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# ***The DC Wing T and Pistol Offense***

***Merging Two Unique Systems into a Fun  
and Effective Youth Offense***

## Merging the DC Wing T and Pistol

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### ***Merging Two Unique Systems into a Fun and Effective Youth Offense***

During the 2006 season we experimented with some simple shotgun formations to try and help our 9 year old QB, who had a difficult time all year with the basic techniques in the DC Wing T. He was so pre-occupied with snap count cadence...reverse pivot footwork...roll out technique, etc. that on any given possession we were guaranteed to muff a snap from center that either killed a drive or resulted in a turnover. By midway through the season we began to look for something...anything, that would give him less to think about so that he could keep focused. As it turned out, moving him back to 4 yards and direct snapping the ball seemed to be the answer. Fortunately we had a center who could make the direct snap. The QB's play improved, he had a lot more fun, we were able to maintain possession and for some reason all our base plays seemed to develop noticeably quicker. The bottom line was we played better offensive football.

That started me thinking about how to build a comprehensive direct snap offense in with the DC Wing T. I also had become really interested in the Nevada Pistol concept and thought there might some potential for blending the two.

The goals in putting it together were:

1. Keep it simple for youth players to learn.
2. Keep it simple to teach.
3. Where possible, utilize a zone blocking scheme for the base plays in the offense.
4. Create a lot of visual variety without a lot of execution variety.

The goal was to find a way to put the two systems together as seamlessly as possible and sacrifice nothing for either one. One of the keys to the effectiveness of the DC Wing T is the ability to get into so many different looks by moving the backs and ends around with pretty simple and direct terminology. We want to do the same thing in the DC Pistol and we can with little or no change. ***(I am still experimenting with a little different terminology to name formations and would be interested in some input from you guys.)***

Even with a direct snap alignment and more use of spread type formations, this is still primarily a running offense built on much of the same platform as last years DC Wing T. If we find out we have the ability to pass the ball, there is plenty of opportunity to do that as well.

The major change is in using a simple zone blocking scheme for much of the offense. There are some adjustments we will have to make and different techniques for linemen and backs to learn. If we are all on the same page from the start, then we have a good chance to make it work.

# Play Calling

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For a lot of reasons we want to keep play calling as condensed as possible. It saves time and it is easier for kids to remember.

## Calling a Play in the Huddle

A play call has several parts:

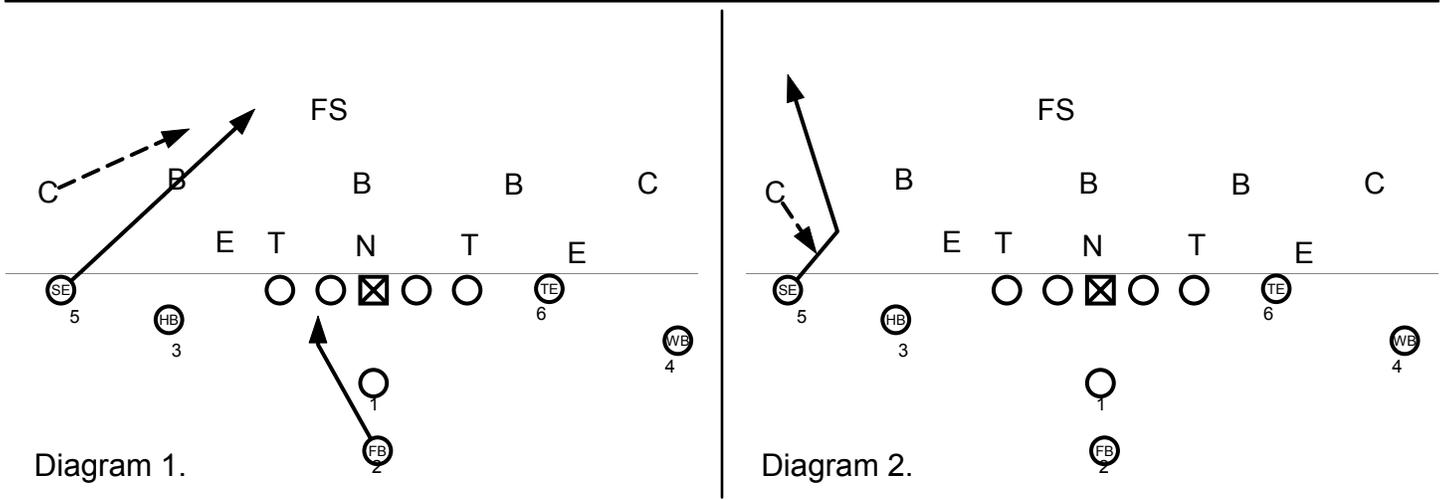
1. Formation
2. Motion if any
3. Ball Carrier and POA
4. Blocking and/or other ques.

## Snap Count

Ready...Down...Set (motion back goes in motion)...Hut 1...Hut 2...Hut 3...

As an alternative to go on a quicker count we will call the snap on "DOWN". The "Ready" call gives our O-Line the ability to time the snap and get off quicker to get a greater advantage over the defense.

## The Split End



The SE's Advantage

The advantage the SE has is that he will almost never be asked to block a defender aligned directly in front of him. He will always have the angle advantage. On running plays to his side (Diagram 1.) the SE is track blocking to the "nearest deepest defender" (FS) and will "crack" the linebacker (B1) along the way if he can. The cornerback (C) in front of our SE is now placed in conflict. If he covers the SE for pass, then not only will the SE crack block B1 and then stalk FS next, but the corner will also be taken out of the play too by chasing him. One offensive player has just taken out three defensive players!

But if the corner sits and plays run (Diagram 2.) , the SE's pass route starts out identical to his track block route, but he will break off and he'll come open for a pass. The corner is placed in conflict, whatever he does is wrong.

On running plays away from his side, the SE will run a simple post route. Eventually he will come open for a big reception down the middle of the field, behind the Safety who will have begun to cheat up to help out with run support.

## Blocking Rules

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This is Coach Zack's territory so until we can get together, I am just showing a basic outside zone scheme. Other schemes require a few adjustments. Basically we will ask our linemen to learn six different schemes:

1. Zone
2. Power
3. Stretch
4. Speed
5. Counter
6. Trap

This also means that we have basically 6 running plays...keeping the offense pretty simple. However with different formations and different backs carrying the ball, it can look a lot more complicated to a defensive coordinator.

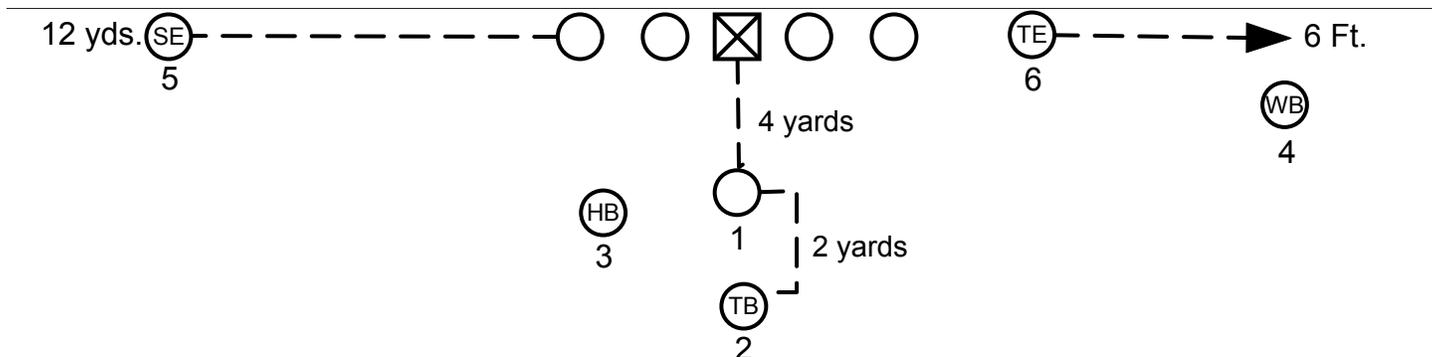




## DC Pistol Base Formation

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### "RAM" Base Formation



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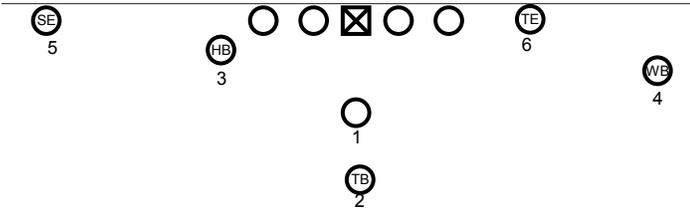
The spacing changes a little bit for the QB, HB and TB. The QB is in PISTOL, 4 yards deep and feet parallel. TB stays behind the QB but moves back to 2 yards from the QB. This keeps him in position to be primarily a downhill runner, which is his main roll in the DC Wing T. Both the HB and TB are in a 2-point stance. The HB is on the inside leg of the OT and about half a yard behind the QB.

The PISTOL positioning of the QB makes him more of a threat as a runner and if he can pass and you have a couple of kids who can catch, you are in business. His vision is better...he isn't distracted by his drop or rollout technique and he can make quicker decisions. We saw this to be the case last year when we toyed with a PISTOL formation. We will teach our QB a "midline" footwork technique that is explained on the next page.

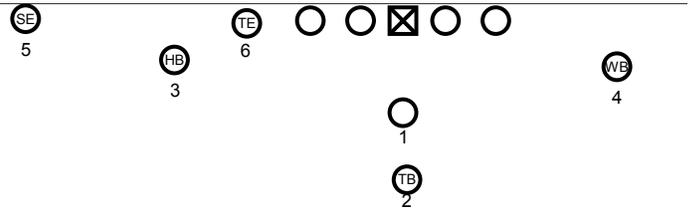
The diagrams on the following pages do a better job of explaining and illustrating some of the different formation options.

# DC Pistol Formations

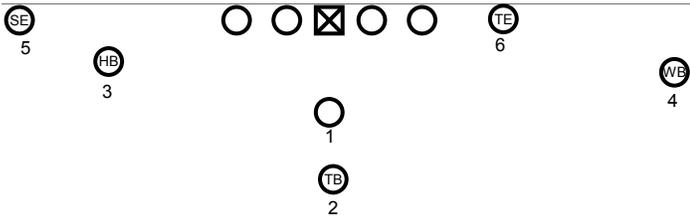
Wing



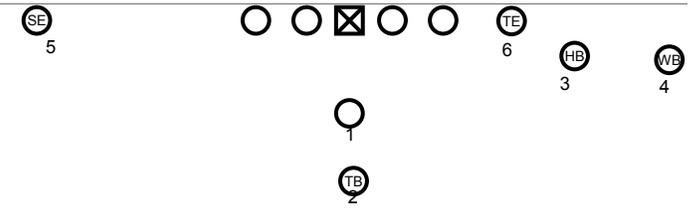
TE Over (6 Over)



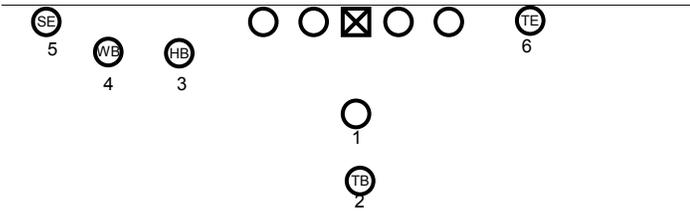
Slot



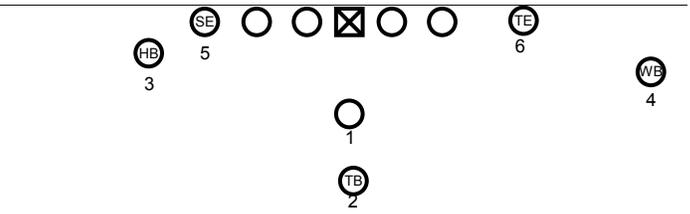
HB Over (3 Over)



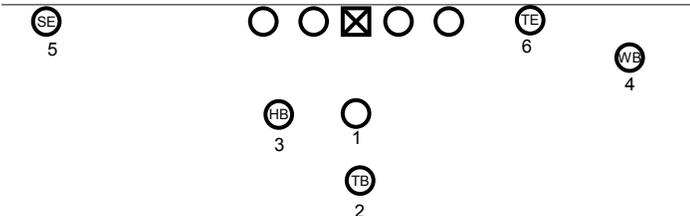
WB Over (4 Over)



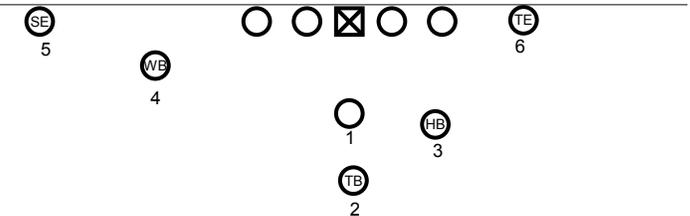
5 Tight



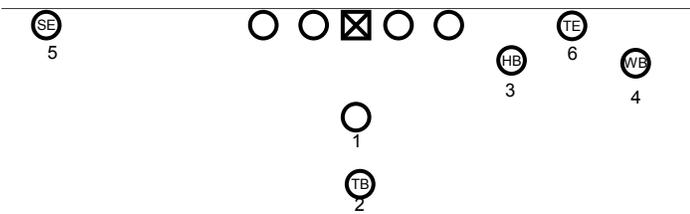
Ram



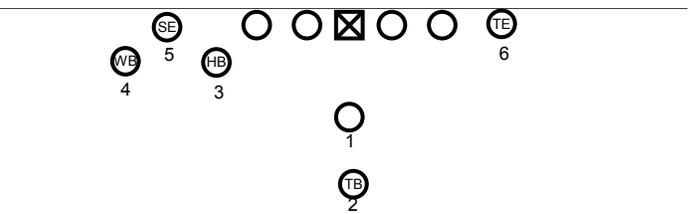
Ram Over



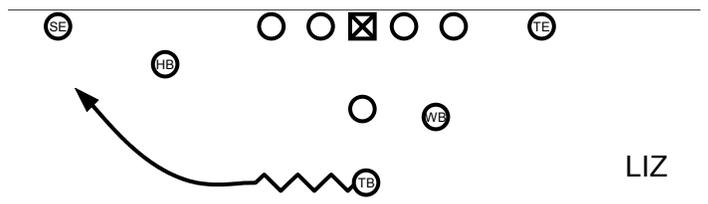
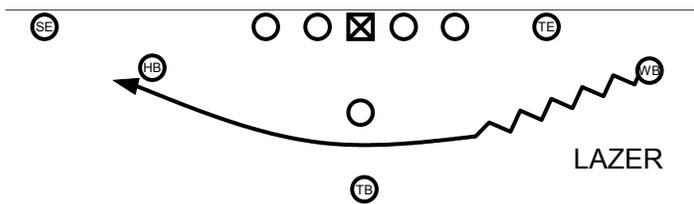
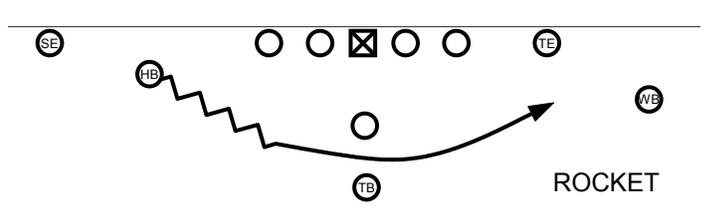
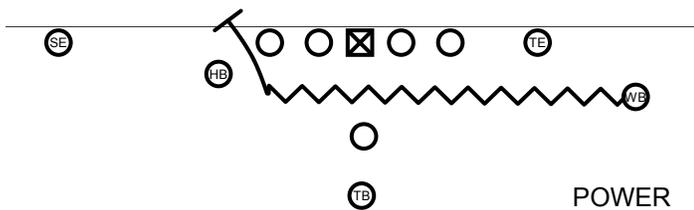
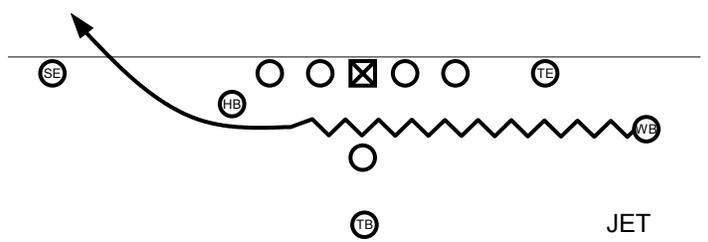
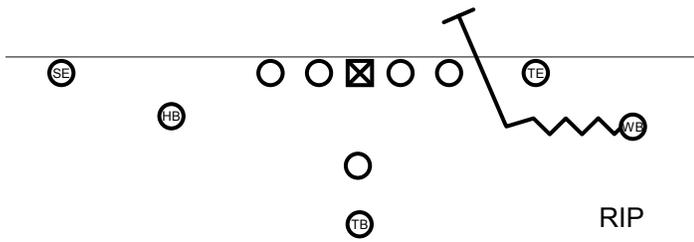
Bunch Right



