SECTION 100
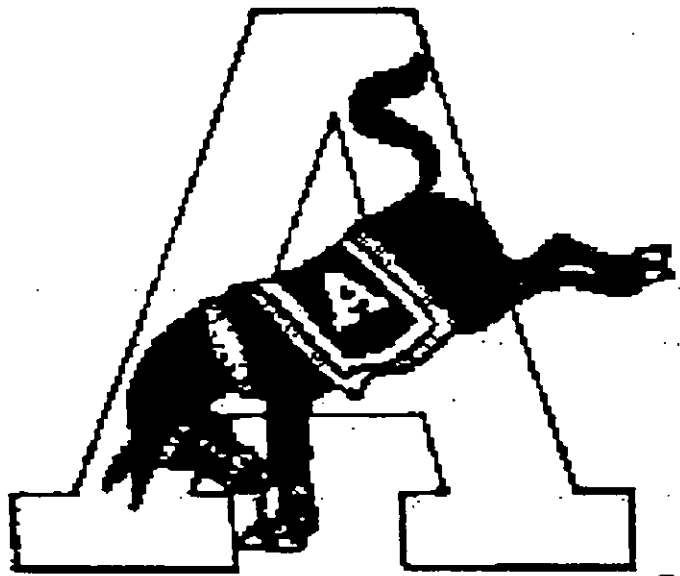
OFFENSIVE TERMINOLOGY

ARMY OFFENSE

1997

THE HUDDLE

L.O.S.

QB

LT LG C RG RT

X LH FB RH Y/W

1. The Center will be the first man to set up the huddle 7 yds behind the ball.

2. Keep a constant huddle. The shape and appearance is the responsibility of each man.

3. The QB does the talking. All others listen ! QB must make eye contact with his teammates.

4. Offensive line will have hands on your knees with your head up looking at QB. Feet shoulder width apart an foot to foot with teammate. Second line will stand upright with eyes on QB.

5. Look at the QB - see what you hear.

6. QB will give the formation and play twice then say "READY ATTACK". Example: ROB 62 ROB 62, READY ATTACK! All clap hands on "ATTACK" and hustle to LOS. Everyone will assume their stance.

7. Remember we have only 25 seconds to snap the ball. We must be efficient in and .. out of the huddle.

8. QB must always be aware of 25 second clock.

STARTING CADENCE

I. The starting cadence is the first advantage that an offense has as it prepares to run a play. Discipline yourself to explode off the ball on the cadence.

II. We will incorporate three starting cadences in our system. Each of these cadences must be thought of as a basic part of our attack and we will practice each cadence on a regular basis and will use each cadence in the game.

III. All QB LOS calls will be given before we get into the cadence sequence.

IV. Cadences

A. "Standard" (Used if QB gives no snap count in the huddle)

"DOWN" HUT ONE' "HUT TWO"

Key Points

1. "DOWN" must be sharp and distinct.
2. Slight pause between "DOWN" and the first "HUT ONE".
3. Ball will be snapped on the second "HUT" - This is the take off point!
4. All QB LOS calls will be given before he gives the command "DOWN"

EXAMPLE: "BLUE" "BLUE"
"DOWN" "HUT ONE" "HUT TWO"

B. On "ONE" (Used if QB says "ON ONE" in the huddle)
EXAMPLE: - HUDDLE CALL -
"ON ONE - ON ONE"
"LEFT 46 ZONE ON ONE"
"LEFT 46 ZONE ON ONE"
"READY ATTACK"

- LOS CALL -
(Calls if needed)
"DOWN" - "HUT ONE"

Key Points

1. "DOWN" must be sharp and distinct.
2. Slight pause between "DOWN" and "HUT ONE".
3. Ball will be snapped on the "HUT". This is the take of point!
4. All QB LOS calls will be given before he gives the command down.

C.   On "LONG" (Used if QB says "ON LONG" in the huddle)
     EXAMPLE: - HUDDLE CALL -
                "ON LONG - ON LONG"
                "ROSIE 62 ON LONG"
                "ROSIE 62 ON LONG"
                "READY ATTACK"

                - LOS CALL -
                "DOWN" "HUT ONE" "HUT TWO"
                "DOWN" "HUT ONE" "<u>HUT</u> TWO"

Key Points

1.   "DOWN" must be sharp and distinct.
2.   Slight pause between "DOWN" and the first "HUT ONE"
3.   Slight pause between "DOWN" and the second "HUT ONE"
4.   Ball will be snapped on the second HUT of the second sequence -- This is the take off point!
5.   All QB LOS calls will be given before he gives the command "DOWN".

I. LIVE COLOR, WORD, ANIMAL, ETC.

A. Play will be called in the huddle.
B. If QB does not give a live color, word, animal, etc we will execute our base rules of the play called.
C. If QB gives a live color, word, animal, etc we will execute the blocking scheme that corresponds with the QB's call.

    EXAMPLE: Huddle call -   "Right 164 Right 164"
                                         'READY ATTACK"

                  LOS CALL -   **"BLUE, BLUE"**
                                      "DOWN" "HUT ONE" "HUT TWO"

    "We will run 164 play with a "BLUE" blocking scheme.

II. OPPOSITE

A. Several plays in our offense have a corresponding play to the opposite side such as 62 / 63.
B. Given a play in the huddle the QB may make an opposite call at the LOS in which case we will run the play called in the opposite direction. The QB may also find it necessary to attach a color, animal, word etc. to the "OPPOSITE" call in order to get a certain blocking scheme.

    EXAMPLE: Huddle Call -   "ROB 62, ROB 62"
                                           "READY ATTACK"

                  LOS Call -   **"OPPOSITE, OPPOSITE" , or**
                                        "OPPOSITE GATE", "OPPOSITE GATE"
                                        "DOWN" "HUT ONE" "HUT TWO"

    "We will run 63 following base rules or we will run 63 with a GATE blocking scheme.

III. CANCELATION (Bazooka)
A. QB will call a play in the huddle.
B. At the LOS the QB realizes he must get completely out of the play called and into a new play. To do this he will use the term "BAZOOKA" two or three times to cancel the huddle call. The QB will then proceed to give the new play number, attaching a blocking scheme if needed.

    EXAMPLE: Huddle Call -   "RT 164 RT 164"
                                           "READY ATTACK"

                  LOS Call -   **"BAZOOKA, BAZOOKA"**
                                        "5, 5"
                                      "DOWN" "HUT ONE" "HUT TWO"

                                  OR

                                  "BAZOOKA, BAZOOKA"
                                  "BLUE 5, BLUE 5"
                                  "DOWN" "HUT ONE" "HUT TWO"

    "We have cancelled out 164 and in turn we are running 5 (the first situation) following base rules or 5 with a BLUE blocking scheme (the second situation)

FALSE CALL ("ARMY")

A. QB will call a play in the huddle.
B. At the LOS. in order to buy time for defensive stems. etc.. the QB makes a false call ("ARMY"). This call means nothing but any progression that follows is live.

EXAMPLE: Huddle Call -   "ROB 164. ROB 164"
                              "READY ATTACK"

            LOS Call -   **"ARMY ARMY"**
                           "DOWN" "HUT ONE" "<u>HUT</u> TWO"

                              OR

                           "ARMY ARMY"
                           "OPPOSITE OPPOSITE"
                           "DOWN" "HUT ONE" "<u>HUT</u> TWO"

                              OR

                           "ARMY ARMY"
                           "BLUE, BLUE"
                           "DOWN" "HUT ONE" "<u>HUT</u> TWO"

V. PURPLE plus any number = DUMMY Call

A. QB will call a play in the huddle.
B. At the LOS. in order to buy time for defensive stems or simply to dummy call the QB will use a color "PURPLE" plus any number. This call means nothing but any progression that follows is live.

EXAMPLE: - HUDDLE CALL -
             "RHONDA 168 RHONDA 168"
             "READY ATTACK"

             - LOS CALL -
             "PURPLE 24 PURPLE 24"
             "VEGAS, VEGAS "
             "DOWN" "HUT ONE" "<u>HUT</u> TWO"

NOTE: We are running 168 with a VEGAS blocking scheme.

VI. MISSILE calls -   Used to change up our timing of the HB's motion.

A. QB will call a play in the huddle.
B. At the LOS the QB will use the terms to send the HB earlier than normal to change up our timing.
    The HB will get to the position he needs to be at in order to execute his assignment and then runs in place until the ball is snapped.   ALL AUTOMATICS WILL BE SAID BEFORE "MISSILE"

EXAMPLE: -HUDDLE CALL-
                  "RIGHT 164 ACE MISSLE   RIGHT 164 ACE MISSILE"
                  "READY ATTACK"

                  -LOS CALL-
                  "BLUE , " BLUE"
                  "MISSILE 42", "MISSILE 42"   * (HB will leave on 2nd Missile)
                  "DOWN" HUT ONE HUT TWO"
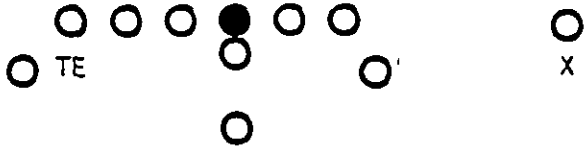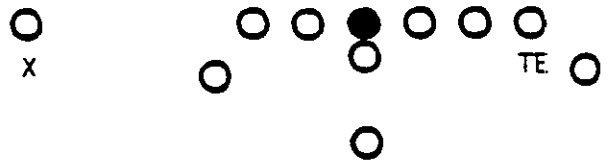
RIGHT

LEFT

ROB
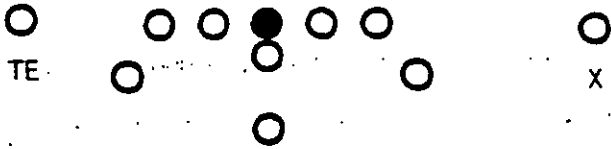
LOU
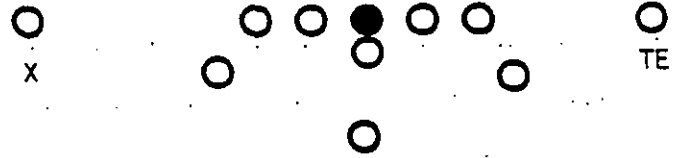
RINGO
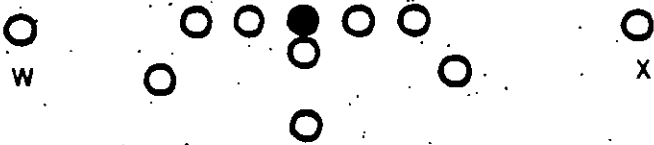
LUCKY

RAM

LION

ROGER

✗ Ineligable

TE   X

LARRY

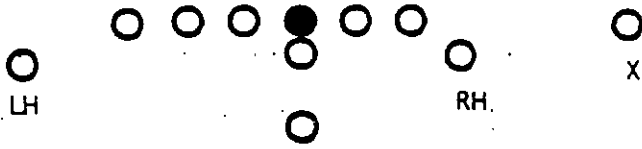X   TE

R

W   X

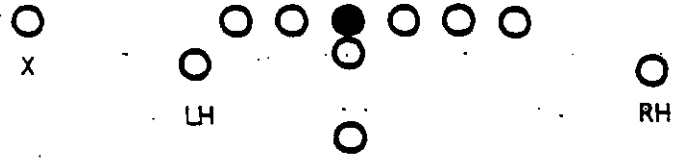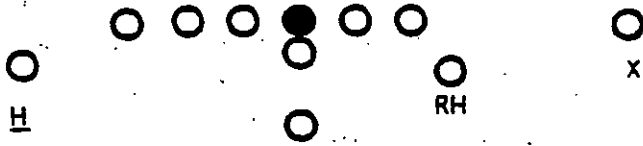## L

X   W

RANDY

Y   X

LENNY

X   Y
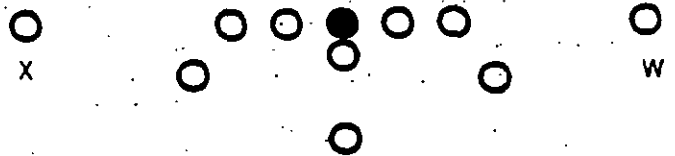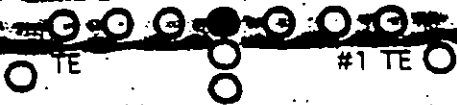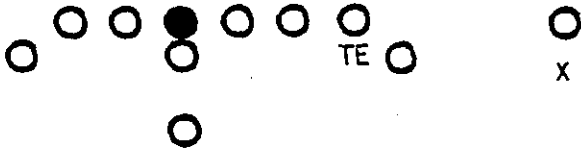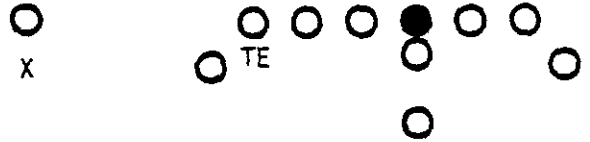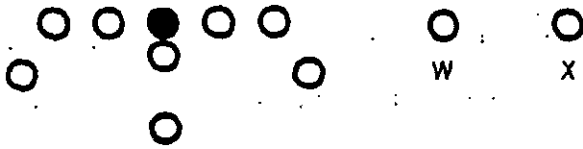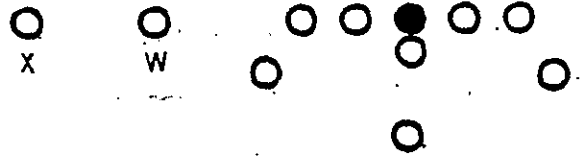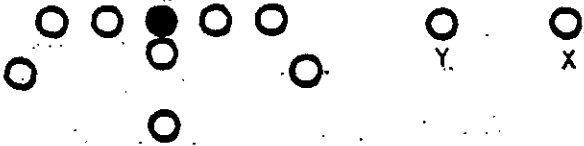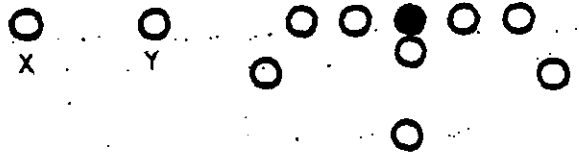
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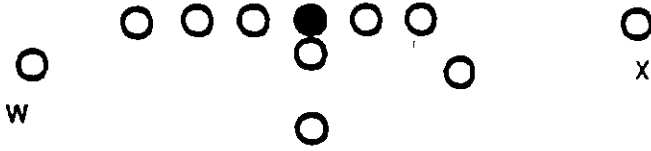
LASER
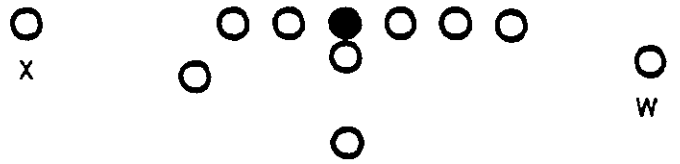
RAY

LEE

RAY WEAK
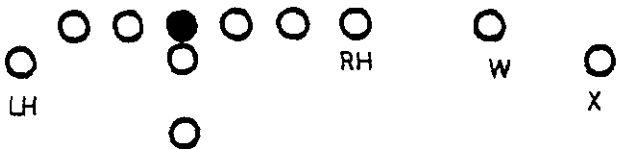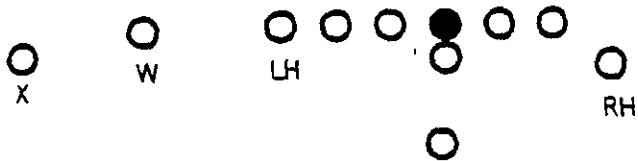
LEE STRONG
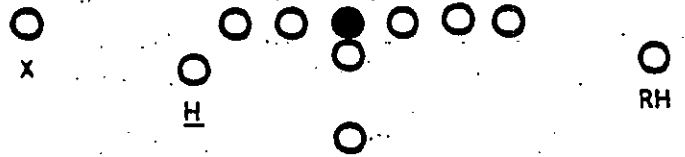
ROSIE

LIZ
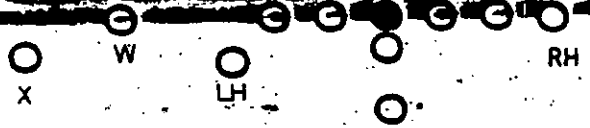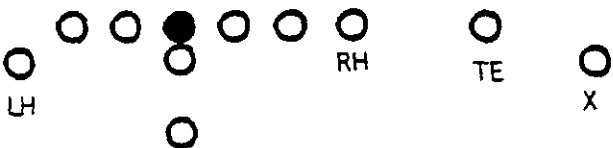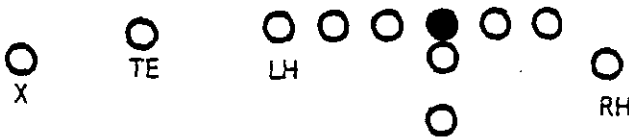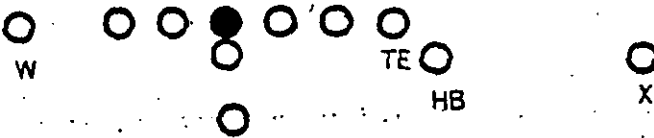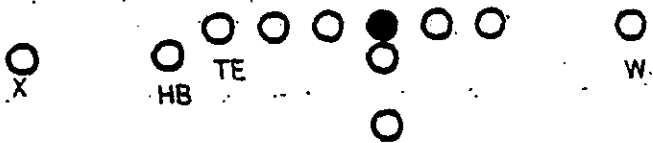
RHONDA

LH   RH   W   X

LAURA

X   W   LH   RH

RITA

LH   RH   TE   X

LISA

X   TE   LH   RH

TRIPS RIGHT

W   TE   HB   X

TRIPS LEFT

X   HB   TE   W

TRI RIGHT

W   TE   HB   X

TRI LEFT

X   HB   TE   W

TRIO RIGHT

TE   HB   W   X

TRIO LEFT

X   W   HB   TE

EAST

W · · · LH · · · TE · · · RH

WEST

LH · · · TE · · · RH · · · W

ATLANTIC

W · · · LH · · · TE · · · X

PACIFIC

X · · · TE · · · RH · · · W

NORTH

LH · · · TE · · · TE · · · RH

SOUTH

LH · · · TE · · · TE · · · RH

YANKEE

LH · · · TE · · · TE · · · X

DIXIE

X · · · TE · · · TE · · · RH
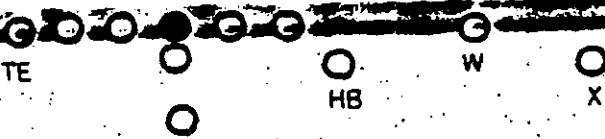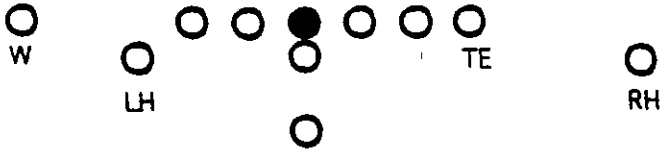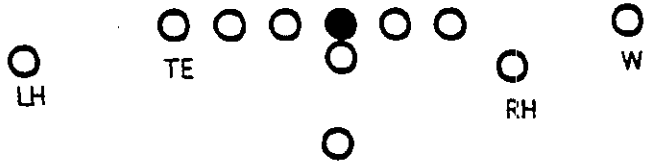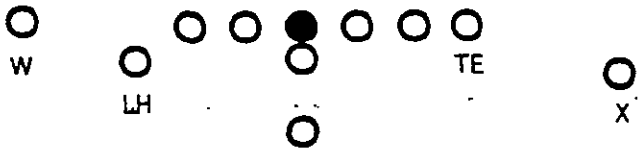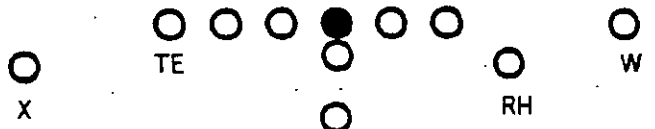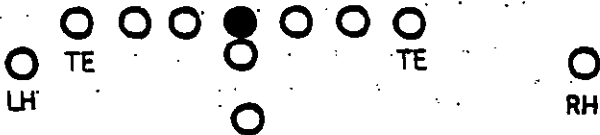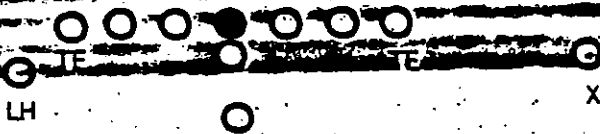
Note - Alignment is 1 yd deep and 1 yd
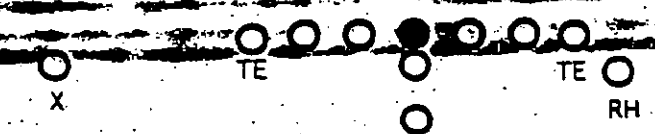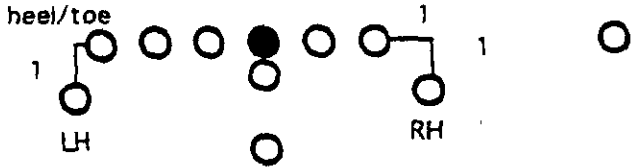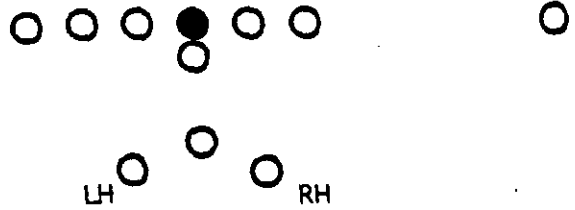outside the end man on the line
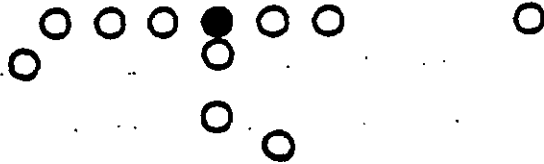Heel to Toe on TE by 1 yd deep

RIGHT
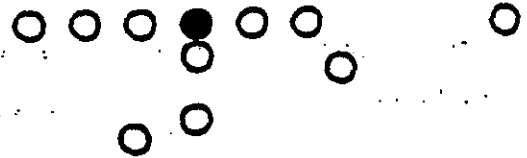

BONE - Both HB's align in the backfield

RIGHT BONE

T - Tells the HB TO the Formation side to align
in the bone position

A - Tells the HB AWAY from the Formation side
to align in the bone position

SPREAD - Means that the HB TO the Formation aligns
in a Split out position half way between the
OT and the SE.

RIGHT SPREAD
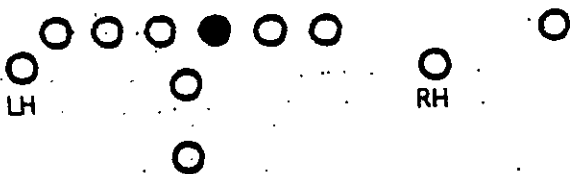
HARPO - Means that the HB AWAY from the Formation
splits out to a position 5 yds from the sideline
or no wider than the #'s if ball is in the
middle.

ROGER HARPO
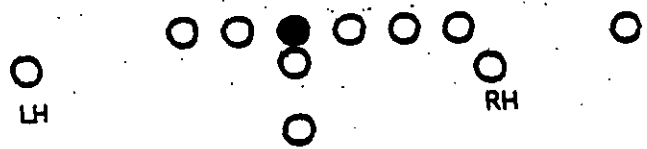
WIDE - Means that both HB's split out and use
their base rules for Spread & Harpo to align.

RIGHT WIDE

BACK - Means that a "H" Back substitutes in for a HB
and he splits out to a position 5 yds from the
sideline AWAY from the Formation side.

GROUP - Tells both HB's to align to the Frontside of the Formation side. The Home HB stays and the other HB comes over & aligns outside

RIGHT GROUP

BUNCH - Tells both HB's to align to the Backside of the Formation side. The Home HB stays and the other HB comes over & aligns outside.
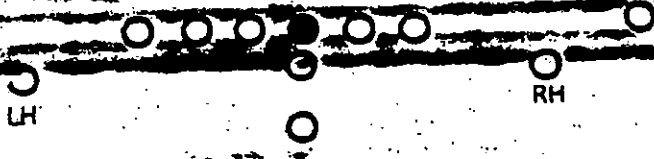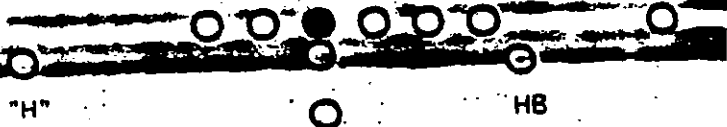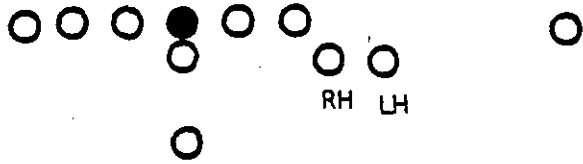
RIGHT BUNCH
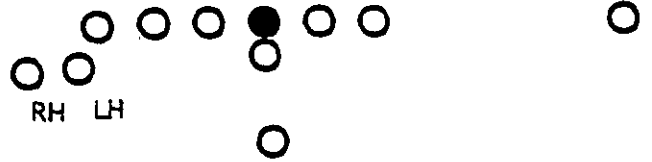
GROUP HALF - Tells both HB's to align to the frontside of the Formation. The Home HB stays & the other HB comes over and aligns in the bone position.

Right Group Half
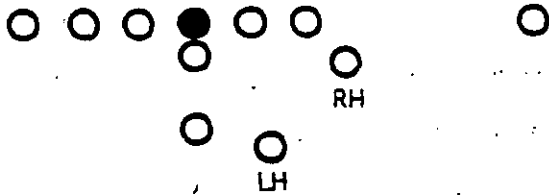
BUNCH HALF - Tells both HB's to align to the backside of the Formation. The Home HB stays & the other HB comes over and aligns in the bone position.

Right Bunch Half
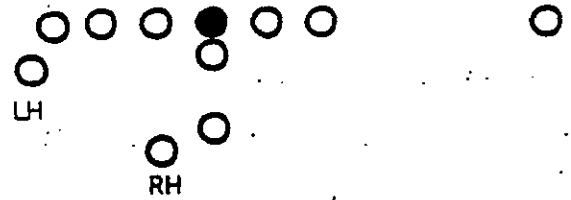
OVER - Tells the 1 HB that is in the game to align over on the opposite side.

YANKEE OVER

WING - Substitutes a TE for a HB. The TE now aligns in the Slot position AWAY from the Formation side

RIGHT WING

#2 TE   RH
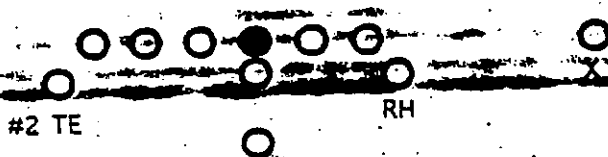
SLOT - Substitutes a TE for a HB. The TE now aligns in the Slot position TO the Formation side

RIGHT SLOT

LH   #2 TE
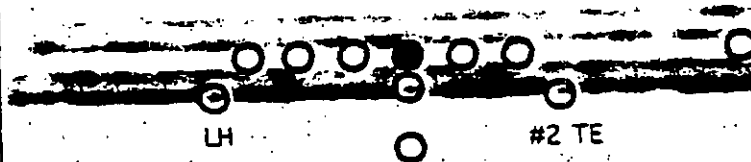
MOTION The Backside HB motions to his original
align. to execute his assignment
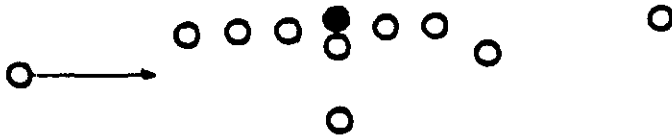
ORBIT The Frontside HB motions to his original
align. to execute his assignment

Ex.   Play called is 164
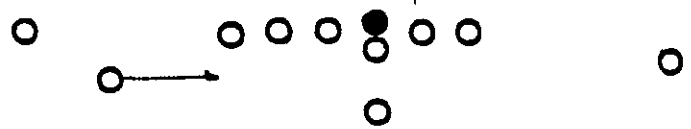
Ex. Play called is 55

BUZZ   The HB motions across the ball
to a regular align. in order to execute a
block for the play called.   Square shoulders
once you've crossed the ball
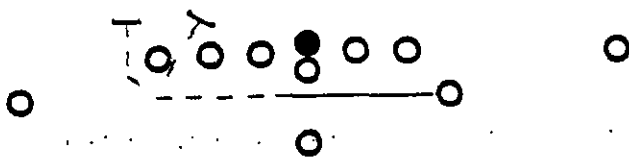
FLY   The Backside HB motions across the ball
and continue PAST the split position.
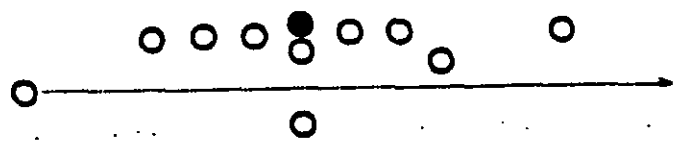
RATTLE - Tells the RHB to Buzz across the Center
to the opposite HB area & execute the
assignment on or near the cylinder
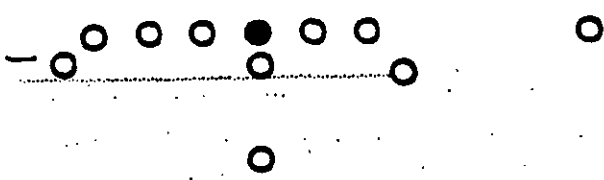
LOBO - Tells the LHB to Buzz across the Center
to the opposite HB area & execute the
assignment on or near the cylinder
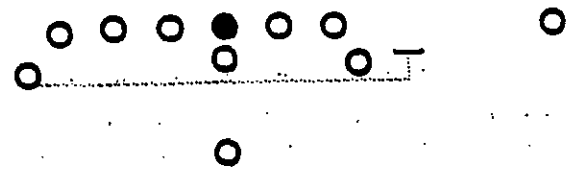
RUM - Tells the RHB to Fly across the
formation into the SE area to
execute your assignment.

LIQUOR - Tells the LHB to Fly across the
formation into the SE area to
execute your assignment.

TRADE RIGHT   X alligns opposite the formation call and shifts to the call.

Start   Finish
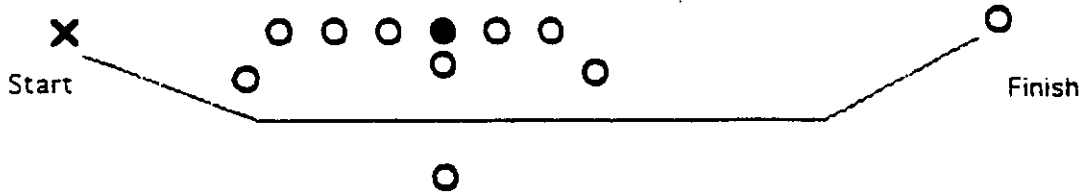
FLOP RIGHT

Y aligns opposite and shifts to the formation called

Finish   Start
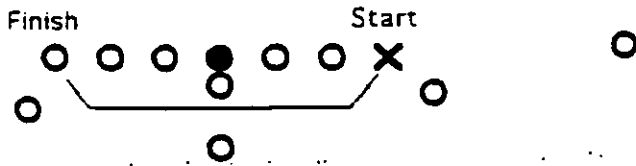
FLOP R

W aligns opposite and shifts to the formation called

Start   Finish
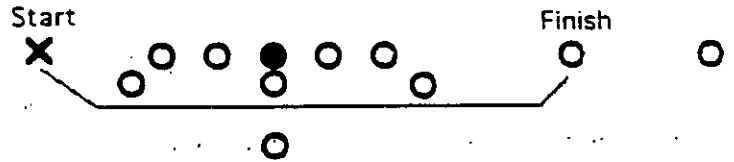
SHIFT

Y and HB start in their original alignments.
Y then steps off the LOS - and the HB Steps up into
the LOS.

RIGHT A SHIFT

TE

HB
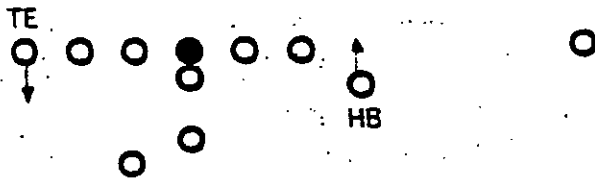
FLARE - Tells the Frontside HB of the Formation to Motion Out away from the ball
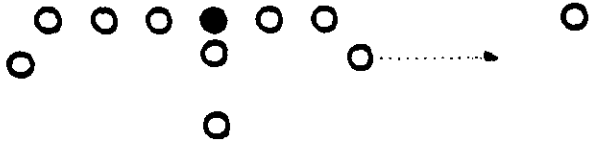
ATLAS - Tells the Backside HB of the Formation to Motion Out away from the ball
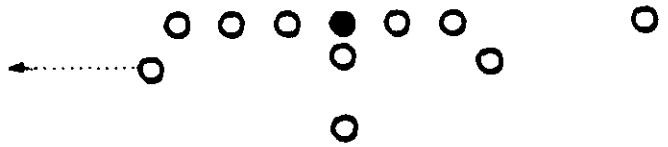
FLOW - Tells the HB on the Frontside of the PLAY to go into Pitch Motion. (Go 2 yds deeper than usual. Used as a Key Breaker)
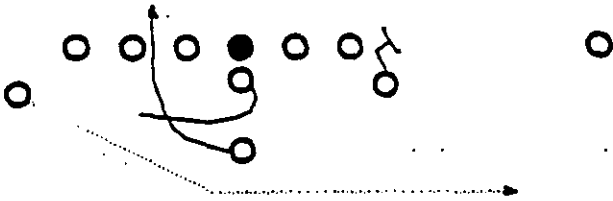
PICK UP - This is called in the Huddle & is attached to the play: It tells the leadback to Motion back to a Bone position in order to execute your assignment. Used when ISO or Climb blocking the LBer.
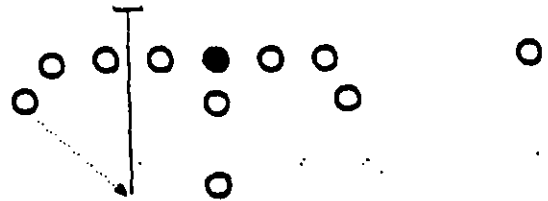
TRAILER - This is called in the Huddle. It is just like TRUCK in the backside HB of the play will execute the block on the LBer on the backside of a play but will not motion to do it.
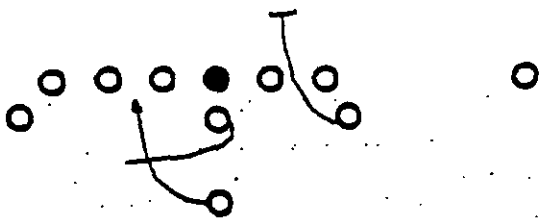
TRUCK - This is called in the Huddle. It is just like Pickup except now the backside HB of the play will execute the motion and block the LBer on the backside of a play
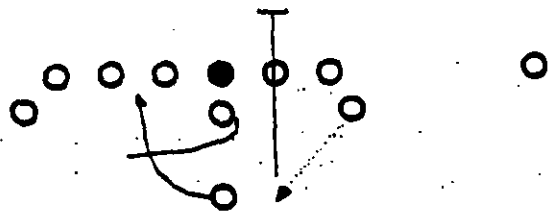
RETURN - Tells the Outside HB to Buzz to his original Slot position & execute his assign. from that point. (Used in Group / Bunch)
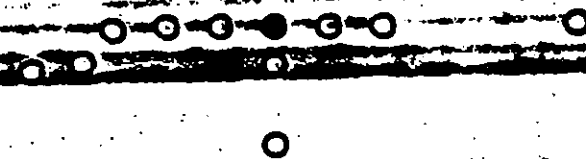
RERUN - Tells the Outside HB to Motion Downhill into the original pitch position & execute his assign. from that point. (Used in Group/Bunch)
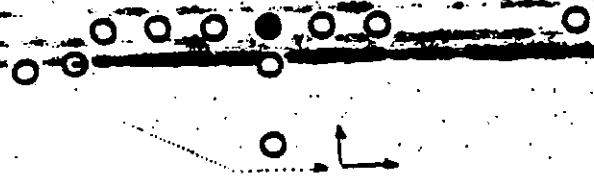
BLOCKING ZONE DEFINITION

BSTE'S ZONE	BST'S ZONE	BSG'S ZONE	C'S ZONE	PSG'S ZONE	PST'S ZONE	PSTE'S ZONE

PLAY DIRECTION ⟶
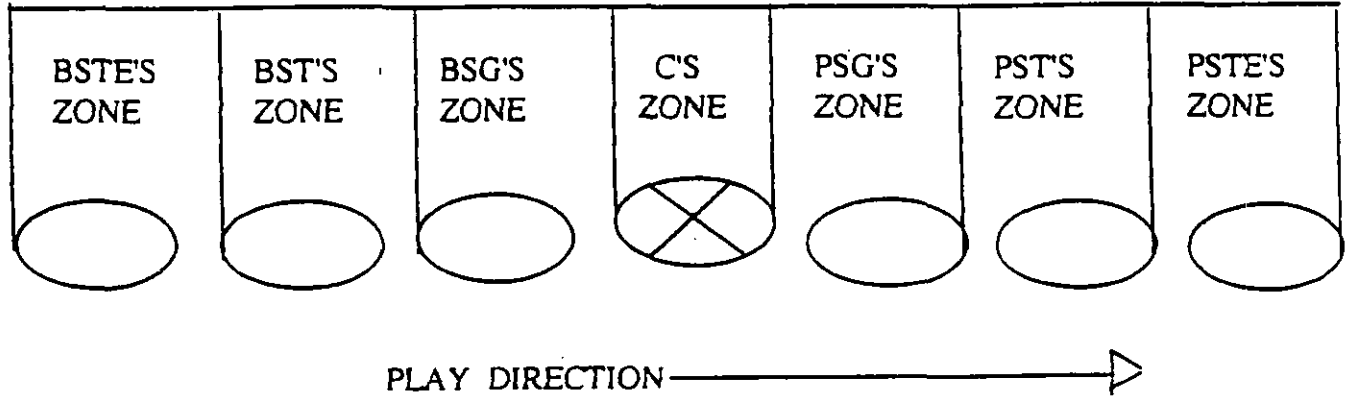
NOTE: A loosely aligned defender is included in your zone.

