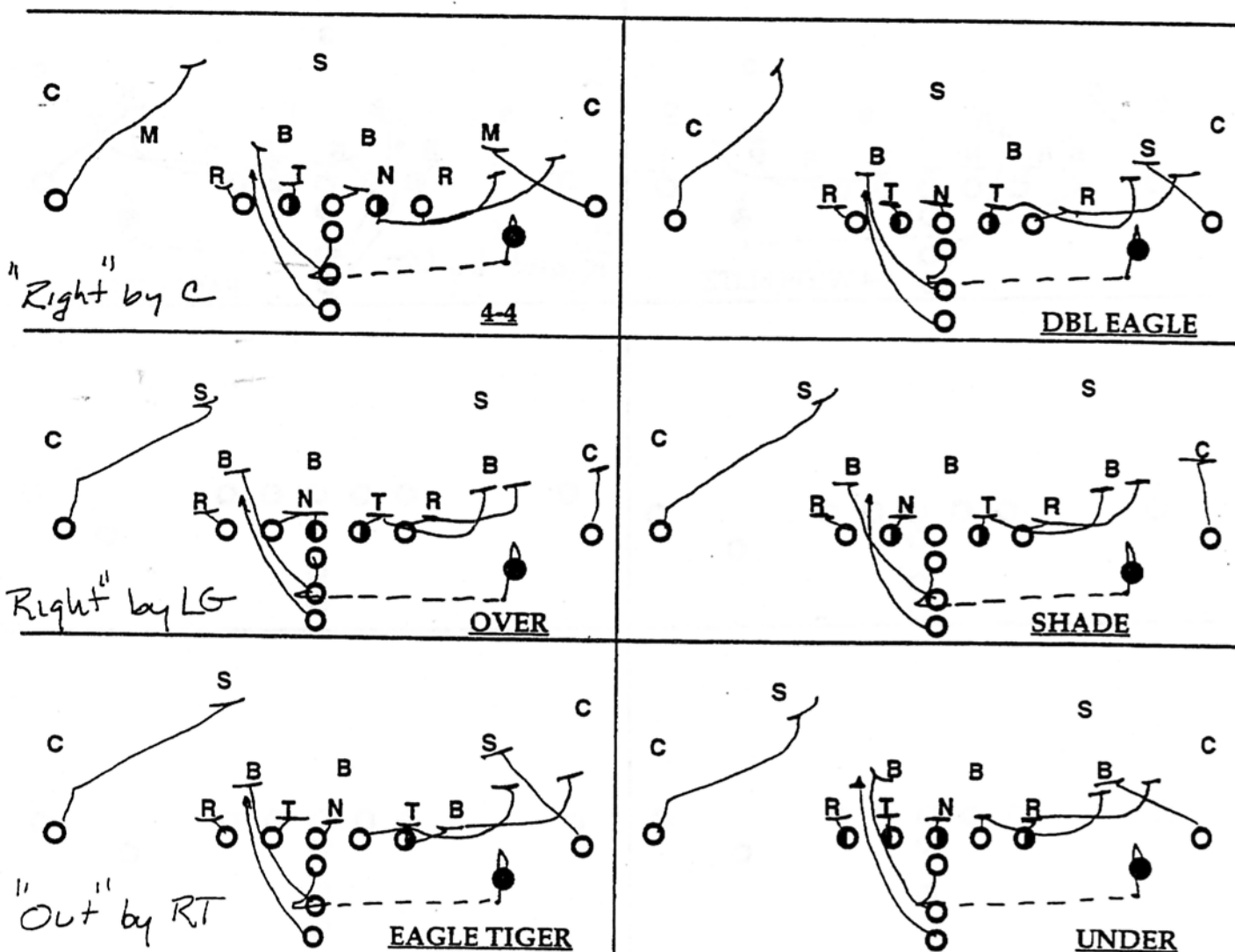
**IB** - Run 47 Dive action. Take quick fake a check onside LB.

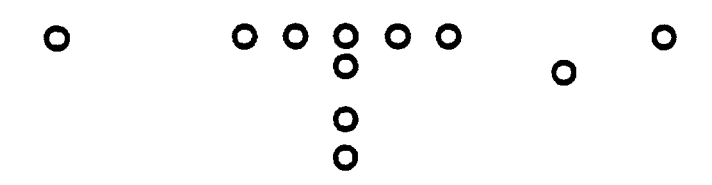
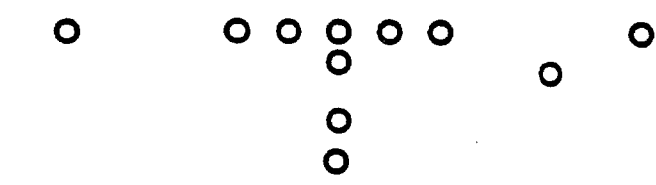
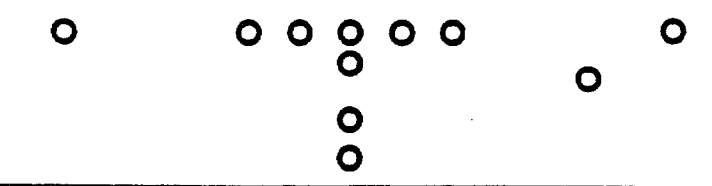
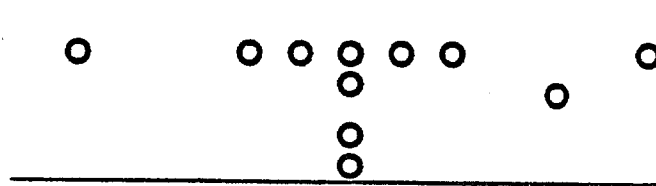
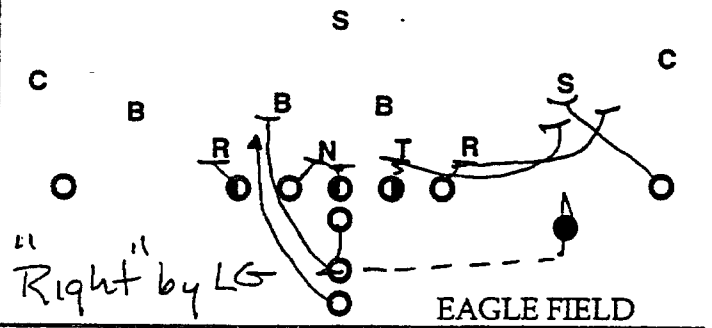
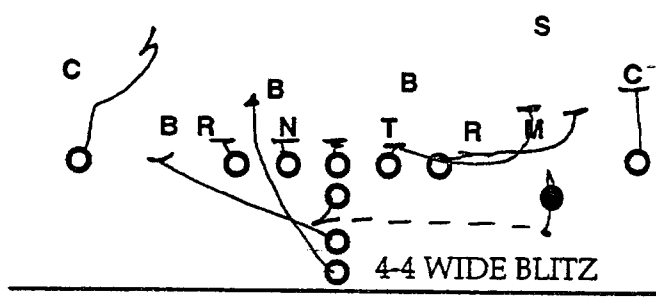
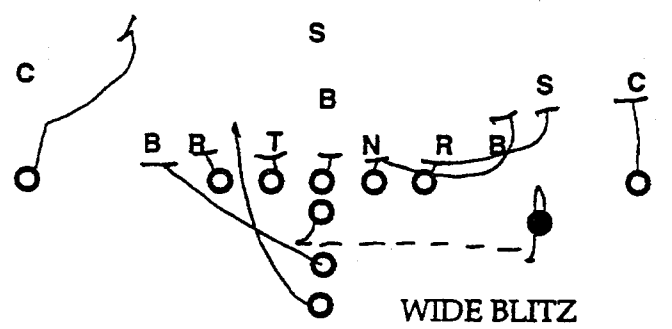
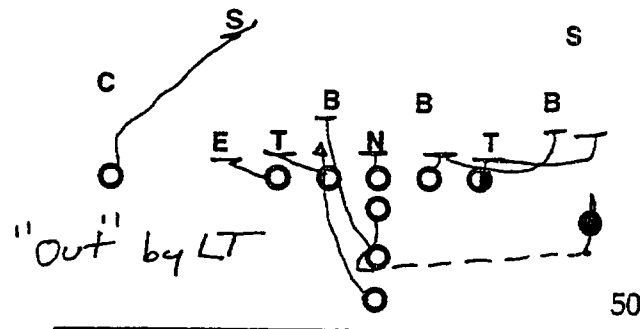
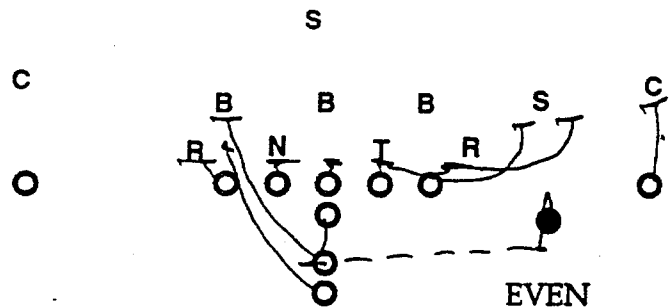
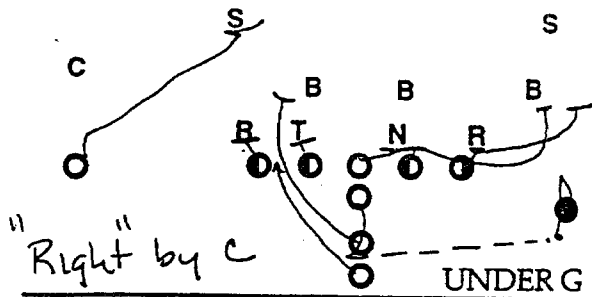




# 46 QUICK SCREEN RT

- (1) Block like 99 with no TE in formation.
- (2) Backs run 46 Iso Action. FB block 3 man rule.
- (3) RG and RT pull after 1 count.
- (4) Right SE, block skybox if defender is closer to WB than corner on RSE. If C is pressing RSE, then he will block the C.