Bunch Left



## Motion in the DC Pistol



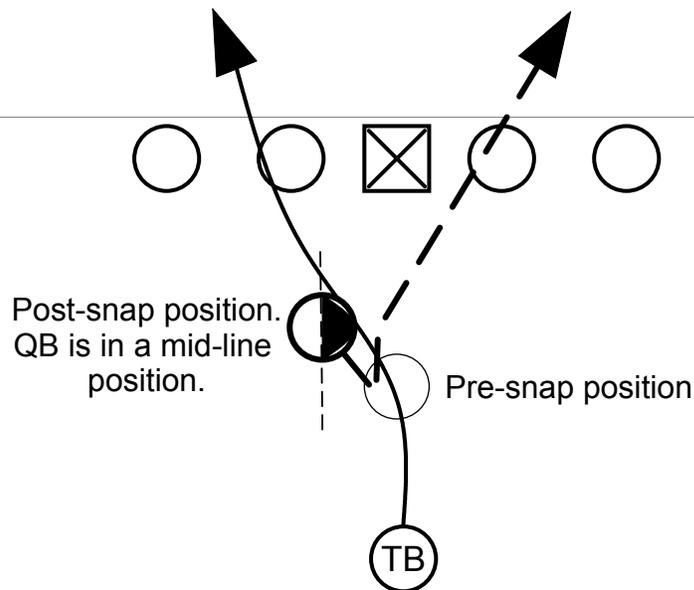
Motion remains a key feature in the offense. The WB will still be the primary motion back in the offense but there are possibilities for utilizing motion by the HB and TB.

We also want the advantage that going on 1st sound gives, especially when throwing a different look at the defense than what they may have seen for the last several plays. While they are "thinking", we want to snap on 1st sound.

Any play called on 1st sound..."GO"... automatically means there is no motion.

## QB and FB Footwork in the GUN

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The QB's footwork will be different when running from the PISTOL formation causing him to end up in a mid-line position with his back to playside. After handing off he will attack the A-B gap on the backside of the play. The sequence is as follows:

1. As he is receiving the snap he will jab step forward and at about 45 degrees with his playside foot.
2. He will step back with the other foot so that he is now perpendicular with the LOS...eyes on the backside DE.
3. Get the ball out and back at least even with his hip. We want him to mesh with the TB and ride him through to just past parallel with LOS before handing off.
4. Fake keeping the ball and attack the A-B gap.

The TB also has a different track from the PISTOL when running his dive and power plays. At the snap he will take a backwards hitch step for timing purposes and then run straight at the playside A gap. After receiving the handoff he will make a quick move to adjust to where the hole is opening and then get as verticle as possible into the called POA.

Shown above would be 23 ZONE.

*If this type of exchange tecnique proves to be too difficult, we can revert to a conventional handoff technique. We will need to try opening to playside as well as reverse pivot to determine how the timing works best.*

## Zone Plays

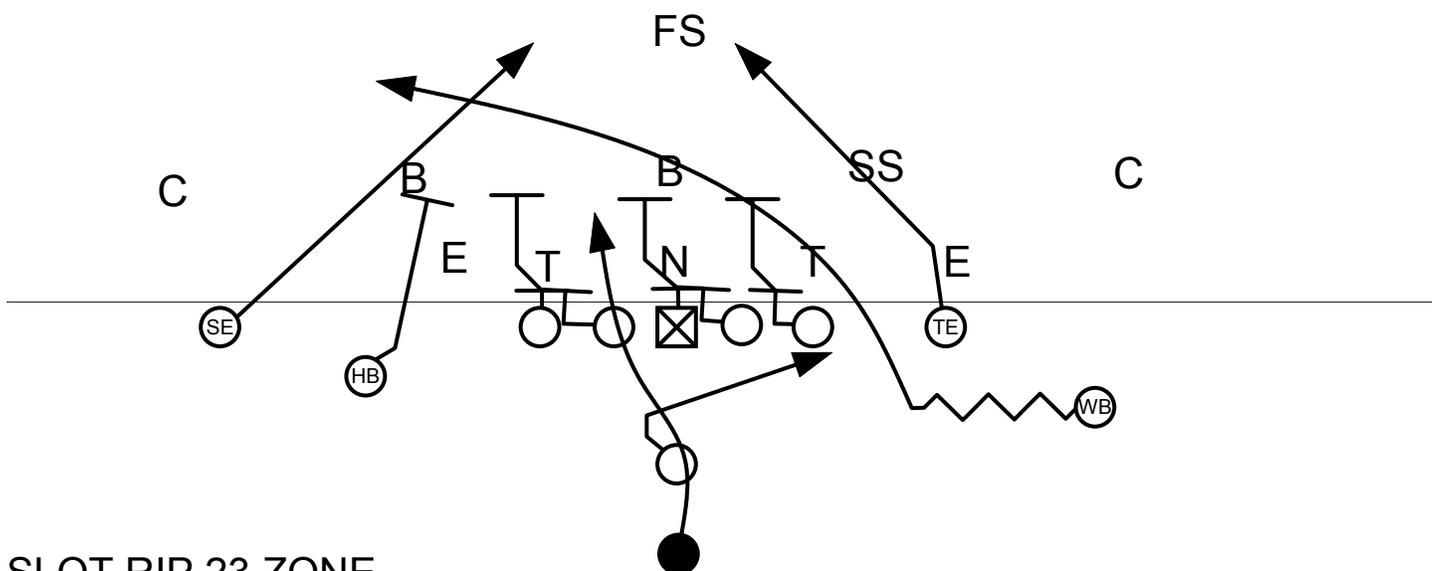
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With the introduction of the Pistol one-back alignment our TB really needs to be more of a Tailback type but we will continue to tag him as our TB, mainly to keep consistent with last year. He will continue to be the workhorse of the offense.

The Zone plays to the TB and even the HB will be the staple of the offense. Success with these plays will open up the QB as another running offensive weapon and also set-up the Sweeps and Speed plays which were so successful last year.

The TB Zone plays, in particular, can be run from virtually any formation making it more difficult for defenses to scout and scheme for what they think they see.

## 23 ZONE



### SLOT RIP 23 ZONE

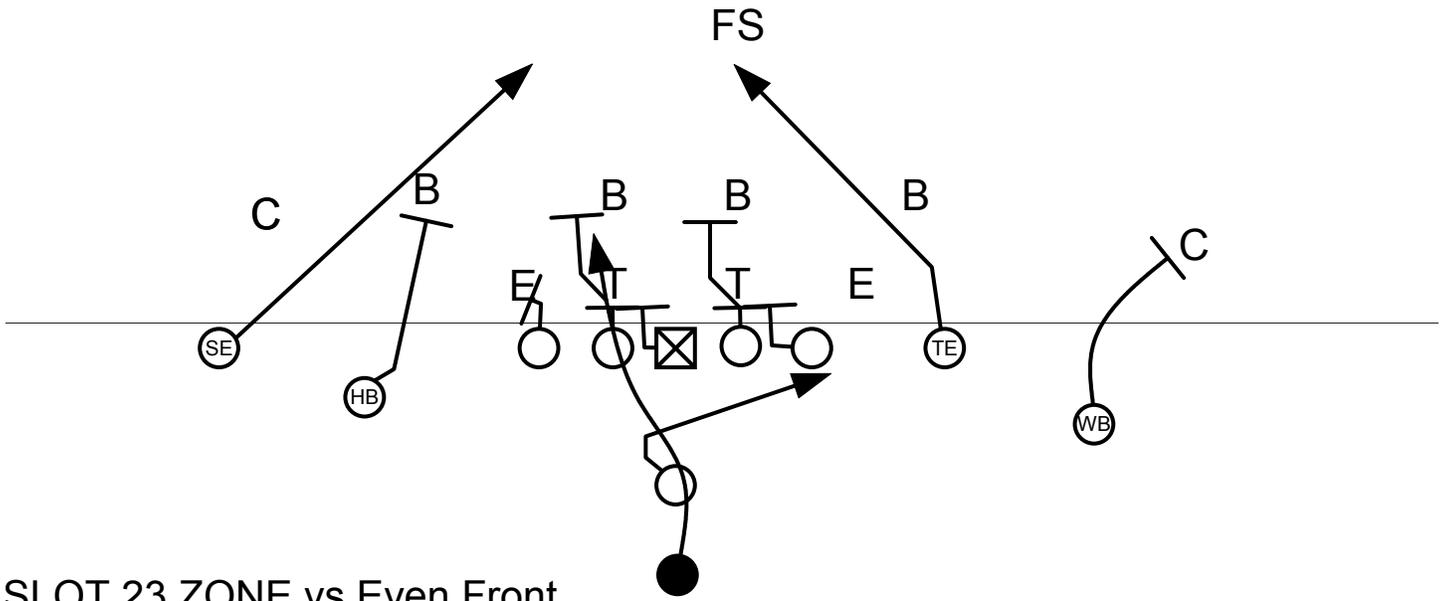
Position	Playside	Backside
Split End (5)	Post and help with any defender in your path.	
Left Tackle	Outside Zone	
Left Guard	Outside Zone	
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle		Cut-off
Tight End (6)		Post

Quarterback (1)	Tailback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to FB and attack the B-C gap.	Aim for outside leg of C. Take handoff and read OL blocks. Make one cut if necessary then GO!	Release inside and turn the DE out.	Lazer motion...fake receiving a pitch from the QB.

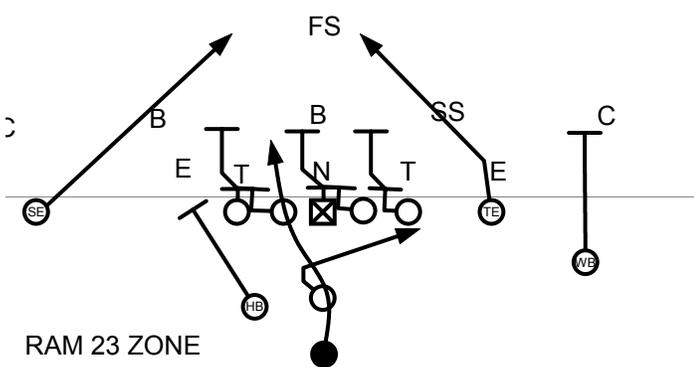
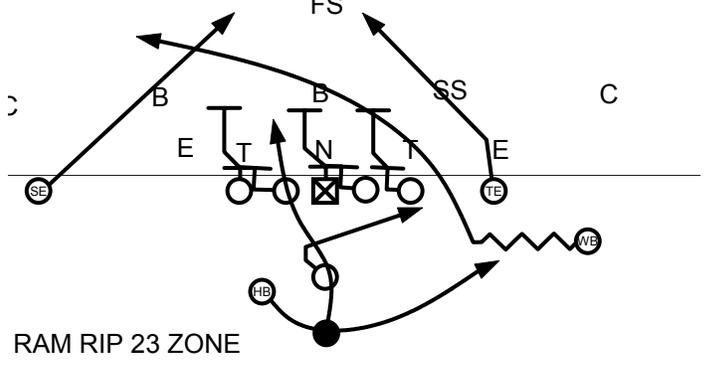
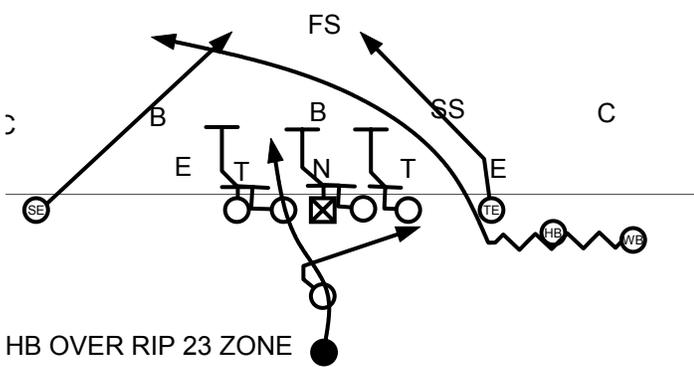
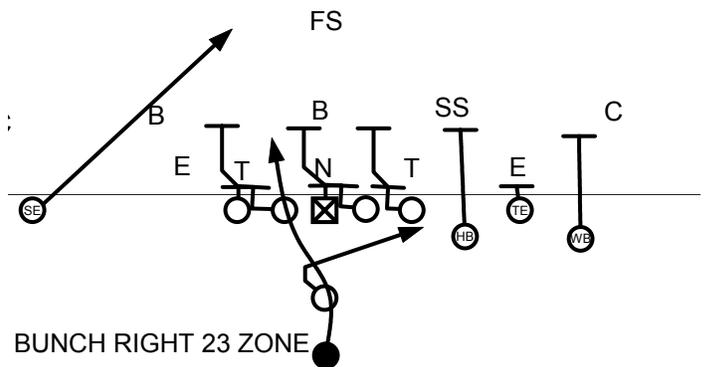
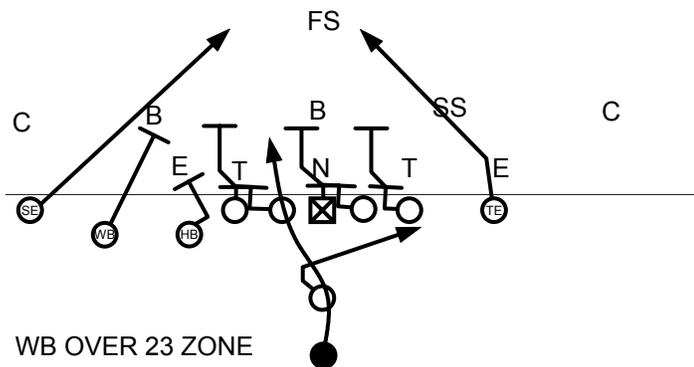
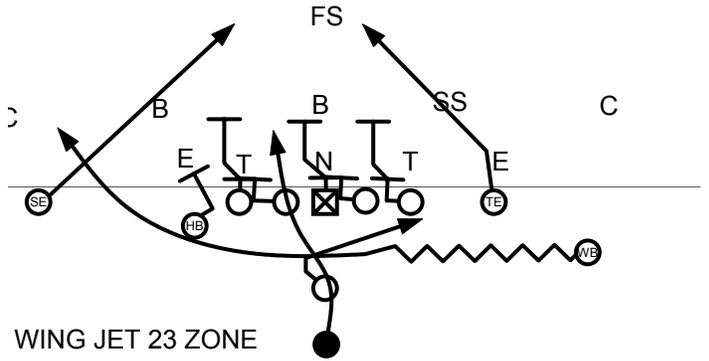
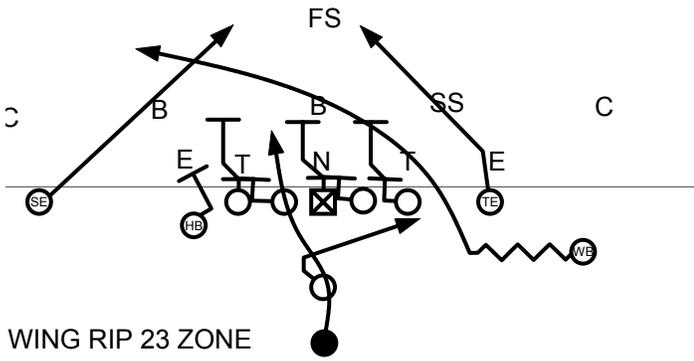
#### Coaches Notes:

1. FB's ability to find the running lane somewhere between Center and Tackle is the key

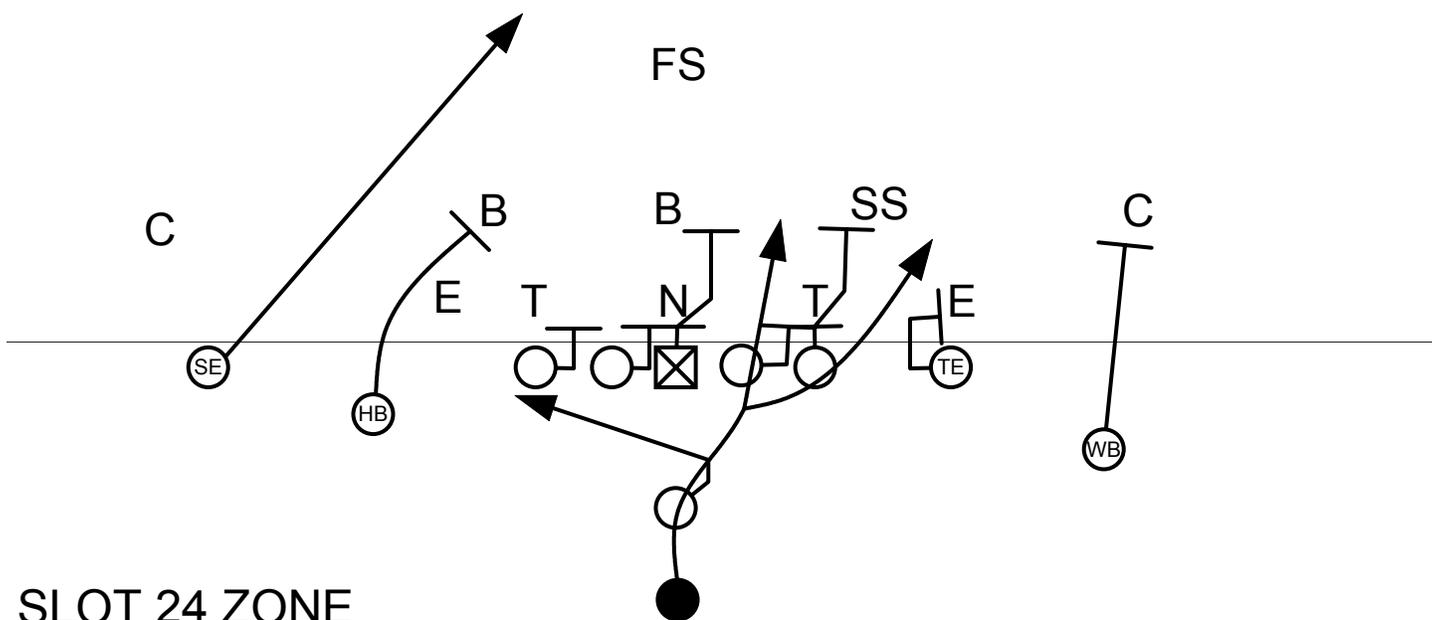
# 23 ZONE vs. Even Front



# 23 ZONE from Multiple Formations



## 24 ZONE



### SLOT 24 ZONE

Position	Playside	Backside
Split End (5)		Post route
Left Tackle		Cutoff
Left Guard		Outside Zone
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle	Outside Zone	
Tight End (6)	Zone step. Turn DE outside.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to FB and attack the backside B-C gap.	Aim for playside leg of C. Take handoff and read OL blocks. Make one cut if necessary then GO!	Release inside the DE. Cutoff the 1st defender.	No motion. Stalk and the block th CB.

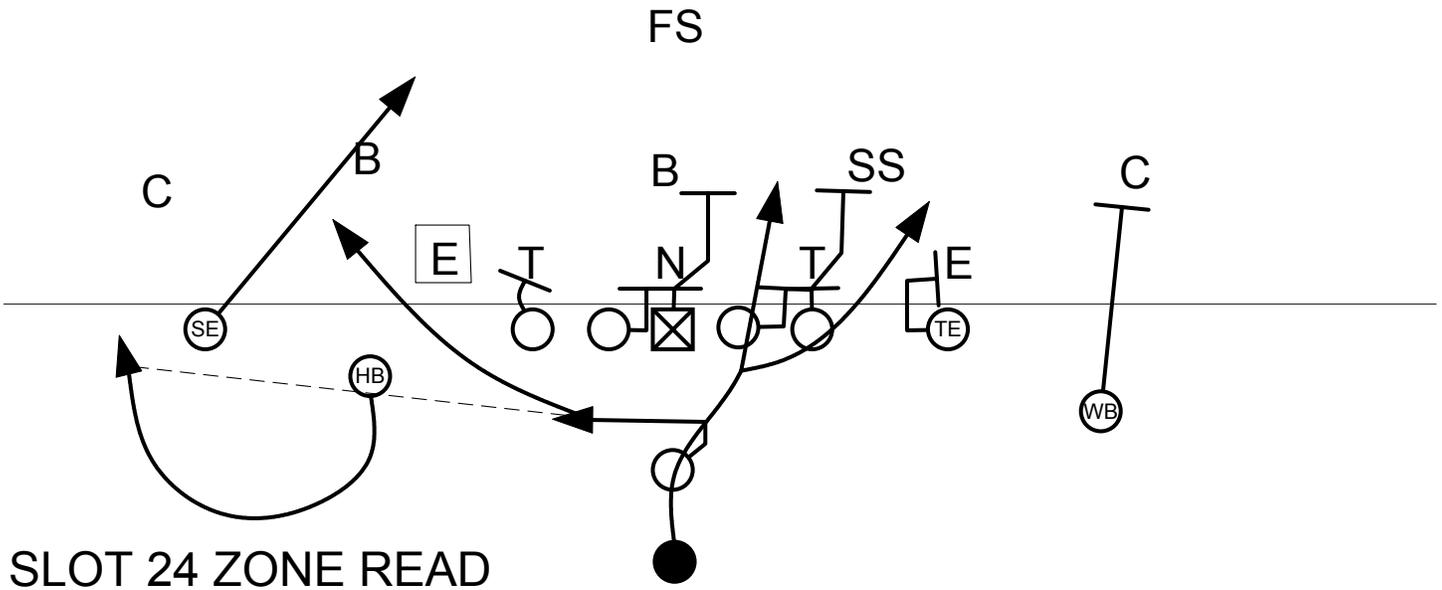
#### Coaches Notes:

1. FB's ability to find the running lane somewhere between Center and Tackle is the key. The lane could also be farther outside so FB must make a quick decision then GO!



## SLOT 24 ZONE READ vs. Odd Front

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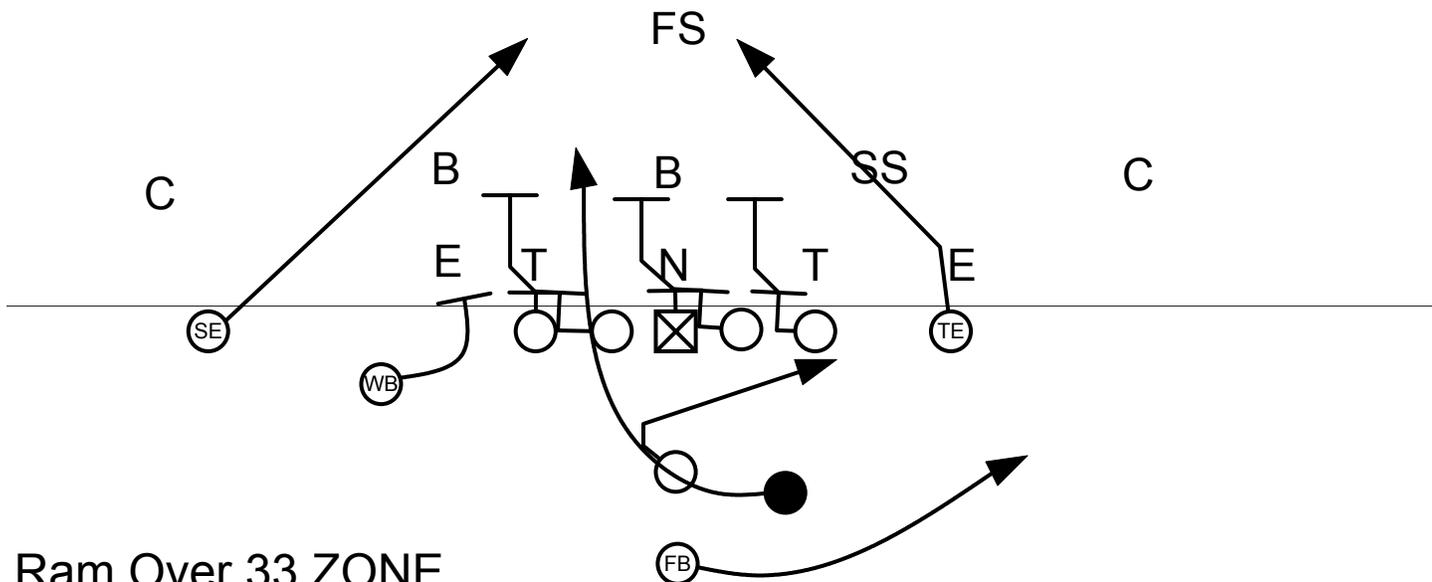


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The ZONE READ may be a little optimistic but if we have QB that can handle it, it should be a great play. The play will always include the BUBBLE MOTION to influence the defender assigned to cover the motion back. The changes are that the QB has the option to pull the ball and keep it or throw to the motion back.



## 33 ZONE



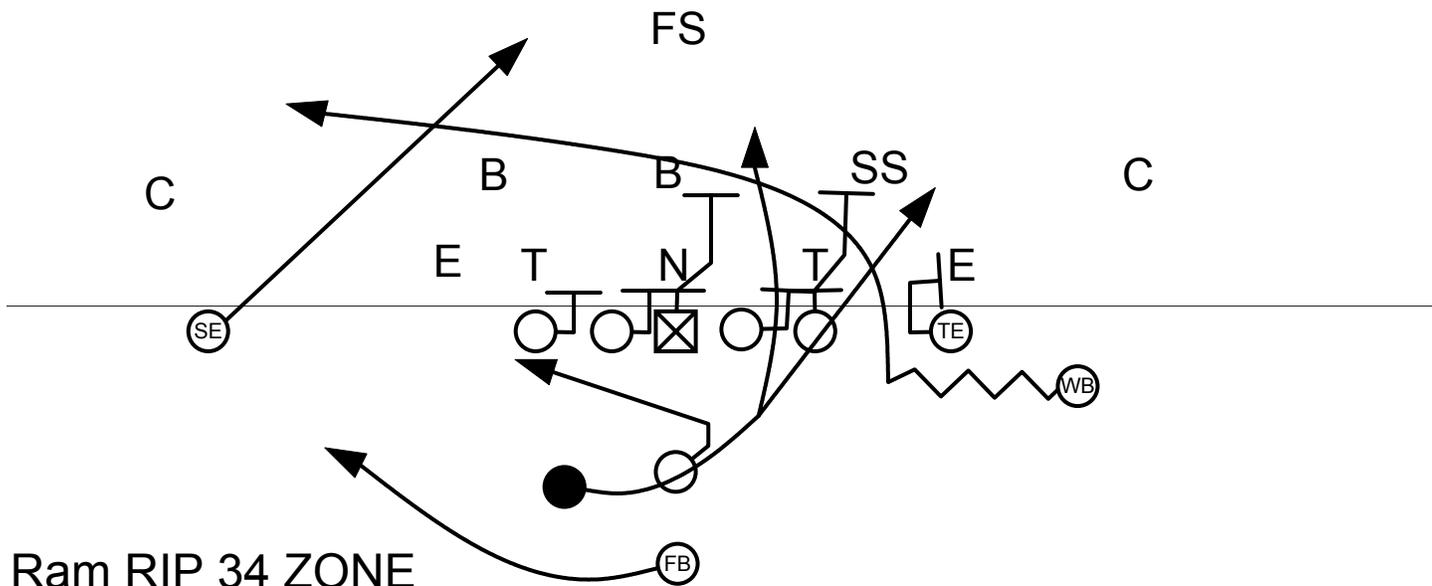
### Ram Over 33 ZONE

Position	Playside	Backside
Split End (5)	Post and help with any defender in your path.	
Left Tackle	Outside Zone	
Left Guard	Outside Zone	
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle		Cut-off
Tight End (6)		Post

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to HB and attack the B-C gap.	Run pitch route.	Aim for outside leg of OT. Take handoff and read OL blocks. Make one cut if necessary then GO!	Release inside and turn DE out.

Coaches Notes:

## 34 ZONE



Ram RIP 34 ZONE

Position	Playside	Backside
Split End (5)		Post route
Left Tackle		Cutoff
Left Guard		Outside Zone
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle	Outside Zone	
Tight End (6)	Zone step. Turn DE outside.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to HB and attack the backside B-C gap.	Run pitch route.	Aim for playside leg of OT. Take handoff and read OL blocks. Make one cut if necessary then GO!	Base motion. Run crossing route.

Coaches Notes:

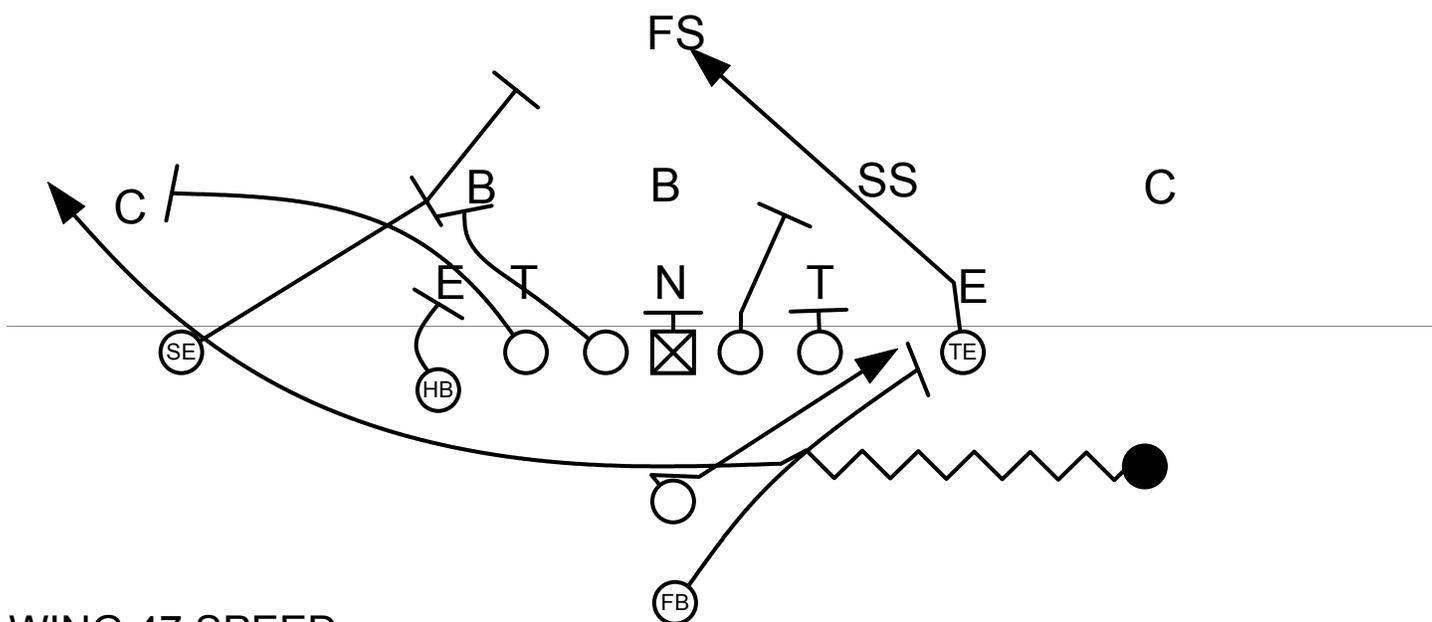
## Stretch and Speed

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### **47 Speed**

The base play in the JET SERIES is still 47 SPEED and our experience last was that it was still a killer play from a direct snap formation. Added to that is now a STRETCH play using zone blocking concepts. Although we only show these to one side, ideally we want to be able run them to both sides.