DEFENSIVE TECHNIQUES

In order for us to be able to communicate effectively and be successful offensively, it is important that you know each defensive technique, and the responsibility it carries.

(Even numbers are head on - Odd numbers are shaded - I equals inside shade - Gaps are lettered)

```
    6        4        2        0
                                      A      B      C      D

   ( )      ( )      ( )     [X]     ( )    ( )    ( )

 9   7    5   4I   3   2I    1
```
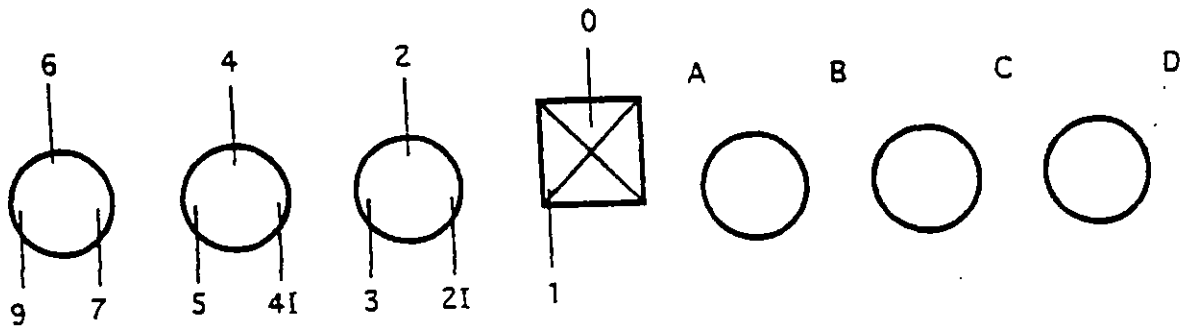
"0" Technique   -Line up head on Center

"1" Technique   -Line up on shoulder of Center

"2I" Technique   -Line up inside shoulder, splitting the offensive guard

"2" Technique   -Line up head on to inside eye of guard

"3" Technique   -Line up splitting outside foot of offensive guard or slightly wider

"4I" Technique   -Line up inside eye of offensive tackle. Responsible for inside gap

"4" Technique   -Line up head on offensive tackle about 1 1/2 feet off the LOS

"5" Technique   -Line up on the LOS on the outside eye of the offensive tackle

"6" Technique   -Line up head on offensive end

"7" Technique   -Line up on inside eye of the offensive end - can be one yard off LOS

"8" Technique   -Line up 1/2 yard outside normal offensive end

"9" Technique   -Line up 18 inches off the LOS on outside eye of the Tight End

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OFFENSIVE LINE TERMINOLOGY

1ST LEVEL	-	Refers to defenders on the LOS (defensive LNM).
2nd LEVEL	-	Refers to defenders off the LOS (LBers).
ZONE	-	Block area from your outside shoulder to the outside shoulder of the next adjacent lineman inside of you, 1st & 2nd level ("INSIDE" & "OUTSIDE" relative to the ball).
LNM IN ZONE	-	Block only a LNM in zone.
COVERED	-	When a defensive LNM is in your zone.
UNCOVERED	-	When no defensive LNM is in your zone.
ZONE CUT STAY	-	Cut-off the defensive LNM in your zone. Don't go downfield
ZONE CUT RELEASE	-	Cut-off any defender as you release thru your zone downfield
BASE BLOCK	-	Run block the defensive LNM over you with the proper aimpoint.
CLIMB BLOCK	-	Base block on 2nd level defender (LB). Use proper aimpoint.
RUNNING CUT-OFF	-	Course to cut-off LB in your zone.
VEER RELEASE	-	Inside release to block the PS to BS LB (wash veer TKL down or block a Gap player).
CHIP RELEASE	-	Release thru the inside 1/2 of a defensive LNM to block the PS/BS LB (wash veer TKL down).
4 STACK RELEASE	-	Inside release used to block the B-Gap defender. Used when a LB is stacked directly over the DT.
LB YOUR SIDE	-	Block the 1st LB from your zone to the inside.
SEAL LB/ROV/FS	-	Inside release to block first defender from 2nd level on down the field.
DRIVE	-	Angle block the first defensive lineman to the inside of your zone.
2-2 PS/BSLB	-	Used by Center when uncovered. Course thru PS A-Gap to check PSLB Blitz - on route to block BSLB. One continuous motion.
2-2 BSLB	-	Used by Center when uncovered. Course to block the BSLB anticipating flow.
2-2 PSLB	-	Used by Center when uncovered. Course to block the PSLB.
BLOCKBACK	-	Used by Center to block the backside A Gap.
SCRAMBLE THIGHBOARD	-	Block executed on all fours thru crotch/thighboard of a DT.
FIELD AWARENESS	-	Getting a picture (feel) of the defense around you: techniques, alignment, personnel and tendenies. Understanding field position & Down/Distance. Use this to anticipate how the defense might play: Angles/ Slants/ etc.
SCOOP	-	Term used to describe our zone blocking system on the backside of option plays. It will involve the techniques of PICK REACH and ZONE CUT RELEASE.

"PICK"

B

B
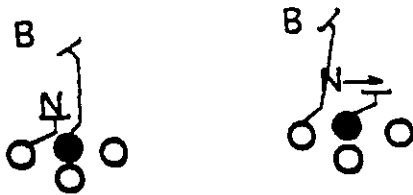
Call by Center - scheme used by Center & BSG to block a NG & BSLB. The BSG will try to overtake the Nose unless he tries to cross the Center's face. Then the BSG will go up to the BSLB.

"WILL"

B

B
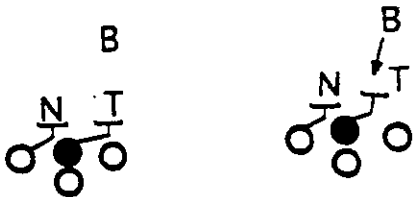
Call by Center - similar to PICK exept now the Center must release flat to protect playside A gap. The BSG must sell out and get the Nose.

"COMBO"

B

B

T E
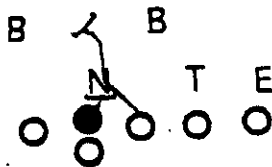
Call by Guard - scheme used by PSG & Center to block NG & BSLB. The Center will scramble thru the PS thighboard of the Nose and the Guard will clean-up the Nose on his way to the BSLB

"DRIVE"

B

B
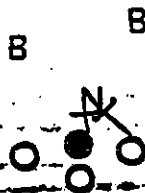
Call by PSG - Tells the Center he will Down Block on the Nose. (Aimpoint is the Hip).

"EAGLE"

B

T N   T   E
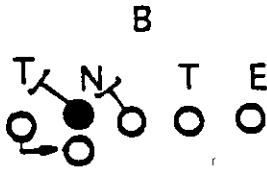
Call by Center - Used on Blockbacks when the Center is covered and the BSG is covered. Tells the PSG he has no help on his Drive. Don't allow penetration.

"HAWK"

B

T N T   E
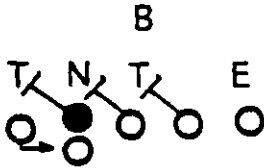
Call by Center - Used on Blockback vs. a Double Eagle (44) Defense. Both PSG and PST have no help.

"CHUCK"

B   B

N   T   E
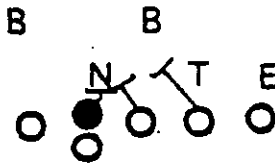
Call by Center - scheme in which PSG and Center Double team the Nose. PST must release to get the PSLB.

"SLIP"

B

B
N   T   E
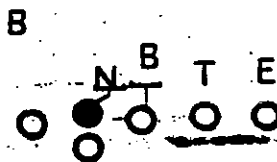
Call by Center or PSG - Used on Goalline when we have an A Gap Defender tight to Center or a LBer who walks up tuff in the B Gap.

"ZEBRA"
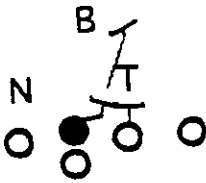
<u>Call by PSG</u> - Used on our Zone play when the Center and PSG are Area Blocking the A & B gaps.

"ZULU"
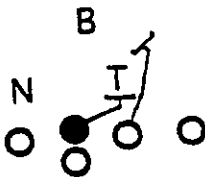
<u>Call by PSG</u> - Used on our Double Options. The Center and PSG force a Fast Zone off of the Defensive Lnm to the LBer.

"LOCK"
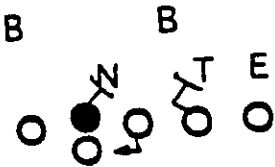
<u>Call by Center</u> - Used on Trap Option with a Backside Nose. Tells the BST to Protect the B Gap area.

"FAT"
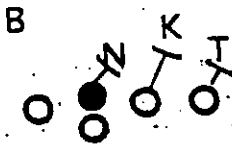
<u>Call by BSG or BST</u> - Tells the Center that he is blocking the Nose alone. Tells the BSG that he will block the B Gap defender.

"TAG"

B   B

N T   E

O ● O O O
   O
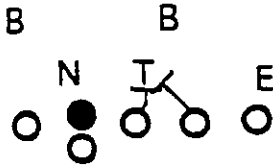
Call made by PSG & PST - to let each other know we will Double Team the Defensive Lnm in the B Gap area.

"GAP OR I"

B   B

N ·-T E

O ● O ◐ O
   O
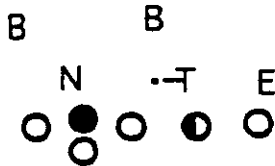
Call by PST - Used to Alert the QB that the man in the Tackle's Zone has moved to an inside alignment. Helps the QB on Reads and calls.

"ZEBRA"

B   B

N   T E

O ● O O O
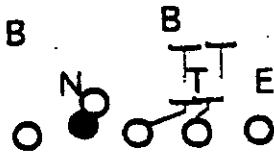
Call by PST - used on our Zone Play when the PSG and PST are Area Blocking the B & C Gaps.

"ZULU"

B   B

N   T E

O ● O O O
   O
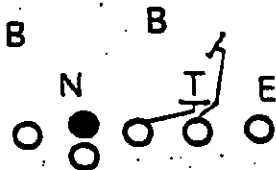
Call by PST - Used on our Double Options. The PSG and PST force a Fast Zone off of the Defensive Lnm to the LB.

"FAT"

B
N   E   K
O ● O O
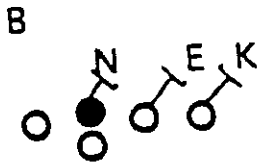
Call by BSG or BST - Alert both players that they are responsible for the B & C Gap Defenders respectively. Be aggressive.

"FOLD"

B   B
N   T   E
O ● O O   O
   O
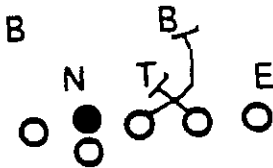
Scheme used by PSG & PST to block a reduced front. The OT will drive to cut off penetration and the PSG Pulls for the PSLB or BSLB depending on the play.

"CHARLIE"

B   B
N   T   E
O ● O O O
   O
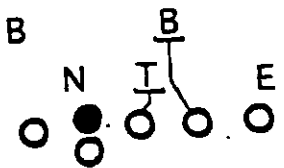
Call by PST - scheme in which PSG Bases the PS# and the PST secures the Down LNM on his way to the MLB or BSLB.

"SMASH"

B   B
N   T   E
O ● O O O
   O
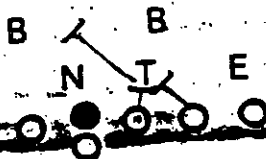
Call by PSG - scheme in which PSG blocks thru the inside 1/2 of Down LNM on his way to BSLB. The PST drivesand takes over Block as the Guard comes off. (Movement is Critical)

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"GUS"
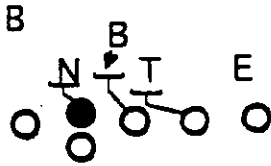
Call by PSG vs a Tuff PSLB when smash blocking. The Guard will go get the LBer and the PST must secure the DT alone.

"REACH"
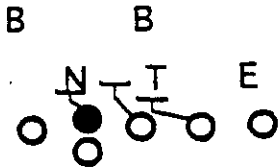
Call by BSG - scheme used vs BS reduction. BSG pushes thru the A Gap to LBer level. BST comes down and tries to overtake the DT. (Used when Backside Rule is Scoop)

"TIGHT REACH"
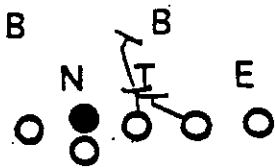
Call by BSG - scheme in which BSG & BST Double Team thru a reduced DT and the Guard comes off for the BSLB. (Used on possible Cutback plays!)

"FAN"
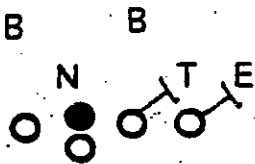
Call made by BSG or BST - Used on our Counter Iso Play vs. a 50 Defense. (44/45)

"OUT"

B   K
    T   E
O ● O O O
  O
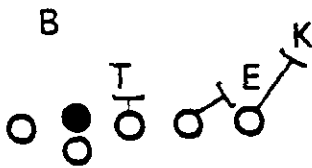
Call by OT - Used on certain plays where we are trying to run the ball in the B Gap and the PST is uncovered.

"SMASH"

B   B
  N   T E
O ● O O O
  O
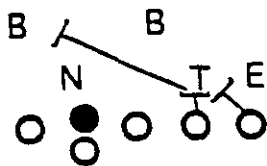
Call by PST -   Scheme in which PST blocks thru inside 1/2 of Down LNM on his way to BSLB. The TE Drives down and secures the DT as the PST comes off. (Movement is Critical)

"TEX"

B   B   T E
  N
O ● O O O O
  O
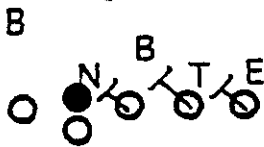
Call by PST - vs a Tuff PSLB when a Smash block is called. The Tackle will go get the LBer and the TE must secure the DT alone.

"ZEBRA & ZULU"

B
    T   E
O ● O O O
  O
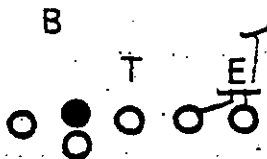
Same as C, G, T Techniques but one gap wider

REACH

B

T   N   T   E
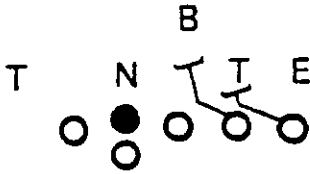
Scheme used where the TEj will CutOff the C Gap.

"FAN"

B

N   T   E   C
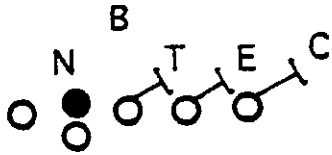
Call made on 44/45 play vs. a 50 Defense. Everyone Blocks the Next Man outside of your Zone.

POWER STEP HINGE

B

T   N   T   E
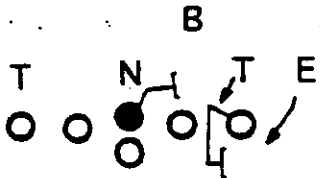
Technique by the BST or BSTE to protect their Inside Gap on Trap Option or Midline Option.

"7"

B

T   E
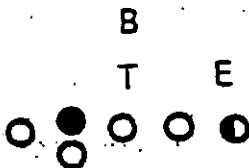
Call made by TE to alert others that he is covered by an Inside Technique Defender.

"KNIFE"

B   B
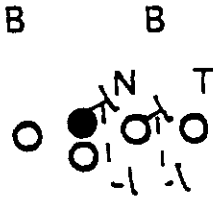
Call by Center - Used on Pass Protection when the Center is Uncovered. This lets the BSG know he is working a Tandem with the Center.

"SLICE"

B   B
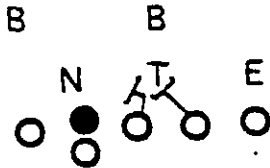
Call by Tackle - Used on Pass Protection when his rule allows a Slice on Reduced Defense. This means that the PST will secure the B Gap.

"RAZOR"

B   B
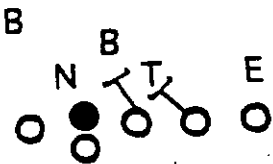
Call by PSG - Used when Slice is called and the PSLB is in a threatening position. The Guards get the LBer on the Snap and the PST must secure the DT alone.

"COBRA"

B

Call by BST - This alerts the backside lineman that there is a Blitz threat off the backside so the free player can come out and pick it up.

RECEIVER SPLITS

BALL ON HASH

Norm Splits

Boundary:
5 yards from sideline

Field:
5 yards from Hash
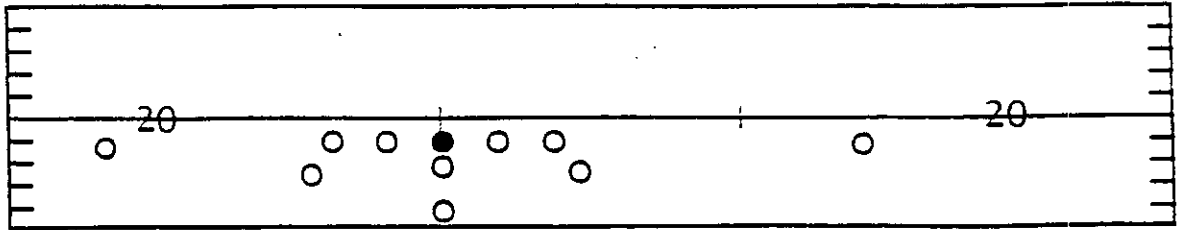
Max Splits

Boundary:
same as Norm

Field:
In the Numbers
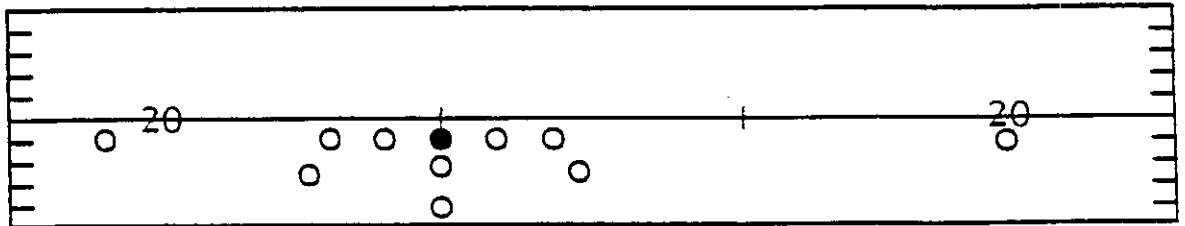
Tight Splits

Boundary:
In the Numbers

Field:
2 yards from the Hash
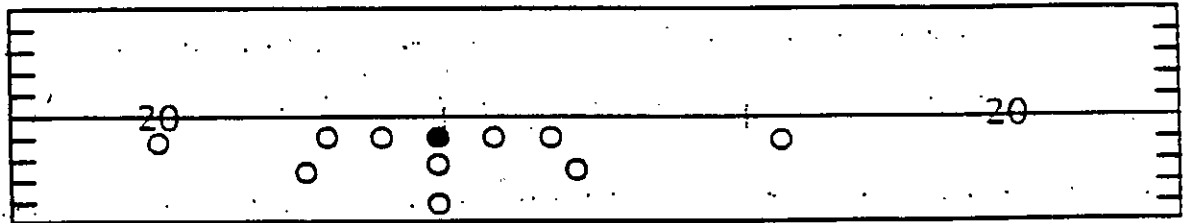
BALL IN MIDDLE

Norm Splits

Boundary:
5 yards from Sideline

Field:
5 yards from Sideline
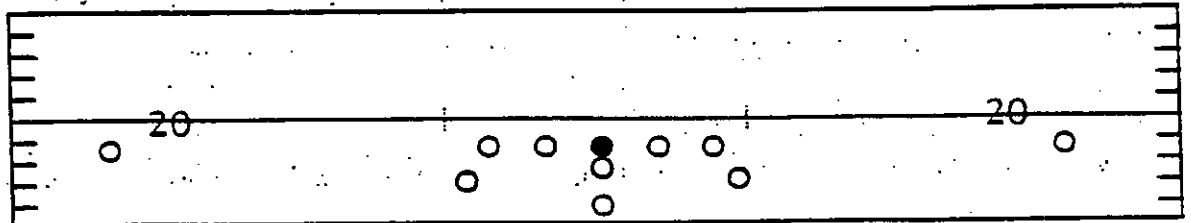
Tight Splits

Boundary:
In the Numbers

Field:
In the Numbers

FIELD SE BLOCKING ASSIGNMENTS

COVER 3   SOFT CORNER

FS   H
SS

Attack & Read - H is Soft stay unless
FS is hard in the alley
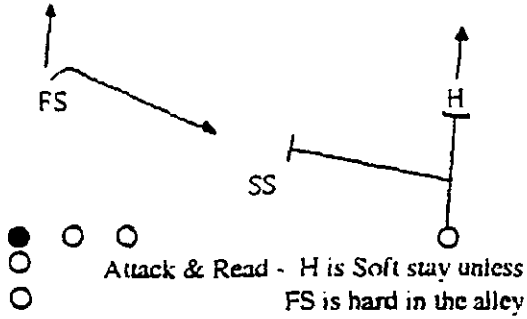
COVER 3 CHEAT   SOFT CORNER

FS   H
SS

Attack & Read - Usually FS is hard
in the alley - Crack the FS

COVER 7 - HARD CORNER

FS

SS   H

Block the Hard Corner w/ 3 on top.
Halfway rule
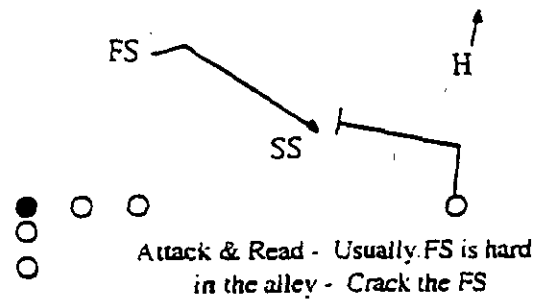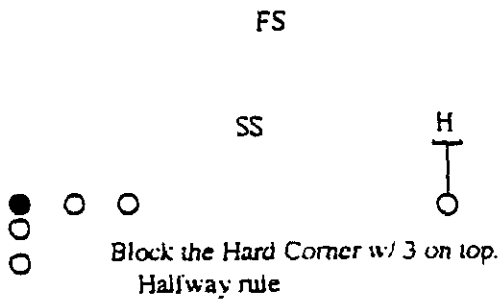
COVER 3 CHEAT - HAMMER   SOFT CORNER WHO ROLLS HARD
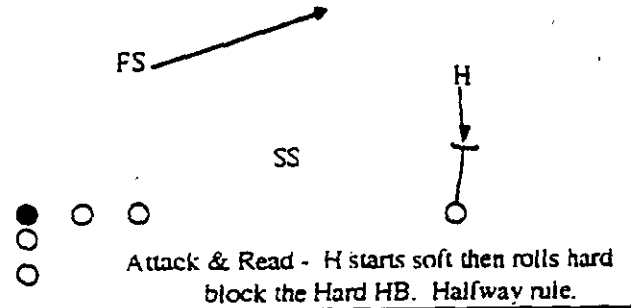
FS   H
SS

Attack & Read - H starts soft then rolls hard
block the Hard HB. Halfway rule.

COVER 2 - HARD CORNER

FS   SS   H

Block the Deep 1 Zone Defender. Try to
out release if poss.

2 SKY - SOFT CORNER

FS   H
SS

Attack & Read - FS is backside /
ins. leverage - Stay on H

COVER 4 - CORNER SUPPORT

FS   SS   H

Block the Deep 1 Zone Defender -
SS here w/ the H rolling hard

COVER 4 - SAFETY SUPPORT

FS   SS   H
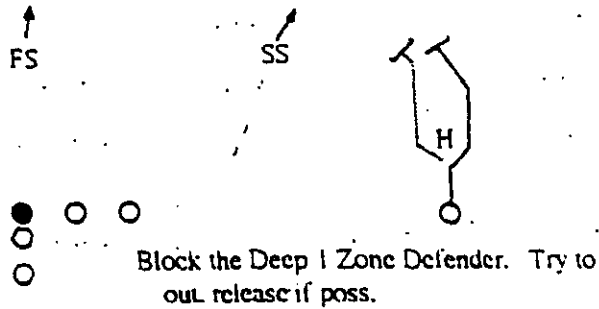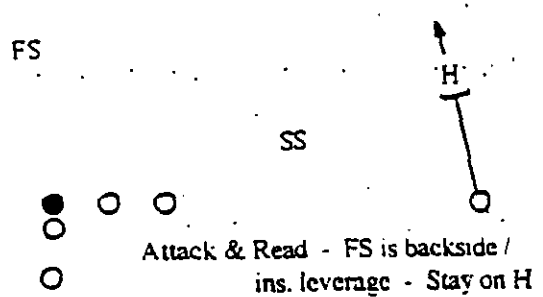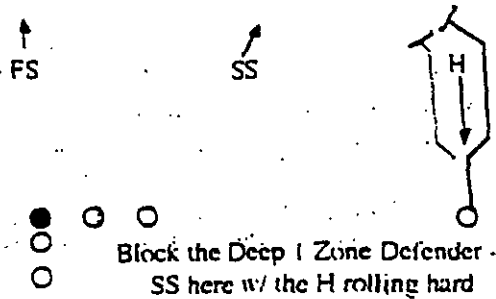
Block the Deep 1 Zone Defender -
WH here w/ him playing soft.
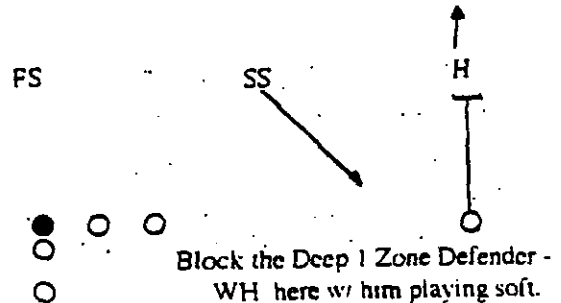
COVER 2 ALLEY -- HARD CORNER

FS   SS   H

Attack & Read on the Alley FS.
*Gameplanned

COVER 9 - SOFT CORNER

FS   H
SS

Attack Tech. - read man. run him
off.
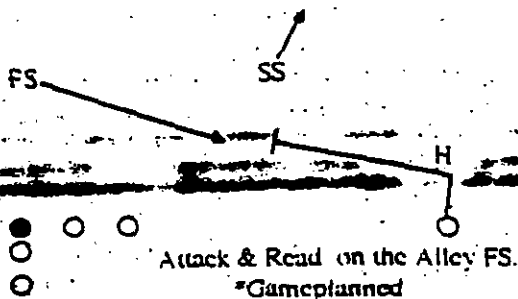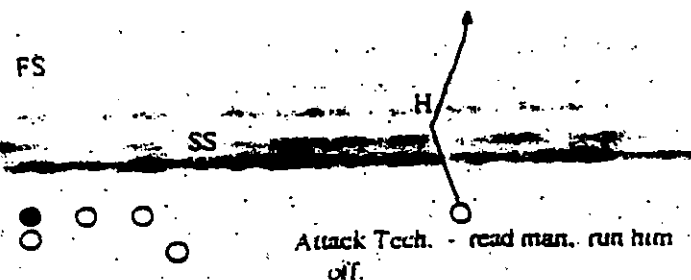
R & L BLOCKING ASSIGNMENTS

Splits = W - Align on the Hash   X - Max Split (In the Numbers)
* As the ball moves off the Hash - Adjust accordingly. Try and maintain a 10 yd. separation
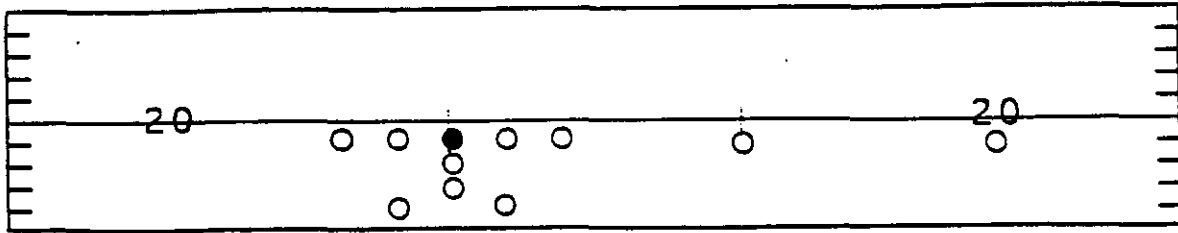
BASE SCHEME - Vs. Cover 3

W - Set up the SS before releasing for FS.
X - Stalk block the HB
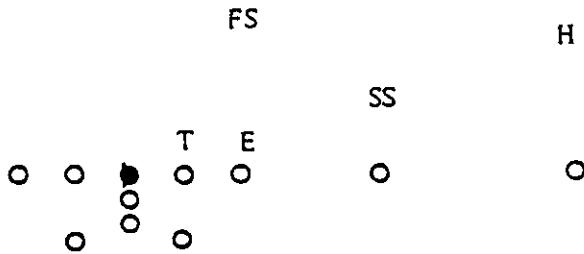
SWITCH SCHEME - Vs. Cover 7

W - Drop step & get depth. Throw and cut his
    outside thigh.
X - Block hard Corner for 2 counts, then
    release for Deep 1 Zone Defender.
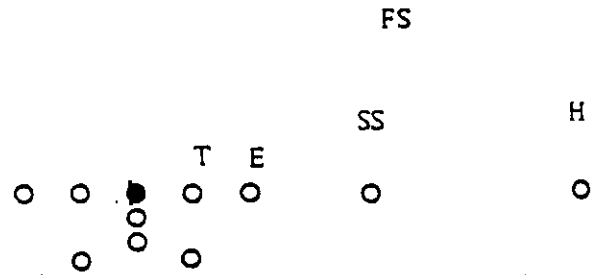
BASE - Vs. ROVER

W - Crack the Rover   X - Attack & Read
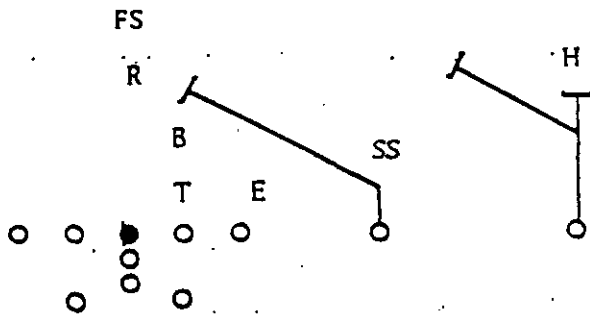
COWBOY / TRIGGER / SMOKE

W - Crack the ALB to FS   X - Stalk the HB
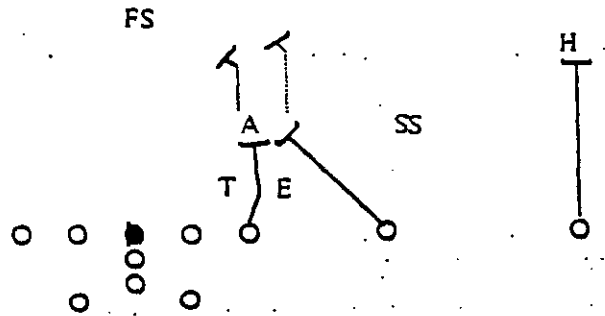
STALK SCHEME - (NO POINT)

W - Stalk the Inside Safety   X - Stalk the HB
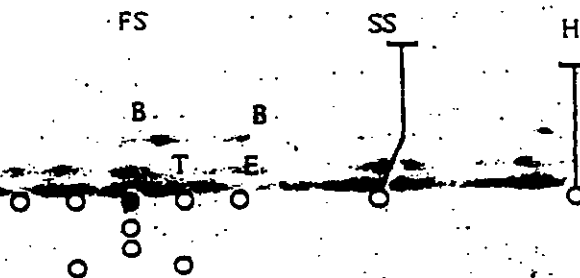
STALK SCHEME - W/ SWITCH

W - Arc & Stalk the HB   X - Crack the Safety
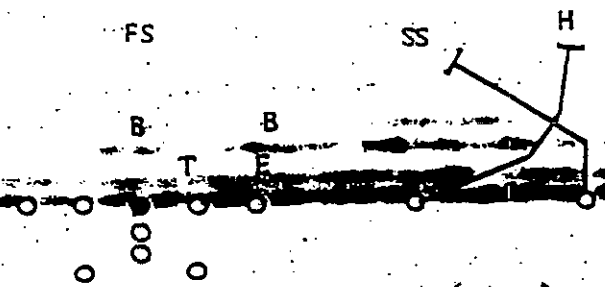
COVER 3 ROVER (Alley Player)	COVER 2 ROVER (No Alley Player)
Read the HB - If he drops - Crack the Rover or FS. If HB rolls hard - Block him.	Go directly and Crack the Rover. with No Alley Player.

CHOICE SCHEME W/ "SWITCH" CALL

Used vs. Cover 4. - X If you can Crack the SS - Make a "Switch" signal to the RB.

ROGER/LARRY - 3 MAN THREAT	ROGER/LARRY - 2 MAN THREAT
Rule: If 3 Men on Top - Block the Outside Defender	If 2 Men on Top - Block the Deepest Defender.

W / Y BLOCKING ASSIGNMENTS

BLOCK FORCE - Vs. 3 Deep w/ C Roll or prealigned 2 Deep	**BLOCK FORCE** - Vs. 3 Deep w/ FS Alley
REDUCED CALLS - BLOCK FS	**REDUCED CALLS - BLOCK FS**
ALLEY SCHEME Free to make Call	**ALLEY SCHEME** - w/ "SWITCH" Call
W/Y - If you can Stalk the Defender (7 yds +) No Call	If Hard Corner - give a "SWITCH" signal to RB and go to Crack the FS.
ROVER -- IF C IS SOFT, CRACK ROVER.	**HOLE TECH.** - Used w/ any 100's or 60's Options into S.L.