## 32 FLUSH PASS RT

RT - Left, On. Pin block man on RG. If RG uncovered, reach block man on.

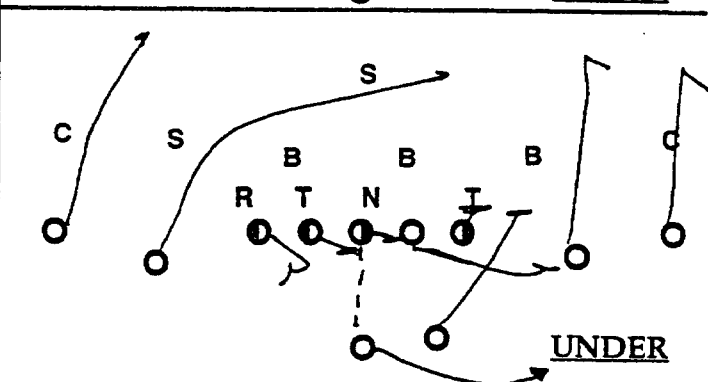
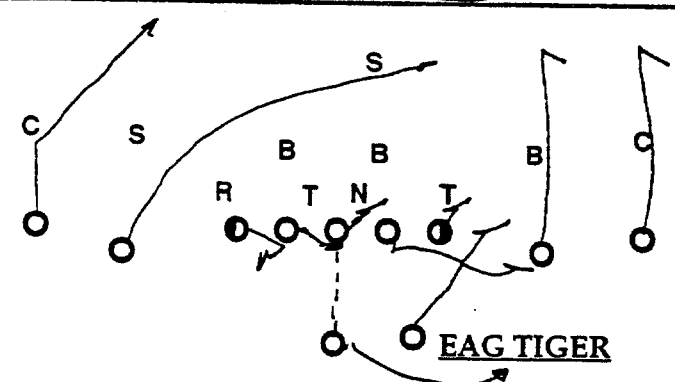
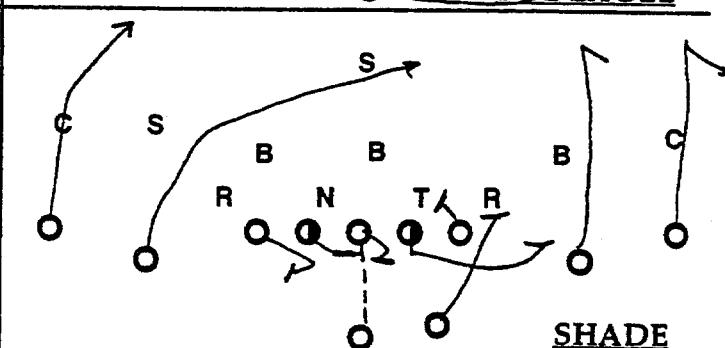
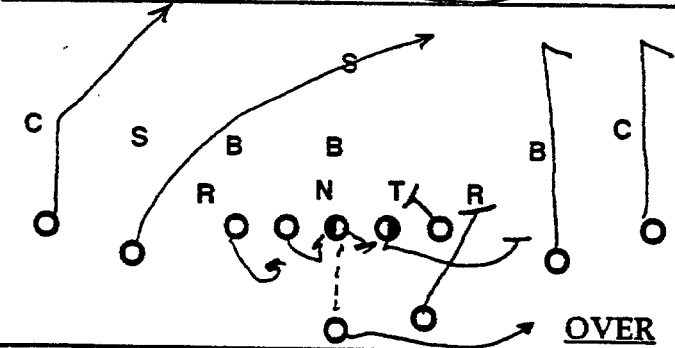
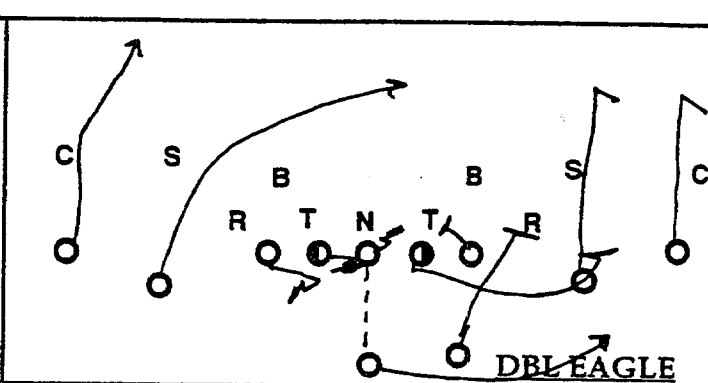
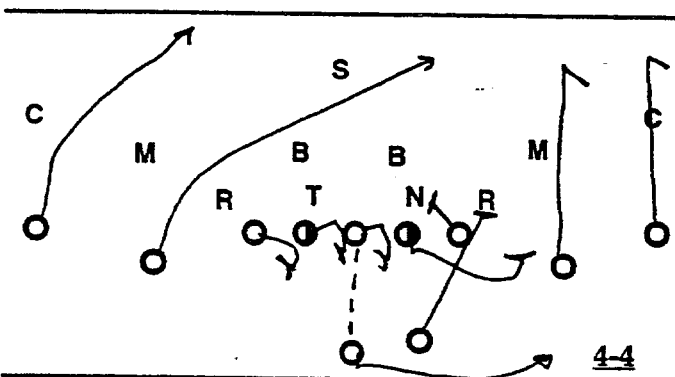
RG - Pull right. Block first man outside of IB's cut block.

