The Wing T Offense

Football Playbook

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THE SYSTEM

THE PASSING GAME SYSTEM

80 SERIES SPRINT OUT RIGHT PASS
90 SERIES SPRINT OUT LEFT PASS
100 EMPTY PASS PROTECTION WITH MIRRORED ROUTES
200, 300 QUICK 3 STEP PASSING GAME  “READ GAME”
400, 500 5 STEP ½ ROLL PASSING GAME
600, 700 5 STEP ½ ROLL PASSING GAME WITH TAILBACK FLAIR
800, 900 5 STEP ½ ROLL PASSING GAME WITH TIGHT END MAX PROTECTION

THE RUNNING GAME SYSTEM

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

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

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

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

TAG

BOOT
BOOTLEG ACTION WITH BACKSIDE GUARD PULLING TO PLAYSIDE TO PROTECT EDGE

- BOOT @ 8
- BOOT @ 9

NAKED
PLAYACTION INVOLVING SEVERAL RUNNING PLAYS…QB IS ON A “NAKED BOOTLEG”

- NAKED @ 8
- NAKED @ 9

WAGGLE
SAME AS BOOT, EXCEPT BOTH GUARDS PULL TO PLAYSIDE TO PROTECT EDGE

- WAGGLE @ 8
- WAGGLE @ 9
HOLE NUMBERING SYSTEM

GAP RESPONSIBILITIES
PASSING TREE AND ROUTE CONCEPTS

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

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

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

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

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

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

80, 90
- SLIDE STEP AND HINGE PROTECTION...TURN YOU BUTT TO THE SPRINT SIDE
- BOTH BACKS BLOCK TO SPRINT SIDE UNLESS INVOLVED IN ROUTE

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

100
- BIG ON BIG FOR LINE
- NO BACK PROTECTION
- EVERYONE ON A ROUTE
- MIRROR ROUTES ON BOTH SIDES UNLESS THE PLAY IS “TAGGED”
- QUARTERBACK IS RESPONSIBLE FOR PLAY SIDE LINE BACKER

EXAMPLE:
“103”
100 PROTECTION WITH A 3 ROUTE CONCEPT

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

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

THE READ GAME CONCEPT IS 200 AND 300 SERIES
“Check with me” ON THE LINE SYSTEM

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

400,500

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

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

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

“549 - 8 Route”
500 Protection
Fake 49 G Action
“8” Route Concept
600,700

- 5 STEP DROP ½ ROLL
- 600 TO THE RIGHT
- 700 TO THE LEFT
- BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE
- PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON
- FULL BACK BLOCKS PSLB
- TAILBACK SWINGS OR IS ON PRE DETERMINED ROUTE (MAY SWITCH RESPONSIBILITIES WITH FULLBACK ON CERTAIN PLAYS)

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

EXAMPLE:

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

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

800,900

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

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

EXAMPLE:

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

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

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

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

SOME EXAMPLES OF “TAGGED” PLAYS

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

GROUPS

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

MOVING PLAYERS AROUND

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

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

TERMINOLOGY

PLAYER TERMINOLOGY IS CONSISTENT BUT FLEXIBLE

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

- **X OUTSIDE LEFT RECEIVER/ 2ND TIGHT END ALSO CALLED H**
- **Z OUTSIDE RIGHT RECEIVER/ FLANKER/ WING/ SLOT**
- **F FULLBACK/ INSIDE LEFT RECEIVER/ ALSO CALLED S BACK**
- **Y TIGHT END/ INSIDE RIGHT RECEIVER**
- **T TAILBACK**
THE PLAYBOOK

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

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

PASSING RULES

IN OUR OFFENSE, RULES ARE A FOUNDATION. BY UNDERSTANDING CERTAIN RULES MAKE THE OFFENSE EASIER TO LEARN, RUN, AND COACH.

IN OUR OFFENSE THE FIRST NUMBER TELLS US WHICH SIDE IS THE STRENGTH OF THE CALL. THIS HELPS THE LINE KNOW WHO IS STRONGSIDE AND WHO IS BACKSIDE FOR OUR STYLE OF PASS PROTECTION (WHICH GAVE UP VERY FEW SACKS OR QB PRESSURES). IT ALSO LETS THE TIGHT ENDS AND BACKS KNOW, WHETHER NO BACK, ONE BACK, OR TWO BACK, IF THEY WILL BE BLOCKING OR BE OUT ON A ROUTE. THE SECOND NUMBER IS ZERO UNLESS THERE IS A PLAYACTION FAKE INVOLVED. THE THIRD NUMBER IS THE ROUTE CONCEPT UNLESS IT IS PART OF THE PLAYACTION SERIES.

