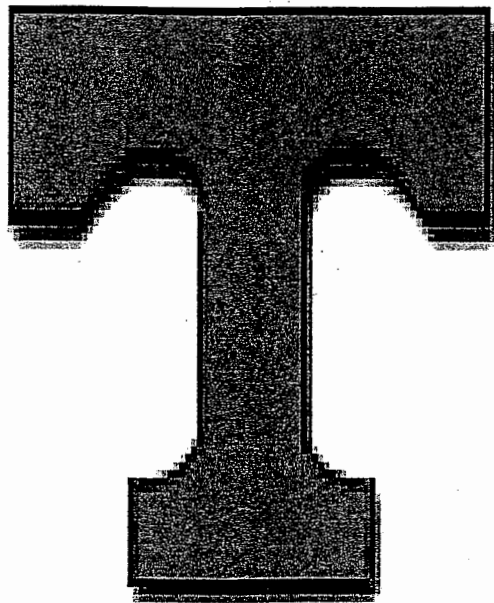


TENNESSEE



***OFFENSIVE
PLAYBOOK***

THIS BOOK IS PROPERTY OF:

*THE UNIVERSITY OF TENNESSEE
FOOTBALL OFFICE*

PLEASE RETURN TO:
*1704 JOHNNY MAJORS DRIVE
KNOXVILLE, TN 37996
(865)974-1233*

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TENNESSEE OFFENSIVE PHILOSOPHY

A. Foundation

1. **Effort** - Nothing less than 100% effort. We are looking for unbelievable effort.
2. **Discipline** - This is an area of a winning edge - ball security, penalties, mental errors. We must demand and teach discipline.
3. **Physical Play** - We must have an attitude of legal "Physical Intimidation".

B. Scheme

1. **Balance** - We are at our best as a balanced attack of running and throwing the ball.
2. **Multiple Formations & Personnels** - Always try to gain an advantage by formations and match-ups.
3. **Utilize the Field** - Make the defense defend all areas of the field.

C. Production

1. **1st Downs** - be balanced and average 5yds per attempt.
2. **3rd Downs** - lead the league in 3rd down efficiency.
3. **Score at least 30 pts. a game** (score TD's, FG's or Punt).
4. **Control field position.**
5. **Control the ball** - move the chains (average 6-7 plays a possession).
6. **Press the kicking game** (win the area of hidden yardage).

D. Summary

We want to be a smart aggressive football team, to look good lining up and to execute with precision. We want to have a physical approach while giving the impression of being finesse. We have always had a system to adjust to the talents of our personnel. Find a way to win.

NUMBERING SYSTEM

- 0-9 - I - TB runs
- 10-19 - Option Series/ QB runs
- 20-29 - Split RB/ pro set runs
- 30-39 - 1 RB runs
- 40-49 - FB position runs
- 50-59 - open

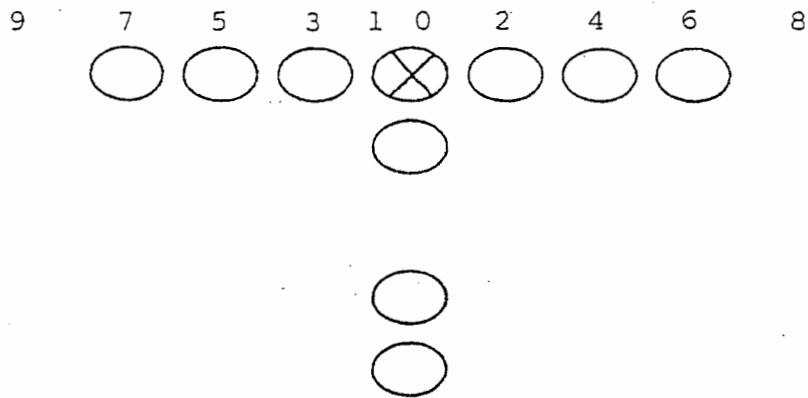
- 60-69 - 5 step, DBP
- 70-79 - Sprint Draw pass
- 80-89 - 3 step, Quick game protection passes
- 806-807 - 7, 8 or 9 man slide protection
- 880-889 - 5 step, 6 man slide protection where everyone stays up
- 980-989 - 5 step, 6 man slide protection where we cut the edges
- 90-99 - gap, turn-back - sprint out pass
- Roll 90's - Reach protection - sprint out pass
- Shoot 90's - 5 step pull-up, front-side gap protection
- Smoke @ 8/9 - protected sprint out with onside Guard pulling

- Draw Pass - 7 man, play action, slide protection
- Boot - Slide gap protection with full flow by RB's
- GL Boot - solid slide gap protection
- Run Pass - 8 man, play action, slide protection to the TE surface
- Waggle - Waggle, mis-direction protection with split flow by RB's
- Naked - Run action, fill-gap protection
- Keeper - Naked pull-up
- Rambo - Run action pass with QB setting up
- Raq - Run action pass with QB staying on the run

- 060-069 - 7 man protection
- 160-169 - open
- 260-269 - open
- 360-369 - open
- 460-469 - 6 man slide protection
- 560-569 - 5 man protection
- 660-669 - 6 man protection (base)
- 760-769 - open
- 860-869 - open
- 960-969 - slow, RB screens
- Max 60-69 - 8 man, 5 step drop maximum protection

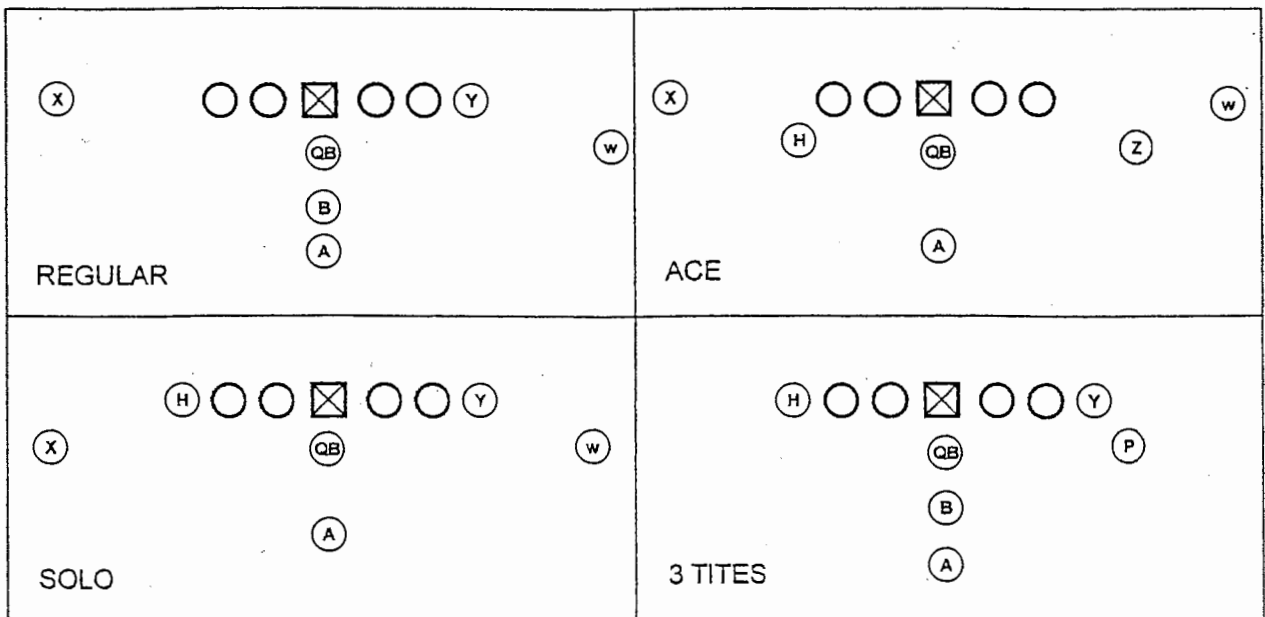
II. NUMBERING SYSTEM

- A. Our hole numbering system uses odd numbers for the attack to the left side and even numbers to attack the right. Lower numbers represent the inside attack while the higher numbers attack wider.



- B. Wide Receivers are identified in the following manner:

1. Split End - X
2. Flanker - W
3. Inside WR in Flip - Z
4. Tight End - Y
5. Second TE - H
6. Third TE - P

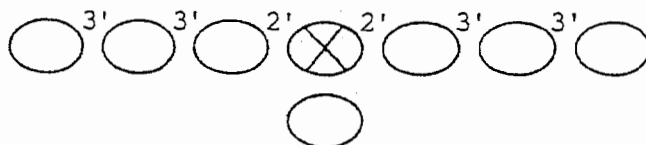


- C. Running Backs are identified in the following manner:

1. Tailback - A
2. Fullback - B
3. Single Back - A

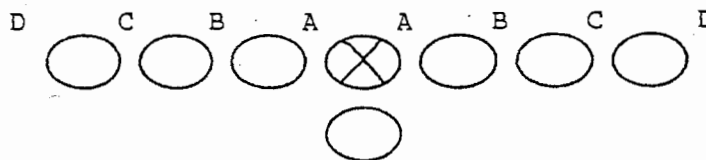
III. LINE SPLITS

Our normal line splits will be two (2) feet from Center to Guard, and three (3) feet from Guard to Tackle and Tackle to TE. We must be consistent on all plays. There will be a few exceptions to our normal split rules, but otherwise we must strive for these splits.



IV. GAP IDENTIFICATION

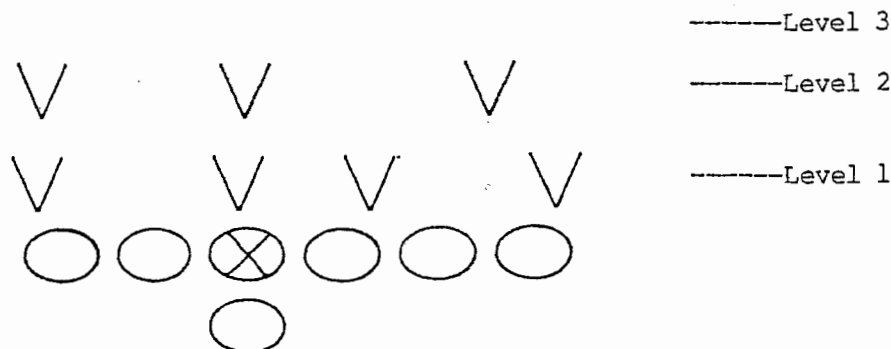
In order to identify gaps between the offensive linemen, we will use a letter system. Any TE/WR side or 2 WR side of the formation is strong. The other side would be considered weak.



V. BLOCKING LEVELS

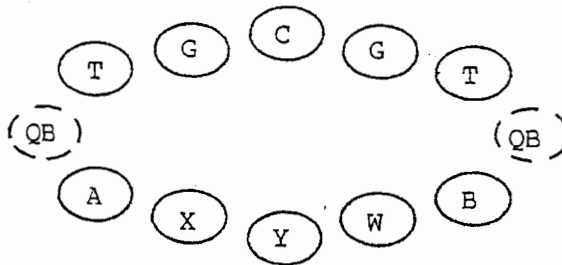
We will refer to down field and/or crack blocking responsibilities as blocking levels. This is handled mostly by WR's, but may also be performed by detached U/Y receivers.

- A. Level I - blocking outside defenders on the LOS. It usually is an OLB, but could also include a DE.
- B. Level II - blocking the next line of defenders whose toes are aligned deeper than the heels of a defensive lineman, this usually refers to LB's.
- C. Level III - defenders aligned in the secondary.



VI. HUDDLE PROCEDURE

- A. Our center will form a closed huddle with his back facing the football 7 yards from the LOS. After the center raises his hands above his head and commands "Huddle", and all other players will form a huddle by getting to his position. With hands on the knees, elbows locked and eyes fixed on the QB's mouth, all ten members of the offense will maintain silence while the QB makes our next play call. The QB will enter the huddle from whichever side our bench is on.



- B. Huddle commands will be as follows:

- | | | |
|---------------------------|---|----------------|
| 1. Shifts and/or motions* | - | "Z Jet to" |
| 2. WR/TE formation | - | "Flip Right" |
| 3. Formation adjustments | - | "Don" |
| 4. Backfield sets | - | "Near" |
| 5. Play series | - | "27" |
| 6. Tag words | - | "Zorro" |
| 7. Snap count | - | "On One" |
| 8. "Ready, Break" | - | "Ready, Break" |

* Motions can, on occasion, come after the TE/WR formation call.

On the break command, each player claps their hands as ONE and hurry-hustles to the LOS in the proper formation and sets in the appropriate stance. We have only 25 seconds from one play to the next!

VII. CADENCE

It is critical that our offense be able to execute a variety of different methods of cadence. We will snap the ball from various snap counts. They are as follows:

A. First Sound

1. QB must allow the team to be set for one second before he calls for the snap on the first sound by the command of "Go".

B. Front Buzzer

1. QB makes a front call to the offensive team (ie. "43,43").
2. After doing this, he ensures everyone is set. The ball is then snapped on the command of "Go".

C. On One

1. QB will begin at the LOS with a front call (ie. "42, 42"). He may repeat this process more than once. Any shifts will take place at this time.
2. Next comes a color-number (ie. "Green 18, Green 18"). This could be either a live color or a dead one indicating whether the QB is really checking or not. There are times when we may leave the color-number out of the cadence in an effort to increase our tempo.
3. The QB could also make an "opposite" call at this time to change the direction of the play.
4. After completing this sequence, he will begin the actual snap count with the word "Down". This signifies that all checks and audibles should be completed at this time.
5. The snap count is then completed with the command of "Set, Go". This comes after a non-rhythmic pause. The ball must be snapped on the "Go" part of the command.

D. Hard Three

1. The procedure for going on three is exactly the same as steps one through three above. The difference comes when the QB gets to the "Set, Go" portion of the snap count.
2. After a "Set, Go - Go", the QB will pause, then command "Go". The Center will snap the ball on the last "Go".

E. Freeze Play

1. The QB will call any shifts, motions, the formation and the backfield set in the huddle just as usual, but he will call "Freeze Play at the line" instead of a play and a snap count.
2. The team breaks the huddle and aligns as usual.
3. The QB will go through his normal procedure at the LOS ("color - number, color - number, Down, Set, Go"). The Center will snap the ball to the QB if anyone on the defense jumps off-sides. The QB, upon receiving the snap, immediately drops to a knee and downs the ball. No one else on the offense moves until the official blows the whistle, you merely remain in your stance.

CADENCE (cont'd)

4. If the defense does not jump, the QB will then call a play at the LOS.
5. The QB will then complete the snap count as stated above, with the ball being snapped "on one".

F. Freeze Play, No Snap

1. The huddle procedure is the same as for Freeze Play, except the QB calls "Freeze Play, No Snap at the Line".
2. The difference between this and the regular Freeze Play is that, if someone on the defense does move, the Center will not snap the ball.
3. The QB will then call the play at the LOS, and the snap count is "on one".

G. Freeze Play, No Snap, No Play

1. The huddle procedure is the same as for Freeze Play, except the QB calls "Freeze Play, No Snap, No Play at the Line".
2. The difference is that, not only will the Center not snap the ball if the defense jumps off-sides, the QB will not call a play.
3. We will take the 5 yard Delay of Game penalty when the 25 second clock runs out.

H. Silent One

1. This is used when we are utilizing the shot gun and the QB is not under the Center.
2. The QB will make a front call and any adjustment calls necessary to the play.
3. He will call for the ball either with a hand clap or a leg kick.
4. The Center will raise his head and count "thousand one" and snap the ball.
5. Everyone on the offense should see the Center's head and begin the same count so we can get off on the snap at the same time.

I. Double Bob

1. The procedure is the same as with the Silent One count up until snapping the ball.
2. Instead of snapping the ball after the count of "thousand one", the Center will then drop his head back down and wait for the QB to once again call for the ball.
3. When the QB sees the Center's eyes, he will either hand clap or leg kick. The center will then raise his head and begin the same "thousand one" count and snap the ball.

J. Freeze Bob

1. The QB goes through his usual shot gun procedures.
2. He will call for the ball and the center will raise his head as if preparing to snap the ball.
3. The Center **will not** snap the ball if the defense jumps offsides.
4. Once the QB sees the intentions of the defense, he will make whatever calls or checks are necessary.
5. He will then call for the ball. The Center's will raise his head and begin his count of "thousand one" and snap the ball.

VIII. AT THE LINE PLAY CONTROL

It is vital for the QB to establish a constant habit of placing his hands under the Center immediately upon getting to the LOS from the huddle break. This not only helps us save time on the 25 second clock, but it also forces the defense to be set since the QB is a threat to receive a snap the moment he addresses the Center. We attempt to control a lot of our offense at the LOS based upon an opponents front and coverage alignments. We have several methods of changing the play while at the LOS.

A. Use of "Live Colors"

1. We will utilize live colors that will alert the team that the QB is changing the play.
2. Once the live color is utilized, the QB will call the play, then repeat the entire sequence to insure everyone has heard the audible.
3. For example, if the live color is Blue for that week, the QB will change the play by calling "Blue - 18, Blue - 18", and we will then run the play 18.
4. The snap count will then be "on one" with any audible.

B. Use of "Opposites"

1. We can use the term "Opposite" at the LOS to change the direction of a particular play or protection.
2. For example, if the play called is 18 and the QB sees we need to run 19 based upon the defense's alignment, he can utilize the live color, then the term "Opposite" (Blue - Opposite, Blue - Opposite). We will then run the play 19.
3. The snap count will then be "on one".

C. Use of "Easy".

1. This is used by the QB either after he has already audibilized, if he has already said "Down" and began the snap count, or if the snap count called in the huddle was on the first or second sound.
2. The QB will say "Easy" in a very smooth, controlled manner to each side of the offense. The QB must be careful not to startle the offense by being too quick, loud, or sudden with the call.
3. After the "Easy" call, the QB can simply call the play to be run.
4. For example, the QB will go "Easy, Easy - 18, 18".
5. The cadence then begins with "Down, Set, Go".
6. The snap count will be "on one".

D. Use of Voice Inflection.

1. The QB uses this when the 25 second clock is winding down and he does not have time to use our normal checking procedures. By his voice inflection, he can change the play and the team will react accordingly to the new play.
2. The snap count will be "on one".

AT THE LINE PLAY CONTROL (cont'd)

E. Use of "Green Checks"

1. The QB can call "18 Check 49" in the huddle.
2. At the LOS, he will determine by the defense's alignment which play we want to run.
3. If the QB wants to run the first play called (18), he will go through his normal cadence and everyone knows we are running 18.
4. If the QB wants to change the play to the second one called (49), he will call out "Green Check". This tells everyone we are running the "check" play which is 49.
4. The snap count will be "on one".

PERSONNELS

	<u>RB's</u>	<u>WR's</u>	<u>TE's</u>	<u>Other</u>
Regular	A,B	X,W	Y	
Twins	A,B	Z,W	Y	
Tarzan	A,B	Z,W	Y	OT (Y)
3 Wides	A,B	X,Z,W		
Condor	A,C	X,Z,W		
2 Tites	A,B	W	Y,H	
2 Tites X	A,B	X	Y,H	
Power X	A,B,P	X	Y	
Ace	A	X,Z,W	Y	
4 Wides	A	X,Z,W,U		
Solo	A	X,W	Y,H	
Yoyo	A	X,W	Y,H	(TE's trade who is Y & who is H)
5 Wides		X,Z,W,U,H		
Spread		X,Z,W,U	H	
Shark		X,Z,W	Y,H	
Power	A,B,P		Y,H	
3 Tites	A,B		Y,H,P	
Jumbo	A,B		Y,H	OL (PB)
Power Special	A,B,P		Y	OL (U)
Lite	A,A			
Heavy	B,B			

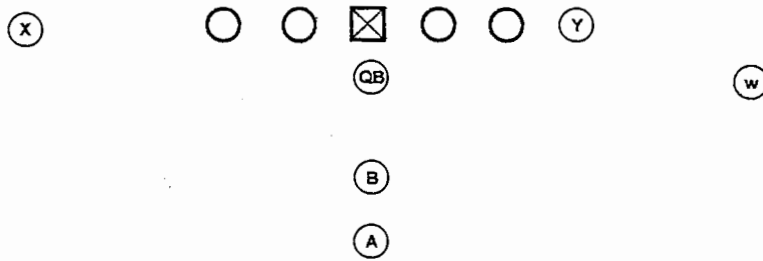
(can tag to most any formation to get 2 A's or 2 B's in the game)

FORMATIONS

All formations are based out of three basic sets.

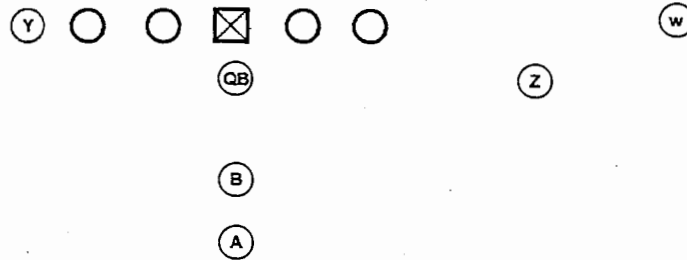
1) Right or Left

Always has a TE/Flanker to the strength- Split End or backside TE away.



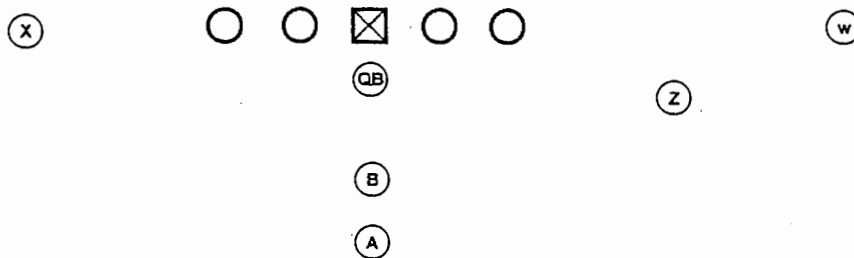
2) Twins Right or Left

Always has 2 WR's to the strength with a TE backside.



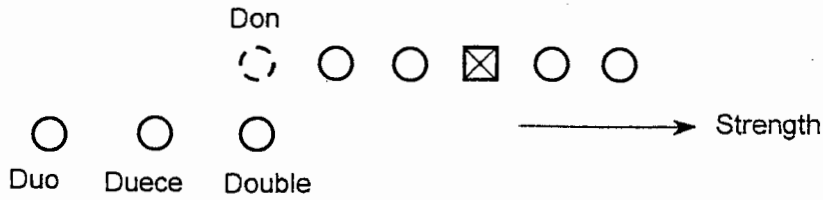
3) Flip Right or Left

Always has 2 WR's to the strength and a Split End backside.

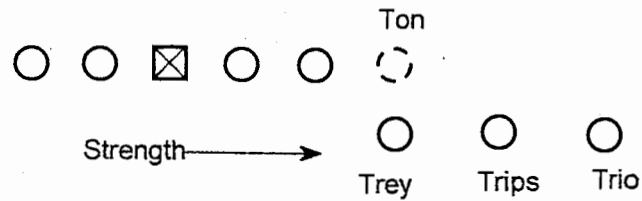


FORMATION ADJUSTMENTS

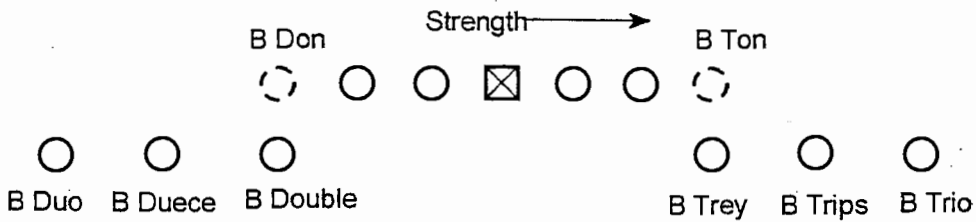
Weakside for the H-TE or Wide Receiver



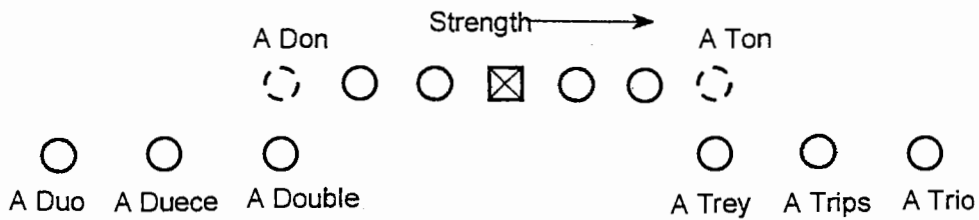
Strongside for the H-TE or Wide Receiver



Fullbacks



Tailbacks

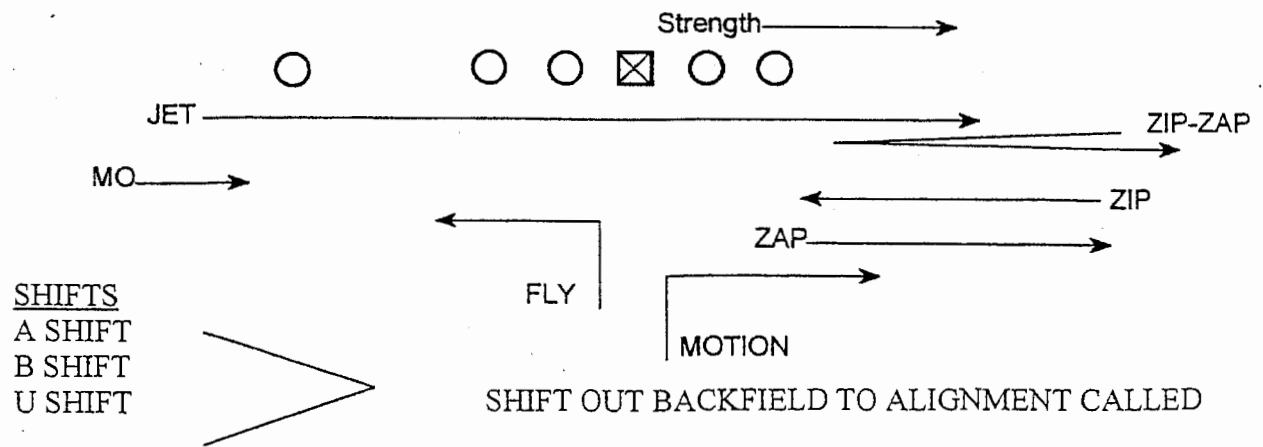


FORMATION ADJUSTMENTS CONT'D

- FLOP - tells Z to align on LOS and W to be off the ball
- CLOSE - tells WR's to get tight splits
- WIDE - tells WR's to get extra wide splits
- UP - tells TE to align normal split but off the LOS (ie. Rt up)
- NASTY - 2 yd split by TE or Rec
- FLEX - 3-5 yd split by TE
- WING - a 1 yd off & 1 yd wide alignment to a TE alignment
- YANKEE - tells Y to align as a WR

MOTIONS

- JET - motion that crosses the ball to the other side of the formation
- ZIP - motion toward the ball by a receiver not crossing the ball
- ZAP - motion away from the ball by a receiver
- ZIP/ZAP - motion starting inside then back out away from the ball
- "ON YOU" - motion by a wide receiver or fullback to gain an advantage by alignment to block his assignment
- "SEARCH" - motion to end up to the callside of a play either Jet or Zip/Zip
- "SEAL" - motion to end up on the backside of a play either Jet or Zip/Zip
- W & X MO - W or X using Zip motion to stack alignment with inside receiver
- FLY - motion by a back to the weakside of the formation (ie A-Fly)
- MOTION - motion by a back to the strongside of the formation (ie B-motion)



SHIFTS
 A SHIFT
 B SHIFT
 U SHIFT

Y SHIFT

Y TRADE
 MOVE

H JUMP

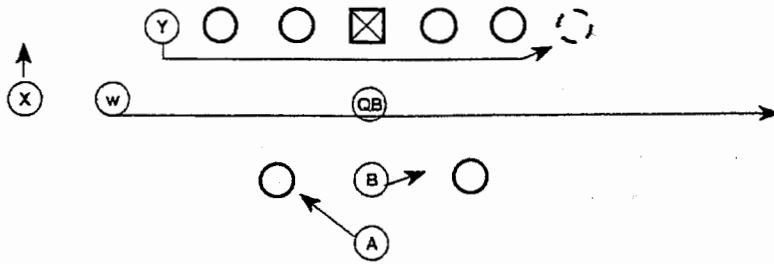
MIX

- TE trades sides to change strength on the ball
- H/TE's move off the ball to on the ball & vice-versa without changing Sides
- H/trades sides off the ball to change strength being off the ball (ie double to Trey)
- TE trades and the B/H shifts to formation called.

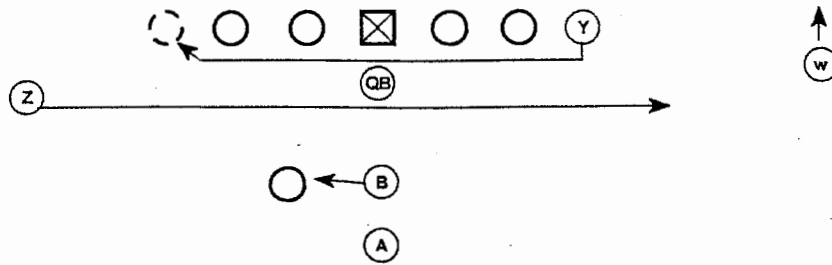
SHIFT OUT BACKFIELD TO ALIGNMENT CALLED

COMBINATIONS

TRADE JET - TE Trades on to LOS (back shift may occur also at this time) followed by wide receiver in jet motion



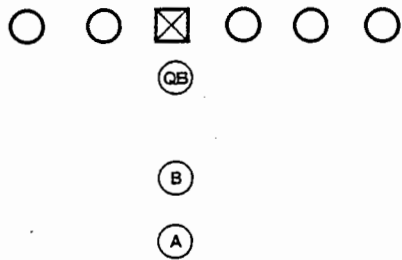
TRADE JET TO RIGHT PRO



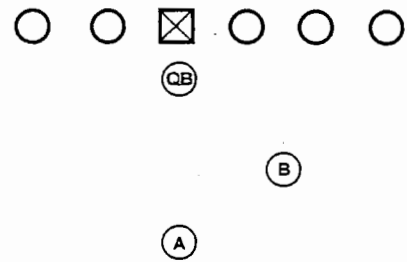
TRADE JET TO TWINS RIGHT WEAK

BACKFIELD SETS RT FORMATION

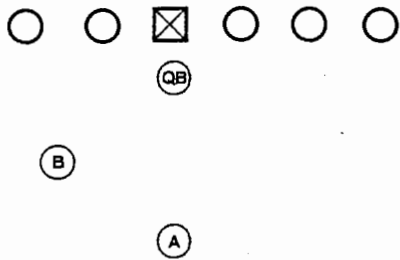
I



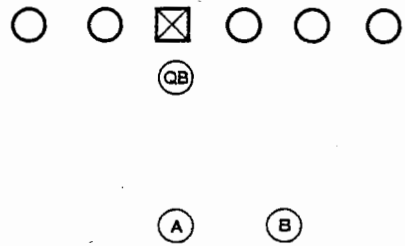
STRONG



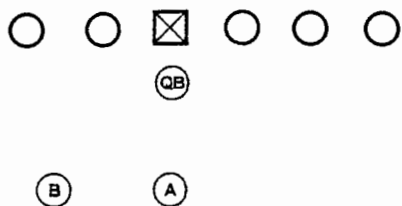
WEAK



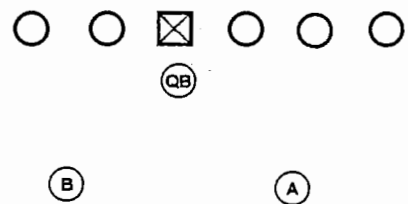
SAM



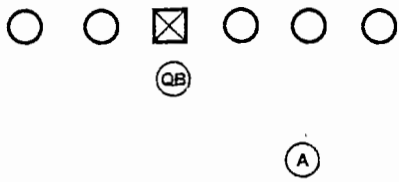
WILL



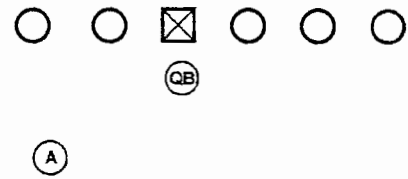
PRO



BACKFIELD SETS RT FORMATION



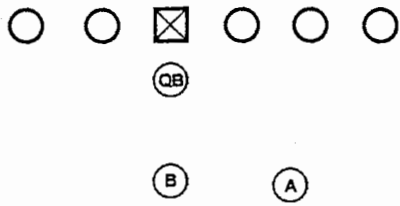
NEAR



FAR

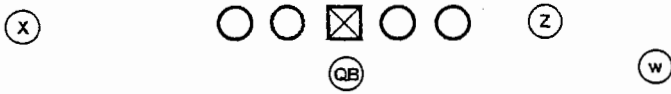
Note

Near and Far can be 2 back sets also



RIGHT NEAR

FORMATION ADJUSTMENTS RT OR FLIP RT FORMATIONS



FLOP



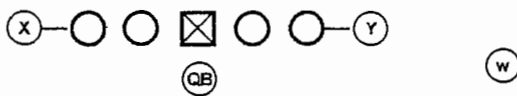
CLOSE



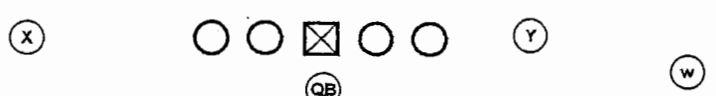
WIDE



UP

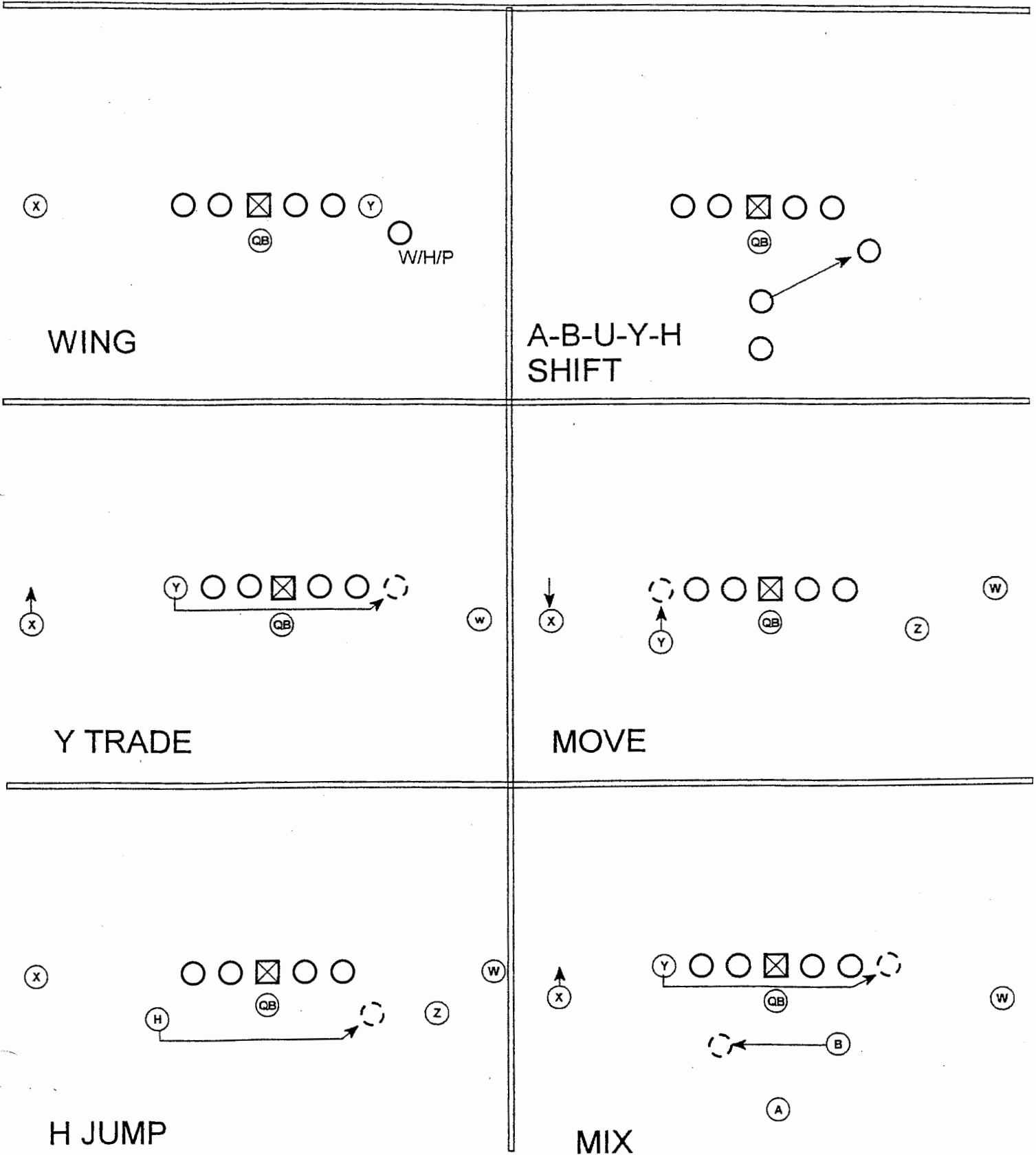


NASTY

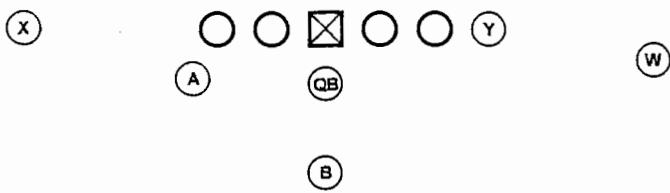


FLEX

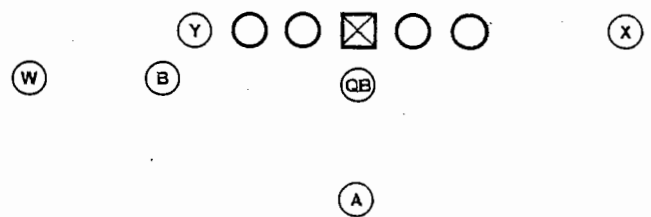
FORMATION ADJUSTMENTS



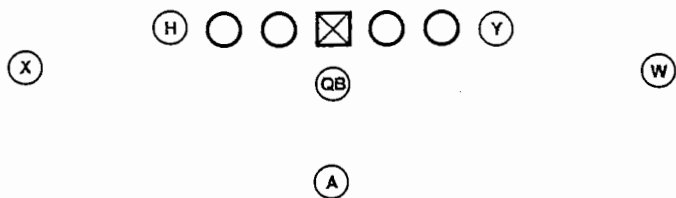
TENNESSEE FORMATIONS (RIGHT & LEFT CATEGORY)



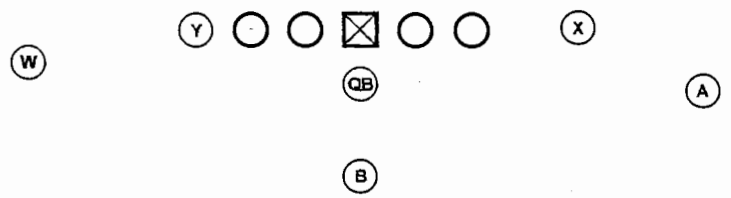
REGULAR PERSONNEL- RIGHT A DOUBLE



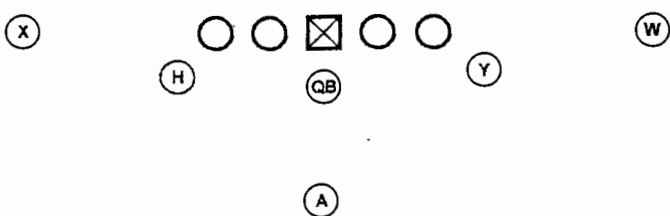
REGULAR PERSONNEL- LEFT B TREY



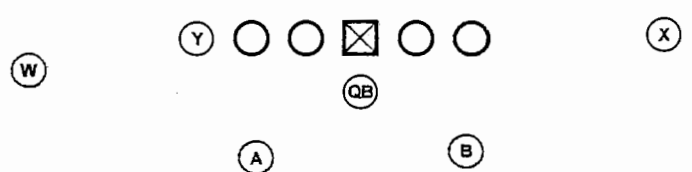
SOLO- RIGHT DON



REGULAR- LEFT A DUO

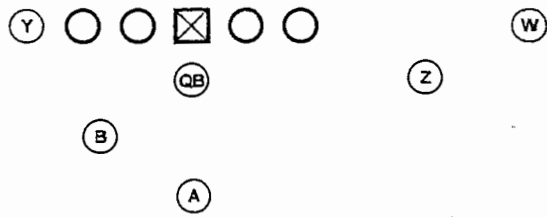


SOLO- RIGHT UP DOUBLE

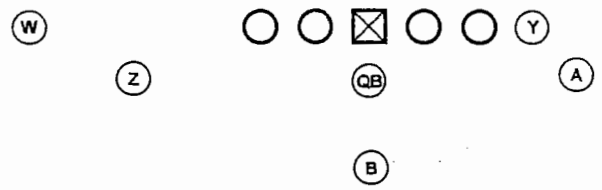


REGULAR- LEFT PRO

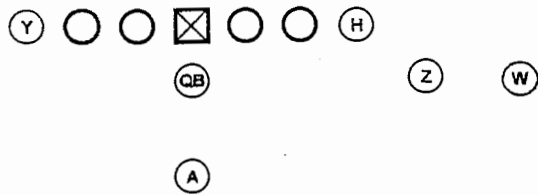
TENNESSEE FORMATIONS (TWINS CATEGORY)



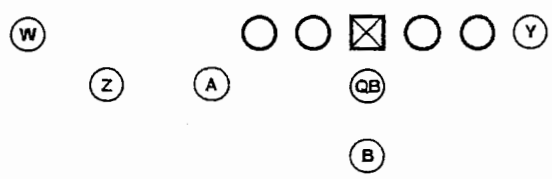
TWINS- TWINS RIGHT WEAK



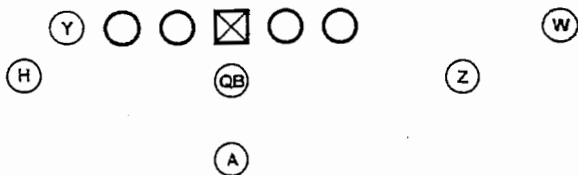
TWINS- TWINS LEFT A DOUBLE



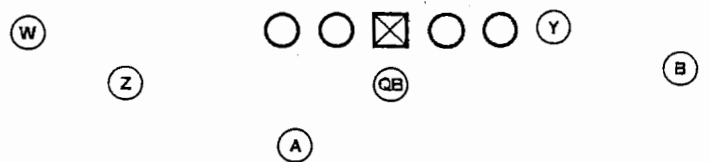
SOLO- TWINS RIGHT TON



TWINS- TWINS LEFT A TREY

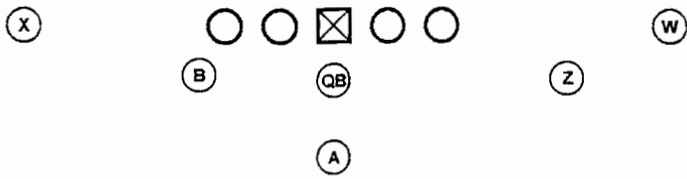


SOLO- TWINS RIGHT DOUBLE

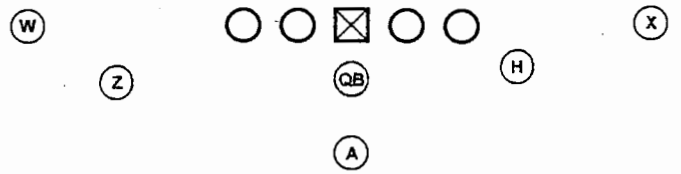


TWINS- TWINS LEFT B DUO NEAR

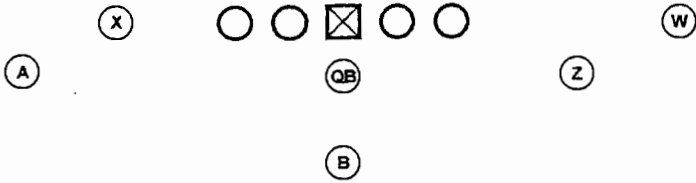
TENNESSEE FORMATIONS (FLIP CATEGORY)



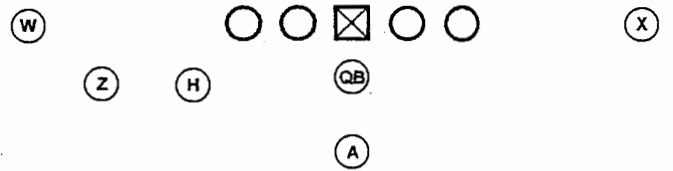
3 WIDES- FLIP RIGHT B DOUBLE



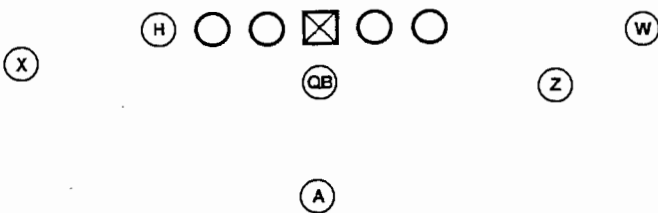
ACE- FLIP LEFT DOUBLE



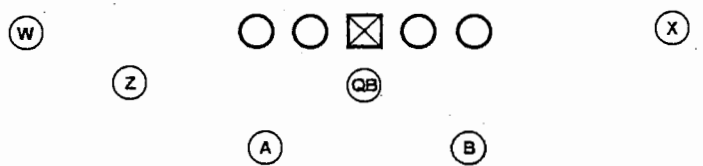
3 WIDES- FLIP RIGHT A DUO



ACE- FLIP LEFT TREY



ACE- FLIP RIGHT DON



3 WIDES- FLIP LEFT PRO

OFFENSIVE TERMINOLOGY

GENERAL OFFENSIVE TERMINOLOGY

1. OPPOSITE - Term used to direct play from one side to the other, not a change of play
2. CHECK-WITH-ME - Huddle call used to alert offensive team of two plays being packaged at the line of scrimmage
3. NAKED - Term used to describe series of plays where run is faked and QB throws on the run
4. RAMBO - Term used to describe pass with run fake emphasis. Line blocks the run first
5. BOOK - Term used to identify which defender will be left unblocked
6. L.O.S. - Line of scrimmage
7. P.O.A. - Point of attack
8. C.P. - Coaching point
9. ONSIDE - Direction of point of attack
10. BACKSIDE - Direction away from point of attack
11. AIMING POINT - Reference point for RB's to denote where the play is designed to be ran
12. LANDMARK - Specific point on the defender for a blocker to hit on contact
13. LINE SPLIT - Area between lineman adjusted according to the P.O.A., style of play, down and distance
14. UNCOVERED - No defender aligned man on or over you
15. CHECK-OFF - Change of play at L.O.S.
16. HUDDLE CALLS - Words or symbols attached to a play to describe the scheme being used.
(ex. 6 slant)
17. LINE CALLS - Calls made at the L.O.S. by lineman to adjust blocking schemes to alignment of defense. (ex. "Inside" or "Even" call between center & guard based on LB's alignment)
18. SS - Letters for strong safety
19. FS - Letters for free safety

20. OPEN SIDE - Side away from tight end for defensive front recognition
21. TIGHT SIDE - Side to tight end for defensive front recognition
22. COMBO BLOCKS - Blocking schemes involving two or more linemen working together to account for two or more defenders
23. X - Split end
24. Y - Tight end
25. W - Flanker
26. Z - Inside slot receiver strong
27. U - Substitute receiver in for a RB
28. H - 2nd tight end in the game or a TE replacing the FB (ex. Ace personnel)
29. FLEX - A split of 5' or more yds. By the TE
30. TIGHT - X or Z moved into tight position
31. NASTY - 2-4 yard split by TE
32. UP - TE moves off the ball to a tight slot and W moves up on the ball
33. WING - A 1 and 1 alignment to formation side TE
34. SPLIT - Distance between receiver and end man L.O.S.
35. STRONGSIDE - the two receiver side of formation
36. WEAKSIDE - One receiver side of formation
37. WINNING EDGE - The "little things" that win for you
38. FLIP - Wide slot, with split end away
39. TWINS - Wide slot, with tight end away
40. RIGHT OR LEFT - W and tight end on the same side to the strength
41. HOT - Term to identify defender that QB and predetermined receiver will be responsible for if he shoots because he is unaccounted for in the protection

42. PRIMARY RECEIVER - The QB's first progression on a pass play
43. COUNTER - Misdirection action in the backfield to force false movement by the defense
44. UNDERNEATH COVERAGE - Defenders that drop and cover zones in front of the deep safeties
45. "MAY DAY" - Call to call off any fake in the kicking game
46. BLITZ READ - Recognition route adjustment by receiver and QB on snap of ball vs secondary blitz
47. COMING OUT - area from the -11 yard line to the -34 yd. Line
48. OPEN FIELD - area from the -35 to the +35 yd. Line
49. 4 DOWN ZONE - area from the +34 to the +26 yd. Line
50. ORANGE AREA - area on the field from the plus twenty-five yd. Line to the +4 yd. Line
51. BACKED UP - area from the -10 yd. Line to the minus goal line. Our goal is to make two first downs
52. GOAL LINE - area from +4 yd. Line to the end zone
53. CUSHION - Distance the defensive back tries to keep on receiver
54. PURSUIT ANGLE - Angle that defender would like to take to get to the ball
55. DROP BACK - QB setting up behind the center to throw
56. PLAY ACTION - QB, backs, and line faking a running play and then throwing a route pass 1st
57. RUN ACTION - Play action pass - line blocks run 1st
58. SPRING OUT - QB running to break contains and run or pass
59. RUN PASS - Aggressive play action
58. RIVERSIDE - Term used to tell offense and defense to switch sides of field in practice
59. EASY - Call to stop all cadence calls or checks to give a play quickly at the L.O.S.
60. PULL UP - QB setting up behind the call side tackle to throw
61. QUICK KICK - Kick used as a coming out weapon to surprise defense and gain field position

62. 2 MINUTE OFFENSE - Hurry up offense used normally at the end of a half or at the end of a game, maximizing the time left by not huddling, getting out of bounds, using timeouts,
63. SITUATION HUDDLE - Style of offense with out a huddle to run predetermined formation and plays controlled by the QB or signaled from sideline
64. STALL OFFENSE - Style of offense to slow down play and allow clock to run while making first downs and staying in bounds
65. TEMPO - Rate of control of game or situations. Know what situation calls for and give 100% to accomplish it
66. TURN OVER RATIO - A teams ratio between giveaways and takeaways
67. PRE-SNAP - The action (if any) of the offense and/or the alignment of the defense before the ball is snapped
68. POST-SNAP - The action of the offense and/or the reactions of the defense after the ball has been snapped
69. BINGO - Term used to tell offensive team there is no huddle, line up at L.O.S. (ie: Bingo Right)
70. SPEEDY - Term used in two minute drill for the kill the clock play
71. SCRATCH IT - Term used to call off any shift or motion when the QB sees we are short on the 25 second clock
72. RAQ - Run action pass with the quarterback staying on the move
73. NEAR - 1 back set with back off set to the formation
74. FAR - 1 back set with back off set away from formation
75. KEEPER - Naked pull-up with depth by the QB
76. SMOKE - Protected sprint out pass with the onside guard pulling
77. GERONIMO - Call to TE to treat a gap player like a 7 tech. with the OT getting the TE started (primary on 2 or 6 Power)
78. RED MICKEY - Changing Mike from onside to backside of a 42 front
79. INSIDE-OUTSIDE CALL - Power back to FB to indicate edge assignment or inside path

80. HOCKEY - Indicates freeze play at the line
81. SONAR - Indicates 1st sound at the line
82. 136. MADONNA - RAQ 6/7 Ctr O.T. Naked
83. ETHYL - Call at the line for even scheme
84. FREDA - Call at the line for fan scheme
85. SALLY - Call at the line for slant
86. SNAP - A term to change the "Fan" and "Zone" side of 60's & 660's vs odd fronts & bear
87. YANKEE - Term to split the TE out as a WR
88. DRAKE - Term added on to drop back passes that tells the QB and the RB's to make a draw fake
89. MAX - Both RB's stay in as well as the TE
90. STAY - TB stays in
91. HOLD - FB or HB stays in
92. WHISTLE - Check protection, chip DE as you release
93. FIRM - Check protection, whistle DT's as you release
94. HUNT - TE or WR (Z) find problem & chip on his release

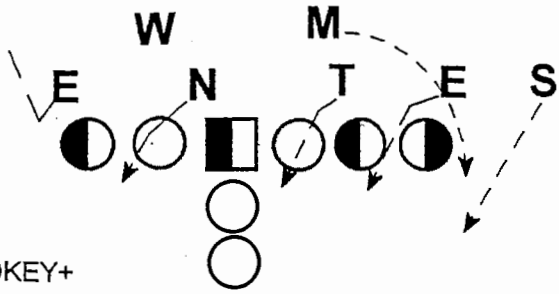
**OFFENSIVE
SYLLABUS
&
DEFENSIVE
TERMS**

GENERAL DEFENSIVE TERMINOLOGY

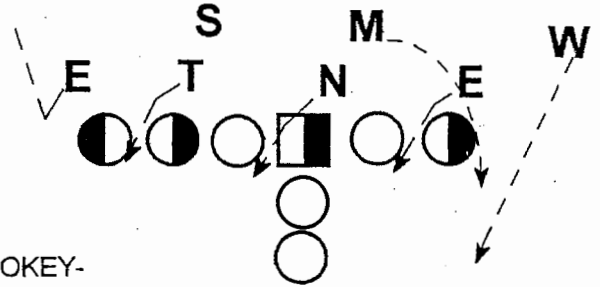
1. NICKEL - Term used to describe five DB's in the game
2. DIME - Term used to describe six DB's in the game
3. QUARTER - Term used to describe seven DB's in the game
4. FIRST LEVEL - Term used to describe defensive line of defense for blocking purposes
5. SECOND LEVEL - Term used to describe linebacker level of the defense for blocking purposes
6. THIRD LEVEL - Term used to describe secondary (DB's) level of the defense for blocking purposes
7. BEAR - Term used to describe any defensive alignment when the center and both guards are covered by defensive lineman
8. THIEF - Term used to describe a defender that becomes the 7th player inside vs spread sets
9. ON - Term used to describe outside linebacker alignment tight and on the (LOS)
10. FOLD - Term used to describe outside linebacker alignment in hip pocket position on defensive end
11. WALKED - Term used to describe outside linebacker in space between receiver and offensive tackle
12. HEADS - Term used to describe outside linebacker alignment head up on the receiver
13. GAP ALIGNMENT - Defender aligned in gaps between offensive players at the L.O.S.
14. STACK ALIGNMENT - Defenders stacked behind defensive lineman
15. MAN ON (COVERED) - Defensive man on L.O.S. on you
16. MAN OVER - Linebacker aligned off L.O.S. on you

17. COUNTING DEFENSES - Numbering system used to count defenders from inside out for rule blocking
18. DEFENSIVE ALIGNMENT TECHNIQUES - Numbered alignments for defenders relative to offensive players on the L.O.S. (ex.5 tech. Is outside shoulder of OT)
19. N - Letter for nose guard
20. T - Letter for defensive tackle
21. E - Letter for defensive end
22. S - Letter for strong side outside linebacker (Sam)
23. F - Letter for front side inside linebacker
24. B - Letter for back side inside linebacker
25. W - Letter for weak side outside linebacker (Will)
26. M - Middle linebacker in 4 down scheme
27. C - Letter for corner back
28. SS - Letters for strong safety
29. FS - Letters for free safety
30. SKY - Invert support by a safety for secondary coverage or run support
31. CLOUD - Rotation support placing a corner in position for shallow secondary coverage or run support
32. SLANT - Movement in pre-determined direction by defensive lineman
33. SHADE - Offset alignment by N.
34. CRAWL - Technique used by defensive lineman on goal line or short yardage defense
35. LEEP FROG - Technique used by defensive lineman on GL or short yardage where the jump over the OL
36. TAB - 5 technique stunting inside to B Gap

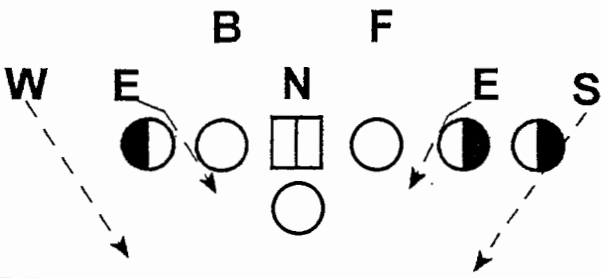
BASE STUNTS



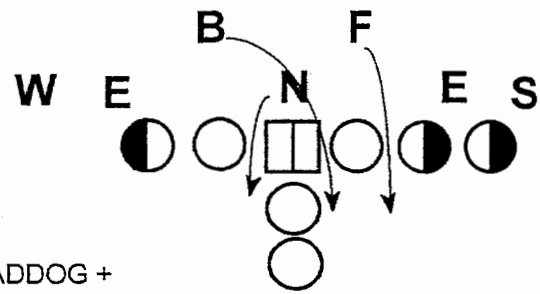
SMOKEY+



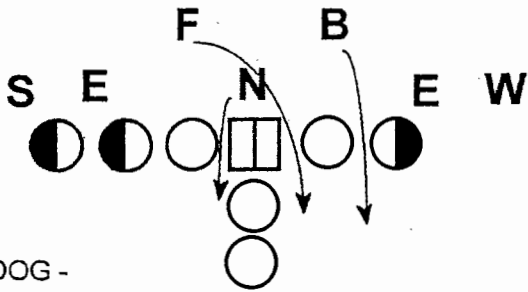
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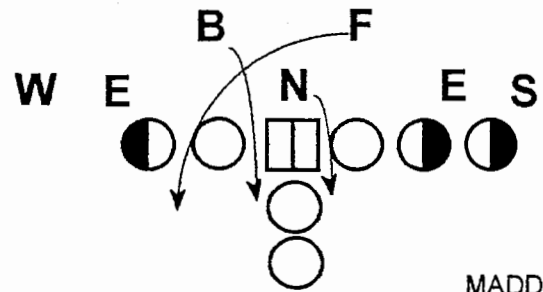
ODD RUSH



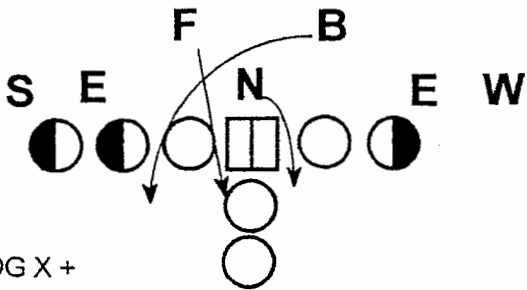
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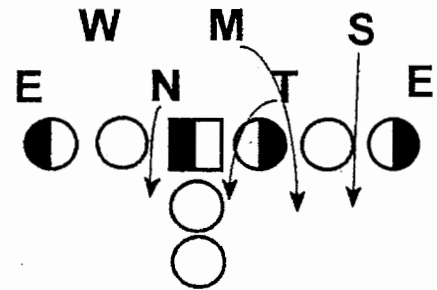
MADDOG -



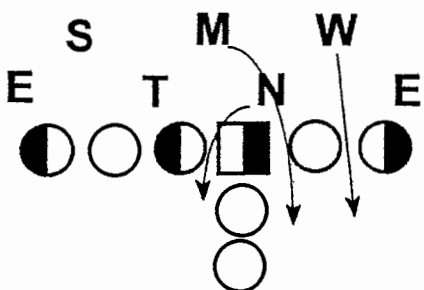
MADDOG X-



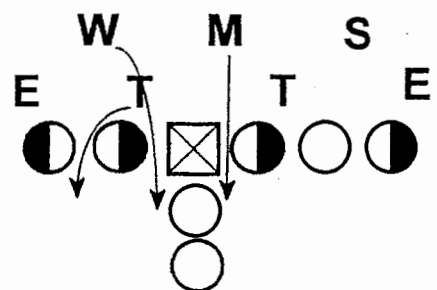
MADDOG X +



WHAM +

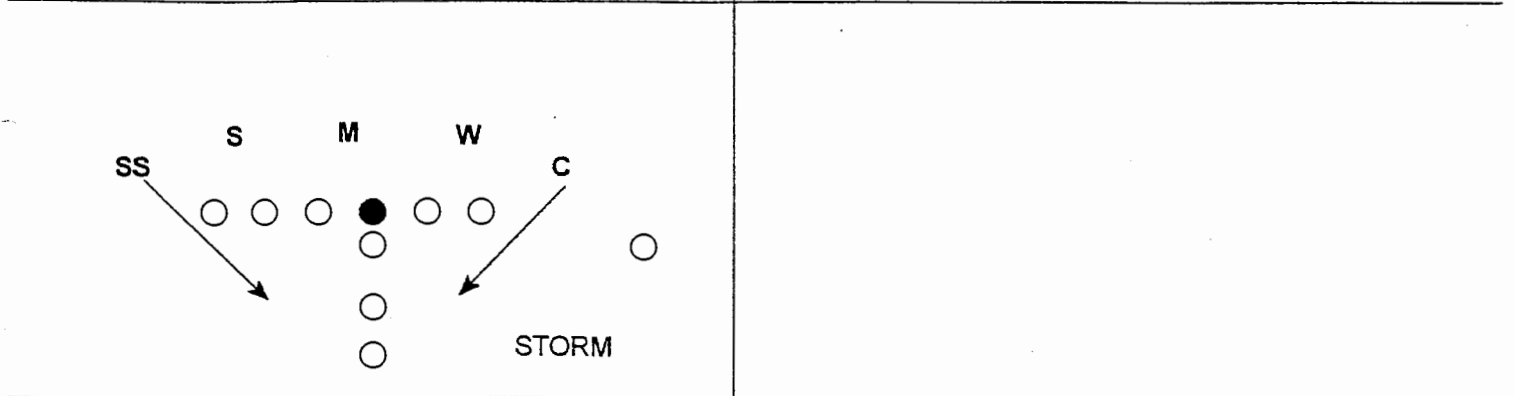
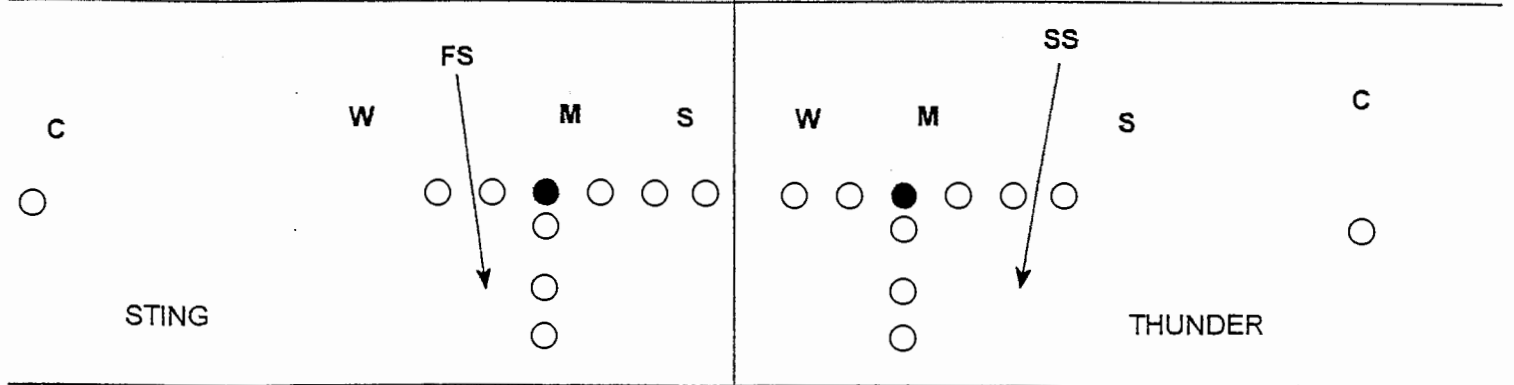
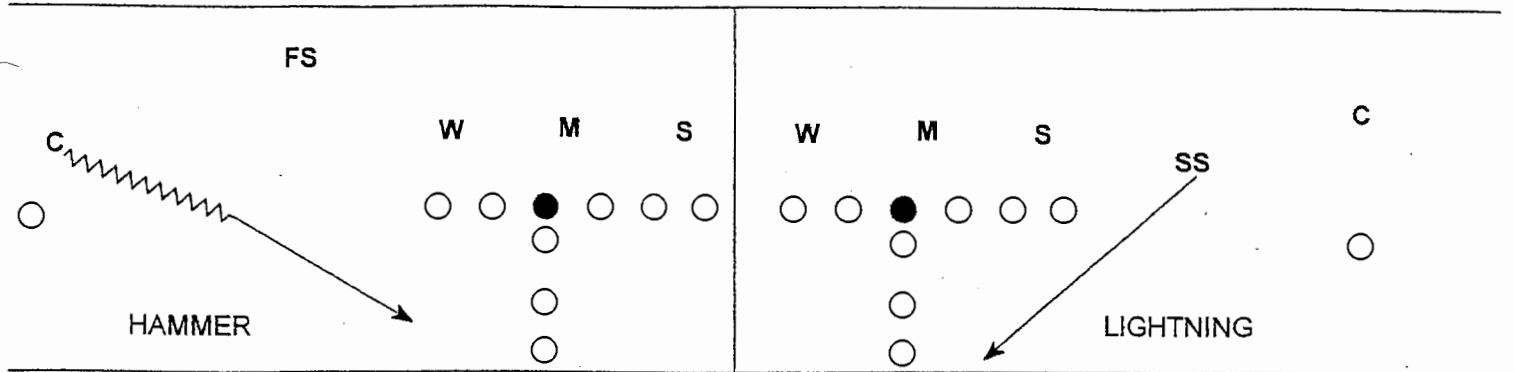


WHAM -

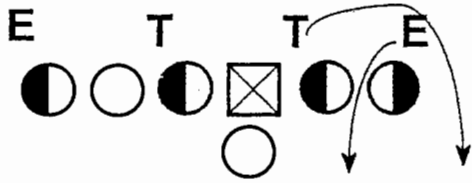


BATTERY

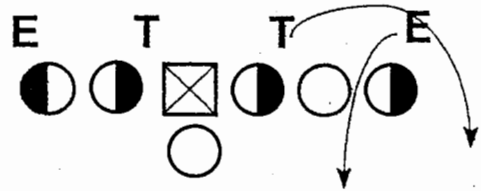
BLITZES



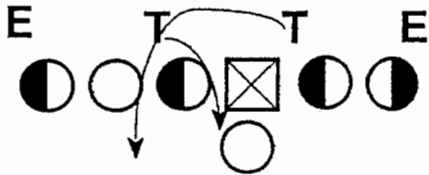
TWISTS



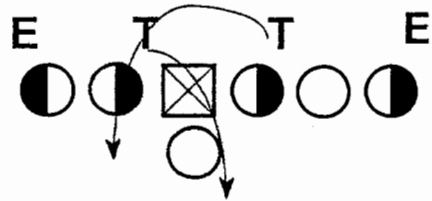
E/T-



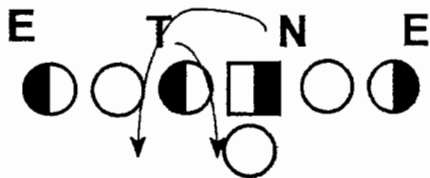
E/T+



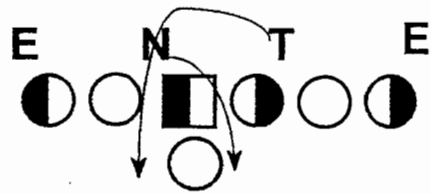
T/T+



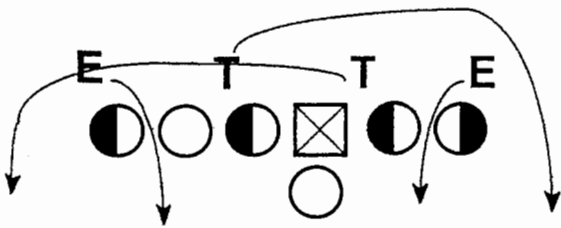
T/T-



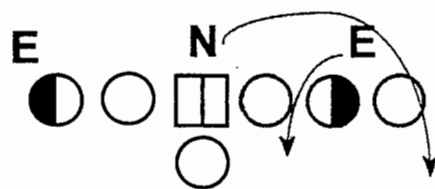
TN+



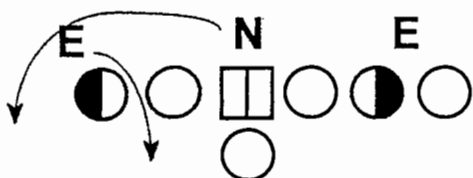
N/T-



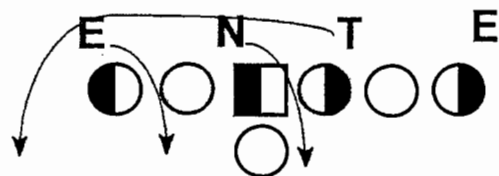
BIG TWIST



EN+

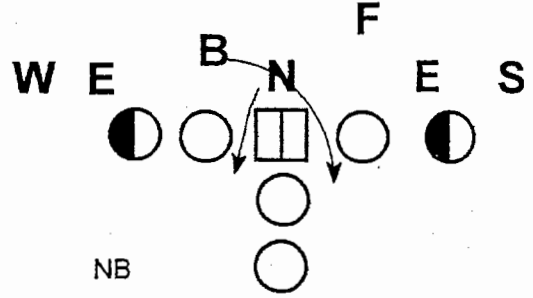
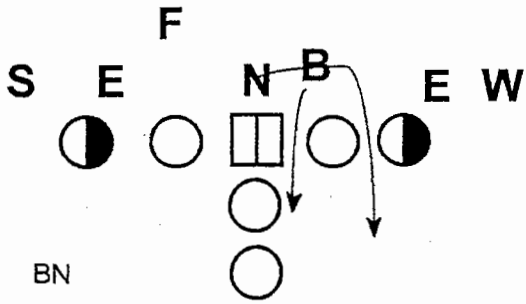


EN-

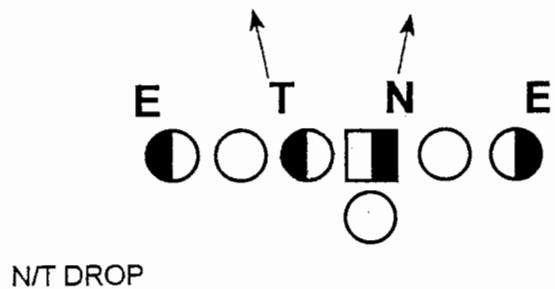
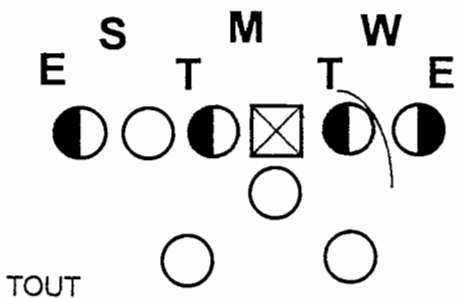
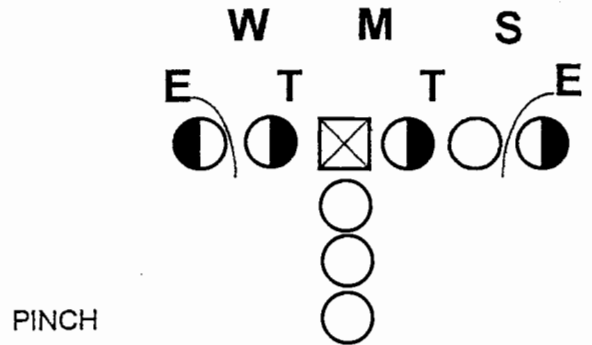
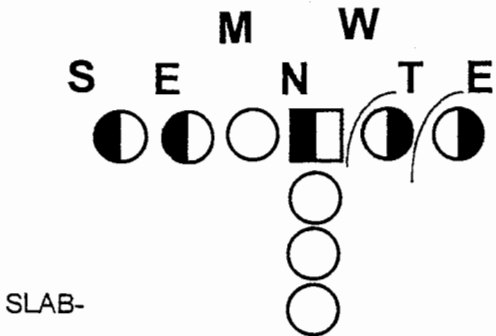
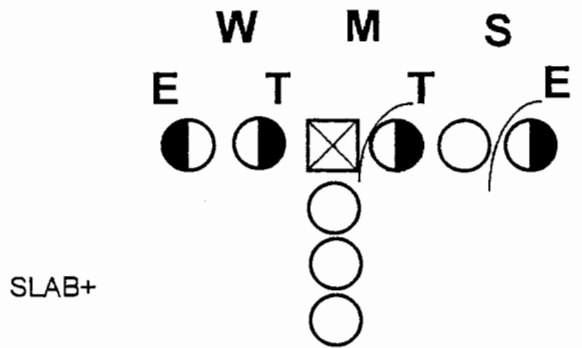
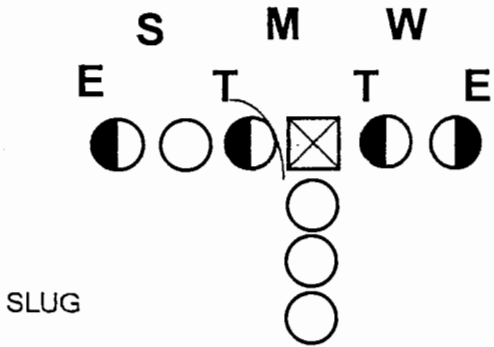
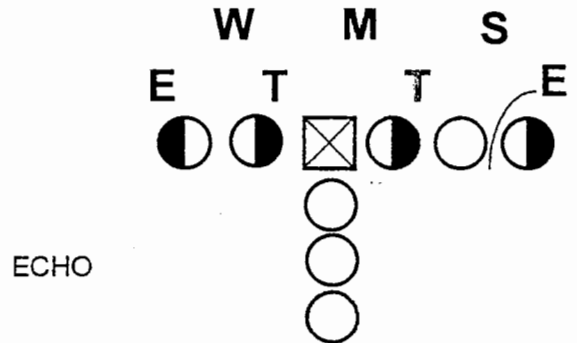
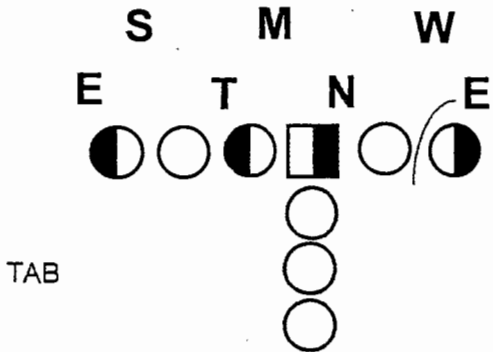
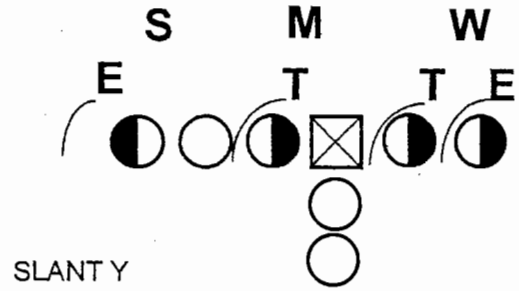
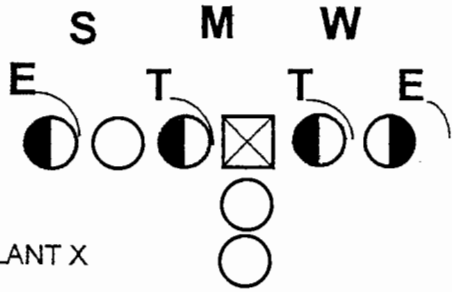


NET-

TWISTS



MOVEMENTS



FRONTS

FRONT IDENTIFICATION

30's	- 3 down - each Guard covered
40's	- 4 down fronts and/or 3 down fronts with a Guard covered
50's	- 5 down fronts
60's	- 6 down fronts
BEAR FRONTS	- Center and both Guards covered
GOAL LINE	- fronts referred to with Goal Line terminology

FRONT ALIGNMENTS

1. ODD	- 3 down, Guards uncovered
2. EVEN	- Center uncovered
3. REDUCTION	- Center and a Guard covered
4. SOLID	- Tight End, Tackle and Guard covered
5. OVER	- Reduction strong-side
6. UNDER	- Reduction weak-side
7. WIDE	- 4 down term with over or under alignment widened to create both Guards uncovered
8. OFF	- 30 category call to signify both outside LB's off the ball or out of the box
9. SAM	- Meaning Sam is aligned off the ball
10. WILL	- Meaning Will is aligned off the ball
11. SWITCH	- Sam and End exchanging gap responsibilities

FRONT TERMS

1. BOX	- LB area between the end men on the line of scrimmage
2. TUFF	- LB moved up on the line of scrimmage inside the box
3. BULLET	- LB rushing outside the box
4. FLEX	- Defensive lineman backed off the ball
5. BLACK	- Quarterback call to indicate Bear defense
6. ODD	- Quarterback call to indicate 32 defense
7. STACK	- Indicates 3 LB's in the box
8. SPLIT	- Indicates 2 defensive tackles in 3 techniques
9. RETURN	- Over or under defense with defensive linemen changing shades with slants
10. RUSH	- Term for both the Sam and Will rushing in a 30 category defense