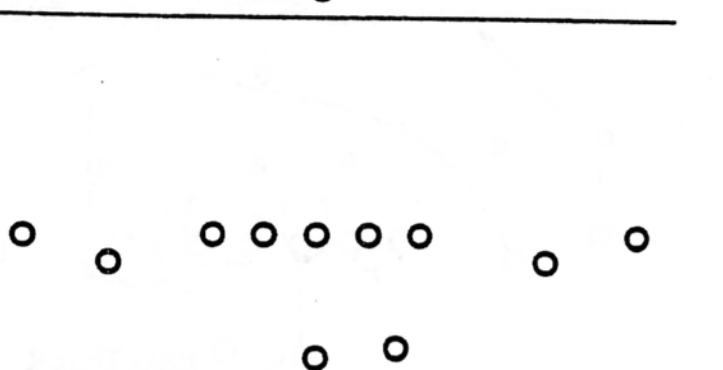
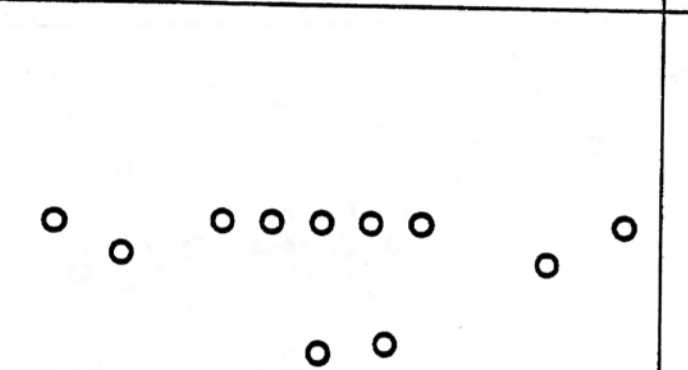
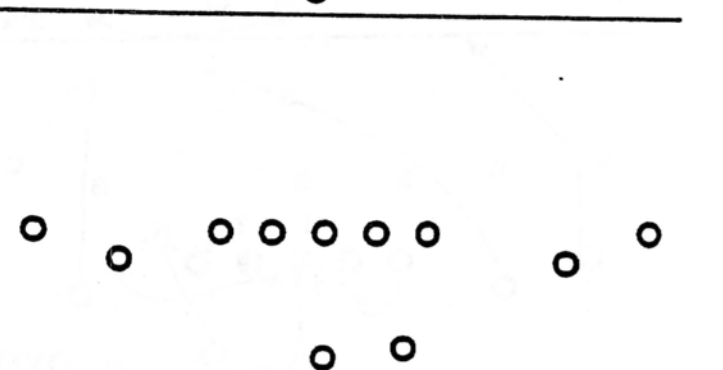
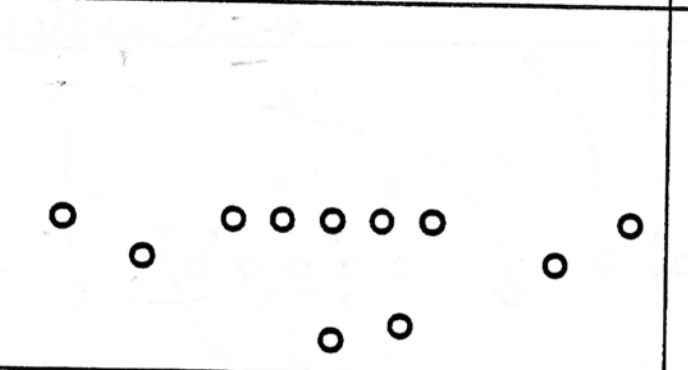
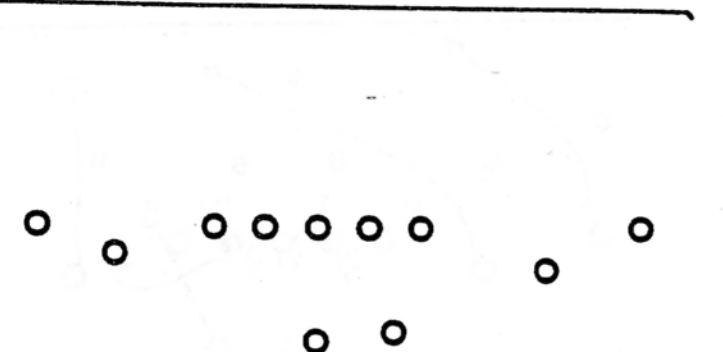
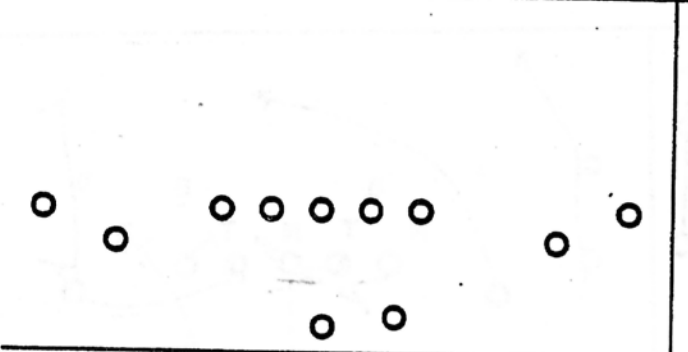
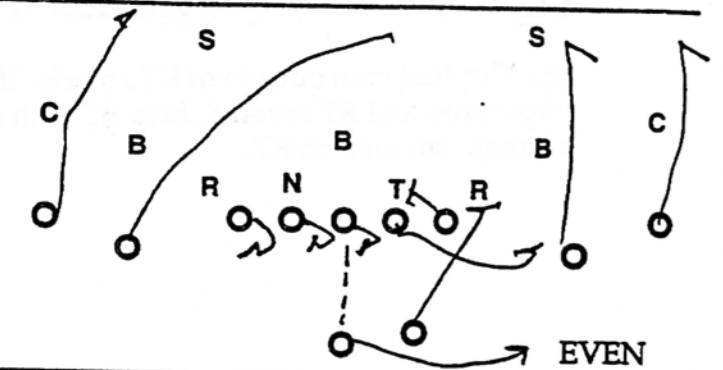
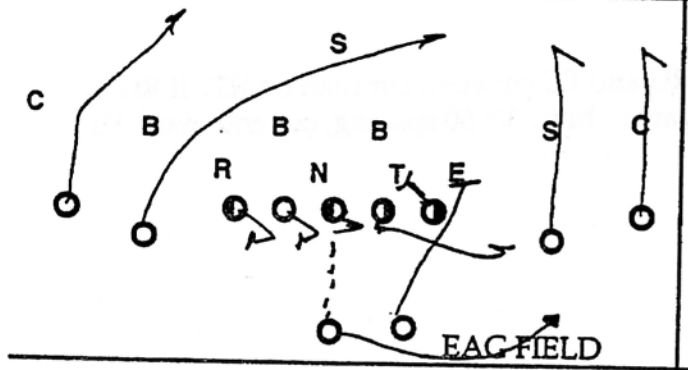
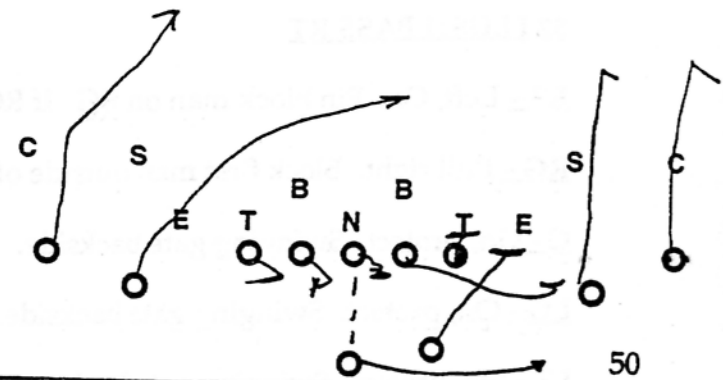
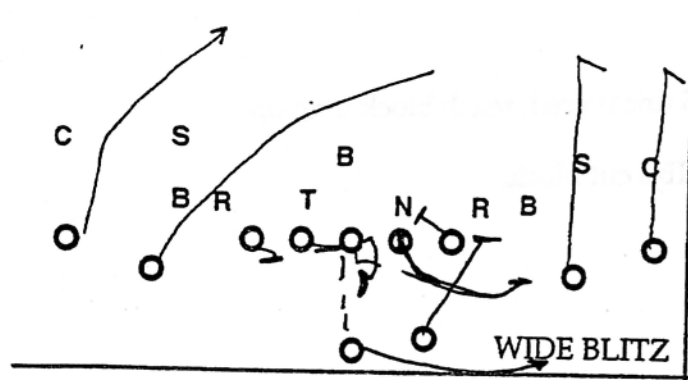
C - On, protect. Swinging gate backside.

LG - On, protect. Swinging gate backside.

LT - On, protect. Swinging gate backside.

IB - Cut first man outside of RT's block. If RG and RT covered, cut man on RT. If RG is uncovered and RT covered, help RT with man on him. Vs 50 spacing, cut end man. Vs a 3 man, cut man on RT.

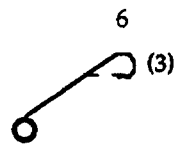




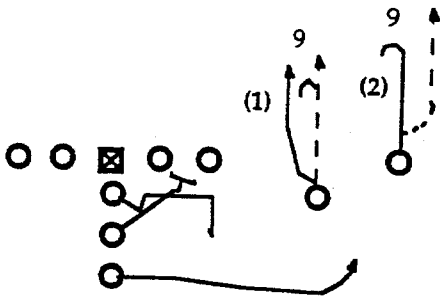


# PASS PATTERNS OPEN SET

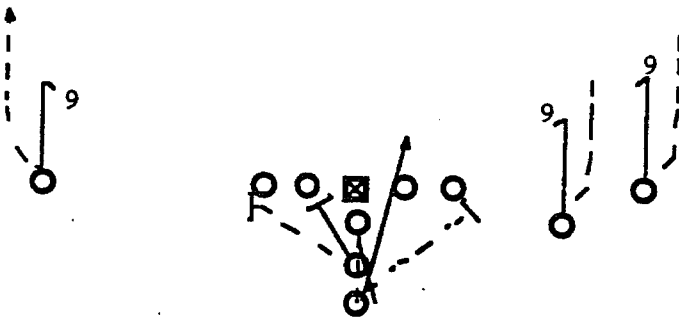
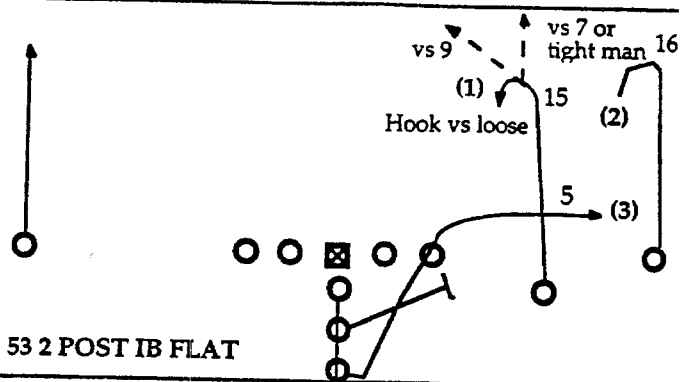
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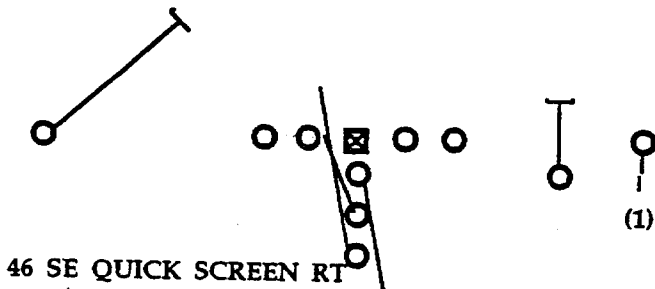
11 OPT PASS