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

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

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

OTHER RULES

IN THE PLAY CALL...THE LAST NUMBER SPEAKS TO THE OUTSIDE X OR Z RECEIVER. THE NEXT RECEIVER RUNS A COMPLIMENTARY ROUTE THAT CORRESPONDS WITH THAT NUMBER. IF WE ARE IN TRIPS, THE #3 RECEIVER ALMOST ALWAYS RUNS A 9 ROUTE. IN EMPT SET, THE TAILBACK WILL ALMOST ALWAYS RUN A QUICK ROUTE OVER THE MIDDLE. CERTAIN TAGS BREAK THESE RULES, BUT LAYING THE FOUNDATION ALLOWS THE OFFENSE TO GROW.
• EXAMPLE
  3 ROUTE CONCEPT
  #1 RUNS A 3 ROUTE – OUT ROUTE
  #2 RUNS A COMPLIMENTARY ROUTE - CORNER
  #3 RUNS A 9 ROUTE - GO

WEAKSIDE ROUTES

SHALLOW PACKAGE AND MIRROR PACKAGE

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

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

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

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

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

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

FORMATIONS

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

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

IN OUR OFFENSE, THE Y WILL ALMOST ALWAYS GO TO THE CALL SIDE
- “I RIGHT” WILL SEND HIM TO THE RIGHT.
- “TRIPS RIGHT” WILL MAKE HIM THE NUMBER 2 RECEIVER
- “TRIPS LEFT” WILL MAKE HIM THE NUMBER 3 RECEIVER
X WILL ALMOST ALWAYS BE ON THE LEFT SIDE OF THE FORMATION
Z WILL ALMOST ALWAYS BE ON THE RIGHT SIDE OF THE FORMATION
TWINS, FLIP, AND SLOT CALLS BEND THE RULES.

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

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

SERIES RULES ADJUSTMENTS

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

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

ADJUSTMENTS

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

COACH WHAT YOU KNOW

BELIEVE

YOURSELF

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

YOUR STAFF

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

THE PLAYERS

BELIEVE IN THE PLAYERS.

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

WHY?

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

BELIEVE THAT THEY CAN DO IT.

CLOSING THOUGHTS

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

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

TRADE
MOVE OUR TIGHT END FROM ONE SIDE TO THE OTHER BEFORE THE PLAY
NOT MOTION…IT IS A SHIFT
• EXAMPLE: “TRADE TO I RIGHT”
  START IN I LEFT, Y RISES UP JOGS ACROSS FORMATION AND SETS UP IN I RIGHT
  THIS WORKS WELL FOR DEFENSIVE LINES THAT HAVE A STRONG AND QUICK SIDE
  THAT FLIP TO STRENGTH…MAKE SURE X AND Y ARE ON OR OFF THE LINE, DEPENDING
  ON WHERE Y SETTLES!

SHIFT
START IN VIRTUALLY ANY BASE OR CRAZY FORMATION YOU WANT (OR THEY WANT)
AND END UP IN THE CALLED FORMATION.
• EXAMPLE: “SHIFT TO TRIPS LEFT”
  ALL BACKS AND TIGHT ENDS CAN LINE UP STACKED, WISHBONE, EMPTY…SO
  LONG AS THEY LINE UP IN THE CALLED FORMATION WHEN THE QUARTERBACK
  YELLS “SHIFT!”

FLIP
FLIP MOVES THE X OR Z TO THE SAME SIDE AS THE TIGHT END. THIS UNBALANCED
FORMATION MAKES THE TIGHT END INELIGIBLE AS A RECEIVER.
• EXAMPLE: “I RIGHT FLIP”
  THE X MOVES OVER INTO TWINS ON Z SIDE

OVER
MOVES THE TACKLE OVER TO THE OTHER SIDE OF THE FORMATION
• EXAMPLE: “I RIGHT OVER”
  TIGHT END GOES TO I RIGHT NEXT TO RIGHT GUARD…RIGHT TACKLE MOVES
  “OVER” TO THE LEFT
  IN BALANCED FORMATIONS…ALWAYS GAME PLAN WHERE THE TACKLE WILL SHIFT
  TO…WIDE OR SHORT SIDE OF FIELD.