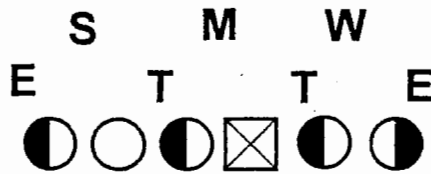
DEFENSIVE CATEGORIES 4 DOWN/3 DOWN

4 DOWN LINEMAN



IN 4 DOWN THE LINEBACKERS ARE

S-SAM M-MIKE W-WILL

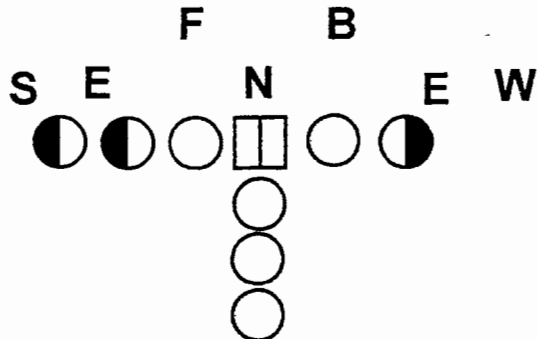


3 DOWN LINEMAN

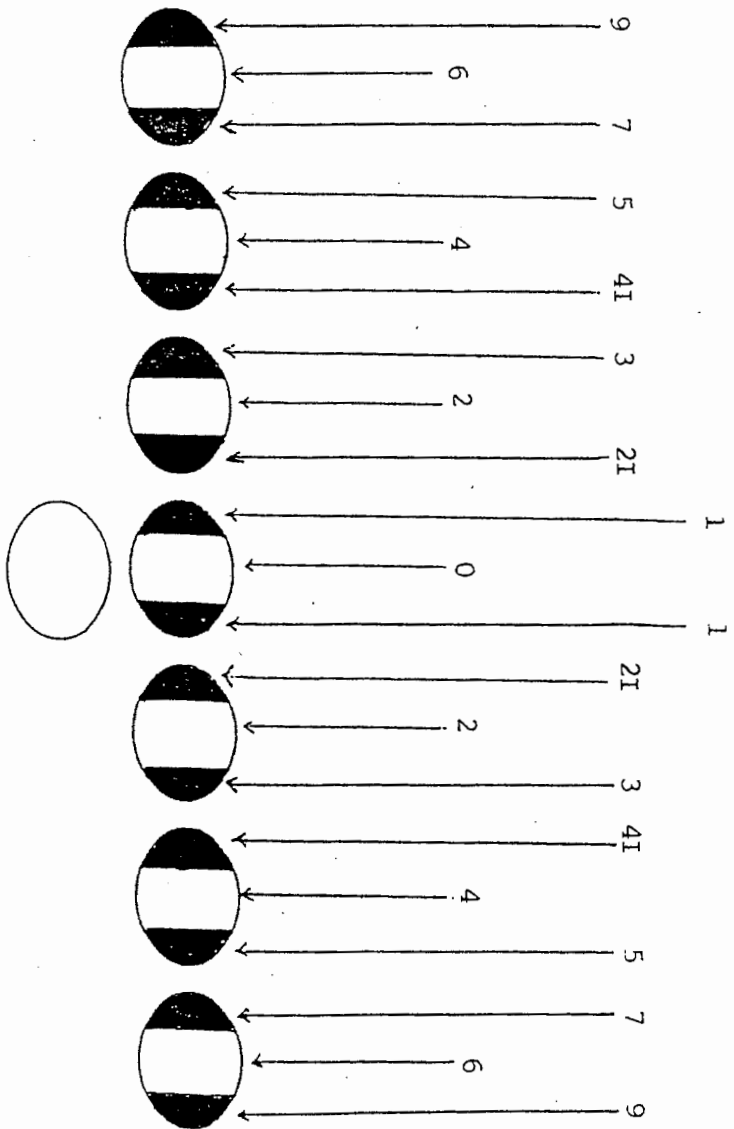


IN 3 DOWN

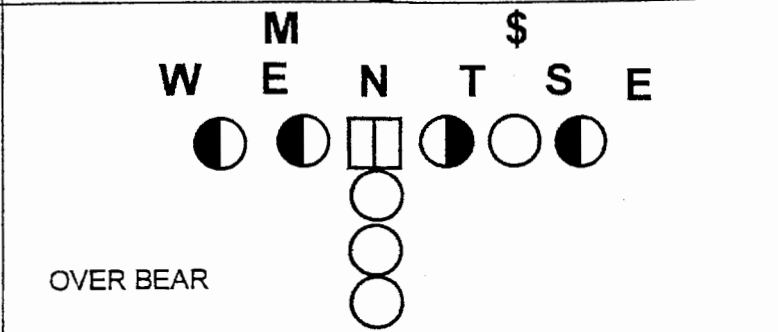
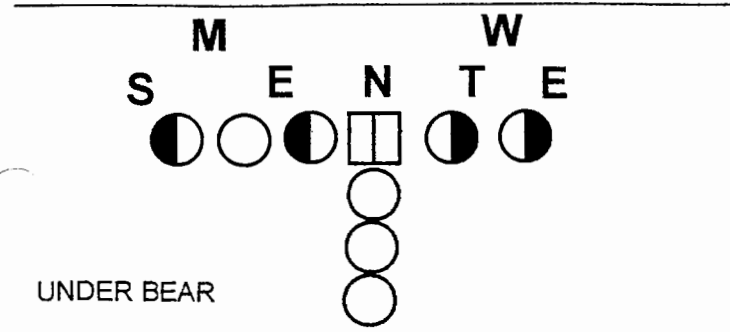
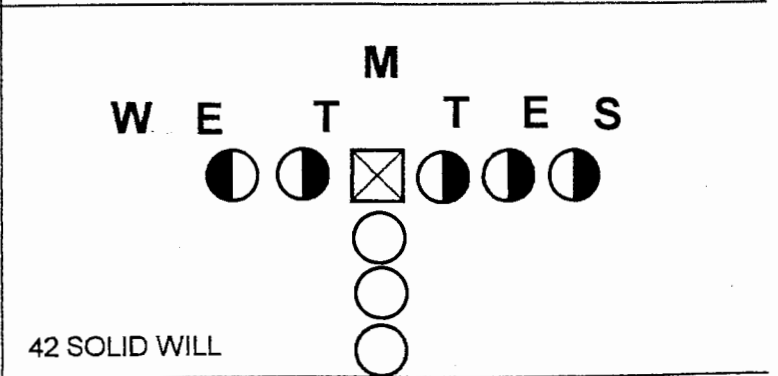
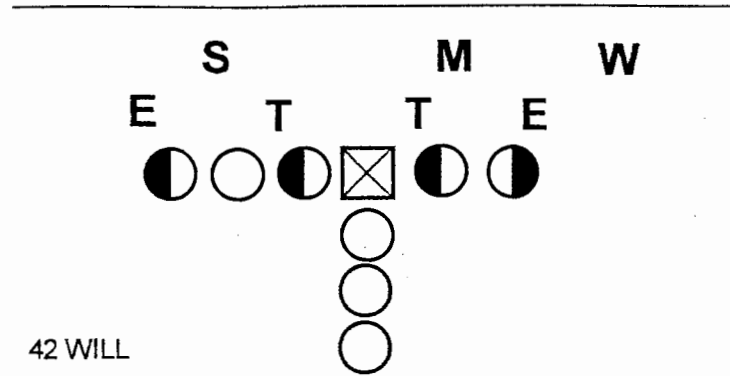
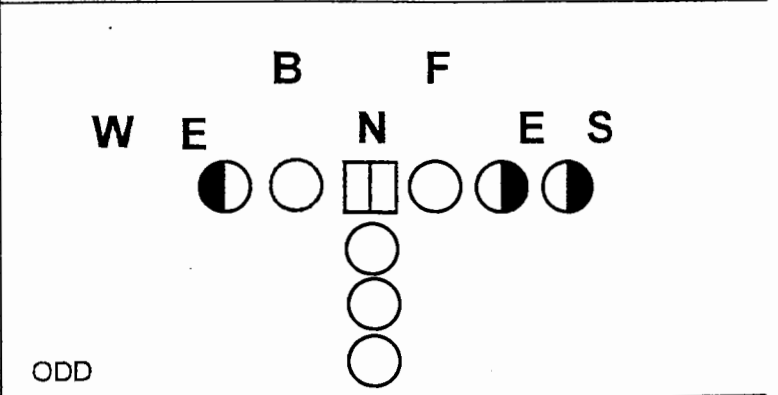
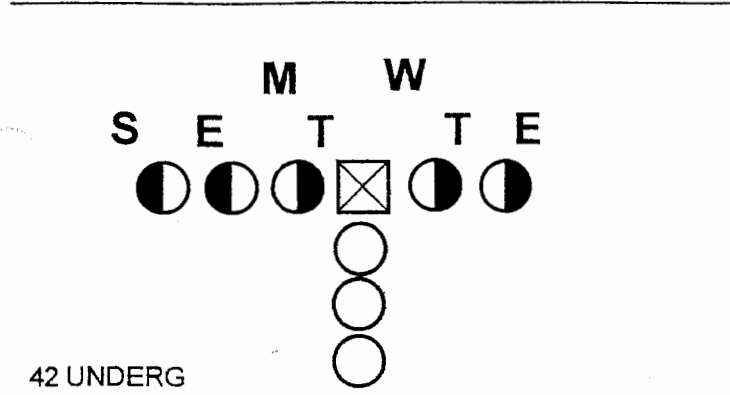
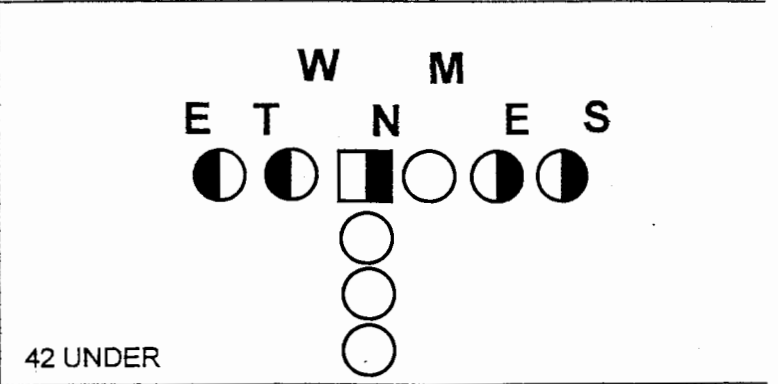
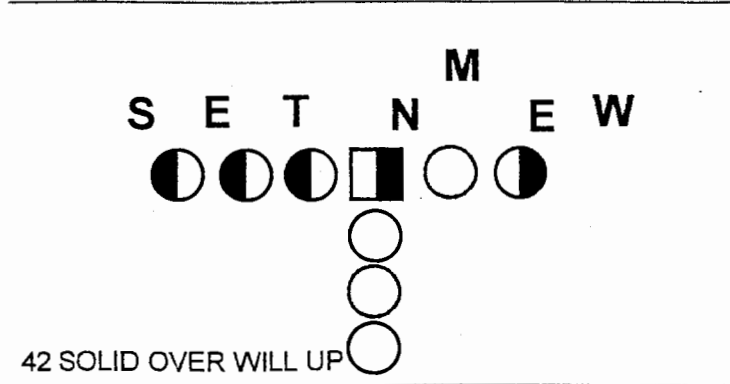
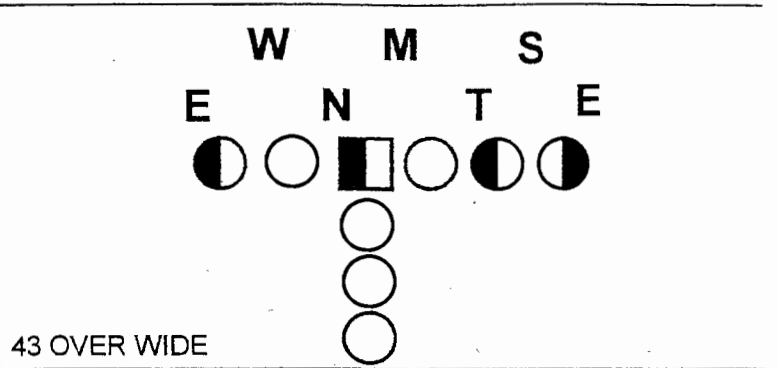
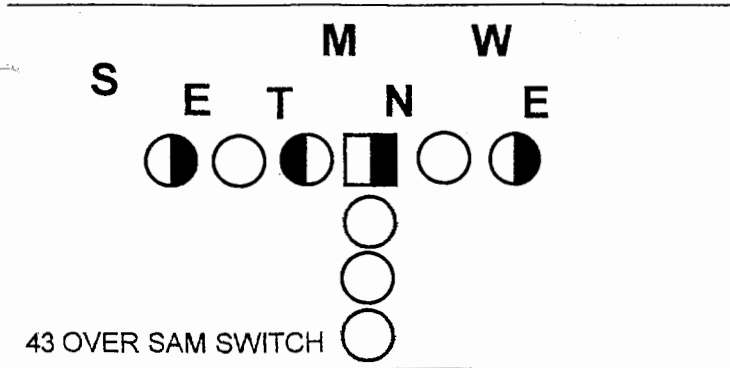
F- FRONTSIDE INSIDE BACKER
 B-BACKSIDE INSIDE BACKER
 S-STRONGSIDE OUTSIDE LINEBACKER
 W-WEAKSIDE OUTSIDE LINEBACKER



DEFENSIVE ALIGNMENTS



BASE FRONTS



30 CATEGORY DEFENSES

B
F

W
E
N
E
S

32

B
F

W
E
N
E
S

32

B
F

W
E
N
E
S

32 WILL

F
B
W

S
E
N
E

32 WILL

B
F
S

W
E
N
E

32 SAM

S
F
B

E
N
E
W

32 SAM

B
F
S

W
E
N
E

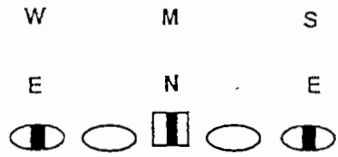
32 OFF

F
B
W

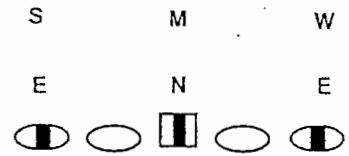
S
E
N
E

32 OFF

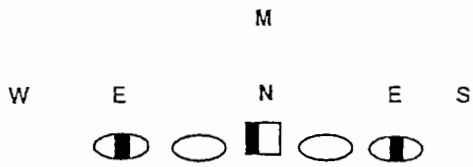
30 CATEGORY DEFENSES (continued)



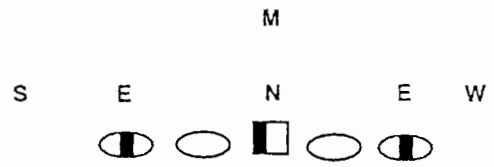
33



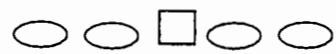
33



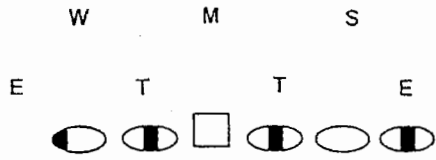
33 DOUBLE BULLET



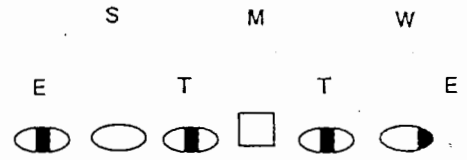
33 DOUBLE BULLET



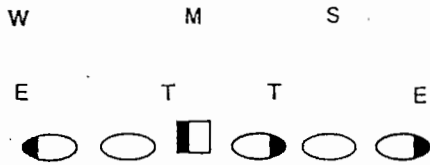
40 CATEGORY DEFENSES



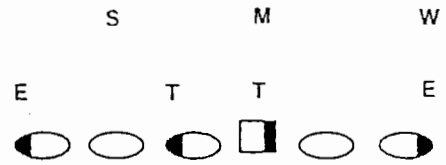
43



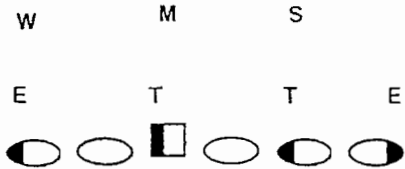
43



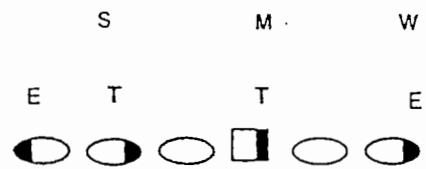
43 OVER



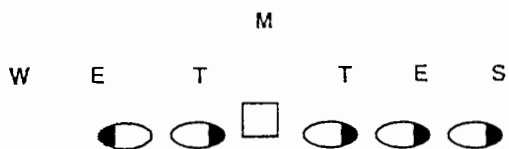
43 OVER



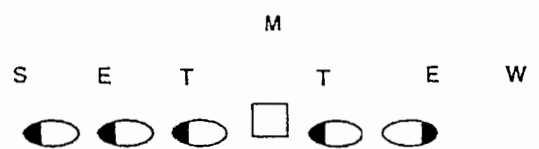
43 OVER WIDE



43 OVER WIDE

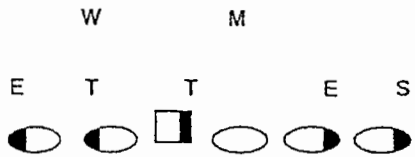


41 SOLID

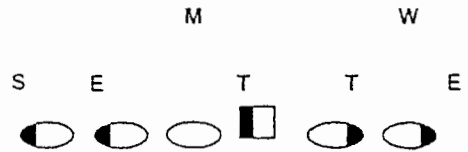


41 SOLID

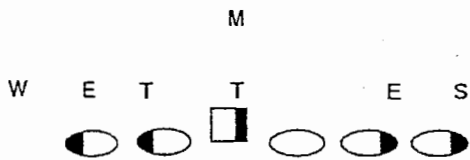
40 CATEGORY DEFENSES (Continued)



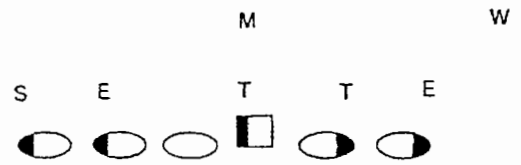
42 UNDER SAM



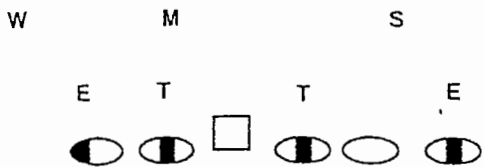
42 UNDER SAM



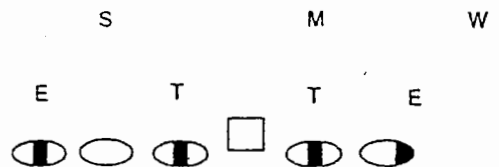
41 UNDER



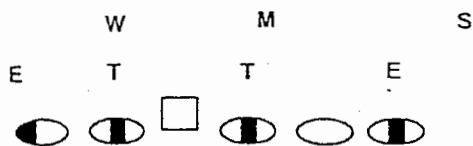
41 UNDER



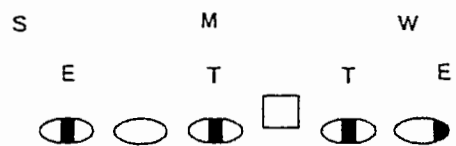
42 WILL



42 WILL

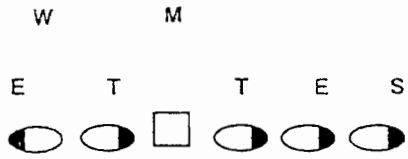


42 SAM

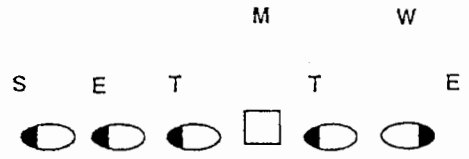


42 SAM

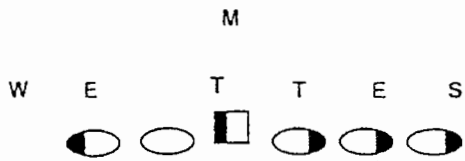
40 CATEGORY DEFENSES (Continued)



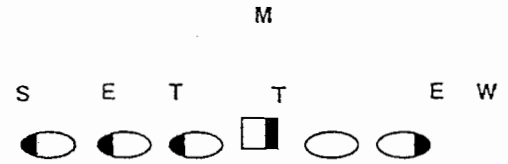
42 SOLID



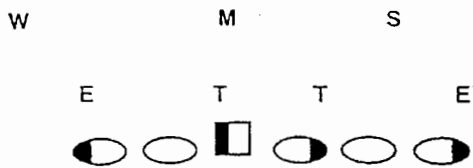
42 SOLID



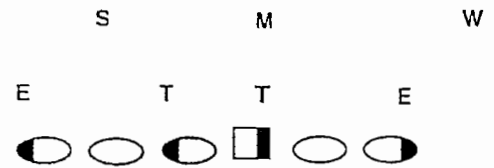
41 SOLID OVER



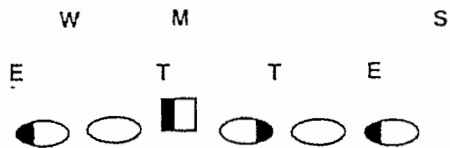
41 SOLID OVER



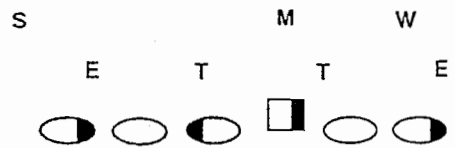
42 OVER WILL



42 OVER WILL

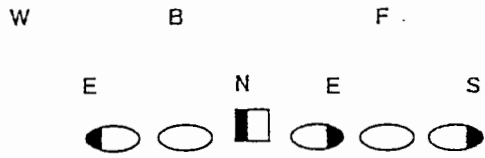


42 OVER SWITCH

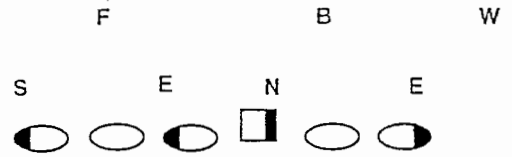


42 OVER SWITCH

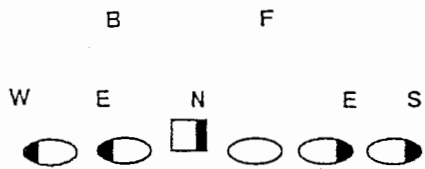
3 DOWN PERSONNEL - 40 CATEGORY DEFENSES



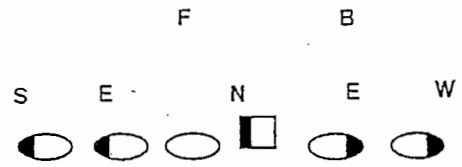
42 OVER WILL



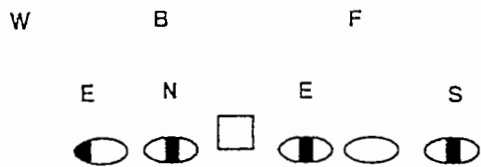
42 OVER WILL



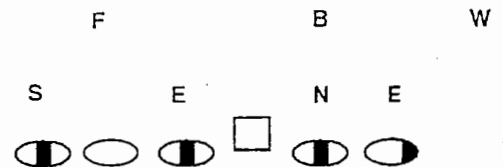
42 UNDER SAM



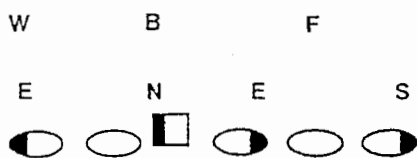
42 UNDER SAM



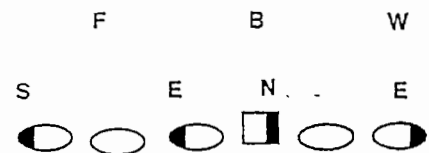
42 WILL



42 WILL

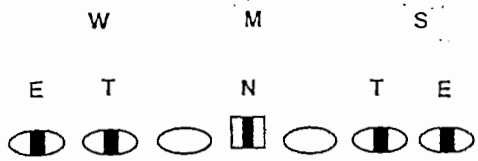


43 OVER

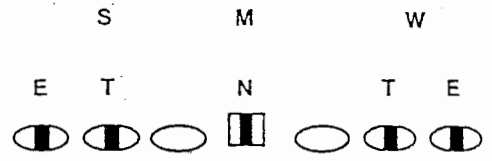


43 OVER

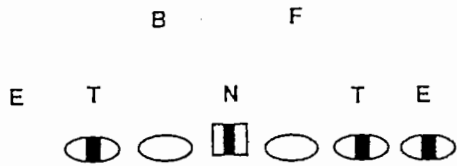
50 CATEGORY DEFENSES



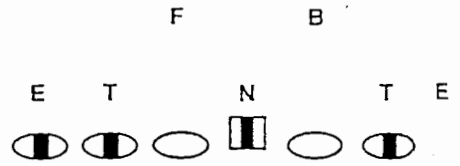
53



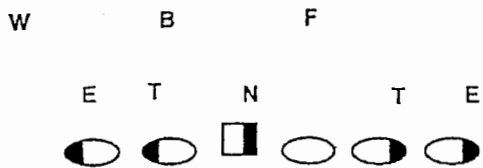
53



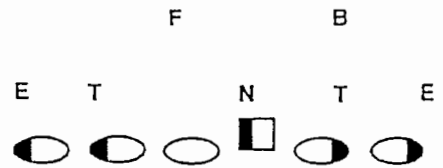
52



52



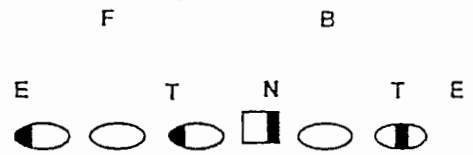
52 UNDER



52 UNDER



52 OVER



52 OVER

60 CATEGORY DEFENSES

B F

E T N N T E

62 VOL SHORT

F B

E T N N T E

62 VOL SHORT

W M S

E T N N T E

63

S M W

E T N N T E

63

B F

E T N N T E

62 OVER

F B

E T N N T E

62 OVER

B F

E T N N T E

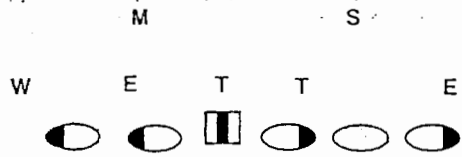
62 UNDER

F B

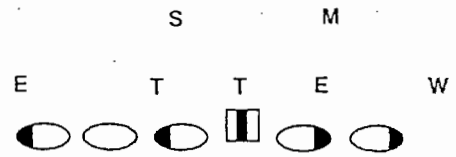
E T N N T E

62 UNDER

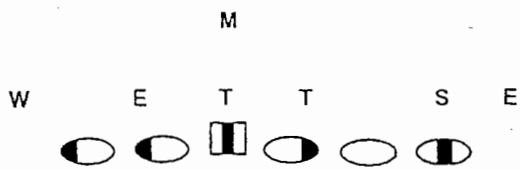
BEAR CATEGORY DEFENSES



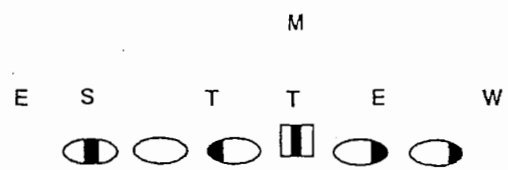
BEAR



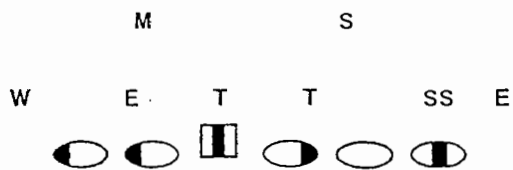
BEAR



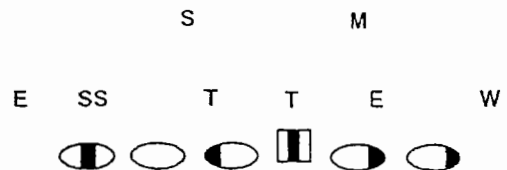
BEAR SAM TUFF



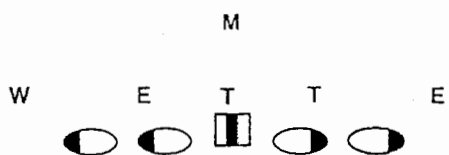
BEAR SAM TUFF



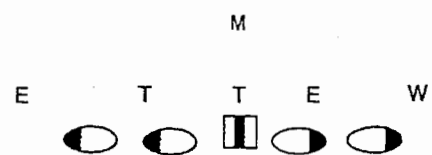
CHICAGO BEAR



CHICAGO BEAR



6 MAN BEAR



6 MAN BEAR

GOAL LINE CATEGORY DEFENSES

B F

E T N N T E

62 (VOL SHORT)

F B

E T N N T E

62 (VOL SHORT)

W M S

E T N N T E

63

S M W

E T N N T E

63

B F

C E T N N T E C

GAP 8

F B

C E T N N T E C

GAP 8

W M S

E T N T E

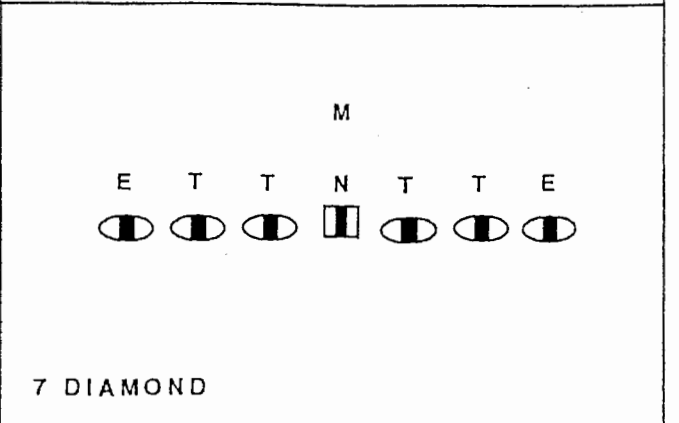
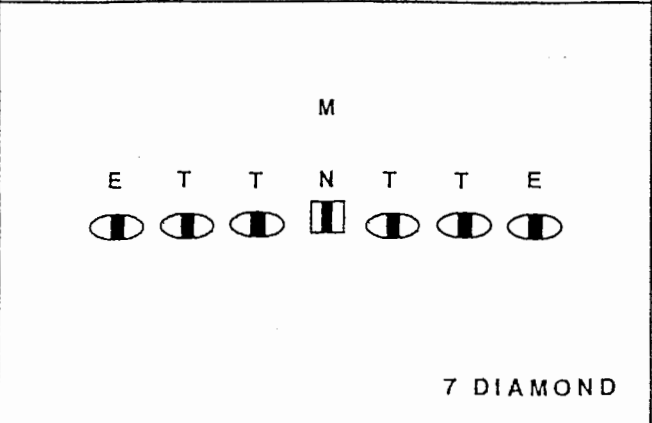
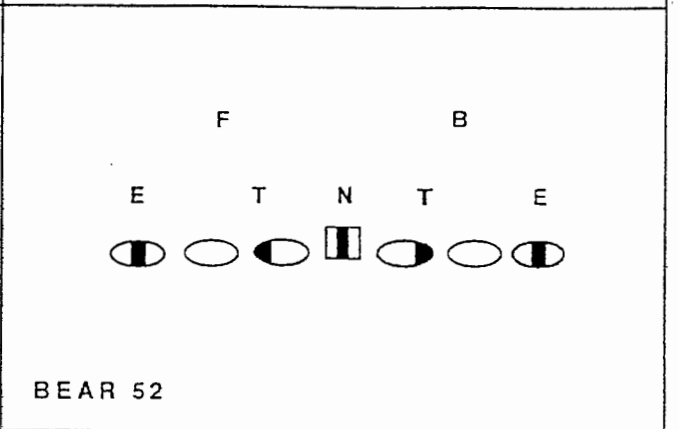
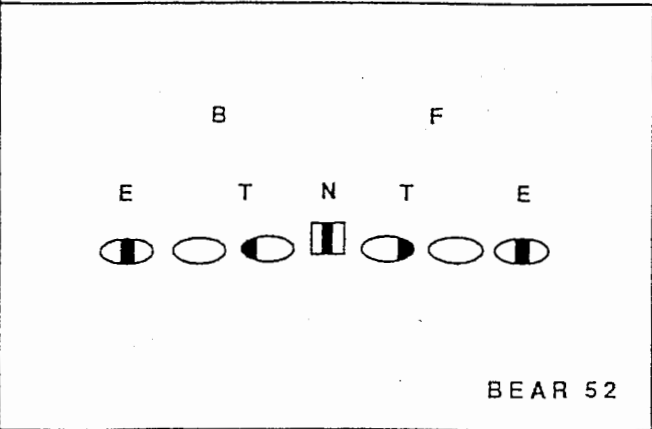
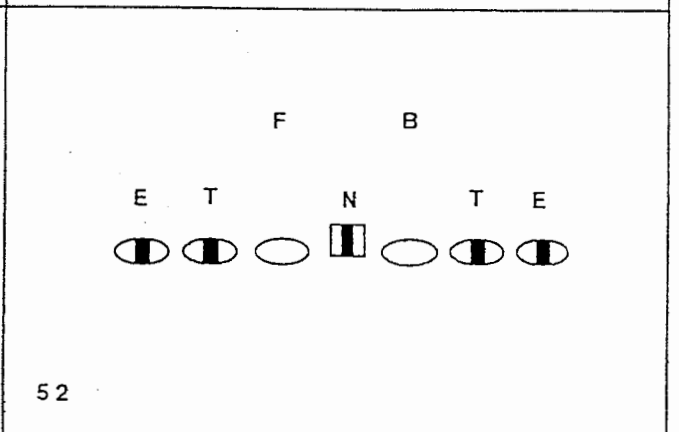
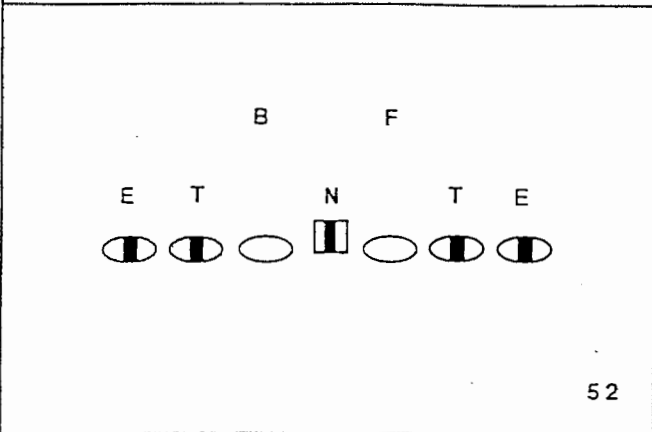
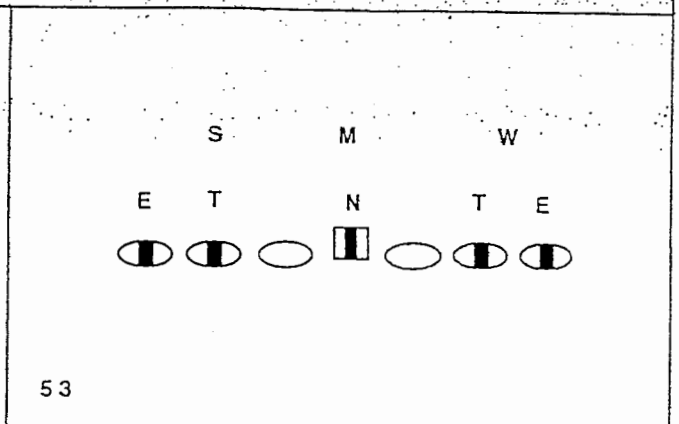
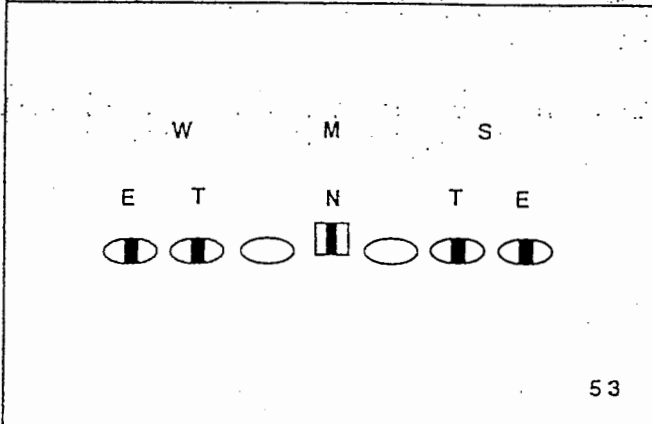
BEAR 53

S M W

E T N T E

BEAR 53

GOAL LINE CATEGORY DEFENSES (continued)



COVERAGES

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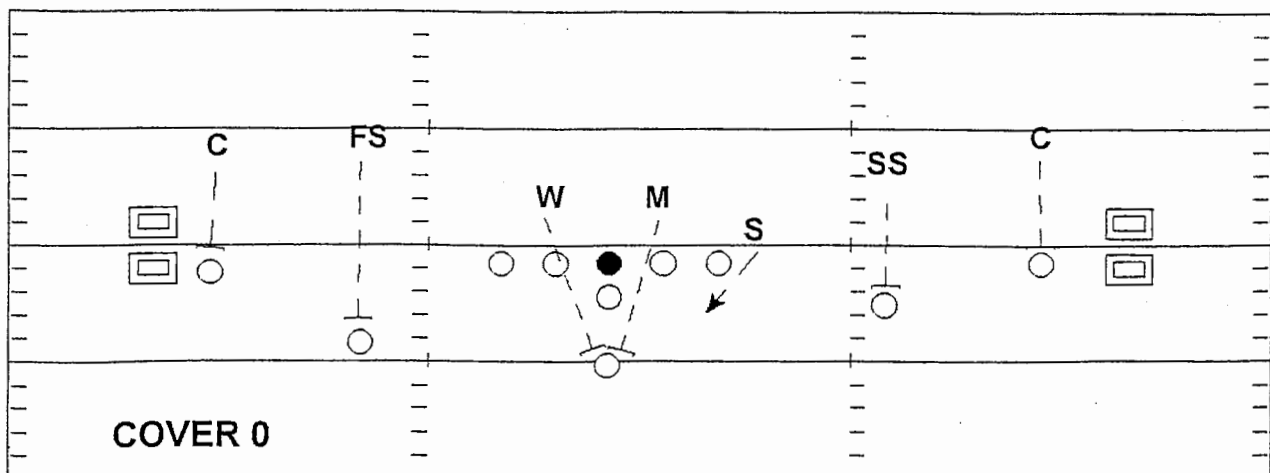
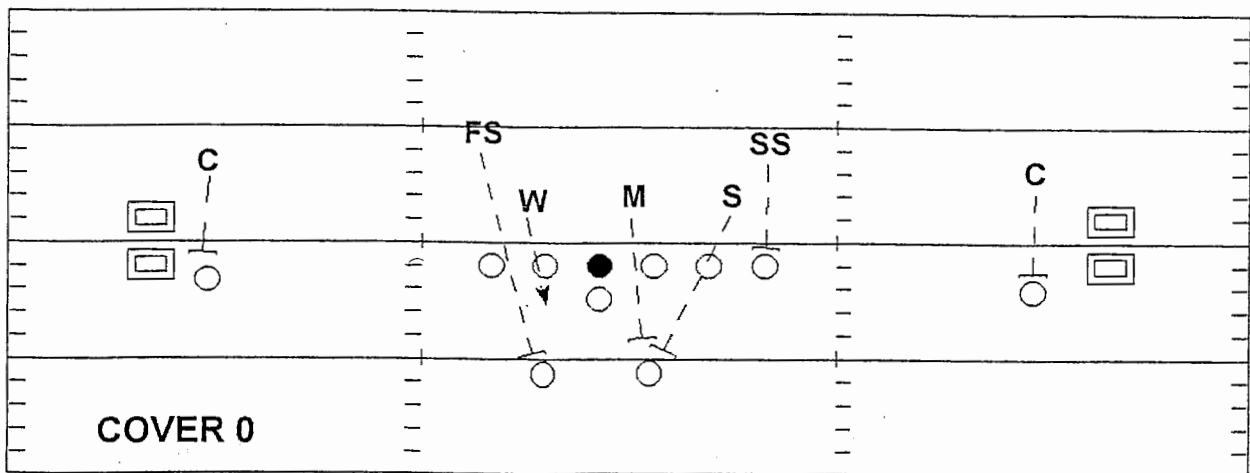
Cover 0

Man coverage that is usually accompanied by a linebacker stunt and or secondary blitz. The safeties will position themselves to play man coverage strong and weak. No middle safety. Most man coverage is disguised well with late movement by the secondary.

STRENGTHS: Bring one more defender than you can block.

Pressure on the QB. Match up on receivers.

WEAKNESS: Potential to give up the big play.

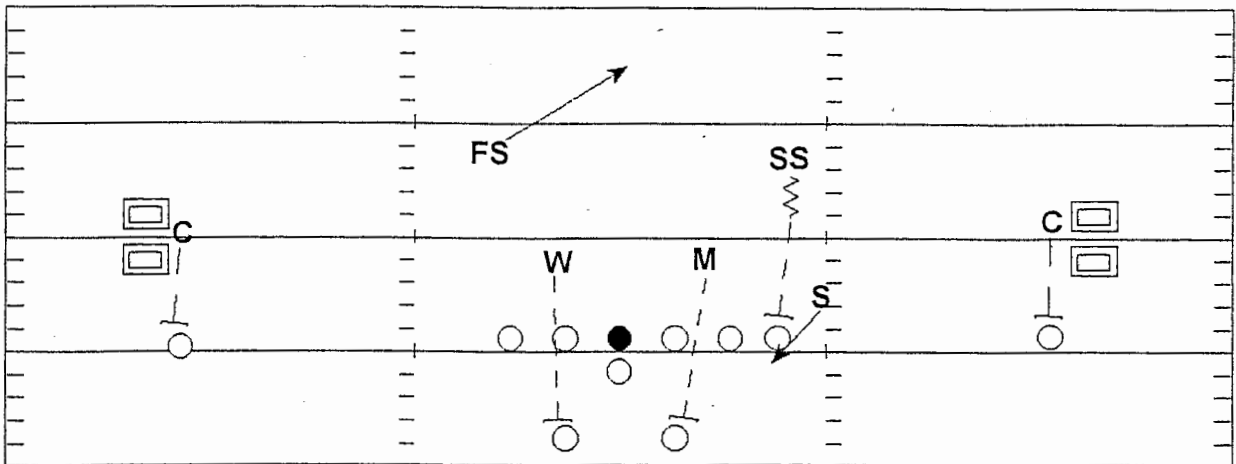


Cover 1

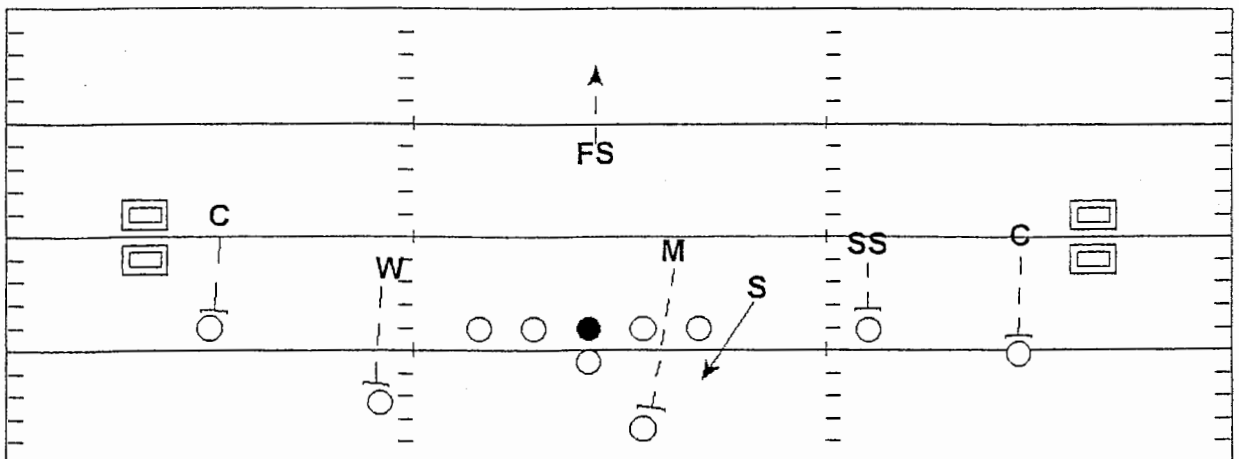
Man coverage with the free safety in the middle of the field or cheated to one side. One deep and man underneath. Can be well disguised to look like zone in order to bring pressure on the QB.

STRENGTHS: Pressure on QB, man principles w/help from the FS, easily disguised and can be used with 4 man rush and 5 man rush.

WEAKNESS: Potential to give up the big play. Protection schemes can pick up possible rushers.



COVER 1 *SEVERAL WAYS TO GET TO COVER 1

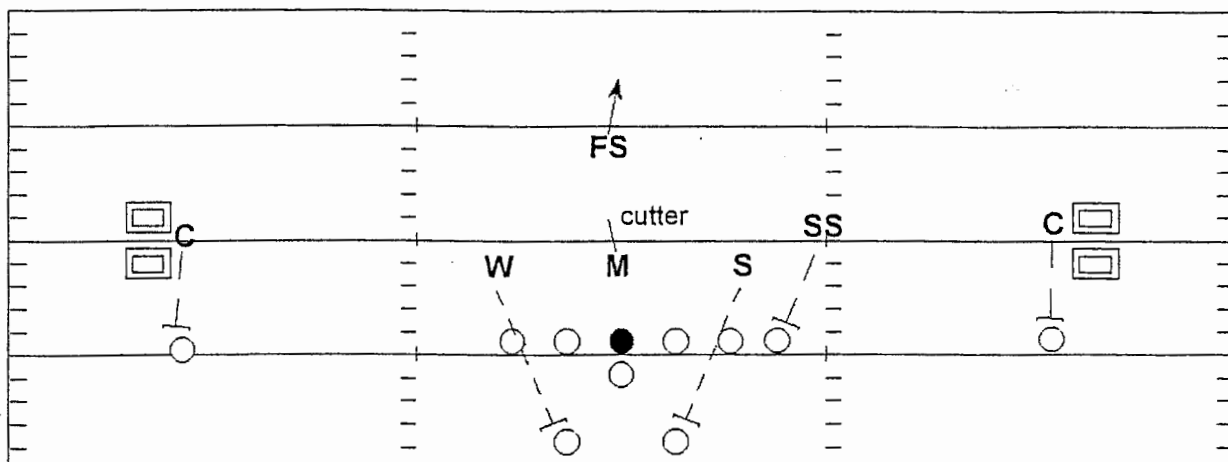


Cover 1 Cutter

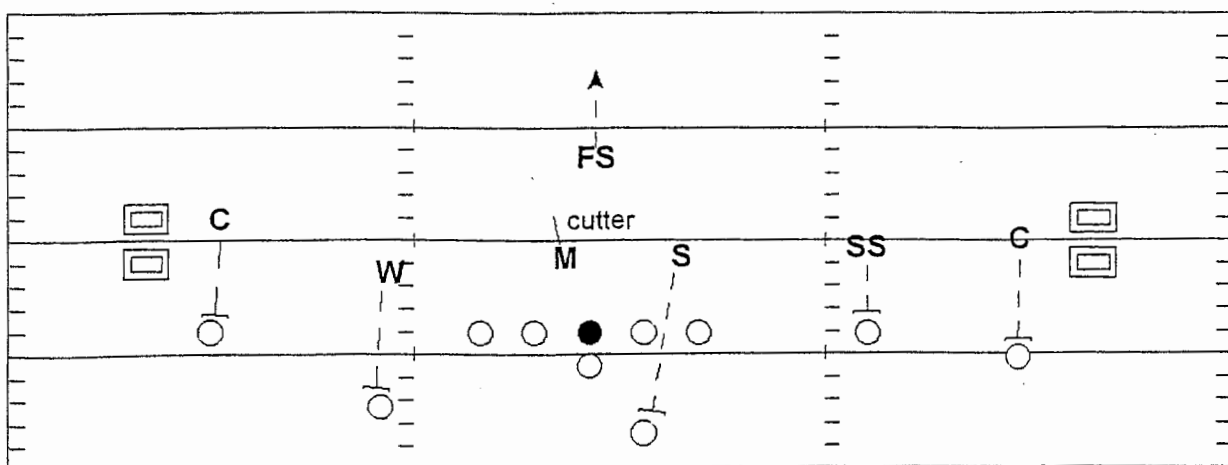
Man coverage with the free safety in the middle of the field or cheated to one side. One deep and man underneath. In "cutter" coverage one linebacker underneath is freed up to cut off of running backs or inside receivers.

STRENGTHS: Pressure on QB, man principles w/help from the FS, easily disguised and can be used with 4 man rush.

WEAKNESS: Single coverage match-ups



COVER 1cutter



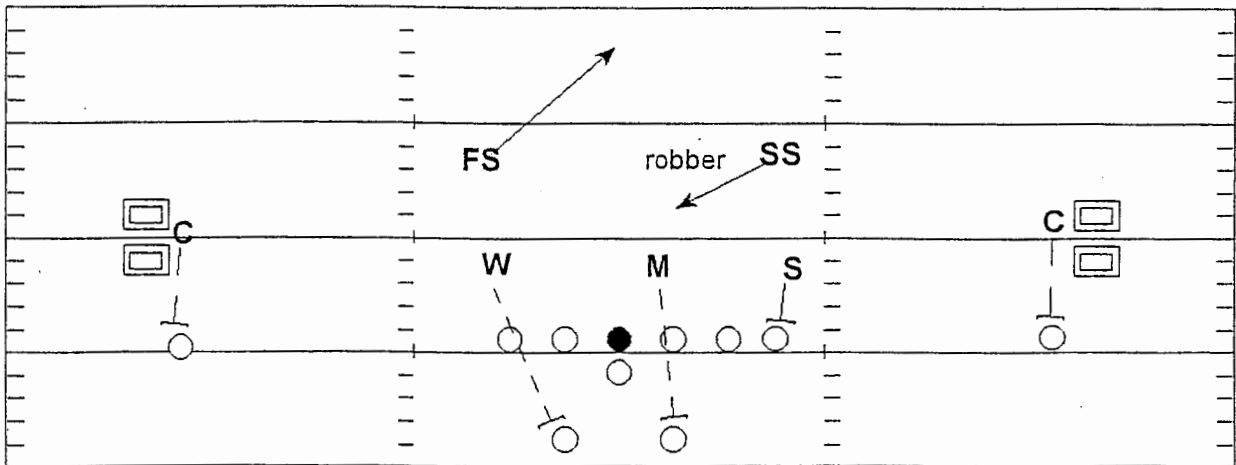
COVER 1cutter

Cover 1 Robber

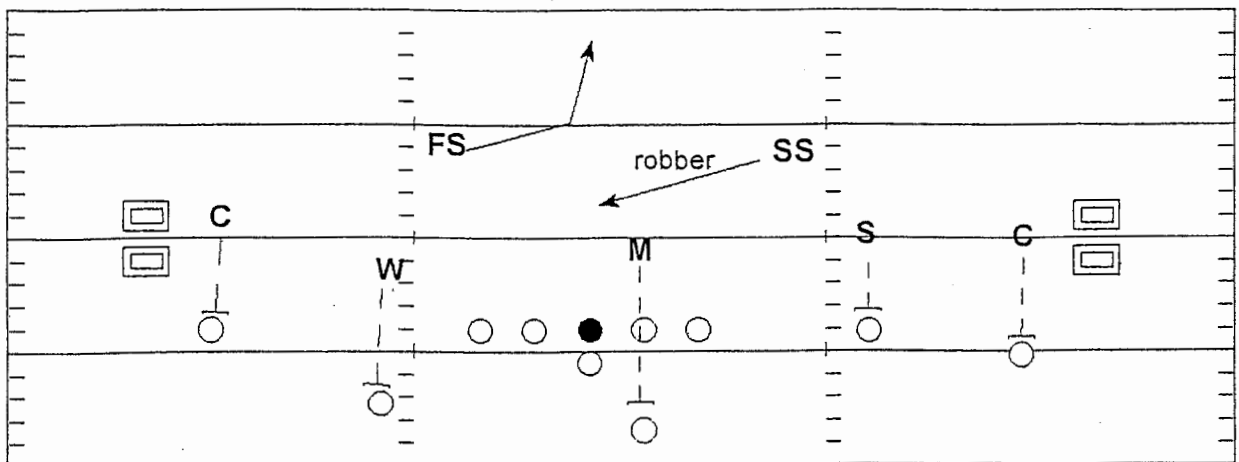
Man coverage with the free safety in the middle of the field and strong safety playing a "robber" coverage. FS deep and man-underneath.

STRENGTHS: Man principles w/help from the FS, easily disguised and can be used with 4 man rush.

WEAKNESS: Single coverage match-ups



COVER 1robber

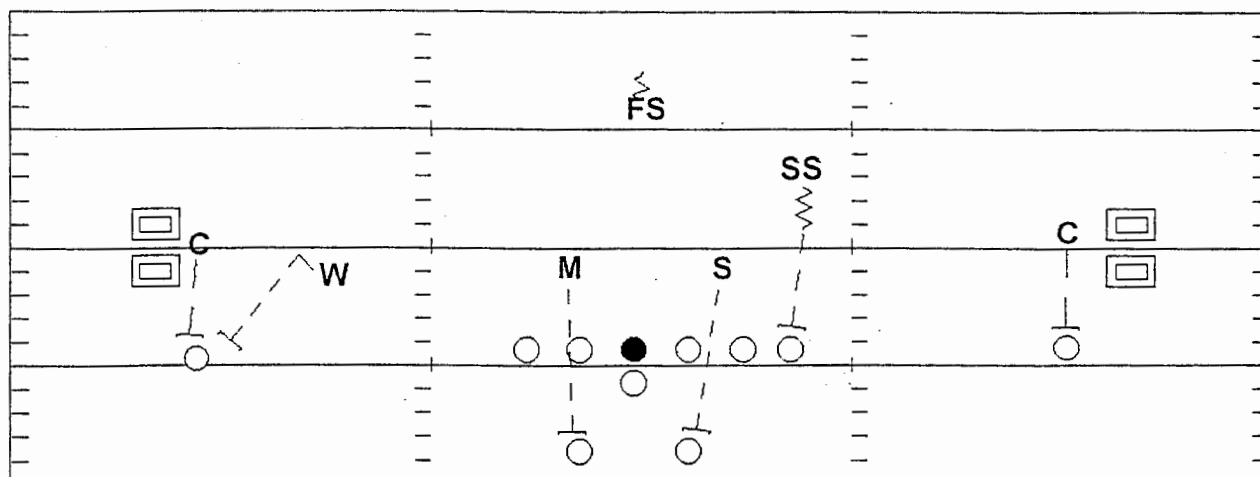


COVER 1robber

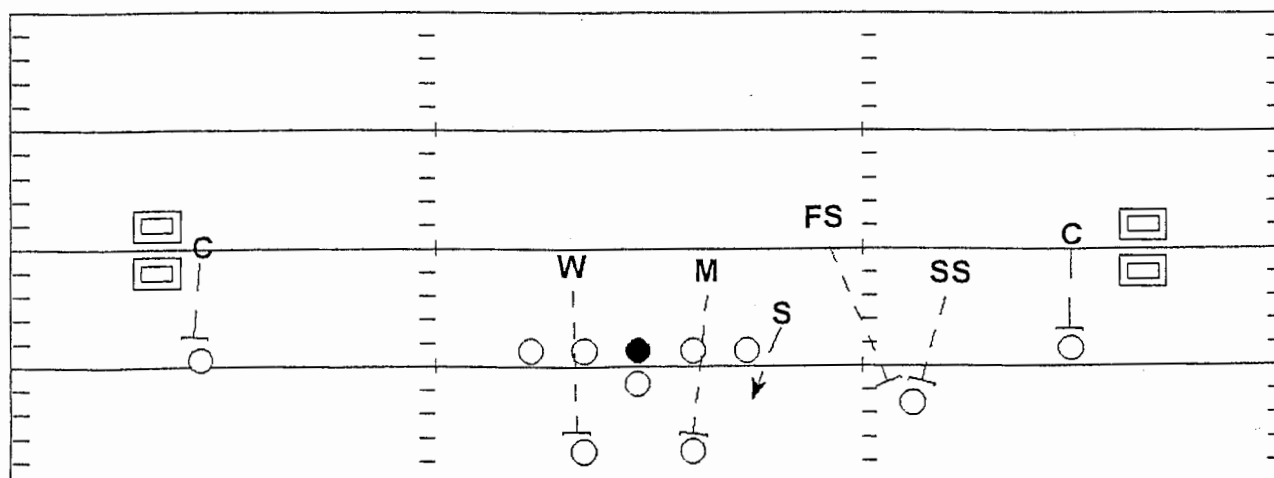
Coverage Brackets (X,Z,W,Y)

Man coverage with the ability to double one or two receivers. This coverage can look like cover 1 or cover 0. Usually the receiver that is going to be bracketed is played with an outside technique by the closest defender.

STRENGTHS: To take away your best receiver and to confuse the QB
WEAKNESS: Creates single coverage to run simple routes against Curl, Outs etc.....



COVER 1 BRACKET X

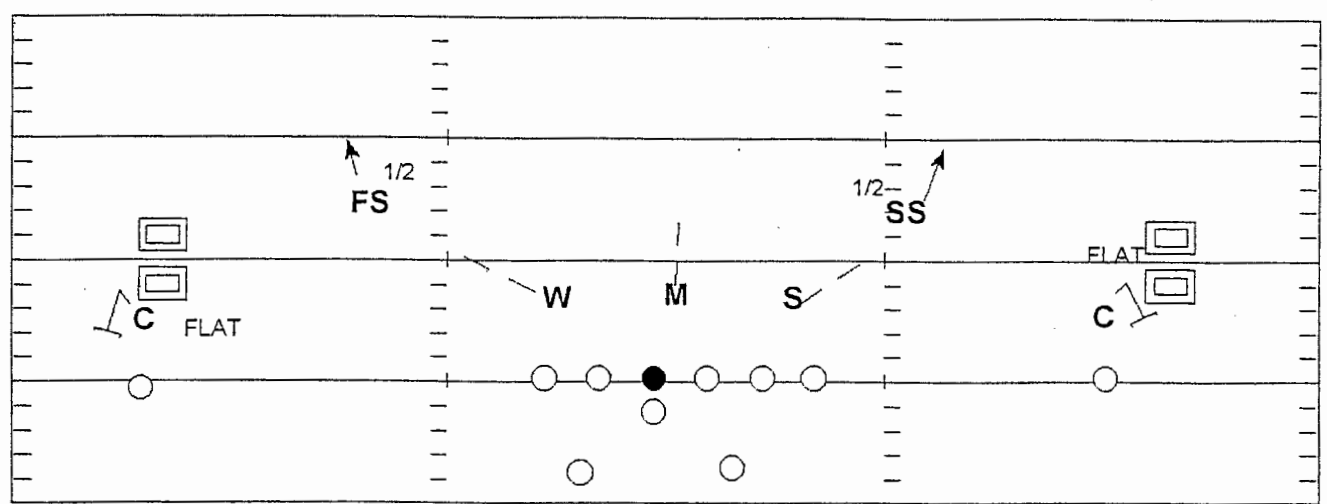


COVER 0 BRACKET Z

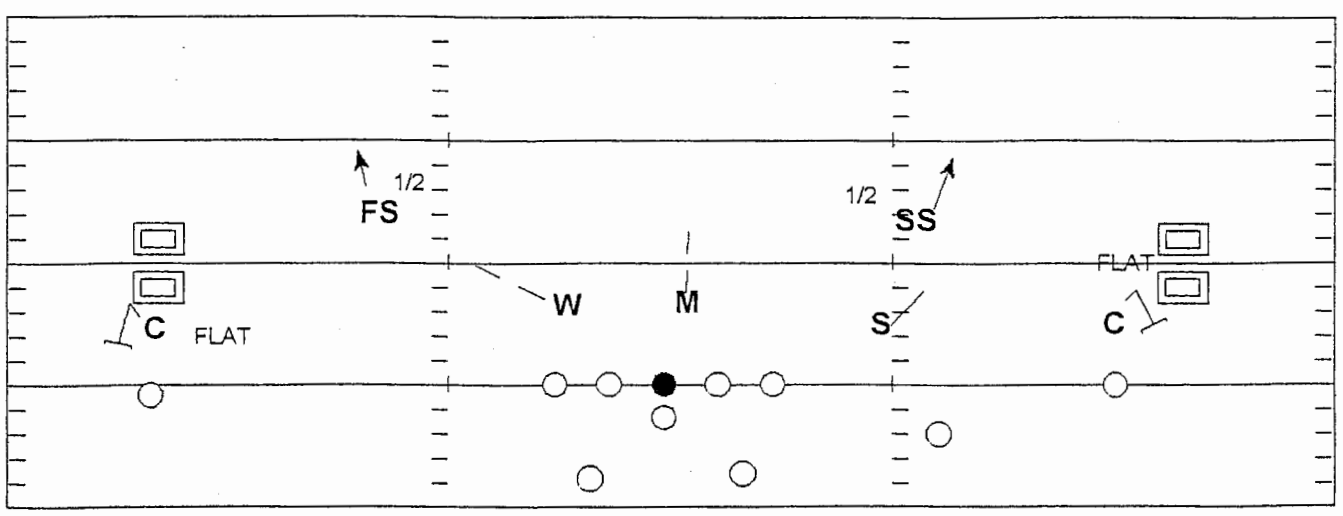
Cover 2 (HARD)

Zone coverage with five underneath and two deep. The corners will funnel the outside receiver inside and work back to the out area. The two deep defenders are responsible for 1/2 the field each. The three inside defenders are responsible for the hook, hole and curl area.

STRENGTHS: Five underneath gains strength in defending curls, flats, hooks and hole areas.
WEAKNESS: Vertical, corners and deep horizontal puts pressure on the two deep defenders.



COVER 2



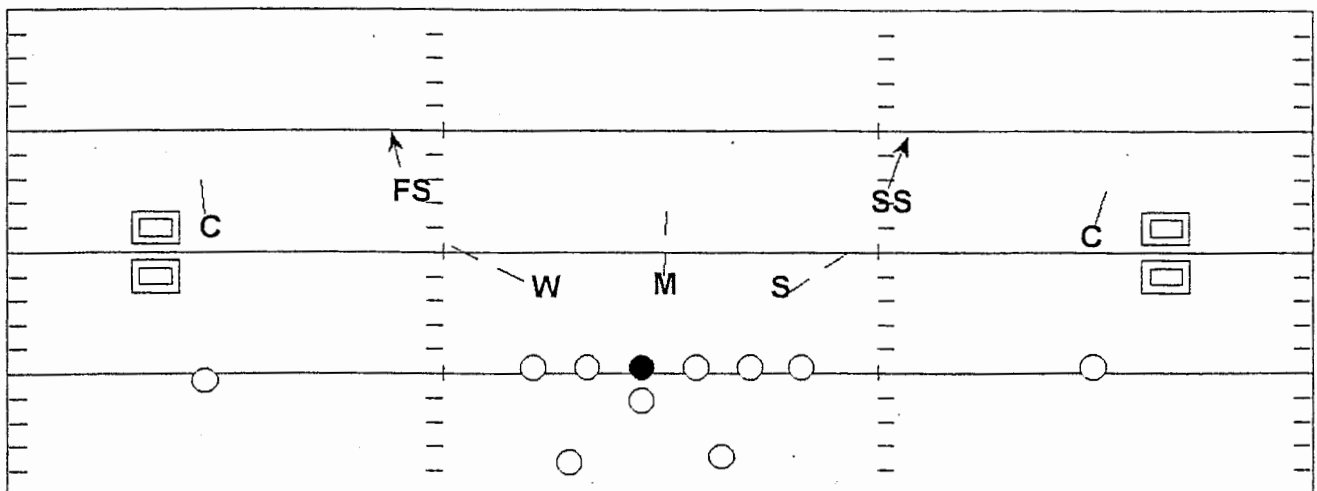
COVER 2

Cover 2 (SOFT)

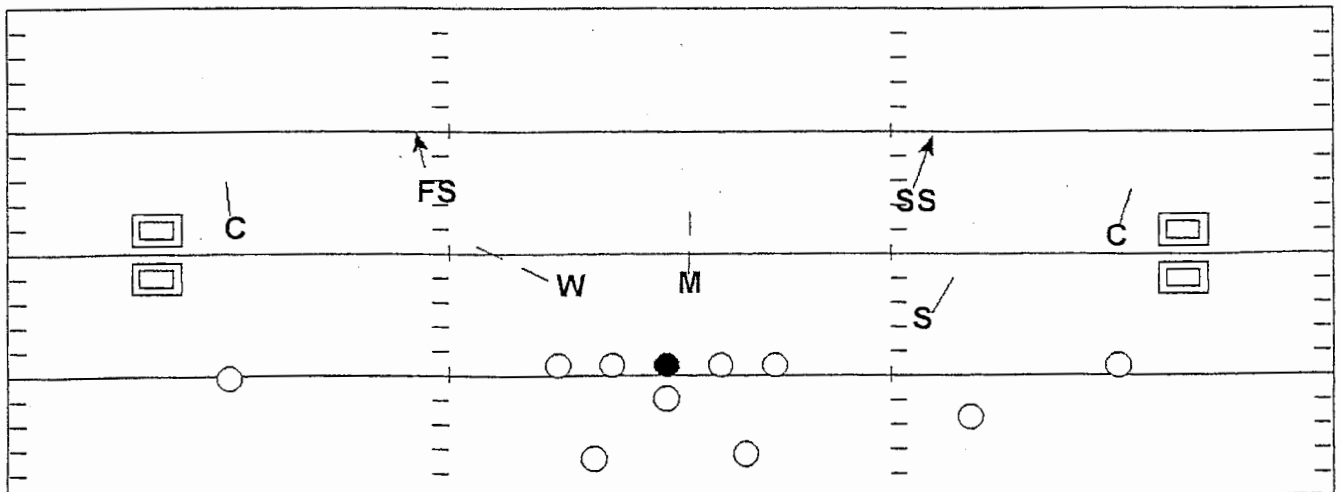
Zone coverage that is similar to hard cover 2. The corners will back peddle and read the number two receiver. If there is no threat in the corners area, (number 2 release vertical or inside) then he will continue to back peddle creating a deep 1/4 to his side.

STRENGTHS: Protects against verticals and corner routes.

WEAKNESS: Schemes to take advantage of the vacated areas (out).



COVER 2 SOFT

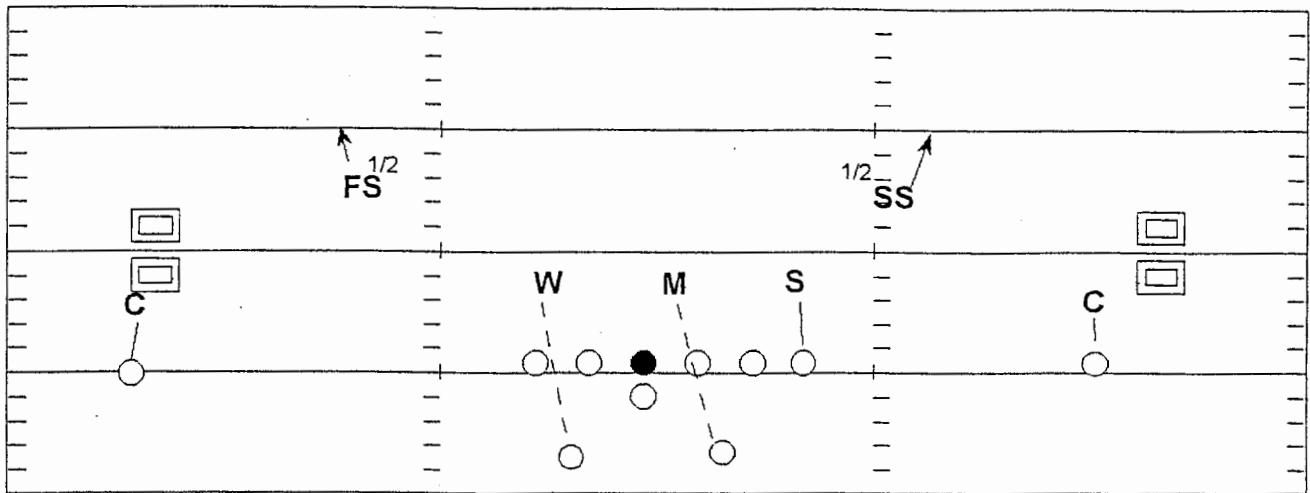


COVER 2 SOFT

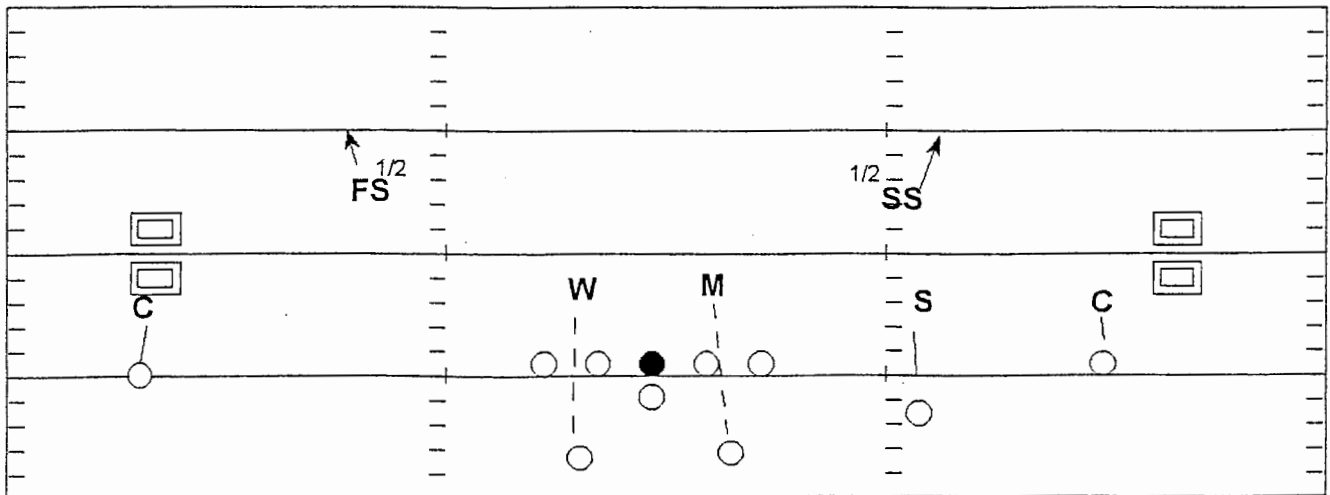
Cover 2 Man

Looks like Cover 2 but is man underneath. Two deep man underneath. The deep defenders are playing half field zone coverage.

STRENGTHS: Good vs. zone oriented routes, disruptive to routes and a good disguise coverage
WEAKNESS: No run support, individual match up against crossing routes, rub routes and QB scramble.



COVER 2 MAN



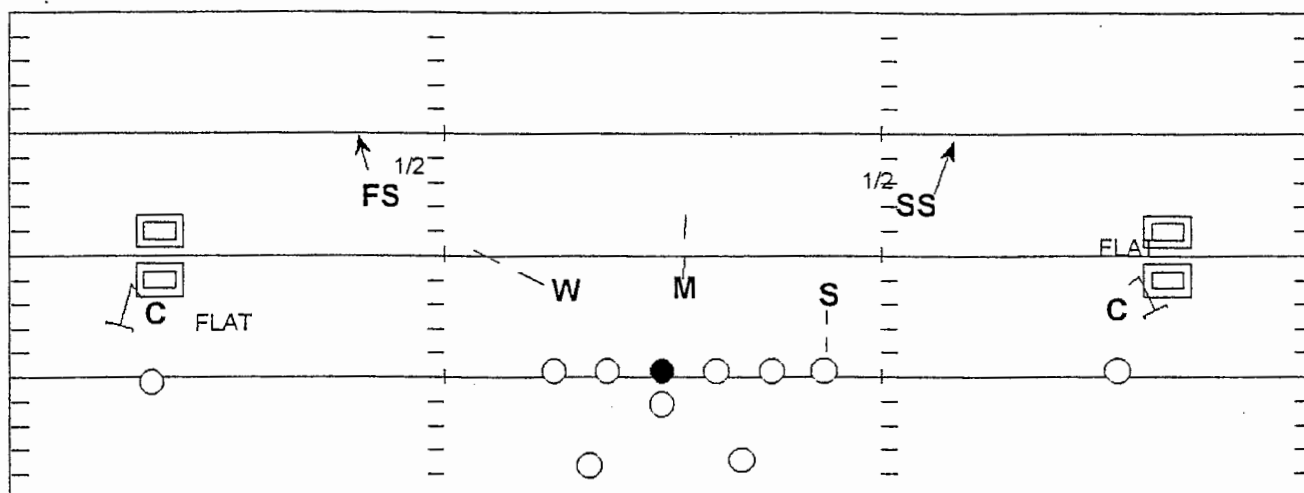
COVER 2 MAN

Cover 2 (Z,Y,U,H)

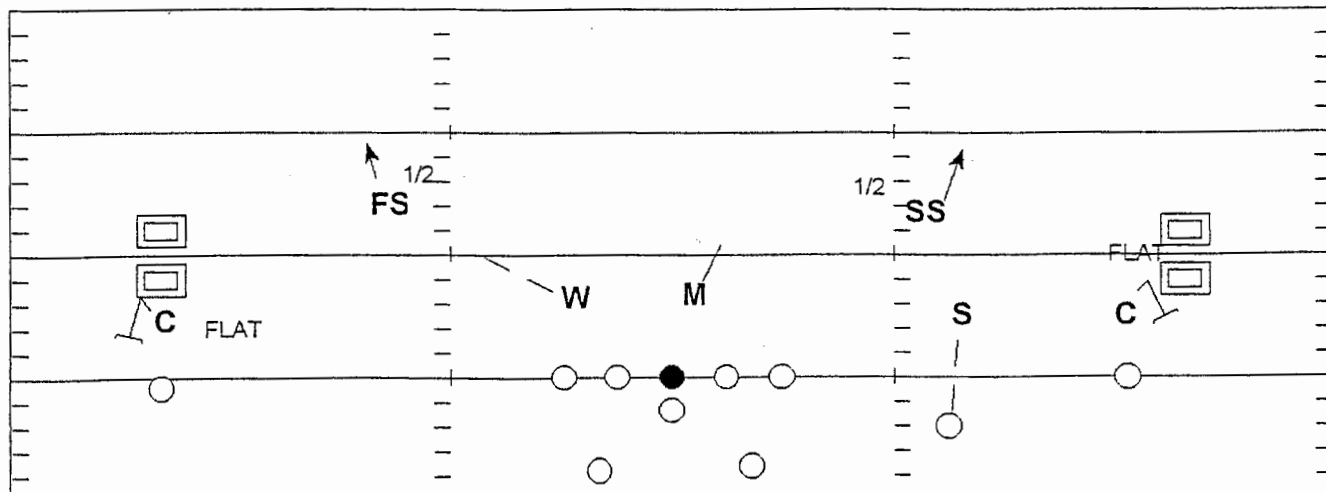
This is a two deep coverage (cover 2) with man coverage on the inside receiver (z,y,u or h)
Everyone else is playing zone.

STRENGTHS: Help with verticals, middle reads

WEAKNESS: Vacate a zone strong side (curl, flat) puts pressure on the underneath coverage



Cover 2 Y



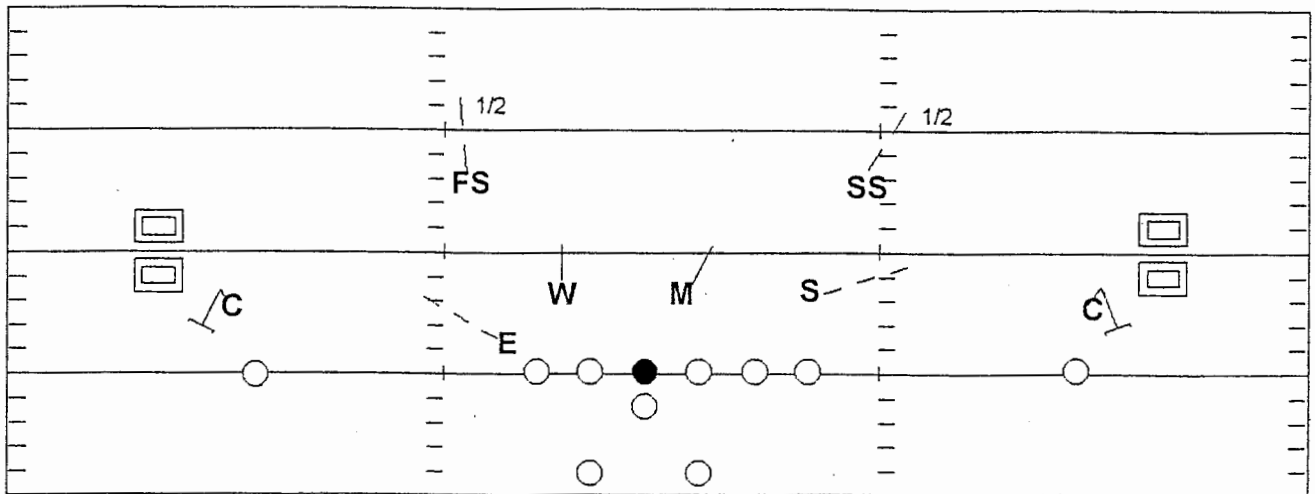
Cover 2 Z

Cover 26

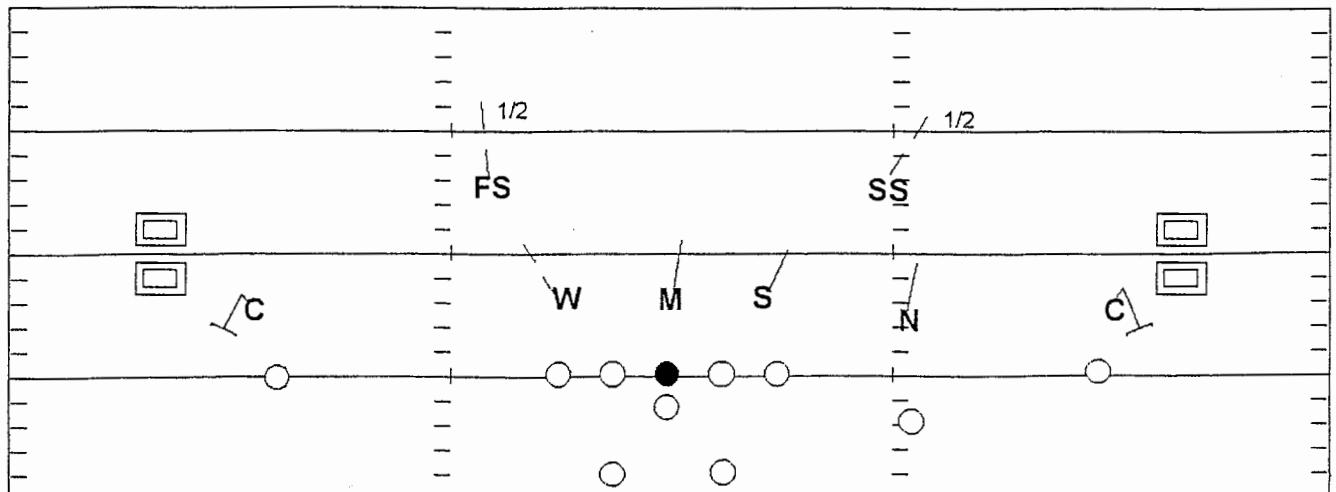
Prevent defense with 2 deep and 6 underneath (cover 2 with both ends dropping).

STRENGTHS: 6 underneath-weakside strengthened in 2 deep.

WEAKNESS: Verticals, corners, 3 man rush deeper routes, same strong side as 2 extra help weak.



COVER 26



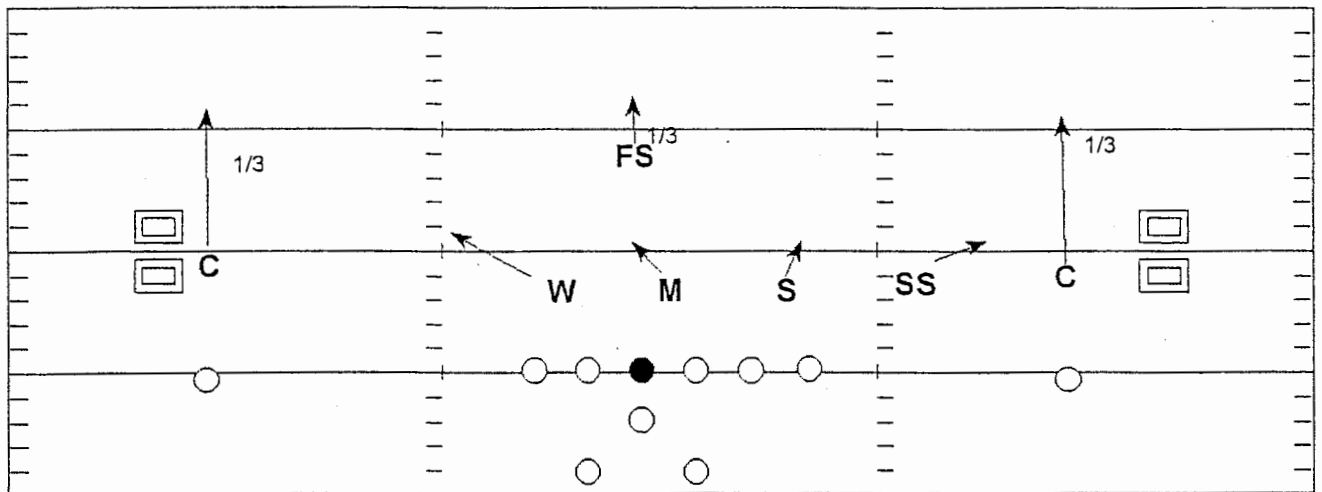
COVER 26

Cover 3

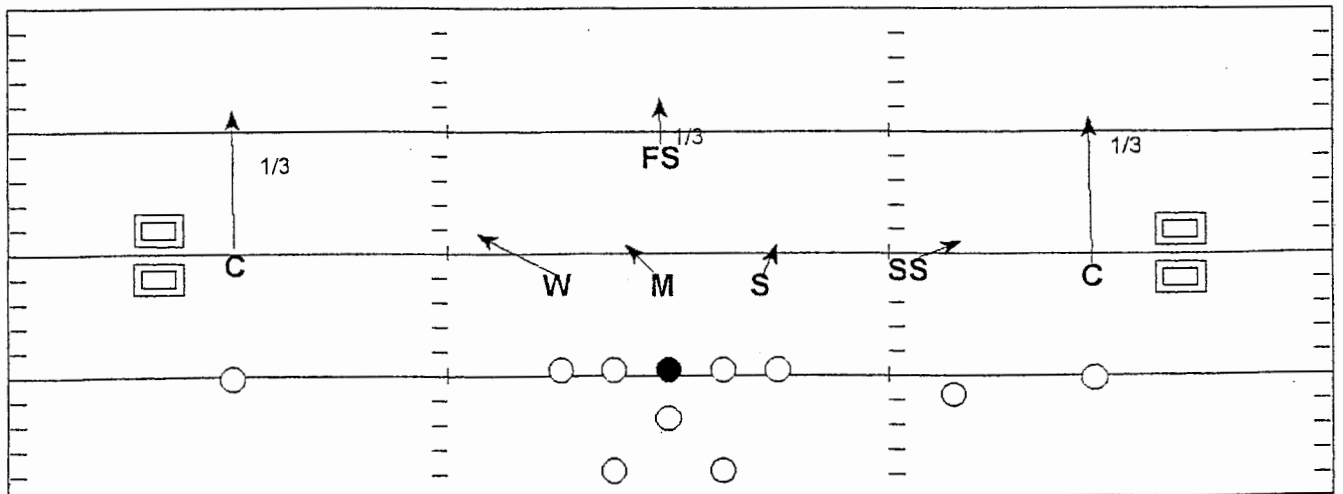
Zone coverage with three deep defenders covering a deep 1/3 and four defenders playing the underneath zones. This coverage has the ability to rotate strong or weak. This determined by the flow of the ball or by the defense call.

STRENGTHS: A great coverage to use when trying to disguise fronts, coverages and blitzes. Commonly used with zone blitz teams. Conservative coverage

WEAKNESS: Hard to cover underneath zones with 4 defenders also 4 verticals.