COUNT SYSTEM INTO THE BOUNDARY FOR THE TE'S

COVER 3	COVER 2	REDUCED COVER 2
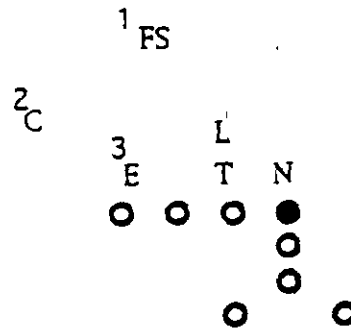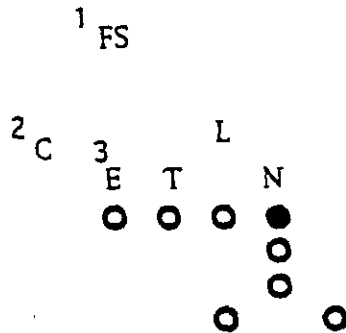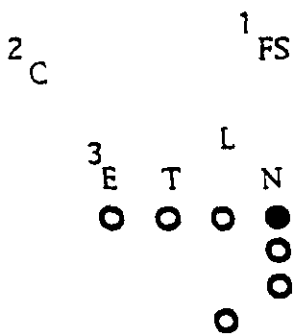
BLOCK FORCE - 4/5 or 8/9

Look to Block C unless he backs up & FS supports

BLOCK 1 ZONE - 100's or 60's Options
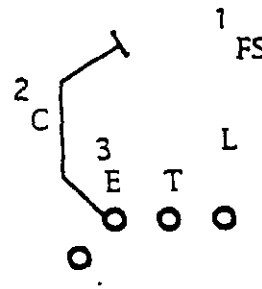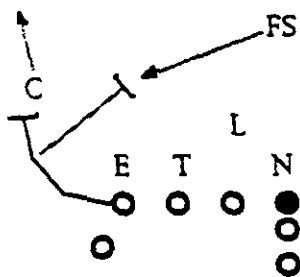
COLOR CALL - BLOCK 1 ZONE

TWIN / SAFETY COLOR CALL - SEAL LINEBACKER
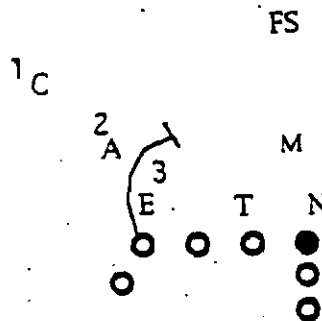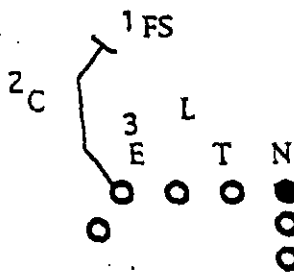
COWBOY / TRIGGER - Loop for ALB to FS

STICK W/ COLOR CALL - BLOCK OUT
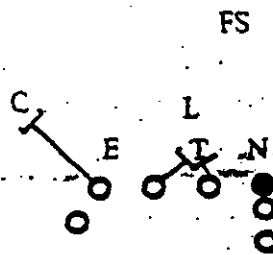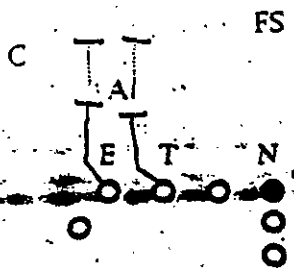
SECTION 300

TRIPLE OPTIONS
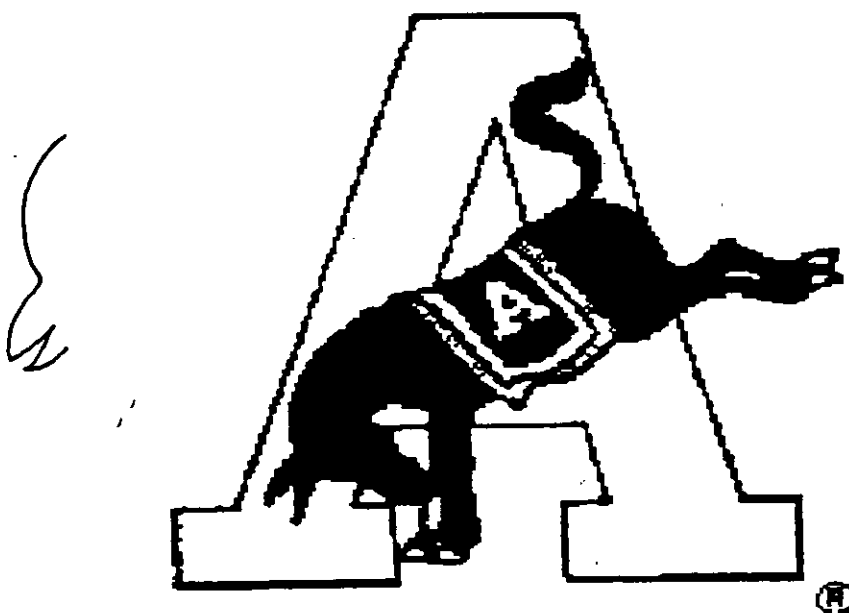
ARMY OFFENSE

1997

"BLUE"

PST: PSG Covered = TAG block w/ PSG.
              PSG Uncovered = VEER release for PS/BSLB.
PSG: Covered = TAG block w/ PST.
              Uncovered = COMBO NG to MLB or BLSB
C/BSG/BST: Follow base rules of play called
FB: Run Mid-Track looking to hug tag block. Square up and attack
              backside shoulder of scrape LBer.
QB: Use Mid-Track footwork and read #3 for HK. Option #2 for PK.
PSHB: Seal LB-ROV-FS
TE: Playside = outside release for 1 Zone defender.
             Backside = follow base rules of play called
WO: Playside = Block 1 Zone defender (FS)
SE: Block base rule of play called.
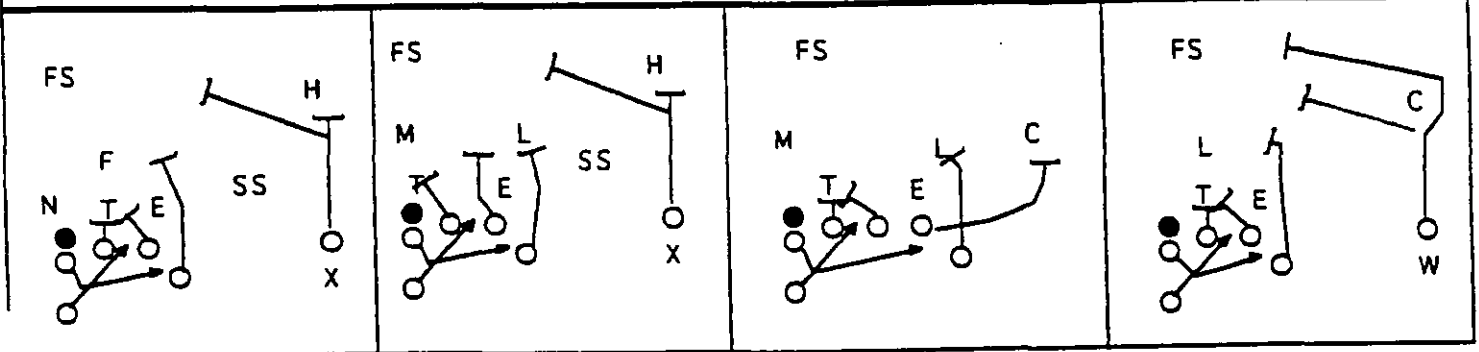
"GREEN"

PST: Veer release or 4 Stack release for PS/BSLB.
PSG: Covered = Base block PS #.
             Uncovered = Combo NG to MLB or BSLB
C/BST/BSG: Follow base rule of play called.
PSHB: Seal LB-ROV-FS.
FB: Run Mid-Track and follow base triple opt. reads.
QB: Read #3 for HK and option #2 for PK
TE: Playside - outside release for 1 Zone
             Backside - follow base rules of play called.
WO: Block 1 Zone defender (FS)
SE: Block base rule of play called
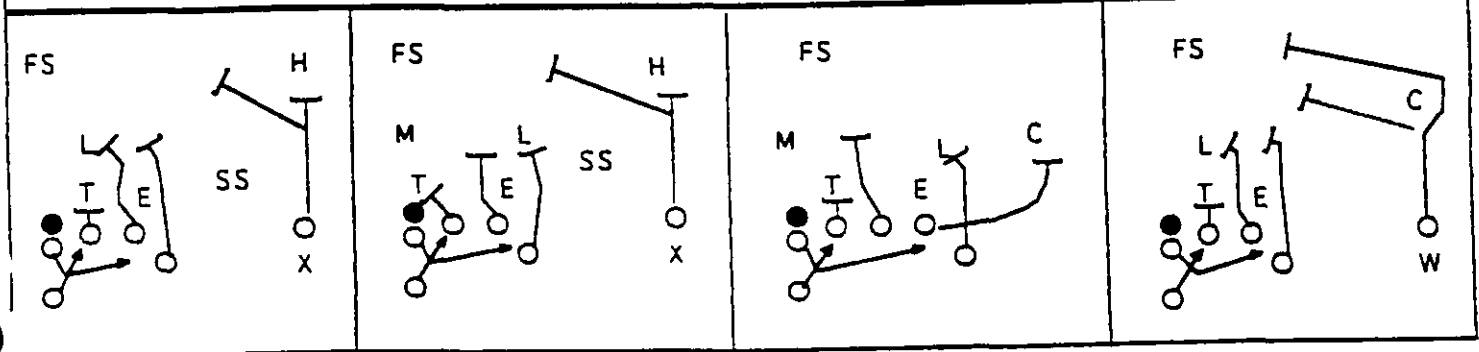
"TAN"

PST: PSG Covered = Drive block.
PSG Uncovered = VEER release for PS/BSLB.
PSG: Covered = Fold block for PSLB.
Uncovered = COMBO NG to MLB or BSLB.
C: PSG Covered = Execute WILL block
PSG Uncovered = COMBO w/ PSG.
BSG/BST: Follow base rule of play called. BSG be ready for "WILL" call from Center
FB: Run Mid-Track looking to run off the Fold Block by PSG on PSLB.
QB: Use Mid-Track footwork & read #3 for HK. Option #2 for PK.
PSHB: Seal LB-ROV-FS.
BSHB: Run pitch course.
TE: Playside = outside release for 1 Zone defender
Backside = follow base rules of play called
WO: Block 1 Zone Defender (FS)
SE: Follow base rule of play called
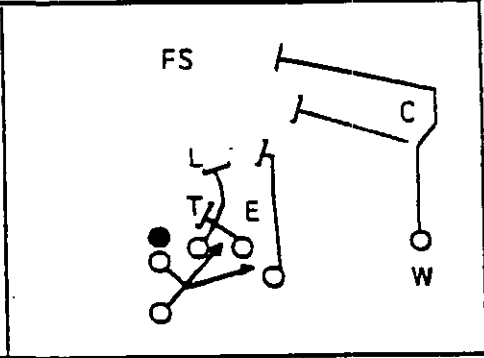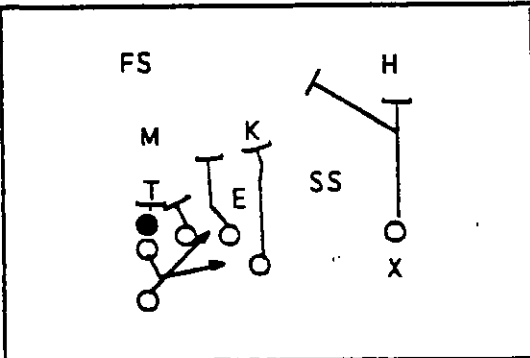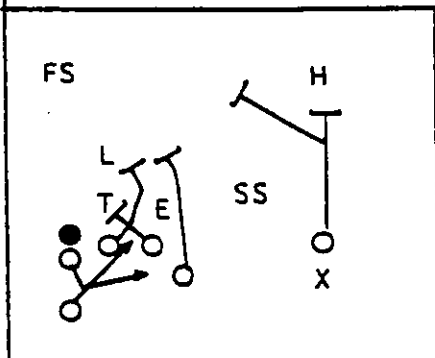
"YELLOW"

PST: TAG block 4I or GAP player w/ PSG.
PSG: TAG block 4I or GAP player w/ PST.
C/BSG/BST: Follow base rules of play called.
FB: Run Mid-Track looking to hug TAG block on 4I/GAP player.
Square up and attack backside shoulder of scrape LBer.
QB: Use Mid-Track footwork & read #3 for HK, Option #2 for PK.
PSHB: Seal LB-ROV-FS.
BSHB: Run pitch course.
TE: Playside = Outside release for 1 Zone.
Backside = follow base rules of plays called
WO: Block 1 Zone Defender (FS)
SE: Follow base rules of play called.
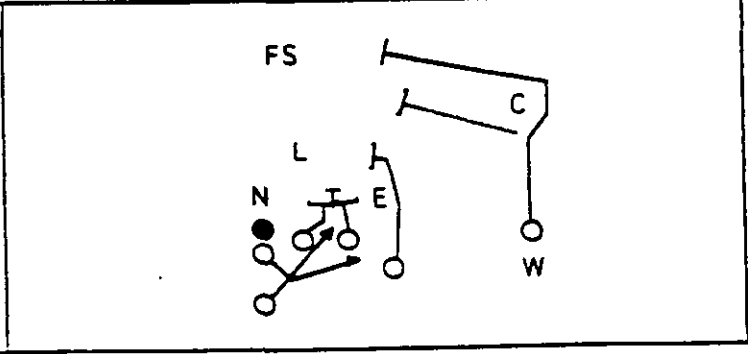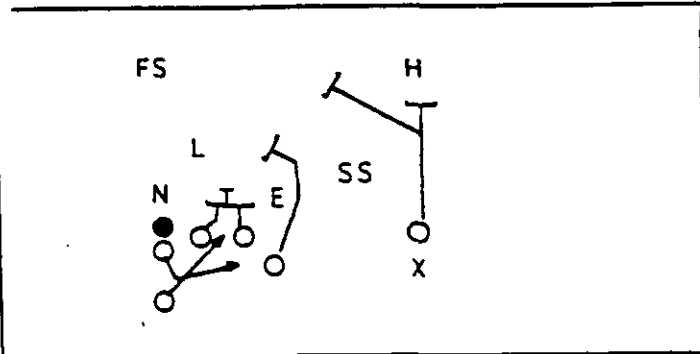
"SAFETY & COLOR"

(1 Outside)

TE: Outside release and seal PSLB
PSHB: Release and Block 1 Zone Defender
OTHERS: Execute play w/ color scheme called.
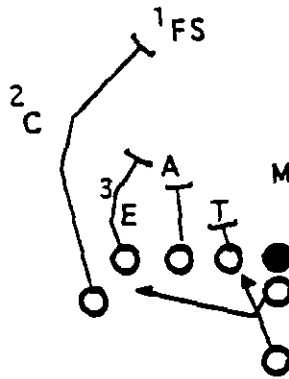
"TWIN & COLOR"

(2 Outside)

TE: Outside release and seal ILB
PSHB: Block the 2nd Man past the HK.
QB: Read #3 for HK. Option Hip (#2) for PK
OTHERS: Execute color scheme called.
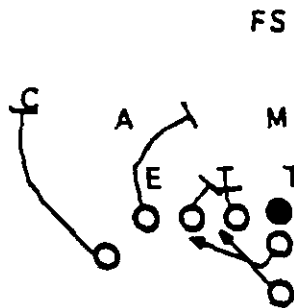
"SINGLE & COLOR"

(2 Outside)

TE: Outside release and seal ILB
PSHB: Block 1st Man Outside the HK
QB: Read #3 for HK. Option (#1) for PK
OTHERS: Execute color scheme called.
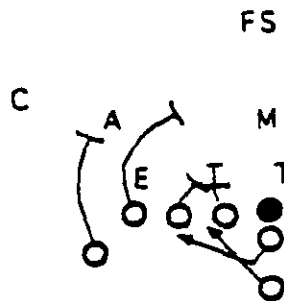
"SPECIAL & COLOR"

SE: Block Deep Safety playside (FS)
PSHB: Arc block Widest defender (WH)
TE: Outside release and seal LB to FS
OTHERS: Execute rule of color used.

FS

B   SS

T   E

H
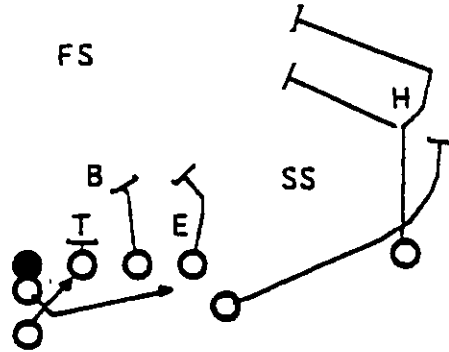
"STICK & COLOR"

TE: Block out on 1st defender outside.
QB: Read #3 for HK. No option on disconnect,
cut inside TE's block.
OTHERS: Execute color scheme called.

FS

C

B

E   T   T

STICK BLUE
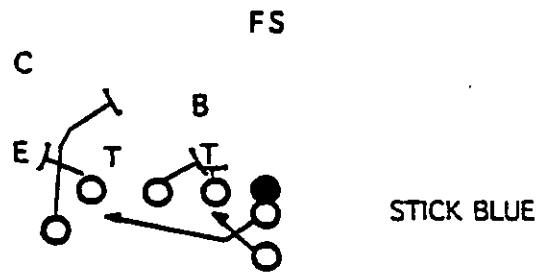
"VEER & COLOR"

TE: Veer Release for MLB
PSHB: Seal PSLB / FS
OTHERS: Execute color scheme called.

FS   FS

C   C

A   M   A   M

E   T   E   T
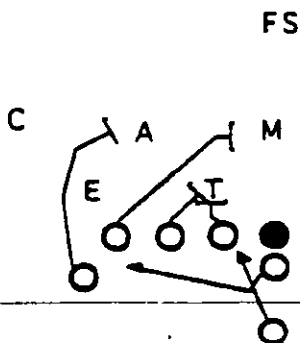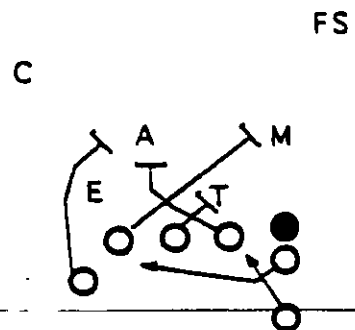
"VEER BLUE"   "VEER TAN"

"RED"

O-LINE: Execute 164/165 ACE (Veer Blocking)
PSHB: Seal MLB / FS
W: Stalk #2
X: Stalk #1   Note: Poss. "SWITCH"
OTHERS: Execute 164/165 ACE
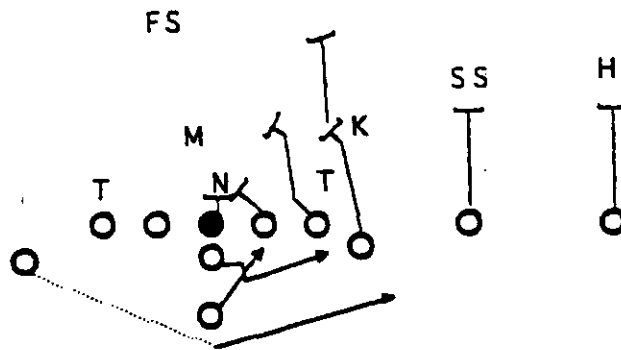
"SPADE"

PST: Loop release for MLB
PSG: COMBO NG to MLB
C: Reach NG (Tell QB "Gate" if NG is loose)
FB: Mid-Track and beat NG playside on "Give"
QB: Read #4 for HK. Option #3 (164/165 Spade) for PK.
OTHERS: Execute 164/165.
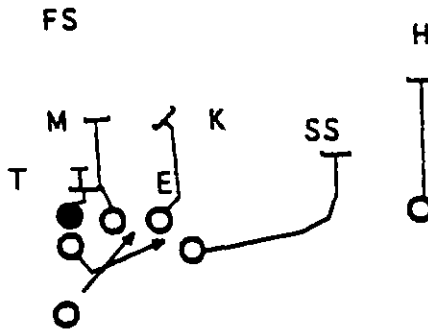
"JERSEY"

PST: Base block 4I or GAP player.
FB: Run Outside Veer track and chop PSLB/FS
QB: Execute option phase of play called.
OTHERS: Execute rules of play called.
NOTE: If HB is sealing - go outside EOL for LB to FS.
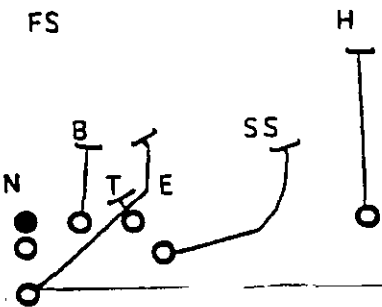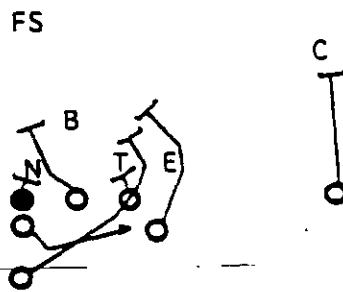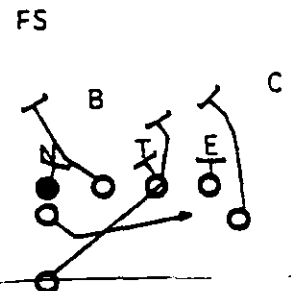
164 JERSEY   4 JERSEY   204 JERSEY

"BEEF"

PST: PSG Covered = TAG block w/ PSG
           PSG Uncov. = VEER release for PS/BSLB
PSG: Covered = TAG block w/ PST
        Uncov. = COMBO block NG to MLB or BSLB
C/BSG/BST: Follow base rule of play called
X/TE/W: Follow base rule of play called
FB: Triple option w/ Mid-Track. If PSG is covered, G/T will
           execute a TAG block.
QB: Triple option using Mid-Track footwork.
PS/BSHB: Follow base rule of play called.

FS   FS

5 BEEF   5 BEEF
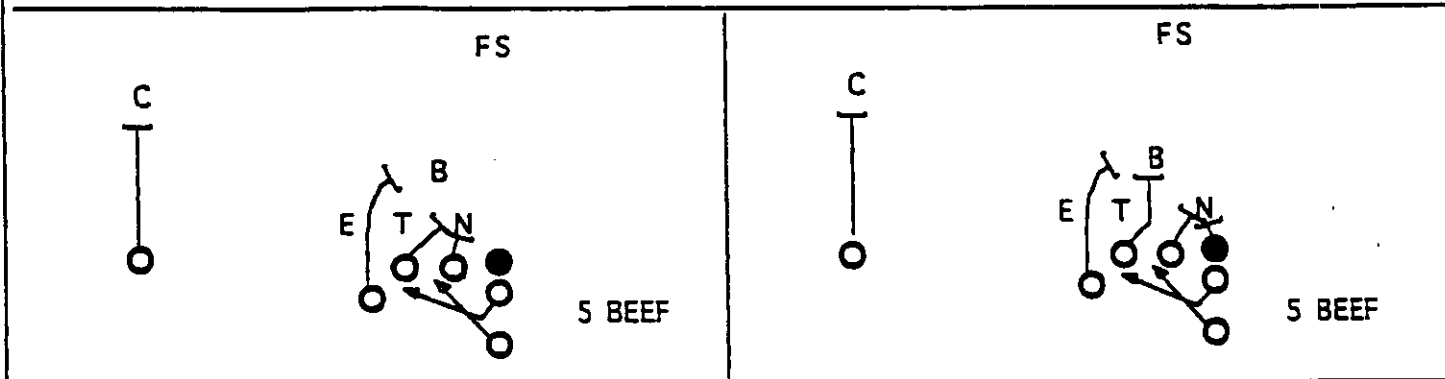
"ALLEY"

W: Stalk Widest DB.
PSHB: Stalk the 2nd DB In
OTHERS: Execute play called

NOTE: "Switch" signal by W exchanges resp.

FS   C   FS

"SWITCH"
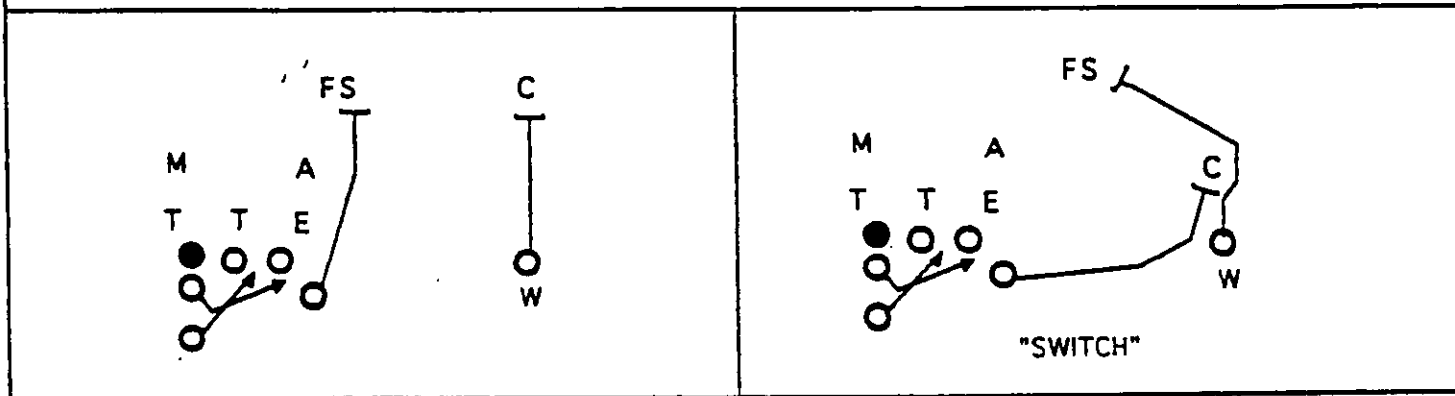
"OKIE"	"ACE"
Identifies the defensive look we are blocking = 50	Identifies the defensive look we are blocking = ACE

"OKIE"   "ACE"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read #4 for HK. Option #3 for PK.		Option speed fake. Spade = possible "Gate" by Center
LEAD BACK	Arc block the 2 zone defender.		Color calls = SEAL LB/ROV/FS.
PITCH BACK	Run pitch course.	Pitch will be off 3 zone defender.	Color calls pitch will be off 2 zone defender.
FB	Run midtrack course.	Stay on track unless defender crosses your path from inside out in which case cut behind center block on NG.	ACE / COLOR - Veer Blocked

POS.		ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	PSLB		OKIE = Tight Loop and Chop the PSLB to FS. SPADE = Loop and secure the MLB. COLORS = Veer blocking scheme PS to BSLB. ACE = Veer for MLB.	BLUE = DBL team w/PSG. TAN = Drive GATE = Chip release. JERSEY = Block LNM in Zone
PSG	Zone		Cov = Base block the outside # of the LNM in your zone. Uncov. : ACE = Combo to MLB. SPADE = Combo to MLB or Gate COLORS = Combo to BSLB OKIE = Climb PSLB to BSLB	BLUE = DBL team with PST. TAN = Fold for PS to BSLB. GATE = Influence the nose JERSEY = Uncov. Quick Combo to BSLB.
C	Scoop		Cov. - With a 50 look backside = pick. Uncov. - 2/2 or 2/1; zone step to PS A Gap for PS to BSLB	TAN = Wide Pick. SPADE = Reach the nose unless loose. Then make a gate call to QB and block him.
BSG	Scoop		Pick Call = Block the nose. Cov. = Reach call to BST.	Gate = Tight Reach
BST	Scoop outside to Free Safety		Block the B Gap area on to the next level.	Possible REACH call by the BSG.
TE	PS: Block 1 zone BS: Reach		PS: Outside release BS: Reach C Gap Area when E/T Covered	Block C Gap Area - Head across Vs. 7 Tech - Z.C.R
WR	~~PS: Attack & read~~ BS: DMOM		~~Read WH to FS. (Cov. 3)~~ Release for Deep 1/2 Inside or Outside if Cov. 2	1. Take edge off an attacking corner C in Cov. 2. 2. W - use outside release & block FS

S8	S1 Gap Tackle

FS

C   S   F   SS   H

E   N   T   E

"BLUE"

FS   H

C   S   E   SS

E   N   T   E

"JERSEY"

S1 Gap Tackle	31

FS   SS

C   F   S   H

E   N   T   E

"YELLOW CALL"

FS   H

C   A   M   K   SS

K   T   N   T

"GREEN", "BLUE", "TAN" VS. G UNCOVERED

CALLS:

FS
C
M
H
SS
E T N F T E
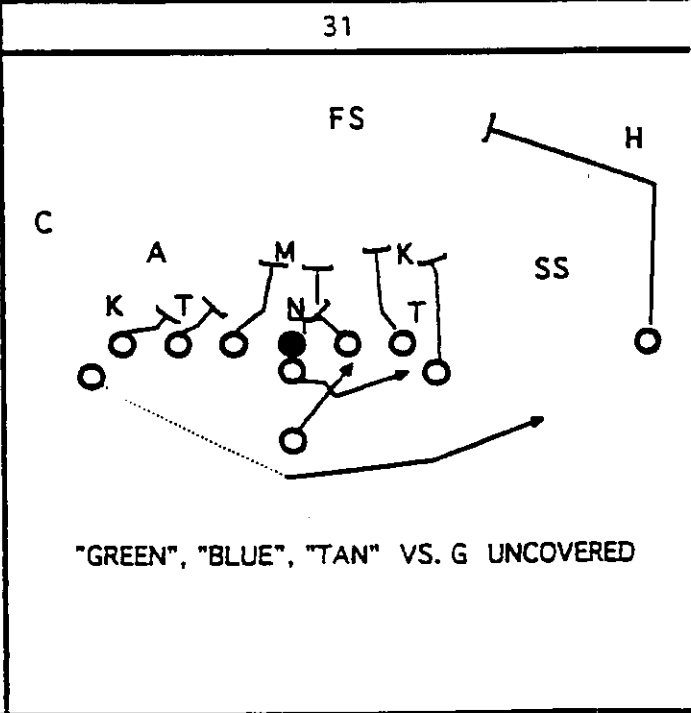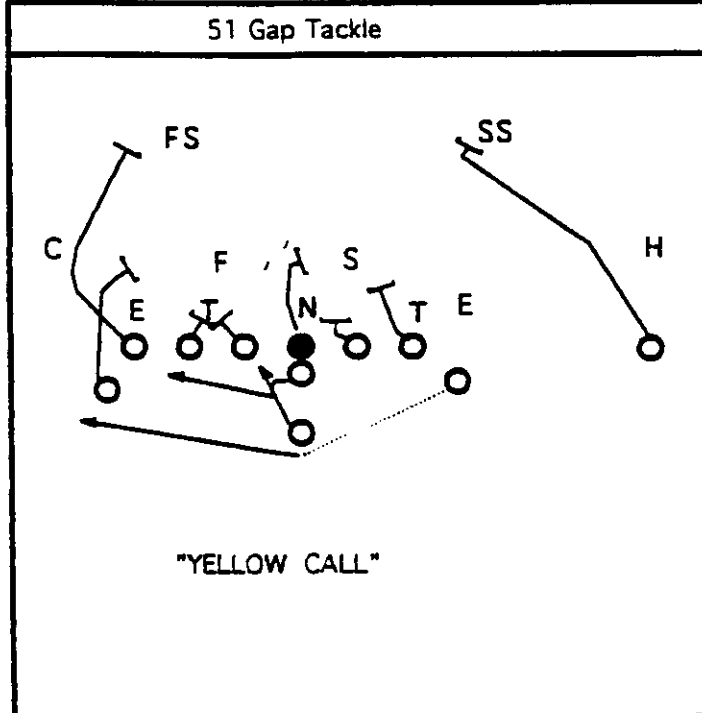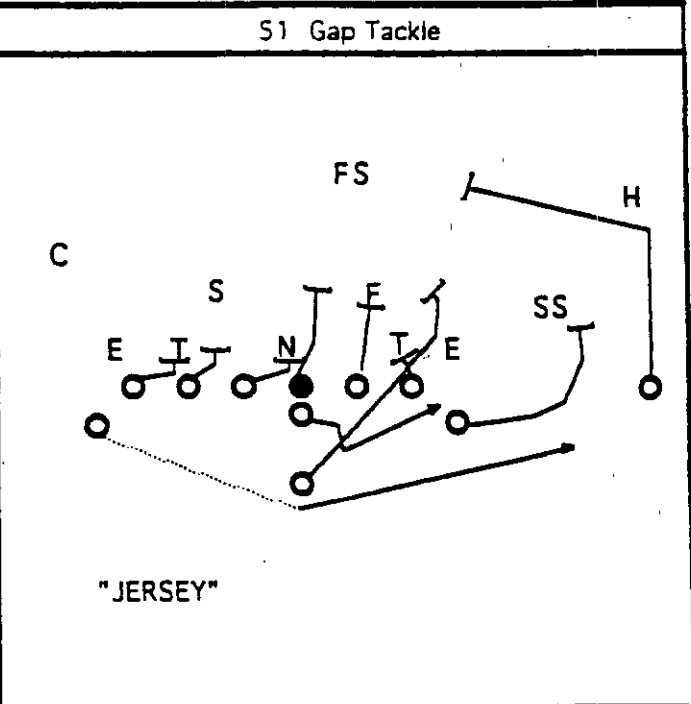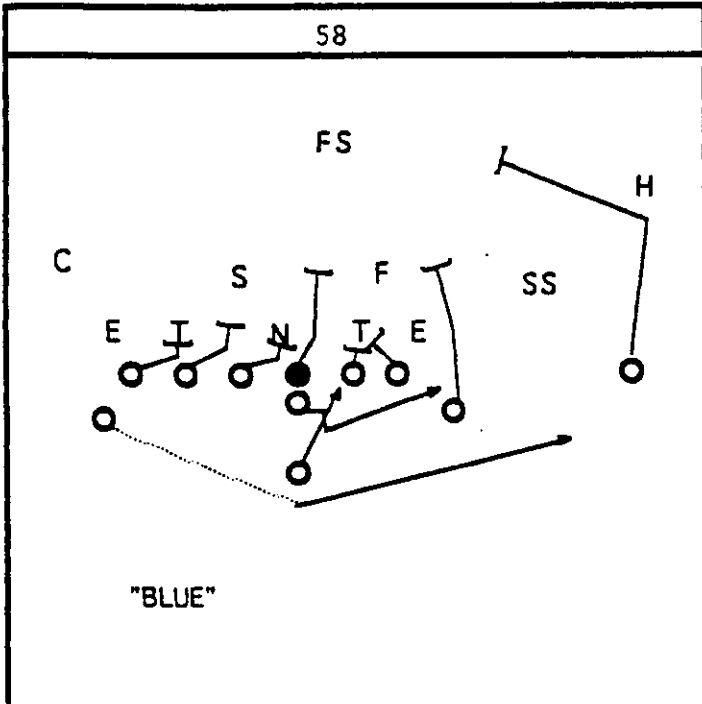
FS
C
M
H
SS
E T N F T E

FALCON TO TE

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read #4 for HK. Option #2 for PK.		Get outside if possible on disconnect
LEAD BACK	Gap Block PSLB.	Key end for release.	Color calls = Seal LB/ROV/FS. Adjust align. to read End
PITCH BACK	Run pitch course.	Pitch will be off 2 zone defender.	
FB	Midtrack course.	Same as 164/165	Loop Scheme
PST	Block the end.	Open step at end and key his near leg. If he fills flatten him down the line. If he plays straight-Log him. Must read on 1st step.	Color calls = Block rule of color.
PSG	PS to BSLB.	Step with O/S foot at PSLB. If he scrapes outside the B Gap area block the BSLB.	Color calls = Block the rule of color. Force the PSLB to the Seal Block
C	Scoop.	Same as 164/165.	
BSG	Scoop.	Same as 164/165.	
BST	Scoop.	Same as 164/165.	
TE	PS: Block 1 Zone BS: Reach	Outside Release	
WR	PS: Att. & read BS:	Read WH to FS. (Cov. 3) Release for safety (Cov. 2)	1. Take edge off roll corner. Cov. 2 2. W-use hole release for FS.