## 47 SPEED



### WING 47 SPEED

Position	Playside	Backside
Split End (5)	Nearest deepest defender; help out on the way	
Left Tackle	Release behind DE; get to the widest defender	
Left Guard	Release in front of DT; get to 2nd level and cutoff pursuit.	
Center	G.O.L.	
Right Guard		Cutoff
Right Tackle		Cutoff
Tight End (6)		Run post route

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Handoff to WB in motion, first then take midline steps. and fake to the FB on 23 ZONE.	Allow the WB to go 1st then Run 23 ZONE. Make a good fake to hold the DE and LB's.	Get to DE and at least stagger him for a two count.	Jet motion aiming for just in front of the QB; Full speed when you get the ball; Get to the sideline and upfield.

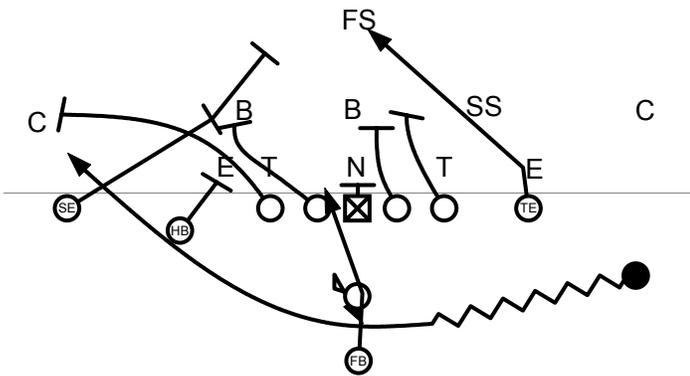
#### Coaches Notes:

The handoff is in front of the QB in this version of 47 SPEED. The fake to the FB will hold the DE and LB's for a second to open up the outside running lanes even more if we have established the 23 ZONE play to the FB. It also allows blockers to get into better position to execute their blocks on the playside. It is important that the FB sell the defense that he has the ball.

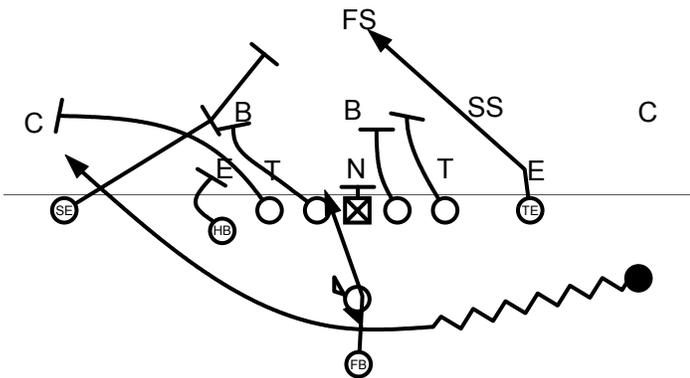
## 47 SPEED from Multiple Formations

### SLOT LAZER 47 SPEED

The only change is in the motion by the WB. LAZER motion takes him behind the QB. In this variation the FB goes first to hold the LB's. After the handoff the WB does the same as in regular 47 Speed...get outside and up the sideline.

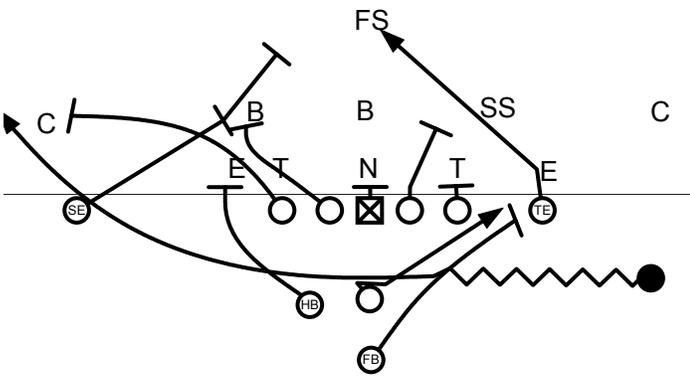


### WING LAZER 47 SPEED

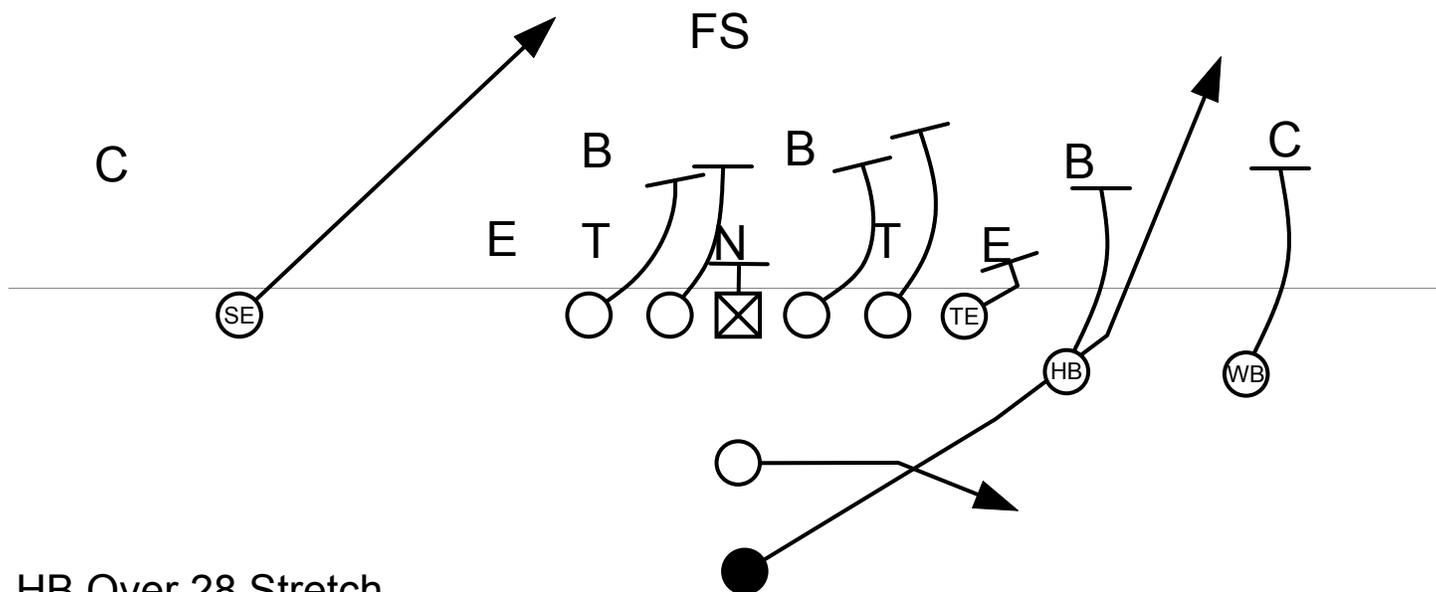


### RAM 47 SPEED

The HB has to get to the DE QUICKLY or minimize his penetration across the LOS.



## 28 STRETCH



### HB Over 28 Stretch

Position	Playside	Backside
Split End (5)		Post Route
Left Tackle		Release upfield
Left Guard		Release upfield
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle	Release upfield	
Tight End (6)	Log DE or push upfield	

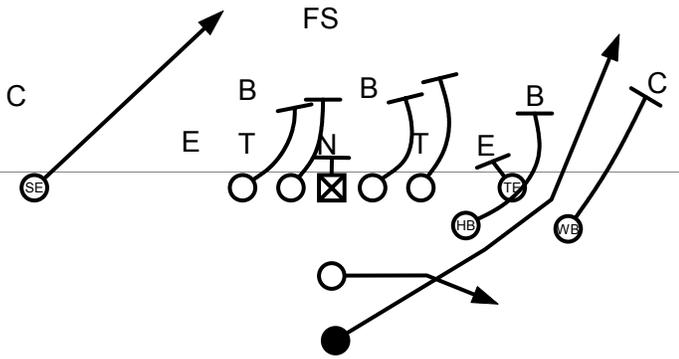
Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Sprint to the handoff point and get ball to the FB.	Aim for 1 yard outside the TE. Sprint on that track...the QB must get to YOU. Do not slow down for him. Take handoff and look for an outside lane.	Stalk and block the defender assigned to cover you. Stay with the block...taking the defender whichever way he wants to go.	Stalk and block the defender assigned to cover you. Stay with the block...taking the defender whichever way he wants to go.

#### Coaches Notes:

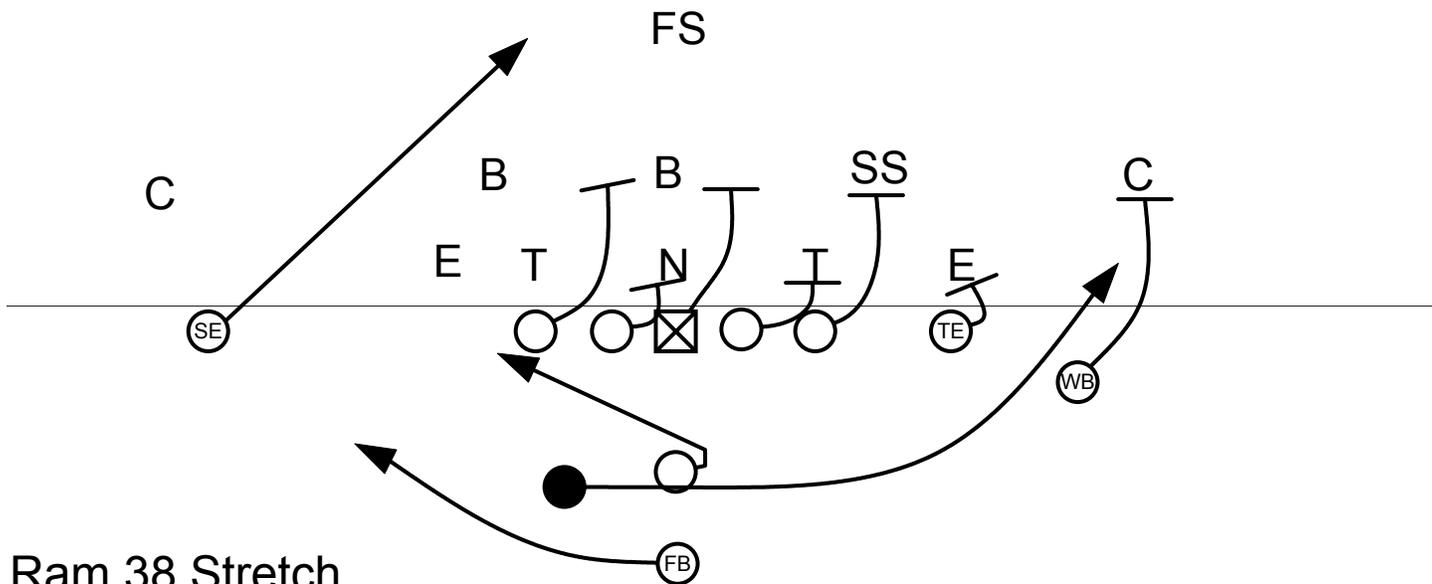
1. Release of the playside OL onto the LB's is key.
2. The DE must be blocked...even a stalemate is OK.
3. FB must be sprinting from the start. He must not wait for the QB to get to him.

# 28 STRETCH from Multiple formations

Bunch Right 28 Stretch



## 38 STRETCH



Ram 38 Stretch

Position	Playside	Backside
Split End (5)		Post Route
Left Tackle		Release upfield
Left Guard		Release upfield
Center	Outside Zone...Rip and Run	
Right Guard	Outside Zone...Rip and Run	
Right Tackle	Outside Zone...Rip and Run	
Tight End (6)	Log DE or push upfield	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to FB and attack the backside B-C gap.	Run pitch route.	Delay 1 count then sprint on an outside track...Take handoff and look for an outside lane.	Stalk and block the defender assigned to cover you. Stay with the block...taking the defender whichever way he wants to go.

**Coaches Notes:**

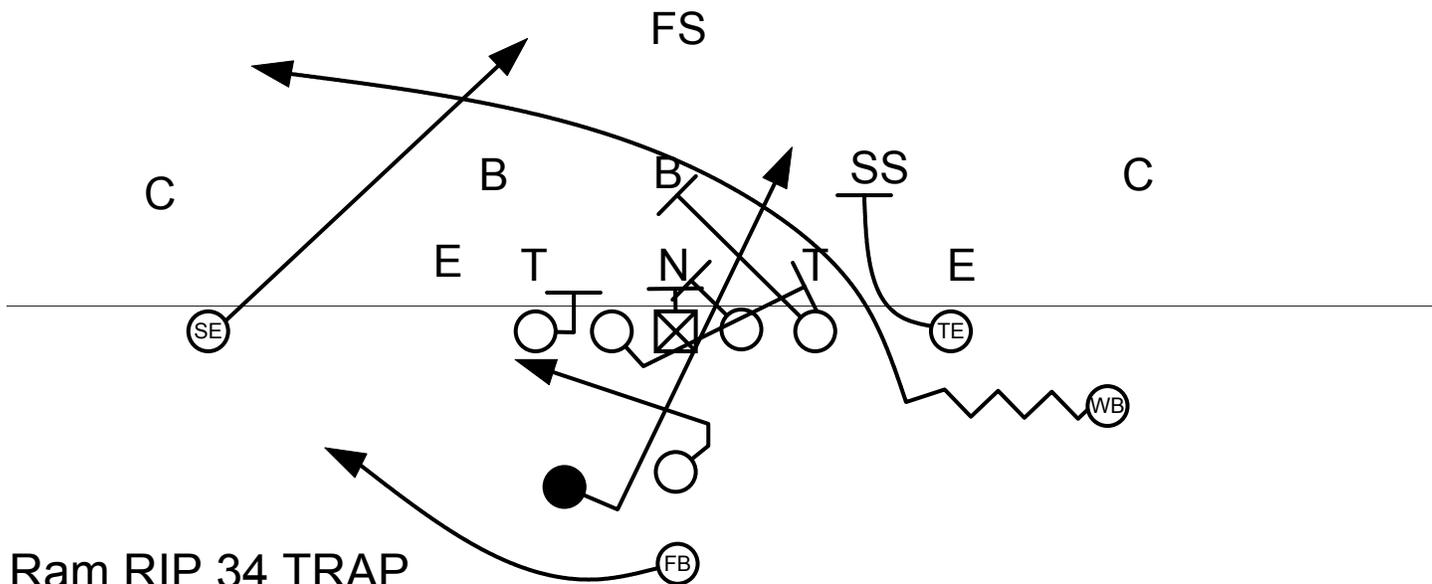
1. Release of the playside OL onto the LB's is key.
2. The DE must be blocked...even a stalemate is OK.
3. HB must be sprinting from the start. Get to sideline and upfield.
4. Handling the snap is key for the QB. He will need to make a very quick pivot in order to get the ball to the HB.