COVER 3



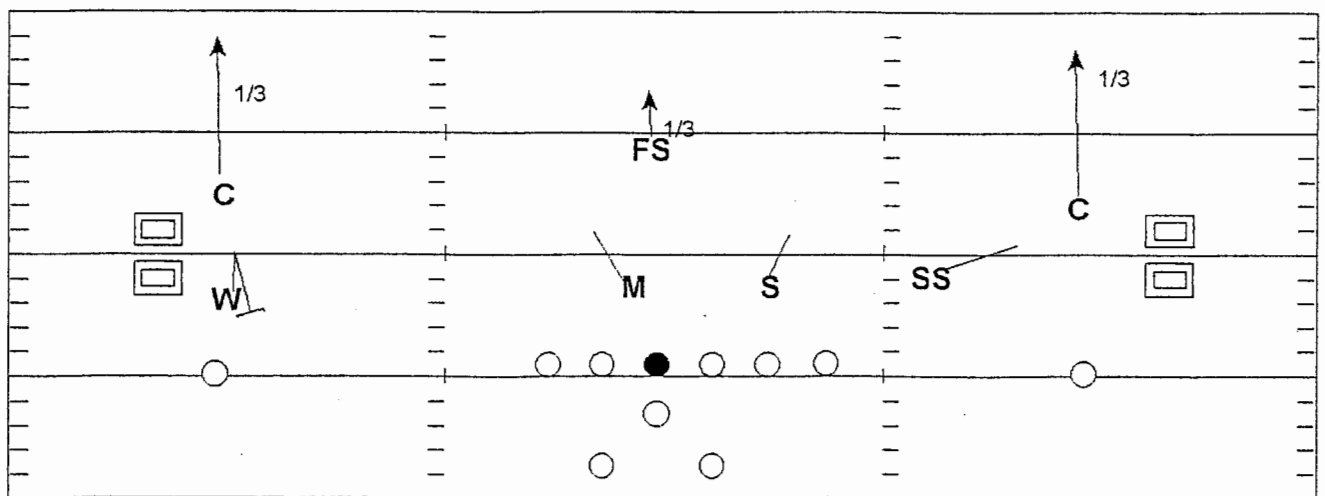
COVER 3

Cover 3 WEAK HEAD

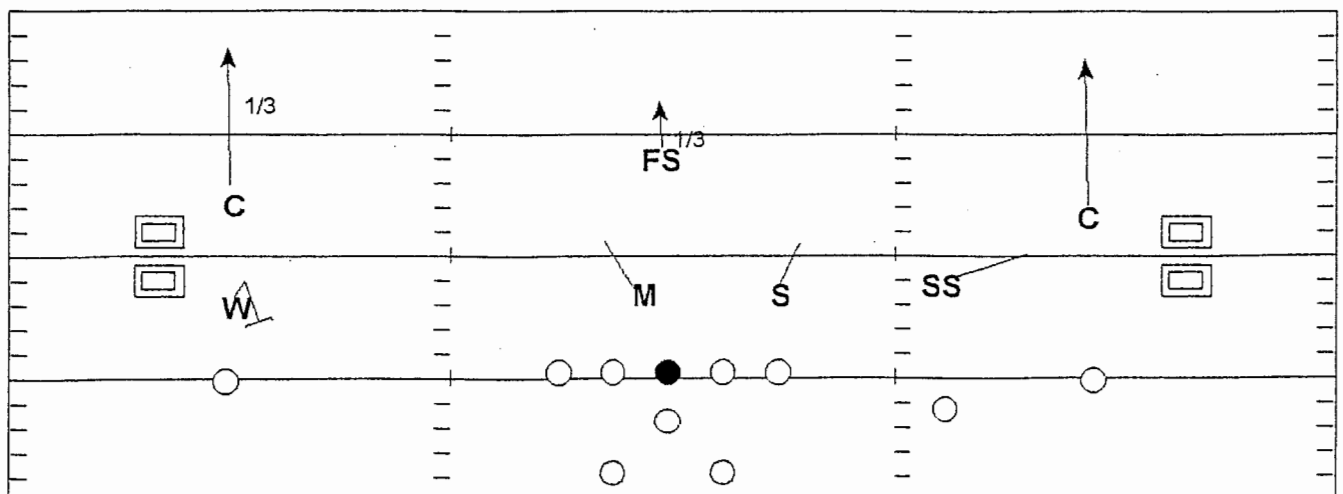
Cover three with a head up alignment on the weak receiver.

STRENGTHS: Disrupts the weak side receiver route

WEAKNESS: Still just 4 underneath, strong side games



COVER 3 Weak Head



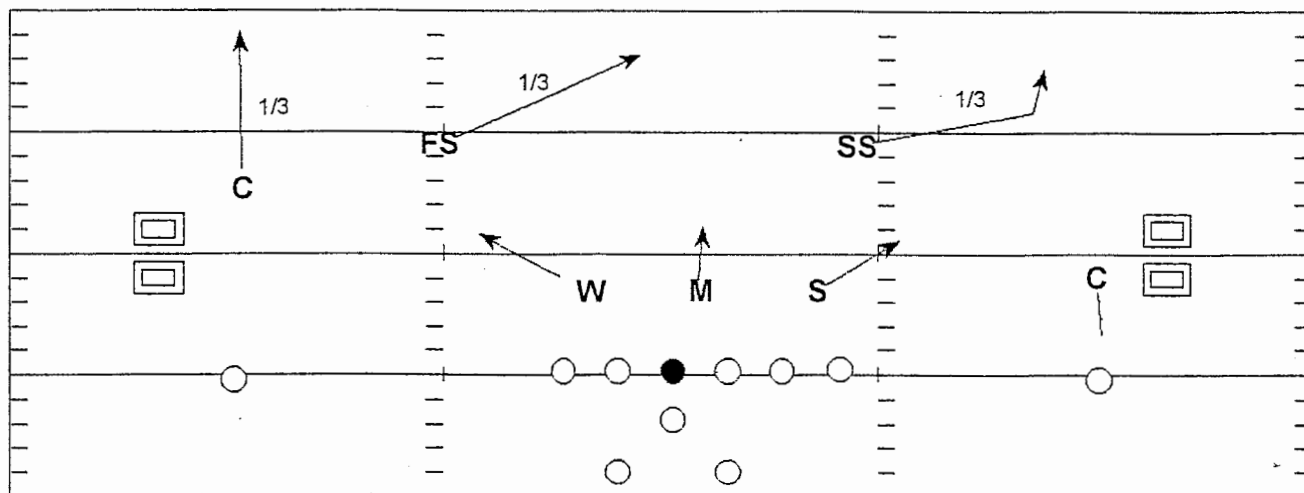
COVER 3 Weak Head

Cover 3 KICK

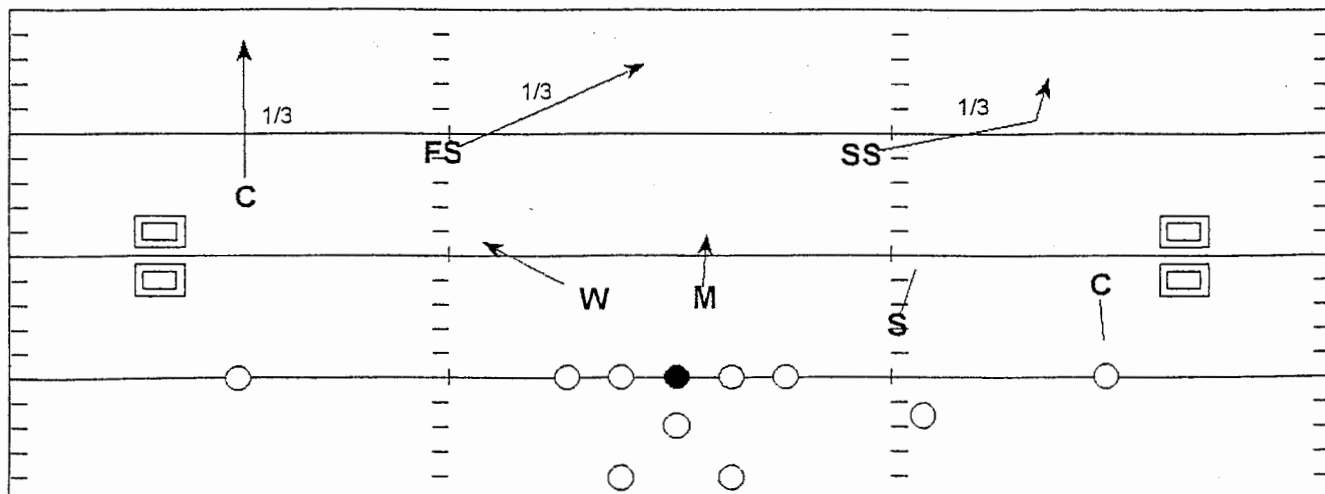
Cover three with a head up alignment on the strong side (outside) receiver

STRENGTHS: Great disguise from 2 or 4. Disrupts receivers route.

WEAKNESS: 4 underneath to cover, weak side games



COVER 3 Kick



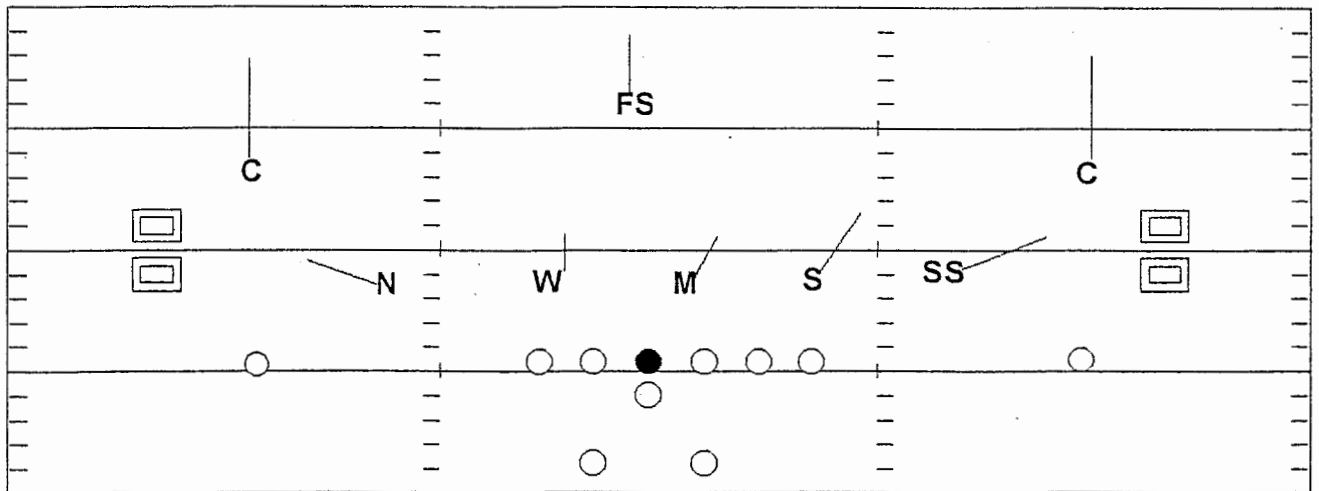
COVER 3 Kick

Cover 35

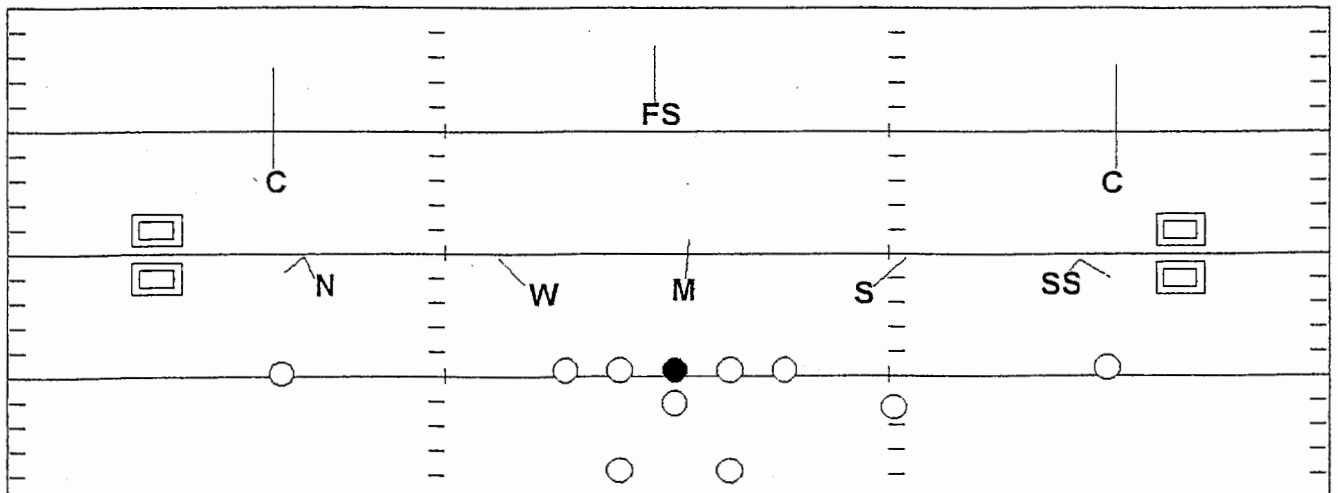
Prevent defense with 3 deep and 5 under (both ends drop) rushing 3. Could play 35 double heads-heads up on receivers at the LOS.

STRENGTHS: Extra help strong side outside with extra dropper- conservative 3 deep with 5 underneath.

WEAKNESS: 3 man pass rush, deeper routes, same as 3 deep especially with the ball off hash



COVER 35



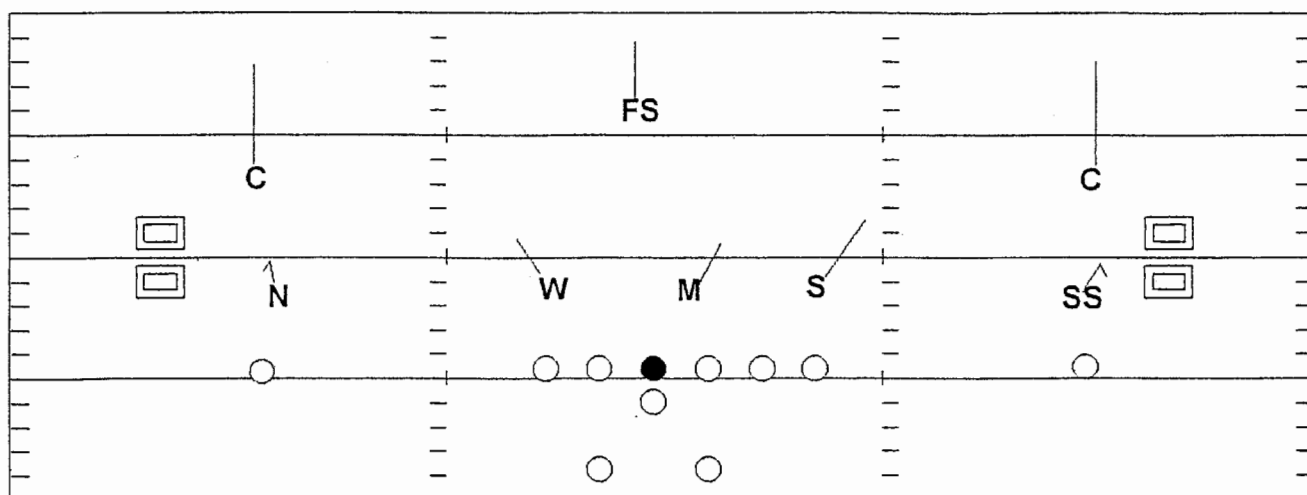
COVER 35

Cover 35 Double Heads

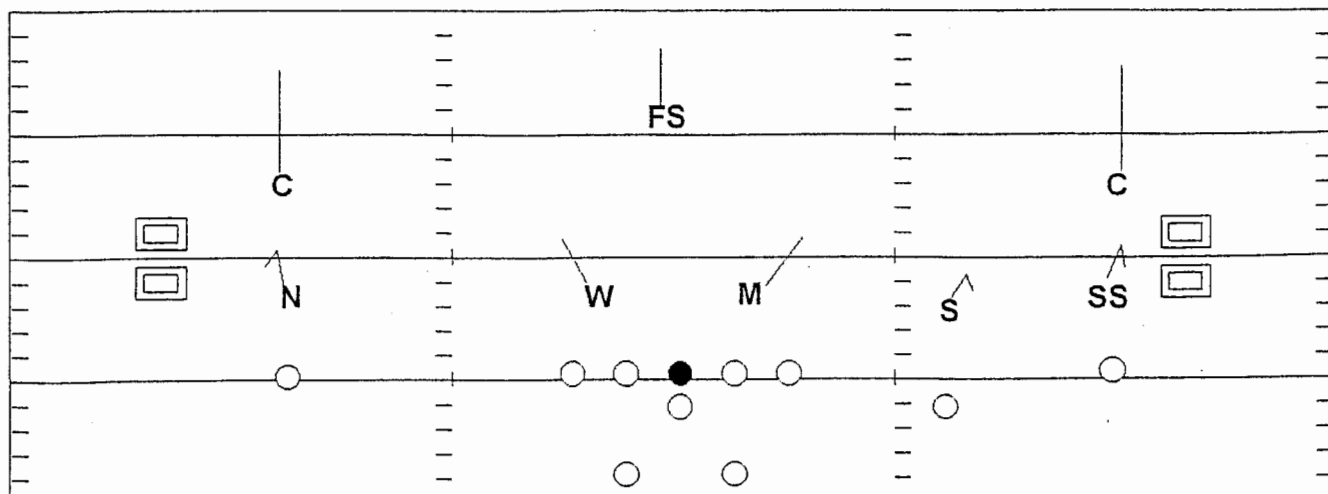
Prevent defense with 3 deep and 5 under (both ends drop) rushing 3. Play double heads- head up on receivers at the LOS.

STRENGTHS: Extra help strong side outside with extra dropper- conservative 3 deep with 5 underneath.

WEAKNESS: 3 man pass rush, deeper routes, same as 3 deep especially with the ball off hash



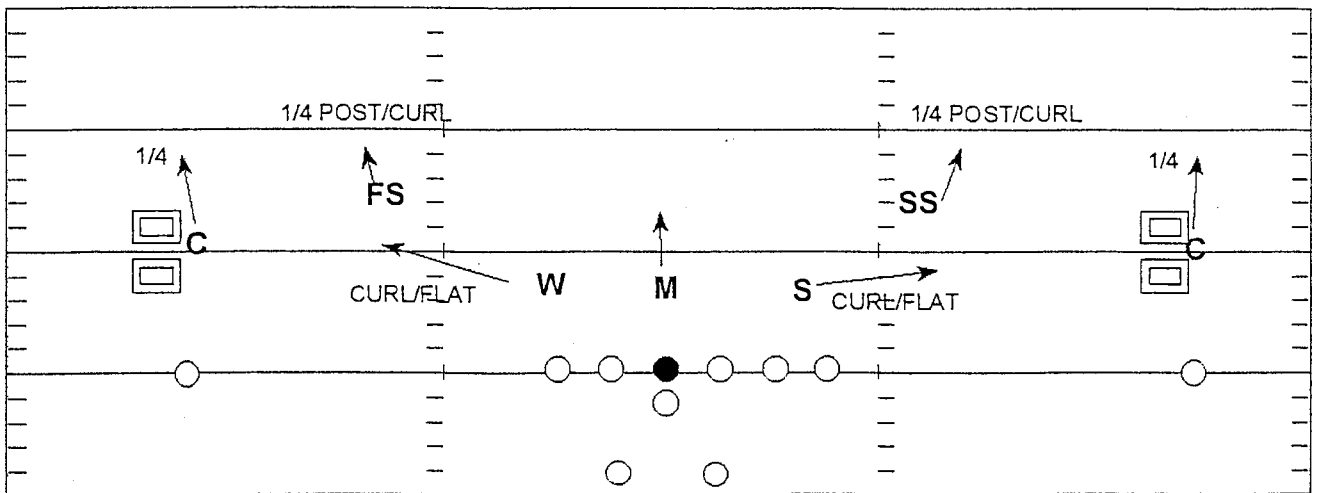
COVER 35 Double Heads



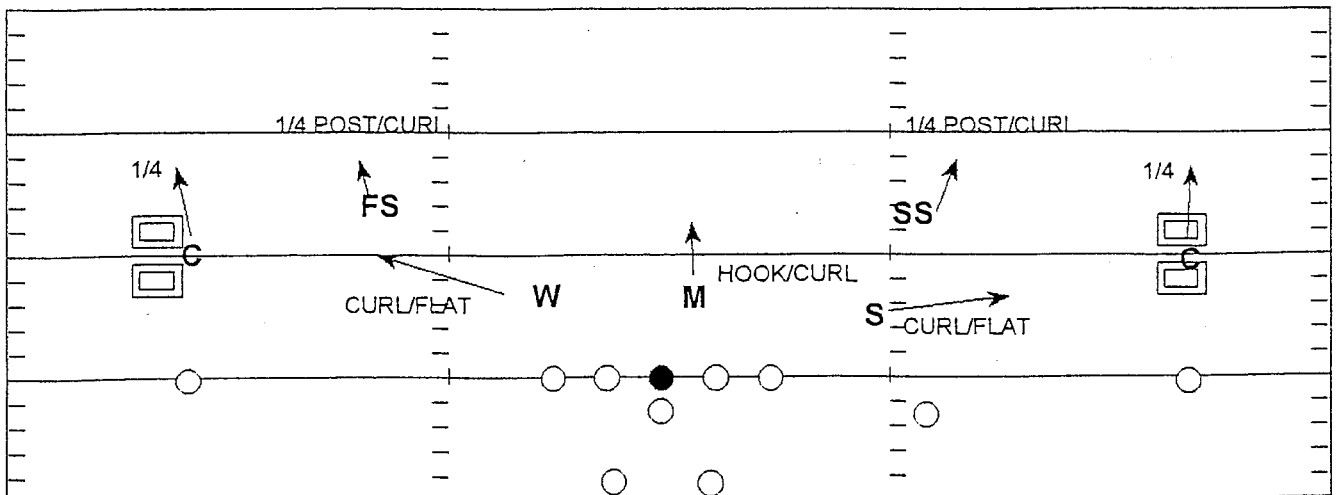
COVER 35 Double Heads

Cover 4

Zone coverage with 4 defenders playing a deep 1/4 and 3 or 4 underneath. The safeties are robbing post to curl.

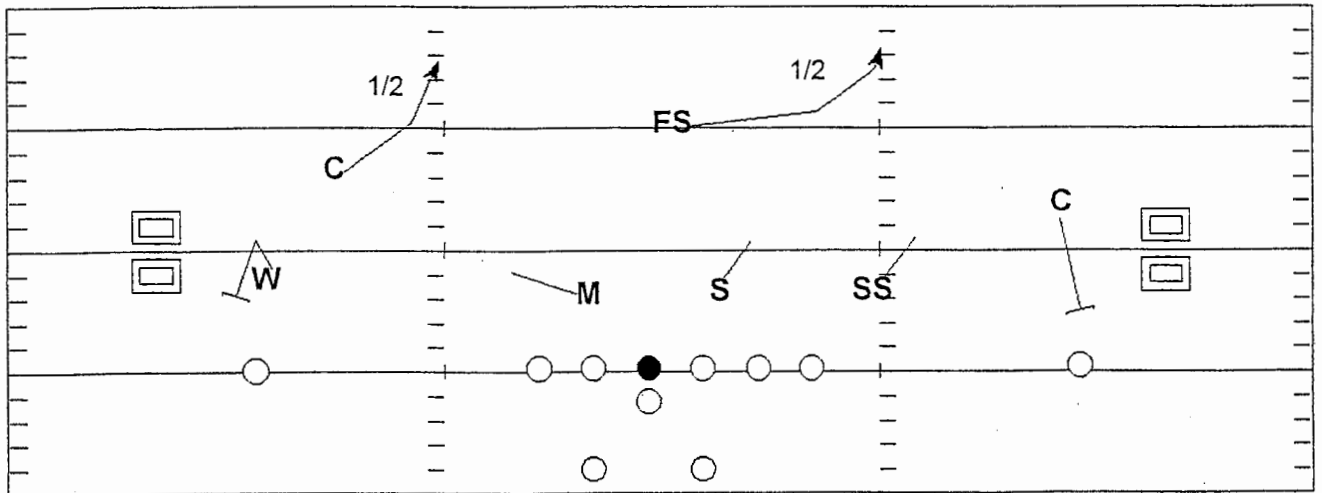


COVER 4

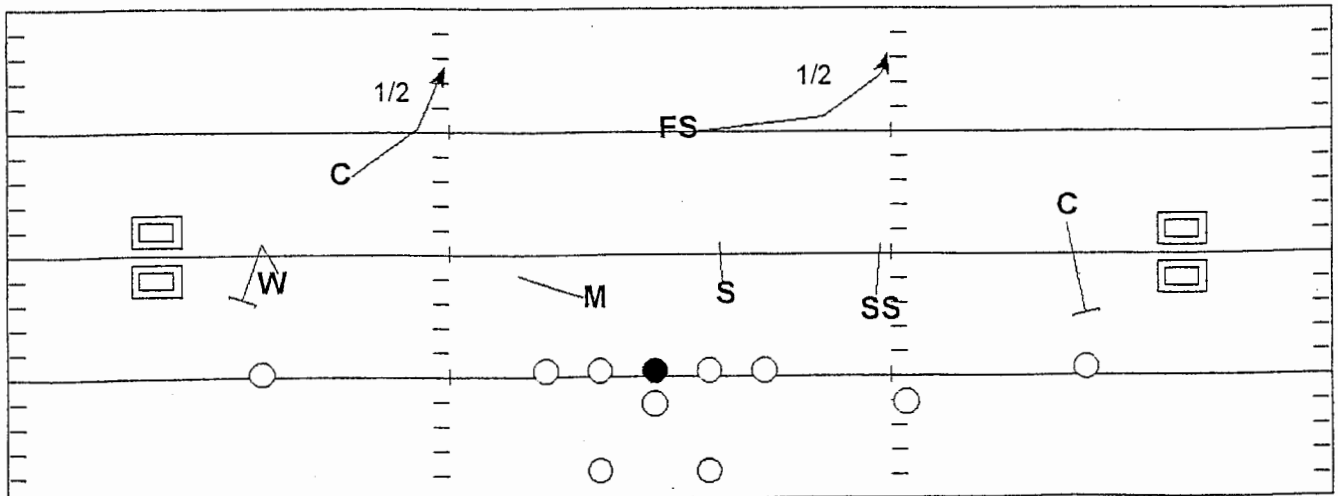


Cover 5

Is designed to overload the coverage to the two receiver side. This coverage is normally used when the formation is to the field. The will linebacker will align on the single receiver, funnel him, and work back to the "out" area. The weak corner and free safety will play 1/2 field coverage. The ss and strong corner play tough run support and funnel receivers to the inside. They will play the short to intermediate routes versus the two receivers.
 Same as cover 2 with a change in personnel
 Can also play this coverage with man coverage underneath.



COVER 5

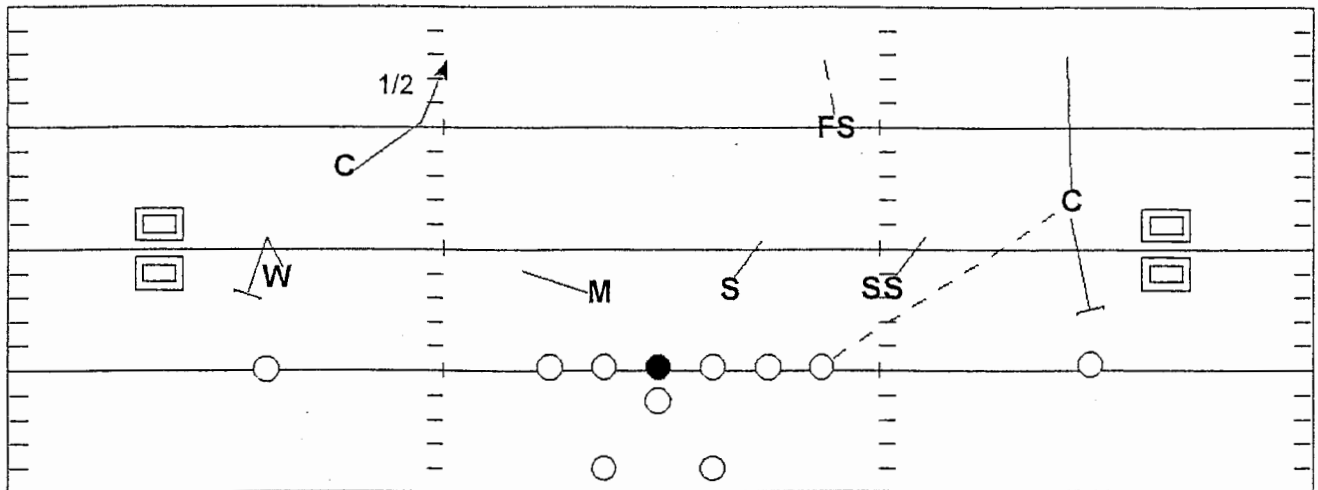


COVER 5

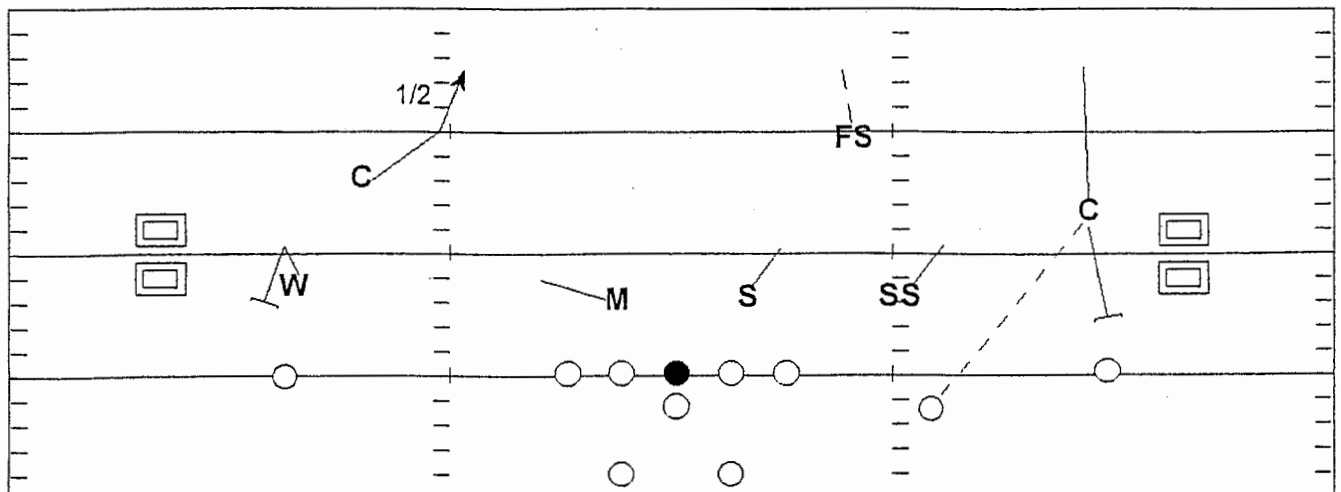
Cover 5 READ

Is exactly like cover 5 except the strong corner is reading the inside receiver. If the inside receiver releases upfield, the corner sinks to a deep zone. If the inside receiver releases across the field from strength, the corner rolls up.

Same as cover 5 or cover 2 with verticals to the field.



COVER 5 READ



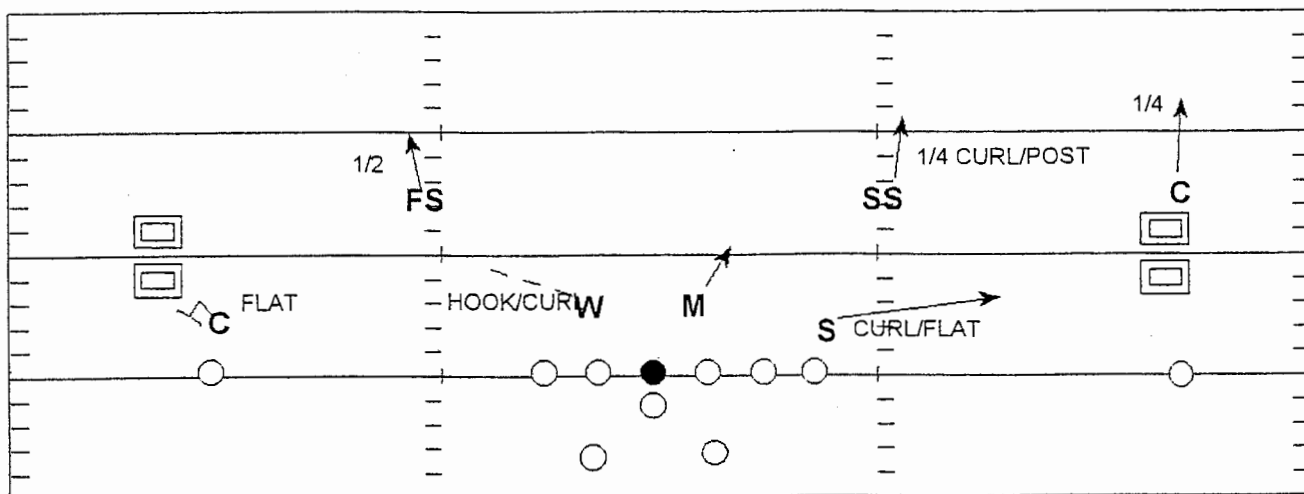
COVER 5 READ

Cover 6

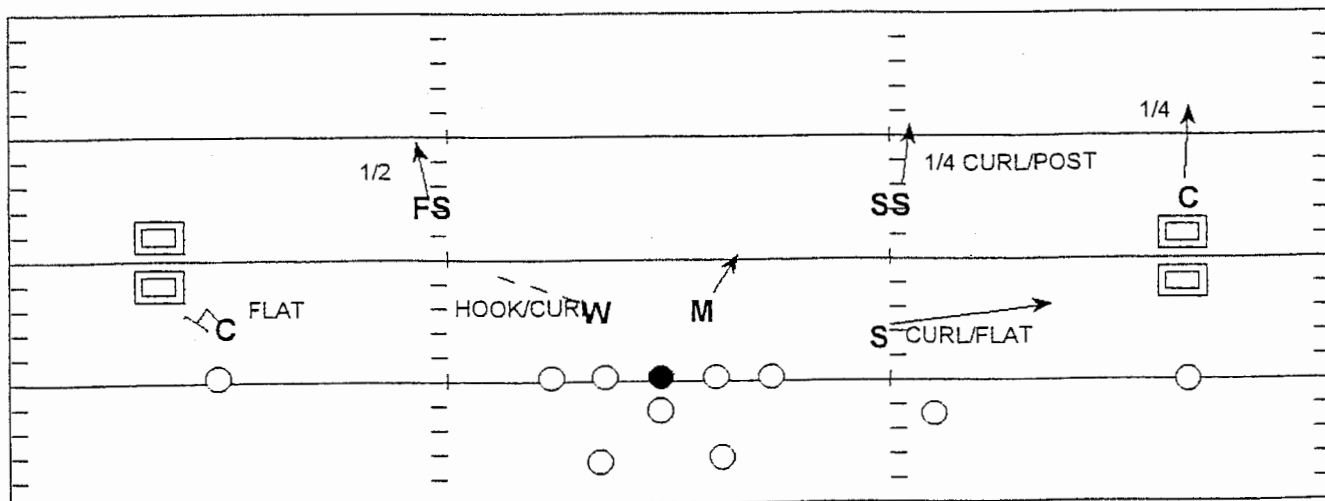
Is a predetermined weak roll with the free safety playing half field coverage. The ss has a strong one fourth and the strong corner has a fourth. The strong ss has a pattern read. If his zone is threatened, he deepens into his zone. If not, he robs the curl zone and also the post. The strong corner usually plays heavy on the out to help strong end to his drop.

STRENGTHS: Weakside support- 2 deep weak with help on verticals strong- run support system ss more active strong side on certain routes makes it stonger than cover 3

WEAKNESS: Strong side flat and x out- play action strong- strong corner isolated on post, out



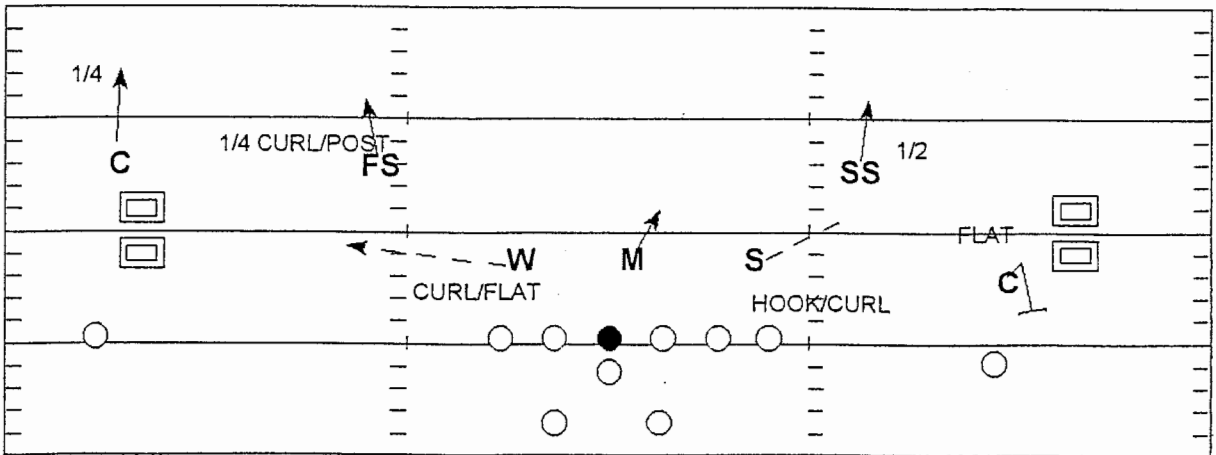
COVER 6



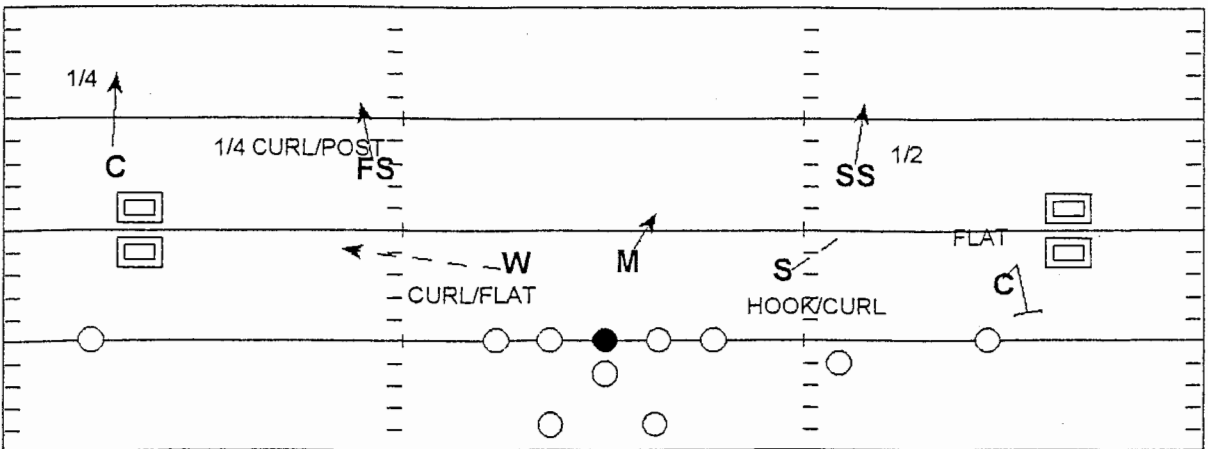
COVER 6

Cover 6 WEAK

Is a predetermined strong roll with the strong safety playing half field coverage. The fs has a weak one forth and the weak corner has a fourth.



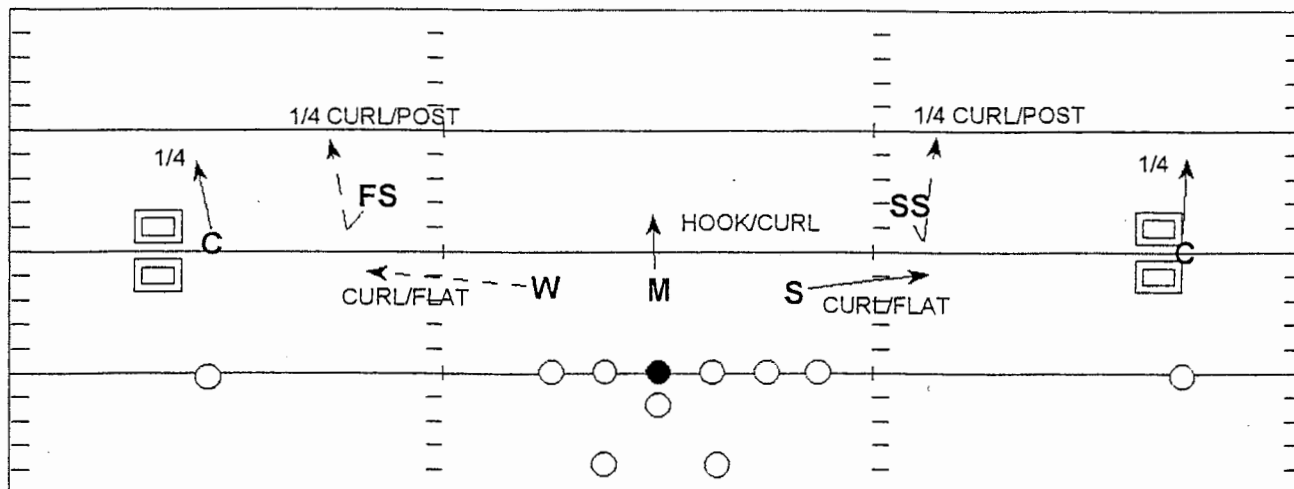
COVER 6



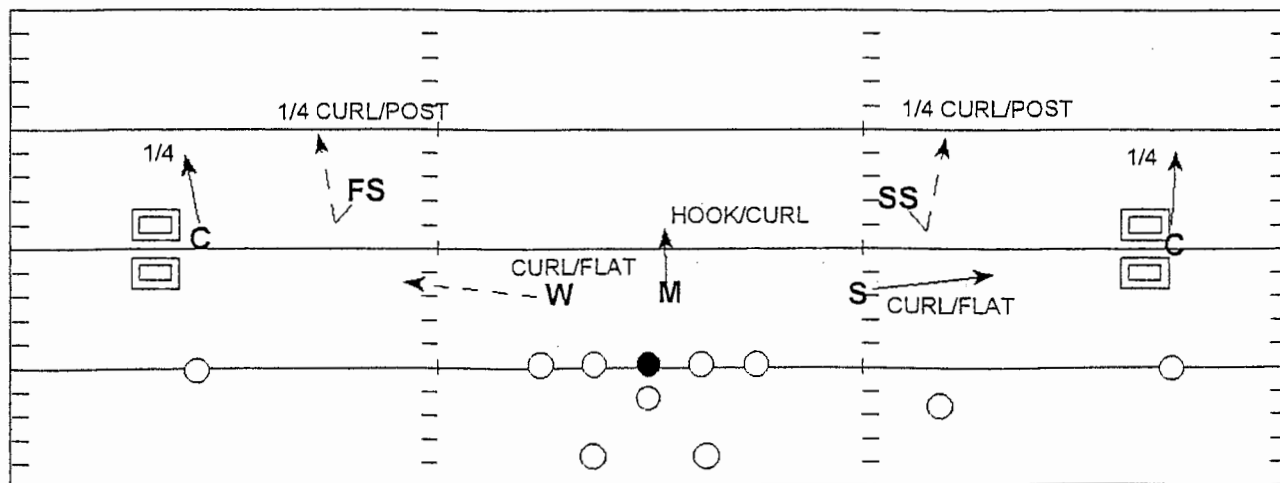
COVER 6

Cover 8

Zone coverage with 4 defenders playing a deep 1/4
 Safeties are robbing curl to post. 3 or 4 zone defenders underneath.



COVER 8



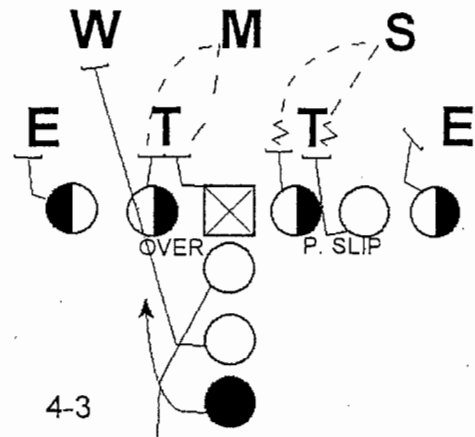
COVER 8

RUN GAME

PLAY: 4/5 Zeke

FORMATIONS: Split End

BLOCKING: Base blocking, with a lead blocker.



CP:

Line base. Lead back iso's first LB playside. Back rounds his path to read FSG to cut back or cram it.

FST

COVERED- Base DT, outside landmark to widen man. "Cdd"-turn 1-2 on LOS.
UNCOVERED- Base DE-outside landmark, widen the hole.

FSG

COVERED- Base DT- outside landmark. 2i over w/Ctr step w/outside foot to get center started.
UNCOVERED- "Inside" w/Ctr- block nose to MLB.

CTR

COVERED- "Scoop" with BSG-double nose to backside LB. Step to shade with near foot-push through to LB. VS. "0" nose step w/playside foot push through NG- to LB. Alert for slant.
UNCOVERED- Double down man w/guard to LB. "Inside" call w/shade to MLB. "Over" call w/2i to MLB.

BSG

COVERED- "P-slip" with BS tackle. Step with inside foot to slow push through. Swing vs. 3 technique to Safety/Sam Switch.
UNCOVERED- "P. scoop" w/center to push nose to BS LB. VS. LB up in "B" gap. "Tatoo" call. Possible Rub vs. 4i.

BST

COVERED-"Sled" with TE. Can turn in to triangle to account for plus down safety. Step w/inside foot. Push through to LB level. Possible rub vs. 4i.
UNCOVERED-"P. Slip" w/BS Guard. Piggy back guard-inside landmark DT. Check LB/Solid look "Triple Hook"

Y

COVERED- OT covered: Hook- any hook can become a sift to next level
Sled- Zone with OT to account for 5 technique and OLB.
△-Zone with OT up to plus down safety
UNCOVERED- OT uncovered: Hook to sift: possible rub vs. "7" with LB outside

B/H

BLOCKING ASSIGNMENT
Lead Step: Block the Will LB.

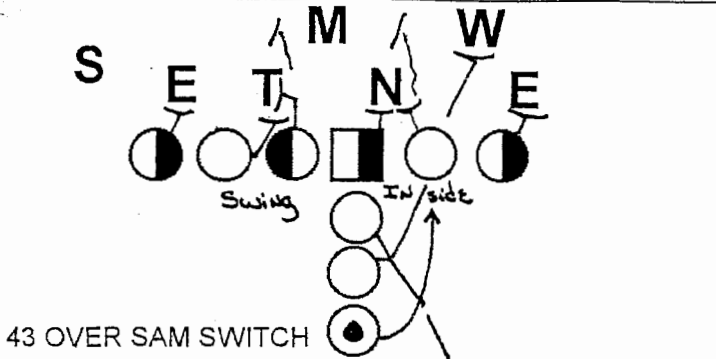
A

FOOTWORK
Lead Step

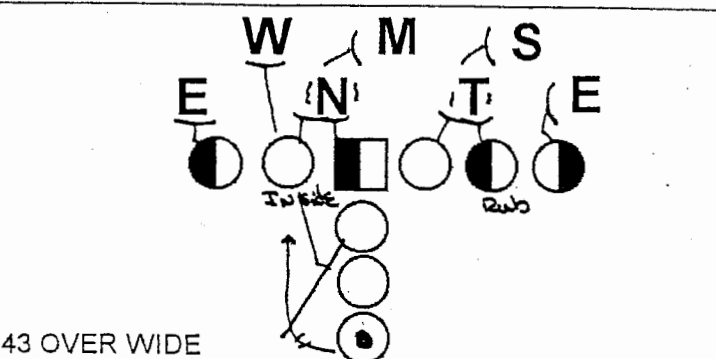
LANDMARK
Outside foot of Guard

READ
OG

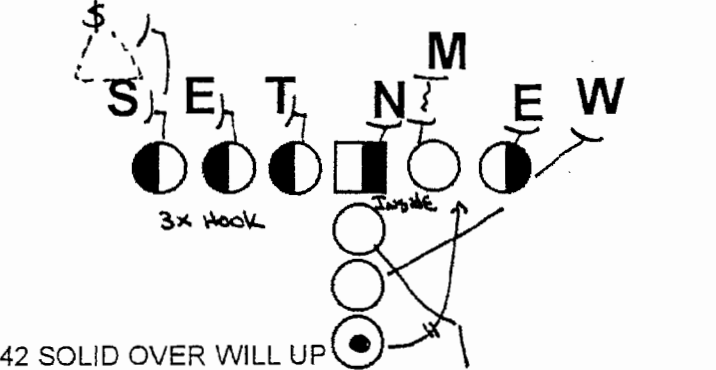
4/5 Zeke



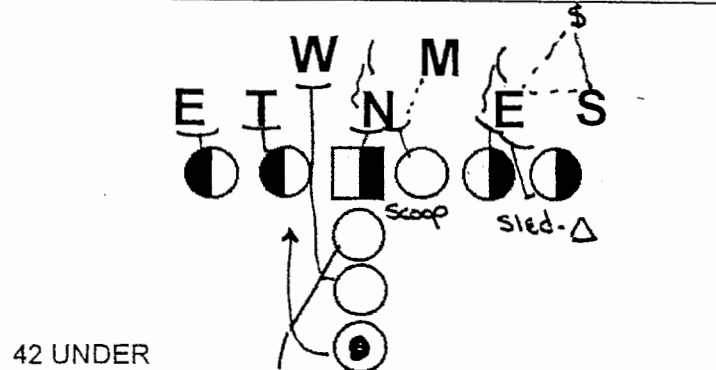
43 OVER SAM SWITCH



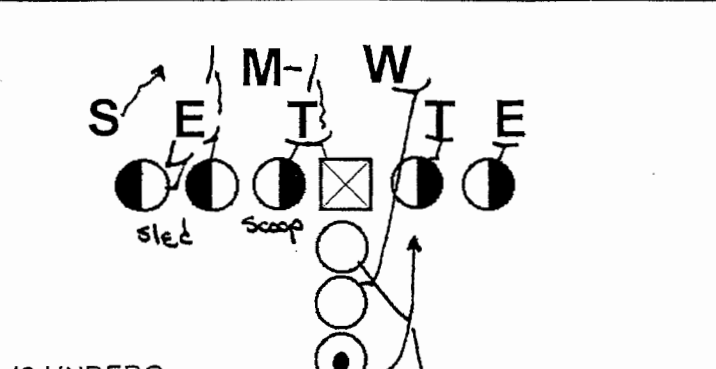
43 OVER WIDE



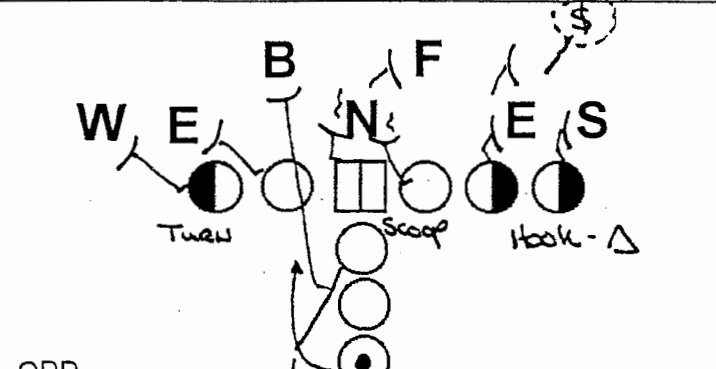
42 SOLID OVER WILL UP



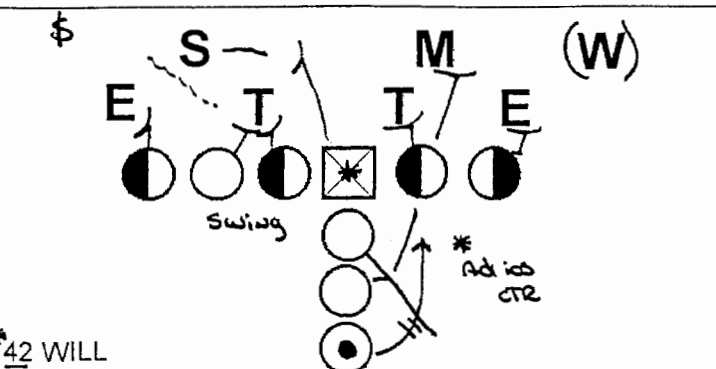
42 UNDER



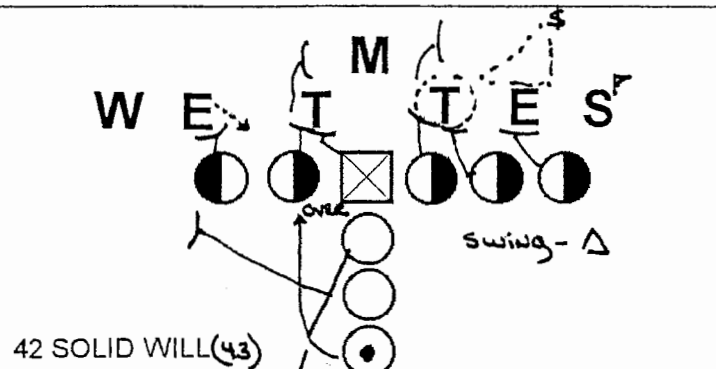
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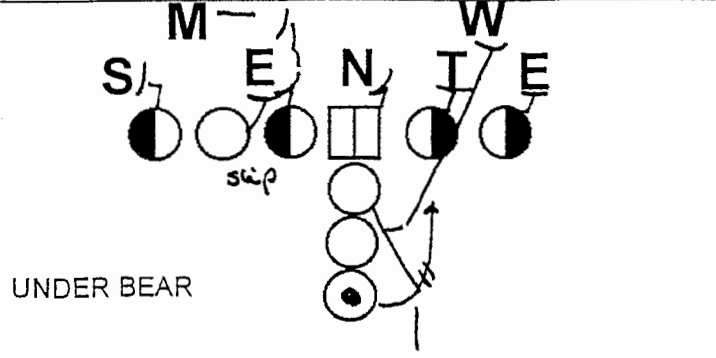
ODD



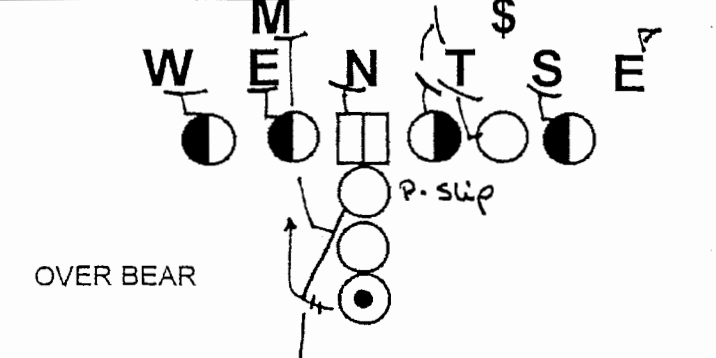
*42 WILL



42 SOLID WILL(43)

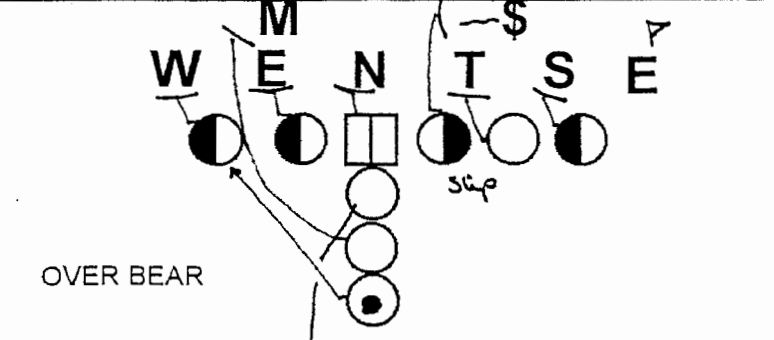
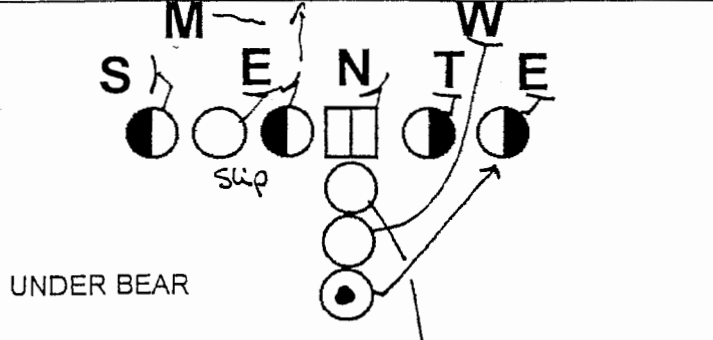
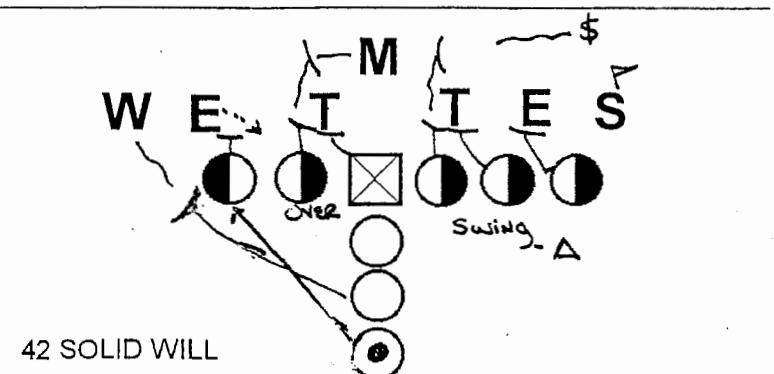
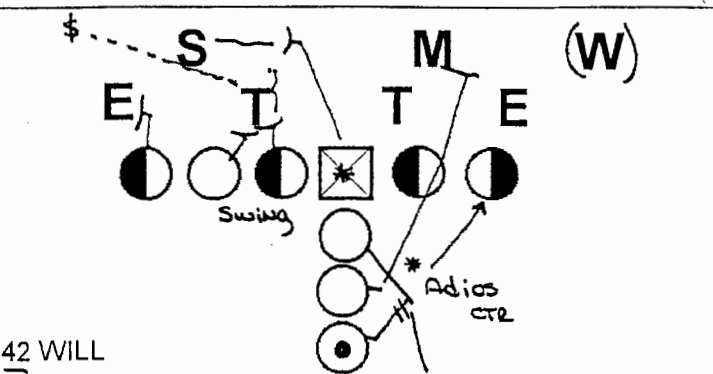
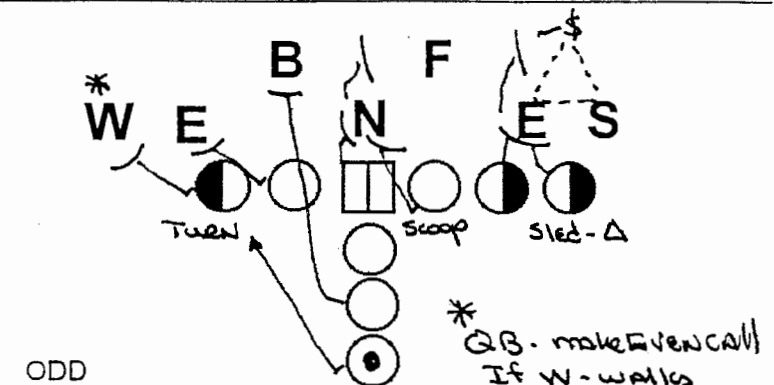
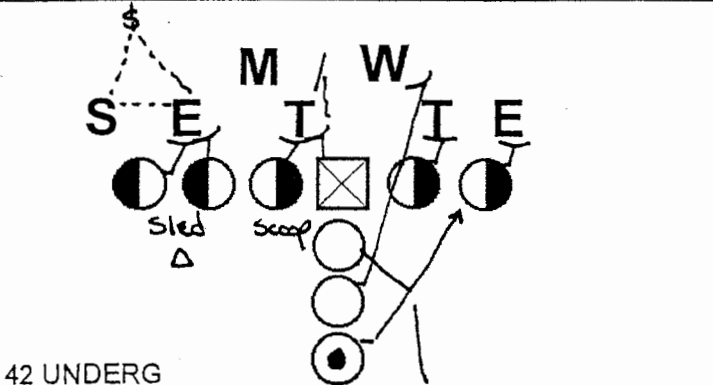
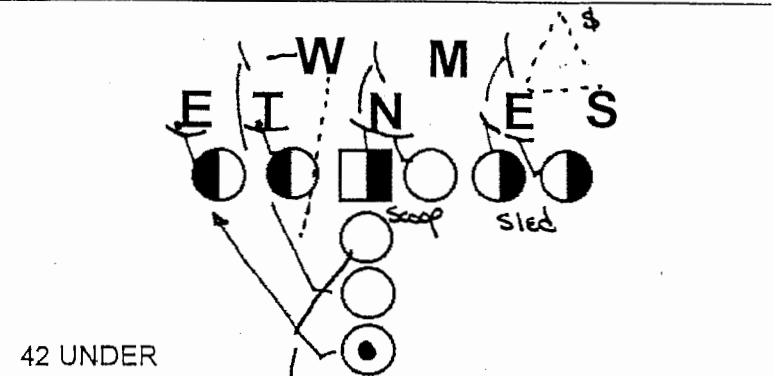
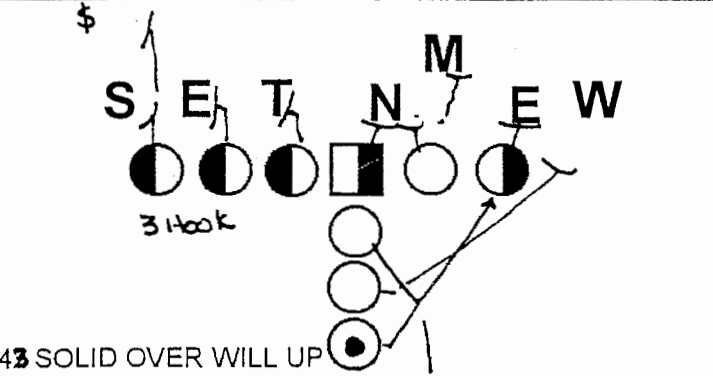
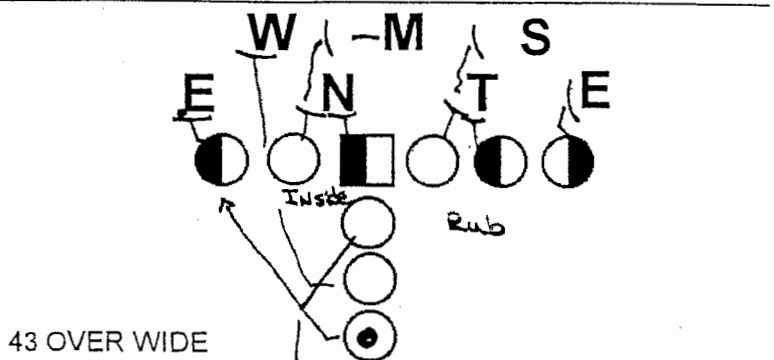
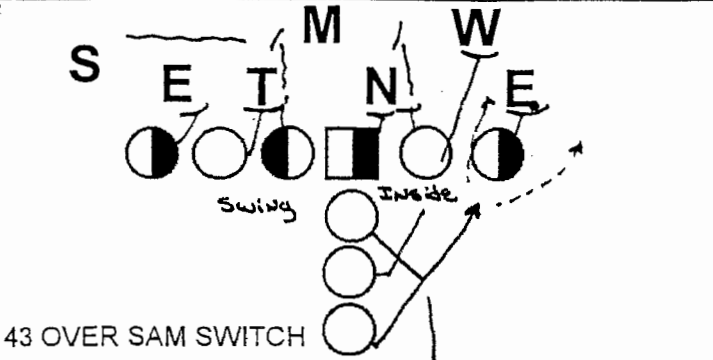


UNDER BEAR



OVER BEAR

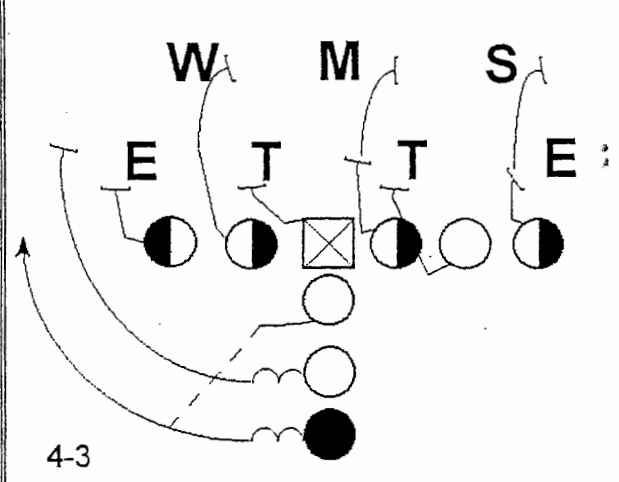
6/7 Slant



PLAY: 8/9 Pitch (Slant)

FORMATIONS: Split End

BLOCKING: Reach- Fuze



CP:

Ready for Rope/Laso call to full reach.
CTR & PS Guard inside/over vs. shade/2i

FST

COVERED- Reach E.O.L. Step-Cross-Step. Get inside hand on outside pec. square up with outside hand to press man up field.
*Man on, man outside-QB check out.
UNCOVERED- Reach E.O.L.- too wide- Pull to reach, stretch man push to sideline.

FSG

COVERED- Reach man on. Step-Cross-Step. Get inside hand on outside pec. square up with outside hand to press man up field.
UNCOVERED- Step to PS gap reach area to LB. Inside/Over.

CTR

COVERED- Reach man on. Step-Cross-Step. Get inside hand on outside pec. square up with outside hand to press man up field.
Q scoop w/BS guard. Inside/Over.
UNCOVERED- Step to FS gap reach area to LB.

BSG

COVERED-Q slip to LB. Step and Rip through DT to LB level
UNCOVERED-Q scoop w/Ctr. Step and Rip through far thigh.

BST

COVERED-Q sled to LB. Sled can turn to triangle vs. +down safety
UNCOVERED-Q slip to LB.

Y

OT COVERED- Hook, sift, sled, or \triangle depending on defensive alignment and presence of +down safety.
OT UNCOVERED- Hook or sift, depending on ability of DE.

B/H

BLOCKING ASSIGNMENT
Open step search and block the Will LB.

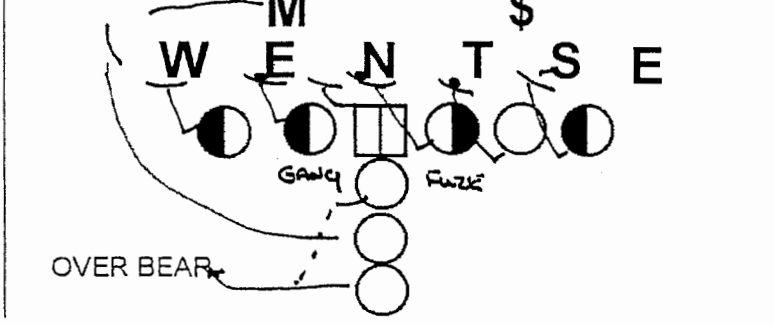
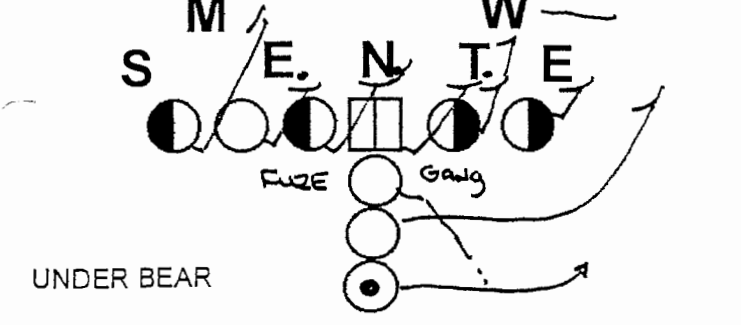
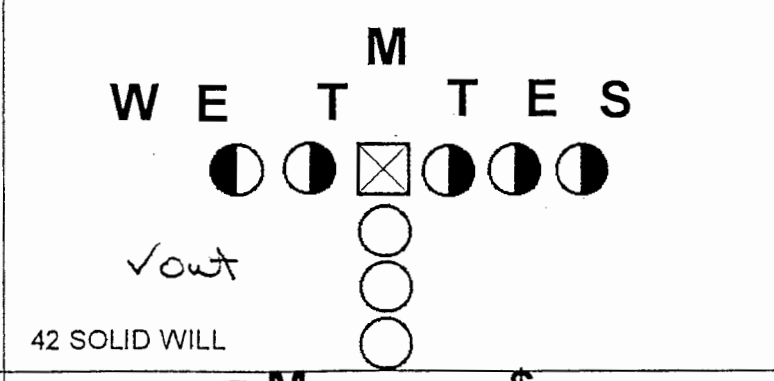
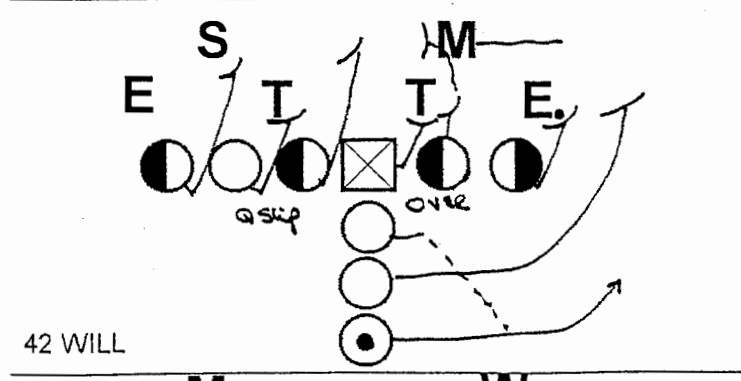
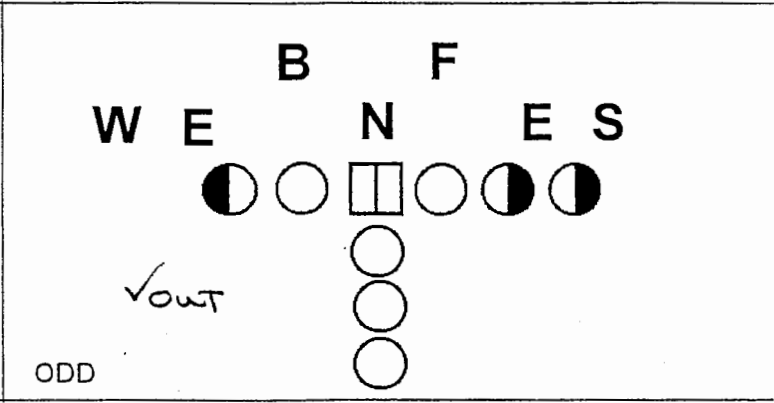
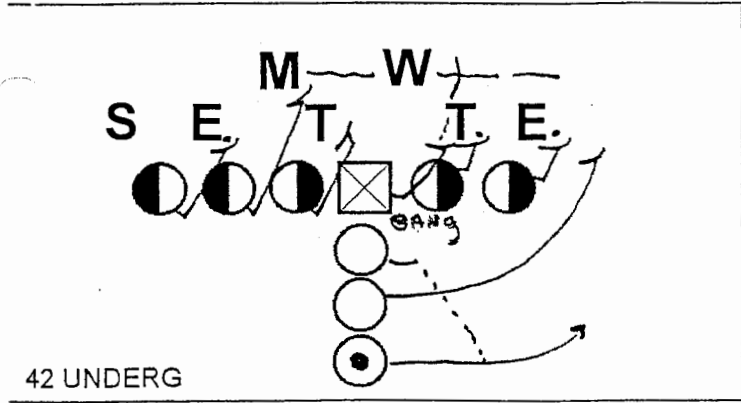
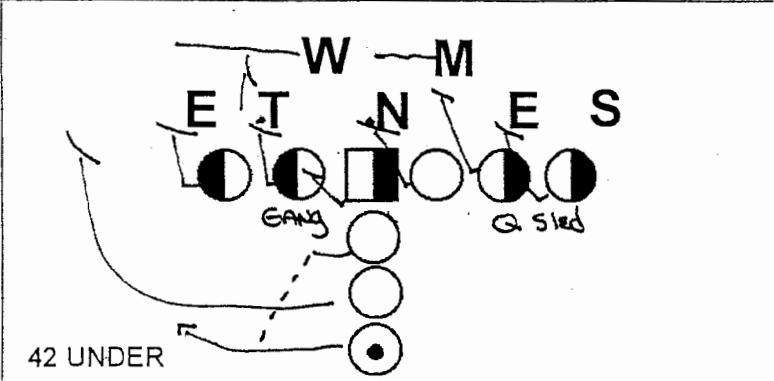
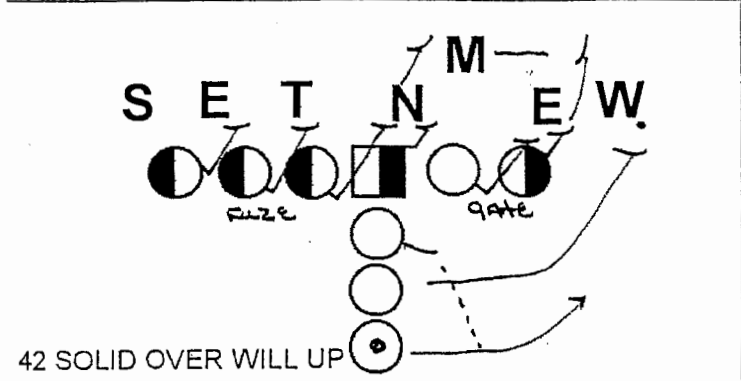
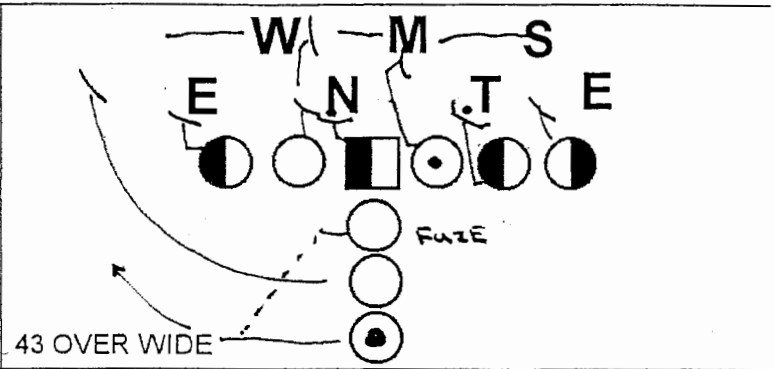
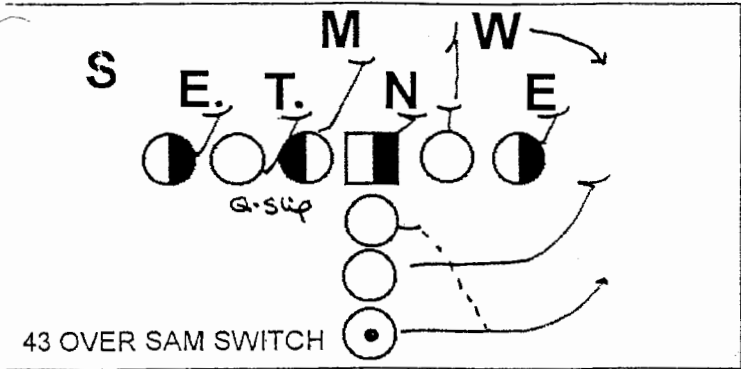
A

FOOTWORK
Shuffle open

LANDMARK
Stay lateral until you get ball,
follow FB's block

READ
Read OT's block

8/9 Pitch

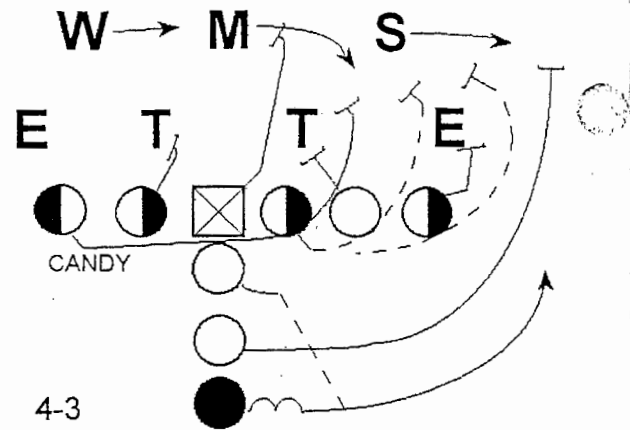


PLAY: 8/9 Boss

FORMATIONS: Tight End

BLOCKING: FB- support- 2 LB'S- Strong Safety
OG- 3 LB'S-Mike, 2 LB'S-Mike

CP: FB- Support
Guard- Linebacker (Mike)



FST

COVERED- Reach- Man on. Step-cross-step. Get inside hand on outside pec. square up with outside hand to press man upfield.
UNCOVERED- Block down on DT to pin. Possible TAC w/Ctr to block DT to MLB.

FSG

COVERED- Pull to block-MLB. Zone w/Ctr to block DT to MLB.
UNCOVERED- Pull to block-MLB. 1st LB inside.

CTR

COVERED- Reach-Man on. Q scoop w/BS Guard.
UNCOVERED- Reach play side gap to MLB. Turn back to block Will LB.

BSG

COVERED- Drop to cutoff "A" gap- go through to LB Level.
UNCOVERED- Q scoop w/Ctr to block NT to BS LB.

BST

COVERED-Drop to cutoff "B" gap to LB level.
UNCOVERED- "Candy" pull to turn up to block Will LB.

Y

Base stretch. Attack outside landmark. If you do not have your landmark on your 3rd step, roll him over.

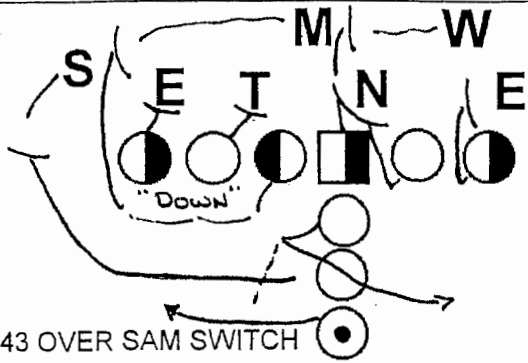
B/H

BLOCKING ASSIGNMENT
Open step search and block support (Sam or SS)

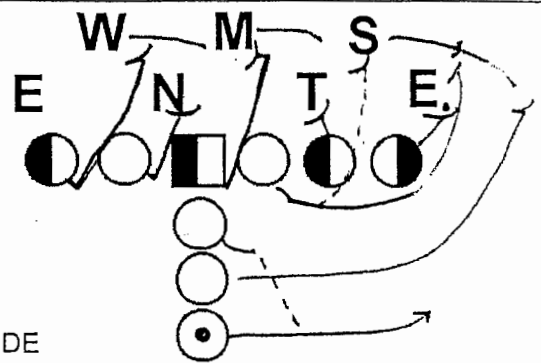
A

FOOTWORK Shuffle Open LANDMARK Stay lateral until you get the ball READ TE's block, follow the football

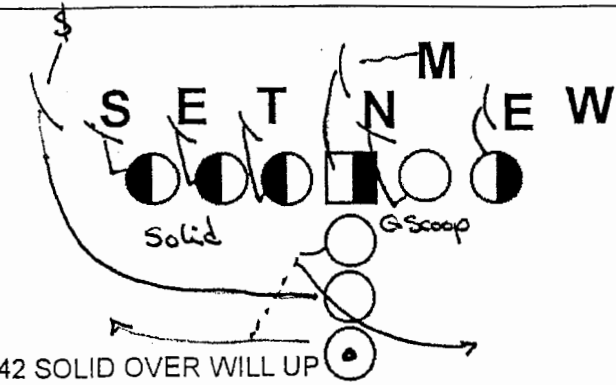
8/9 Boss



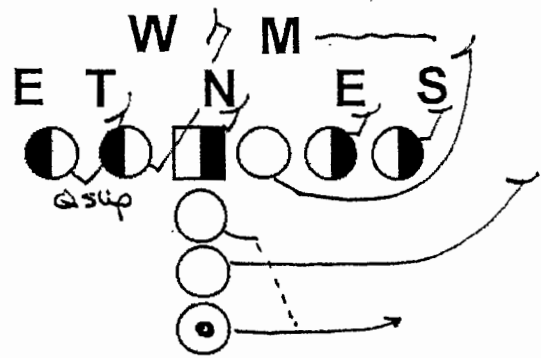
43 OVER SAM SWITCH



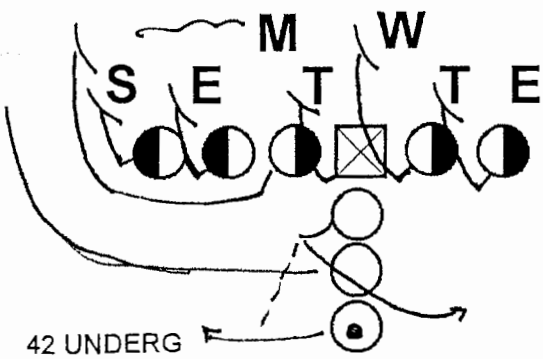
43 OVER WIDE



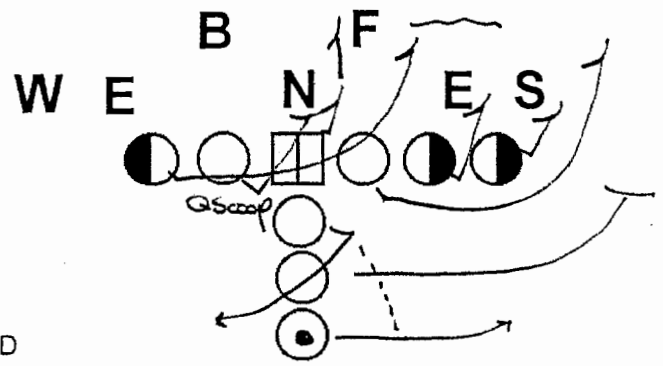
42 SOLID OVER WILL UP



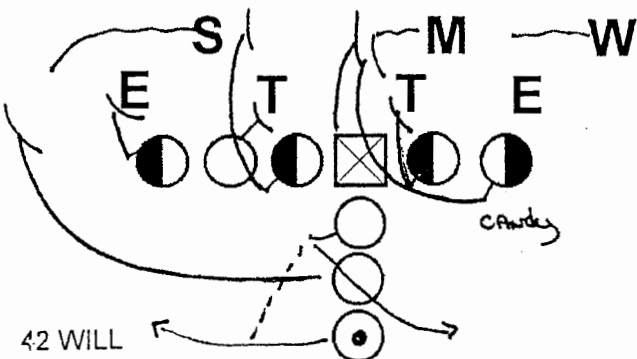
42 UNDER



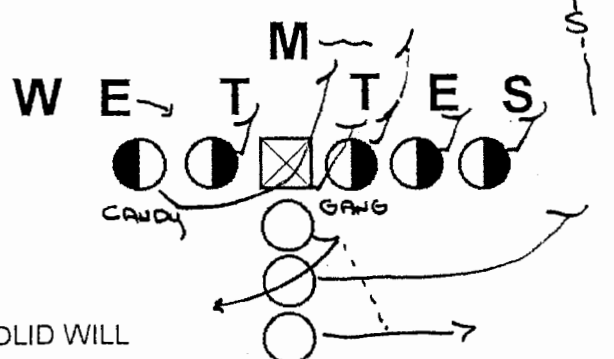
42 UNDERG



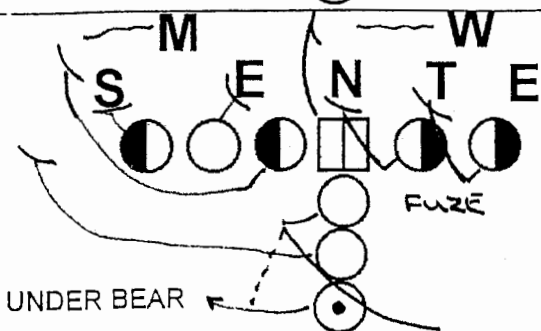
ODD



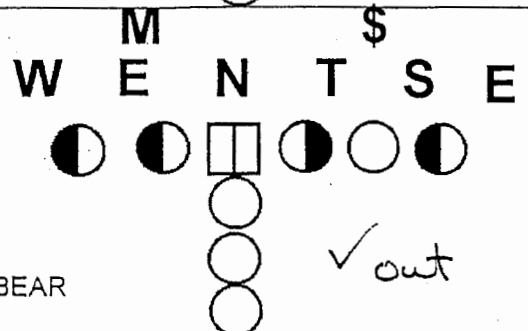
42 WILL



42 SOLID WILL



UNDER BEAR



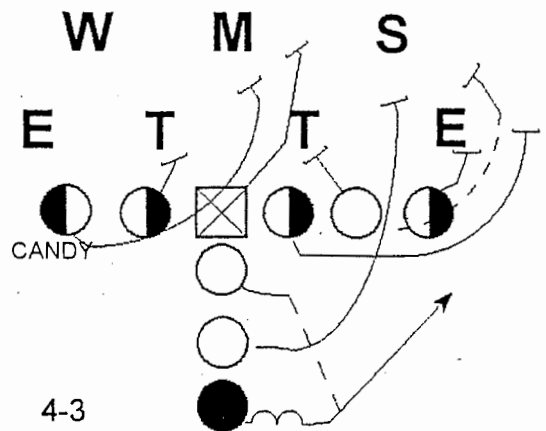
OVER BEAR

PLAY: 8/9 Bob

FORMATIONS: Tight End

G- Support -3 LB's-Sam, 2 LB's -Strong Safety
 BLOCKING: FB- 3 LB's -Mike; 2 LB's -Mike

CP: Guard-Support
 FB-Linebacker (Mike)



FST COVERED- Reach Man on.
 UNCOVERED- Block Down on DT to pin

FSG COVERED- Pull to block MLB.
 UNCOVERED- Pull to block MLB.