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read #4 for HK. Option #2 for PK.		1. On disconnect go around EOL if possible. 2. If it stretches cut inside.
LEAD BACK	Aggressive seal block.		
PITCH BACK	Pitch course.	Pitch will be off 2 zone defender.	
FB	Midtrack course.	Same as 164/165	Loop Scheme
PST	Log the End to FS.	Open step and key the End. If he is outside the TE log him. If he fills across the TE's face, flatten for FS.	
PSG	PS to BSLB.	Same as 64/65 Falcon.	
C	Scoop.	Same as 164/165.	
BSG	Scoop.	Same as 164/165.	
BST	Scoop.	Same as 164/165.	
TE	PS: Pwr Rel - LB/ROV/FS BS: Reach	POWER RELEASE : Step inside keeping shoulders square. Block the fill if it shows.	3 ' split. Must block the Tite Scrape LBer. Flatten for FS if PSLB Scraped.
WR	PS: Roger/Larry rules BS: DMOM		

"OKIE"   "TWIN BLUE"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read #4 for HK. Option #2 for PK.	On Disconnect - Stretch looking to clear TE's block. If it widens, knife inside through C Gap	Option speed fake.
LEAD BACK	Check Seal for LBer to FS	Shuffle Like Outside Seal for LBer then go to FS.	Color calls = SEAL LB/ROV/FS. or TWIN / SAFETY
PITCH BACK	Run pitch course.	Pitch will be off 2 zone defender.	Color calls pitch will be off 2 zone defender as well.
FB	Run midtrack course.	Stay on track unless defender crosses your path from inside out in which case cut behind center block on NG.	Color call or ACE attachment = Read 1st Def. Inside HK
PST	PSLB	Tight Loop and Chop the PSLB unless engaged w/ the PSG - then seal him high. COLORS = Veer blocking scheme PS to BSLB.	BLUE = DBL team w/PSG. TAN = Drive JERSEY = Block LNM in Zone Get to FS if the LB Blitzes or is blocked
PSG	Zone	Climb PSLB to BSLB - Step w/Outside Foot. COLORS = Combo to BSLB or Base	BLUE = DBL team with PST. TAN = Fold for PS to BSLB. JERSEY = Uncov. Quick Combo to BSLB. Force the LB to Run to the Tackle's Block
C	Scoop	Cov. - With a 50 look backside = pick. Uncov. - 2/2 or 2/1; zone step to PS A Gap for PS to BSLB	TAN = Wide Pick.
BSG	Scoop	Pick Call = Block the nose. Cov. = Reach call to BST.	Read the Nose. Zone to the BSLB if he goes away.
BST	Scoop	Block the B Gap area on to the next level. Get the BST cut off.	Possible REACH call by the BSG. Aim for the Far Foot of BSLB for your release Course.
TE	PS: Block Zone BS: Reach	PS: Read Base BS: Reach C Gap Area when E/T Covered	Block C Gap Area - Head across Vs. 7 Tech - Z.C.R
WR	PS: Attack & read BS: DMOM	Read WH to FS. (Cov. 3) Release for Deep 1/2 Inside or Outside if Cov. 2	1. Take edge off an attacking corner C in Cov. 2. 2. W - use outside release & block FS

"TWIN BLUE"

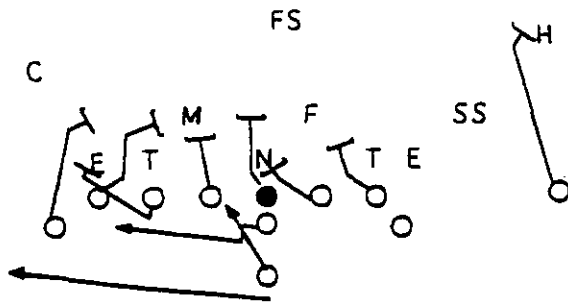| POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read 1st LOS def. from B Gap to EOL for HK (4 zone). Opt. 2 zone for PK. On disc. stretch looking to clear TE base blk. If TE widens, knife inside thru the C-Gap	4 or 8 o'clock open step. (Mid-track)	Option speed fake.
LEAD BACK	Seal LB-ROV-FS.	Take tight course outside hand-off key.	1. Expect tight scraping LB on seal. Be prepared to seal vs fill. 2. SAFETY + COLOR Calls = Block FS 3. TWIN + COLOR = Blk 2nd man o/s HK 4. SINGLE + COLOR = Blk 1st man o/s HK
PITCH BACK	Run pitch course.	Pitch will be off 2 zone defender.	
FB	Run mid-track course.	React to the block of OG if OG cov.; react to block of OT on LB if OG uncov.	Veer Option
PST	Block the PS to BSLB.	Veer release.	COLORS = Block your rule of the color JERSEY = Block the LNM in your zone.
PSG	LNM in zone, Combo	Cov. = Base the OS #. Unocv. = Triple opt. Combo to BSLB.	COLOR = Block your rule of the color. JERSEY = Quick Combo to BSLB.
C	Scoop	Cov - Combo or Pick Uncov - 2/2 or 2/1 look - Zone step to PS/BSLB.	TAN = Wide Pick
BSG	Scoop	Uncov. - Pick or Scoop Cov - Reach	HINGE = Zone stay
BST	Scoop - seal 1st LB twin - INSIDE	Cut-off the B Gap area	HINGE = Zone stay
TE	PS: Base LNM in zone BS: Reach	Read base down the middle. Sustain the block (fight the stalemate).	SAFETY + COLOR = O/S release SINGLE + COLOR = LB/ROV/FS TWIN + COLOR =
WR	PS: Roger/Larry rules BS: DMOM	Stalk block 1 zone defender.	

40	68

"SAFETY BLUE"

POSSIBLE "BEEF"

80 / LOAD	41
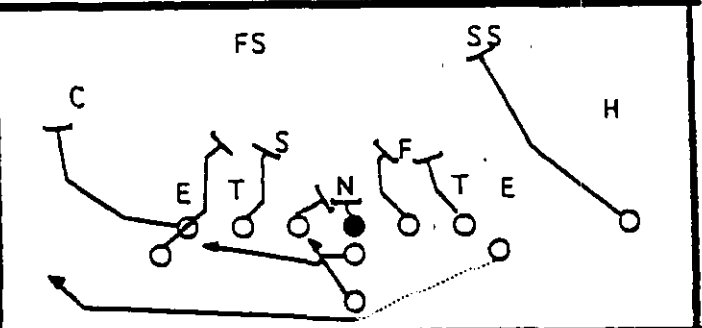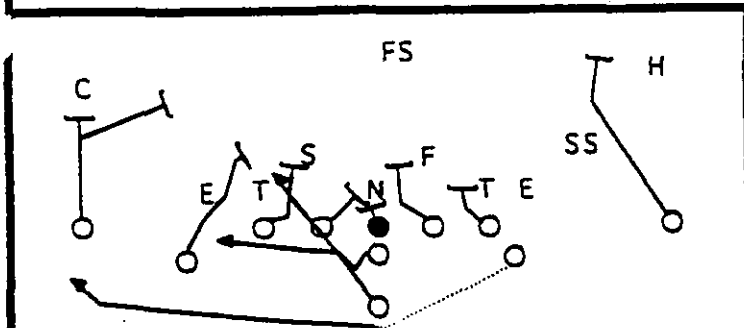
"STICK BLUE"

"SINGLE BLUE"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read 1st LOS def from B Gap to EOL for HK (4 zone). Option 3 zone def. for PK.	4 or 8 o'clock open step. (Mid-track)	Option speed fake.
LEAD BACK	Seal LB-ROV-FS.	Take tight course outside hand-off key.	Expect tight scraping LB on seal. Be prepared to seal adjust off tight playing pitch key (DE). Poss. Alley Call
PITCH BACK	Run pitch course.	Pitch will be off 3 zone defender.	
FB	Run mid-track course.	React to the block of OG if OG cov; react to block of OT on LB if OG uncov.	Veer Option
PST	Block the PS to BSLB.	Veer release.	COLORS = Block your rule of the color JERSEY = Block the LNM in your zone. BEEF = Tag vs. 3Tech.
PSG	LNM in zone, Combo	Cov. = Base the OS #. Uncov. = Triple opt. Combo to BSLB.	COLOR = Block your rule of the color JERSEY = Quick Combo to BSLB. BEEF = Tag vs. 3Tech.
C	Scoop	Cov. - Combo or Pick. Uncov. - 2/2 or 2/1 Look = Zone step for PS to BSLB.	TAN = Wide Pick
BSG	Scoop	Uncov. - Pick or Scoop Cov - Reach	HINGE = Zone stay
BST	Scoop *Blue of get Free Safty*	Cut-off the B Gap area	HINGE = Zone stay
TE	PS: Block force 1st to reach *Outside* BS: *#*	E-T Cov. - Arc release to block force Color Call - OS release to block 1 zone	
WR	PS: Block force BS: DMOM		Color call = Block FS or ROVER Possible. Alley Call

58

FS

C | M   F   SS
E T   N   T E
H

68

FS

C   M   F   SS
E T   N   T E
H

8S

FS
SS
C   M   F
E T   N   T E
H

"GREEN"

41

FS   SS
C   K   M   A   H
T   N   T E
E

"ALLEY"
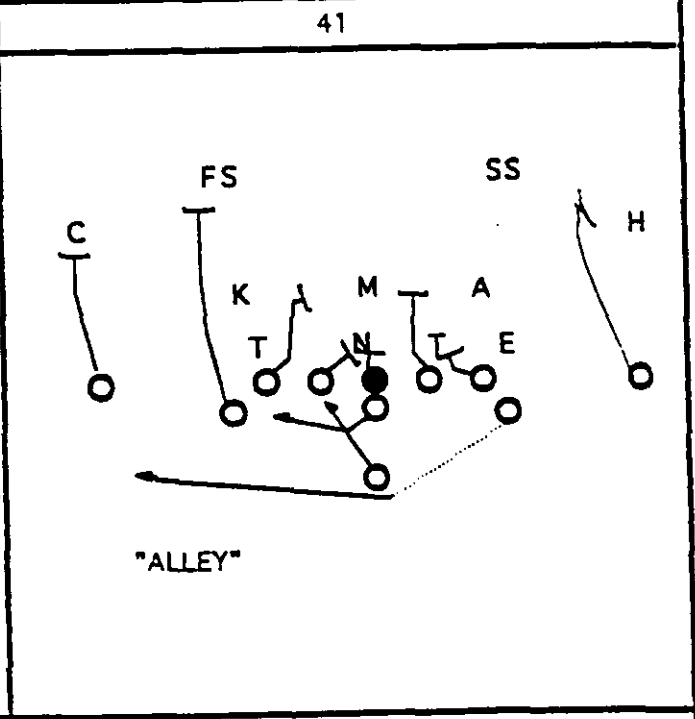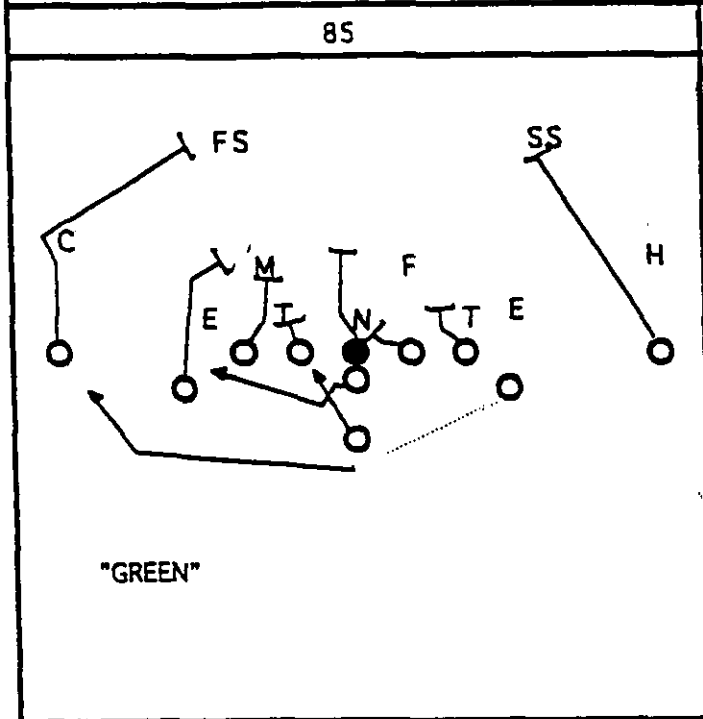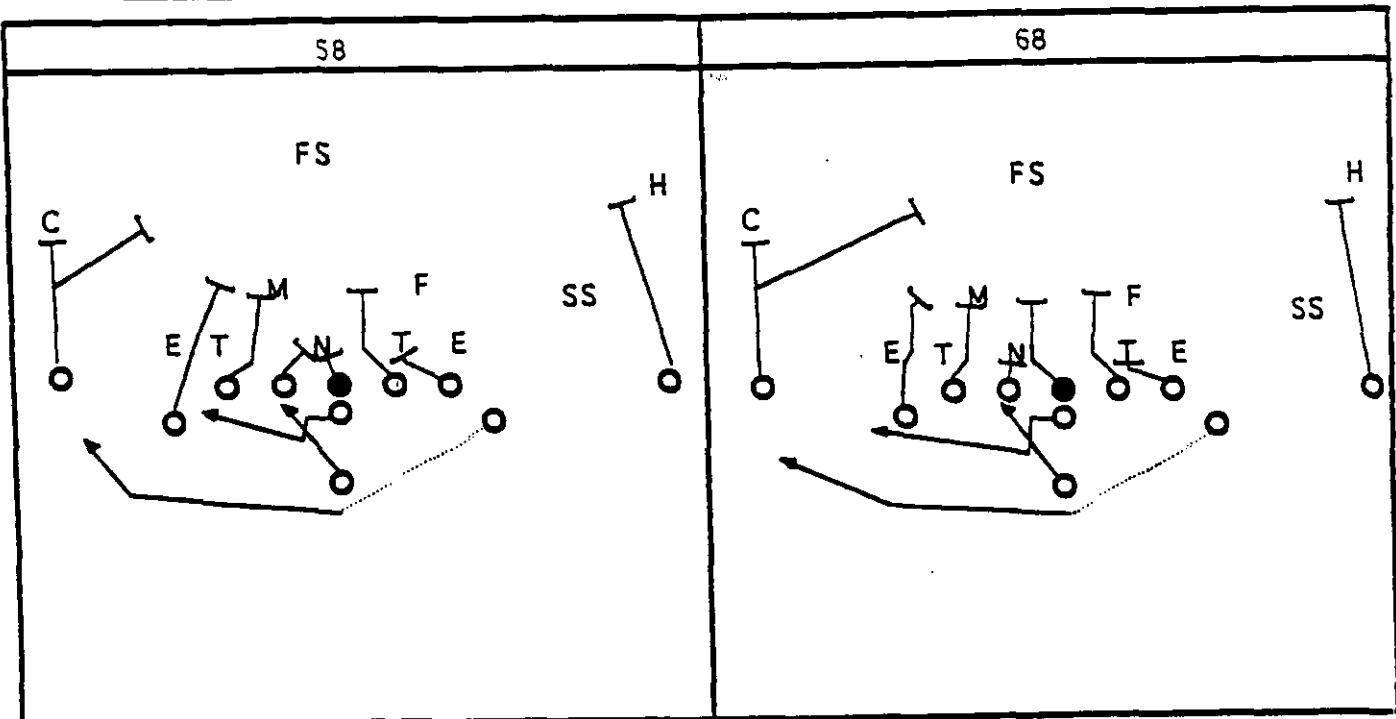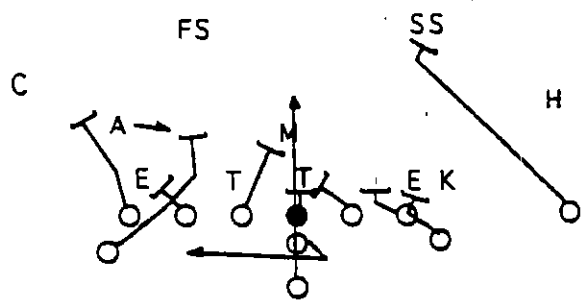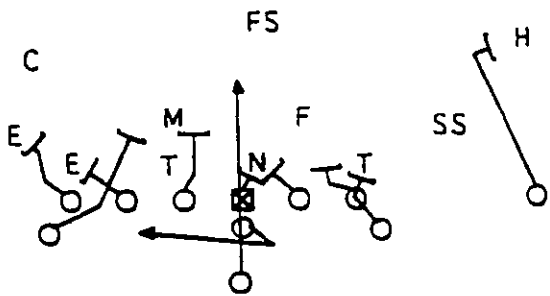
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read 1st LOS defender playside	Midline Triple Option If disconnect - run off OT's block	JET = Opt. #2 if clear OT's block
LEAD BACK	Iso block FSLB / MLB	Climb Block Vs. 2 LB - block FSLB Vs. 3 LB - block MLB	Go inside / outside OT's Block PICKUP = use PU motion to block
PITCH BACK	Run Pitch course	Pitch will be 1st man past OT.	SCOOP = Scoop 1st Threat o/s OT.
FB	Midline track	Force playside	MID Alignment
PST	Out block 1st Lnm from your nose out.		Vs. A Stack Look = Zone the C Gap Area.
PSG	Inside Release for PSLB / MLB		Don't chase PSLB or MLB if they Scrape Outside. (Take 4' Split)
C	Double Team Backside Shade w/ BSG		Get to 2nd level if NG is secured "Fat" call - single block Nose. Scoop - Never get "Fat" Call
BSG	Double Team Backside Shade w/ Center		"Fat" call if 2 Tight Defenders. No Double Team. Block B Gap Scoop - Never get "Fat" Call
BST	Scoop	Protect B Gap Area using Power Step Hinge	"Fat" Call if 2 Tight Defenders. You have C Gap on "Fat" call. Scoop - Never get "Fat" Call
TE	PS: Out Block	Vs. A = Zone area w/ OT	
	BS: Protect C gap area	Power Step Hinge	
WR	PS: Stalk 1 Zone		
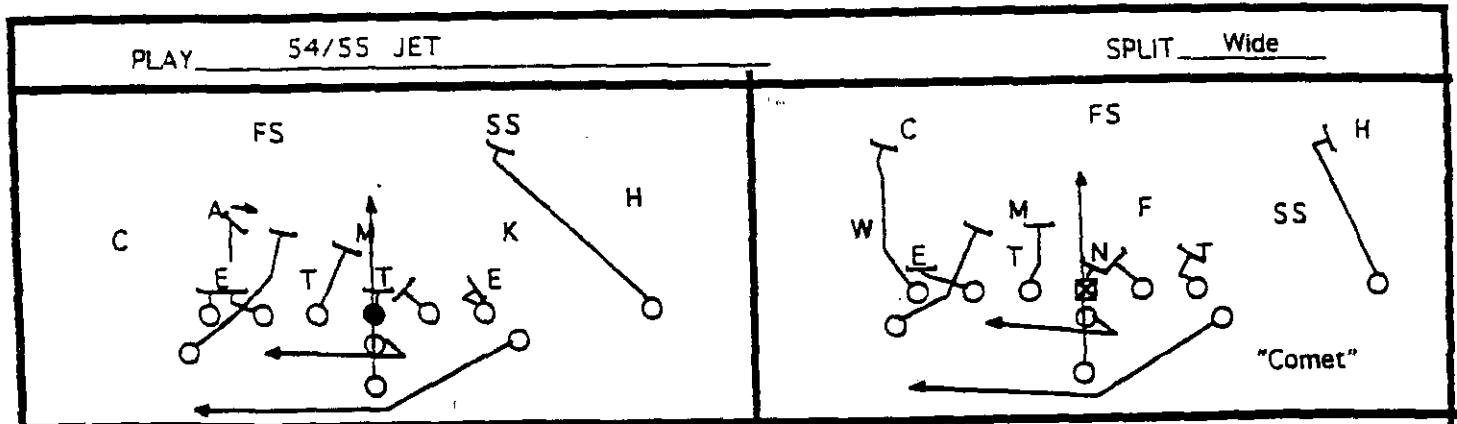
"Comet"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Same as 54	Midline Triple Option If disconnect - excellerate looking to clear OT/TE's Block	Option #2 if clear EOL "Comet" call vs. 2 LBer look
LEAD BACK	Iso block FSLB / MLB	Climb Block Vs. 2 LB - block FSLB Vs. 3 LB - block MLB	Go inside / outside OT's Block PICKUP = use PU motion to block
PITCH BACK	Run Pitch Course	Pitch will be 1st man past OT.	
FB	Midline track	Force playside	MID Alignment
PST	Dog the End & Stack LB with the TE	Secure the Defensive End with help from TE. Be ready to come off for the ALB.	"Comet" - you have the End alone
PSG	Inside Release for PSLB / MLB		Don't chase LBer if he scrapes into B gap (Take 4' split)
C	Double Team Backside Shade w/ BSG		Get to 2nd level if NG is secured "Fat" call - single block Nose.
BSG	Double Team Backside Shade w/ Center		If there is a B&C gap threat - Make "Fat" call. Protect B gap area.
BST	Zone Stay	Power Step Hinge	Possible "Fat" Call vs. a B&C gap threat. You have C gap on "Fat"
TE	PS: Dog Block vs. 6 or 7	Vs. 9 - Out Block with OT.	"Comet" - Block 1 zone ~~Take 2' split~~
	BS: Protect C gap area	Power Step Hinge	
WR	PS: Stalk 1 Zone		
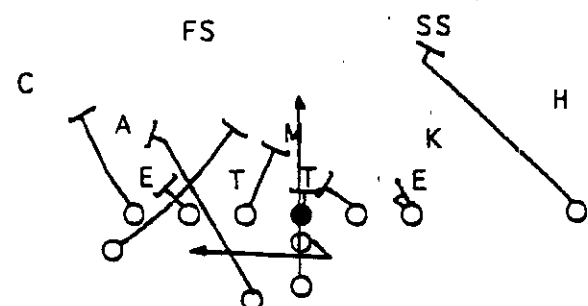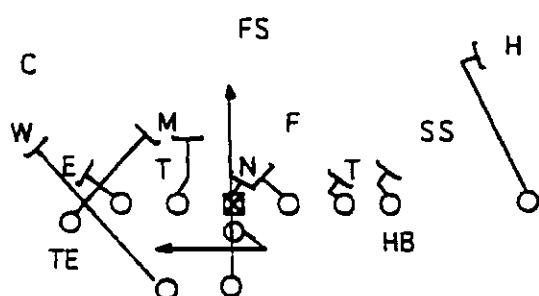
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read 1st LOS defender playside	Midline Read Option If disconnect - run off OT's block	
HOME BACK	Iso block PS / MLB	Climb Block	Go inside / outside OT's Block If TE blocks him - levels rule
BSHB	Hinge	Check for SS Fire	
T or A BACK	Aligned in T or A Iso Block SS / ALB	Vs. 80 - Block W or SS Vs. 40 - Block Hip / A	Cheat align up - to beat QB duck up
FB	Midline track		MID Alignment
PST	Out block 1st Lnm from your nose out.		
PSG	Inside Release for PSLB / MLB		Don't chase PSLB or MLB if they Scrape Outside.
C	Double Team Backside Shade w/ BSG		Get to 2nd level if NG is secured "Fat" call - Single block NG.
BSG	Double Team Backside Shade w/ Center		Possible "Fat" call if 2 Tight Defenders. No Double Team. Block B Gap
BST	Zone Stay	If No "Fat" Call Needed - Protect B Gap Area using Power Step Hinge	Possible "Fat" Call if 2 Tight Defenders. You have C Gap on "Fat" call.
TE	PS: Out Block	Out Block all looks	Slot position - Iso Block PS/MLB
	BS: Protect C gap area	Power Step Hinge	
	PS: Stalk 1 Zone		

PLAY _____ 156/157 _____   SPLIT ___ Wide ___
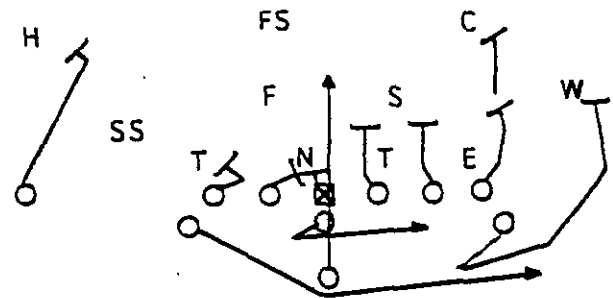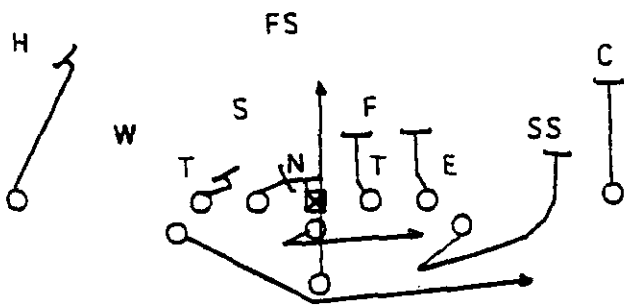
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Read 1st LOS defender Option 2nd LOS defender	Midline Triple Option Initial footwork same as 54/55	Sit back vs. Hard End
LEAD BACK	Arc block 2 zone defender	False Motion	
PITCH BACK	Run pitch course		Be ready for Quick pitch - 100's
FB	Midline track	Same as 54/55	MID Alignment
PST	Inside Release and Seal the PSLB		
PSG	Inside Release for PSLB / MLB		Don't chase PSLB or MLB if they Scrape Outside.
C	Double Team Backside Shade w/ BSG		Get to 2nd level if NG is secured Poss. "Fat" call -single block Nose.
BSG	Double Team Backside Shade w/ Center		Possible "Fat" call if 2 Tight Defenders. No Double Team. Block B Gap.
BST	Zone Stay	If No "Fat" Call Needed - Protect B Gap Area using Power Step Hinge	Possible "Fat" Call if 2 Tight Defenders. You have C Gap on "Fat" call.
TE	PS: Outside Rel to 1 Zone		
	BS: Protect C gap area	Power Step Hinge	
	PS: Stalk 1 Zone		

SECTION 400

DOUBLE OPTIONS
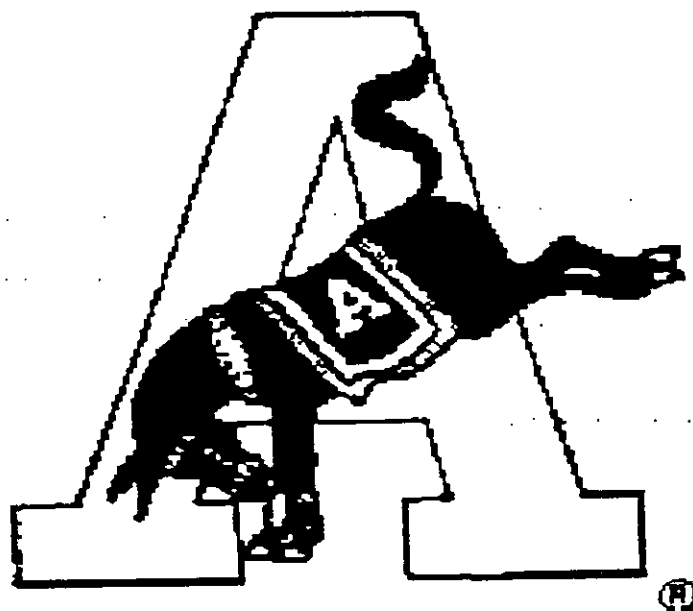
ARMY OFFENSE

1997

"VEGAS"

PST: Veer (Charlie) release for PS/BSLB.
PSG: Covered = BASE block Outside #.
        Uncov. = COMBO block NG to BSLB.
C/BSG/BST: Follow base rules of play called
PSHB: Arc Block the 2 Zone Defender
FB: Release on seal course and block PSLB.
QB: Option #3 for PK
BSHB: Run Pitch Course
TE: Playside = Outside release for 1 Zone Def.
WO: Playside = Outside release for 1 Zone Def.
SE: Playside = Attack & Read
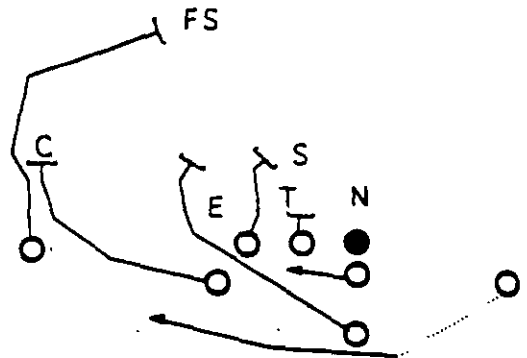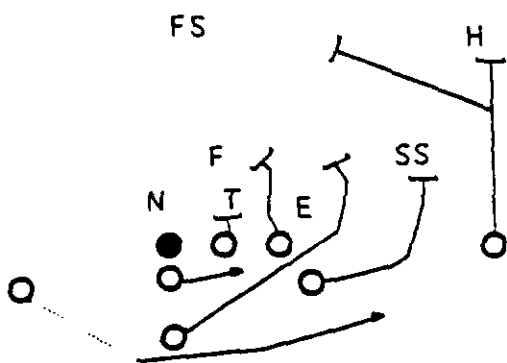
"TIGER"

TE: Outside release and Seal ALB to ILB/MLB.
        Must be ready to block ALB in "Up" Position.
PST: Drive Block defender over PSG.
PSG: Fold for ALB to MLB. Be aware of Cross Chg.
C/BSG/BST: Execute 168/169. C use "Will" Block.
PSHB: Arc Block #2 (Count Outside to Inside
FB: Seal Block Levels - (LBer to FS).
QB: Option 3 Zone Defender for PK
BSHB: Run Pitch Course - Expect Quick Pitch
SE: Stalk block 1 Zone Defender
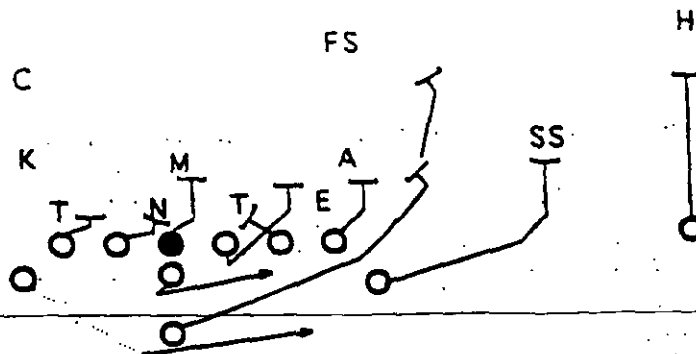
"HAMMER"

PST: BASE Block Playside # of LNM in Zone. Work to Hook Def. after contact, the PSHB will Dbl Team Def. with you, - However he will come off for the BSLB if you can get control of the defender.

PSG: Covered = BASE Block Playside #. You must prevent defender from penetrating the B-Gap. You have help inside (C - "WILL" Block).
UnCovered = COMBO NG to BSLB.

C: Uncov./"0"/BS "1" Tech = "WILL" Block
Playside "1" Tech. = REACH Block (PSG will Combo)

PSHB: Double Team w/ EOL w/ PST. Come off for BSLB if OT gets control.

FB: Seal Block PSLB.

QB: Load footwork and option #2 for PK

OTHERS: Execute base rule of play.   (BSG ready for "WILL")
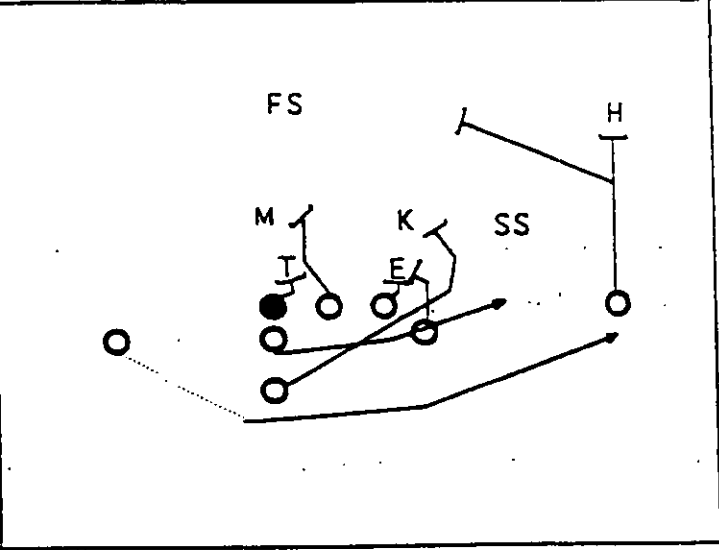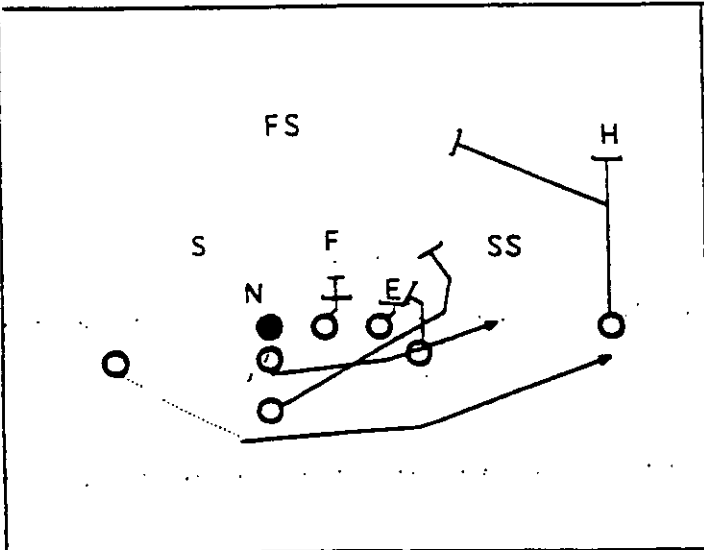
"BAYLOR"

TE: Zone   (Read Base)

O-LINE: Block base rule of play called.

PSHB: Release on Semi-Arc course bypassing 1st Def. outside TE. Block whoever shows in 2 Zone area. Be alert for Scrape LBer or Strike or onto the FS.

QB: Execute Read if Triple Opt.   Then accelerate down the LOS optioninbg 1st Def. outside TE. If TE's block widens - Knife inside.

FB: Execute base rule of play called.

BSHB: Run Pitch Course
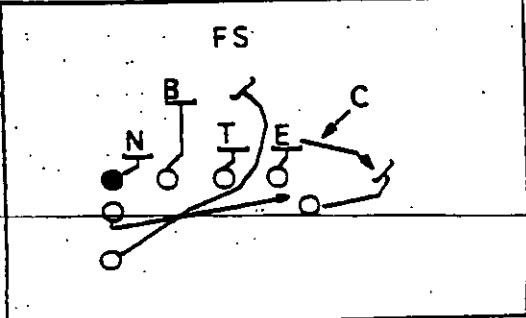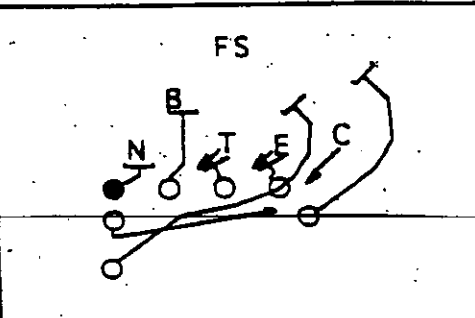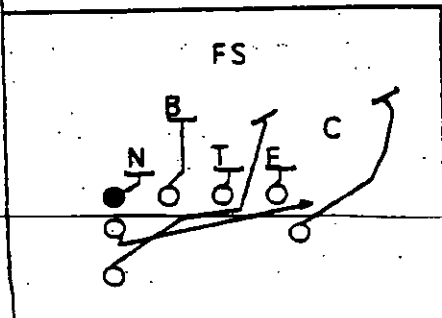
"TWIN "

"SAFETY "

"SINGLE "

O-LINE: Execute HUSKER Scheme.
PSHB: Block according to TWIN, SAFETY, or SINGLE Call.
FB: Execute HUSKER Scheme.
QB: Pitch Key is based on Call -
          TWIN, SAFETY   = PK is 1st Def. past TE
          SINGLE   = PK is 2nd Def. past TE
SE: Stalk 1 Zone.