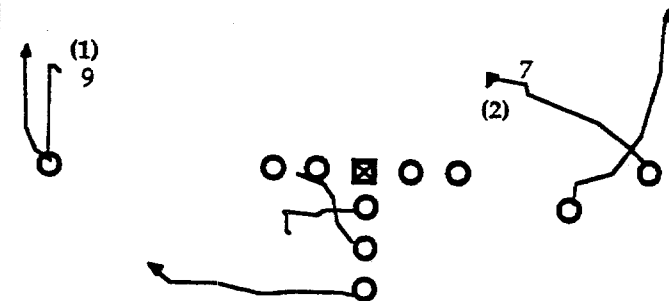
53 2 POST IB FLAT



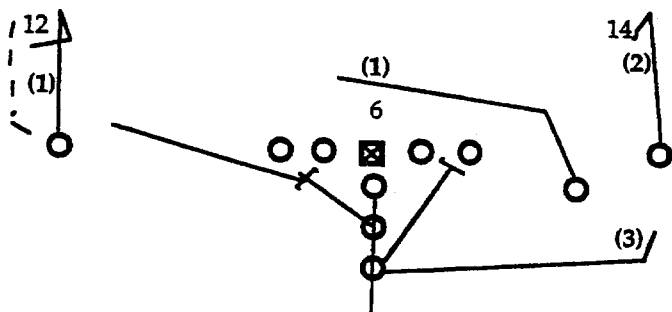
91 HITCH/GO



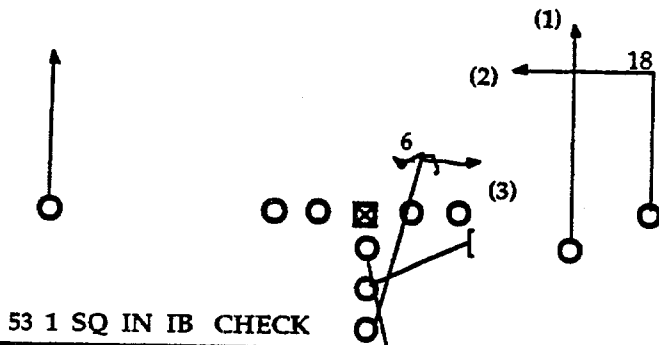
46 SE QUICK SCREEN RT



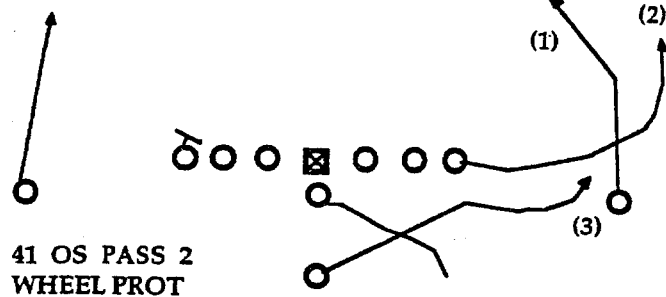
19 OPT PASS



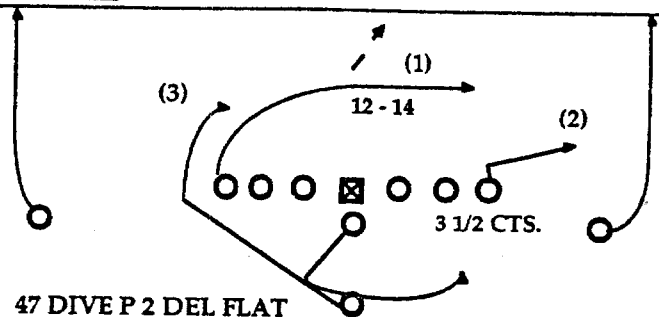
71 2 UNDER



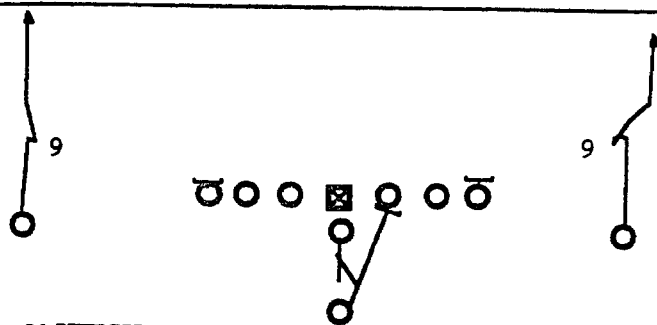
53 1 SQ IN IB CHECK



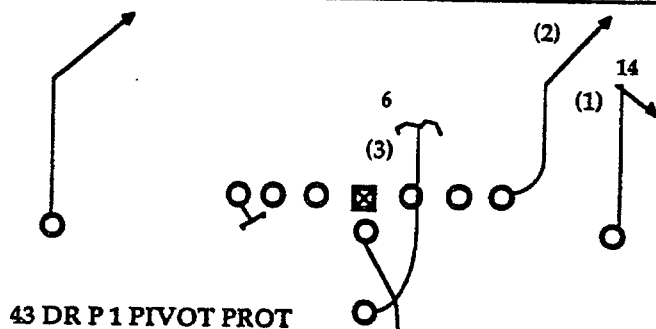
41 OS PASS 2  
WHEEL PROT



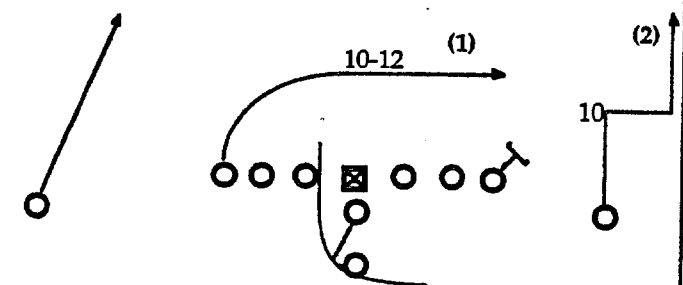
## 47 DIVE P 2 DEL FLAT



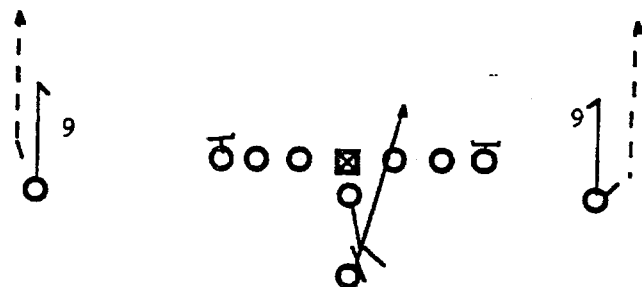
## 91 HTCH & GO



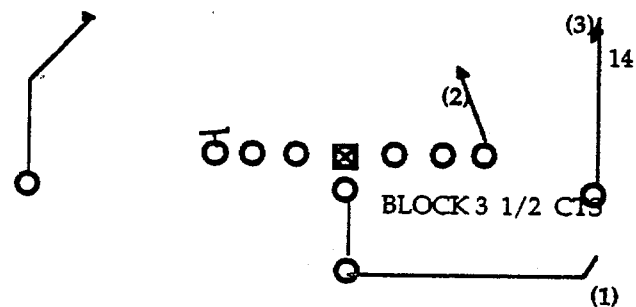
43 DR P 1 PIVOT PROT



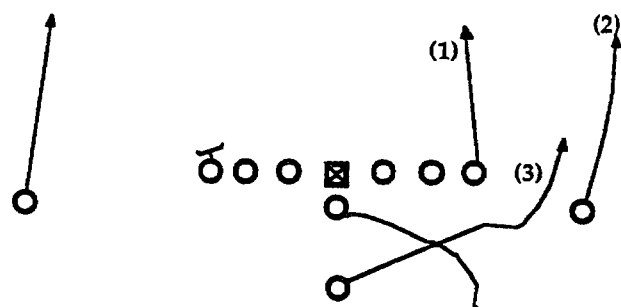
47 DR PASS 1 HORN PROT



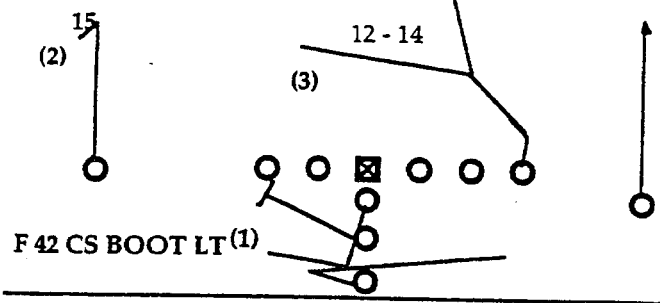
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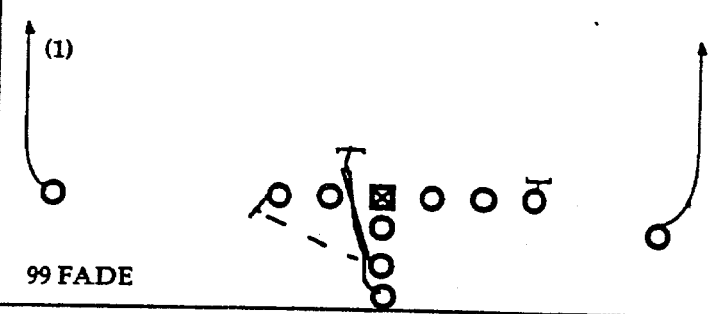
79 2 DELAY IB FLARE RT TEB



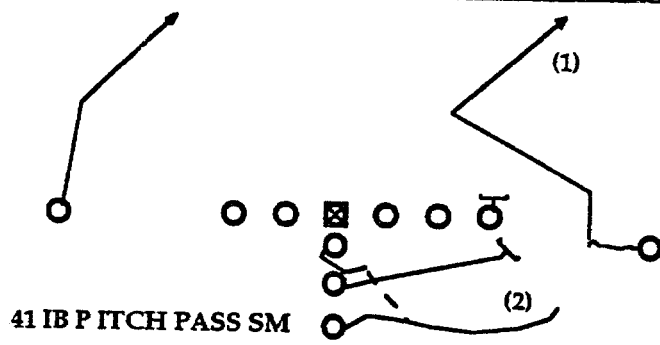
41 0S P IB DEEP PROT



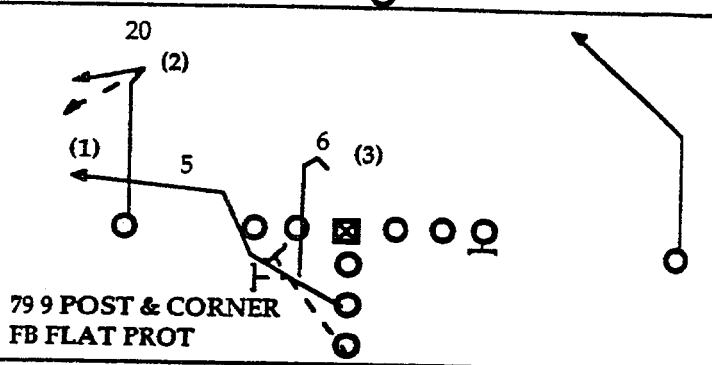
F42 CS BOOT LT (1)