CTR COVERED- Reach man on. Scoop w/BS guard
 UNCOVERED- Scoop w/BSG to block NT to BS LB.

BSG COVERED- Drop to cutoff "A" gap. Qslip- Go flat
 UNCOVERED- Scoop w/Ctr to block NT to BS LB. Go Flat aim @ Far hip

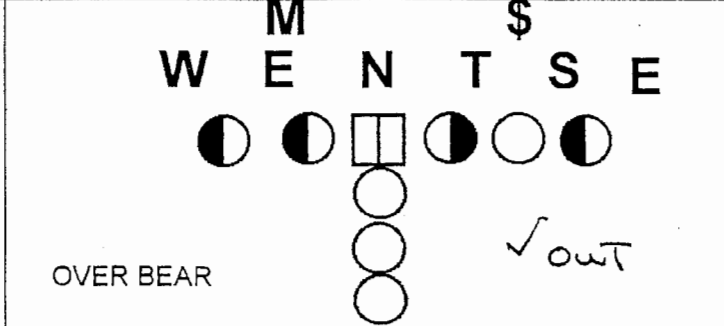
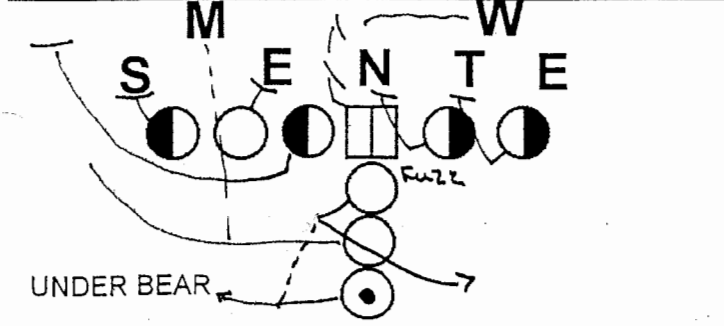
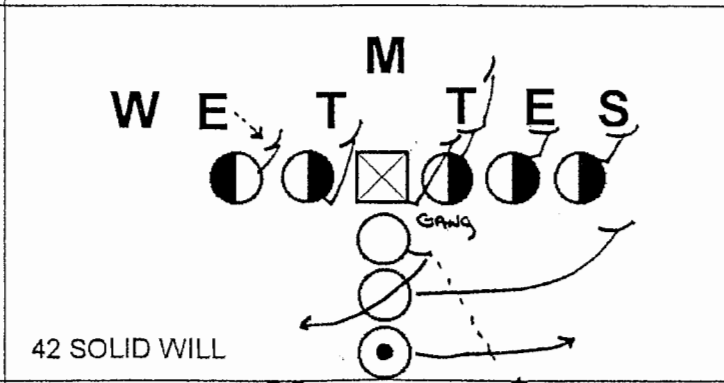
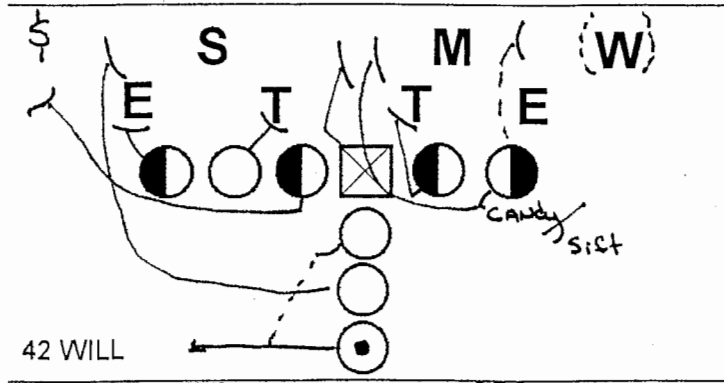
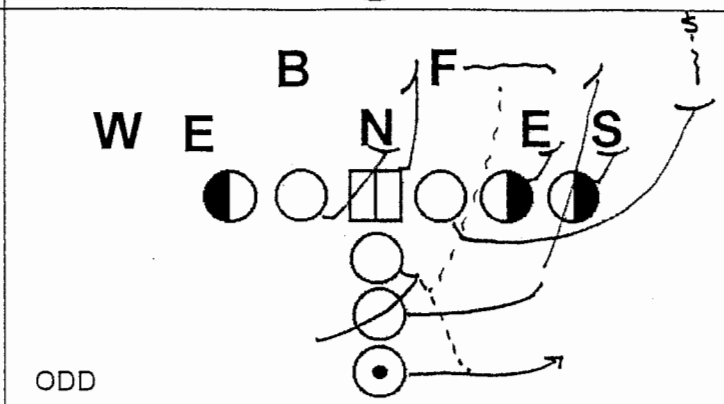
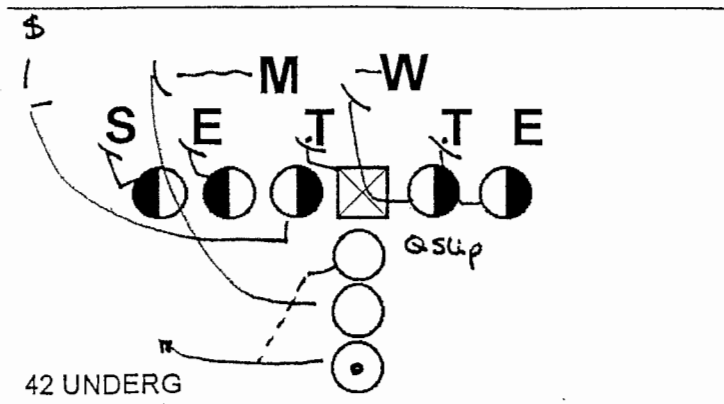
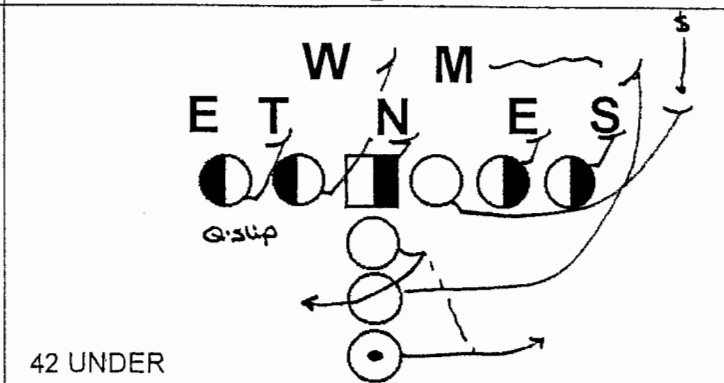
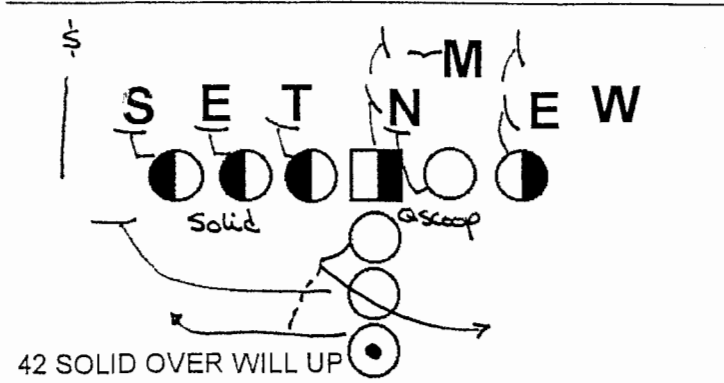
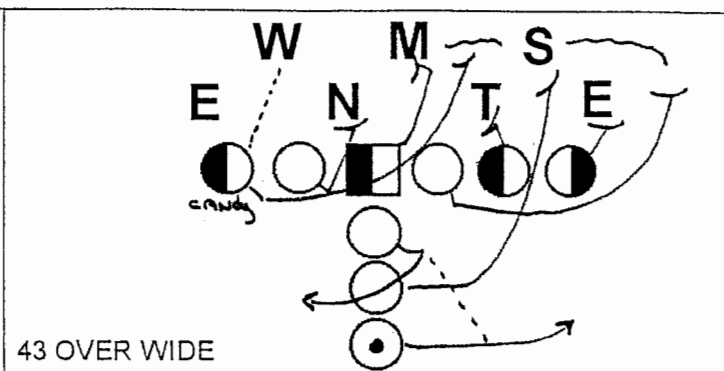
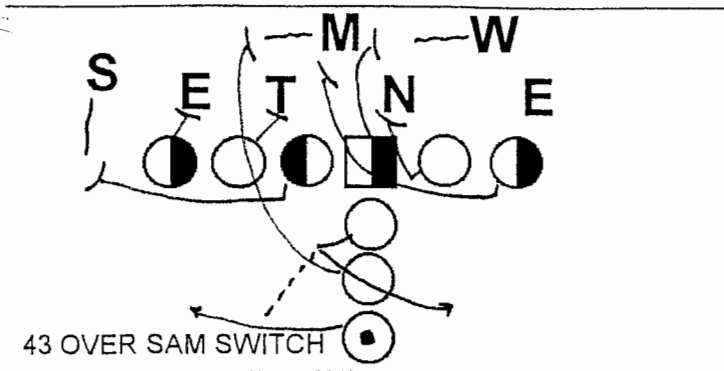
BST COVERED- Drop to cutoff "B" gap to LB level.
 UNCOVERED- "Candy" pull to turn up to block will.

Y Base stretch. Attack outside landmark. If you do not have your landmark on your 3rd step, roll him over.

B/H BLOCKING ASSIGNMENT
 Open step search and block the Mike backer.

A FOOTWORK Shuffle Open LANDMARK Stay lateral until you get the ball READ TE's block

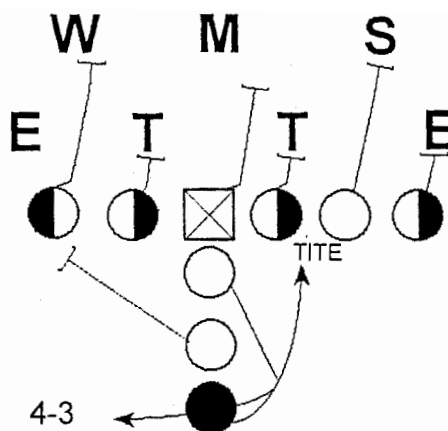
8/9 Bob



PLAY: 4/5 Zone (Hook)

FORMATIONS: Tight End

BLOCKING: Zone area / Seal on Backside



CP: Tight zone course- through down lineman to LB
 Hook vs. under LB in "A" gap

FST COVERED- Zone step- 2nd step to and through DE. Push w/FSG to LB level.
 UNCOVERED- Zone step- 2nd step up to block LB. Inside Landmark
 VS. 7 technique zone w/TE push through to LB

FSG COVERED- Zone step - 2nd step to and through DT. "Tite" call Ctr coming with you . You have outside 1/2- Ctr inside 1/2. Push to Linebacker level.
 UNCOVERED- Zone step w/PST to block inside 1/2. Push to LB level. You have inside 1/2- FST outside 1/2.
 VS. gap/2i technique "Cage" call w/ctr

CTR COVERED- Tite step to block FS gap. 3 step course, check hip, no hip snap to MLB.
 VS. odd scoop w/backside guard. Push through NG to LB
 UNCOVERED- "Tite" call with FSG to block "A" gap (3 slug) to MLB.
 VS. NT in gap give guard "cage" call to get you started

BSG COVERED- P. Slip w/BST to block DT to LB. Push through 3 technique to LB.
 "Hook call" use fish hook Technique.
 UNCOVERED- P. Scoop w/CTR to block NG to BS LB.

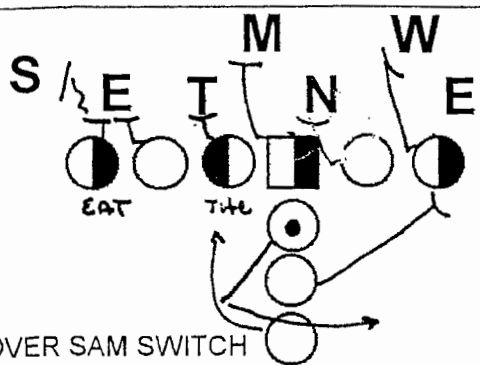
BST COVERED- Inside footwork to block "B" gap. VS. 4i use Dig Out Tech. To block inside thigh. Stay on cut off. "Hook" call use fishhook Technique.
 UNCOVERED- P. Slip w/BSG. Put eyes in the crack. Push through DT to LB.

Y OT COVERED- "COWBOY" call- Base stretch- Hit outside landmark, be ready to handle inside movement.
 OT UNCOVERED- "INDIAN" call- Zone with OT. Push through to LB vs. DE inside movement.

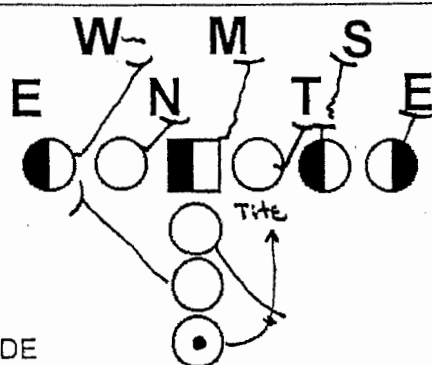
B/H BLOCKING ASSIGNMENT
 Block 1st man to show off edge of tackle.

A FOOTWORK Open: Roll over LANDMARK Crack of Guard READ OT

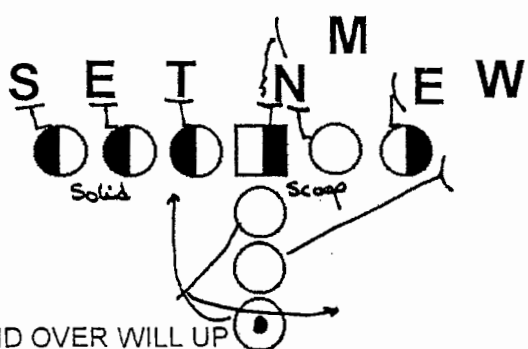
4/5 Zone (Hook)



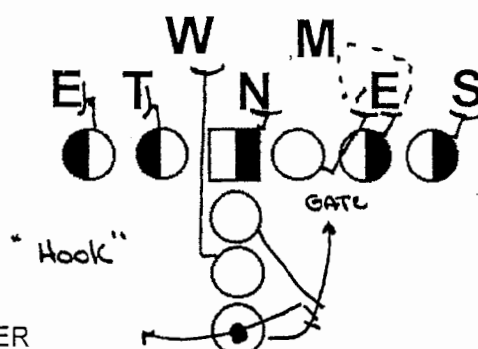
43 OVER SAM SWITCH



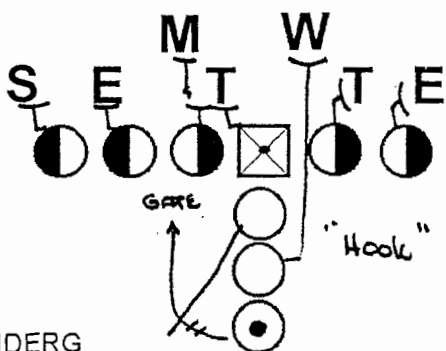
43 OVER WIDE



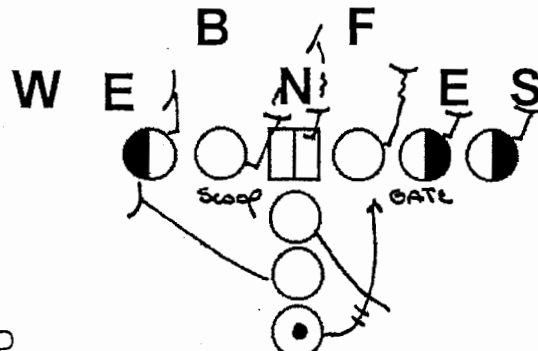
42 SOLID OVER WILL UP



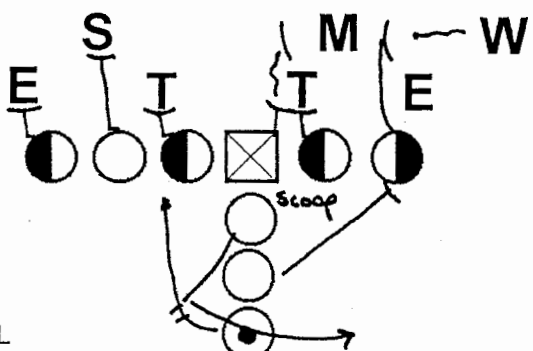
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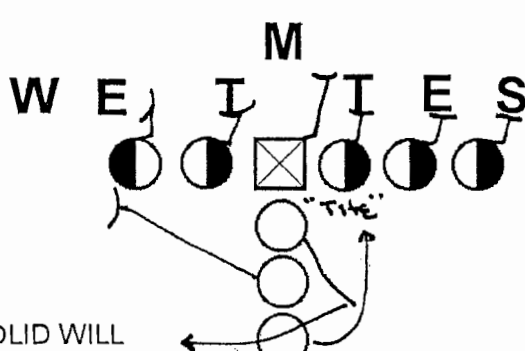
42 UNDERG



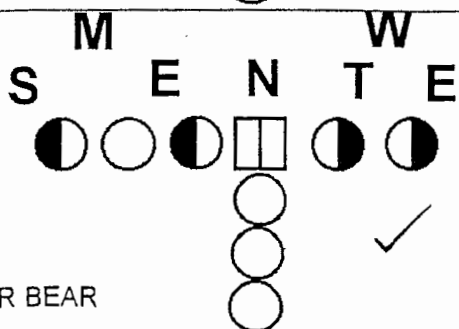
ODD



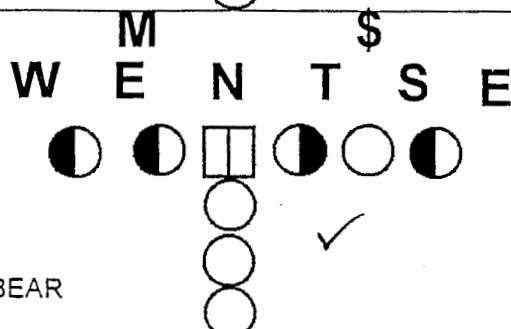
42 WILL



42 SOLID WILL



UNDER BEAR

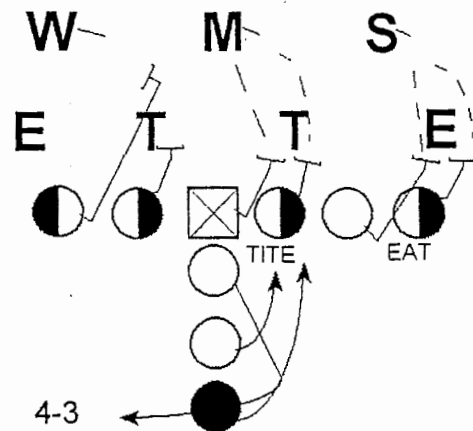


OVER BEAR

PLAY: 4/5 Zone Lead

FORMATIONS: Tight End

BLOCKING: Zone Area/Seal on Backside



CP: Tight zone course- through down lineman to LB. FB block plus down. Read like ball carrier.

FST

COVERED- Zone step- 2nd step to and through DE. Push w/FSG to LB level.
UNCOVERED- Zone step- 2nd step up to block LB. Inside Landmark Vs. 7 technique zone w/TE push through to LB

FSG

COVERED- Zone step - 2nd step to and through DT. "Tite" call Ctr coming with you. You have outside 1/2- Ctr inside 1/2. Push to Linebacker level.
UNCOVERED- Zone step w/PST to block inside 1/2. Push to LB level. You have inside 1/2- FST outside 1/2. VS. gap/2i technique "Cage" call w/ctr

CTR

COVERED-Tite step to block FS gap. 3 step course, check hip, no hip snap to MLB. VS. odd scoop w/backside guard. Push through NG to LB
UNCOVERED-"Tite" call with FSG to block "A" gap (3 slug) to MLB. VS. NT in gap give guard "cage" call to get you started

BSG

COVERED-P. Slip w/BST to block DT to LB. Push through 3 technique to LB. "Hook call" use fish hook Technique.
UNCOVERED-P. Scoop w/CTR to block NG to BS LB.

BST

COVERED-Inside footwork to block "B" gap. VS. 4i use Dig Out Tech. To block inside thigh. Stay on cut off. "Hook" call use fishhook Technique.
UNCOVERED-P. Slip w/BSG. Put eyes in the crack. Push through DT to LB.

Y

OT COVERED- "COWBOY" call- Base stretch- Hit outside landmark, be ready to handle inside movement.
OT UNCOVERED- "INDIAN" call- Zone with OT. Push through to LB vs. DE inside movement.

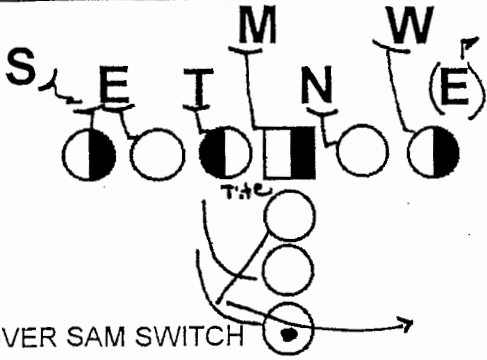
B/H

Go playside to block SS. Read cut back to first covered lineman. Read as if you were ball carrier.

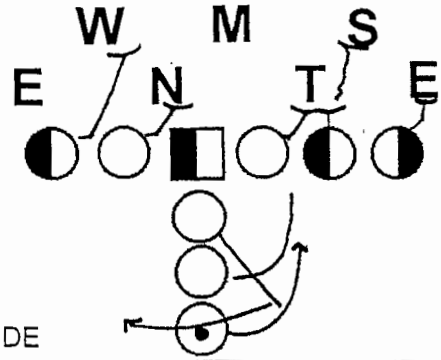
A

Run zone, Read cut back.

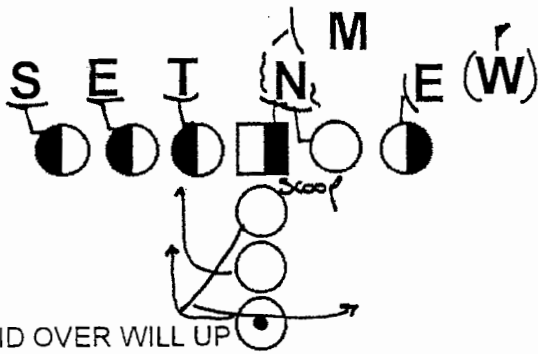
4/5 Zone Lead



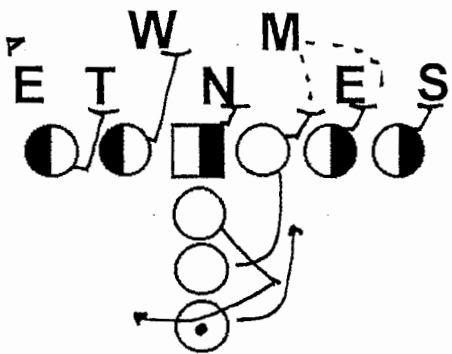
43 OVER SAM SWITCH



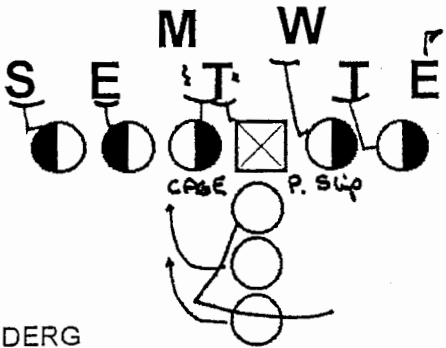
43 OVER WIDE



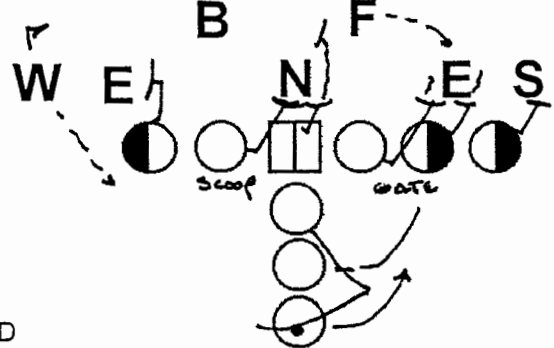
42 SOLID OVER WILL UP



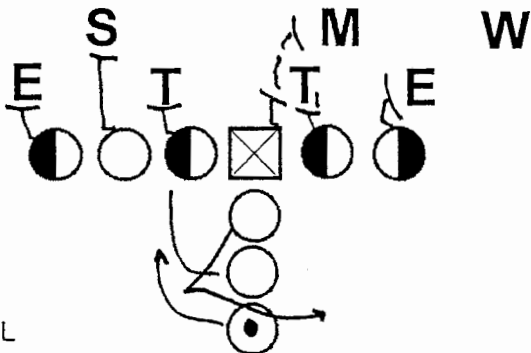
42 UNDER



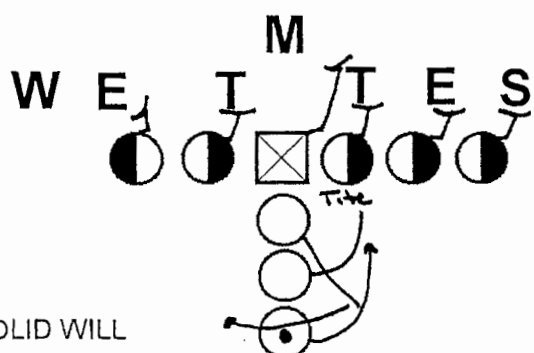
42 UNDERG



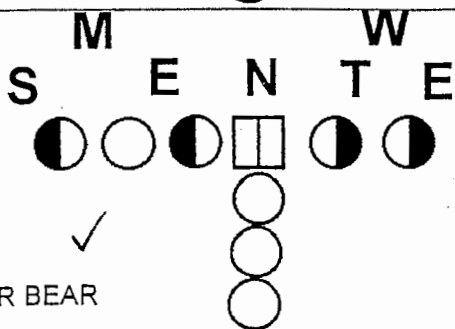
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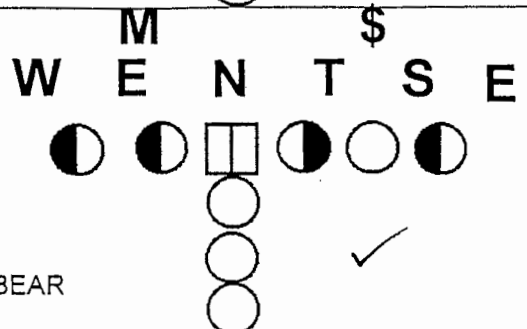
42 WILL



42 SOLID WILL



UNDER BEAR



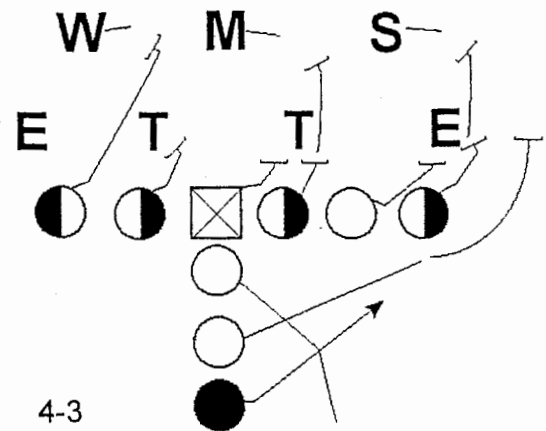
OVER BEAR

PLAY: 8/9 Stretch

FORMATIONS: All tight end sets

BLOCKING: Reach blocking-Targets-Wide zone.
Piggy back next man.

CP: Inside foot on defenders outside foot.
Eyes through defenders arm pit.
Inside Hand through defenders outside pec.



FST

UNCOVERED- Reach with Tight End, step to piggy back TE. Use reach block targets to block DE if he comes inside. If DE works outside go up to block Lb with same targets. VS. 7 tech. Reach DE to take over. Te will come off to seal LB.

COVERED- Reach DE w/guard. If DE goes inside work up to seal LB. *Use same targets.

FSG

UNCOVERED- Reach w/OT. Step to piggy back. Use reach block targets to block DE if he comes inside. If DE works outside, go up to block LB with same targets. VS. 4i reach DE to take over. OT will come off to seal LB.

COVERED- Reach DT w/CTR. If DT goes inside work up to seal LB. *Use same targets.

CTR

UNCOVERED- Reach w/guard. Step to piggy back. Use reach block targets to block DT if he comes inside. If DT works outside, go up to block LB with same targets. VS. 2i reach DT to take over. OG will come off to seal LB.

COVERED- Reach w/OG. Scoop- If NT goes playside reach and drive. Guard will go up to LB>


BSG

UNCOVERED- Reach w/Ctr. Step to piggy back Ctr. Use reach block targets to block NT if he comes to you. If NT goes playside go up to block LB with same targets. VS. 1 reach to take over.

COVERED-VS. 2i inside reach to get head across. VS. 3 technique slip with OT to block 3 technique and LB.

BST

UNCOVERED-Reach 3 Technique w/OG step to piggy back guard. Use reach block targets to block DT if he comes to you. If 3 technique goes playside go up to block LB with same targets.

COVERED-VS. 4i inside reach to get head across vs. 5 technique. Hook to sift w/TE sled/ 

Y

Reach w/OT, VS. 7 technique rub w/OT to block inside LB.

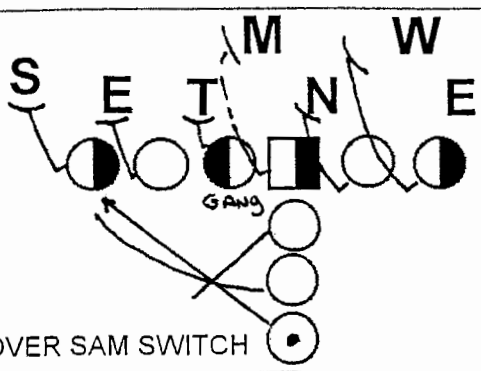
B/H

Block support

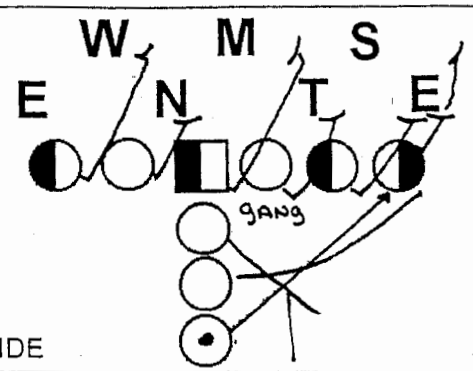
A

Aim at inside leg of TE

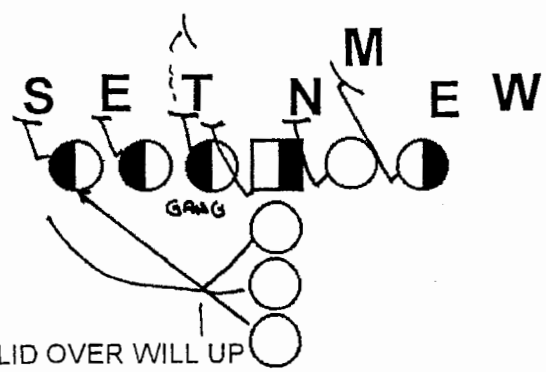
8/9 Stretch



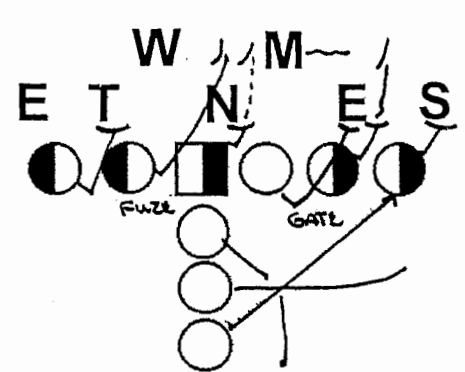
43 OVER SAM SWITCH



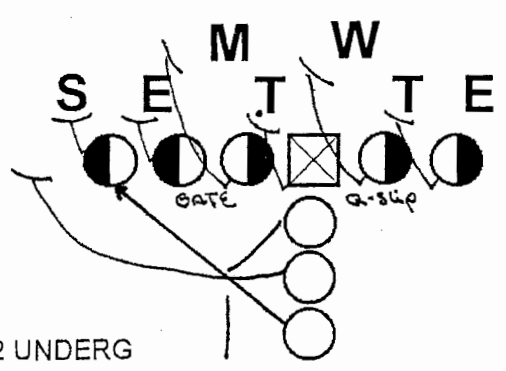
43 OVER WIDE



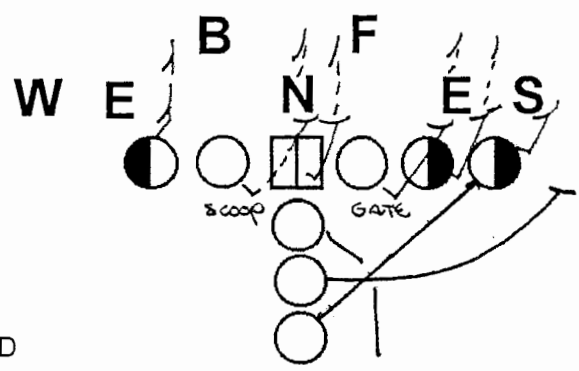
42 SOLID OVER WILL UP



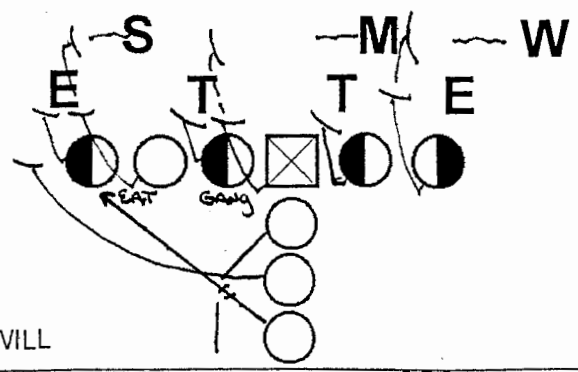
42 UNDER



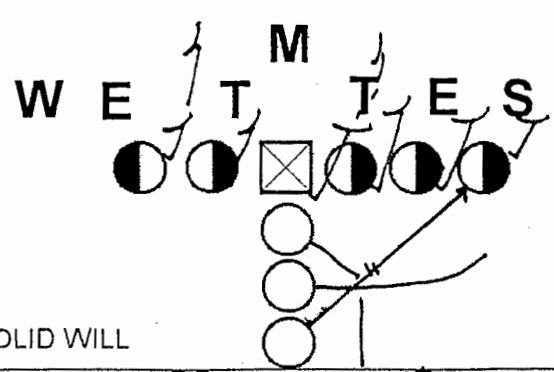
42 UNDERG



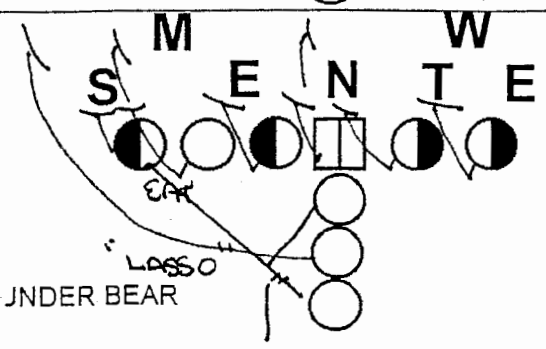
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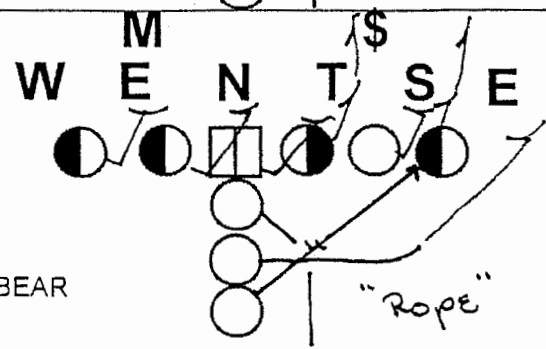
42 WILL



42 SOLID WILL



UNDER BEAR



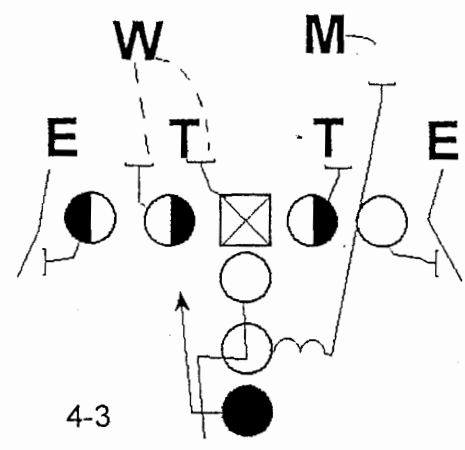
OVER BEAR

PLAY: 0/1 Draw

FORMATIONS: Flip/Flip Dbl.

BLOCKING: Draw Set.

CP: FB is lead blocker



FST Slide to block DE.

FSG Set on LOS block DT. MOVE HIM

CTR Set on LOS block DT/LB w/BSG

BSG Set on LOS block DT/LB w/Ctr

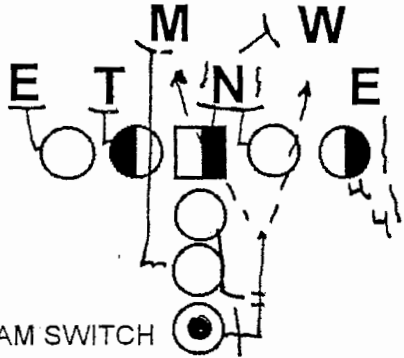
BST Set on LOS block DE

Y

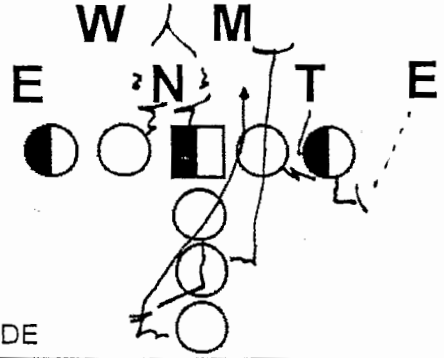
B/H Slide play side to block LB

A Slide opposite call side-Read blocking

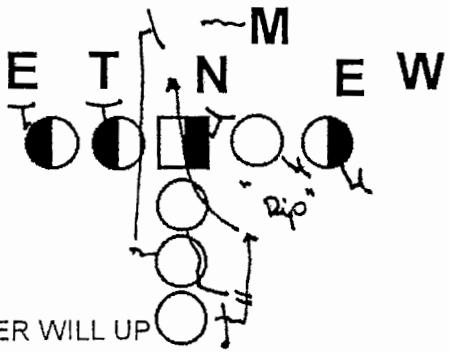
0/1 Draw



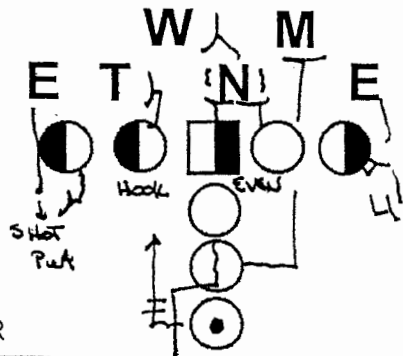
41 OVER SAM SWITCH



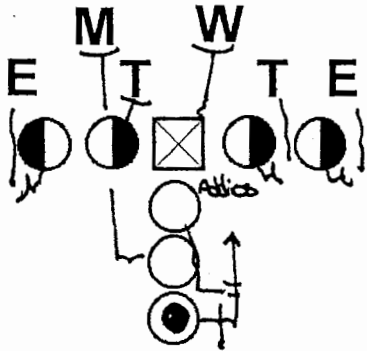
42 OVER WIDE



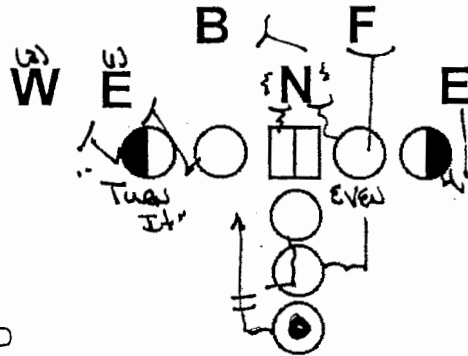
42 SOLID OVER WILL UP



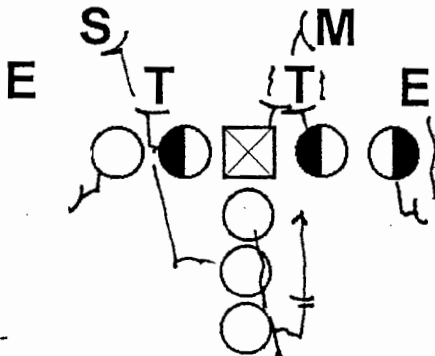
42 UNDER



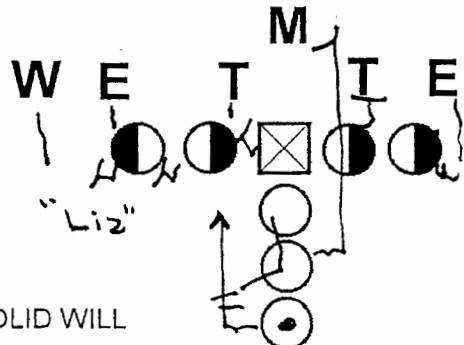
42 UNDERG



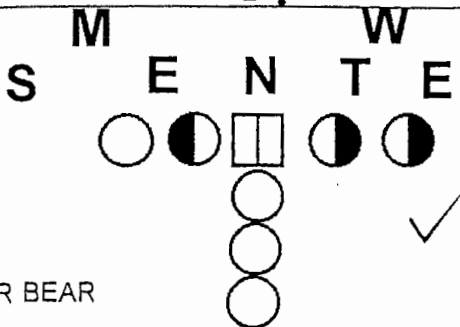
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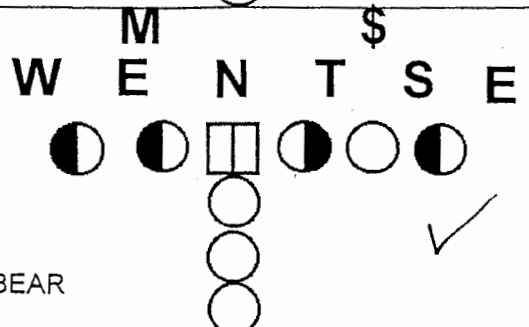
42 WILL



42 SOLID WILL



UNDER BEAR



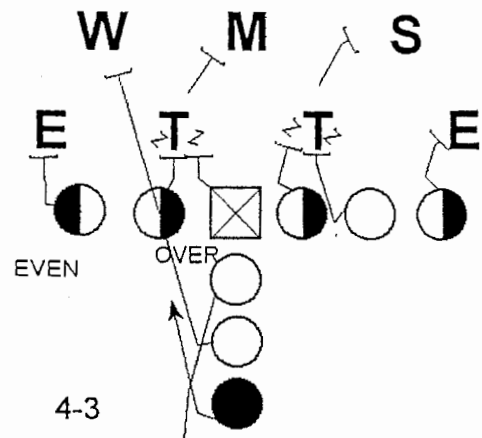
OVER BEAR

PLAY: Even 5 / 4 Ethyl

FORMATIONS: Tight End/ Flip

BLOCKING: Even scheme- shade nose

CP: QB- will look for shade nose



FST

Set to drive. Set on LOS. Take DE where he wants move him- widen
VS. Odd "Turn it" w/guard to block 1-2 on LOS.

FSG

Even Scheme Shade Nose, 2i set inside to push nose- work with Ctr. to backside LB.
VS. Odd "Turn it" w/tackle to block 1-2 on LOS.

CTR

Even Scheme Shade Nose, 2i set with F.S. guard to push nose to backside LB.
VS. Odd scoop w/backside guard
Adios vs. 2i set and go to backside LB

BSG

Set- DT with fish hook foot work- can't get beat inside. Get position drive to widen.
Slip VS. 3 technique to LB
VS. Odd scoop w/center Push nose to backside LB

BST

Set -DE get rusher up field-Shot put DE. Doesn't rush go attack- cover up
Slip vs. 3 technique to backside linebacker
VS. Odd set to sift DE to drop

Y

Set to hook EOL

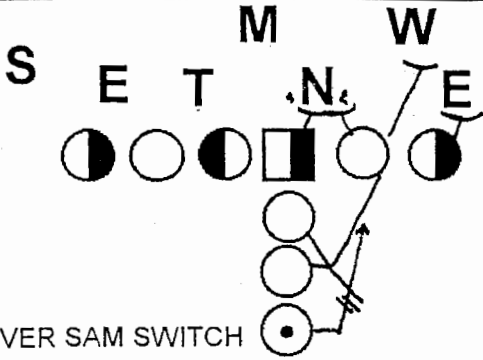
B/H

Slide to call side to read Oline to block 1st LB playside.

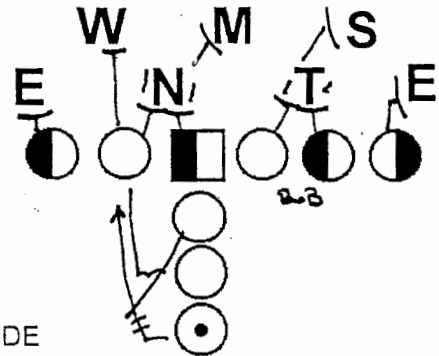
A

Slide to ball run at line/ FB blocks

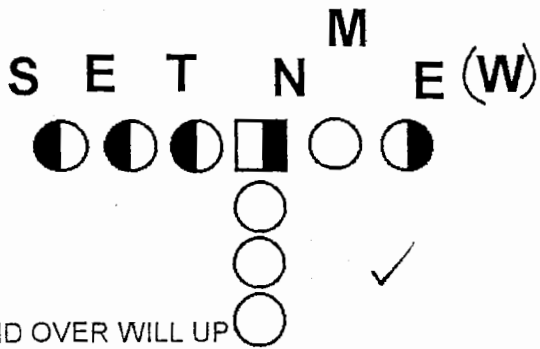
Even 5 / 4 Ethyl



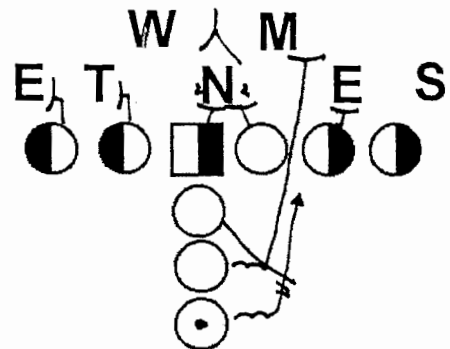
43 OVER SAM SWITCH



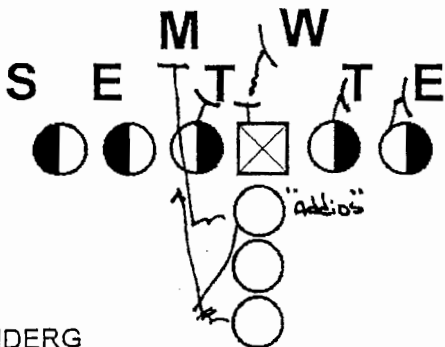
43 OVER WIDE



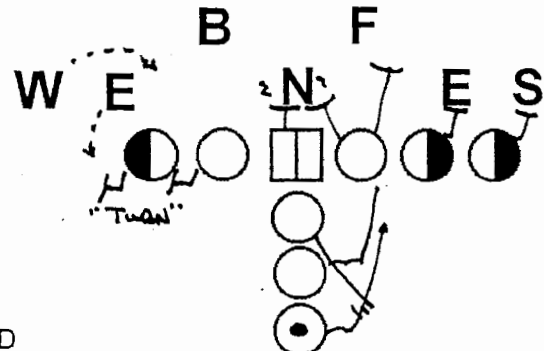
42 SOLID OVER WILL UP



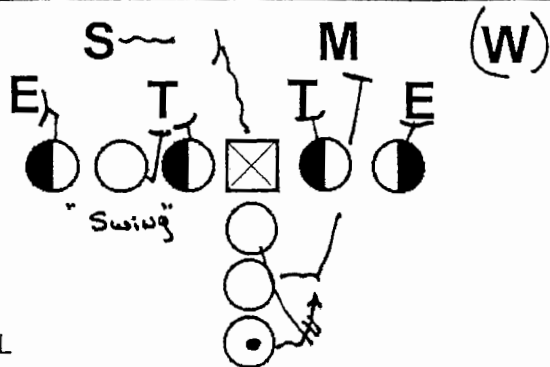
42 UNDER



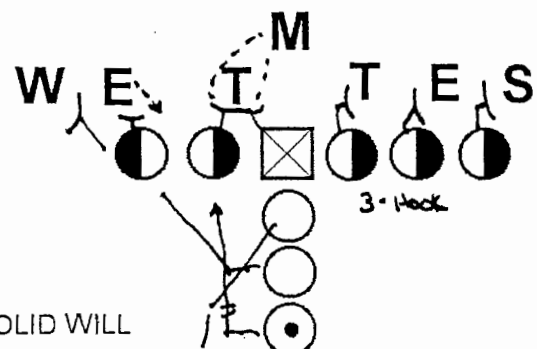
42 UNDERG



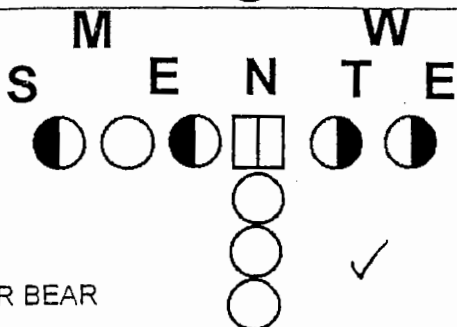
ODD



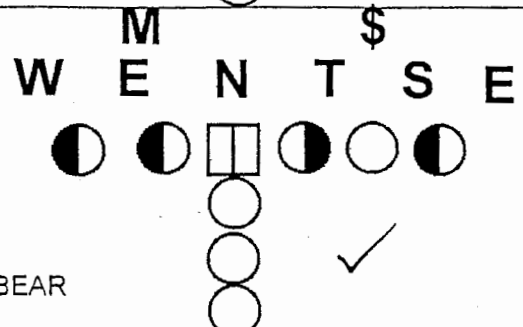
42 WILL



42 SOLID WILL



UNDER BEAR



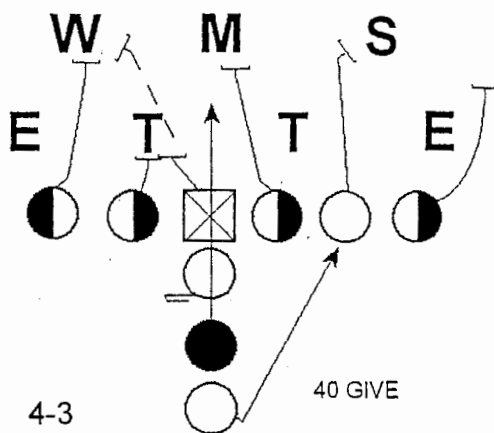
OVER BEAR

PLAY: 40/41 Give

FORMATIONS: Tight End

BLOCKING: Run to 3 technique ✓ Opposite

CP: Don't block 3 Technique.



FST

COVERED-Base man on. Outside Landmark.

UNCOVERED- Release to block LB (MDM).

FSG

COVERED- Vs. 3 Technique inside release. Keep a 3 technique a 3 Technique. Step w/inside foot Rip through to block MLB.

CTR

P. Scoop 2i/1 to BS LB

BSG

P. Scoop 2i/1 to BS LB

BST

Inside release to LB (MDM).

Y

Outside release to block 2nd level.

B/H

FOOTWORK
Lead Step

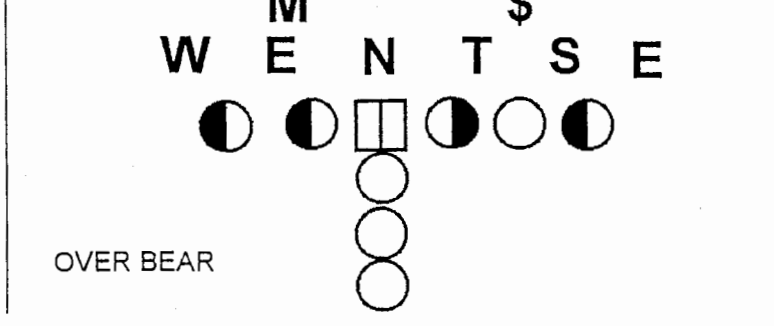
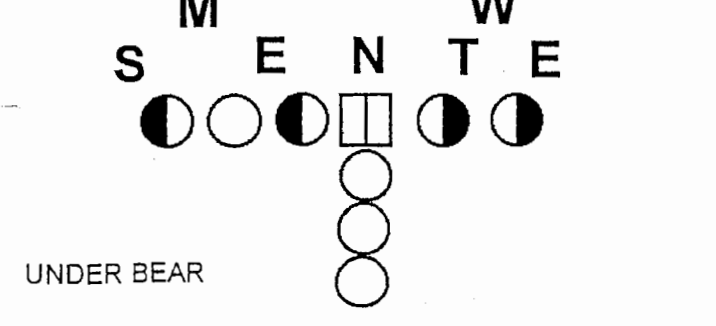
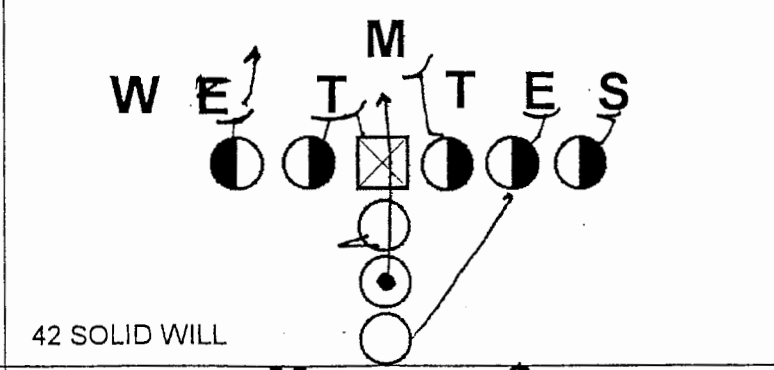
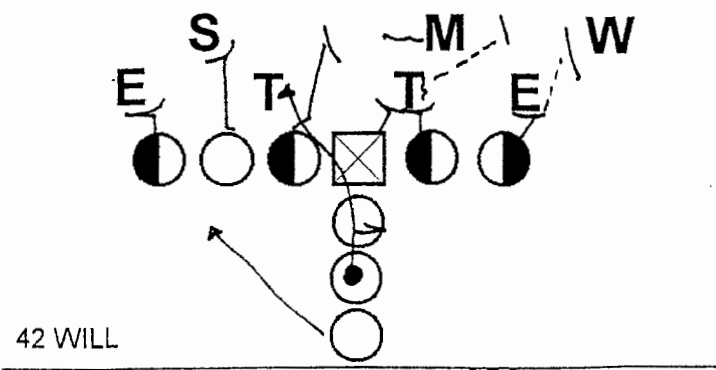
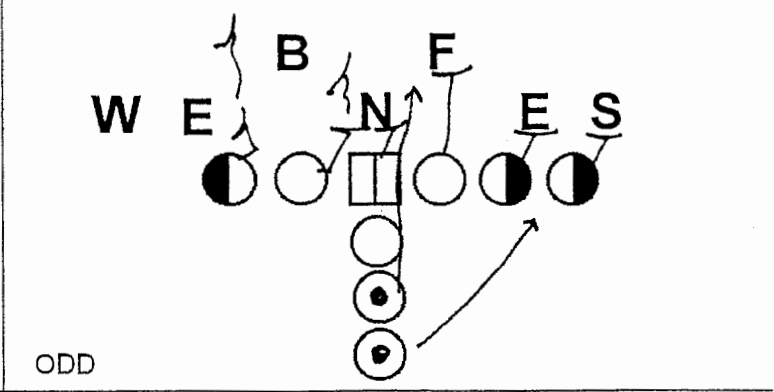
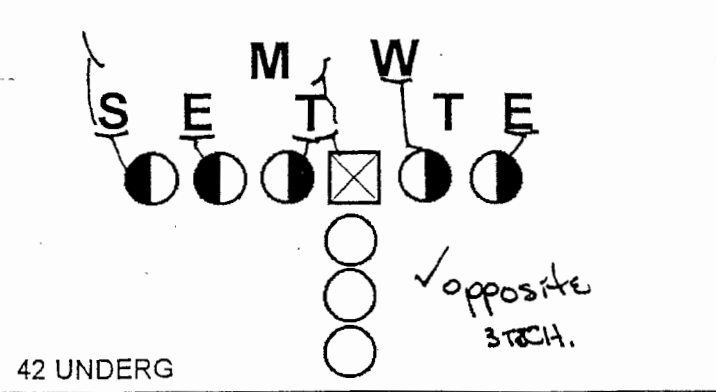
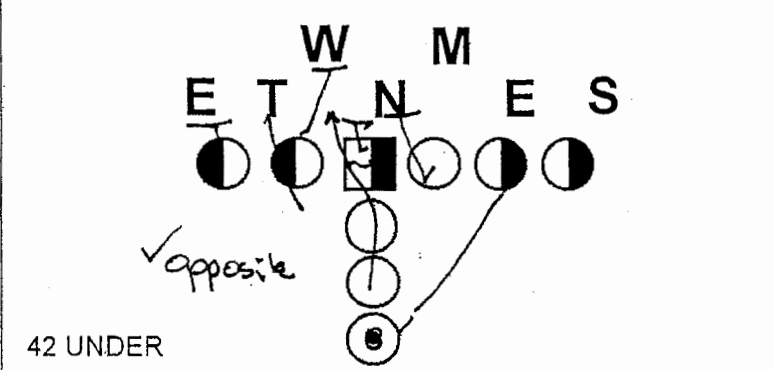
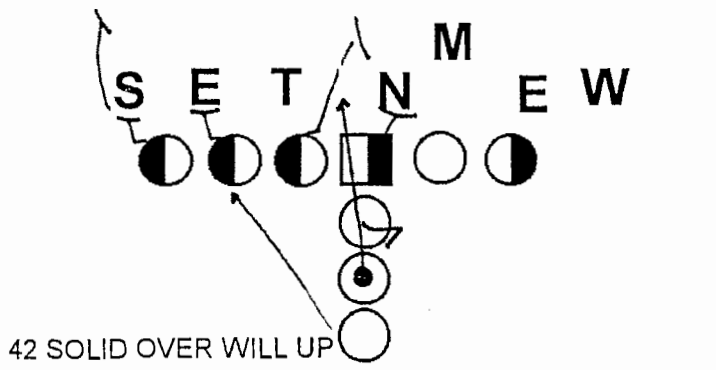
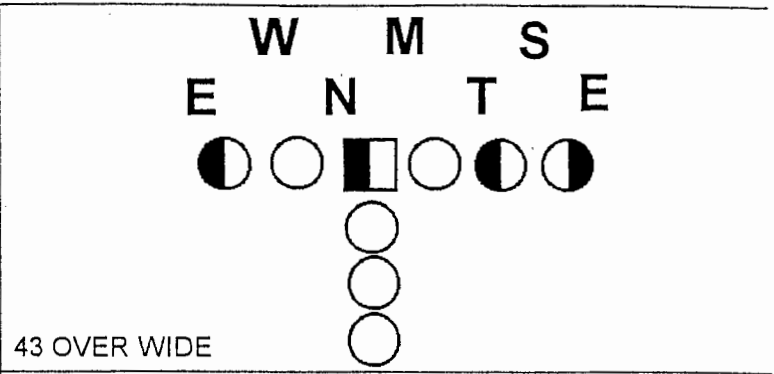
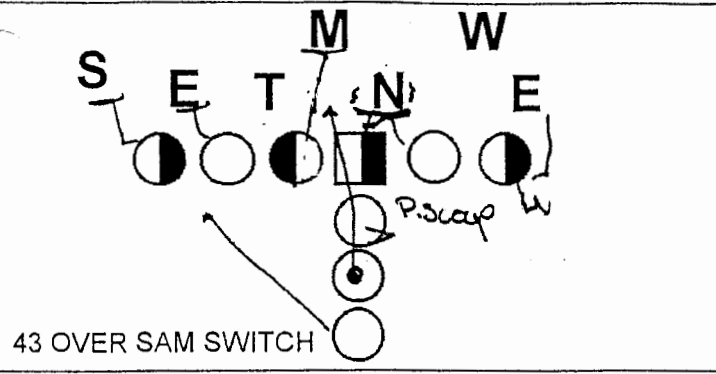
LANDMARK
Onside foot of center

READ
Off Guard block on Mike LB

A

ASSIGNMENT
Down hill @ backside tackle

40/41 Give

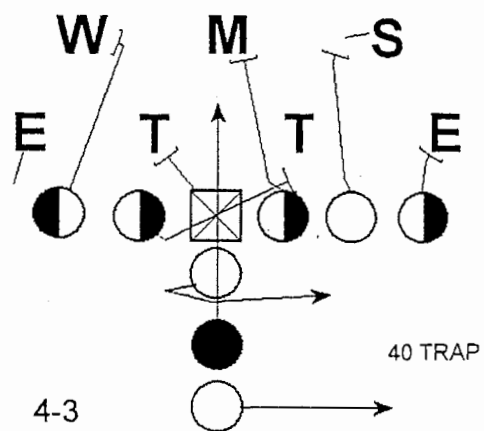


PLAY: 40/41 Trap (check to 3 technique)

FORMATIONS: All

BLOCKING: Trap Blocking by Guard pulling to trap 3 technique

CP:



FST Release to block most dangerous LB. Inside out.

FSG Release to block most dangerous LB. Inside out.

CTR Block back for pull guard

BSG Pull to block 3 Technique

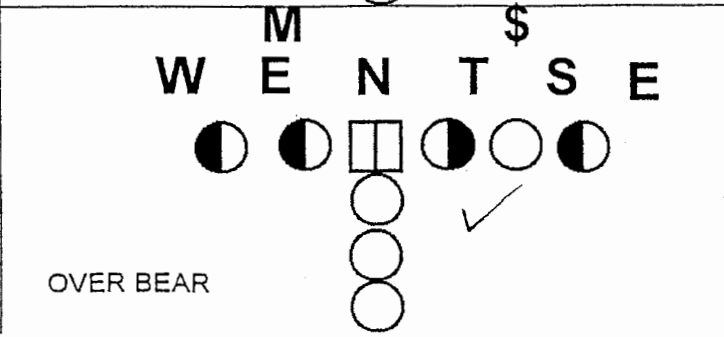
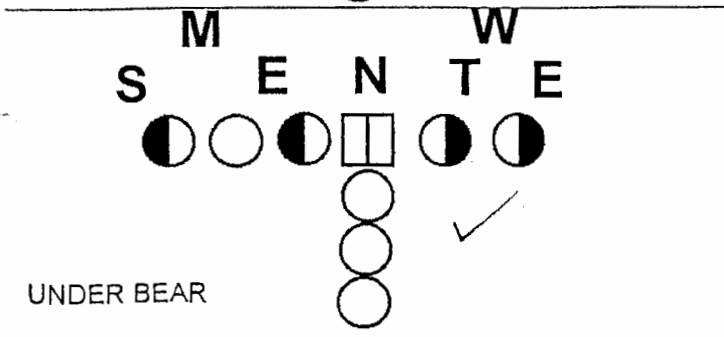
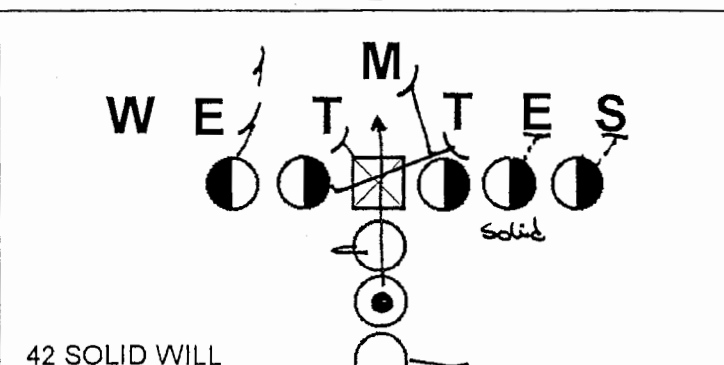
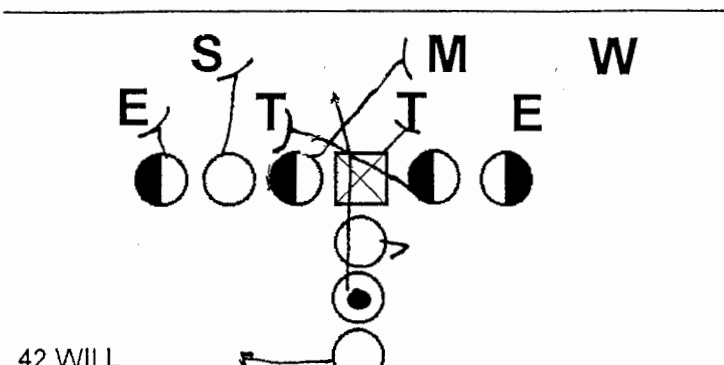
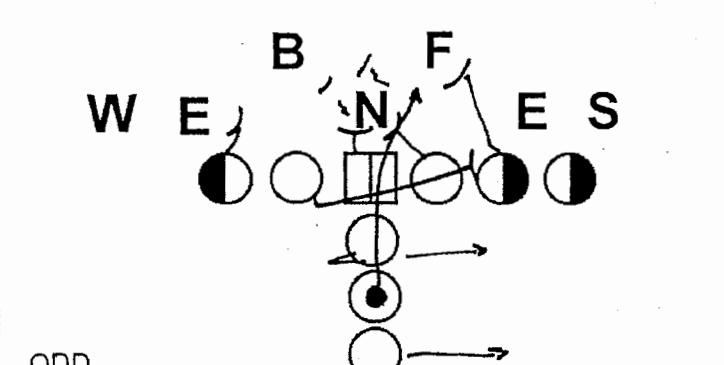
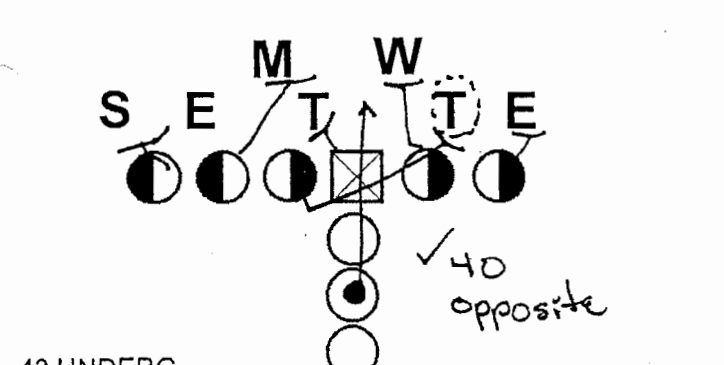
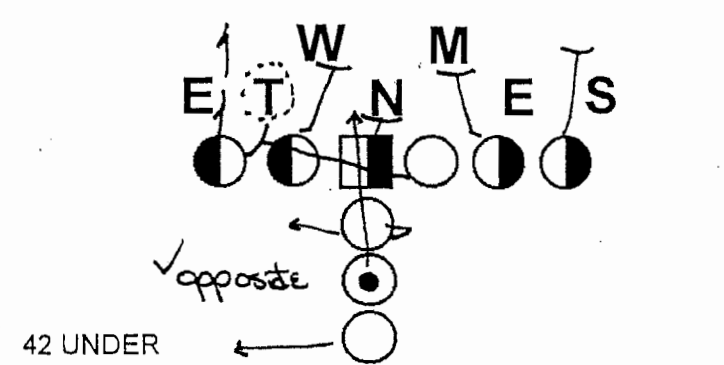
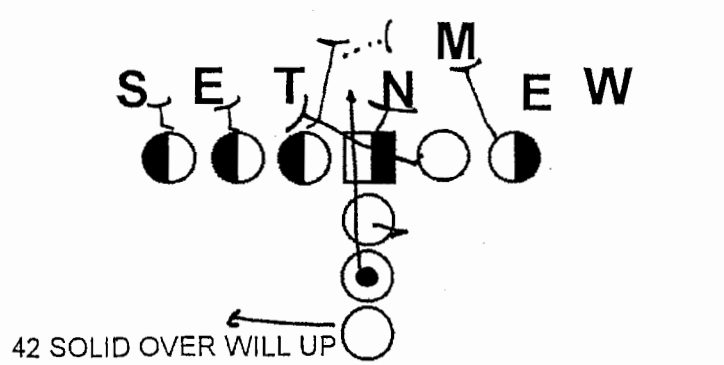
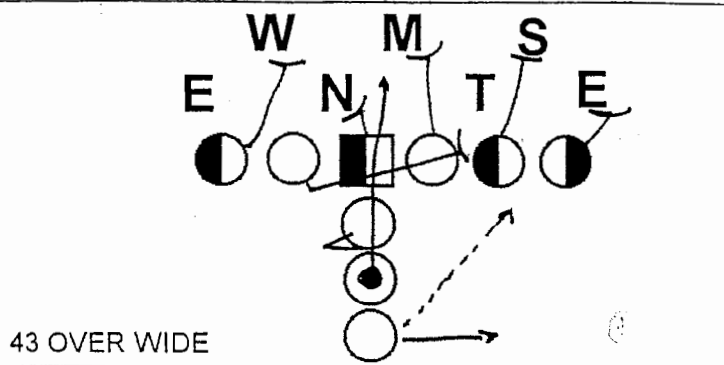
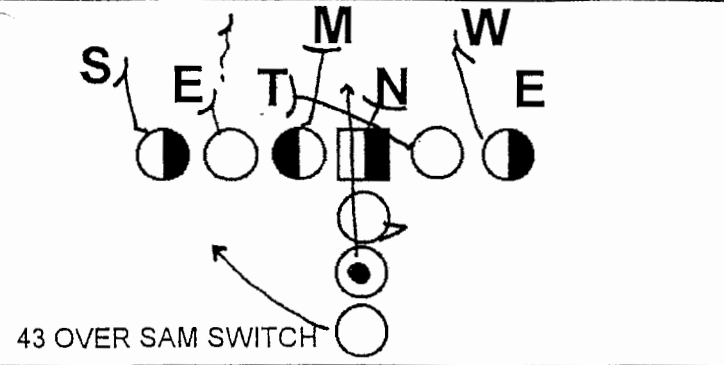
BST Inside release to block most dangerous.

Y Turn out to block end.

B/H Run @ butt of center: reading inside guard's block on Mike Backer.

A Fake

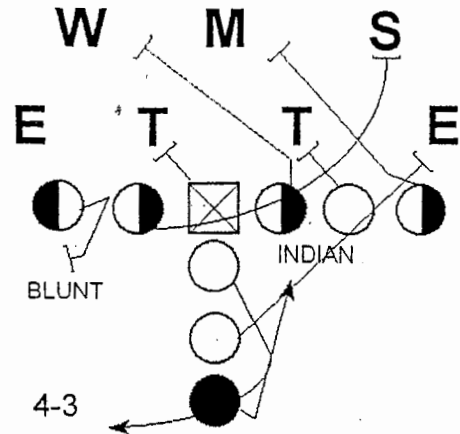
40/41 Trap



PLAY: 6/7 GAP

FORMATIONS: Run to Tight End Surface

BLOCKING: Down & Pull
H/B kick out, guard pull & seal, Gap blocking by line



CP: Movement at Point of Attack

FST

COVERED- "COWBOY" call w/T. End. Block inside gap to backside linebacker. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step. Linebacker up in gap give Tight end "DOWN CALL"
UNCOVERED- "INDIAN" call w/Guard. Block inside gap to backside linebacker. Step w/inside foot at hip of DT push hip to backside linebacker. BEAR- "BLACK" block back on 3 technique. BBD/HOKIE

FSG

COVERED- "INDIAN" call w/tackle block inside gap to backside LB. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step linebacker up in gap give tackle "Down" call. BEAR- "BLACK" block back-Give FST "DOWN CALL". BBD/HOKIE
UNCOVERED- "BACK" call. Block inside gap. Step to block nose.(shade/1 tech) to backside linebacker.

CTR

COVERED-If pull guard is covered, block back. Pull guard uncovered- Stab nose to backside "A" gap. C.P.- Treat 4i like 3 technique. "BACK CALL" to playside guard. Bear- Black BBD/Hokie
UNCOVERED- Block back for pull guard. Linebacker threat in "A" gap "HELP" call to tackle.

BSG

COVERED-Pull seal front side linebacker. Listen for "COWBOY/INDIAN" call to tell you where to turn up-HUG THE WALL.
UNCOVERED-Pull to seal front side linebacker. HUG THE WALL.

BST

COVERED- "Blunt" inside "B" gap to outside rusher, 3 steps to get hands on DT. Lose ground to punch outside rusher.
UNCOVERED- "Blunt" inside gap- to outside rusher. "Help" call from center CUT INSIDE THIGH of 3 technique. VS. Bear "Hokie" call cut 3 technique.

Y

"COWBOY" call- with OT. Block inside gap to backside linebacker. Step at hip of DE. Adjust to backside Linebacker if DL slants away. "Down" call gives you DL with no help from OT.
"INDIAN" call- Inside release to Mike. Block sam only if he shows on your track. VS. "7" GAME PLAN- Block "7" or turn out on #4.

B/H

BLOCKING ASSIGNMENT
Open step: Take angle to block DE out.

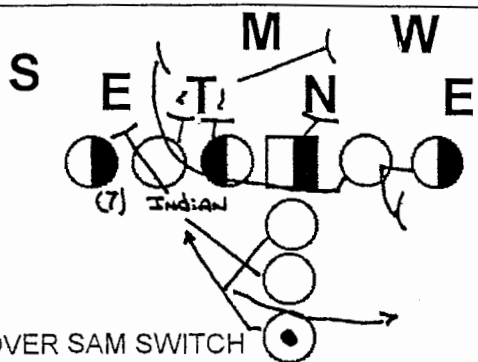
A

FOOTWORK
Quick slide step

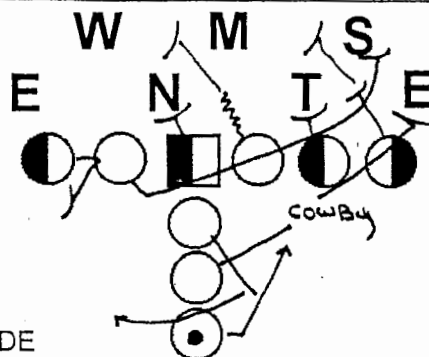
LANDMARK
Outside foot of guard

READ
Hole specific

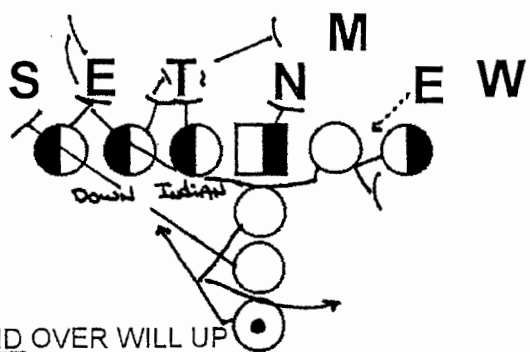
6/7 GAP



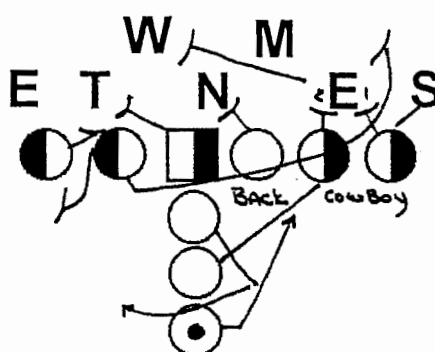
43 OVER SAM SWITCH



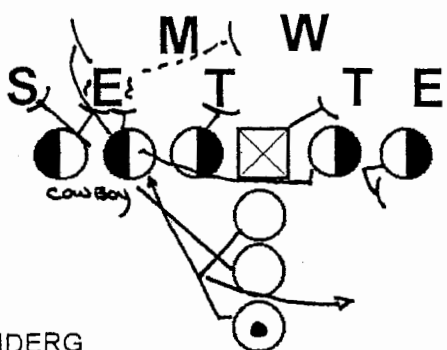
43 OVER WIDE



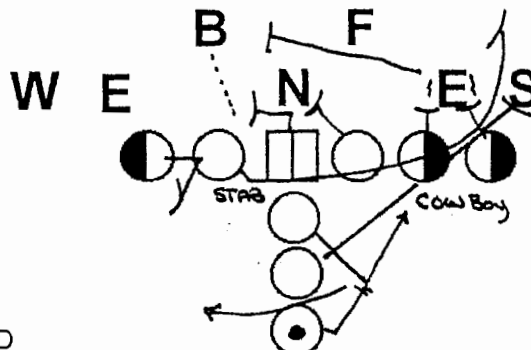
42 SOLID OVER WILL UP



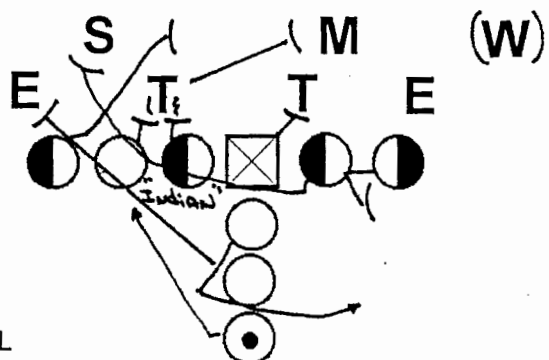
42 UNDER



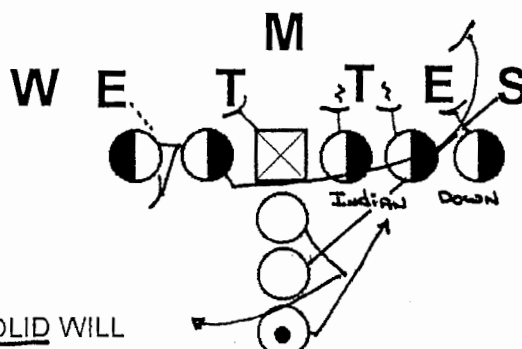
42 UNDERG



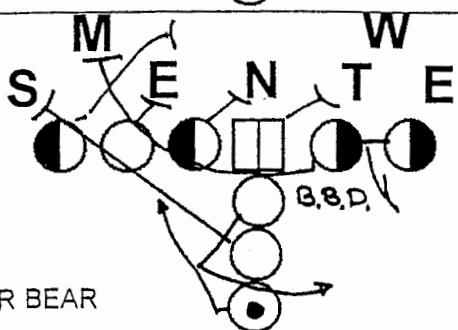
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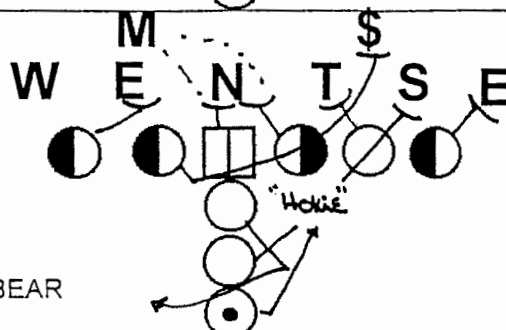
42 WILL



42 SOLID WILL



UNDER BEAR



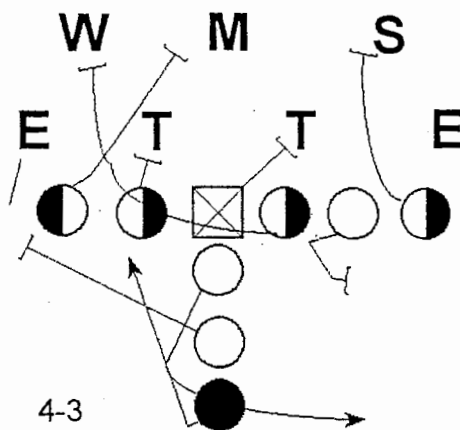
OVER BEAR

PLAY: 6/7 GUT

FORMATIONS: Split End

BLOCKING: B/H kick out/guard seal
Gap Blocking by line

CP: Movement at Point of Attack



FST

COVERED- Block inside gap to Mlb/1st LB backside. If shade on center Flash DE- release. VS. 5 technique and will on LOS- slow to go, collect slant.
UNCOVERED- "Indian" call w/guard. Block inside Gap to Mlb/1st LB backside.