SUPER
SUPER IS A HEAVY FORMATION
THE WEAK GUARD AND WEAK TACKLE WILL SUPER SHIFT TO THE STRENGTH CALL.
• EXAMPLE: “SUPER I RIGHT”
  FROM LEFT TO RIGHT THE FORMATION WOULD APPEAR AS FOLLOWS: X TO
  CENTER TO GUARD, GUARD, TACKLE, TACKLE, TIGHT END AND SPLIT Z
FREEDOM

LIBERTY IN AN OFFENSE

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

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

FREEDOM IN TERMINOLOGY

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

KEEP IT SIMPLE
TRIPS RIGHT

TRIPS - IN TRIPS CALL Y IS ALWAYS INSIDE (#3) RECEIVER

TRIPS LEFT

TRIPS RIGHT TIGHT

TRIPS LEFT TIGHT
DOUBLES

SWITCH - SWITCHES POSITIONS BETWEEN A AND Y

RIGHT SPREAD

SPREAD - ISOLATES Y AWAY FROM TRIPS

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

LEFT TWINS OVER
RIGHT TWINS

LEFT TWINS

I RIGHT

I LEFT
TB MOVEMENT

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

FB MOVEMENT

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

Y MOVEMENT

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

FORMATION OPTIONS

GUN
TURN ANY FORMATION INTO SHOTGUN

STRONG
SEND FB STRONG WHICH IS TO Y SIDE CAN APPLY IN ONE BACK

FLEX
FLEX Y OUT INTO SLOT

TWINS
SEND EITHER X OR Z TO OPPOSITE SIDE OF FILD IN A TWINS SET

WEAK
SEND FB OFF SET TO WEAK SIDE AWAY FROM Y

OVER
SEND OFFENSIVE TACKLE OVER TO THE OTHER SIDE OF THE LINE. CREATES UNBALANCED LINE

RED
SEND FB INTO THE SLOT ON THE RIGHT

BLUE
SEND THE FB INTO THE SLOT ON THE LEFT

NEAR
OFF SET THE TB NEAR THE Y

FAR
OFF SET THE TB AWAY FROM Y

TIGHT
BRINGS THE X INTO A TIGHT END POSITION. CALL HIM H

FLIP
BRINGS THE X OR Z TO THE STRENGTH CALL JUST LIKE TWINS. THE Y IS NOT ABLE TO GO OUT ON PASS ROUTES

SUPER
THE GUARD AND TACKLE GO OVER TO THE OTHER SIDE OF THE LINE CREATING A SUPER UNBALANCED LINE
<table>
<thead>
<tr>
<th>BASE</th>
<th>FORMATIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>I LEFT</strong></td>
<td><strong>I RIGHT</strong></td>
</tr>
<tr>
<td><img src="image1" alt="Formation Diagram" /></td>
<td><img src="image2" alt="Formation Diagram" /></td>
</tr>
<tr>
<td><strong>NEAR LEFT</strong></td>
<td><strong>NEAR RIGHT</strong></td>
</tr>
<tr>
<td><img src="image3" alt="Formation Diagram" /></td>
<td><img src="image4" alt="Formation Diagram" /></td>
</tr>
<tr>
<td><strong>FAR LEFT</strong></td>
<td><strong>FAR RIGHT</strong></td>
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<tr>
<td><img src="image5" alt="Formation Diagram" /></td>
<td><img src="image6" alt="Formation Diagram" /></td>
</tr>
<tr>
<td><strong>STRONG I LEFT</strong></td>
<td><strong>STRONG I RIGHT</strong></td>
</tr>
<tr>
<td><img src="image7" alt="Formation Diagram" /></td>
<td><img src="image8" alt="Formation Diagram" /></td>
</tr>
<tr>
<td><strong>WEAK I LEFT</strong></td>
<td><strong>WEAK I RIGHT</strong></td>
</tr>
<tr>
<td><img src="image9" alt="Formation Diagram" /></td>
<td><img src="image10" alt="Formation Diagram" /></td>
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</table>
TIGHT FORMATIONS