## Trap

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The TRAP PLAYS are basic football plays. The PISTOL look give the added option of being able to involve the QB more. Once again, we only show these to one side but they can easily be taught to the opposite side as well.

## 34 TRAP



Ram RIP 34 TRAP

Position	Playside	Backside
Split End (5)		Post
Left Tackle		Cutoff
Left Guard	Pull and trap 1st defender past Center	
Center	MOMA	
Right Guard	Double down and help Center	
Right Tackle	Release inside to the nearest LB.	
Tight End (6)	Release inside to the nearest LB.	

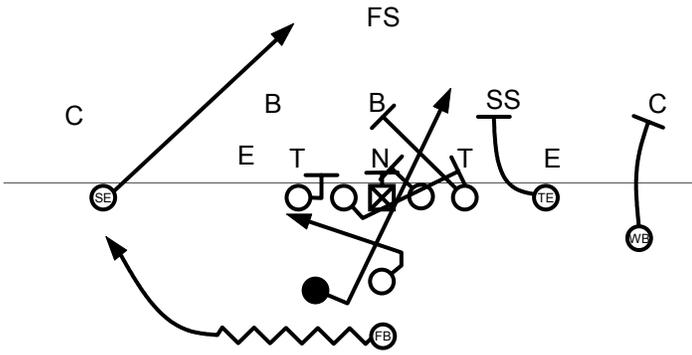
Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to HB and attack the backside B-C gap.	Run pitch route.	Take one drop step and one crossover step then aim for the Centers outside foot Stay inside the block of the pulling Guard.	Base motion. Run crossing route.

**Coaches Notes:**

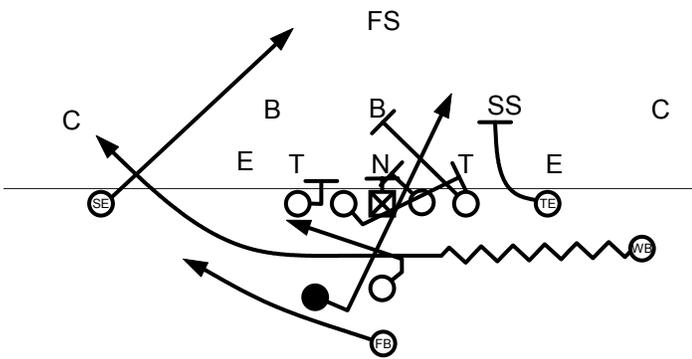
Different motions by the WB can be used to give the play different looks without changing any blocking assignments on the LOS.

# 34 Trap from Multiple Formations

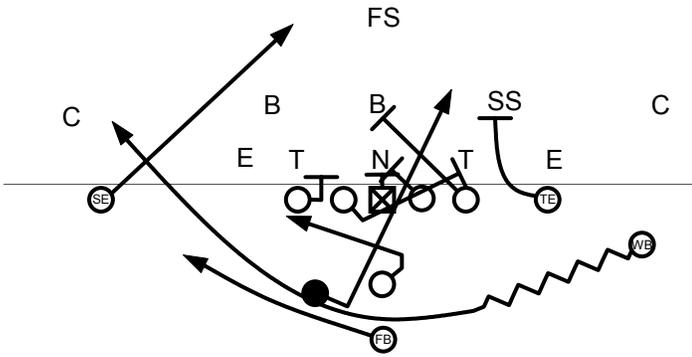
RAM LIZ 34 TRAP



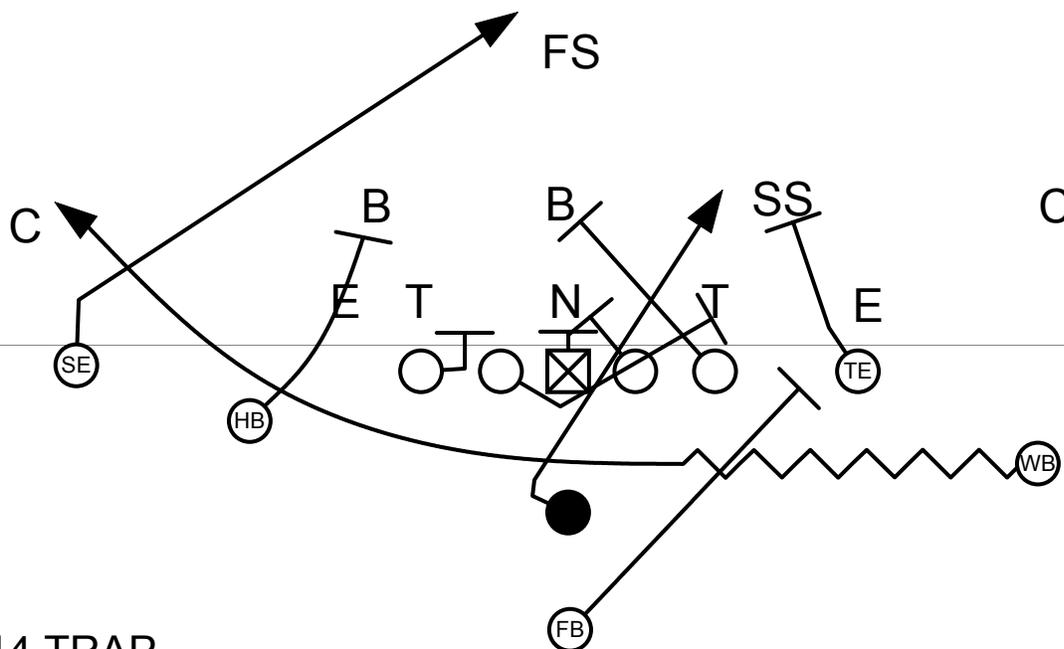
RAM JET 34 TRAP



RAM LAZER 34 TRAP



# 14 TRAP



Jet 14 TRAP

Position	Playside	Backside
Split End (5)		Post route
Left Tackle		Cutoff
Left Guard		Pull and trap 1st defender past the Center.
Center	M.O.M.A.	
Right Guard	Double down and help Center	
Right Tackle	Release inside and get to 1st LB	
Tight End (6)	Release inside and get to 1st LB	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, fake handoff to FB, keep and attack the B-C gap.	Block to backside same as in 47 SPEED.	Release inside block the nearest LB.	Jet motion. Fake 47 SPEED

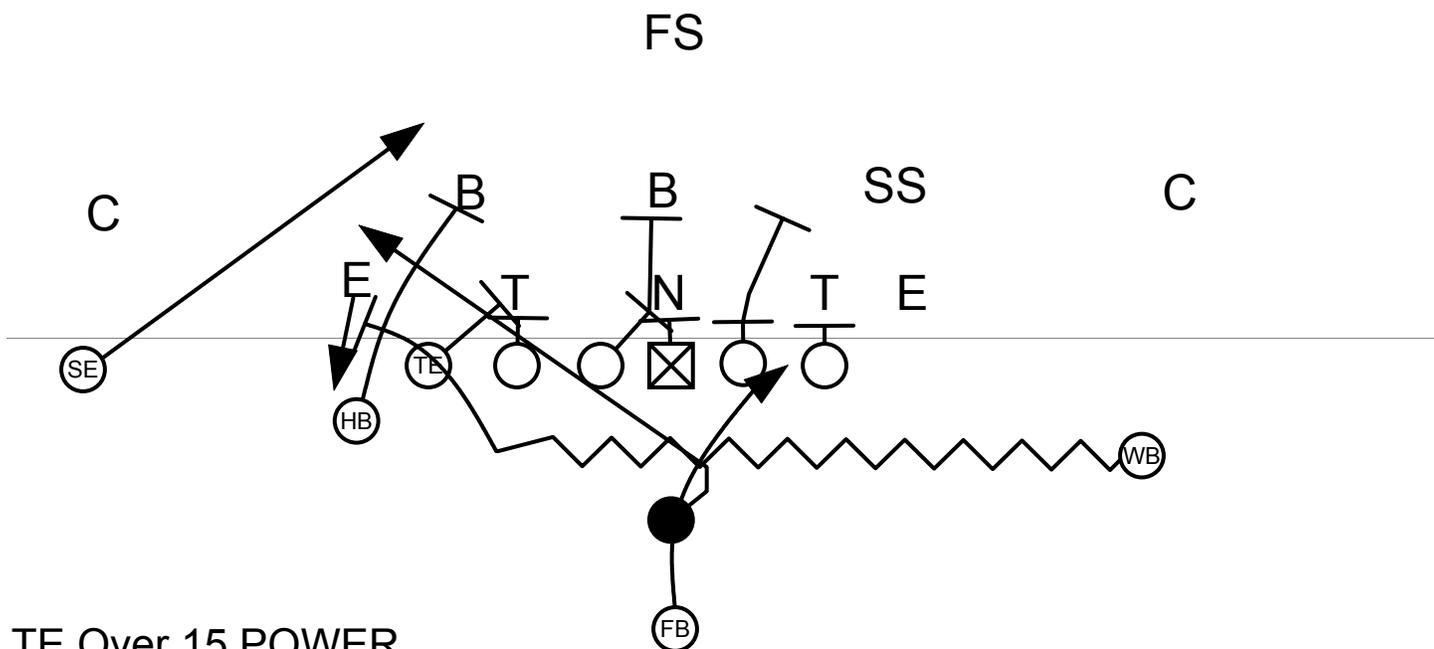
Coaches Notes:

I like the QB trap from the direct snap formation because of the vision advantage and the ability to get downhill through the POA very quickly. We give up a little by not being able to shield the defense from the exchange but if they fear 47 SPEED and we get a good mesh and ride fake, it shouldn't lessen the play's potential.

# Power

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# 15 POWER



TE Over 15 POWER

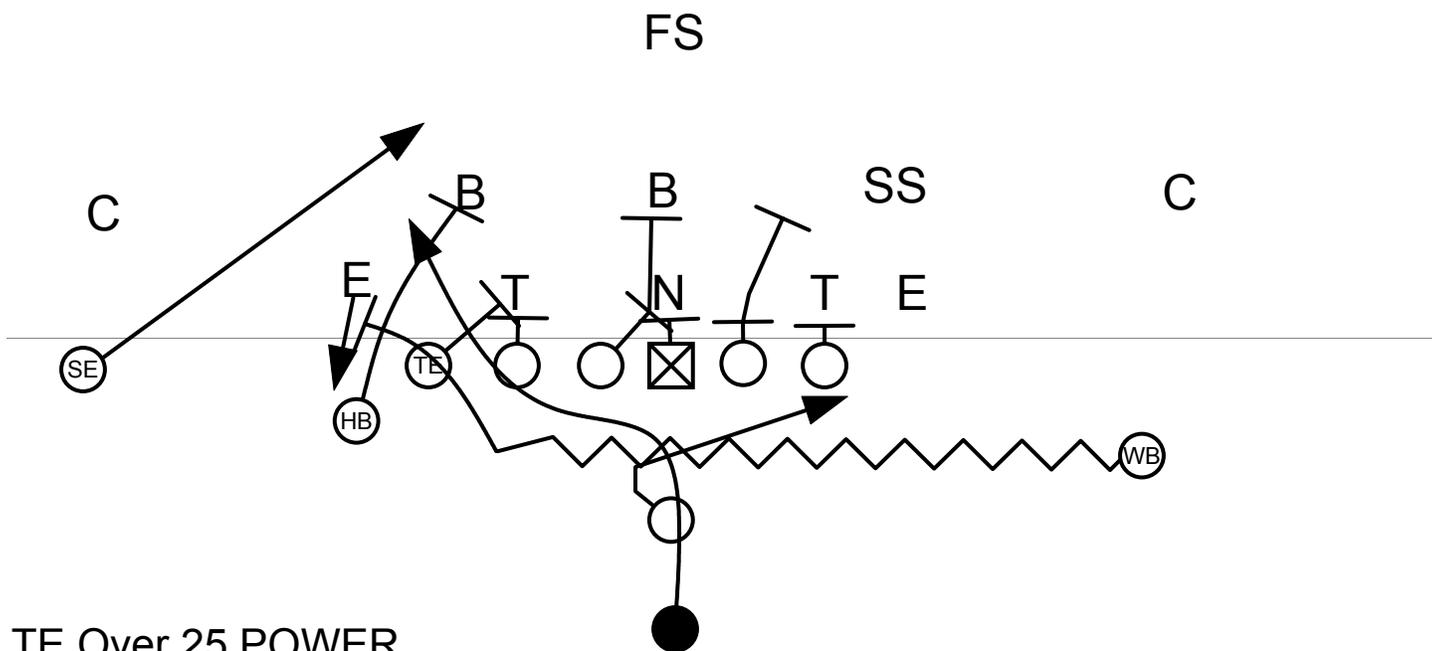
Position	Playside	Backside
Split End (5)	Post...Help on nearest LB	
Left Tackle	Double team DT.	
Left Guard	Double down with the Center.	
Center	M.O.M.A.	
Right Guard		Cut-off
Right Tackle		Cut-off
Tight End (6)	Double down with the LT.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, fake handoff to FB, keep and attack the B-C gap.	Aim for outside leg of Center. Fake handoff and attack the backside.	Release inside block the nearest LB.	Power motion. Kickout the DE.

Coaches Notes



## 25 POWER



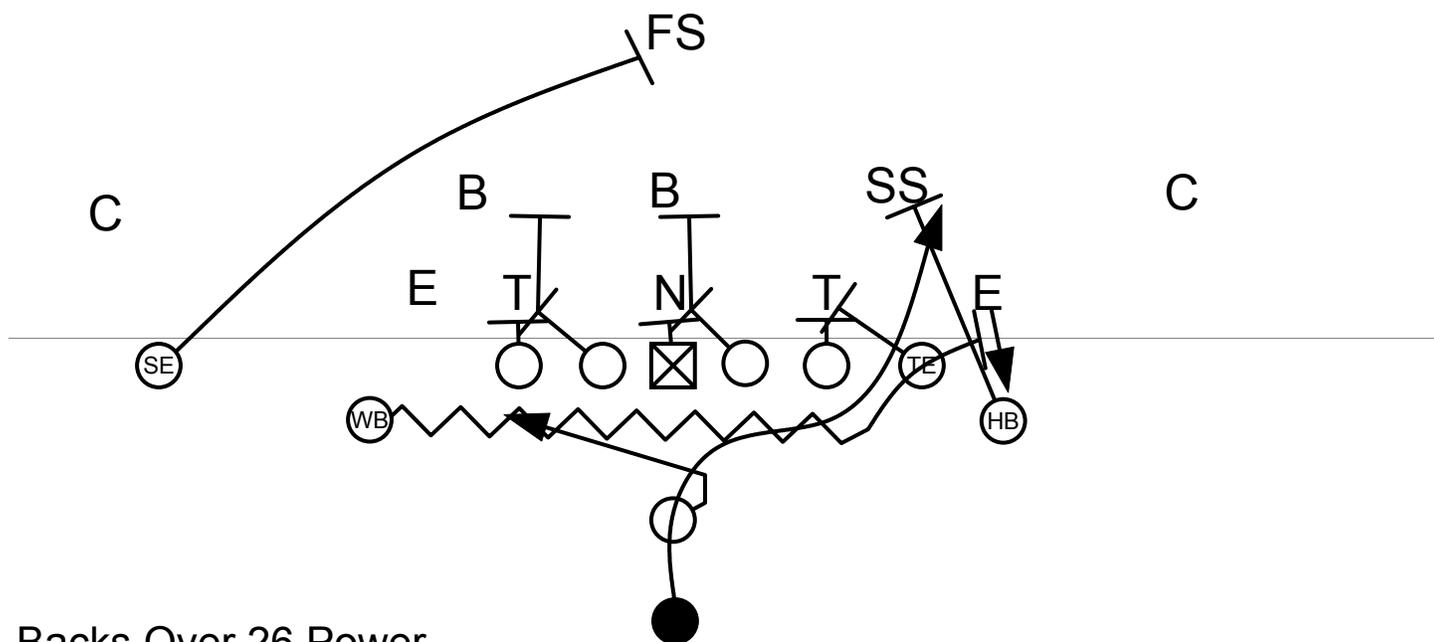
TE Over 25 POWER

Position	Playside	Backside
Split End (5)	Post...Help on nearest LB	
Left Tackle	Double team DT.	
Left Guard	Double down with the Center.	
Center	M.O.M.A.	
Right Guard		Cut-off
Right Tackle		Cut-off
Tight End (6)	Double down with the LT.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to FB and attack the B-C gap.	Aim for inside leg of Center. Take handoff and make adjustment to get on track thru the 5 hole. Make one cut if necessary then GO!	Release inside block the nearest LB.	Power motion. Kickout the DE.