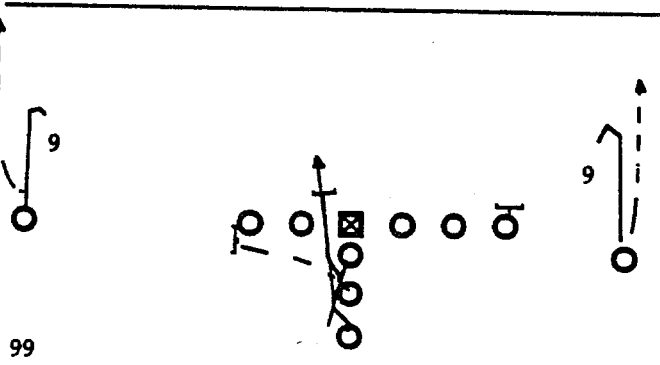
99 FADE



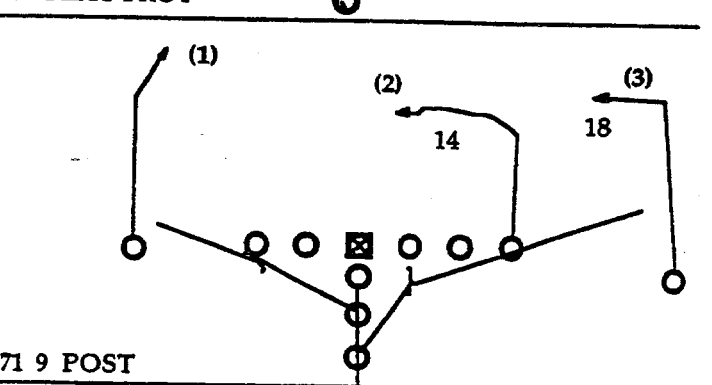
41 IB PITCH PASS SM



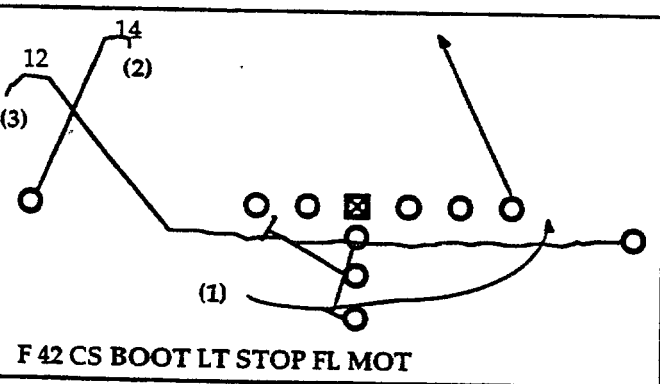
79 9 POST & CORNER  
FB FLAT PROT



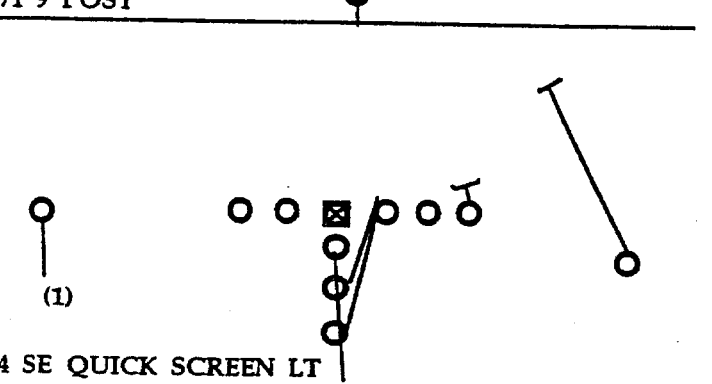
99



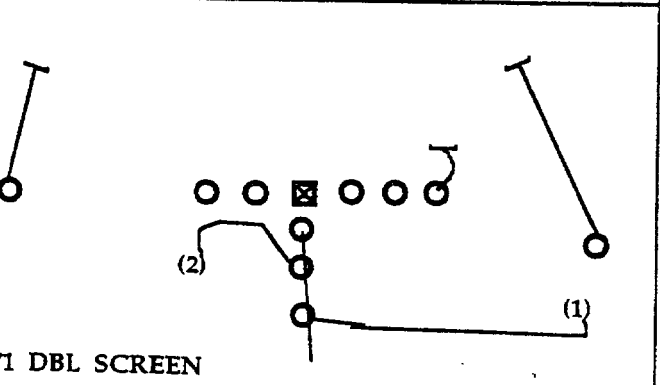
71 9 POST



F42 CS BOOT LT STOP FL MOT



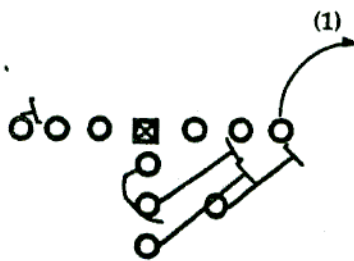
44 SE QUICK SCREEN LT



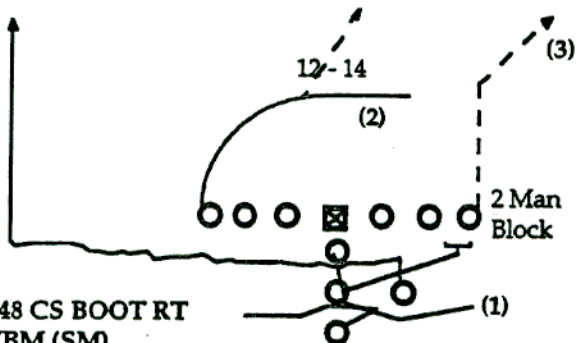
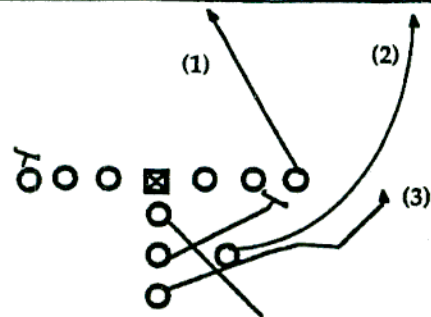
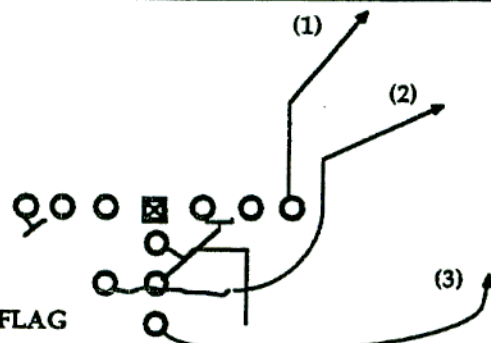
71 DBL SCREEN