"TWIN "
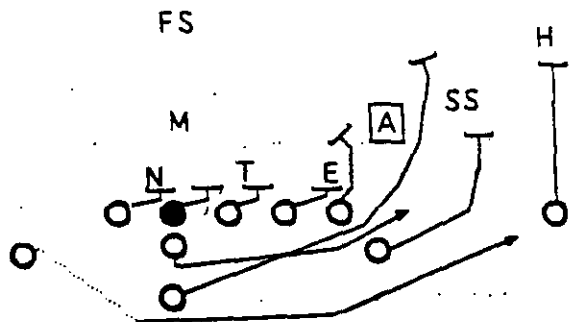
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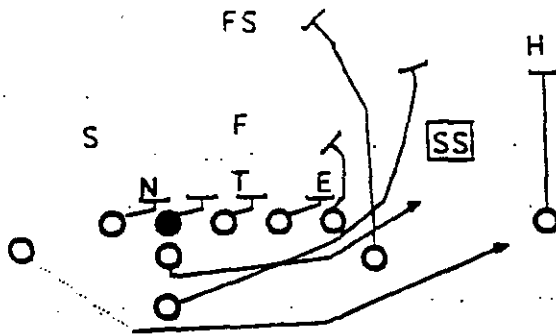
"SINGLE "
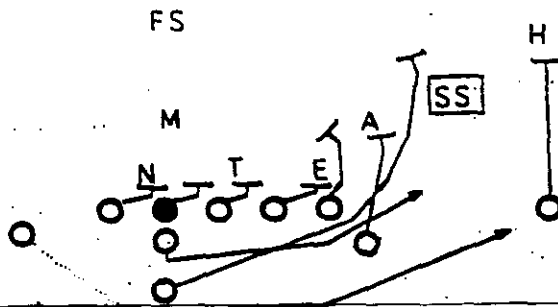
"NASTY"

PST: Veer Release for   PSLB
PSG: Covered = Chip LNM in zone to MLB/BSLB.
        Uncovered = Drive Block
C: Block base rule of play
BSG: Pull and LOG "3" Tech. area. If no Def. - go up for MLB/BSLB.
BST: Block base rule of play
OTHERS: Execute base rule of play.
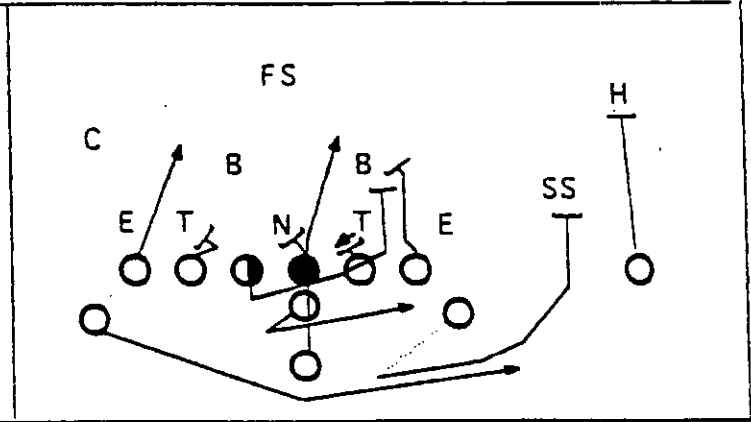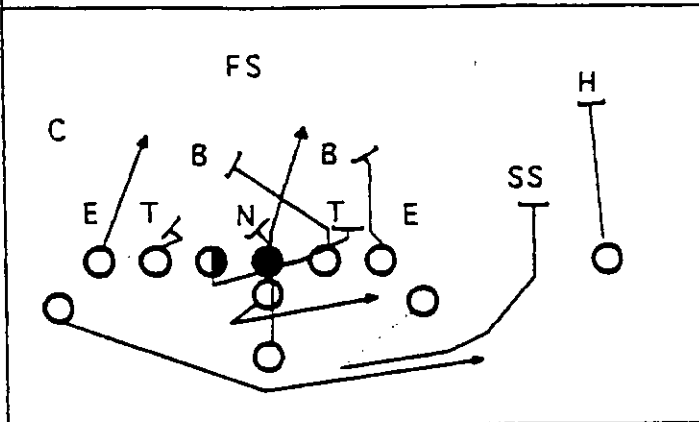
"SMASH"

TE: OT Covered = SMASH BLock w/ OT.
      OT Uncov. = Release for 1 Zone.
PST: Covered = SMASH Block w/ TE.
      Uncov. = SMASH Block w/ OG.
PSG: Covered w/ OT Uncov. = SMASH w/ OT.
      Covered w/ OT Covered = ZONE
      Uncov. = DRIVE.
C: Execute 138/ 139
BSG: Pull Thru PS C Gap and chop PSLB to FS.
BST: Execute 138/139
BSHB/FB/PSHB: Execute 138/139
QB: Execute 138/139
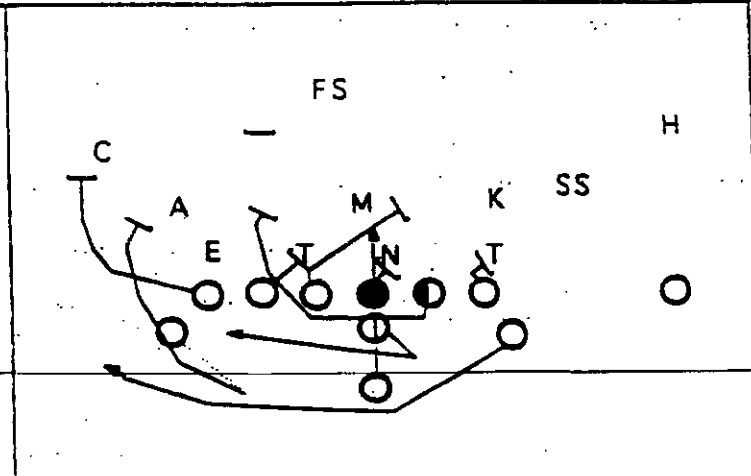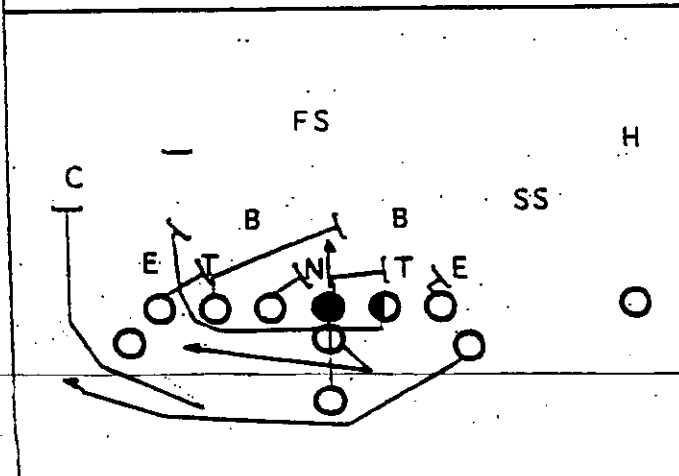
"SMOKE"

W: Crack Block ALB
ALL OTHERS: Execute 138/139.
            PST - Use 4 Stack release looking for C/C.
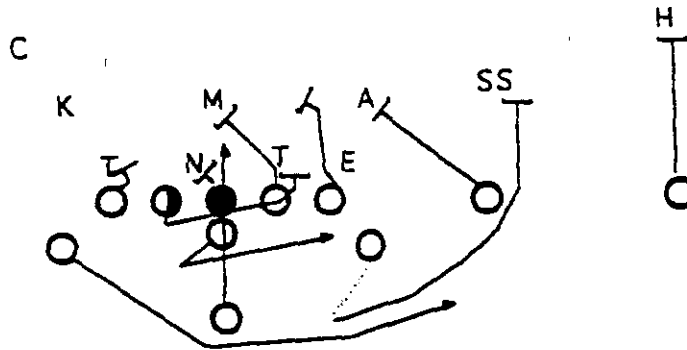
"ALLEY"
"ALLEY ROCK"

W: Execute ALLEY Scheme w/ PSHB   Possible SWITCH
PSHB: Execute ALLEY Scheme w/ W
       "ROCK" tells you to use False Motion.

ALLEY   ALLEY ROCK
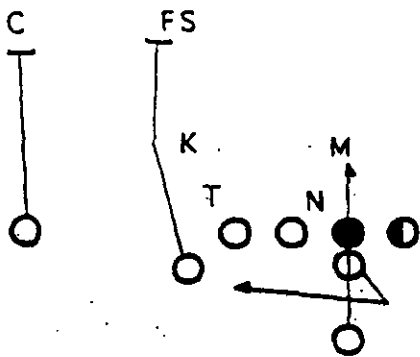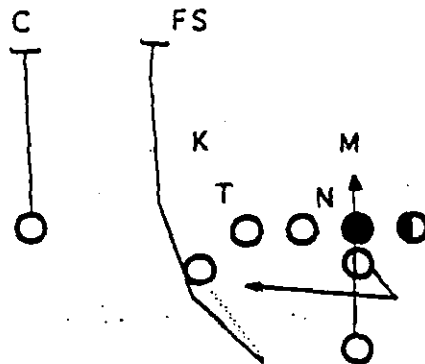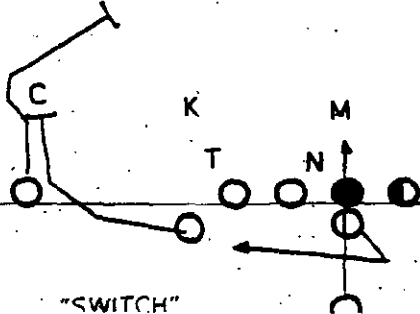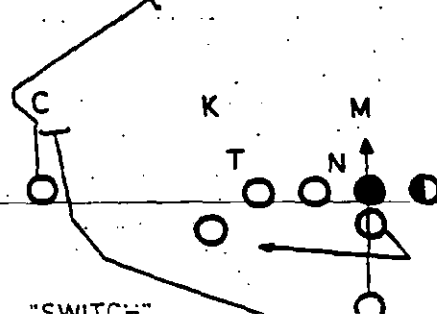
"SWITCH"   "SWITCH"
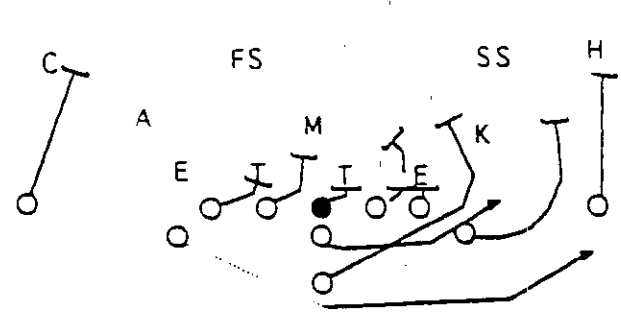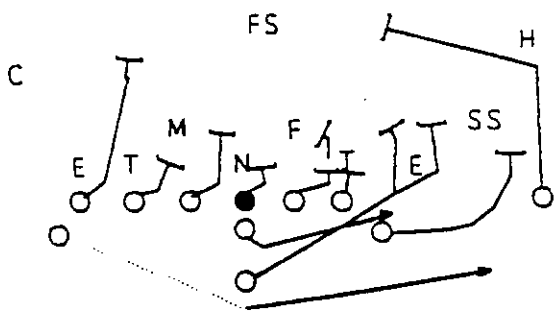
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Gather step & opt. 3 zone def. for PK.	Open step to 4 or 8 o'clock.	Always ready for quick pitch.
LEAD BACK	ARC block the 2 zone defender.		
PITCH BACK	Run pitch course.	Pitch will be off 3 zone defender.	Get deeper 1 yd. on pitch course for a better phase for the QB.
FB	Release on seal course.	Go inside or outside EOL.	1. If PSLB is blocked - go levels 2. ACE = SEAL MLB (G cov. you have MLB run thru 3. TIGER = Sprint for FS - Don't pass anyone
PST	ZULU block	G Cov. = Base G Uncov = Zulu; run thru O/S armpit for FSLB / BSLB	VEGAS = Charlie to BSLB. TIGER = Drive Block TANGO = Veer rel. for BSLB
PSG	ZULU block	Cov. = Zulu with Center Uncov. = Zulu with PST	VEGAS = Base or Combo. TIGER = Fold for PSLB or MLB TANGO = Pull & log 5 Tech.
C	Scoop	Scoop unless Zulu call from PSG	VEGAS = Will ACE = Wide Pick TIGER = Wide Pick
BSG	Scoop	Same as Triple Options.	
BST	Scoop	Same as Triple Options.	
TE	PS: Rel. & block 1 zone.	Outside release.	TIGER = Outside Release Block ALB if no ALB - Seal LB/ROV/FS
	BS: Zone cut, rel.	Zone cut, release.	
WR	PS: Attack & read	Read WH to FS (Cov 3).	1. Take edge off an attacking corner in Cov. 2.

58	68

FS

C

S   F

E   T   N   E   SS

H

"VEGAS"

FS

C

S   F

E   T   N   T E   SS

H

"RENO"

85	41

FS

C   K   M   A

T   N   T   E   SS   H

"TIGER"

FS

C   A   M   K   SS   H

K   T   N   T

168 W/ TANGO SCHEME

	FS			H

"KING"

"HAMMER"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Drag step, accel. off FB butt as he clears you & opt. 2 zone def. for PK. If unable to clear load knife inside.	4 or 8 o'clock open step (mid-track.)	Stay low to LOS. Work to clear load if possible. RIDE = Mesh w/ FB
LEAD BACK	Load 3 Zone defender		KING = Load Hip LBer or Knight HAMMER = Dbl EOL w/tackle. BEAR = seal LBer / Rov/FS
PITCH BACK	Run pitch course.	Pitch will be off 2 zone defender.	
FB	Seal to MLB to FS.	Go inside or outside EOL	HAMMER = 1st LBer from A gap out. BEAR = Mesh Block RIDE = Midtrack & Mesh to B gap
PST	ZULU block	G Cov. = Base G Uncov. = Zulu: run thru O/S armpit for FSLB	HAMMER = Base Lnm in zone BEAR = Veer or Charlie TANGO = Veer Rel. for BSLB
PSG	ZULU block		HAMMER = Cov. - ZULU Uncov. - Zone B gap area to PSLB / MLB BEAR = Zone or Combo TANGO = Pull & log 5 Tech.
C	Scoop	Scoop unless ZULU call from PSG	HAMMER = Will
BSG	Scoop	Cov. - REACH Uncov. - Scoop	HAMMER = Wide Pick
BST	Scoop	Scoop	Possible Reach call.
TE	PS: Rel & block 1 zone.	Outside release.	
	BS: Zone cut, rel.	Zone cut, release.	
	PS: Attack & read	Read WH to FS (Cov 3).	1. Take edge off an attacking corner in Cov. 2
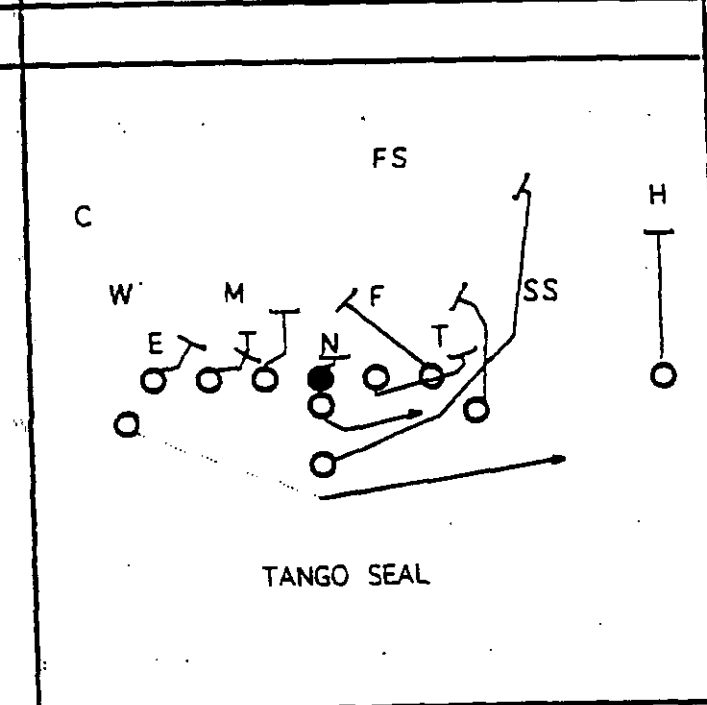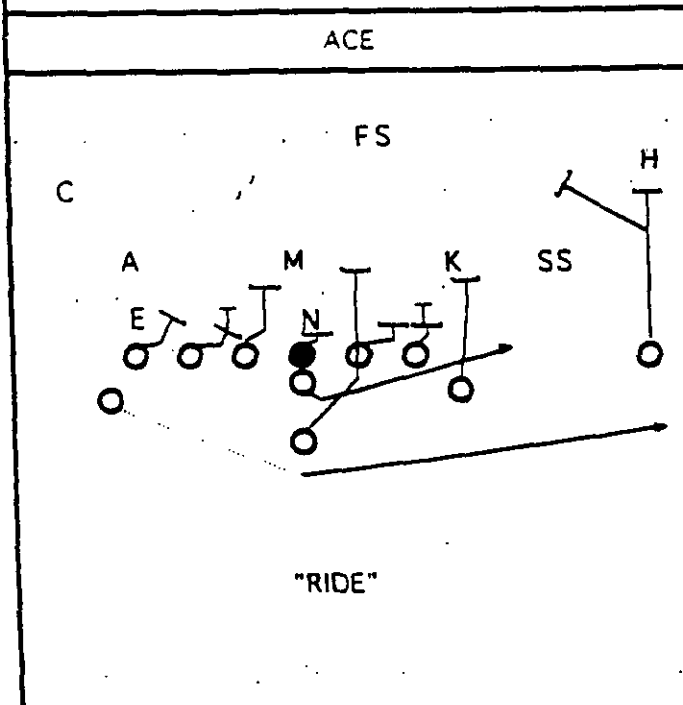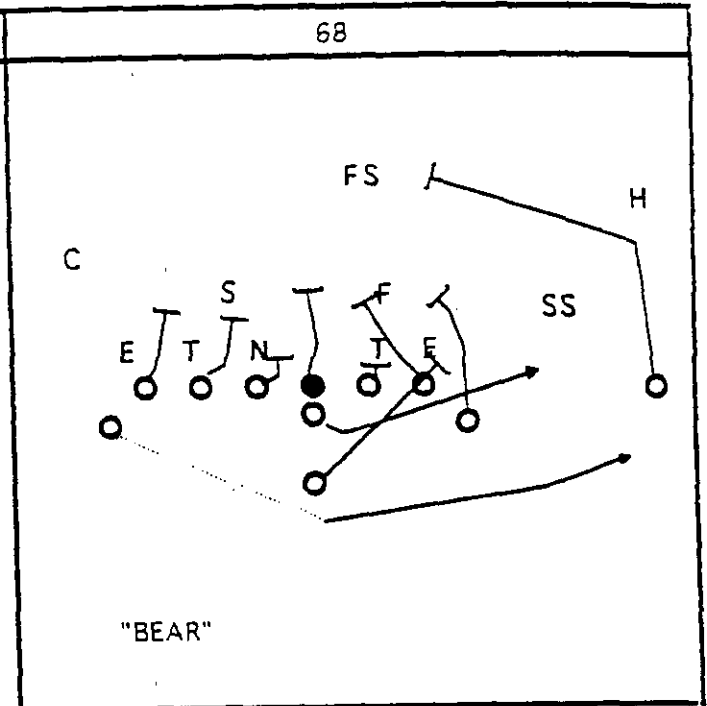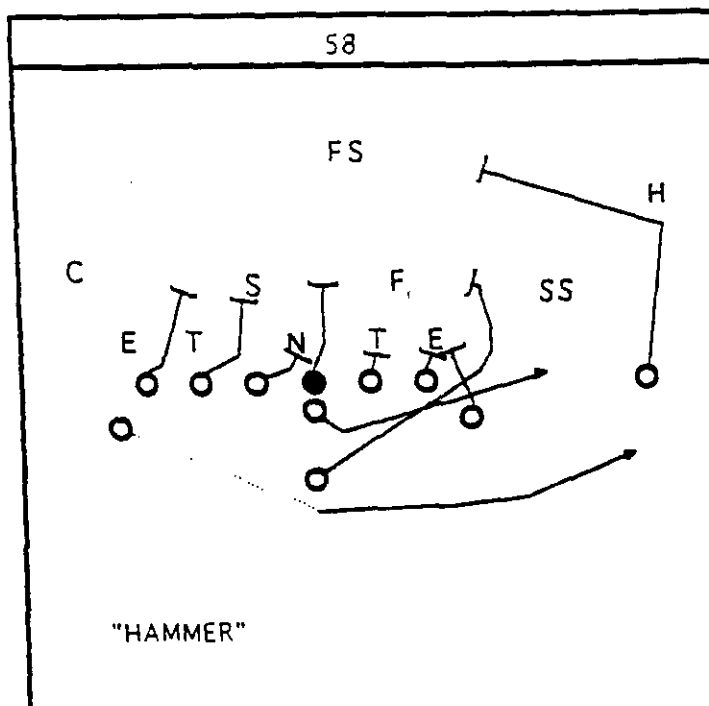
58	68

"HAMMER"

"BEAR"

ACE	

"RIDE"

TANGO SEAL

"TWIN"
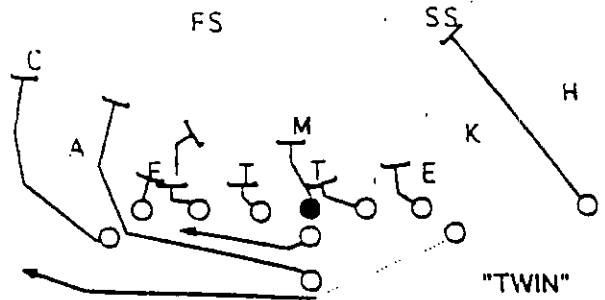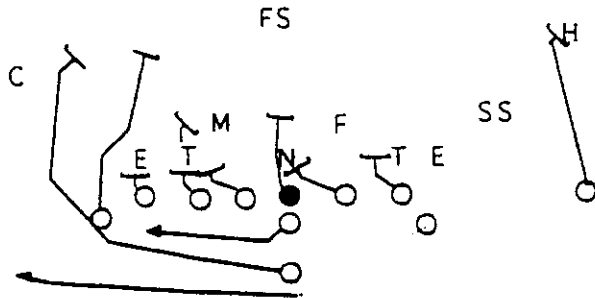
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Drag step, accelerate off FB's butt as he clears you & opt. 2 zone Def. for PK	4 / 8 o clock Open step - Midtrack If unable to clear load - knife inside	Stay low to LOS. Work to clear load if possible Poss. Single, Safety, Twin calls
LEAD BACK	Check Seal LB/ROV/FS	Stay outside - Be ready to flatten for FS.	NAIL - Execute Dbl Team EOL w/ TE.
PITCH BACK	Run pitch course.		Possible downfield pitch.
FB	Seal course to FS	Check LBer to FS	Reagan / Lincoln - you are pitch back
PST	ZULU Block	Cov. - Zulu w/ PSG Uncov - Zulu w/ TE	Communicate to G & TE NAIL - Base
PSG	ZULU Block	Cov. - Zulu w/ Center Uncov. - Zulu w/ OT	NAIL - Pull for PSLB
C	ZULU Block	Scoop unless ZULU call by PSG	
BSG	Scoop.	Same as Triple	
BST	Scoop.	Same as Triple	
TE	PS: Read Base BS: Zone cut release.	OT Cov. - Read Base Lnm in Zone OT Uncov. - Zulu w/ PST to FSLB	Poss. Twin / Safety / Single Calls NAIL - Zone
WR	PS: Roger/Larry rules.		

58	68

FS

H

C

S   F

SS

E T   N   T E

"NAIL"

FS

H

C

S   F

SS

E T   N   T E

"LINCOLN"

85	41

FS

SS

C   S   F

H

E   T   N   T   E

"SAFETY"

FS

H

C

A   M   K

SS

E   T   N   T

"SINGLE"
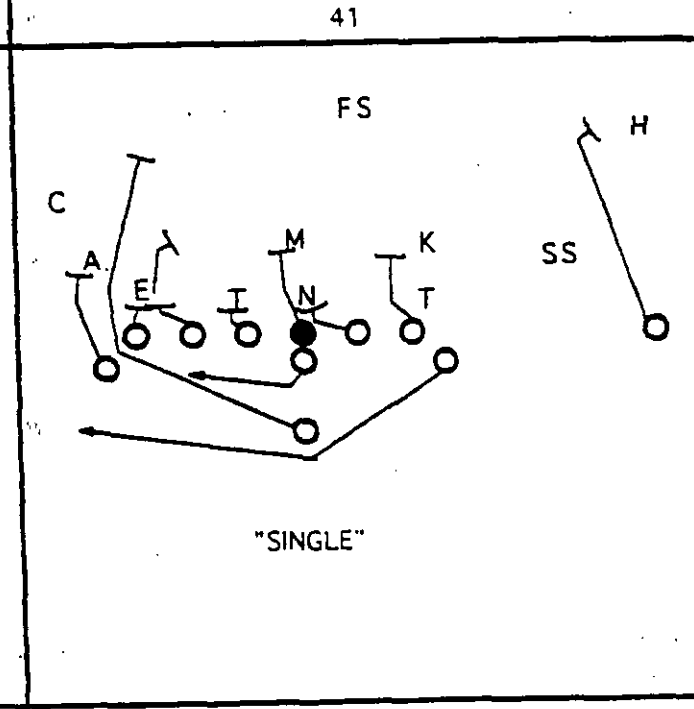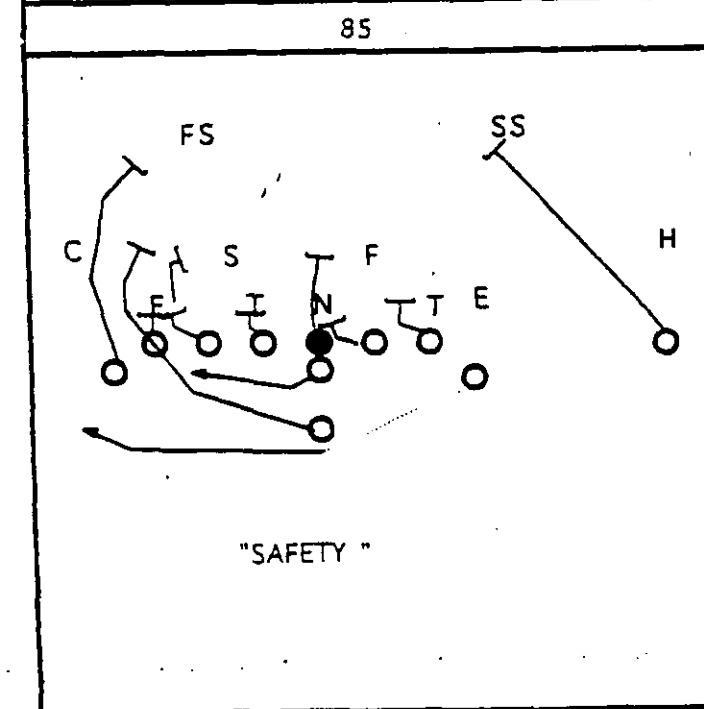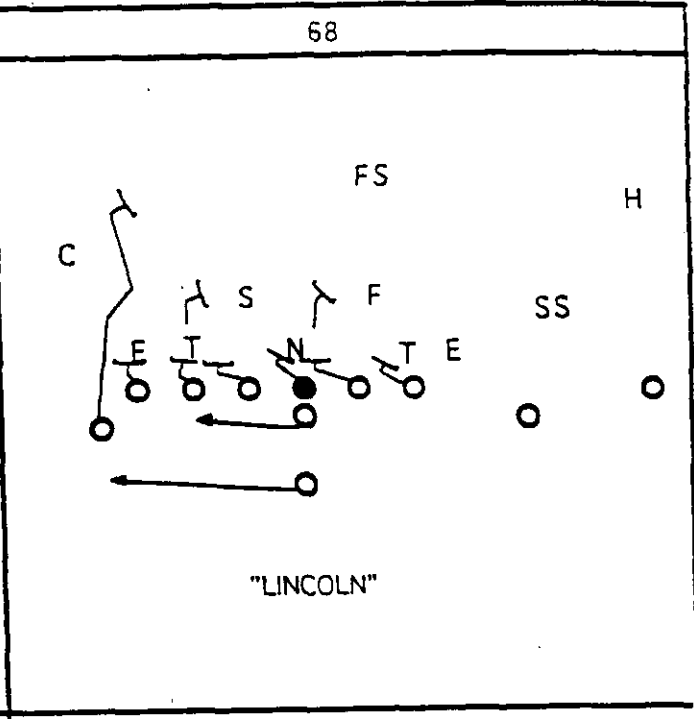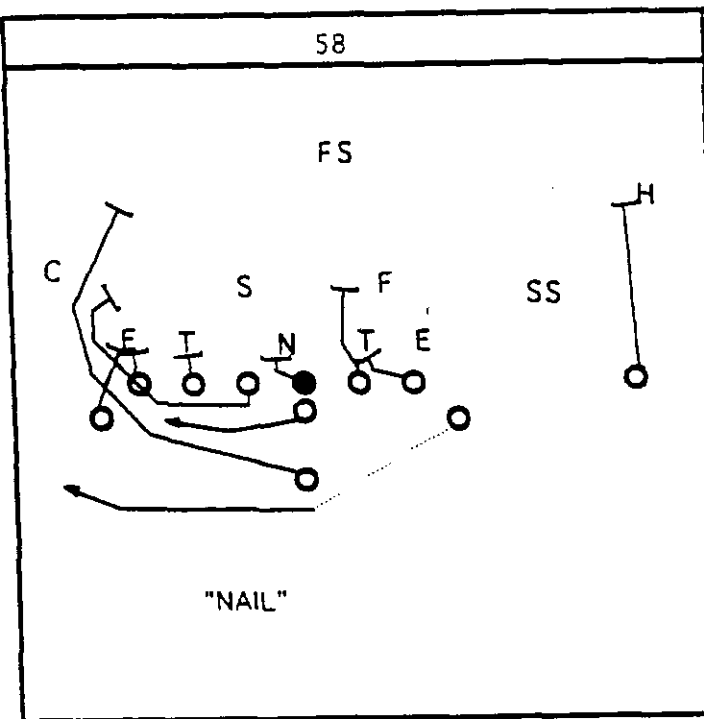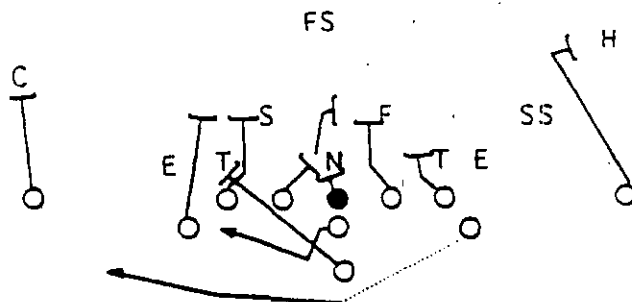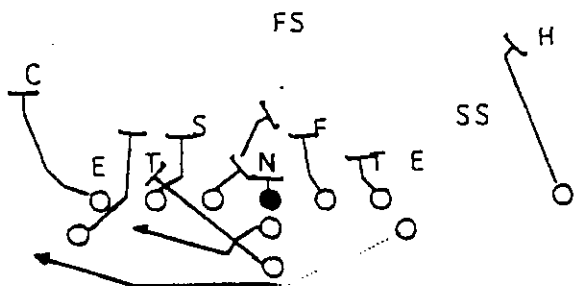
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Flash fake FB, accel. off his butt; opt. 3 zone defender for PK.	Open step to 4/8 o'clock. (Mid - track).	
LEAD BACK	Seal LB-ROV-FS.	Take tight course O/S the hand-off key.	HAMMER - DBI team EOL.
PITCH BACK	Run pitch course maintaining proper relationship.	Always expect quick pitch. Pitch will be off 3 zone defender.	
FB	Execute mesh block.	Run O/S veer track & chop O/S leg of man on tackle.	Do not allow penetration by the DT.
PST	Block the PSLB to BSLB.	Veer Release	HAMMER - Base the OS# VEGAS - Charlie to BSLB
PSG	LNM in Zone/Combo.	Cov. - Base the OS#. Uncov. - Double Option. Combo	HAMMER - Base the OS# VEGAS - Combo
C	Scoop.	Same as other options.	HAMMER - Wide Pick
BSG	Scoop.	Same as other options.	Possible Hinge.
BST	Scoop.	Same as other options.	Possible Hinge.
TE	PS: Block force. BS:	E-T Cov. - Arc rel. to block force. "Vegas" - Outside rel. to block 1 zone.	
WR	PS: Block force.		VEGAS HAMMER ⟩ Block 1 Zone

85

FS   SS   H

C   S   F   T   E

E   T   N

"VEGAS"

68

FS   H

C   S   F   SS

E   T   N   T   E

85

FS   SS   H

C   S   F   E

E   T   N   T

"HAMMER"

41

FS   SS   H

C   K   M   A

T   N   T   E

"ALLEY"

"NASTY"

"ACE"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Ride FB to front hip. Accel. off I/S foot to O/S leg of PSG then work down-hill attacking O/S shoulder of the PK (#3).	Hop step to Backside A Gap. (Seat the ball before reaching back to FB.	Eyes on PK. CLEAR cylinder for FB. Work to get pitch.
LEAD BACK	Arc the 2 zone defender.	Use false motion.	Cheat alignment back and in!
PITCH BACK	On snap, take pitch course through the feet of the FB.	Work hard to get out in front of QB. Be ready for quick pitch vs hard charging end.	Cheat alignment back and in!
FB	132/133 Footwork.	Make great mesh fake w/QB. Roll shoulders over in mesh. After mesh adjust your course to get a downfield block on the FS. If the BSLB crosses your path, chop him.	6 yd depth. Your fake should take the LB's & FS out of the play. Get into the LOS before adjusting for FS.
PST	Veer release for PSLB. (Make a technique call to PSG.)	In/Up/Out using a Strong Rip Rel. NASTY call - In/Up/Out Rel.	Vs, a 4I you will block him using tech. of game plan. ACE/ ALLEY = 4 Stack Release
PSG	LNM in zone; Drive (Echo PST call to BSG or give NEW call on NASTY.)	ACE = Base block the man over you down the middle. Secure Nose if uncov. Step with I/S foot allow no penetration.	NASTY - Veer Release to BSLB EAGLE - Block down hard on Nose.
C	Block back.	Anchor BS foot. Step with PS foot to the crotch of the Nose. Secure Nose. Be perpendicular to LOS. Come off for BST when Guards bump you off.	LOCK call vs a shade. Possible EAGLE call.
BSG	Pull & Log	Use Pull tech & run thru the OS armpit of the LNM we are logging.	NASTY - Log the 3 tech. ACE/ALLEY - Log a S tech.
BST	Power Step/Hinge	Funnel DT to the Center. Stay square to LOS & punch w/both hands. Step w/inside foot & slide. Hinge out for end.	LOCK call - Stay on LNM over you.
TE	PS: Rel & block 1 zone def. BS: Power Step Hinge	Outside release.	W - Hole rel. to block FS. X-W - Take edge off an attacking corner in Cov. 2.
WR	PS: Stalk 1 zone.		W - "ALLEY" - Stalk block corner. Signal slot if must SWITCH.