Coaches Notes

## 26 POWER



**Backs Over 26 Power**

Position	Playside	Backside
Split End (5)		Post
Left Tackle		Double team
Left Guard		Double team
Center	MOMA	
Right Guard	Double down with the Center	
Right Tackle	Double team	
Tight End (6)	Double down with the LT	

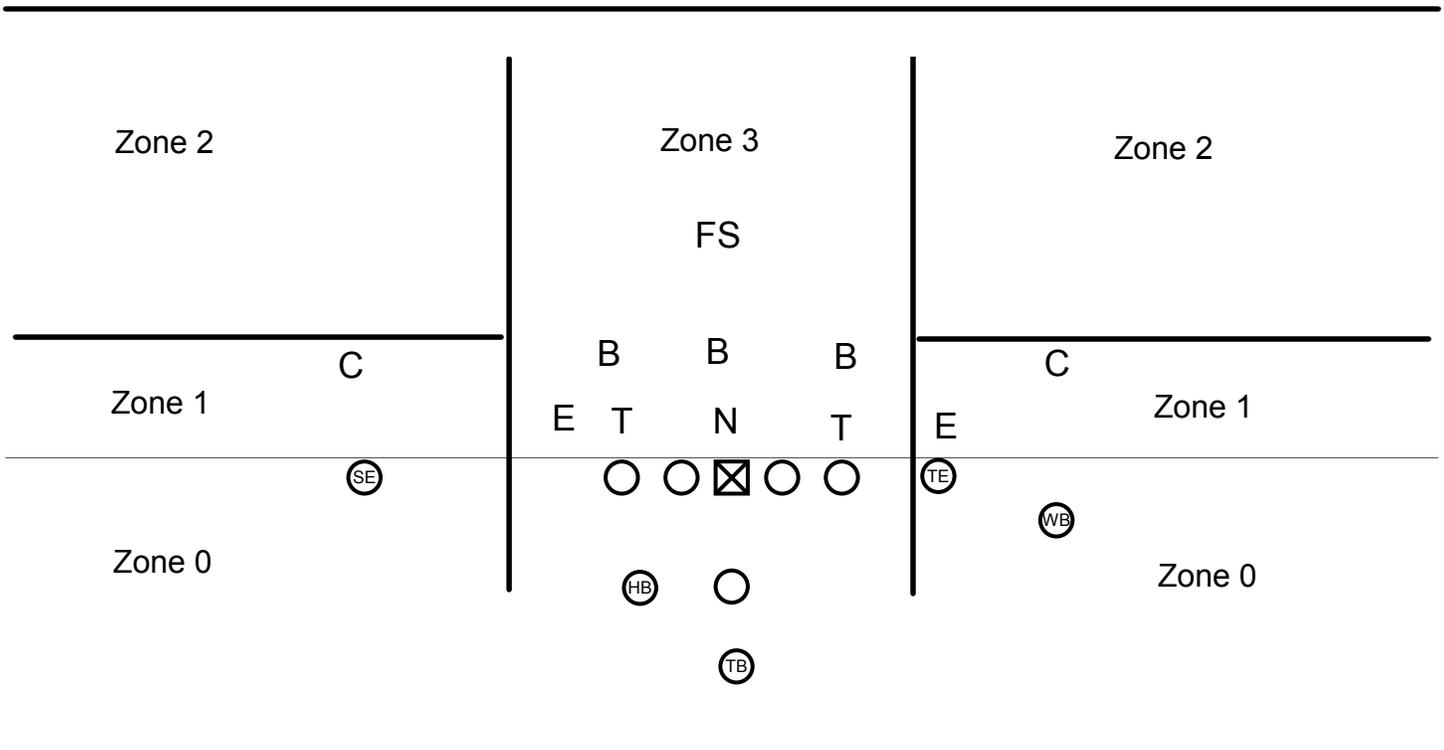
Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, handoff to FB and attack the B-C gap.	Aim for inside leg of Center. Take handoff and make adjustment to get on track thru the 5 hole. Make one cut if necessary then GO!	Release inside block the nearest LB.	Power motion. Kickout the DE.

Coaches Notes

## Passing

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## Passing Zones



To make it easier for the QB and receivers we divide the field into passing zones.

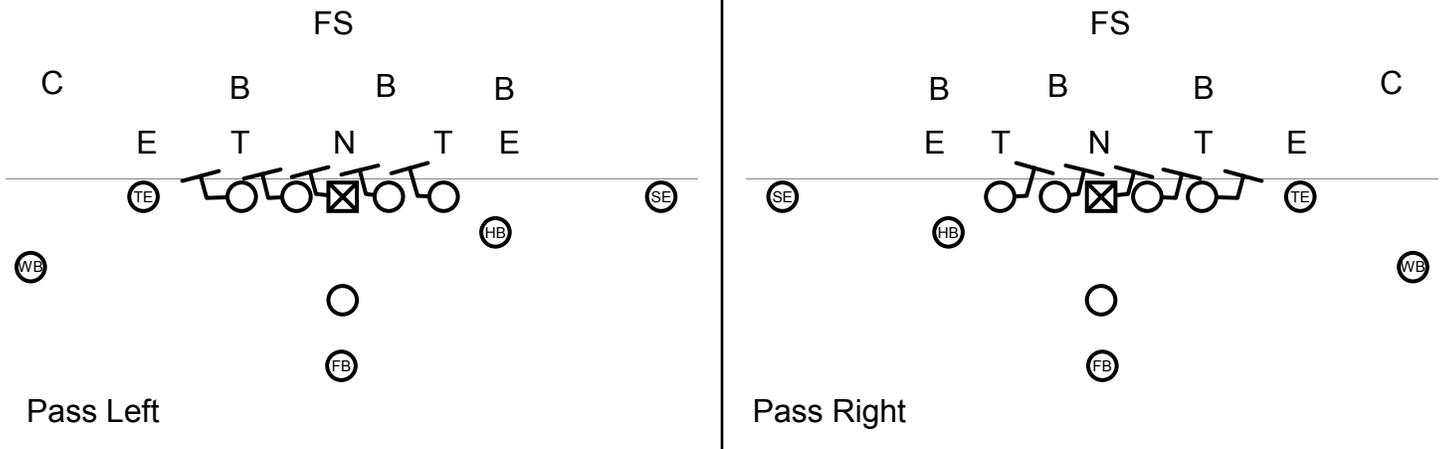
Zone 0- Anything behind the LOS.

Zone 1- the area 5 yards off the LOS.

Zone 2- The area more than 5yds deep and extending the full outside third of the field.

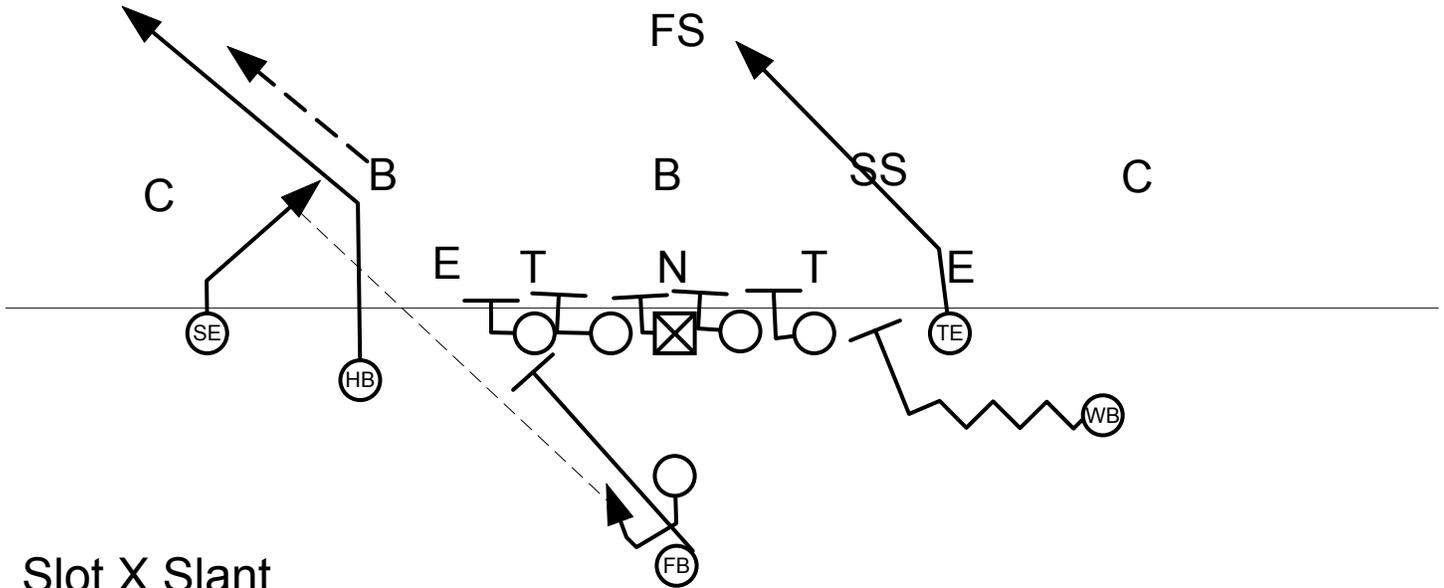
Zone 3. The middle third area of the field.

# Pass Blocking



We will use a basic slide protection to the call side. The goal is to not allow a defender to cross the face of the O-Lineman. We want the OL to use a two hand punch and to stay in contact with the defender so that he is prevented from penetrating the LOS. Footwork is KEY here so the OL will need to drill on keeping in front of an attacking defender with footwork and hand technique.

# SLOT X SLANT



Slot X Slant

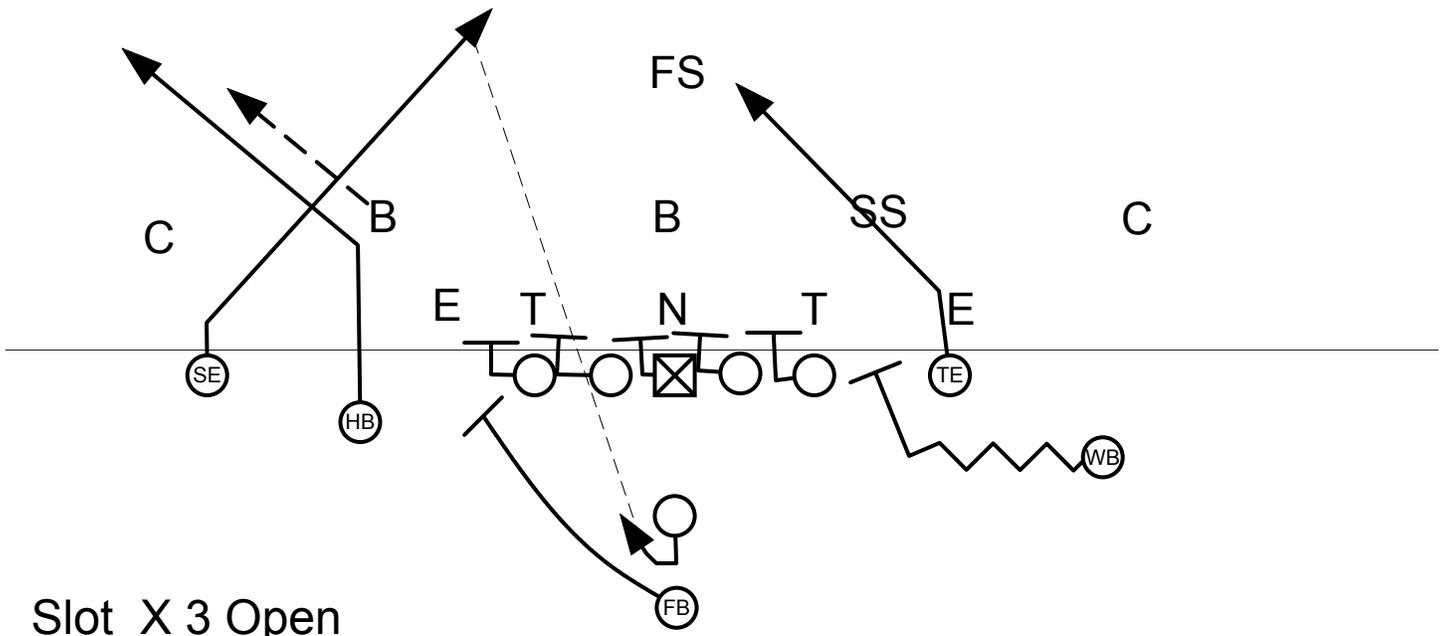
Position	Playside	Backside
Split End (5)	Quick Slant. Look for the ball right away.	
Left Tackle	Slide left	
Left Guard	Slide left	
Center	Slide left	
Right Guard		Slide left
Right Tackle		Slide Left
Tight End (6)		Post

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
1 step drop. fake to FB as he passes then throw to SE.	Go playside and pickup any defensive pressure.	Corner route	Base motion. Pass protect.