I LEFT TIGHT

I RIGHT TIGHT

NEAR LEFT TIGHT

NEAR RIGHT TIGHT

FAR LEFT TIGHT

FAR RIGHT TIGHT

STRONG I LEFT TIGHT

STRONG I RIGHT TIGHT

WEAK I LEFT TIGHT

WEAK I RIGHT TIGHT
TWINS FORMATIONS

I LEFT TWINS

I RIGHT TWINS

NEAR LEFT TWINS

NEAR RIGHT TWINS

FAR LEFT TWINS

FAR RIGHT TWINS

STRONG I LEFT TWINS

STRONG I RIGHT TWINS

WEAK I LEFT TWINS

WEAK I RIGHT TWINS
<table>
<thead>
<tr>
<th><strong>GUN FORMATIONS</strong></th>
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<tbody>
<tr>
<td><strong>I LEFT TWINS GUN</strong></td>
</tr>
<tr>
<td><img src="image1" alt="" /></td>
</tr>
<tr>
<td><strong>I RIGHT TWINS GUN</strong></td>
</tr>
<tr>
<td><img src="image2" alt="" /></td>
</tr>
<tr>
<td><strong>I LEFT FLEX GUN</strong></td>
</tr>
<tr>
<td><img src="image3" alt="" /></td>
</tr>
<tr>
<td><strong>I RIGHT FLEX GUN</strong></td>
</tr>
<tr>
<td><img src="image4" alt="" /></td>
</tr>
<tr>
<td><strong>TRIPS LEFT GUN</strong></td>
</tr>
<tr>
<td><img src="image5" alt="" /></td>
</tr>
<tr>
<td><strong>TRIPS RIGHT GUN</strong></td>
</tr>
<tr>
<td><img src="image6" alt="" /></td>
</tr>
<tr>
<td><strong>GATOR (LEFT) GUN</strong></td>
</tr>
<tr>
<td><img src="image7" alt="" /></td>
</tr>
<tr>
<td><strong>GATOR (RIGHT) GUN</strong></td>
</tr>
<tr>
<td><img src="image8" alt="" /></td>
</tr>
<tr>
<td><strong>BUNCH LEFT GUN</strong></td>
</tr>
<tr>
<td><img src="image9" alt="" /></td>
</tr>
<tr>
<td><strong>BUNCH RIGHT GUN</strong></td>
</tr>
<tr>
<td><img src="image10" alt="" /></td>
</tr>
<tr>
<td>NASTY</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td>I LEFT</td>
</tr>
<tr>
<td>NEAR LEFT</td>
</tr>
<tr>
<td>FAR LEFT</td>
</tr>
<tr>
<td>STRONG LEFT</td>
</tr>
<tr>
<td>WEAK LEFT</td>
</tr>
<tr>
<td>TIGHT</td>
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</tbody>
</table>

**NASTY TIGHT FORMATIONS**

- NASTY I LEFT TIGHT
- NASTY I RIGHT TIGHT
- NASTY NEAR LEFT TIGHT
- NASTY NEAR RIGHT TIGHT
- NASTY FAR LEFT TIGHT
- NASTY FAR RIGHT TIGHT
- NASTY STRONG I LEFT TIGHT
- NASTY STRONG I RIGHT TIGHT
- NASTY WEAK I LEFT TIGHT
- NASTY WEAK I RIGHT TIGHT

Each formation is represented with circles, where the black circle represents the focus or central point.
NASTY FORMATIONS

NASTY I LEFT

NASTY NEAR LEFT

NASTY FAR LEFT

NASTY STRONG I LEFT

NASTY WEAK I LEFT

NASTY I RIGHT

NASTY NEAR RIGHT

NASTY FAR RIGHT

NASTY STRONG I RIGHT

NASTY WEAK I RIGHT
<table>
<thead>
<tr>
<th>FORMATIONS</th>
<th>WING</th>
<th>FORMATIONS</th>
<th>WING</th>
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<tbody>
<tr>
<td>I LEFT WING</td>
<td>WING</td>
<td>I RIGHT WING</td>
<td>WING</td>
</tr>
<tr>
<td>NEAR LEFT WING</td>
<td>WING</td>
<td>NEAR RIGHT WING</td>
<td>WING</td>
</tr>
<tr>
<td>FAR LEFT WING</td>
<td>WING</td>
<td>FAR RIGHT WING</td>
<td>WING</td>
</tr>
<tr>
<td>STRONG I LEFT WING</td>
<td>WING</td>
<td>STRONG I RIGHT WING</td>
<td>WING</td>
</tr>
<tr>
<td>WEAK I LEFT WING</td>
<td>WING</td>
<td>WEAK I RIGHT WING</td>
<td>WING</td>
</tr>
</tbody>
</table>
FORMATIONS

I LEFT SLOT

I RIGHT SLOT

NEAR LEFT SLOT

NEAR RIGHT SLOT

FAR LEFT SLOT

FAR RIGHT SLOT

STRONG I LEFT SLOT

STRONG I RIGHT SLOT

WEAK I LEFT SLOT

WEAK I RIGHT SLOT
<table>
<thead>
<tr>
<th>Unbalanced Formations</th>
<th></th>
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<tbody>
<tr>
<td><strong>RIGHT OVER</strong></td>
<td><strong>RED RIGHT GUN</strong></td>
</tr>
<tr>
<td><img src="Diagram1.png" alt="Diagram" /></td>
<td><img src="Diagram2.png" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>I RIGHT FLIP</strong></td>
<td><strong>I LEFT TWINS OVER</strong></td>
</tr>
<tr>
<td><img src="Diagram3.png" alt="Diagram" /></td>
<td><img src="Diagram4.png" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>TRIPS LEFT TIGHT</strong></td>
<td><strong>TRIPS RIGHT TIGHT OVER</strong></td>
</tr>
<tr>
<td><img src="Diagram5.png" alt="Diagram" /></td>
<td><img src="Diagram6.png" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>ACE (LEFT) OVER</strong></td>
<td><strong>SUPER I RIGHT</strong></td>
</tr>
<tr>
<td><img src="Diagram7.png" alt="Diagram" /></td>
<td><img src="Diagram8.png" alt="Diagram" /></td>
</tr>
<tr>
<td><strong>SUPER I RIGHT FLIP</strong></td>
<td><strong>TREY LEFT OVER GUN</strong></td>
</tr>
<tr>
<td><img src="Diagram9.png" alt="Diagram" /></td>
<td><img src="Diagram10.png" alt="Diagram" /></td>
</tr>
</tbody>
</table>
**SIMPLE PRACTICE**