FSG

COVERED- "INDIAN" call w/tackle. Block inside Gap to Mlb/1st LB backside.
UNCOVERED- Block back/Slam call

CTR

COVERED- Block back for pull guard. "Help" call to B.S. tackle B/A gap threat
UNCOVERED- Block back for pull guard

BSG

COVERED- Pull to seal 1st LB playside. C.P. Depth/Width in split
UNCOVERED- Pull to seal 1st LB playside. Turn up over 3 technique. C.P. see area to block as you pull in to LOS.

BST

COVERED- Blunt "B" Gap to End rusher.
UNCOVERED- Blunt "B" Gap to End rusher.

Y

"C-L-S"- Dig out "C" gap defender. No one in "C" gap, climb to "LB" level. No one on LB level, climb across the field to safety level.

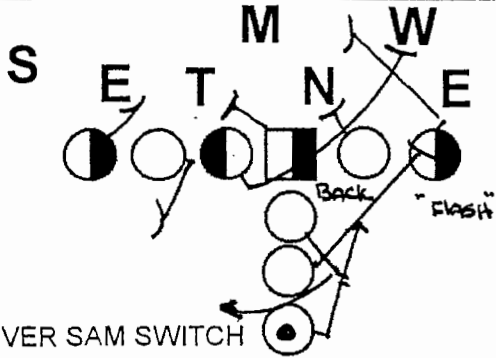
B/H

BLOCKING ASSIGNMENT
Open step: Take Angle to block DE out. C.P. run to split end. Block will happen faster.

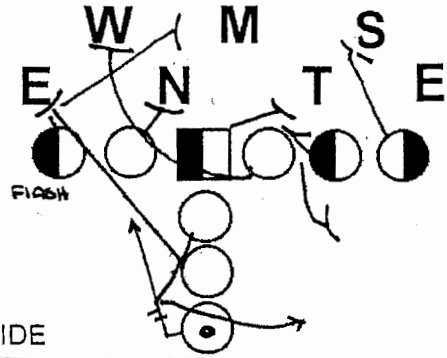
A

<u>Footwork</u>	<u>Landmark</u>	<u>Read</u>
Quick Slide step	Outside foot of guard	Hole specific

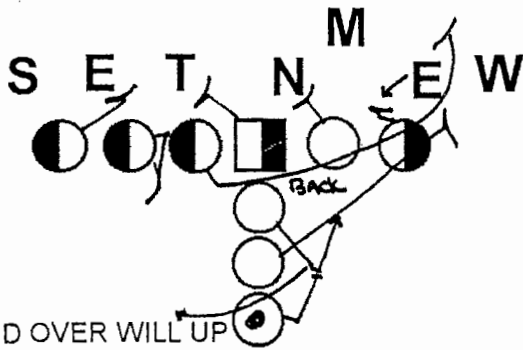
6/7 GUT



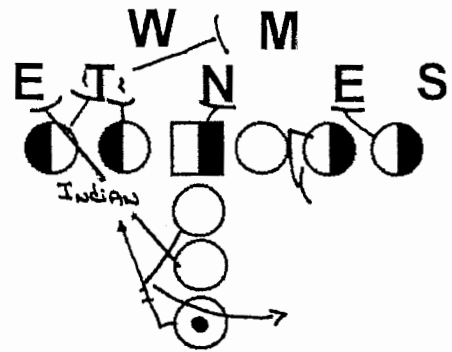
43 OVER SAM SWITCH



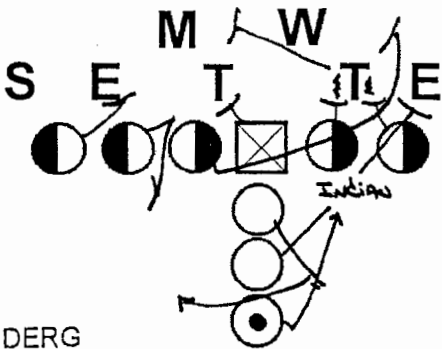
43 OVER WIDE



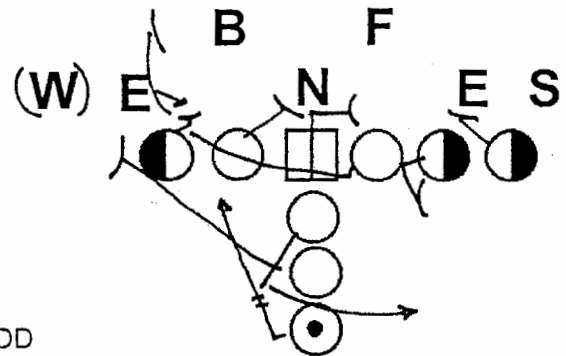
42 SOLID OVER WILL UP



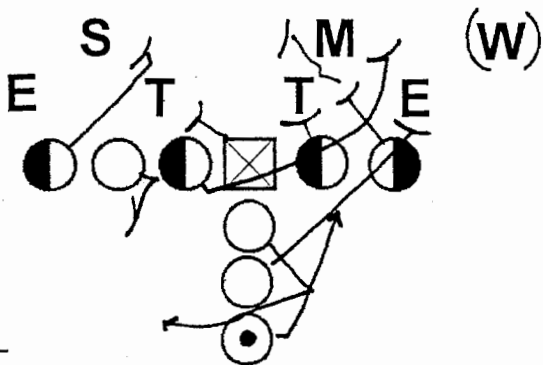
42 UNDER



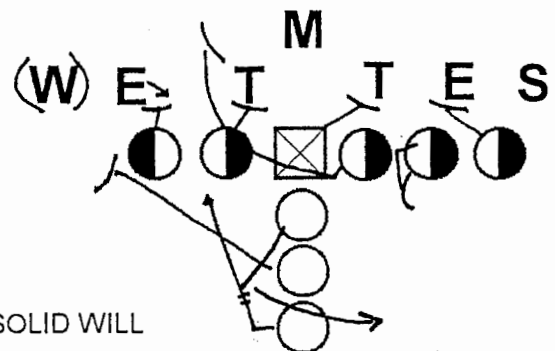
42 UNDERG



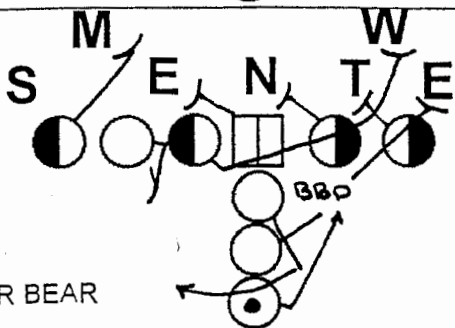
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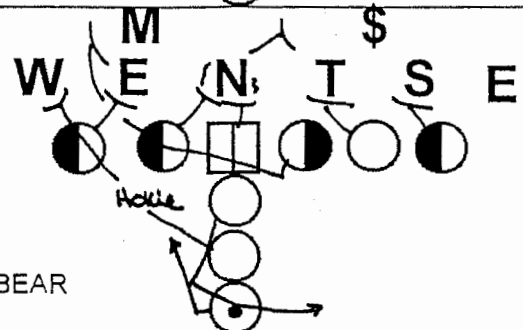
42 WILL



42 SOLID WILL



UNDER BEAR

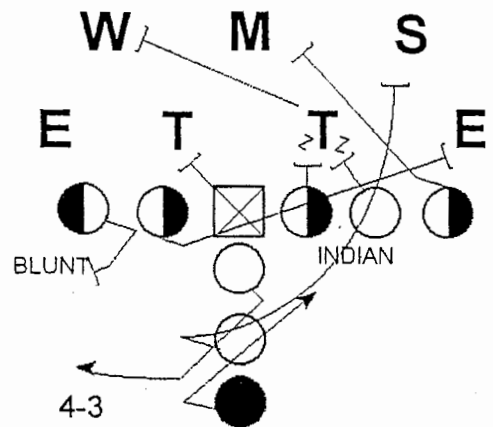


OVER BEAR

PLAY: 6/7 CAT

FORMATIONS: Run to Tight End Surface

BLOCKING: Guard pull to kick out. H/FB Seal.
Gap blocking by line.



CP: Movement at Point of Attack

FST

COVERED- "COWBOY" call w/T. End. Block inside gap to backside linebacker. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step. Linebacker up in gap give Tight end "DOWN CALL"

UNCOVERED- "INDIAN" call w/Guard. Block inside gap to backside linebacker. Step w/inside foot at hip of DT push hip to backside linebacker. BEAR- "BLACK" block back on 3 technique. BBD/HOKIE

FSG

COVERED- "INDIAN" call w/tackle block inside gap to backside LB. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step linebacker up in gap give tackle "Down" call. BEAR- "BLACK" block back-Give FST "DOWN CALL". BBD/HOKIE

UNCOVERED- "BACK" call. Block inside gap. Step to block nose (shade/1 tech) to backside linebacker.

CTR

COVERED-If pull guard is covered, block back. Pull guard uncovered- Stab nose to backside "A" gap. C.P.- Treat 4i like 3 technique. "BACK CALL" to playside guard.

UNCOVERED- Block back for pull guard. Linebacker threat in "A" gap "HELP" call to tackle.

BSG

COVERED-Pull to kick out (Trap) End man on LOS. VS. wrong arm TRAP HIP.

UNCOVERED- Pull to kick out (Trap) End man on LOS.

BST

COVERED- "Blunt" inside "B" gap to outside rusher, 3 steps to get hands on DT. Lose ground to punch outside rusher.

UNCOVERED- "Blunt" inside gap- to outside rusher. "Help" call from center CUT INSIDE THIGH of 3 technique. "Hokie" call cut 3 technique.

Y

"COWBOY" call- with OT. Block inside gap to backside linebacker. Step at hip of DE. Adjust to backside Linebacker if DL slants away. "Down" call gives you DL with no help from OT.

"INDIAN" call- Inside release to Mike. Block sam only if he shows on your track. VS. "7" GAME PLAN- Block "7" or turn out on #4.

B/H

BLOCKING ASSIGNMENT

Step up & away from playside to clear path of QB; Follow guard to block Sam linebacker.

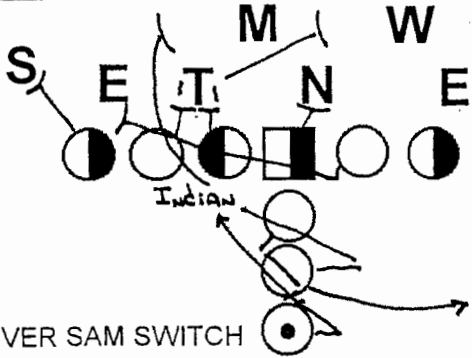
A

FOOTWORK
Jab step away

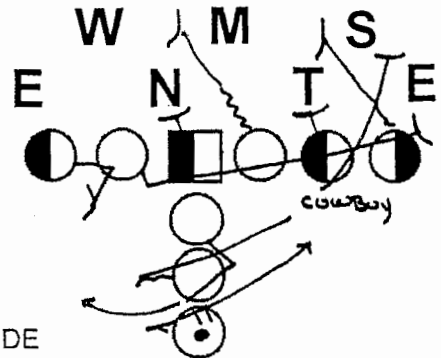
LANDMARK
Outside foot of guard

READ
Hole specific

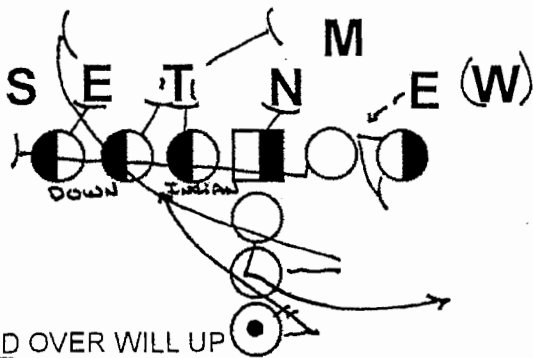
6/7 CAT



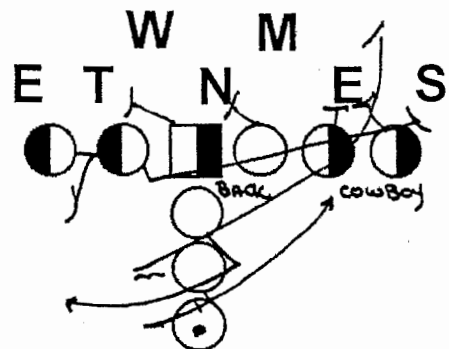
43 OVER SAM SWITCH



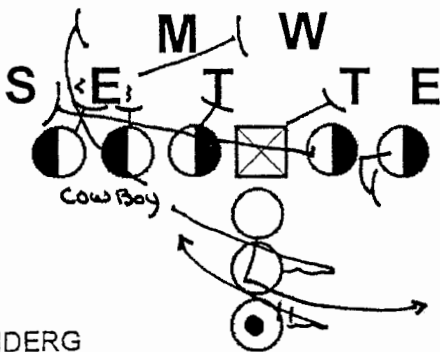
43 OVER WIDE



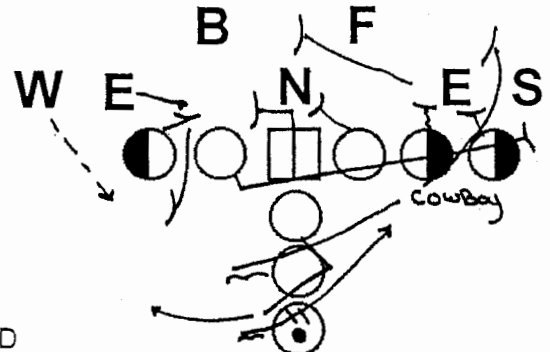
42 SOLID OVER WILL UP



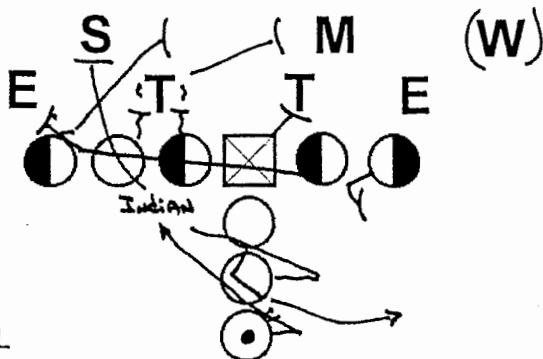
42 UNDER



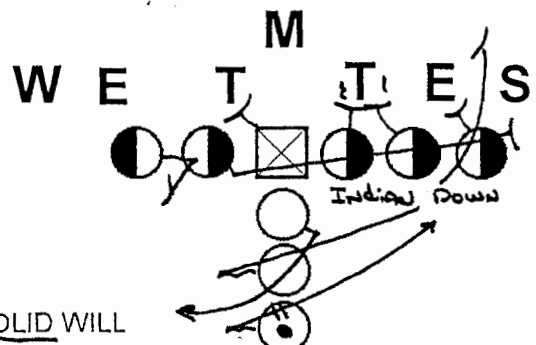
42 UNDERG



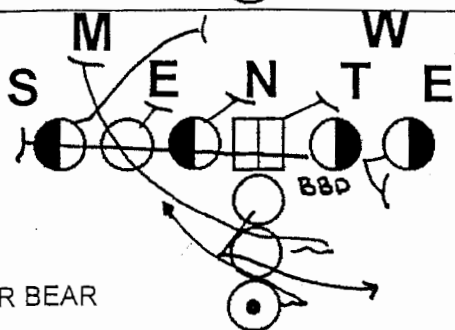
ODD



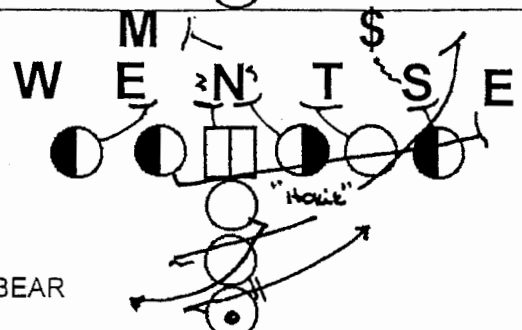
42 WILL



42 SOLID WILL



UNDER BEAR

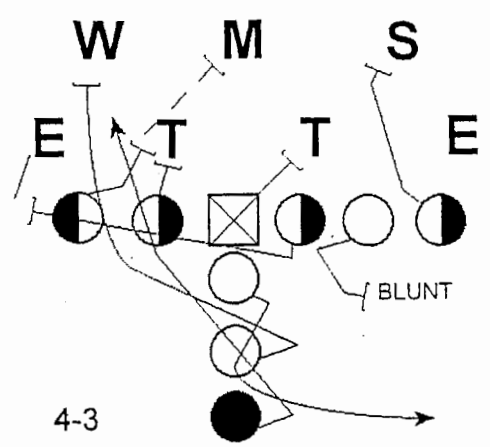


OVER BEAR

PLAY: 6/7 COUNTER

FORMATIONS: Run to Split End

BLOCKING: Down & Pull, Guard pull kick out, FB seal, Gap blocking by line



CP: Movement at Point of Attack

FST COVERED- Block inside gap to Mlb/1st LB backside. If shade on center Flash DE- release. VS. 5 technique and will on LOS- slow to go, collect slant.

UNCOVERED- "Indian" call w/guard. Block inside Gap to Mlb/1st LB backside.

FSG COVERED- "INDIAN" call w/tackle. Block inside Gap to Mlb/1st LB backside.

UNCOVERED- Block back.

CTR COVERED- Block back for pull guard

UNCOVERED- Block back for pull guard

BSG COVERED- Pull kick out end man on LOS

UNCOVERED- Pull kick out end man on LOS

BST COVERED- Blunt- Inside Gap vs. 5 tech- Blunt "B" Gap to End rusher.

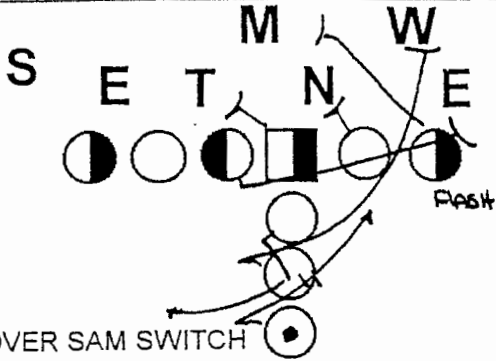
UNCOVERED-Blunt- Inside gap- "B" Gap to End rusher.

Y "C-L-S"- Dig out "C" gap defender. No one in "C" gap, climb to "LB" level. No one on LB level, climb across the field to safety level.

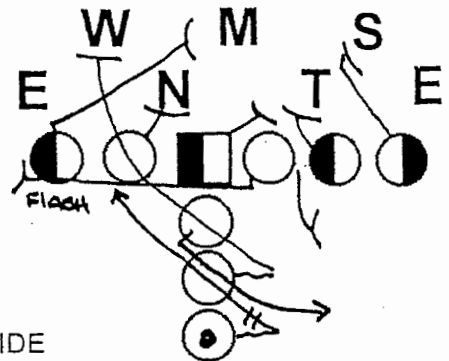
B/H BLOCKING ASSIGNMENT
Step up & away from playside to clear path of QB; follow guard to block will backer.

A FOOTWORK Jab step away LANDMARK Outside foot of guard READ Hole specific

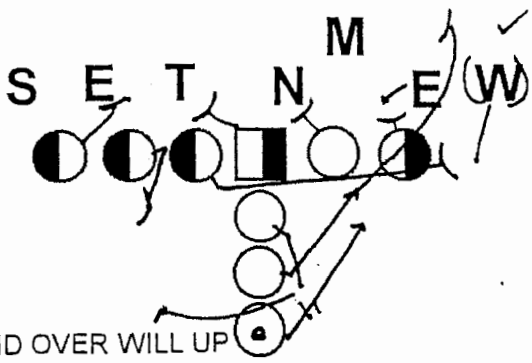
6/7 COUNTER



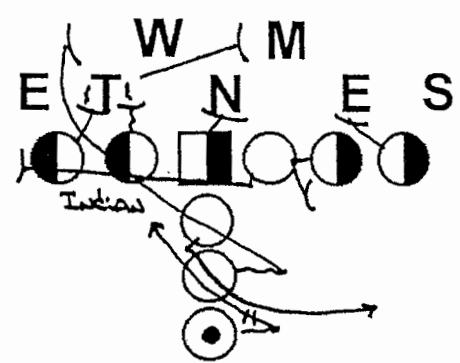
43 OVER SAM SWITCH



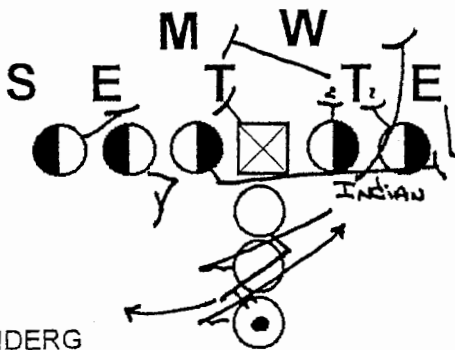
43 OVER WIDE



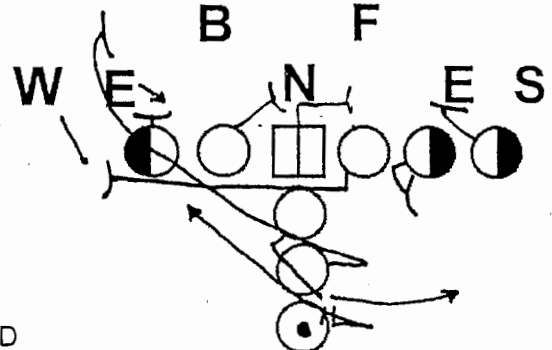
42 SOLID OVER WILL UP



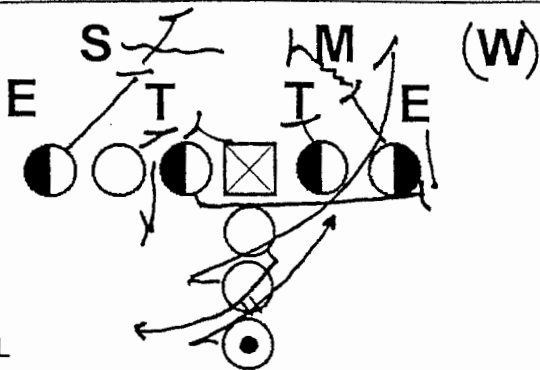
42 UNDER



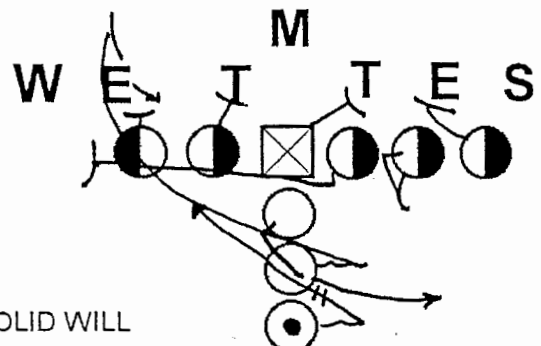
42 UNDERG



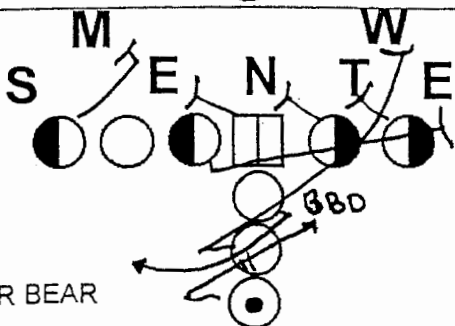
ODD



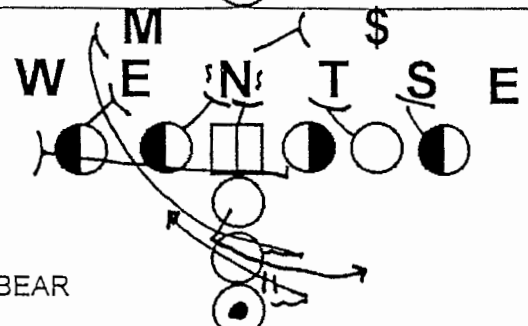
42 WILL



42 SOLID WILL



UNDER BEAR



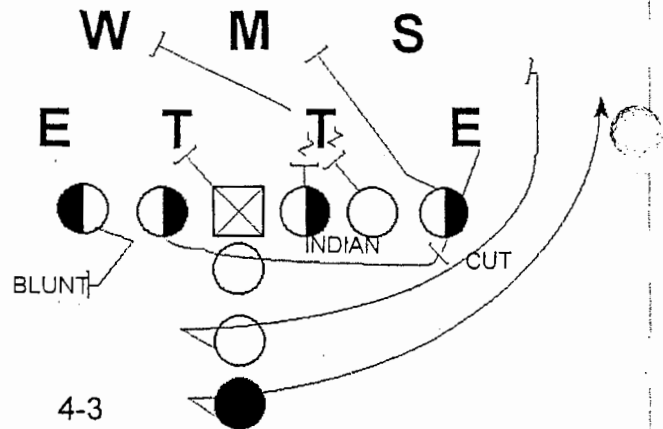
OVER BEAR

PLAY: 6/7 CAT SWEEP

FORMATIONS: Tight End

BLOCKING: Run CAT/GAP blocking vs. Team that is wrong arming you

CP: Be ready to lose ground as you pull to cut DE. Cut outside thigh.



FST

COVERED- "COWBOY" call w/T. End. Block inside gap to backside linebacker. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step. Linebacker up in gap give Tight end "DOWN CALL"
 UNCOVERED- "INDIAN" call w/Guard. Block inside gap to backside linebacker. Step w/inside foot at hip of DT push hip to backside linebacker. BEAR- "BLACK" block back on 3 technique. BBD/HOKIE

FSG

COVERED- "INDIAN" call w/tackle block inside gap to backside LB. Step w/inside foot 2nd step to and through DT. Collect slant with 2nd step linebacker up in gap give tackle "Down" call. BEAR- "BLACK" block back-Give FST "DOWN CALL". BBD/HOKIE
 UNCOVERED- "BACK" call. Block inside gap. Step to block nose (shade/1 tech) to backside linebacker.

CTR

COVERED-If pull guard is covered, block back. Pull guard uncovered- Stab nose to backside "A" gap. C.P.- Treat 4i like 3 technique. "BACK CALL" to playside guard.
 UNCOVERED- Block back for pull guard. Linebacker threat in "A" gap "HELP" call to tackle.

BSG

Pull to Block- EOL. cut outside leg

BST

COVERED- "Blunt" inside "B" gap to outside rusher, 3 steps to get hands on DT. Lose ground to punch outside rusher.
 UNCOVERED- "Blunt" inside gap- to outside rusher. "Help" call from center CUT INSIDE THIGH of 3 technique. "Hokie" call cut 3 technique.

Y

"COWBOY" call- with OT. Block inside gap to backside linebacker. Step at hip of DE. Adjust to backside Linebacker if DL slants away. "Down" call gives you DL with no help from OT.
 "INDIAN" call- Inside release to Mike. Block sam only if he shows on your track. VS. "7" GAME PLAN- Block "7" or turn out on #4. C.P. always block inside gap.

B/H

BLOCKING ASSIGNMENT
 Step up to clear QB; Block support (Sam or SS)

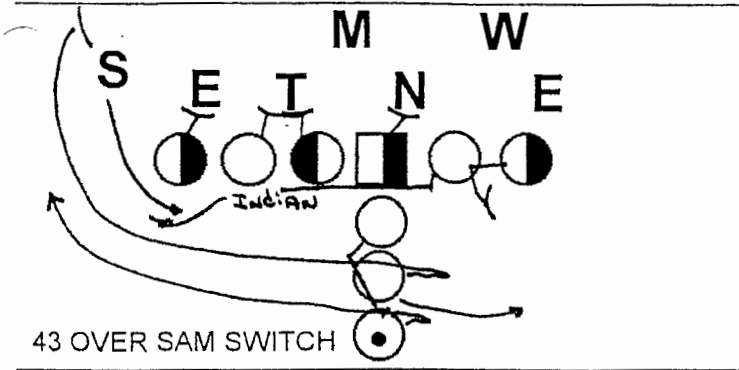
A

FOOTWORK
 Jab step away

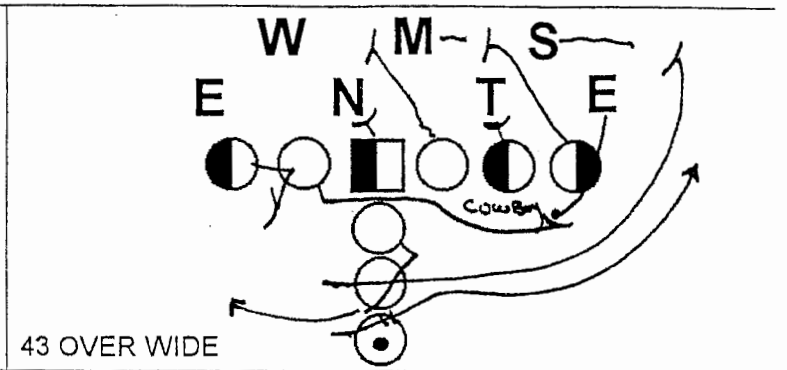
LANDMARK
 start @ outside foot of guard
 follow B/H

READ
 Hole specific

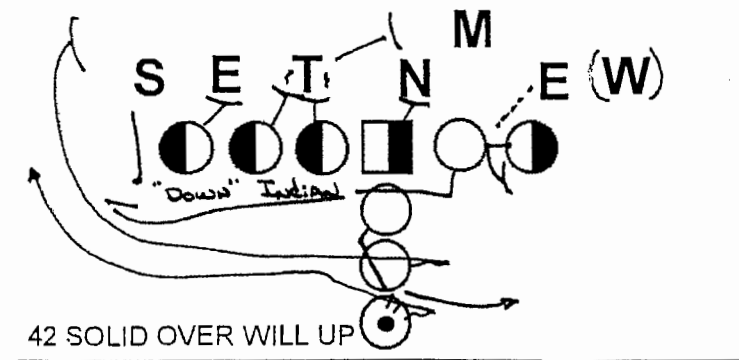
6/7 CAT SWEEP



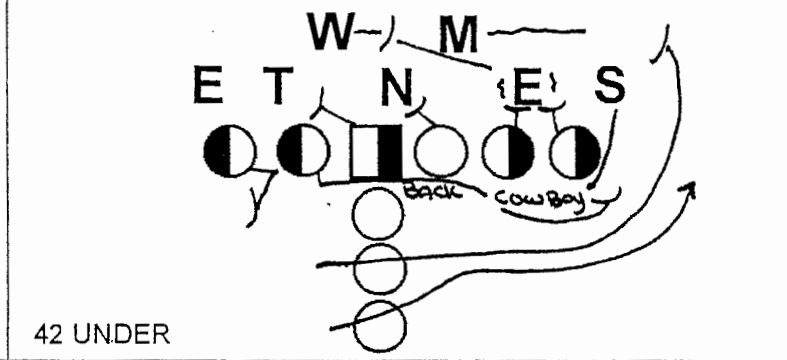
43 OVER SAM SWITCH



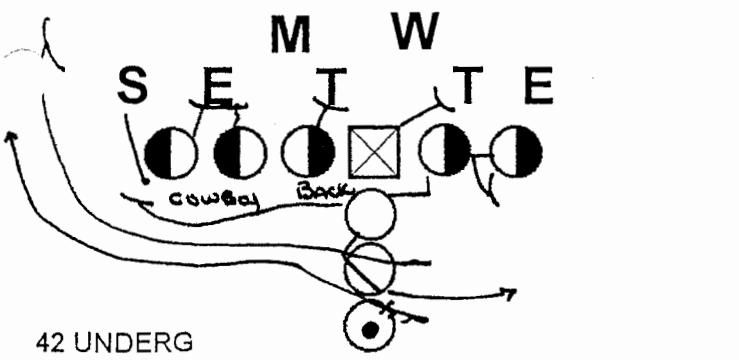
43 OVER WIDE



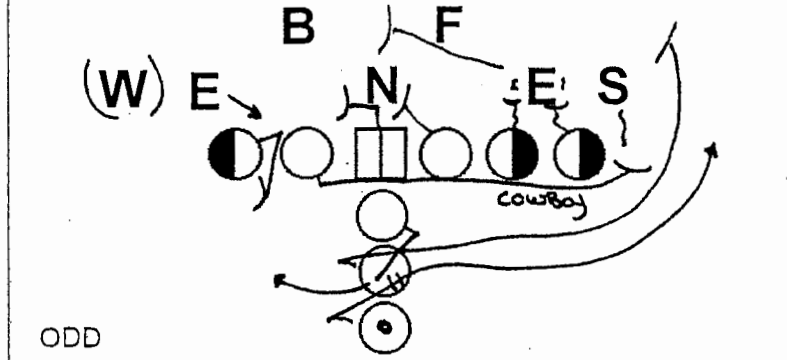
42 SOLID OVER WILL UP



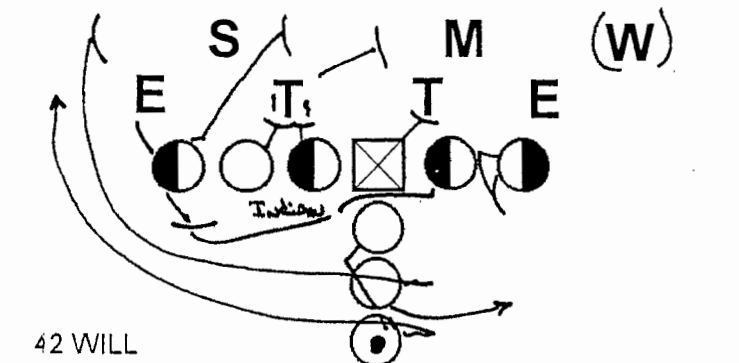
42 UNDER



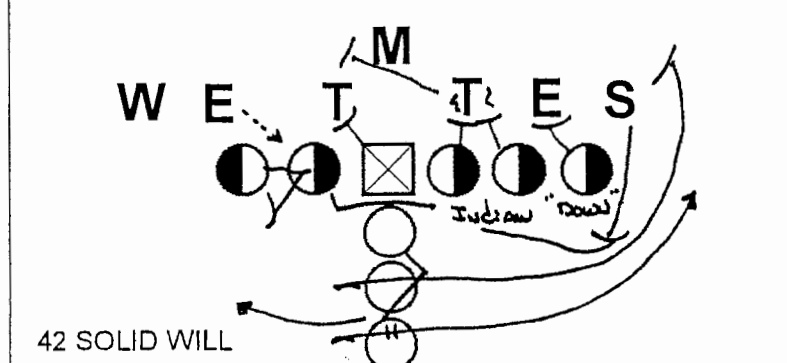
42 UNDERG



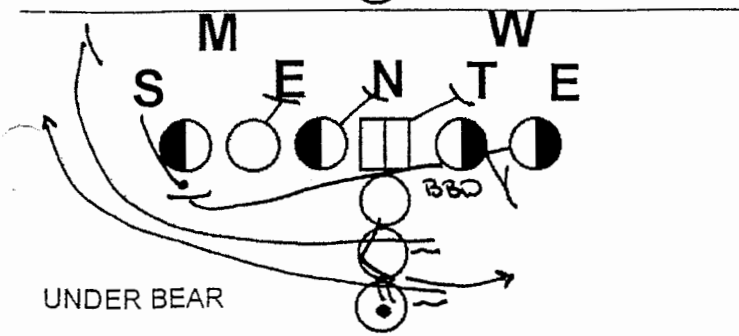
ODD



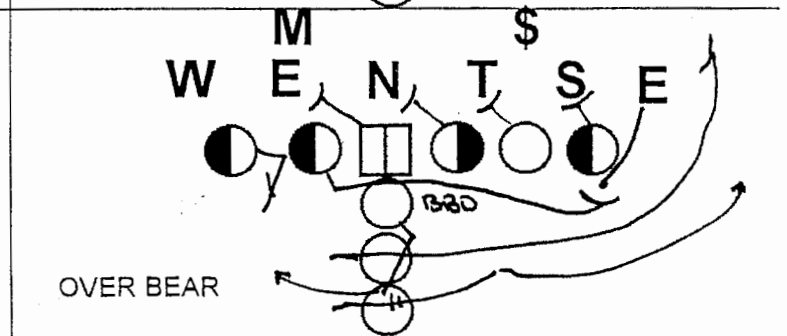
42 WILL



42 SOLID WILL



UNDER BEAR



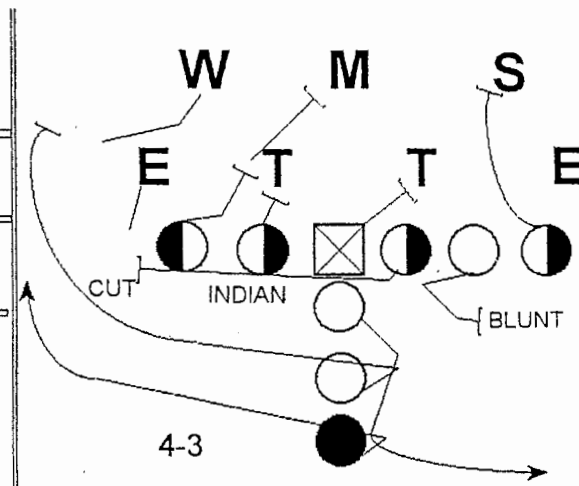
OVER BEAR

PLAY: 6/7 COUNTER SWEEP

FORMATIONS: Split End

BLOCKING: Run counter blocking vs. team that is wrong arming you

CP: Movement at Point of Attack



FST

COVERED- Block inside gap to Mlb/1st LB backside. If shade on center Flash DE- release. VS. 5 technique and will on LOS- slow to go, collect slant.
UNCOVERED- "Indian" call w/guard. Block inside Gap to Mlb/1st LB backside.

FSG

COVERED- "INDIAN" call w/tackle. Block inside Gap to Mlb/1st LB backside.
UNCOVERED- Block back.

CTR

COVERED- Block back for pull guard
UNCOVERED- Block back for pull guard

BSG

Pull to block - EOL. Cut outside leg.

BST

COVERED- Blunt- Inside Gap vs. 5 tech- Blunt "B" Gap to End rusher.
UNCOVERED-Blunt- Inside gap- "B" Gap to End rusher.

Y

"C-L-S"- Dig out "C" gap defender. No one in "C" gap, climb to "LB" level. No one on LB level, climb across the field to safety level.

B/H

BLOCKING ASSIGNMENT
Step up to clear QB; Block support (Will or FS)

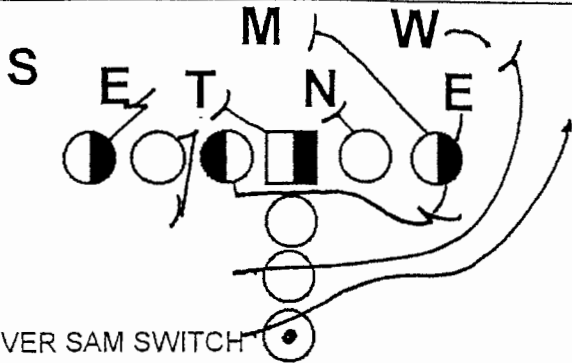
A

FOOTWORK
Jab step away

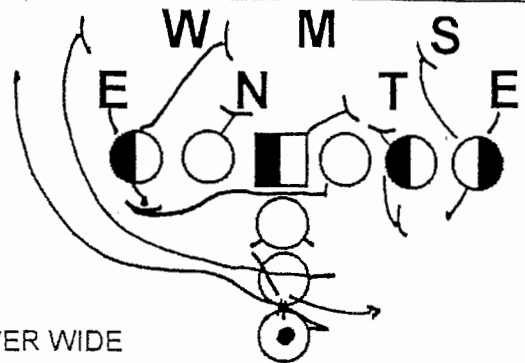
LANDMARK
start @ outside foot of guard
follow B/H

READ
Hole specific

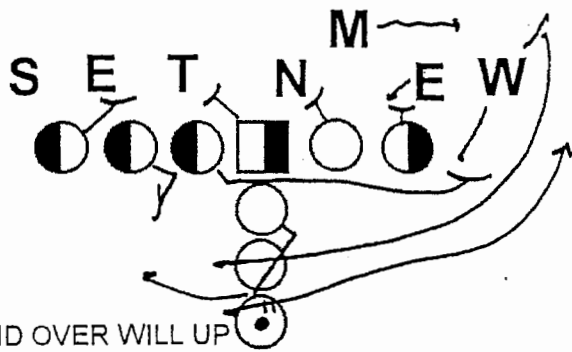
6/7 COUNTER SWEEP



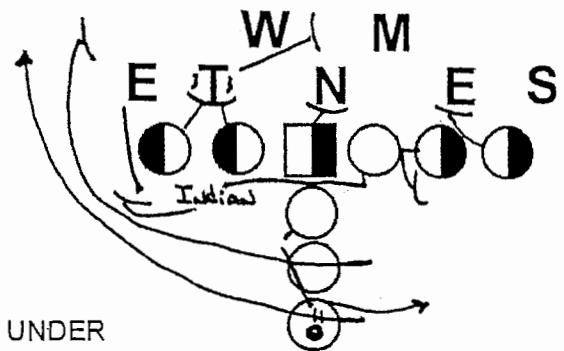
43 OVER SAM SWITCH



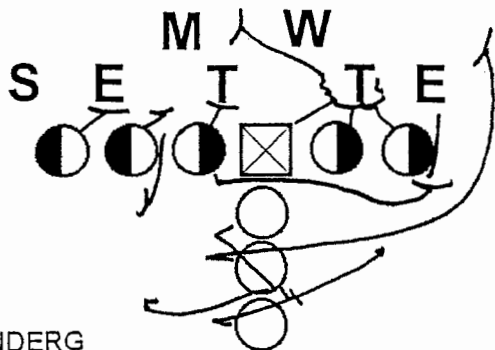
43 OVER WIDE



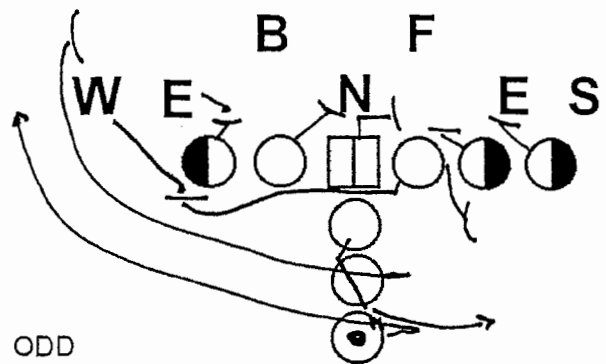
42 SOLID OVER WILL UP



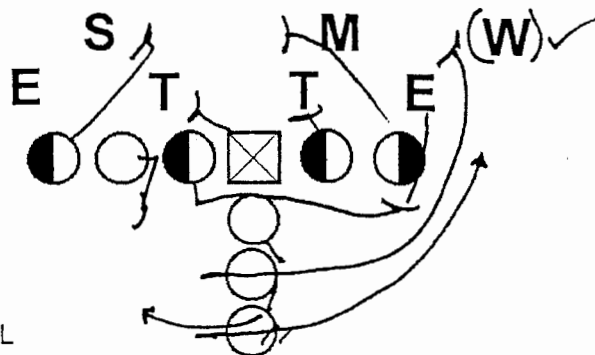
42 UNDER



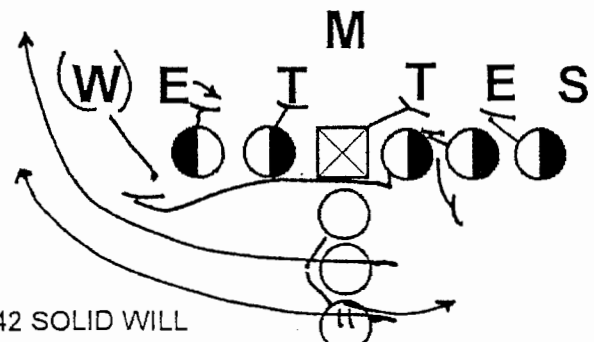
42 UNDERG



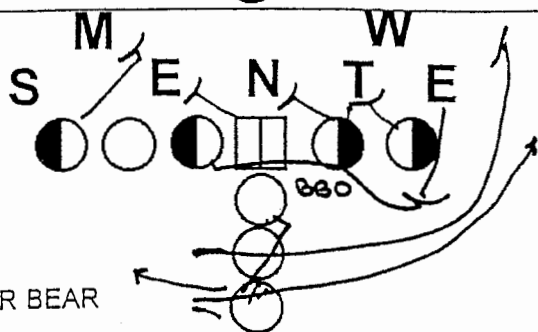
ODD



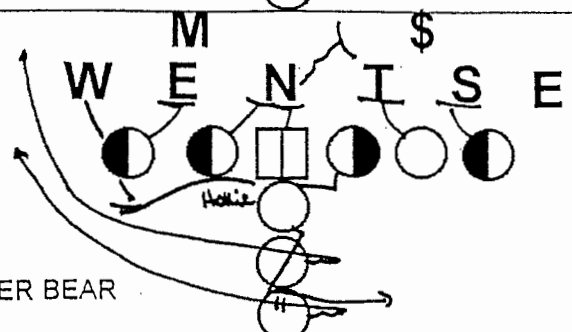
42 WILL



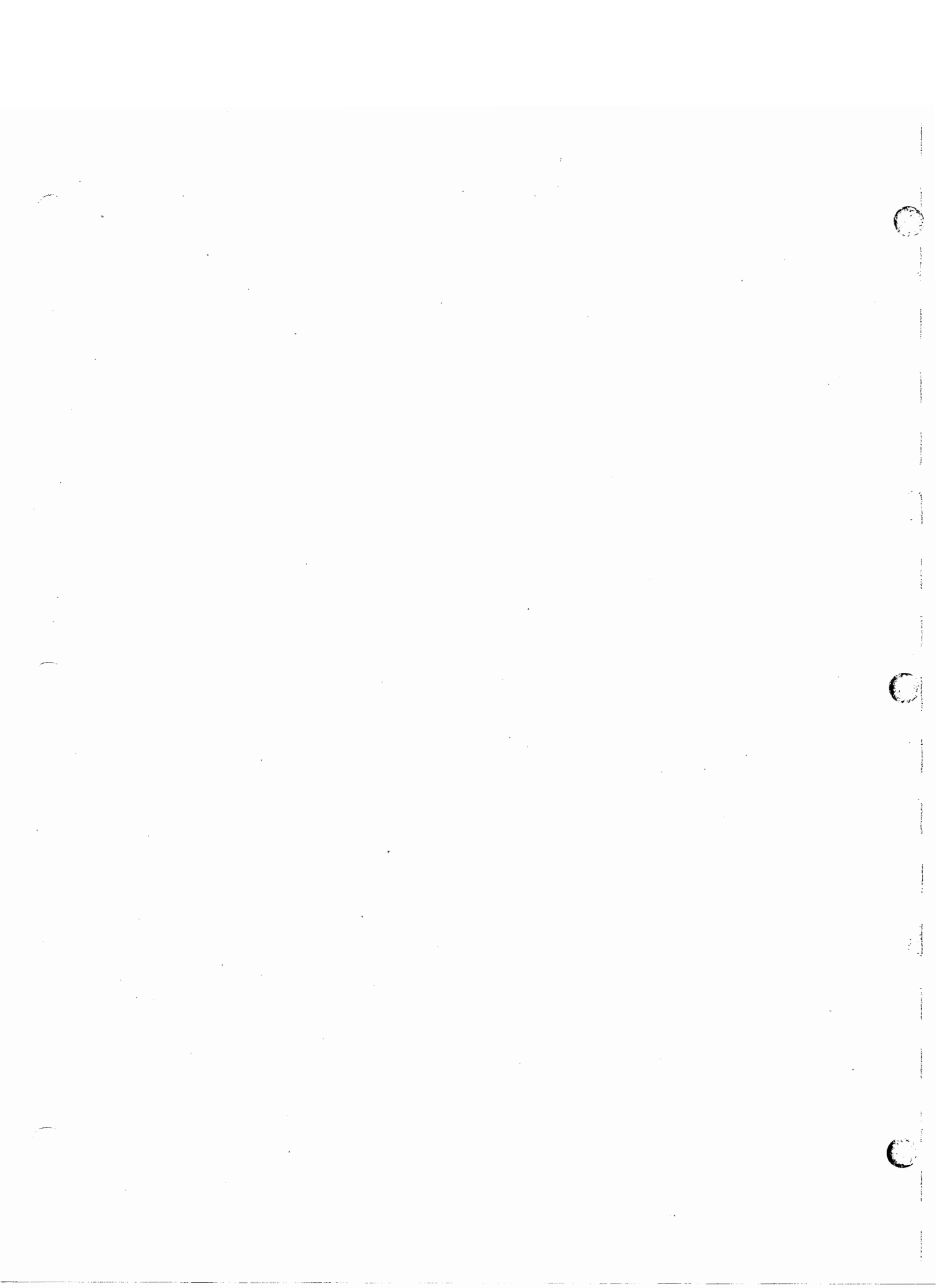
42 SOLID WILL



UNDER BEAR



OVER BEAR



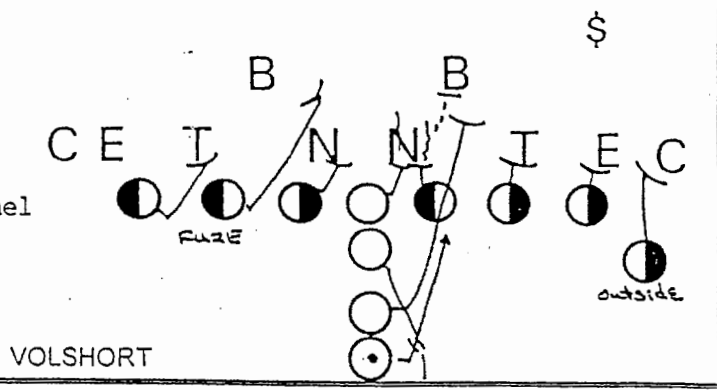
GOALLINE

PLAY: 2/3 Power (Launch)

FORMATIONS: 2 TE Wing / Power

BLOCKING: Lead Blocking Scheme
 Power - Playside LB
 Funnel the 1st down line man to insure LB run through. CTR/Guard, Guard/Tackle funnel 1 Foot Splits.

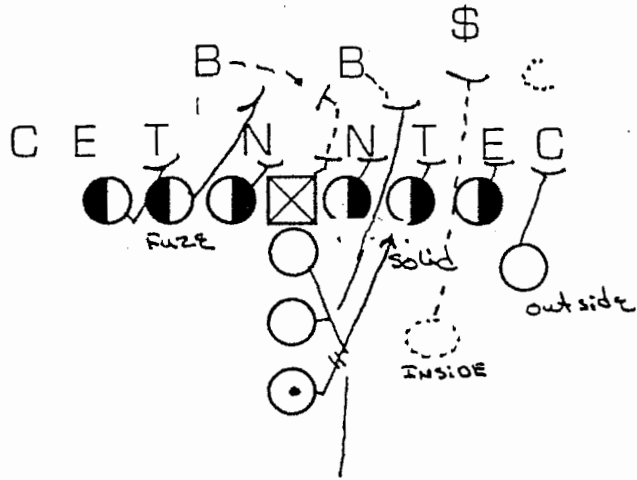
POSITION ASSIGNMENT & TECHNIQUE



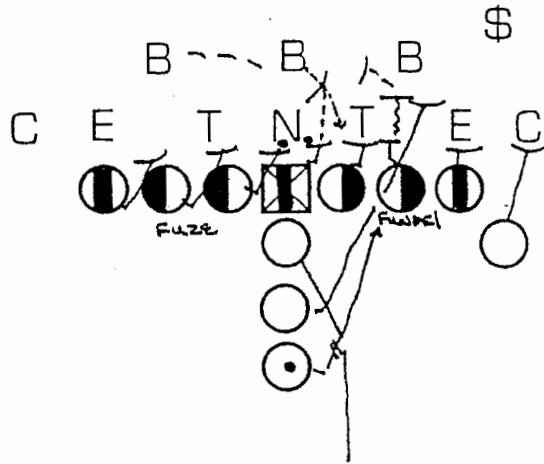
VOLSHORT

YTE	Goaline Base - Step w/Inside foot to base man on
FST	<u>Covered</u> - Base man on step w/inside foot vs 4-head up/4I inside gap. <u>Uncovered</u> - Funnel w/playside guard to insure FS gap LB run through. <u>Push the Down Man.</u>
FSG	<u>UnCovered</u> - vs Gap or inside player - Funnel w/CTR to insure FS Gap Lb. Run Through. <u>Push the Down Man.</u> <u>Covered</u> - Base man on. FS Tackle uncovered funnel to insure FS Gap LB run through. Push the Down Man.
CTR	<u>Uncovered</u> - FS Gap player.. Funnel w/FS guard to insure FS. Gap LB run through <u>Push the Down Man.</u> <u>Covered</u> - Step to playside Gap. Insure LB run through in Power Scoop to BS LB.
BSG	Fuze - Digout
BST	Fuze - Digout
UTE	Fuze - Digout
FB	1st LB Playside Wing Call. Inside - FB has Mike in Bear 53 Outside - FB has playside LB Bear 53
PB	Wing - (1)Man off Corner - <u>Outside</u> (2)No man off Corner - Inside Get inside out on edge player. Blow up C Gap.
TB	Straight line course to Landmark crack of guards ass.

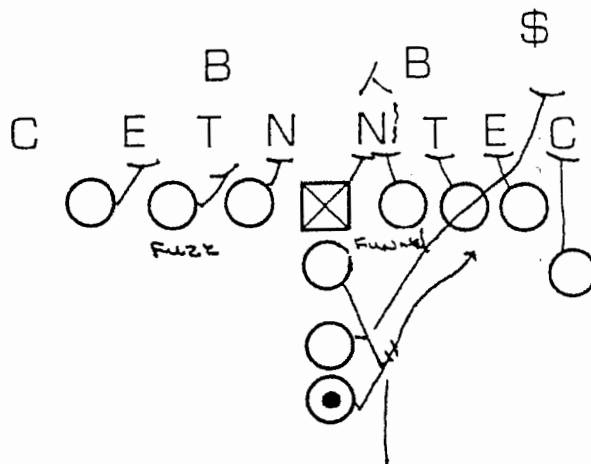
SOLID/VULSHUKI



G.L. BEAR 5-3



GAP 8



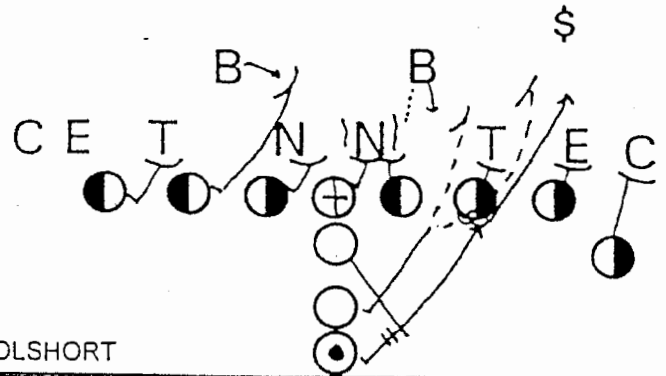
PLAY: 6/7 Power

FORMATIONS: 2 TE Wing/Power

BLOCKING: Lead Blocking Scheme
Power - Playside LB

Funnel the 1st down line man to insure LB run through. CTR/Guard, Guard/Tackle Funnel

1 Foot Splits.



POSITION	ASSIGNMENT & TECHNIQUE
----------	------------------------

VOLSHORT

YTE	Same as 2 Power
-----	-----------------

FST	Same as 2 Power
-----	-----------------

FSG	Same as 2 Power
-----	-----------------

CTR	Same as 2 Power
-----	-----------------

BSG	Fuze - Digout
-----	---------------

BST	Fuze - Digout
-----	---------------

LITE	Fuze - Digout
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FB	1st LB Playside
----	-----------------

PB	Inside/Outside call
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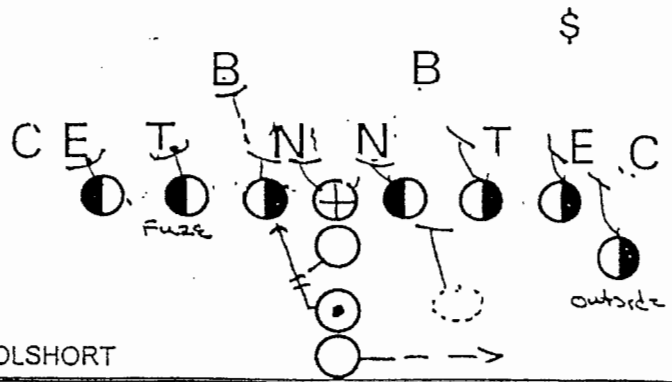
TB	Aiming Point - Crack of Tackles Ass. Just like 6 Slant.
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PLAY: 42/43 Power

FORMATIONS: Wing Sam/Power

BLOCKING:

Power Blocking *40's is a FB Play. No Lead Blocker! Funnel w/guard and CTR to LB.



POSITION ASSIGNMENT & TECHNIQUE

YTE Fuze - Digout

FST Covered - Base man on
Uncovered - Funnel w/FSG to block LB. *must know on 40's No Lead Blocker.
 Have to come off for LB. Guard take over DT.

FSG Covered - Funnel w/FS tackle to block LB. *must know on 40's No Lead Blocker.
 Have to come off for LB. Guard take over DT.
Uncovered - Funnel w/CTR to block LB.

CTR Covered - Power scoop w/BS guard. Step to insure FS Gap run through.
Uncovered - Step to FS Gap to funnel w/FS guard. Must know on 40's No Lead Blocker.
 Have to come off for LB. CTR take over DT.

BSG Fuze to Digout. vs Bear P.Scoop w/CTR.

BST Fuze to Digout.

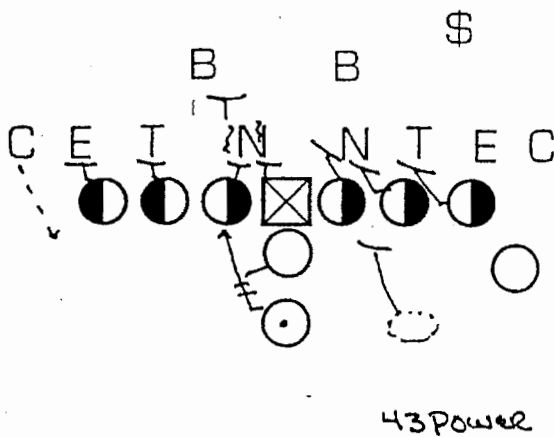
UTE Base man on. Goalline Base step w/inside foot.

FB Ball carrier.

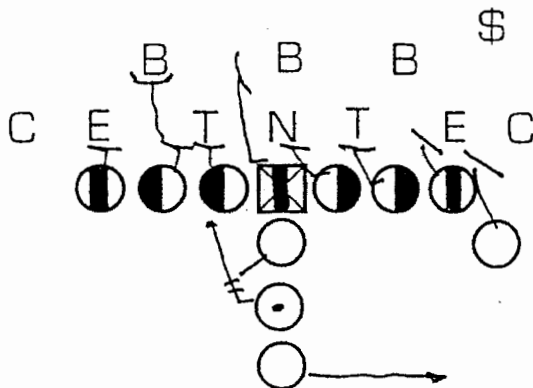
PB Inside/Out call.

TB Fake away from Play call.

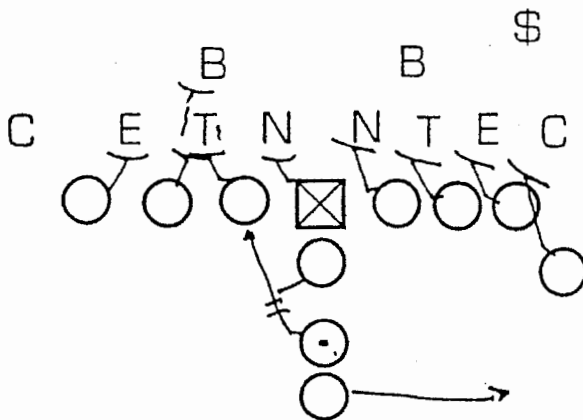
SULIU/ VULSHUKI



G.L. BEAR 5-3



GAP 8

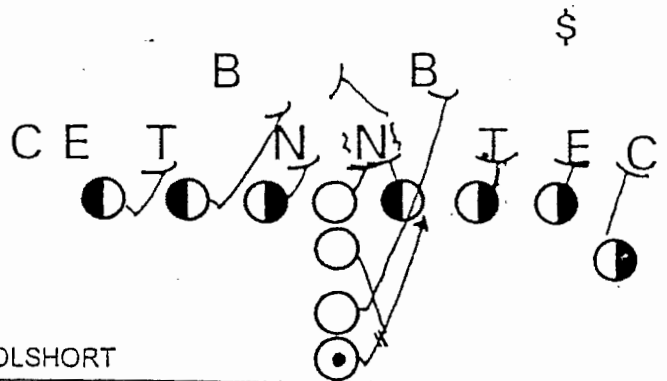


PLAY: 42/43 OTIS

FORMATIONS: Wing Sam/Power

BLOCKING: Otis push DT to BS.LB.

FB - Play
Lead back blocks FS LB.



POSITION ASSIGNMENT & TECHNIQUE

VOLSHORT

YTE Base man on. Goaline step w/inside foot.

FST Covered - Base man on
Uncovered - Otis block DT to BS LB. Get movement on DT. Push. Guard will take over the DT.

FSG Covered - Base man on. otis w/FS Tackle. Get movement on DT. Push. Stay on DT. Tackle will come off to LB.
Uncovered - Otis w/CTR. Get movement on DT. Push. come off to BS LB.

CTR Covered - Base man on. Fuze with BS guard. Otis w/FS guard to BS LB.
Uncovered - Otis w/PS Guard DT to BS LB. Take over DT guard will come off.

BSG Fuze - Digout

BST Fuze - Digout

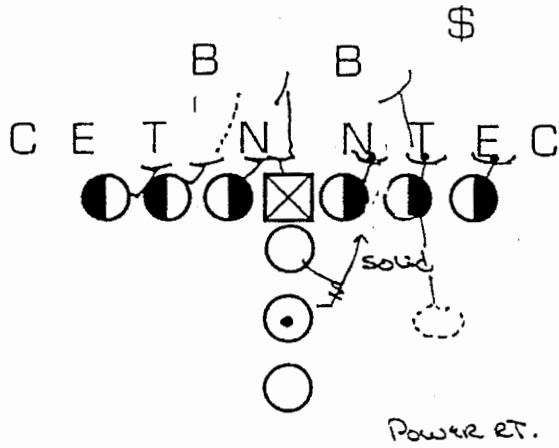
UTE Fuze - Digout

FB 42 - Straight Line to crack of guards ass.
44 Otis round course

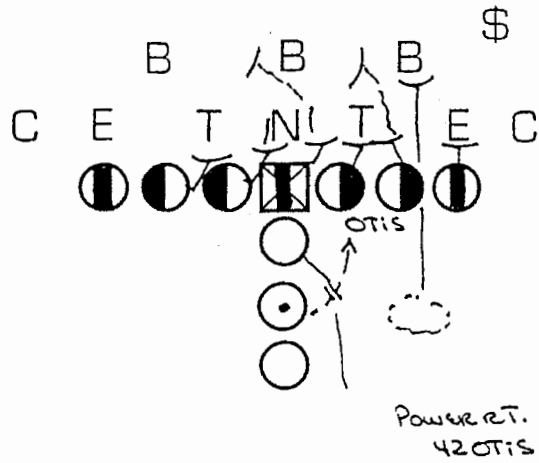
PB Inside or outside call to block edge.

TB Lead block FS LB.

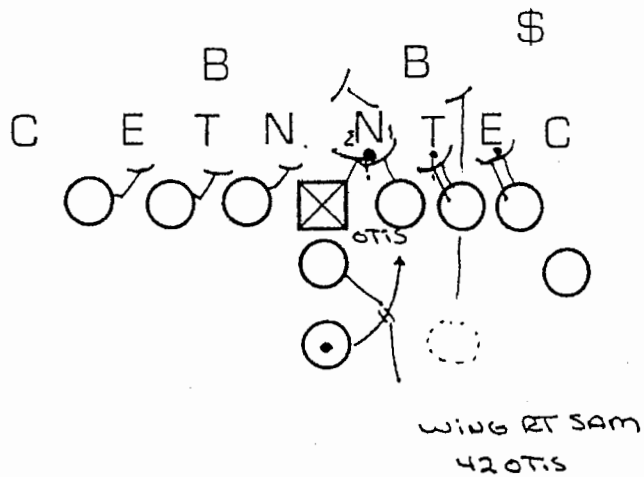
SOLID/VULSHUR I



G.L. BEAR 5-3



GAP 8

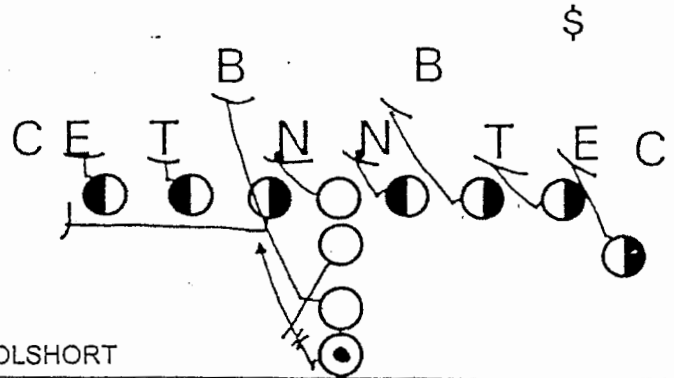


PLAY: 28/29 Grace

FORMATIONS: Power/Wing Sam

BLOCKING:

G-Pull to Trap End man on LOS. Front side End, Tackle Base man on. FB block FSide LB.



POSITION ASSIGNMENT & TECHNIQUE

VOLSHORT

YTE Fuze - Digout

Covered = Base man on

FST Uncovered - Down block for pulling guard. *Alert tack with tackle

FSG Pull to trap end man on LOS

CTR Reach Frontside Gap - for pulling guard. *Alert tack with tackle

BSG Fuze - Digout

BST Fuze - Digout

Covered - Base man on.

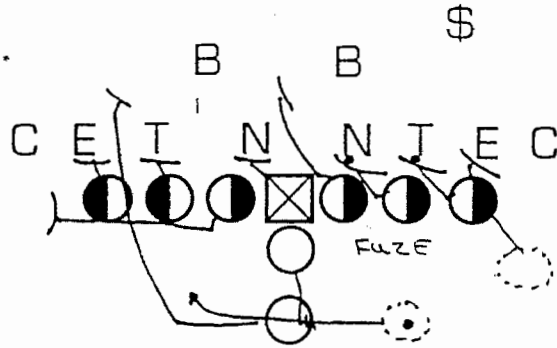
UTE

FB Block FS LB

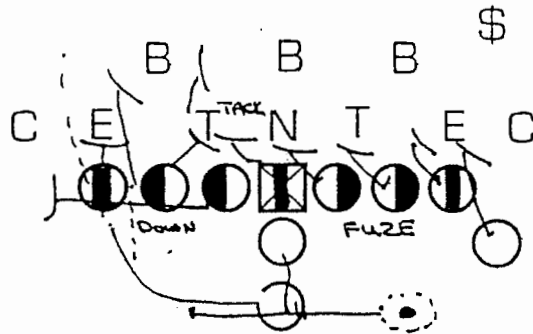
PB Cut off "D" Gap

TB Open Lateral; Follow FB read the TE's block

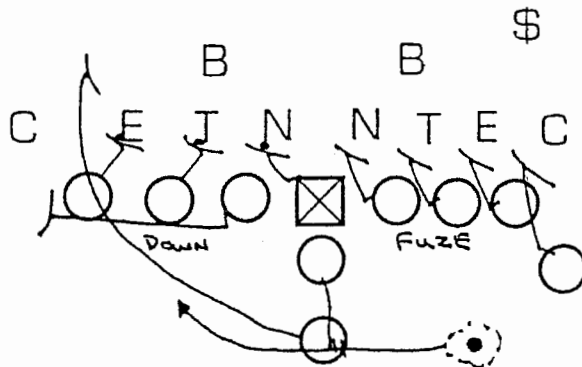
SOLID/VULSHURT



G.L. BEAR 5-3



GAP 8



PLAY: 2 - 3 Fan

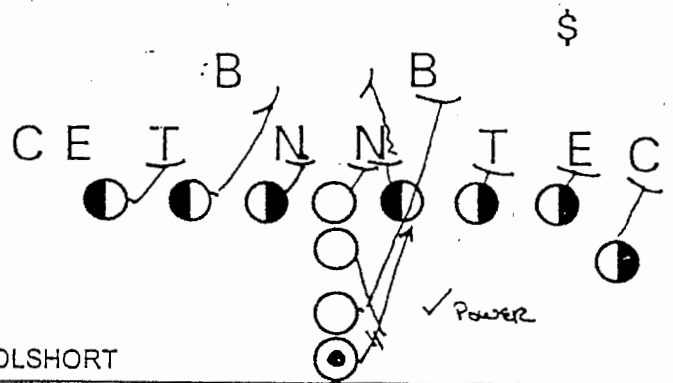
FORMATIONS: Power

BLOCKING: Bear Front Play

Fan Blocking for G,T,TE
1,2,3 on LOS

POSITION ASSIGNMENT & TECHNIQUE

VOLSHORT



YTE Fan to Block #3 on LOS

FST Fan to Block #2 on LOS

FSG Fan to Block #1 on LOS

CTR Reach FS Gap

BSG Fuze - Digout

BST

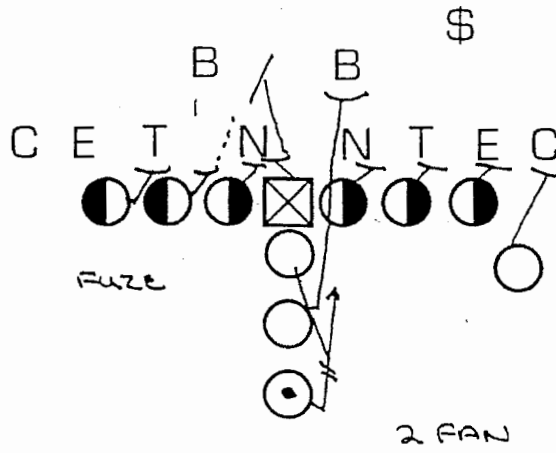
UTE Fuze - Digout

FB Iso Mike

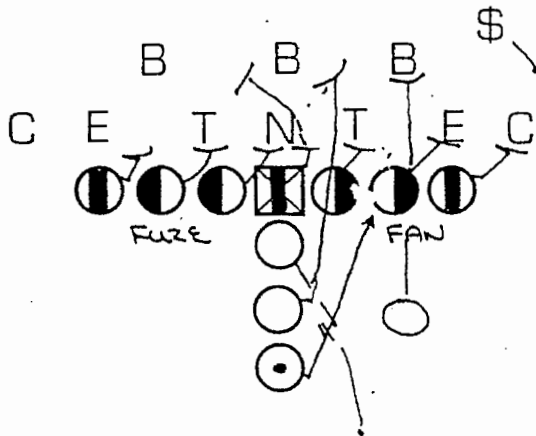
PB Playside side LB

TB Follow FB read block on LB.