Coaches Notes



## SLOT X 3 OPEN

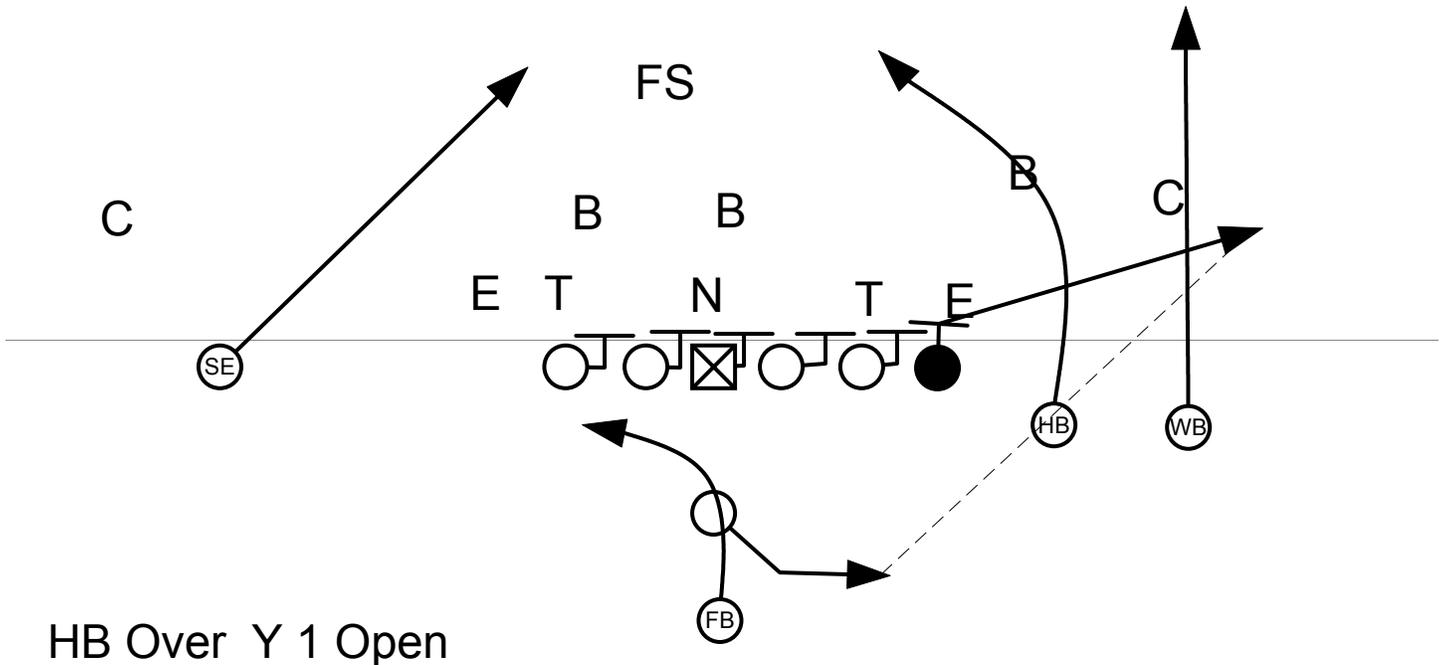


Position	Playside	Backside
Split End (5)	Inside release, post route. Look for the ball right away.	
Left Tackle	Slide left	
Left Guard	Slide left	
Center	Slide left	
Right Guard		Slide left
Right Tackle		Slide Left
Tight End (6)		Post

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
3 step drop. fake to FB as he passes then throw to SE.	Go playside and pickup any defensive pressure.	Corner route	Base motion. Pass protect.

Coaches Notes

## HB OVER Y 1 OPEN

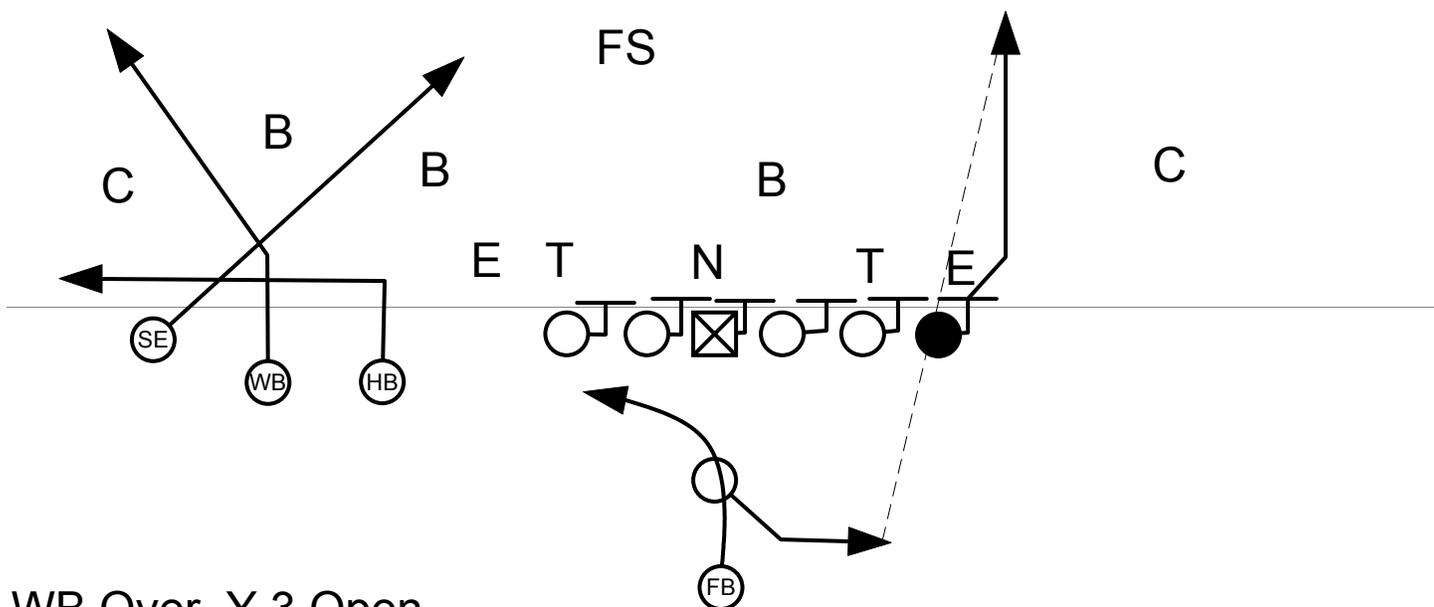


Position	Playside	Backside
Split End (5)		Post
Left Tackle		Slide Right
Left Guard		Slide Right
Center	Slide Right	
Right Guard	Slide Right	
Right Tackle	Slide Right	
Tight End (6)	Block for two counts then release into area 1. After catching the ball, turn upfield immediately.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Fake to FB running 23. Set feet and throw to TE. If not open run or throw the ball away.	Fake 23 and block any backside pressure.	Run deep post.	Run a fly route.

Coaches Notes

## WB OVER Y 3 OPEN



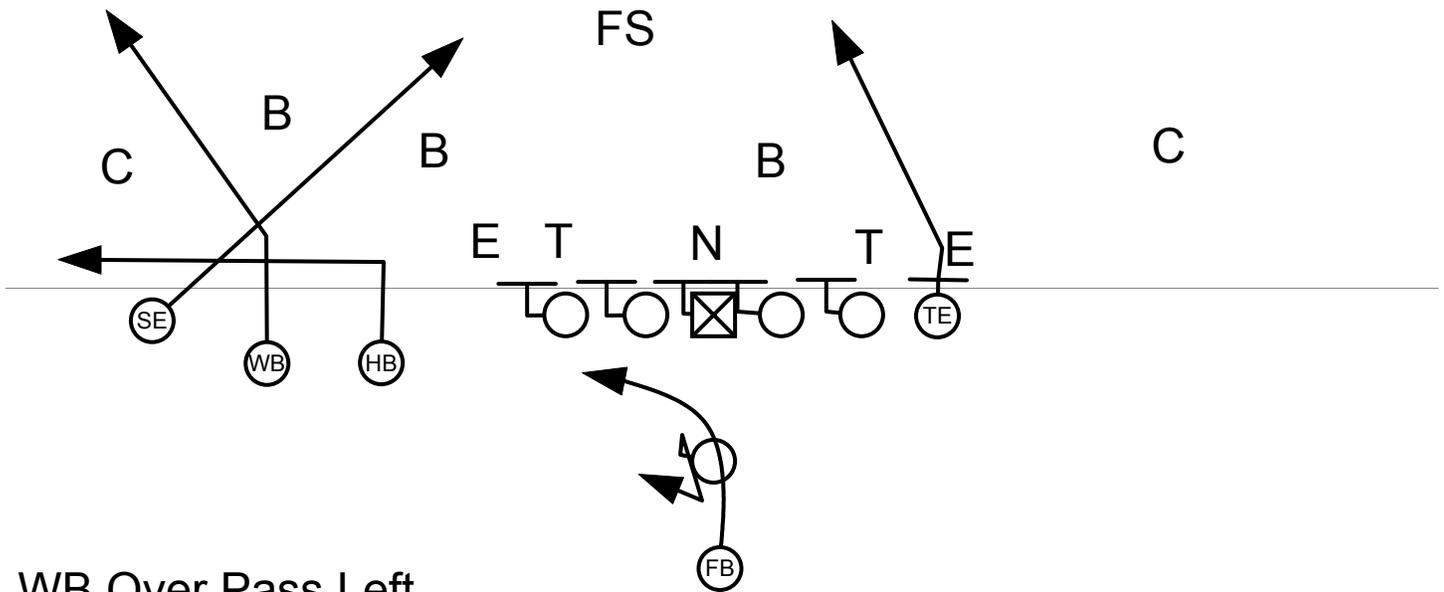
WB Over Y 3 Open

Position	Playside	Backside
Split End (5)		Post
Left Tackle		Slide Right
Left Guard		Slide Right
Center	Slide Right	
Right Guard	Slide Right	
Right Tackle	Slide Right	
Tight End (6)	Block for two counts then release into area 3. After catching the ball, turn upfield immediately.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Fake to FB running 23. Set feet and throw to TE. If not open run or throw the ball away.	Fake 23 and block any backside pressure.	Run a quick out..	Run a corner route.

Coaches Notes

## WB OVER PASS LEFT



WB Over Pass Left

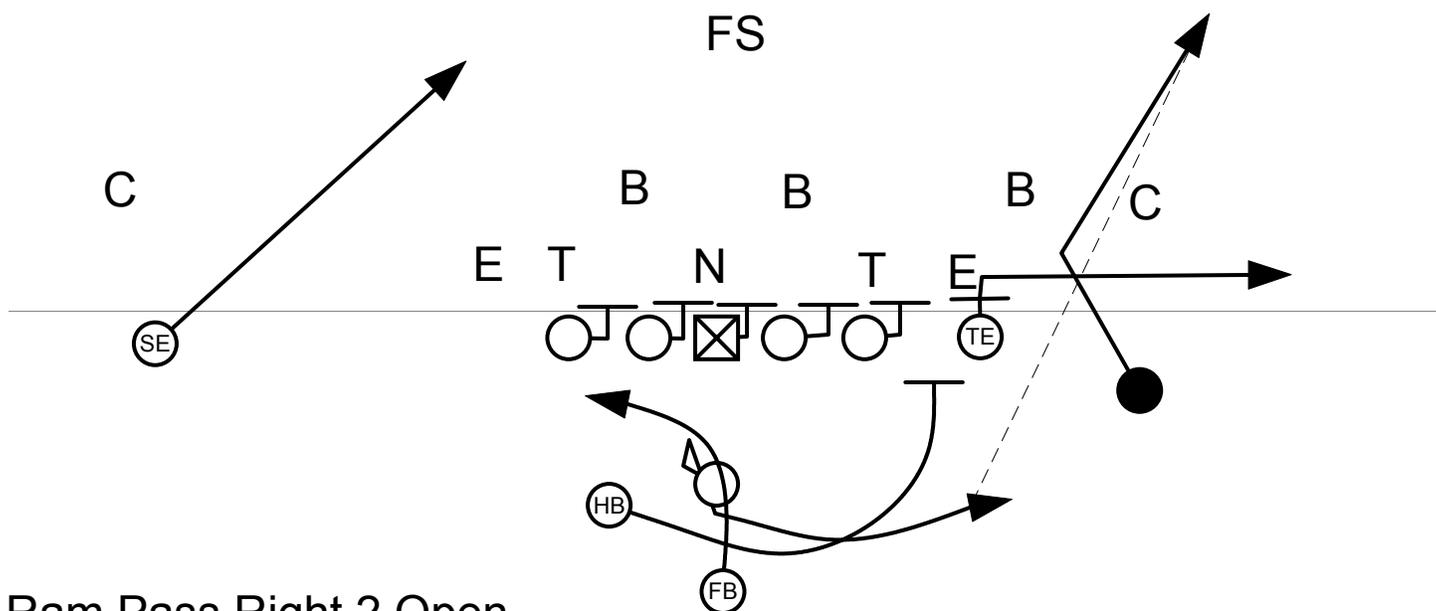
Position	Playside	Backside
Split End (5)	Quick Slant. Look for the ball right away.	
Left Tackle	Slide left	
Left Guard	Slide left	
Center	Slide left	
Right Guard		Slide left
Right Tackle		Slide Left
Tight End (6)		Post

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Fake to FB as he passes. 1 Step drop the throw.	Go playside and pickup any defensive pressure.	Quick out route	Base motion. Pass protect.

**Coaches Notes:**

One of the three playside receivers will be open. If our QB can read and make the right throw it would be great but he will probably need to be told who to throw to, as in... 1 open... 2 open... 3 open.

## RAM PASS RIGHT 2 OPEN



Ram Pass Right 2 Open

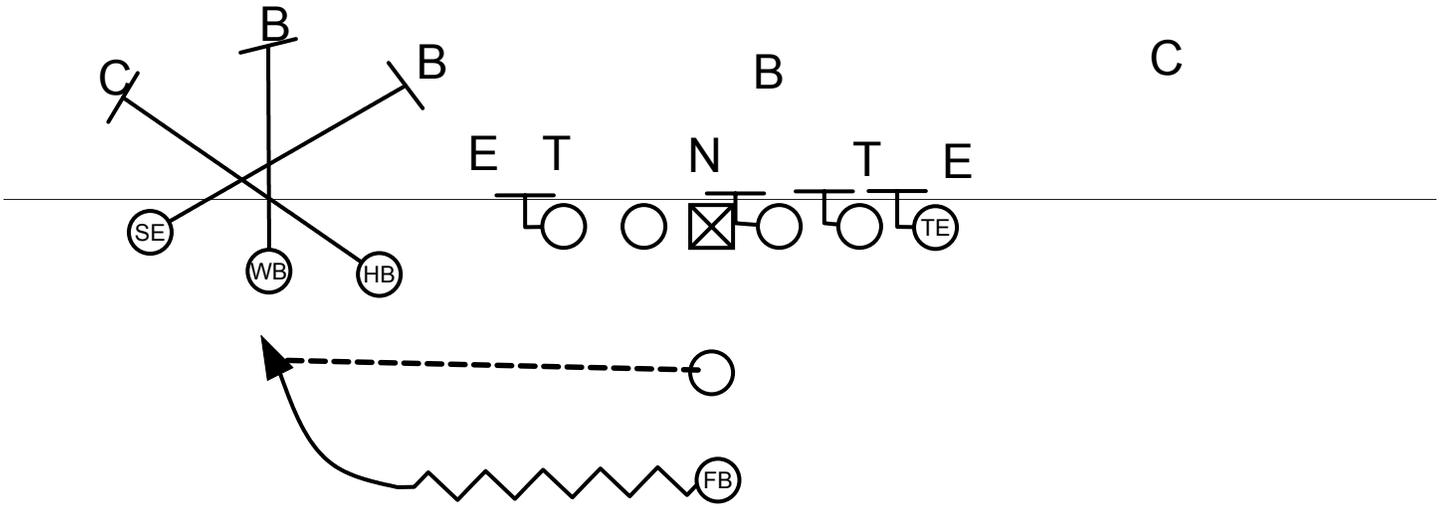
Position	Playside	Backside
Split End (5)		Post
Left Tackle		Slide Right
Left Guard		Slide Right
Center	Slide Right	
Right Guard	Slide Right	
Right Tackle	Slide Right	
Tight End (6)	Block for two counts then release into area 1. If thrown to, make the catch and get upfield immediately.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Fake to FB running 23. Roll right and throw to the called open area. If not open run and get as much positive yardage as possible.	Fake 23 and block any backside pressure.	Get to playside and block the first defender.	Run a fly route.