**Y ROUTE**
- Block PSLB unless route called

**F ROUTE**
- Block PSLB unless route called

**TB ROUTE**
- Block WSLB unless route called

**PST**
- Big On Big

**PSG**
- Big On Big

**CENTER**
- Big On Big. Uncovered, slide strong, keep an eye on MLB or WSLB

**BSG**
- Backside Cup Protection - Inside Out

**BST**
- Backside Cup Protection - Inside Out

---

**SERIES**

- **100**
- **200,300**
- **400,500**
- **600,700**
- **800,900**

**MAX PROTECT**
- Block unless route called

---

**BLOCK**
- On special plays F and TB switch

---

Note: The diagram illustrates the positioning and movement of players in various series and situations.
<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>STOP</td>
<td></td>
<td>SLANT</td>
<td>OUT</td>
<td>CURL</td>
<td>DEEP OUT</td>
<td>SQUARE IN</td>
<td>CORNER</td>
<td>POST</td>
<td>UP OR STREAK</td>
</tr>
</tbody>
</table>

**ROUTE TREE**
**WITH AUXILLARY ROUTES**
31 TRAP

PST  PSLB
PSG  MLB OR BSLB
      INFLUENCE OUT BLOCK WITH A 2 TECH
CENTER BACKSIDE A GAP
      BSLB
BSG  TRAP 1ST MAN OUTSIDE CENTER
BST  MAN, ZONE, SLIP

X  STALK AND COVER
Y  ARC RELEASE
   1ST FORCE
F  MIDLINE PATH OFF OF CENTER CRACK
Z  GET TOUGH YARDS ON TRAP
   STALK AND COVER
QB  MIDLINE PATH. STEP AWAY
      CREATE MESH WITH FULLBACK...
      AUTOMATIC GIVE ON TRAP CALL
TB  MIRROR THE QB. RUN OPTION PATH