58	138/139 SMASH VS. 58

"NASTY"

SMASH

85	31

"ALLEY"
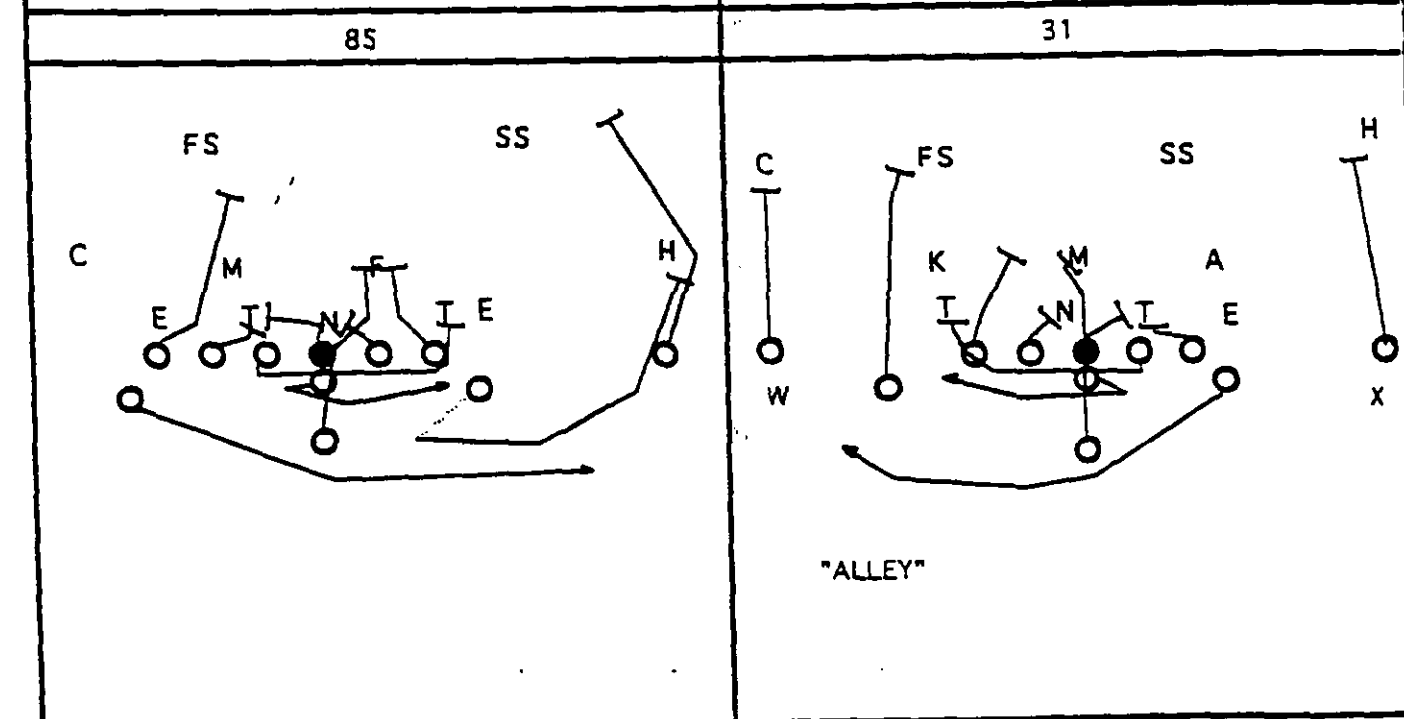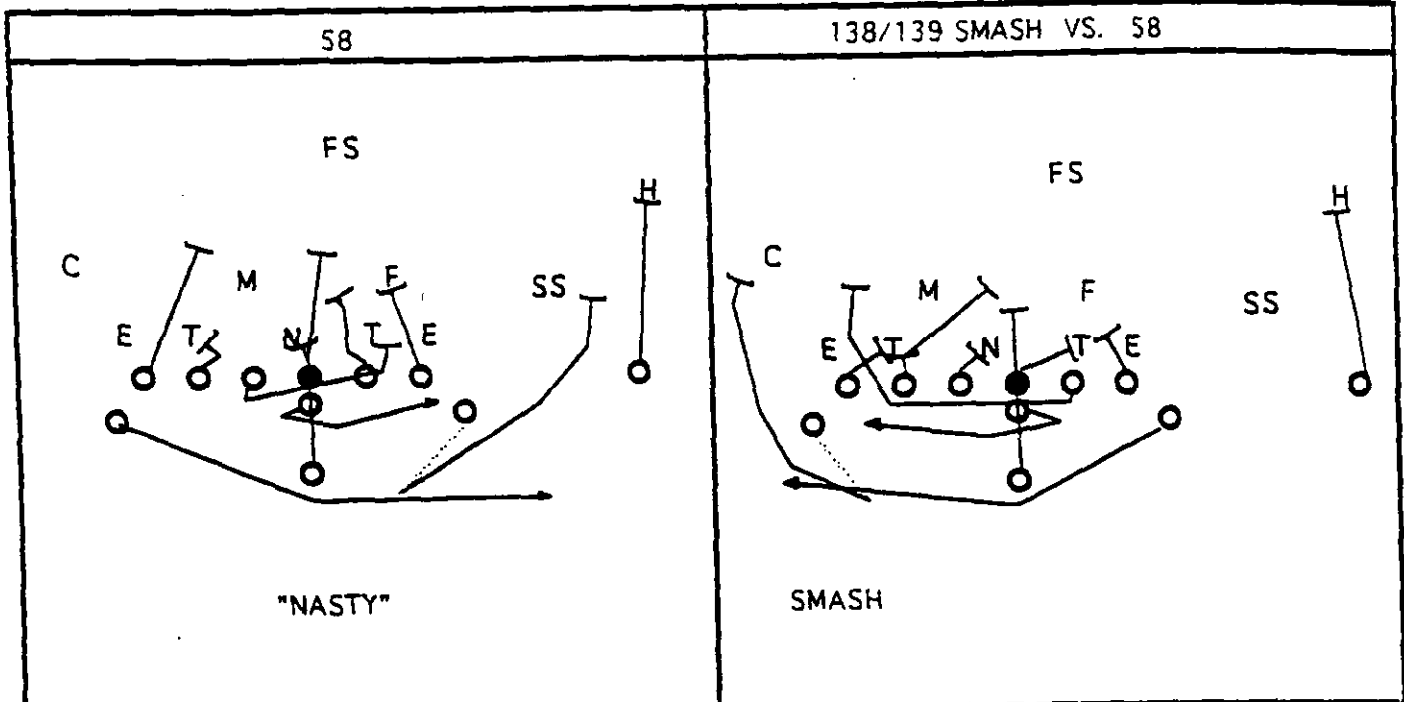
SECTION 500

NON-OPTION RUNS
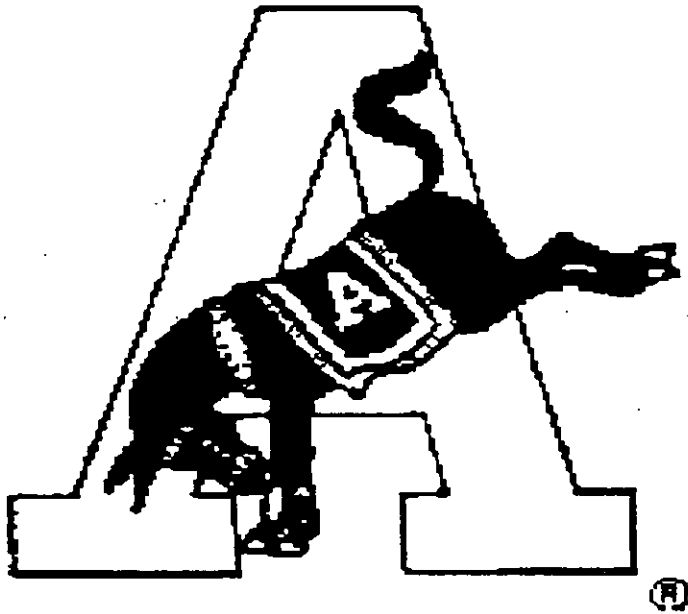
ARMY OFFENSE

1997

"CHIP"

PST: Chip release for PSLB.
PSG: Covered = BASE Block Playside #.
     Uncov. = COMBO NG to MLB or BSLB.
C/BSG/BST: Follow base rules of play called.
PSHB: Seal LB/ROV/FS
FB: Run midtrack & follow triple opt. reads (Give)
BSHB: Run Pitch Course
QB: Execute triple opt. footwork & give to FB. Carry out fake
TE: Playside - Outside release for 1 Zone def.
SE: Follow base rules of play
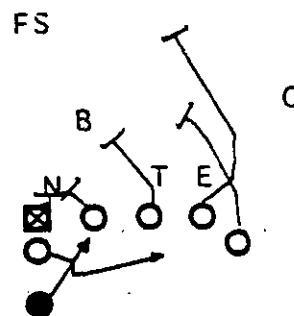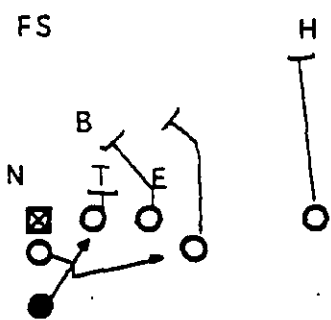
"GATE"

PST: Chip release for PSLB
PSG: Cov. - Zulu thru outside armpit
     Uncov. - Climb block LBer.
C: Reach
BSG/BST: Follow base rules of play called. (Ball will cut behind Center)
FB: Run Midtrack, receive exchange and cut tight off of Center's butt. Get N/S.
OTHERS: Execute base rule of play called.

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Ride FB to front hip giving him the ball.	Deep reach step w/PS foot to BS A Gap. 2nd step is a gather step w/BS foot which must happen quickly.	Option speed fake.
LEAD BACK	Load 3 zone defender.		DIVIDE: Seal O/S EOL.
PITCH BACK	Run pitch course PS.		Execute Load block on 60/61 SHORT. DIVIDE: Seal O/S EOL.
FB	Lead step to PS cheek of Center.	Option run off block of center. BYOB. Center Uncov. - Run to daylight.	Med. alignment. On 60/61 "SHORT" expect CHUCK block vs NG shade PS.
PST	Zone	Zone cut, stay. Lunge cut off thru the I/S thigh board. Bring your feet	CHUCK = Veer for the PSLB. TIGHT REACH = Step down for near # of man over guard. SHORT = 1' splits.
PSG	Zone	Uncov. - Climb block the inside #. Move up on the ball.	CHUCK = Dbl team the nose. Tight Reach if cov. SHORT = 1' splits.
C	Zone	Cov. - Base vs a 50 CHUCK vs a SHADE Uncov. - Climb the MLB vs 2/1 look.	CHUCK = Find the nose & Dbl team him. If two 21's Dbl PS SHORT = 1' splits.
BSG	Zone	Uncov. - Climb the ' S # vs a 50.	CHUCK = Dbl the nose w/Center Tight Reach if covered. SHORT = 1' splits.
BST	Zone	Zone cut stay. Lunge cut off thru the I/S thighboard. Bring your feet.	TIGHT REACH = Step down for near # of the man over the PSG. SHORT = 1' splits.
TE	PS: Zone cut, release. BS: Zone cut, release.	Zone cut, release.	
WR	PS: DMOM		

"TIGHT REACH"   "CHUCK"
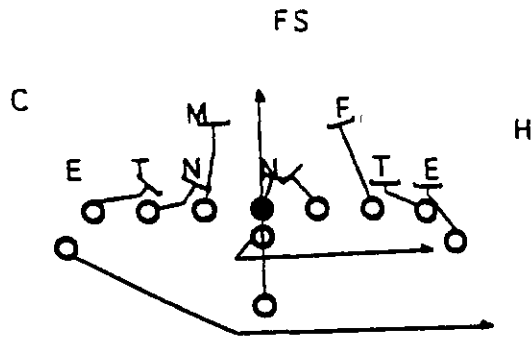
"GEORGE"
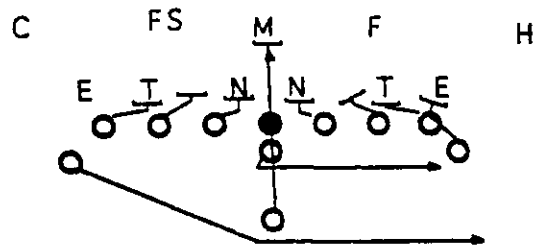
DOUBLE REACH VS. 44 MIKE DEF.

60/61   DIVIDE
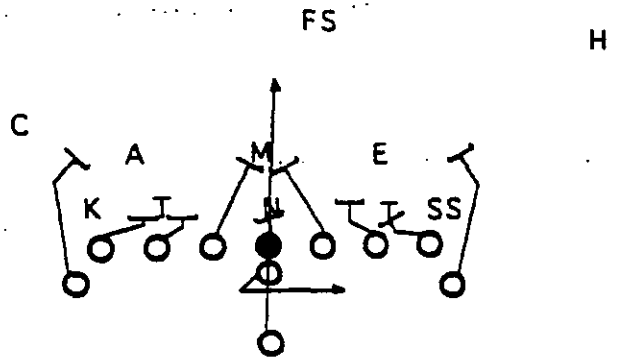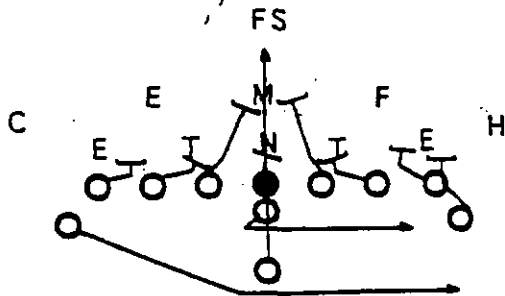
60/61   SHORT

CALLS: CHUCK
              GEORGE
              DIVIDE
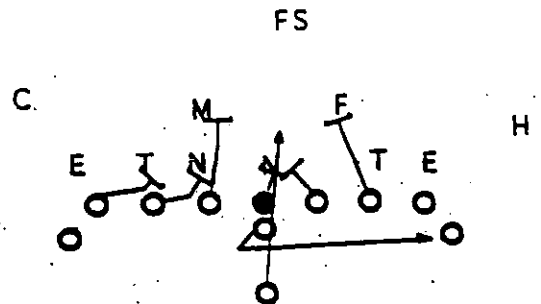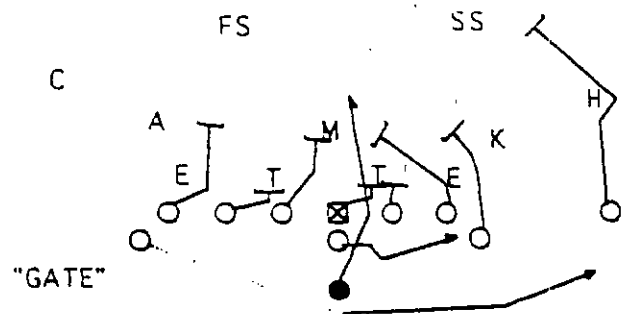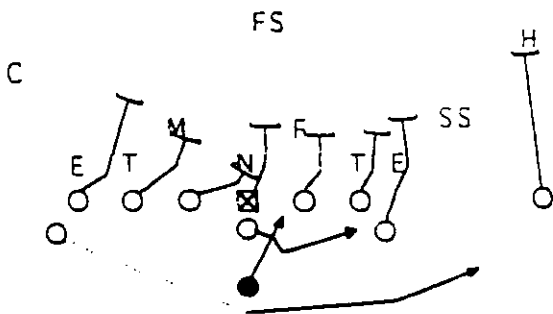
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Give to FB.	5 or 7 o'clock open step. Reach ball deep to FB.	Option speed fake. Pre-determined give.
LEAD BACK	Sprint & chop FS		"CHIP" call = SEAL LB/ROV/FS. "GATE" call = SEAL LB/ROV/FS.
PITCH BACK	Run pitch course.		"DIVIDE" = SEAL O/S EOL.
FB	Run Midtrack.		Pre-determined give. GATE = Cut tight off C's Butt.
PST	Loop	O/S release and chop PSLB.	"CHIP" = CHIP Release "GATE" = CHIP Release X = Drive Block
PSG	Zone	45 degree lead step at DT then up to PSLB.	"CHIP" = LNM in zone, Combo. "GATE" = Cov. - Zulu thru o/s armpit Uncov. - Climb block LBer X = Pull & Kickout 5 Tech.
C	Scoop	Cov. - Pick, scoop stay if BSG is covered.	"GATE" = Reach X = Wide Pick
BSG	Scoop	Cov. - REACH Uncov. - Scoop	Ready for PICK. "Gate" = Tight Reach
BST	Scoop	Scoop	Possible REACH
TE	PS: Seal LBer Over to Inside BS: Zone cut, rel.	Best Available Release Zone cut, release.	"Gate" = release for Hip LBer
WB	PS: DMOM	Block late downfield	

58	68

FS   H
C   SS

E   T   M   N   E   E   SS   H

"CHIP"

FS   H
C   SS

E   T   M   N   F   T   E   SS   H

" GATE"

8S	31

FS   SS
C   H

E   M   T   N   F   T   E

"CHIP"

FS   H
C   SS

E   T   S   N   F   T   E   SS   H

"X"
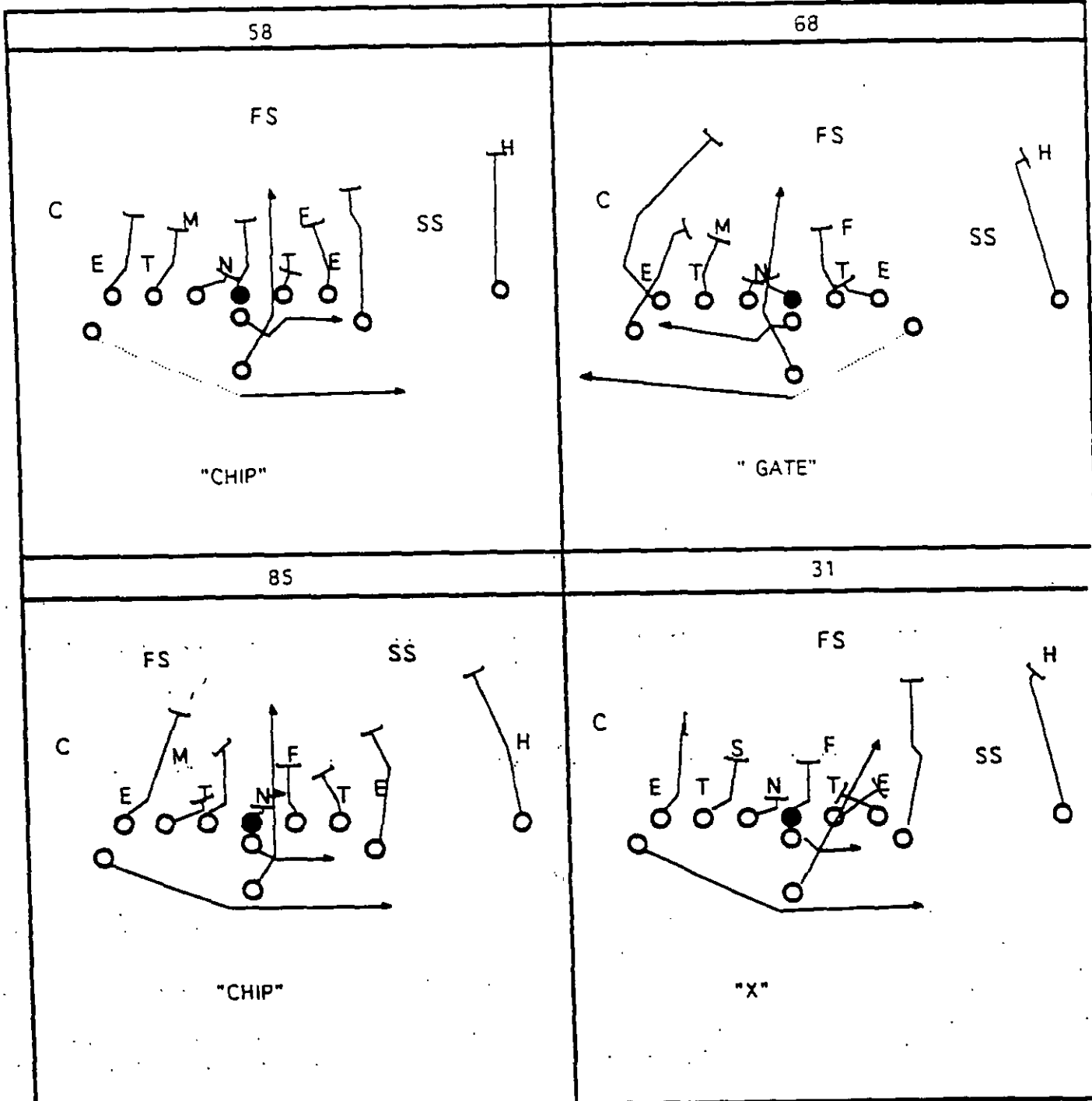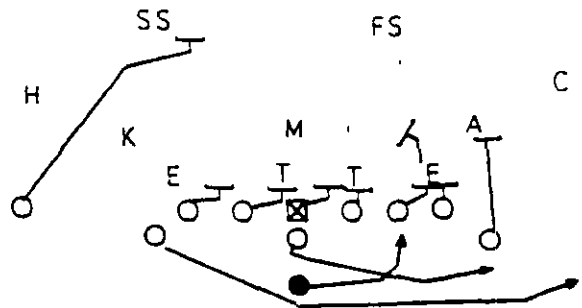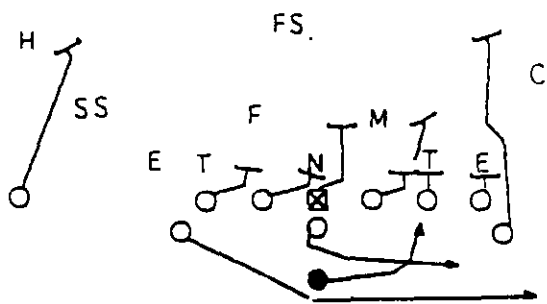
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Reverse pivot to 4 or 8 O'clock on 1st step Seat ball	Push back & extend ball as deep as possible on 2nd step	Carry out option fake. Want ball to FB at 4 yds deep
LEAD BACK	Cylinder Rule	If man align. in Cylinder - block him If no Cylinder - Secure LB/ROV/FS	Cheat align. deeper step towards the end / stay up
PITCH BACK	Run pitch course		Deepen course Possible Scoop
FB	Belly course	Lat. Step / Crossover / Roll Read 1st Def. Lnm from OT Outside	Aim pt. - Outside Hip of OT. Chase the Read / Cut @ heels of Lnm Widen Stance. Deep Alignment.
PST	Zebra Rules	Cov. 50 - Zebra w/ PSG Cov. w/ G Cov. - Base O/S # (Tite Lead) Uncov. - Zebra with TE	Communicate calls to other Lnm
PSG	Zebra Rules	Cov. - Zebra w/ Center Uncov. - Zebra w/ PST	"GANG" = Hard FS Gap
C	Zebra Rules	Cov. w/ G Uncov. - Zebra w/ BSG Cov. w/ G Cov. - Zebra w/ PSG Uncov. - Zebra w/ PSG	Frontside Shade - Reach the Shade (allow no penetration) Will vs. Backside 1 Tech. "GANG" = Hard FS Gap
BSG	Scoop	Cov. - Reach Uncov. - Scoop or Zebra	Listen for Zebra call from Center "GANG" = Hard FS Gap
BST	Scoop Stay	Cut off B gap area	
TE	PS: Read Base or Zebra accord. to look BS: Z.C.S	E/T Cov. - Base Outside # T Uncov. - Zebra w/ OT	Tite Lead - Step w/ Outside foot Step to Align. - aim @ Outside # listen to OT's call
WR	PS: DMOM		

58	68

FS

C

S   F   SS   H

E   T   N   T   E

"Wham"

FS

C   S   F   SS   H

E   T   N   T   E

81	16 / 17 SE vs. 31

FS

C

W   S   F   SS   H

E   T   N   T

FS   SS   H

C

A   M   K

E   T   N   L

"Triangle"

"Nasty"   Influence w/
                                                              "Nasty"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Ride FB to front hip giving him the ball.	Deep reach step w/PS foot to BS A Gap. 2nd step is a gather step w/BS foot which must happen quickly to get out of pulling guard's path.	Freeze opt. fake. Seat the ball before reaching it back to FB. Snap hands into pitch position.
LEAD BACK	Arc 2 Zone	False Motion	Cheat back in your alignment
PITCH BACK	On snap run pitch course thru feet of the FB.	Do great job of selling the option.	Cheat back in your alignment
FB	Trap footwork.	(Sink it) Key down block & the block of Middle or BSLB.	Deep alignment.
PST	Block the BSLB	Vs. a 50 with 4I or Gap Loop for the PSLB. NASTY -Block PSLB.	Influence w/ Nasty = Block BSLB Make a tech call to the PSG. HORN = Block PSLB
PSG	Cov. - Veer release for BSLB Uncov. - Drive	Influence - Based on game plan.	Influence w/ Nasty = Pass set & block out EAGLE - Block down hard. Give tech call to BSG.
C	LNM in zone; block back.	BS 1 tech or uncov. - block back. Vs. a 50 - Dbl team.	EAGLE call - vs. Cov. & BS Guard Cov. HORN = Block Back
BSG	Trap the 1st LNM past the Center.	Use a tight course and kick out the 1st LNM past the Center. Use your O/S shoulder on his I/S #.	NASTY - Trap the man over the PSG. Get a call from PSG. HORN = Pull for MLB to BSLB
BST	Veer release.	Go BSLB to Free Safety.	
TE	PS: Release for 1 zone. BS: Zone, cut release		
	PS: DMOM		

58	68
FS C S F SS H E T N T E "HORN"	FS C S F SS H E T N T E

80	31
FS SS C M F H E T N T E "EAGLE"	FS H C A M E SS K T N T
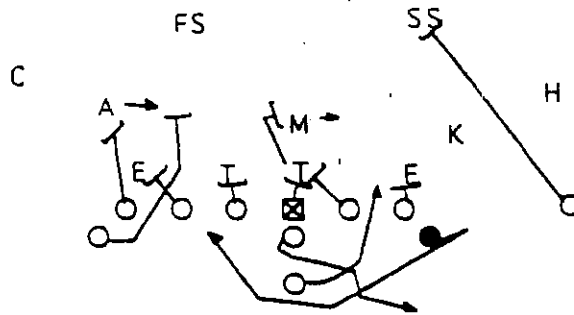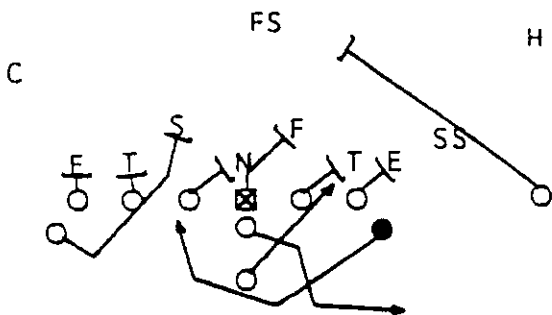
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Ride FB to mid-line; pull, step back & make hand-off to ballcarrier	Mid-track	Naked fake
LEAD BACK	Fold inside & block PSLB.		Must Recognize 2 or 3 LBer Defenses. Blk 1st from o/s - in Possible "Pick-Up"
BALL CARRIER	Fake outside.	Come back to inside, accept O/S hand-off & run PS. Key block on 1st cov. PS LNM.	BELLY = run Belly Course
FB	Mid-track opposite "Great fake"		Just like BLUE!
PST	LNM in zone/out	Cov. - Basedown the middle step with O/S foot unless an inside tech. Uncov. - Block-out - make call to TE.	Must sustain the block on this play. On OUT block don't get beat across your face.
PSG	LNM in zone, Drive.	Cov. - Base down the middle Uncov. - PICK - Clip the Nose	Uncov. w/Nose away go for BSLB.
C	Zone/2-2 PSLB.	Vs. a 50 - PICK & back seal the BSLB. Vs. a Backside Shade - Dbl team. Vs. 2/2 zone step & backseal BSLB.	No Dbl team vs. 51 Def. Be ready on Dbl team to come off late for MLB on Stack Looks.
BSG	Zone	Uncov. - Zone step at 45 degree to protect the B Gap then go to PSLB. 51 Def. still zone step. Cov. - Base inside #.	Dbl team a BS Shaded 1 tech. (Only vs Stack.) FAN Call vs. 50
BST	Chip release to PSLB	Use Chip Tech.	Make FAN call vs. a 50 to Guard Don't over split.
TE	PS: Zone BS: Zone cut release	Base middle *Read* 	OT gives "OUT" call block out. *get head up outside*
WB	PS: Block FS / BSC		

PLAY_____ 44/45 (BELLY) _____   SPLITS_____ NORMAL _____

58	68

"PICK UP"

85	31

"OUT"

SPLIT END
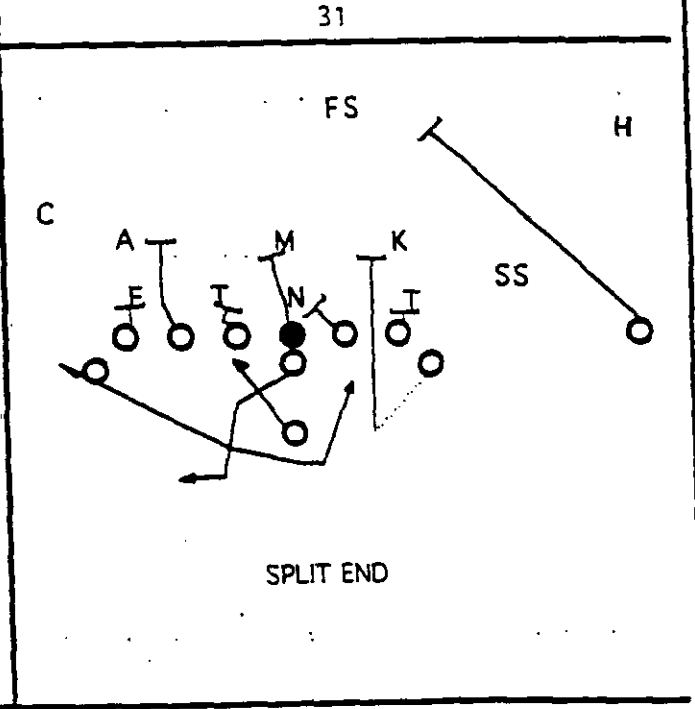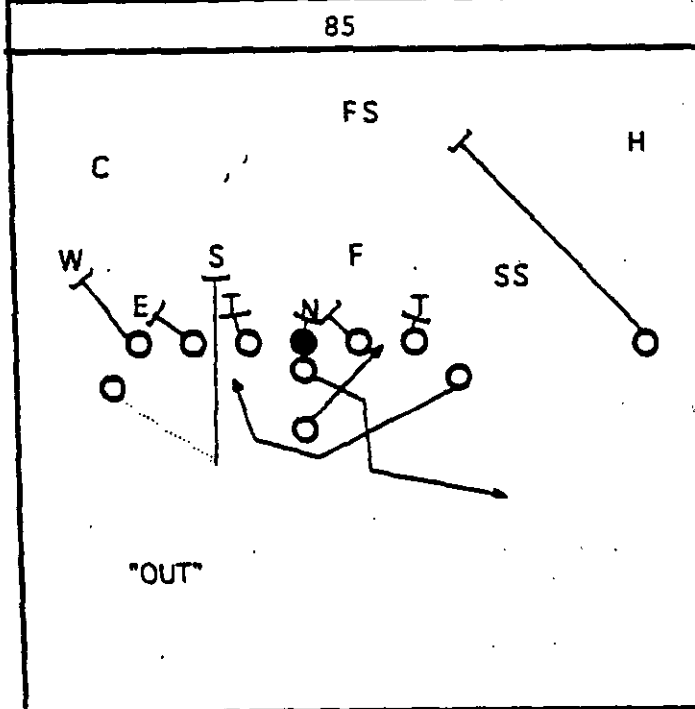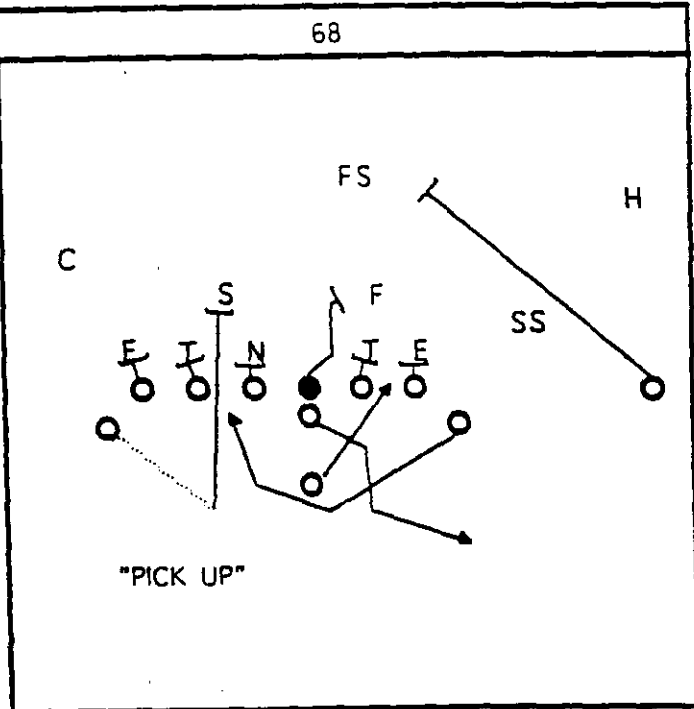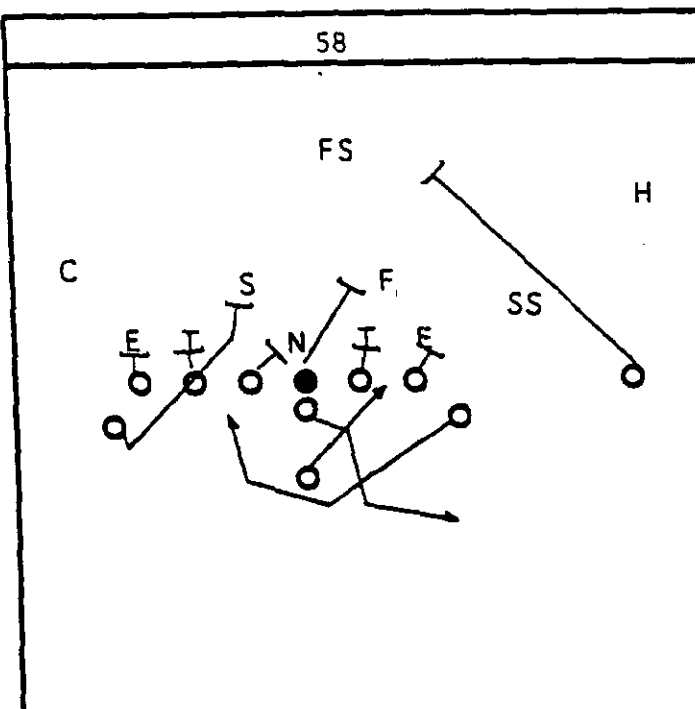
PLAY __+6/+7 (ZONE)__   SPLIT __NORMAL__

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Reach & extend the ball to the HB. Look ball in to the HB's pocket.	Open step to ballcarrier at 6 o'clock.	Naked. Poss. ACE Call - tells FB FSLB is Hip Player
LEAD BACK	Block 1st def. O/S TE.	Rel. fast to make it appear like pass. Block at 45 degree angle. Avoid turning Butt into the Hole.	"ACE" - Block 2nd man O/S TE Bumps out a man.
BALL CARRIER	Motion and accept O/S hand-off	Key TE block for cut.	Knife into 1st seam that develops.
FB	Run O/S veer track & adjust off the OT's block for block on PSLB.		Med. depth "ACE" call - block the Hip player BLAST: Block PSLB to most danger.
PST	LNM in zone: DRIVE	Cov. - Base the OS #. Uncov. - Dbl team the man over the PSG.	ZONE - If uncov. CHARLIE to BSLB/MLB unless the PSG makes a Fold call. Drive on fold. BLAST - Out block RAIDER - Dbl team w/ TE ACE - Quick Charlie, must get MLB
PSG	LNM in zone: DRIVE	Cov. - Base the OS # Uncov. - Dbl team the man over the Center	ZONE - CHARLIE w/PST unless 3 tech is loose. Make a Fold call and pull for BSLB / MLB. Uncov. - Combo to BSLB. ACE - Quick Charlie
C	Scoop	Pick vs. a 50 Uncov. - 2/2 PS to BSLB.	ZONE - Reach the Nose if PSG is uncov. On a Fold call by the PSG Wide Pick.
BSG	Scoop	Pick v. a 50. REACH if cov.	Zone Stay if covered
BST	Scoop	Zone Backside	Zone Stay if covered
TE	PS: Zone BS:	PS - Base OS # BS - Zone cut release	"REACH" call in huddle - Full Scoop BS. BLAST = Out Block. RAIDER = Dbl Team w/ the OT.
WR	PS: DMOM		