## PASS PATTERNS POWER SET

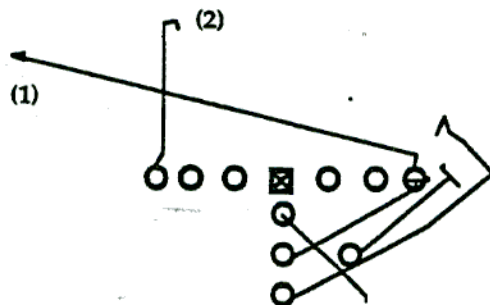
52



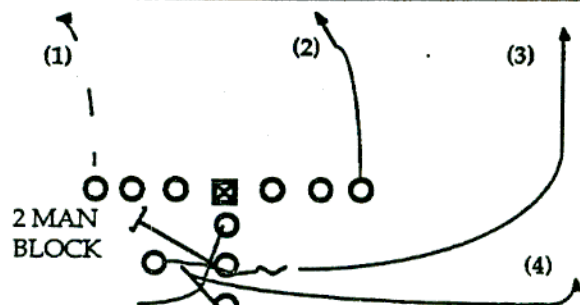
41 OS P IB DEEP PROT

11 OPT P WB FLAG  
PROT SM

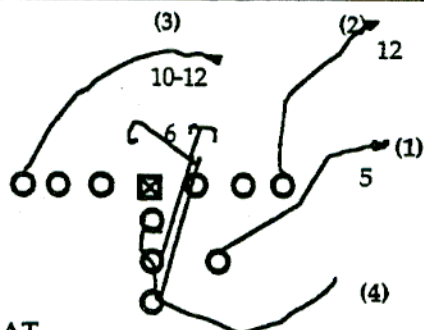
41 OS PASS 2 CROSS



F 42 CS BOOT LT THROWBACK SM

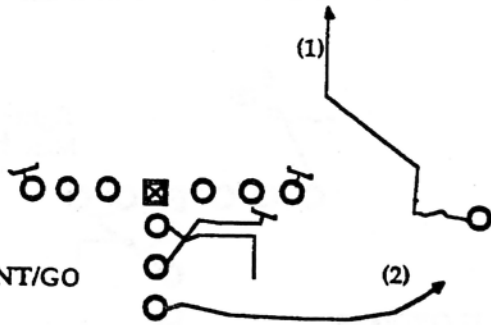


44 ISO P WB FLAT

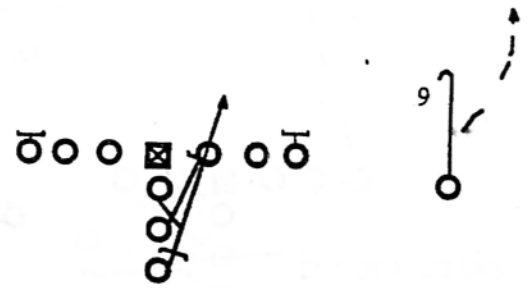


# PASS PATTERNS TIGHT SET

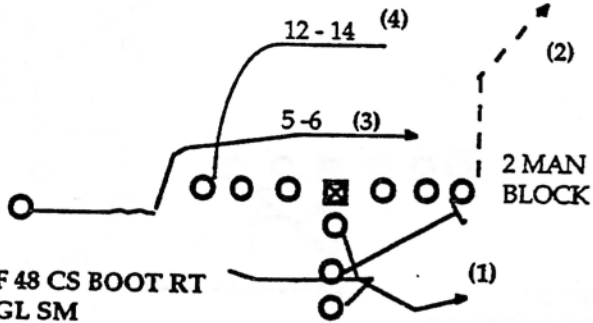
11 OPT P 1 SLNT/GO  
TB PROT SM



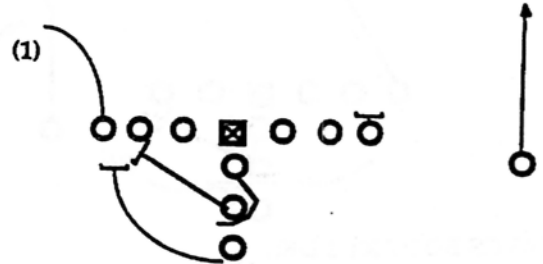
91



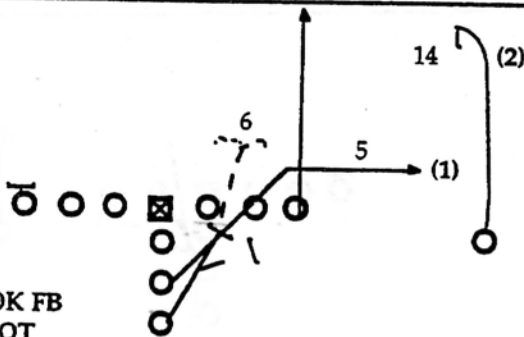
F 48 CS BOOT RT  
GL SM



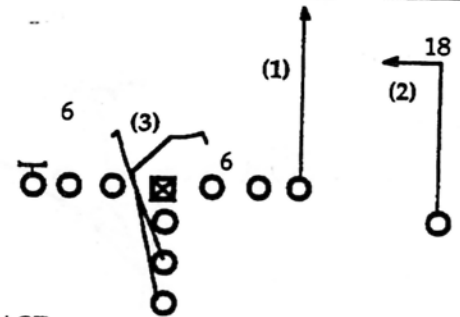
58



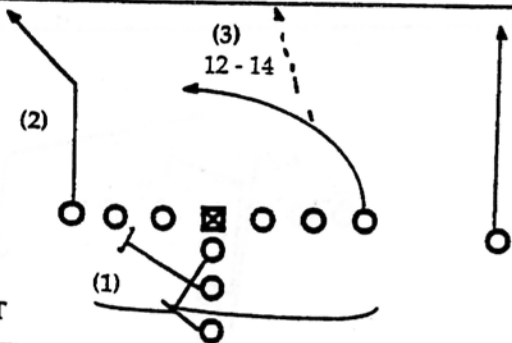
71 1 HOOK FB  
FLAT PROT



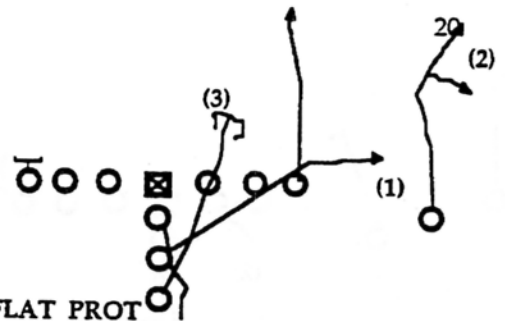
46 ISO P 2 RELEASE



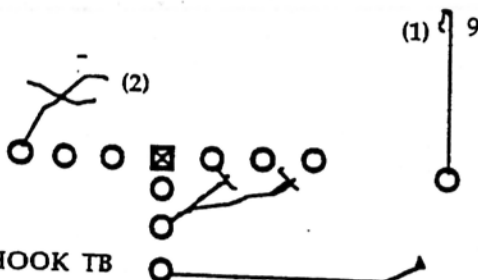
F 42 CS  
BOOT LT



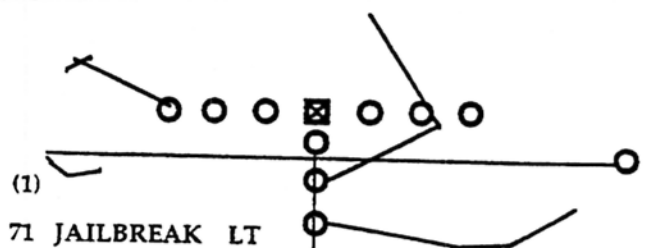
71 1 P/C FB FLAT PROT



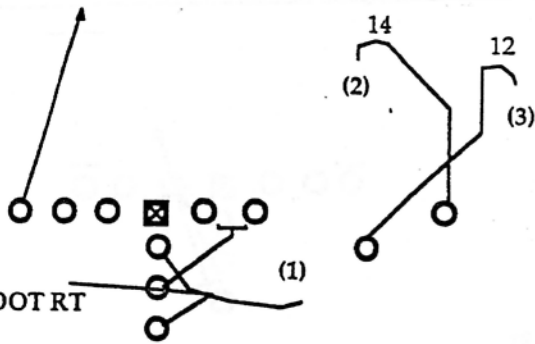
11 OPT P 1 HOOK TB



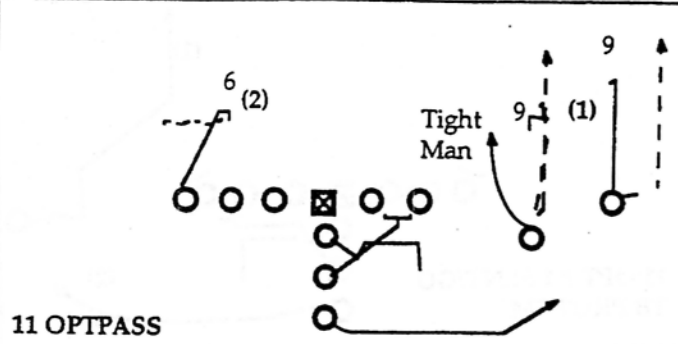
71 JAILBREAK LT  
FL MOTION



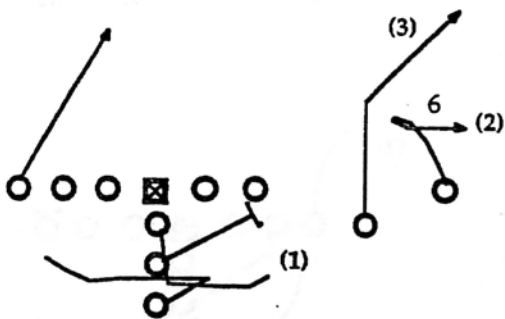
## PASS PATTERNS WIDE SET



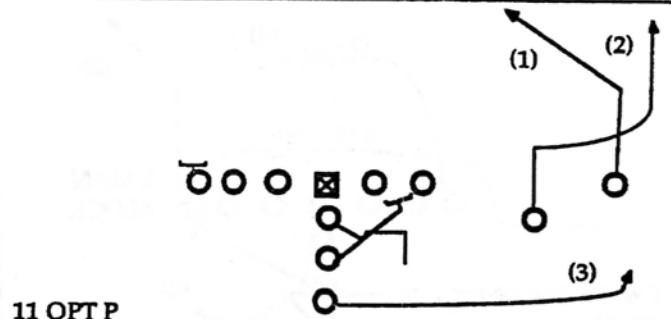
F 48 CS BOOT RT  
STOP



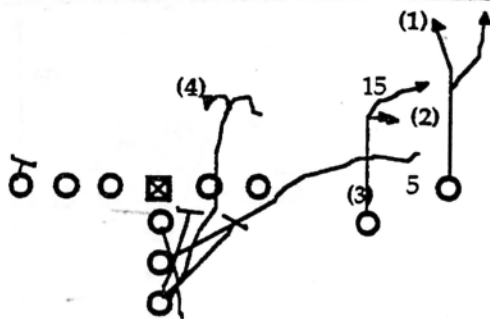
## 11 OPTPASS



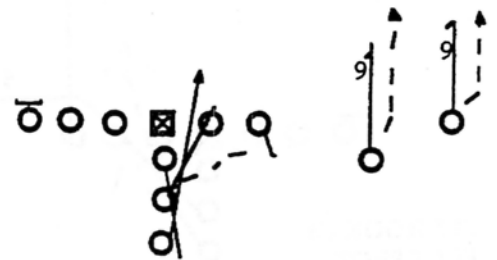
F 48 CS BOOT RT 1 DEL



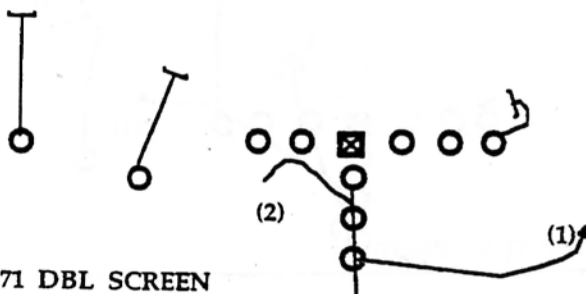
11 OPT P  
STALK/WH PROT



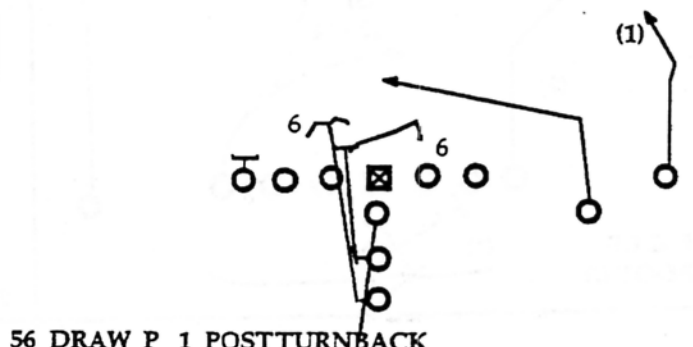
71 2 OUT FB FLAT PROT



91



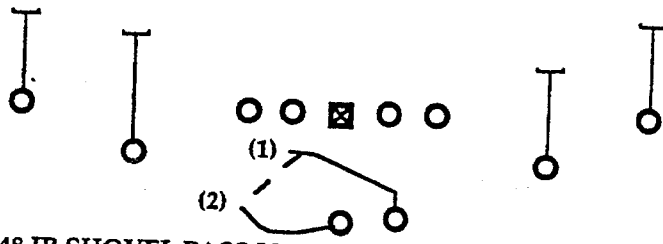
71 DBL SCREEN



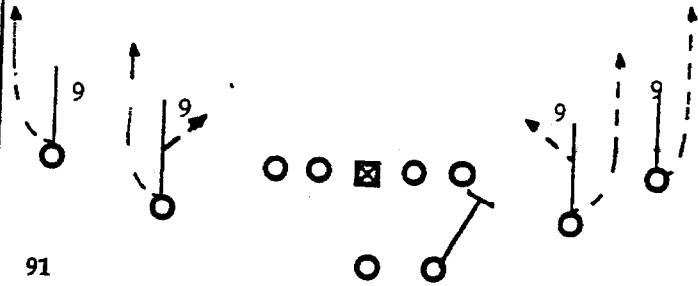
56 DRAW P 1 POSTTURNBACK

# PASS PATTERNS SHOTGUN SET

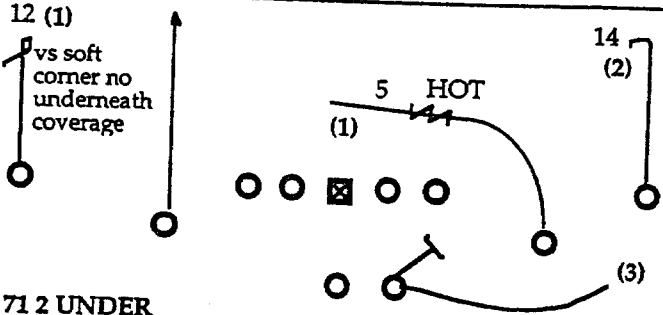
170



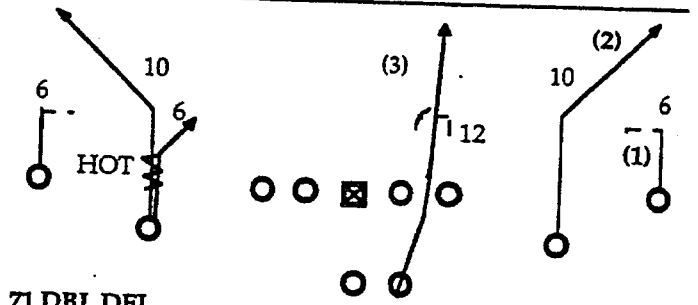
48 IB SHOVEL PASS LT



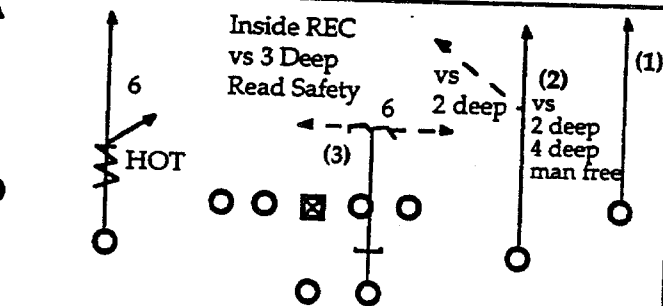
91



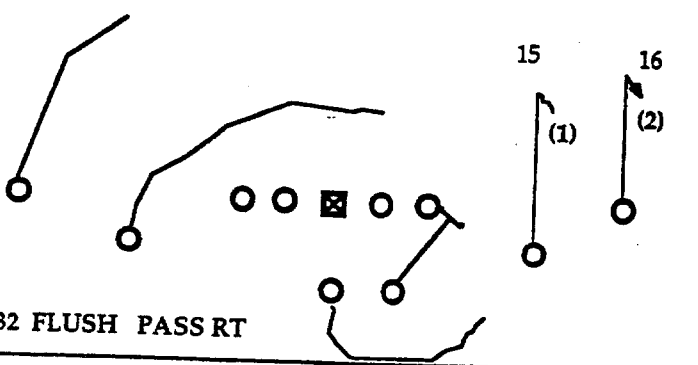
71 2 UNDER



71 DBL DEL

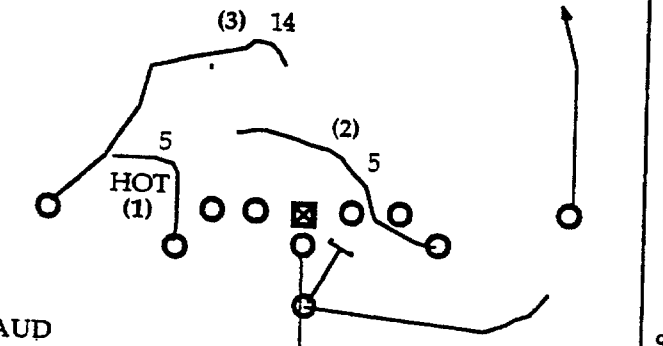