NASTY
LEFT
FAR

SPLIT COVER 1/3

4-3 COVER 2/4

50 COVER 1/3
32 TRAP

SPLIT COVER 1/3

SPLIT COVER 1/3

4-3 COVER 2/4

50 COVER 1/3
49 BUCK SWEEP

PST  COVERED BASE
     UNCOVERED, BLOCK DOWN

PSG  PULL DOWNHILL
     KICK OUT END

CENTER BACKSIDE A GAP
      BSLB

BSG  PULL DOWNHILL
     TURN UP ON GARBAGE

BST  MAN, ZONE, SLIP

X    ZONE TO LB

Y    BLOCK DOWN
     PSLB

F    TRAP PATH OFF OF CENTER CRACK
     CARRY OUT FAKE

Z    BASE BLOCK

QB   PLACE BUTT IN HOLE
     PLACE HAND IN BELLY OF FB
     GIVE BALL ON SWEEP TO TB
     CARRY OUT KEEPER/BOOT FAKE

TB   DROP STEP AND RUN SWEEP PATH

50 COVER 1/3
FAR WING LEFT

31 TRAP

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SPLIT COVER 1/3

PSG
PSLB
MLB OR BSLB
INFLUENCE OUT BLOCK WITH A 2 TECH

CENTER
BACKSIDE A GAP
BSLB

BSG
TRAP 1ST MAN OUTSIDE CENTER

BST
MAN, ZONE, SLIP

PST
PSLB

X
STALK AND COVER

Y
ARC RELEASE
1ST FORCE

F
TRAP PATH OFF OF CENTER CRACK
GET TOUGH YARDS ON TRAP

Z
BASE BLOCK

QB
PLACE BUTT IN HOLE
PLACE BALL IN BELLY OF FB
FAKE SWEEP TO TB
CARRY OUT KEEPER/BOOT FAKE

TB
DROP STEP AND RUN SWEEP PATH

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4-3 COVER 2/4

50 COVER 1/3

FAR WING LEFT

31 TRAP

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SPLIT COVER 1/3

PSG
PSLB
MLB OR BSLB
INFLUENCE OUT BLOCK WITH A 2 TECH

CENTER
BACKSIDE A GAP
BSLB

BSG
TRAP 1ST MAN OUTSIDE CENTER

BST
MAN, ZONE, SLIP

PST
PSLB

X
STALK AND COVER

Y
ARC RELEASE
1ST FORCE

F
TRAP PATH OFF OF CENTER CRACK
GET TOUGH YARDS ON TRAP

Z
BASE BLOCK

QB
PLACE BUTT IN HOLE
PLACE BALL IN BELLY OF FB
FAKE SWEEP TO TB
CARRY OUT KEEPER/BOOT FAKE

TB
DROP STEP AND RUN SWEEP PATH

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4-3 COVER 2/4

50 COVER 1/3
**46 COUNTER**

- **FAR RIGHT WING**

- **SPLIT COVER 1/3**

---

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**PST** - MAN ON INSIDE  
**PSG** - MAN ON INSIDE  
**CENTER** - MAN ON BACKSIDE A, B, C GAP  
**BSG** - PULL AND KICK OUT OR LOG END  
**BST** - PULL AND TURN UP ON LB OR GARBAGE

**X** - ZONE TO HOLE  
**Y** - ARC RELEASE TO 1ST FORCE AND FS  
**F** - REPLACE GUARD AND PLUG BACKSIDE  
**Z** - BASE OUTSIDE SUPPORT  
**QB** - OPEN AND FAKE BASE, SEE THE BALL INTO THE TB BELLY, CARRY OUT BOOT  
**TB** - FAKE TOSS, COUNTER BACK TO PLAY SIDE

---

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**4-3 COVER 2/4**

**50 COVER 1/3**
45 COUNTER

SPLIT COVER 1/3

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PST  MAN ON INSIDE
PSG  MAN ON INSIDE
CENTER  MAN ON BACKSIDE A,B,C GAP
BSG  PULL AND KICK OUT OR LOG END
BST  PULL AND TURN UP ON LB OR GARBAGE
X  ZONE TO HOLE
Y  ARC RELEASE TO 1ST FORCE AND FS
F  REPLACE GUARD AND PLUG BACKSIDE
Z  BASE OUTSIDE SUPPORT
QB  OPEN AND FAKE BASE, SEE THE BALL INTO THE TB BELLY, CARRY OUT BOOT
TB  FAKE TOSS, COUNTER BACK TO PLAY SIDE

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4-3 COVER 2/4

50 COVER 1/3
# 25 CAKE KEEP

**Diagram**

[Split Cover 1/3]

**Player Assignments**

<table>
<thead>
<tr>
<th>Player</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>PST</td>
<td>MAN ON INSIDE</td>
</tr>
<tr>
<td>PSG</td>
<td>MAN ON INSIDE</td>
</tr>
<tr>
<td>CENTER</td>
<td>MAN ON BACKSIDE A,B,C GAP</td>
</tr>
<tr>
<td>BSG</td>
<td>PULL AND KICK OUT OR LOG END</td>
</tr>
<tr>
<td>BST</td>
<td>BASE BLOCK</td>
</tr>
</tbody>
</table>

**Key Plays**

- **X**: ZONE TO HOLE
- **Y**: ARC RELEASE TO 1ST FORCE AND FS
- **F**: REPLACE GUARD AND PLUG BACKSIDE
- **Z**: DROP STEP
- **QB**: REVERSE OUT
- **TB**: FAKE TOSS

**Notes**

- BASE BLOCK FAKE TOSS
- MIRROR QB
- FAKE SWEEP
- FAKE INSIDE HANDOFF TO Z
- OPTION OFF OF EDGE
- 25 CAKE KEEP
- FAR
- NASTY
- RIGHT

**Links**

- www.powerpointplaybook.com

---

[Split Cover 1/3]

[Split Cover 2/4]

[50 Cover 1/3]
25 CAKE

SPLIT COVER 1/3

PST  MAN ON INSIDE
PSG  MAN ON INSIDE
CENTER MAN ON BACKSIDE A,B,C GAP
BSG  PULL AND KICK OUT OR LOG END
BST  BASE BLOCK

X ZONE TO HOLE
Y ARC RELEASE TO 1ST FORCE AND FS
F REPLACE GUARD AND PLUG BACKSIDE
Z DROP STEP
ATTACK DOWNHILL
FOLLOW GUARD
QB REVERSE OUT
FAKE SWEEP
INSIDE HANDOFF TO Z
TB FAKE TOSS

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ZOOM 34 LEAD KEEP

SPLIT COVER 1/3

PST  COMBO WITH GUARD, COVERED BLOCK BASE
      LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG  COMBO WITH TACKLE, BASE