81

NO CALL

81

ZONE

85

RAIDER

31

81

BLAST

44 DEF.

BLAST
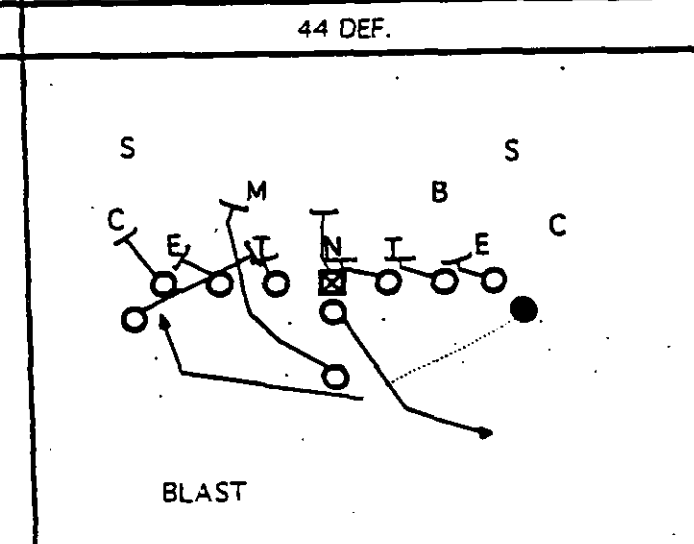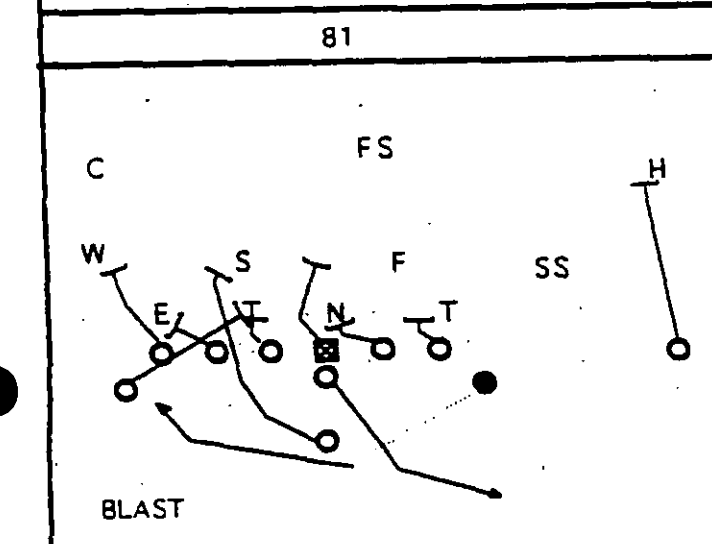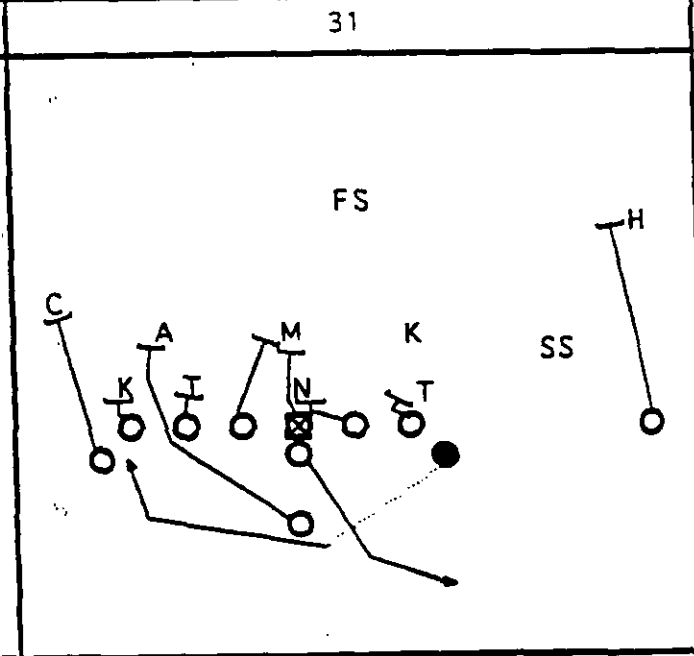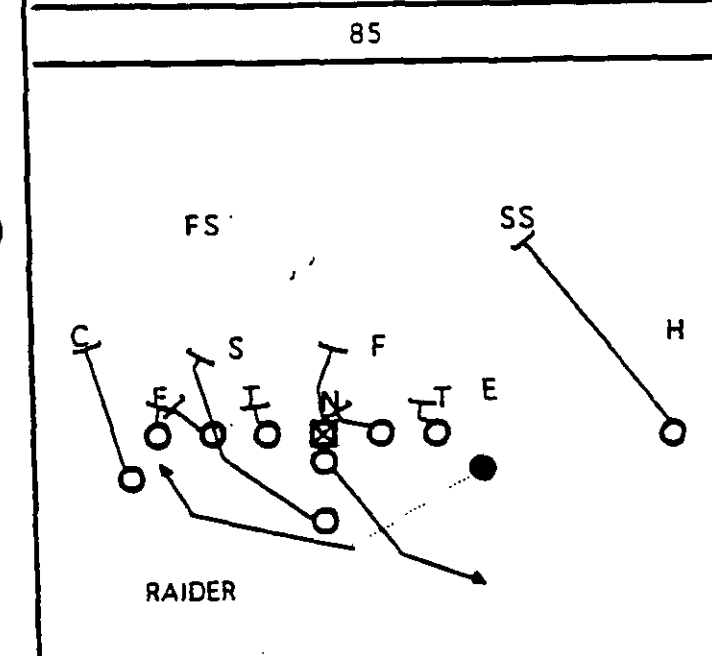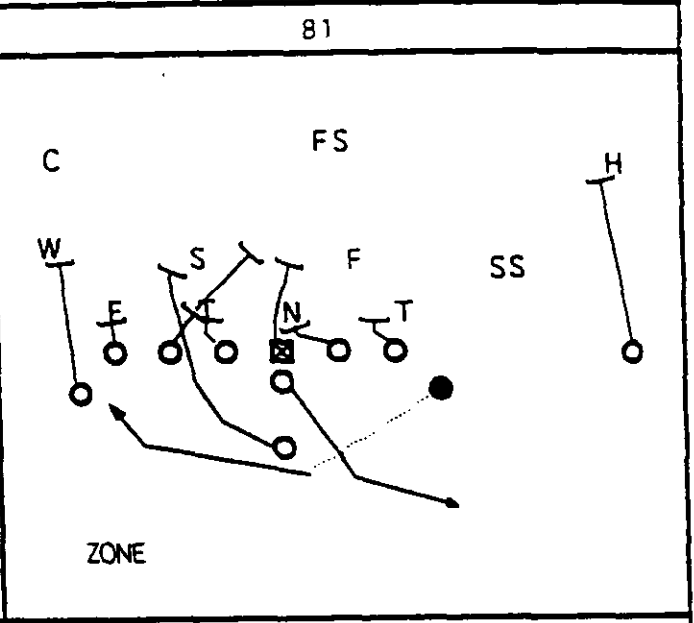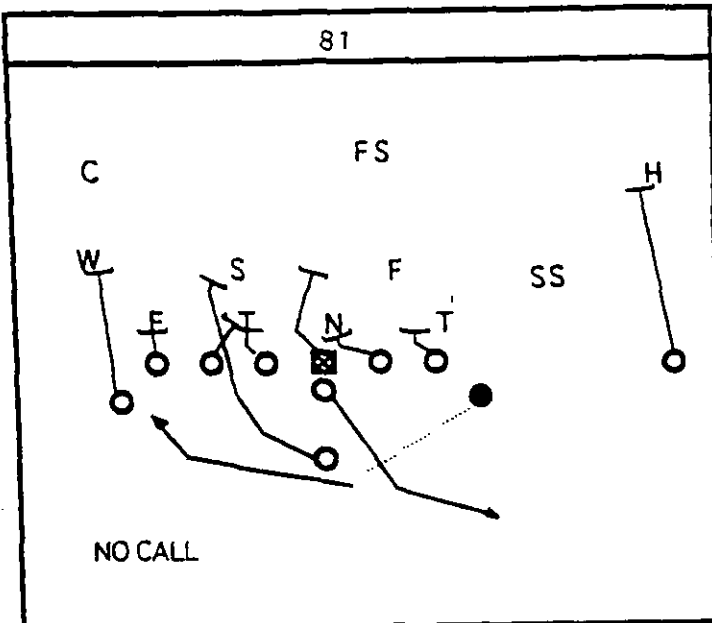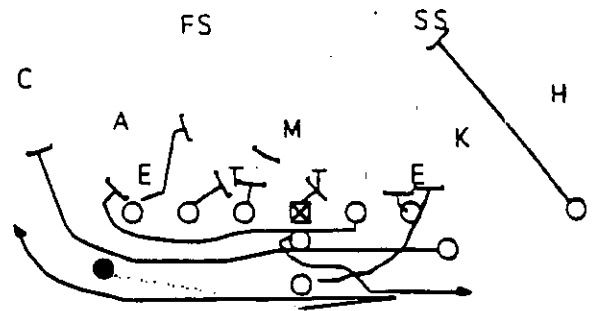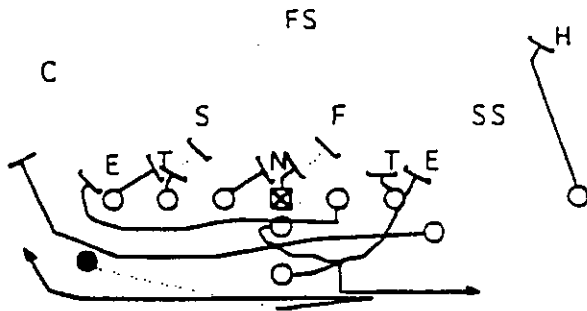
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Fake 16/17 away then extend the ball back to ballcarrier & make exchange	Open step to ballcarrier at 6 o'clock.	Execute Naked fake
BS SLOT	Pull & Block outside force on opposite side.	Pull flat until clear G's Butt & get to depth of 3 yds from Lnm's feet or 2 from Pull Guard	Stay on the run - Don't turn inside too fast. If G's block is in your face turn up inside.
BALL CARRIER	Motion & redirect for O/S handoff	Get to 1 yd behind FB when ball is snapped. Take 3 steps Pivot & flatten for ball - Depth of 5 yds.	Get the ball to the outside & read the Slot's block on Force. Stretch it.
FB	Fake 16/17 away. Protect 1st Def. off OT's hip	Get head on I/S #.	Allow BS Slot to pass in front.
PST	Smash Block	Uncov. - Smash Block w/ PSG "Gus call Cov. - Smash Block w/ TE "Smash" call Cov. w/ PSG Cov. - "Gus" w/ PSG & "Gus 5" call to TE	Possible "Tex" w/ Smash call & Tuff PSLB.
PSG	Smash / Drive	Uncov - Drive down on NG Vs. 2I - Base Vs. 3 - Smash block w/ OT = "Gus"	Possible "Eagle" call by Center "Razor" call on Gus w/ Tuff LBer
C	Block Back	Vs. 0 - Block B/S 1/2 of NG to BS A gap Vs. FS Shade & BSG Cov - "Eagle" call to FSG Vs. BS Shade or Uncov - Block Back	
BSG	Pull & Log	Pull to depth of 1 yd behind heels of PSOL looking to log the TE area. Vs. wash by TE - Turn up & Seal	
BST	Chip	Heavy Chip Release into 8 gap. Vs. 8 gap threat = Block Threat Vs. 3 tech. B/S = Pwr Step Hinge	
TE	PS: Veer/Smash BS: Base	OT Uncov - "Gus" call by OT = Veer rel. thru C gap sealing 1st LB playside OT Cov. - "Smash call by OT = Smash Block w/ OT.	"Gus 5" or "Tex" call - Drive down on 5 Tech.
WR	PS: DMOM		

81	58

ZONE

LOAD	68

ACE UP	WIDE
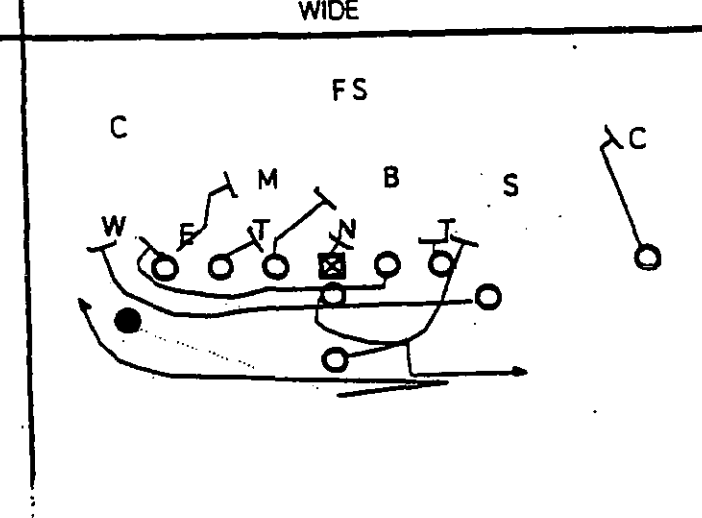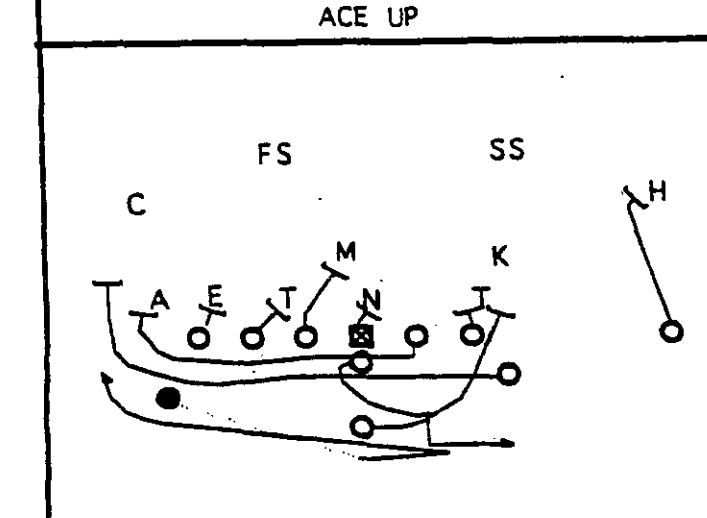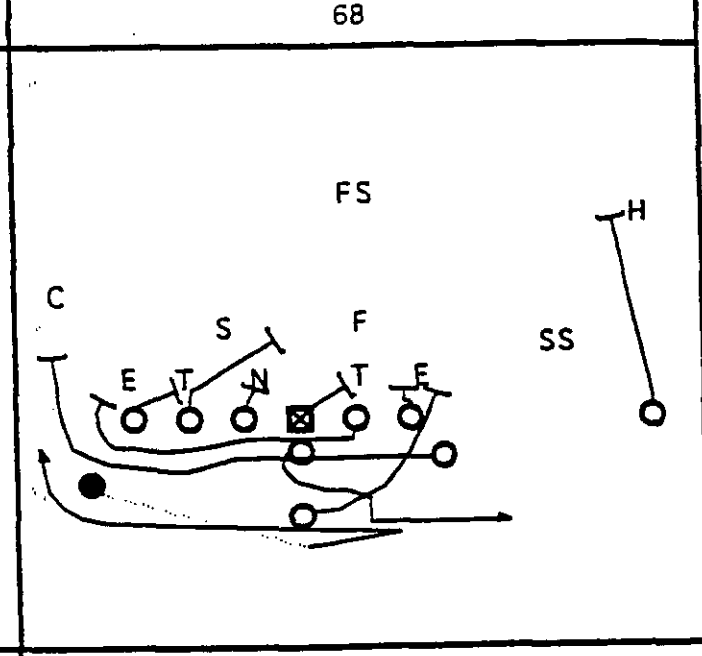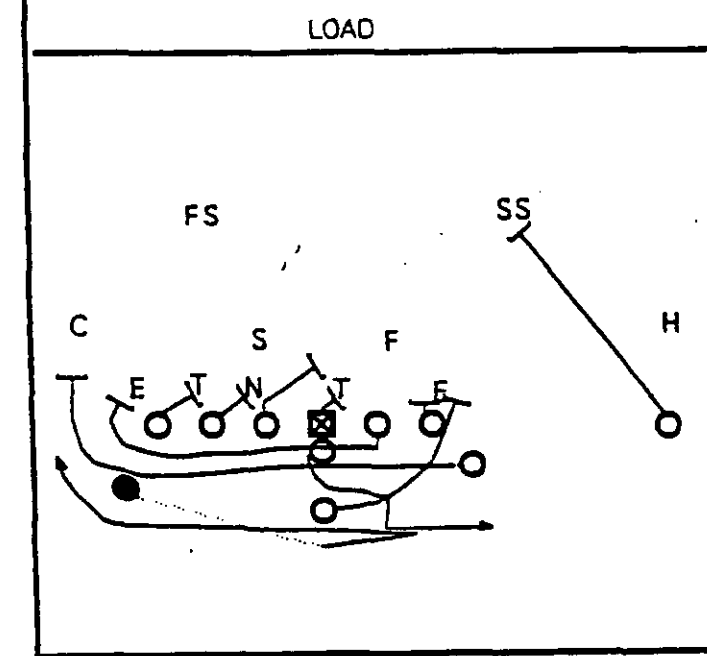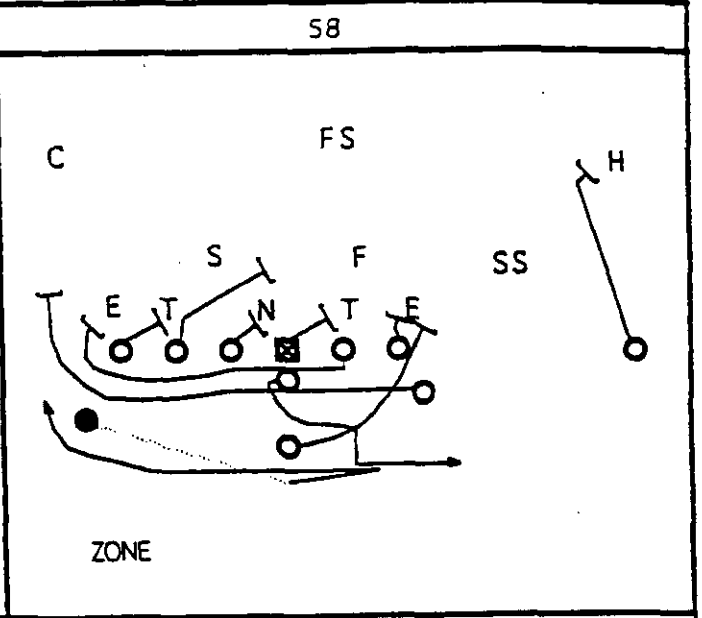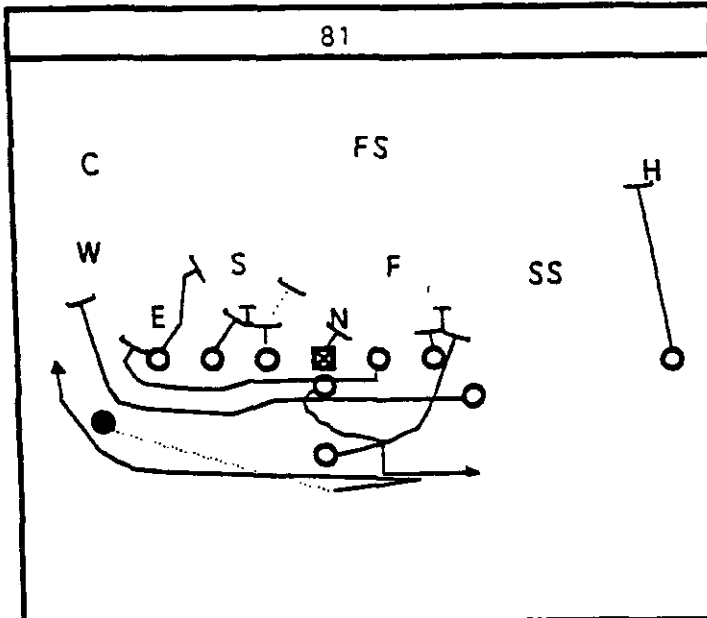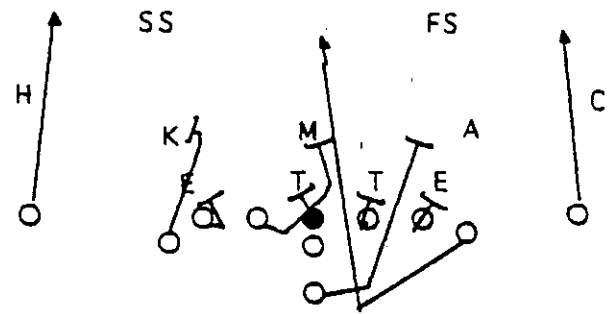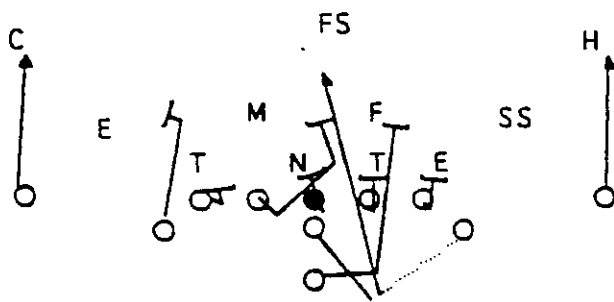
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Sprint Draw Footwork	Make exchange to HB	
BS SLOT	Release upfield to block Hip / Drop	Aim for Inside # of Hip then block him If Drop LBer - release inside & turn out on him	
BALL CARRIER	Sprint Draw Motion to depth of 6 yds		Wait for QB to bring you the ball FB DELCO - Switch resp. w/ FB
FB	3 step - plant Iso 496 Protection		Vs. 2 LBers = FLSB Vs. Ace (3 LBer) = ALB FB DELCO - You are the Ballcarrier
PST	96 Protection	Pass Set - Invite outside rush	
PSG	96 Protection	When Uncov. - block down square Invite Outside rush	
C	96 Protection		Horn backside shade
BSG	96 Protection		Horn backside shade for MLB/BSLB
BST	96 Protection		Horn = Zone
TE	PS:	T Cov - Pass Set , Invite Outside rush T Uncov - Outside rel. up middle for FS	
WR	PS: Streak & Block		

SECTION 600

PROTECTIONS
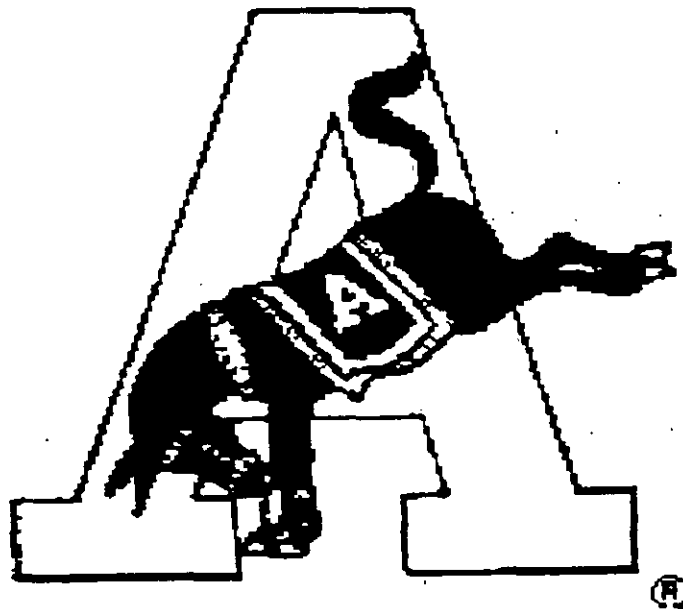
ARMY OFFENSE

1997

FB: Block Most Dangerous LBer in B/A Gap. If Free - help where needed.

BLOCKING HB: Block End Of Line / If Free - Help Outside OT.

Note: If defender is soft and widening you can stay up. Always know the QB drop spot and work to keep the defender on the LOS and wide. (Away from drop spot)

EXTRA HB: (States) Start on pitch course eyeballing perimeter for Fire or Cobra blitz. If Fire or Cobra appears - attack the blitzer (HEAVY CONTACT). If no blitz - work down towards LOS and become "helper" vs. scraping LBer.

500's: (526/527) FB = T Cov - Check B gap to Fire
                        T Uncov - Block B or A gap only (Stab Call)

              OT = Possible Stab Call vs. T Uncovered

26/27 STATE Vs. G Uncov.	26/27 CAR Vs. G Uncov.	26/27 NAME Vs. G Uncov.
26/27 STATE Vs. G Covered	26/27 CAR Vs. G Covered	26/27 NAME Vs. G Covered
26/27 BELLY Vs. G Uncov.	26/27 BELLY Vs. G Covered	26/27 BELLY Vs. Ace
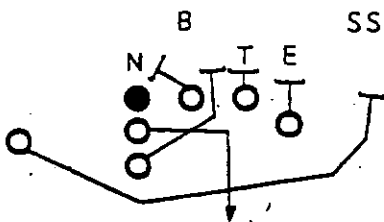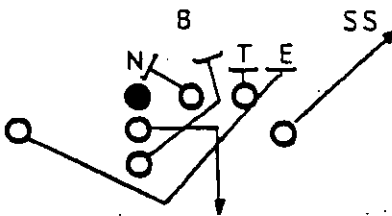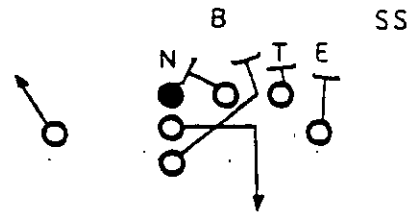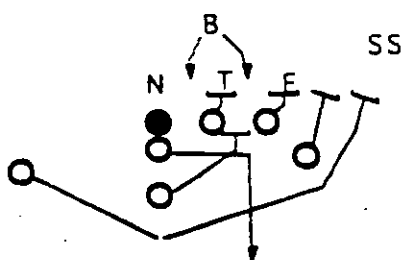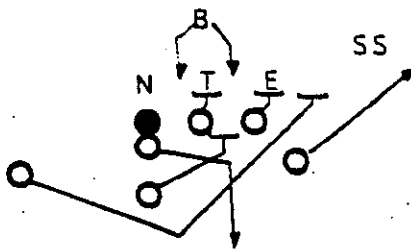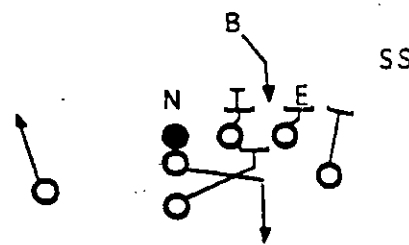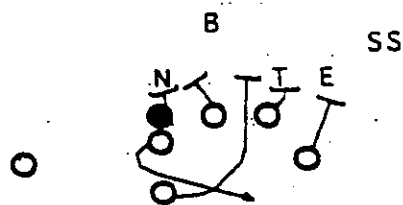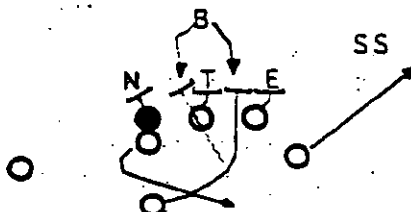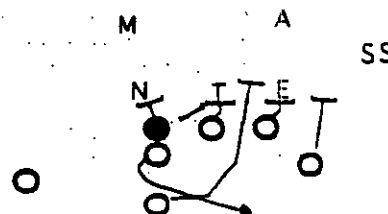
- With "Slice" Signal = AREA BLOCK (Build a Wall)
- When NO Slice Signal - Same as 26/27

AREA CONCEPT: Build a wall at the LOS for QB. QB is setting up behind the tackle box
approximately 5-7 yards deep.

FB: If PST signals "SLICE" - you should make an "Area" call which alerts the blocking HB that you both
will "area" protect the C and D Gap.   (Take a path through the outside hip of PST and block first
defender outside PST's block)

BLOCKING HB: If Backside & in motion - Get on outside hip of FB and block first defender outside the
FB's block.
If Frontside - Step with your inside Foot staying square to the LOS checking most
dangerous threat.

EXTRA HB: (States) No change from earlier explanation in 26 /27 protection.

500's (528/529): The TE is staying in for protection and Blocking his Zone. FB - be alert to TE
blocking, go in/outside of him to the dangerous area. HB - Stay outside of the TE.
FB = "Slice Call" - Check Responsiblity to Fire.

28/29 STATE	28/29 CAR	28/29 NAME
Slice Signal	Slice Signal	Slice Signal
"AREA"	"AREA"	"AREA"
28/29 STATE	28/29 CAR	28/29 NAME
No Slice	No Slice	No Slice
528/529 Vs. G Uncov.	528/529 Vs. G Covered	528/529 Vs. G Covered Vs. Fill
No Slice Signal	Slice Signal	Slice Signal
	"AREA"	"AREA"

FB: Vs. 50 Look = Responsible for Blocking EOL to Help.

Vs. 2 LBer Reduced Look = Responsible for Blocking SS Fire to Help.

Vs. 3 LBer (ACE) Look = Responsible for Blocking HIP LBer to SS Fire to Help.
* Never knock OL off his block

98/99: If G is Covered, It turns into a Slice Concept for the FB.   (Block EOL)
598/599 = Same as 528 / 529

PSHB: Sprint draw fake (motion back if in slot). Blocking responsibility is the first LBer from
    Tackle Box to Center. (ALWAYS GET A PRE-SNAP READ FOR 2 OR 3 LBER DEFENSES.)

Vs. 3 LBer Defense = MLB is Yours.

NEVER knock OL off his block as you fake through LOS.
BSHB: Run assigned route.
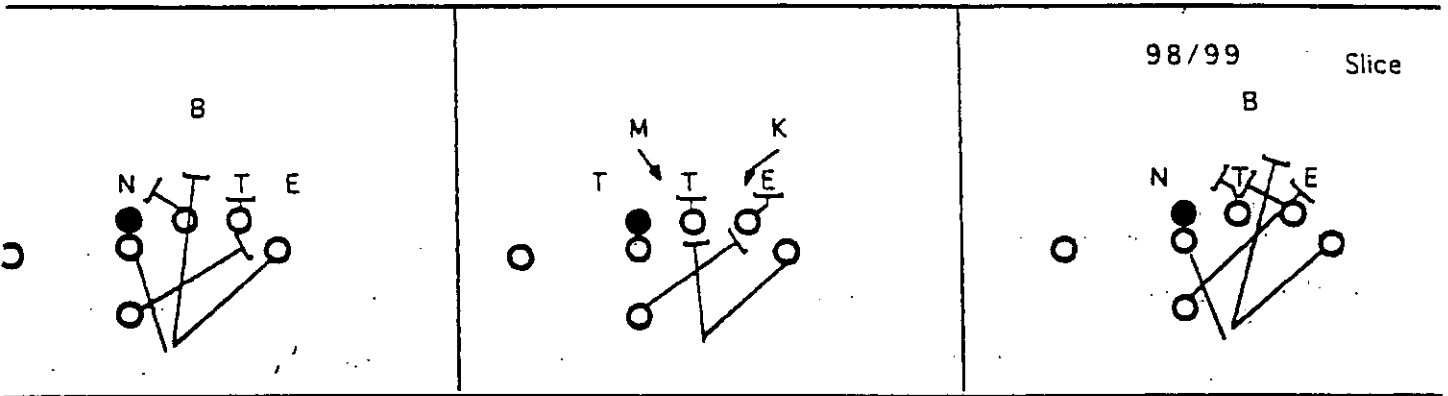
496 / 497 - 498 / 499 PROTECTION

FB: 496/497 - OT will not SLICE. If there is a threat outside the OT block, he is FB's first
    responsibility. If threat is on LOS you must block just like 98/99.

If threat is off LOS - you can be a little more under control in case of Cross Charge.

If there is no threat outside OT's block, you are responsible for PSLB to MLB. Slide up and
    playside on snap and Block LB if he blitzes. No blitz shows - you become a helper.
    **NEVER knock OL off his block.

596/597 is same as 526 / 527

498/499 is the same as 98/99 for the FB.

BOTH HB'S: Are in the route.
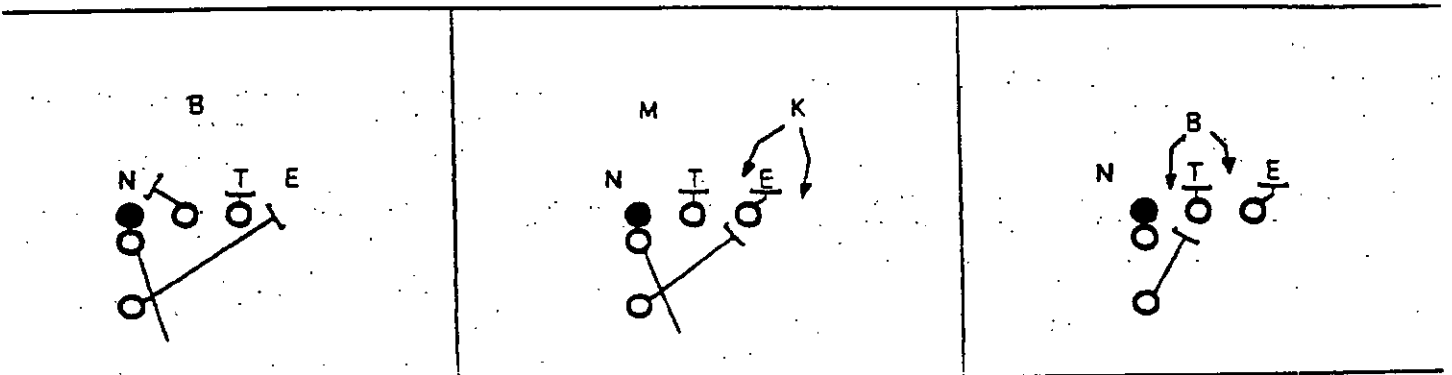
FB: Trap Option alignment and track. You are responsible for B-Gap area playside after the fake.
      Simply slide into LOS playside after the fake and block PSLB if he shows in B-Gap. Stay in
      LOS - QB is working down the line on the LOS.

BLOCKING HB: Load the 3-Zone defender (motion if necessary). If 3-Zone defender is blocked.
      become a helper to the outside (get down to LOS).

OTHER HB: Run assigned route.
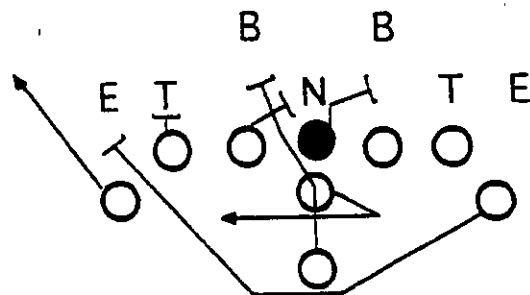
RIVER / LAKE PROTECTION

FB: Go Opposite of the Call - Block like 96/97 Course for Area off of the OT's Butt.

PSHB: Release on Route

BSHB: Block your Zone (Stay Square to LOS) Do not give ground - initiate contact at the LOS.