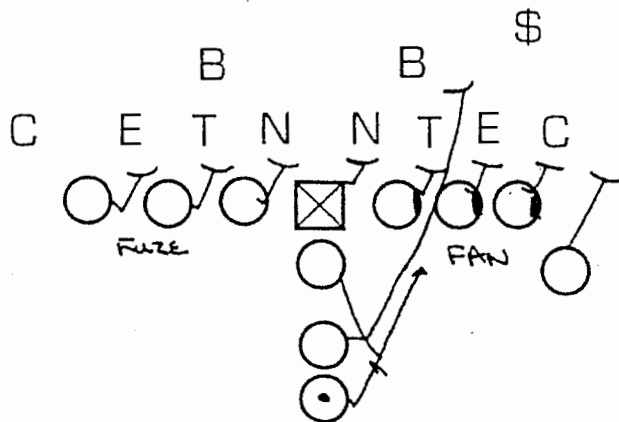
SULID/VULSHUKI



G.L. BEAR 5-3



GAP 8

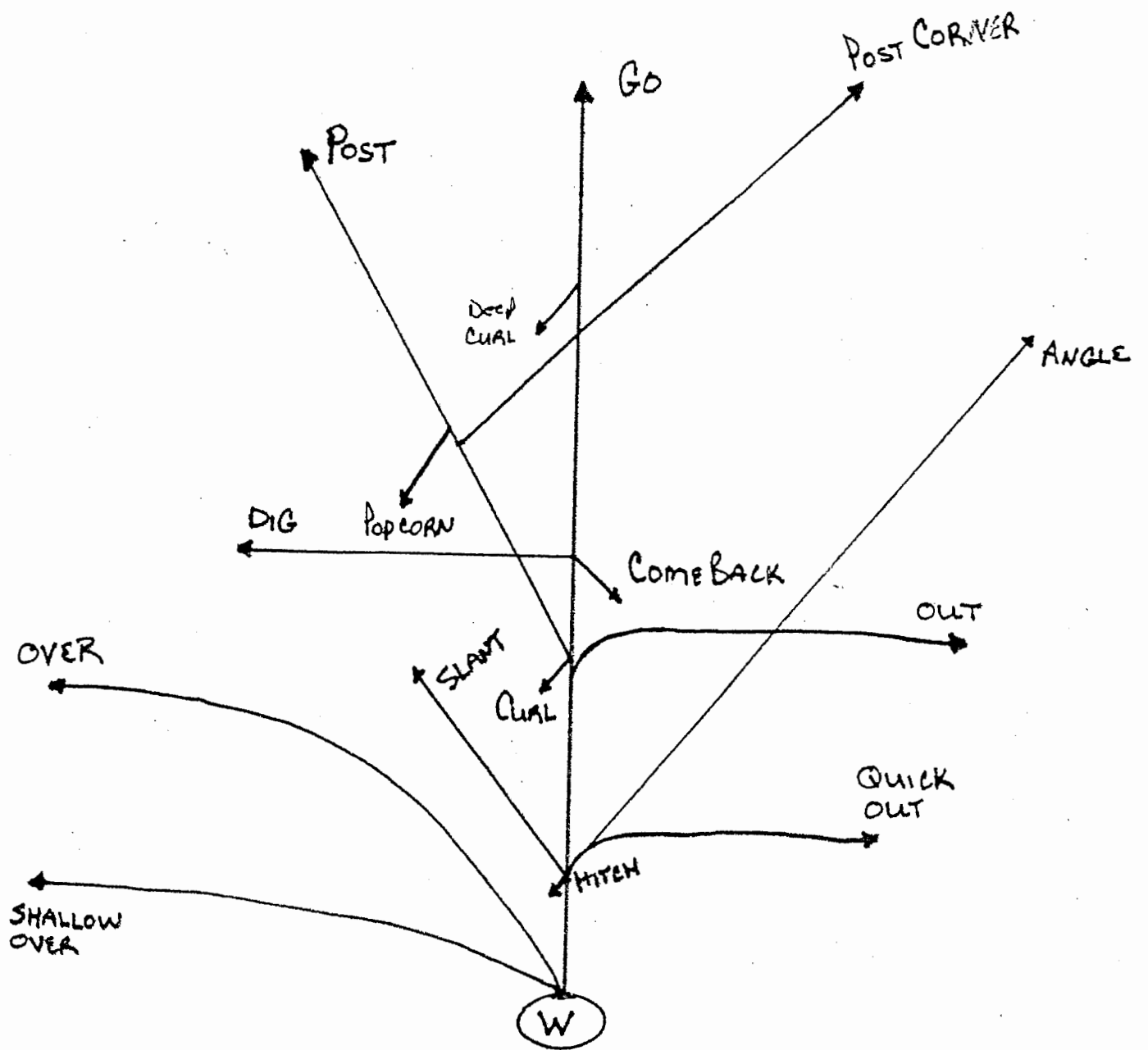


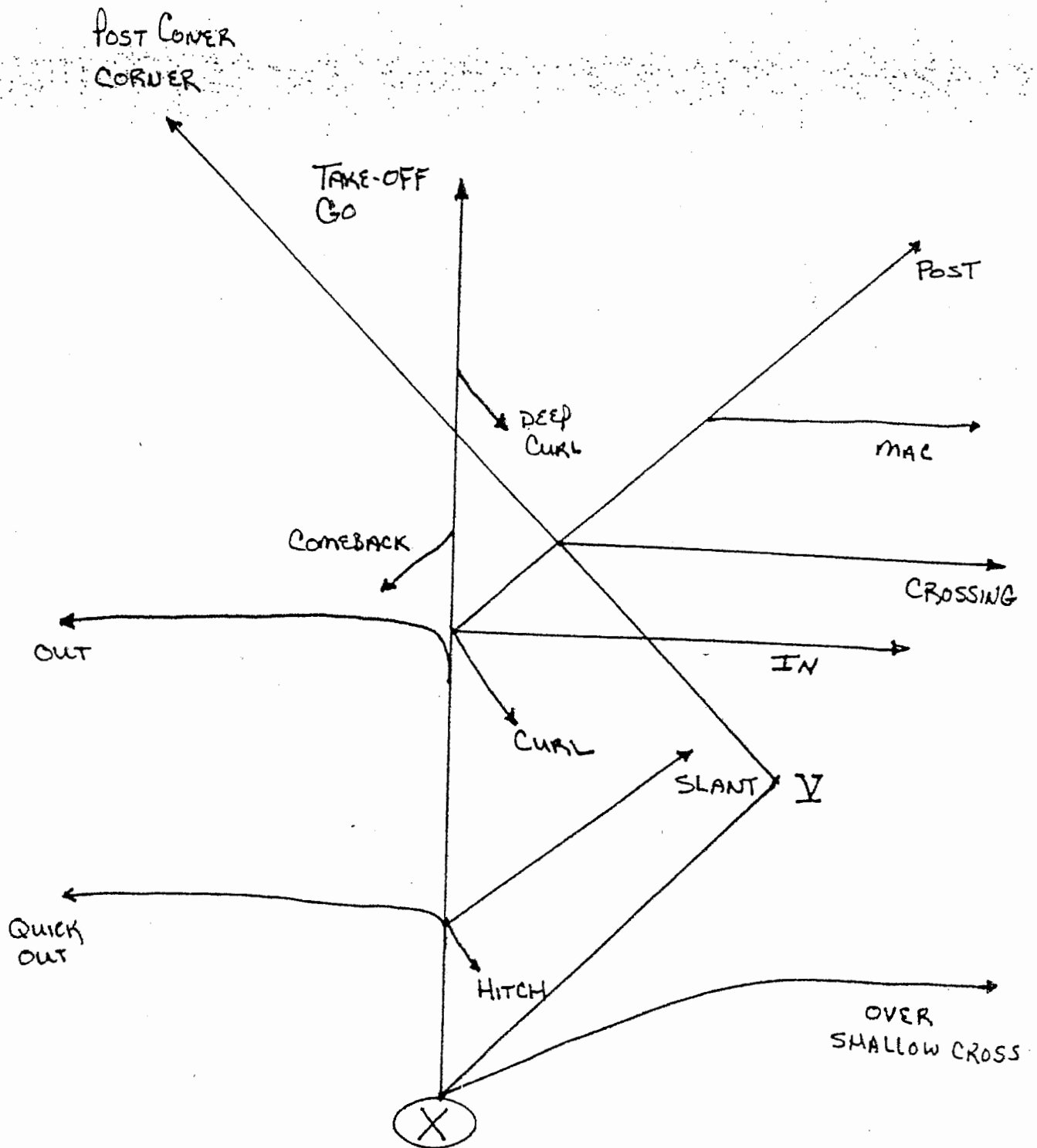
WR'S

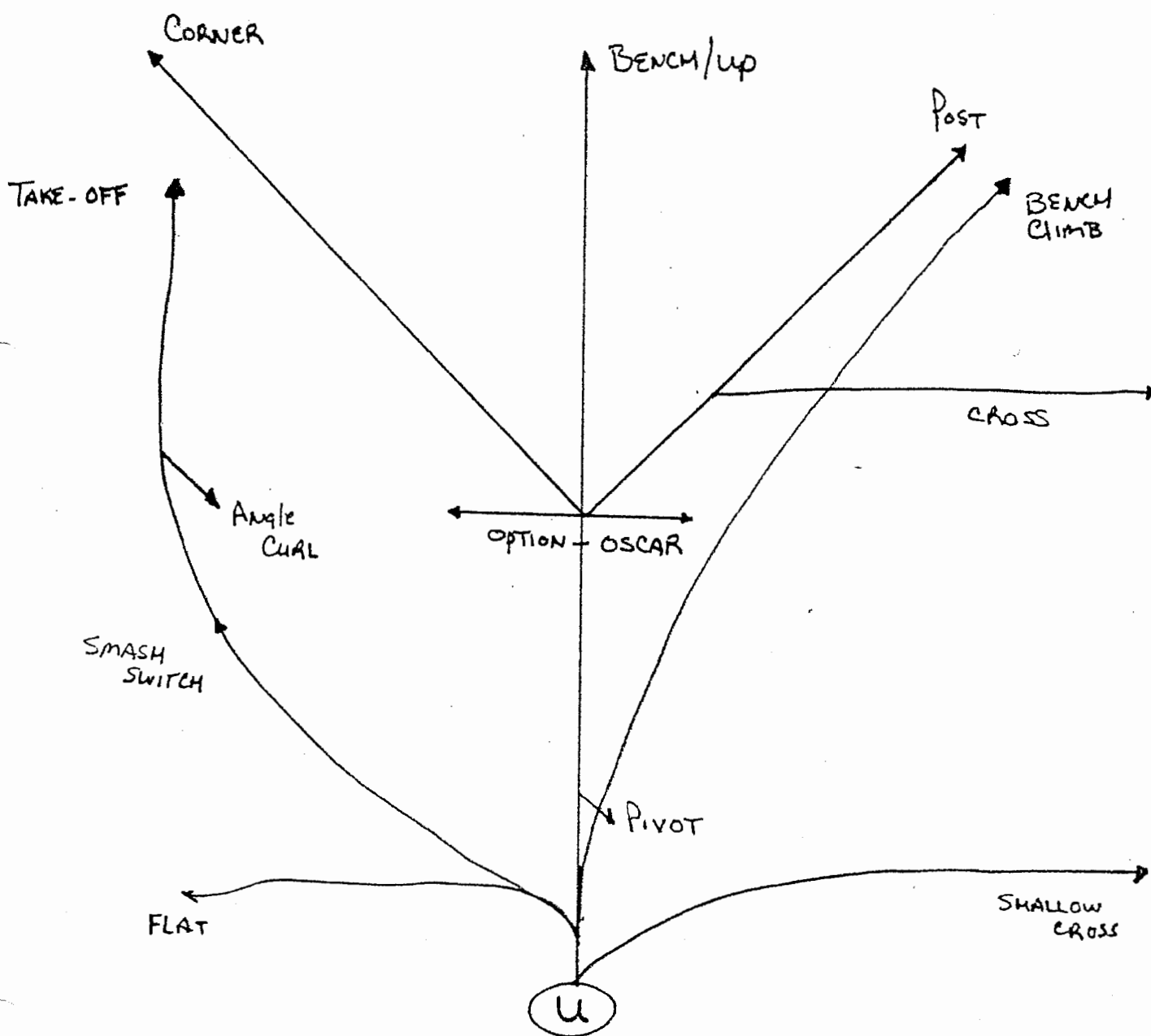
ROUTE TREE

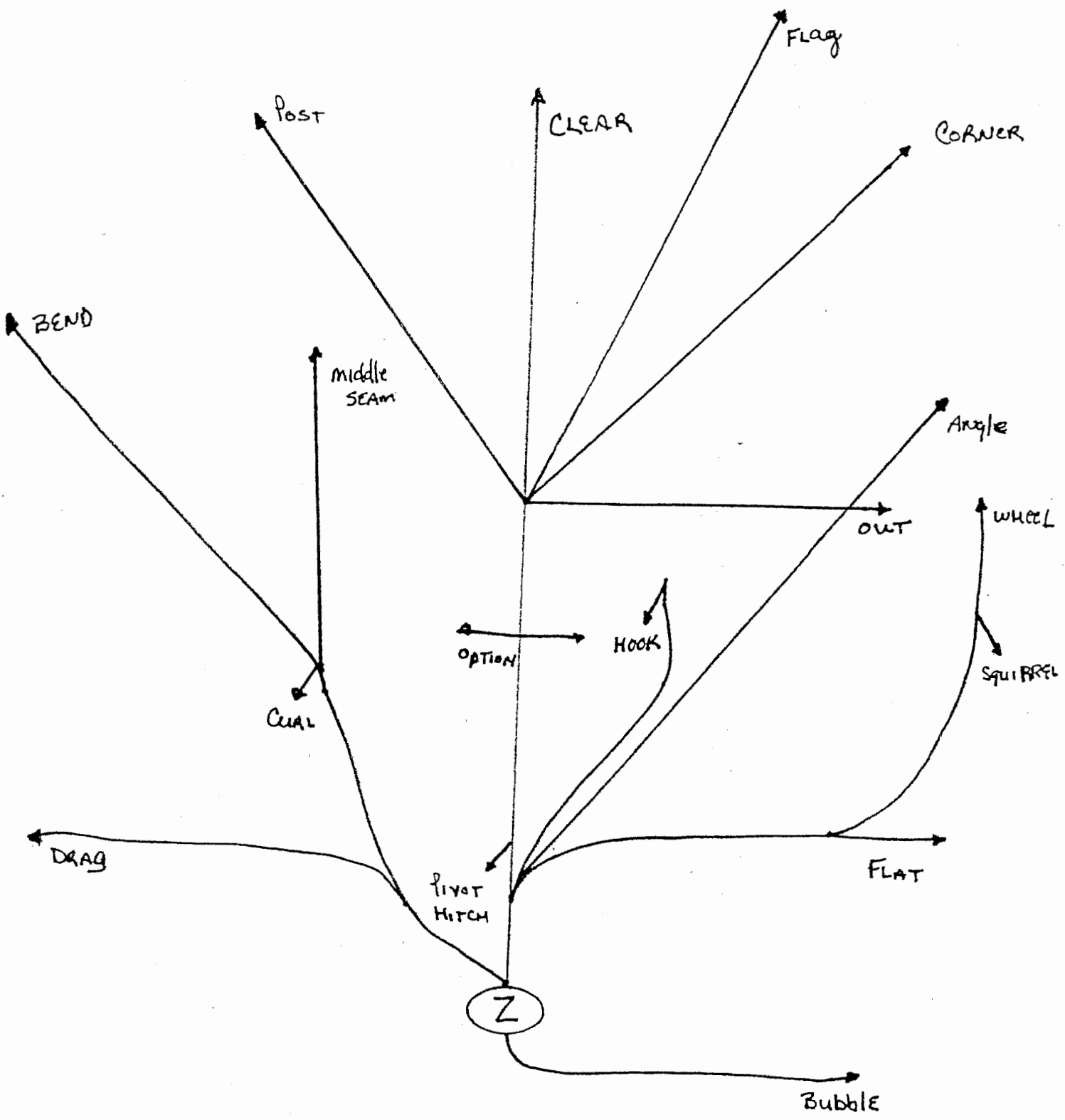
&

PASSING GAME





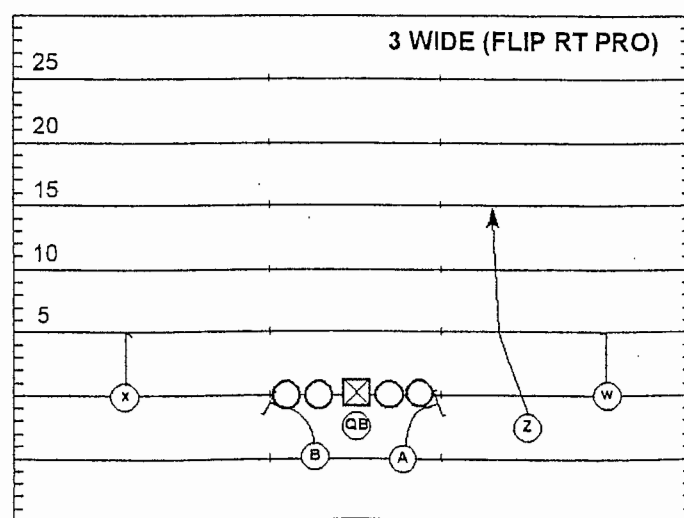
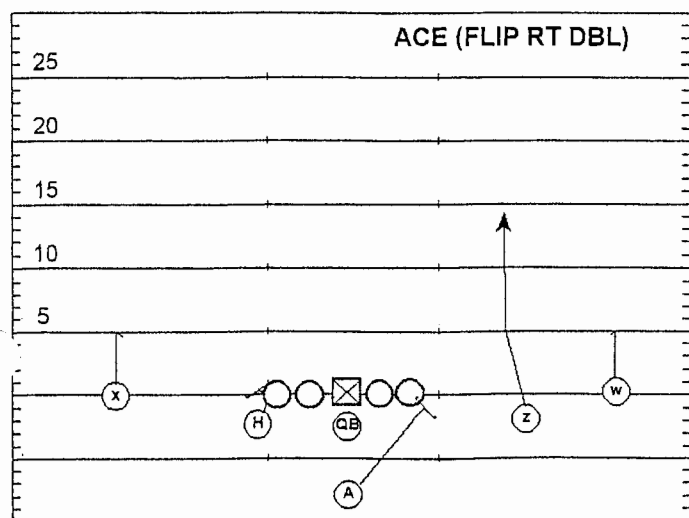
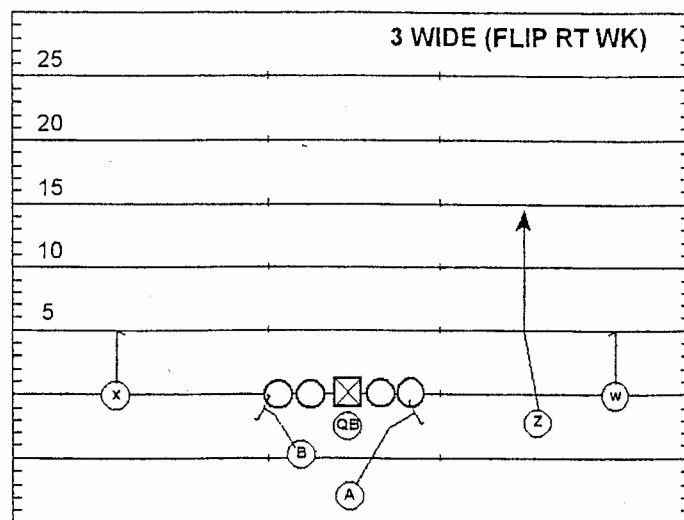
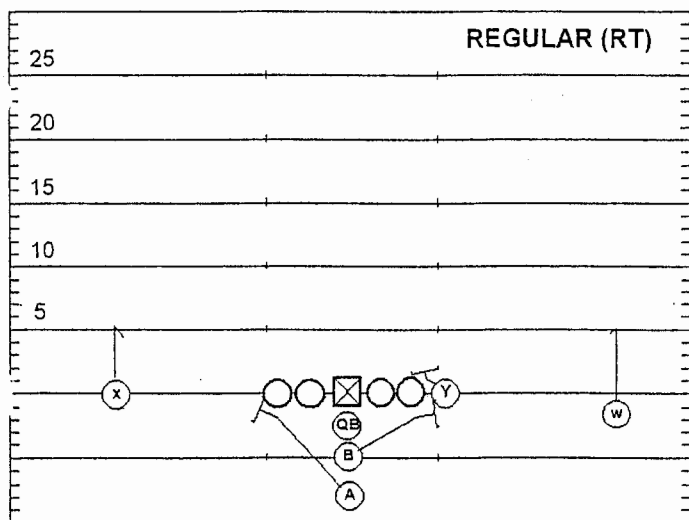




PLAY 80

COVERAGE	3	2	2 MAN UNDER	1
X	HITCH	FADE STREAK	FADE STREAK	FADE STREAK
Y/Z	CLIMB	CLIMB	CLIMB	CLIMB
W	HITCH	SEAM	FADE STREAK	FADE STREAK
B/H	BLOCK			
A	BLOCK			

VARIATIONS FORMATIONS

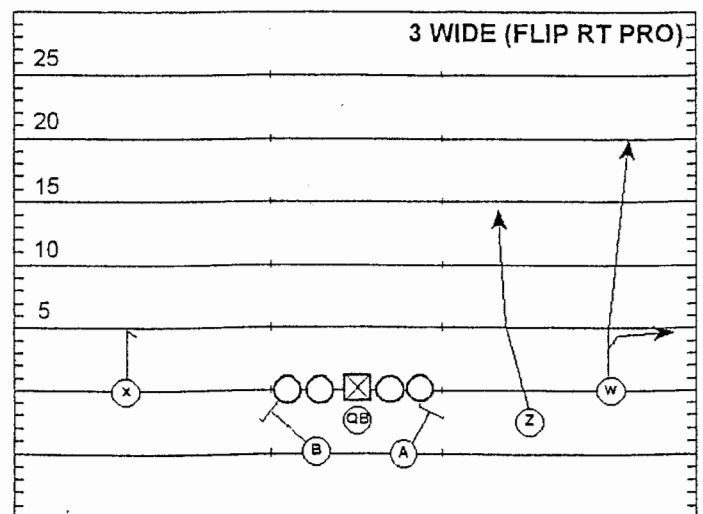
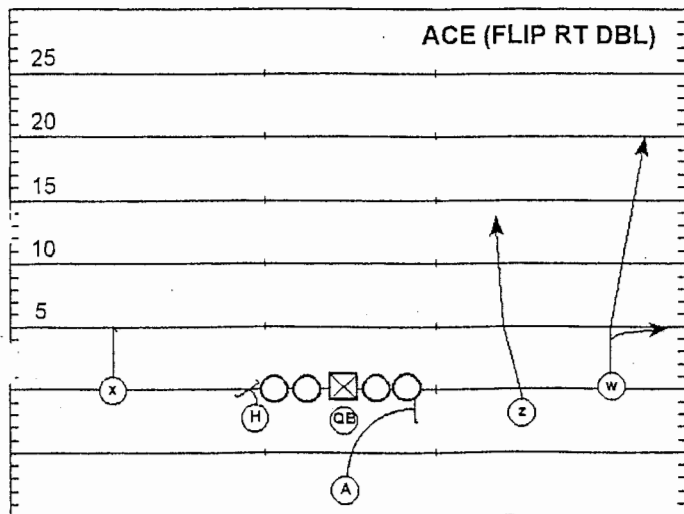
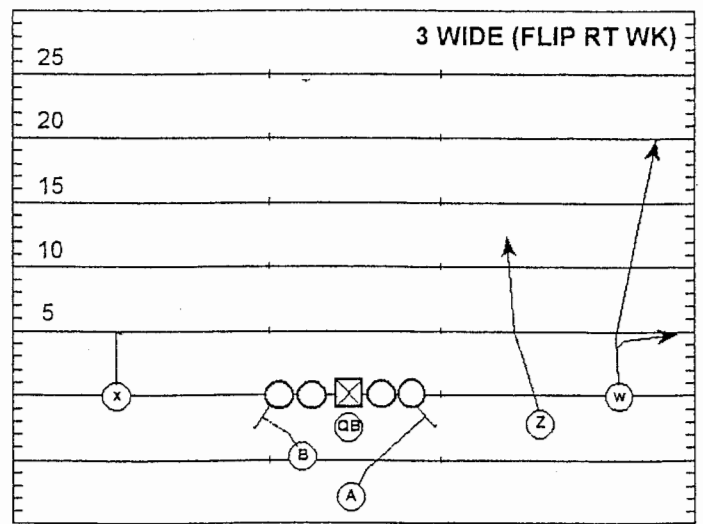
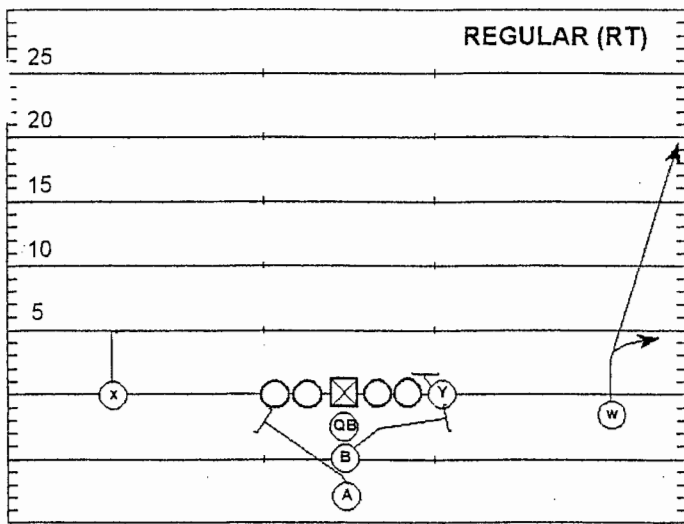


PLAY 80 W ANGLE

COVERAGE	3	2	2 MAN UNDER	1
X	HITCH	SEAM	FADE STREAK	FADE STREAK
Y/Z	CLIMB	CLIMB	CLIMB	CLIMB
W	OUT	ANGLE	ANGLE	ANGLE
B/H	BLOCK →			
A	BLOCK →			

VARIATIONS 80 X ANGLE

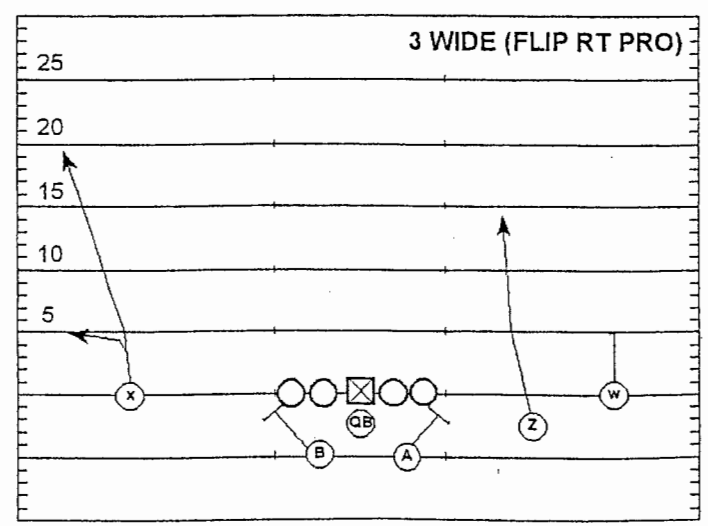
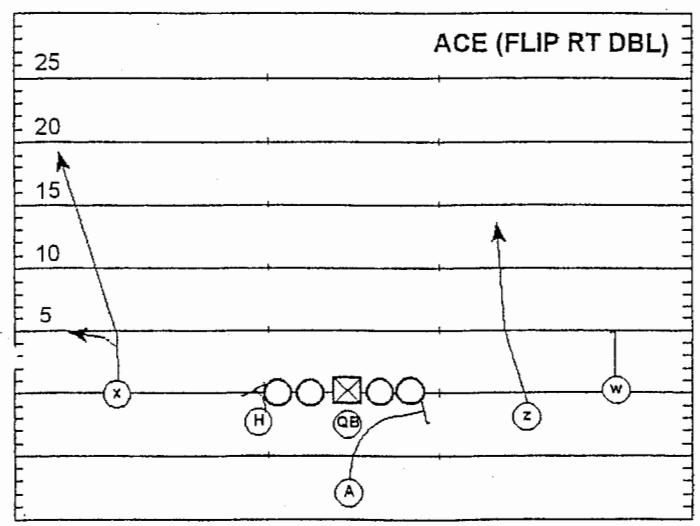
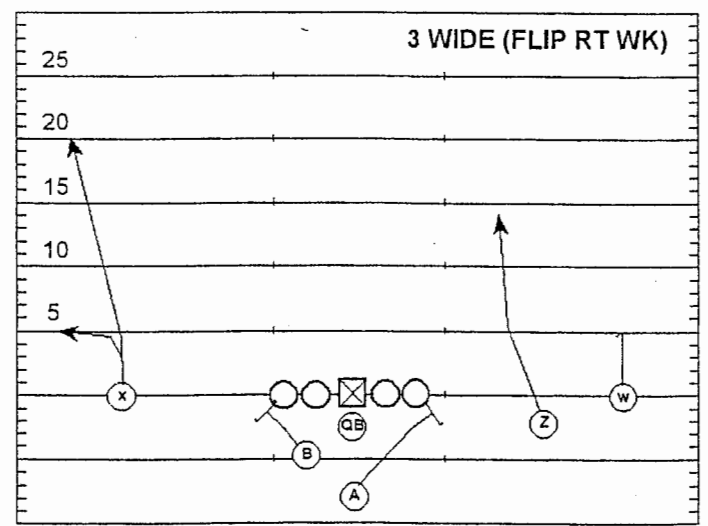
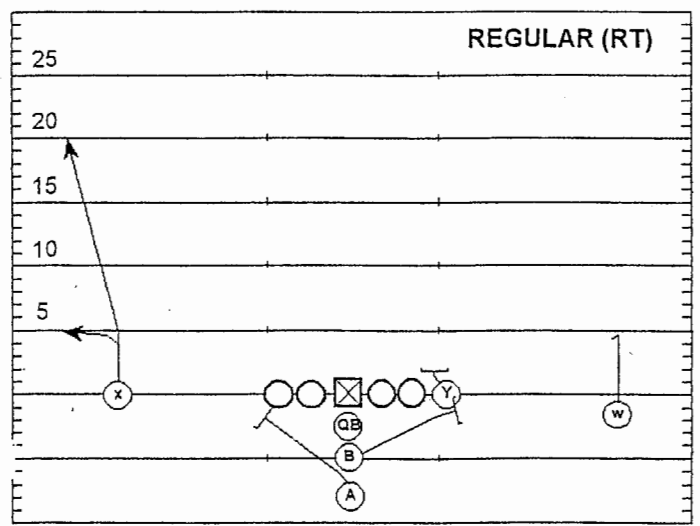
FORMATIONS



PLAY 80 X ANGLE

COVERAGE	3	2	2 MAN UNDER	1
X	OUT	ANGLE	ANGLE	ANGLE
Y/Z	CLIMB	CLIMB	CLIMB	CLIMB
W	HITCH	SEAM	FADE STREAK	FADE STREAK
B/H	BLOCK			
A	BLOCK			

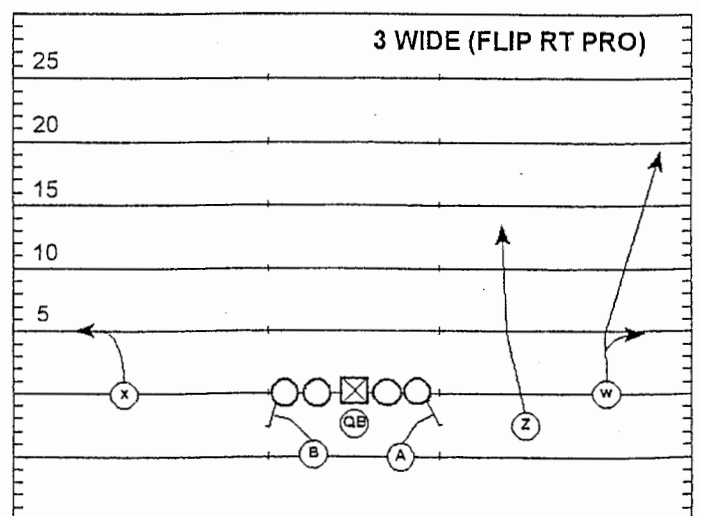
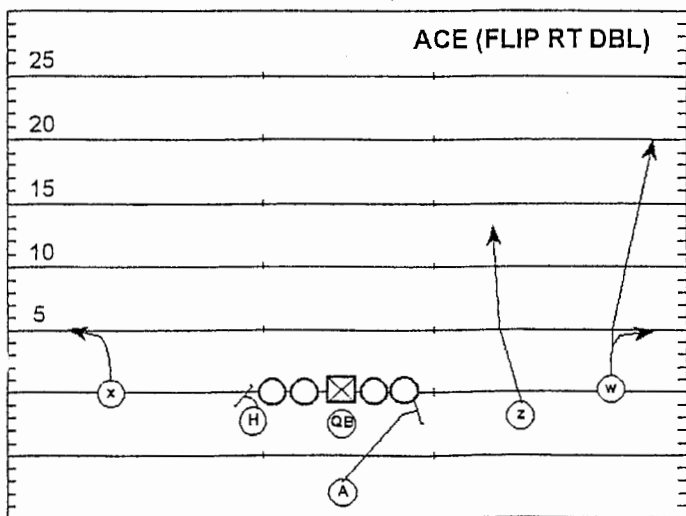
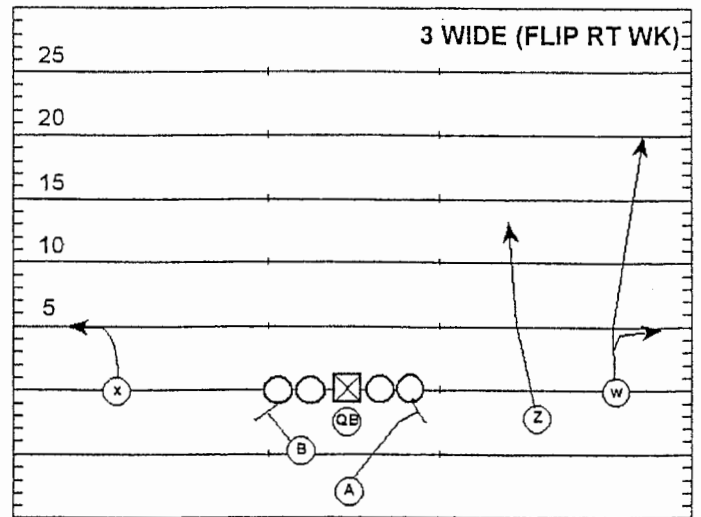
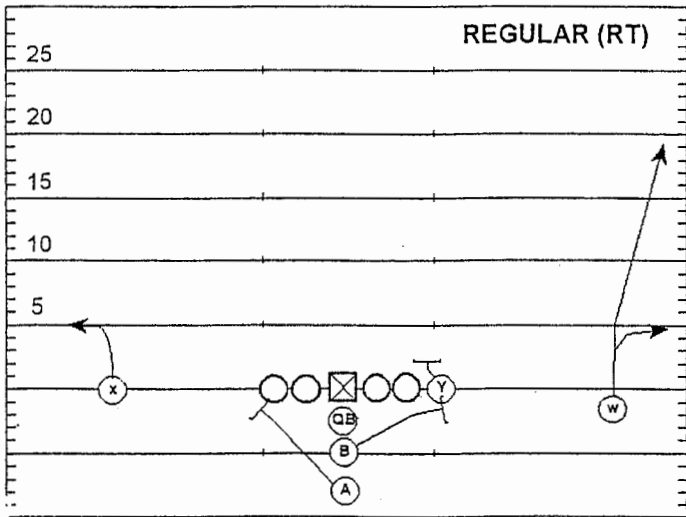
VARIATIONS FORMATIONS



PLAY 84

COVERAGE	3	2	2 MAN UNDER	1
X	QUICK OUT	SEAM	FADE STREAK	QUICK OUT
Y/Z	CLIMB	CLIMB	CLIMB	CLIMB
W	ANGLE	ANGLE	ANGLE	ANGLE
B/H	BLOCK →			
A	BLOCK →			

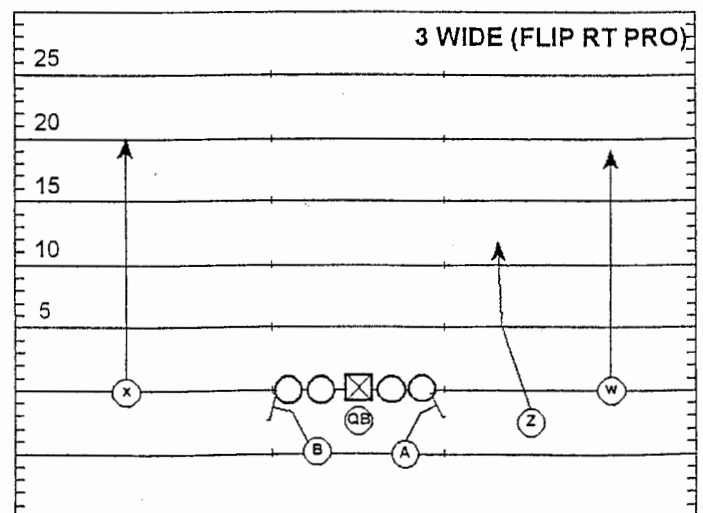
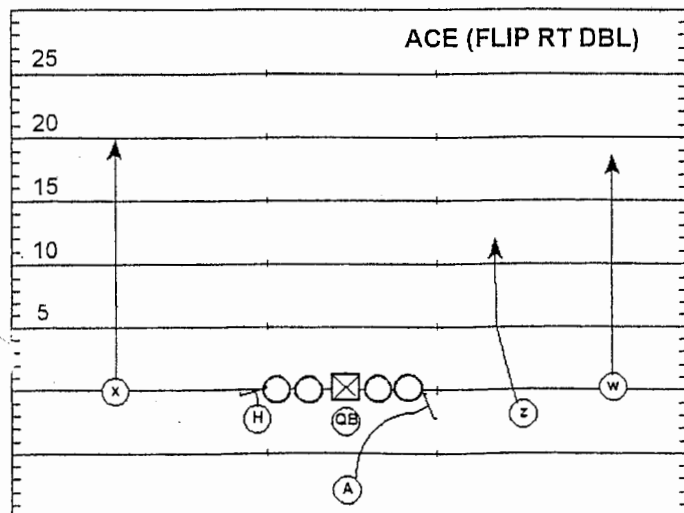
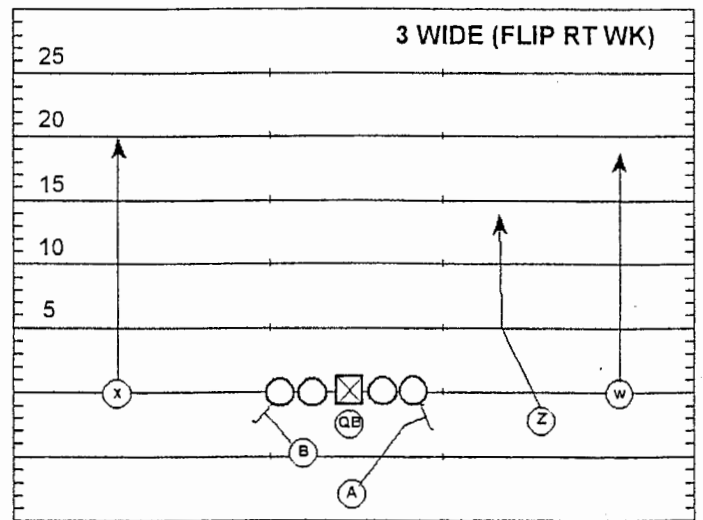
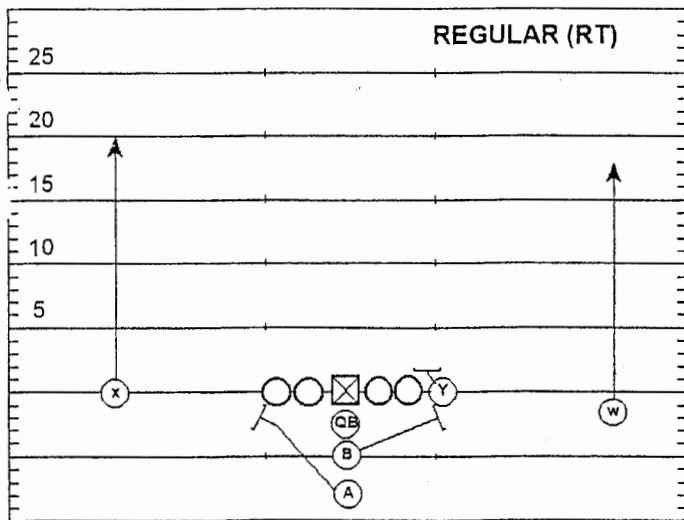
VARIATIONS FORMATIONS



PLAY 88 GO

COVERAGE	3	2	2 MAN UNDER	1
X	GO	GO	GO	GO
Y/Z	CLIMB	CLIMB	CLIMB	CLIMB
W	GO	GO	GO	GO
B/H	BLOCK			
A	BLOCK			

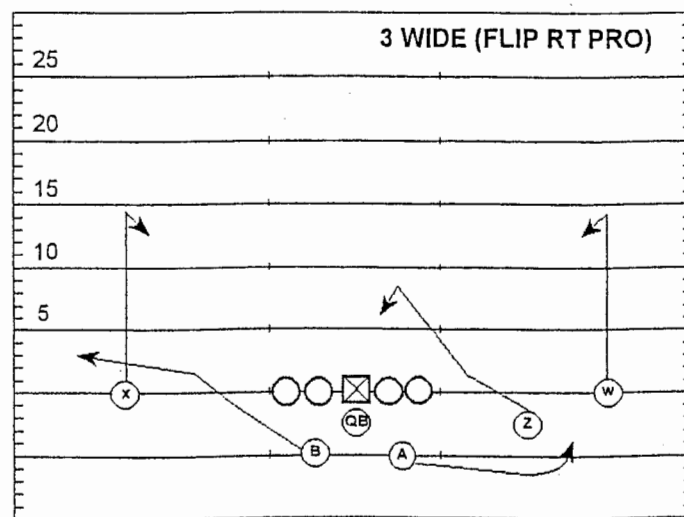
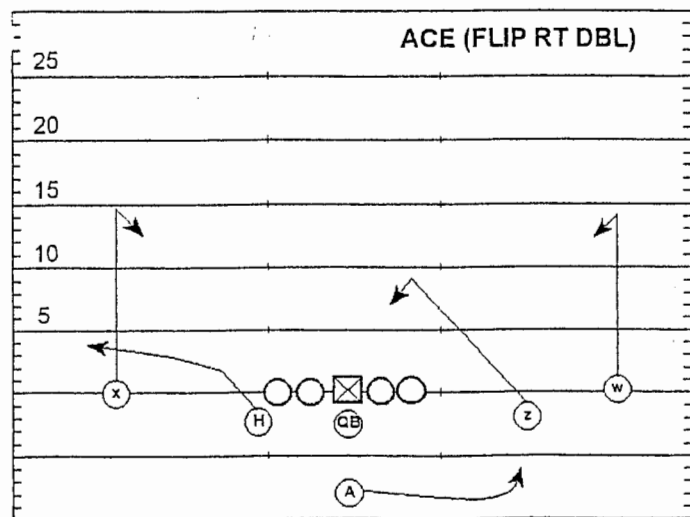
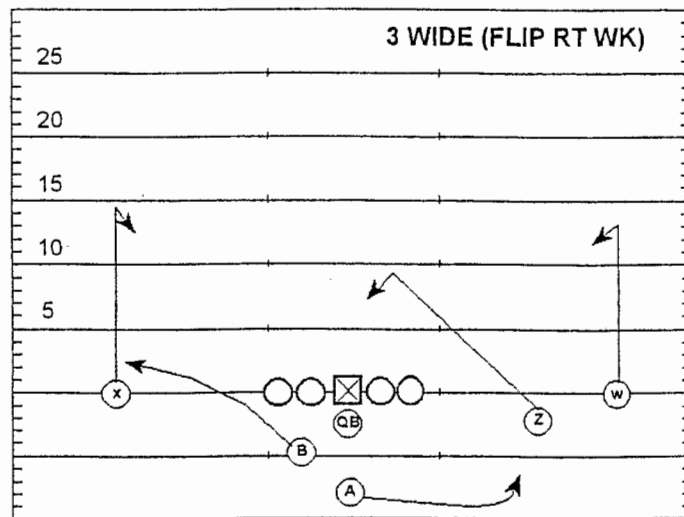
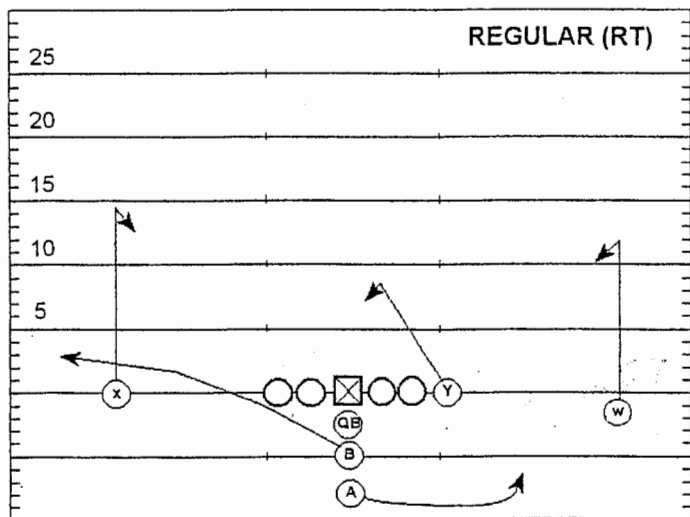
VARIATIONS FORMATIONS



PLAY 60

COVERAGE	3	2	2 MAN UNDER	1
X	CURL	CURL	GO	CURL
Y/Z	CURL	CURL	OPTION	CURL
W	CURL	CURL	GO	CURL
B/H	FLAT	FLAT	FLAT	FLAT
A	FLARE	FLARE	FLARE	FLARE

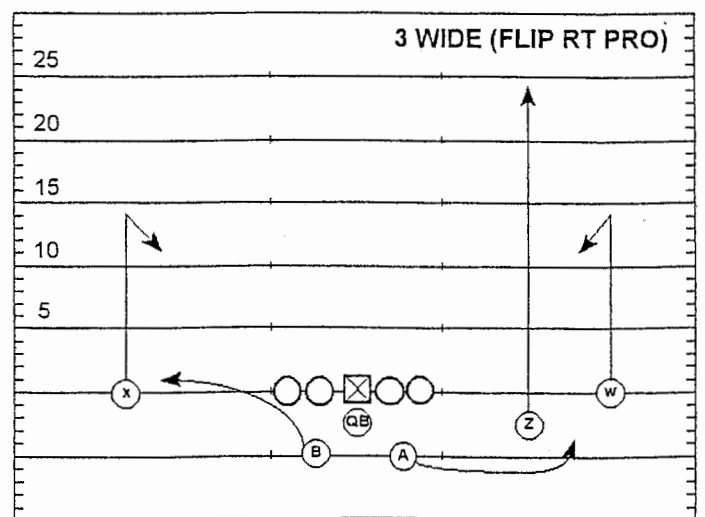
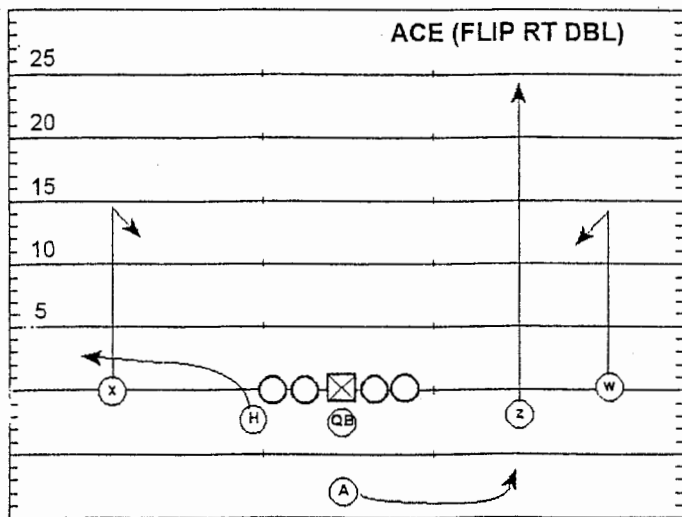
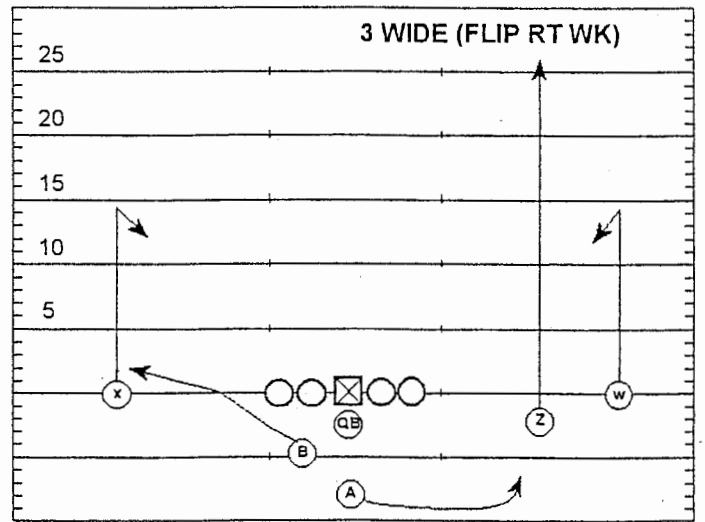
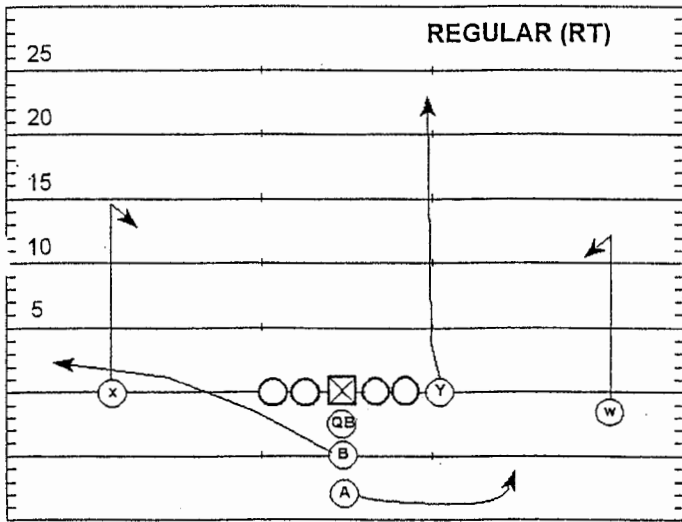
VARIATIONS 60 Y STUBS, 60 DEEP, 60 QUARTER
FORMATIONS



PLAY 60 W CURL

COVERAGE	3	2	2 MAN UNDER	1
X	CURL	CURL	GO	CURL
Y/Z	CLEAR	CLEAR	CLEAR	CLEAR
W	CURL	CURL	DIG	CURL
B/H	FLAT			
A	FLARE			

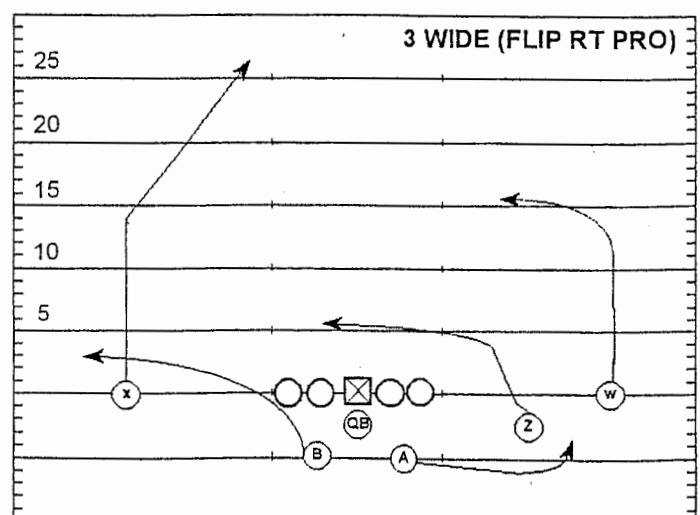
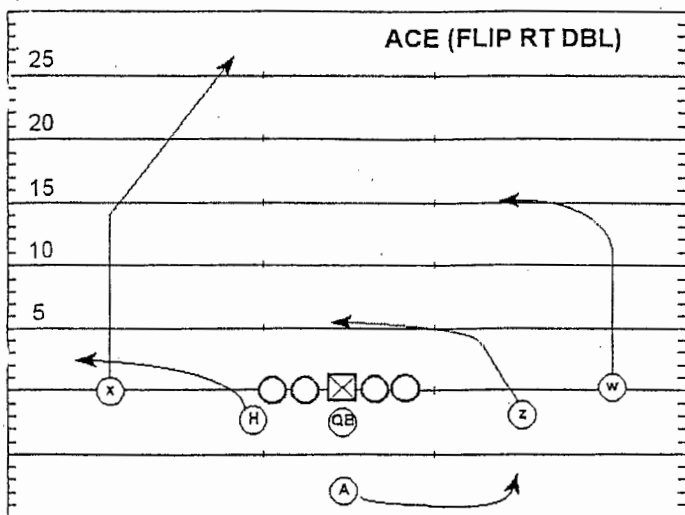
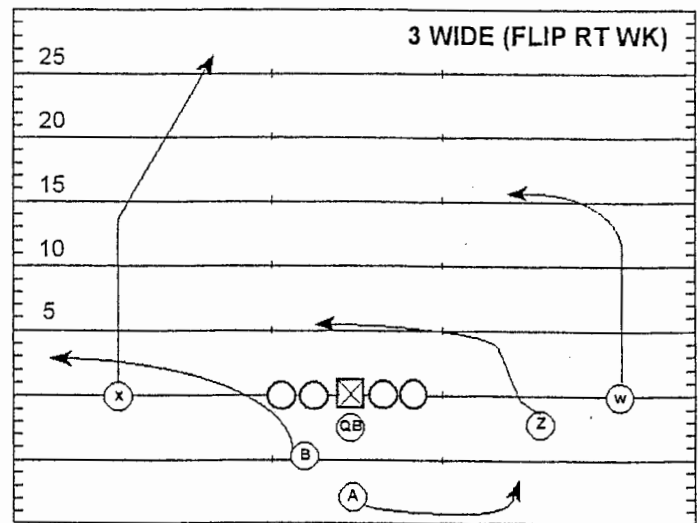
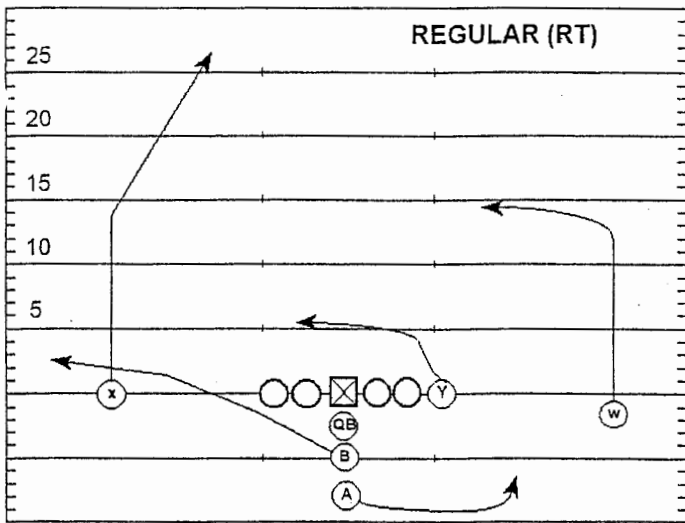
VARIATIONS FORMATIONS



PLAY 62 X POST

COVERAGE	3	2	2 MAN UNDER	1
X	POST →			→
Y/Z	DRAG →			→
W	DIG →			→
B/H	FLAT →			→
A	FLARE →			→

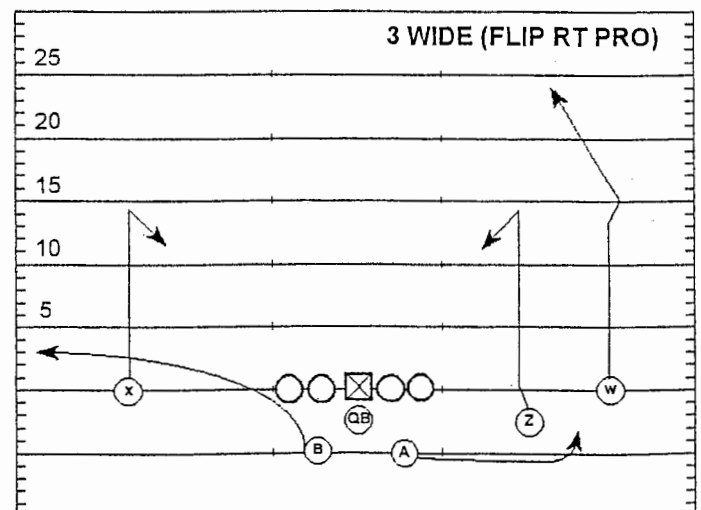
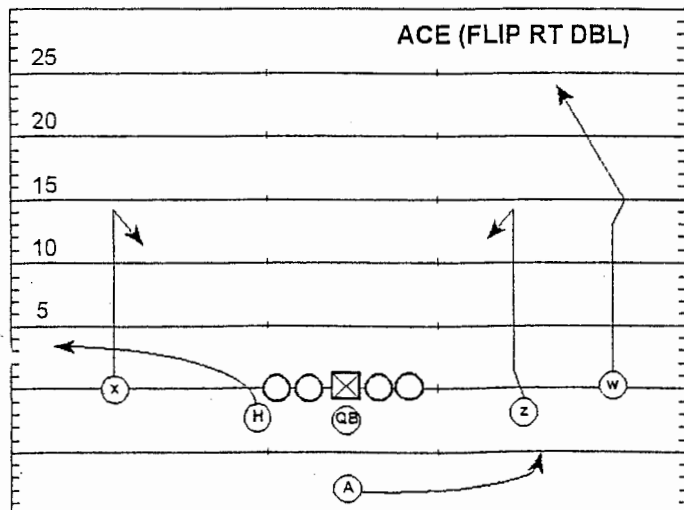
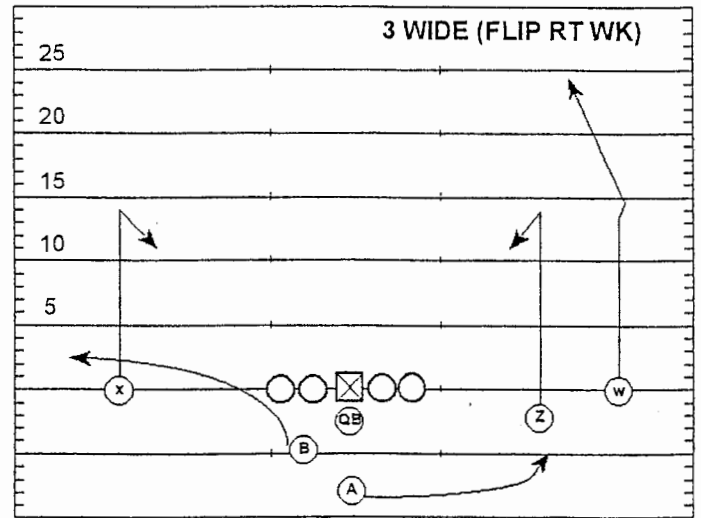
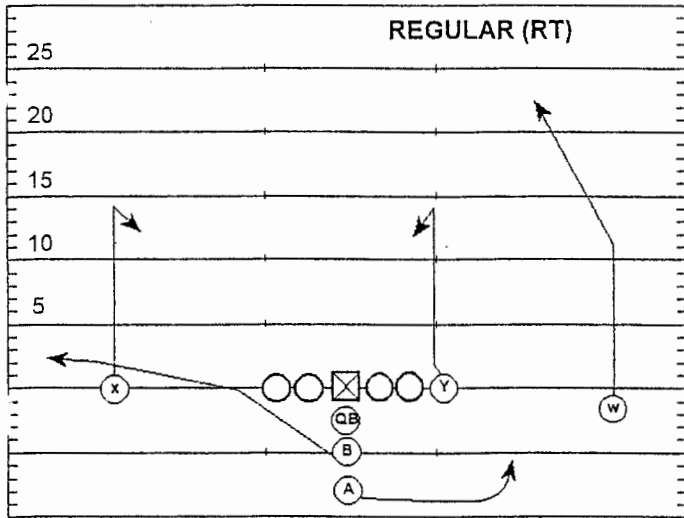
VARIATIONS 62 X POST W CORNER, 62 X POST CORNER, 62 X POST Z SHAKE
FORMATIONS



PLAY 62 W POST

COVERAGE	3	2	2 MAN UNDER	1
X	CURL	CURL	TAKE-OFF	CURL
Y/Z	READ CURL	READ CURL	OPTION	READ CURL
W	POST →			
B/H	FLAT →			
A	FLARE →			

VARIATIONS 62 W POST CORNER, 62 Z OUT
FORMATIONS

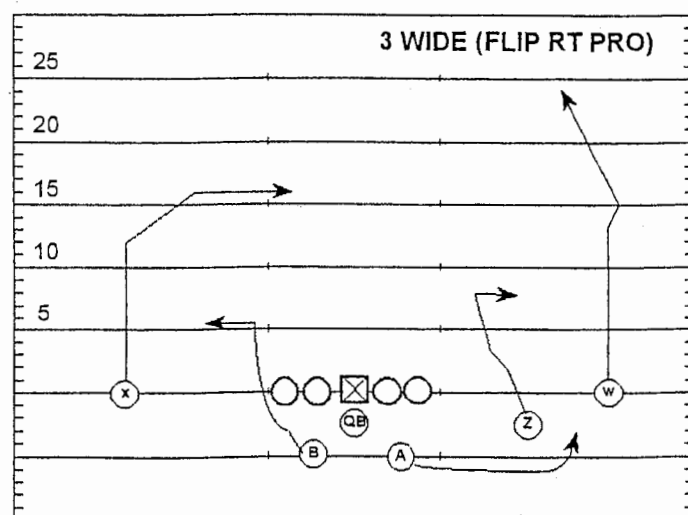
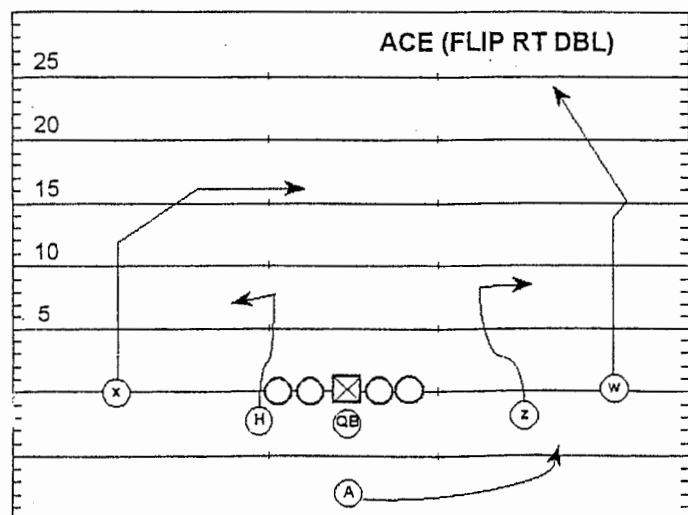
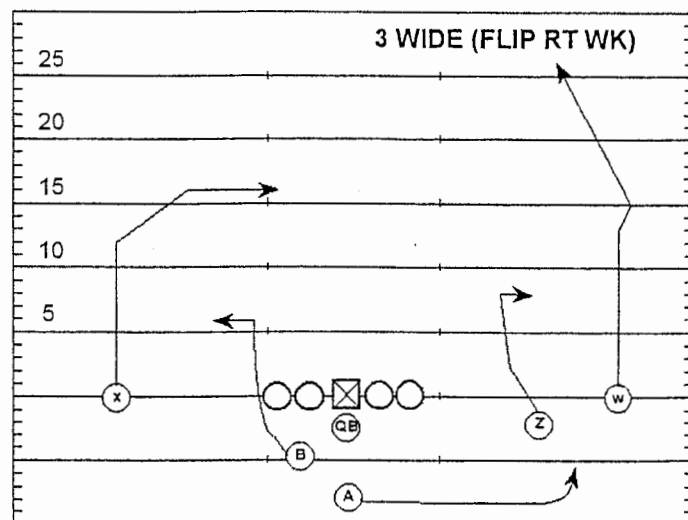
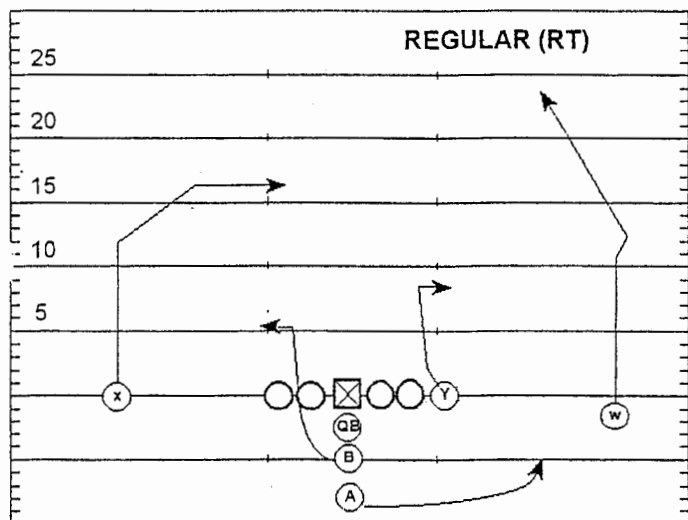


PLAY 62 MEYER

COVERAGE	3	2	2 MAN UNDER	1
X	CROSS →			
Y/Z	OPTION →			
W	POST →			
B/H	OPTION →			
A	FLARE →			

VARIATIONS 62 MEYER X CORNER, 62 MEYER BOX

FORMATIONS

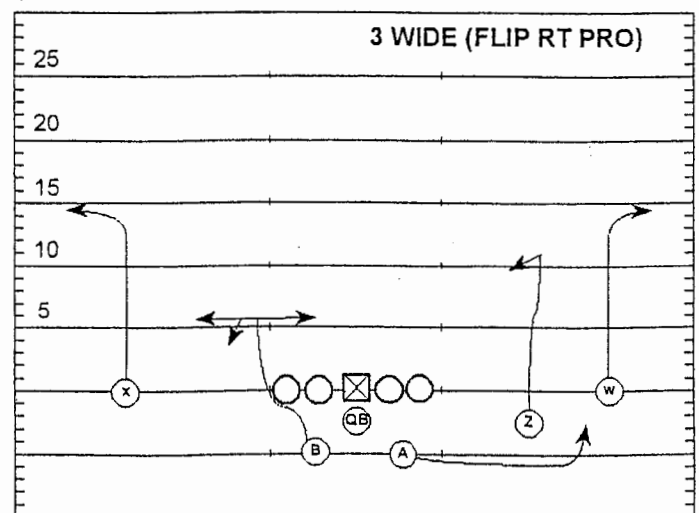
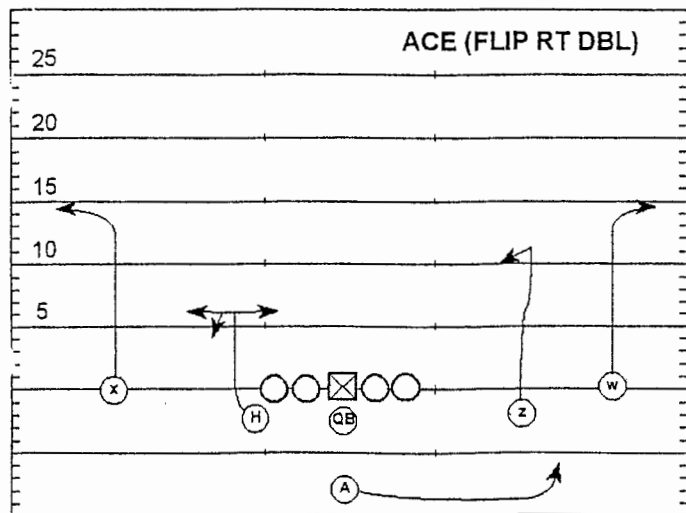
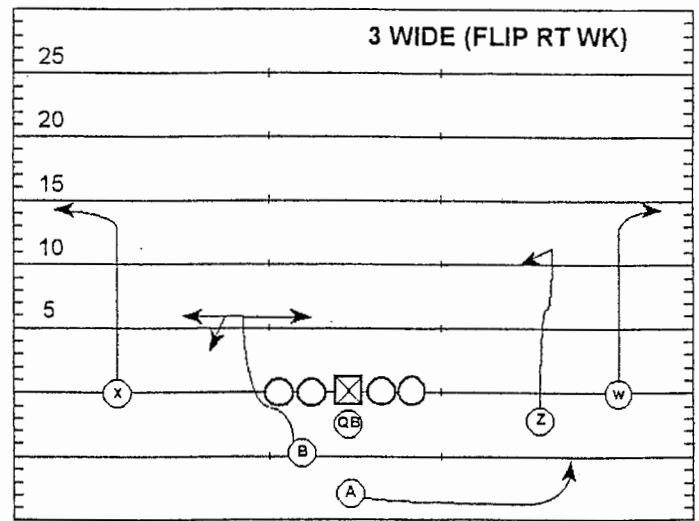
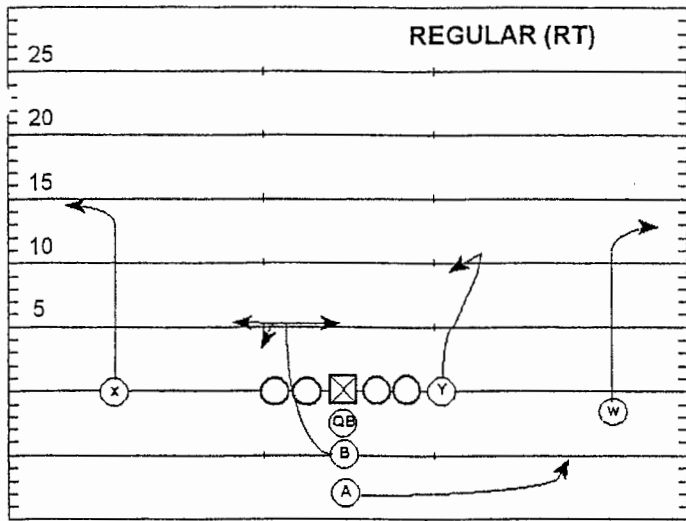


PLAY64 HBO

COVERAGE	3	2	2 MAN UNDER	1
X	OUT	GO	GO	GO
Y/Z	MIDDLE READ	MIDDLE READ	OPTION	MIDDLE READ
W	OUT	GO	GO	GO
B/H	OPTION →			
A	FLARE →			

VARIATIONS 66 HBO, 60 DEEP HBO

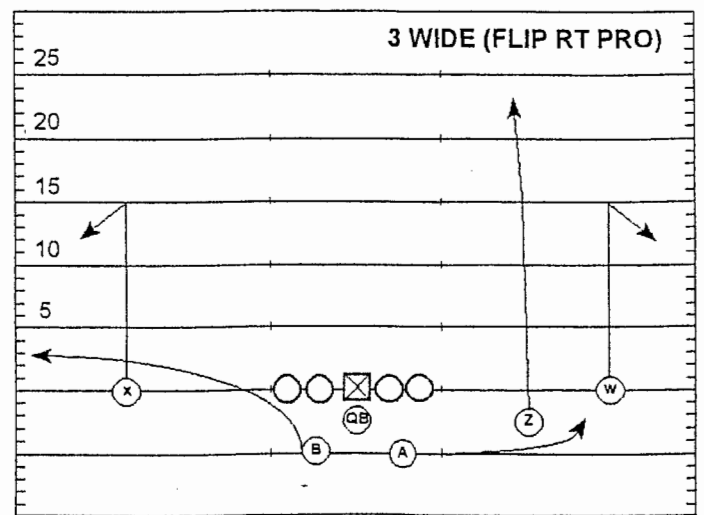
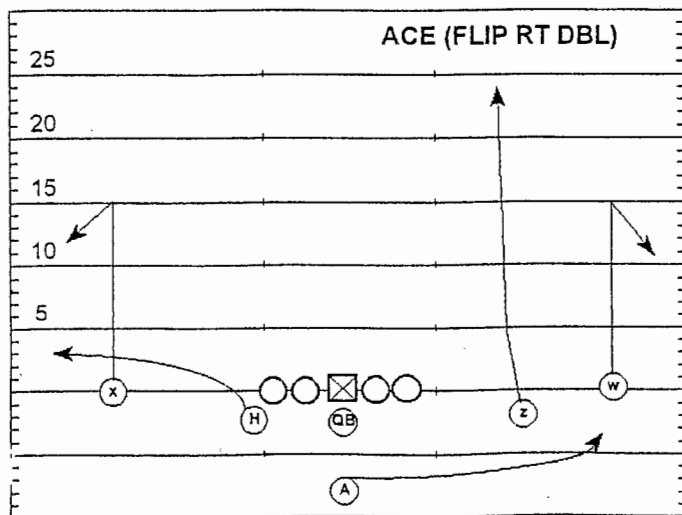
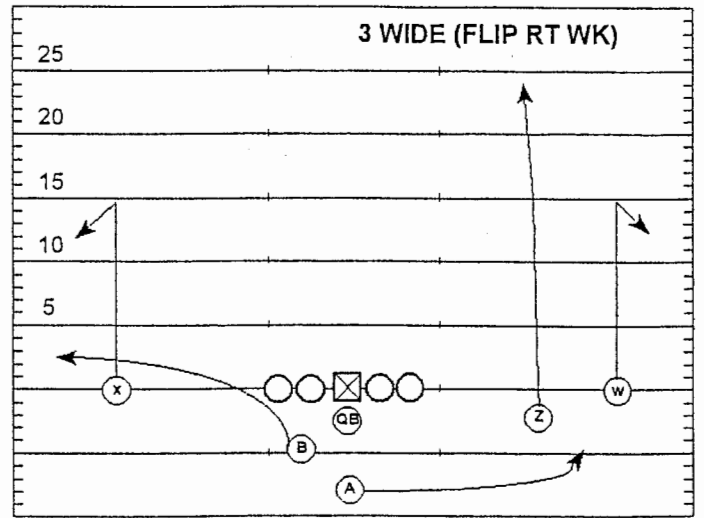
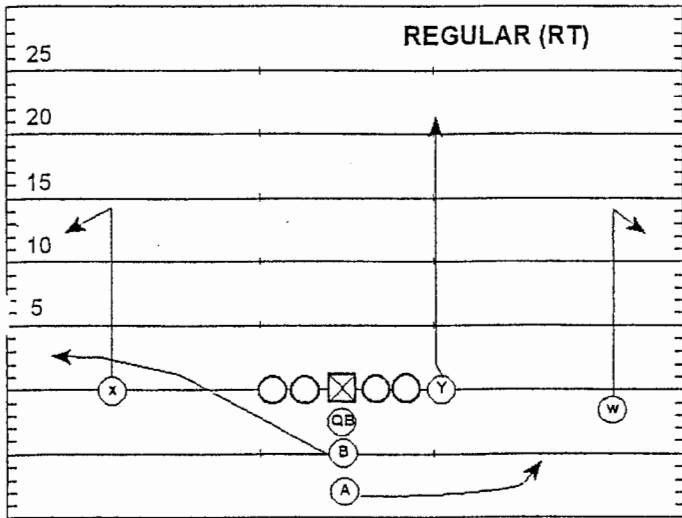
FORMATIONS



PLAY 66 Z/Y MIDDLE

COVERAGE	3	2	2 MAN UNDER	1
X	COMEBACK	GO	GO	COMEBACK
Y/Z	MIDDLE CLEAR			→
W	COMEBACK	GO	GO	COMEBACK
B/H	FLAT			→
A	FLARE			→

VARIATIONS *USUALLY USE A DRAKE FAKE
FORMATIONS

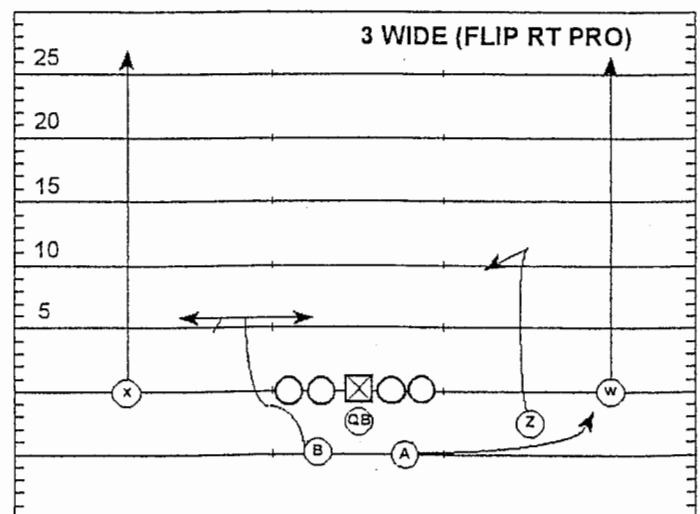
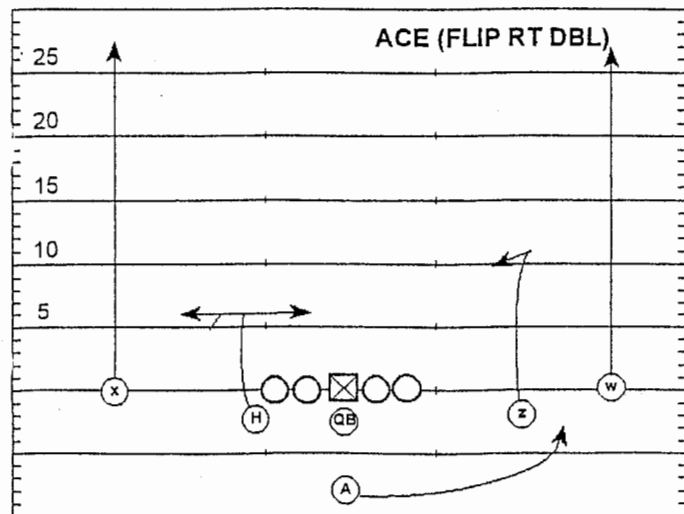
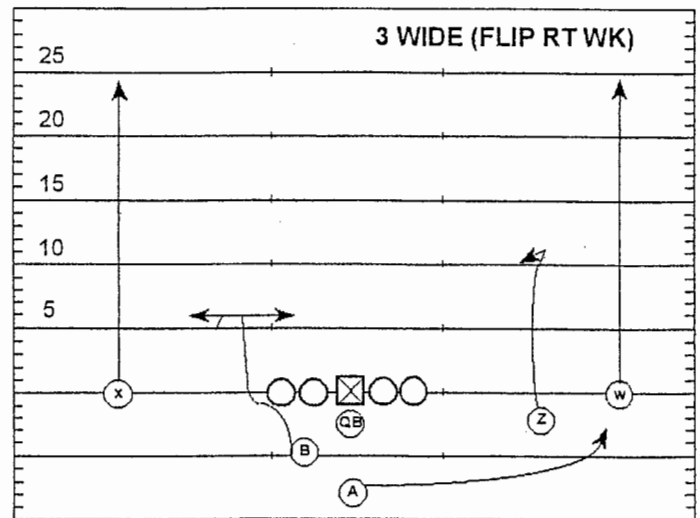
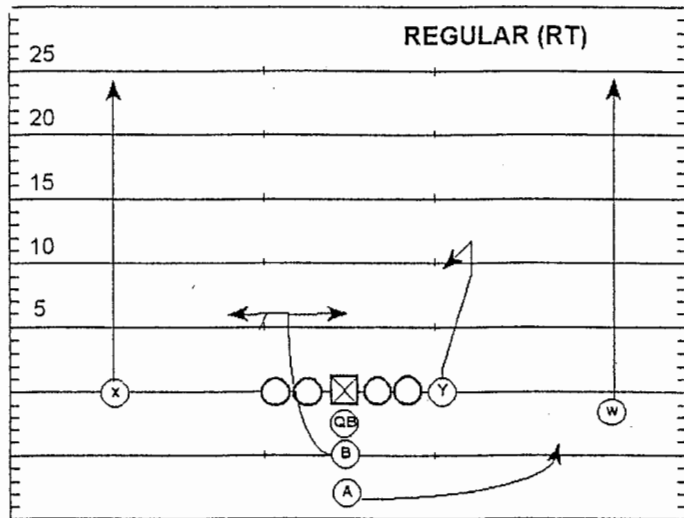


PLAY 68 GO

COVERAGE	3	2	2 MAN UNDER	1
X	GO			
Y/Z	MR HOOK	MR SEAM	OPTION	MR HOOK
W	GO			
B/H	OPTION			
A	FLARE			

VARIATIONS Drake 68 Go

FORMATIONS

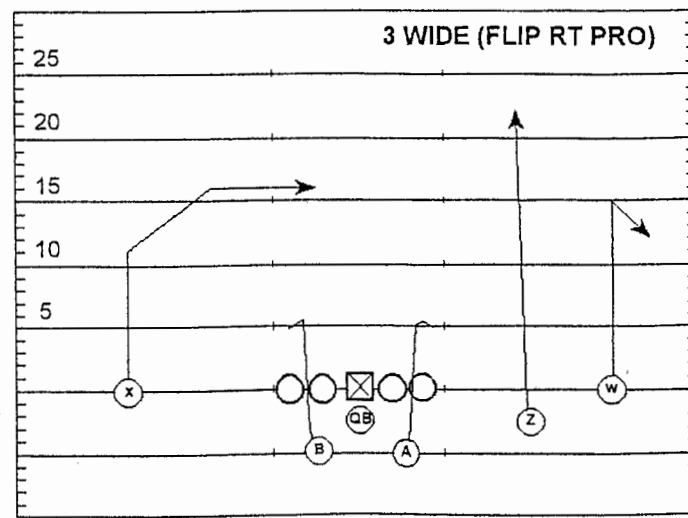
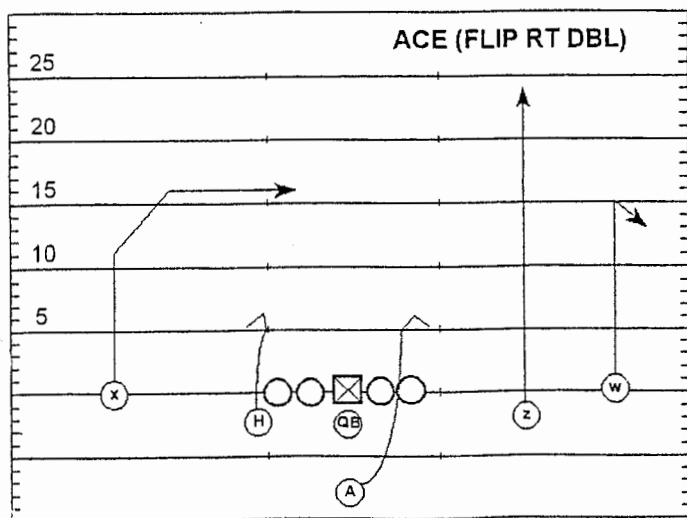
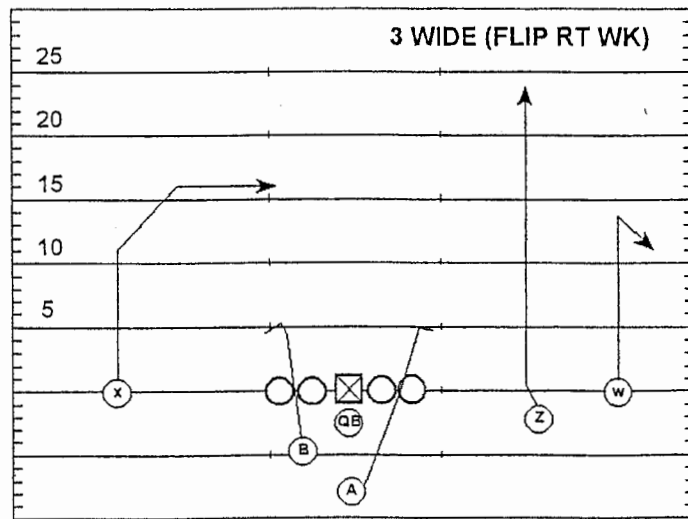
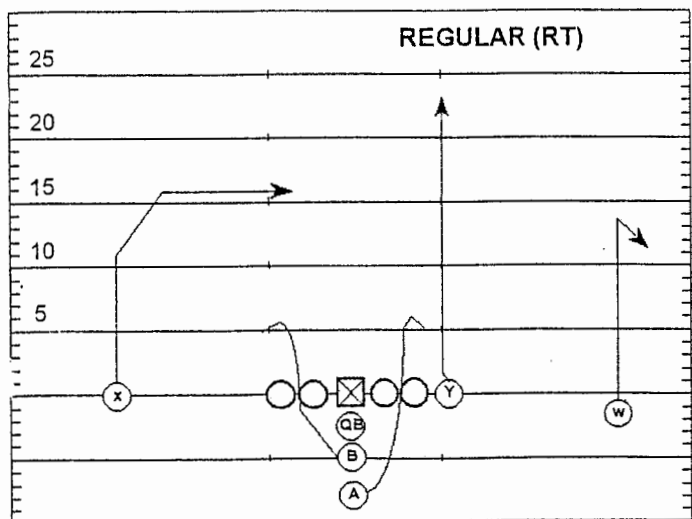


PLAY 66 Mac

COVERAGE	3	2	2 MAN UNDER	1
X	CROSS →			
Y/Z	MIDDLE CLEAR →			
W	COMEBACK	GO	GO	COMEBACK
B/H	THRU →			
A	THRU →			

VARIATIONS Drake 66 Mac

FORMATIONS

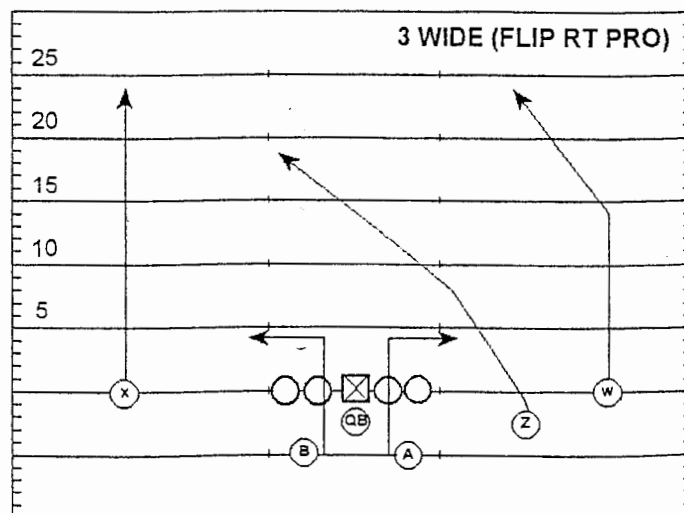
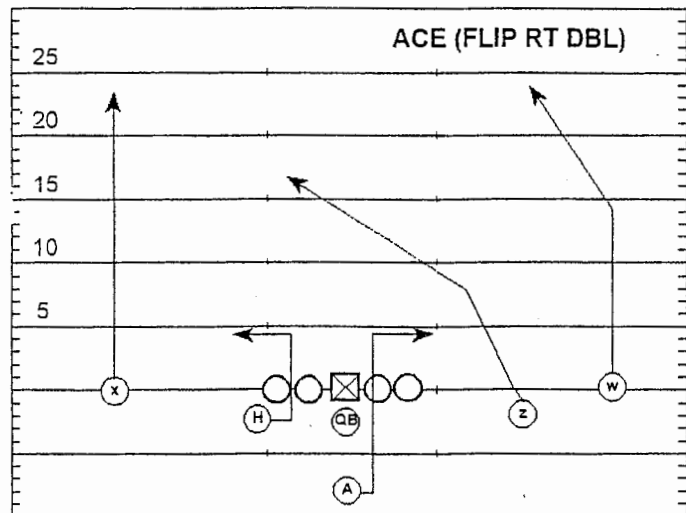
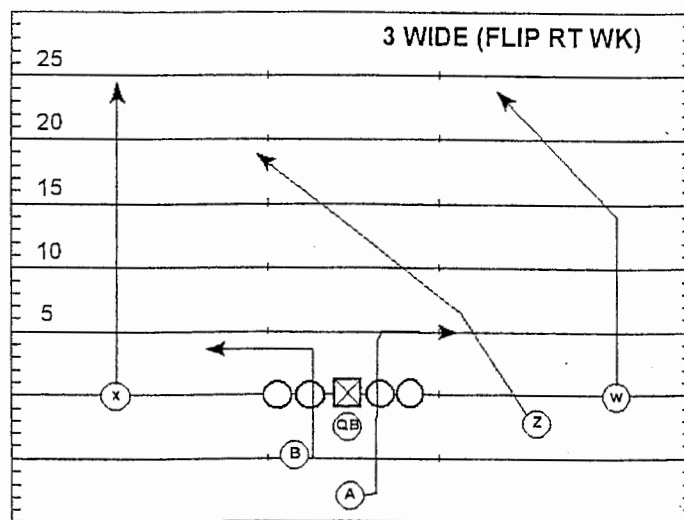
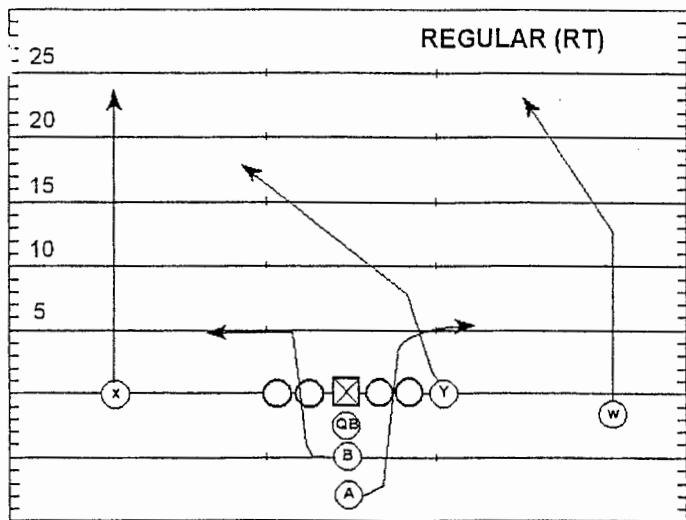


PLAY DRAKE 62 X T.O.