71 DTO

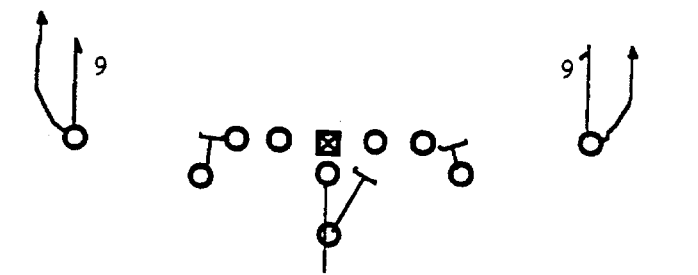


32 FLUSH PASS RT

## DOUBLE WING

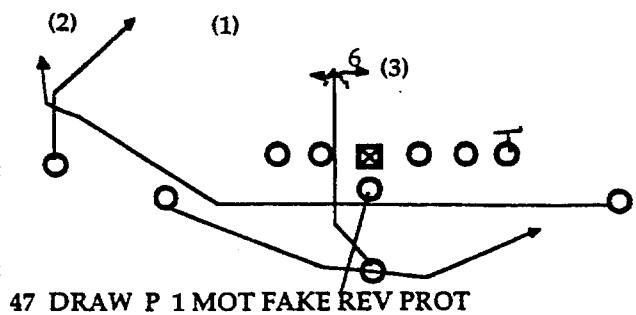
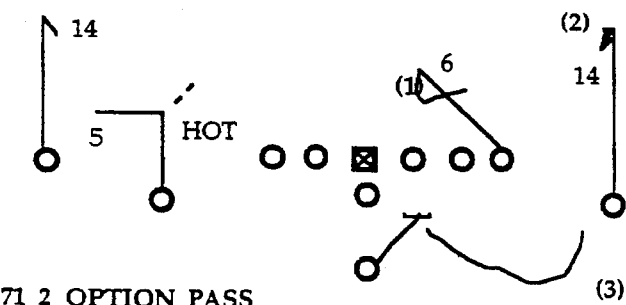
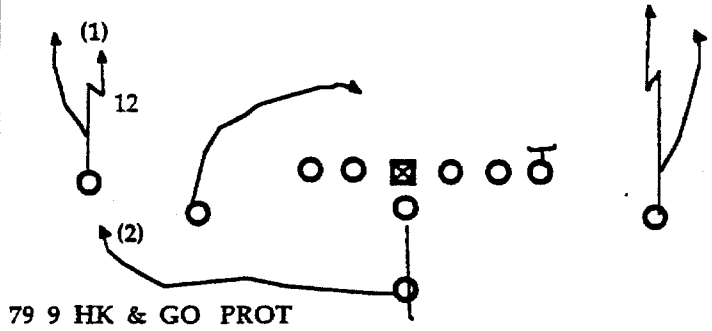
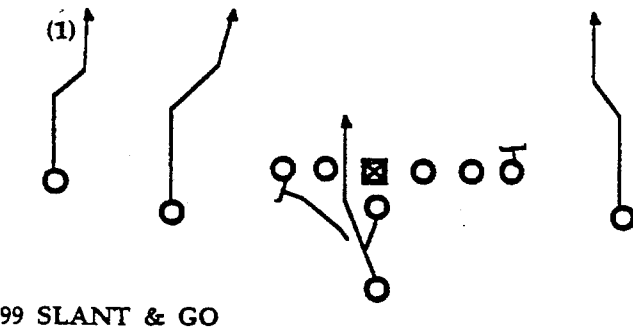
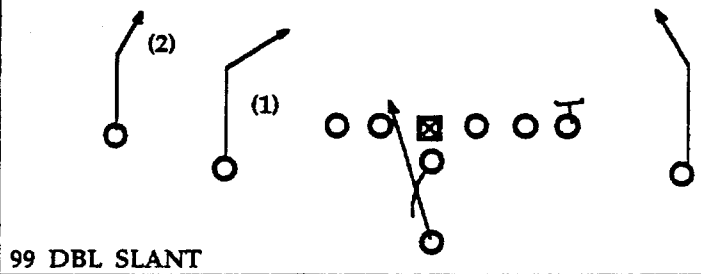
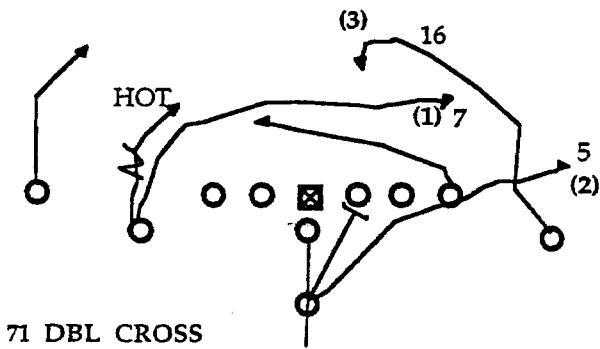
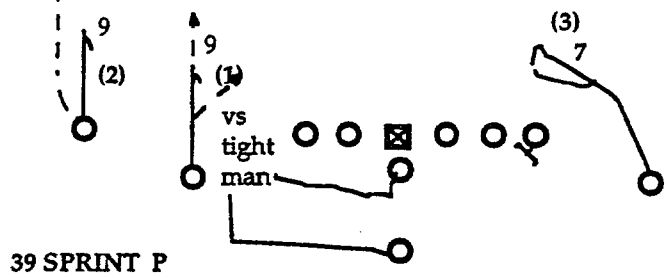
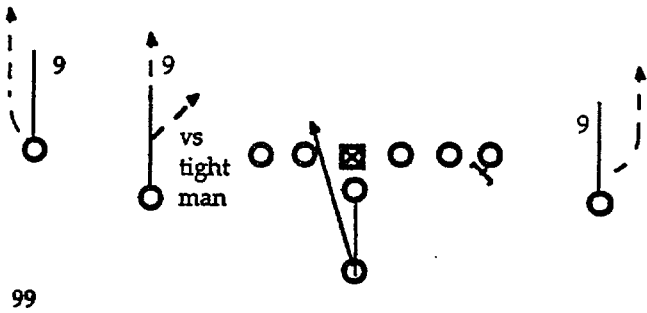
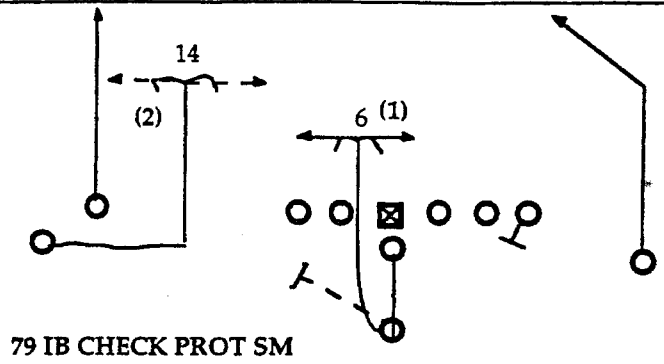
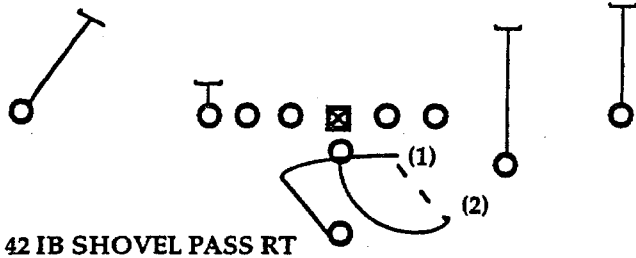


71 AUD



91

## PASS PATTERNS SPD SET





## University of Nebraska Offense - 1996

**Total Plays 984    Total Yards 5484    Ave. 5.57    TD 63**  
**Rushing Plays 733    Total Yards 3782    Ave. 5.16    TD 49**

### Rushes (No scrambles or options)

No.	% of Total Plays	Yds.	% of Total Yds.	Ave.	TD
525	53.4%	2511	45.3%	4.78	33

### QB Scrambles, Boots, Naked

45	4.6%	151	2.8%	3.36	2
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### Runs with Scrambles

570	57.9%	2662	48.5%	4.67	35
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### Options

163	16.6%	1143	20.8%	7.01	14
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### Others

7	0.7%	-23	-0.4%	-3.29	0
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### All Rushes

740	75.2%	3782	69.0%	5.11	49
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### Passes

No.	% of Total Plays	Yds.	% of Total Yds.	Ave. Per Att.	Comp.	Comp%	Int.	TD
244	24.8%	1702	31.0%	6.97	124	50.8%	3	14

### Outside Runs

	Attempt	Total Yds.	Ave.	TD	Fumbles	%Used
11-19 Option	38	337	8.9	5	0	3.9%
11-19 Wall	5	91	18.2	0	0	0.5%
31-39 Sprint	42	234	5.6	3	2	4.3%
41-49 Sprint	17	71	4.2	0	2	1.7%
32-38 Option	60	410	6.8	6	1	6.1%
42-48 CS	32	205	6.4	1	0	3.3%
42-48 Counter Trap	51	330	6.5	5	0	5.2%
41-49 Pitch	61	344	5.6	6	0	6.2%
41-49 Outside	37	183	4.9	2	4	3.8%