RIVER

LAKE
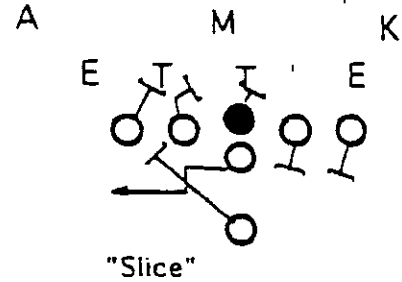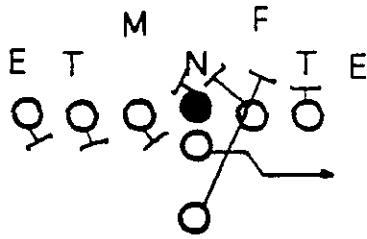
"Slice"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Read base LNM in zone.	If reduced and cov. by EOL - SLICE (Signal Slice to FB). On SLICE work a Tandem tech. w/PSG.	26/27 - No SLICE CAR Passes - QB will be O/S your align. on his set. 526's = Possible Stab Call w/ TE
PSG	Read base LNM in zone.	Uncov. - Drive down on Nose. Work a Tandem w/Center. On SLICE = work a Tandem tech. w PST	26/27 - No SLICE by PST.
C	Slide protection	You have the BS A Gap. Drive call by PSG work a Tandem tech w/him.	KNIFE call - If uncov. - Tandem tech w/BSG.
BSG	Slide protection	You have the BS B Gap.	KNIFE -Work a Tandem tech w/Center You have B gap to EOL.
BST	Slide protection	You have the BS C Gap unless BSG is cov.	If BSG is cov. or KNIFE call you have the LNM in your zone.
TE	PS: BS:	500's Read Base Zone Hinge for D gap	500: Read Base Zone Possible Stab Give Tackle a "Hinge" call
WR	PS: BS:		

"STAB" CALL
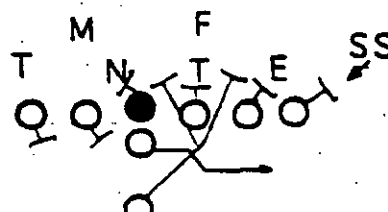
26 / 27 PROTECTION
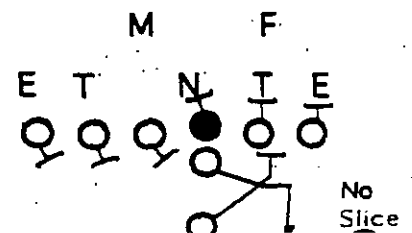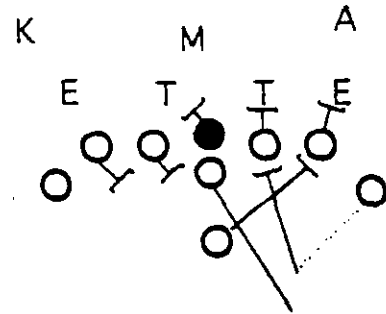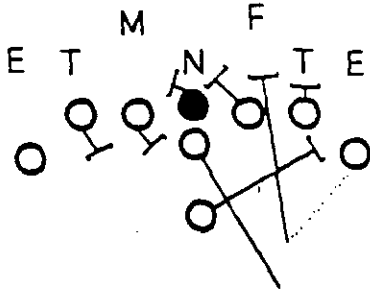
No Slice

"No Slice"

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Pass set LNM in zone.	If reduced and cov. by EOL - SLICE (Signal Slice to FB). On SLICE work a Tandem tech. w/ PSG.	96/97 - No SLICE.
PSG	Pass set LNM in zone.	Uncov. - Drive down on Nose. Work a Tandem w/ Center. On SLICE = work a Tandem Tech. w/ PST.	96/97 - No SLICE by PST.
C	Slide Protection	You have the BS A Gap. Drive call by PSG work a Tandem tech. w/ him.	KNIFE call - If uncov. - Tandem tech. w/ BSG.
BSG	Slide Protection	You have BS B gap.	KNIFE- Work a Tandem tech. w/ Center You have B gap to EOL.
BST	Slide Protection	You have BS C gap unless BSG is covered	If BSG is cov. or KNIFE call - you have the LNM in your zone.
TE	PS: BS:	500'S - Read Base Zone	500's - Possible STAB Call
WR	PS: BS:		

"STAB"
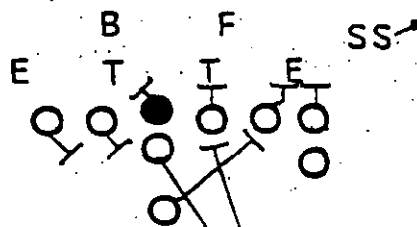
98 /99 PROTECTION
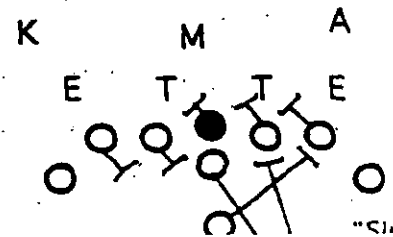
"Slice"

PLAY _____26/27 FREEZE_____   SPLIT ____TIGHT____
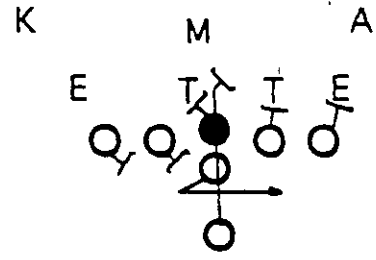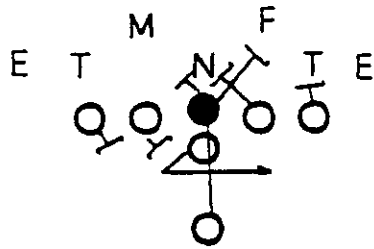
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Same as 26/27 rules.	Be physical PS.	You can't get knocked back. The QB will throw behind you.
PSG	Same as 26/27 rules.	Be physical PS.	DRIVE - Come down hard & secure the Nose.
C	Same as 26/27 rules.	Know the QB is behind you in the BS A Gap.	
BSG	Same as 26/27 rules.	Know the QB is in the BS A Gap. Don't drop back into him.	
BST	Same as 26/27 rules.	QB is in the BS A Gap.	
TE	PS:		
	BS:		
WR	PS:		
	BS:		

520 / 521 FREEZE =   T checks out - then for ILB
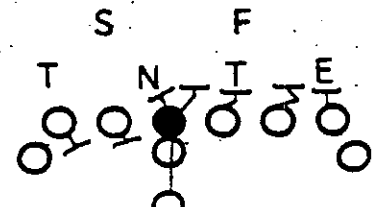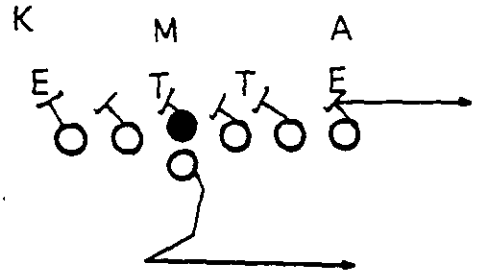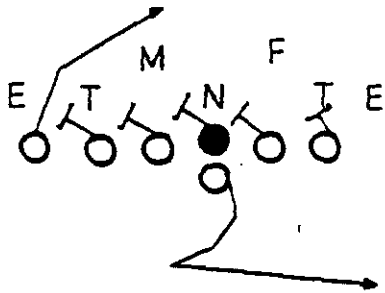
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Naked Protection	Block 3 steps down the line flat To the Call.	Earhole 1st Lnm you see (Build a wall) Call side OT = let TE release - block EOL
PSG	Naked Protection	Block 3 steps down the line flat To the Call.	Earhole 1st Lnm you see (Build a Wall)
C	Naked Protection	Block 3 steps down the line flat To the Call.	Earhole 1st Lnm you see (Build a Wall) BOOT = After Block assign. - peel out to protect on perimeter for QB
BSG	Naked Protection	Block 3 steps down the line flat To the Call.	Earhole 1st Lnm you see (Build a Wall)
BST	Naked Protection	Block 3 steps down the line flat To the Call.	Earhole 1st Lnm you see (Build a Wall) Vs 50 = Step down flat & try to influence DT to your inside
TE	PS: Slam & Rel. BS: Drag Route	Influence Scoop & slide to flat 12 yds. depth over FS Slot.	1. If man over you - Infl. Scoop & slide 2. Nobody over you - pin EOL & slide
WR	PS: BS:		

BOOT PROTECTION

"RIVER"	"LAKE"
E T M N F T E	A M K E T T E
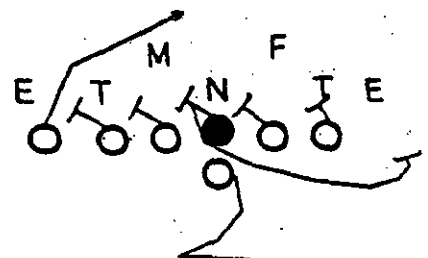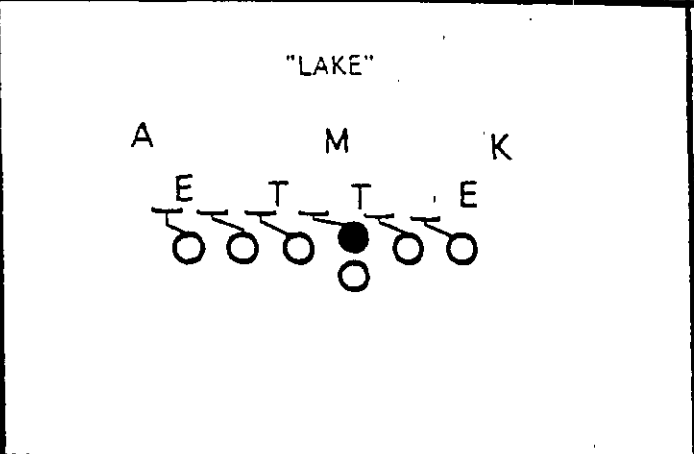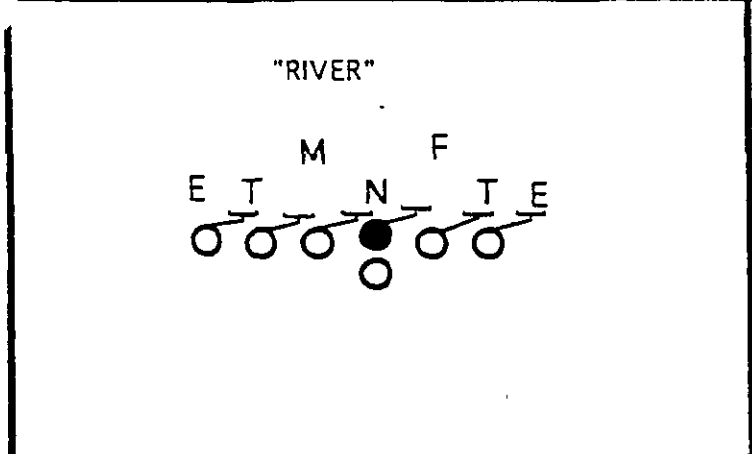
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Slide Protection to the Call		Be aggressive - Block your Callside gap.
PSG	Slide Protection to the Call		Be aggressive - Block your Callside gap.
C	Slide Protection to the Call		Be aggressive - Block your Callside gap.
BSG	Slide Protection to the Call		Be aggressive - Block your Callside gap.
BST	Slide Protection to the Call		Be aggressive - Block your Callside gap.
TE	PS: Block Zone BS: Alley Release		If ineligable - Fan block for the FIRE
WR	PS: BS:		

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
PST	Read Base LNM in zone, SLICE	Vs. 50 = Read base down the middle Vs. Red. = Slice & block the outside 1/2 of the 3 tech.	Vs. 50 Tuff = Stay on your man a count
PSG	LNM in zone - Drive to release for BS Alley or pursuit players	Vs. 50 = Drive on Nose hold two counts, then release to backside alley looking to block a possible tackler. Vs. Red. = Block LNM in zone for 2 counts then release	
C	Zone: Knife to flat release down line for Def. LNM in pursuit	Cov. = Block nose for a solid 1 count, then release flat down line looking for crackback block on Def. LNM in pursuit. Uncov. = Knife then same as cov.	Eagle: When covered and BSG covered. Knife: Go get the man over BSG.
BSG	Set & protect B gap to release for flat defender.	Set 45 deg. to LOS & protect the B gap area by blocking a man over you or a veer tackle if uncov. Then release flat to kick out flat defender.	
BST	Pass set & Chop. man in zone to BSLB	Pass set square - Chop the DT then get up & go get LB. Take a proper course.	When you chop - land on chest with hands ready to get off the ground.
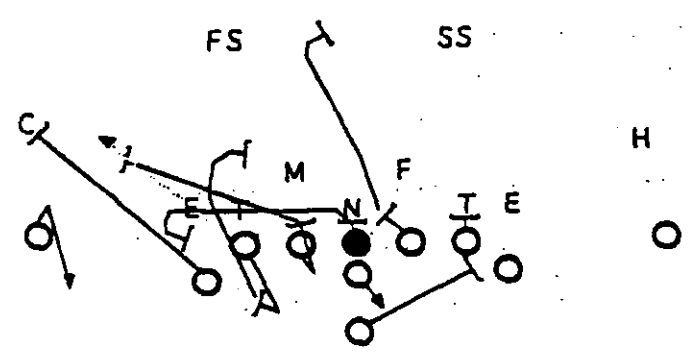
SECTION 700

PASS GAME

ARMY OFFENSE

1997
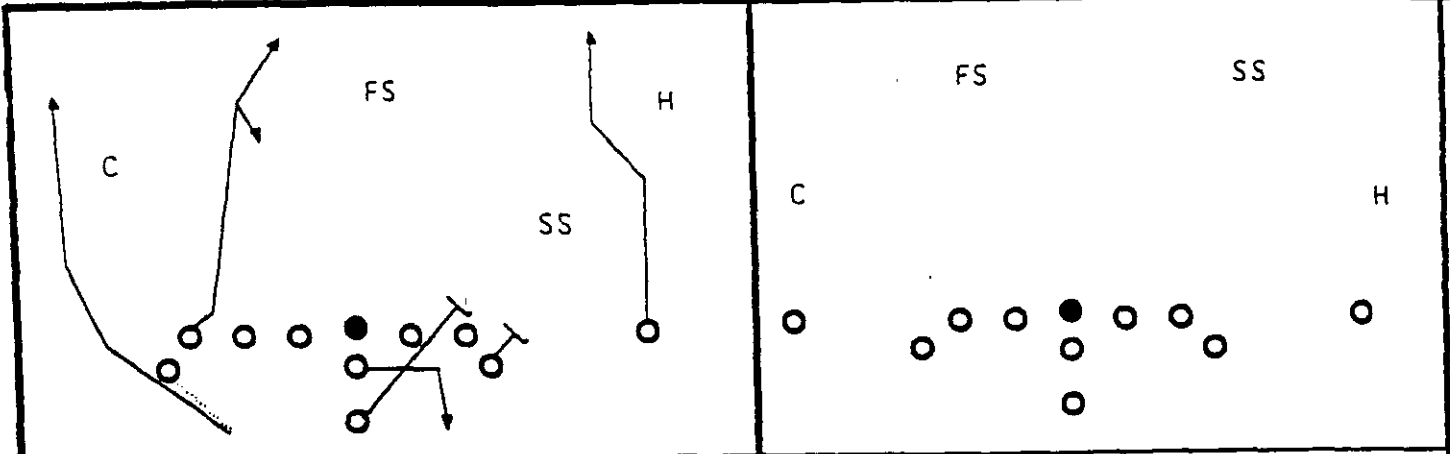
POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	NORM	Influence Post	Stay Outside the Hash
WR W			
TE	WIDE	Inside release. Run Read Post looking over I/S shoulder for ball.	If FS takes away post = hook If in doubt POST!! Use Wide Split
FB		28/29 Name protection.	
PS SLOT OR HB		28/29 Name protection.	
BS SLOT OR HB		Run circle route. Release for point 3 yds O/S alignment of TE. (False Motion)	Leave 4-5 yds from boundary to fade to the ball if necessary. Ball in midfield make sure your route take you O/S the numbers.
QB		28/29 Name footwork. CUE: Alignment of SS/FS for Coverage potential. READ: Backside Corner	Key backside corner. PROGRESSION: 1. HB circle 2. TE post or hook 3. Run/throw away * Possible X POST

PASS: ___26/27 WILLIE SLIP_____(DELAY)____

(Slip)   (Slip Delay)

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	NORM	Influence Post	
WR W			
TE	WIDE	Inside release. Run skinny post looking over I/S shoulder for the ball.	Reach landmark over BSG 30 yds downfield.
FB		Fake 26/27 protection. Settle in LOS. Release for BS flat. Come under control and look for ball as you clear BS tackle area.	If LB attacks - punch. Stop LB momentum and release. DELAY: release quicker on Slip route If LBer Blitzes - stay on him
PS SLOT OR HB		Execute 26/27 Name protection.	DELAY: Check Fire 1st - then block 3 counts @ release upfield under control. Find hole
BS SLOT OR HB		Same as Willie	SPEED!
QB		26/27 Name footwork. CUE: SS/SS for coverage potential. READ: BS flat area.	PROGRESSION: 1. FB 2. Run/throw away DELAY: 1. HB 2. Run / throw away
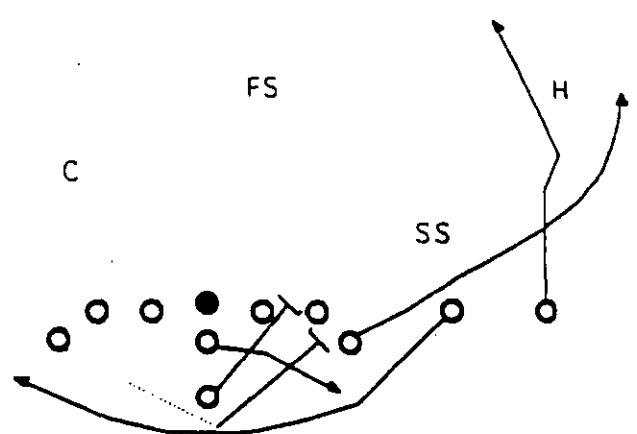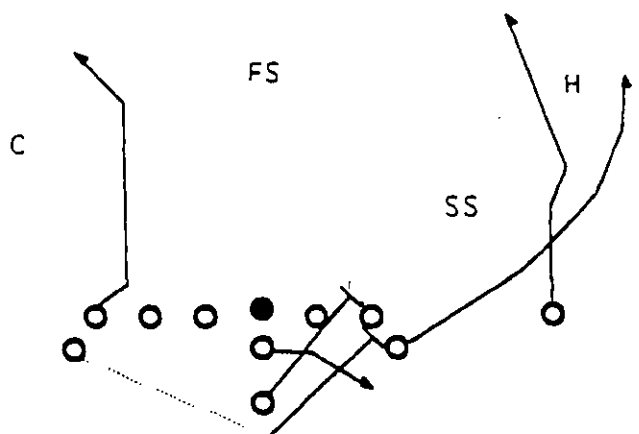
POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	TIGHT	Run Skinny Post route.	SPEED!
WR W.	NORM	Run influence post route.	Fake Reverse Deep if R/L formation
TE		Inside release and run flag route. (Look over O/S shoulder.)	
FB		Execute 28/29 or 26/27 Car protection.	
PS SLOT OR HB	CHEAT OUT SLIGHTLY	Start on arc course gradually gaining ground across LOS. Eyeball SS & run him on a circle route up the SL.	Cont. to widen as you go downfield looking over I/S shoulder for the ball. Never get closer than 4 yds to Sideline. CHEAT SPLIT !!!!
BS SLOT OR HB		Execute 28/29 or 26/27 Car protection.	
QB		28/29 Car footwork. CUE: SS/FS for coverage potential. READ: Deep O/S 1/3.	PROGRESSION: 1. Circle / Post 2. Run/throw away

1

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	TITE	Deep Crossing route. Aim point is 15 yds over the ball and 25 yds on the sideline	Look for ball as crossing the ball. Go over top any LBers in your path
WR W	TITE	Run Clear Route	You are #1 Read ! Aim for Near Upright
TE		FSTE: Protection BSTE: Run Clear route	You are #1 Read ! Aim for Near Upright
FB		Execute Belly protection.	Be Aggressive.
PS SLOT OR HB		Run Shallow Drag route	Start w/ 3 steps. Shallow drag 3 yds deep. Go under any LBers.
BS SLOT OR HB		Execute Belly Car protection.	
QB		Belly Technique CUE: SS/FS for coverage potential. READ: Deep Middle	PROGRESSION: 1. Y/ W on Clear 2. X Deep Cross Route 3. Slot on Shallow Drag 4. Run/throw away.

(S29 BELLY)

(27 BELLY)
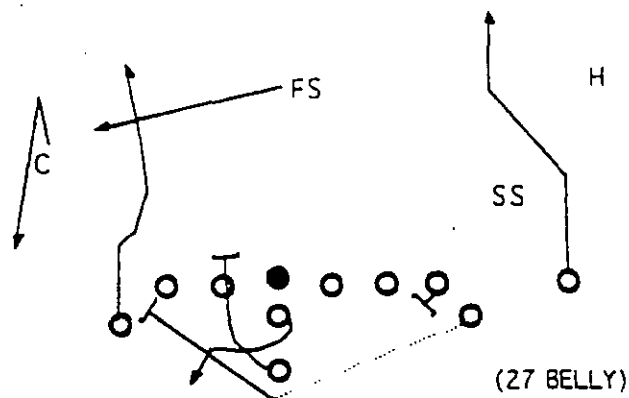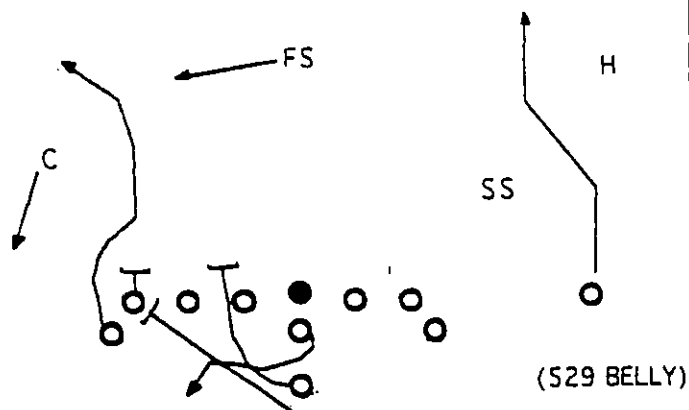
POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	NORM	Run influence post route.	SPEED!
WR W	NORM	If ineligible execute switch scheme. Do not cross the LOS. If eligible release thru middle of field looking for the ball.	
TE		Execute PS pass protection rules (if playside) or execute BS pass protection rules is backside.	If BS - give "Hinge" call to OT.
FB		Execute Belly protection.	
PS SLOT OR HB		Fake seal block and run corner route behind safety; if safety stays back - push & break away from him to the outside.	1. Must be an actor! 2. Look for the ball over O/S shoulder.
BS SLOT OR HB		Execute S28/S29 or 26/27 Belly Car protection.	
QB		Belly footwork. CUE: FS/SS for coverage potential. READ: Deep O/S 1/3.	

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	NORM	Run influence post.	
WR W		N/A	Reach landmark over PSG 30 yds downfield.
TE		, 500's rule - Protect Zone	
FB		500's Belly Protection	
IN SLOT OR HB		Run Vertical Route - looking over your inside shoulder. Start out like Cylinder block	
OUT SLOT OR HB		Run Circle route. Start out towards Secondary Defender sell the run / slip him.	Try to go inside corner if possible. Leave 4-5 yds from boundary to fade to the ball if necesary.
QB		Sucker Technique CUE: SS/FS for Coverage Potential READ: Deep Outside Defender	PROGRESSION: 1. Inside HB 2. Outside HB 3. Run/ Throw away

PASS: 528. 529 BELLY BOSTON

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	TITE	Deep Crossing route. Aim point is 15 yds over the ball and 25 yds on the sideline	Look for ball as crossing the ball. Go over top any LBers in your path
WR W	N/A	Run Clear Route	You are #1 Read ! Aim for Near Upright
TE		Execute 500 Belly Protection	
FB		Execute 500 Belly Protection	Be Aggressive.
PS SLOT OR HB		Run Shallow Drag route	Start w/ 3 steps. Shallow drag 3 yds deep. Go under any LBers.
BS SLOT OR HB		Run Clear Route	You are #1 Read ! Aim for Near Upright
QB		Belly Technique CUE: SS/FS for coverage potential. READ: Deep Middle	PROGRESSION: 1. BS Slot on Clear 2. X Deep Cross Route 3. FS Slot on Shallow Drag 4. Run/throw away.

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	MAX	Run Corner Route - Break @ 12 yds going to 25 yds.	
WR W	N/A		
TE		Execute 500 Protection	
FB		Execute 500 Belly Protection	
PS SLOT OR HB	WIDE	Depends upon formation. If Flare Motion = Run Stop Route · 6 yards If No motion - Frontside Protection	
BS SLOT OR HB	WIDE	If no motion - Run Corner Route Backside If FLY motion - Run Stop Route at 6 yds.	
QB		Belly Technique CUE: FS/SS for coverage potential. READ: Flat Defender	PROGRESSION: 1. Stop 2. Corner 3. Run/throw away.

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR X	MAX	Run OPTION route - Reading the FS. If he Stays inside run the Corner Route. If he works to the outside break the post route inside of him.	
WR W	N/A		
TE		Execute 500 Protection	
FB		Execute 500 Belly Protection	
PS SLOT OR HB	WIDE	Depends upon formation. If Flare Motion = Run Stop Route - 6 yards If No motion - Frontside Protection	
BS SLOT OR HB	WIDE	If no motion - Run Corner Route Backside If FLY motion - Run Stop Route at 6 yds.	
QB		Belly Technique CUE: FS/SS for coverage potential. READ: Flat Defender	PROGRESSION: 1. Option route 2. Stop 3. Run/throw away

Rocket / Laser
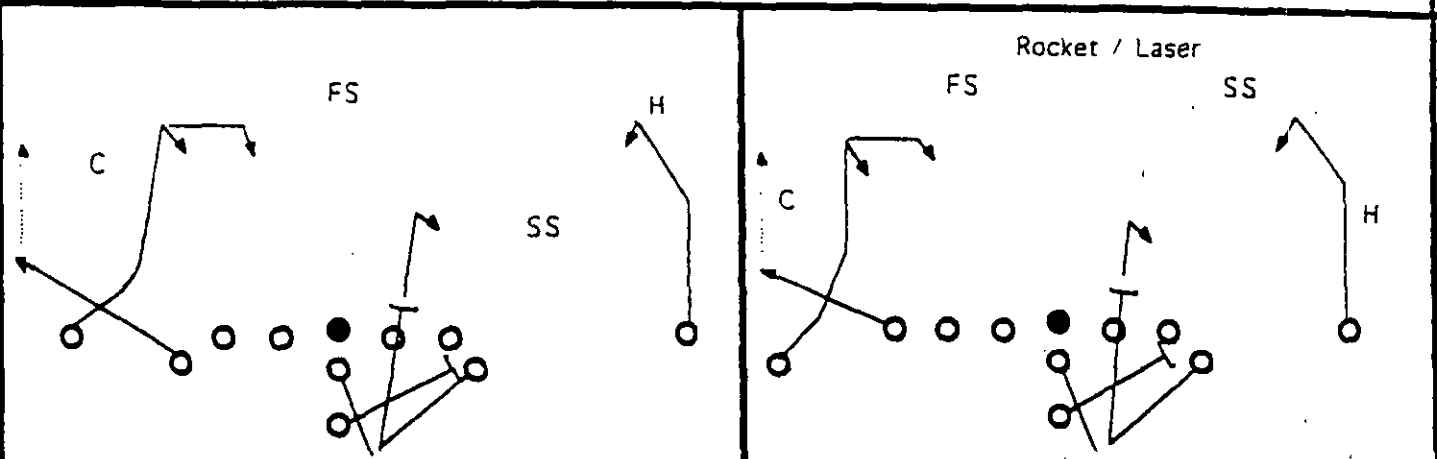
POS.	SPLIT	ASSIGNMENTS	COACHING POINT
WR PS FIELD X	MAX	Run a Post Hook route (9 - 14) yds.	
WR W	TITE	Inside release and push vertically to run a Middle Hook route at 14 yds. Vs. ZONE - Beat the LBer Vs. MAN - push hard then comeback to the ball	Drive hard - try to work behind LBers. Sit in window. Make eye contact w/ the QB. Never cross the Center
TE		(Rocket/Laser) Flat route - sit at 5 yds, turn to LOS. Trips - Run Drag route to end up in flat area.	Don't drift. Vs. Man = Break up the Sideline
FB		Execute 98/99 or 96/97 protection.	
PS SLOT OR HB	NORM	Motion - Sprint Draw Fake. Check release and run sit route at 3 yds.	1. Name route - sit. 2. Turn O/S & sit in QB vision lane. (Never outside OT.)
BS SLOT OR HB	NORM	Release and run flat route at 5 yds sitting between #'s and sideline.	Do NOT drift! Vs. Man = Break up the Sideline
QB		Sprint draw. CUE: FS/SS for coverage potential. READ: BSLB drop.	PROGRESSION: 1. W on Middle Hook. 2. BS Slot in flat. 3. TB on sit.

Rocket / Laser

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
PS (FIELD) X	MAX	Run a Post Hook Route (9 - 14) yds.	
WR W	NORM	Execute smash route at 6 yds. Find the open area	Vs. Man - continue to work in towards QB. 5 steps (dip under DB).
TE		(Rocket/ Laser) Release and run corner route. Push upfield to 12 yds and break outside at an angle to intersect SL at 25 yds.	1. Favor outside release (must get vertical quickly). 2. Vs. man use head/shoulder fake to beat defender.
FB		Execute 98/99 or 96/97 protection.	
PS SLOT OR HB	NORM	Motion - Sprint draw fake. Check release and run sit route at 3 yds.	1. Name Route = Sit 2. Turn outside and sit in QB vision lane (Never outside OT)
BS SLOT OR HB	NORM	Release and run corner route. Push upfield to 12 yds and break outside at an angle to intersect SL at 25 yds. Widen Align. @ Cheat Up !!!!	1. Favor outside release (must get vertical quickly). 2. Vs. man use head/shoulder fake to beat defender.
QB		Sprint draw. CUE: FS/SS coverage potential. READ: BS Corner	PROGRESSION: 1. W on smash. 2. Slot Corner 3. TB Sit 4. Run / Throw away

POS.	SPLIT	ASSIGNMENTS	COACHING POINT
PS (FIELD) X	MAX	Run a Post Hook Route (9 - 14) yds.	
WR W	NORM	Execute smash route at 6 yds. Find the open area	Vs. Man - continue to work in towards QB. 5 steps (dip under DB).
TE		Release and run Read Post Route.	1. If FS Takes away Post = Hook 2. If in doubt POST !
FB		Execute 98/99 or 96/97 protection.	
PS SLOT OR HB	NORM	Motion - Sprint draw fake. Check release and run sit route at 3 yds.	1. Name Route = Sit 2. Turn outside and sit in QB vision lane (Never outside OT)
BS SLOT OR HB	NORM	Release and run Read Post Route Widen Align. @ Cheat Up !!!!	1. If FS Takes away Post = Hook 2. If in doubt POST !
QB		Sprint draw. CUE: FS/SS coverage potential. READ: Middle 1/3.	PROGRESSION: 1. Slot/ TE - Post or Hook 2. W Smash 3. Run / Throw away
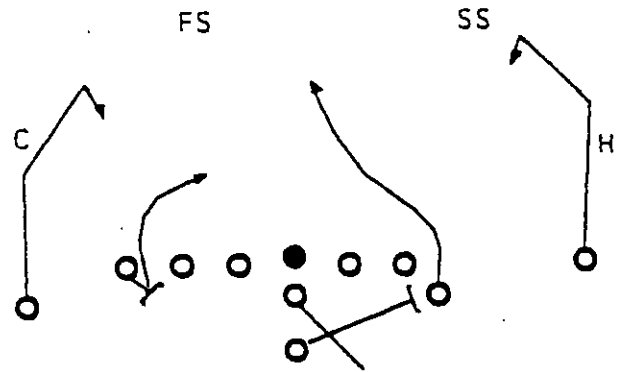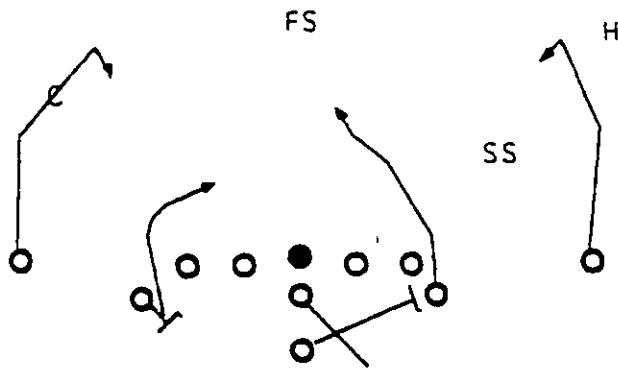
POS.	SPLIT	ASSIGNMENTS	COACHING POINT
PS (FIELD) X	MAX	Run Post Hook Route.	Be ready to block SS as ball is caught.
WR W	NORM	Run Post Hook Route	
TE		Block 3 counts - then run DELAY Route at 4 yds. depth. Come under control in open area.	Sink into Protection Help BS OT in protection
FB		Block protection called.	
PS SLOT OR HB		Release through near shoulder of PSLB. Push up-field looking to pick off MLB/BSLB if possible.	
BS SLOT OR HB		Block 3 counts - then run DELAY Route at 4 yds. depth. Come under control in open area.	Sink into Protection Help BS OT in protection
QB		Sprint Draw Tech. CUE: FS/SS for coverage potential. READ: Read BSLB area.	PROGRESSION: 1. BS Slot or TE on Delay 2. Run/throw away. TORONTO = HB crosses instead of clear CANADA CLEAR = FB Clear

| PLAY | Pass 16 / 17 Naked | (Protect / Block) | SPLIT | Tite |
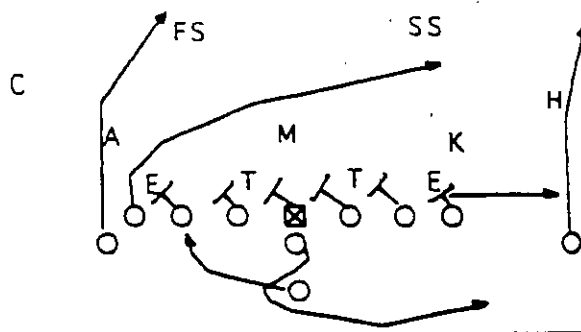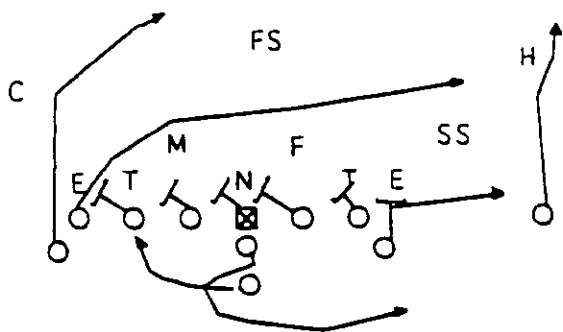
POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	16 / 17 Footwork	Snap head; Boot with depth 1. Playside Flat 2. Backside Drag	Give ground vs. pressure
BSHB (TE) Inside	Slam tech.	1. If man over you - Influence Scoop & slide into flat 2. If nobody over you - pin EOL then slide to flat	Block 3 counts before releasing BLOCK- Tells the TE to stay in & Protect. Over HB Slam/Slide (Yankee/Dixie Over Formation)
FSHB (TE) Inside	Drag route	12 yards depth over FS Slot	Find Hole
X FSWR Outside	Streak	Outside Release only	Inside 20 - Use Out & Up route
FB	Belly course	Make a great fake - Stay outside	Make a cut
BS WR Outside	Post		PROTECT - Come behind LOS across the ball & protect EOL (Usually Substituted w/ TE)
PST	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall) Call side OT = Let TE release - Block EOL.
PSG	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
C	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
BSG	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
BST	Naked Protection	Block 3 steps down the line flat	Earhole 1st Lnm you see

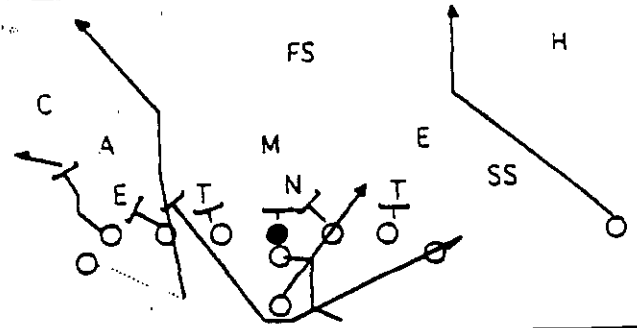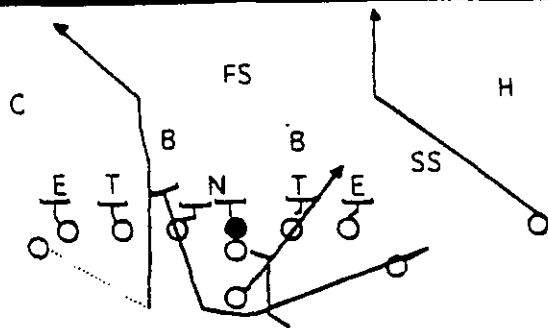| POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	16 / 17 Footwork	Snap head; Boot with depth Pull up to make throw 1. Boot HB - HB Post 2. Boot FB - FB Downfield	Give ground vs. pressure
BSHB (TE) Inside	Slam & Protect	You are staying in & Protecting the EOL for the QB. He will pull up to throw	Block 3 counts before releasing
FSHB (TE) Inside	Drag route	12 yards depth over FS Slot	Find Hole
X FSWR Outside	Streak	Outside Release only	Inside 20 - Use Out & Up route
FB	Belly course	Make a great fake - Stay outside	Make a cut BOOT FB - Leak out to your side and circle up the field
BS WR Outside	Post		
PST	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall) Call side OT = Let TE release - Block EOL.
PSG	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
C	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
BSG	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)
BST	Naked Protection	Block 3 steps down the line flat To the call.	Earhole 1st Lnm you see (Build a wall)

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Fake 44 / 45 throw to X on Deep route	Same as 44/45. Come straight back off the fake to the HB	1. X Deep 2. Run / Throw away
LEAD BACK	Pickup Motion Block 44/45 rules use Climb Block		
BALL CARRIER	Fake 44/45 Run hard	Grab Jersey - make appropriate cuts	Your running is the key to the play
X	Start in for FS Burst Vertical	Aim for middle of goalposts after burst.	Must look the same as 44/45
FB	Same as 44/45		Run thru B gap - Collision into LBer
PST	Lnm in Zone / Out	Read Base Tempo	Sell the Run!
PSG	Lnm in Zone / Out	Read Base Tempo	Sell the Run!
C	Blockback Away from Call. You have BS A gap	Read Base Tempo	Vs. Fan call by BSG - you have NG alone. If you have help on NG by BSG pick up A gap Run-thru.
BSG	Block the BS B gap def.	Read Base Tempo (squeeze the NG if Uncov & no fan call)	Be ready for a Fan Call by the BST vs. a 50 look Sell the Run!
BST	Block the BS C gap Def.	Read Base Tempo	Fan call vs. 50 Look Backside Sell the Run!
TE	Lnm in Zone / Out	On Out block - avoid contact on downfield defender. Run past him towards the sideline	Use Run Tempo on both Read Base and on Out Block

POS.	ASSIGNMENT	TECHNIQUE	ADJ. / COACH POINT
QB	Fake 44 / 45 throw to HB on Corner route	Same as 44/45. Come straight back off the fake to the HB	1. HB Corner 2. Run / Throw away
LEAD BACK	Pickup Motion Slip LBer & run Corner Route.	Eyeball the LBer & avoid him without any contact	
BALL CARRIER	Fake 44/45 Fill in for the Lead Back's Protection Responsibility		Try & sell the fake as long as possible - Keep eyes on your Resp. Must get a Pre-Snap read
X	Start in for FS Burst Vertical	Don't come in as far as on Deep Draw the FS to you	
FB	Same as 44/45		Run thru B gap - Collision into LBer
PST	Lnm in Zone / Out	Read Base Tempo	Sell the Run!
PSG	Lnm in Zone / Out	Read Base Tempo	Sell the Run!
C	Blockback Away from Call. You have BS A gap	Read Base Tempo	Vs. Fan call by BSG - you have NG alone. If you have help on NG by BSG pick up A gap Run-thru.
BSG	Block the BS B gap def.	Read Base Tempo (squeeze the NG if Uncov & no fan call)	Be ready for a Fan Call by the BST vs. a 50 look Sell the Run!
BST	Block the BS C gap Def.	Read Base Tempo	Fan call vs. 50 Look Backside Sell the Run!
TE	Lnm in Zone / Out	On Out block - avoid contact on downfield defender. Run past him towards the sideline	Use Run Tempo on both Read Base and on Out Block