COVERAGE	3	2	2 MAN UNDER	1
X	TAKE OFF			
Y/Z	BEND	BEND	BEND/MAN	BEND/MAN
W	POST	POST	POST/CLEAR	POST
B/H	THRU/FLAT			
A	THRU			

VARIATIONS X T.O.

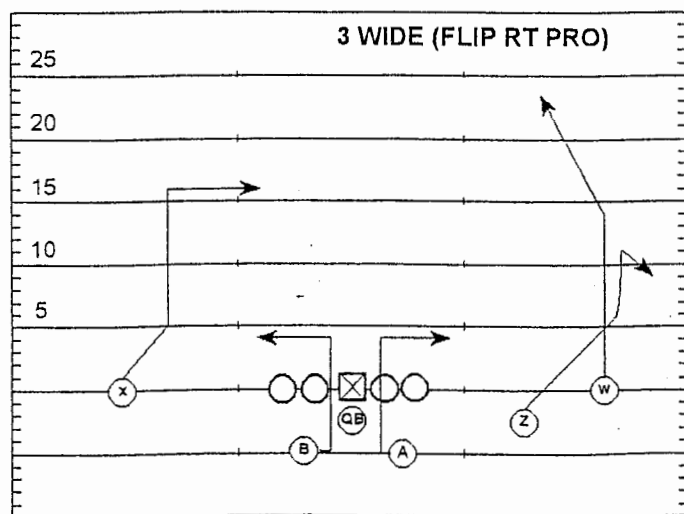
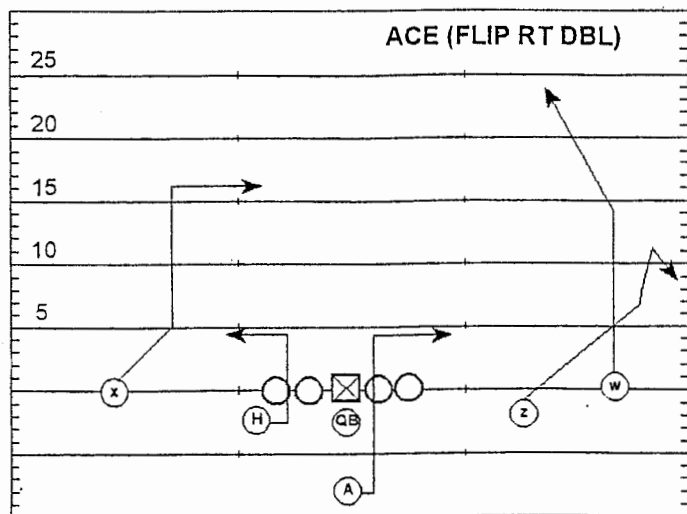
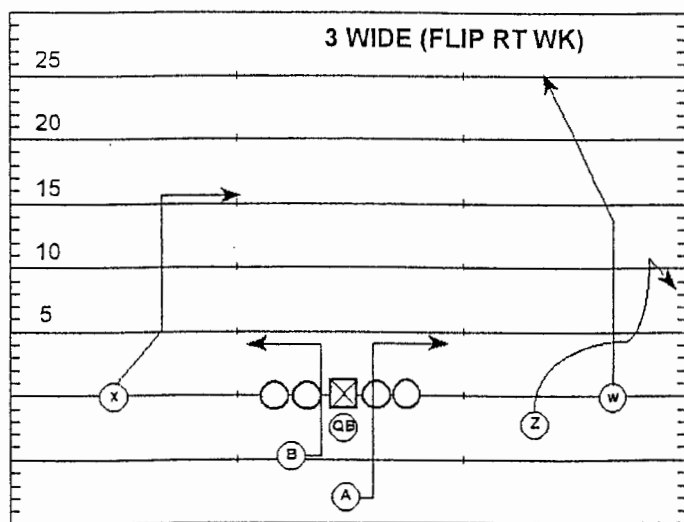
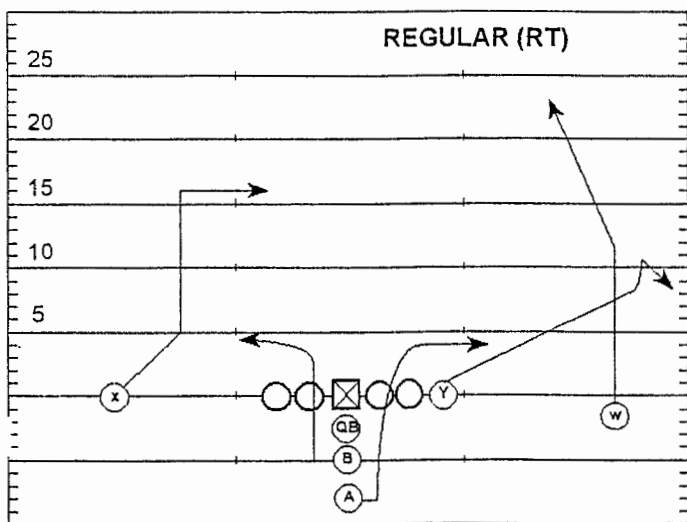
FORMATIONS



PLAY DRAKE 62 X IN

COVERAGE	3	2	2 MAN UNDER	1
X	IN			
Y/Z	SQUIRREL			
W	POST	POST	POST/CLEAR	POST
B/H	THRU			
A	THRU			

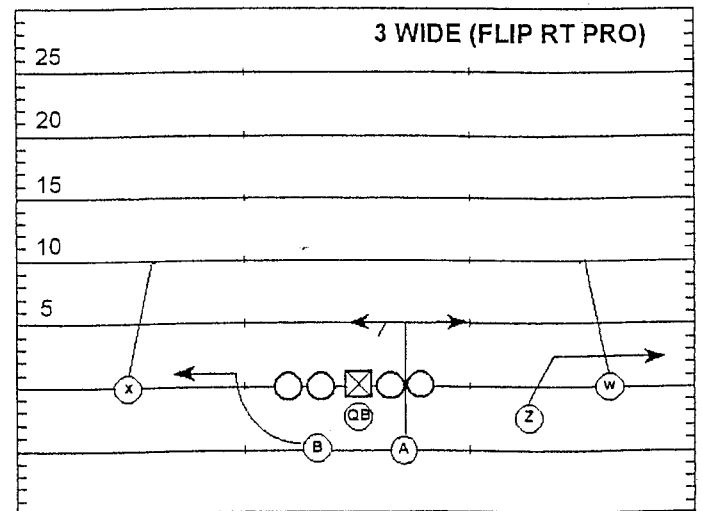
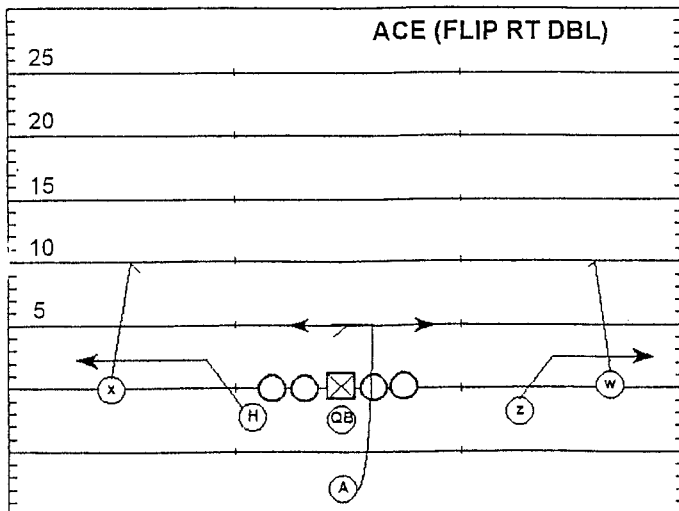
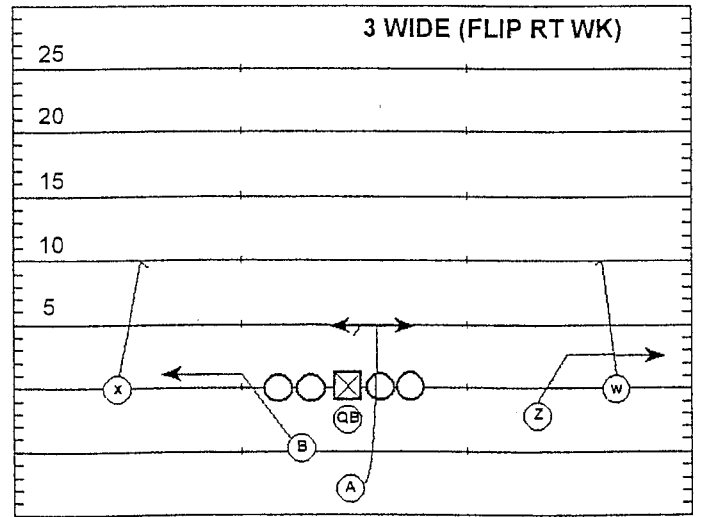
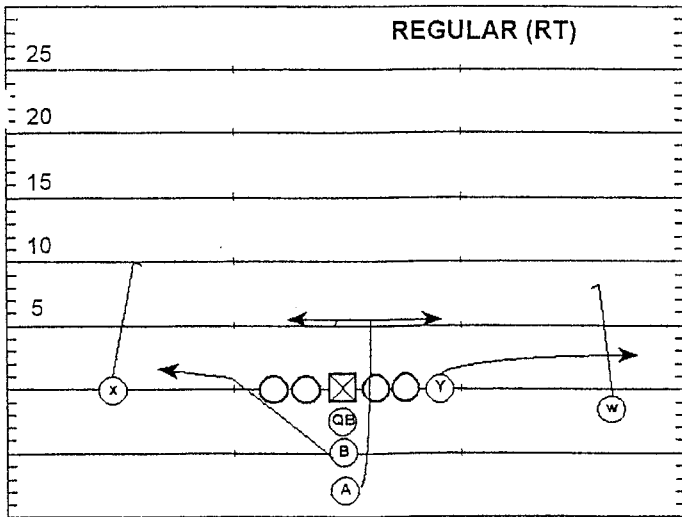
VARIATIONS DRAKE 62 X CORNER, DRAKE 62 X CURL
FORMATIONS



PLAY 660 TWIN PIVOT

COVERAGE	3	2	2 MAN UNDER	1
X	PIVOT →			
Y/Z	ARROW 3 STEP ROLL	ARROW 3 STEP ROLL	ARROW QUICK FLAT	ARROW QUICK FLAT
W	PIVOT →			
B/H	3 STEP FLAT →			
A	THRU →			

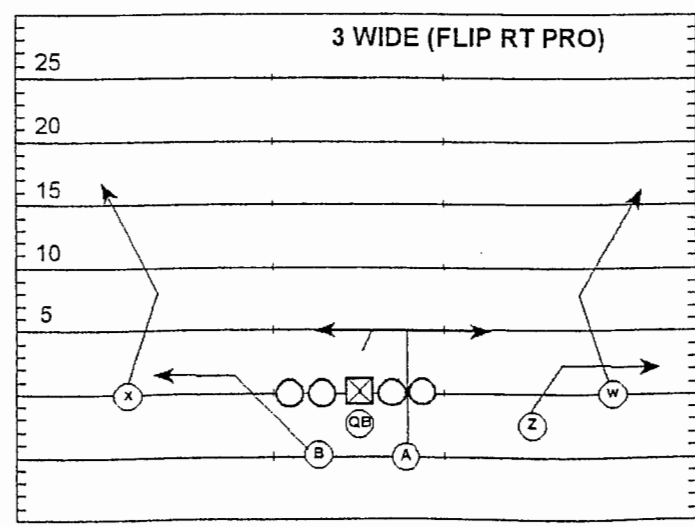
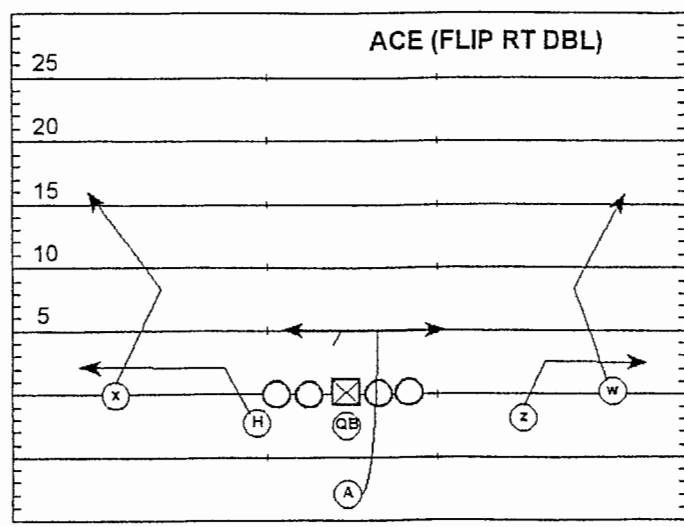
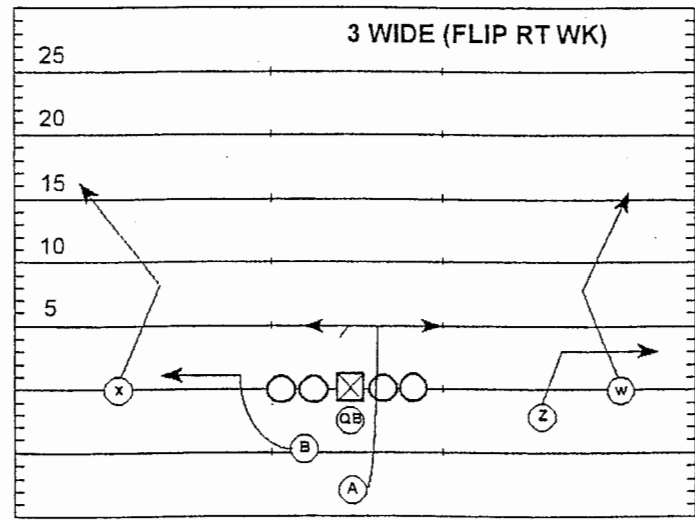
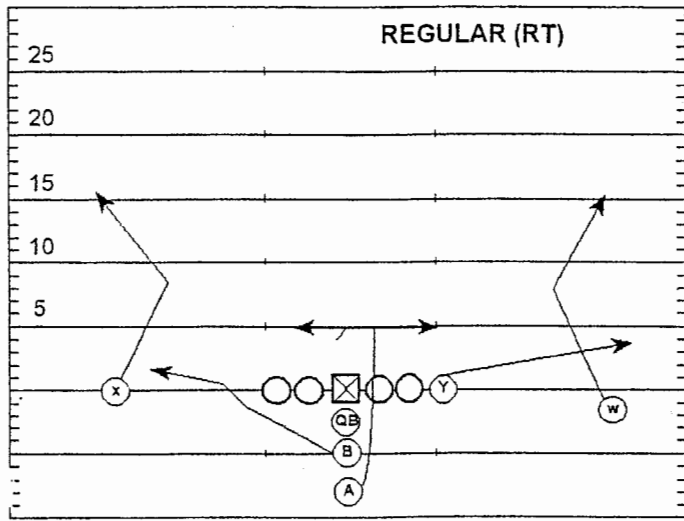
VARIATIONS TWIN CURL, TWIN GO, TWIN CHOICE, 880 PROTECTION FORMATIONS



PLAY 660 TWIN CORNER

COVERAGE	3	2	2 MAN UNDER	1
X	V	V	V-CORNER	V-CORNER
Y/Z	ARROW 3 STEP ROLL	ARROW 3 STEP ROLL	ARROW 3 STEP ROLL	ARROW QUICK FLAT
W	V	V	V-CORNER	V-CORNER
B/H	3 STEP FLAT	3 STEP FLAT	3 STEP FLAT	3 STEP FLAT
A	THRU			

VARIATIONS TWIN CHOICE, TWIN CHOICE-X, TWIN CHOICE-W
FORMATIONS

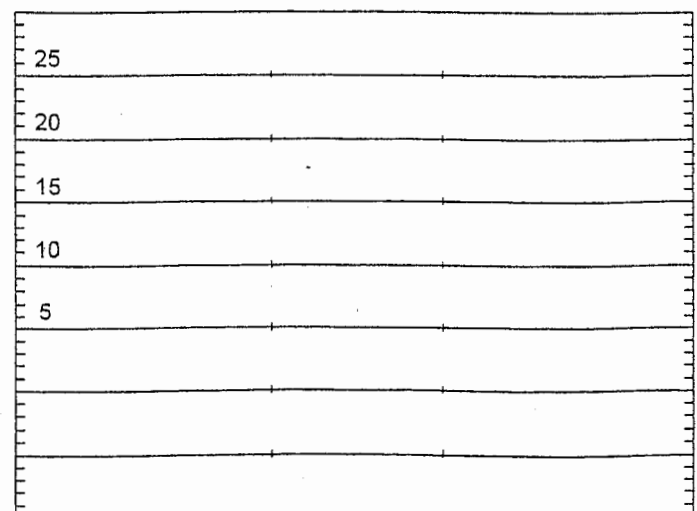
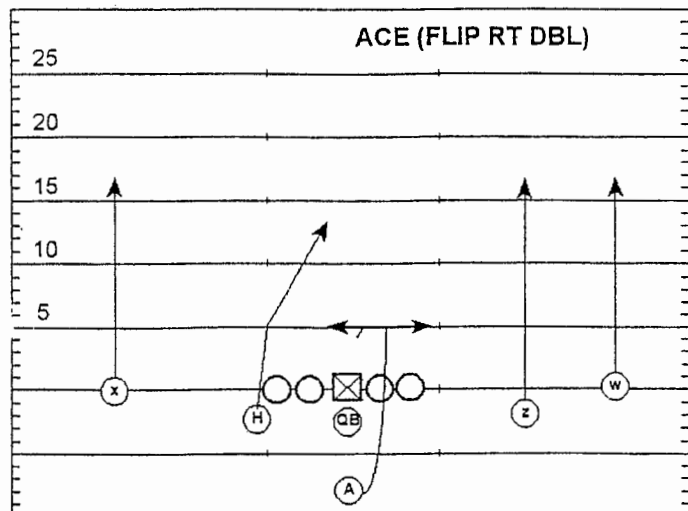
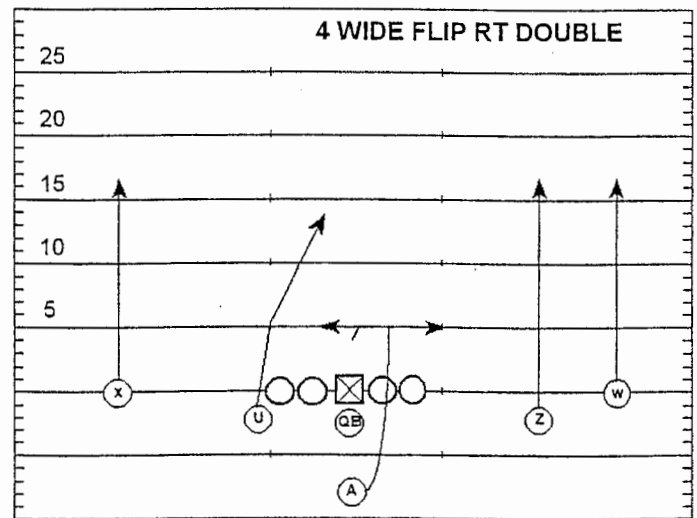
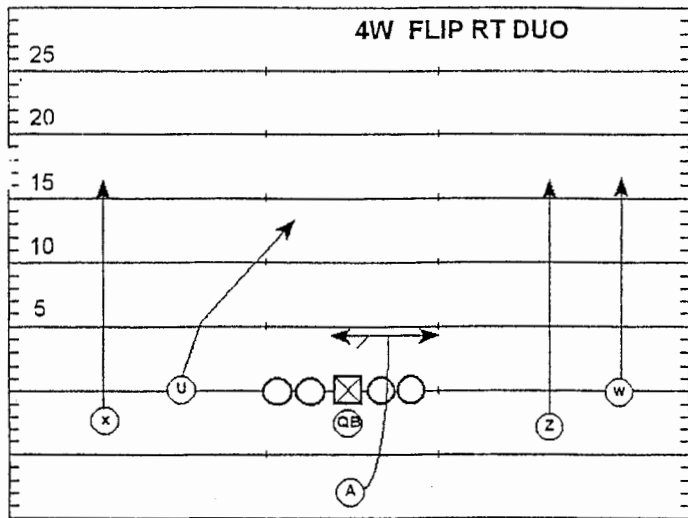


PLAY 668 BENCH

COVERAGE	3	2	2 MAN UNDER	1
X	GO →			→
Y/Z	VERTICAL CLIMB	MIDDLE SEAM	OPTION	OPTION
W	GO →			→
B/H	VERTICAL CLIMB →			→
A	THRU →			→

VARIATIONS 668 BENCH U OSCAR

FORMATIONS

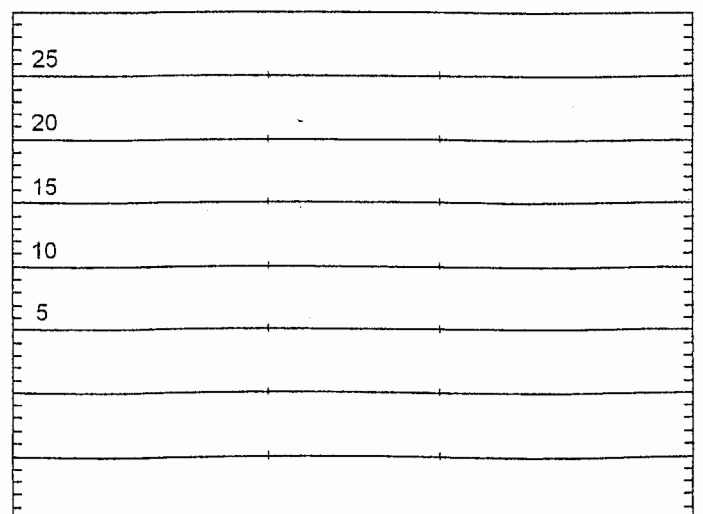
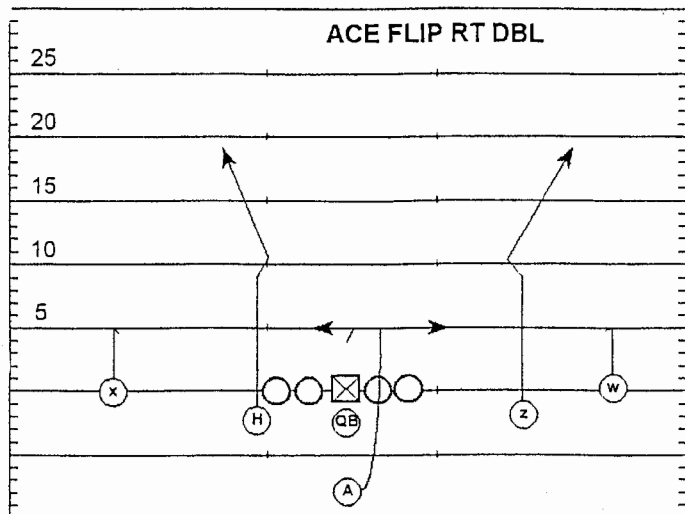
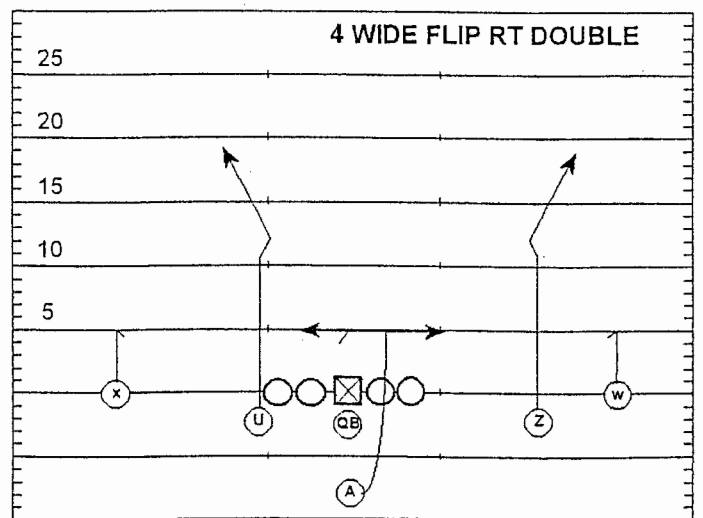
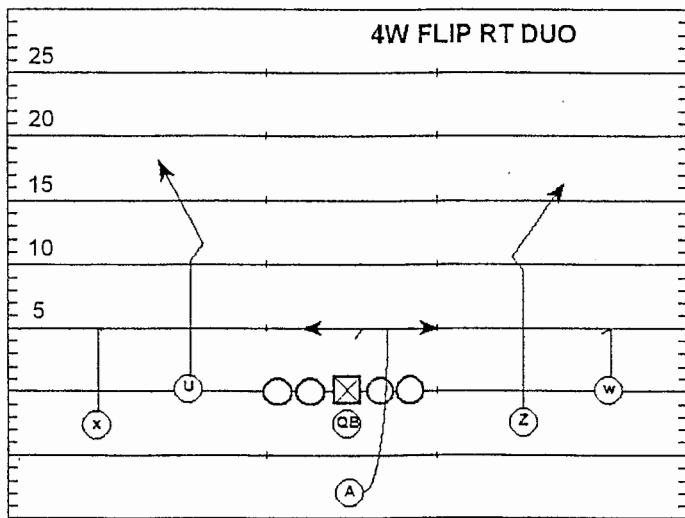


PLAY 660 SMASH

COVERAGE	3	2	2 MAN UNDER	1
X	HITCH			
Y/Z	CORNER			
W	HITCH			
B/H	CORNER			
A	THRU			

VARIATIONS

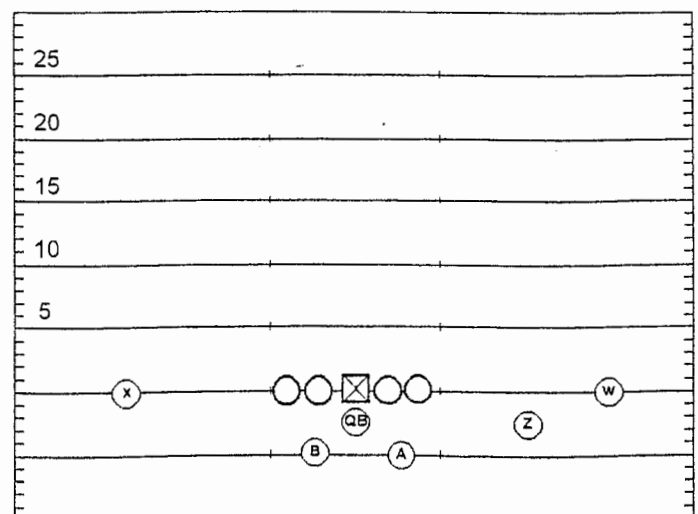
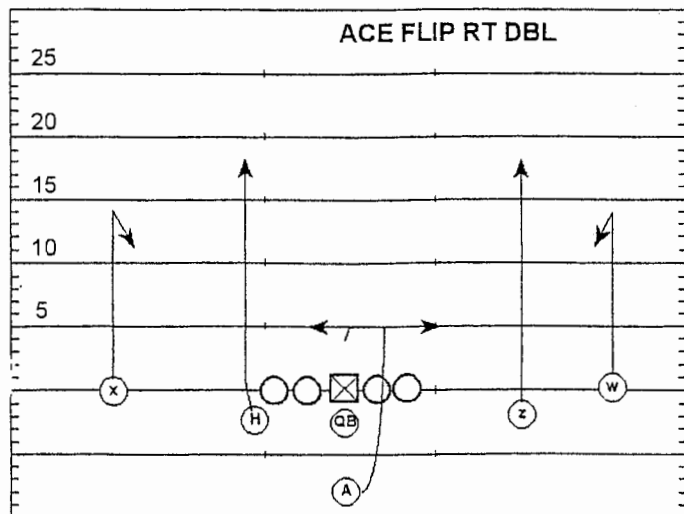
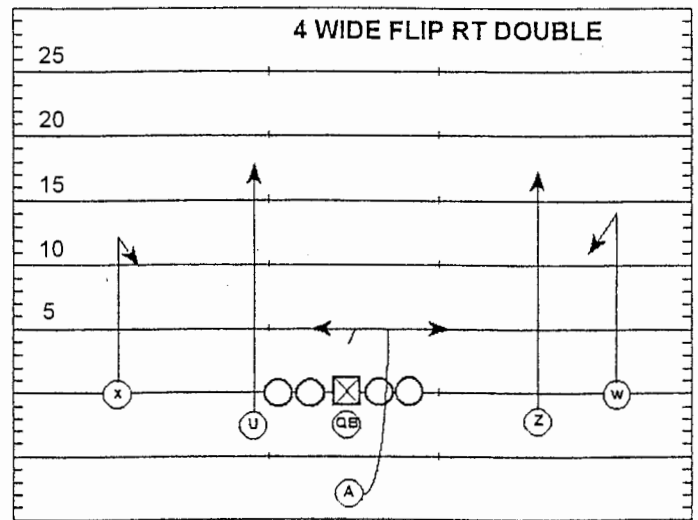
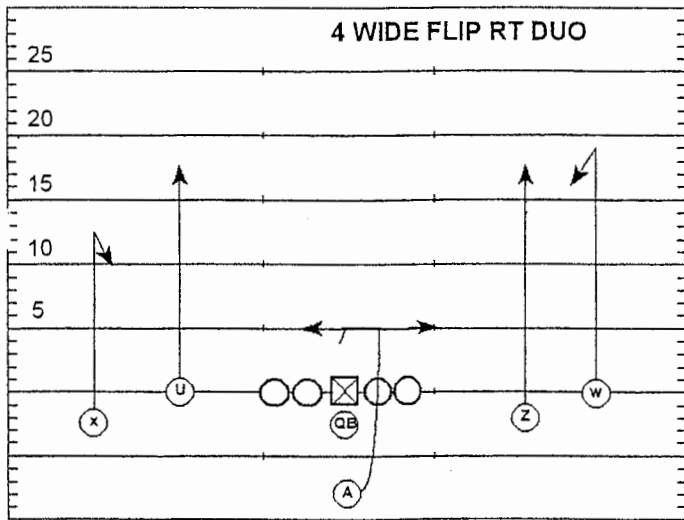
FORMATIONS



PLAY 660 CAB

COVERAGE	3	2	2 MAN UNDER	1
X	STEM CURL	SEAM CURL	STEM CURL	STEM CURL
Y/Z	VERTICAL CLIMB	MIDDLE SEAM	INSIDE OPTIONS	INSIDE OPTIONS
W	STEM CURL	SEAM CURL	STEM CURL	STEM CURL
B/H	VERTICAL CLEAR			
A	THRU			

VARIATIONS FORMATIONS

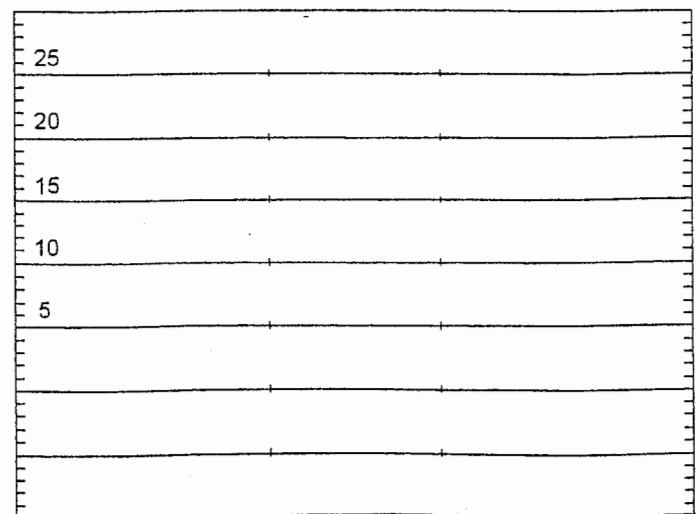
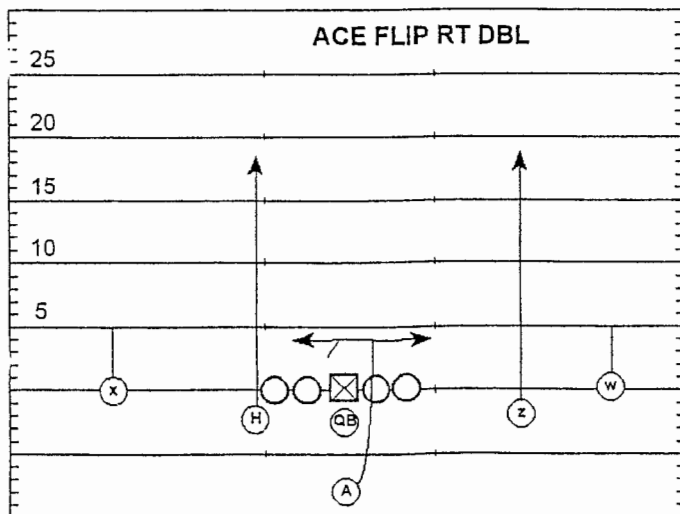
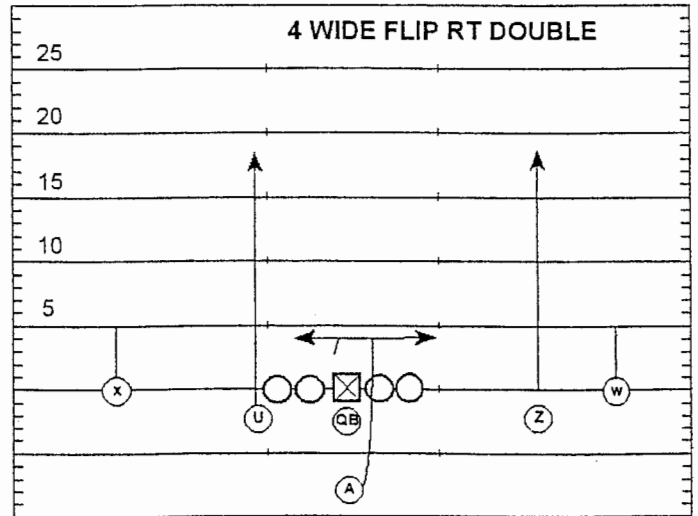
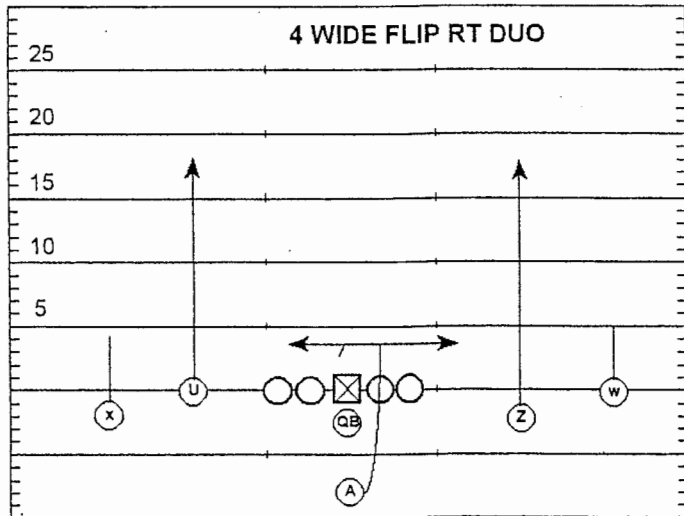


PLAY 660 BASS

COVERAGE	3	2	2 MAN UNDER	1
X	HITCH			
Y/Z	VETICAL CLIMB	MIDDLE SEAM	INSIDE OPTIONS	INSIDE OPTIONS
W	HITCH			
B/H	VERTICAL CLIMB			
A	THRU			

VARIATIONS

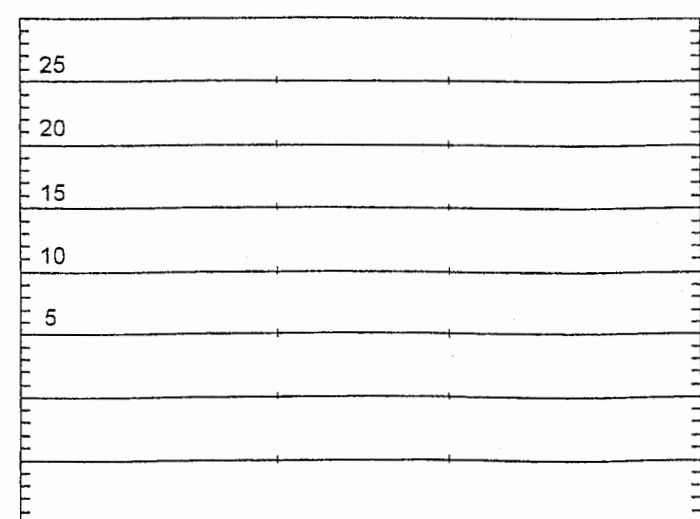
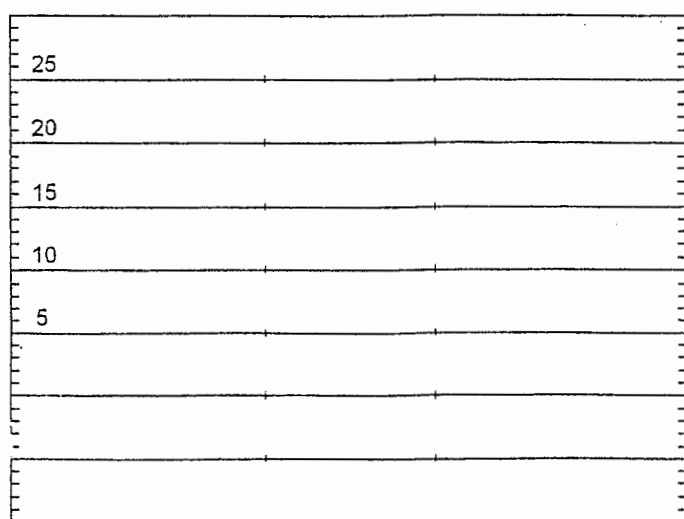
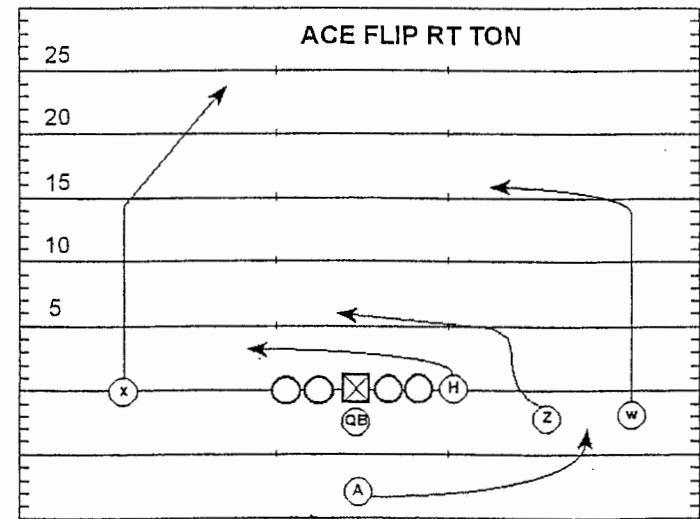
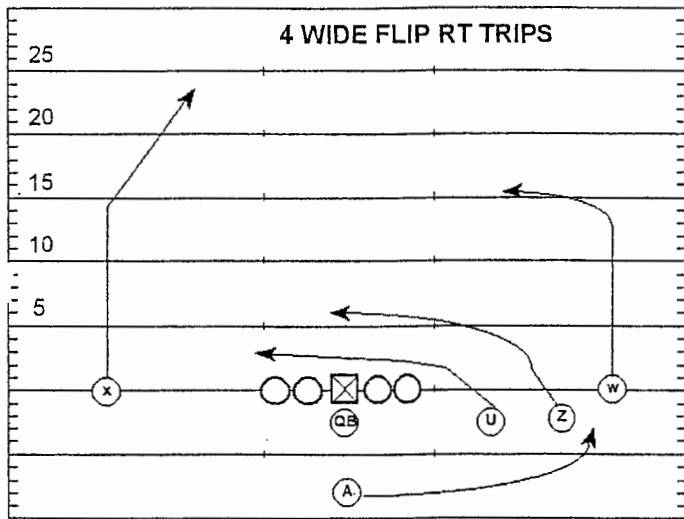
FORMATIONS



PLAY 662 X POST

COVERAGE	3	2	2 MAN UNDER	1
X	POST	POST	POST/CLEAR	POST
Y/Z	SHALLOW CROSS			
W	DIG			
B/H	DRAG			
A	FLARE			

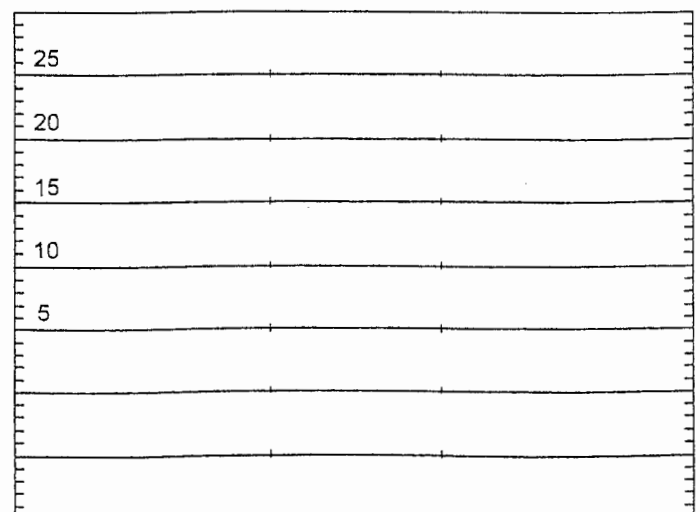
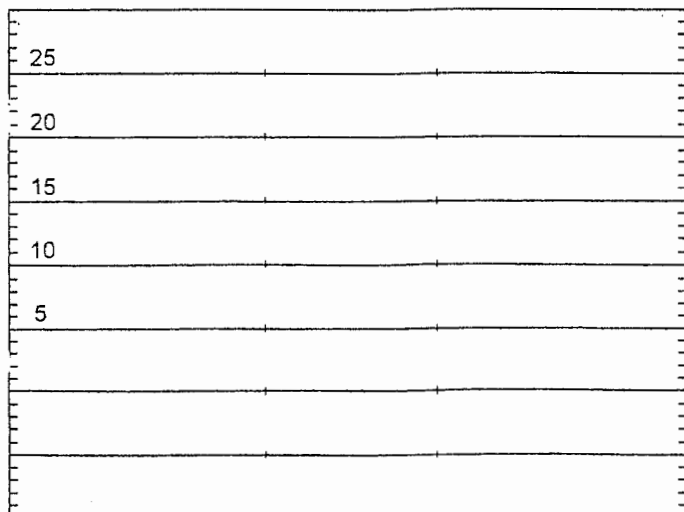
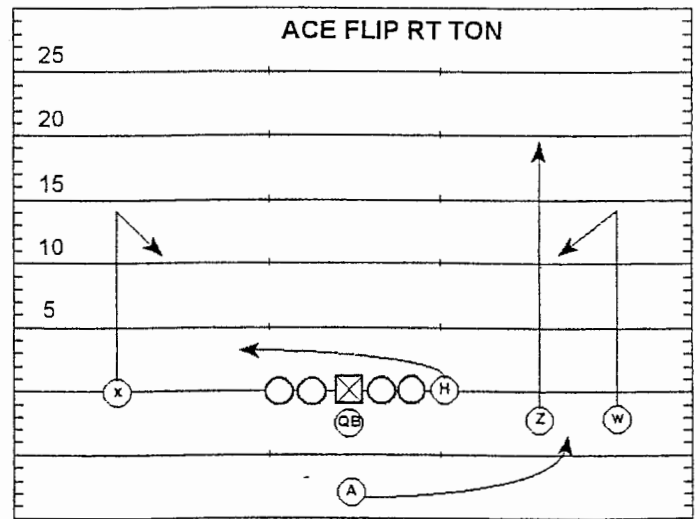
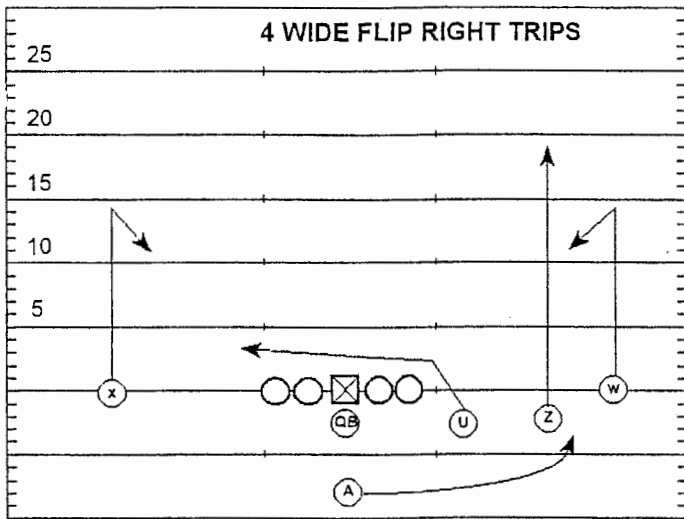
VARIATIONS FORMATIONS



PLAY 660 W CURL

COVERAGE	3	2	2 MAN UNDER	1
X	CURL			→
Y/Z	SHALLOW CROSS			→
W	CURL			→
B/H	MIDDLE CLEAR			→
A	FLARE			→

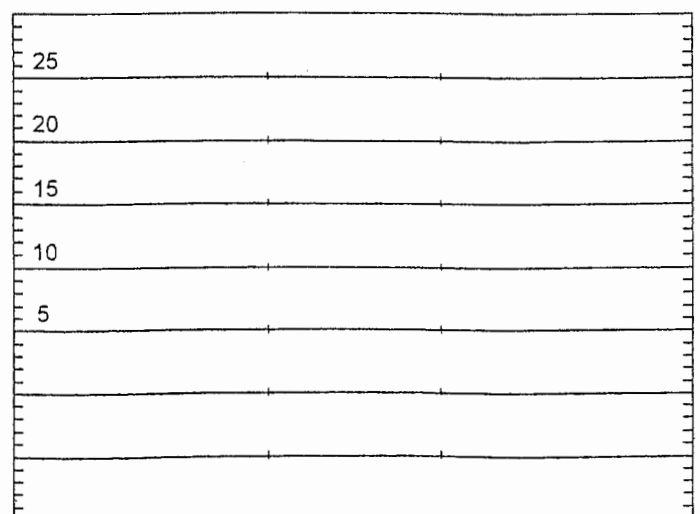
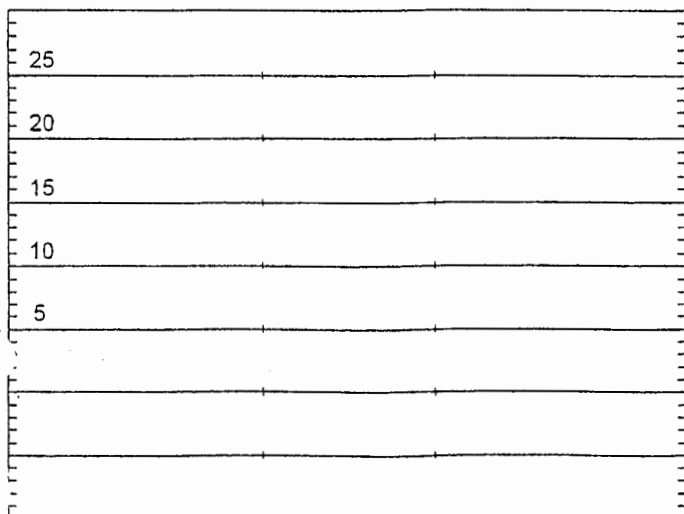
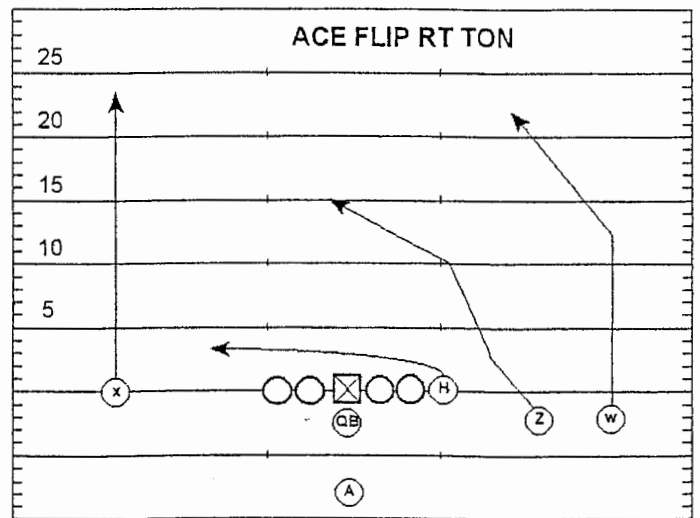
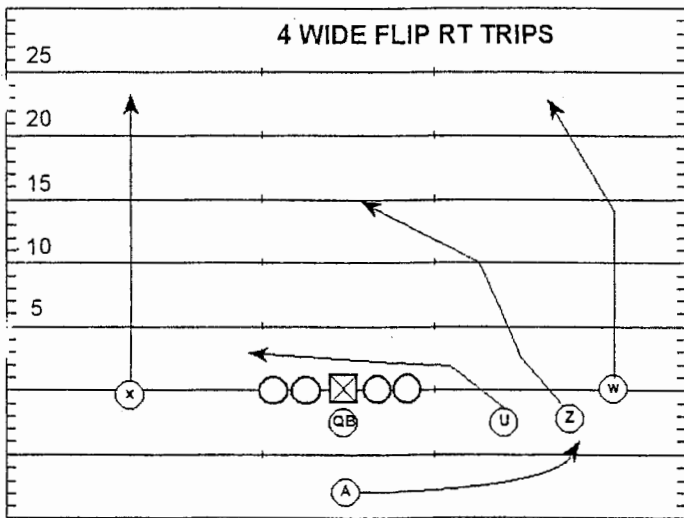
VARIATIONS FORMATIONS



PLAY 662 X T.O.

COVERAGE	3	2	2 MAN UNDER	1
X	TAKE OFF →			
Y/Z	SHALLOW CROSS →			
W	POST	POST	POST/CLEAR	POST
B/H	BEND →			
A	FLARE →			

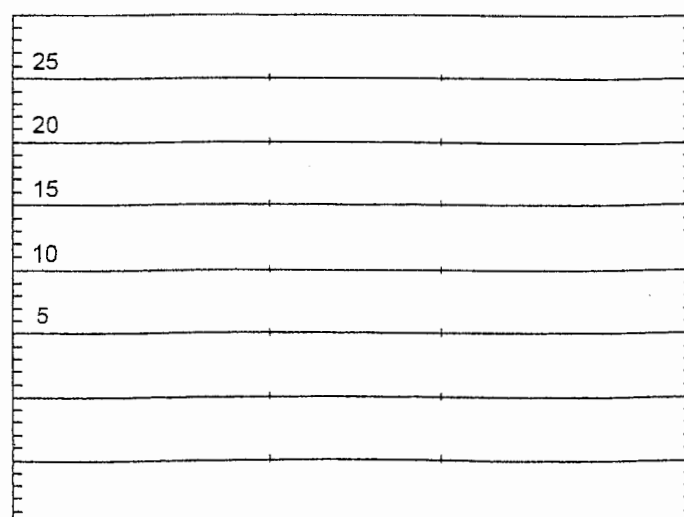
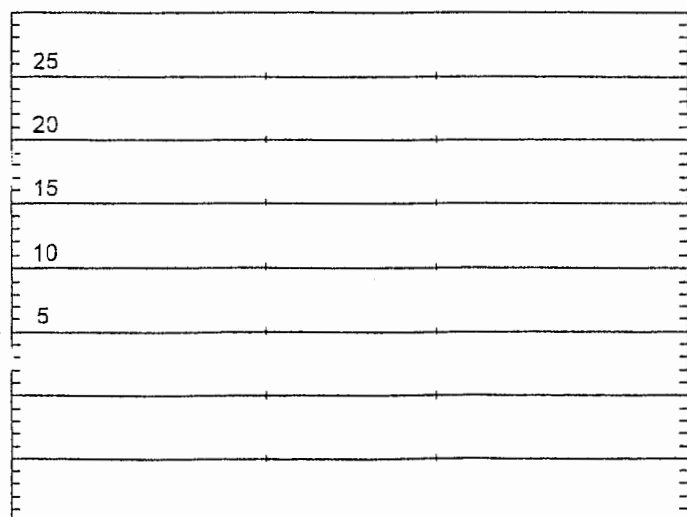
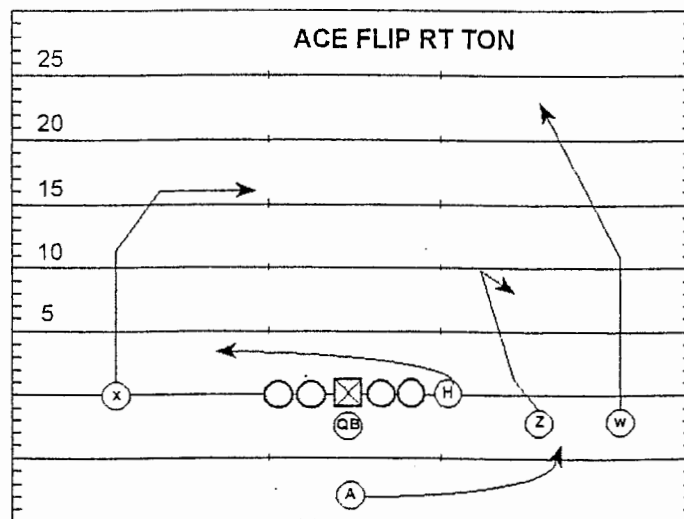
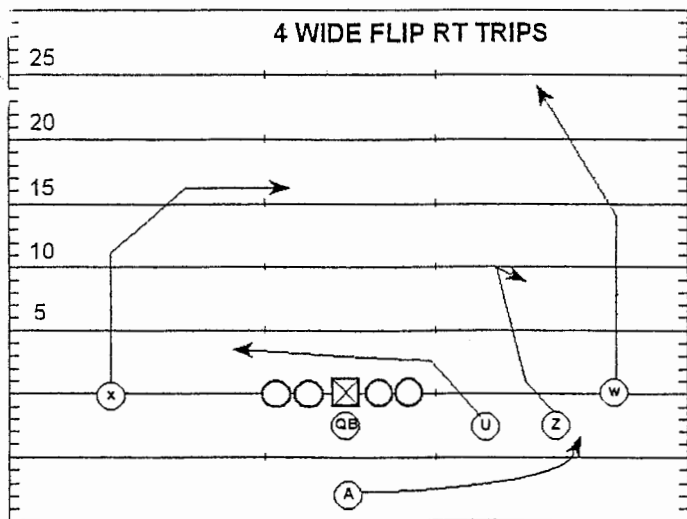
VARIATIONS FORMATIONS



PLAY 662 MEYER

COVERAGE	3	2	2 MAN UNDER	1
X	CROSS			
Y/Z	SHALLOW CROSS			
W	POST	POST	POST/CLEAR	POST
B/H	OPTION			
A	FLARE			

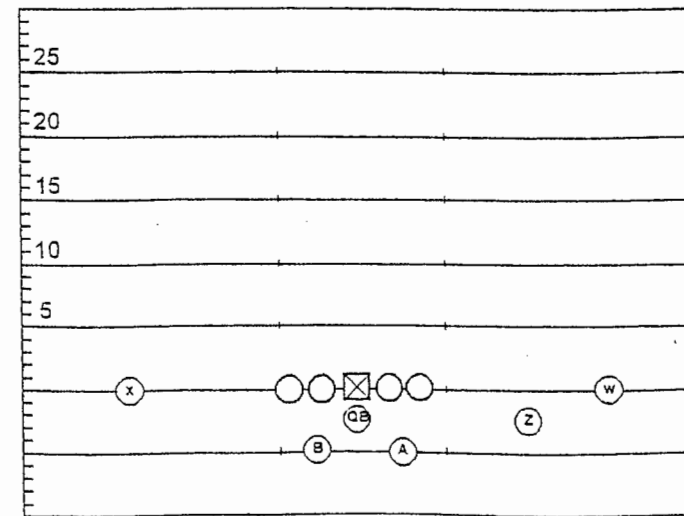
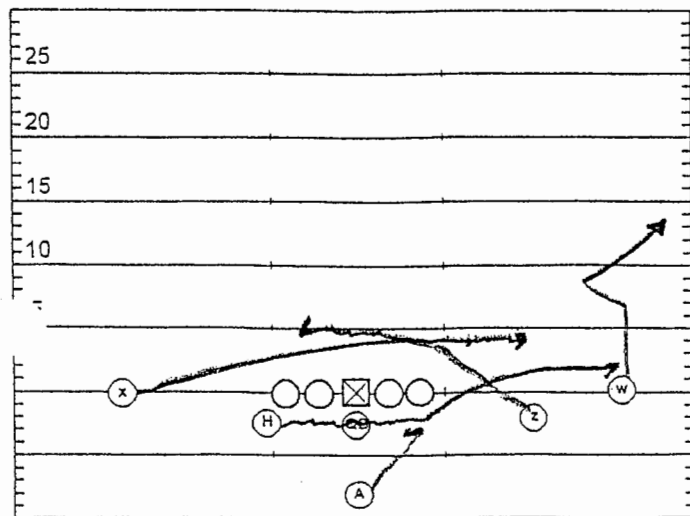
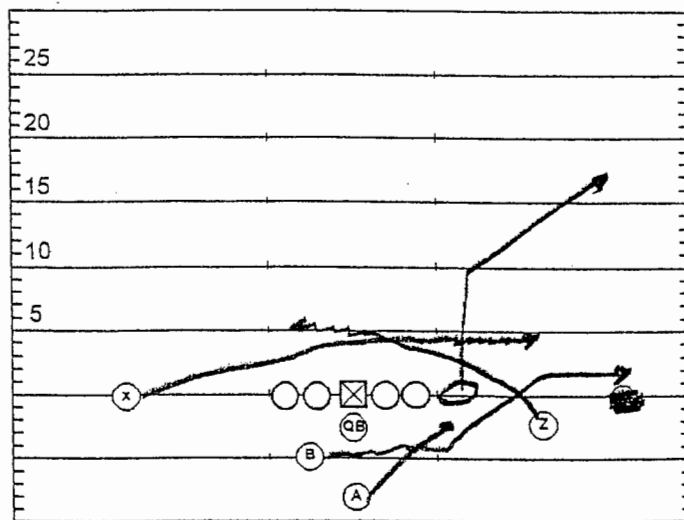
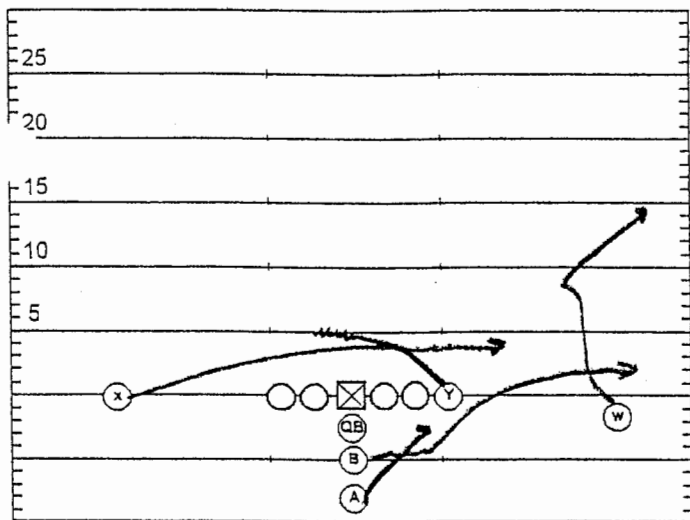
VARIATIONS FORMATIONS



PLAY 880 LINE 4/2/W COME

COVERAGE				
X	Drive	→		
Y/Z	Run/Come	→		
W	Come/Run			
B/H	Flat			
A	880 Ant			

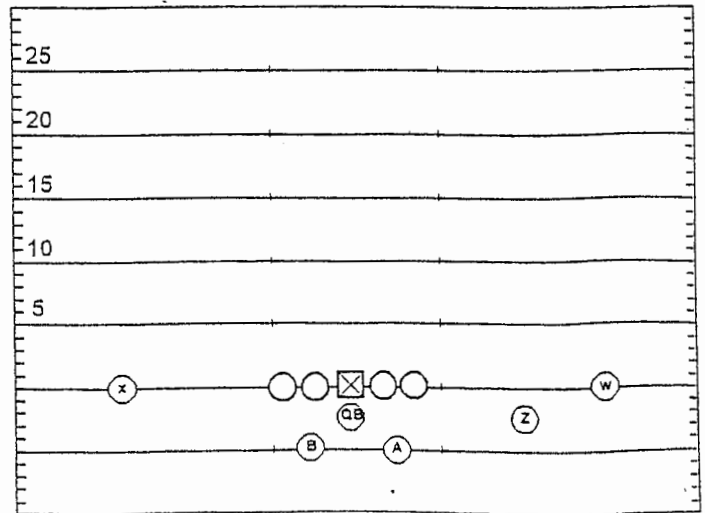
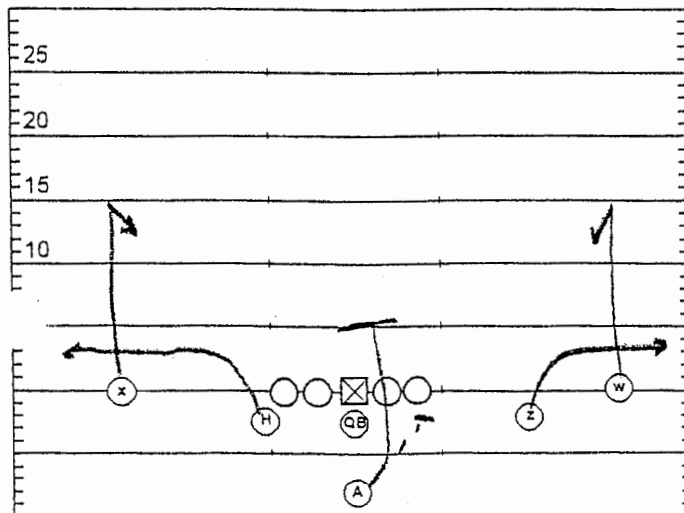
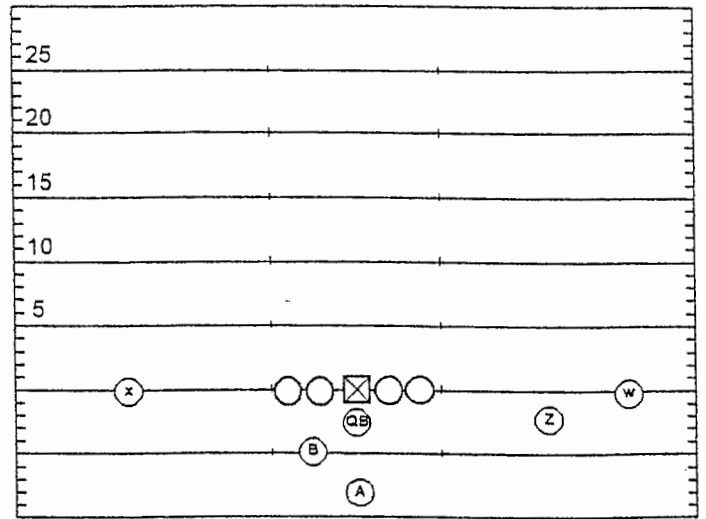
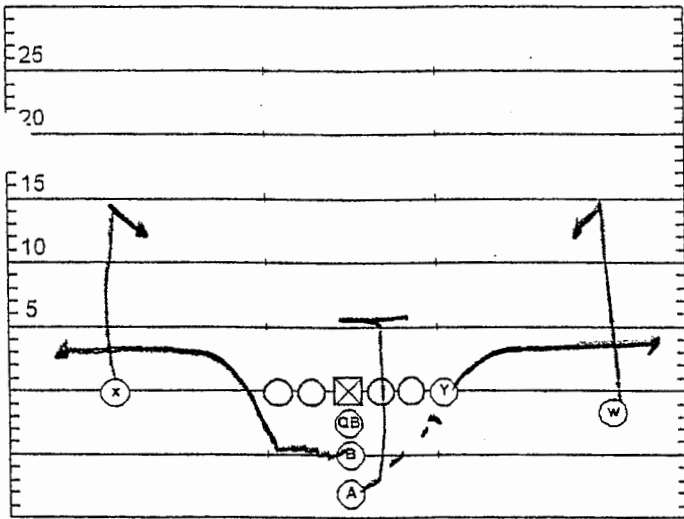
VARIATIONS
FORMATIONS



PLAY 660/890 Twin Curl

COVERAGE				
X	Curl			
Y/Z	Flat			
W	Curl			
B/H	Flat			
A	Thru/ 890 hot			

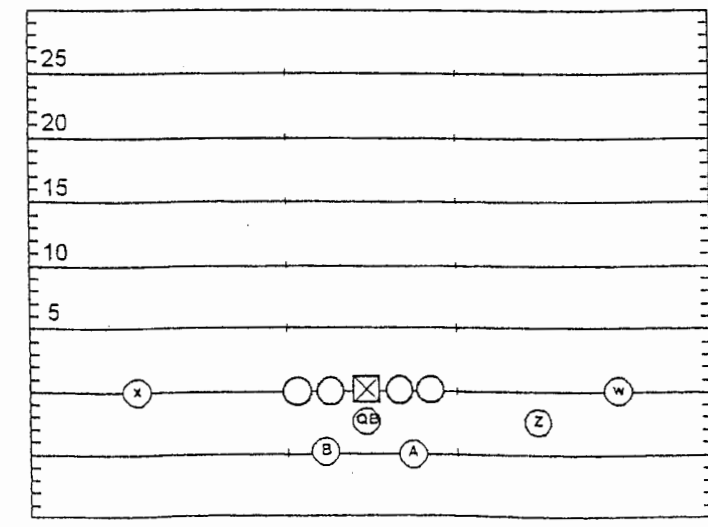
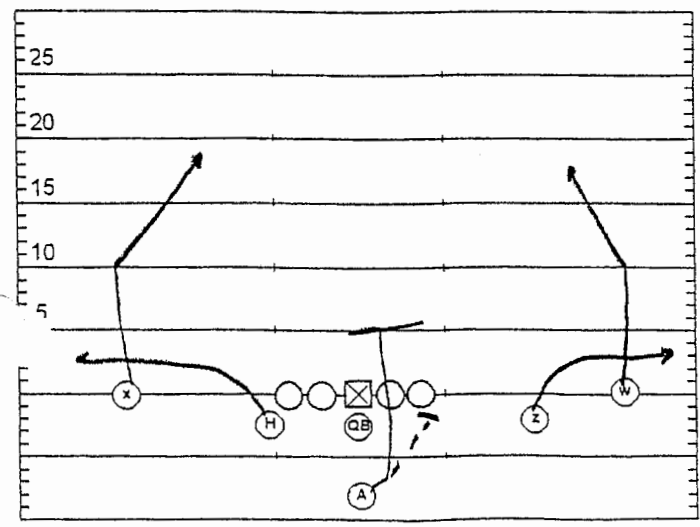
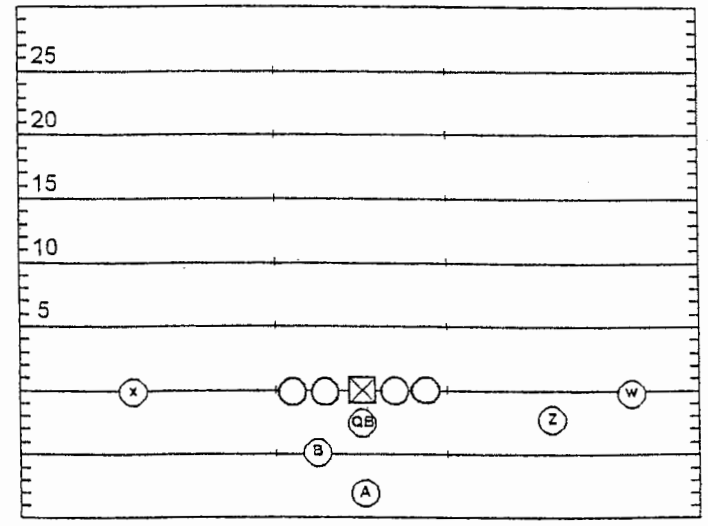
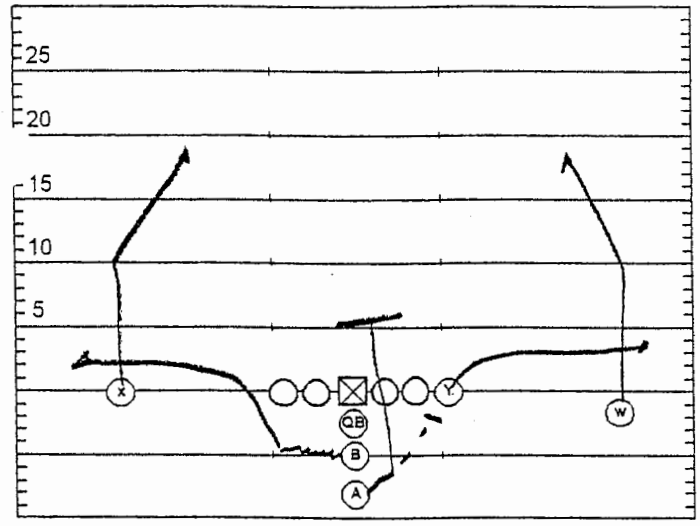
VARIATIONS
FORMATIONS



PLAY 660/880 TWIN Glance

COVERAGE				
X	Blame	→		
Y/Z	Flat			
W	Glance			
B/H	Flat			
A	Three/880/1st			

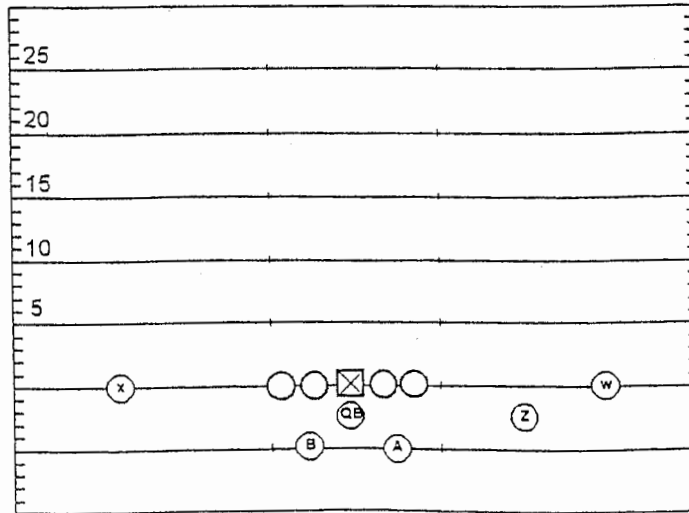
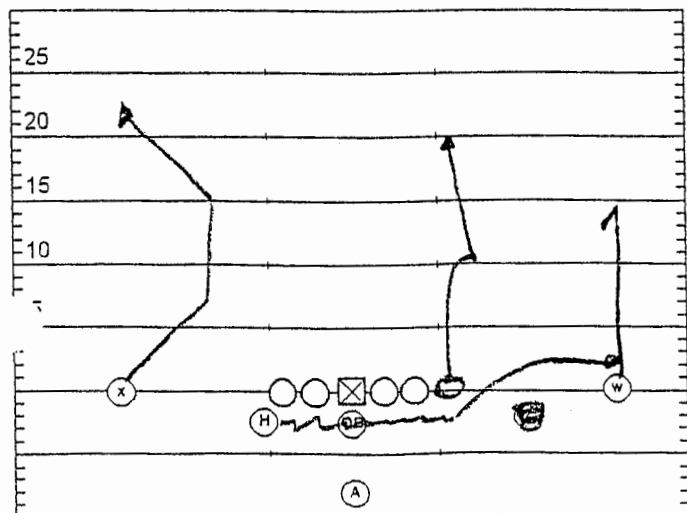
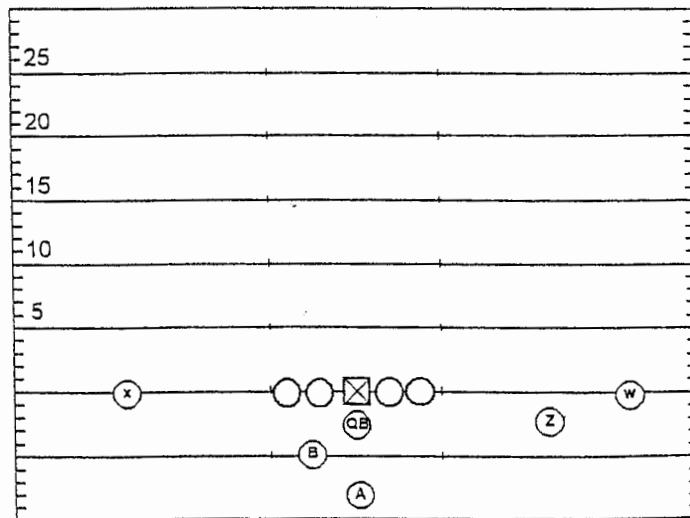
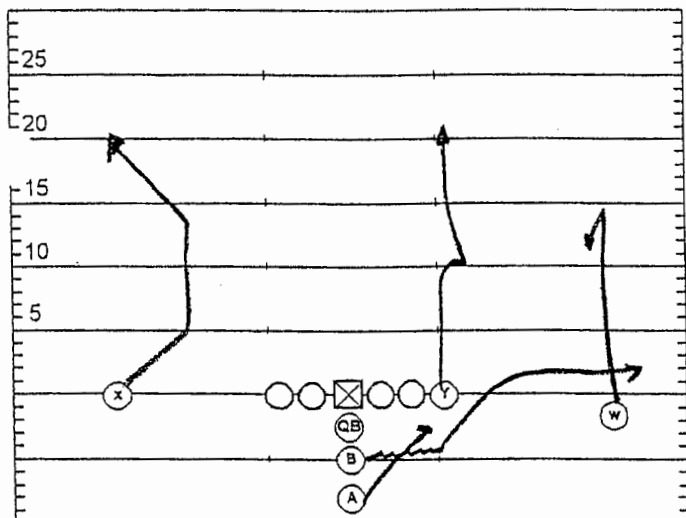
VARIATIONS
FORMATIONS



PLAY 8814 Buckeye

COVERAGE				
X	Corner	_____		
Y/Z	Buckeye			
W	Curl	_____		
B/H	Flat	_____		
A	880 hat	_____		

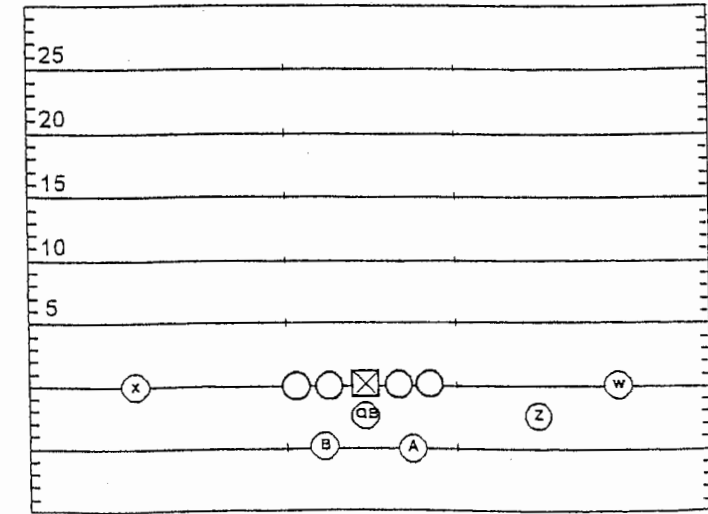
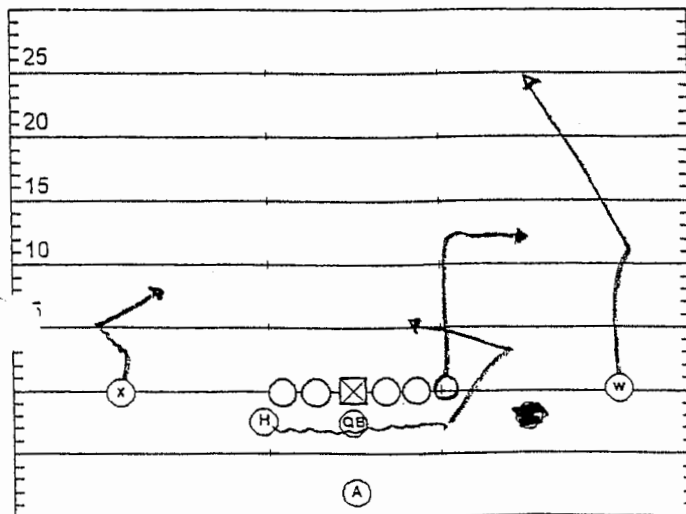
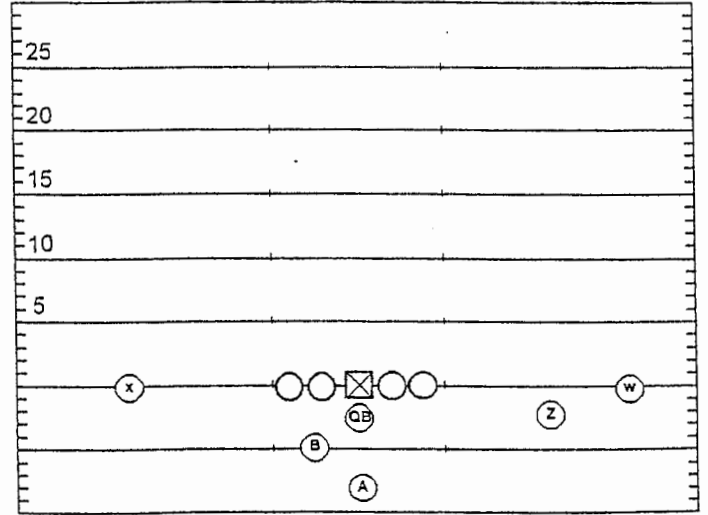
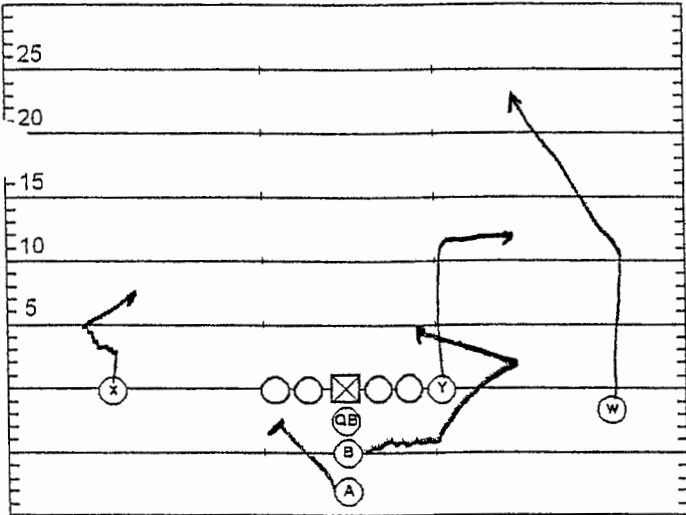
VARIATIONS
FORMATIONS