33-37 Dive P QB Keep	2	16	8.0	0	0	0.2%
<b>Total</b>	<b>345</b>	<b>2221</b>	<b>6.4</b>	<b>28</b>	<b>9</b>	<b>35.1%</b>

### Inside Runs

	Attempt	Total Yds.	Ave.	TD	Fumbles	%Used
14-16 Smash	11	20	1.8	3	0	1.1%
11-19 Veer	4	3	0.8	0	0	0.4%
11-19 Dive	26	85	3.3	1	0	2.6%
33-37 Dive	2	2	1.0	0	0	0.2%
32-38 Trap	33	167	5.1	1	0	3.3%
34-36 Trap	46	205	4.5	2	2	4.7%
34-36 QB Trap	3	13	4.3	0	0	0.3%
32-38 Roll	3	9	3.0	0	0	0.3%
34-36 IB Draw	24	187	7.8	0	1	2.4%
34-36 QB Draw	2	14	7.0	0	0	0.2%
43-47 Dive	41	174	4.2	1	1	4.2%
43-47 Hide	1	-5	-5.0	0	0	0.1%
44-46 Iso	60	254	4.2	10	0	6.1%

Inside Runs (Cont.)	Attempt	Total Yds.	Ave.	TD	Fumbles	%Used
43-47 Tackle Trap	13	48	3.7	0	0	1.3%
42-48 Roll	6	28	4.7	0	0	0.6%
43-47 Draw	37	137	3.7	1	0	3.8%
42-48 Power	3	15	5.0	0	0	0.3%
54-56 Draw	17	64	3.8	0	0	1.7%
54-56 Co. Draw	2	6	3.0	0	0	0.2%
Total	334	1426	4.3	19	4	33.9%
Reverses	7	5	0.7	0	0	0.7%
Scrambles	45	151	3.4	2	2	4.6%
Others	7	-23	3.3	0	0	0.7%

Passes	Att.	Comp.	Yds.	%	Yards Per Attempt	Yds Per Compl.	Int.	TD	Fumbles
11&19 Opt Pass	22	12	235	55%	10.7	19.6	0	2	0
31-39 Sprint Pass	10	6	69	60%	6.9	11.5	0	0	0
32-38 Opt Pass	3	0	0	0%	0	0	0	0	0
Shovel Pass	9	8	68	89%	7.6	8.5	0	0	0
F 42-48 Boot	34	14	173	41%	5.1	12.4	1	4	0
43-47 Draw Passes	16	6	145	38%	9.1	24.2	0	2	0
43-47 Dive Passes	24	11	211	46%	8.8	19.2	0	0	0
44-46 Iso Passes	9	3	28	33%	3.1	9.3	0	0	0
41-49 OS Pass	1	0	0	0	0	0	0	0	0
41-49 IB Spt Pass	1	0	0	0	0	0	0	0	0
F41-49 P QB Keep									
Pass	1	1	16	100%	16.0	16.0	0	0	0
52-58	1	1	1	100%	1.0	1.0	0	1	0
53-57	5	4	87	80%	17.4	21.8	1	0	0
71-79	63	34	401	54%	6.4	11.8	1	1	1
Screens	32	21	244	66%	7.6	11.6	0	3	0
91-99	5	1	2	20%	0.4	2.0	0	0	0
Kill Clock	6	0	0	0	0	0	0	0	0
Hot	2	2	22	100%	11.0	11.0	0	1	0

#### Offensive Breakdown

Type of Play	% of Time Used
Outside Runs	35.1%
Inside Runs	33.9%
Passes	24.8%
Reverses	0.7%
Scrambles	4.6%
Others	0.7%