Coaches Notes

# WB OVER LIZ 0 OPEN

FS



WB Over Liz 0 Open

## Short Yardage

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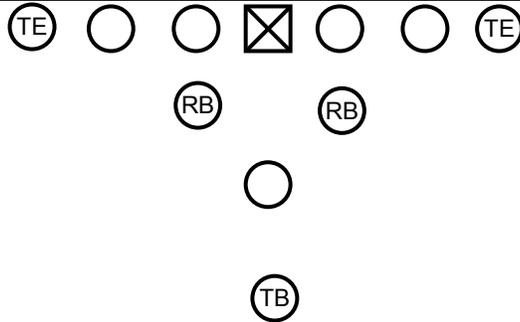
The Short Yardage part of the offense centers around one formation we will call RHINO. To get into RHINO formation we can use the players already on the field but it also gives us an opportunity to involve some other players. We can utilize a second TE that must be able to catch and two RHINO backs to replace our HB and WB. These players would be guards or tackles and they will be asked to kickout a DE or lead block on a LB. There are only six plays we will run from RHINO.

1. 26 POWER
2. 16 POWER
3. 25 POWER
4. 15 POWER
5. BOOTLEG PASS RIGHT
6. PASS LEFT 2 OPEN

## The RHINO Formation

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### "RHINO"



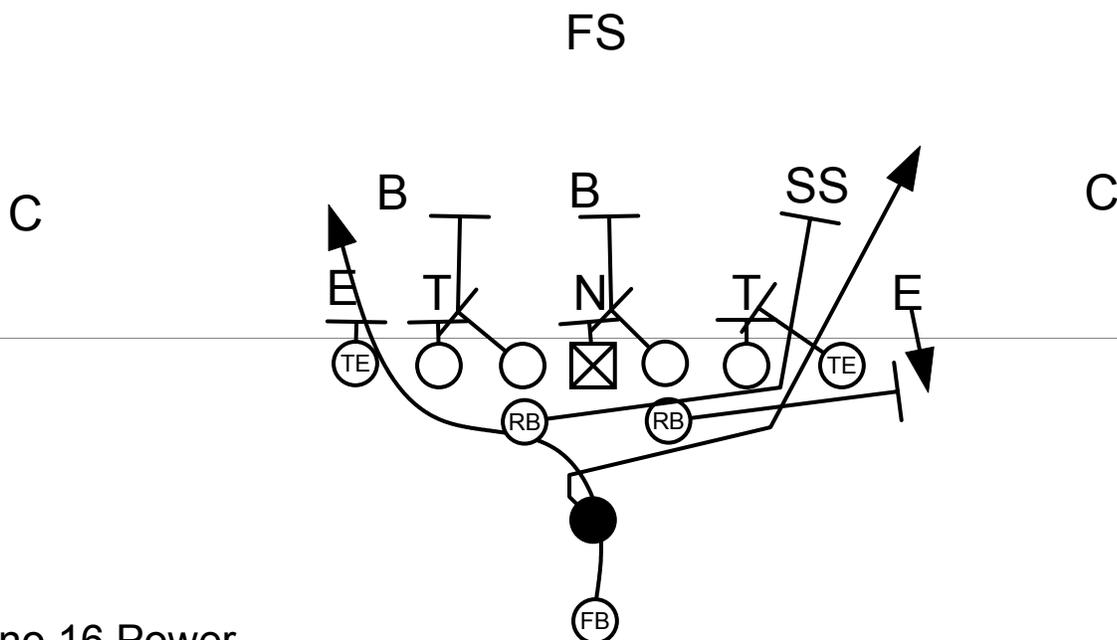
The QB is in his normal PISTOL alignment, 4 yards deep and feet parallel. TB stays behind the QB. The two RHINO backs are positioned directly behind the guards.

On the POWER play, the playside RHINO back is responsible for the kickout block on the DE and the second RHINO back pulls and leads through the POA.

The BOOTLEG PASS is a play action pass that will look like a POWER play to the right.



# 16 POWER



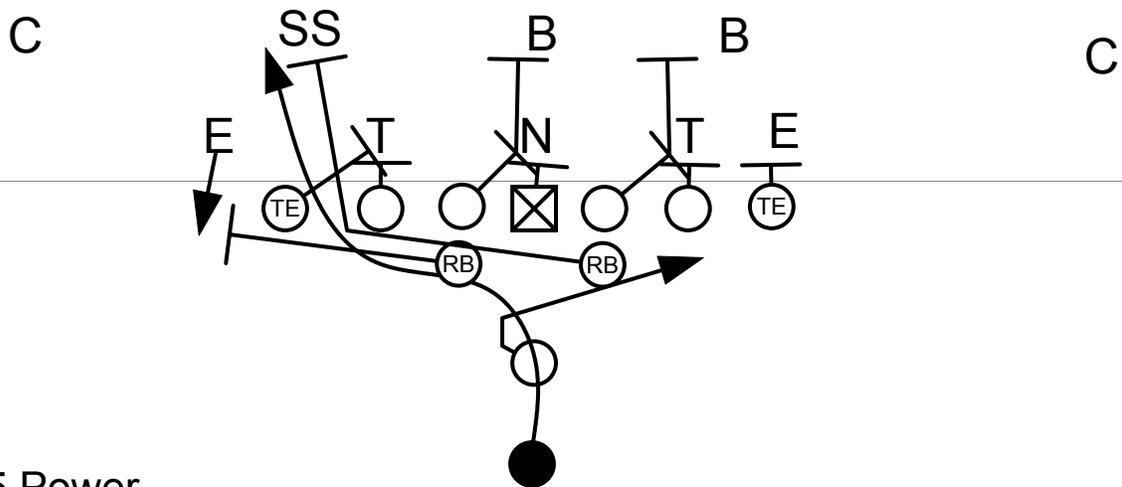
Position	Playside	Backside
Split End (5)		Post
Left Tackle		Double team
Left Guard		Double team
Center	MOMA	
Right Guard	Double down with the Center	
Right Tackle	Double team	
Tight End (6)	Double down with the LT	

Quarterback (1)	Fullback (2)	Rhino Back (3)	Rhino Back (4)
Take midline steps, handoff to FB on 23 and follow the RHINO back through the hole.	Aim for inside leg of Center. Fake and pickup any defender that threatens.	Flat pull and lead through the POA.	Kickout the DE.

Coaches Notes

## 25 POWER

FS



Rhino 25 Power

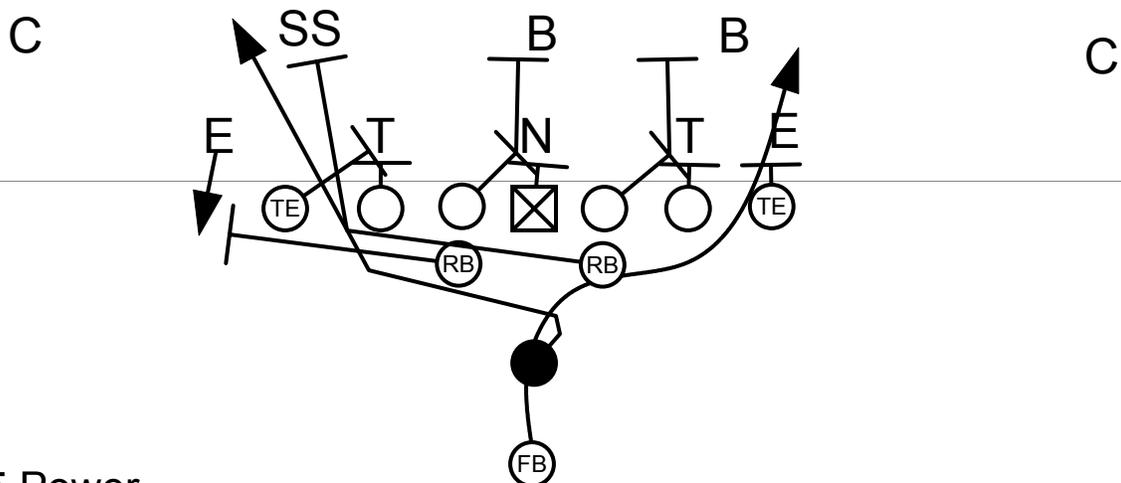
Position	Playside	Backside
Tight End (5)	Closest defender	
Left Tackle	Double team	
Left Guard	Double team	
Center	MOMA	
Right Guard		Double down with the Center
Right Tackle		Double team
Tight End (6)		Double down with the LT

Quarterback (1)	Fullback (2)	Rhino Back (3)	Rhino Back (4)
Take midline steps, handoff to FB and attack the B-C gap.	Aim for inside leg of Center. Take handoff and make adjustment to get on track thru the 5 hole. Make one cut if necessary then GO!	Kickout the DE.	Flat pull and lead through the POA.

Coaches Notes

# 15 POWER

FS



Rhino 15 Power

Position	Playside	Backside
Tight End (5)	Closest defender	
Left Tackle	Double team	
Left Guard	Double team	
Center	MOMA	
Right Guard		Double down with the Center
Right Tackle		Double team
Tight End (6)		Double down with the LT

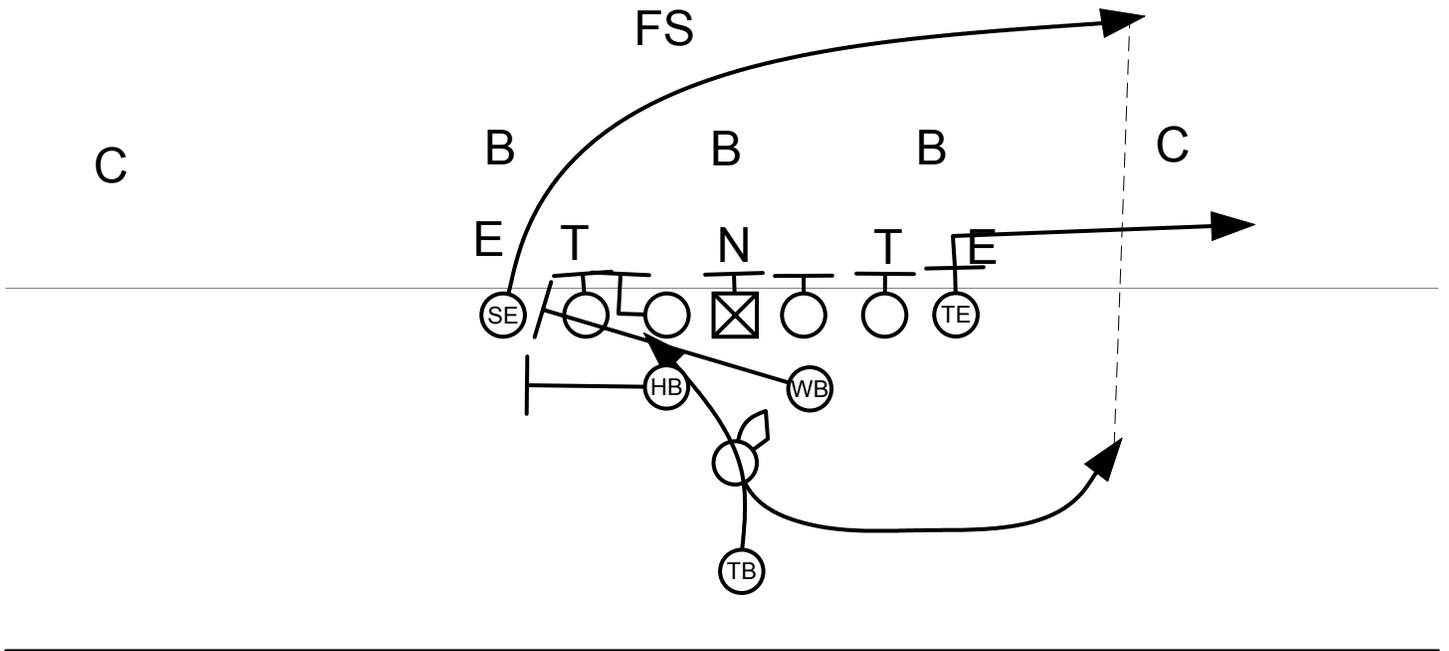
Quarterback (1)	Fullback (2)	Rhino Back (3)	Rhino Back (4)
Take midline steps, fake handoff to FB and follow RHINO back through the hole.	Aim for inside leg of Center. Fake handoff and block any defender that shows.	Kickout the DE.	Flat pull and lead through the POA.

Coaches Notes

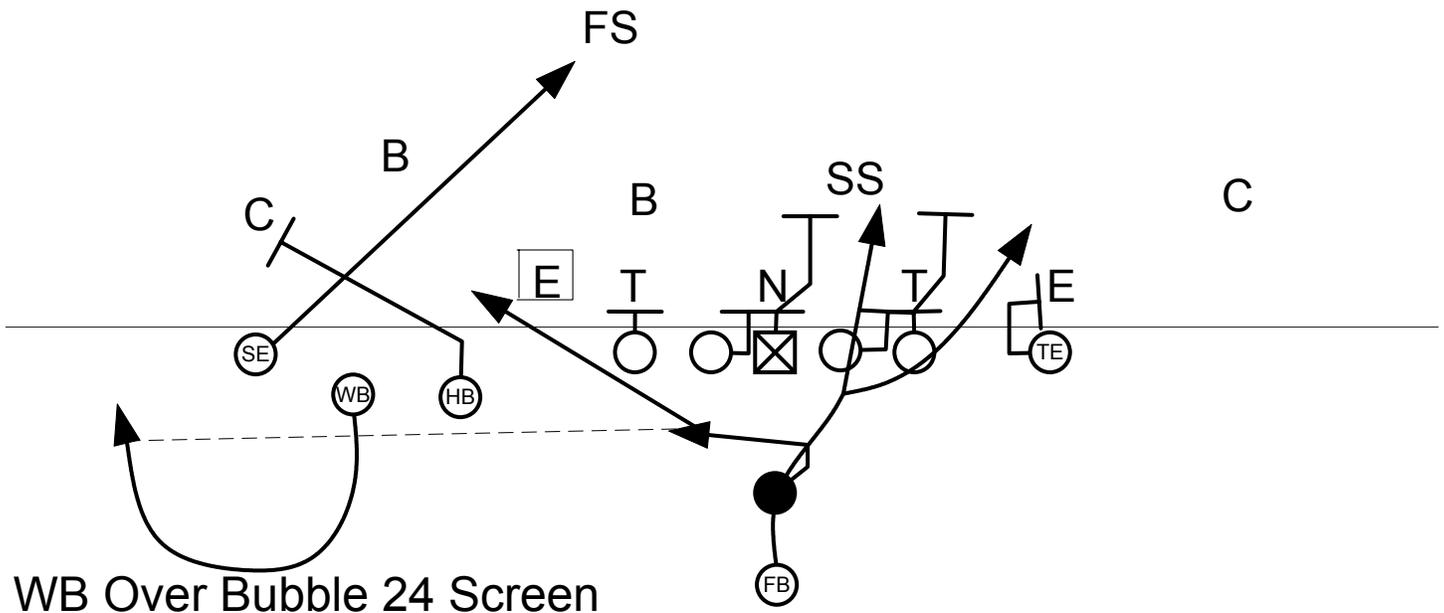
## Specials

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# RHINO BOOTLEG PASS RIGHT



# BUBBLE SCREEN



**WB Over Bubble 24 Screen**

Position	Playside	Backside
Split End (5)		Post route
Left Tackle		Cutoff
Left Guard		Outside Zone
Center	Outside Zone	
Right Guard	Outside Zone	
Right Tackle	Outside Zone	
Tight End (6)	Zone step. Turn DE outside.	

Quarterback (1)	Fullback (2)	Halfback (3)	Wingback (4)
Take midline steps, fake handoff to FB. If DE attacks, throw pass to the WB. If DE stays back run with the ball.	Aim for playside leg of C. Take handoff and read OL blocks. Make one cut if necessary then GO!	Release upfield then break underneath the SE. Block the widest defender.	Bubble motion. Sprint toward the LOS and catch ball behind the LOS if thrown to you. If QB runs, block 1st defender.

**Coaches Notes:**

1. Bubble motion is critical to get the receiver running full towards the LOS.
2. QB has to be able to read the play of the DE.