PLAY 883 Y out B/H VICE

COVERAGE				
X	SUCKER	→		
Y/Z	out	→		
W	Post	→		
B/H	Vice	→		
A	880 Post			

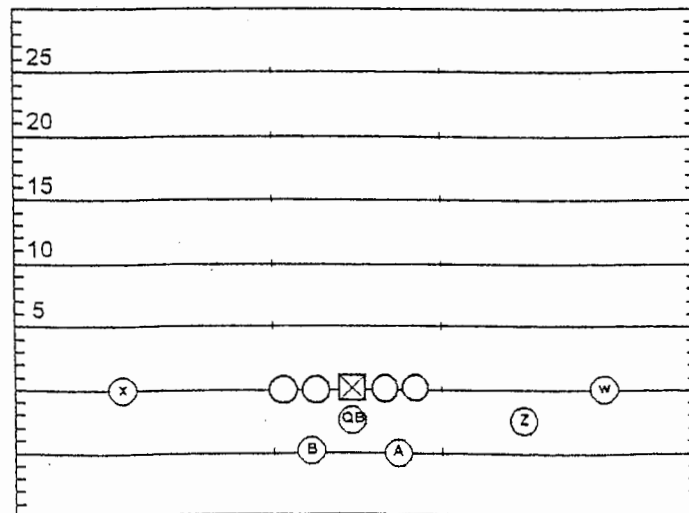
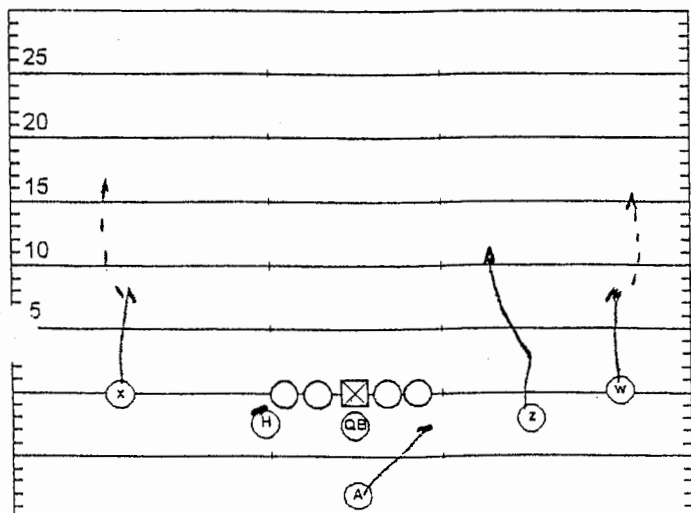
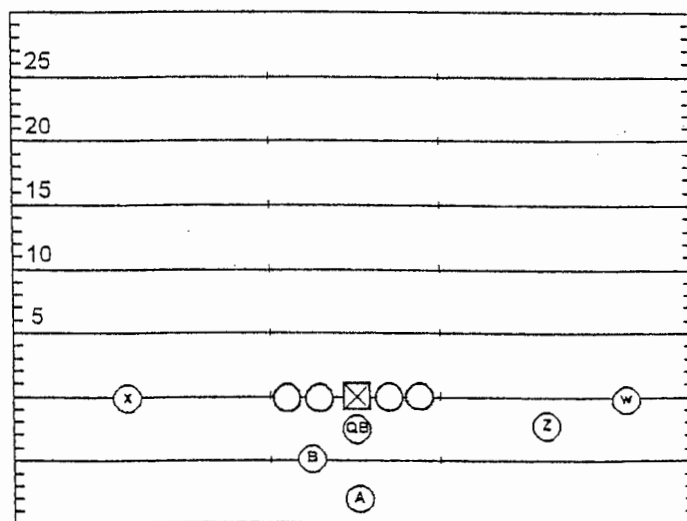
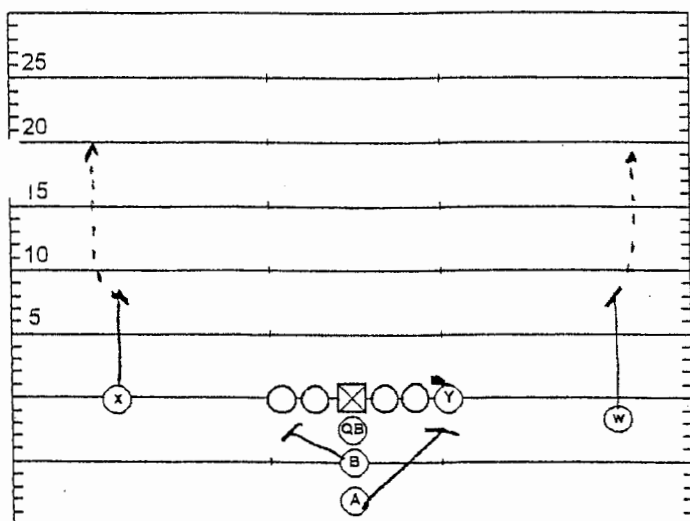
VARIATIONS
FORMATIONS



PLAY 88 READ

COVERAGE	3	2	2 man	man
X	HITCH (8)	Fade streak	Fade streak	HITCH/FS
YIZ - Reg. * - Prot.	Climb	—————→		
W	Same as X			
B/H	80 Prot			
A	80 Prot			

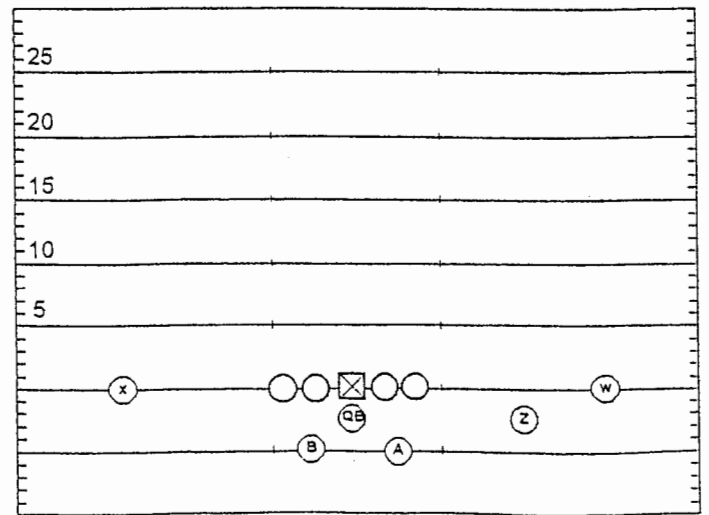
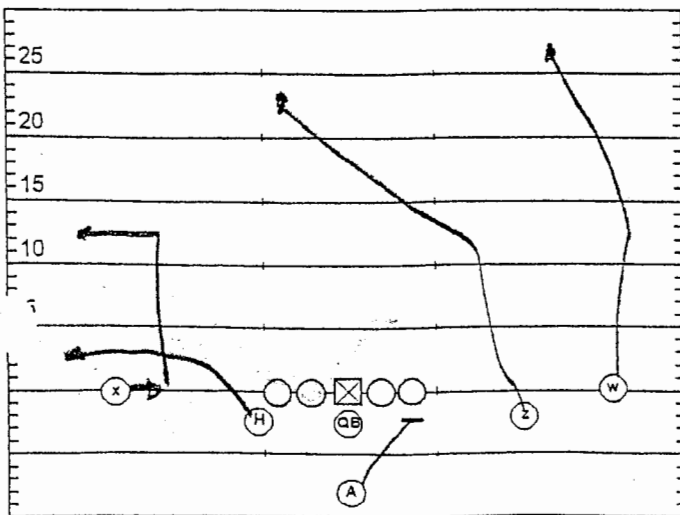
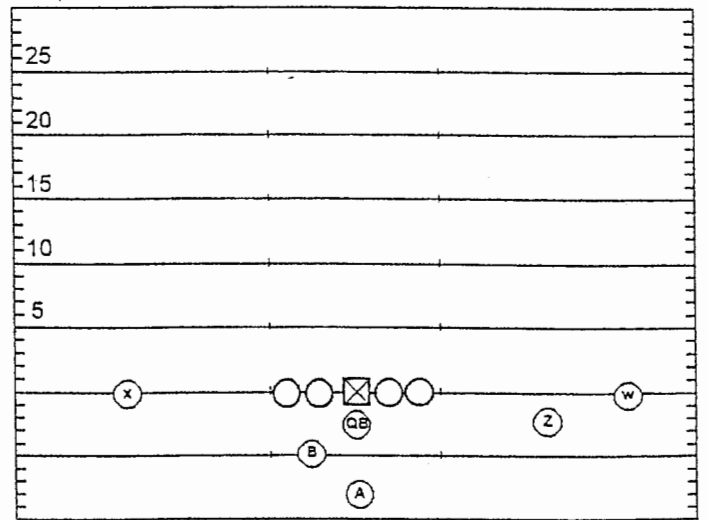
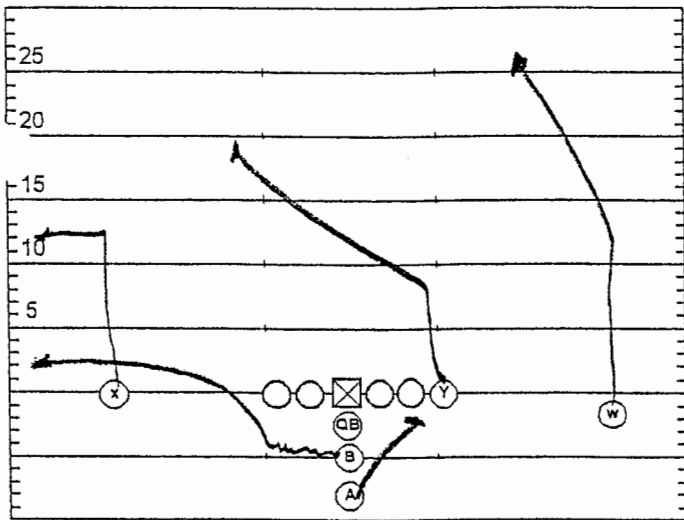
VARIATIONS
FORMATIONS



PLAY 882 X STICK

COVERAGE	3	2	2 man	Man
X	STICK	→		
Y/Z	Dove	→		
W	Post	→		
B/H	Flat	→		
A	Post			

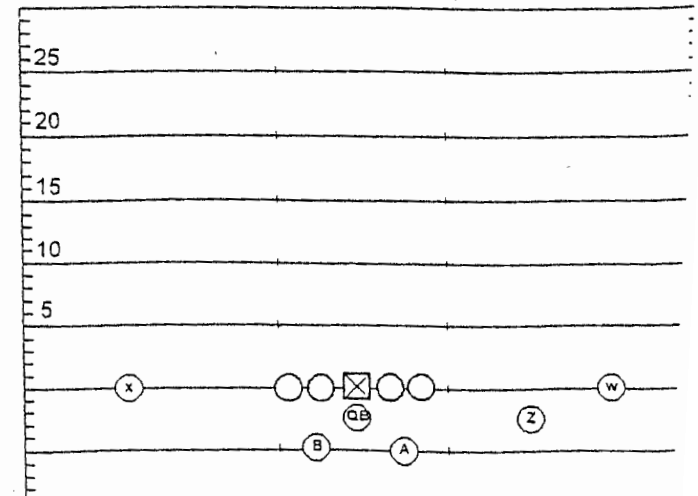
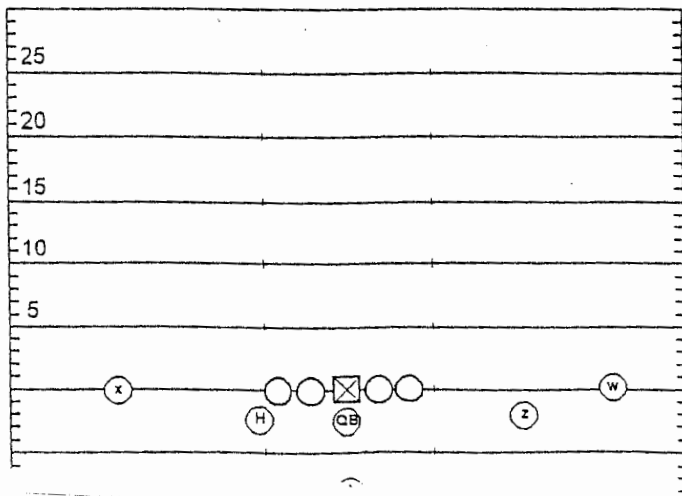
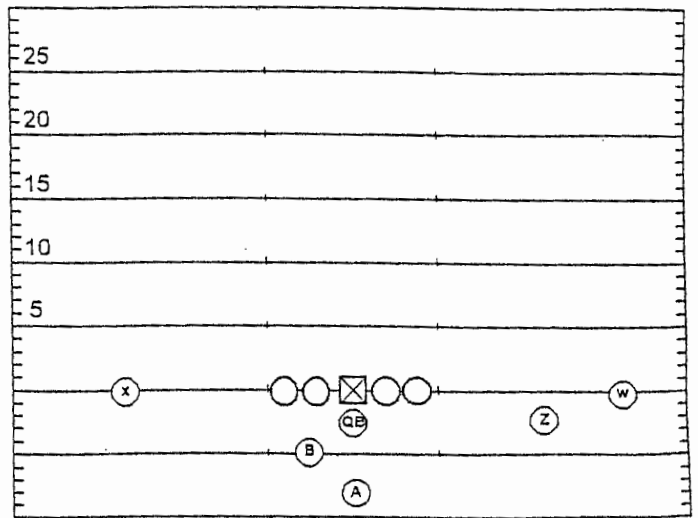
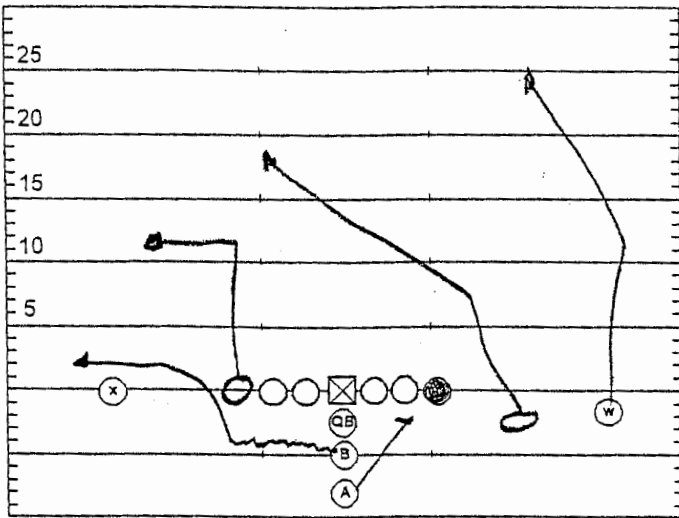
VARIATIONS
FORMATIONS



PLAY 882 Y STICK

COVERAGE	3	2	Z MAN	MAN
#2	Dover			
Y/#	STICK/out			
W	Post			
B/H	Flat			
A	880 Prot.			

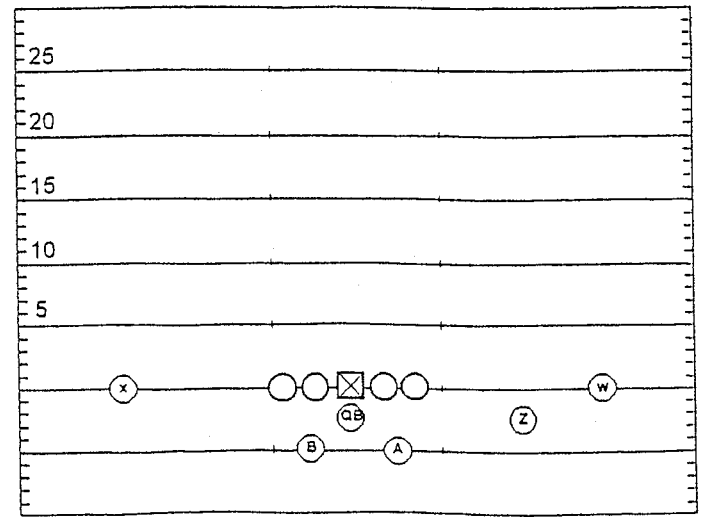
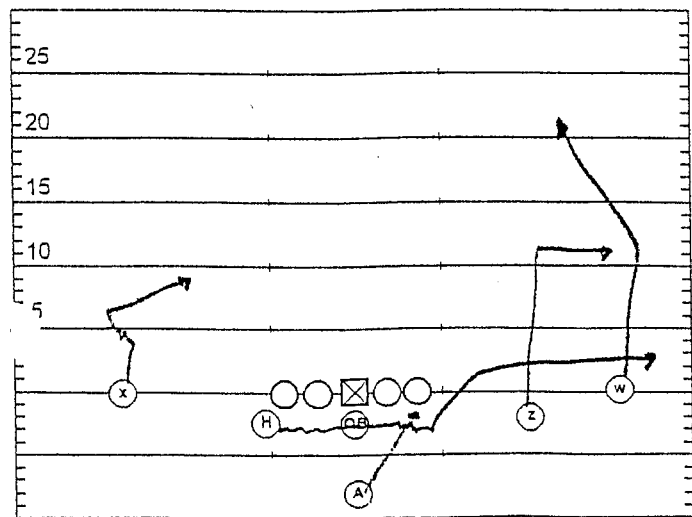
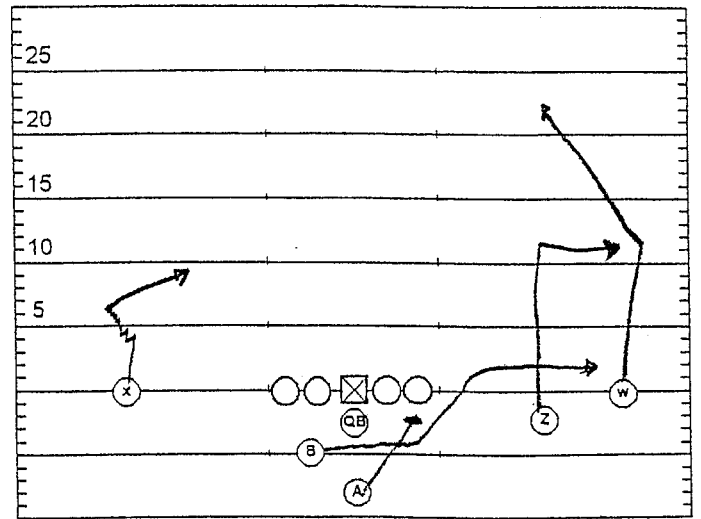
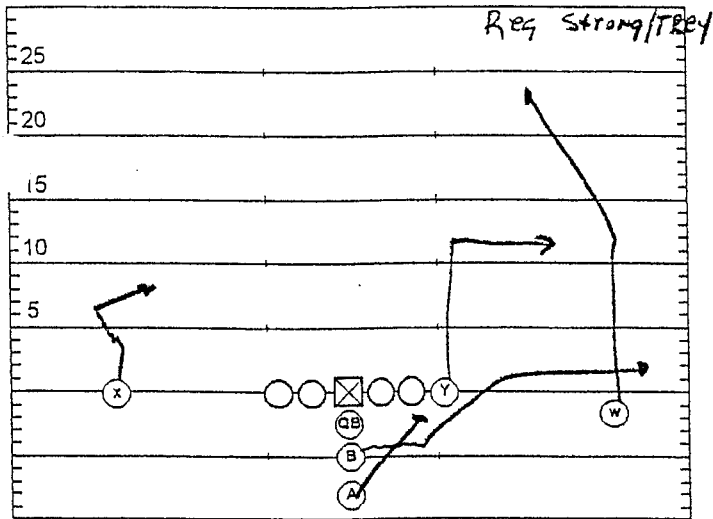
VARIATIONS
FORMATIONS



PLAY 882 Yout

COVERAGE	3	2	ZMAN	1
X	SUCKER			
Y/Z	out			
W	Post			
B/H	Flat			
A	880 Pro			

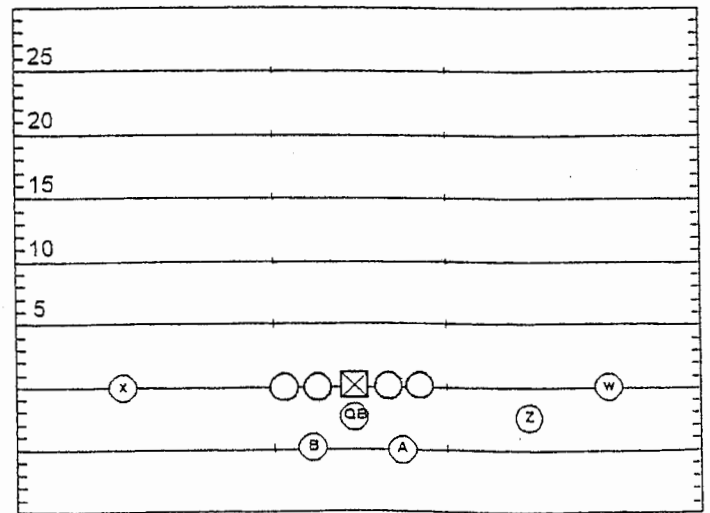
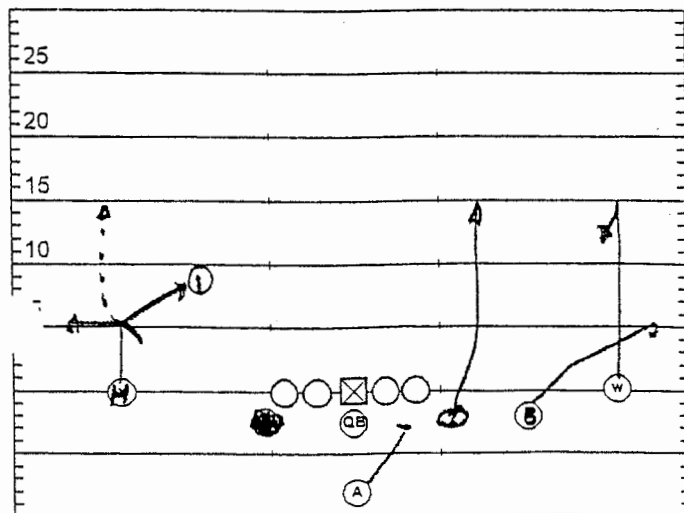
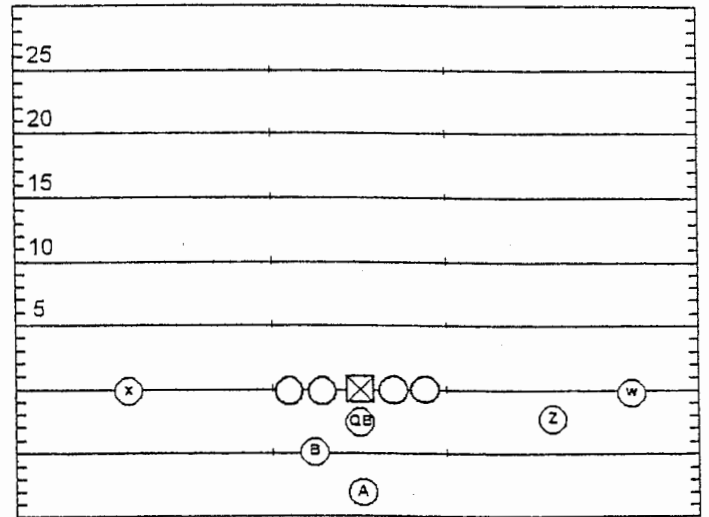
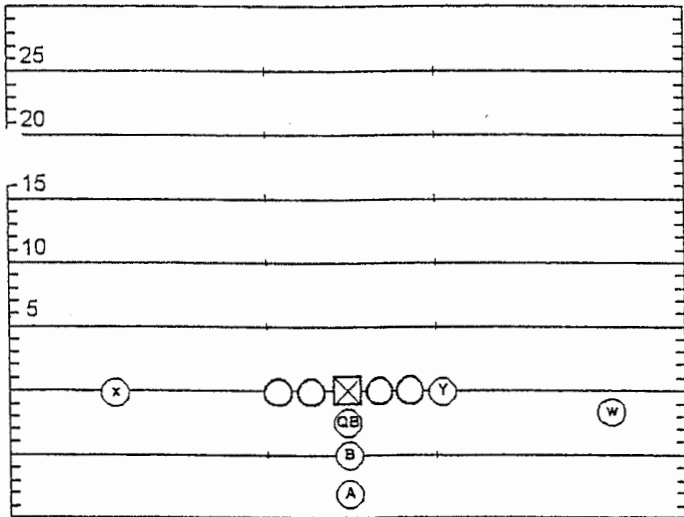
VARIATIONS
FORMATIONS



PLAY 980 Arrow Y choice

COVERAGE				
H	Choice			
W	Clumb			
W	Clumb			
B	Arrow			
A	980 Post			

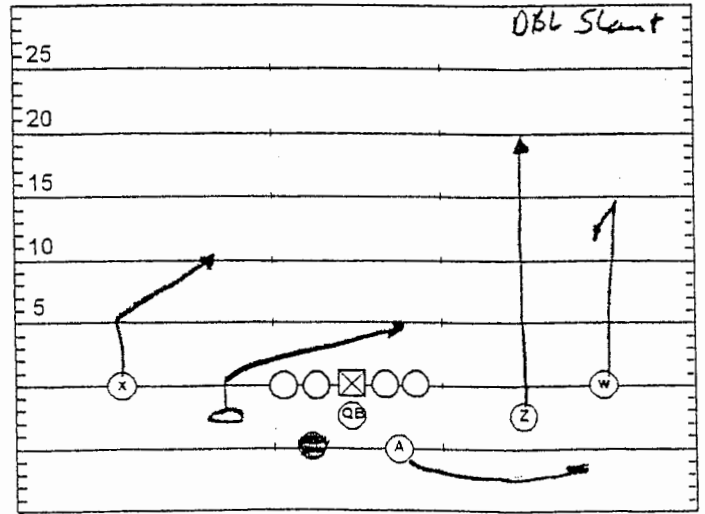
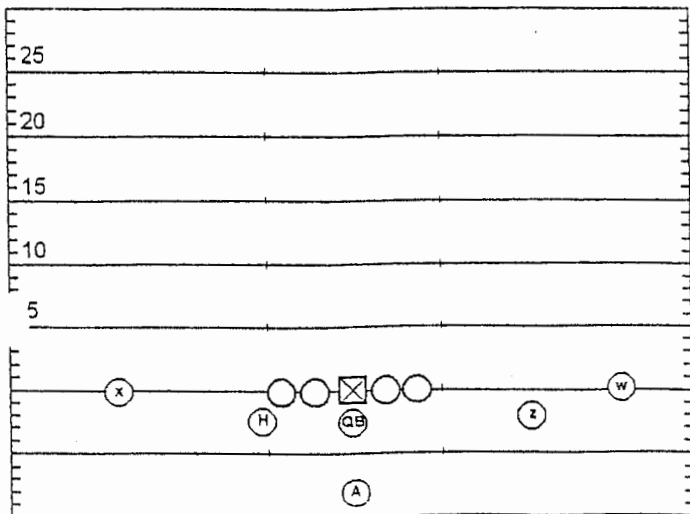
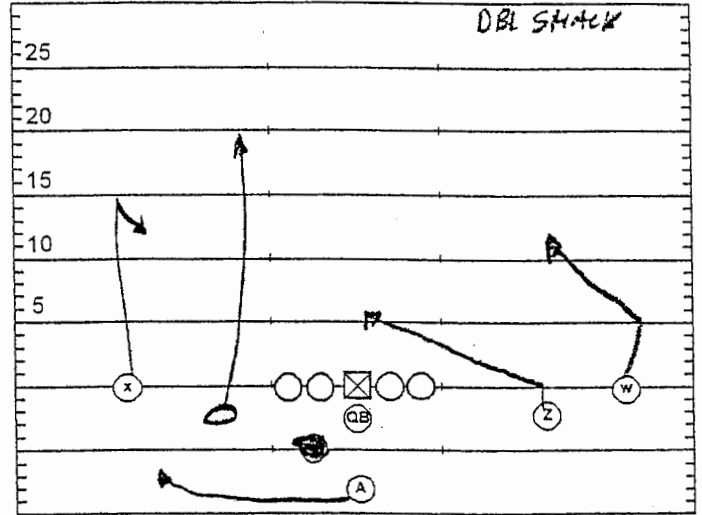
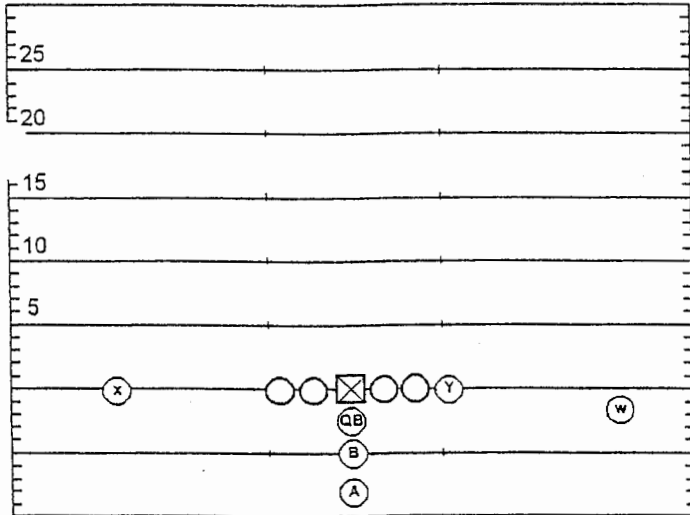
VARIATIONS
FORMATIONS



PLAY 660 LBC SHACK / DBL Slant

COVERAGE				
X				
Y/Z				
W				
B/H				
A				

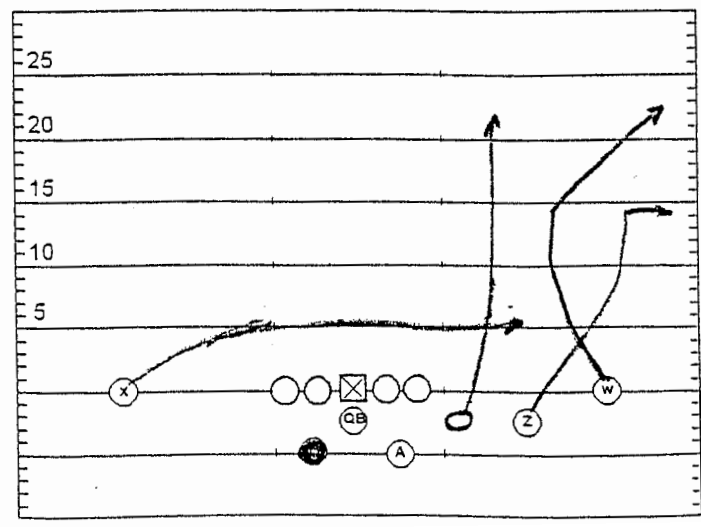
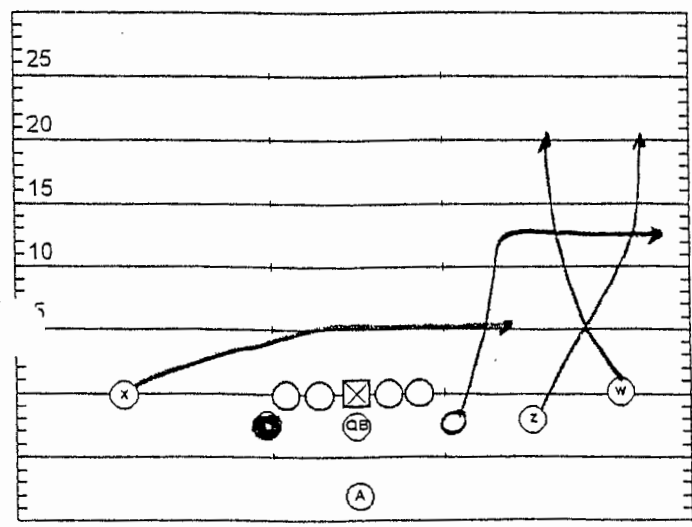
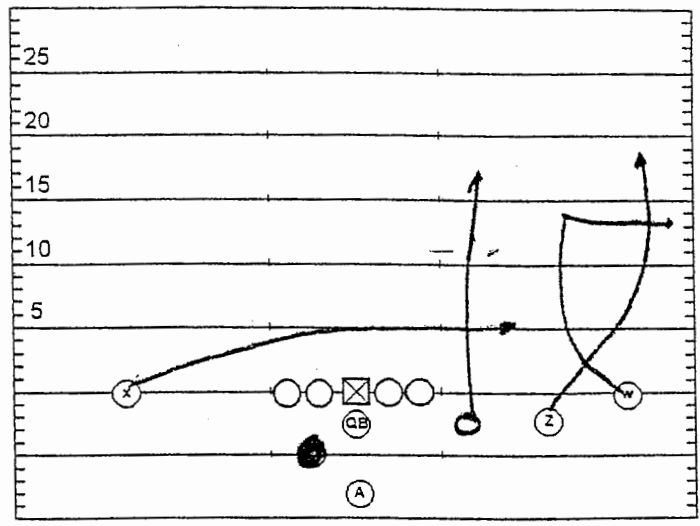
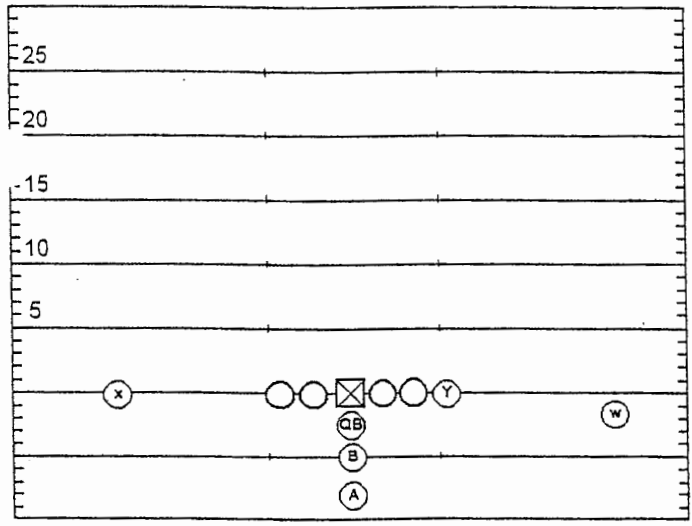
VARIATIONS
FORMATIONS



PLAY Roll 98 Scissors U, Z, W = out

COVERAGE				
X				
Y/Z				
W				
B/H				
A				

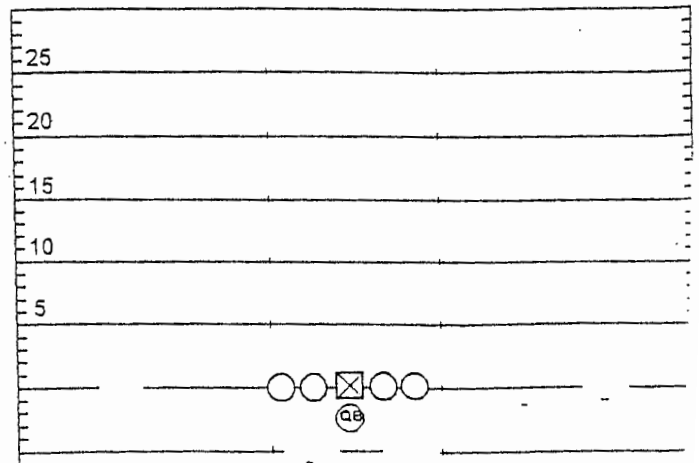
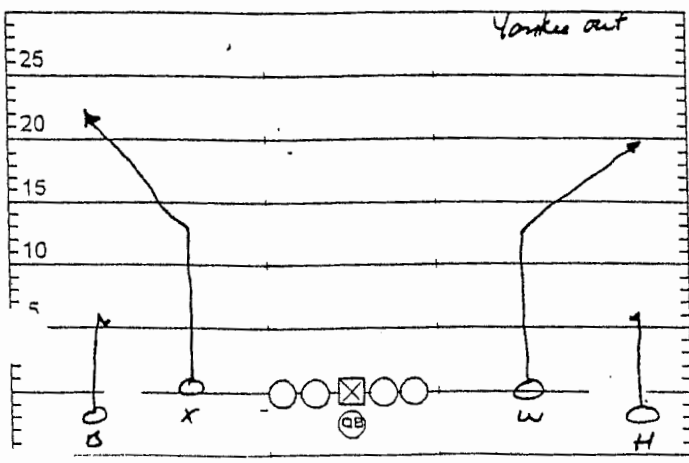
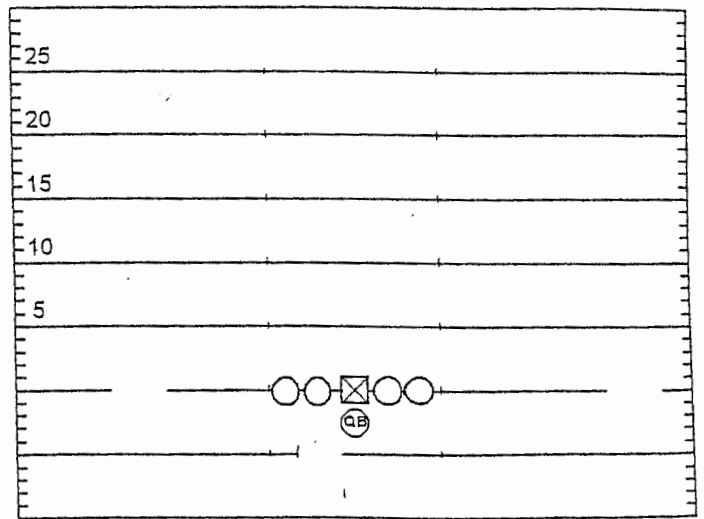
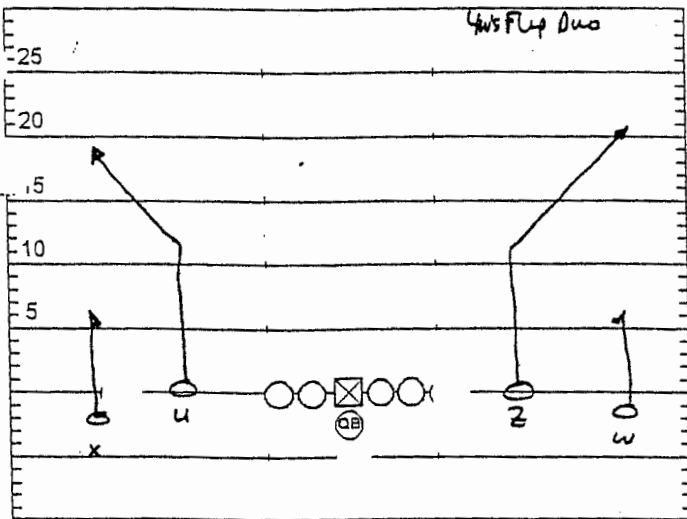
VARIATIONS
FORMATIONS



PLAY 660 SMASH

COVERAGE				
X/B	Hitch @ 6			
Z/W	Corner			
W/H	Hitch @ 6			
B/H U/X	Corner			
A				

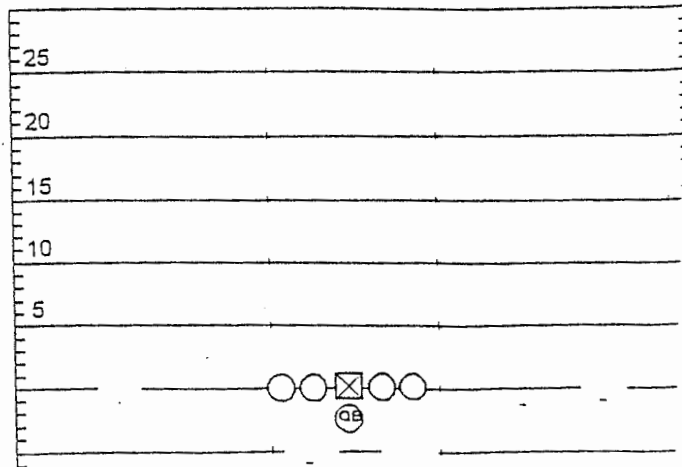
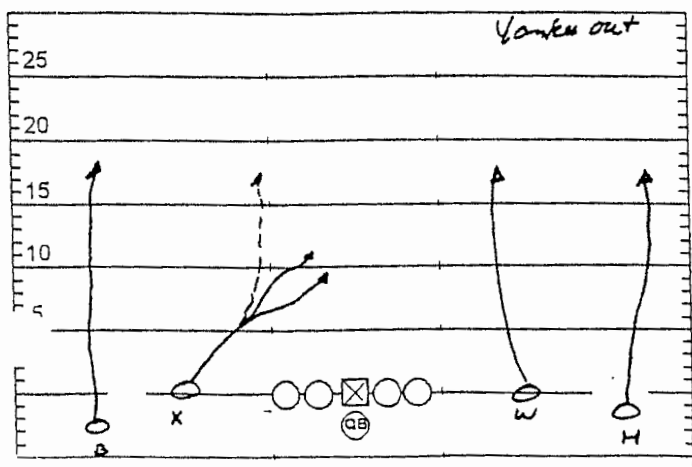
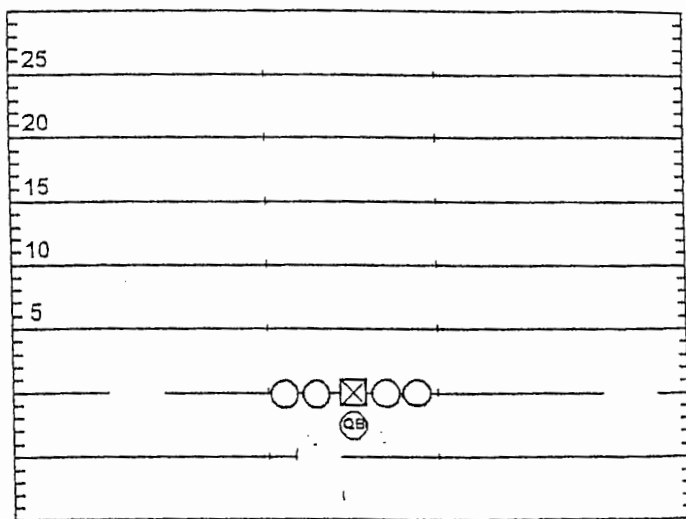
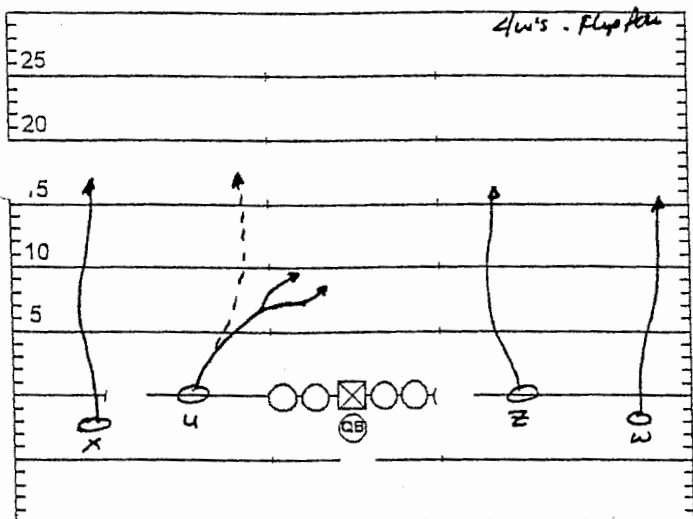
VARIATIONS
FORMATIONS



PLAY 668 bench

COVERAGE				
X/B	Go			
Z/W	Vertical Climb			
W/H	Go			
4 4/X	Bench			
A				

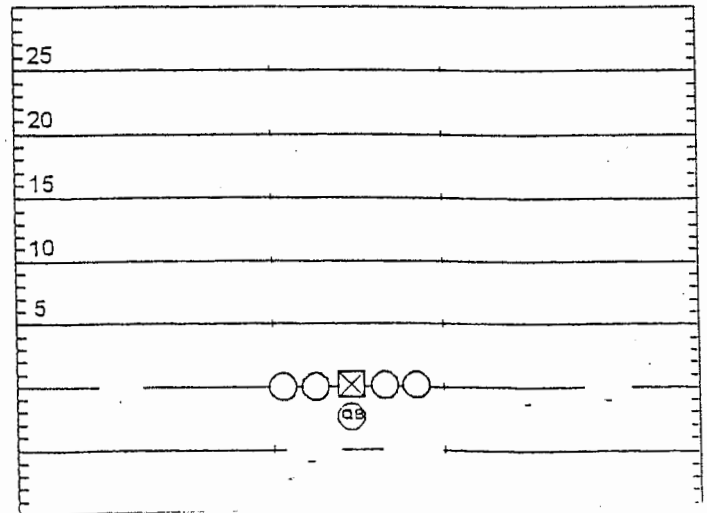
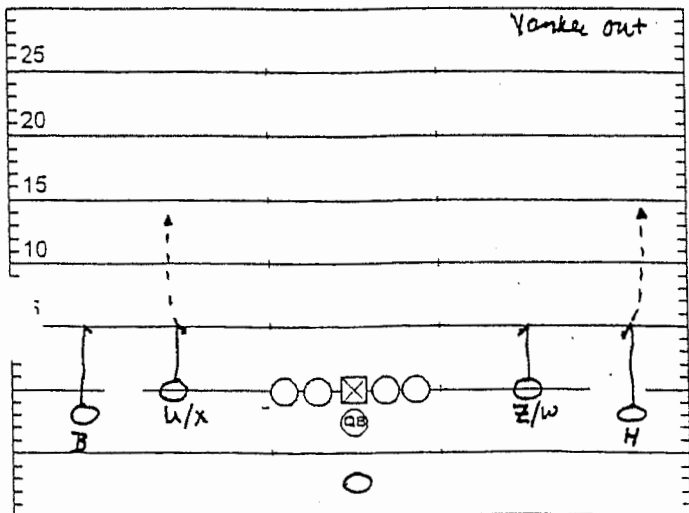
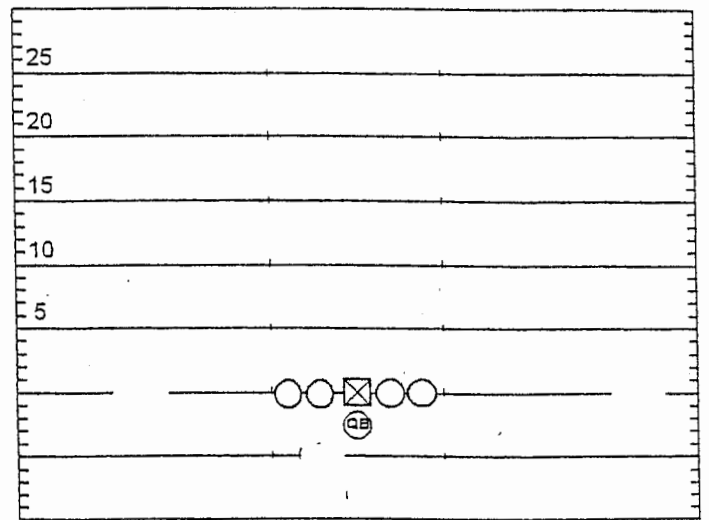
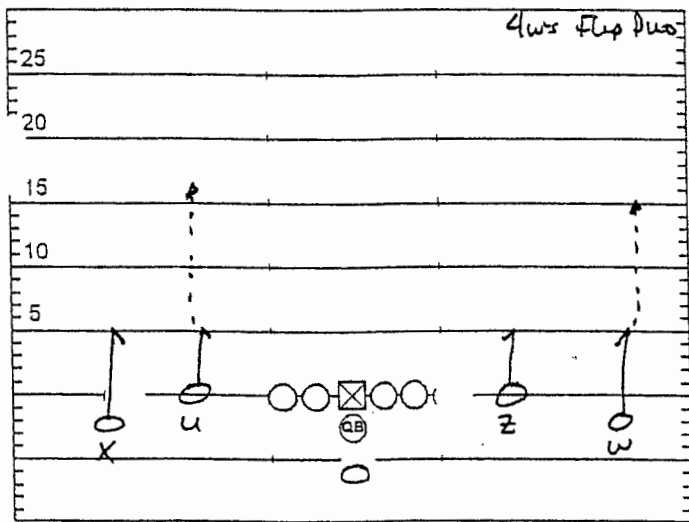
VARIATIONS
FORMATIONS



PLAY 880 Pivots

COVERAGE				
X/B	HITCH			
Z/W	HITCH			
W/H	HITCH / F/S			
U/X	HITCH / F/S			
A				

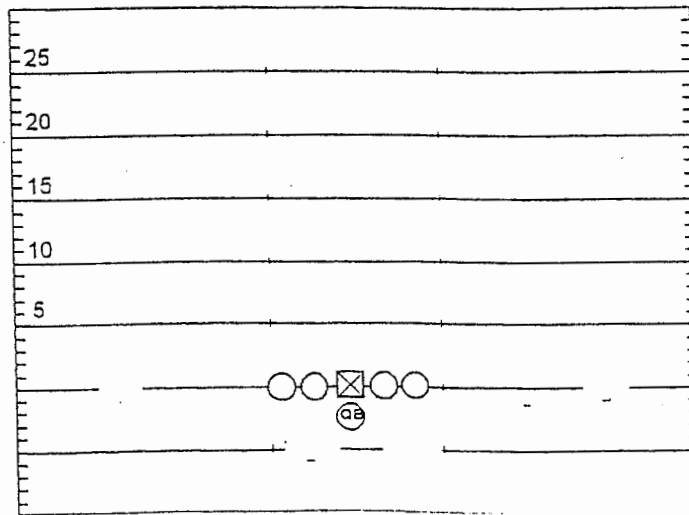
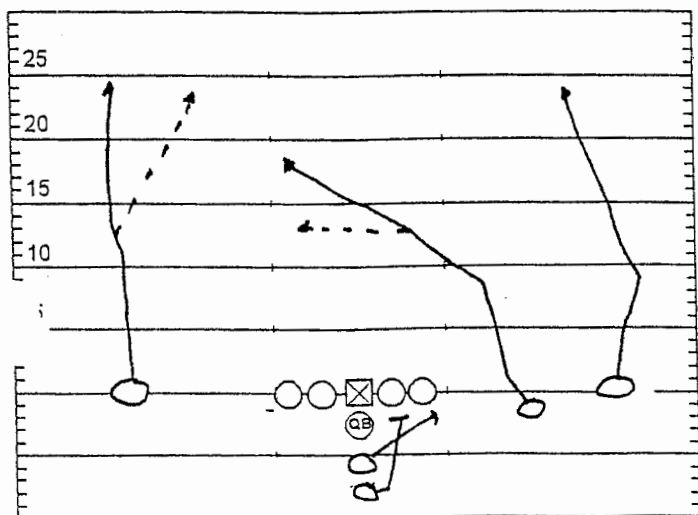
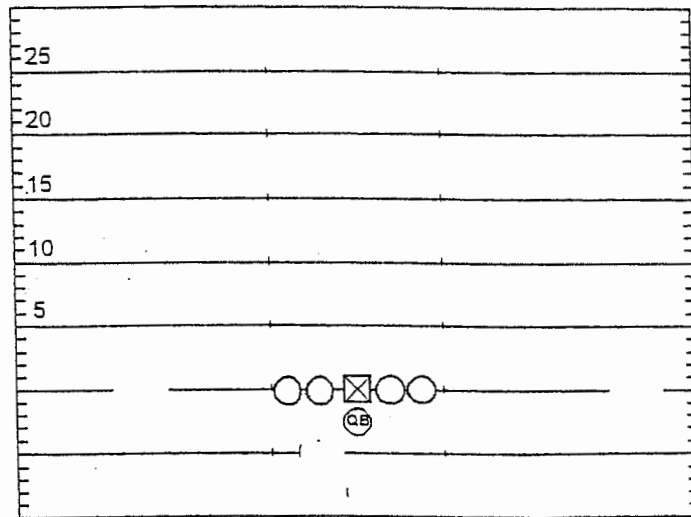
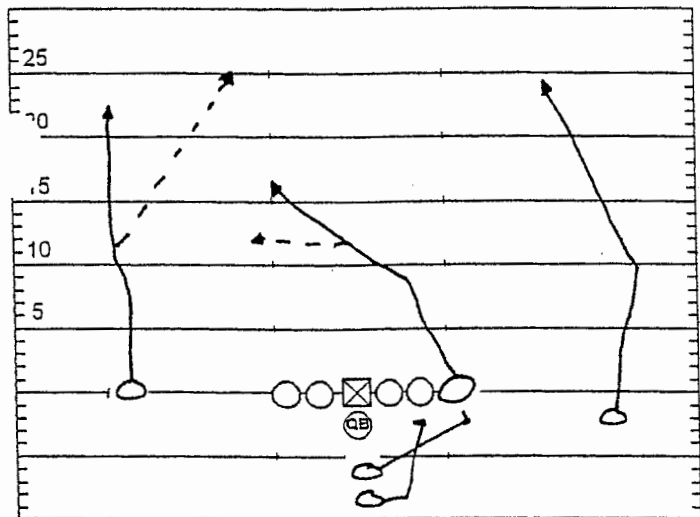
VARIATIONS
FORMATIONS



PLAY 72 X T.O.

COVERAGE	3	8	2 MAN	MAN
X	T.O.	SKY POST	T.O.	T.O.
Y/Z	BEND	BEND	MAN/BEND	MAN/BEND
W	POST	—————→		
B/H	70 Prot.			
A	70 Prot.			

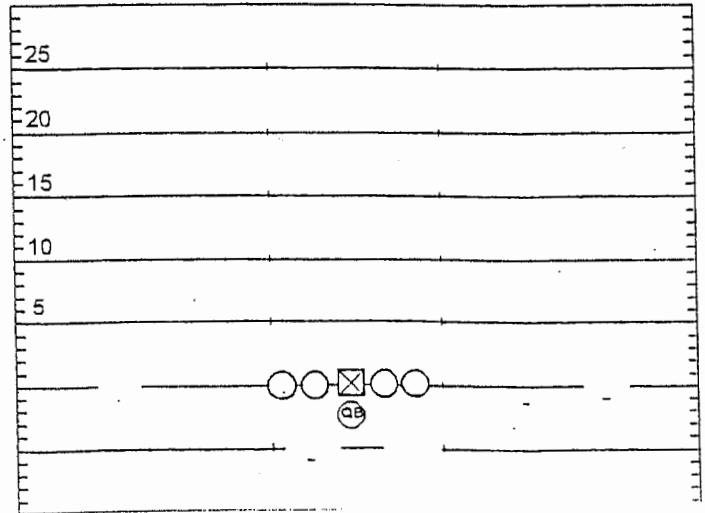
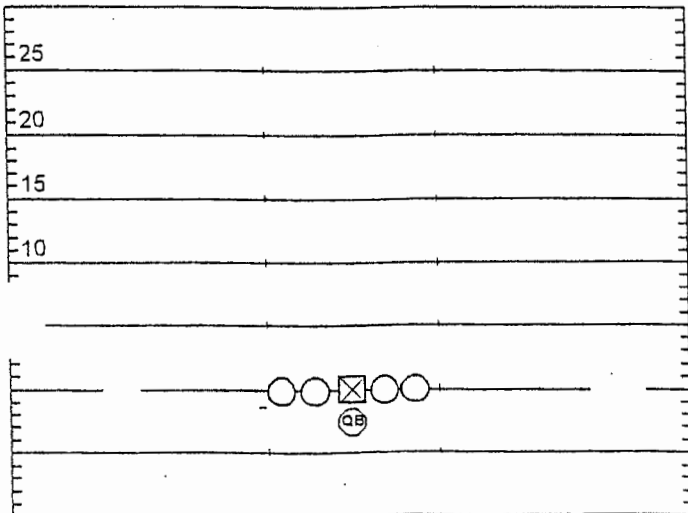
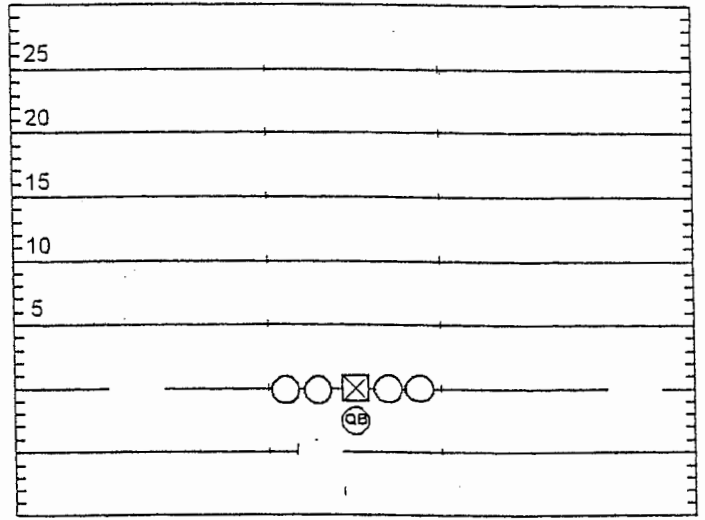
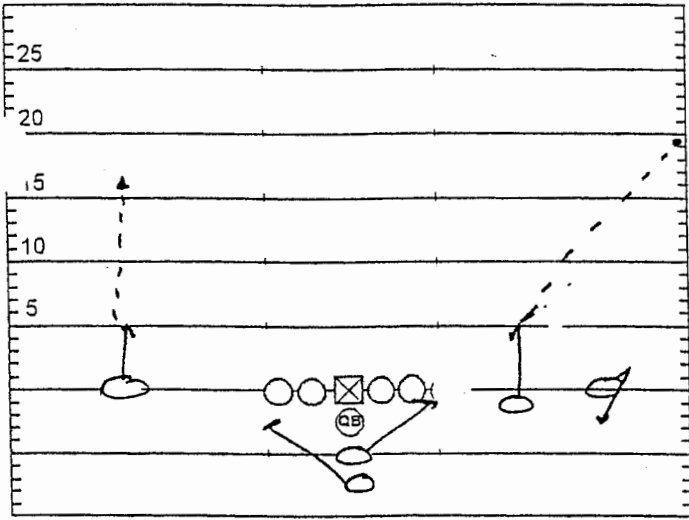
VARIATIONS
FORMATIONS



PLAY 80 Z ANGLE

COVERAGE				
X	HITCH/FS			
Y/Z	HITCH/ANGLE			
W	STALLION			
B/H	80 Prot.			
A	80 Prot.			

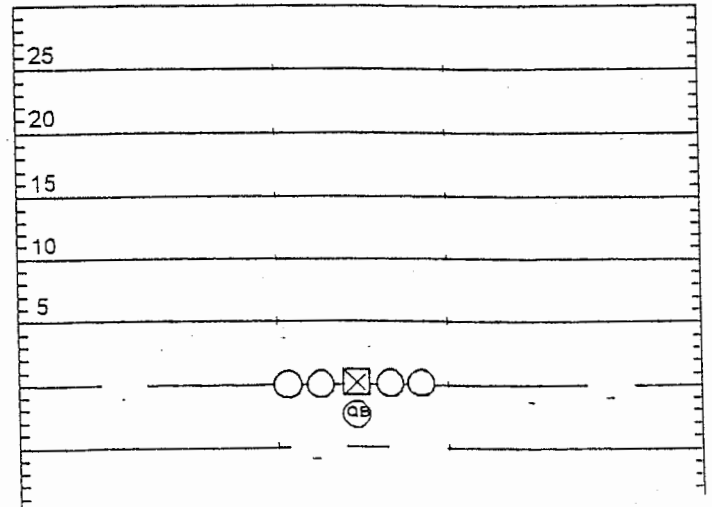
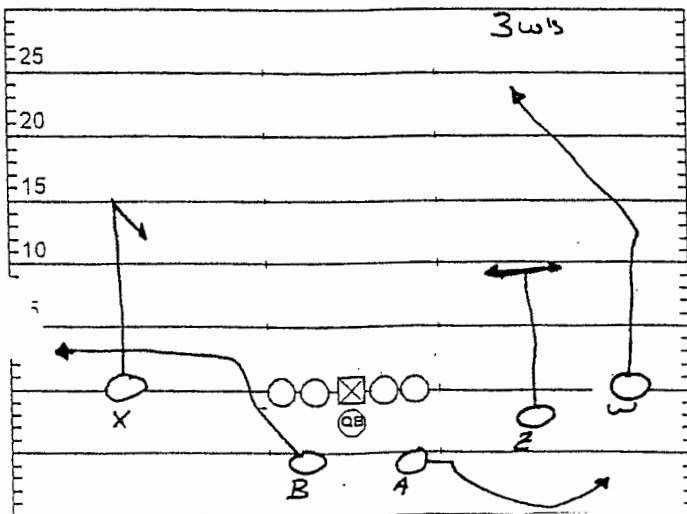
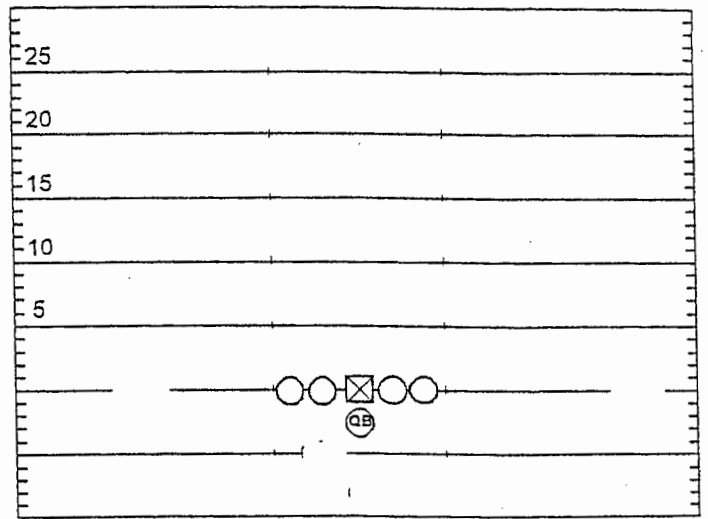
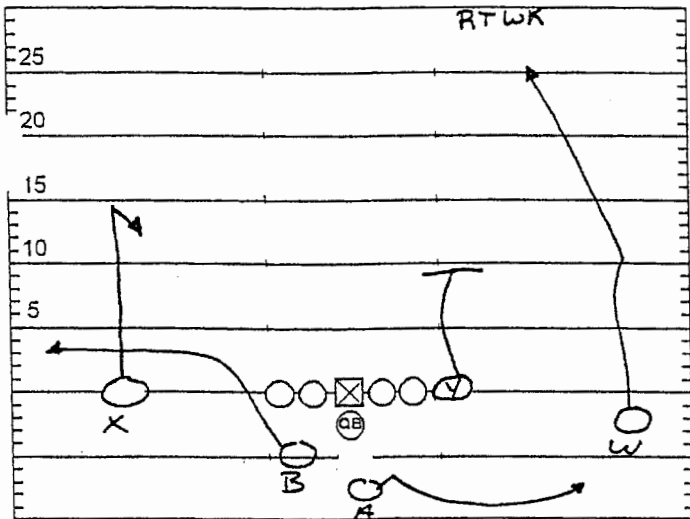
VARIATIONS
FORMATIONS



PLAY 62 1/2 OSCAR

COVERAGE				
X	Curl			
Y/Z	Oscar			
W	Post			
B/H	Flat			
A	Flare			

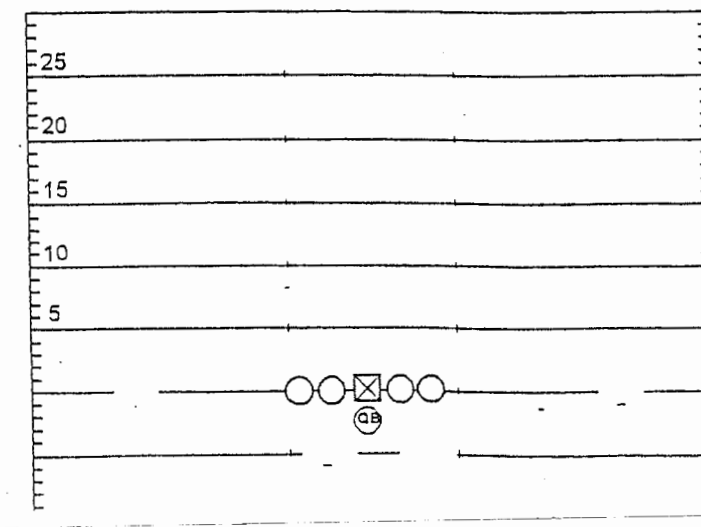
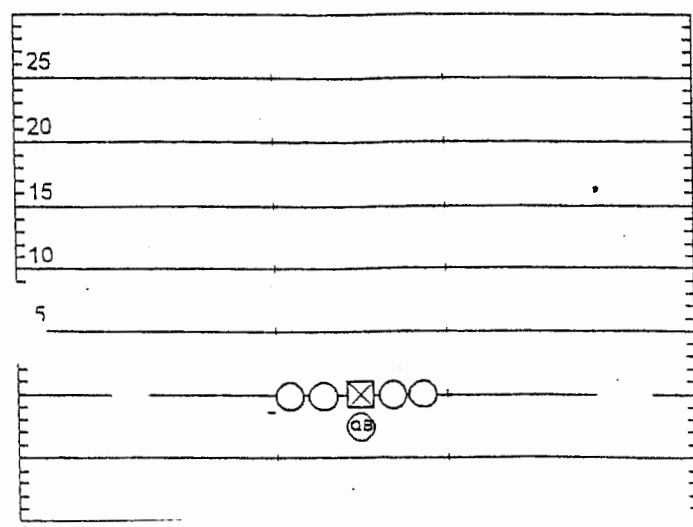
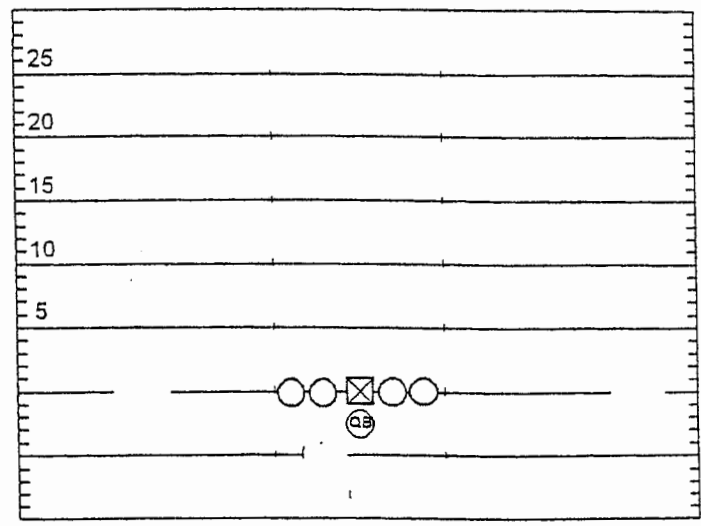
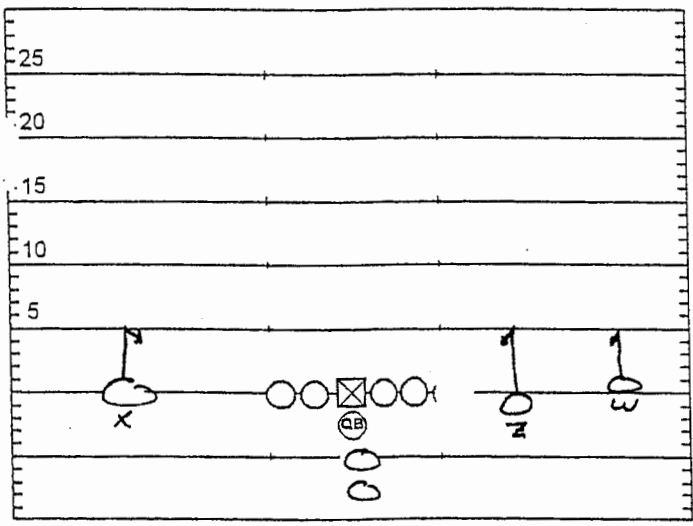
VARIATIONS
FORMATIONS



PLAY 80 Z HITCH

COVERAGE				
X	HITCH			
Y/Z	HITCH			
W	HITCH			
B/H	80 Prot.			
A	80 Prot.			

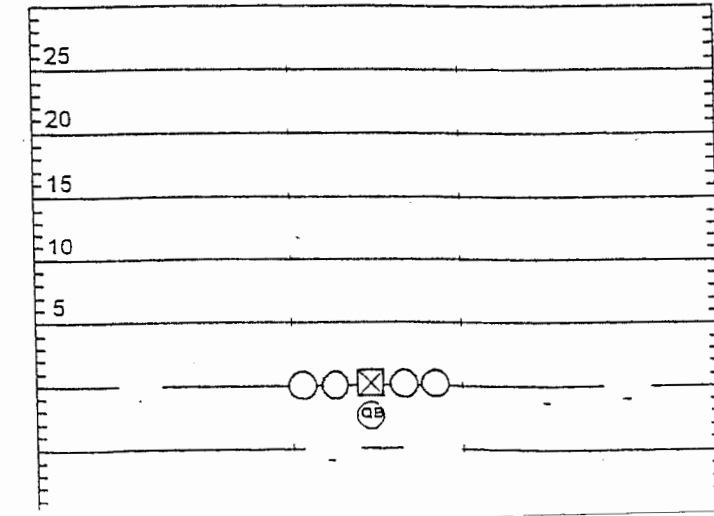
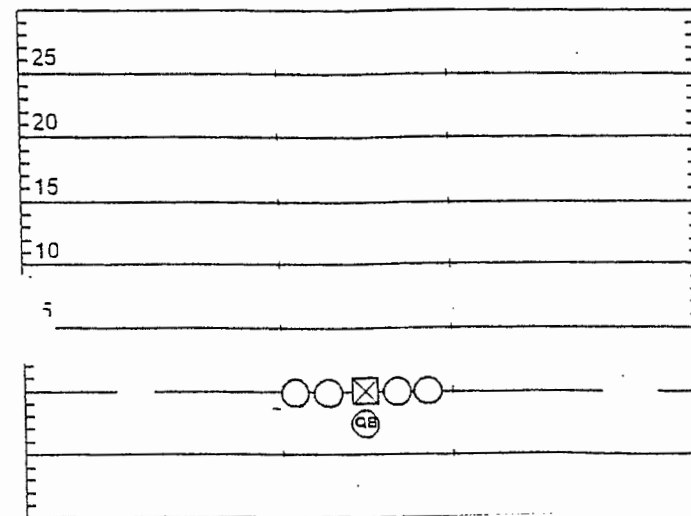
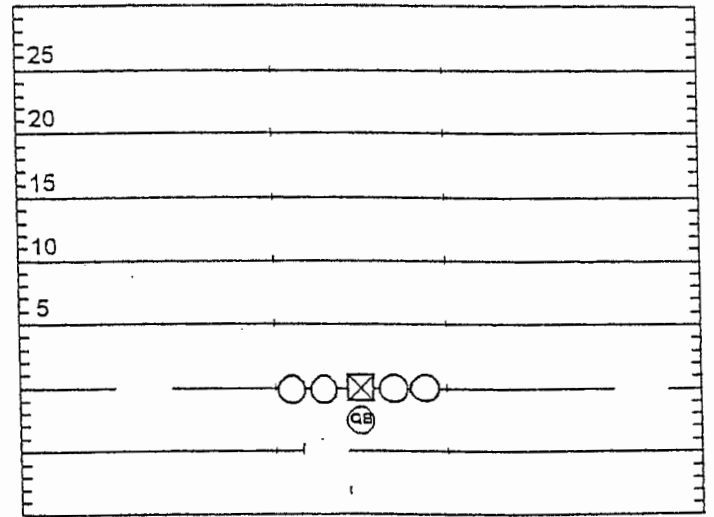
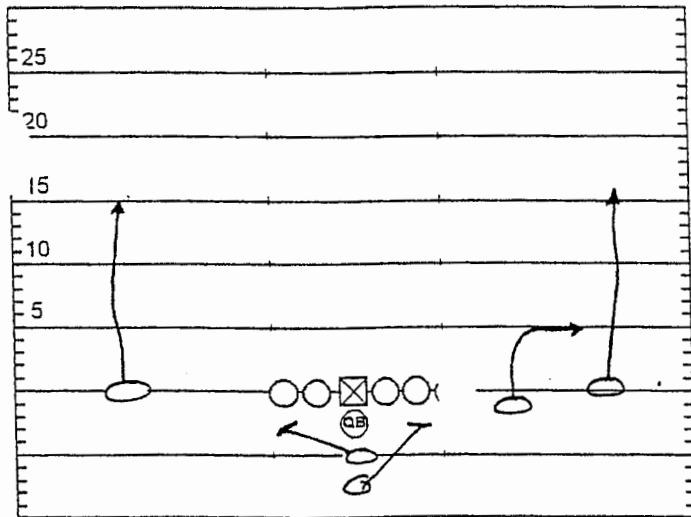
VARIATIONS
FORMATIONS



PLAY 88 Z out

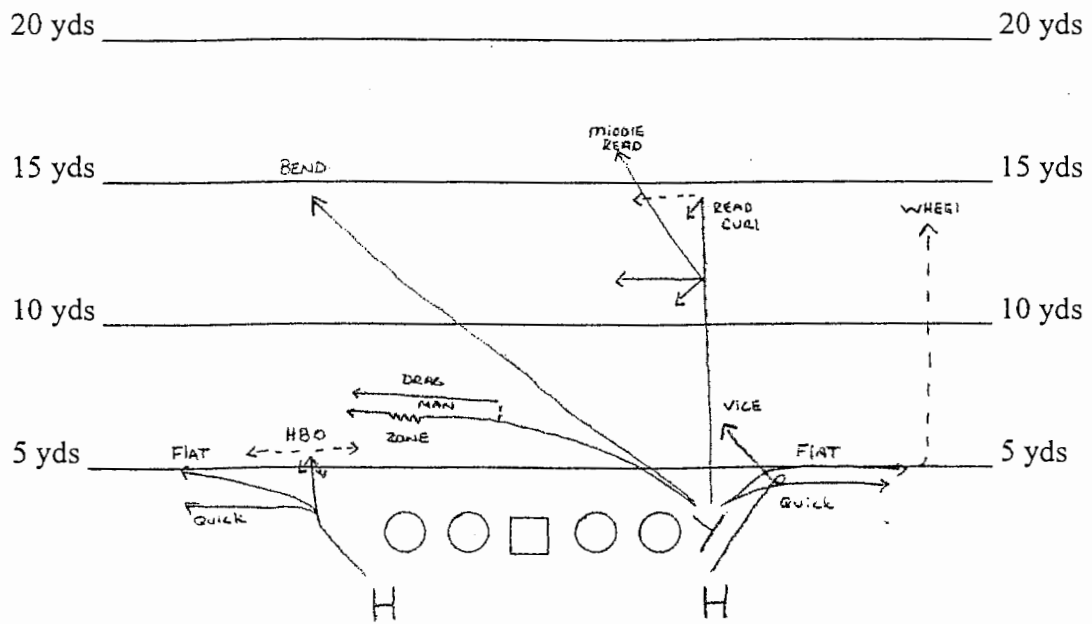
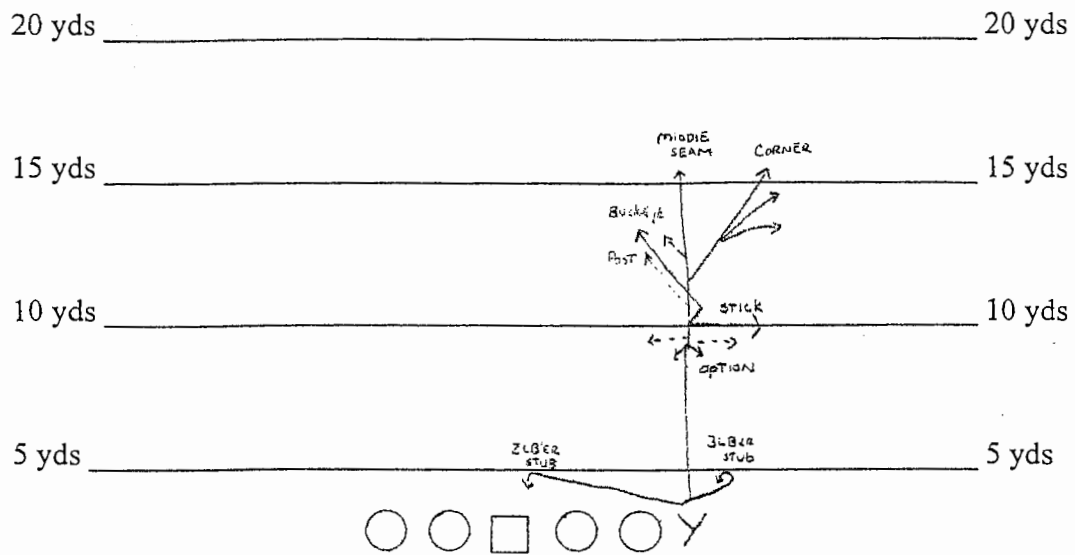
COVERAGE				
X	Go			
Y/Z	q-out			
W	Go			
B/H	80 Prot.			
A	80 Prot.			

VARIATIONS
FORMATIONS



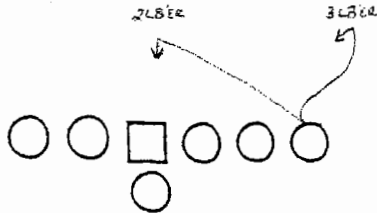
Y/H
ROUTES

Y/H PASSING TREE



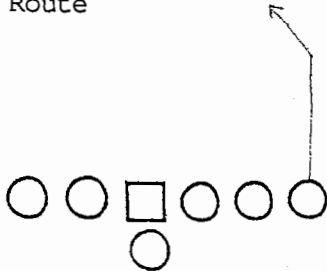
INDIVIDUAL ROUTES FOR Y/H

Stub Route



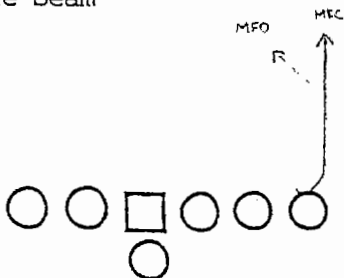
Easy release, push to a depth of 4 yds. off the outside number of the playside LB'er (find the hole)

Post Route



Easy release, push to a depth of 10-12 yds. Step and nod to the near upright.

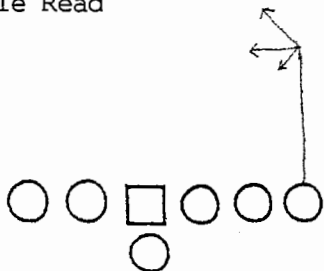
Middle Seam



MFC-ball in the middle-outside release gaining width for 2 yds. outside the hash. Step and nod to the outside at 8-10 yds. then stay vertical outside the hash.

MFO-outside release, gaining width for 2 yds outside the hash. Step and nod to the outside at 8-10 yds. then take the middle of the field. Keeping your angle thin.

Middle Read



Outside release, gaining outside width 2-3yds as you gain depth. As you release read the middle of the field.

MFC-zone push to a depth of 10-12yds, plant on your outside foot and look inside, reading the LB'ers. Find the open hole & face the QB.

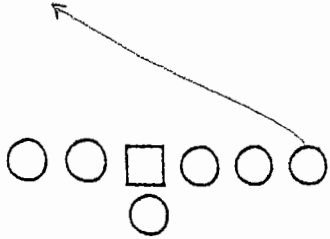
MFC-man-create separation push to a depth of 10-12yds. Step & nod to the outside, then run a dig route. Stay parallel to the LOS.

MFO-zone-push for your depth. Use a step & nod. Keep angle skinny.

MFO-man-create separation. Try to make the defender over play your outside. Try to cross his face as fast as possible.

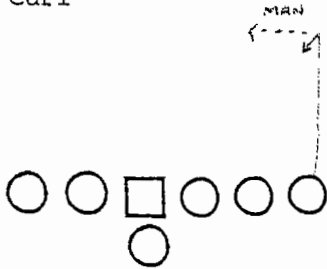
INDIVIDUAL ROUTES FOR Y / H

Bend Route

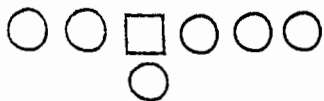
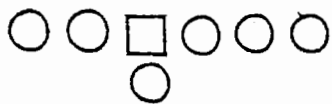


Easy release gaining depth as you cross the formation at a 45° angle. Your aiming point is 23-25yds across the field.

Read Curl

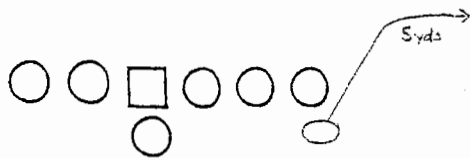


Easy release gaining depth to 14yds vs zone. Hook inside and find the hole in the underneath coverage. vs man create separation and run a dig route staying parallel to the LOS.



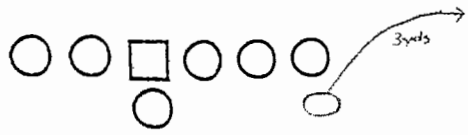
INDIVIDUAL ROUTES FOR H

Flat Route



Release through a point 3yds outside the box rolling off inside foot at 3yds. Gaining depth to a point 5yds deep halfway between the numbers and sidelines. Look quickly for the ball. If not there continue & settle 3yds from sideline. vs man Rip & squeeze defender before breaking out. May turn upfield 1yd from sideline. Alert outside corner route.

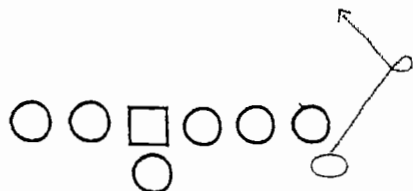
Quick Route



Release through a point 3yds outside the box rolling off inside foot at LOS. Quickly gaining depth to 3yds deep halfway between the numbers and sideline. Look quickly for the ball. If not there, continue and settle 3 yds from sideline.

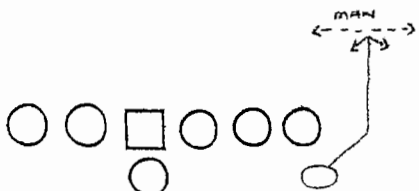
vs man Rip

Vice Route



Release to a point 1yd deep and 3yds outside TE simulating quick route. Break inside underneath coverage at a 45 degree angle.

HBO Route



Release to a point 2-3yds outside the LB'er 4yds deep. Hook away from underneath defender. Get head & shoulders around quickly. vs man alert run-away.

**DROP BACK
PASS
PROTECTION**

80

60

660

880

980

RACEHORSE

1ST DOWNS

- Base Rule – be down unless we are in the shot gun
- can call Racehorse from SL
- can game plan it by play

2ND DOWNS

- Base Rule – 2nd & 6 or less
- Be down unless we're in gun
- Can call Racehorse from SL
- Can game plan it by play

- 2nd & 7+
- do it by play
- DBP man protection – 60's, 660's, 70's – be up
- Draws & sit and go runs – be up
- Be down on run game, play-action, slide protections, 90's
- If we are in the gun, we are up

3RD DOWNS

- Base Rule – 3rd & 3 or less
- Treat like 1st down – down unless in gun

- 3rd & 4+
- be up unless the play dictates a 3 pt. stance