CENTER BASE, FOLD WITH BSG WITH A 1,
       ZONE IF UNCOVERED

BSG  ZONE TO HOLE

BST  ZONE TO HOLE

X    BASE, STEP WITH INSIDE FOOT
     OUT CALL VS A 7 TECH

Y    ZONE TO HOLE

F    SLIDE STEP AND RUN LEAD PATH BEHIND T

Z    STALK AND COVER

QB   REVERSE OUT AND GET BALL TO FB.
     RUN OPTION PATH
     PITCH OFF OF EDGE

TB   LEAD ON PSLB

FAR NASTY LEFT

4-3 COVER 2/4

50 COVER 1/3

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ZOOM 34 LEAD

SPLIT COVER 1/3

FS

C

C

B

B

B

B

E

T

T

E

B

B

B

E

T

T

E

C

C

FS

PST  COMBO WITH GUARD, COVERED BLOCK BASE
LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG  COMBO WITH TACKLE, BASE

CENTER  BASE, FOLD WITH BSG WITH A 1,
ZONE  IF UNCOVERED

BSG  ZONE TO HOLE

BST  ZONE TO HOLE

X  BASE, STEP WITH INSIDE FOOT
OUT CALL VS A 7 TECH

Y  ZONE TO HOLE

F  SLIDE STEP AND RUN LEAD PATH BEHIND T

Z  STALK AND COVER

QB  REVERSE OUT AND GET BALL TO FB.
RUN OPTION PATH

TB  LEAD ON PSLB

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4-3 COVER 2/4

50 COVER 1/3
ZOOM 33 LEAD KEEP

---

**PST**  COMBO WITH GUARD, COVERED BLOCK BASE, LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

**PSG**  COMBO WITH TACKLE, BASE

**CENTER**  BASE, FOLD WITH BSG WITH A 1, ZONE IF UNCOVERED

**BSG**  ZONE TO HOLE

**BST**  ZONE TO HOLE

**X**  BASE, STEP WITH INSIDE FOOT, OUT CALL VS A 7 TECH

**Y**  ZONE TO HOLE

**F**  SLIDE STEP AND RUN LEAD PATH BEHIND T

**Z**  STALK AND COVER

**QB**  REVERSE OUT AND GET BALL TO FB, RUN OPTION PATH, PITCH OFF OF EDGE

**TB**  LEAD ON PSLB

---

4-3 COVER 2/4

50 COVER 1/3
ZOOM 33 LEAD

- SPLIT COVER 1/3

- BASE, STEP WITH INSIDE FOOT OUT CALL VS A 7 TECH
- LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH
- COMBO WITH GUARD, COVERED BLOCK BASE
- COMBO WITH TACKLE, BASE
- BASE, FOLD WITH BSG WITH A 1, ZONE IF UNCOVERED
- ZONE TO HOLE
- ZONE TO HOLE
- STALK AND COVER
- REVERSE OUT AND GET BALL TO FB, RUN OPTION PATH
- LEAD ON PSLB

PST
PSG
CENTER
BSG
BST
X
Y
Z
QB
TB

4-3 COVER 2/4
50 COVER 1/3
24 CAKE KEEP

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- SPLIT COVER 1/3

PST  MAN ON INSIDE
PSG  MAN ON INSIDE
CENTER  MAN ON BACKSIDE A,B,C GAP
BSG  PULL AND KICK OUT OR LOG END
BST  BASE BLOCK

X   ZONE TO HOLE
Y   ARC RELEASE TO 1ST FORCE AND FS
F   REPLACE GUARD AND PLUG BACKSIDE
Z   DROP STEP
   ATTACK DOWNHILL
   FOLLOW GUARD
QB  REVERSE OUT
   FAKE SWEEP
   FAKE INSIDE HANDOFF TO Z
   OPTION OFF OF EDGE
TB  FAKE TOSS
   MIRROR QB
24 CAKE

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SPLIT COVER 1/3

PSG CENTER BSG BST

PST PSN CENTER BSG BST

MAN ON INSIDE MAN ON INSIDE MAN ON BACKSIDE A,B,C GAP PULL AND KICK OUT OR LOG END BASE BLOCK

X Y F Z QB TB

ZONE TO HOLE ARC RELEASE TO 1ST FORCE AND FS REPLACE GUARD AND PLUG BACKSIDE DROP STEP ATTACK DOWNHILL FOLLOW GUARD REVERSE OUT FAKE SWEEP INSIDE HANDOFF TO Z FAKE TOSS

24 CAKE

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4-3 COVER 2/4

50 COVER 1/3

24 CAKE

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4-3 COVER 2/4

50 COVER 1/3
NEAR RIGHT WING 34 BASE

SPLIT COVER 1/3

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PST  ZONE STEP TO THE HOLE AND GET VERTICAL
PSG  ZONE STEP TO THE HOLE AND GET VERTICAL
CENTER  MAN, ZONE, SLIP
BSG  MAN, ZONE, SLIP
BST  MAN, ZONE, SLIP
X  BASE BLOCK
Y  ZONE STEP TO THE HOLE AND GET VERTICAL
F  VEER PATH. TOUGH YARDS.
Z  BASE BLOCK
QB  BASE MESH
    SELL COUNTER
    CARRY OUT BOOT
TB  COUNTER AWAY FROM PLAY
    GREAT PATH

4-3 COVER 2/4

50 COVER 1/3

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NEAR LEFT WING TIGHT

33 BASE

SPLIT COVER 1/3

PSG CENTER BSG BST

PST ZONE STEP TO THE HOLE AND GET VERTICAL
PSG ZONE STEP TO THE HOLE AND GET VERTICAL
CENTER MAN, ZONE, SLIP
BSG MAN, ZONE, SLIP
BST MAN, ZONE, SLIP

X BASE BLOCK
Y ZONE STEP TO THE HOLE AND GET VERTICAL
F VEER PATH. TOUGH YARDS.
Z BASE BLOCK
QB BASE MESH SELL COUNTER CARRY OUT BOOT
TB COUNTER AWAY FROM PLAY GREAT PATH

4-3 COVER 2/4

50 COVER 1/3
609 X FOLLOW

SPLIT COVER 1/3

SPECIAL NOTES:
GOOD VS MAN OR ZONE
KILLS COVER 1 OR 3

PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT
QB  PRE-SNAP READ. READ OLB
TB  SWING

FOLLOW X
SLOW PLAY...FIND THE SEAM
VS. MAN CROSS HIS FACE
BACKSIDE POST
PROTECT
GO
508

SPLIT COVER 1/3

PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

RAIL WILL USUALLY BE OPEN

BIG PLAY
SPECIAL NOTES:

GOOD VS MAN OR ZONE
READ DEEP TO SHALLOW PROGRESSION
BIG PLAY
SPLİT COVER 1/3

SPECIAL NOTES:
GOOD VS MAN OR ZONE
SPLIT COVER 1/3

PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT

X  POST
Y  CURL
F  PROTECT
Z  OUT
QB  READ OLB AND CORNER
TB  PROTECT

SPECIAL NOTES:
GOOD VS MAN OR ZONE
SPLIT COVER 1/3

**SPECIAL NOTES:**

GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE

READ DEEP TO SHALLOW PROGRESSION

BIG PLAY
434 FLOOD

SPLIT COVER 1/3

SPECIAL NOTES:

GOOD VS MAN OR ZONE

PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT
X    DRAG
Y    CORNER/FLAG
F    FAKE
Z    PROTECT
QB   FAKE
     READ DEEP TO SHALLOW AND CORNER
TB   OUT

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SPECIAL NOTES:

GOOD VS MAN OR ZONE

RAIL WILL USUALLY BE OPEN

BIG PLAY
**SPECIAL NOTES:**

- **GOOD VS MAN OR ZONE**
- **READ DEEP TO SHALLOW PROGRESSION**
- **BIG PLAY**
404 RAIL

SPECIAL NOTES:
GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE

READ DEEP TO SHALLOW PROGRESSION

BIG PLAY
90 FLOOD

SPLIT COVER 1/3

PST  BIG ON BIG
PSG  BIG ON BIG
CENTER  BIG ON BIG
BSG  BACKSIDE CUP PROTECTION - INSIDE OUT
BST  BACKSIDE CUP PROTECTION - INSIDE OUT

X  DRAG
Y  CORNER/FLAG
F  PROTECT
Z  OUT
QB  READ DEEP TO SHALLOW AND CORNER
TB  OUT

SPECIAL NOTES:

GOOD VS MAN OR ZONE
80 FLOOD

SPECIAL NOTES:
GOOD VS MAN OR ZONE

PST    BIG ON BIG
PSG    BIG ON BIG
CENTER BIG ON BIG
BSG    BACKSIDE CUP PROTECTION - INSIDE OUT
BST    BACKSIDE CUP PROTECTION - INSIDE OUT

X      DRAG
Y      CORNER/FLAG
F      PROTECT
Z      OUT
QB     READ DEEP TO SHALLOW AND CORNER
TB     OUT
SPECIAL NOTES:

GOOD VS MAN OR ZONE
SPECIAL NOTES:
GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE
SPECIAL NOTES:

GOOD VS MAN OR ZONE
WEAK 1 LEFT TWINS

SPECIAL NOTES:

GOOD VS MAN OR ZONE
KILLS COVER 1 OR 3
SPECIAL NOTES:

GOOD VS MAN OR ZONE
NASTY
FAR
RIGHT

535 CHOICE

SPECIAL NOTES:

GOOD VS MAN OR ZONE

READ DEEP TO SHALLOW PROGRESSION

BIG PLAY

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SPECIAL NOTES:

GOOD VS MAN OR ZONE

RAIL WILL USUALLY BE OPEN

BIG PLAY
Coaching Headquarters

- Playbooks
- Drills
- Resources
- Articles
- Motivation